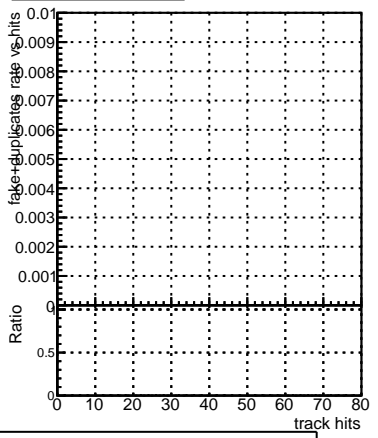
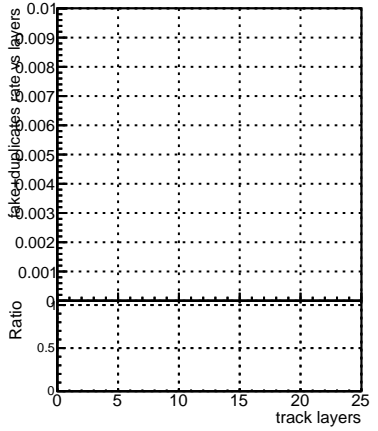


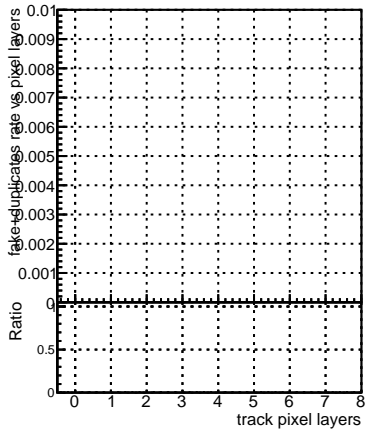
fake+duplicates vs hits



DQM\_beforePR  
DQM\_afterPR



fake+duplicates vs pixel layers



fake+duplicates vs 3D layers

