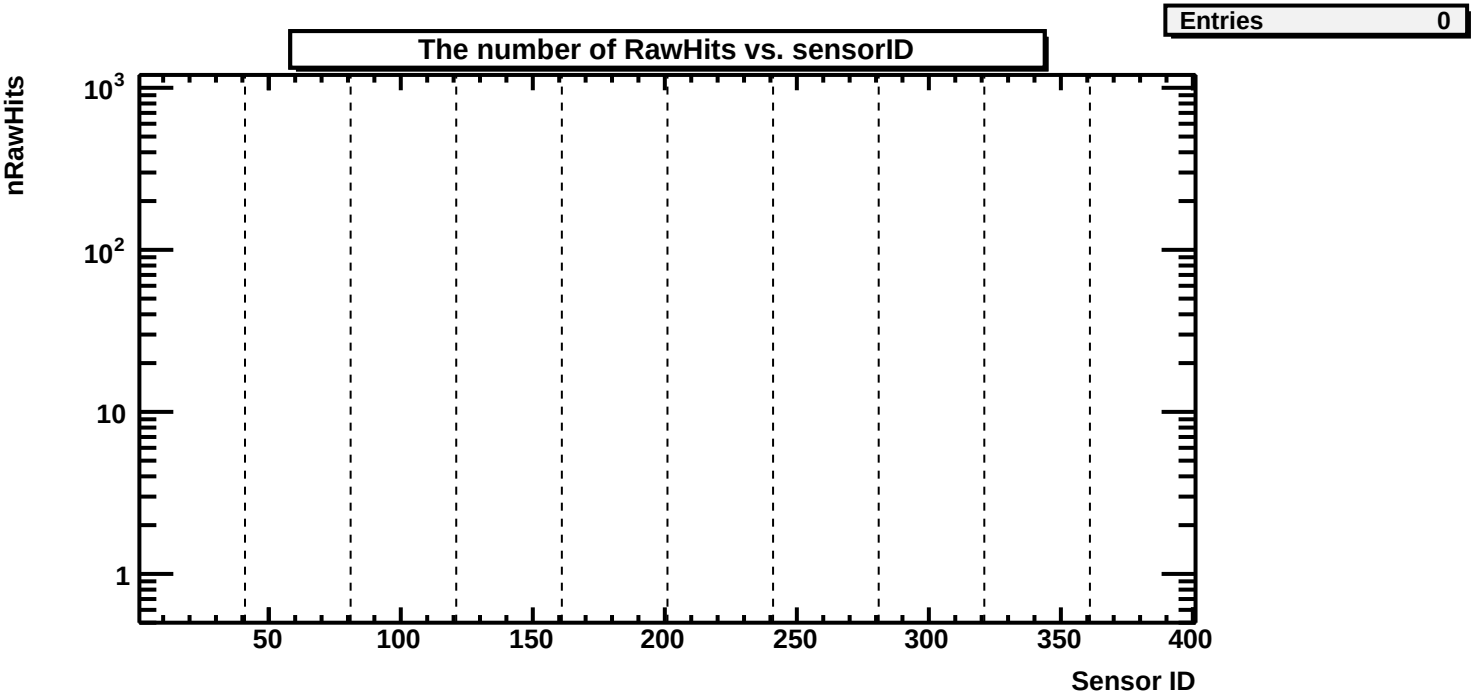
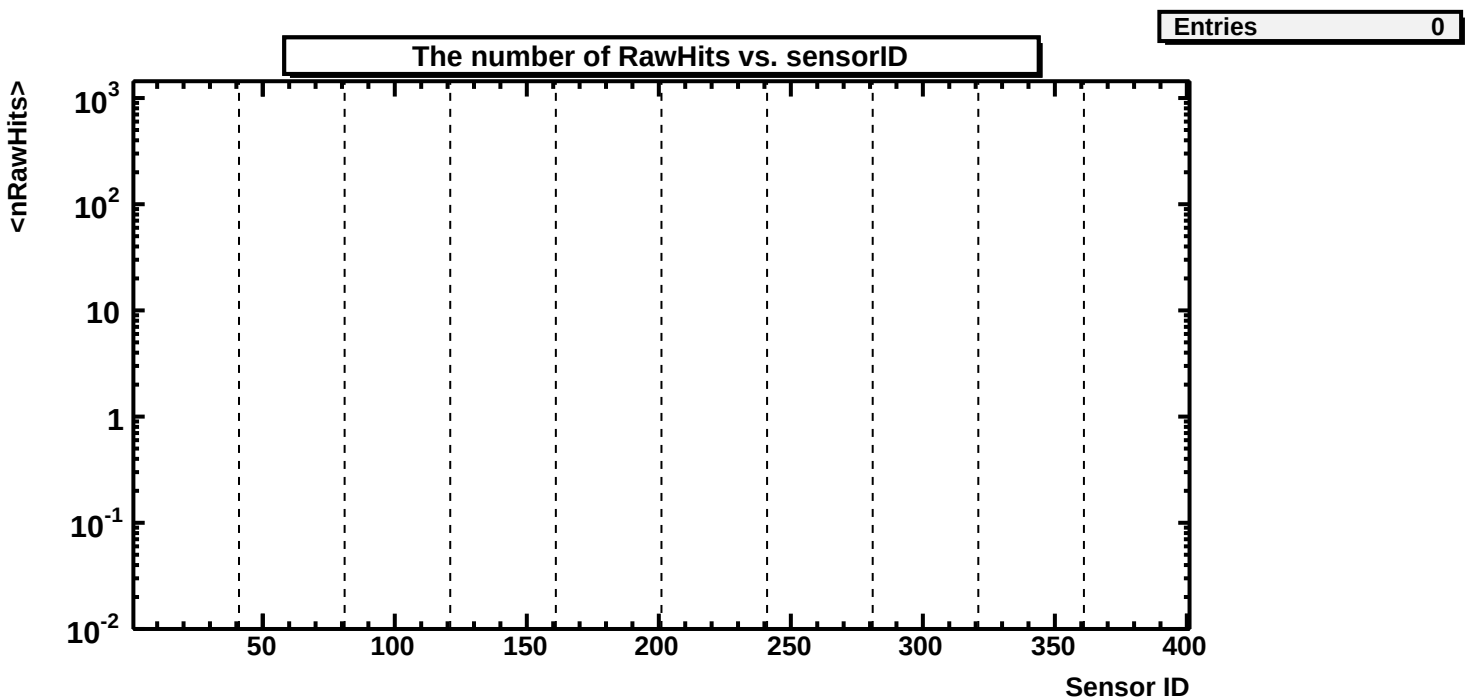
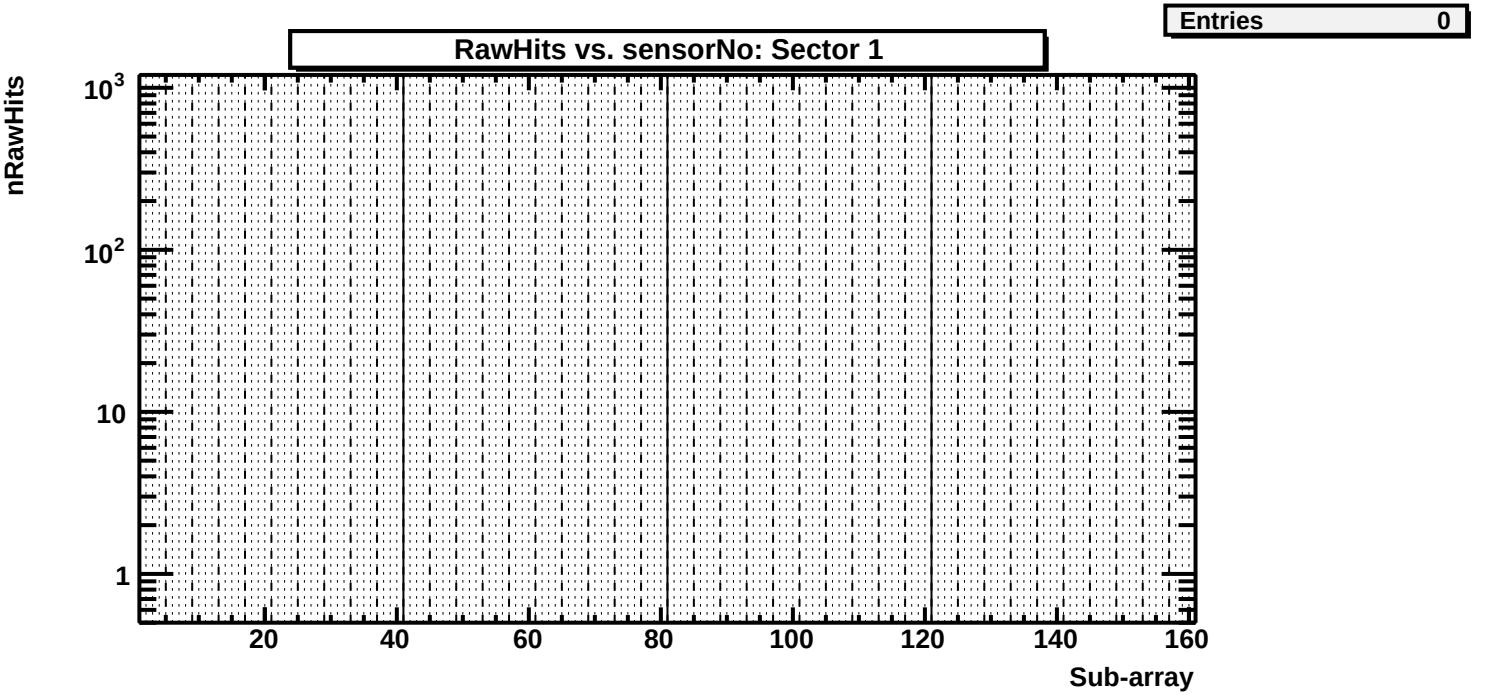
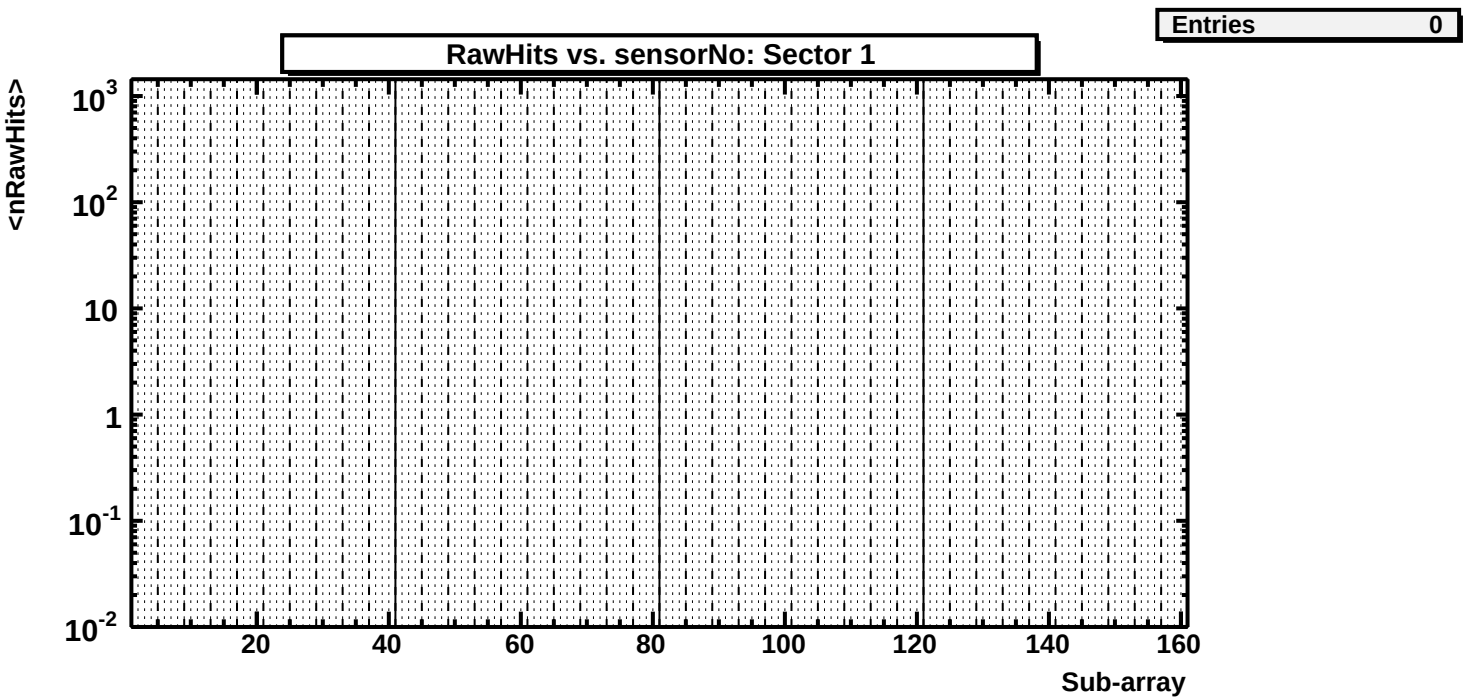
# 15150042.pxlMon.Ma

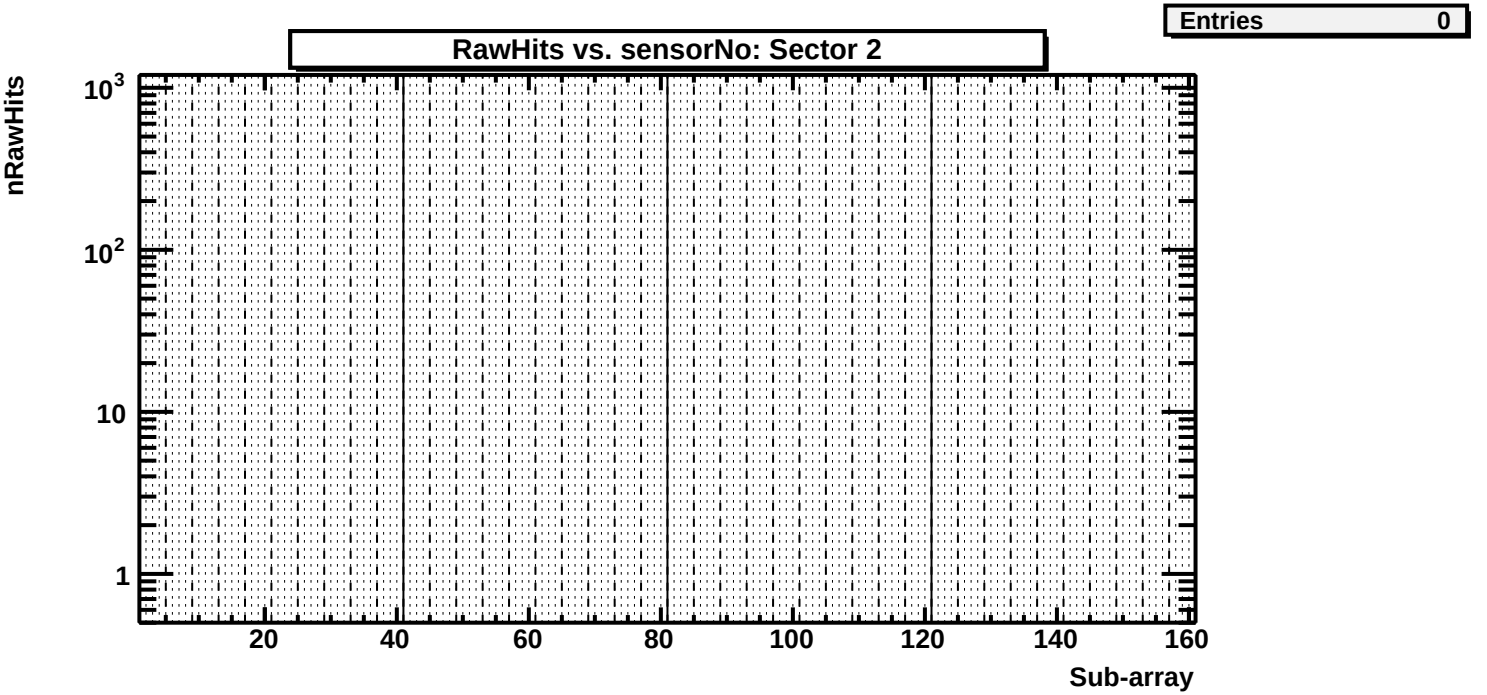
Fri May 30 12:53:37 2014

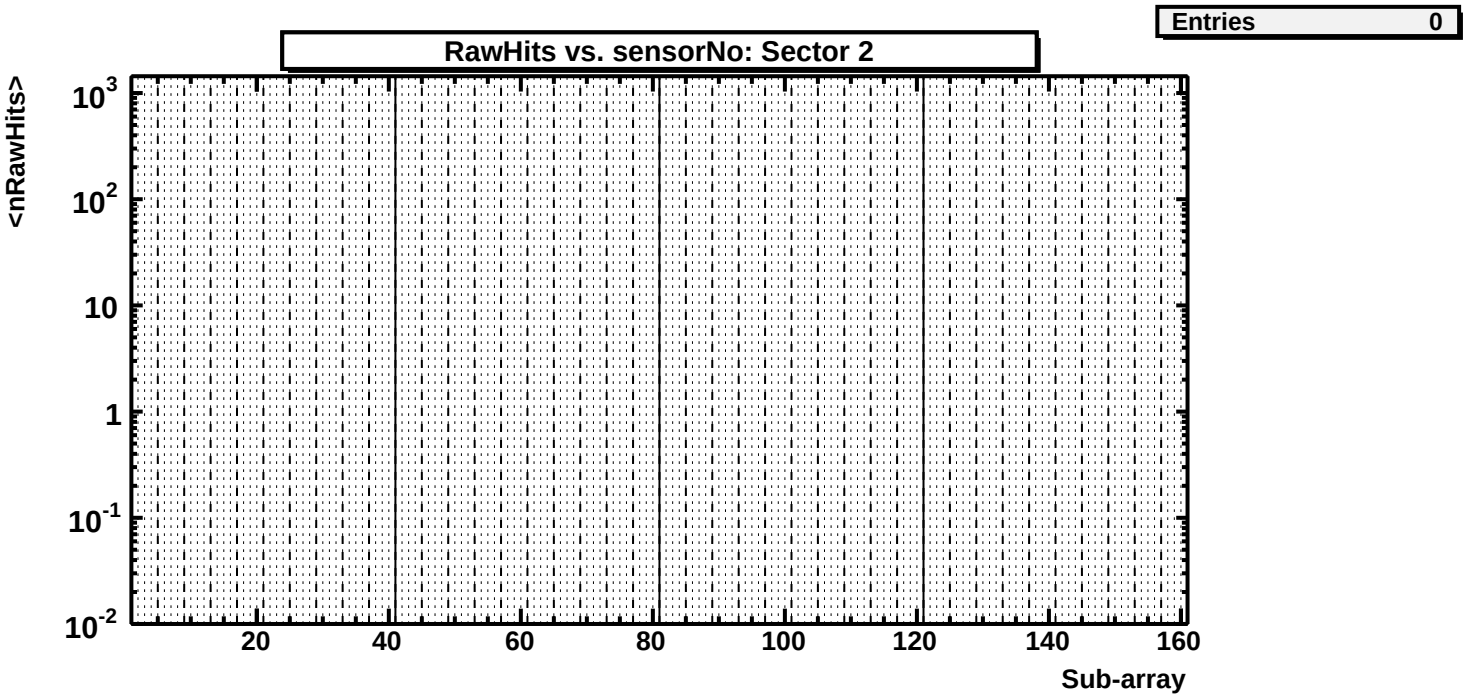

Entries 0
The number of RawHits vs. sensorID
nRawHits
$10^3$
$10^2$
10
1
50
100
150
200
250
300
350
400
Sensor ID

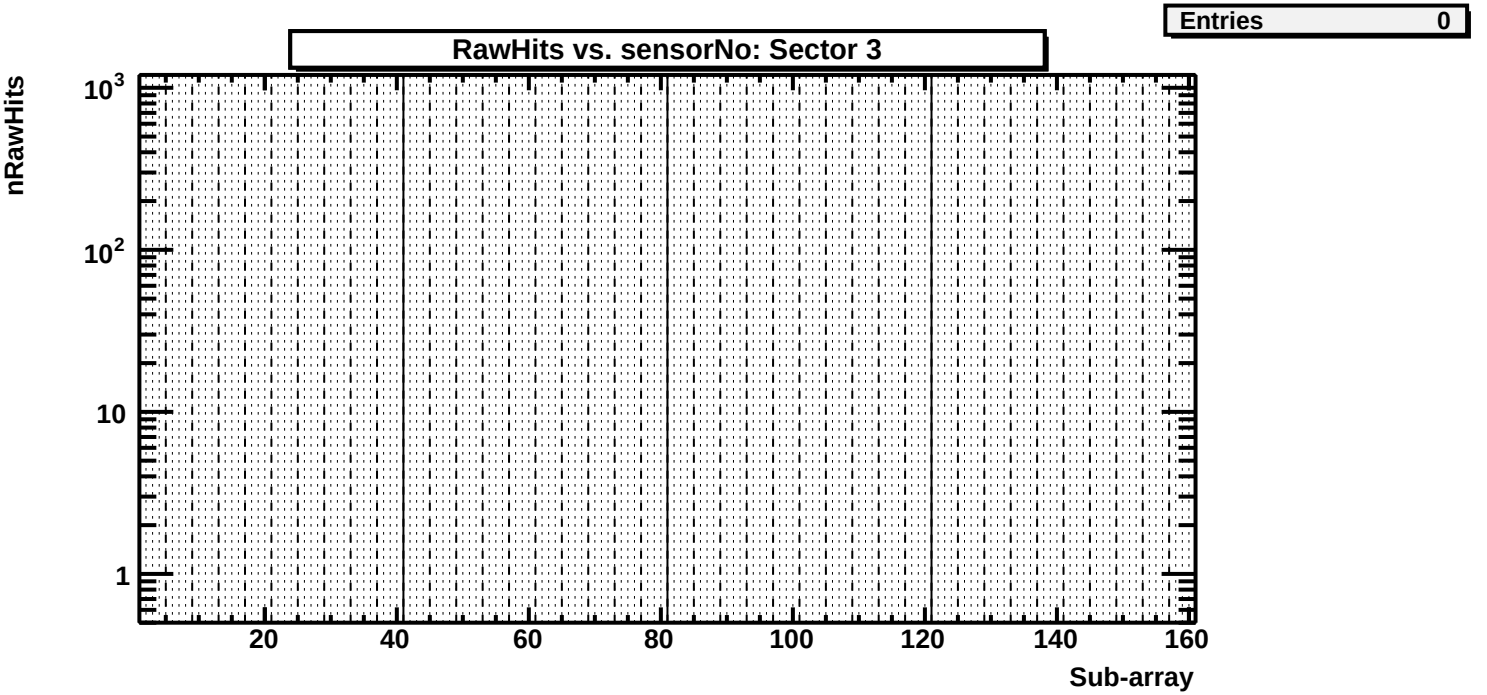

Entries 0
The number of RawHits vs. sensorID
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
50
100
150
200
250
300
350
400
Sensor ID

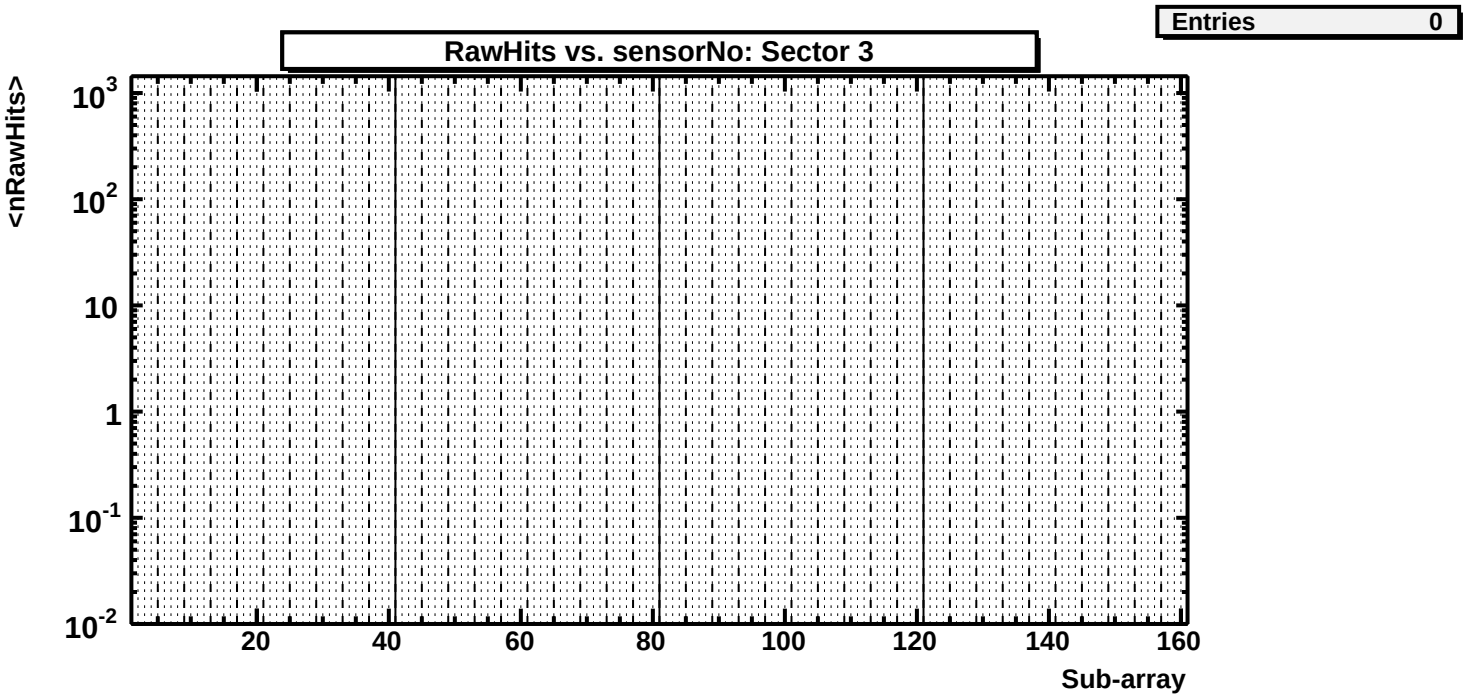

Entries 0
RawHits vs. sensorNo: Sector 1
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

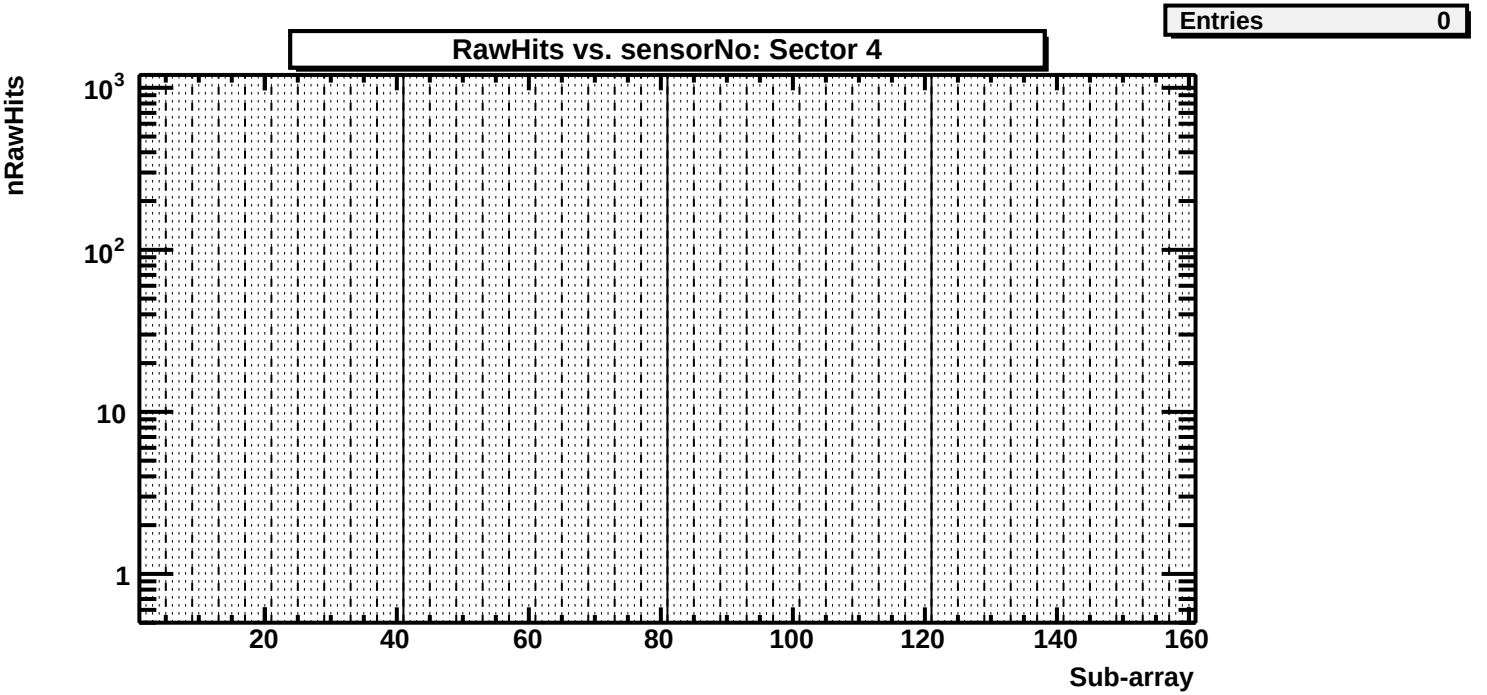

Entries 0
RawHits vs. sensorNo: Sector 1
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

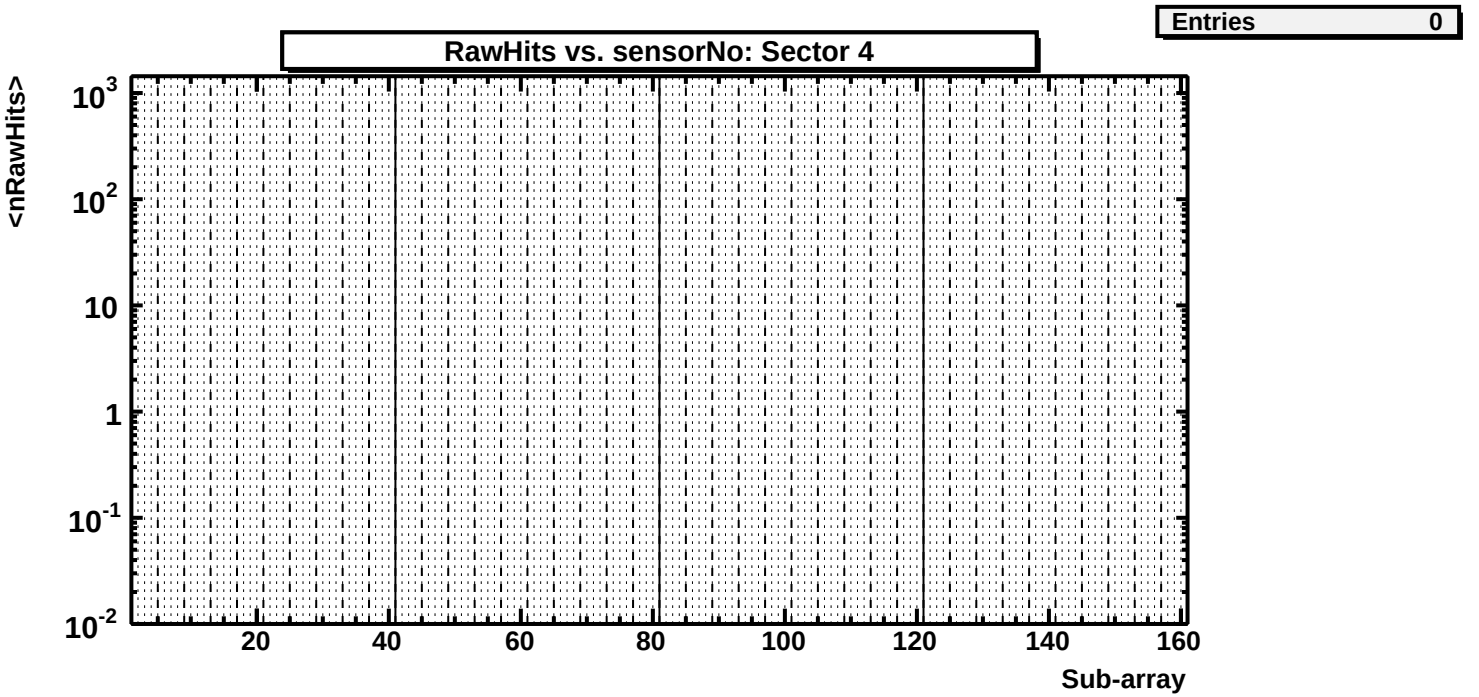

Entries 0
RawHits vs. sensorNo: Sector 2
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

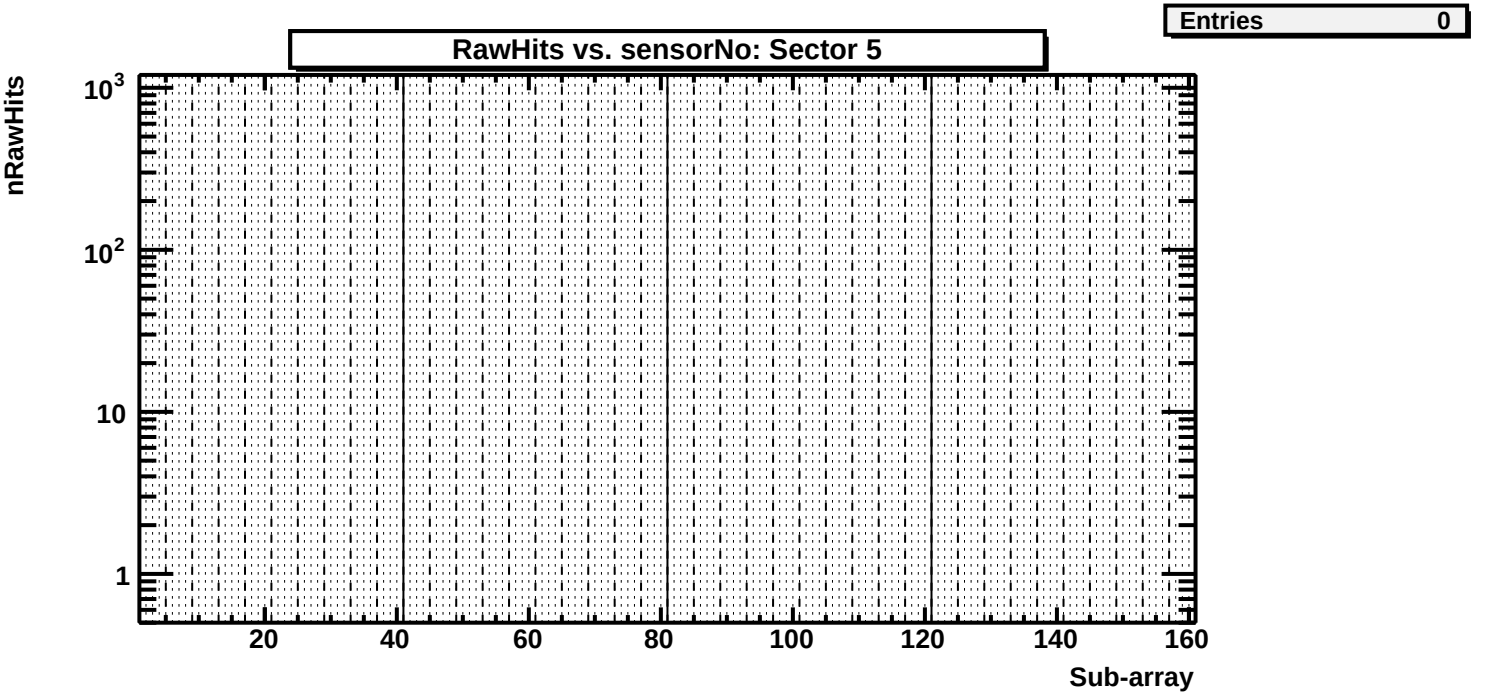

Entries 0
RawHits vs. sensorNo: Sector 2
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

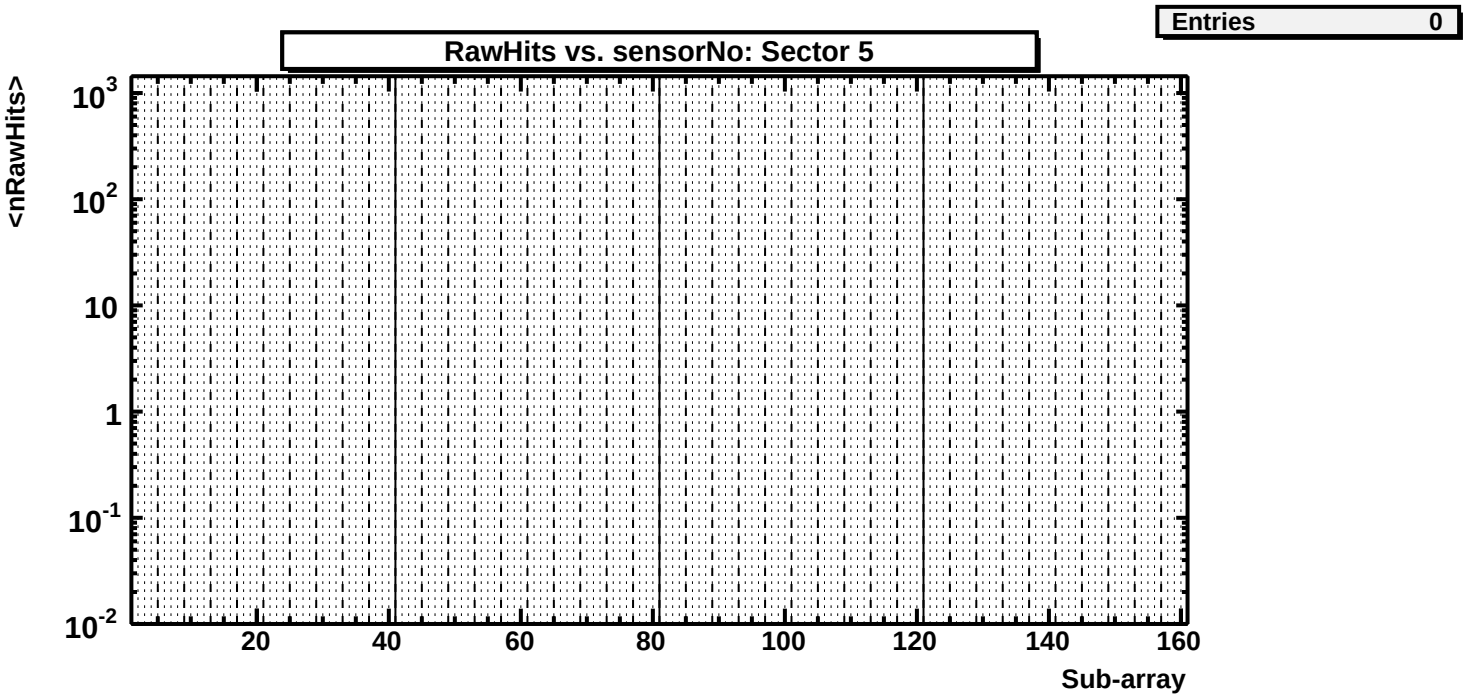

Entries 0
RawHits vs. sensorNo: Sector 3
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

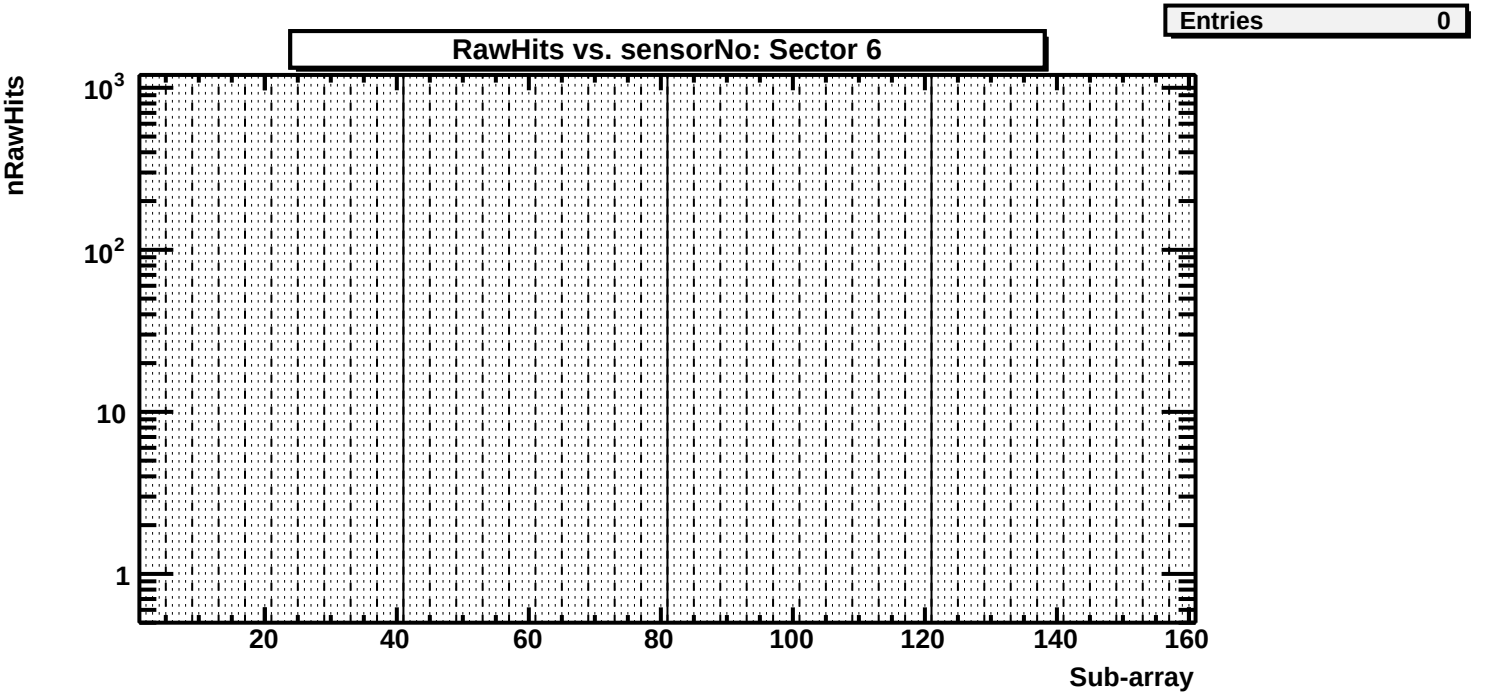

Entries 0
RawHits vs. sensorNo: Sector 3
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

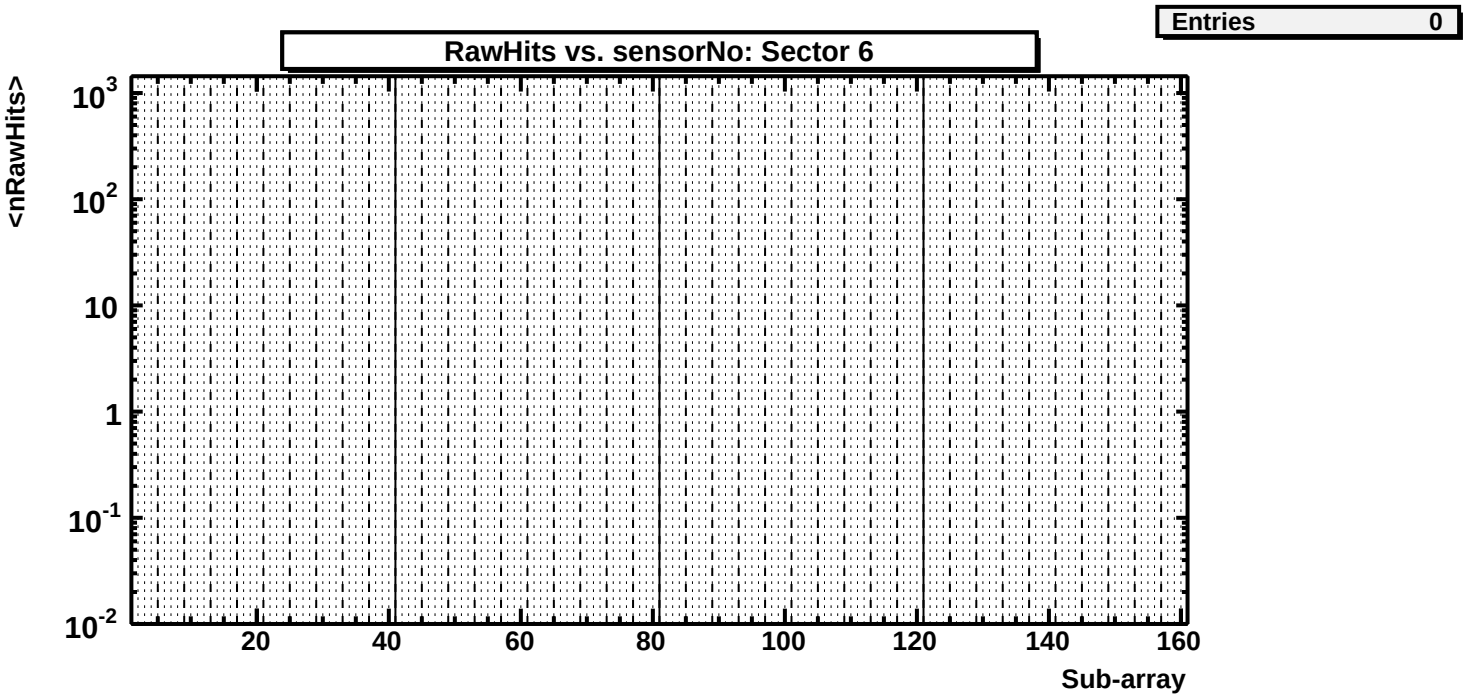

Entries 0
RawHits vs. sensorNo: Sector 4
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

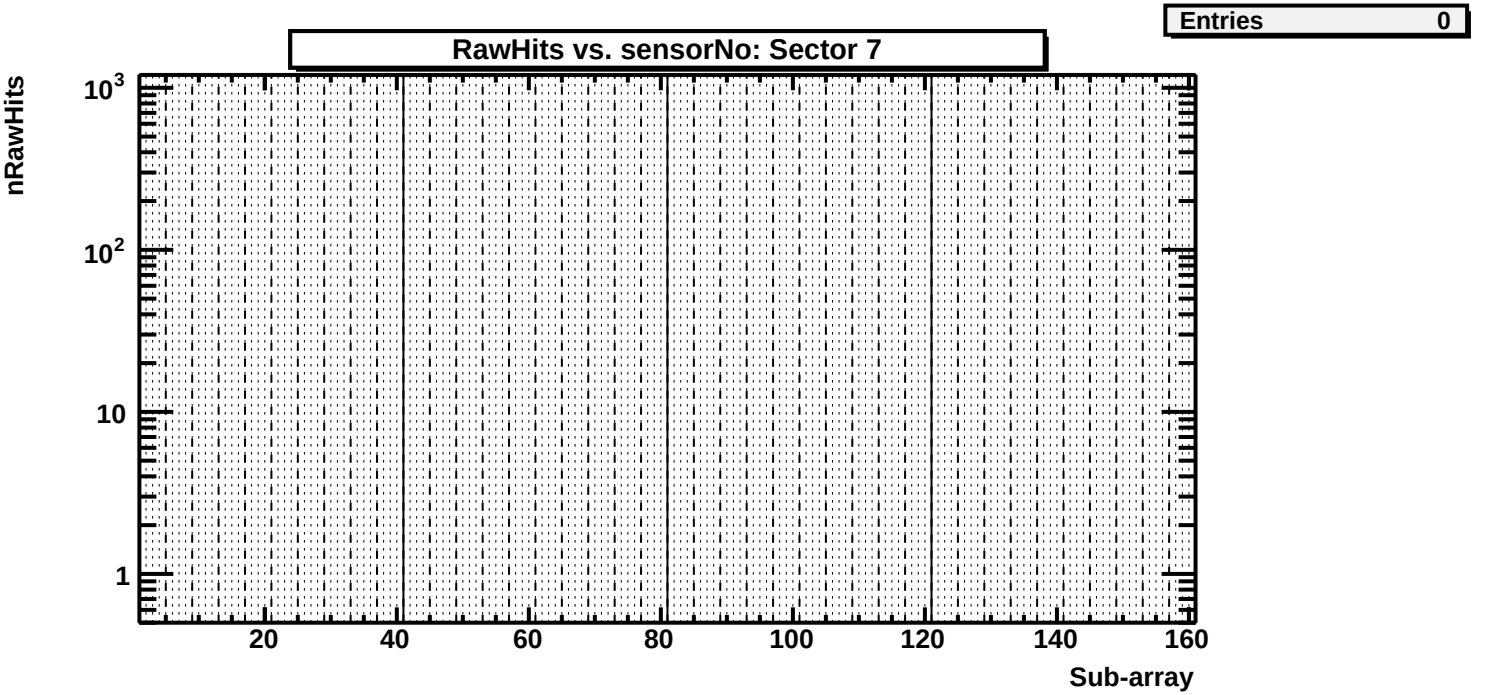

Entries 0
RawHits vs. sensorNo: Sector 4
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

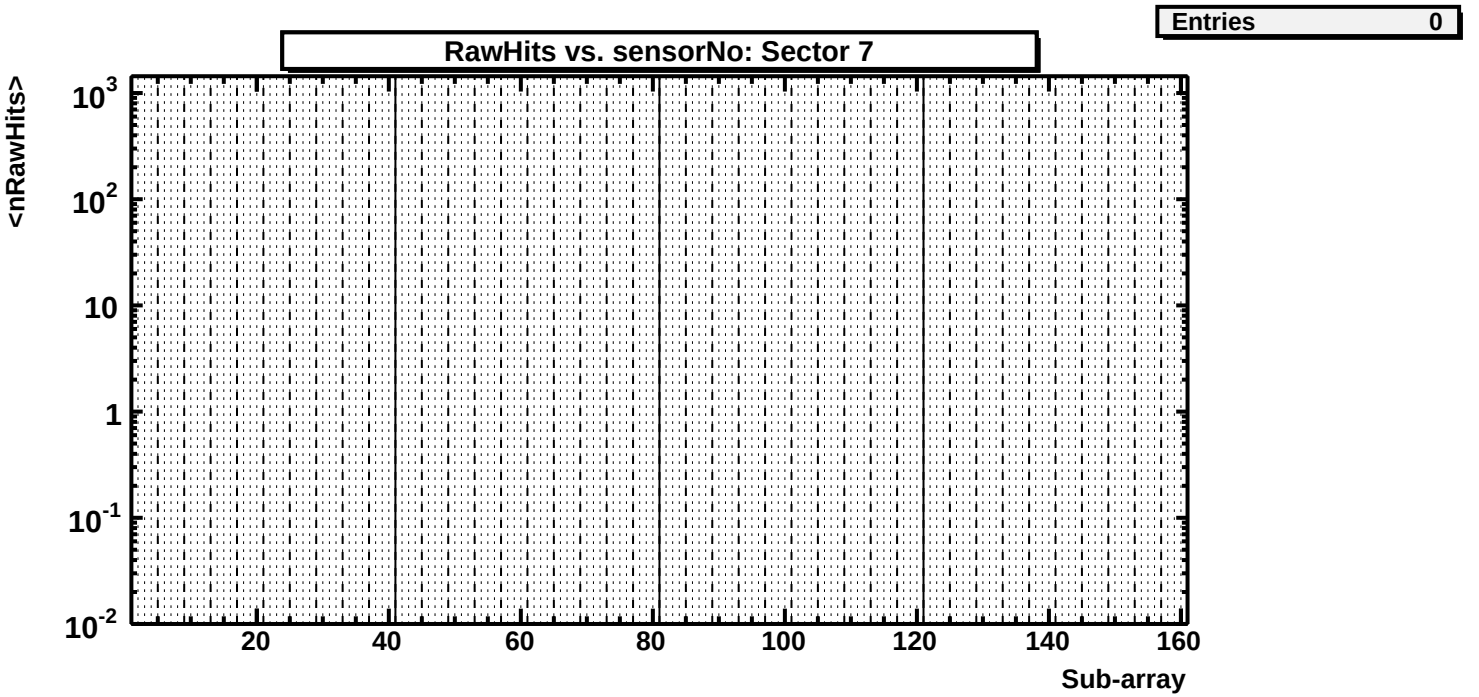

Entries 0
RawHits vs. sensorNo: Sector 5
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

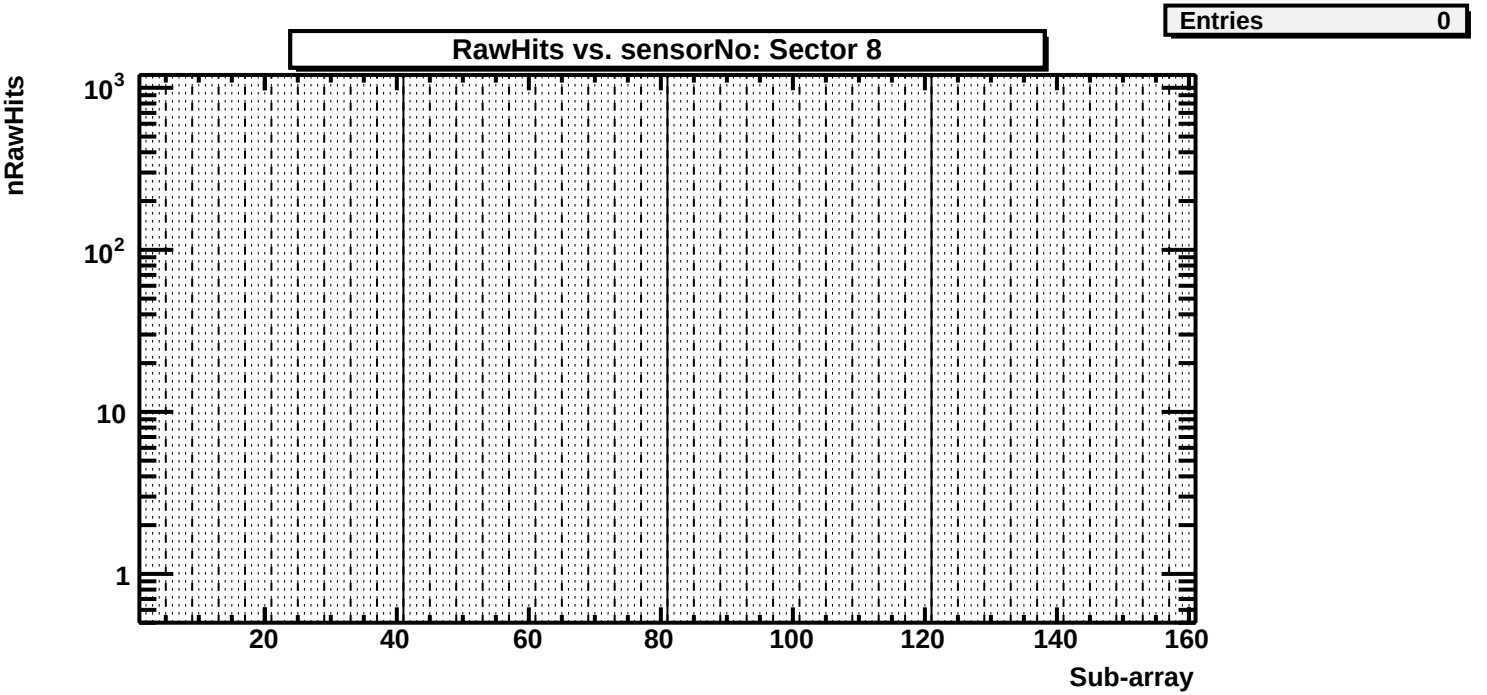

Entries 0
RawHits vs. sensorNo: Sector 5
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

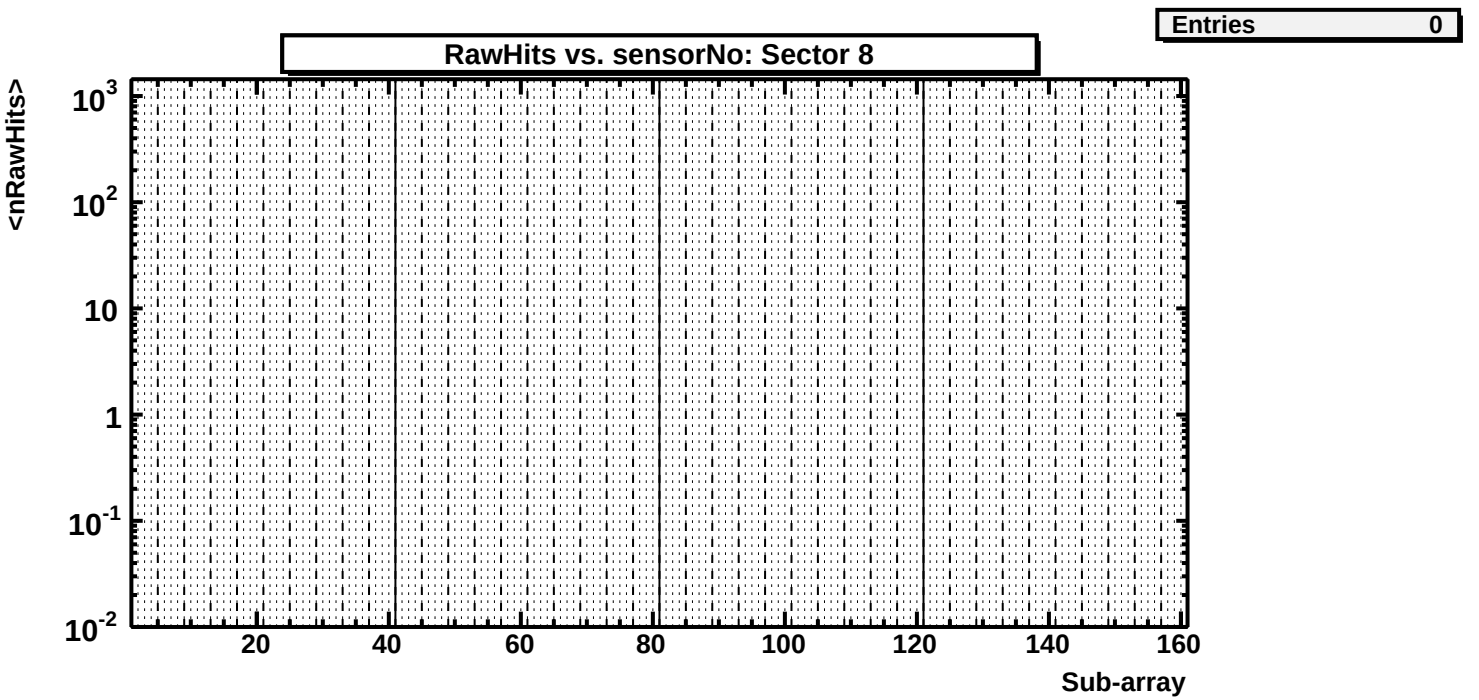

Entries 0
RawHits vs. sensorNo: Sector 6
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

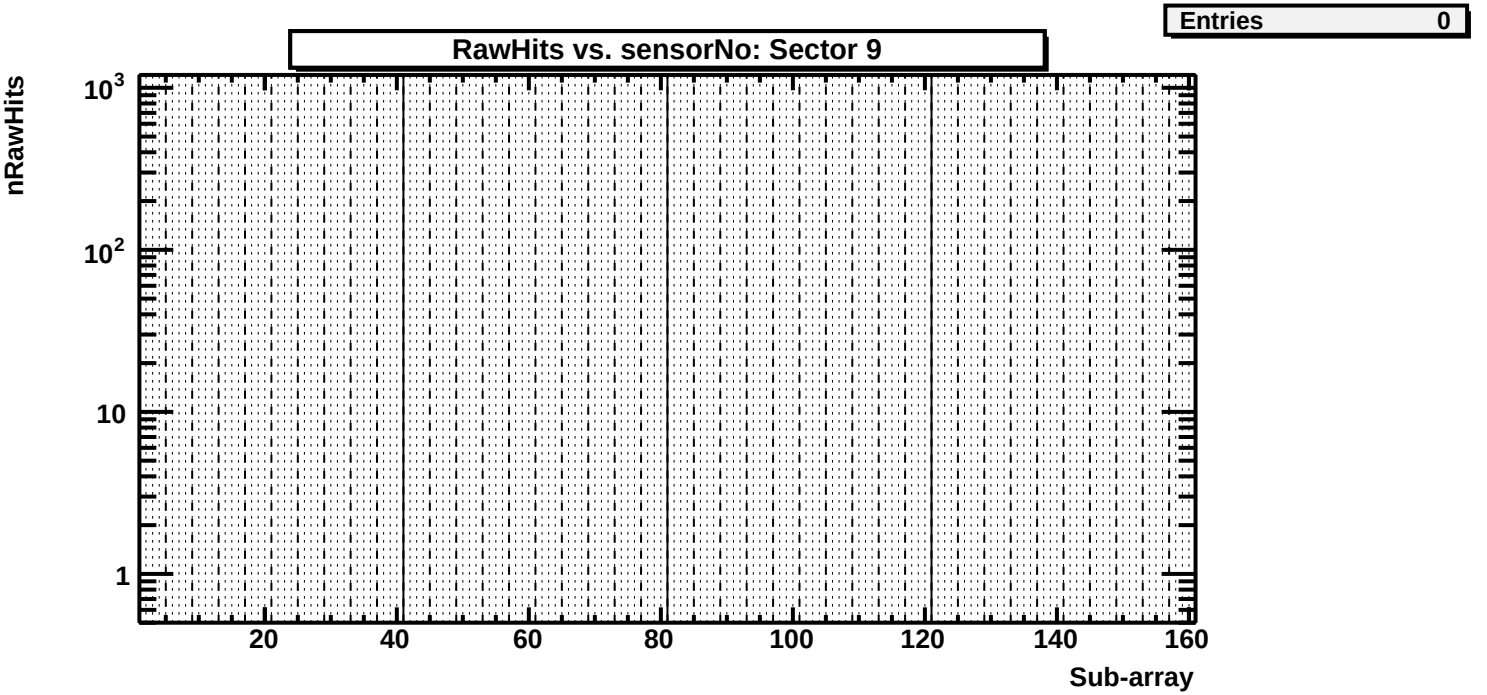

Entries 0
RawHits vs. sensorNo: Sector 6
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

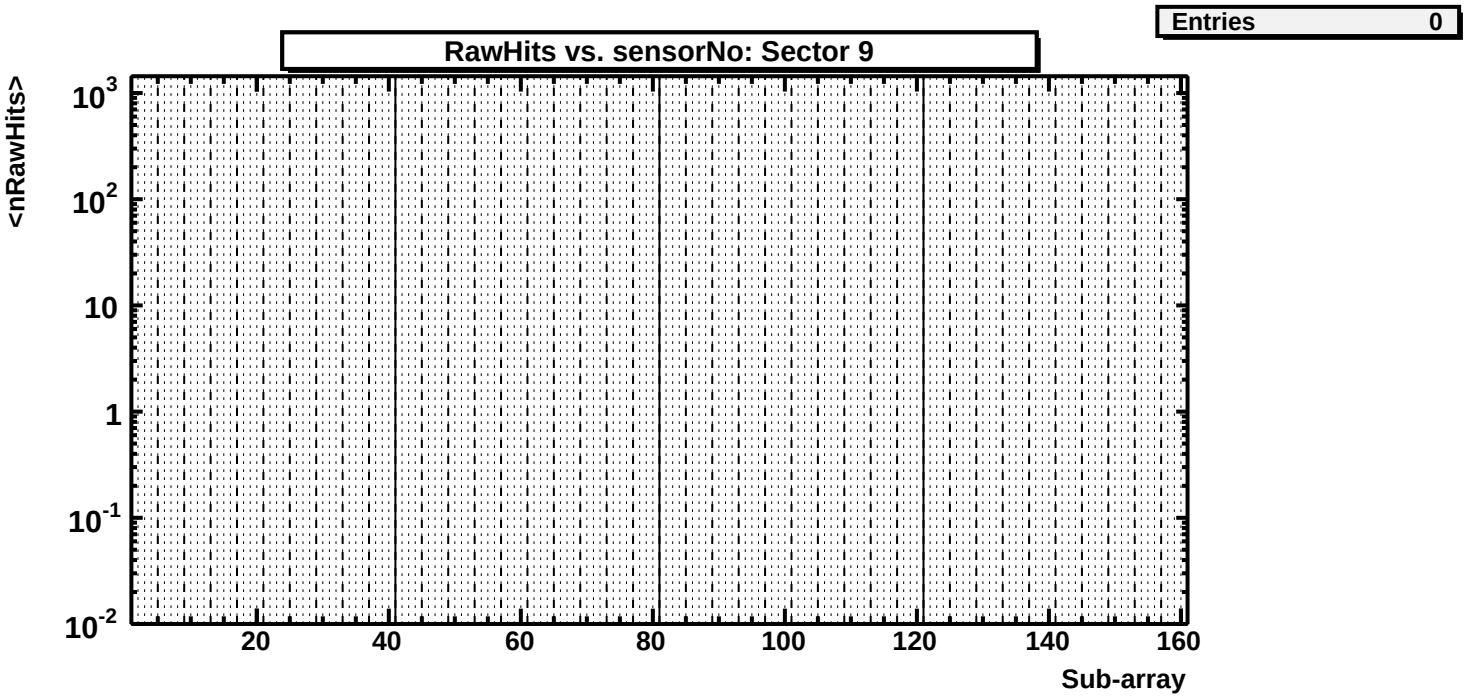

Entries 0
RawHits vs. sensorNo: Sector 7
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

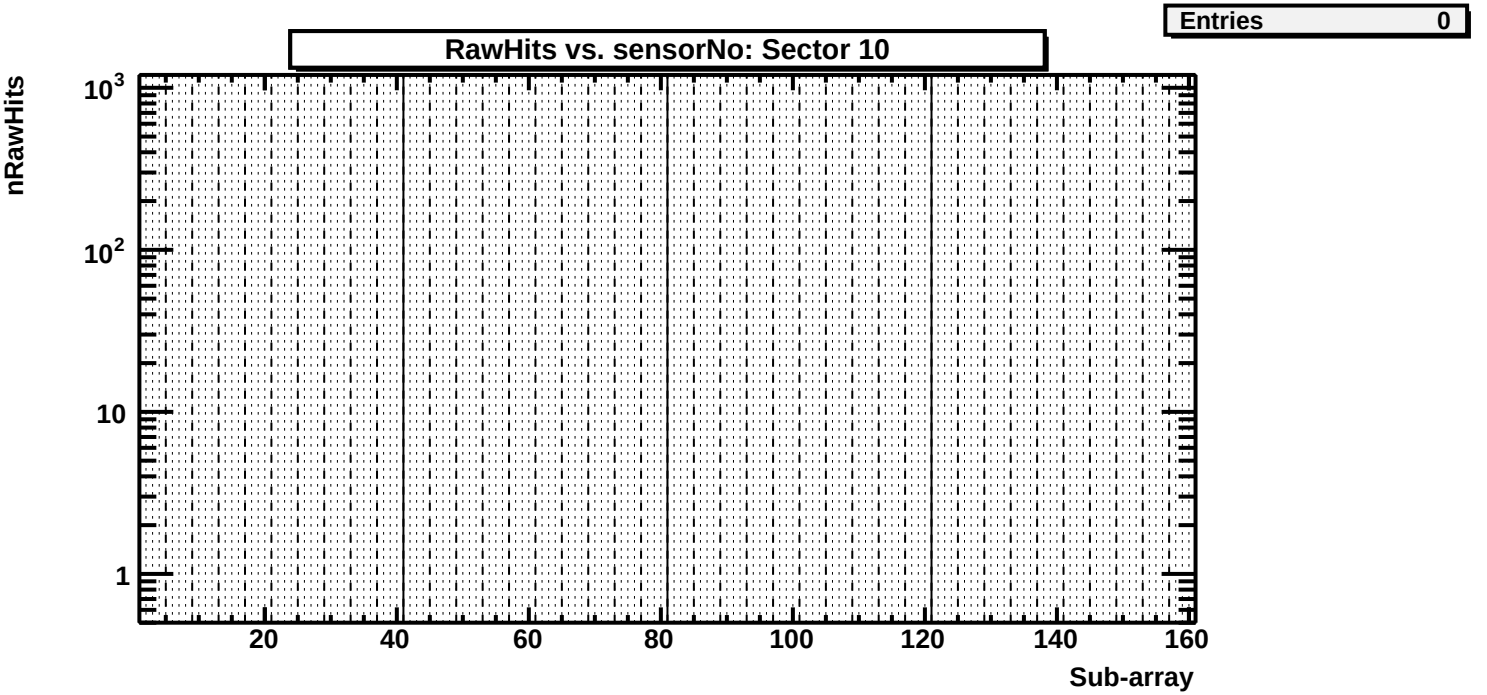

Entries 0
RawHits vs. sensorNo: Sector 7
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

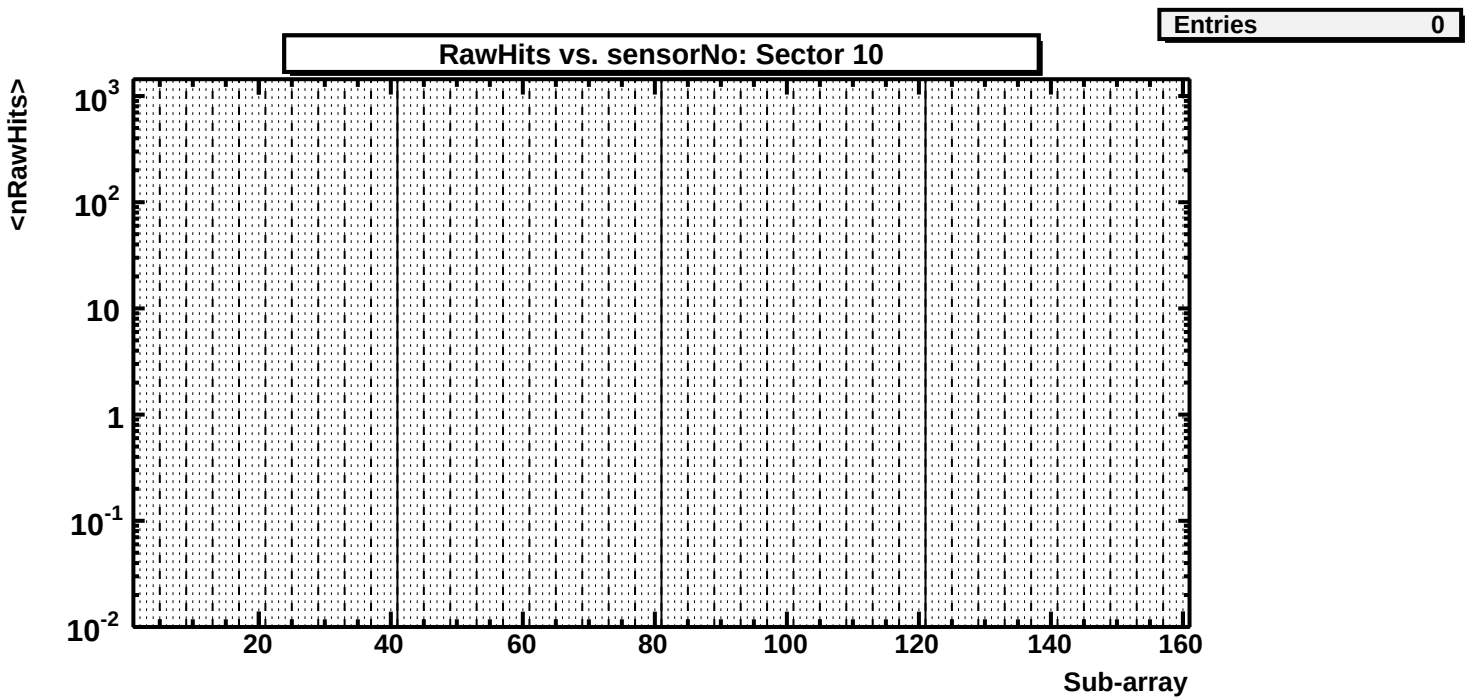

Entries 0
RawHits vs. sensorNo: Sector 8
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

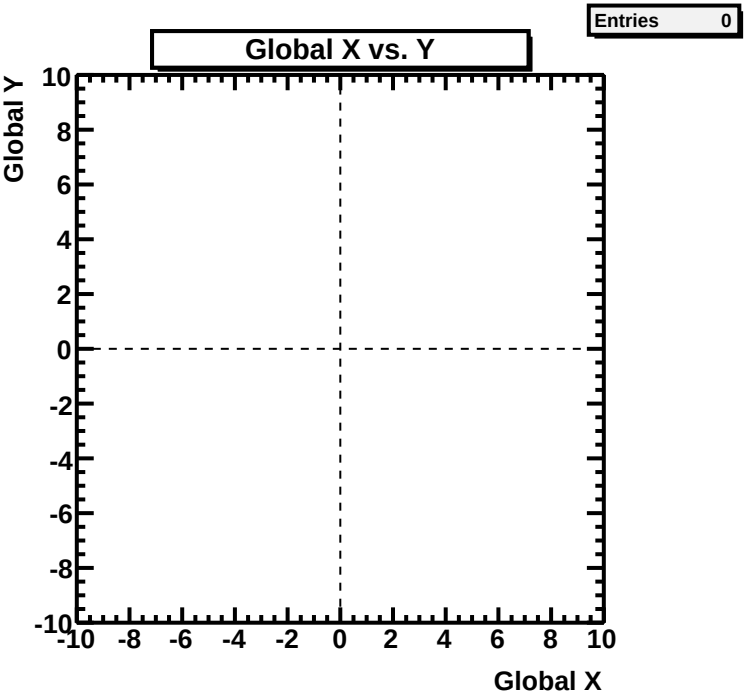

Entries 0
RawHits vs. sensorNo: Sector 8
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

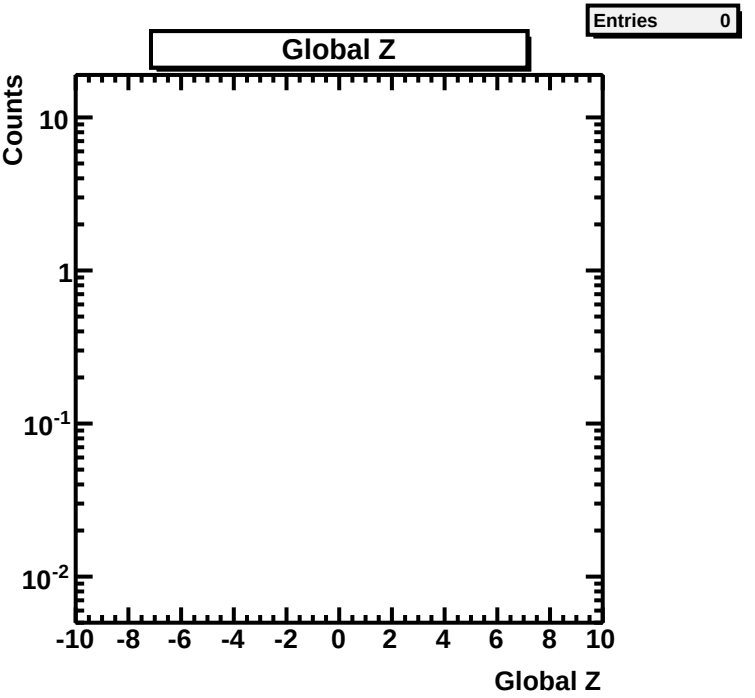

Entries 0
RawHits vs. sensorNo: Sector 9
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

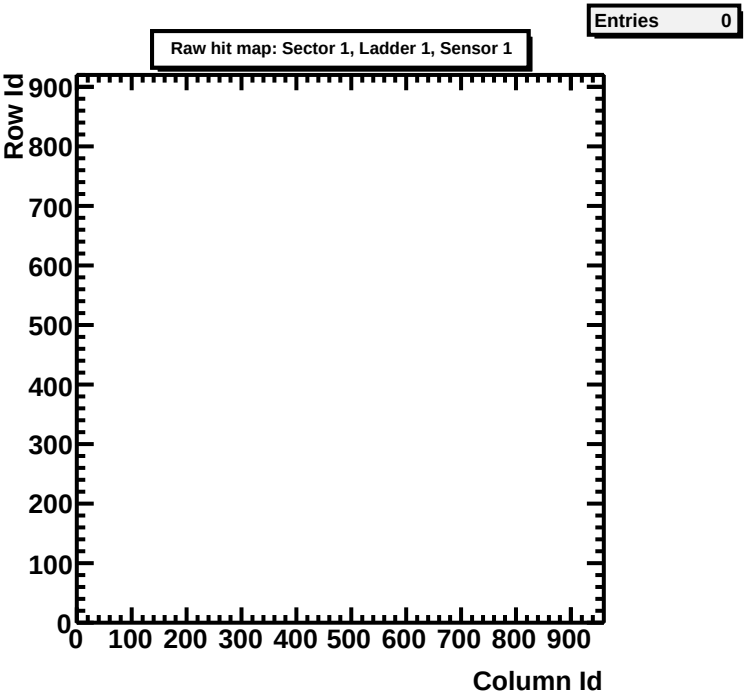

Entries 0
RawHits vs. sensorNo: Sector 9
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

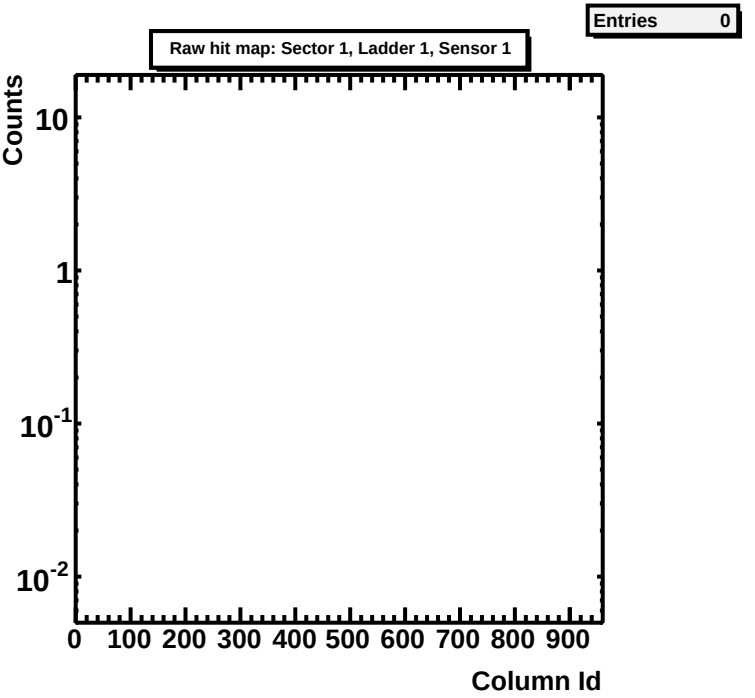

Entries 0
RawHits vs. sensorNo: Sector 10
nRawHits
$10^3$
$10^2$
10
1
20
40
60
80
100
120
140
160
Sub-array

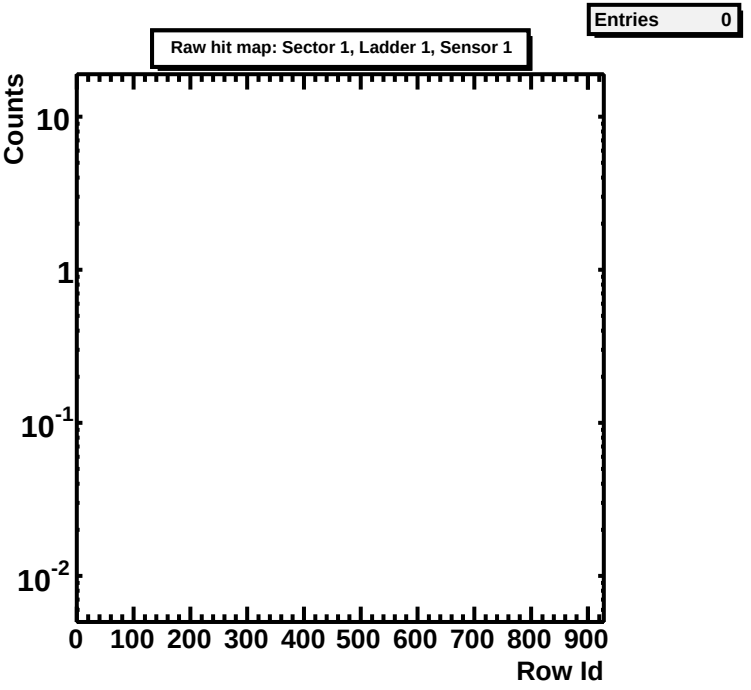

Entries 0
RawHits vs. sensorNo: Sector 10
<nRawHits>
$10^3$
$10^2$
10
1
$10^{-1}$
$10^{-2}$
20
40
60
80
100
120
140
160
Sub-array

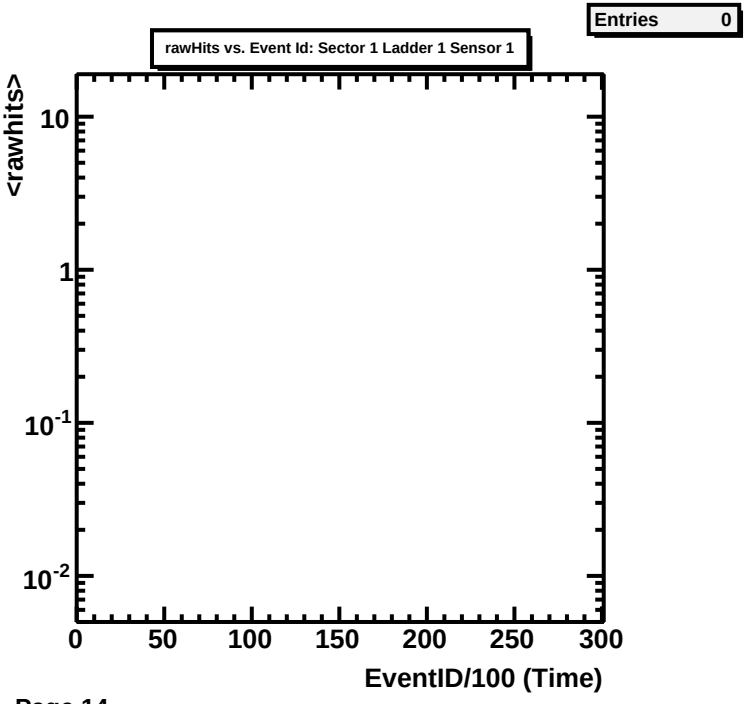

Entries 0
Global X vs. Y
Global Y
Global X
10
8
6
4
2
0
-2
-4
-6
-8
-10
-10 -8 -6 -4 -2 0 2 4 6 8 10

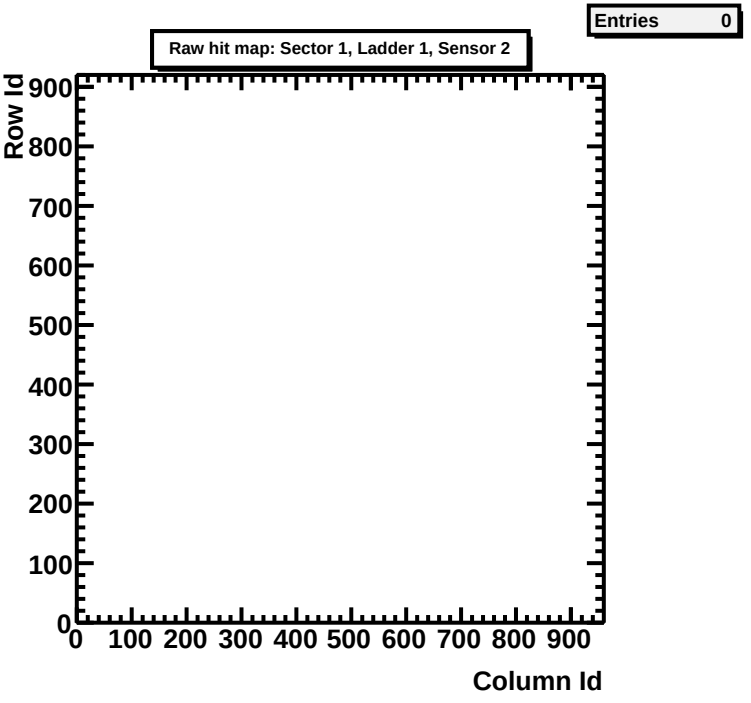

Entries 0
Global Z
Counts
Global Z
10
1
$10^{-1}$
$10^{-2}$
-10 -8 -6 -4 -2 0 2 4 6 8 10

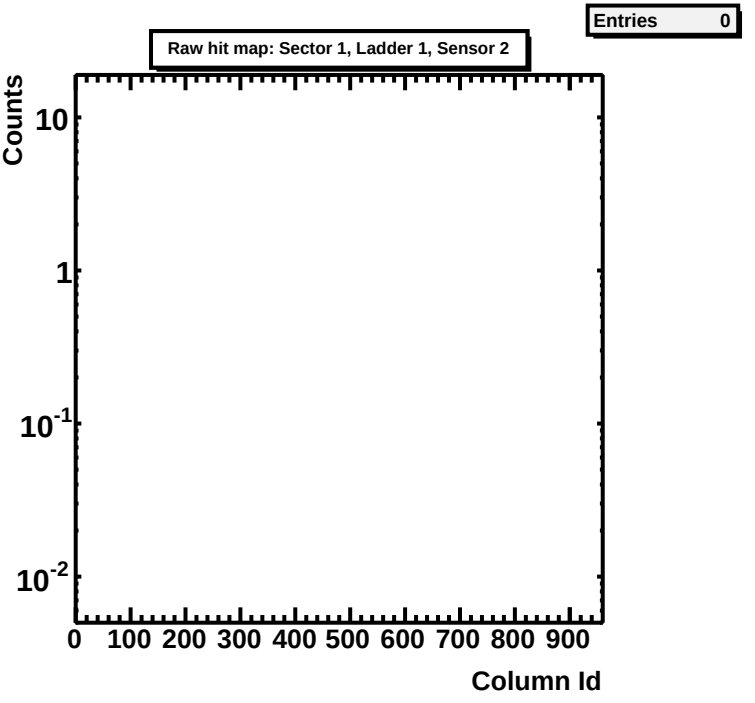

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

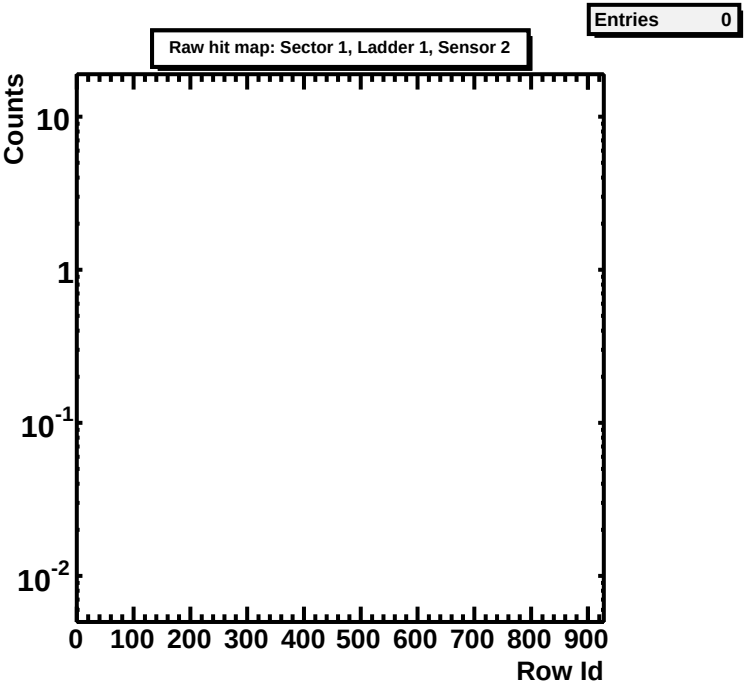

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

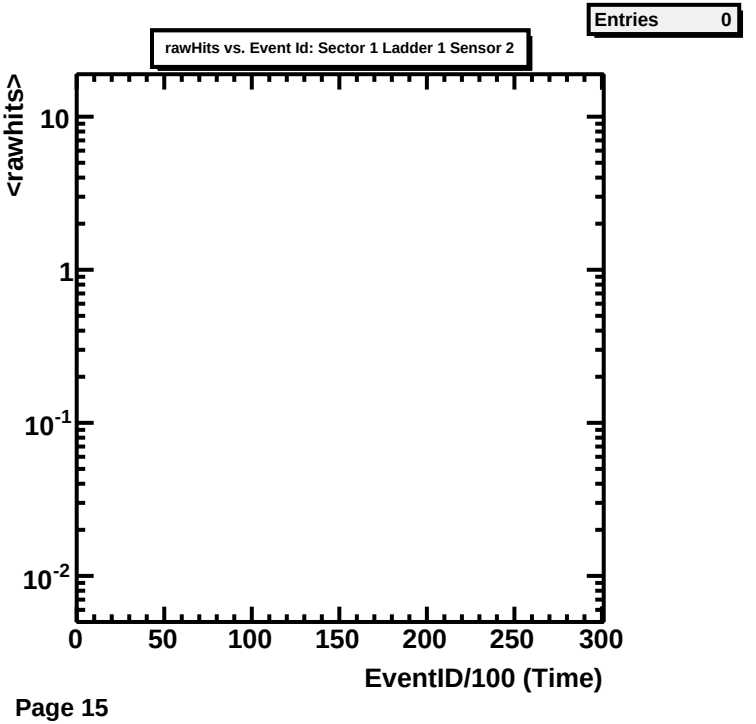

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

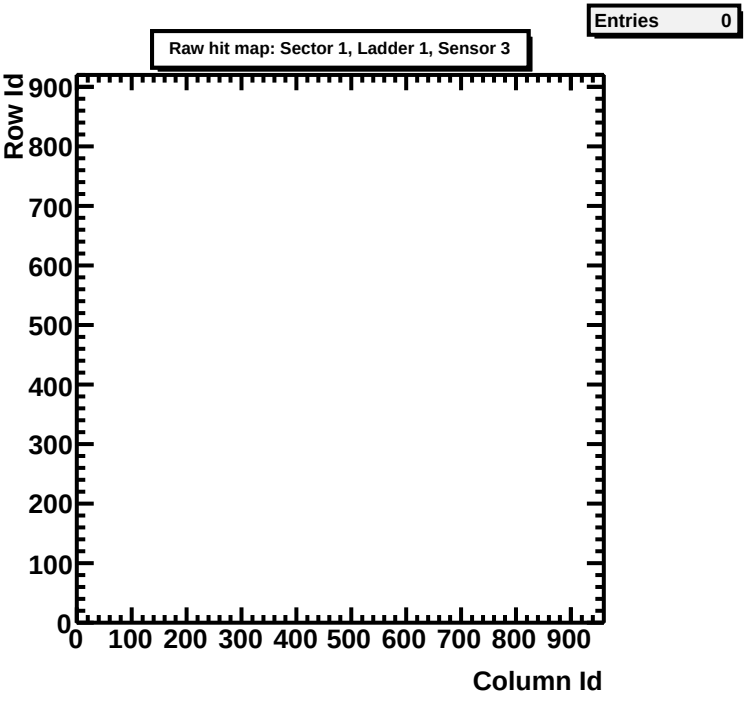

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

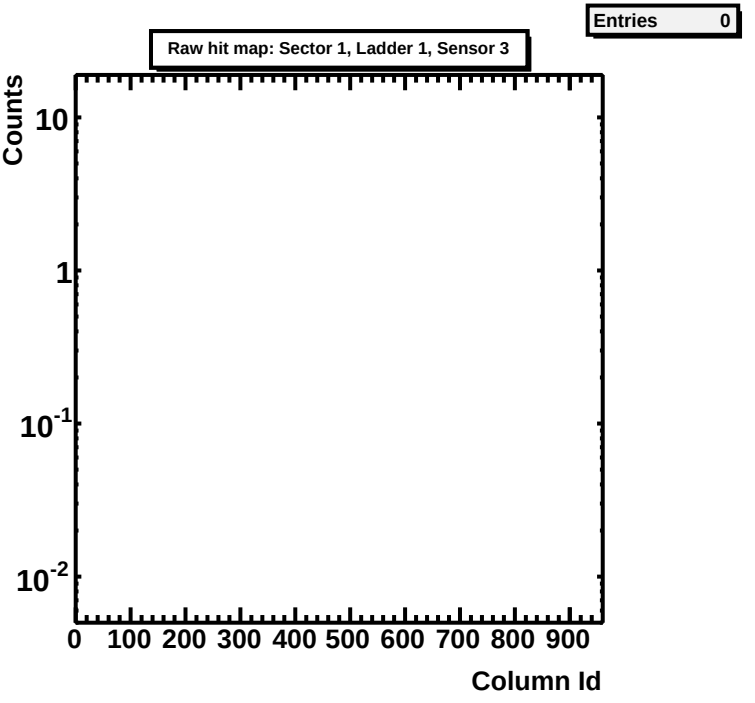

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

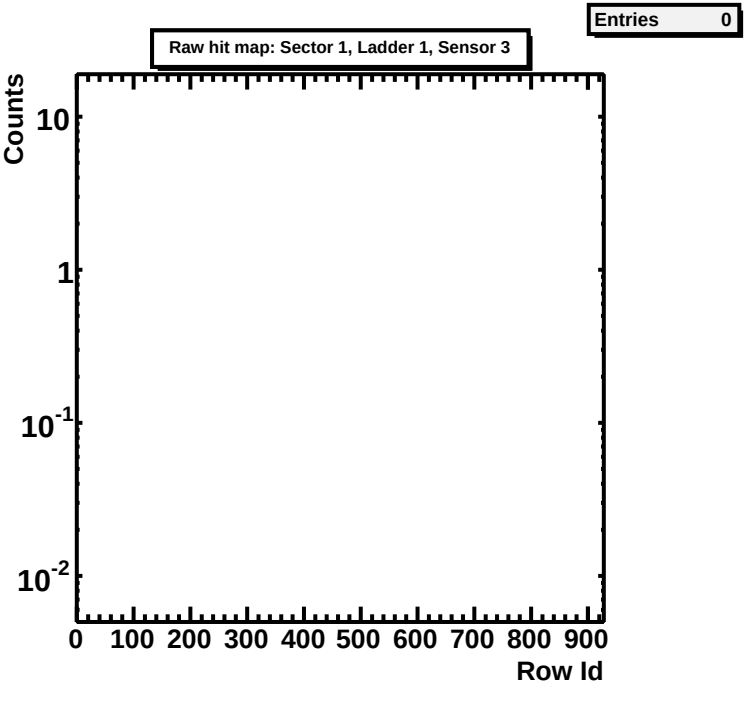

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

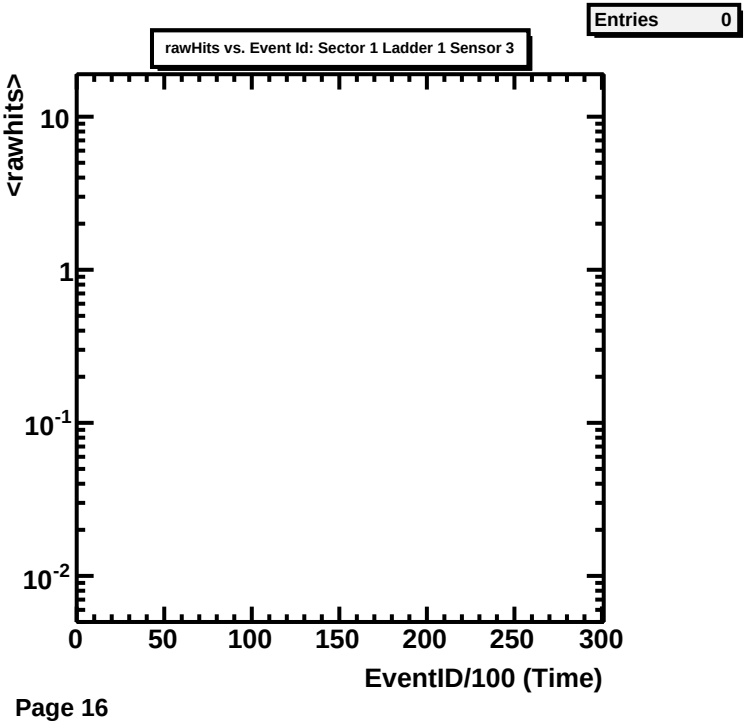

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

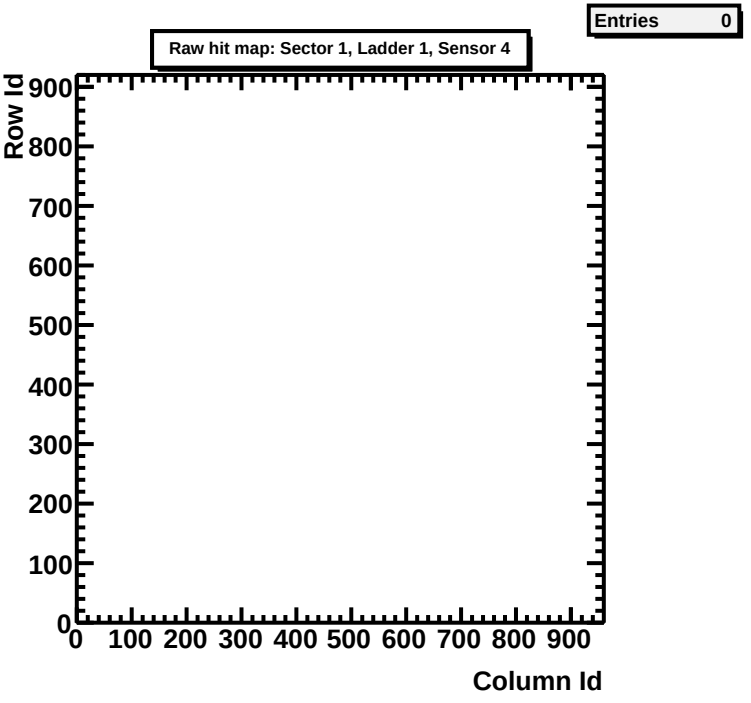

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

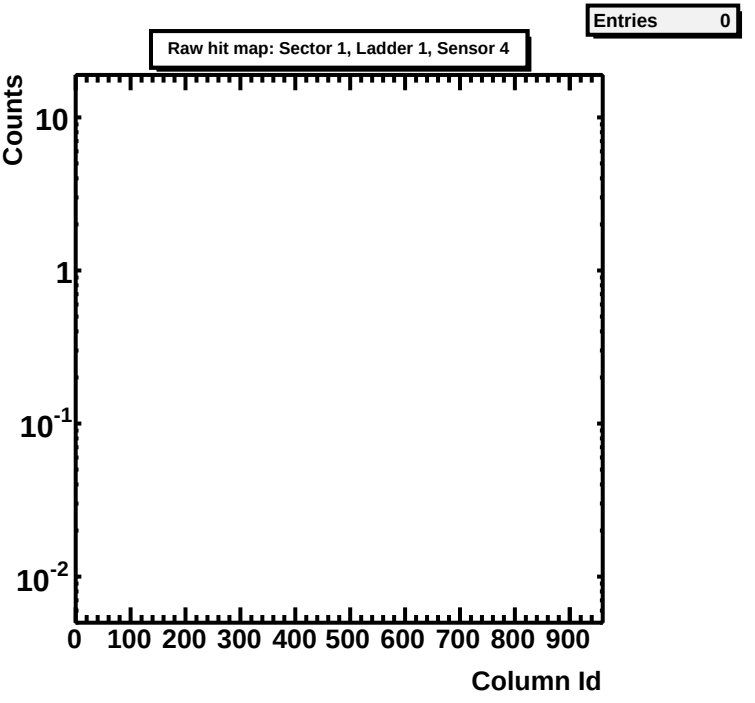

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

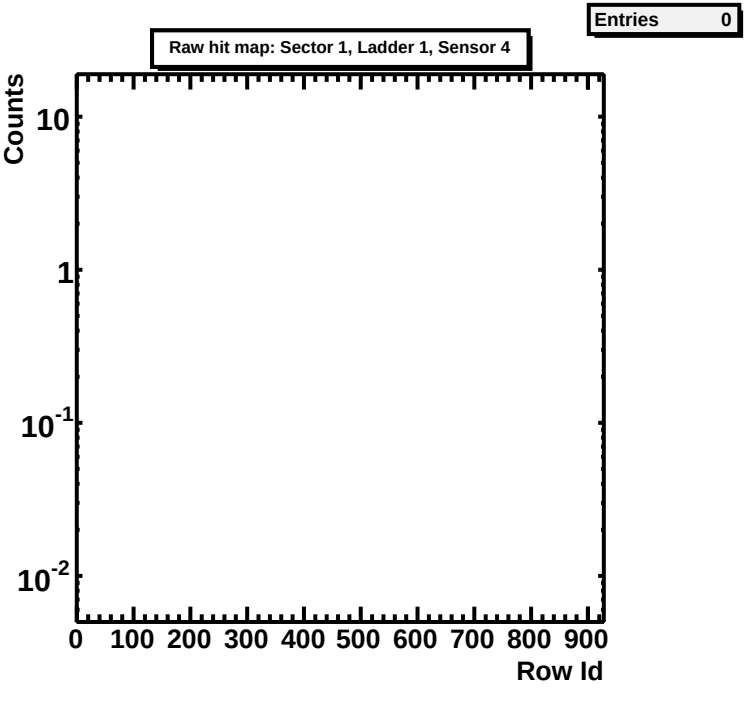

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

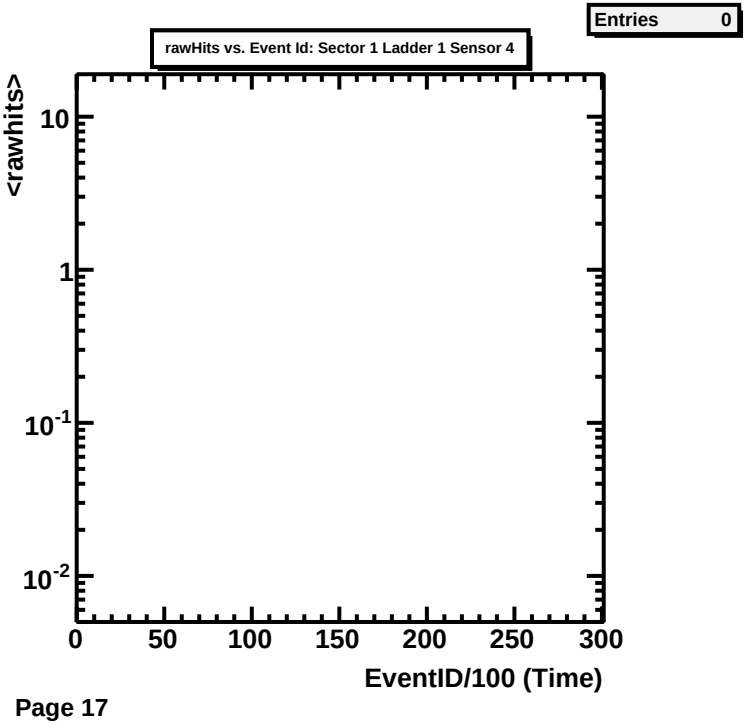

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

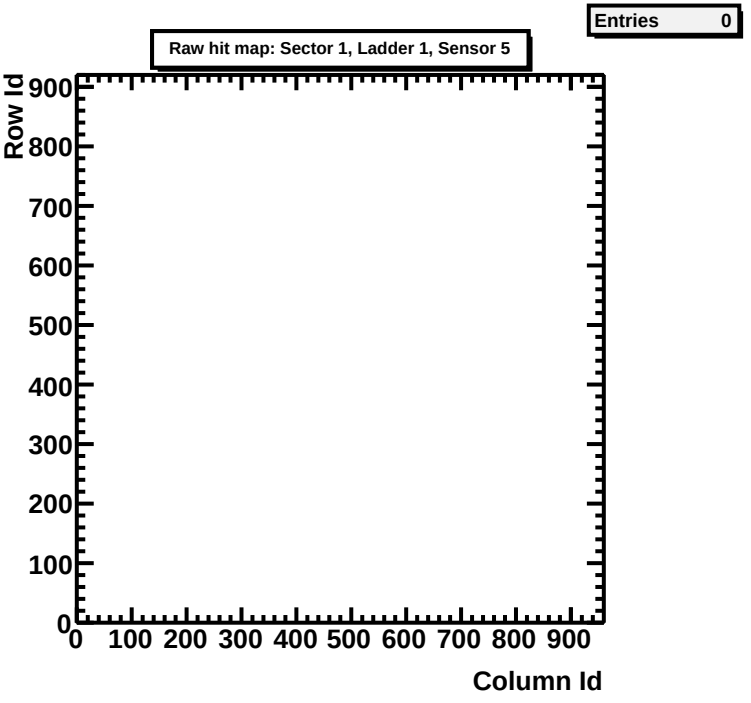

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

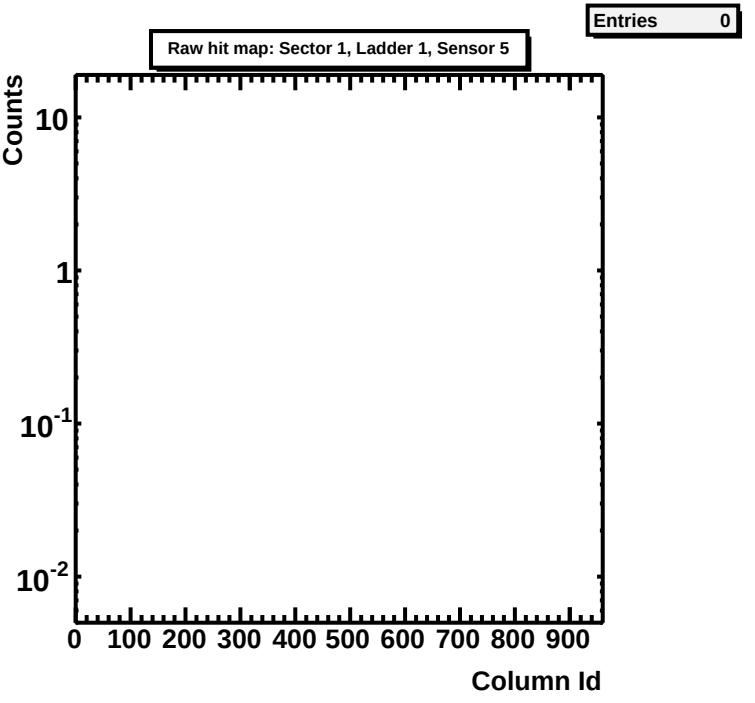

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

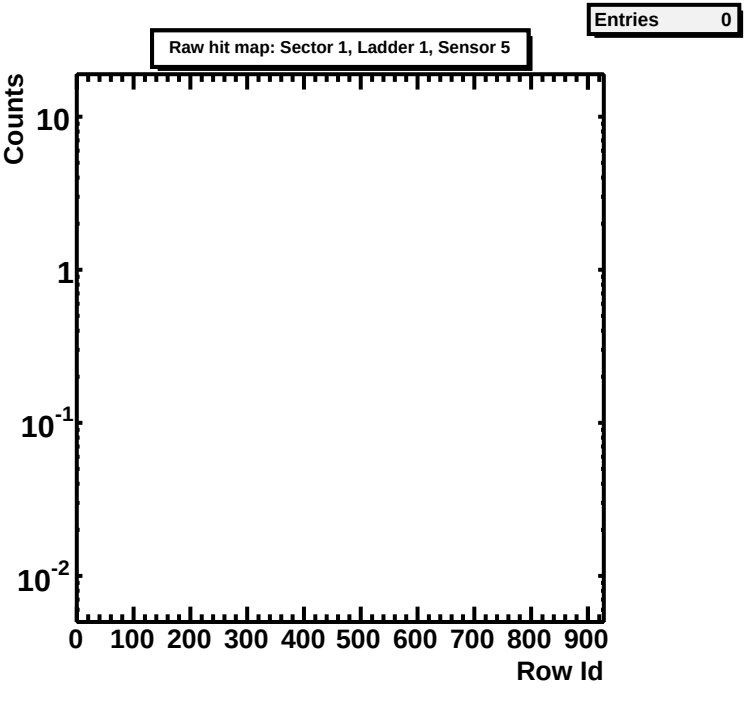

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

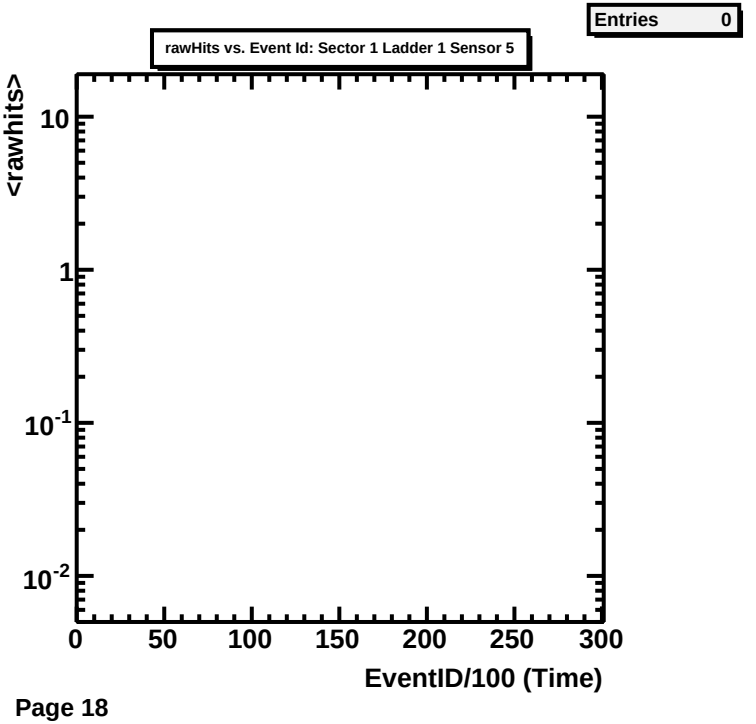

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

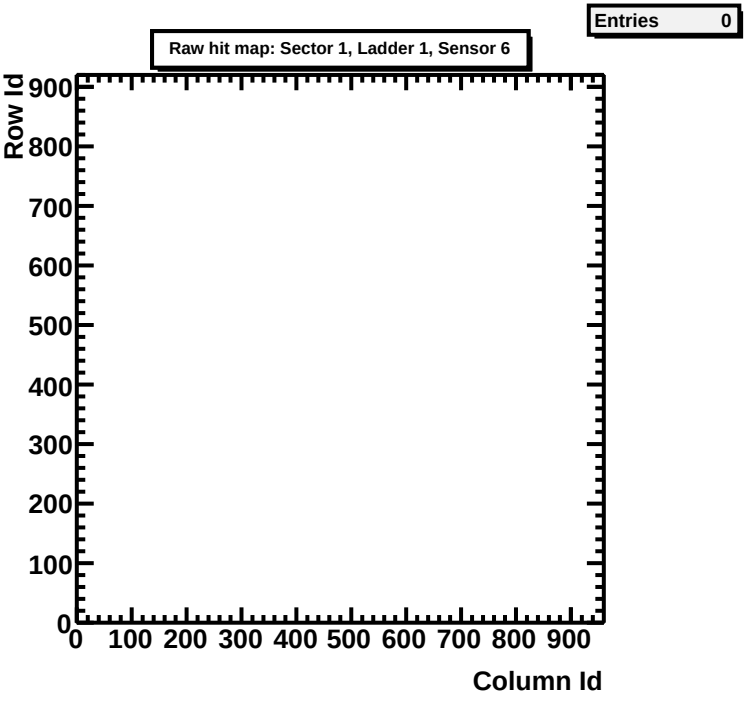

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

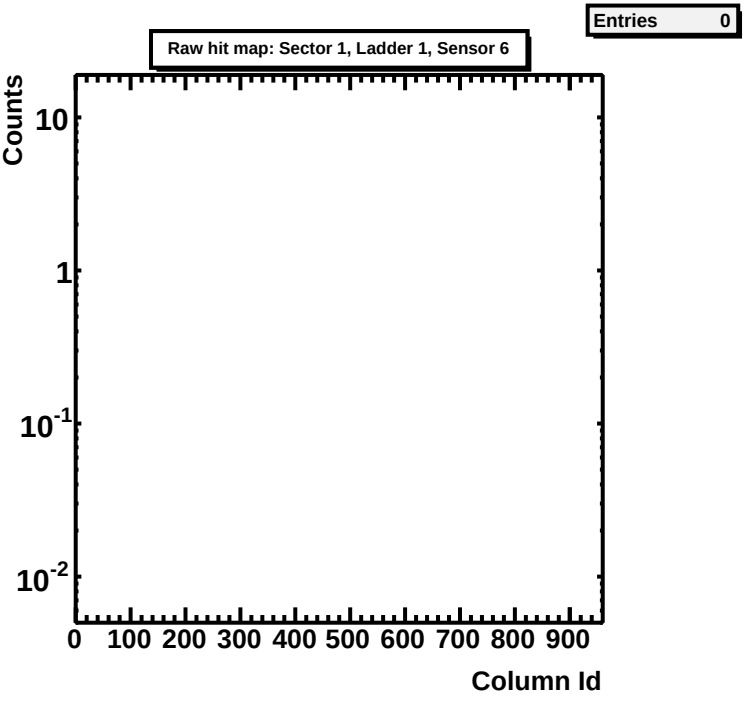

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
0 100 200 300 400 500 600 700 800 900
Column Id

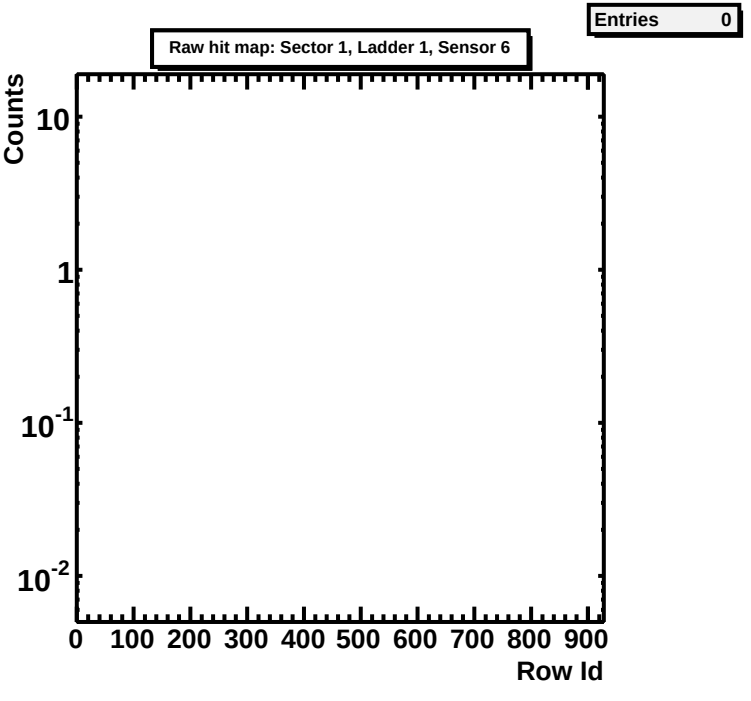

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

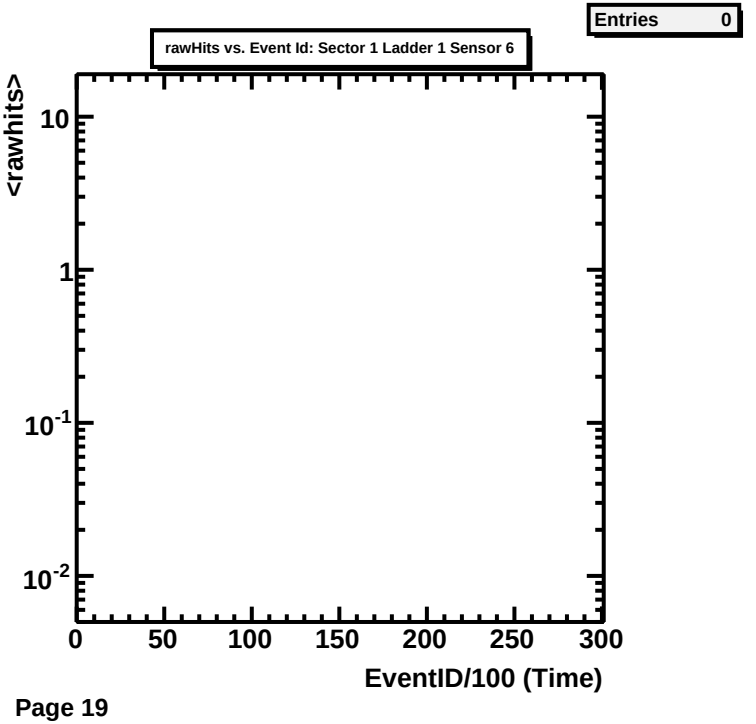

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

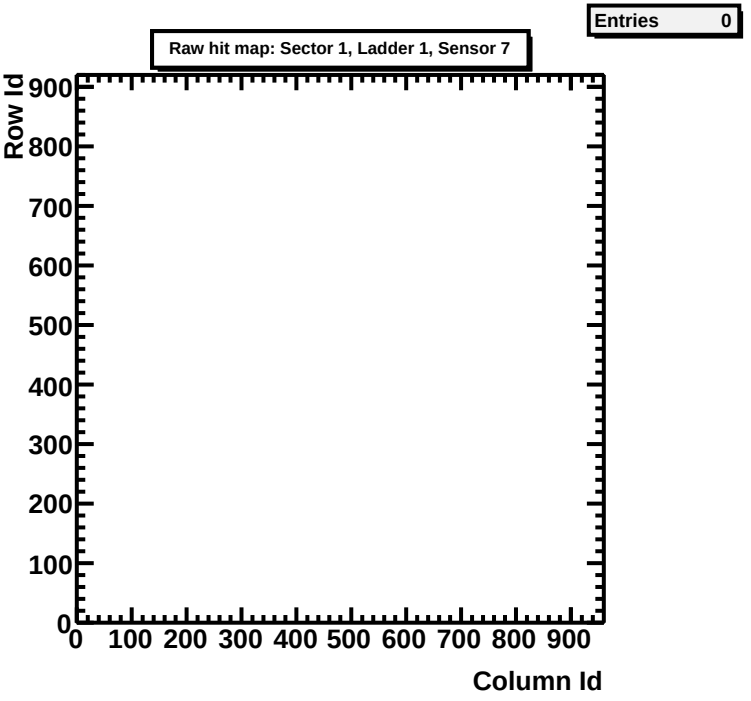

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

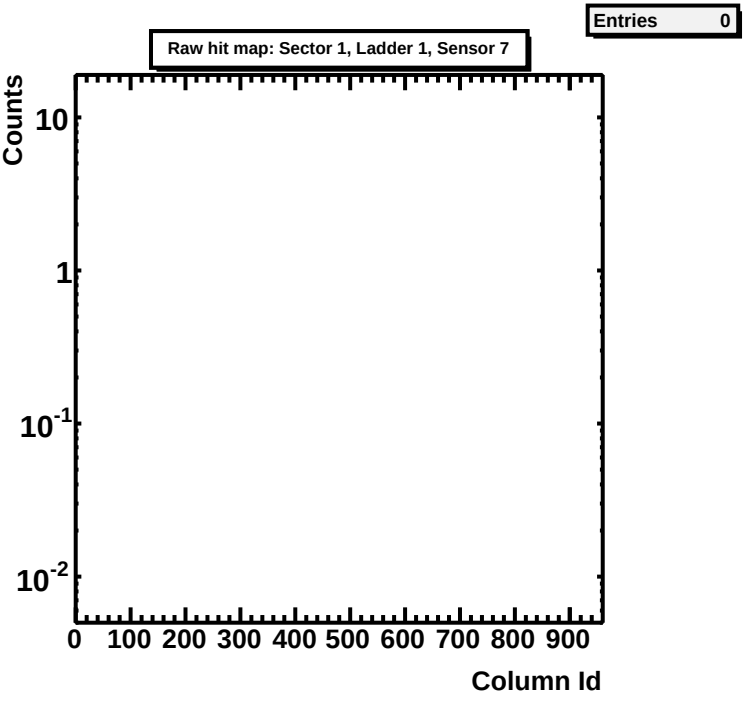

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

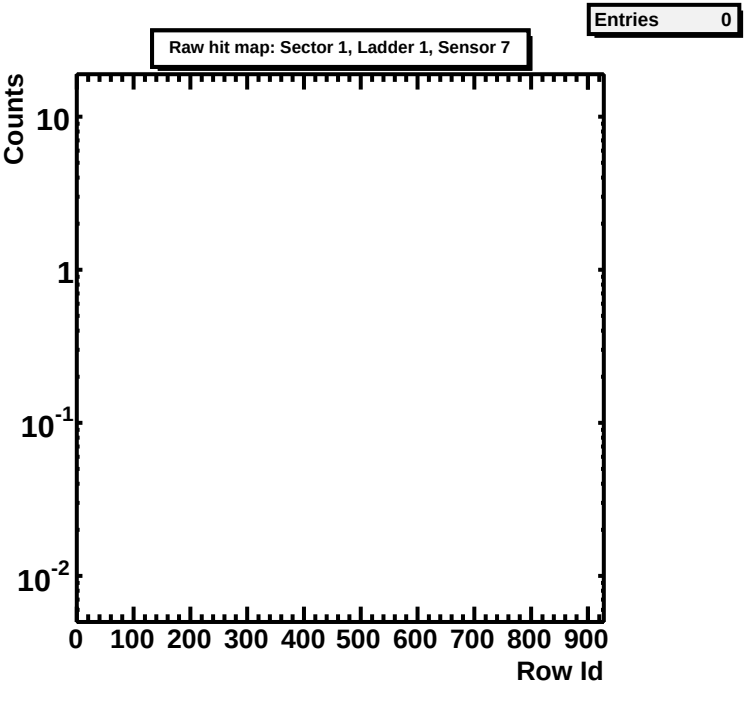

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

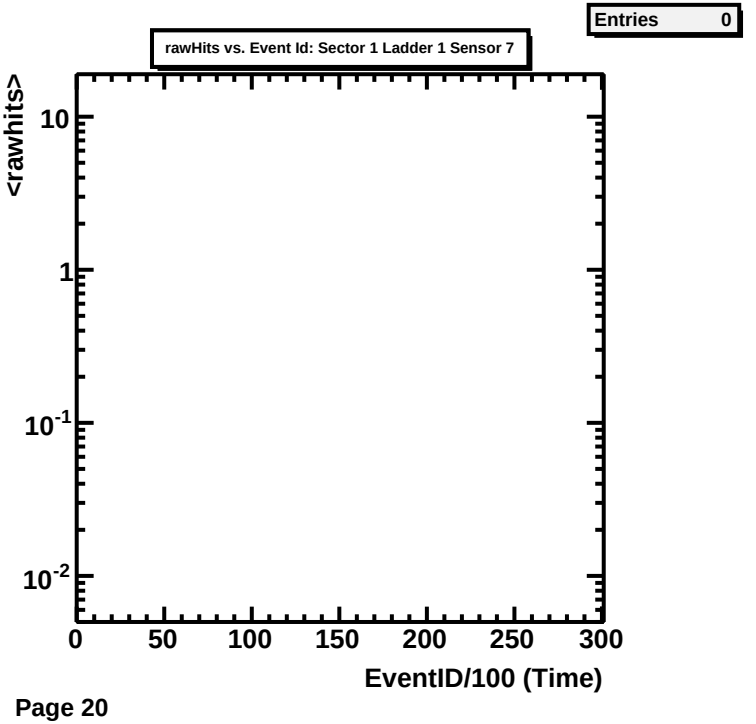

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

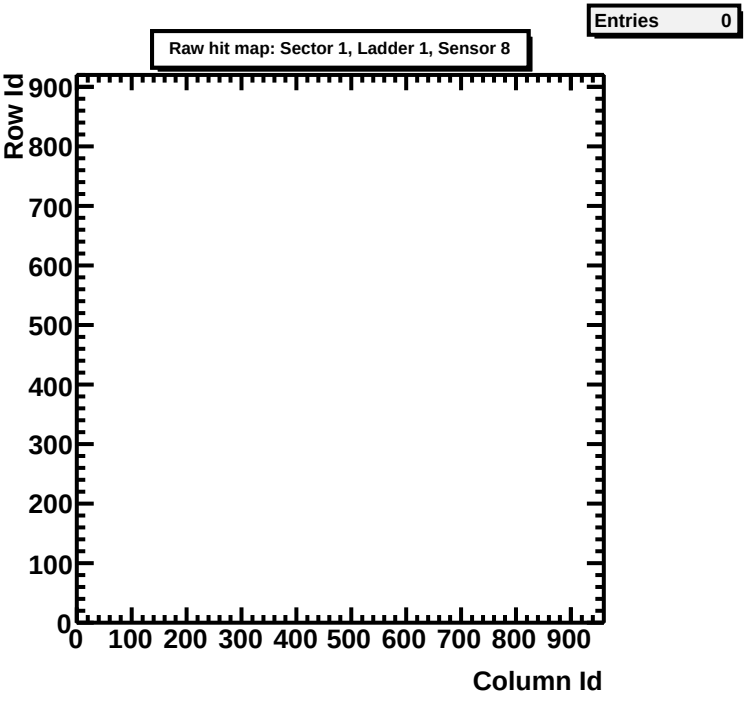

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

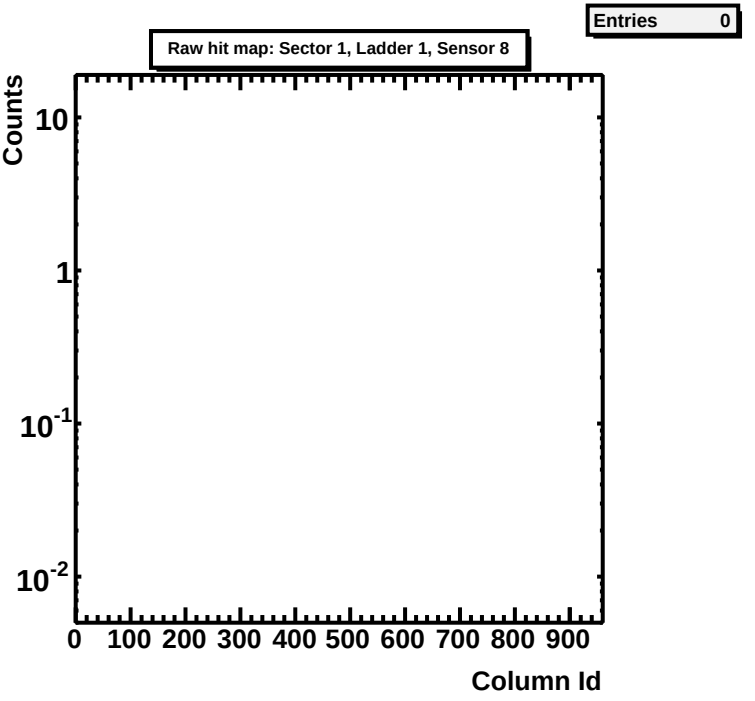

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

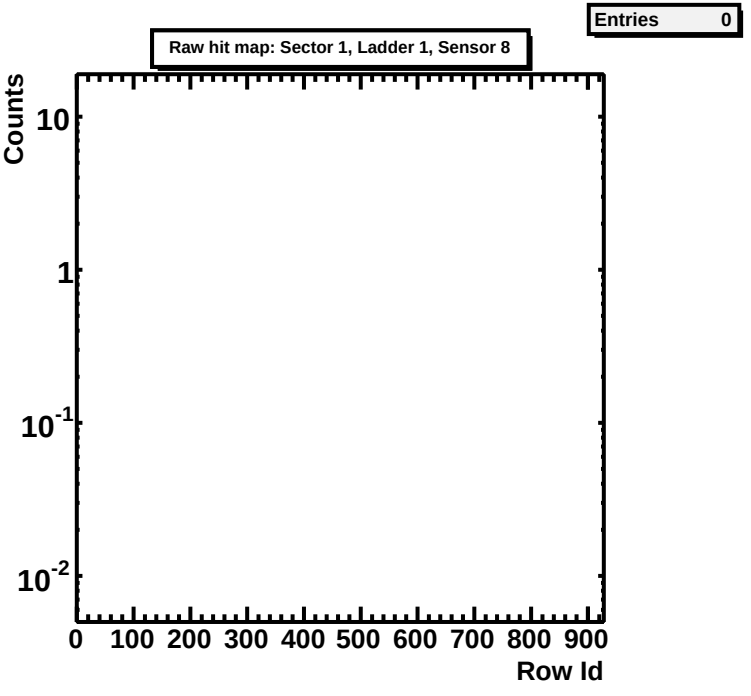

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

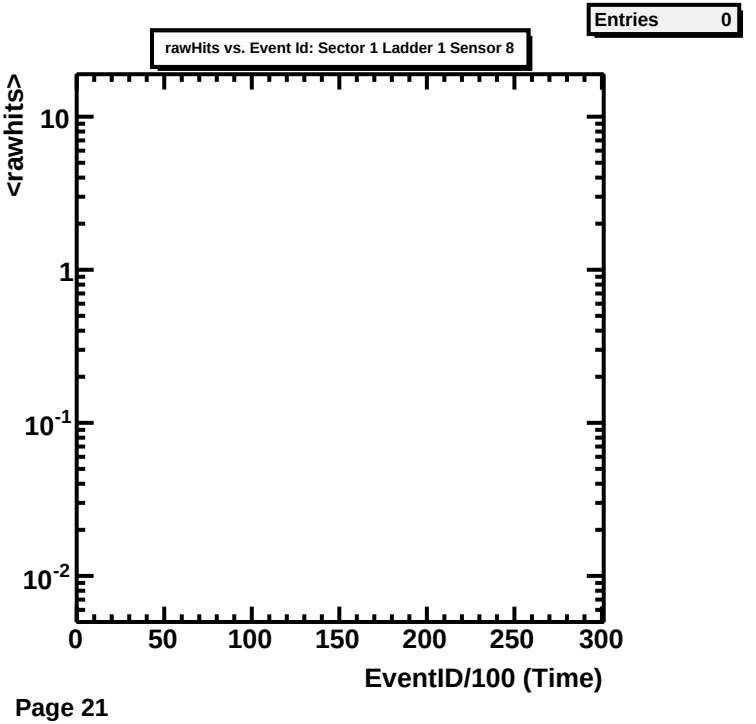

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

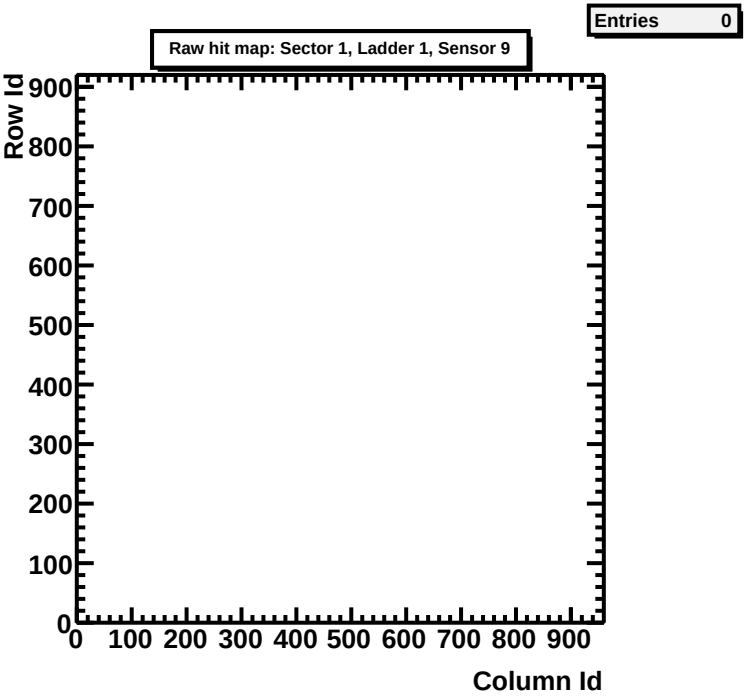

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

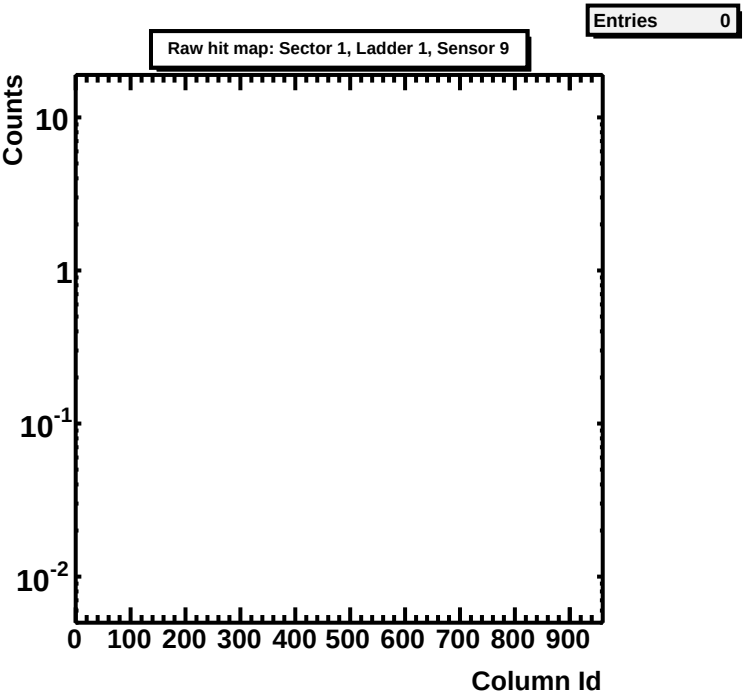

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

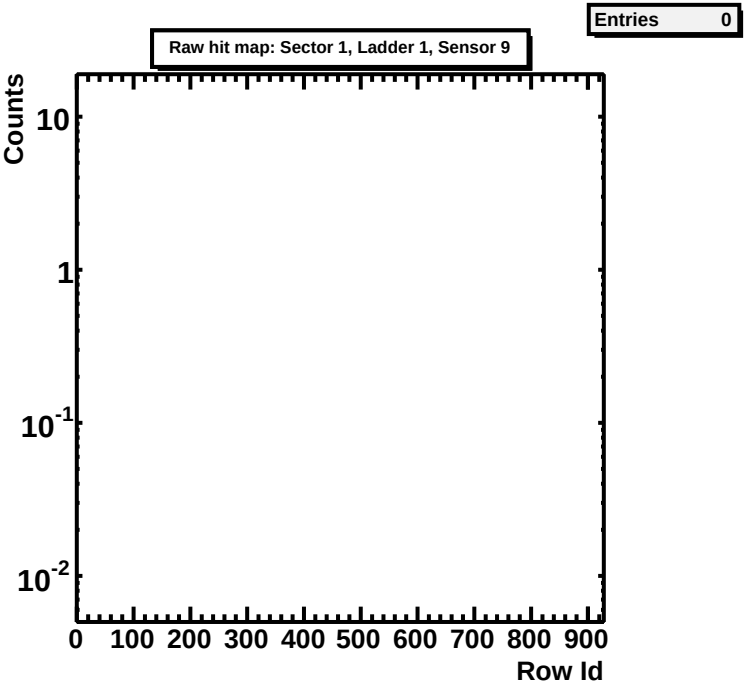

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

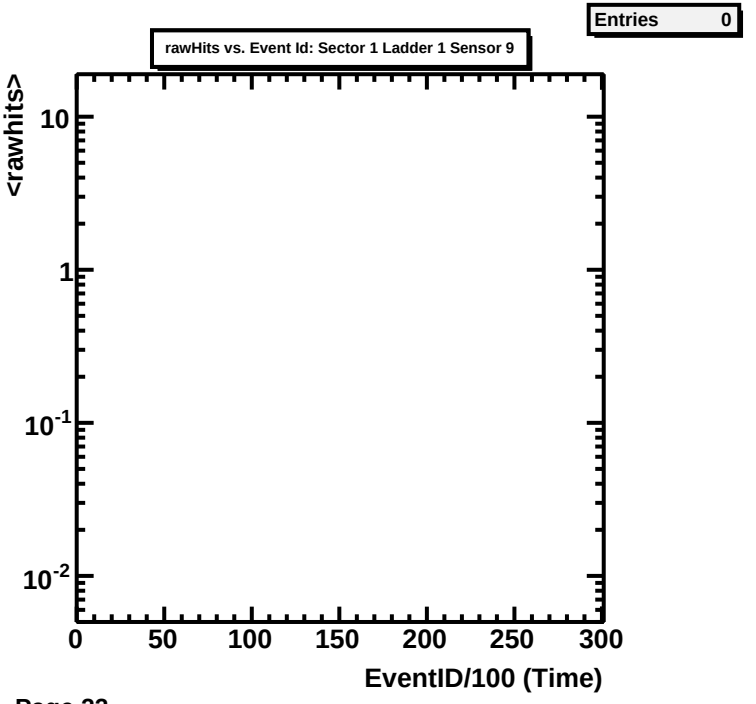

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

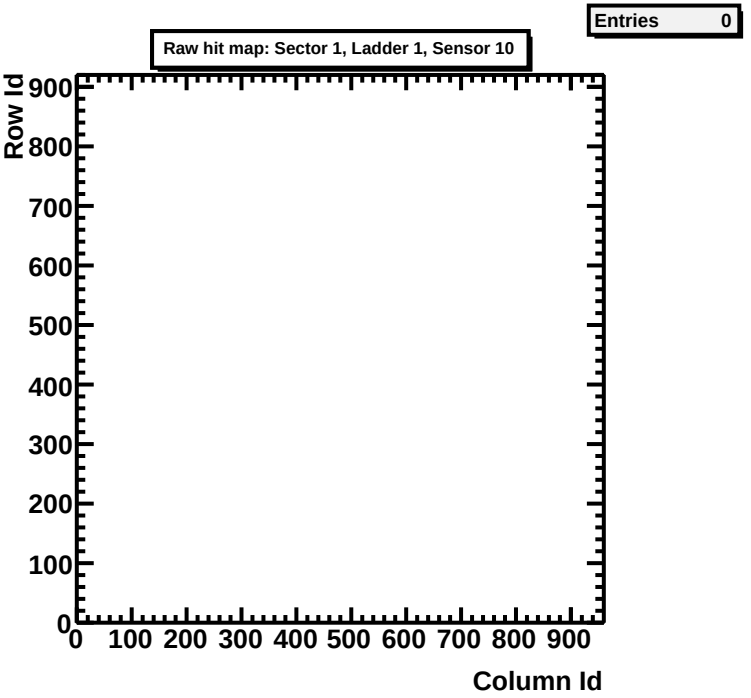

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

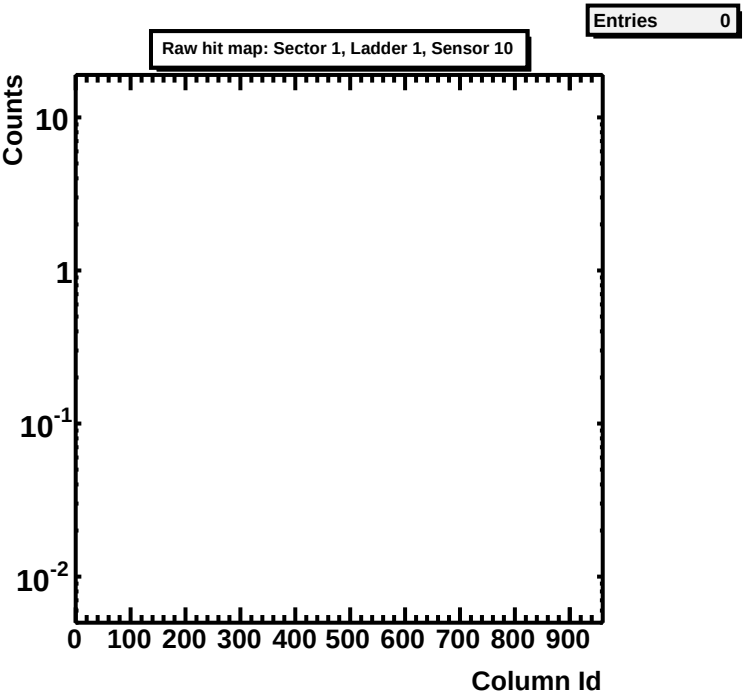

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 9
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

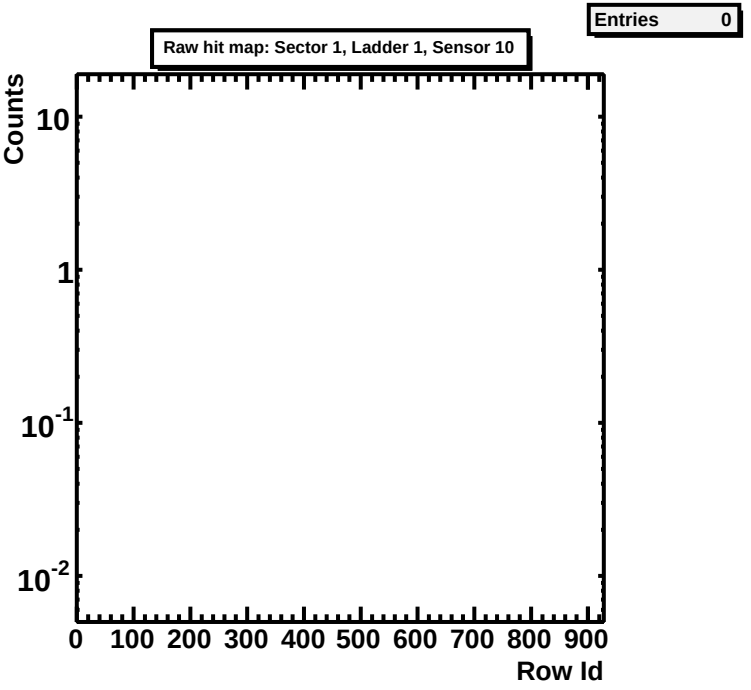

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

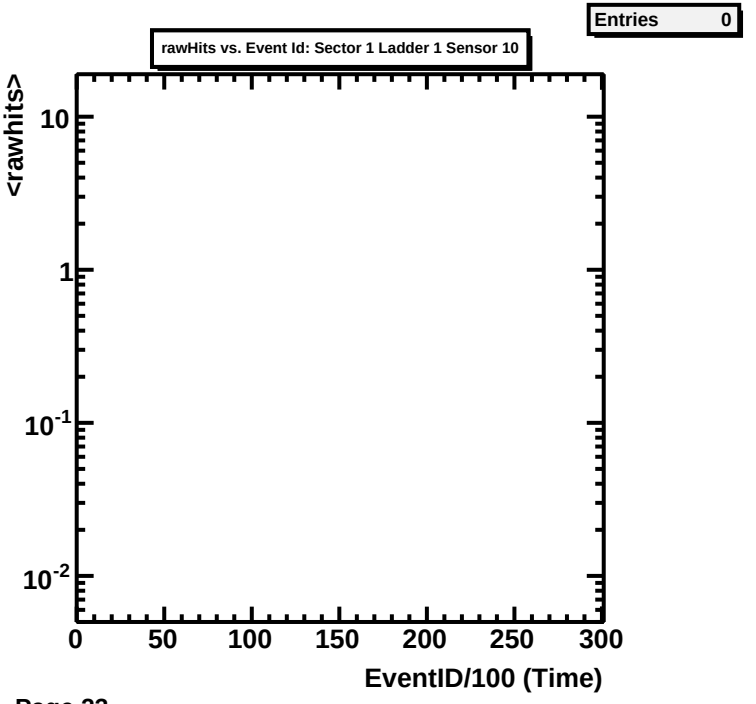

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

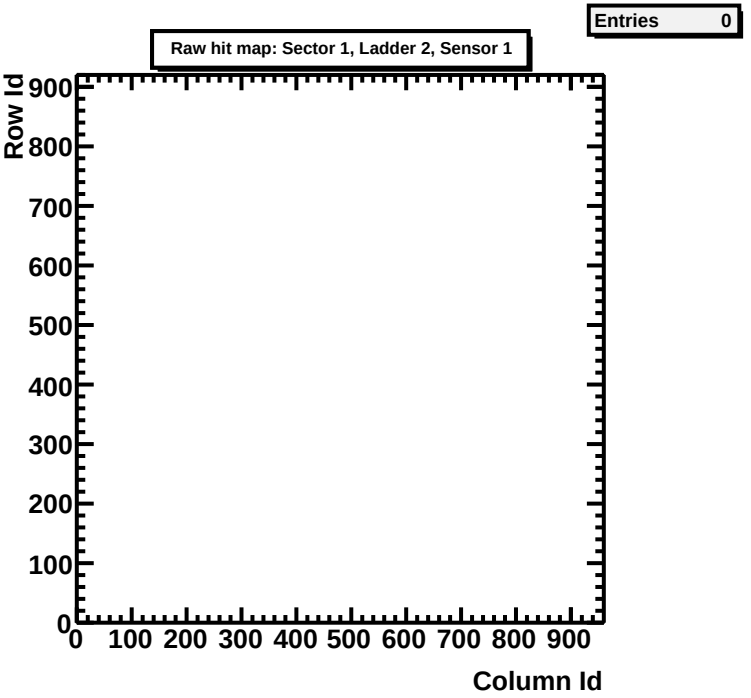

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

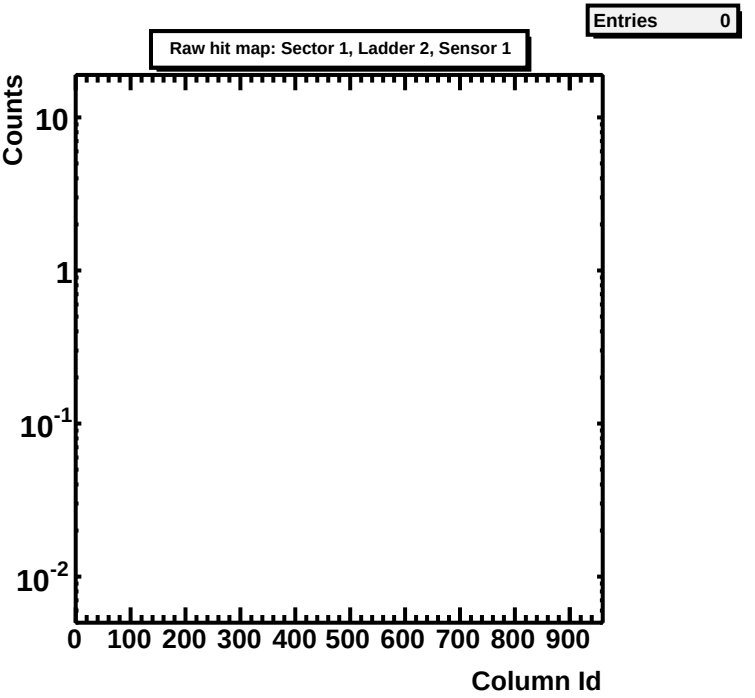

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 10
Row Id
Column Id

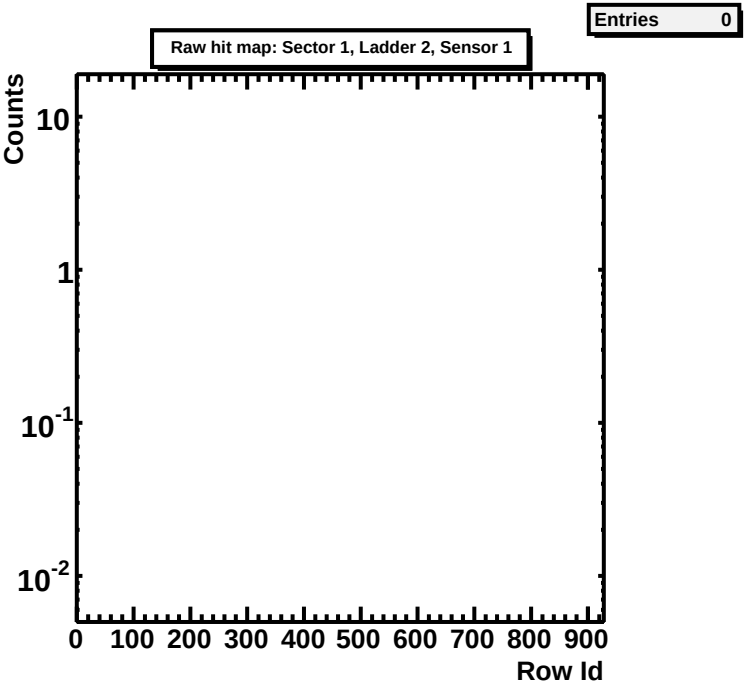

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 10
Counts
Column Id

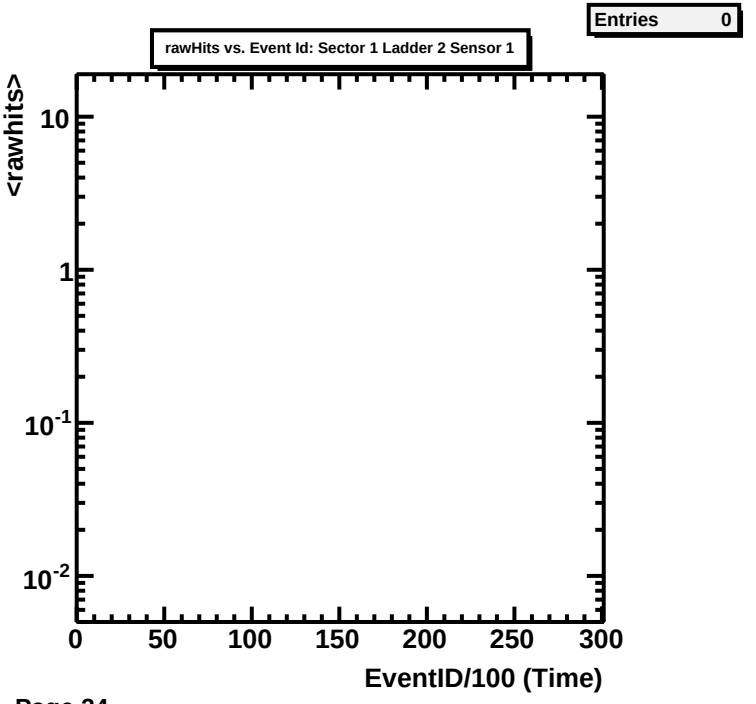

Entries 0
Raw hit map: Sector 1, Ladder 1, Sensor 10
Counts
Row Id

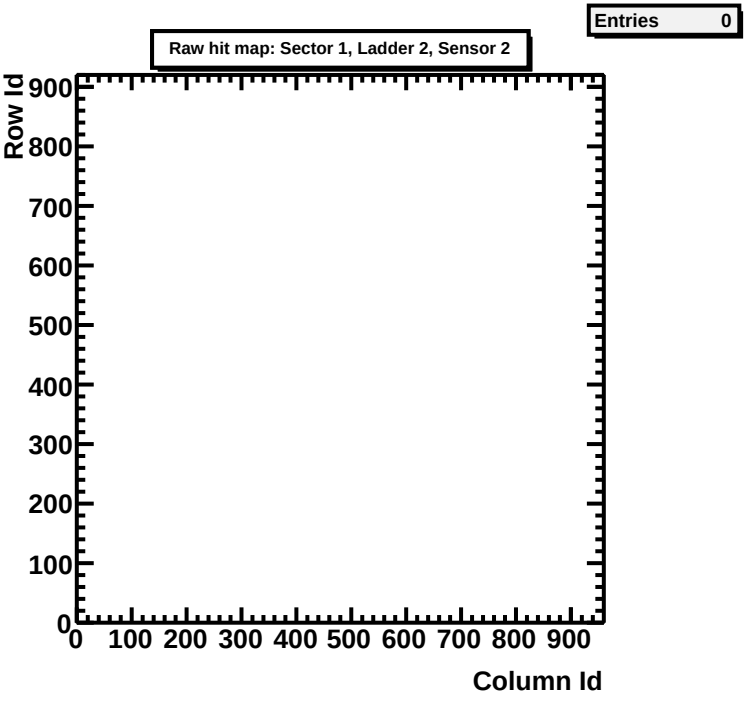

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

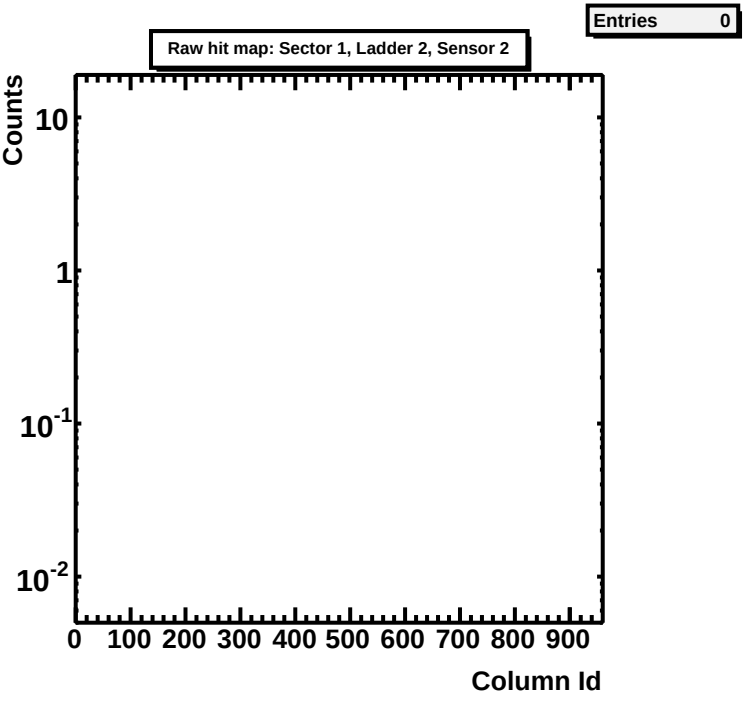

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 1
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

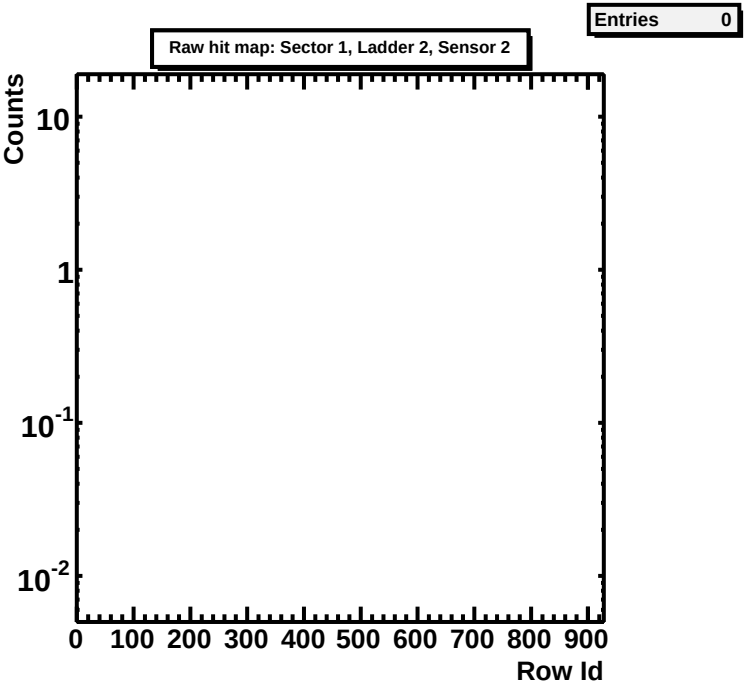

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

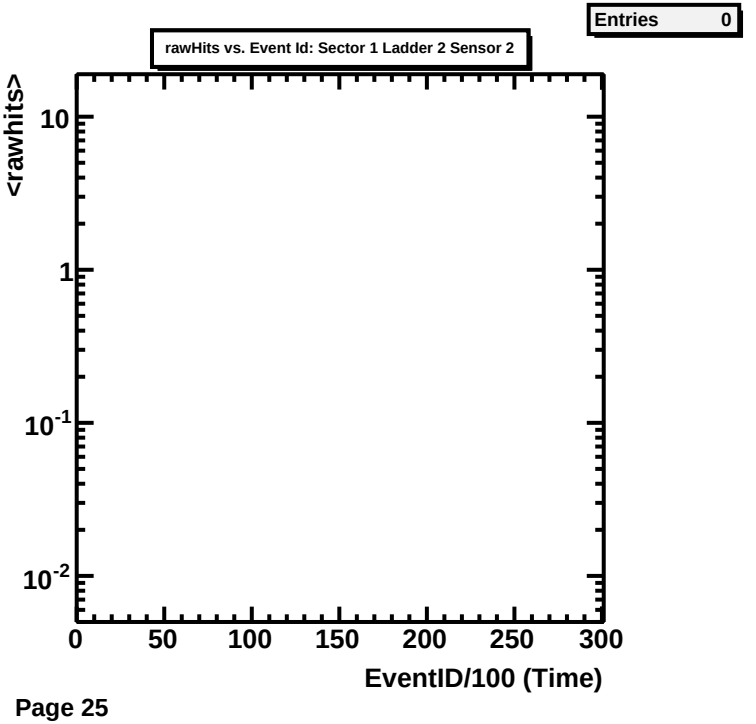

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

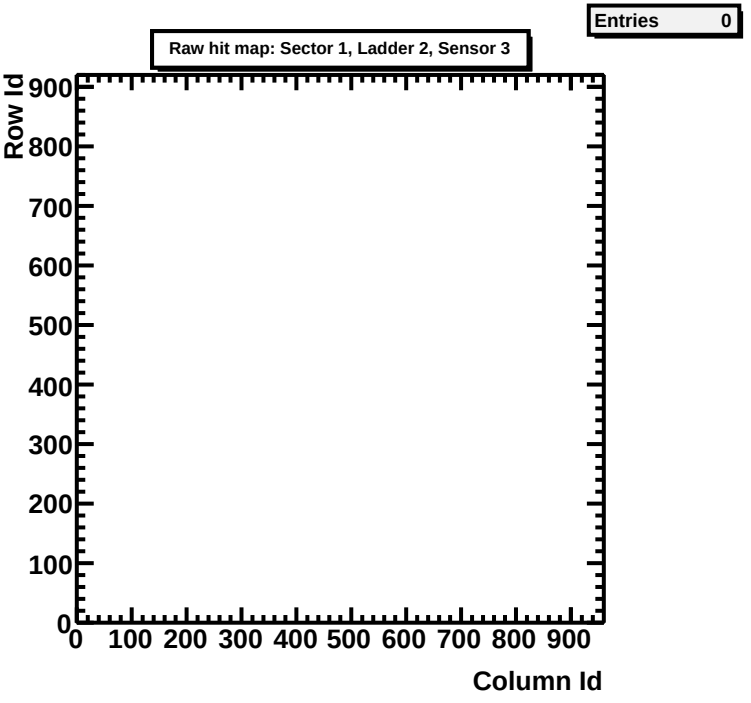

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

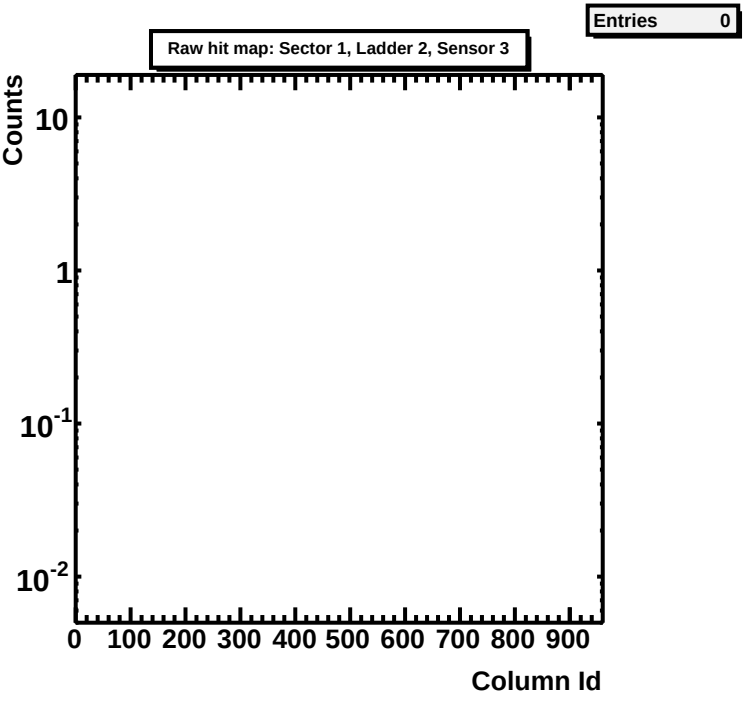

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 2
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

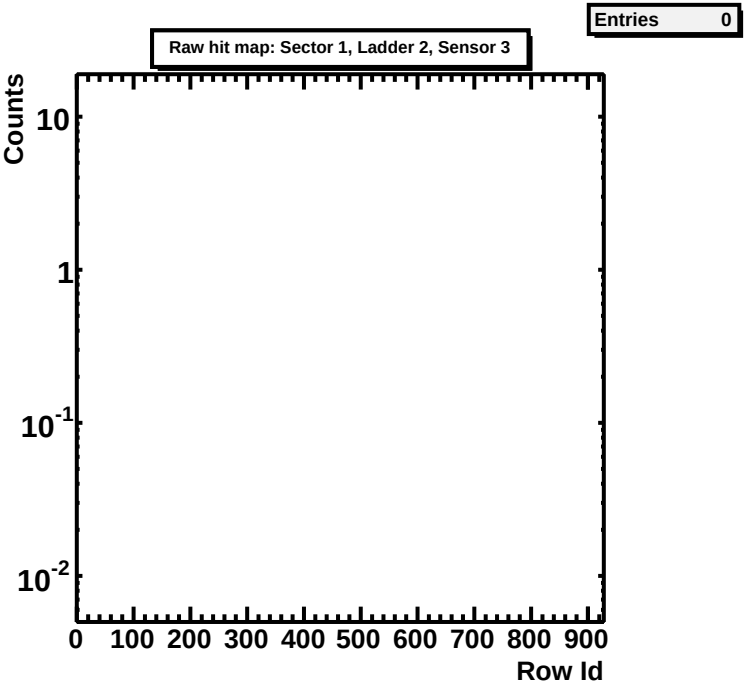

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

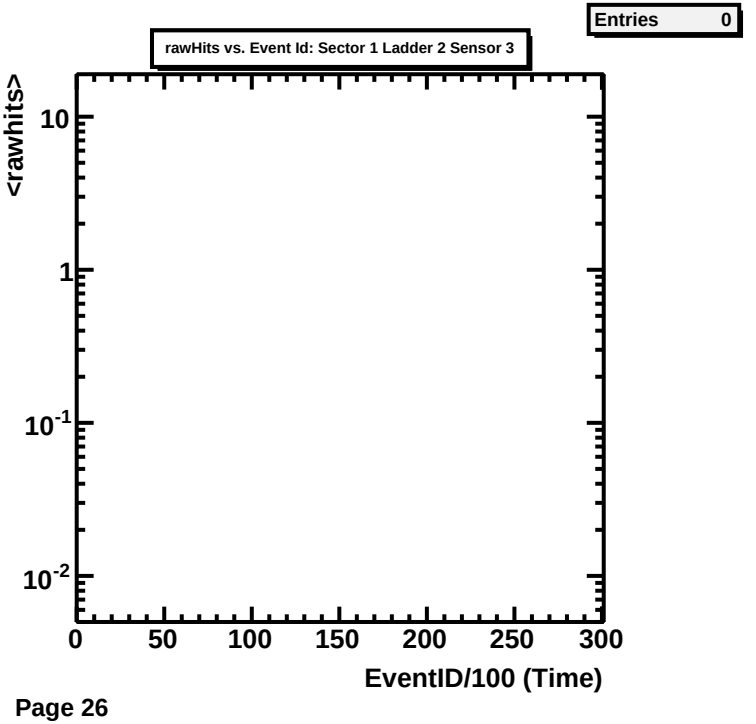

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

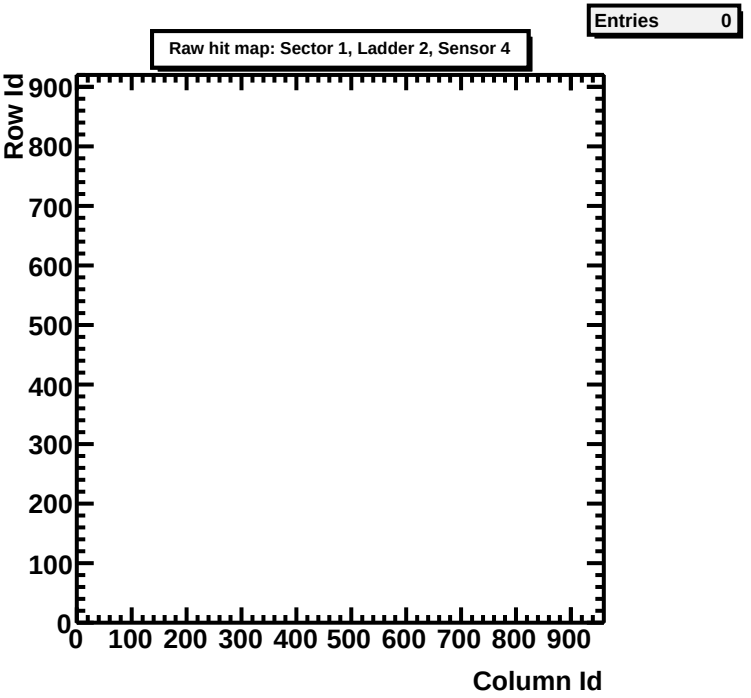

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

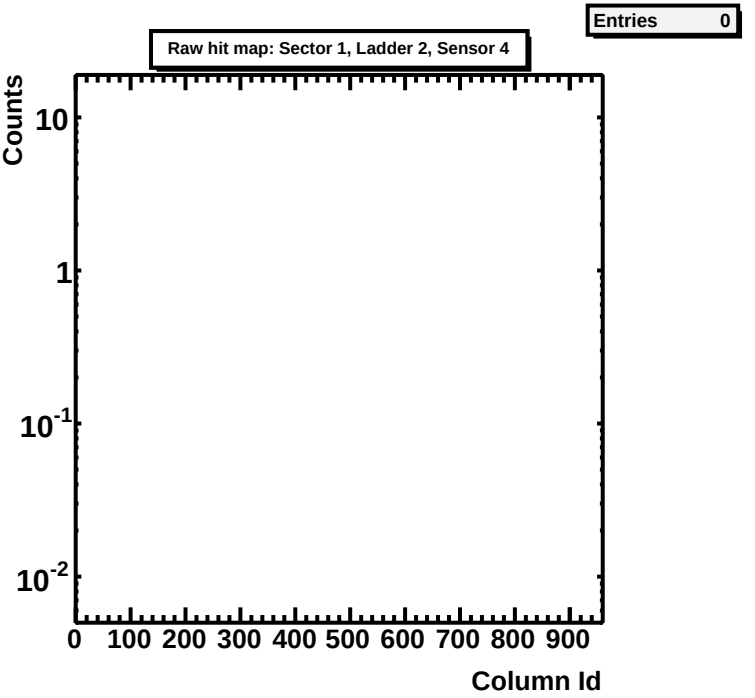

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

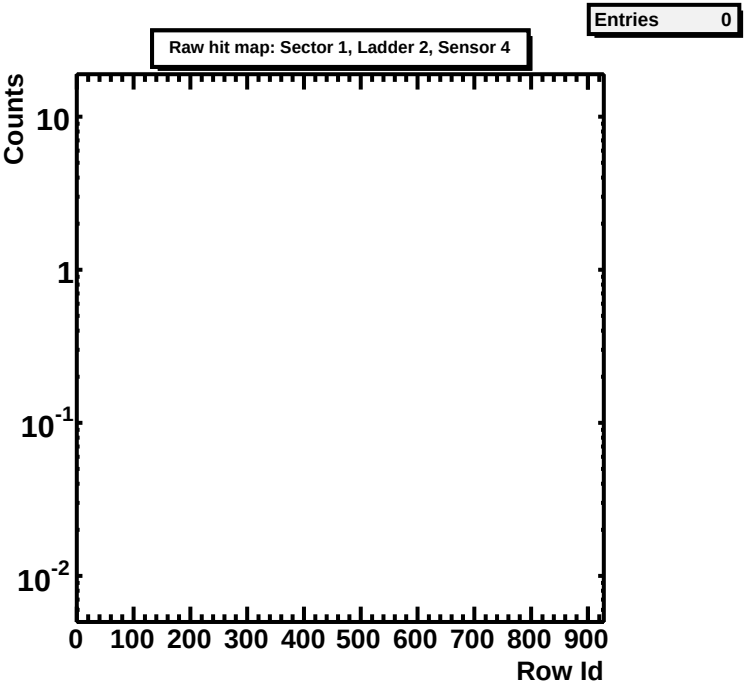

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

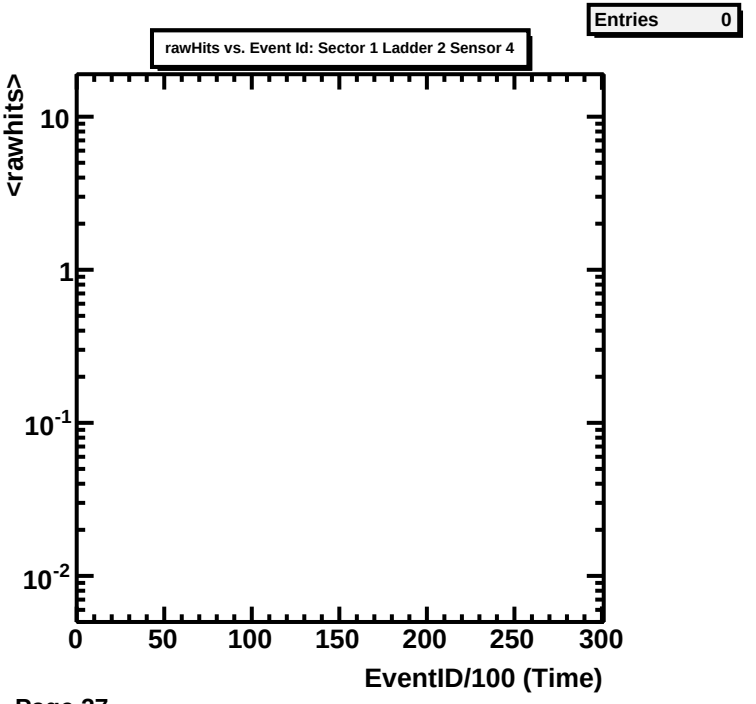

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

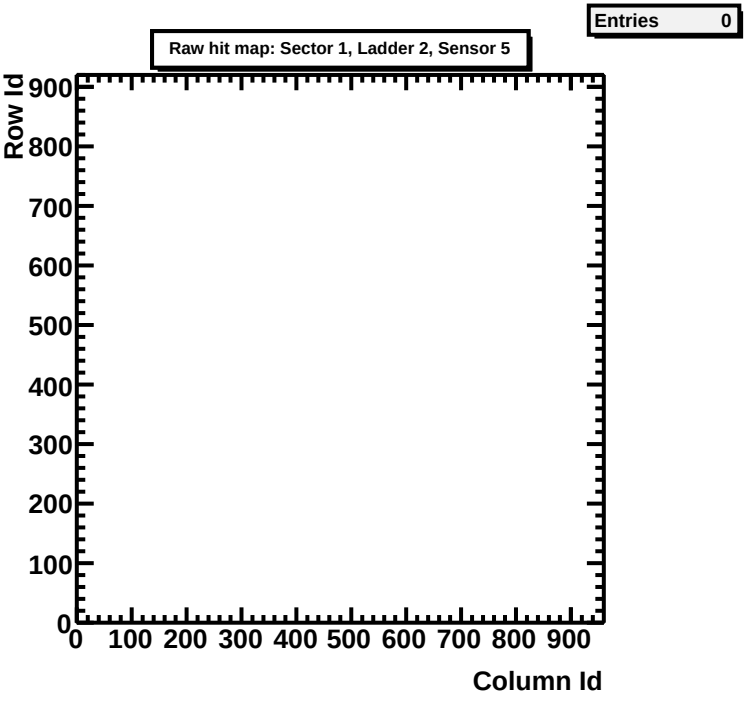

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

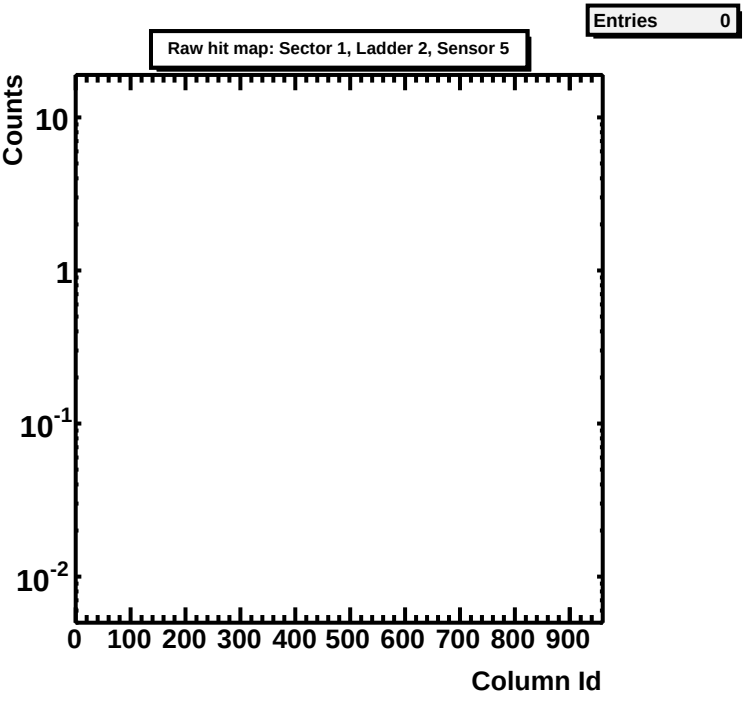

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 4
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

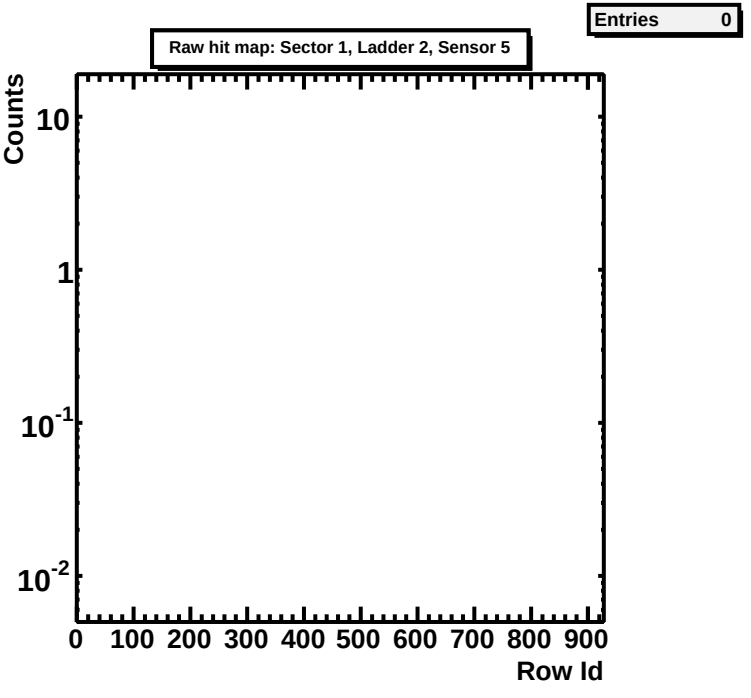

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

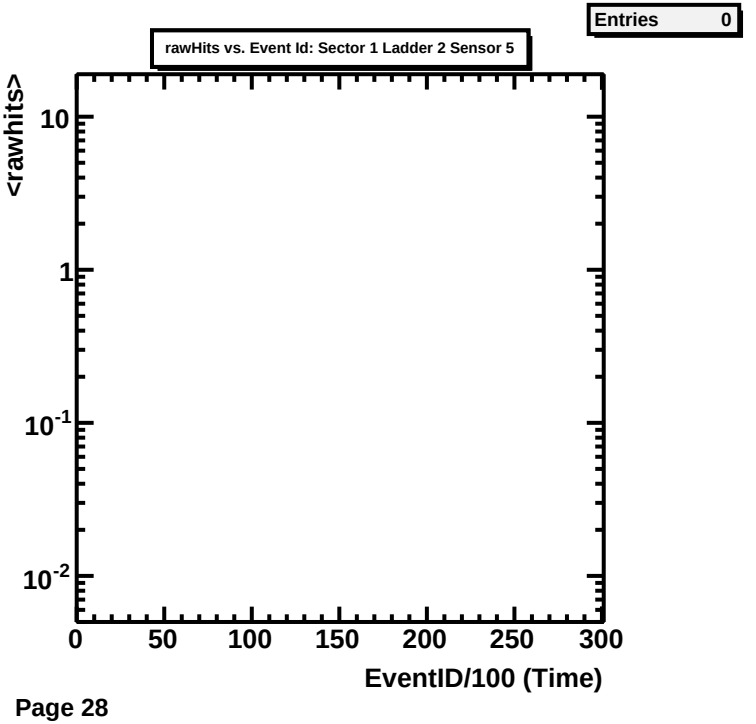

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

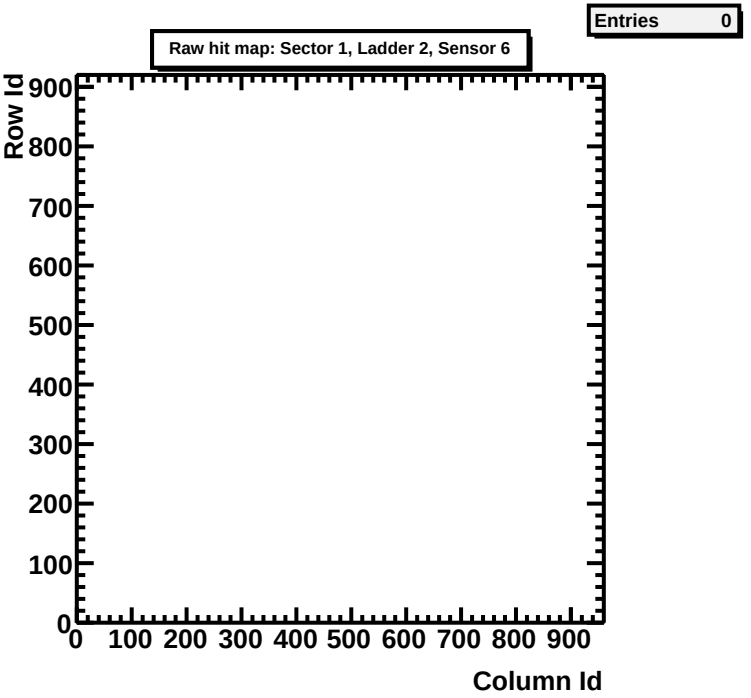

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

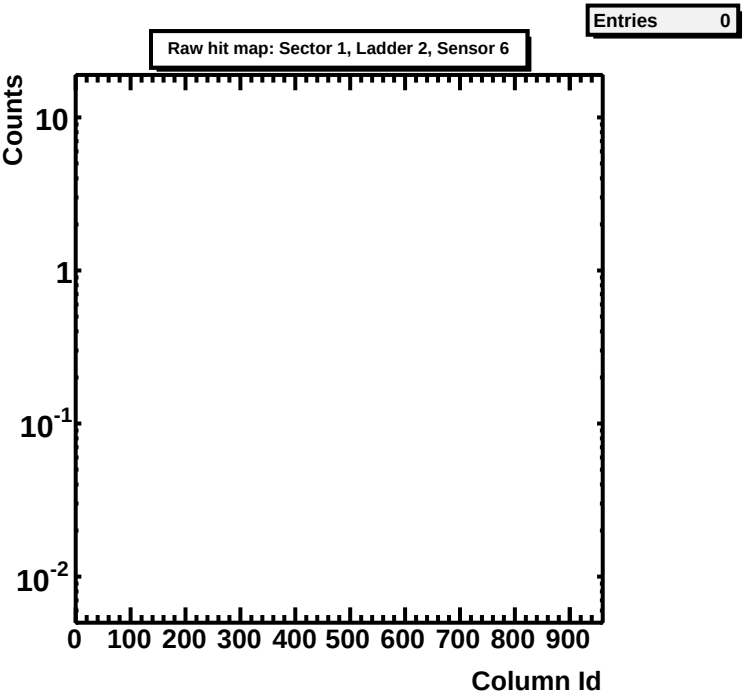

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 5
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

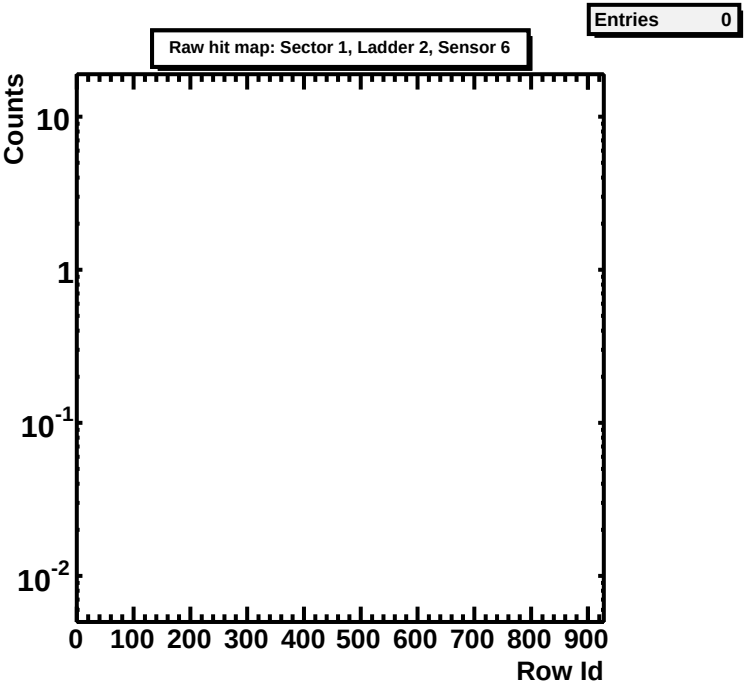

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

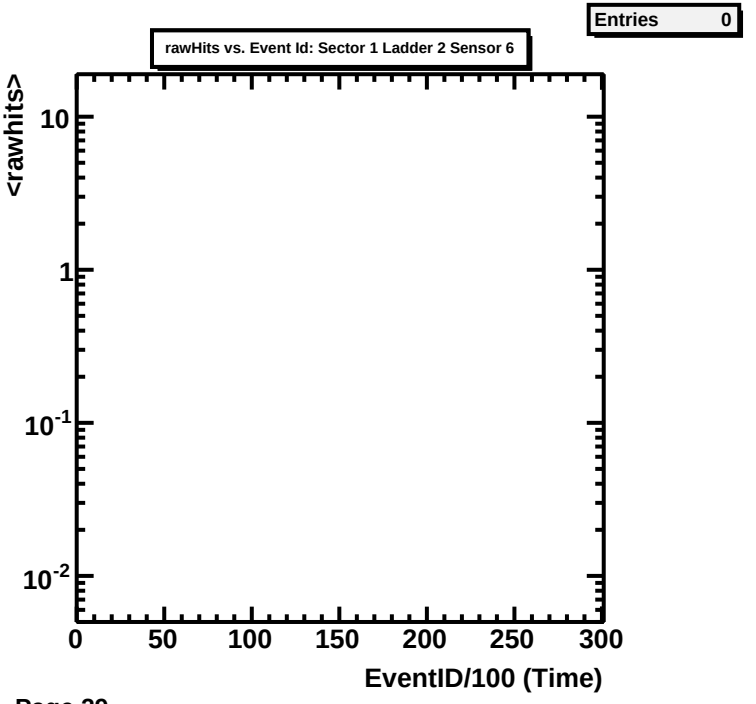

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

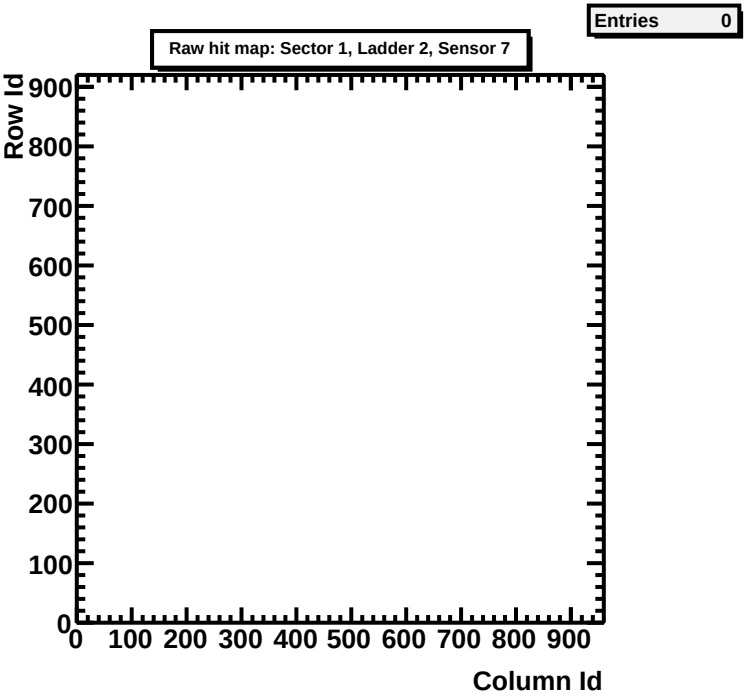

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

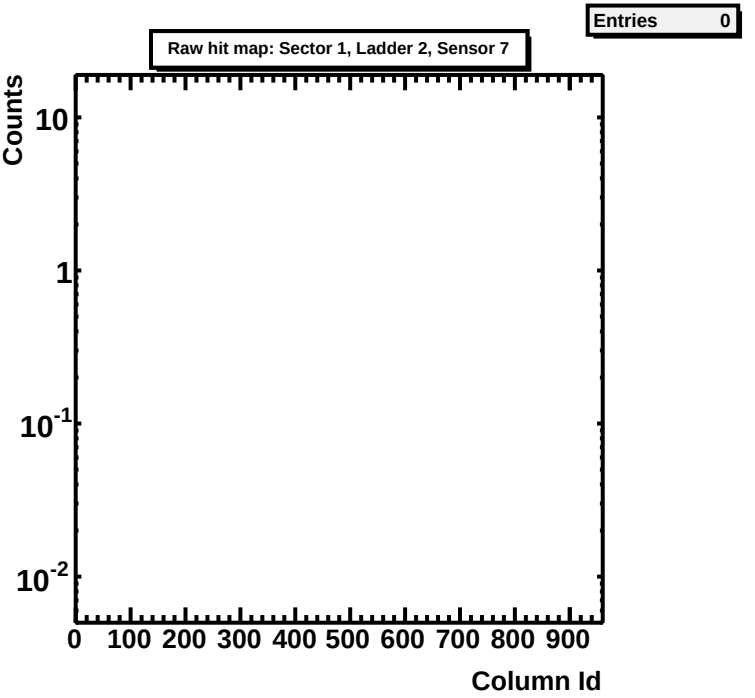

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 6
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

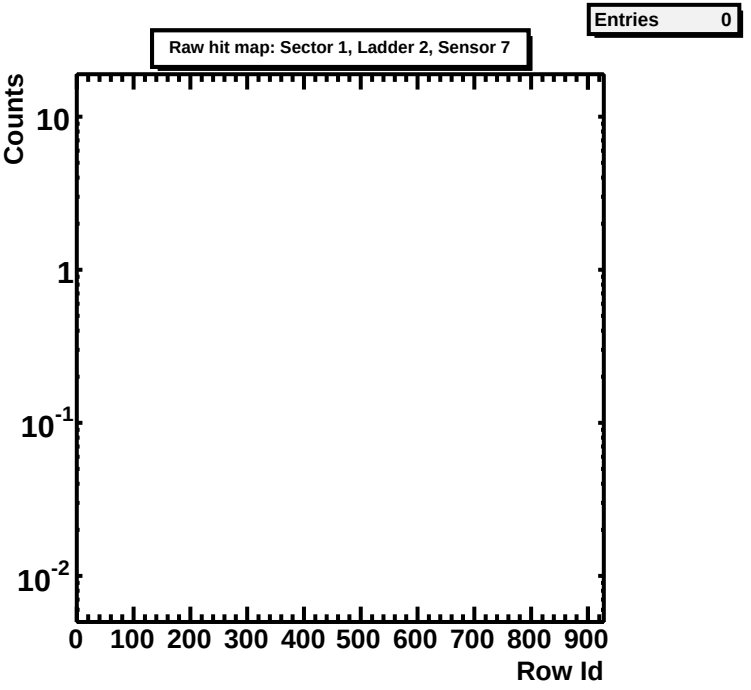

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

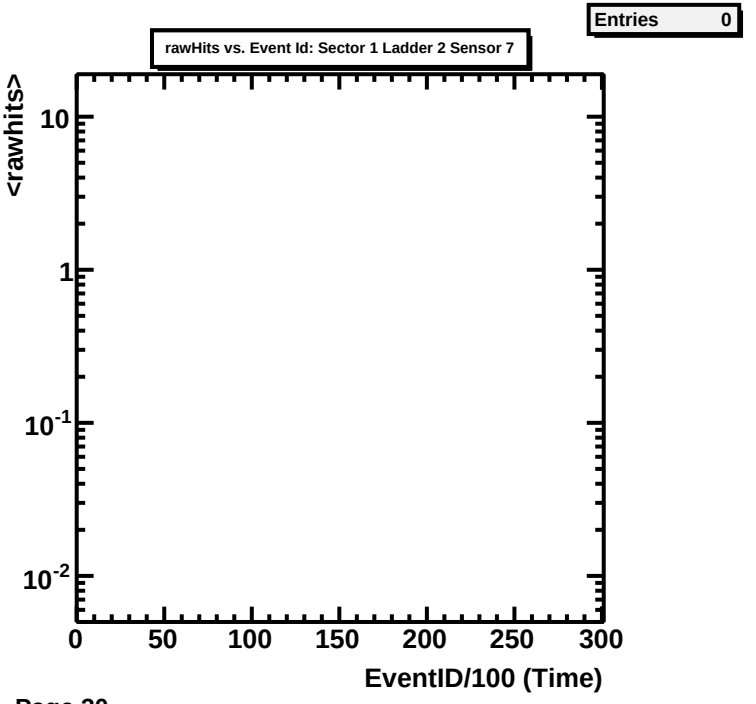

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

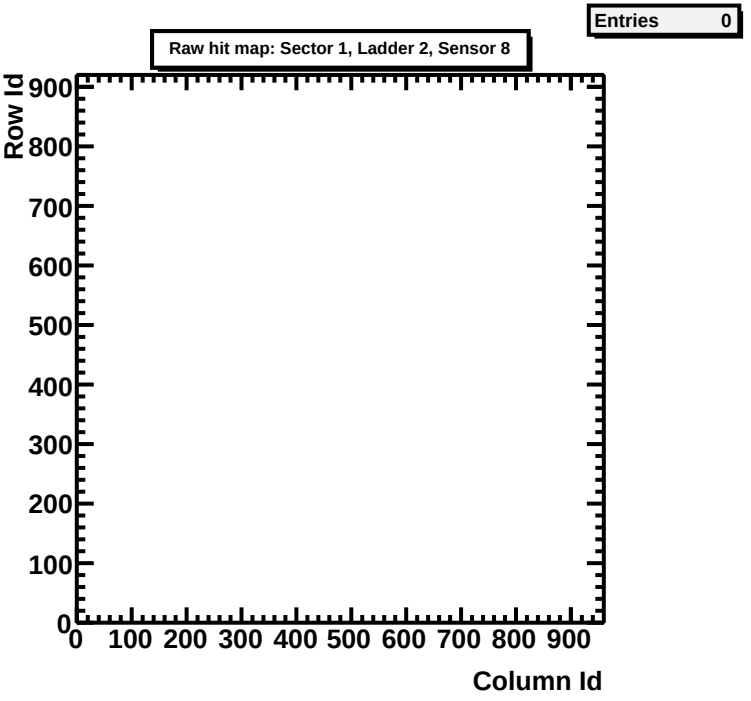

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

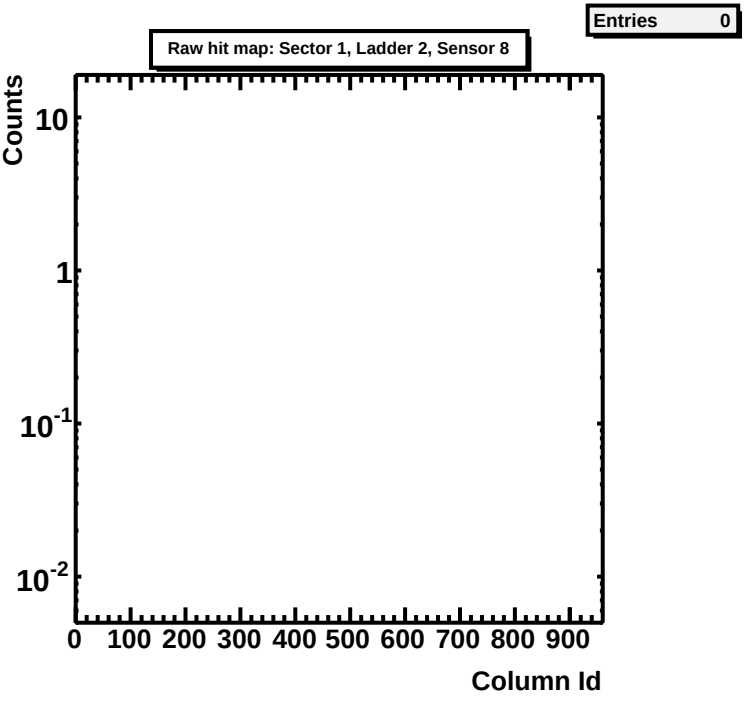

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 7
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

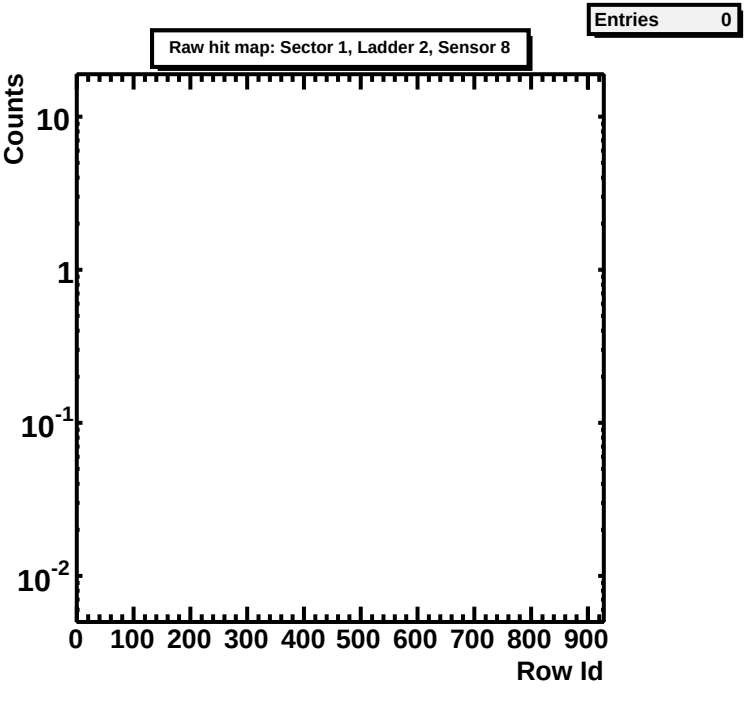

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

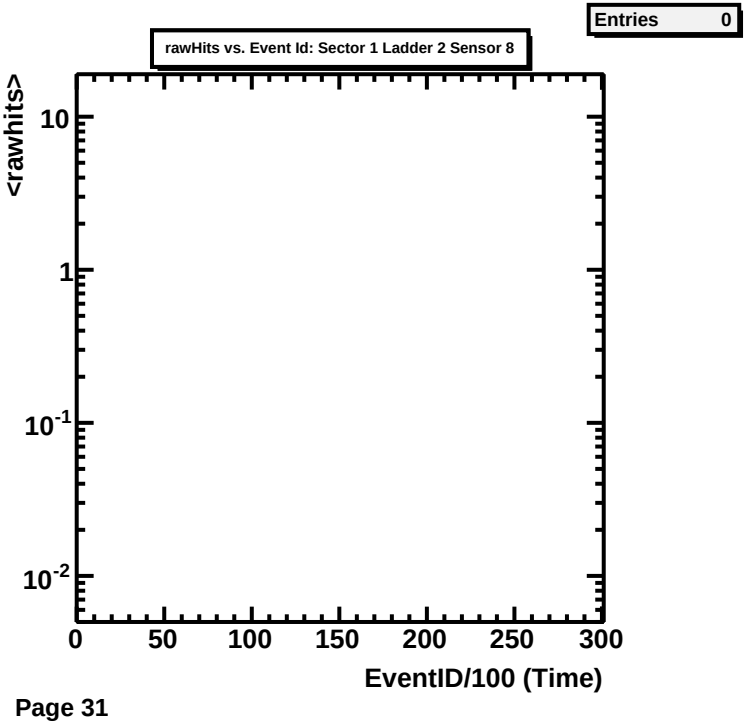

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

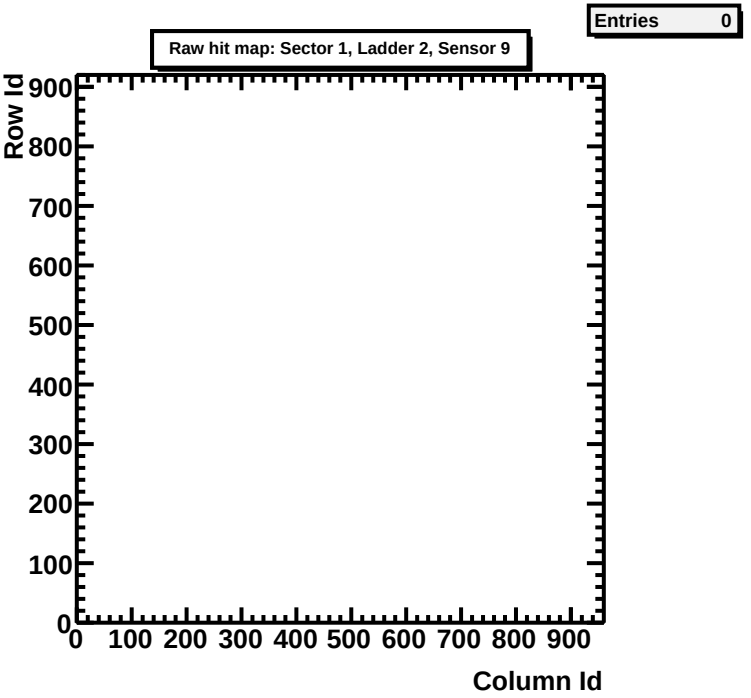

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

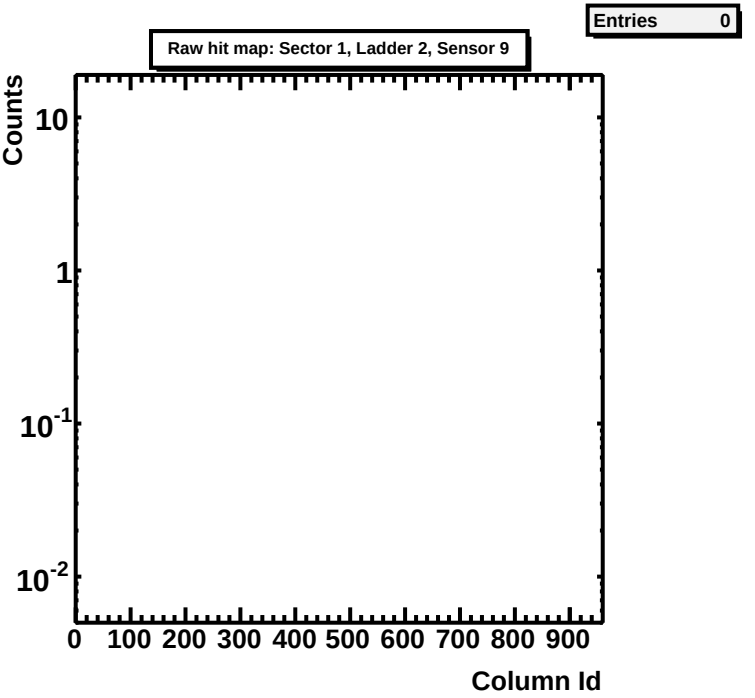

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

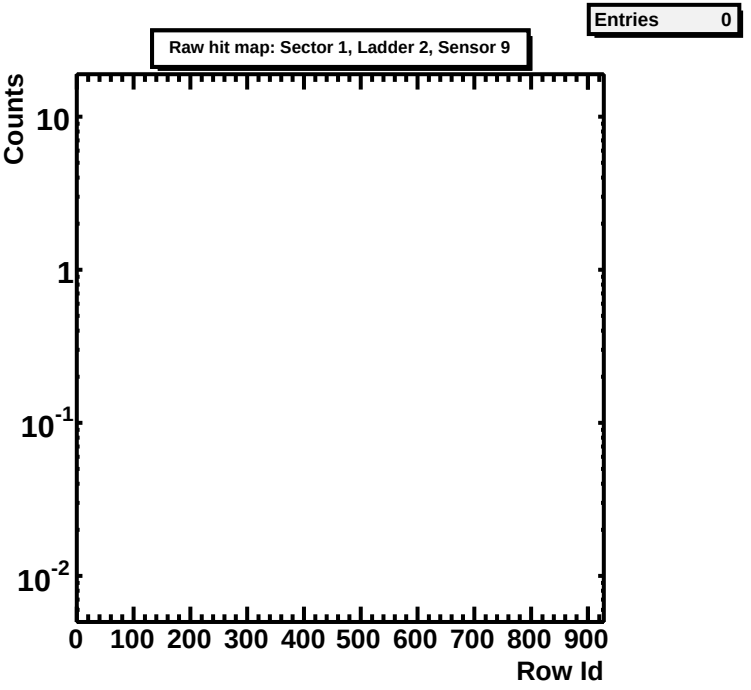

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

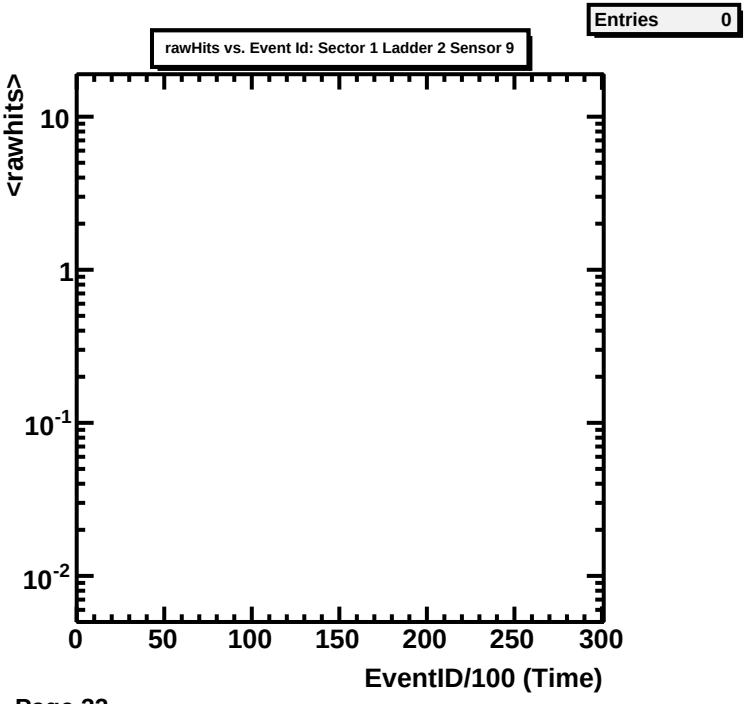

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

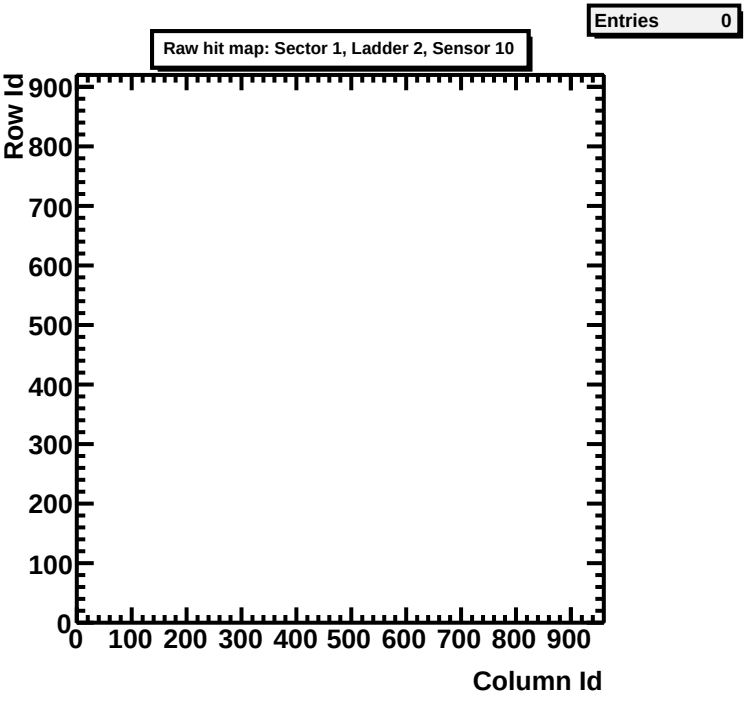

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

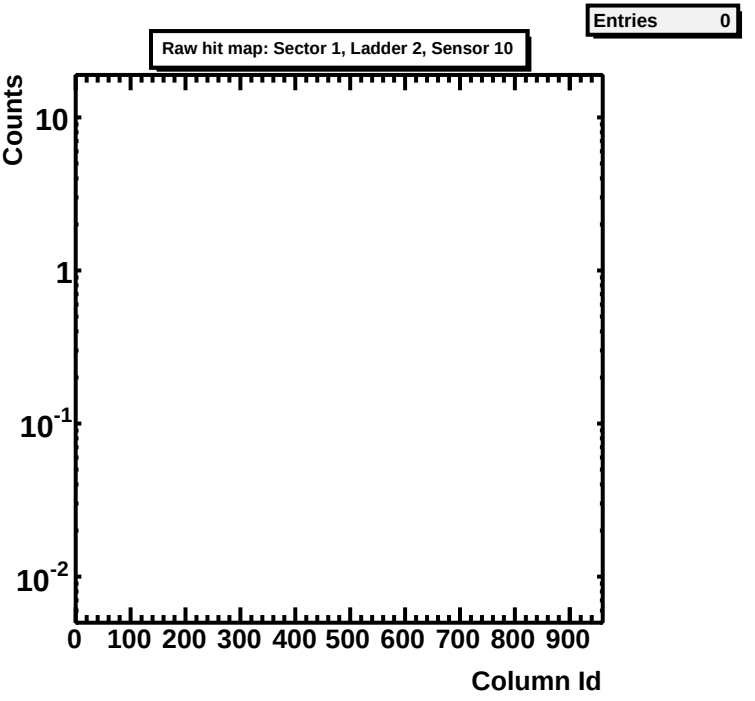

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

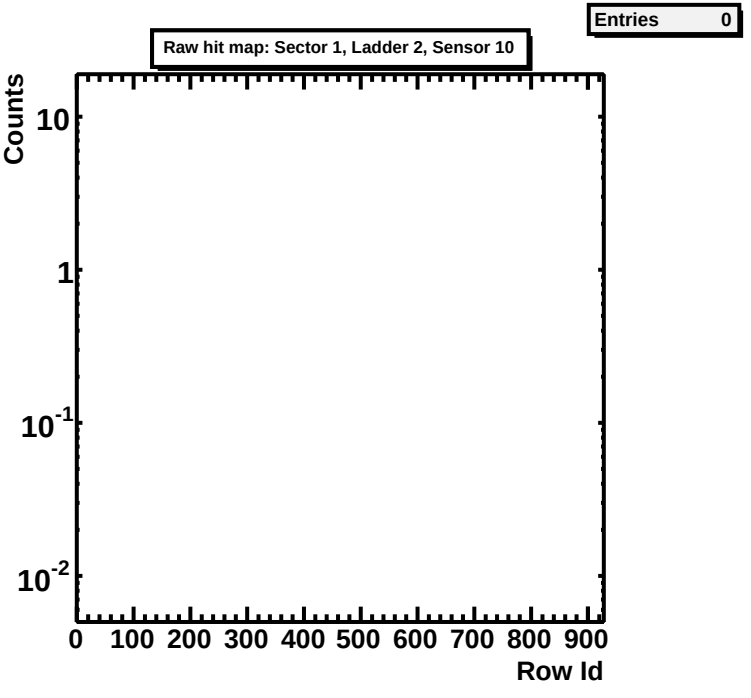

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

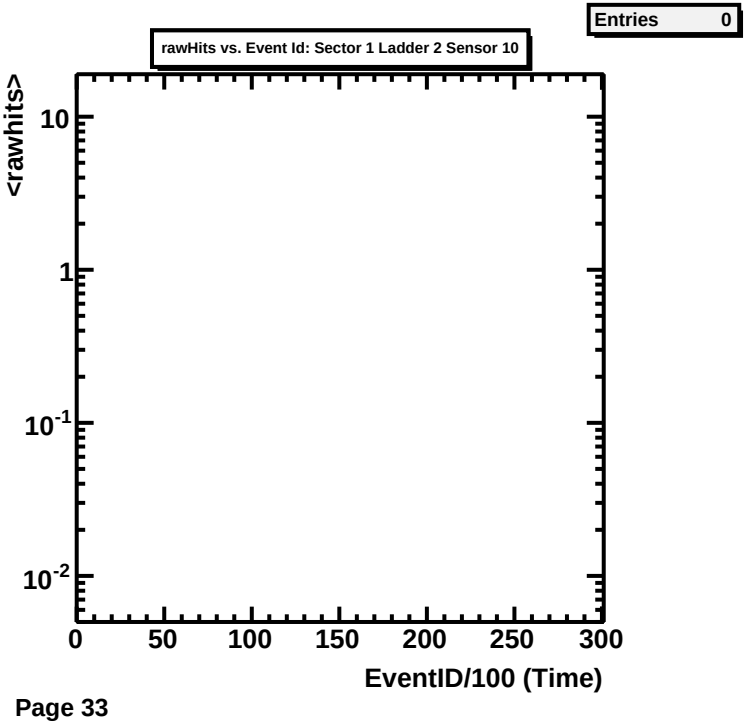

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

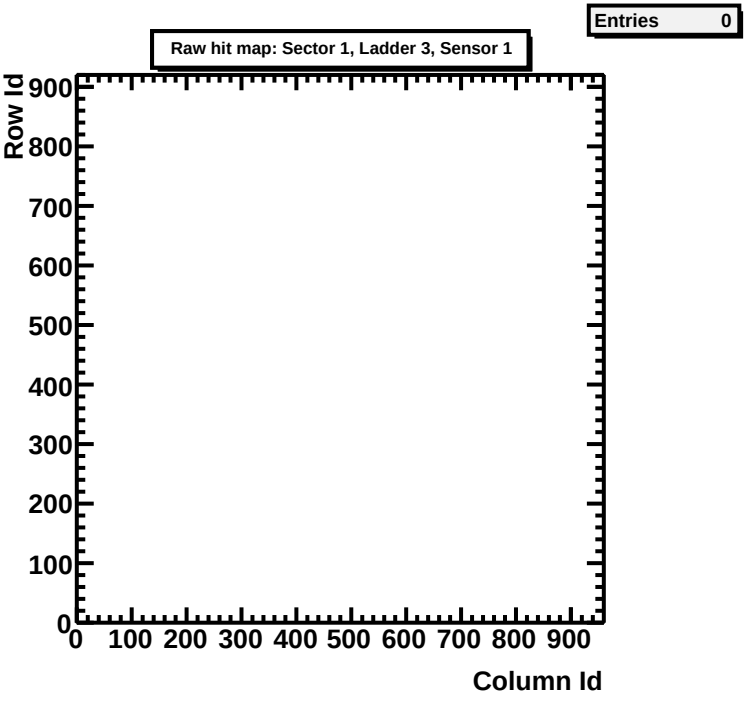

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

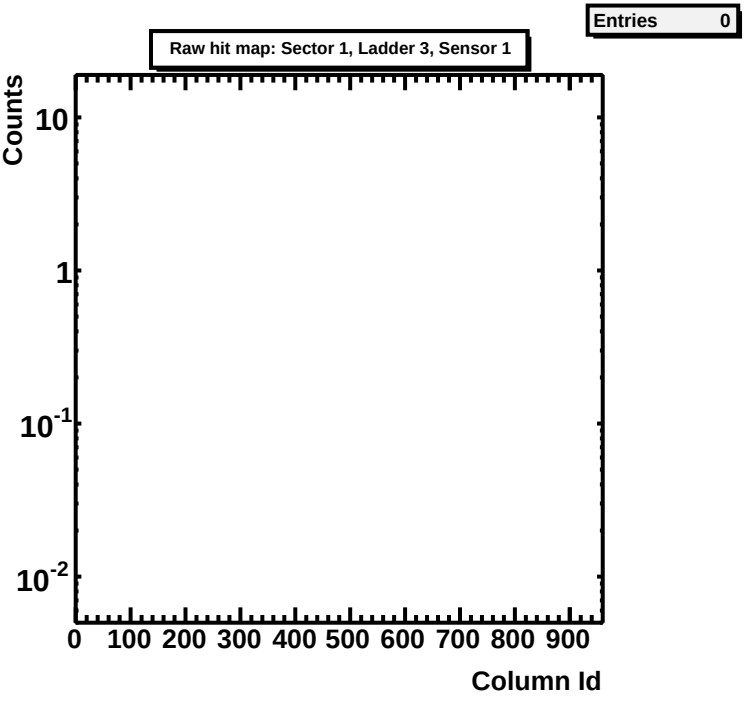

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

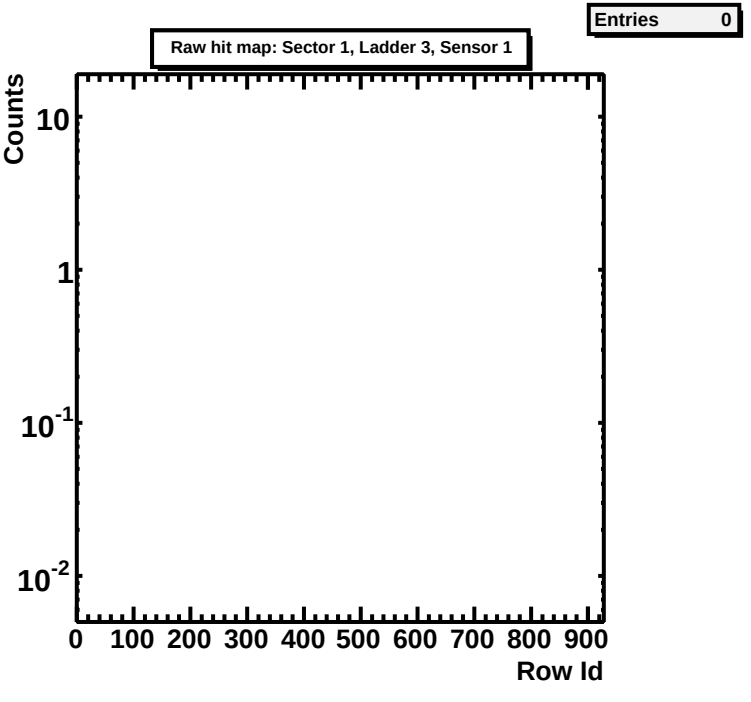

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

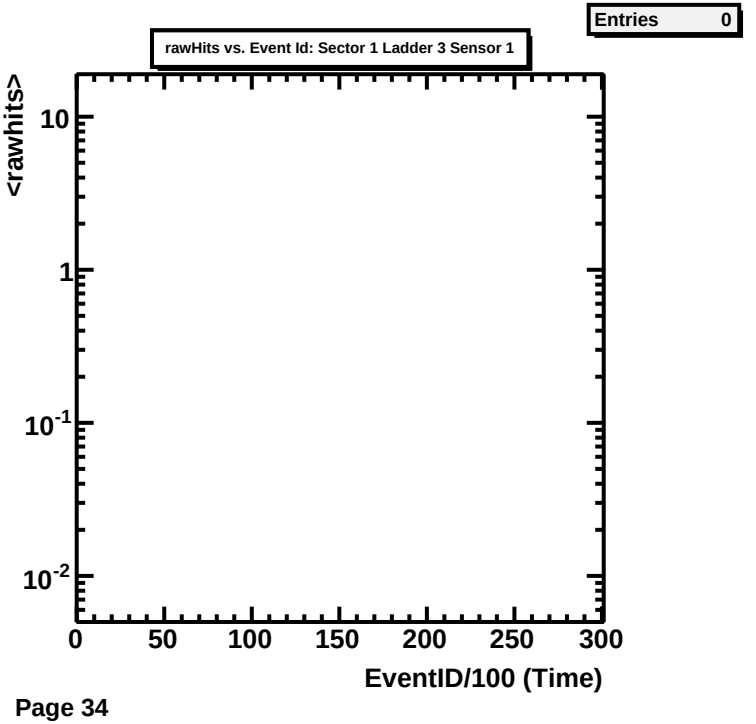

Entries 0
Raw hit map: Sector 1, Ladder 2, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

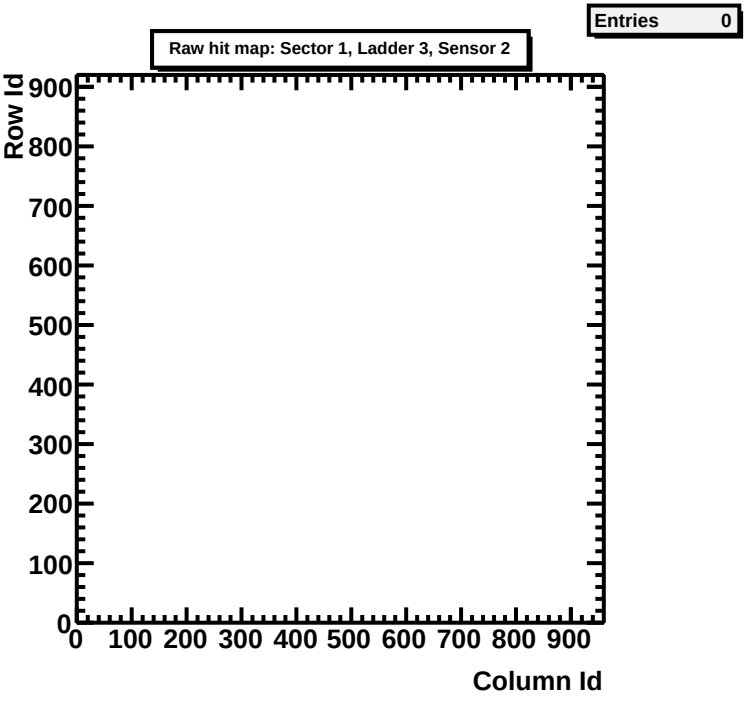

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 2 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

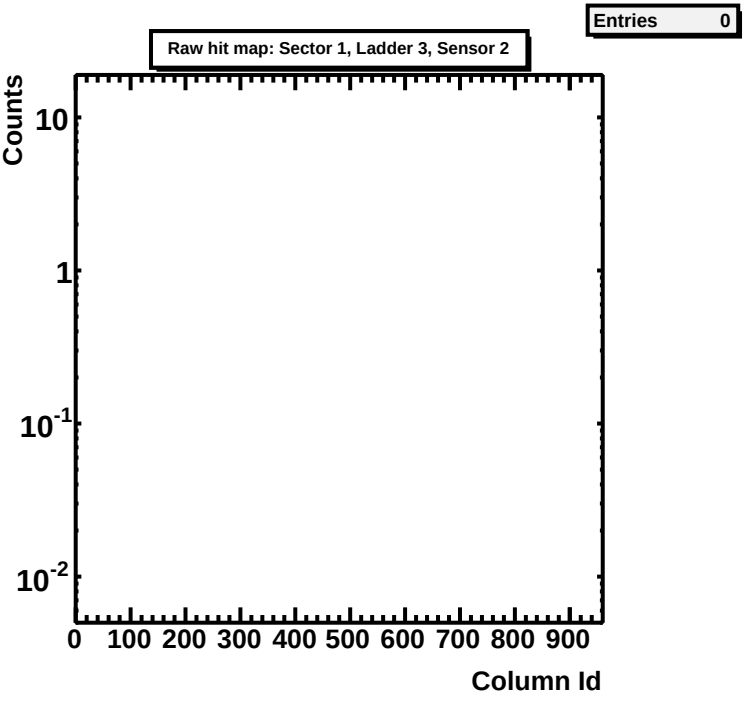

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

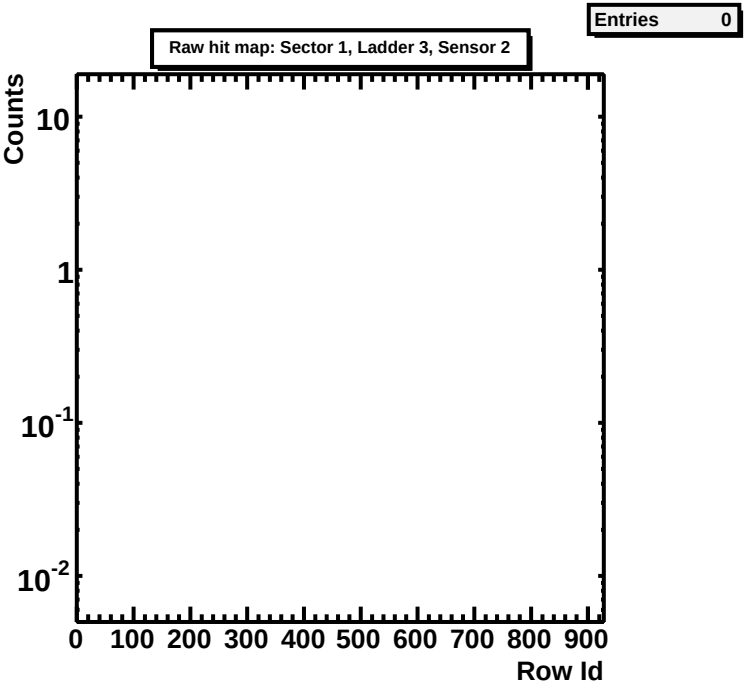

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

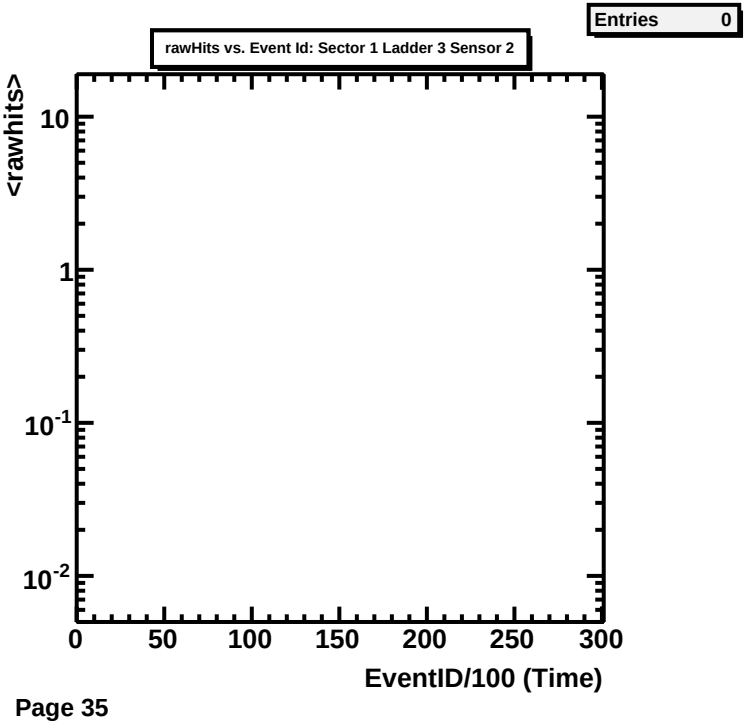

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

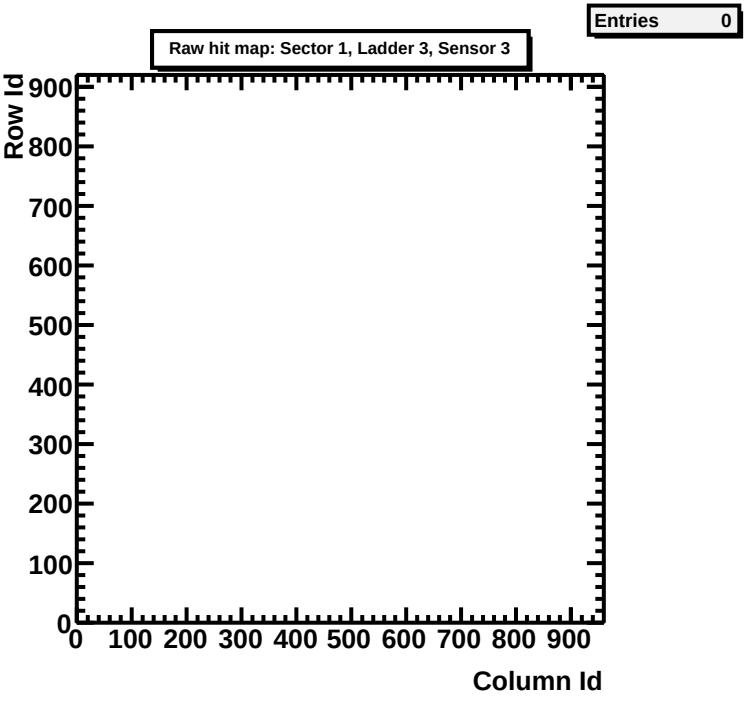

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

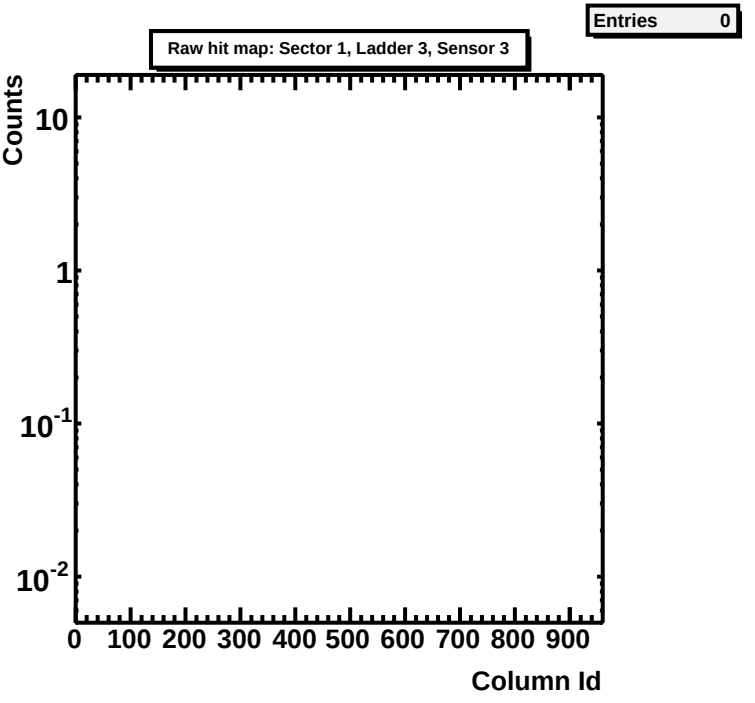

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

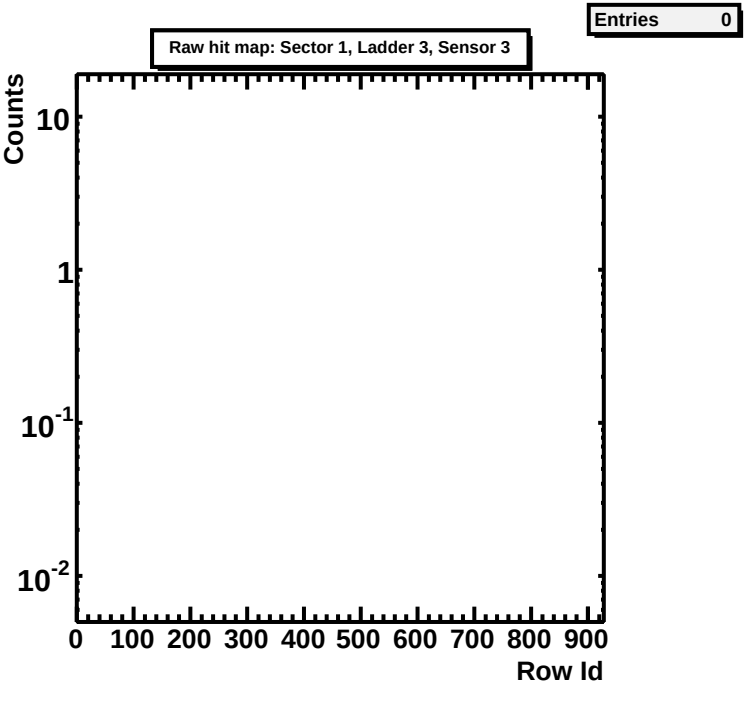

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

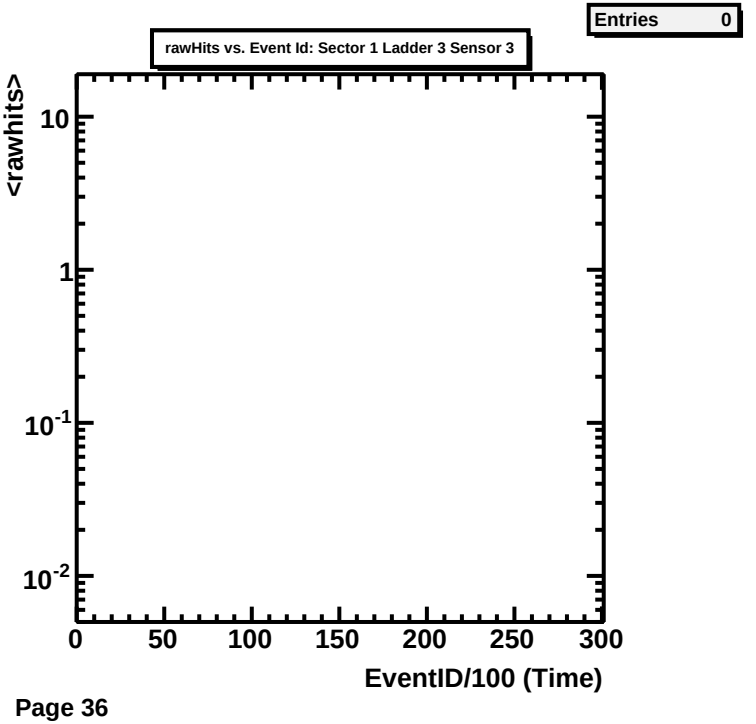

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

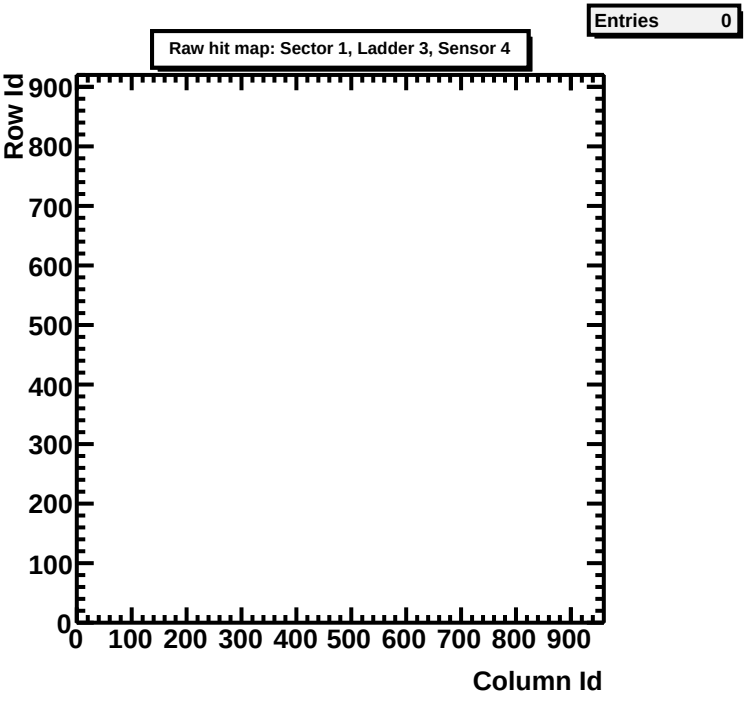

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

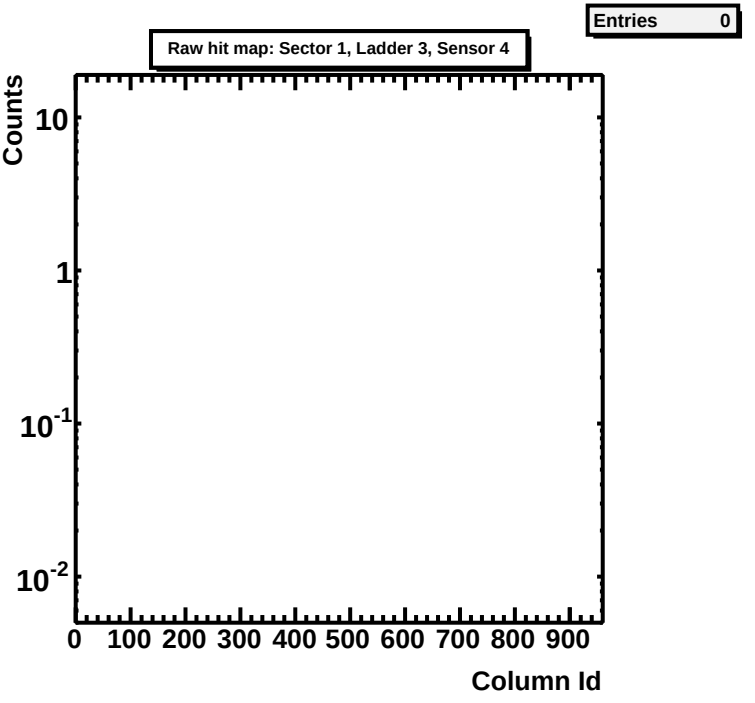

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

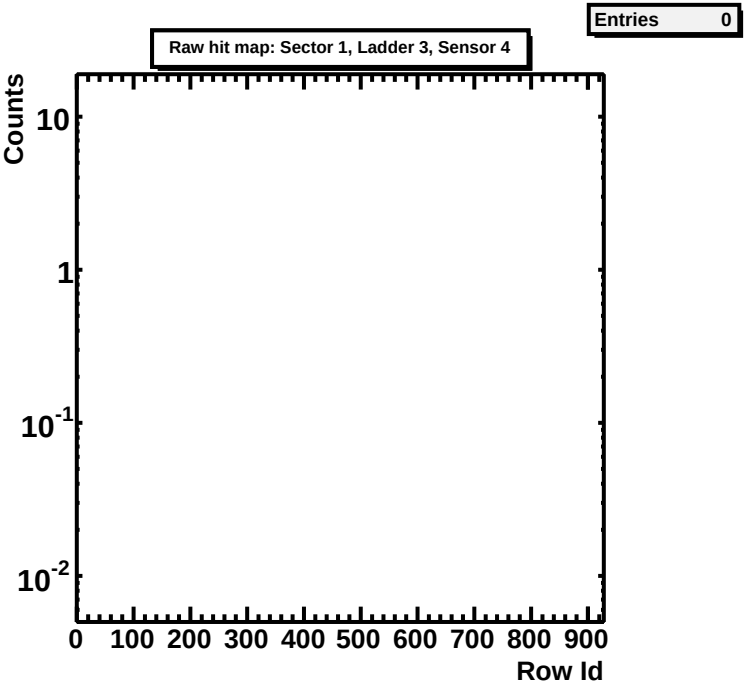

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

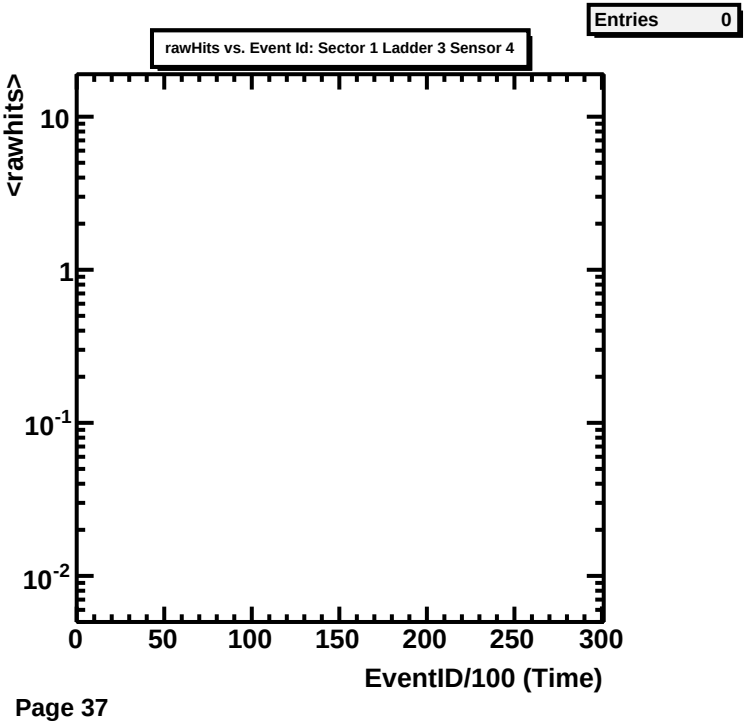

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

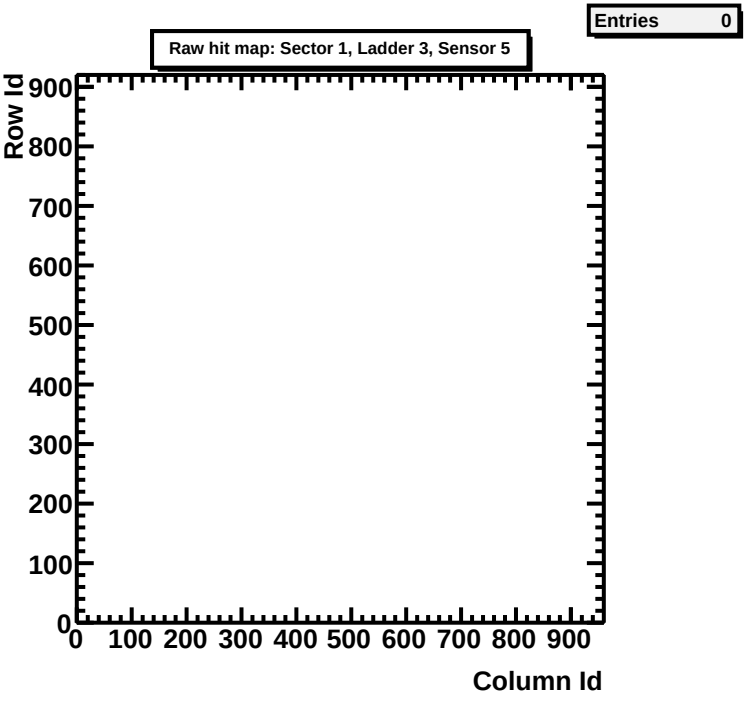

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

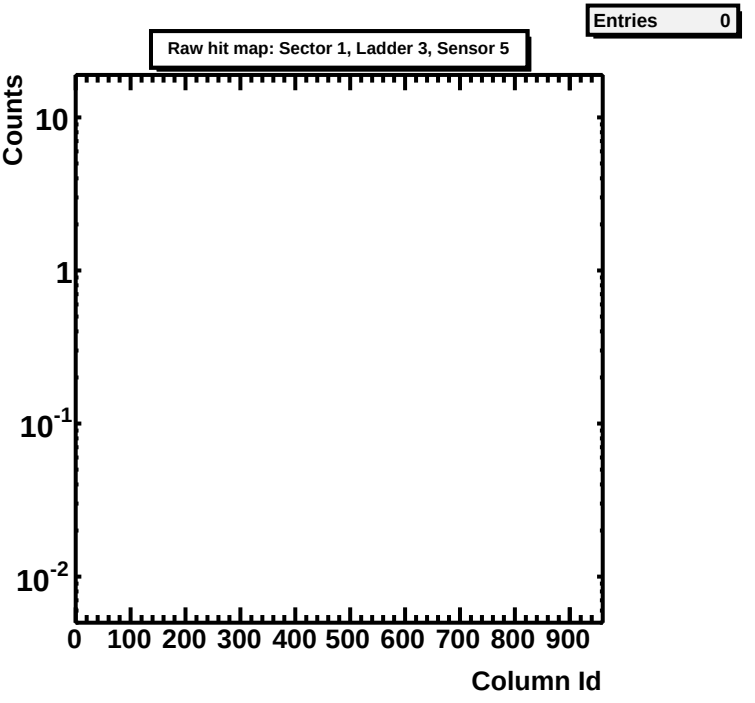

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

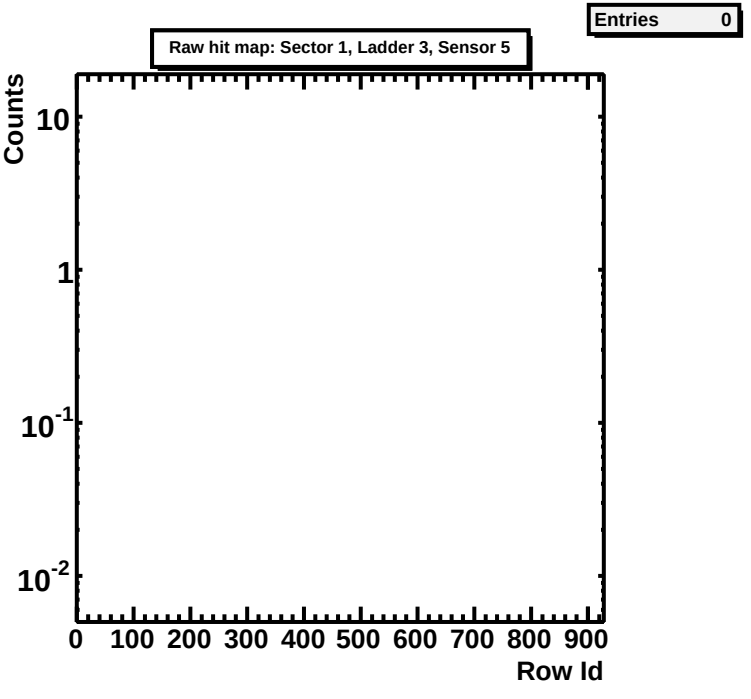

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

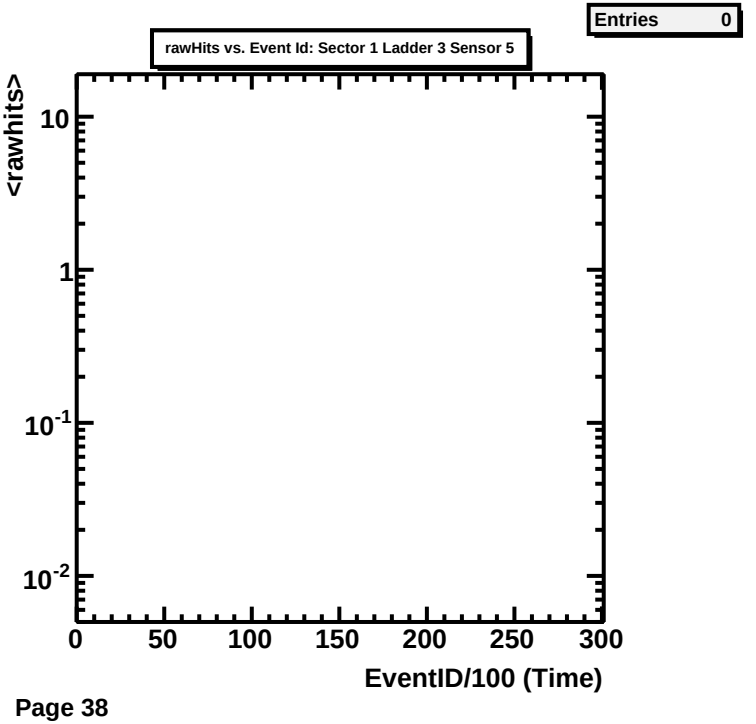

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

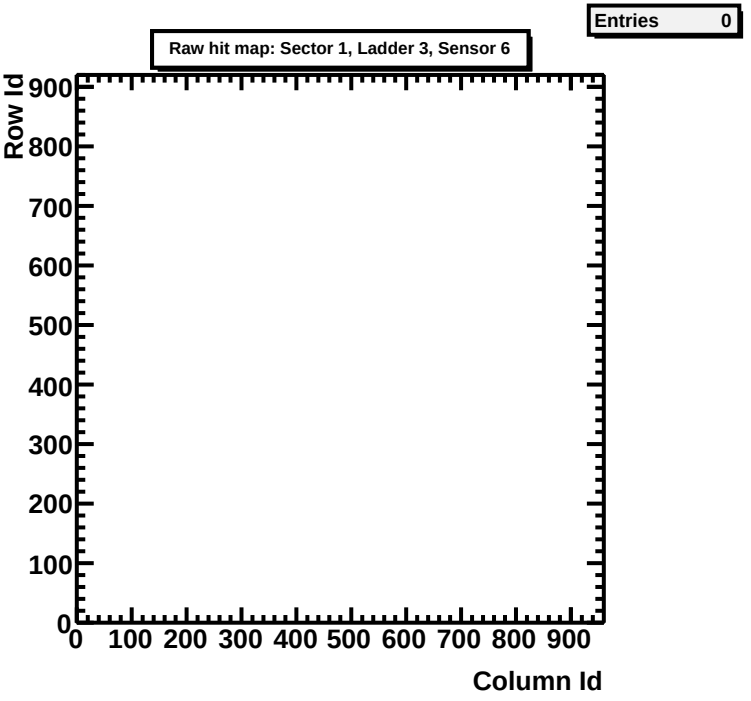

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

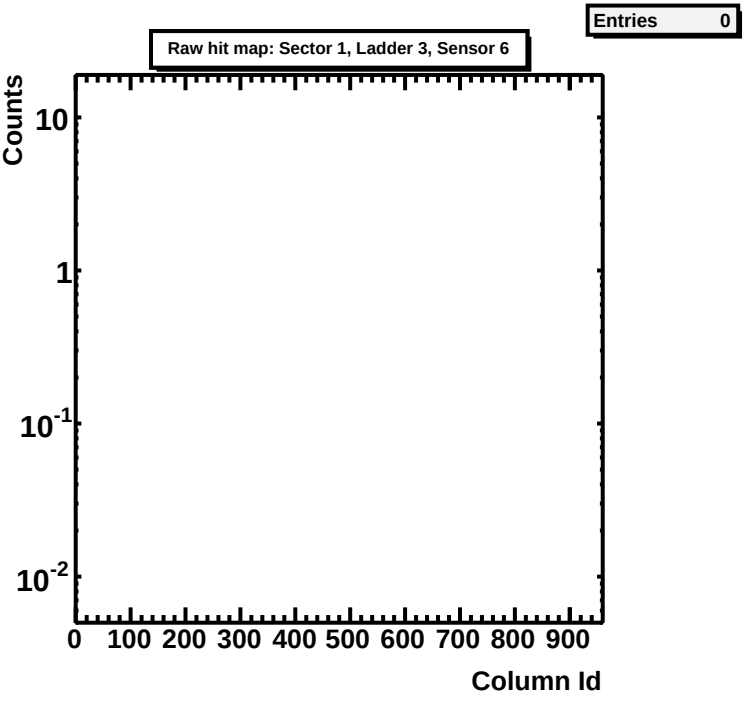

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 5
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

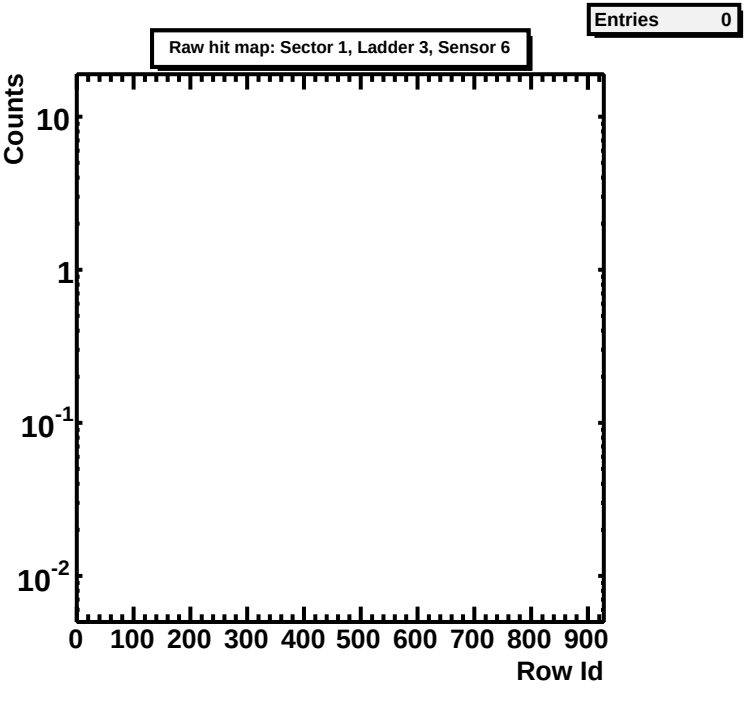

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

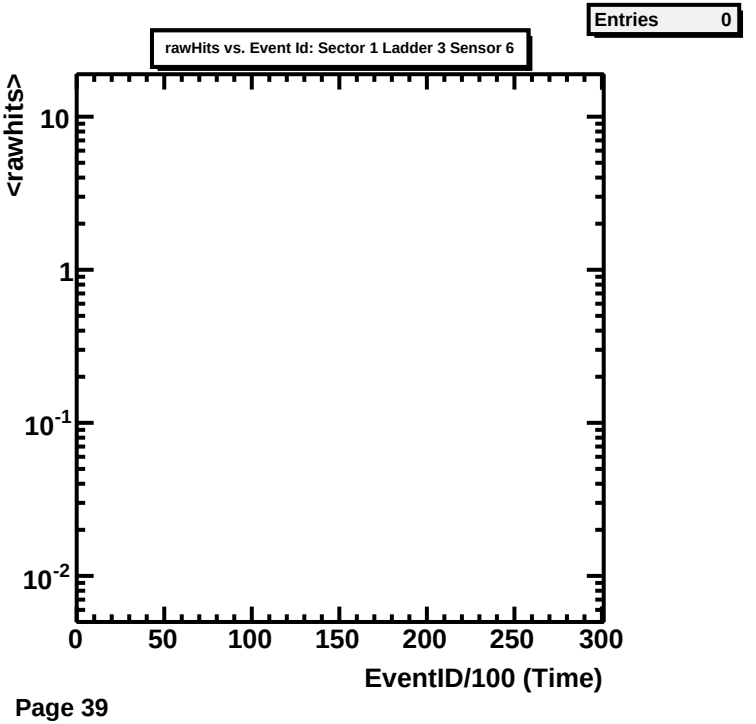

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

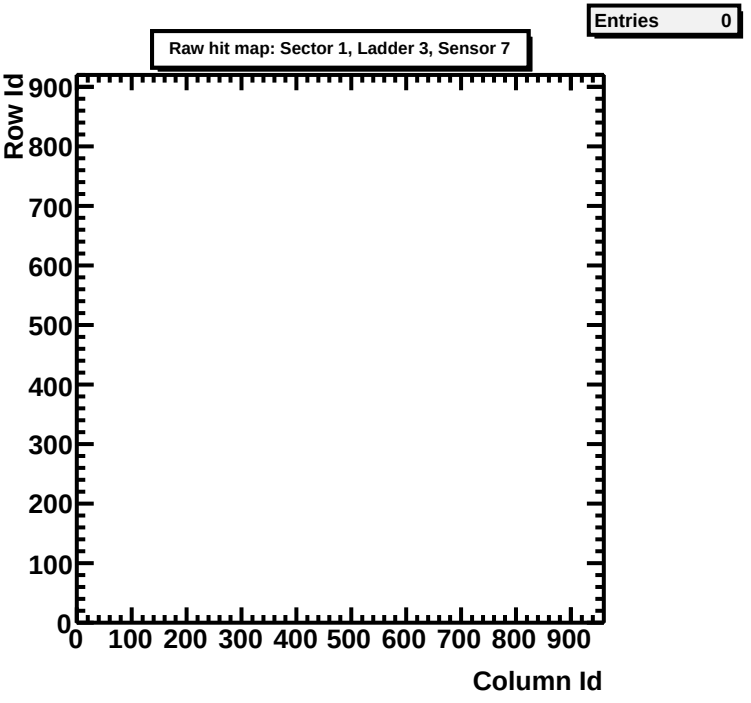

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

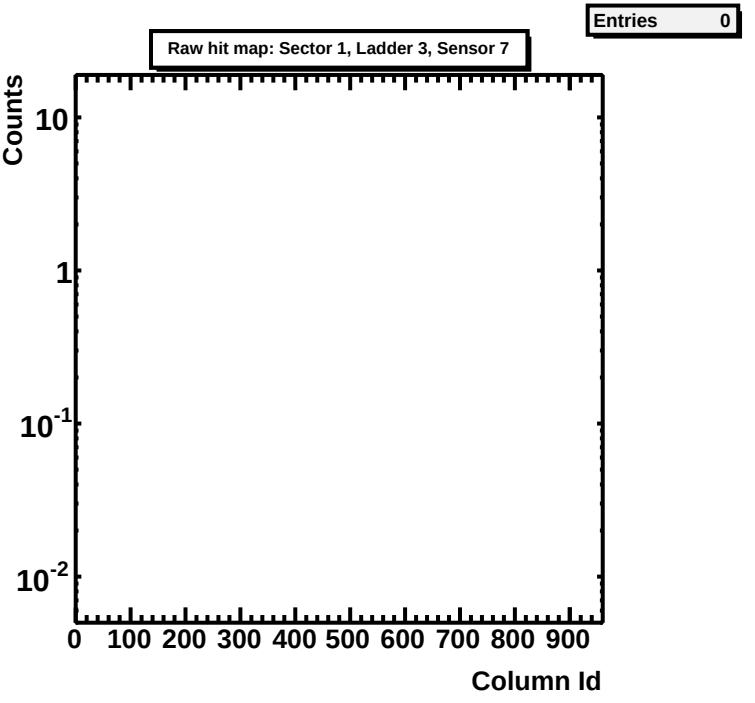

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

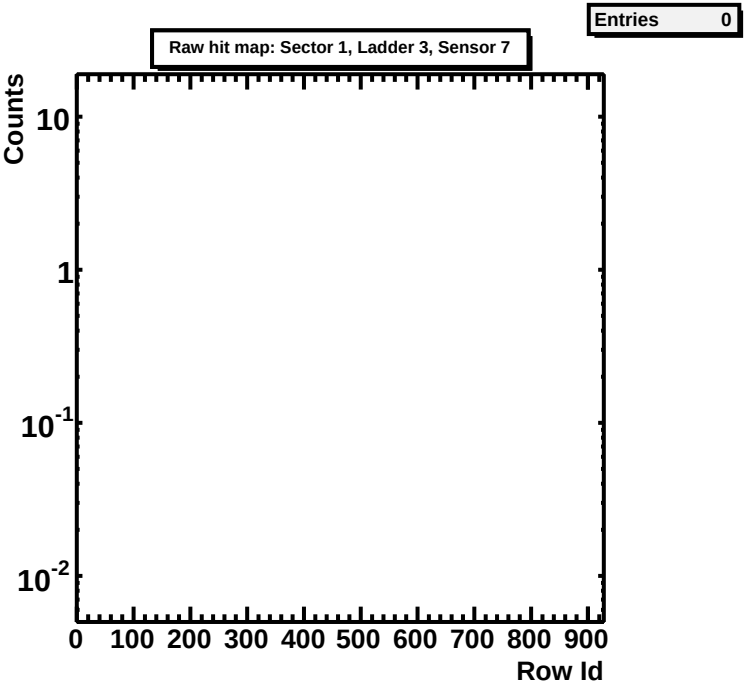

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

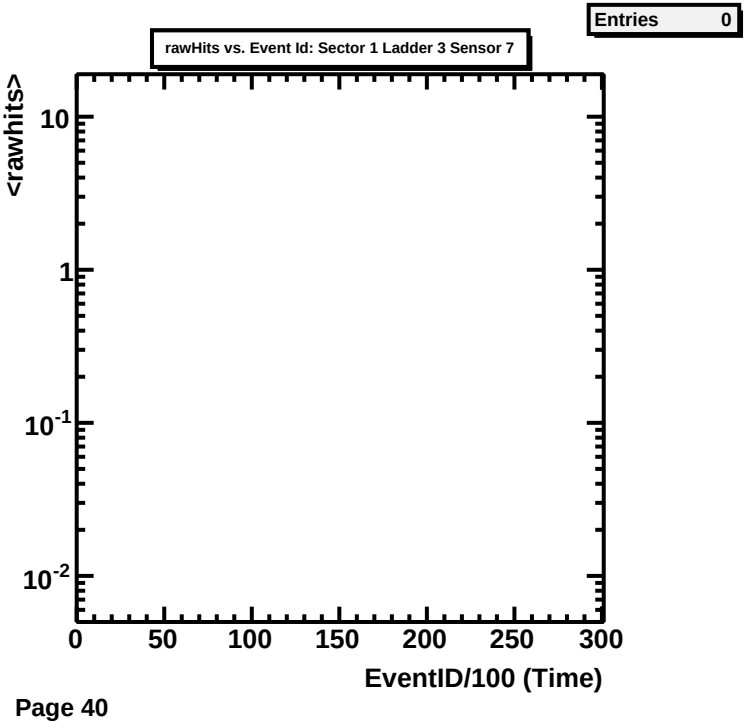

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

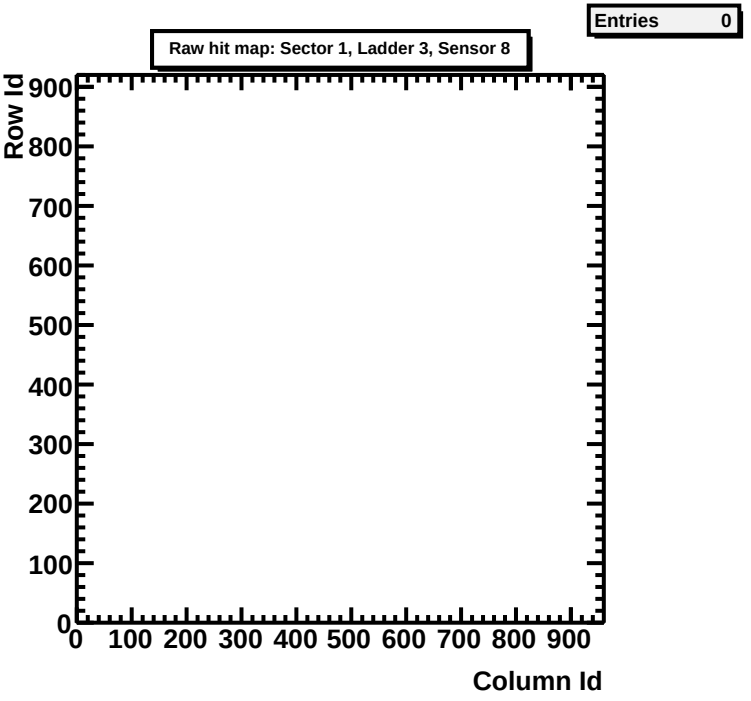

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

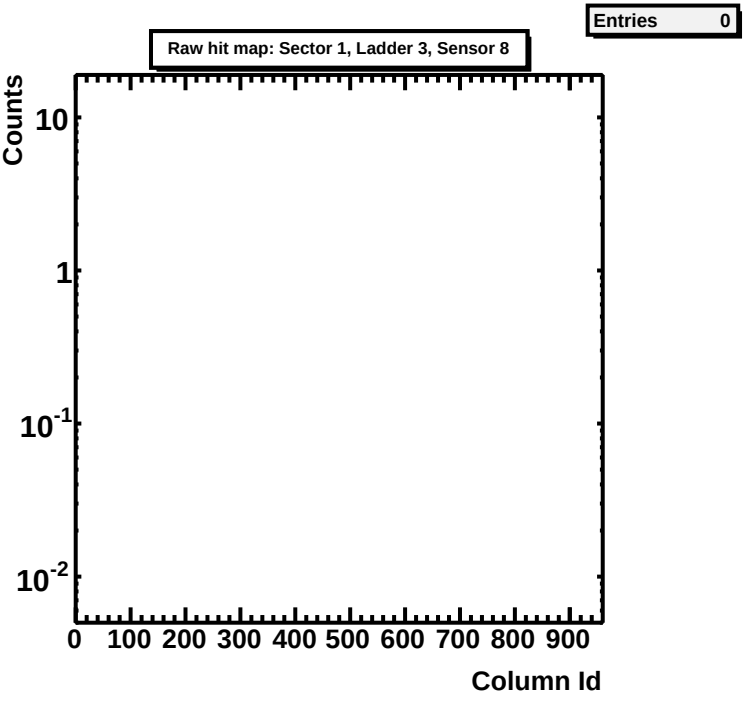

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 7
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

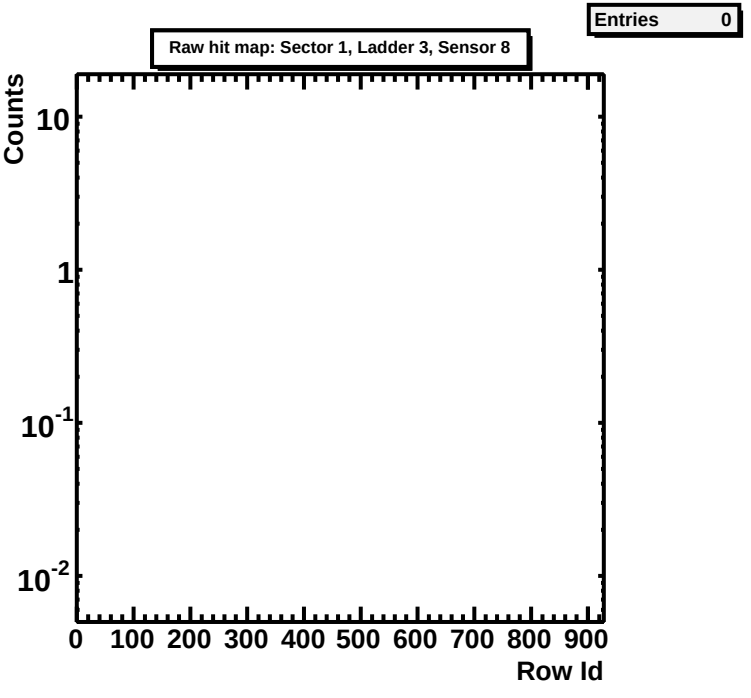

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

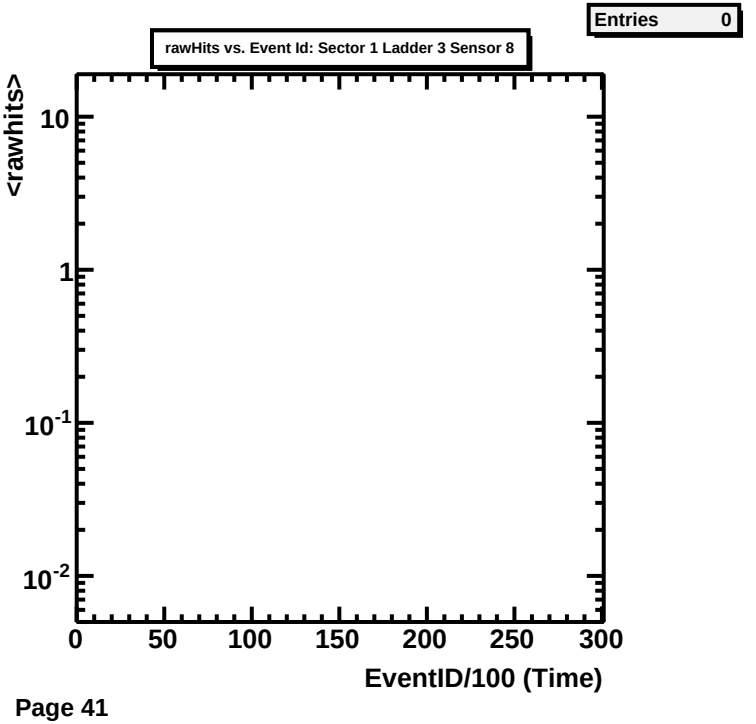

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

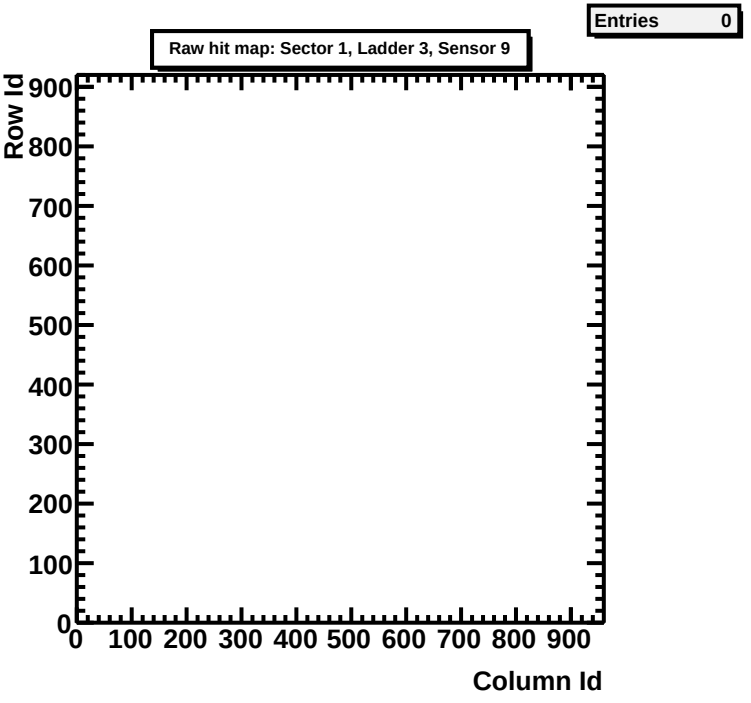

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

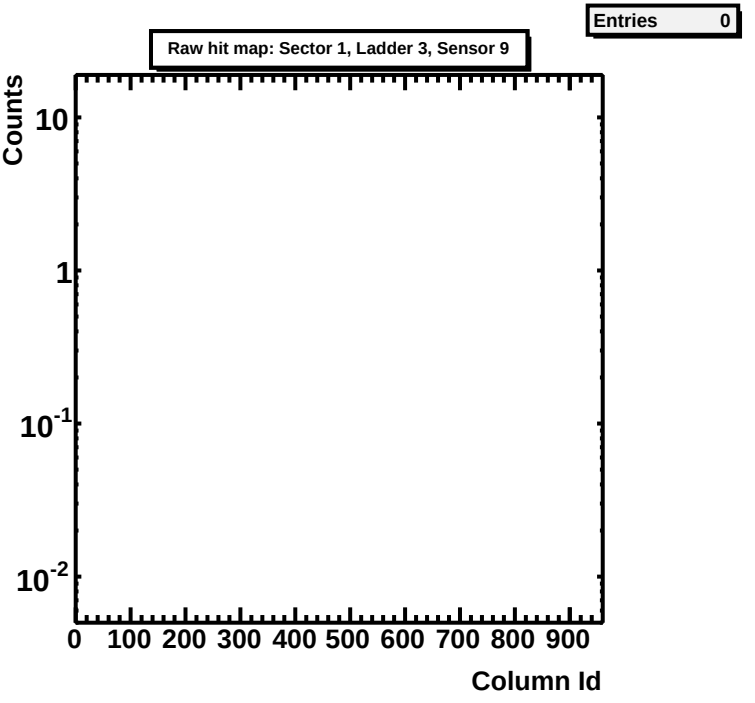

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 8
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

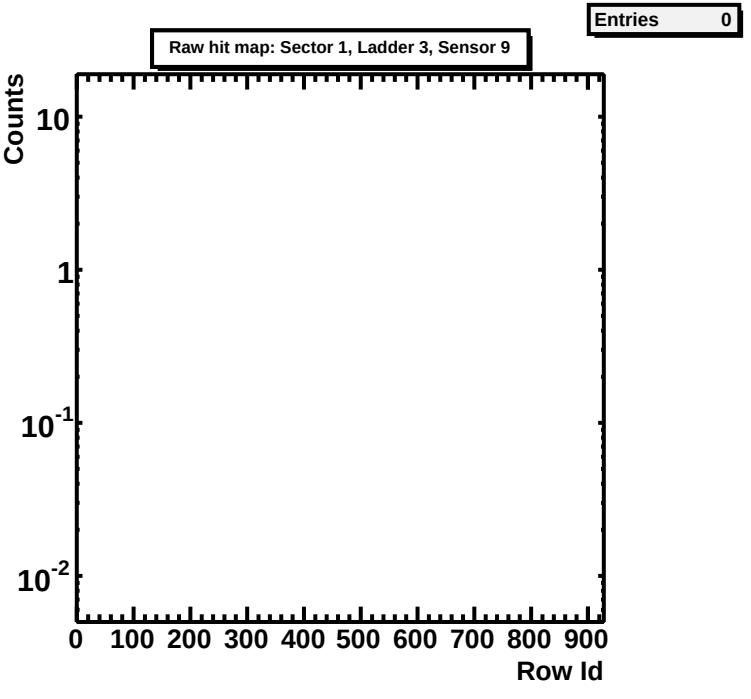

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

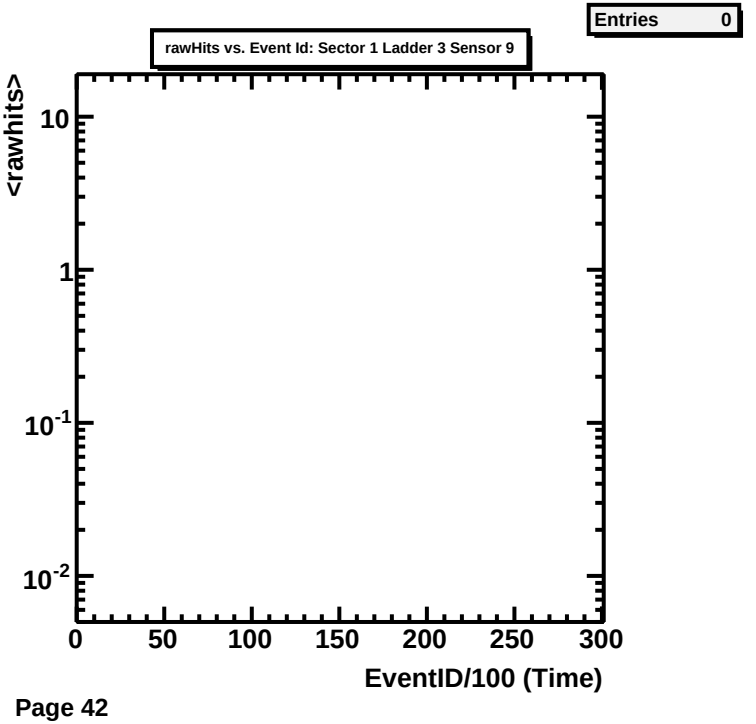

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

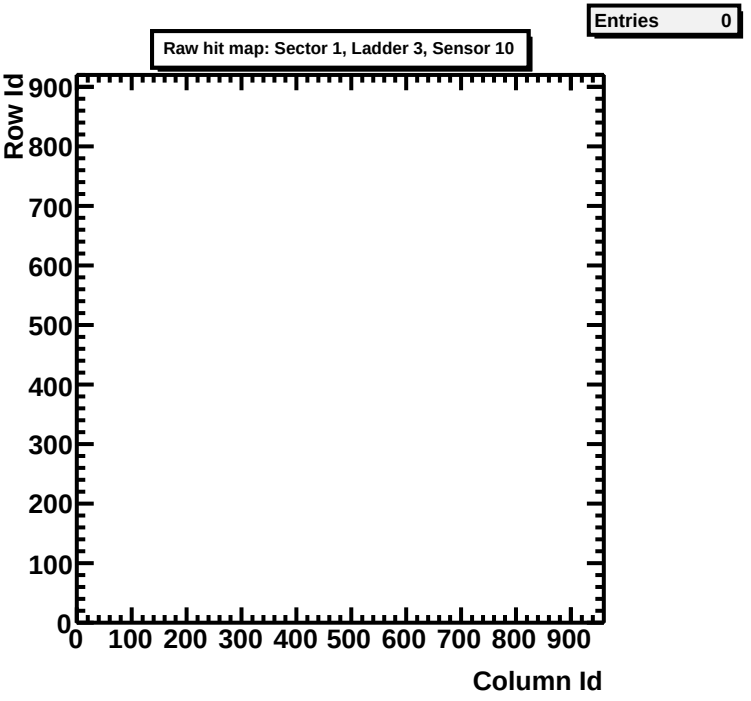

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

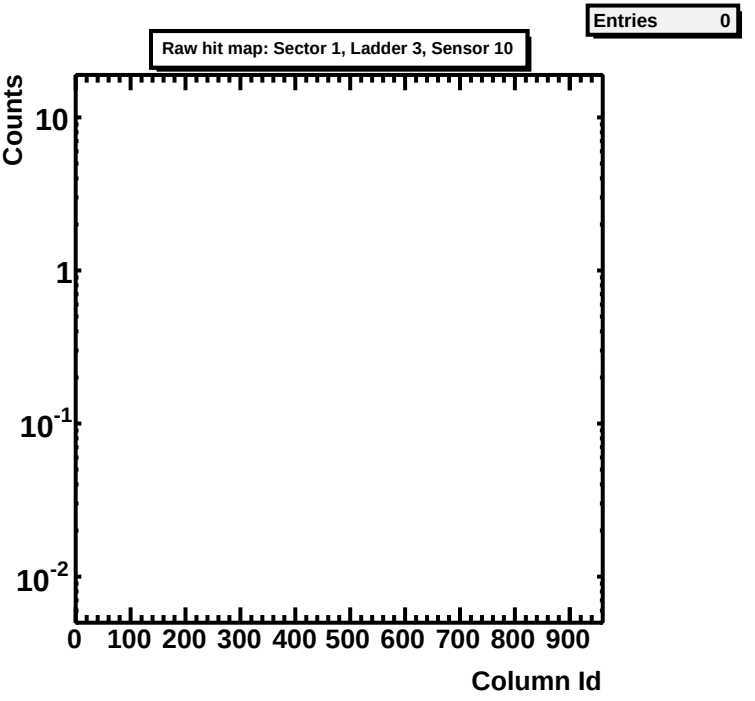

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 9
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

