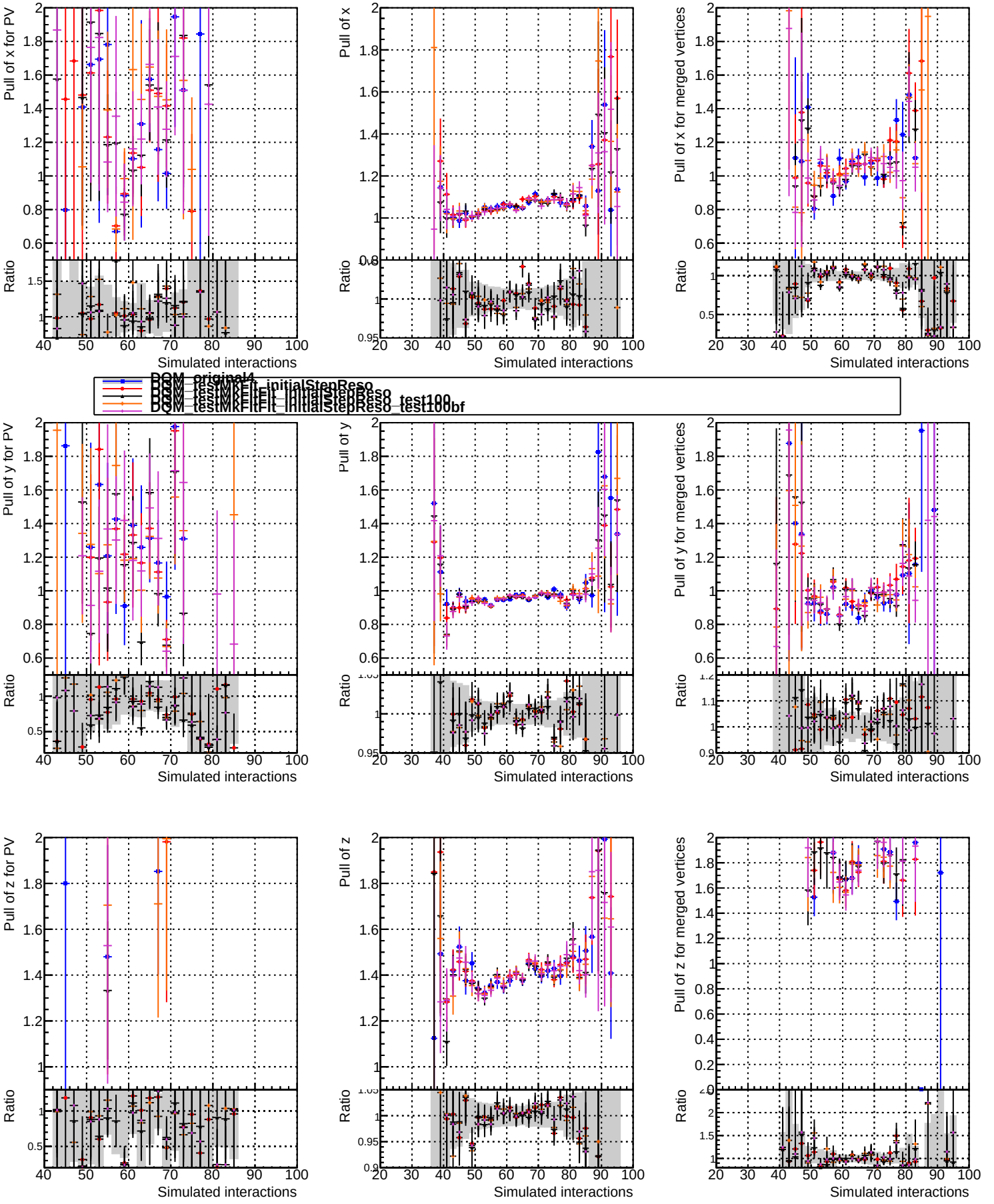
Pull of x for PV
Pull of x
Pull of x for merged vertices
Pull of y for PV
Pull of y
Pull of y for merged vertices
Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
Simulated interactions
DOM_original4
DOM_testMKFit_initialStepReso
DOM_testMKFitFit_initialStepReso
DOM_testMKFitFit_initialStepReso_test100
DOM_testMKFitFit_initialStepReso_test100bf