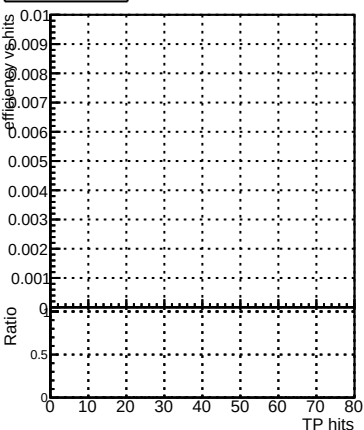
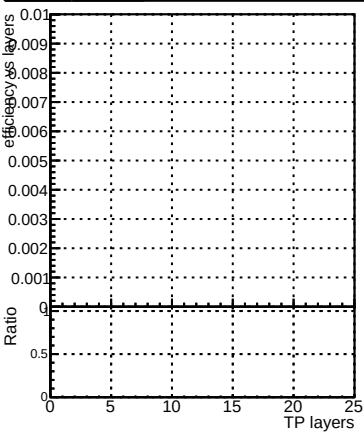


Efficiency vs hit

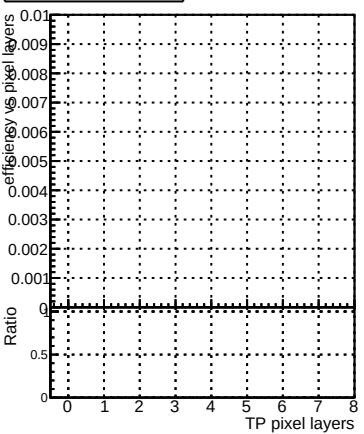


DOM_V0001	R0000000001	Global	mkFitOriginal	RECO
DOM_V0001	R0000000001	Global	mkFitNew	RECO
DOM_V0001	R0000000001	Global	mkFitNewHpTt	RECO
DOM_V0001	R0000000001	Global	mkFitNewDetq	RECO
DOM_V0001	R0000000001	Global	mkFitNewDett	RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

