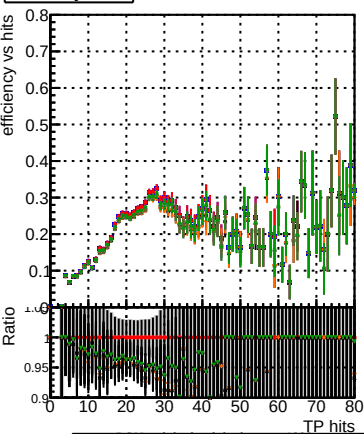
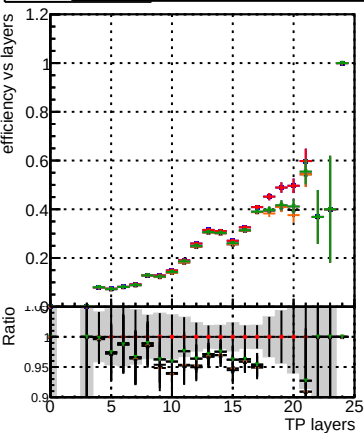


Efficiency vs hit

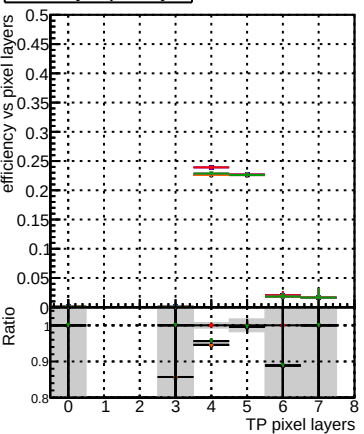


- DOM original originalvector\_1000evt
- DOM original\_1000evt
- DOM fitted4\_1000evt
- DOM fit\_cpeOK\_1000evt
- DOM fit\_cpeOK\_SORTRZ2\_1000evt
- DOM fit\_cpeOK\_SORTRZ2\_TESTOUTLIER5\_1000evt

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

