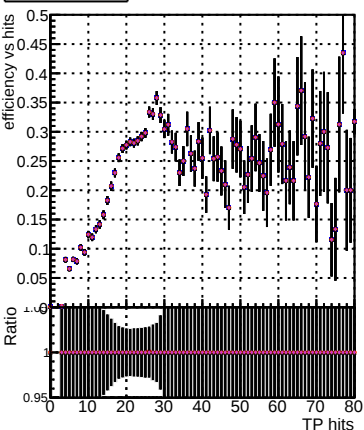
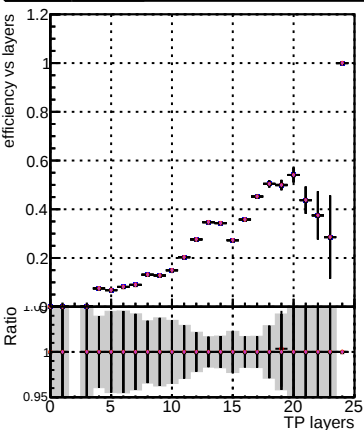


Efficiency vs hit

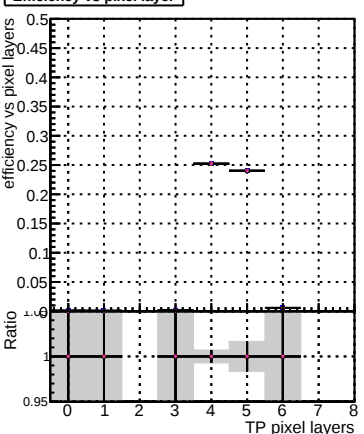


DOM_V0001	R000000001	Global	mkFitMISSINNER_RECO
DOM_V0001	R000000001	Global	mkFitMISSOUTER_RECO
DOM_V0001	R000000001	Global	mkFitBADINNER_RECO
DOM_V0001	R000000001	Global	mkFitBADOUTER_RECO
DOM_V0001	R000000001	Global	mkFitNOMEAS_RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

