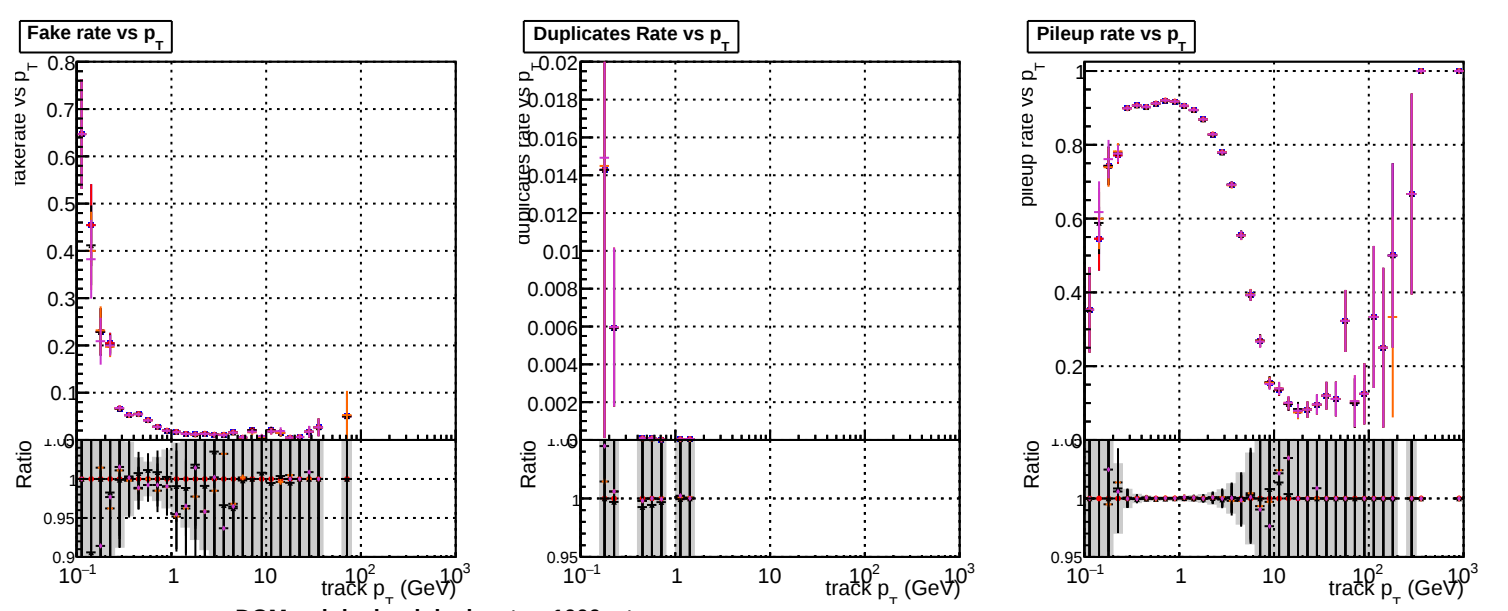




—•— DOM original originalvector_1000evt
 —•— DOM hit hitvector_1000evt
 —•— DOM hit cpeck_1000evt