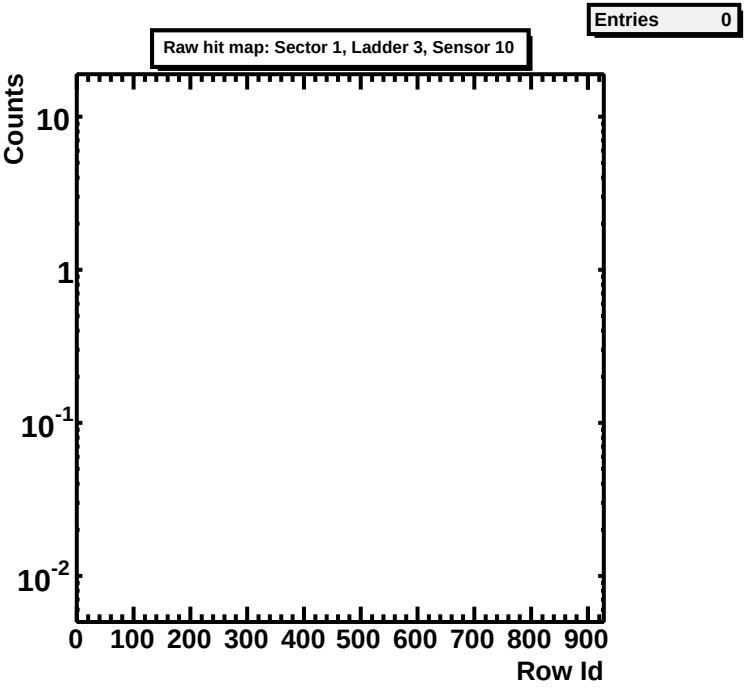

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

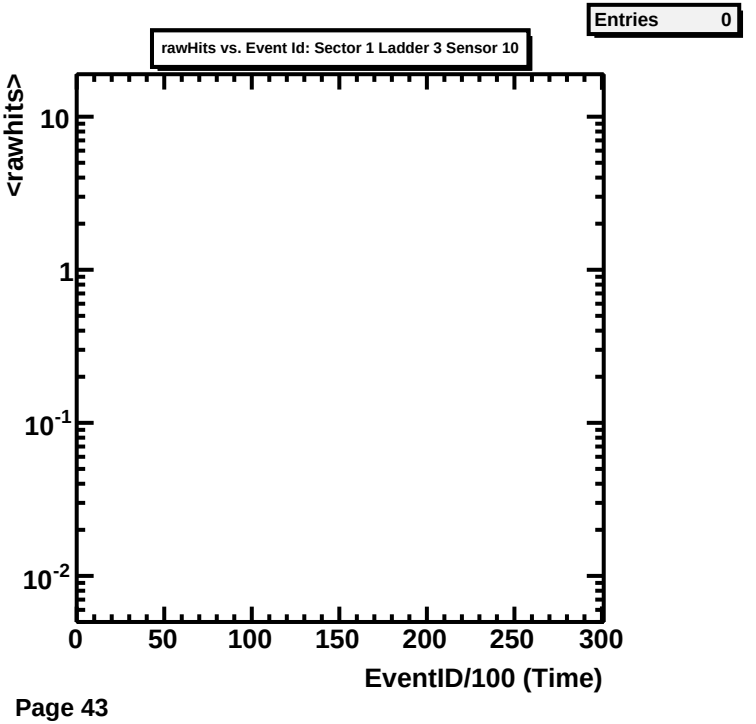

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

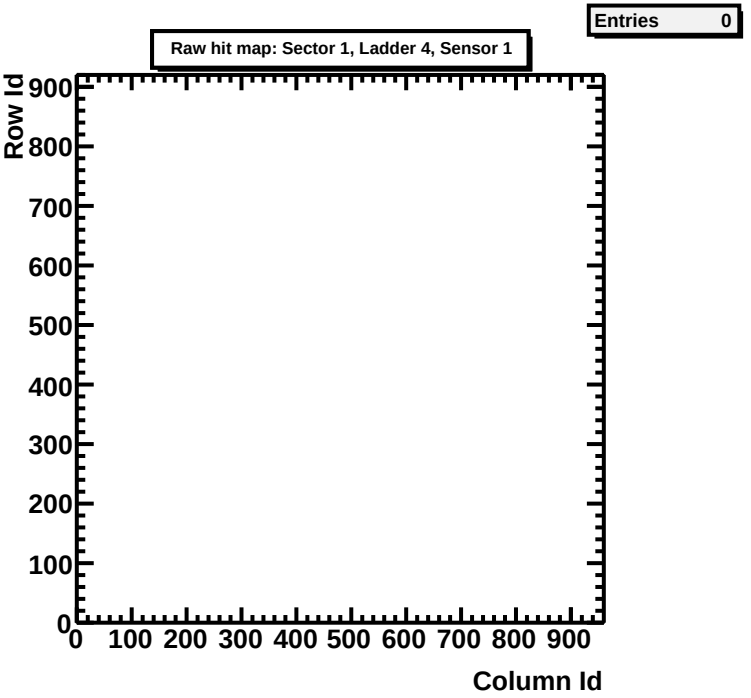

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

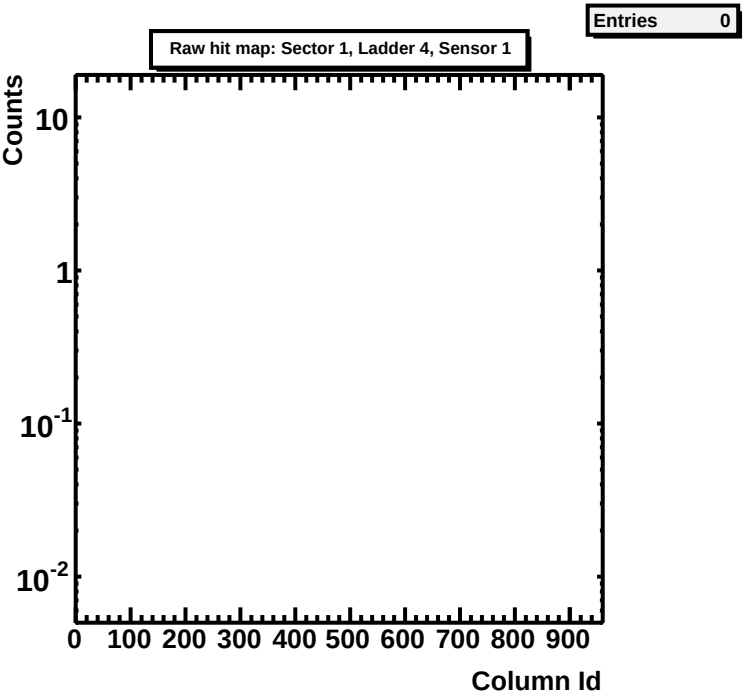

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 10
Row Id
Column Id

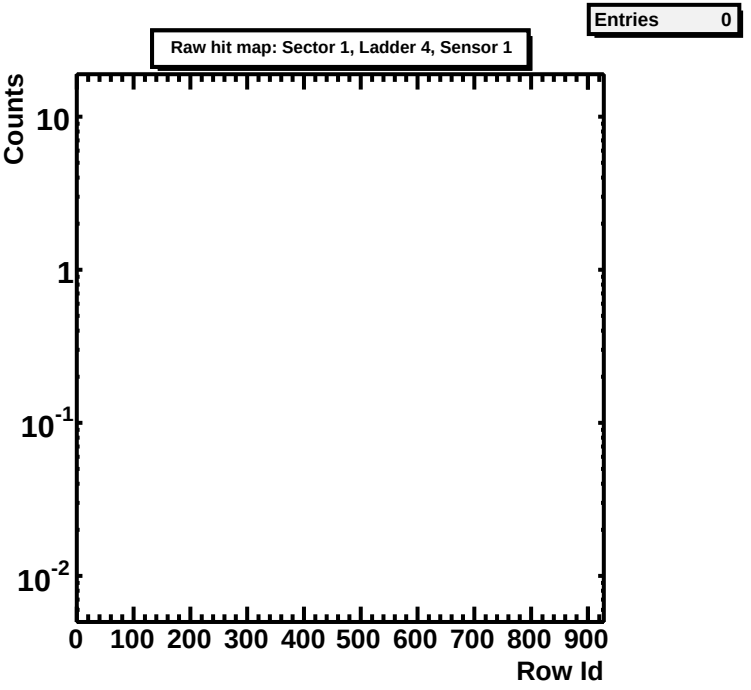

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 10
Counts
Column Id

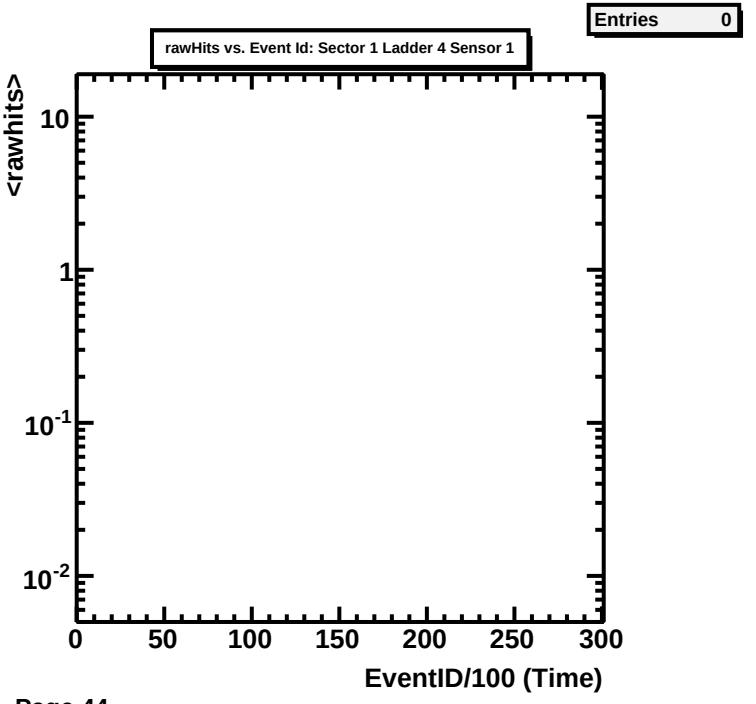

Entries 0
Raw hit map: Sector 1, Ladder 3, Sensor 10
Counts
Row Id

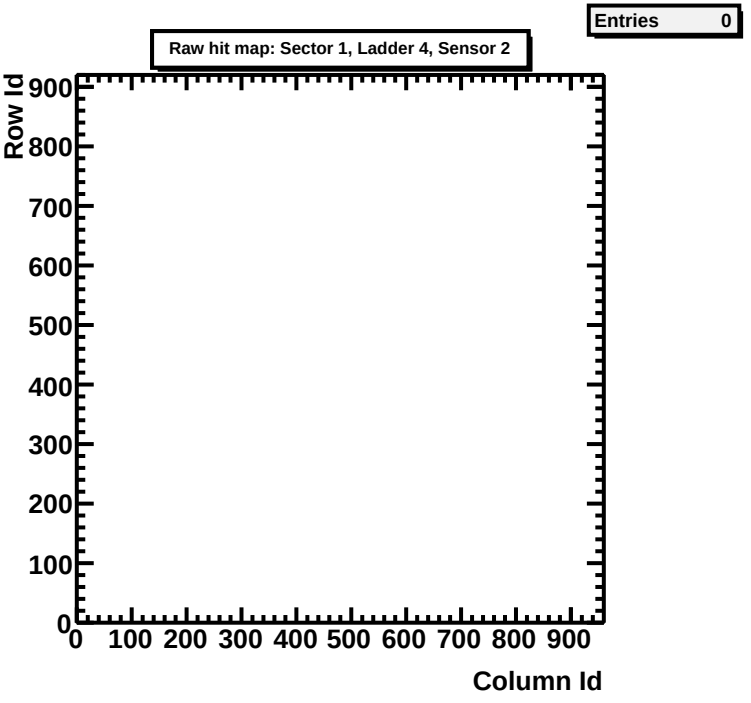

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

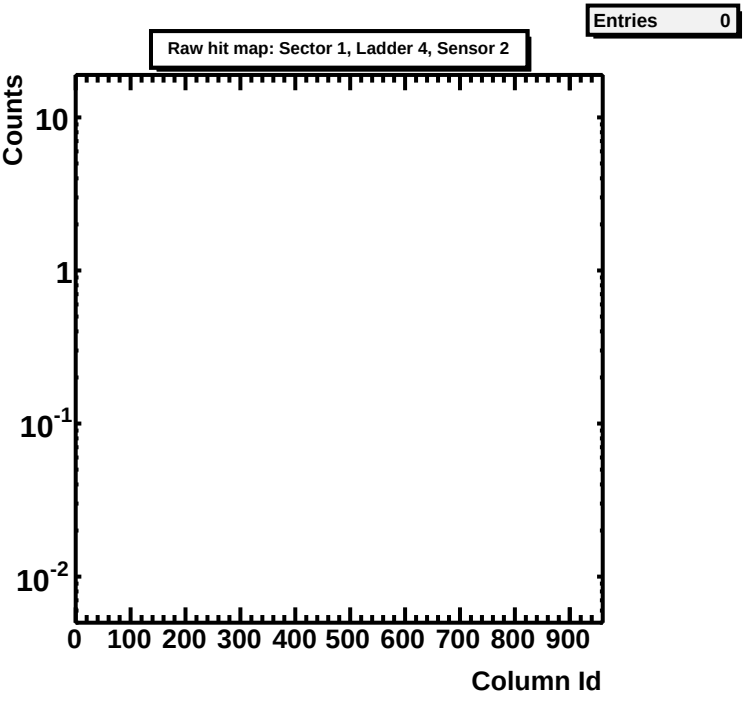

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

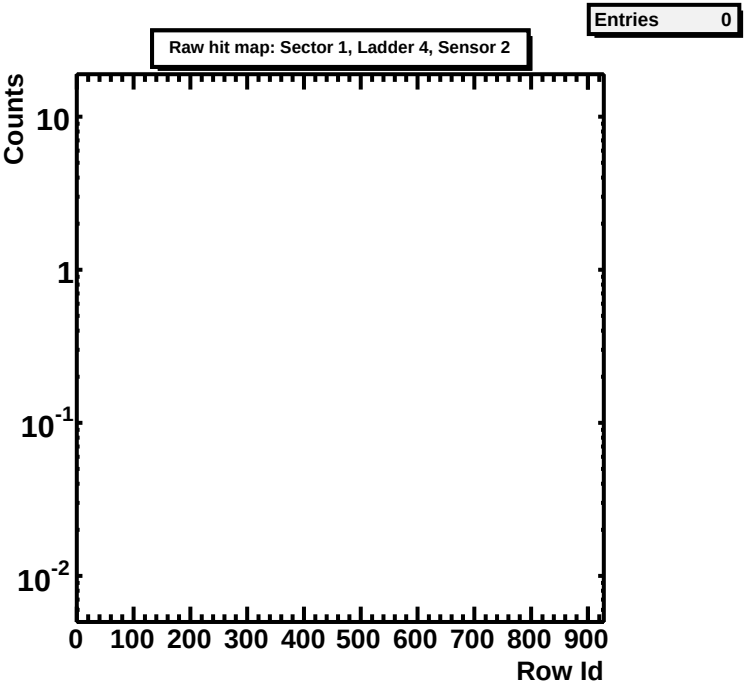

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

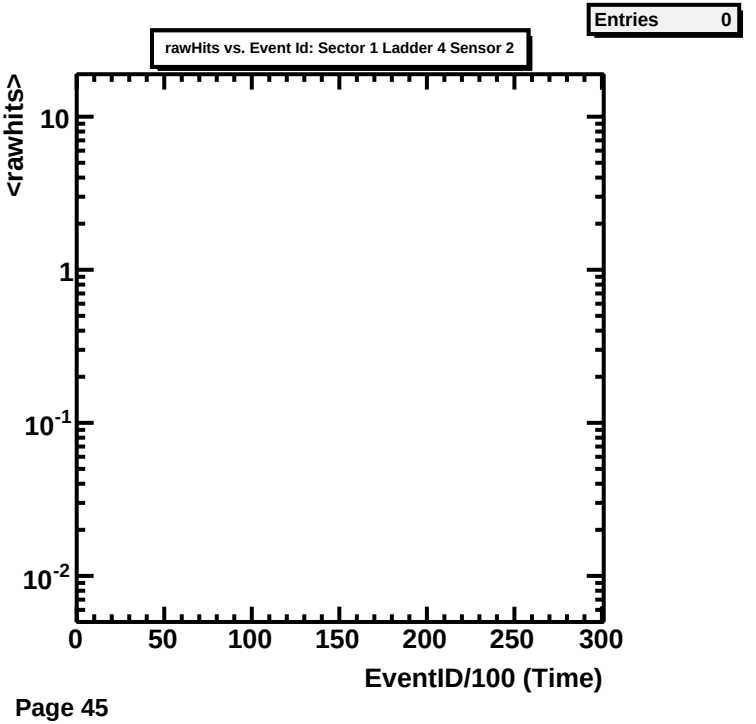

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

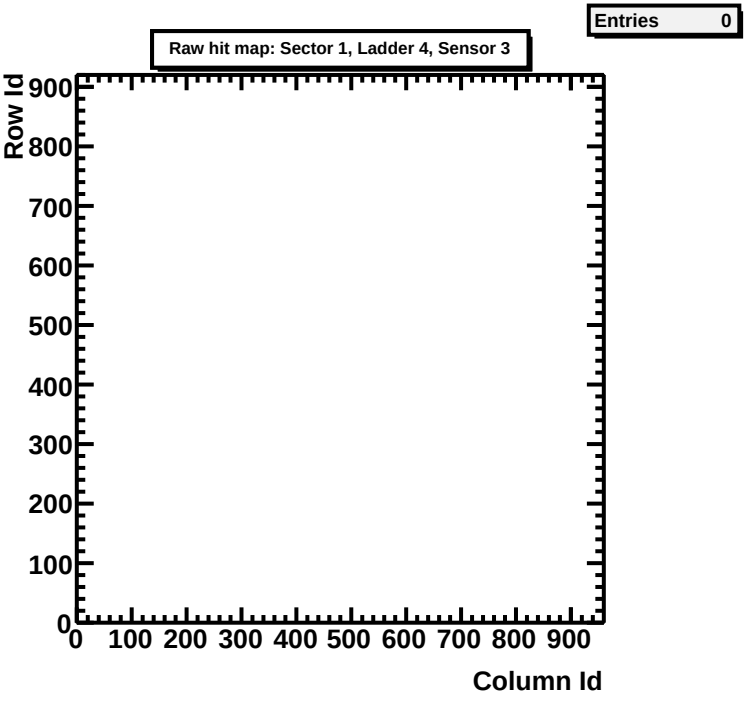

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

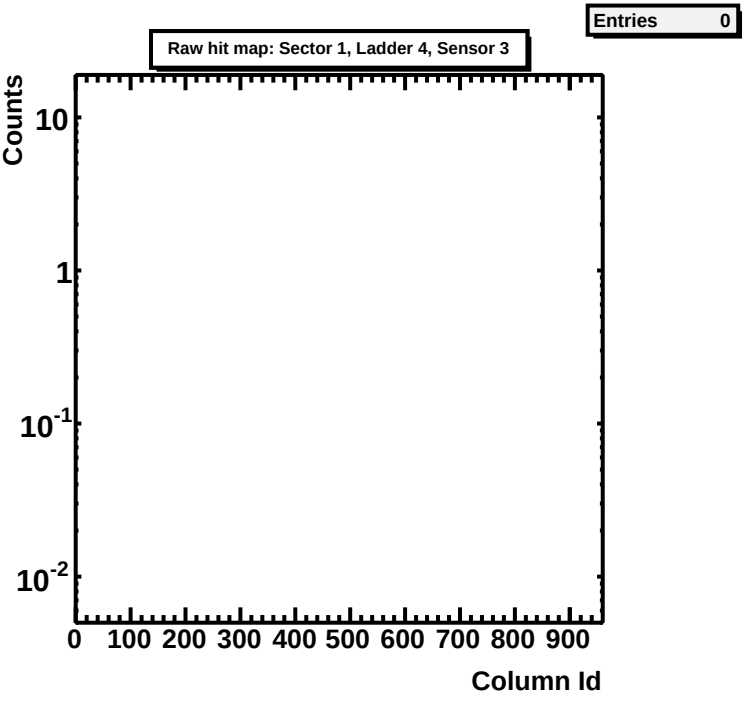

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

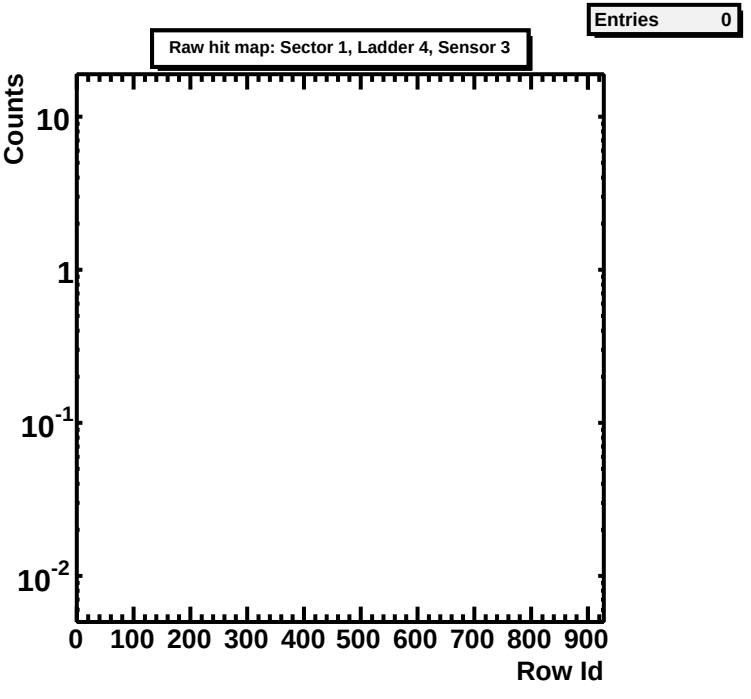

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

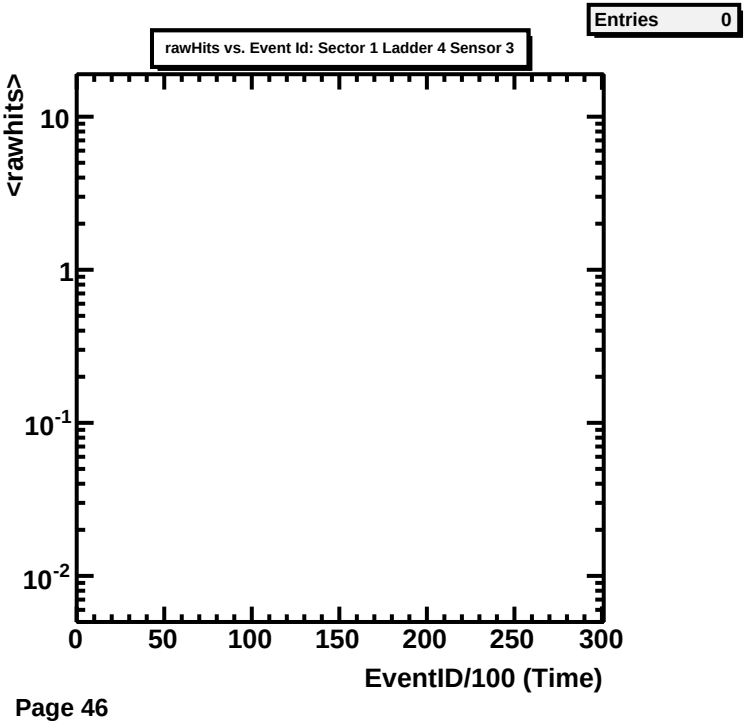

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

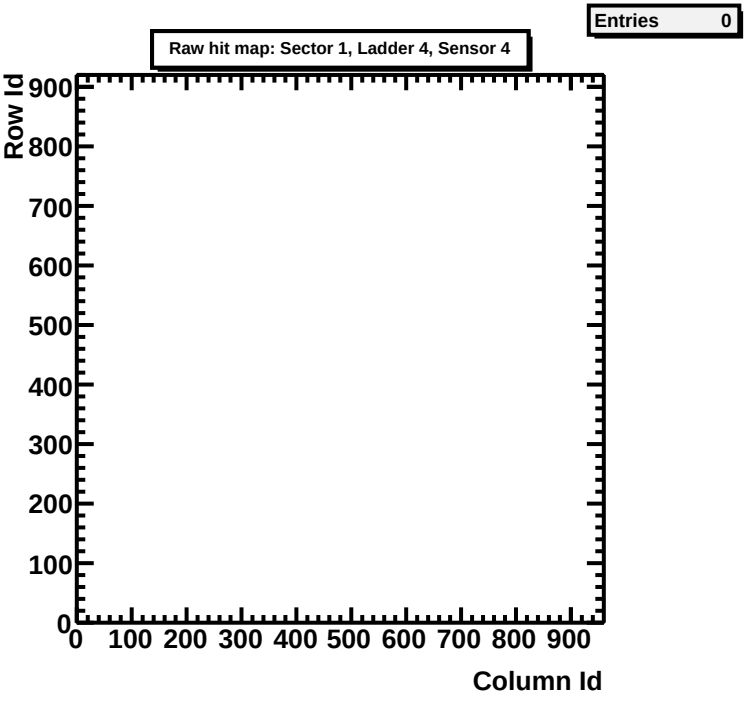

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

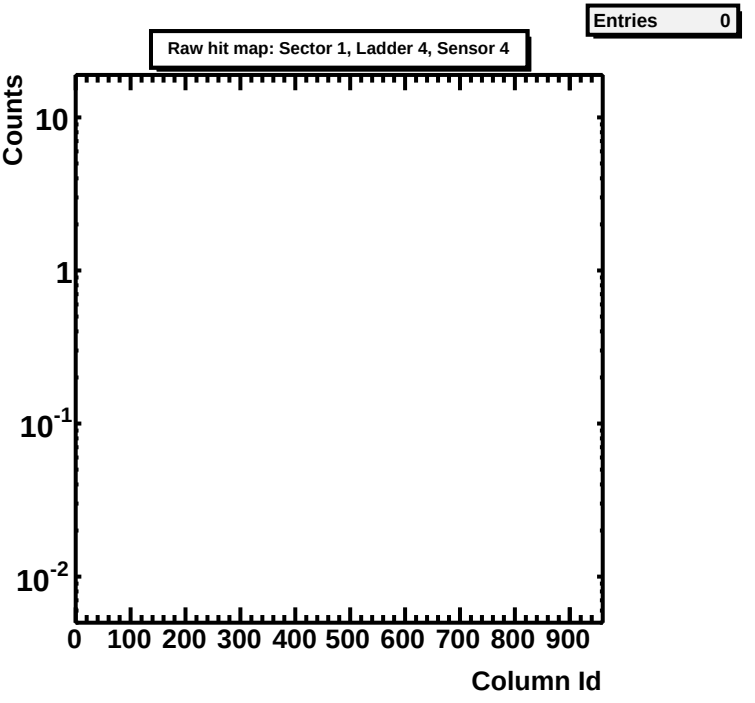

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

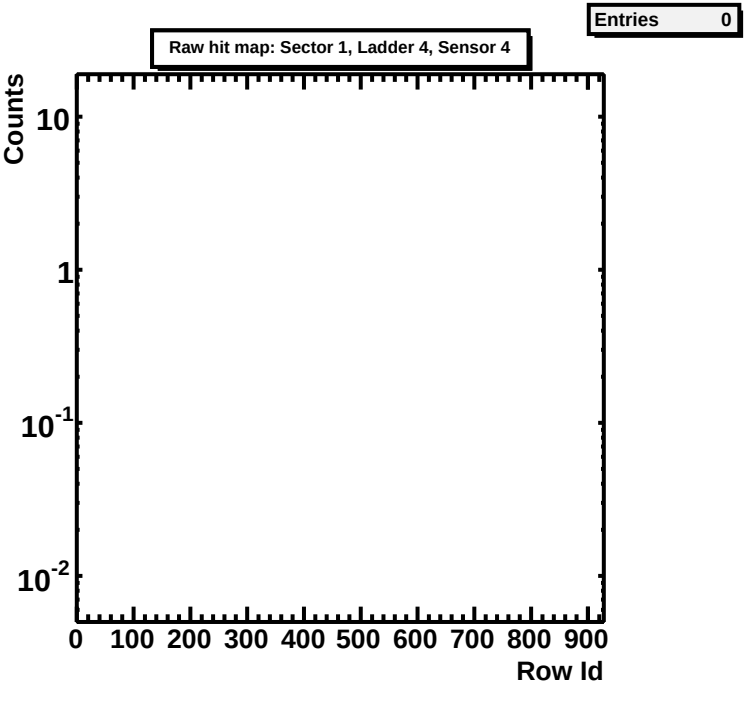

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

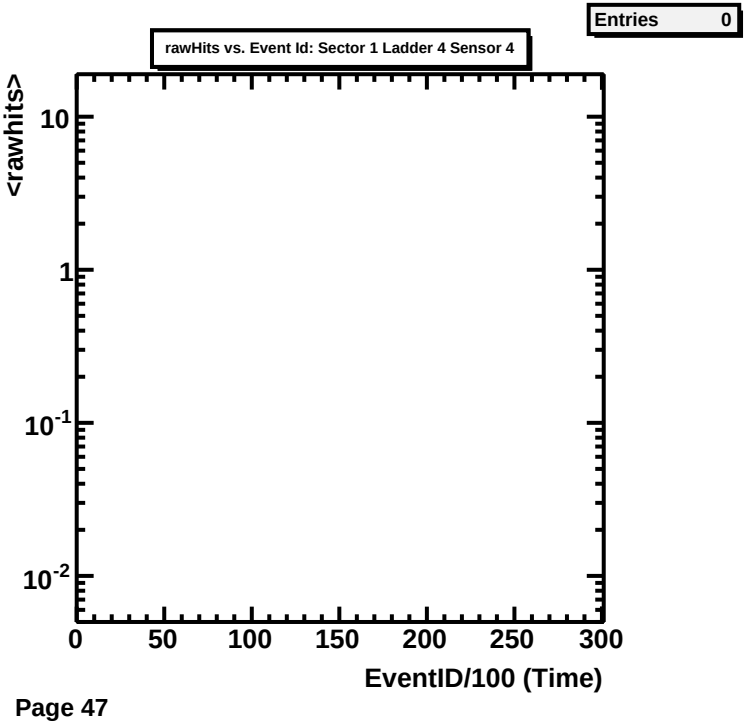

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

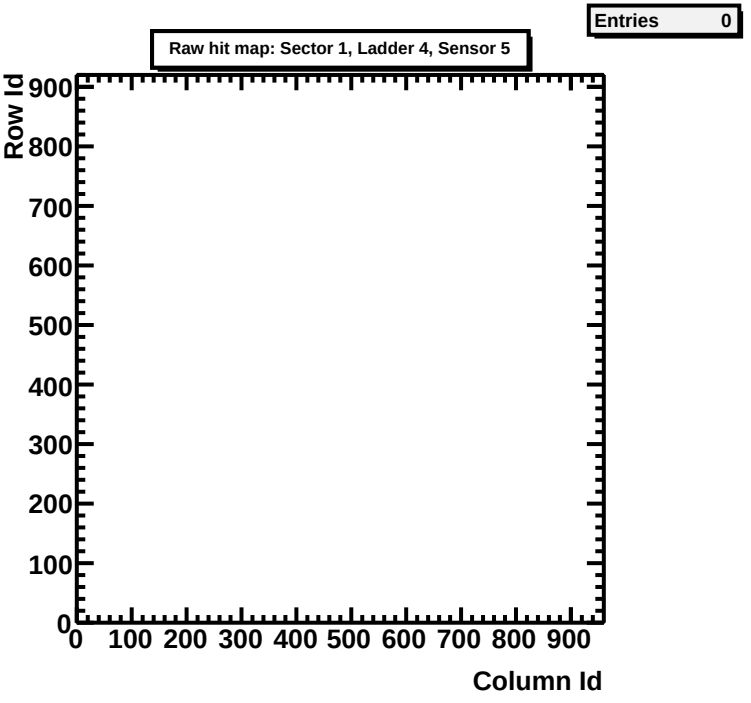

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

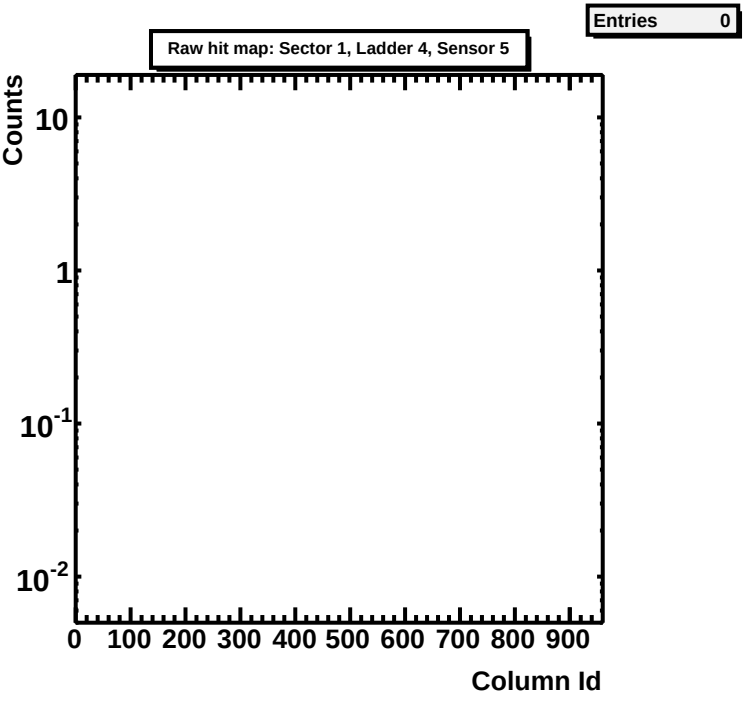

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

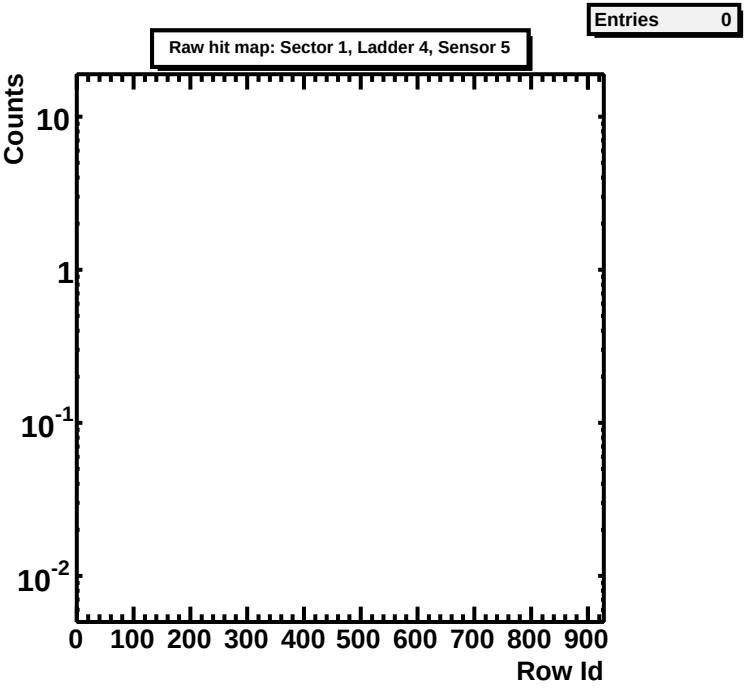

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

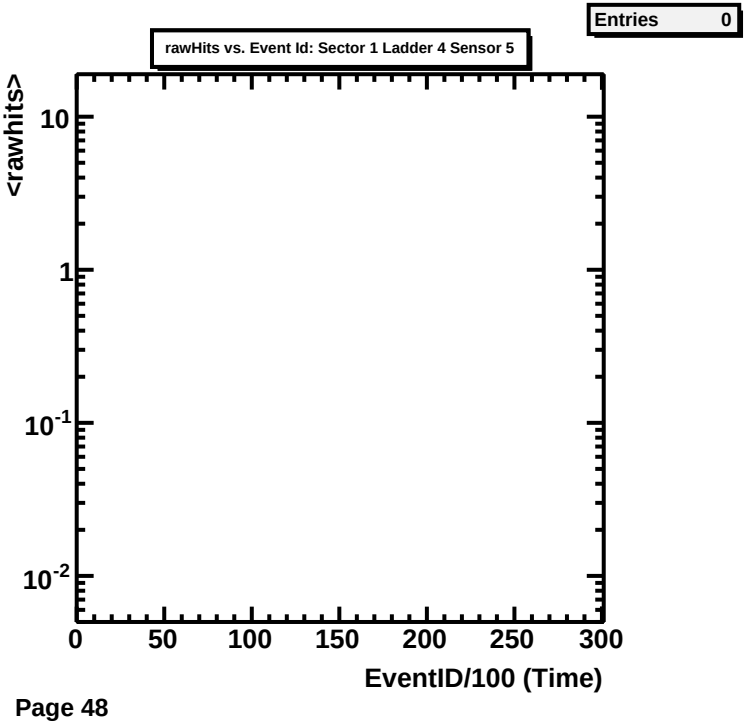

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

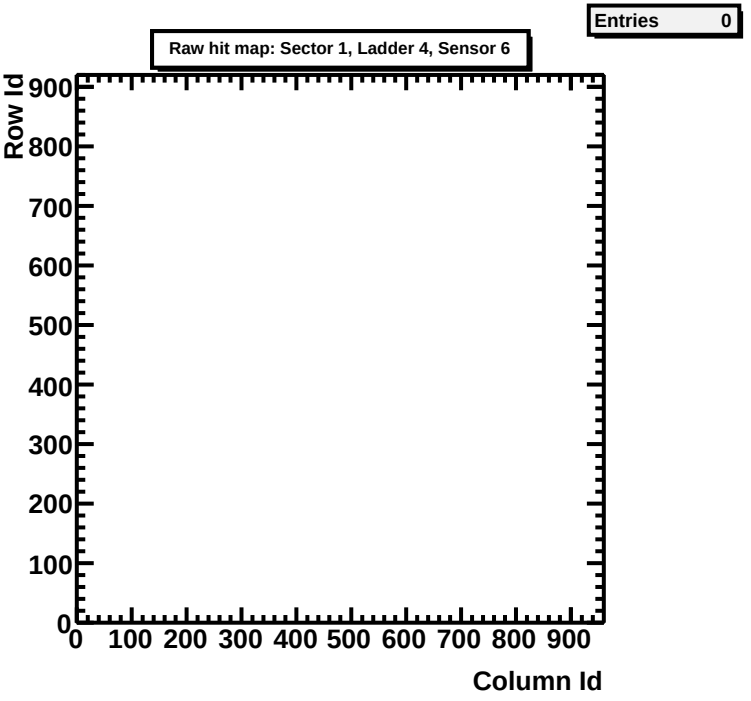

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

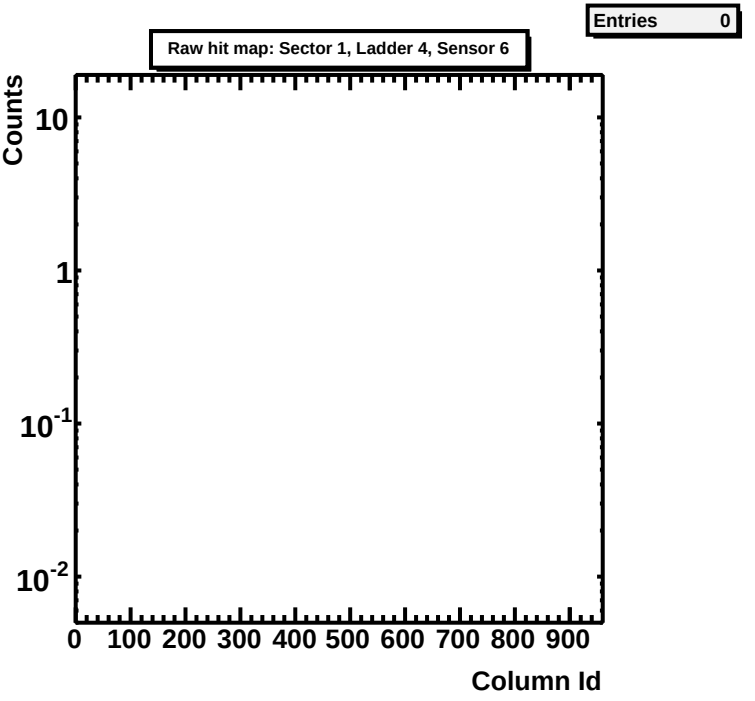

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 5
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

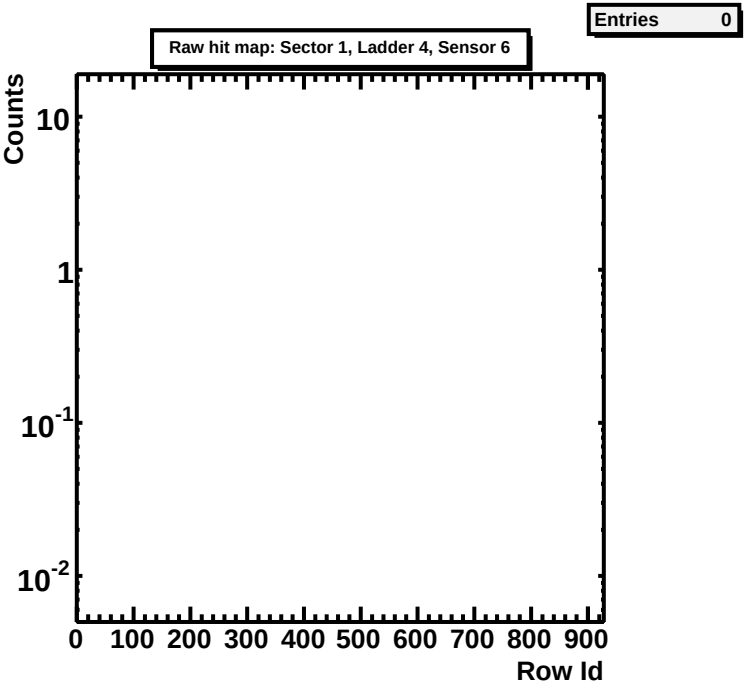

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

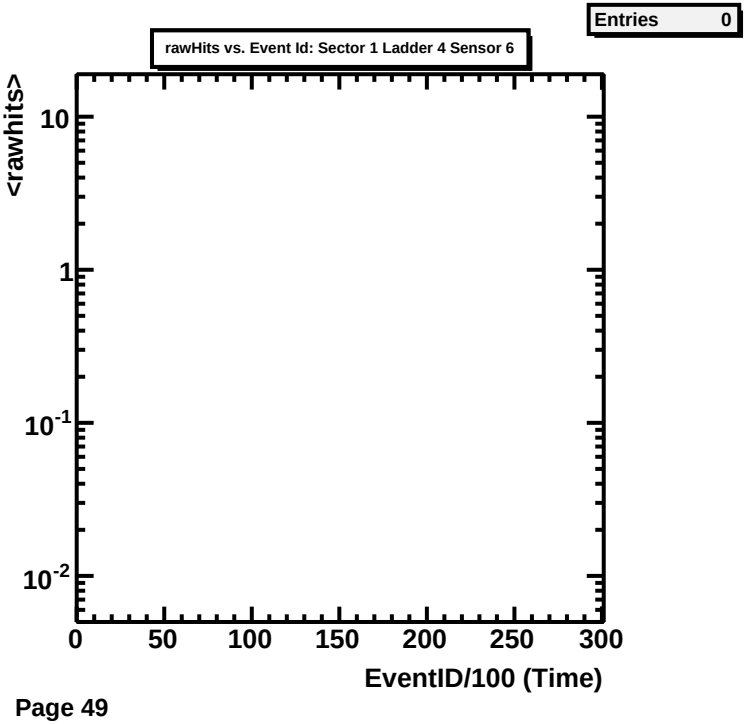

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

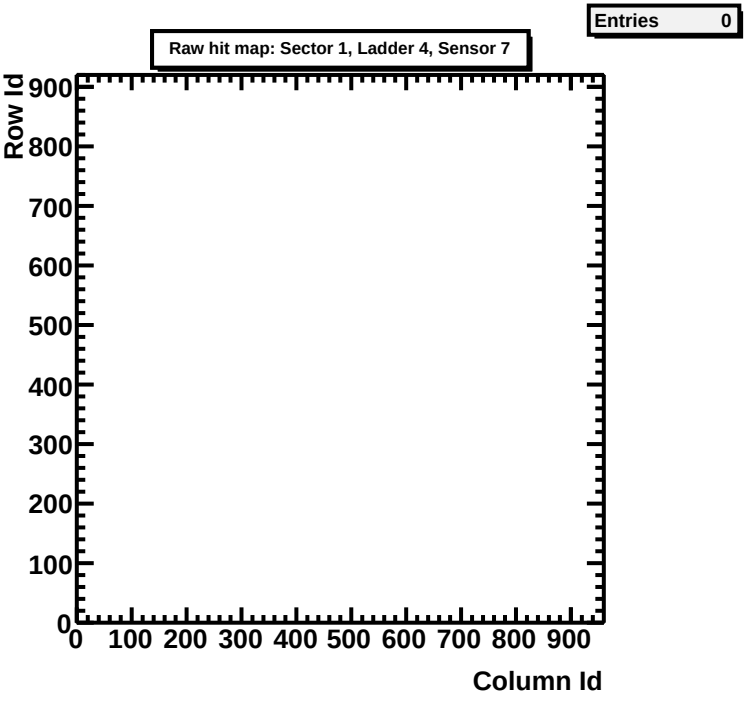

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

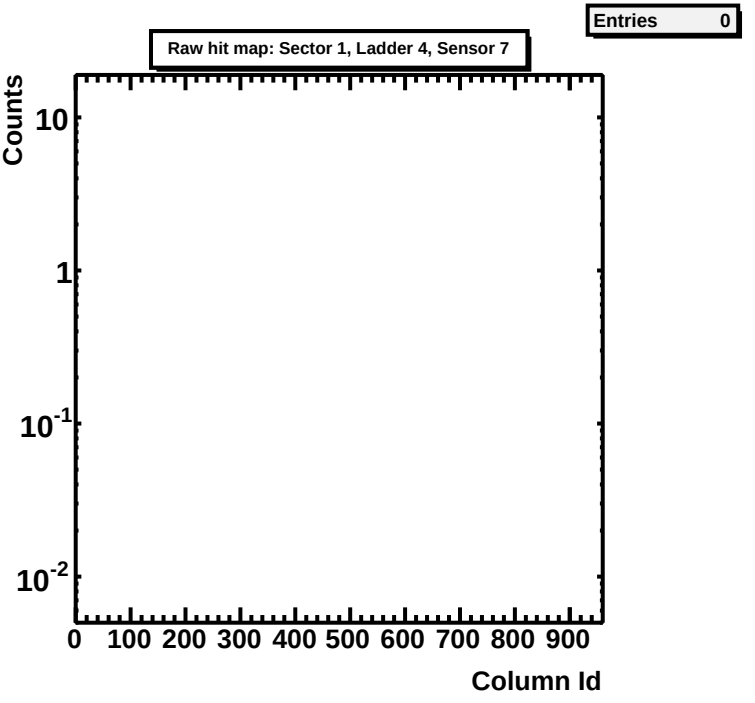

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

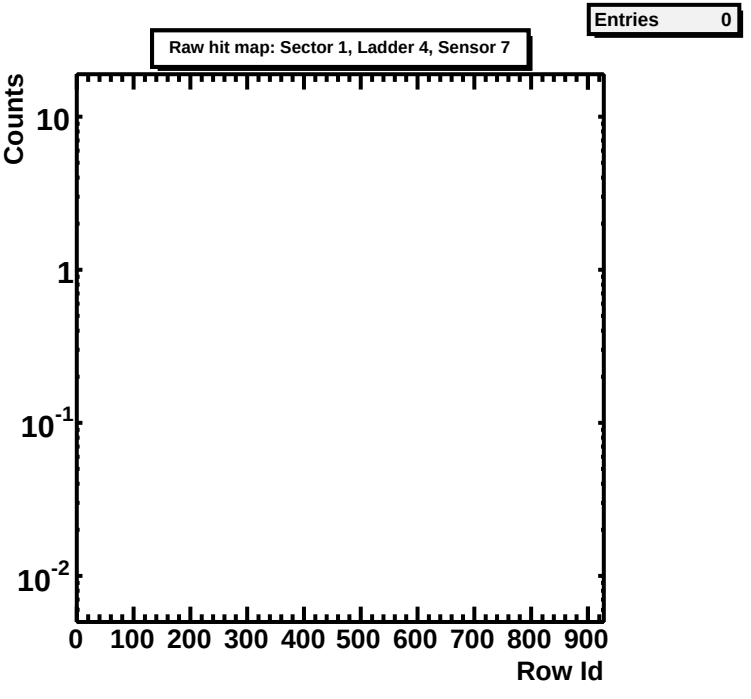

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

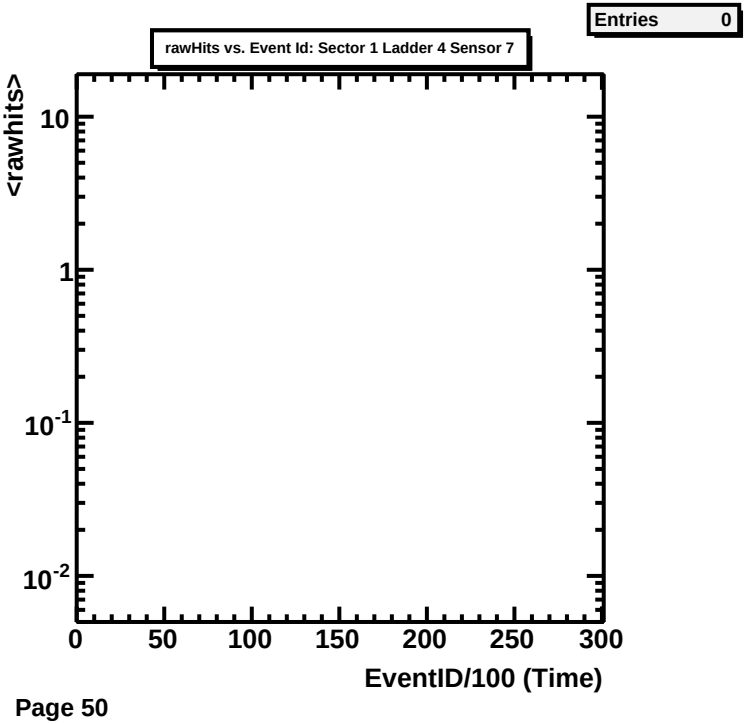

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

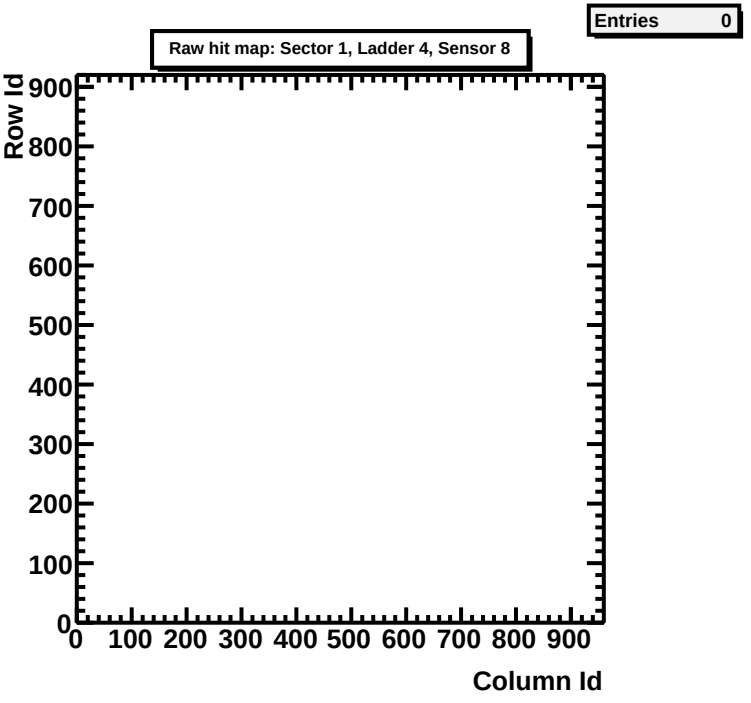

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

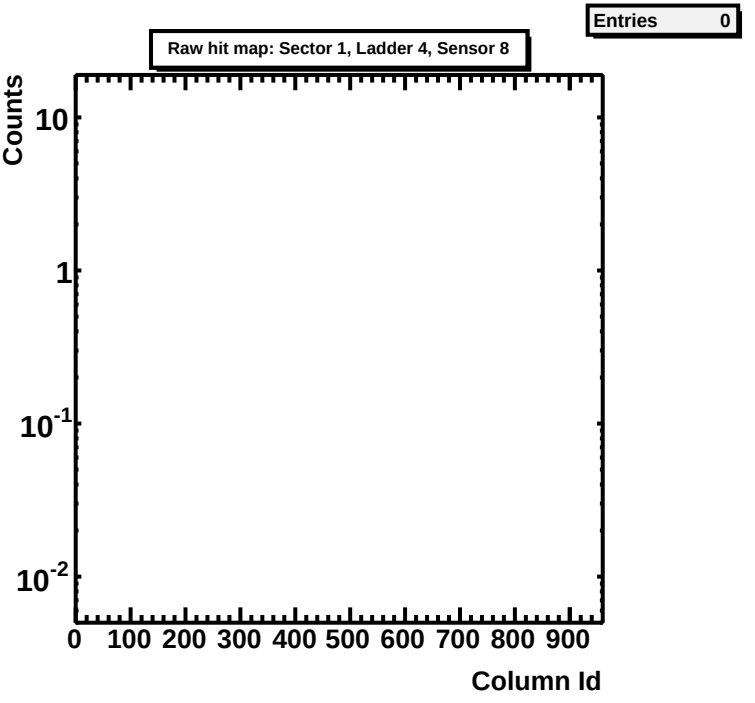

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 7
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

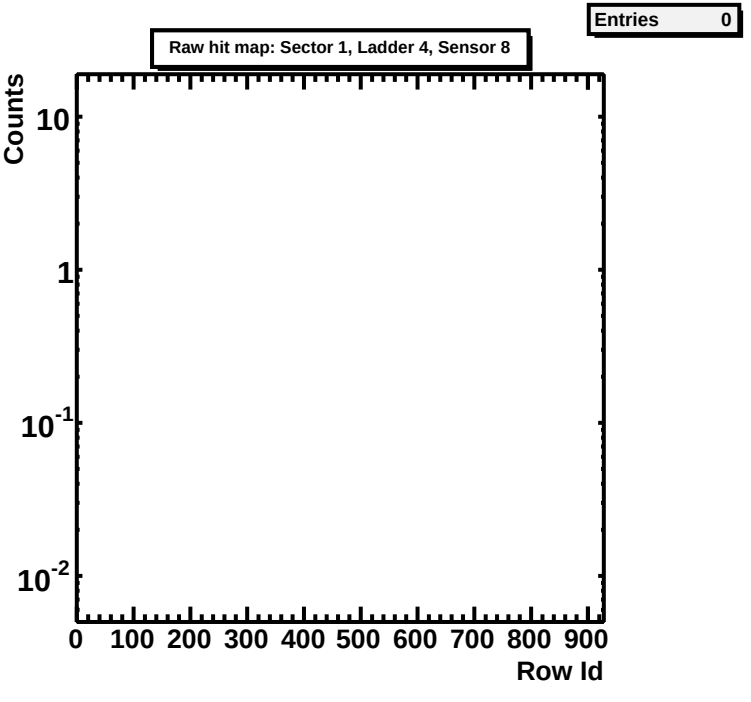

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

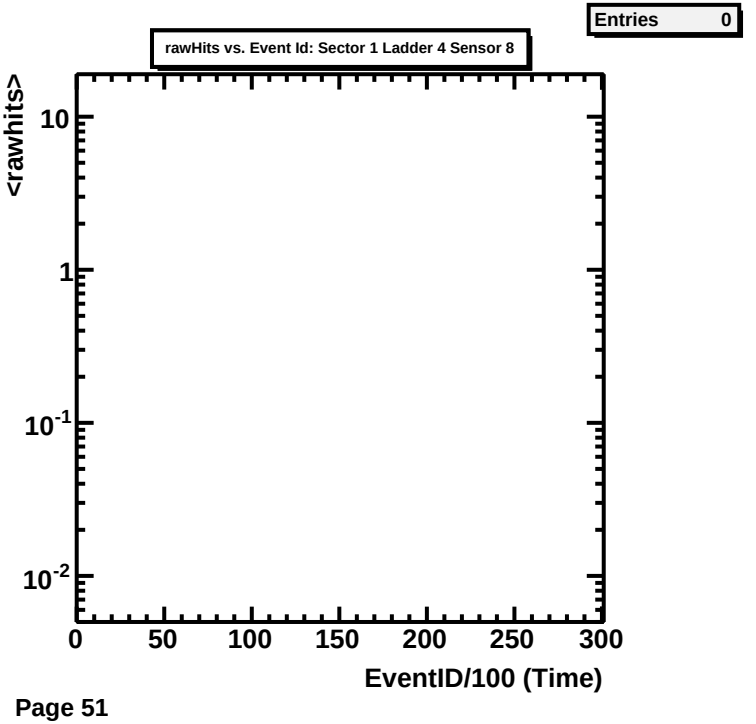

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

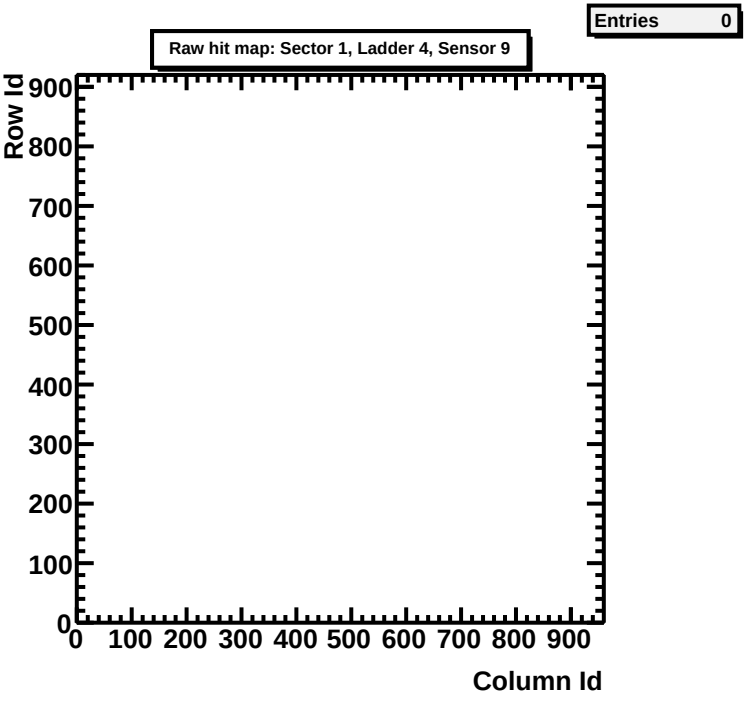

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

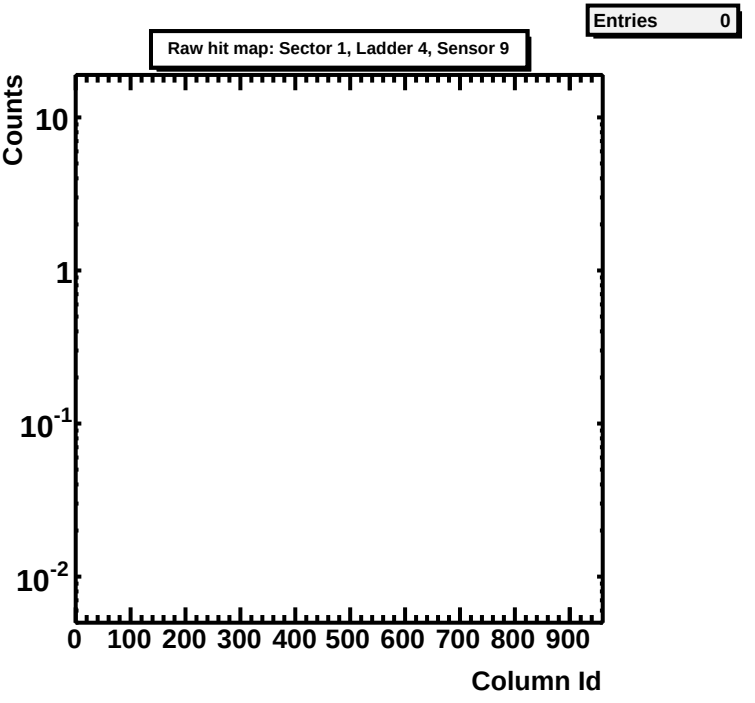

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

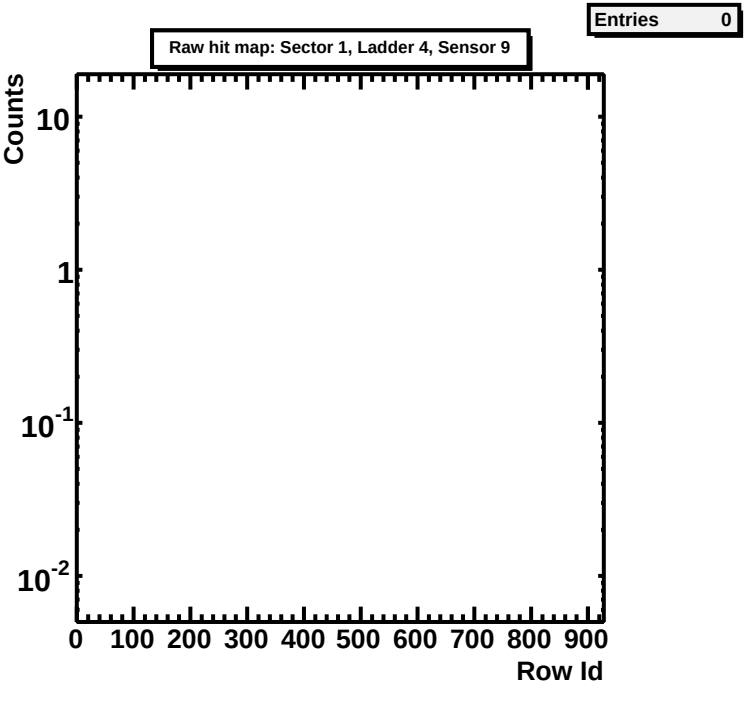

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

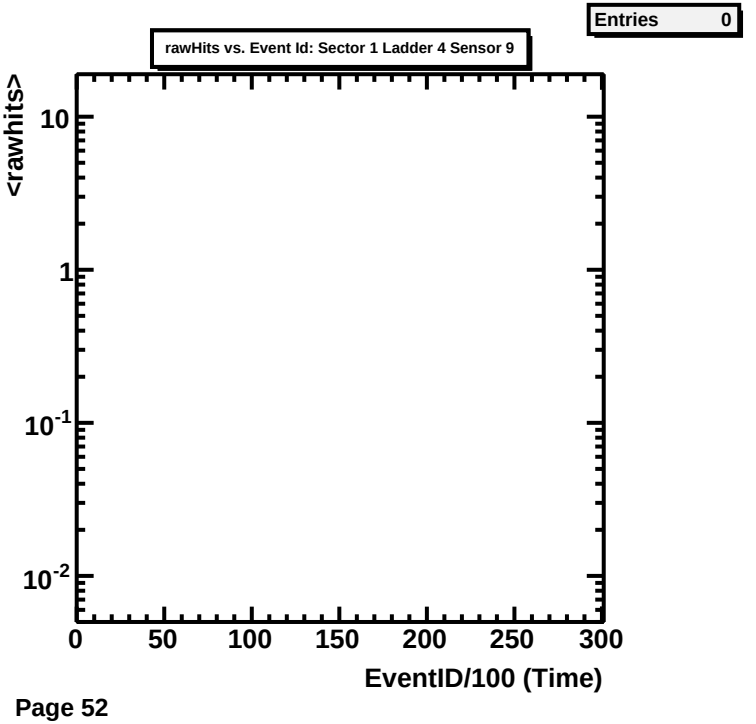

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

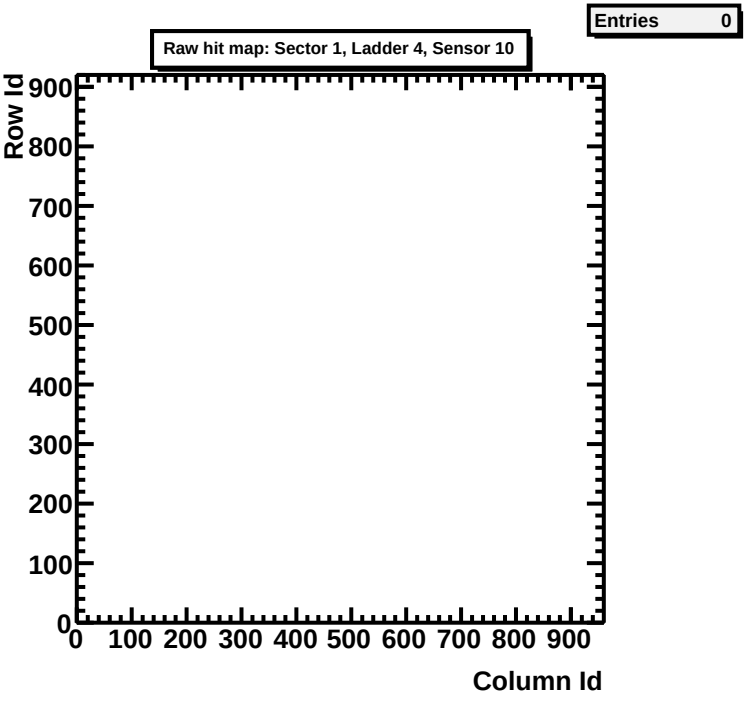

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

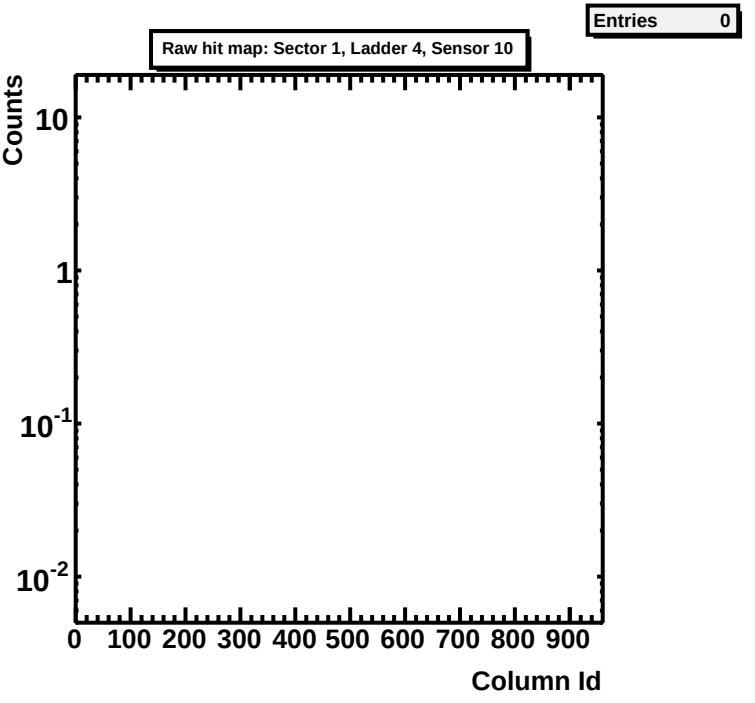

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 9
Row Id
Column Id

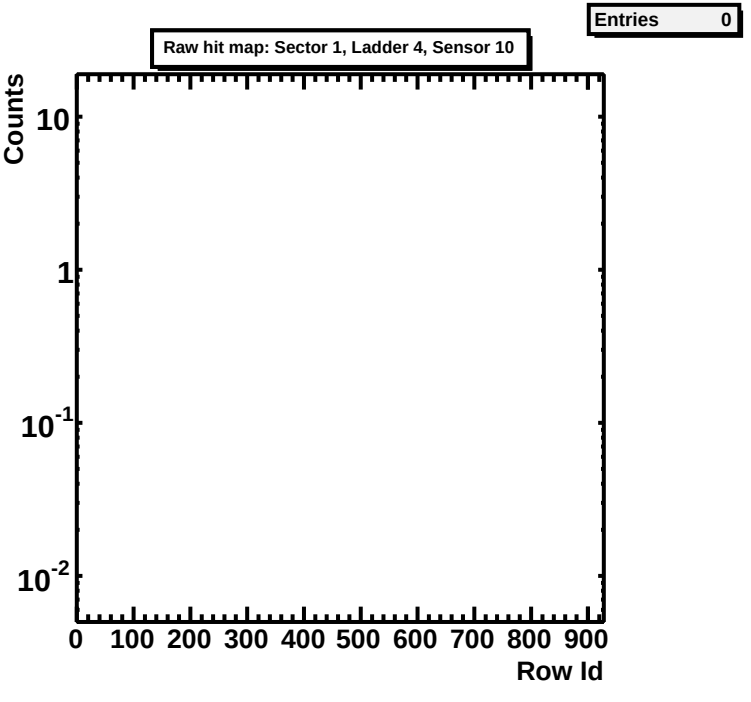

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 9
Counts
Column Id

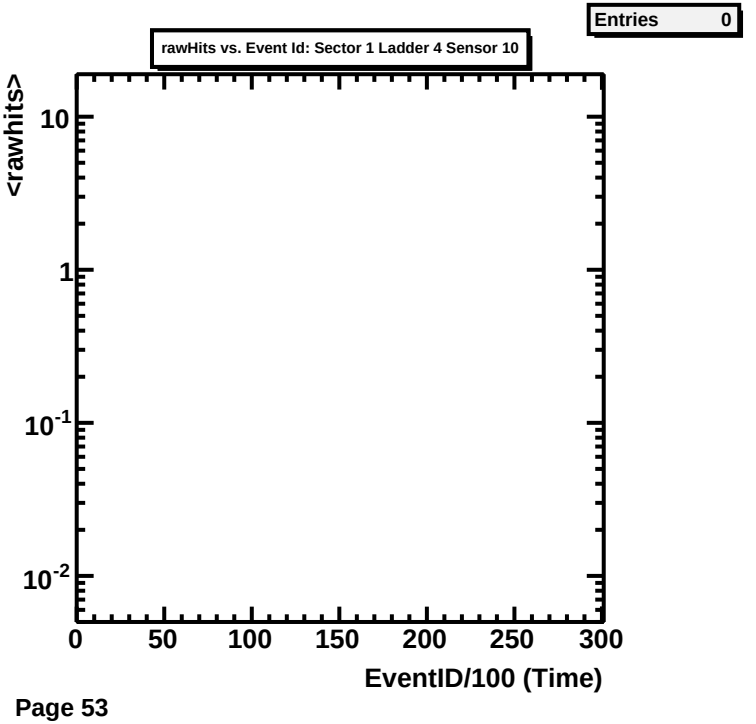

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 9
Counts
Row Id

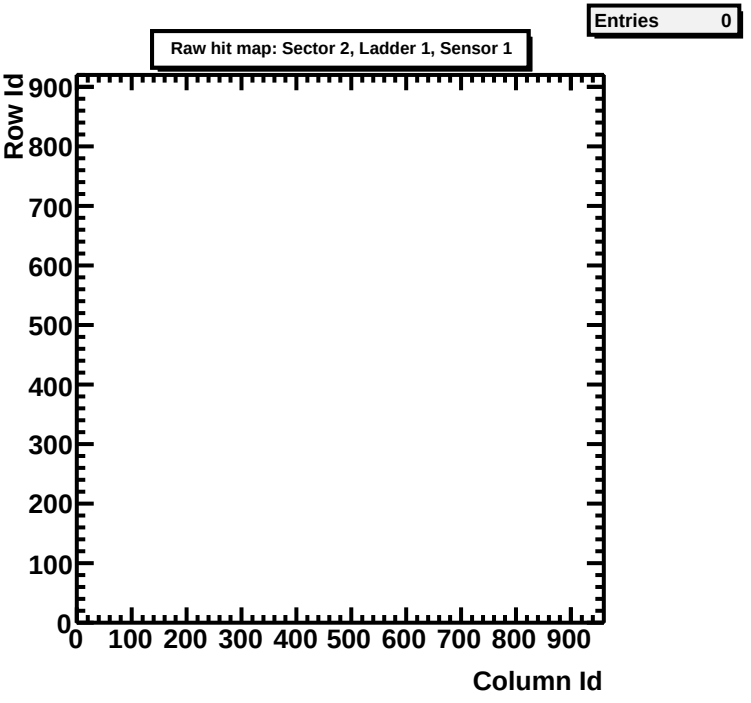

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 9
<rawhits>
EventID/100 (Time)

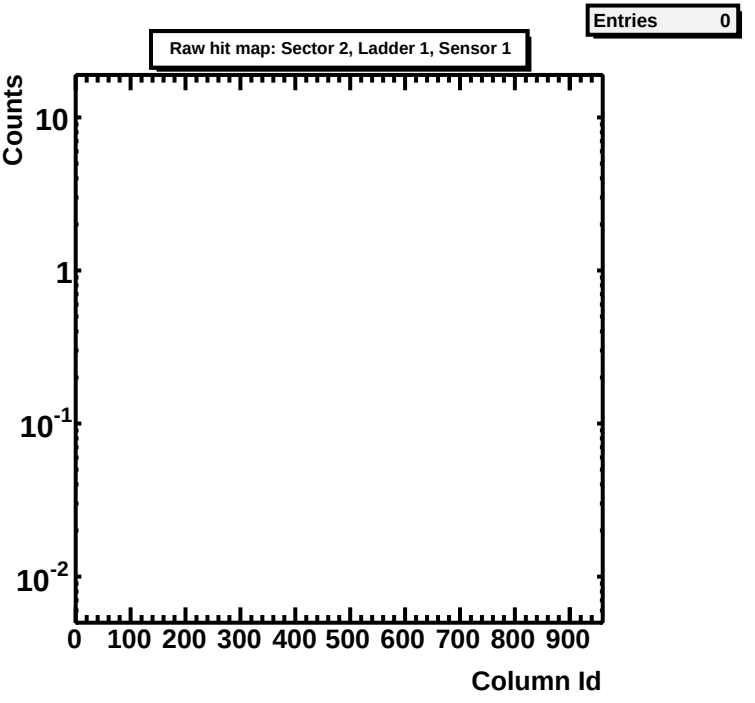

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 10
Row Id
Column Id

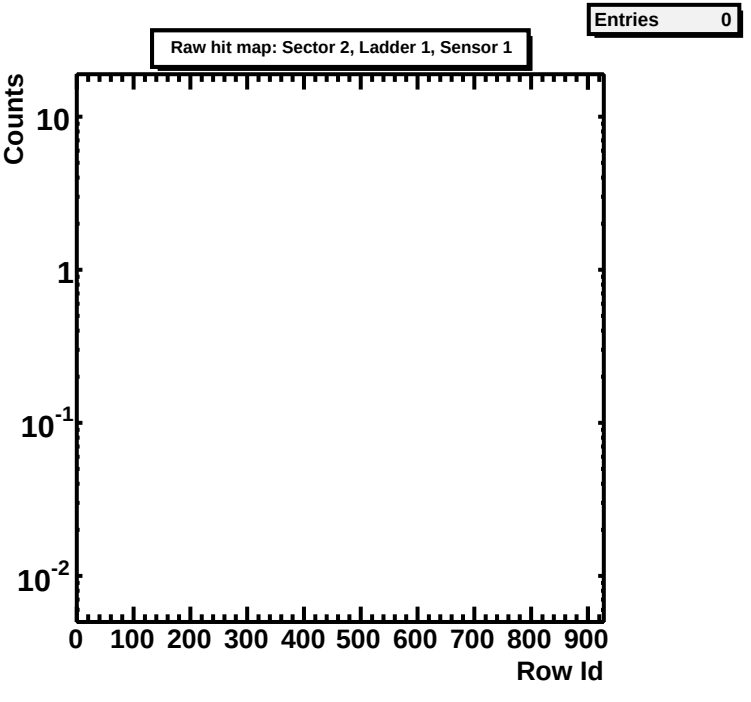

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 10
Counts
Column Id

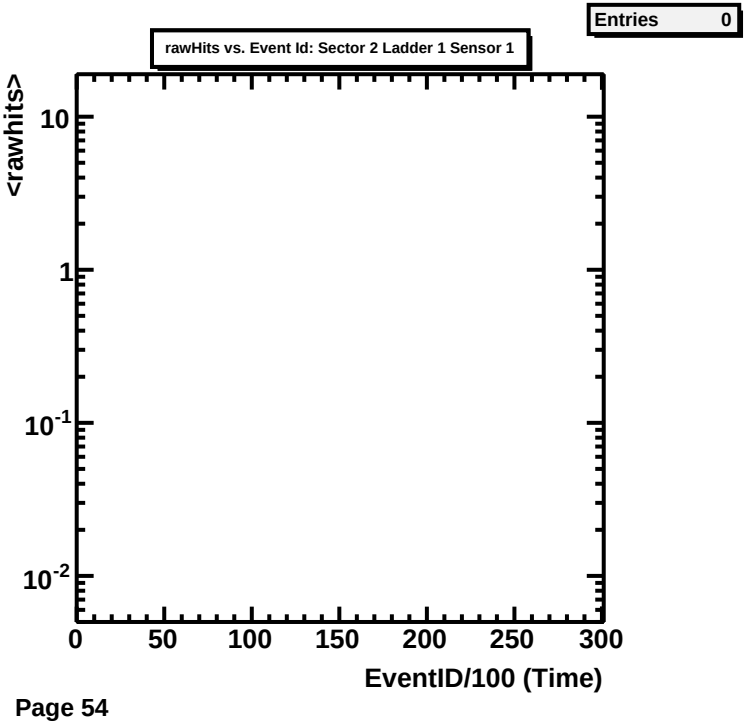

Entries 0
Raw hit map: Sector 1, Ladder 4, Sensor 10
Counts
Row Id

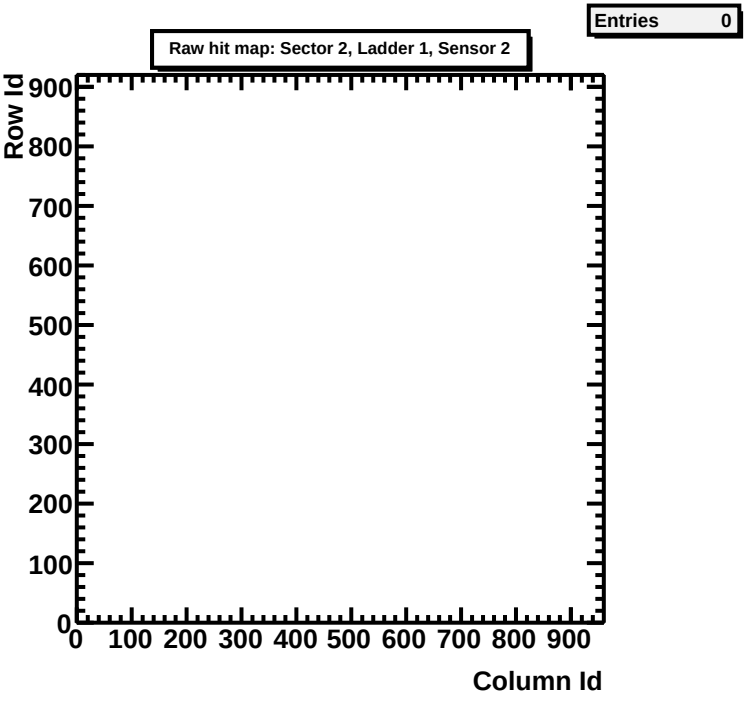

Entries 0
rawHits vs. Event Id: Sector 1 Ladder 4 Sensor 10
<rawhits>
EventID/100 (Time)

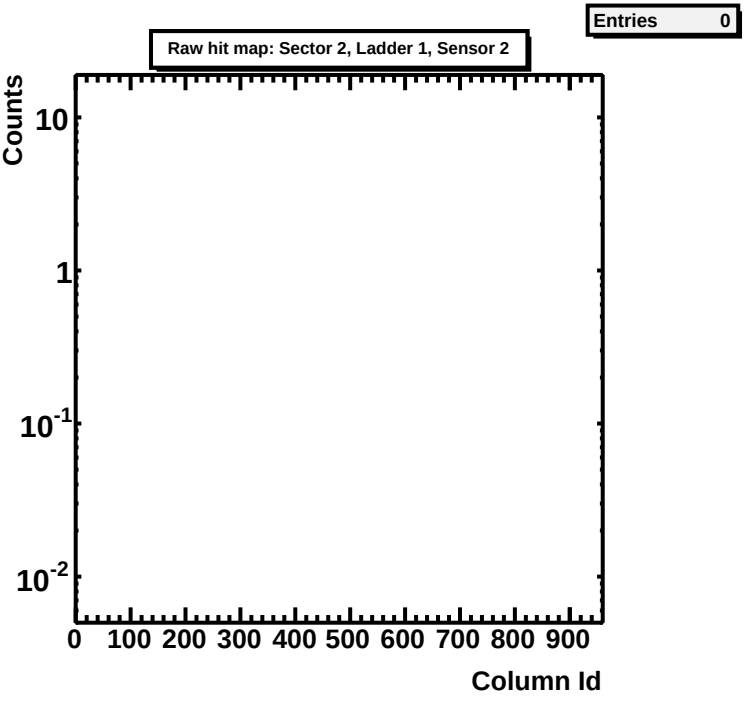

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 1
Row Id
Column Id

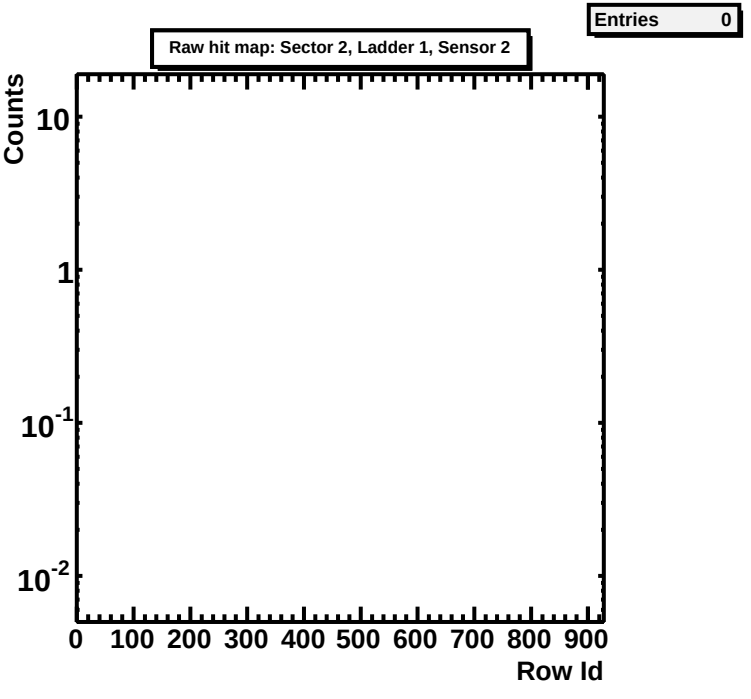

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 1
Counts
Column Id

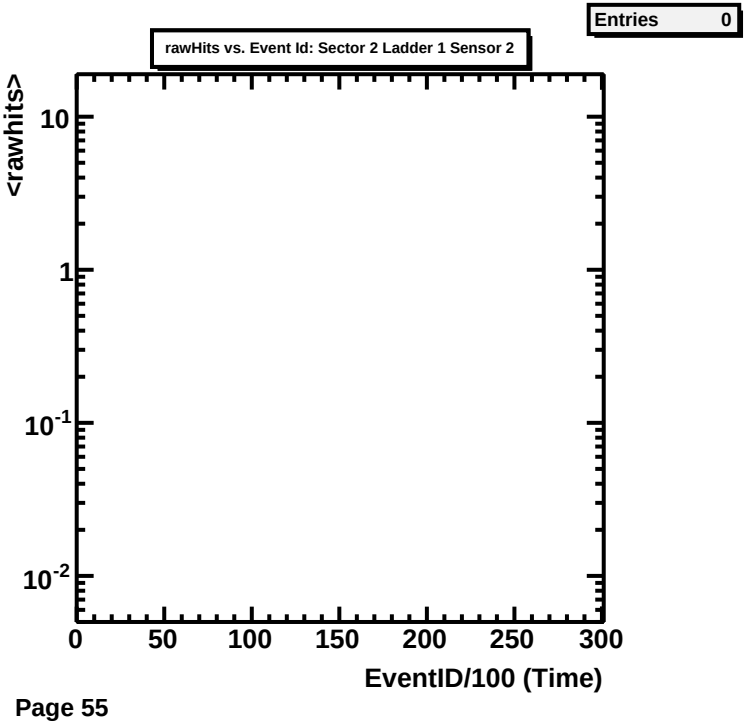

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 1
Counts
Row Id

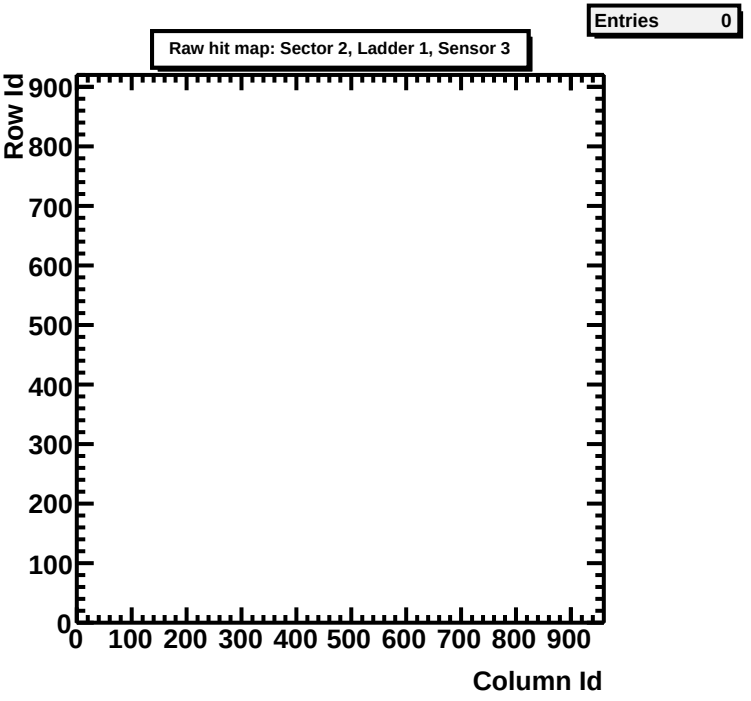

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 1
<rawhits>
EventID/100 (Time)

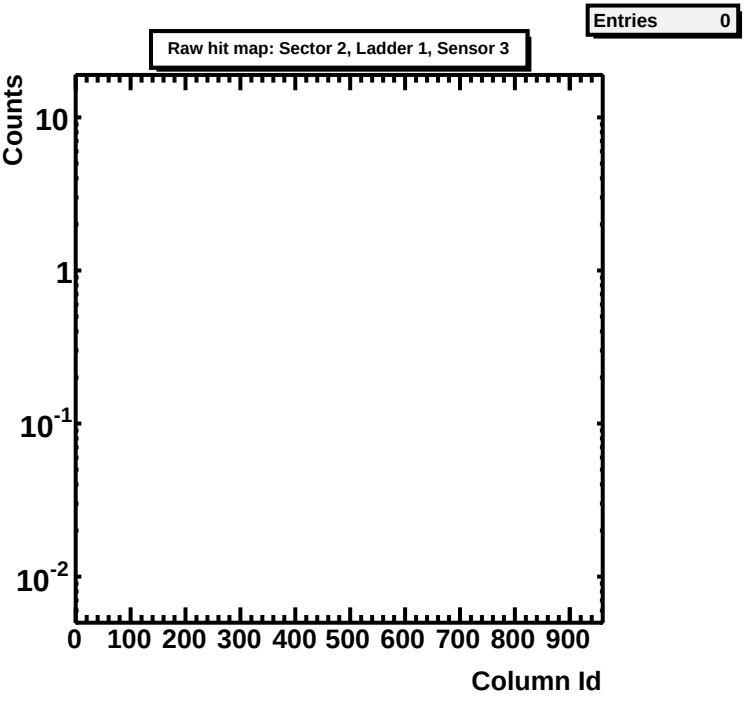

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 2
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

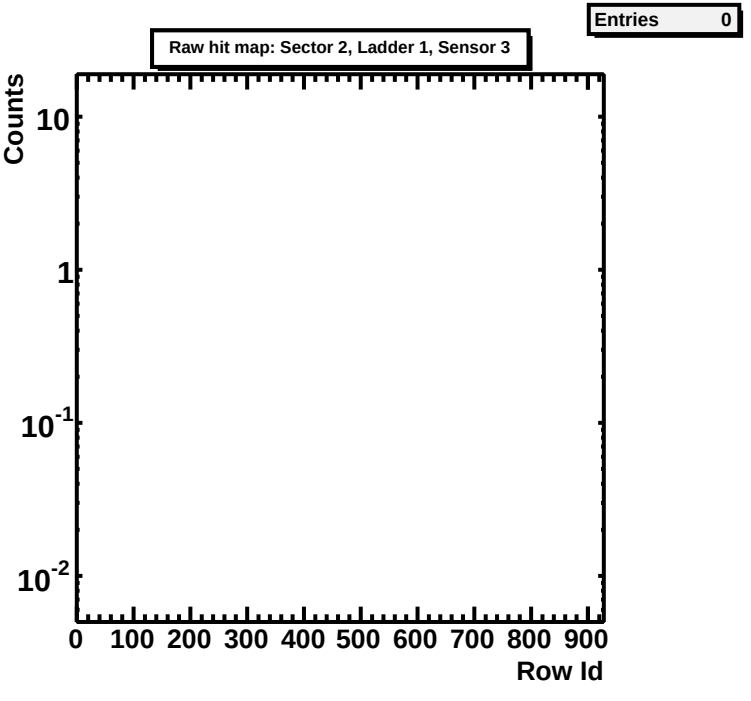

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

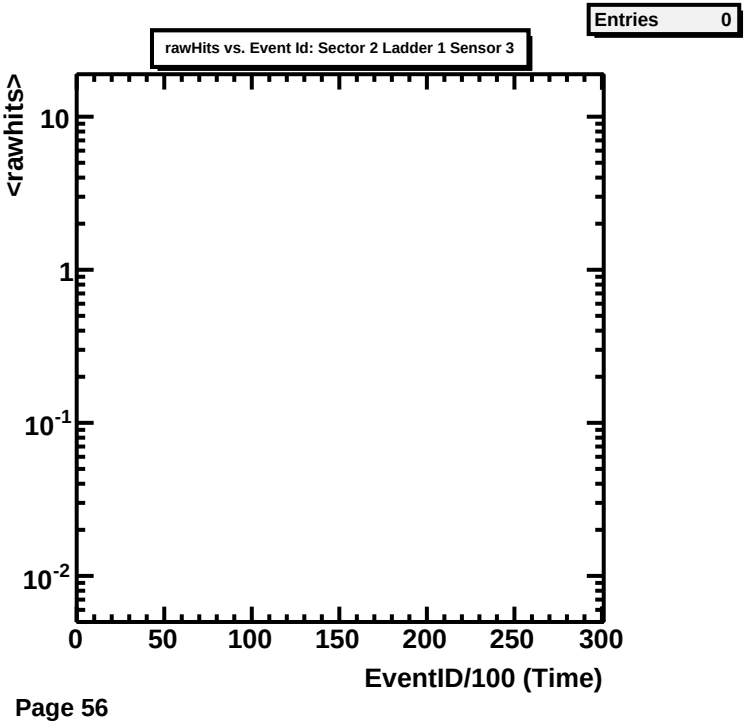

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

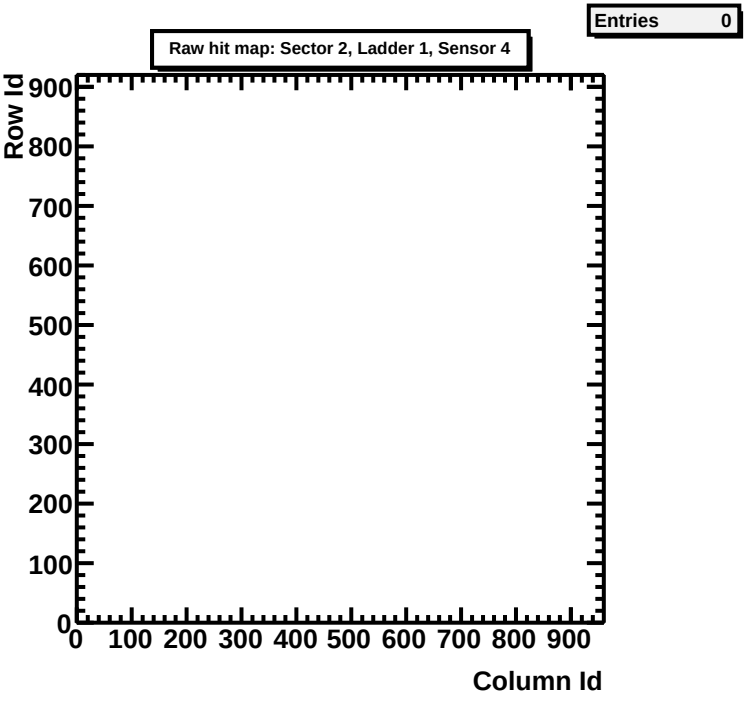

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

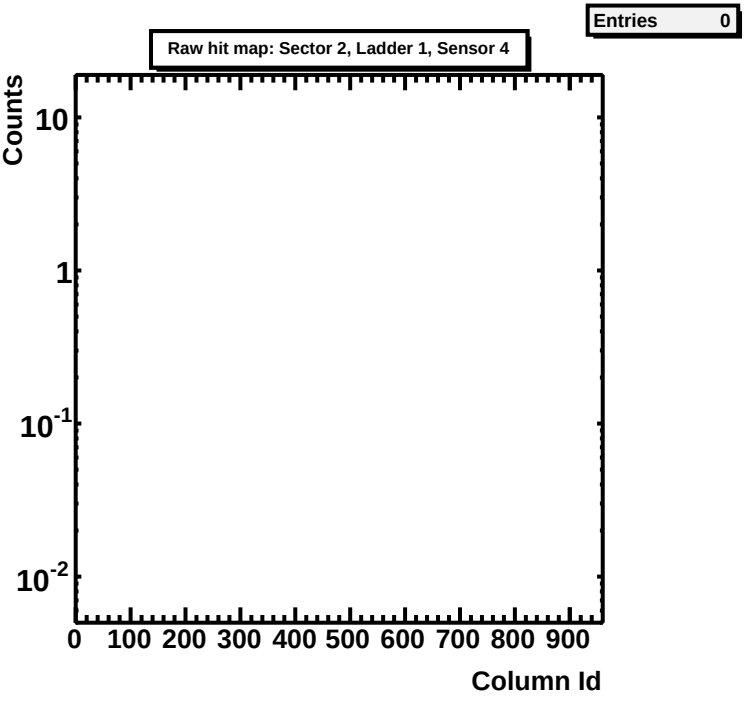

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 3
Row Id
Column Id

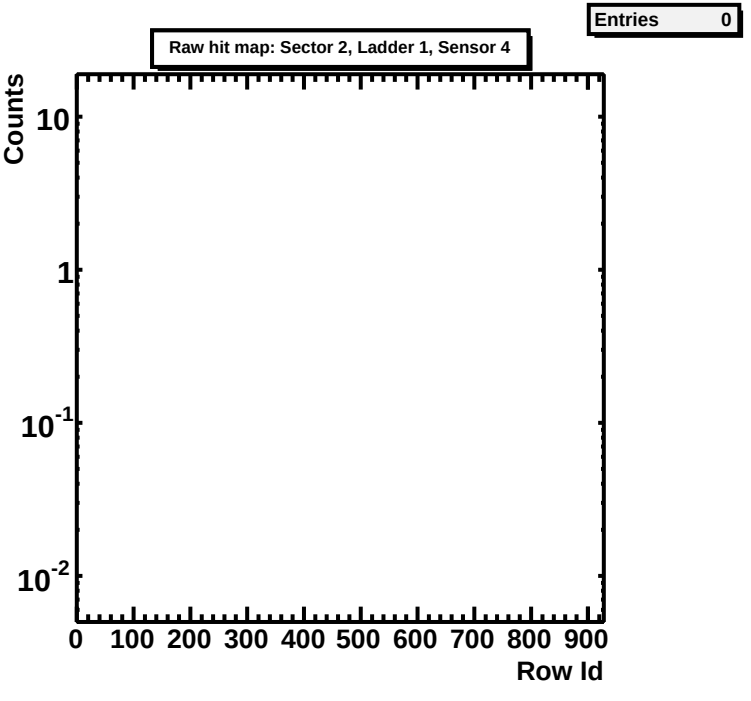

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 3
Counts
Column Id

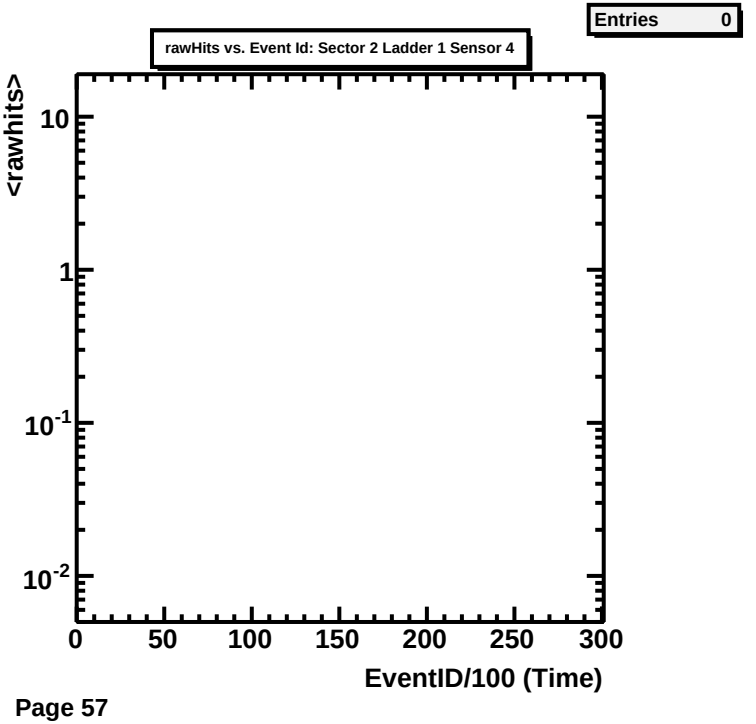

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 3
Counts
Row Id

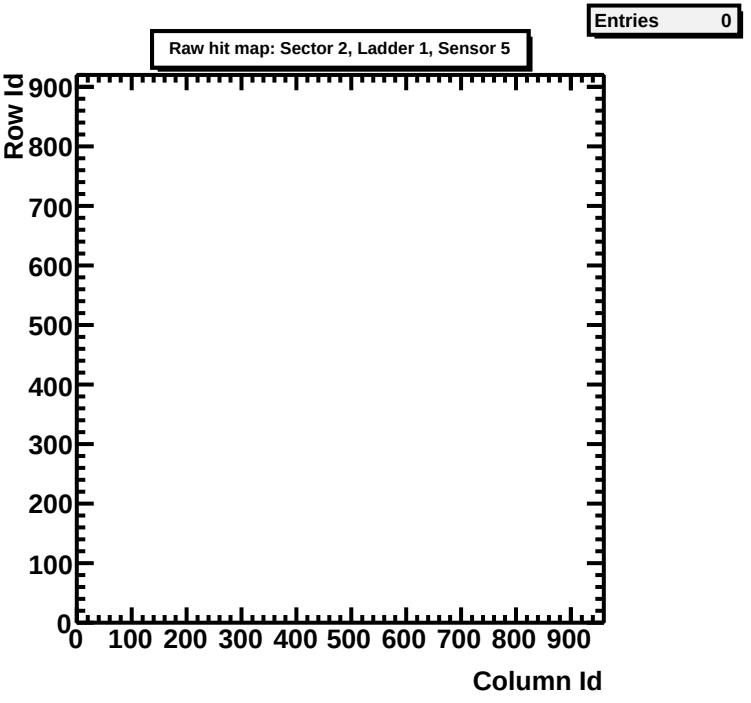

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 3
<rawhits>
EventID/100 (Time)

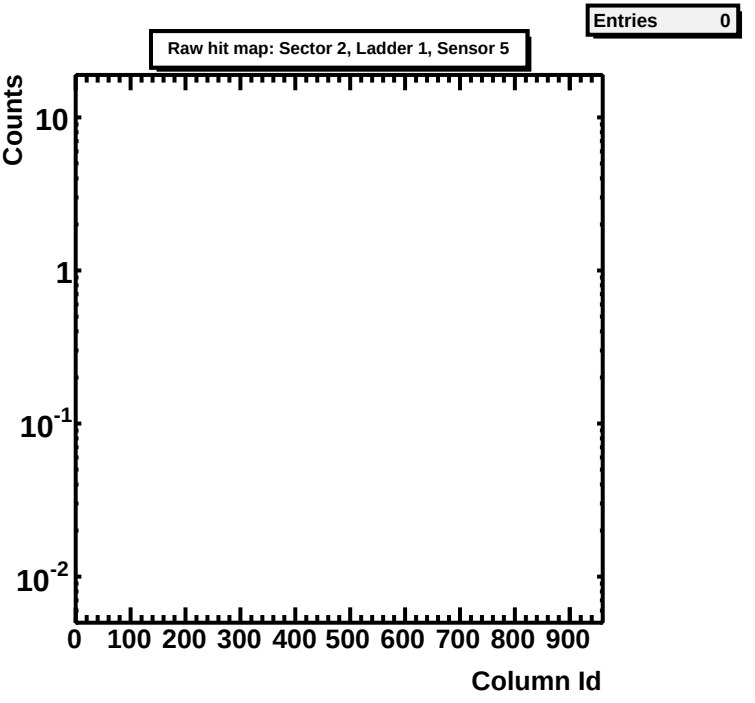

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 4
Row Id
Column Id

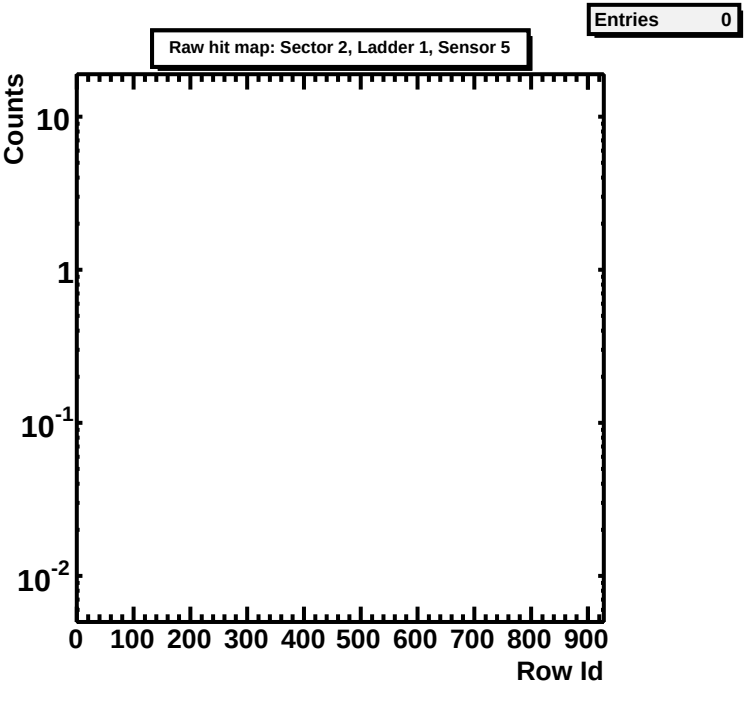

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 4
Counts
Column Id

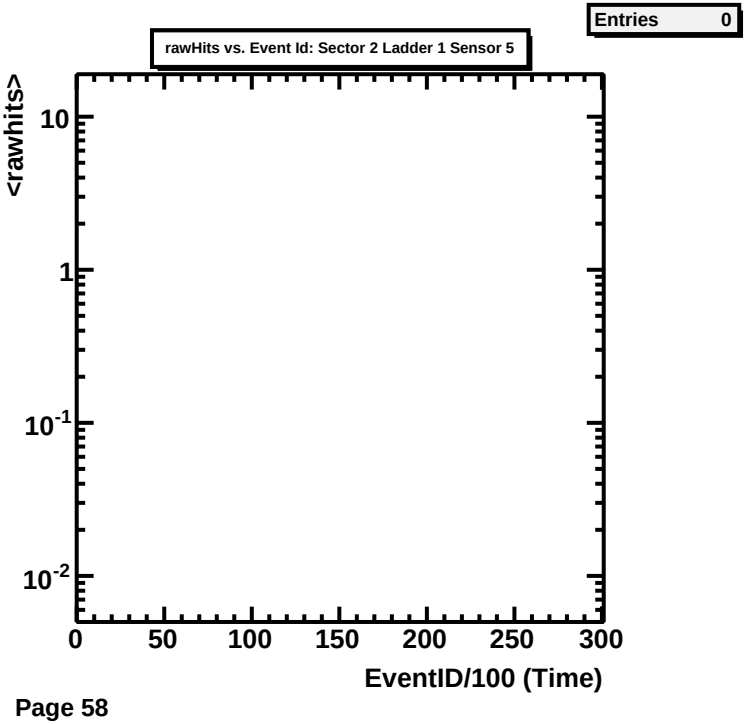

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 4
Counts
Row Id

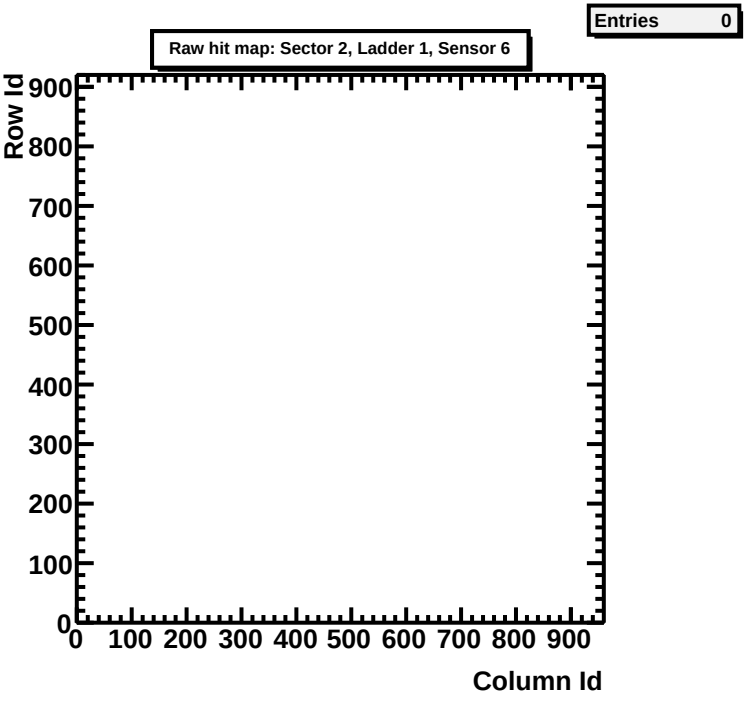

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 4
<rawhits>
EventID/100 (Time)

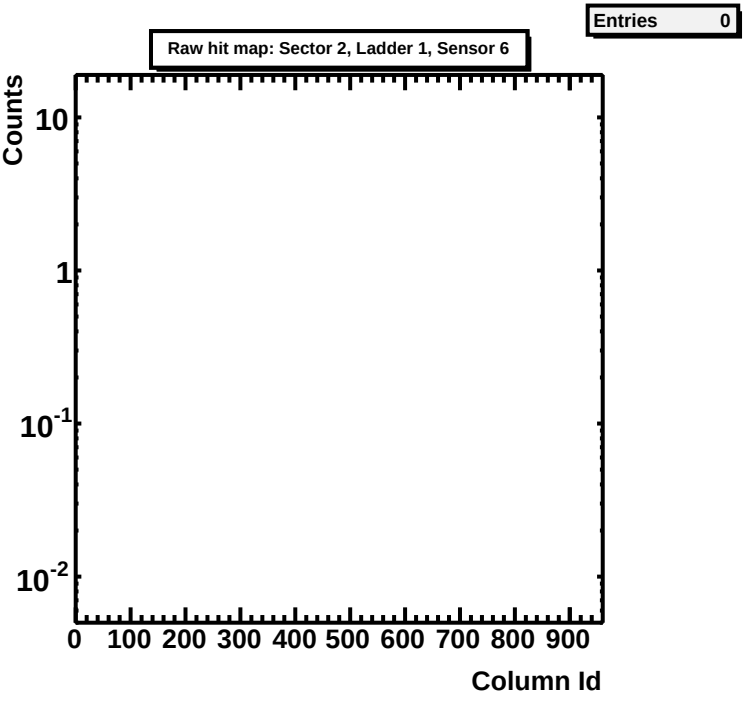

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 5
Row Id
Column Id

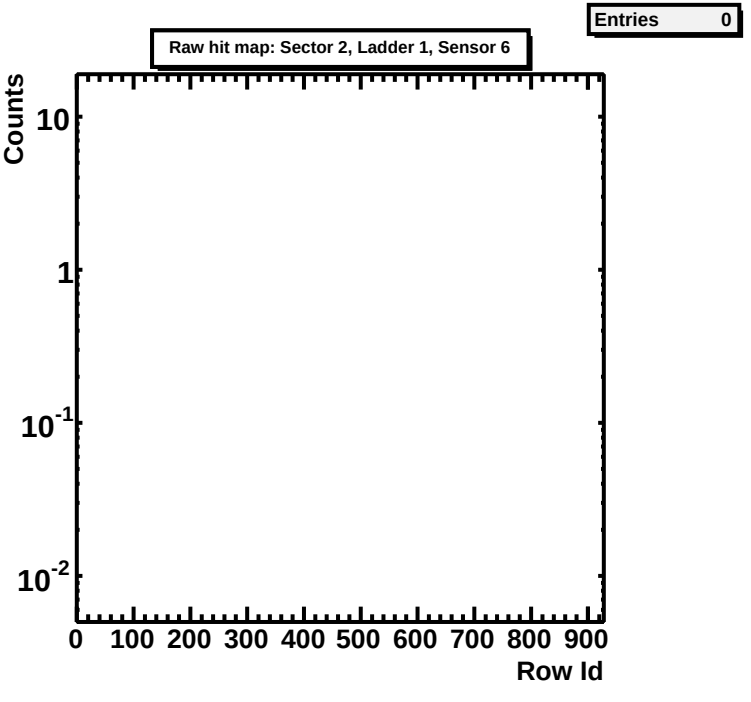

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 5
Counts
Column Id

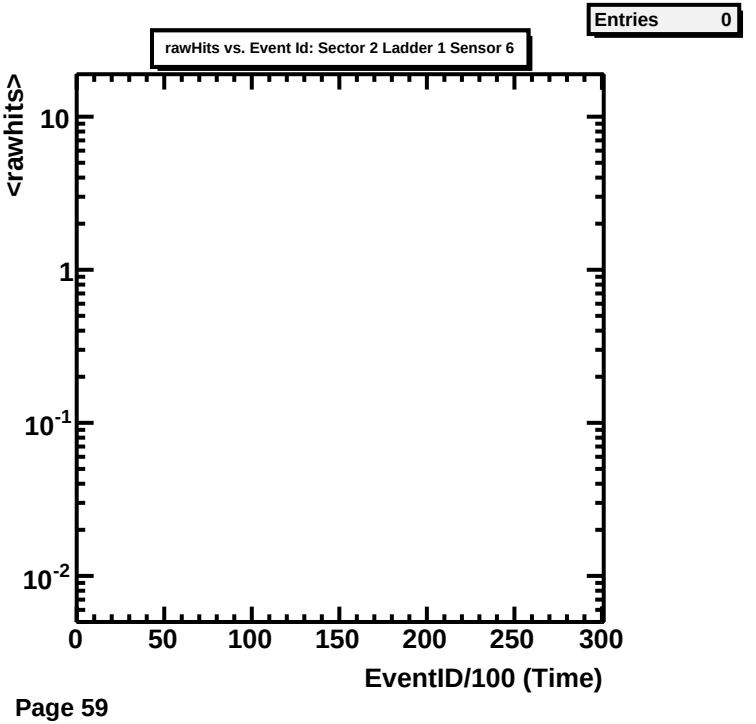

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 5
Counts
Row Id

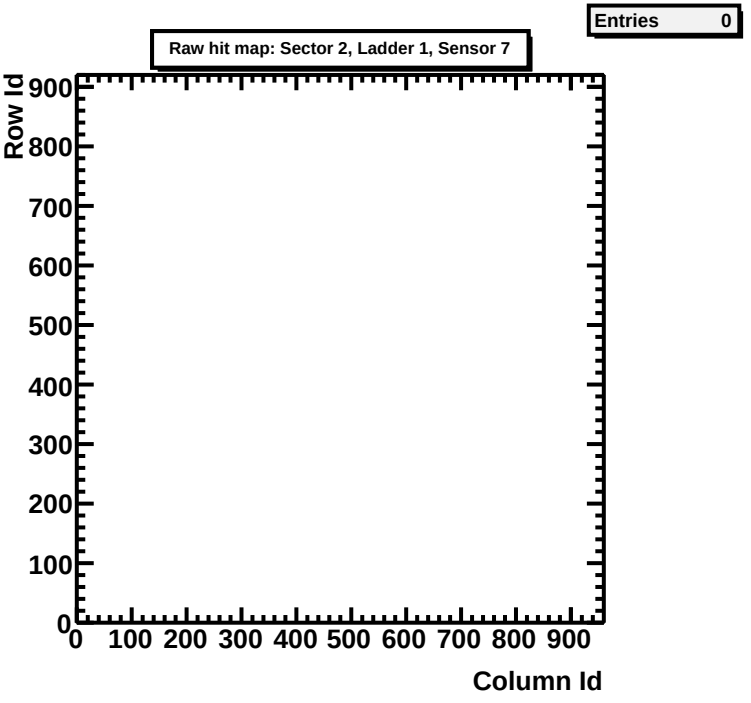

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

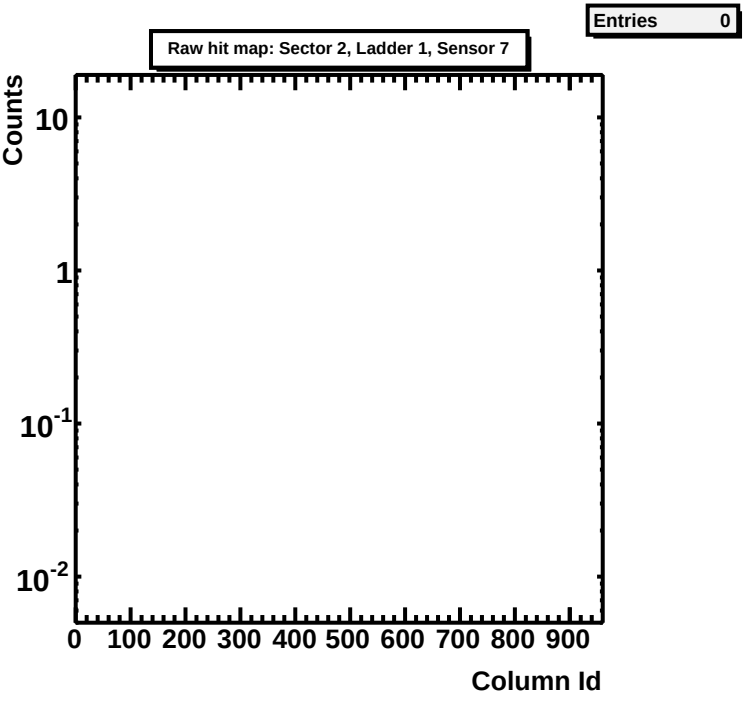

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 6
Row Id
Column Id

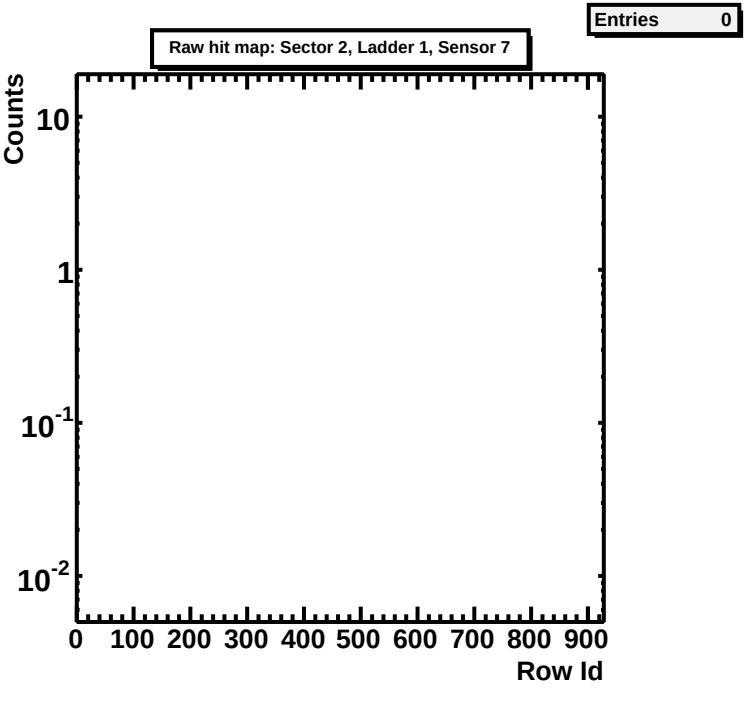

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 6
Counts
Column Id

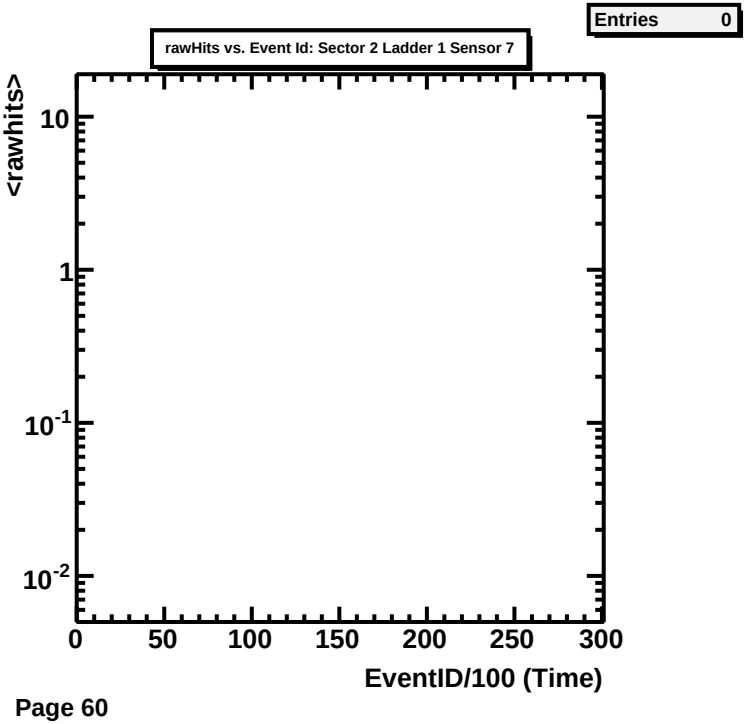

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 6
Counts
Row Id

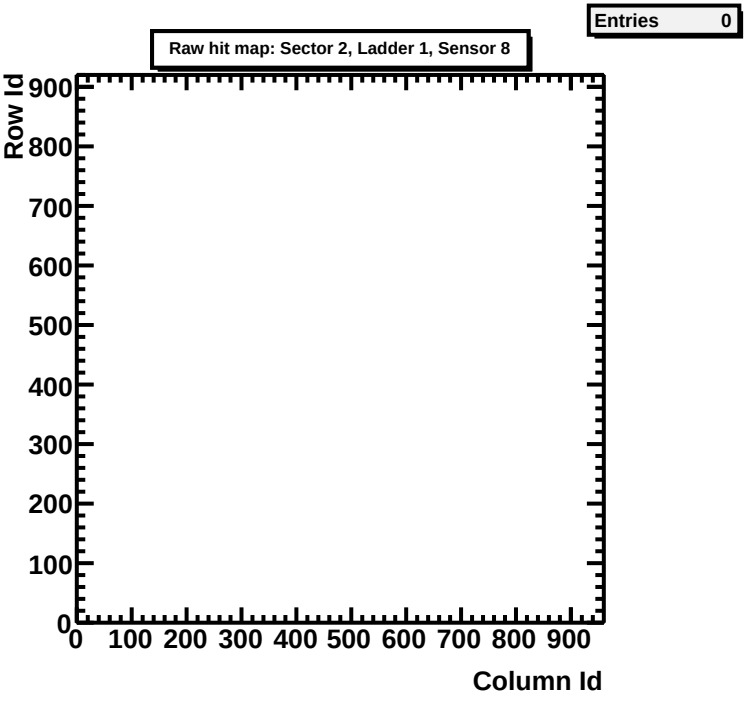

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 6
<rawhits>
EventID/100 (Time)

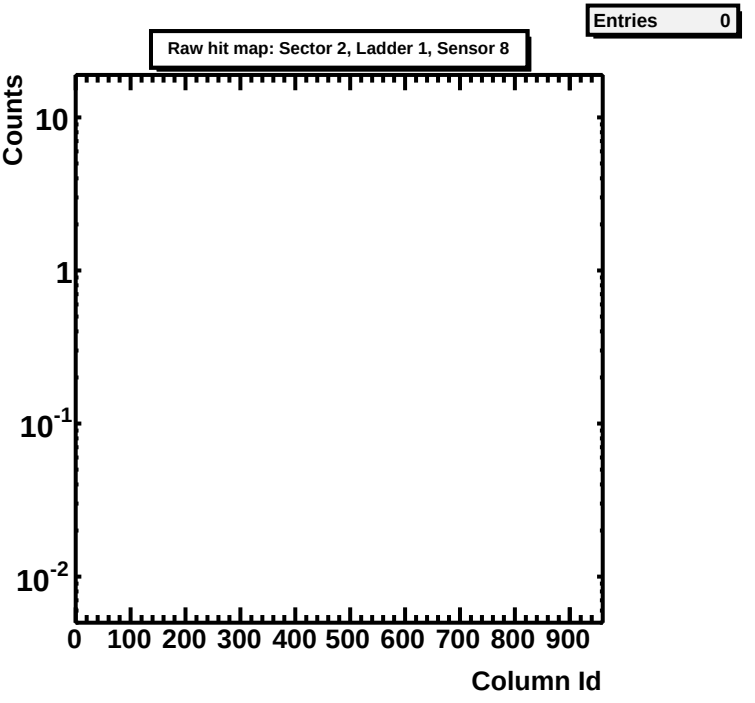

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 7
Row Id
Column Id

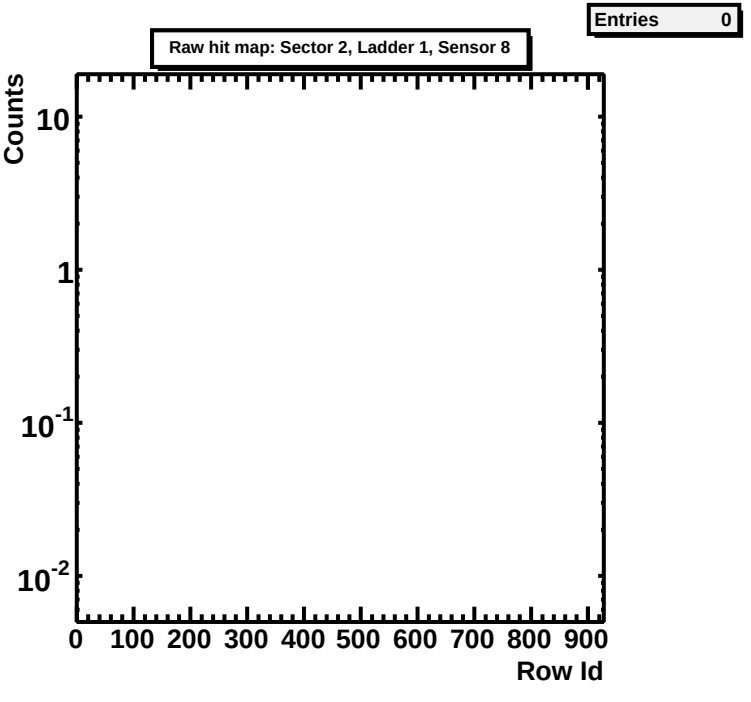

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 7
Counts
Column Id

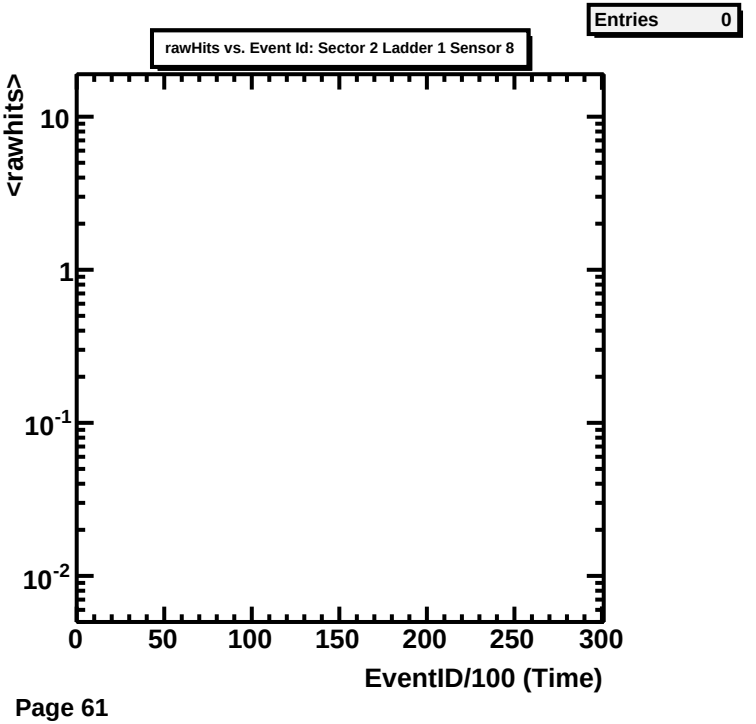

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 7
Counts
Row Id

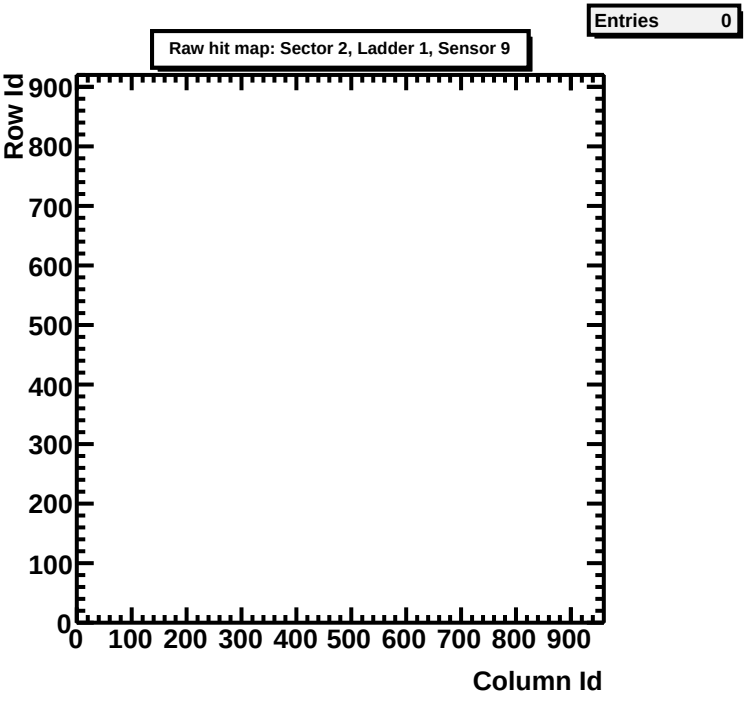

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 7
<rawhits>
EventID/100 (Time)

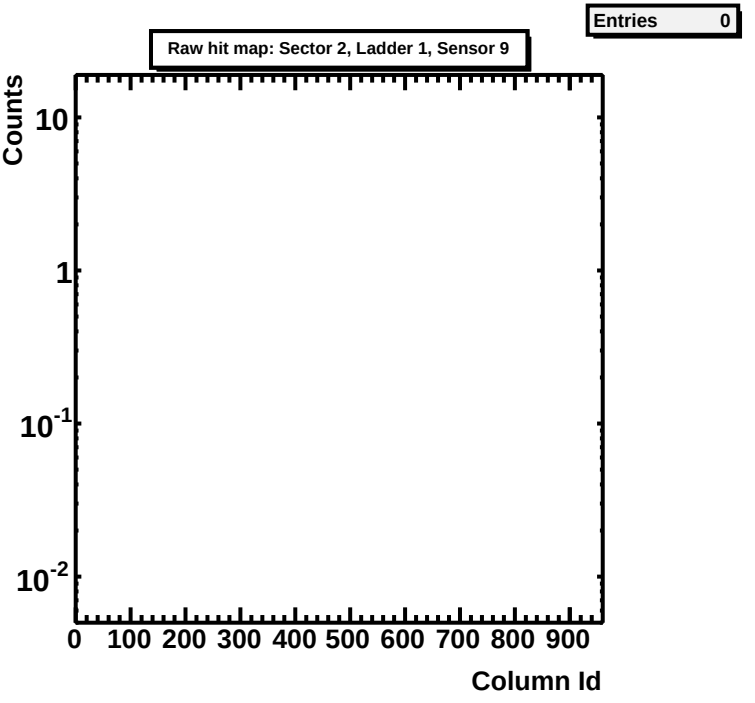

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 8
Row Id
Column Id

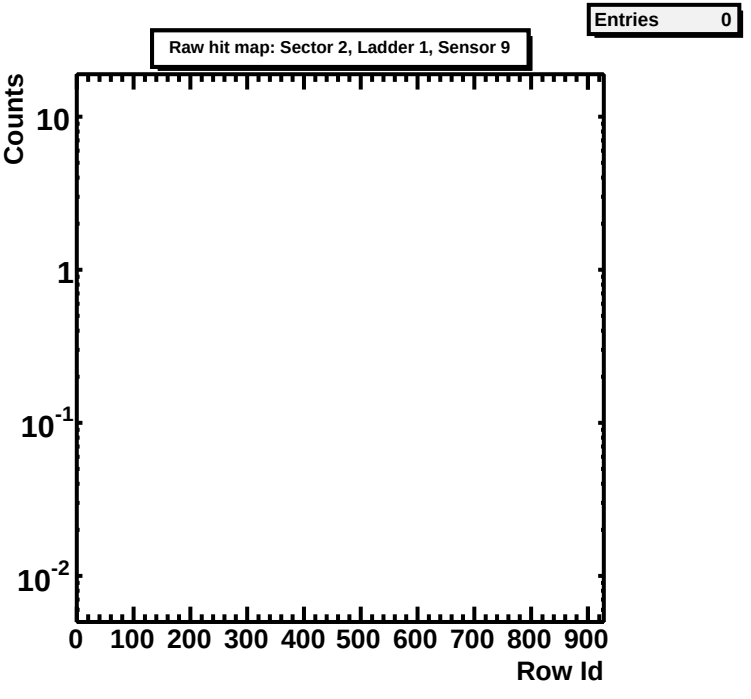

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 8
Counts
Column Id

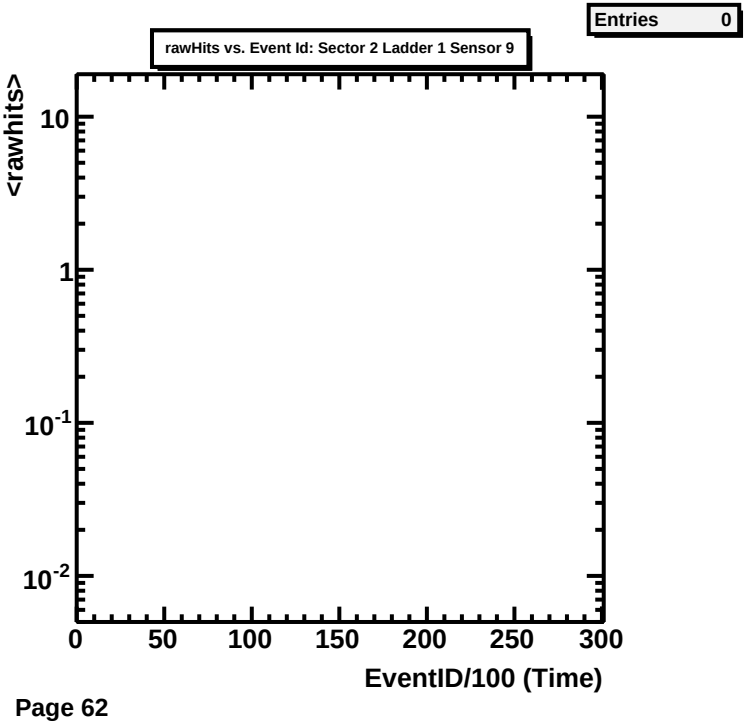

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 8
Counts
Row Id

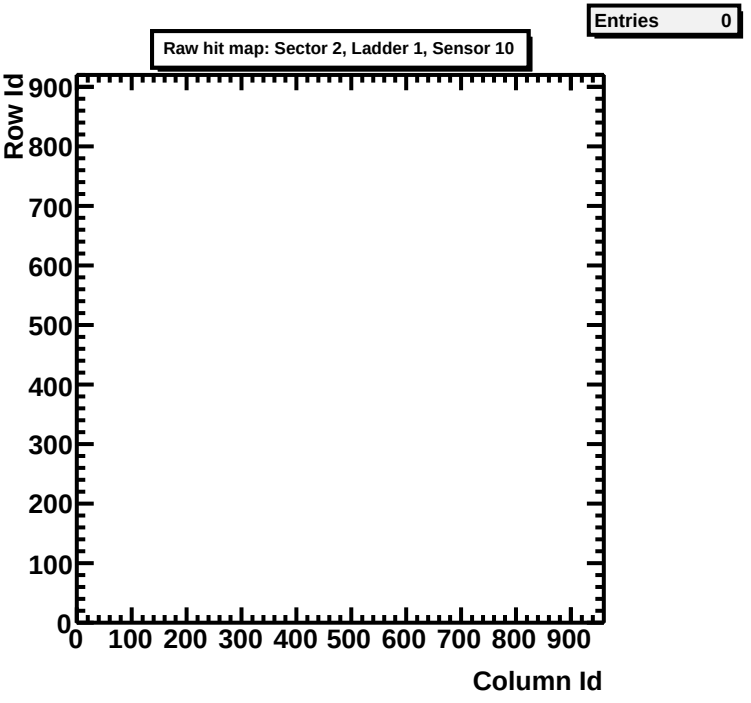

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 8
<rawhits>
EventID/100 (Time)

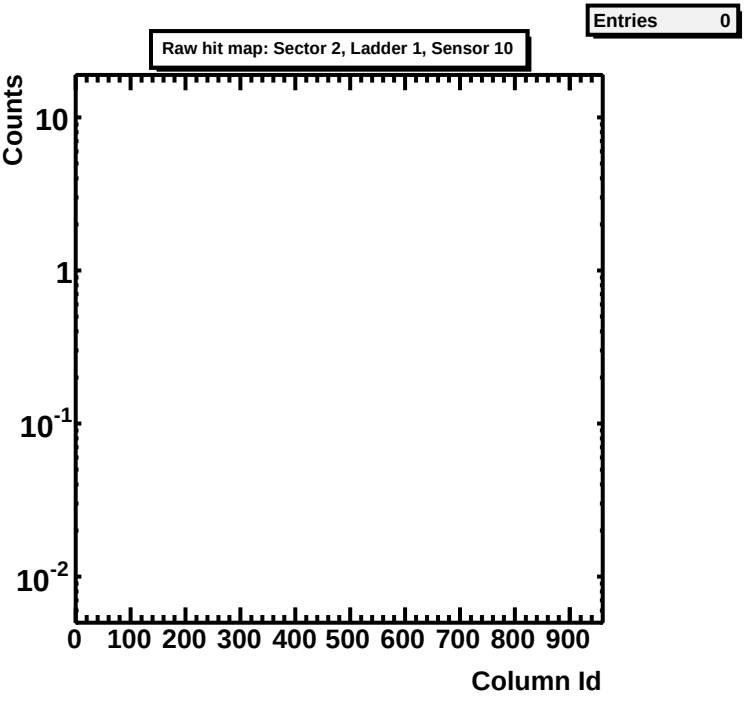

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 9
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

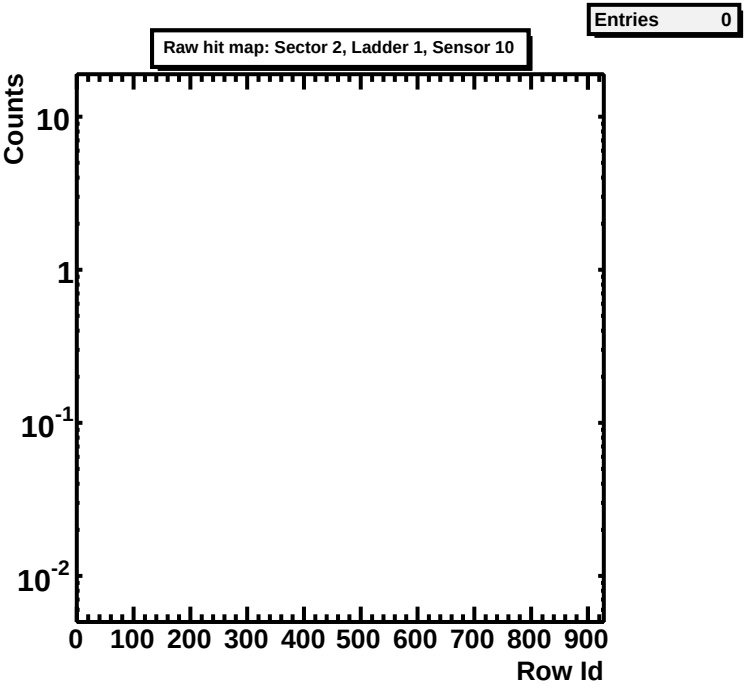

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

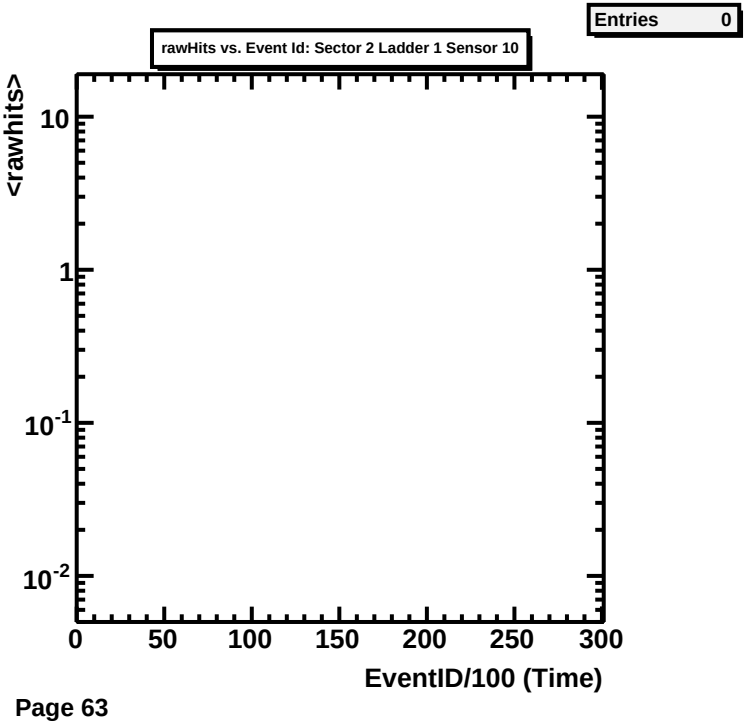

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

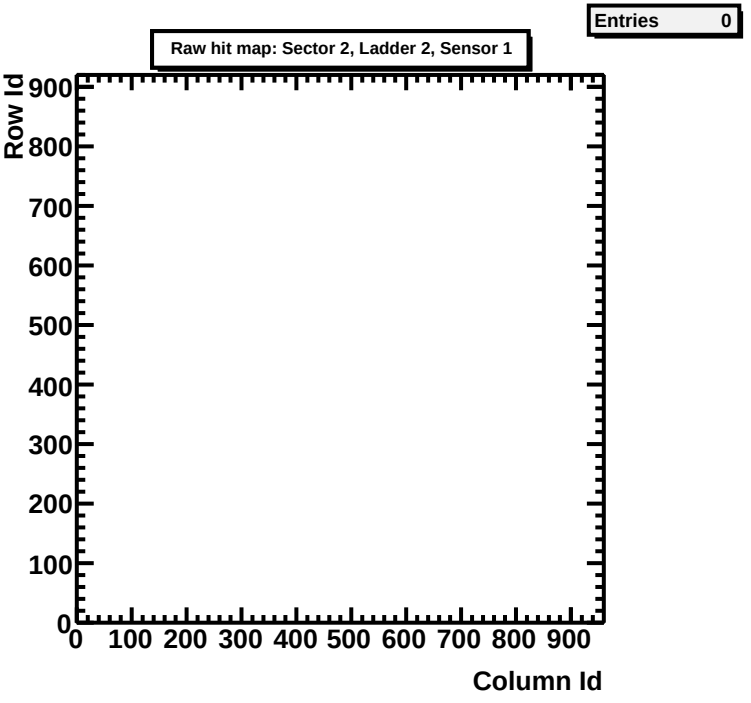

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

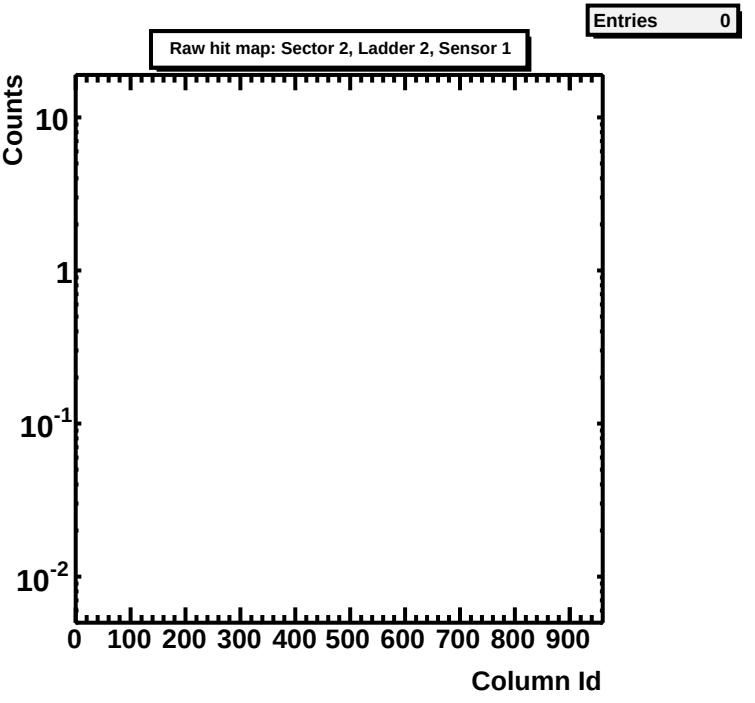

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 10
Row Id
Column Id

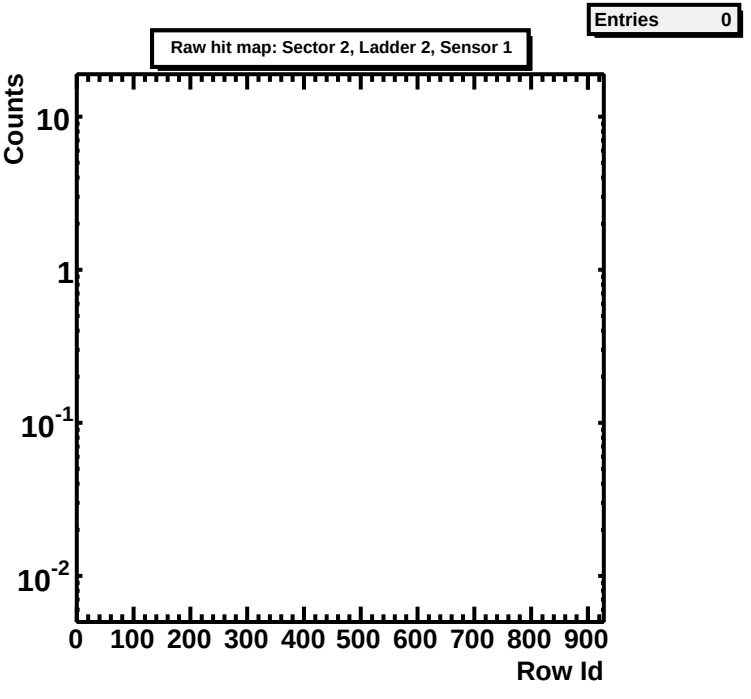

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 10
Counts
Column Id

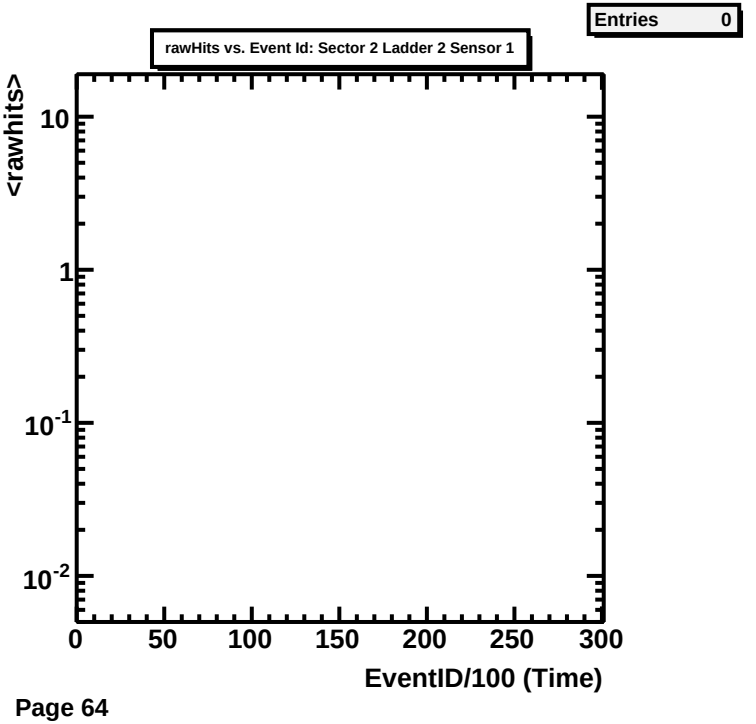

Entries 0
Raw hit map: Sector 2, Ladder 1, Sensor 10
Counts
Row Id

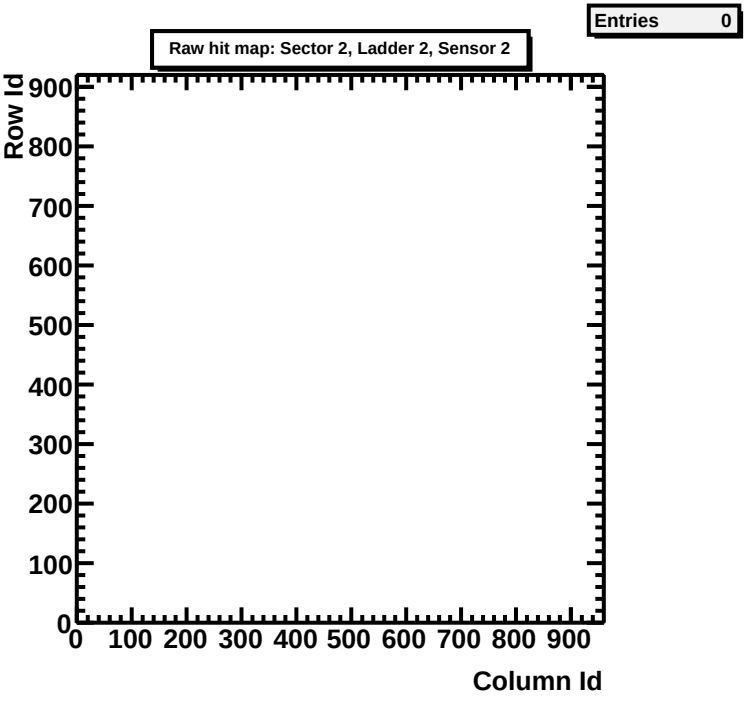

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

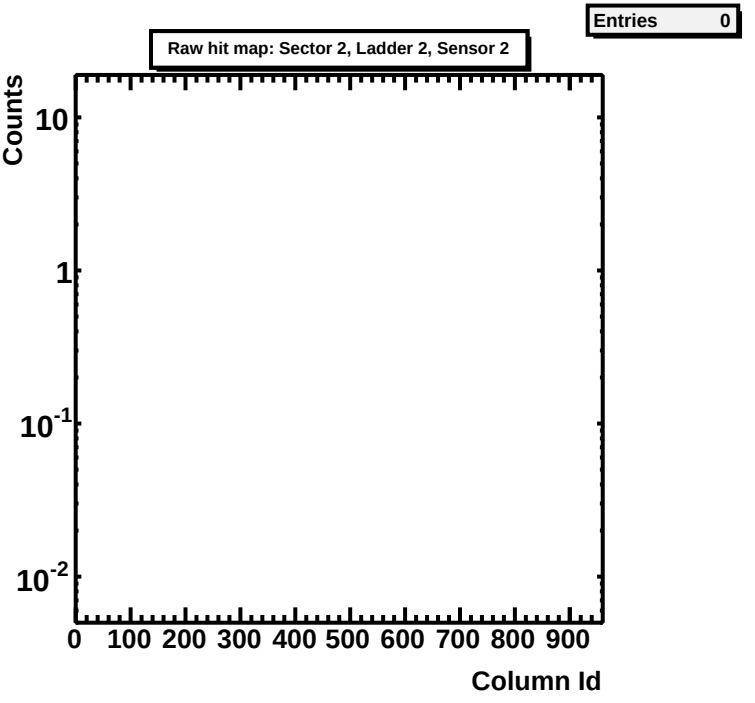

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

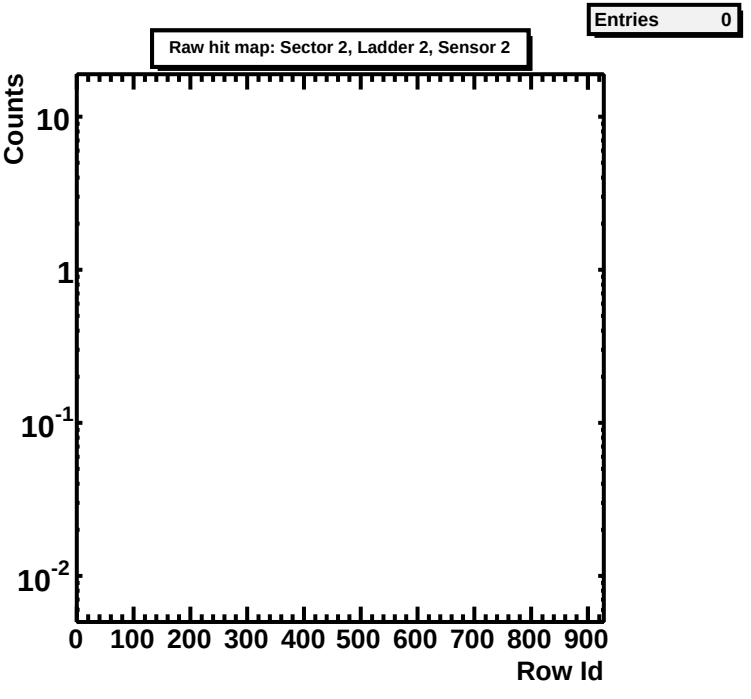

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

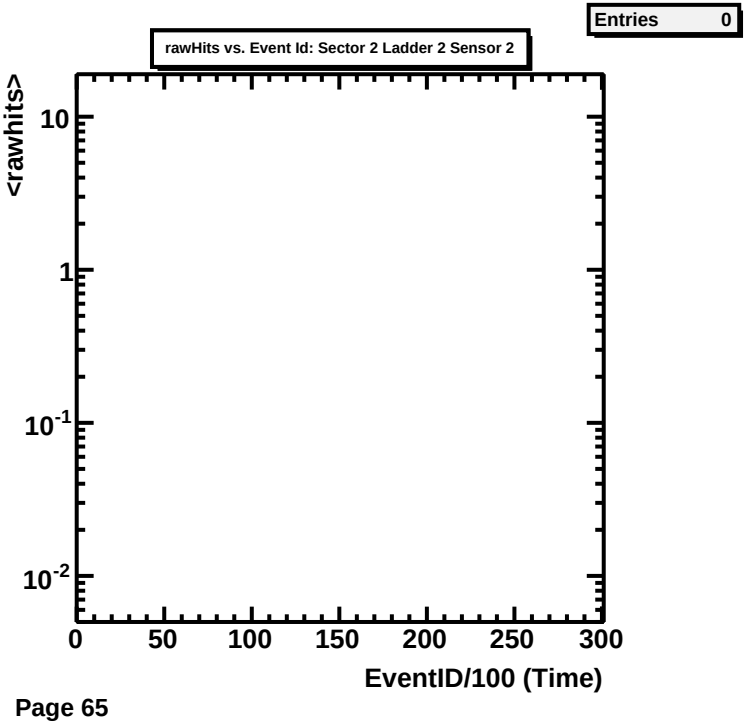

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

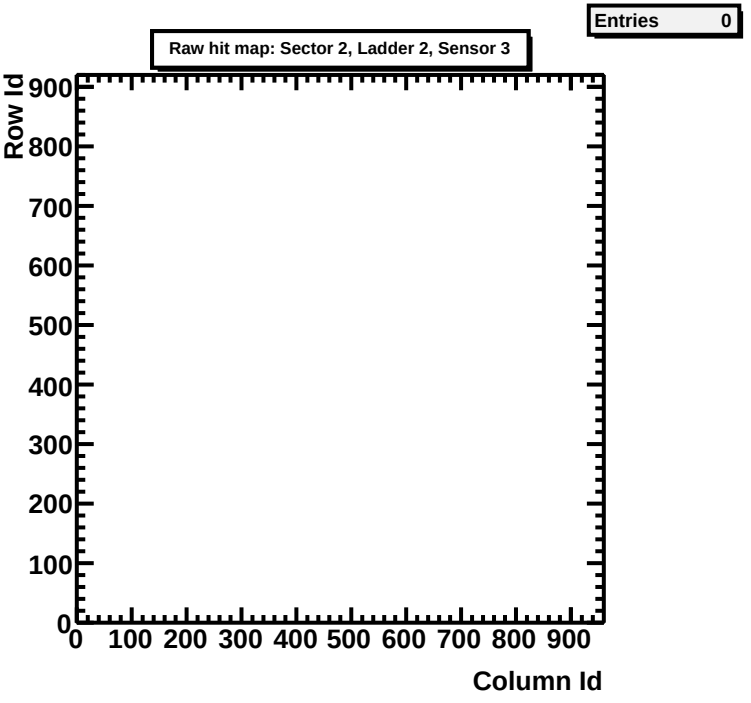

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

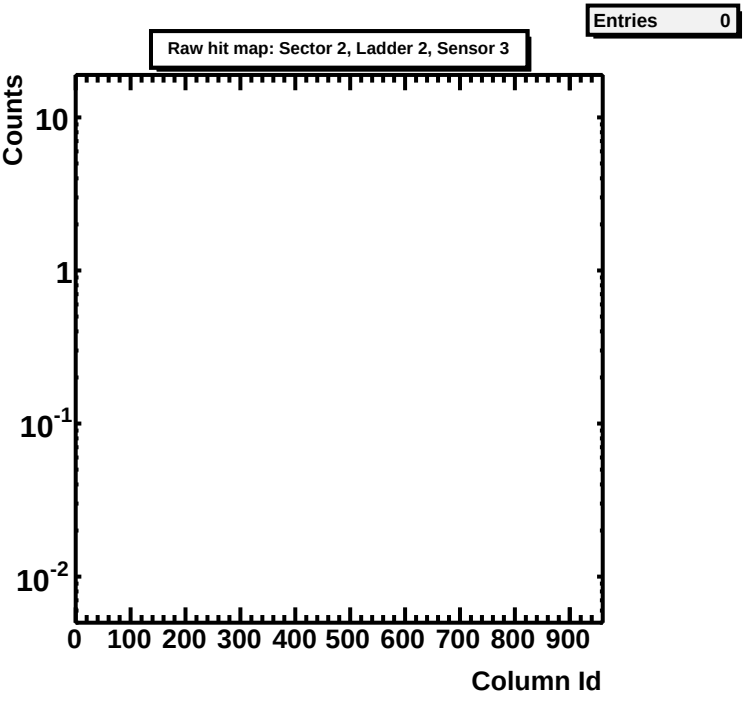

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

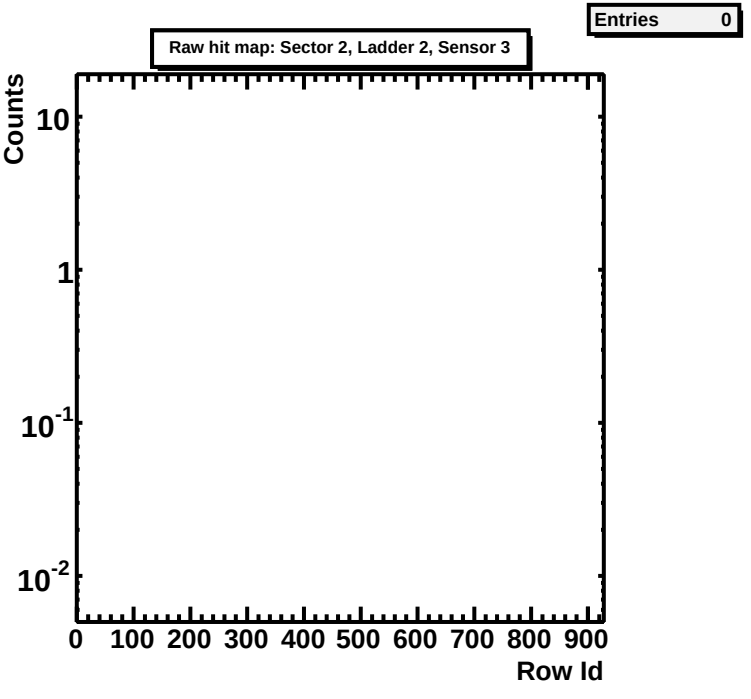

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

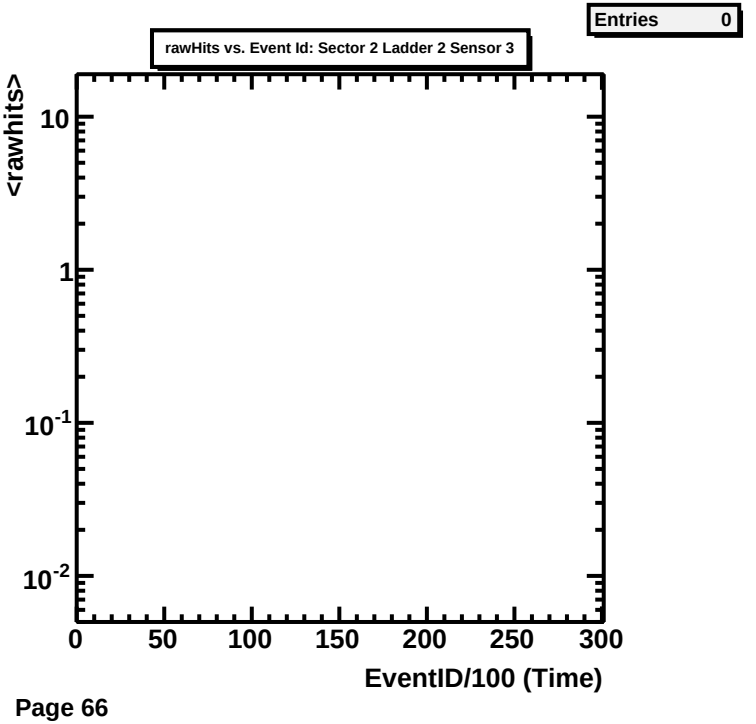

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

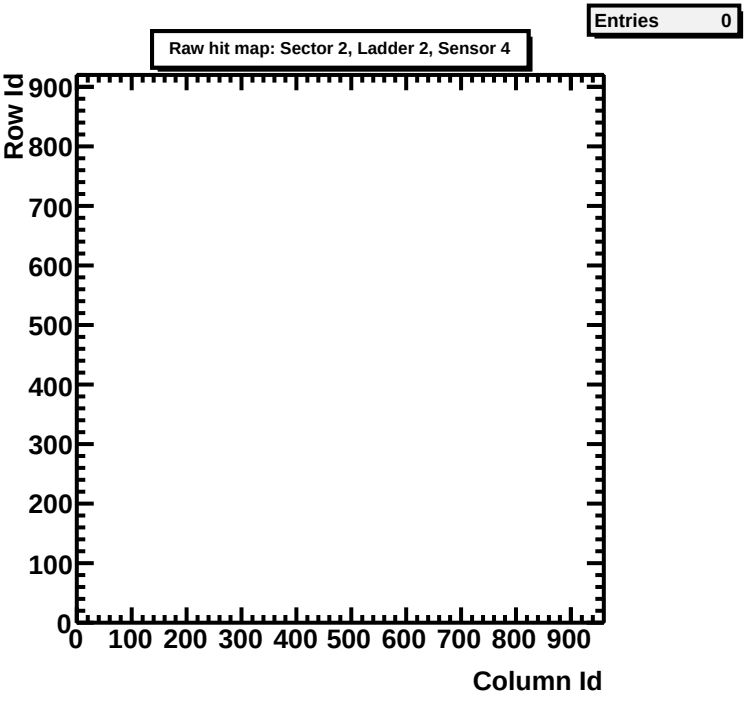

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

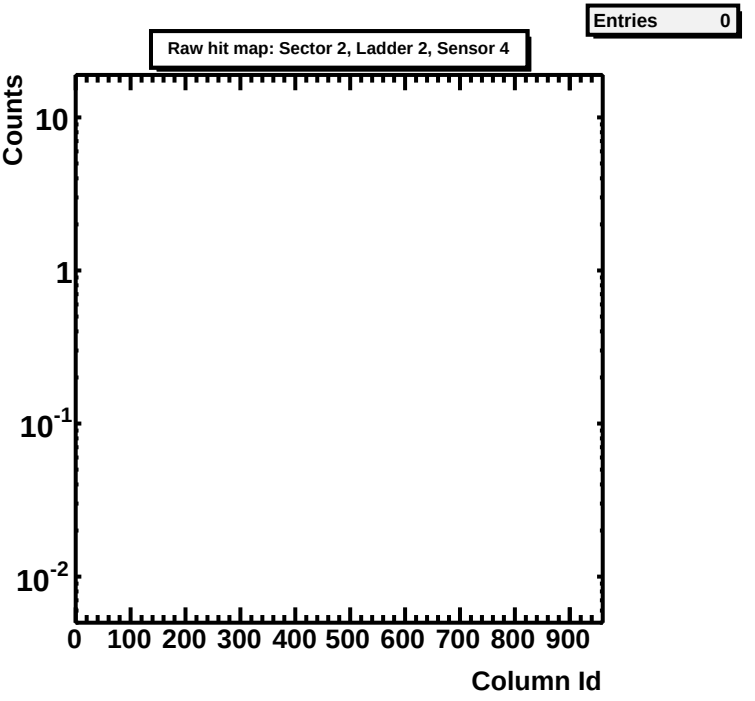

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

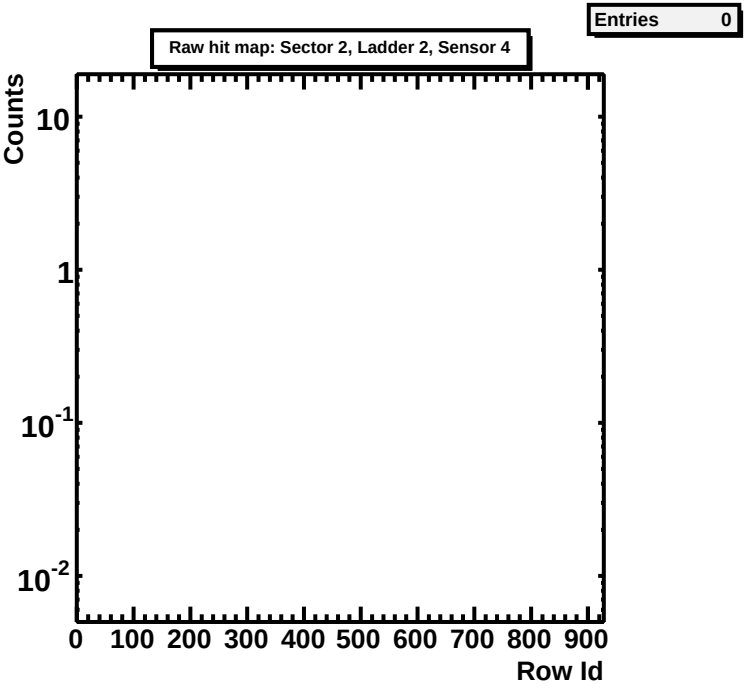

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

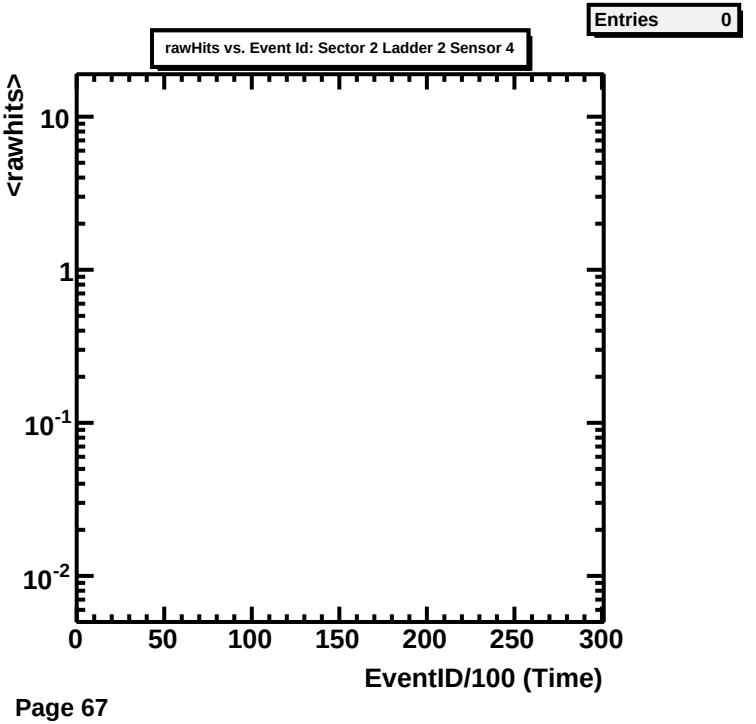

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

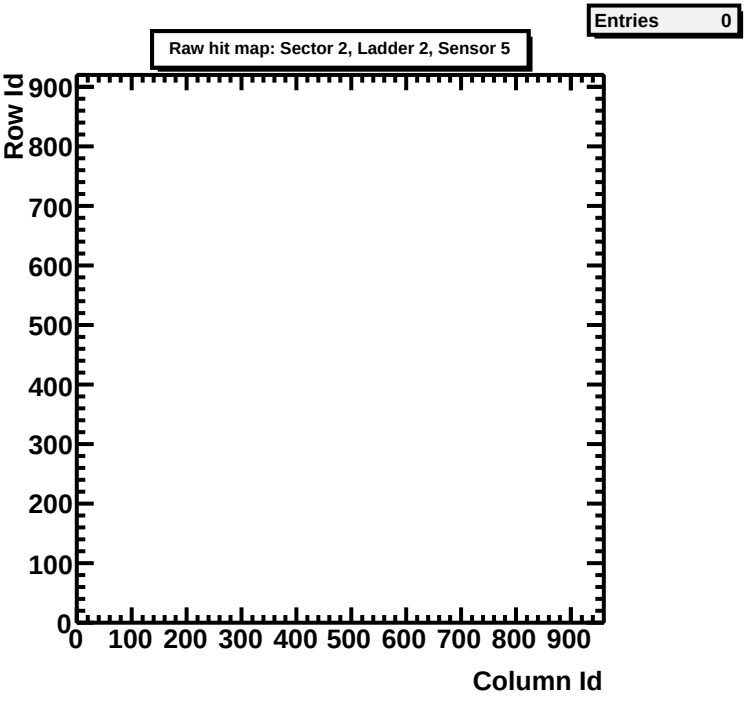

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

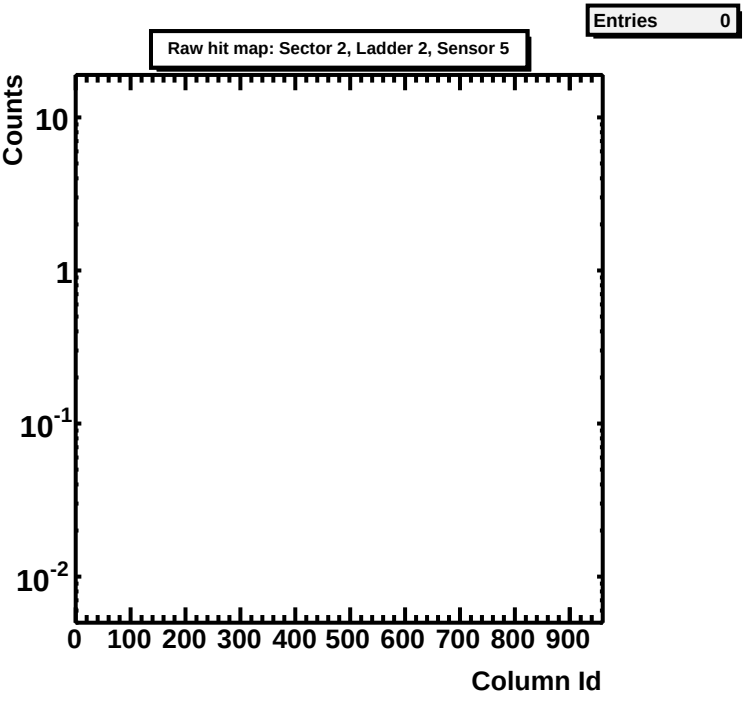

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 4
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

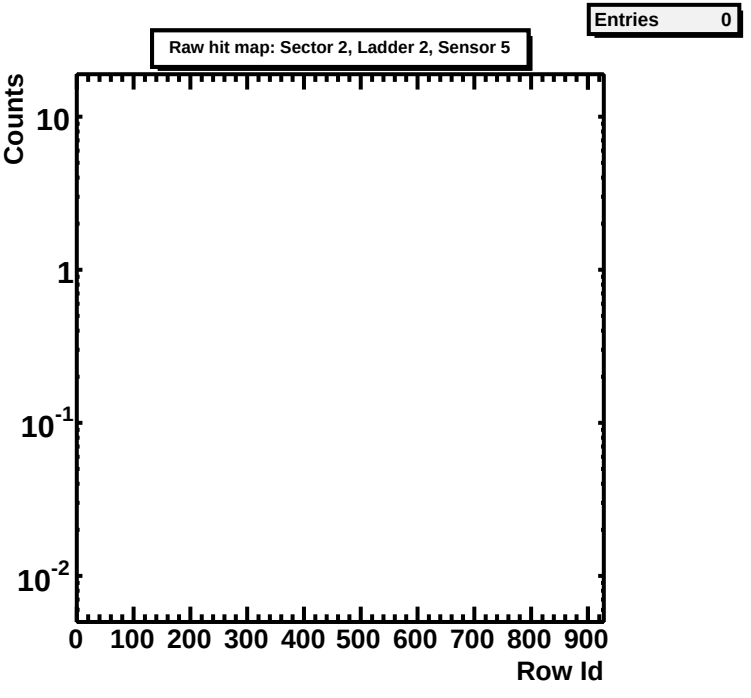

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

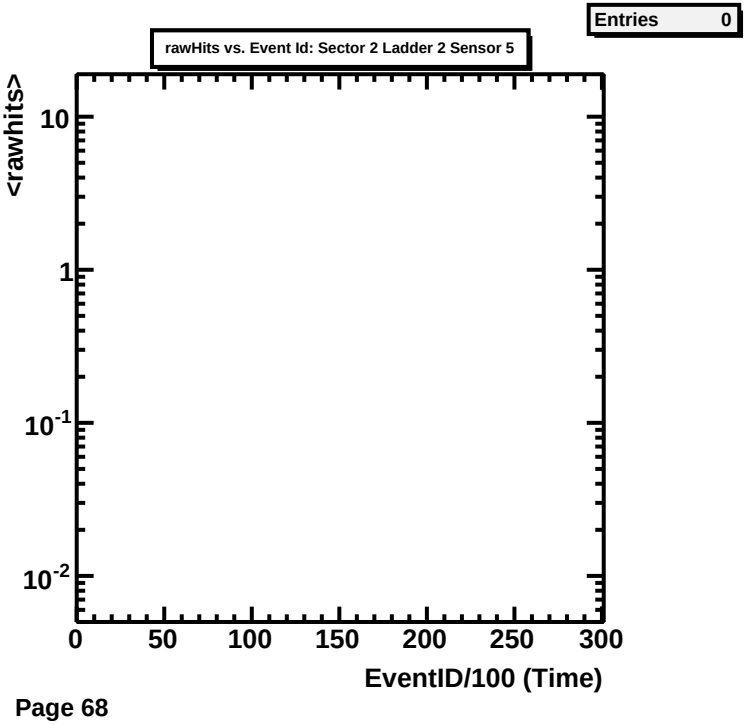

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

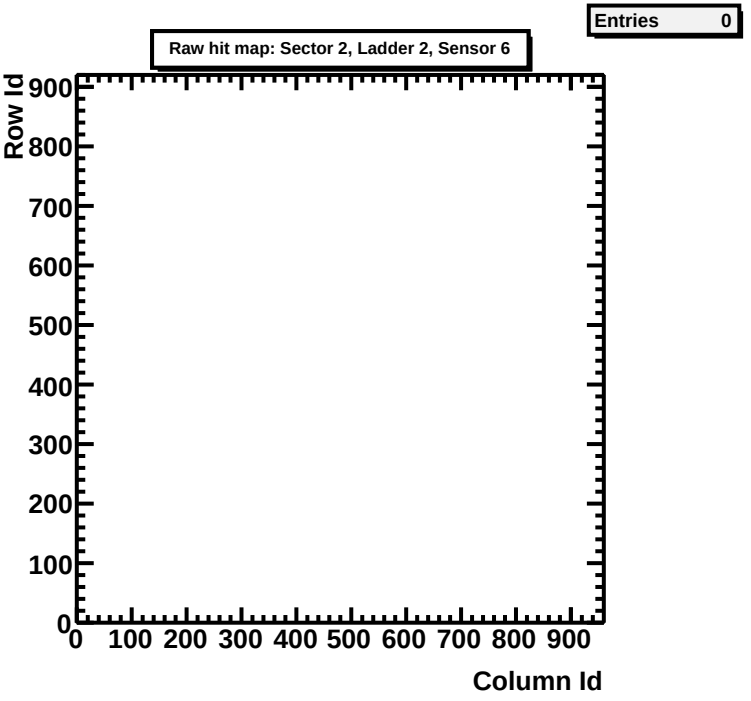

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

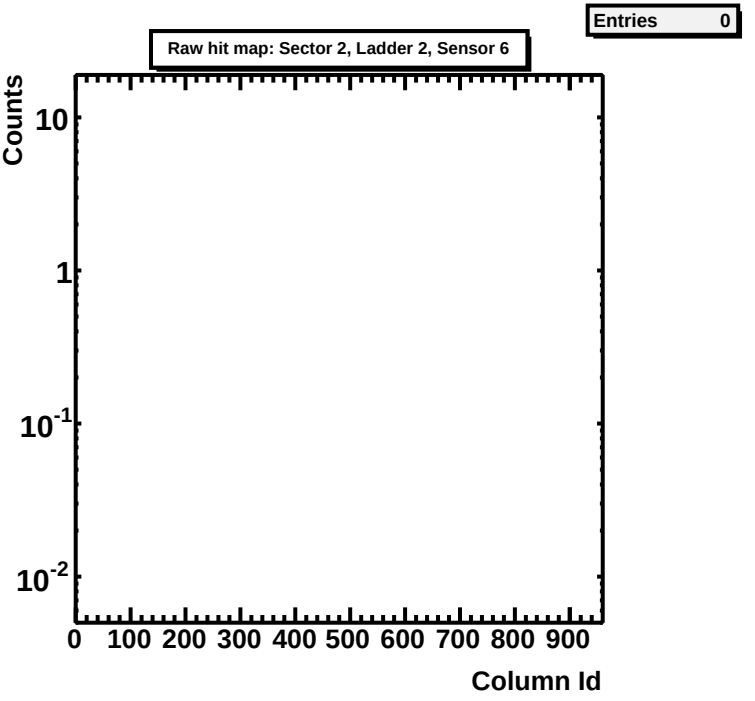

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 5
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

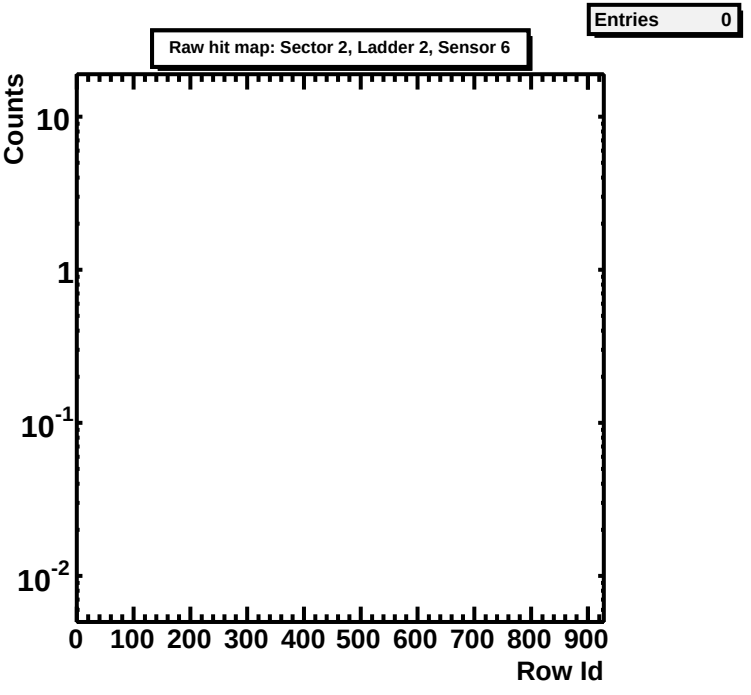

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

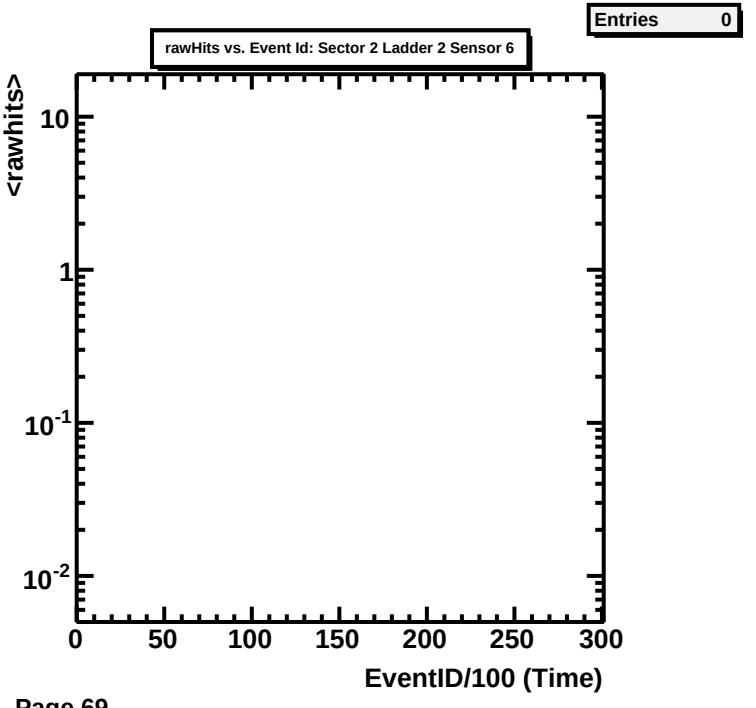

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

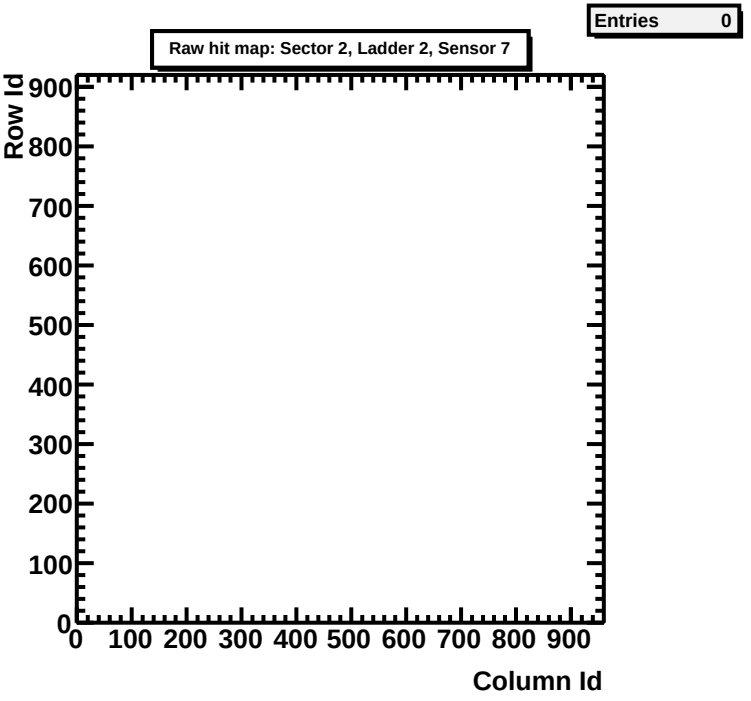

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

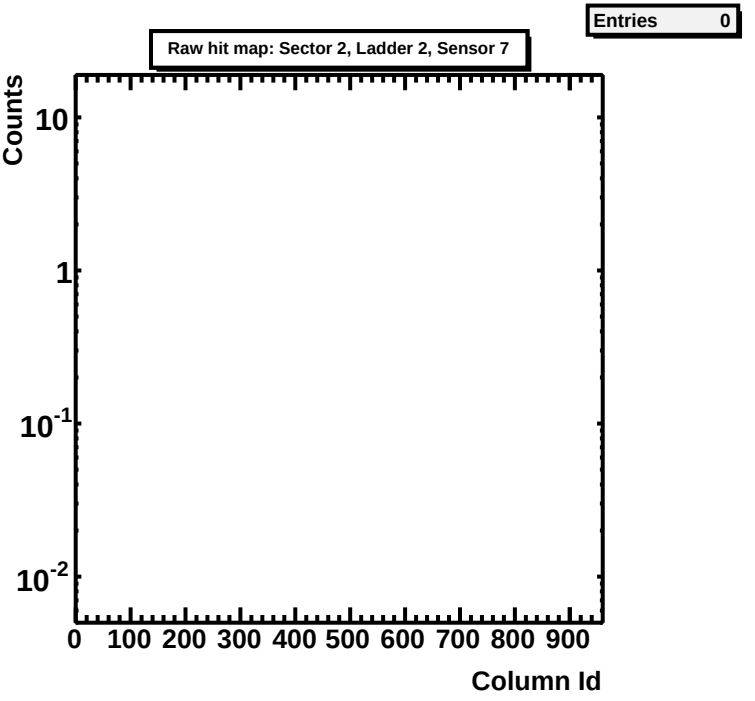

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 6
Row Id
Column Id

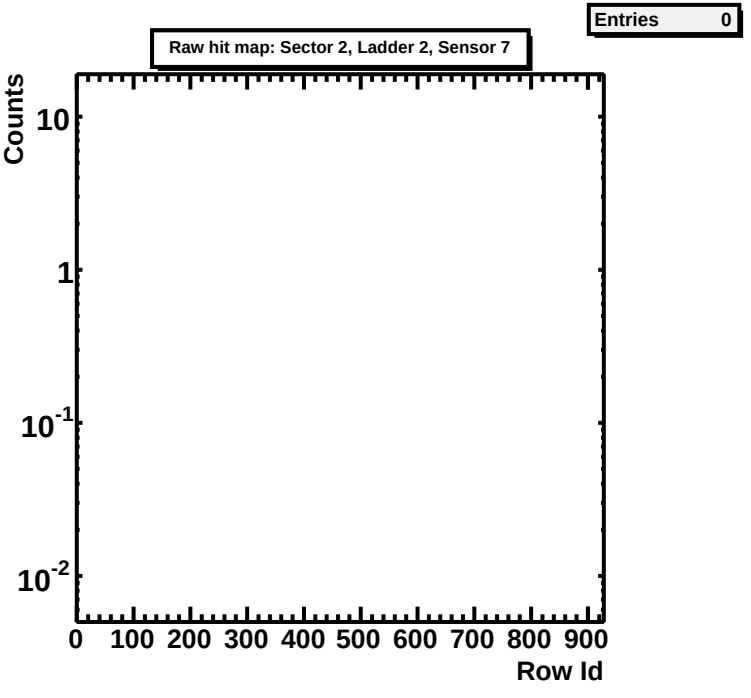

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 6
Counts
Column Id

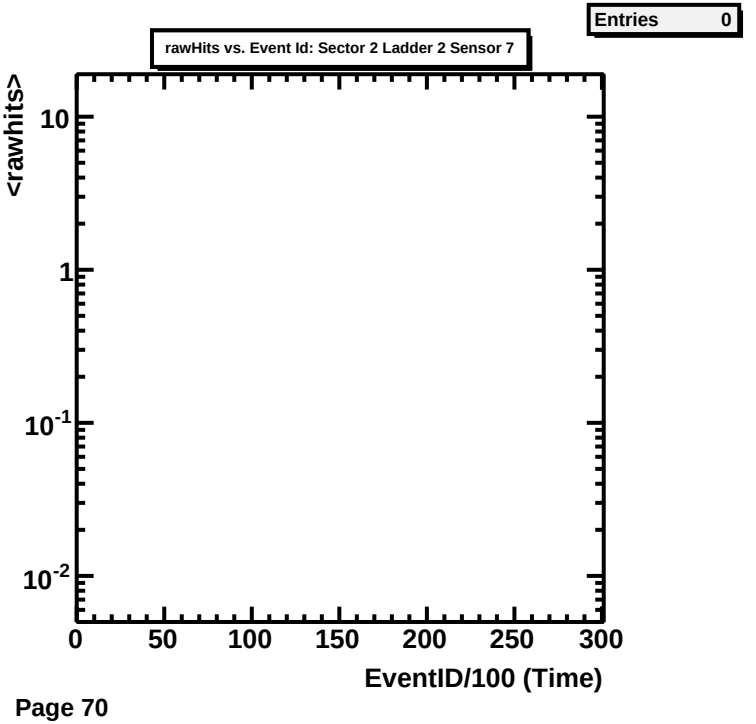

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 6
Counts
Row Id

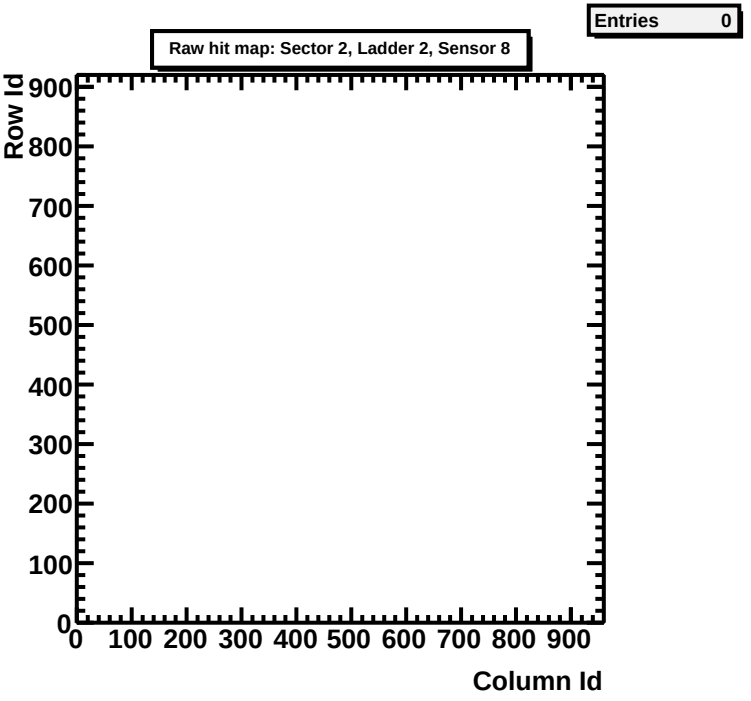

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 6
<rawhits>
EventID/100 (Time)

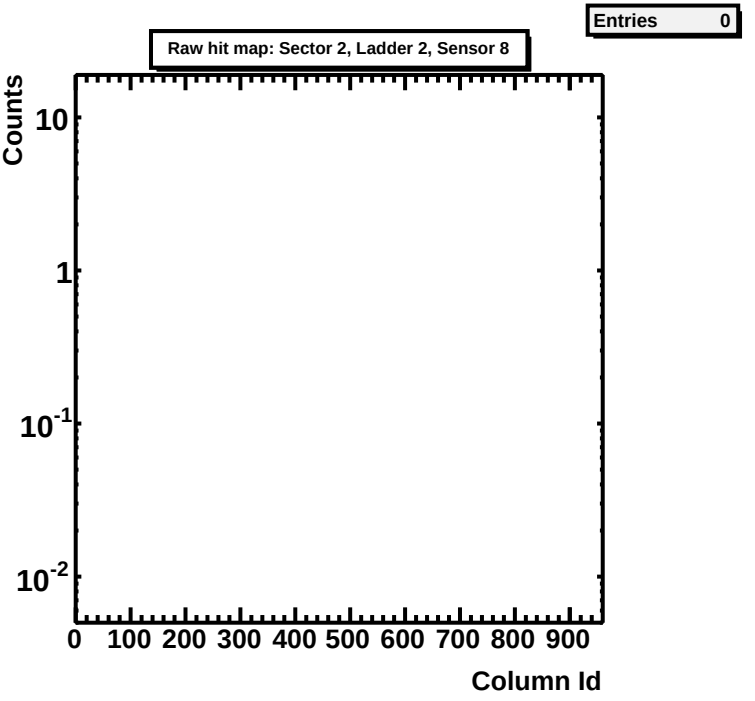

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

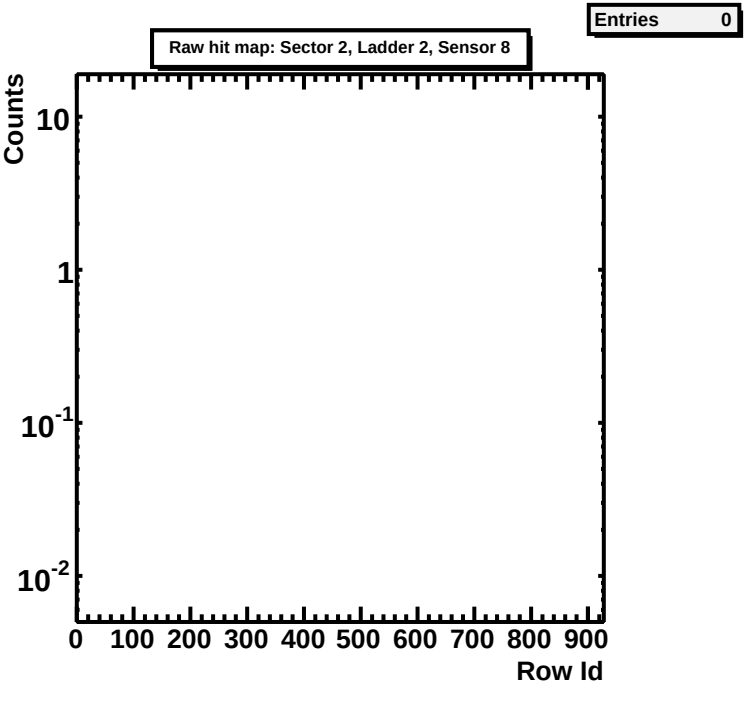

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

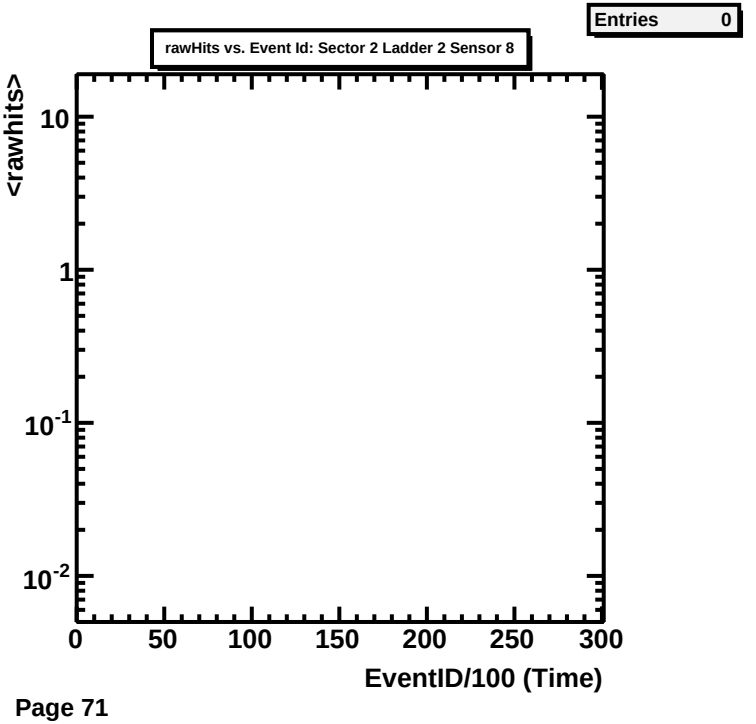

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

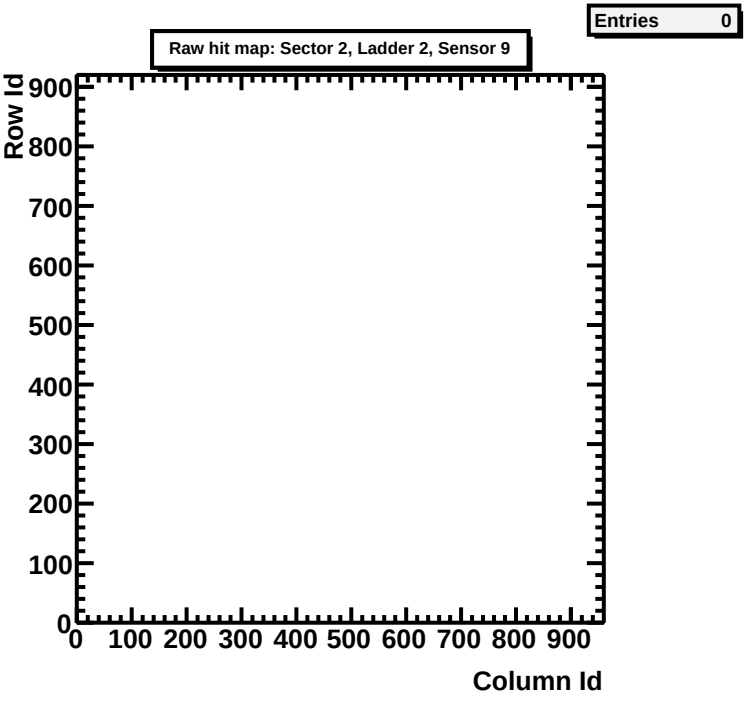

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

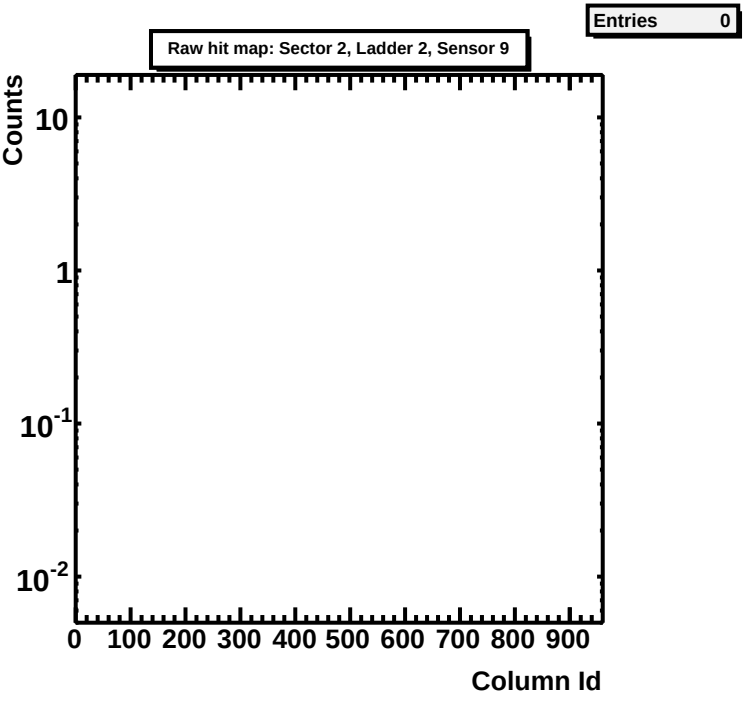

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 8
Row Id
Column Id

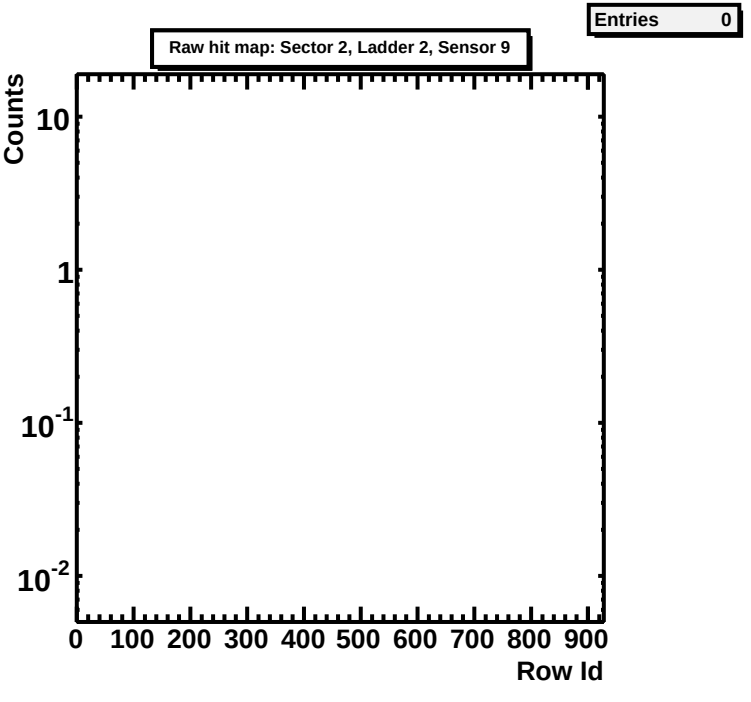

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 8
Counts
Column Id

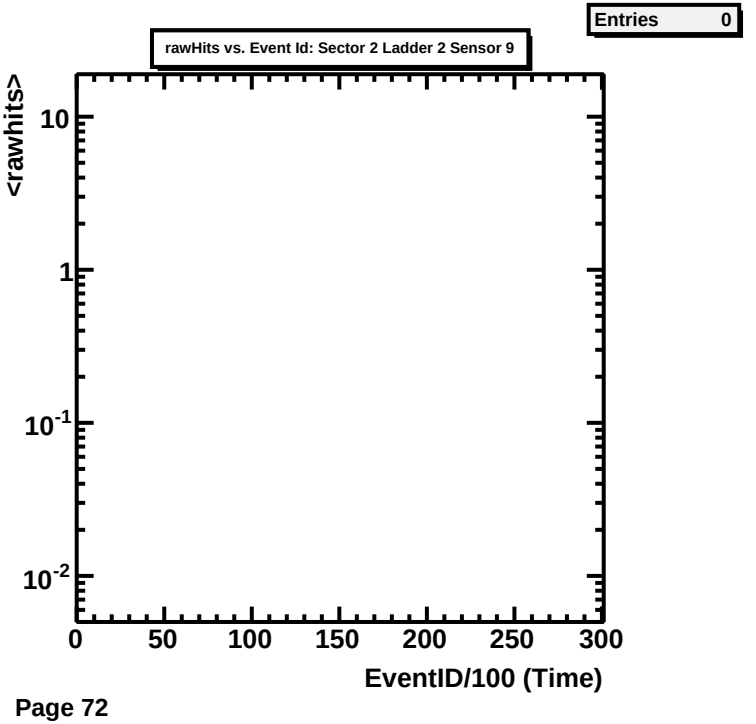

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 8
Counts
Row Id

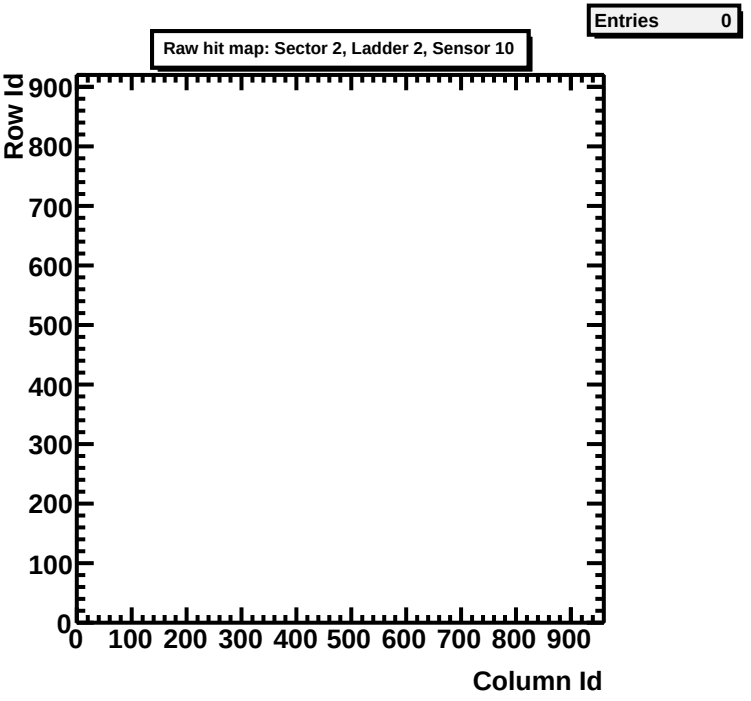

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 8
<rawhits>
EventID/100 (Time)

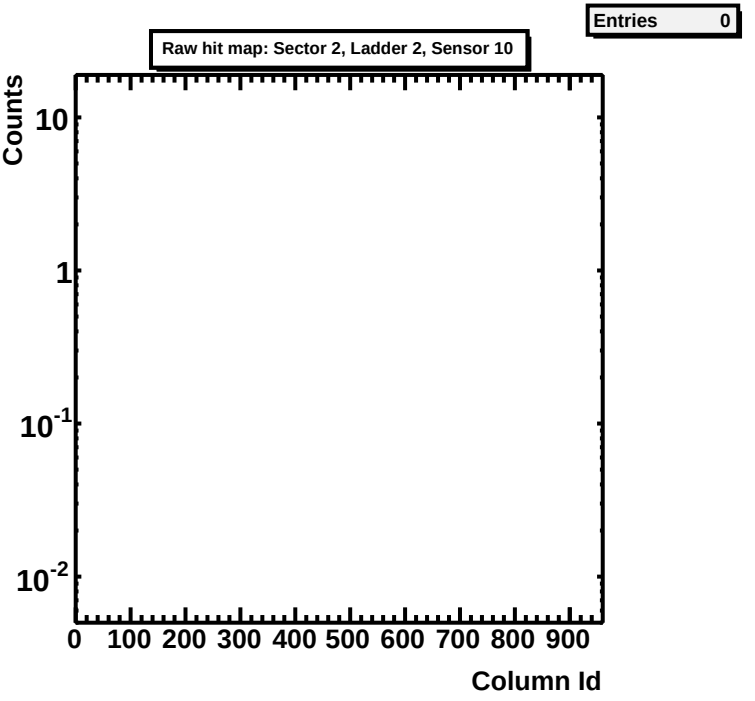

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

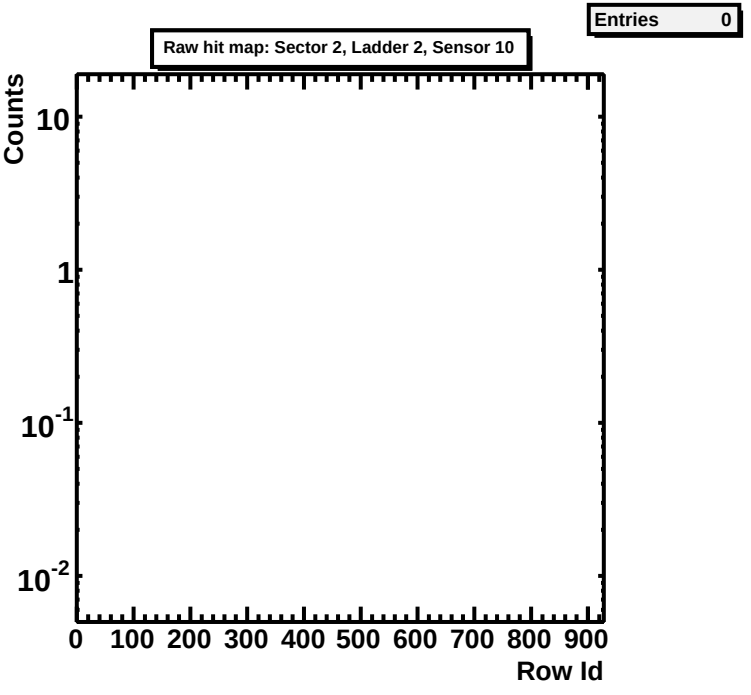

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

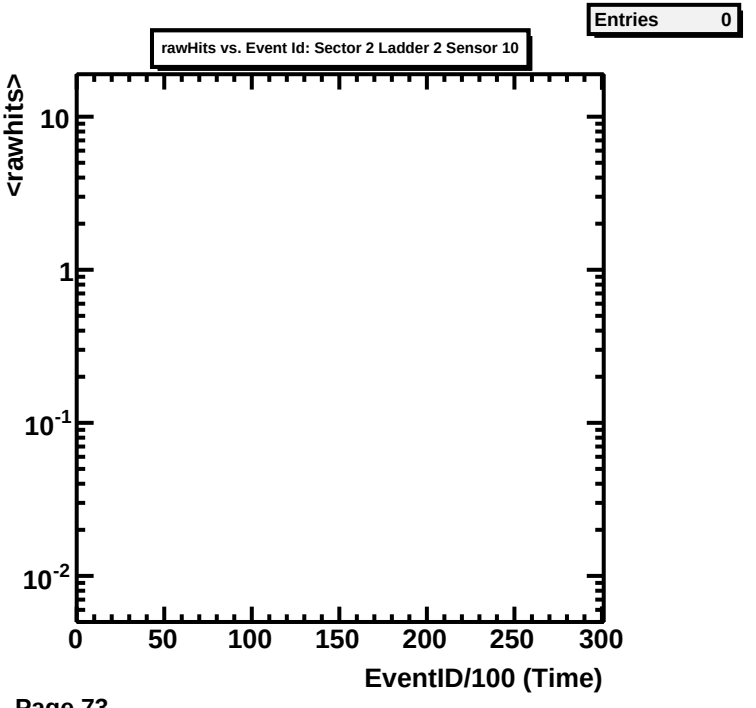

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

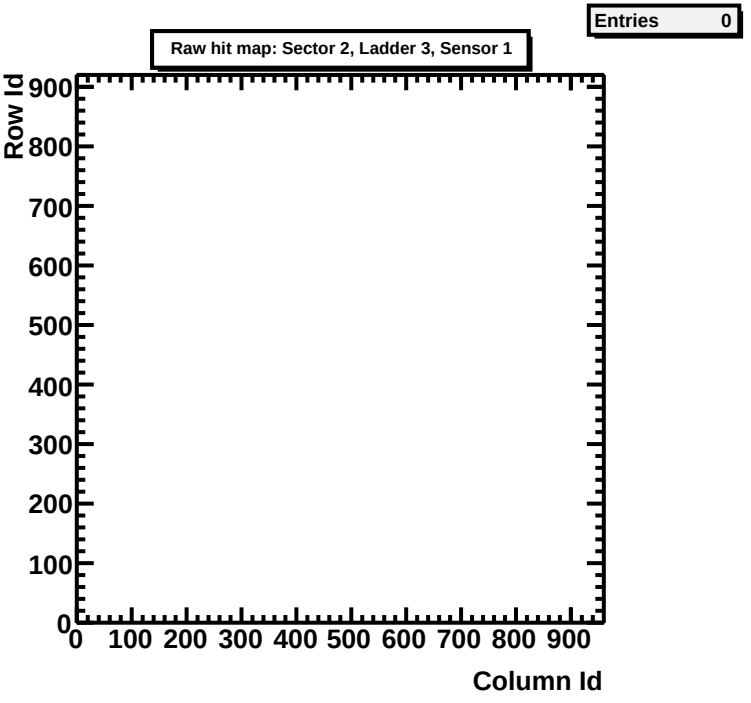

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

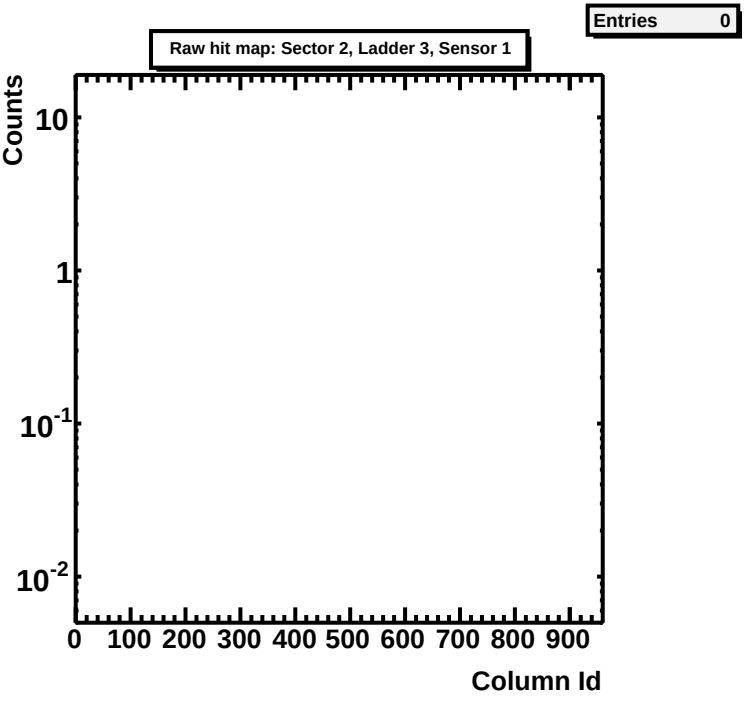

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 10
Row Id
Column Id

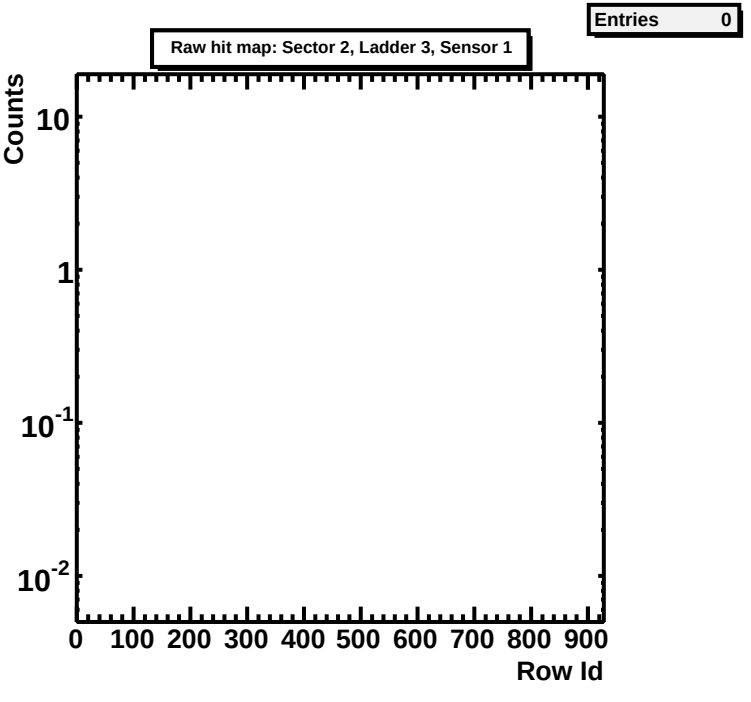

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 10
Counts
Column Id

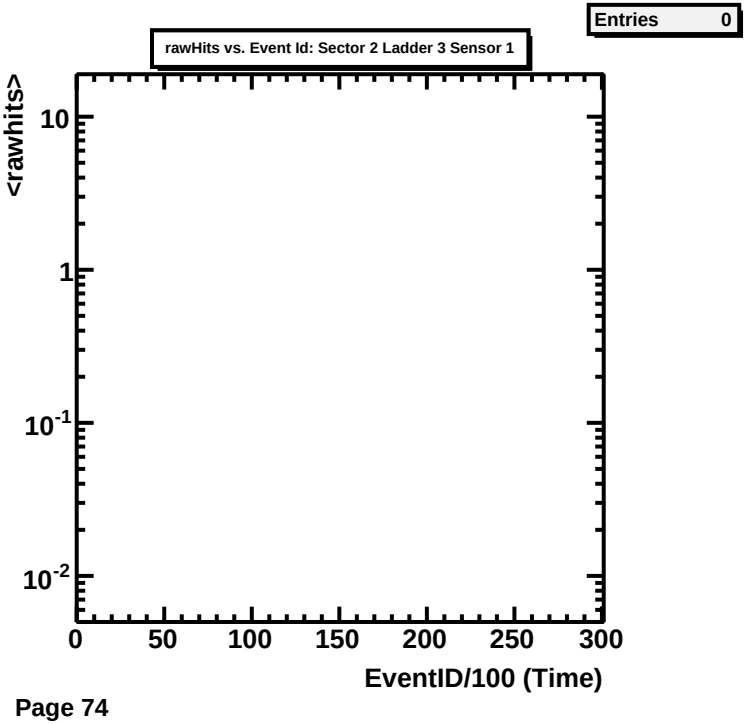

Entries 0
Raw hit map: Sector 2, Ladder 2, Sensor 10
Counts
Row Id

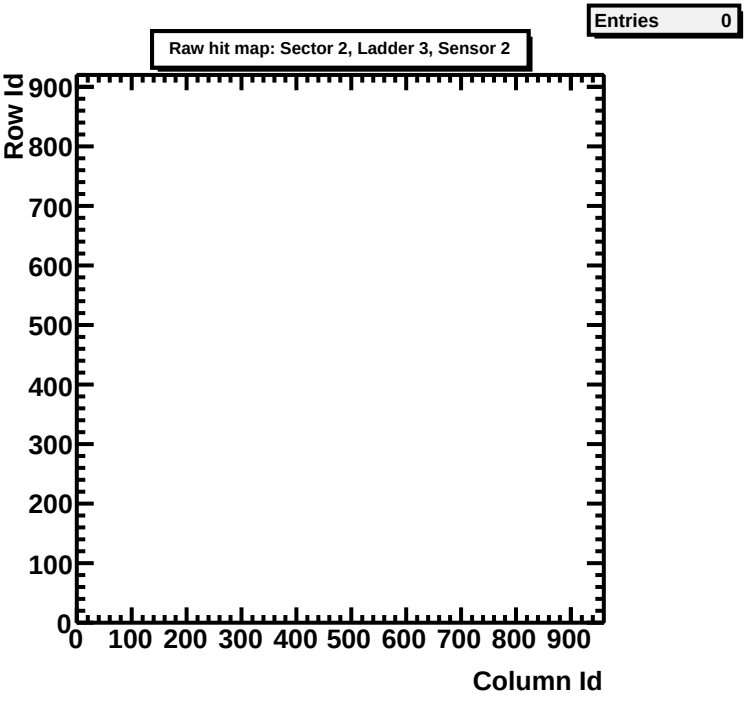

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

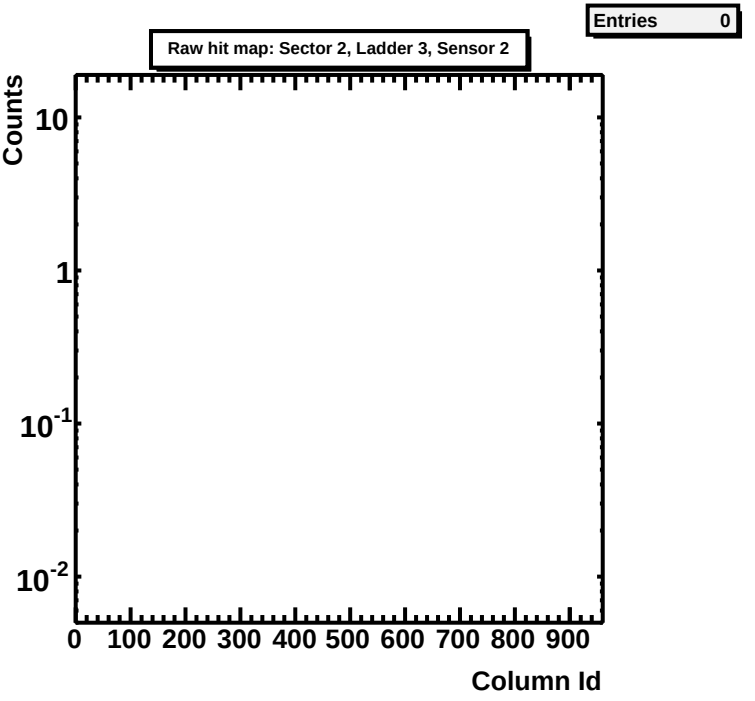

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

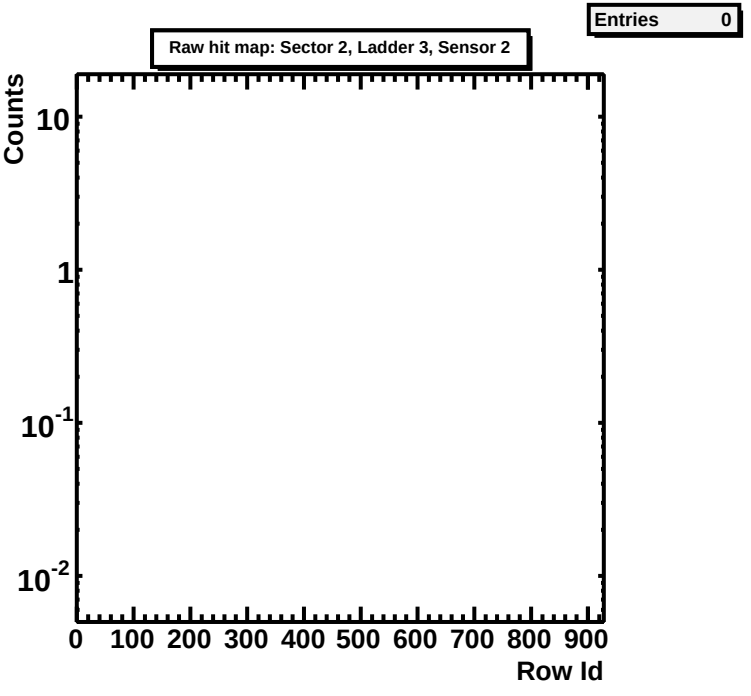

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

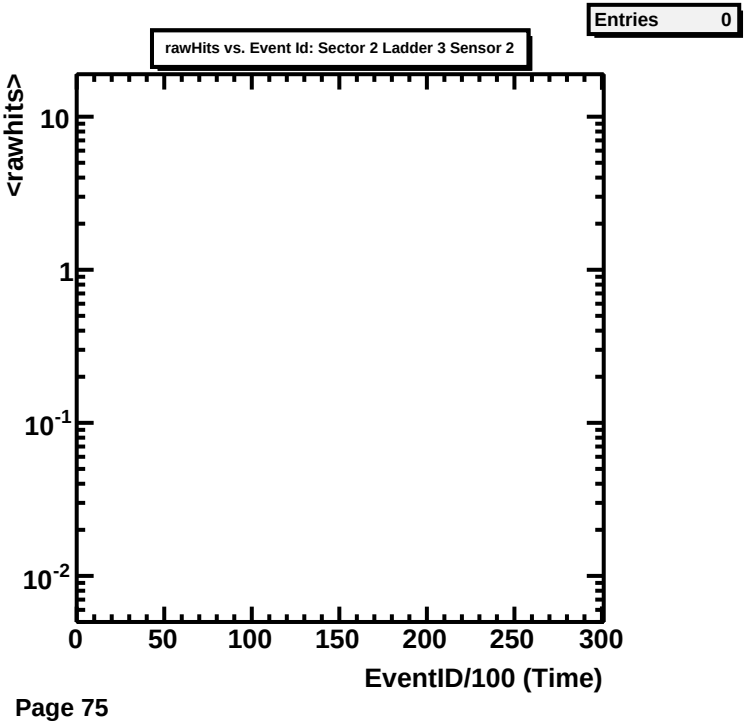

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

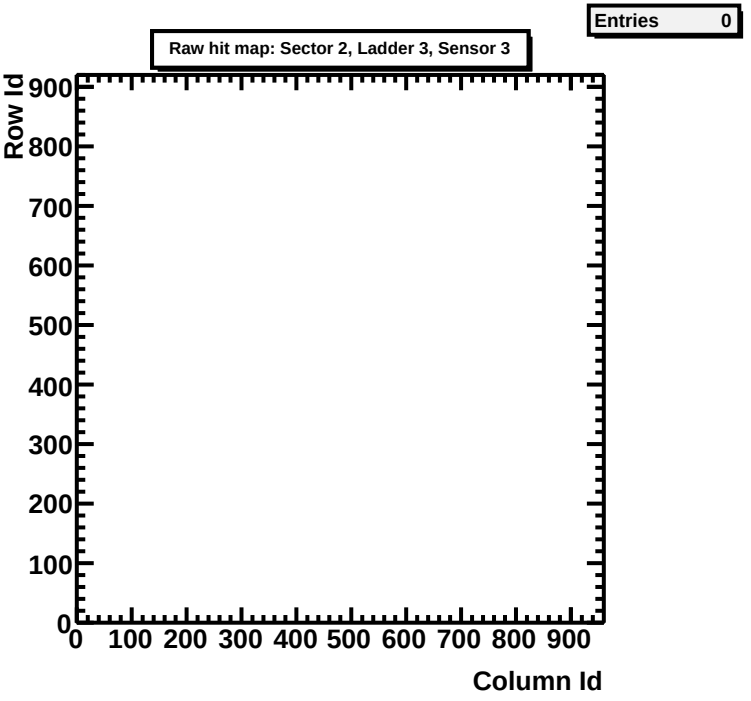

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

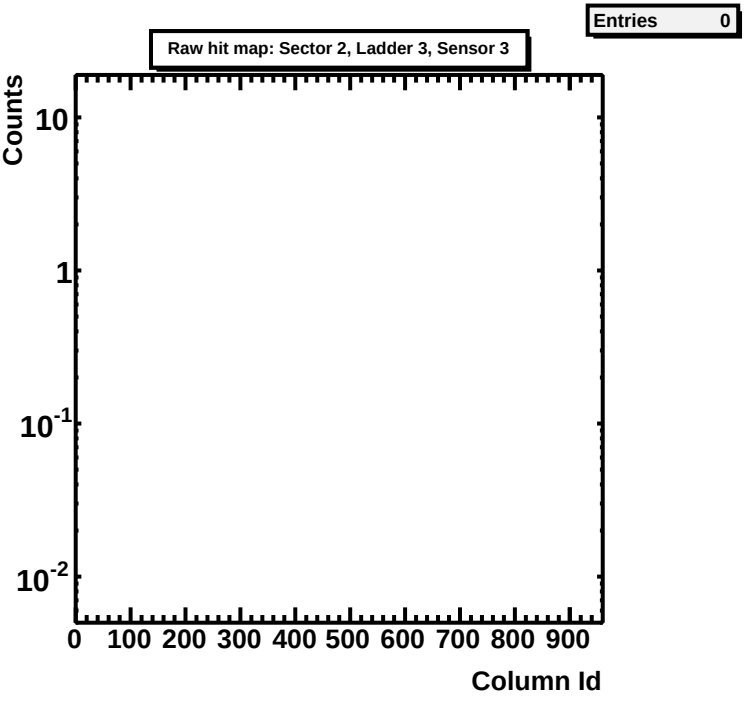

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

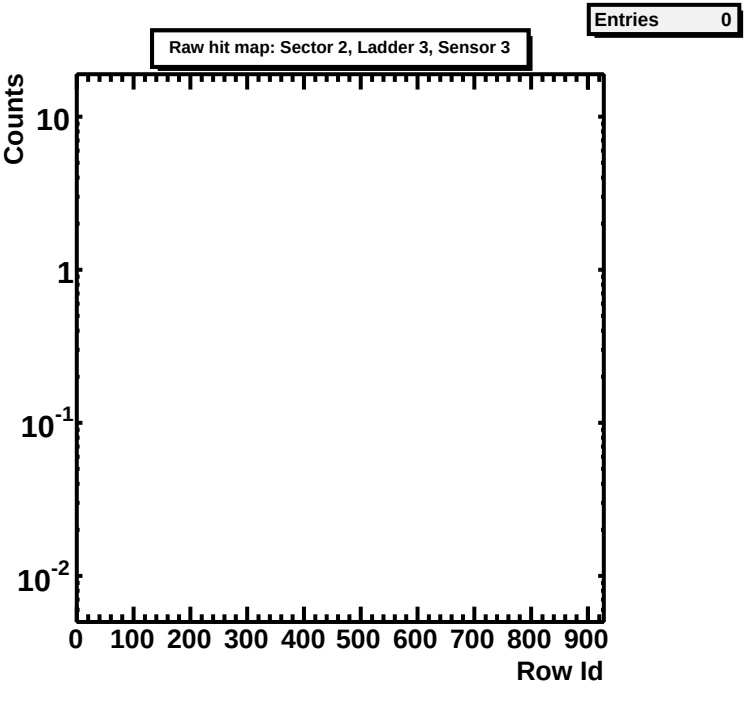

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

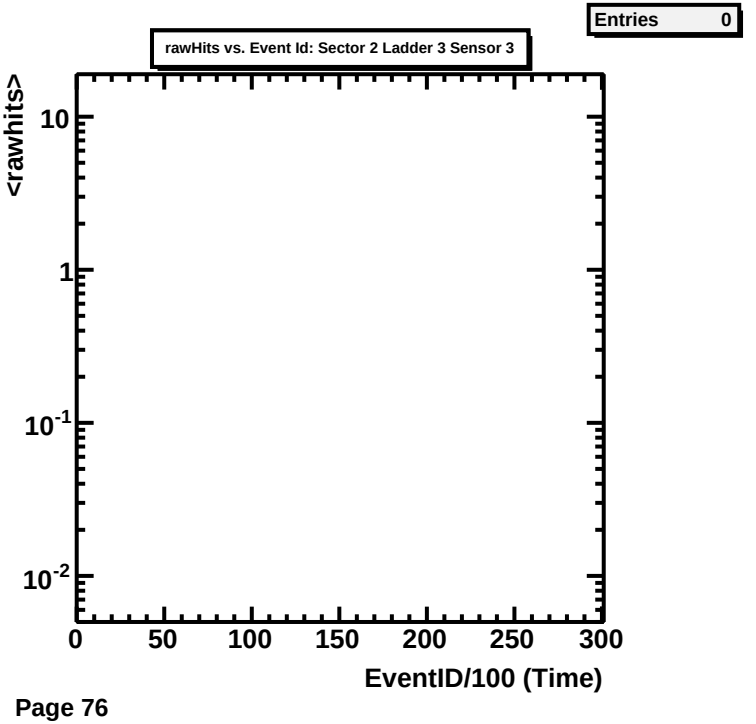

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

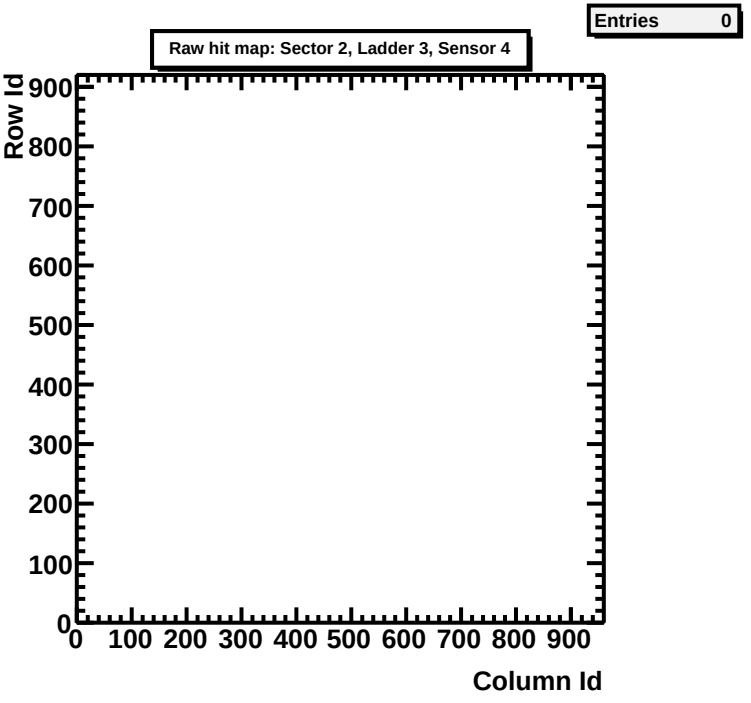

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

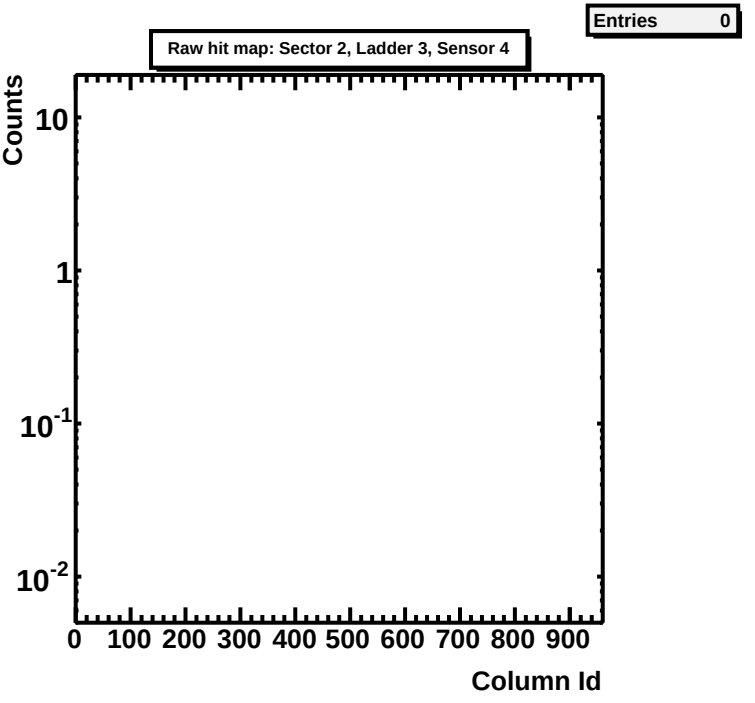

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

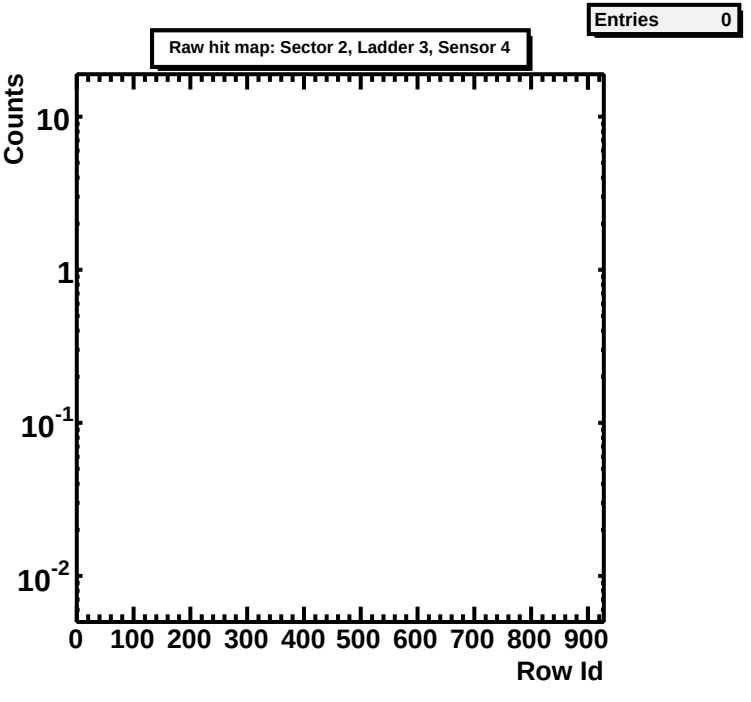

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

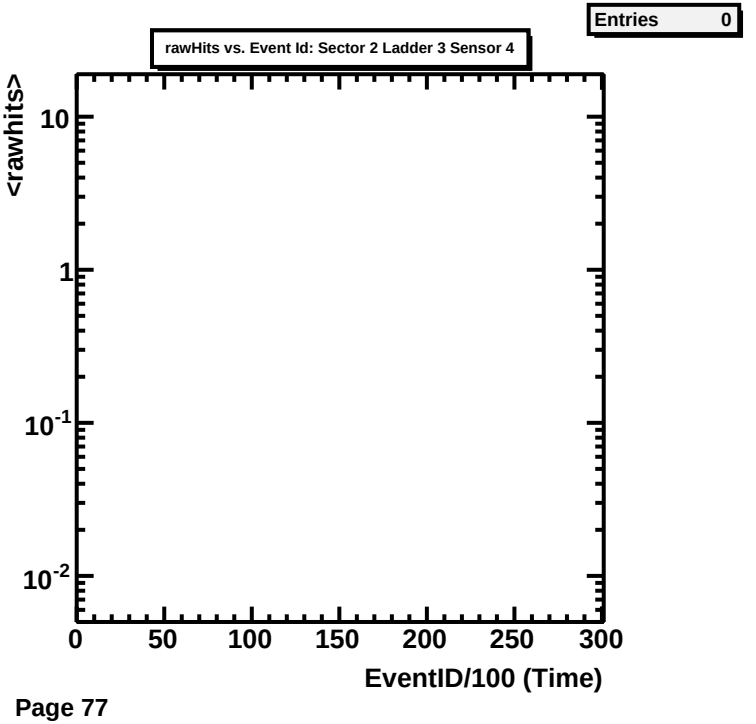

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

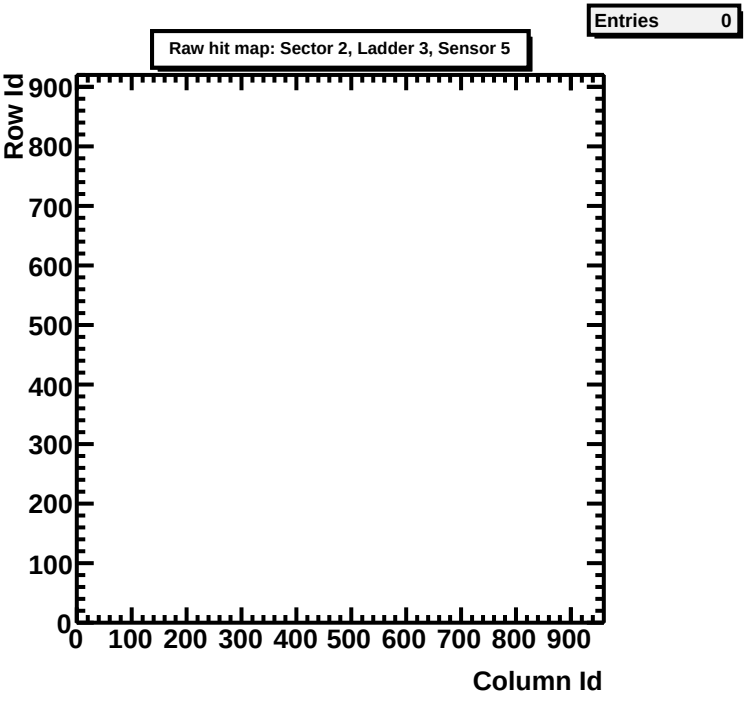

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

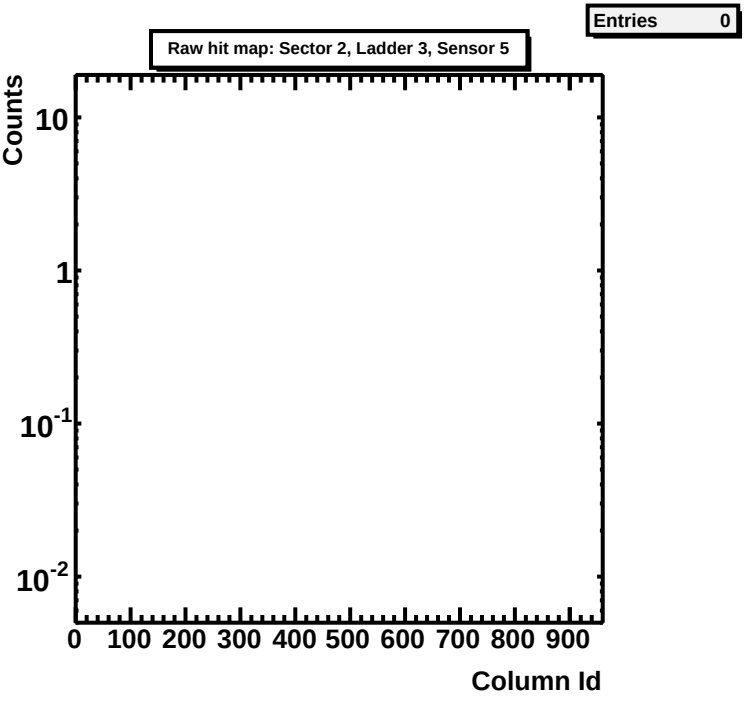

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

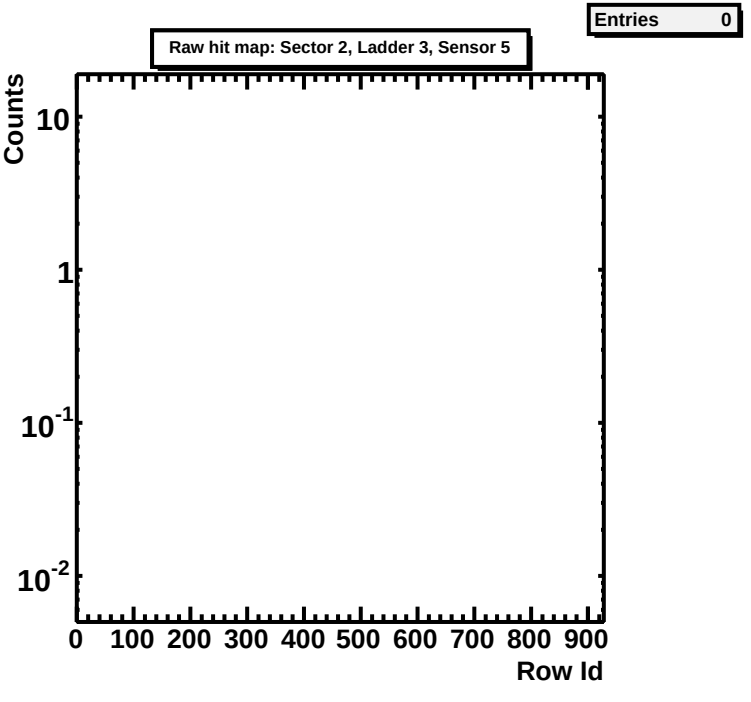

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

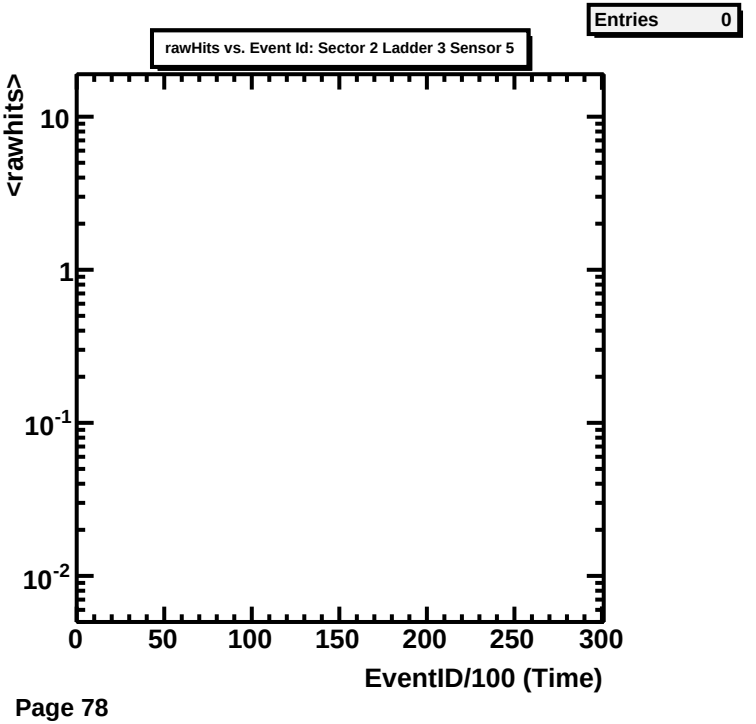

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

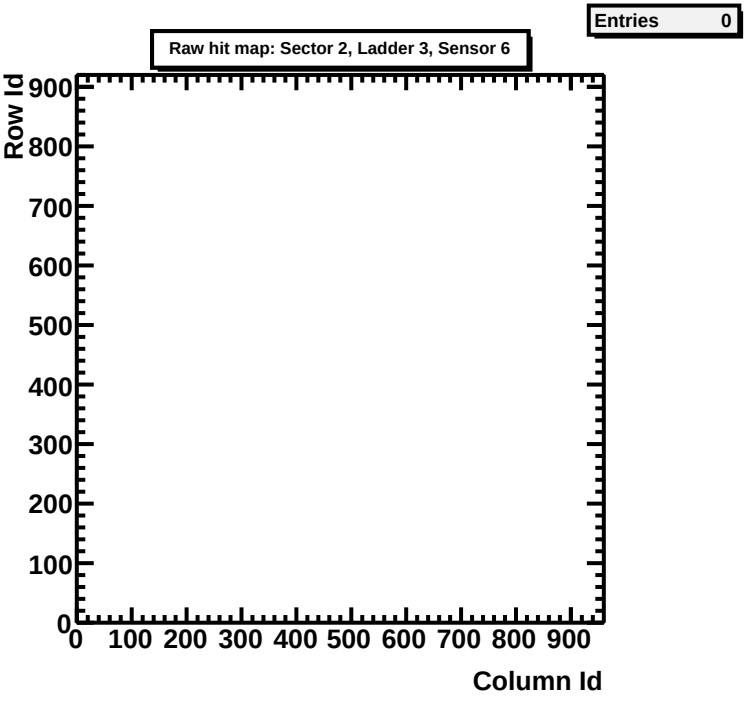

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

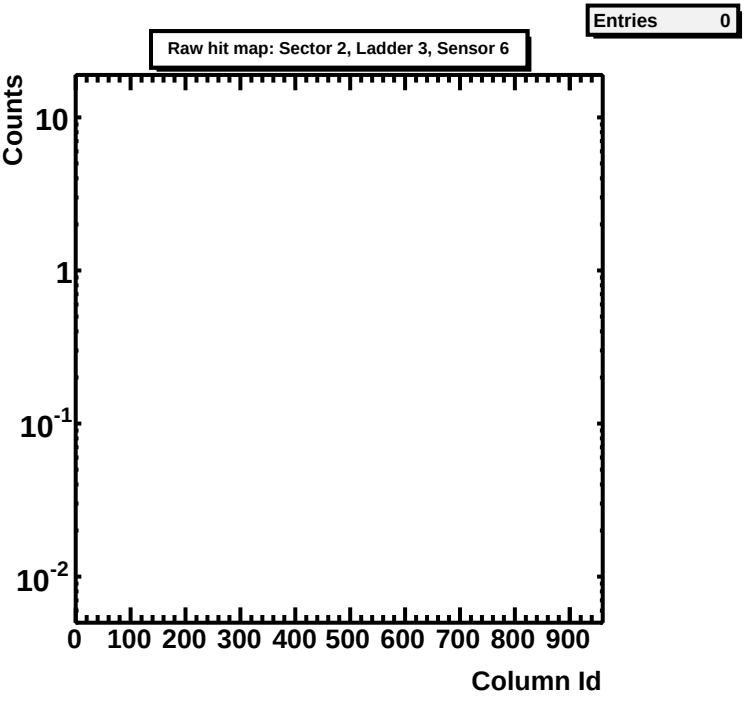

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

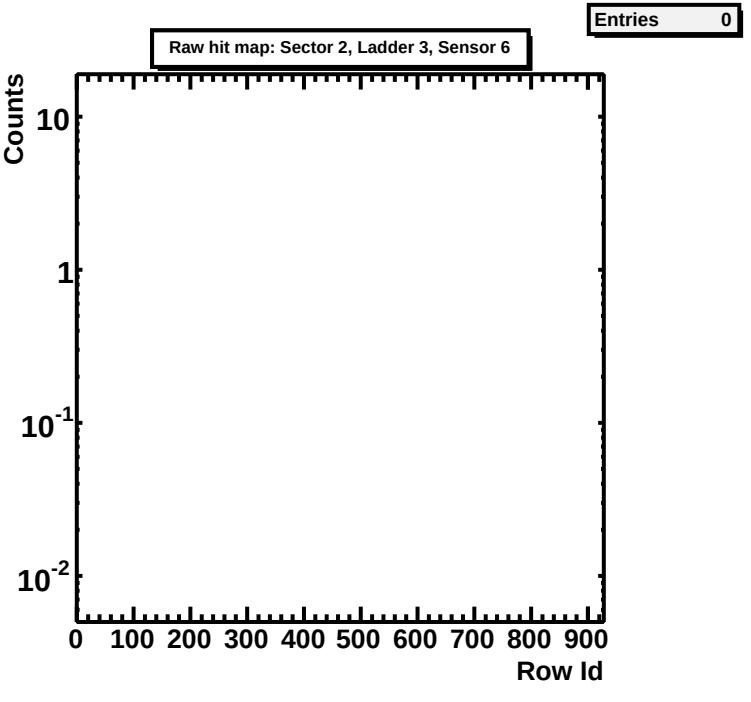

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

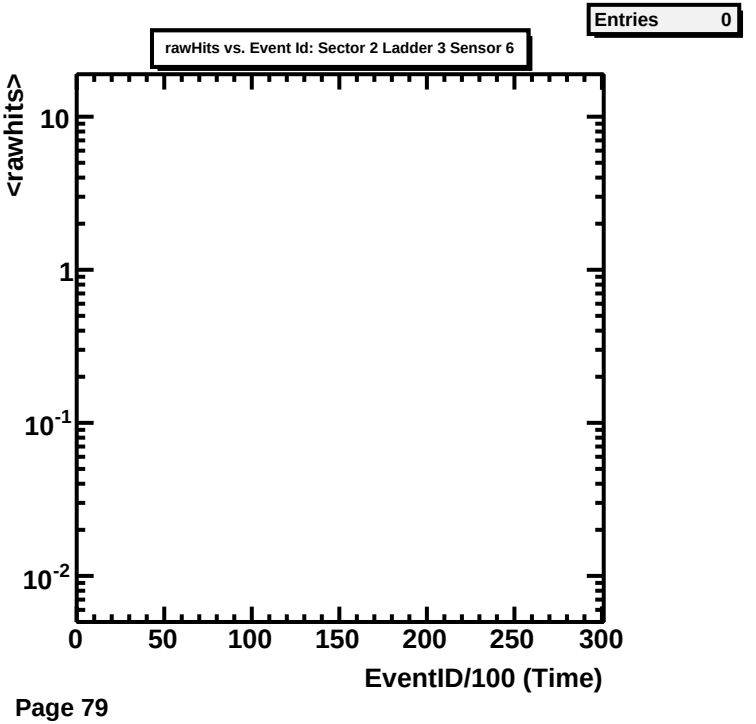

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

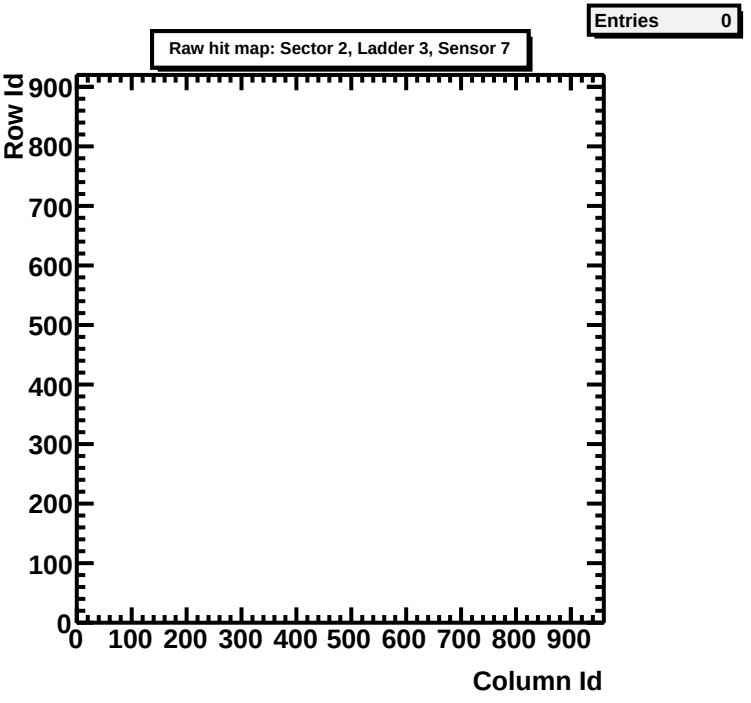

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

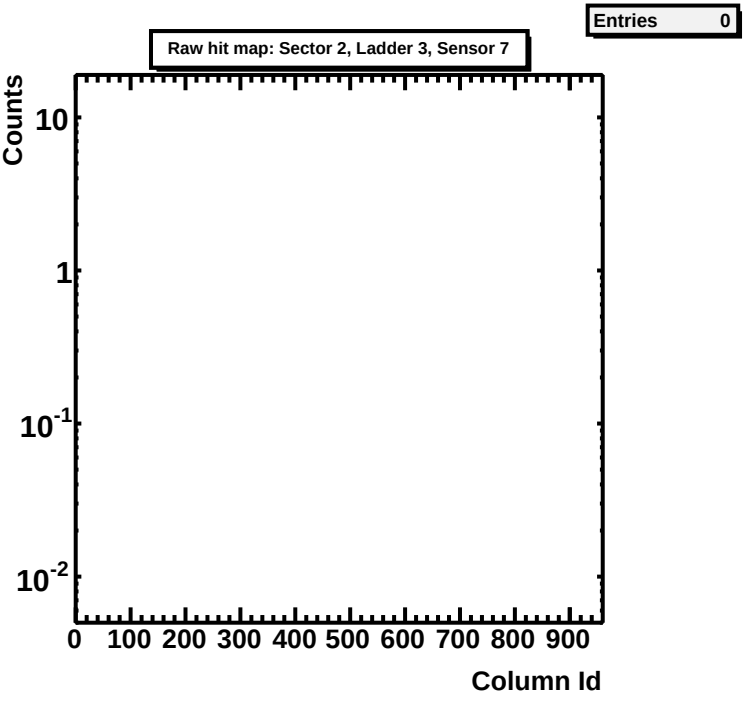

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

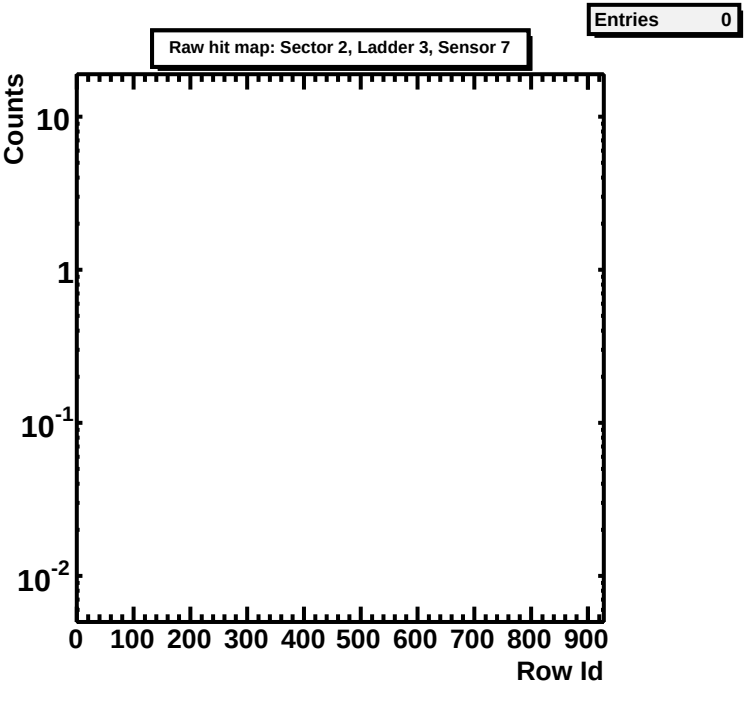

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

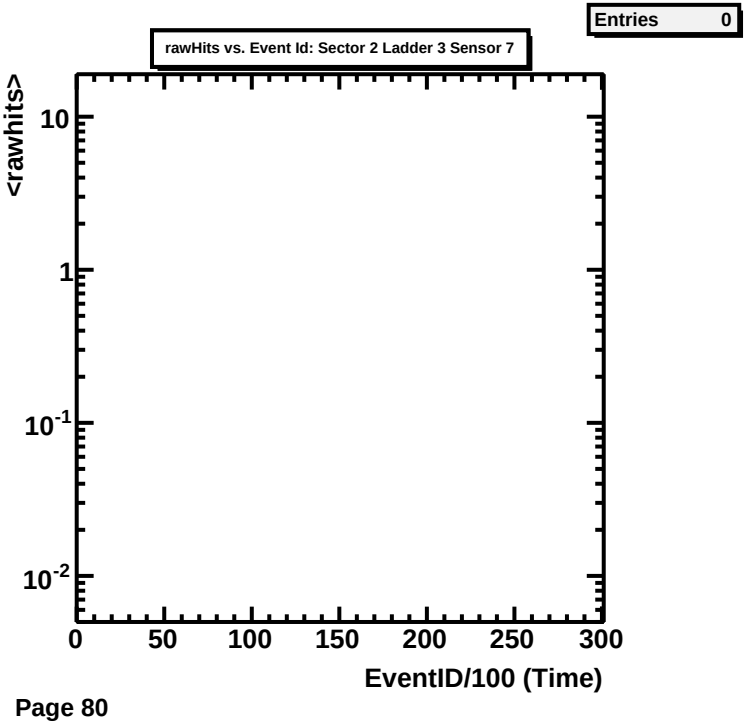

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

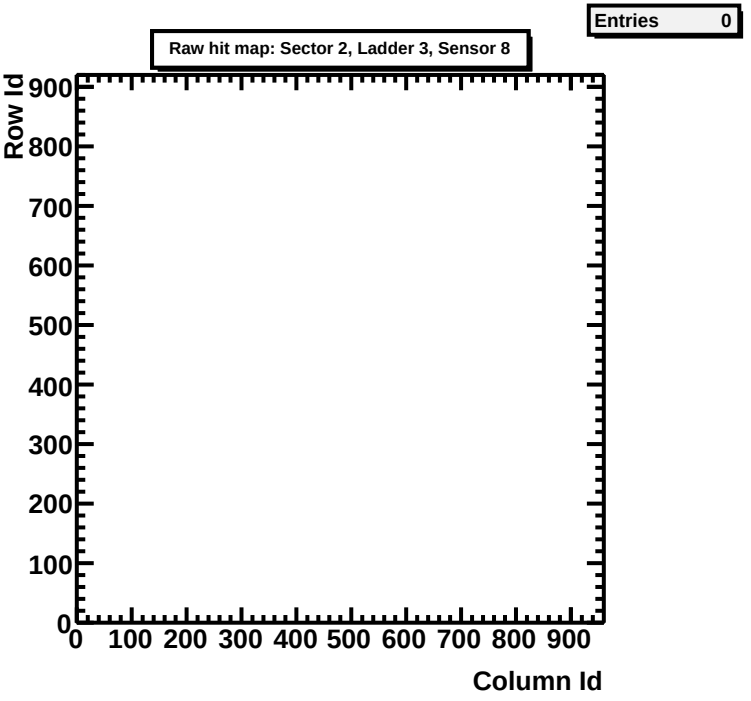

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

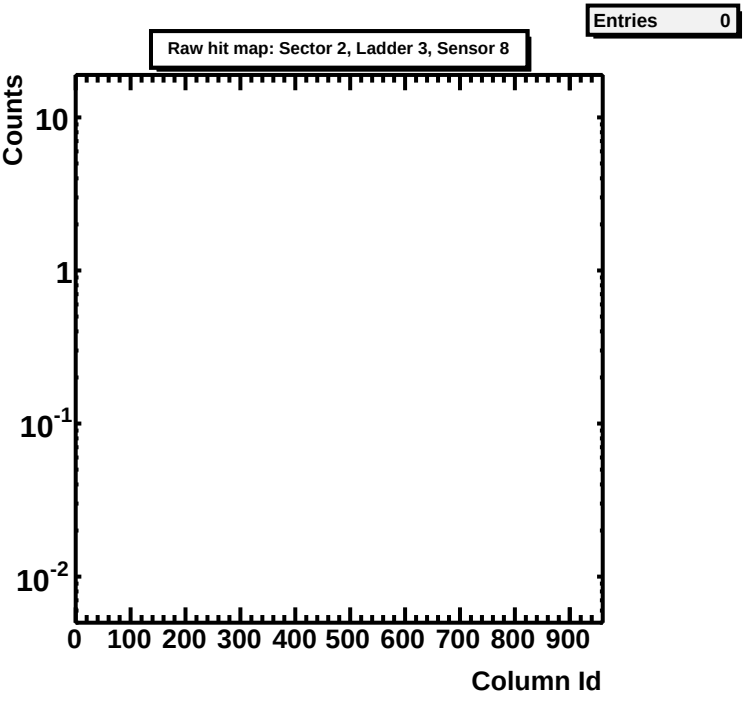

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

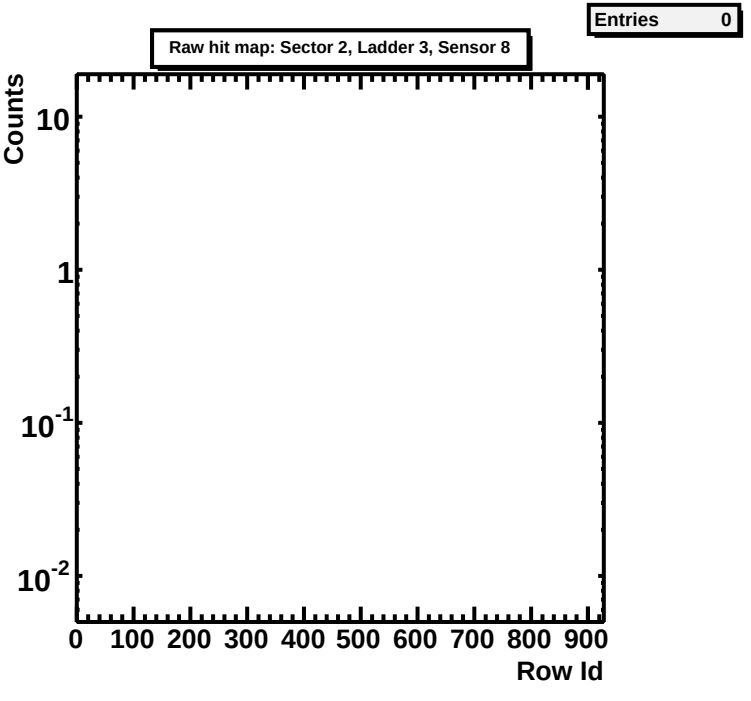

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

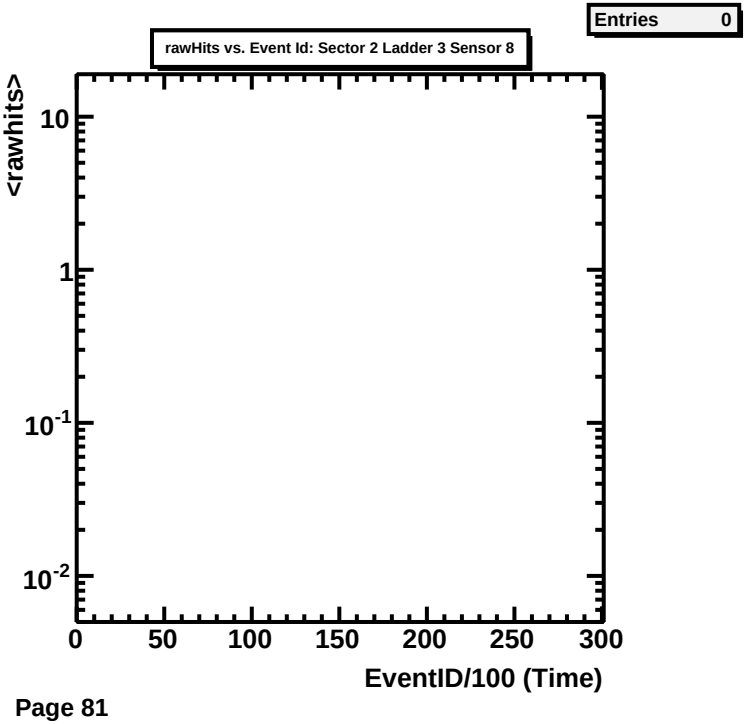

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

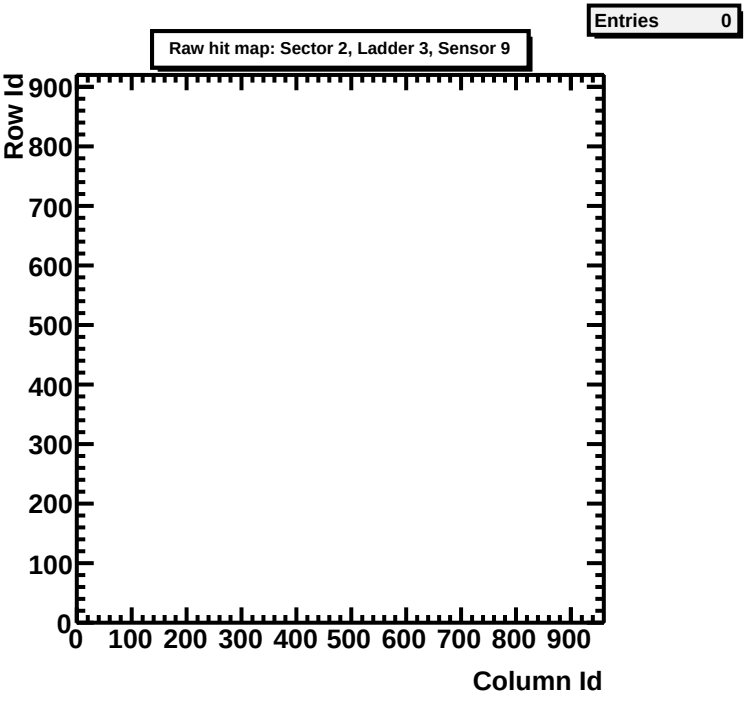

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

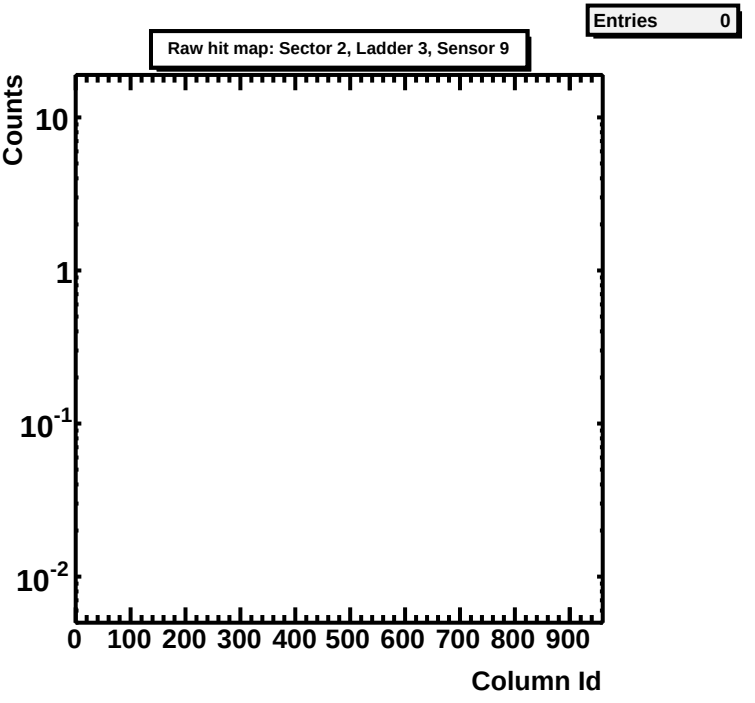

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 8
Row Id
Column Id

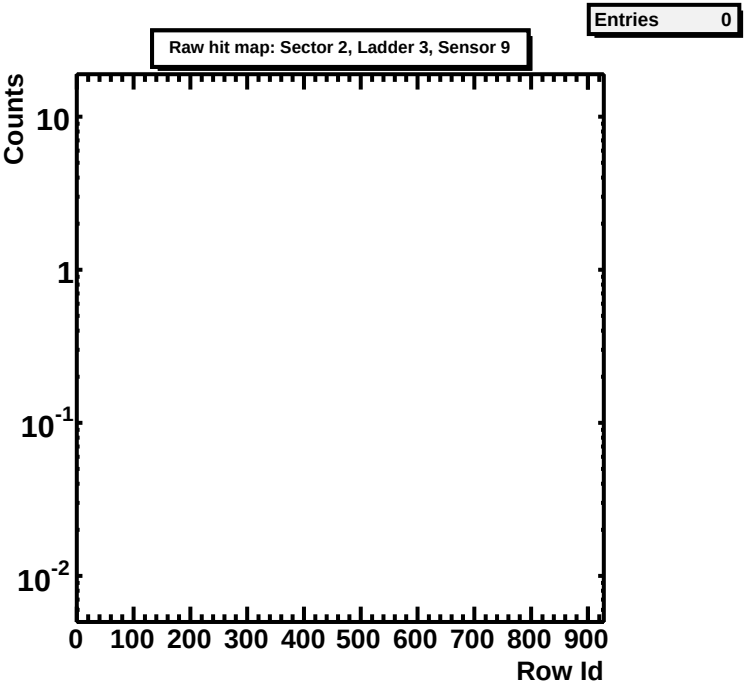

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 8
Counts
Column Id

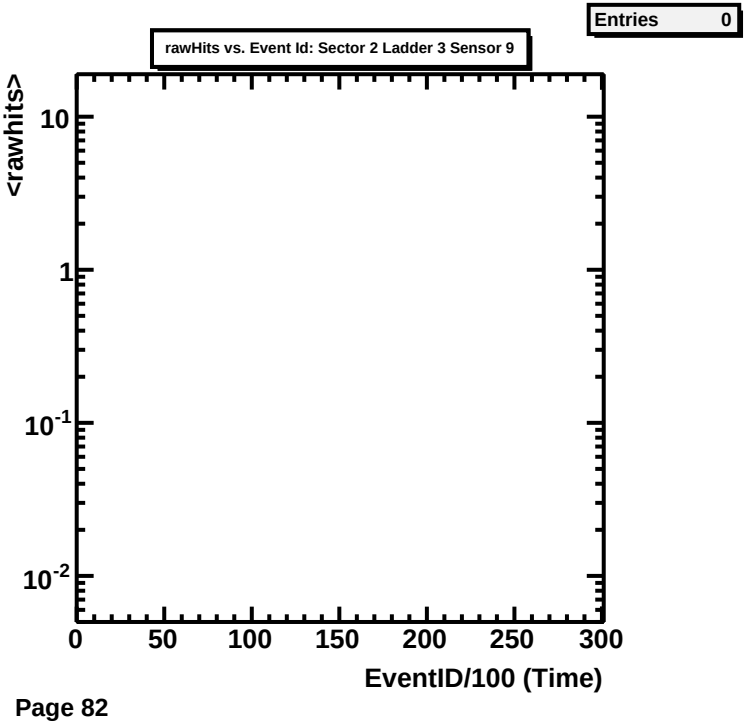

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 8
Counts
Row Id

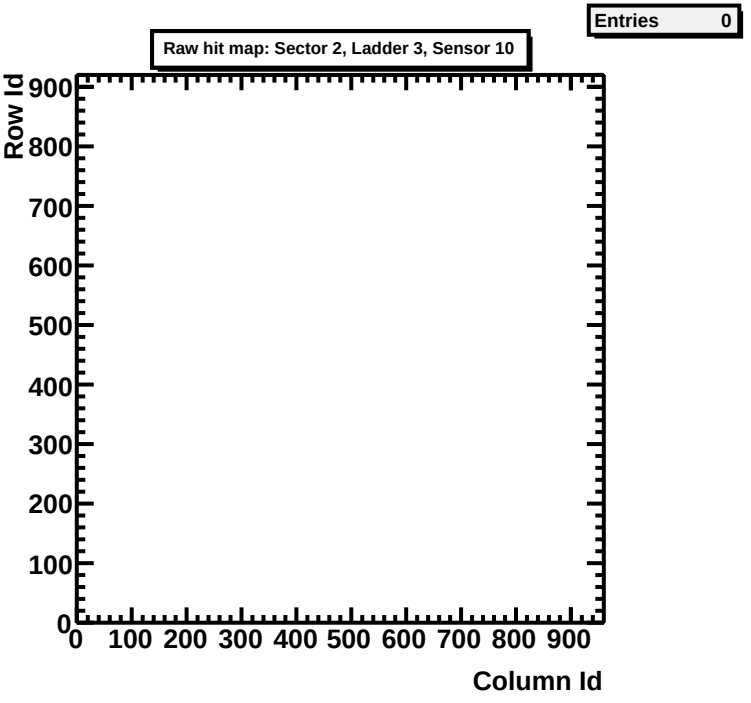

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 8
<rawhits>
EventID/100 (Time)

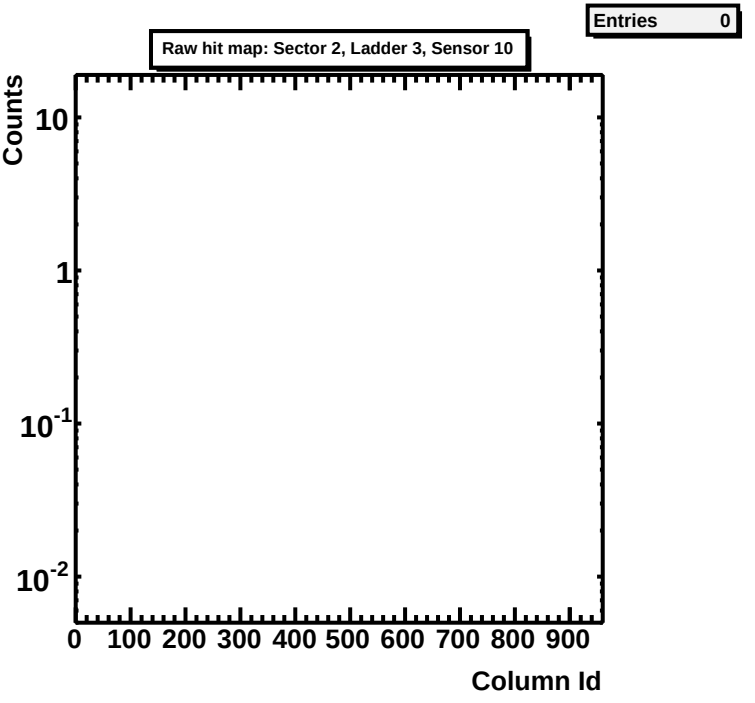

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

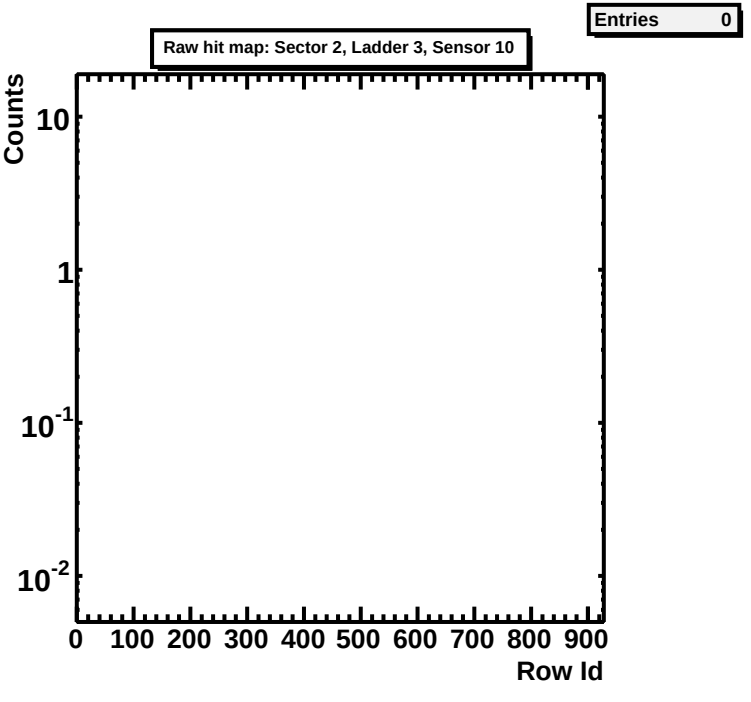

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

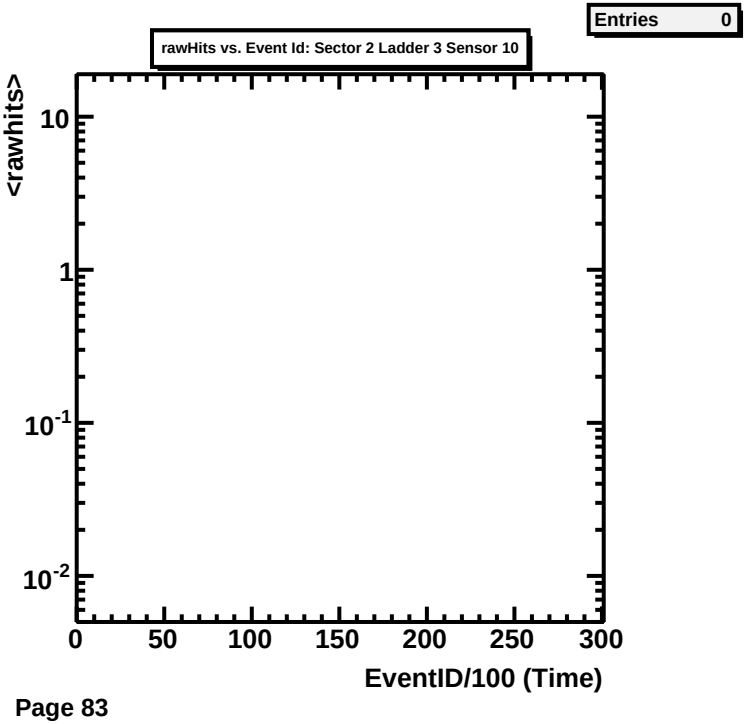

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

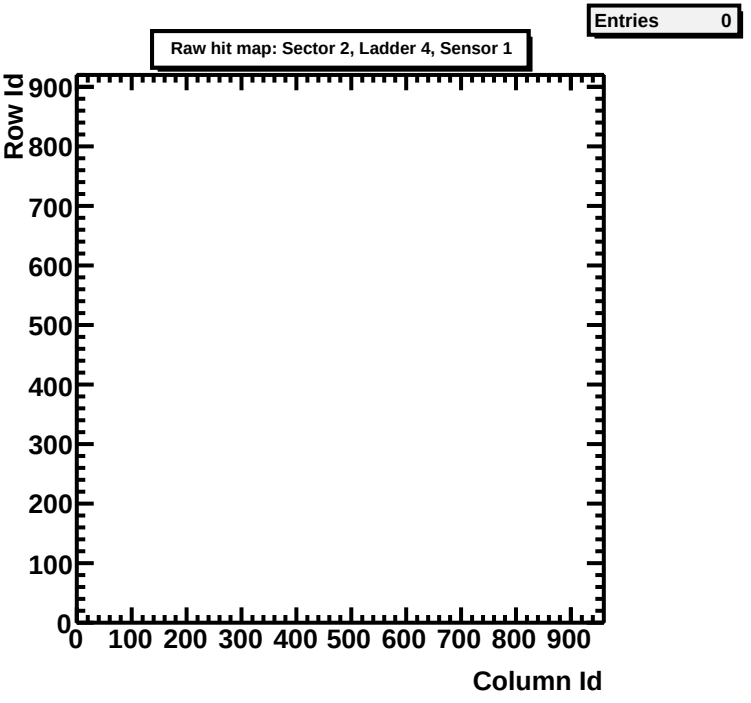

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

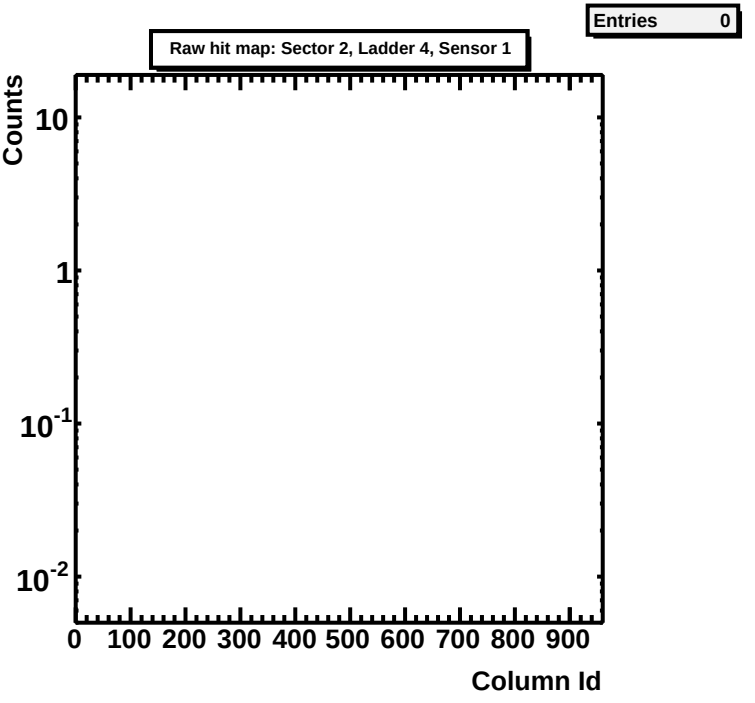

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 10
Row Id
Column Id

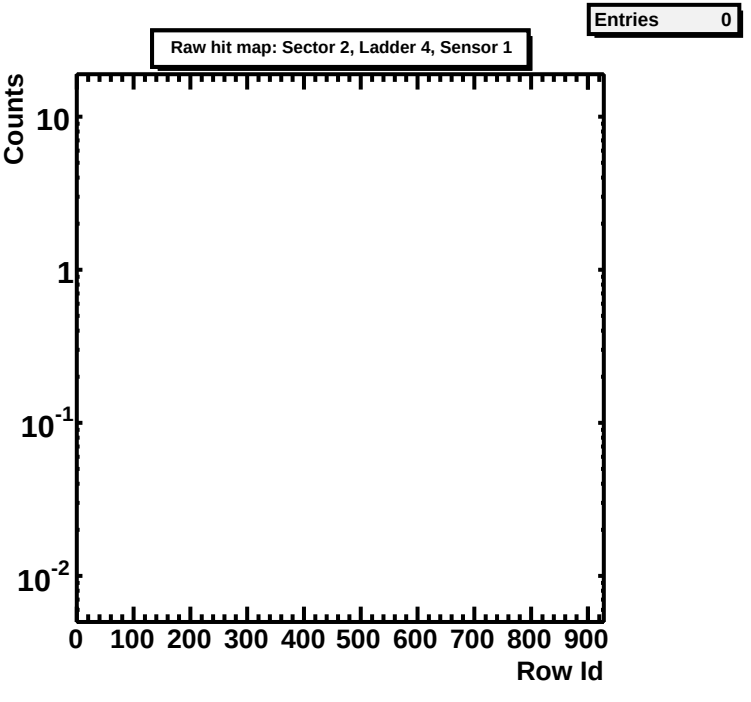

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 10
Counts
Column Id

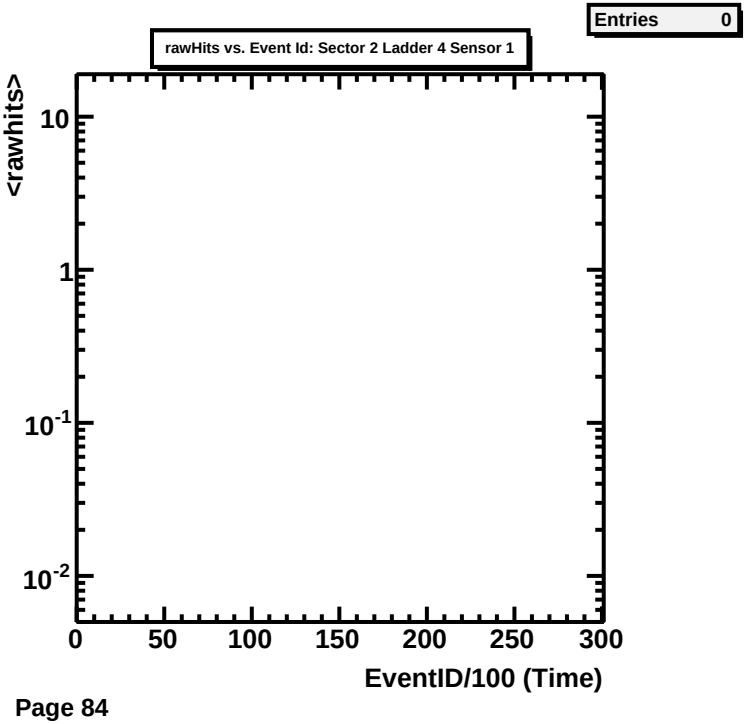

Entries 0
Raw hit map: Sector 2, Ladder 3, Sensor 10
Counts
Row Id

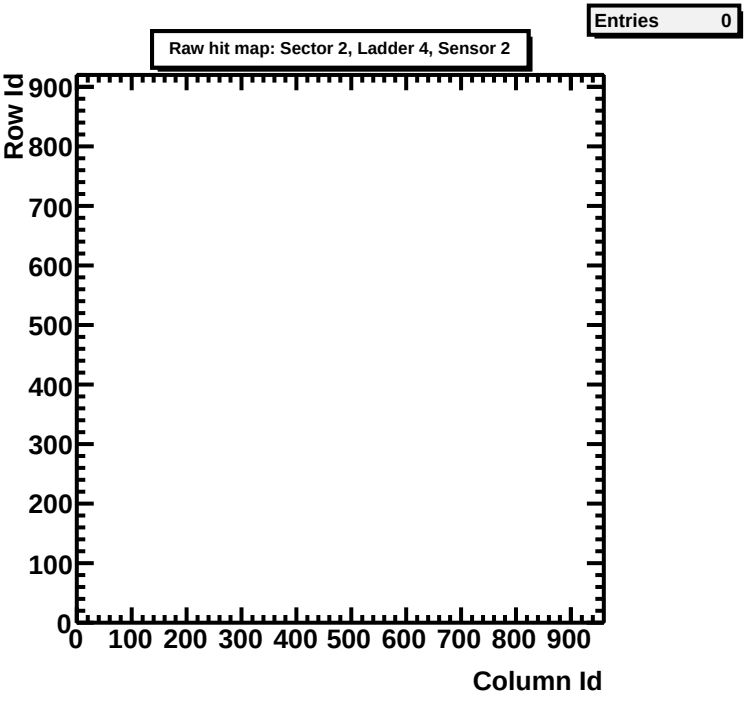

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

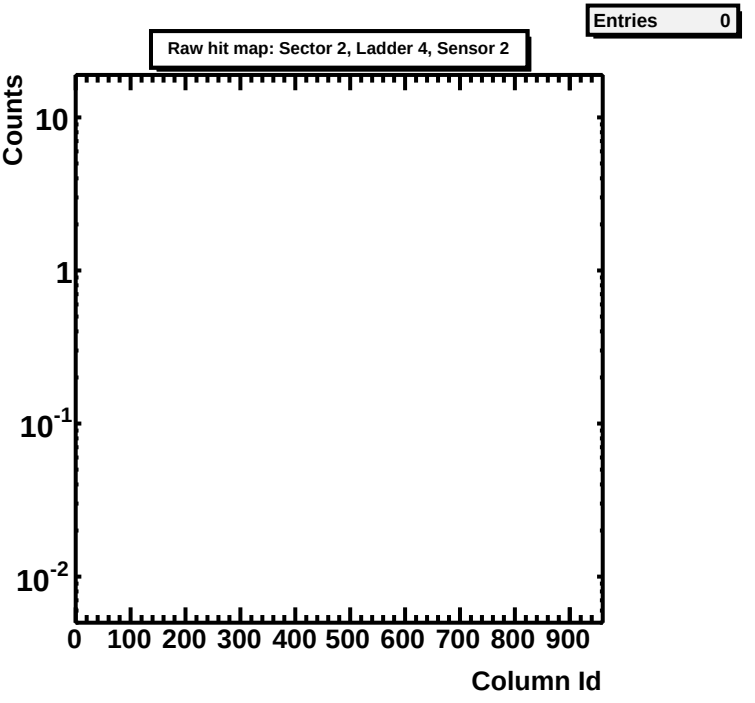

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

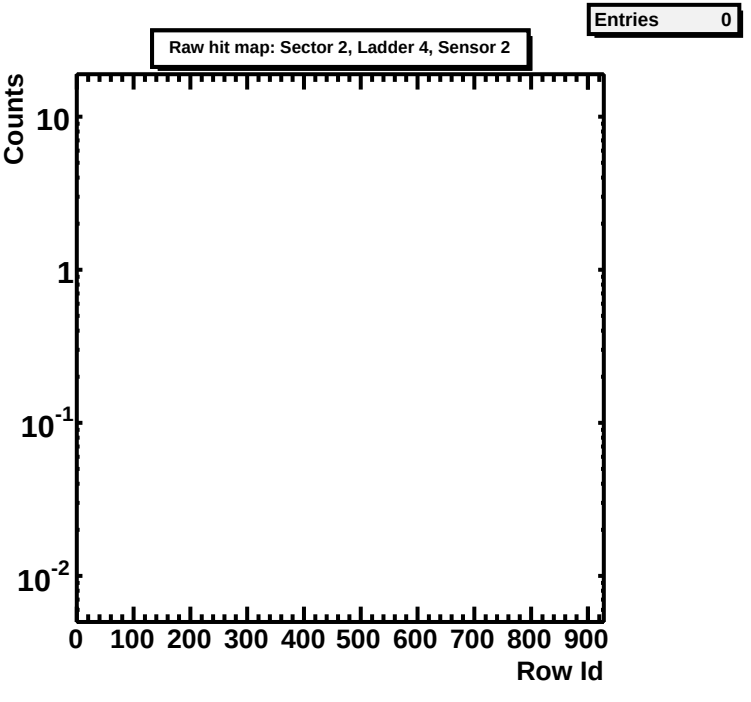

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

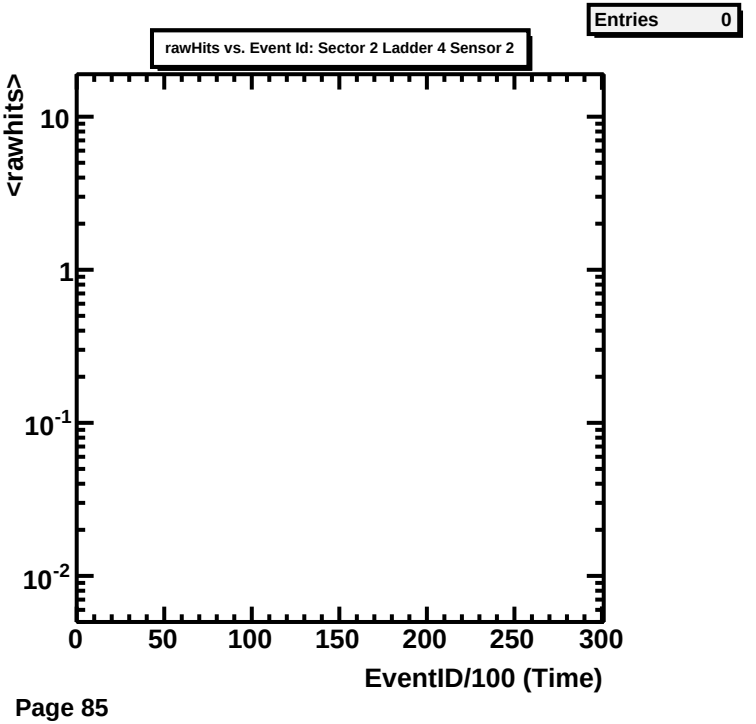

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

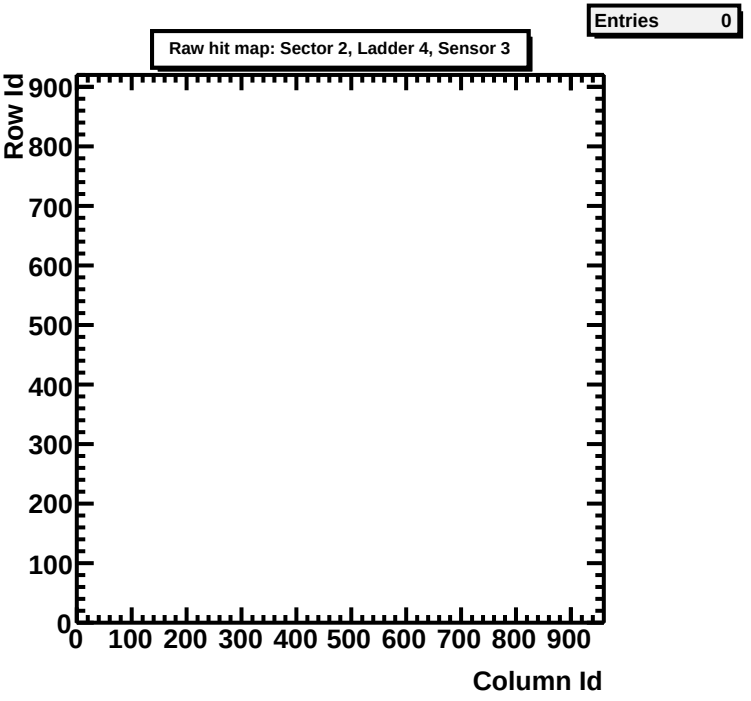

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

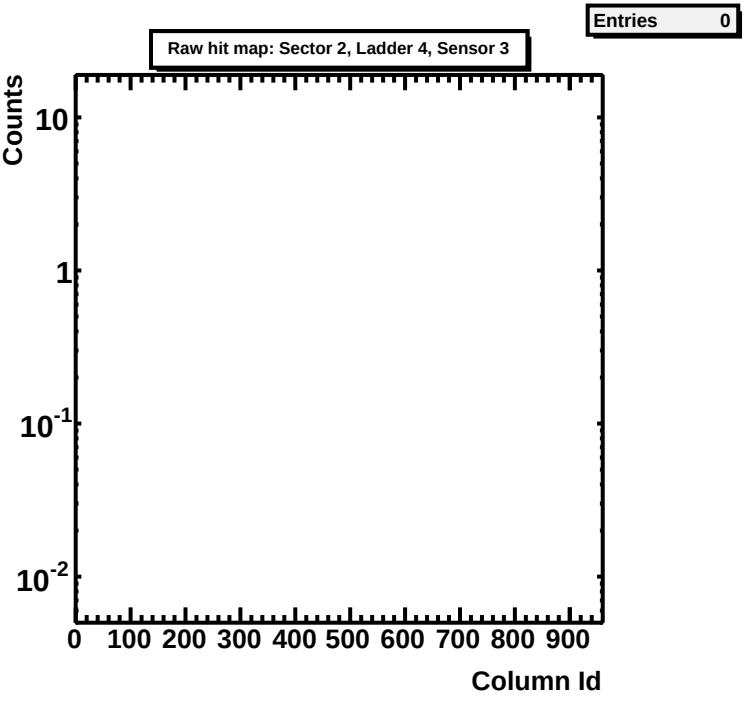

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 2
Row Id
Column Id

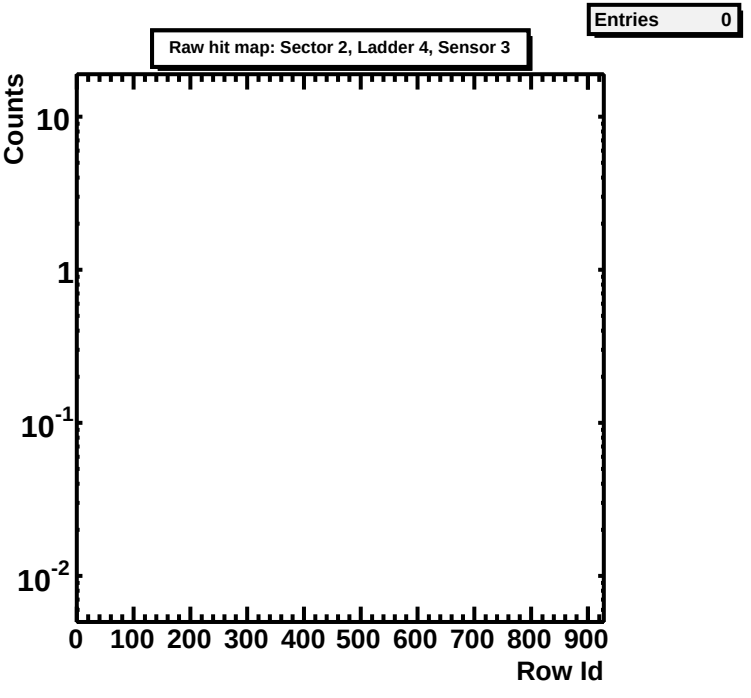

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 2
Counts
Column Id

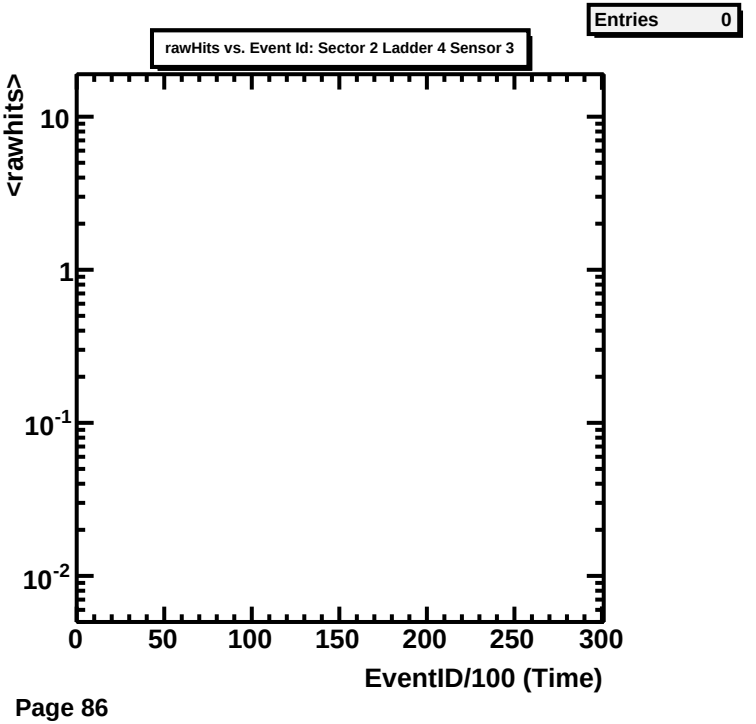

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 2
Counts
Row Id

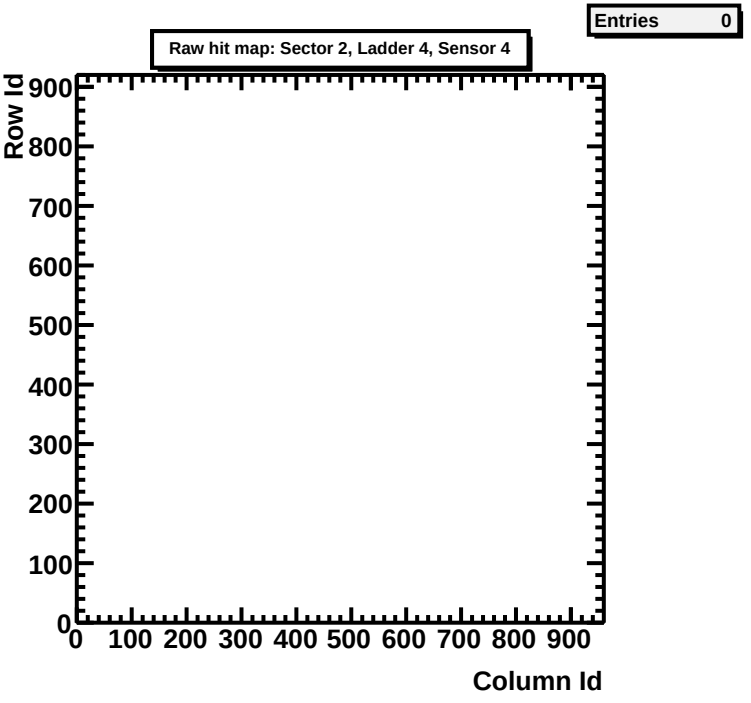

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 2
<rawhits>
EventID/100 (Time)

