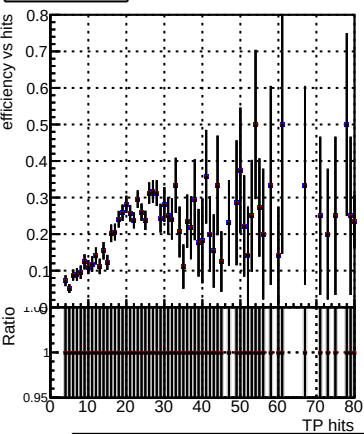
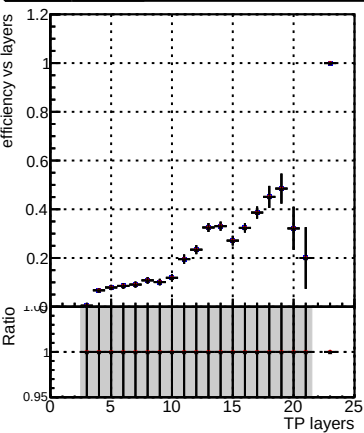


Efficiency vs hit

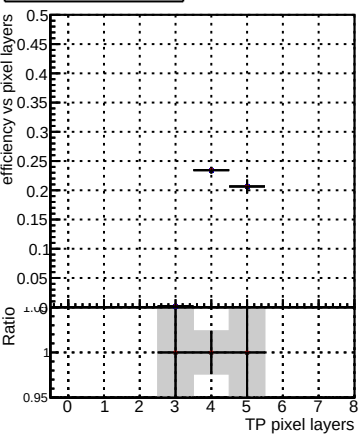


- DQM_TT_originalREDO100
- DQM_TT_originalREDO100f
- DQM_TT_originalREDO100fb3

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

