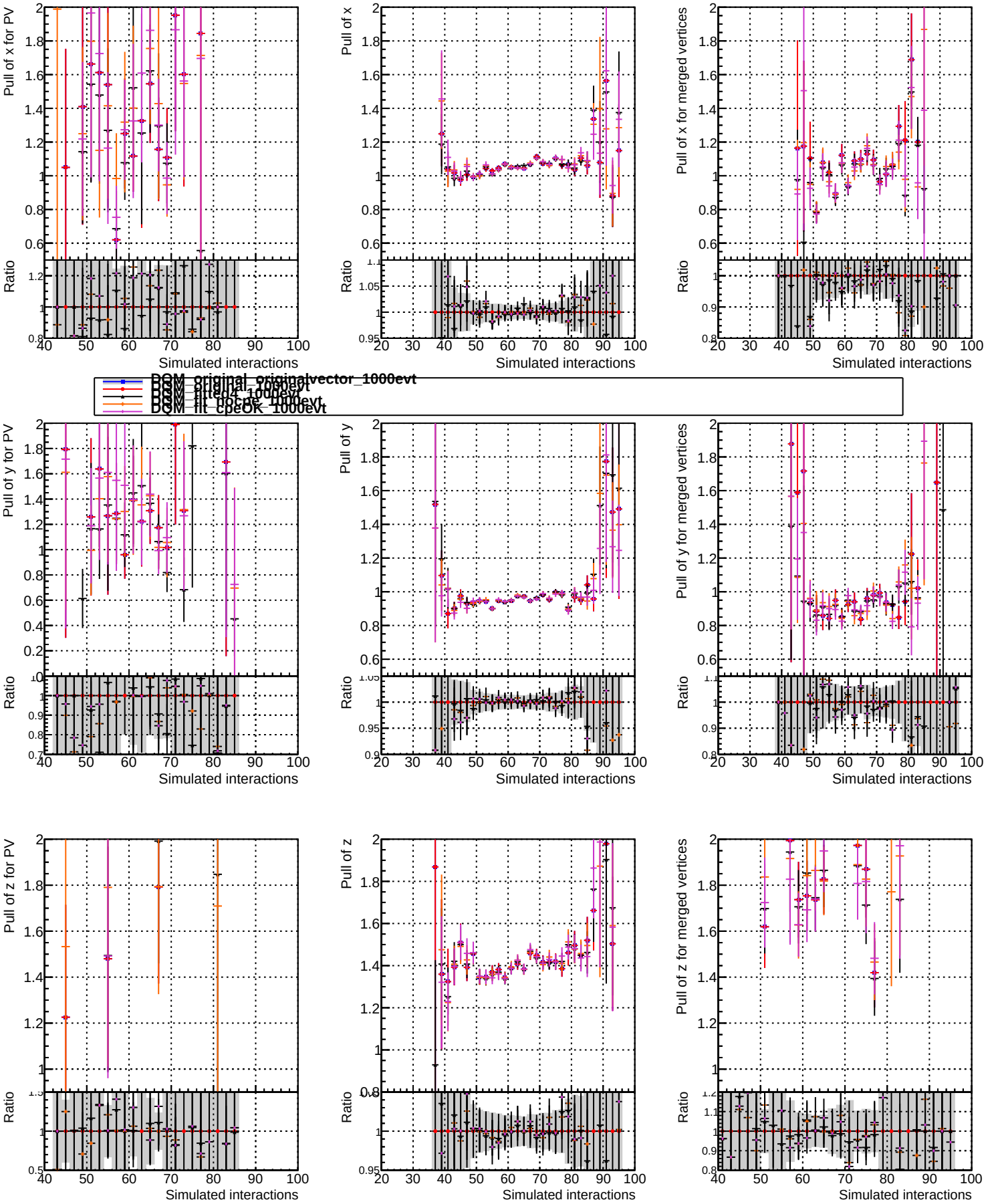
Pull of x for PV
Pull of x
Pull of x for merged vertices
Pull of y for PV
Pull of y
Pull of y for merged vertices
Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
Simulated interactions
DOM_original_originalvector_1000evt
DOM_original_1000evt
DOM_fitted4_1000evt
DOM_fit_noCPE_1000evt
DOM_fit_cpeOK_1000evt