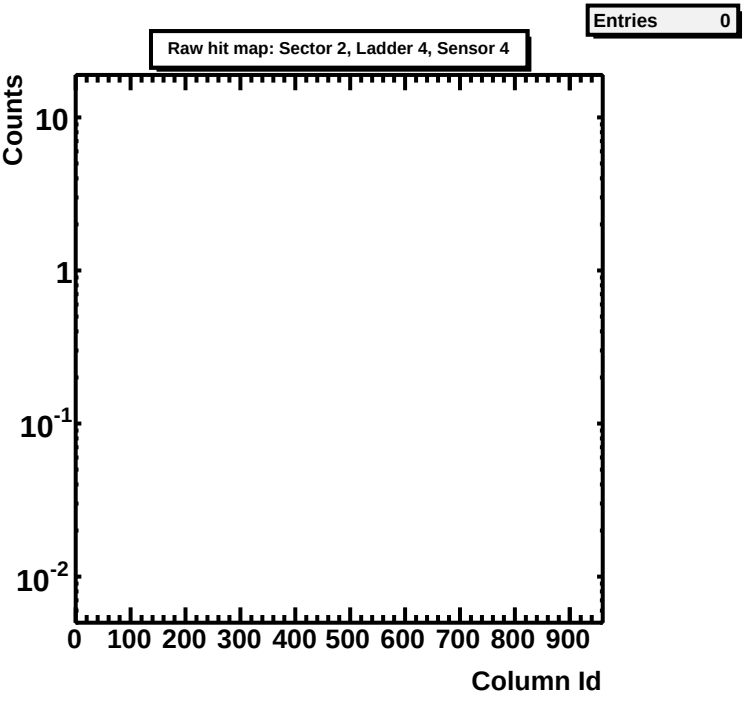

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 3
Row Id
Column Id

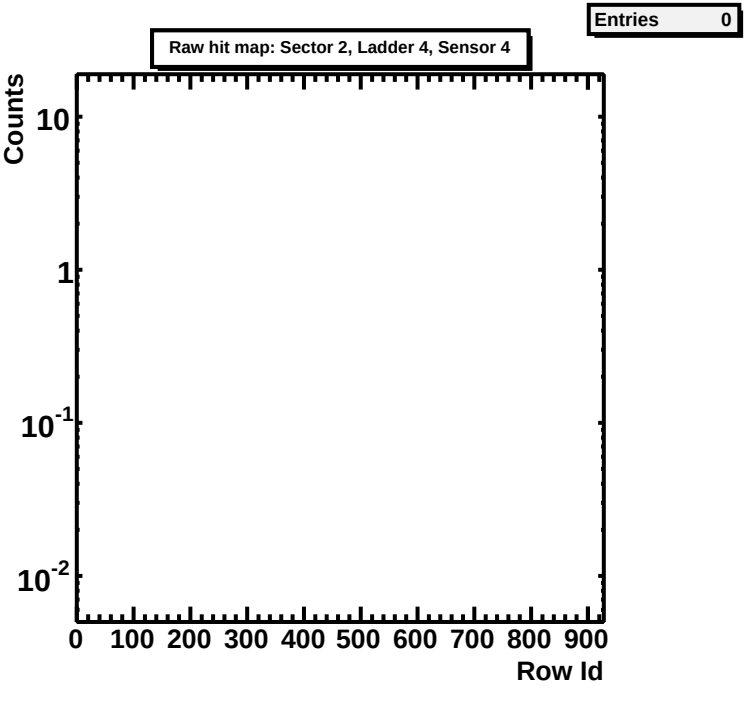

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 3
Counts
Column Id

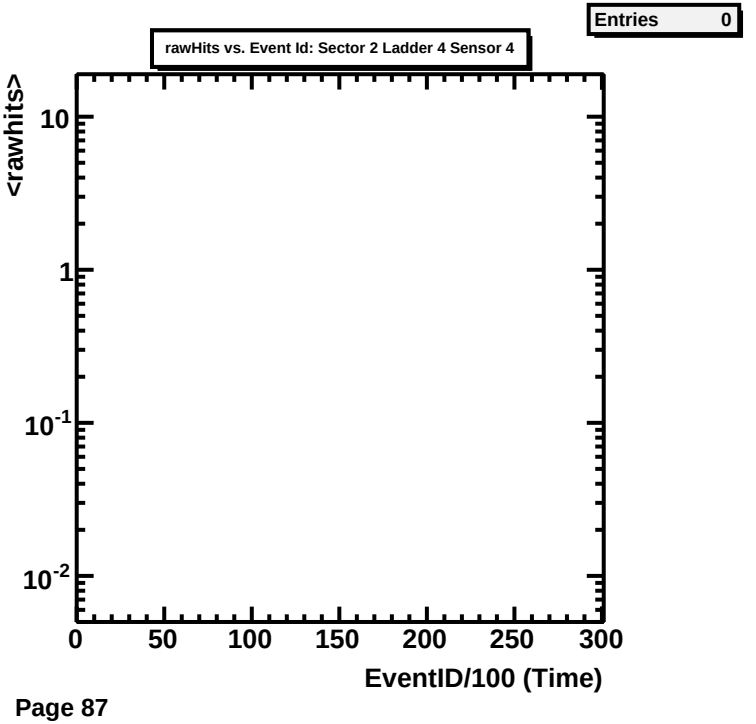

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 3
Counts
Row Id

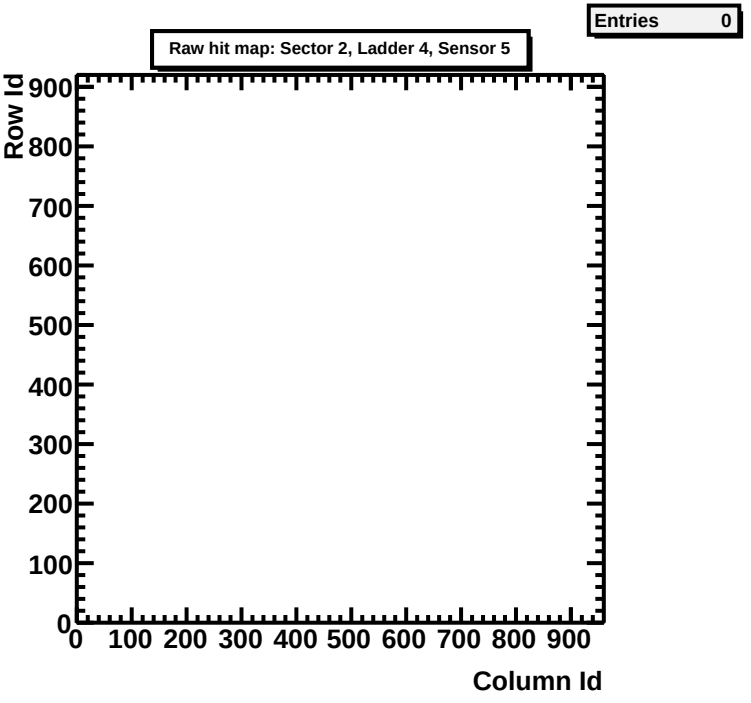

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

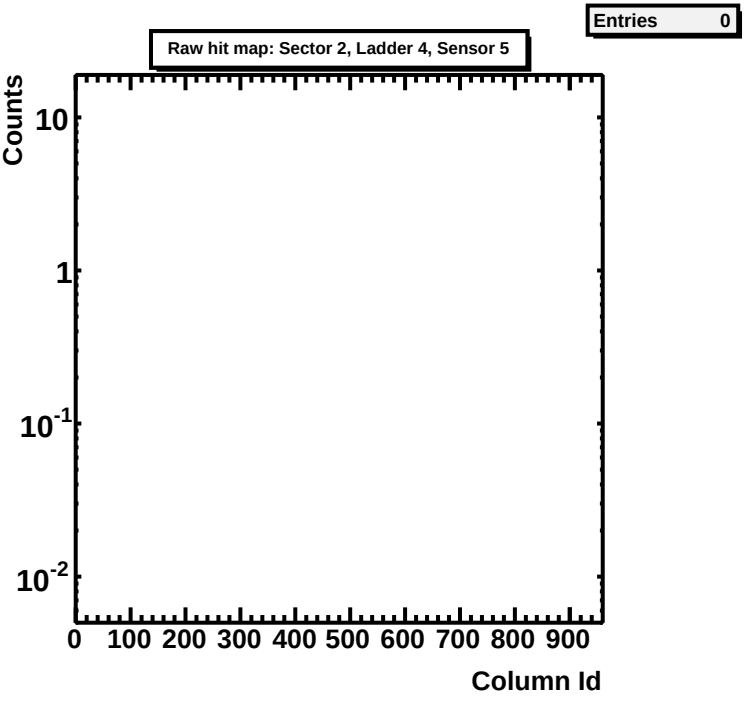

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 4
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

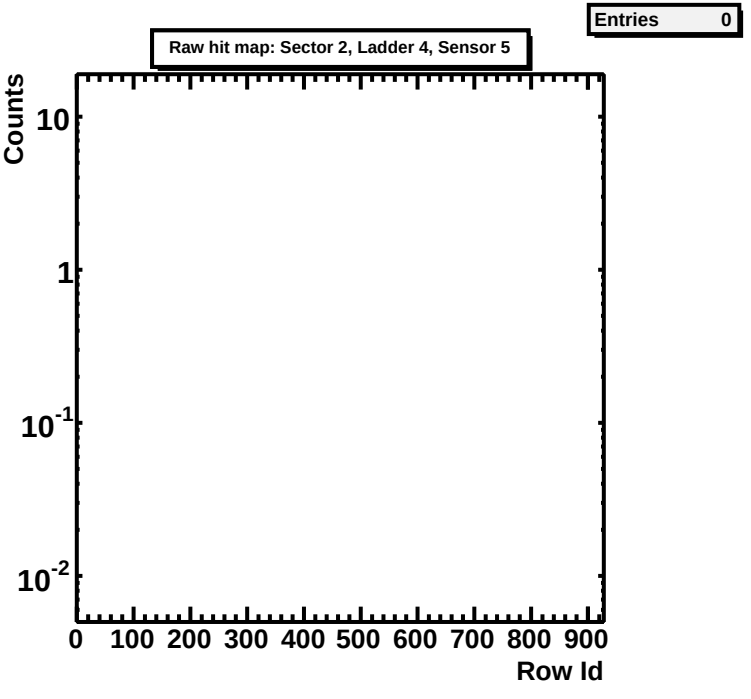

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

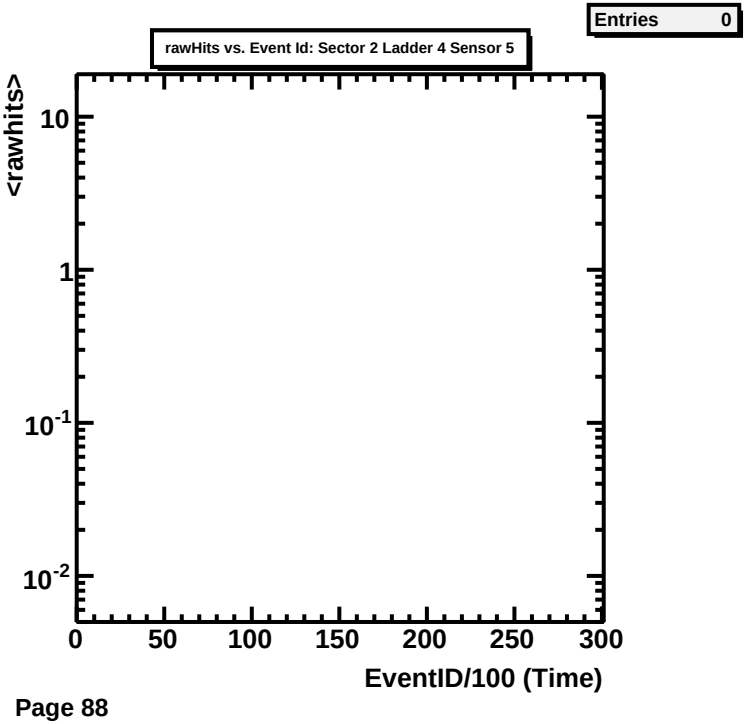

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

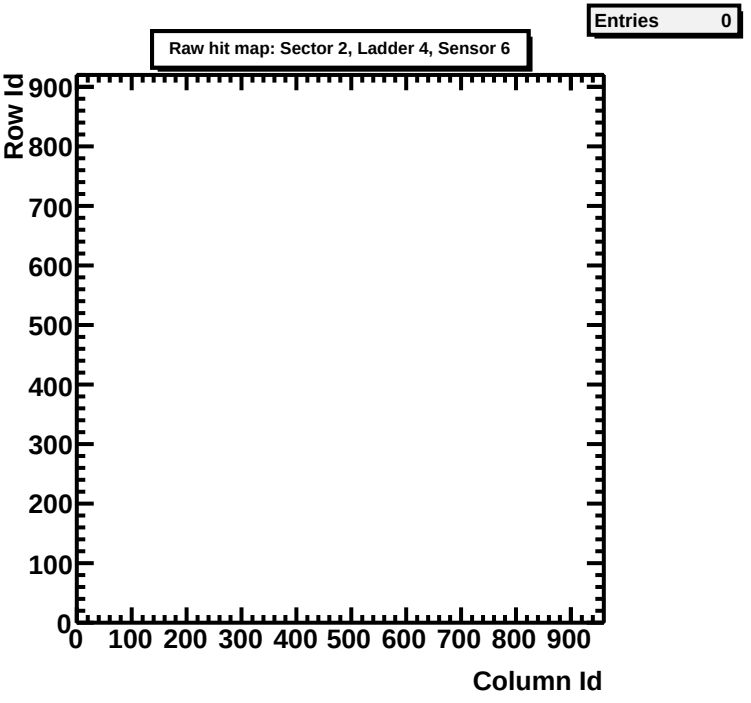

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

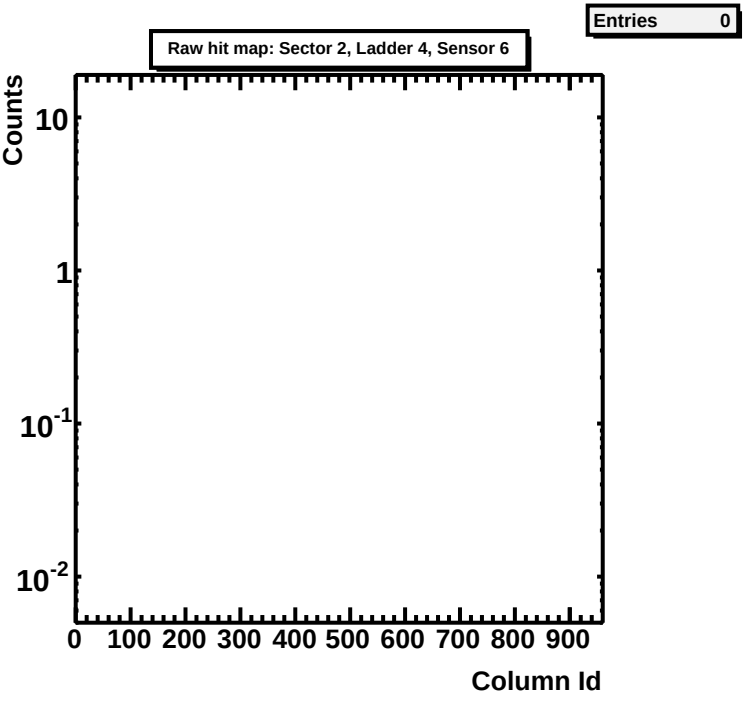

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

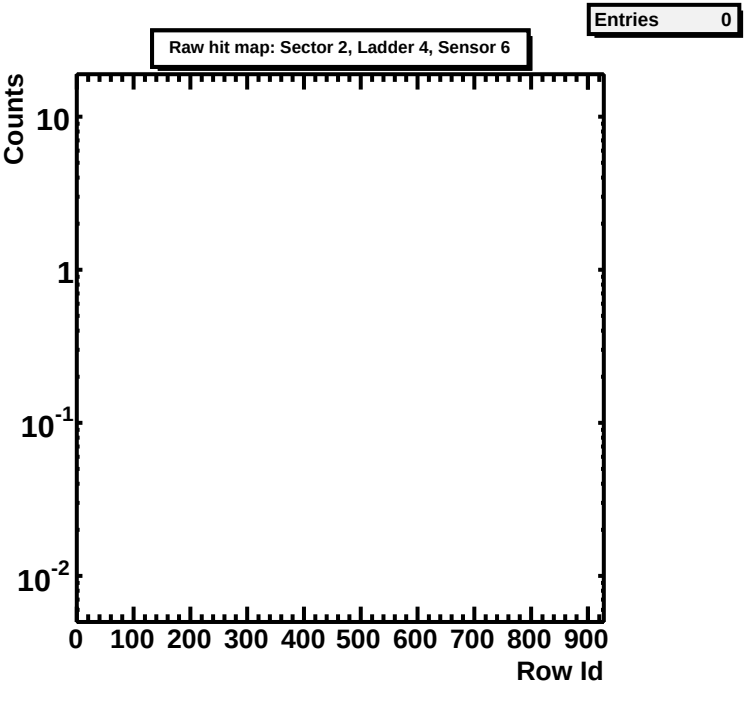

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

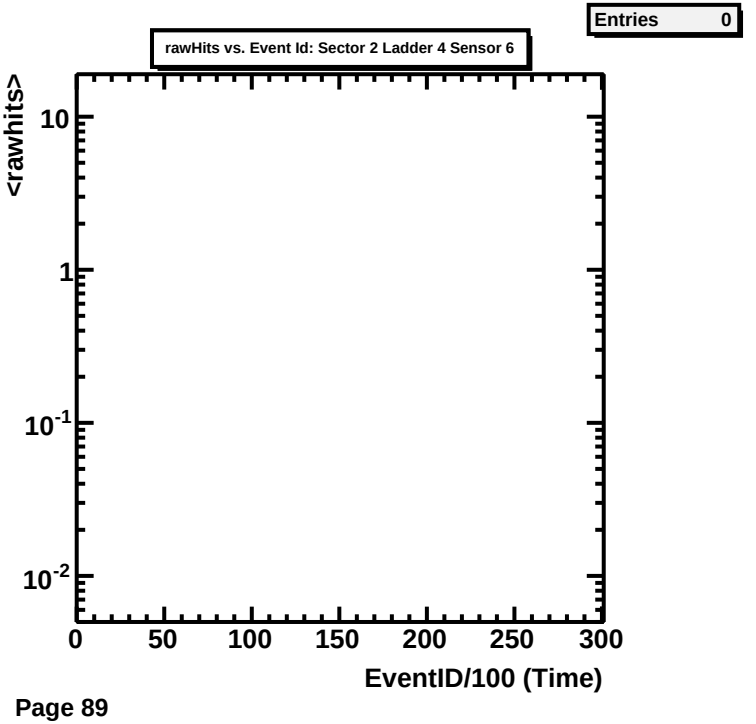

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

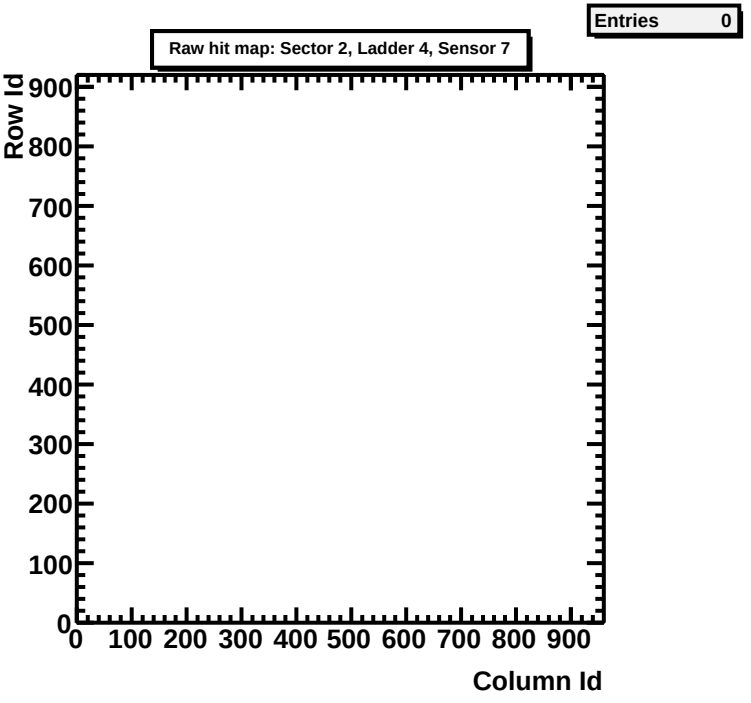

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

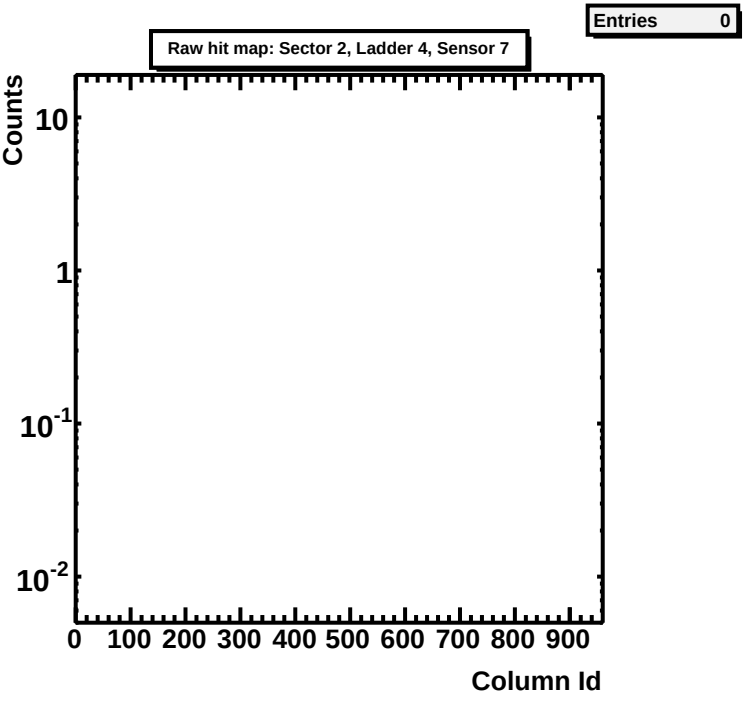

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 6
Row Id
Column Id

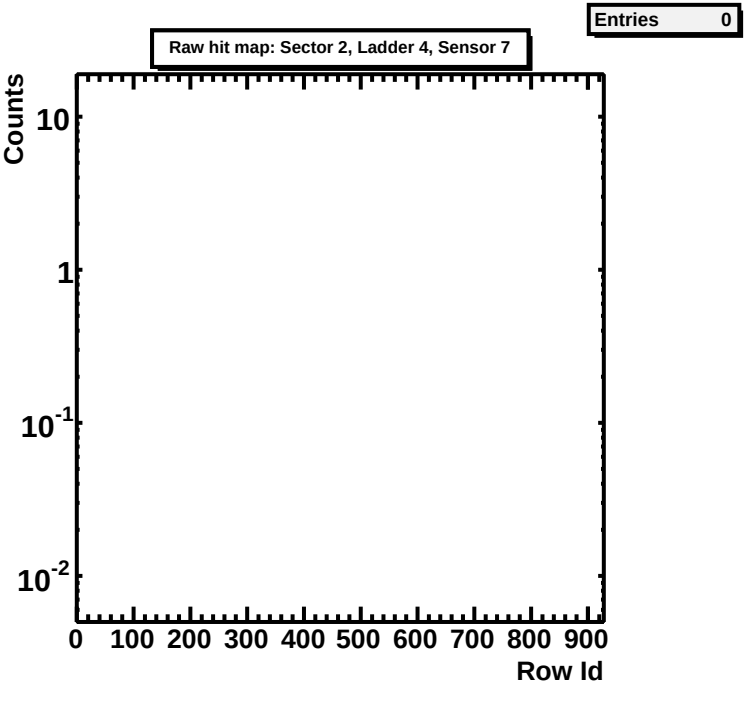

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 6
Counts
Column Id

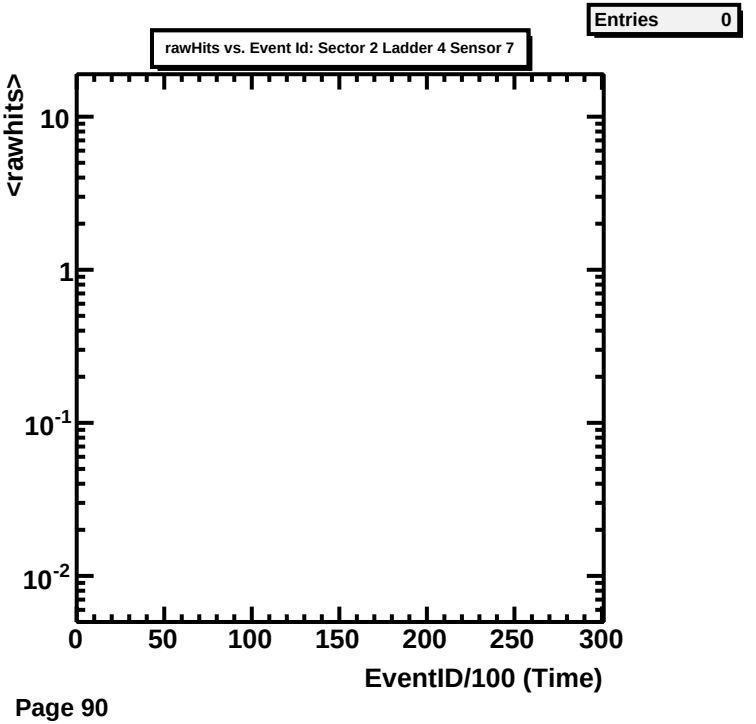

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 6
Counts
Row Id

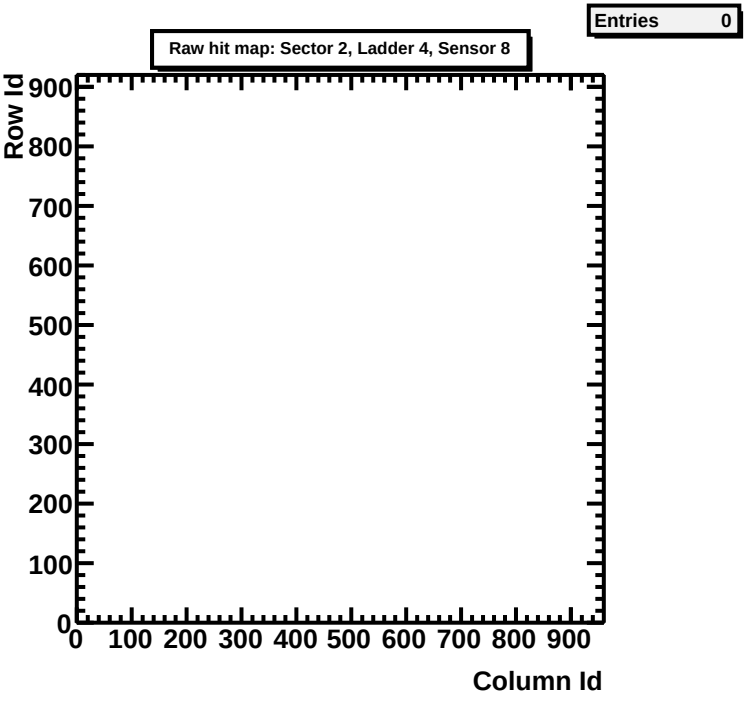

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

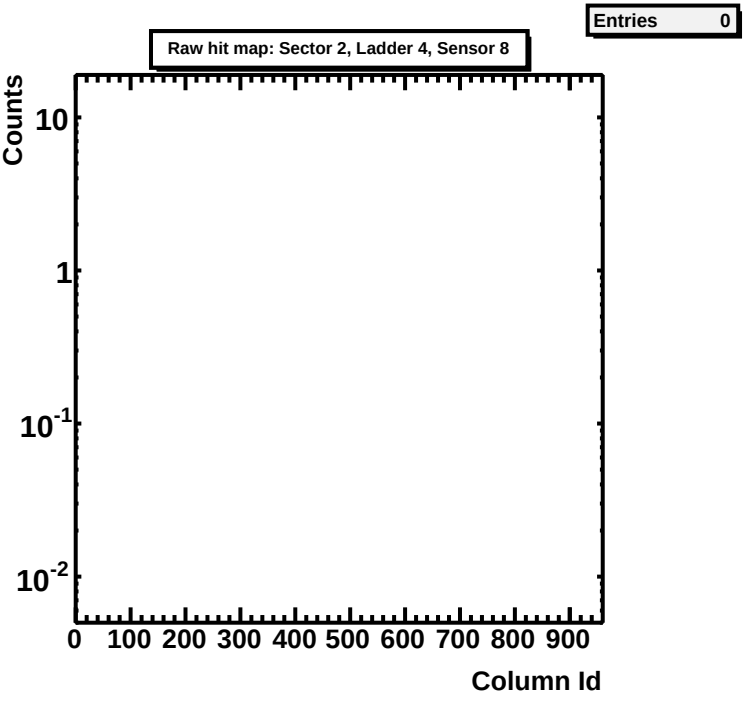

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 7
Row Id
Column Id

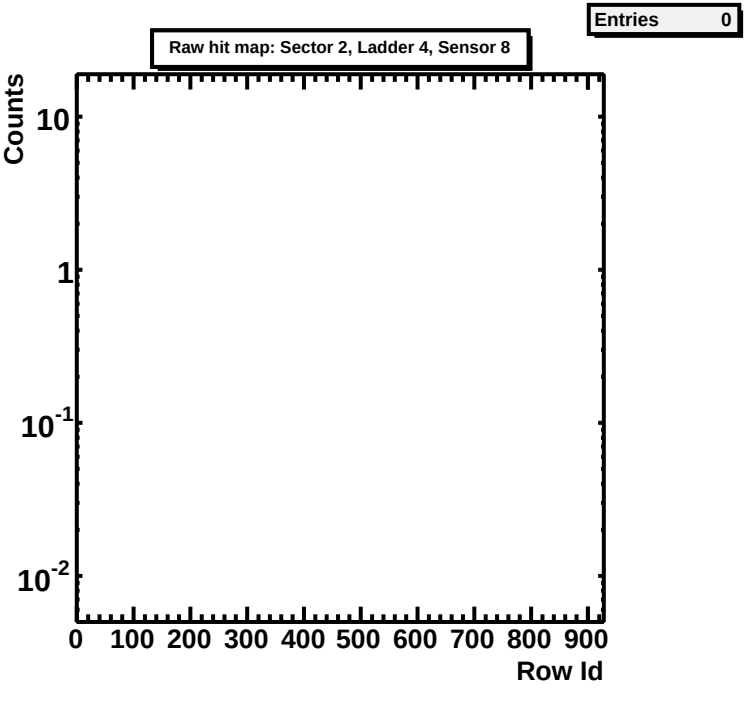

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 7
Counts
Column Id

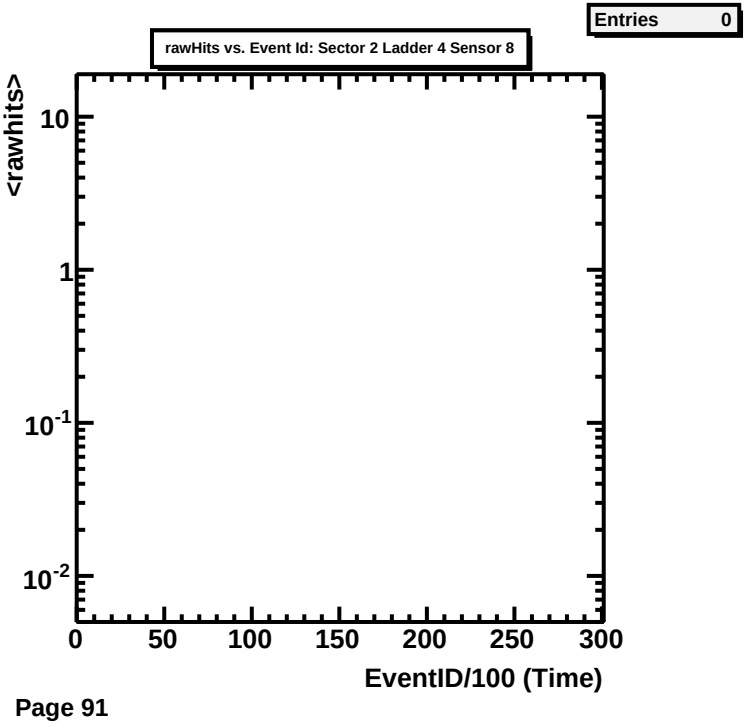

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 7
Counts
Row Id

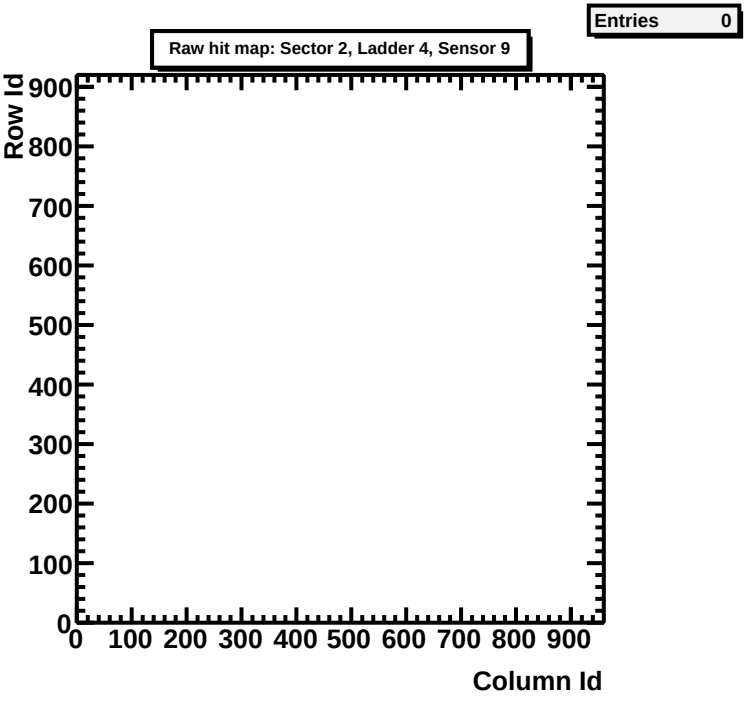

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

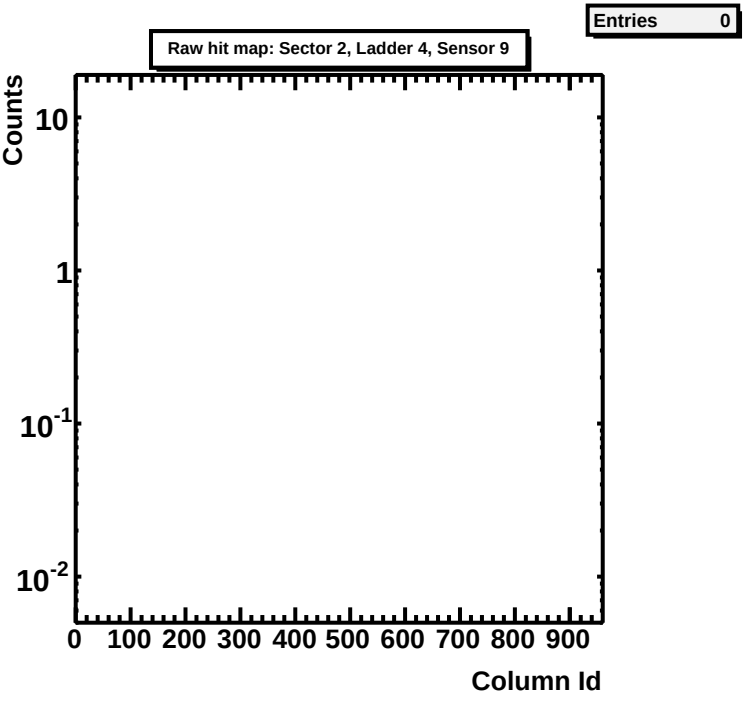

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 8
Row Id
Column Id

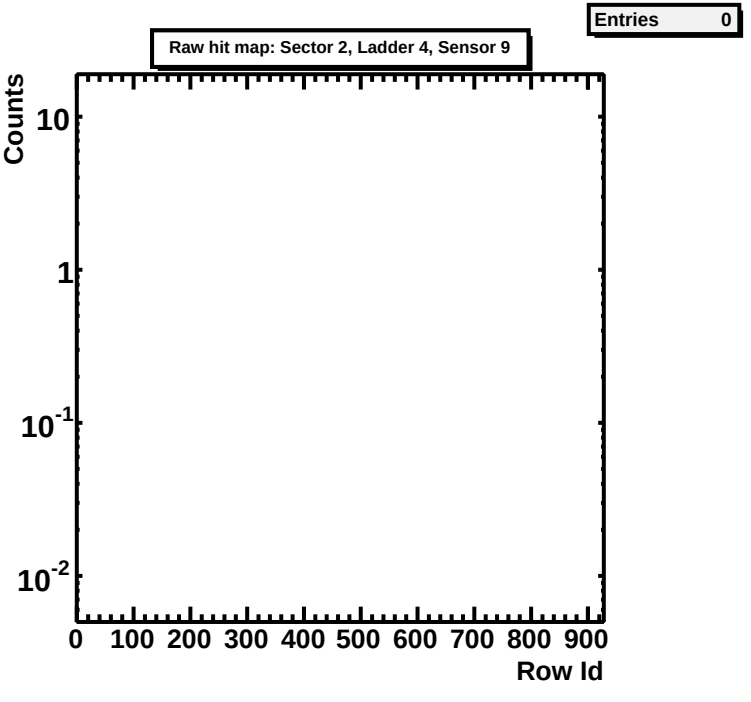

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 8
Counts
Column Id

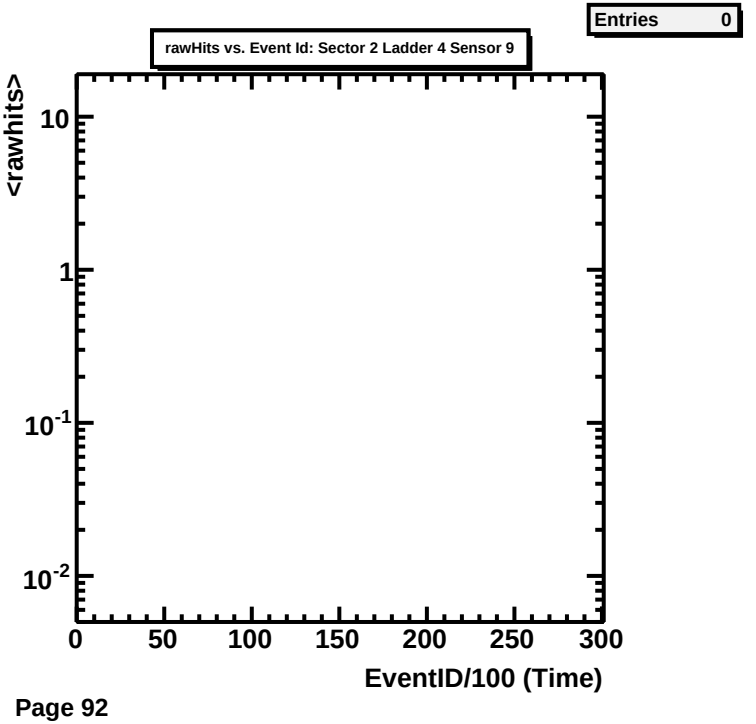

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 8
Counts
Row Id

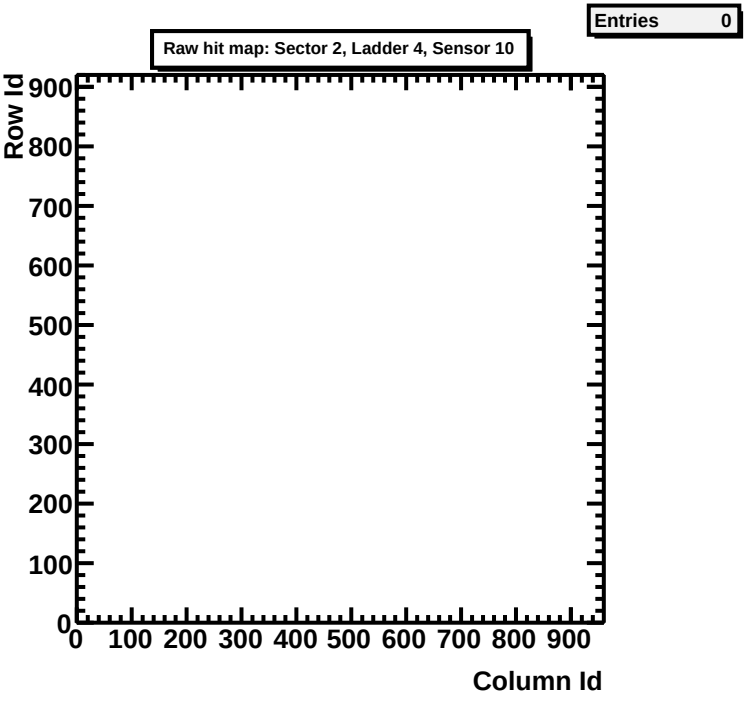

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 8
<rawhits>
EventID/100 (Time)

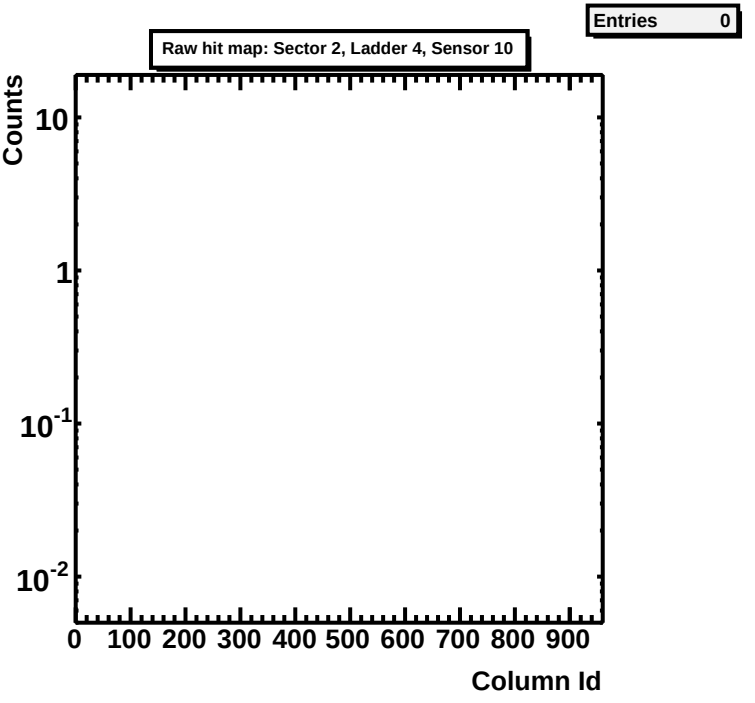

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 9
Row Id
Column Id

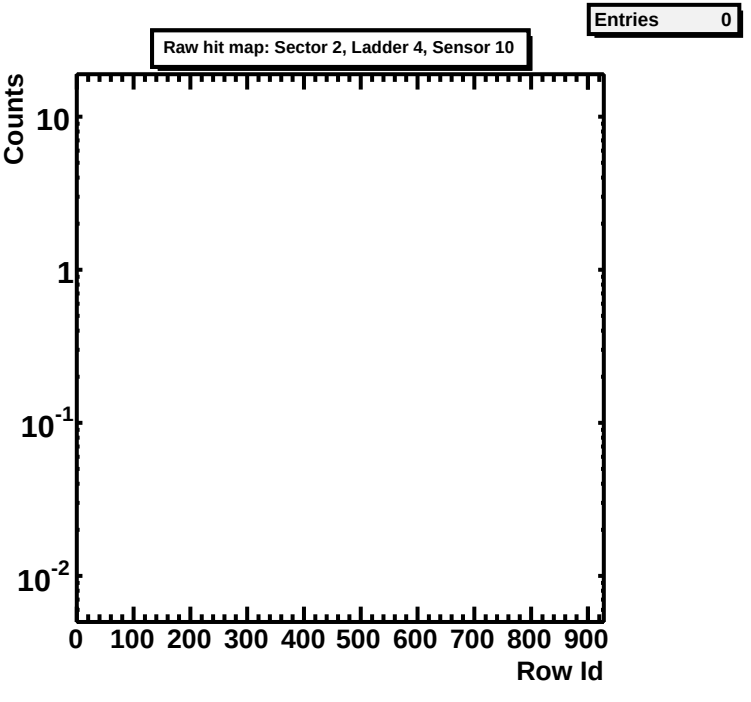

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 9
Counts
Column Id

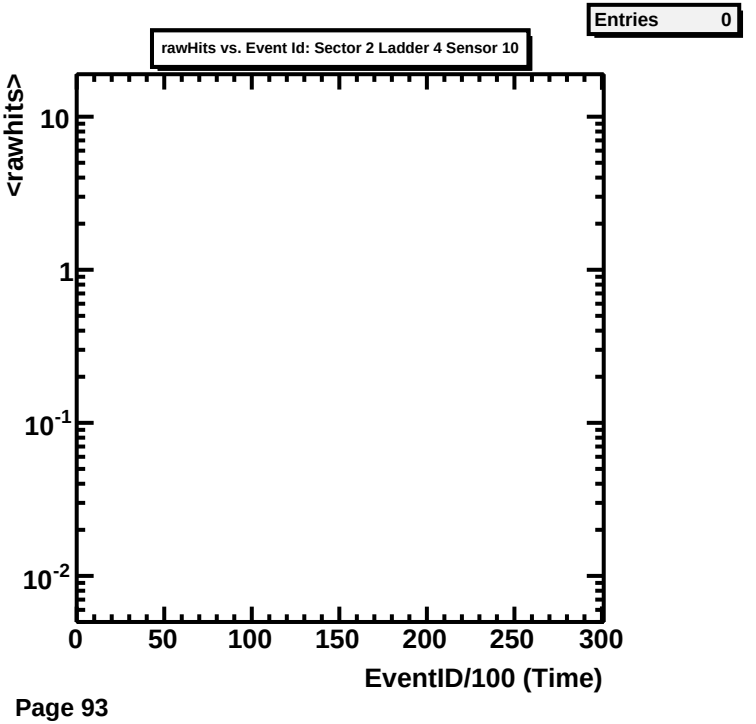

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 9
Counts
Row Id

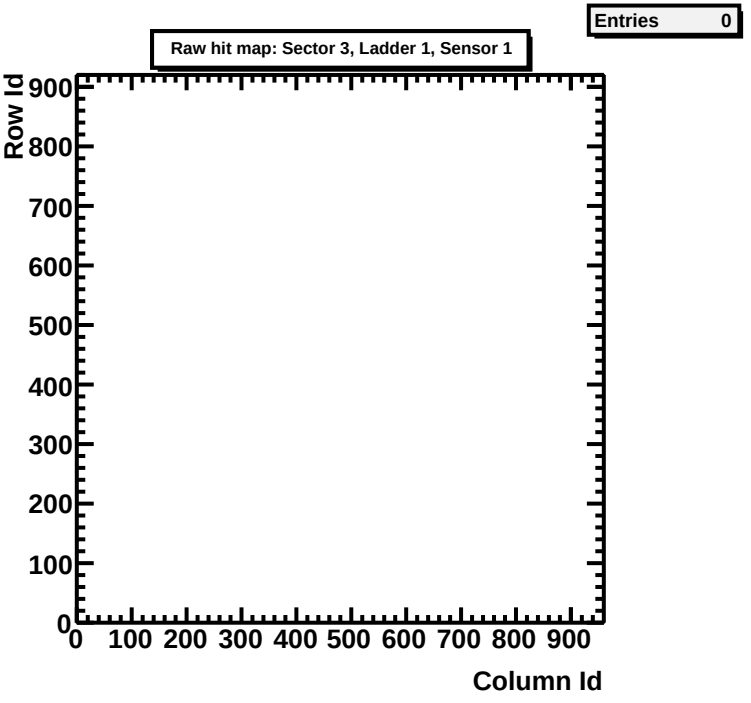

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 9
<rawhits>
EventID/100 (Time)

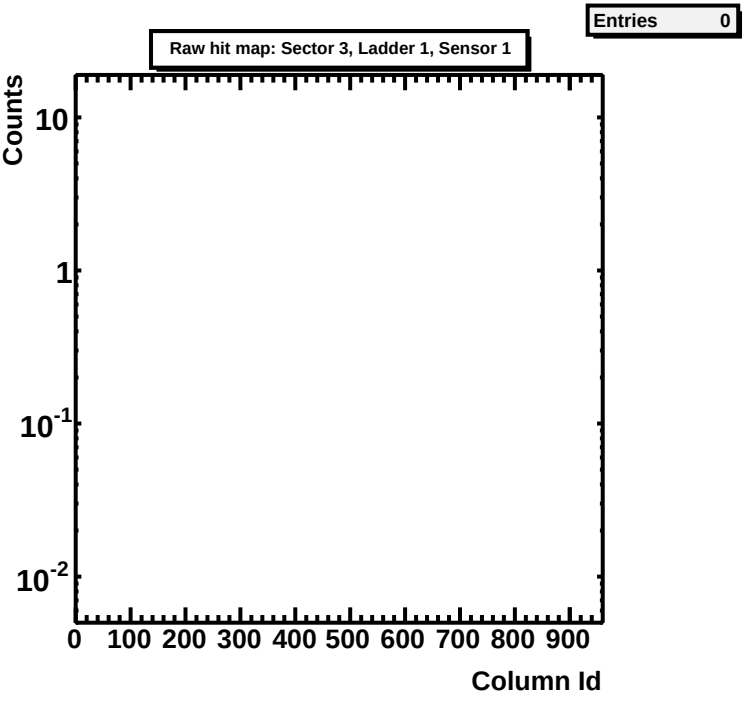

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 10
Row Id
Column Id

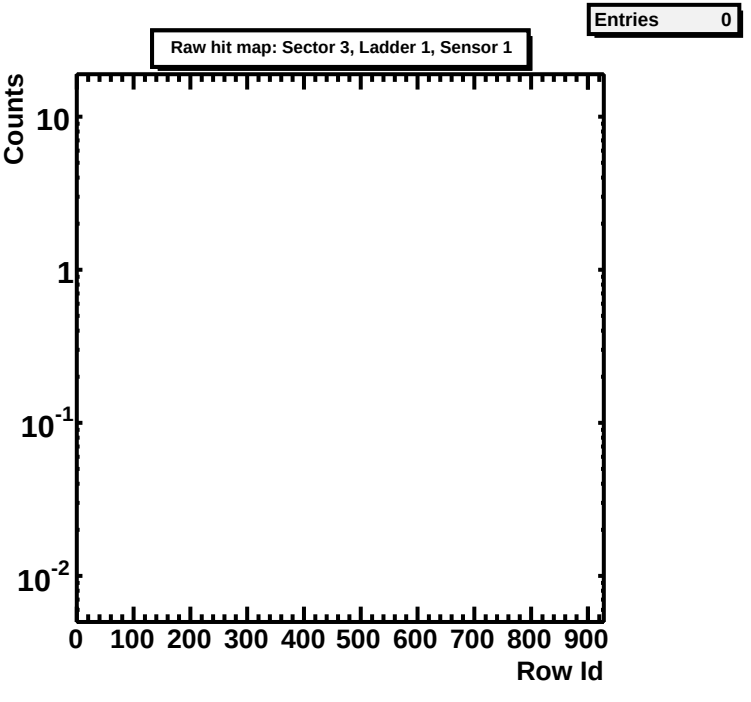

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 10
Counts
Column Id

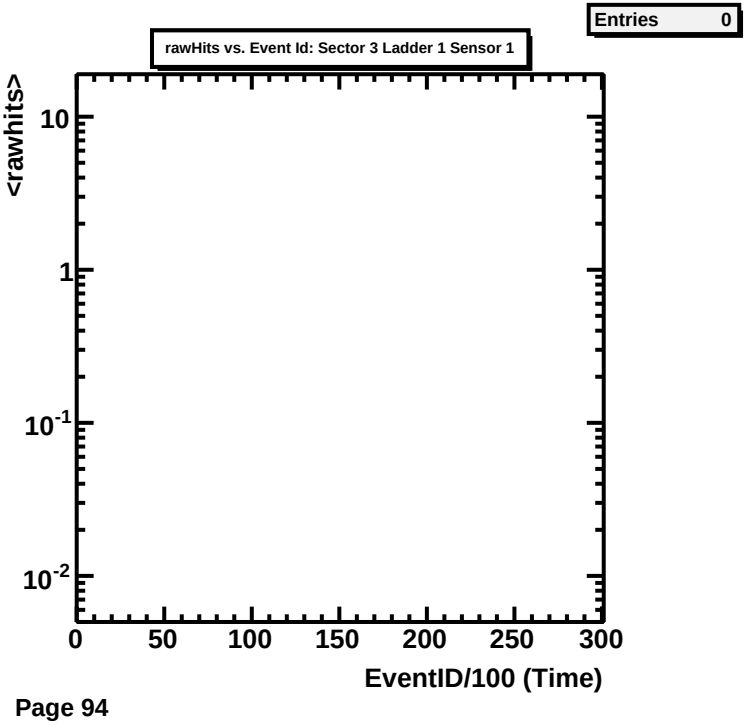

Entries 0
Raw hit map: Sector 2, Ladder 4, Sensor 10
Counts
Row Id

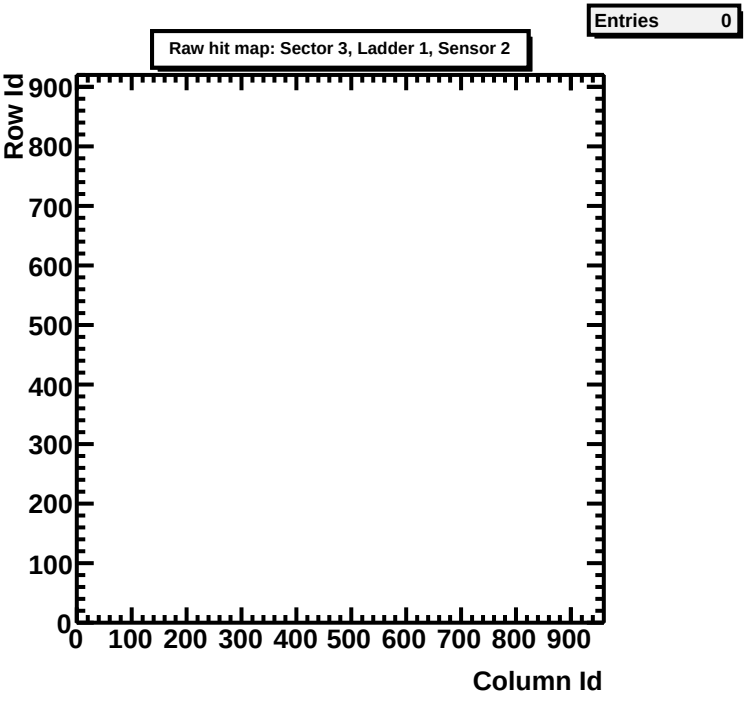

Entries 0
rawHits vs. Event Id: Sector 2 Ladder 4 Sensor 10
<rawhits>
EventID/100 (Time)

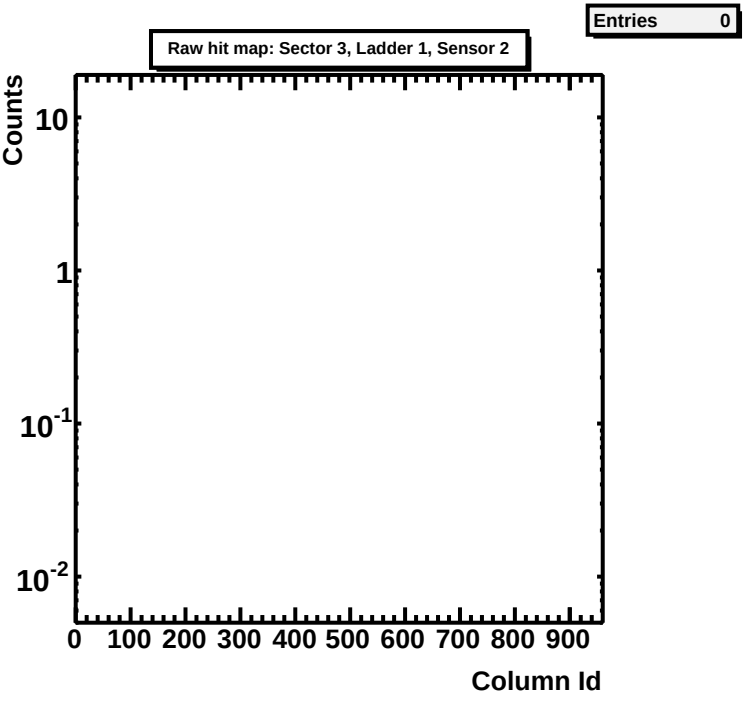

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

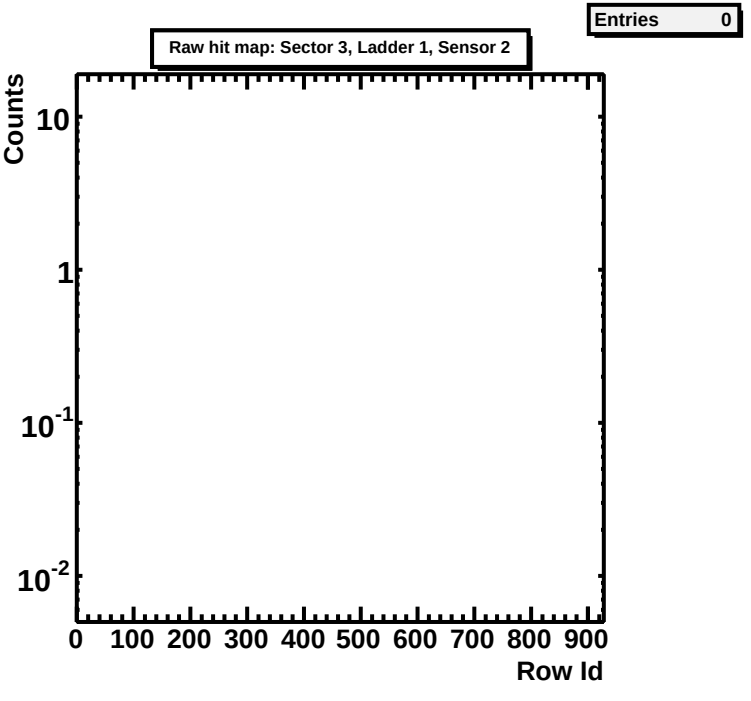

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

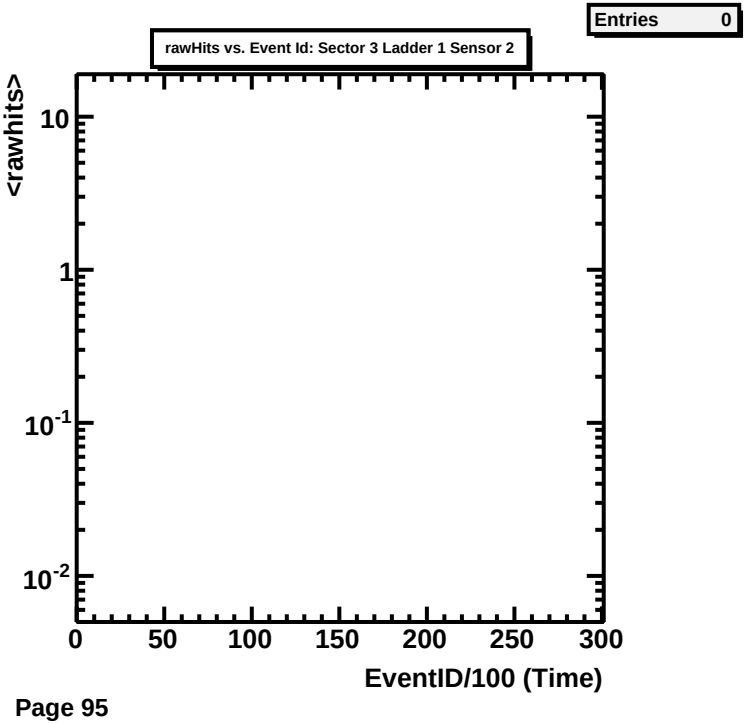

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

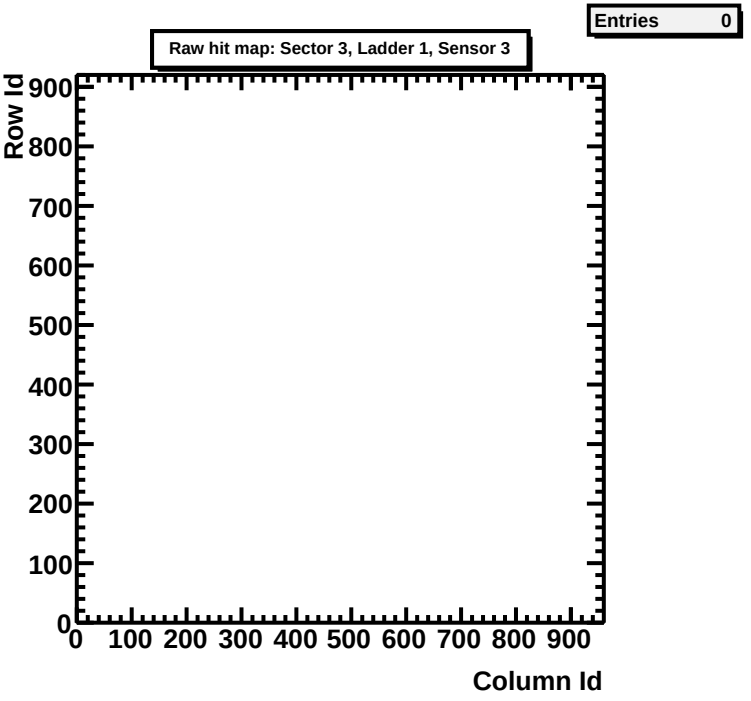

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

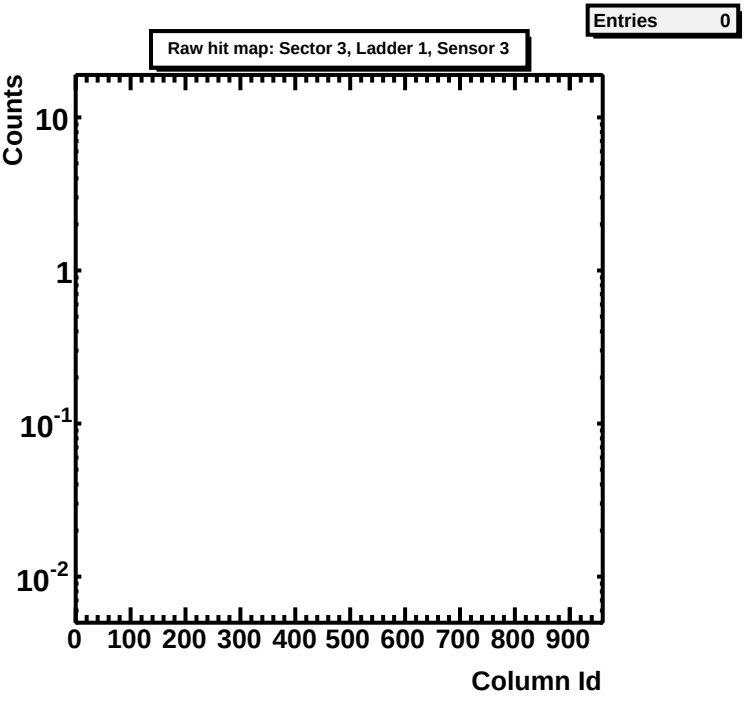

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 2
Row Id
Column Id

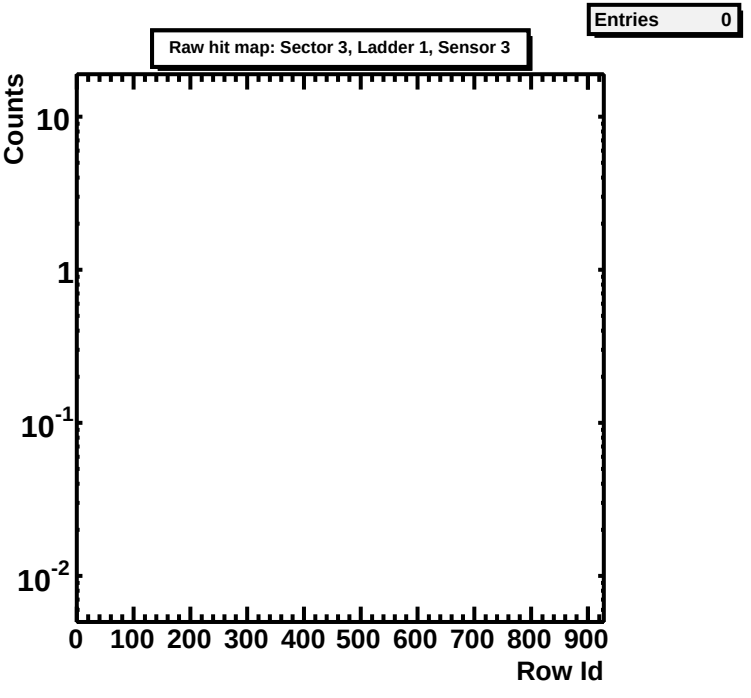

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 2
Counts
Column Id

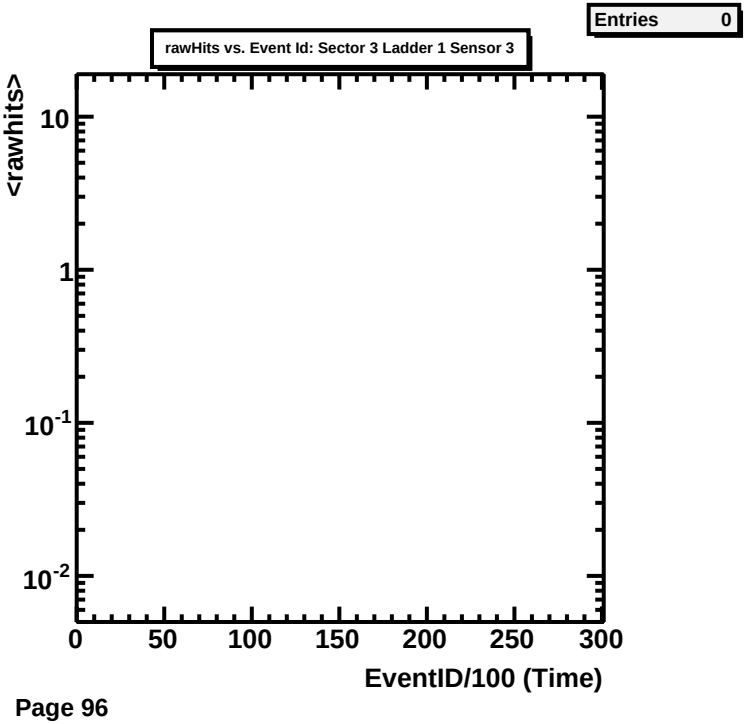

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 2
Counts
Row Id

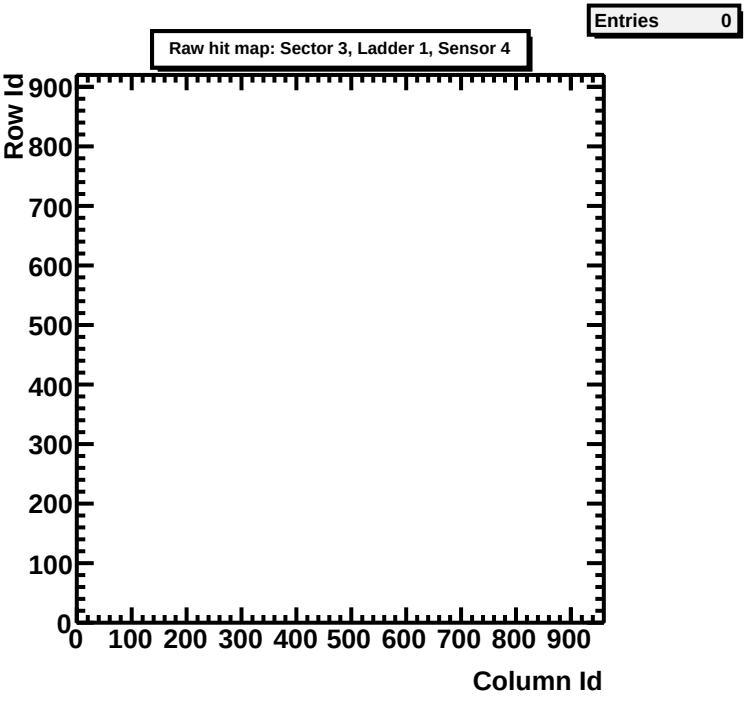

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 2
<rawhits>
EventID/100 (Time)

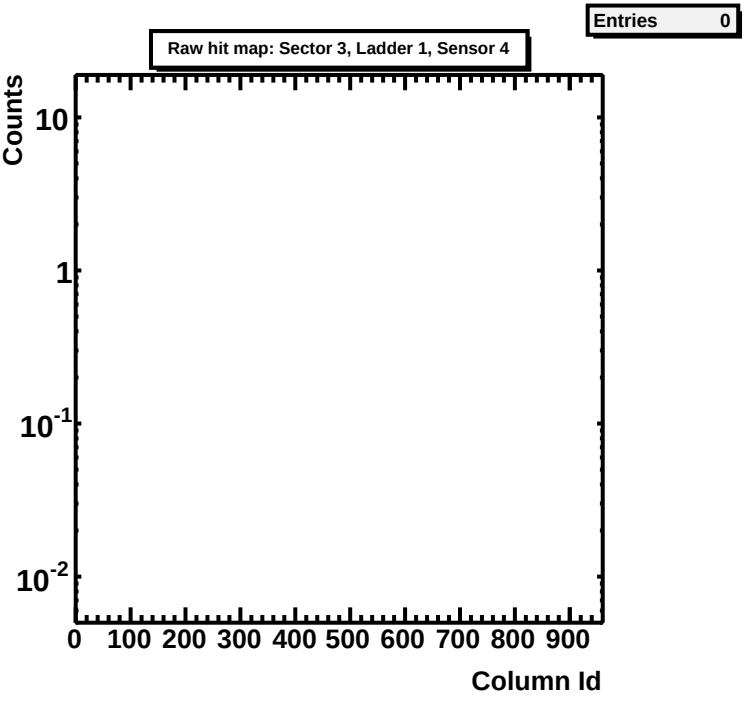

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

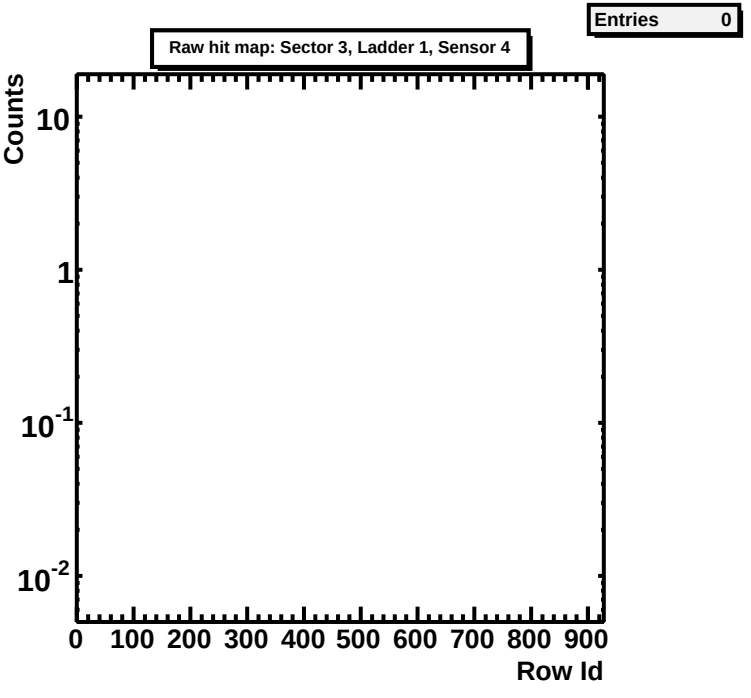

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

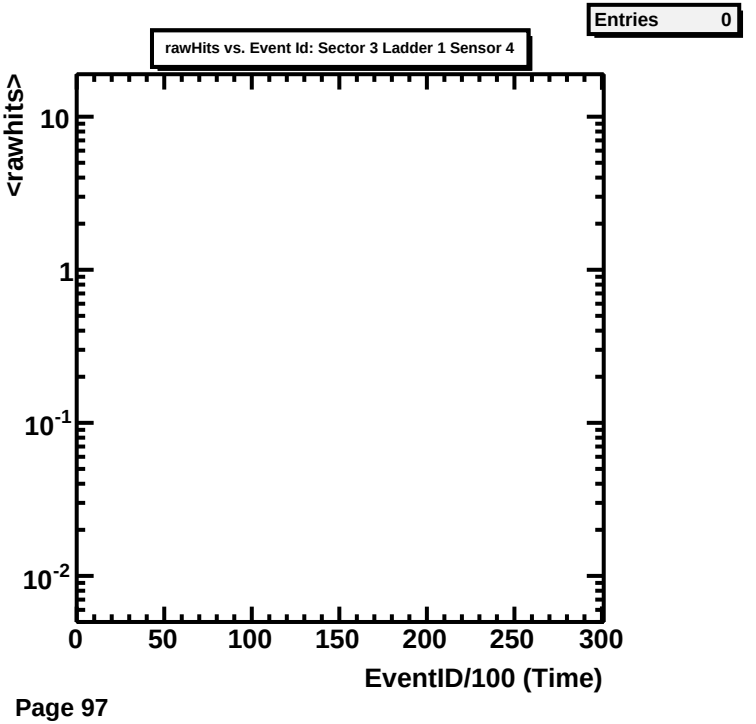

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

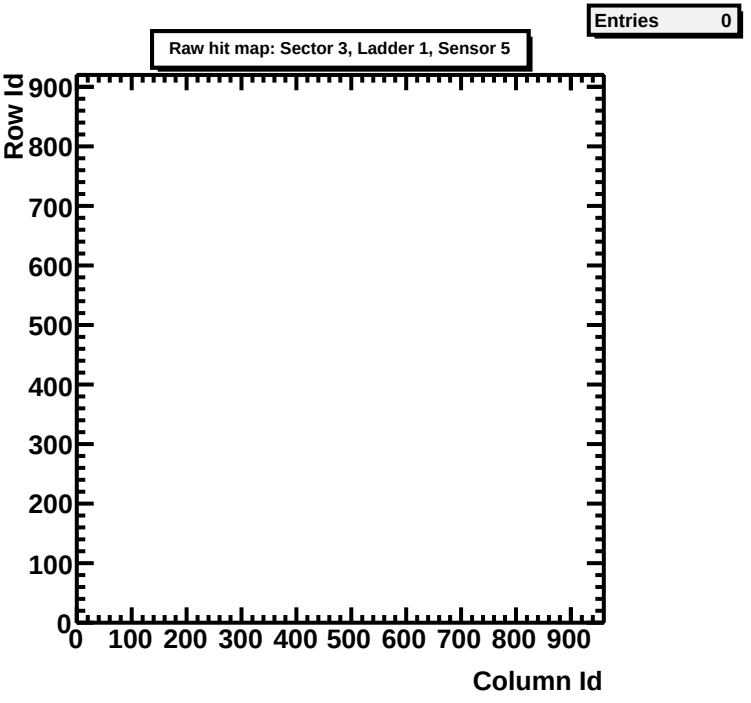

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

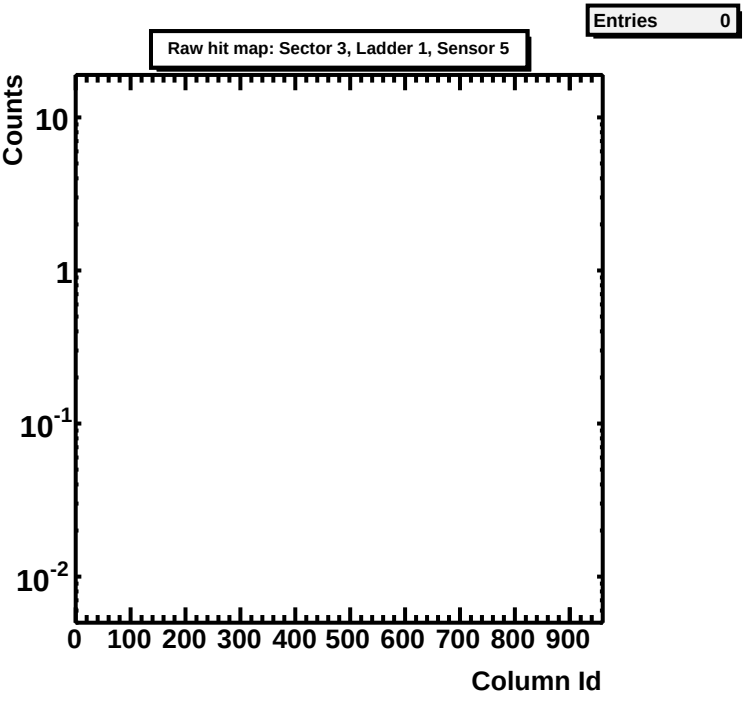

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

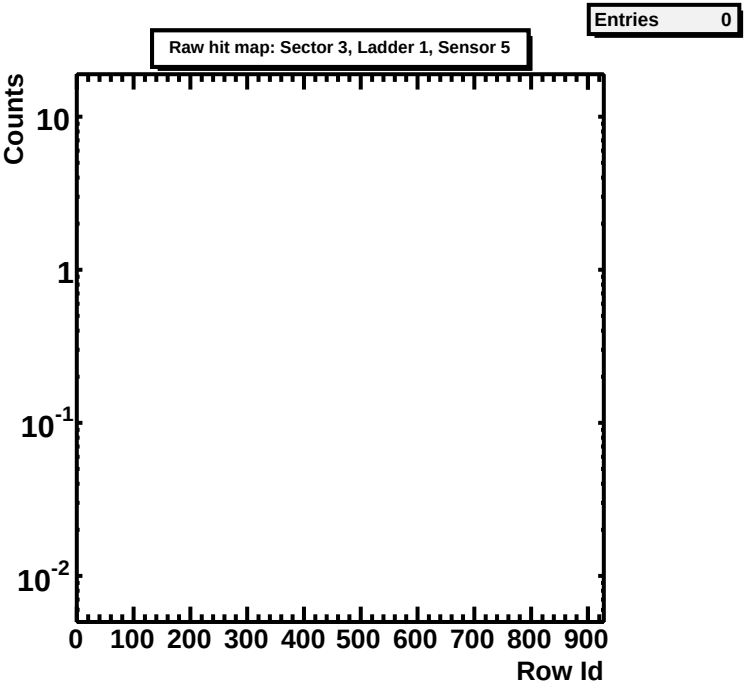

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

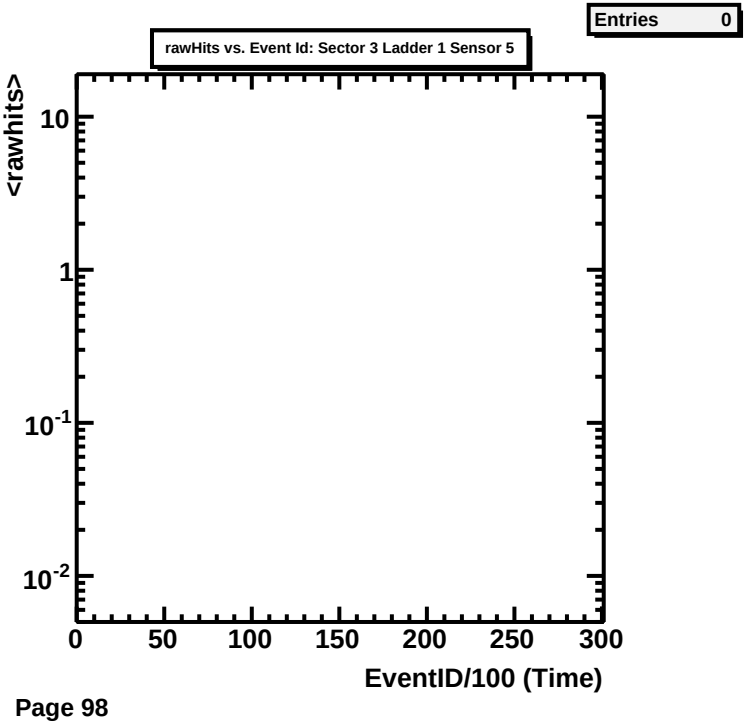

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

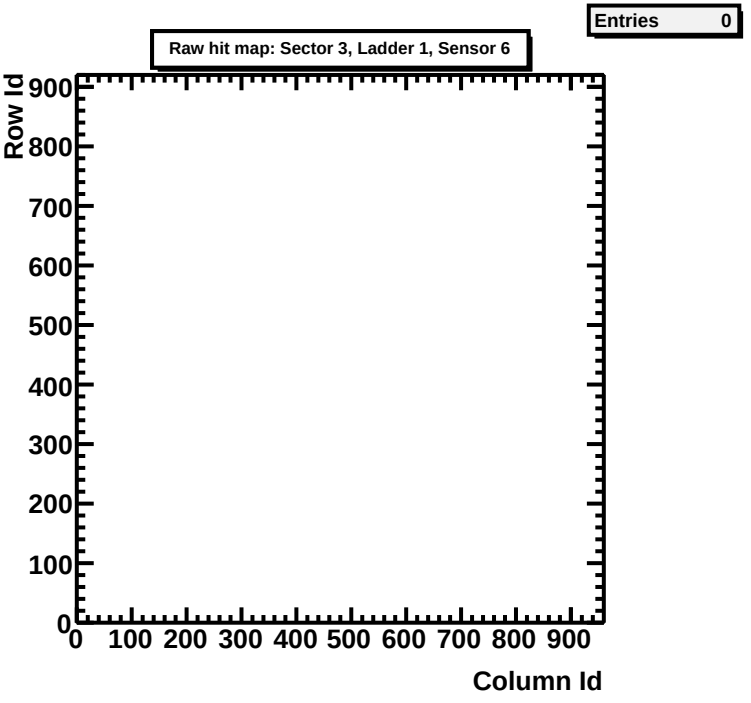

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

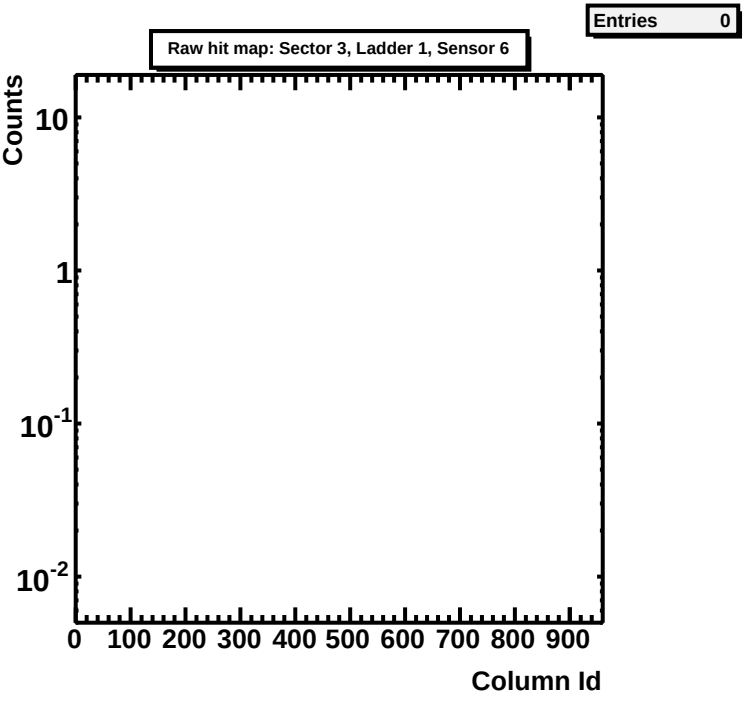

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 5
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

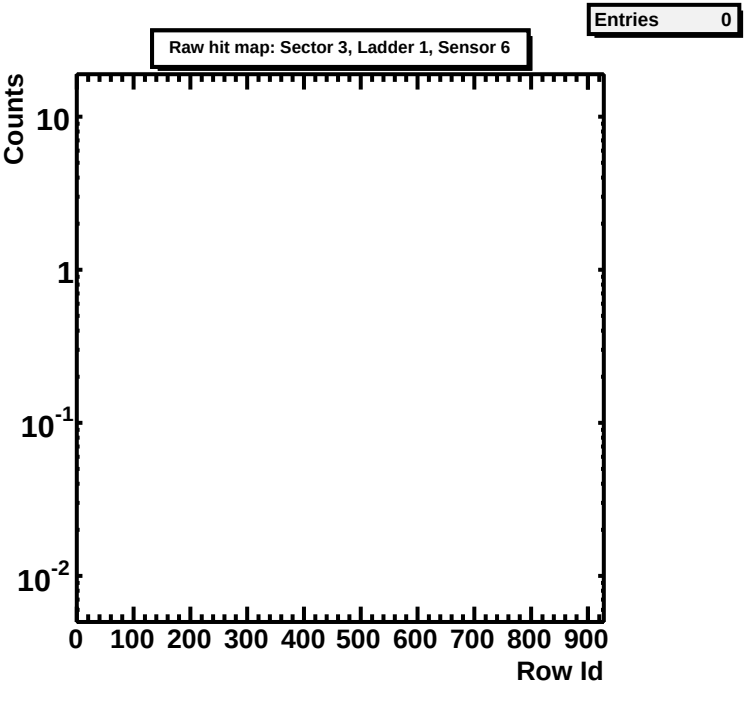

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

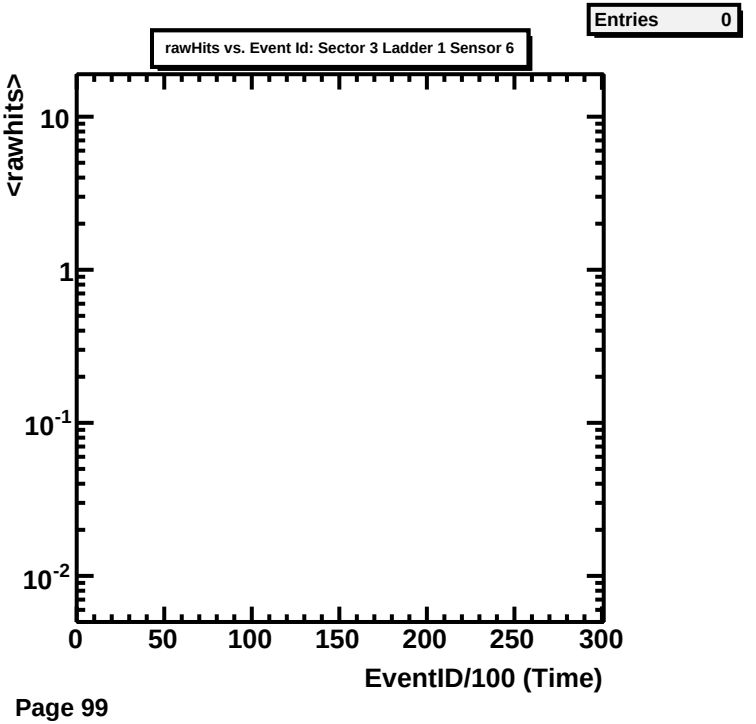

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

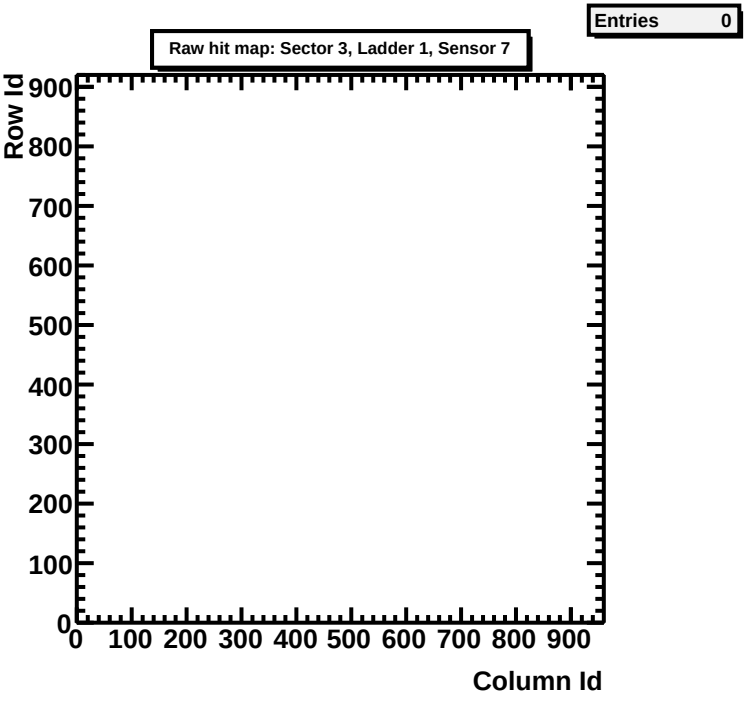

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

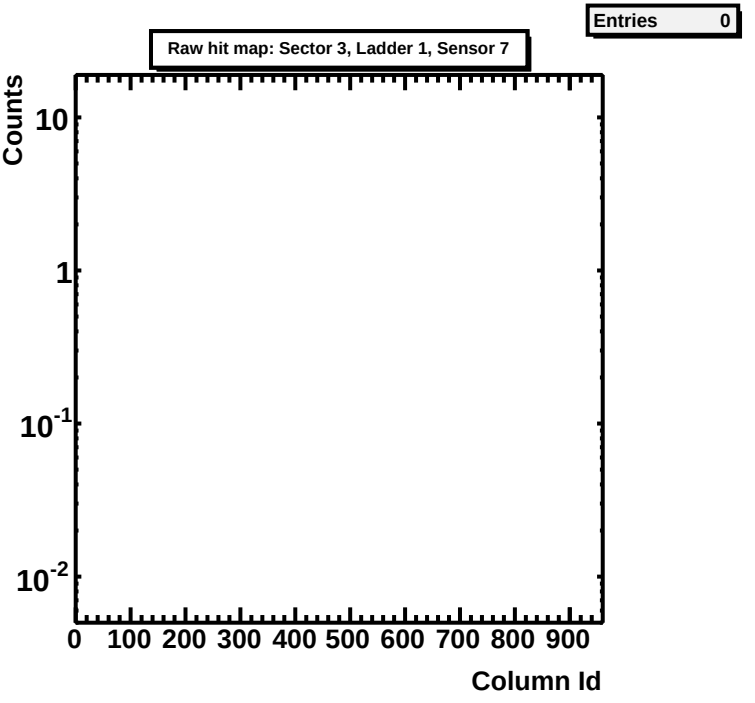

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

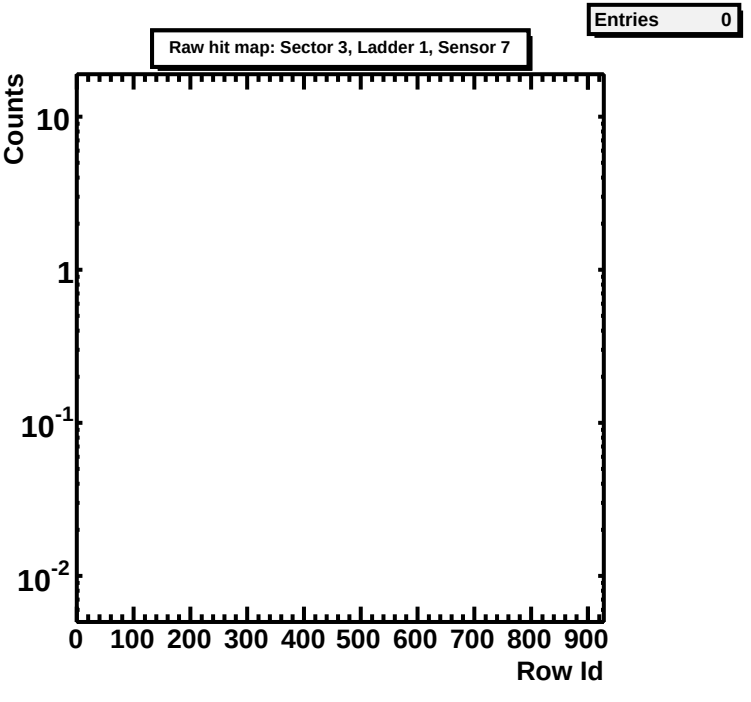

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

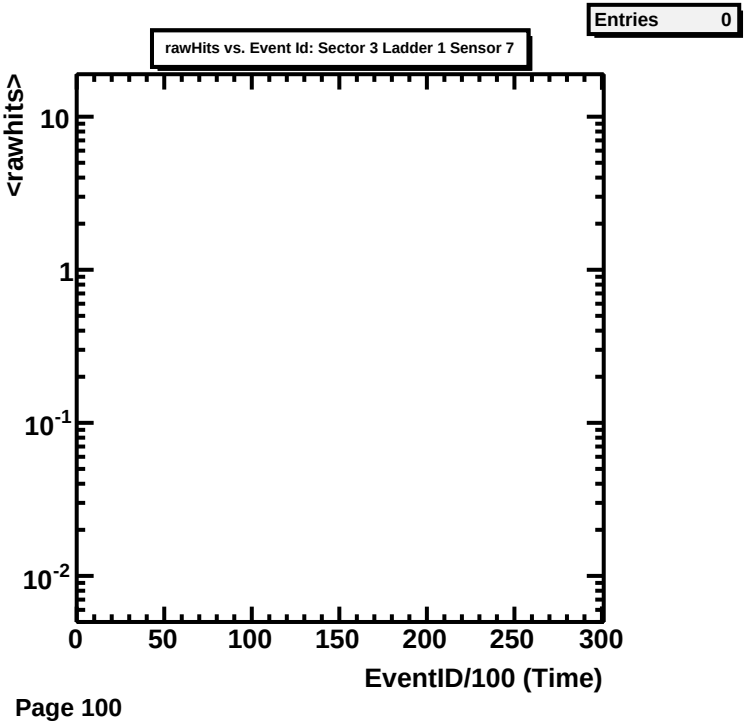

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

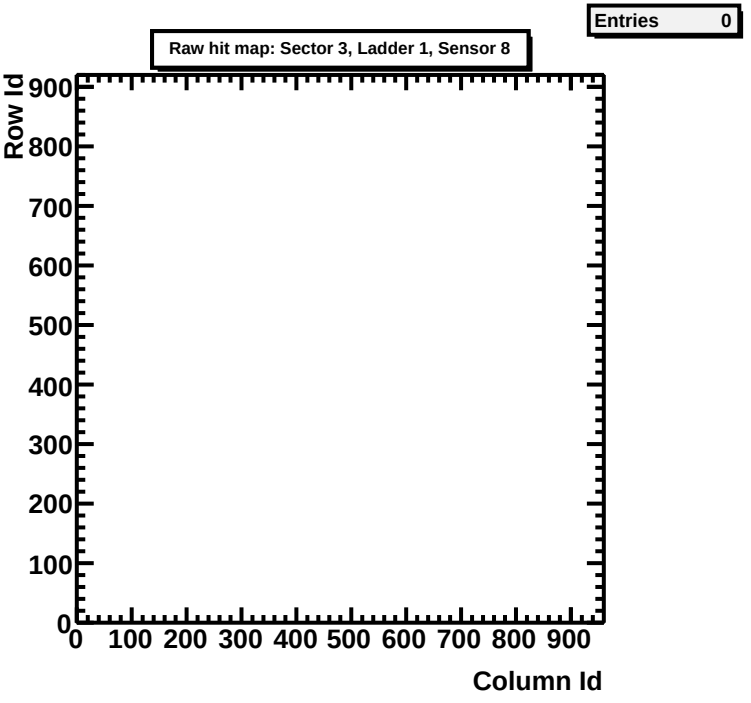

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

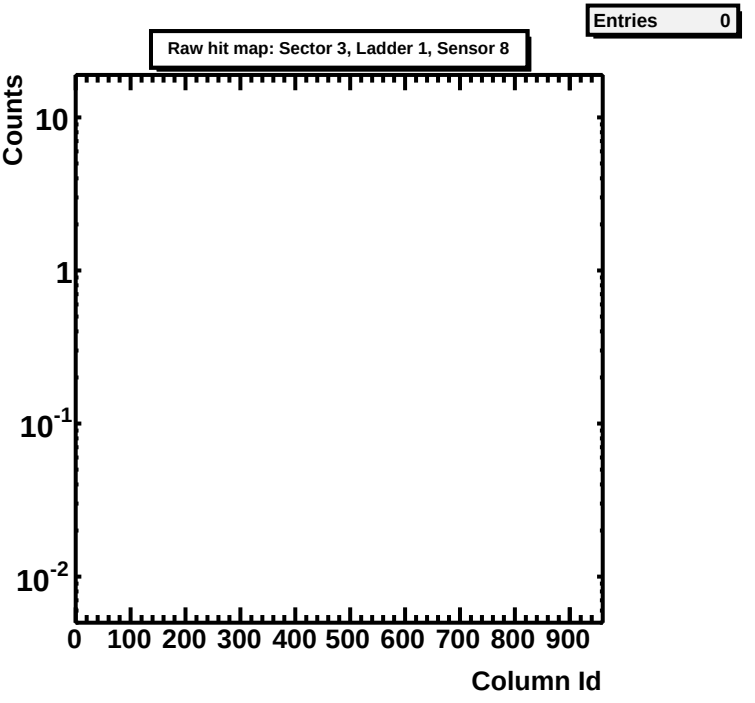

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
0 100 200 300 400 500 600 700 800 900
Column Id

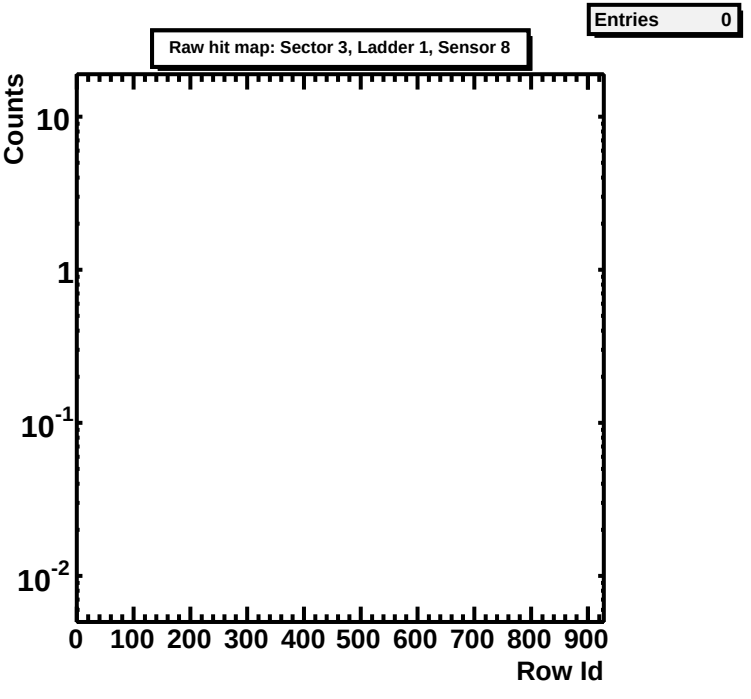

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

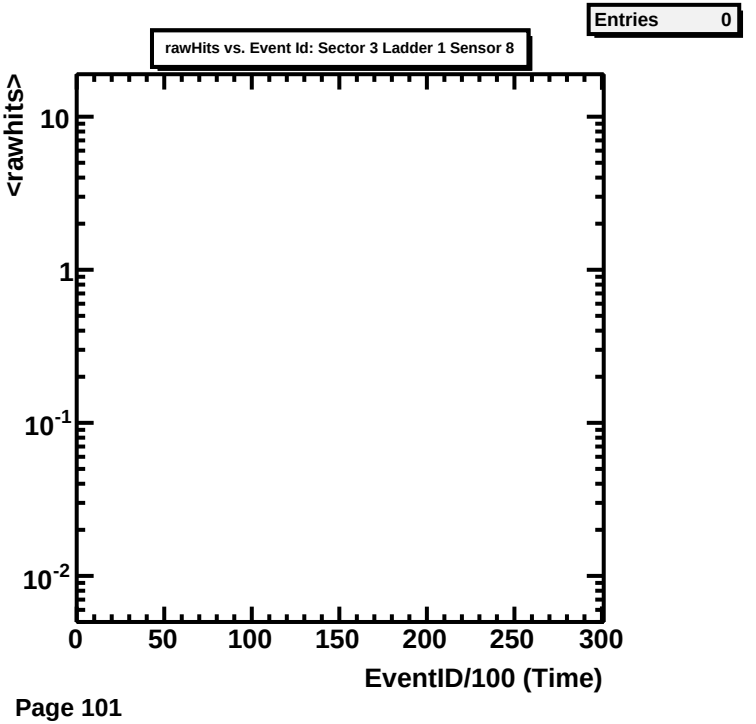

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

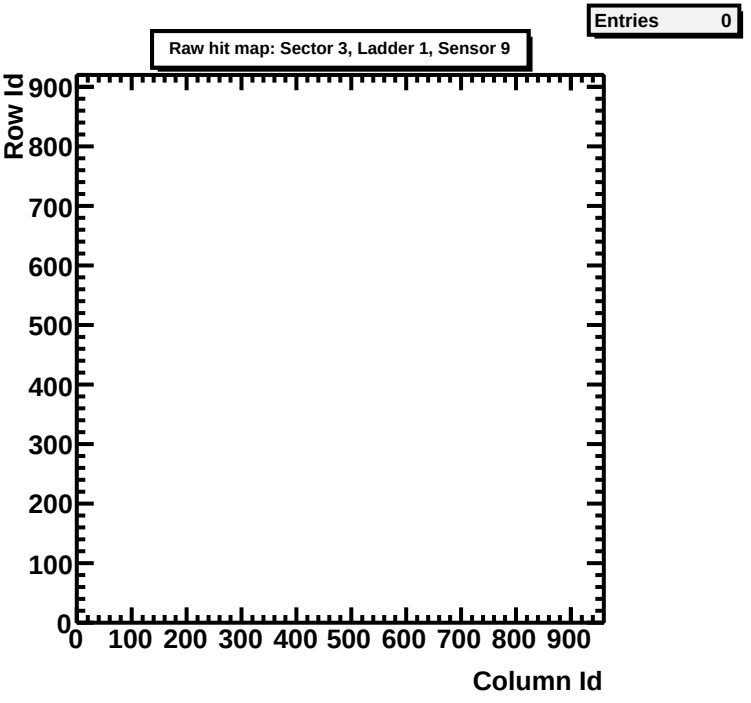

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

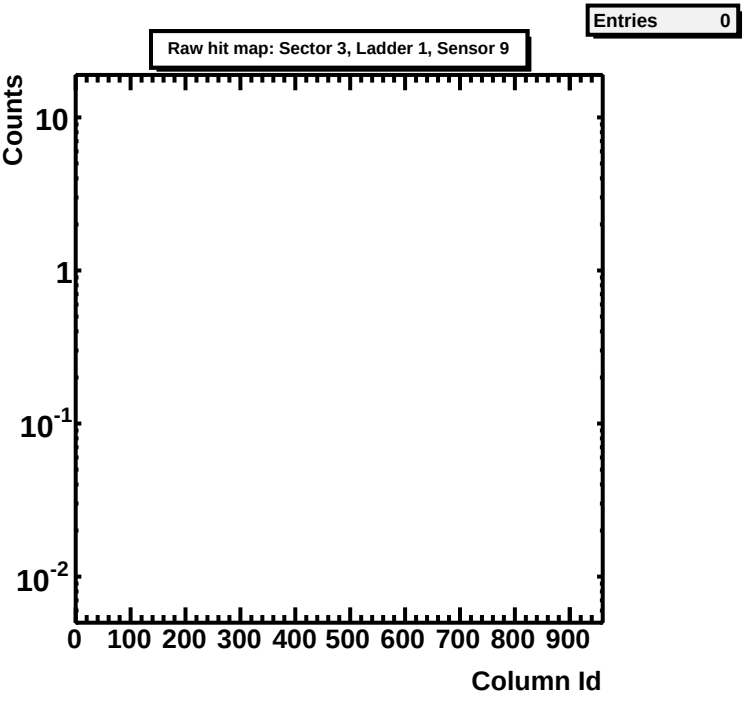

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 8
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

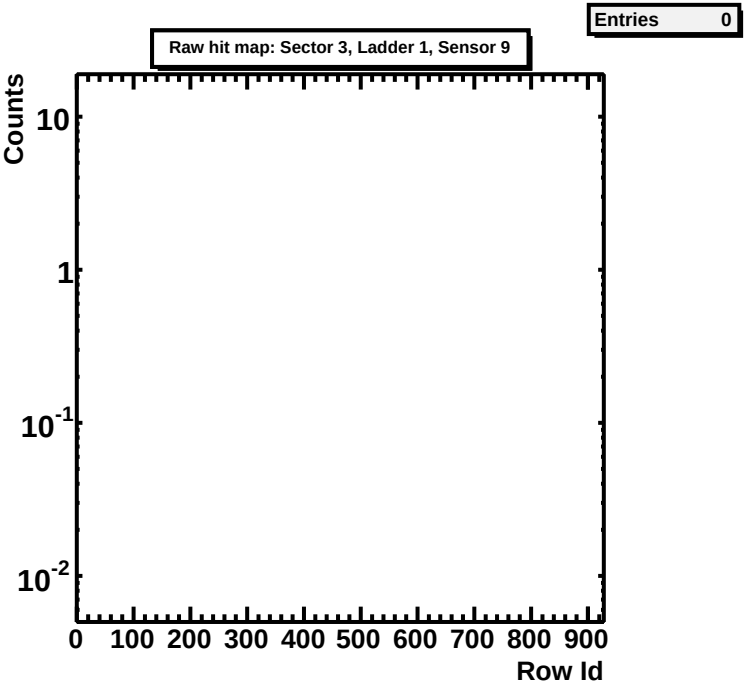

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

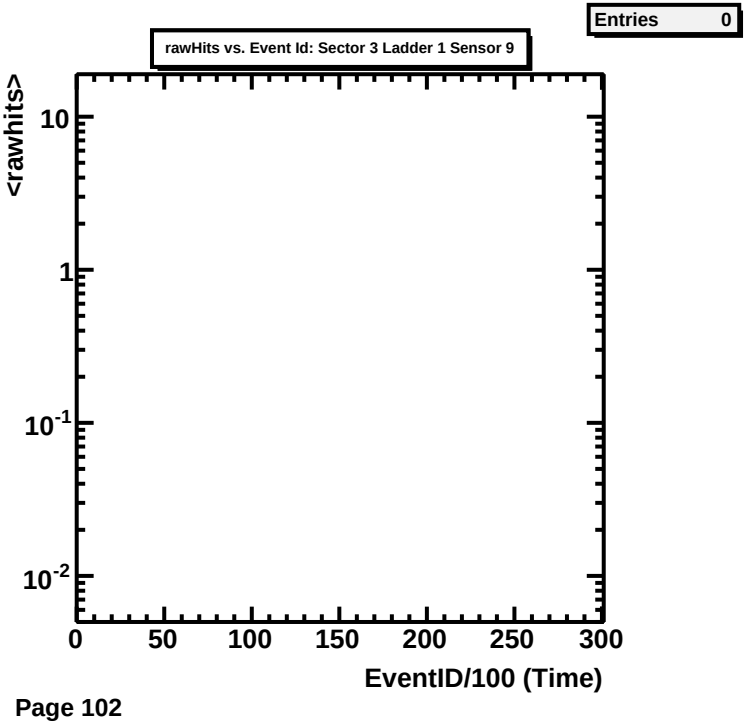

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

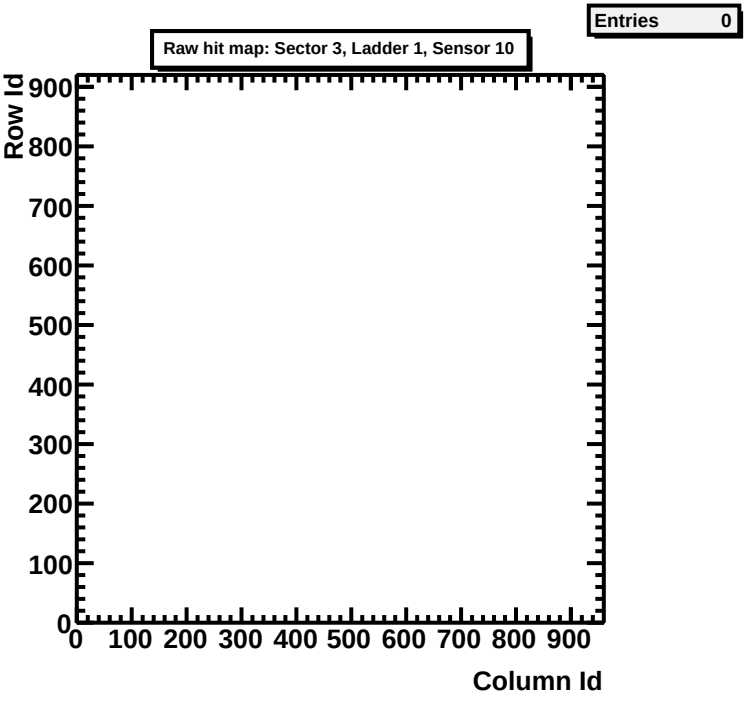

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

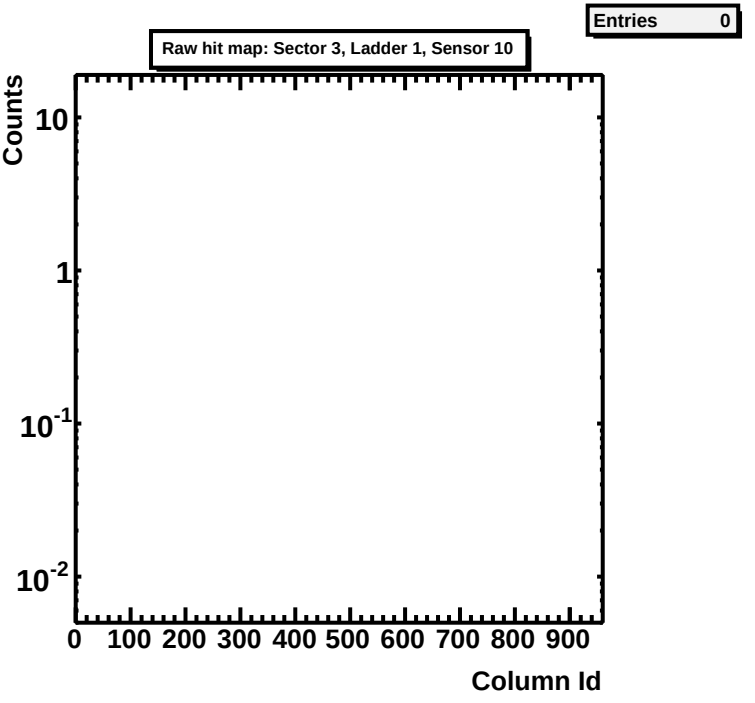

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 9
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

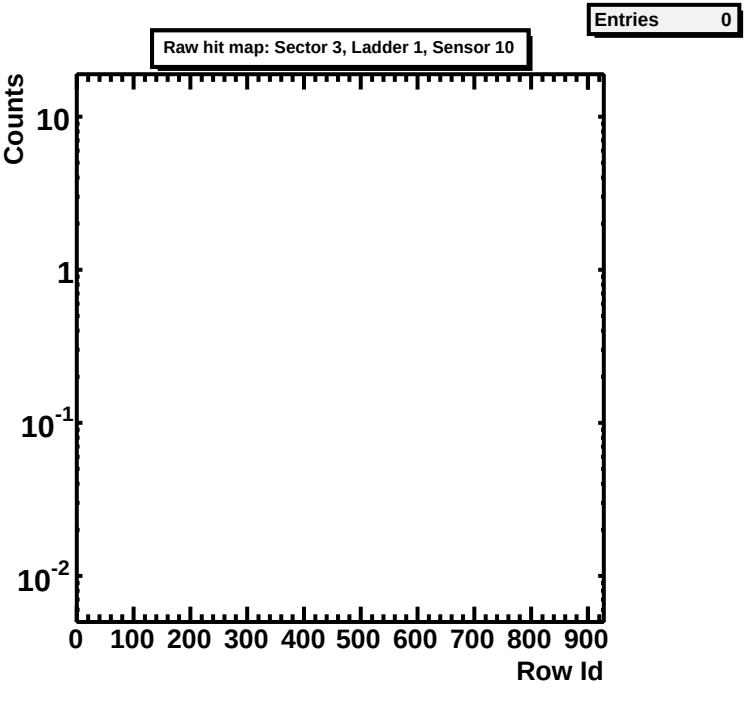

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

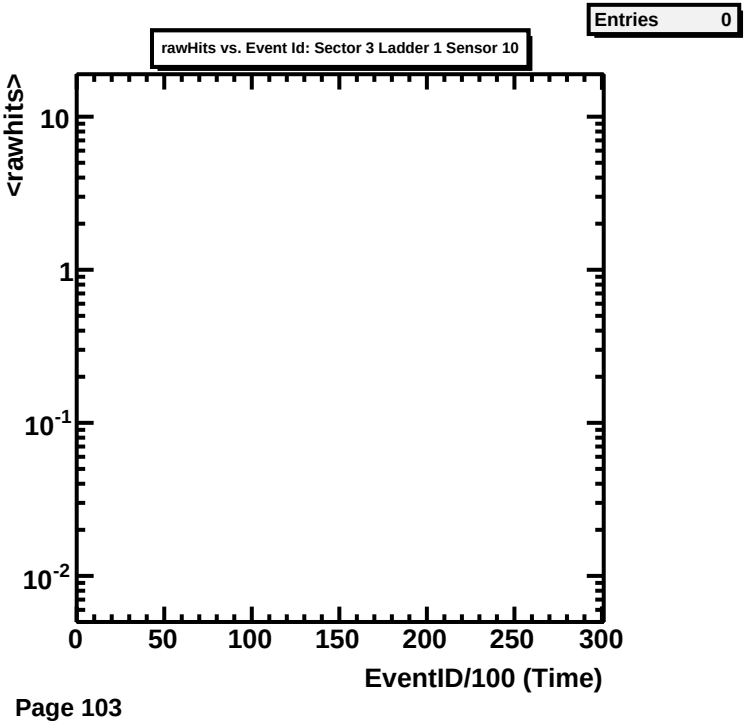

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

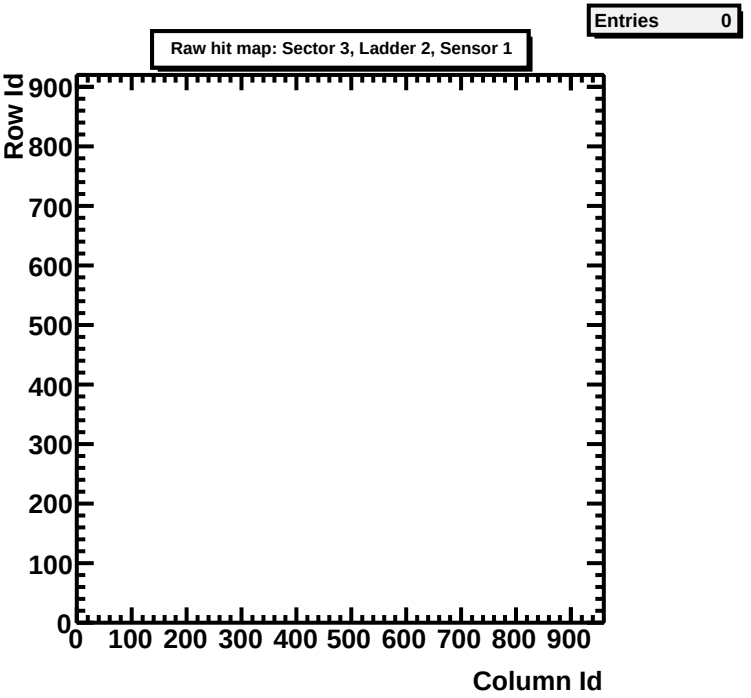

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

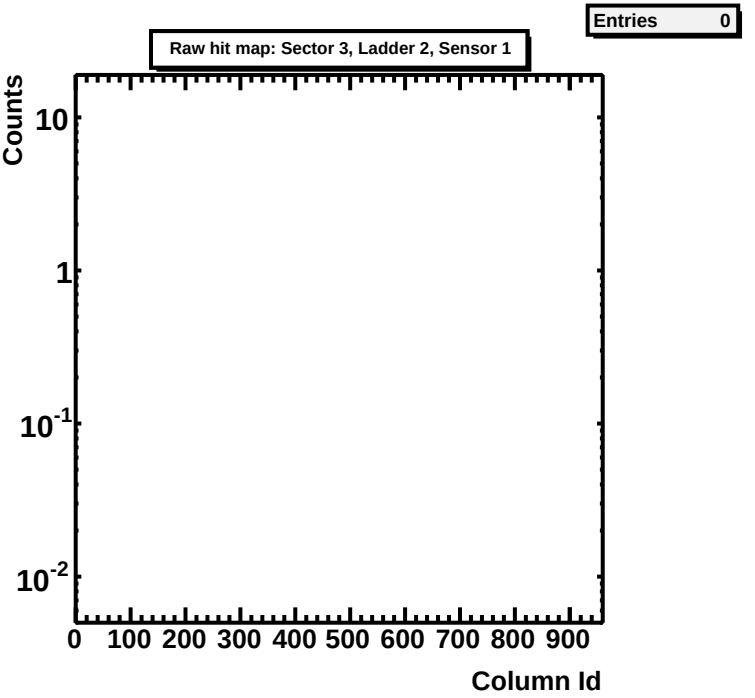

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

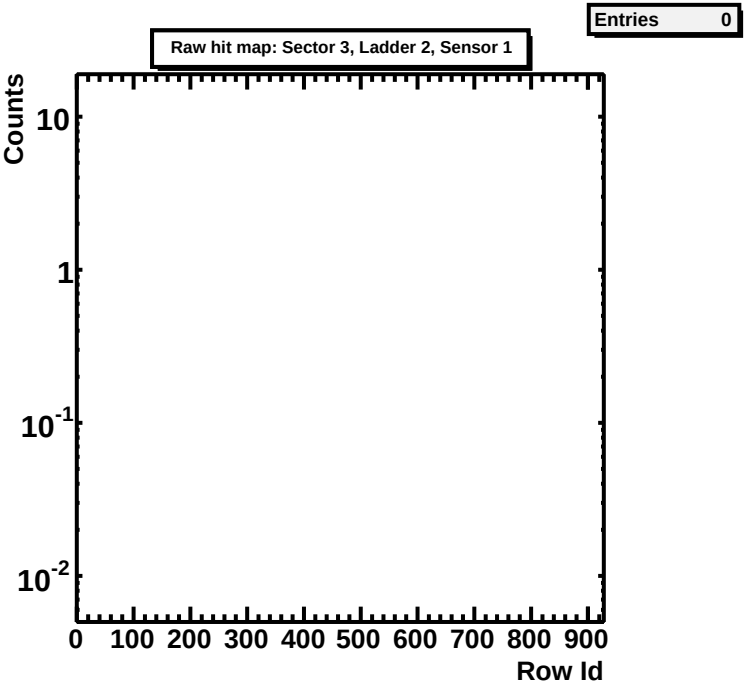

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

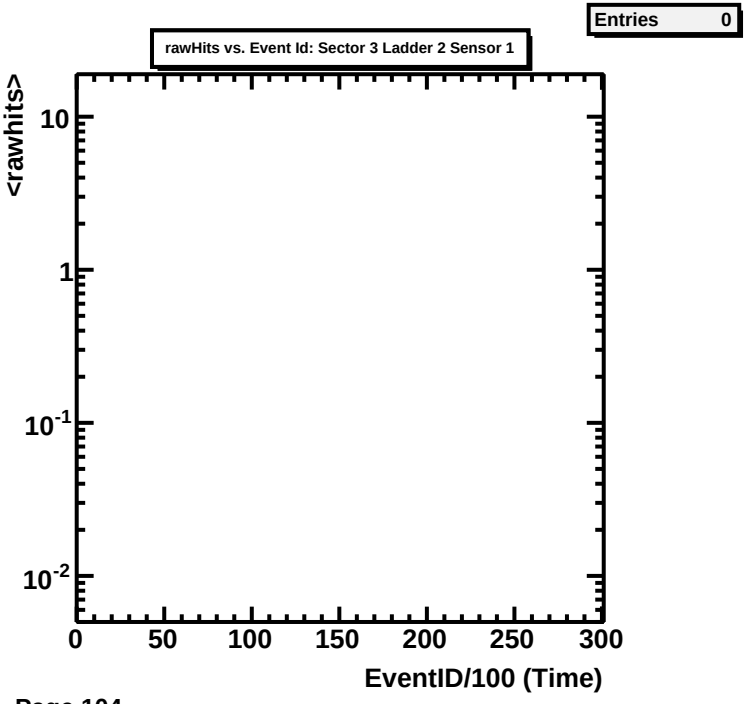

Entries 0
Raw hit map: Sector 3, Ladder 1, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

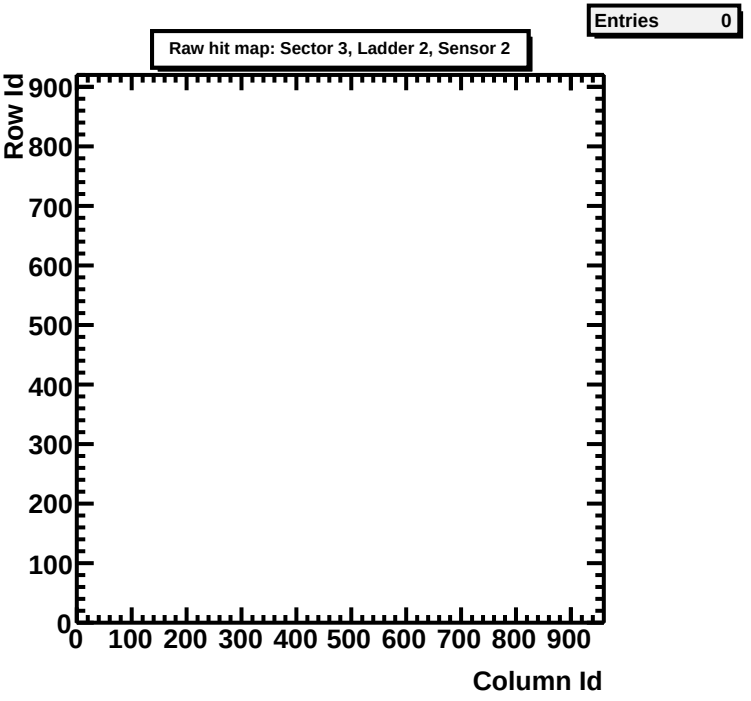

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 1 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

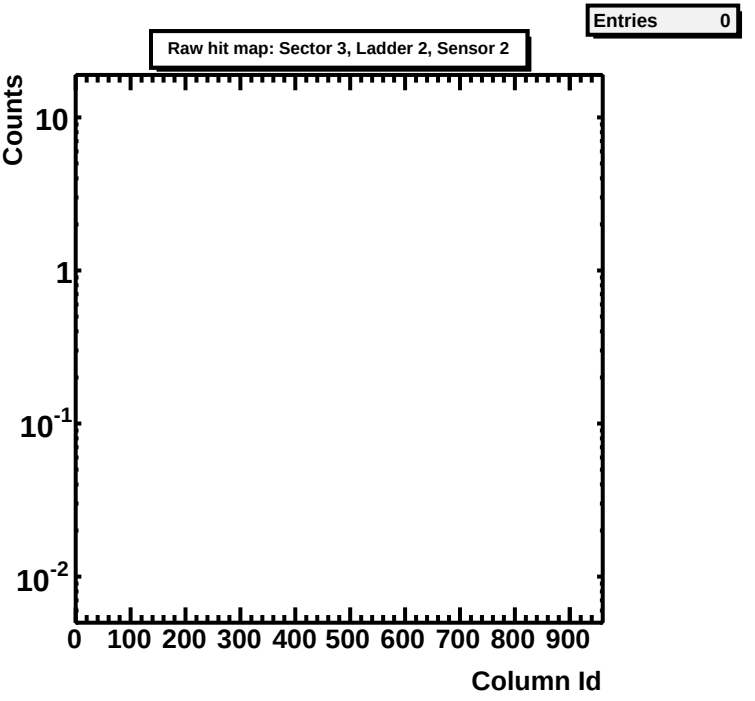

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 1
Row Id
Column Id

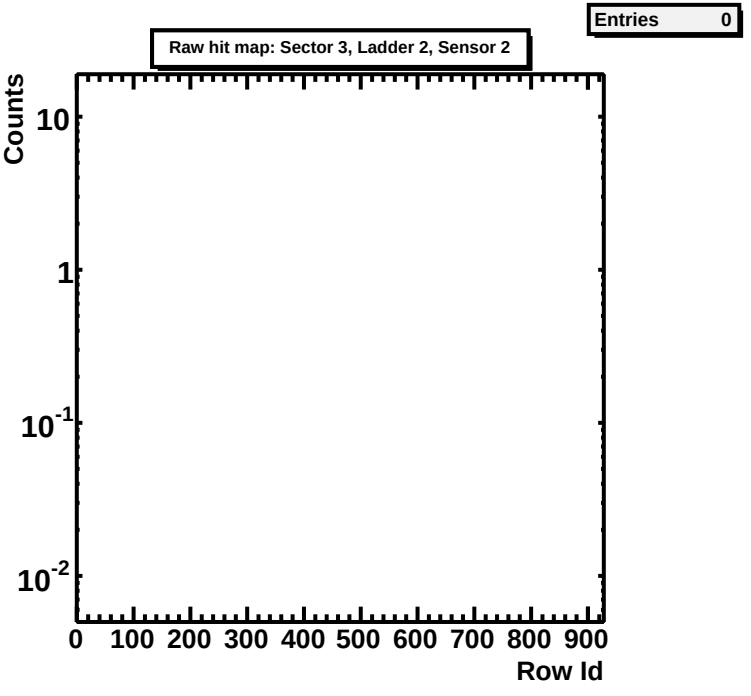

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 1
Counts
Column Id

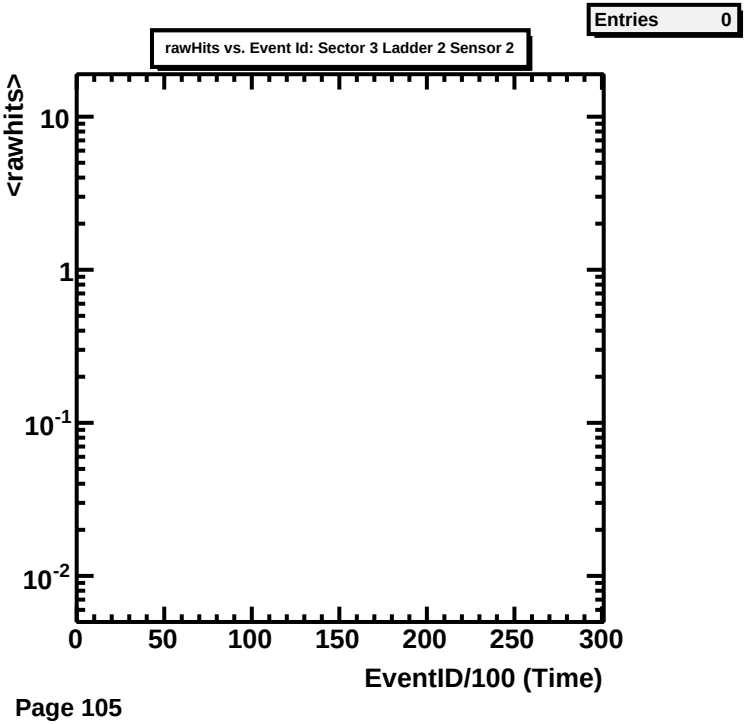

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 1
Counts
Row Id

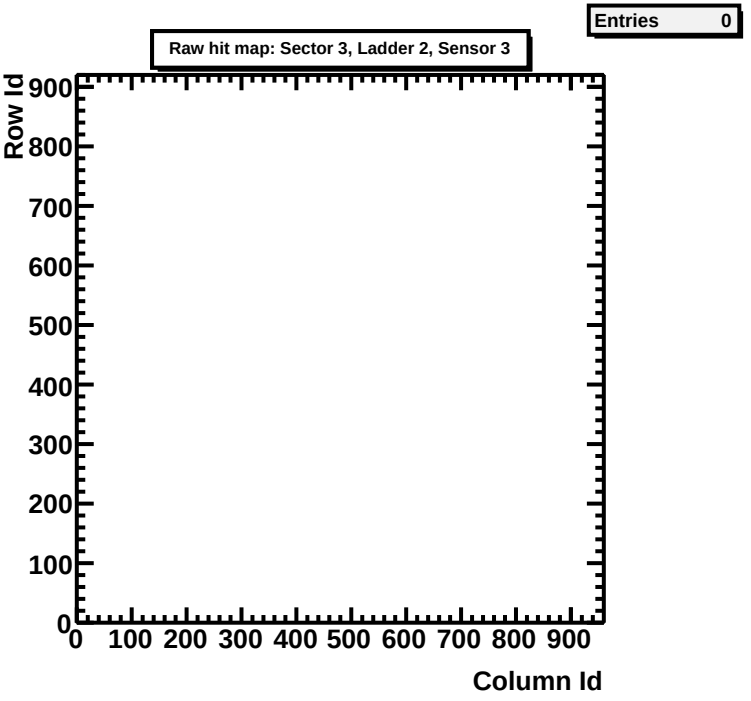

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 1
<rawhits>
EventID/100 (Time)

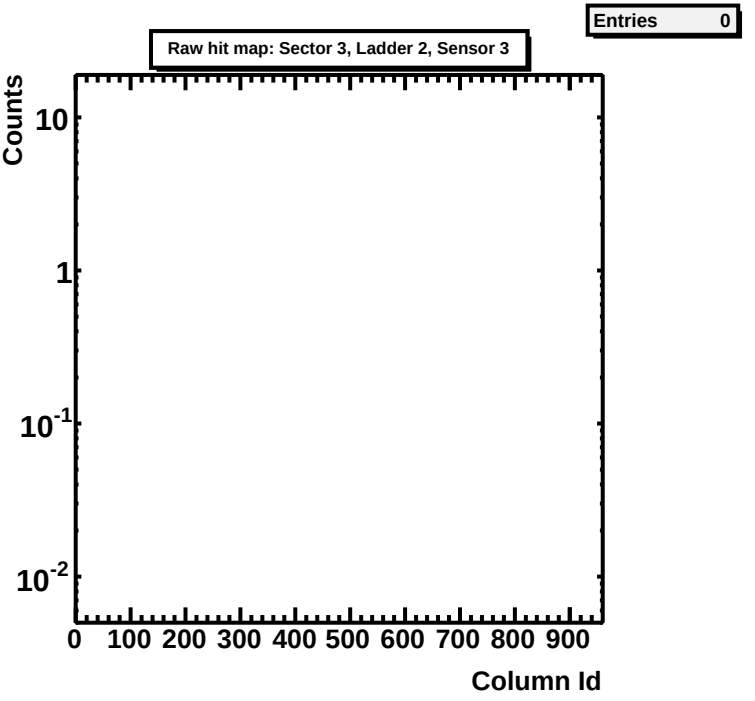

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

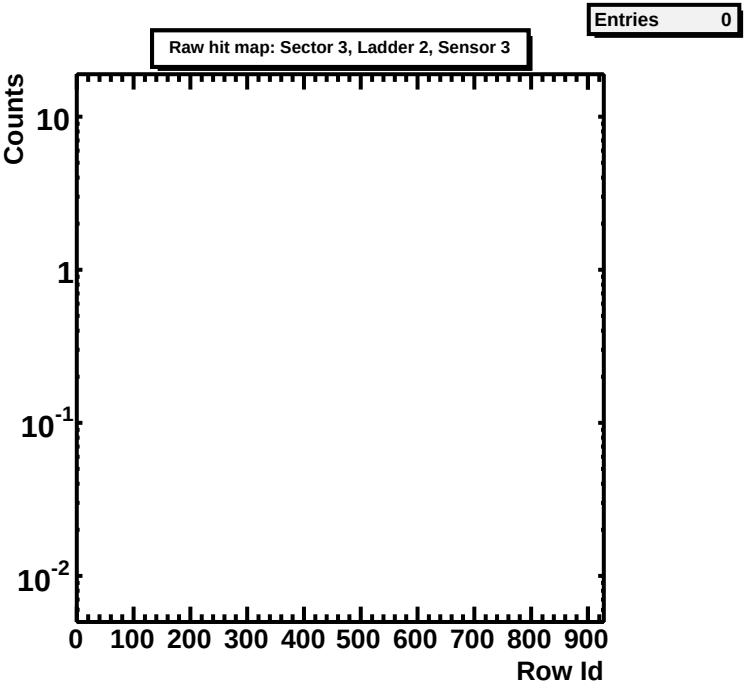

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

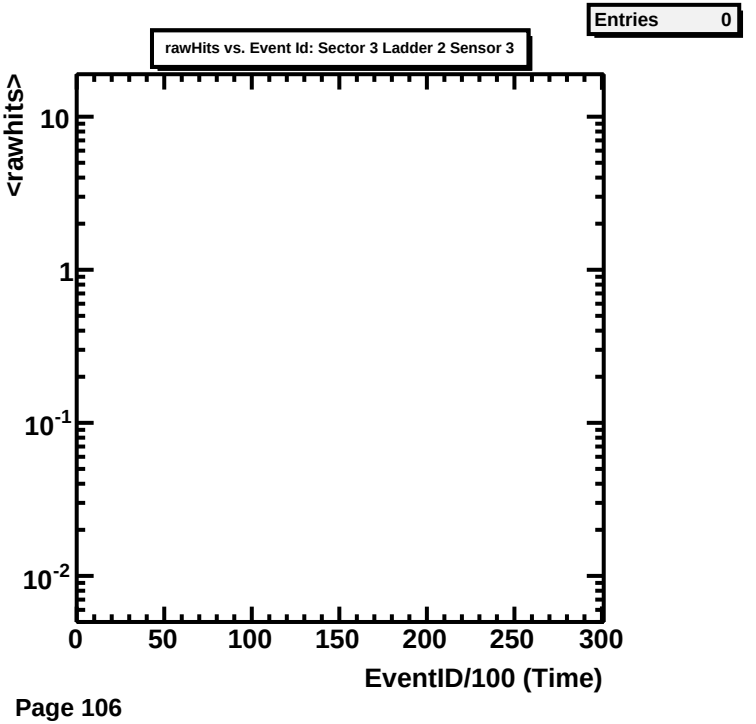

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

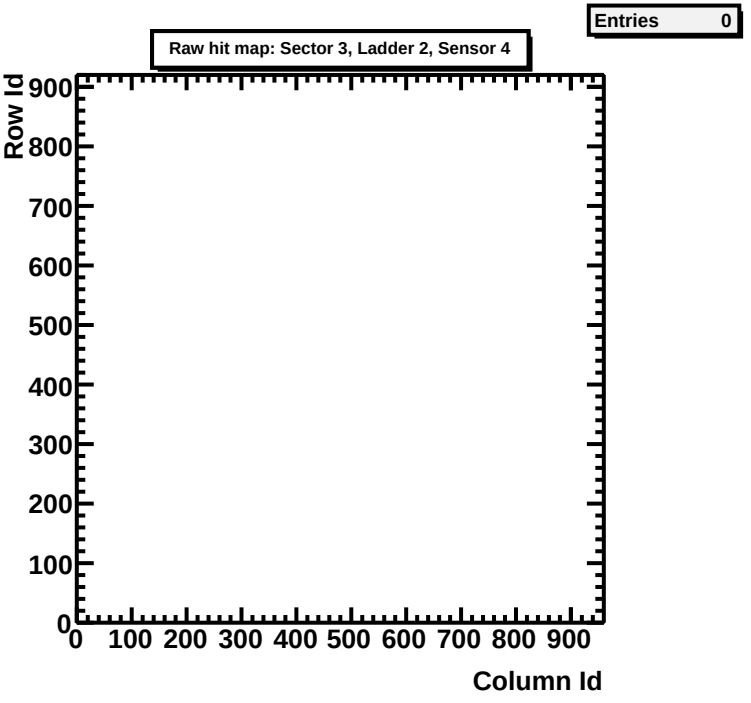

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

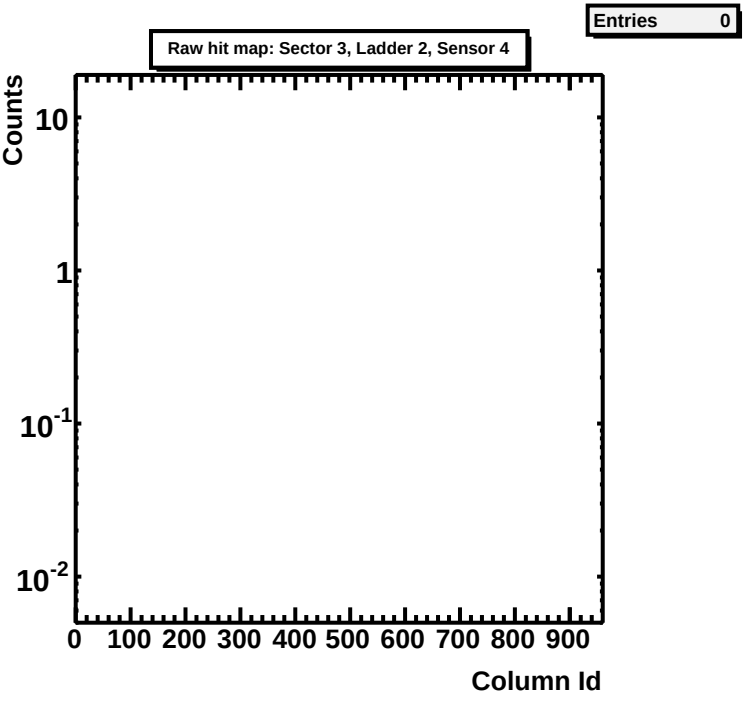

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 3
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

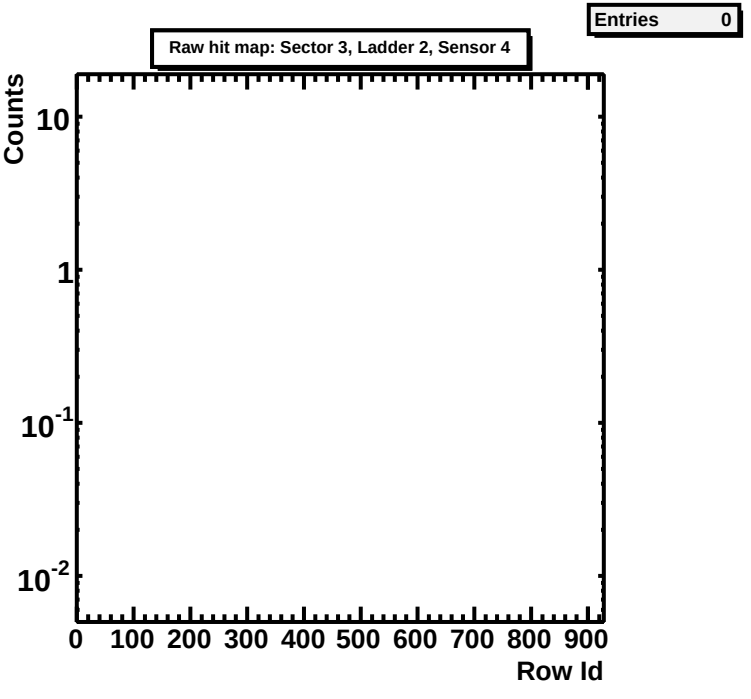

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

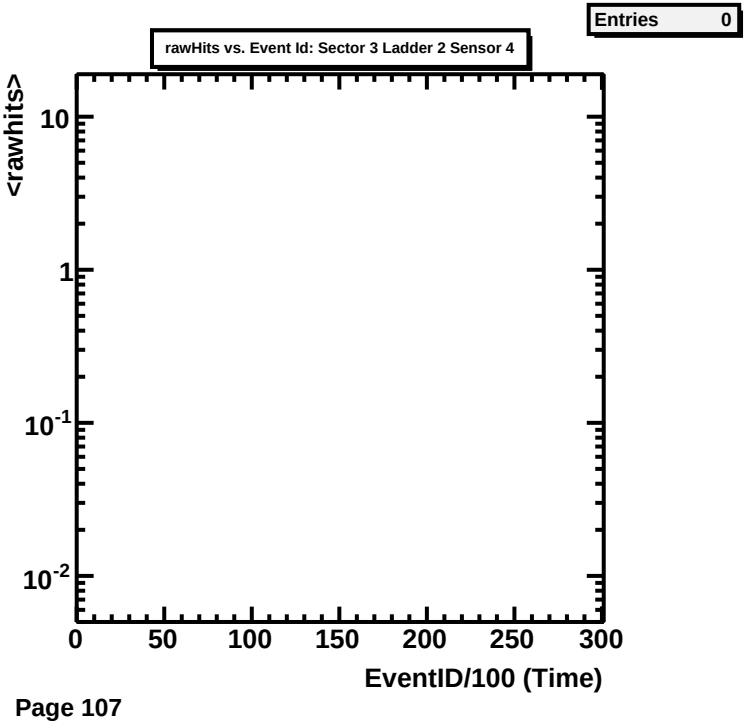

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

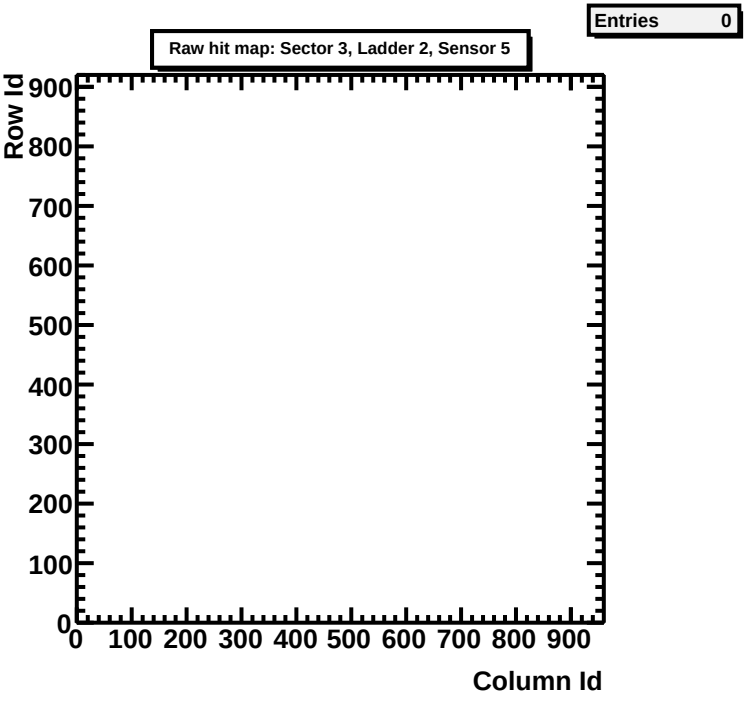

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

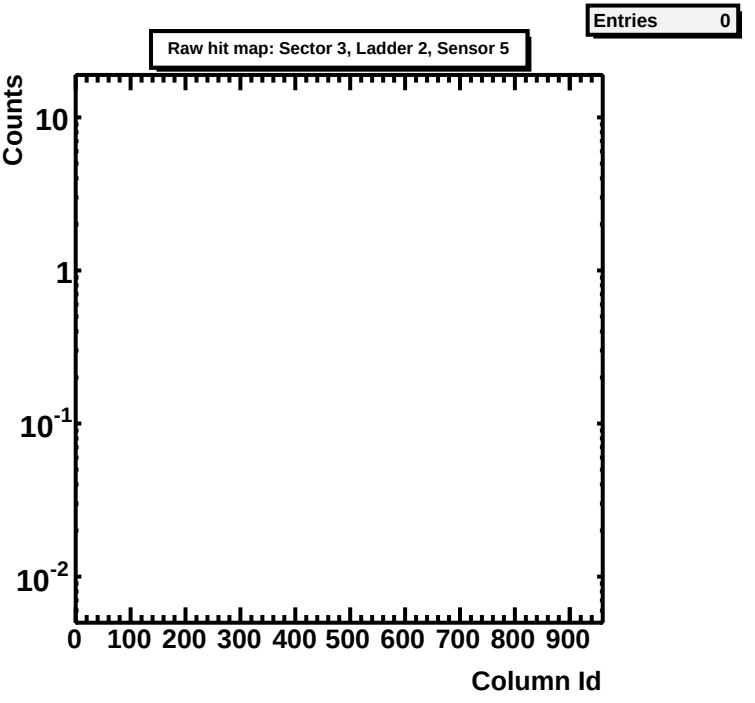

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

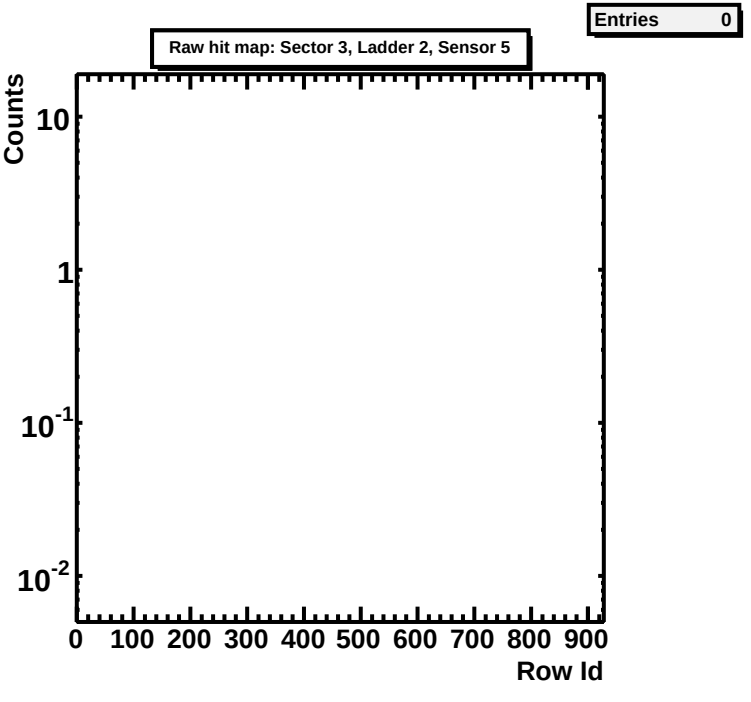

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

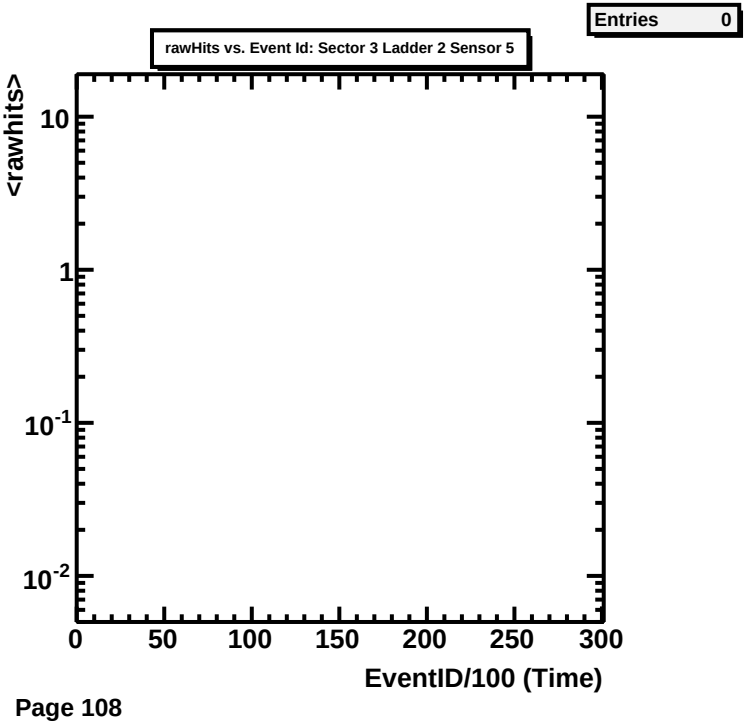

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

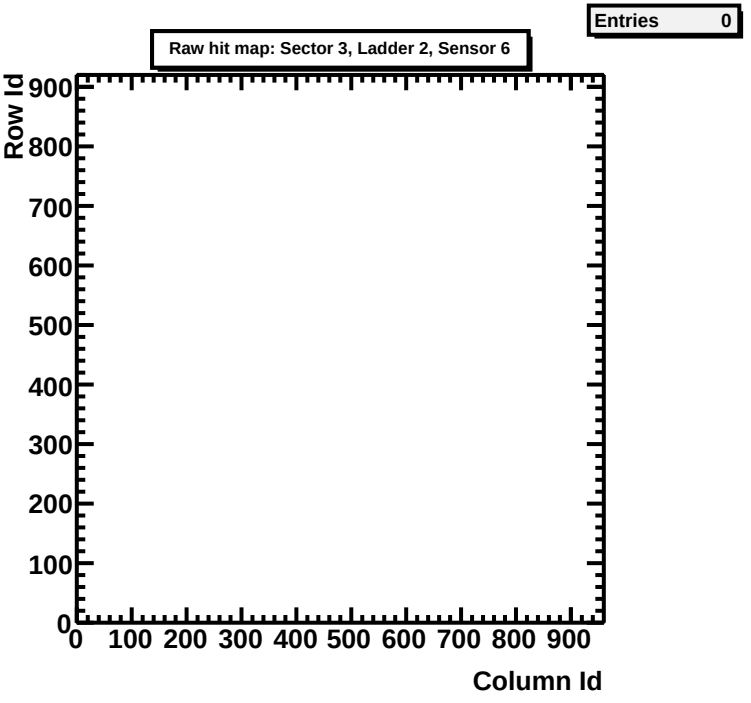

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

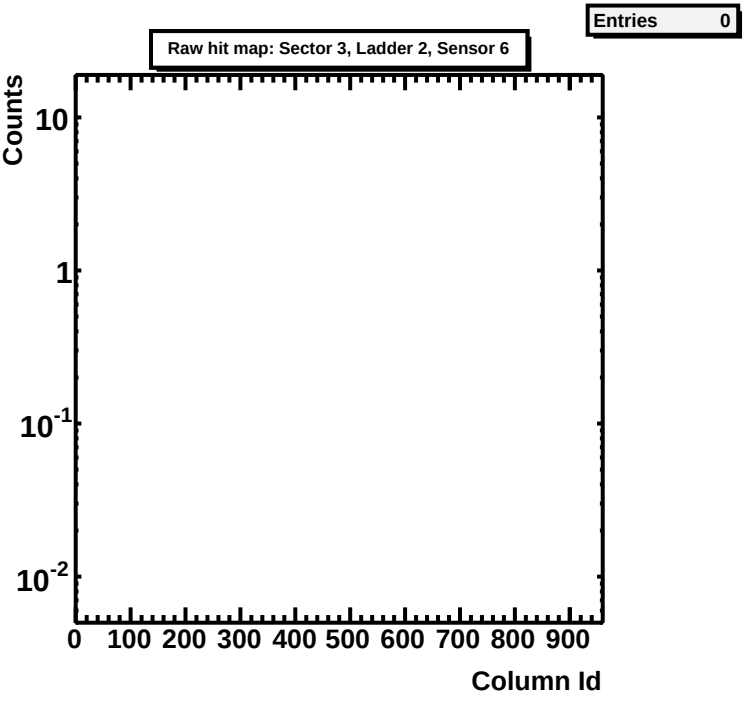

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 5
Row Id
Column Id

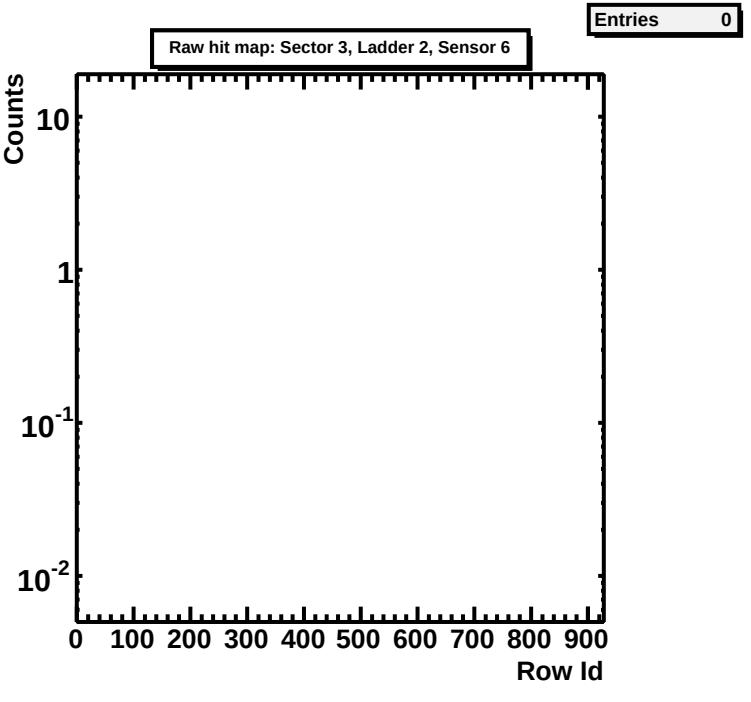

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 5
Counts
Column Id

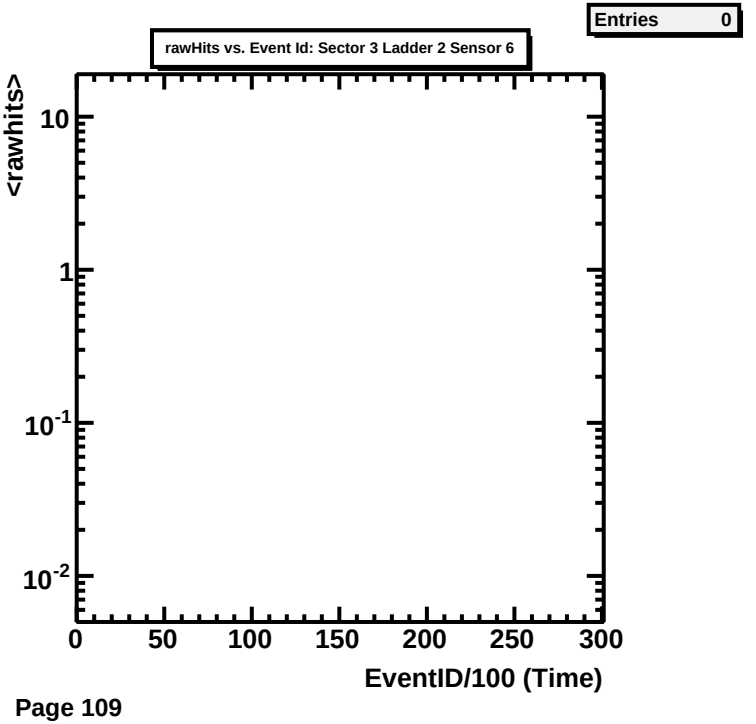

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 5
Counts
Row Id

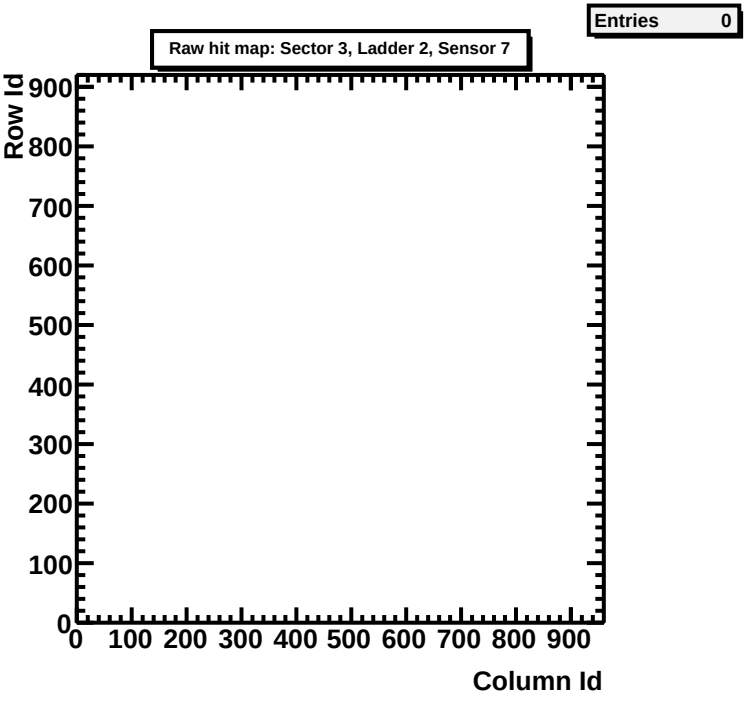

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 5
<rawhits>
EventID/100 (Time)

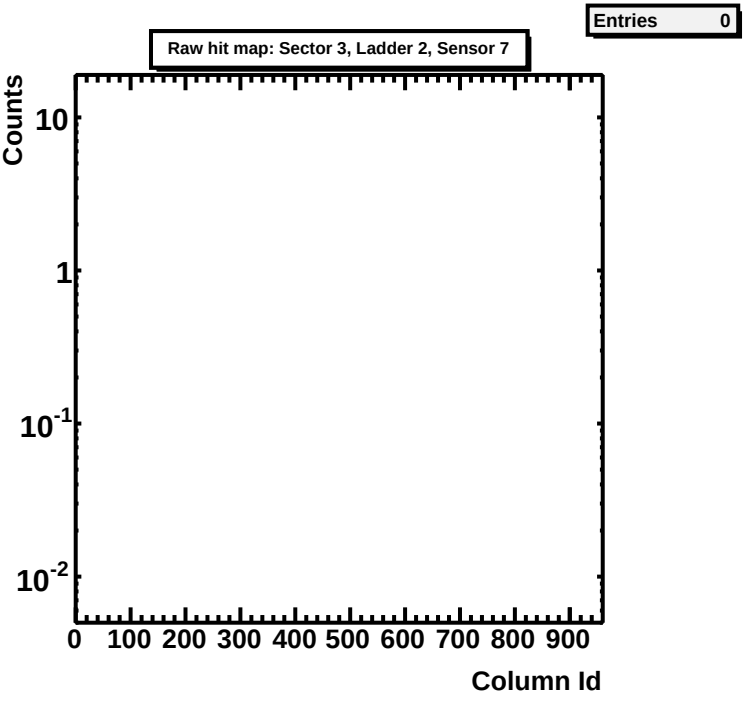

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

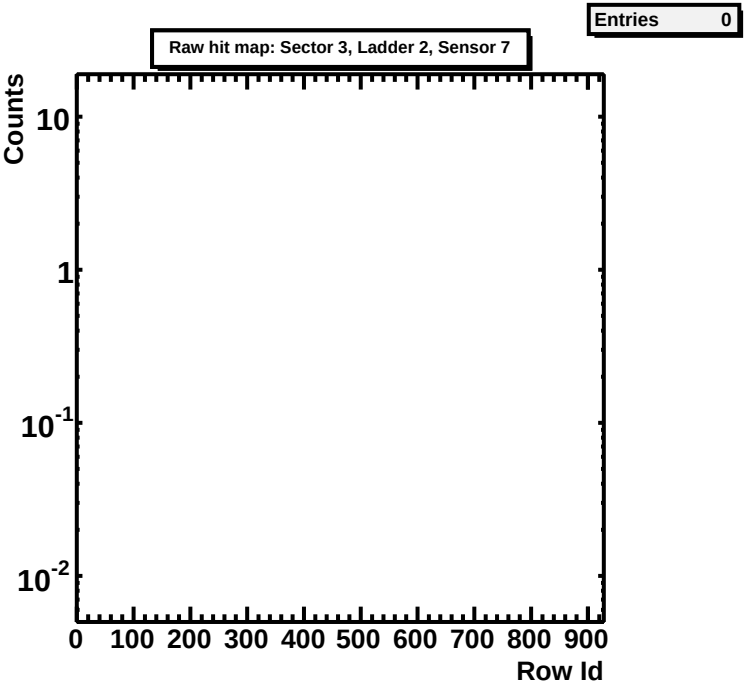

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

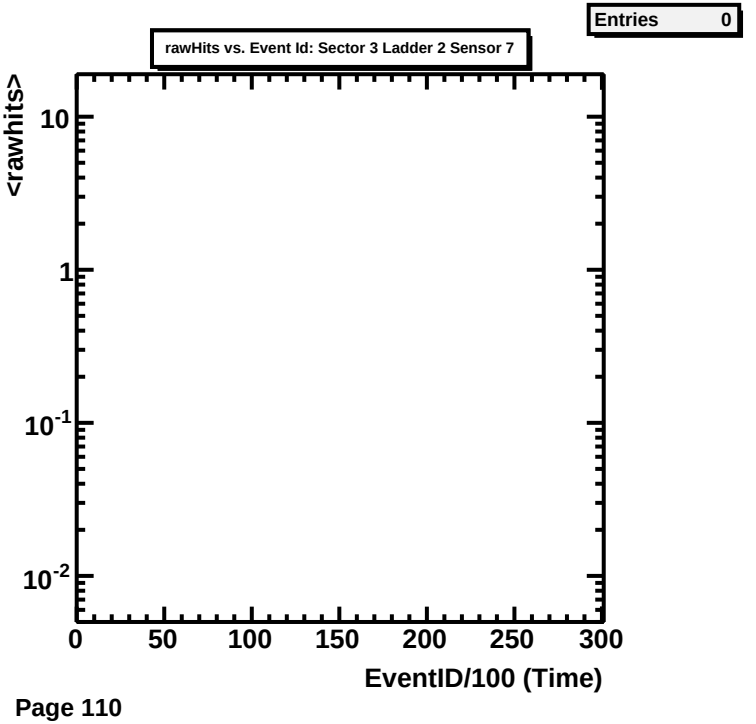

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

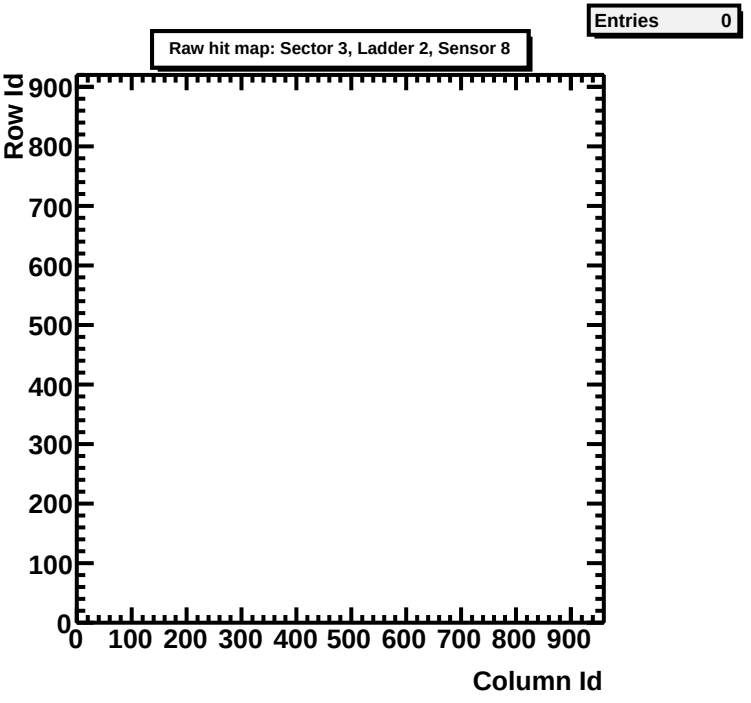

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

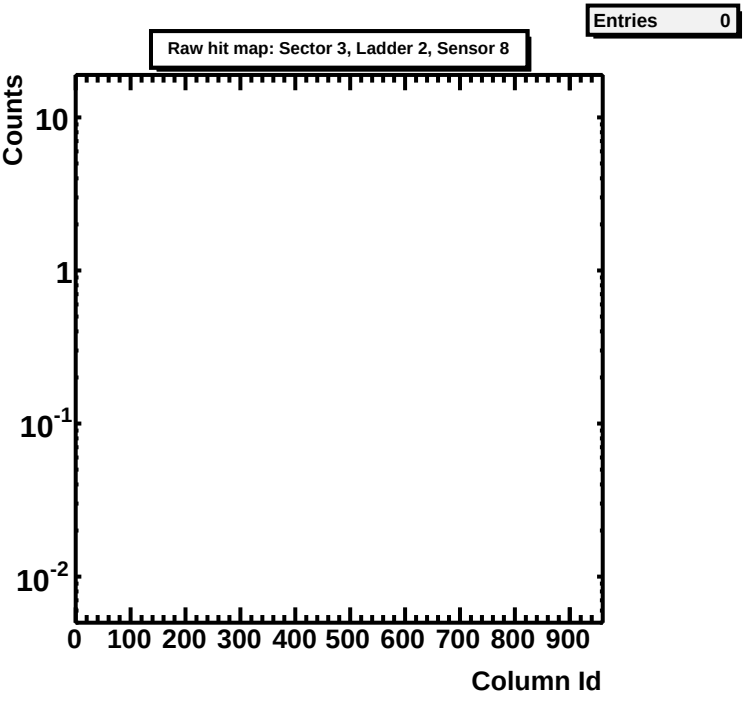

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 7
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

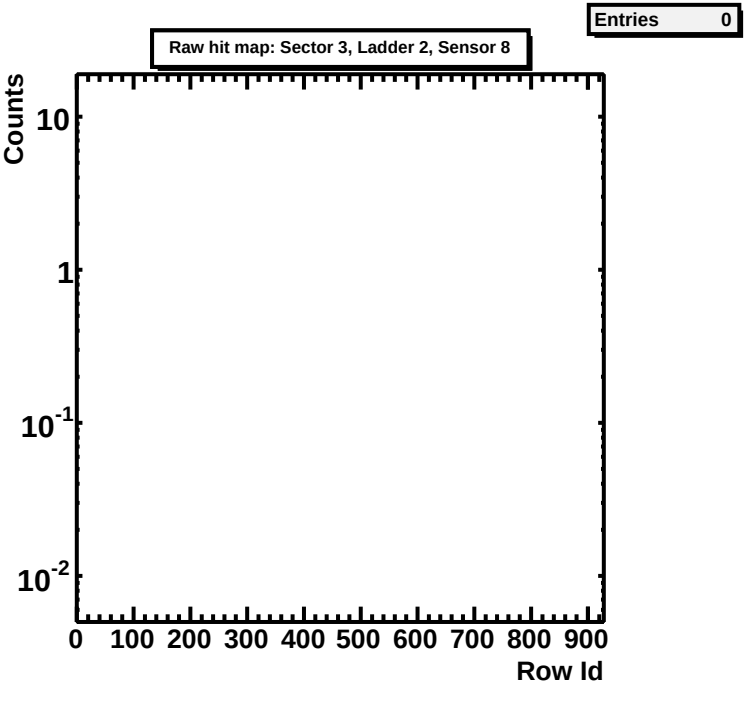

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

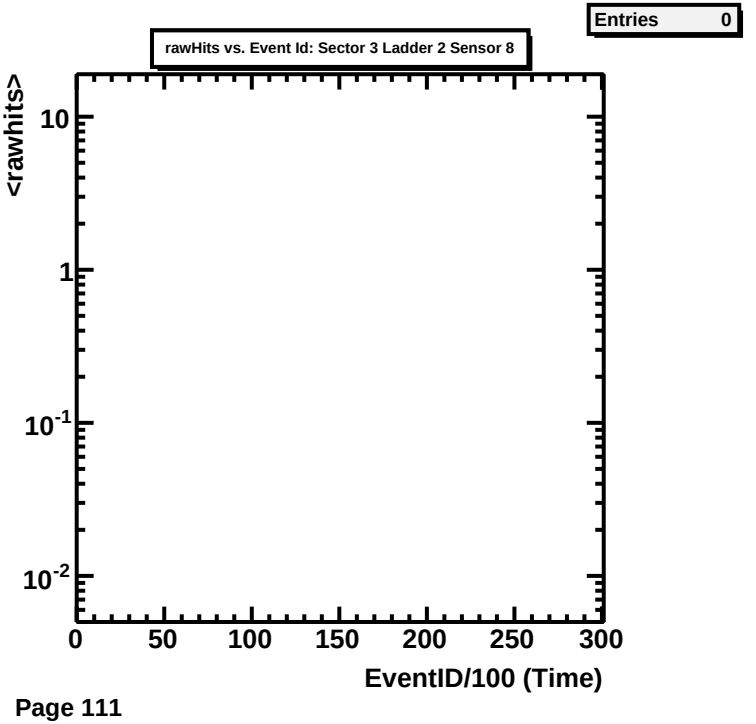

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

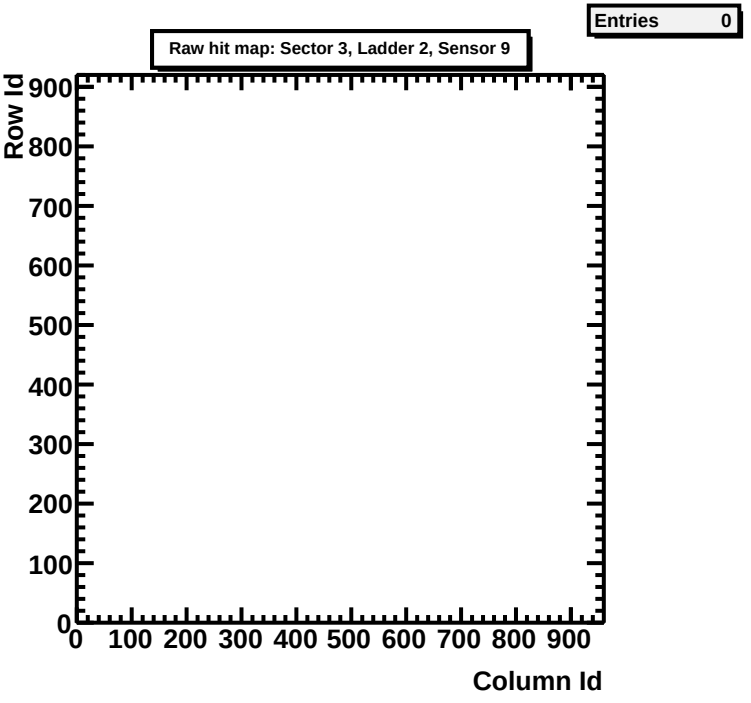

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

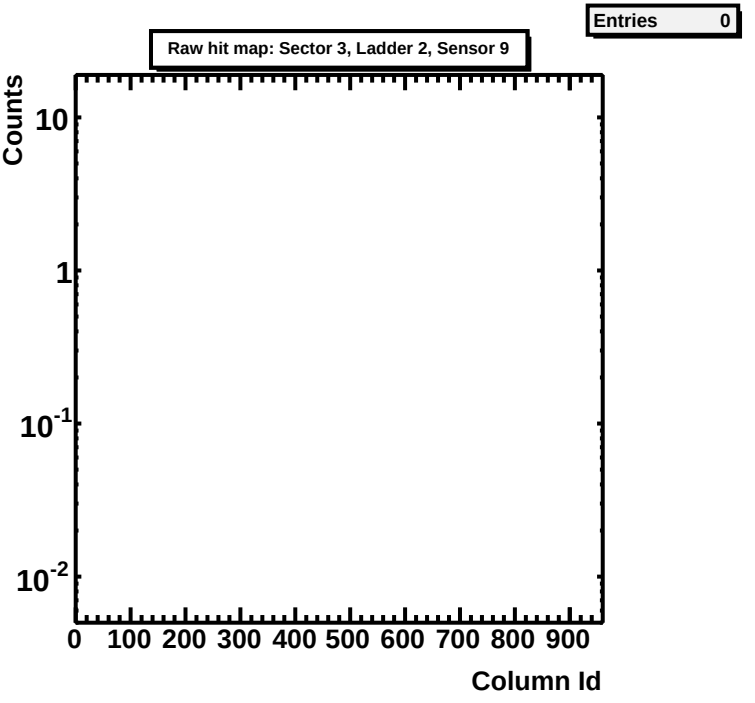

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

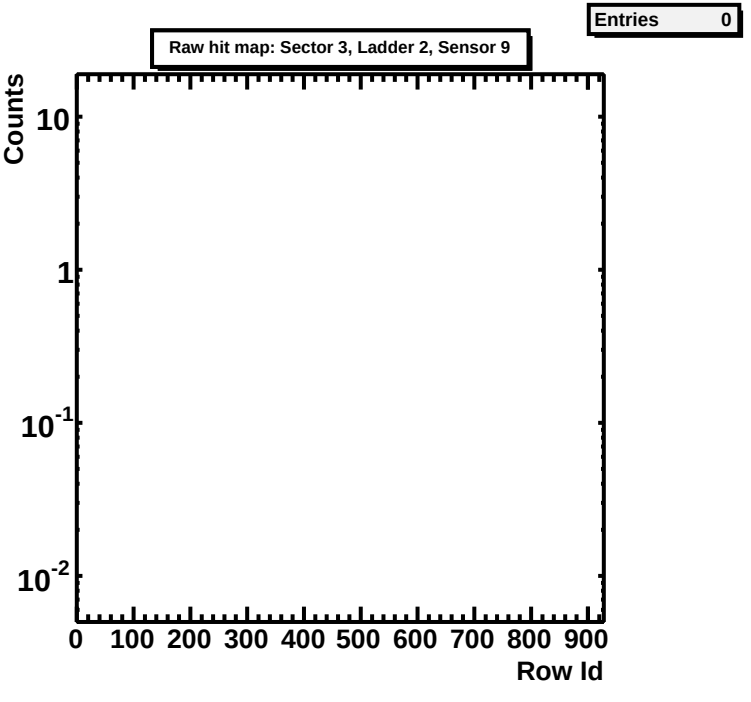

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

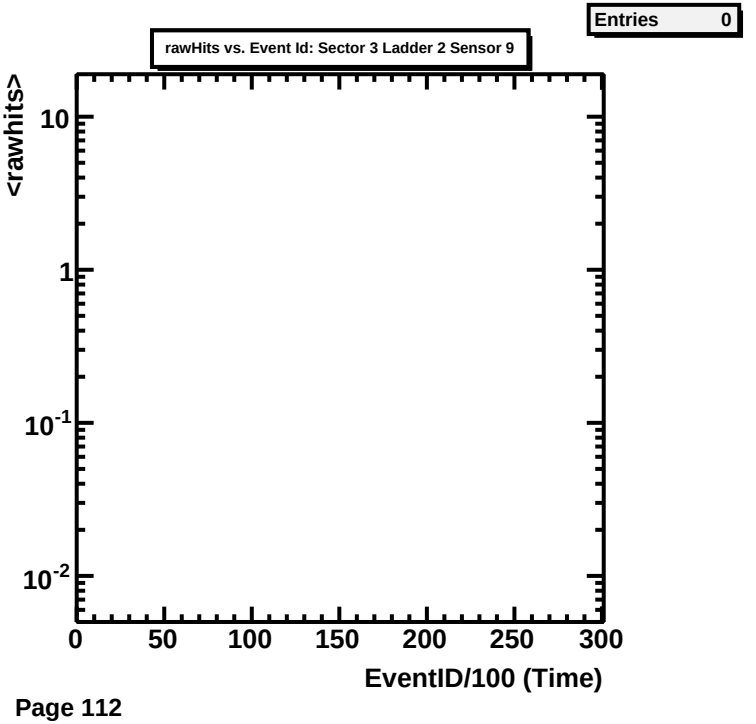

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

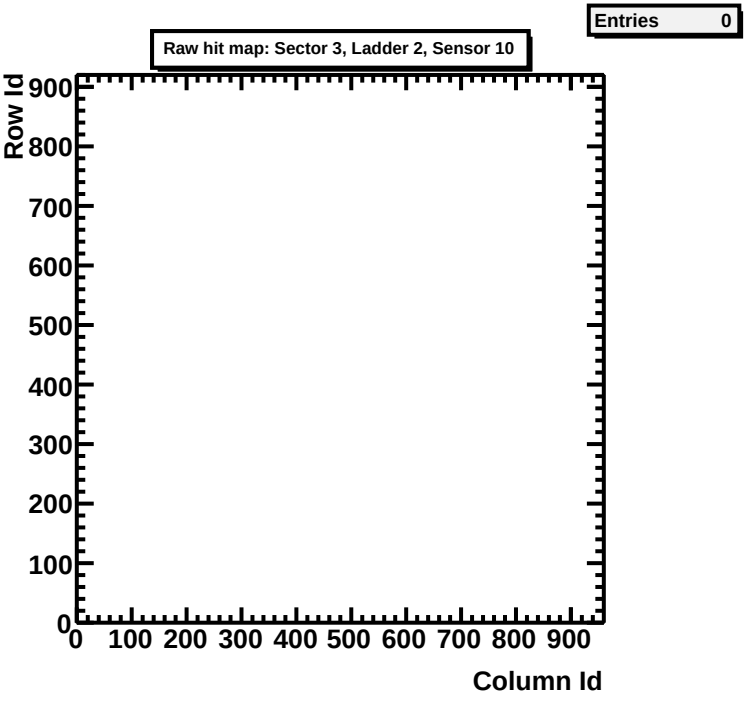

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

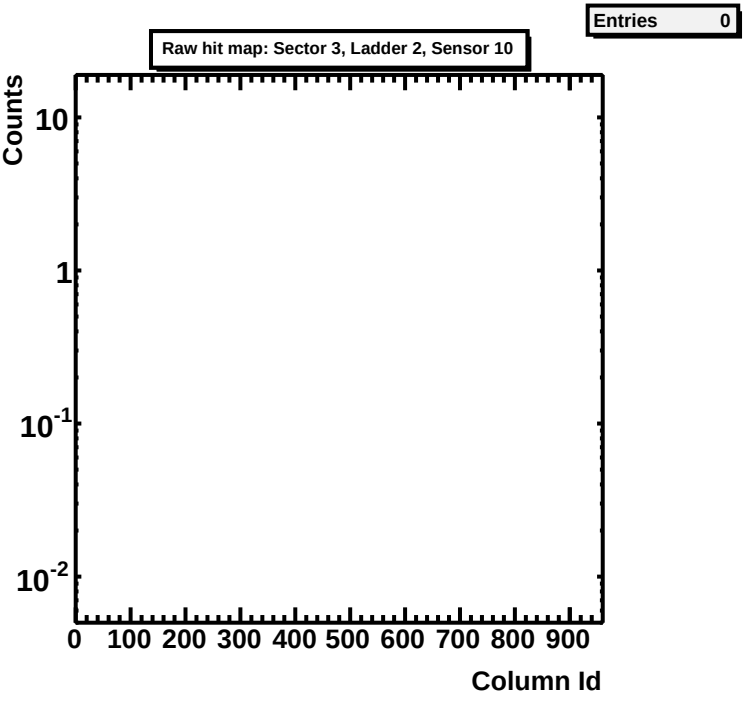

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

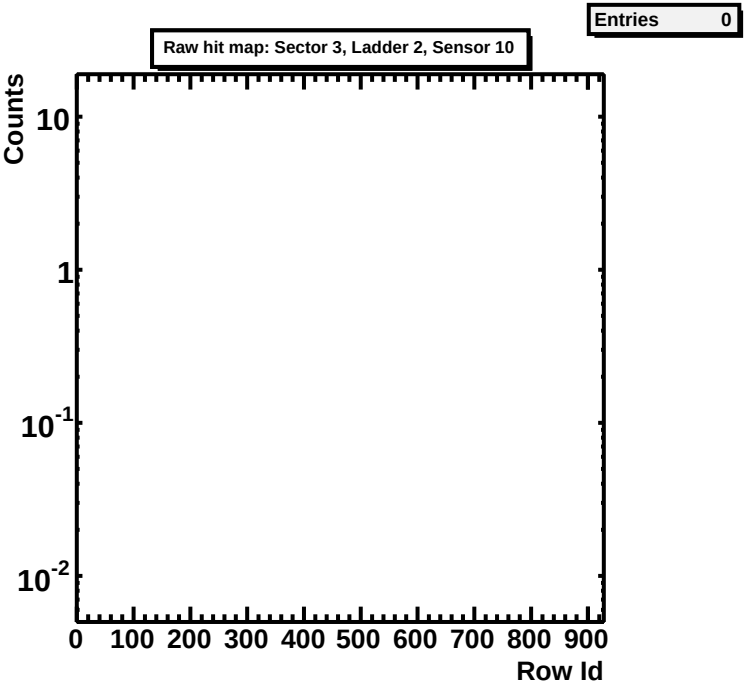

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

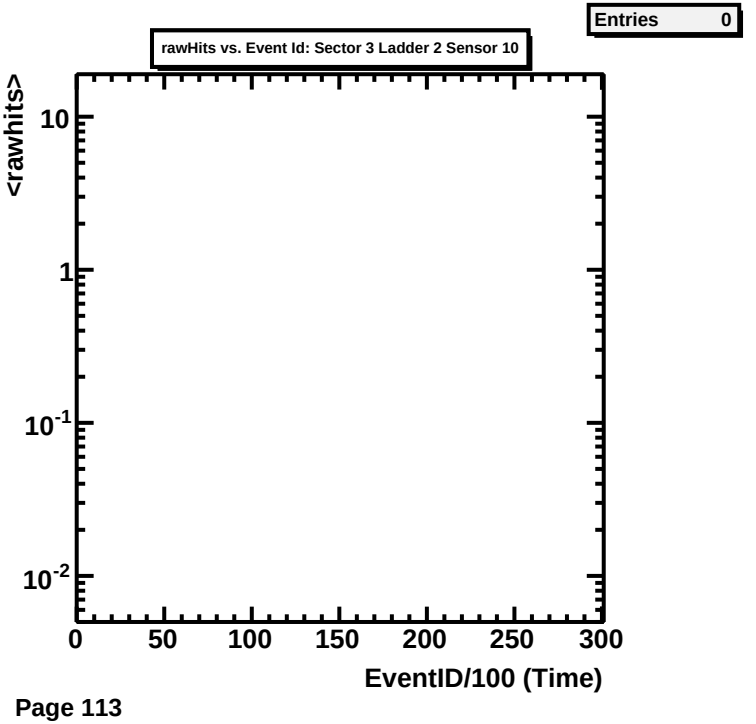

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

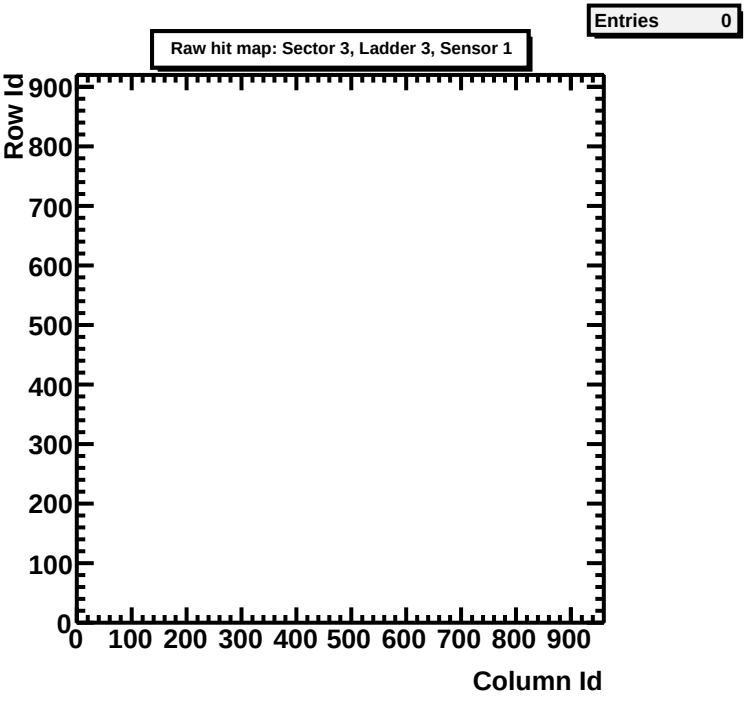

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

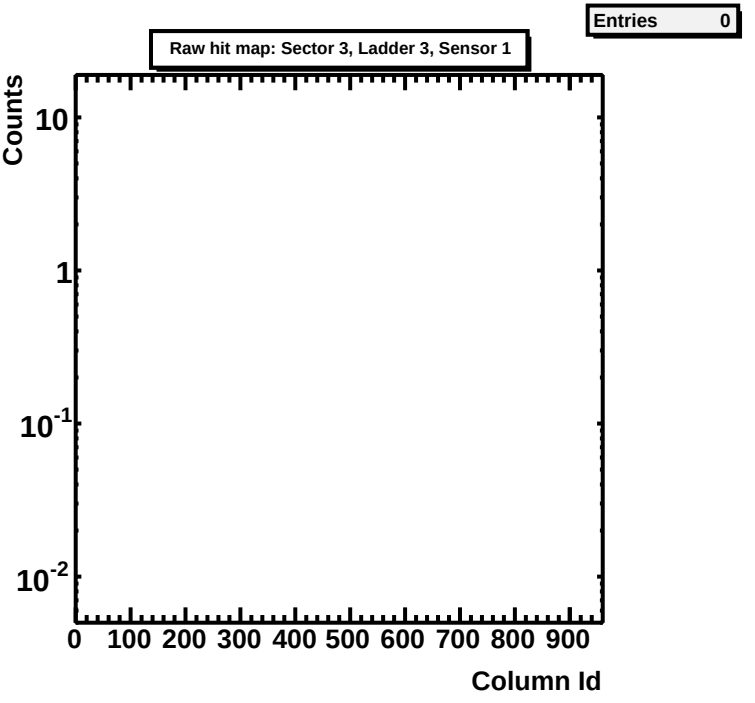

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 10
Row Id
Column Id

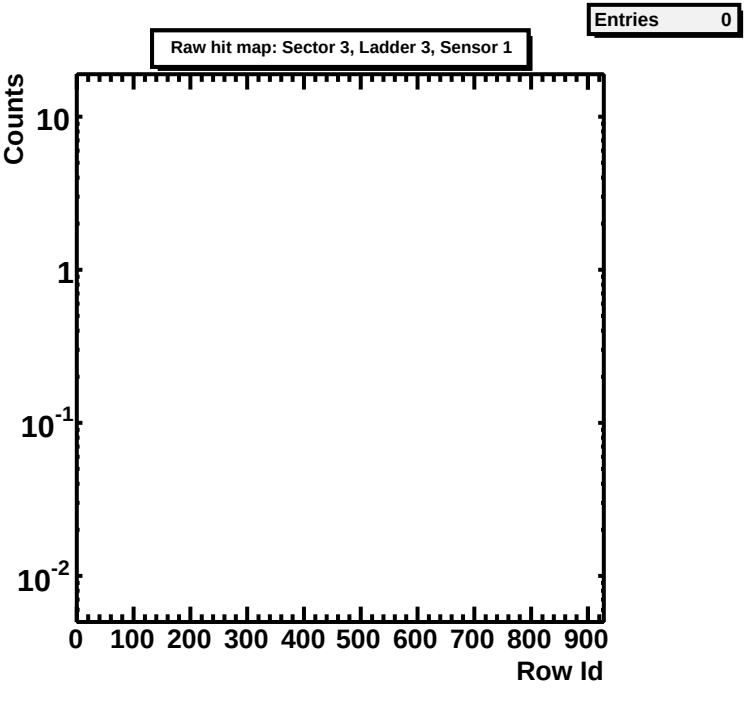

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 10
Counts
Column Id

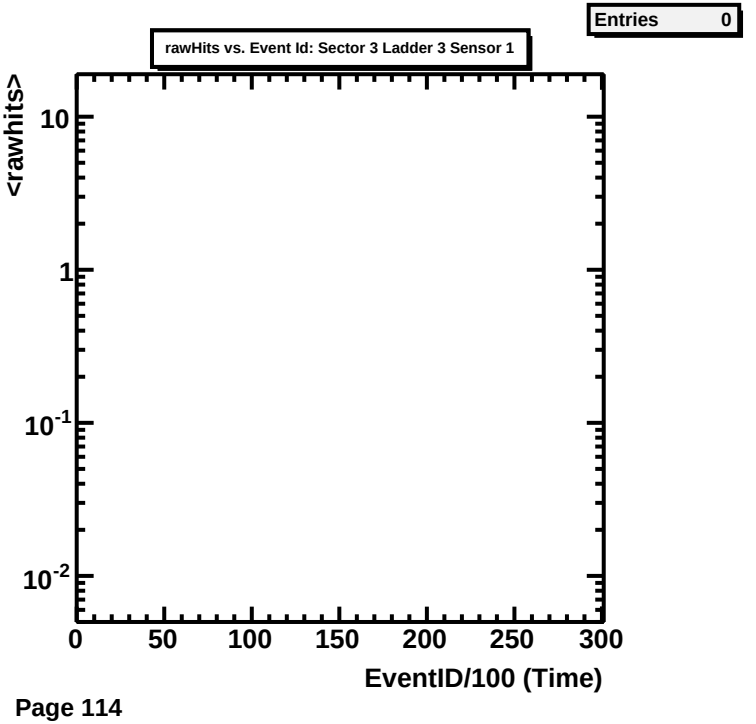

Entries 0
Raw hit map: Sector 3, Ladder 2, Sensor 10
Counts
Row Id

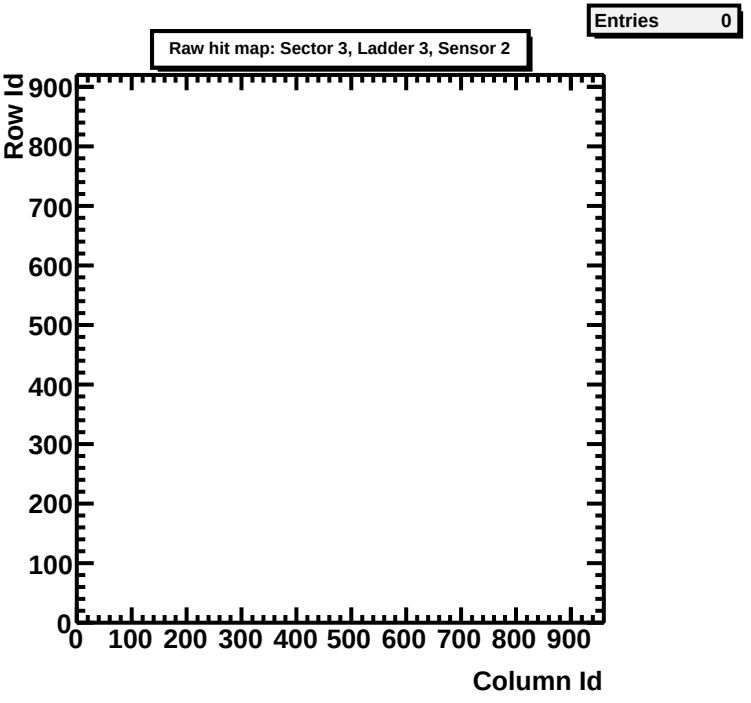

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

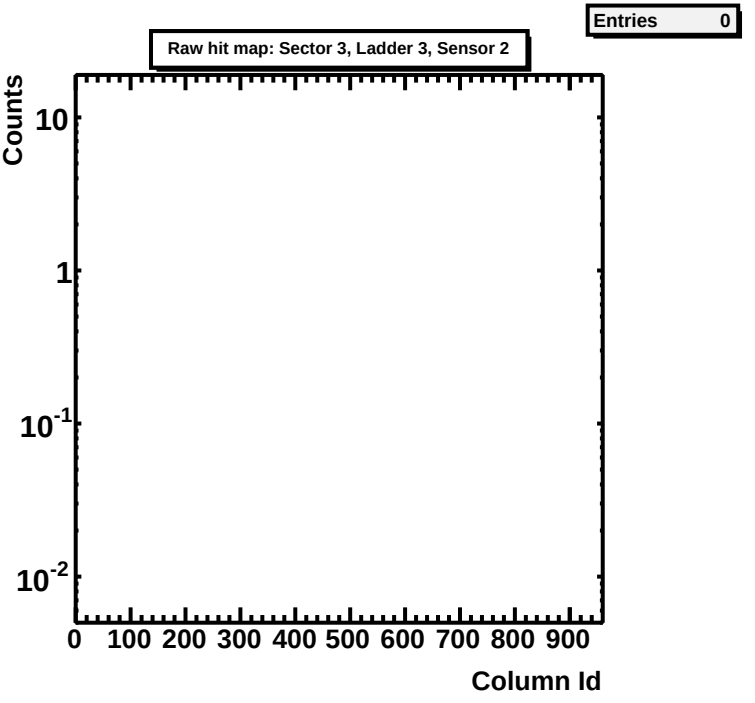

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 1
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

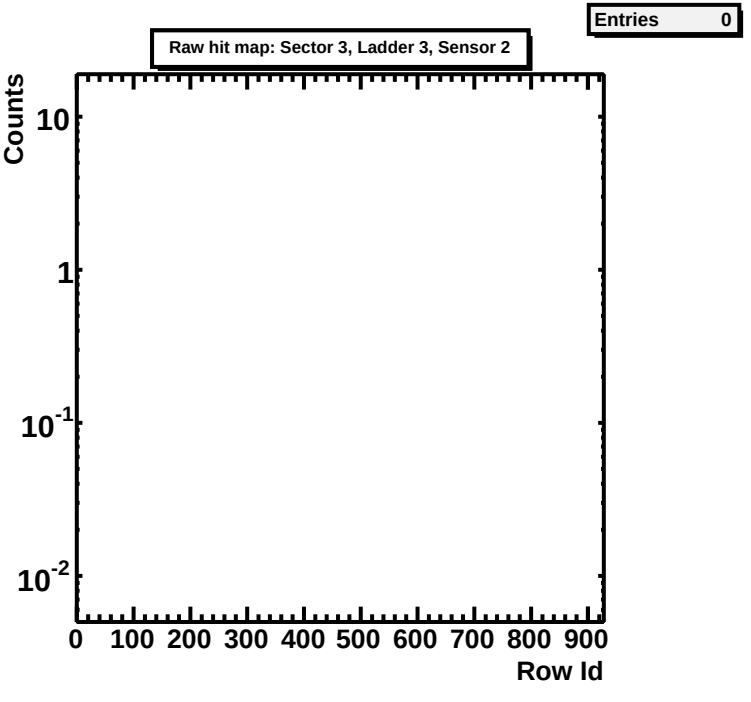

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

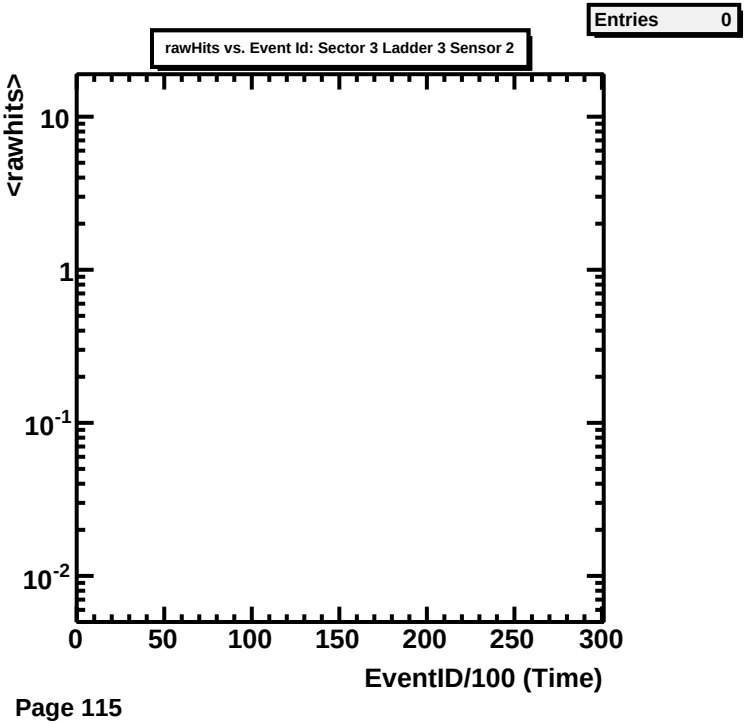

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

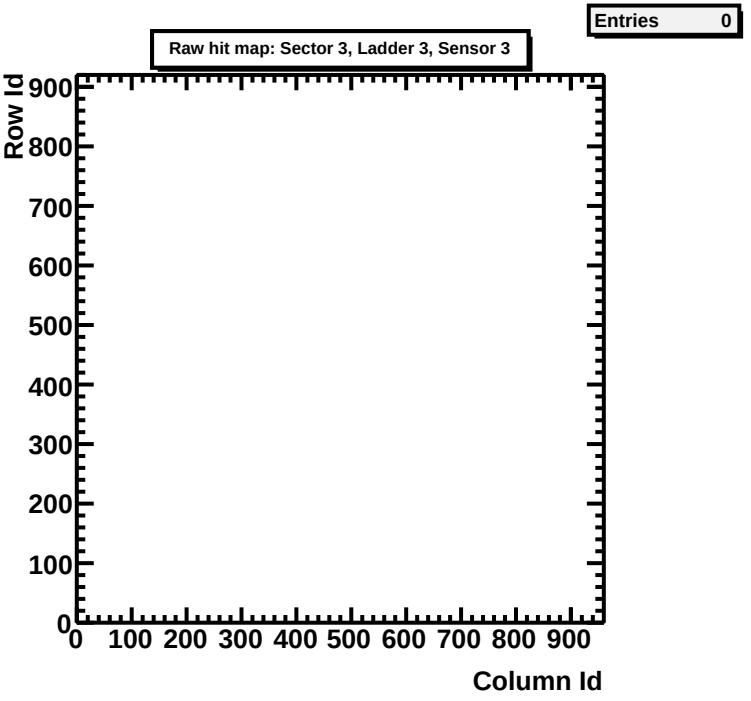

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

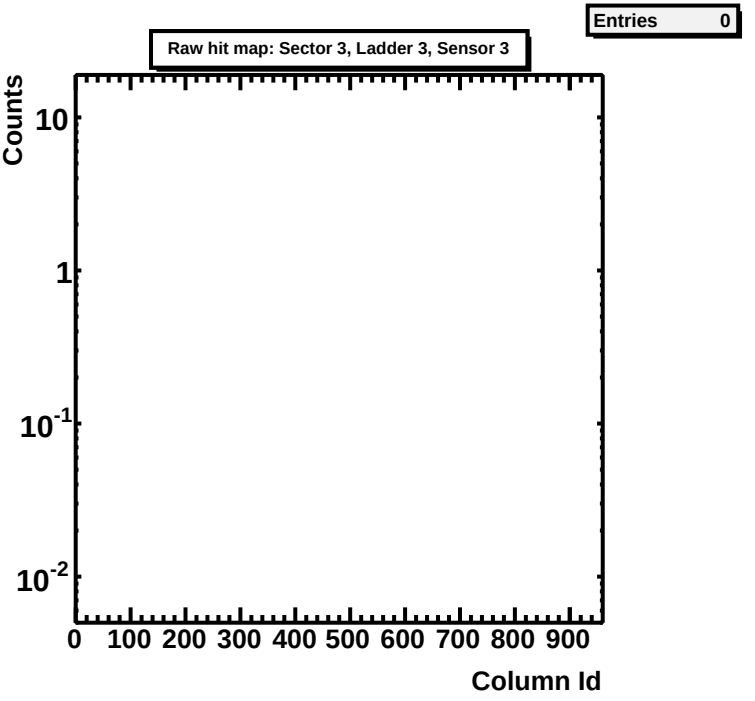

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

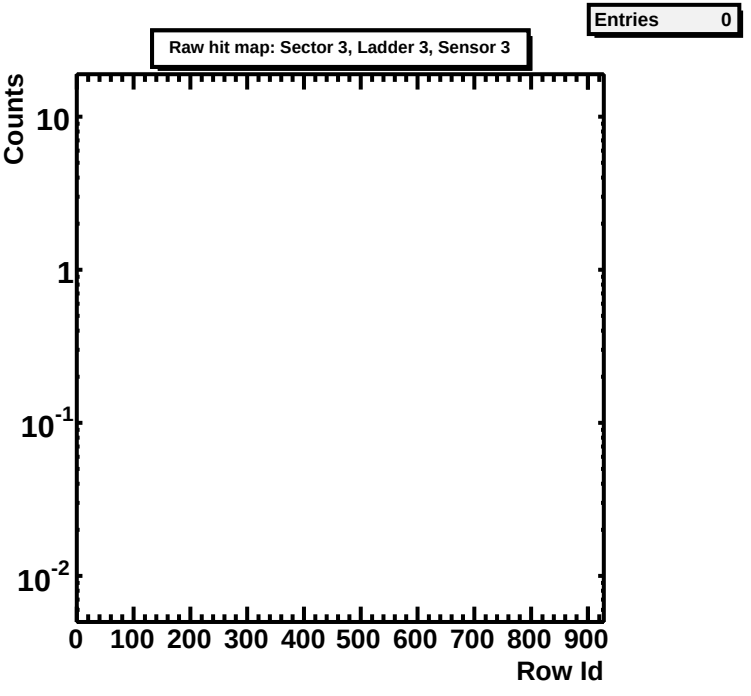

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

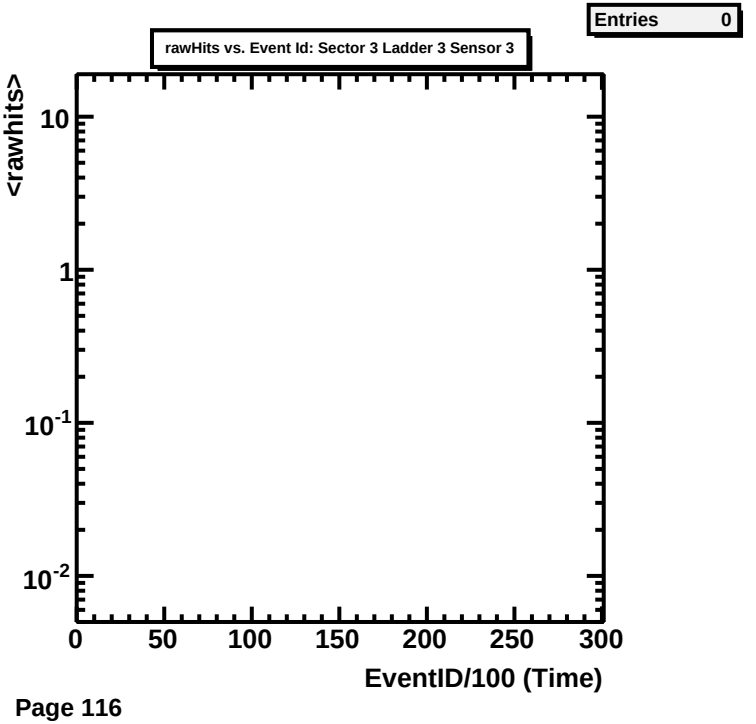

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

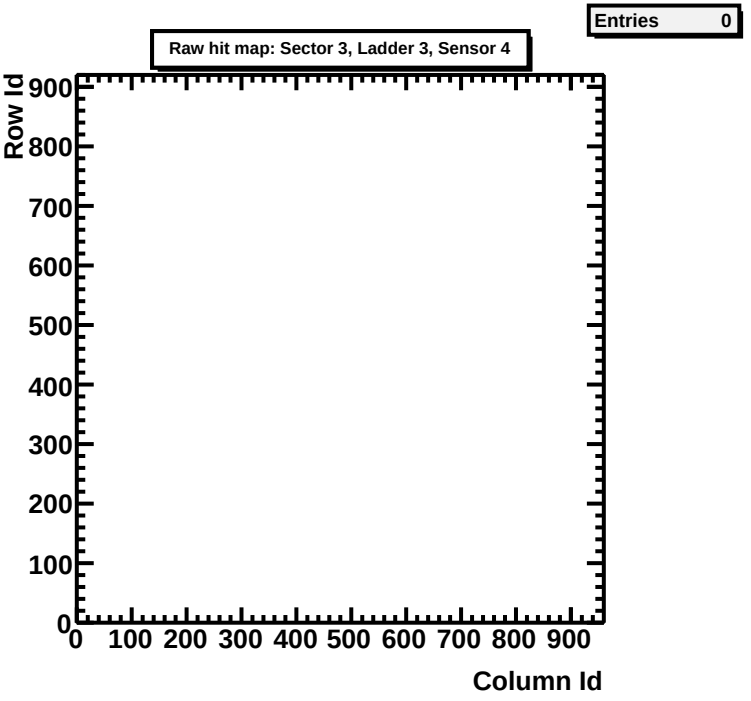

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

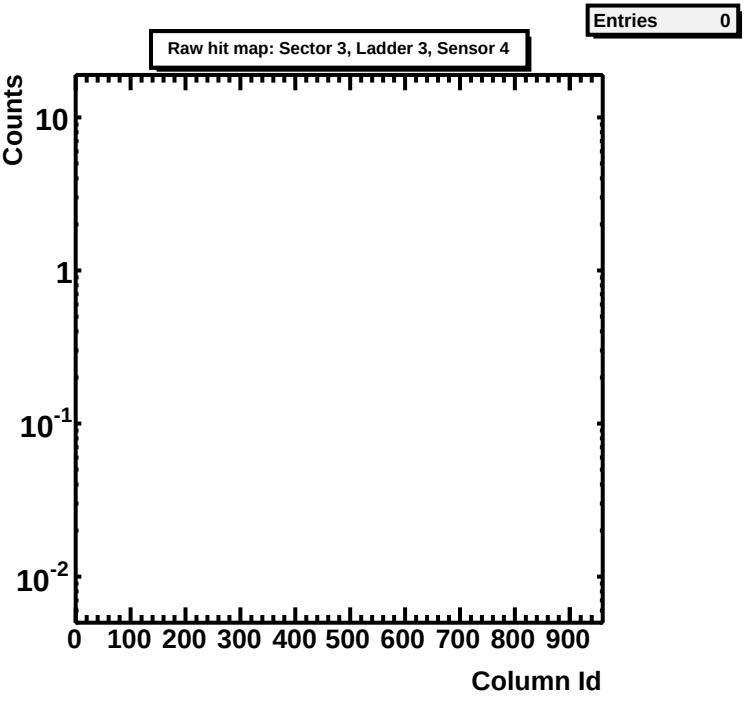

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

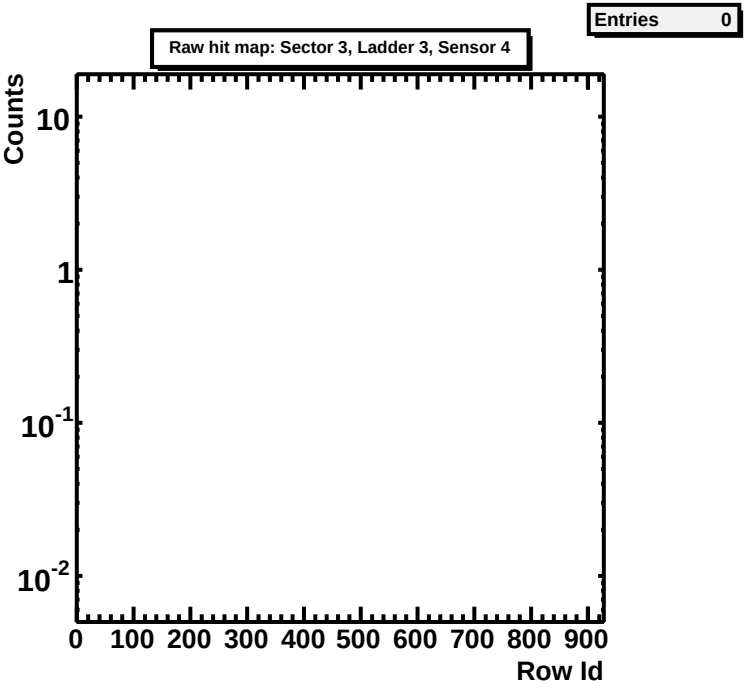

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

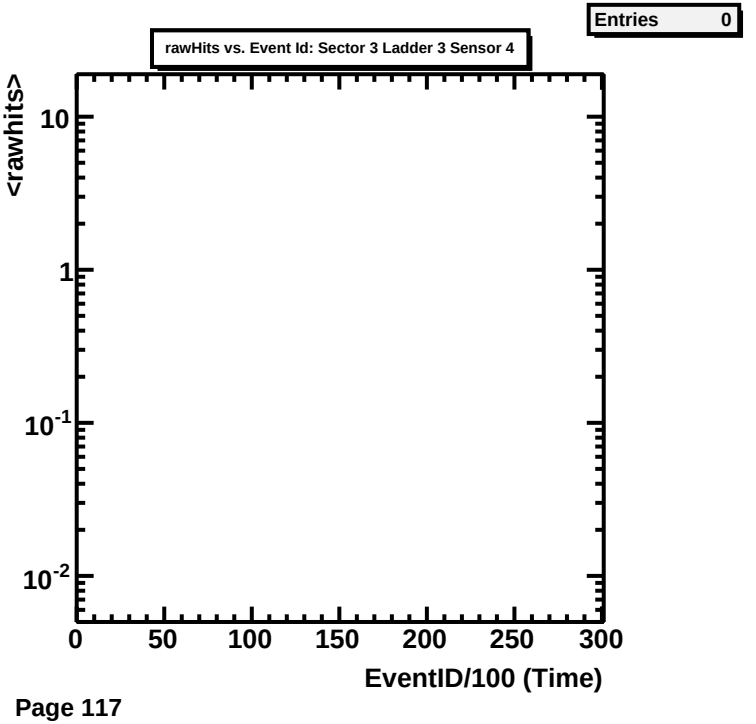

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

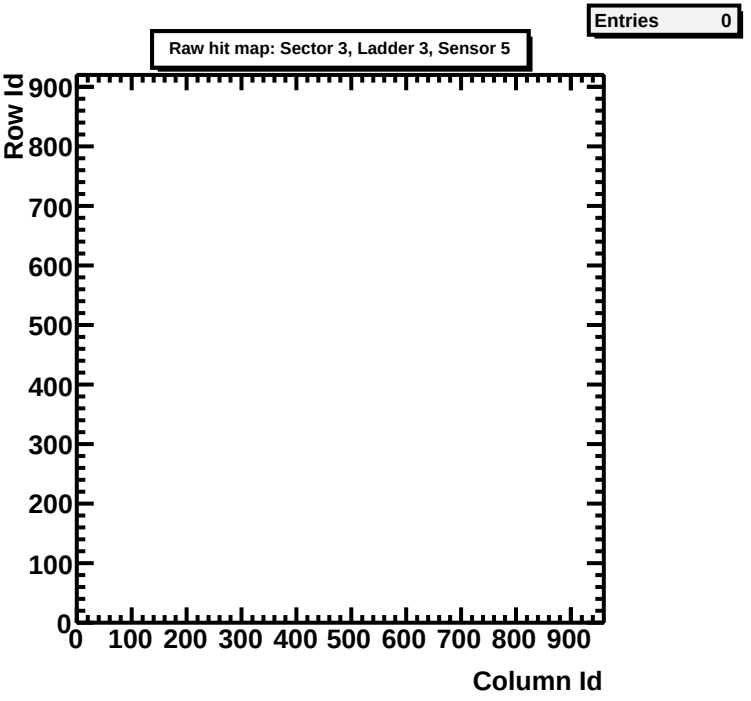

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

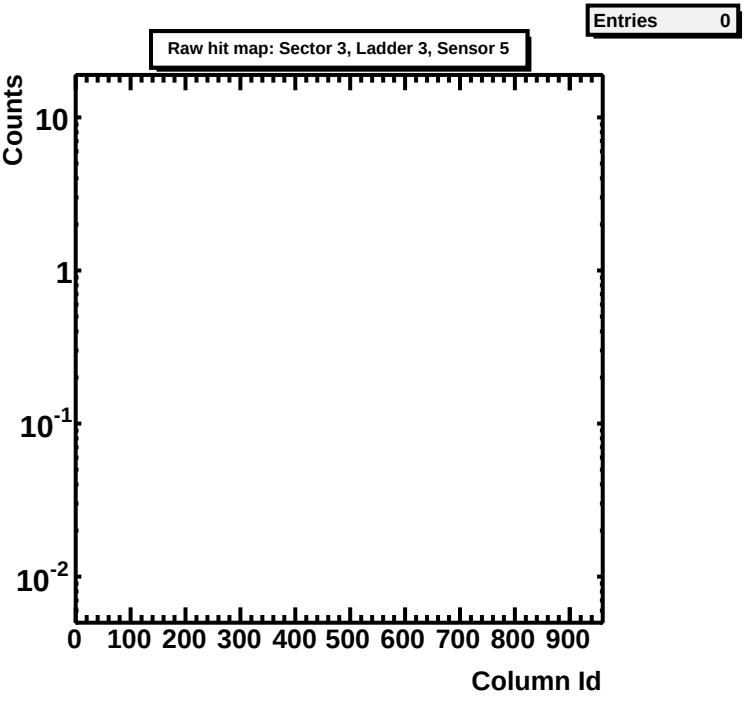

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 4
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

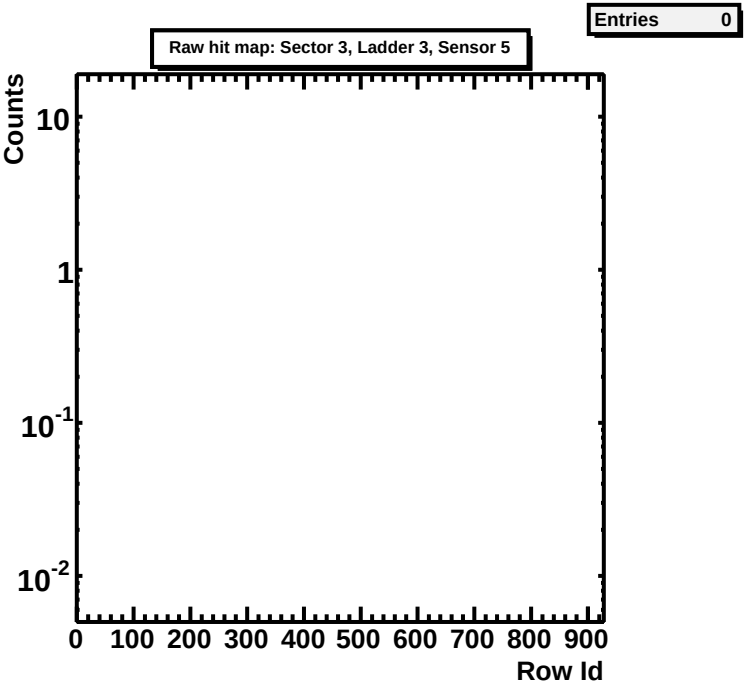

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

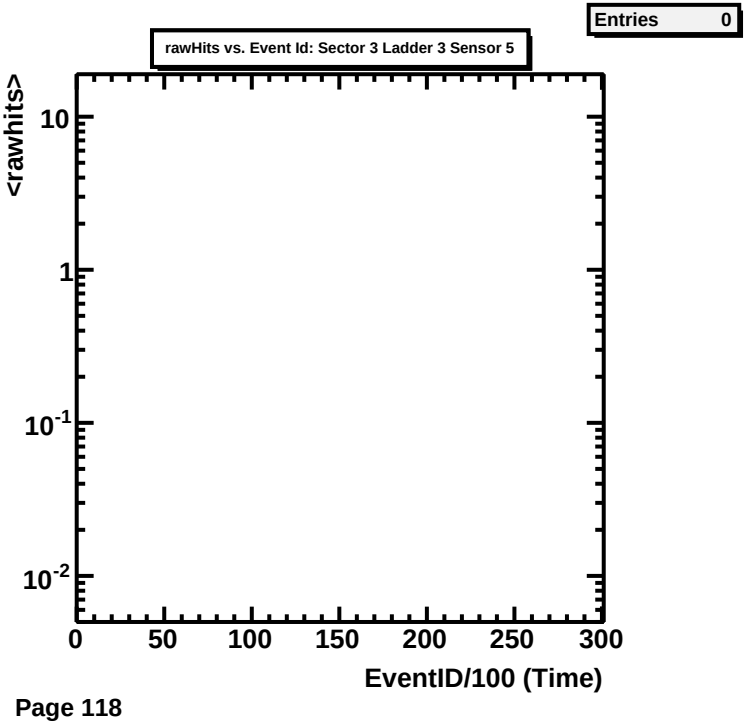

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

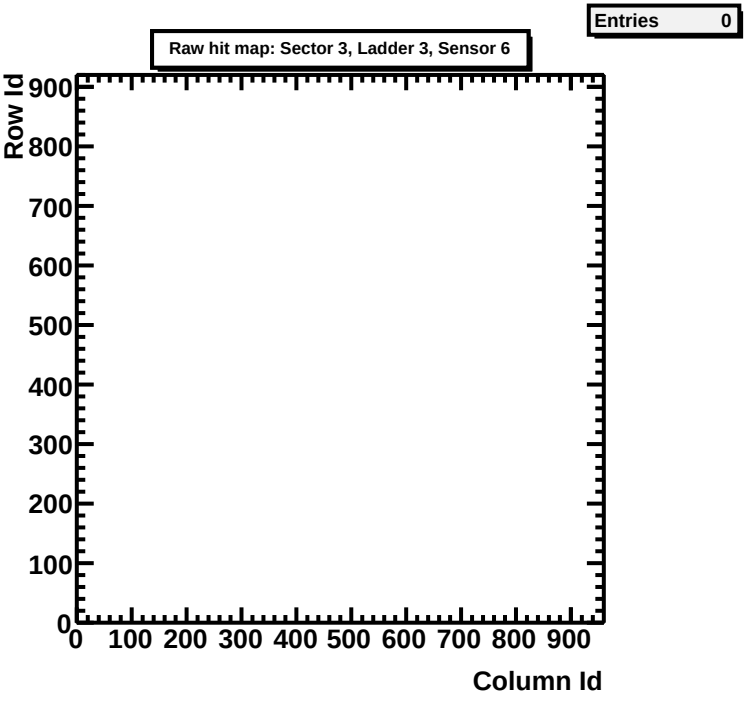

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

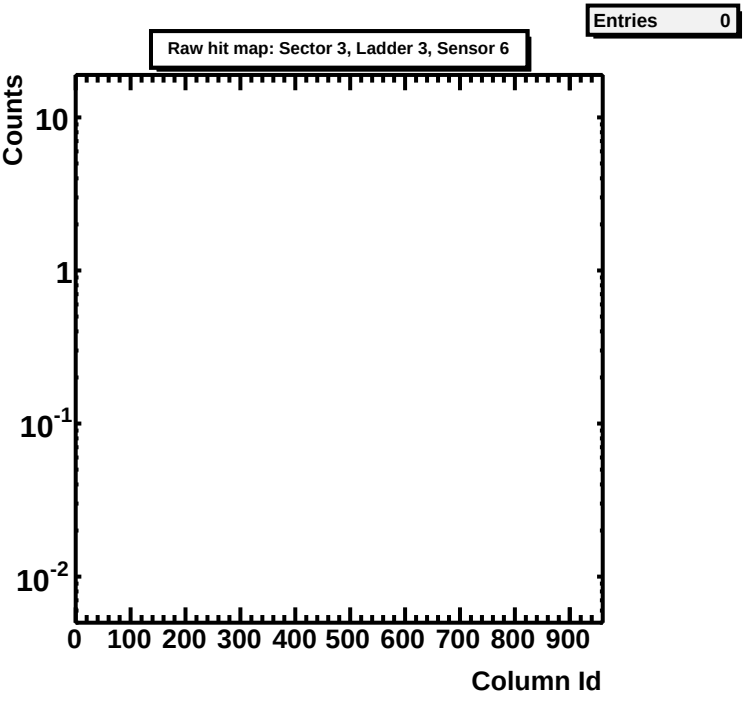

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 5
Row Id
Column Id

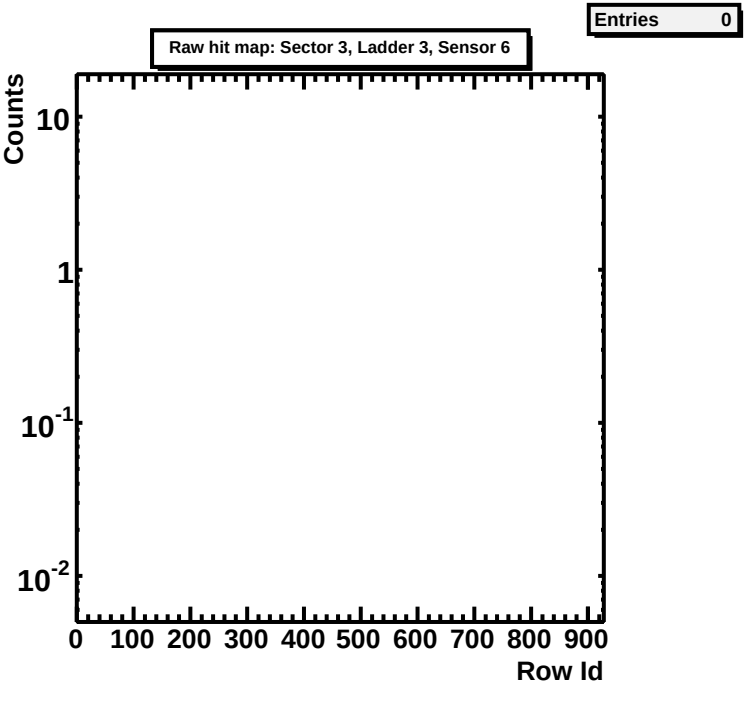

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 5
Counts
Column Id

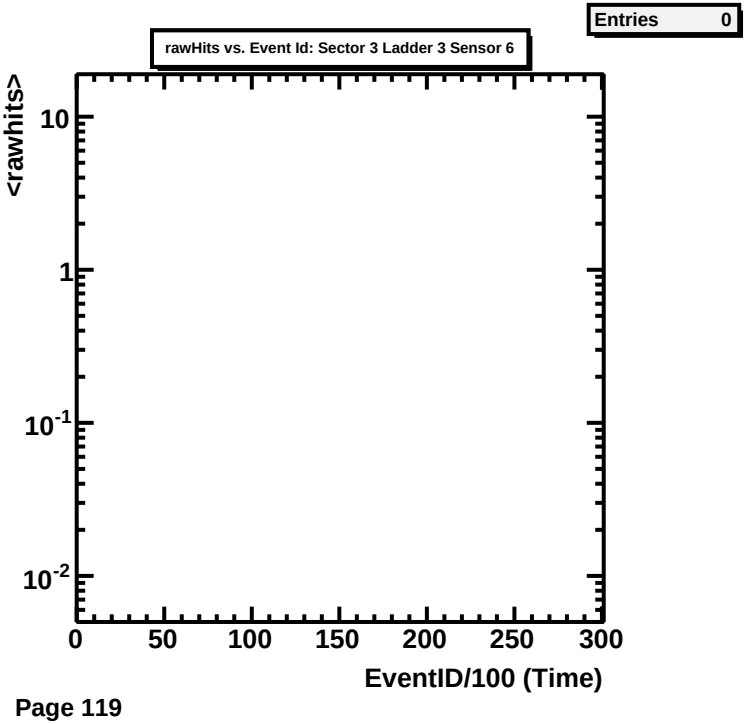

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 5
Counts
Row Id

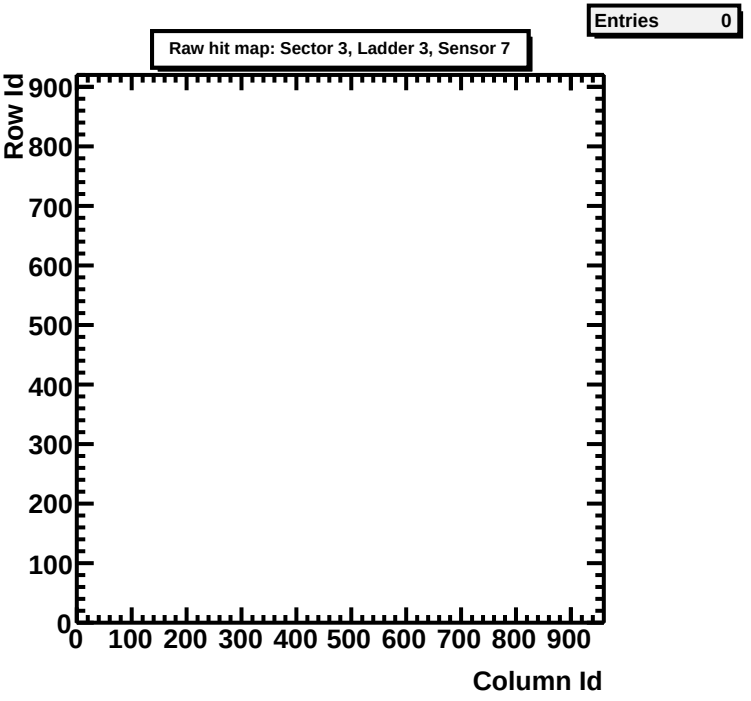

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 5
<rawhits>
EventID/100 (Time)

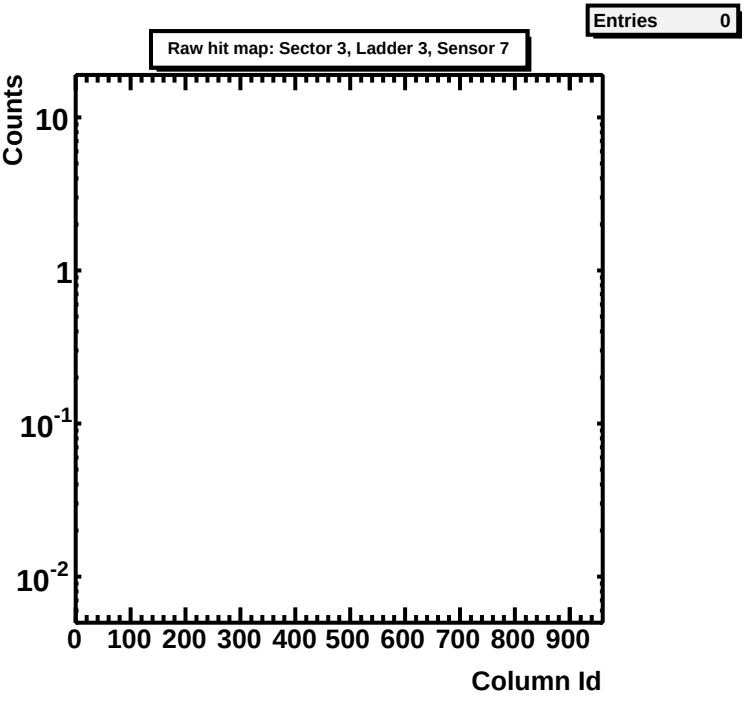

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

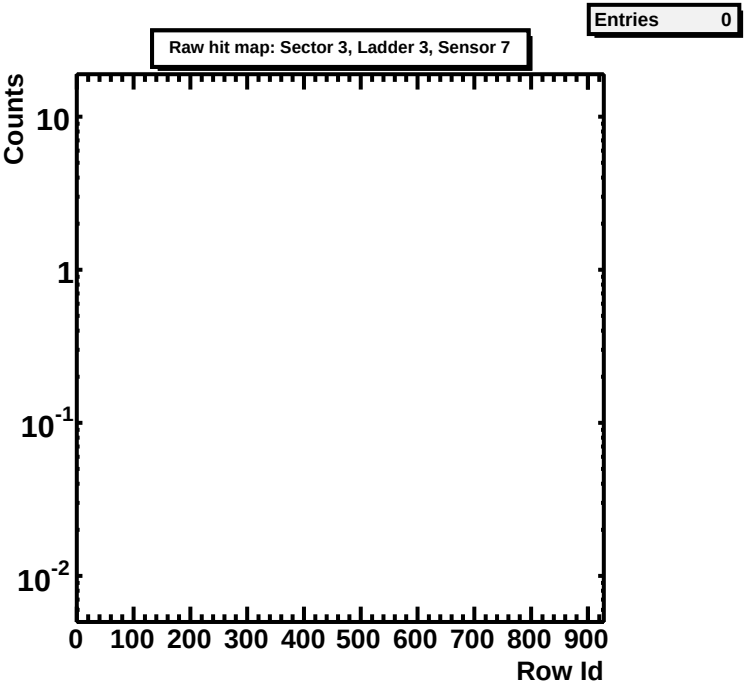

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

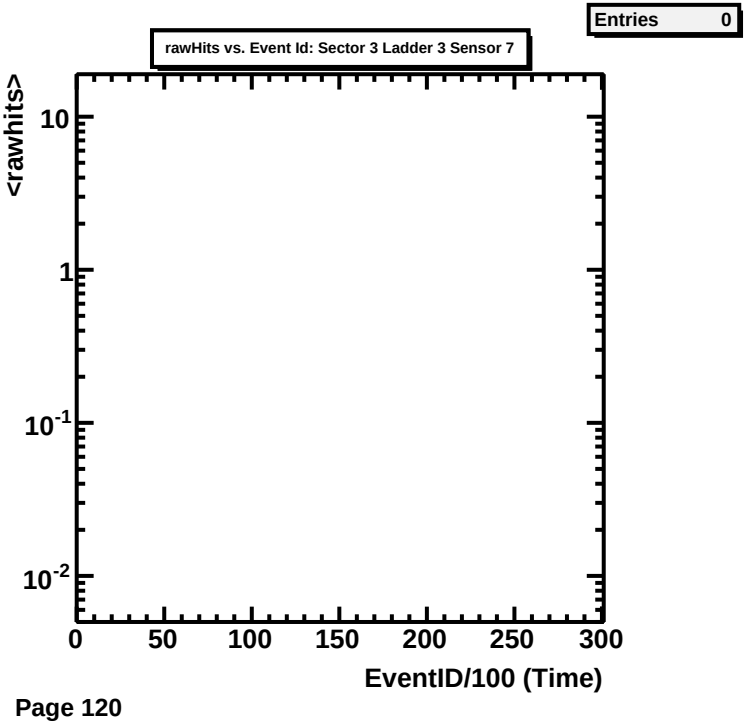

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

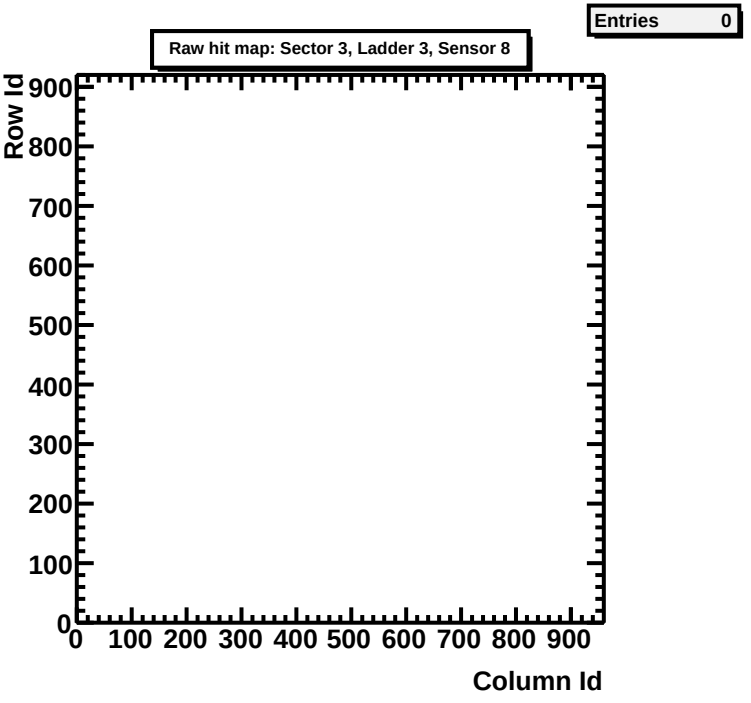

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

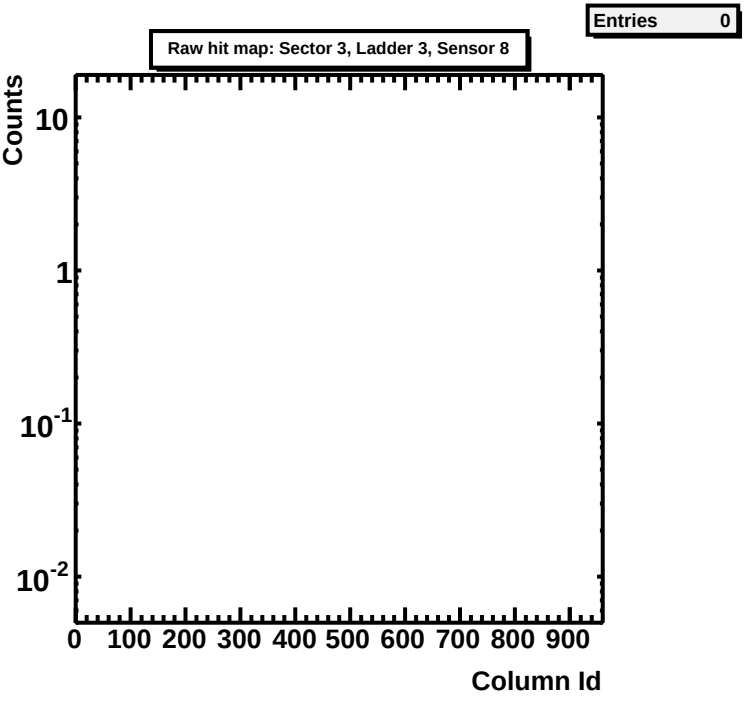

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 7
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

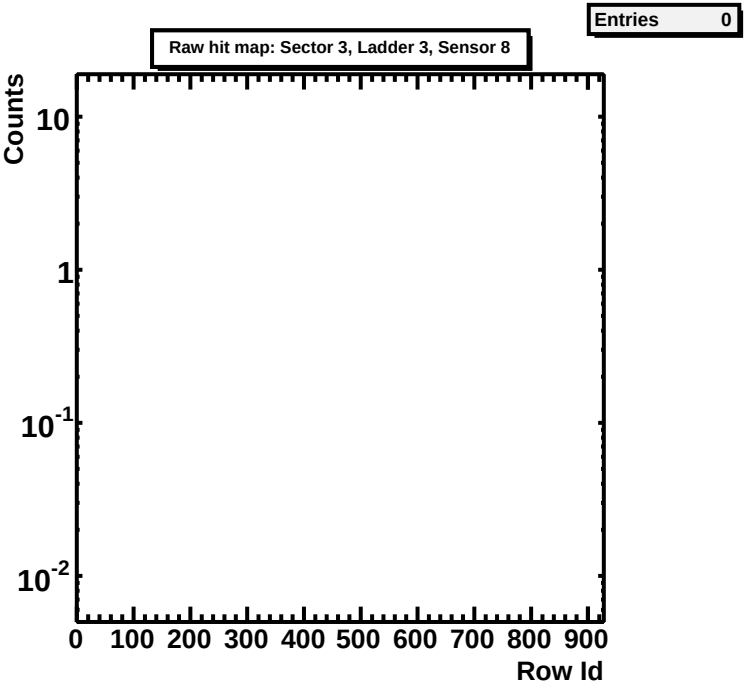

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

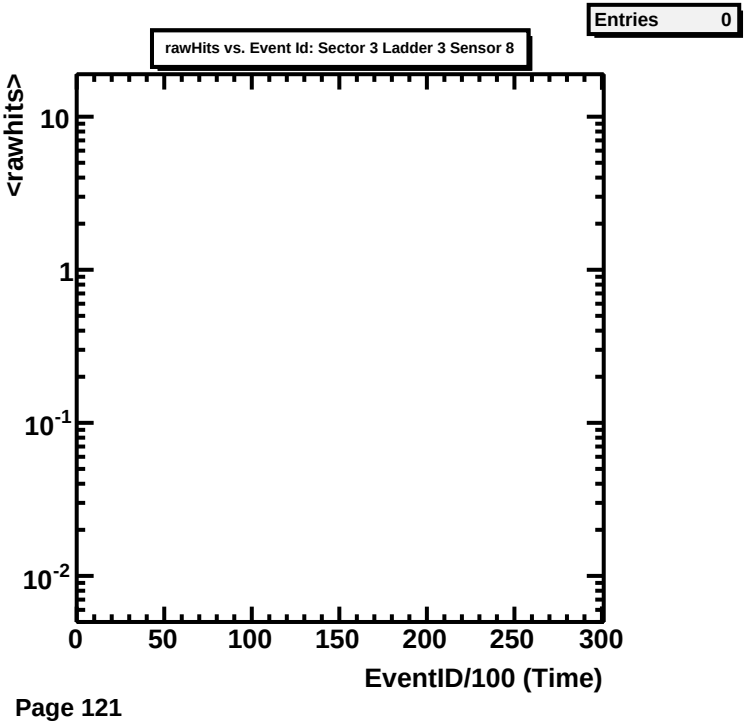

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

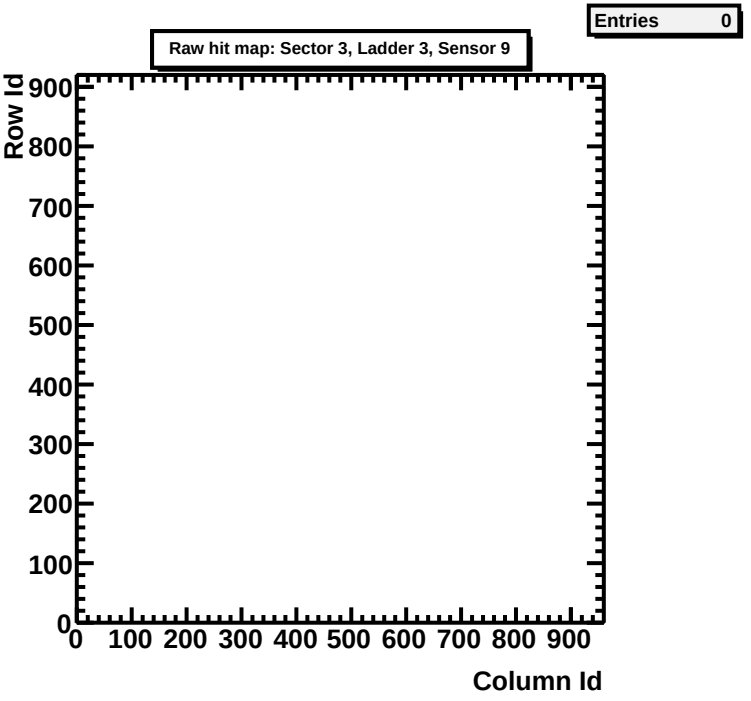

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

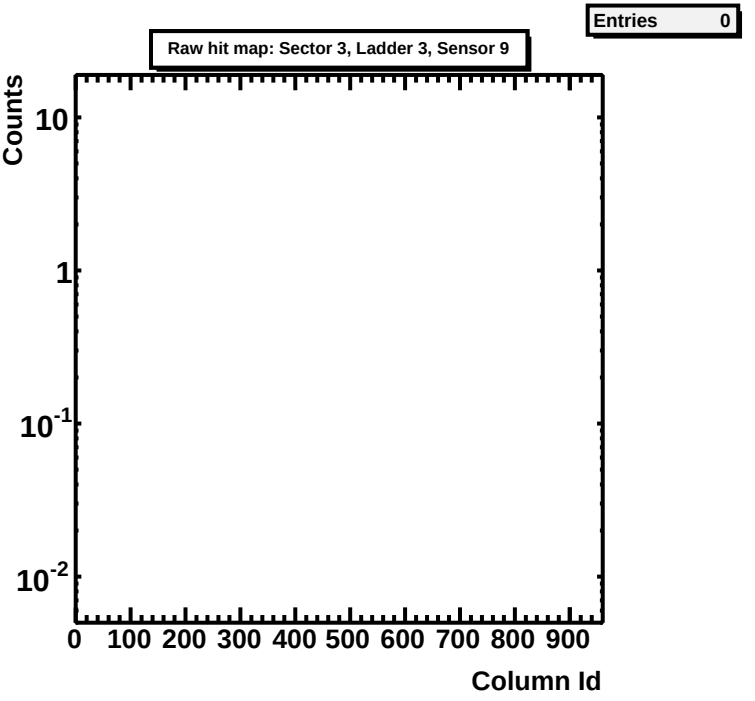

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 8
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

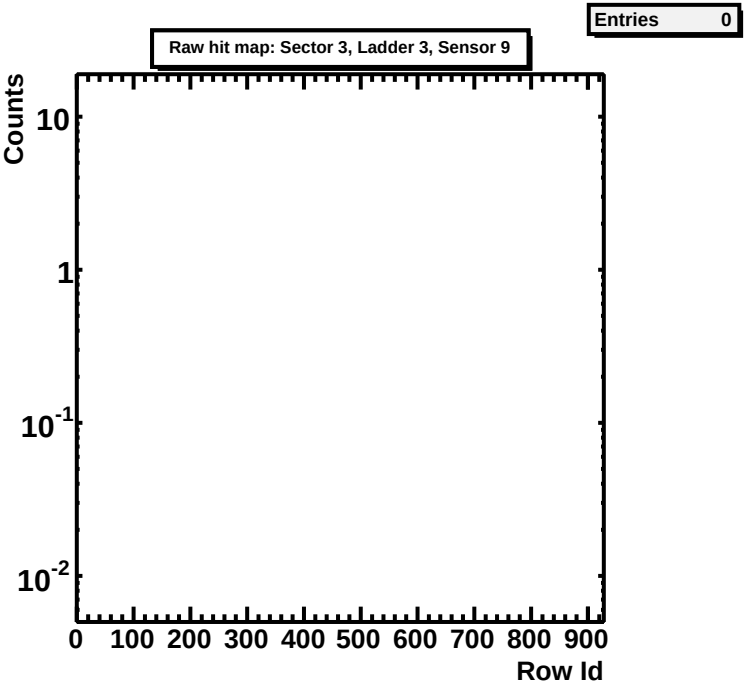

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

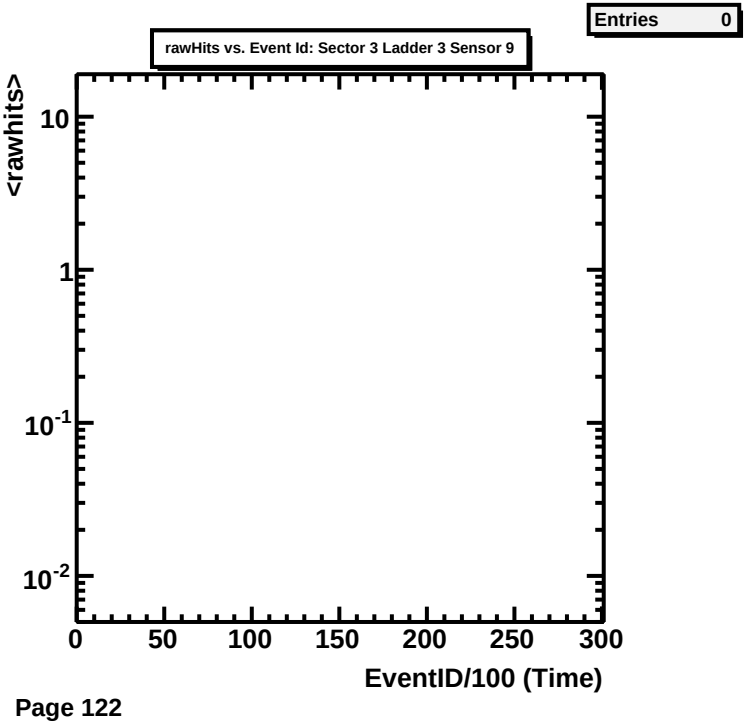

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

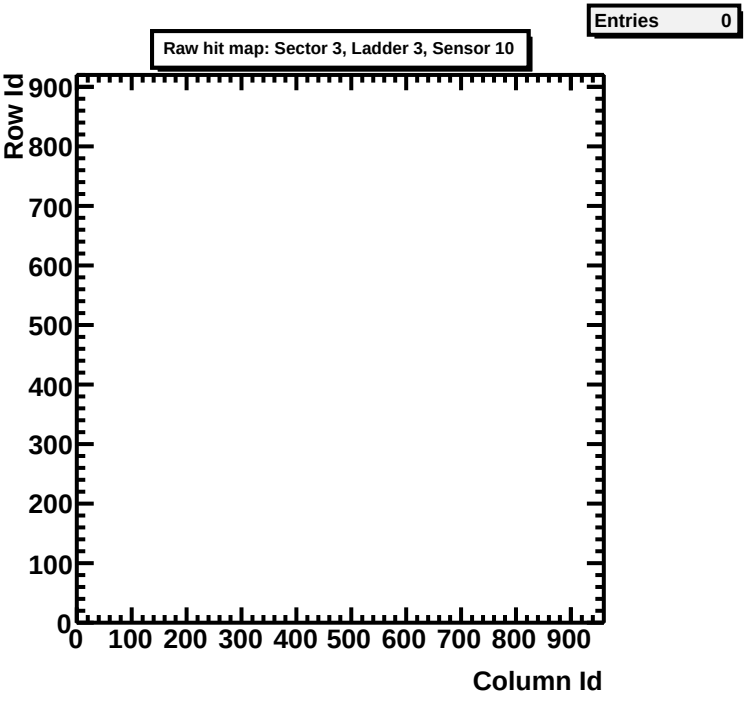

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

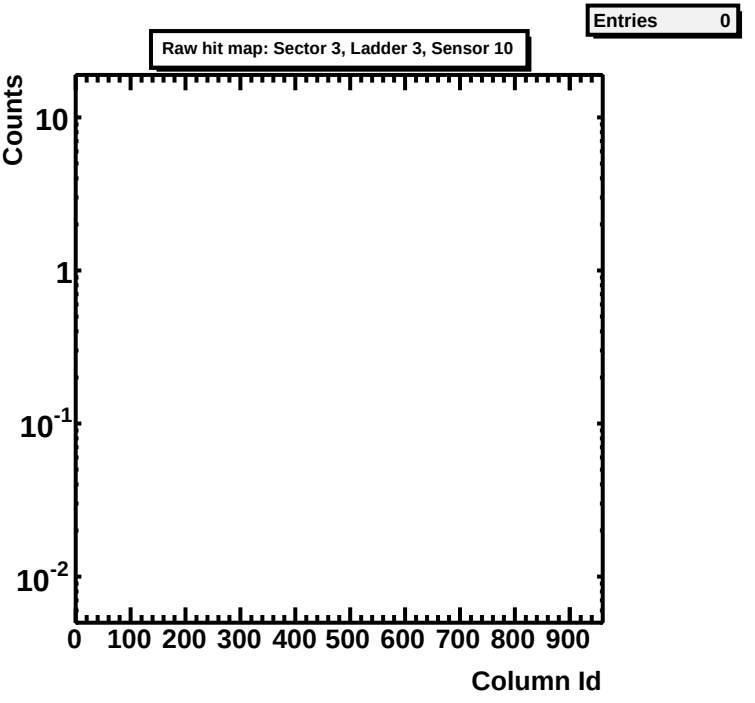

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 9
Row Id
Column Id

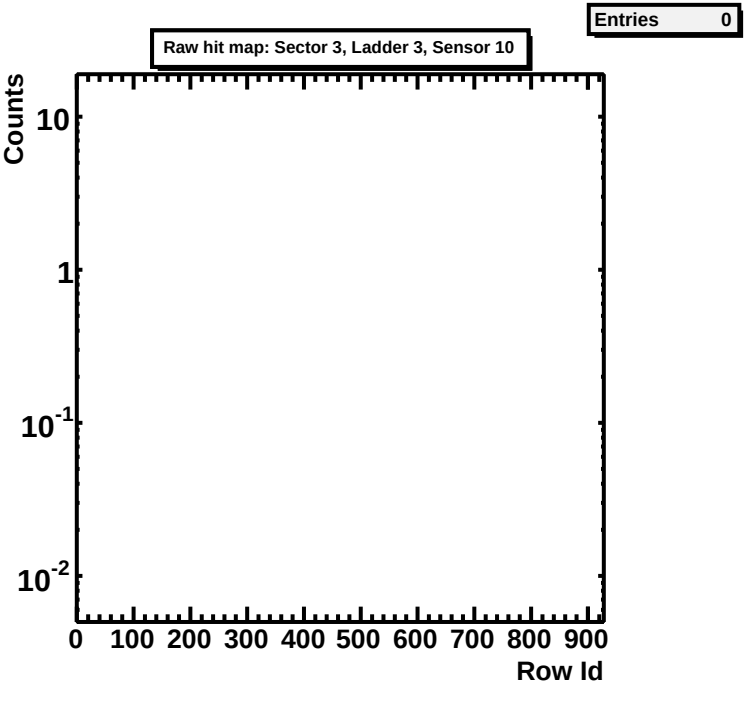

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 9
Counts
Column Id

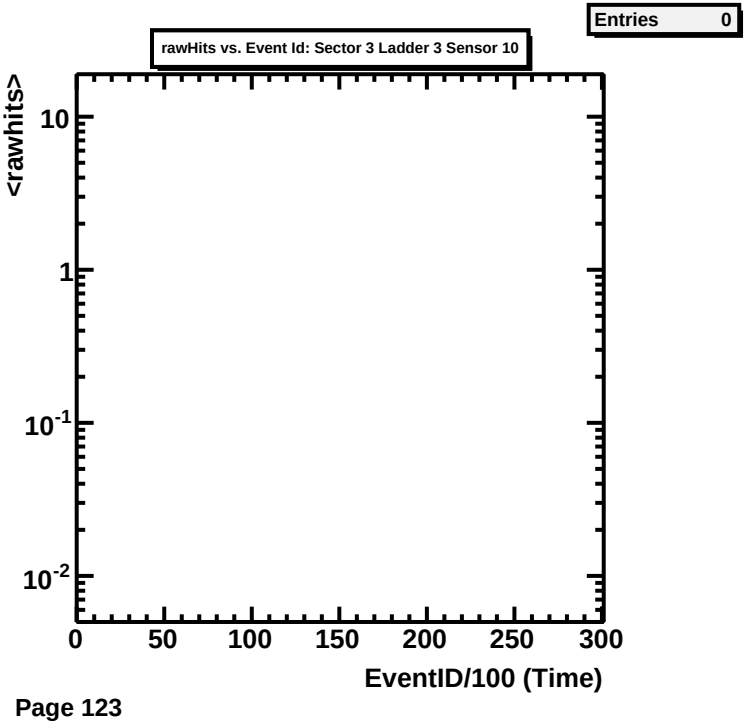

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 9
Counts
Row Id

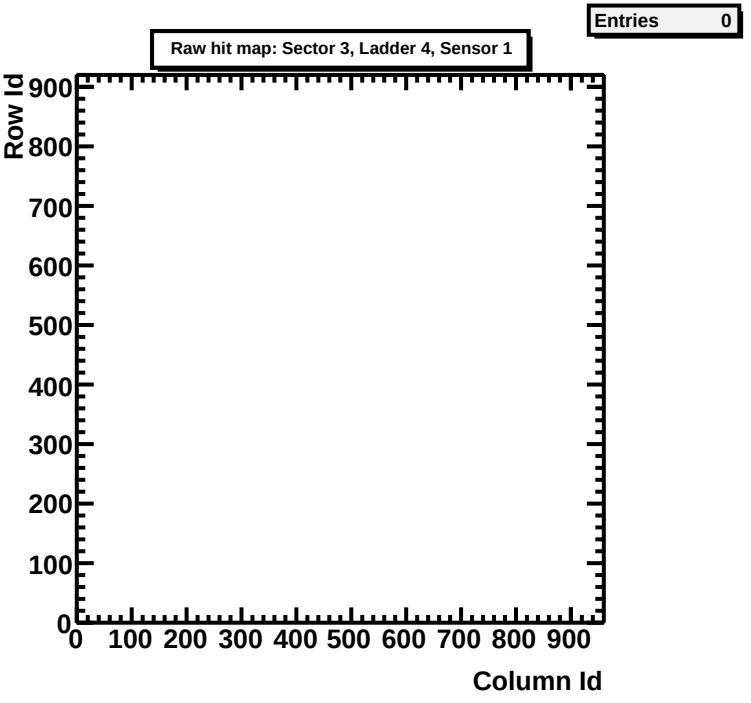

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 9
<rawhits>
EventID/100 (Time)

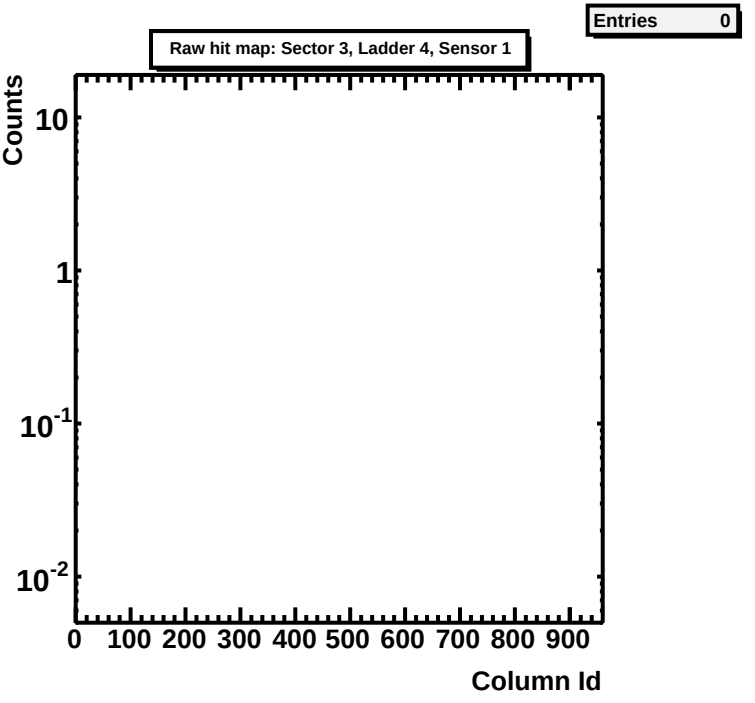

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 10
Row Id
Column Id

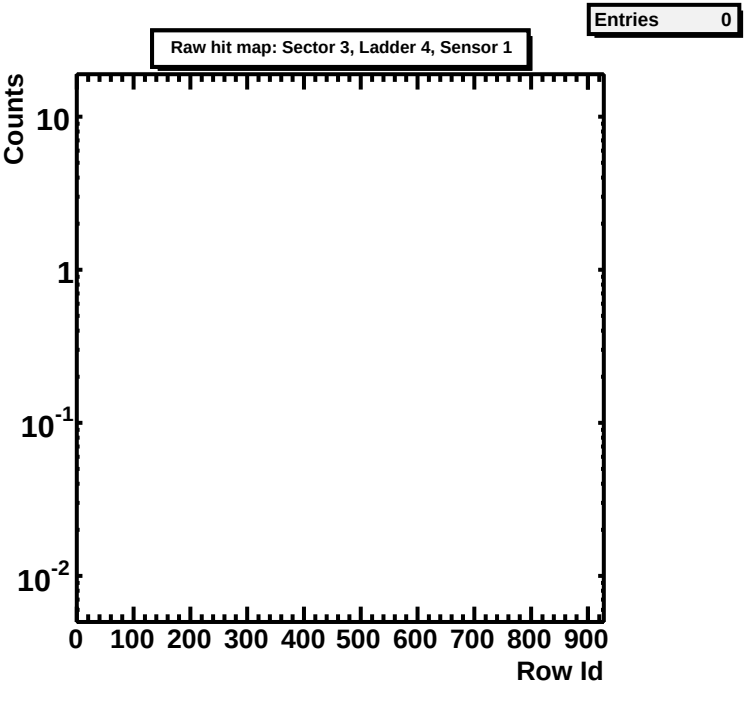

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 10
Counts
Column Id

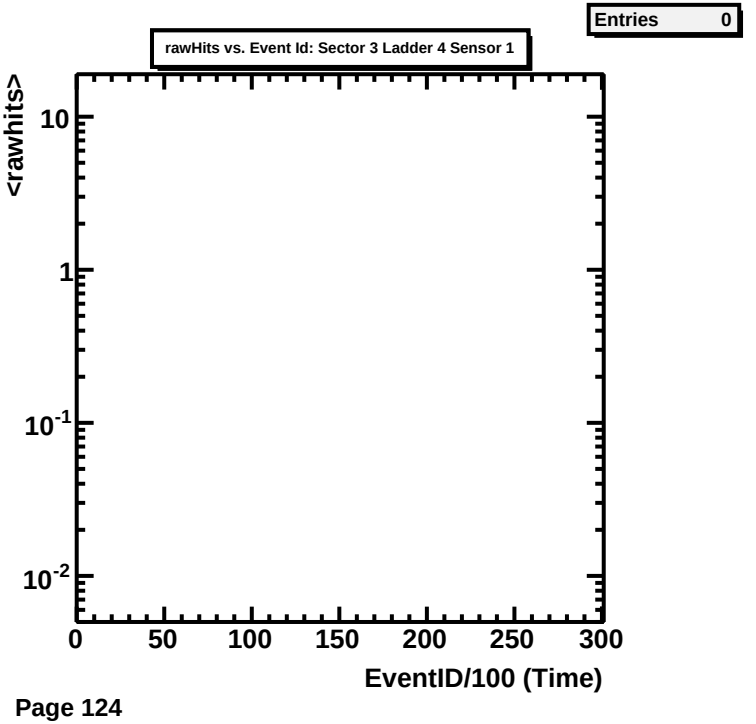

Entries 0
Raw hit map: Sector 3, Ladder 3, Sensor 10
Counts
Row Id

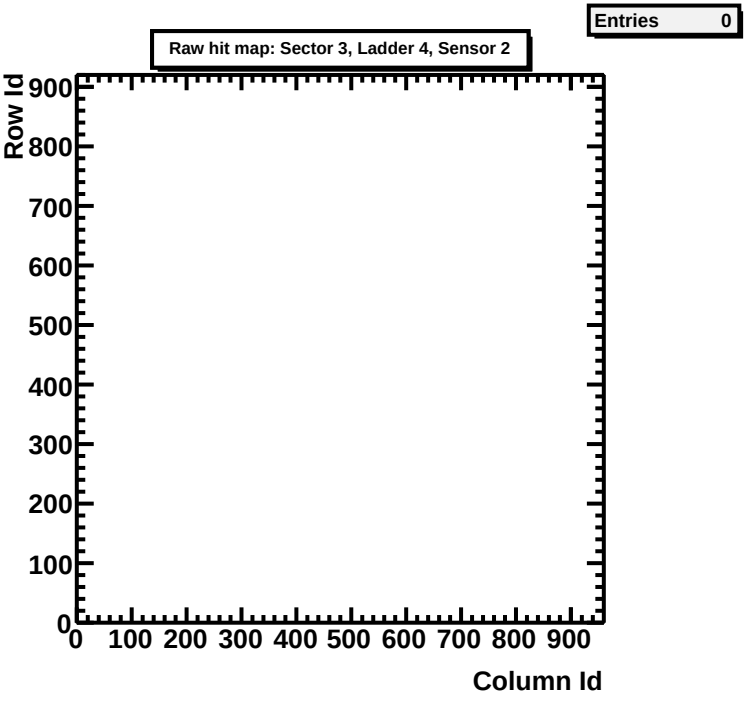

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

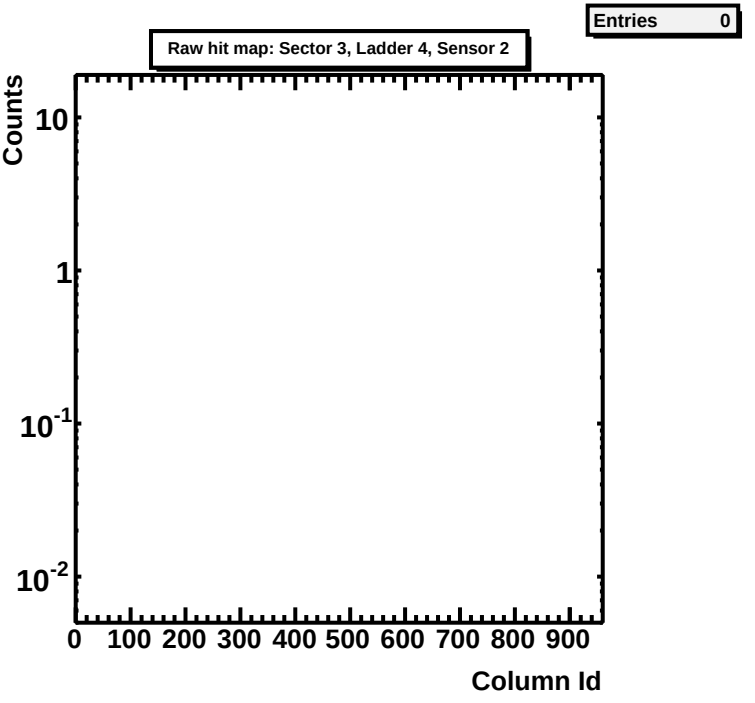

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

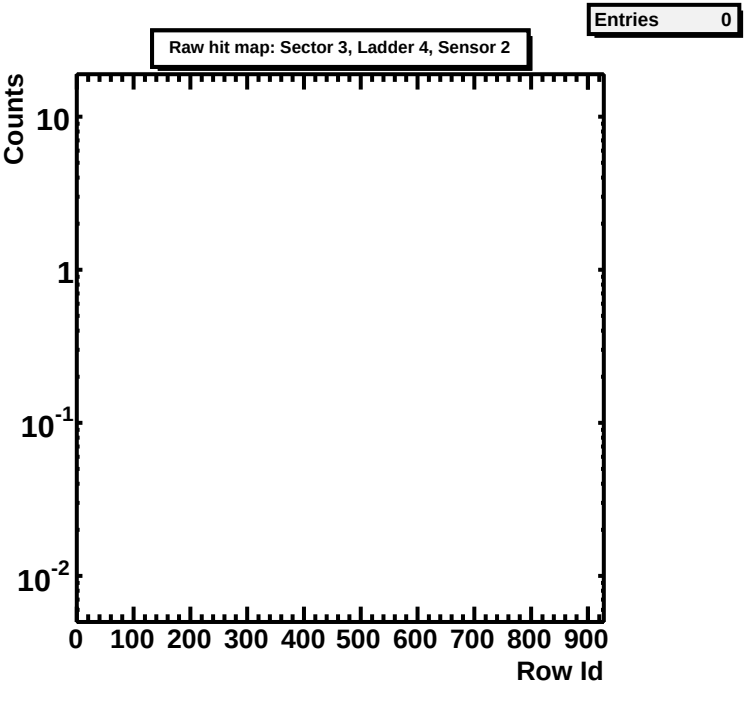

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

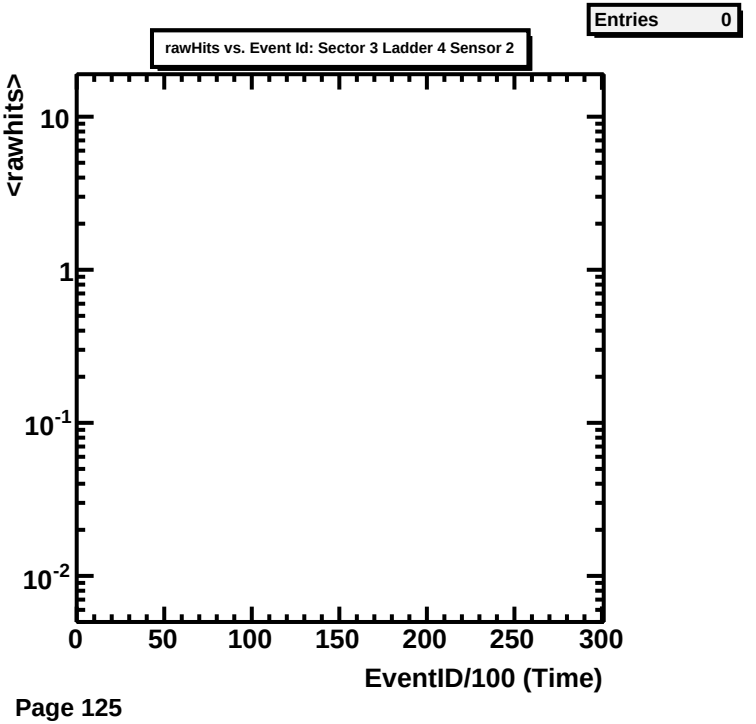

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

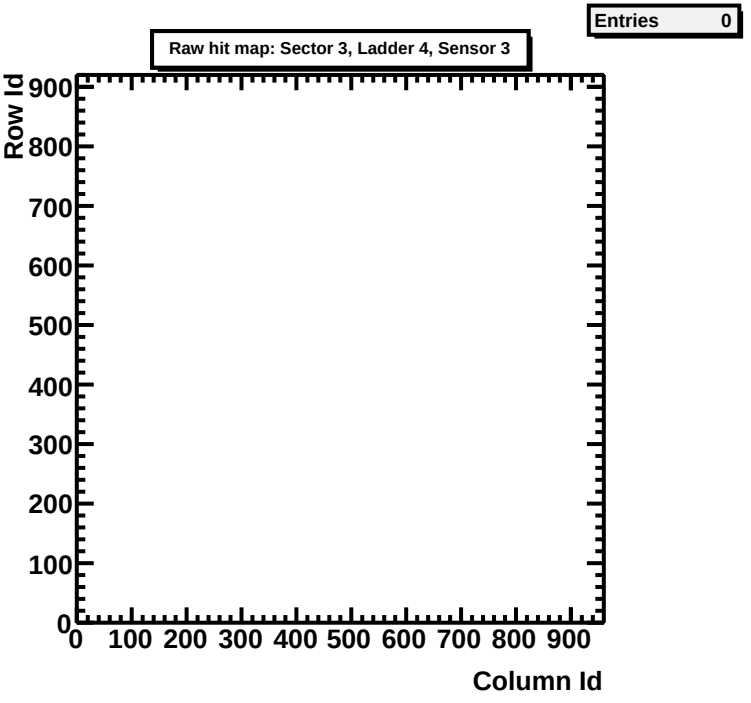

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

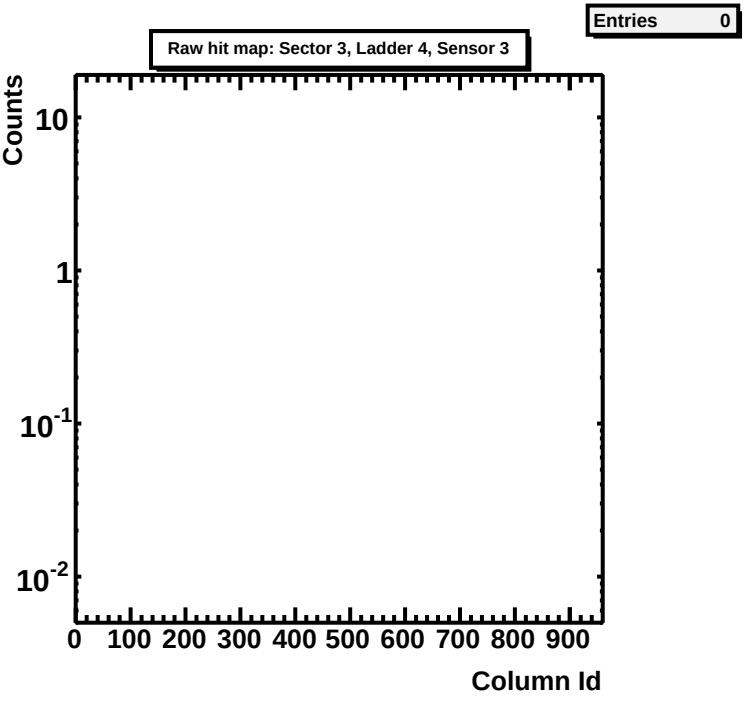

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 2
Row Id
Column Id

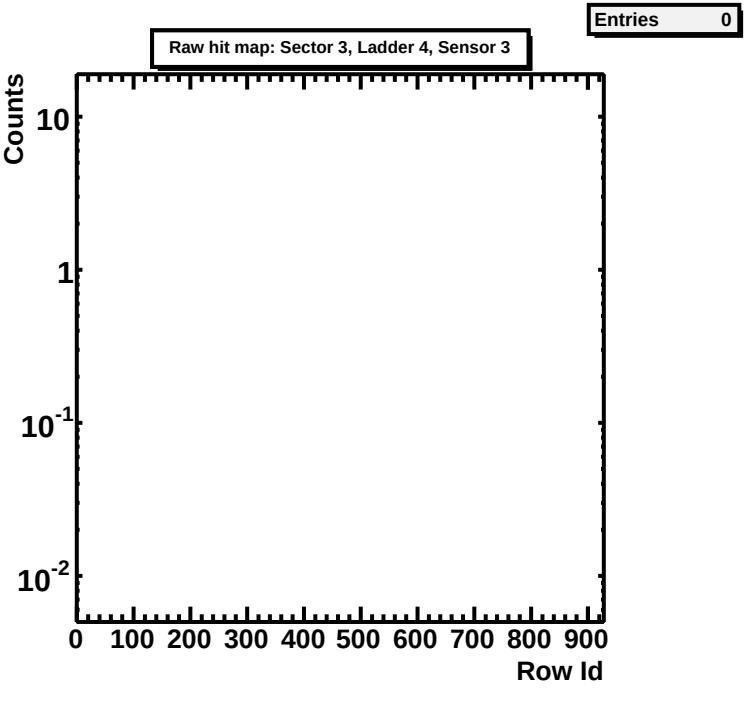

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 2
Counts
Column Id

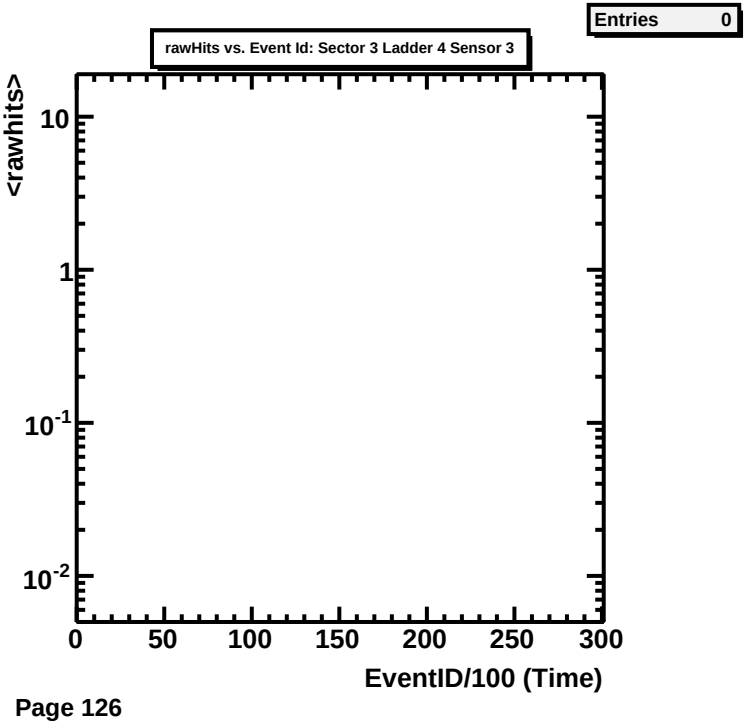

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 2
Counts
Row Id

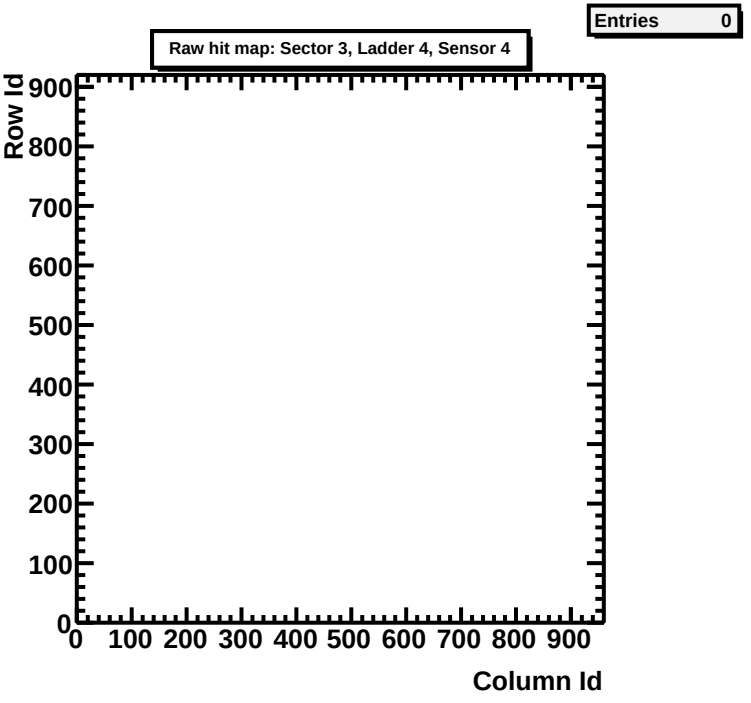

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 2
<rawhits>
EventID/100 (Time)

