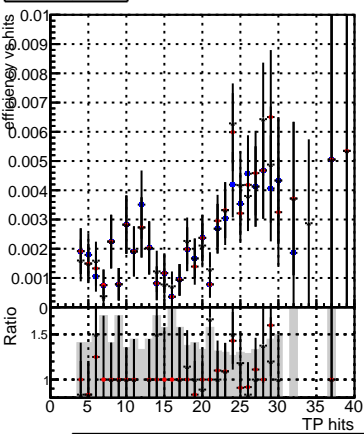
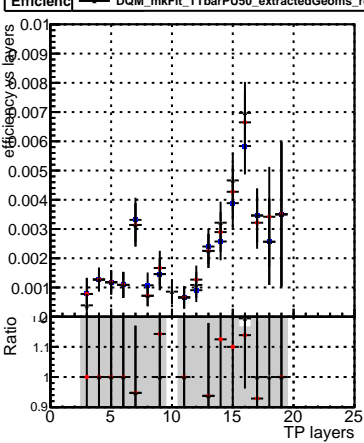


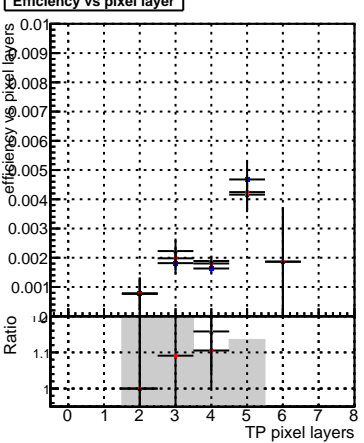
Efficiency vs hit



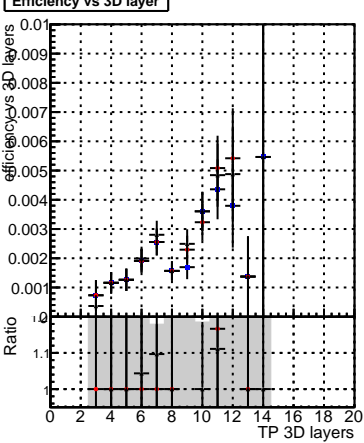
Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer



- DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100
- DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0
- DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0_dynamicChi2CutOverlap