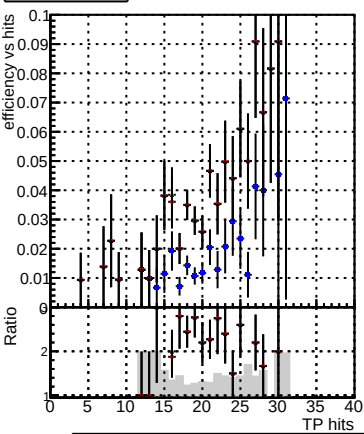


Efficiency vs hit

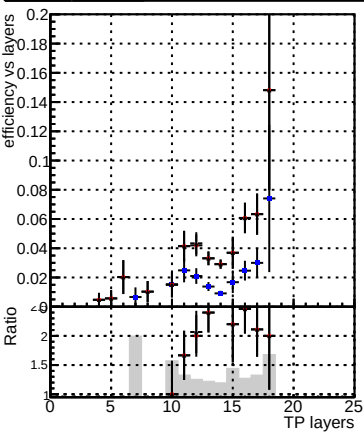


DQM_V0001_R000000001_Global_cmssw1000time_RECO

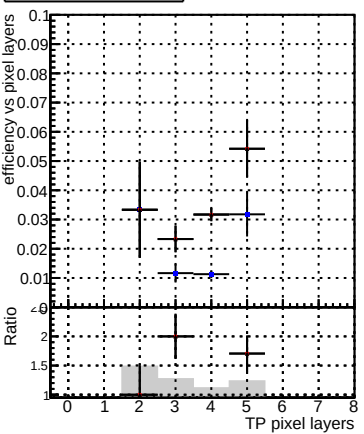
DQM_V0001_R000000001_Global_mkFitNewOLD1000time_RECO

DQM_V0001_R000000001_Global_mkFitNewBinsAdj1000time_RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