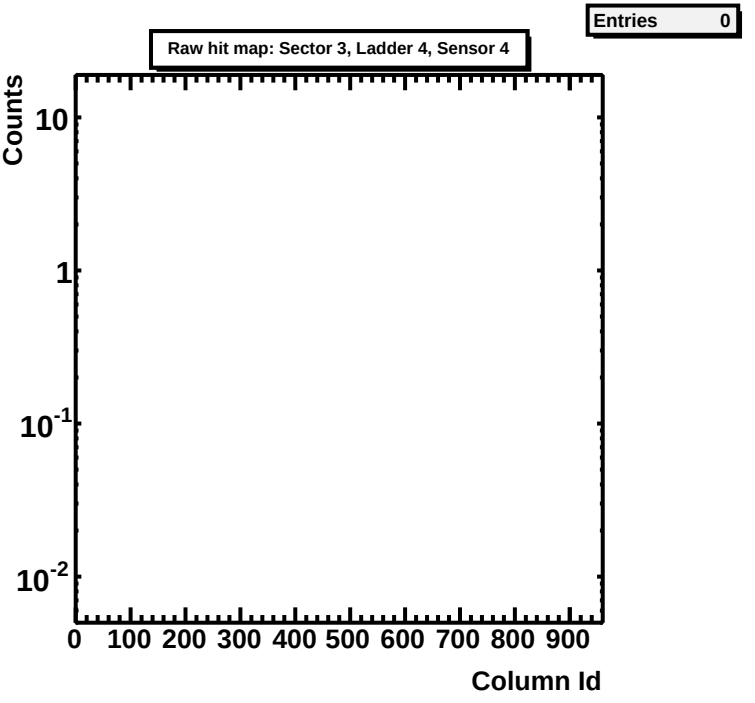

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 3
Row Id
Column Id

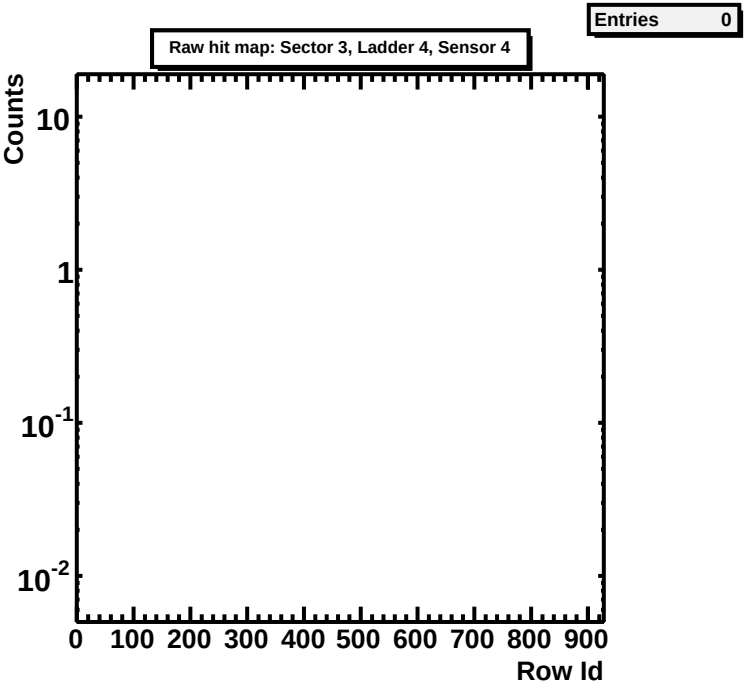

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 3
Counts
Column Id

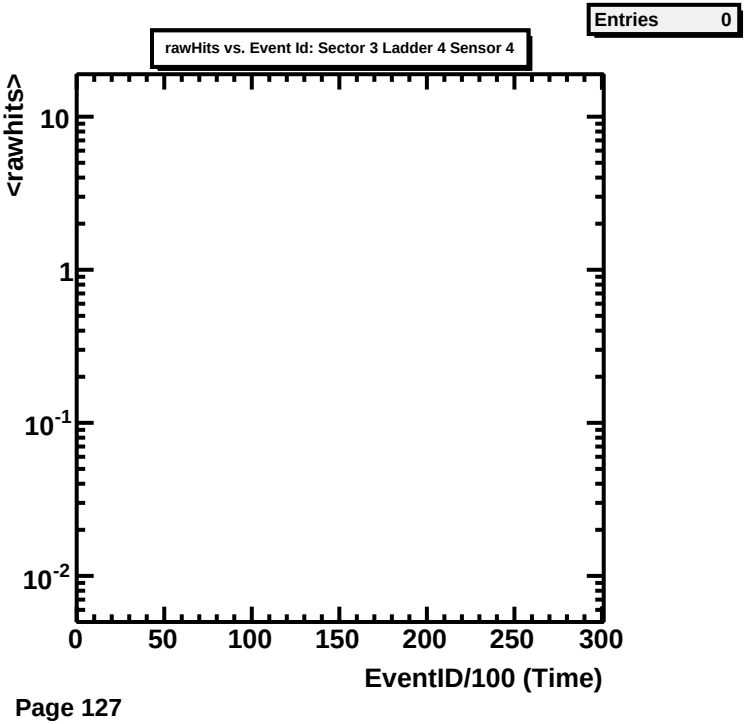

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 3
Counts
Row Id

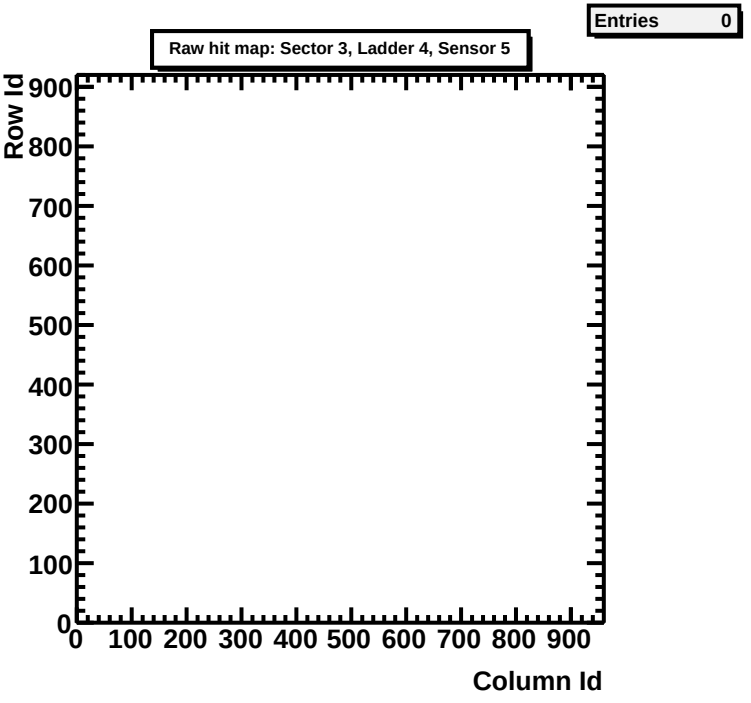

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

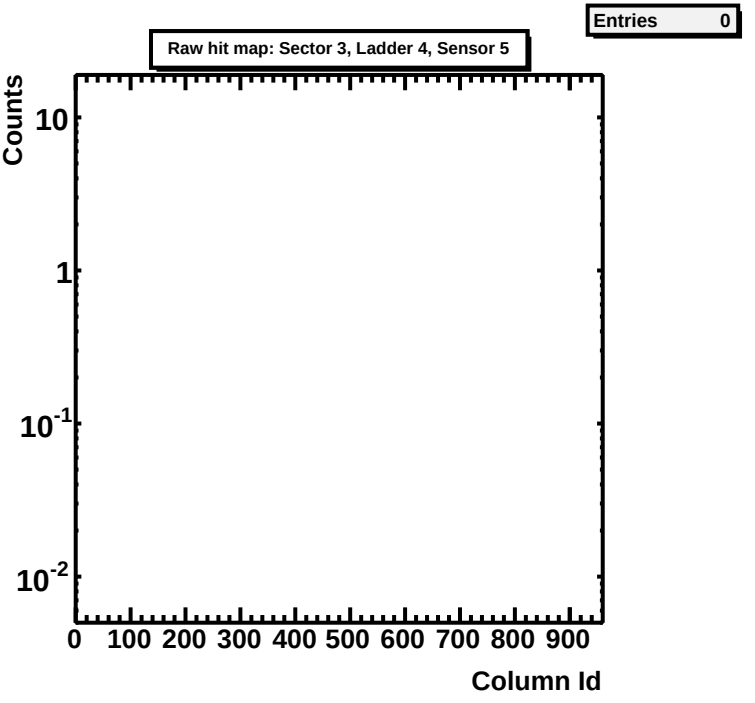

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

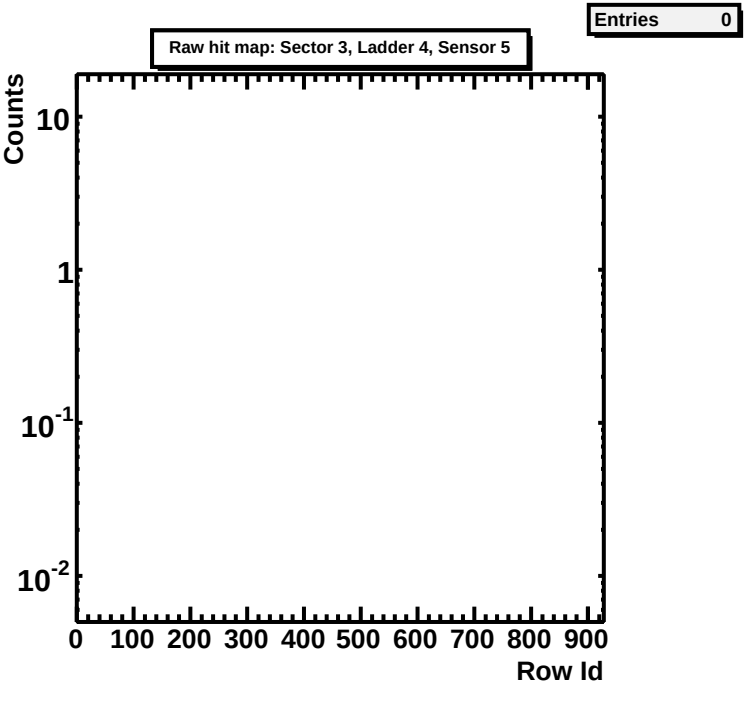

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

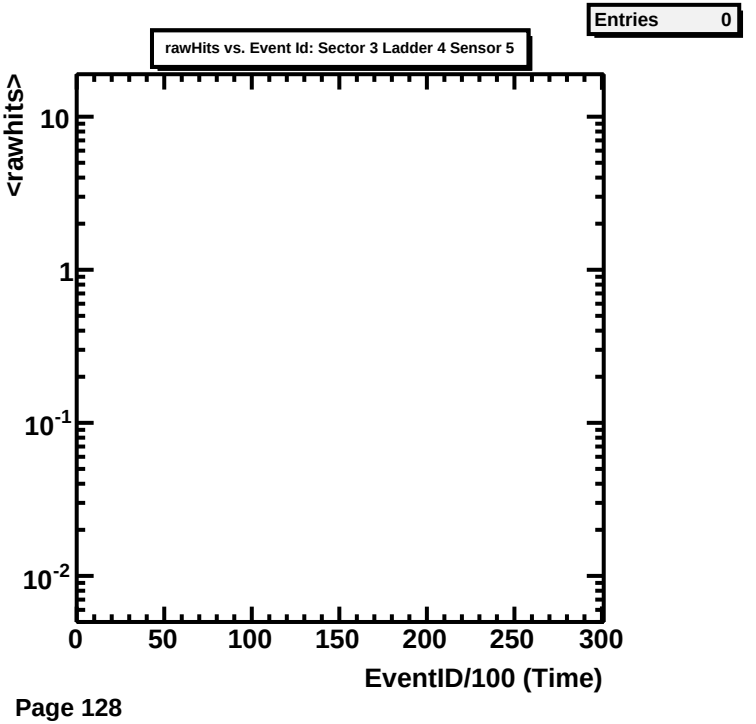

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

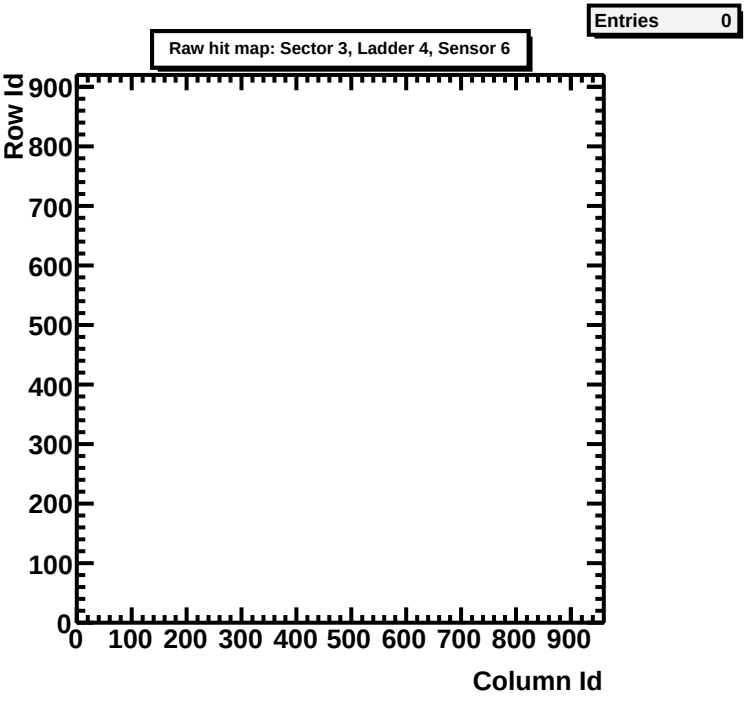

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

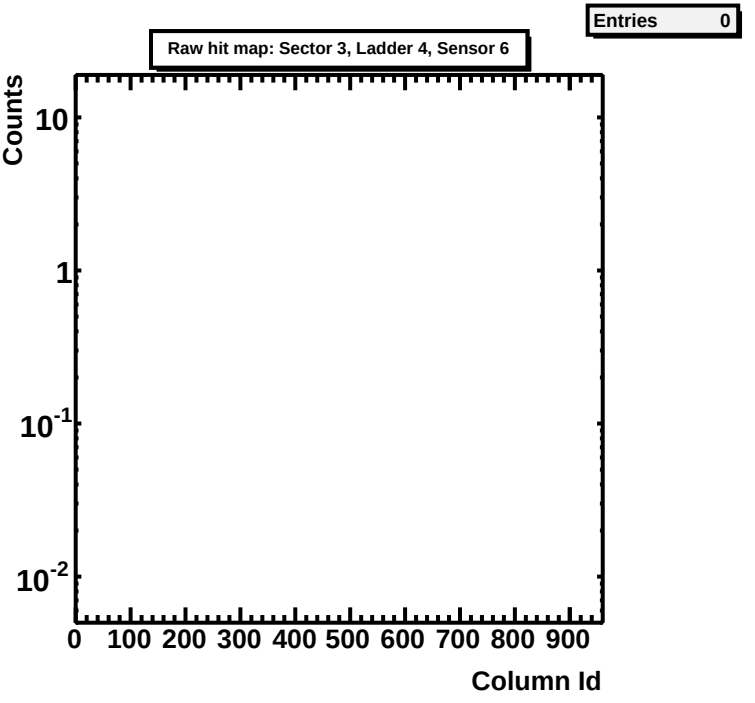

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 5
Row Id
Column Id

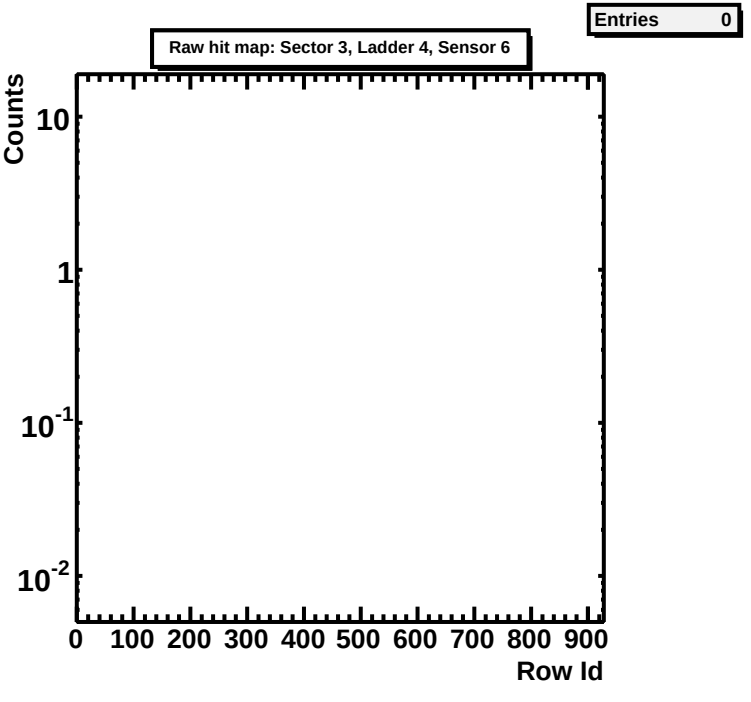

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 5
Counts
Column Id

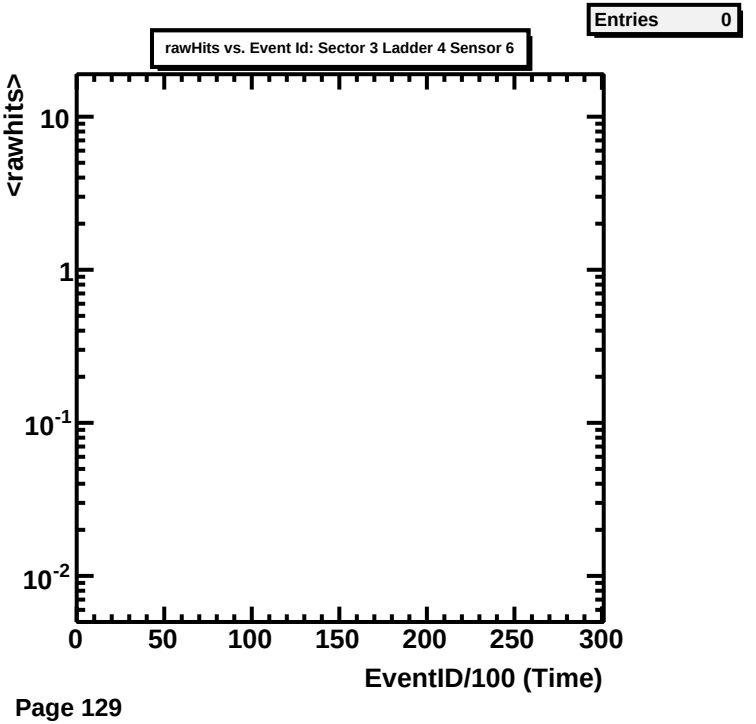

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 5
Counts
Row Id

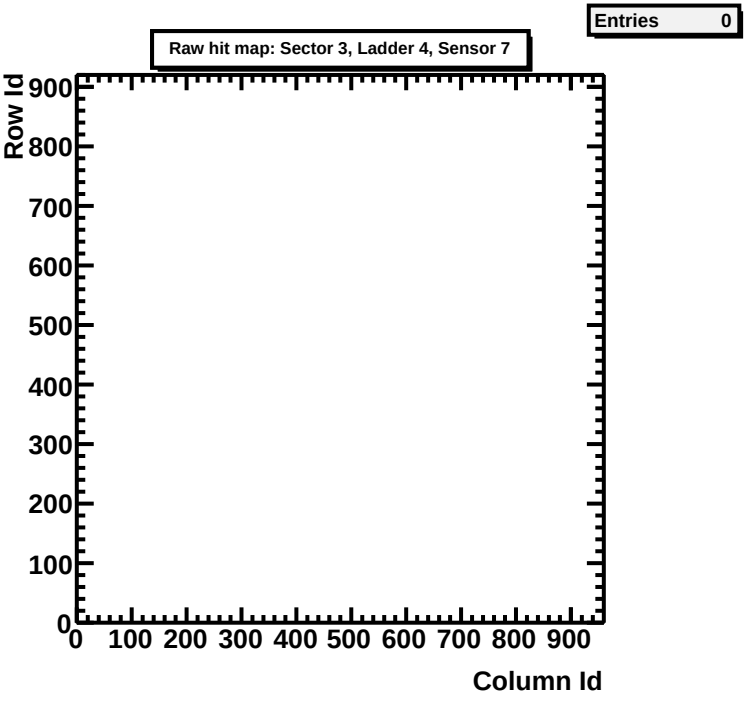

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

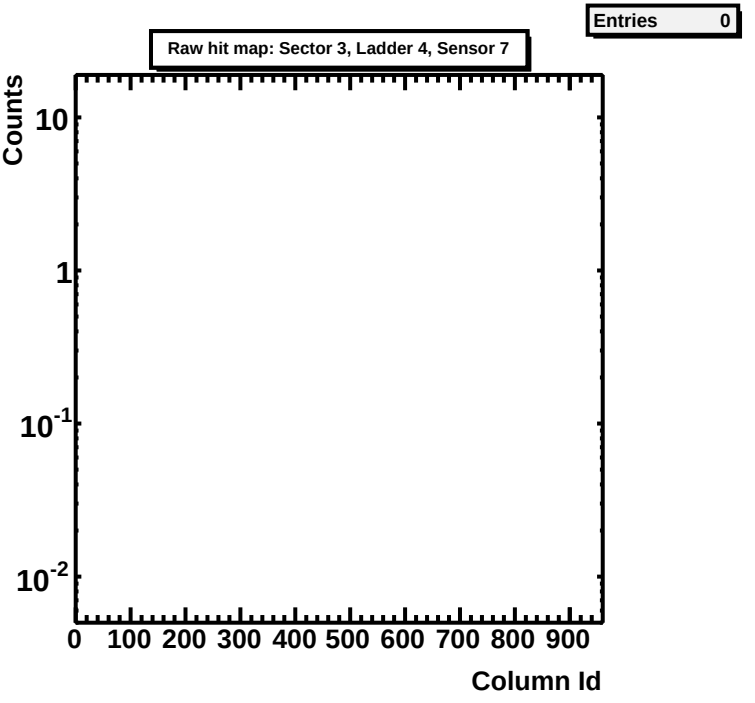

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 6
Row Id
Column Id

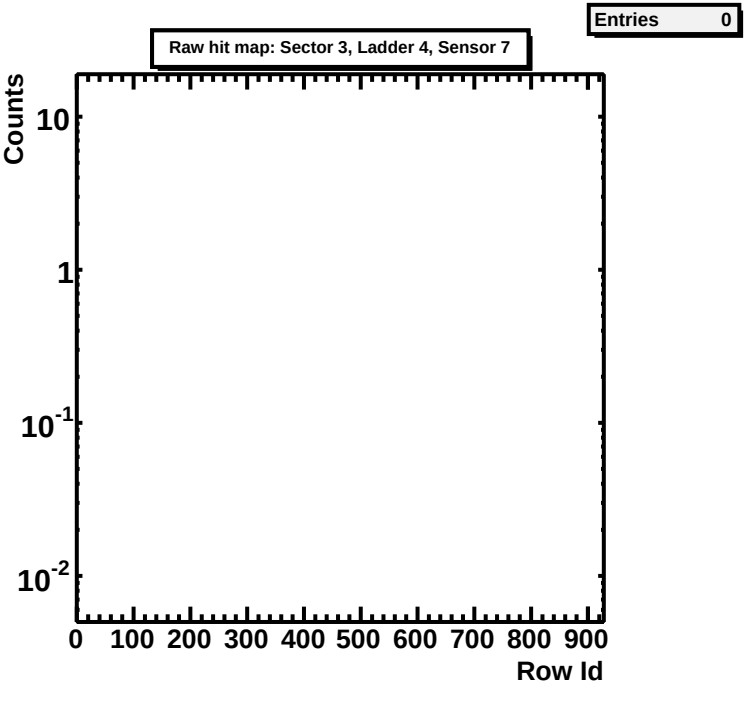

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 6
Counts
Column Id

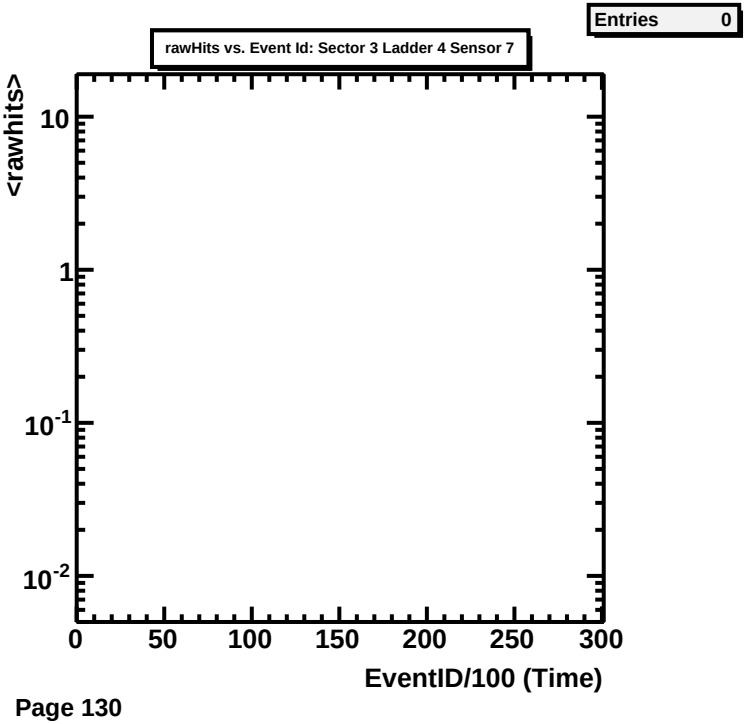

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 6
Counts
Row Id

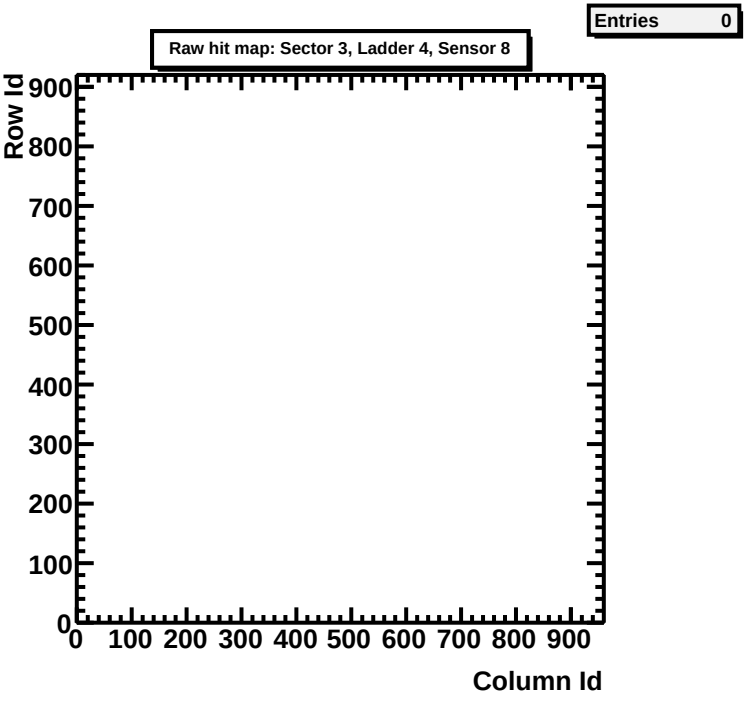

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

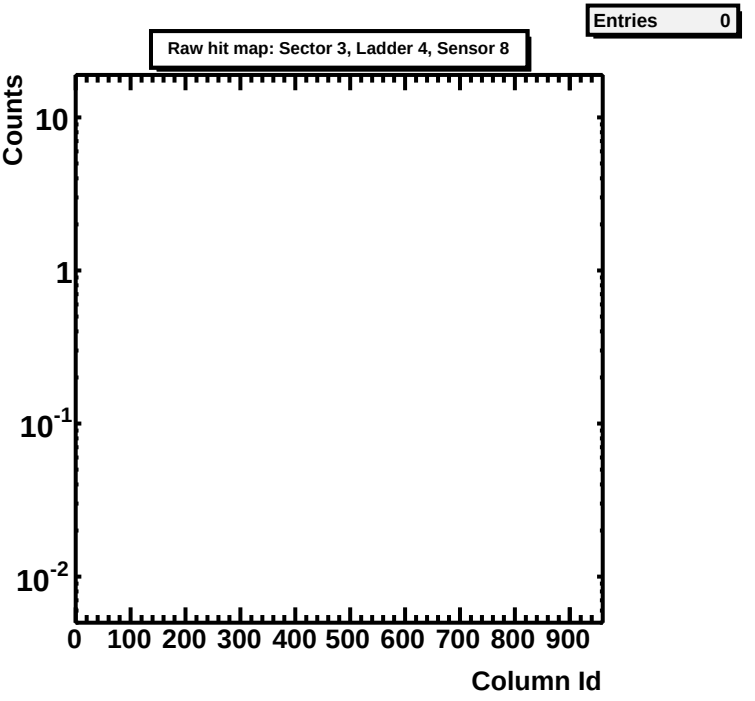

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

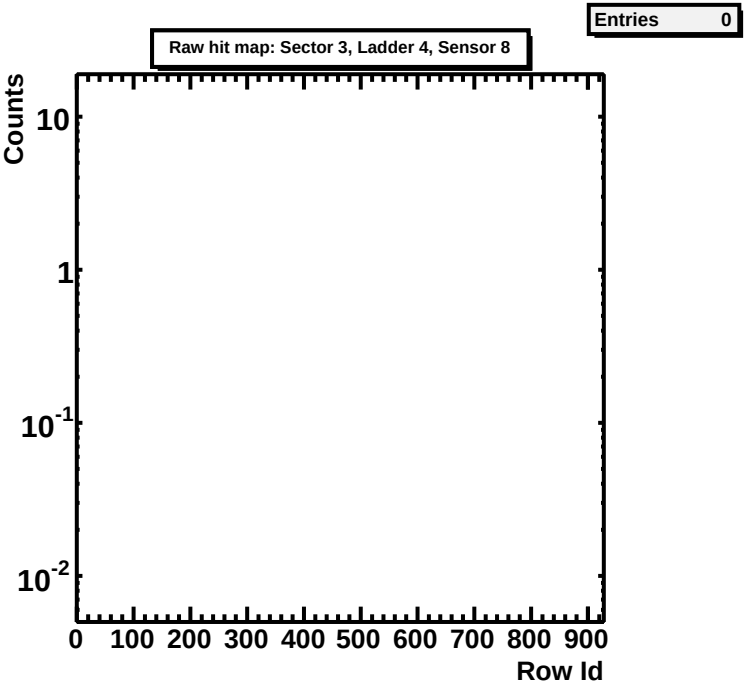

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

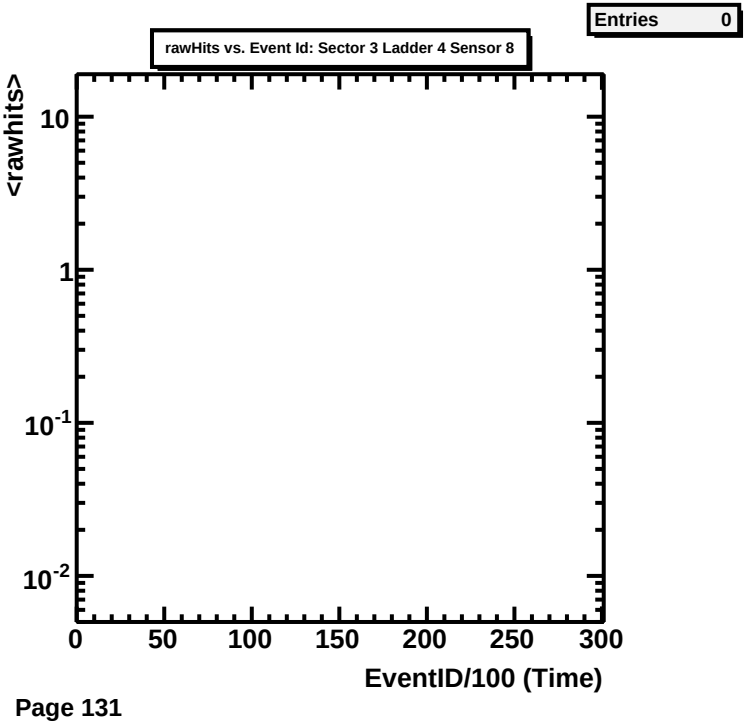

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

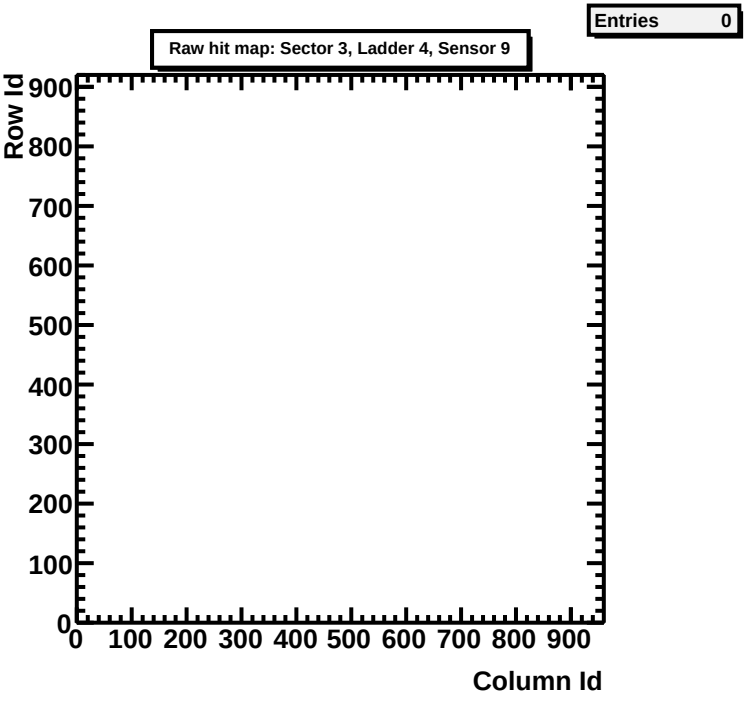

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

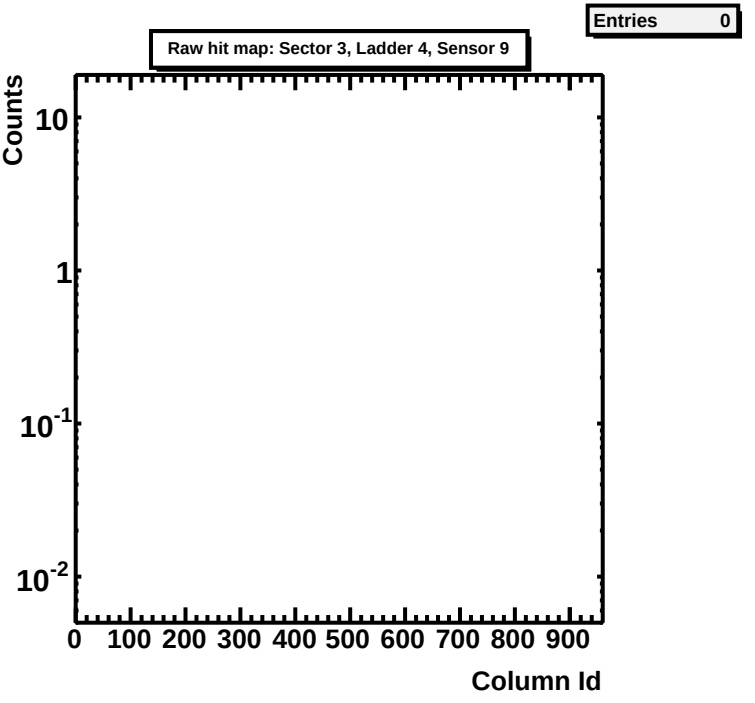

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 8
Row Id
Column Id

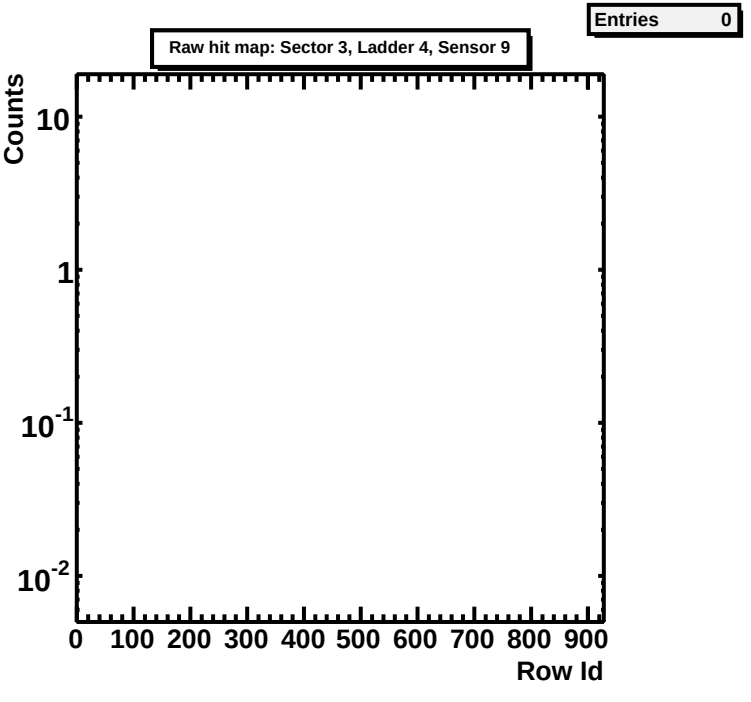

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 8
Counts
Column Id

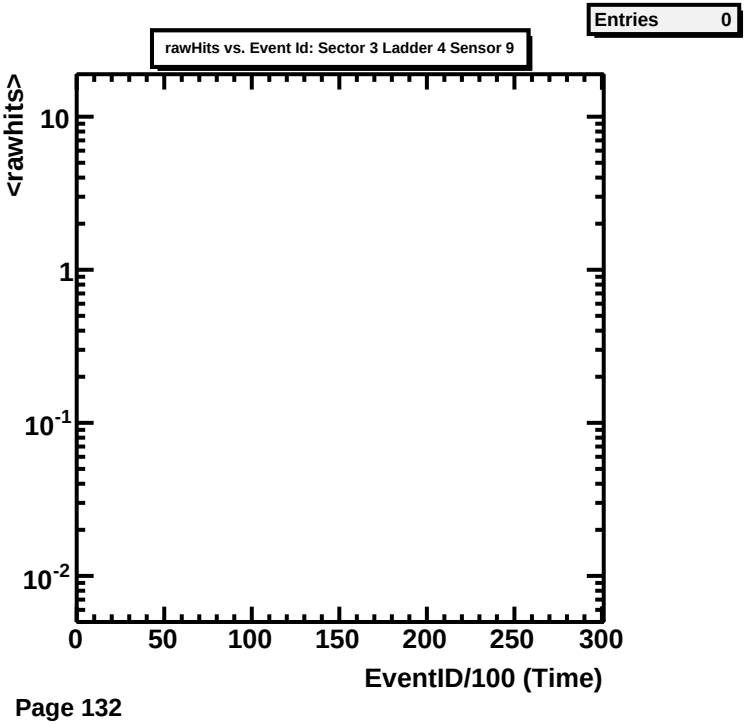

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 8
Counts
Row Id

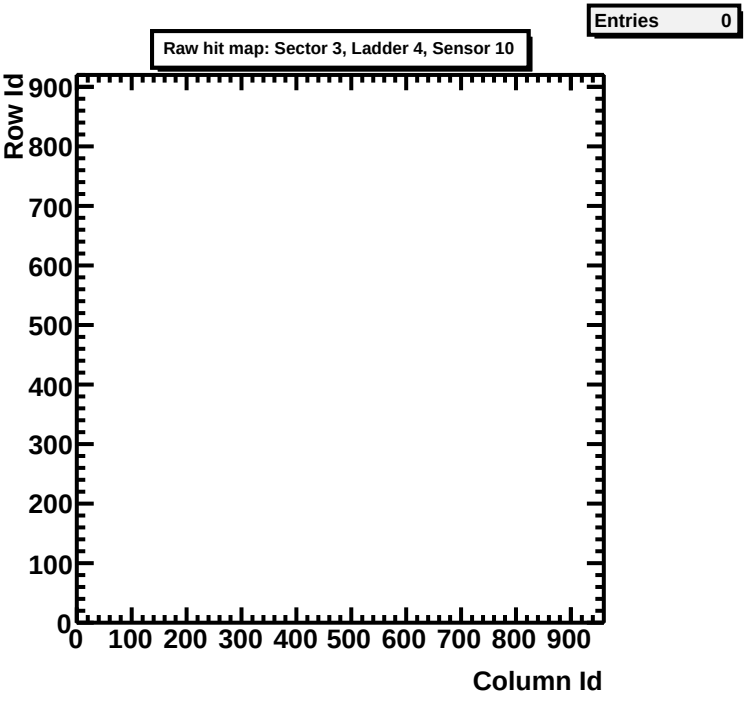

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 8
<rawhits>
EventID/100 (Time)

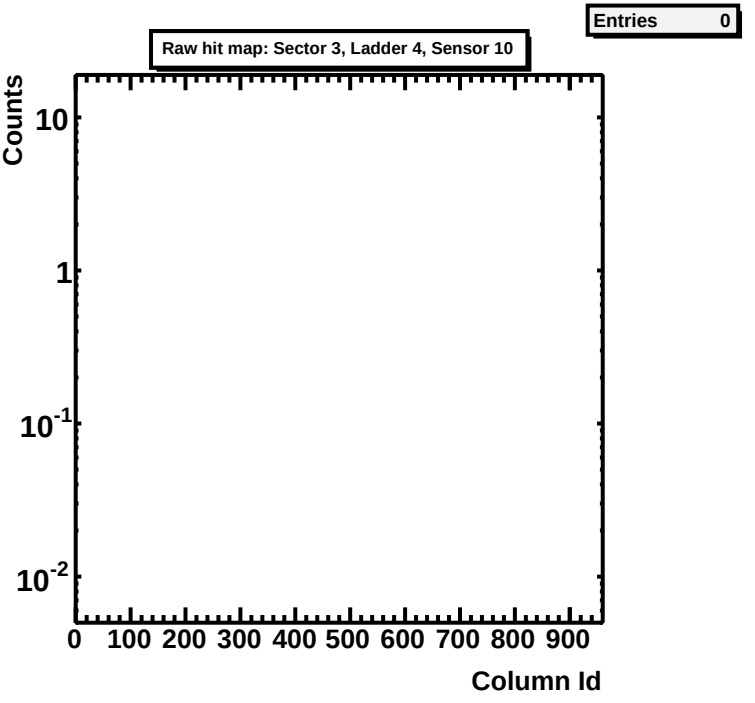

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 9
Row Id
Column Id

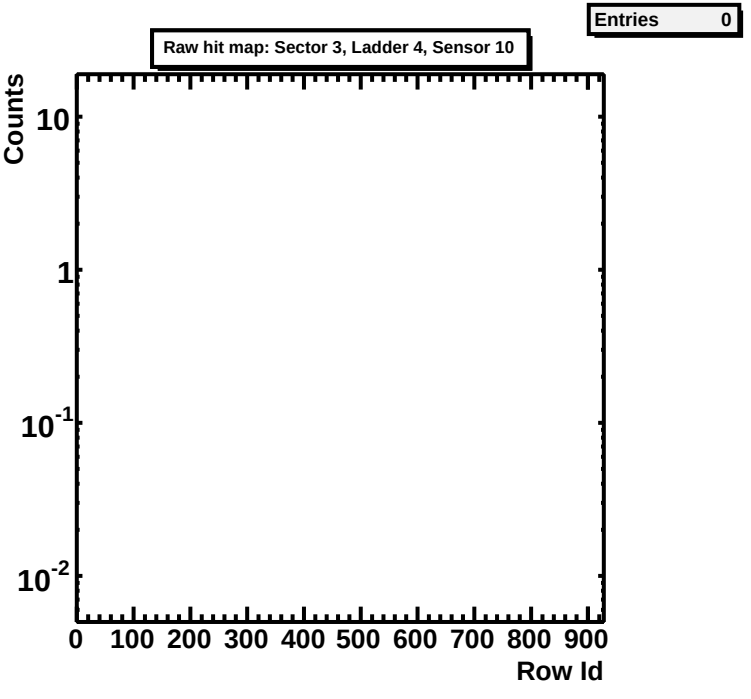

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 9
Counts
Column Id

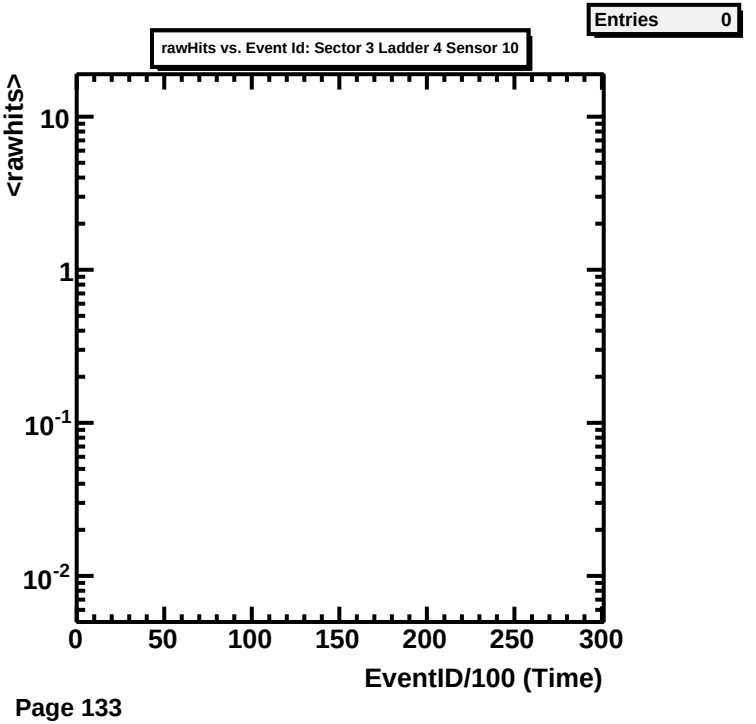

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 9
Counts
Row Id

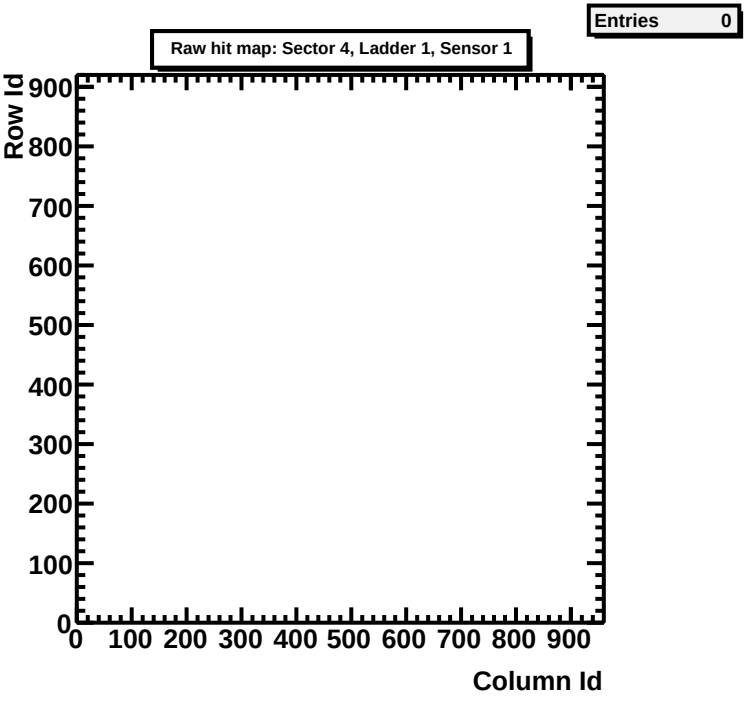

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 9
<rawhits>
EventID/100 (Time)

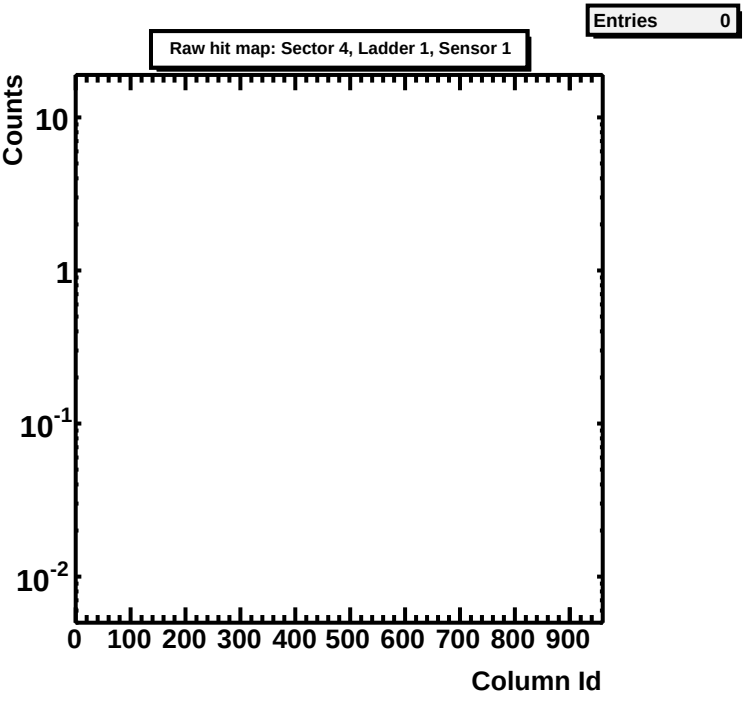

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

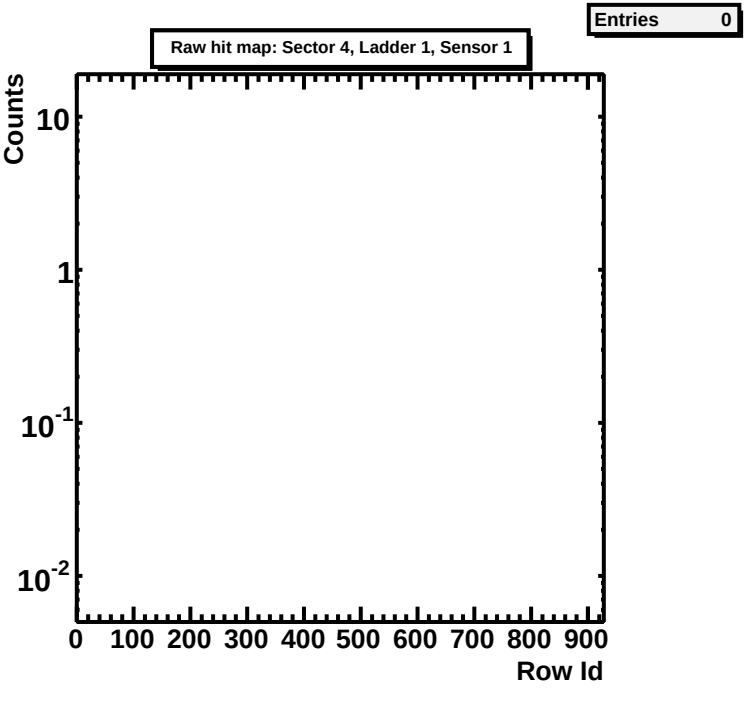

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

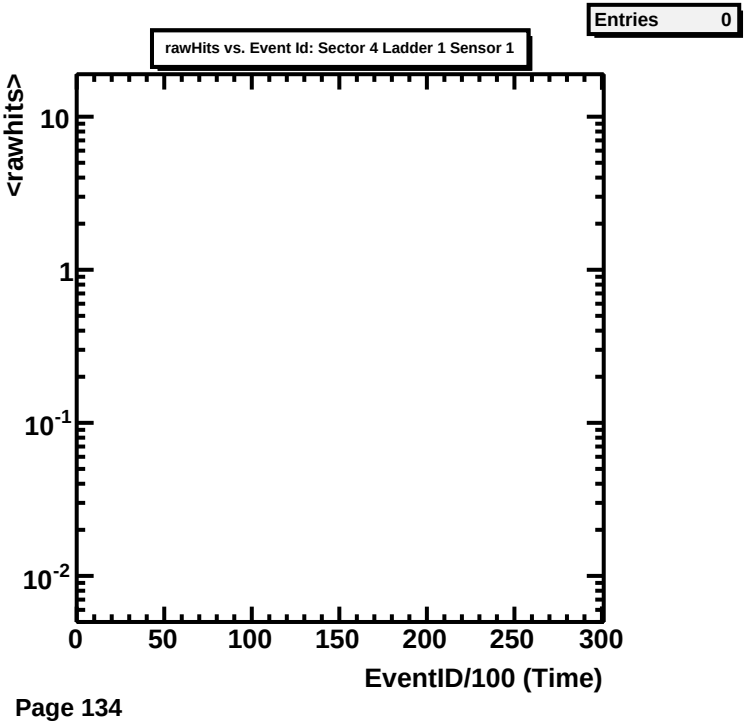

Entries 0
Raw hit map: Sector 3, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

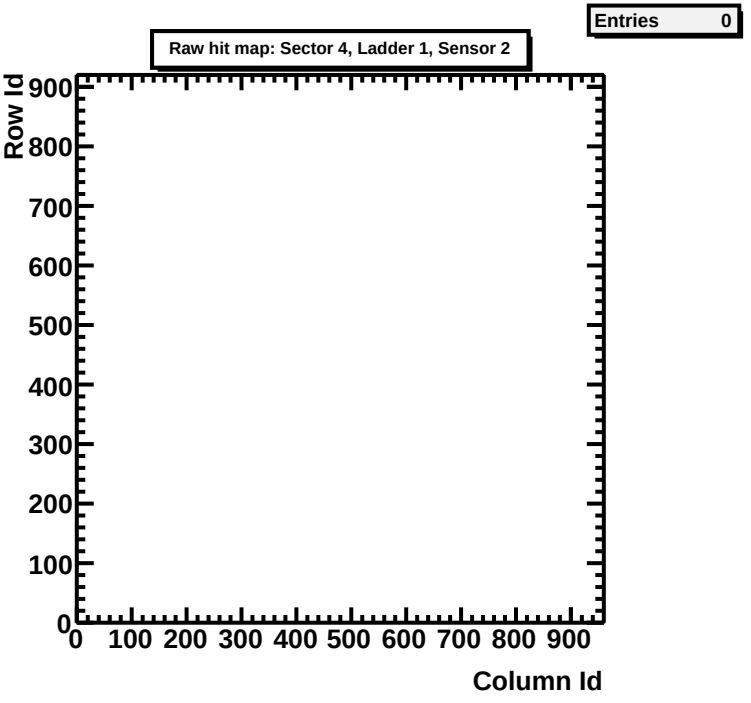

Entries 0
rawHits vs. Event Id: Sector 3 Ladder 4 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

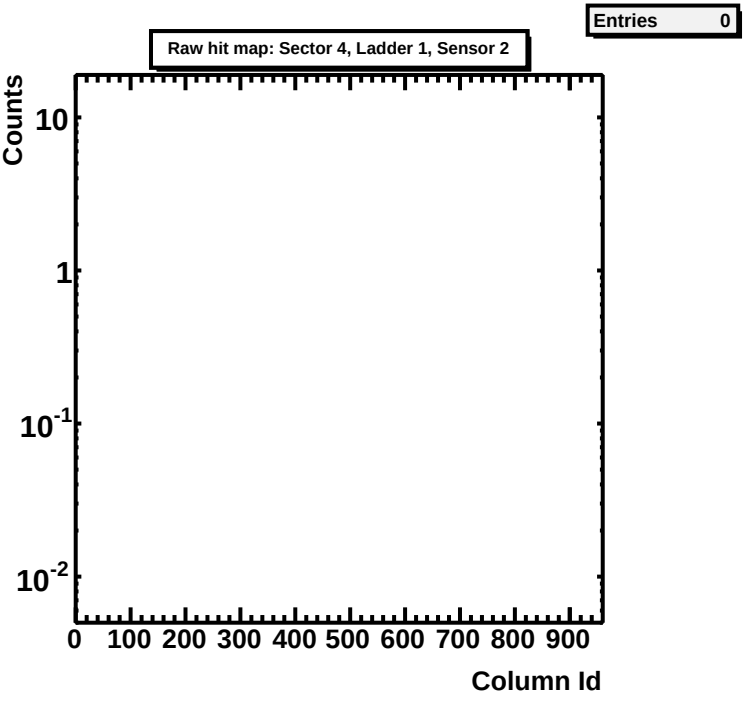

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 1
Row Id
Column Id

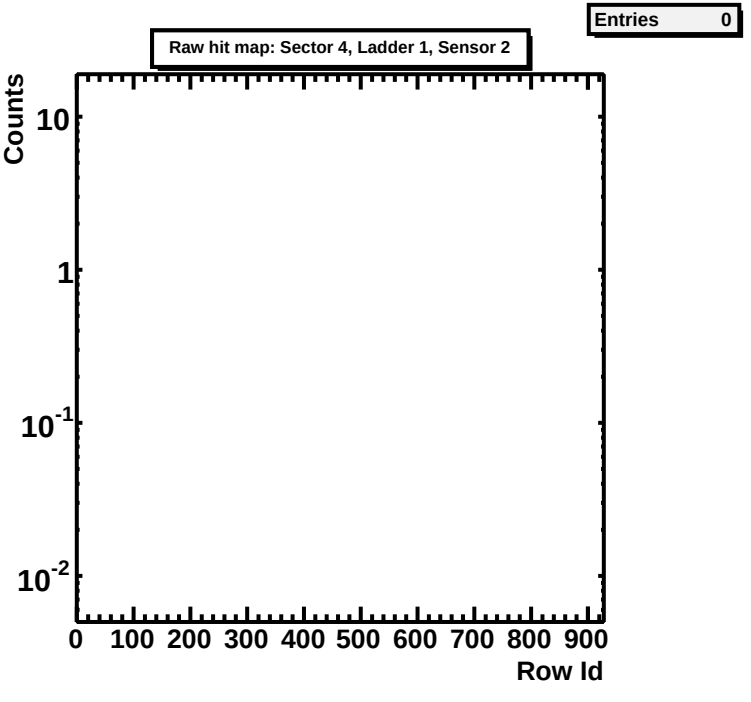

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 1
Counts
Column Id

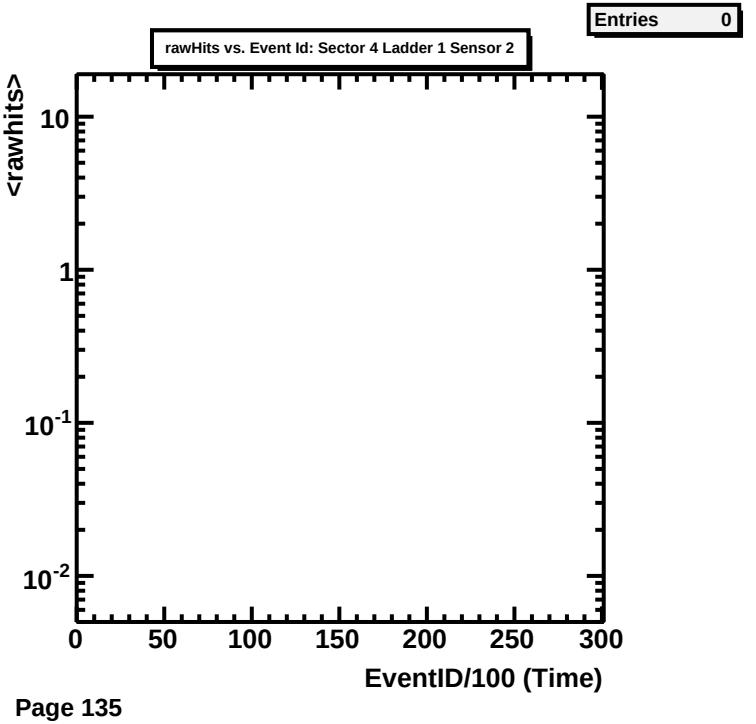

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 1
Counts
Row Id

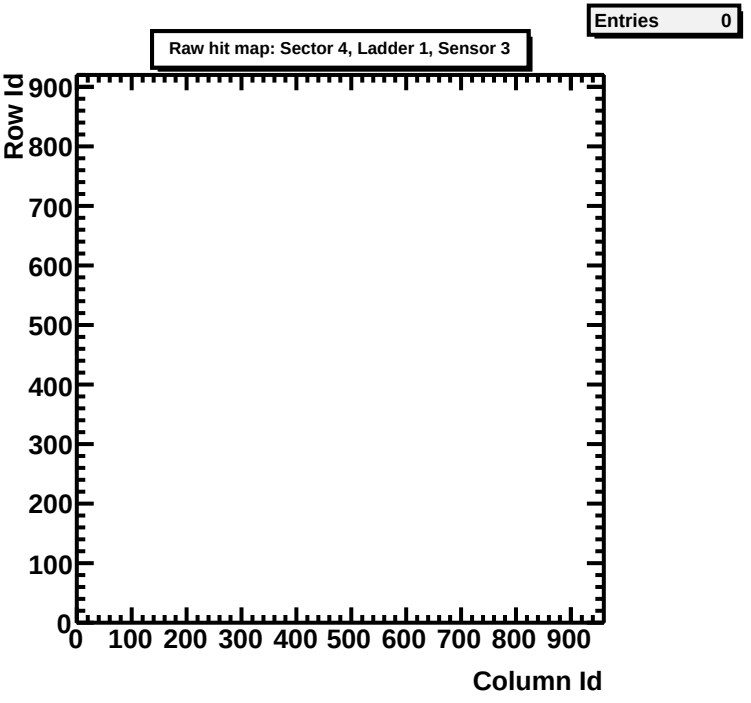

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 1
<rawhits>
EventID/100 (Time)

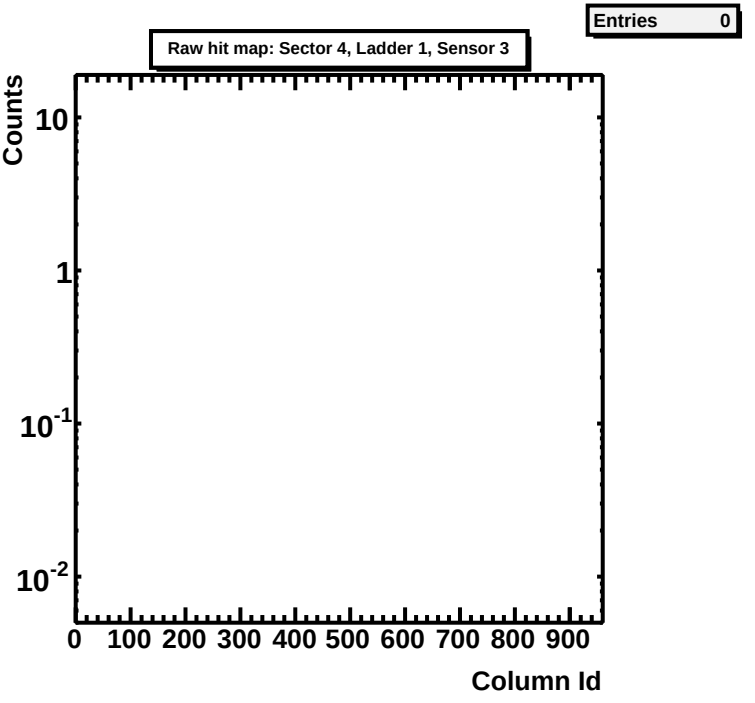

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 2
Row Id
Column Id

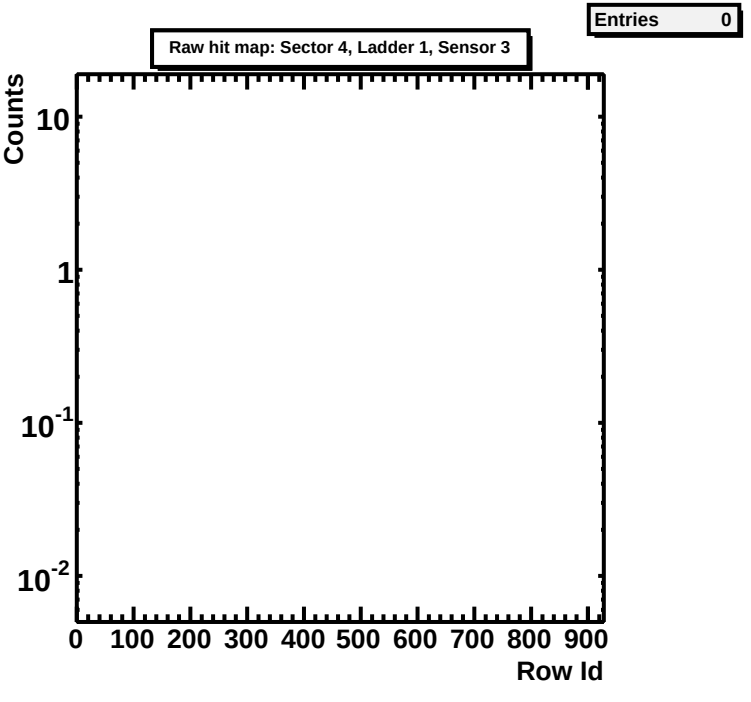

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 2
Counts
Column Id

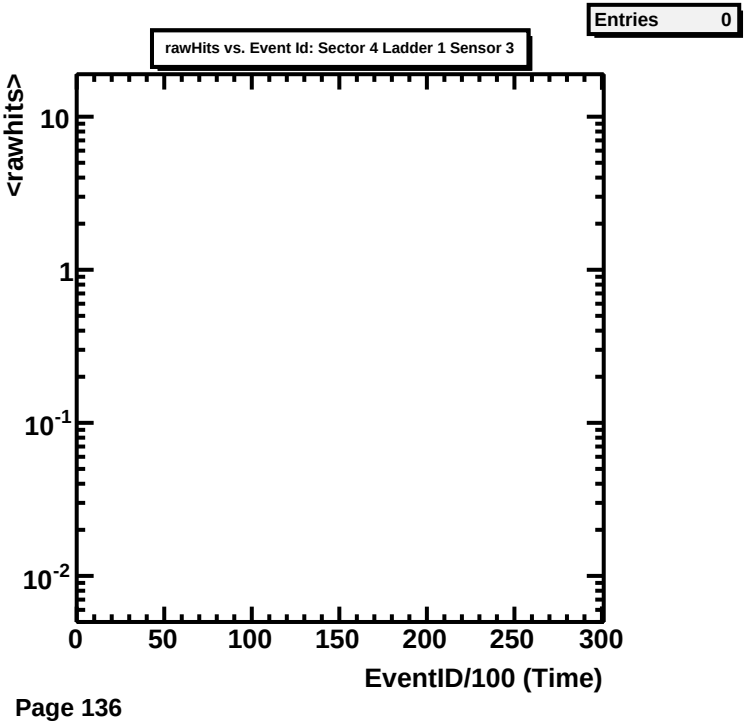

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 2
Counts
Row Id

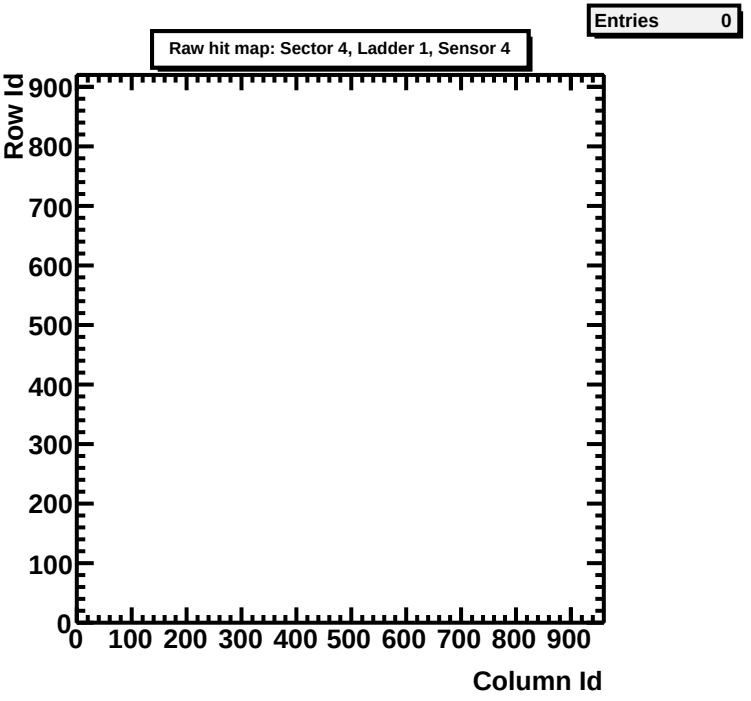

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 2
<rawhits>
EventID/100 (Time)

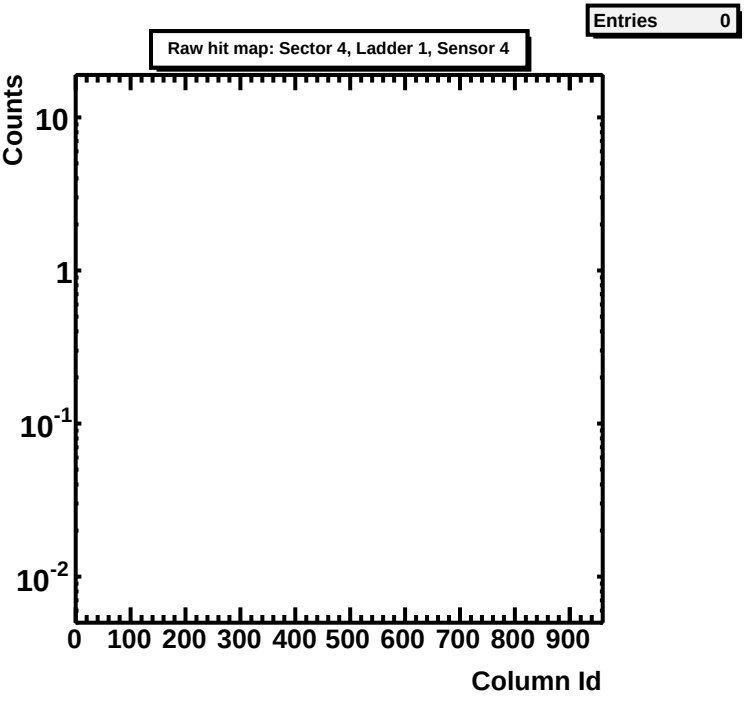

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 3
Row Id
Column Id

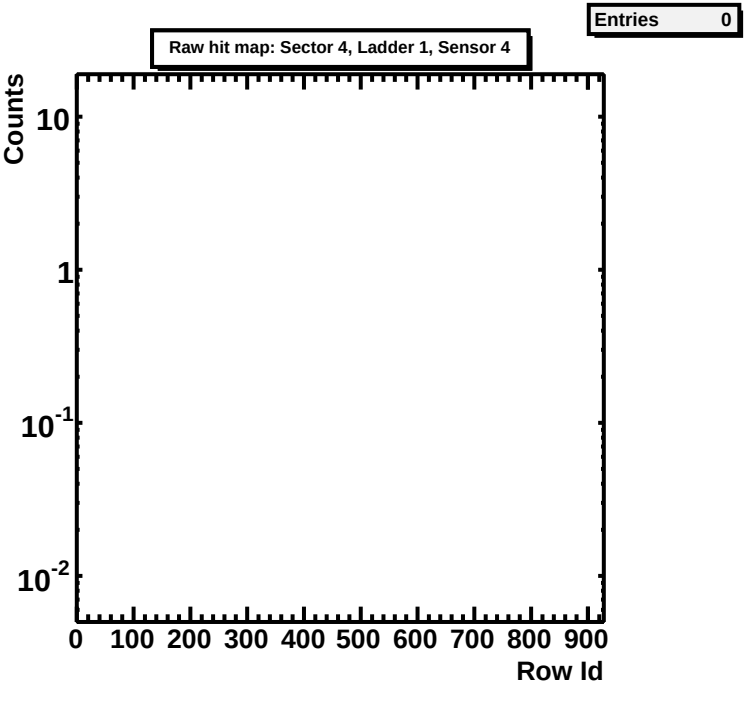

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 3
Counts
Column Id

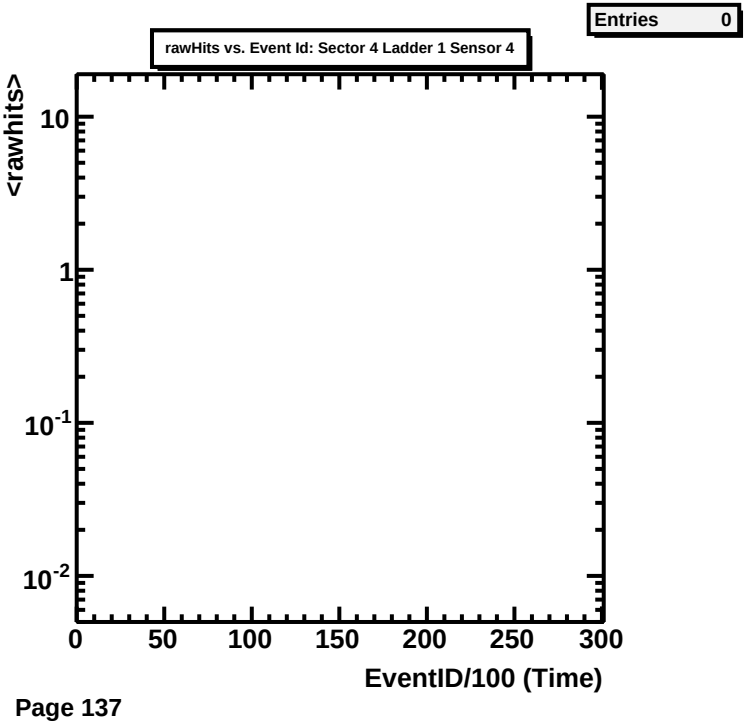

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 3
Counts
Row Id

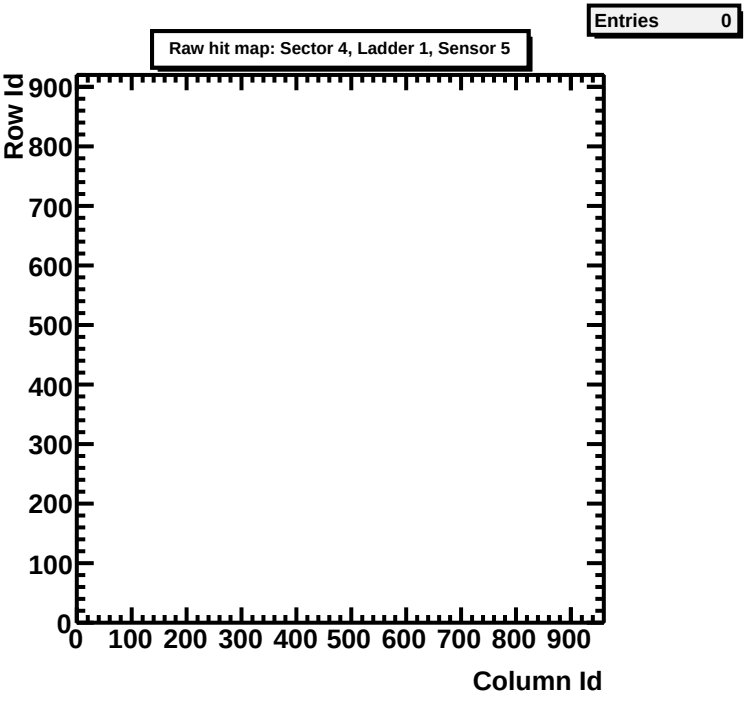

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 3
<rawhits>
EventID/100 (Time)

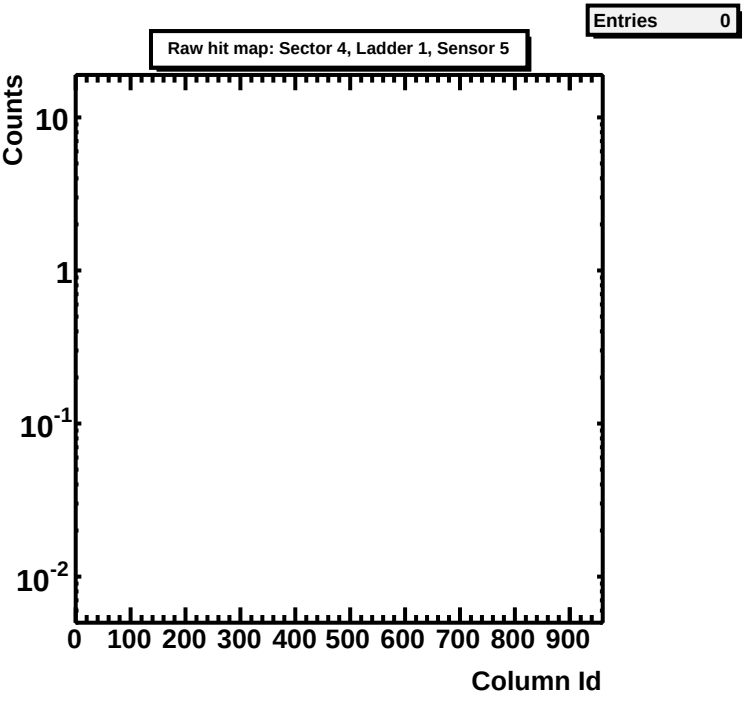

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 4
Row Id
Column Id

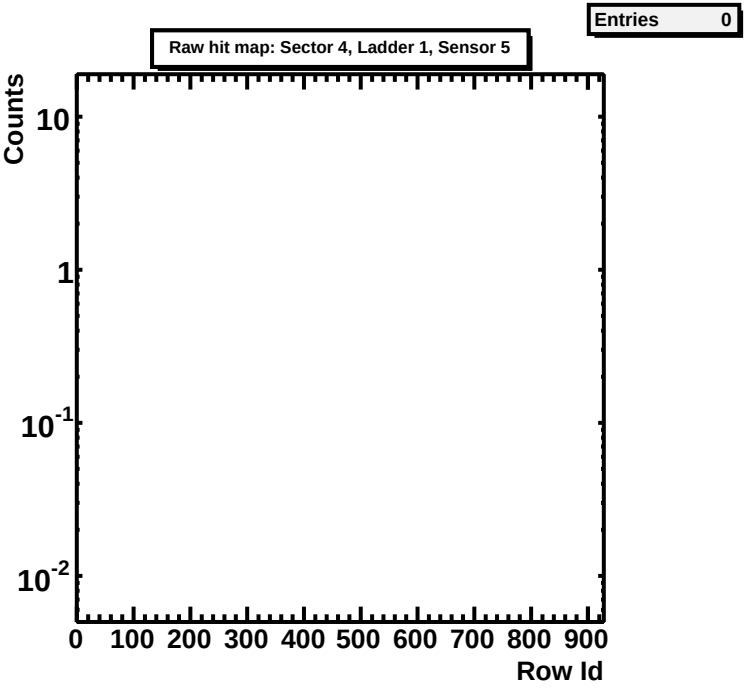

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 4
Counts
Column Id

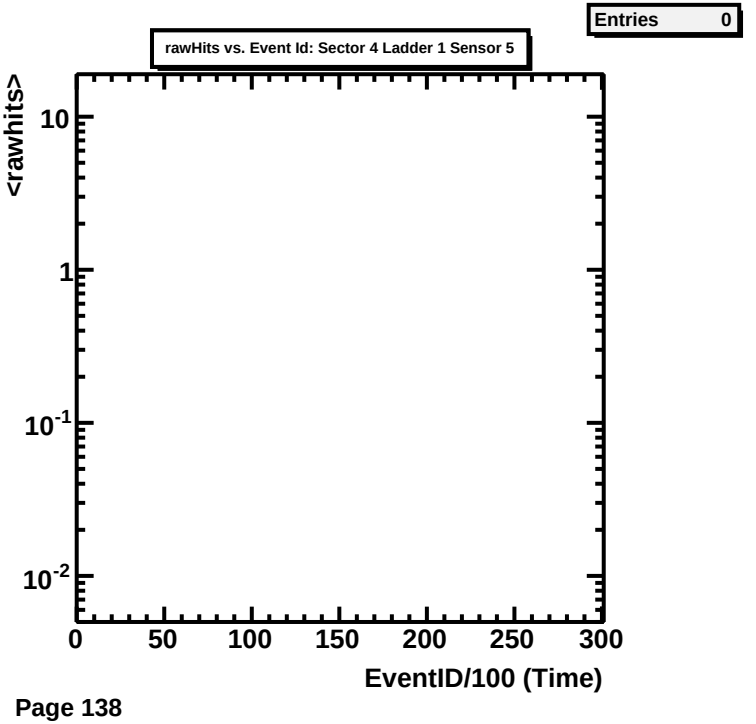

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 4
Counts
Row Id

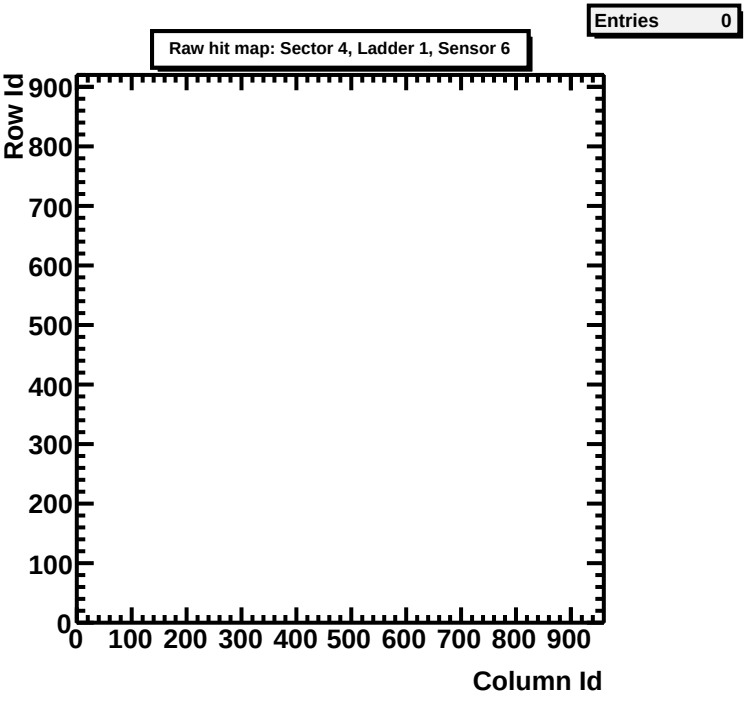

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 4
<rawhits>
EventID/100 (Time)

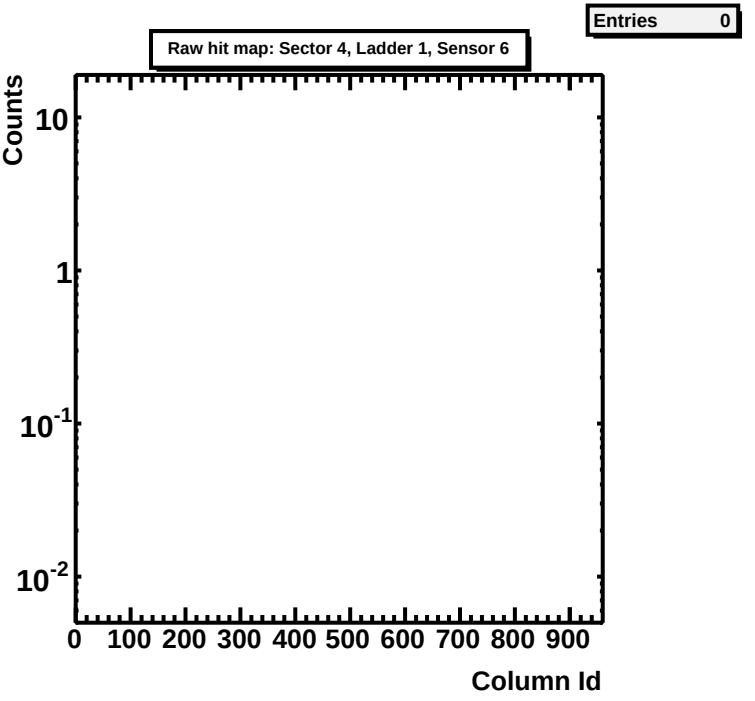

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 5
Row Id
Column Id

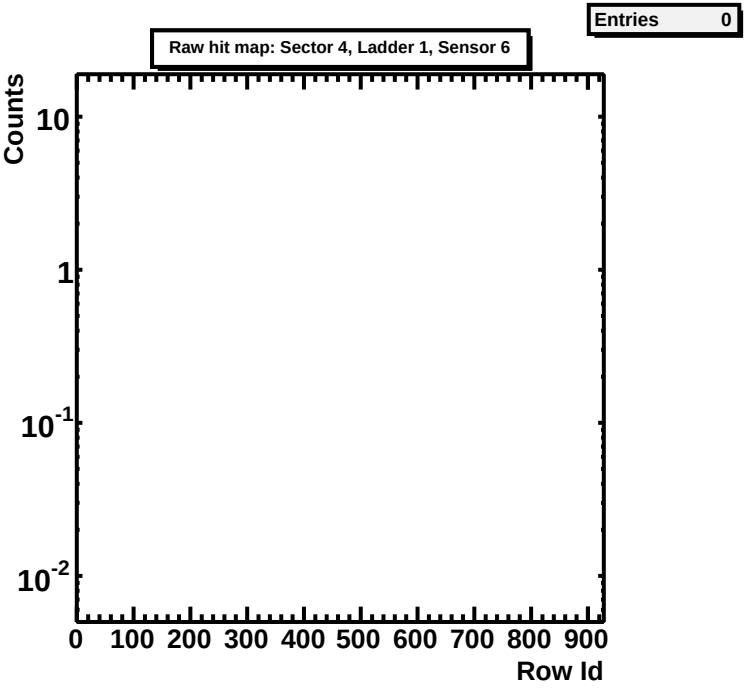

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 5
Counts
Column Id

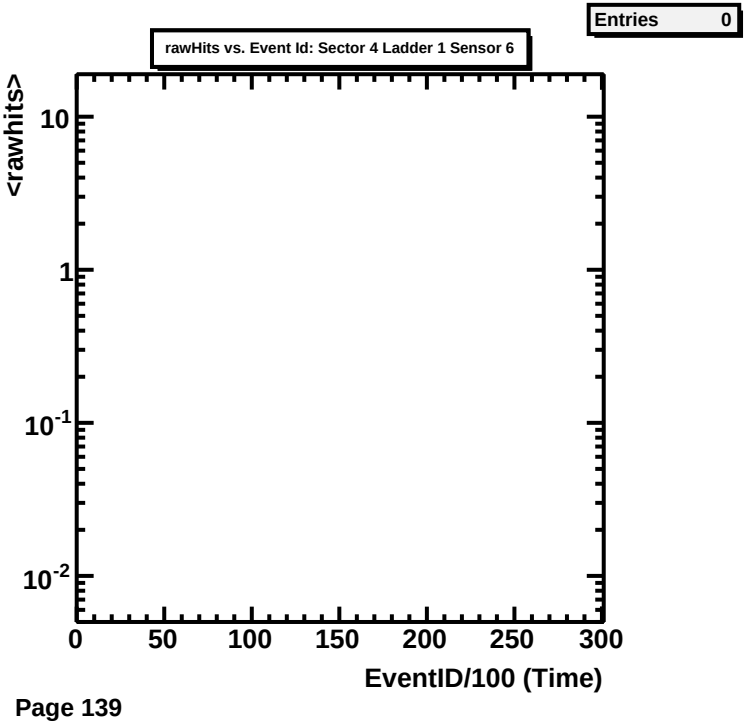

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 5
Counts
Row Id

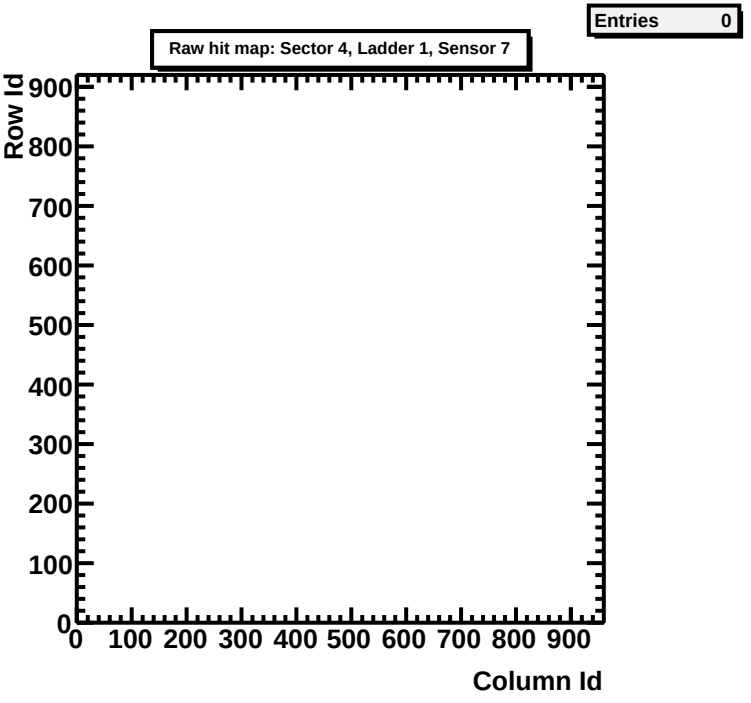

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

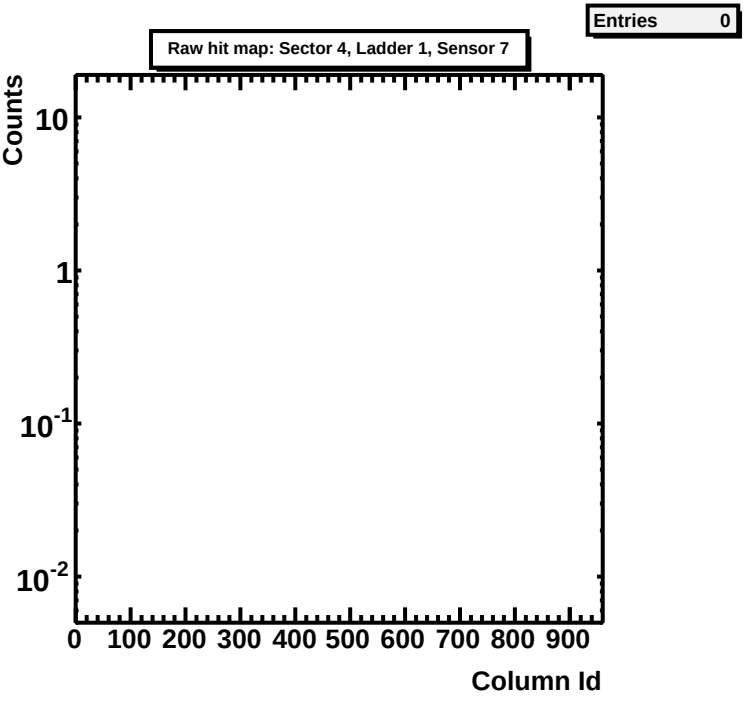

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

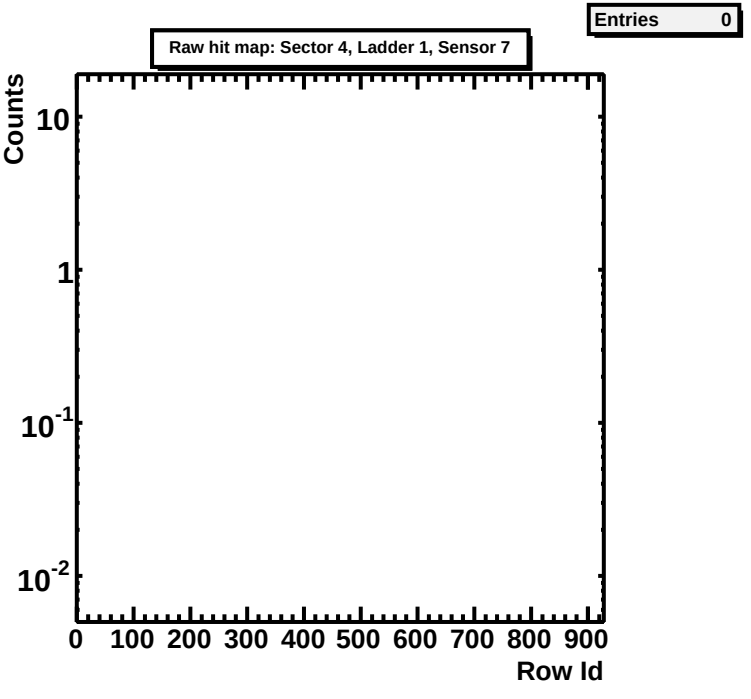

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

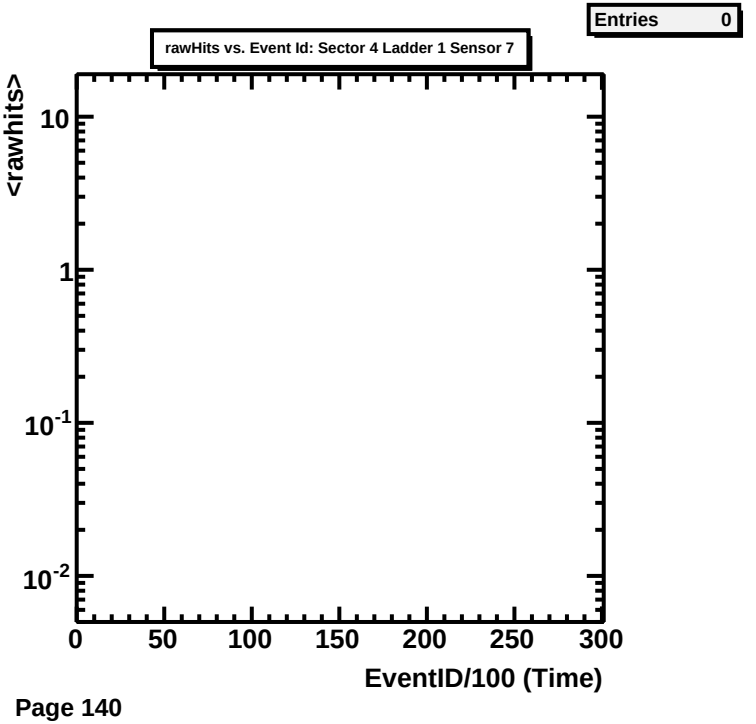

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

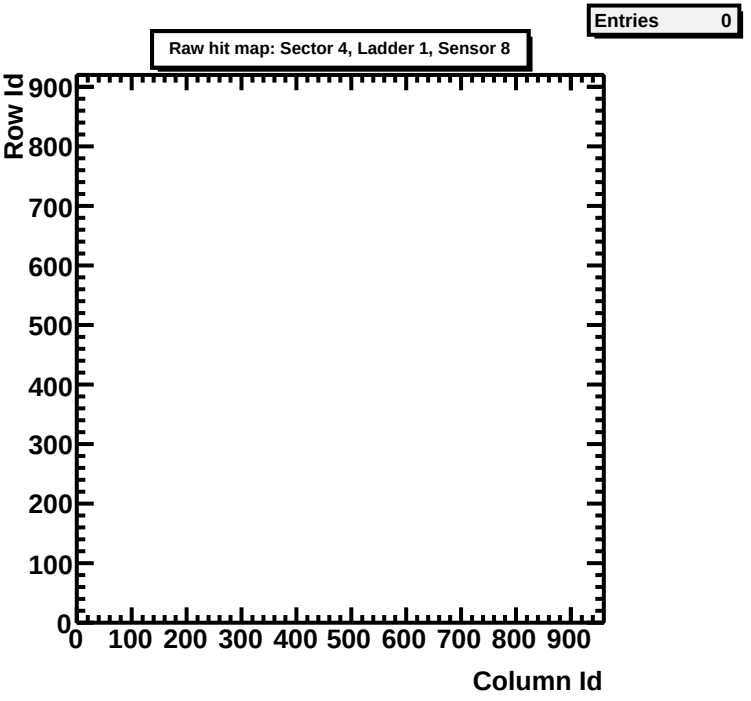

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

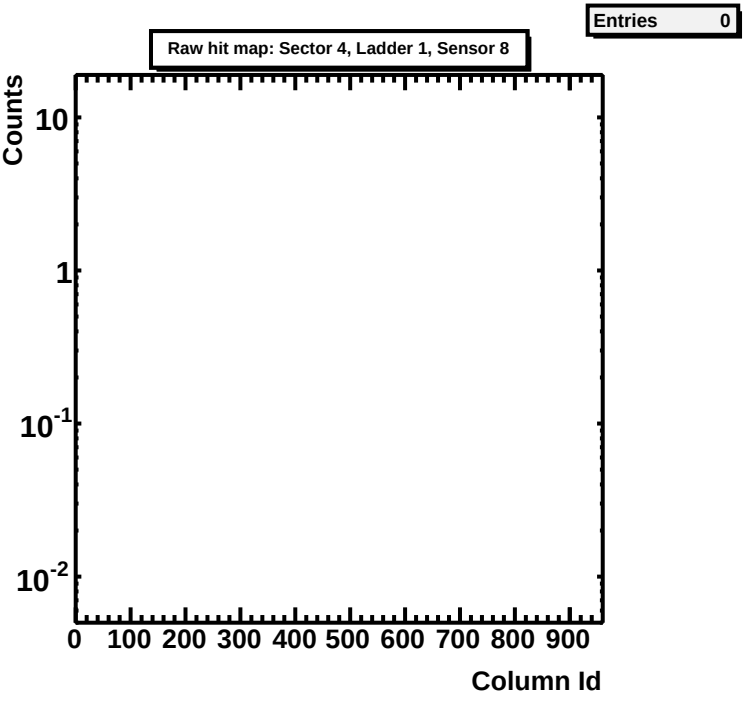

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 7
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

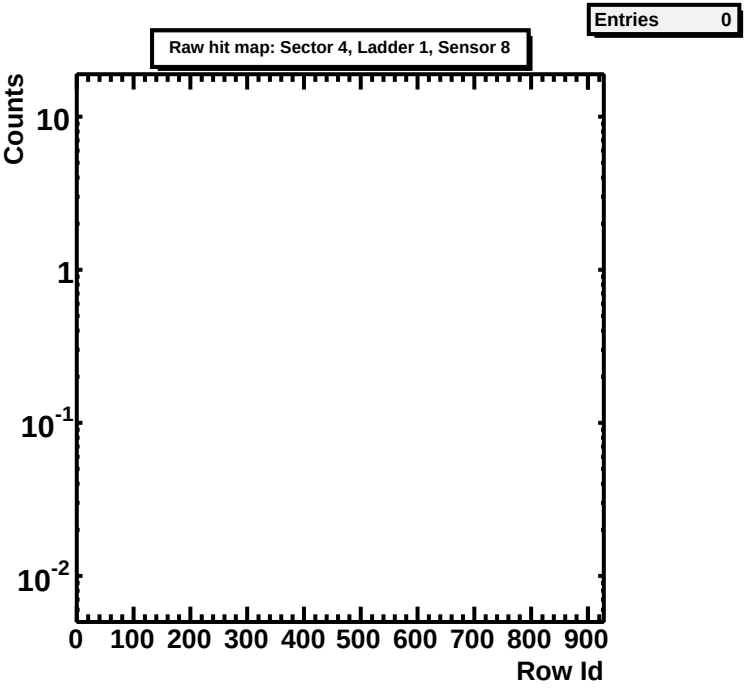

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

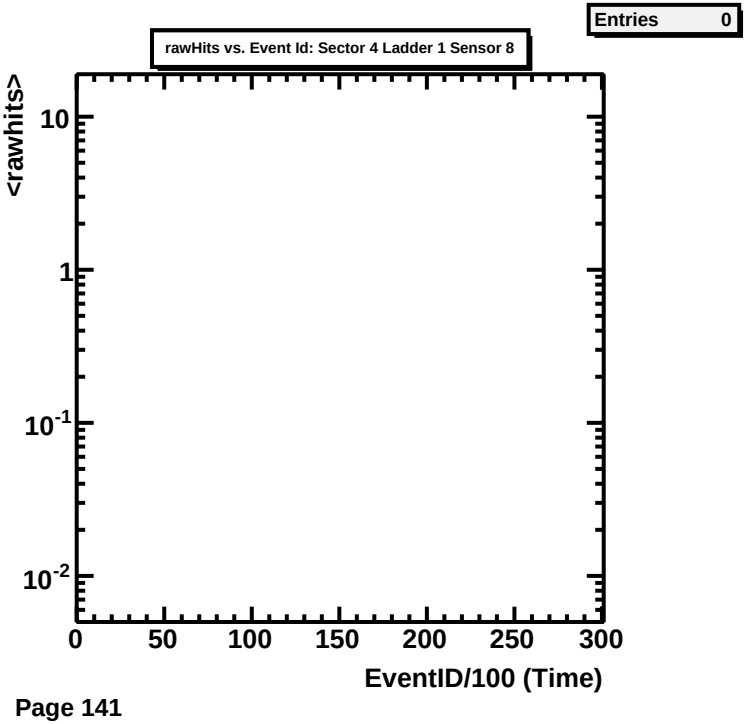

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

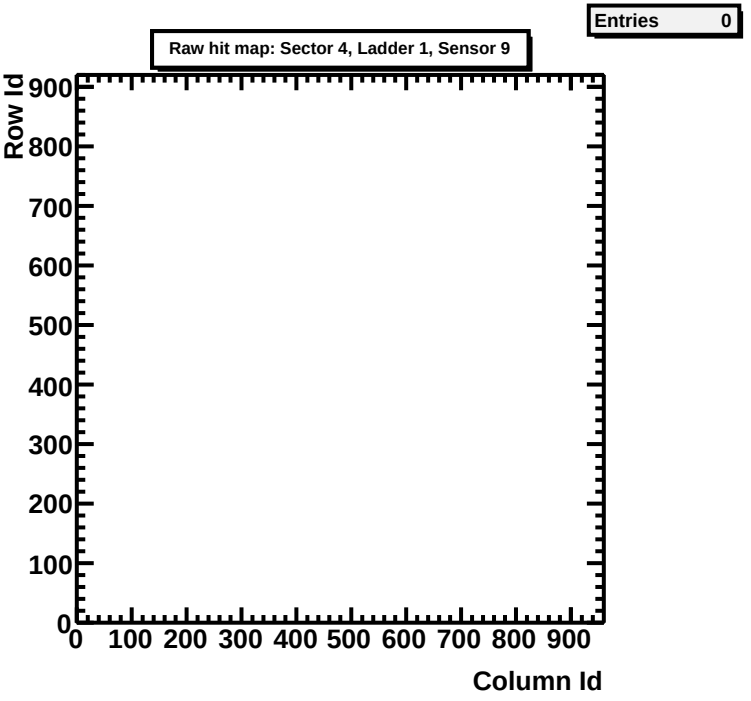

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

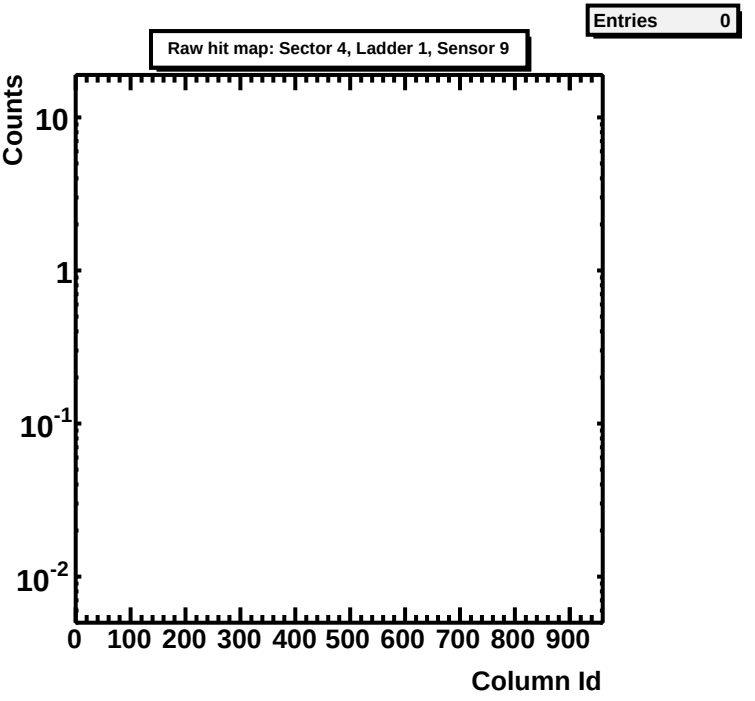

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

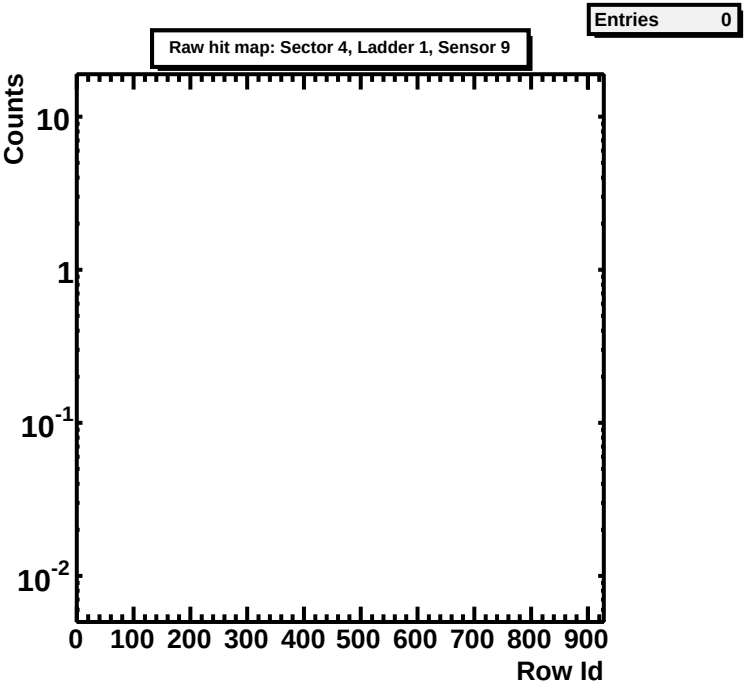

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

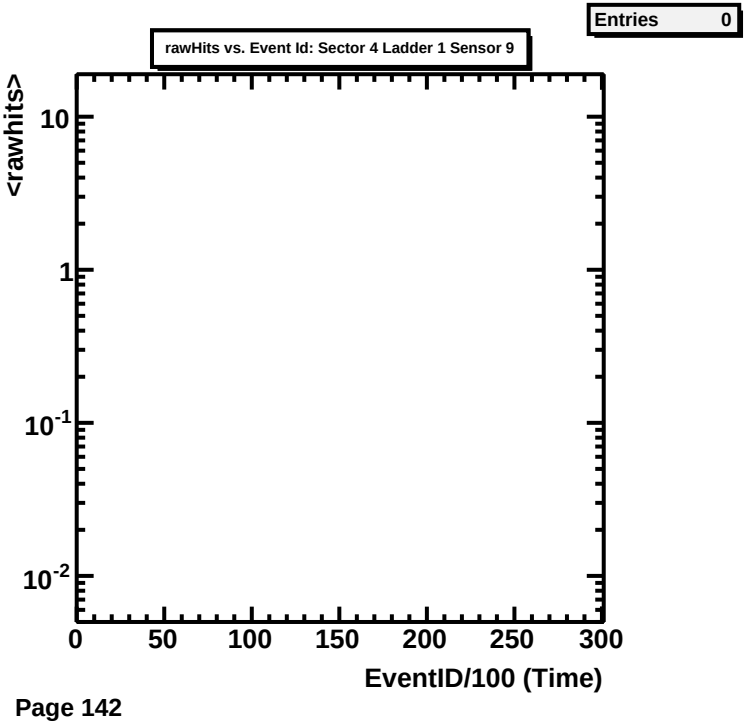

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

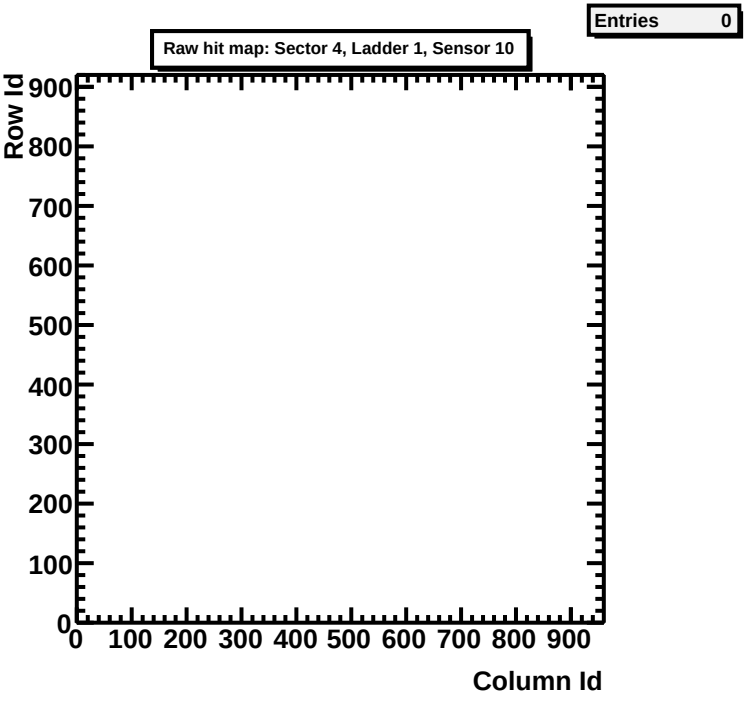

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

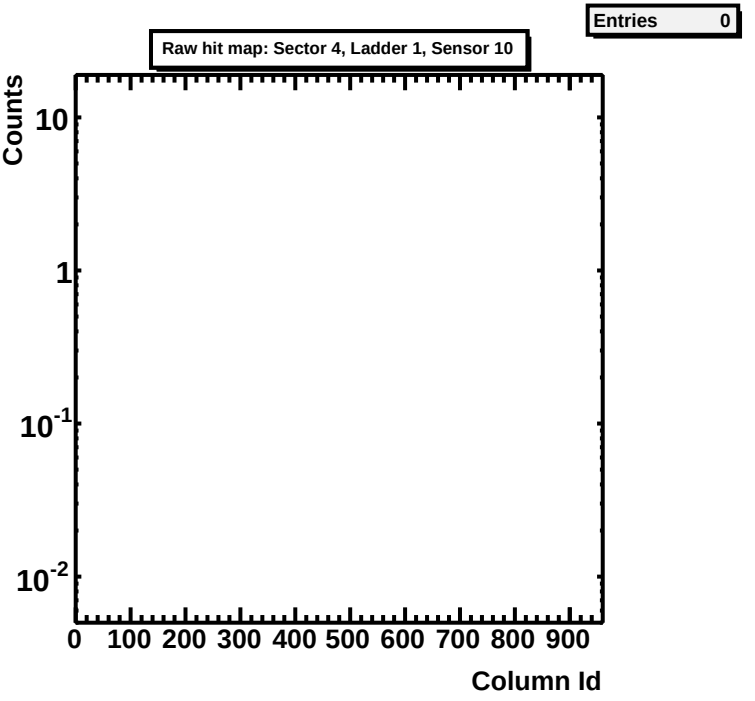

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

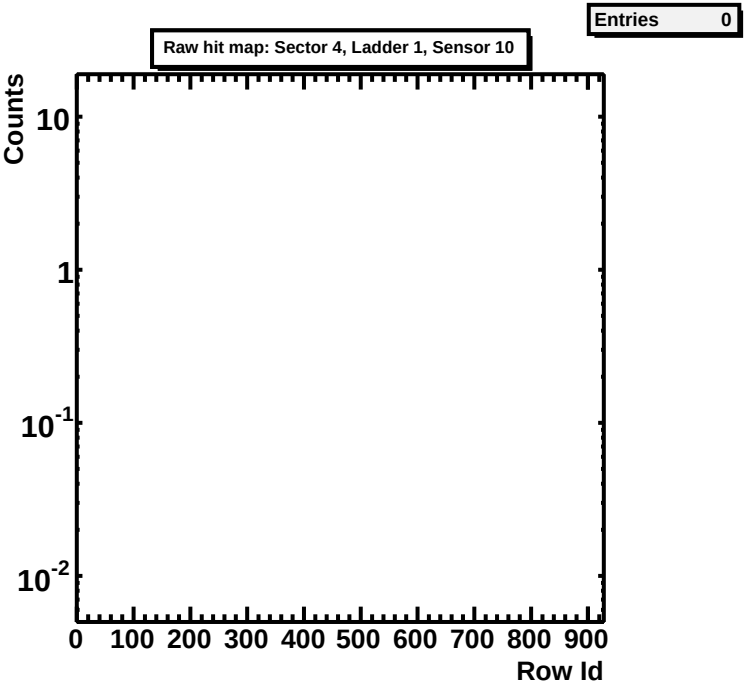

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

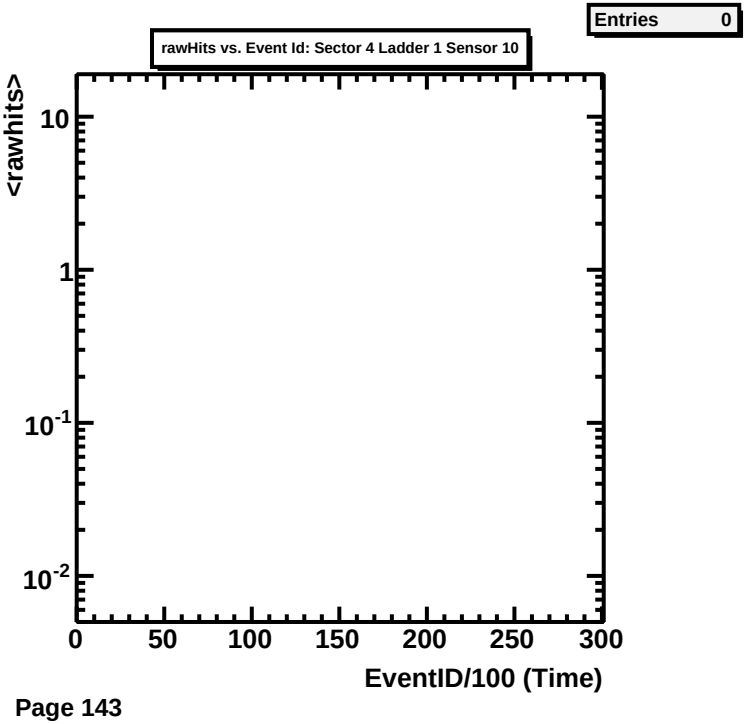

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

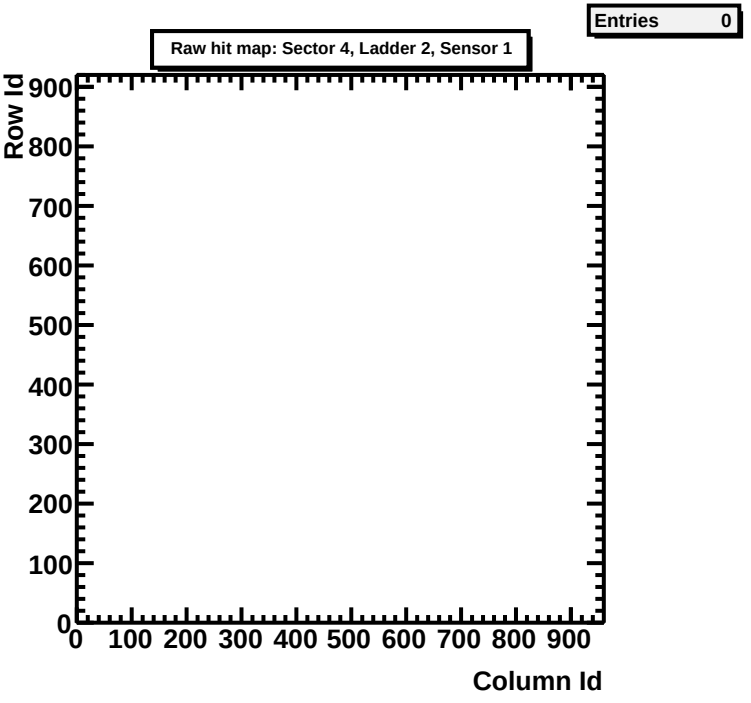

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

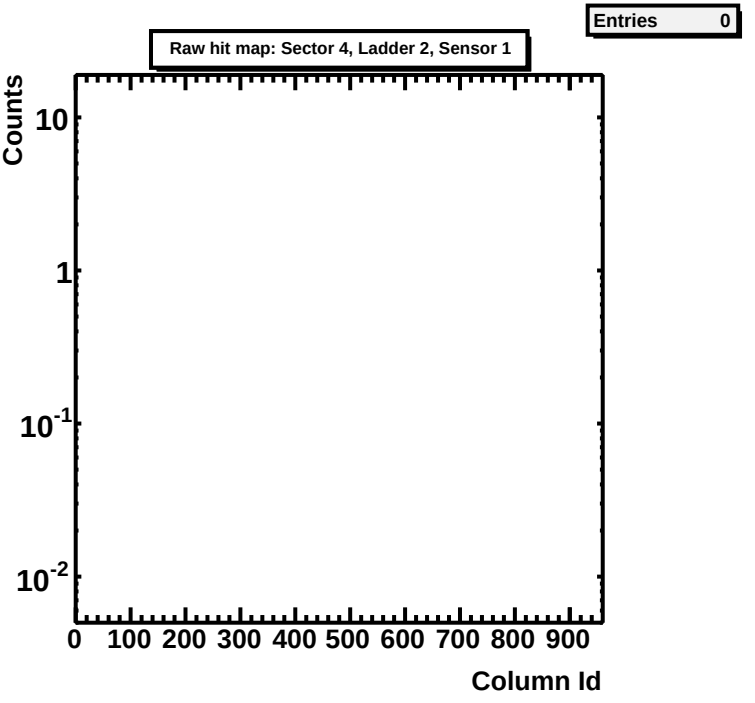

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 10
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

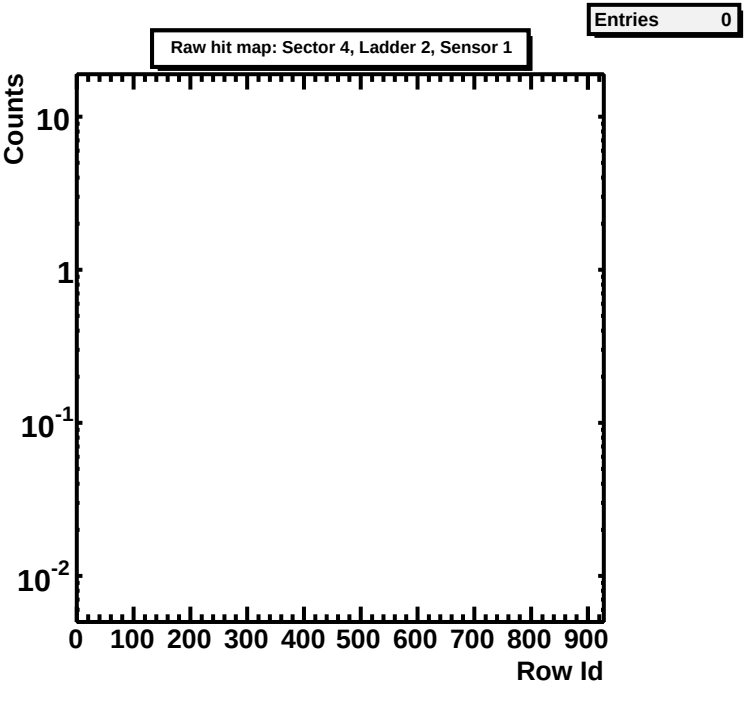

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

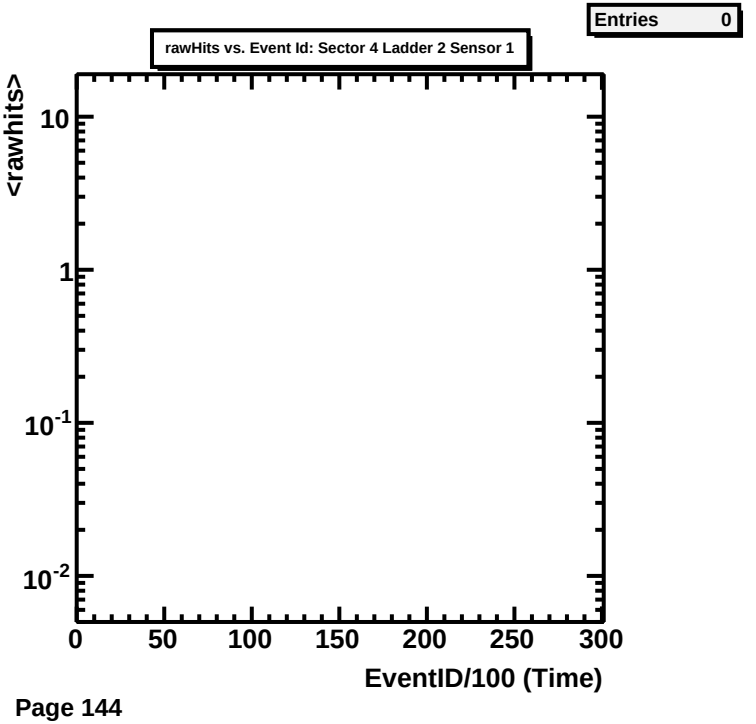

Entries 0
Raw hit map: Sector 4, Ladder 1, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

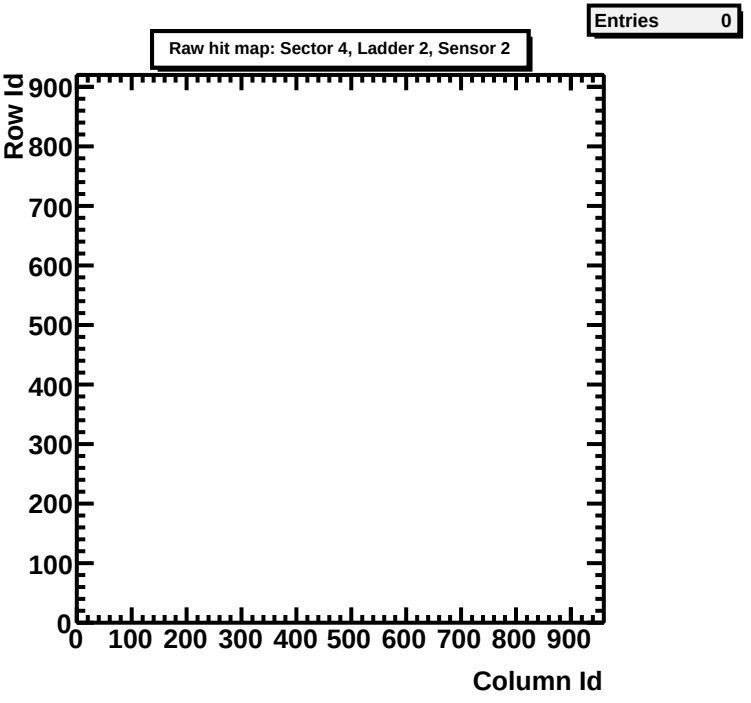

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 1 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

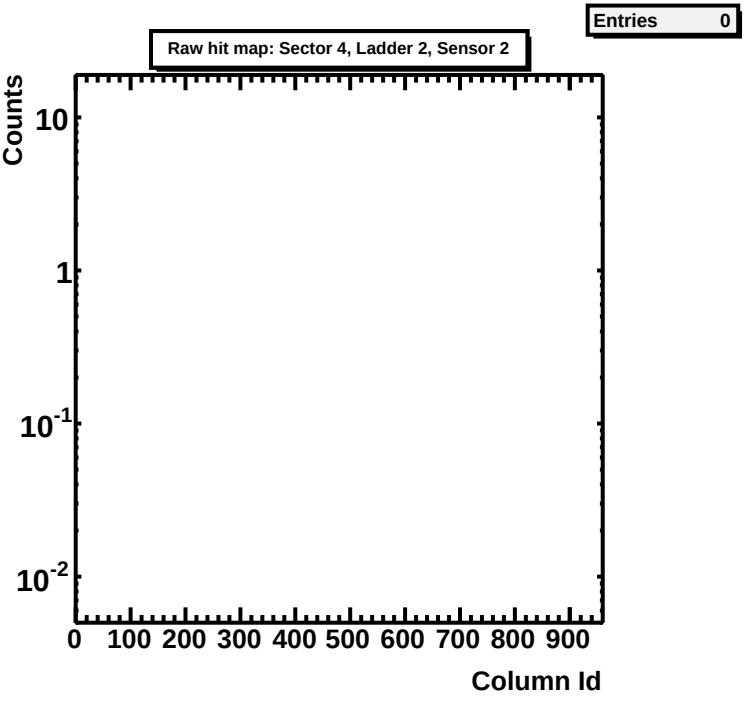

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

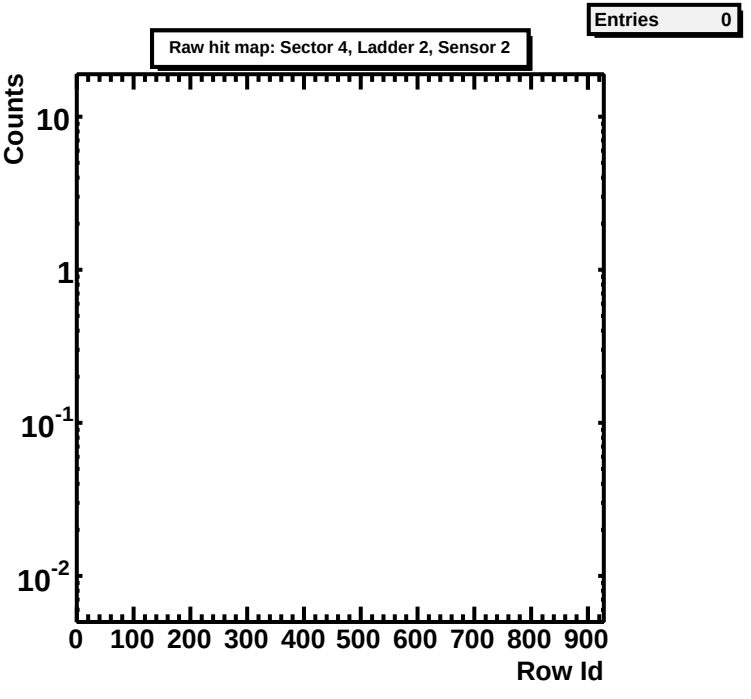

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

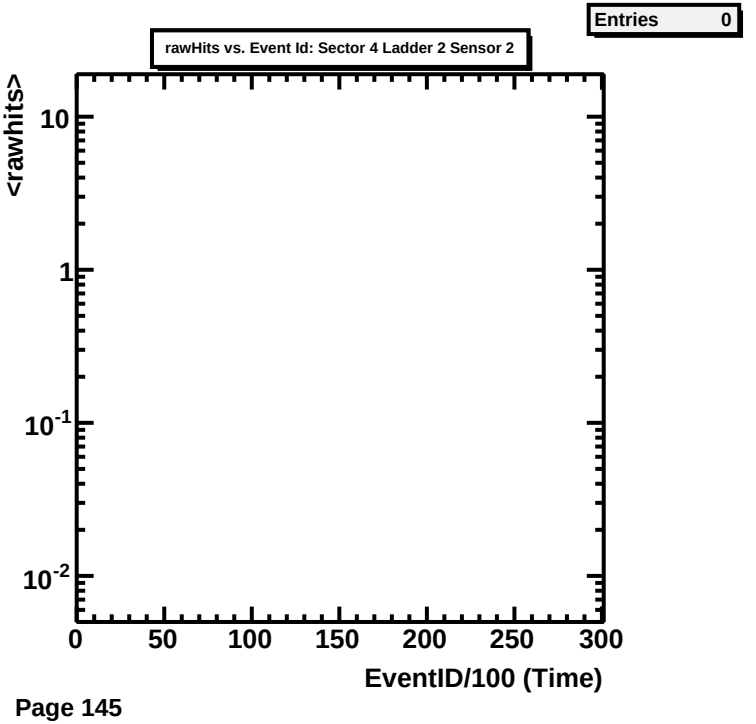

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

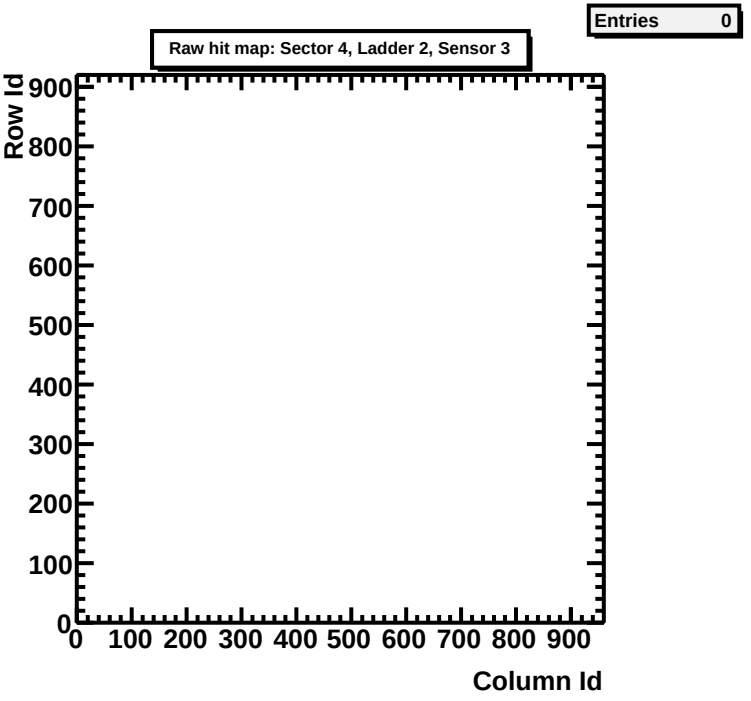

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

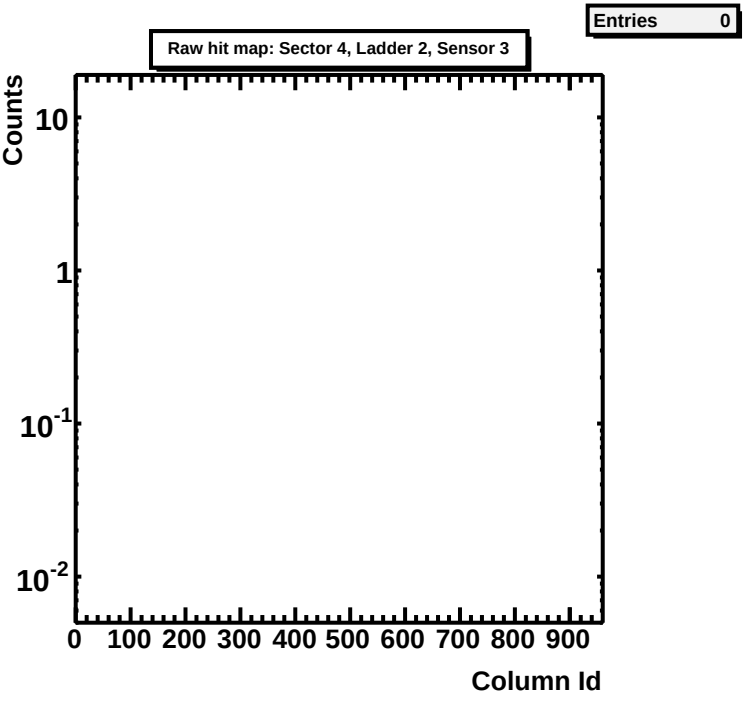

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

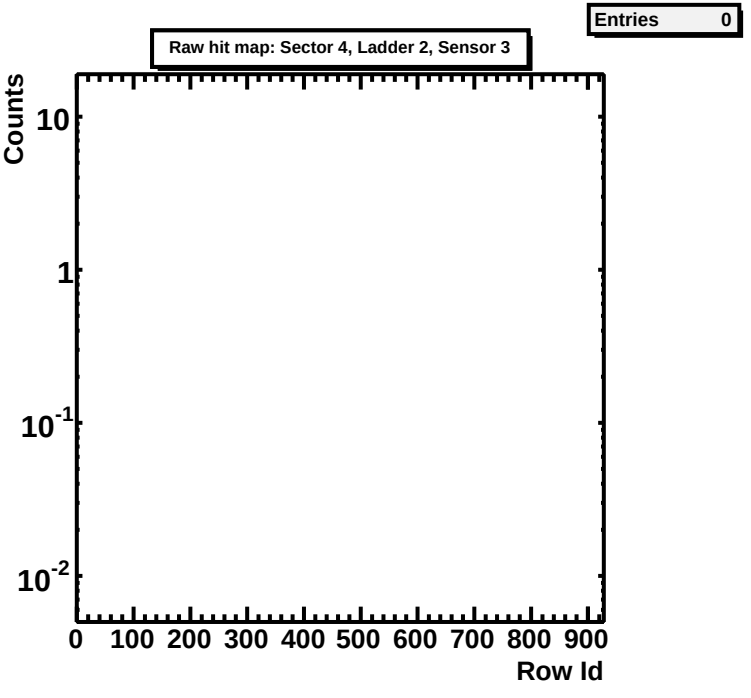

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

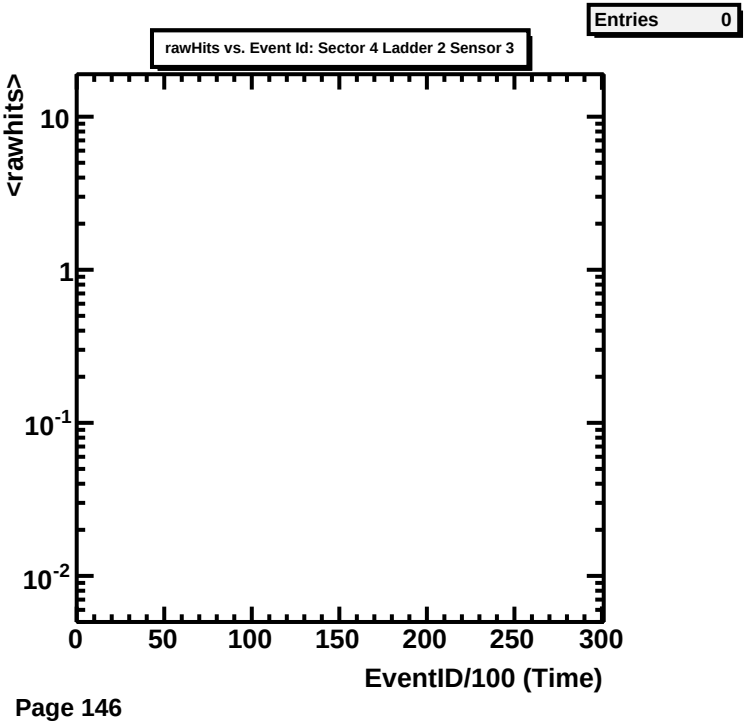

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

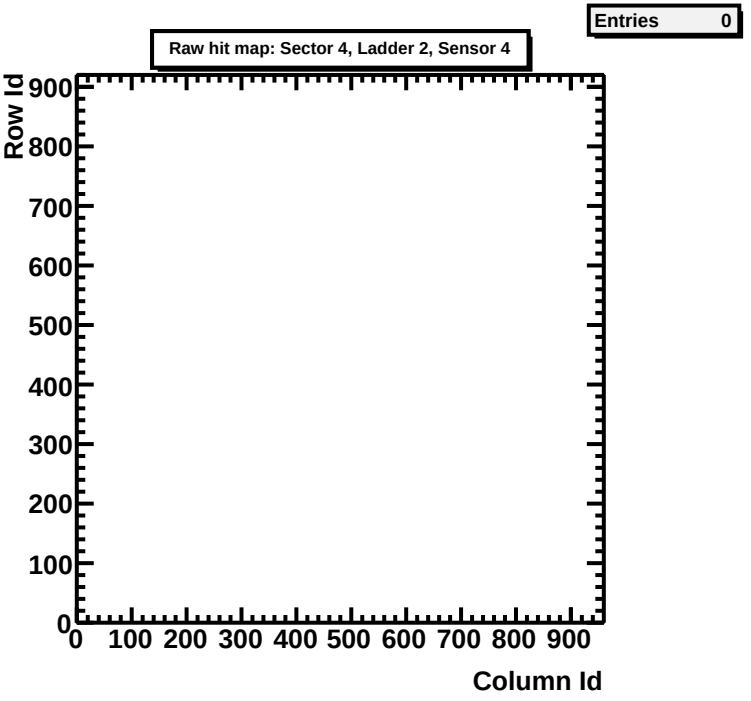

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

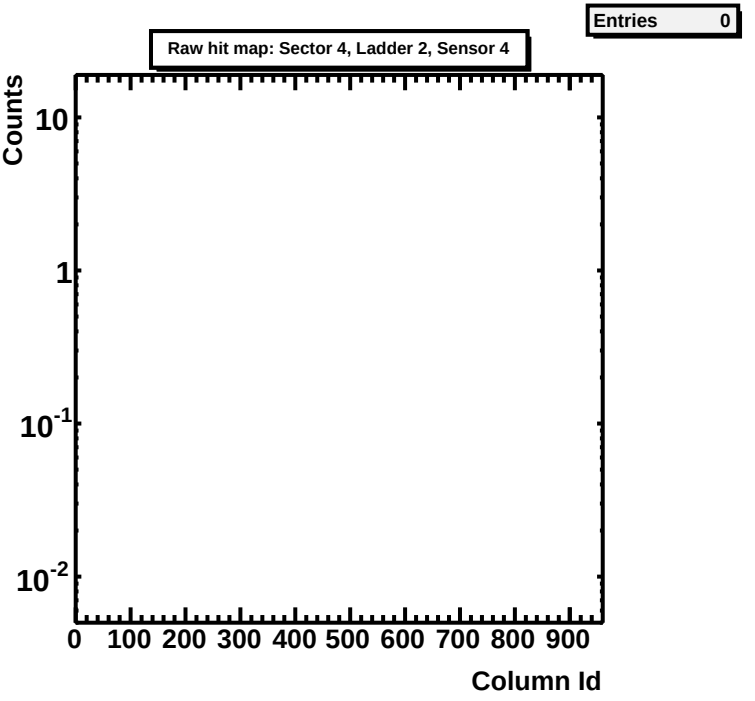

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

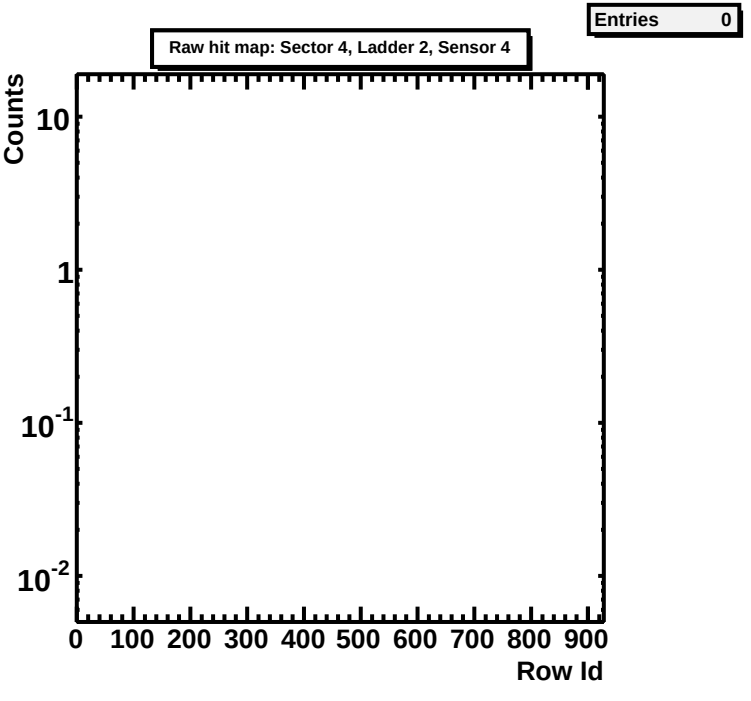

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

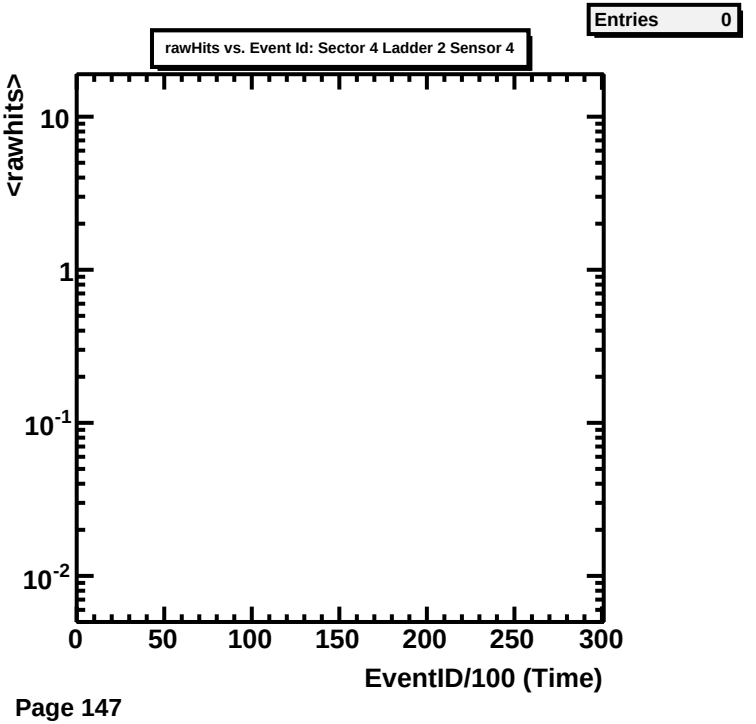

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

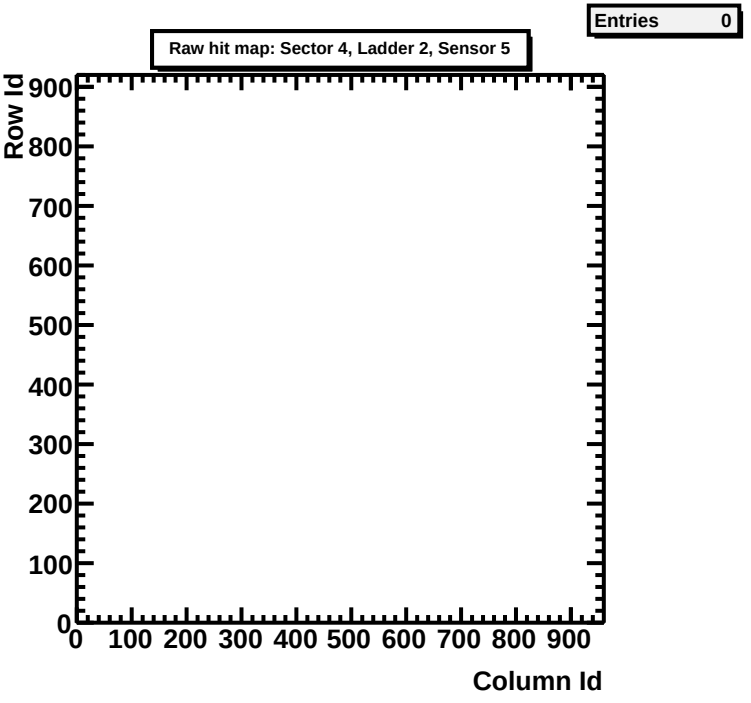

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

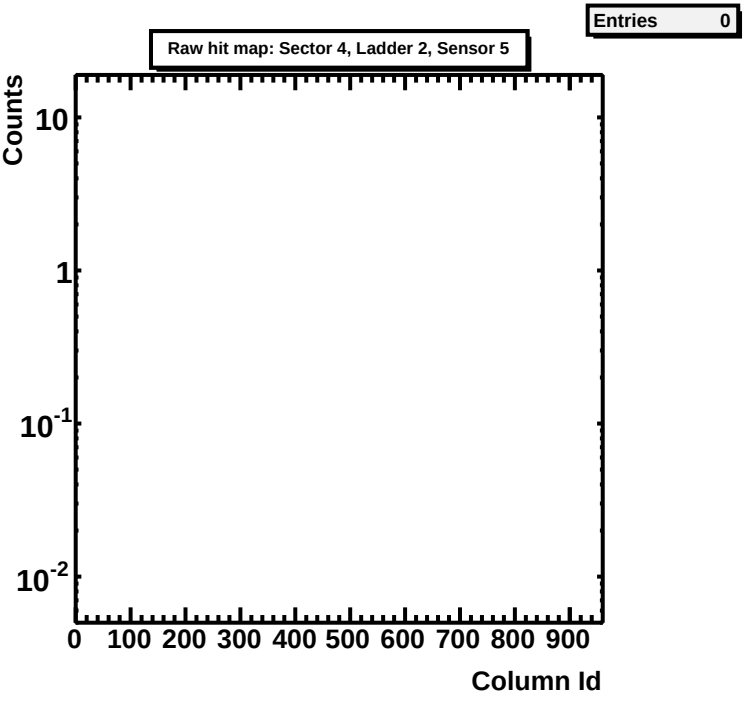

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 4
Row Id
Column Id

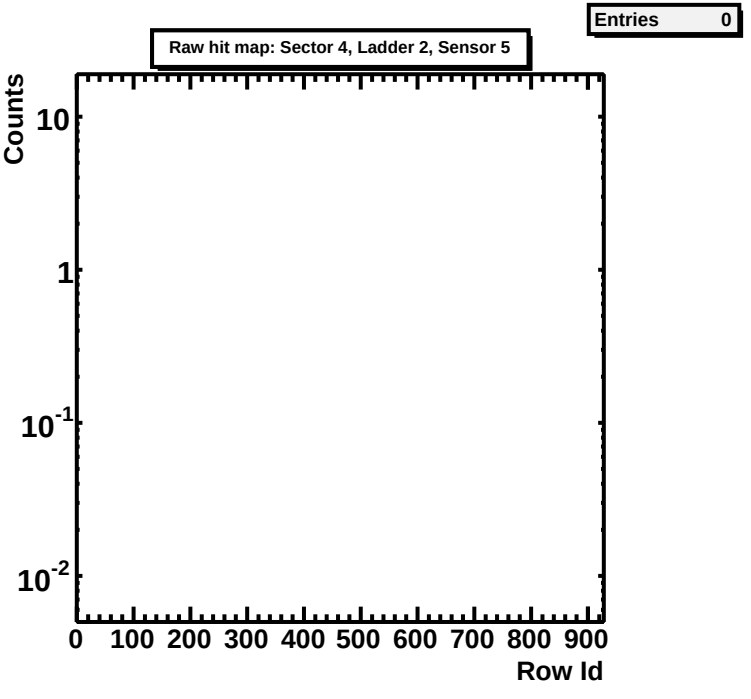

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 4
Counts
Column Id

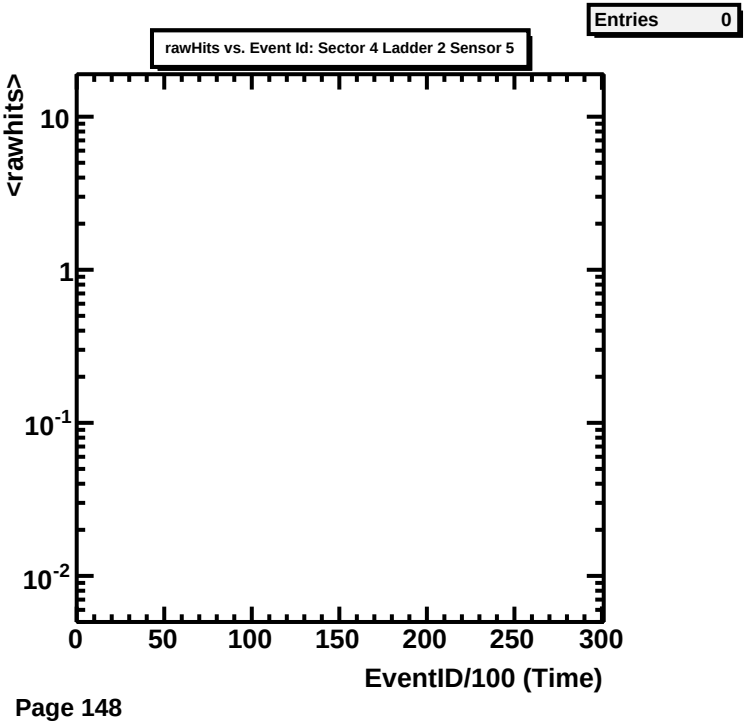

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 4
Counts
Row Id

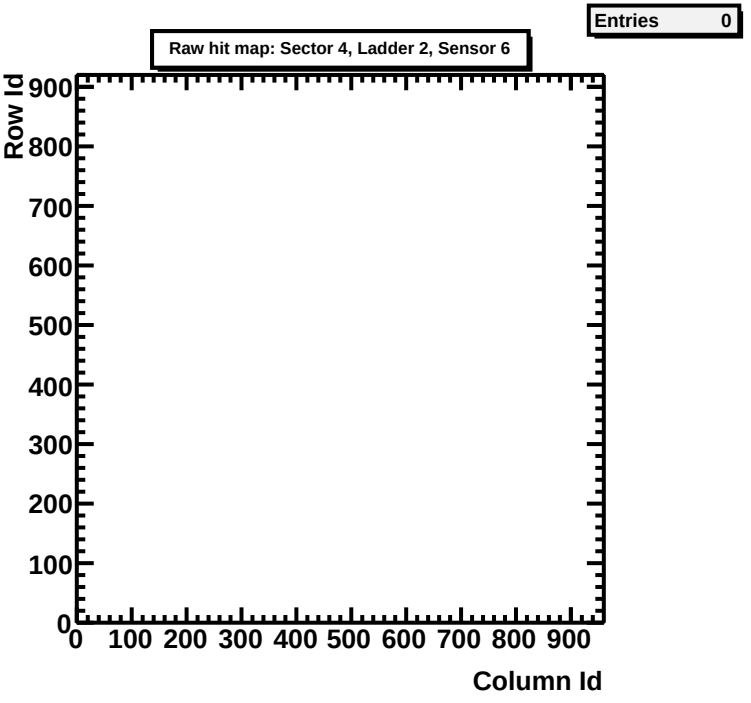

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 4
<rawhits>
EventID/100 (Time)

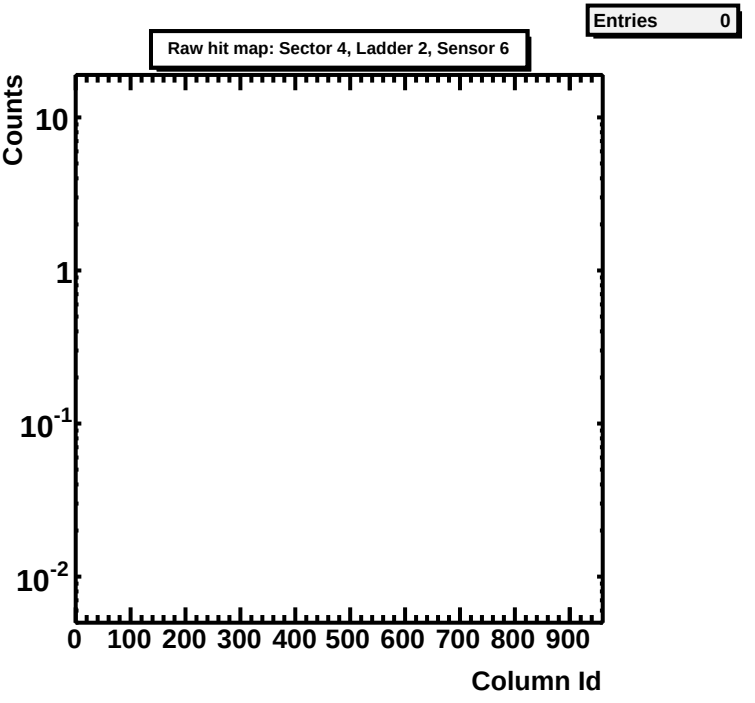

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

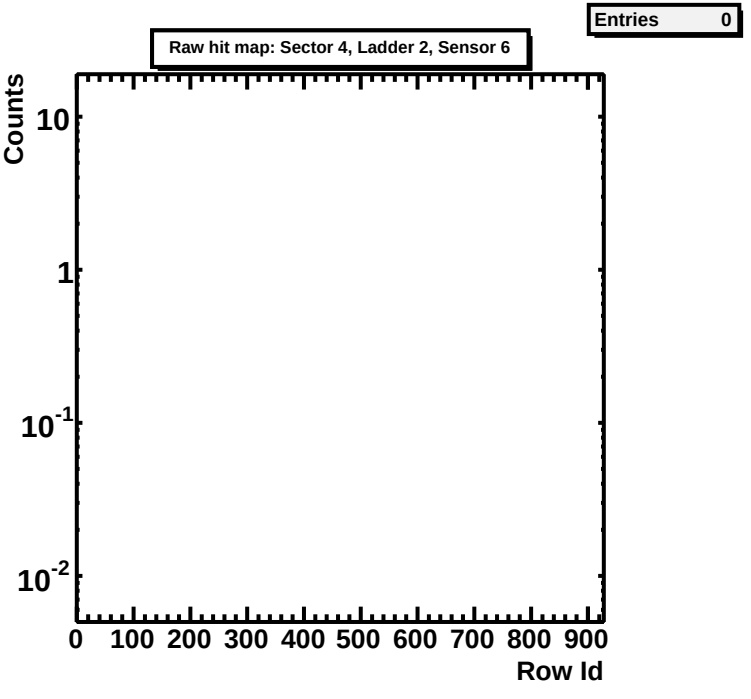

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

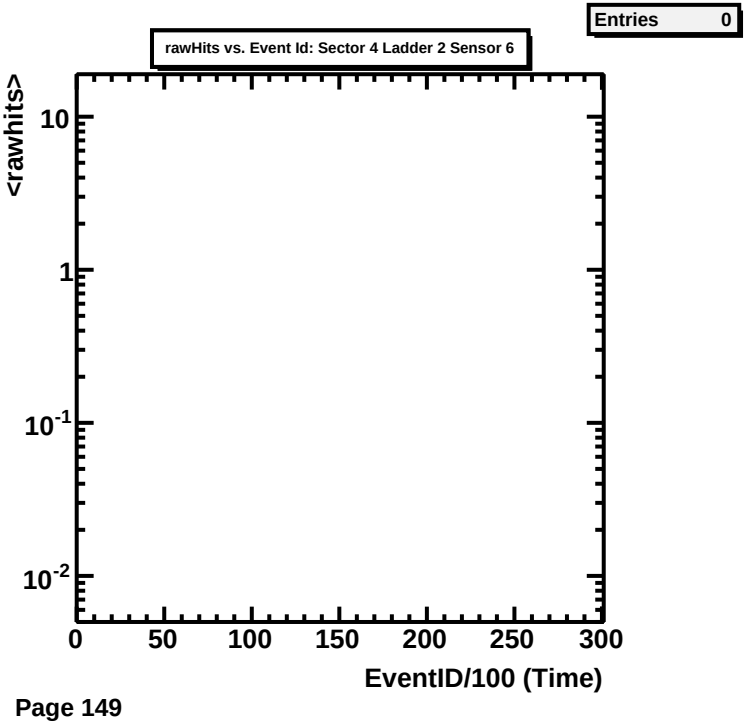

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

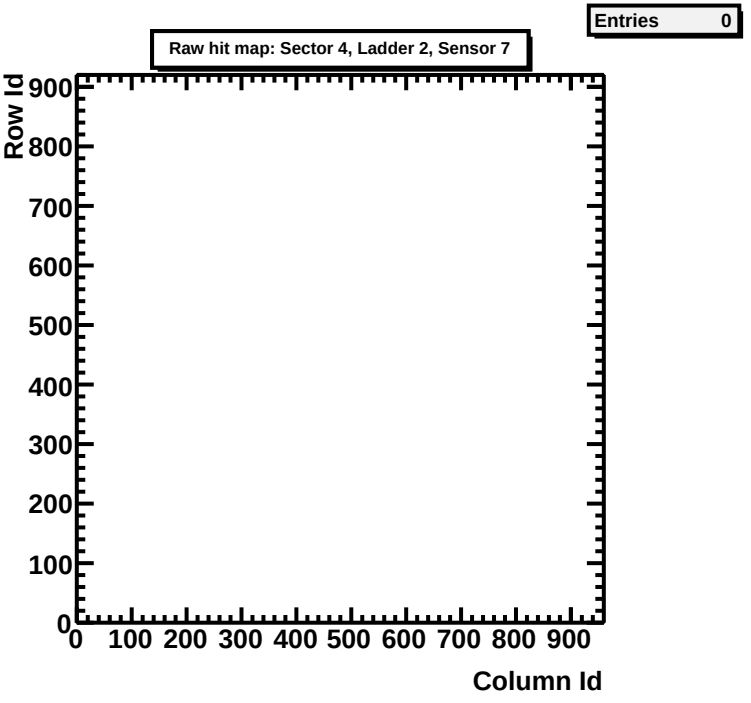

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

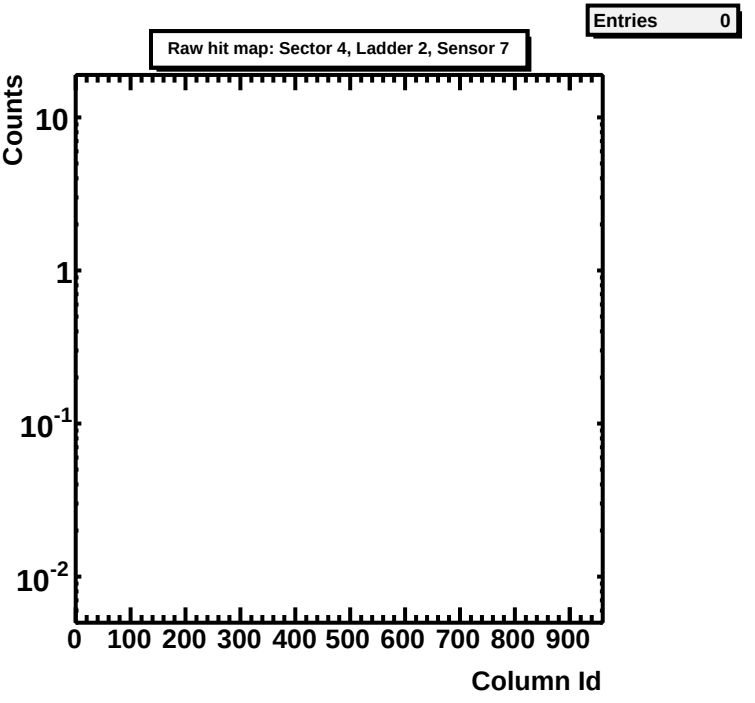

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 6
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

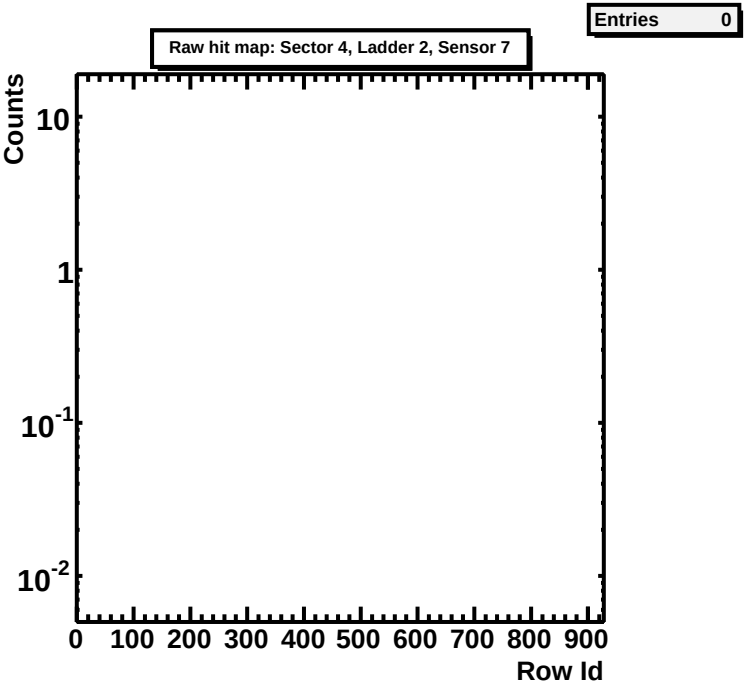

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

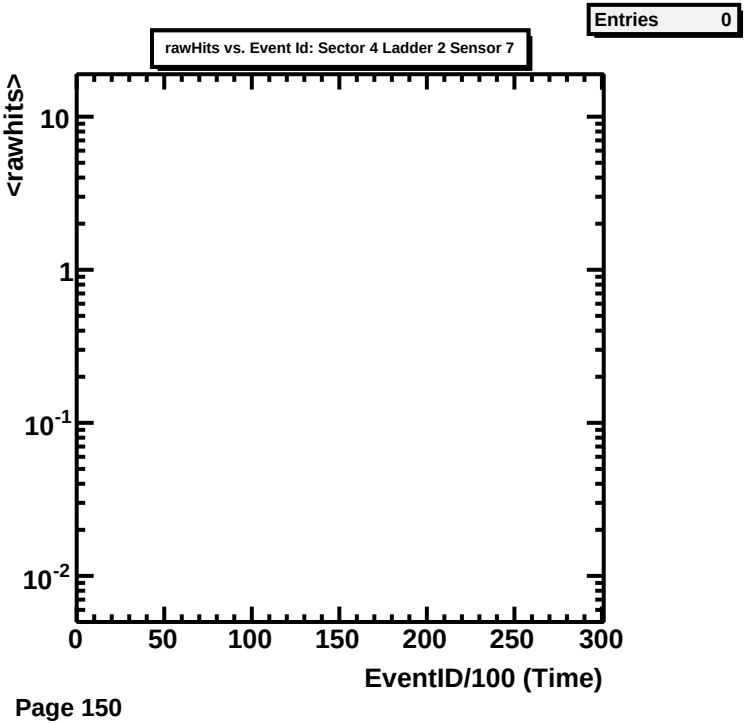

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

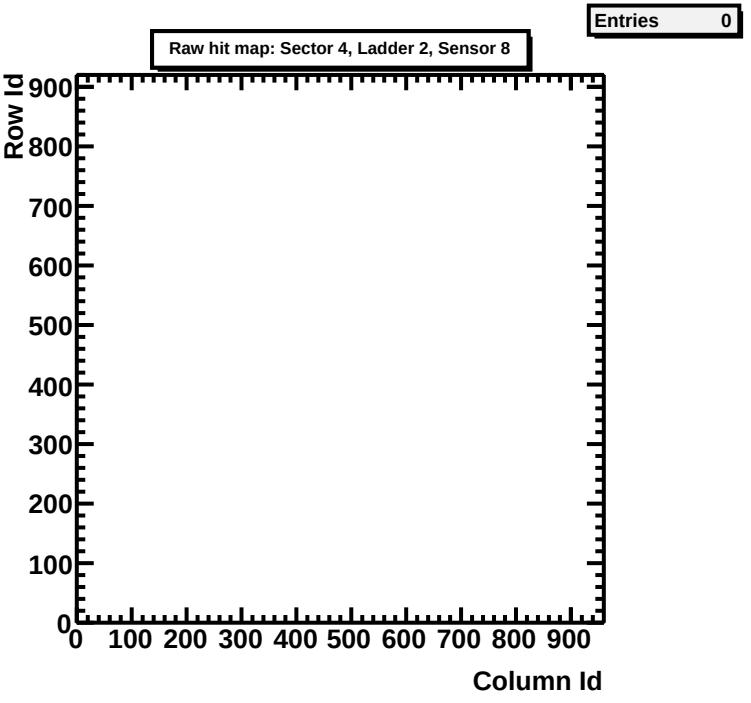

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

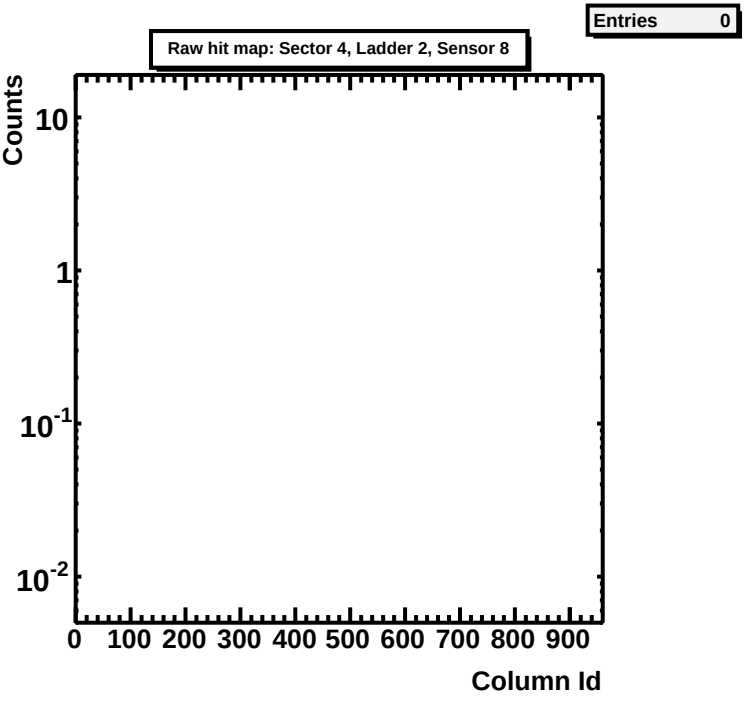

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

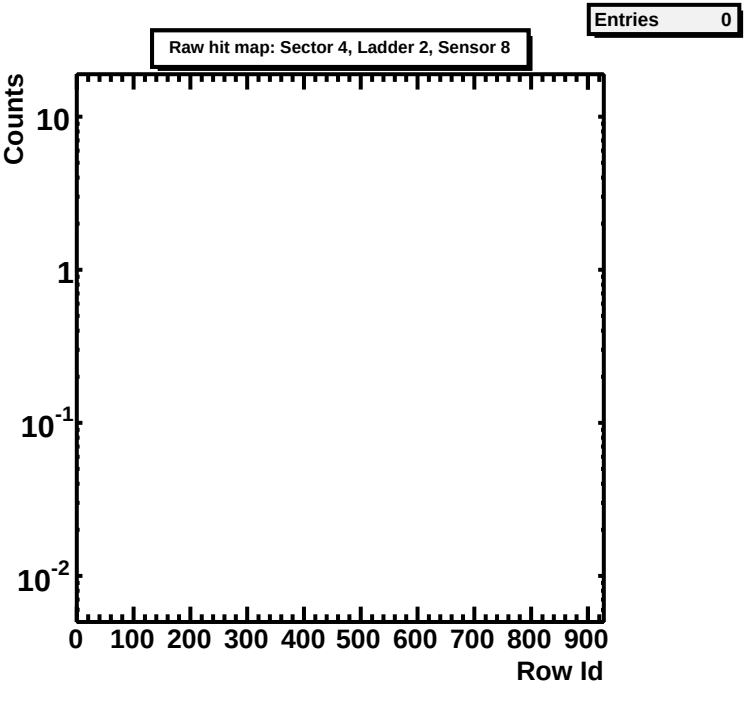

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

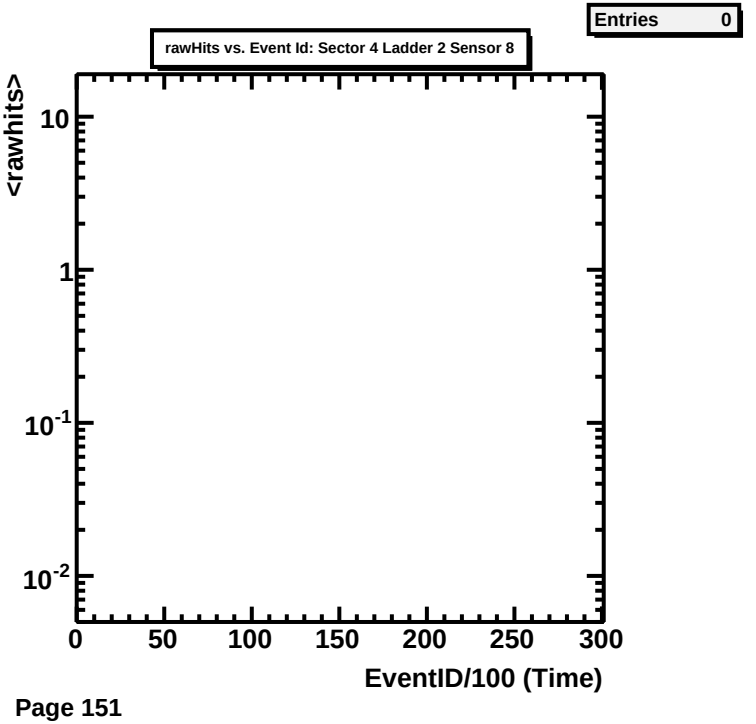

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

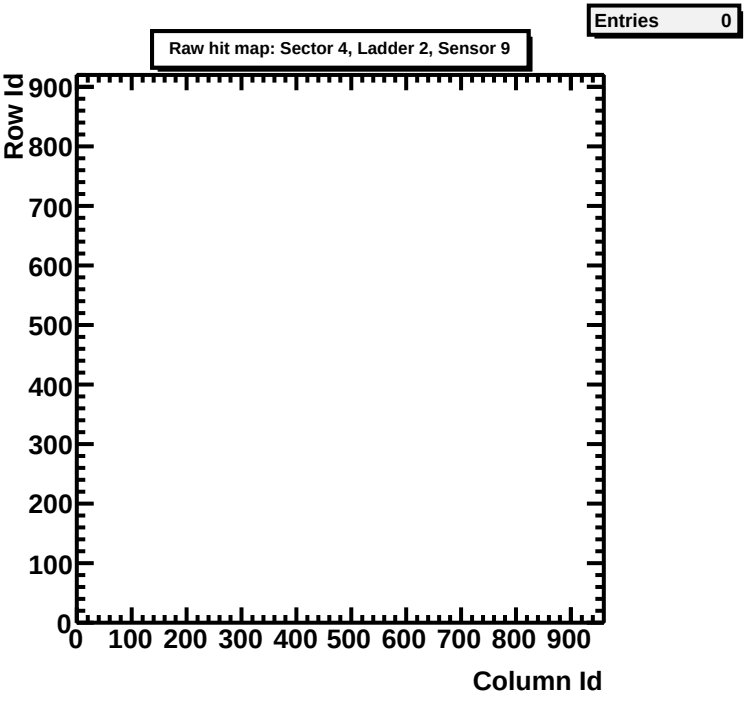

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

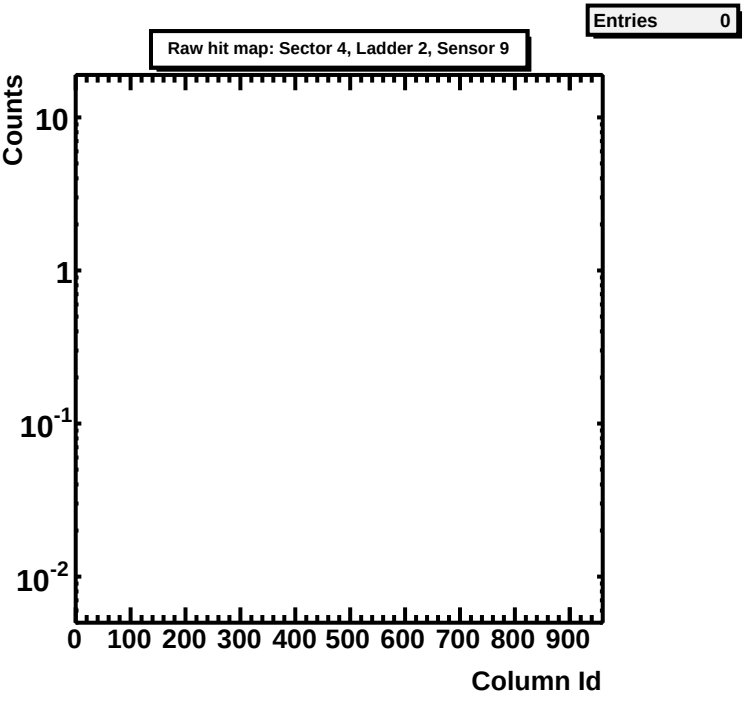

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

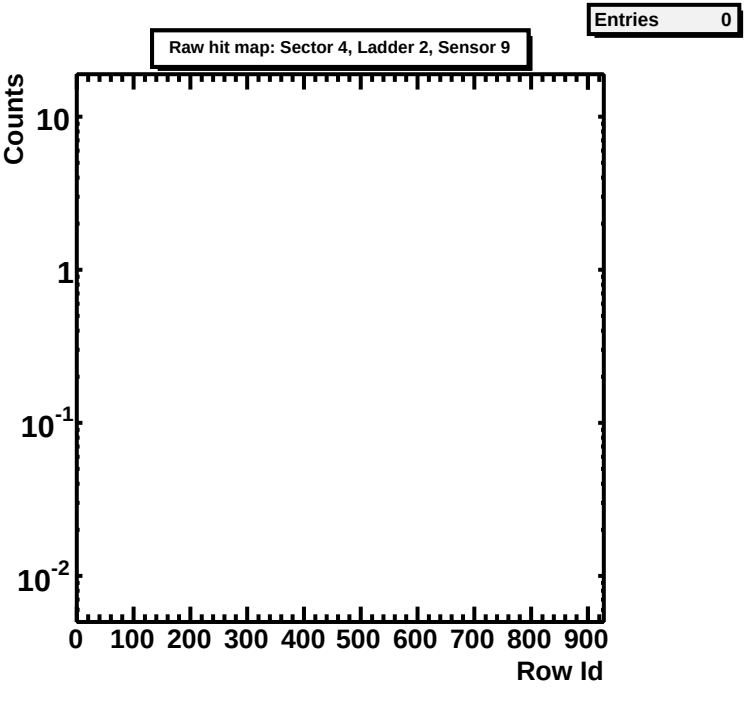

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

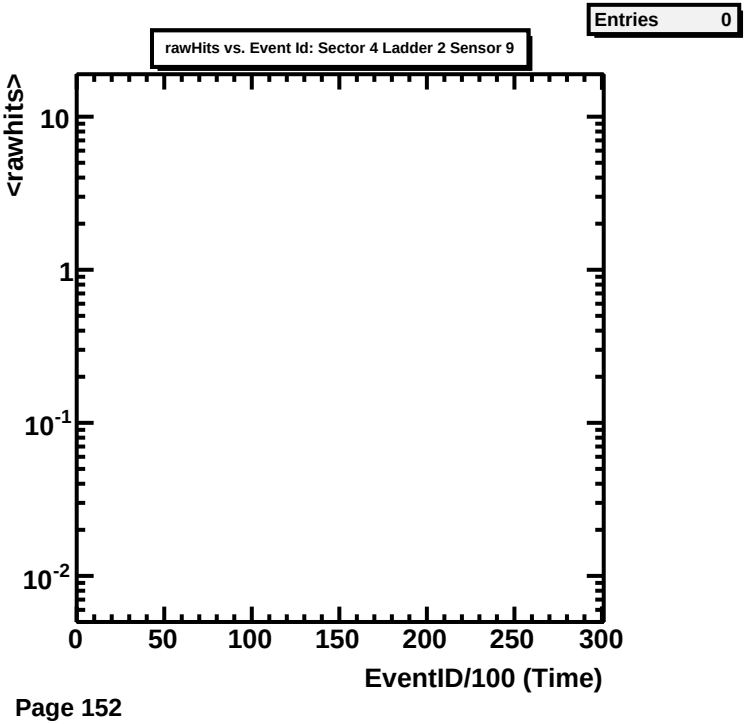

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

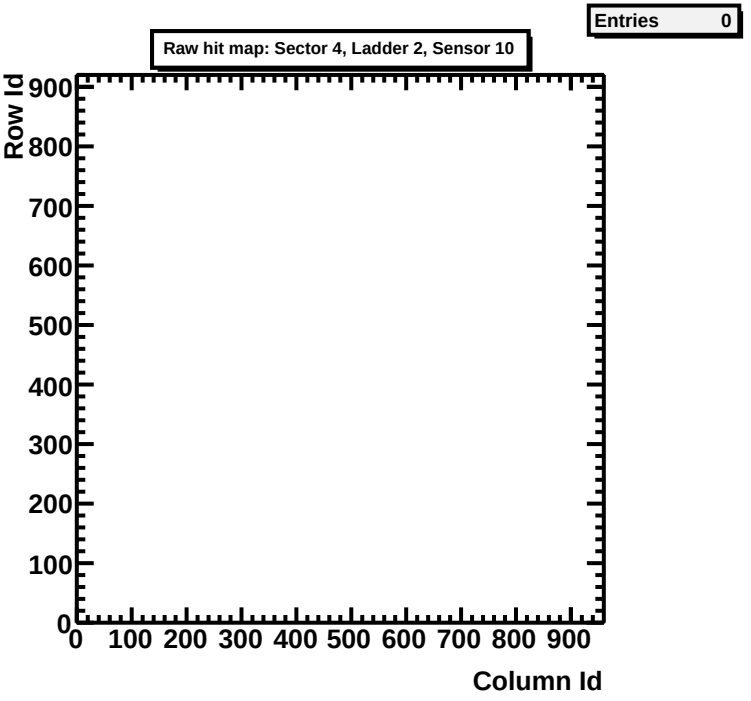

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

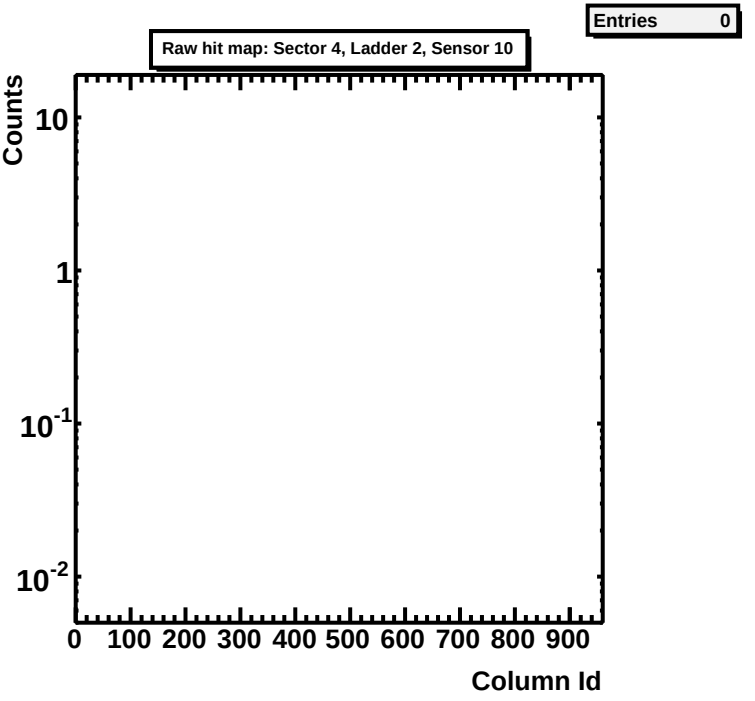

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

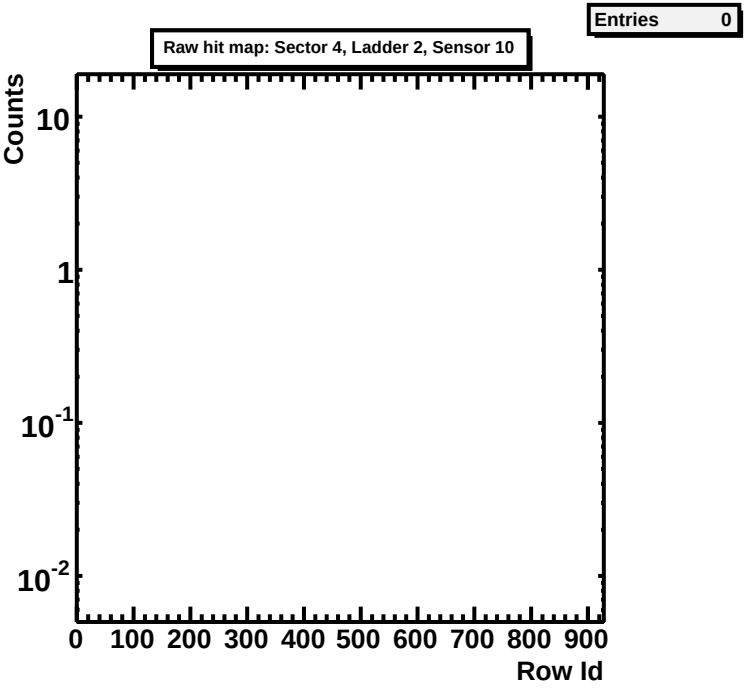

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

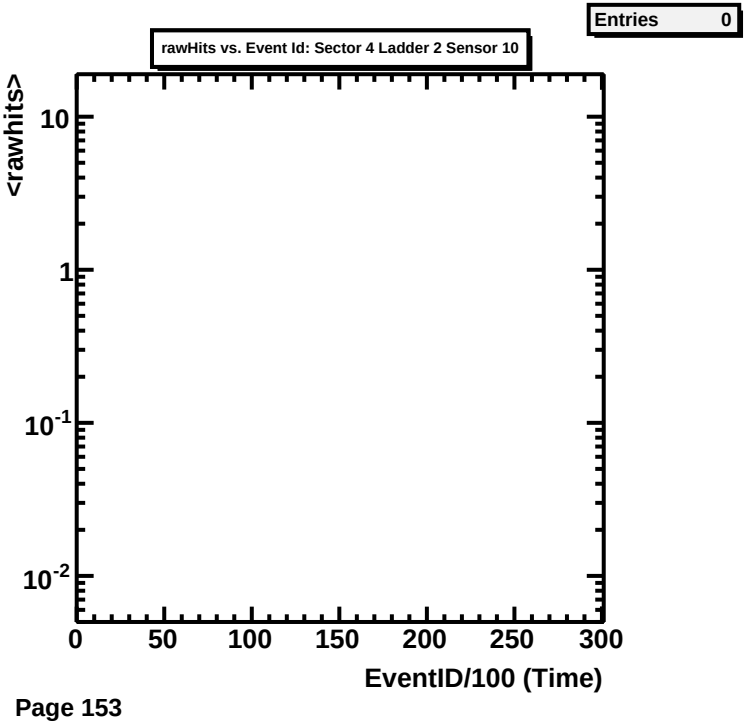

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

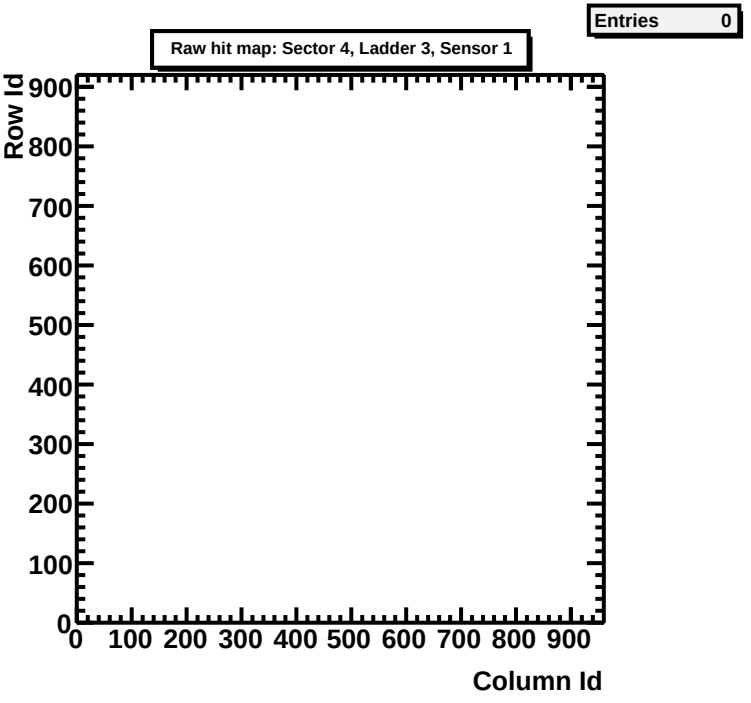

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

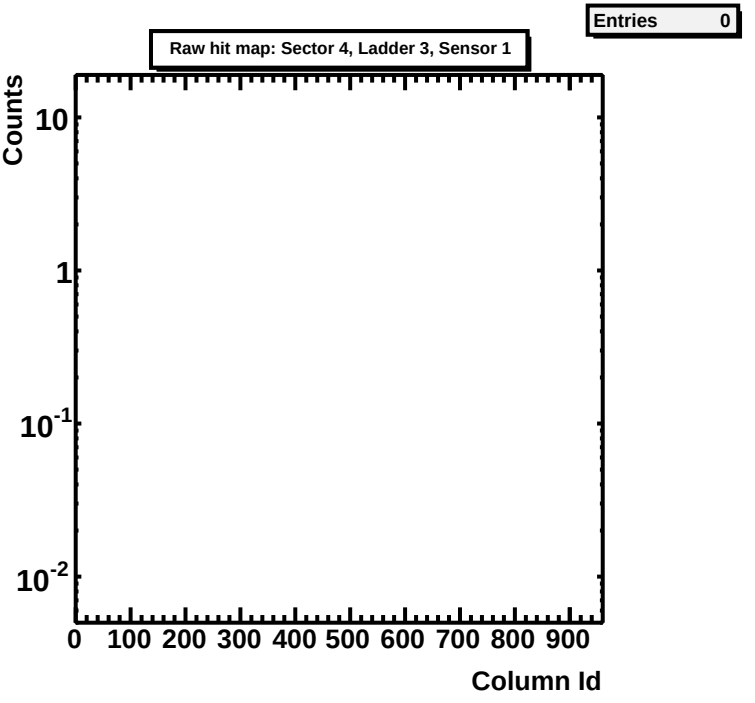

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 10
Row Id
Column Id

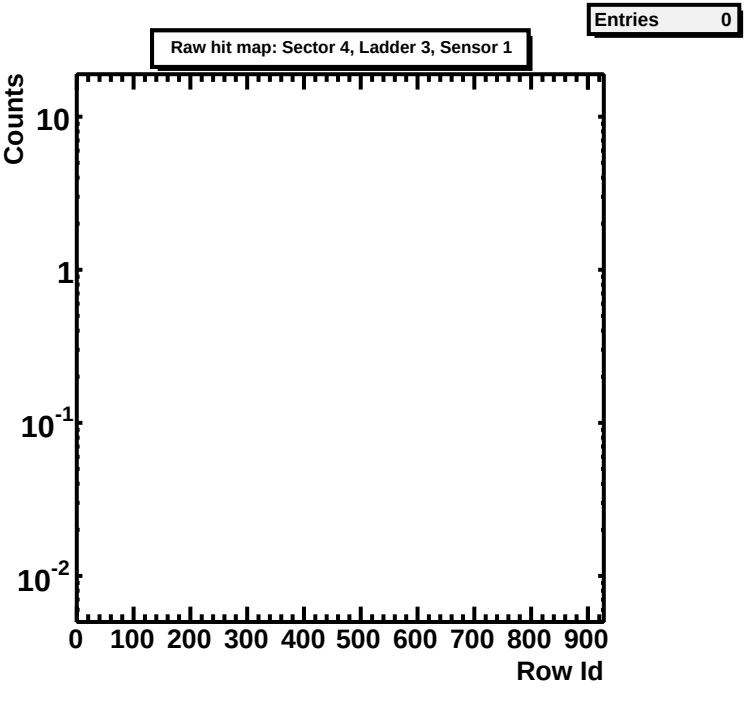

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 10
Counts
Column Id

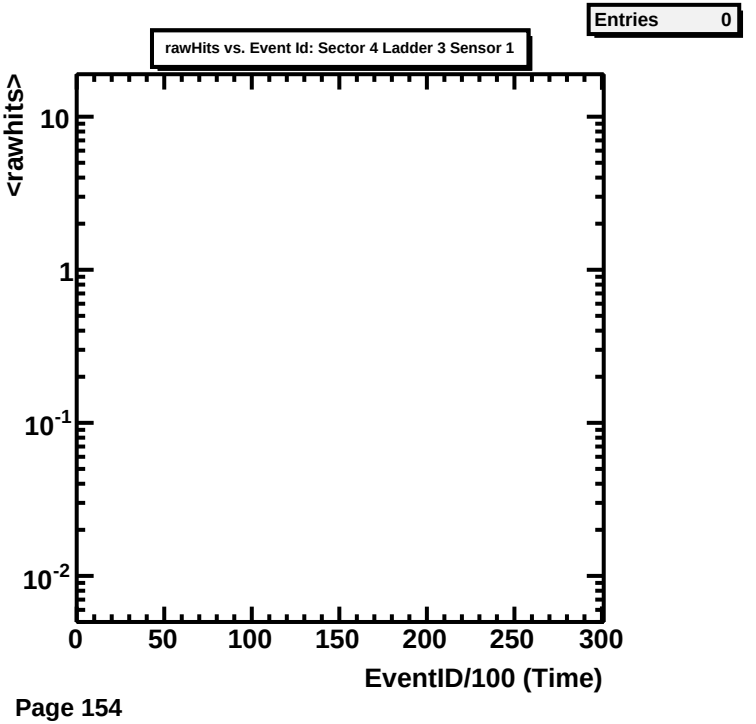

Entries 0
Raw hit map: Sector 4, Ladder 2, Sensor 10
Counts
Row Id

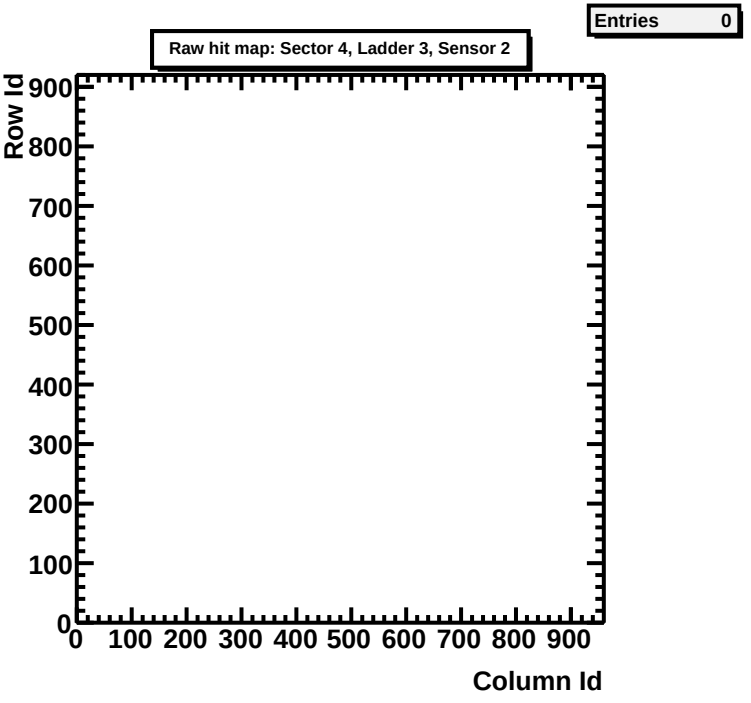

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

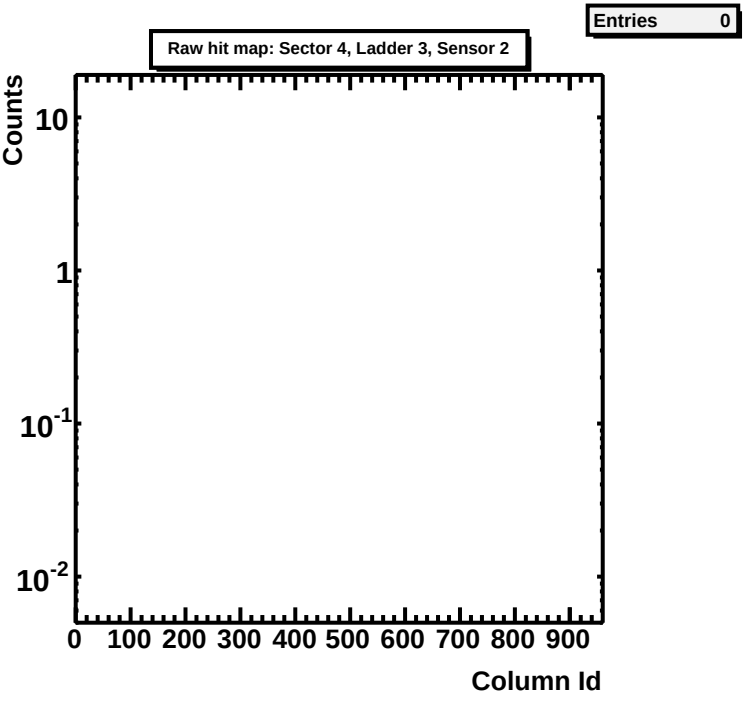

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

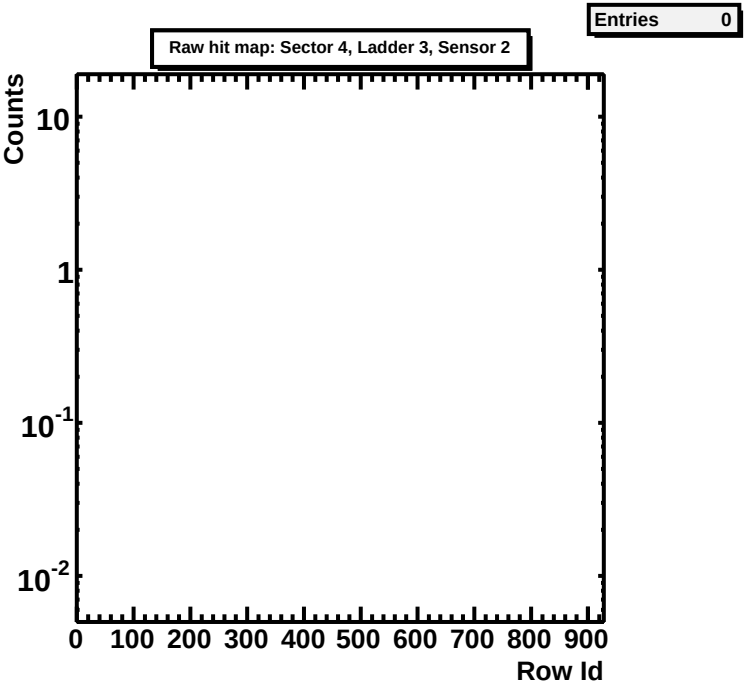

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

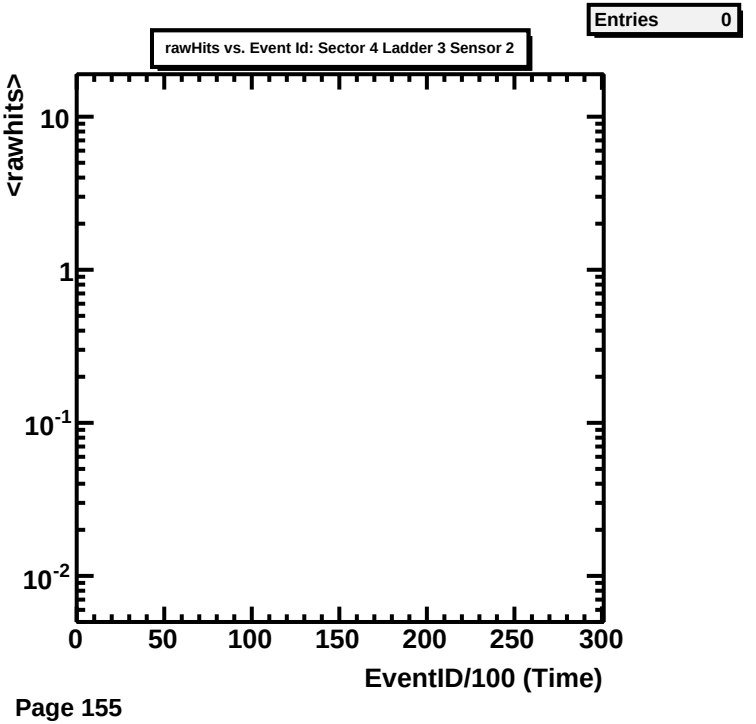

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

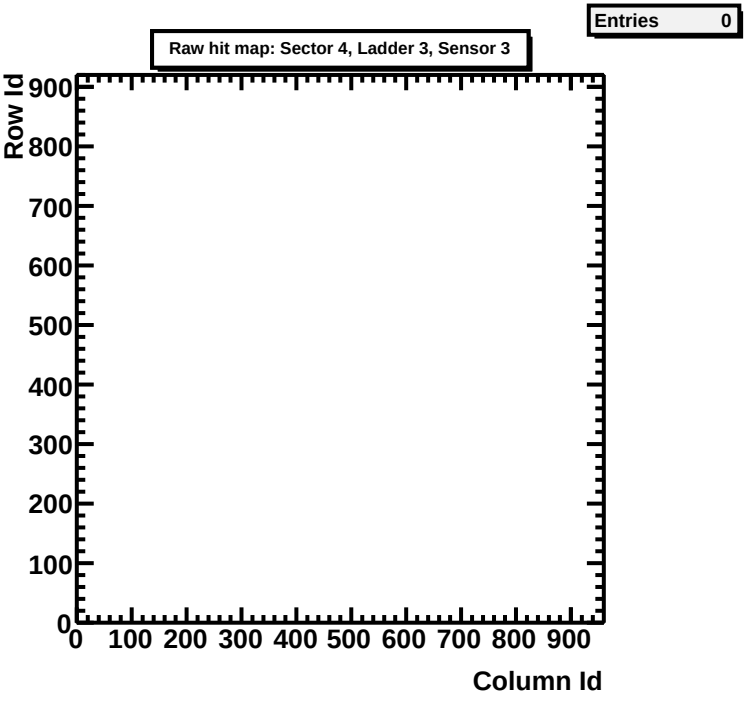

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

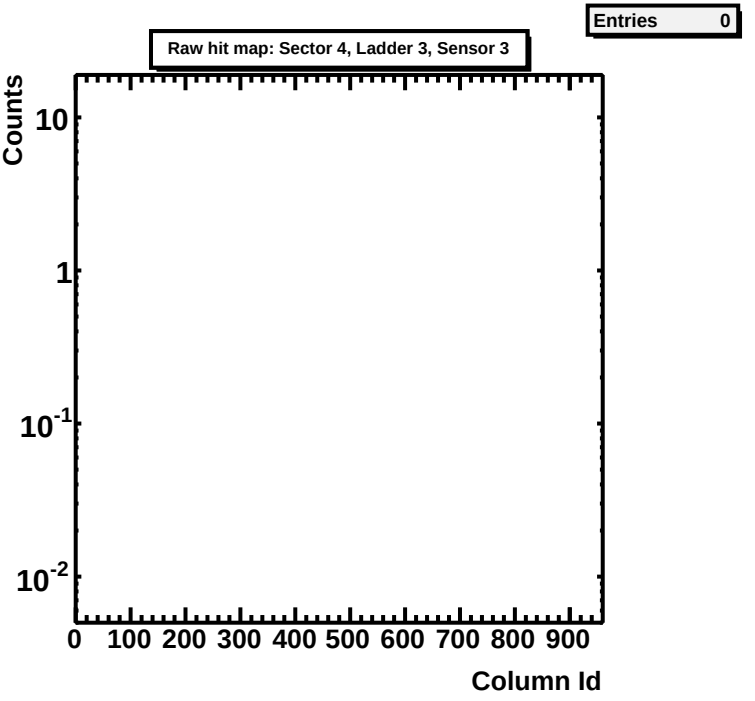

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

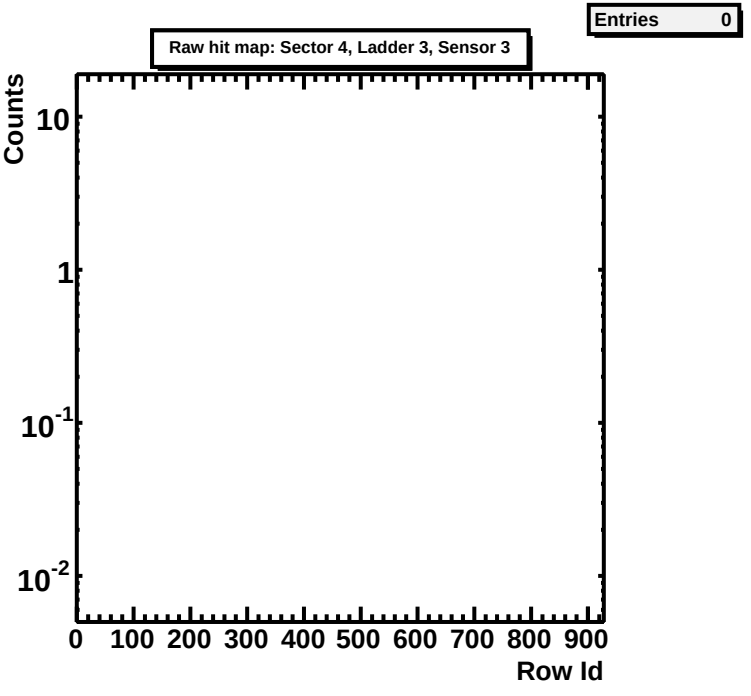

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

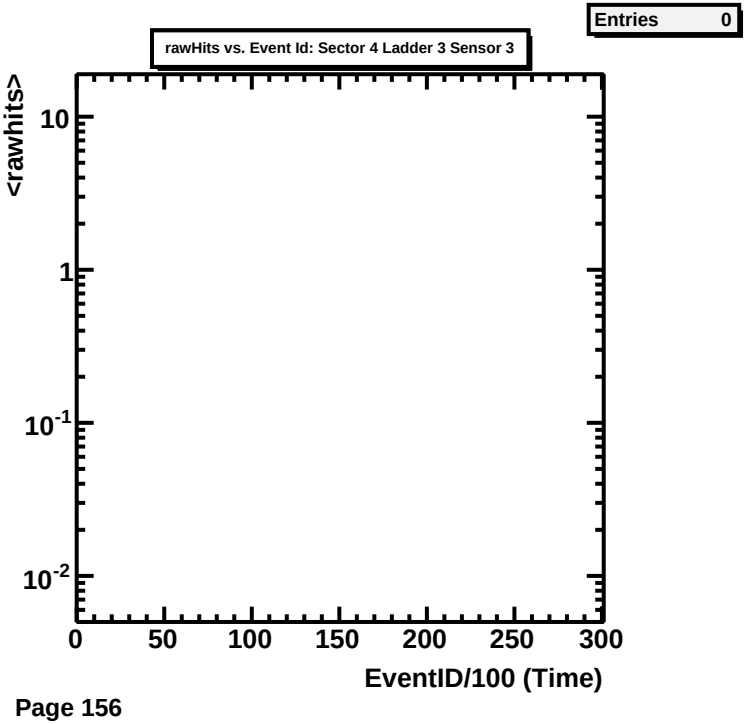

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

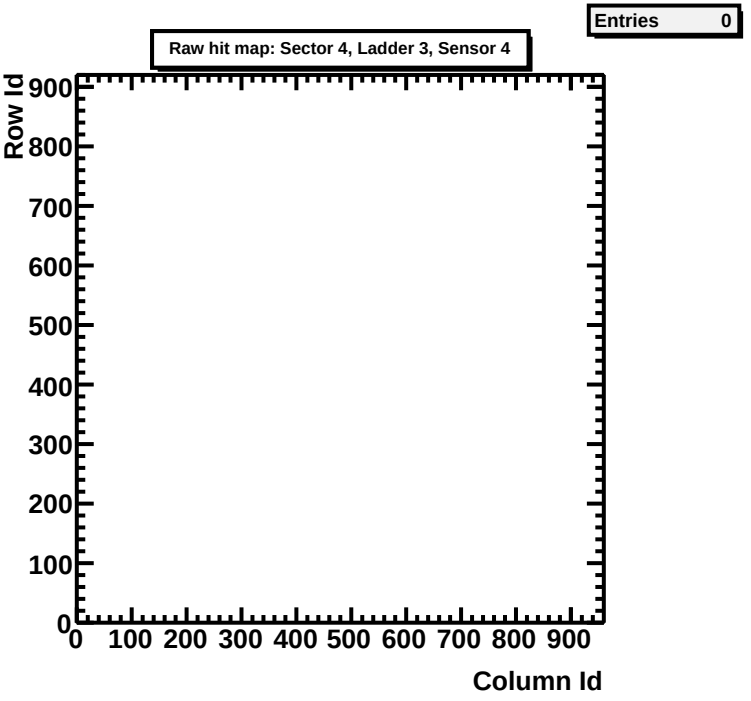

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

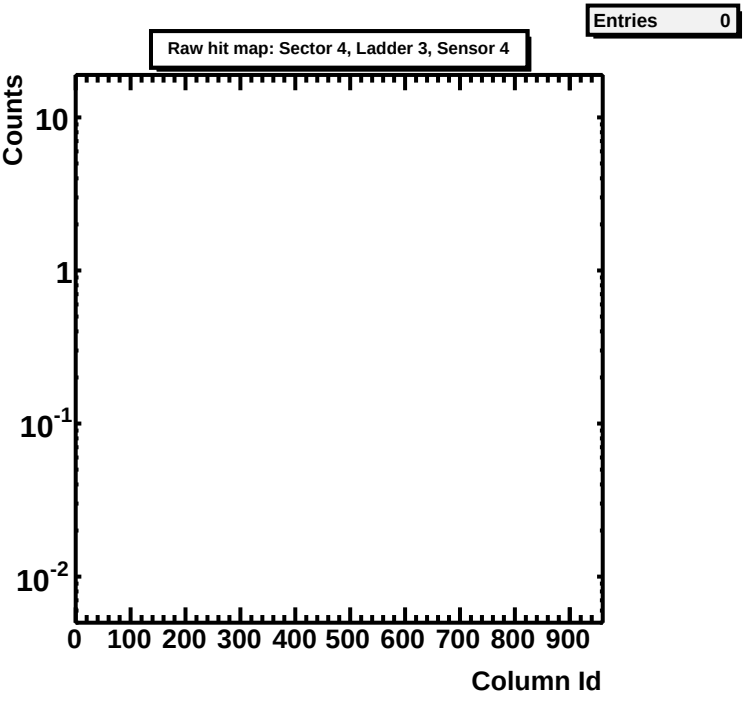

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

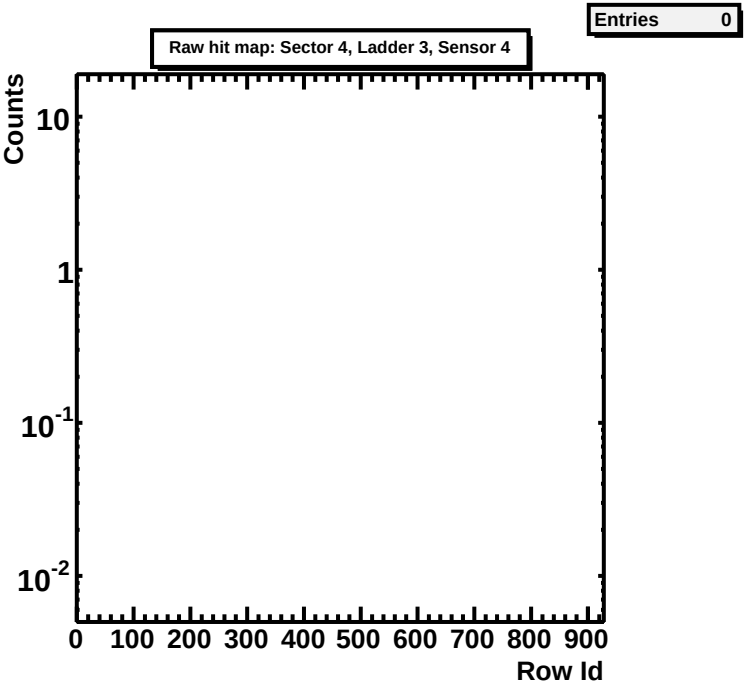

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

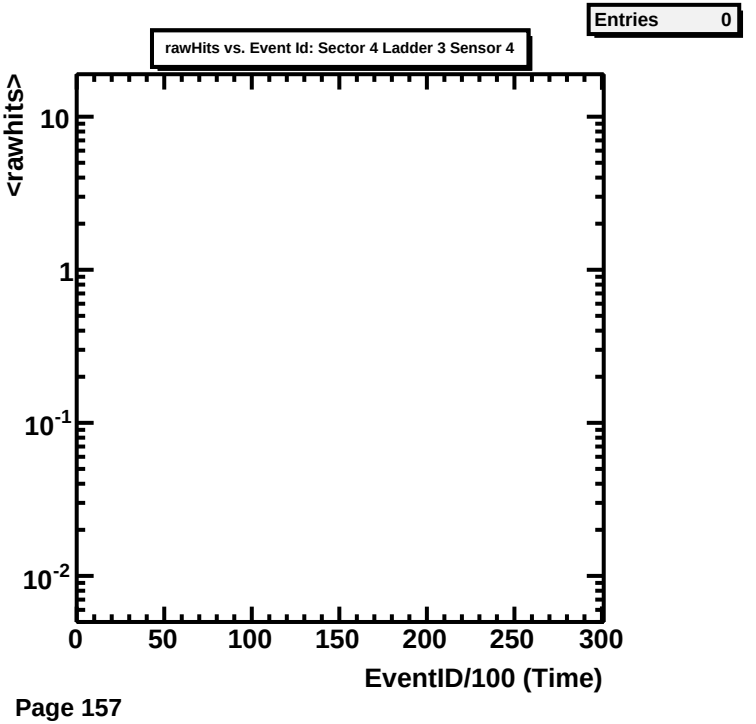

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

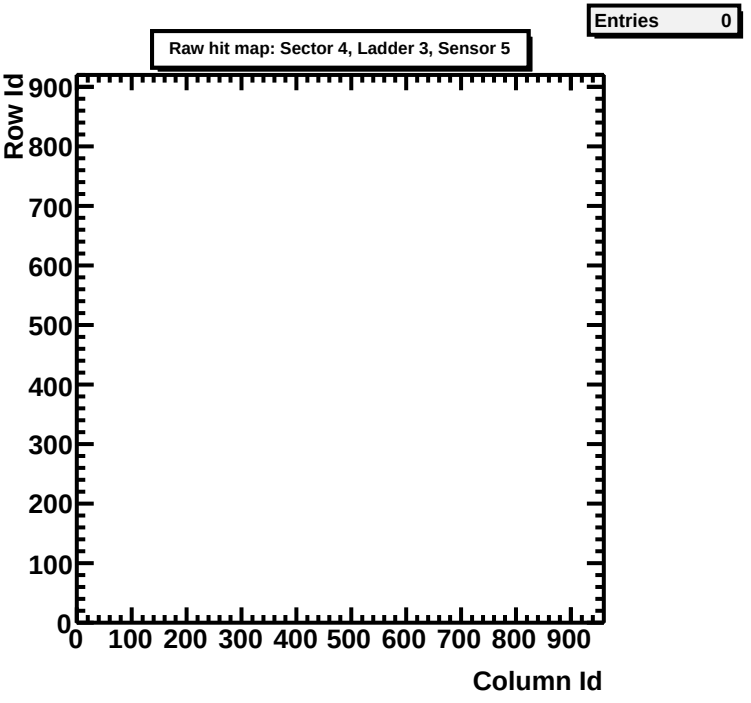

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

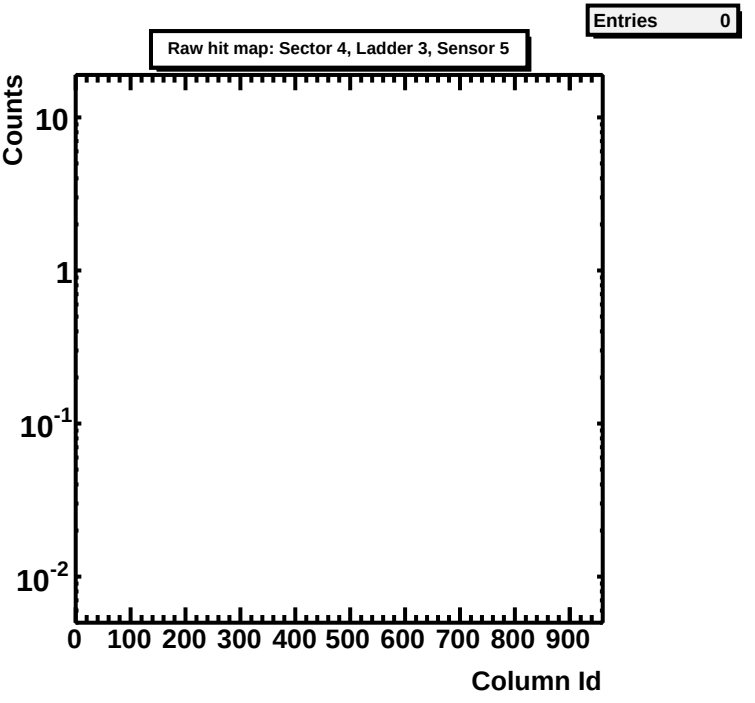

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

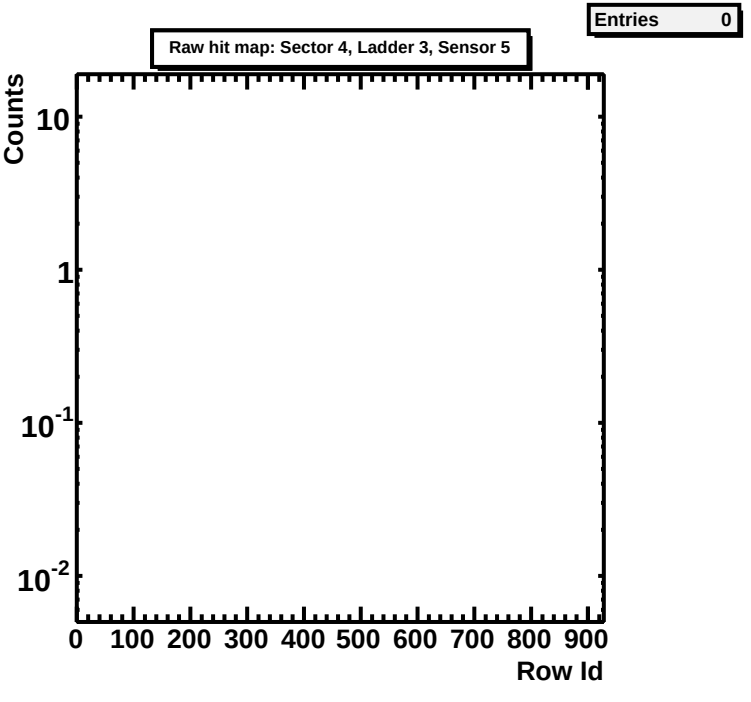

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

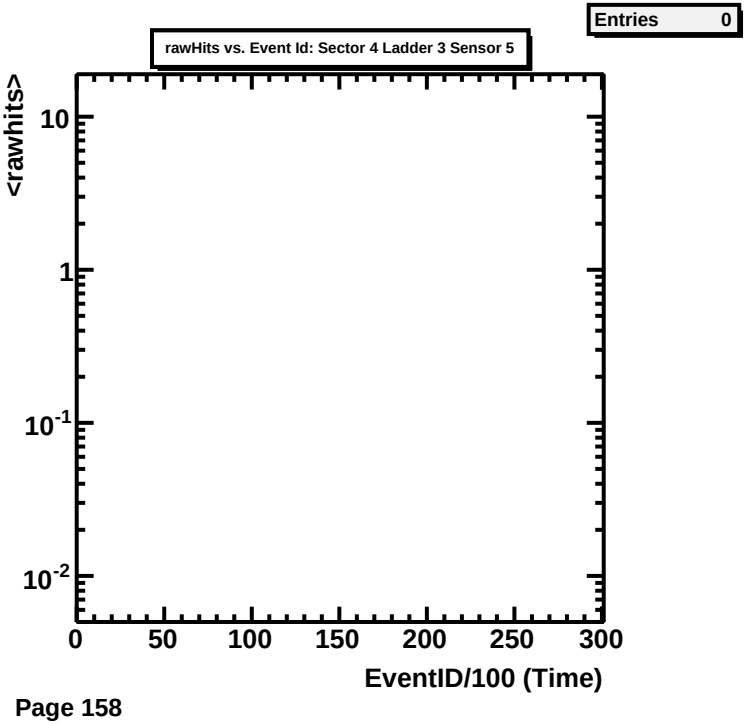

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

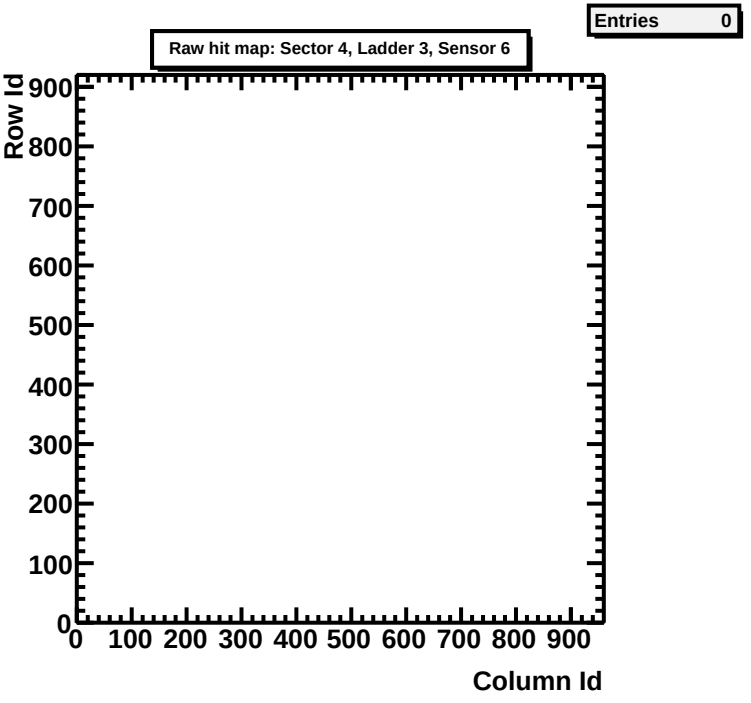

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

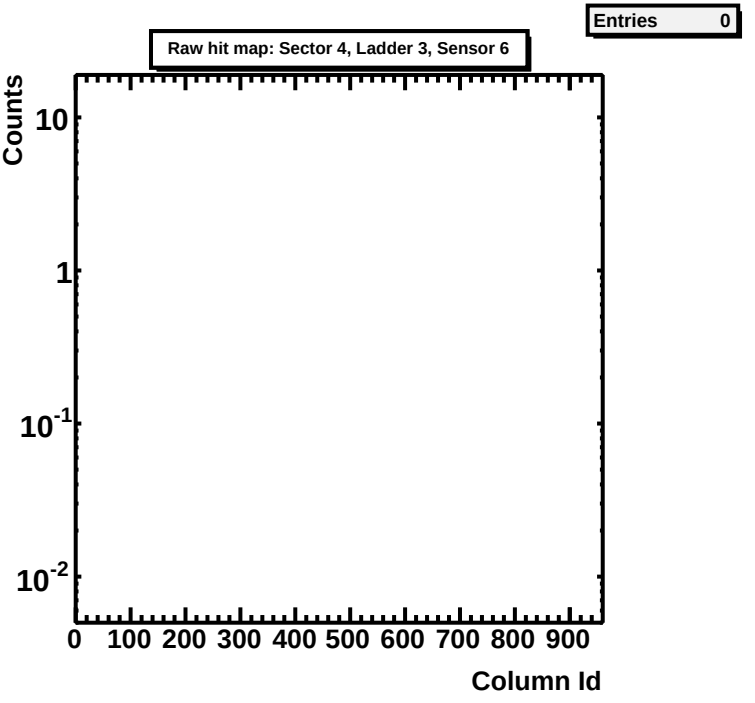

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 5
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

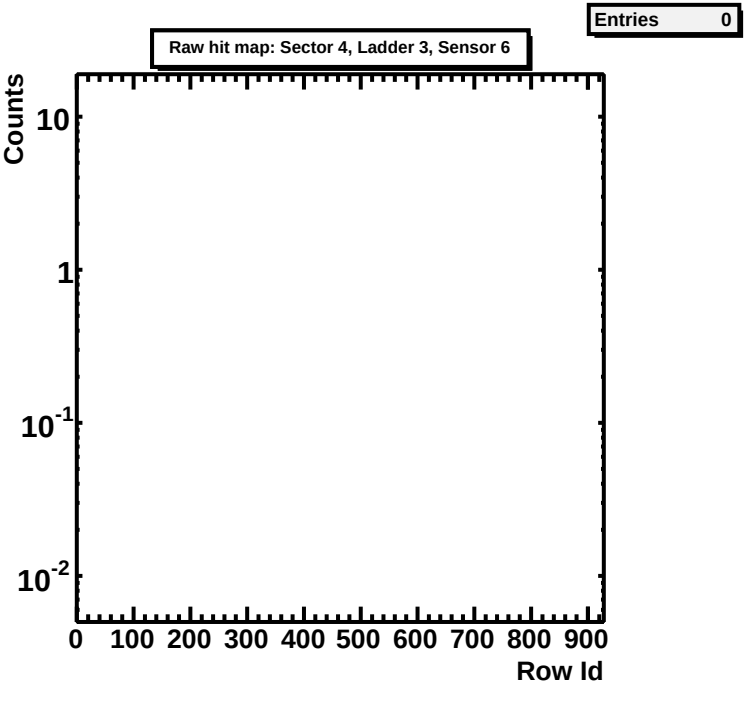

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

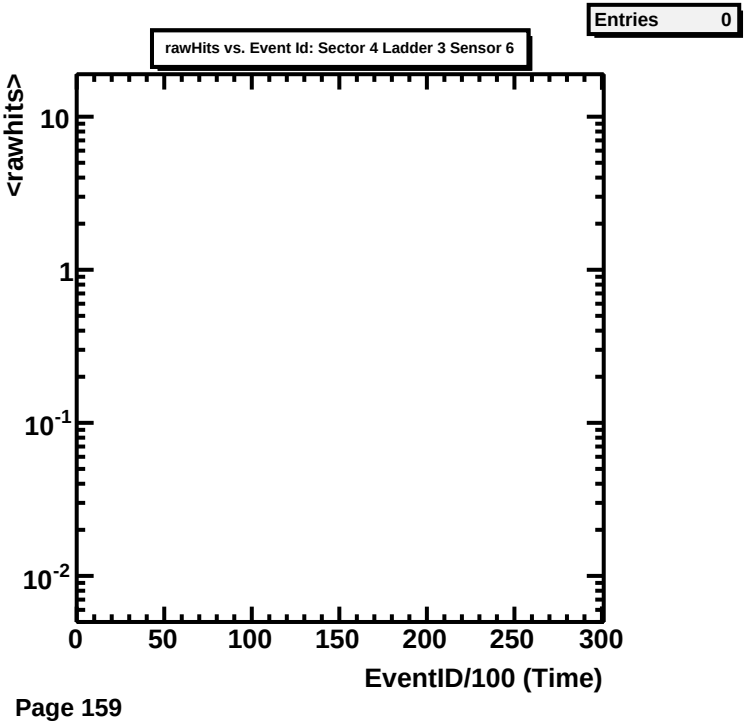

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

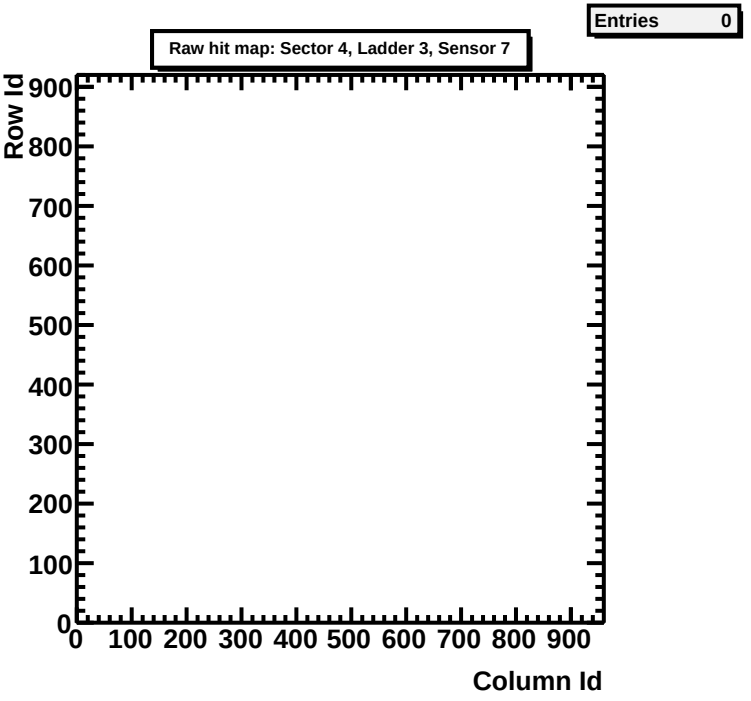

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

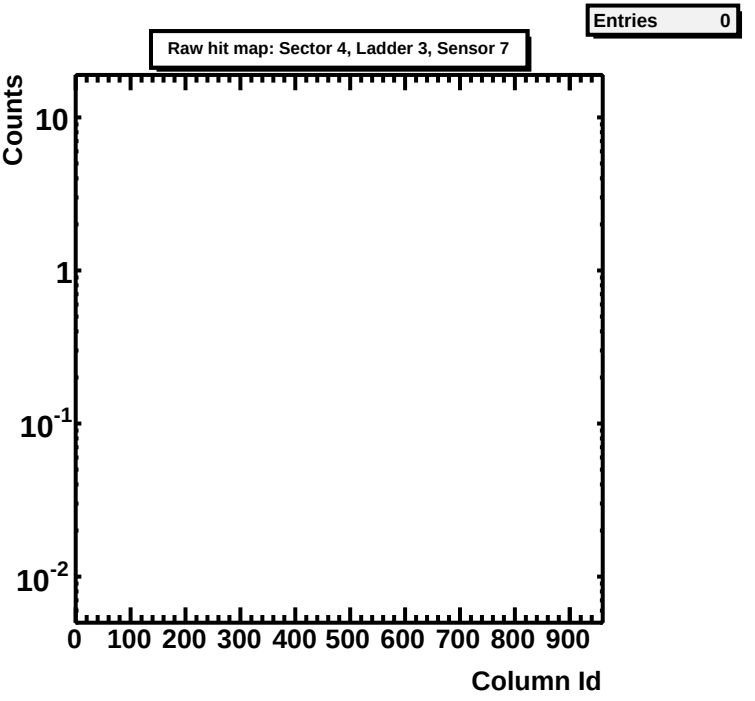

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 6
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

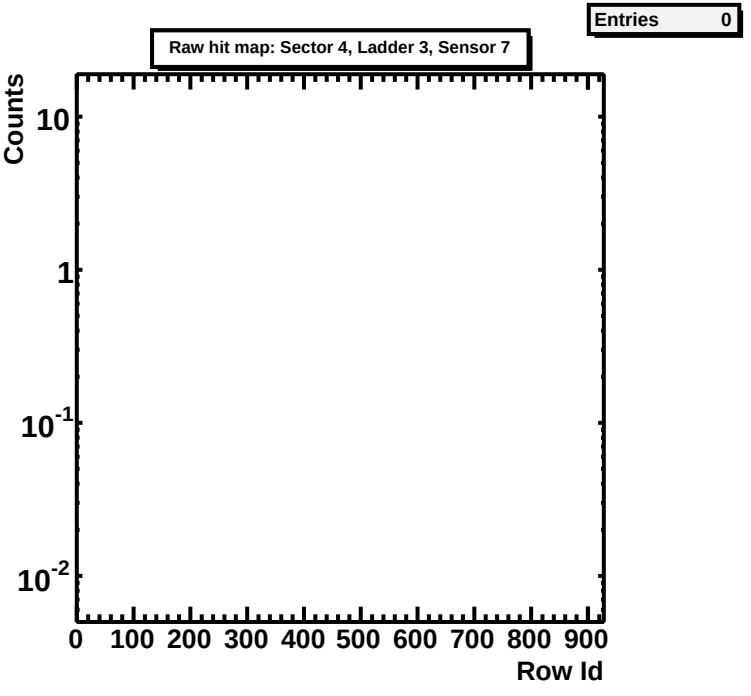

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

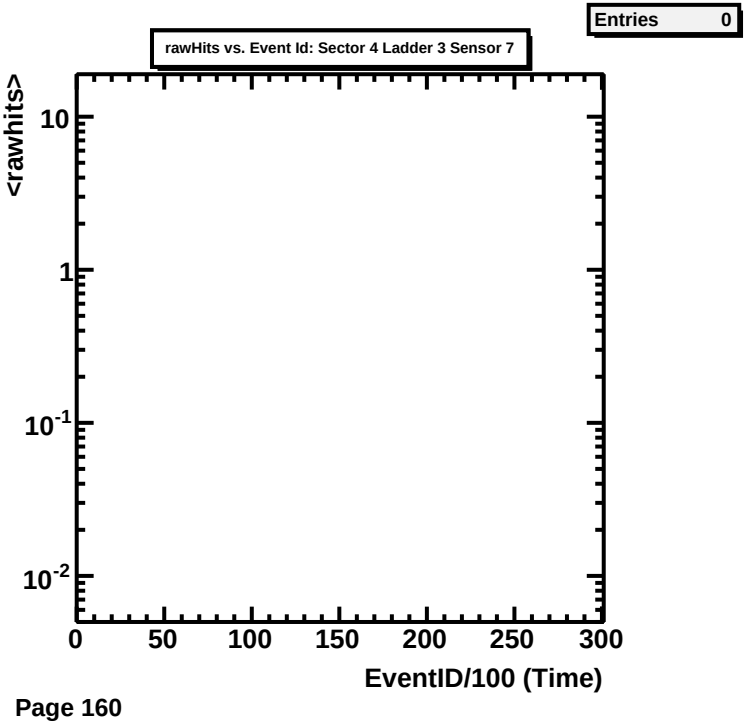

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

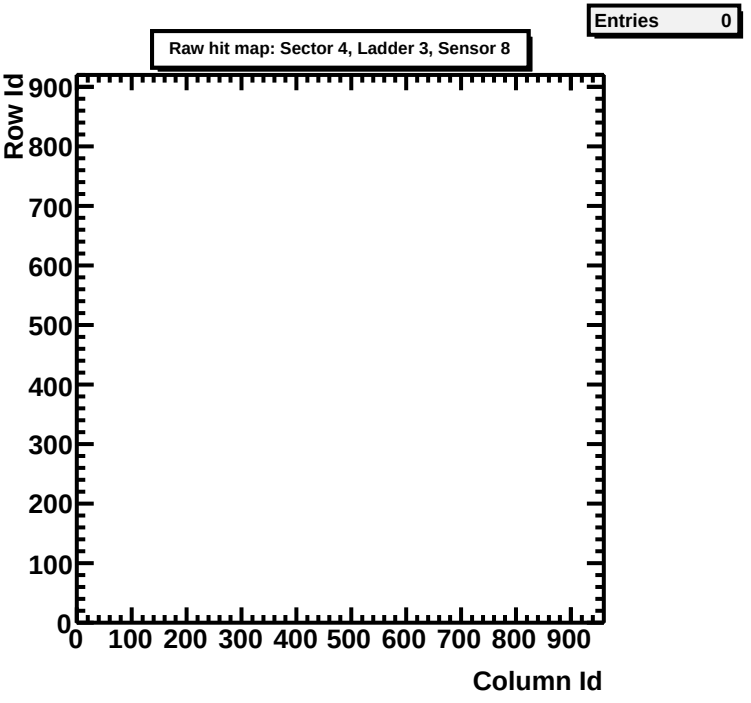

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

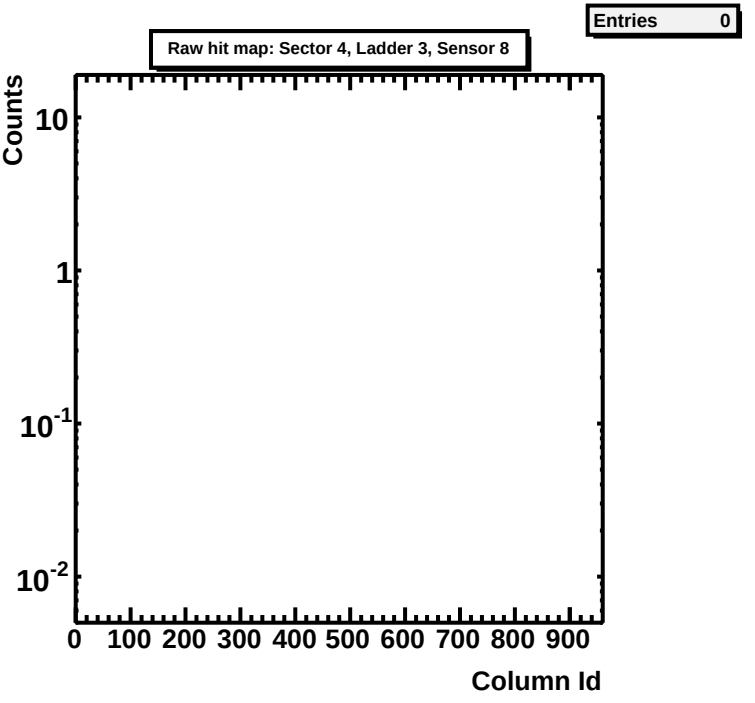

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

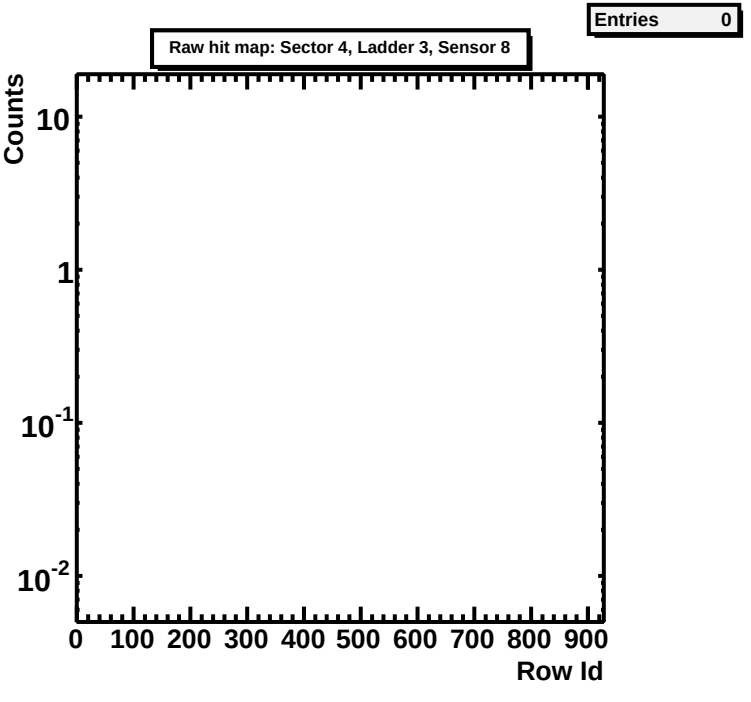

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

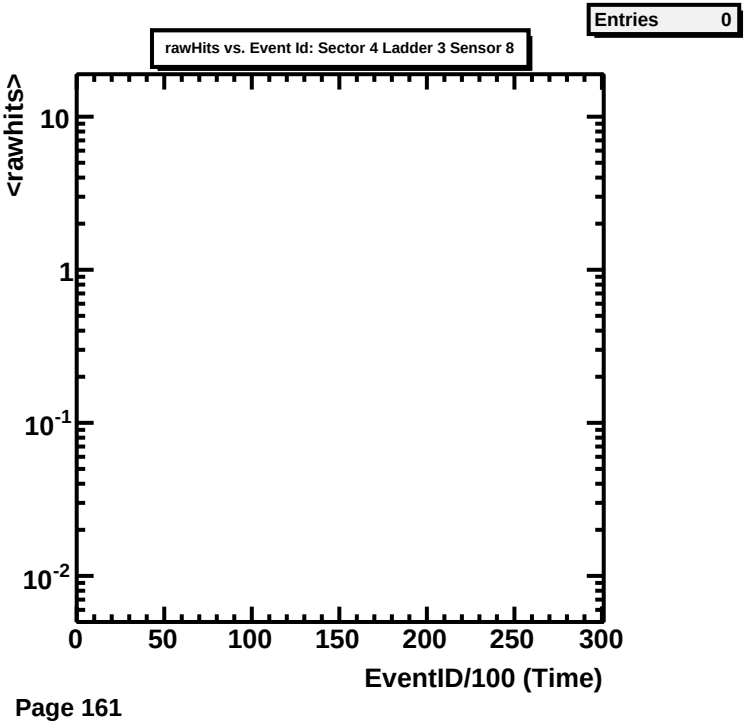

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

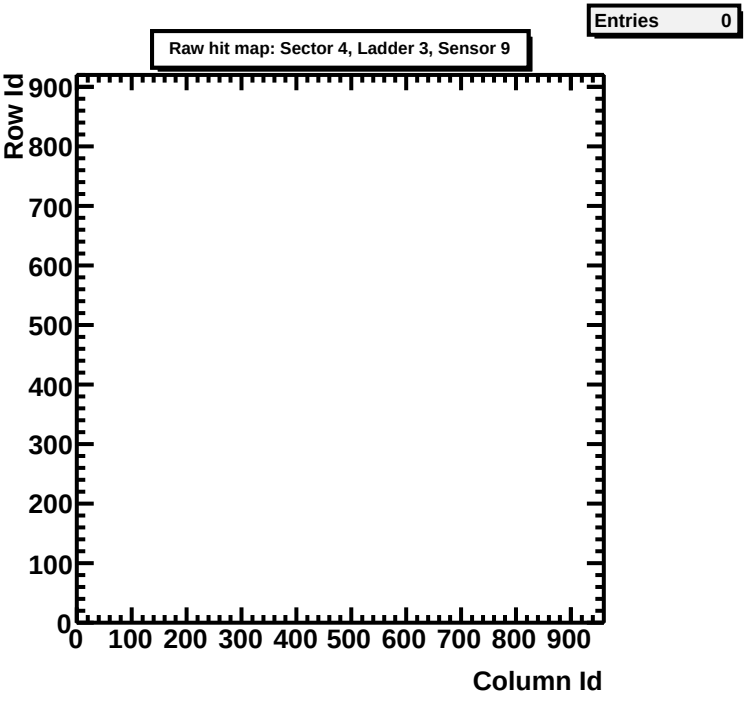

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

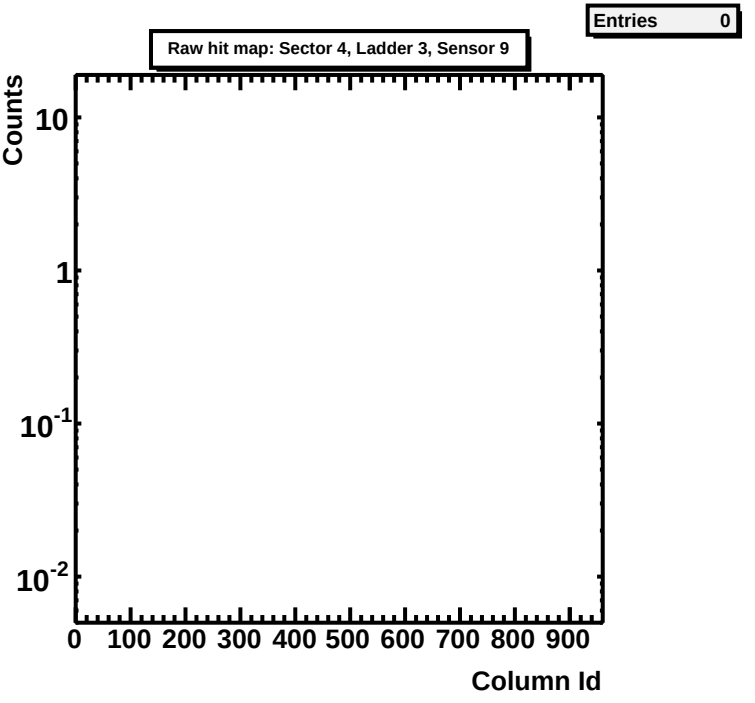

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

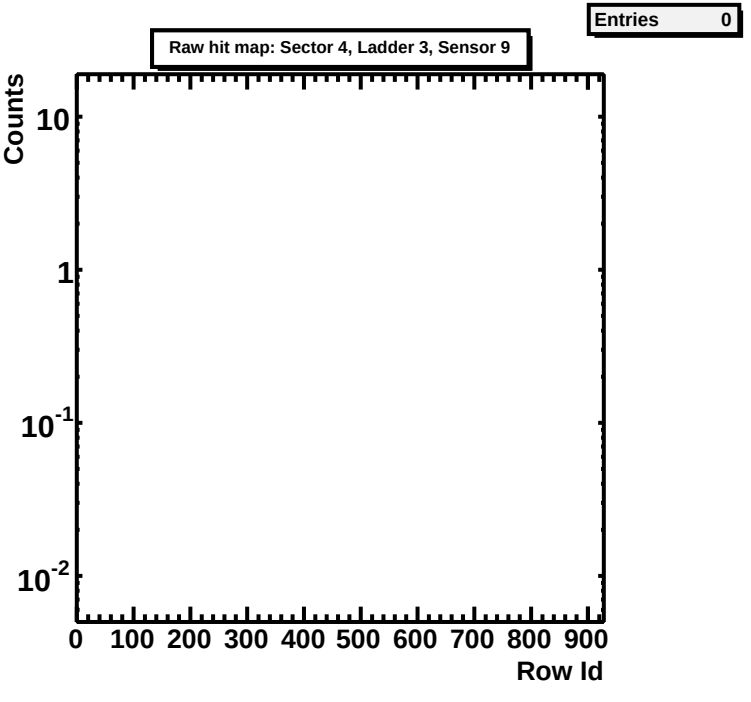

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

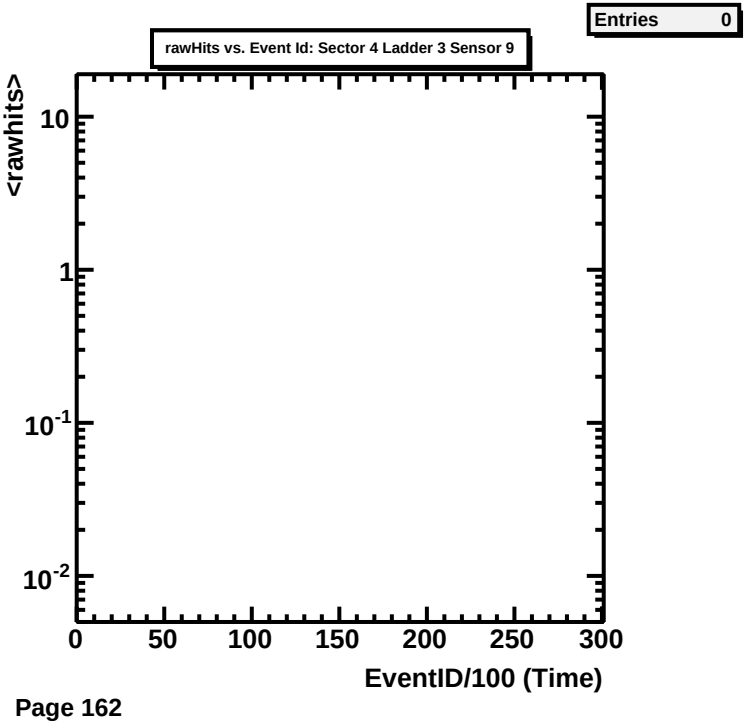

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

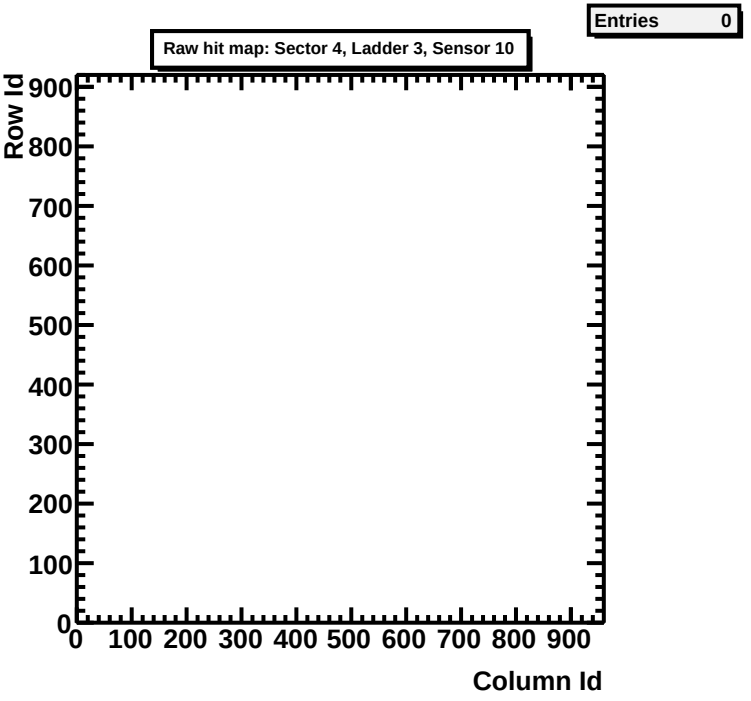

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

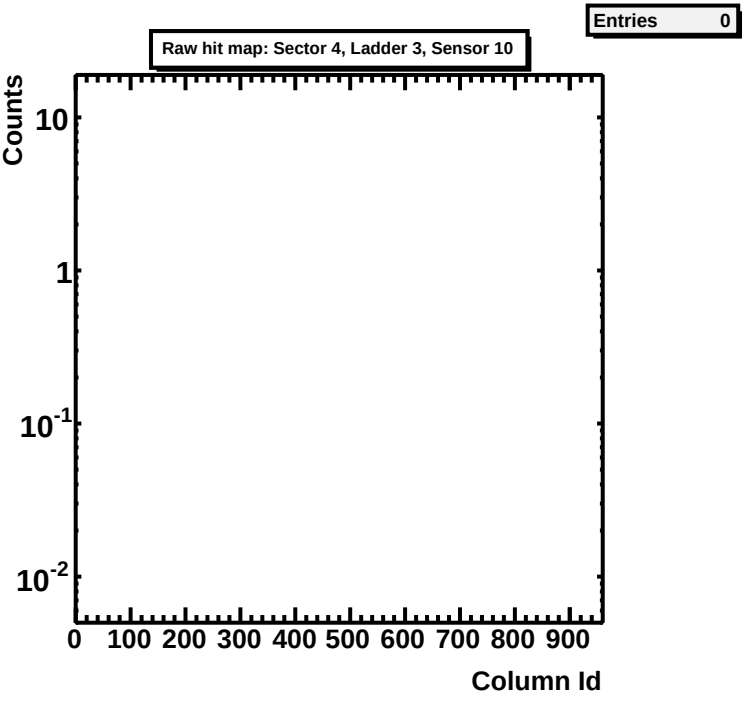

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

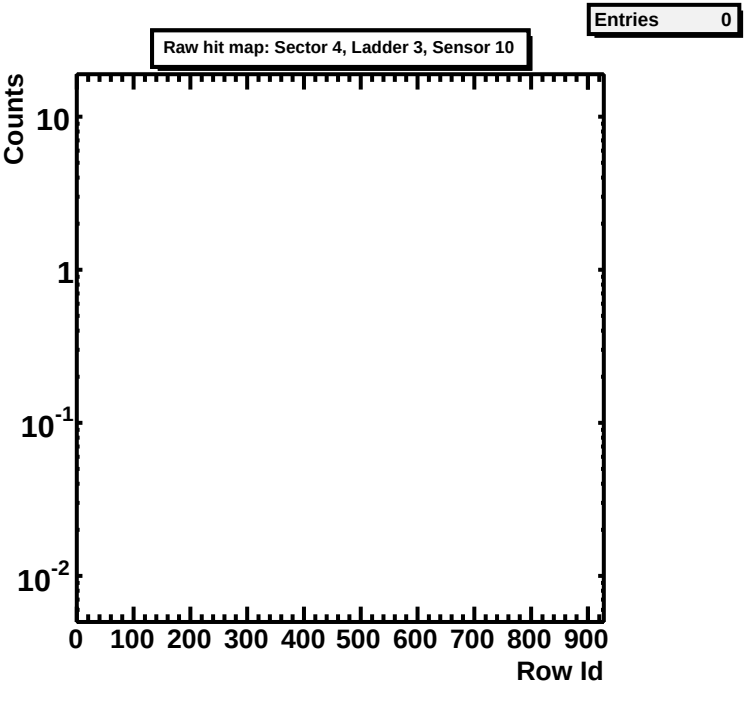

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

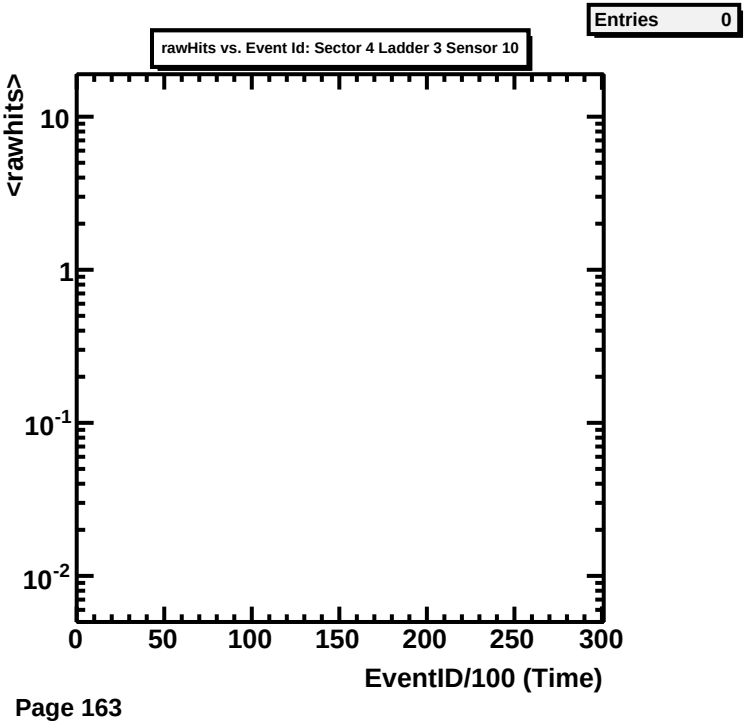

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

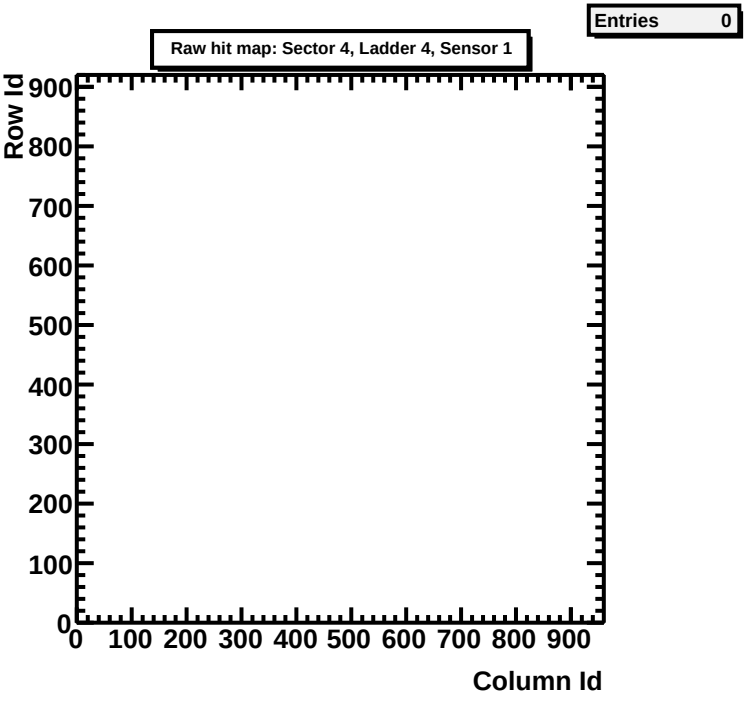

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

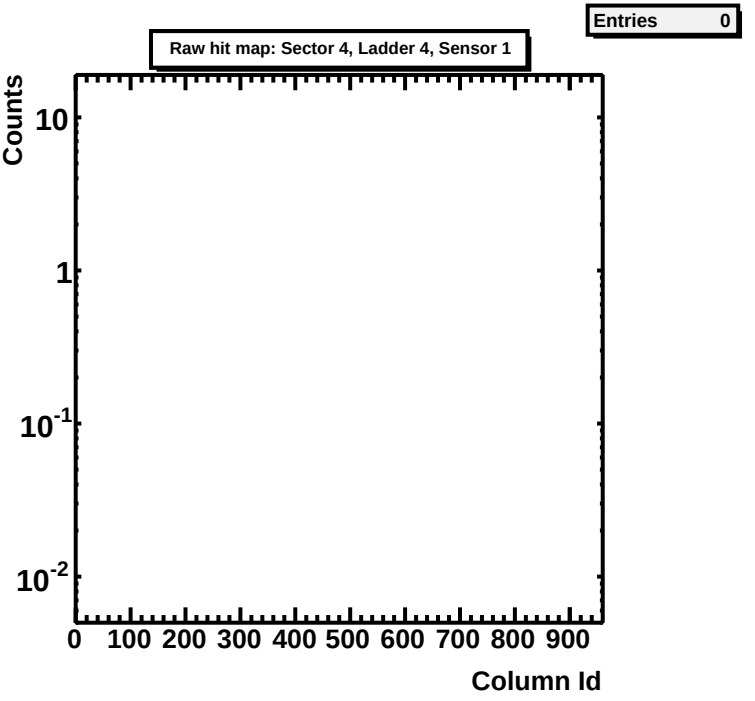

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 10
Row Id
Column Id

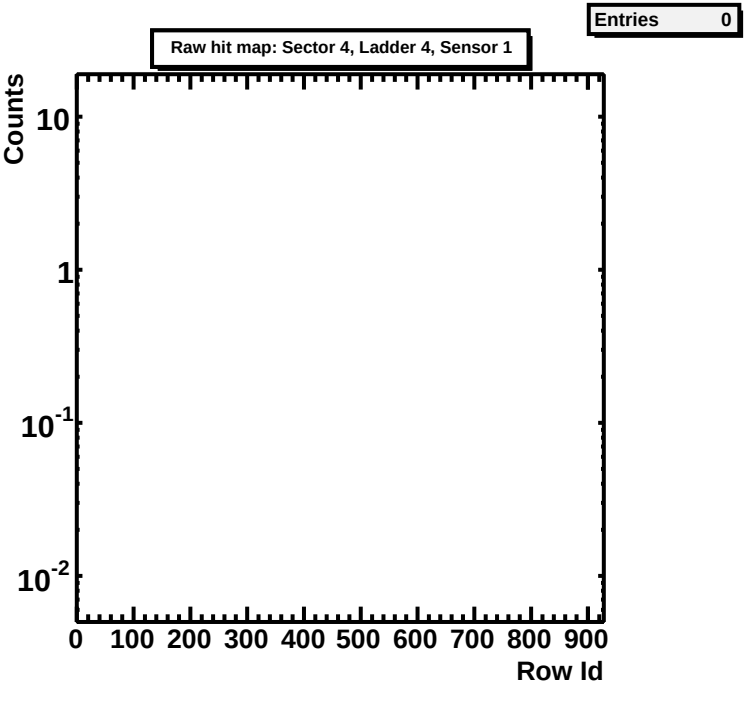

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 10
Counts
Column Id

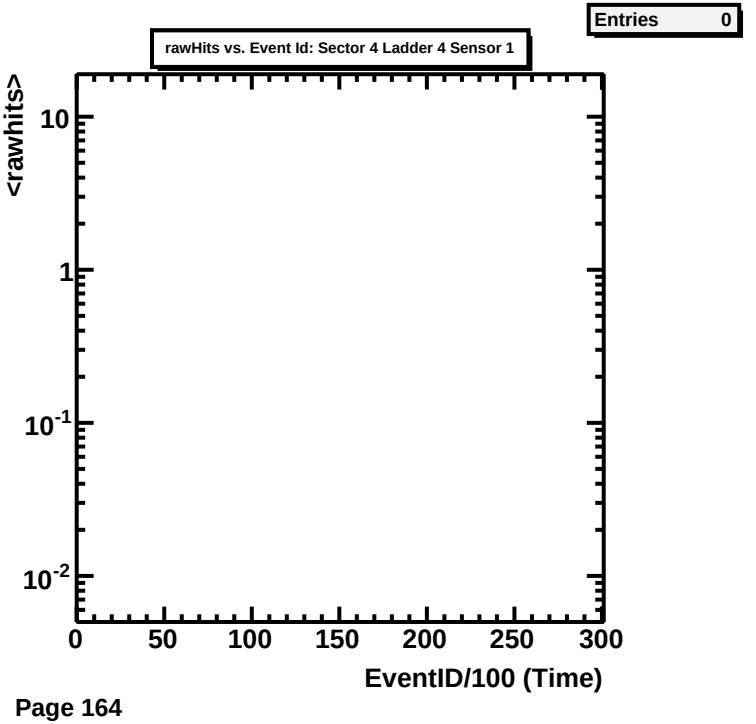

Entries 0
Raw hit map: Sector 4, Ladder 3, Sensor 10
Counts
Row Id

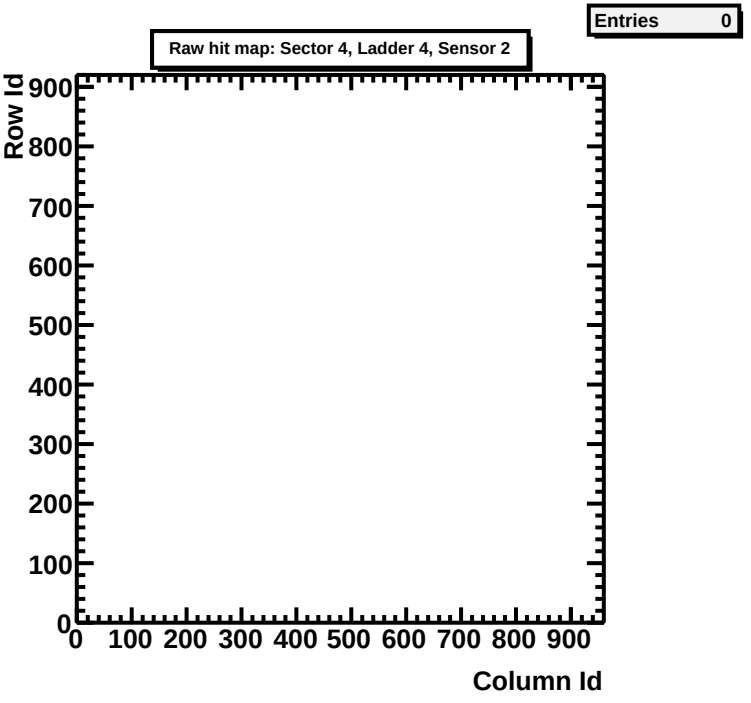

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

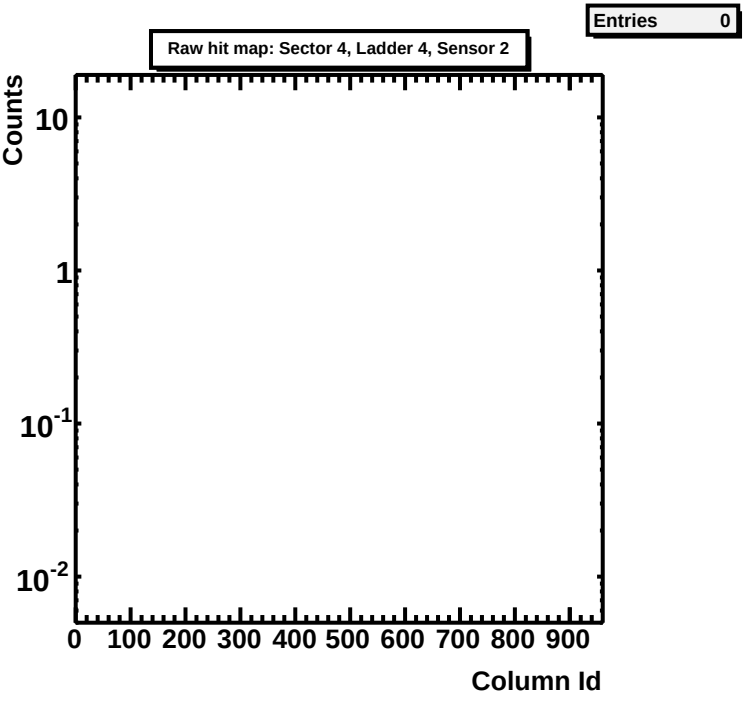

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 1
Row Id
Column Id

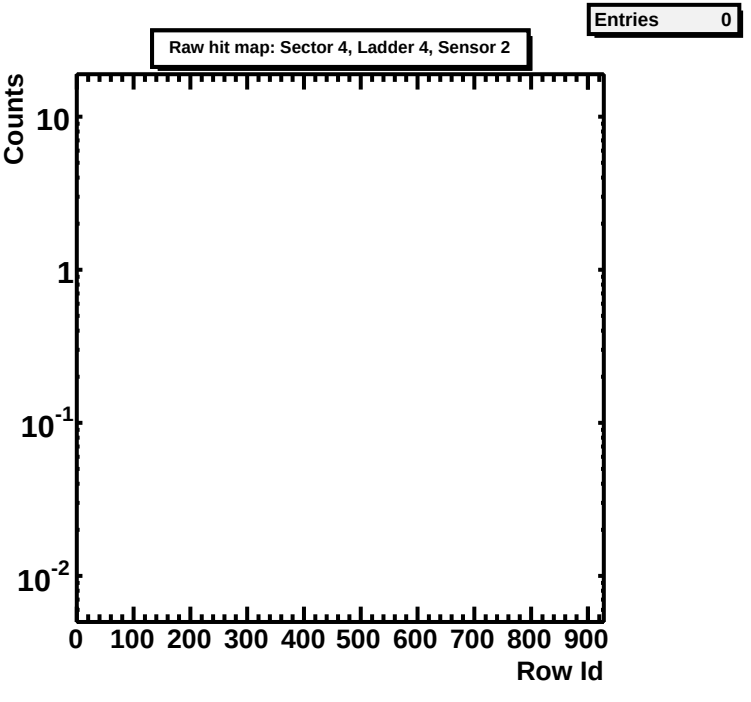

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 1
Counts
Column Id

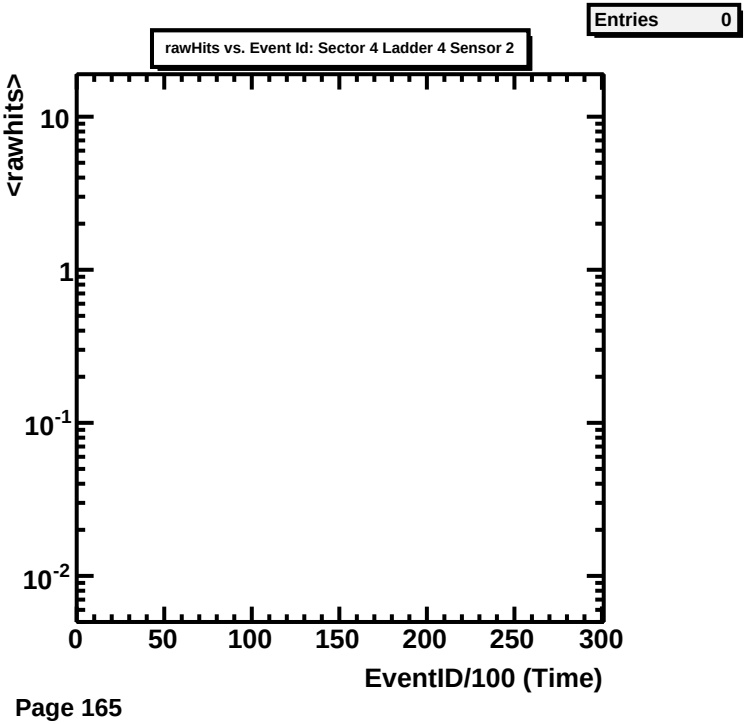

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 1
Counts
Row Id

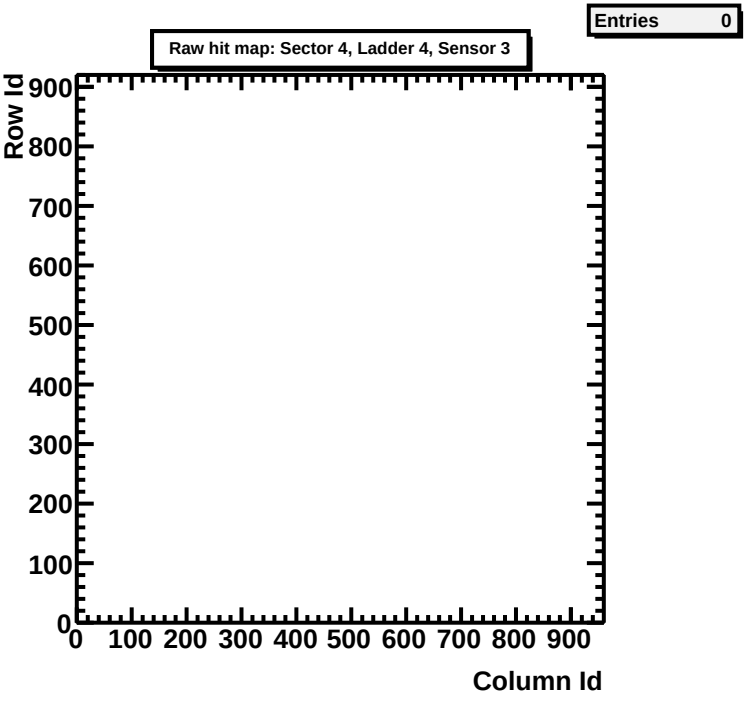

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 1
<rawhits>
EventID/100 (Time)

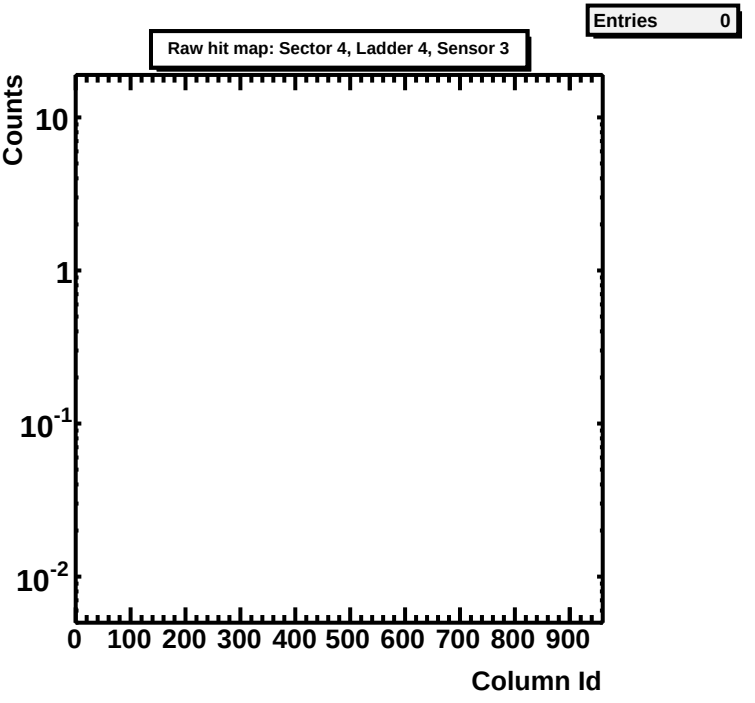

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 2
Row Id
Column Id

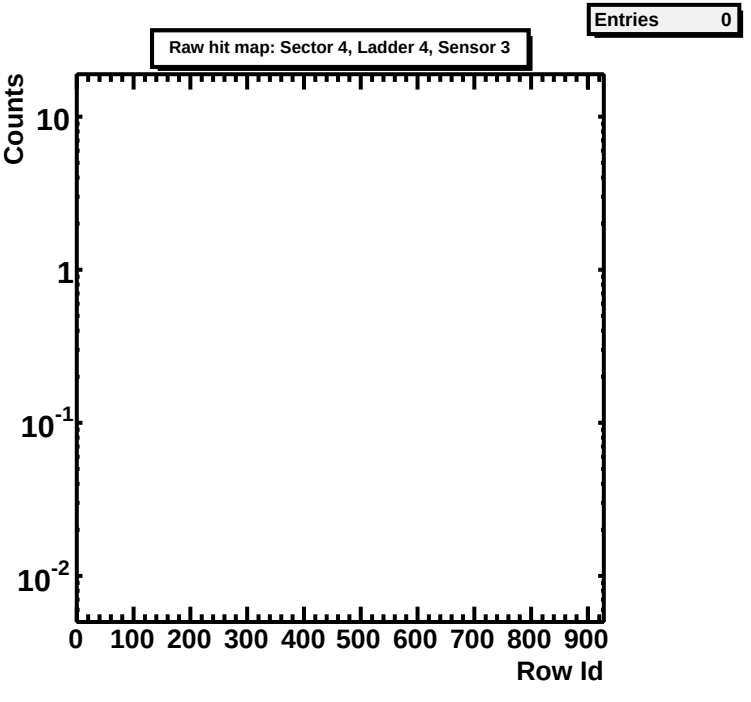

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 2
Counts
Column Id

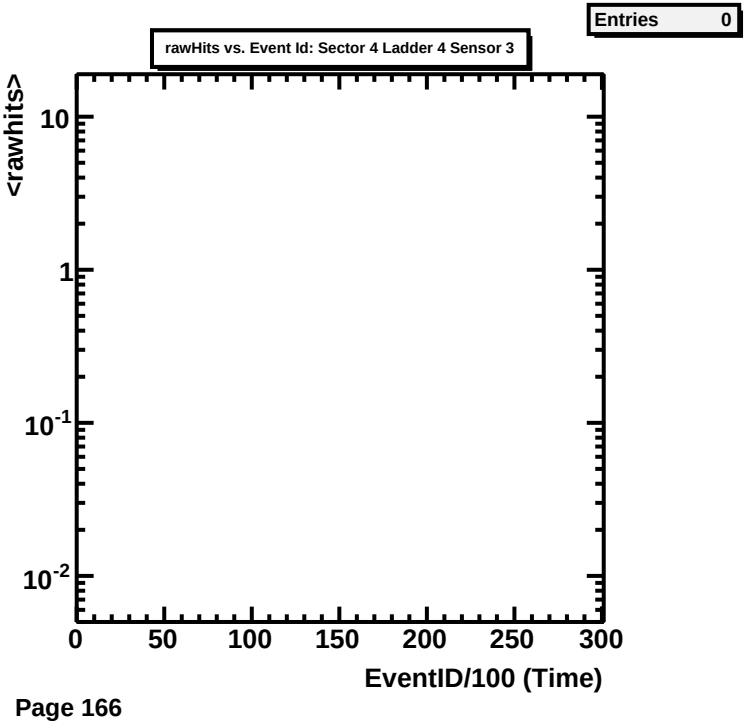

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 2
Counts
Row Id

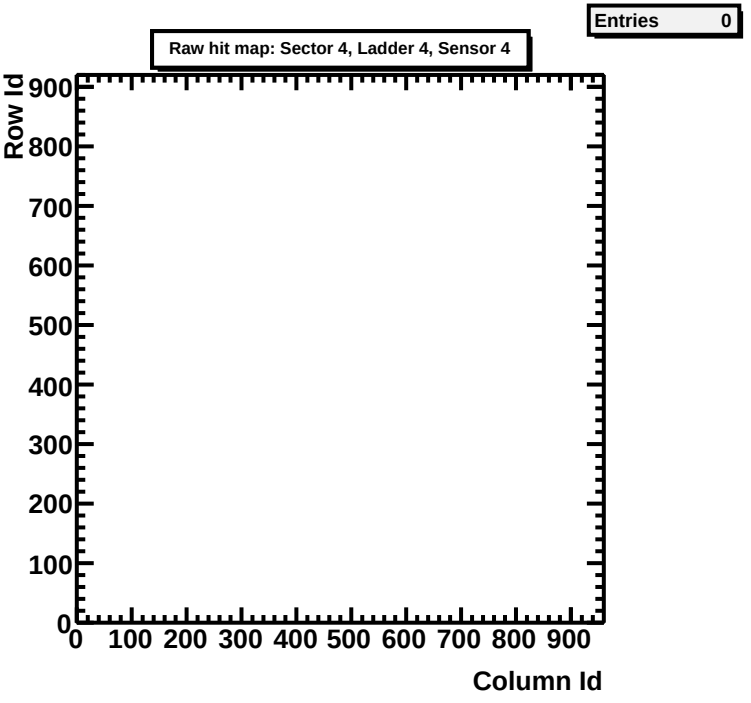

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 2
<rawhits>
EventID/100 (Time)

