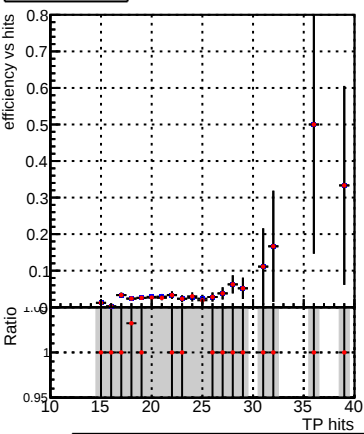


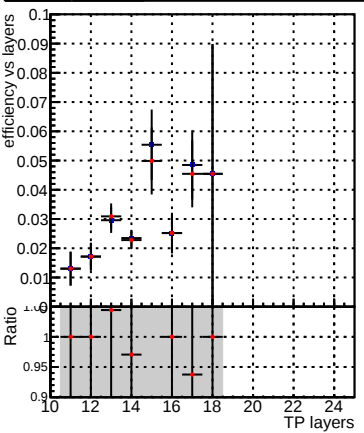
Efficiency vs hit



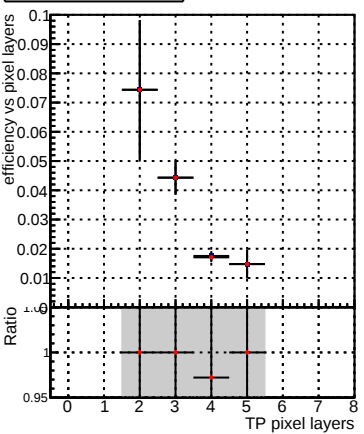
DQM_mkFit_TToriginal

Efficiency vs hit

DQM_mkFit_TTNEWHS_ALLITERS



Efficiency vs pixel layer



Efficiency vs 3D layer

