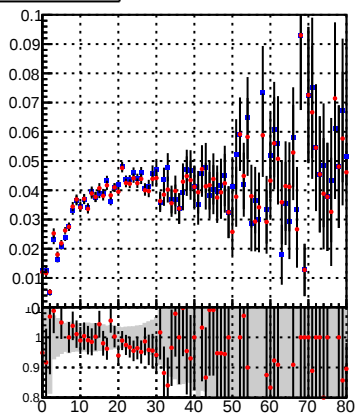
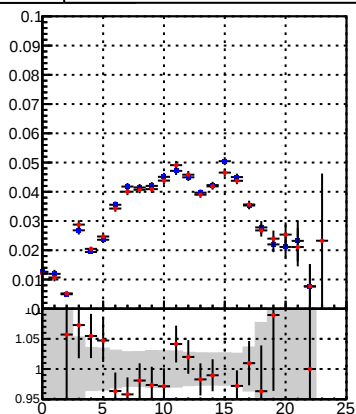


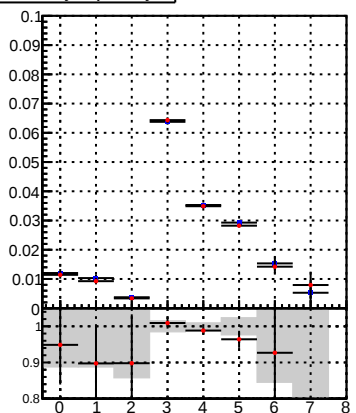
Efficiency vs hit



Efficienc — DQM_TT__mkFitRETEST2_



Efficiency vs pixel layer



Efficiency vs 3D layer

