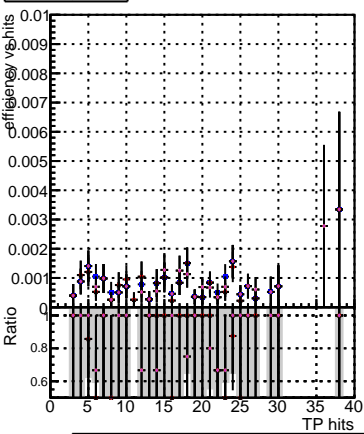
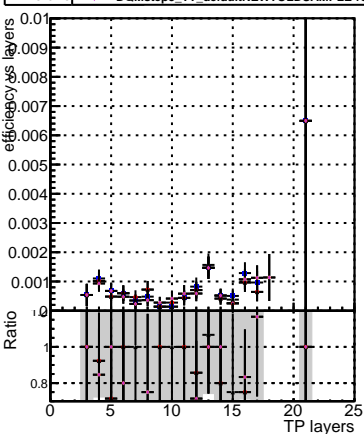


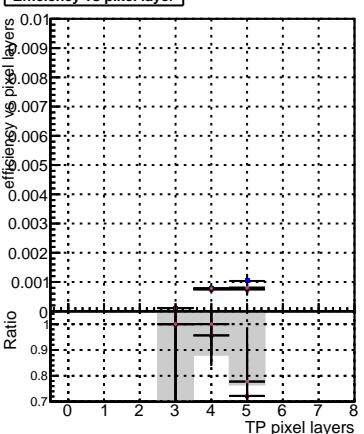
Efficiency vs hit



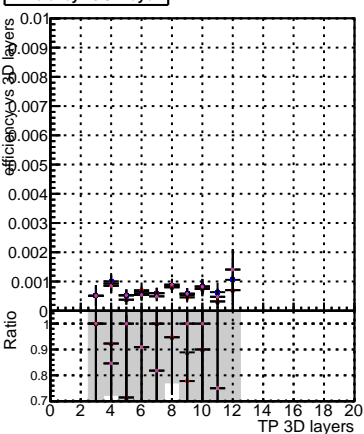
Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer



- DQMstep3\_TT\_CKF
- DQMstep3\_TT\_default
- DQMstep3\_TT\_ckfPixelLess
- DQMstep3\_TT\_default-relf4
- DQMstep3\_TT\_defaultNEWTOLDSAMPLE-relf4