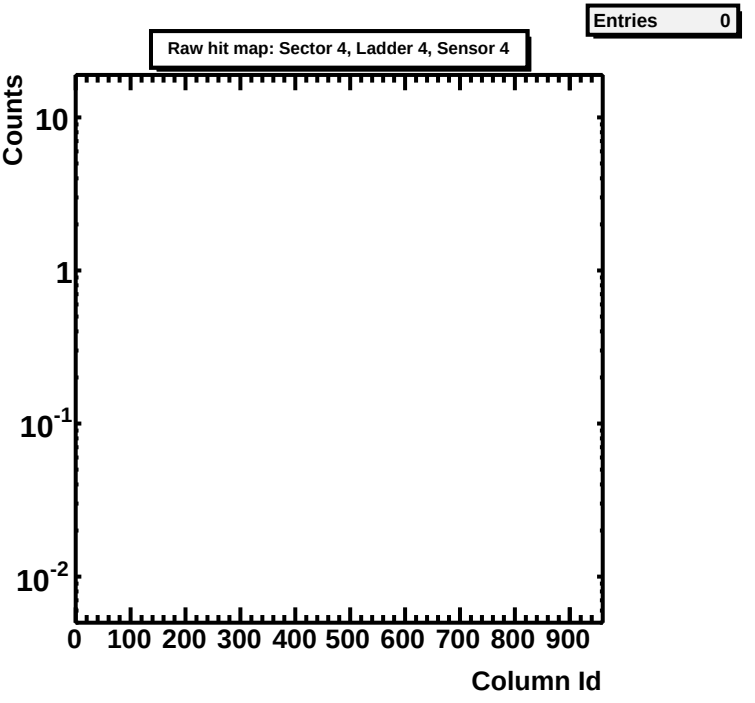

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 3
Row Id
Column Id

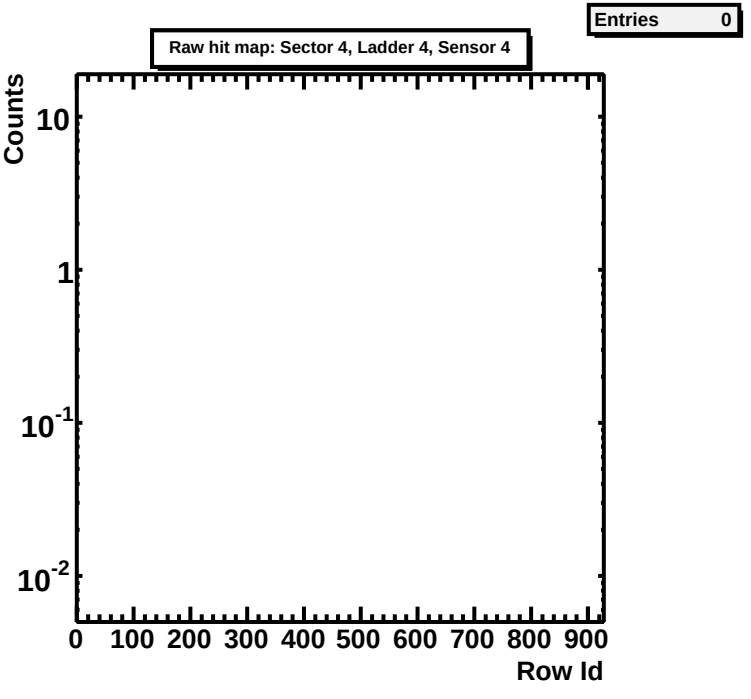

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 3
Counts
Column Id

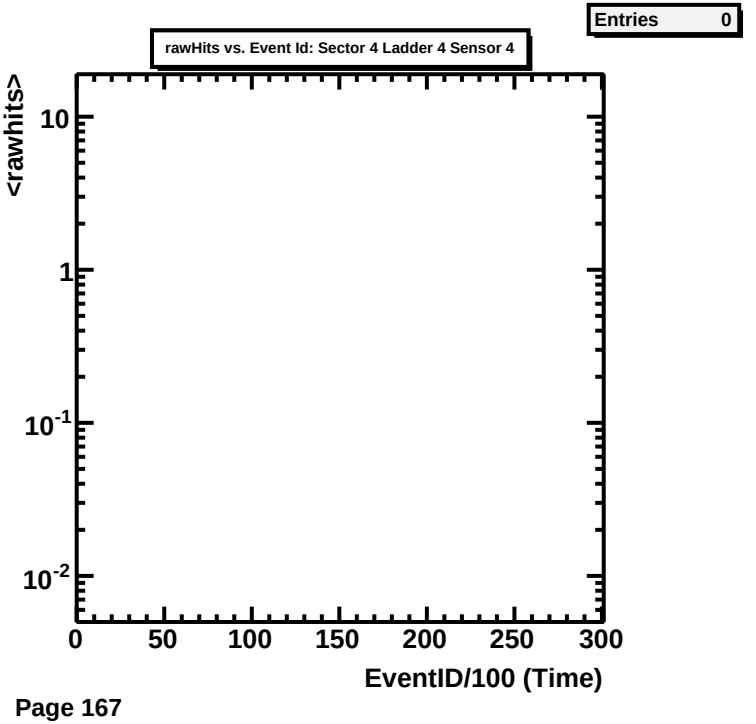

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 3
Counts
Row Id

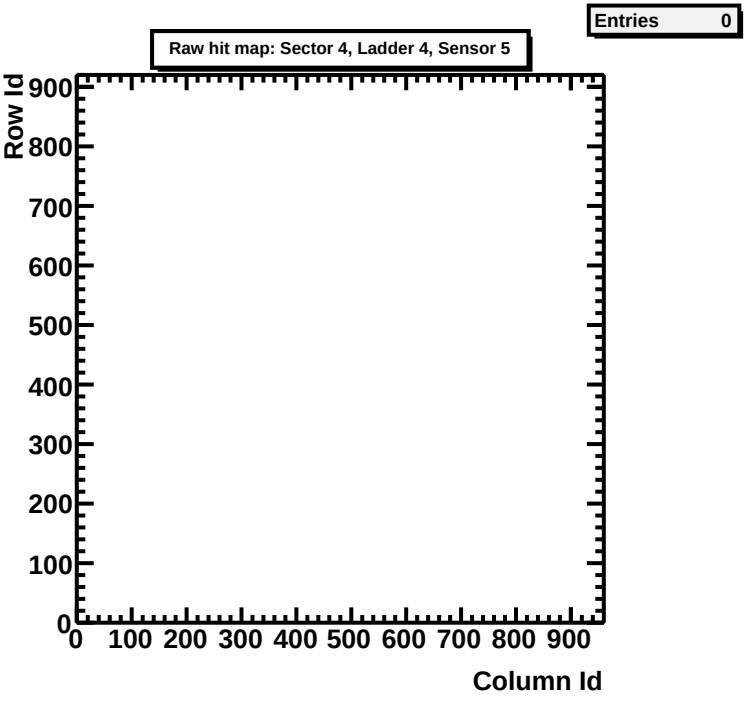

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

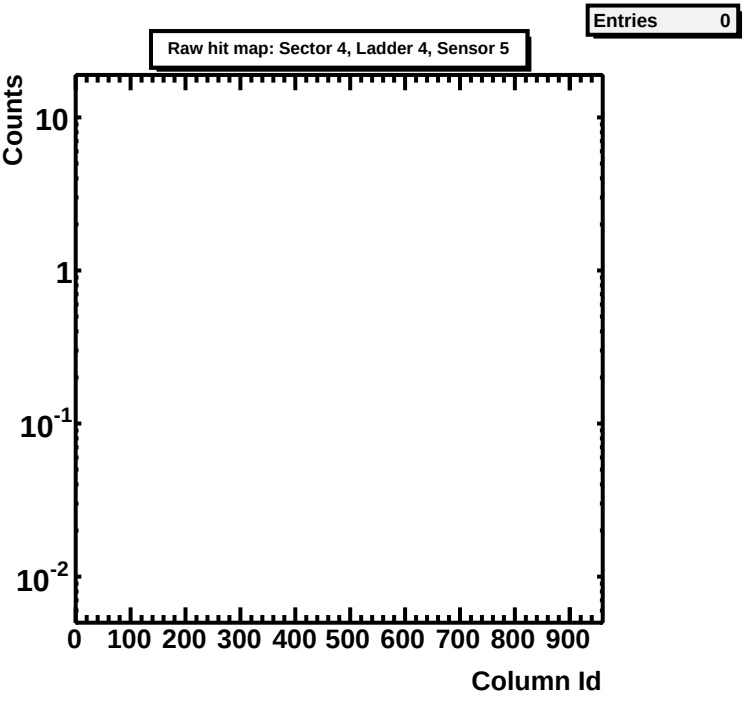

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

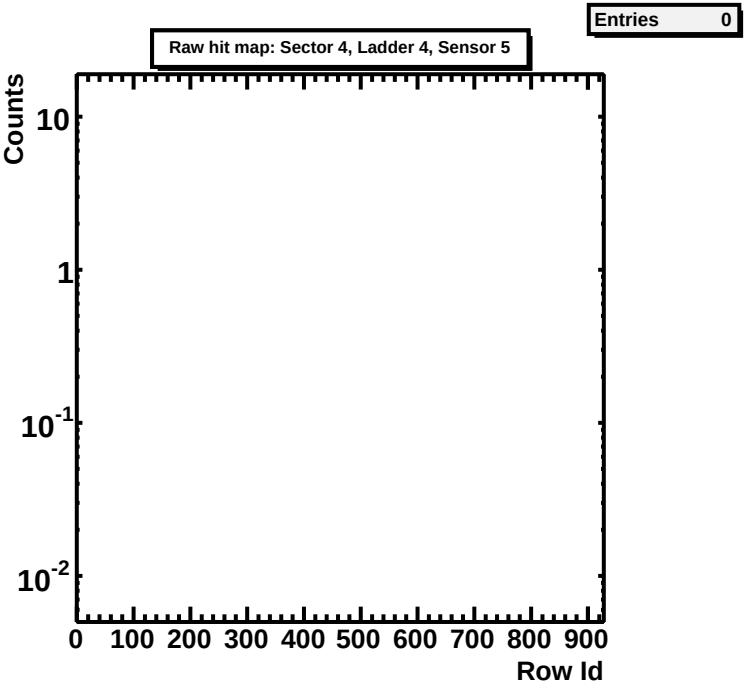

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

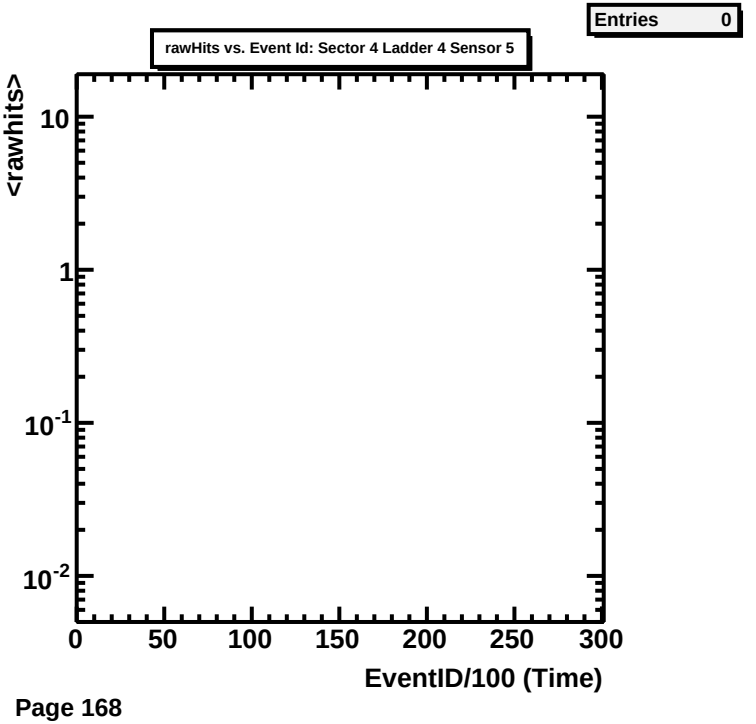

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

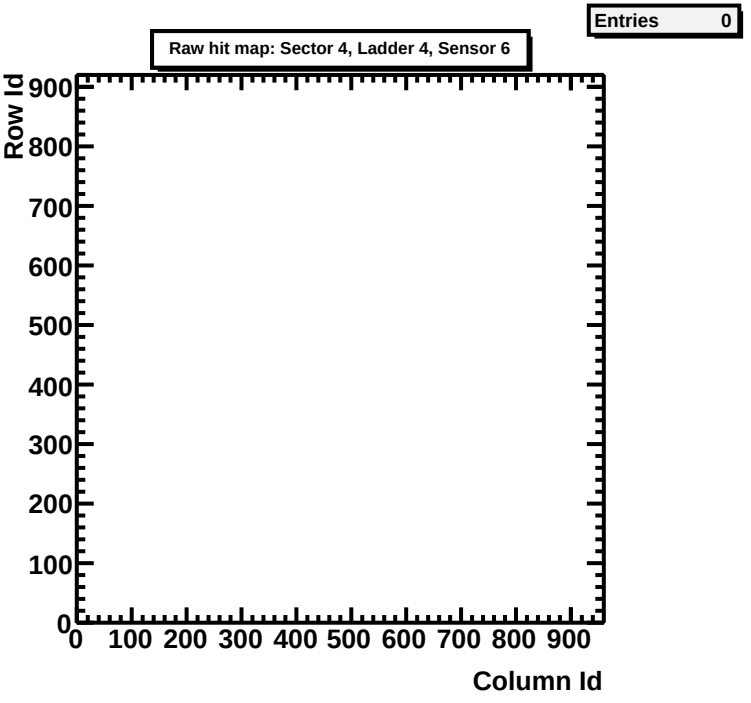

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

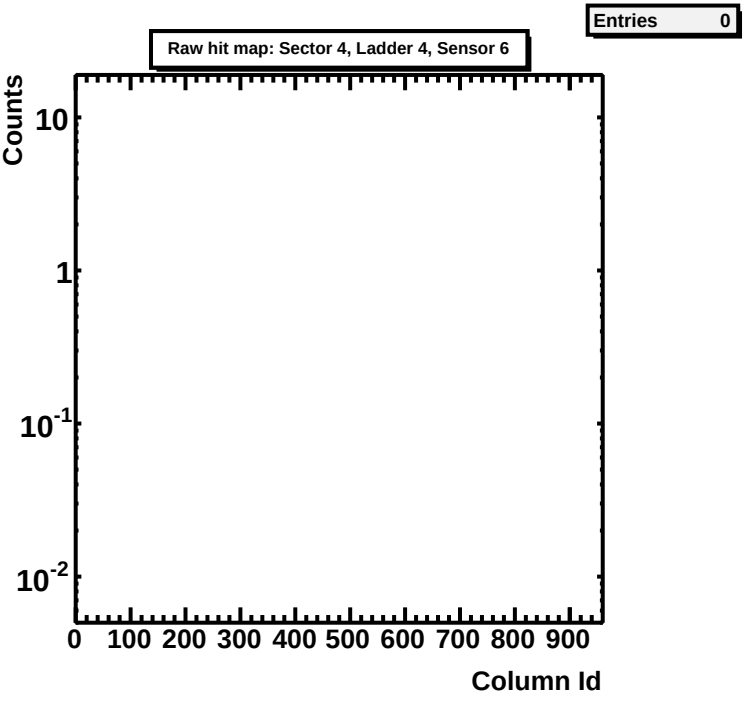

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 5
Row Id
Column Id

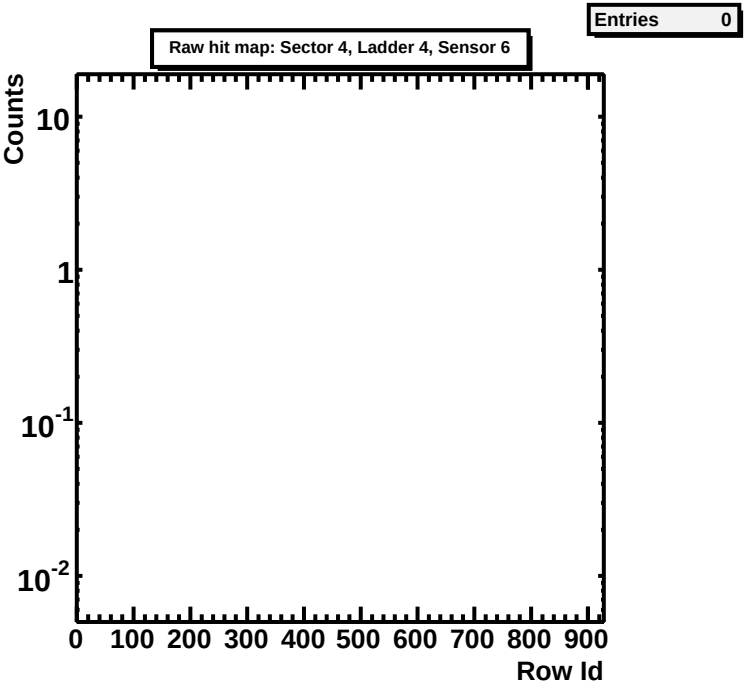

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 5
Counts
Column Id

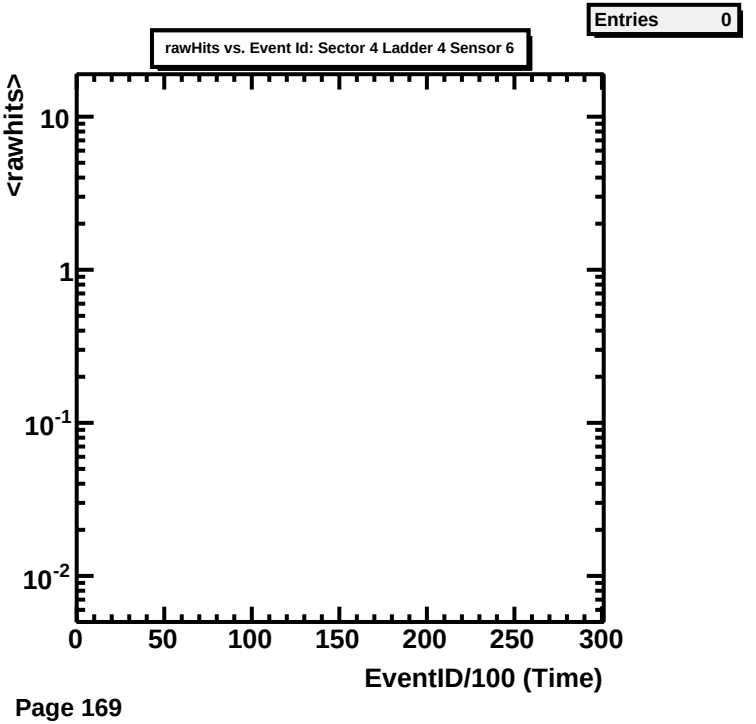

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 5
Counts
Row Id

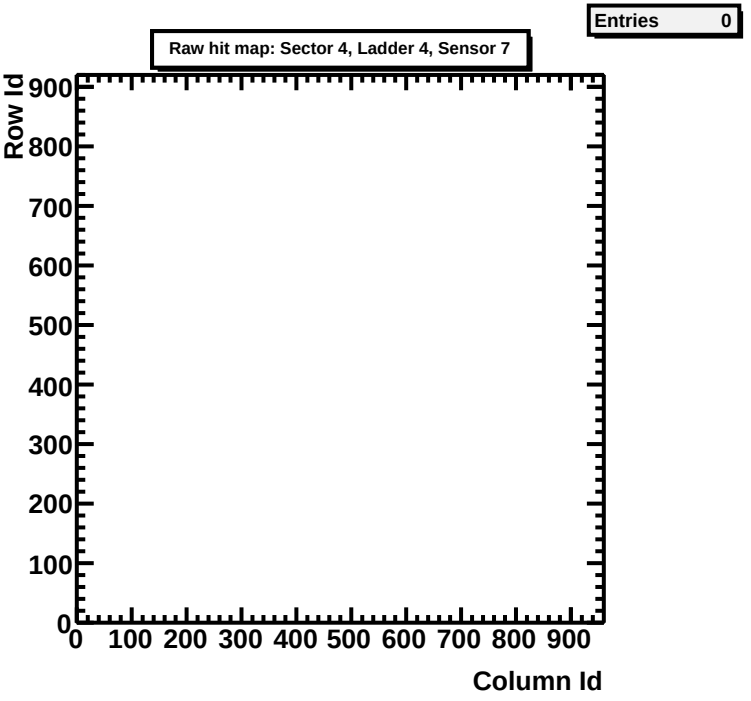

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

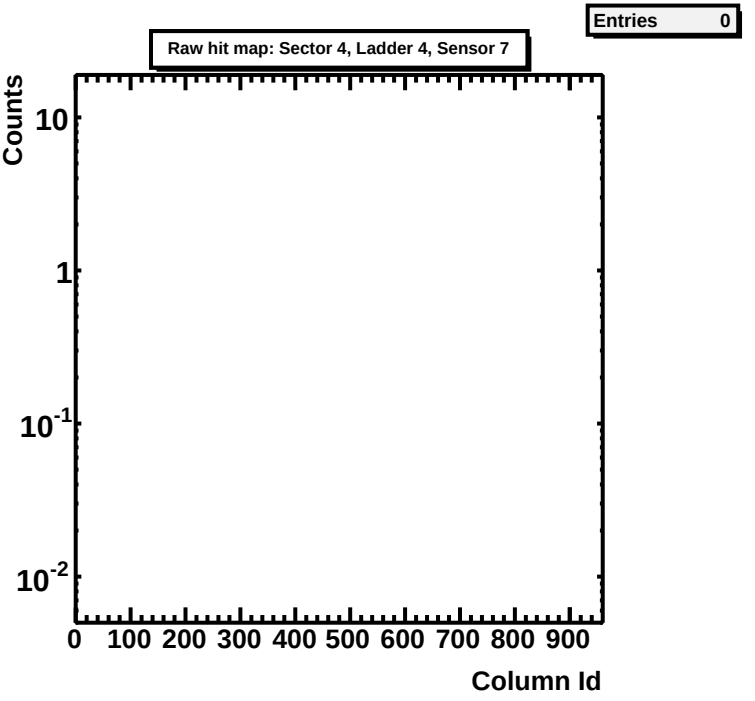

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 6
Row Id
Column Id

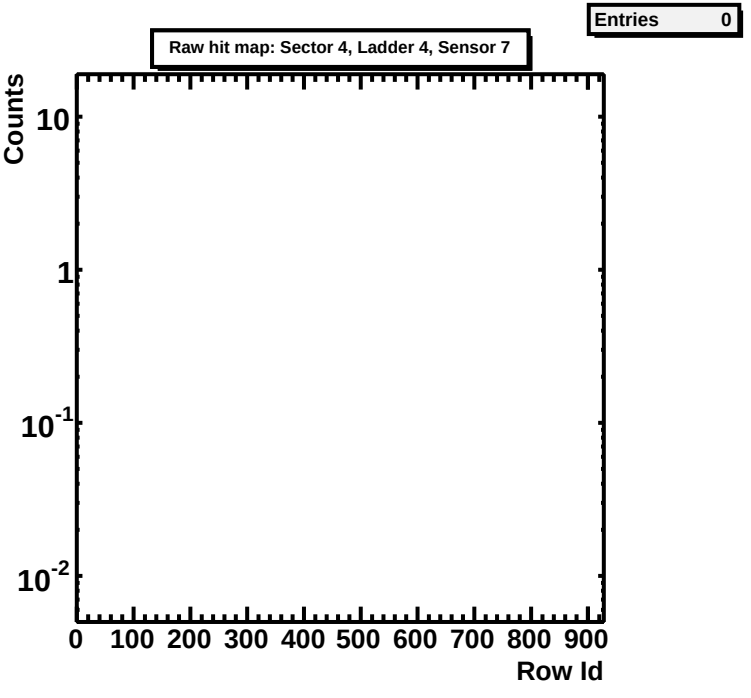

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 6
Counts
Column Id

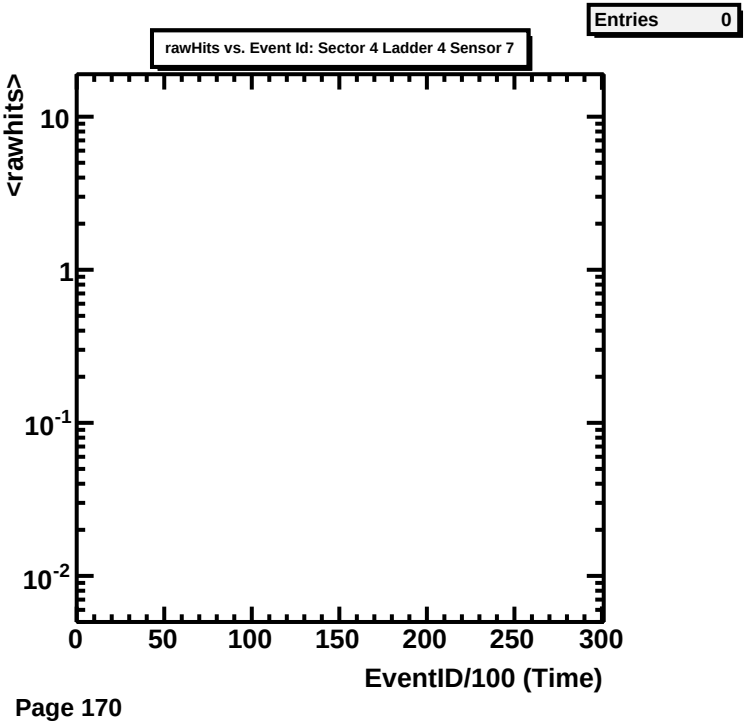

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 6
Counts
Row Id

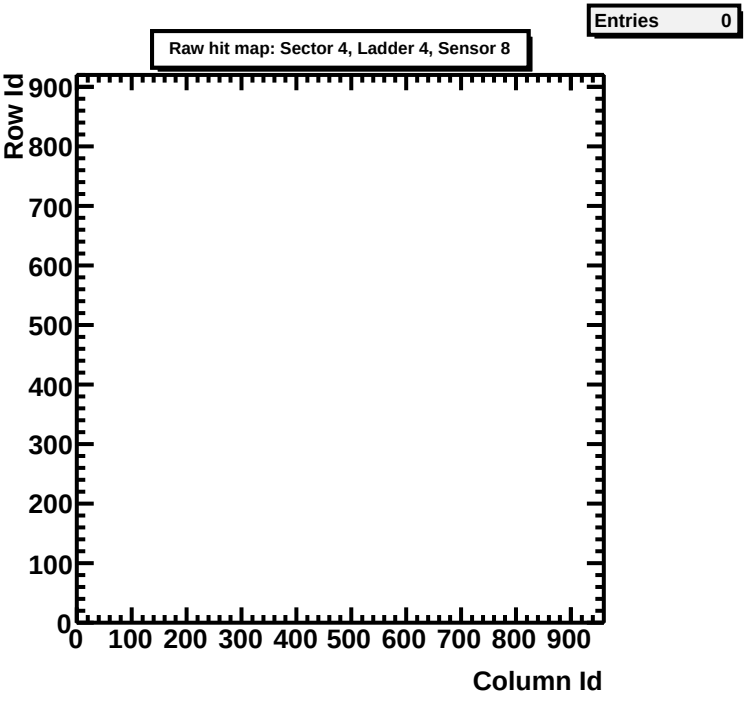

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

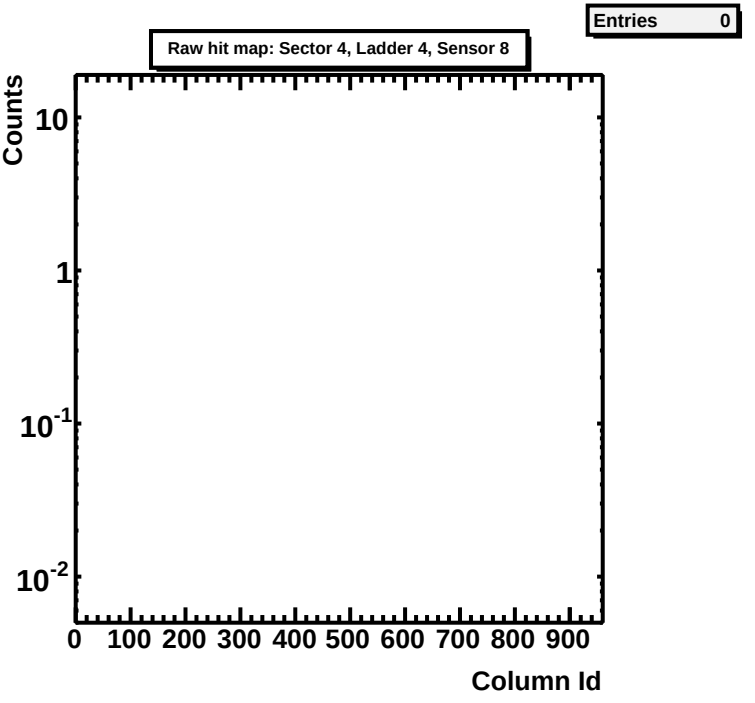

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 7
Row Id
Column Id

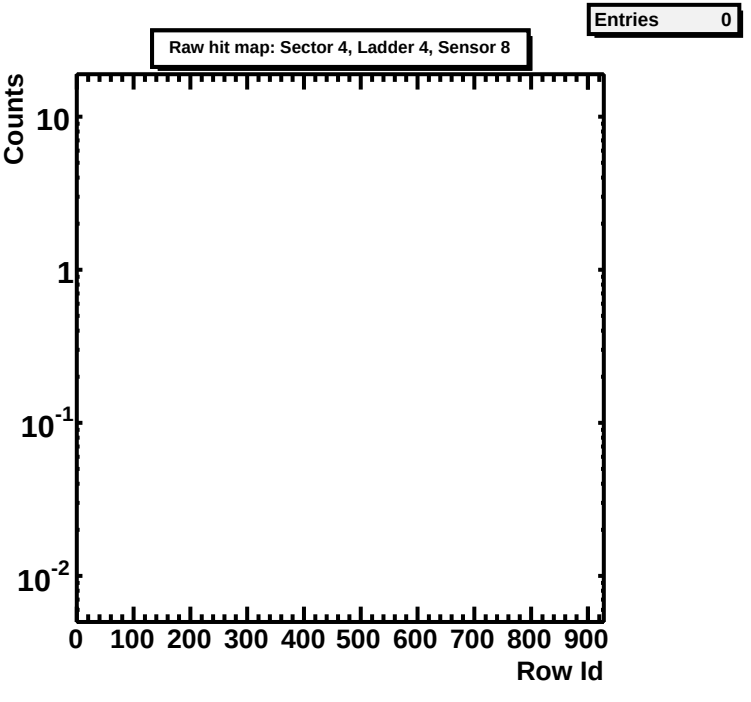

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 7
Counts
Column Id

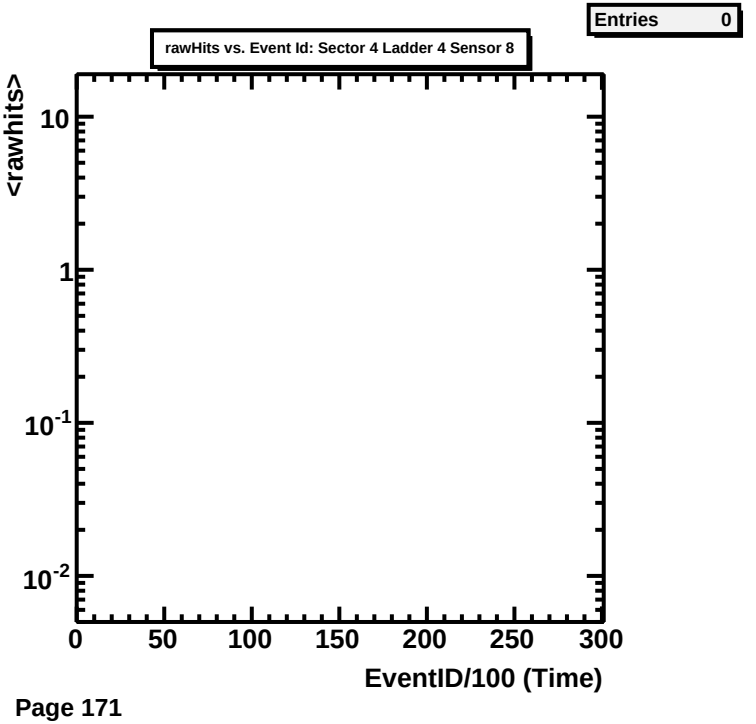

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 7
Counts
Row Id

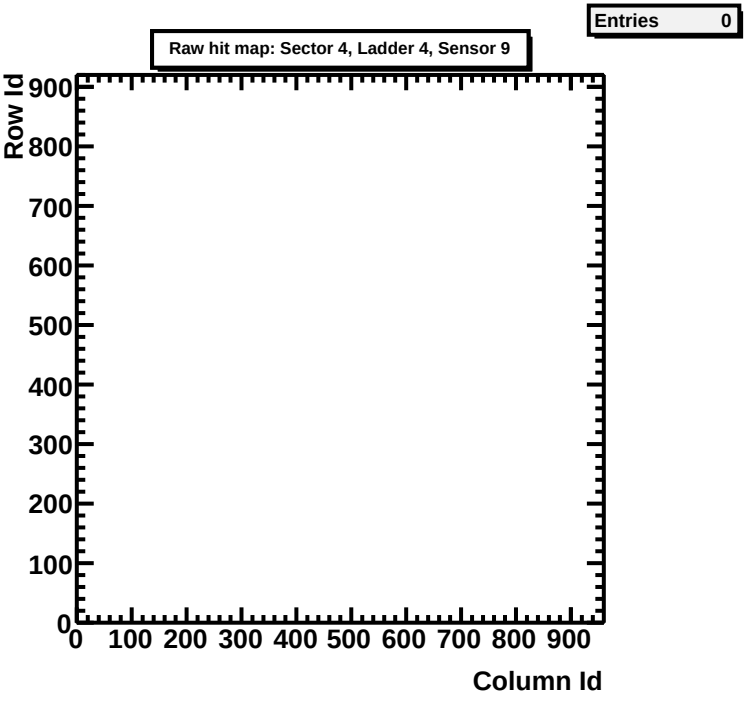

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

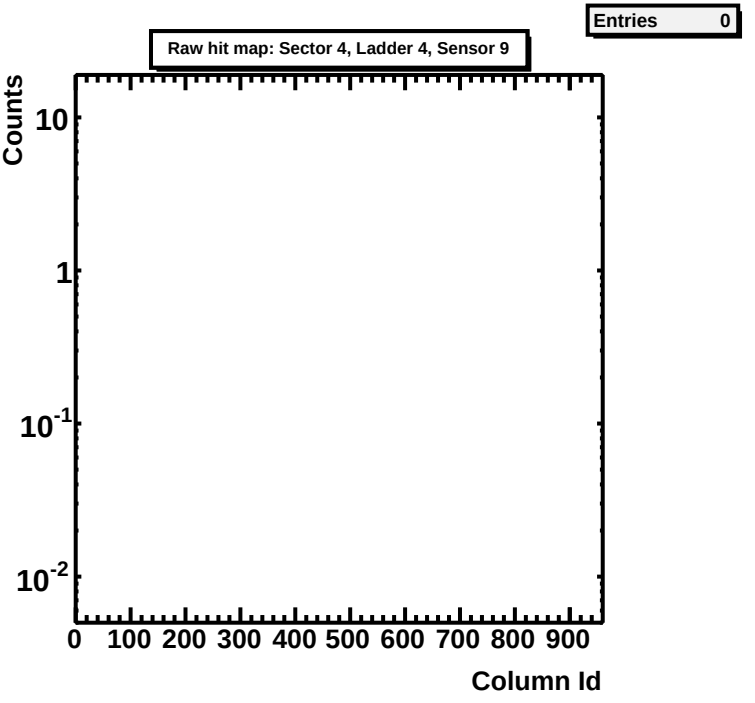

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 8
Row Id
Column Id

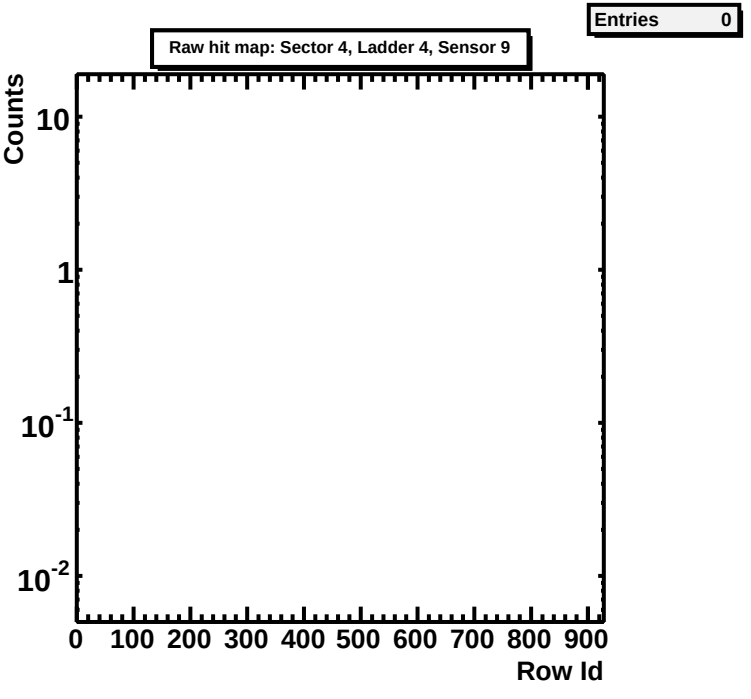

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 8
Counts
Column Id

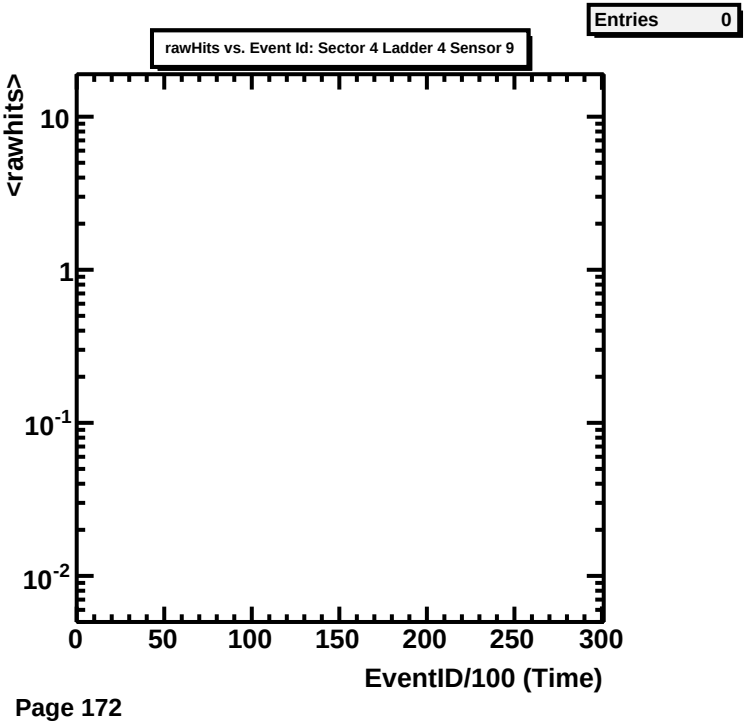

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 8
Counts
Row Id

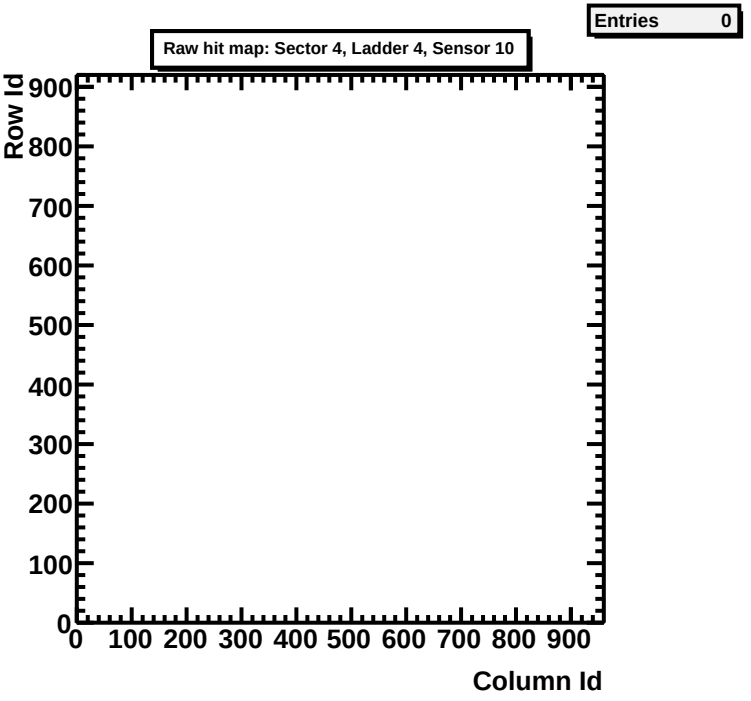

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 8
<rawhits>
EventID/100 (Time)

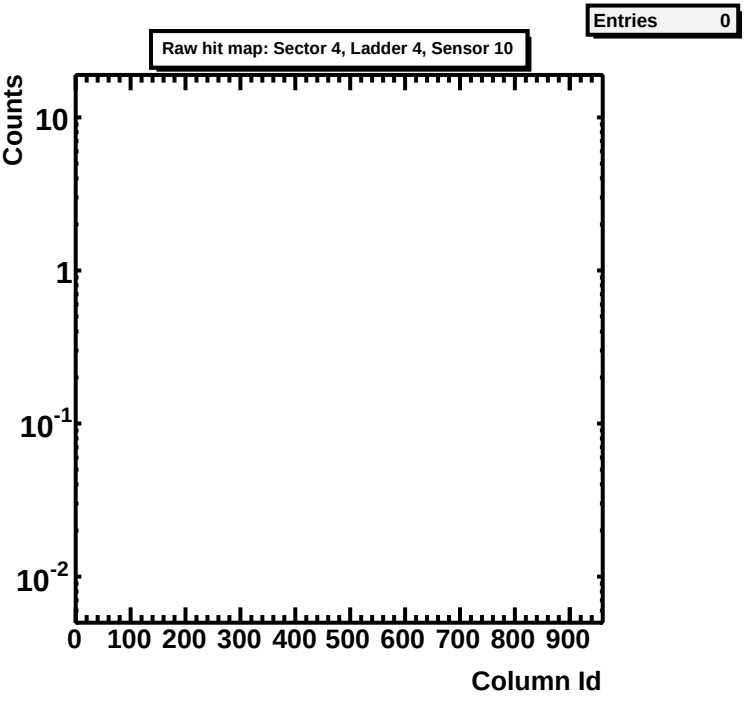

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

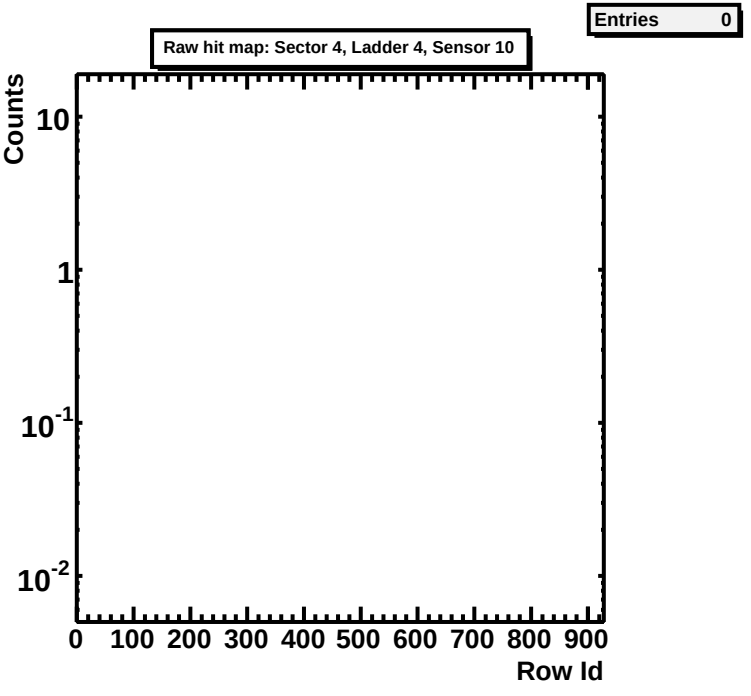

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

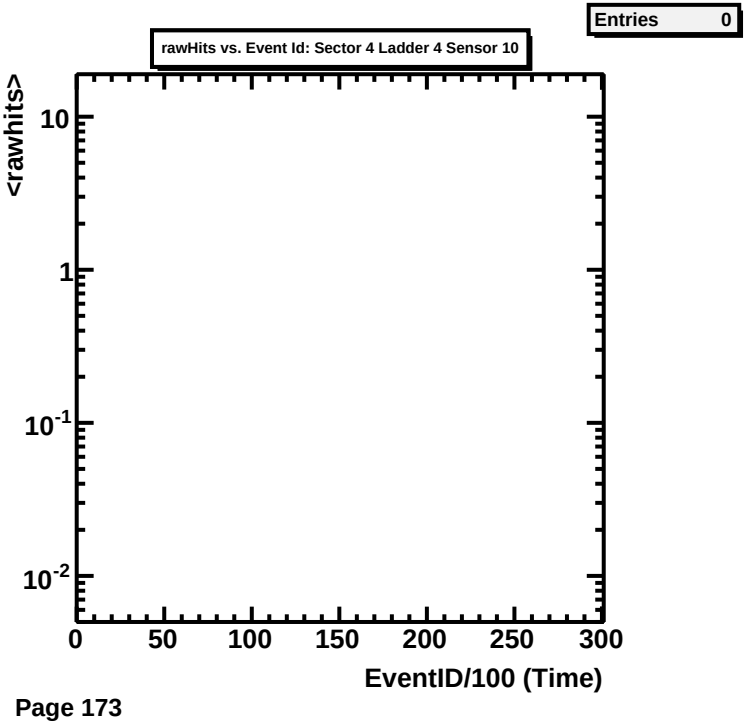

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

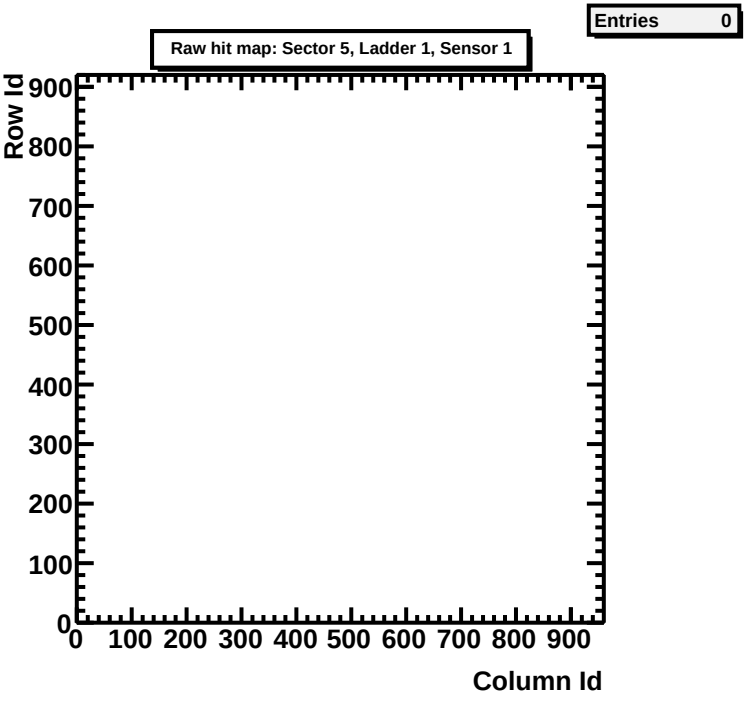

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

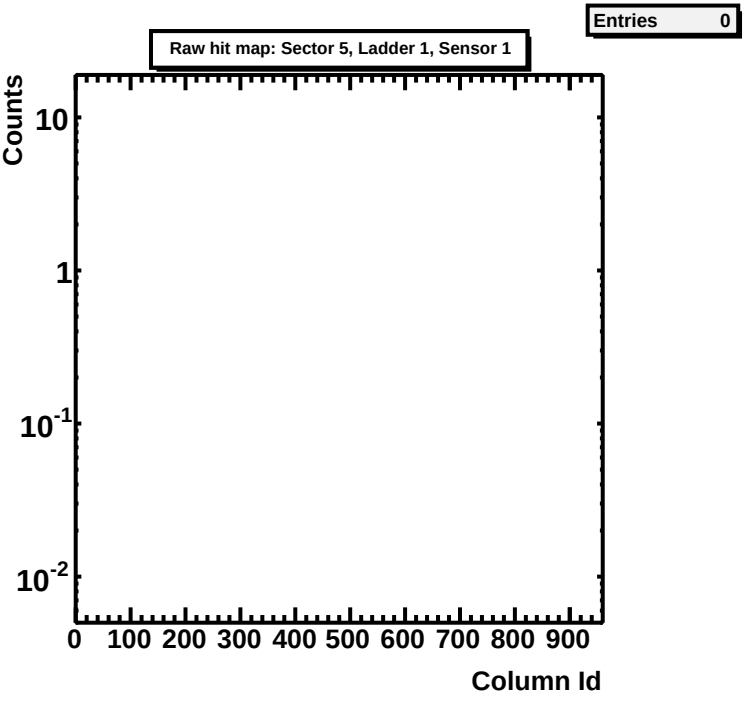

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 10
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

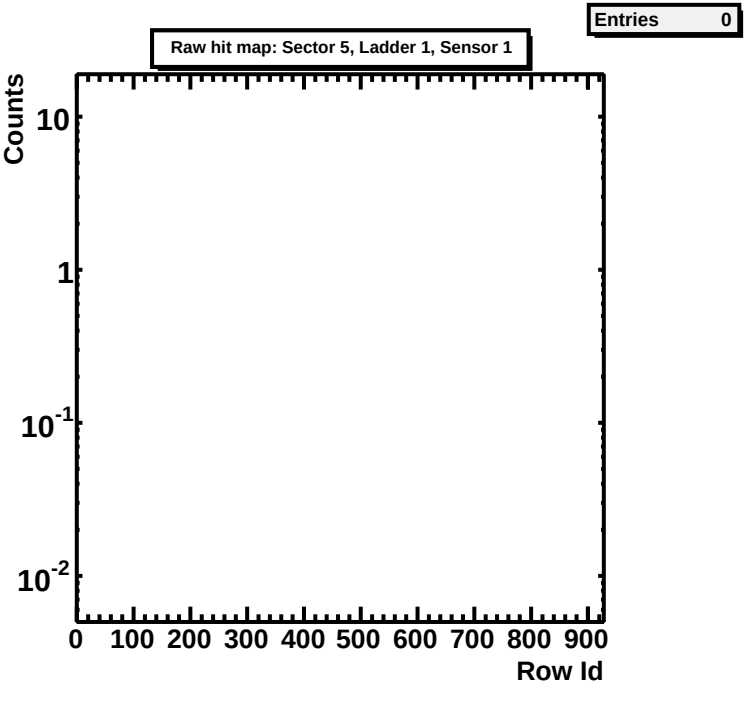

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

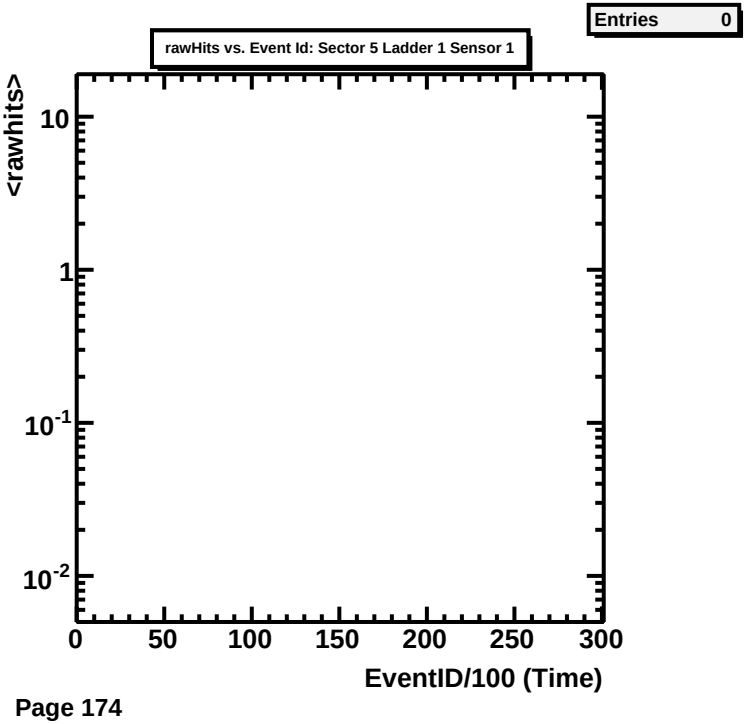

Entries 0
Raw hit map: Sector 4, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

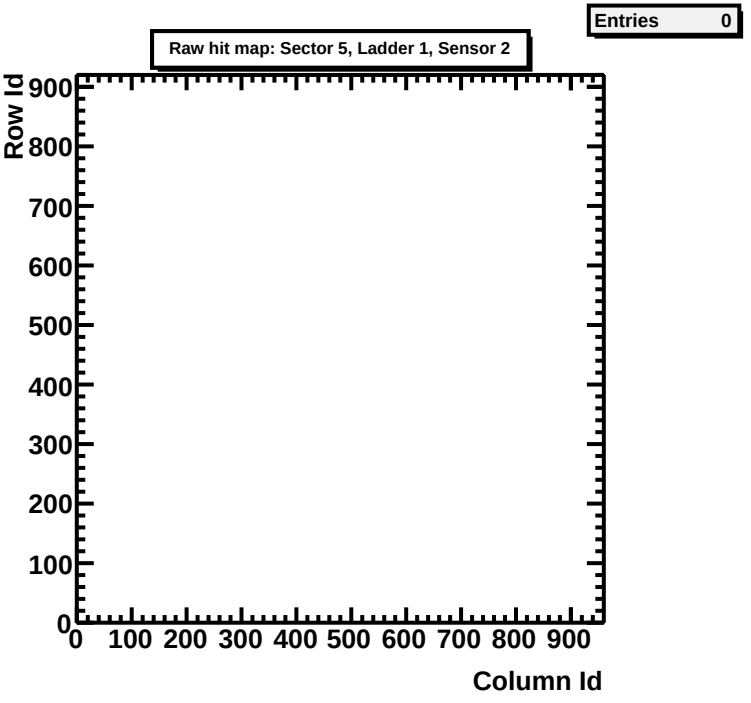

Entries 0
rawHits vs. Event Id: Sector 4 Ladder 4 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

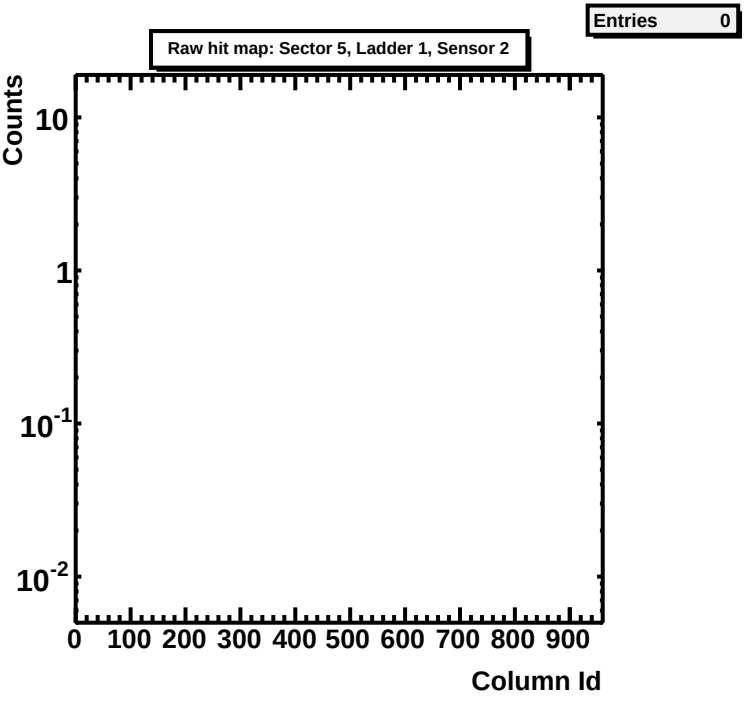

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

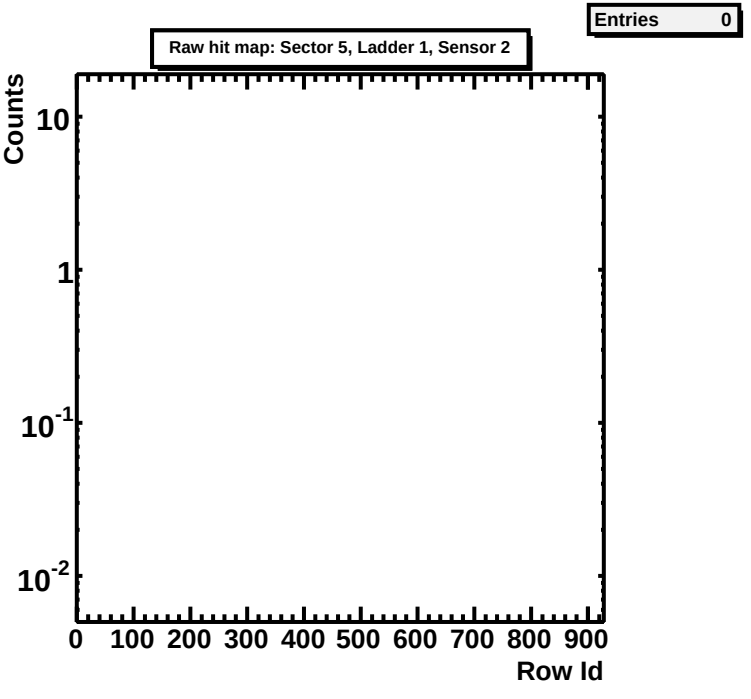

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

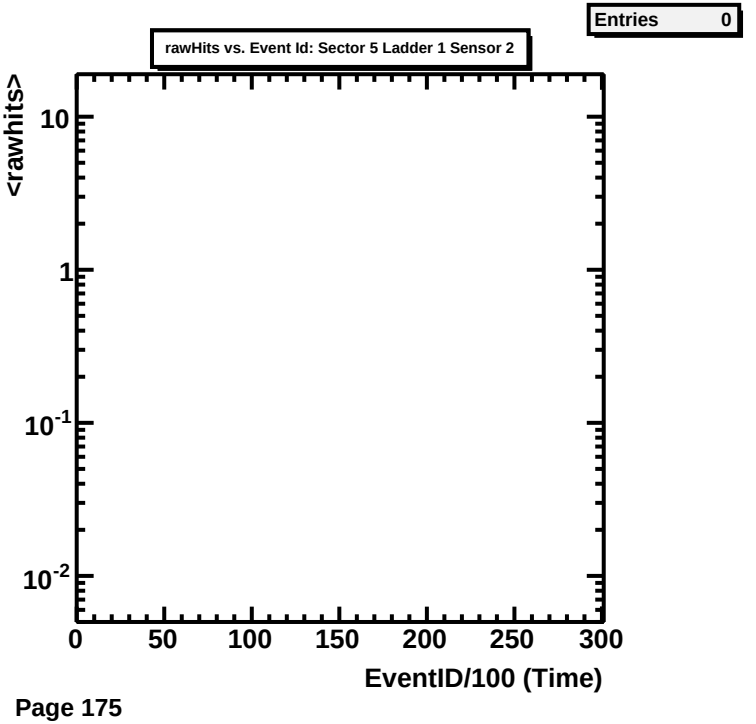

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

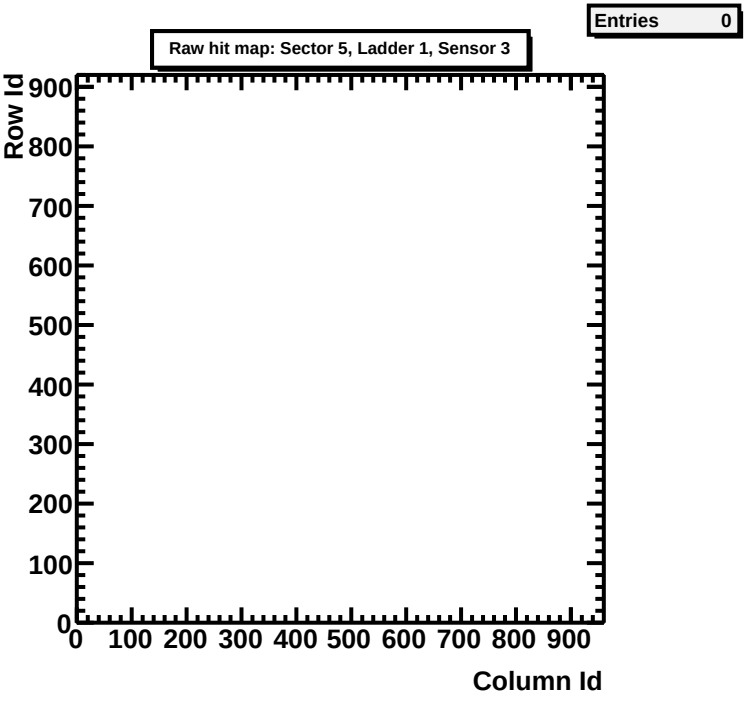

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

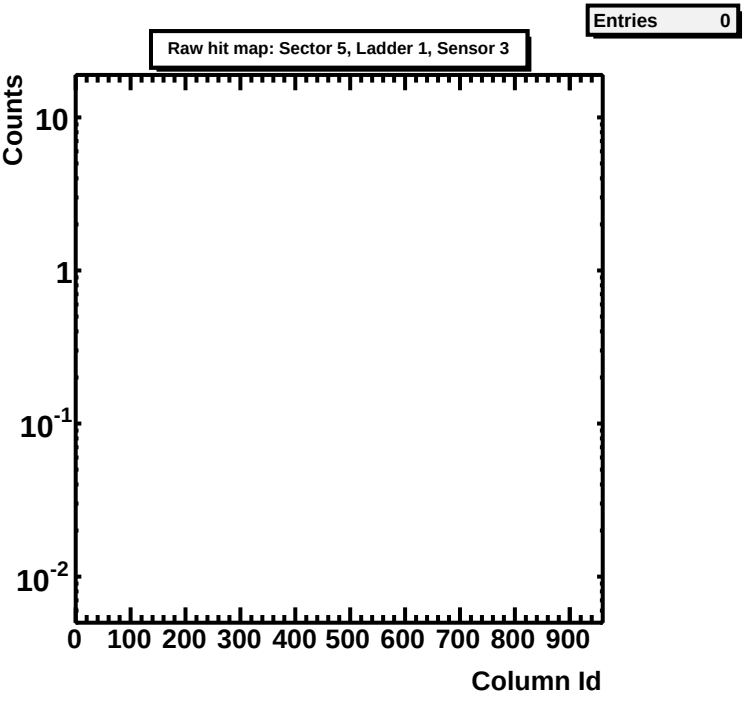

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

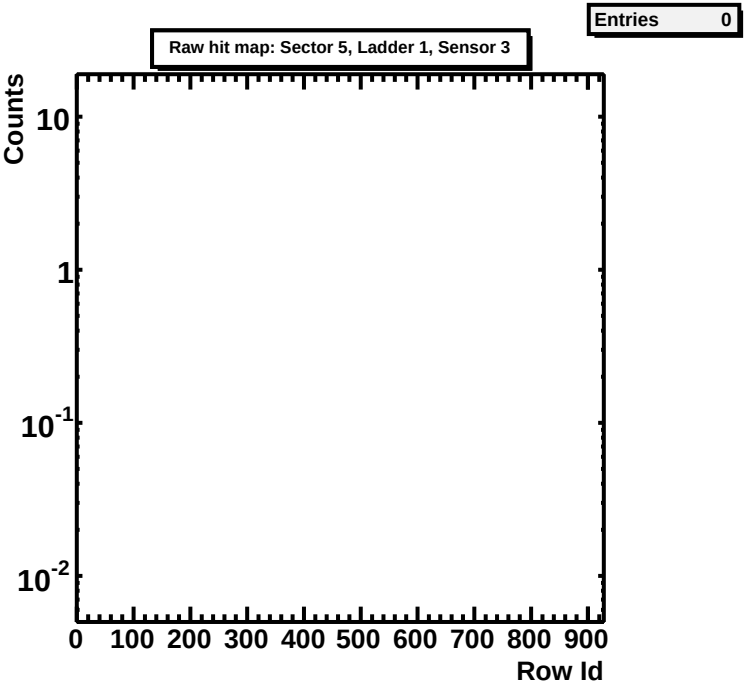

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

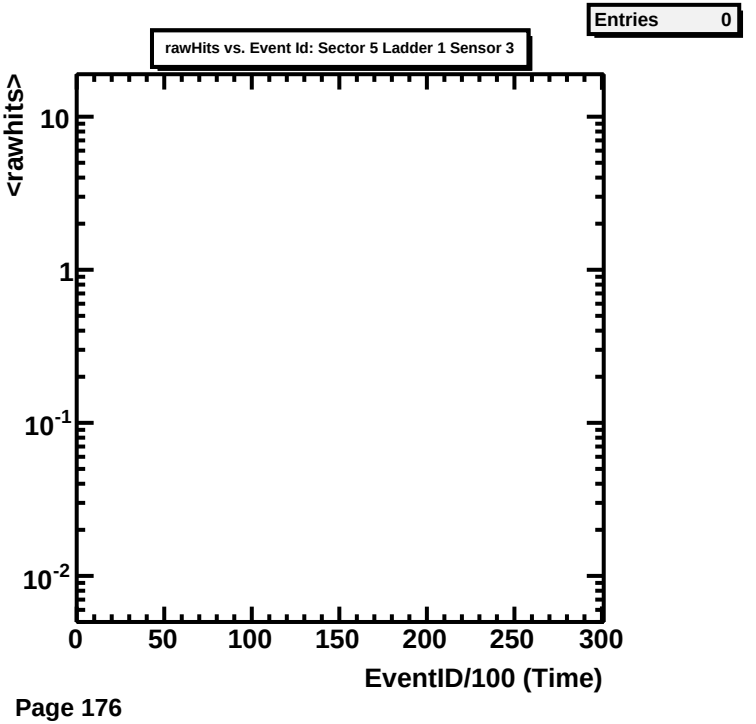

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

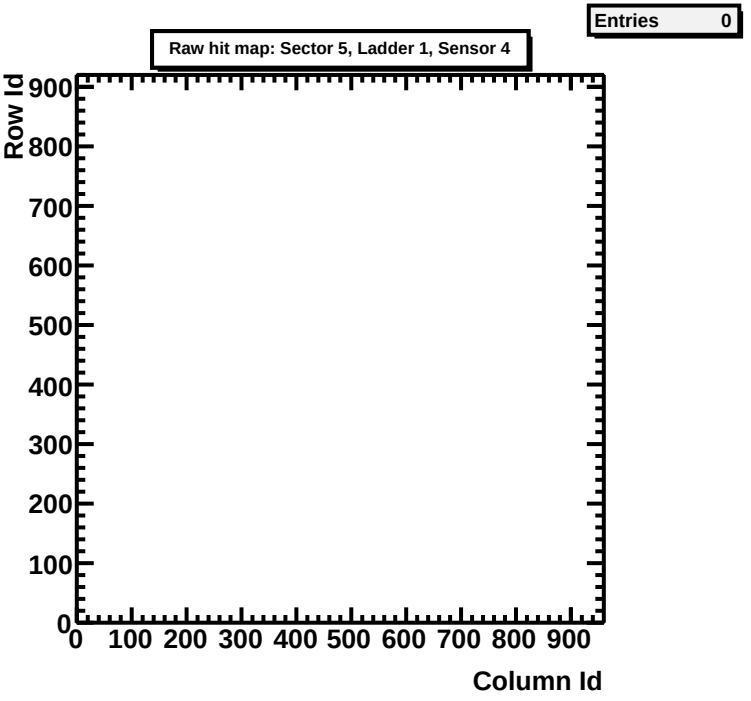

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

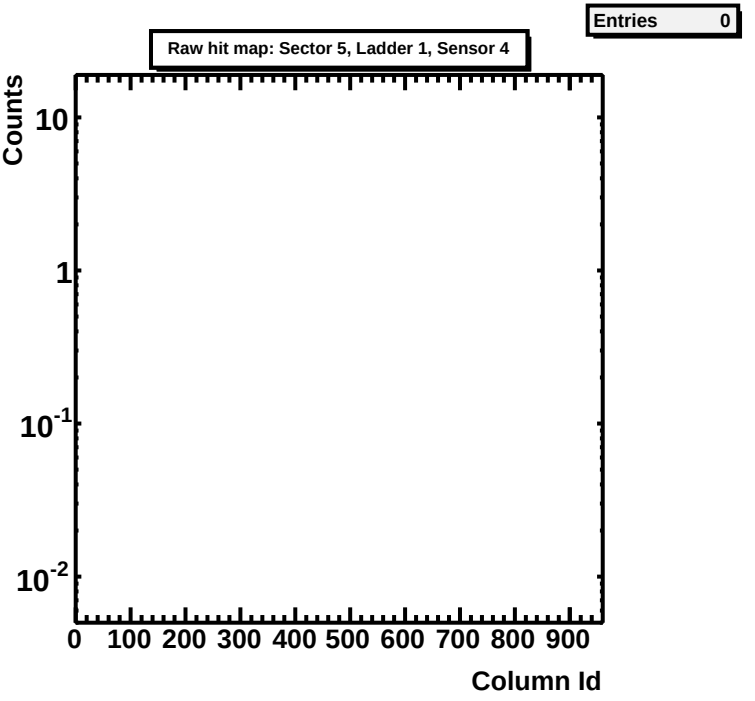

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

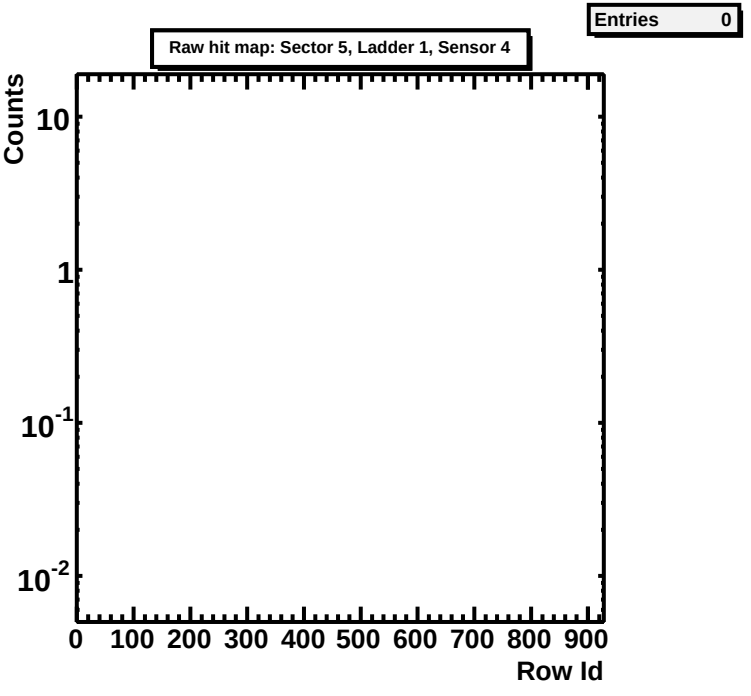

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

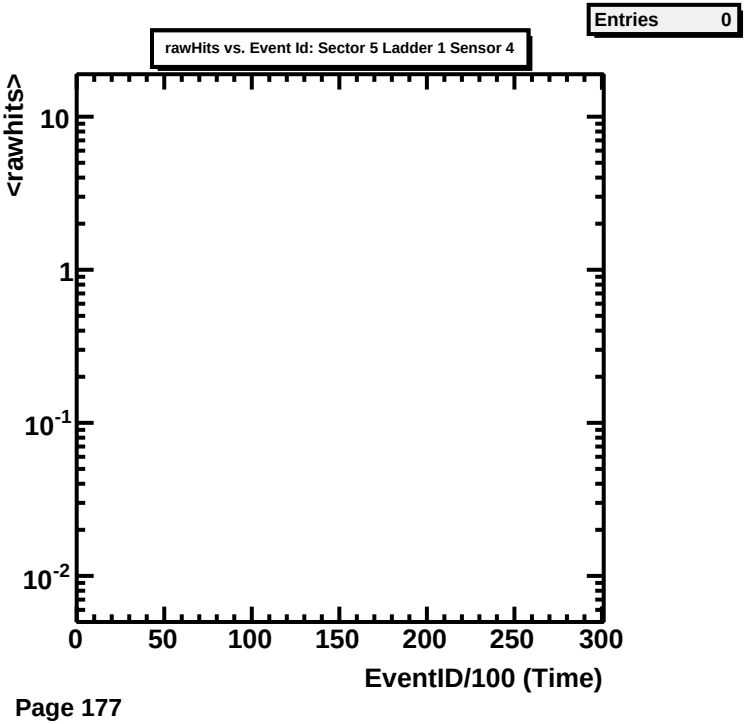

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

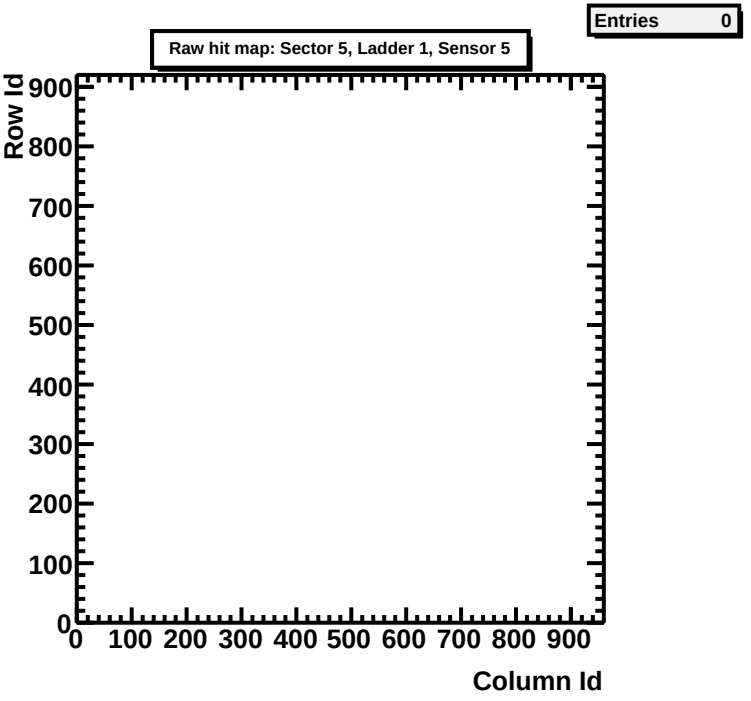

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

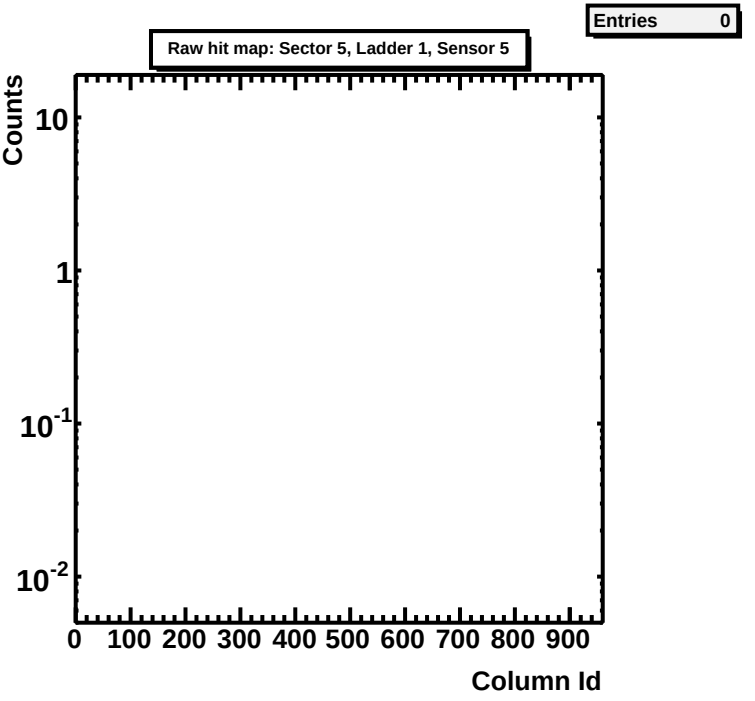

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

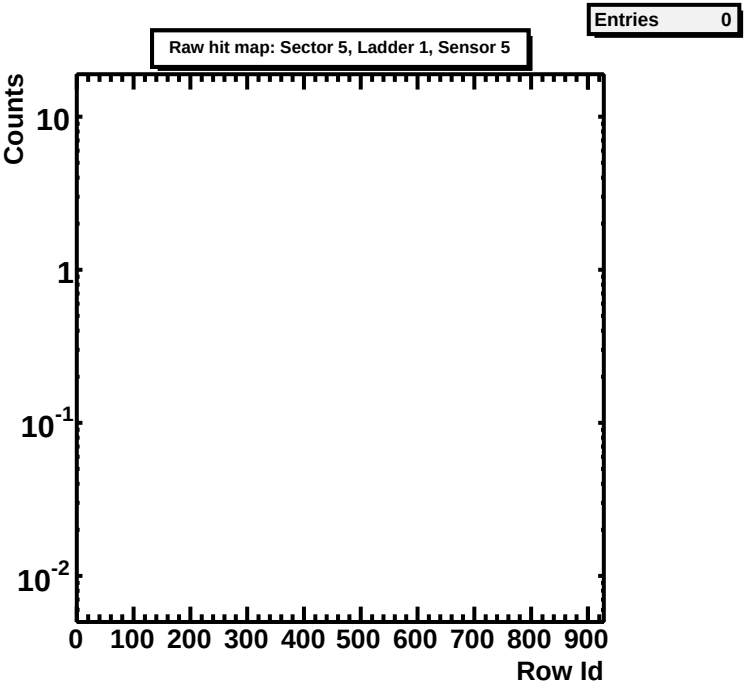

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

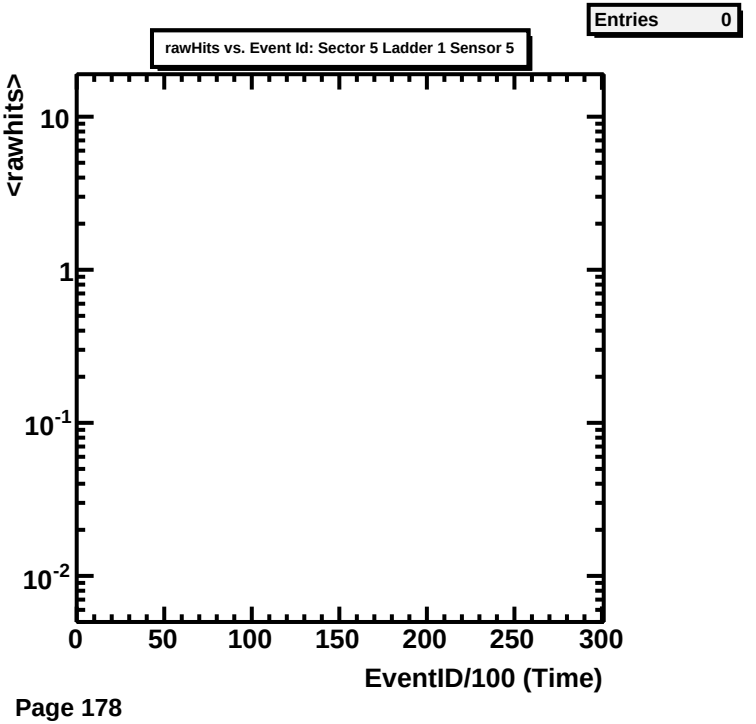

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

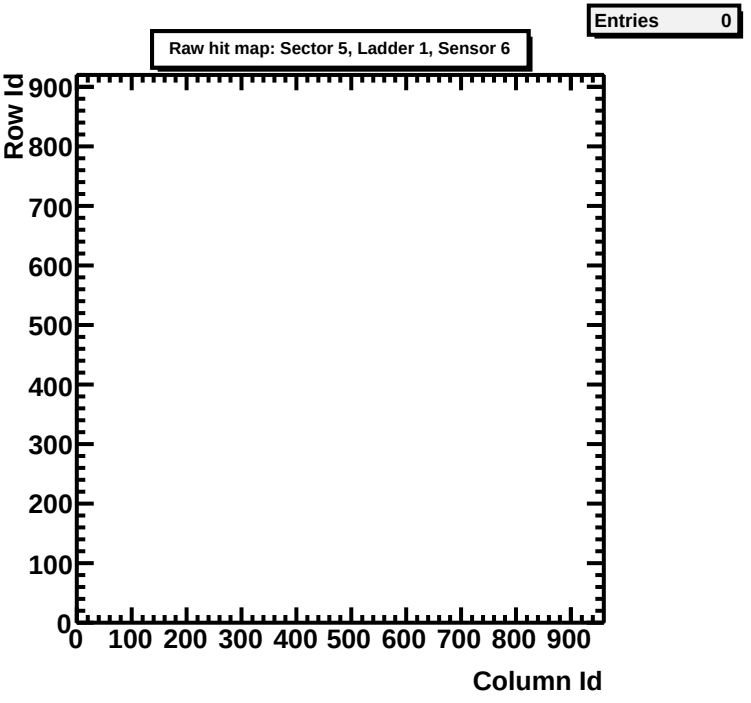

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

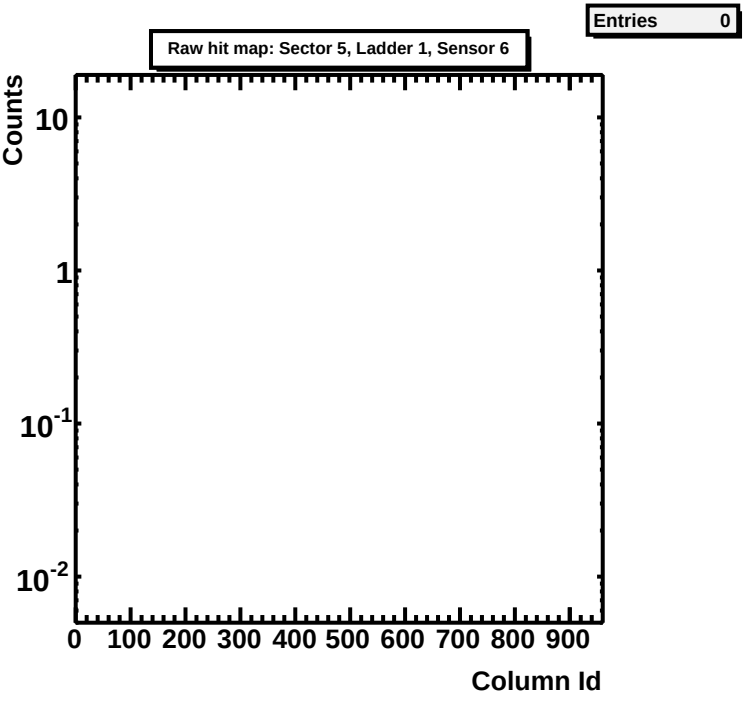

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 5
Row Id
Column Id

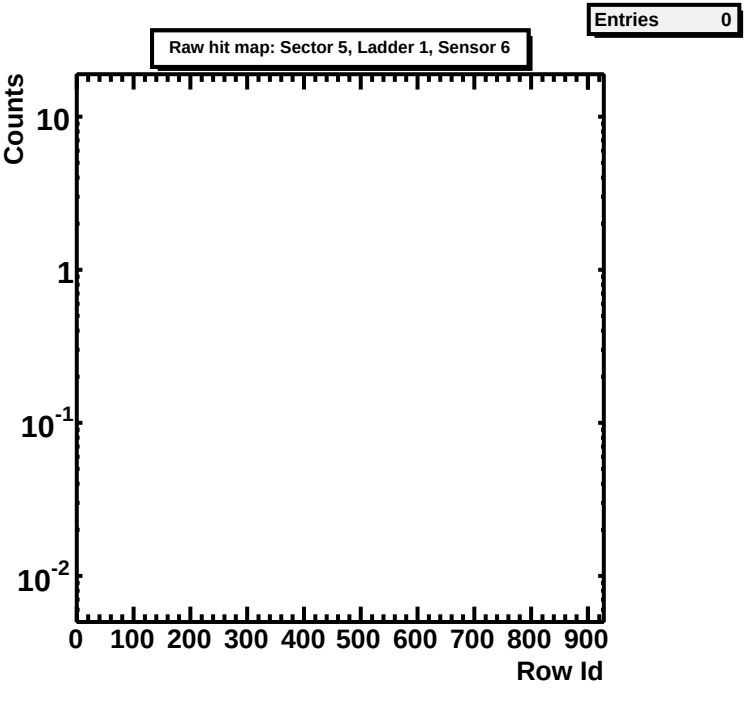

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 5
Counts
Column Id

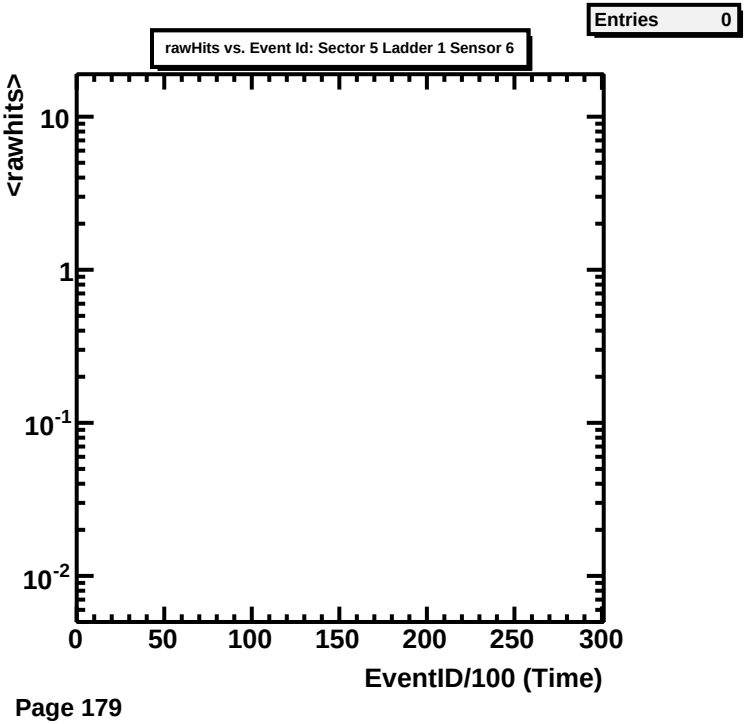

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 5
Counts
Row Id

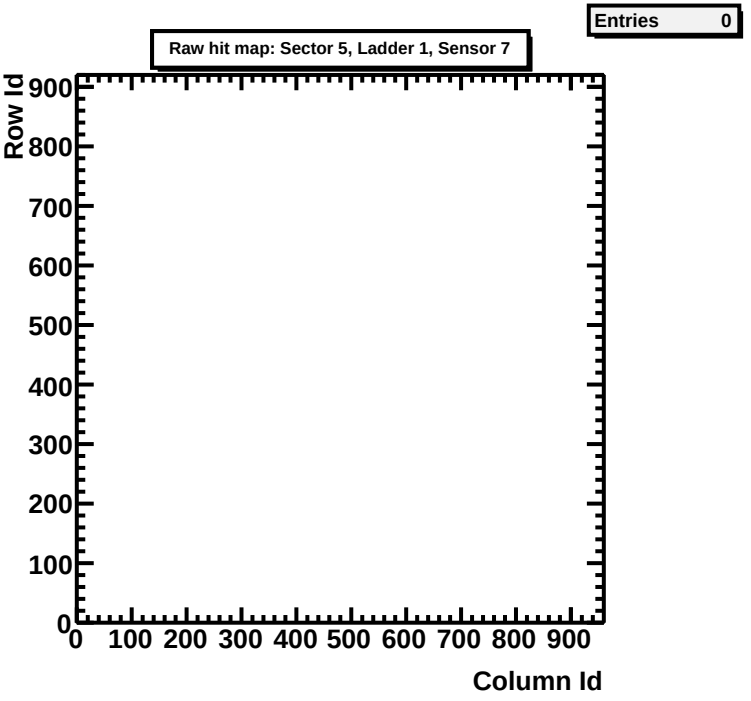

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

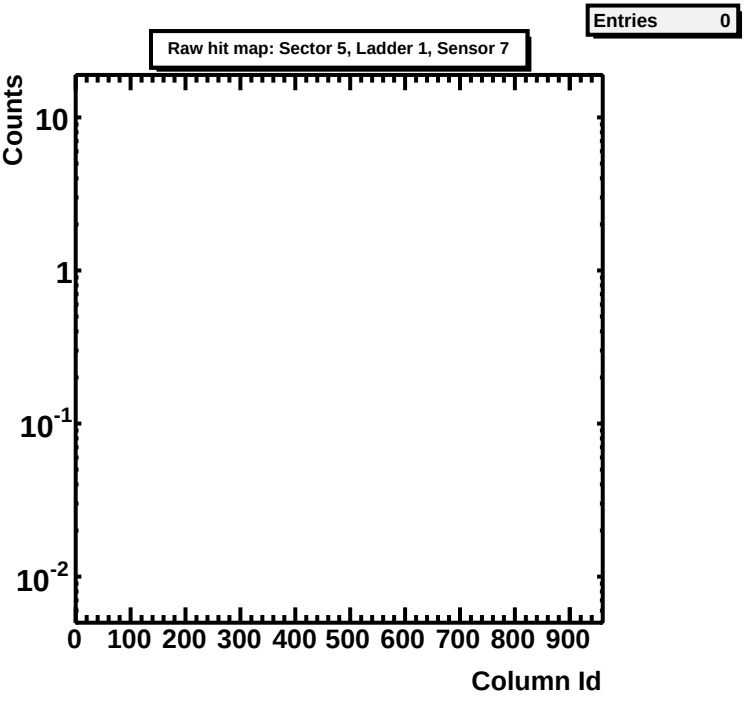

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

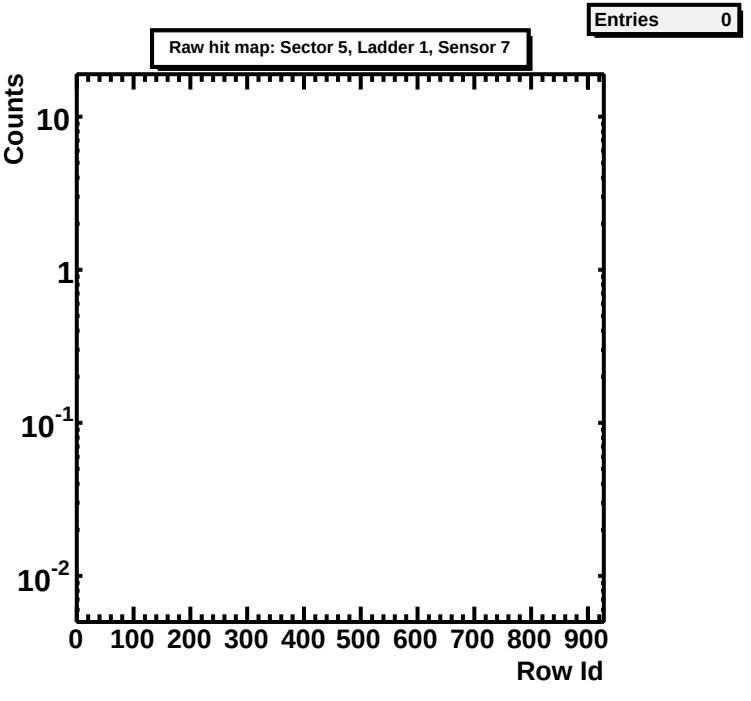

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

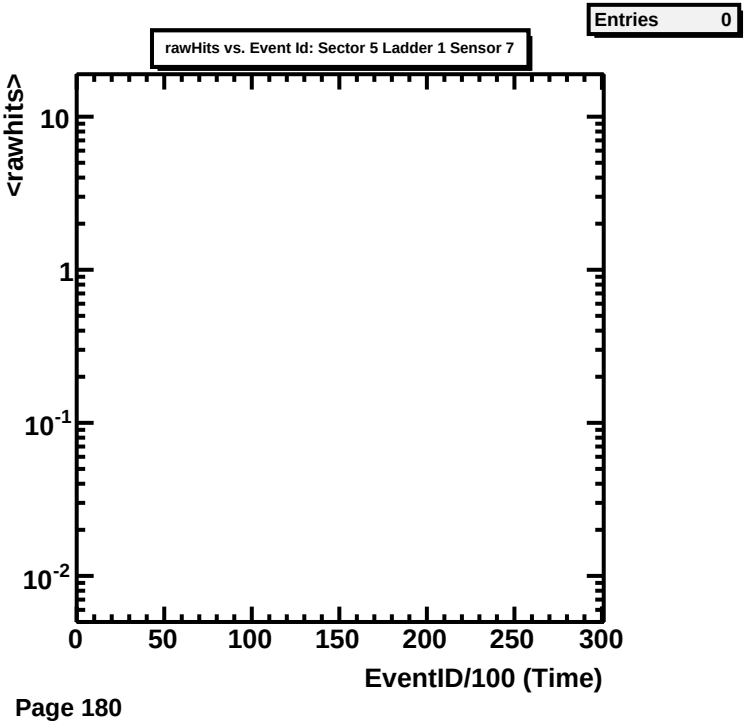

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

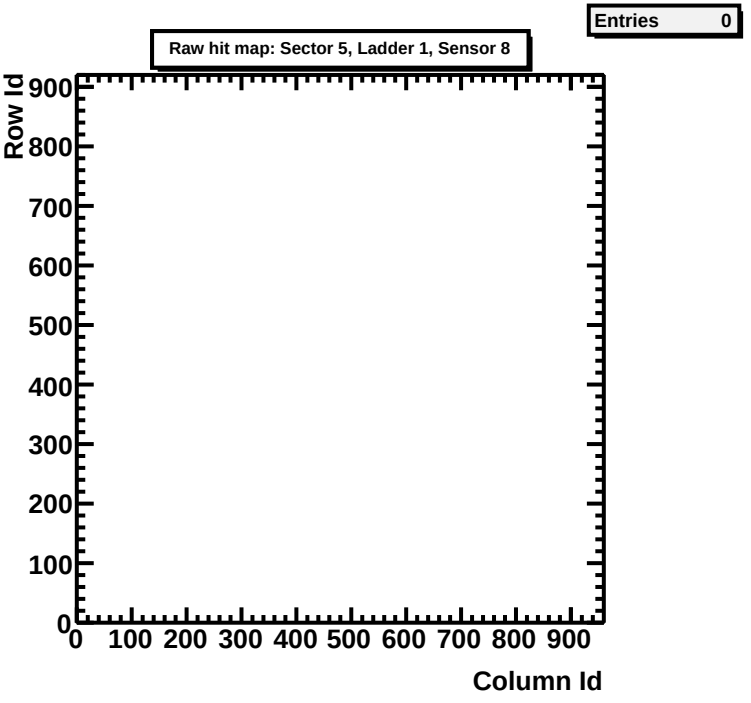

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

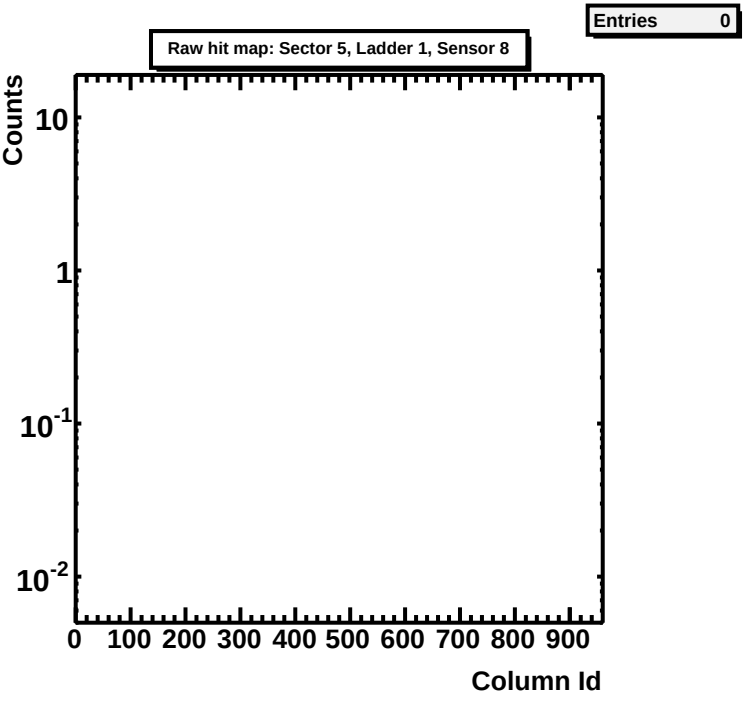

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

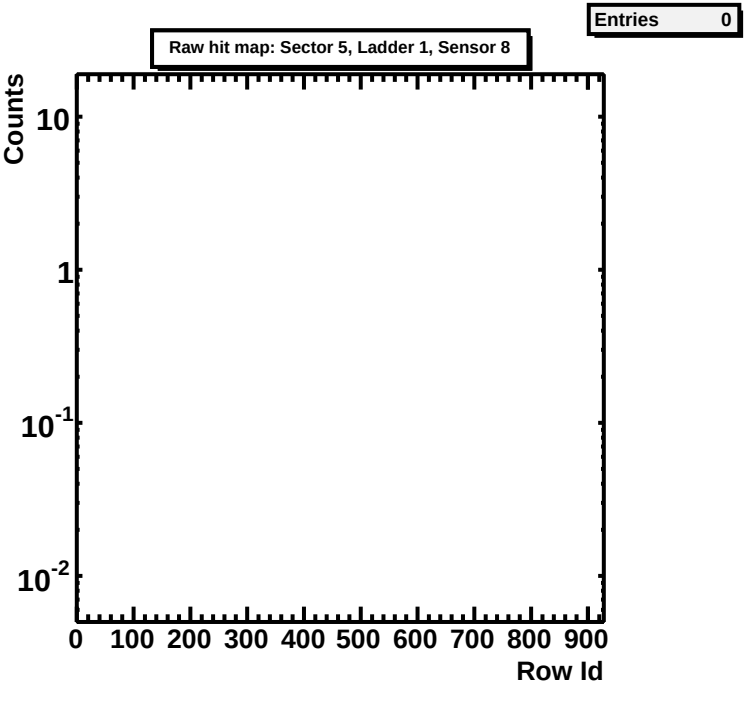

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

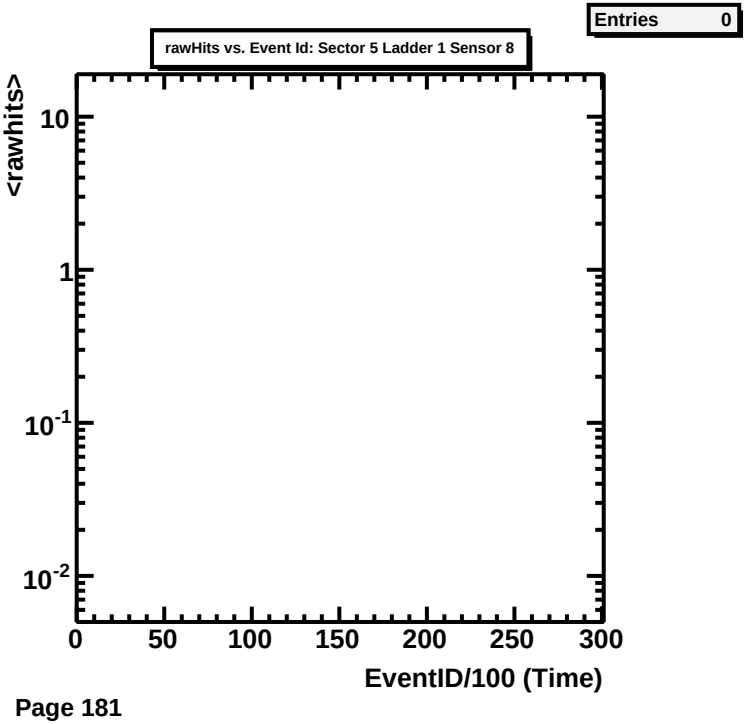

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

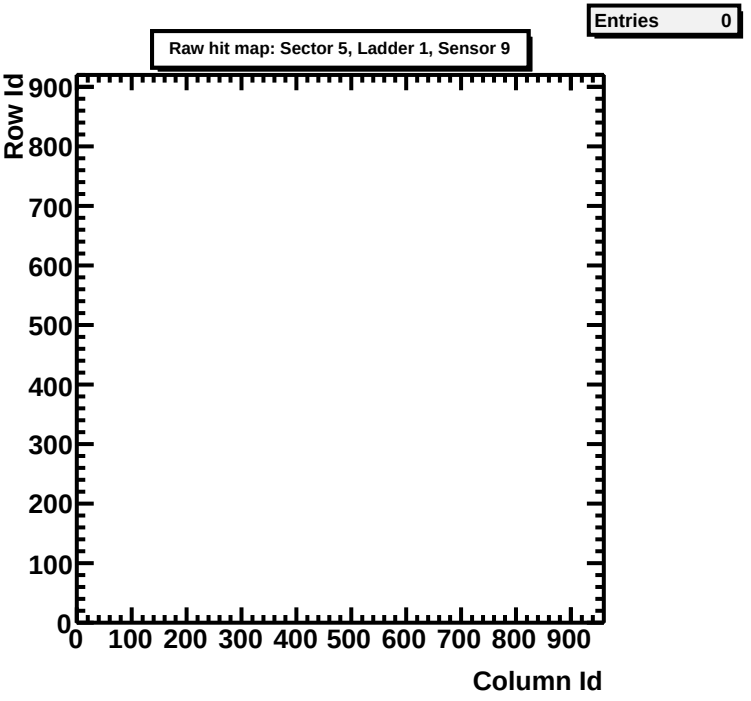

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

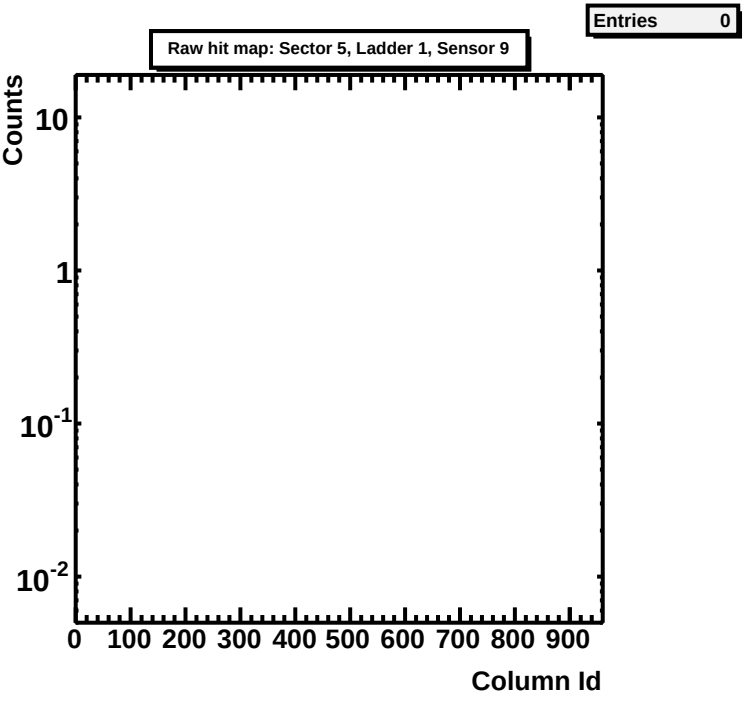

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 8
Row Id
Column Id

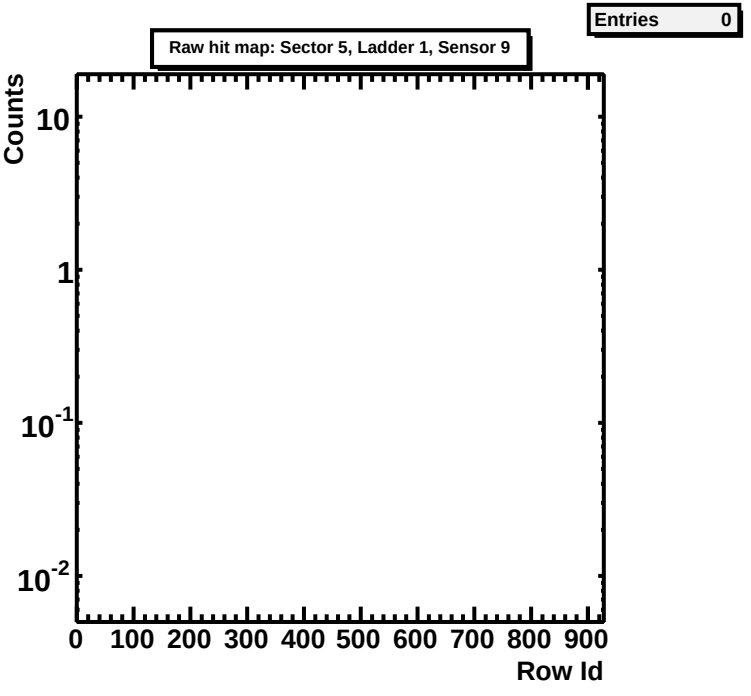

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 8
Counts
Column Id

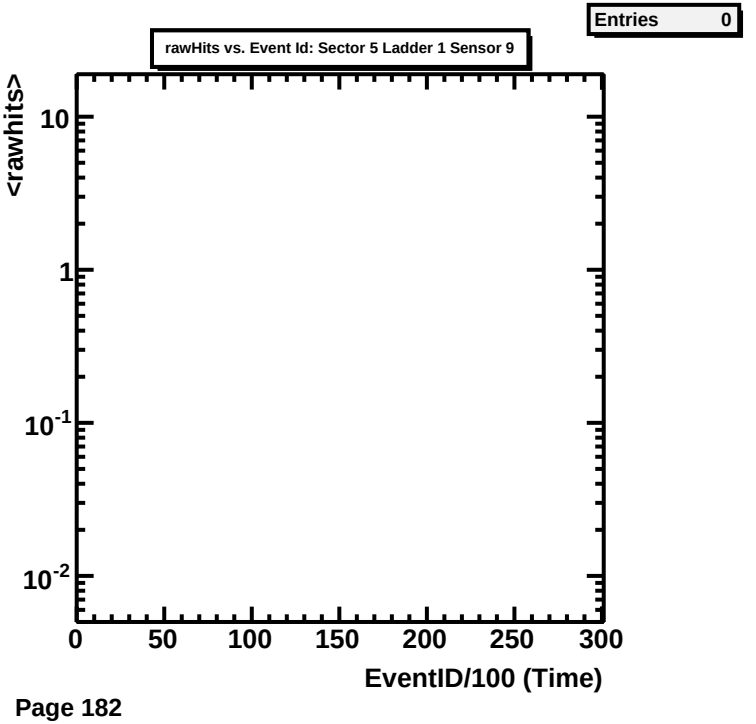

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 8
Counts
Row Id

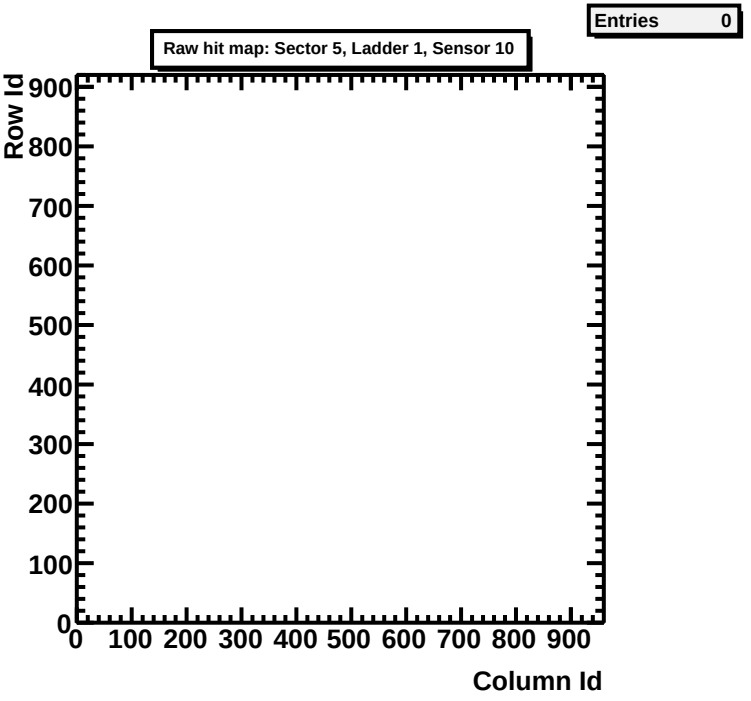

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 8
<rawhits>
EventID/100 (Time)

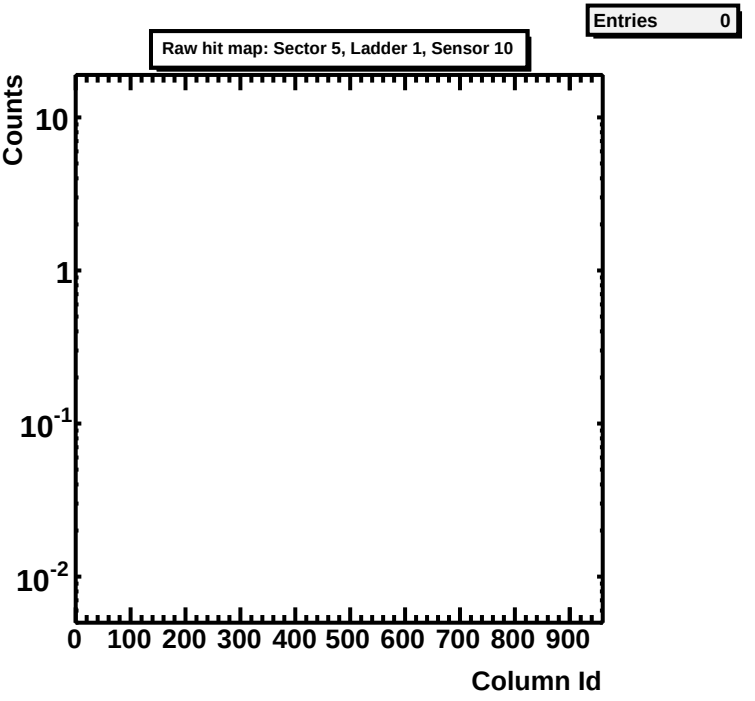

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 9
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

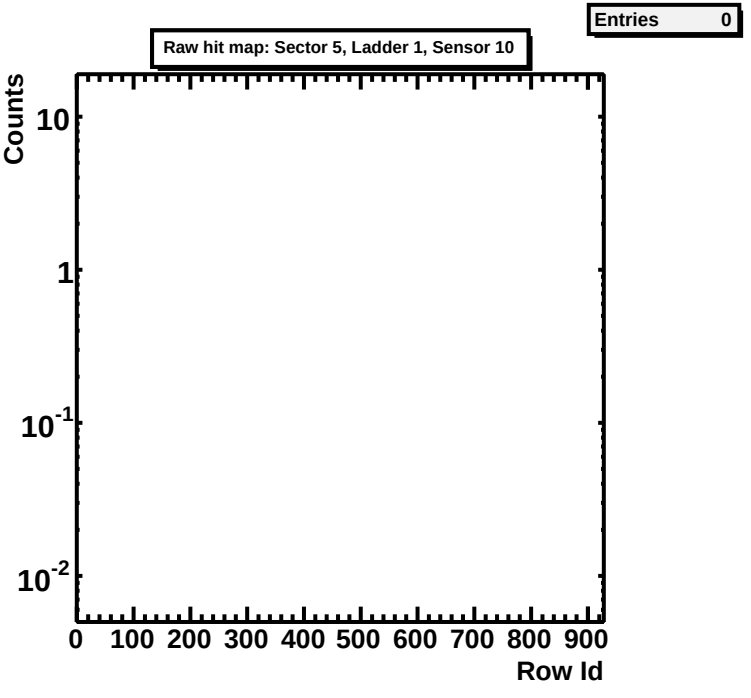

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

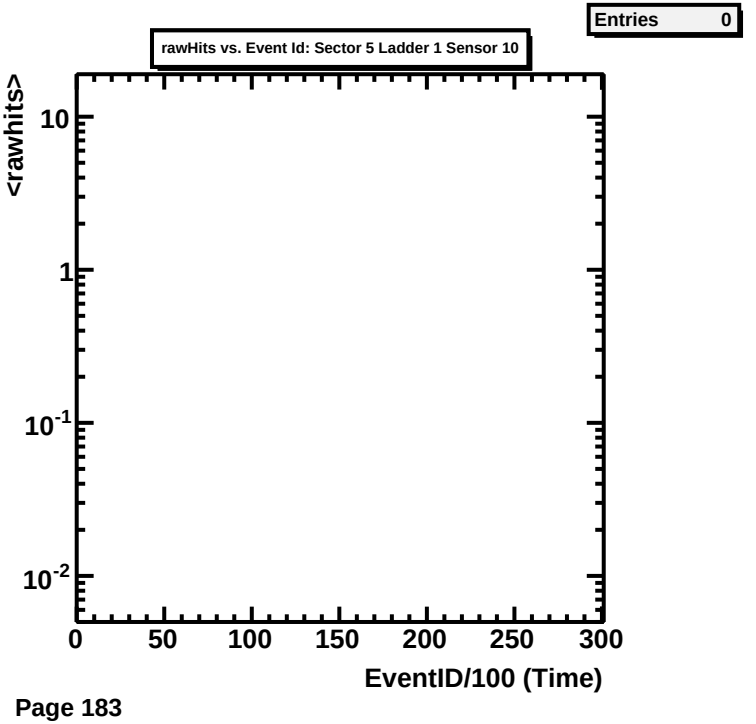

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

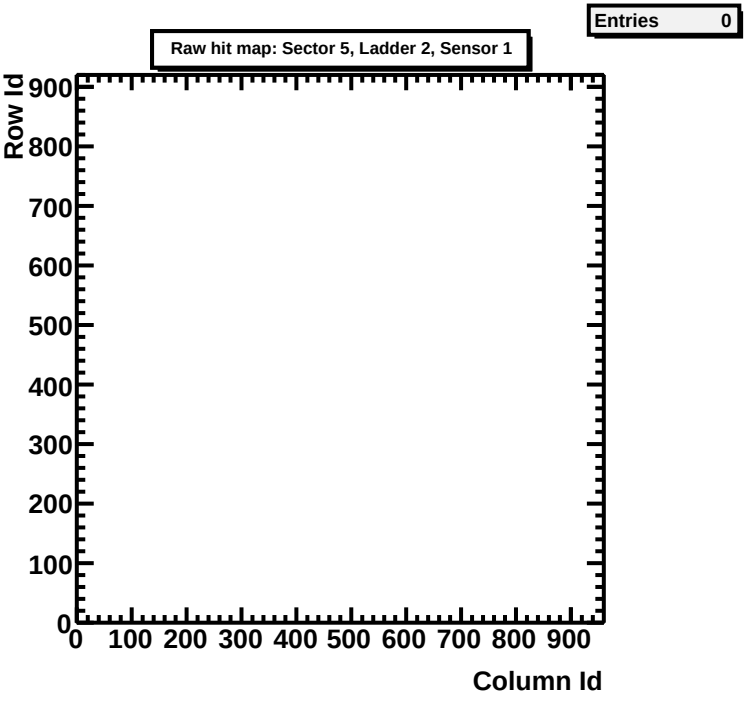

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

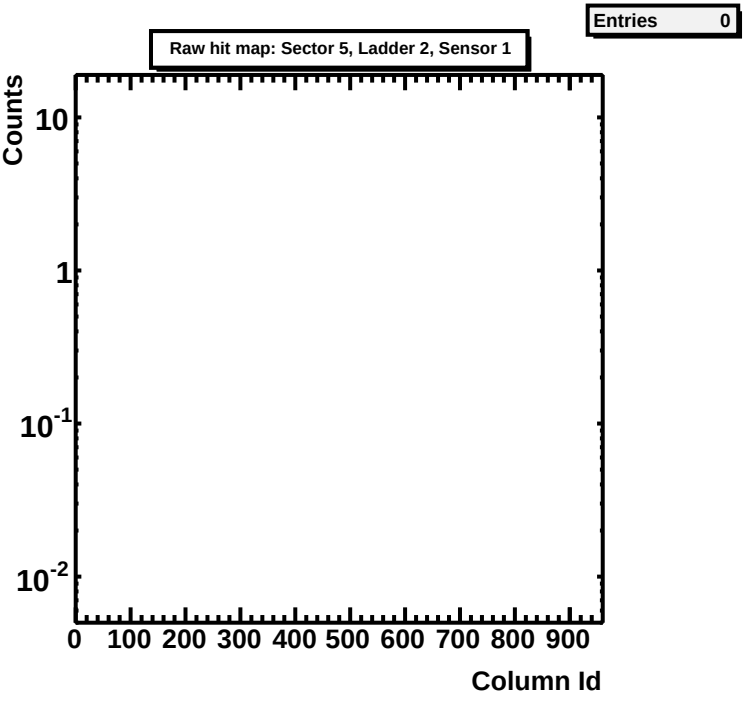

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 10
Row Id
Column Id

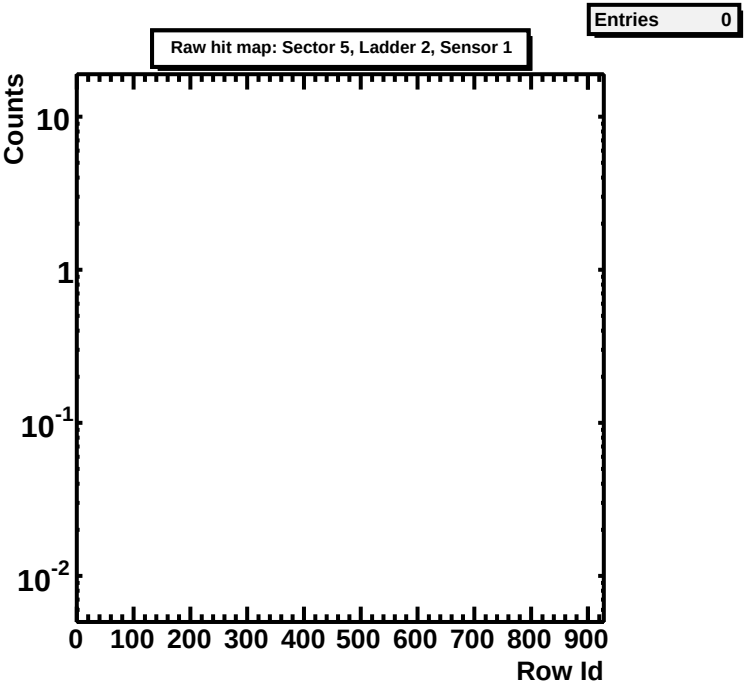

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 10
Counts
Column Id

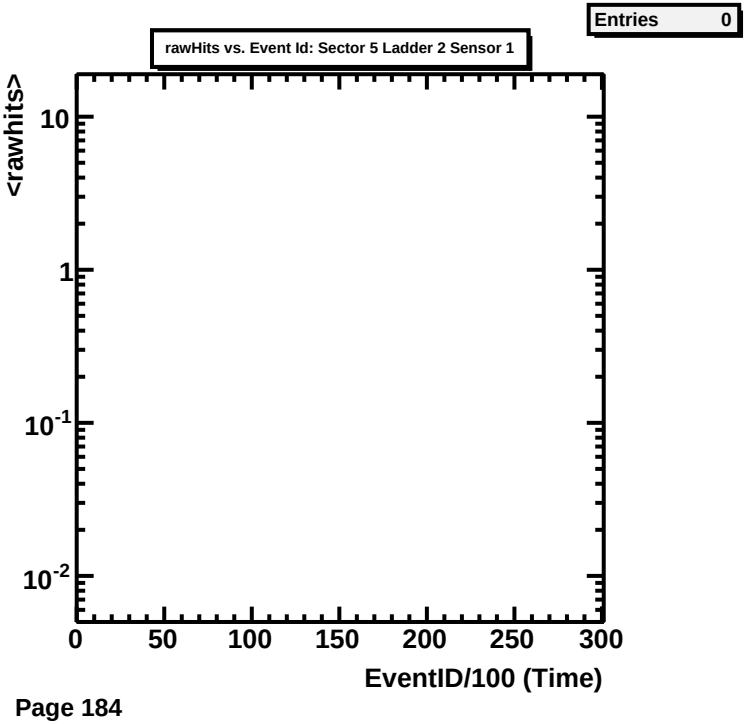

Entries 0
Raw hit map: Sector 5, Ladder 1, Sensor 10
Counts
Row Id

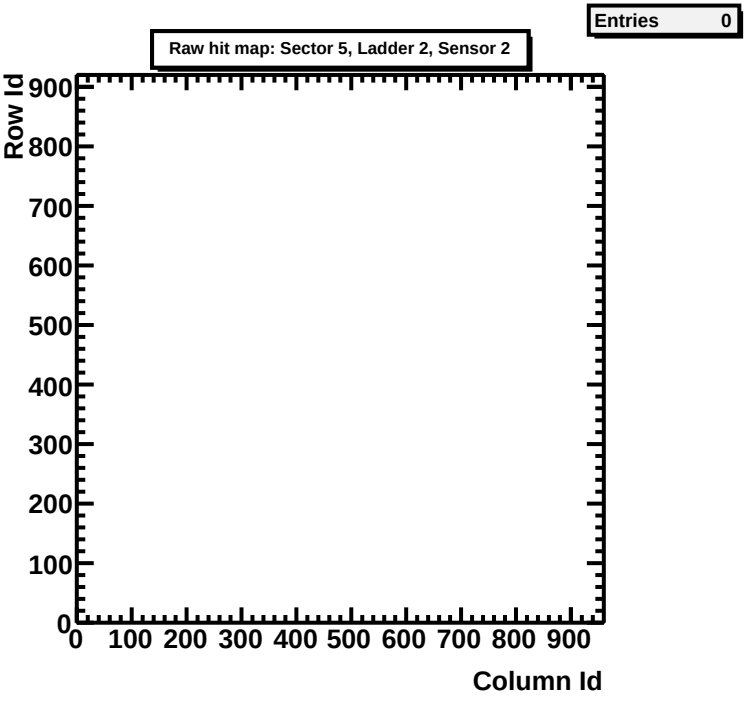

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

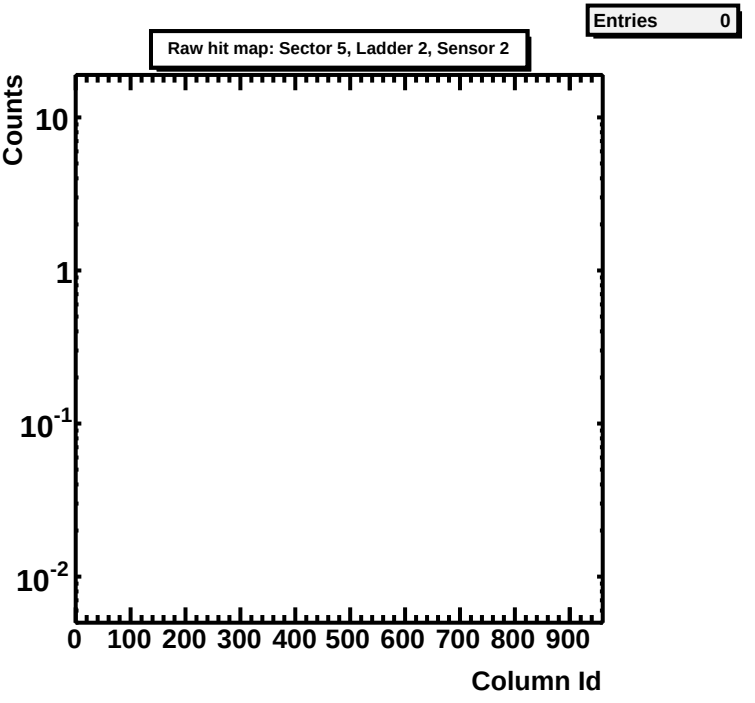

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 1
Row Id
Column Id

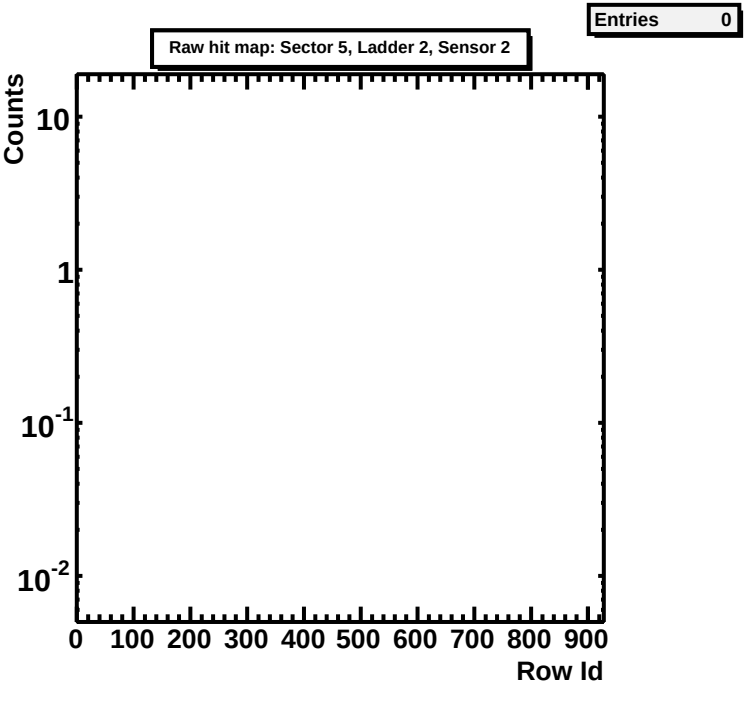

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 1
Counts
Column Id

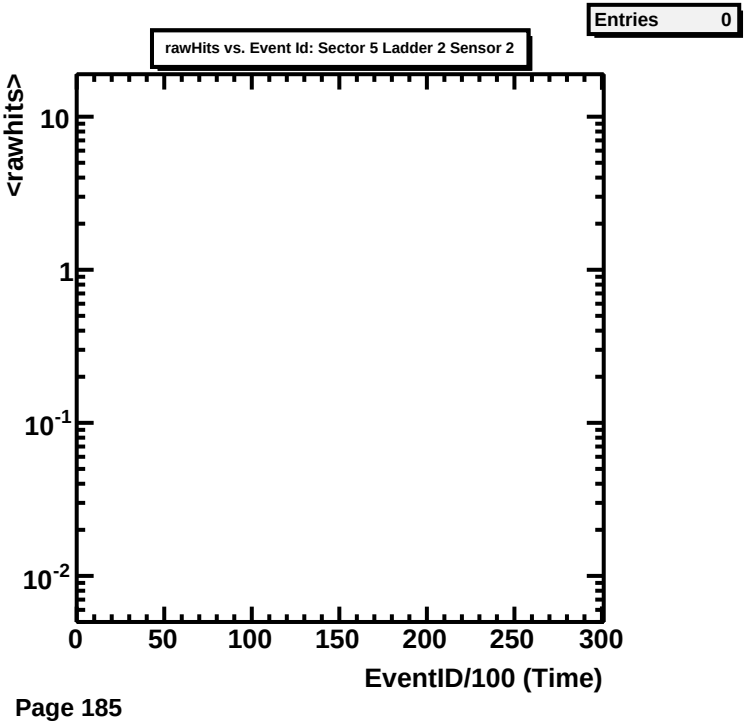

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 1
Counts
Row Id

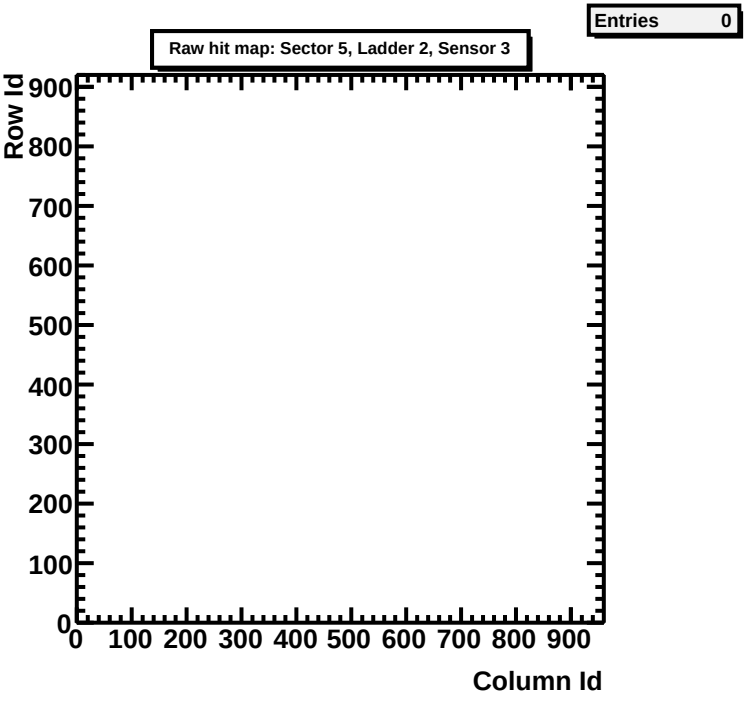

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 1
<rawhits>
EventID/100 (Time)

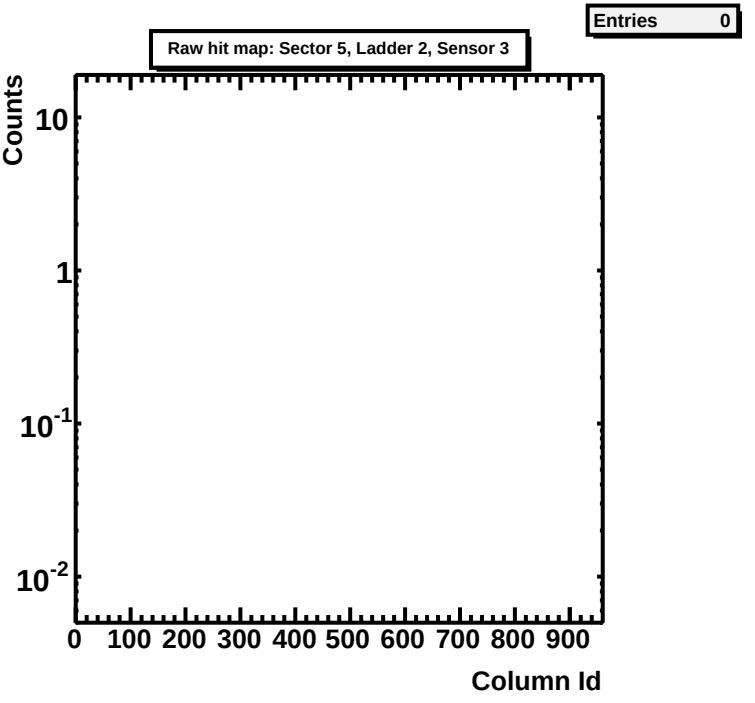

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

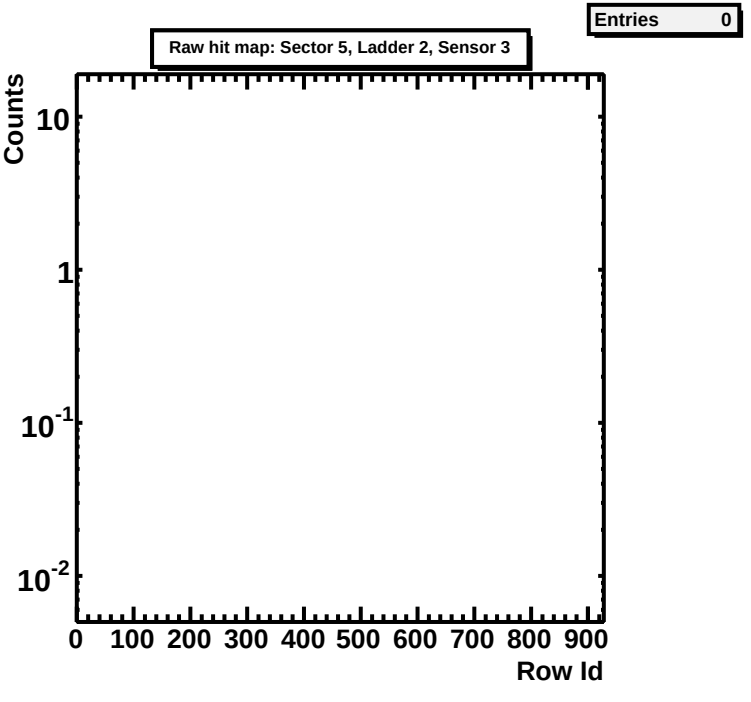

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

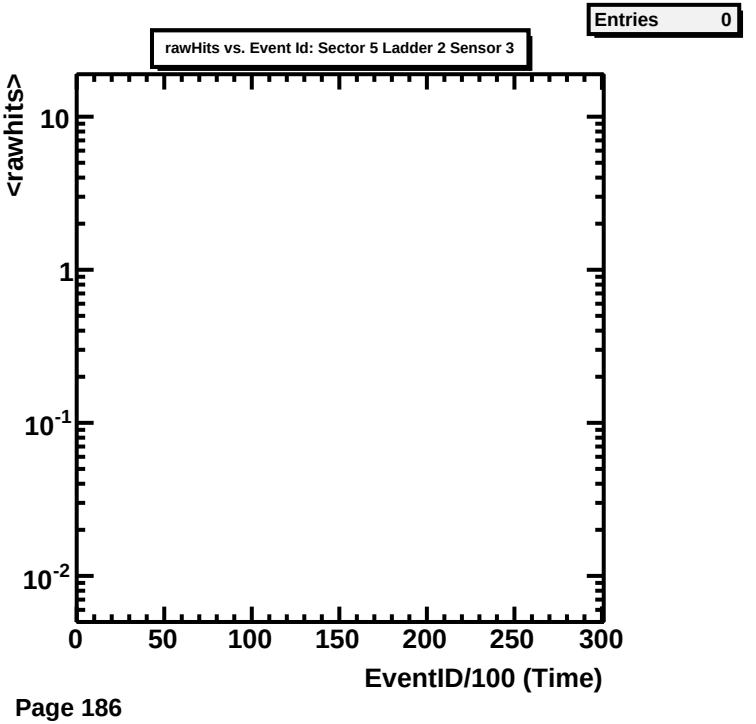

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

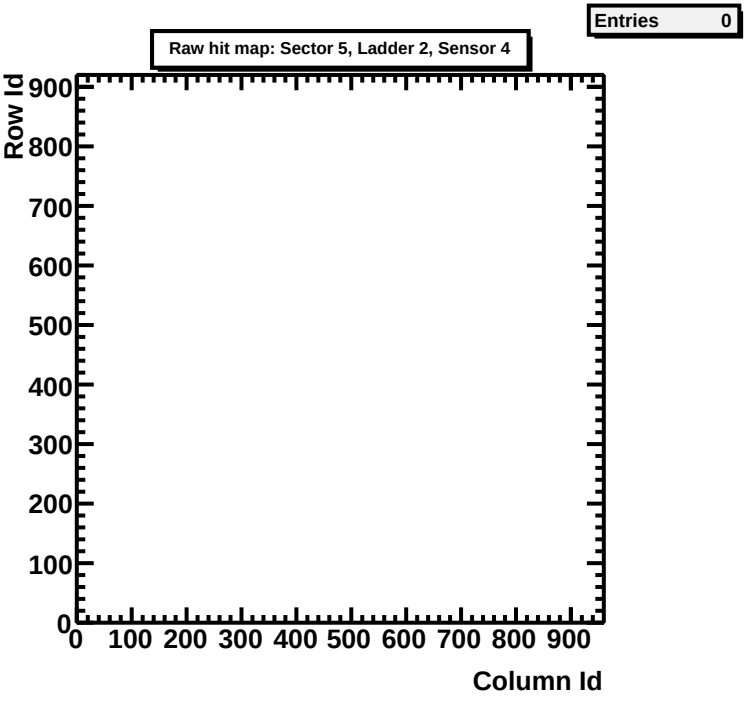

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

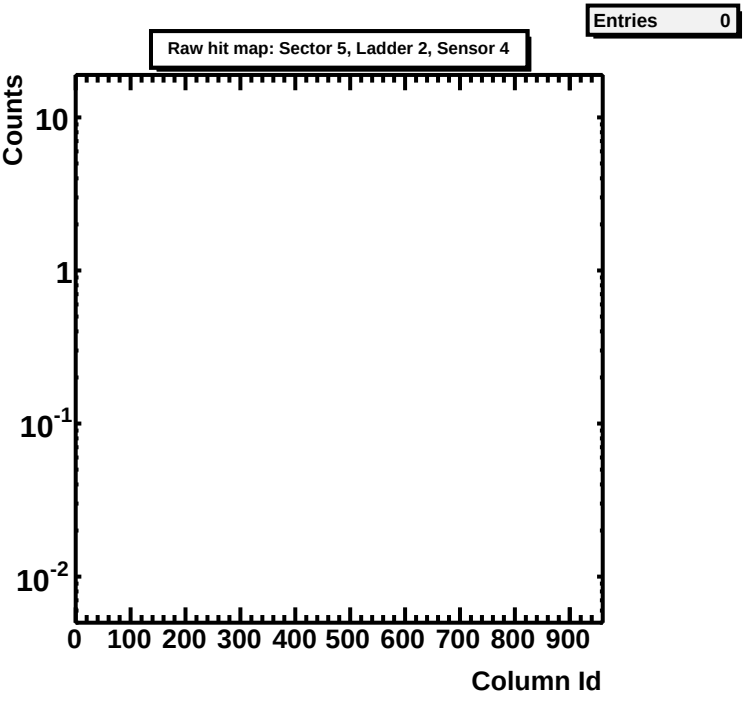

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 3
Row Id
Column Id

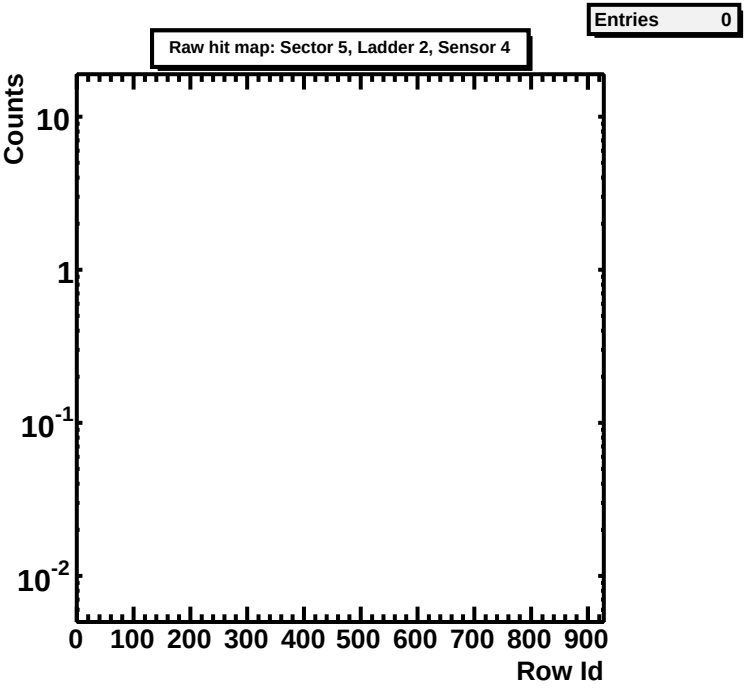

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 3
Counts
Column Id

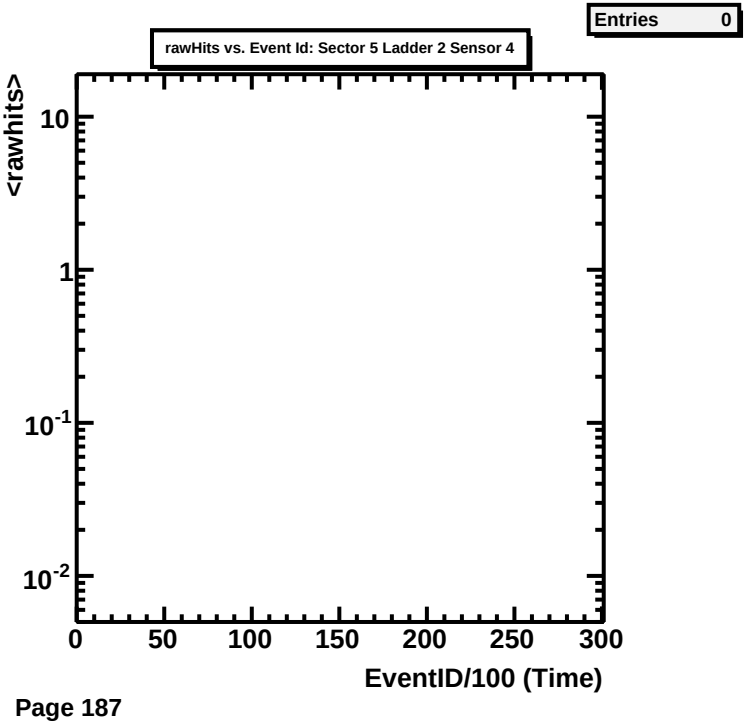

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 3
Counts
Row Id

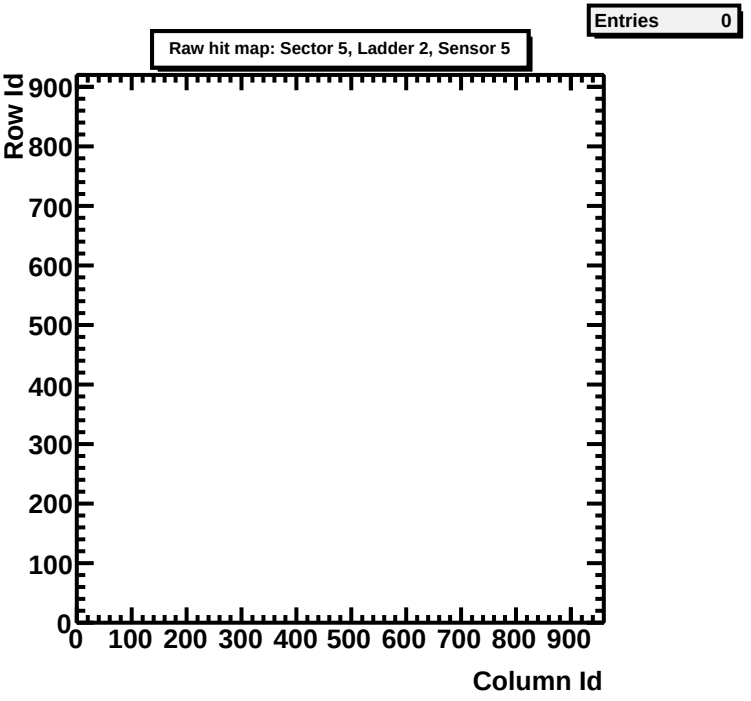

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 3
<rawhits>
EventID/100 (Time)

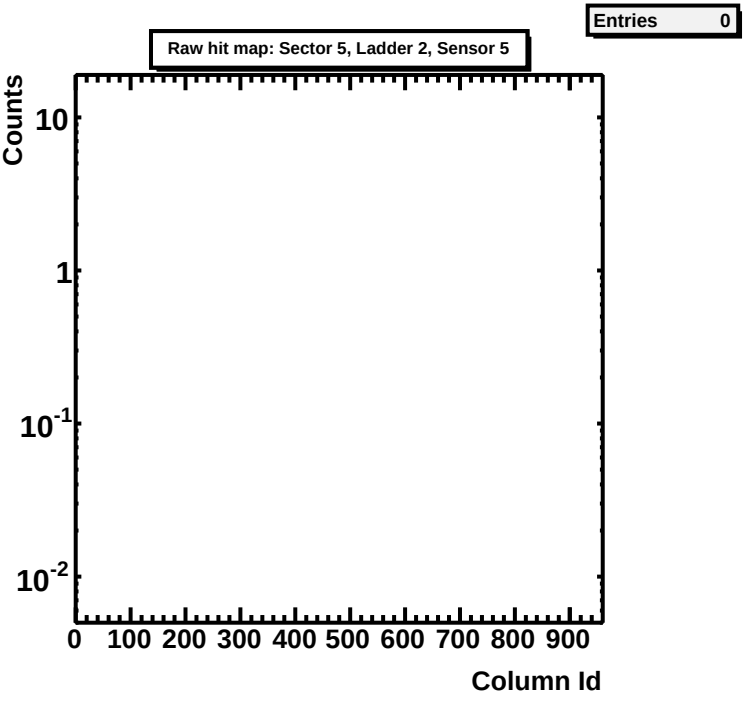

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

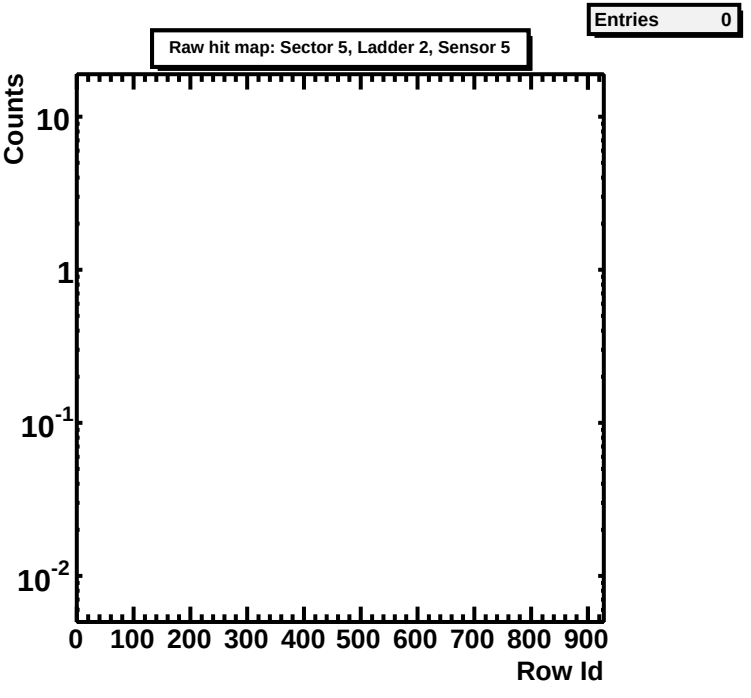

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

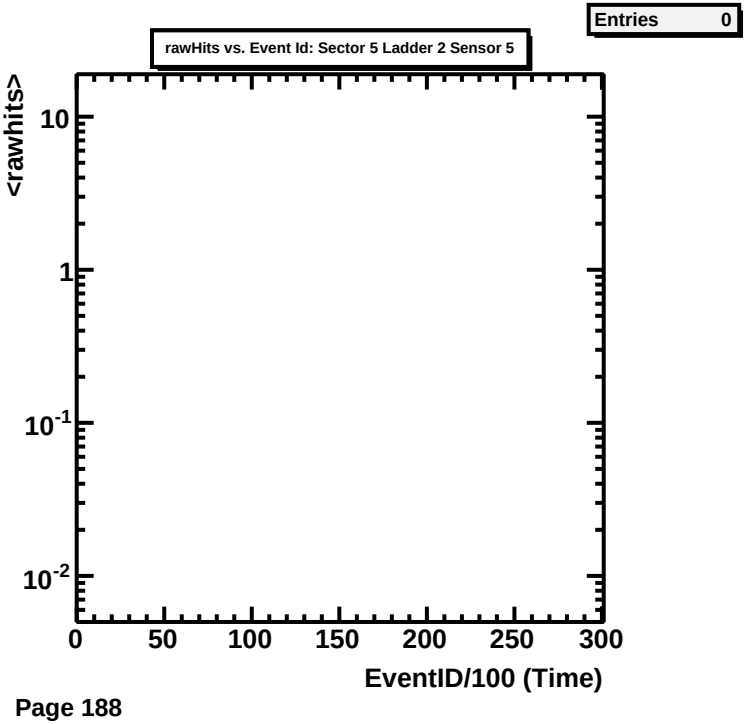

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

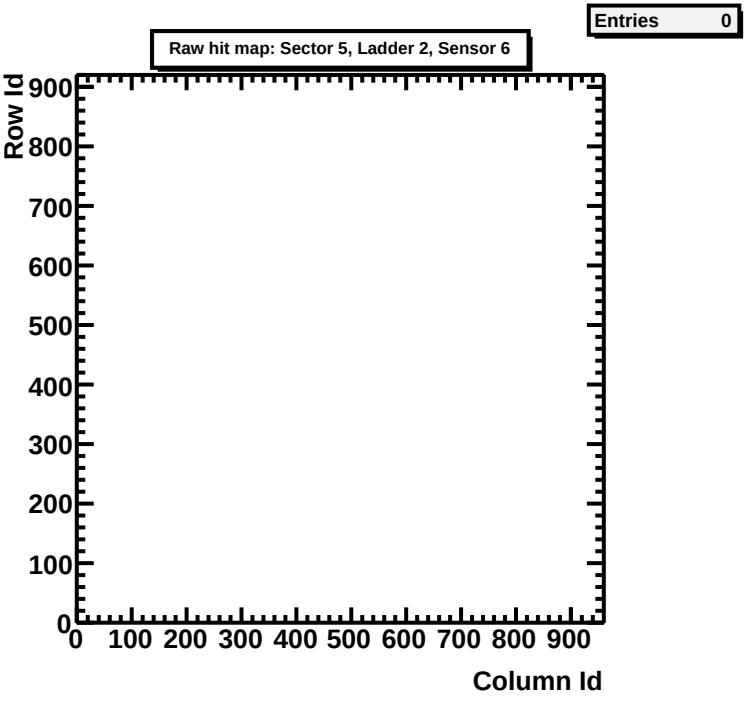

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

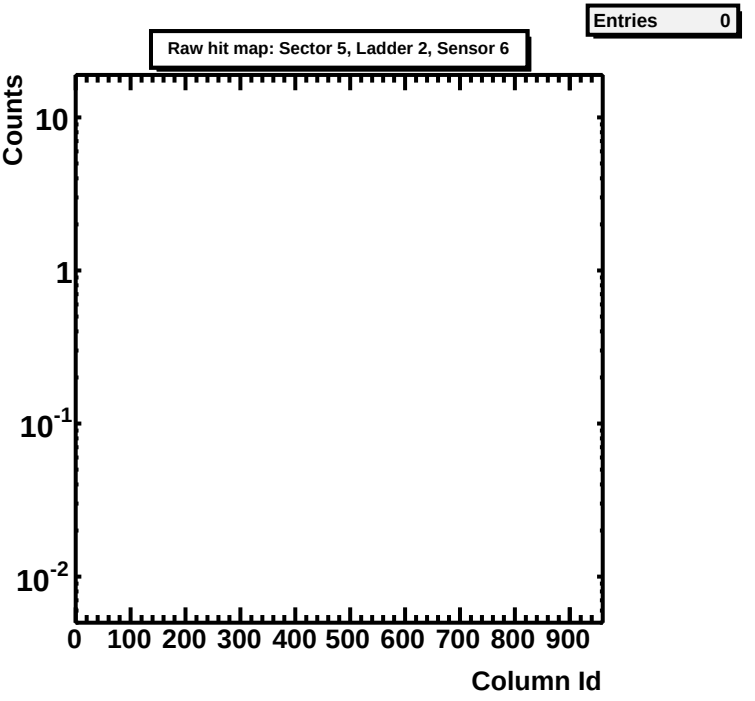

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 5
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

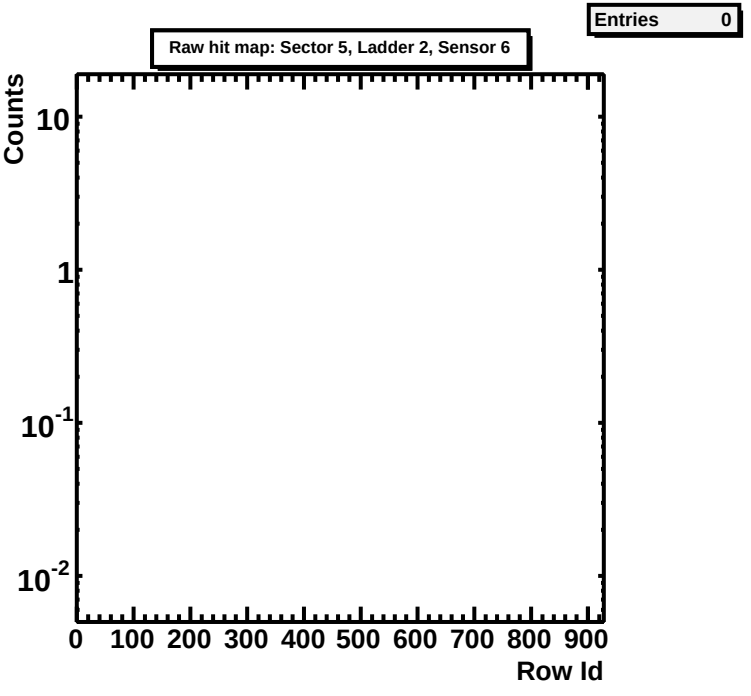

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

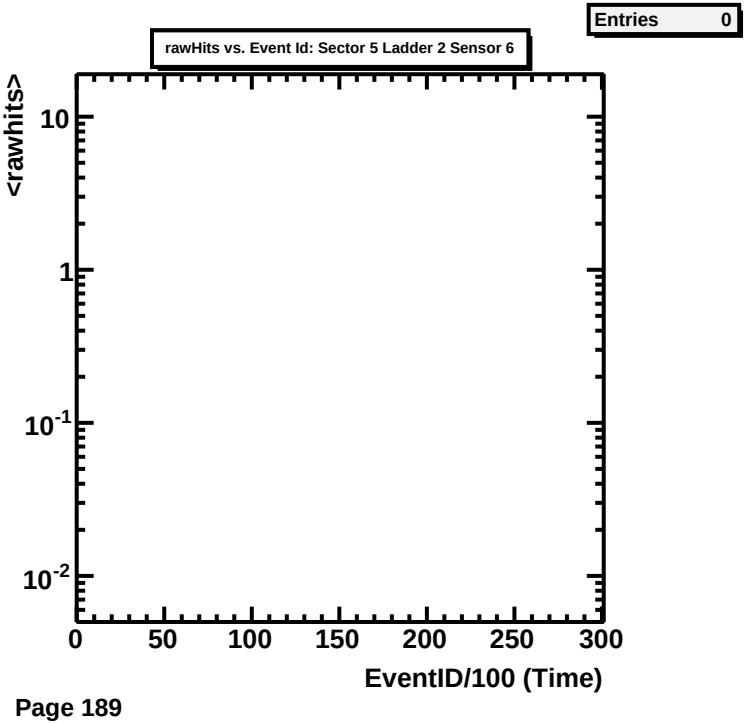

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

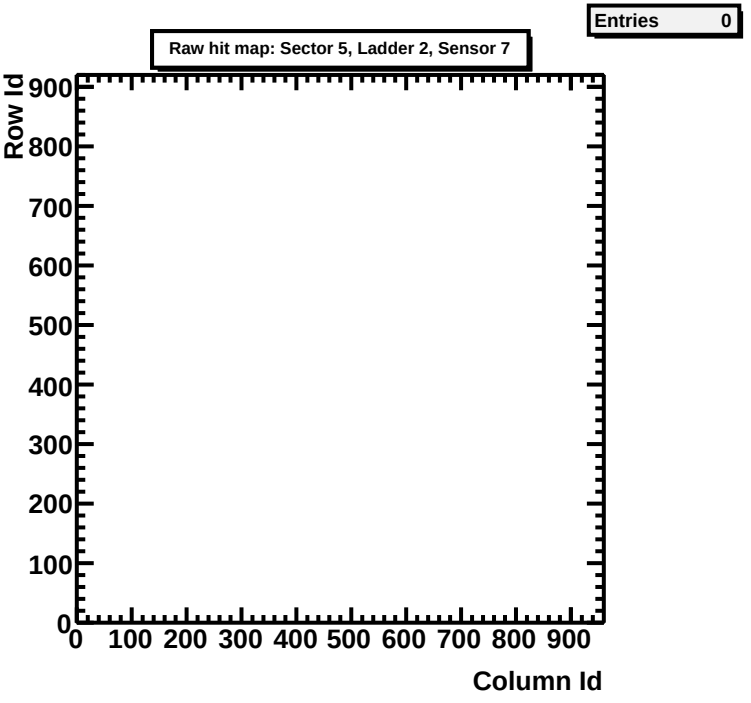

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

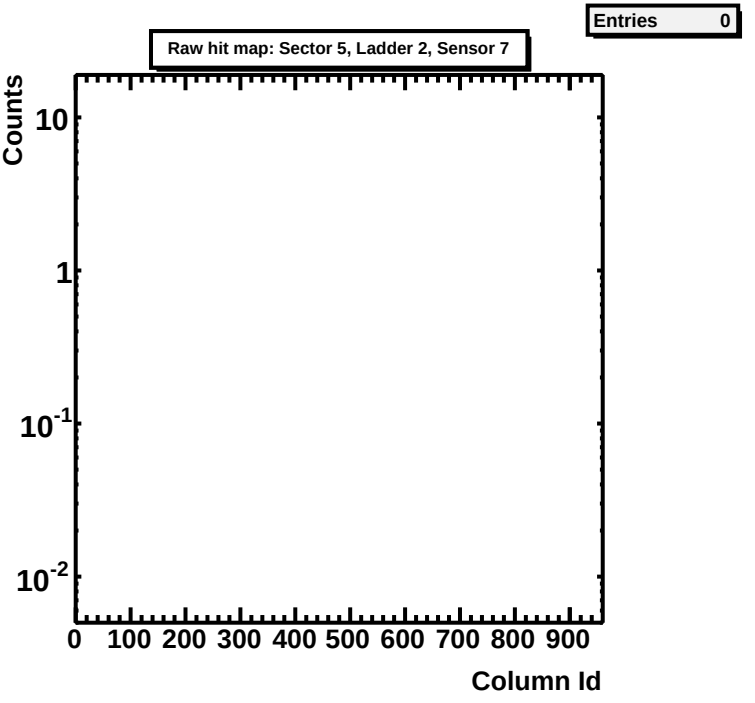

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

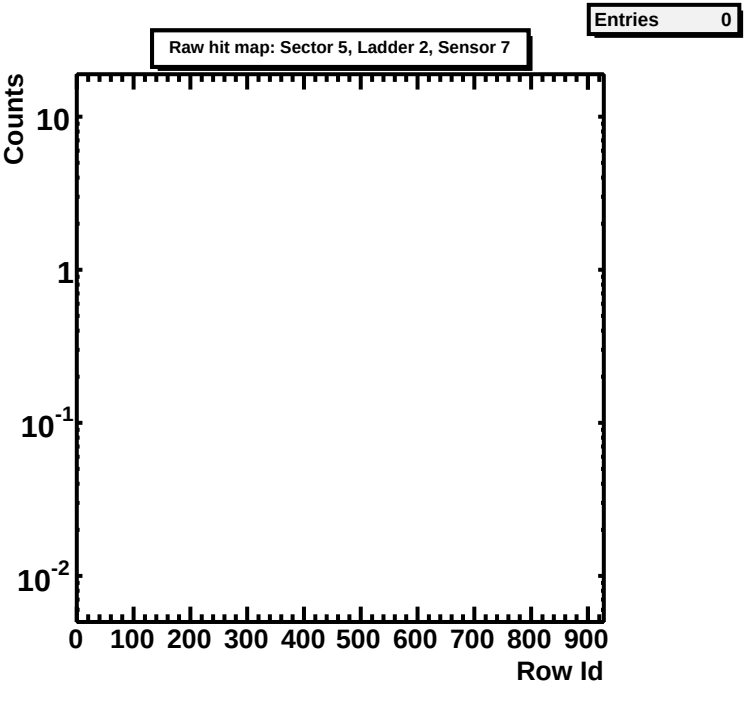

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

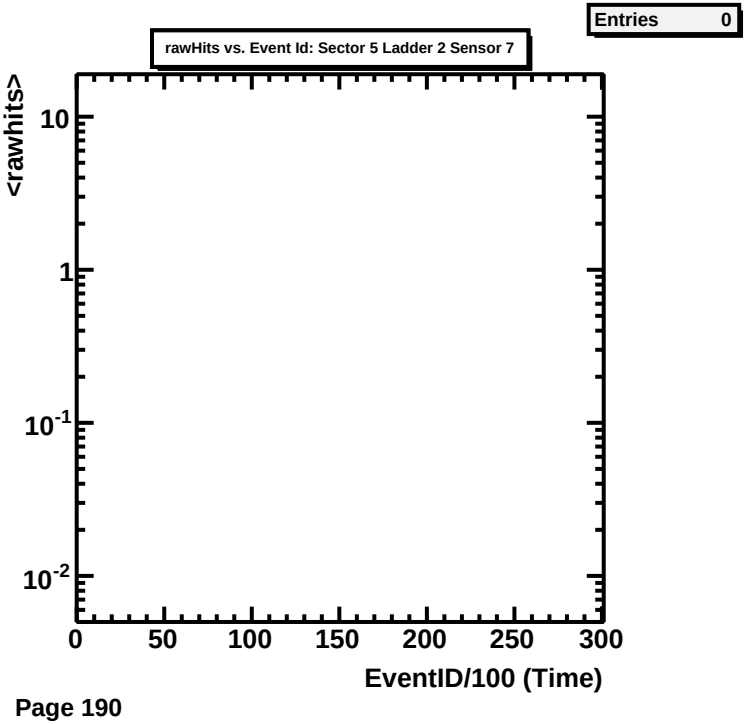

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

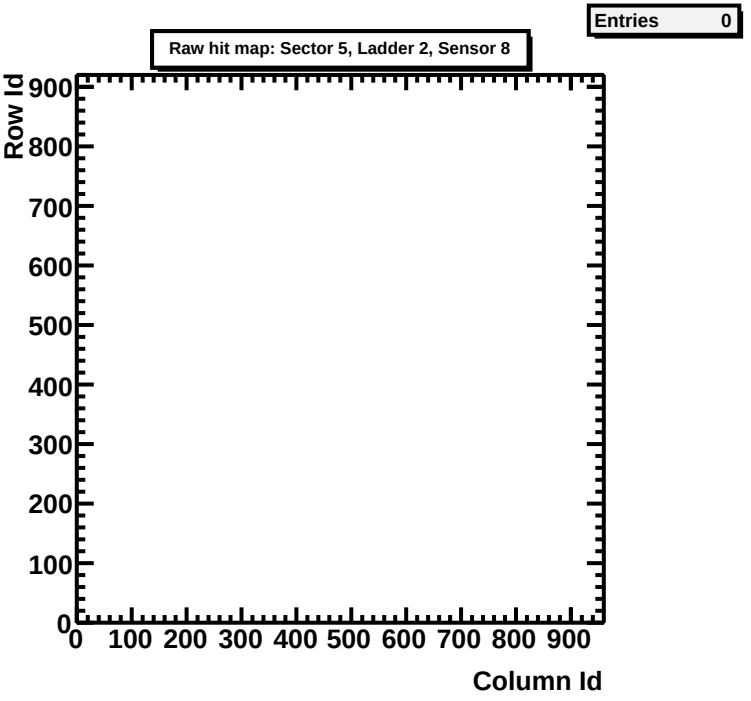

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

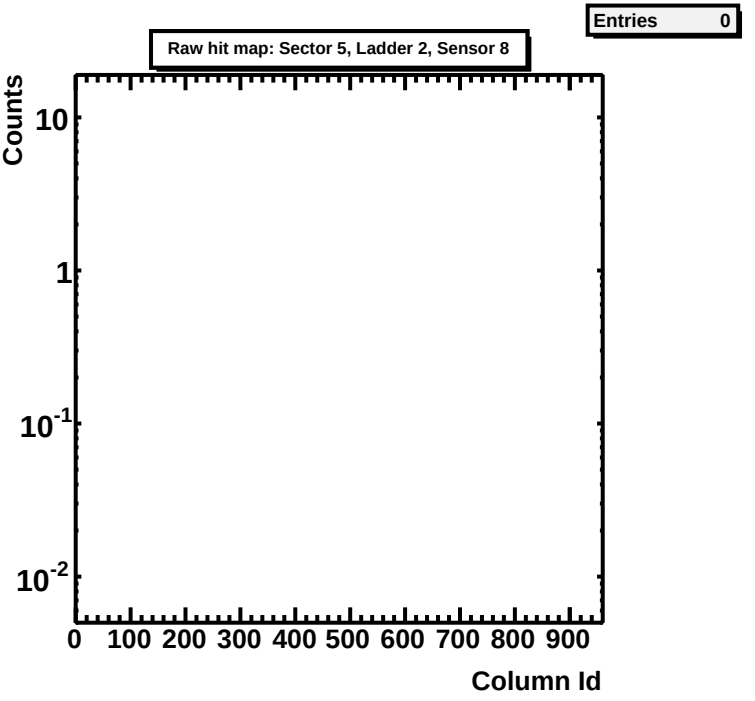

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

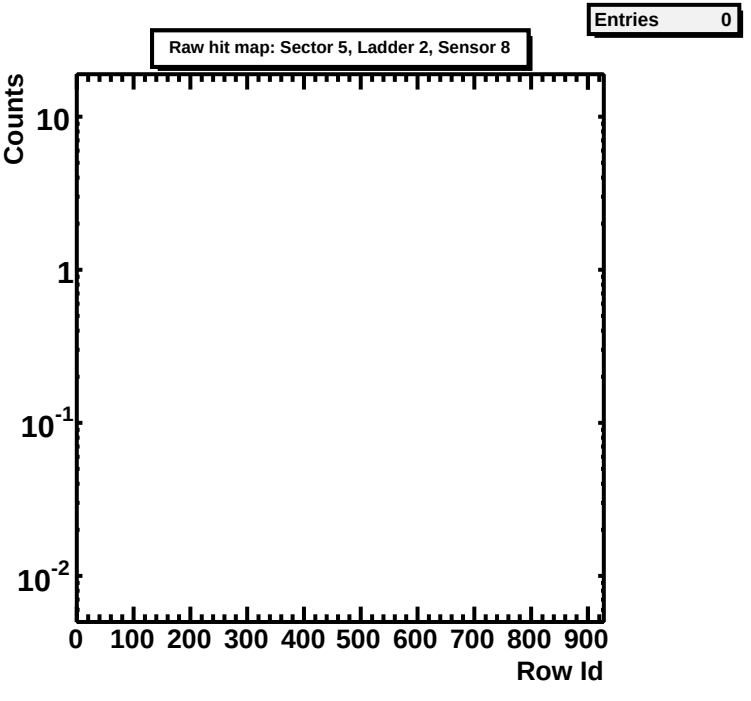

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

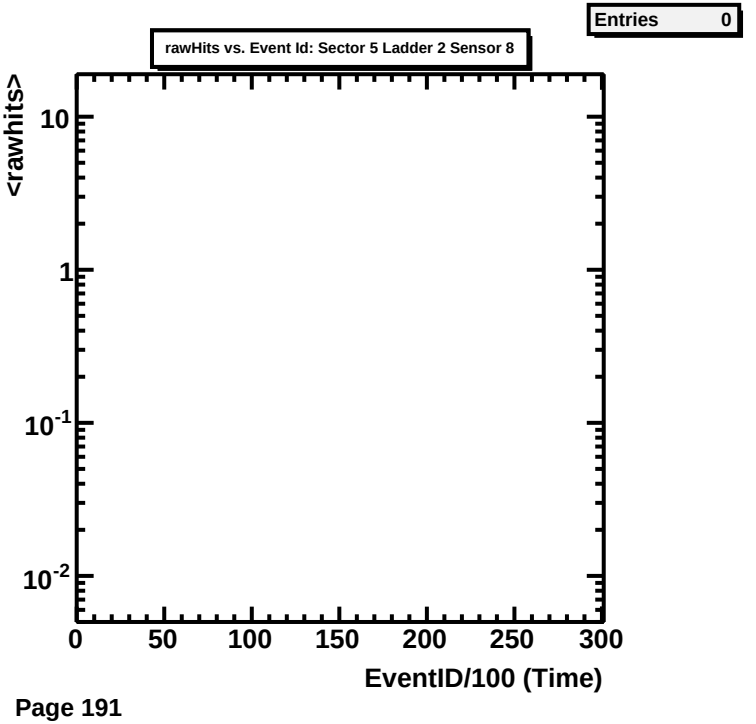

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

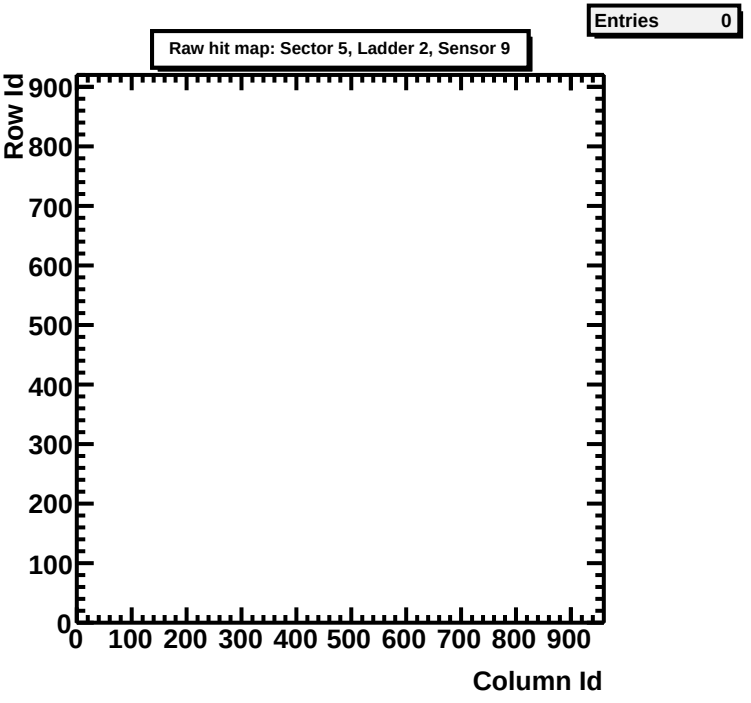

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

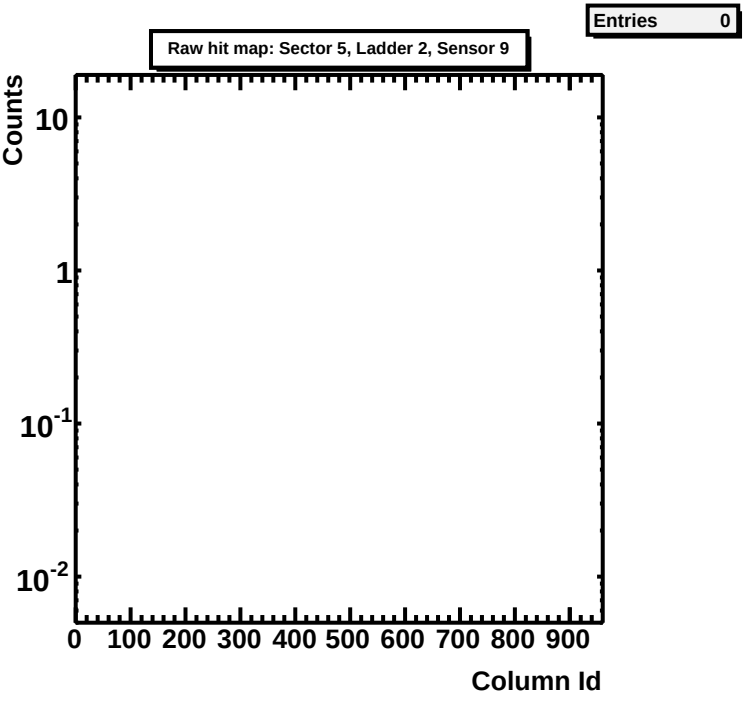

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

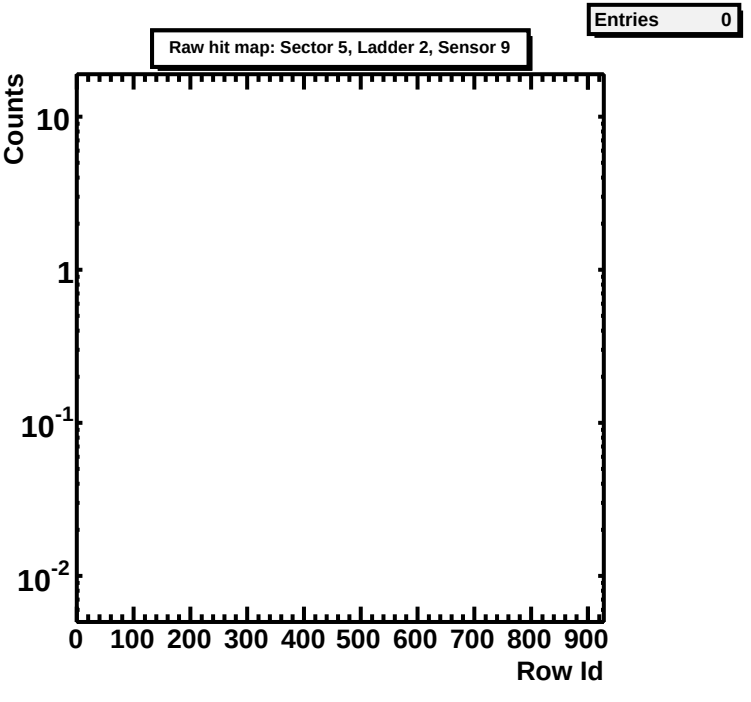

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

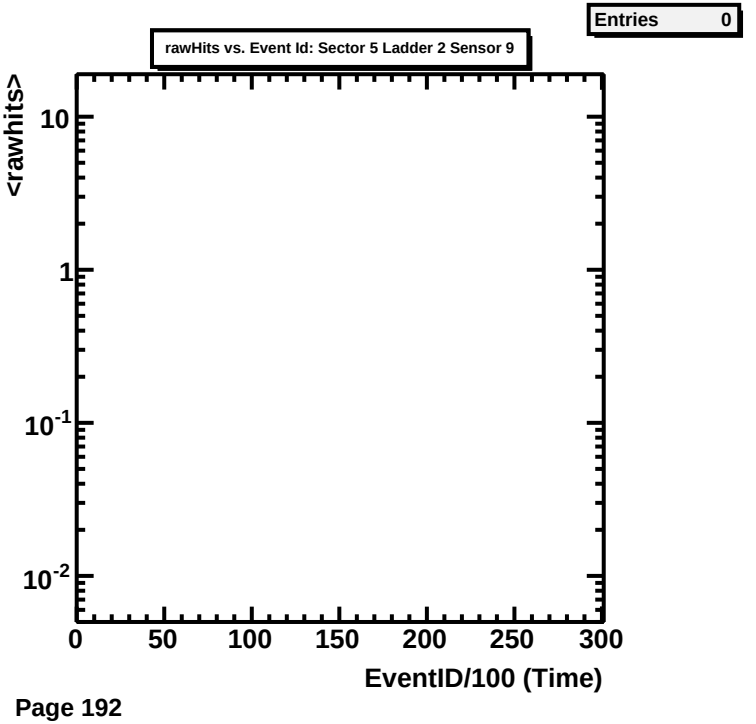

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

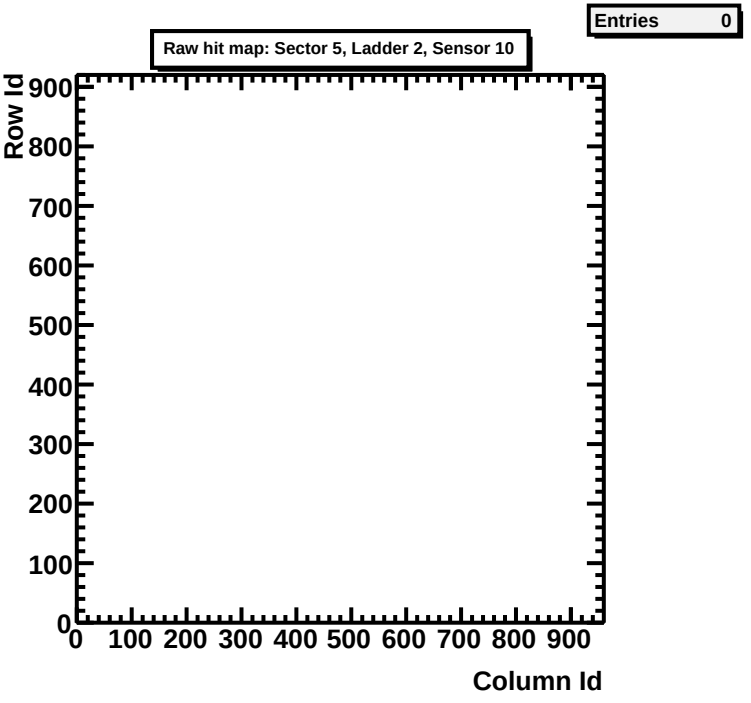

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

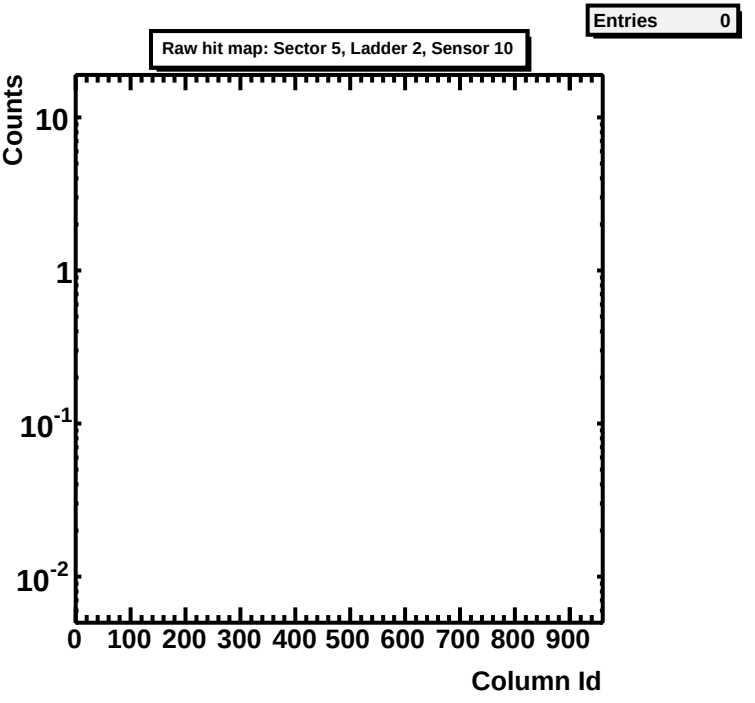

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
0 100 200 300 400 500 600 700 800 900
Column Id

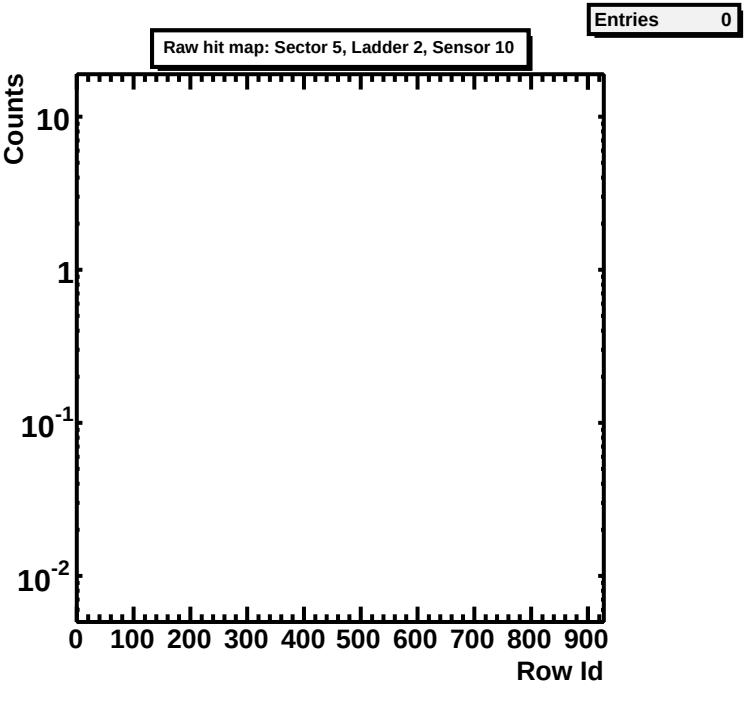

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

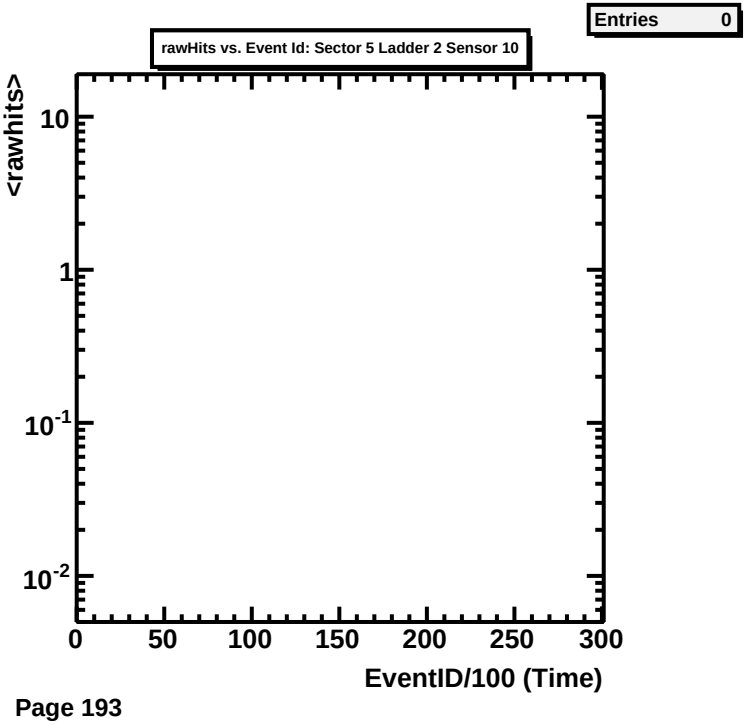

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

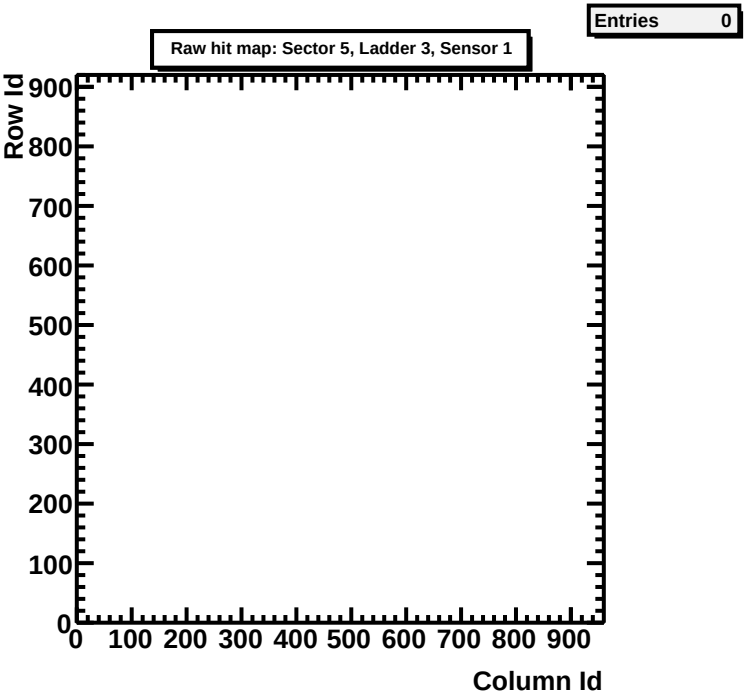

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

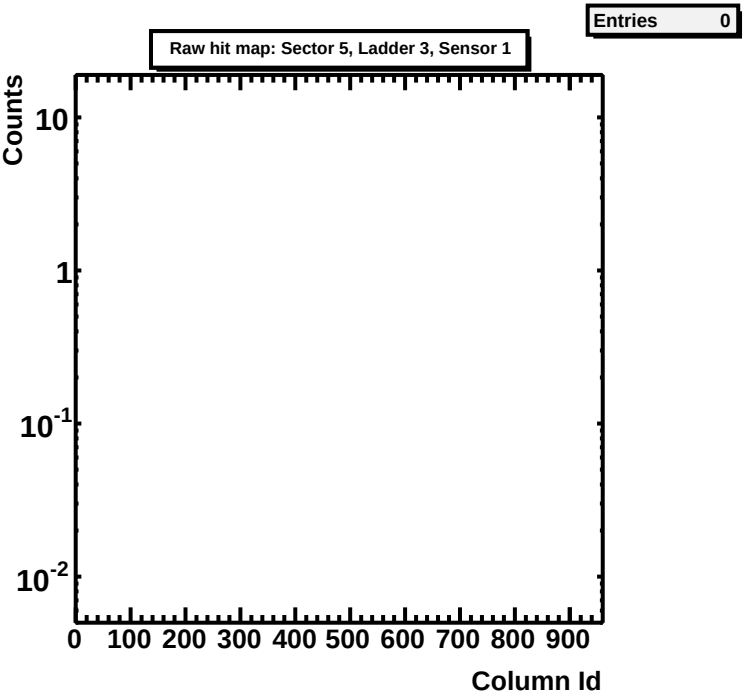

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 10
Row Id
Column Id

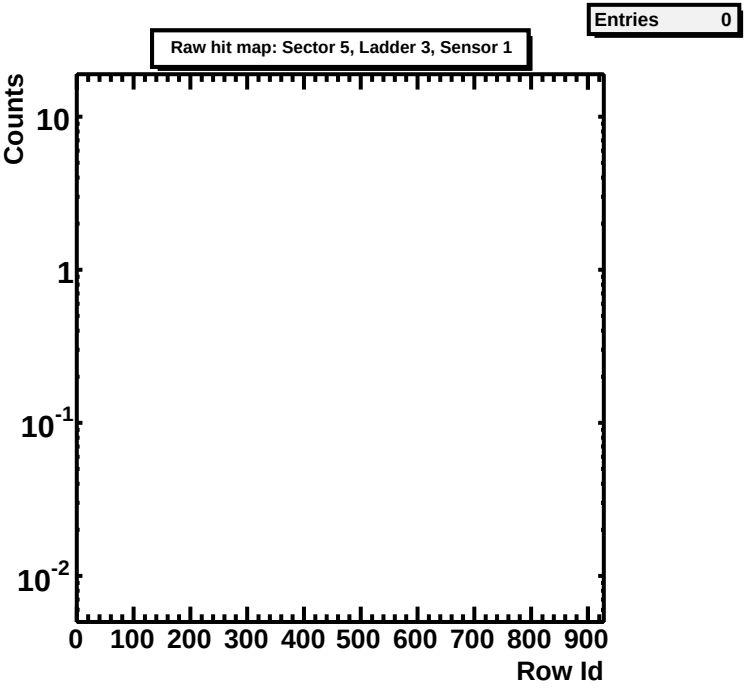

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 10
Counts
Column Id

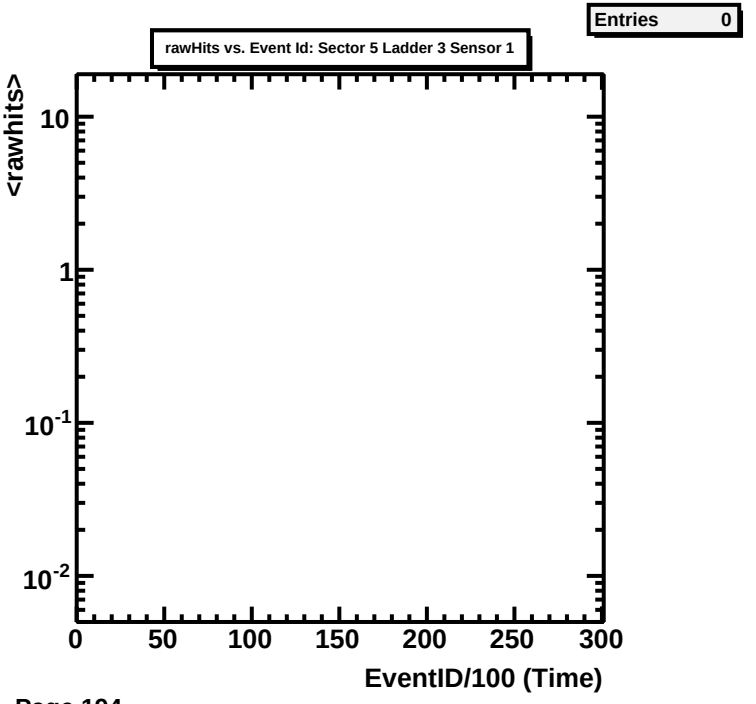

Entries 0
Raw hit map: Sector 5, Ladder 2, Sensor 10
Counts
Row Id

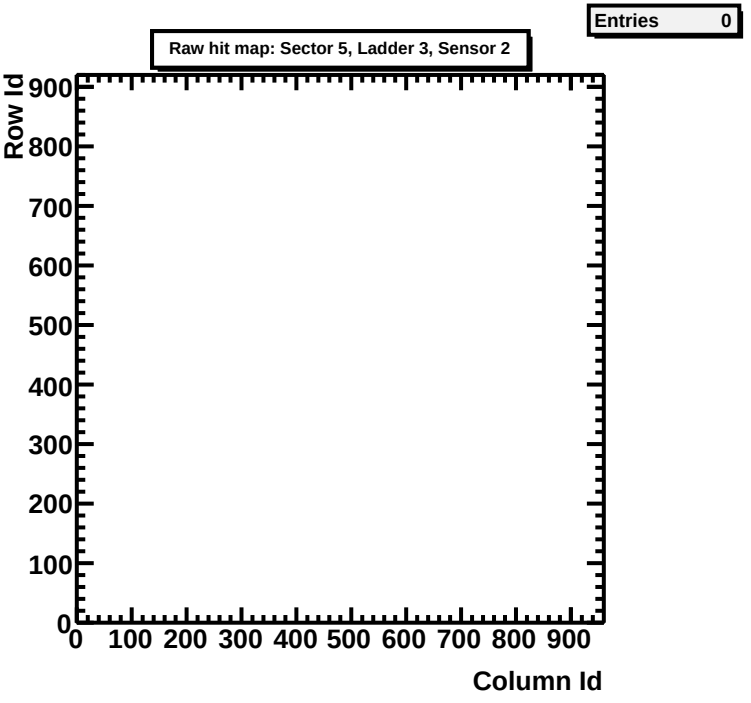

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

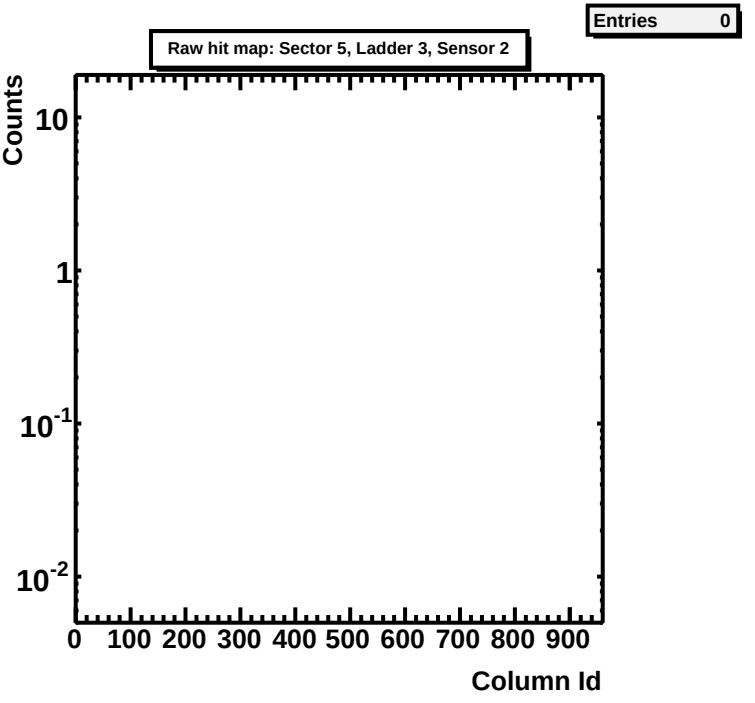

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 1
Row Id
Column Id

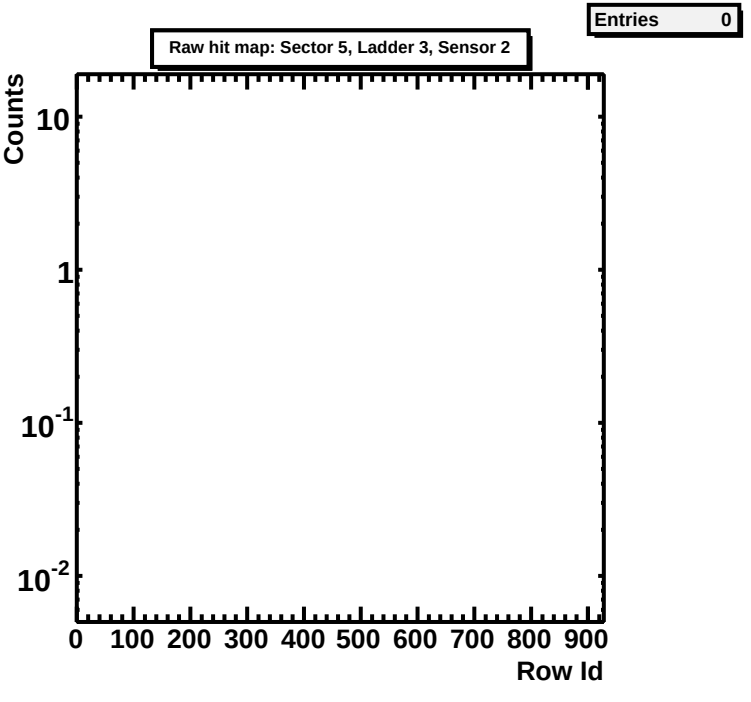

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 1
Counts
Column Id

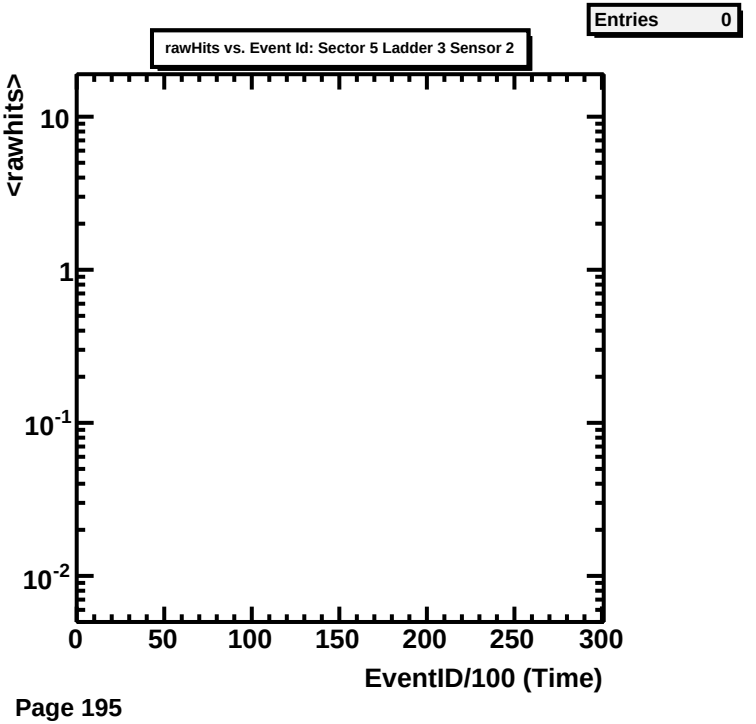

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 1
Counts
Row Id

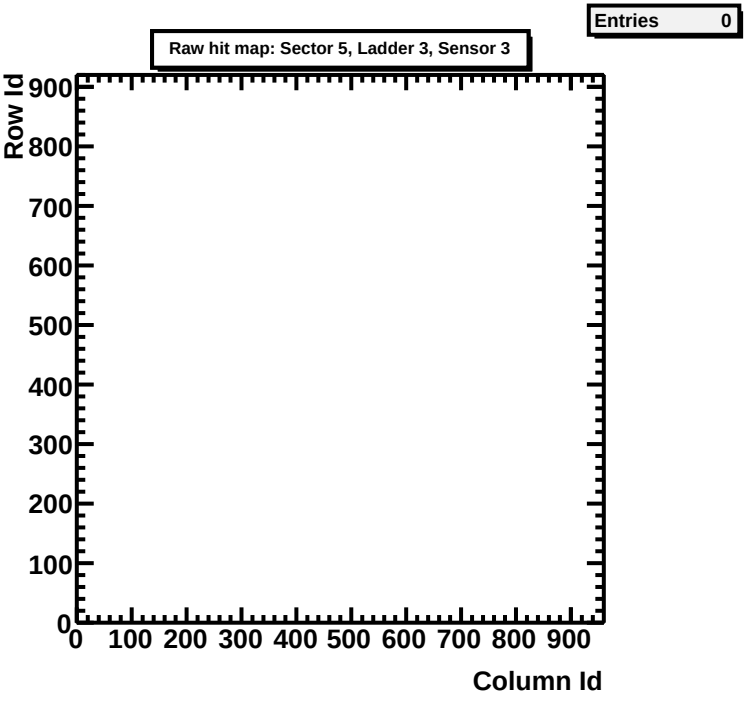

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 1
<rawhits>
EventID/100 (Time)

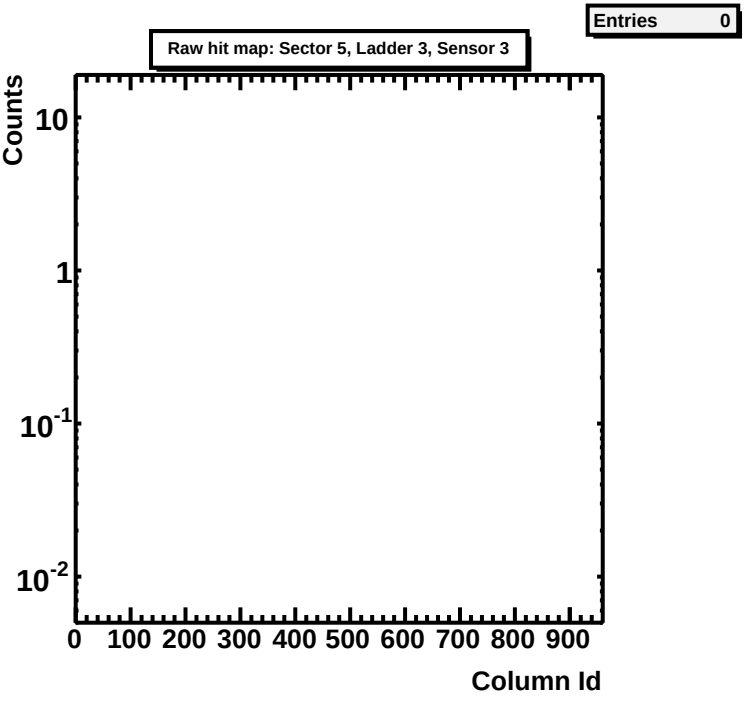

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

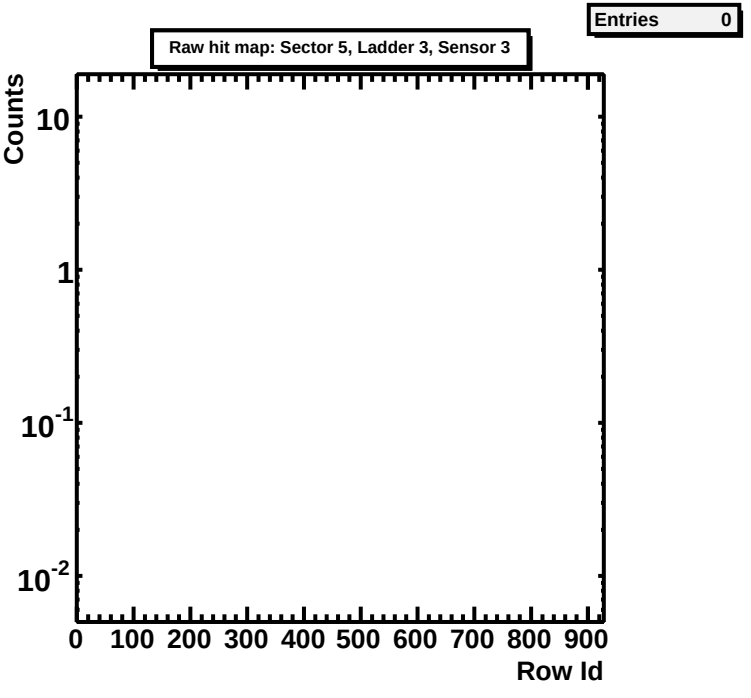

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

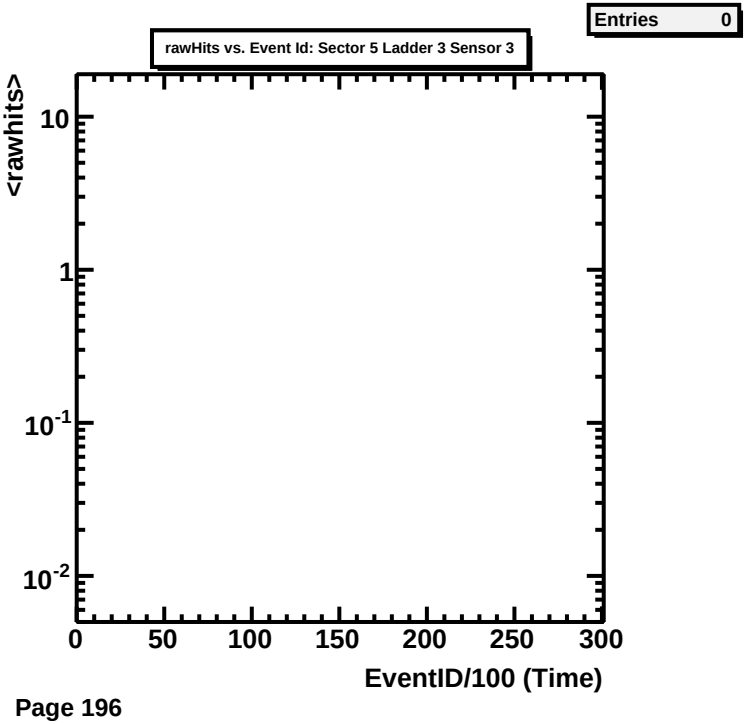

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

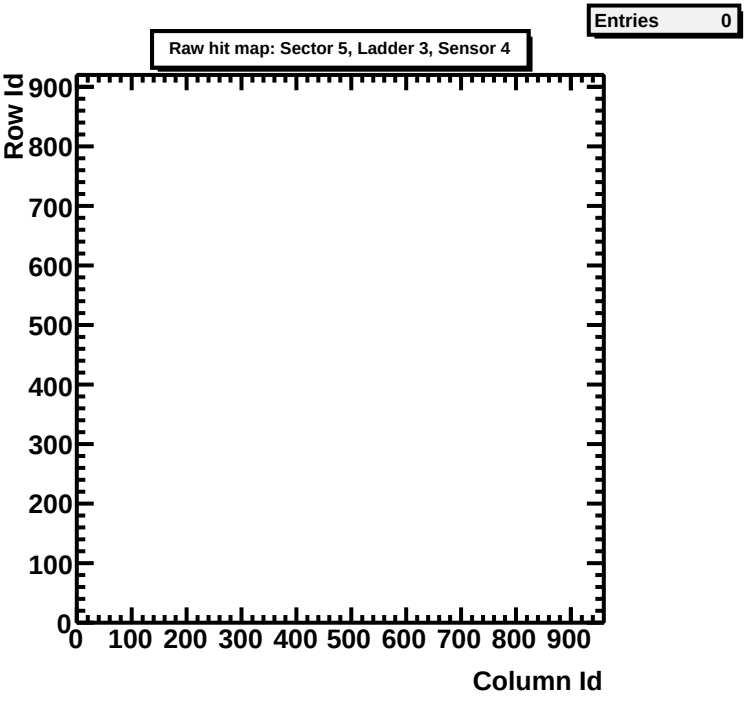

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

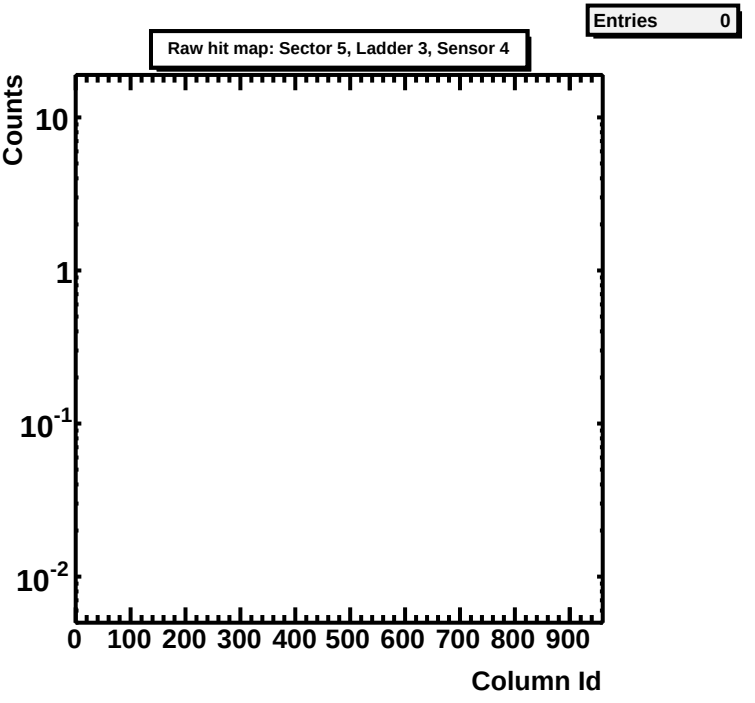

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 3
Row Id
Column Id

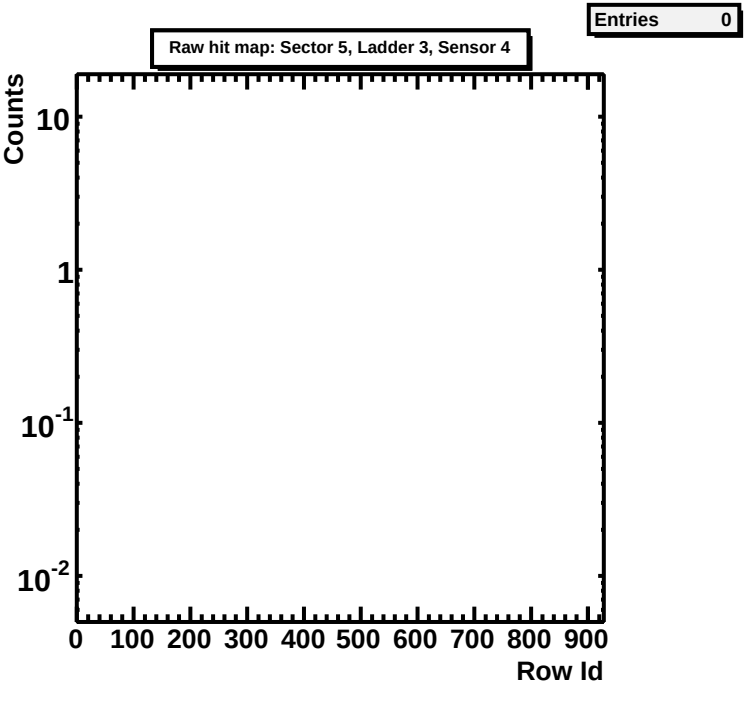

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 3
Counts
Column Id

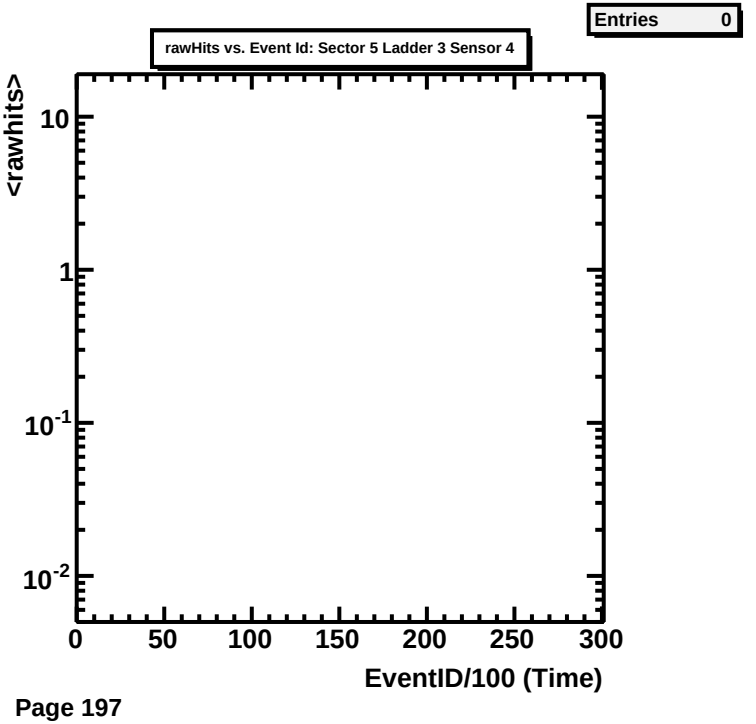

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 3
Counts
Row Id

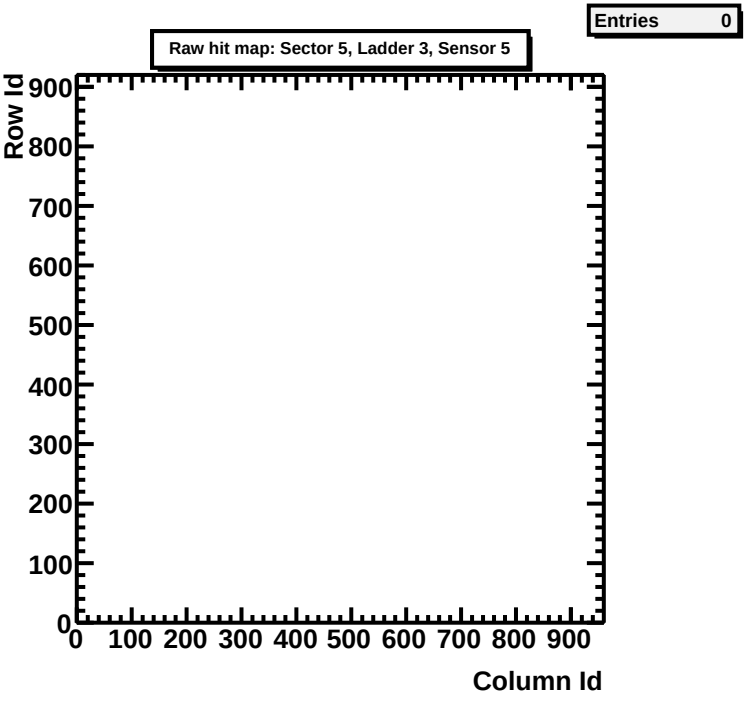

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 3
<rawhits>
EventID/100 (Time)

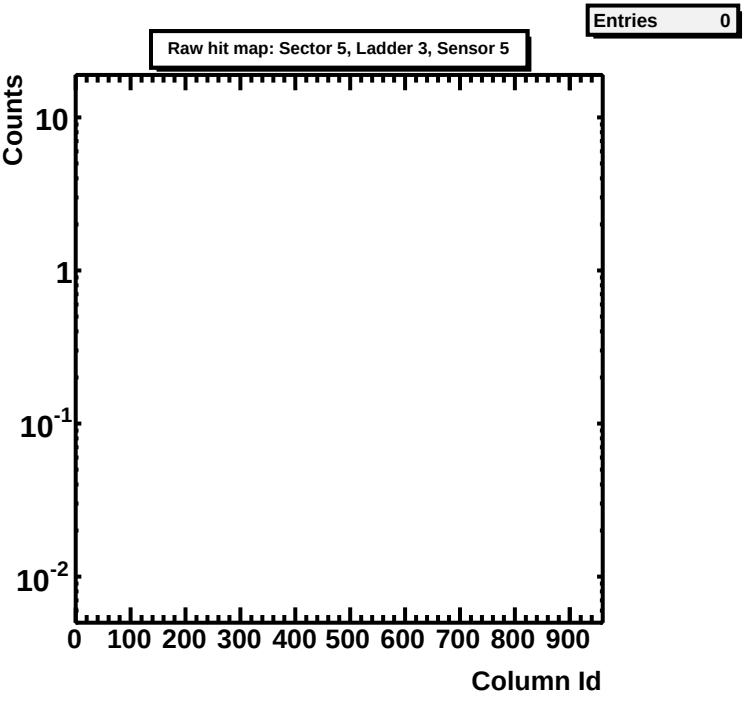

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

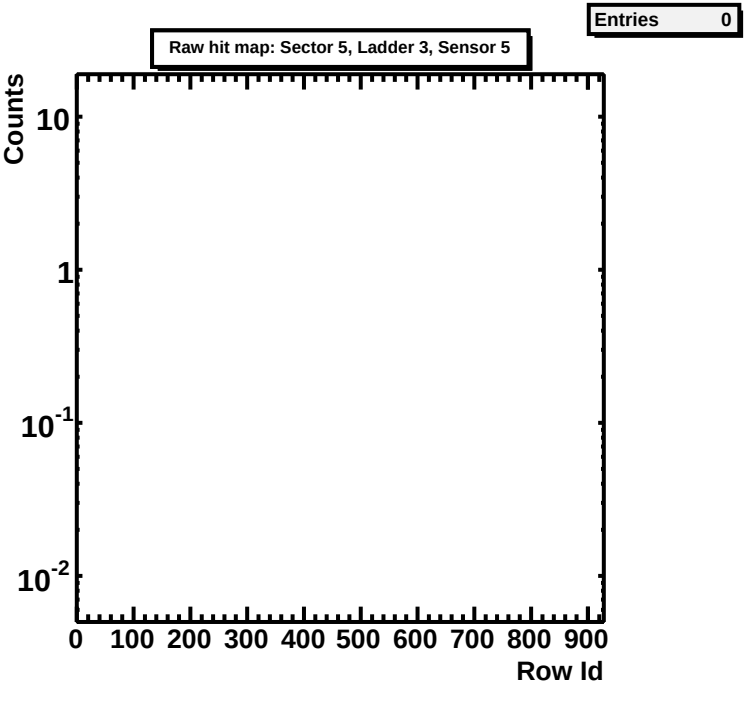

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

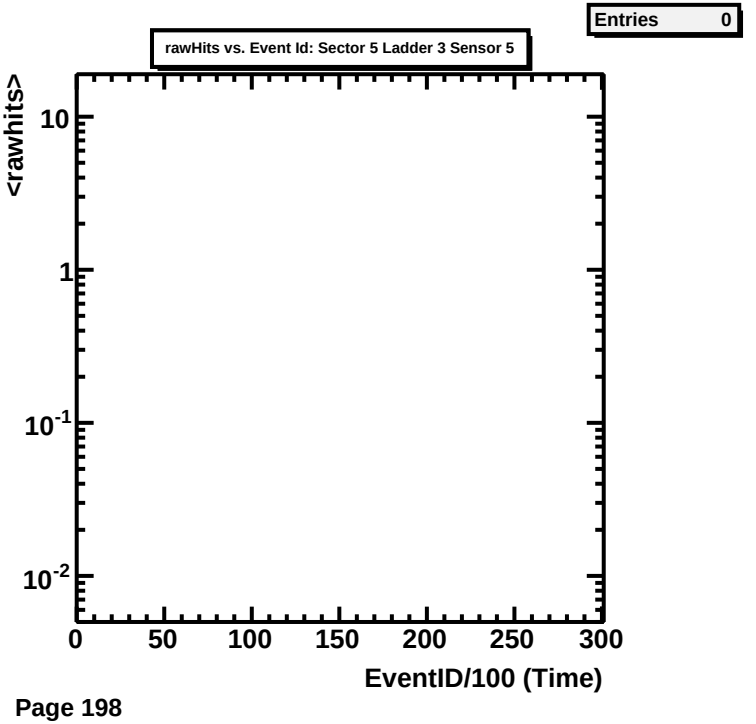

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

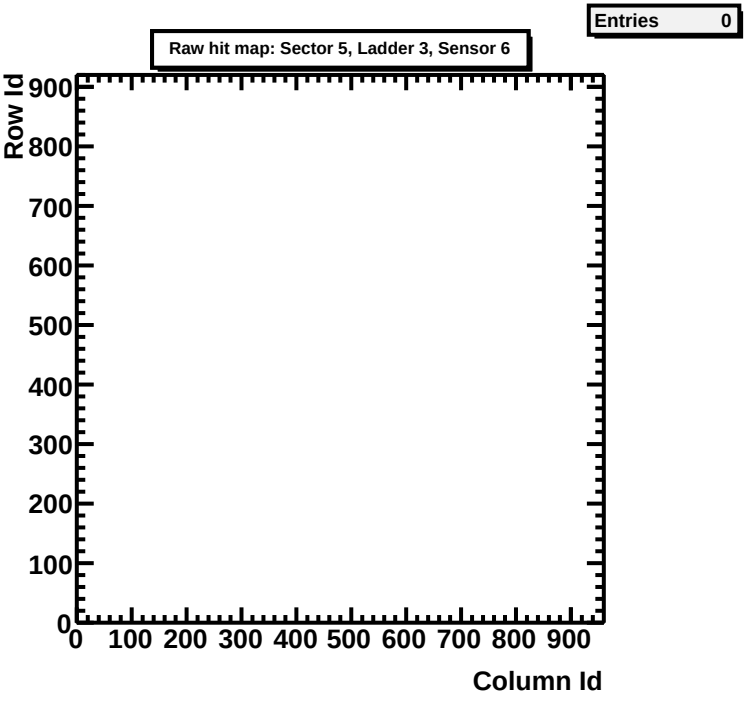

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

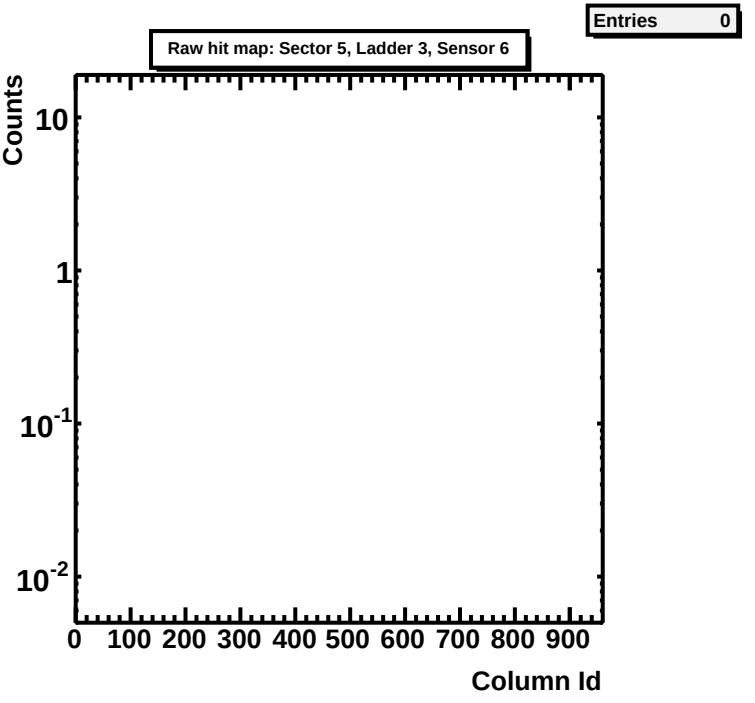

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 5
Row Id
Column Id

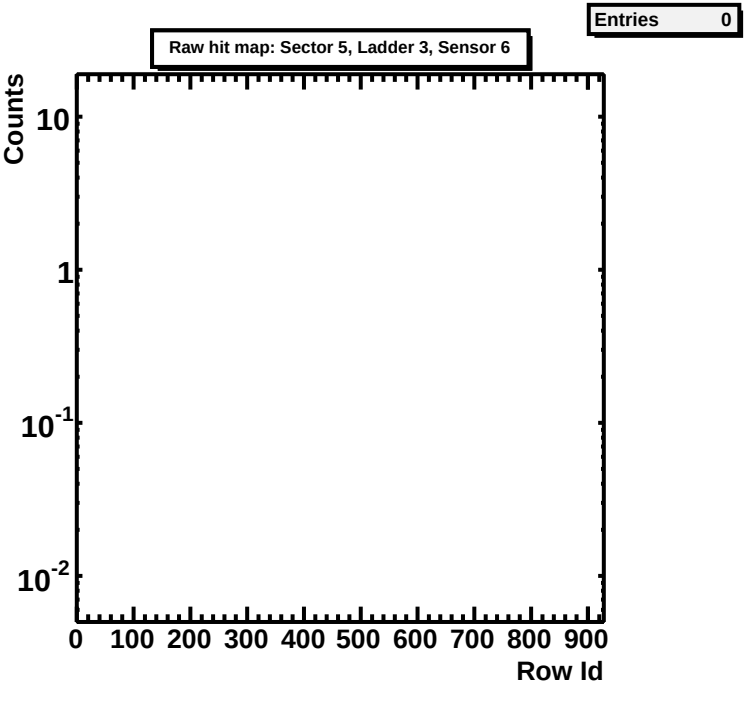

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 5
Counts
Column Id

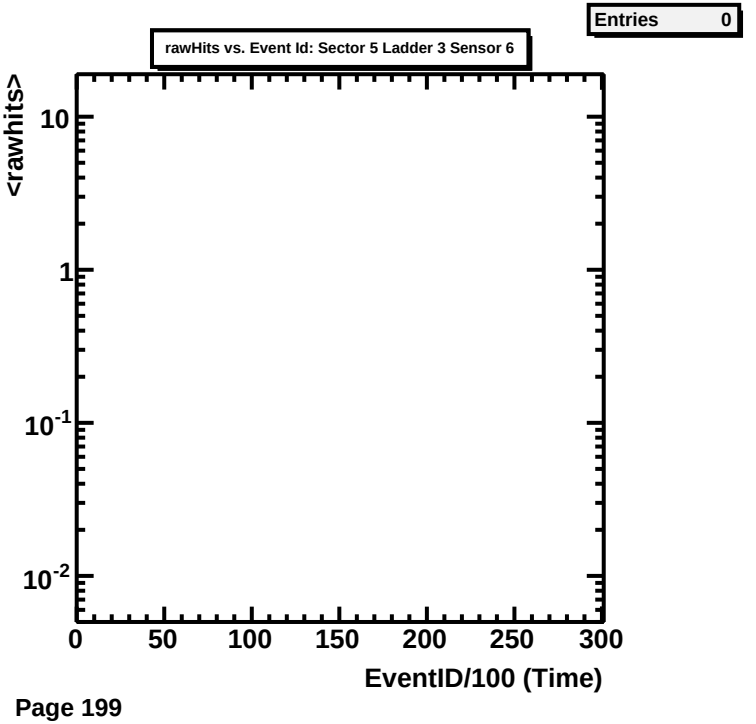

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 5
Counts
Row Id

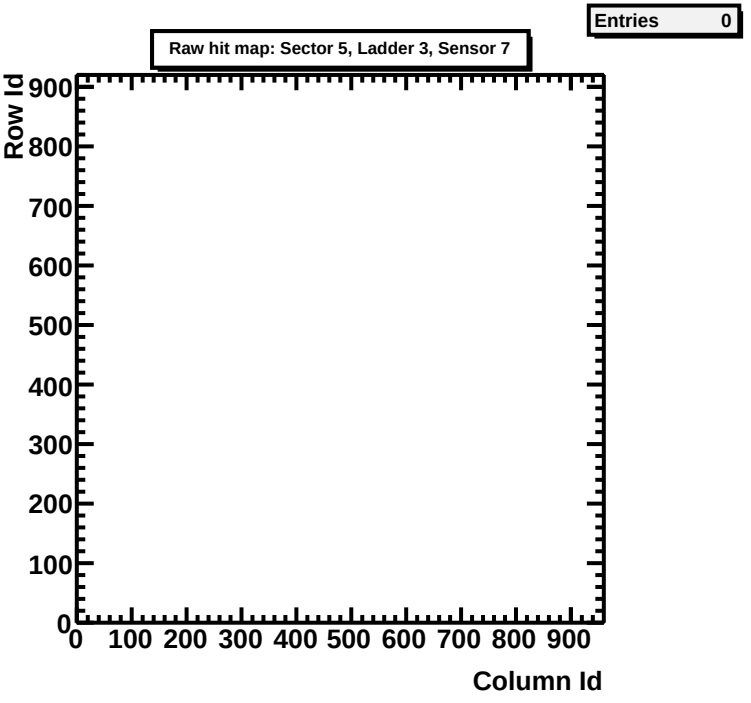

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 5
<rawhits>
EventID/100 (Time)

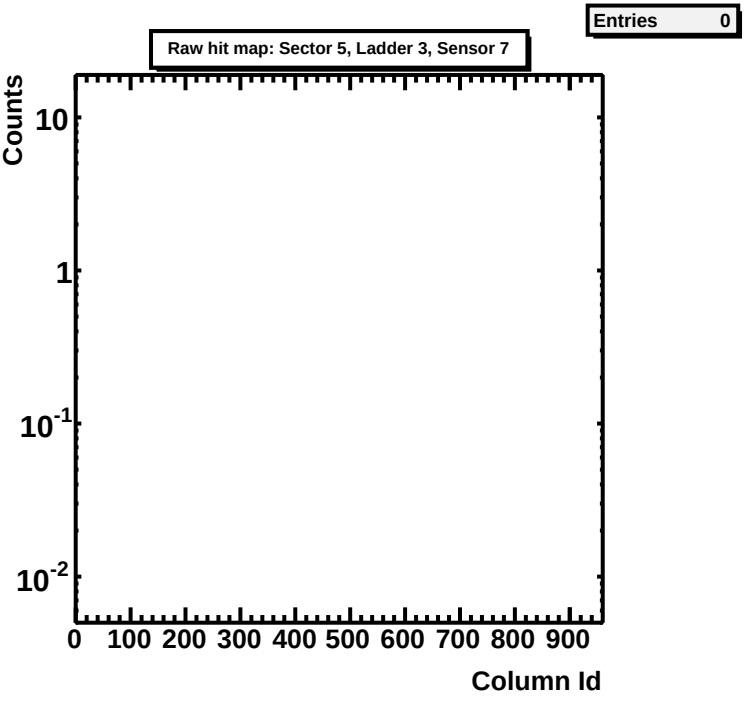

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 6
Row Id
Column Id

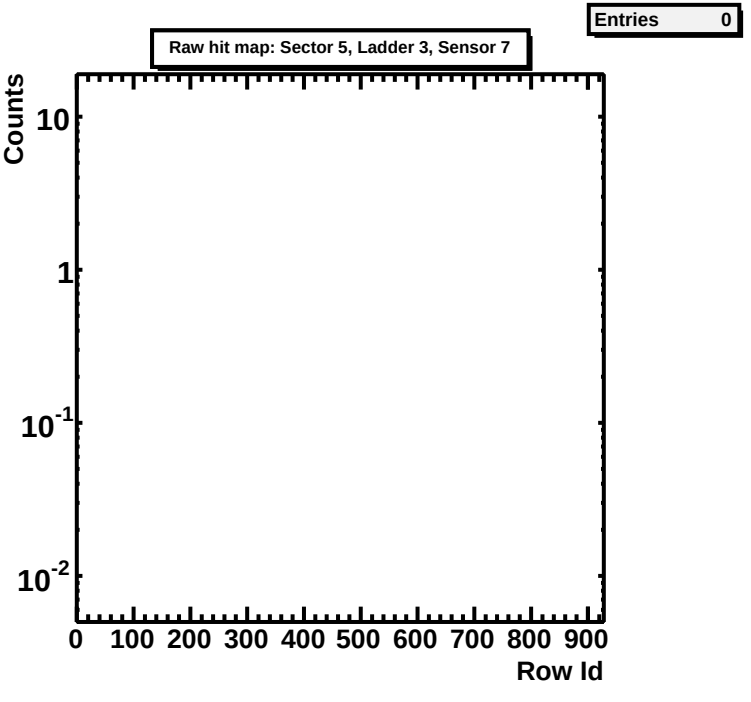

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 6
Counts
Column Id

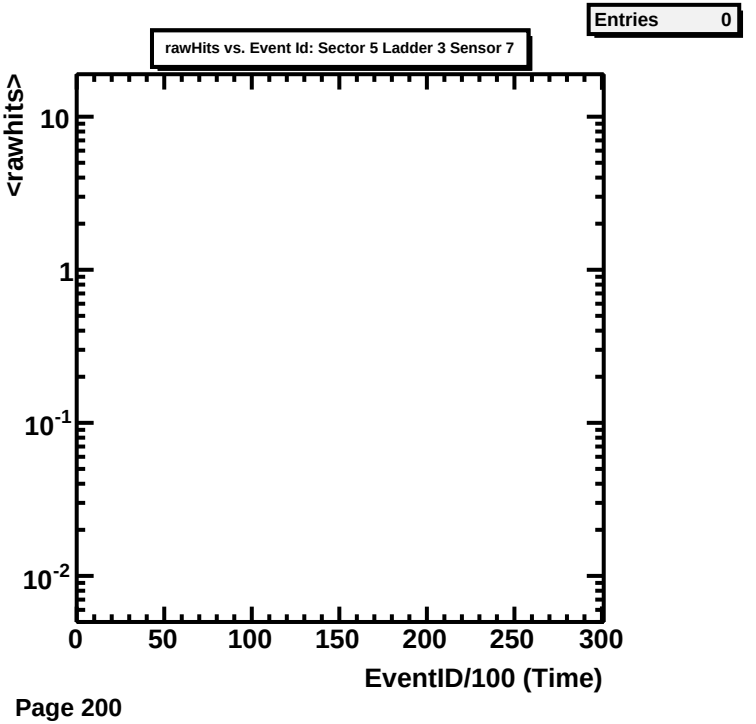

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 6
Counts
Row Id

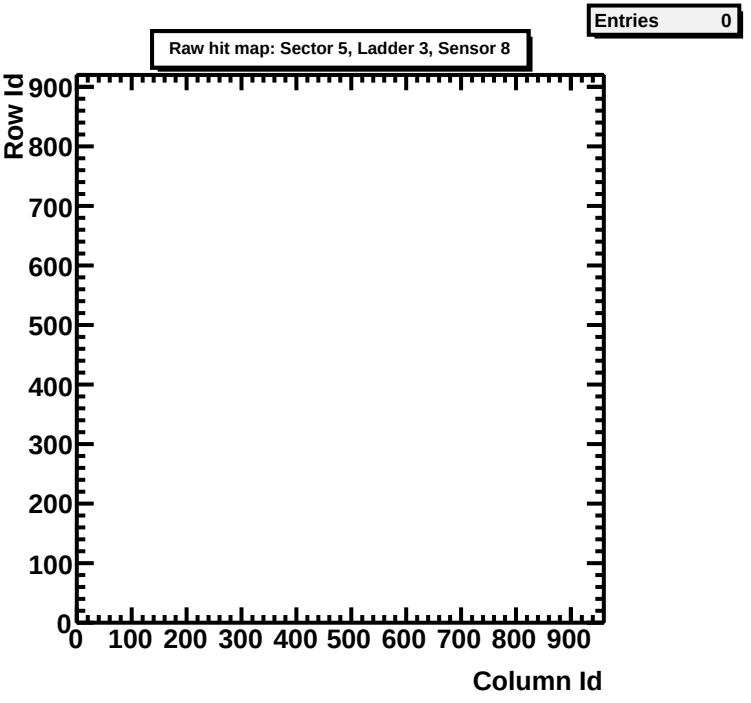

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 6
<rawhits>
EventID/100 (Time)

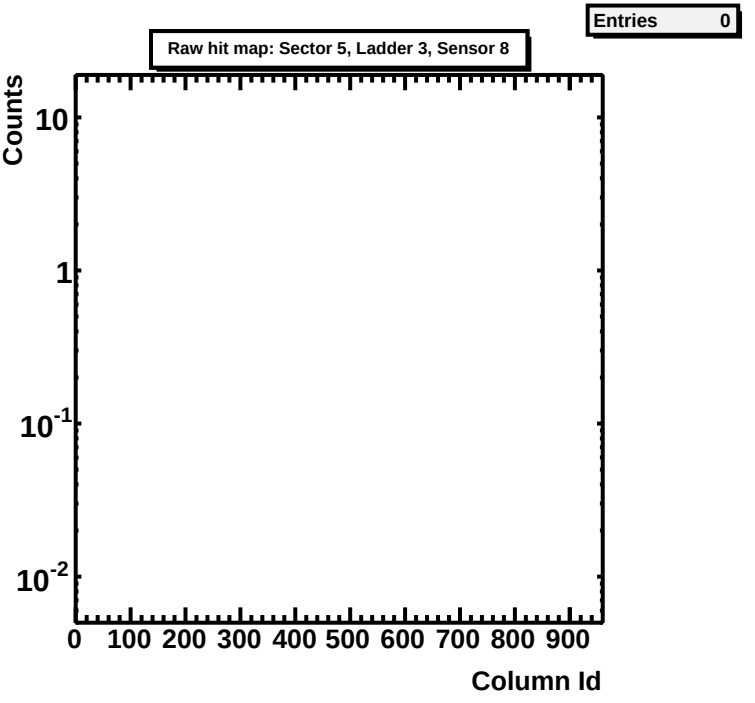

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

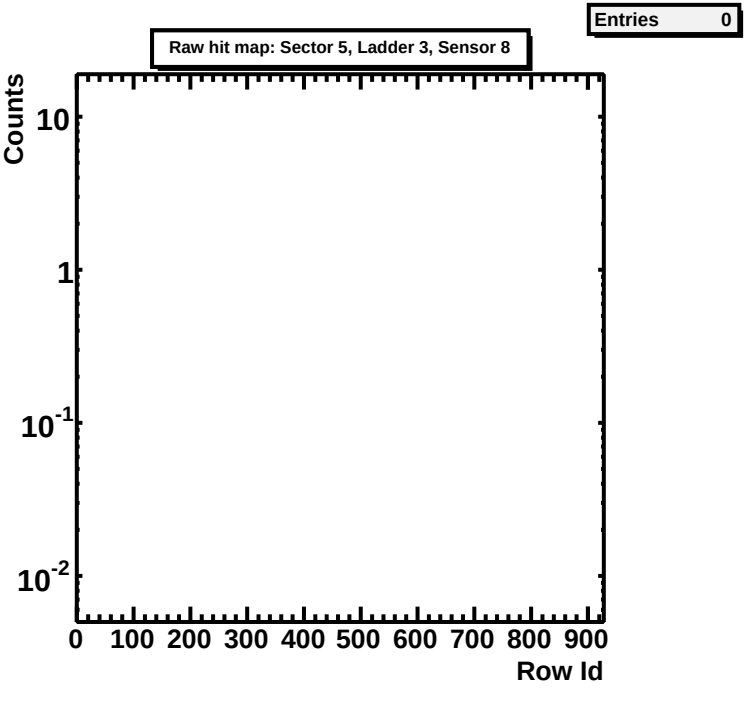

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

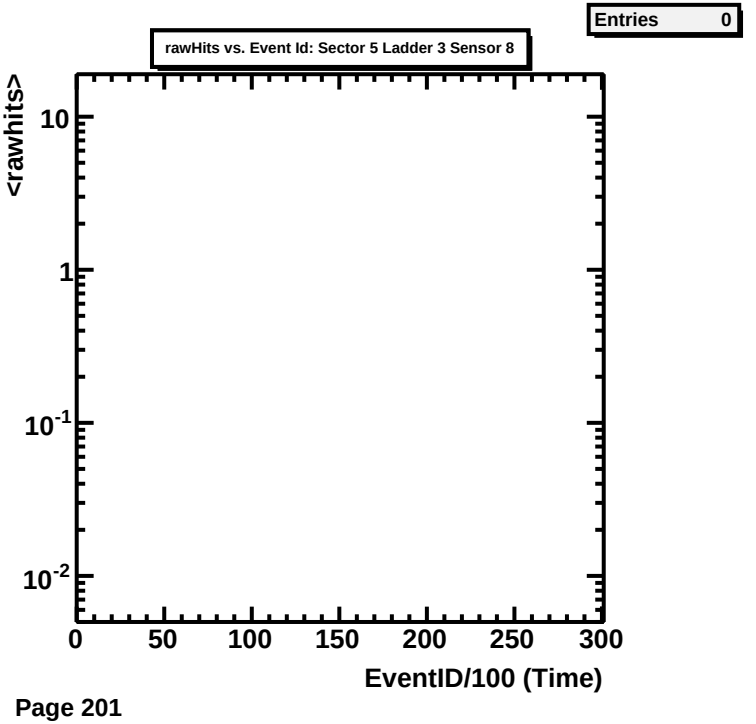

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

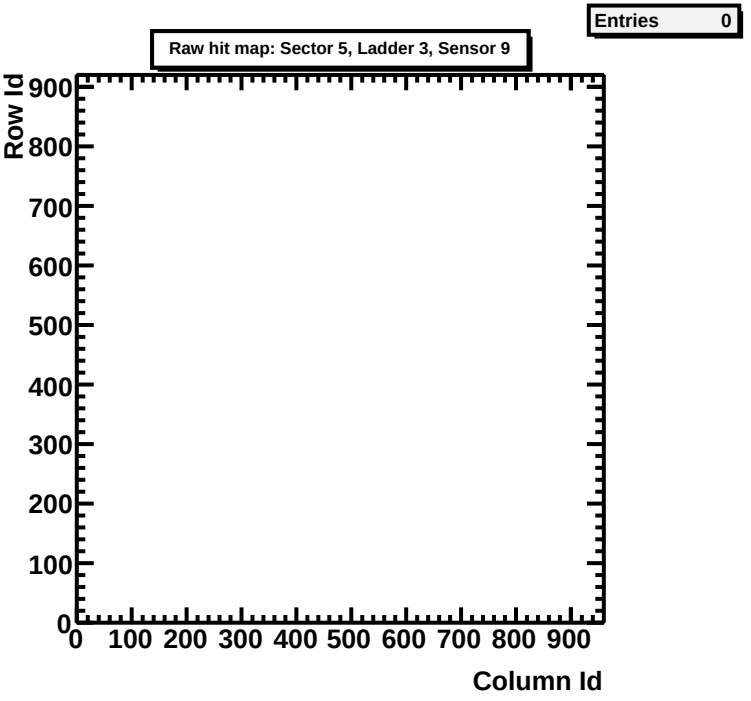

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

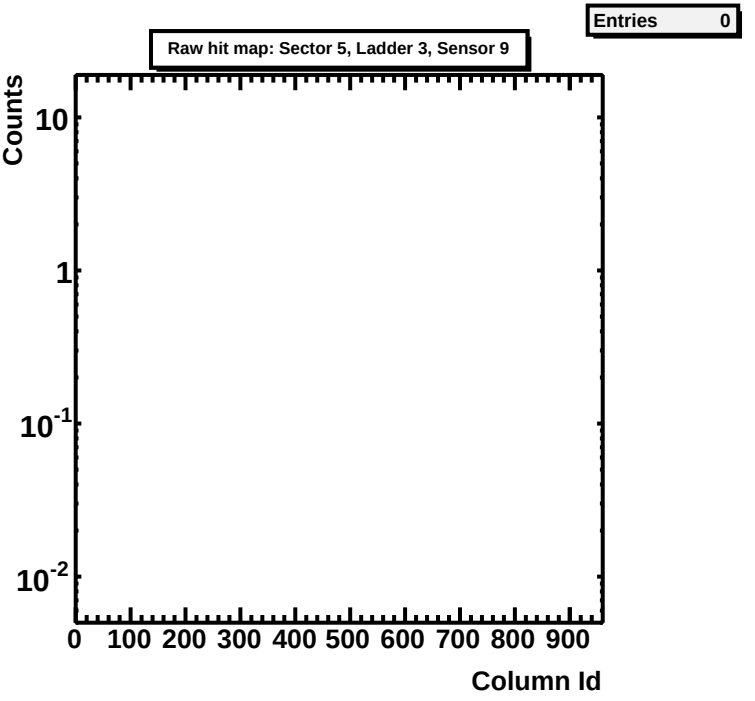

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

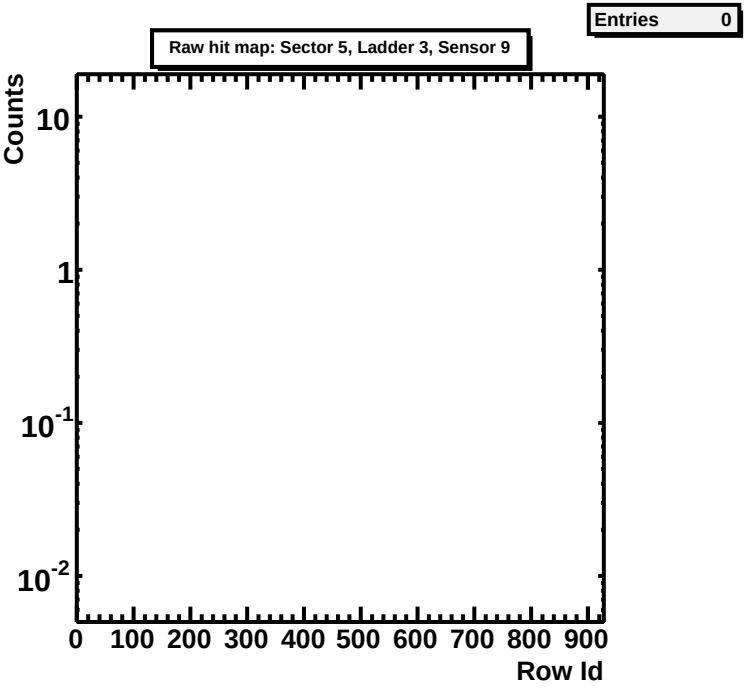

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

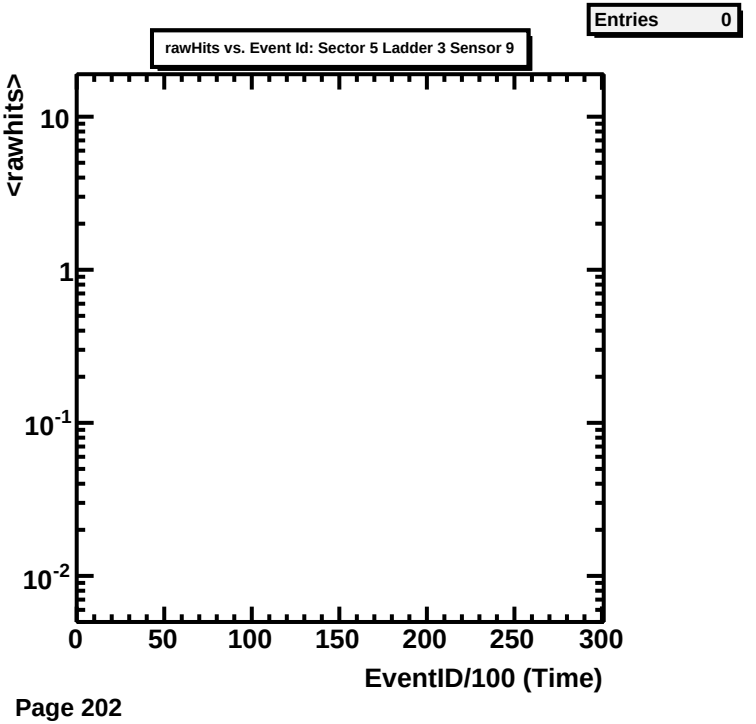

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

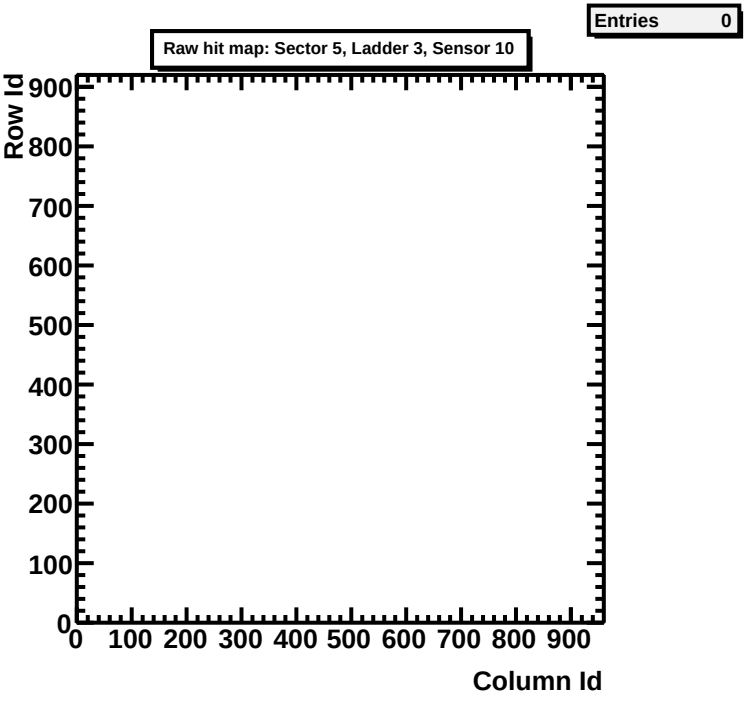

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

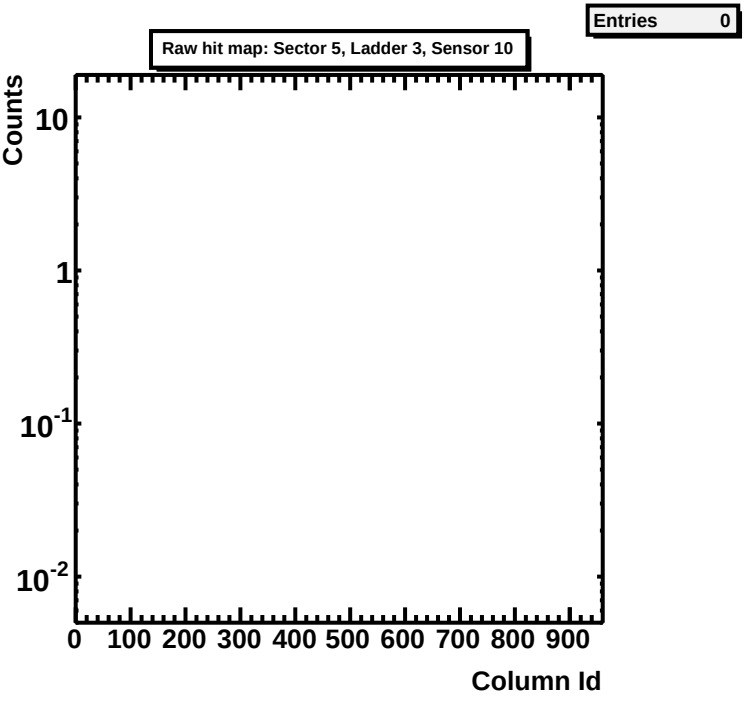

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

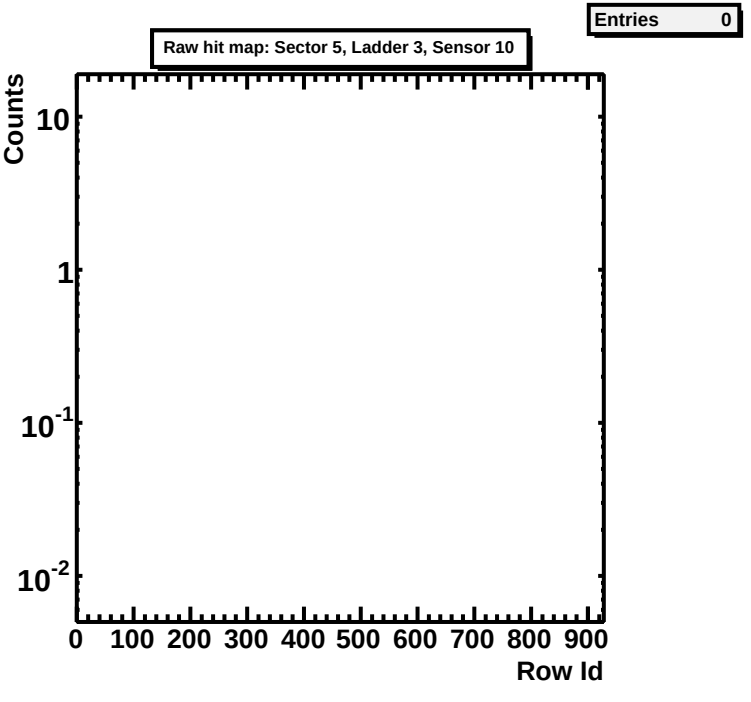

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

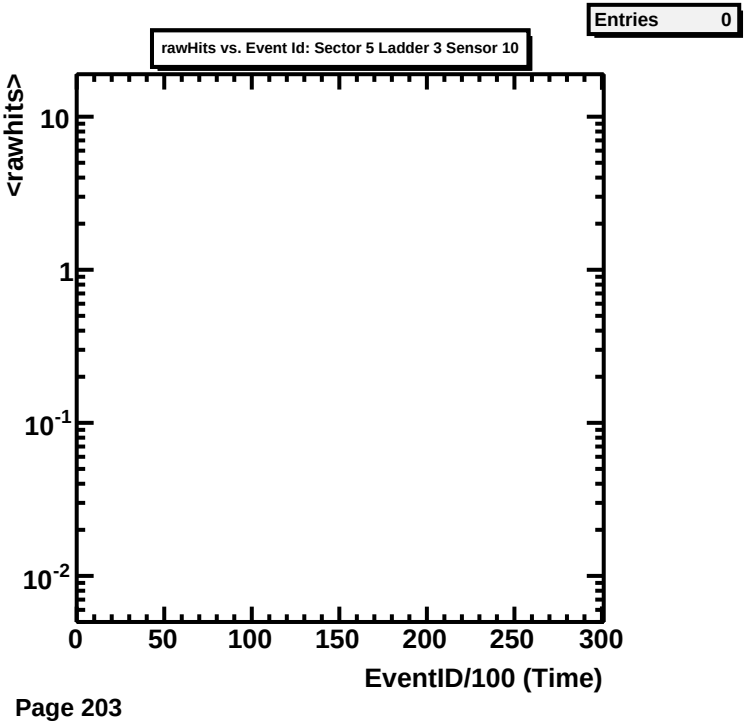

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

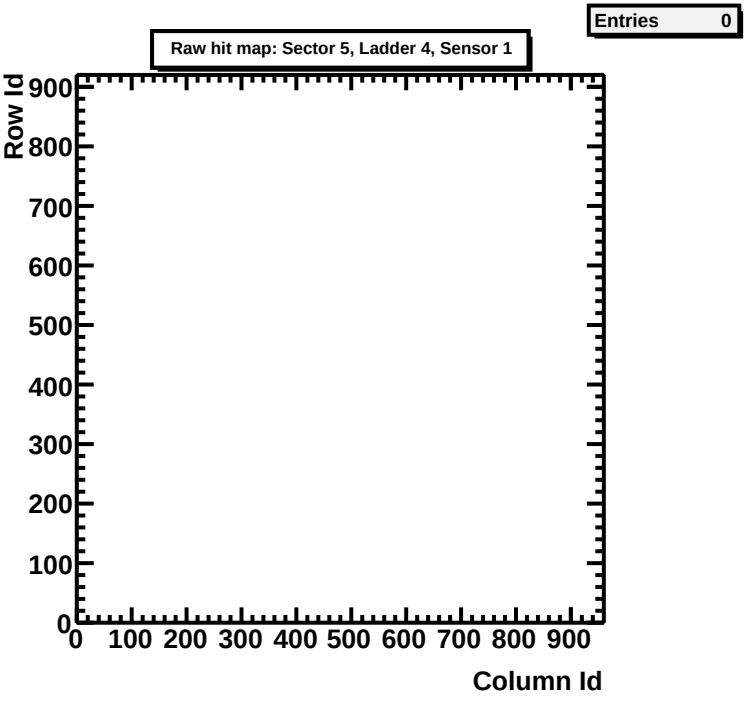

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

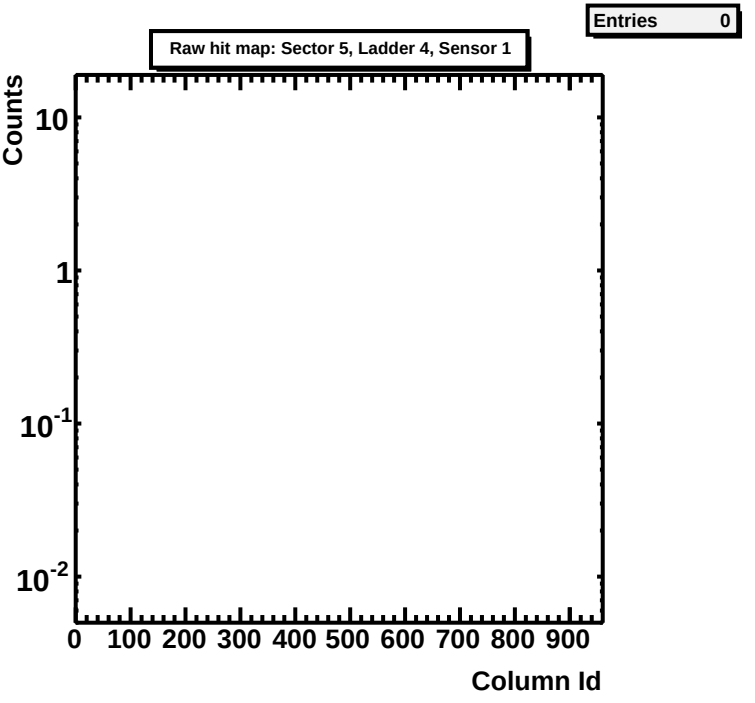

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 10
Row Id
Column Id

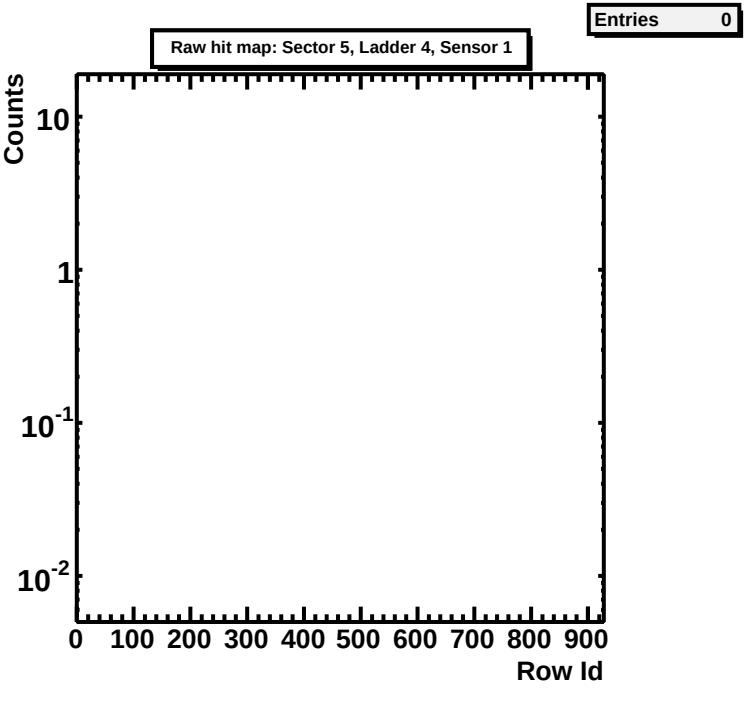

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 10
Counts
Column Id

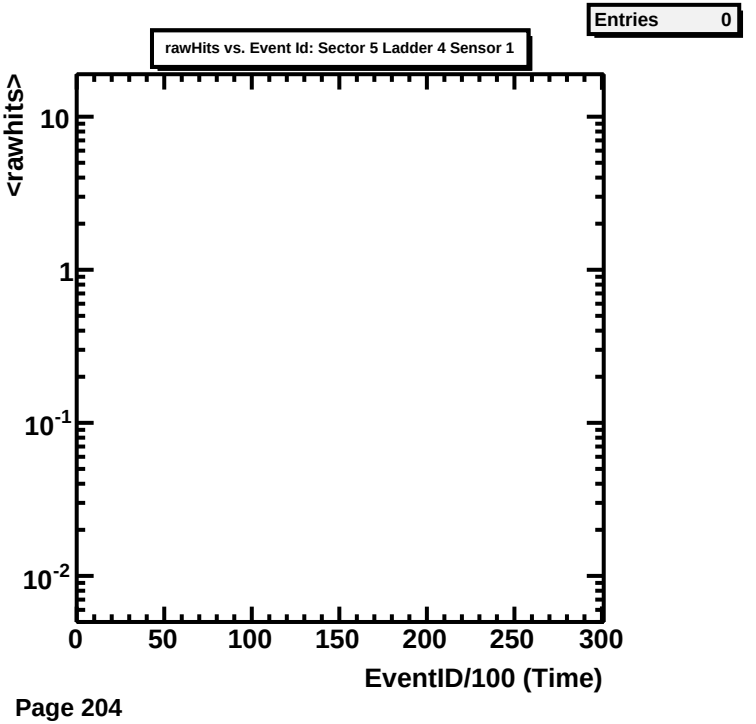

Entries 0
Raw hit map: Sector 5, Ladder 3, Sensor 10
Counts
Row Id

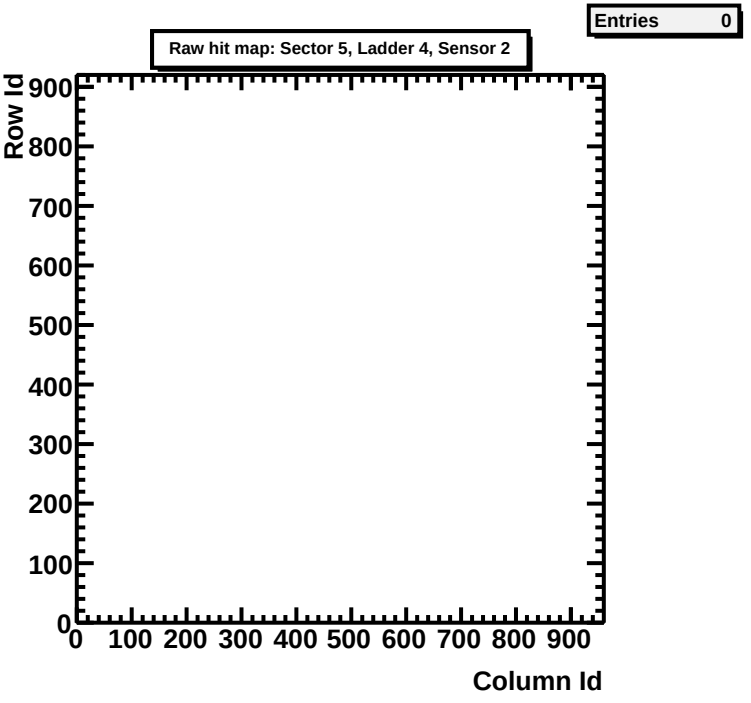

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

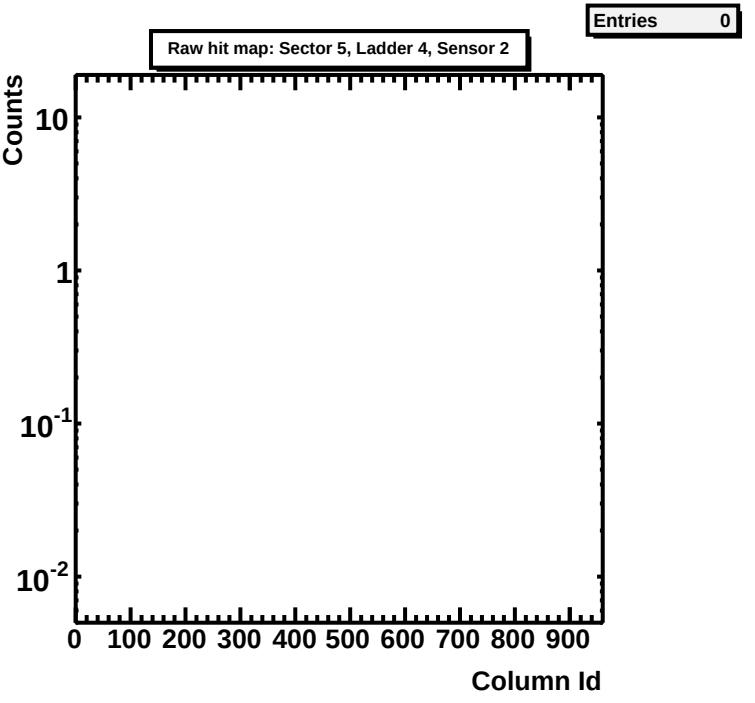

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 1
Row Id
Column Id

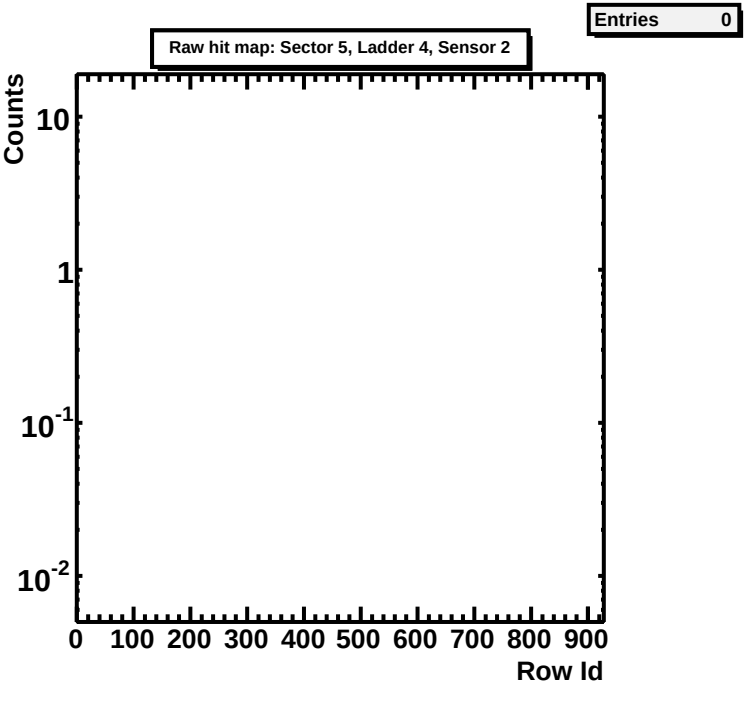

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 1
Counts
Column Id

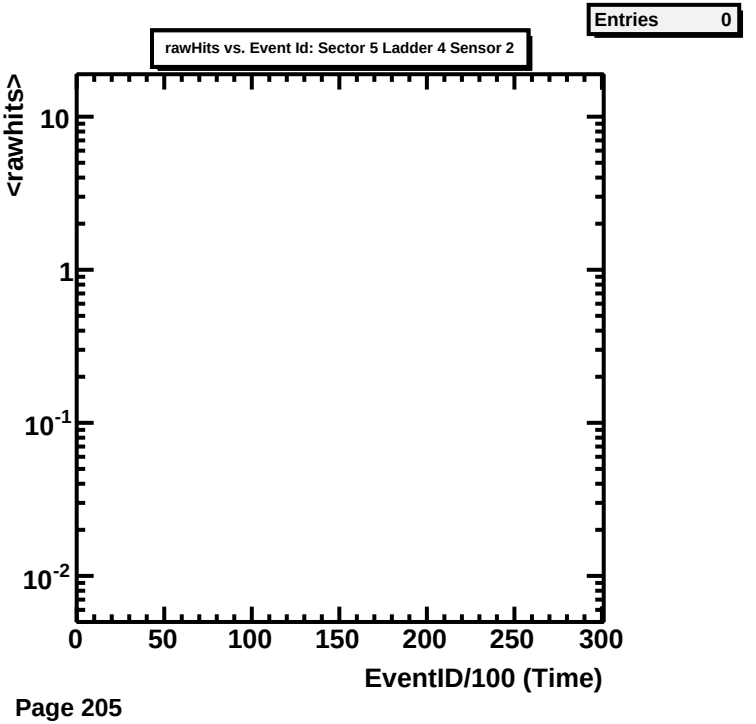

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 1
Counts
Row Id

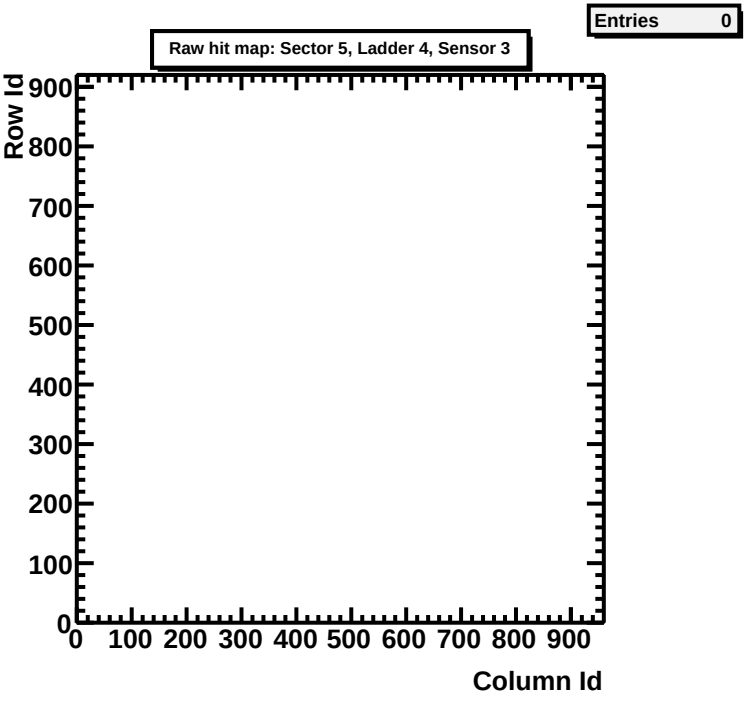

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 1
<rawhits>
EventID/100 (Time)

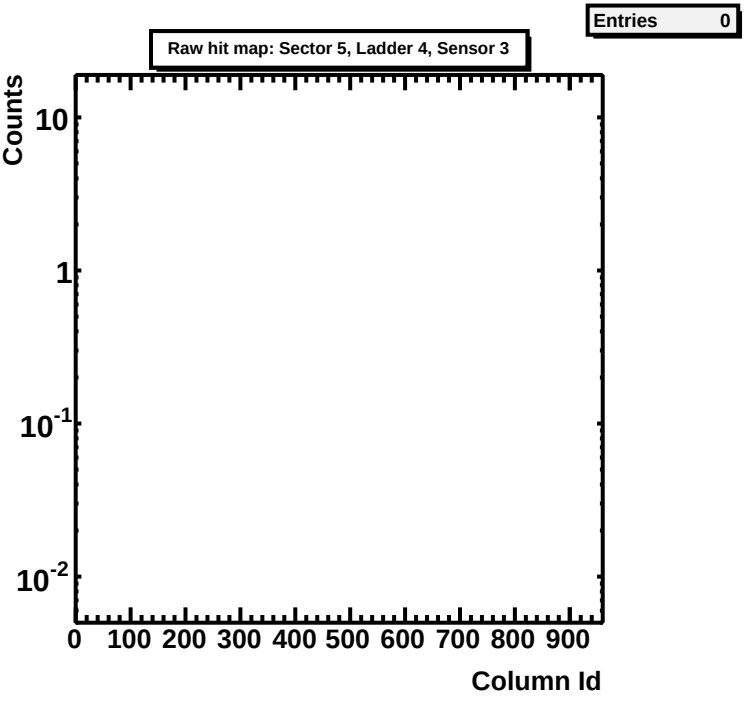

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

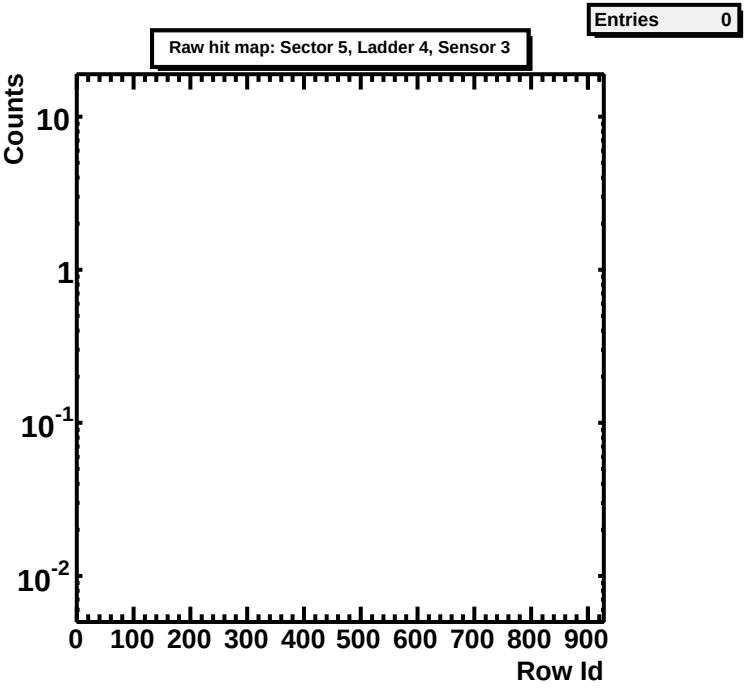

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

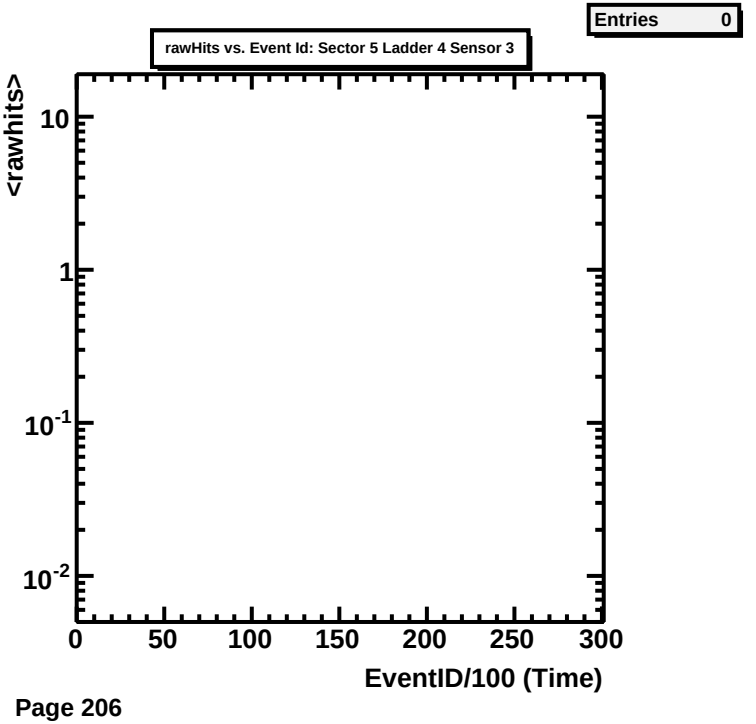

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

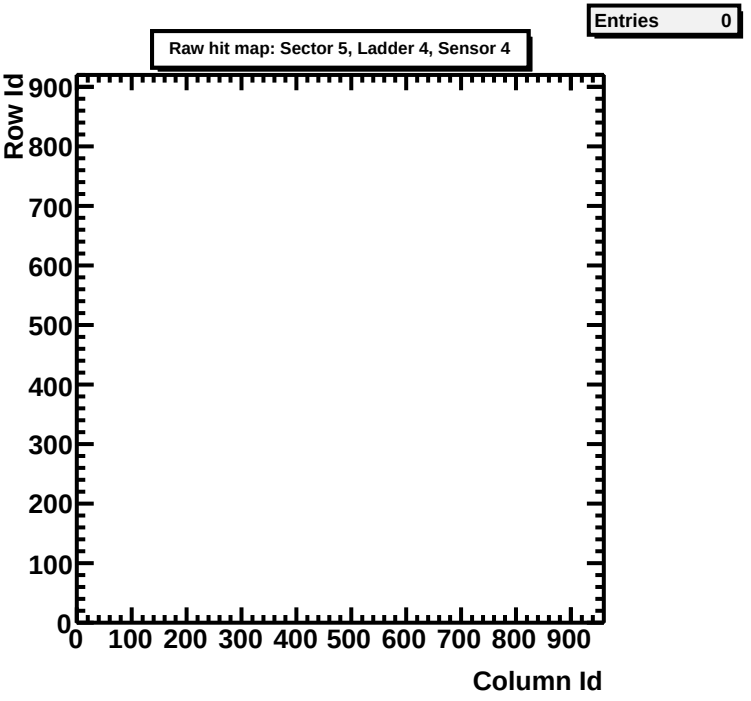

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

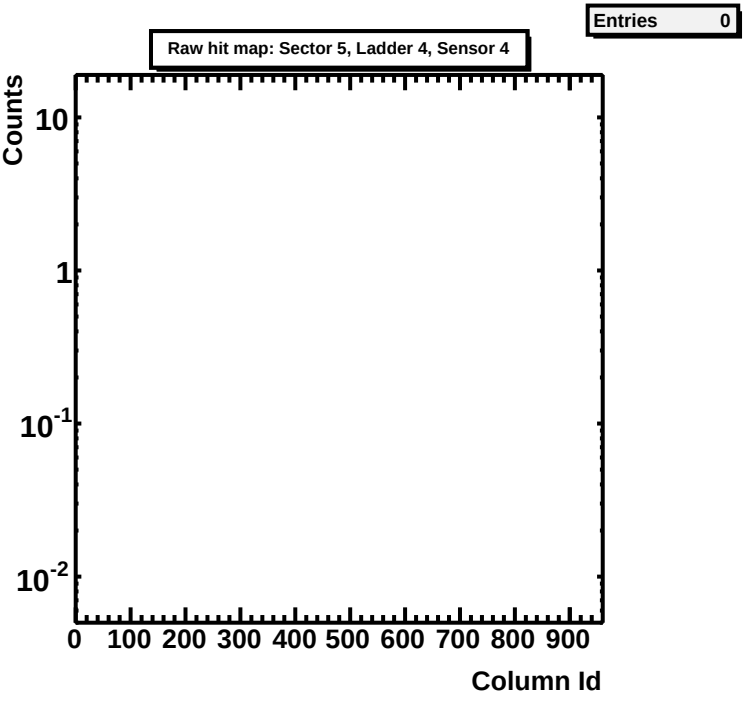

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

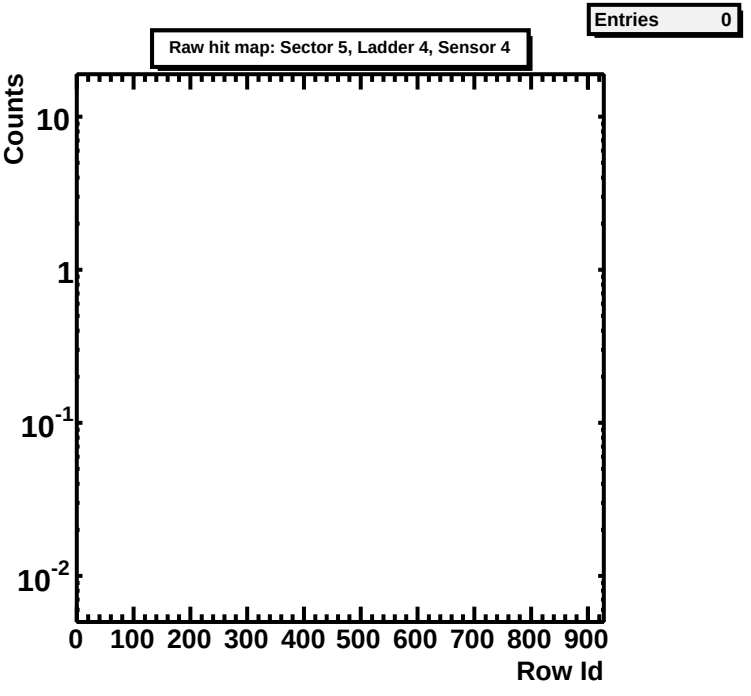

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

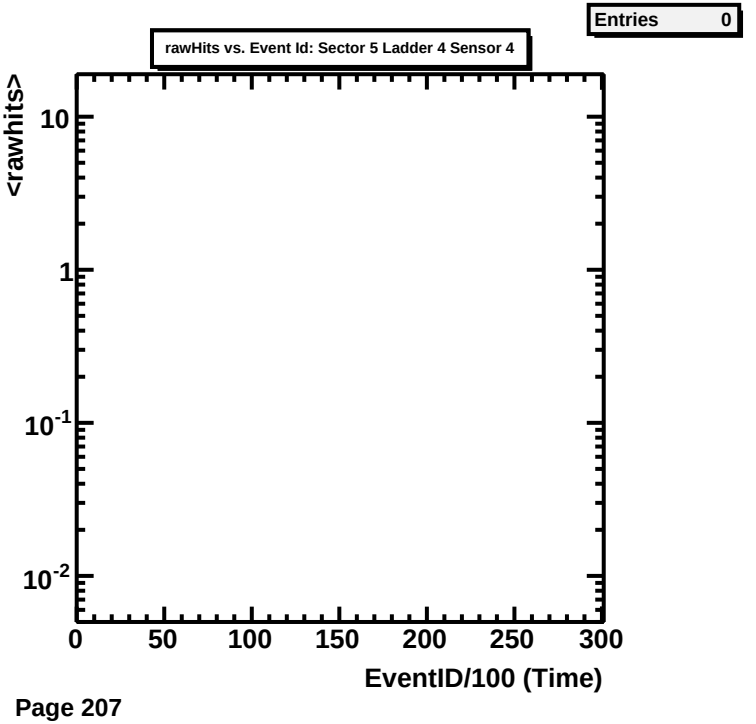

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

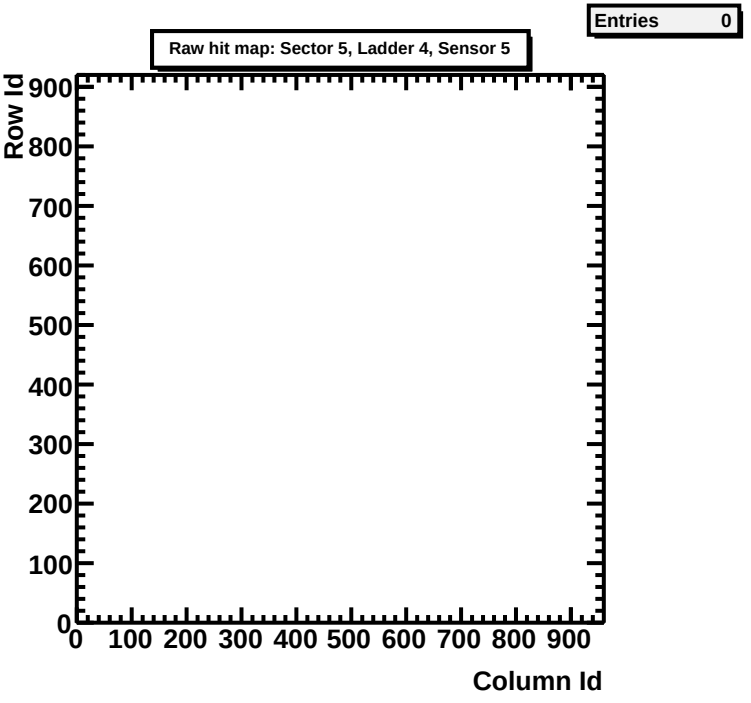

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

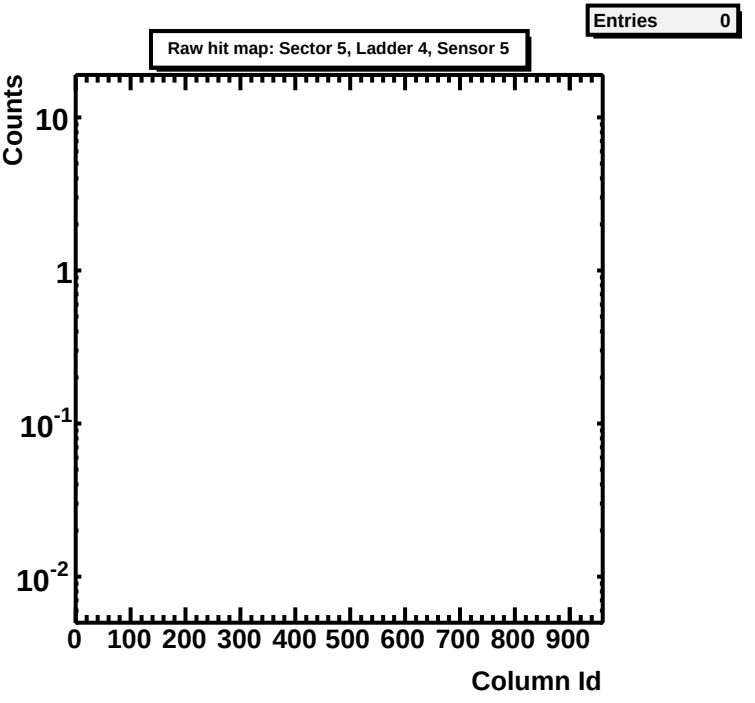

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

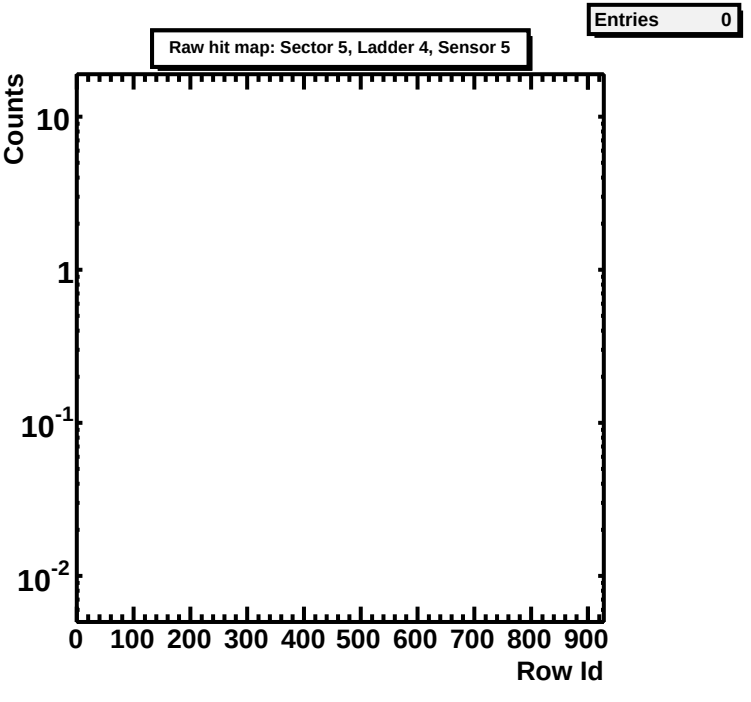

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

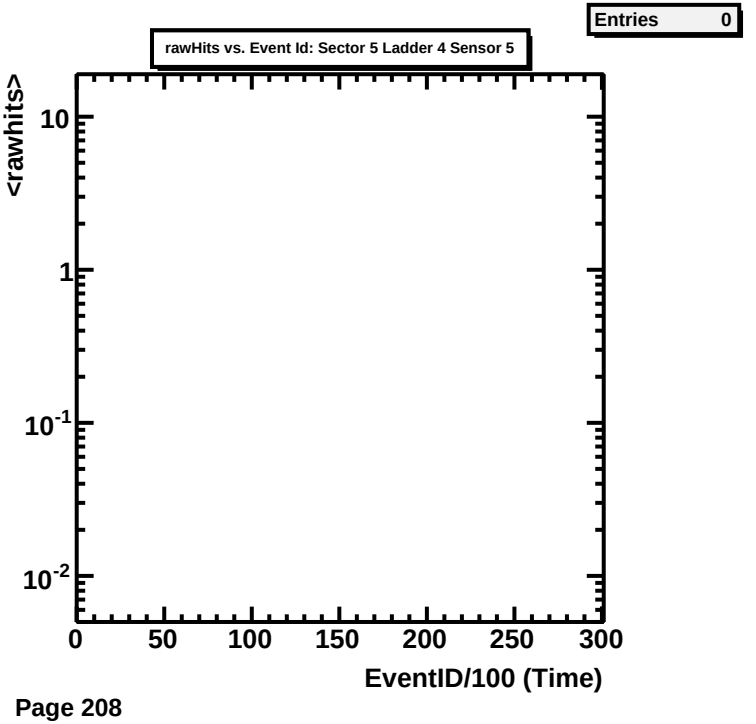

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

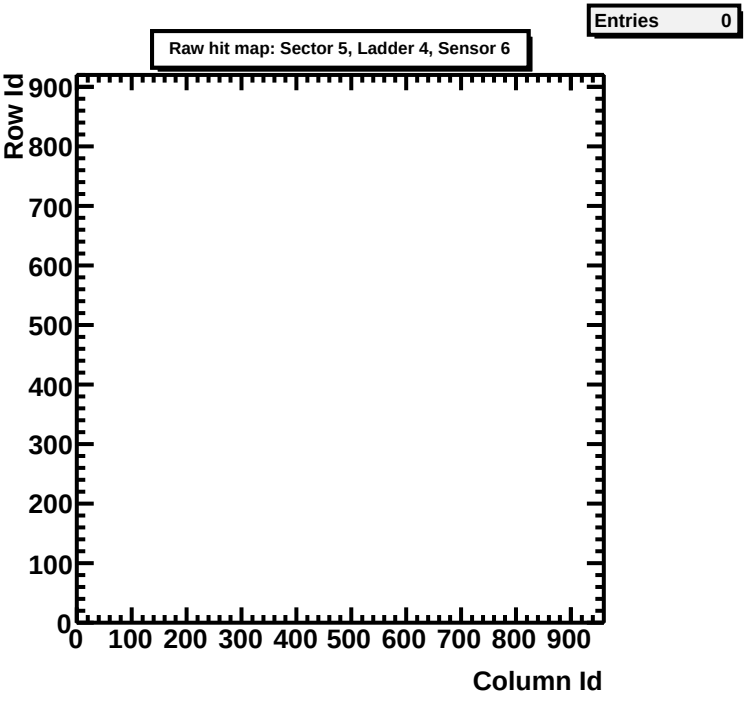

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

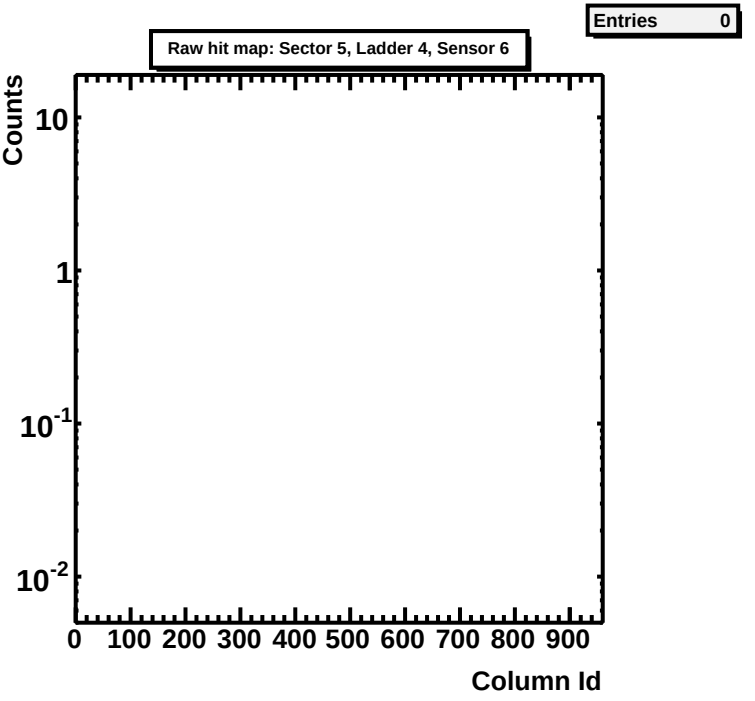

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 5
Row Id
Column Id

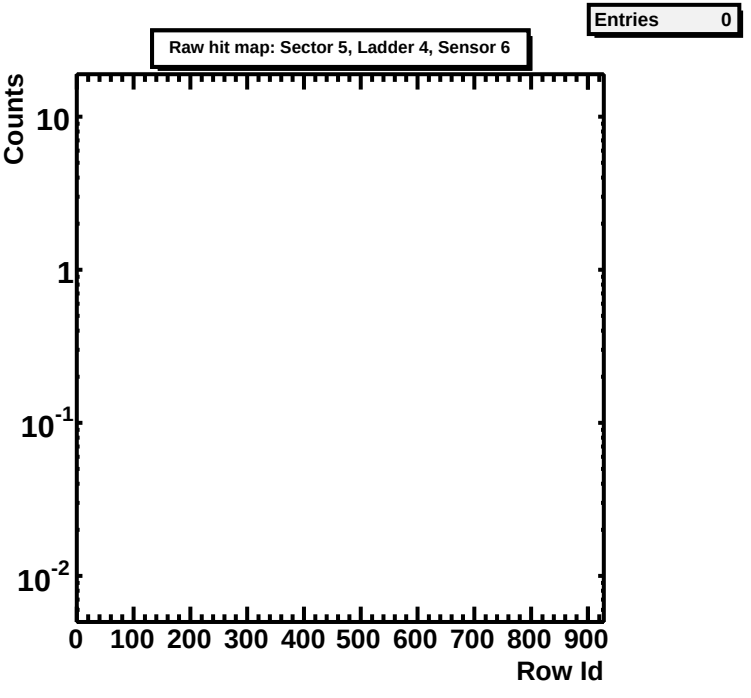

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 5
Counts
Column Id

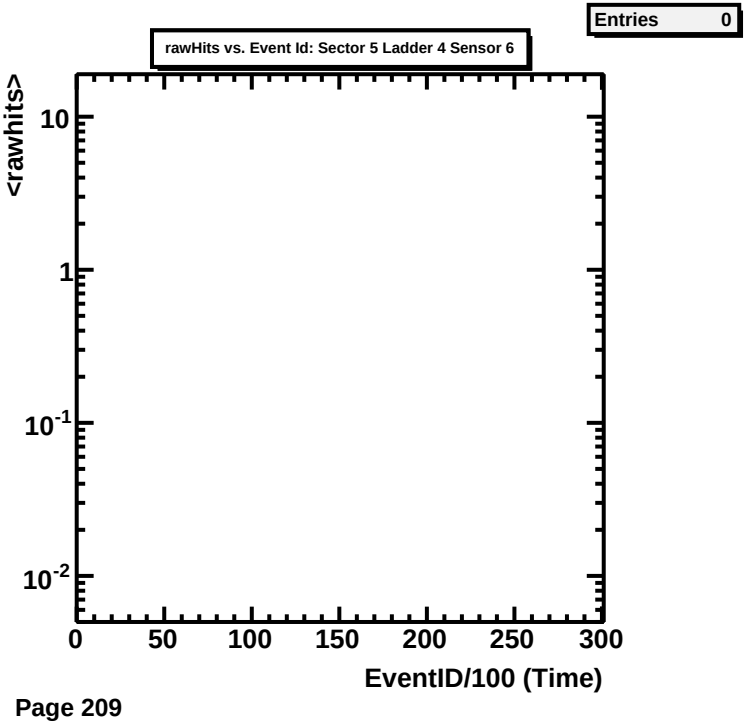

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 5
Counts
Row Id

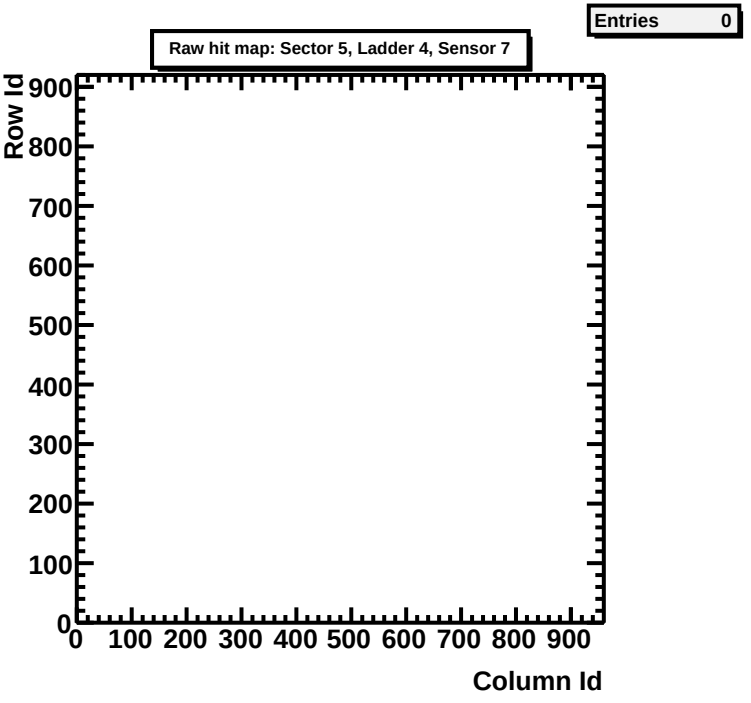

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

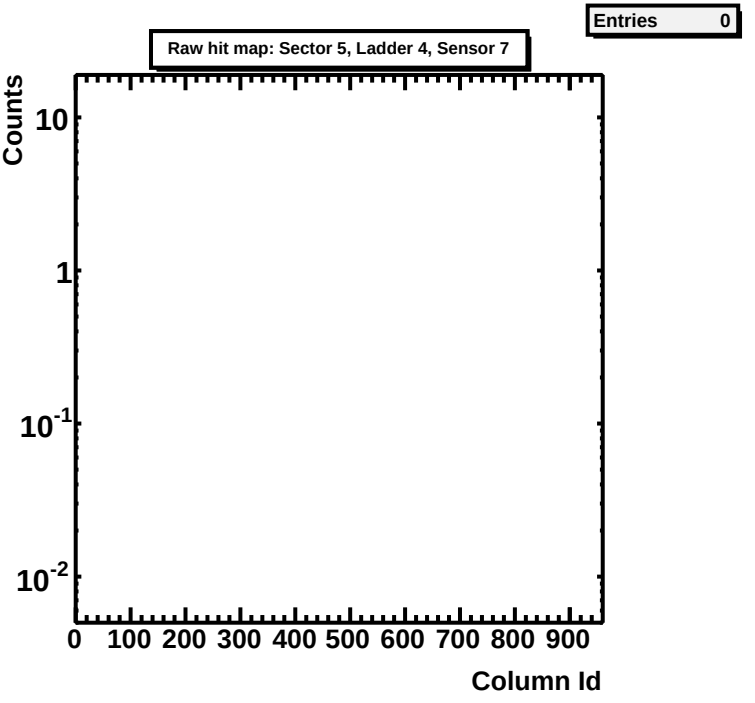

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

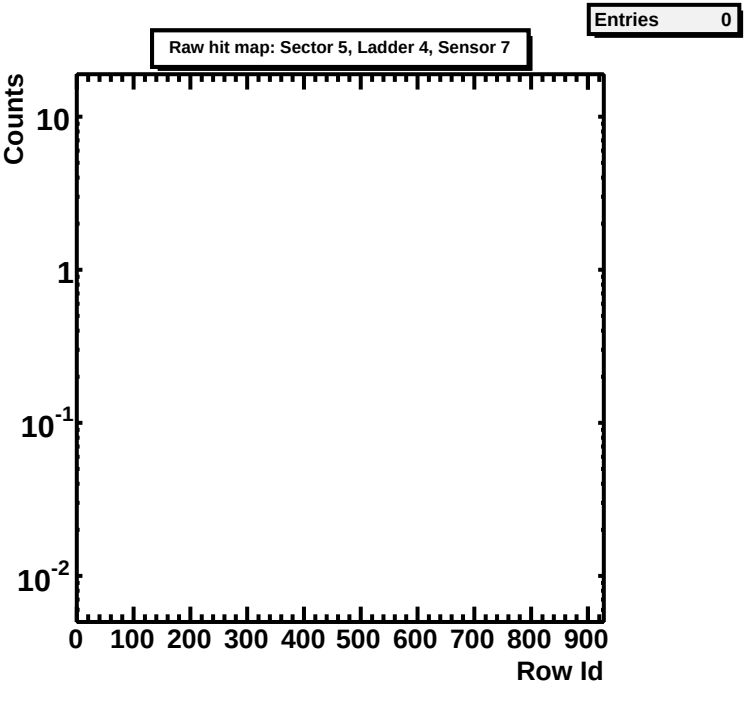

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

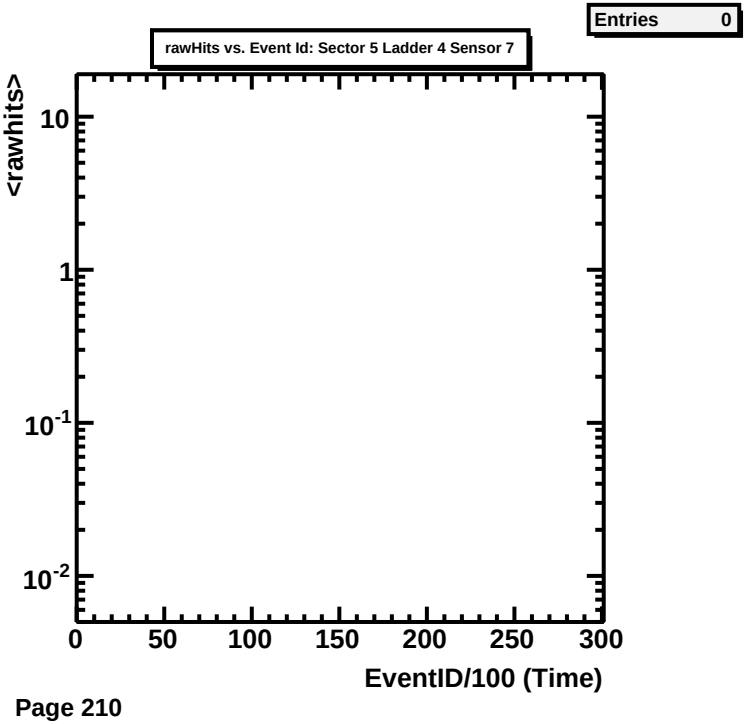

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

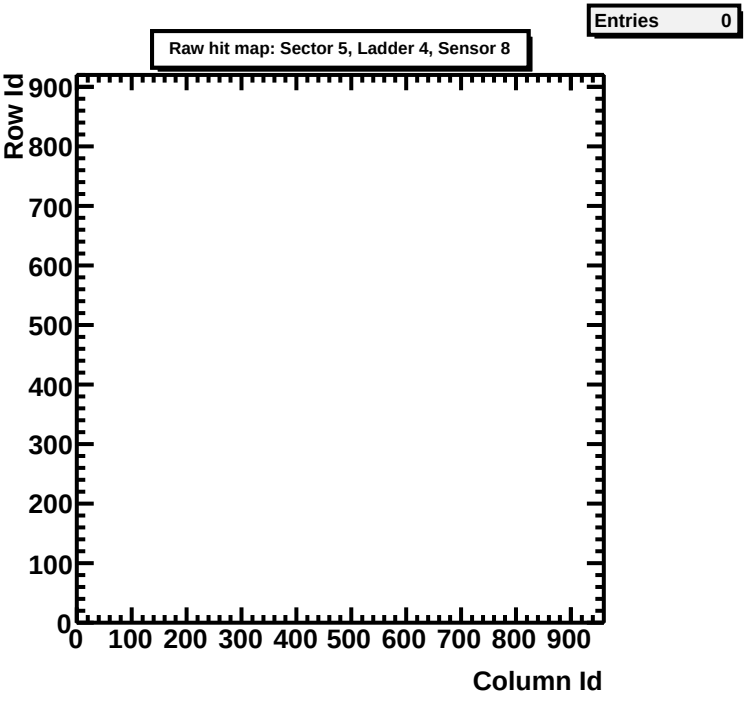

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

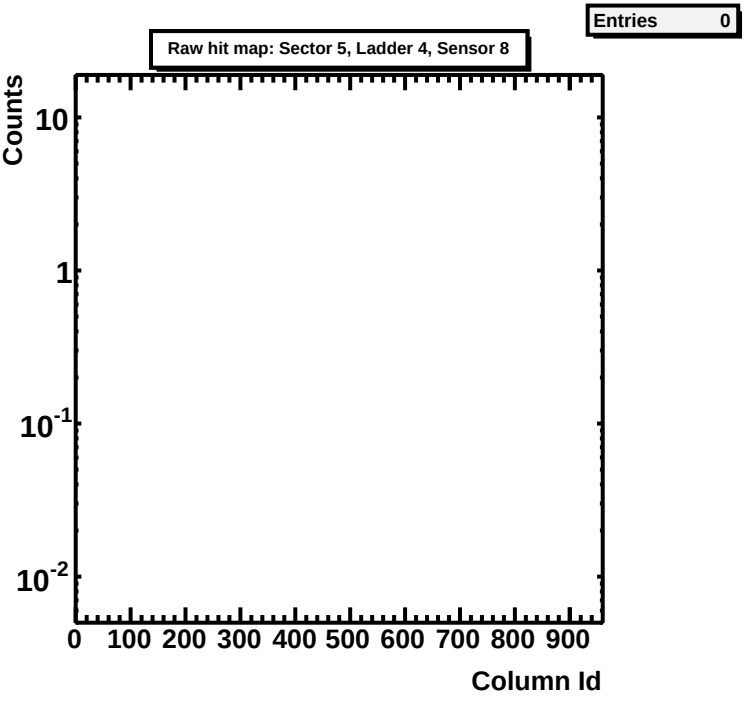

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 7
Row Id
Column Id

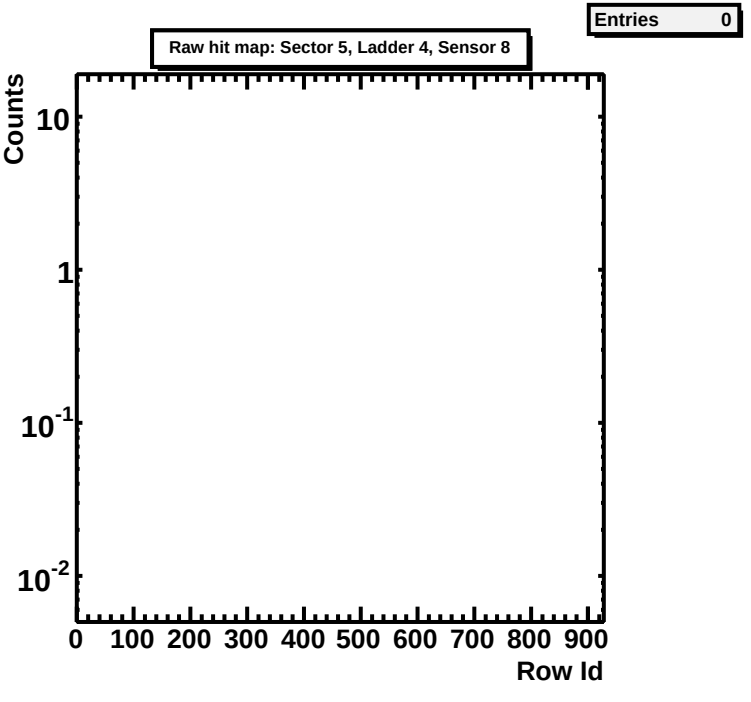

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 7
Counts
Column Id

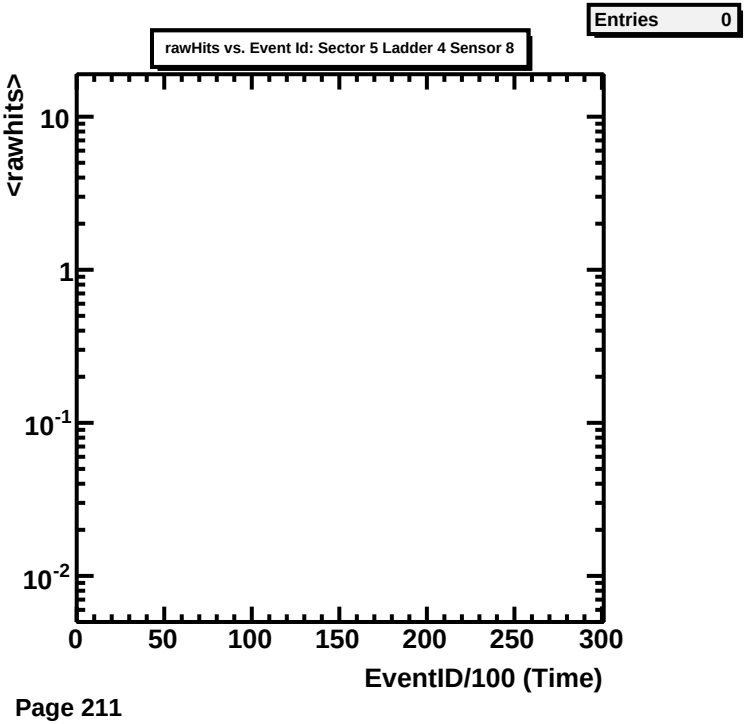

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 7
Counts
Row Id

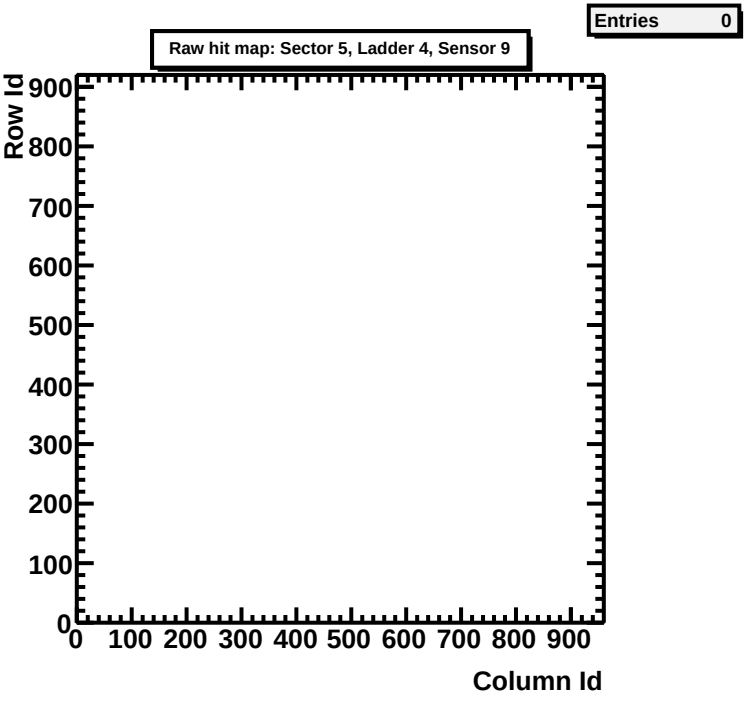

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

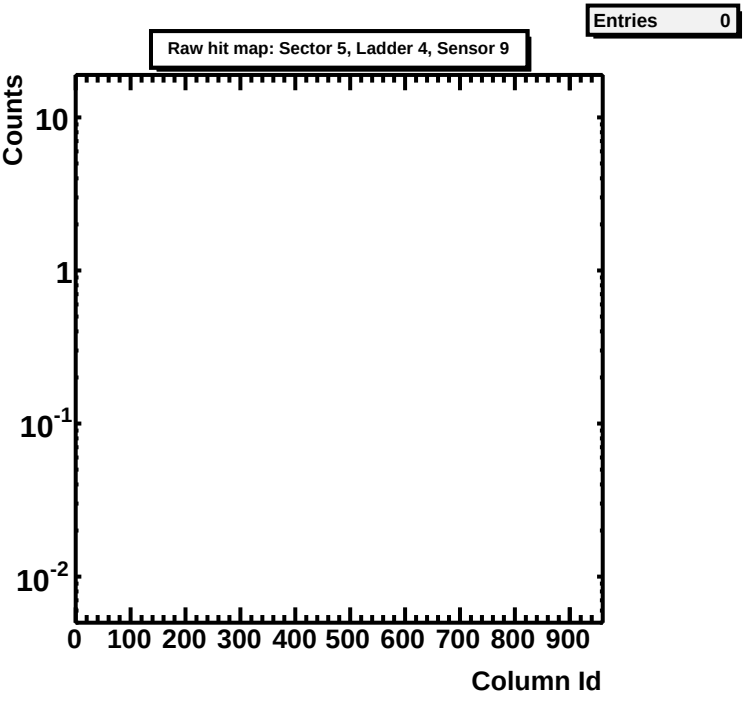

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 8
Row Id
Column Id

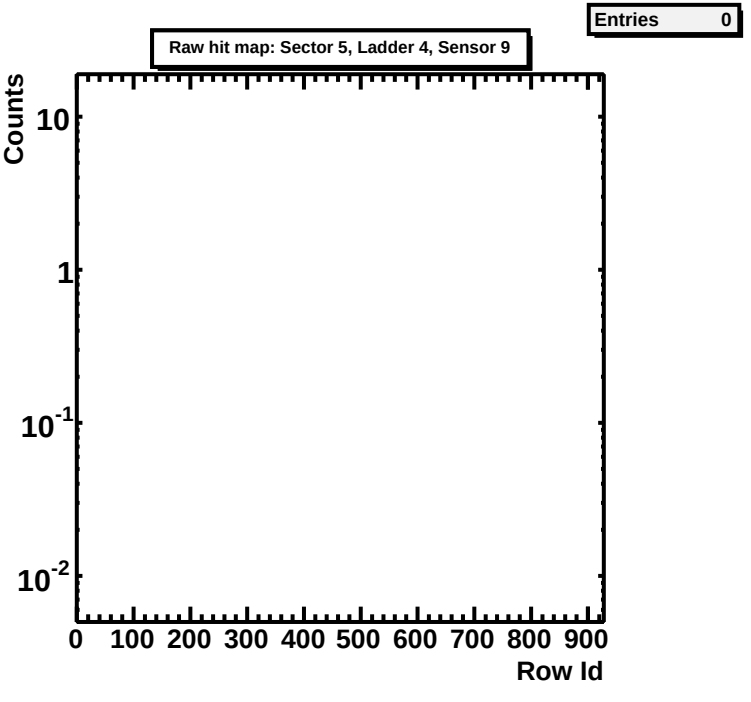

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 8
Counts
Column Id

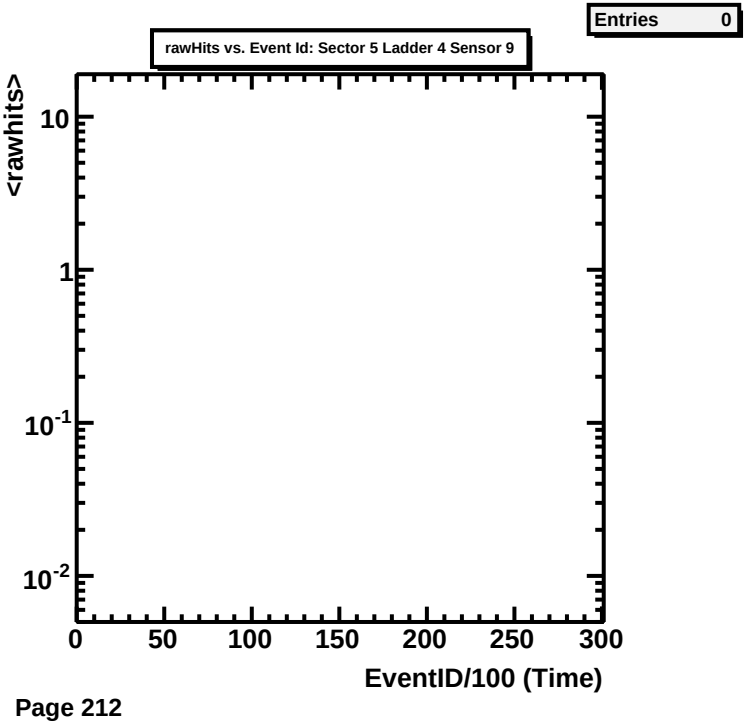

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 8
Counts
Row Id

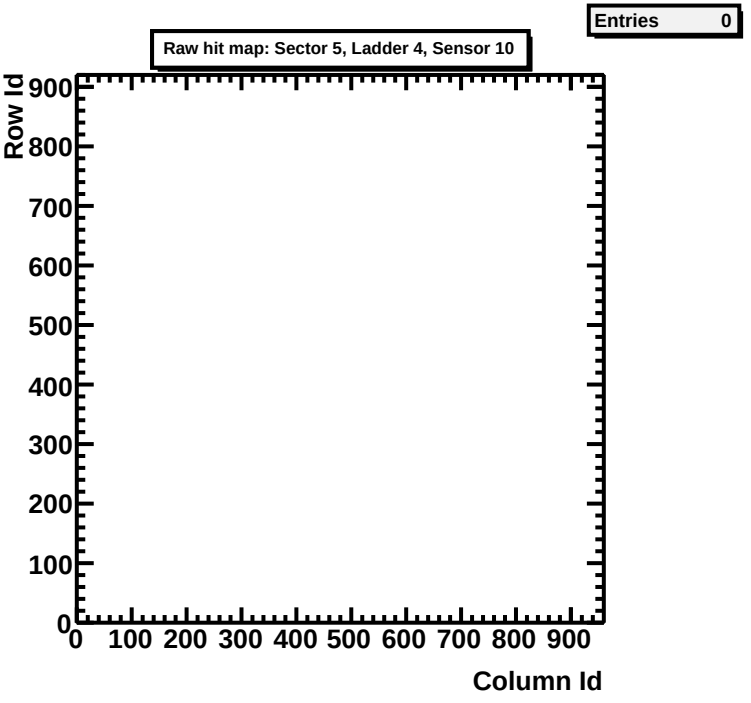

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 8
<rawhits>
EventID/100 (Time)

