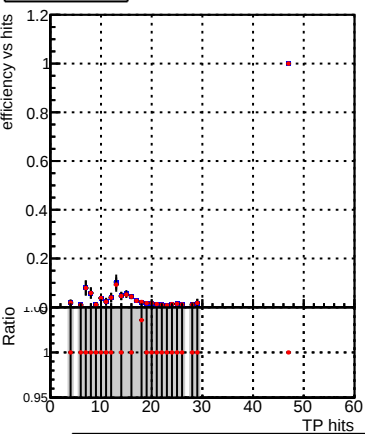
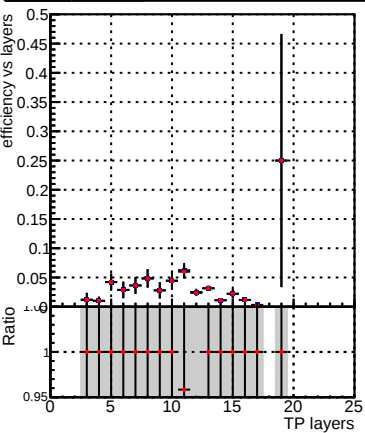


Efficiency vs hit

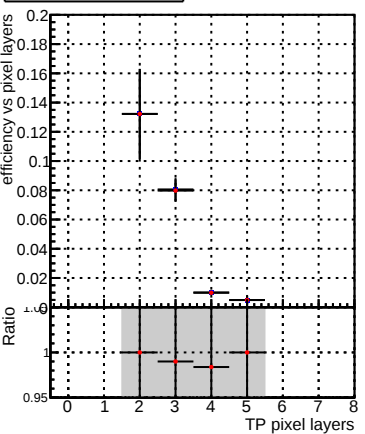


DQM_TT_MKFIT_ORIG

DQM_TT_MKFIT_MODIF



Efficiency vs pixel layer



Efficiency vs 3D layer

