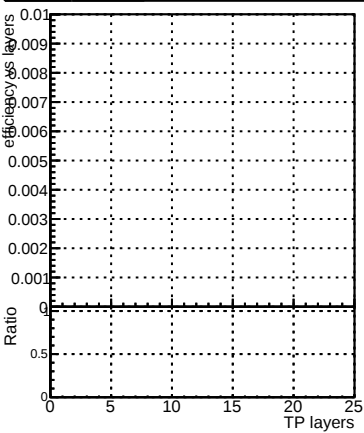


Efficiency vs hit

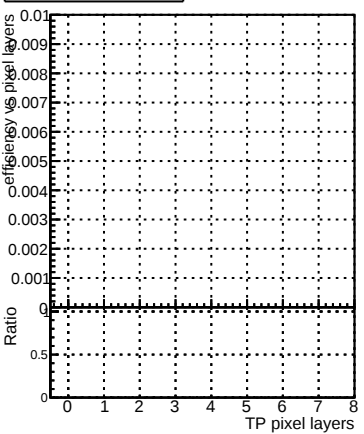


- DOM_V0001_R0000000001_Global_mkFit10000_RECO
- DOM_V0001_R0000000001_Global_mkFit1000_RECO
- DOM_V0001_R0000000001_Global_mkFit1000ATime_RECO
- DOM_V0001_R0000000001_Global_mkFit1000CTime_RECO
- DOM_V0001_R0000000001_Global_mkFit1000MTime_RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

