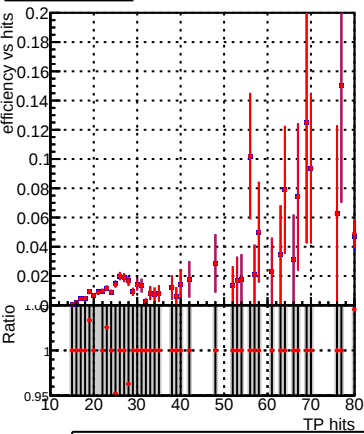
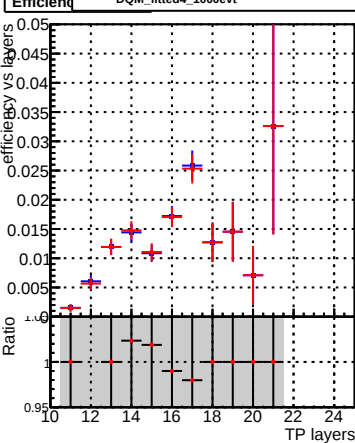


Efficiency vs hit

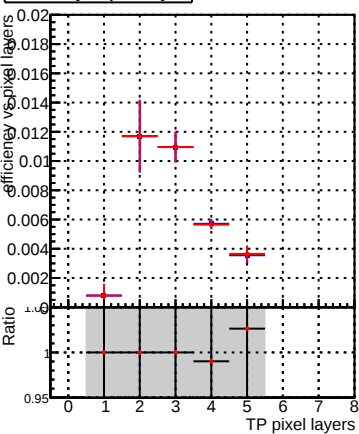


DQM_original_1000evt

DQM_fitted4_1000evt



Efficiency vs pixel layer



Efficiency vs 3D layer

