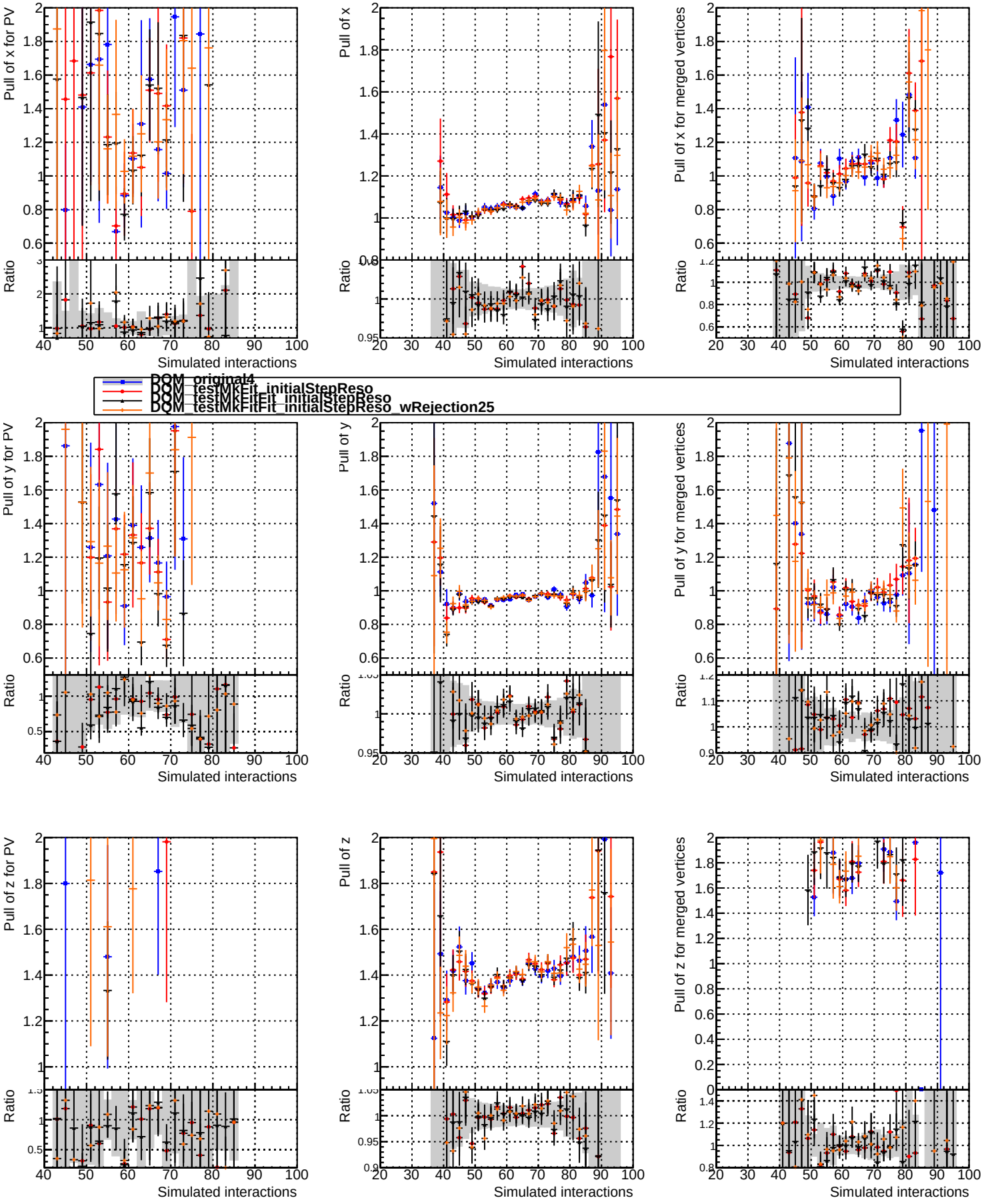
Pull of x for PV
Pull of x
Pull of x for merged vertices
Pull of y for PV
Pull of y
Pull of y for merged vertices
Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
Simulated interactions
DOM_original4
DOM_testMkFit_initialStepReso
DOM_testMkFitFit_initialStepReso
DOM_testMkFitFit_initialStepReso_wRejection25