

N of reconstructed tracks vs transverse ref point position



N of associated (recoToSim) tracks vs transverse ref point position



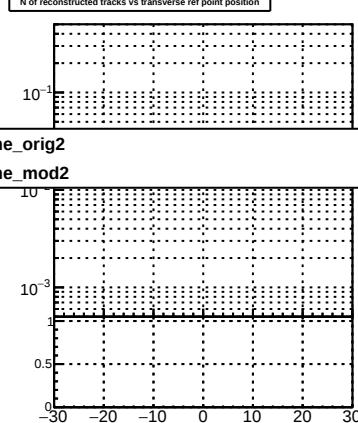
N of associated (recoToSim) loopers tracks vs transverse ref point position



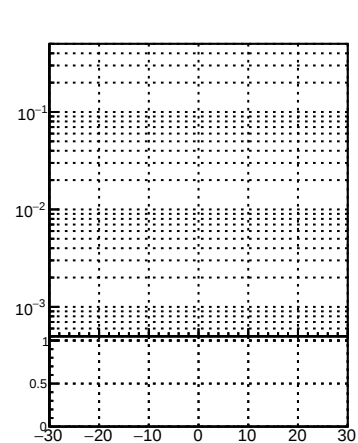
N of associated (recoToSim) loopers tracks vs transverse ref point position



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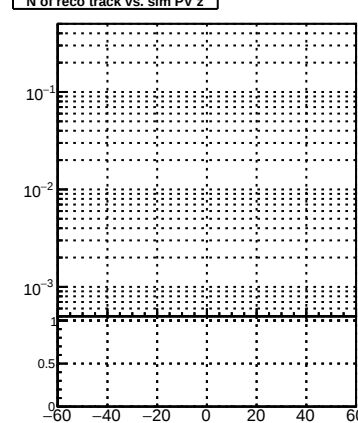
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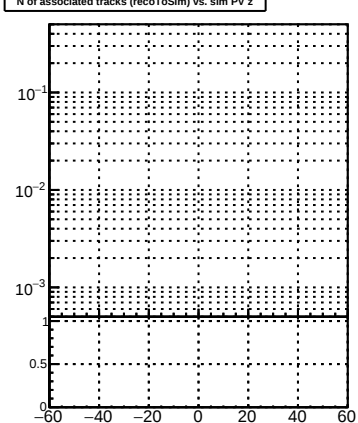
N of associated (recoToSim) loopers tracks vs transverse ref point position



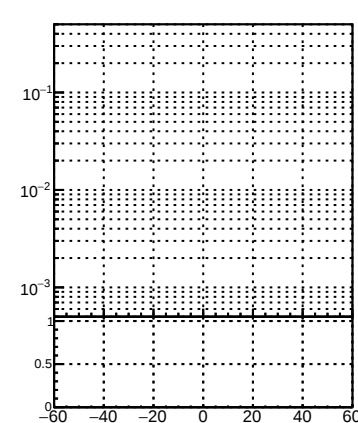
N of reco track vs. sim PV z



N of associated tracks (recoToSim) vs. sim PV z



N of associated (recoToSim) tracks vs transverse ref point position



N of associated (recoToSim) loopers tracks vs. sim PV z