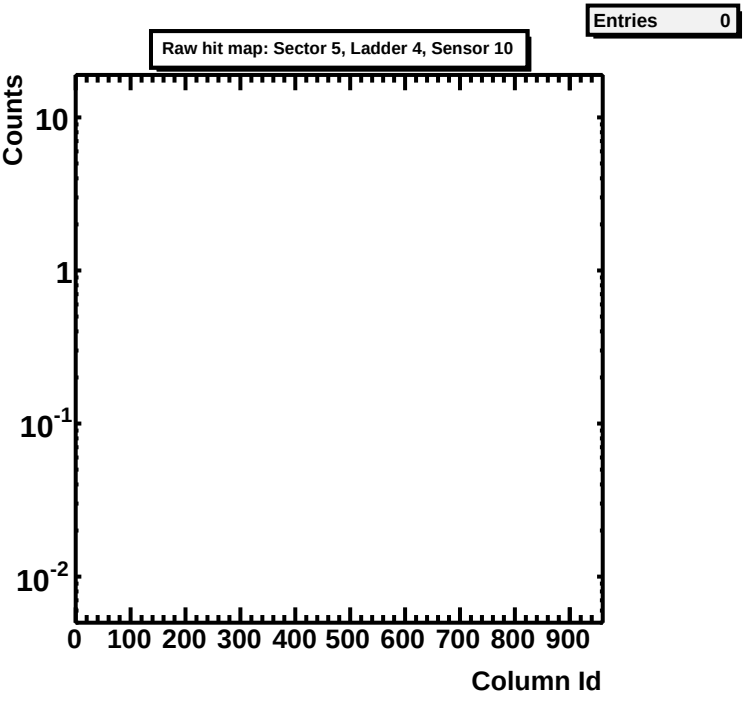

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 9
Row Id
Column Id

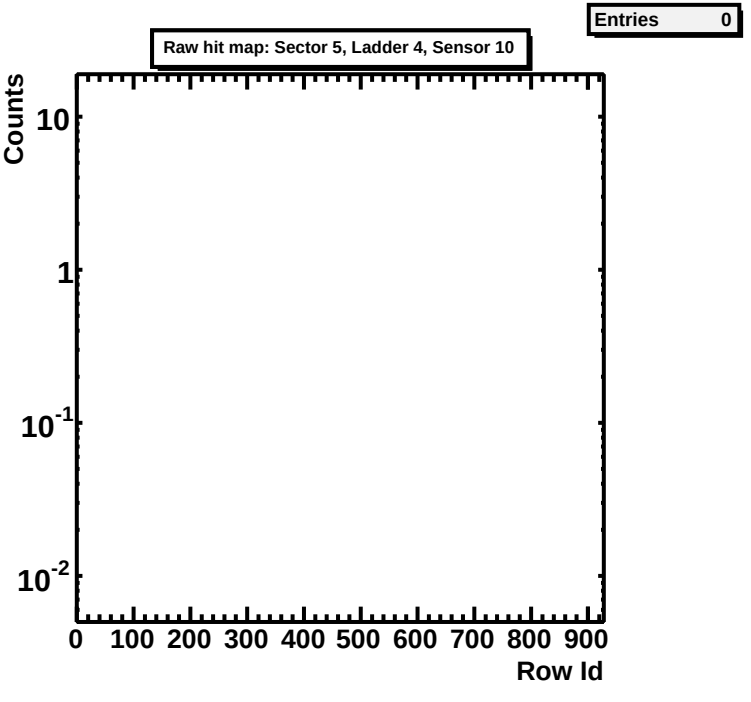

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 9
Counts
Column Id

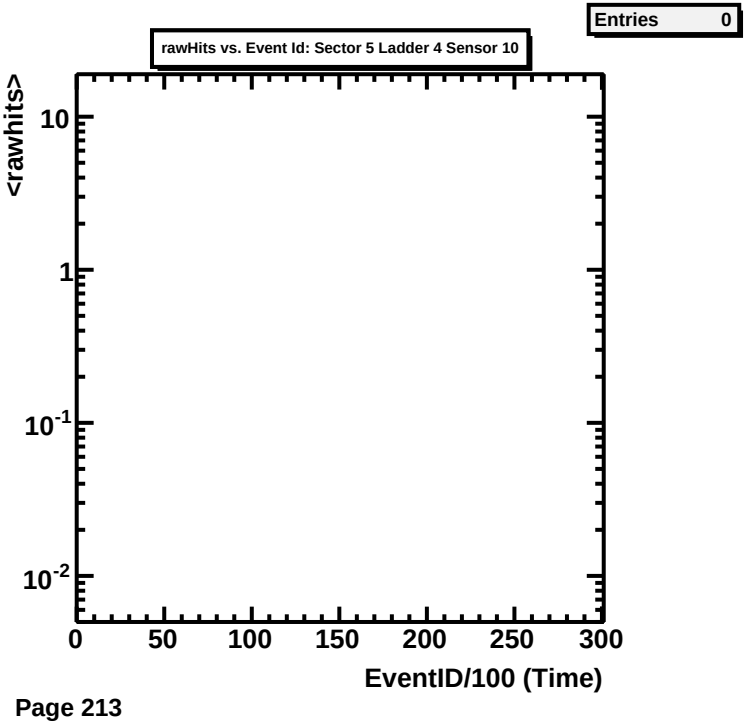

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 9
Counts
Row Id

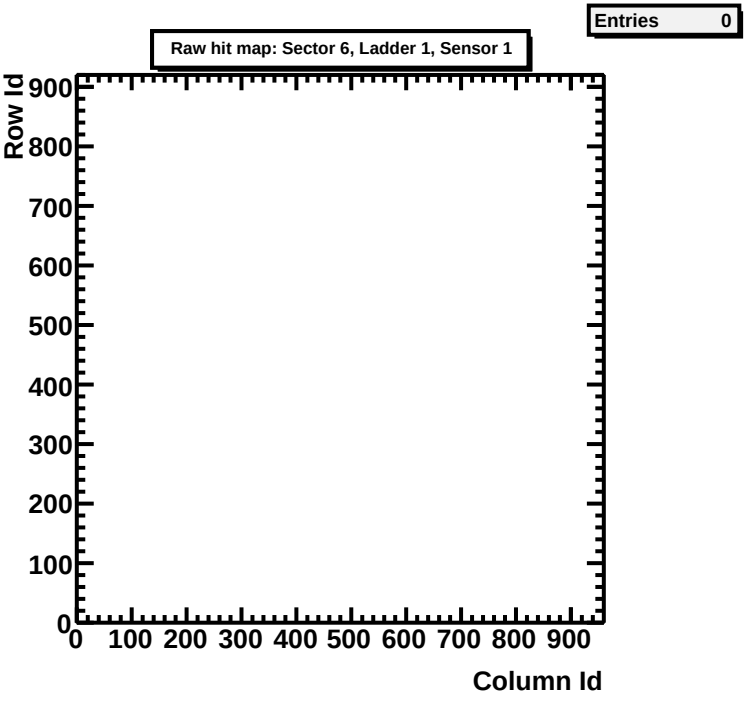

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 9
<rawhits>
EventID/100 (Time)

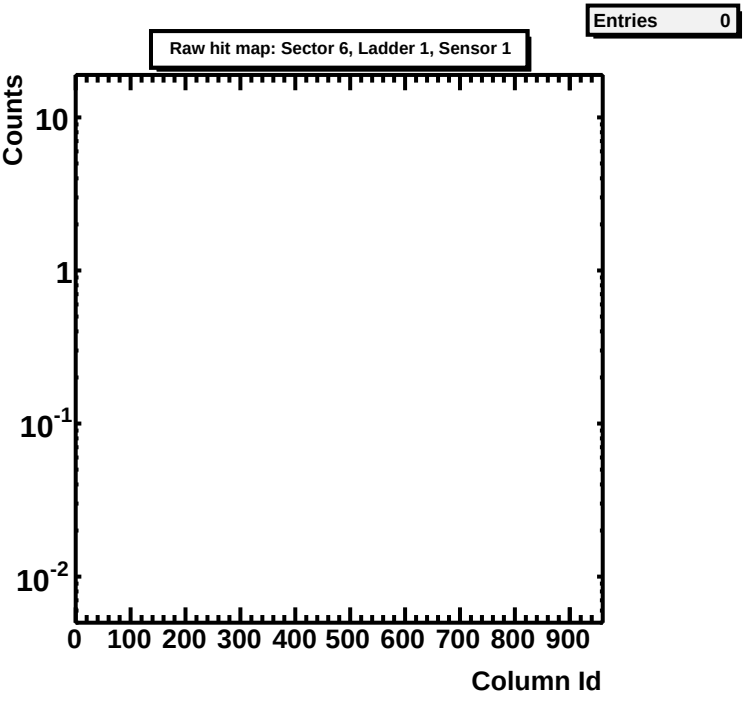

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

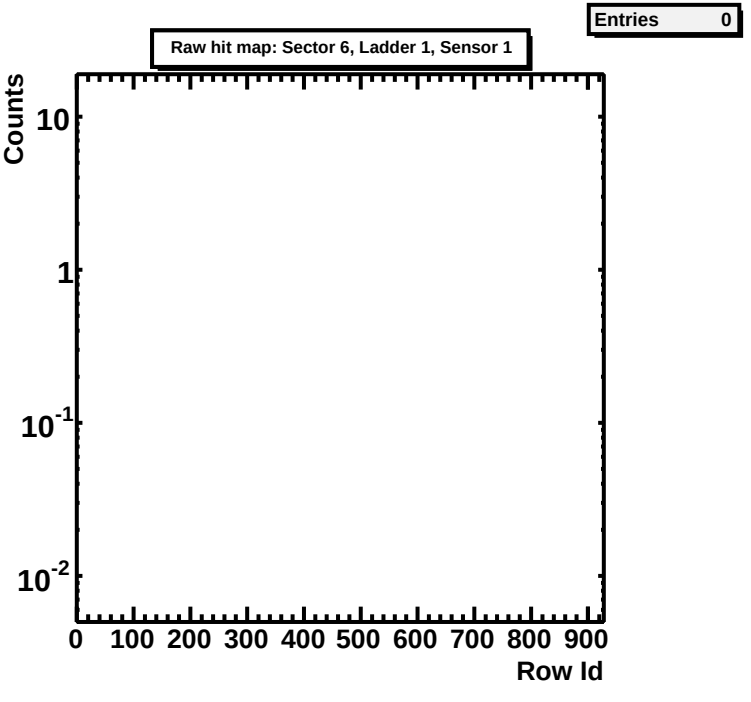

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

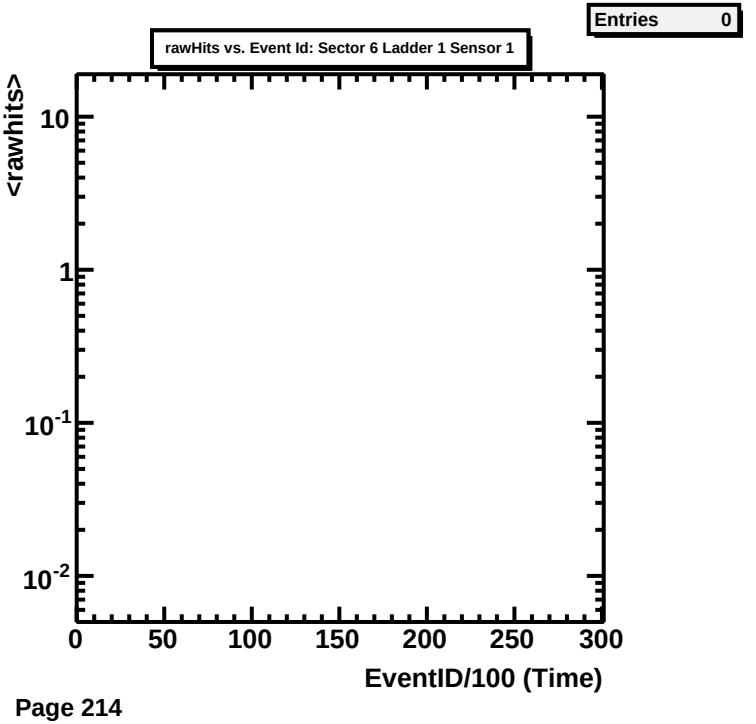

Entries 0
Raw hit map: Sector 5, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

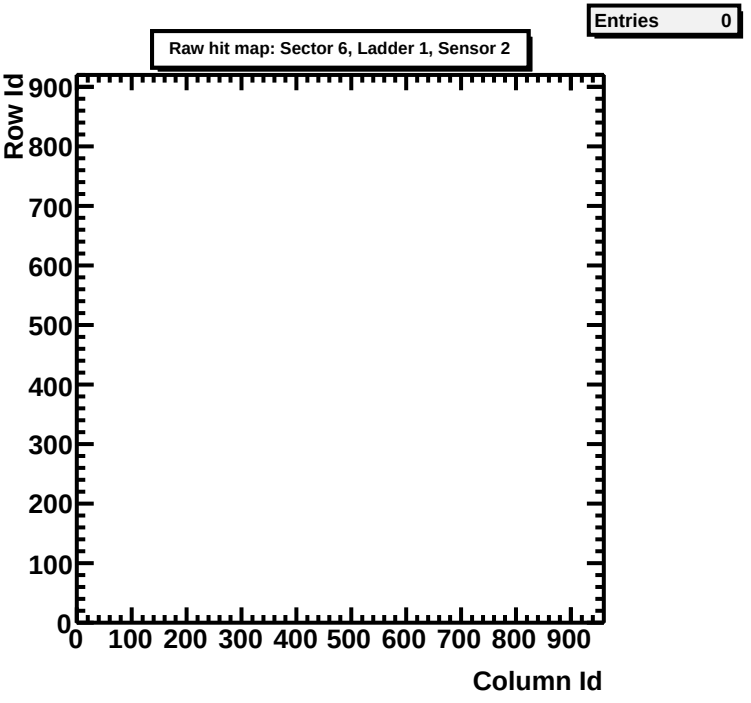

Entries 0
rawHits vs. Event Id: Sector 5 Ladder 4 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

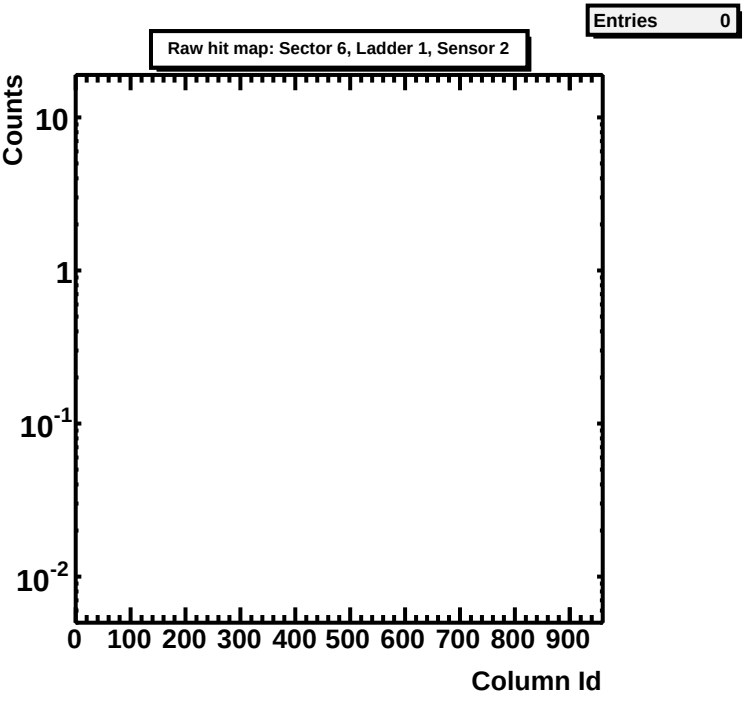

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

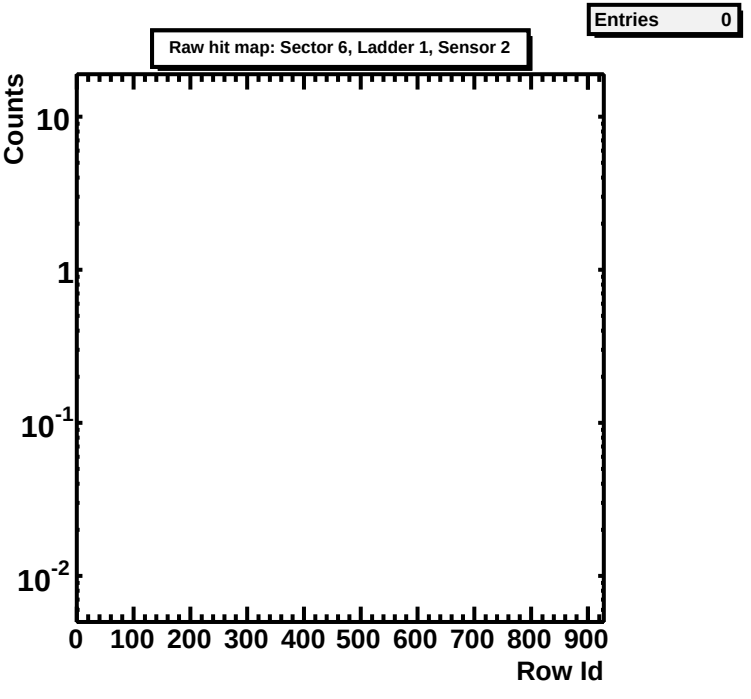

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

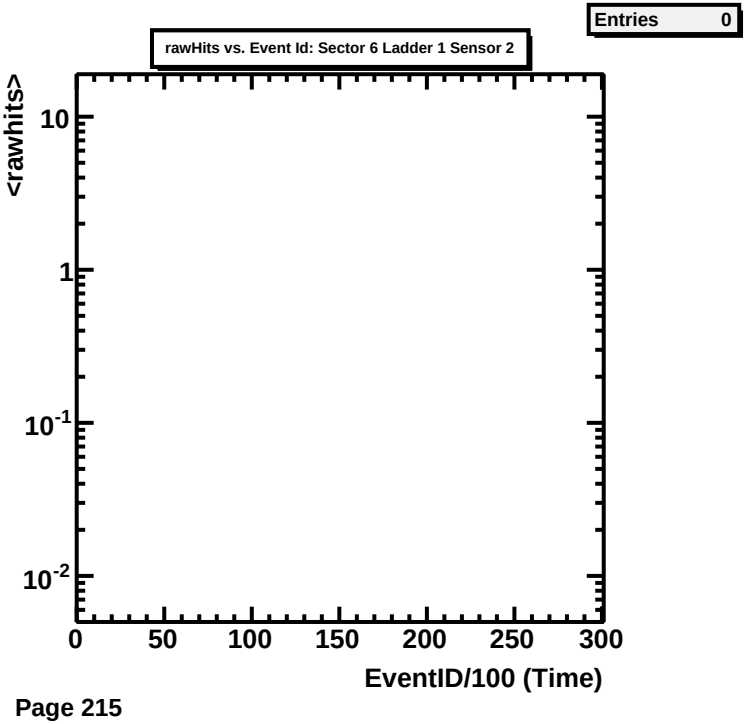

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

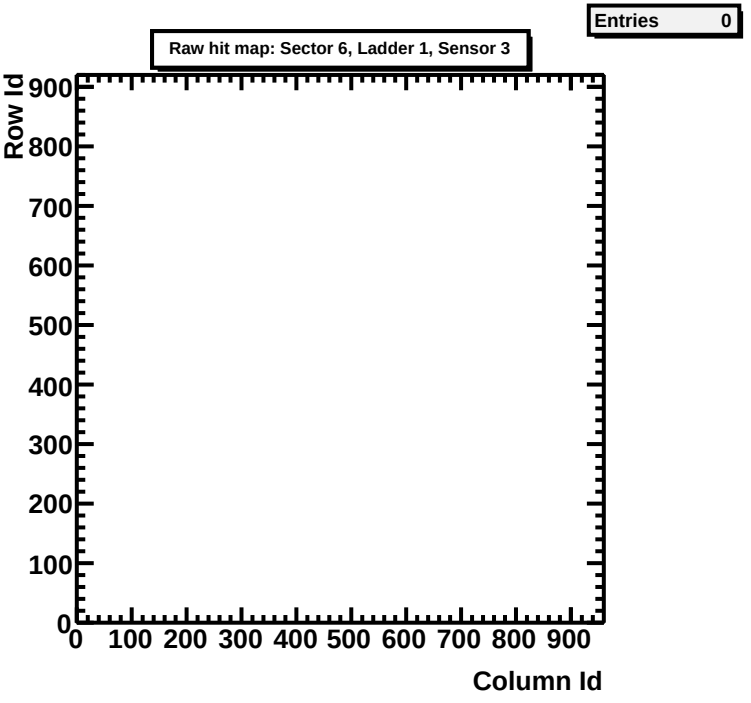

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

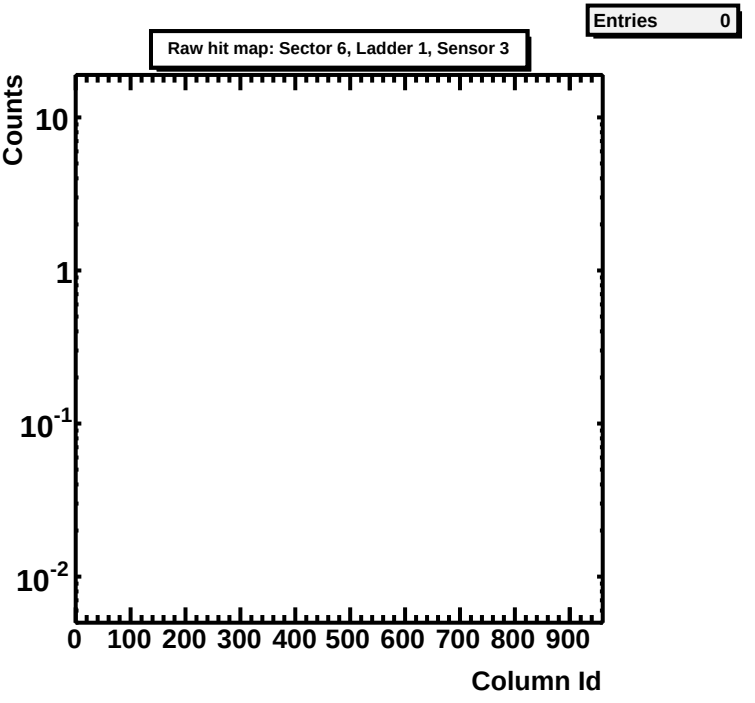

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

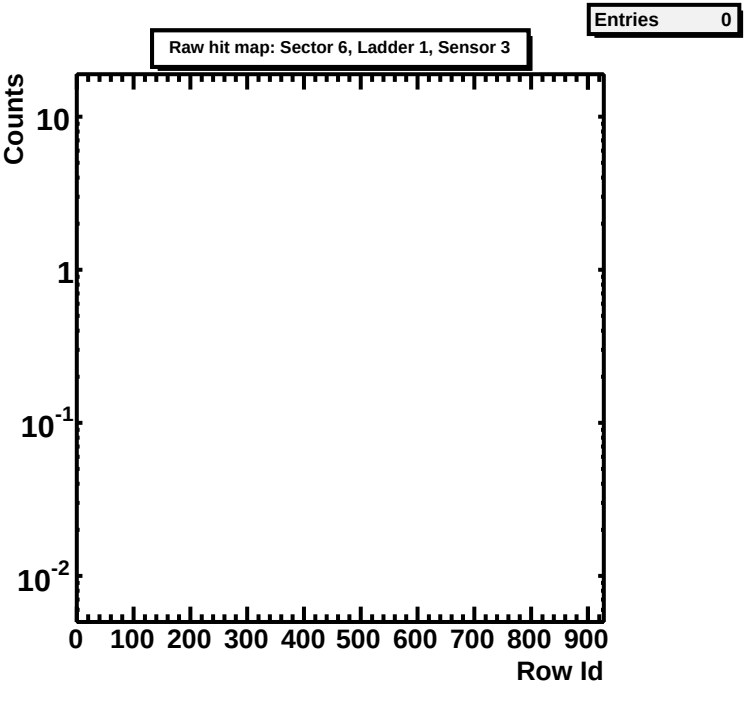

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

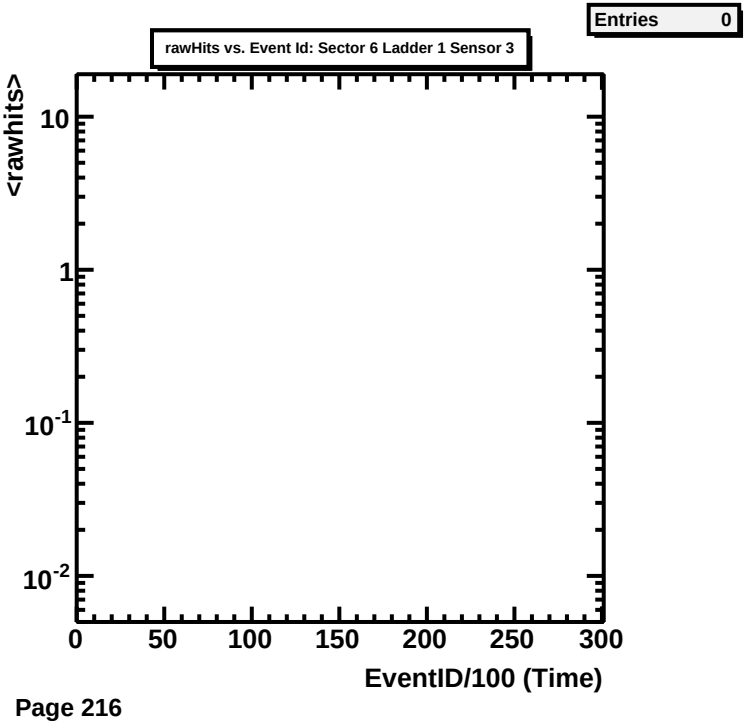

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

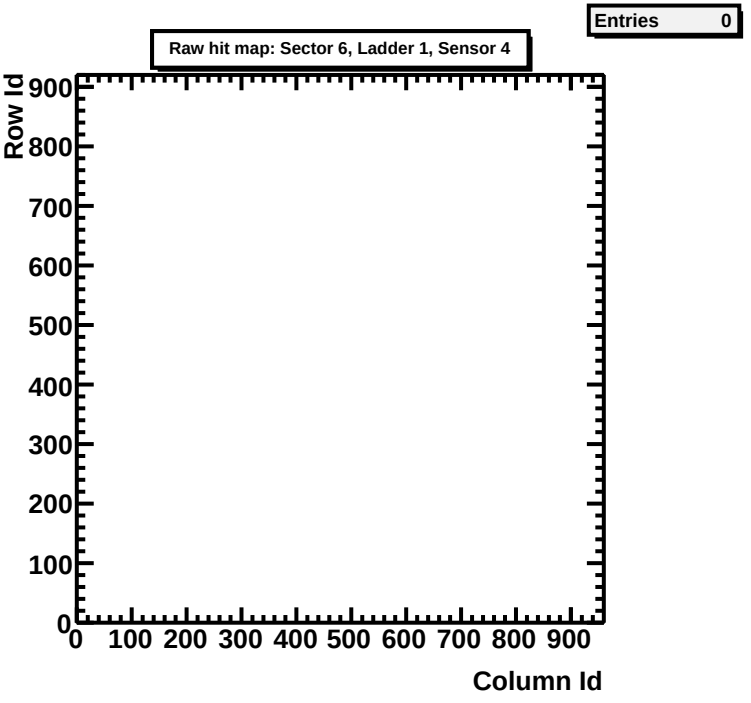

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

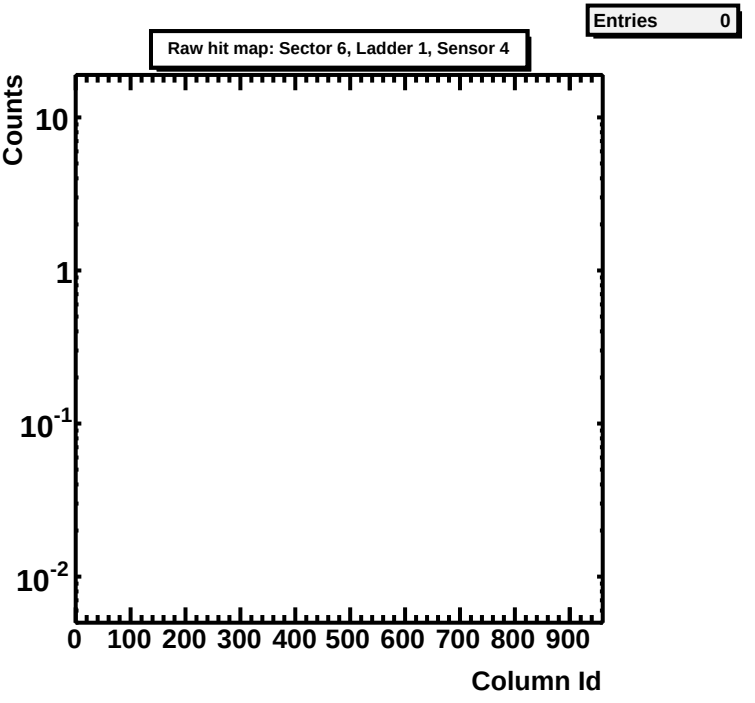

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 3
Row Id
Column Id

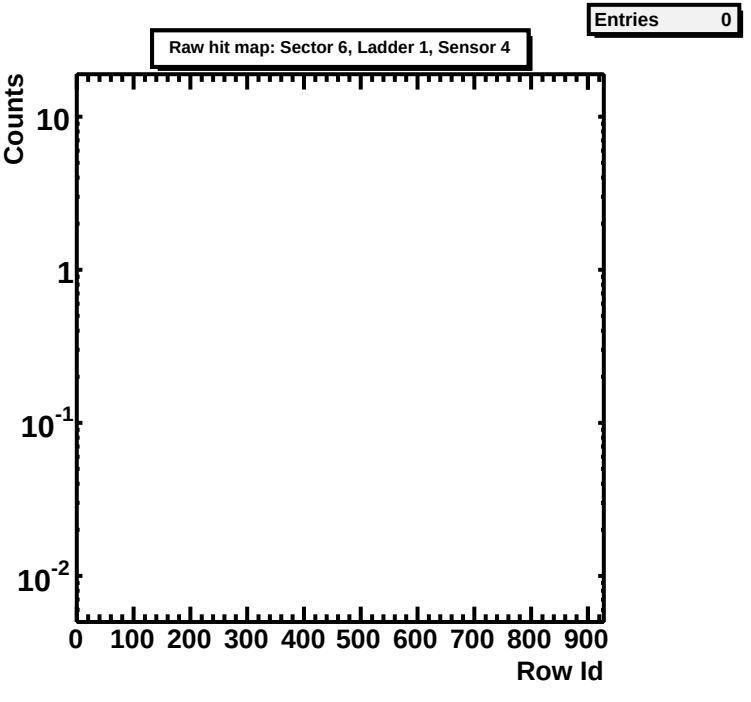

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 3
Counts
Column Id

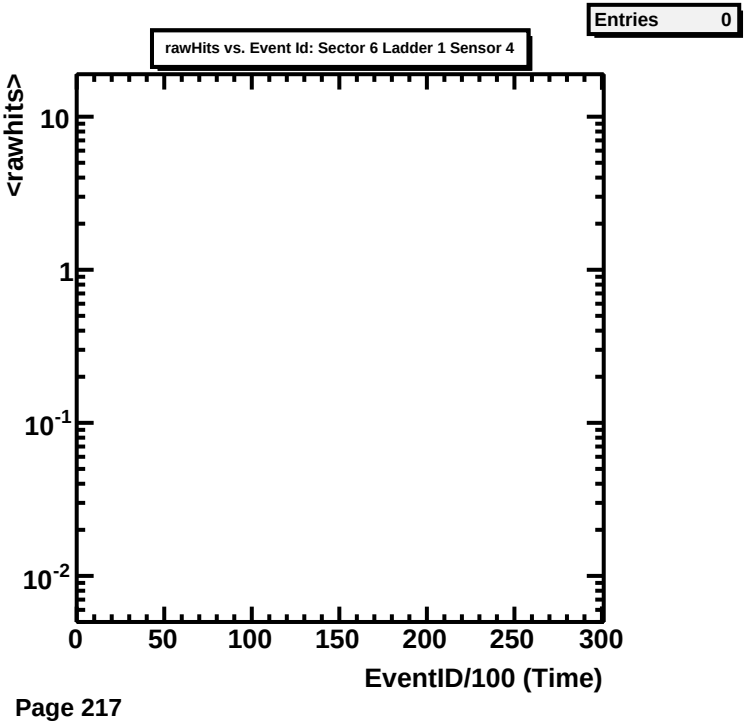

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 3
Counts
Row Id

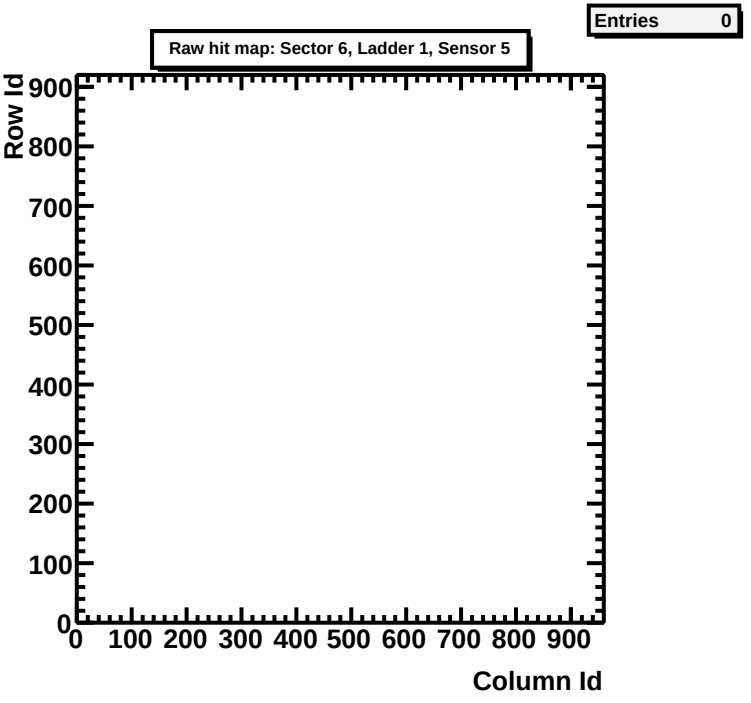

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 3
<rawhits>
EventID/100 (Time)

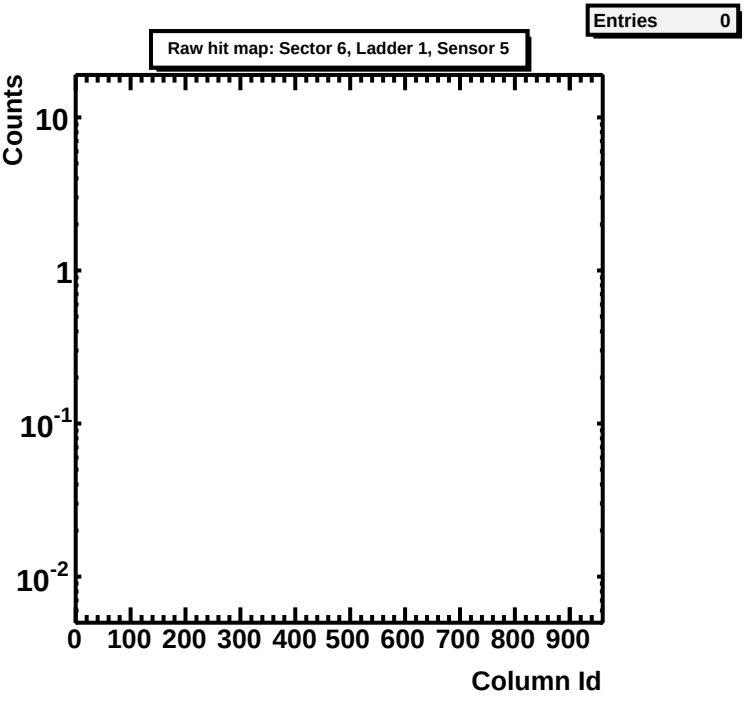

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

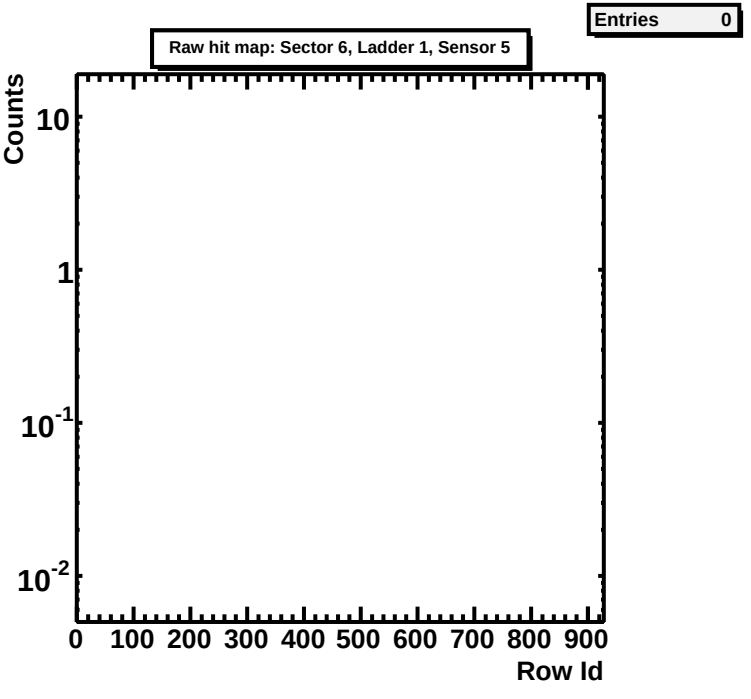

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

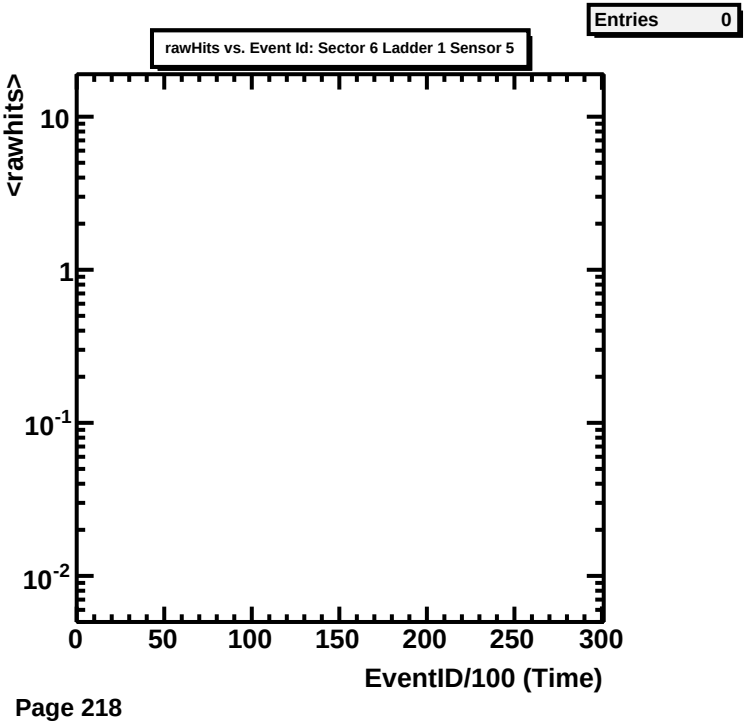

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

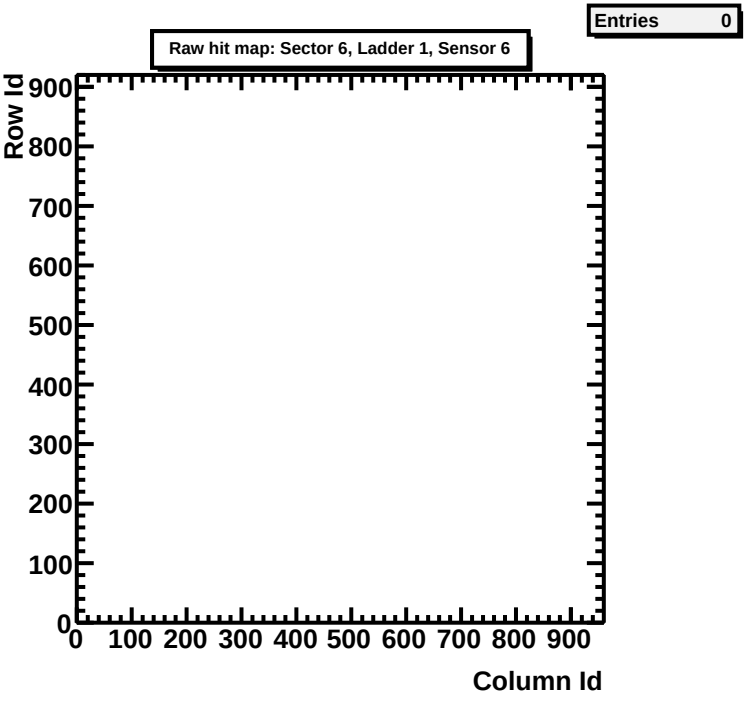

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

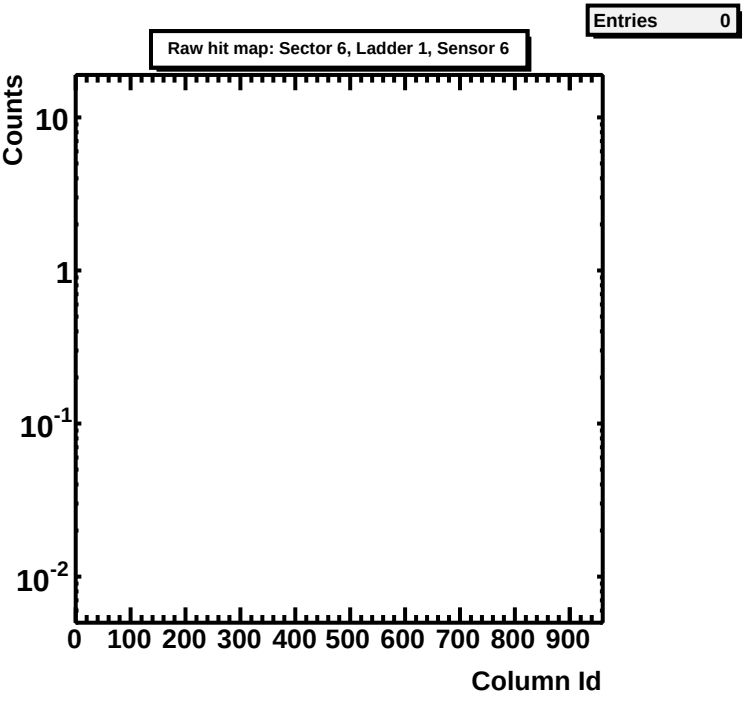

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 5
Row Id
Column Id

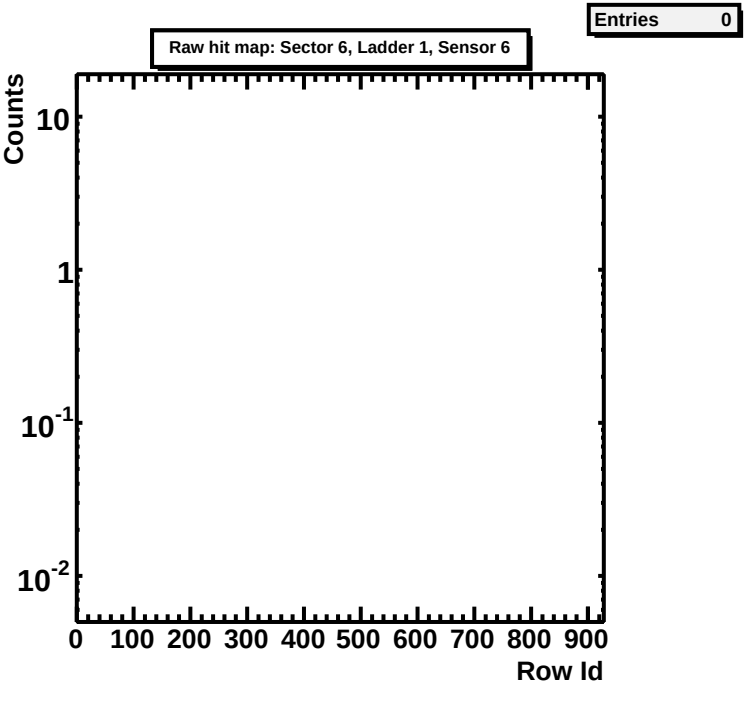

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 5
Counts
Column Id

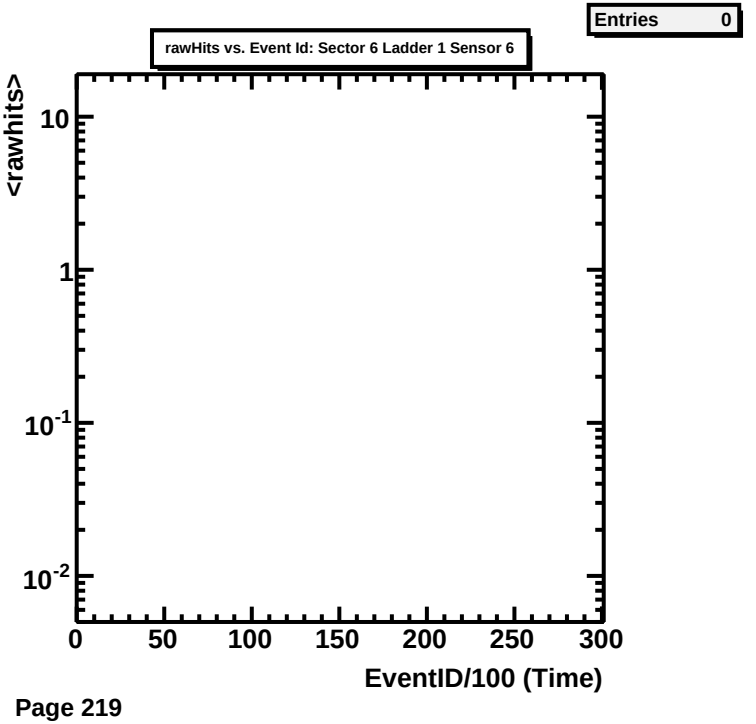

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 5
Counts
Row Id

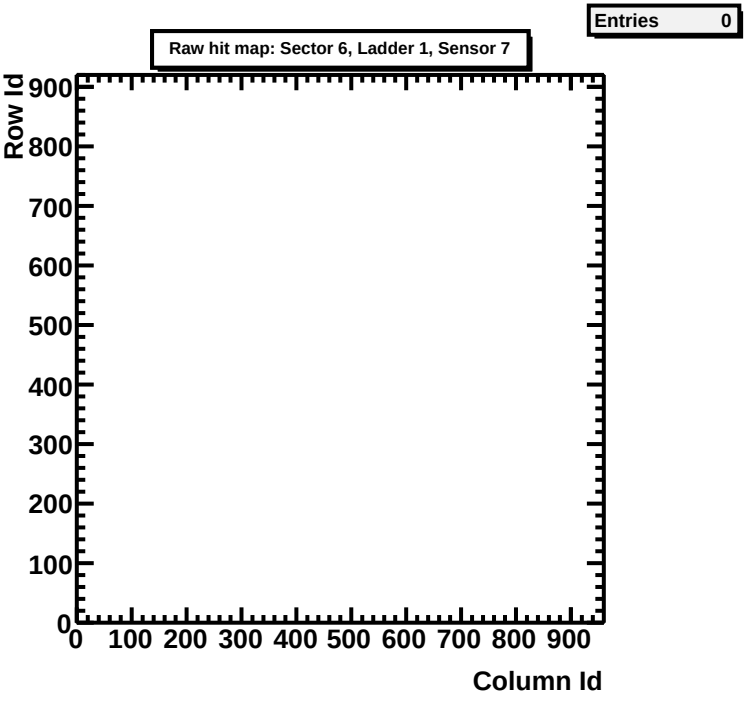

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

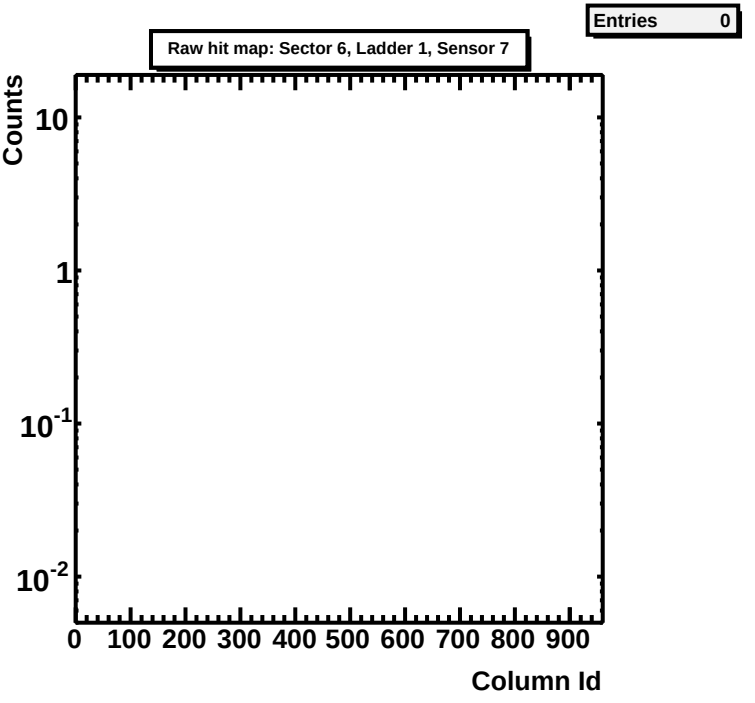

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 6
Row Id
Column Id

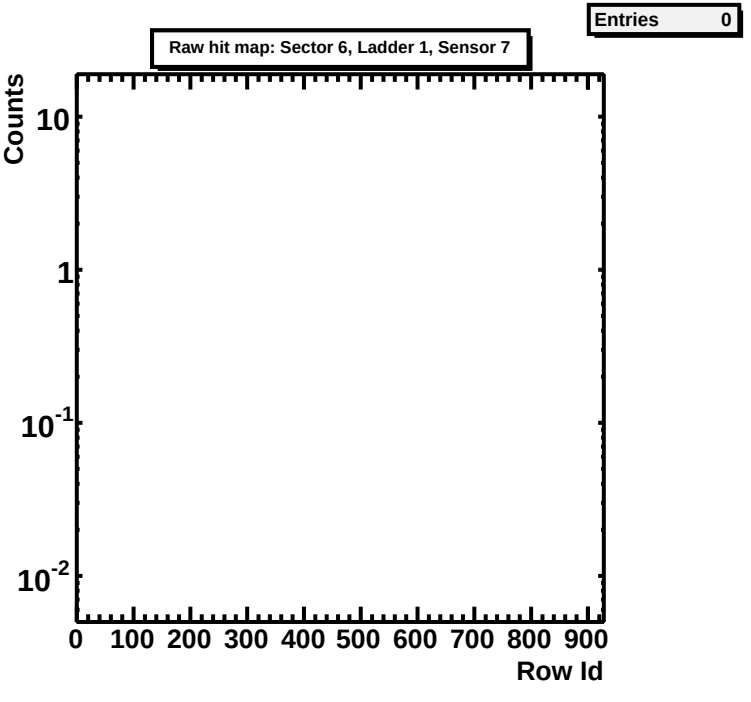

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 6
Counts
Column Id

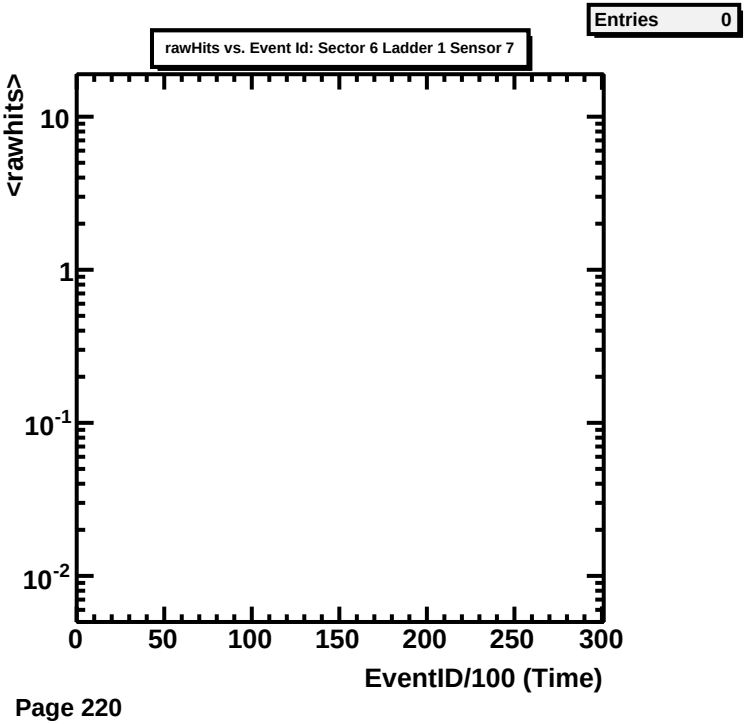

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 6
Counts
Row Id

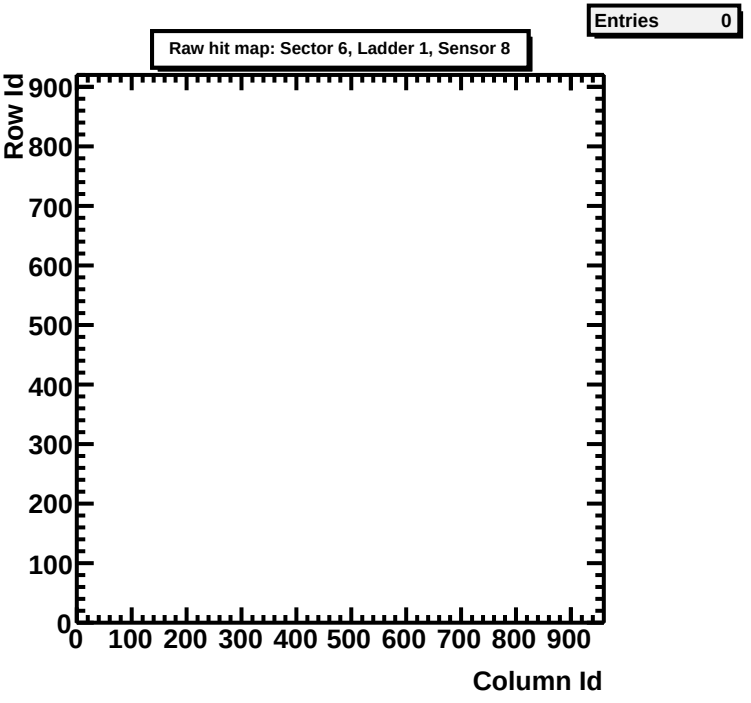

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 6
<rawhits>
EventID/100 (Time)

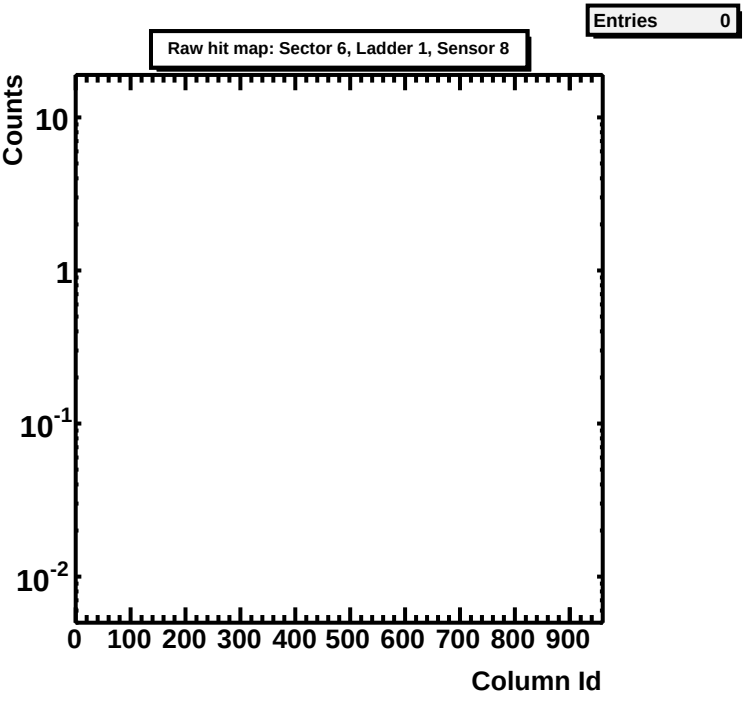

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

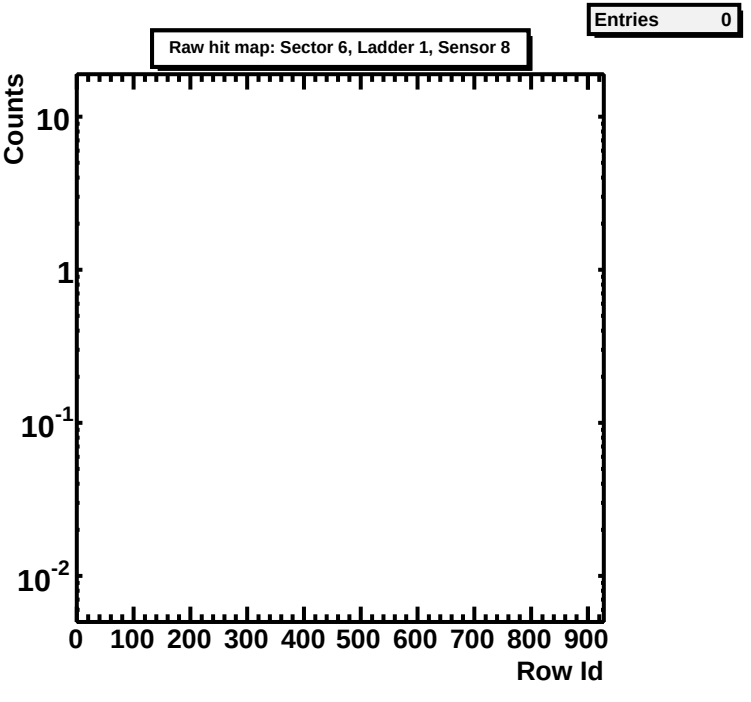

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

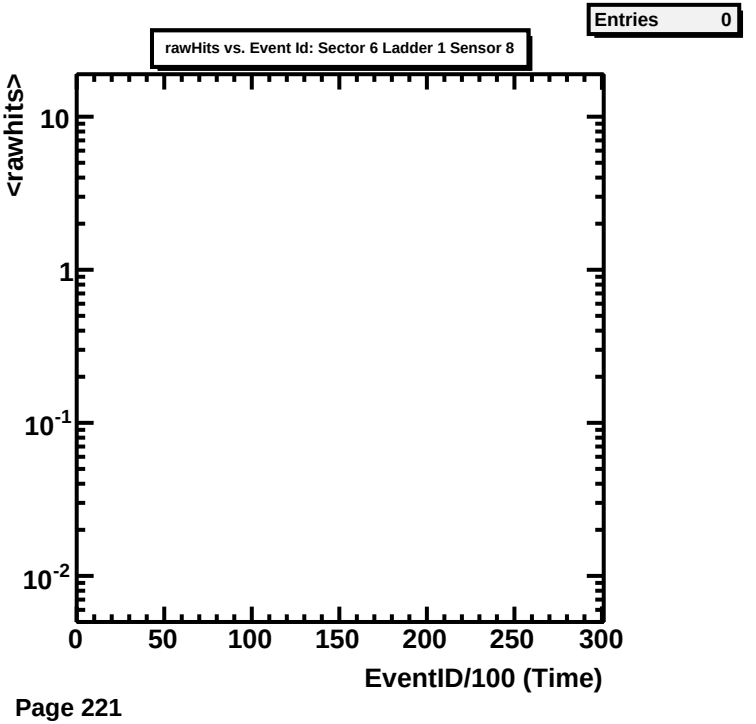

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

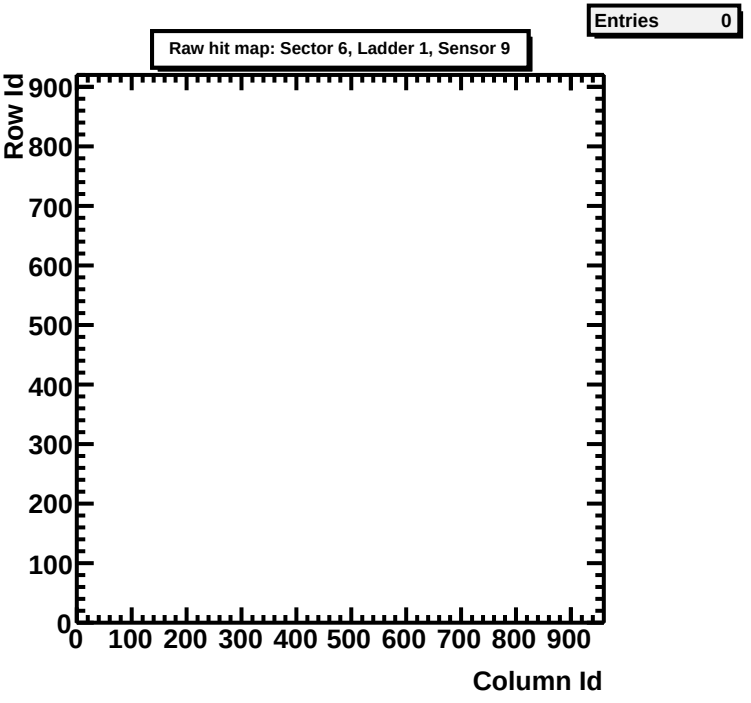

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

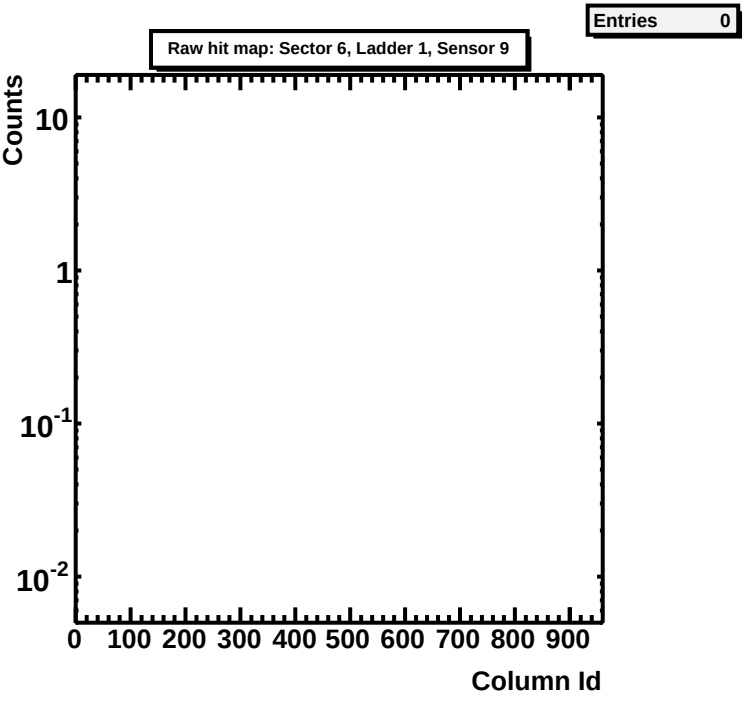

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

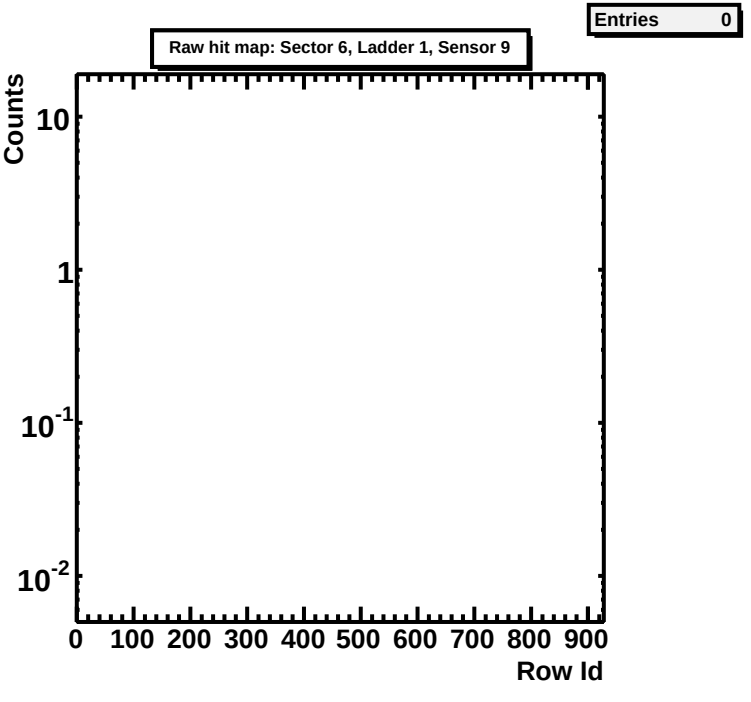

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

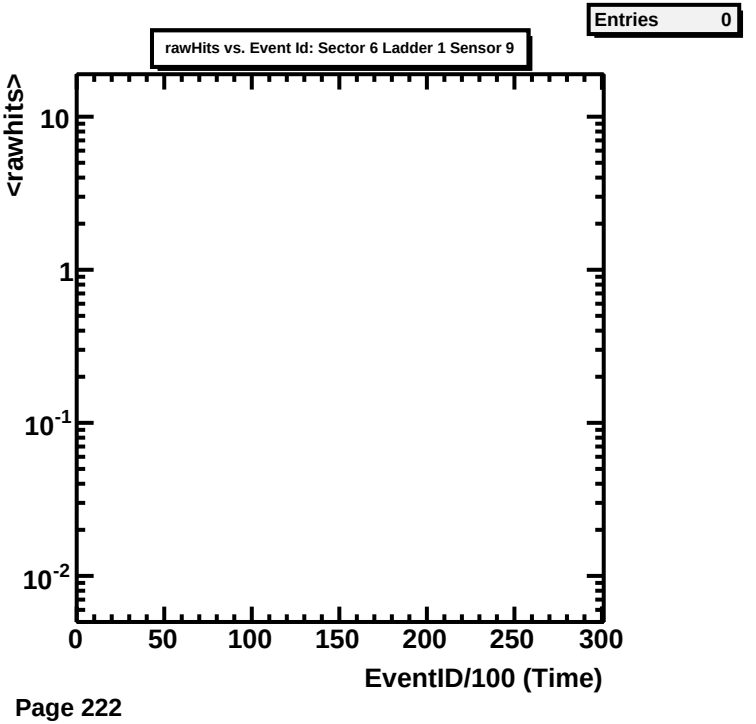

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

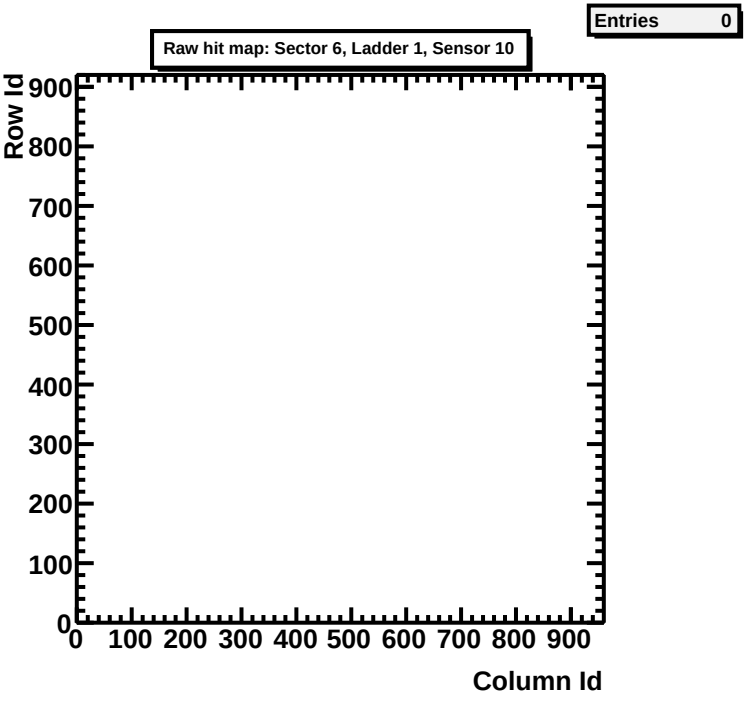

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

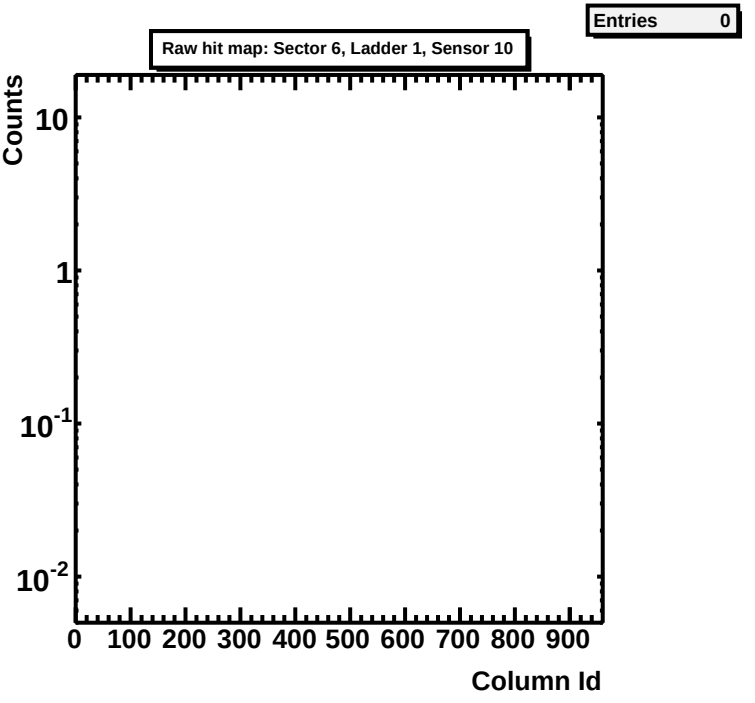

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

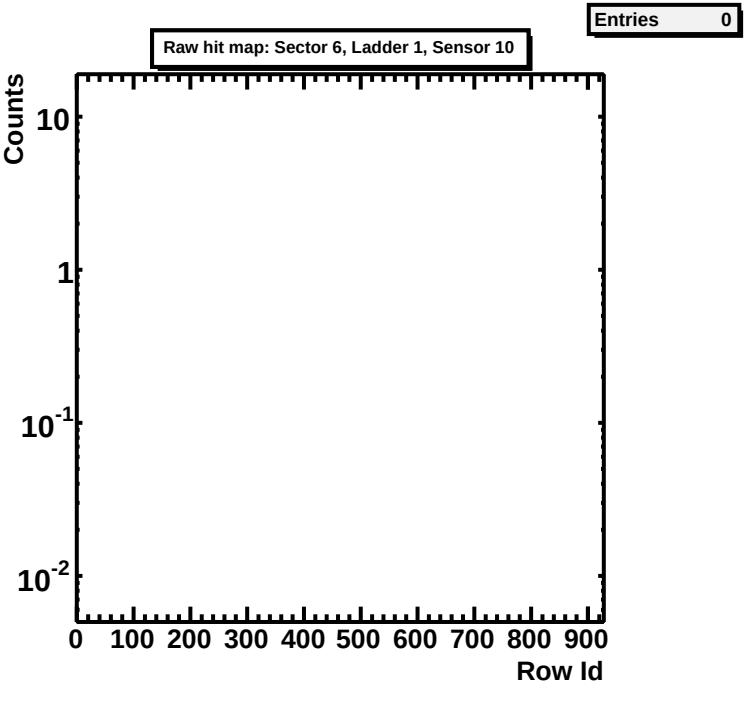

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

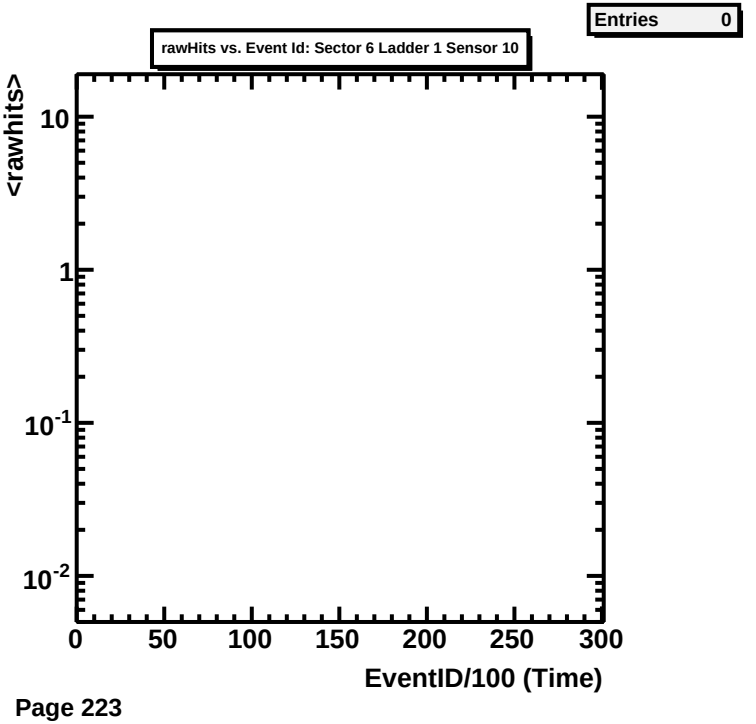

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

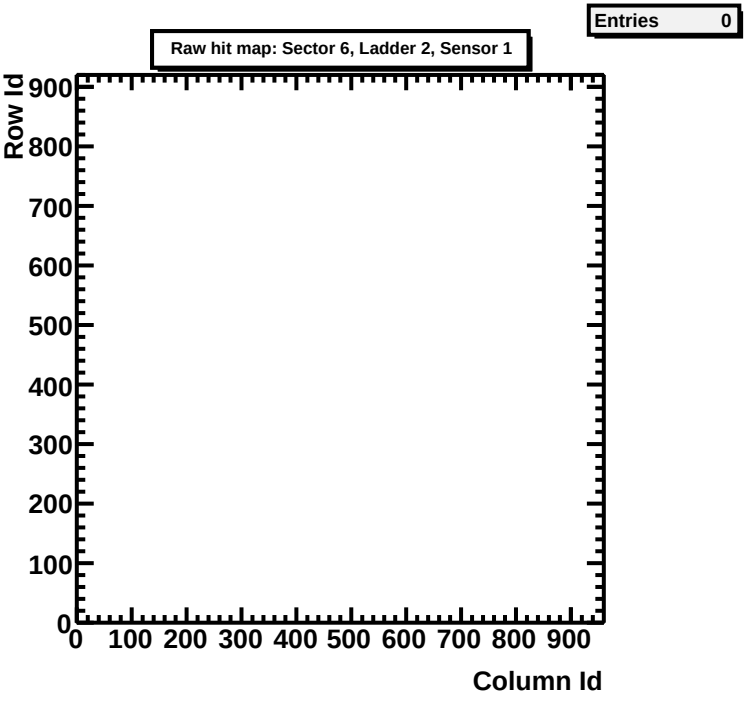

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

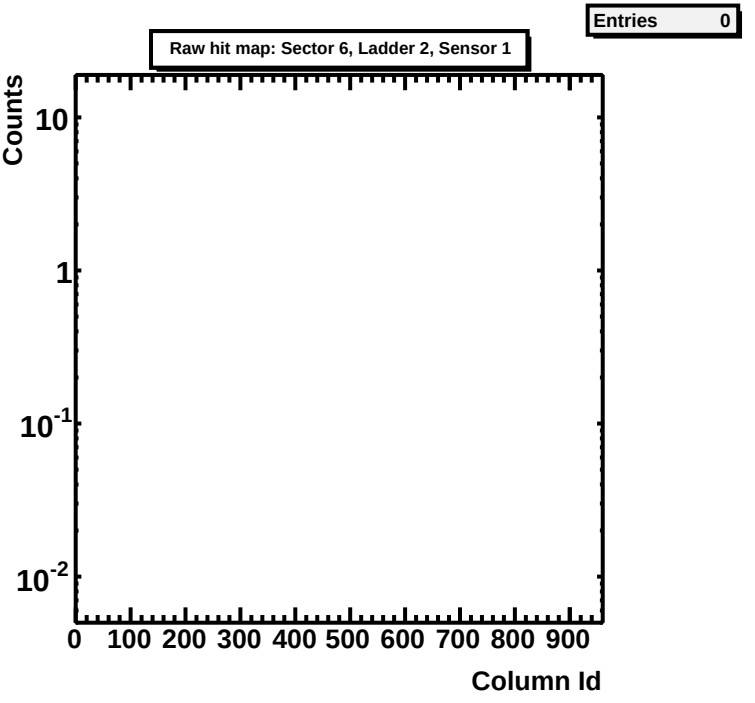

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 10
Row Id
Column Id

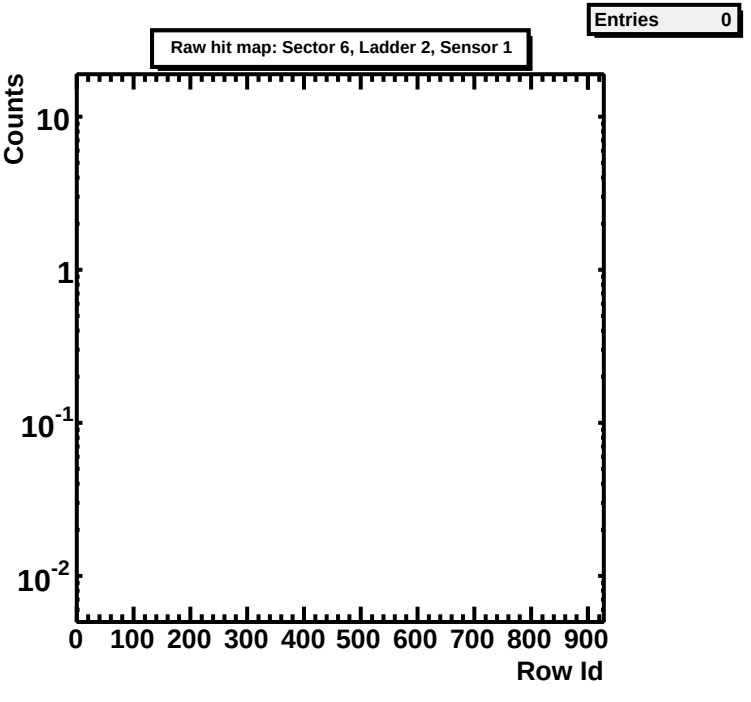

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 10
Counts
Column Id

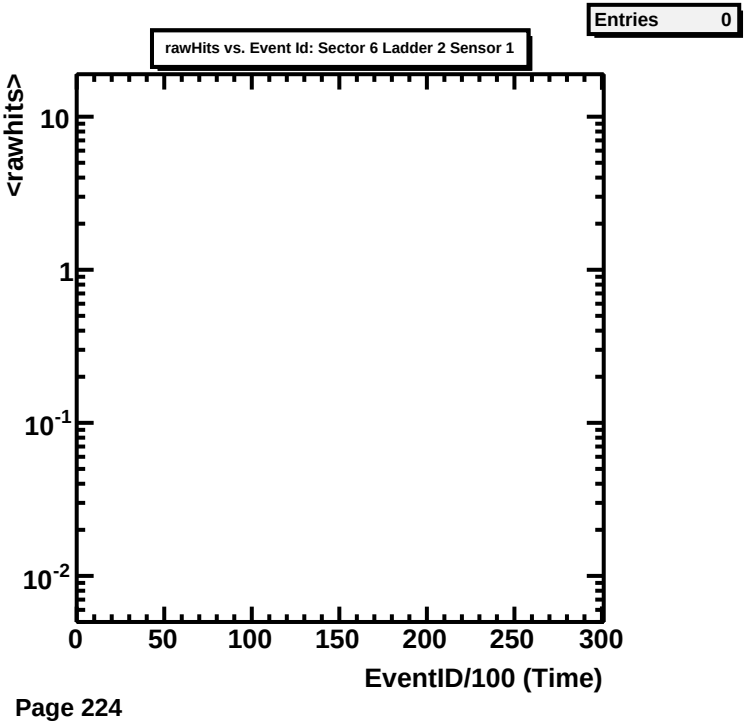

Entries 0
Raw hit map: Sector 6, Ladder 1, Sensor 10
Counts
Row Id

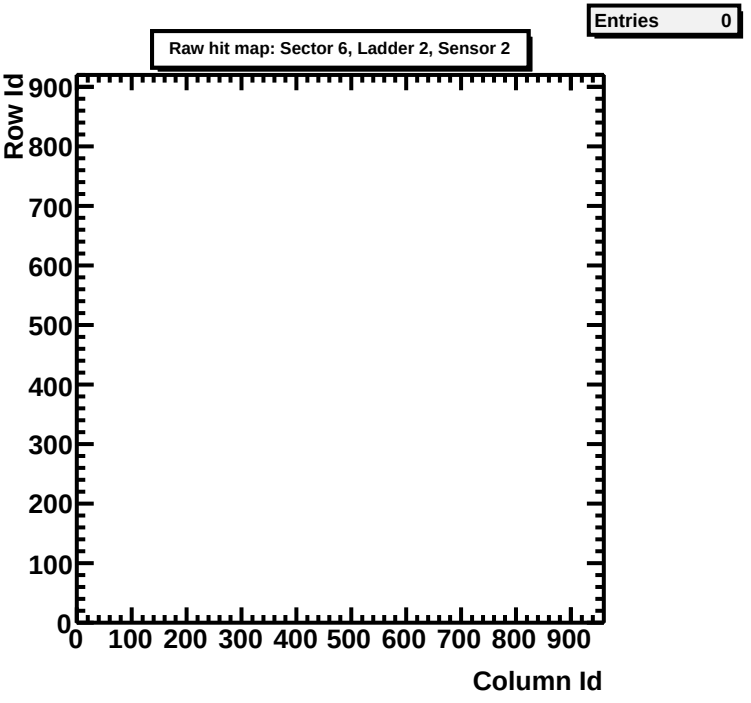

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

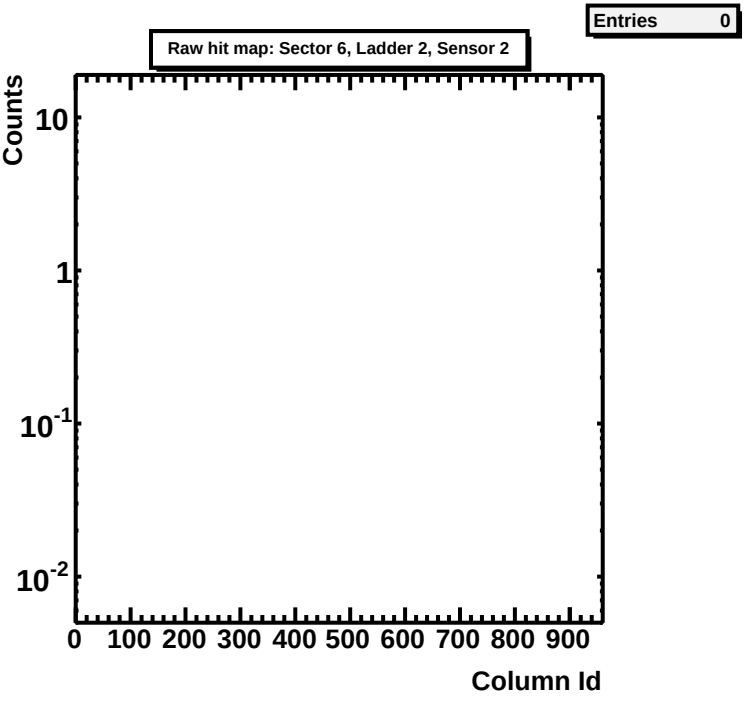

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

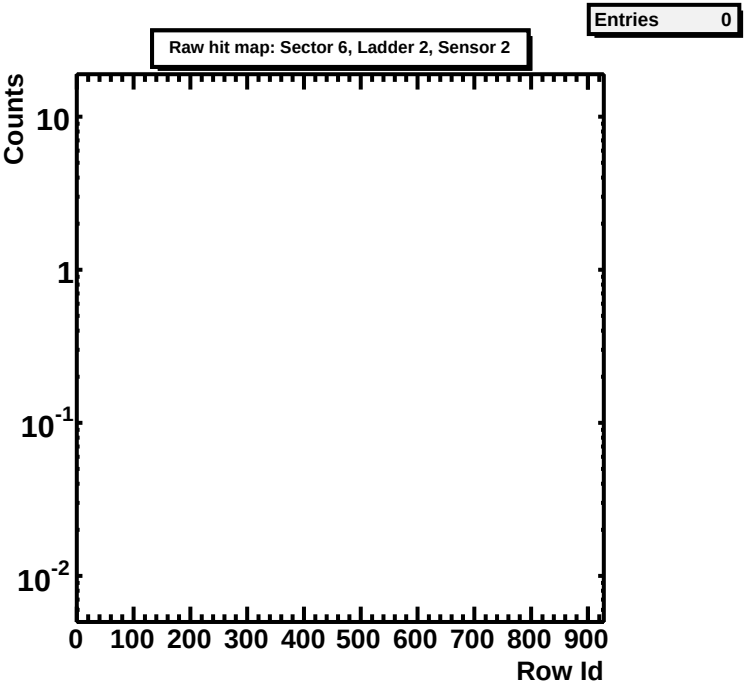

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

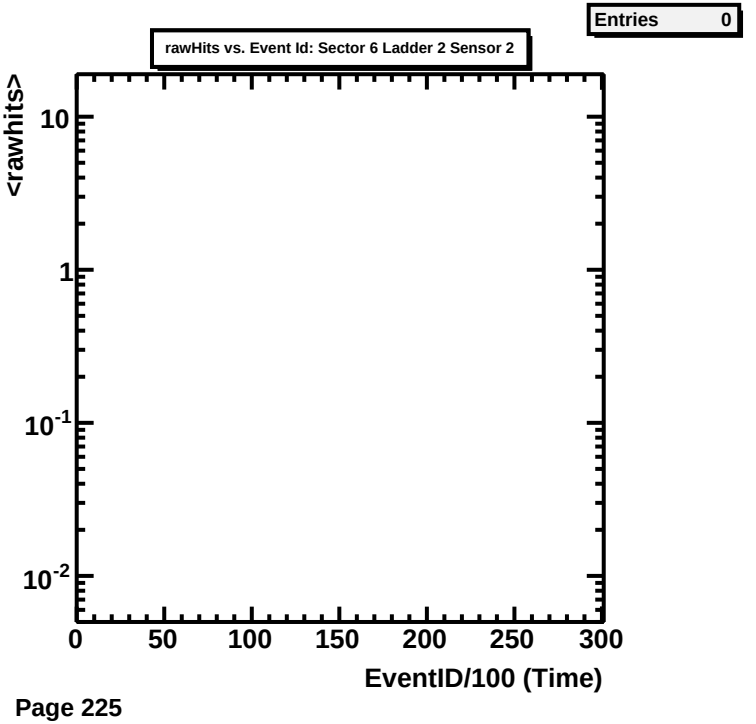

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

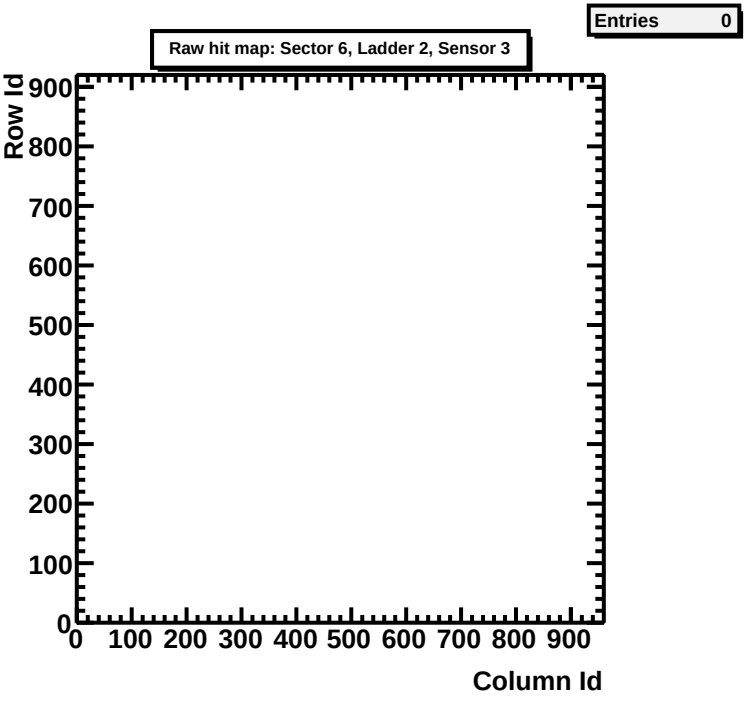

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

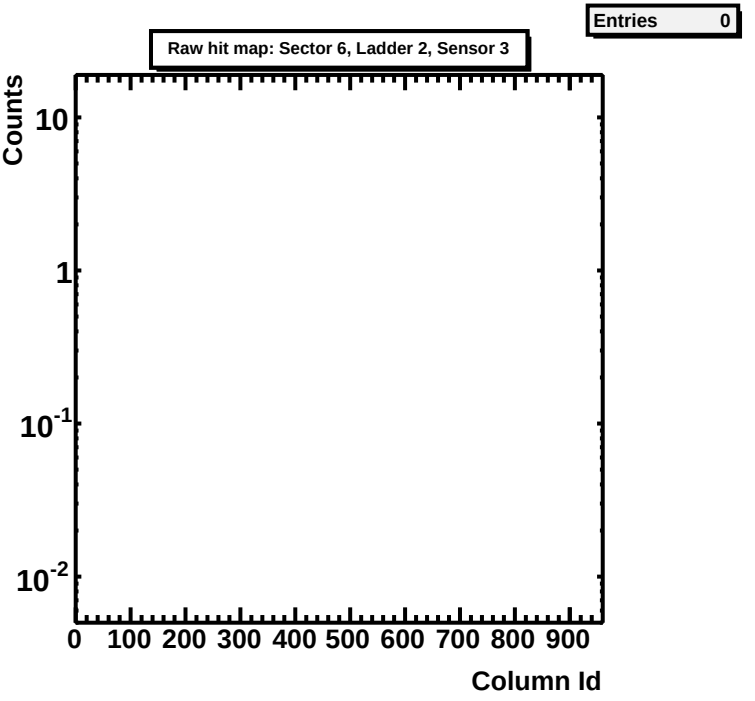

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

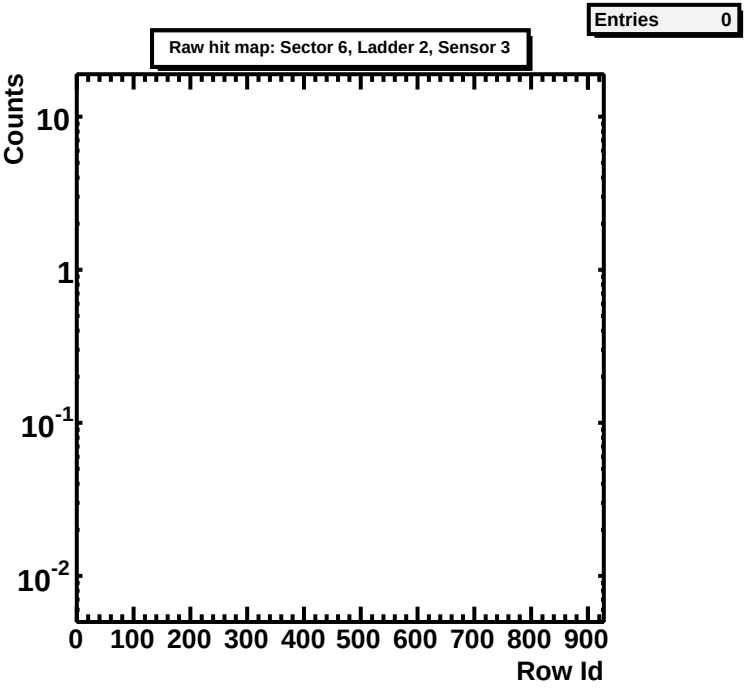

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

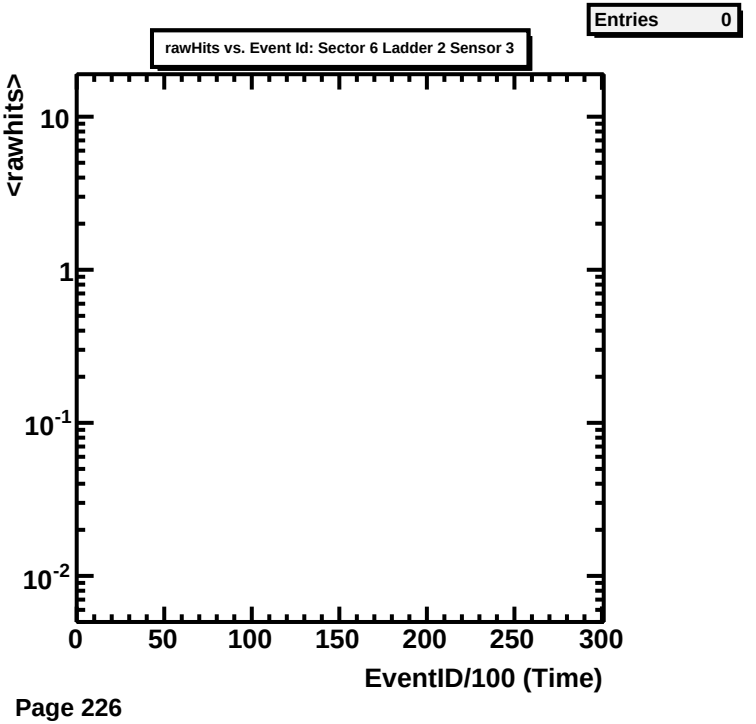

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

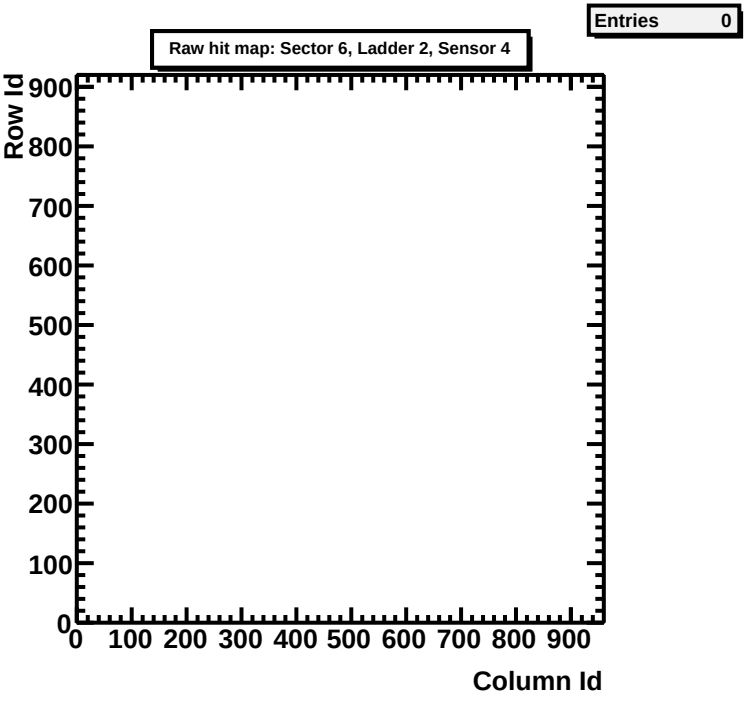

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

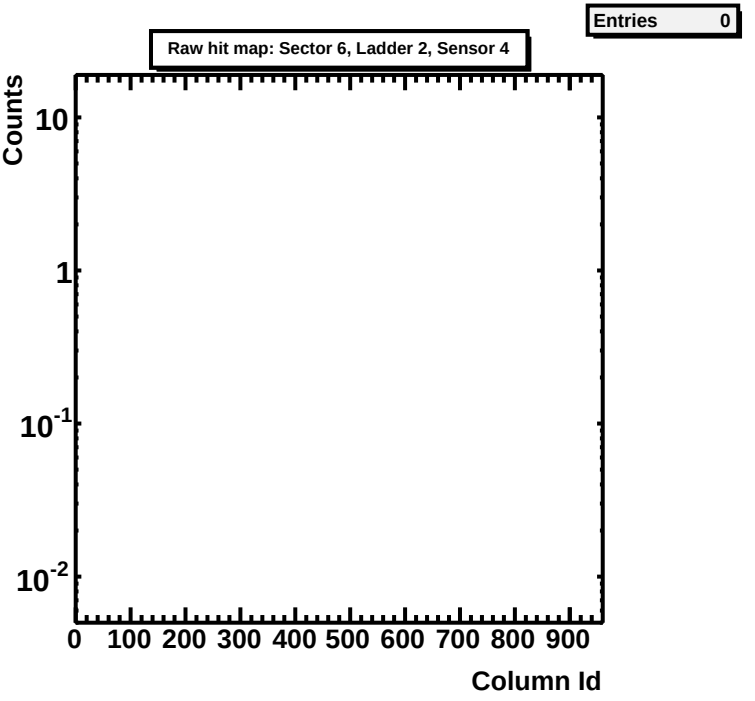

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

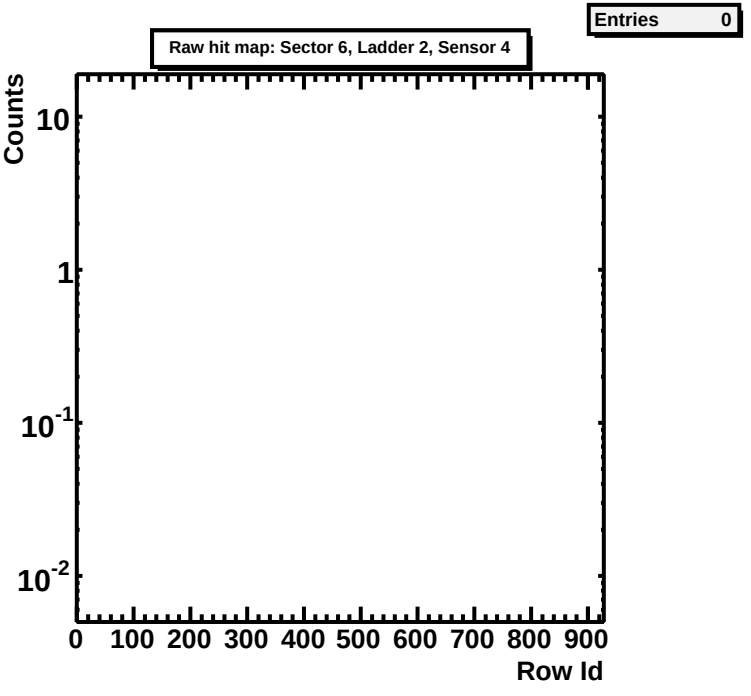

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

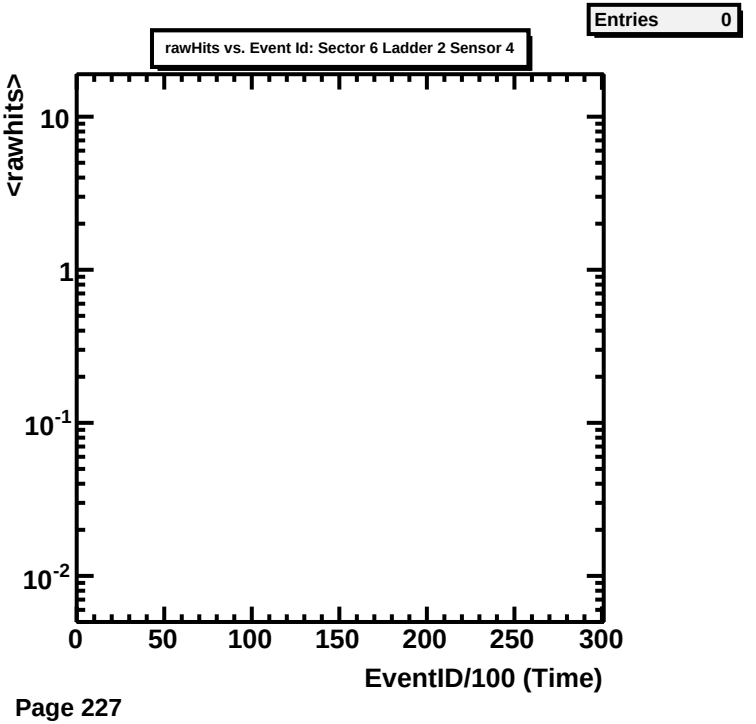

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

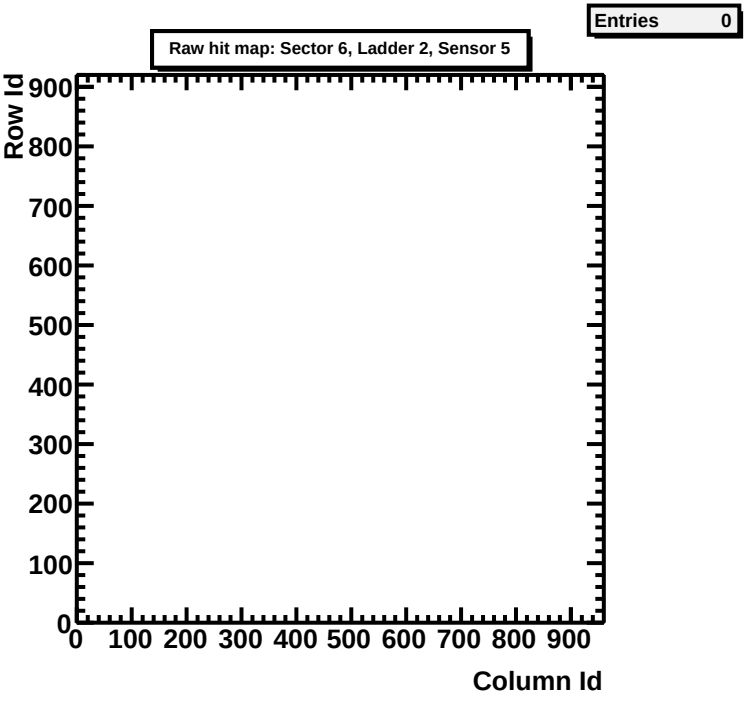

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

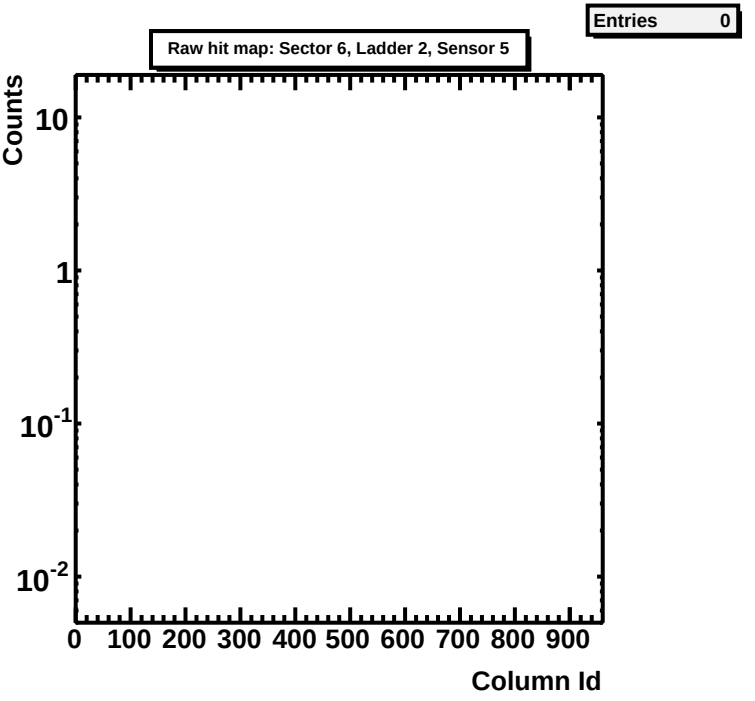

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

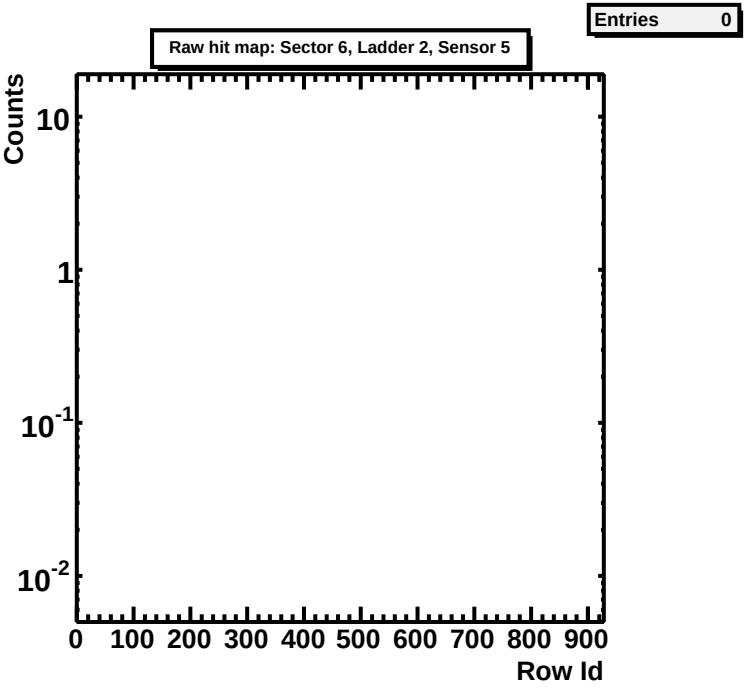

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

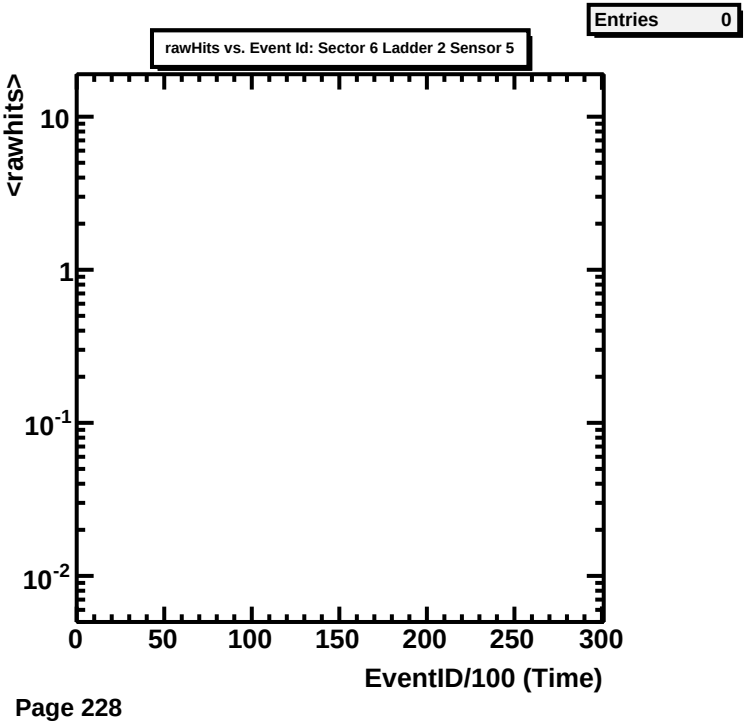

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

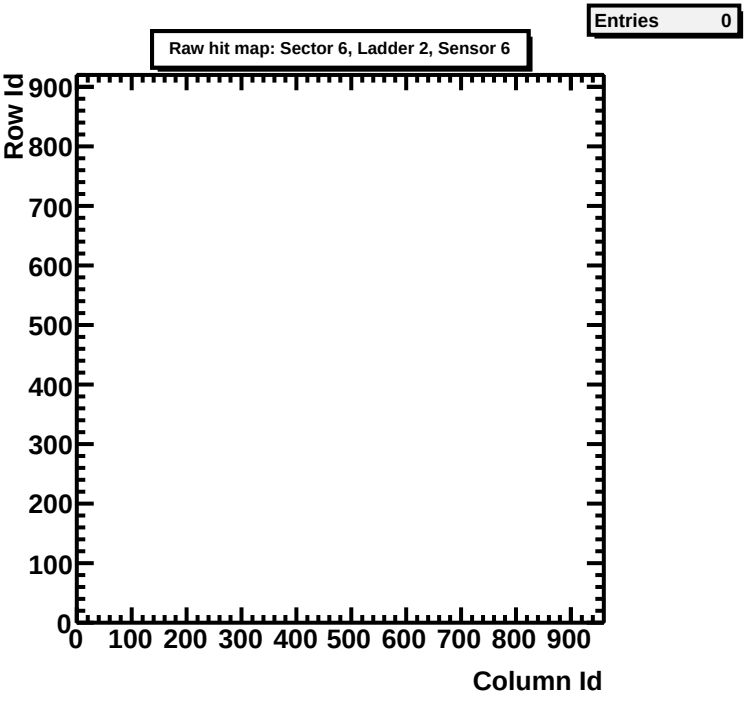

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

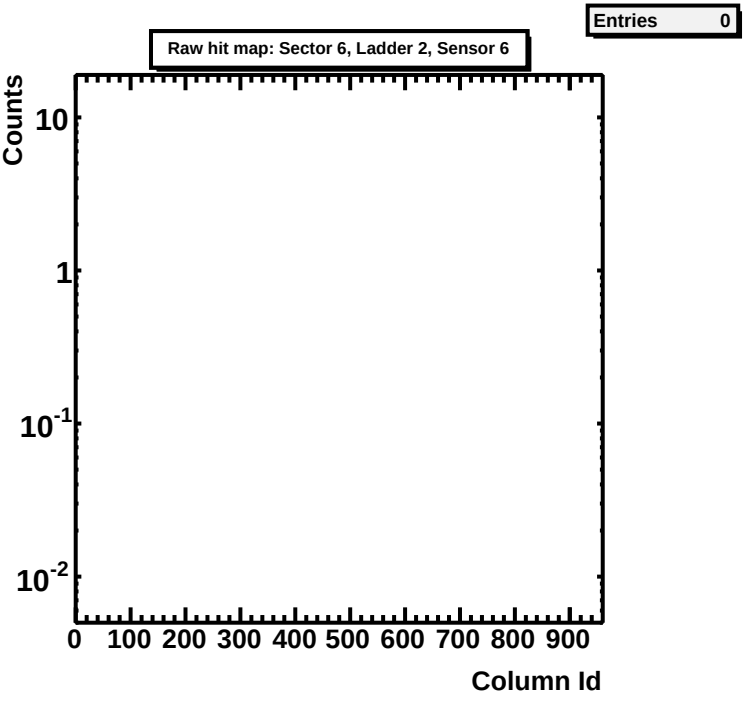

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

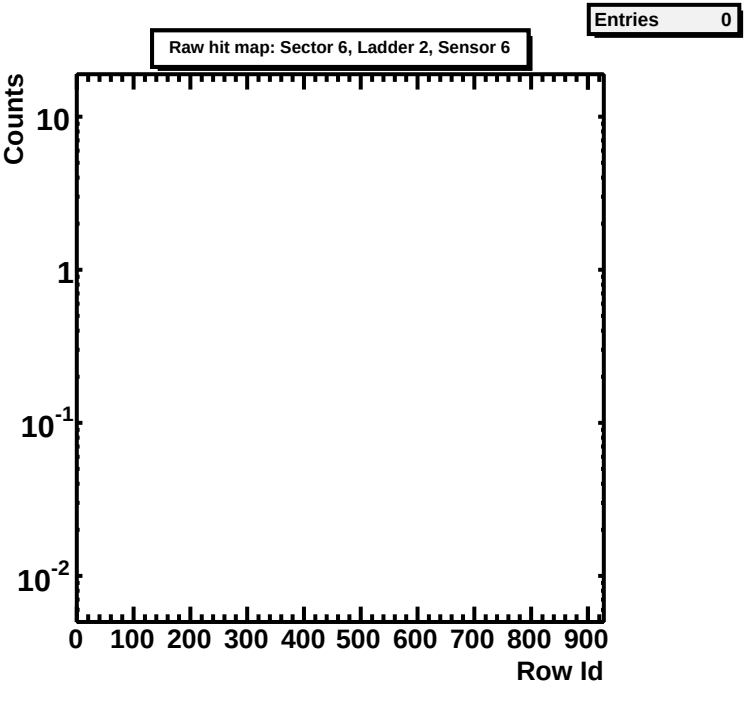

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

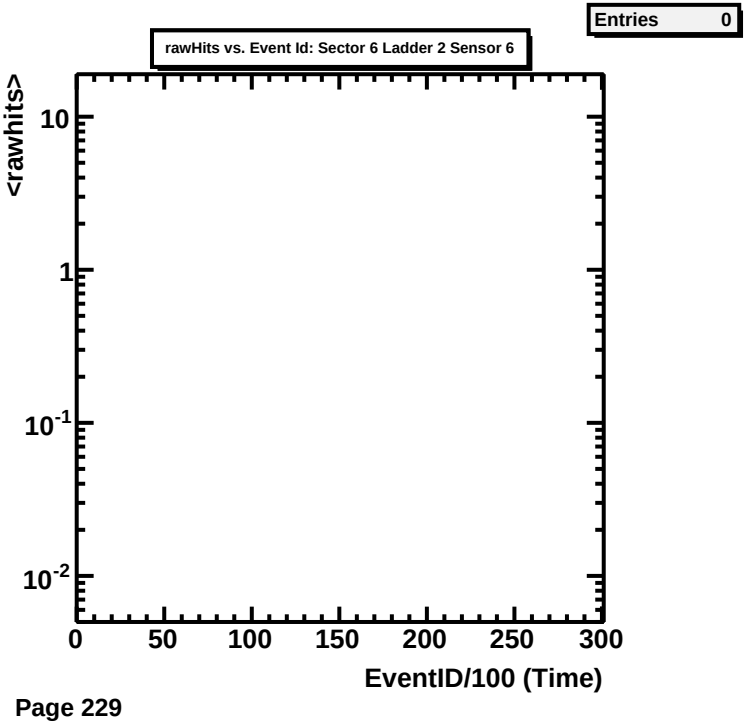

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

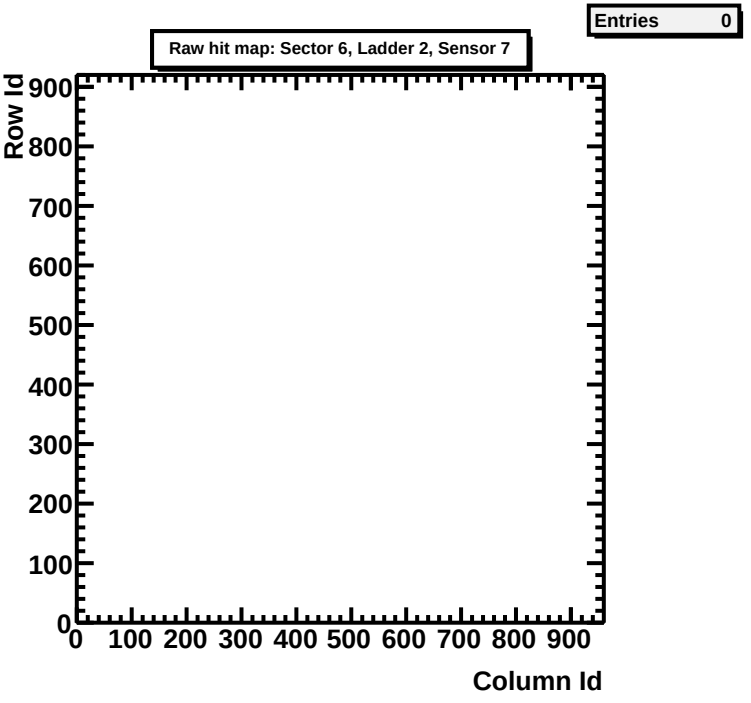

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

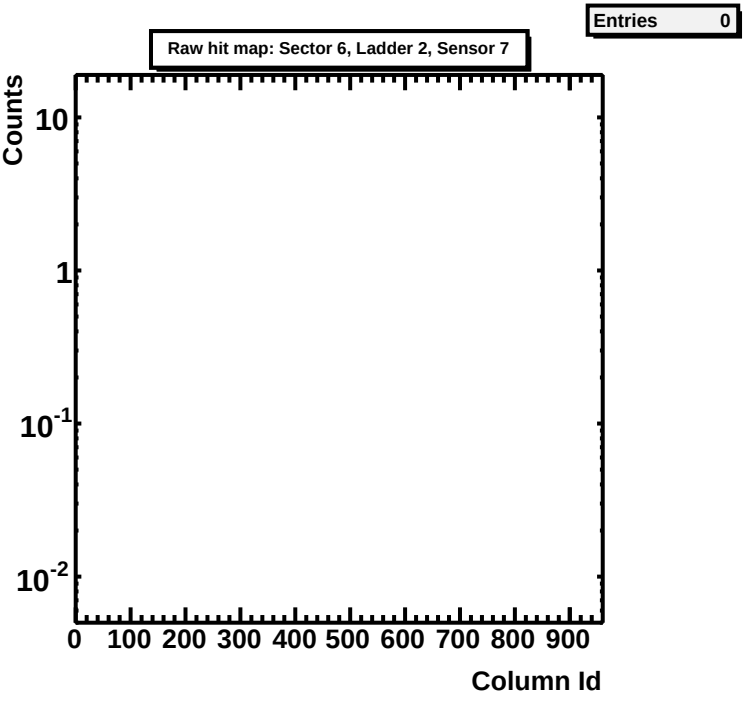

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 6
Row Id
Column Id

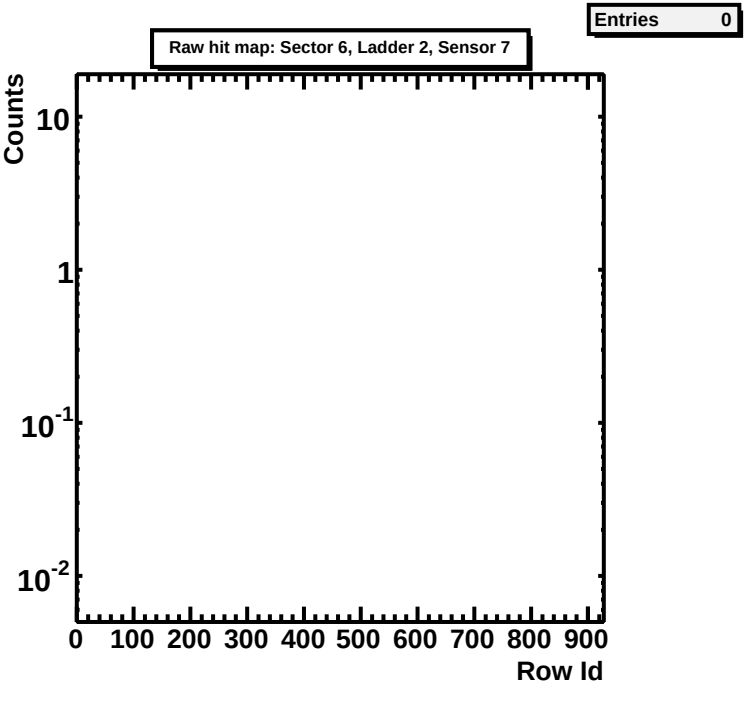

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 6
Counts
Column Id

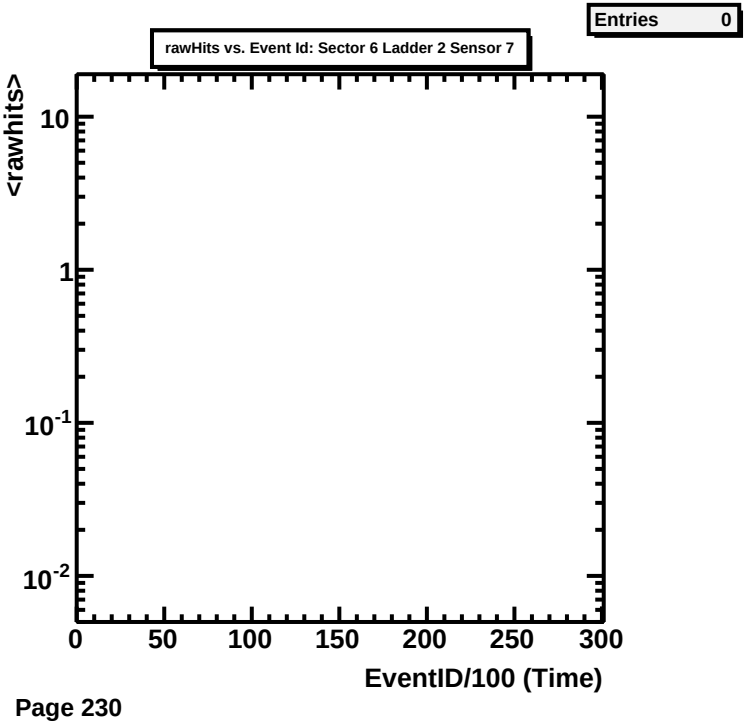

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 6
Counts
Row Id

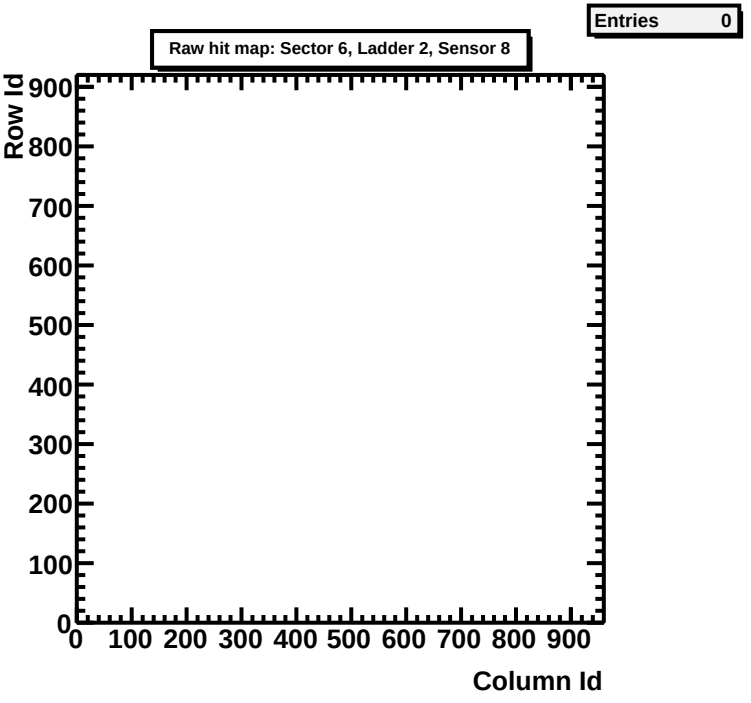

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 6
<rawhits>
EventID/100 (Time)

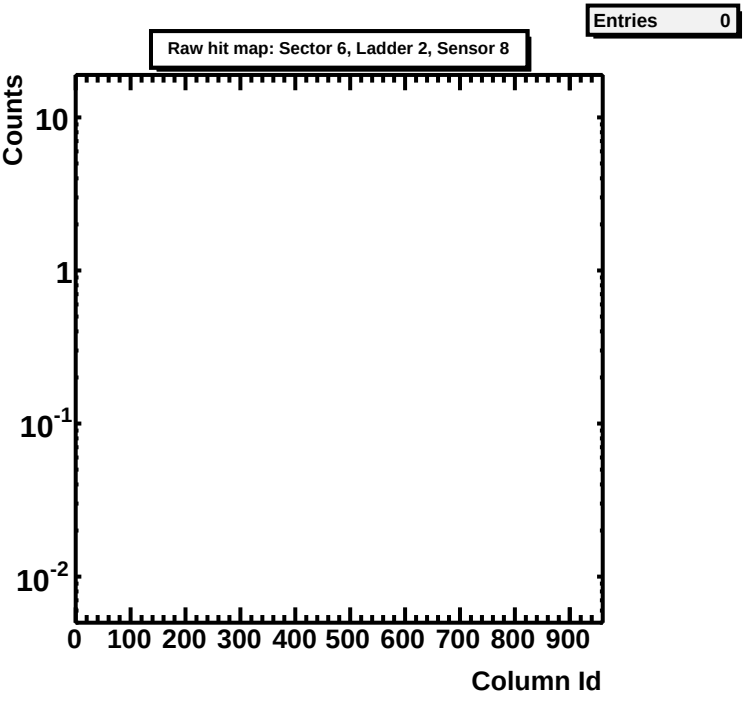

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

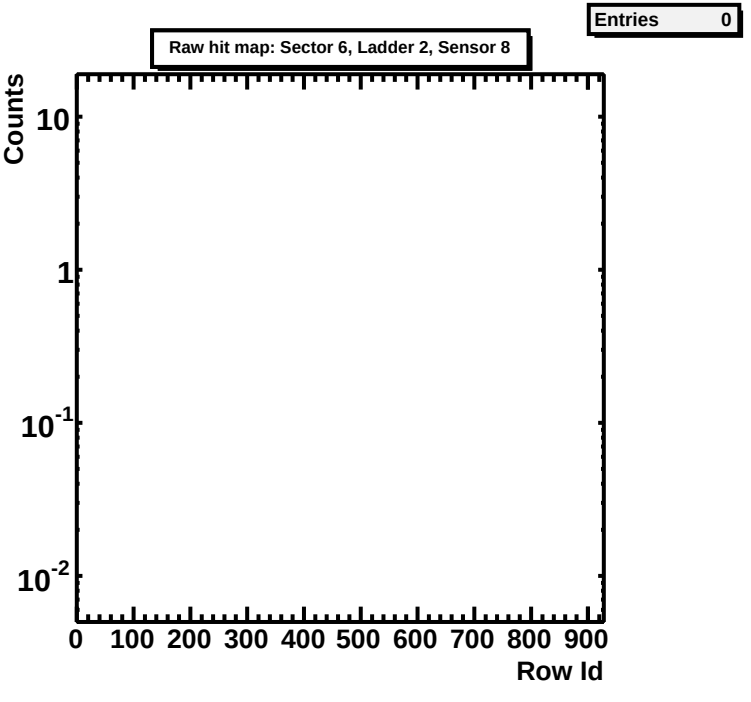

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

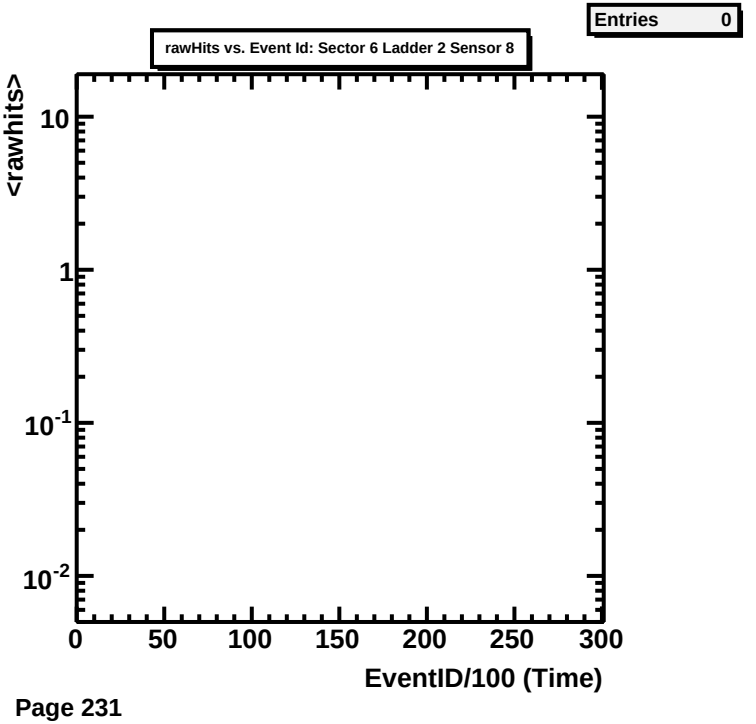

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

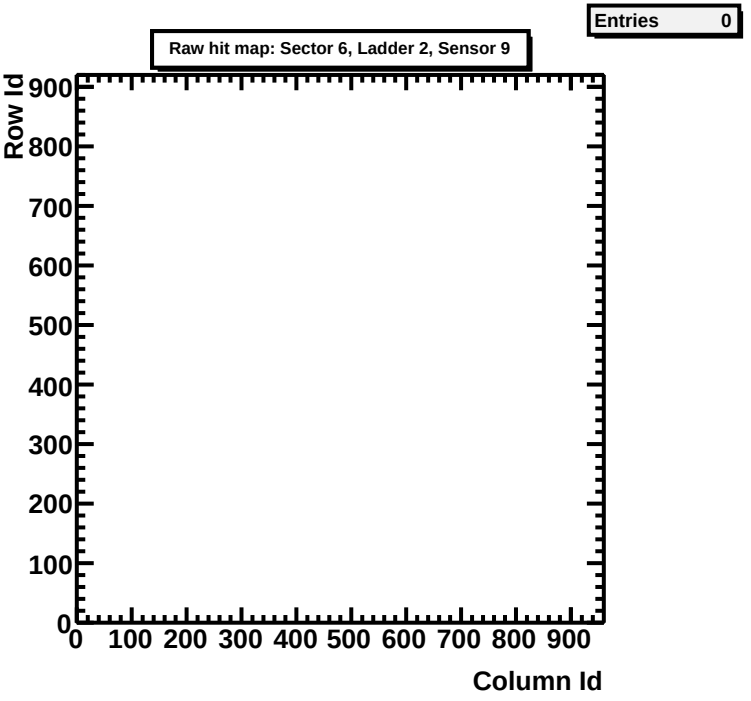

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

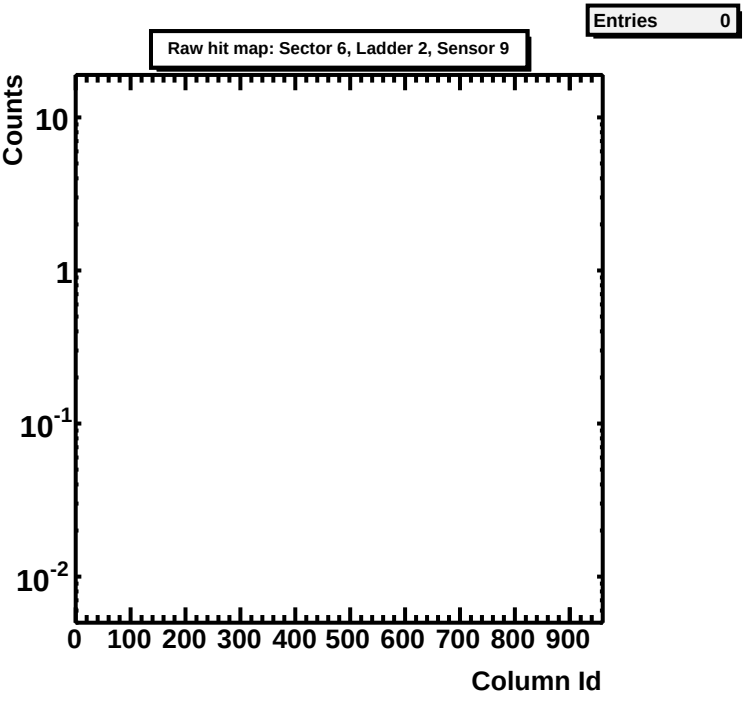

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

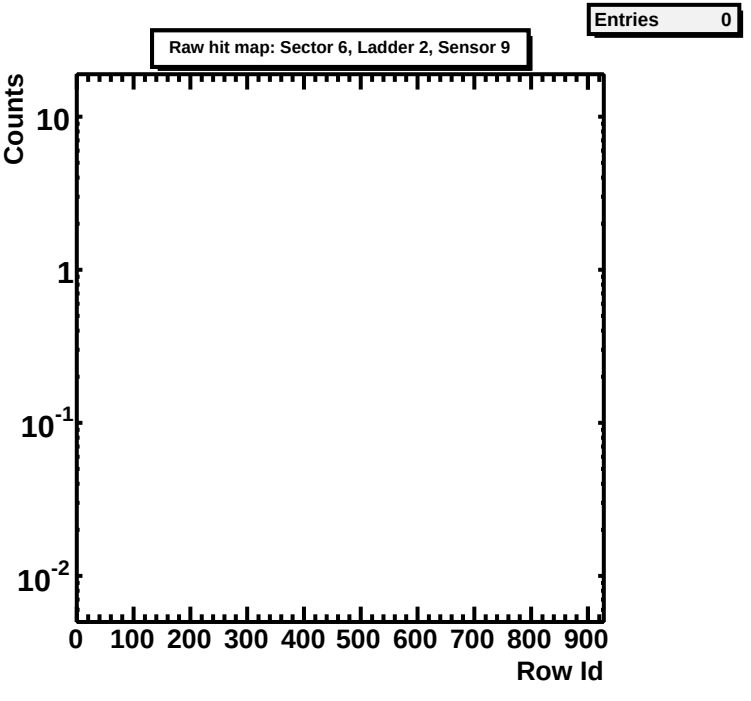

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

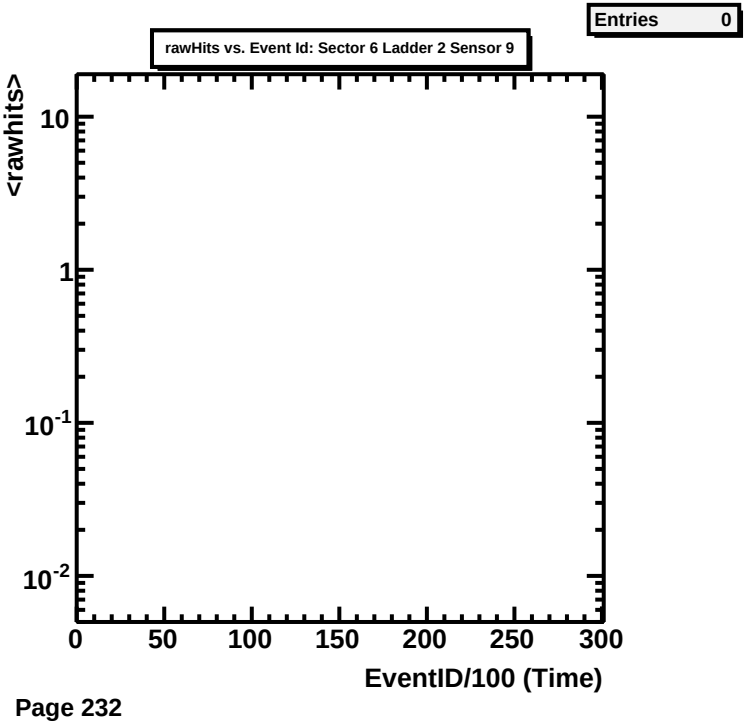

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

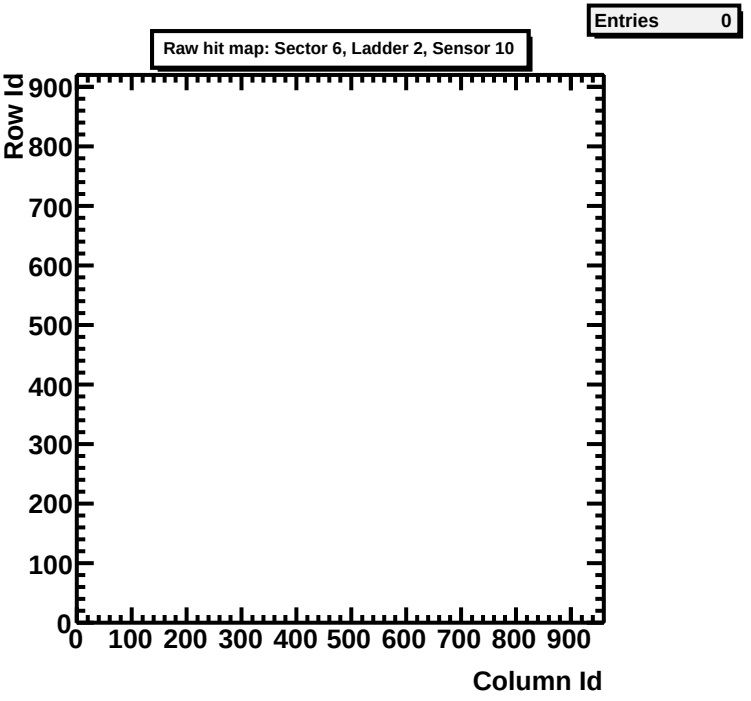

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

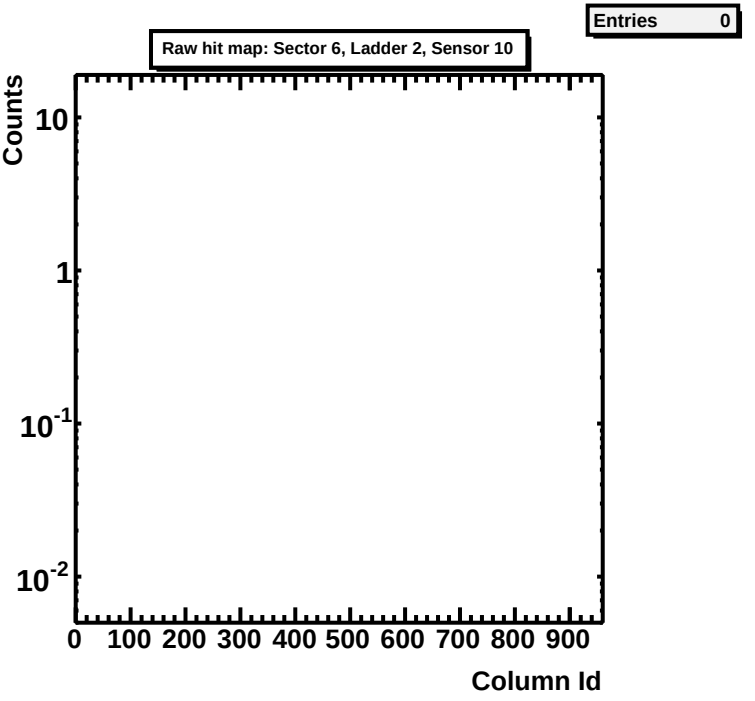

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

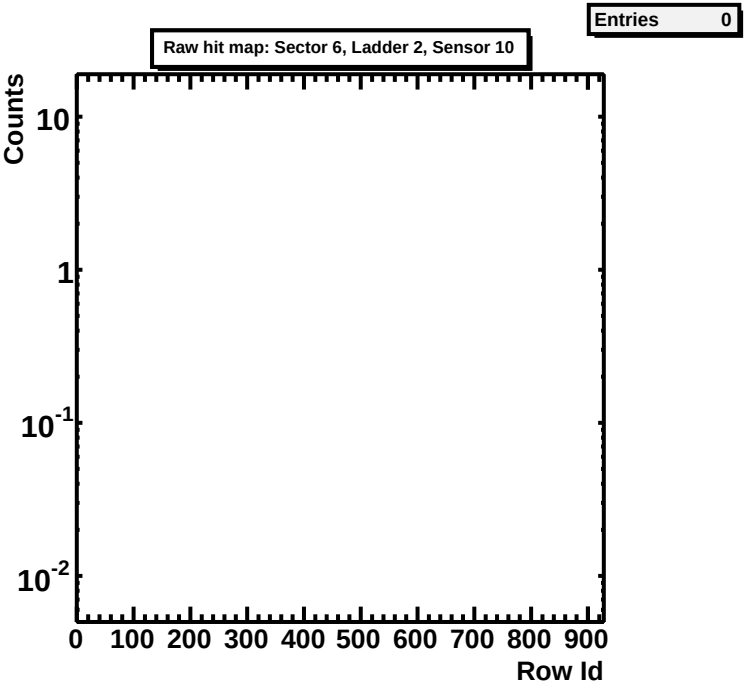

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

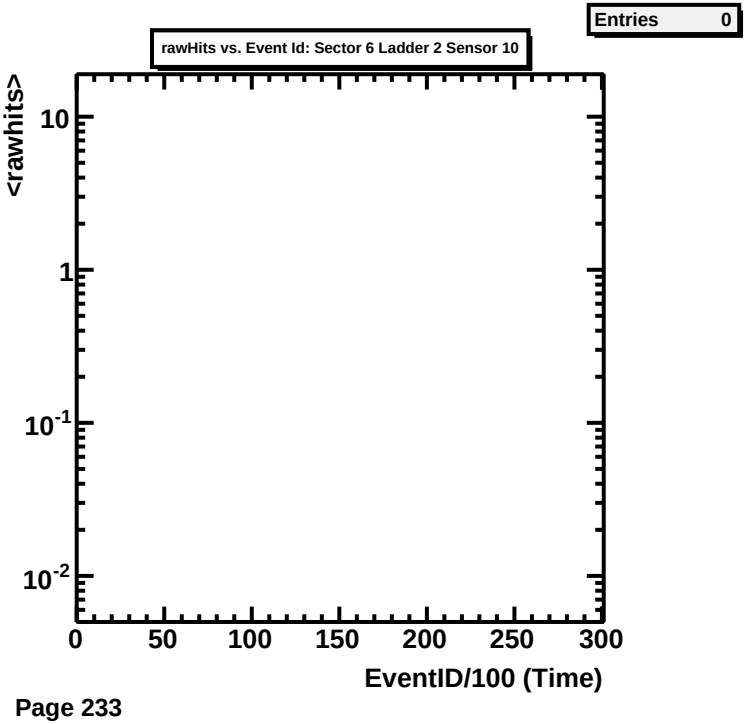

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

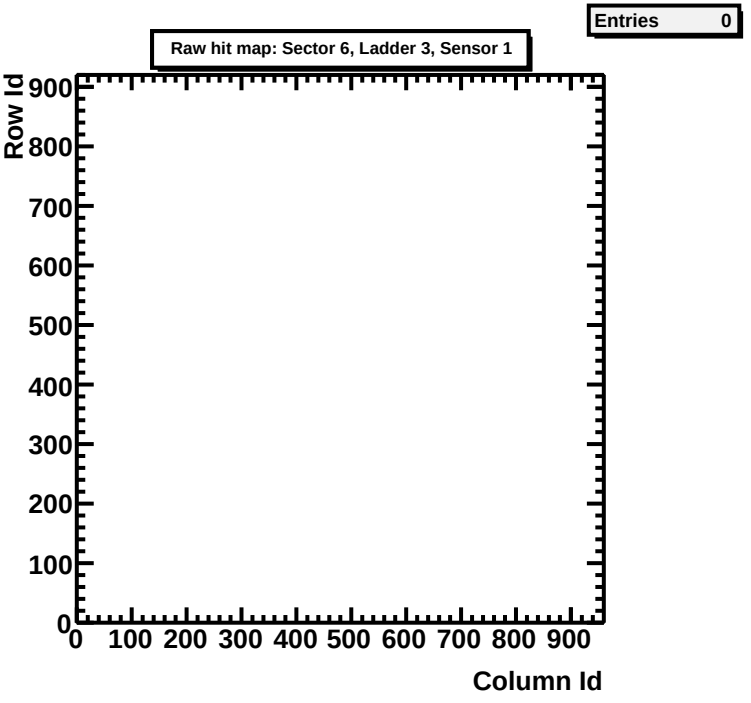

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

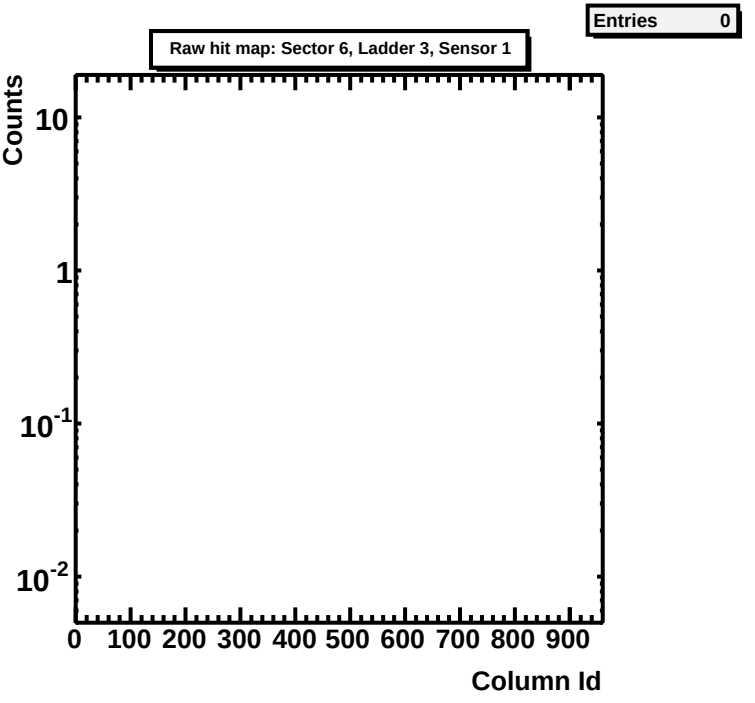

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 10
Row Id
Column Id

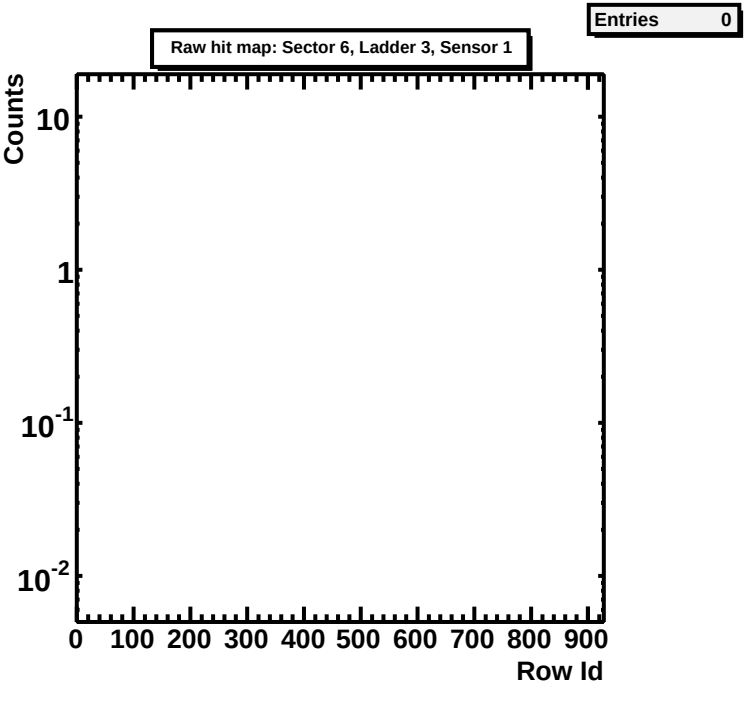

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 10
Counts
Column Id

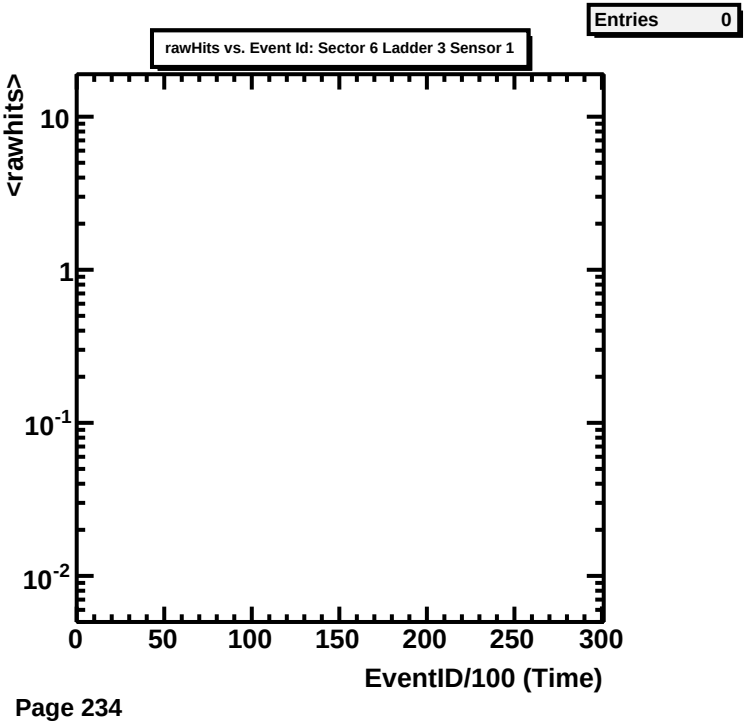

Entries 0
Raw hit map: Sector 6, Ladder 2, Sensor 10
Counts
Row Id

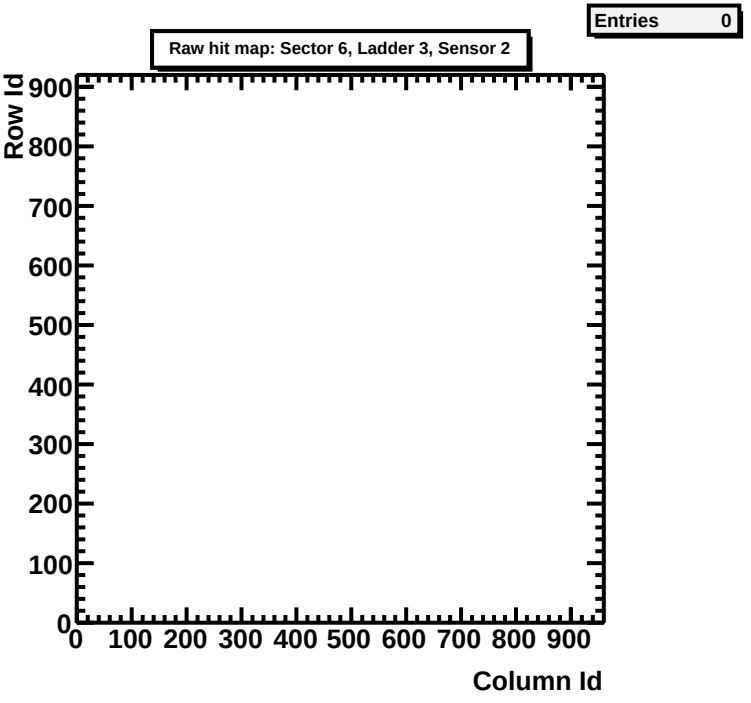

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

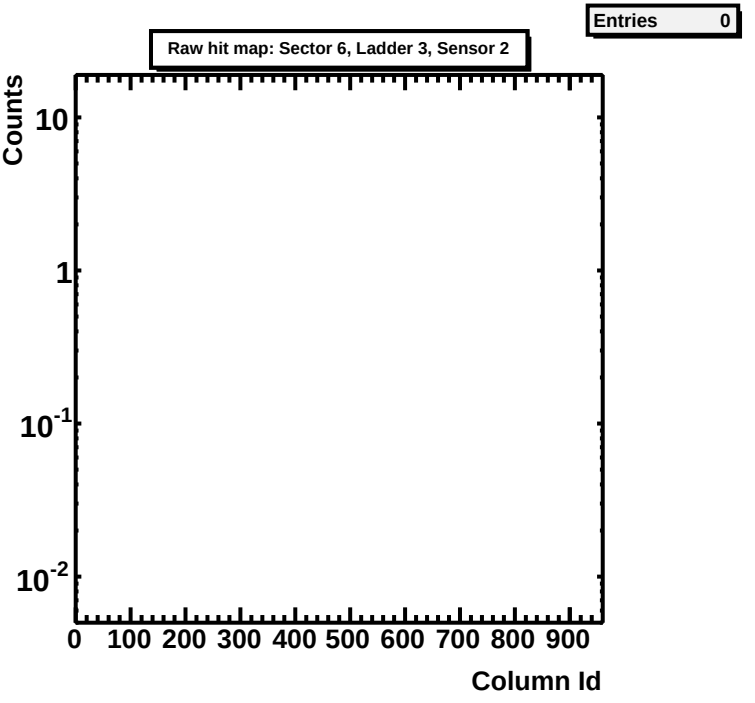

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 1
Row Id
Column Id

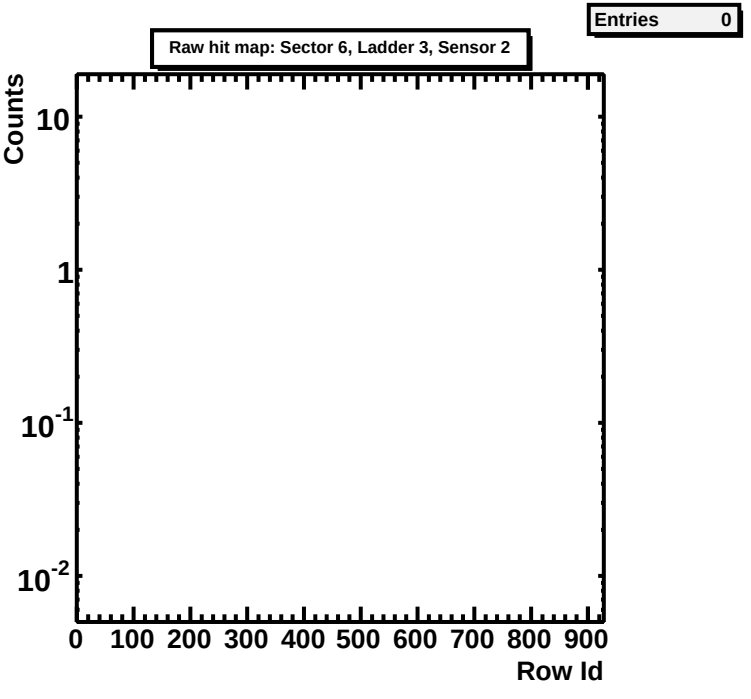

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 1
Counts
Column Id

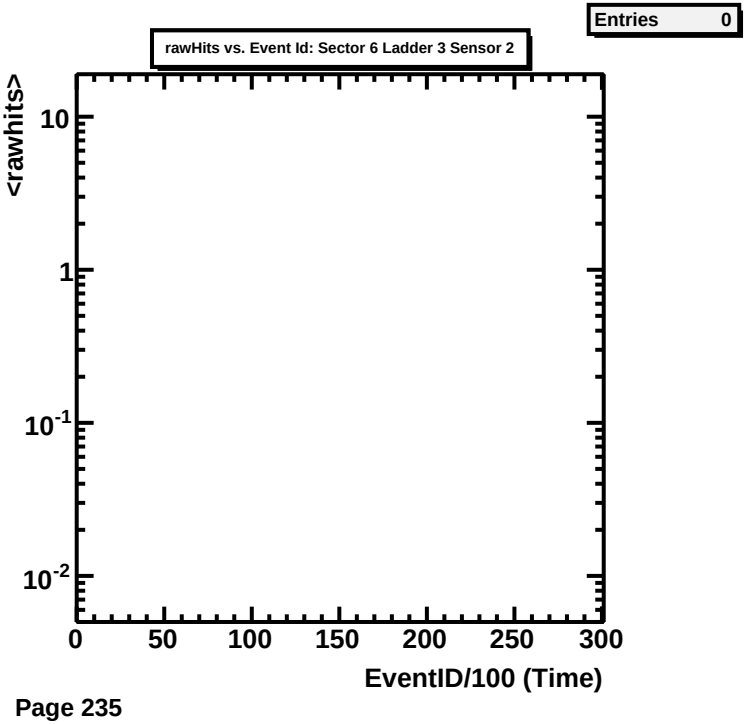

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 1
Counts
Row Id

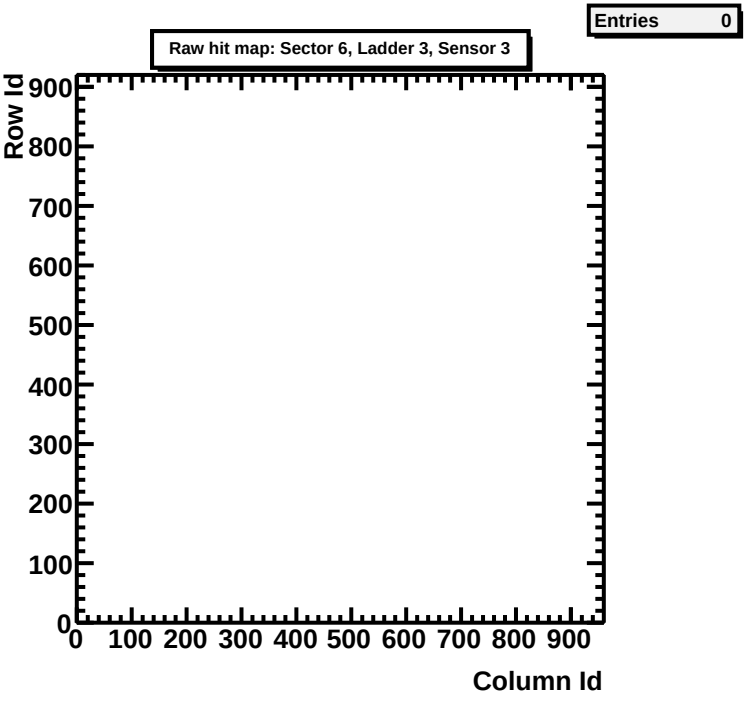

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 1
<rawhits>
EventID/100 (Time)

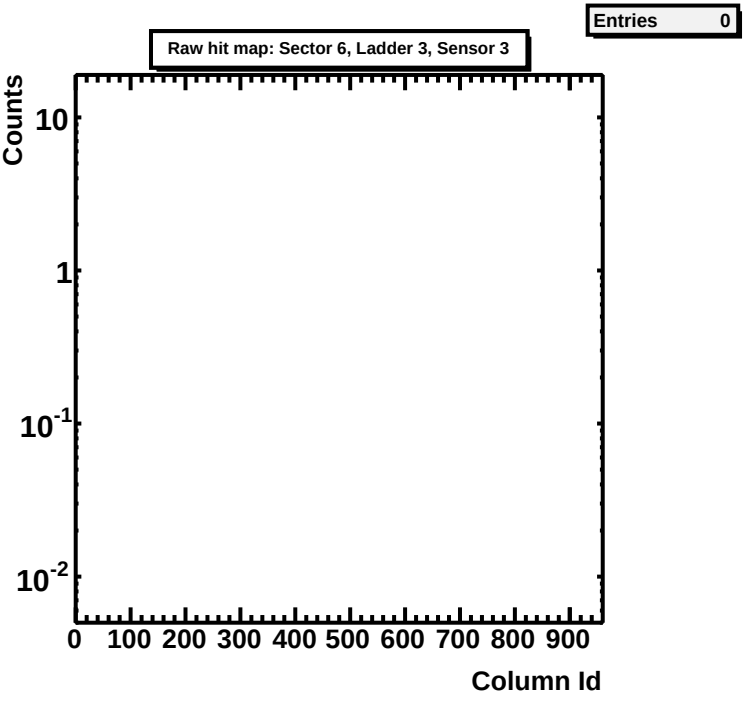

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

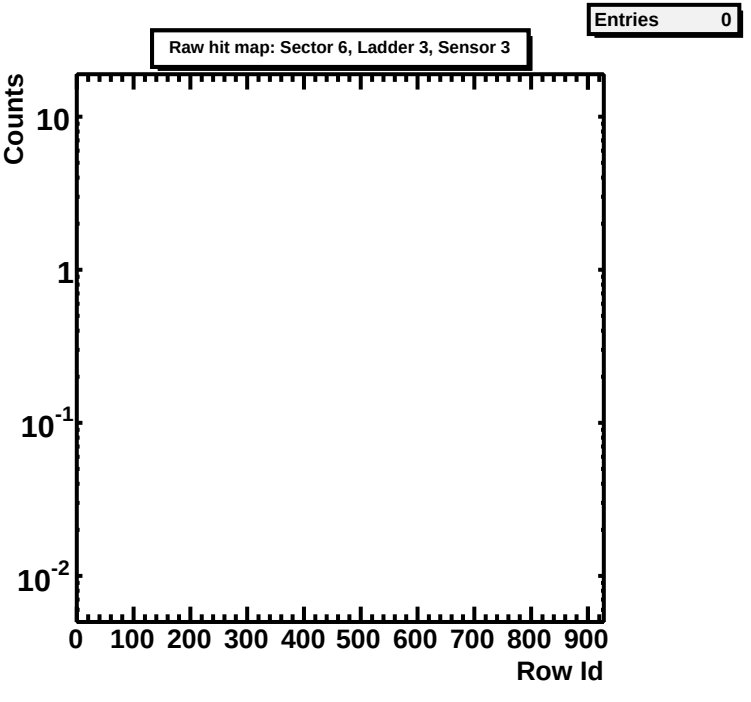

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

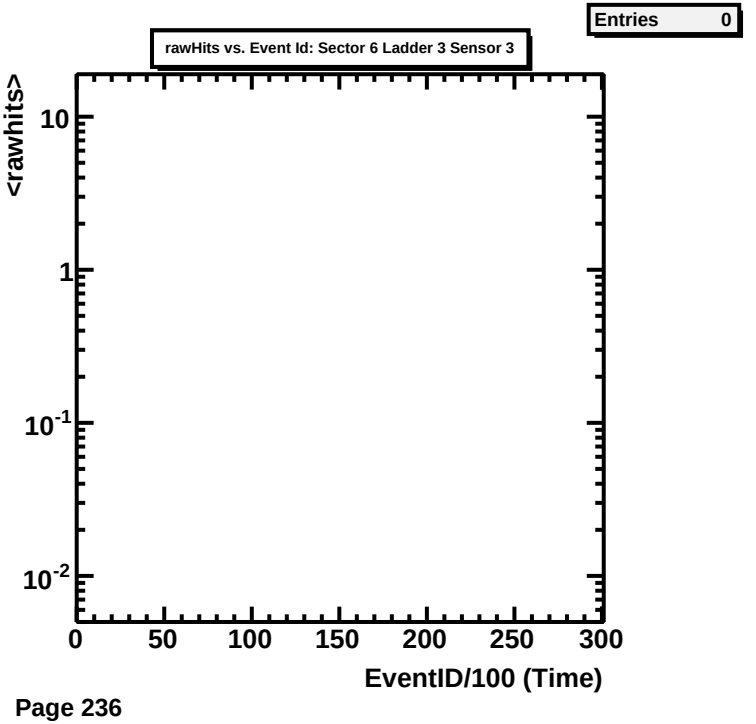

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

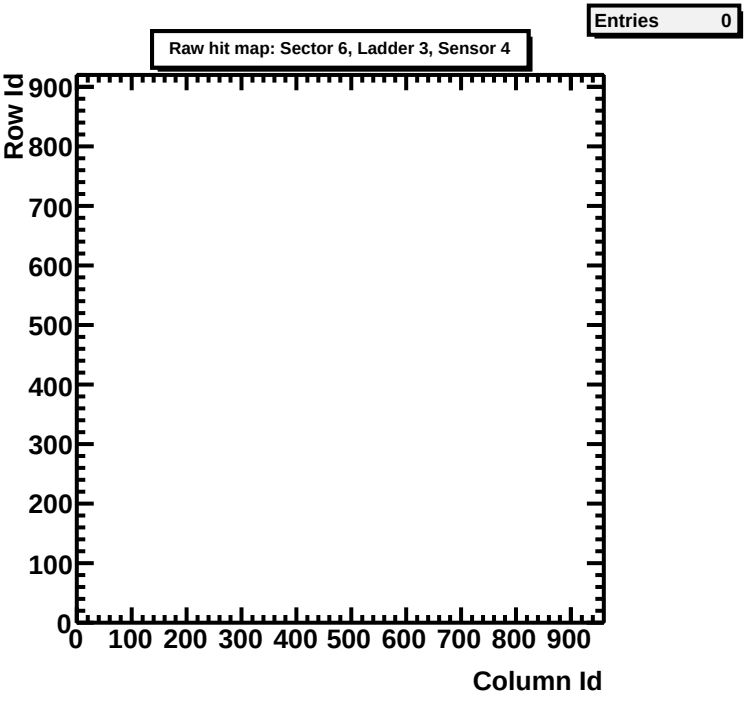

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

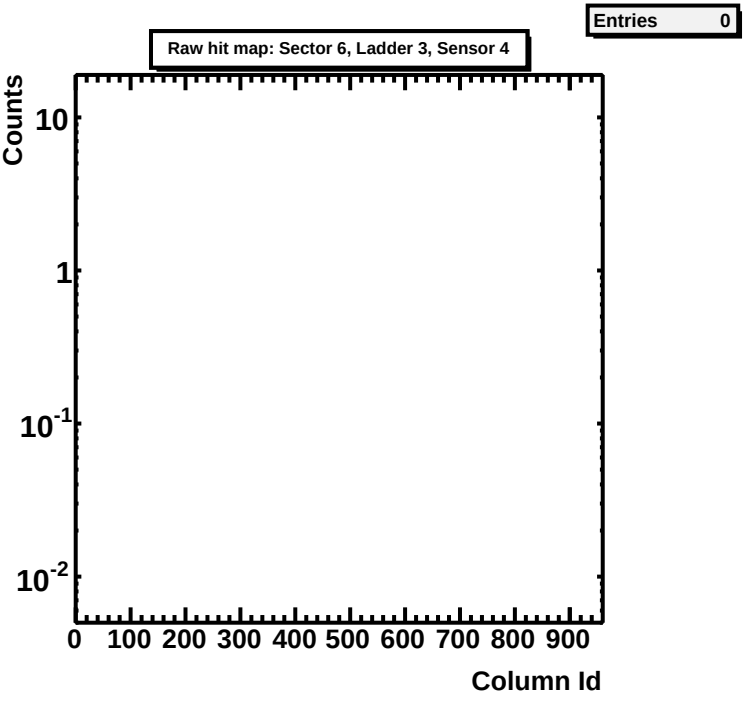

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

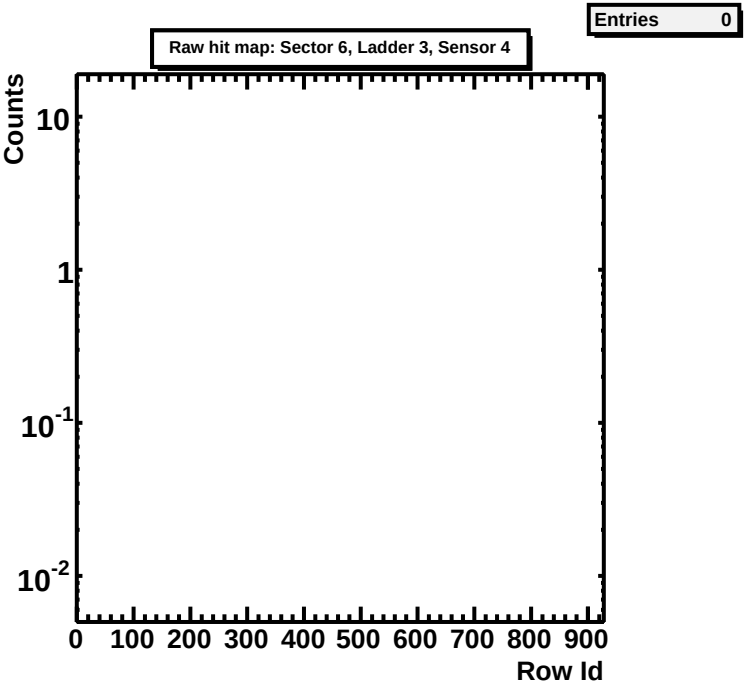

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

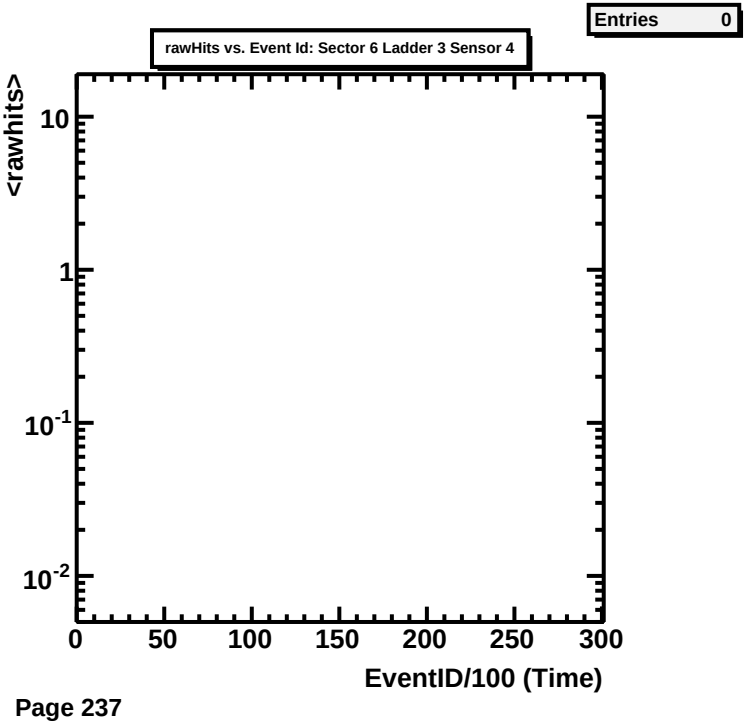

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

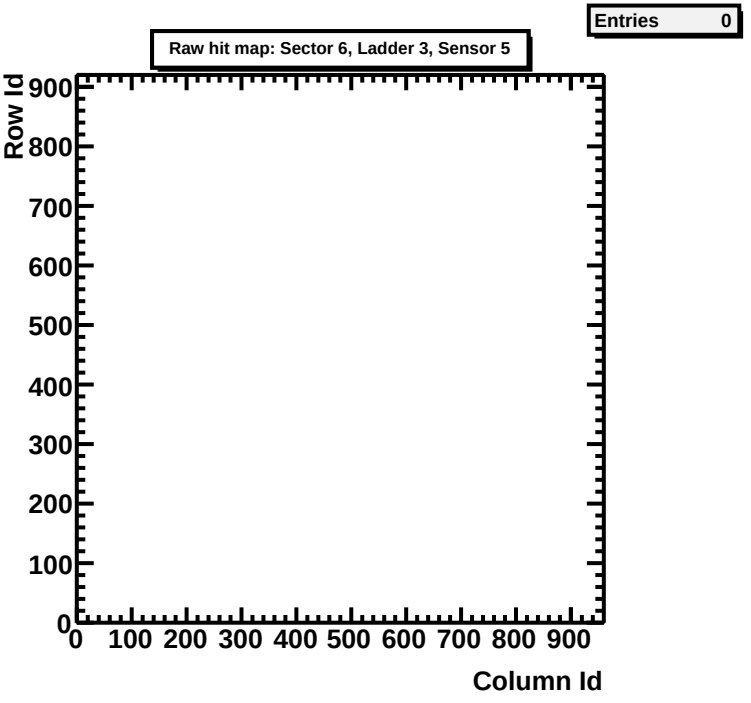

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

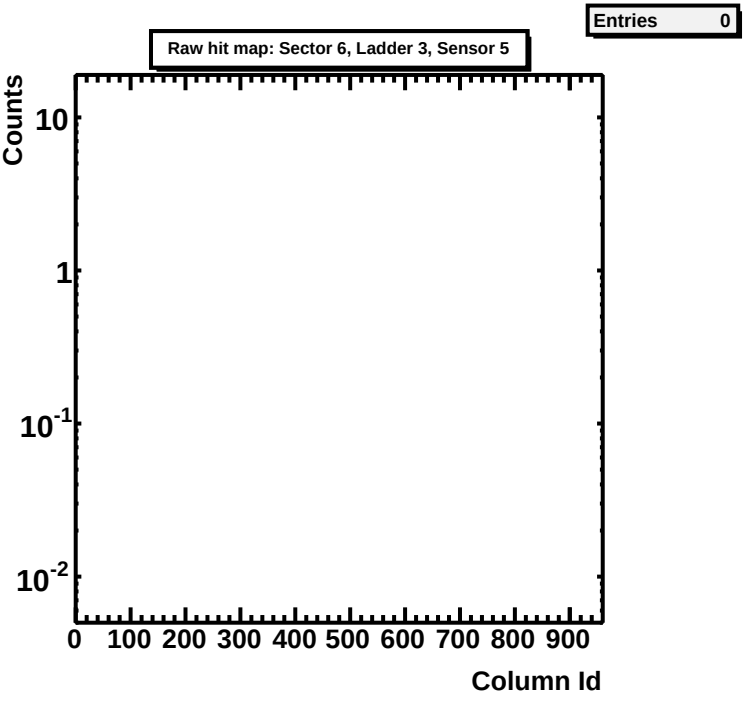

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

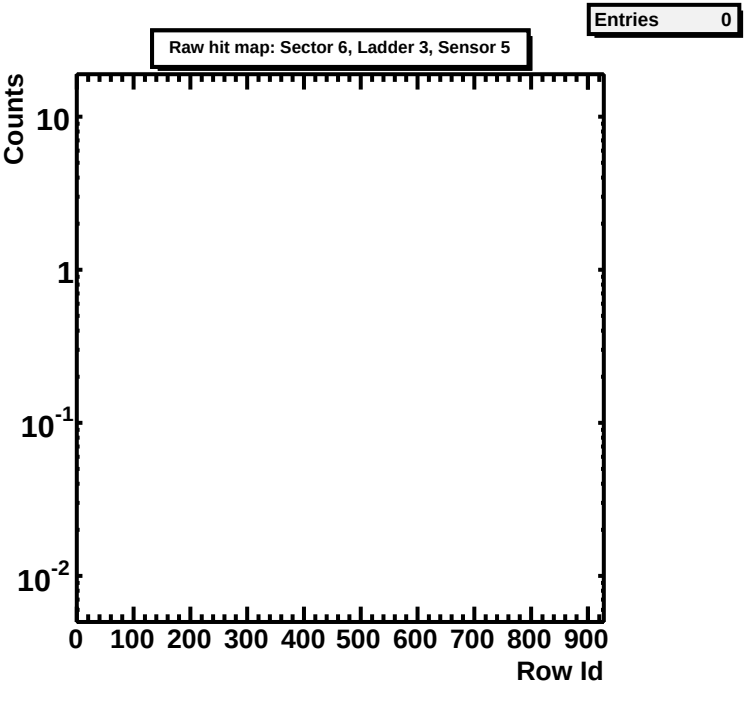

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

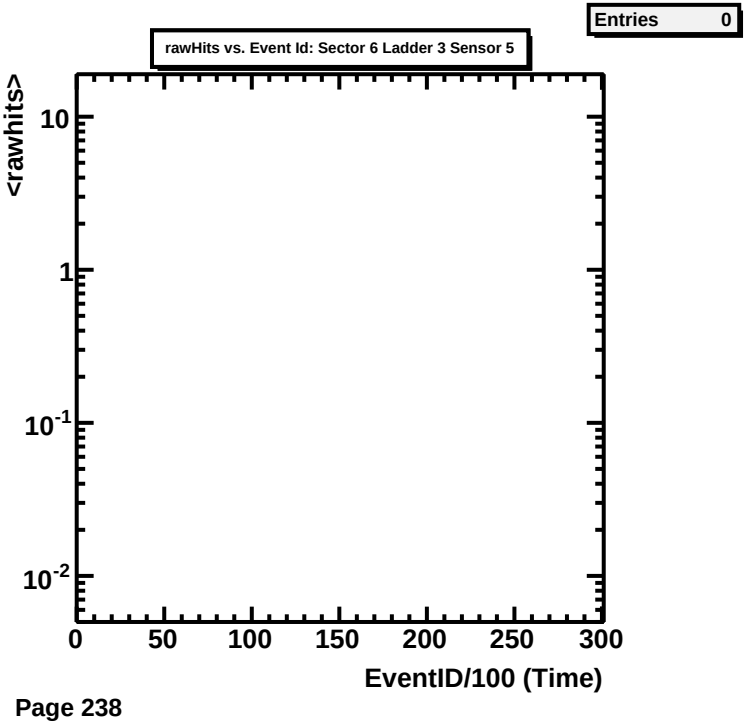

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

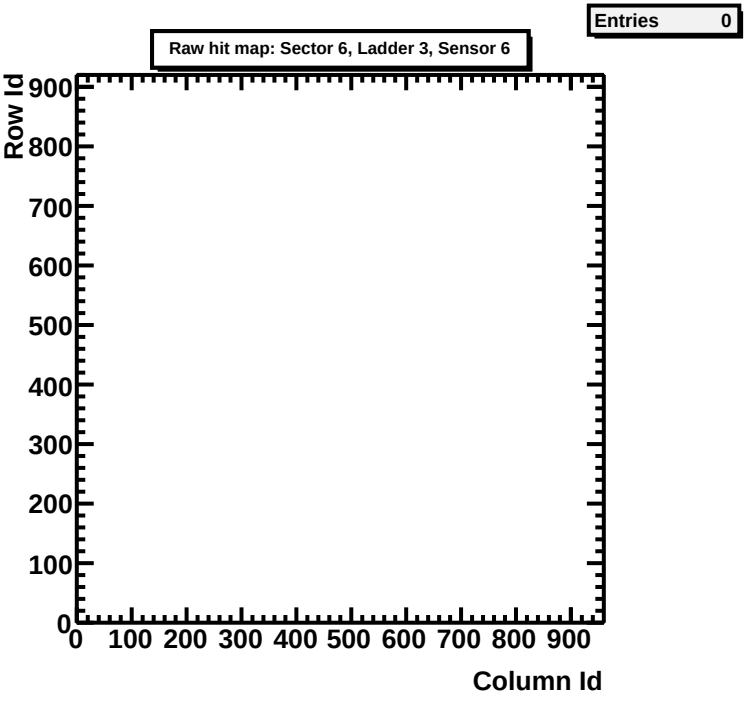

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

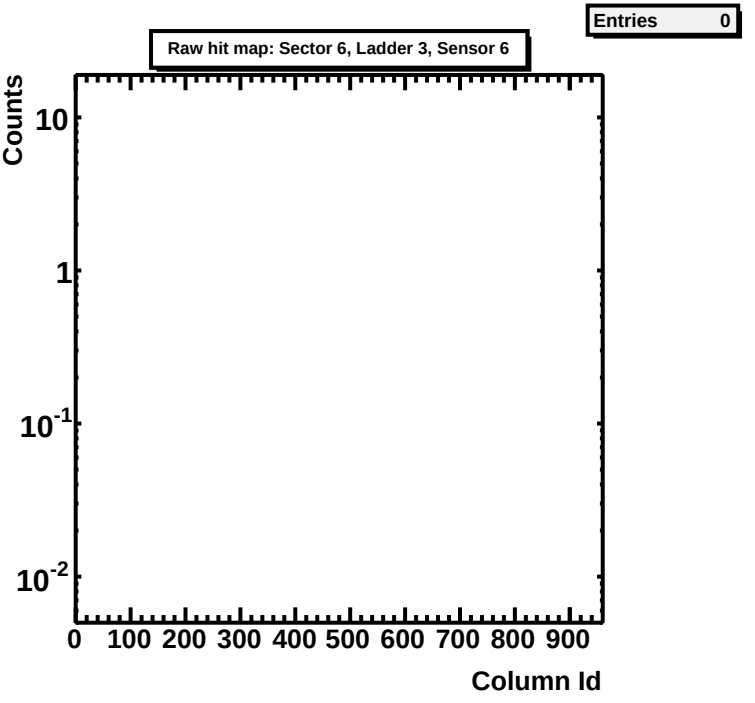

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

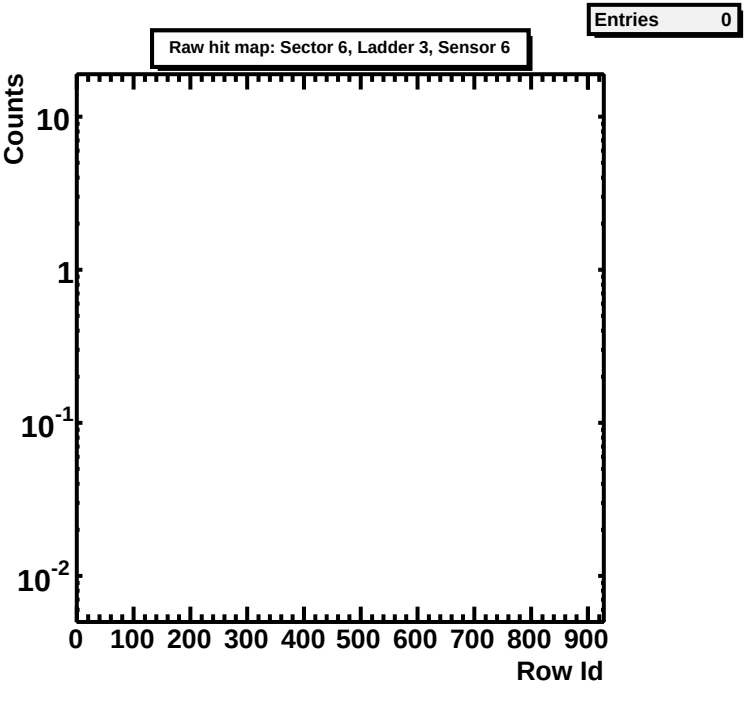

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

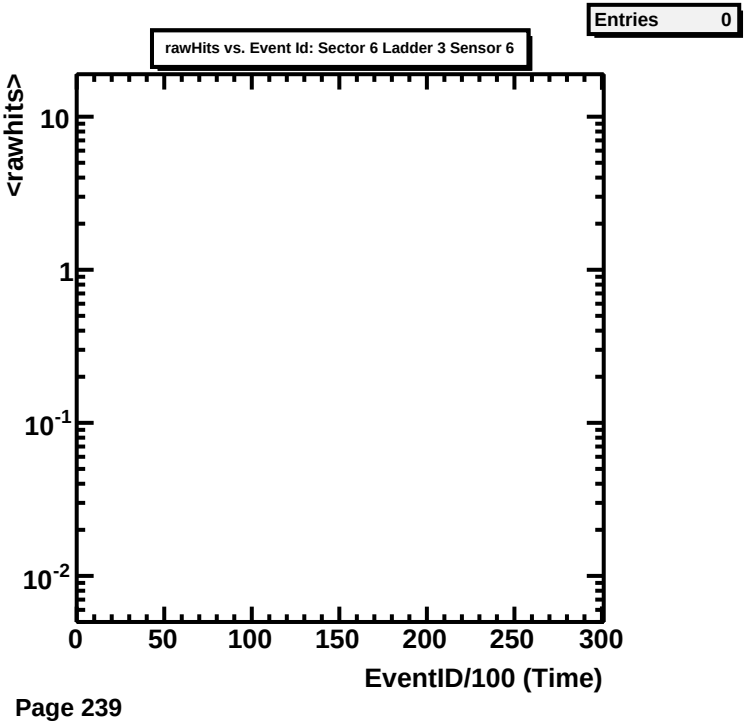

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

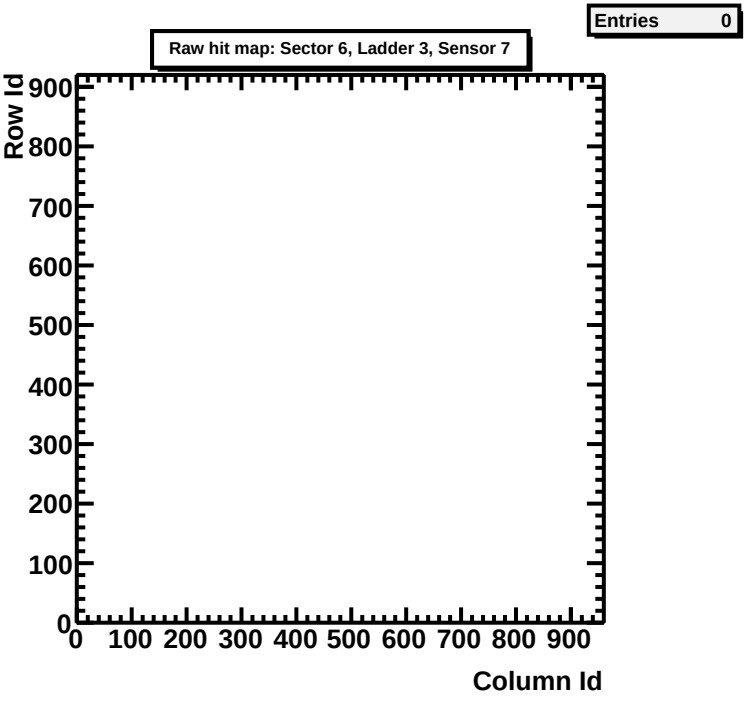

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

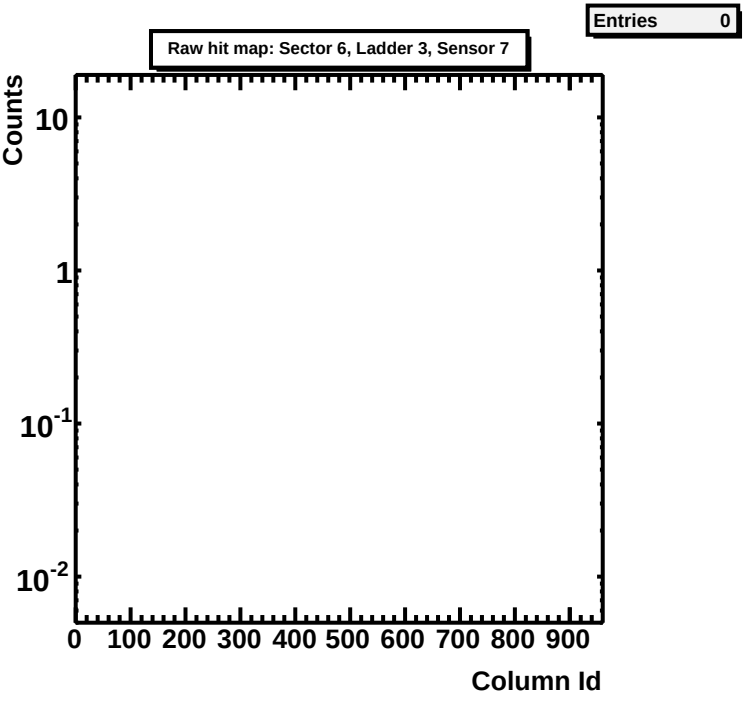

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 6
Row Id
Column Id

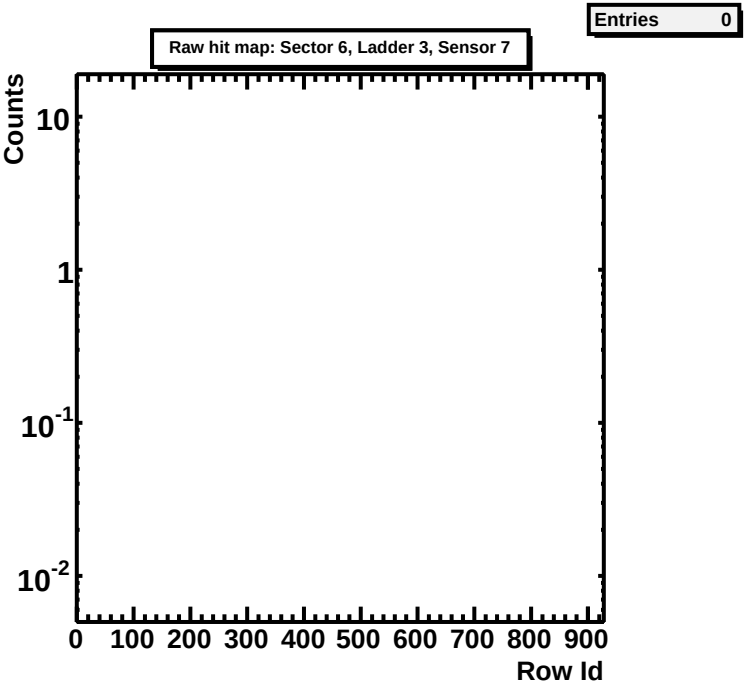

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 6
Counts
Column Id

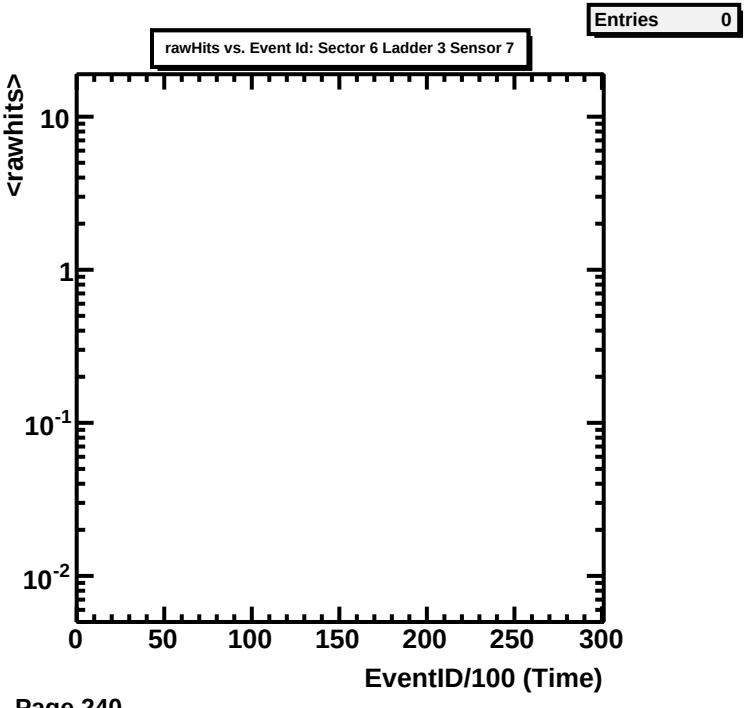

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 6
Counts
Row Id

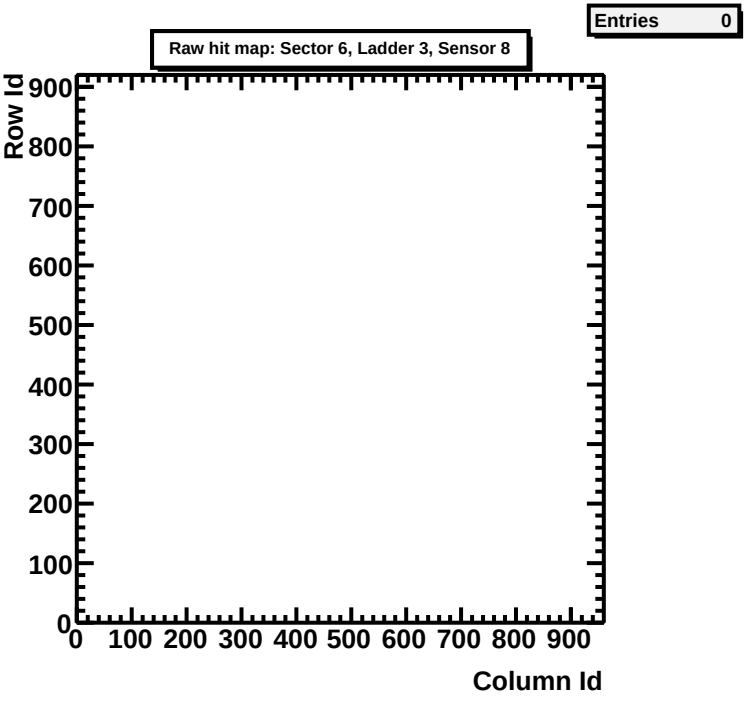

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 6
<rawhits>
EventID/100 (Time)

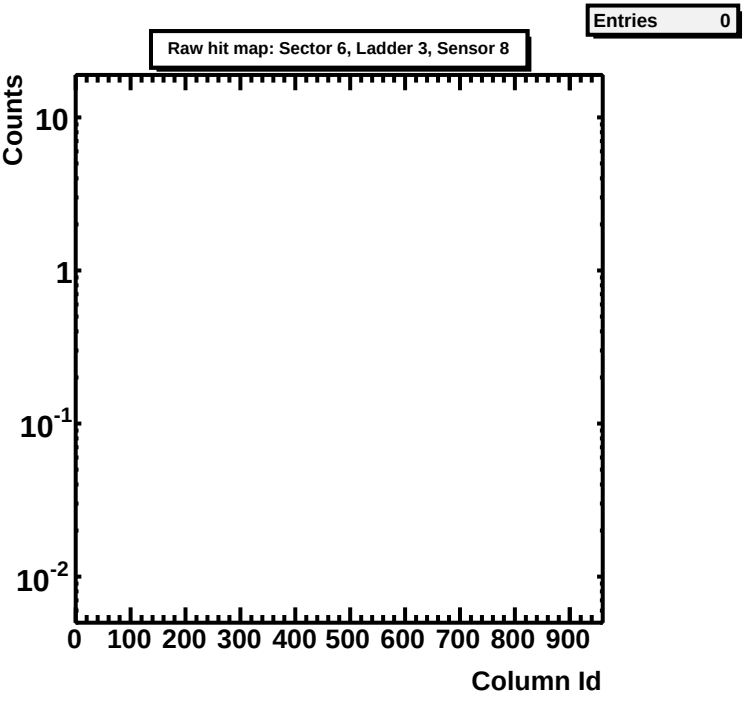

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 7
Row Id
Column Id

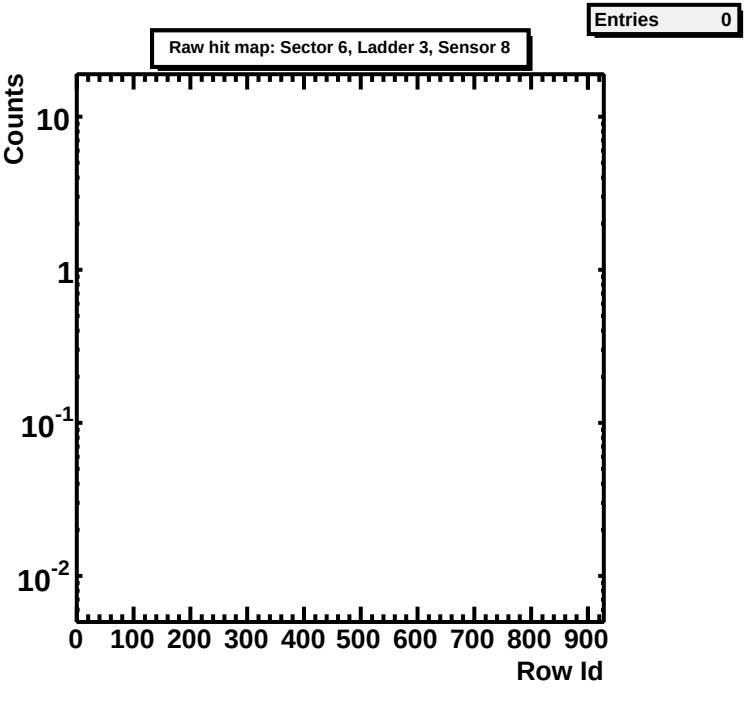

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 7
Counts
Column Id

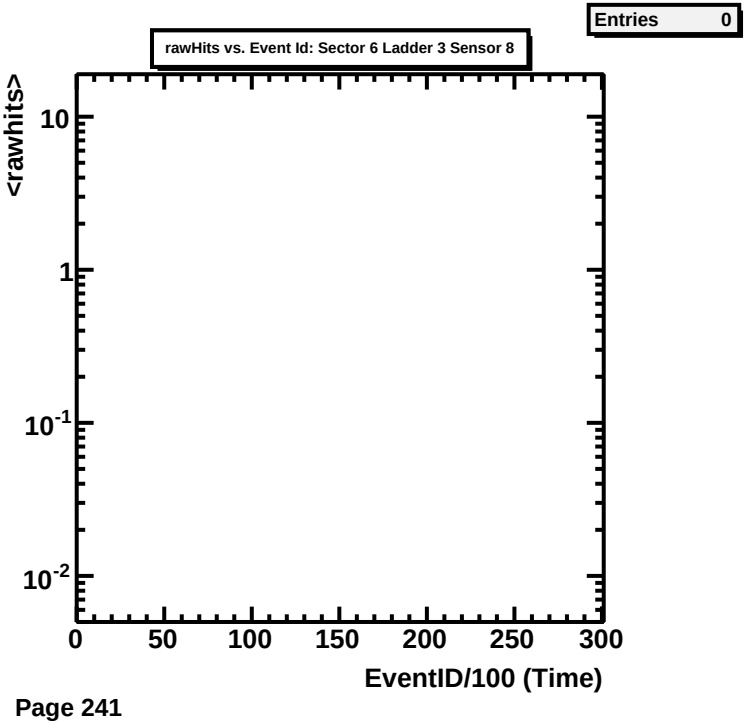

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 7
Counts
Row Id

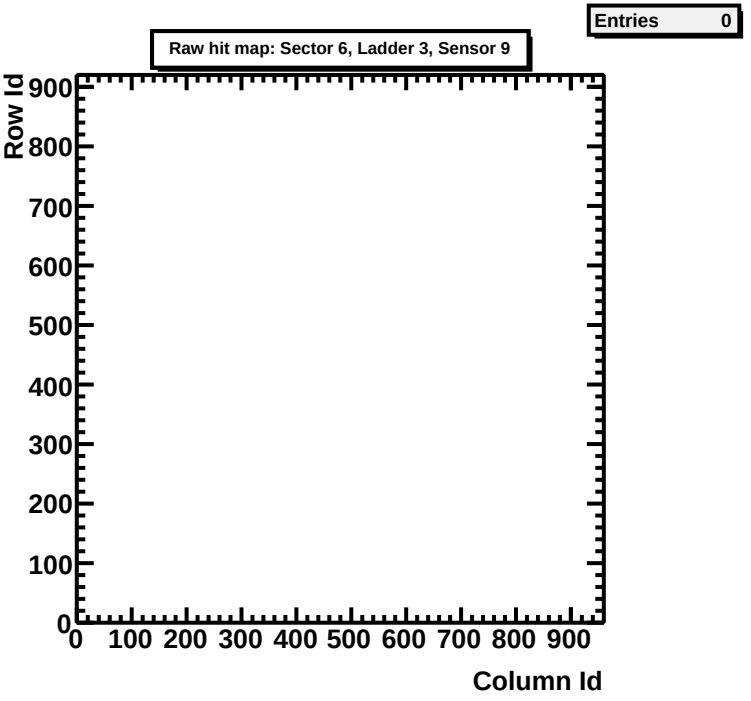

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 7
<rawhits>
EventID/100 (Time)

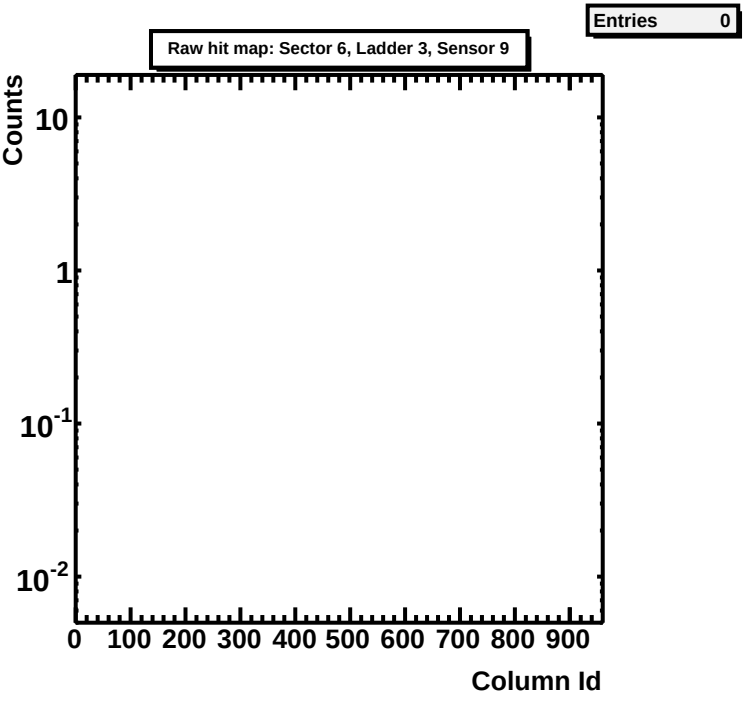

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 8
Row Id
Column Id

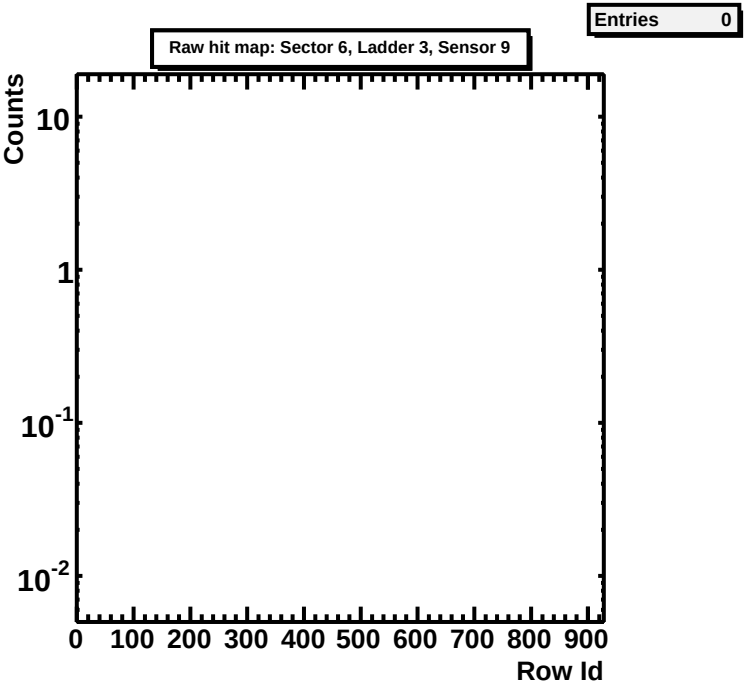

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 8
Counts
Column Id

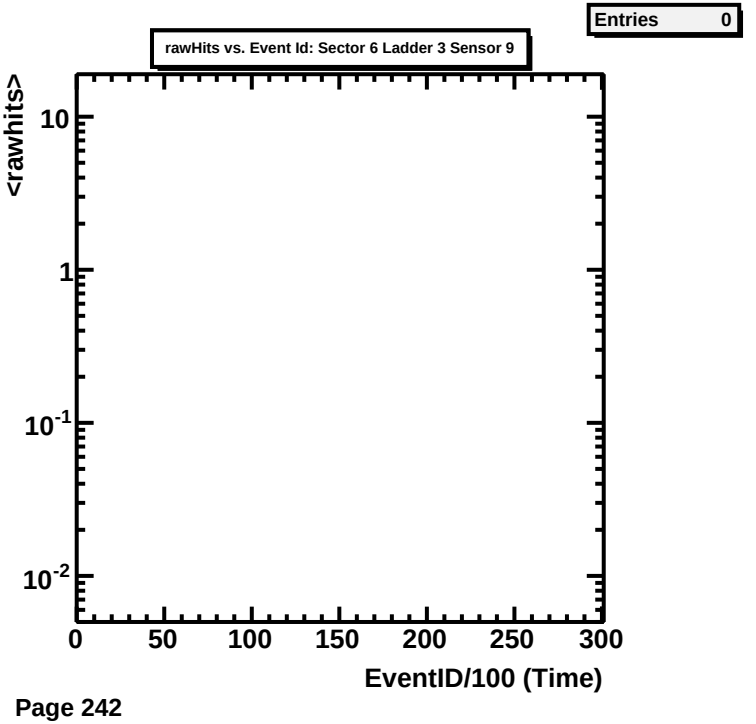

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 8
Counts
Row Id

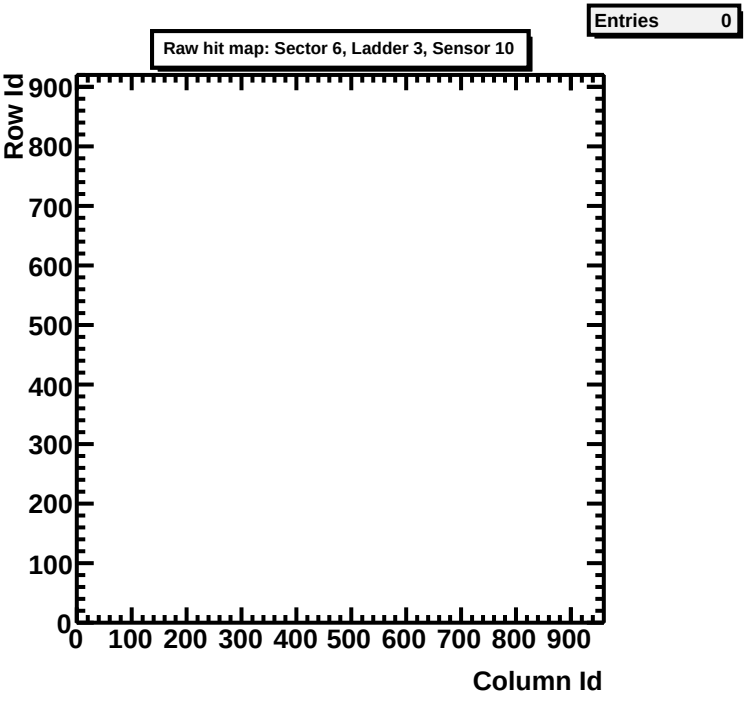

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 8
<rawhits>
EventID/100 (Time)

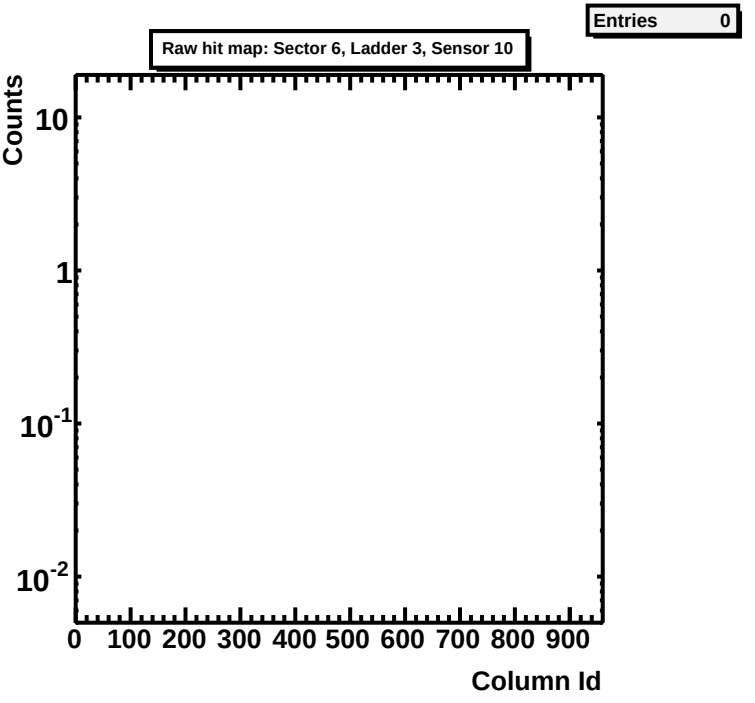

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

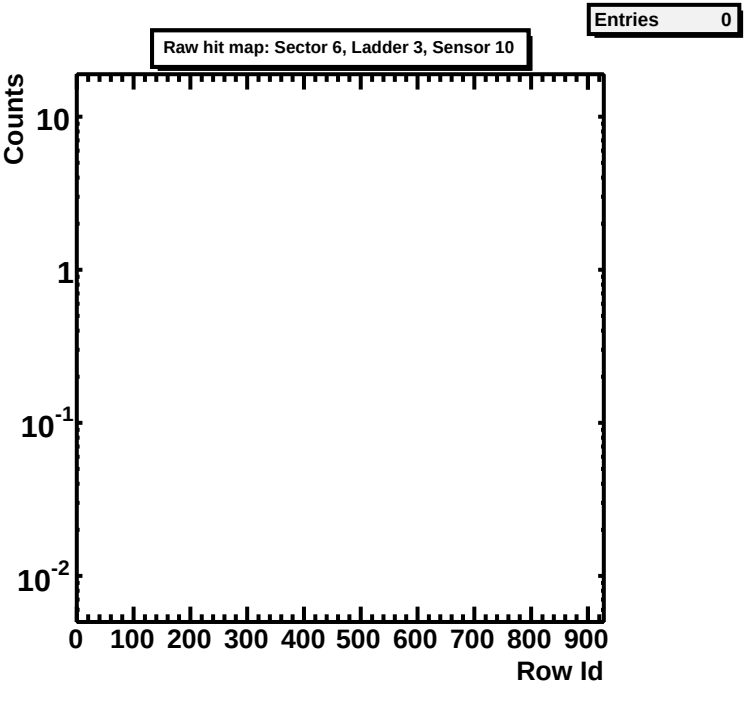

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

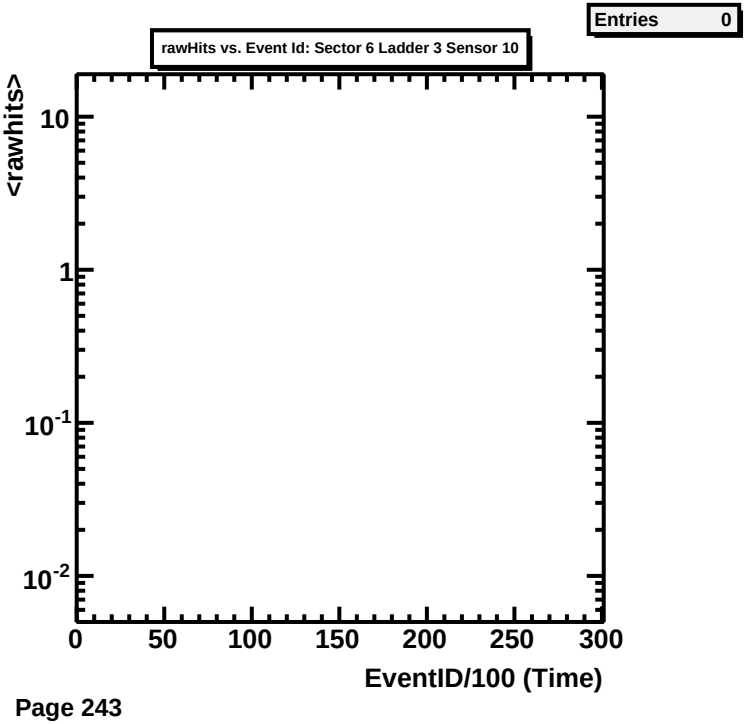

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

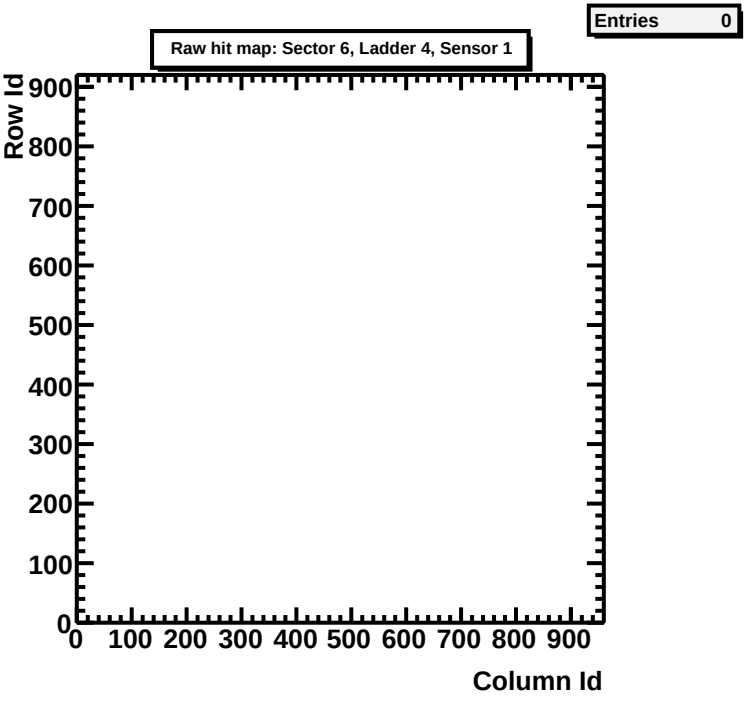

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

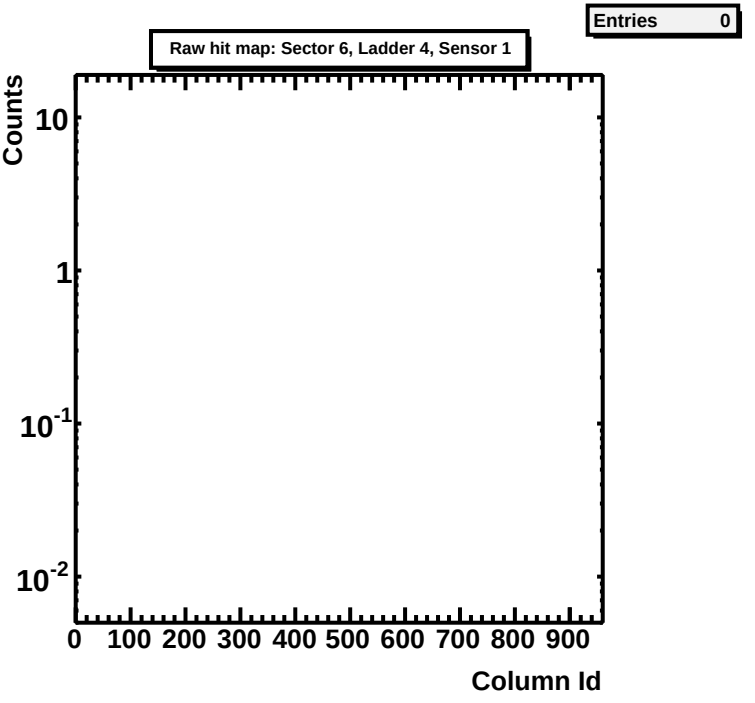

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 10
Row Id
Column Id

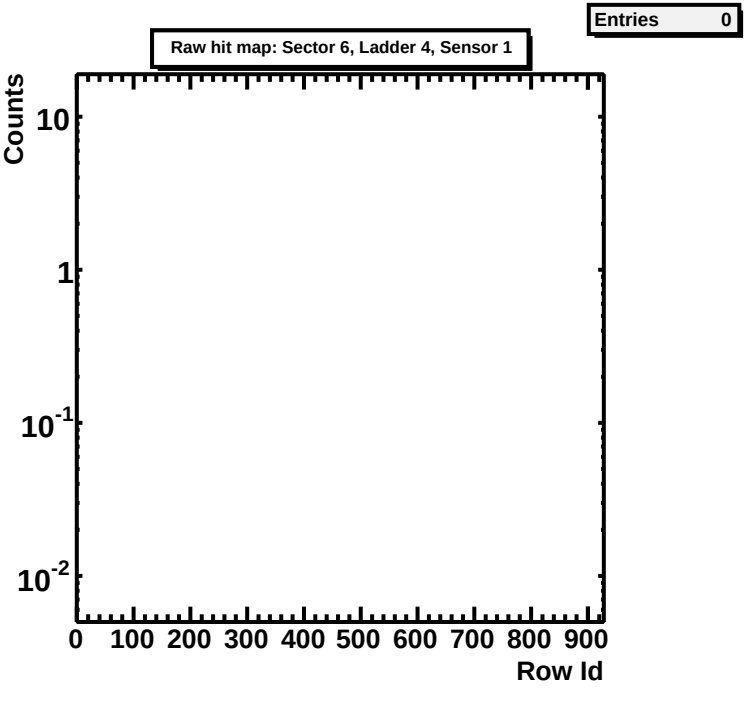

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 10
Counts
Column Id

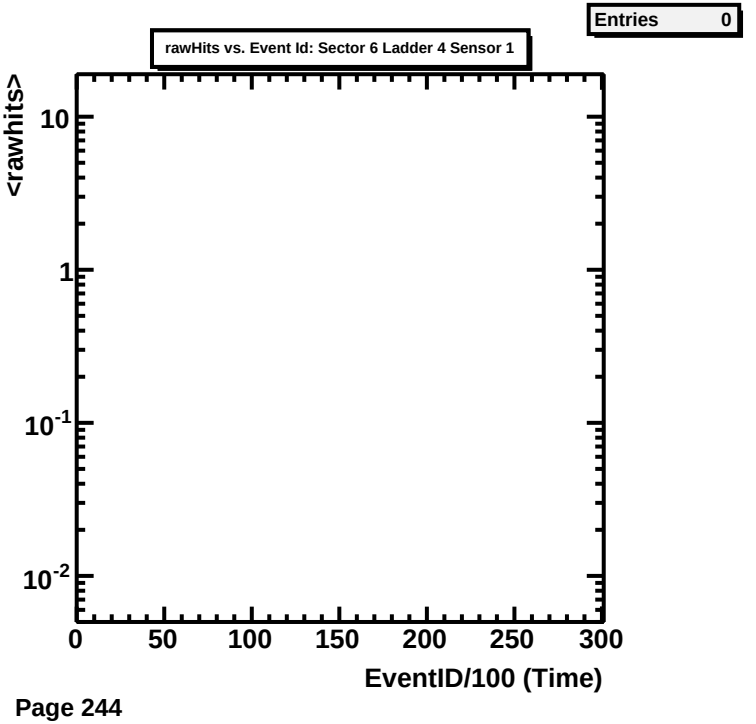

Entries 0
Raw hit map: Sector 6, Ladder 3, Sensor 10
Counts
Row Id

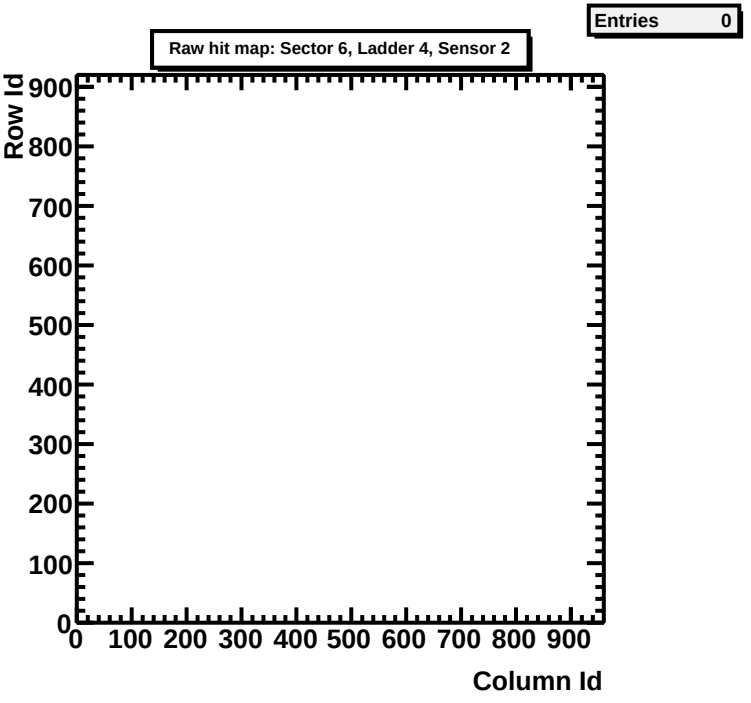

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

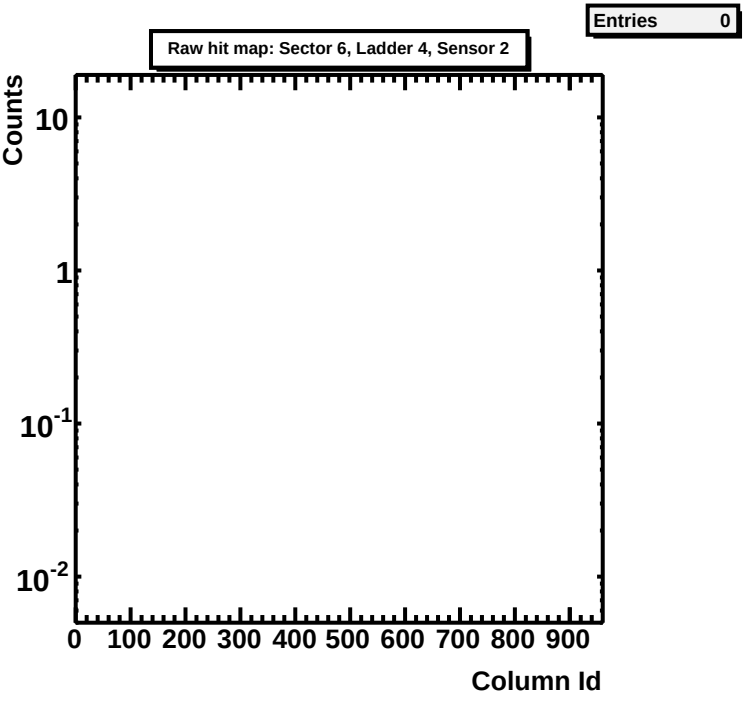

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

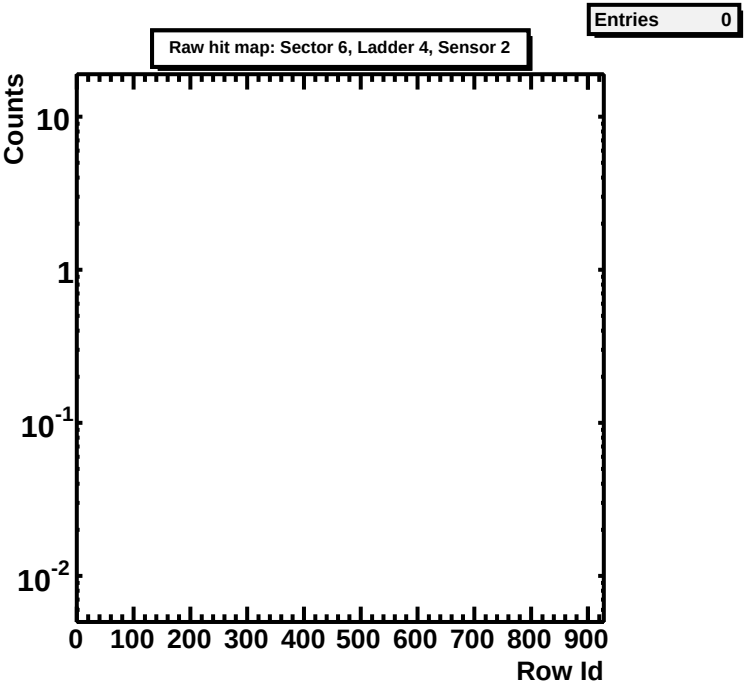

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

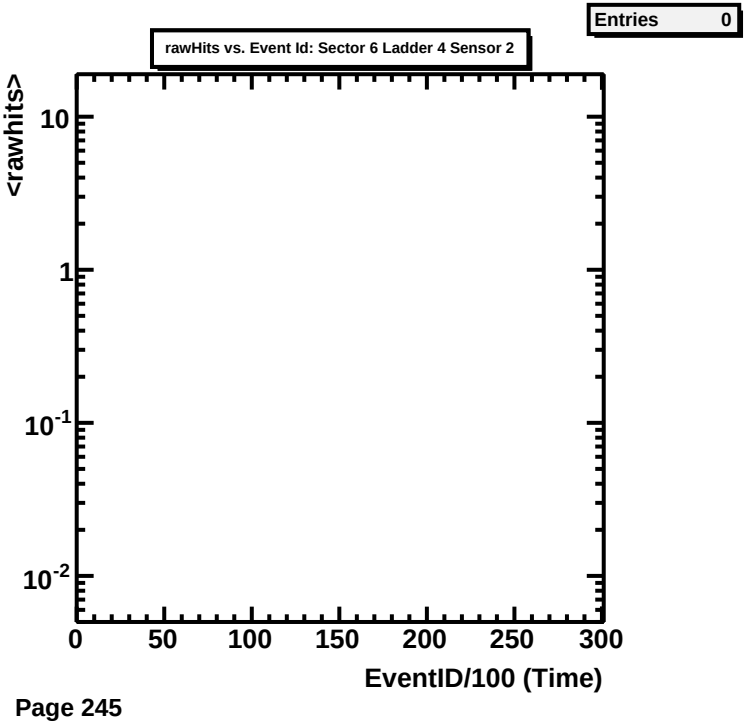

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

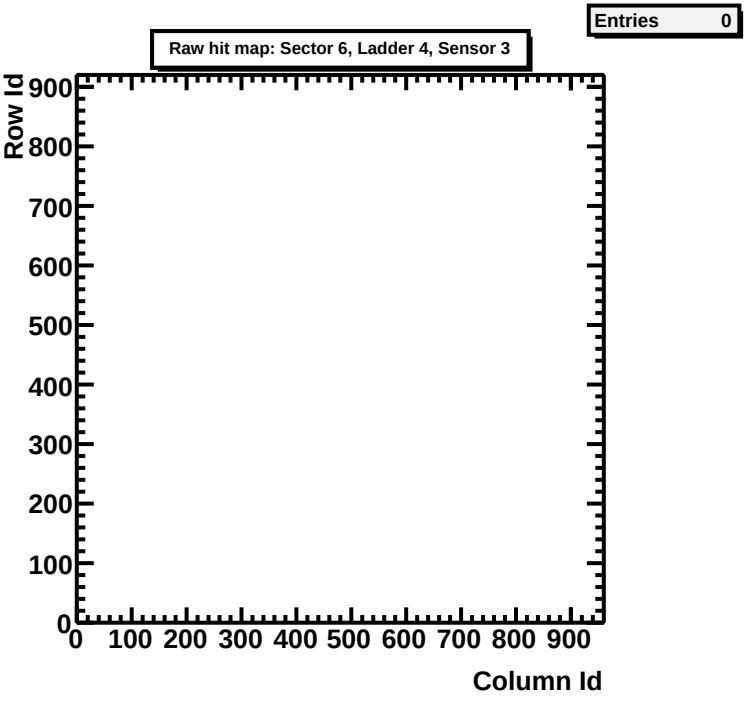

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

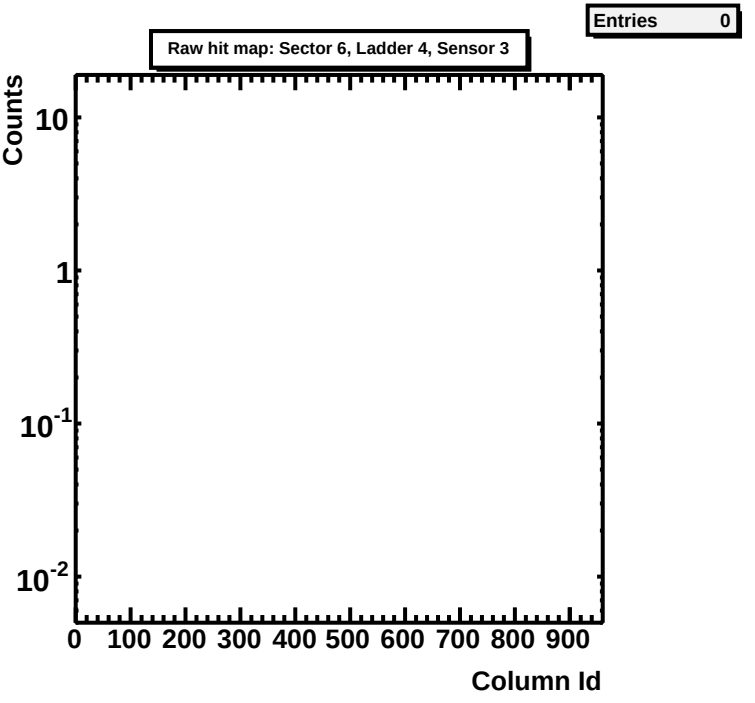

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

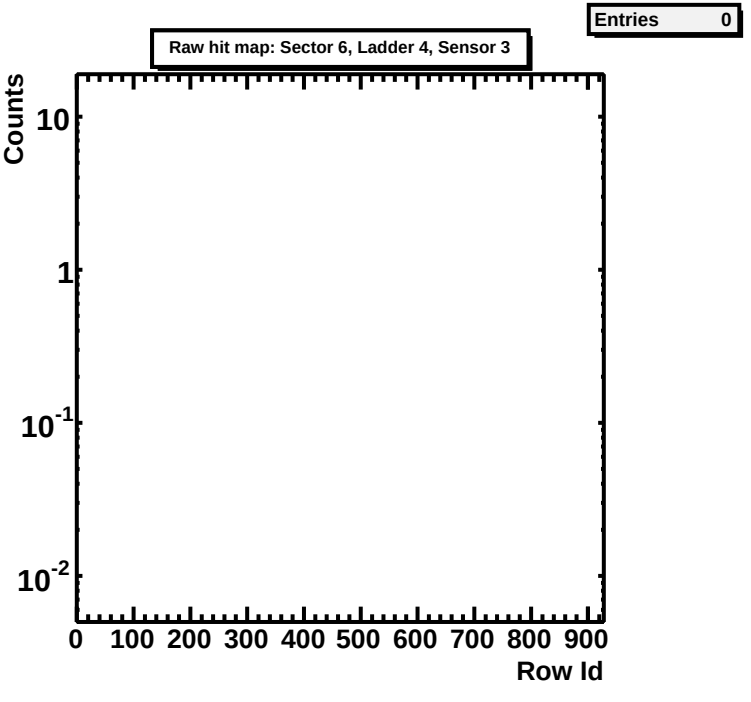

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

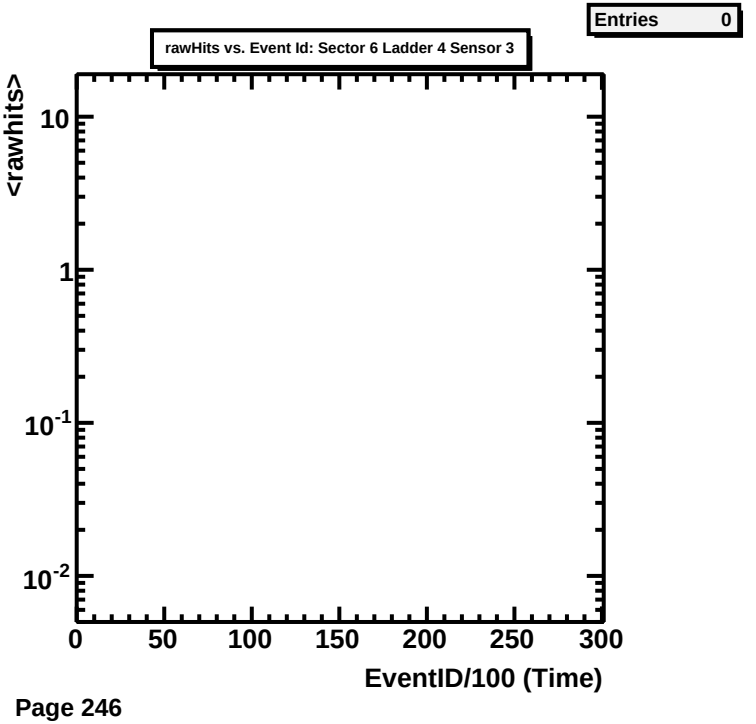

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

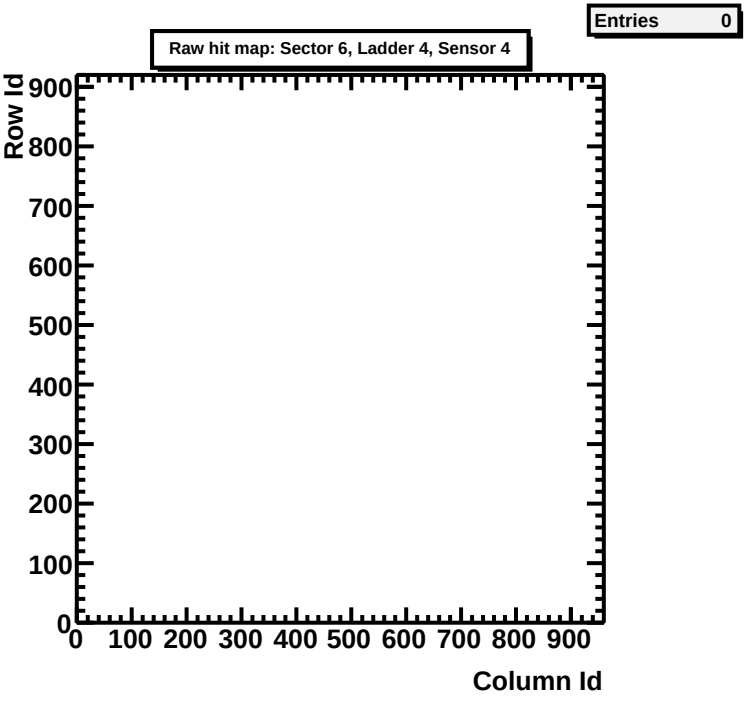

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

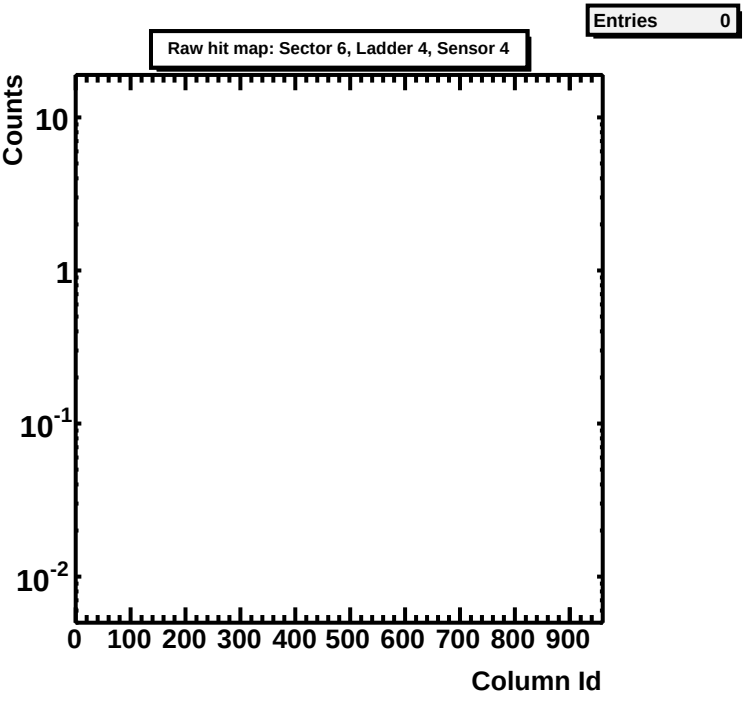

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 3
Row Id
Column Id

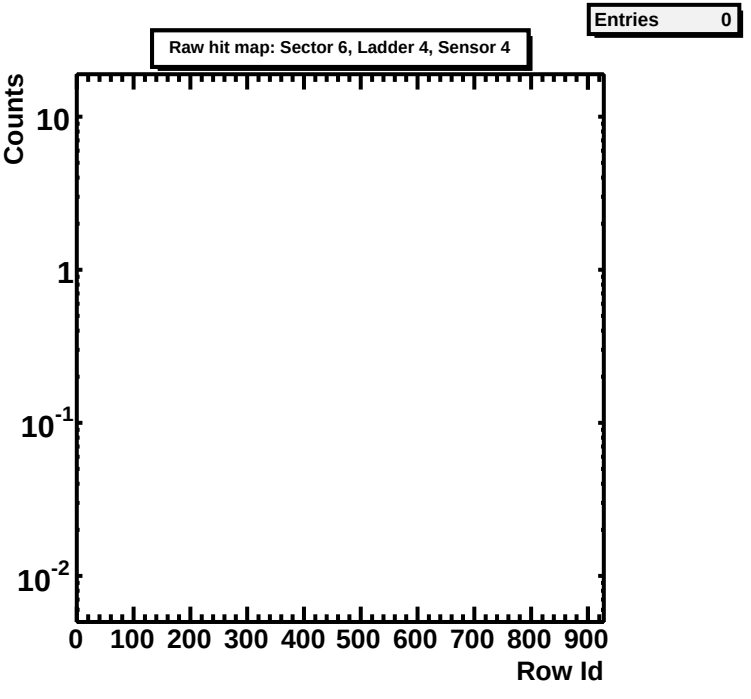

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 3
Counts
Column Id

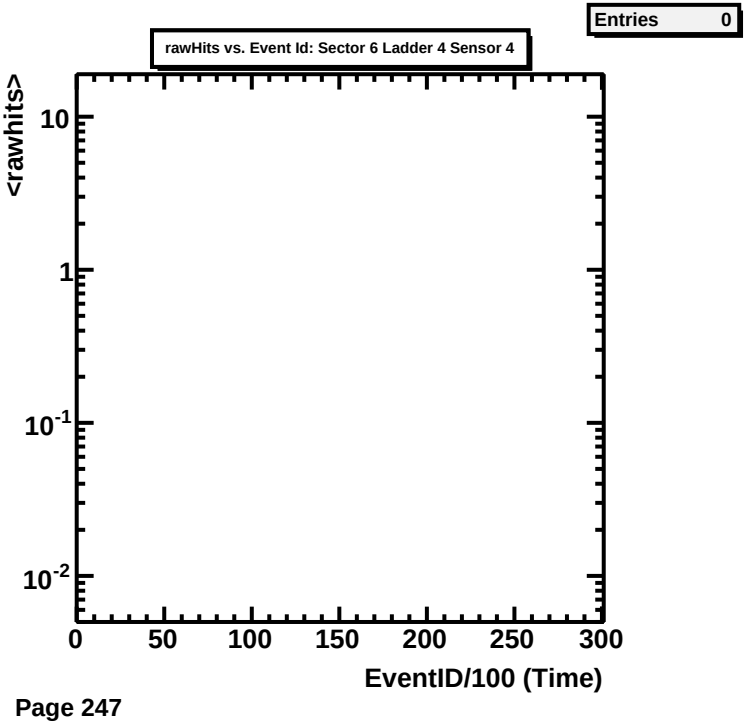

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 3
Counts
Row Id

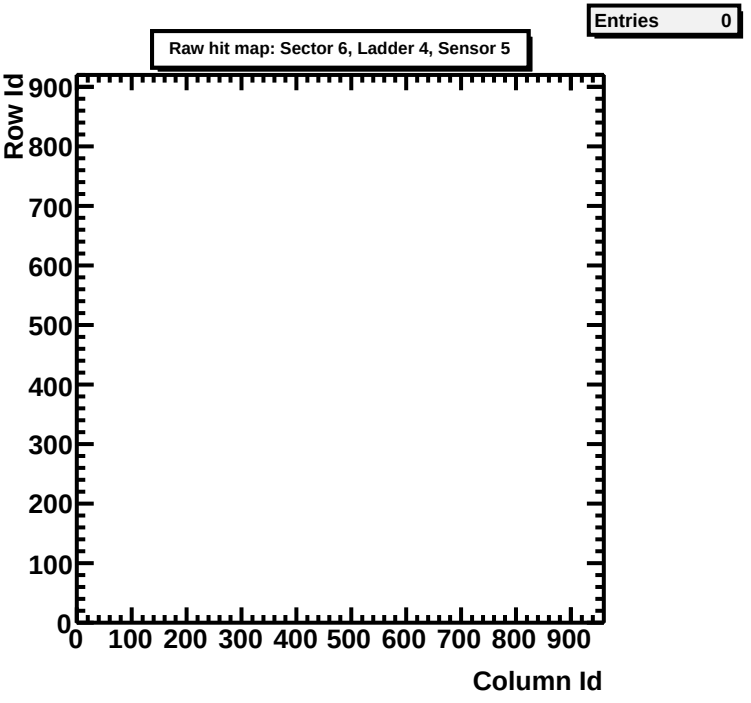

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

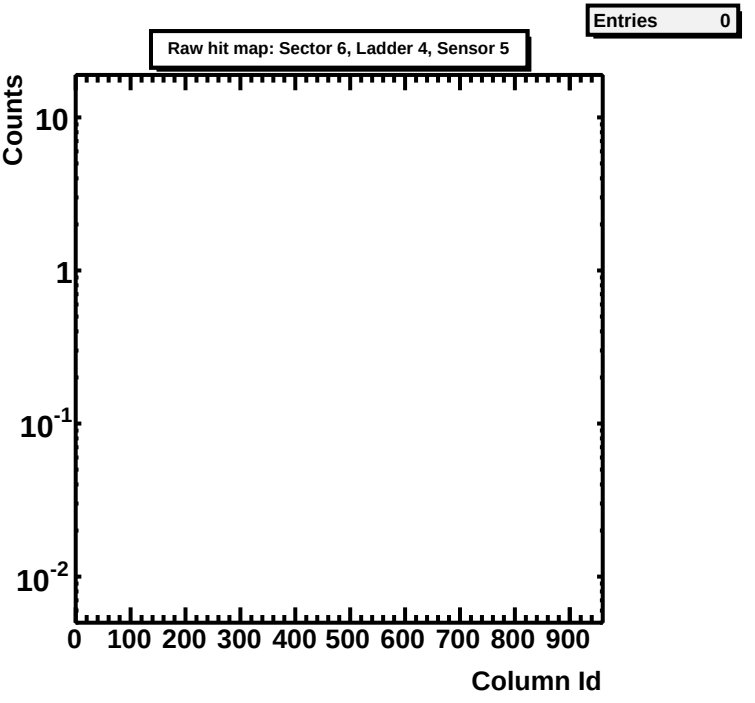

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

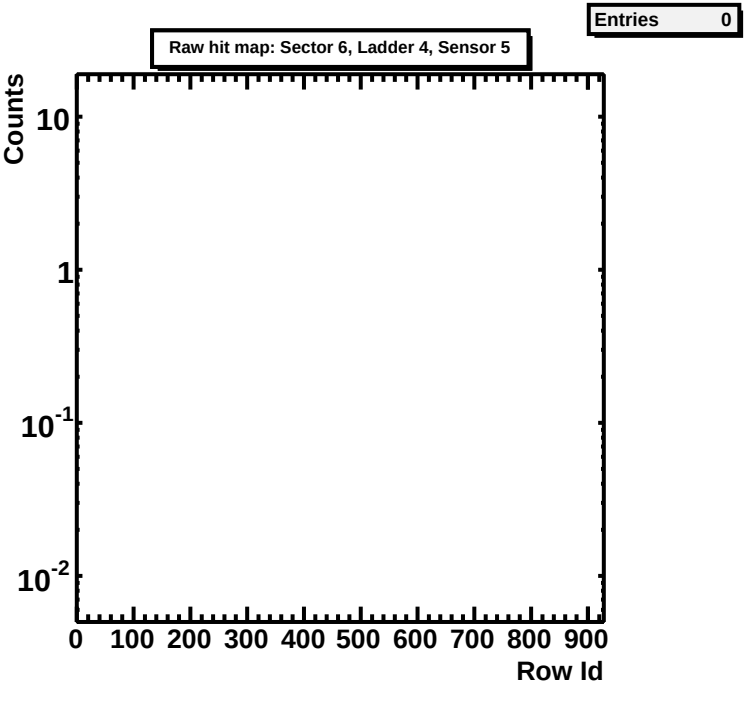

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

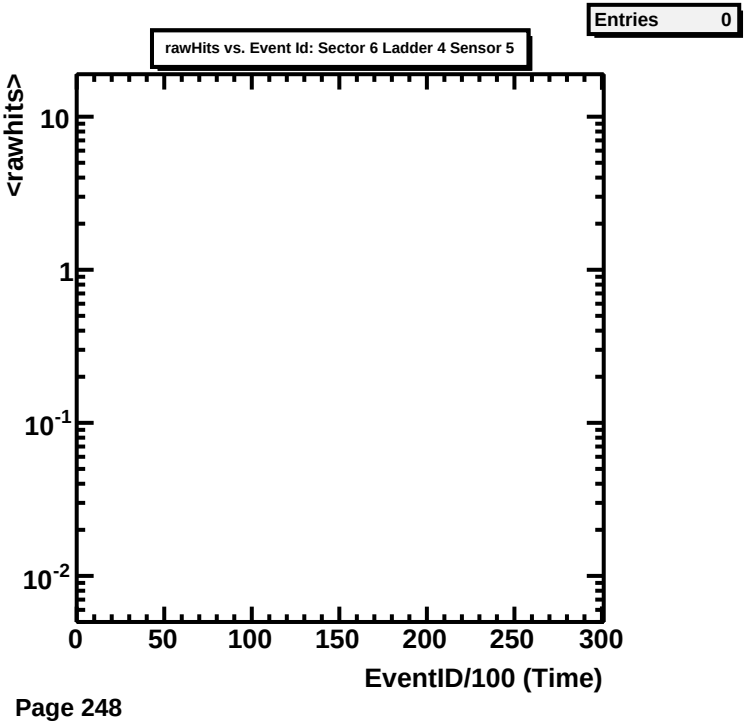

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

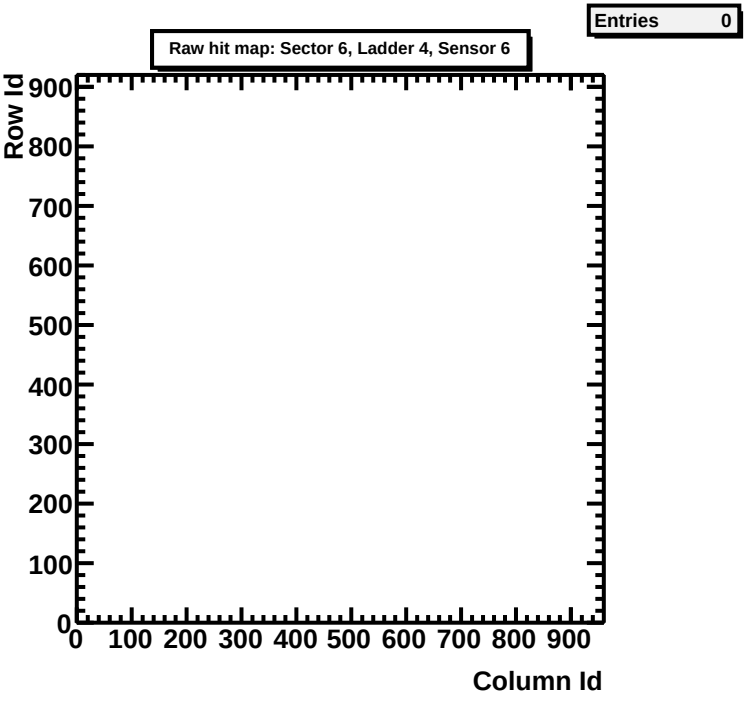

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

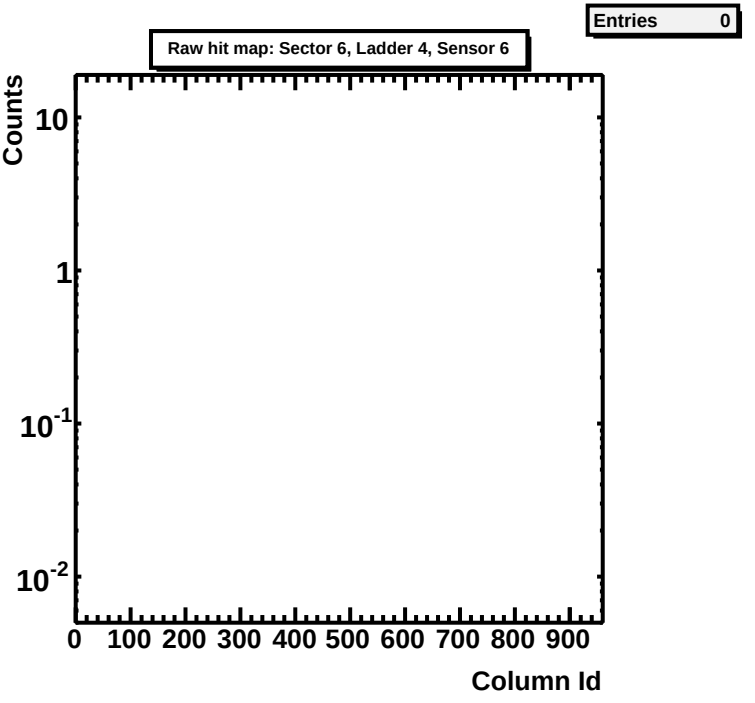

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 5
Row Id
Column Id

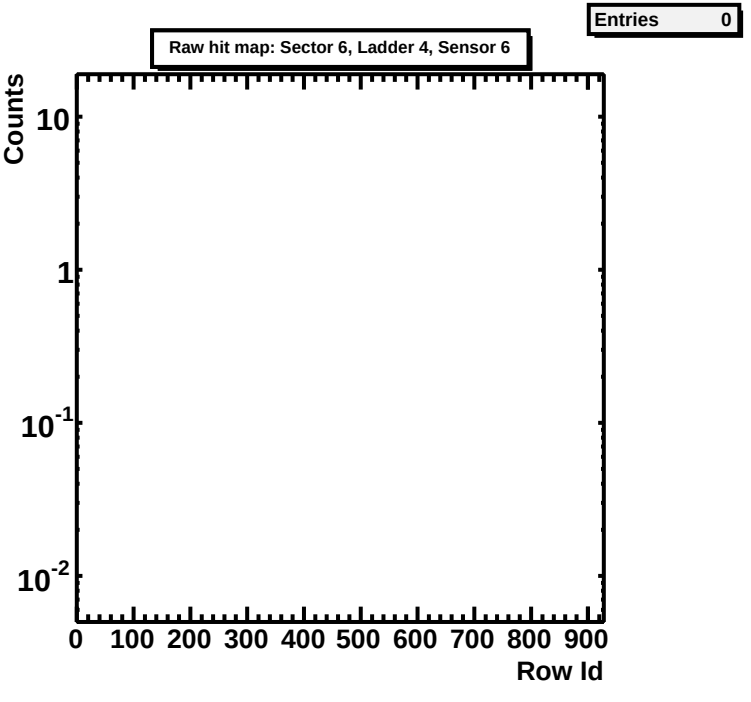

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 5
Counts
Column Id

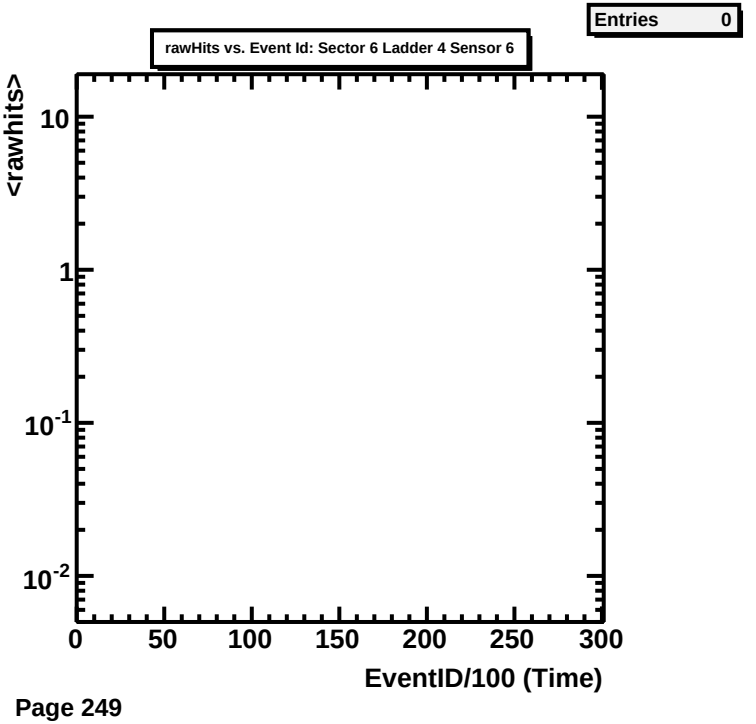

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 5
Counts
Row Id

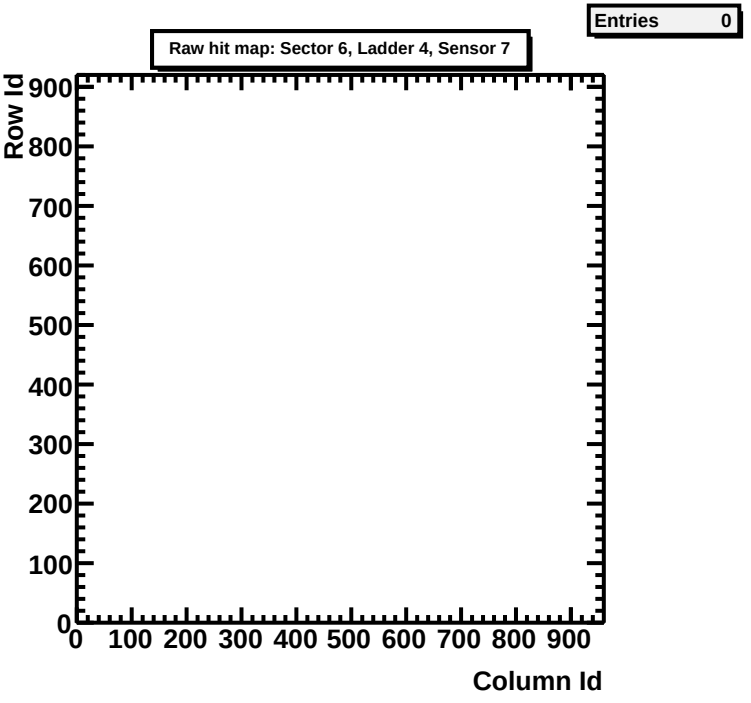

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

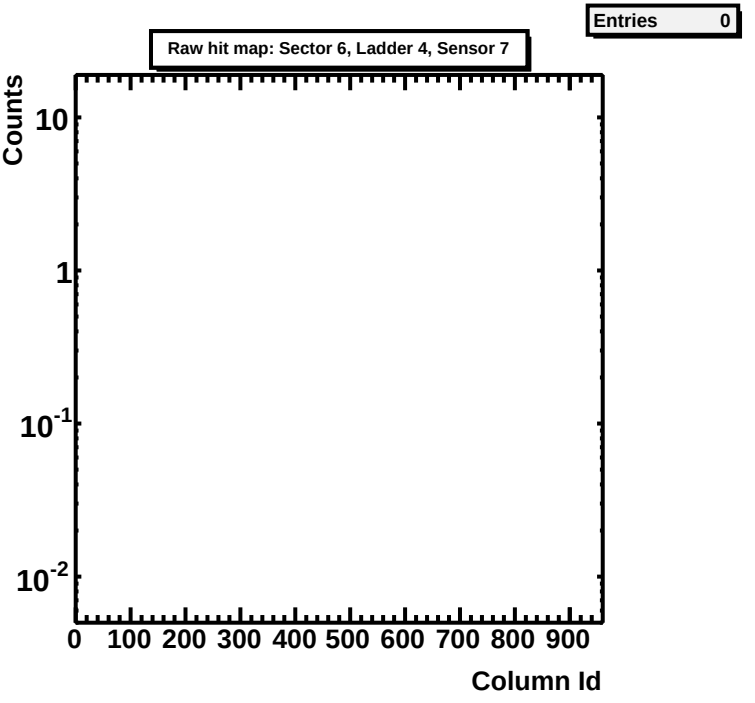

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

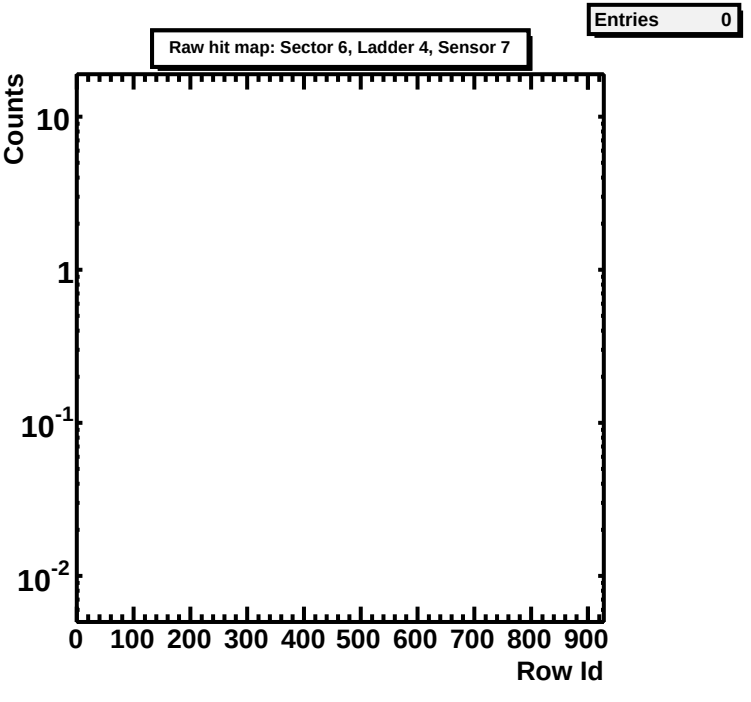

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

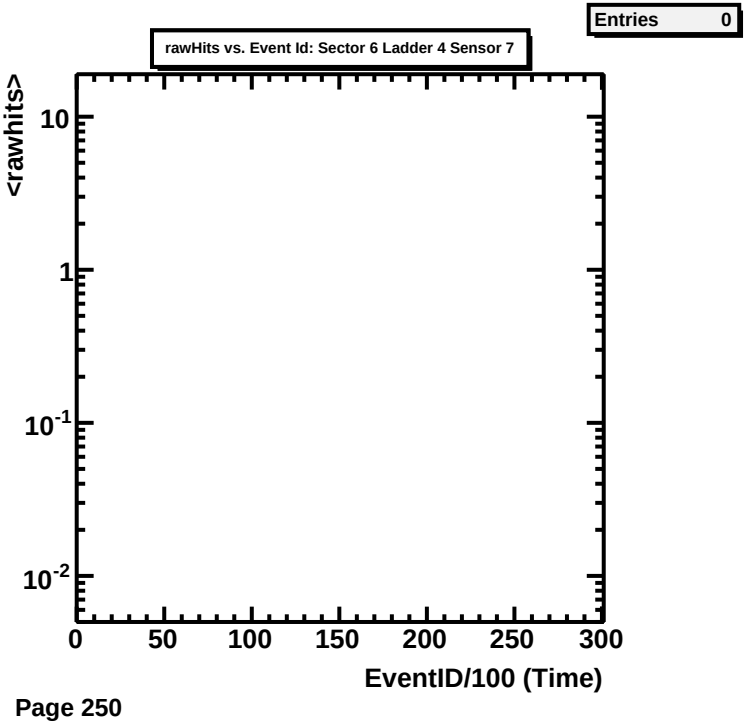

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

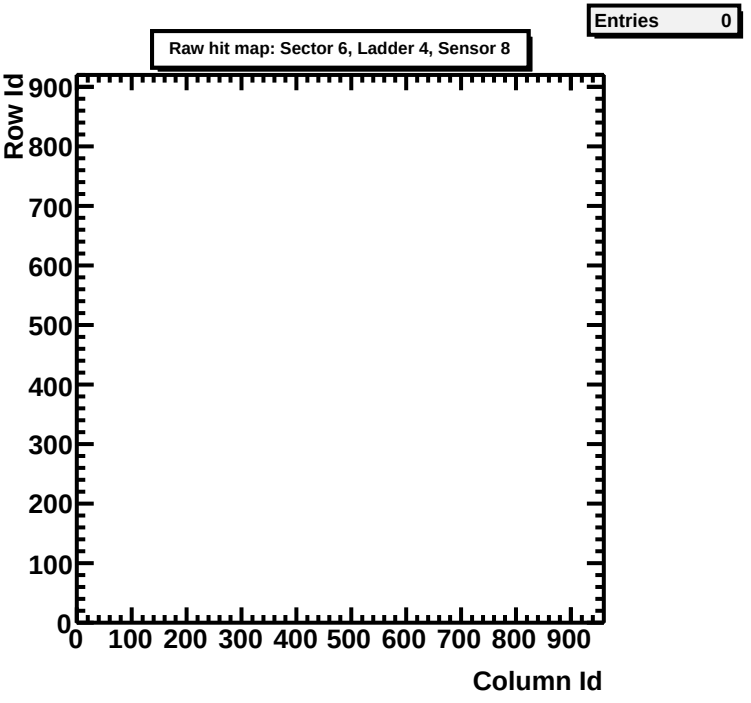

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

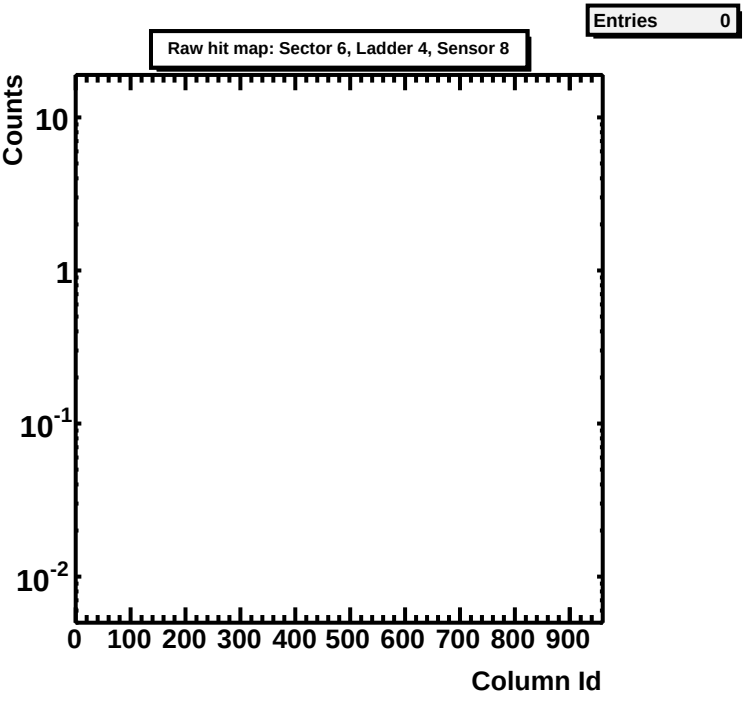

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 7
Row Id
Column Id

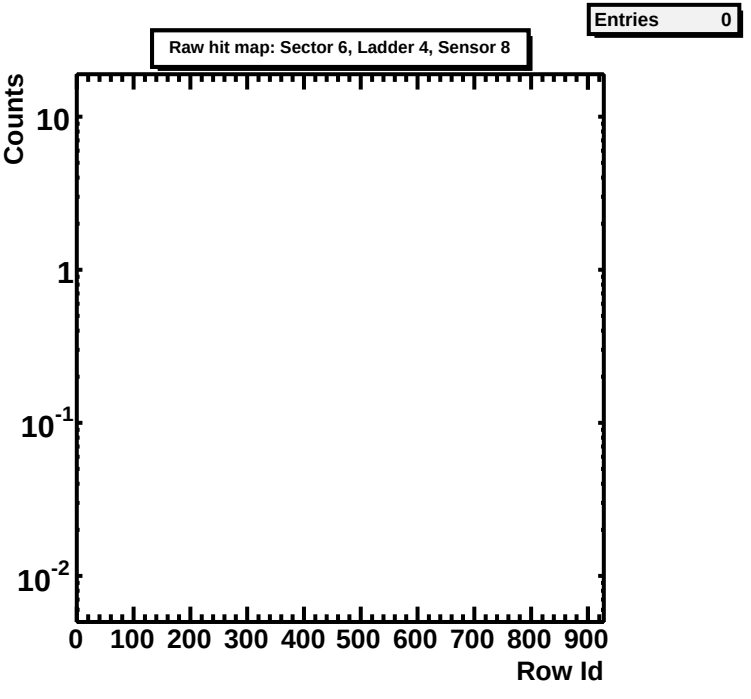

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 7
Counts
Column Id

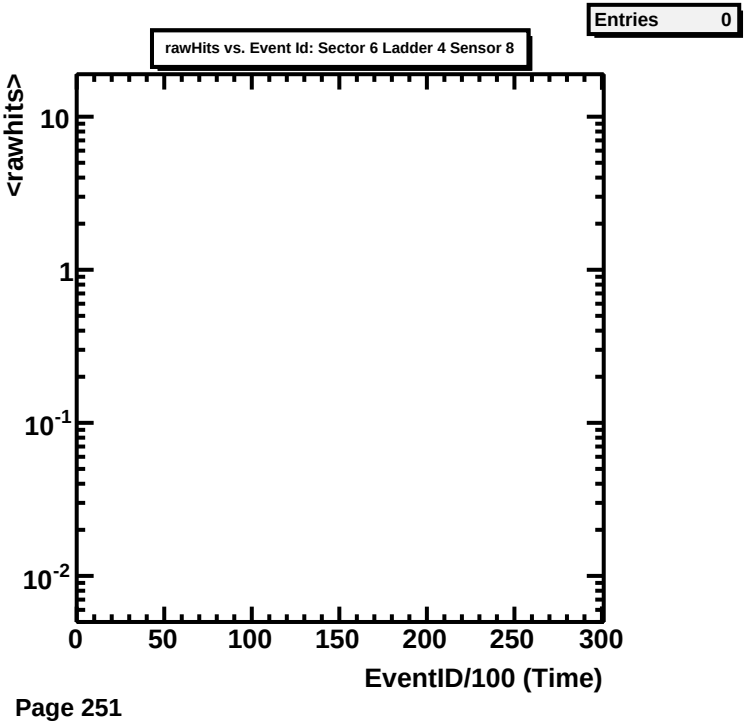

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 7
Counts
Row Id

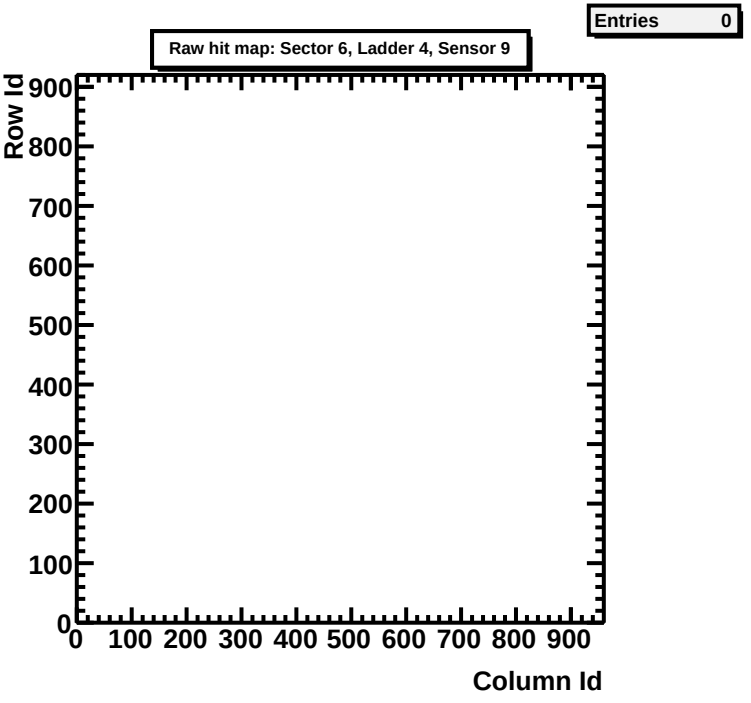

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

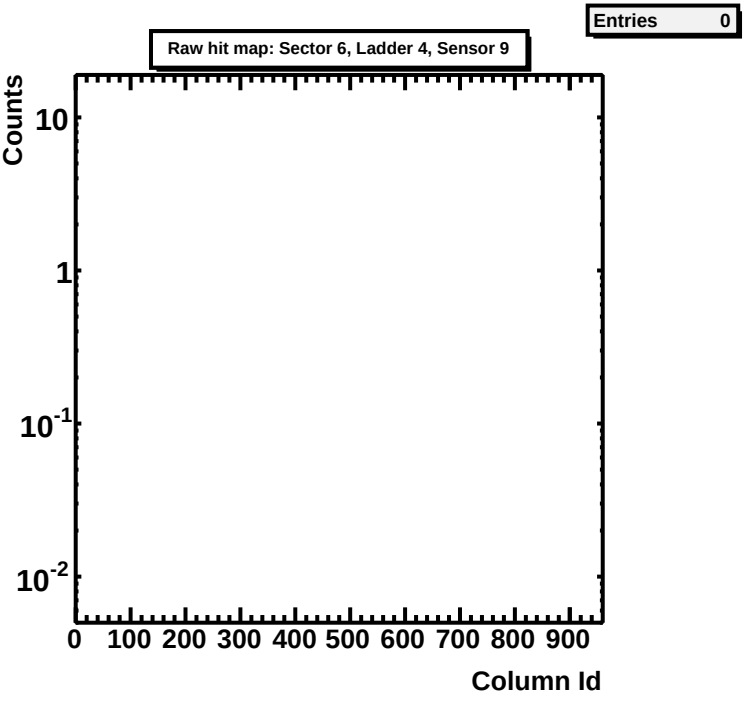

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

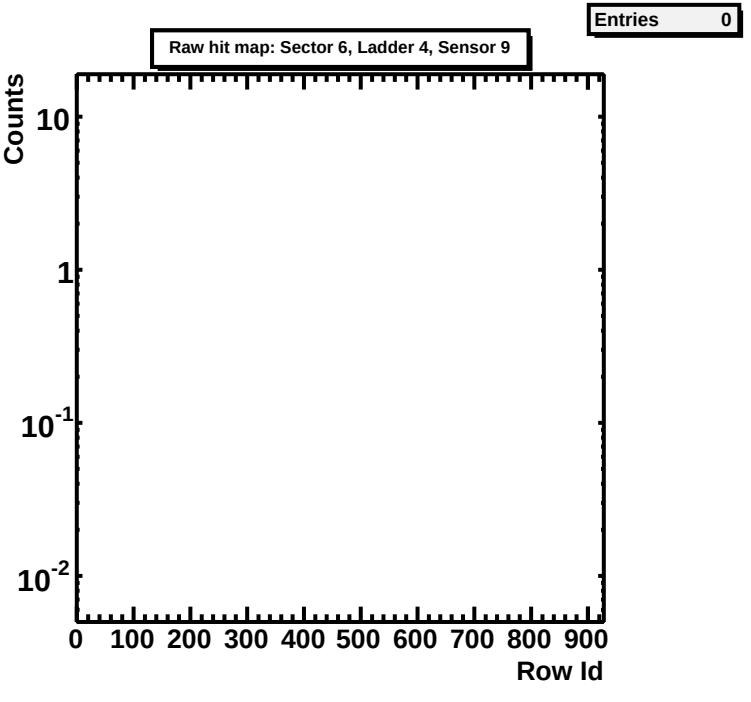

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

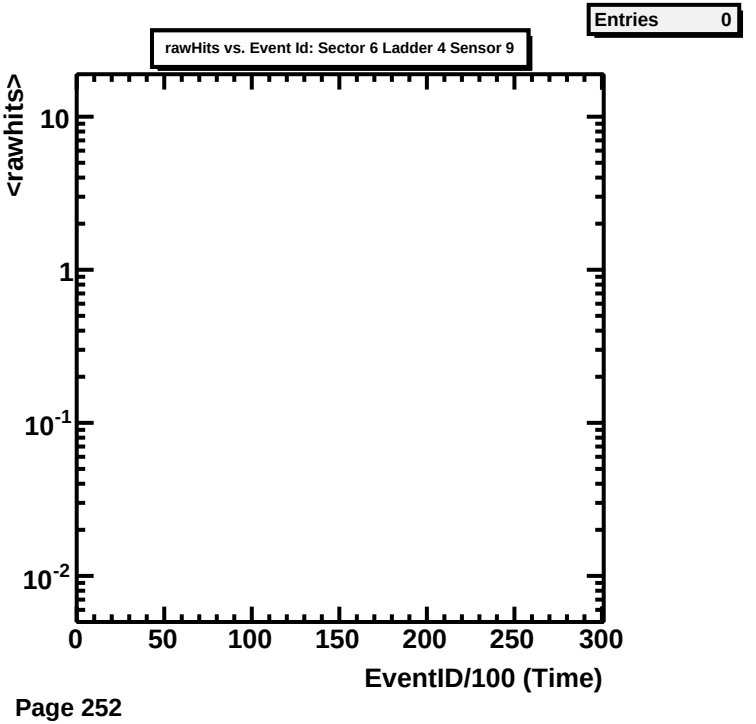

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

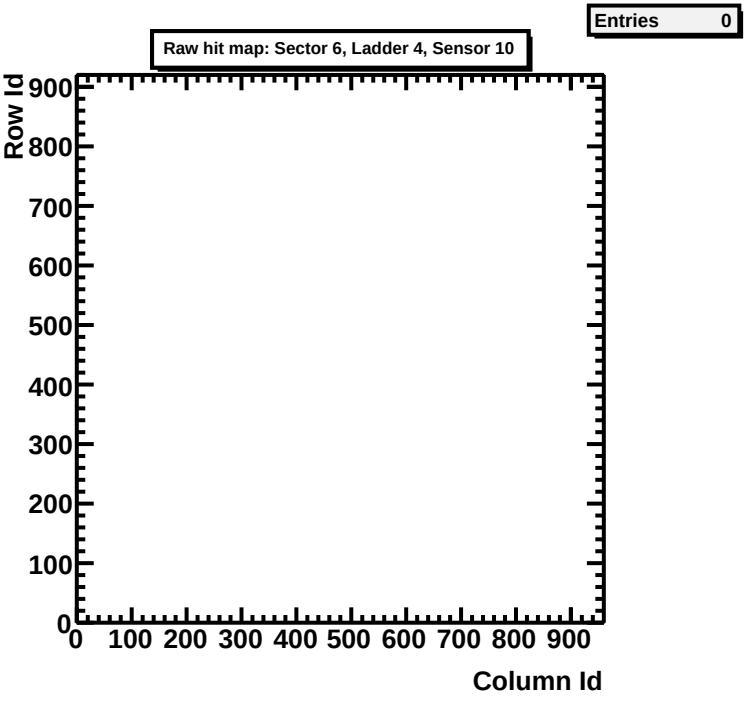

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

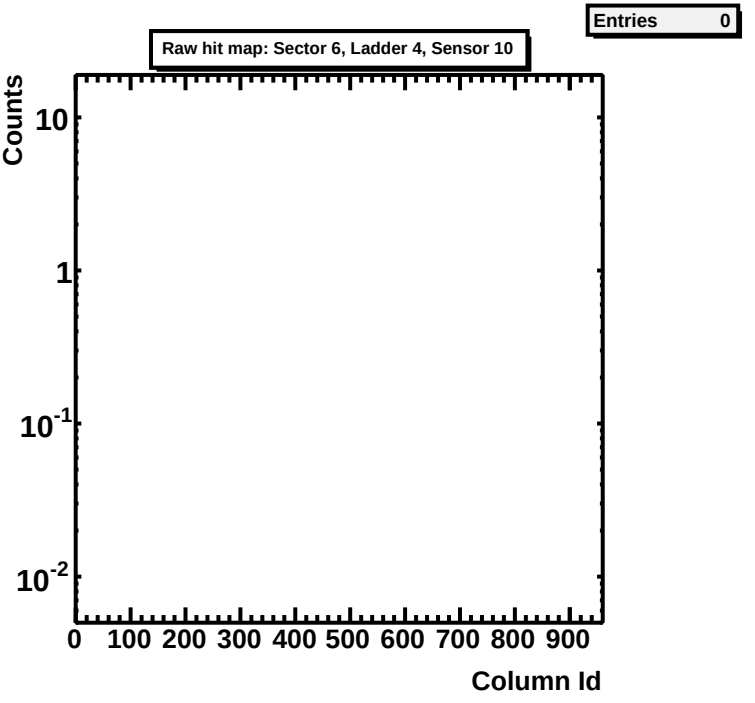

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

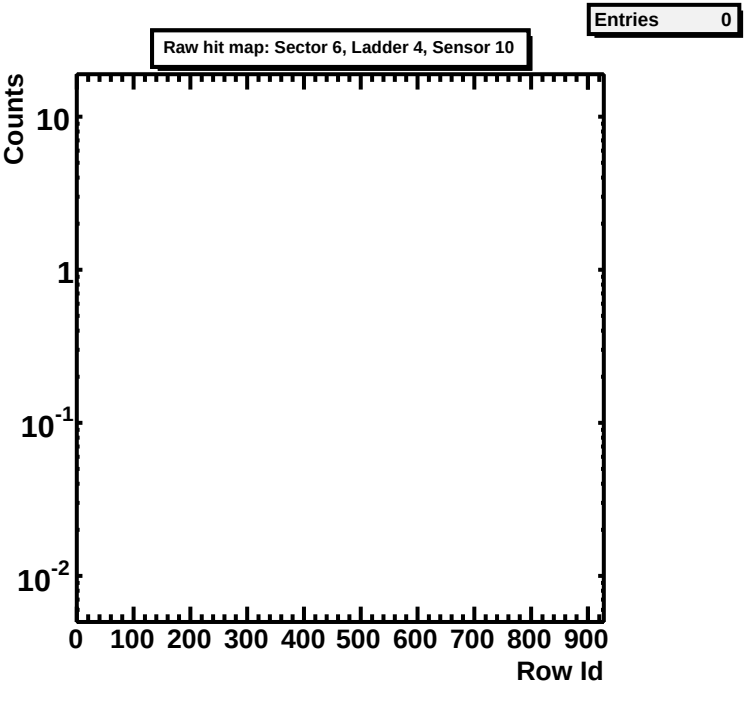

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

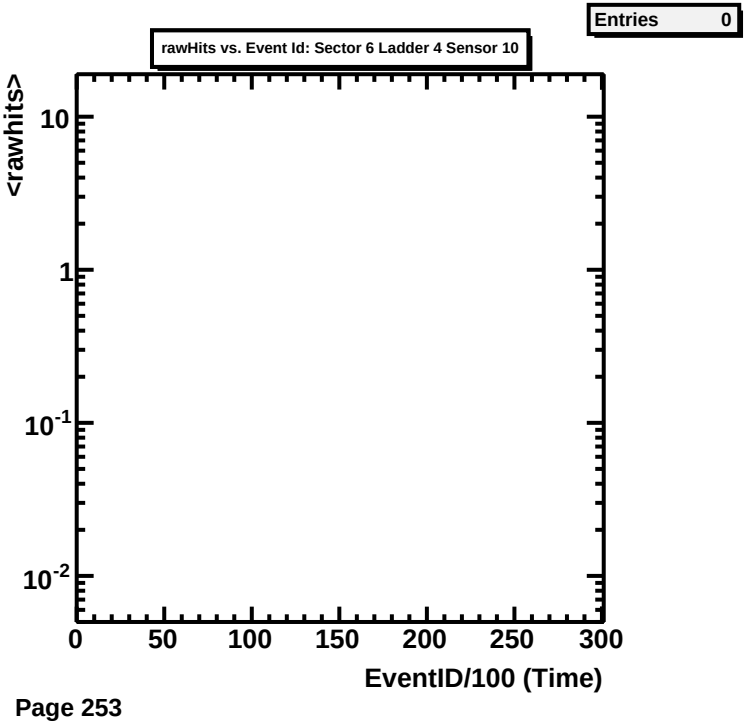

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

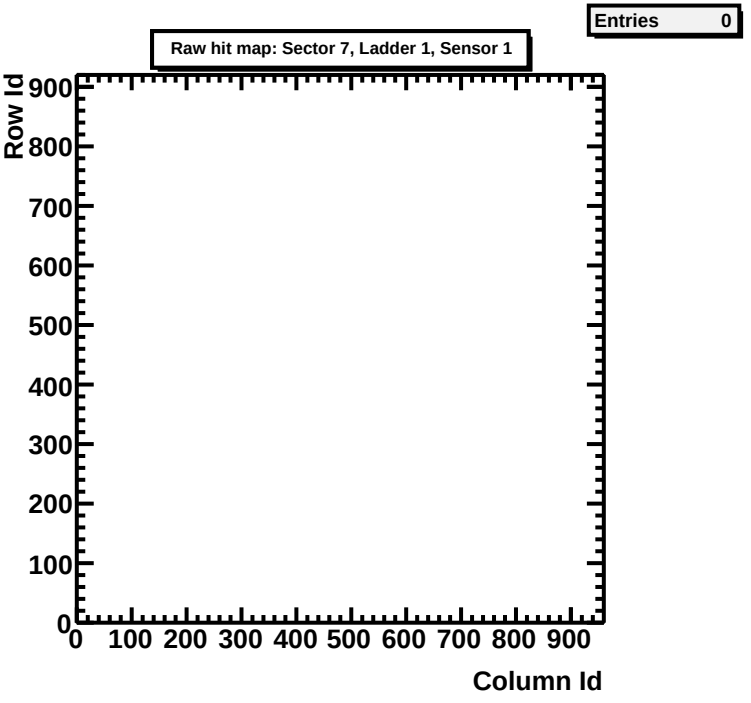

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

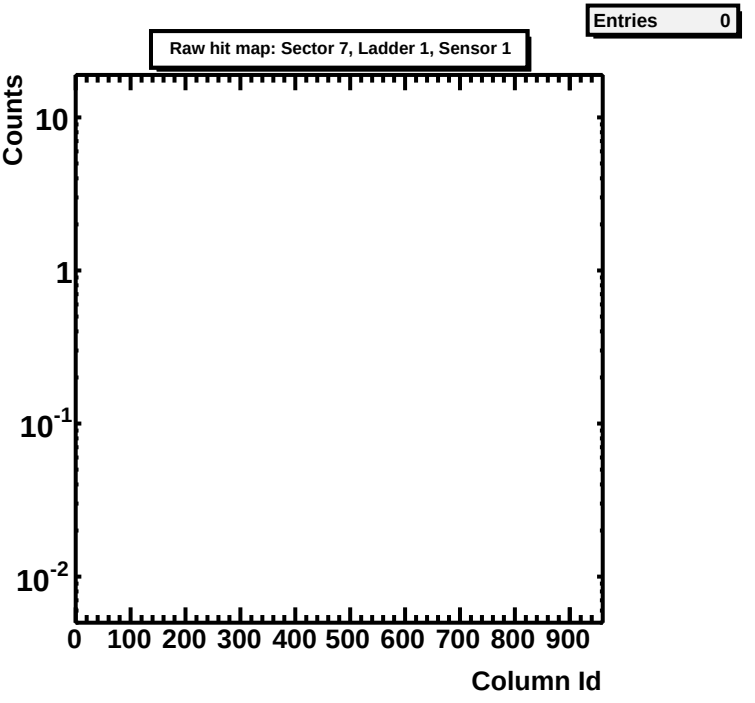

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 10
Row Id
Column Id

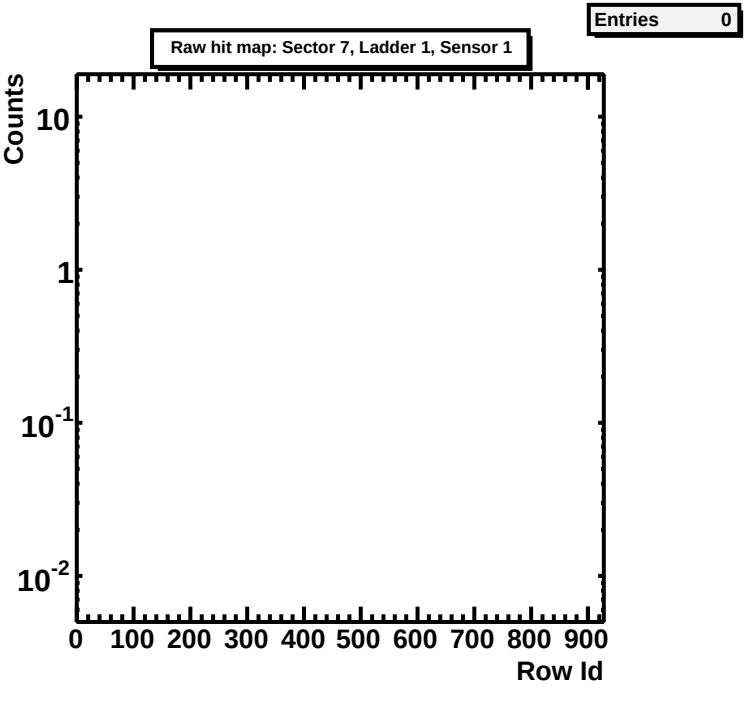

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 10
Counts
Column Id

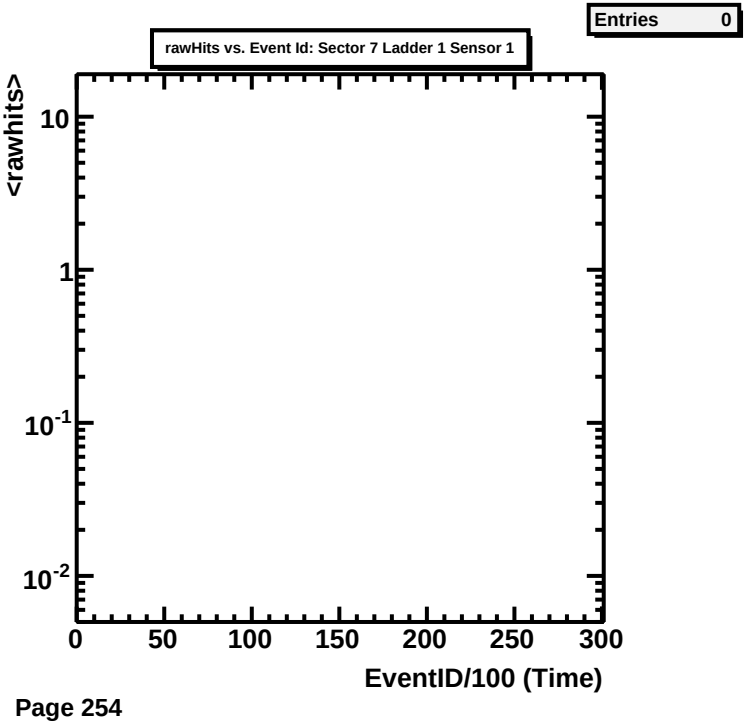

Entries 0
Raw hit map: Sector 6, Ladder 4, Sensor 10
Counts
Row Id

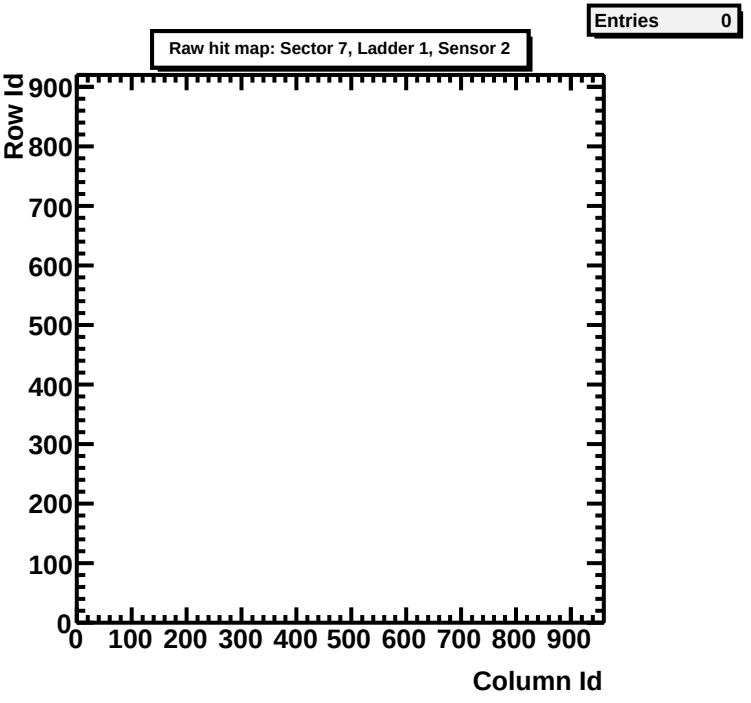

Entries 0
rawHits vs. Event Id: Sector 6 Ladder 4 Sensor 10
<rawhits>
EventID/100 (Time)

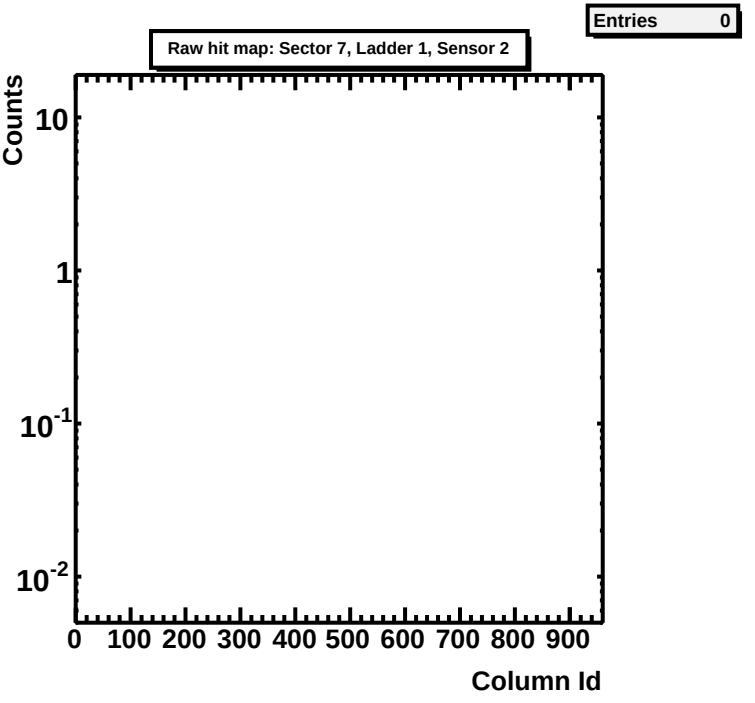

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

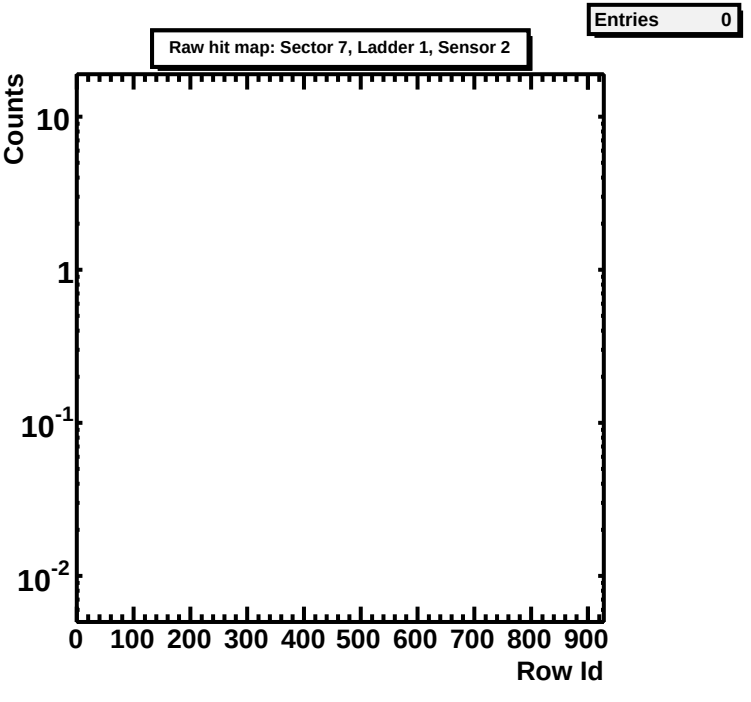

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

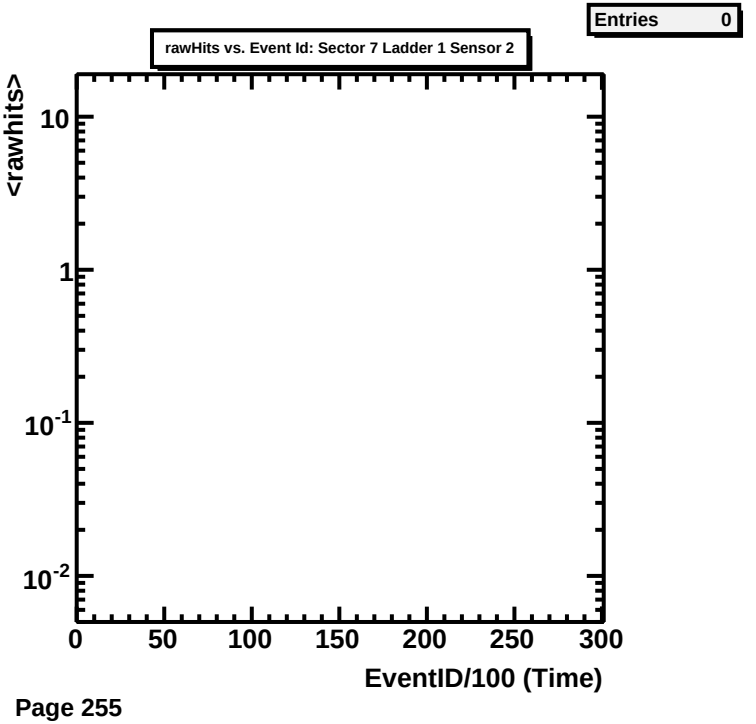

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

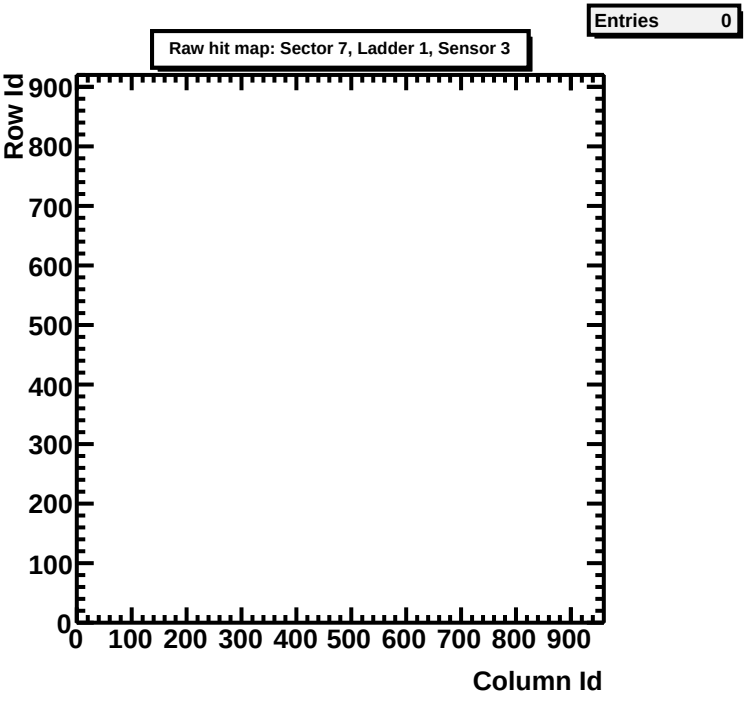

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

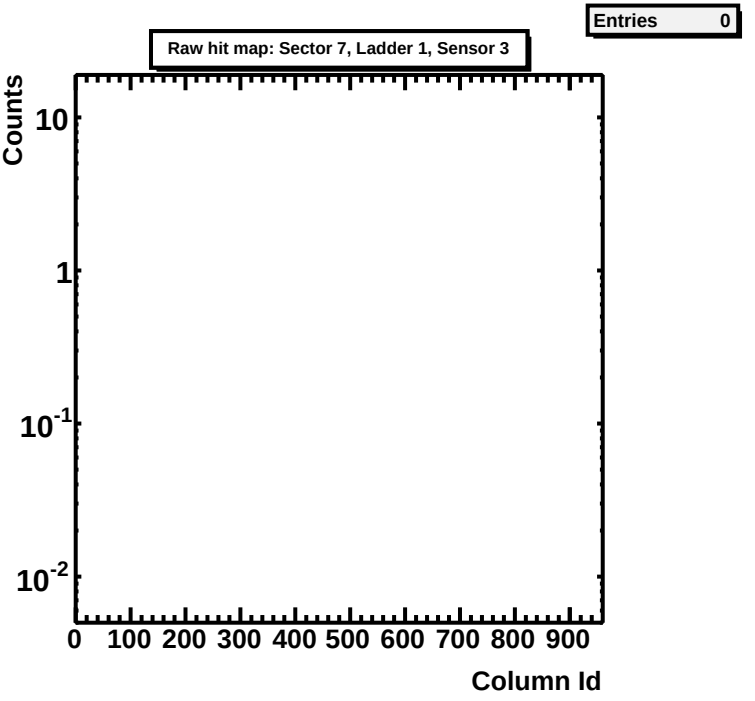

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 2
Row Id
Column Id

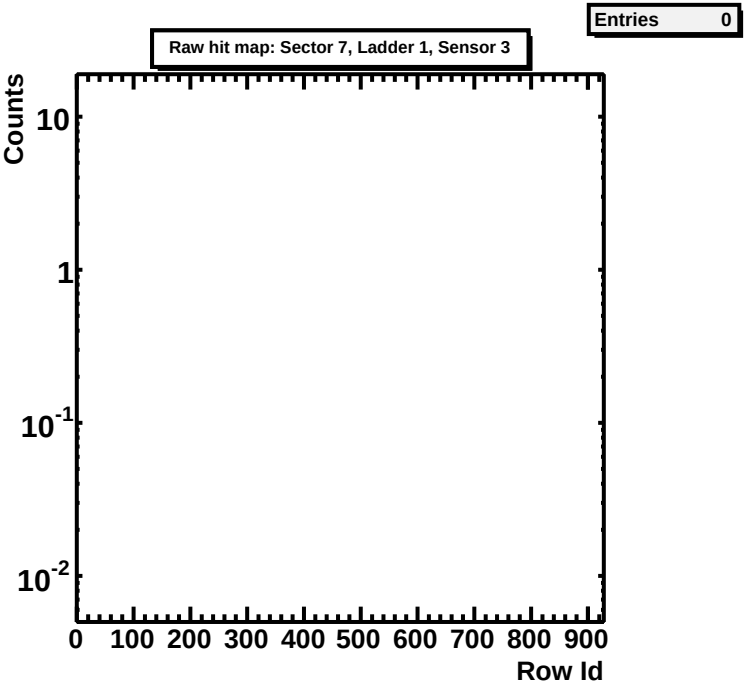

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 2
Counts
Column Id

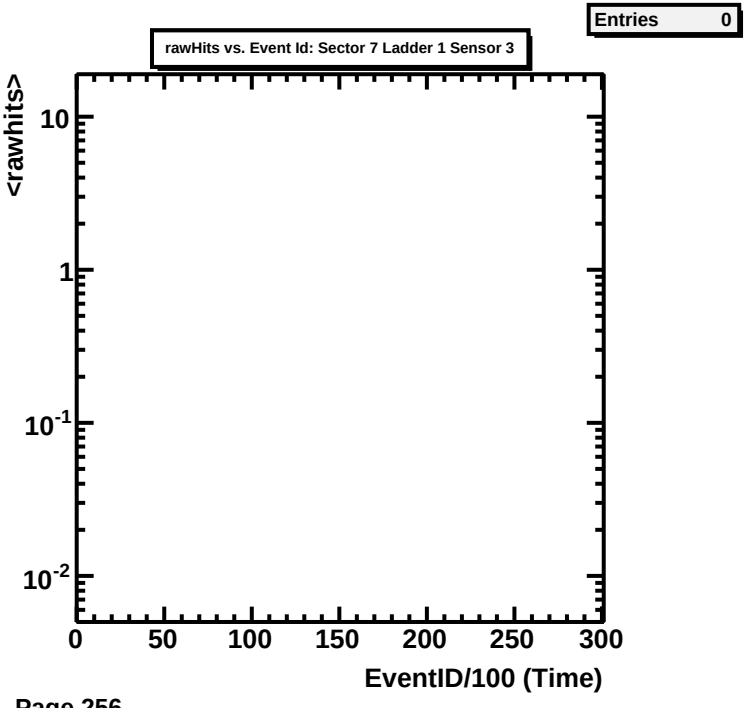

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 2
Counts
Row Id

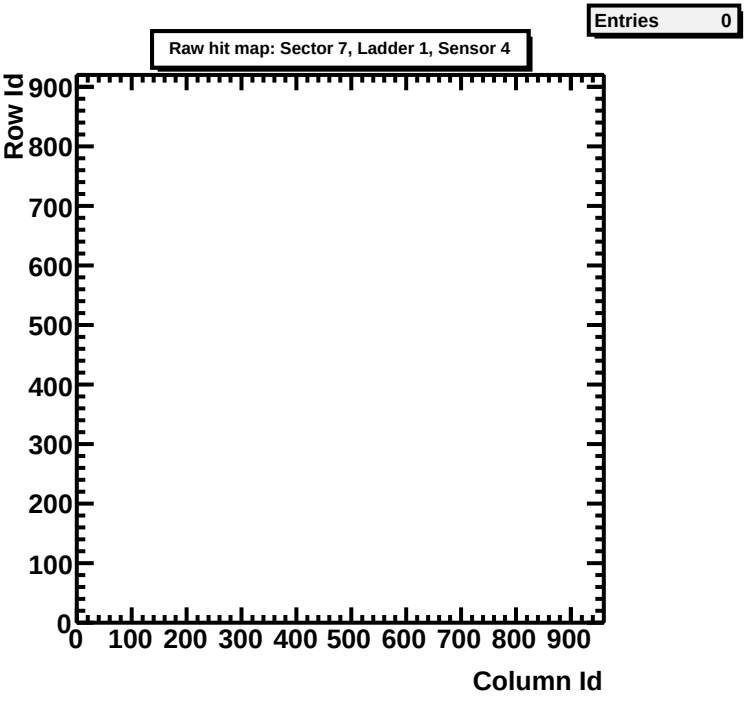

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 2
<rawhits>
EventID/100 (Time)

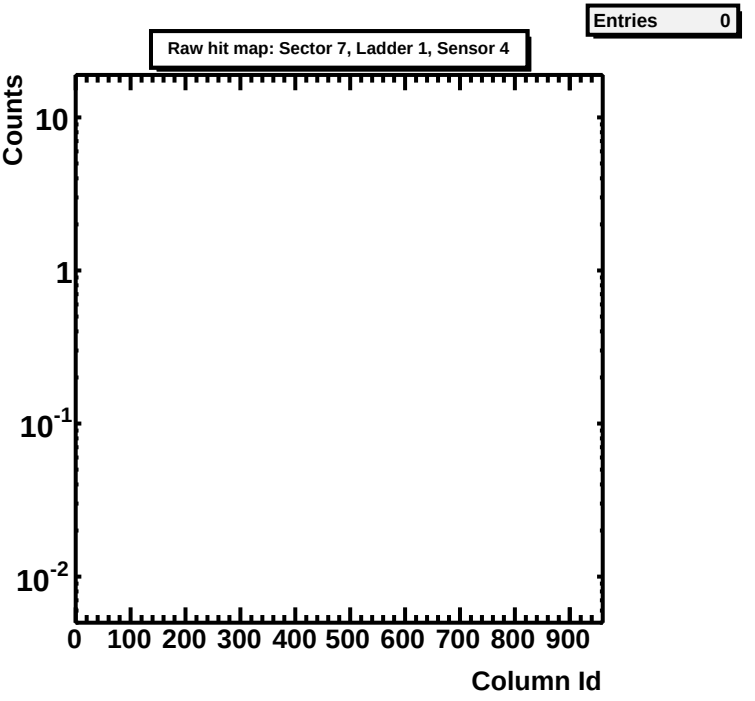

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 3
Row Id
Column Id

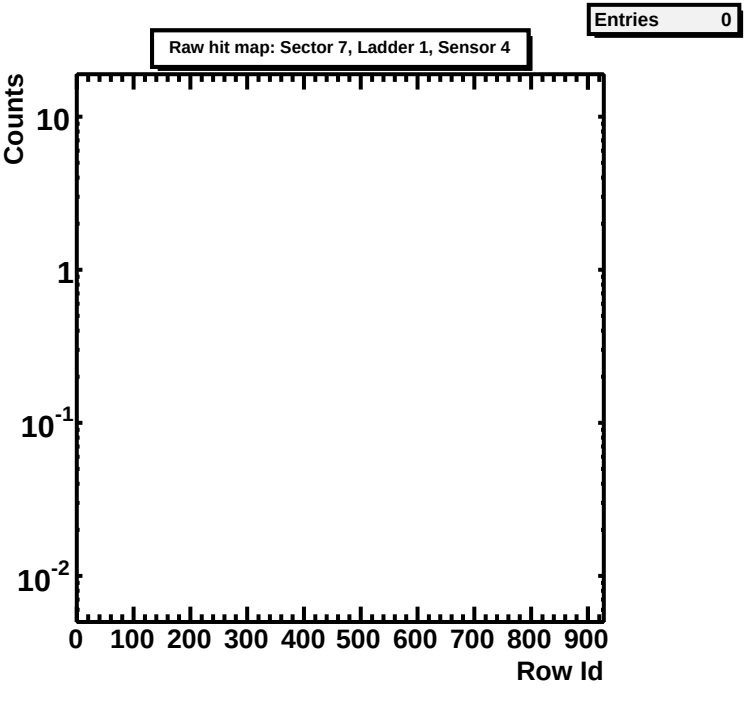

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 3
Counts
Column Id

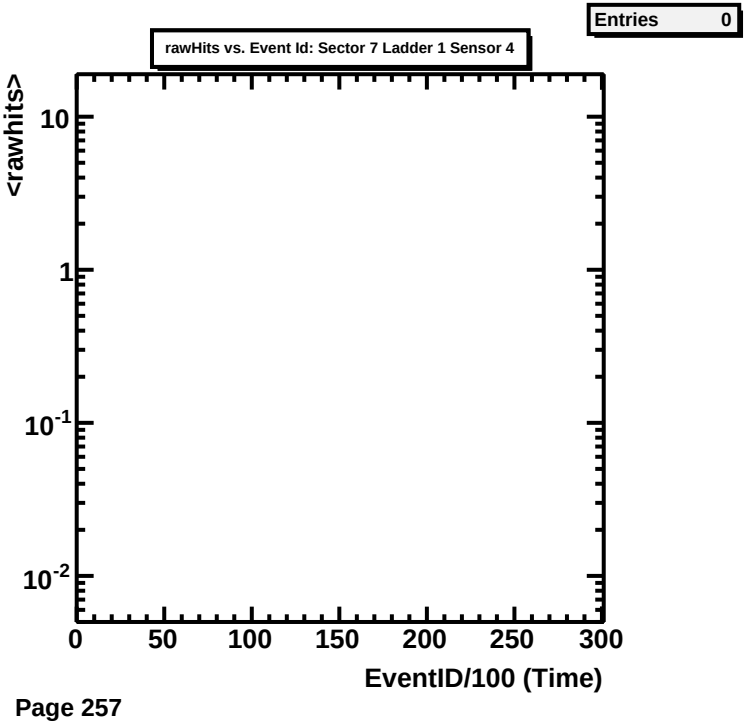

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 3
Counts
Row Id

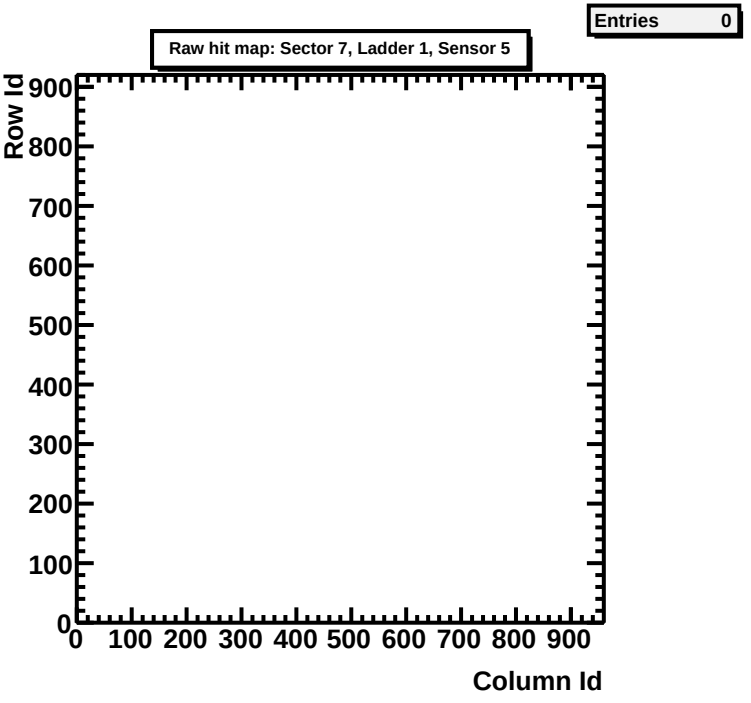

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 3
<rawhits>
EventID/100 (Time)

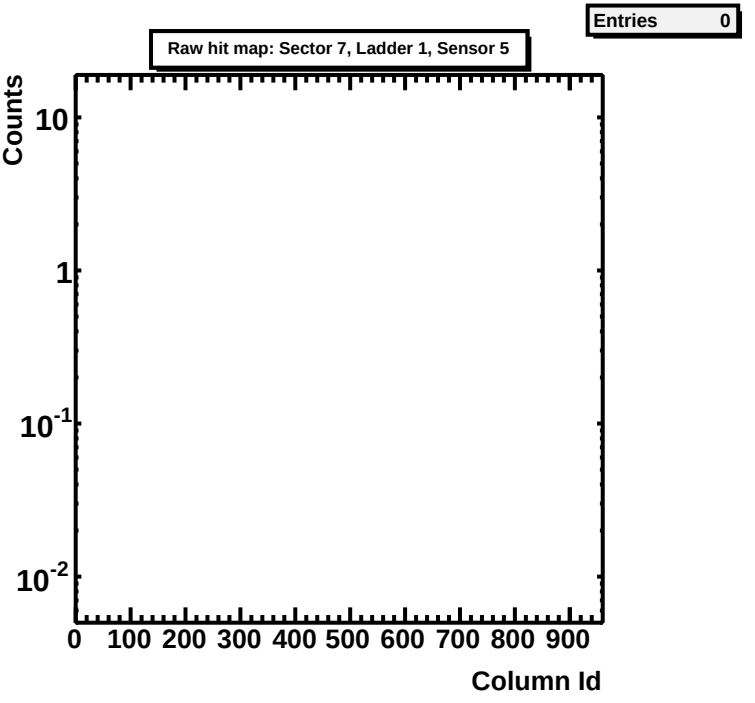

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 4
Row Id
Column Id

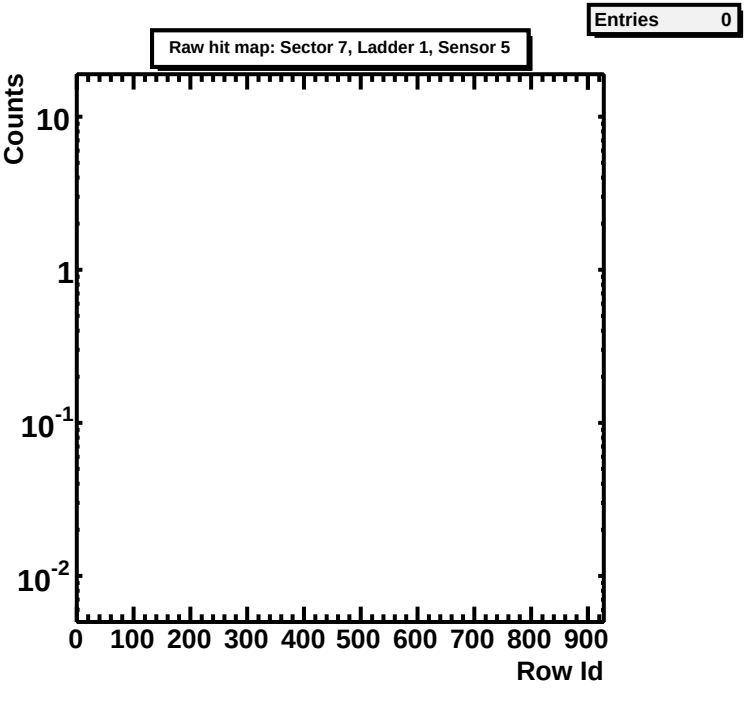

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 4
Counts
Column Id

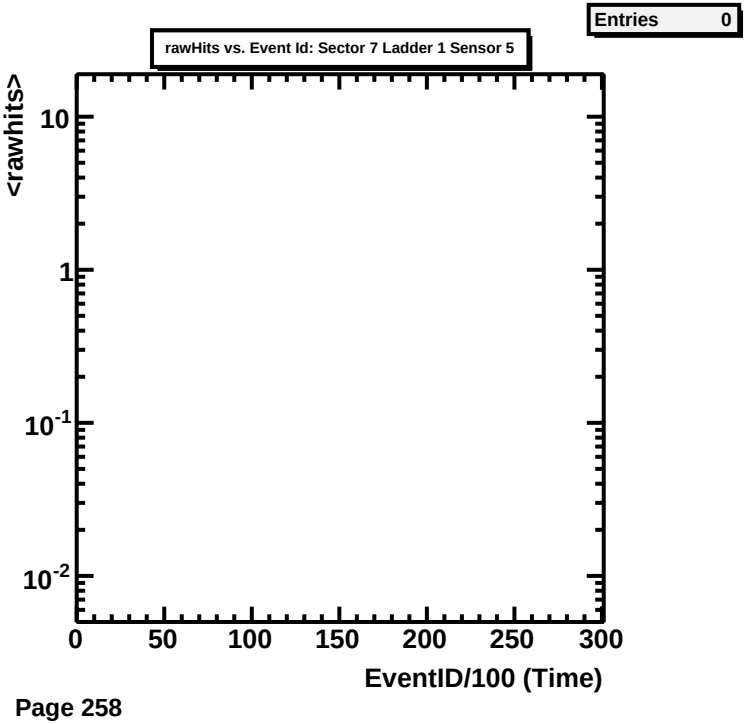

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 4
Counts
Row Id

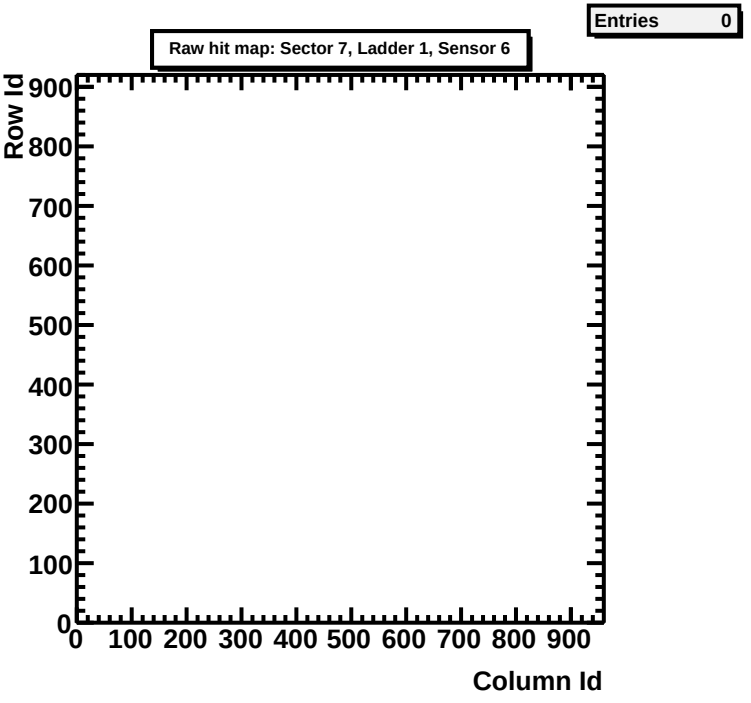

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 4
<rawhits>
EventID/100 (Time)

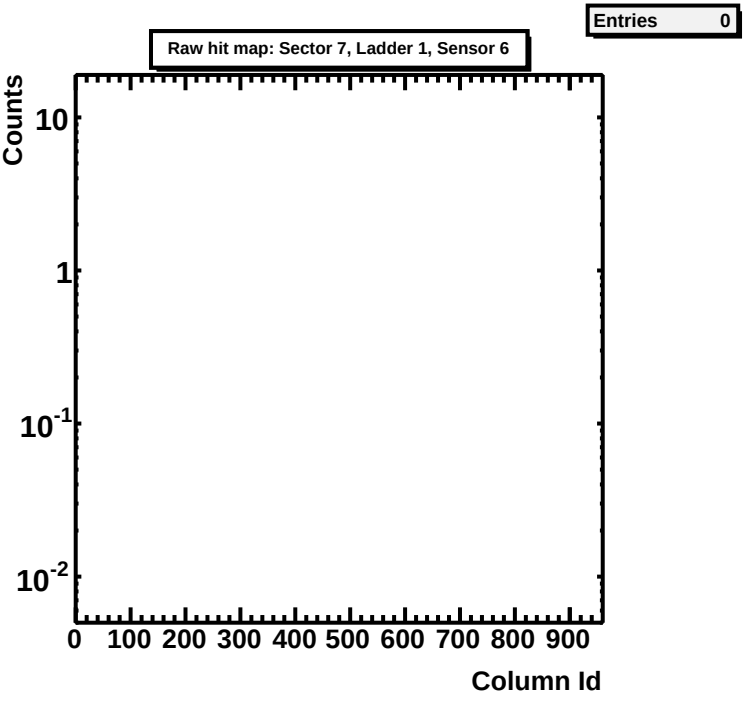

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 5
Row Id
Column Id

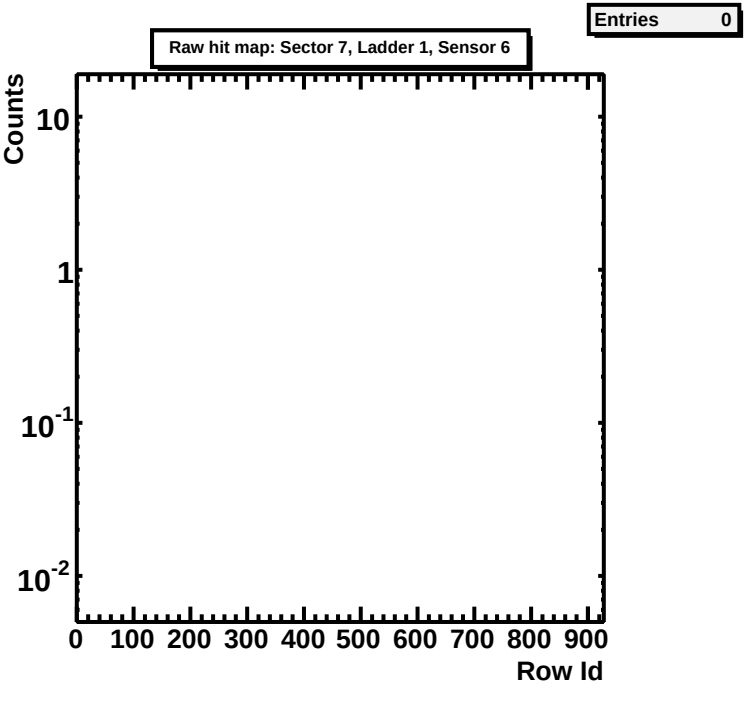

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 5
Counts
Column Id

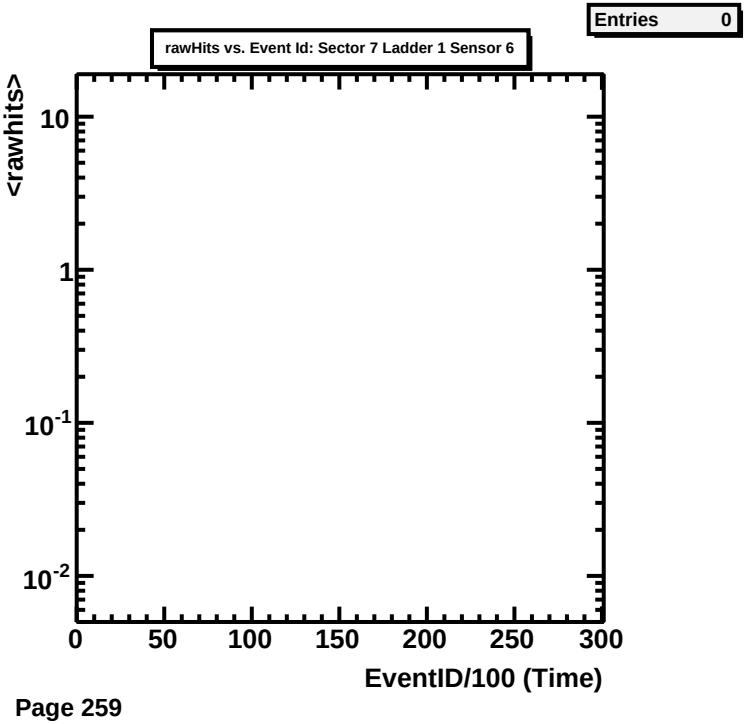

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 5
Counts
Row Id

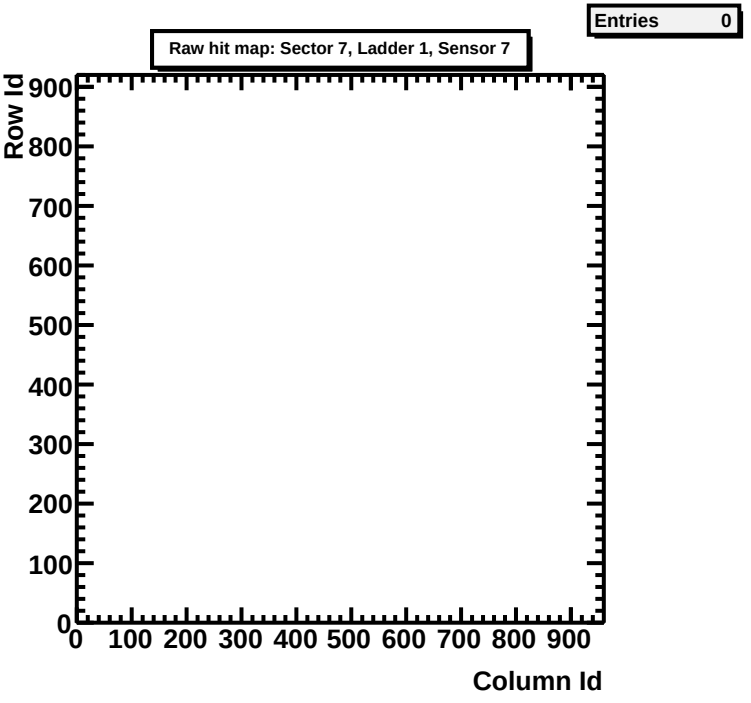

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

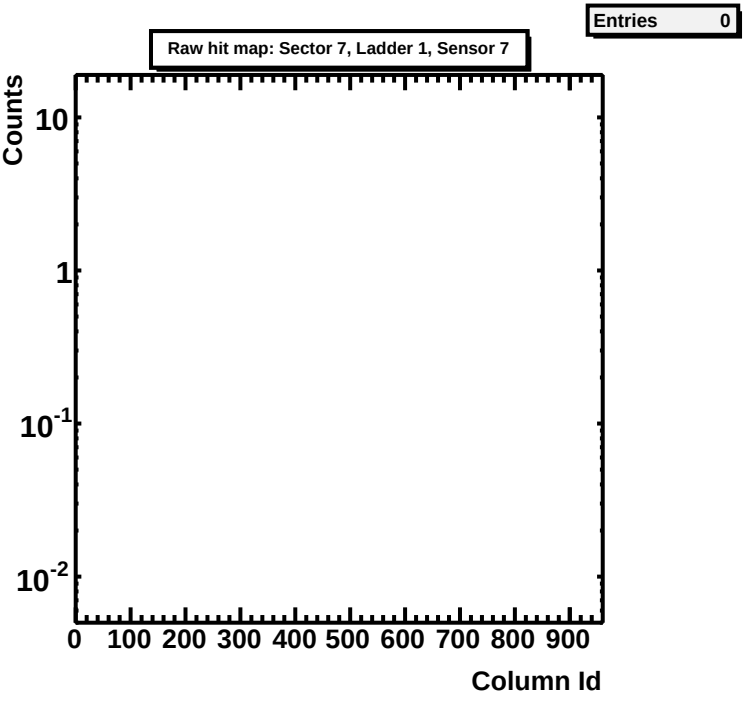

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 6
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

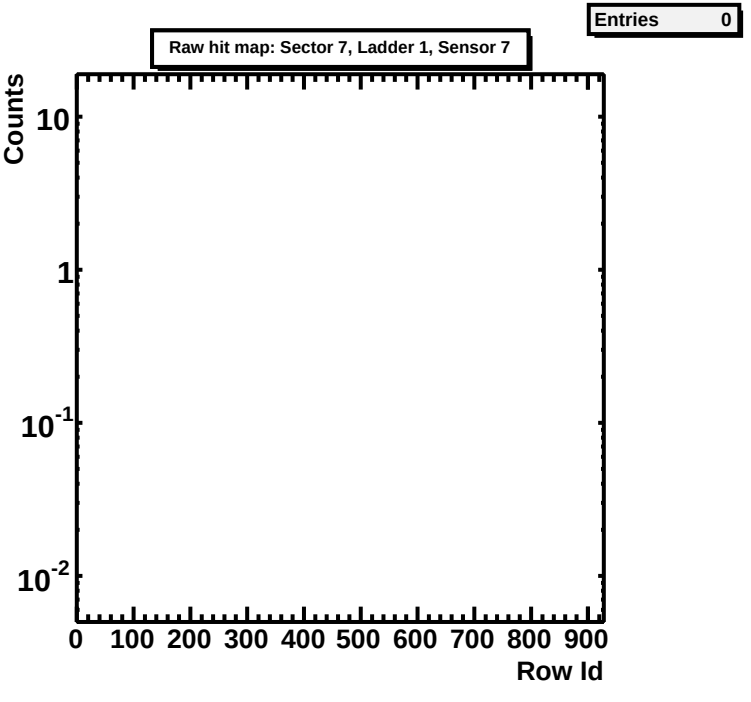

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

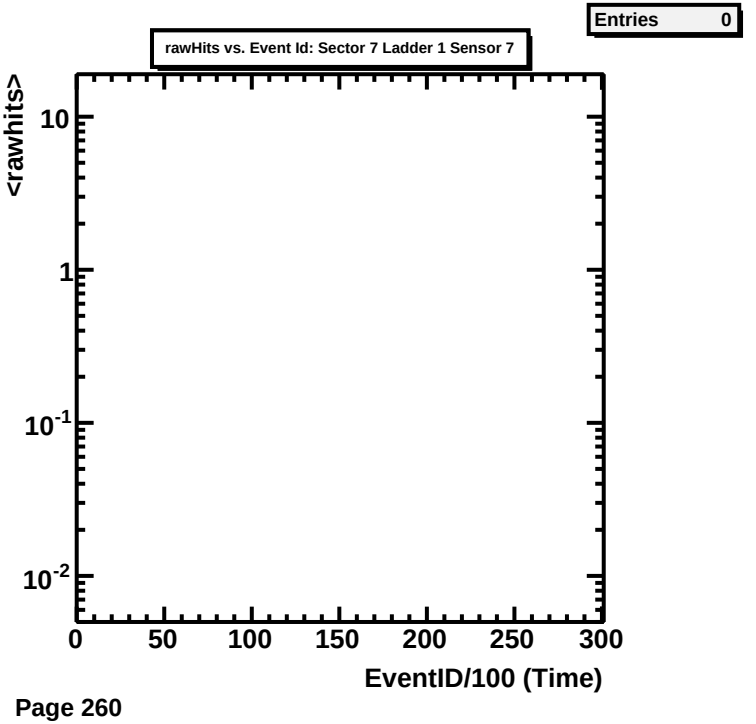

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

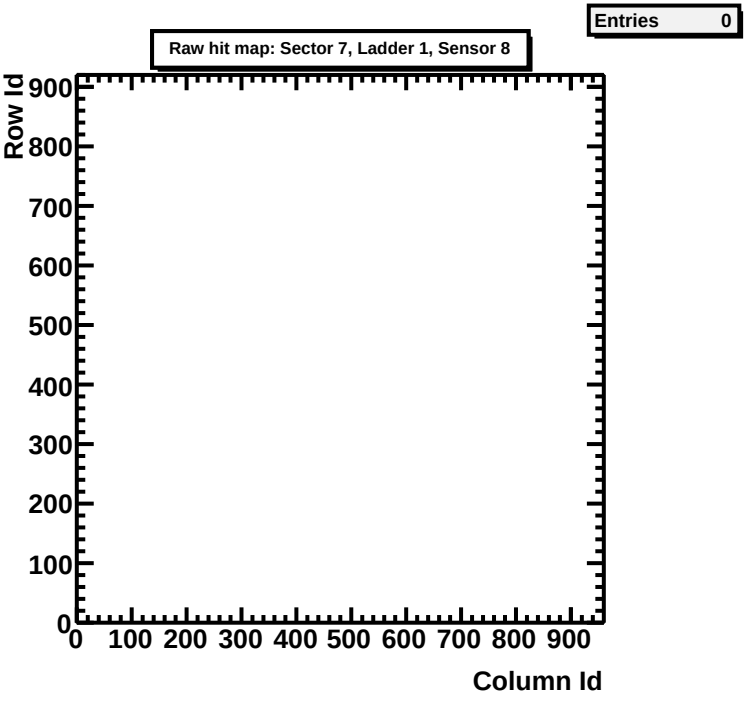

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

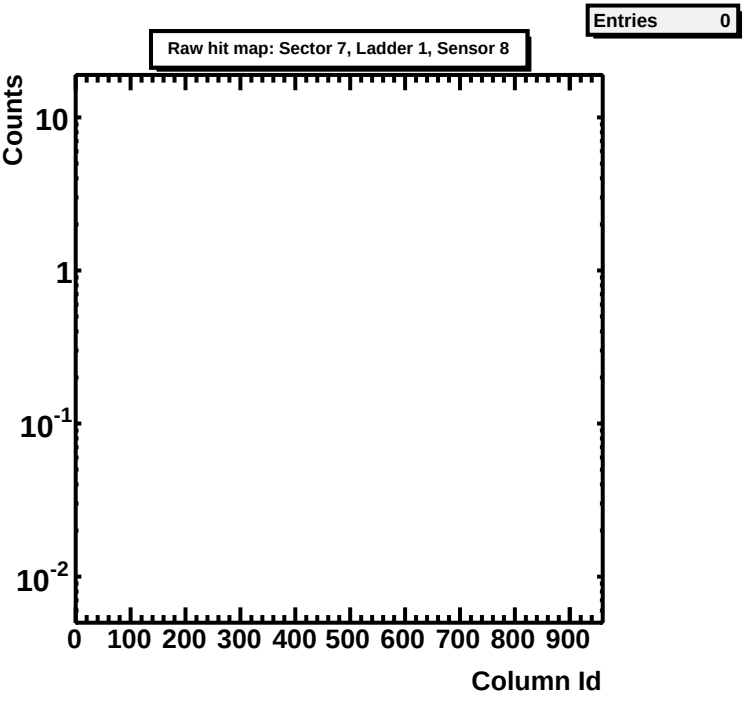

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 7
Row Id
Column Id

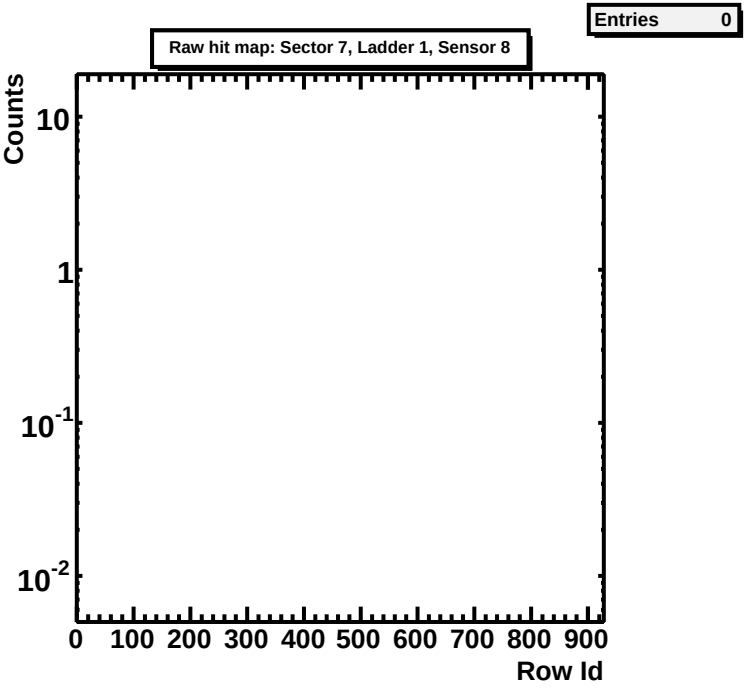

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 7
Counts
Column Id

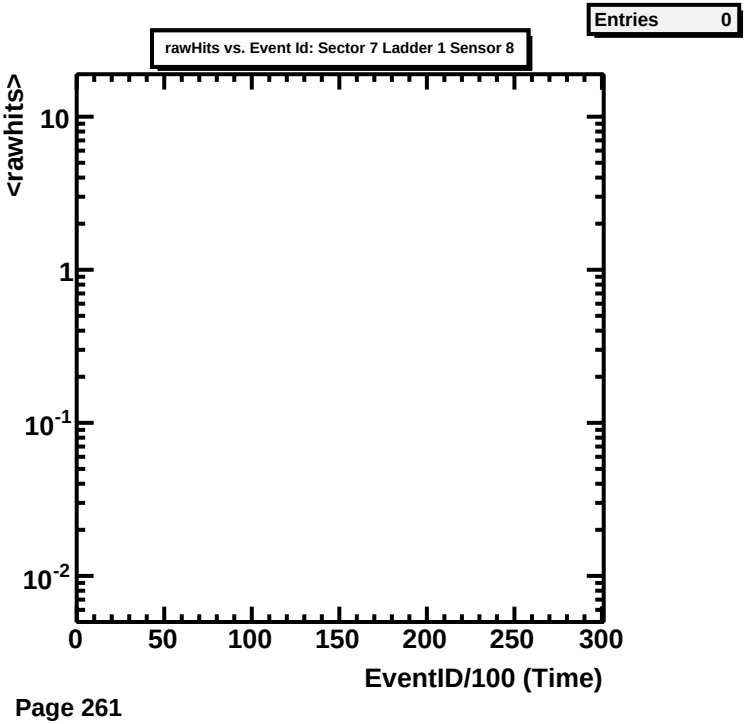

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 7
Counts
Row Id

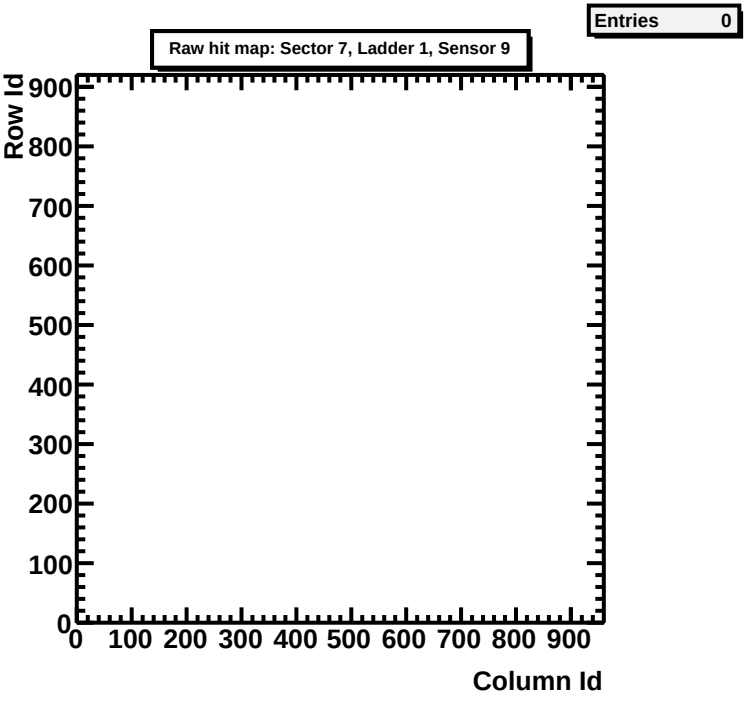

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 7
<rawhits>
EventID/100 (Time)

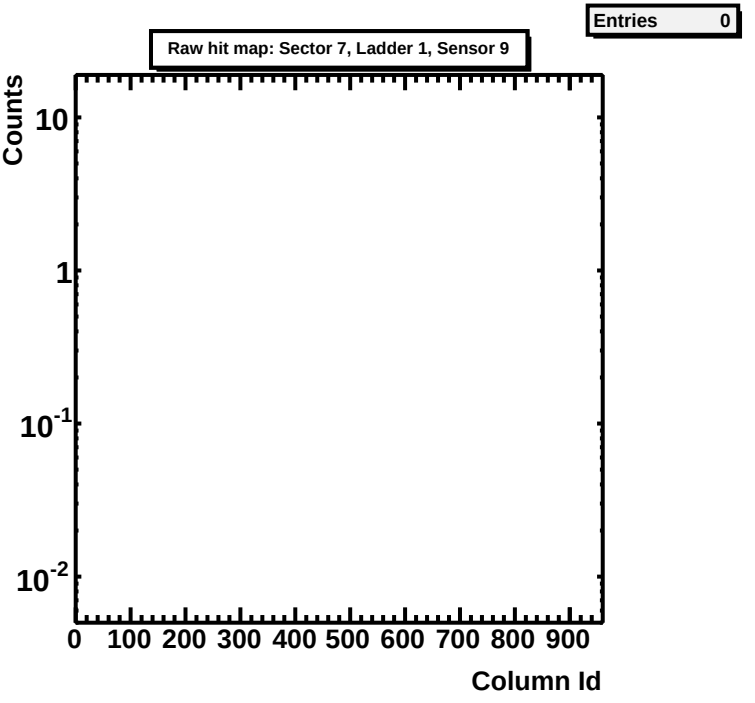

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 8
Row Id
Column Id

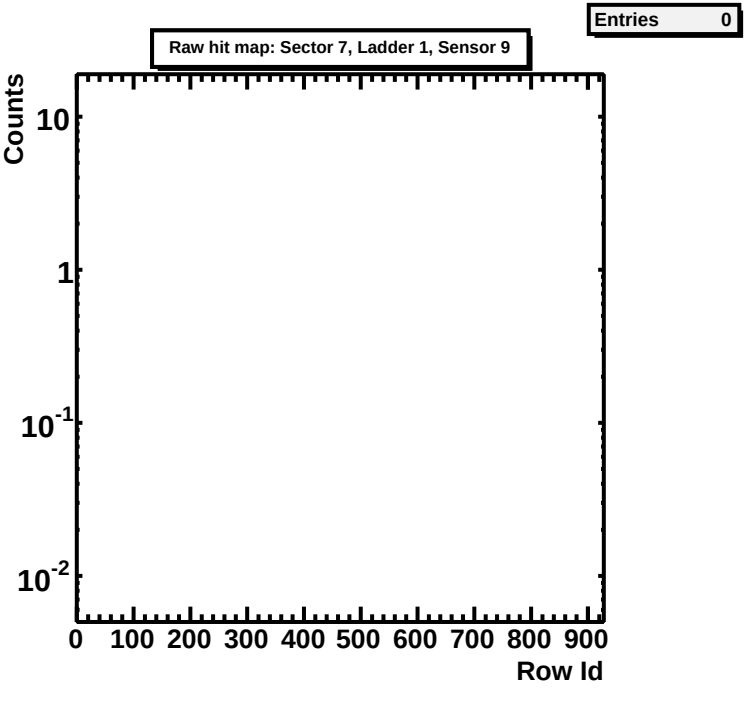

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 8
Counts
Column Id

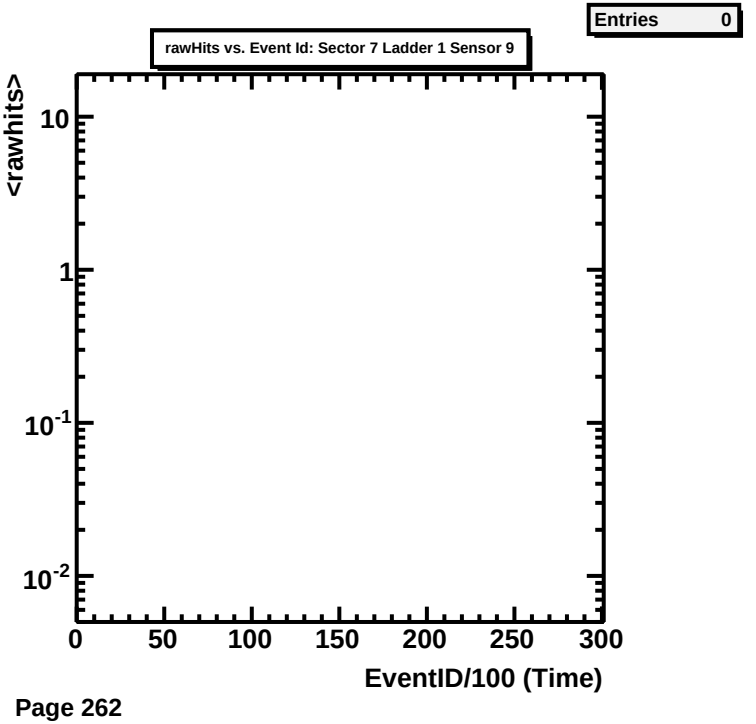

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 8
Counts
Row Id

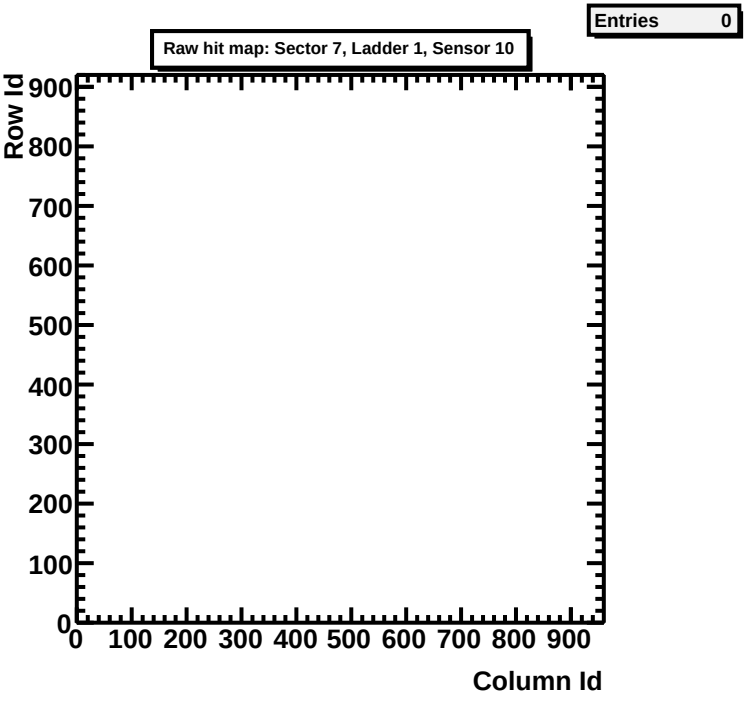

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 8
<rawhits>
EventID/100 (Time)

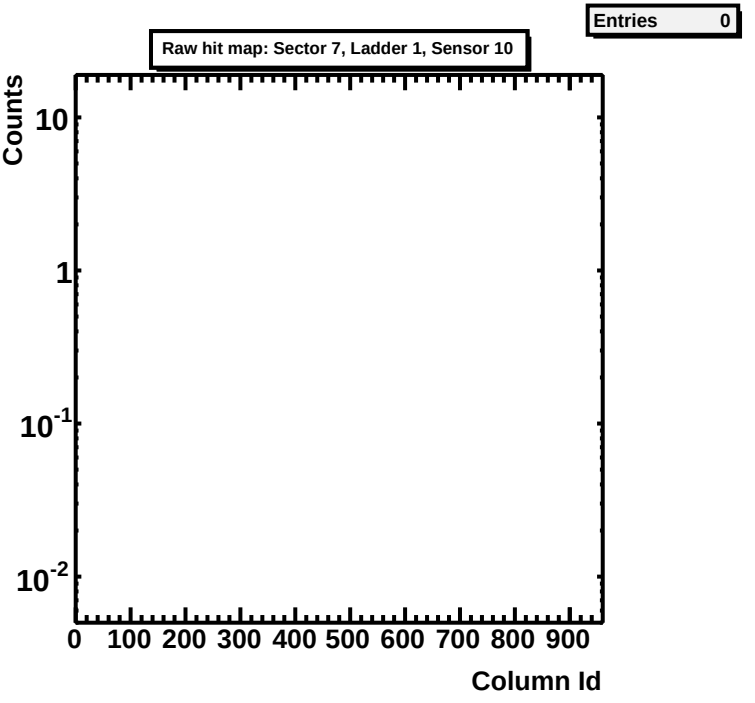

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 9
Row Id
Column Id

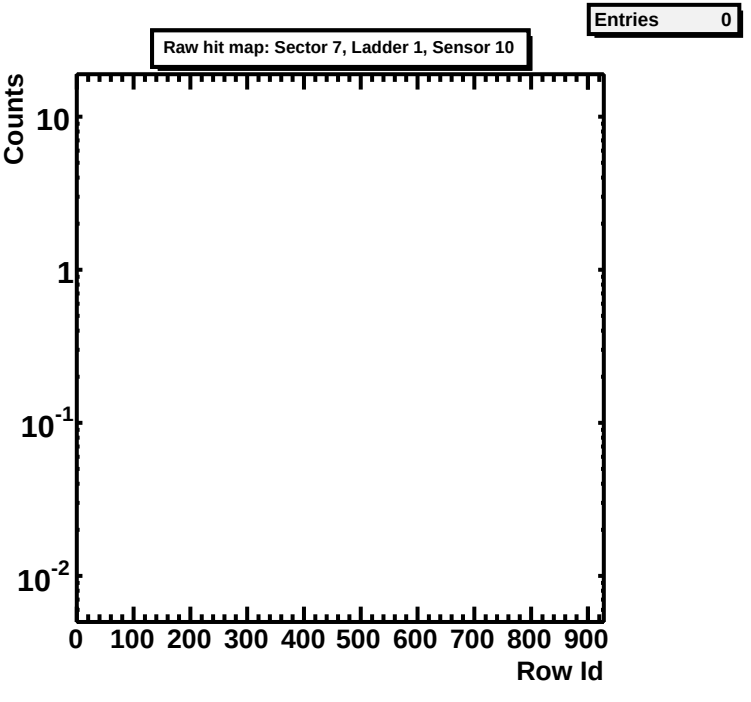

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 9
Counts
Column Id

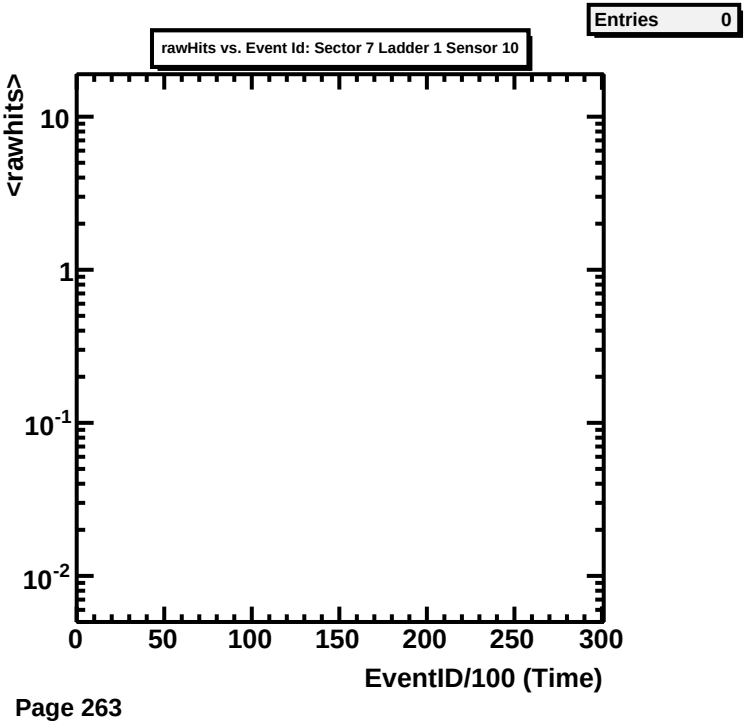

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 9
Counts
Row Id

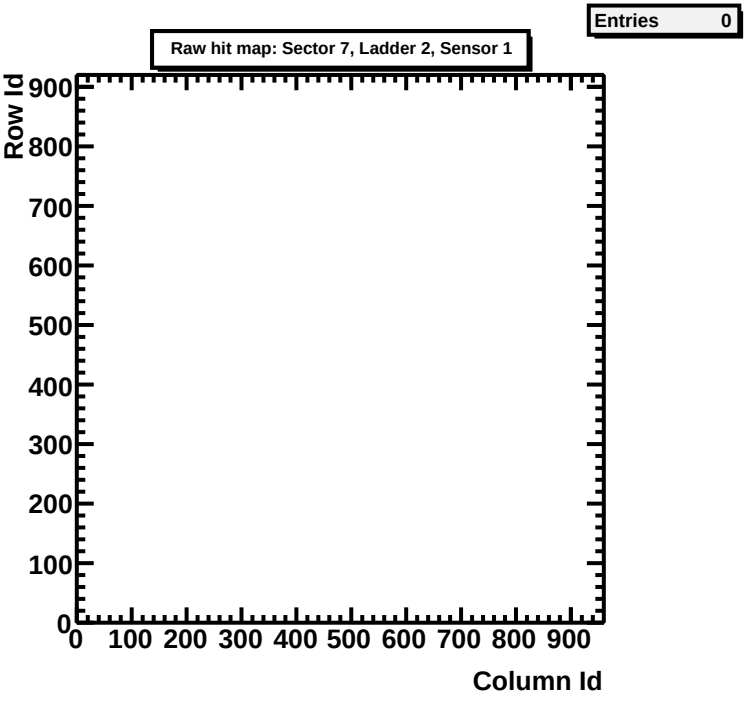

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 9
<rawhits>
EventID/100 (Time)

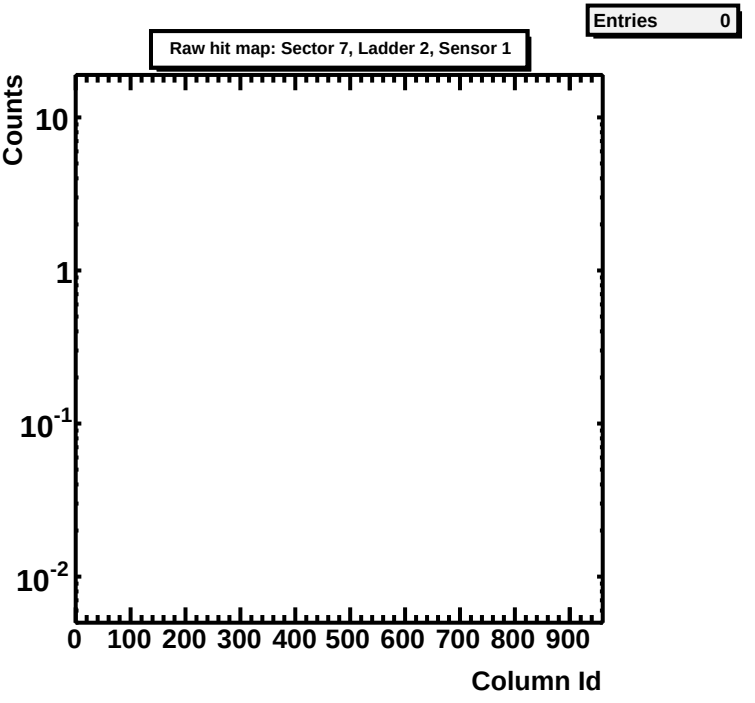

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 10
Row Id
Column Id

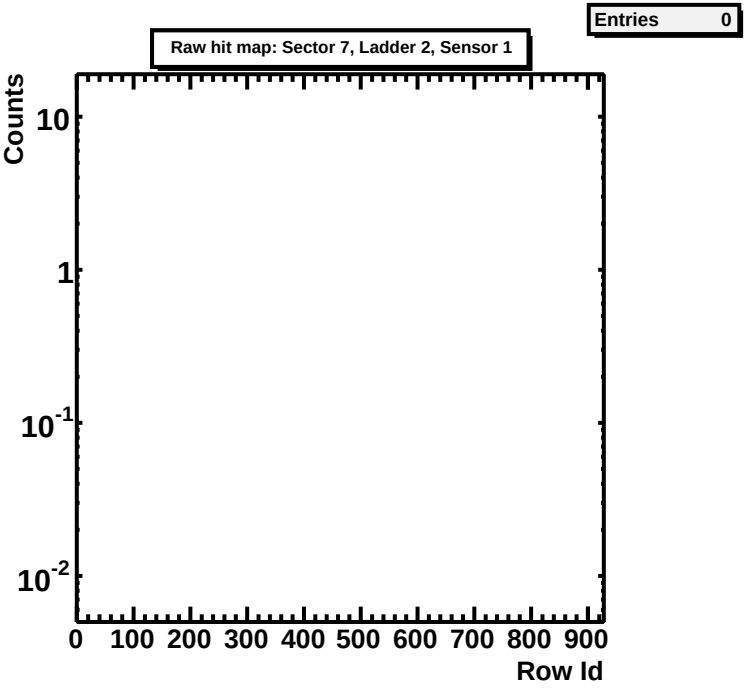

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 10
Counts
Column Id

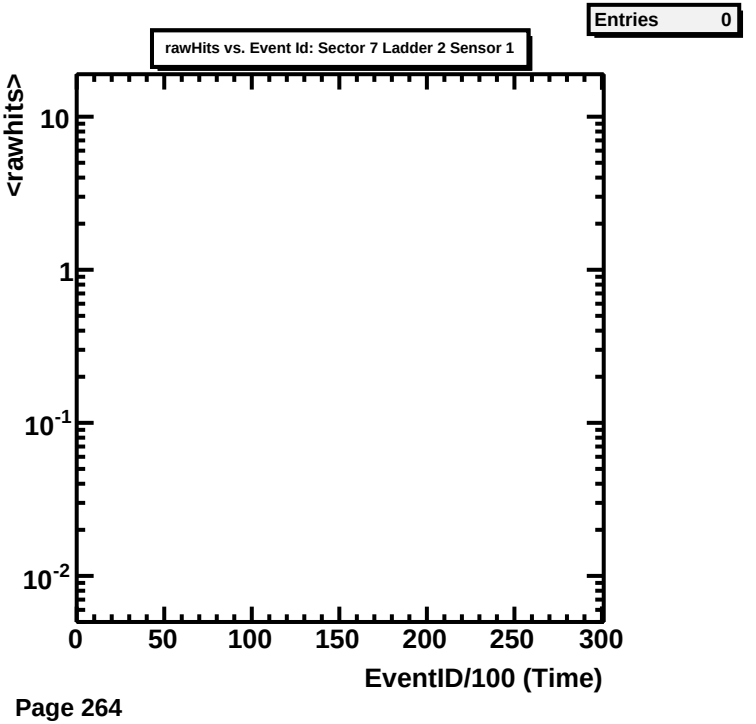

Entries 0
Raw hit map: Sector 7, Ladder 1, Sensor 10
Counts
Row Id

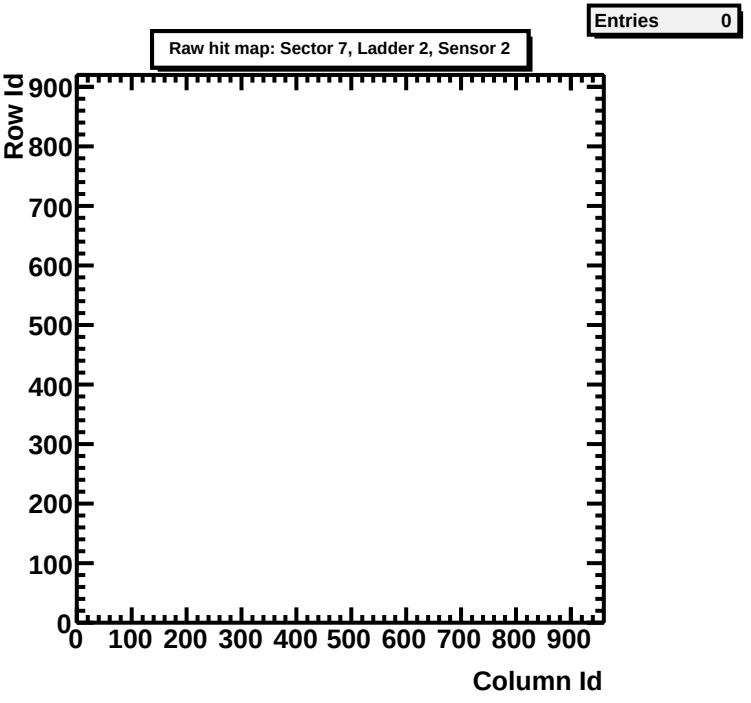

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

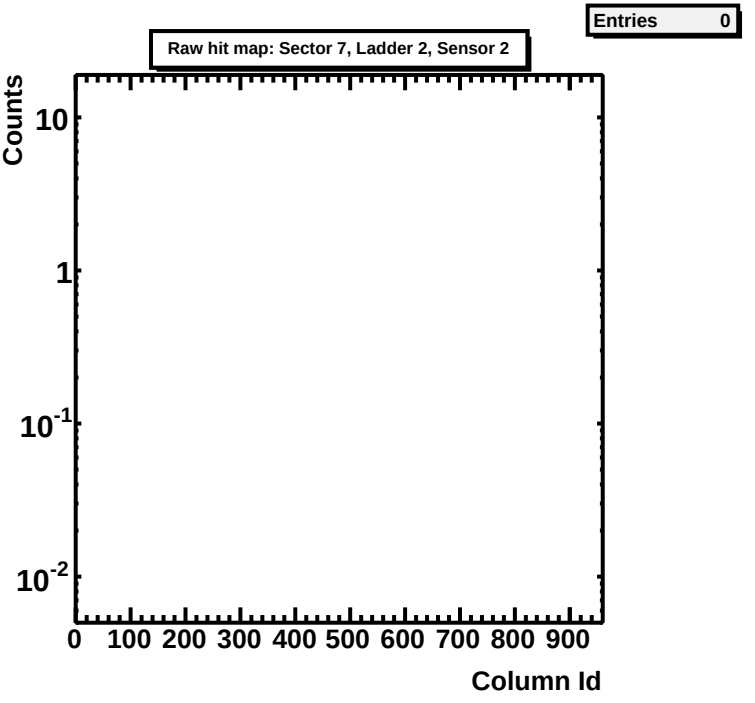

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

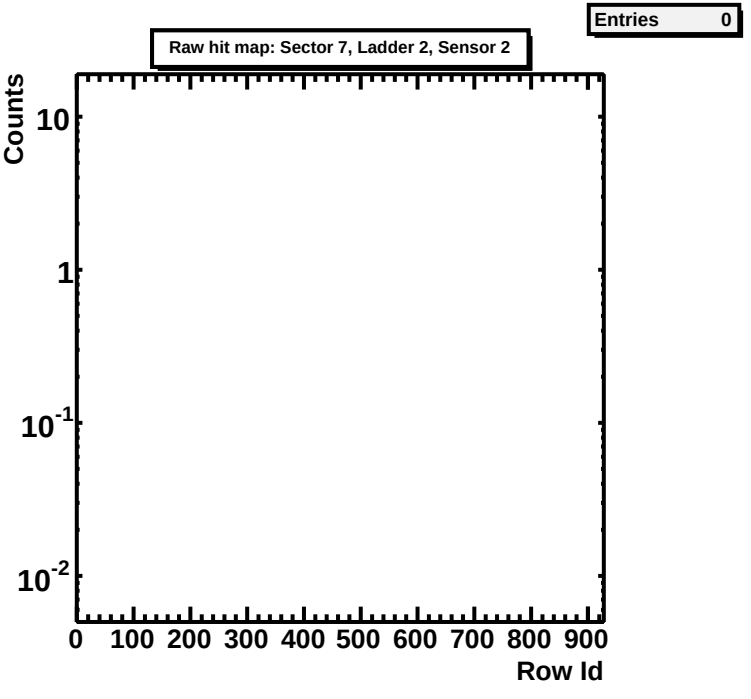

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

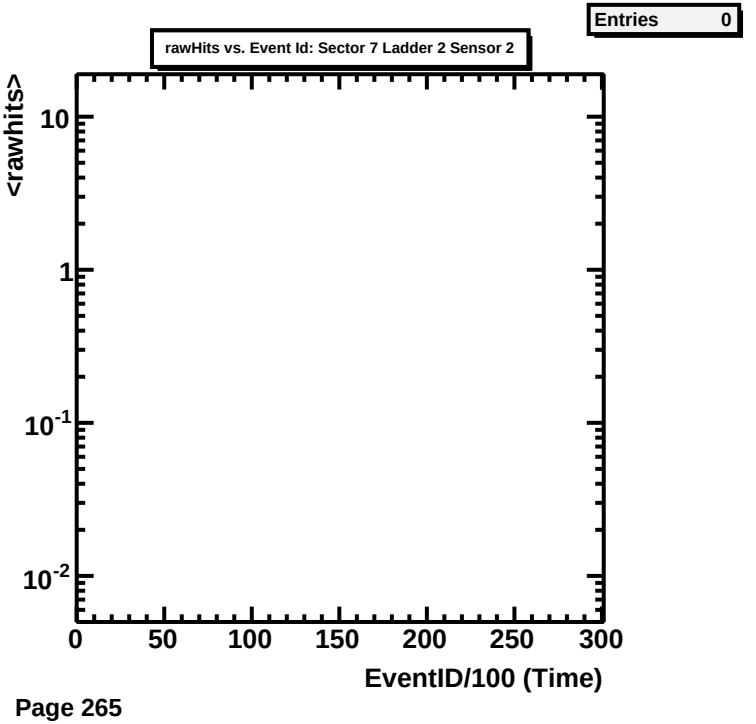

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

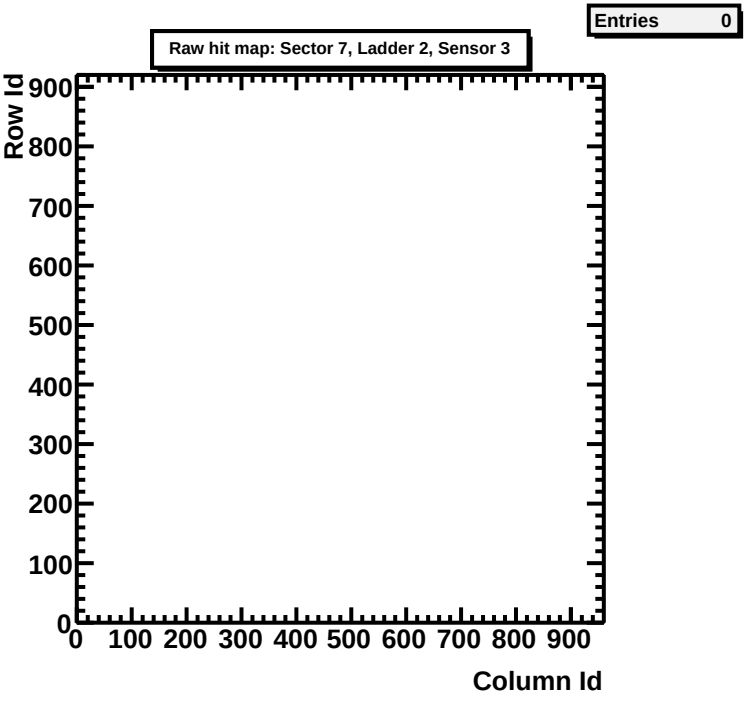

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

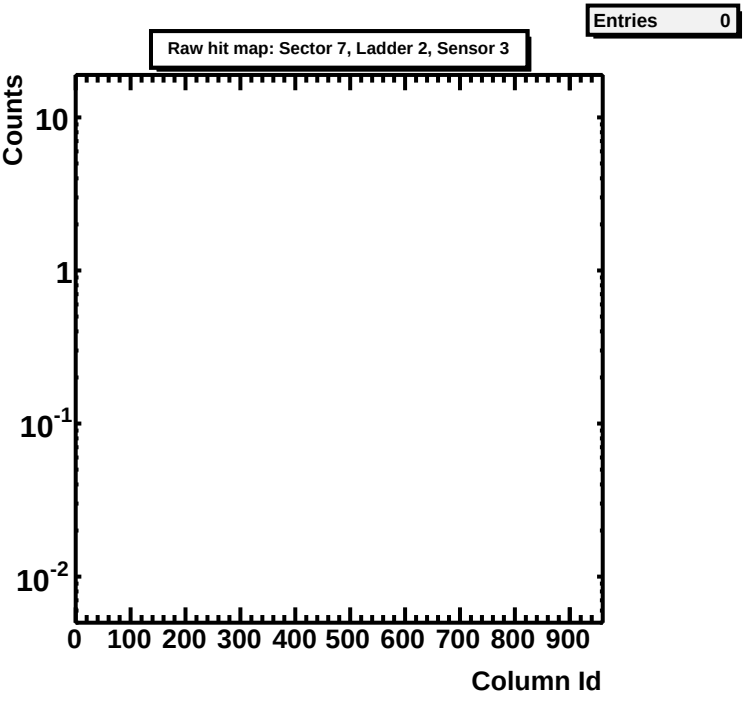

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 2
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

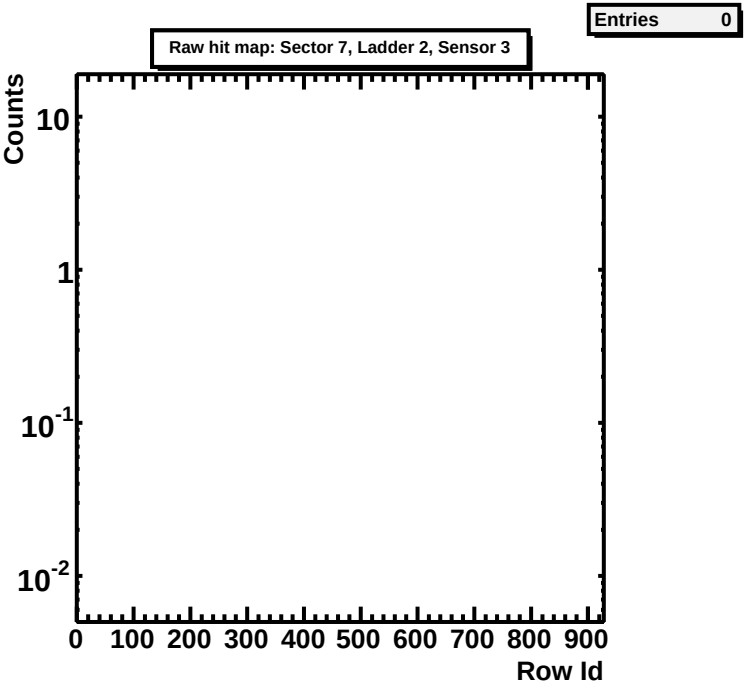

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

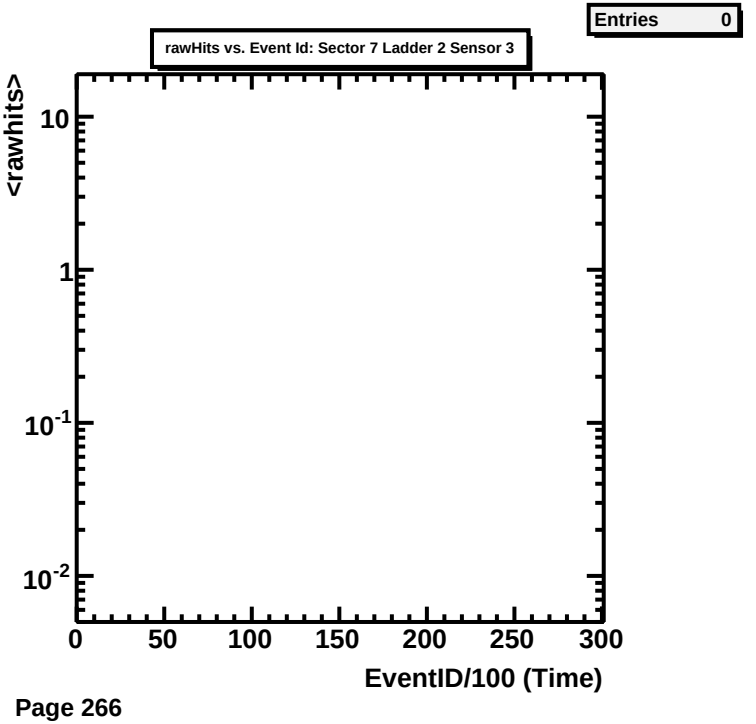

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

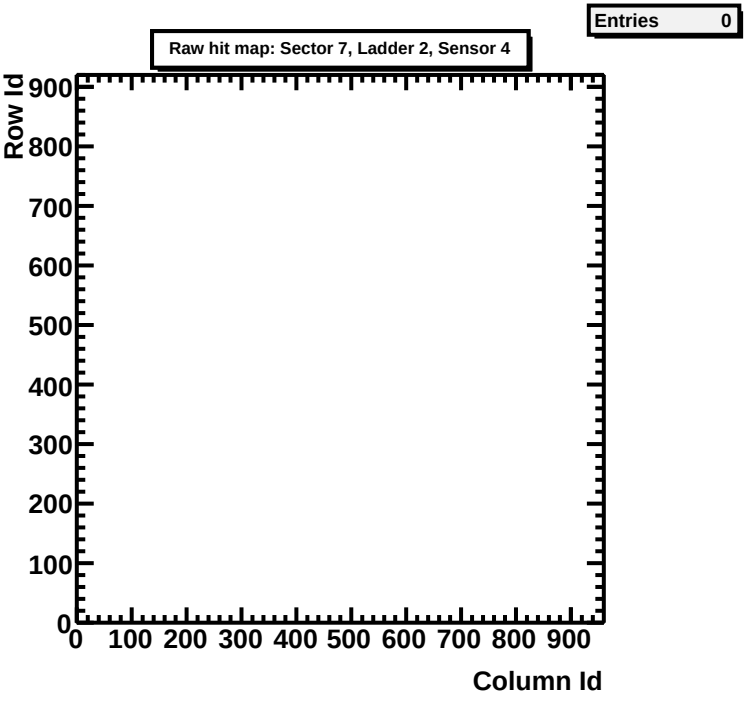

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

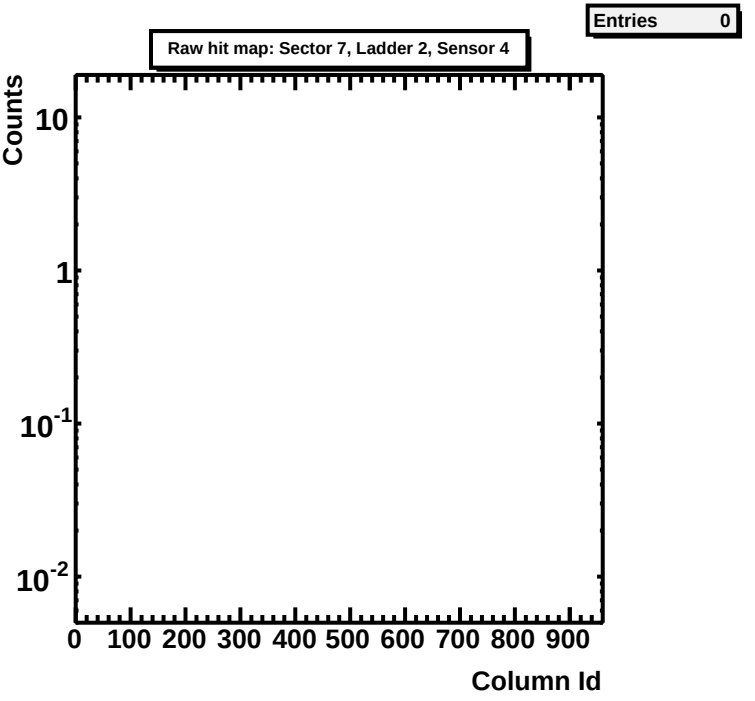

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

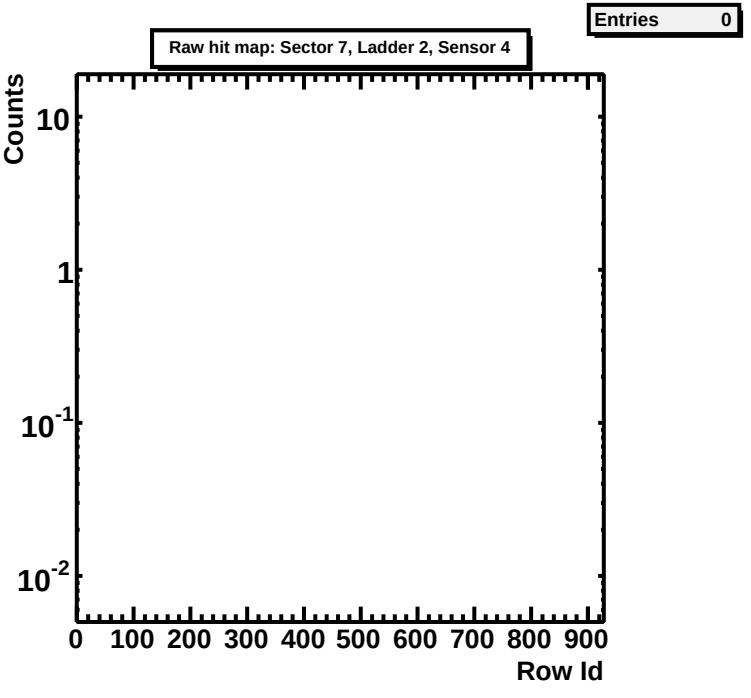

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

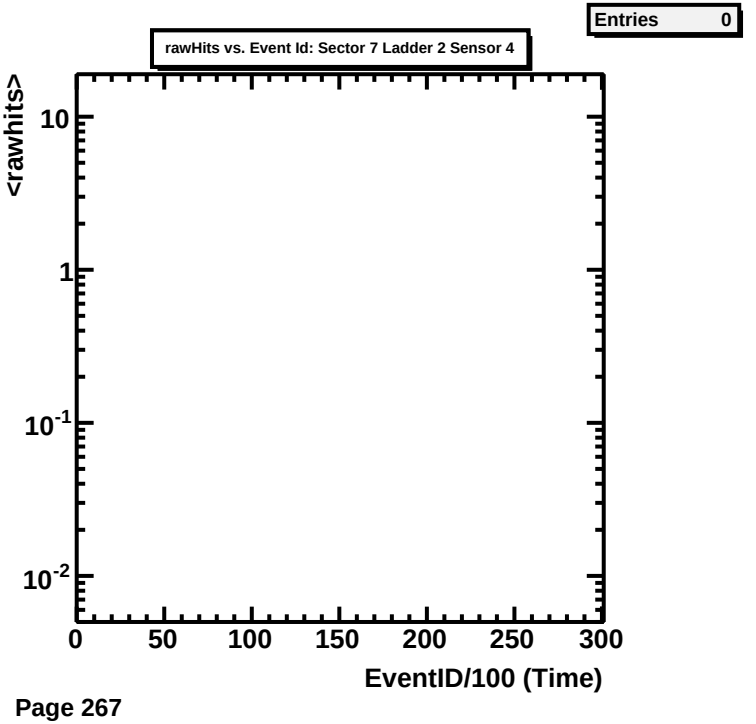

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

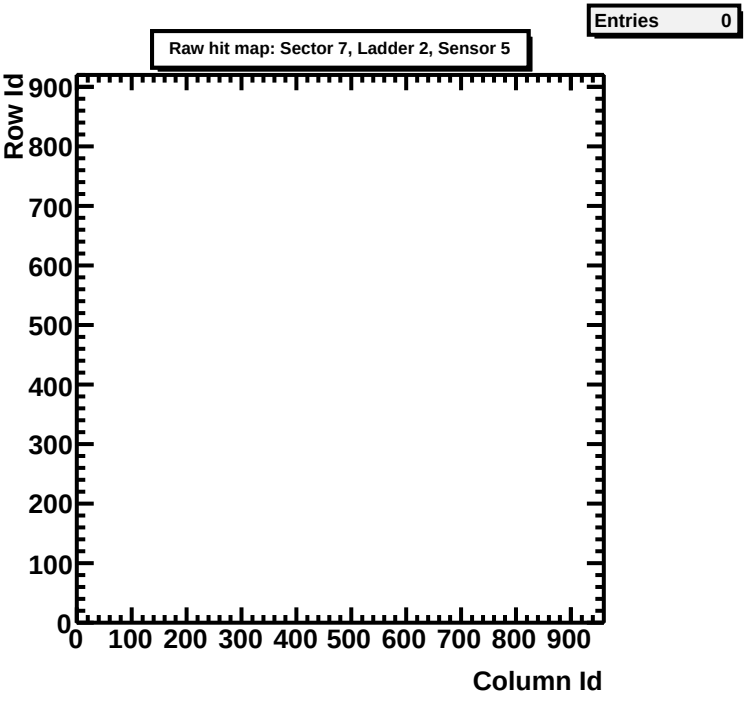

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

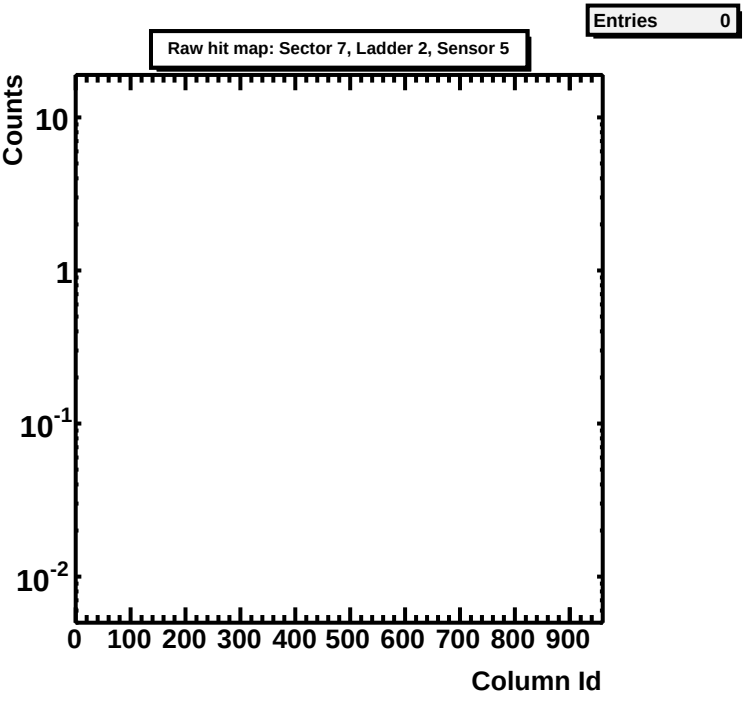

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

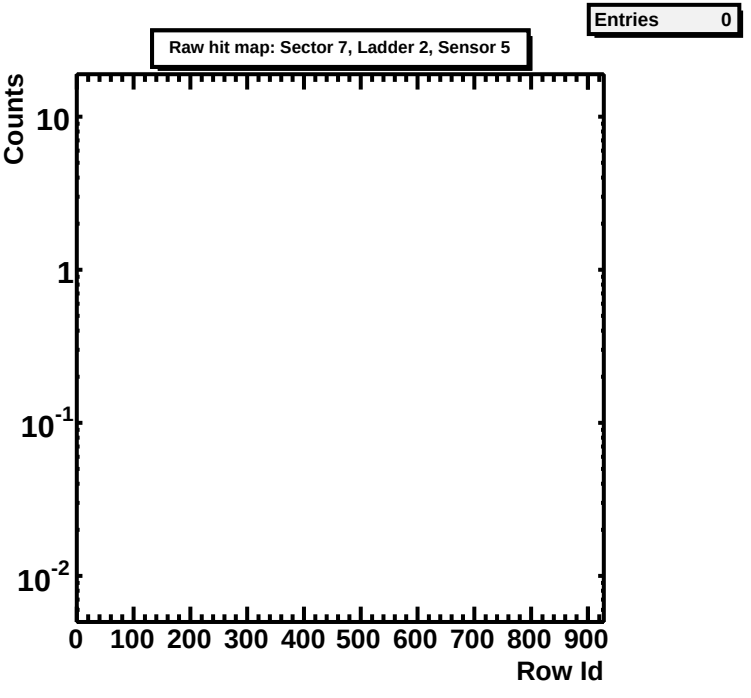

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

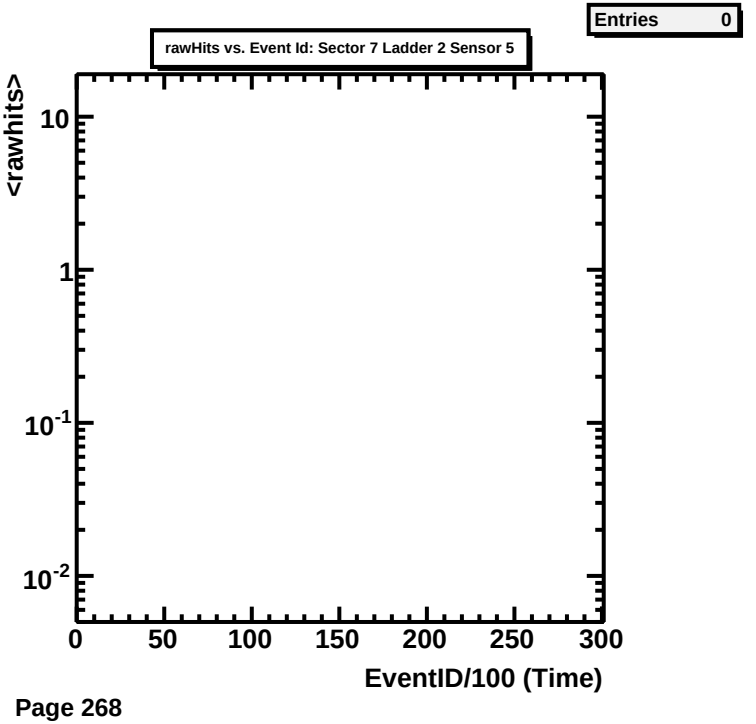

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

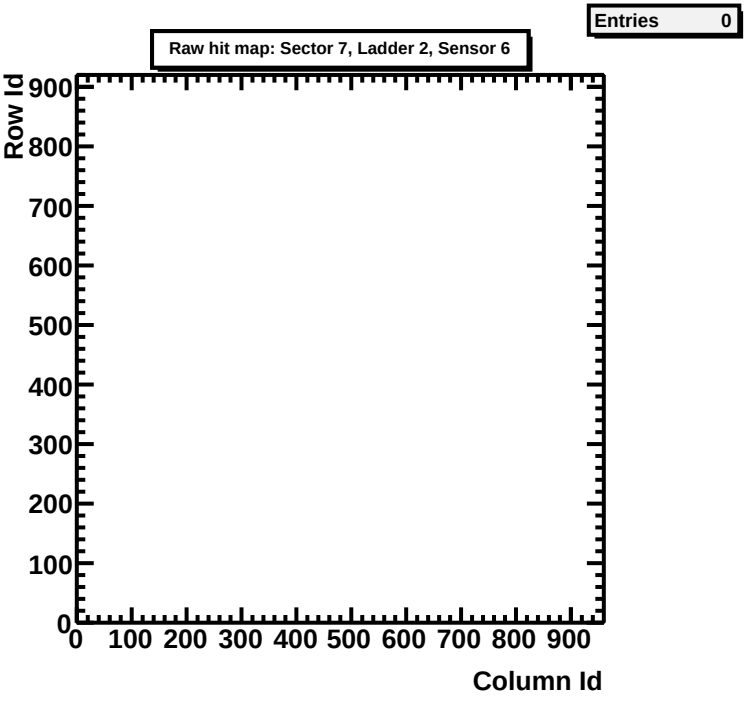

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

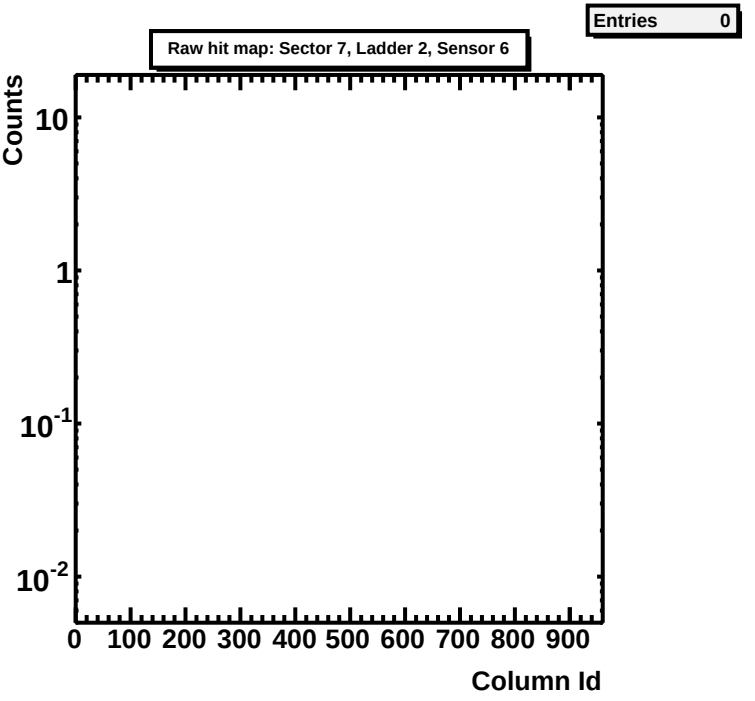

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 5
Row Id
Column Id

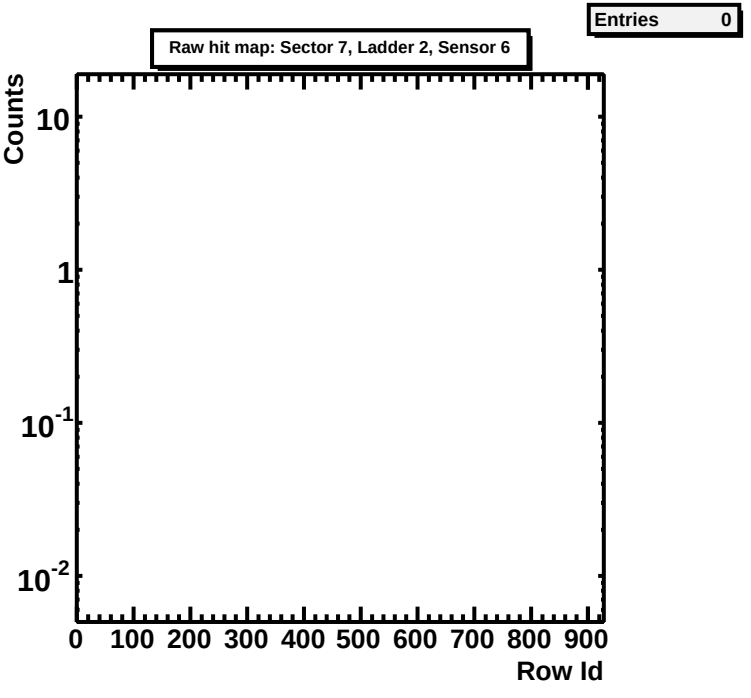

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 5
Counts
Column Id

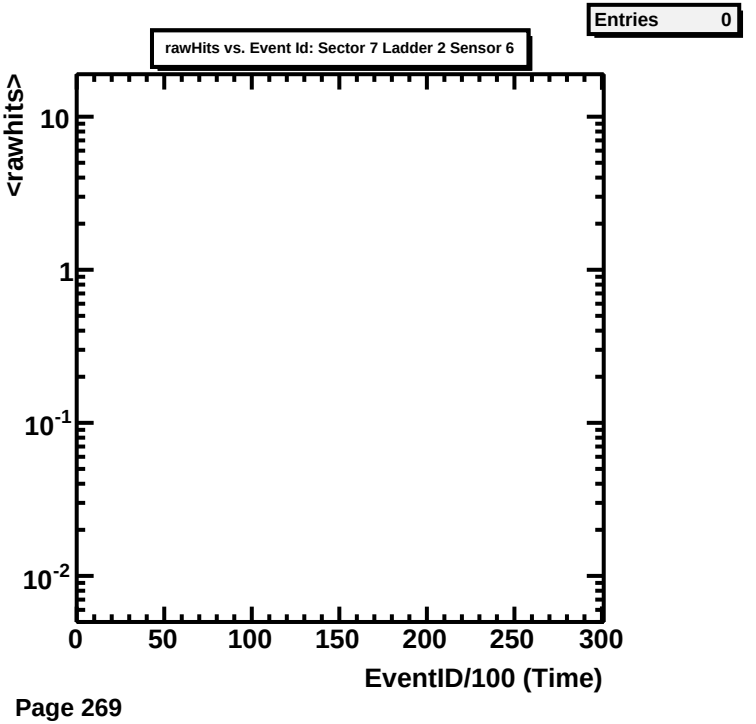

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 5
Counts
Row Id

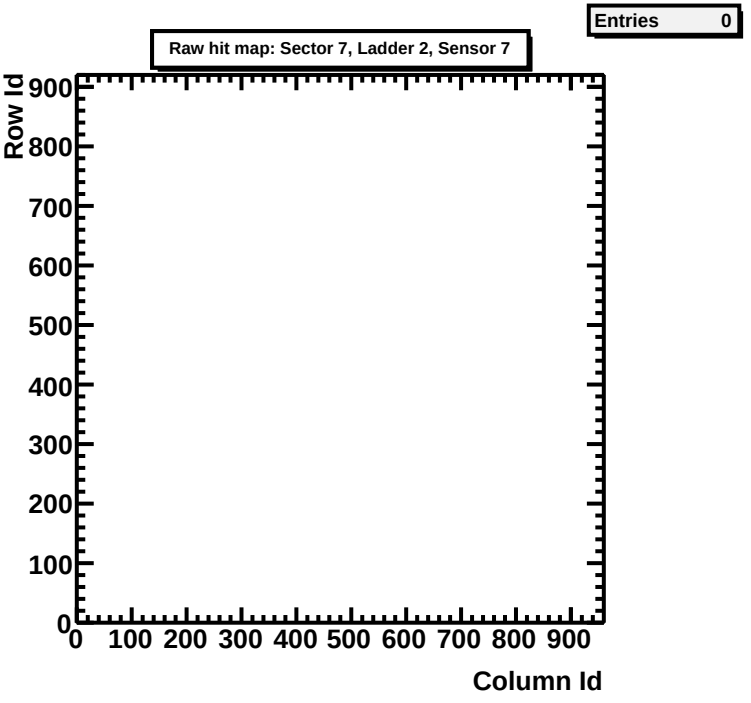

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 5
<rawhits>
EventID/100 (Time)

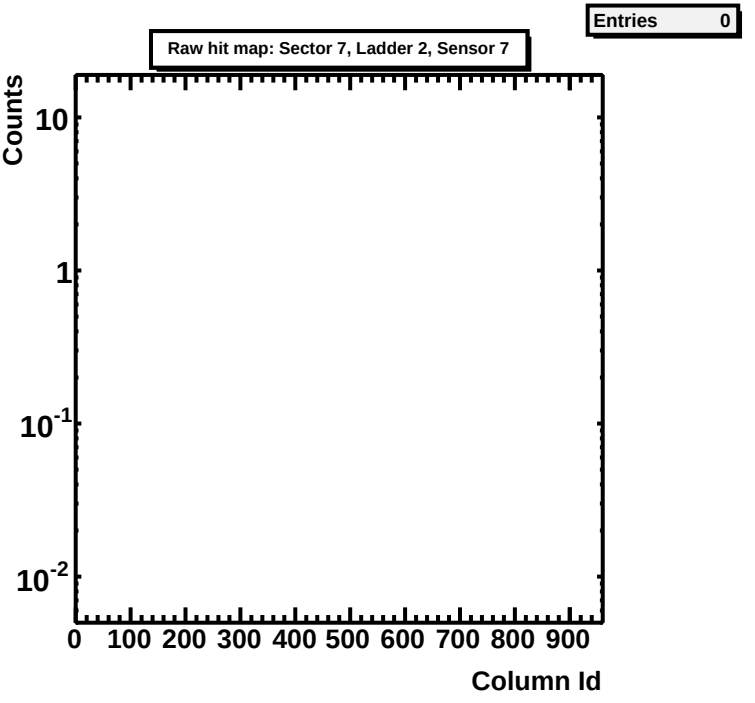

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 6
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

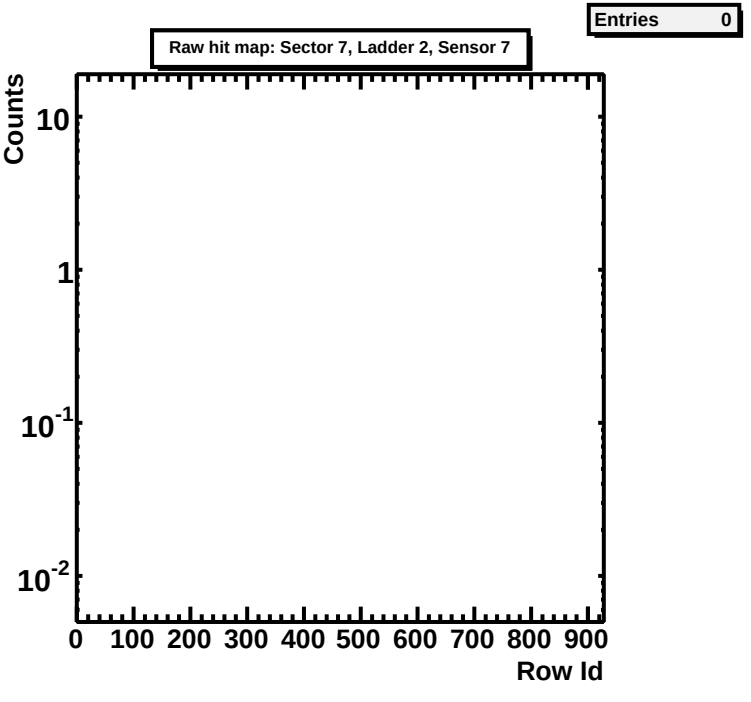

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

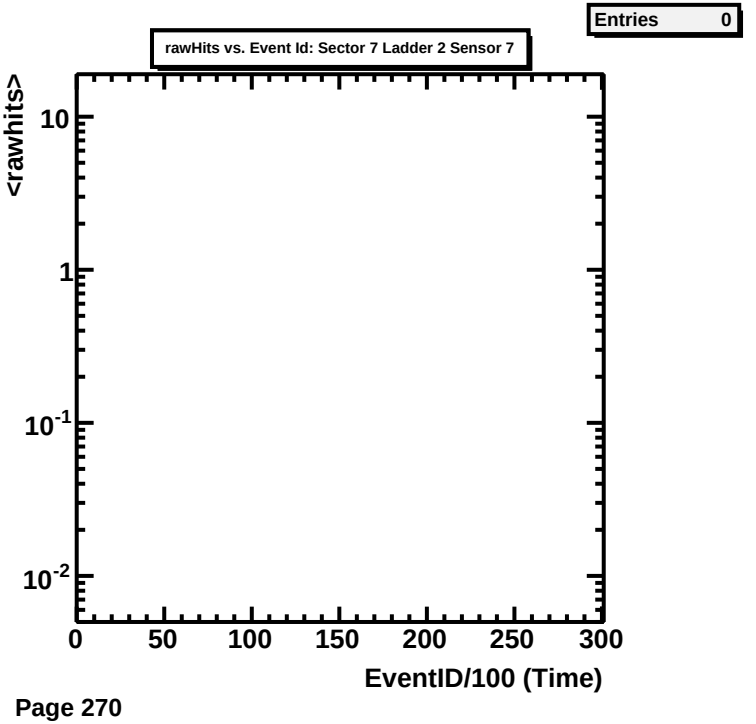

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

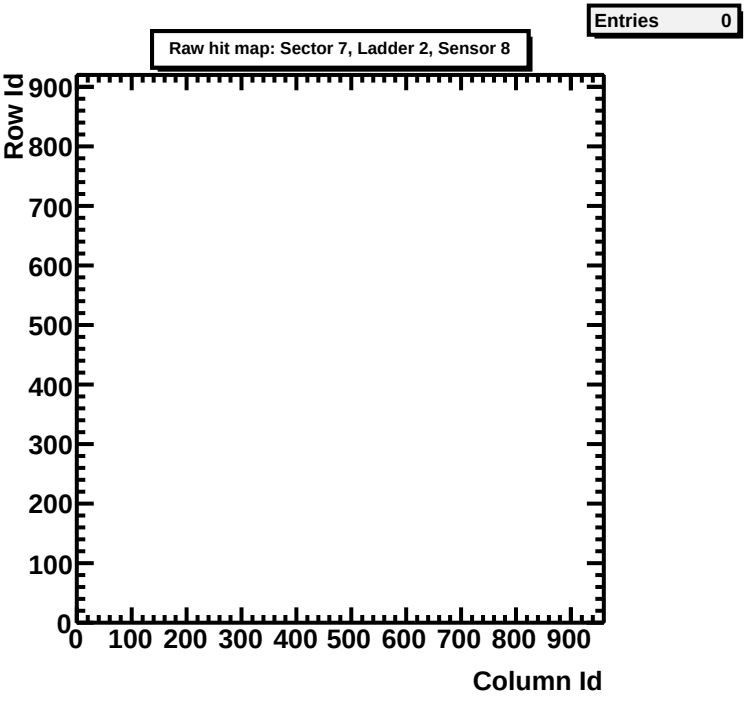

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

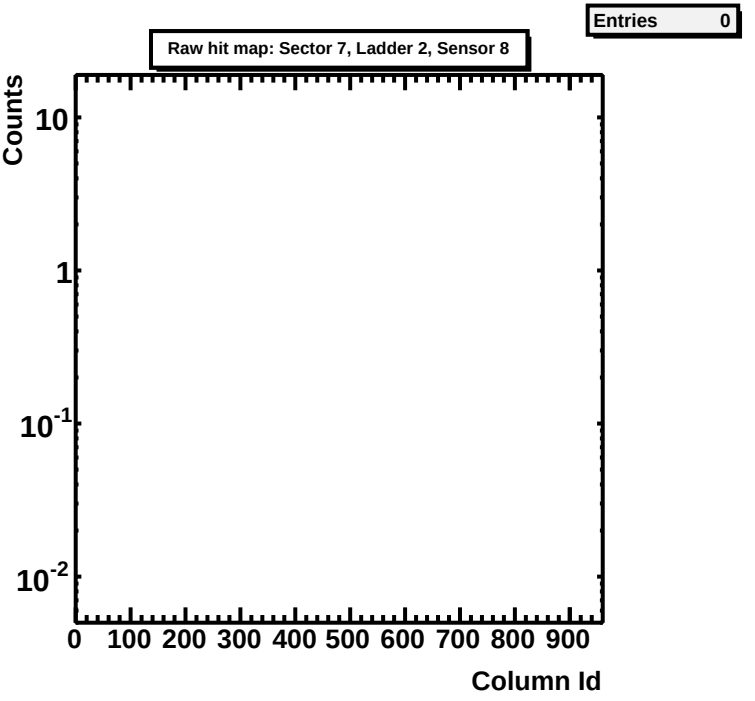

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

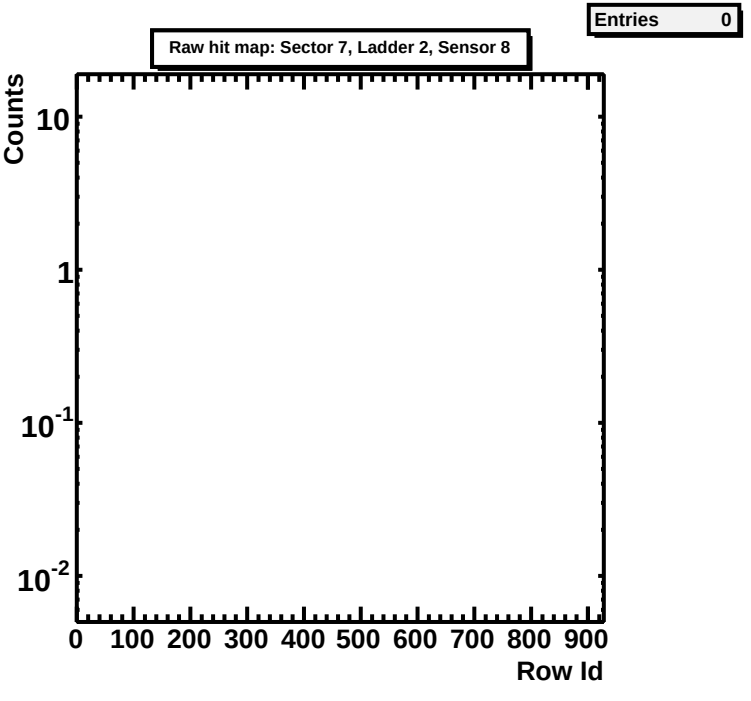

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

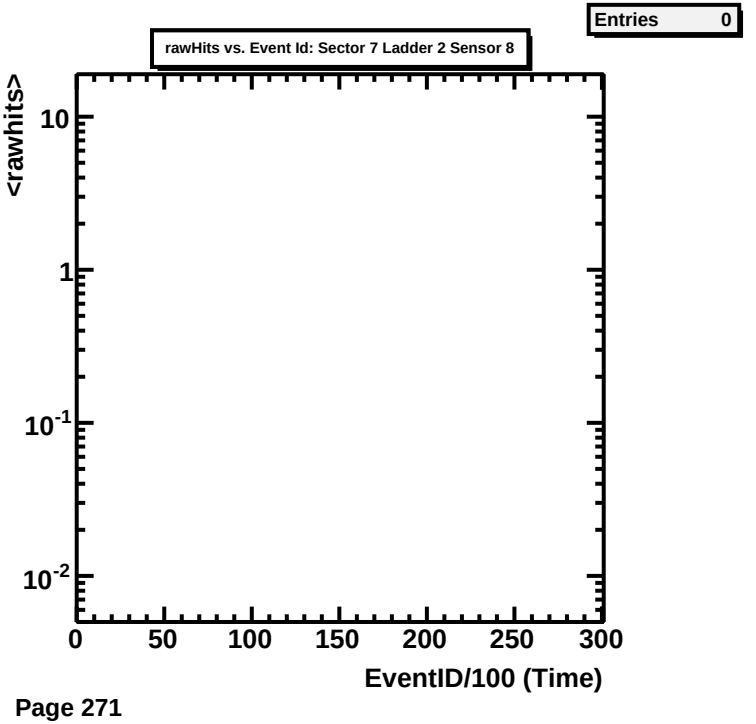

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

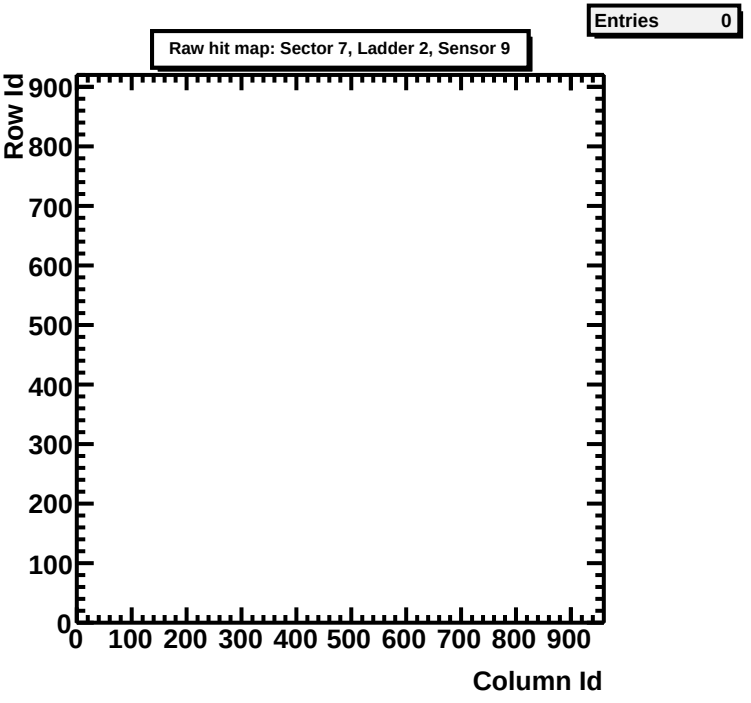

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

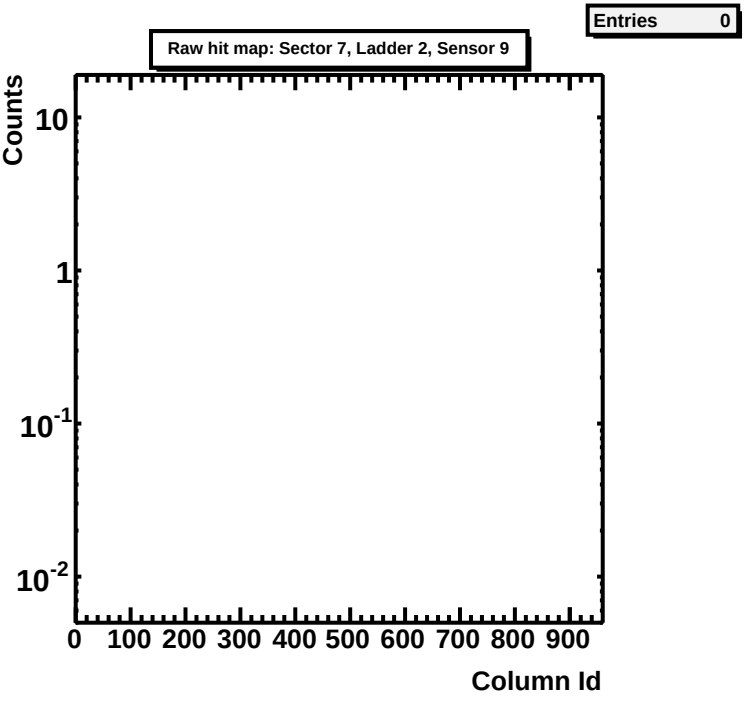

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

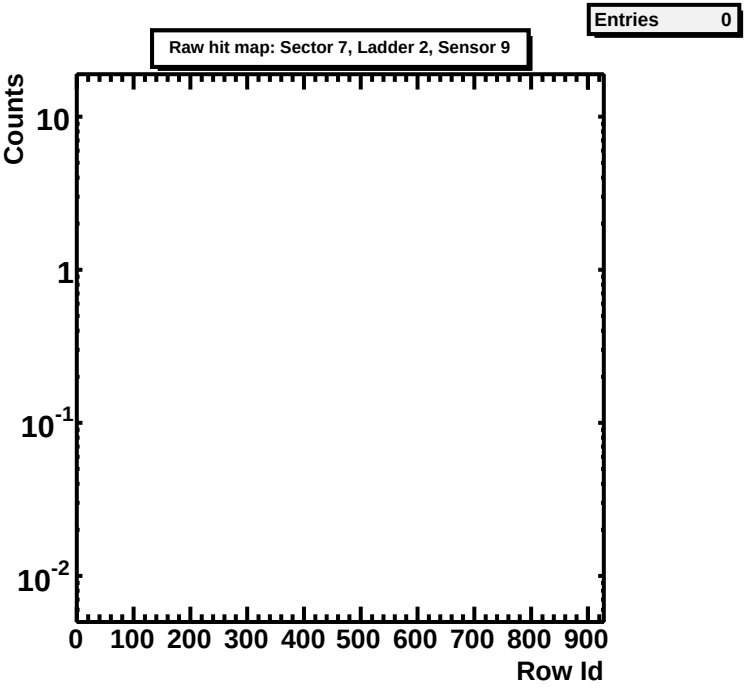

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

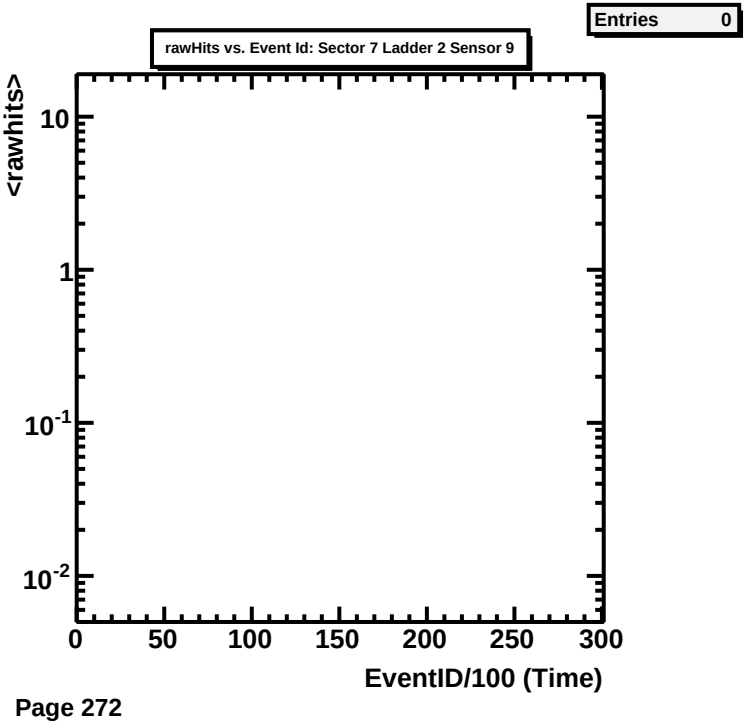

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

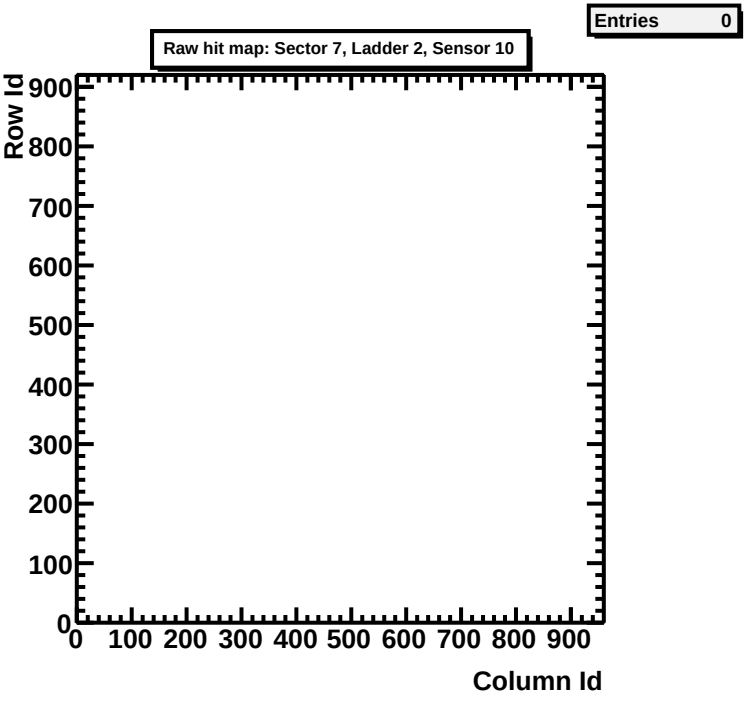

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

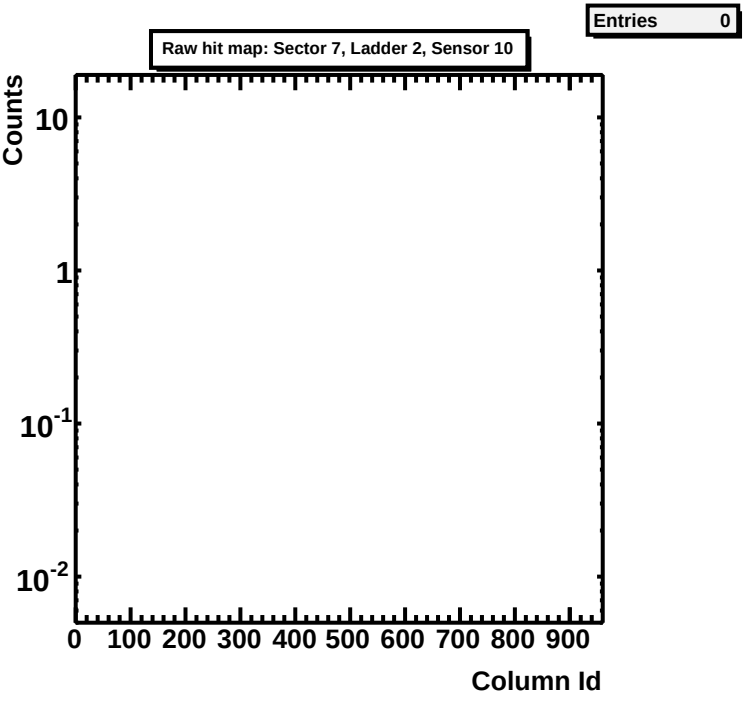

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

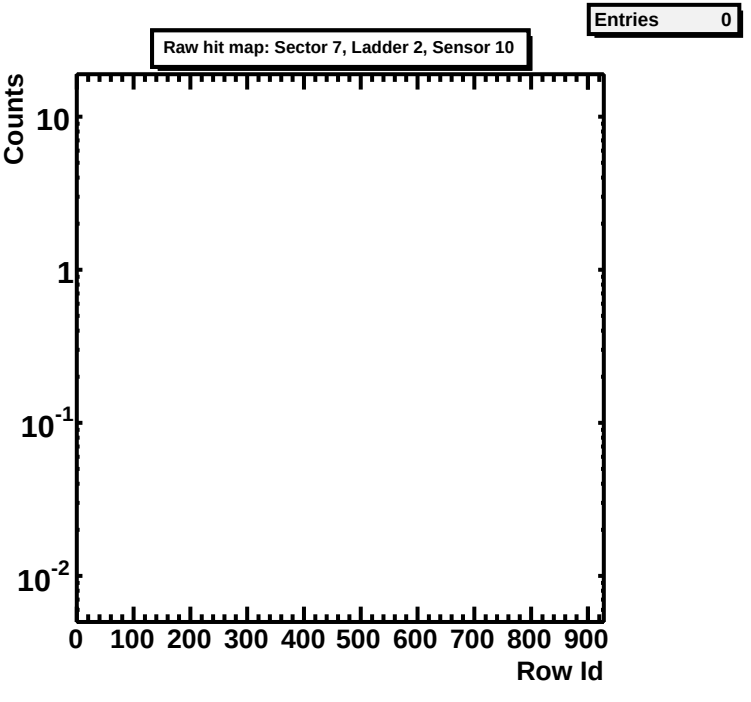

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

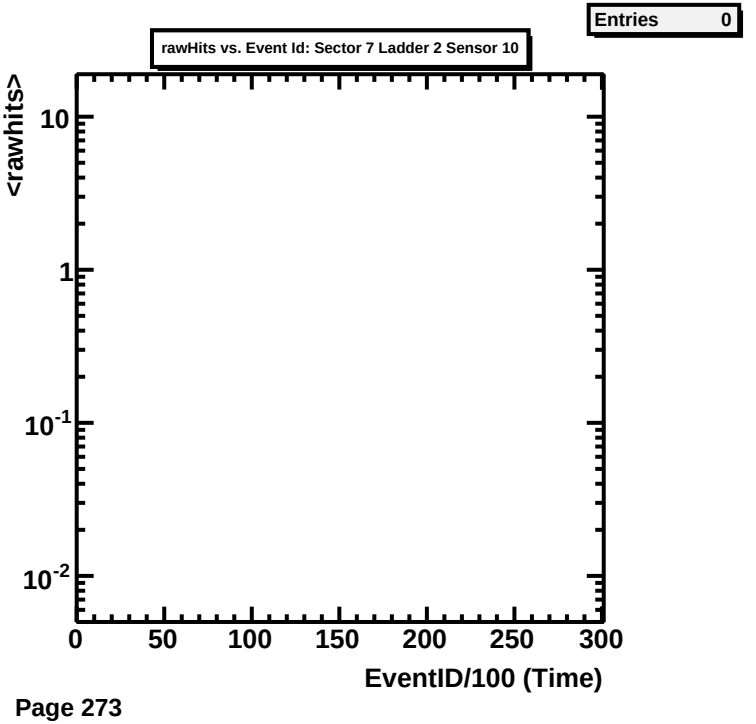

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

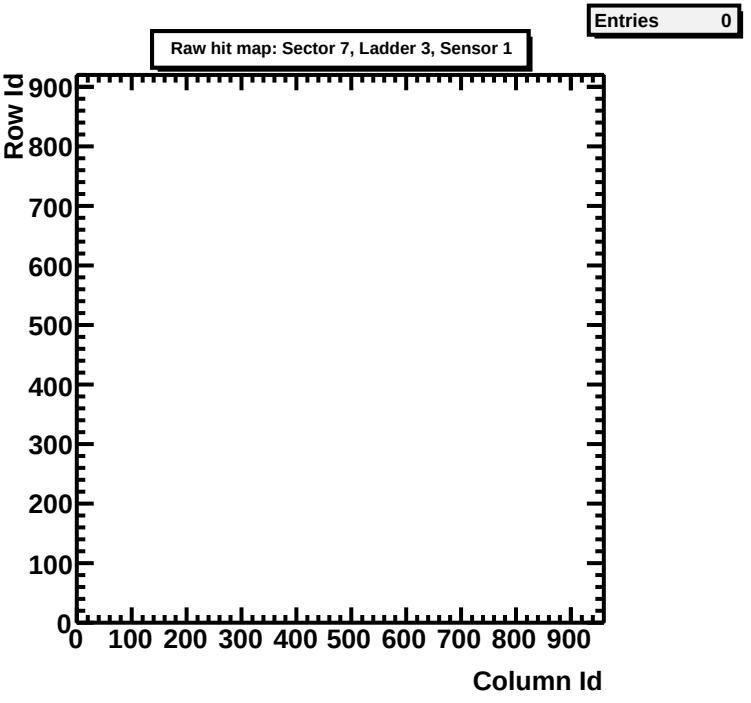

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

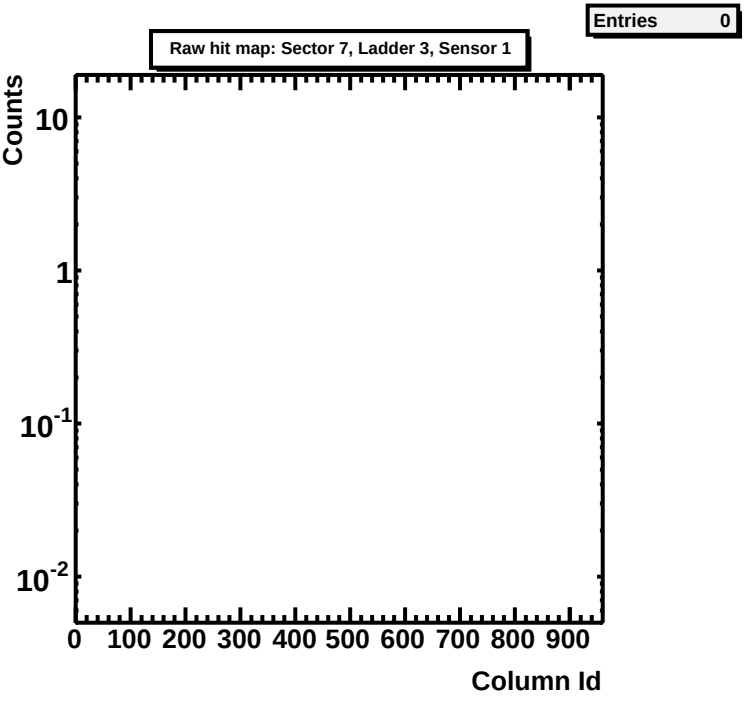

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 10
Row Id
Column Id

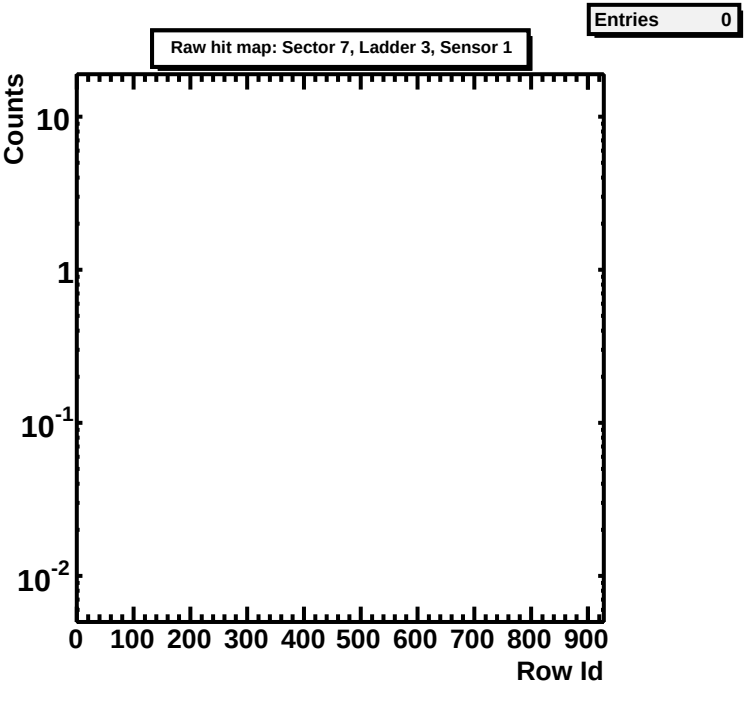

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 10
Counts
Column Id

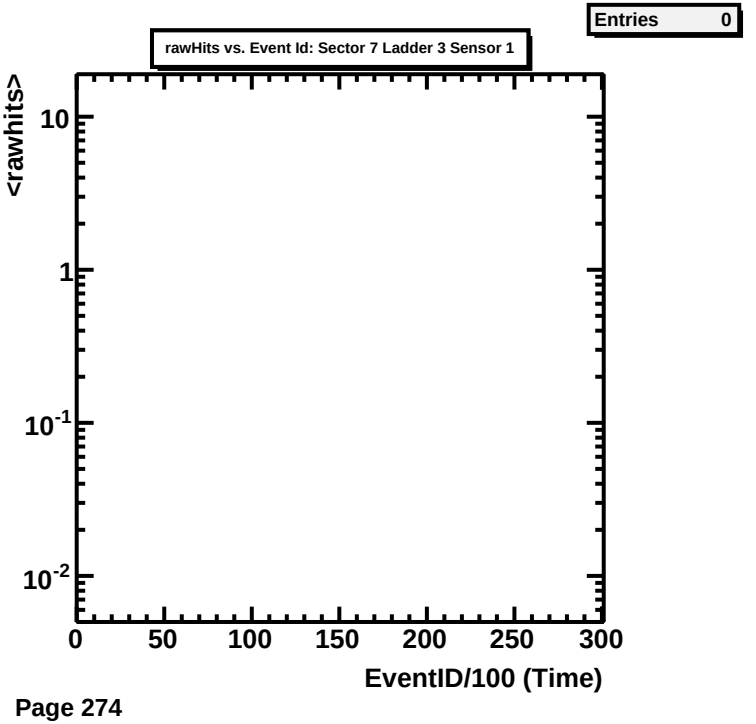

Entries 0
Raw hit map: Sector 7, Ladder 2, Sensor 10
Counts
Row Id

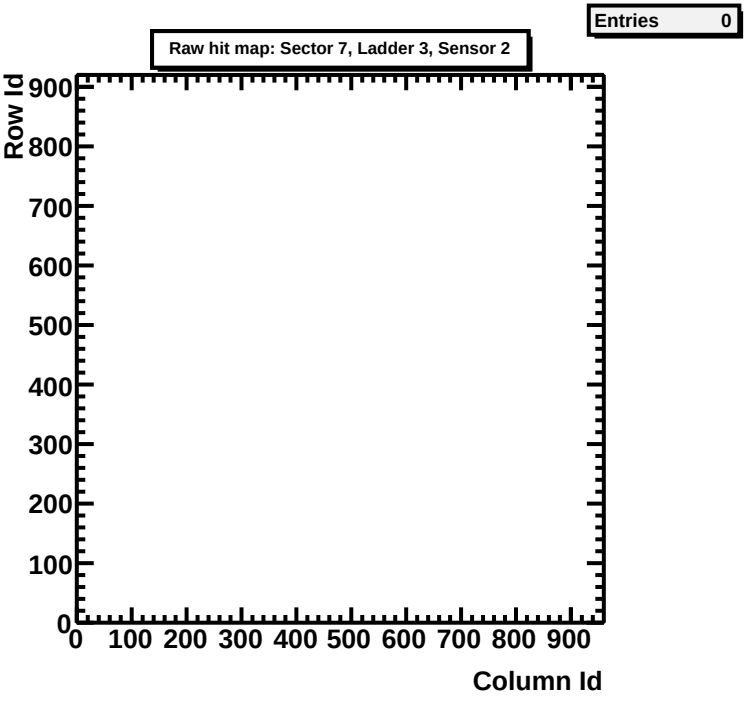

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

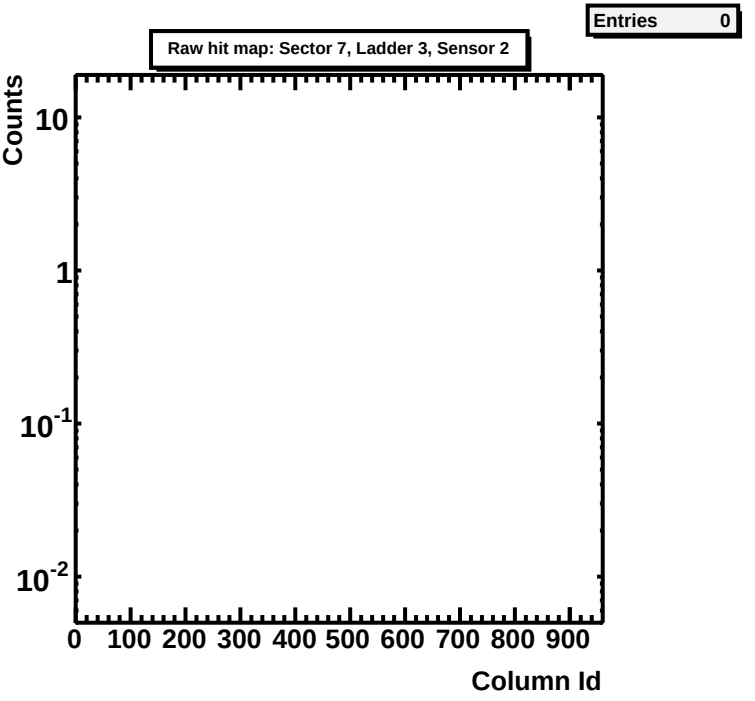

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

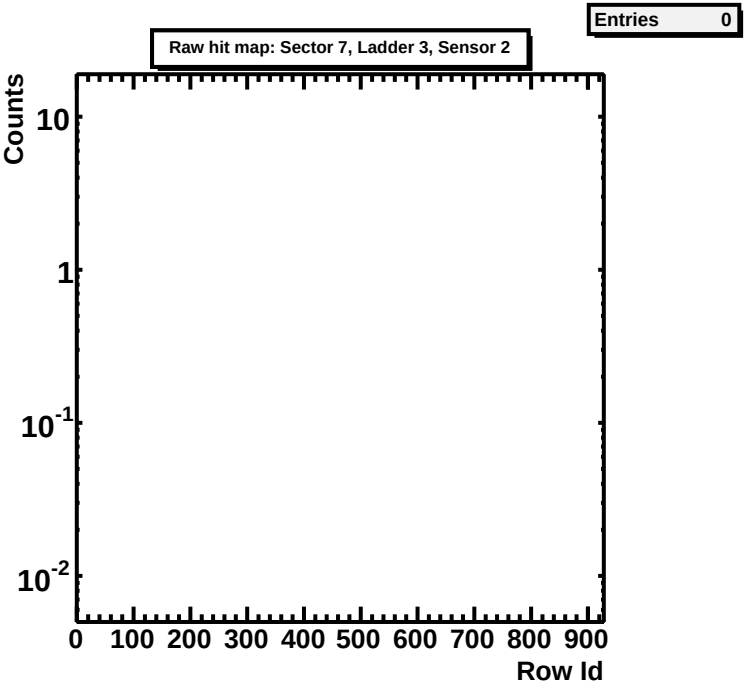

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

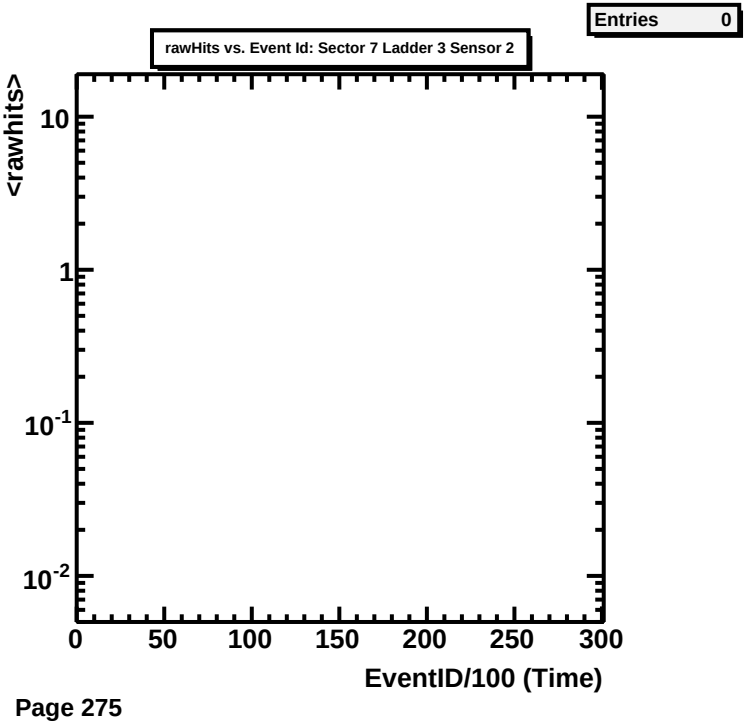

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

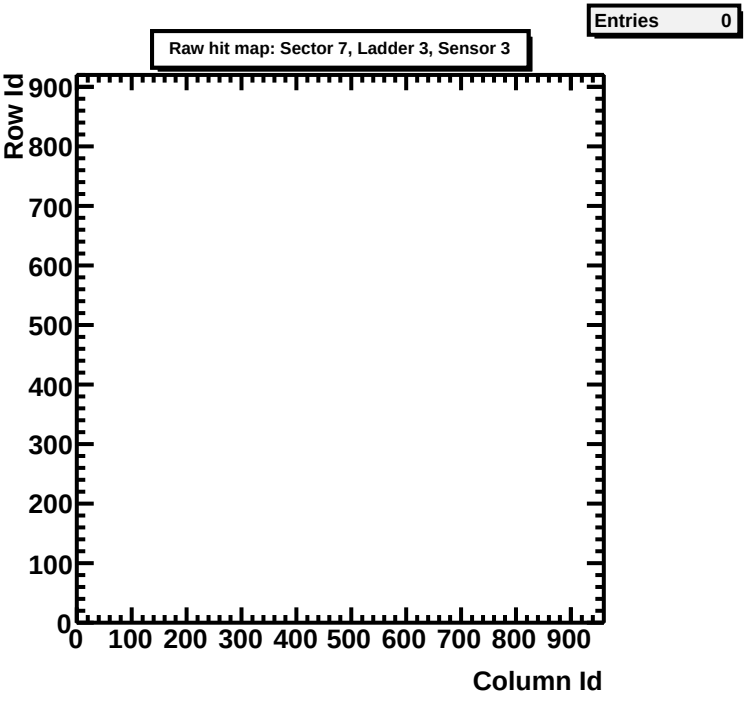

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

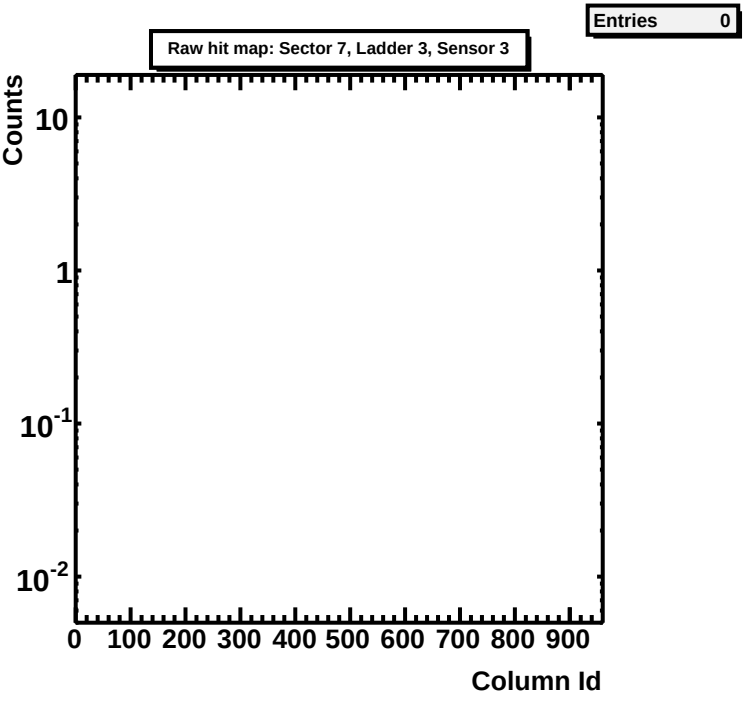

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 2
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

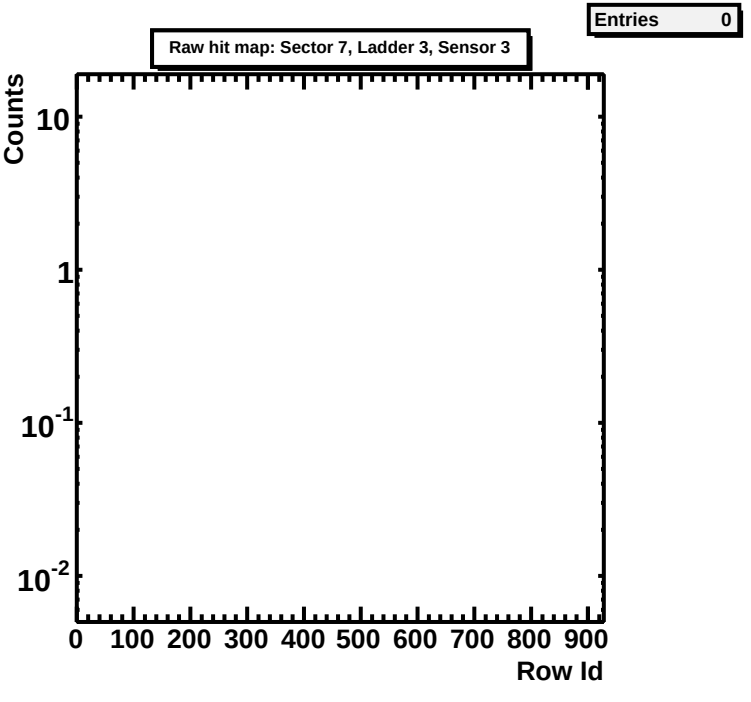

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

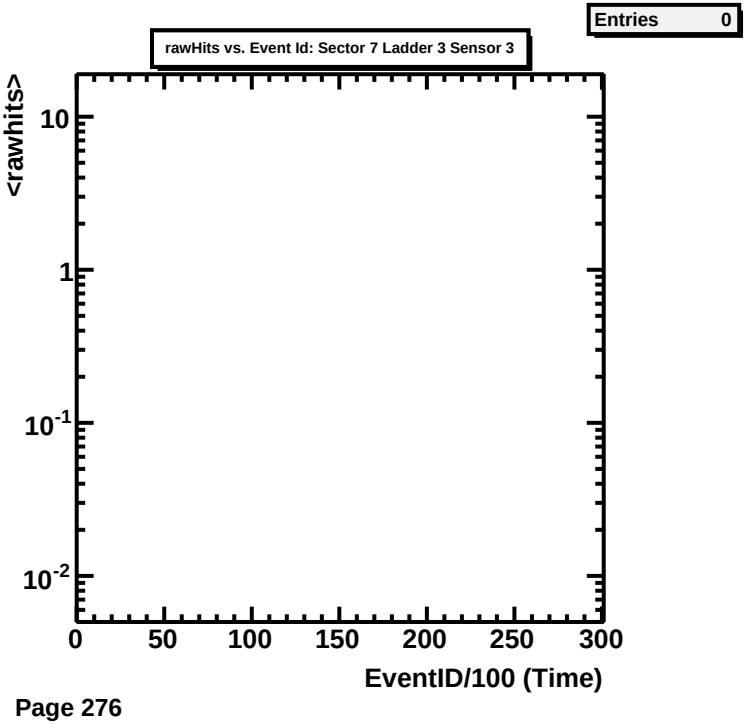

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

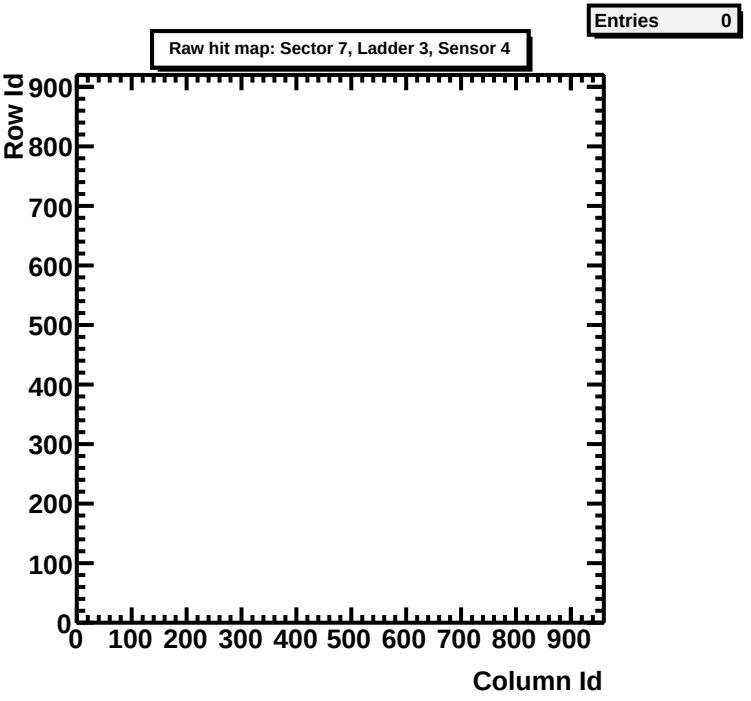

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

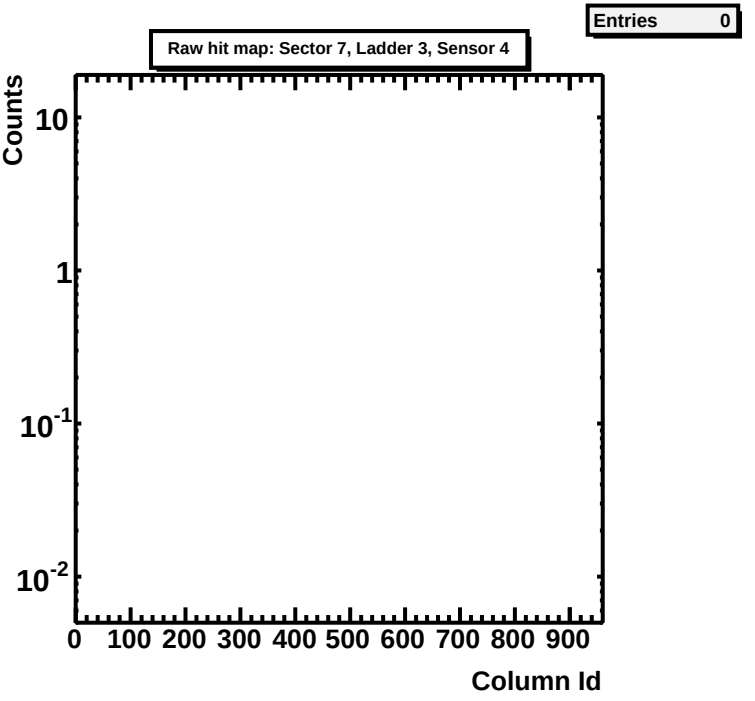

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

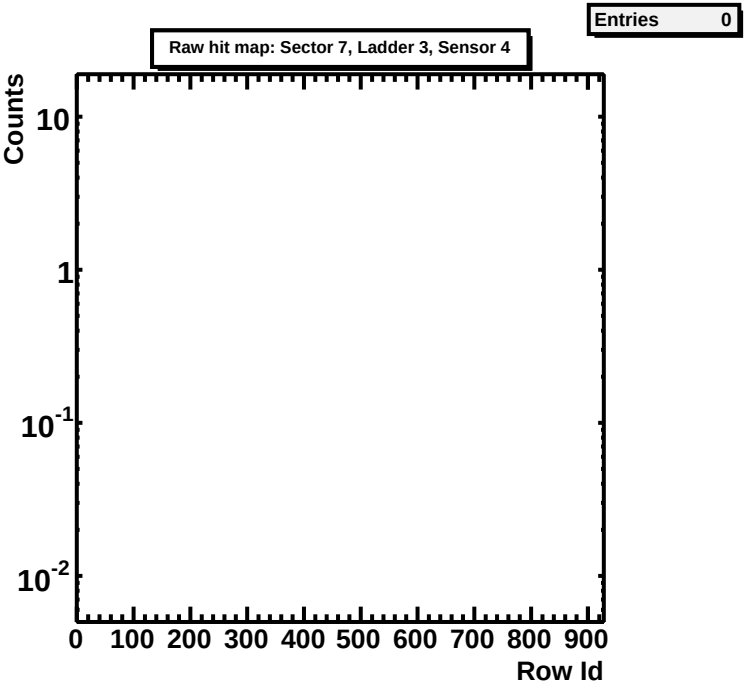

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

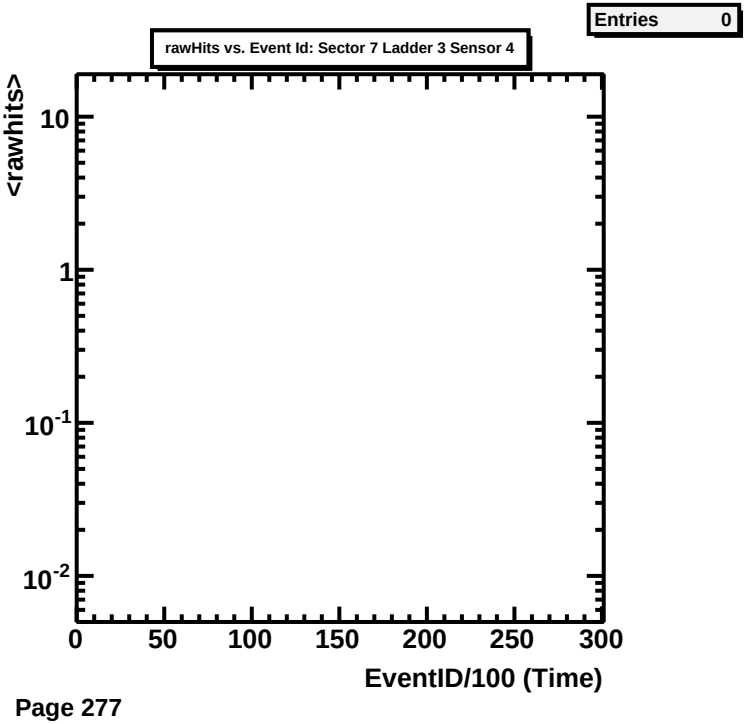

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

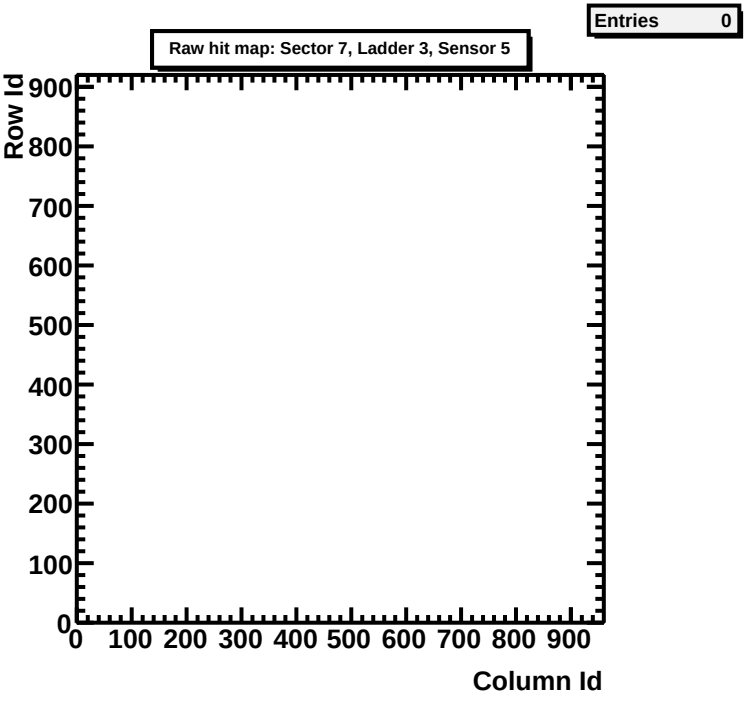

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

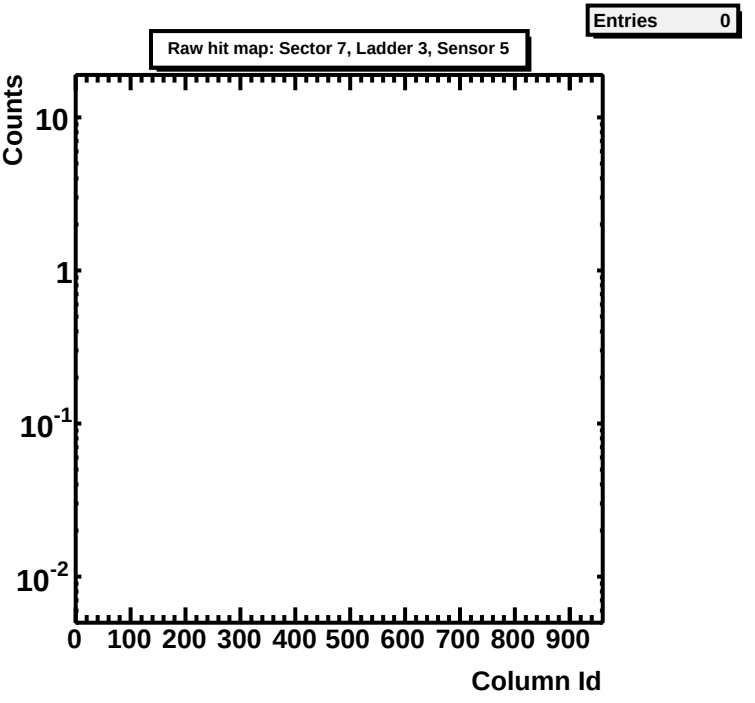

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

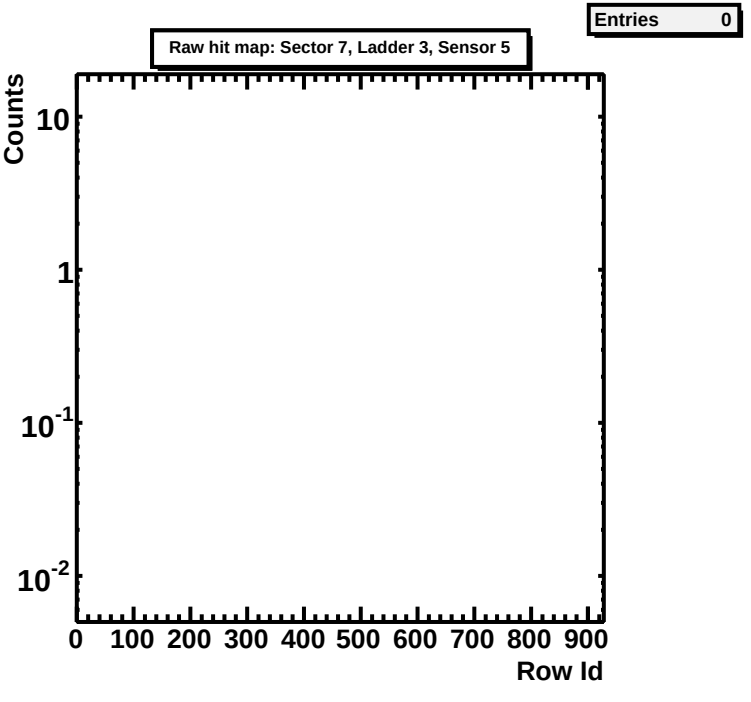

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

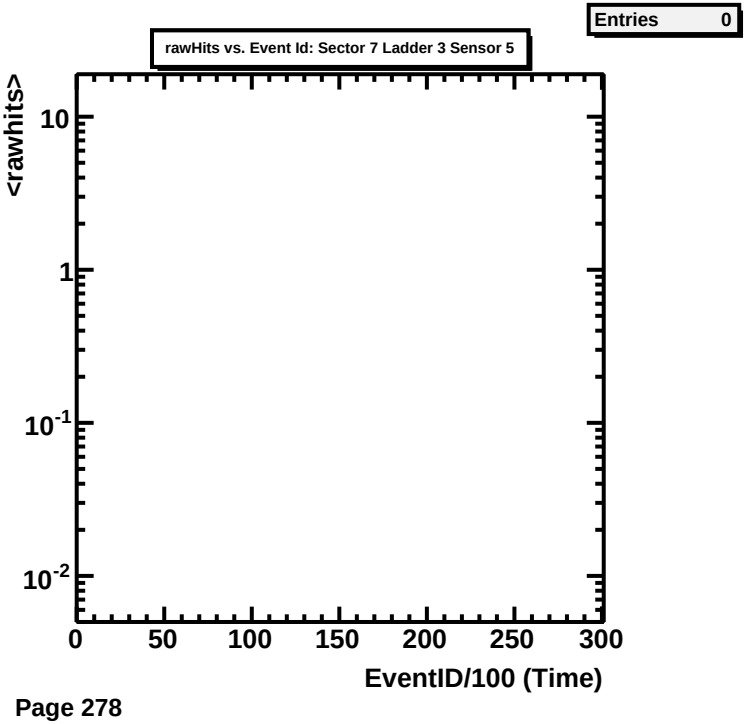

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

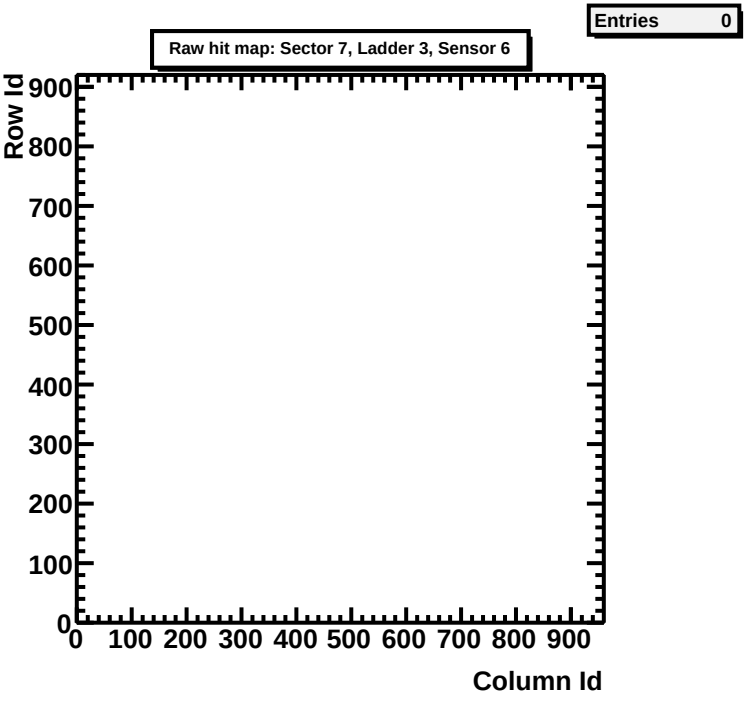

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

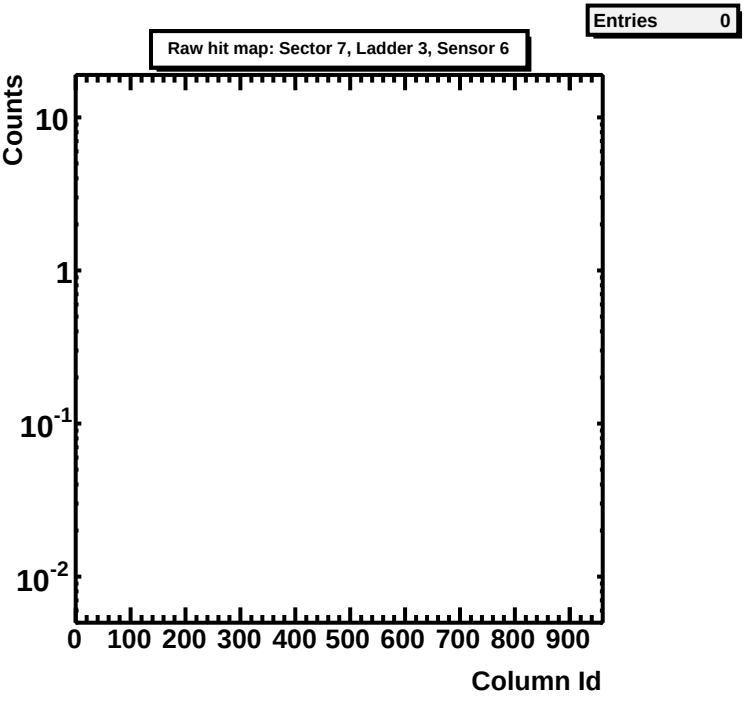

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 5
Row Id
Column Id

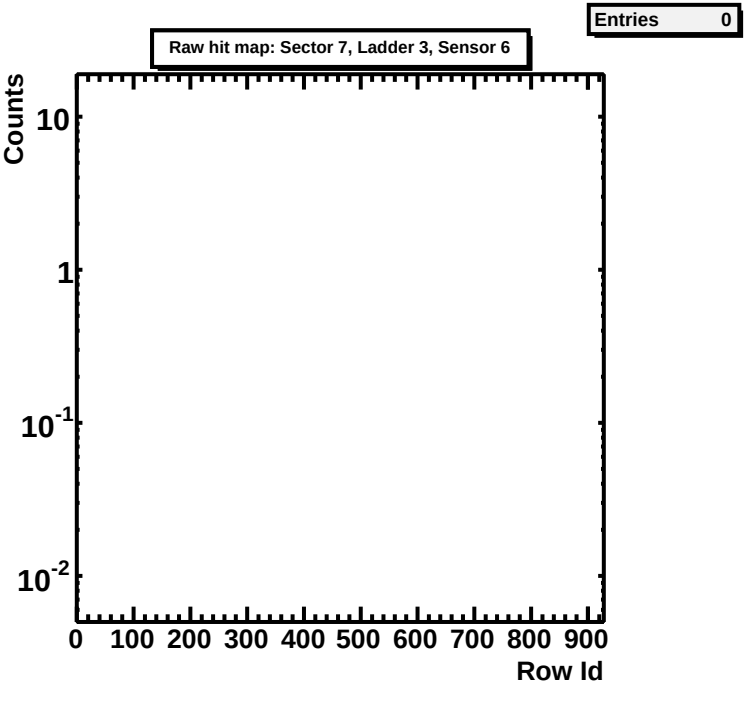

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 5
Counts
Column Id

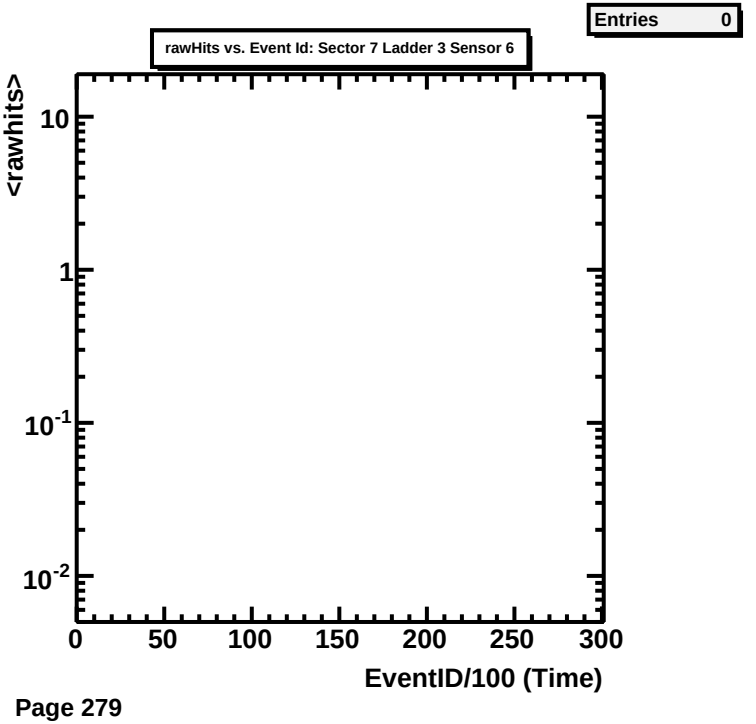

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 5
Counts
Row Id

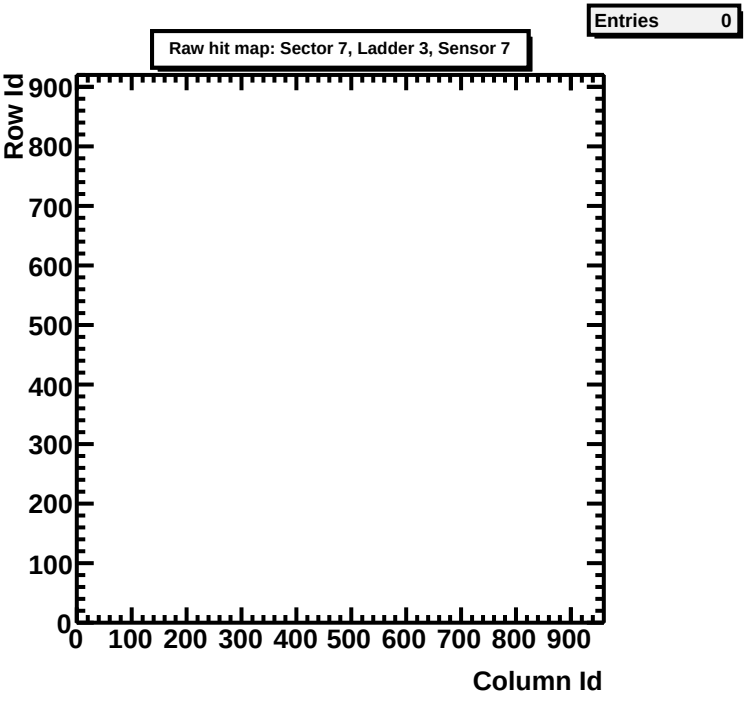

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 5
<rawhits>
EventID/100 (Time)

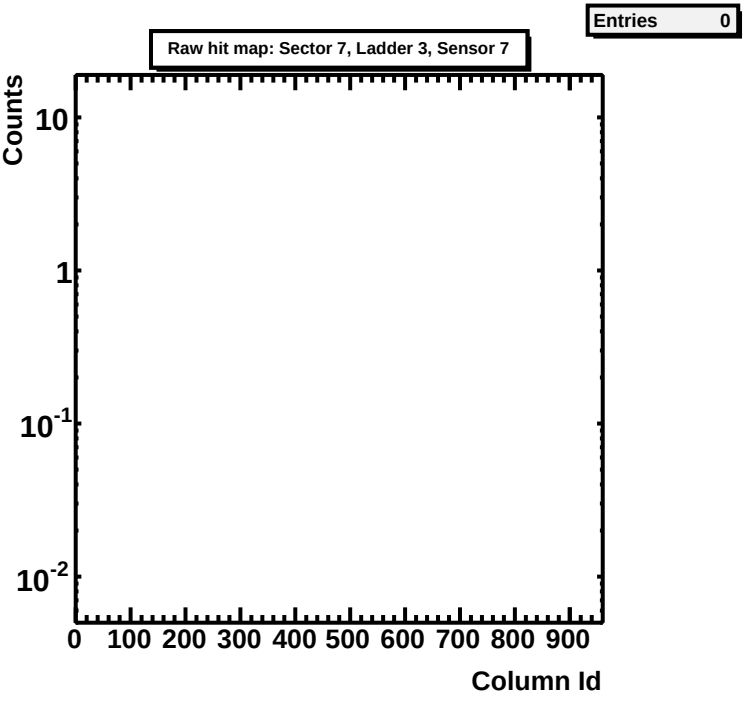

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 6
Row Id
Column Id

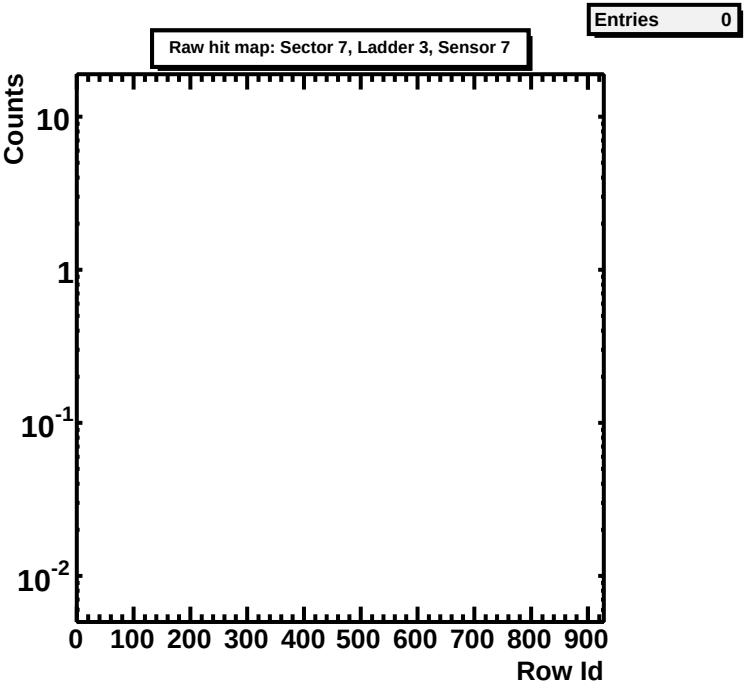

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 6
Counts
Column Id

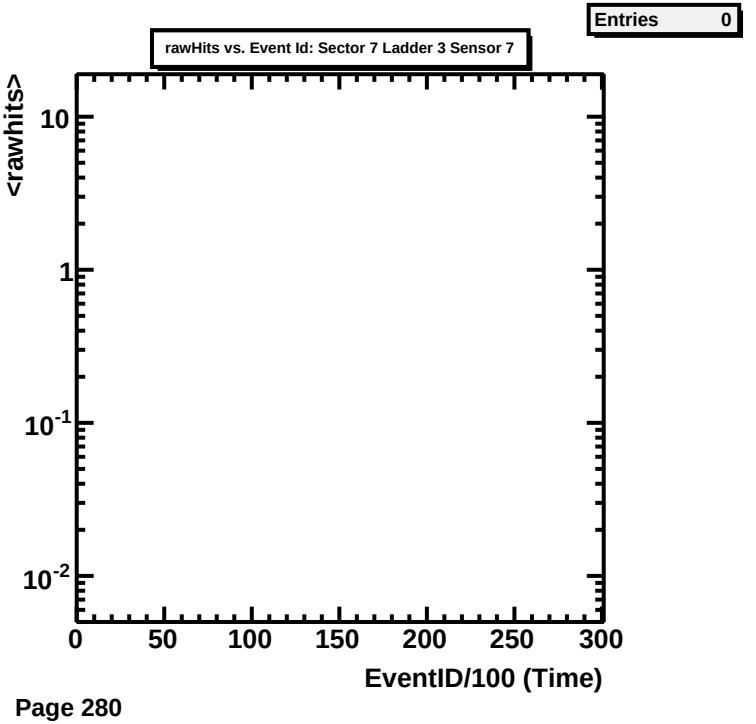

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 6
Counts
Row Id

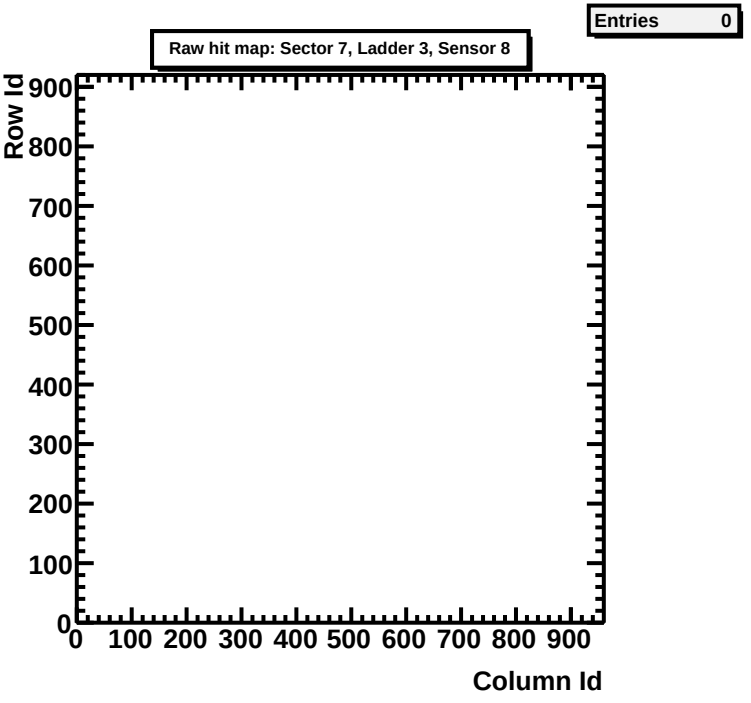

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 6
<rawhits>
EventID/100 (Time)

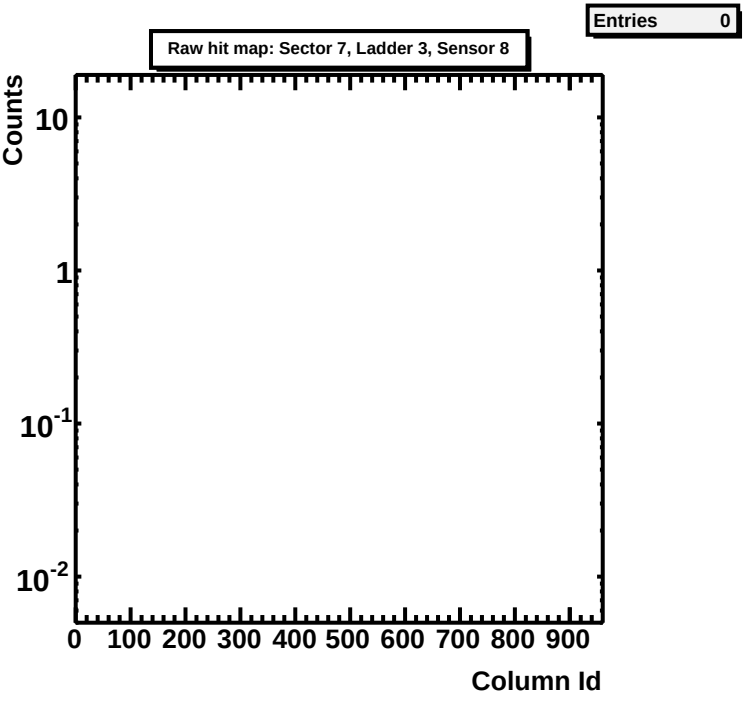

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

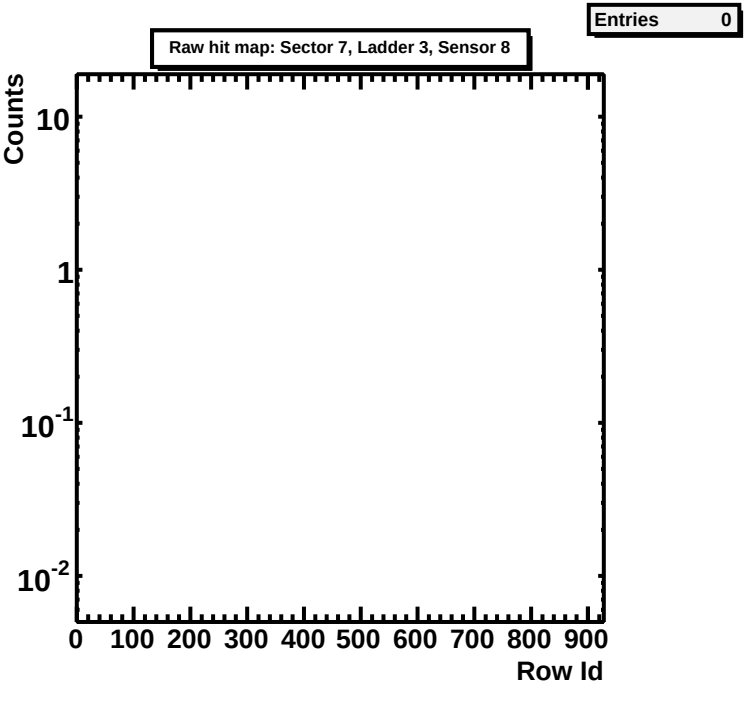

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

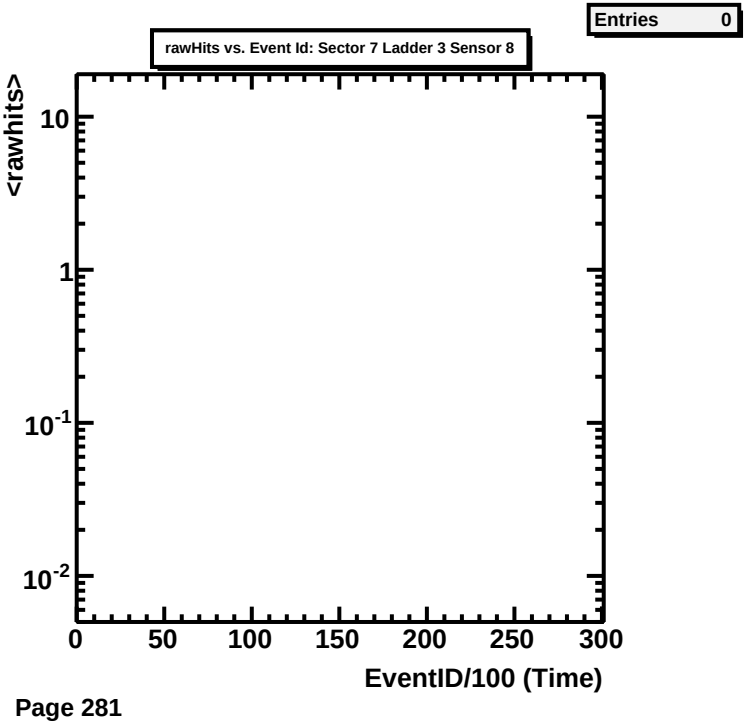

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

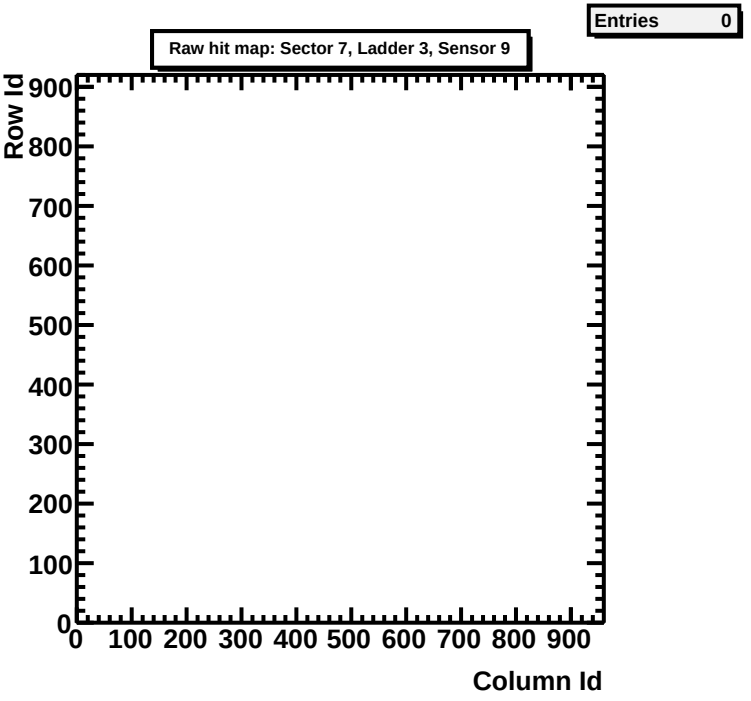

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

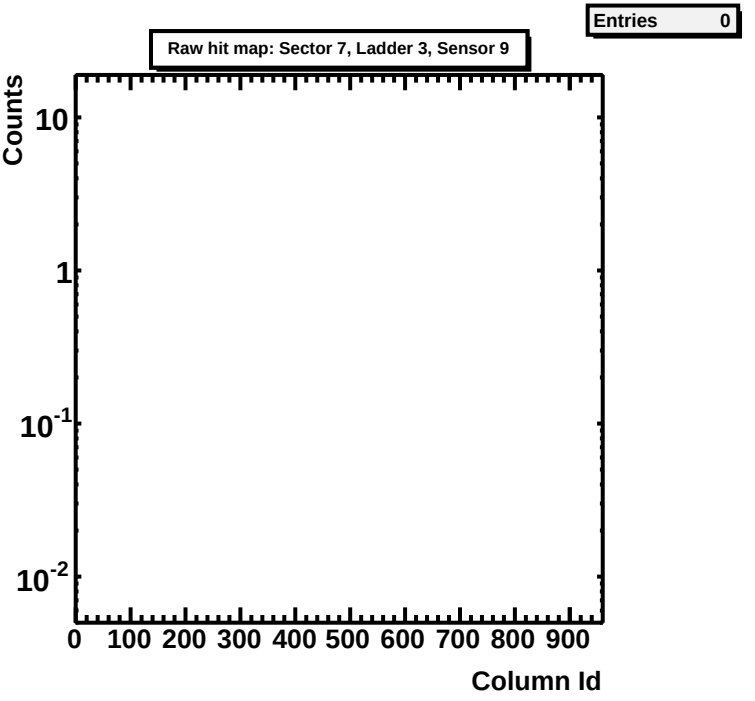

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 8
Row Id
Column Id

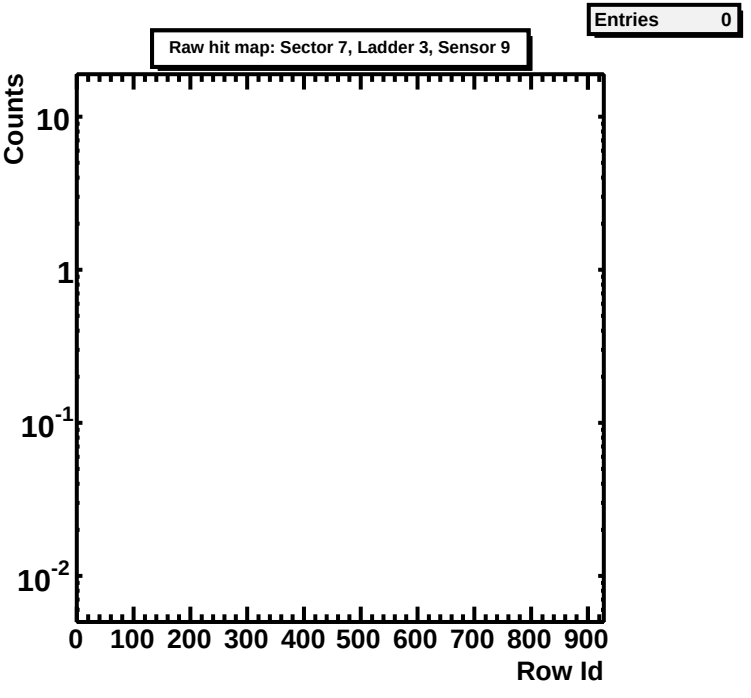

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 8
Counts
Column Id

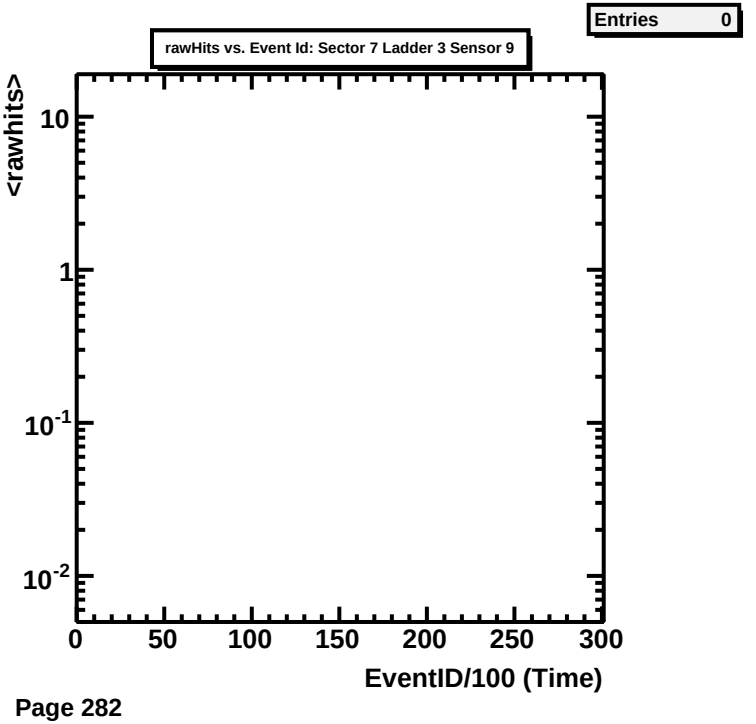

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 8
Counts
Row Id

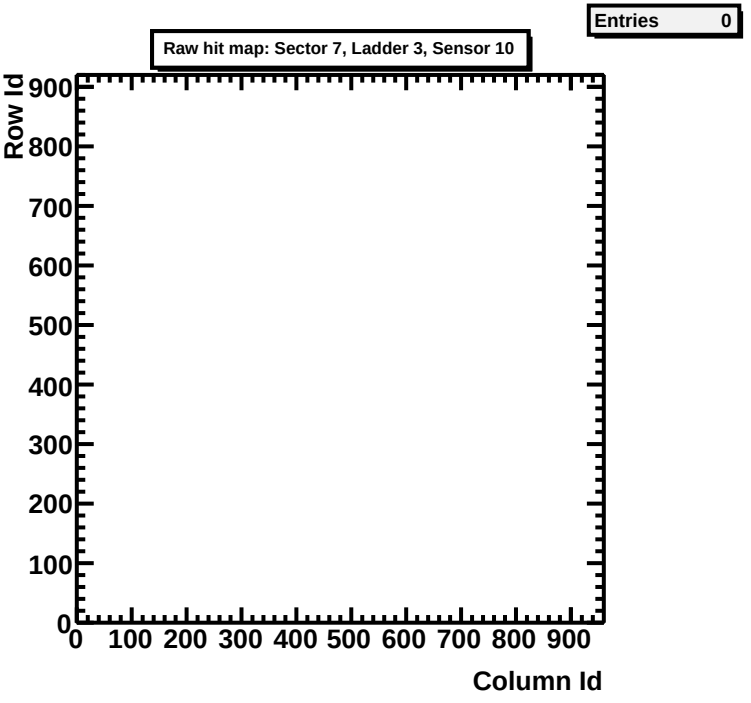

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 8
<rawhits>
EventID/100 (Time)

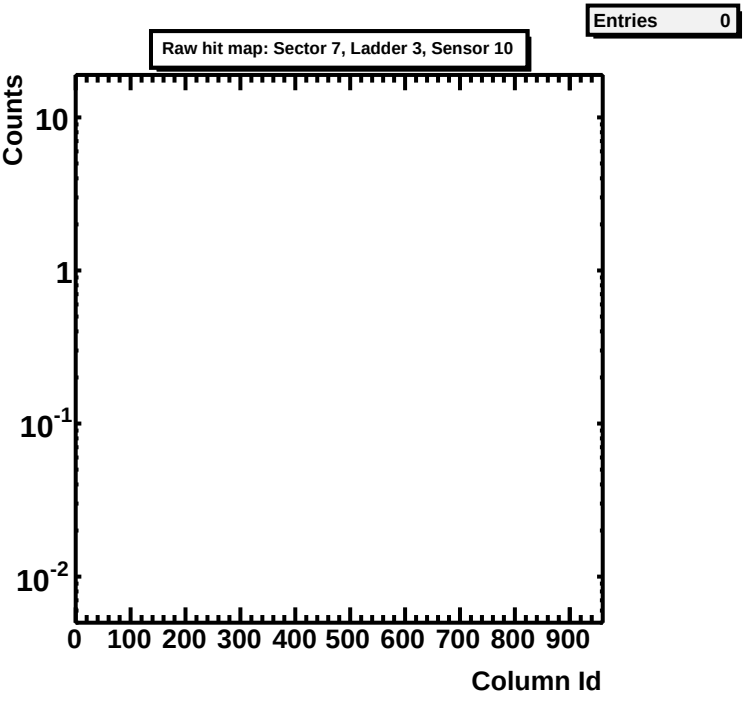

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 9
Row Id
Column Id

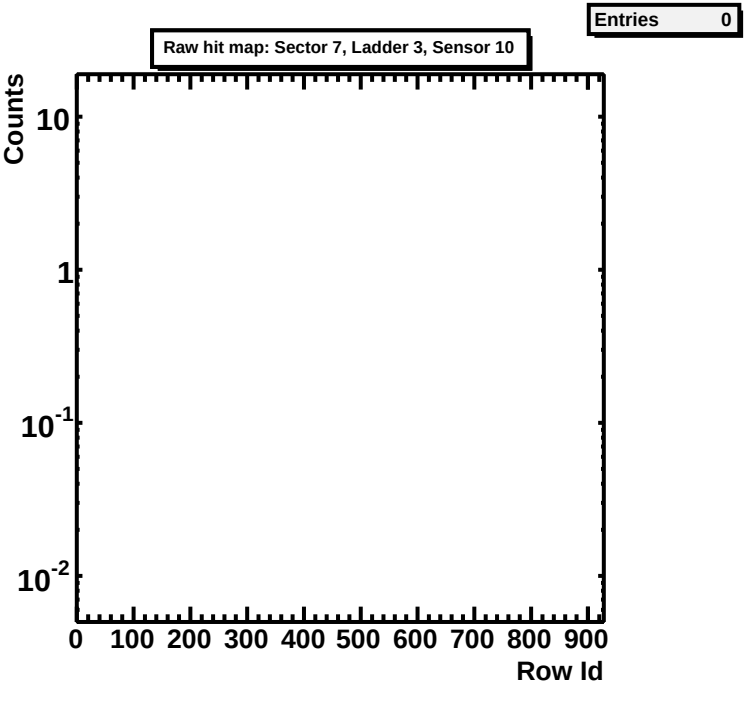

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 9
Counts
Column Id

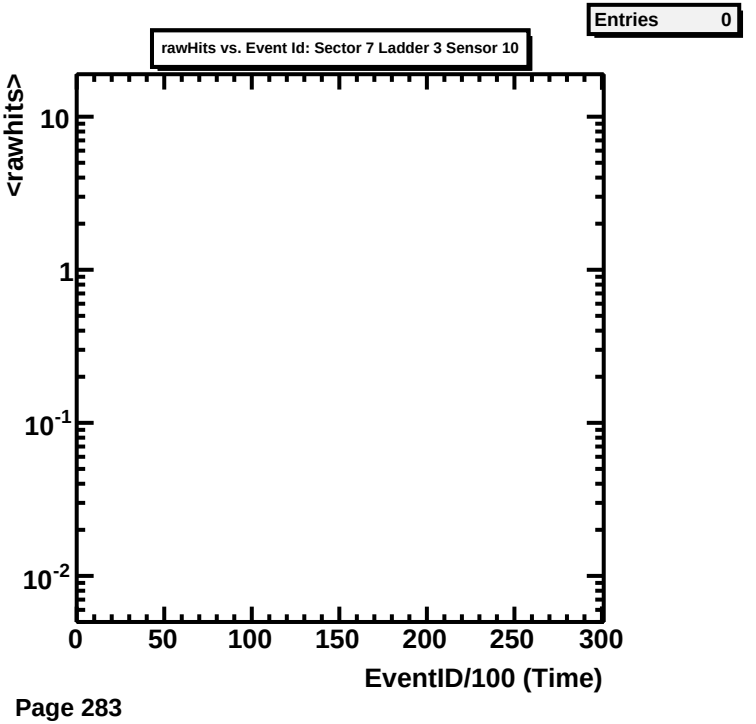

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 9
Counts
Row Id

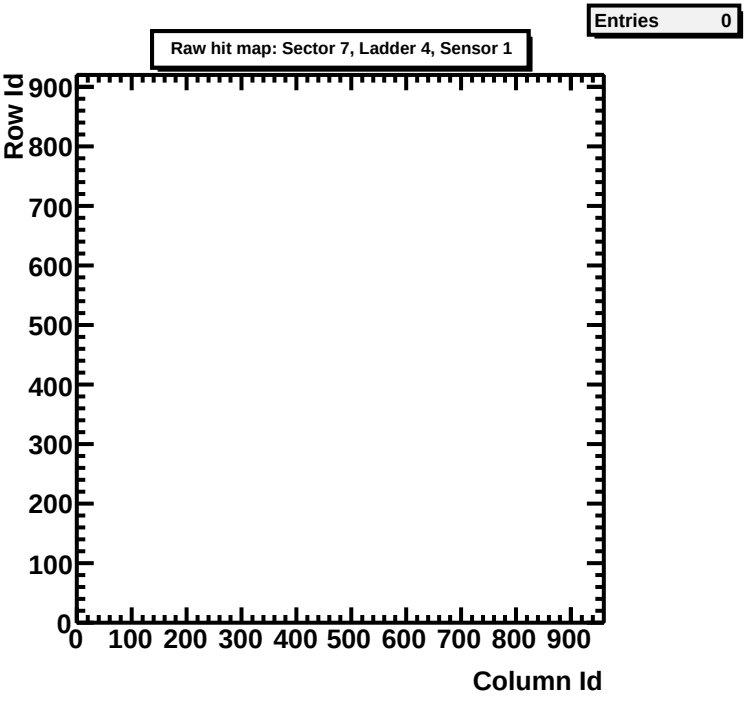

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 9
<rawhits>
EventID/100 (Time)

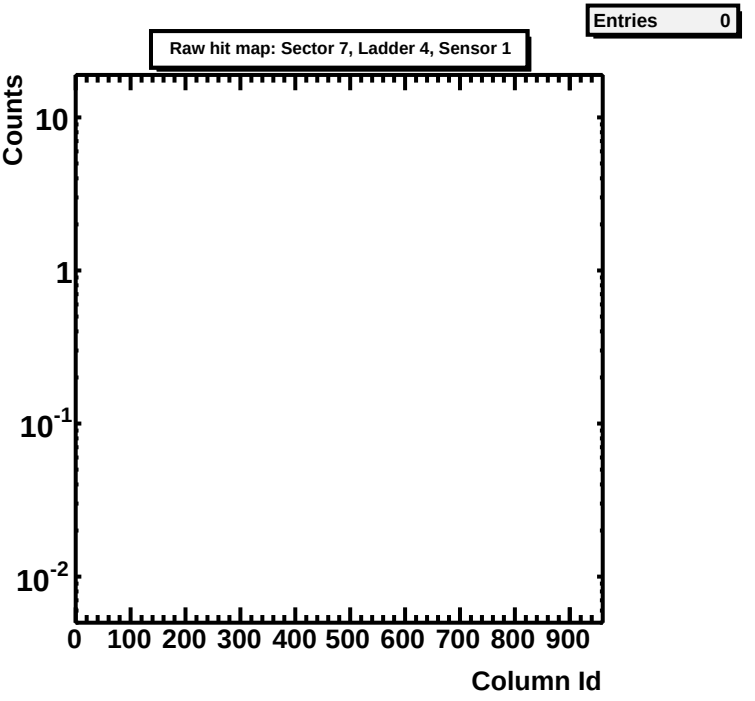

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 10
Row Id
Column Id

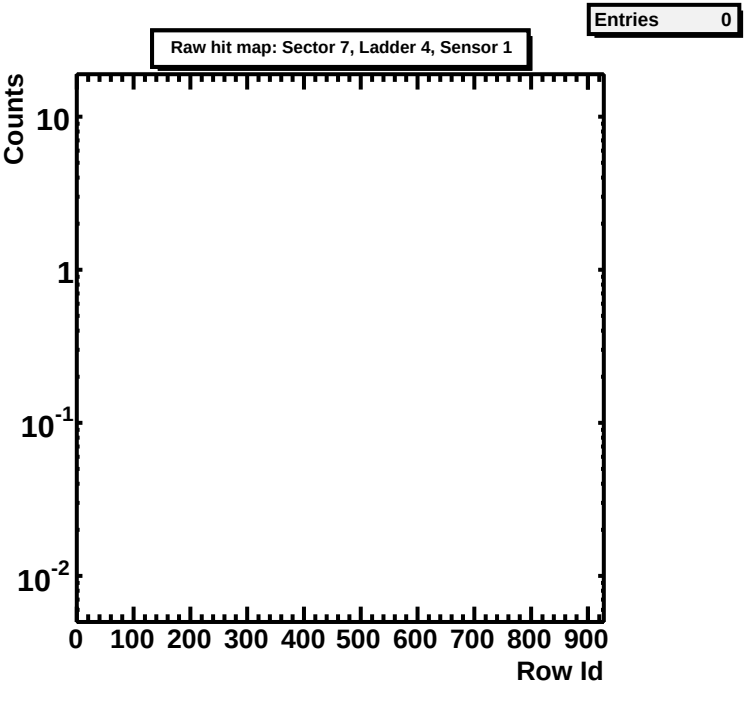

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 10
Counts
Column Id

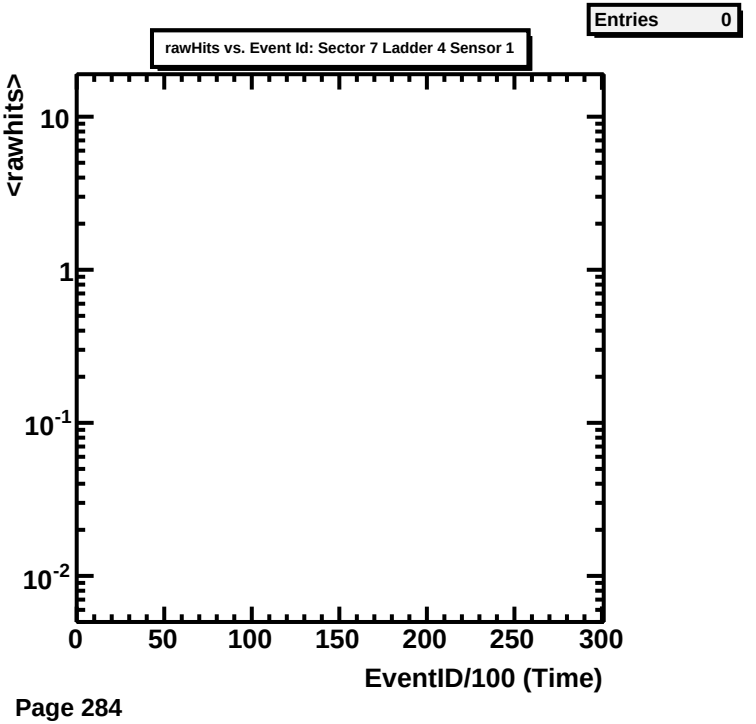

Entries 0
Raw hit map: Sector 7, Ladder 3, Sensor 10
Counts
Row Id

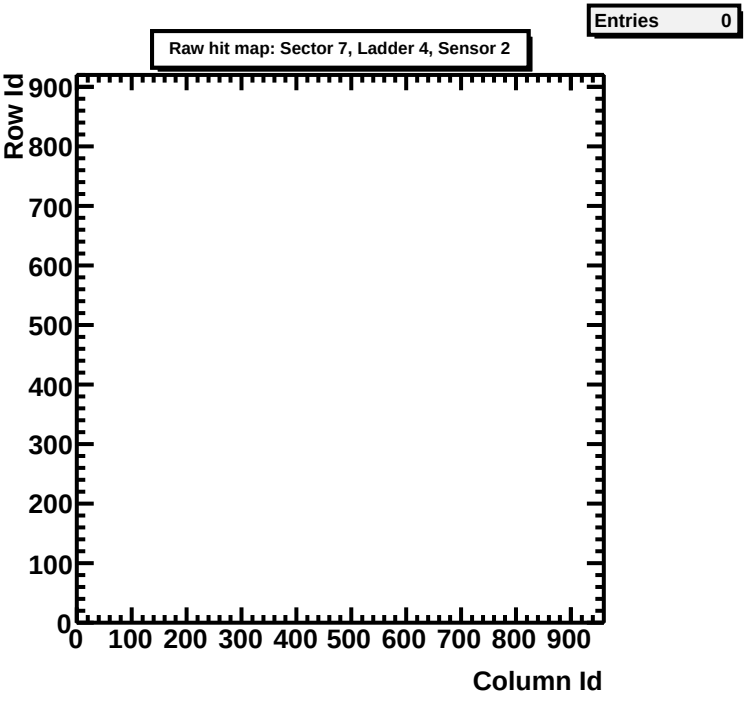

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

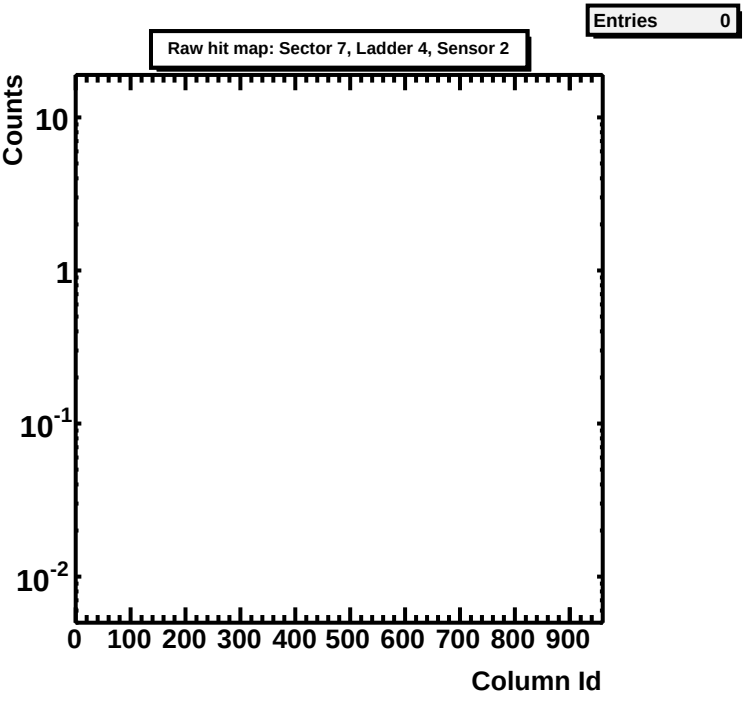

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 1
Row Id
Column Id

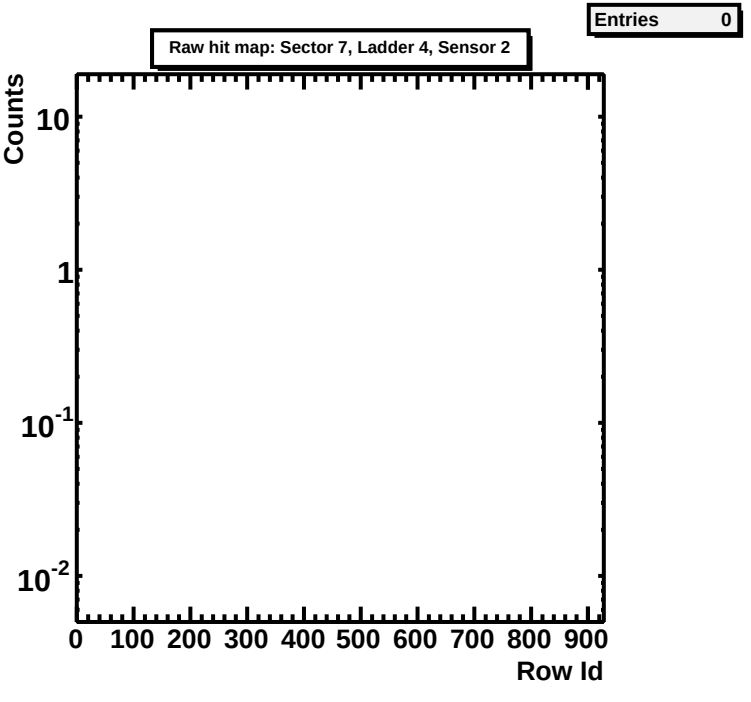

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 1
Counts
Column Id

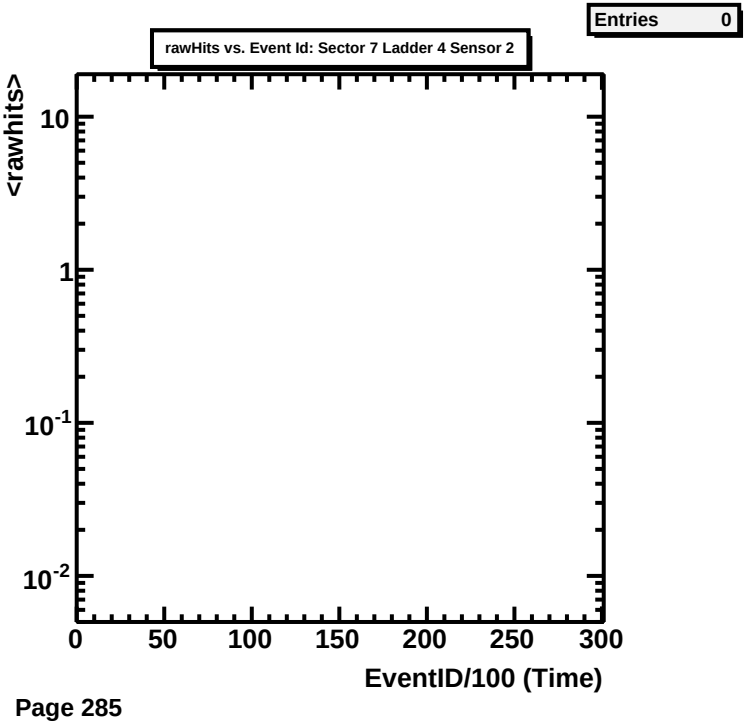

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 1
Counts
Row Id

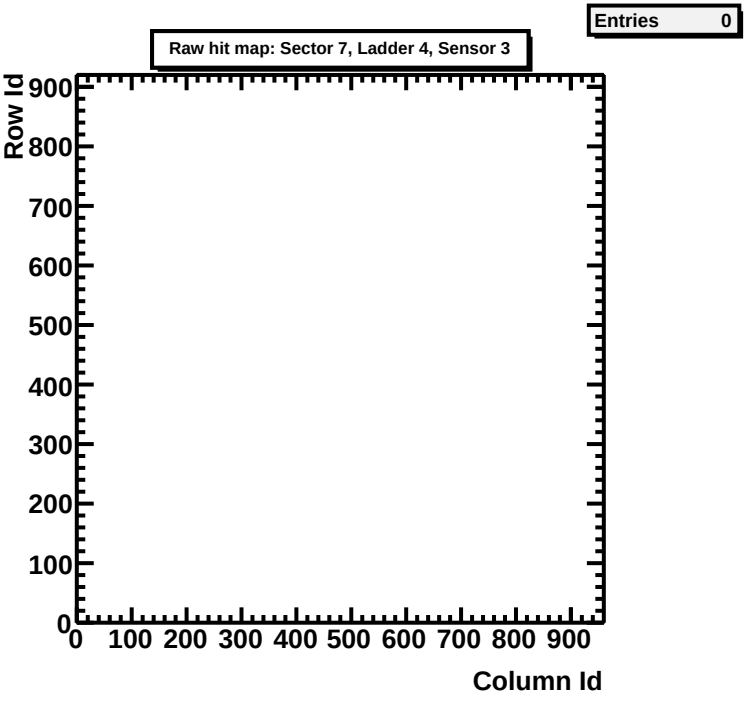

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 1
<rawhits>
EventID/100 (Time)

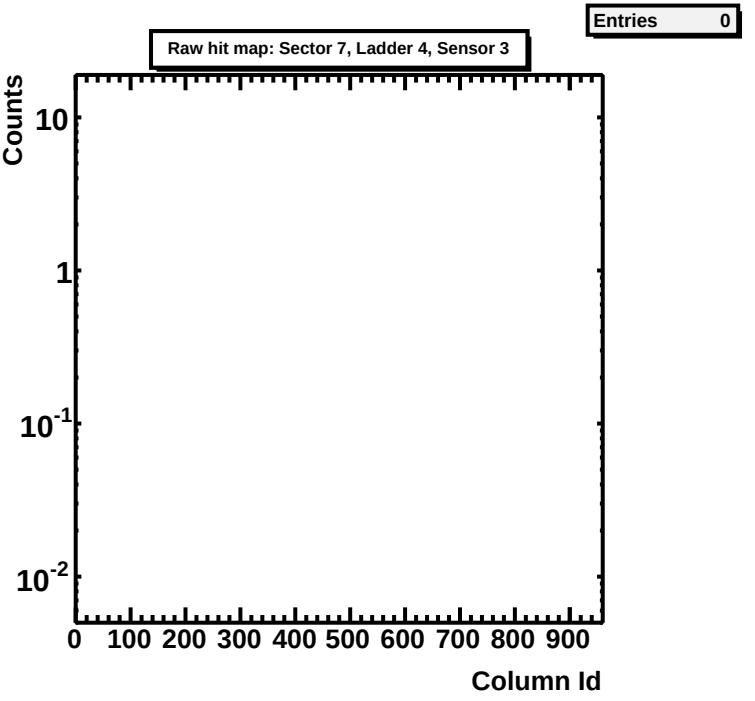

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 2
Row Id
Column Id

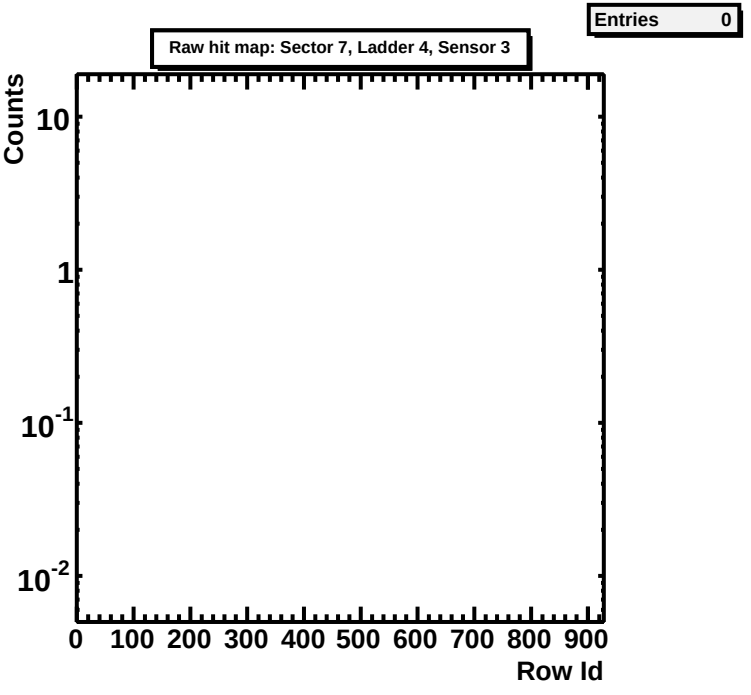

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 2
Counts
Column Id

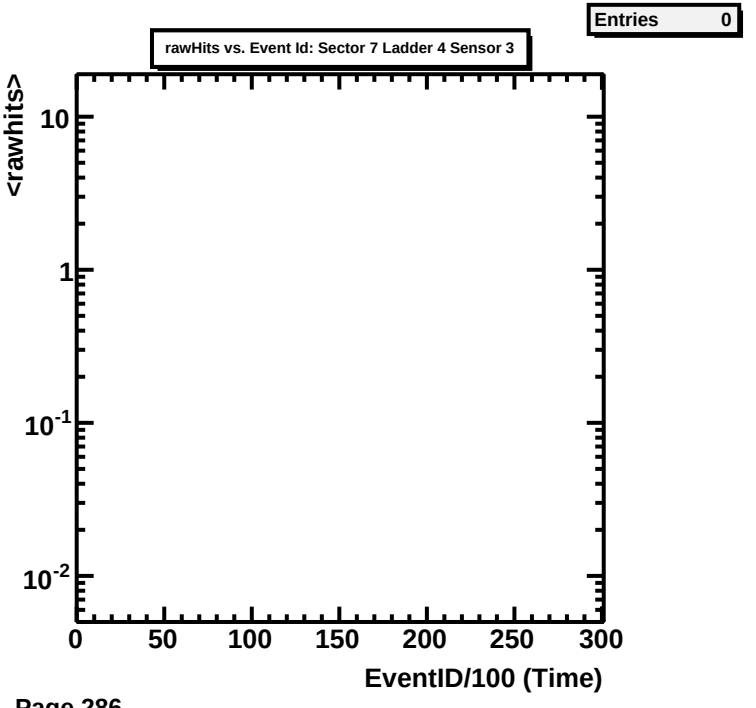

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 2
Counts
Row Id

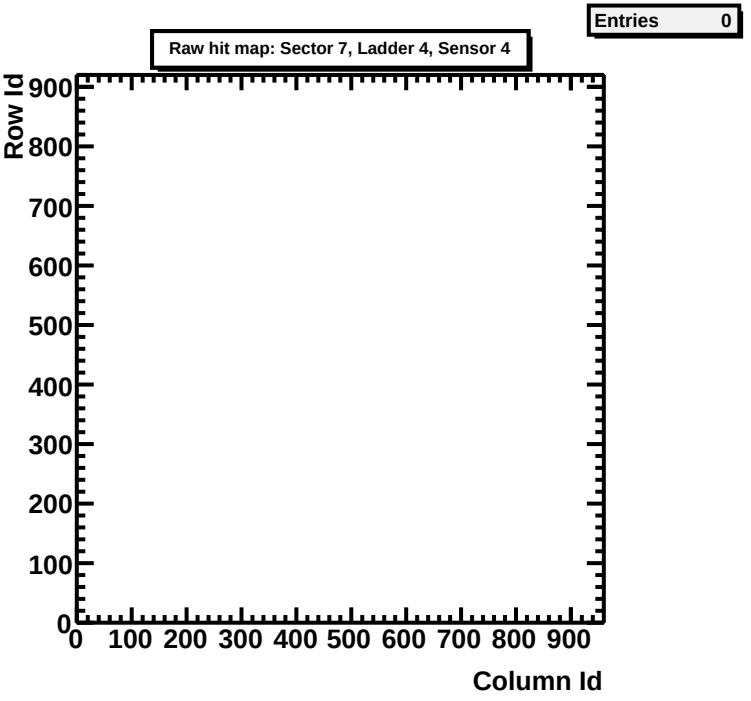

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 2
<rawhits>
EventID/100 (Time)

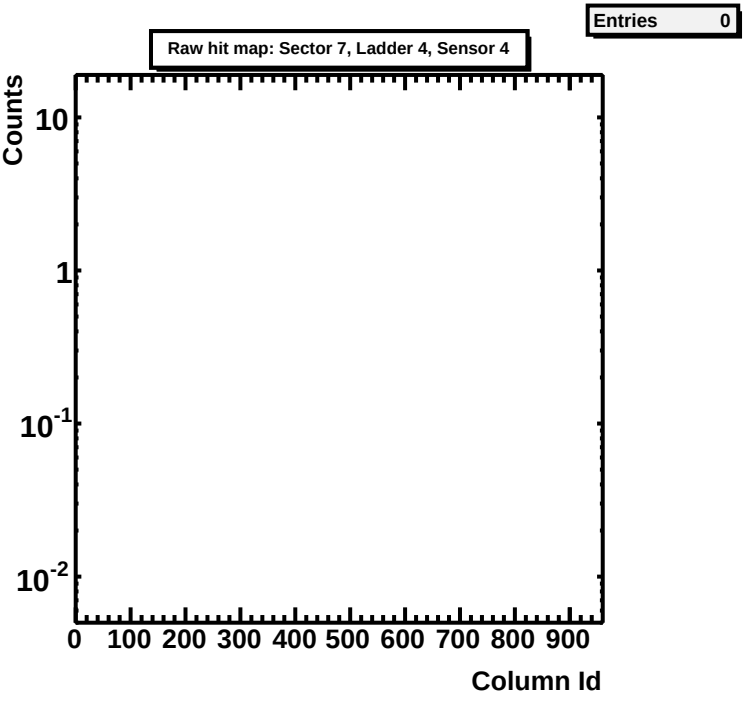

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 3
Row Id
Column Id

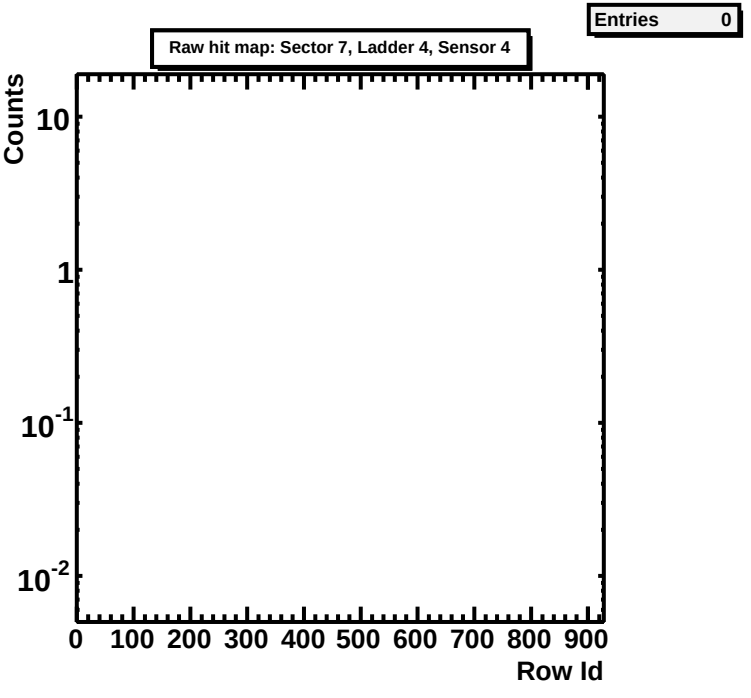

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 3
Counts
Column Id

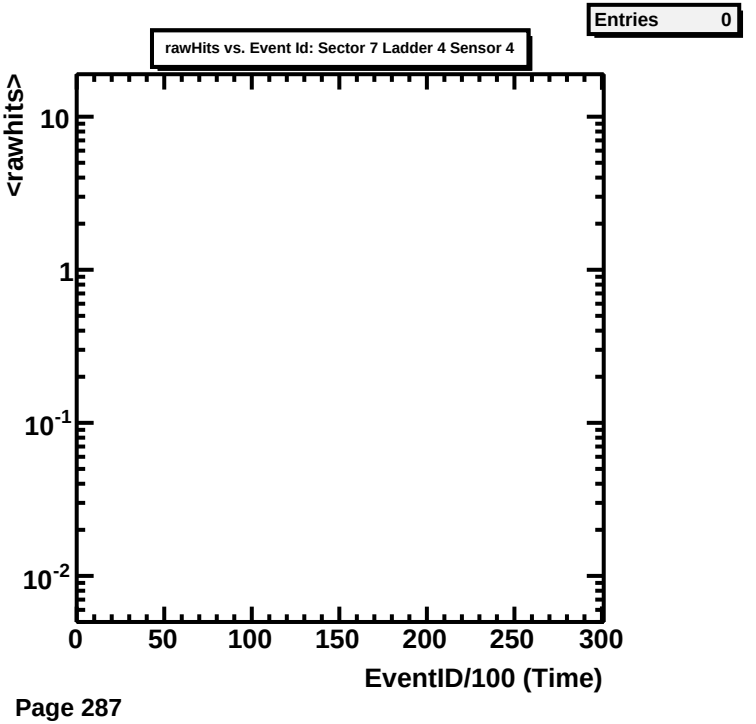

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 3
Counts
Row Id

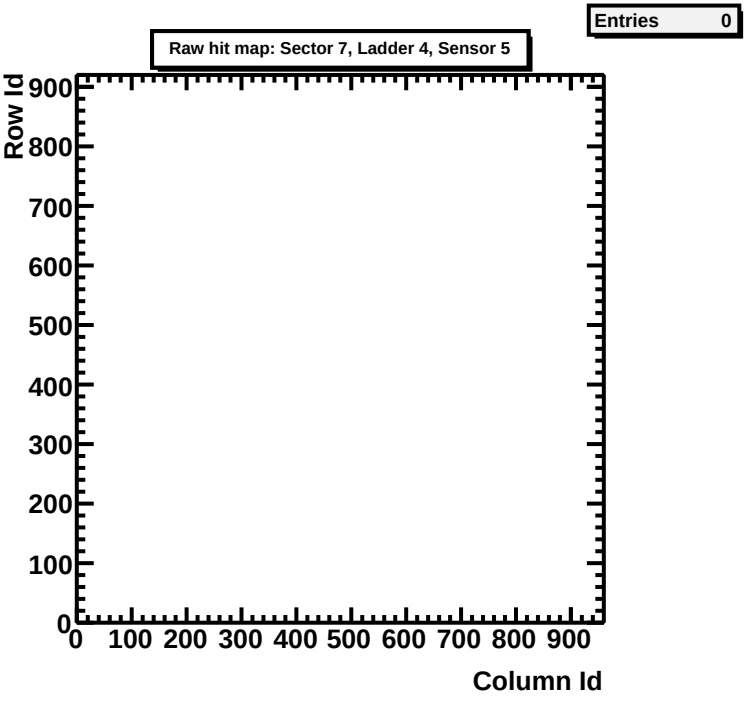

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

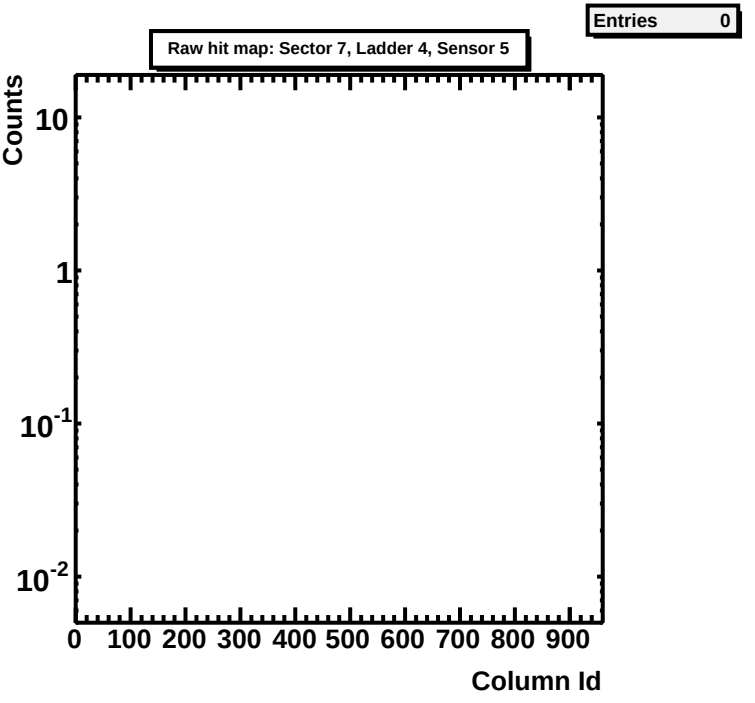

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

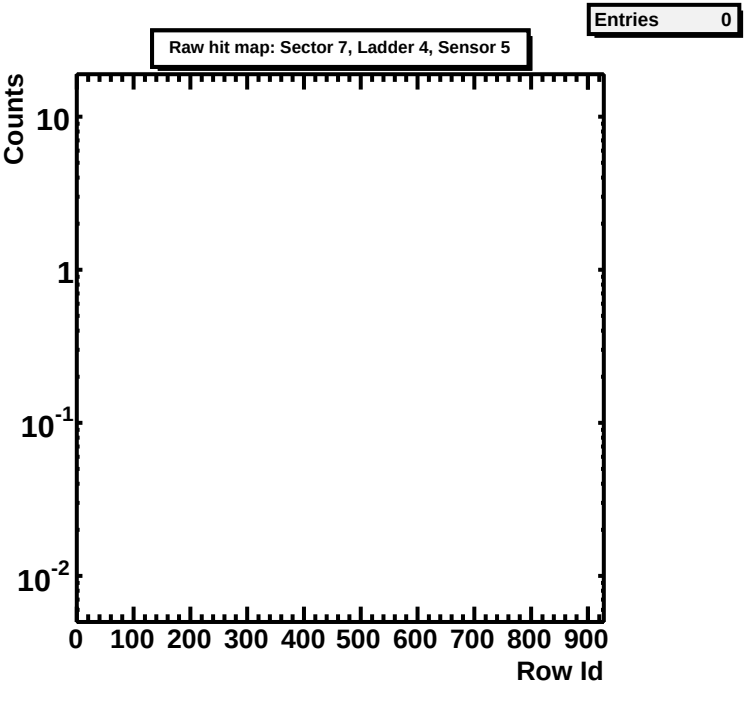

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

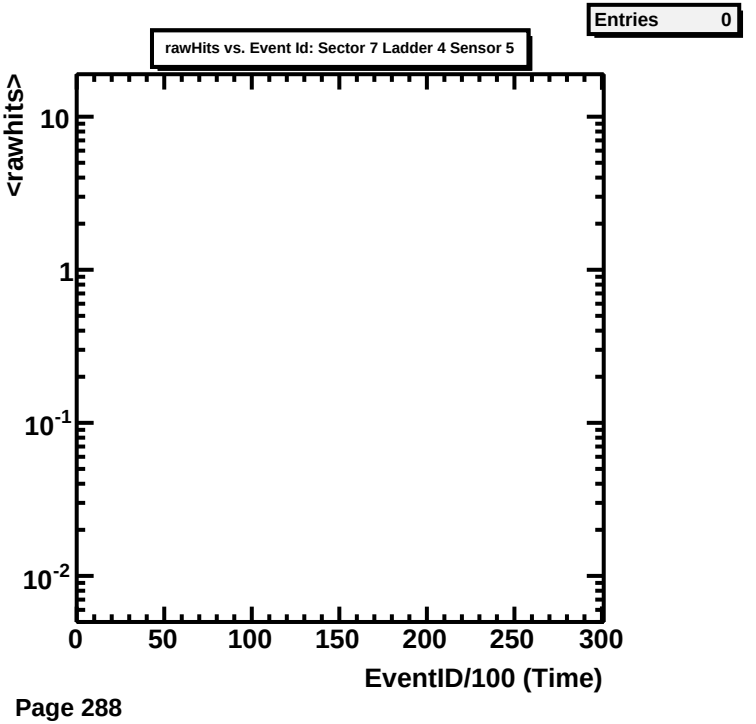

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

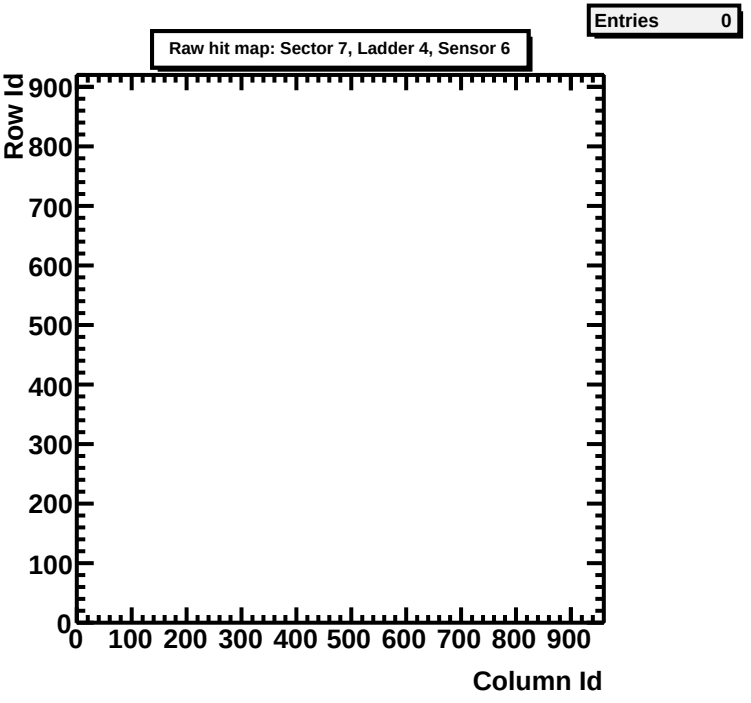

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

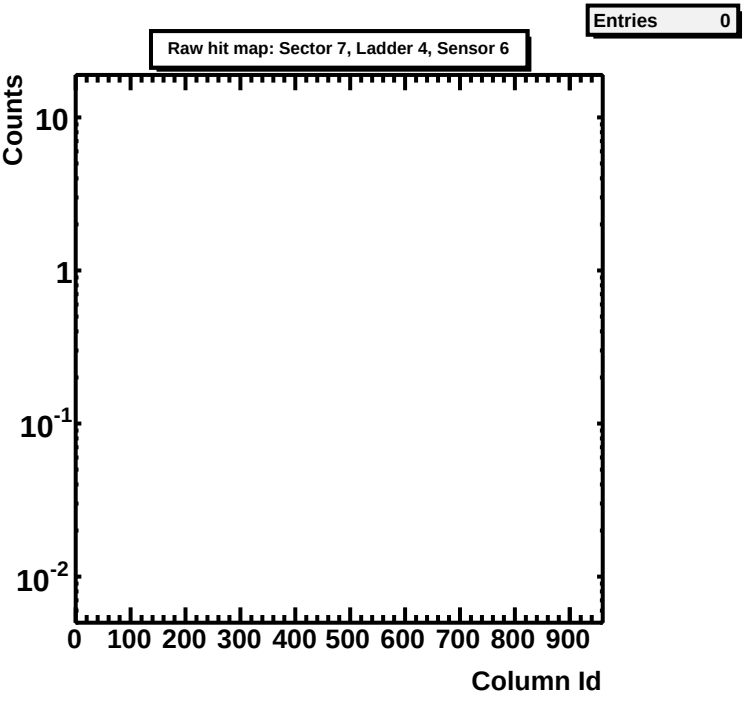

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 5
Row Id
Column Id

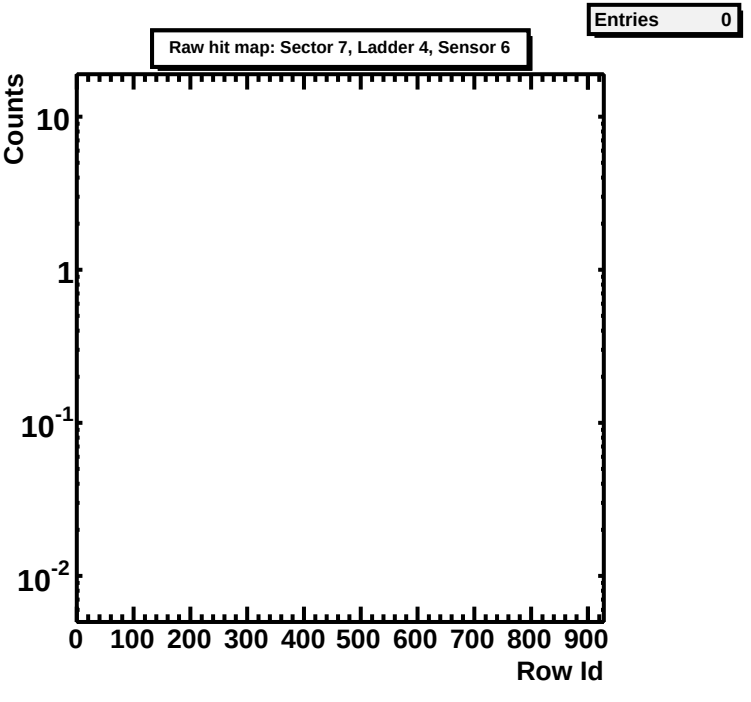

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 5
Counts
Column Id

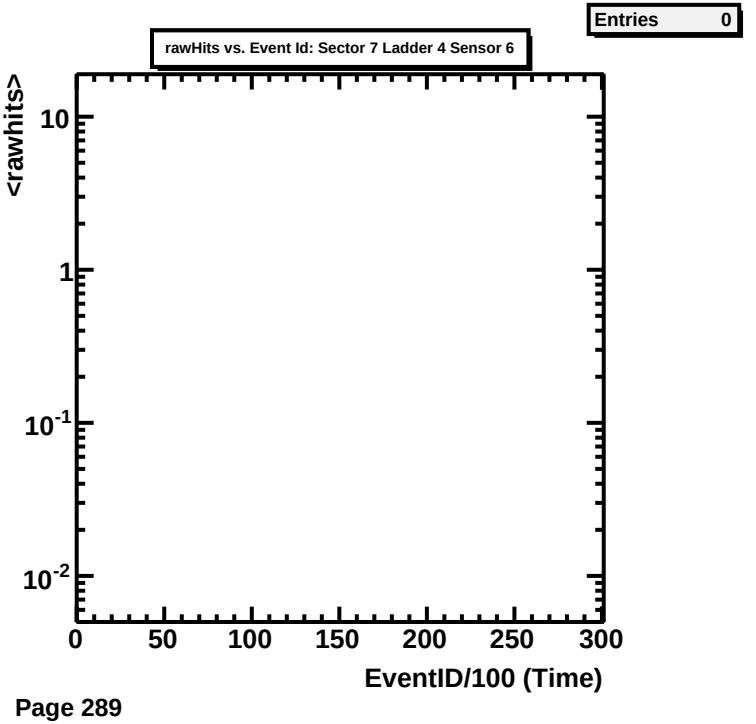

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 5
Counts
Row Id

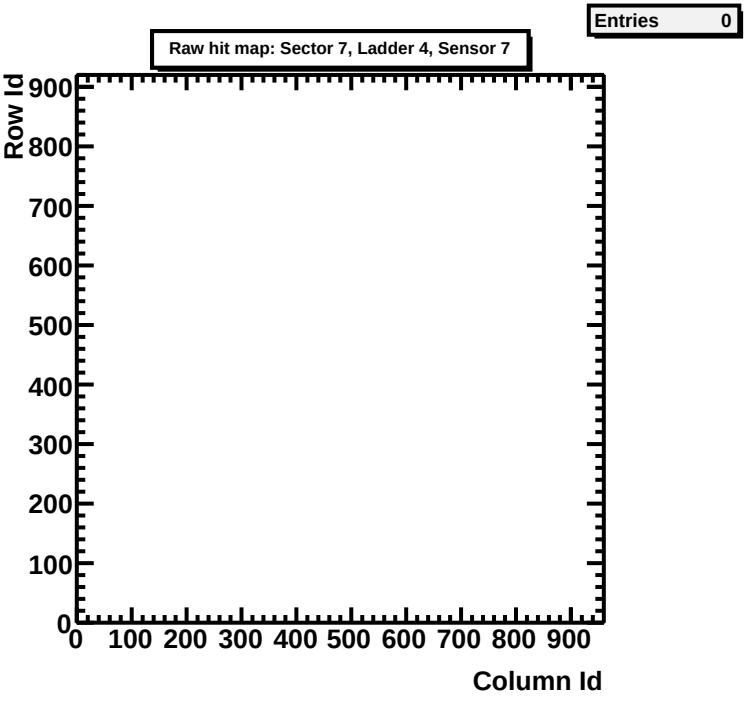

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

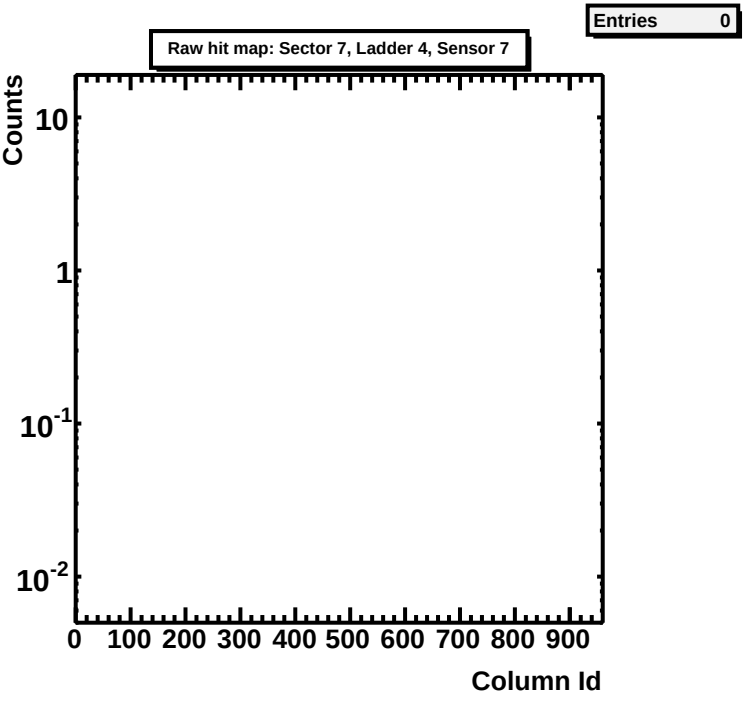

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 6
Row Id
Column Id

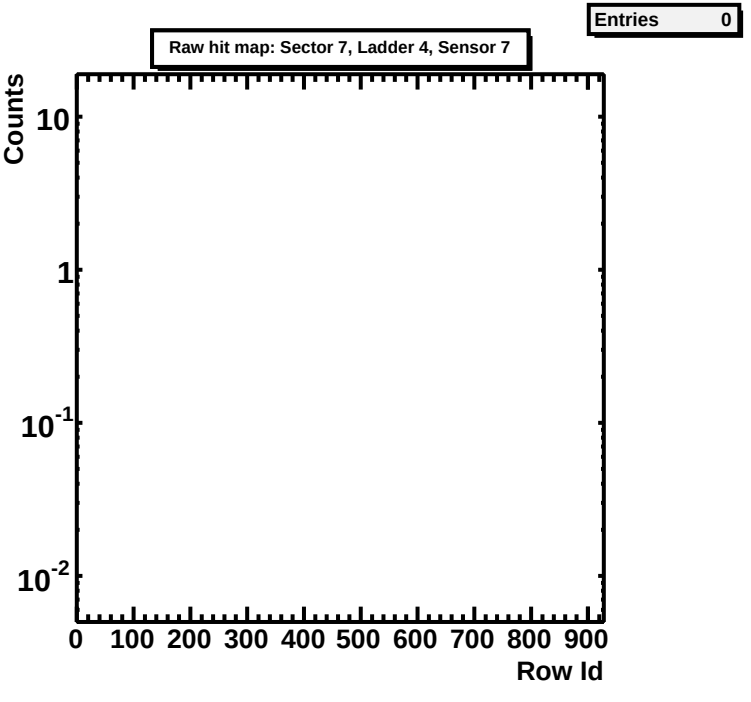

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 6
Counts
Column Id

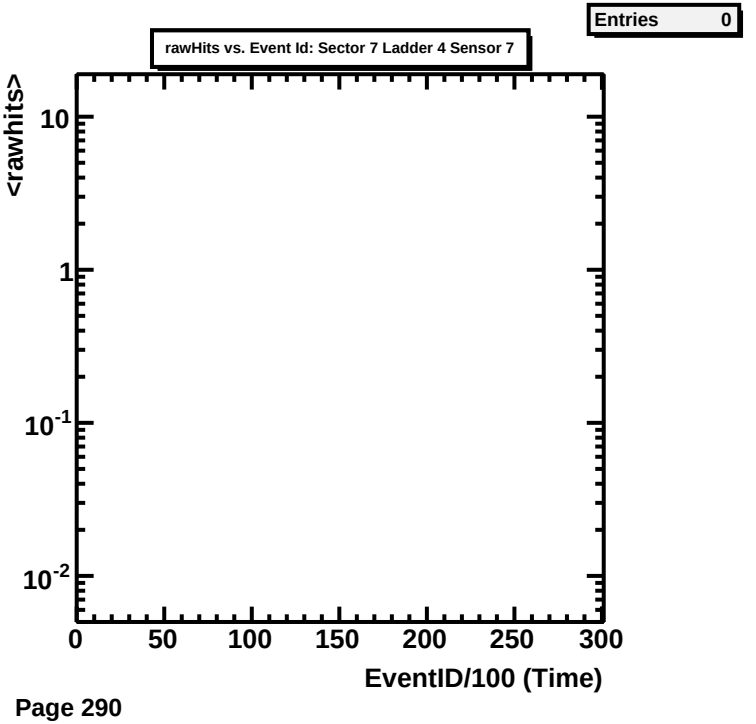

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 6
Counts
Row Id

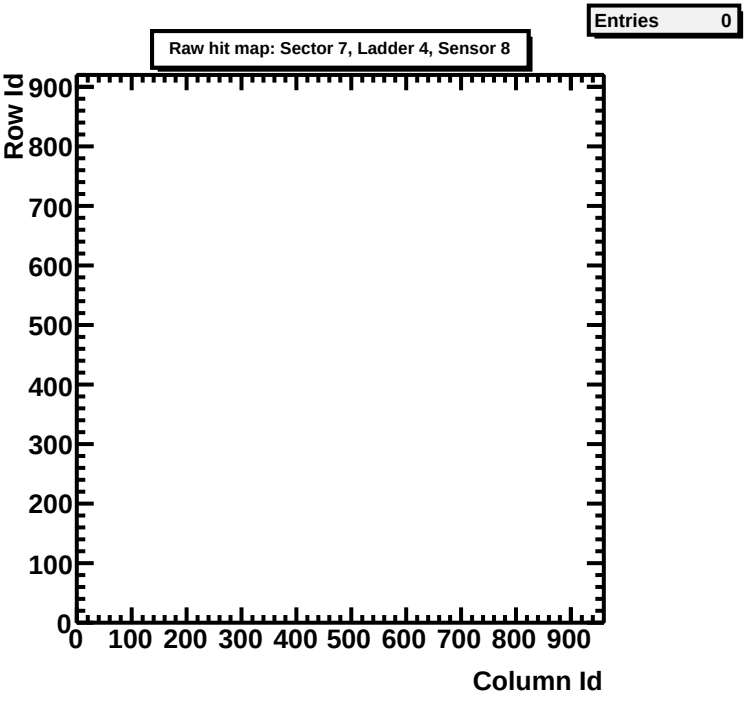

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

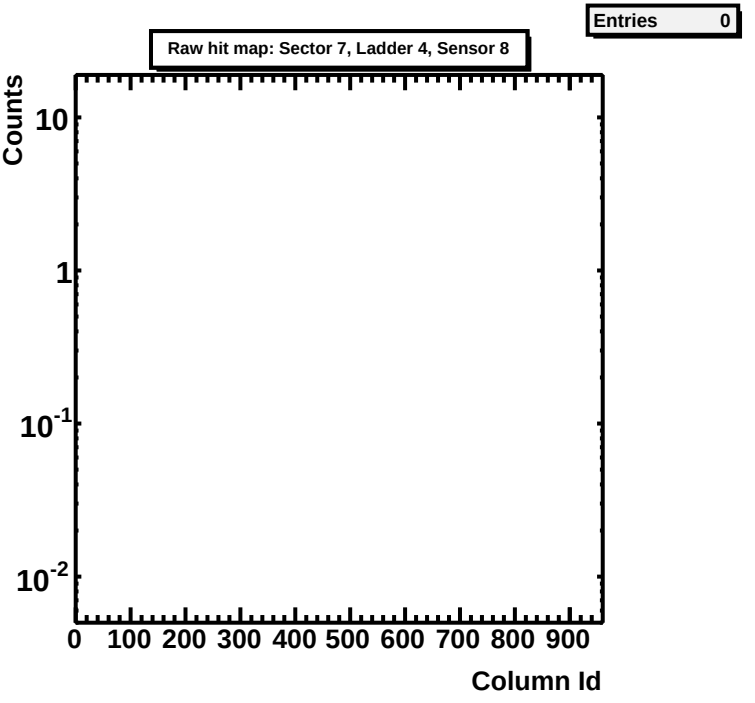

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 7
Row Id
Column Id

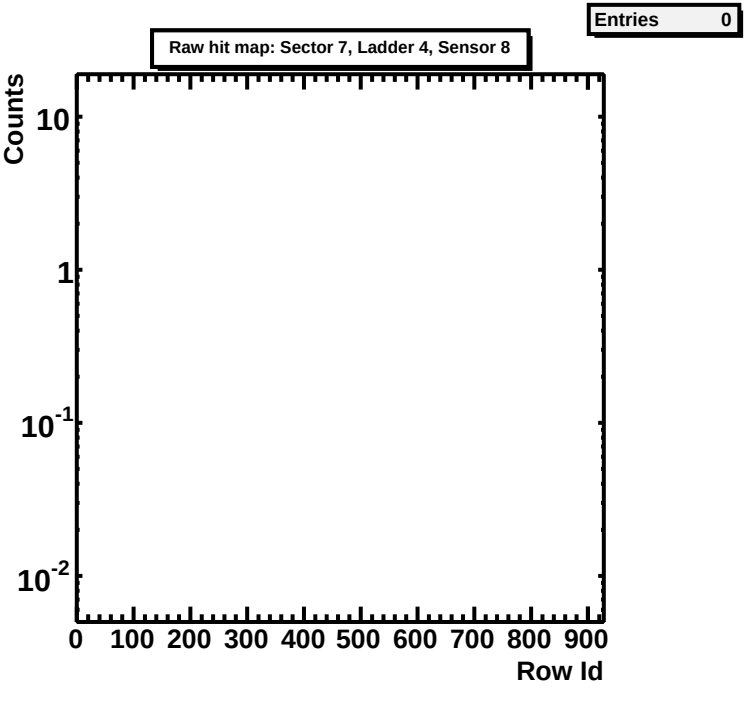

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 7
Counts
Column Id

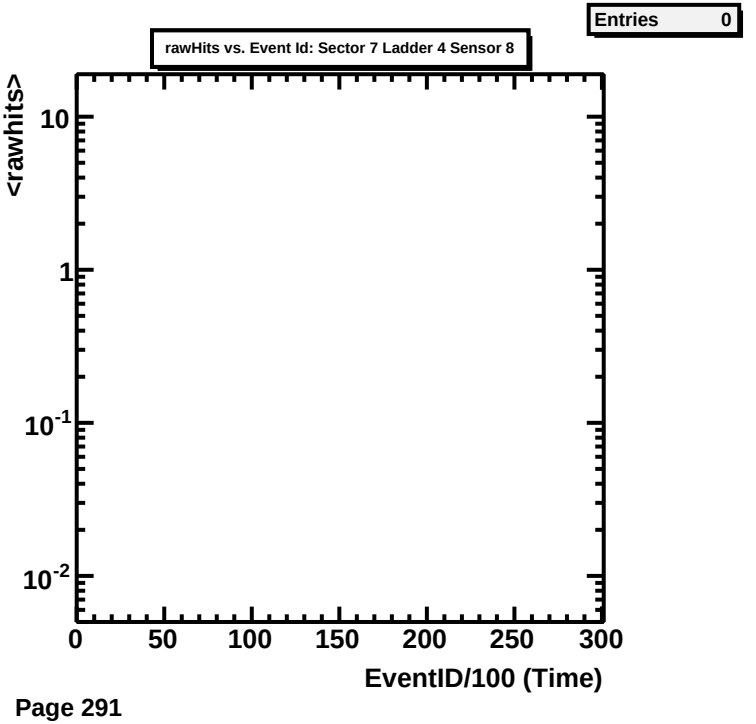

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 7
Counts
Row Id

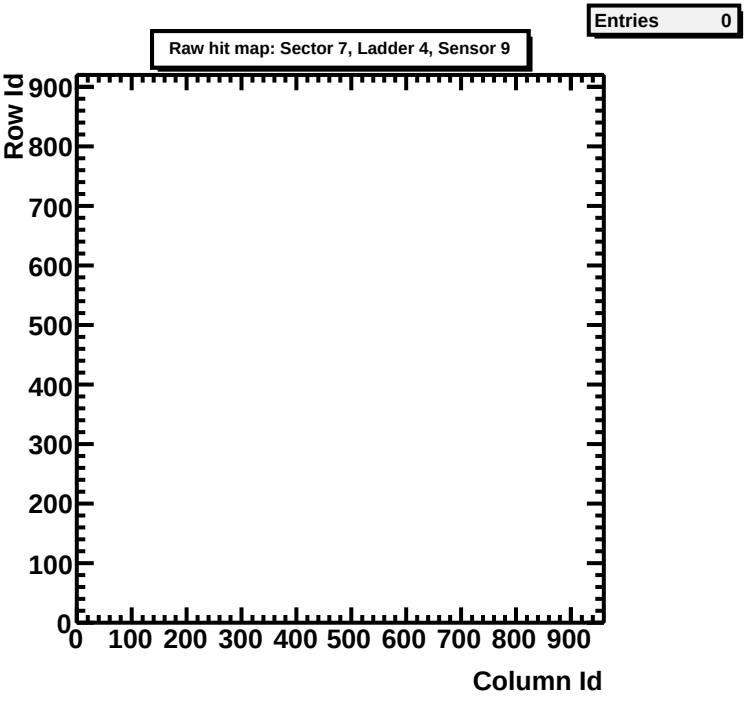

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

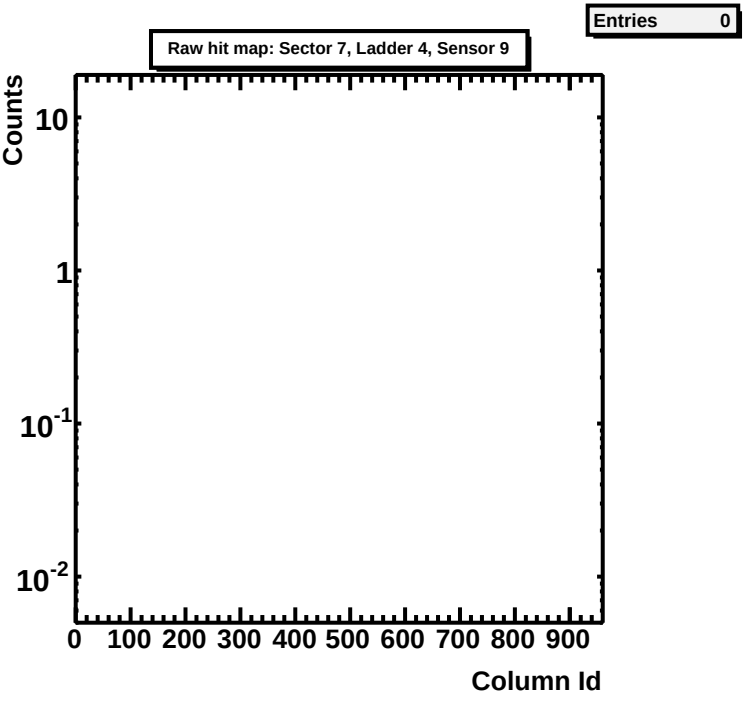

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 8
Row Id
Column Id

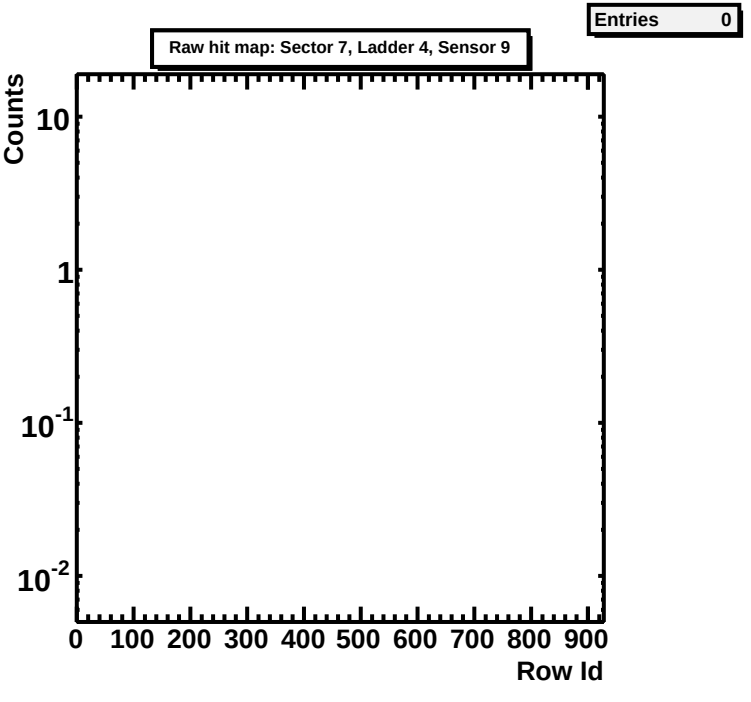

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 8
Counts
Column Id

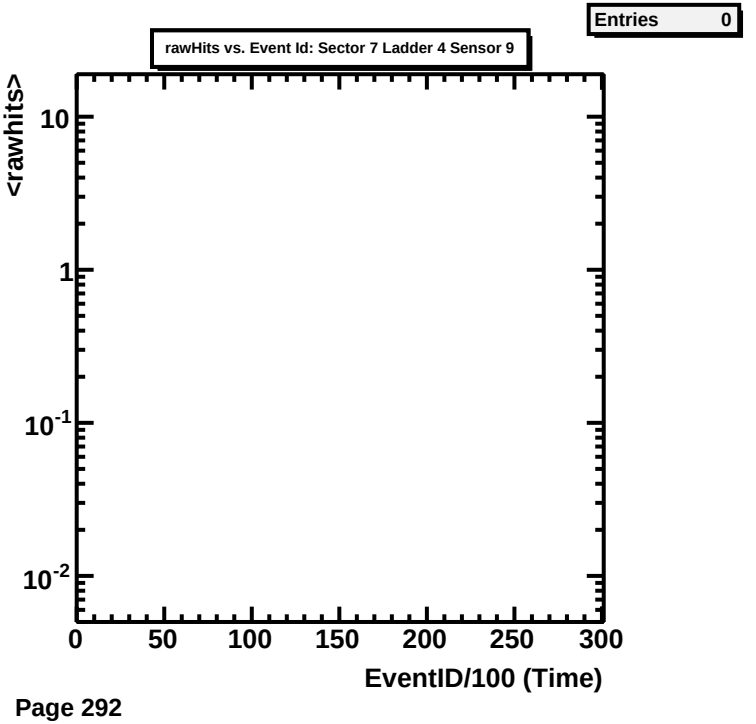

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 8
Counts
Row Id

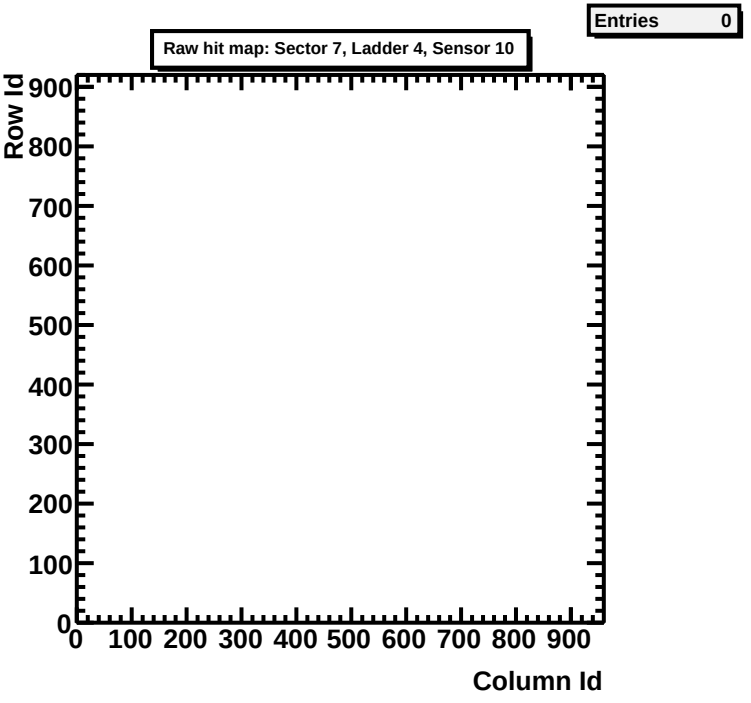

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 8
<rawhits>
EventID/100 (Time)

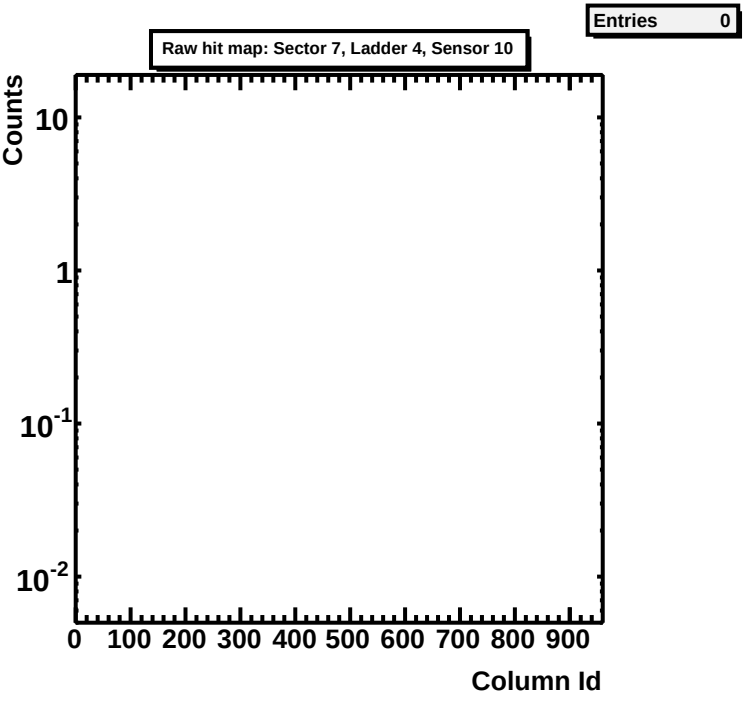

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

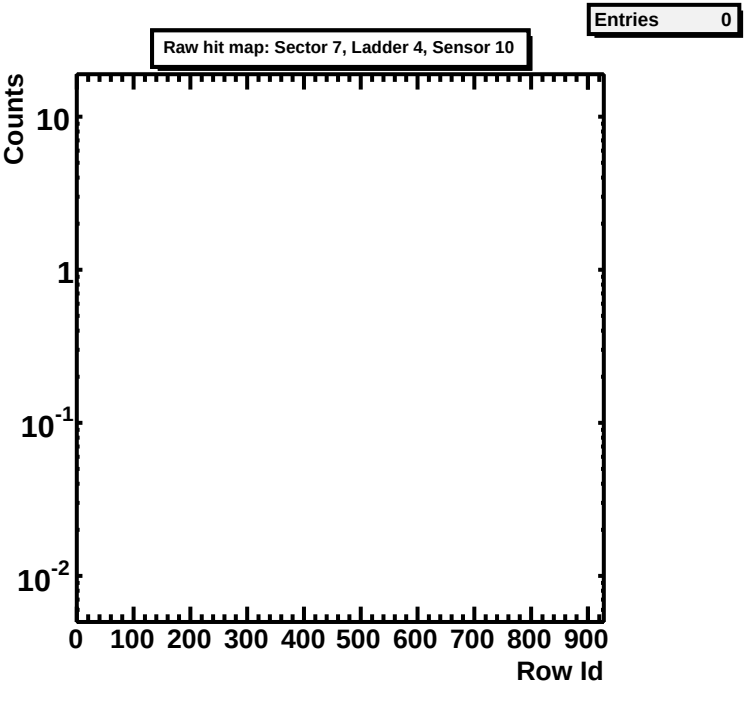

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

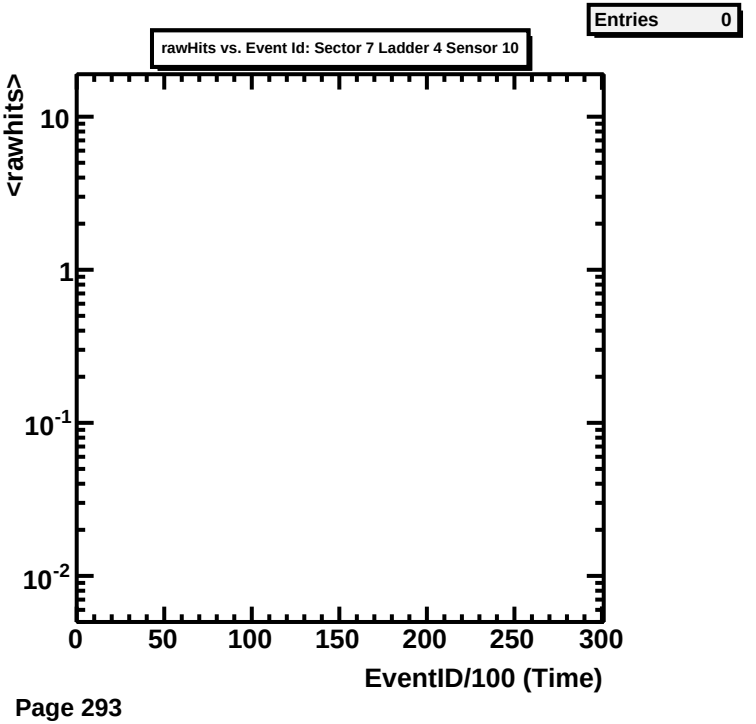

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

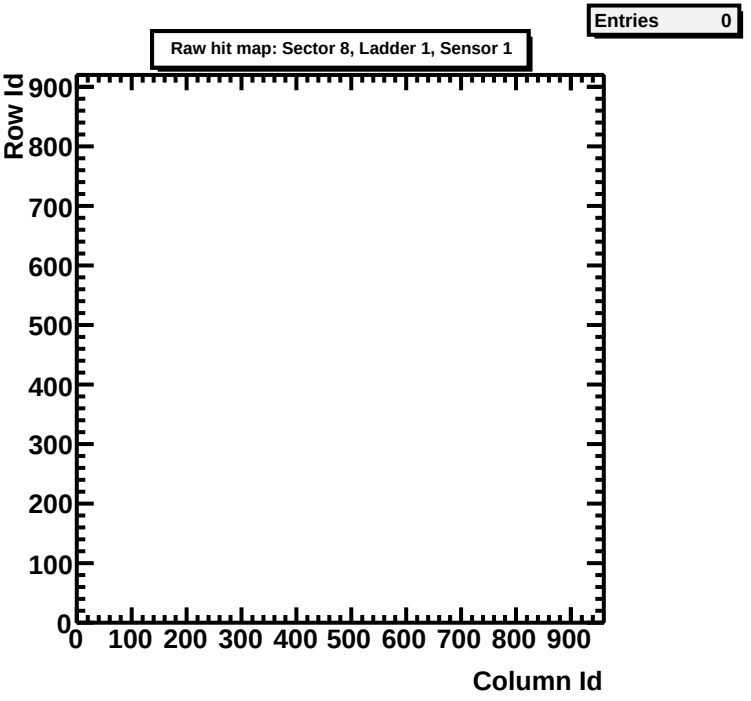

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

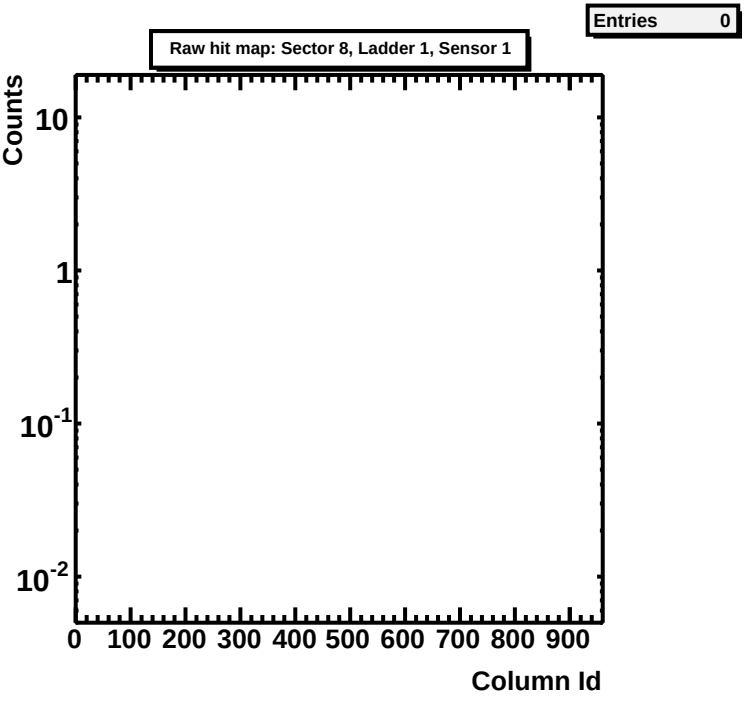

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 10
Row Id
Column Id

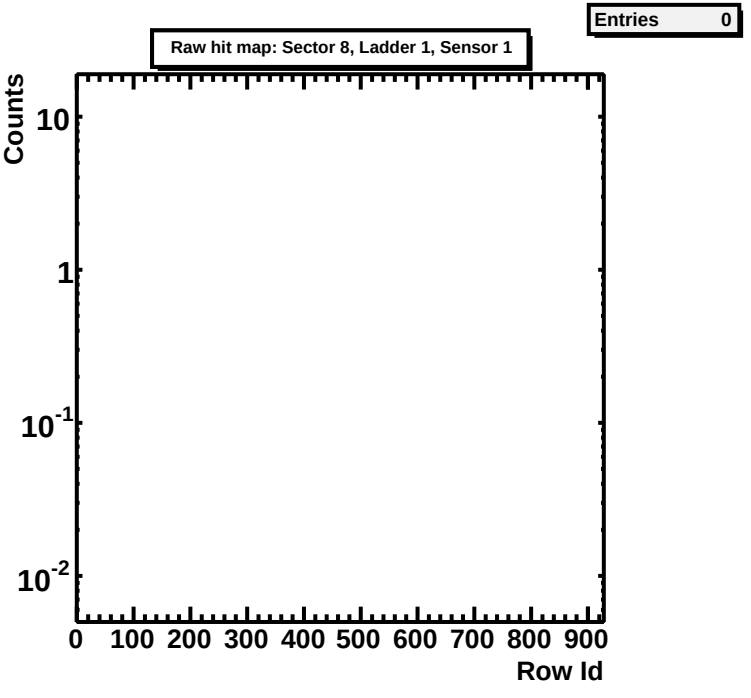

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 10
Counts
Column Id

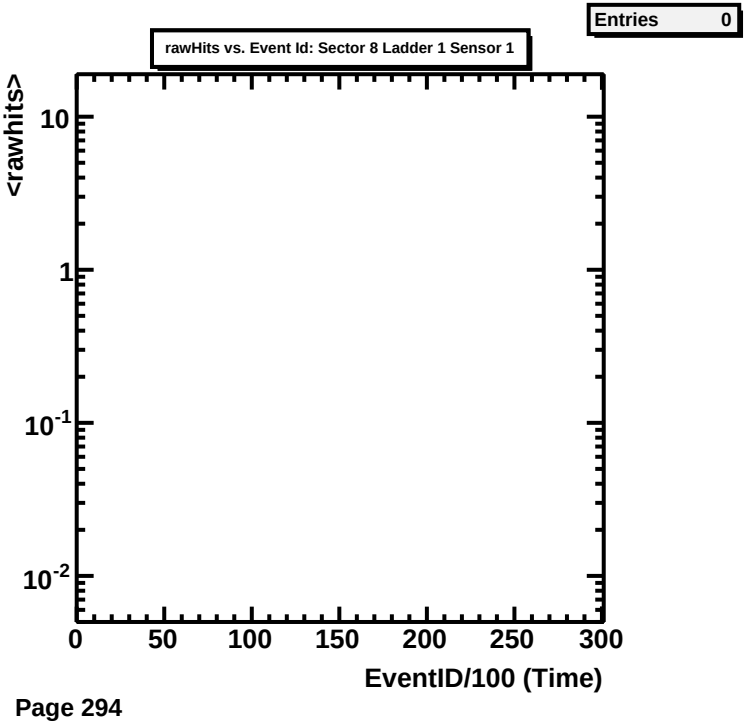

Entries 0
Raw hit map: Sector 7, Ladder 4, Sensor 10
Counts
Row Id

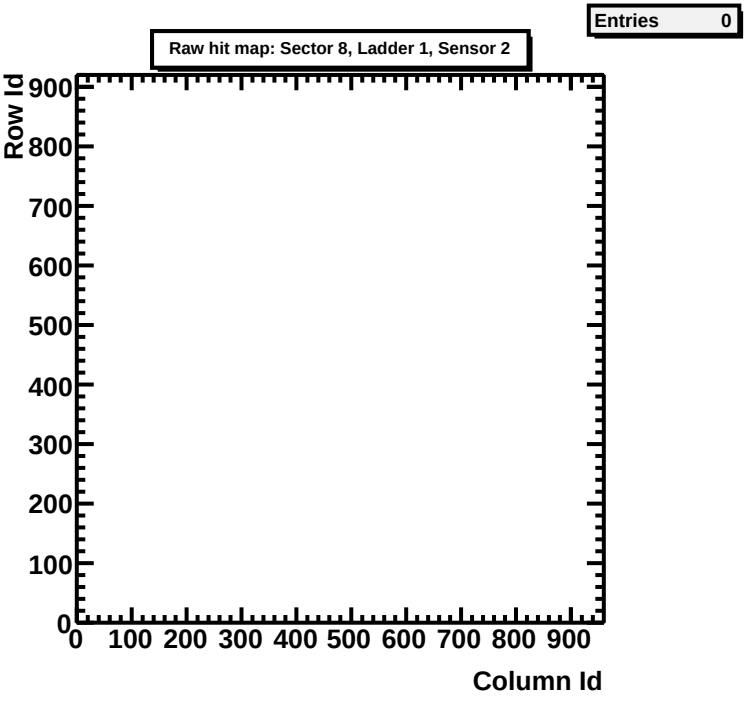

Entries 0
rawHits vs. Event Id: Sector 7 Ladder 4 Sensor 10
<rawhits>
EventID/100 (Time)

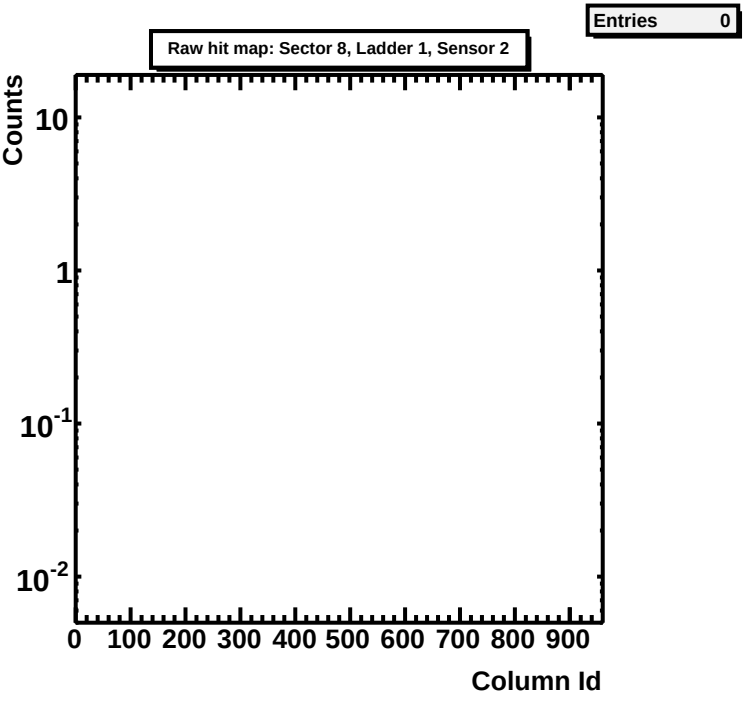

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 1
Row Id
Column Id

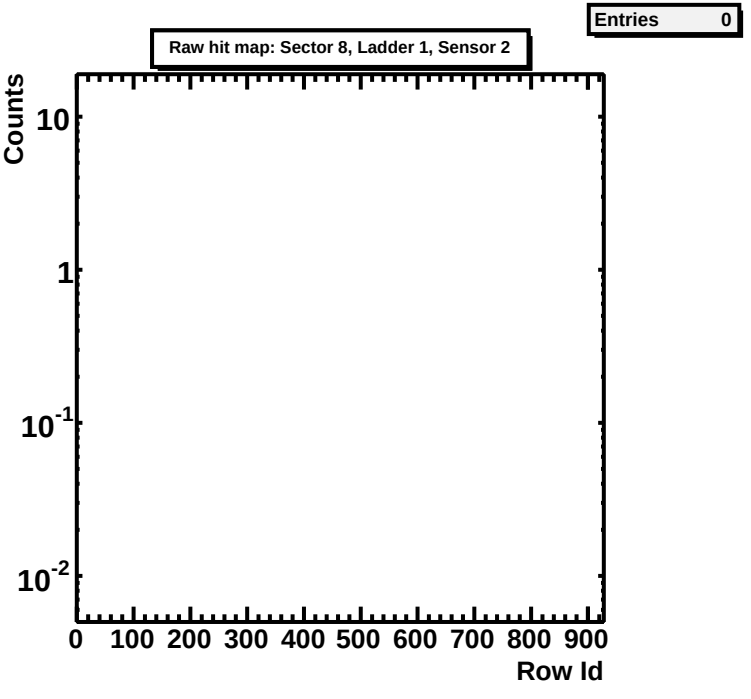

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 1
Counts
Column Id

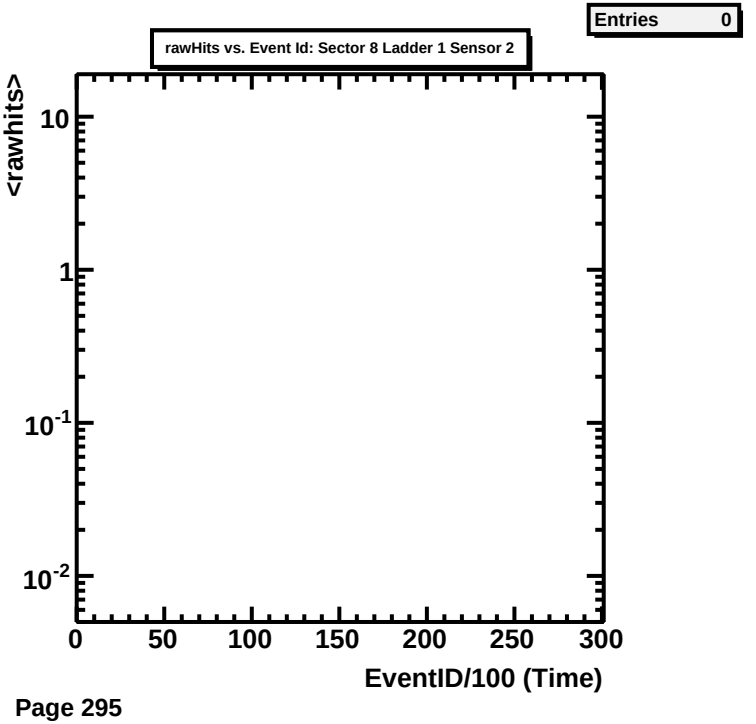

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 1
Counts
Row Id

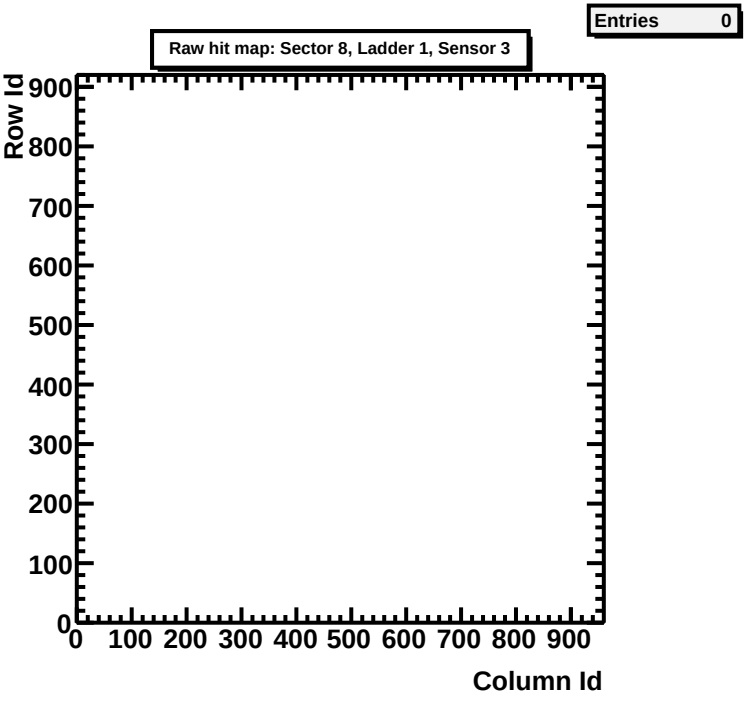

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 1
<rawhits>
EventID/100 (Time)

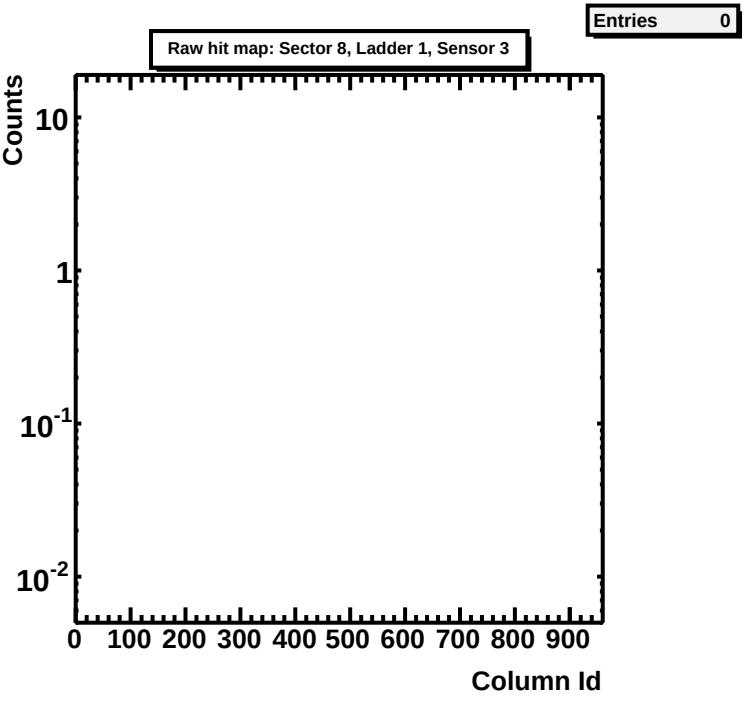

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

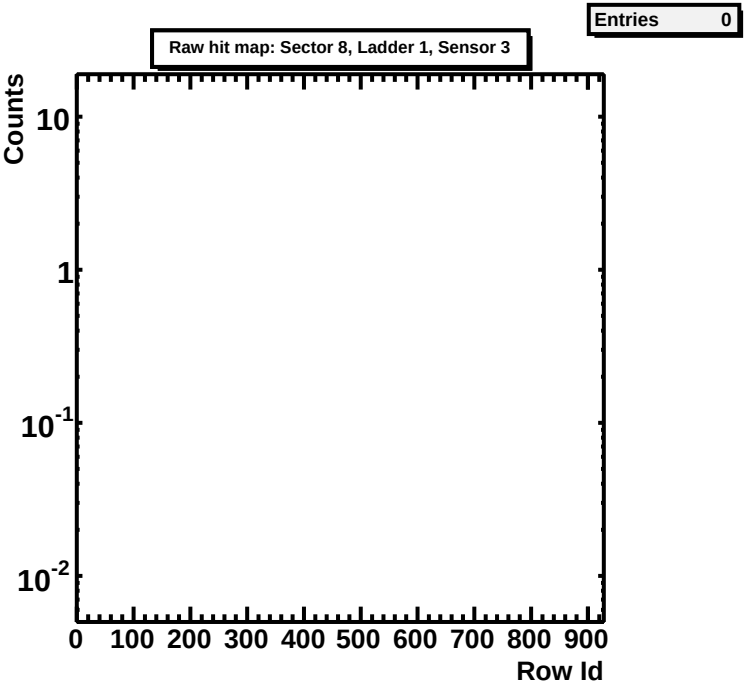

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

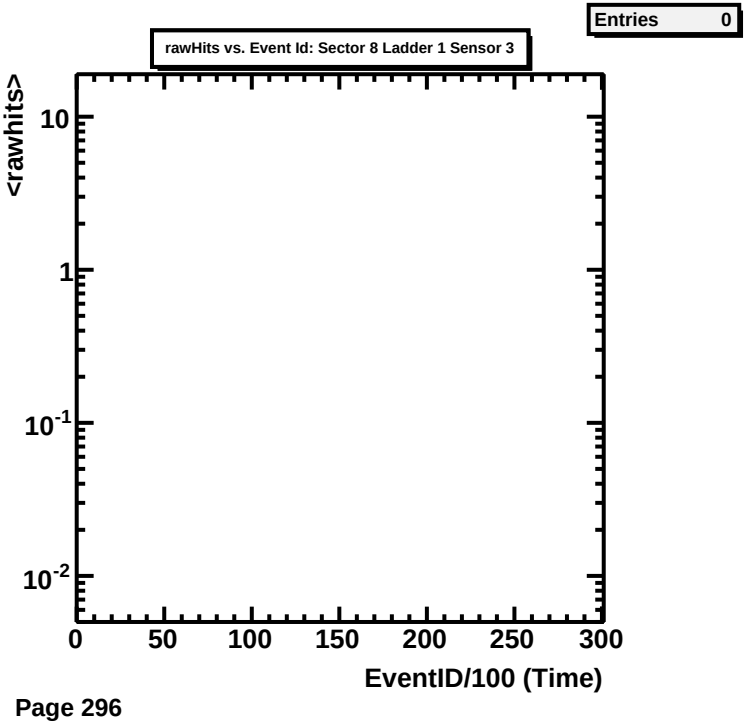

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

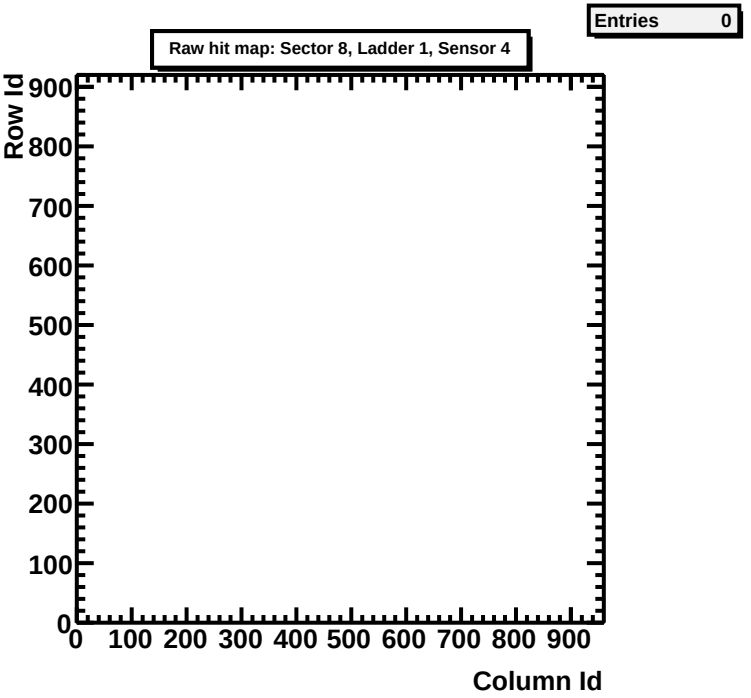

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

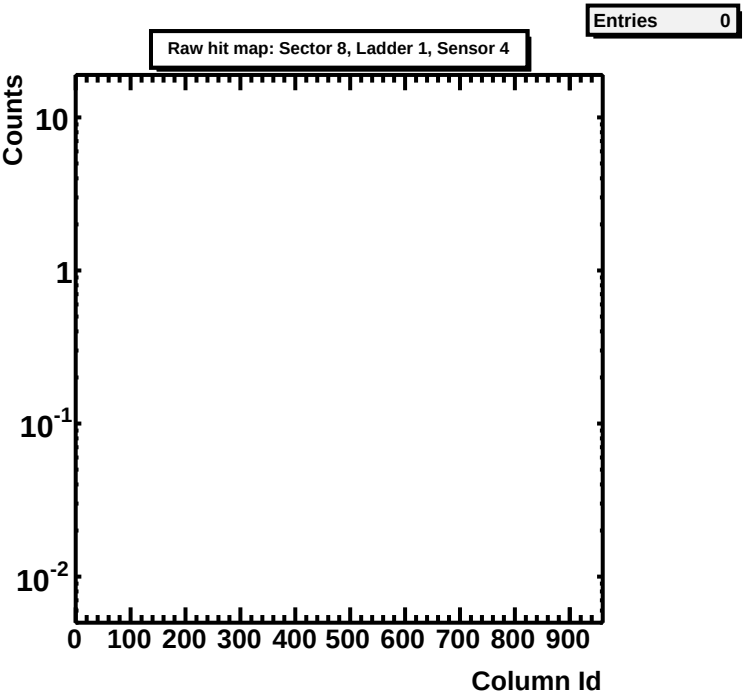

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 3
Row Id
Column Id

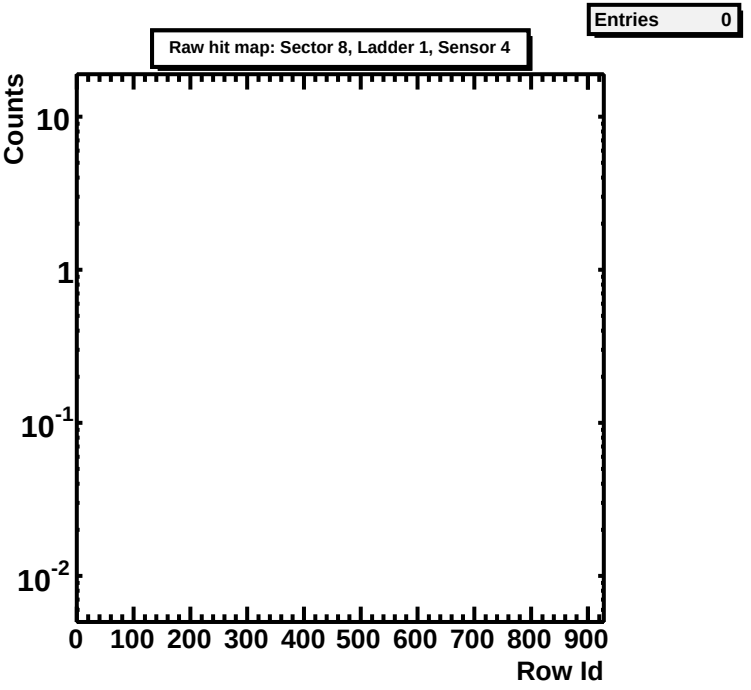

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 3
Counts
Column Id

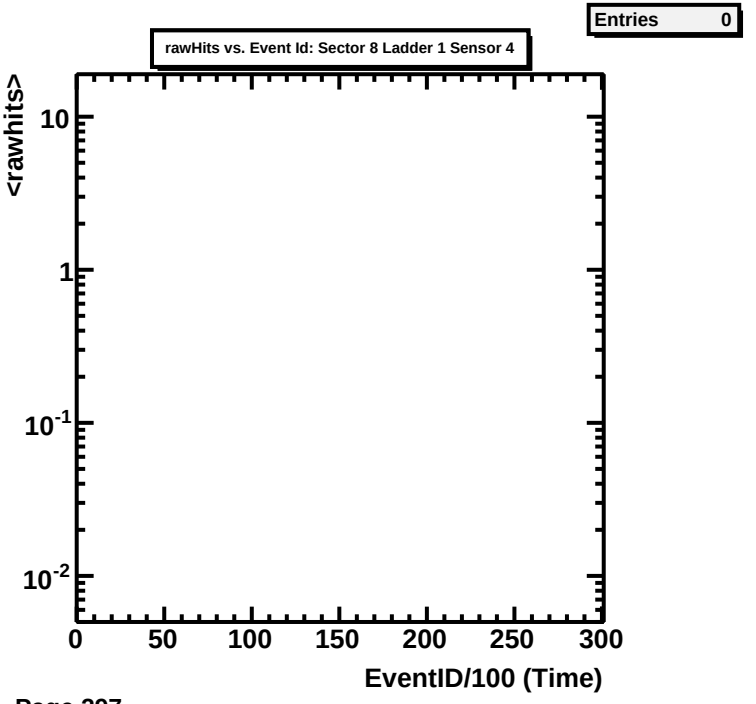

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 3
Counts
Row Id

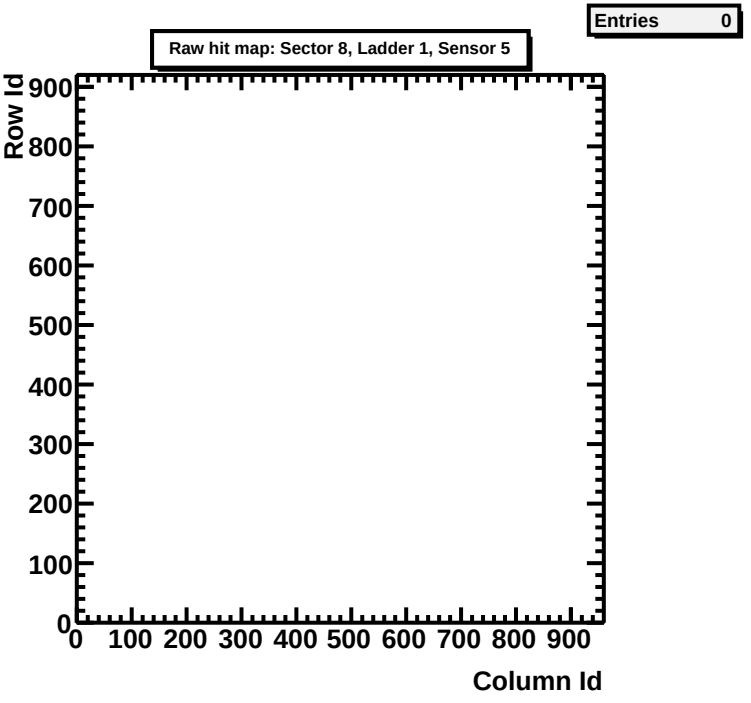

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 3
<rawhits>
EventID/100 (Time)

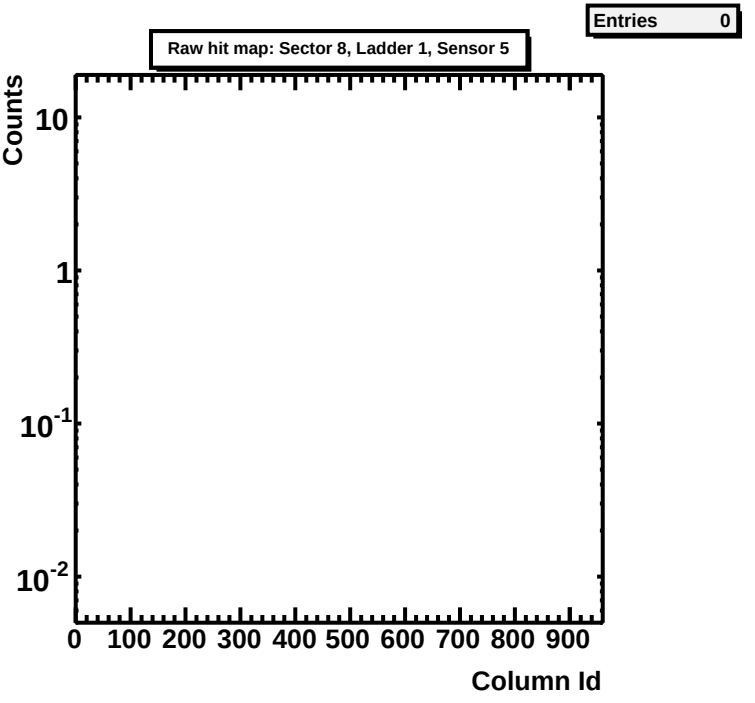

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

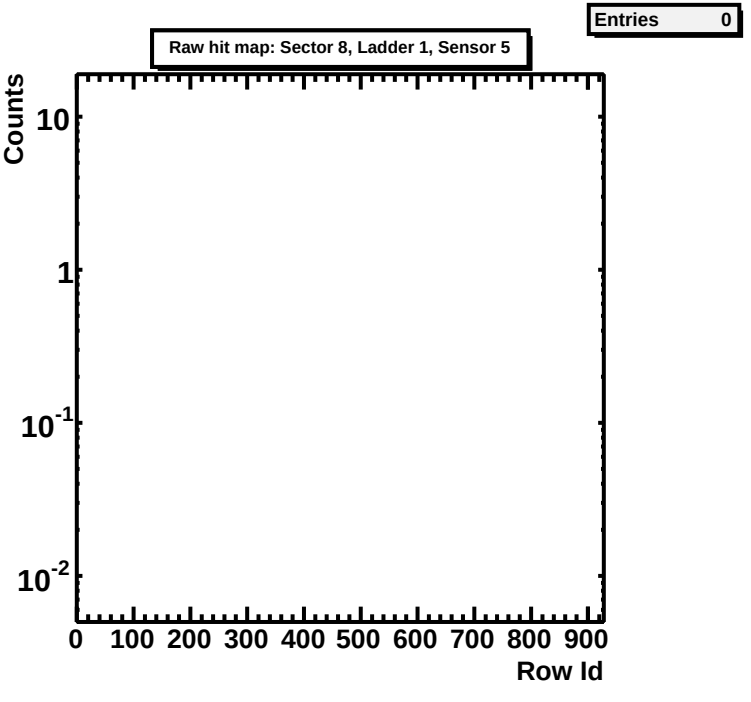

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

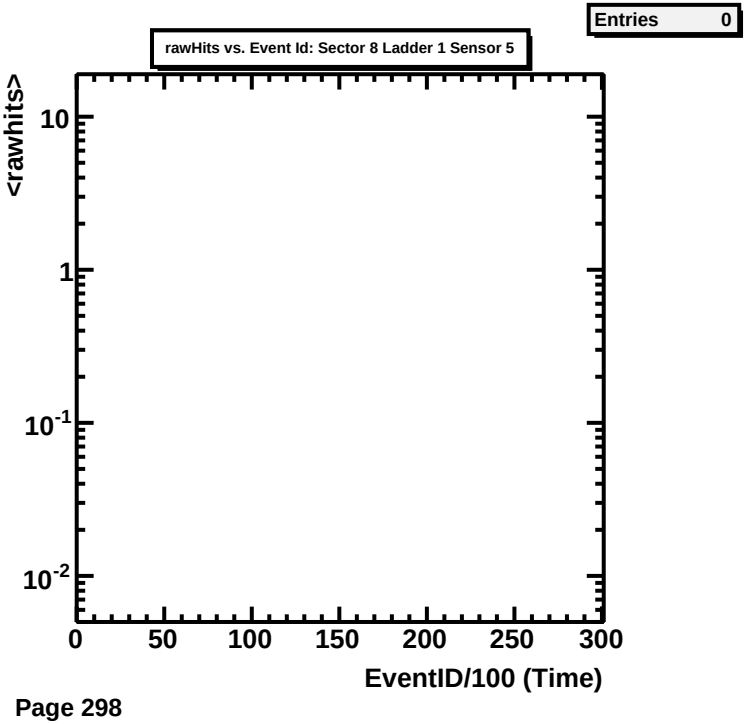

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

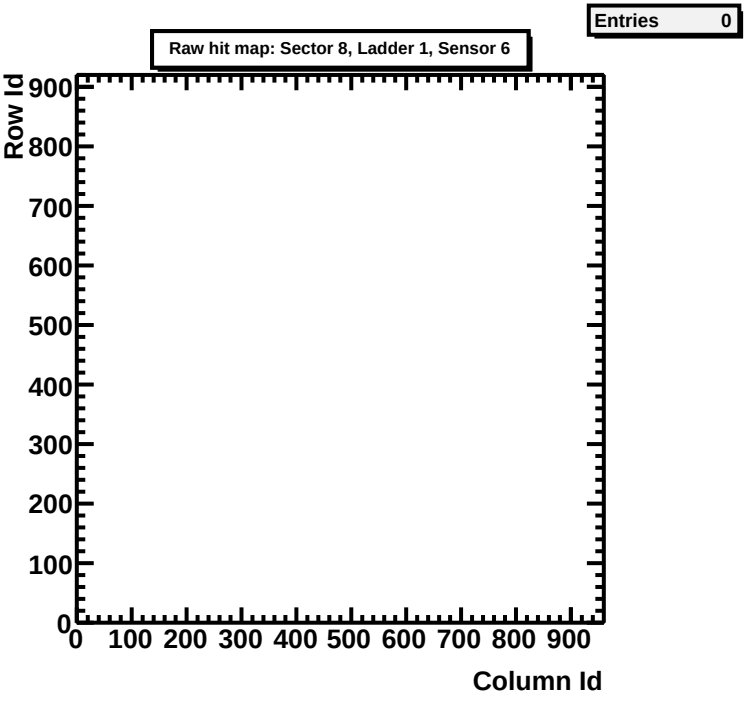

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

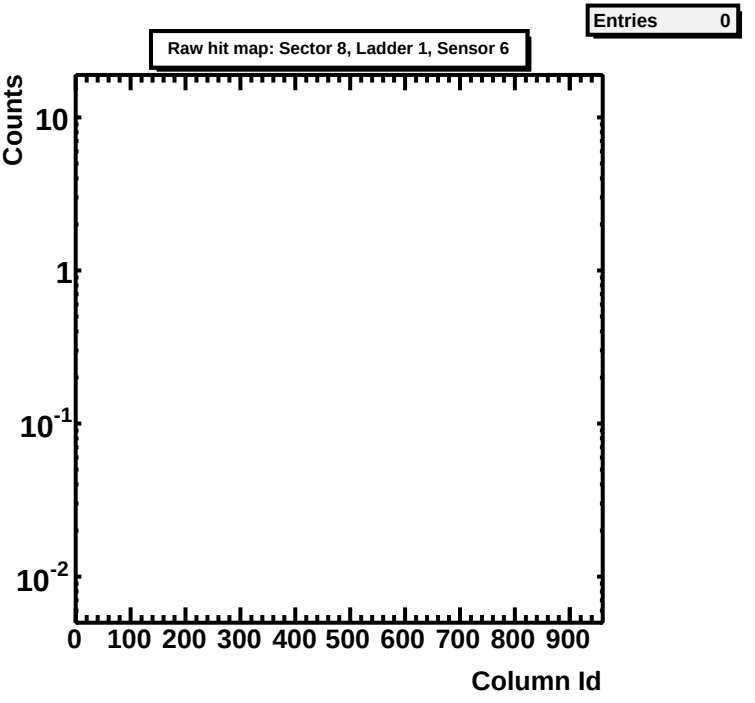

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 5
Row Id
Column Id

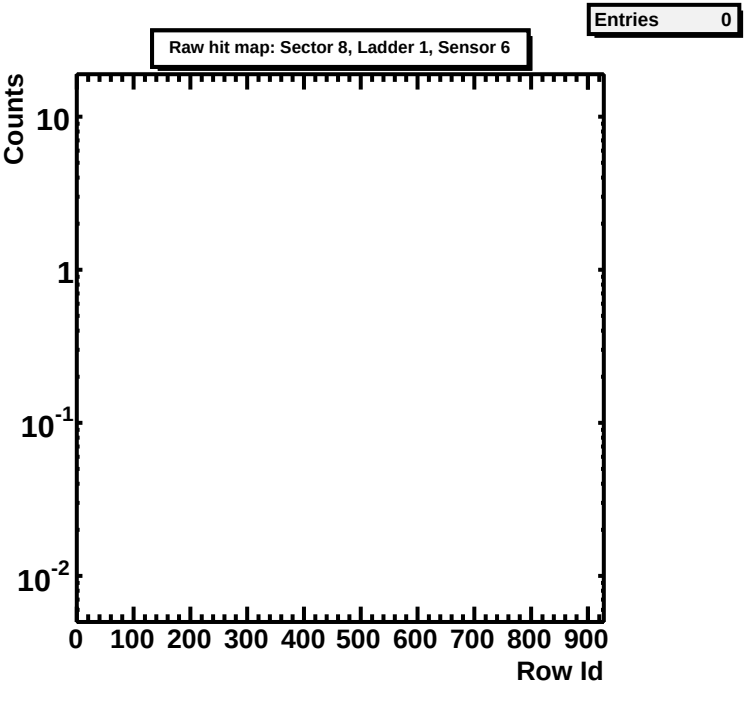

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 5
Counts
Column Id

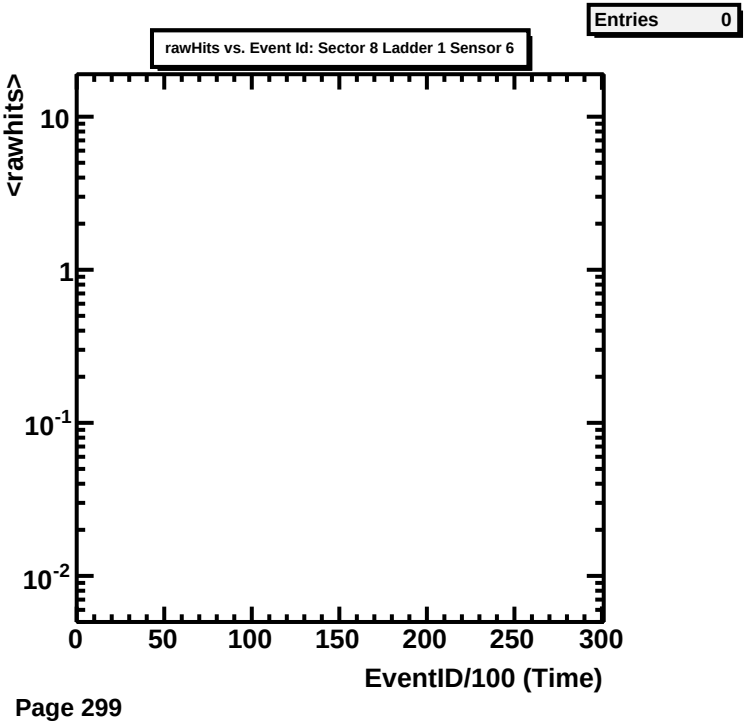

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 5
Counts
Row Id

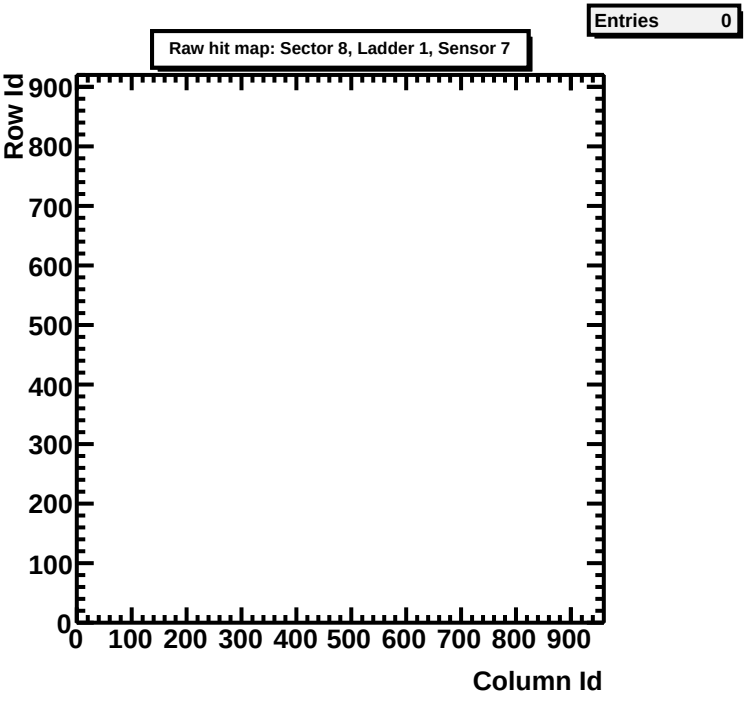

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

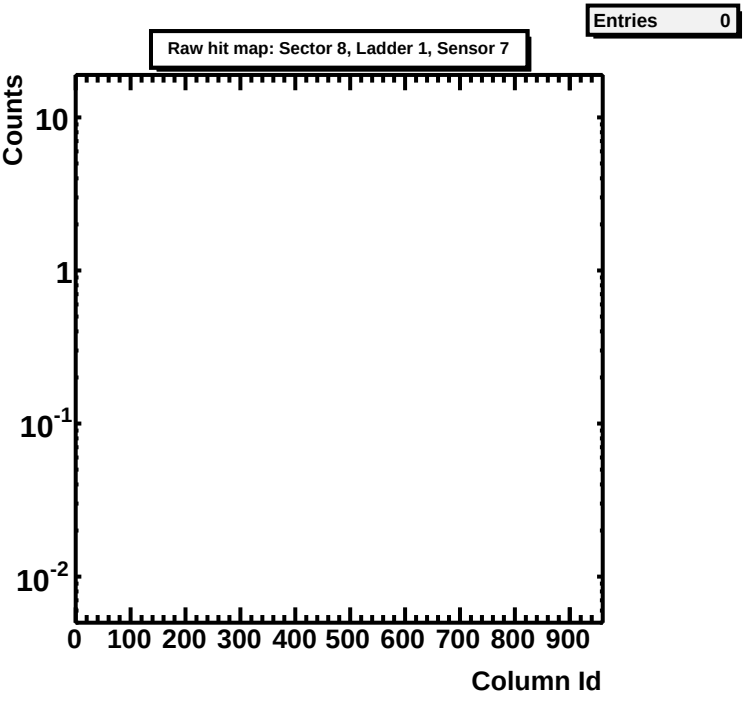

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 6
Row Id
Column Id

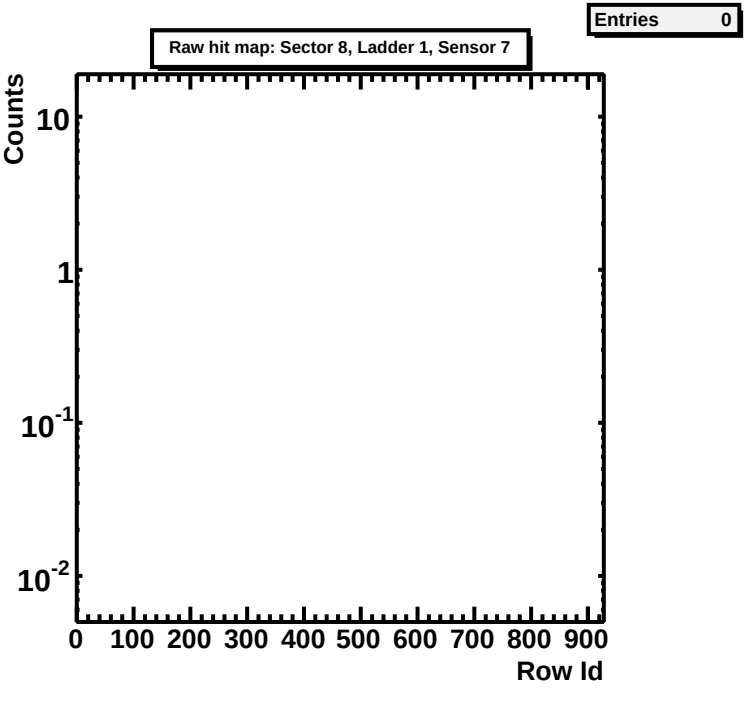

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 6
Counts
Column Id

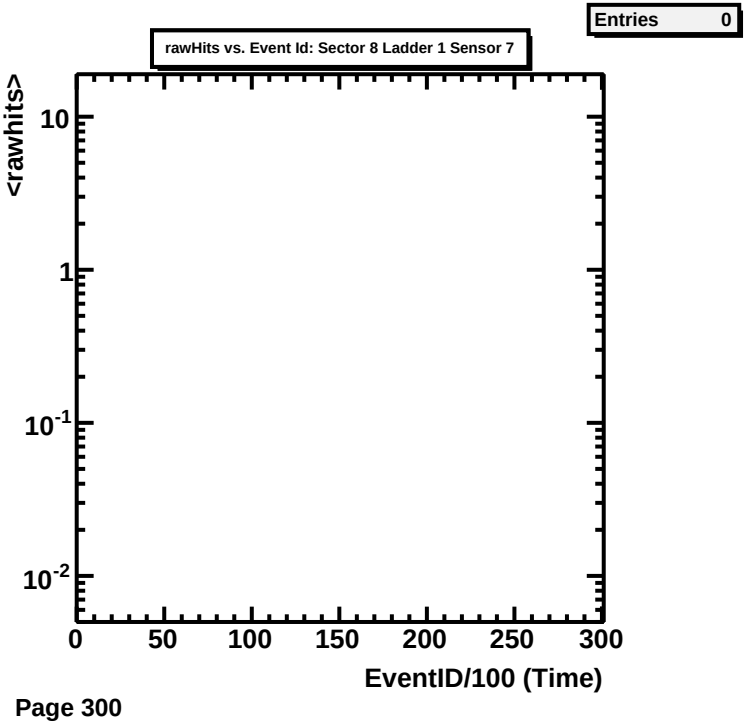

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 6
Counts
Row Id

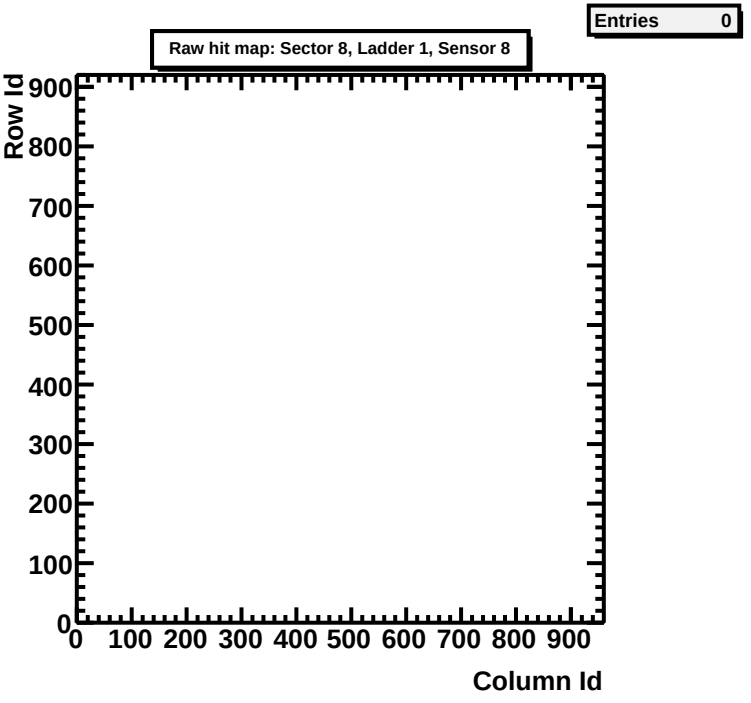

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 6
<rawhits>
EventID/100 (Time)

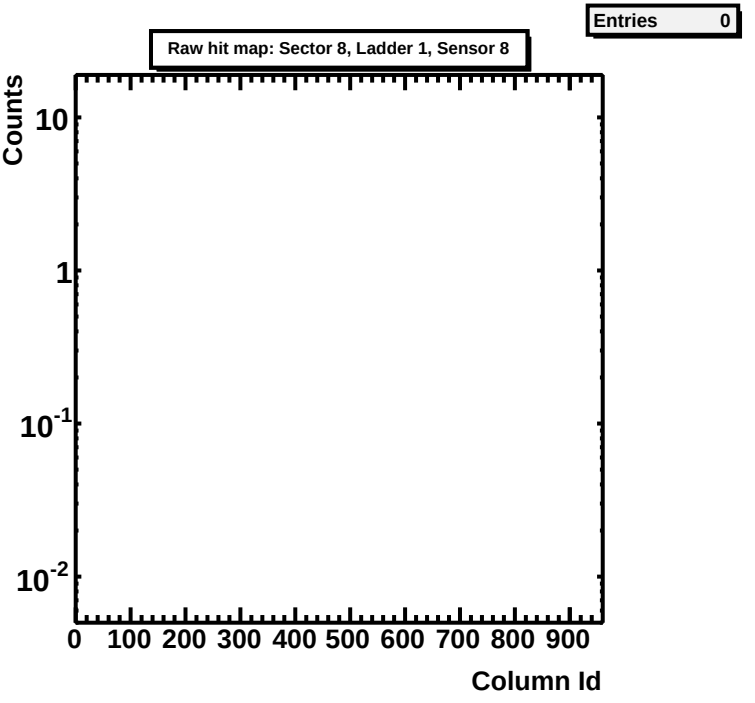

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 7
Row Id
Column Id

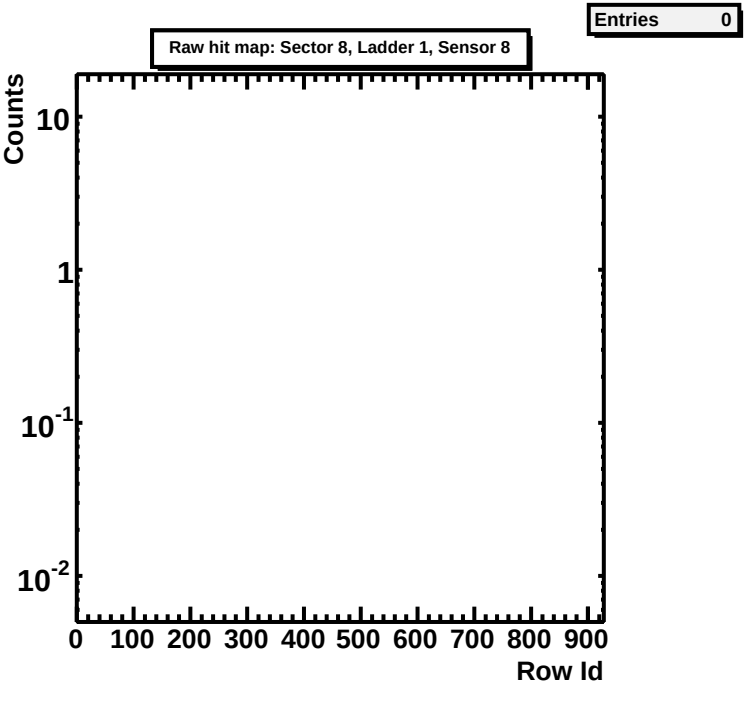

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 7
Counts
Column Id

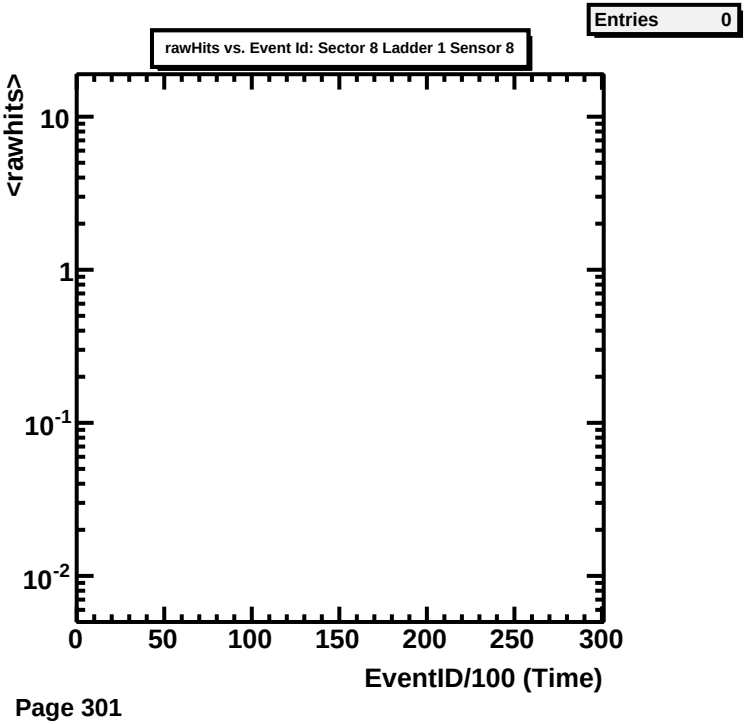

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 7
Counts
Row Id

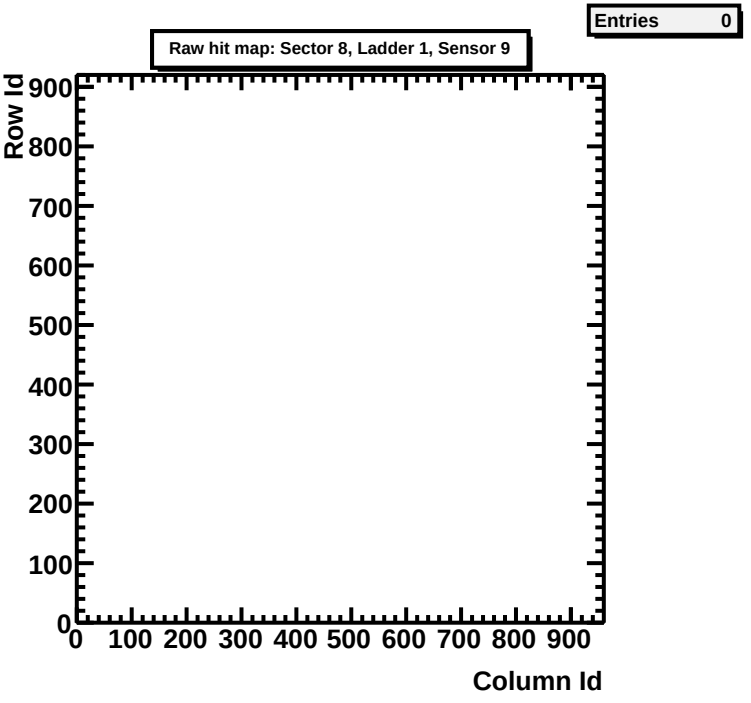

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 7
<rawhits>
EventID/100 (Time)

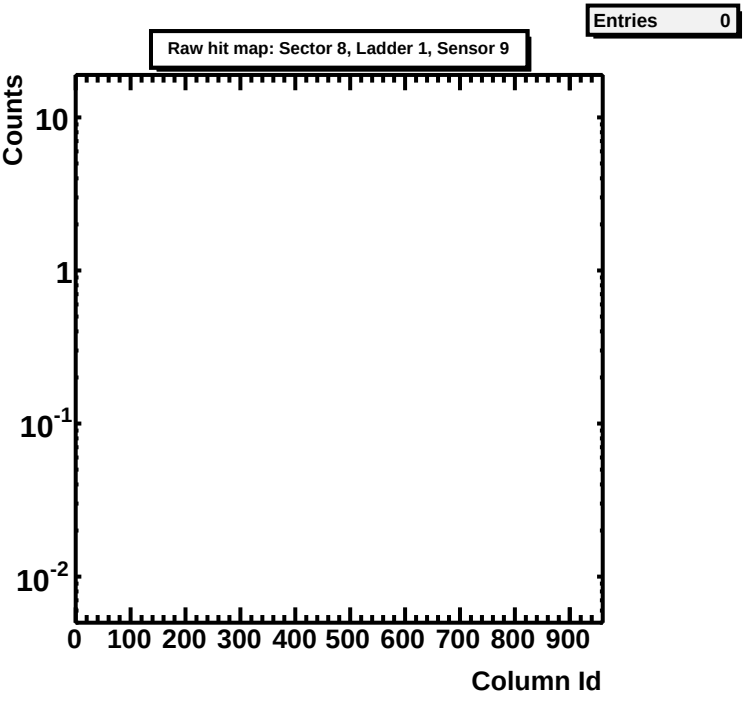

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 8
Row Id
Column Id

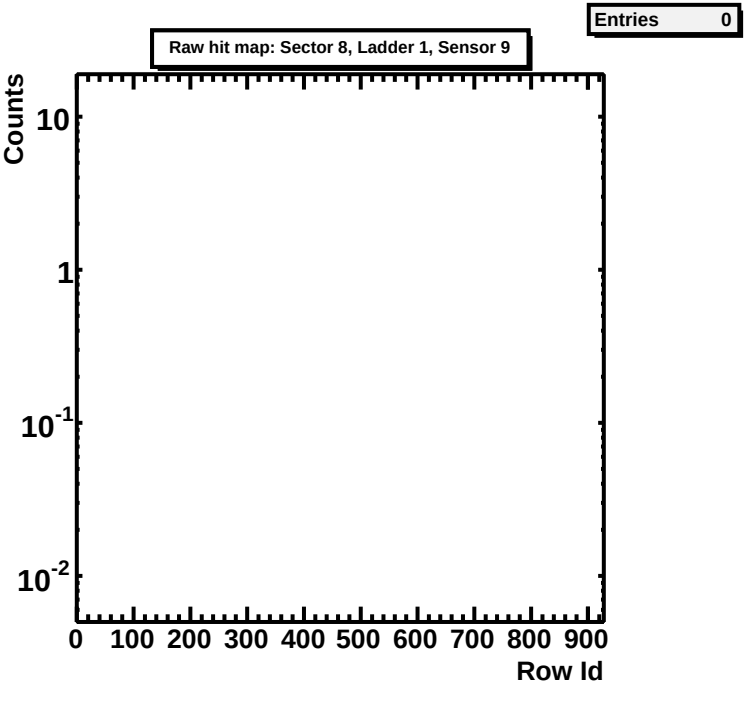

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 8
Counts
Column Id

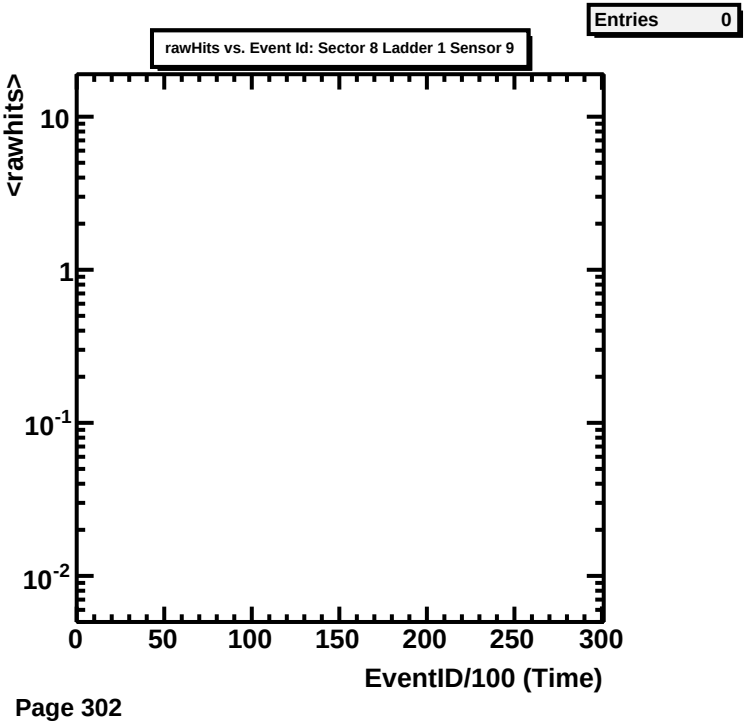

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 8
Counts
Row Id

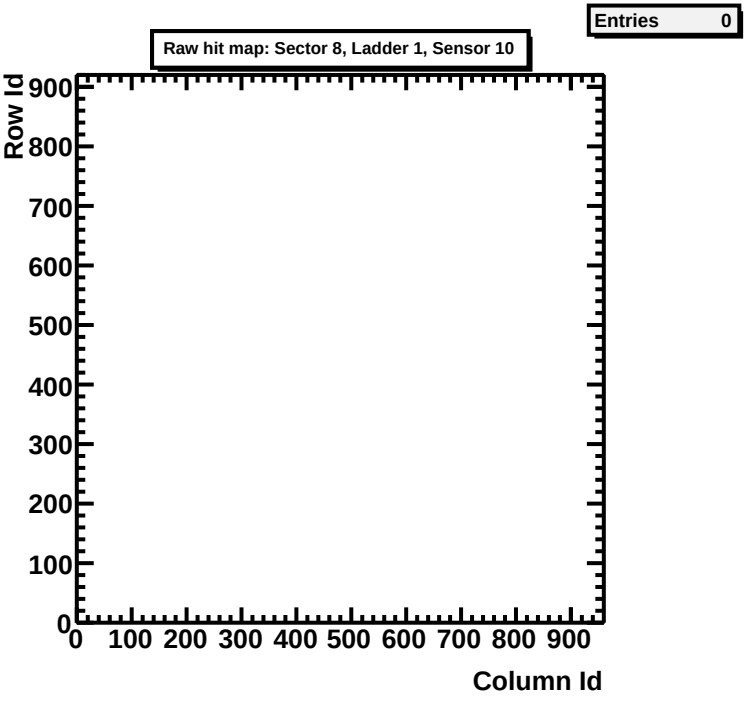

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 8
<rawhits>
EventID/100 (Time)

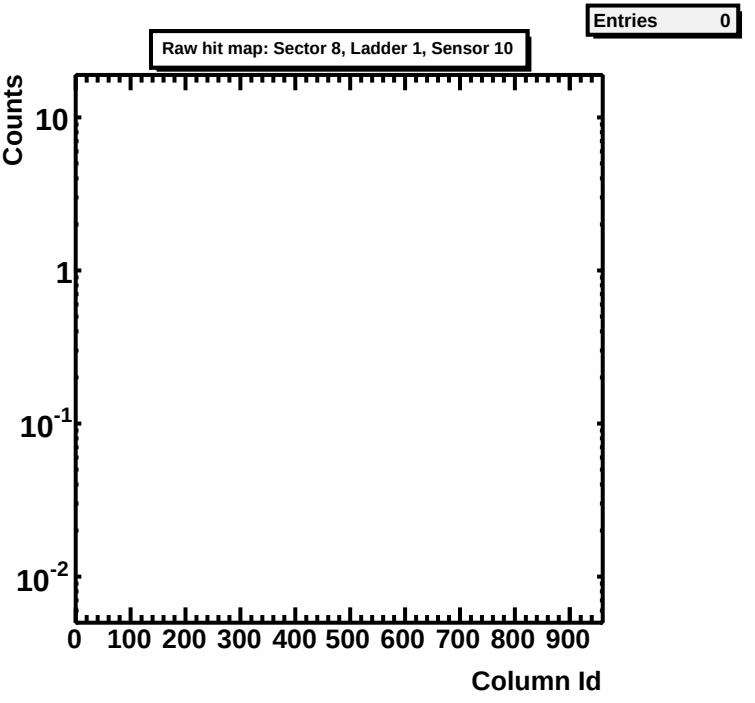

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 9
Row Id
Column Id

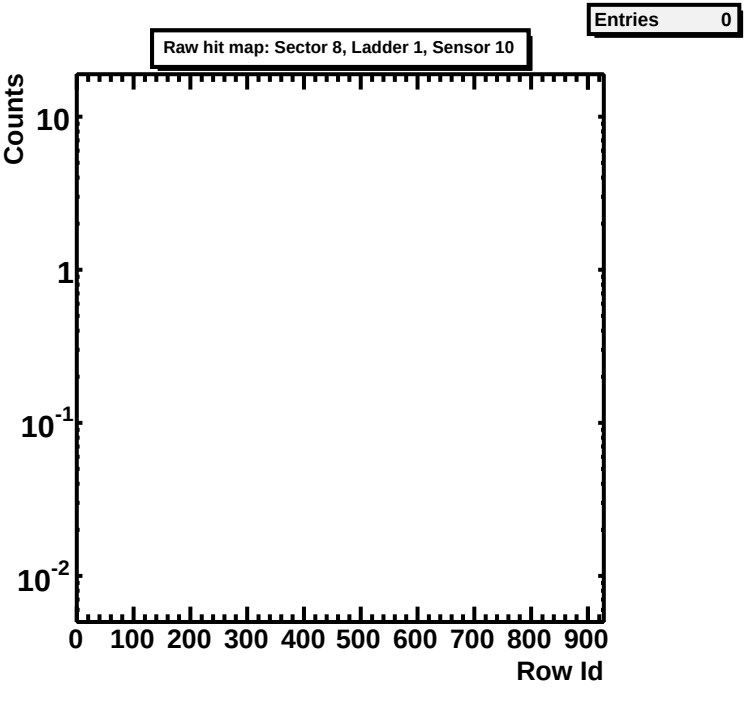

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 9
Counts
Column Id

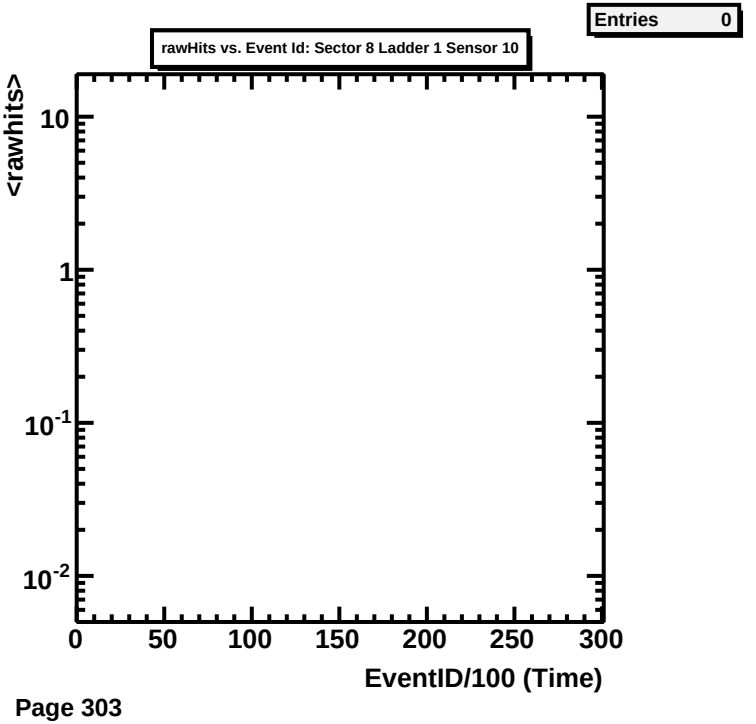

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 9
Counts
Row Id

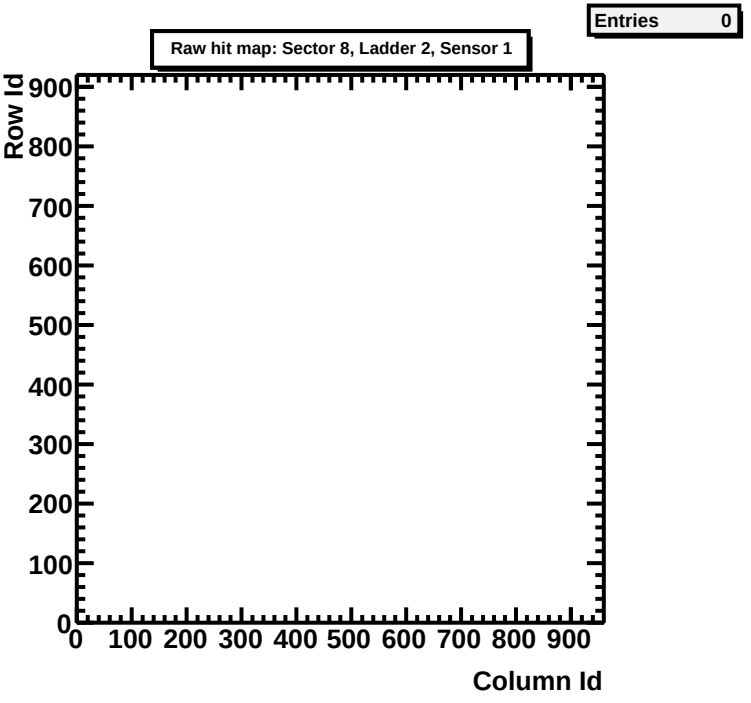

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 9
<rawhits>
EventID/100 (Time)

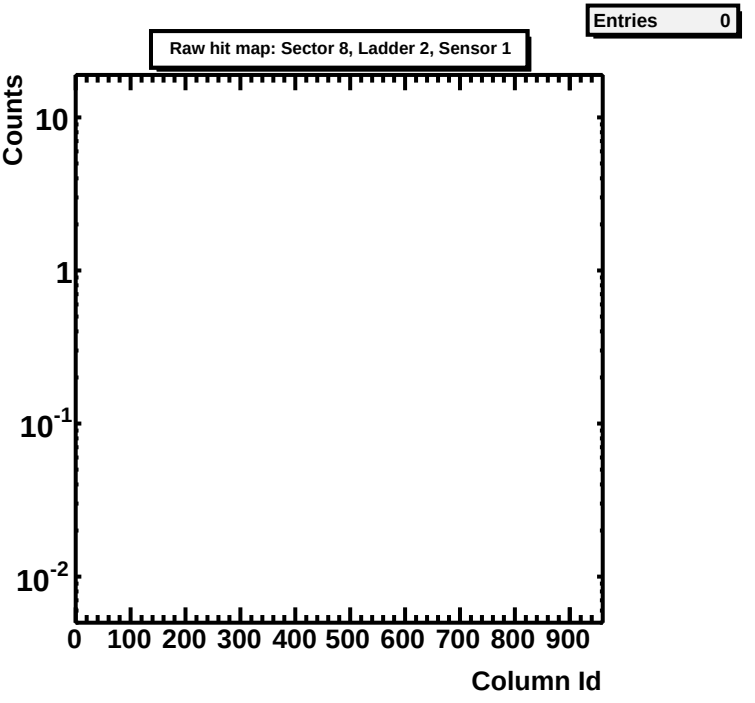

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 10
Row Id
Column Id

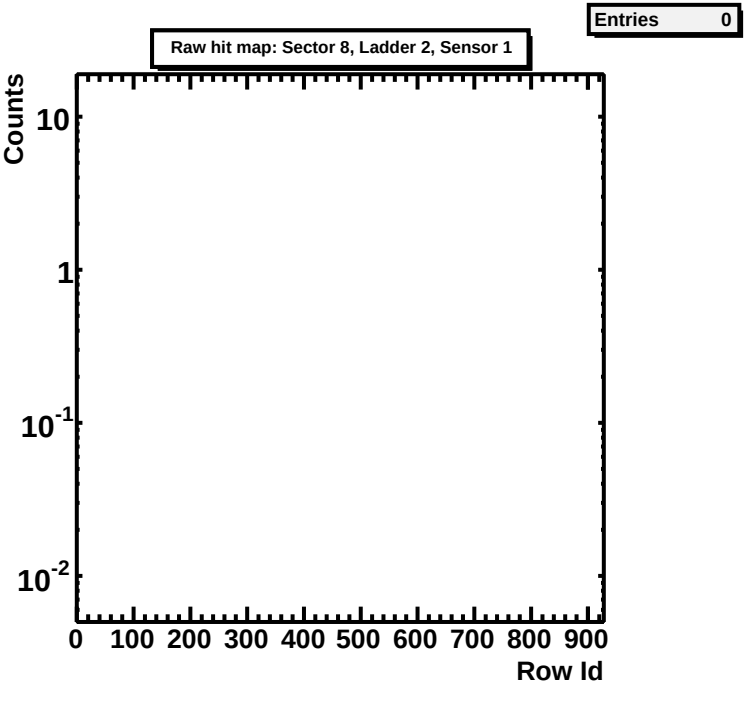

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 10
Counts
Column Id

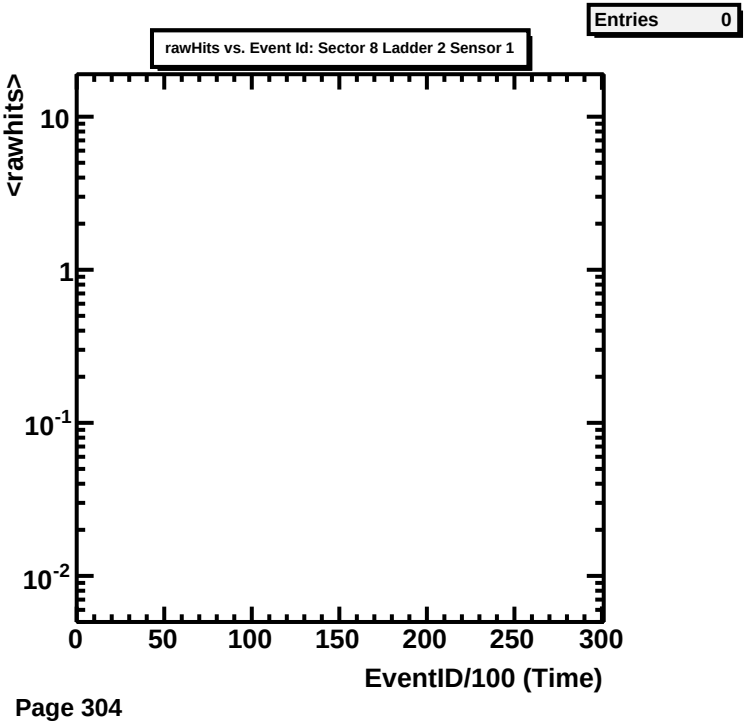

Entries 0
Raw hit map: Sector 8, Ladder 1, Sensor 10
Counts
Row Id

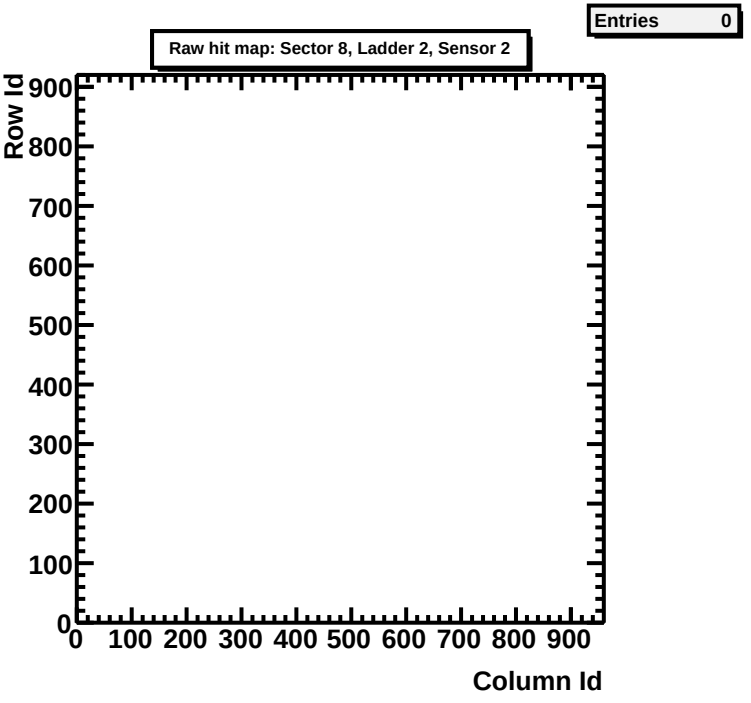

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

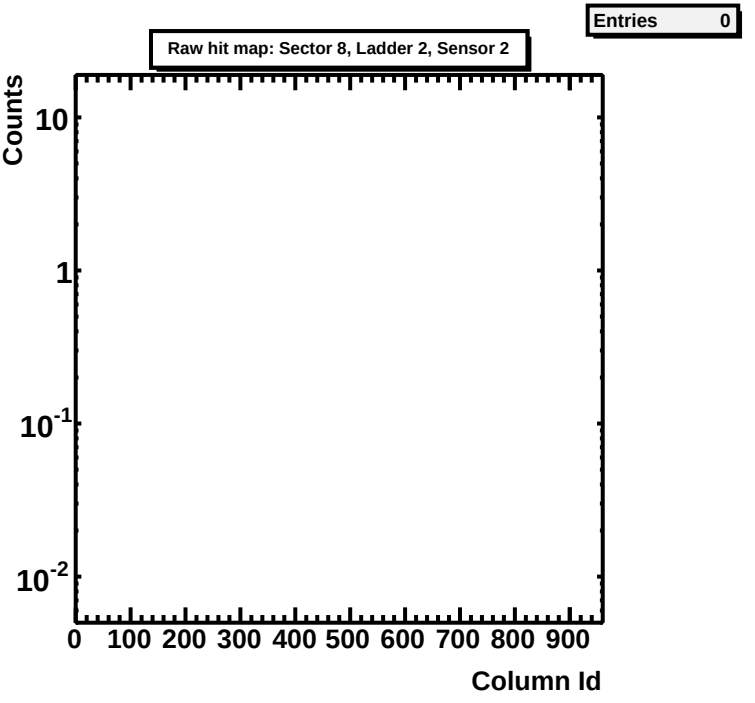

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

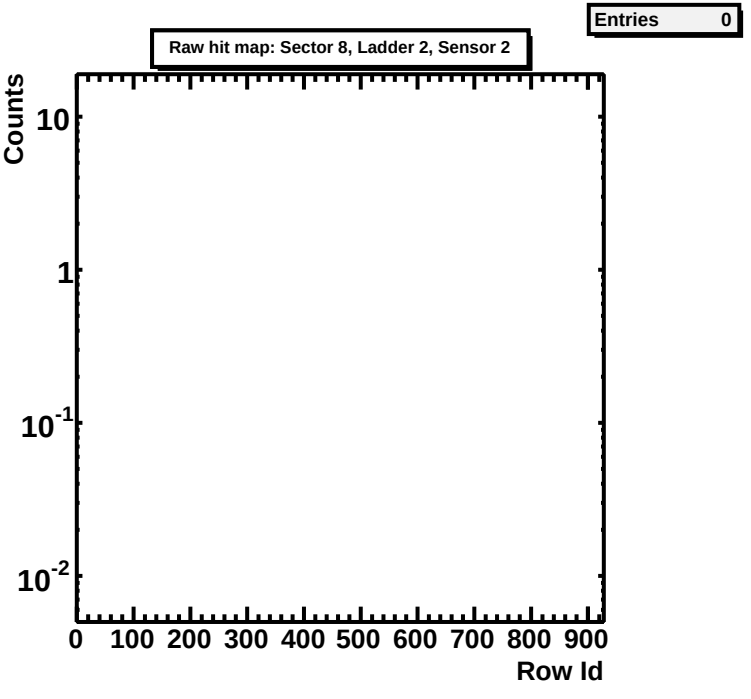

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

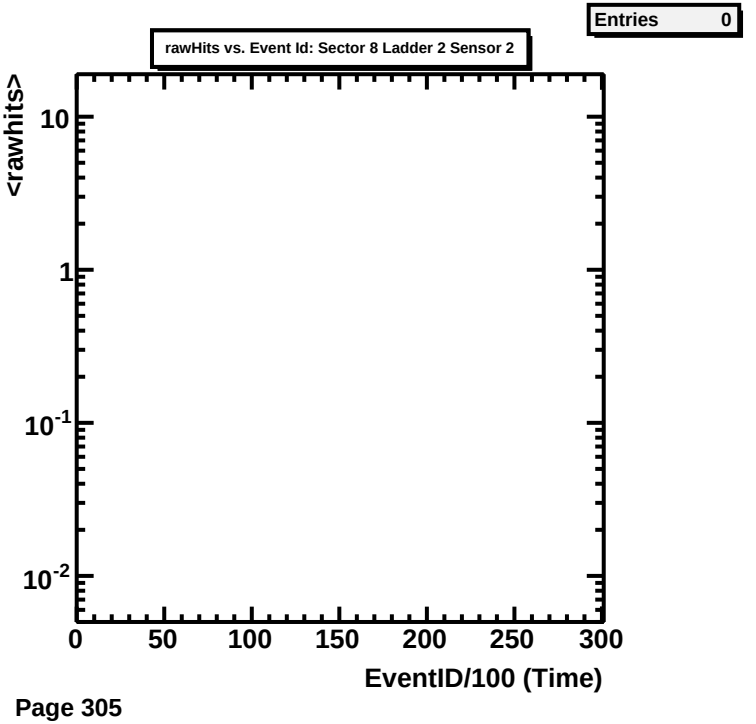

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

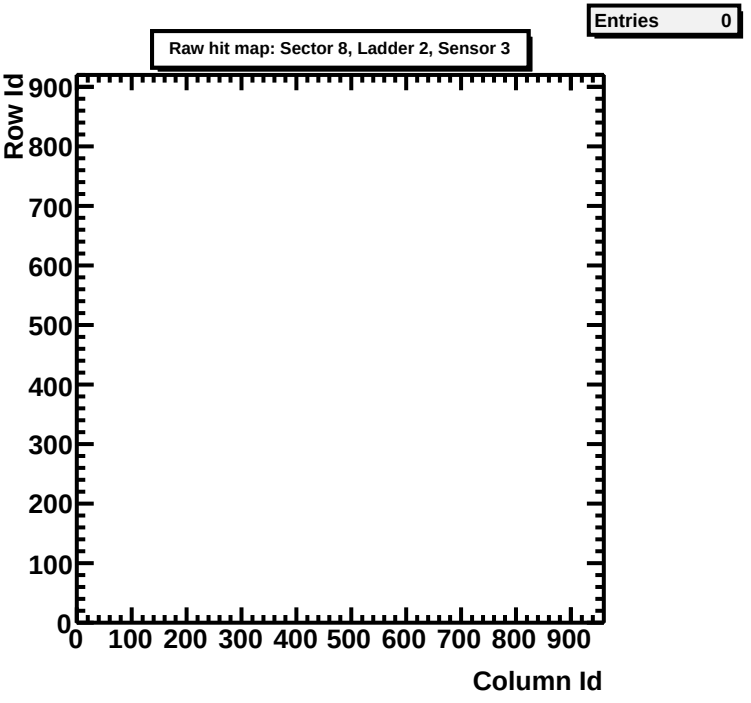

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

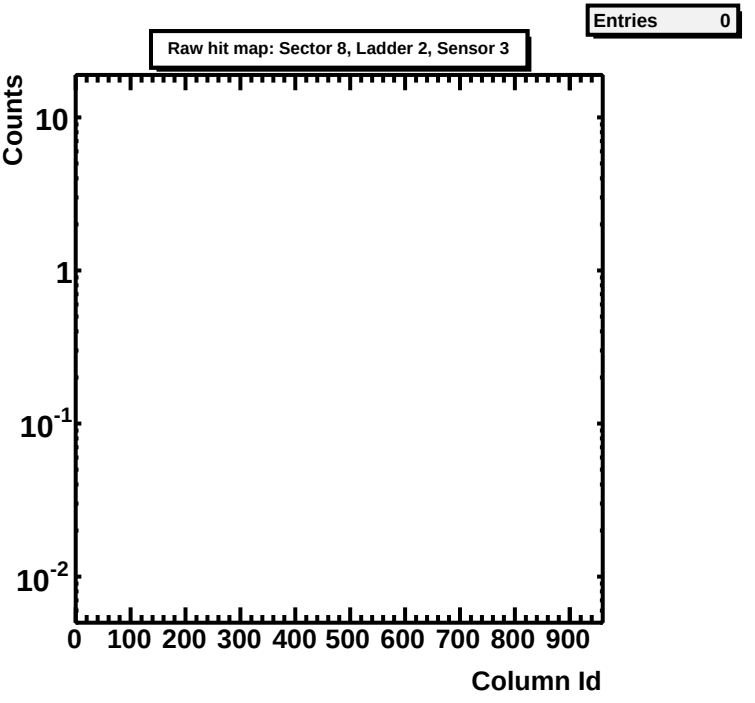

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

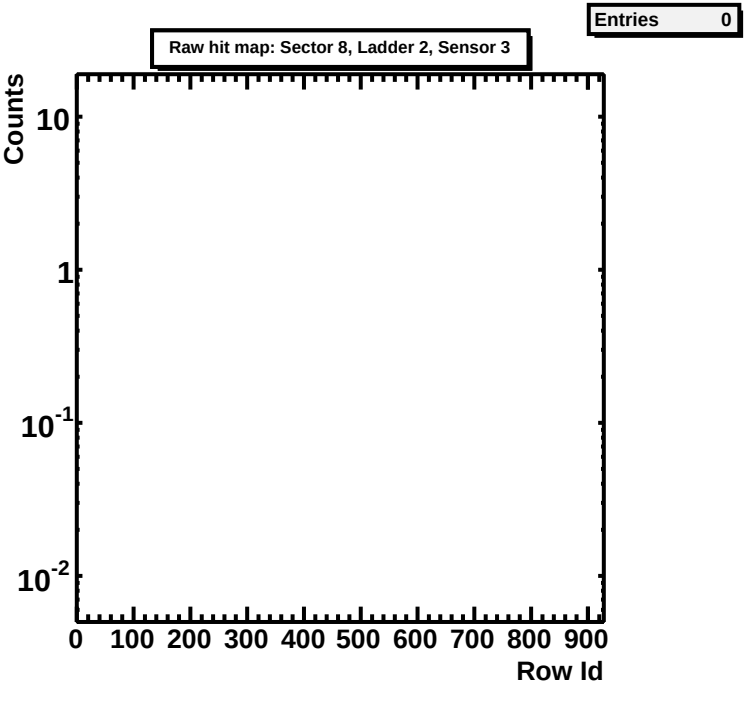

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

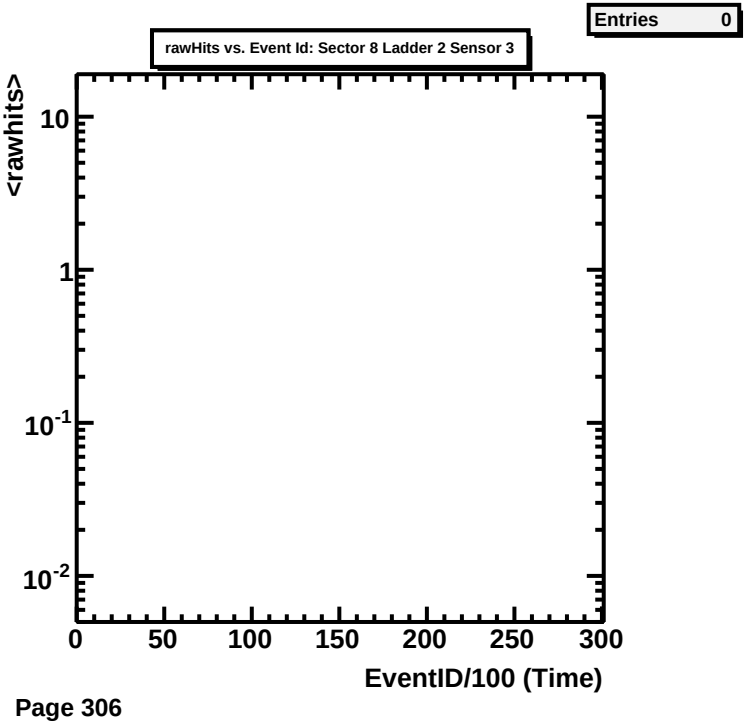

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

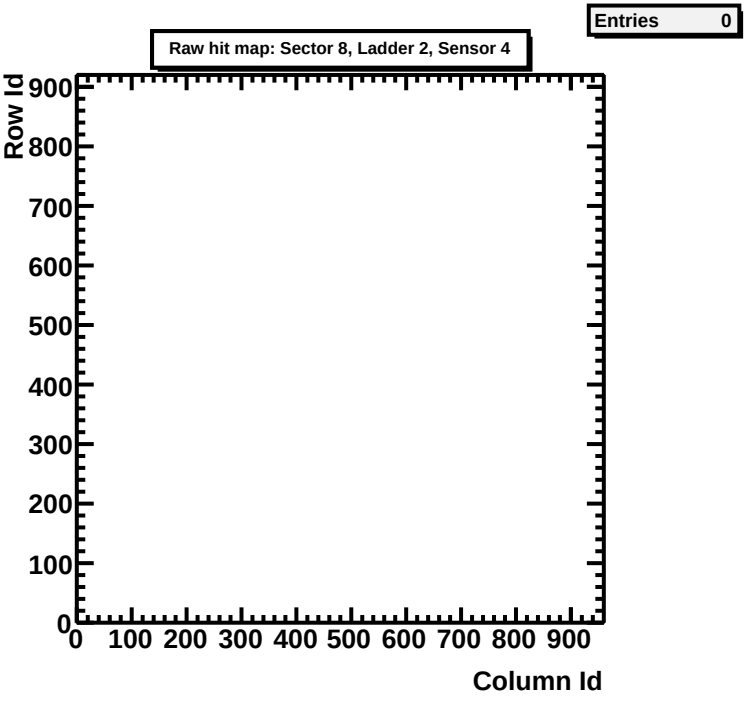

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

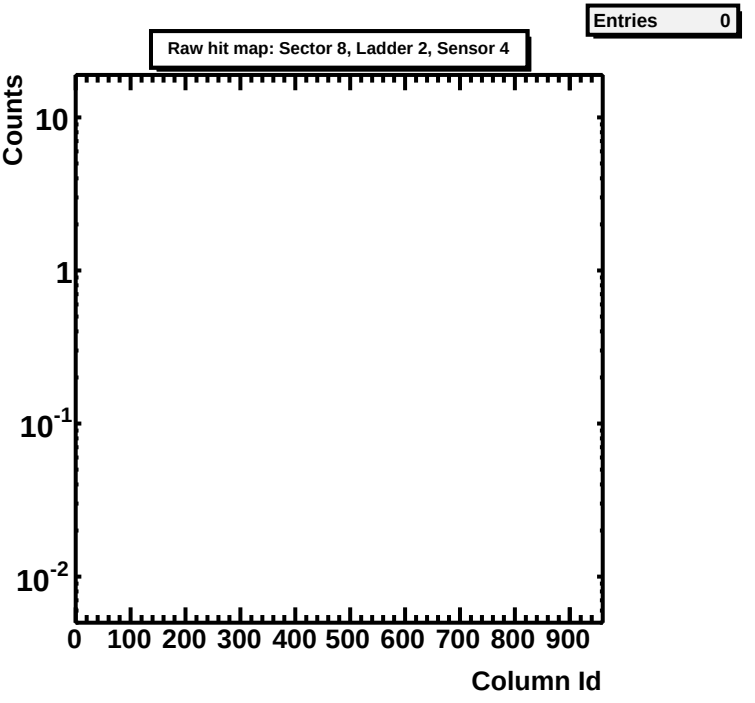

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 3
Row Id
Column Id

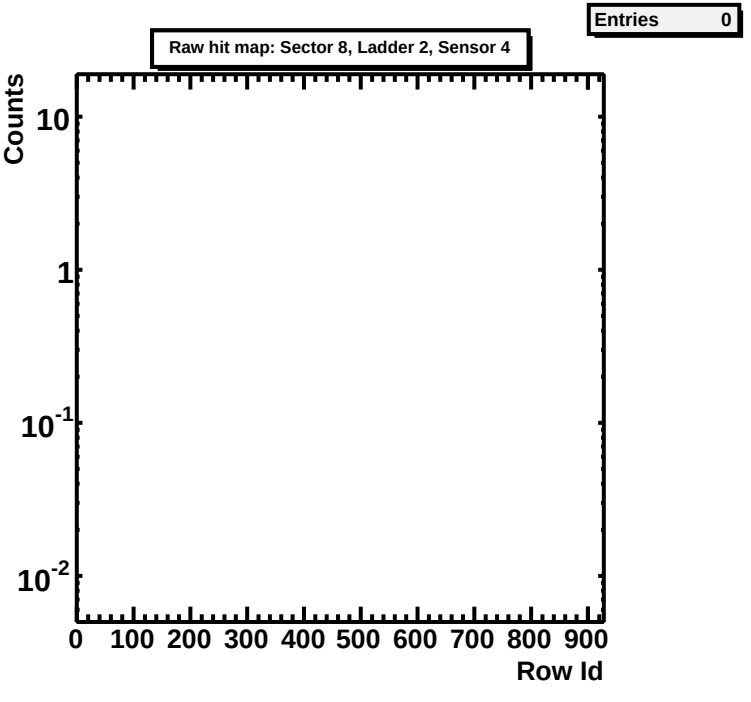

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 3
Counts
Column Id

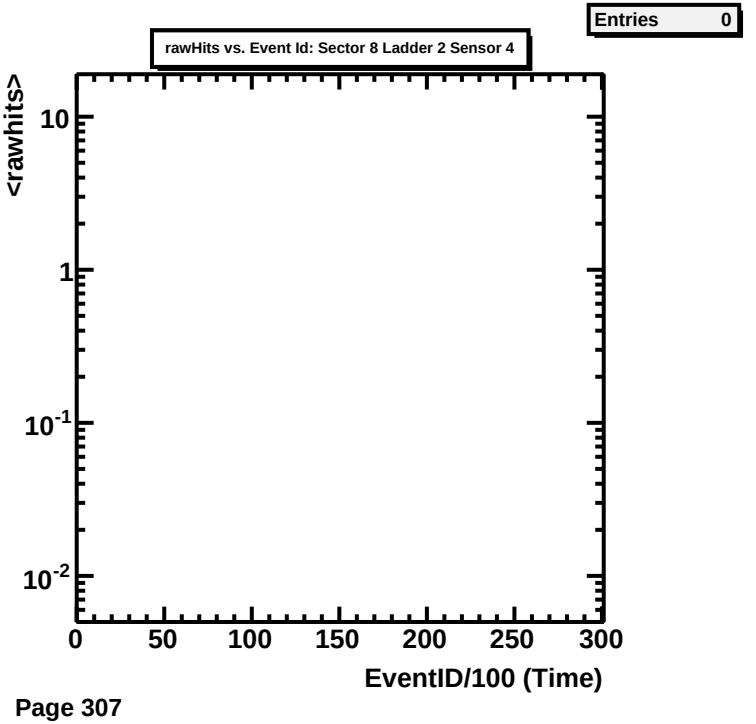

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 3
Counts
Row Id

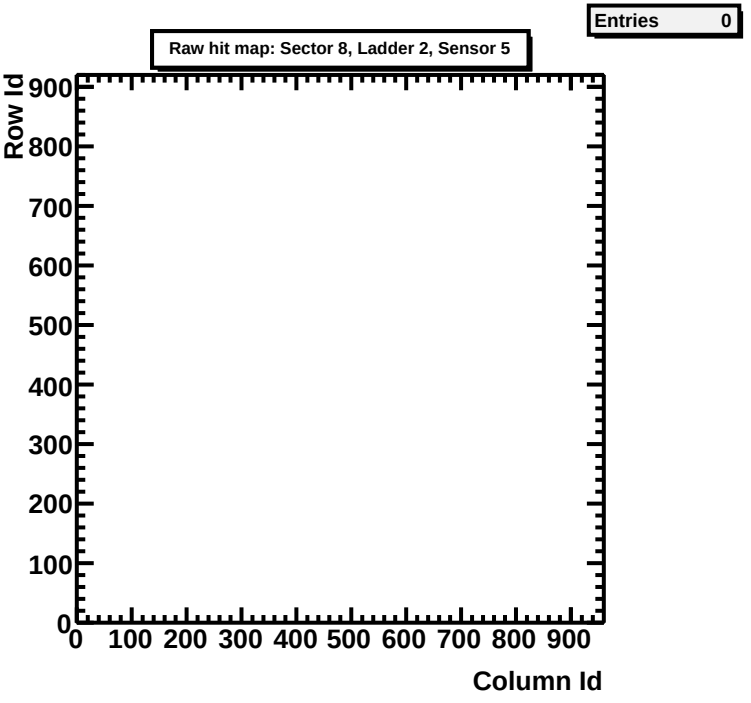

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 3
<rawhits>
EventID/100 (Time)

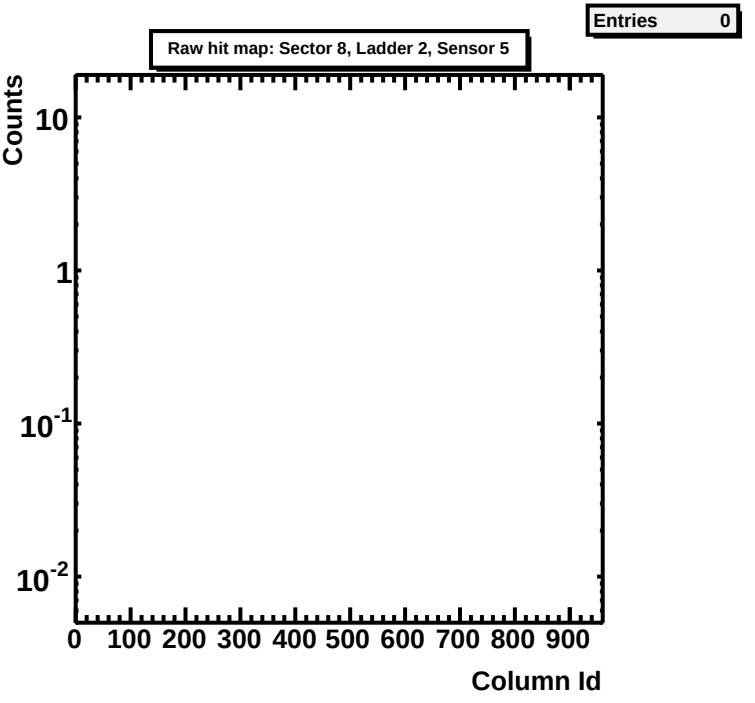

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

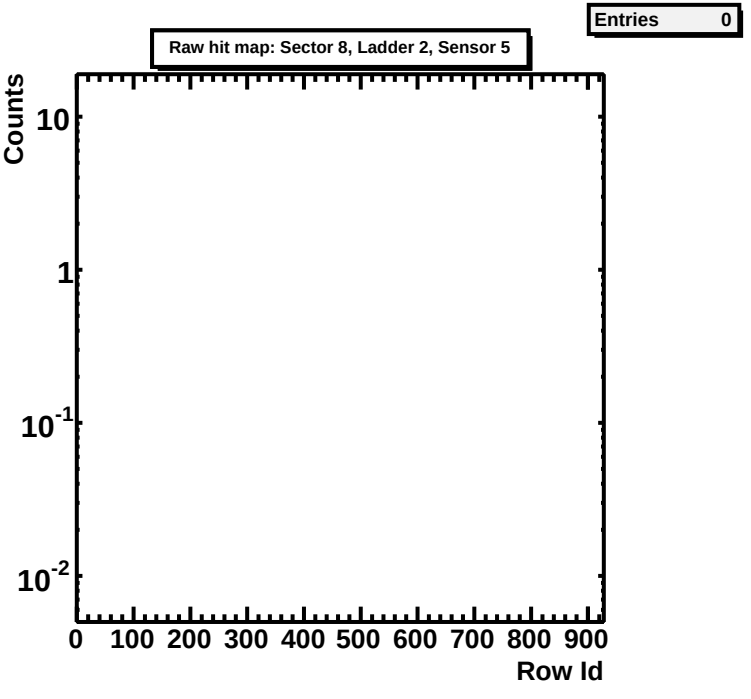

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

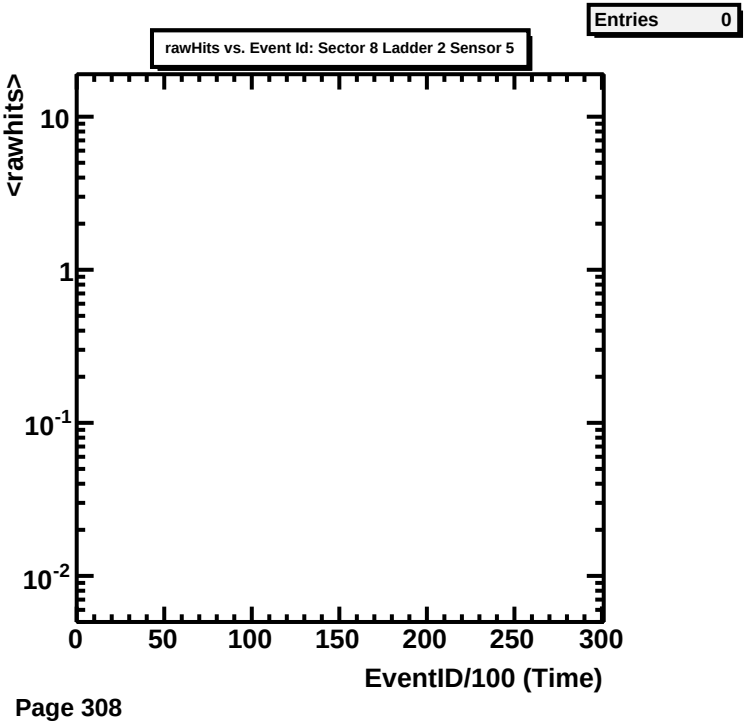

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

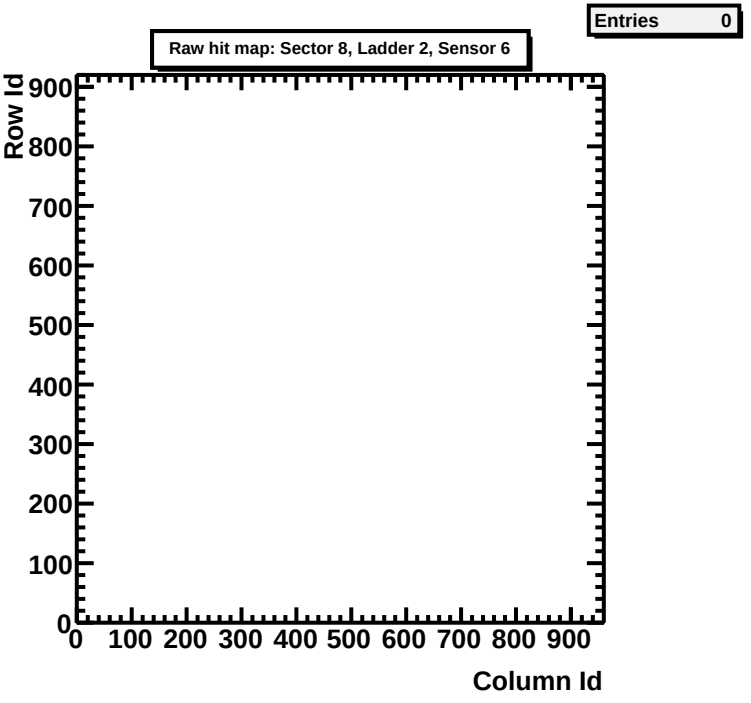

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

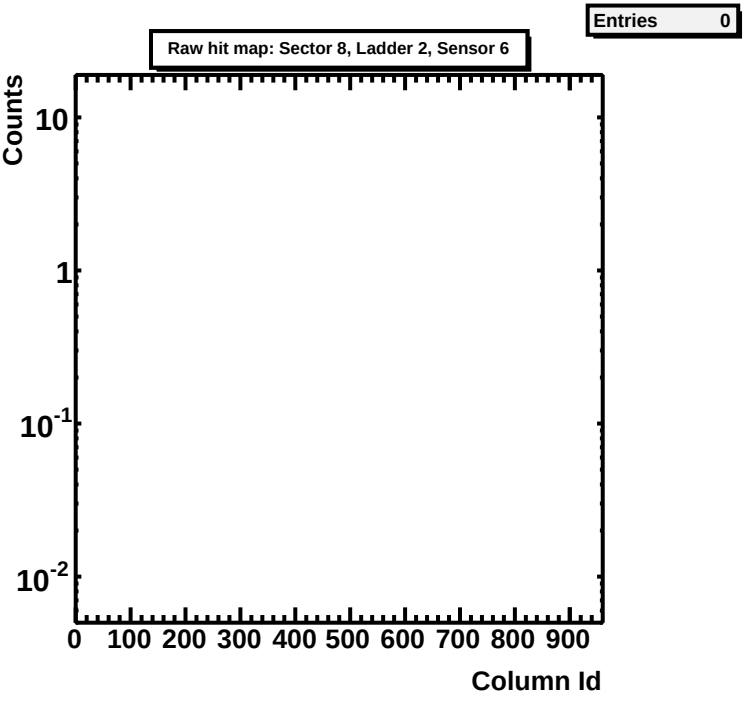

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

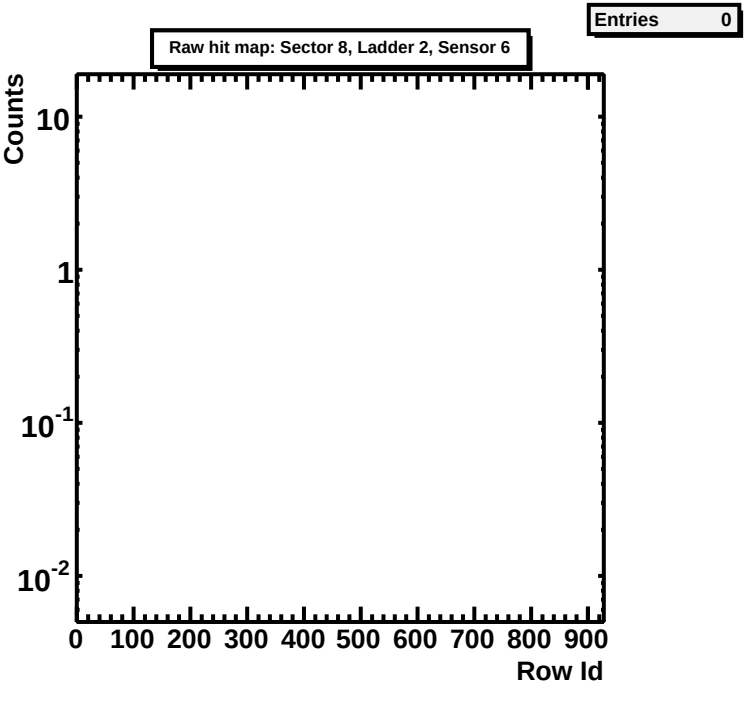

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

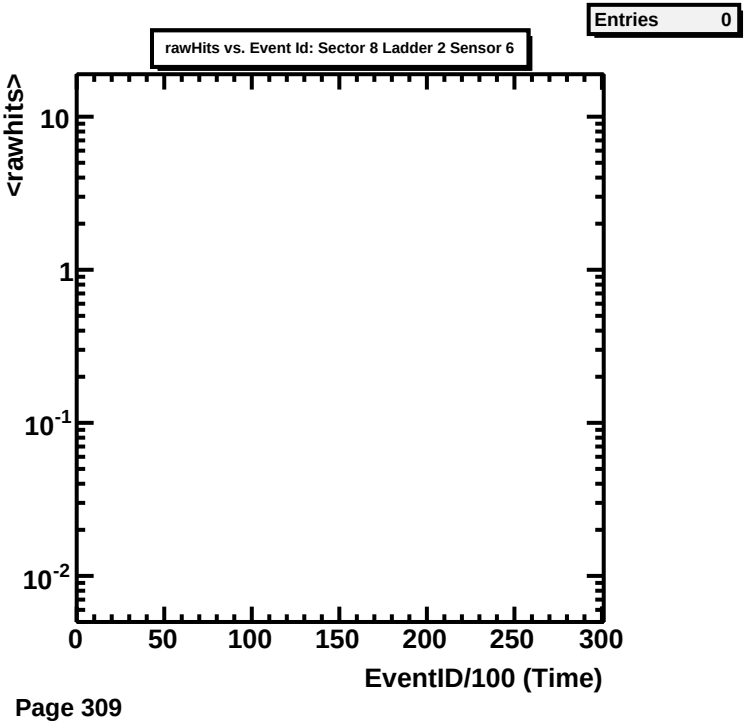

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

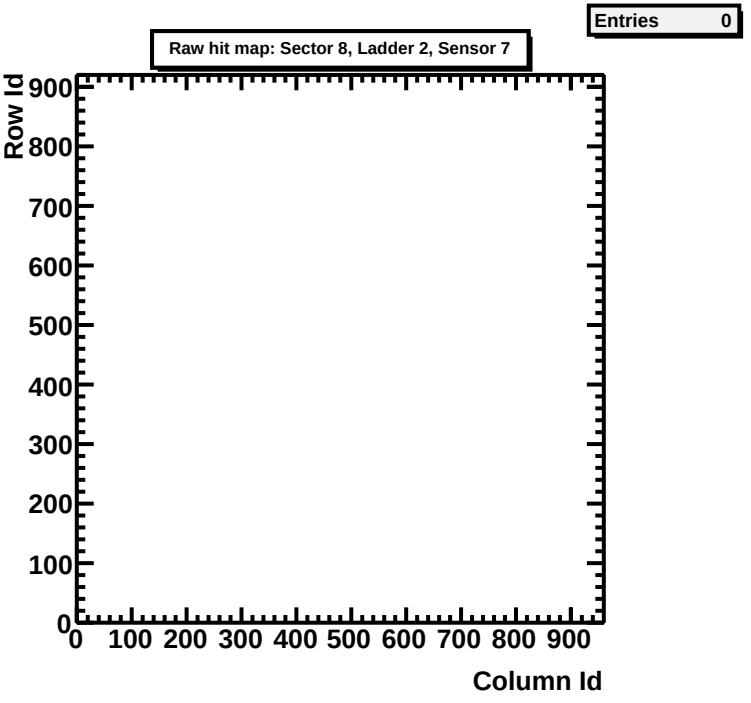

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

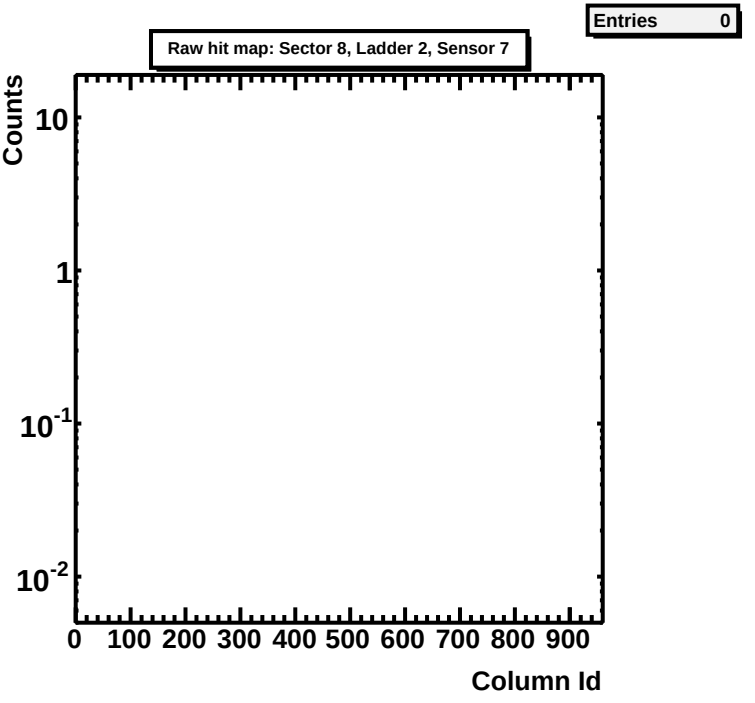

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

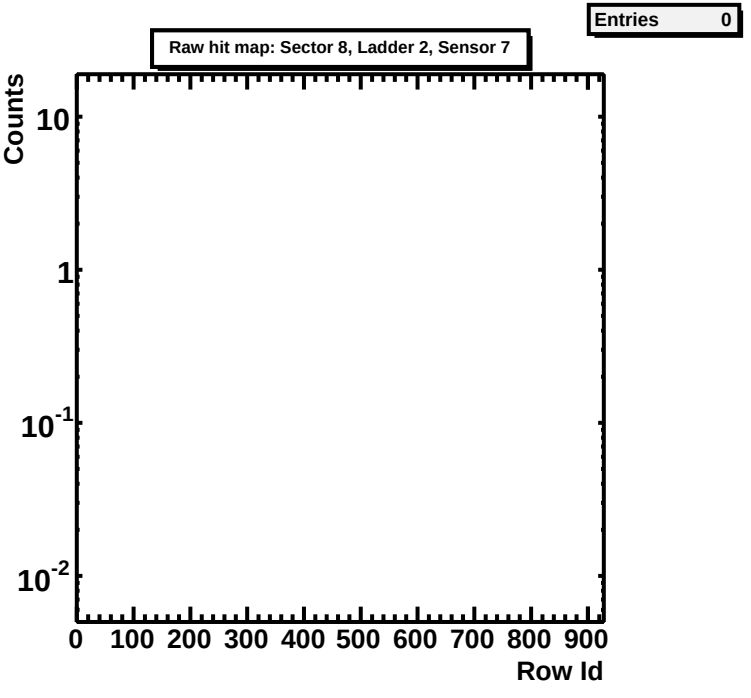

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

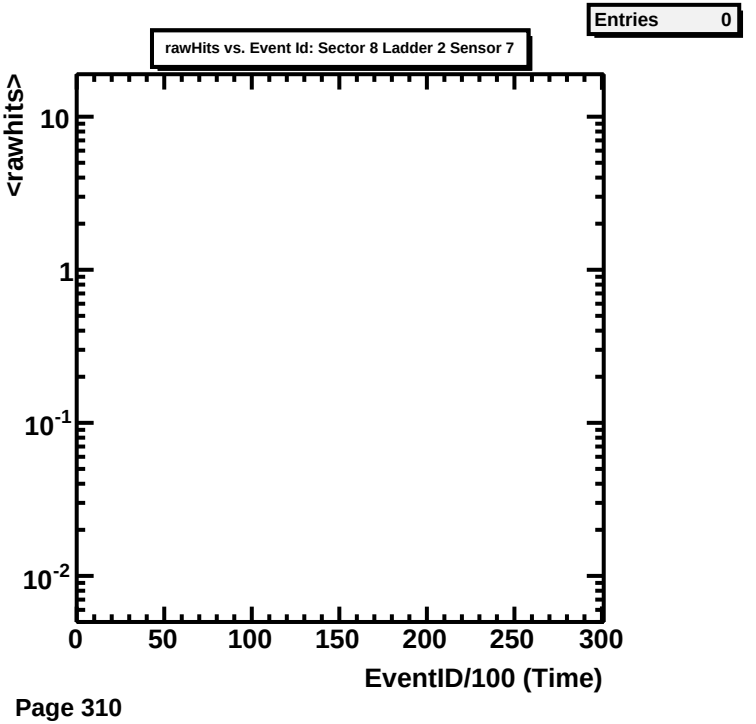

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

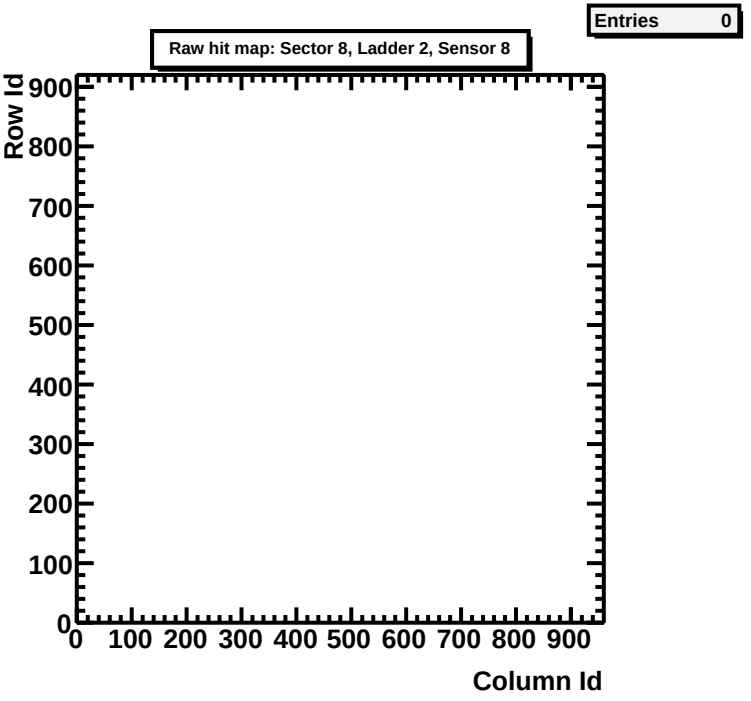

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

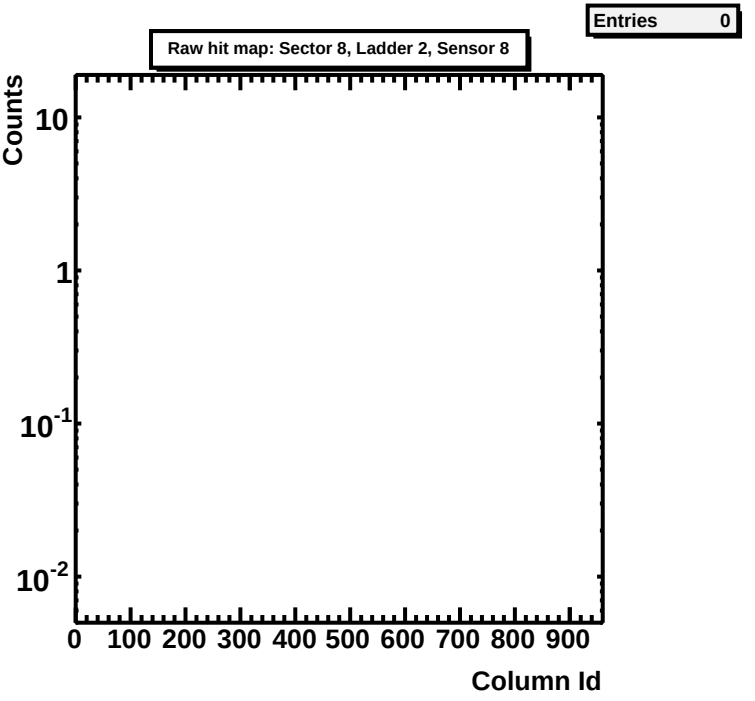

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

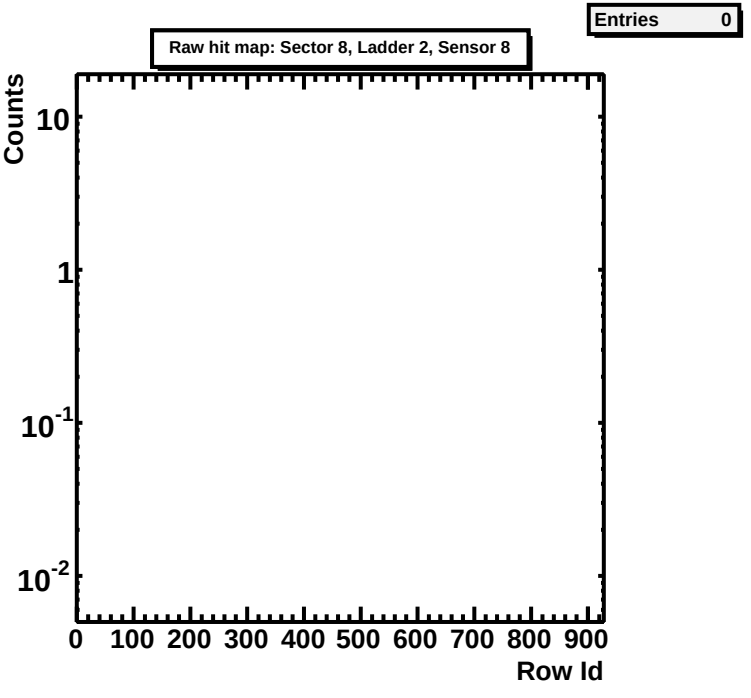

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

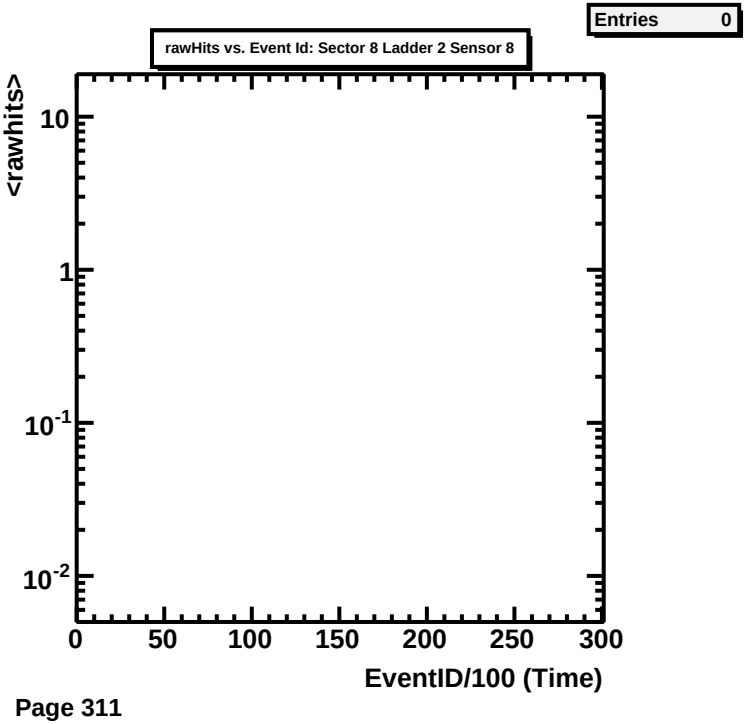

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

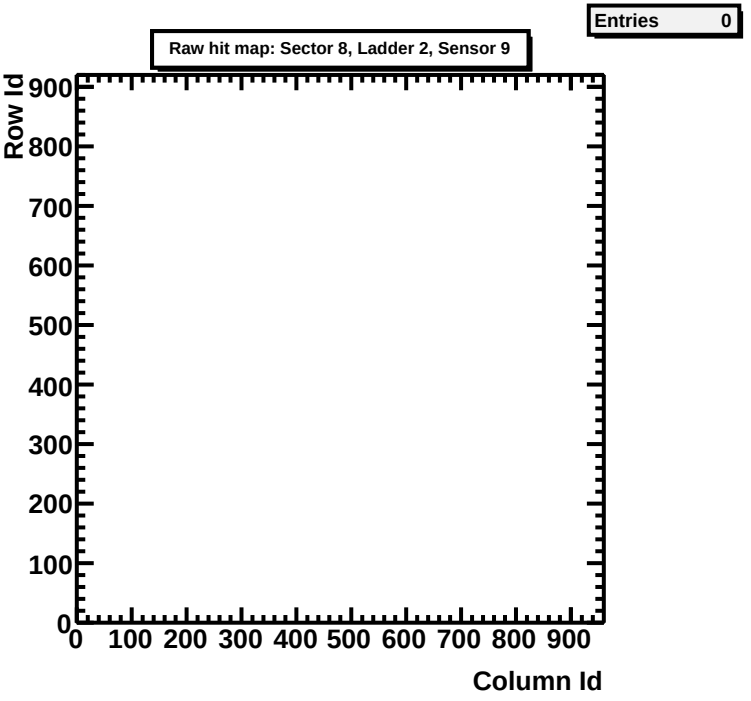

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

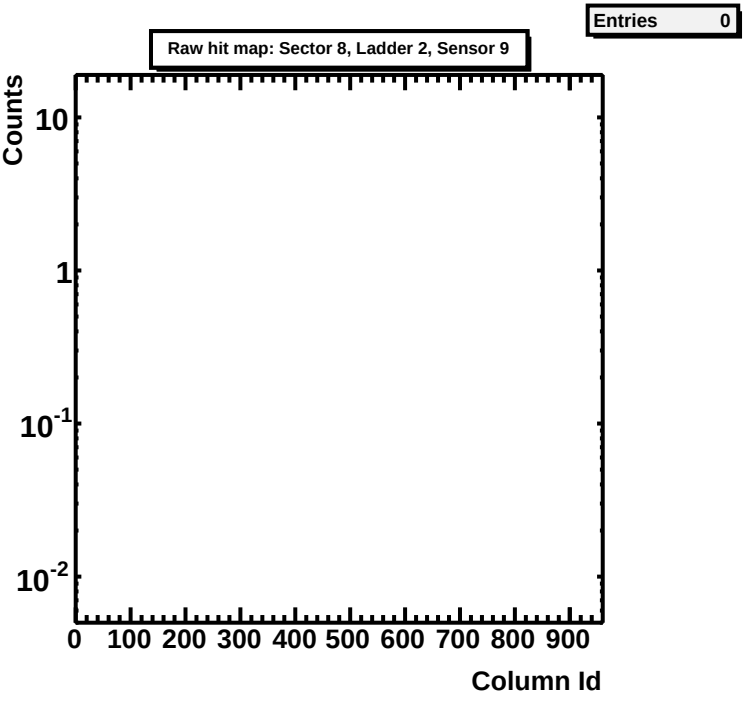

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 8
Row Id
Column Id

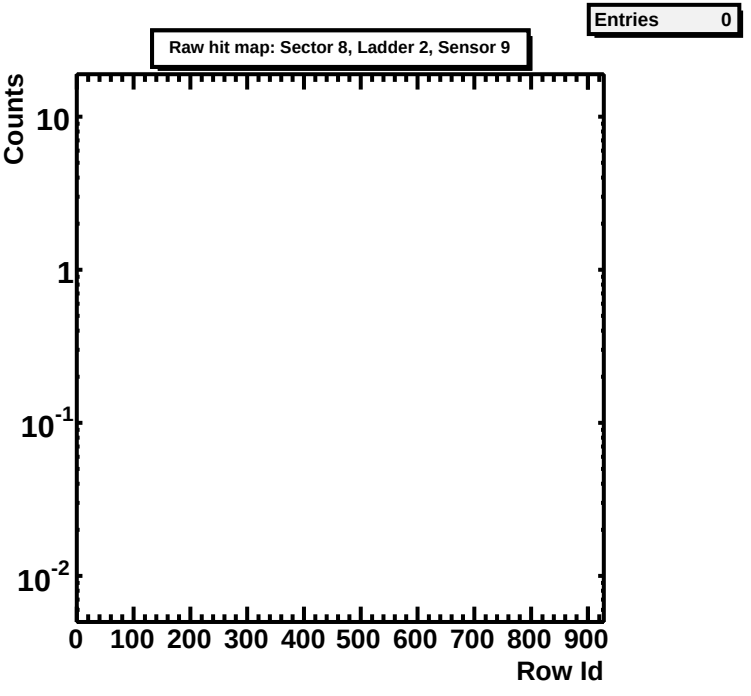

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 8
Counts
Column Id

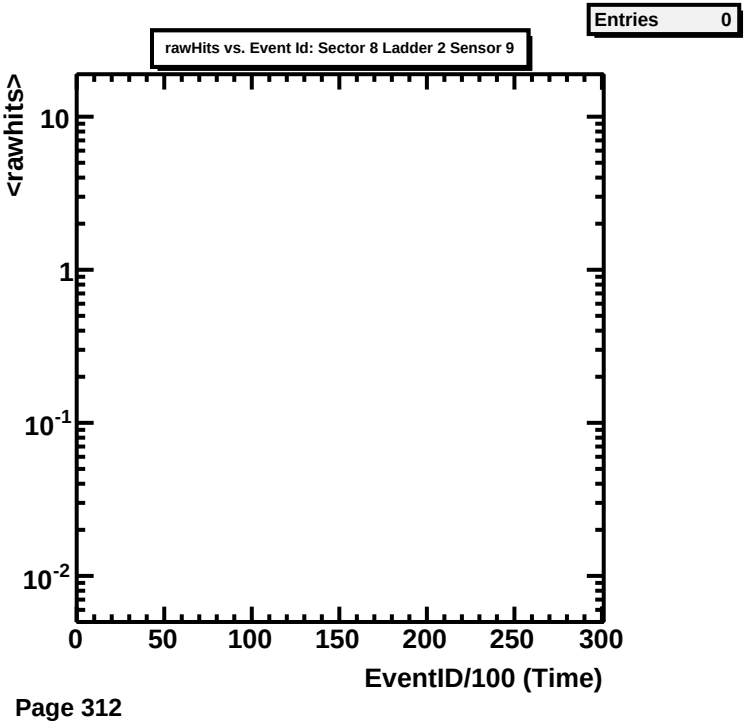

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 8
Counts
Row Id

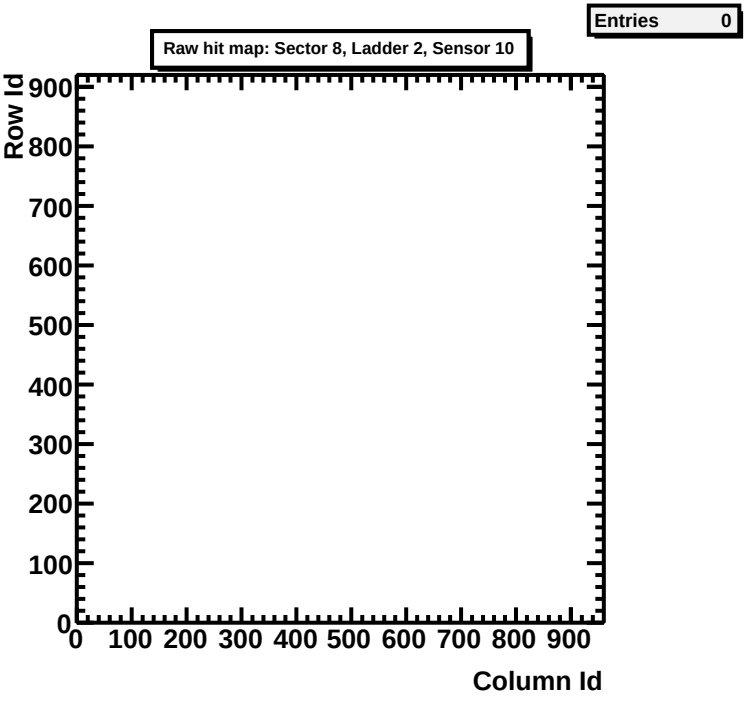

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 8
<rawhits>
EventID/100 (Time)

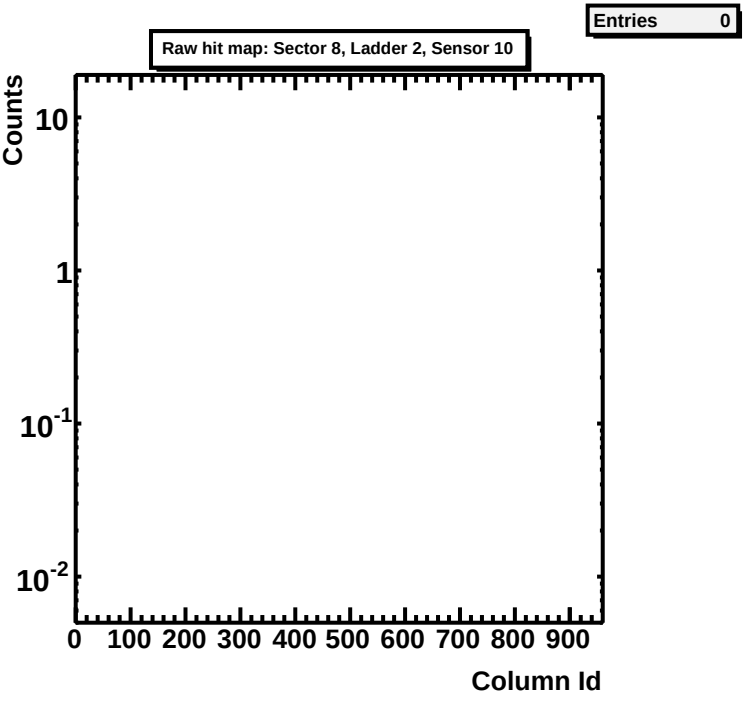

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

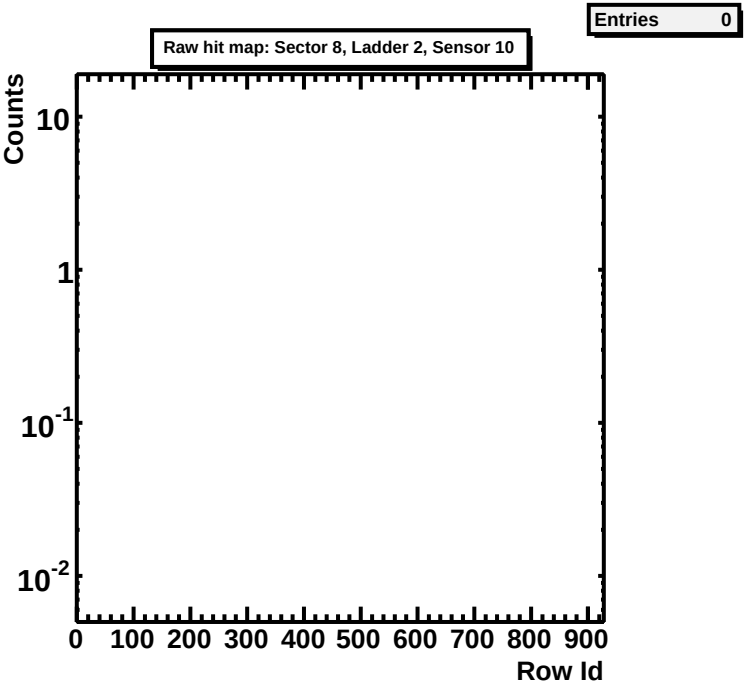

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

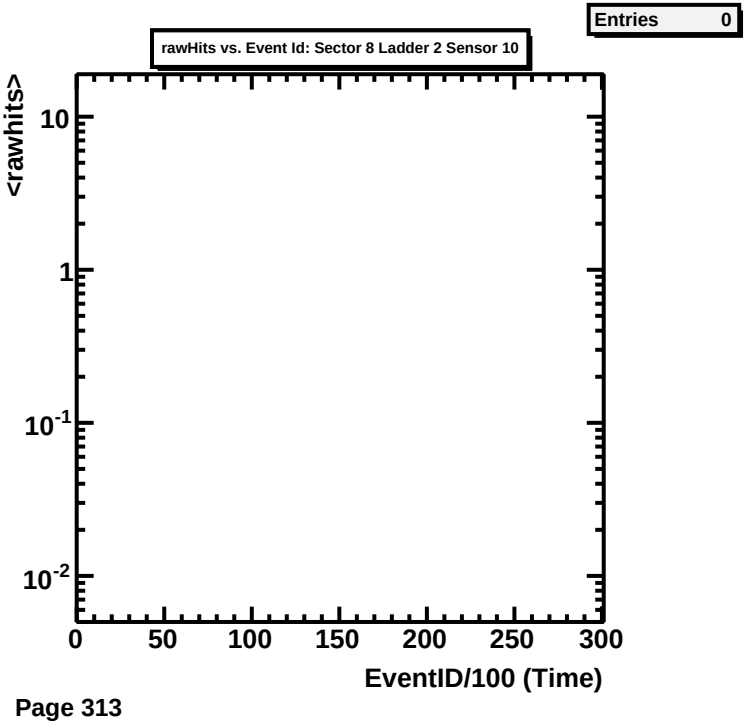

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

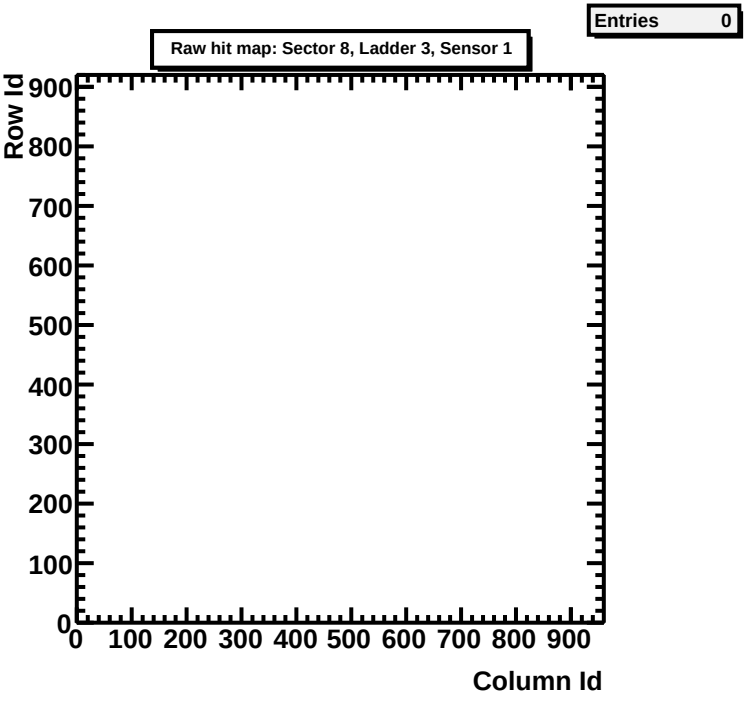

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

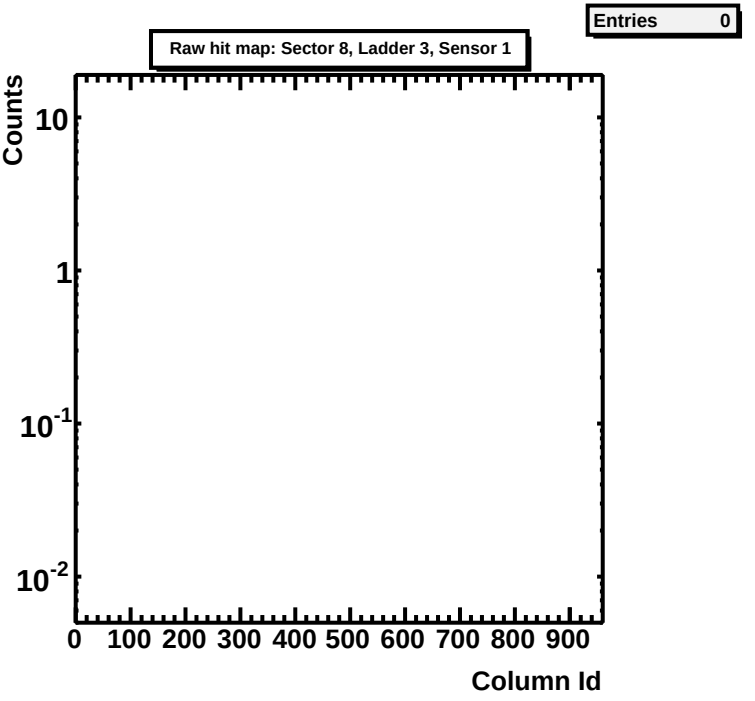

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

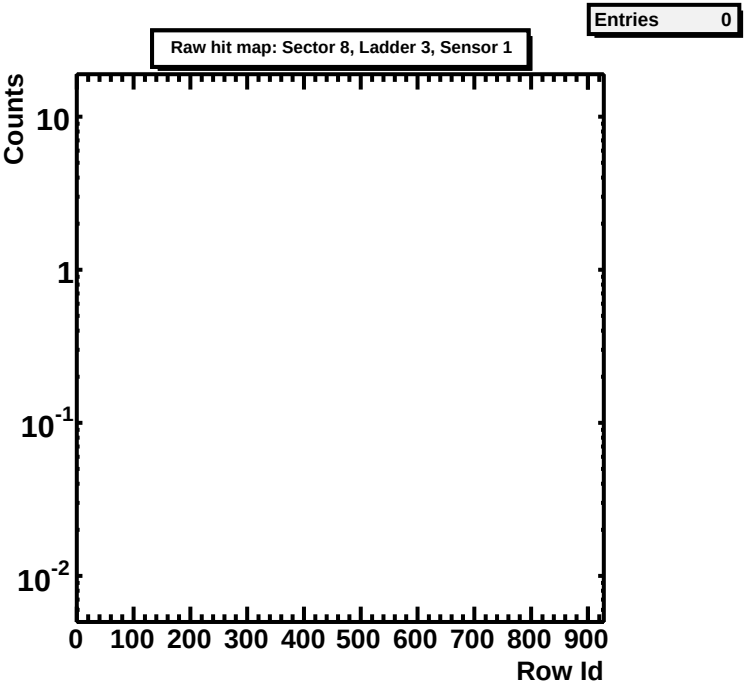

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

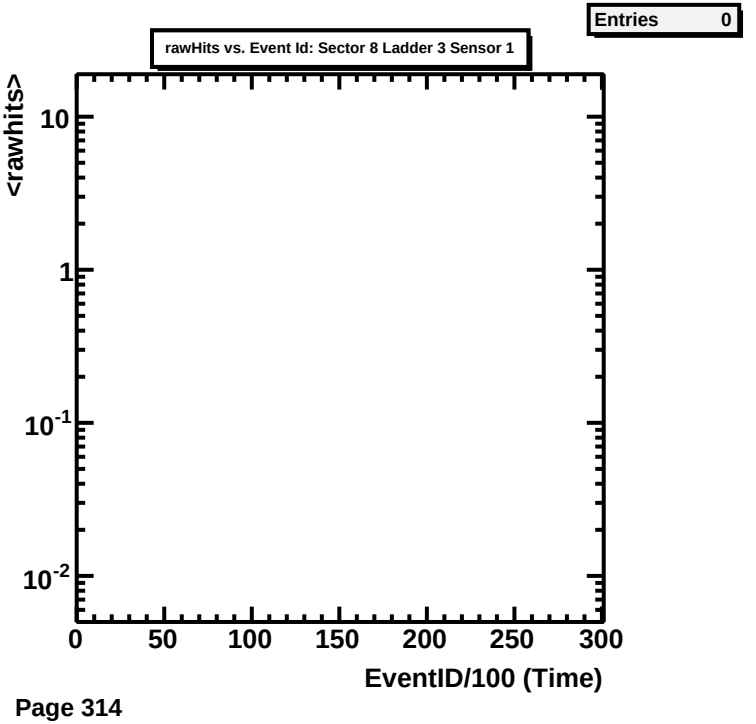

Entries 0
Raw hit map: Sector 8, Ladder 2, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

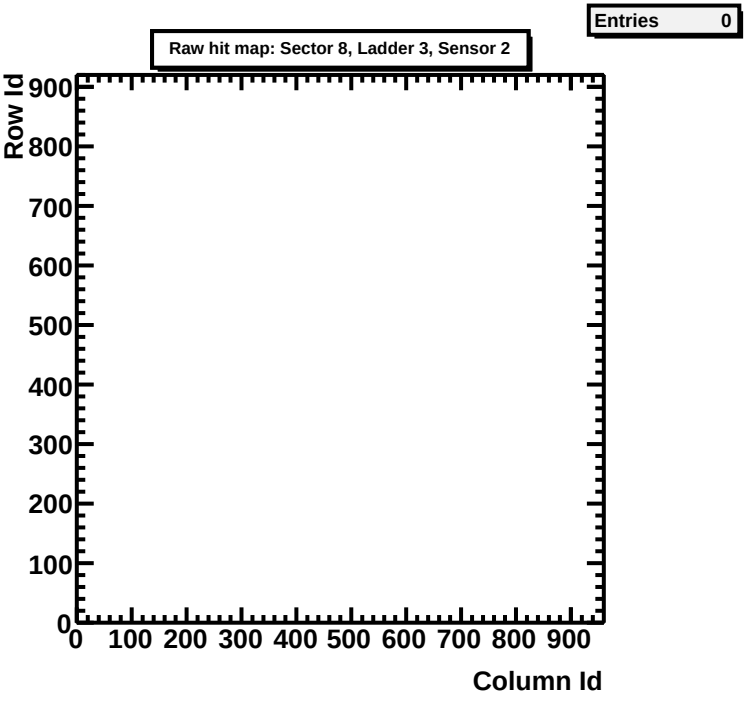

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 2 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

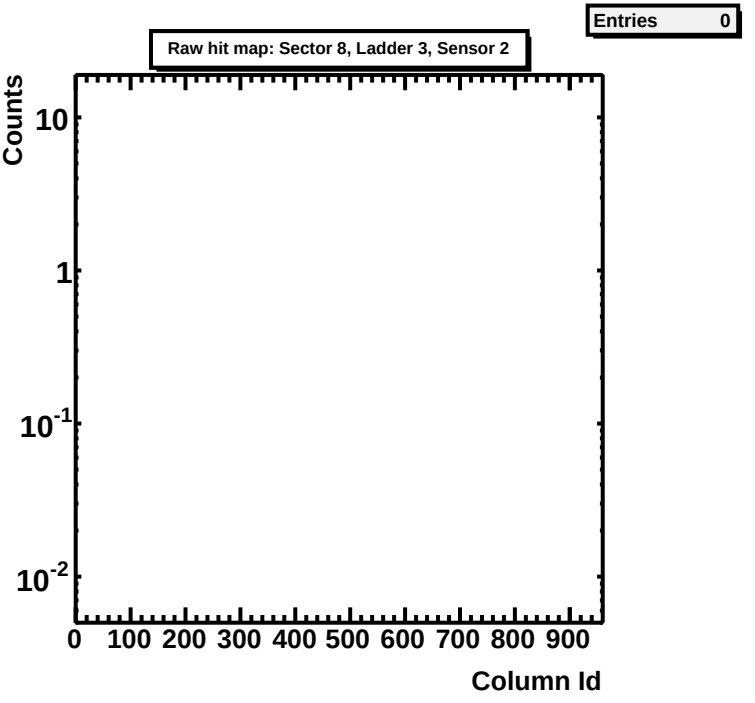

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 1
Row Id
Column Id

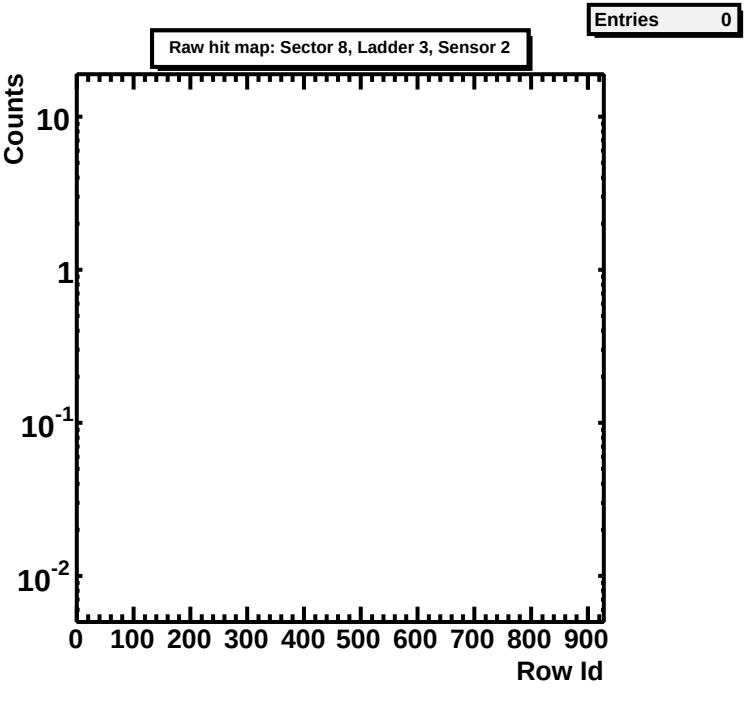

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 1
Counts
Column Id

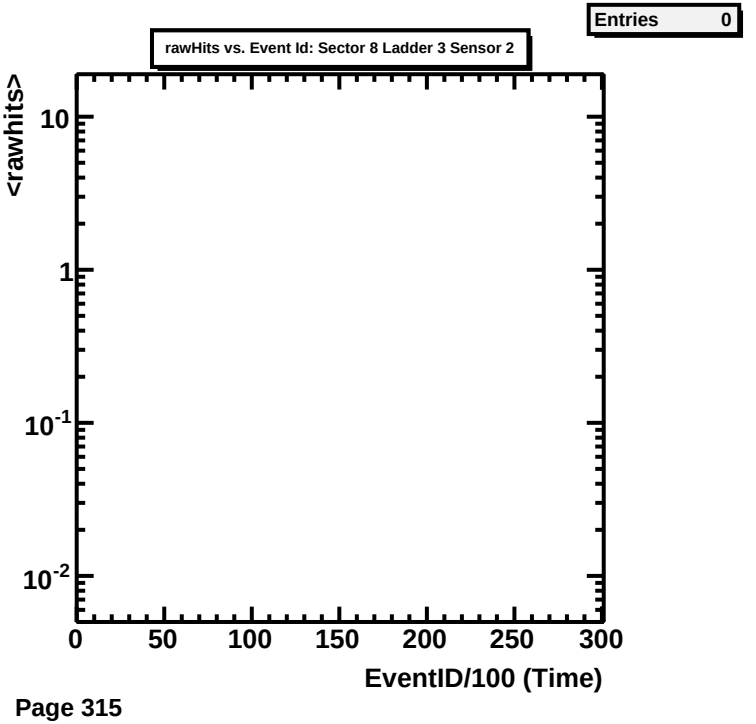

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 1
Counts
Row Id

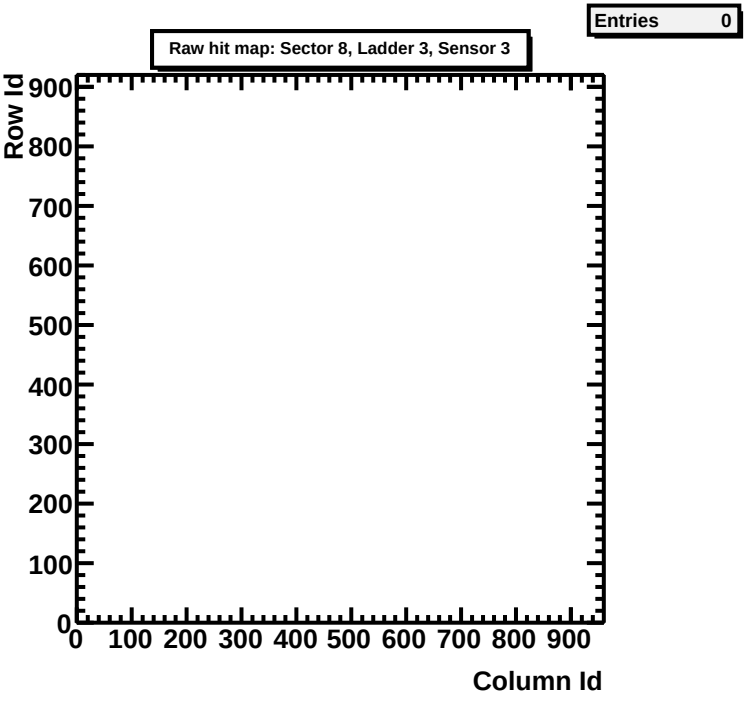

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 1
<rawhits>
EventID/100 (Time)

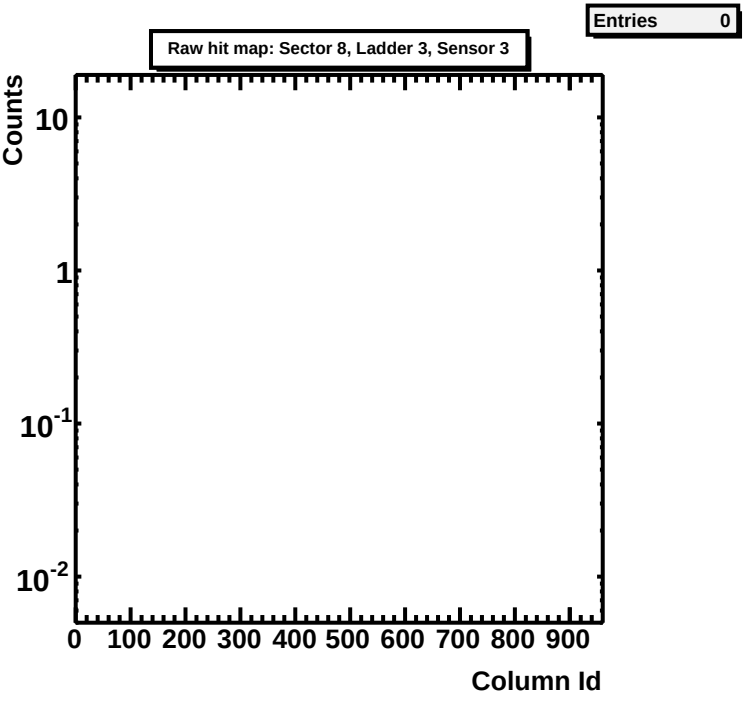

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

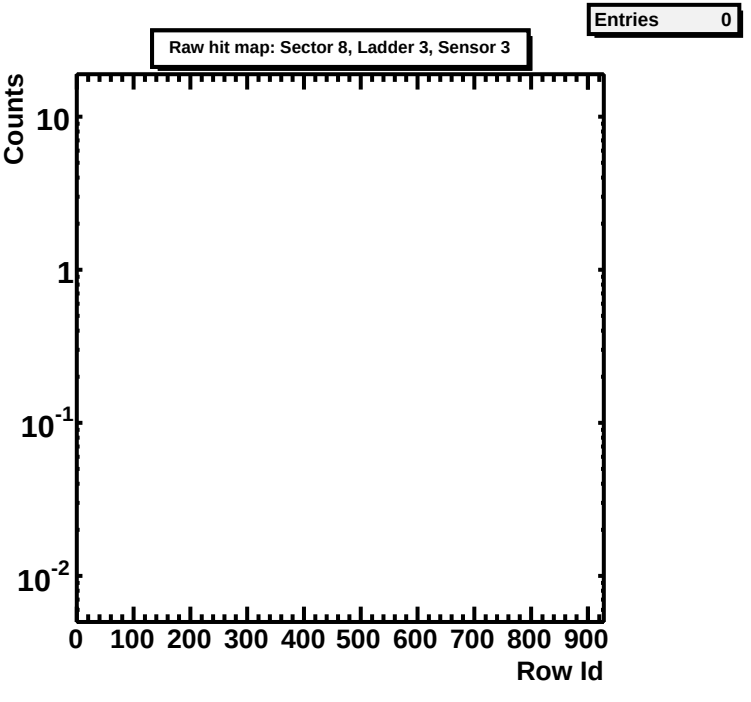

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

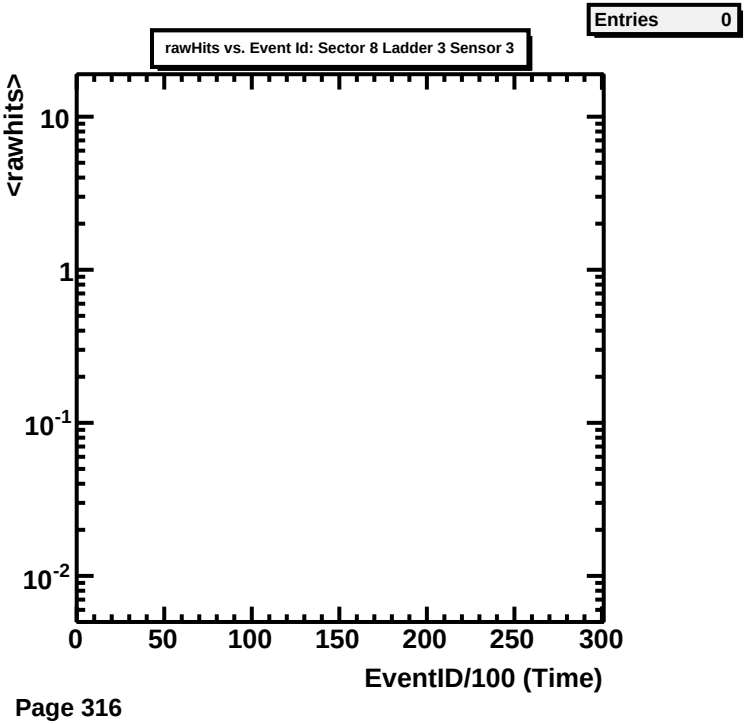

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

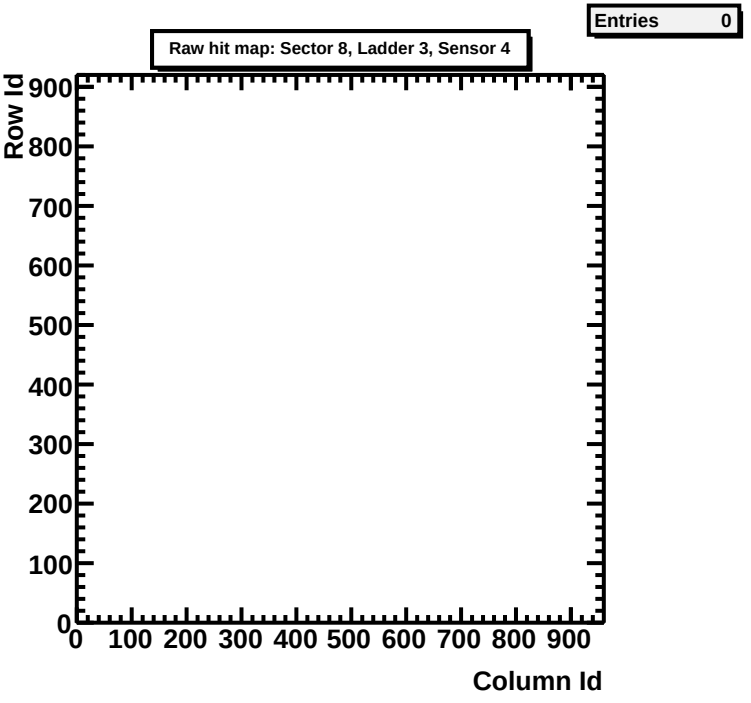

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

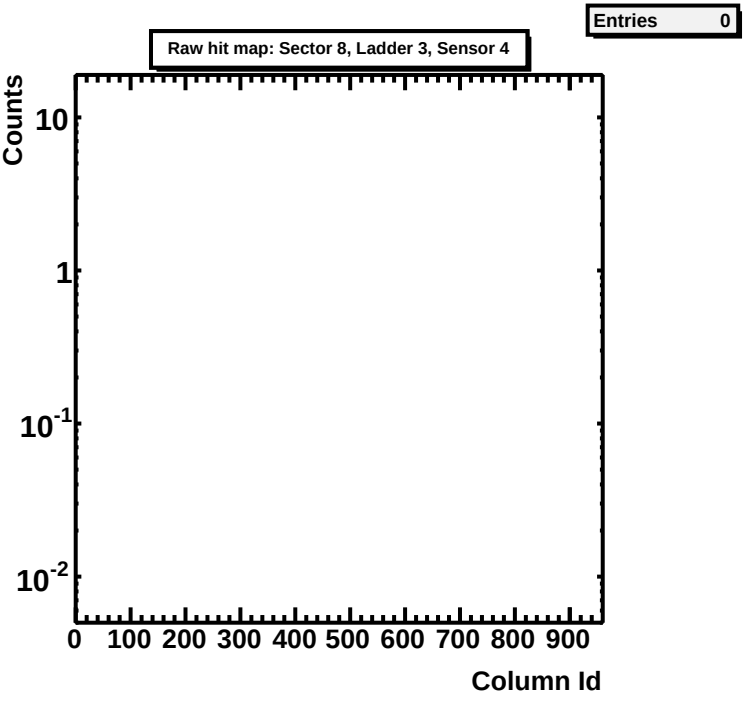

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

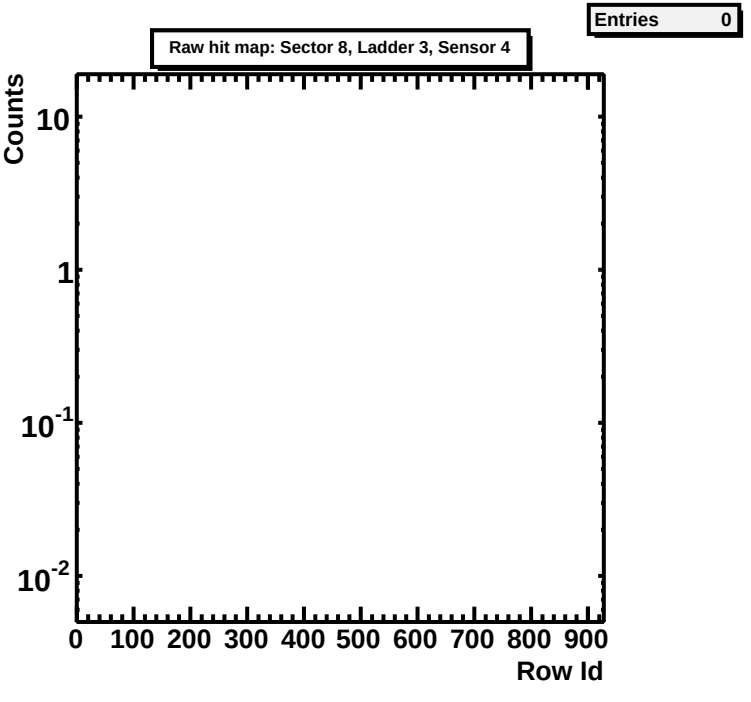

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

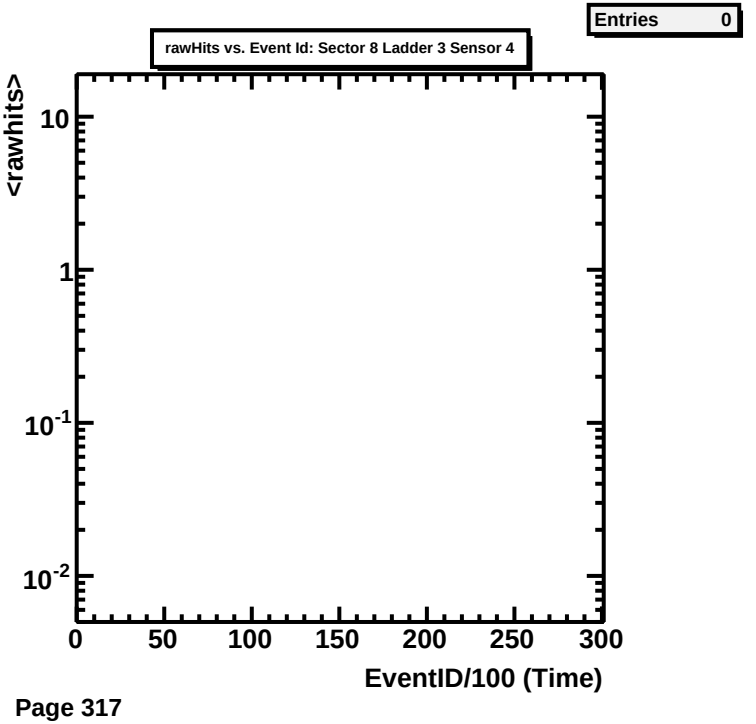

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

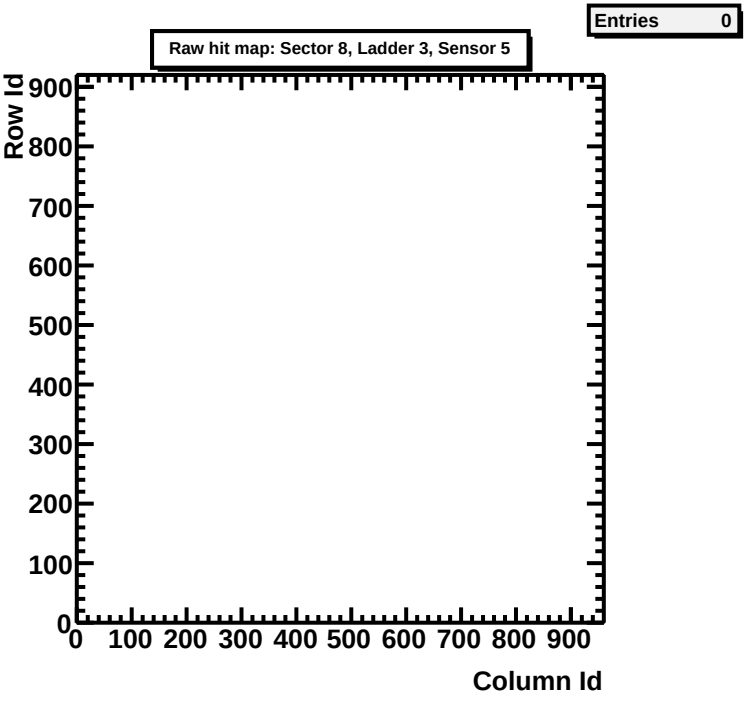

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

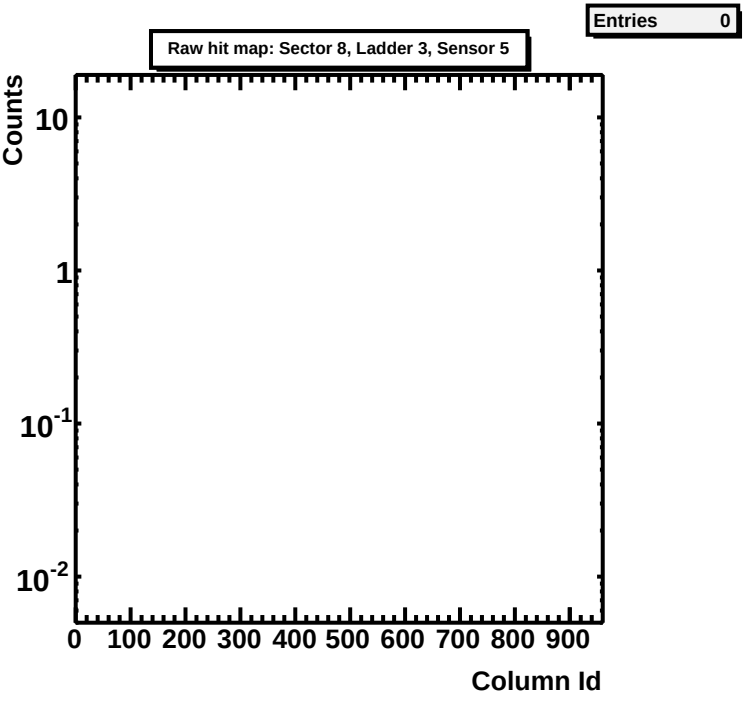

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 4
Row Id
Column Id

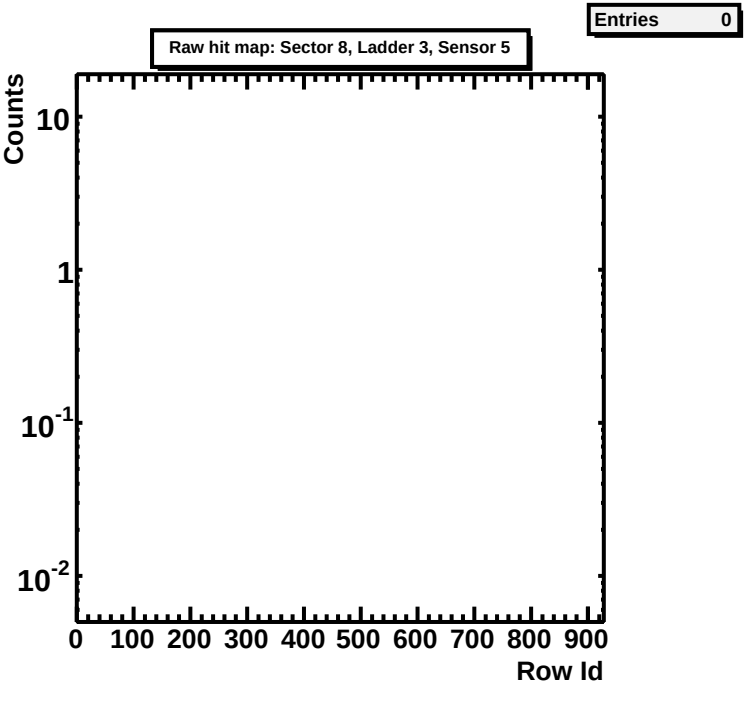

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 4
Counts
Column Id

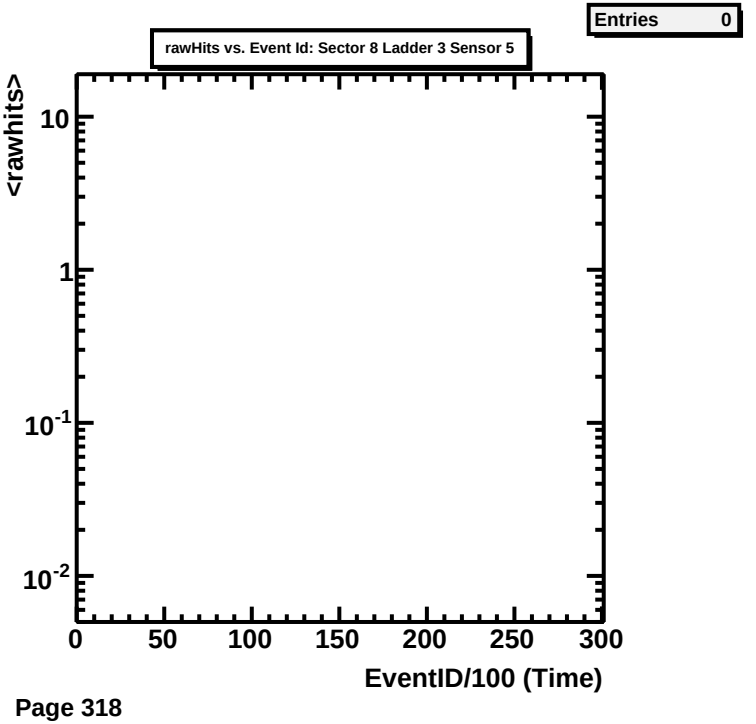

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 4
Counts
Row Id

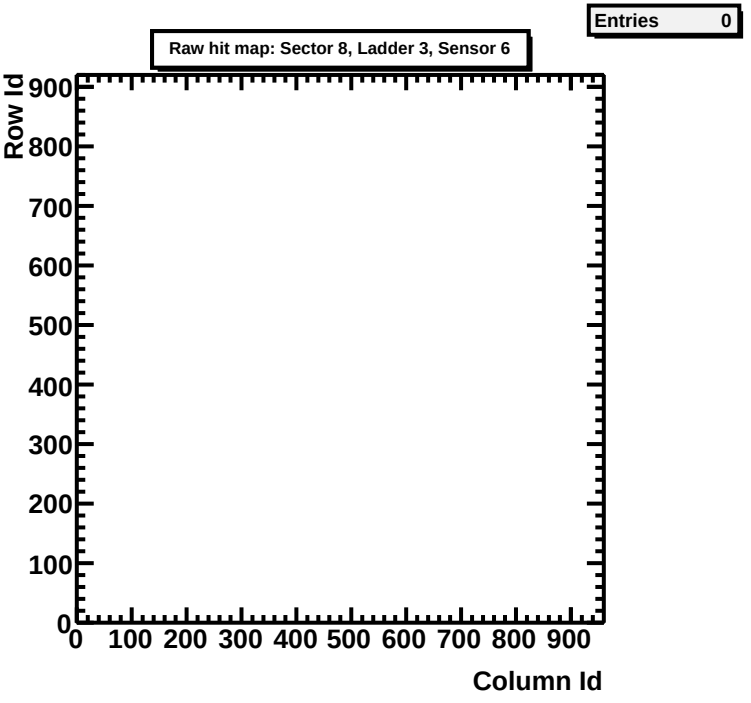

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 4
<rawhits>
EventID/100 (Time)

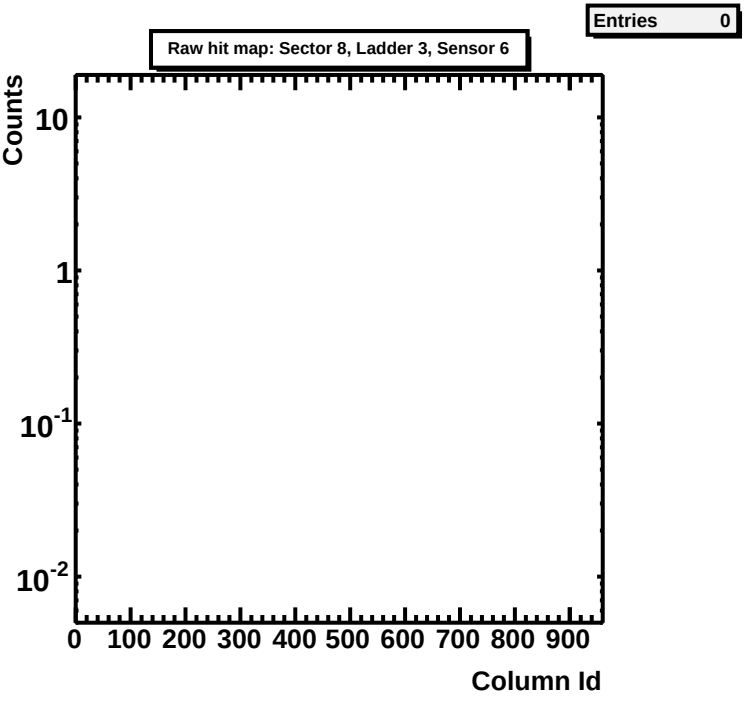

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 5
Row Id
Column Id

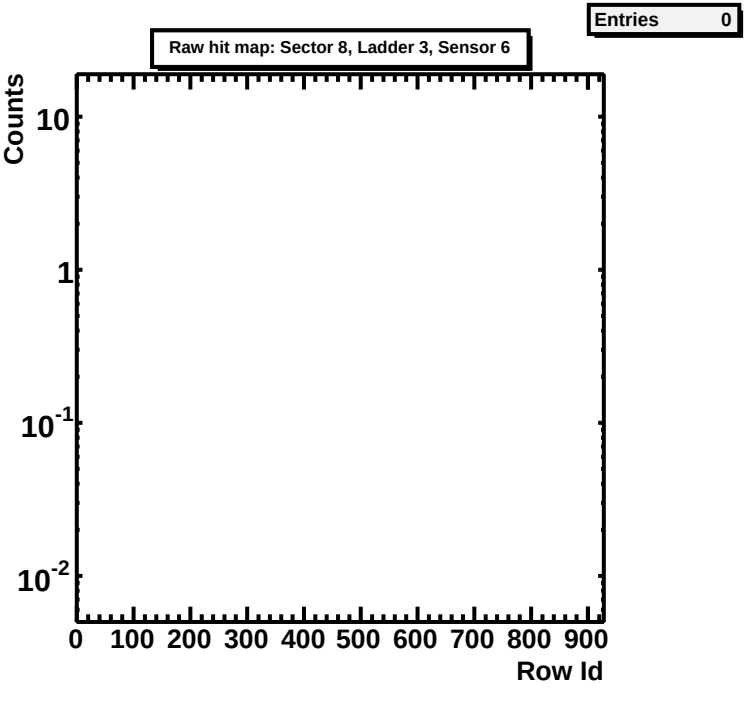

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 5
Counts
Column Id

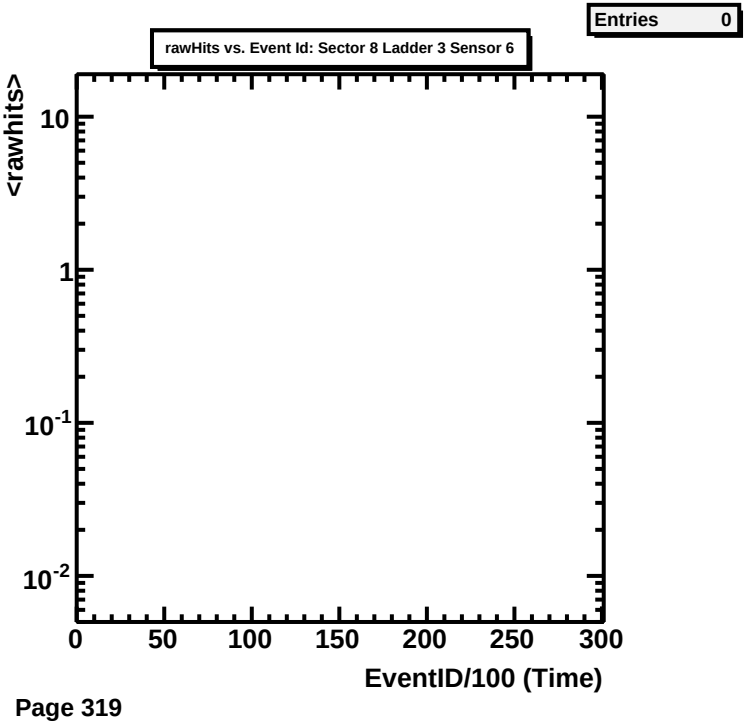

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 5
Counts
Row Id

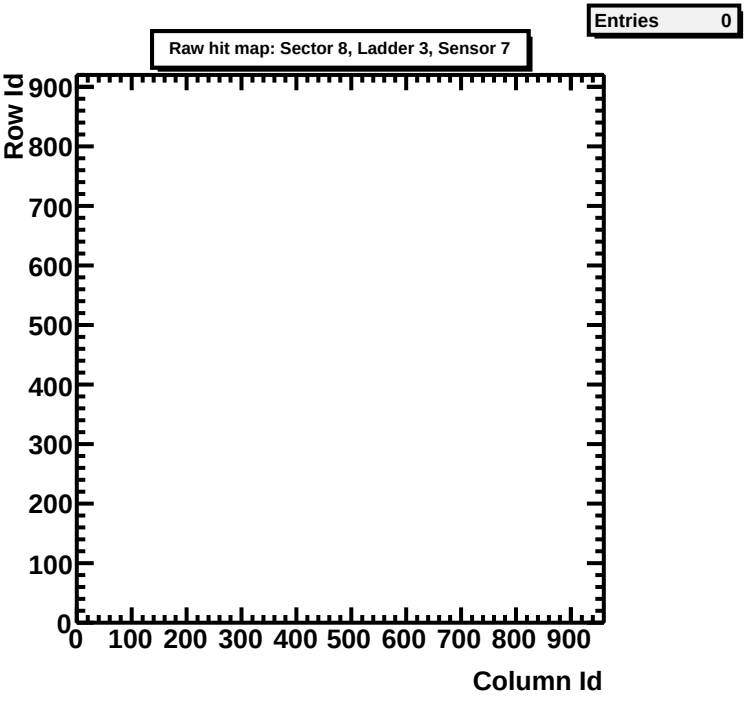

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 5
<rawhits>
EventID/100 (Time)

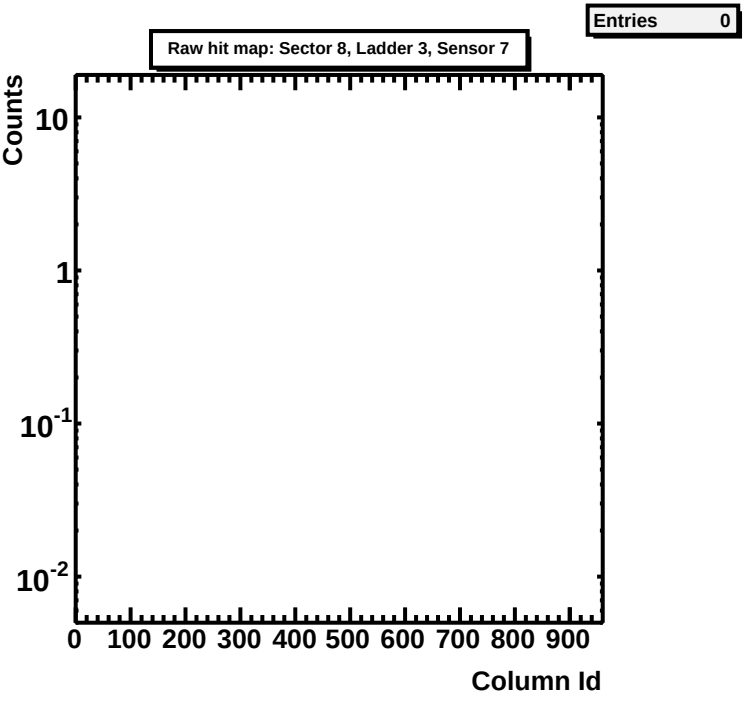

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 6
Row Id
Column Id

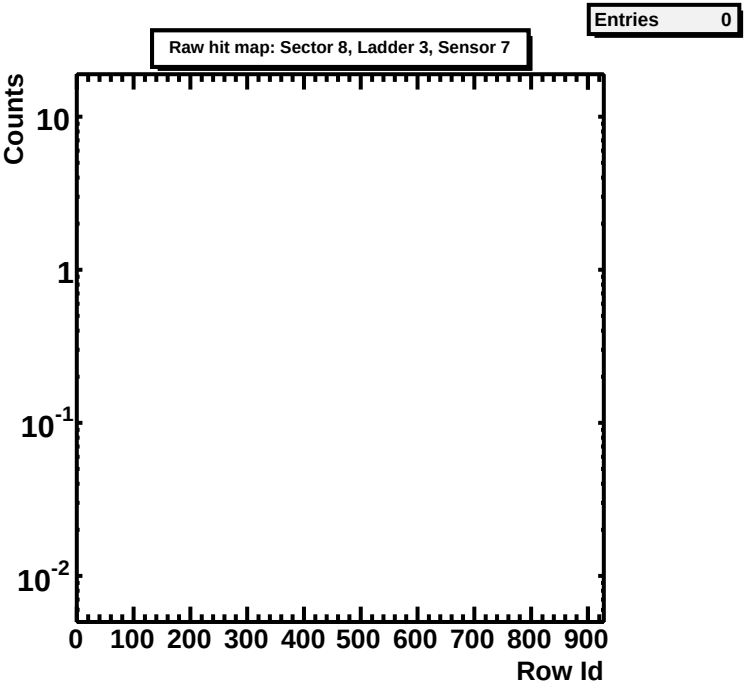

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 6
Counts
Column Id

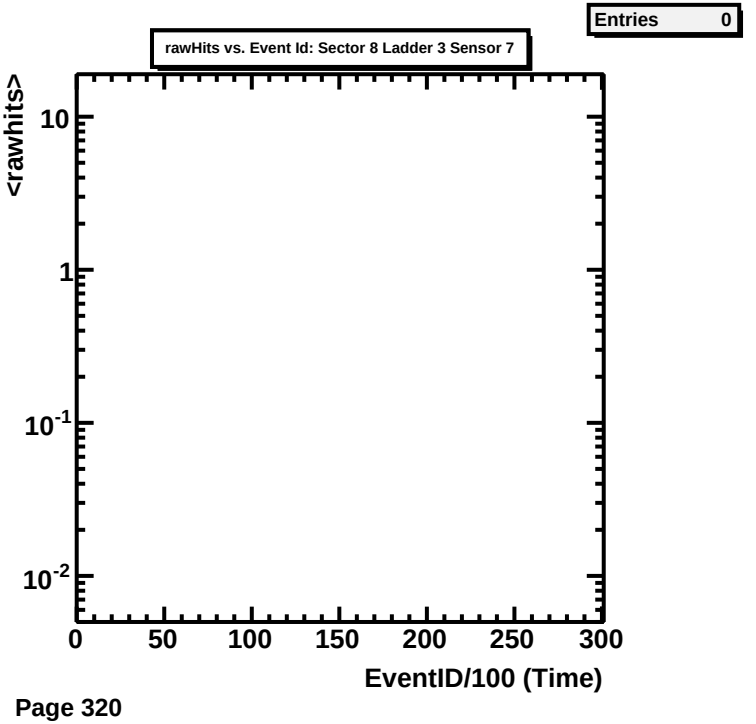

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 6
Counts
Row Id

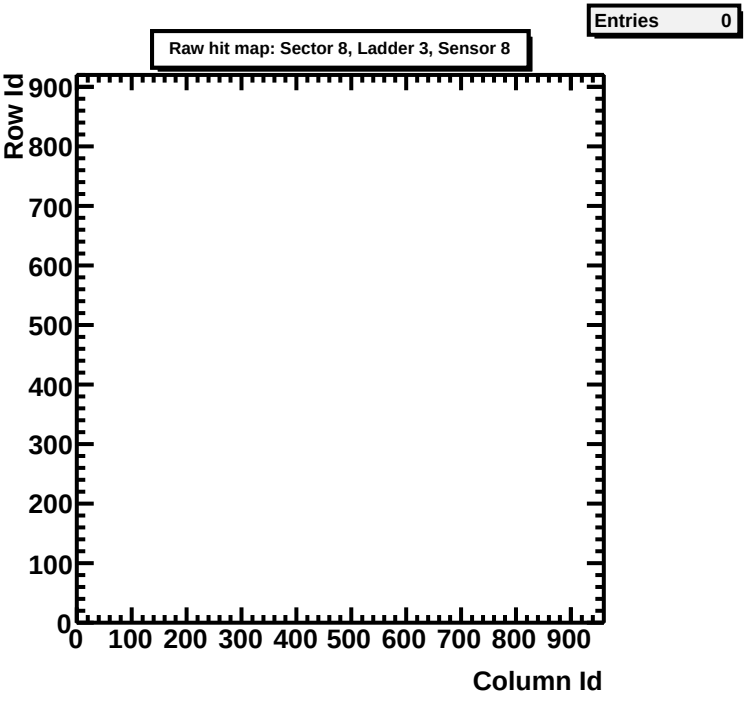

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 6
<rawhits>
EventID/100 (Time)

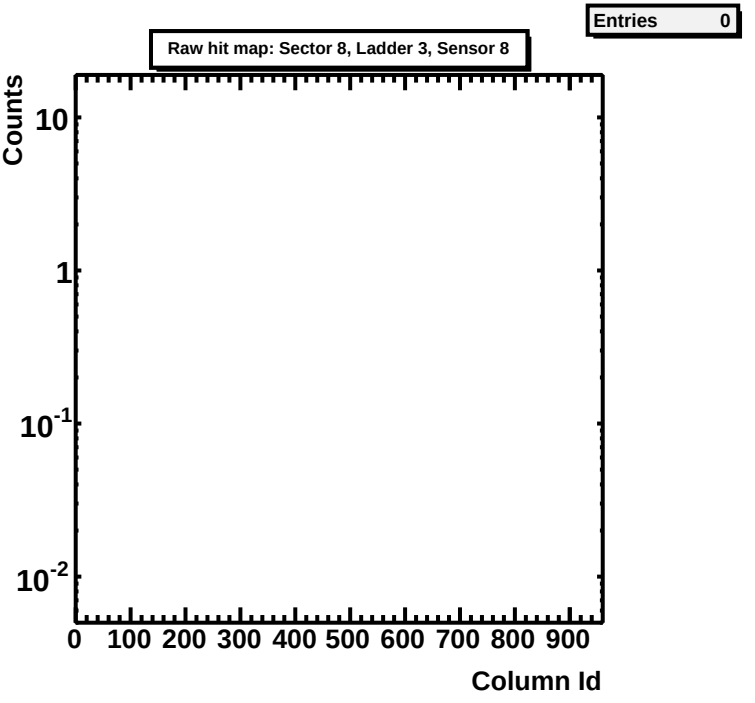

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

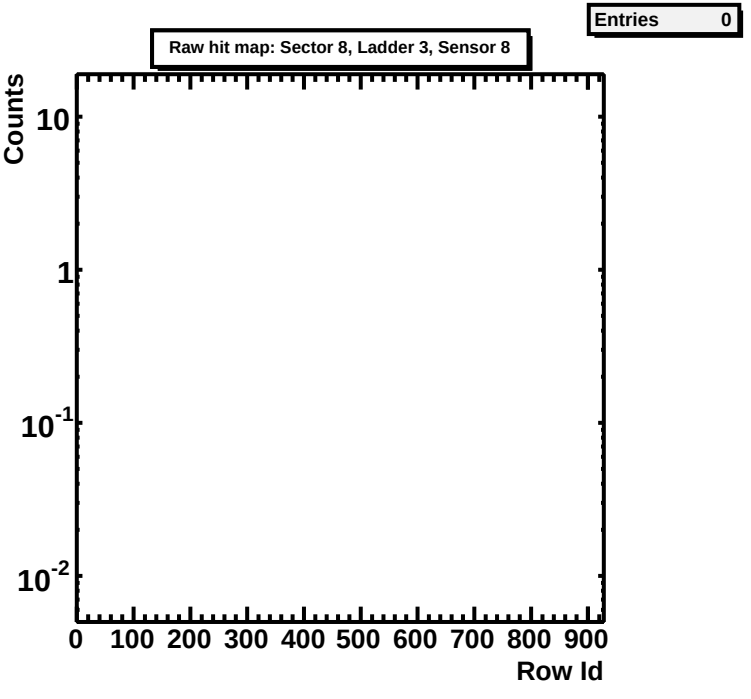

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

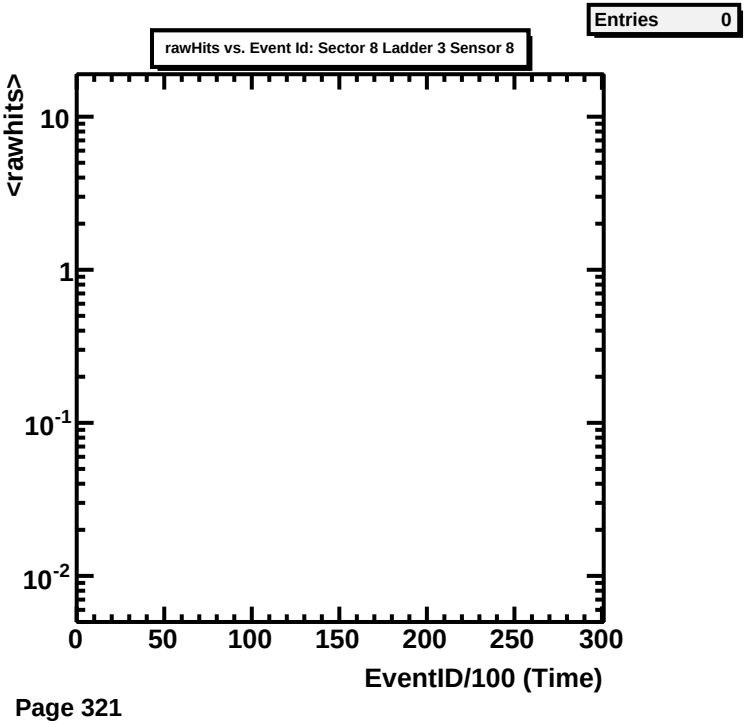

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

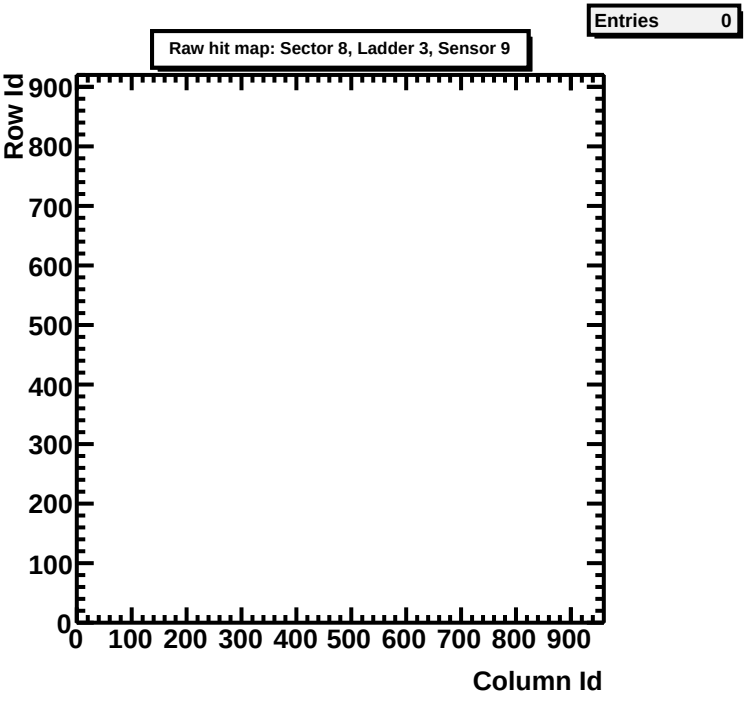

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

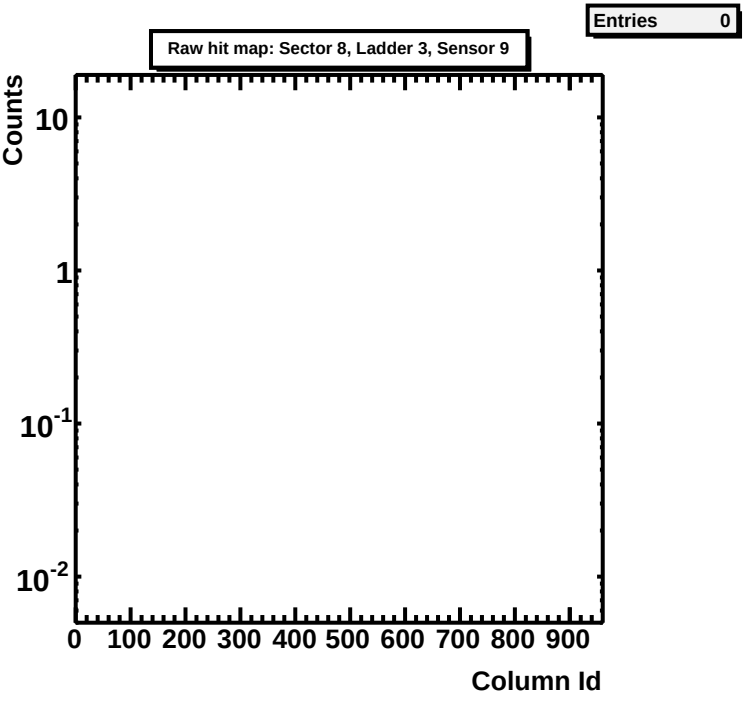

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 8
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

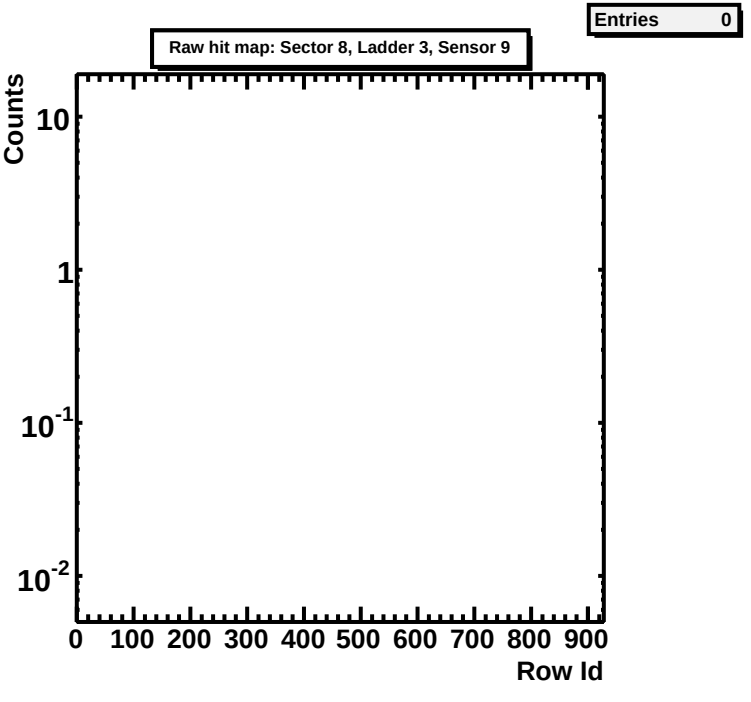

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

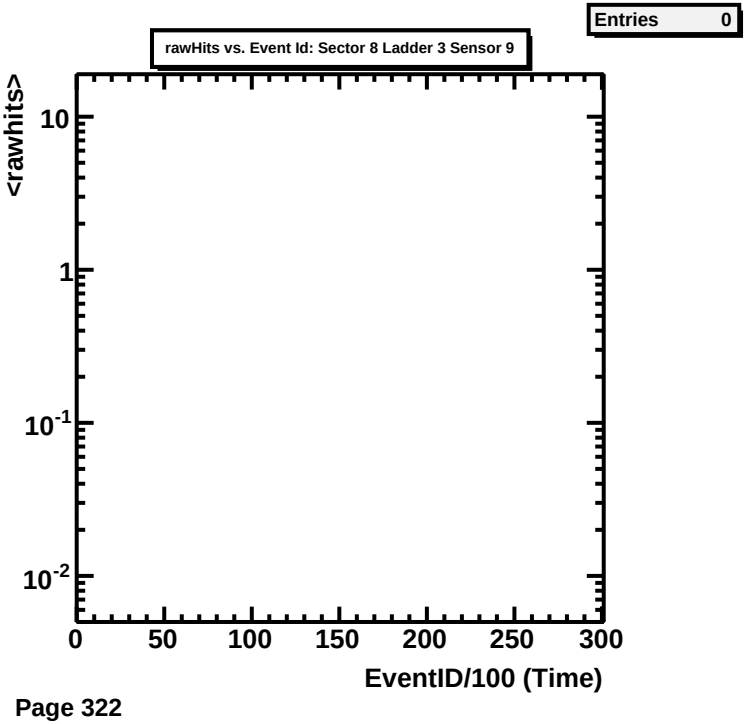

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

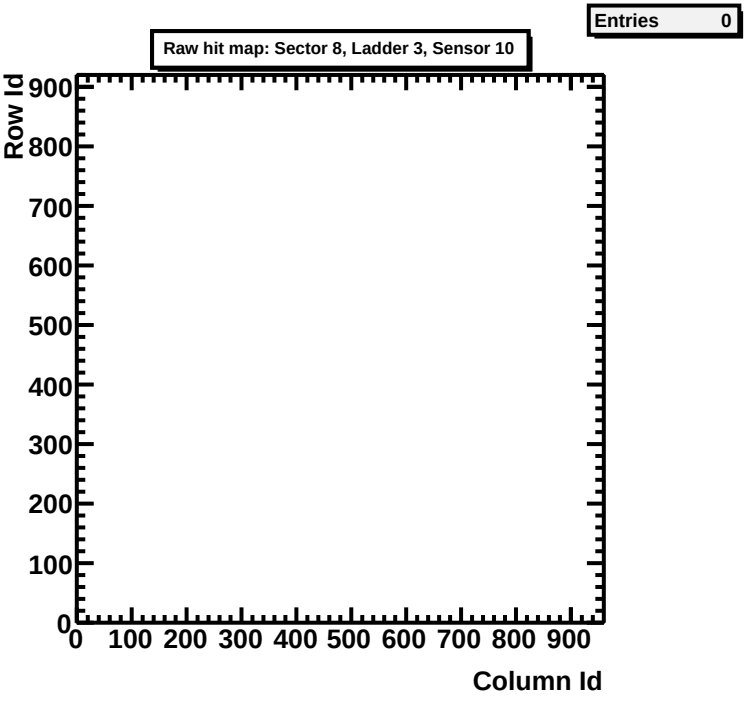

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

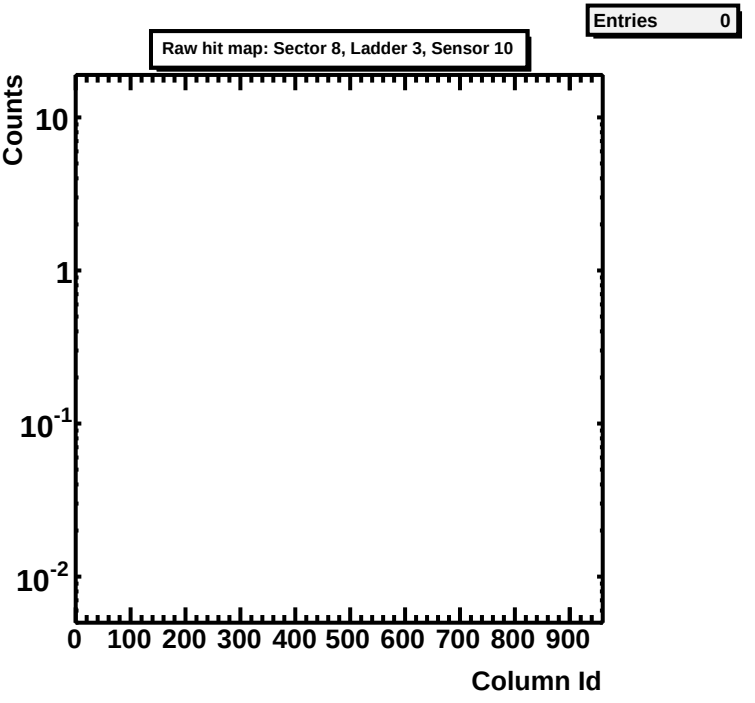

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 9
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

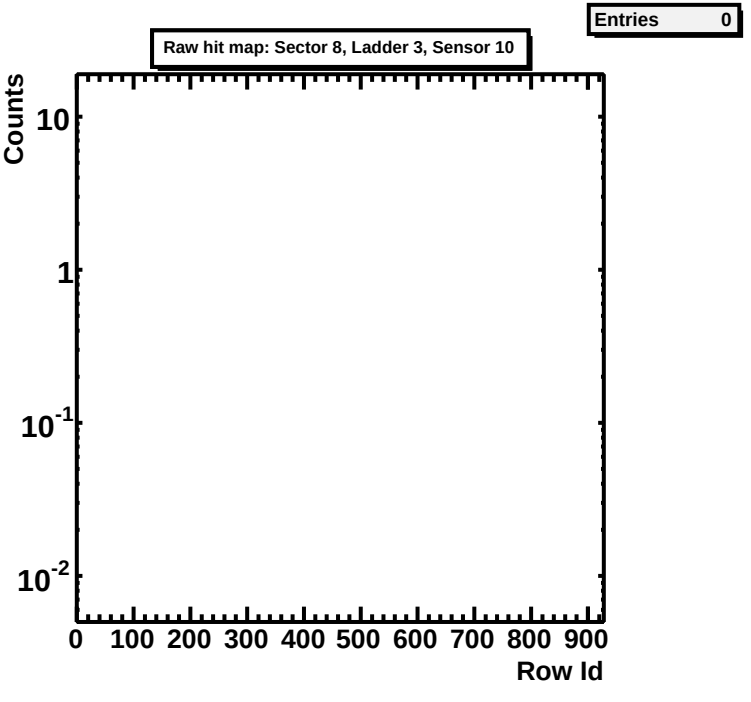

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

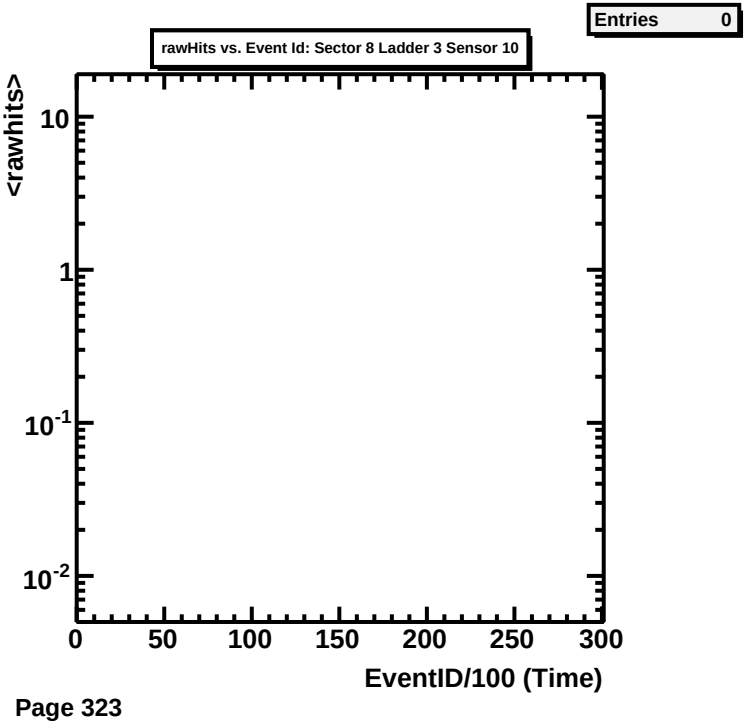

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

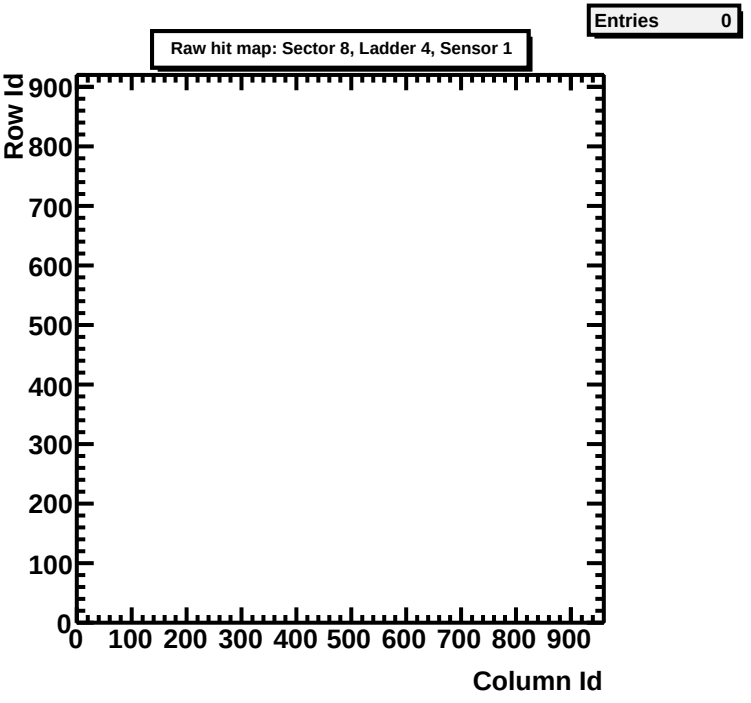

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

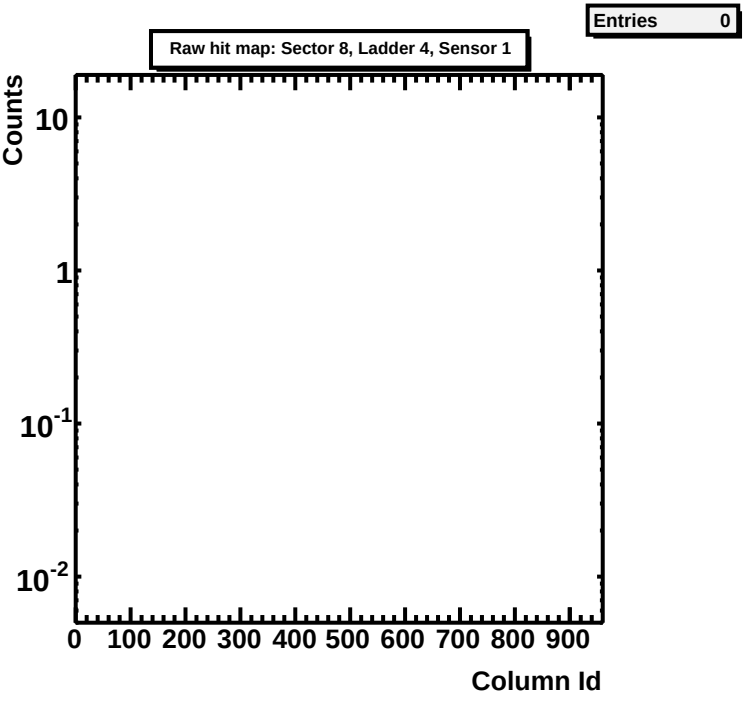

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

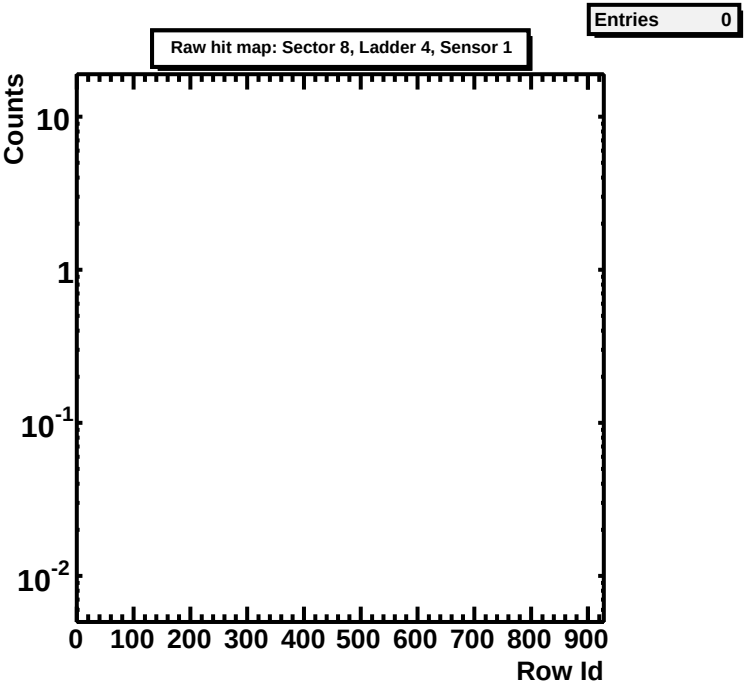

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

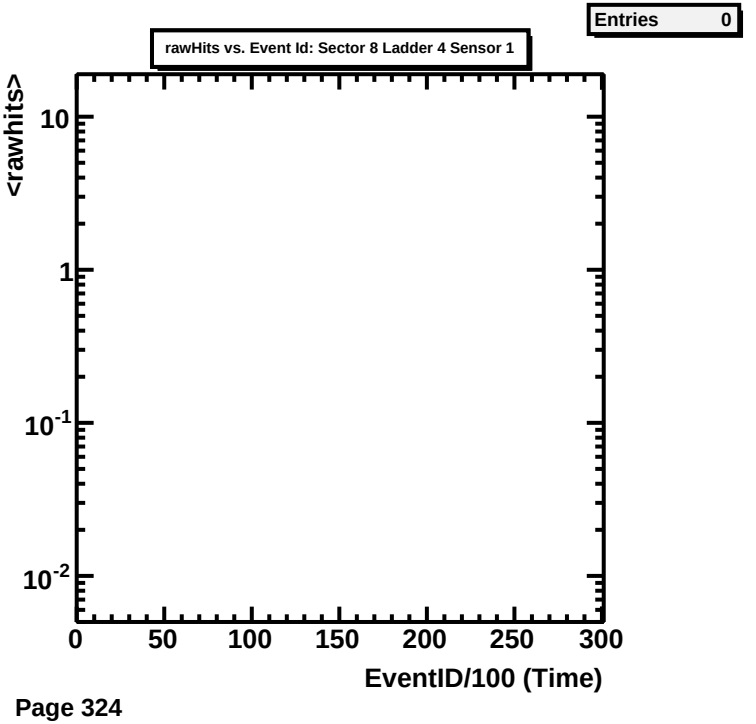

Entries 0
Raw hit map: Sector 8, Ladder 3, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

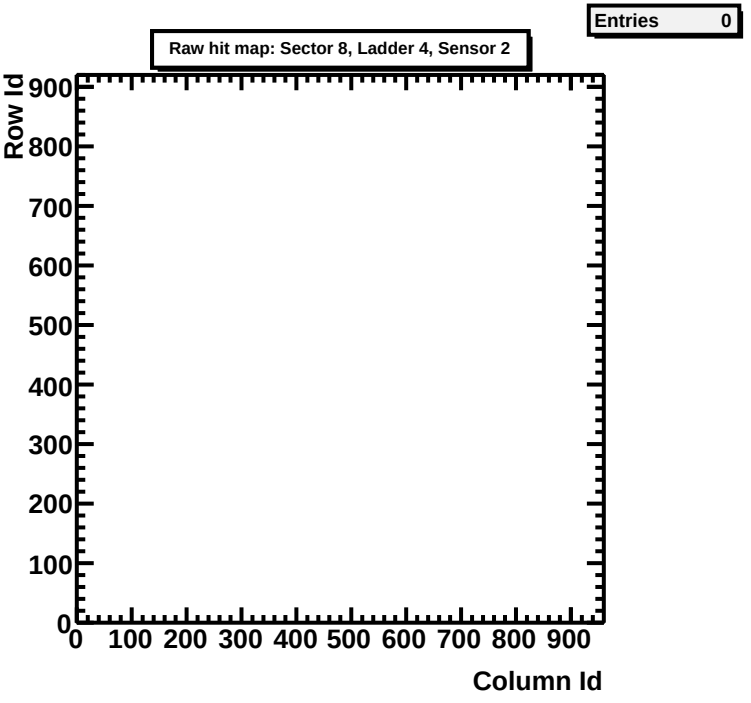

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 3 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

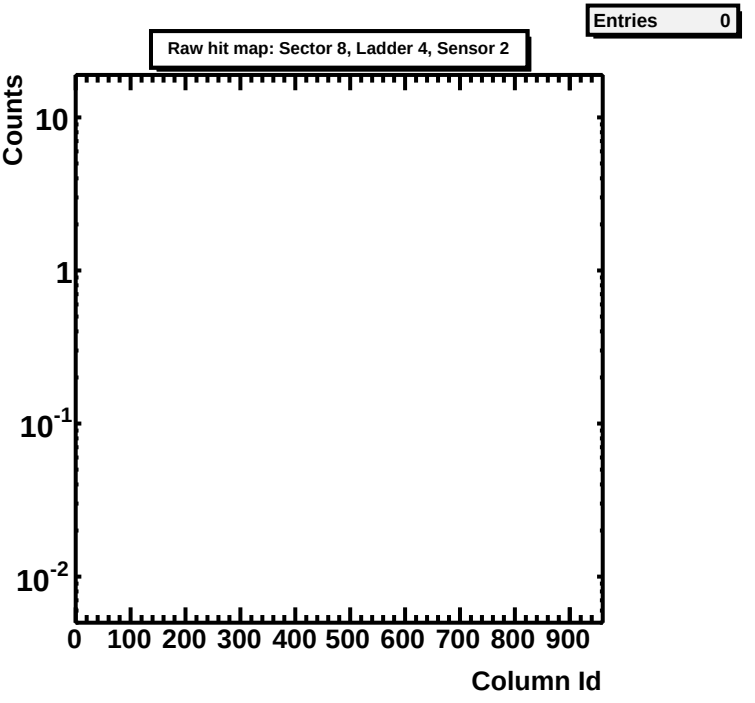

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 1
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

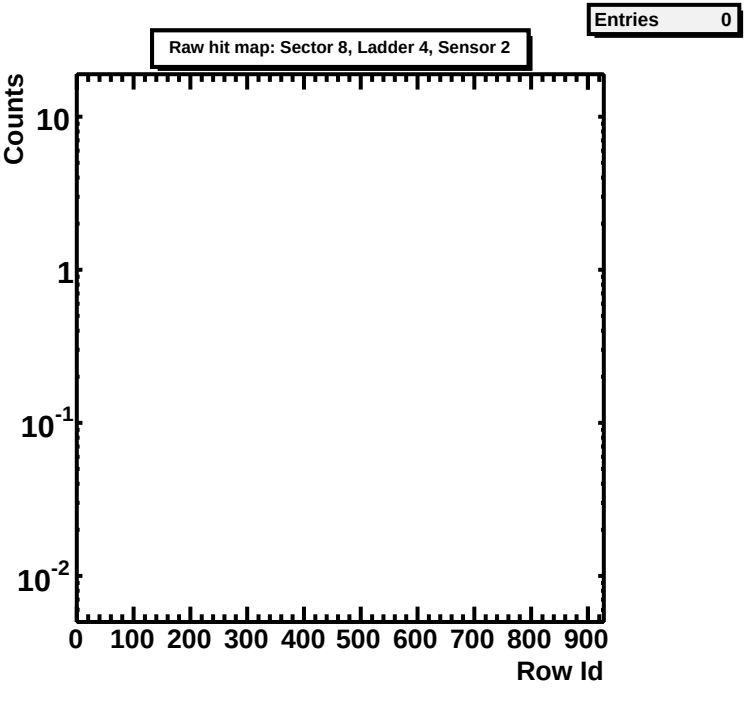

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

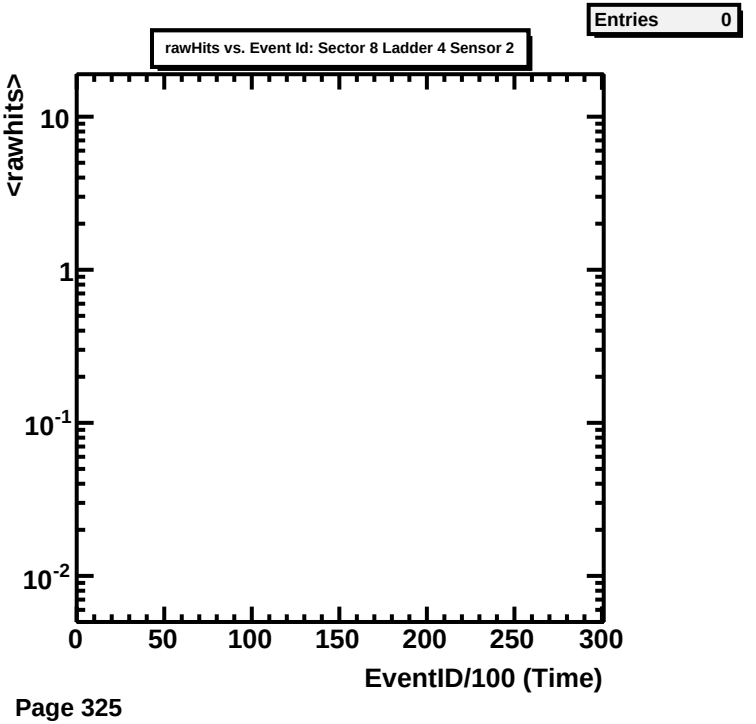

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

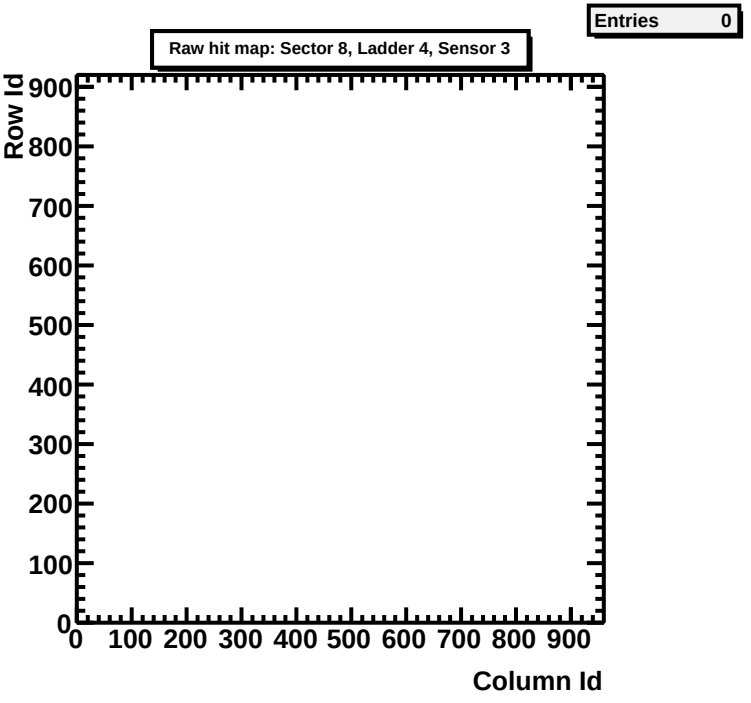

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

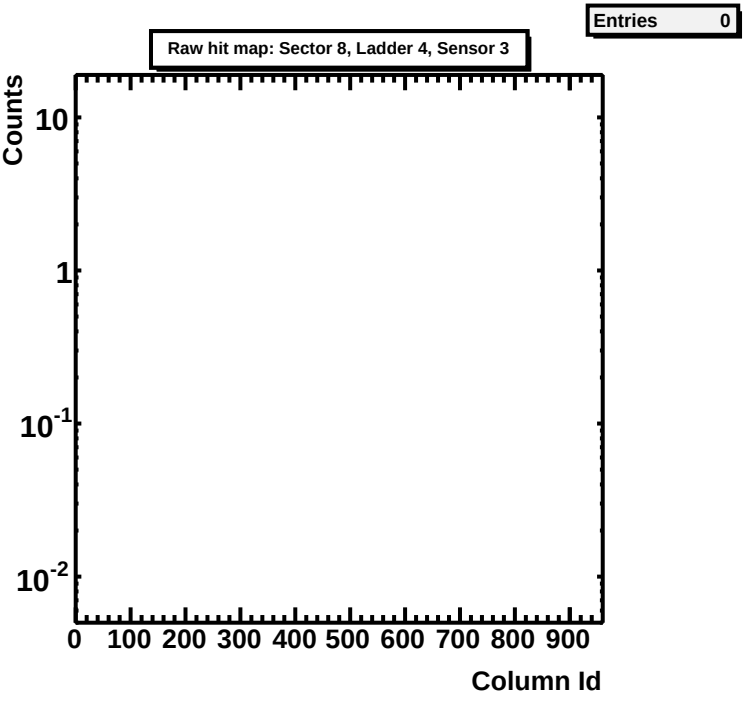

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

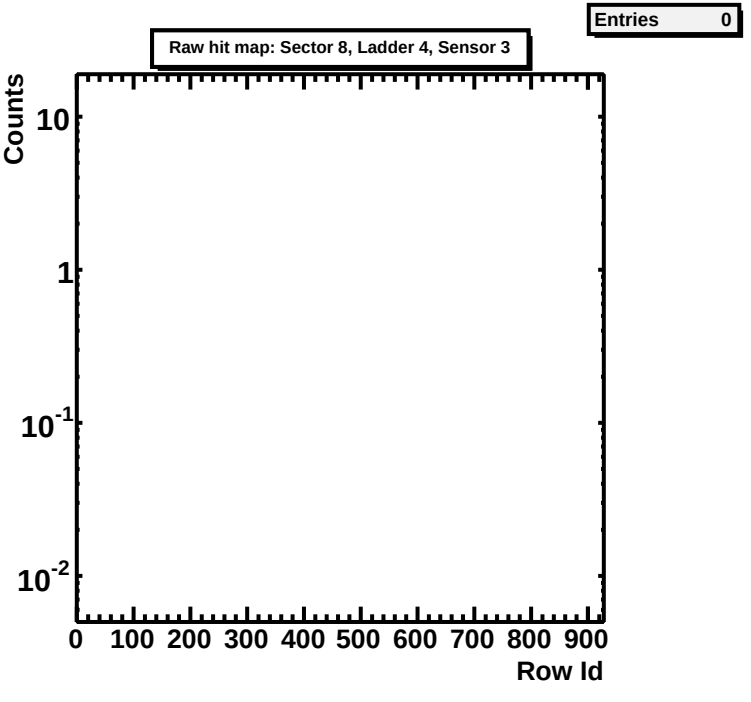

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

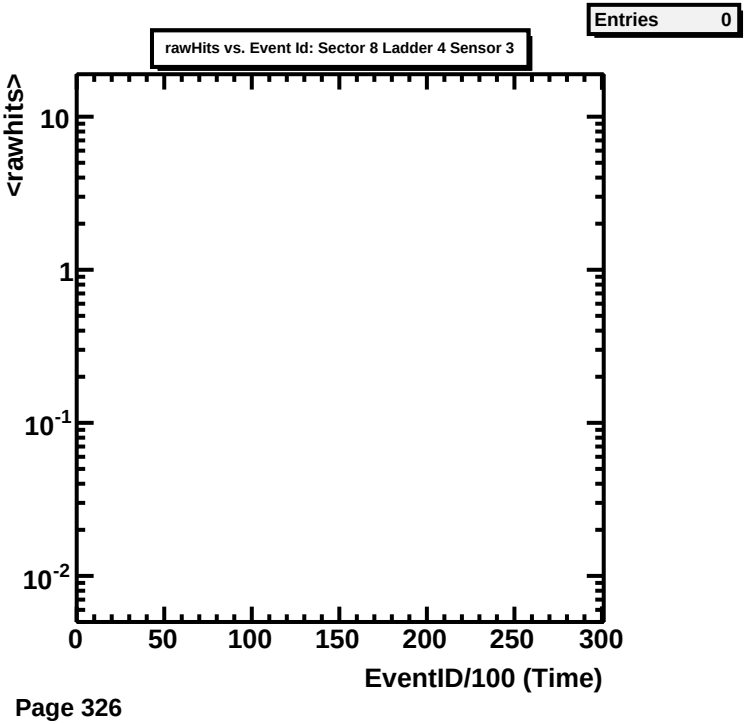

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

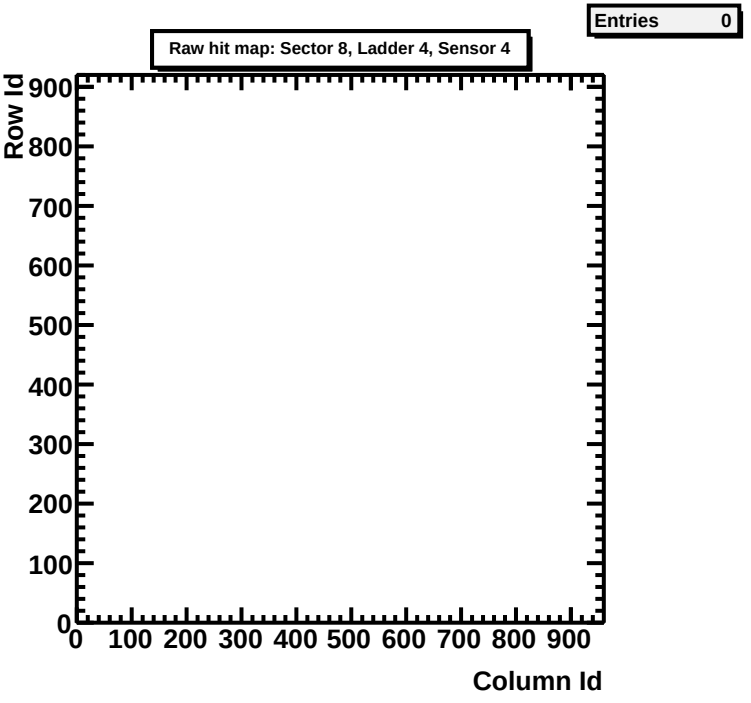

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

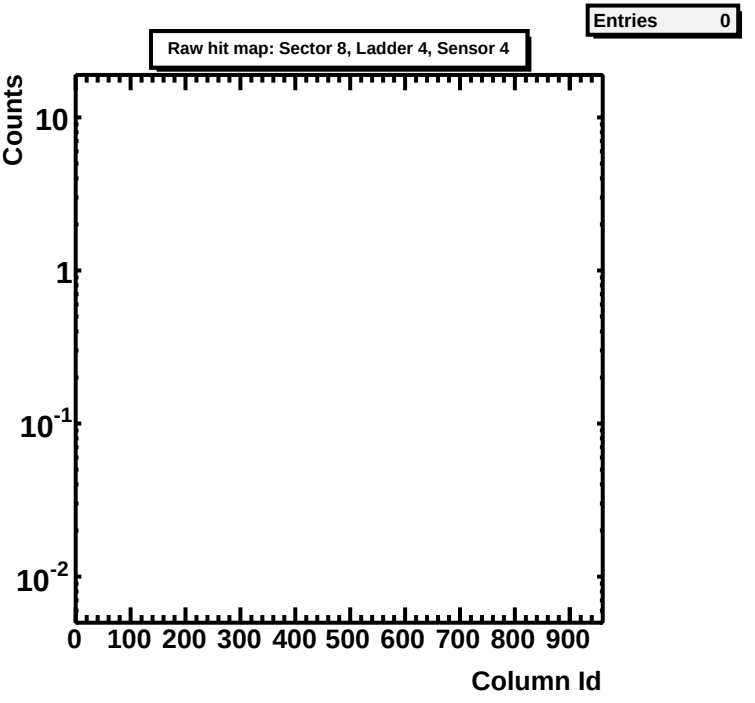

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 3
Row Id
Column Id

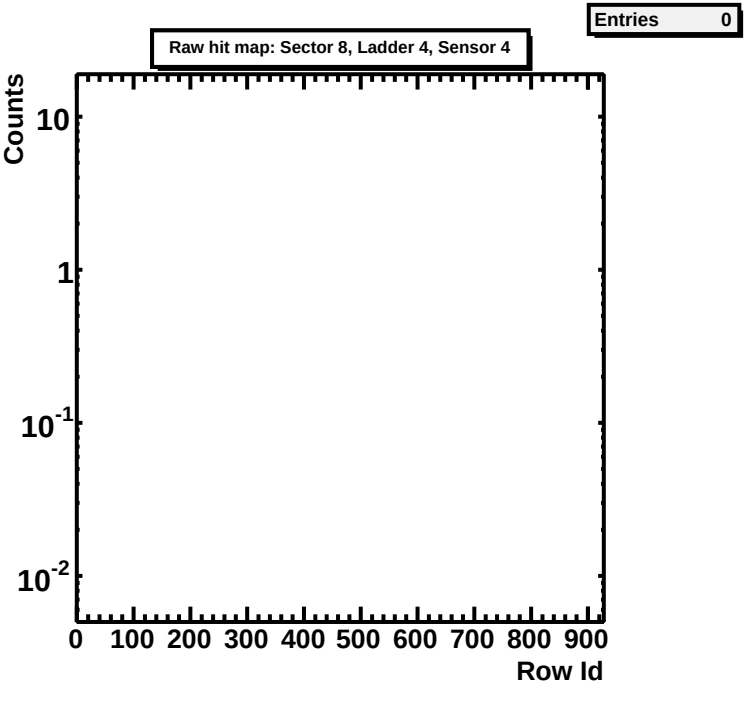

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 3
Counts
Column Id

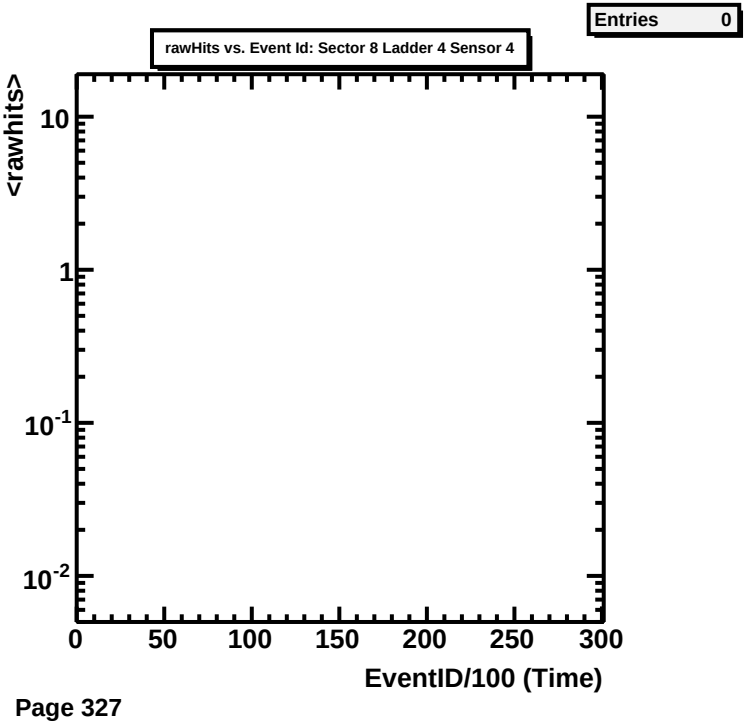

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 3
Counts
Row Id

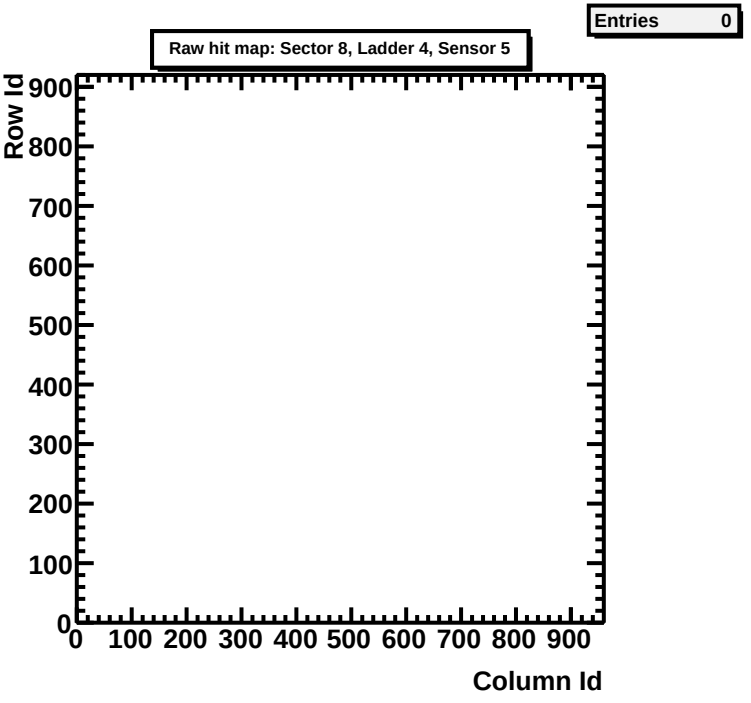

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

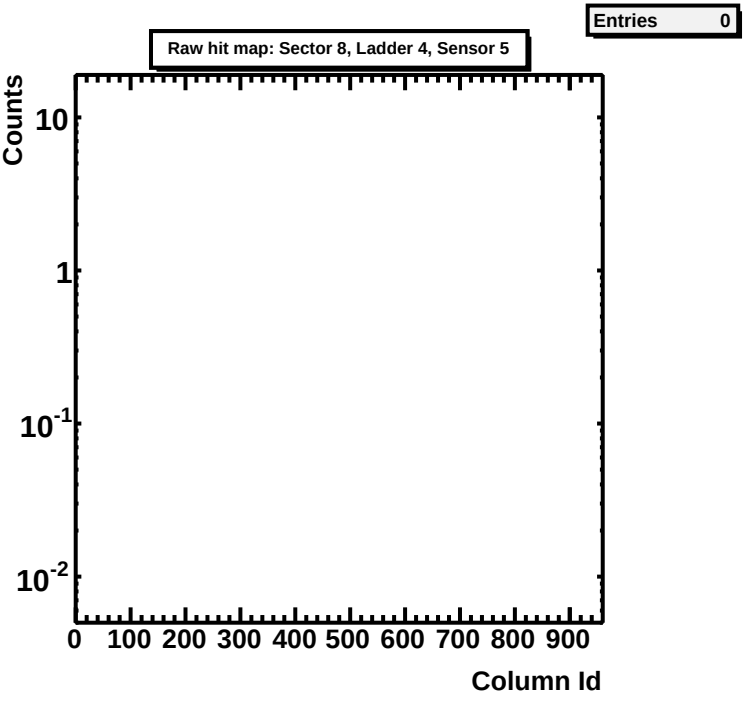

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

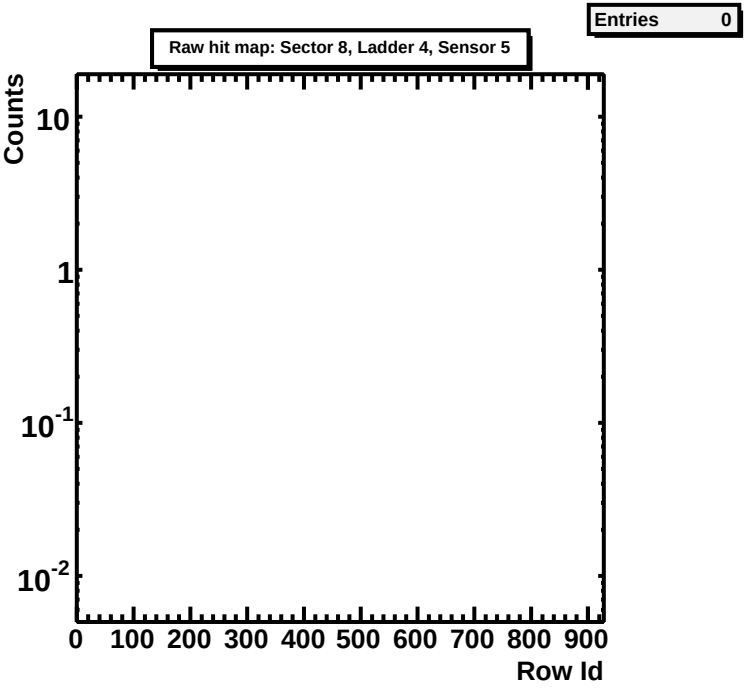

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

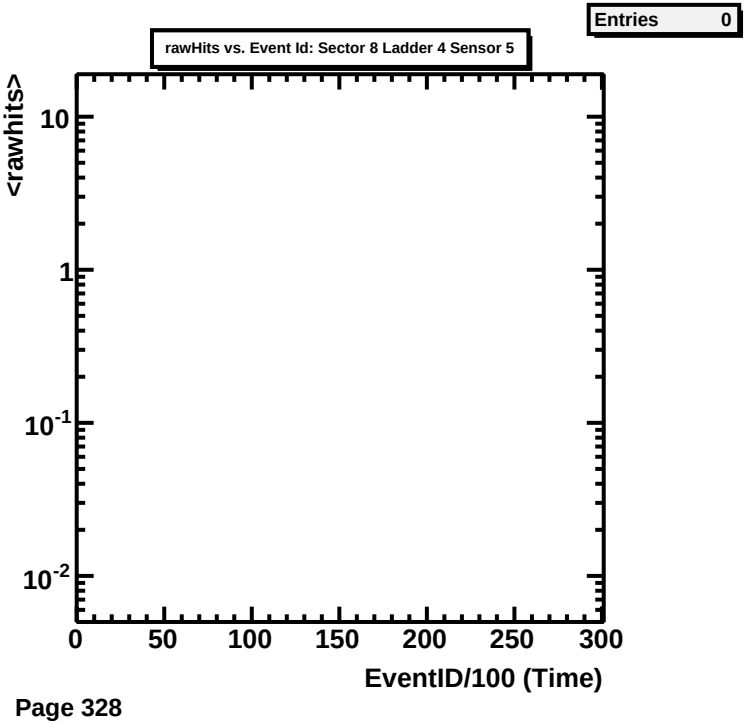

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

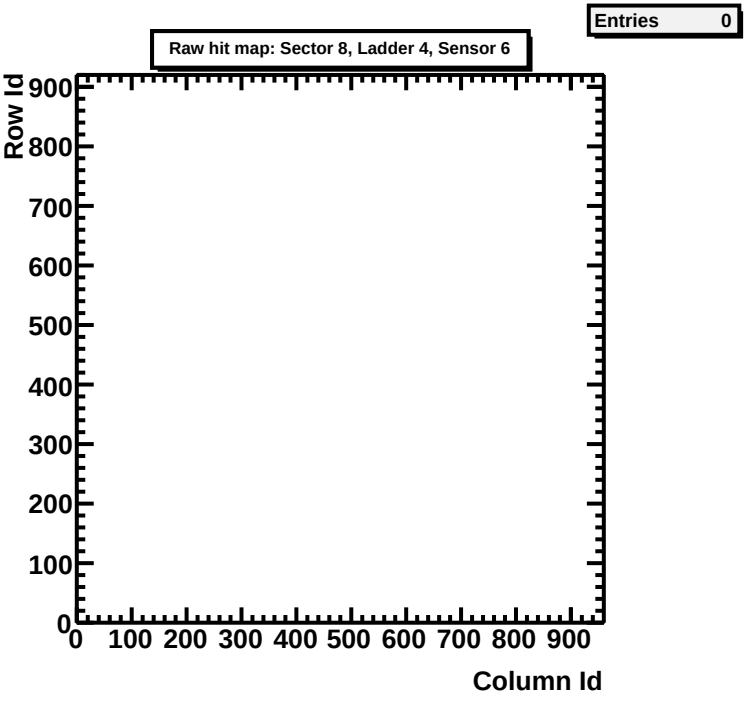

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

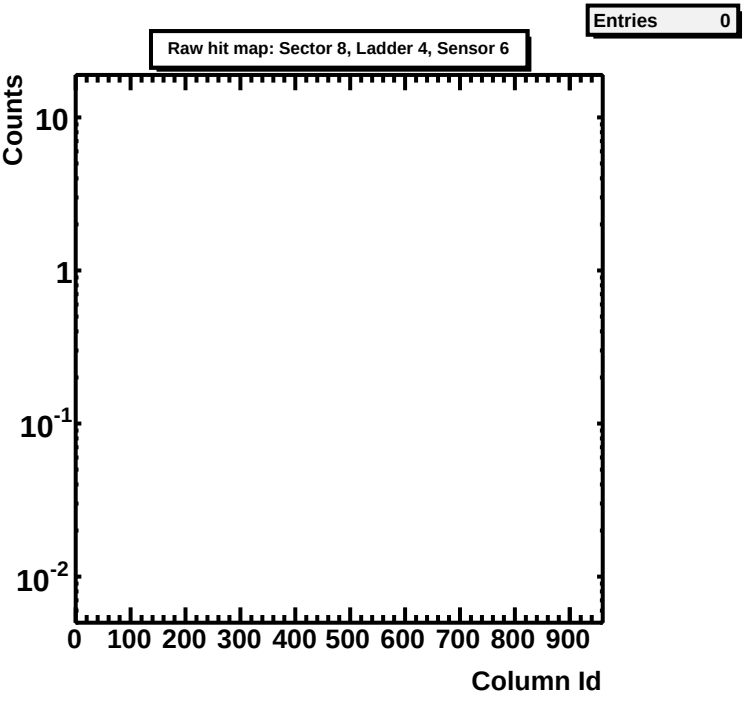

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 5
Row Id
Column Id

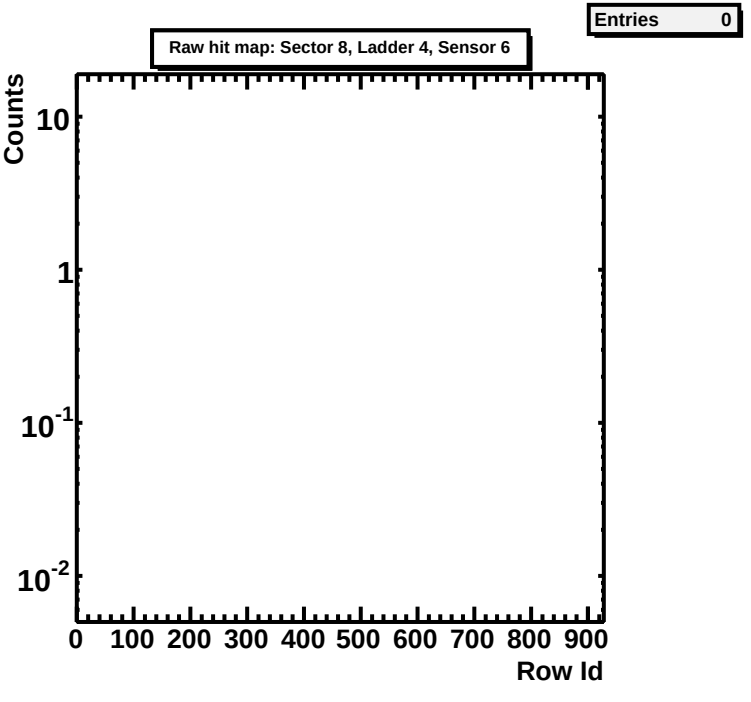

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 5
Counts
Column Id

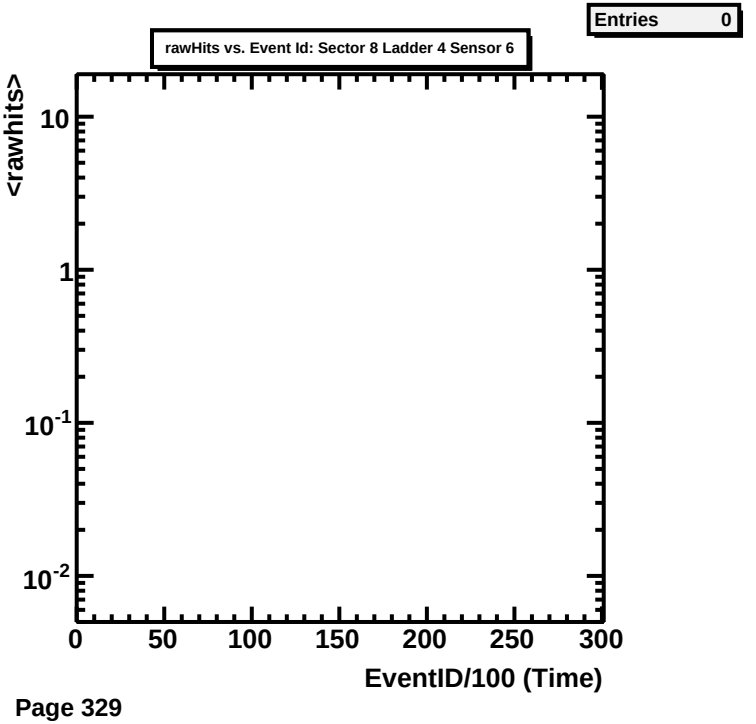

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 5
Counts
Row Id

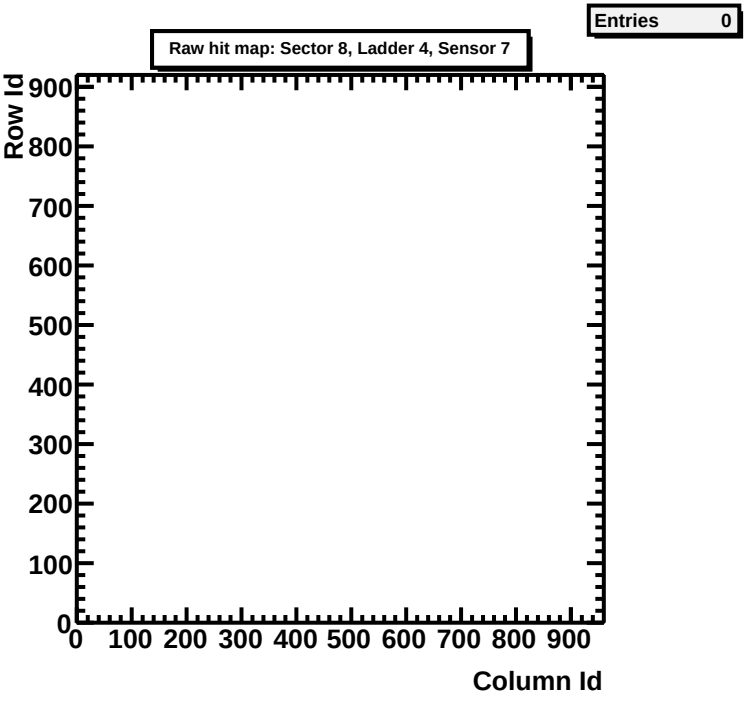

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

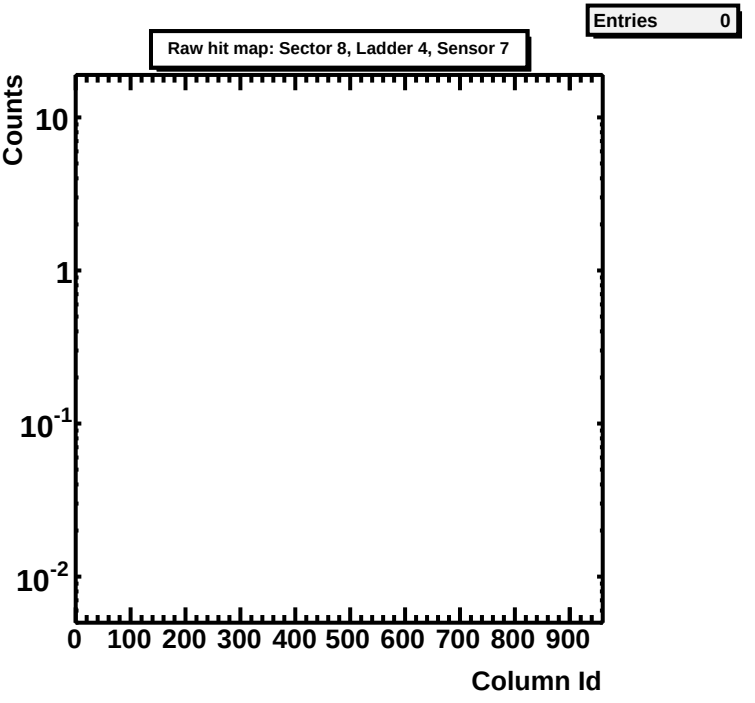

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 6
Row Id
Column Id

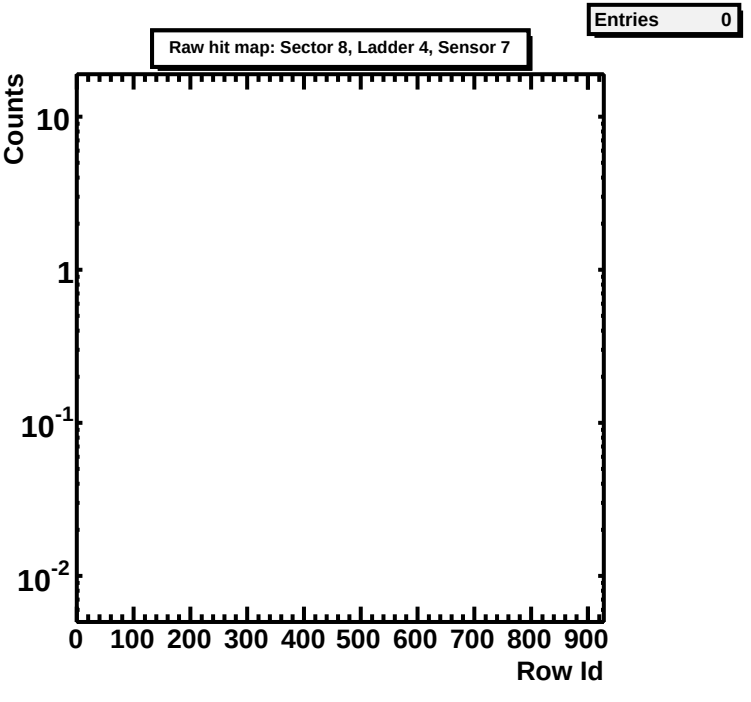

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 6
Counts
Column Id

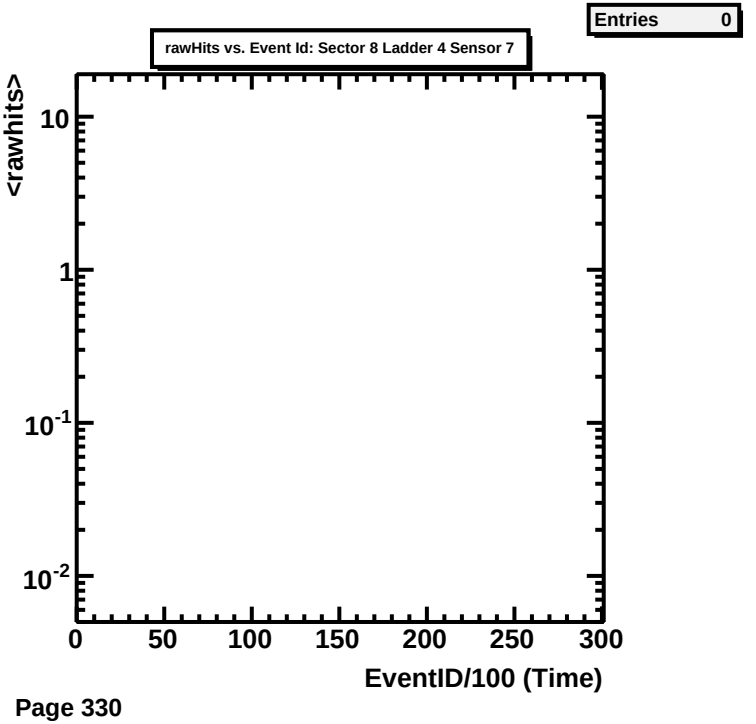

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 6
Counts
Row Id

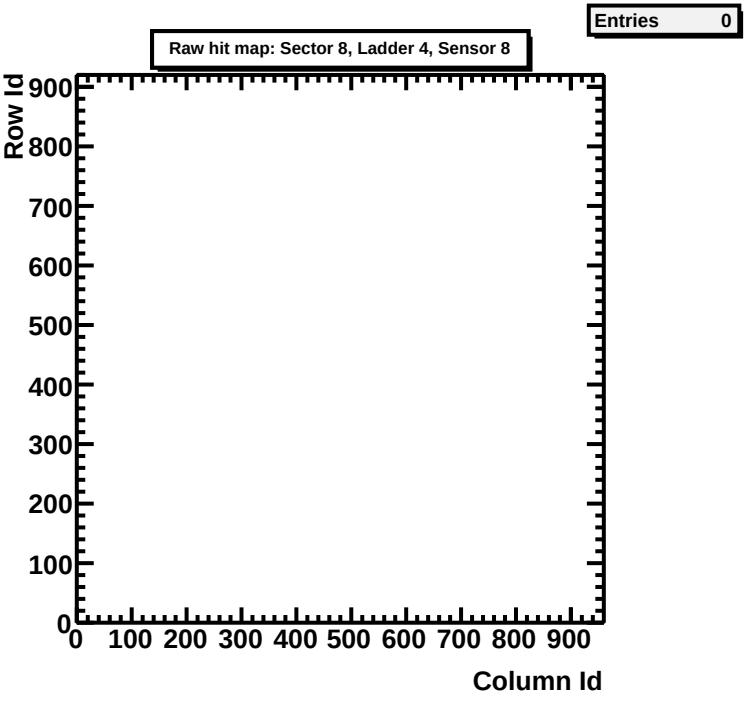

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

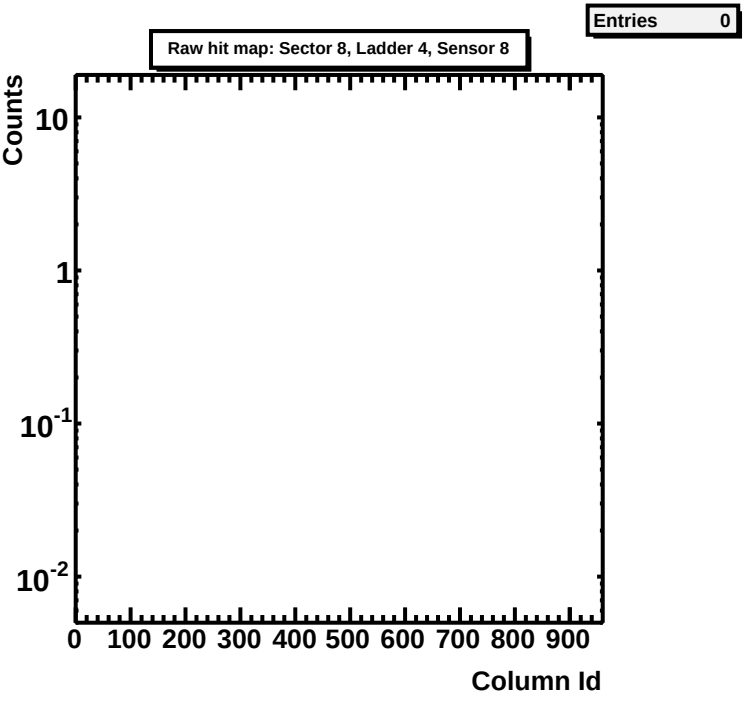

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 7
Row Id
Column Id

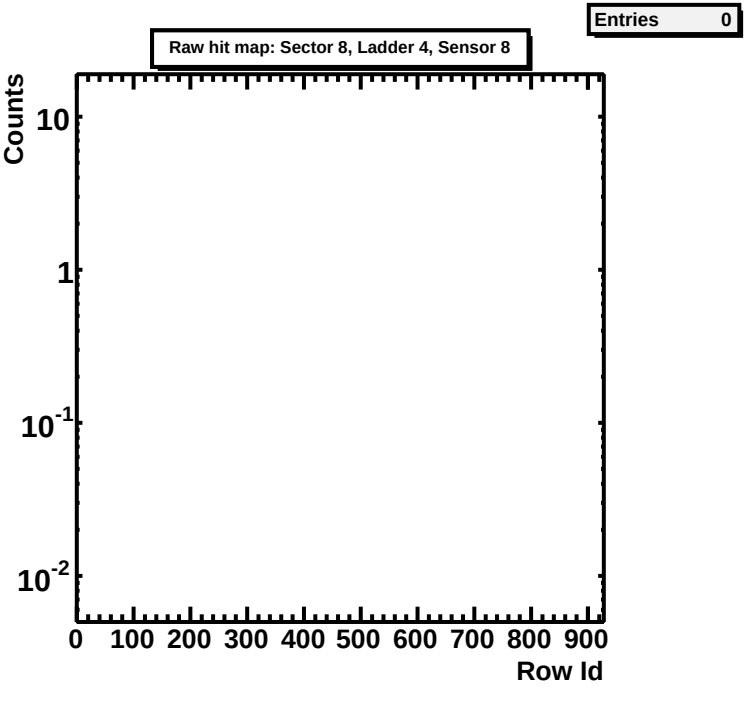

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 7
Counts
Column Id

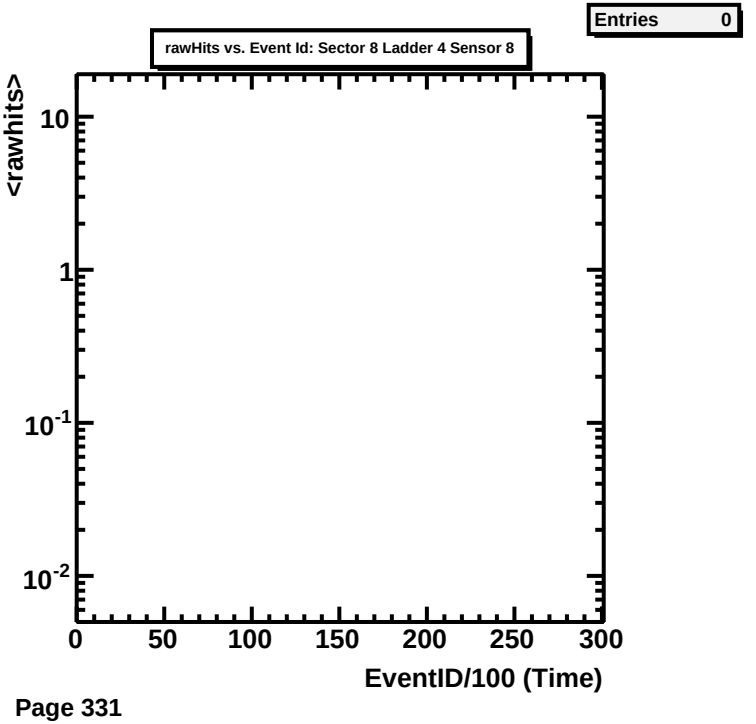

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 7
Counts
Row Id

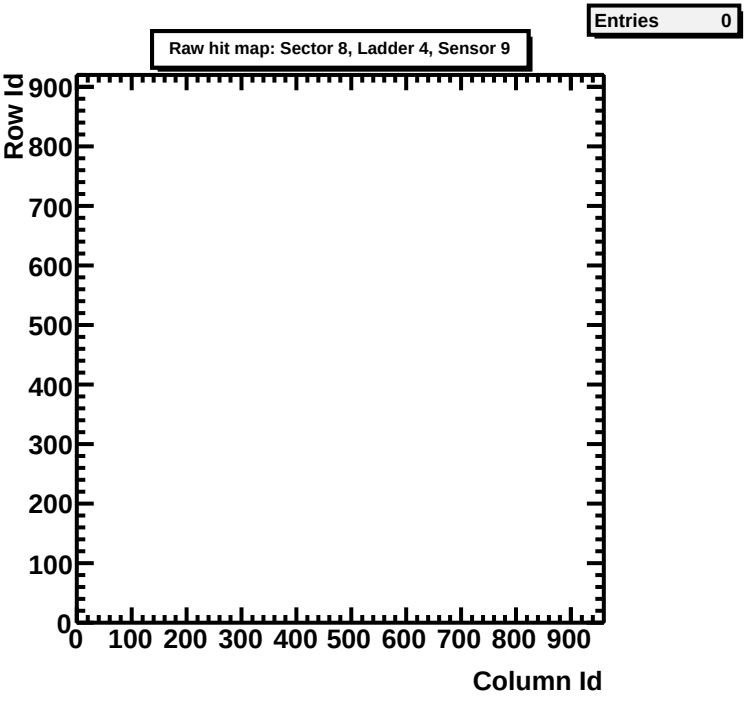

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

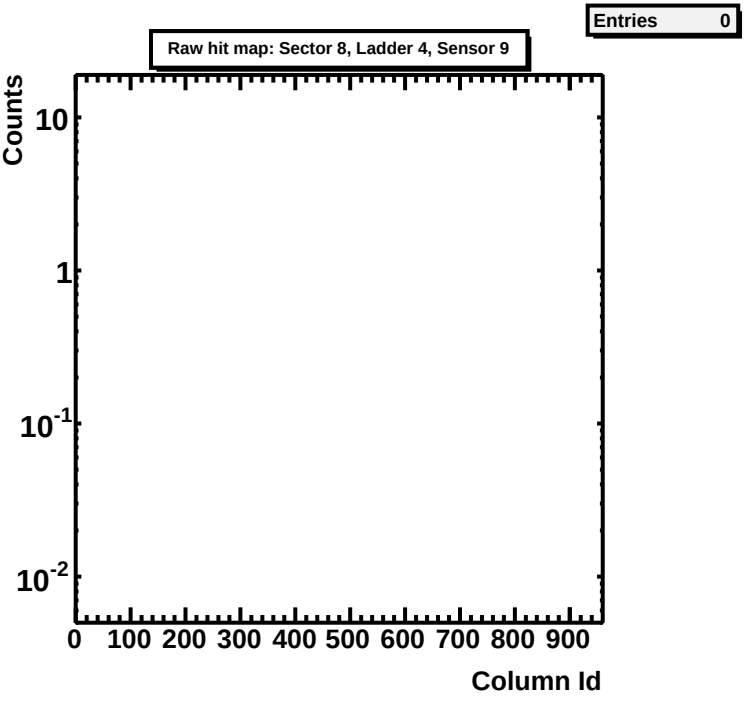

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 8
Row Id
Column Id

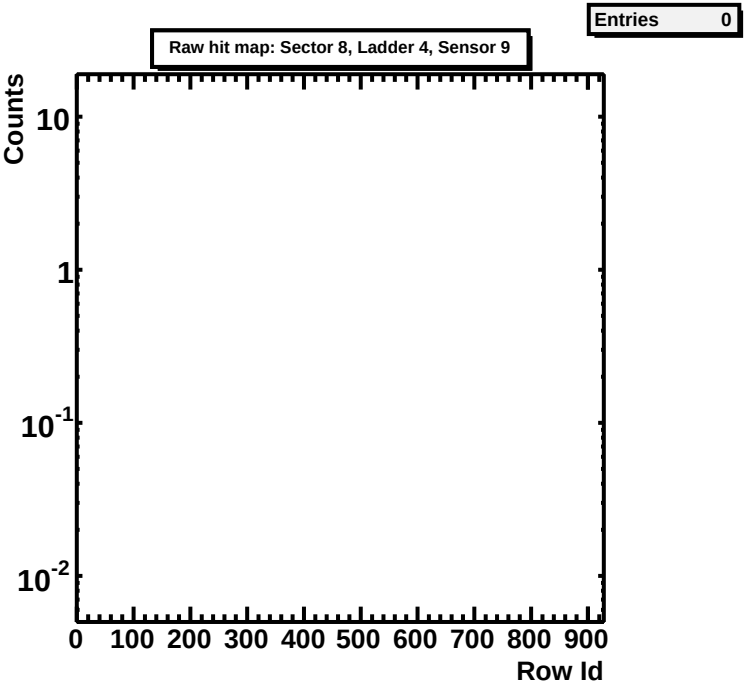

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 8
Counts
Column Id

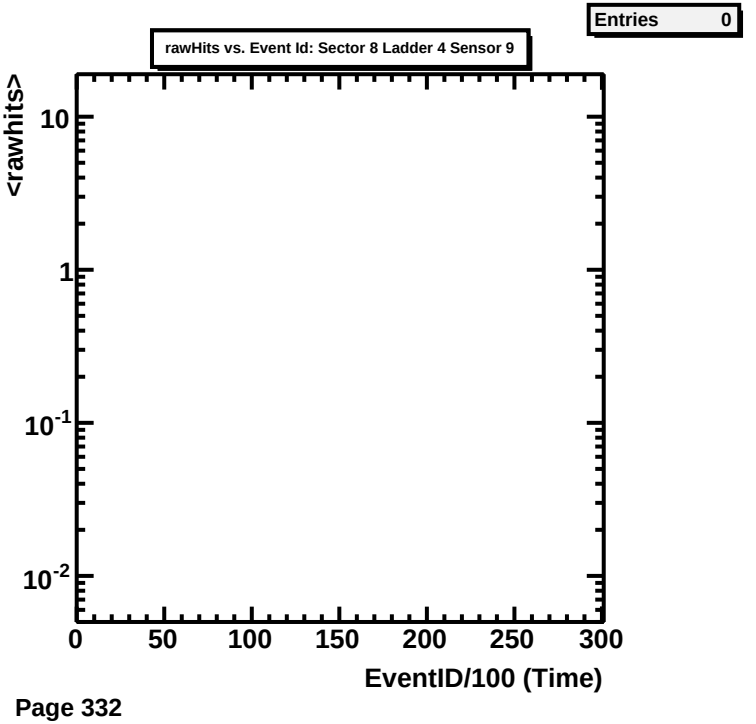

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 8
Counts
Row Id

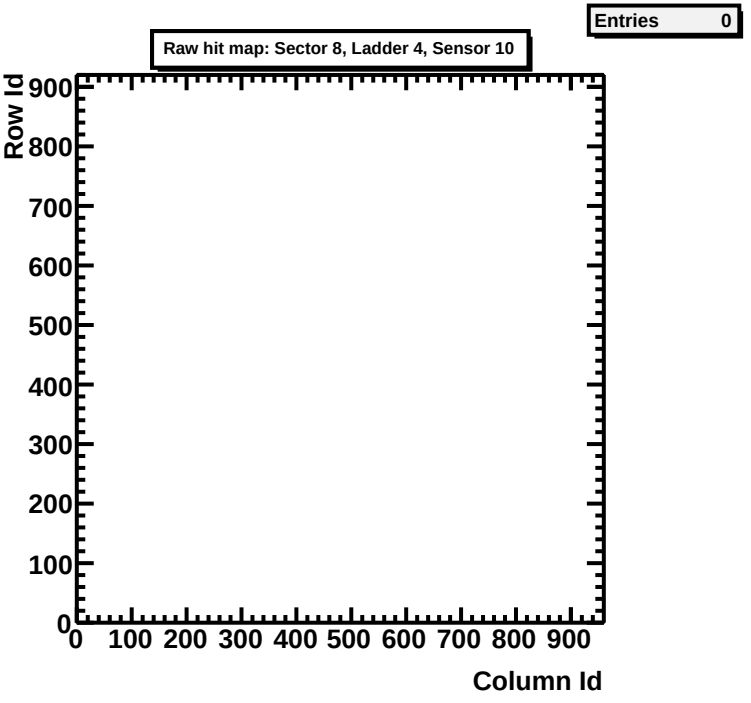

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 8
<rawhits>
EventID/100 (Time)

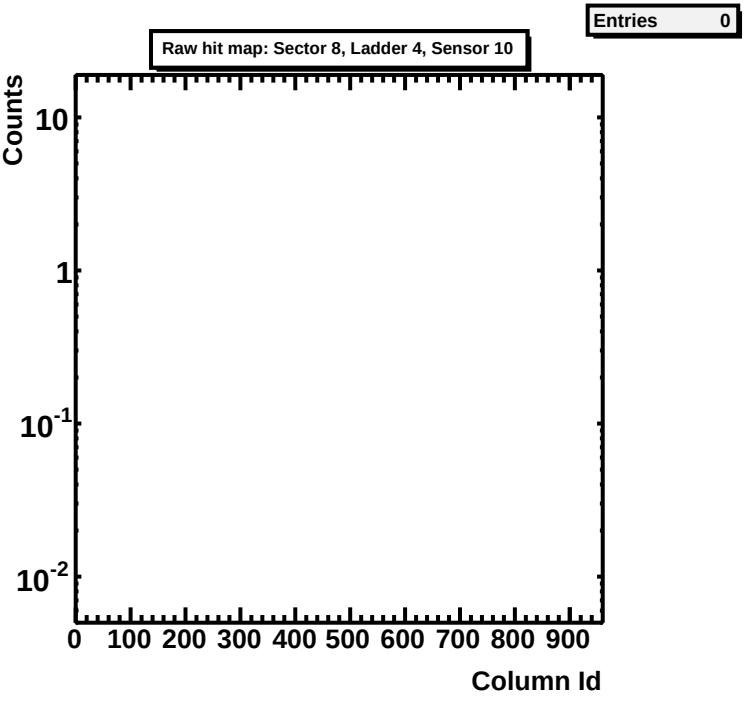

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

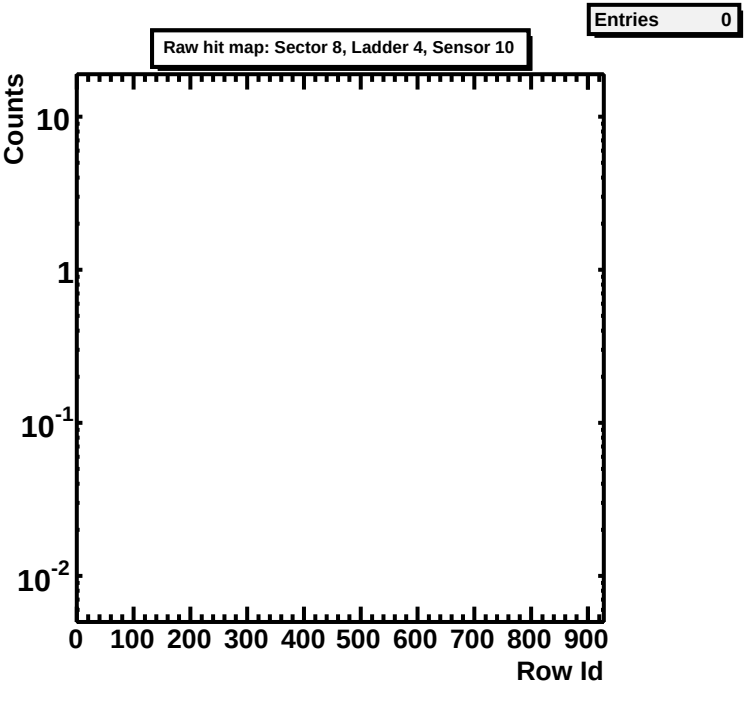

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

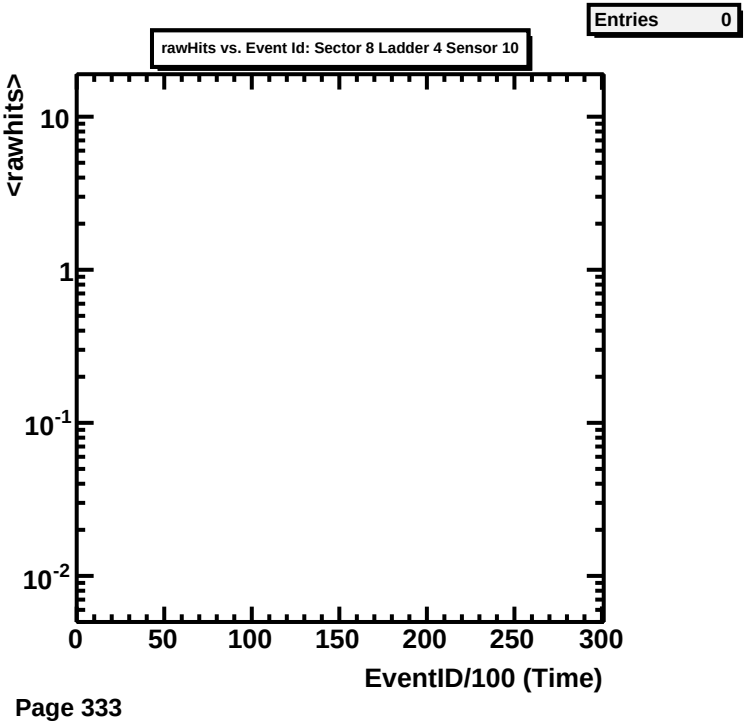

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

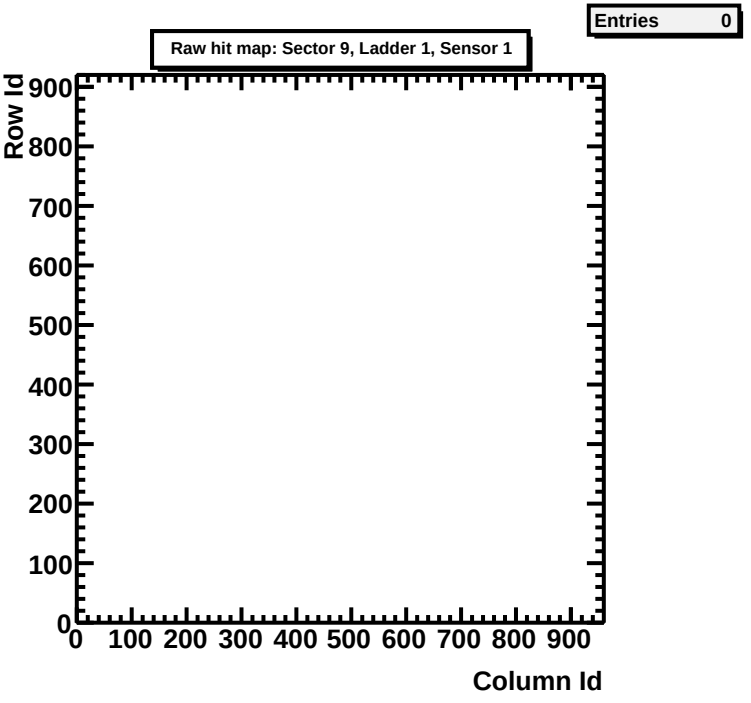

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

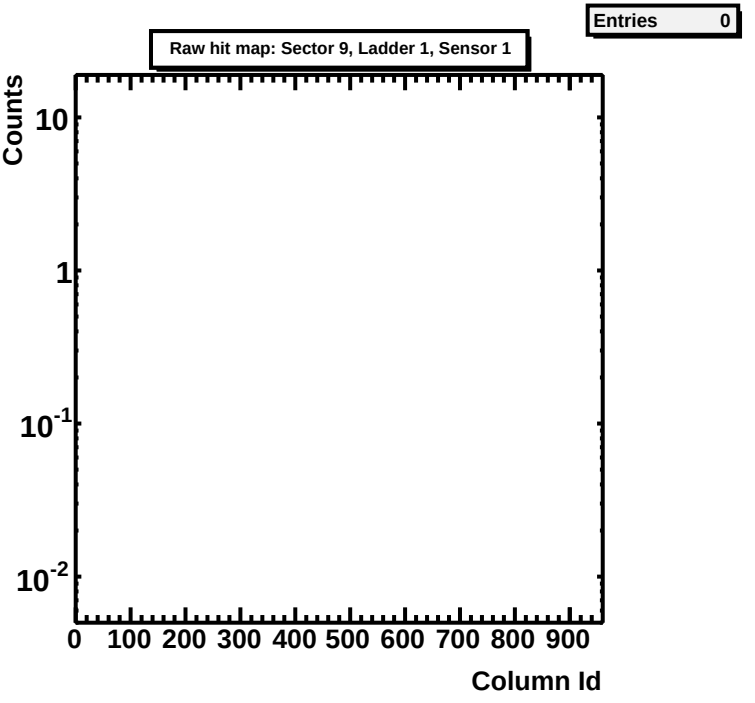

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

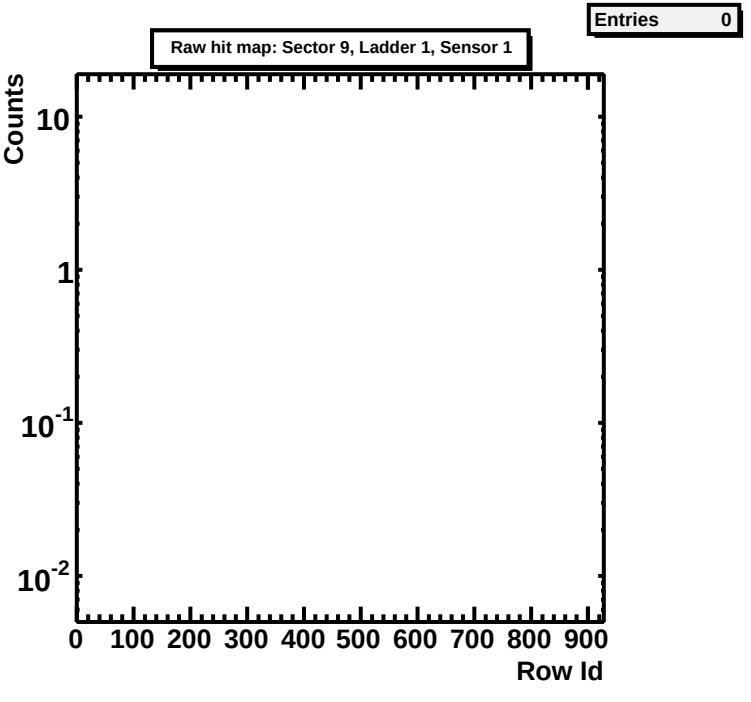

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

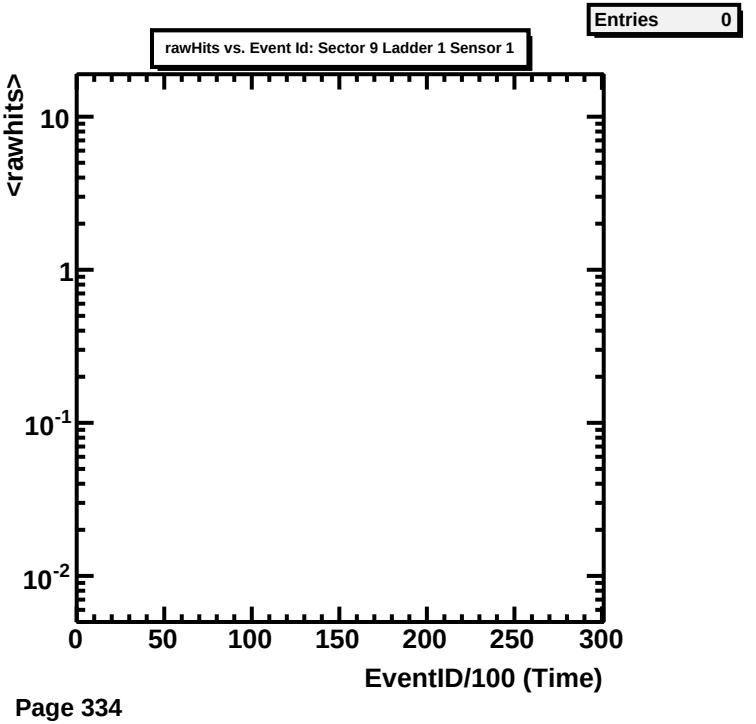

Entries 0
Raw hit map: Sector 8, Ladder 4, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

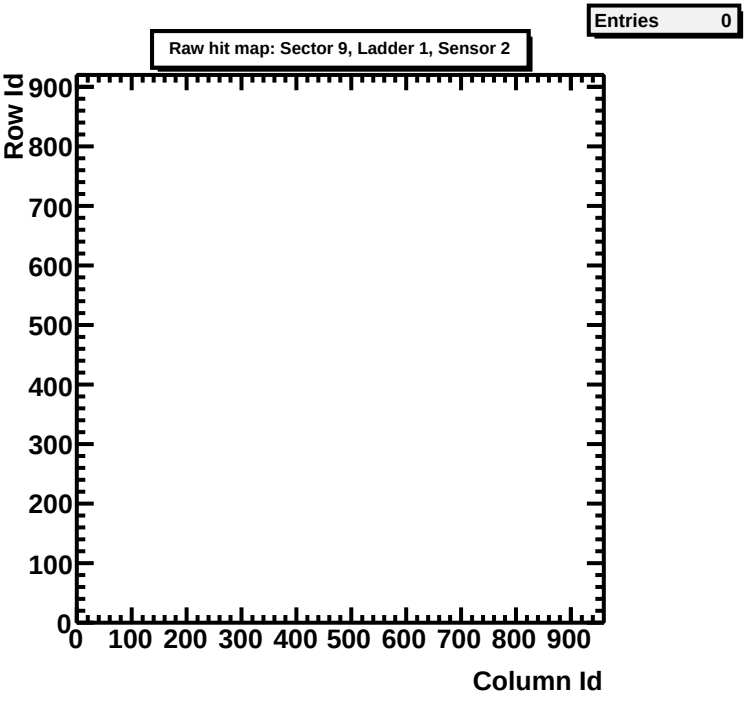

Entries 0
rawHits vs. Event Id: Sector 8 Ladder 4 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

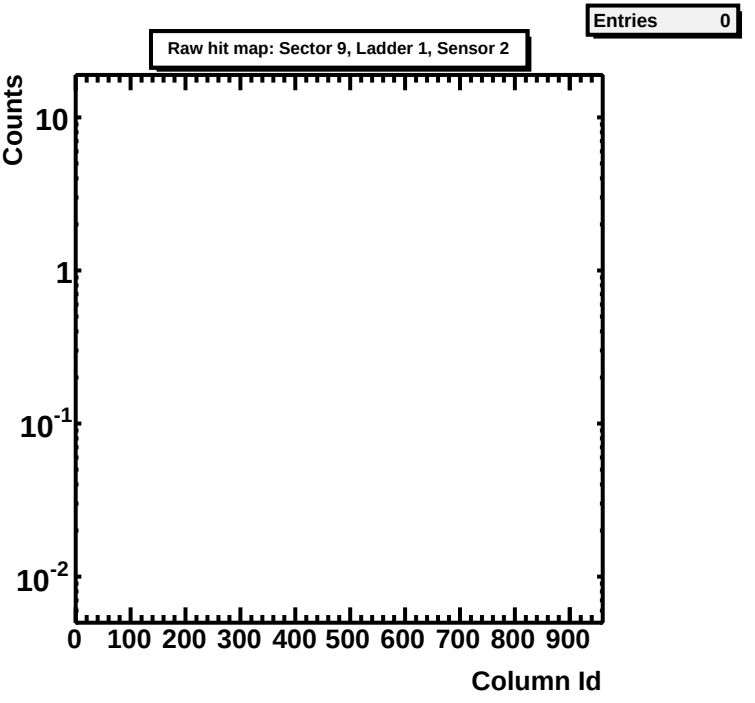

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 1
Row Id
Column Id

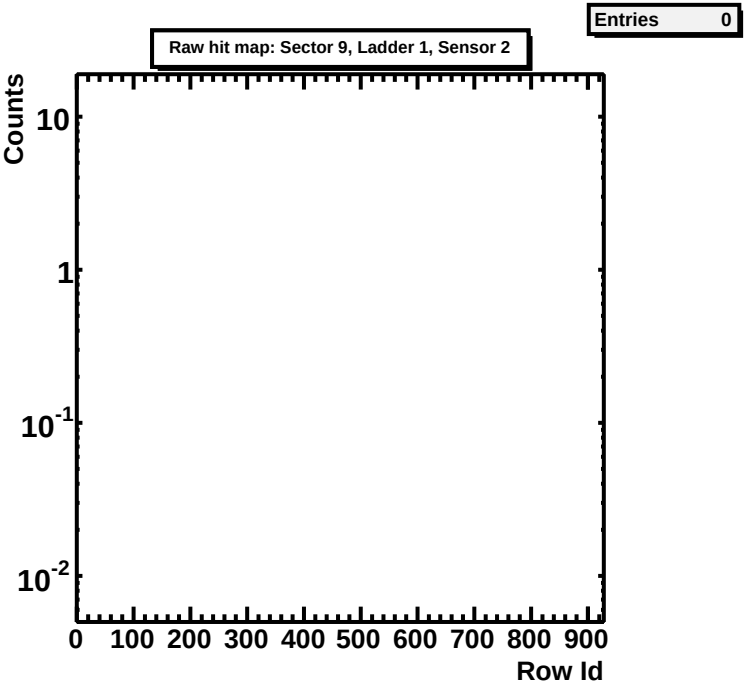

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 1
Counts
Column Id

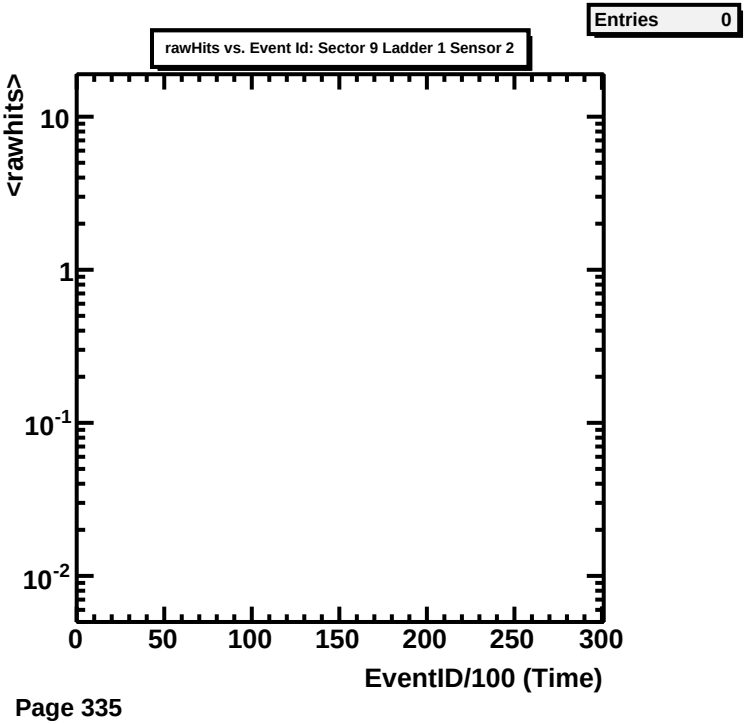

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 1
Counts
Row Id

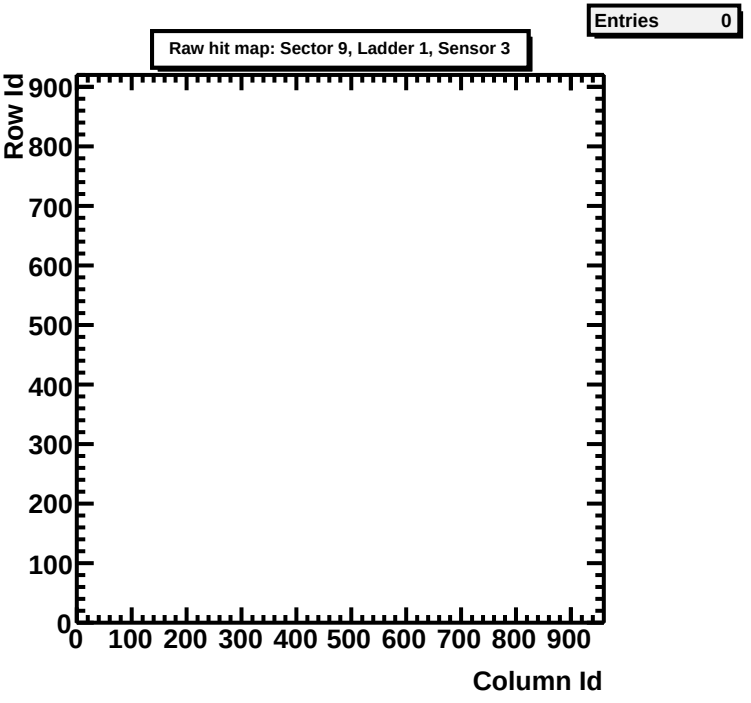

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 1
<rawhits>
EventID/100 (Time)

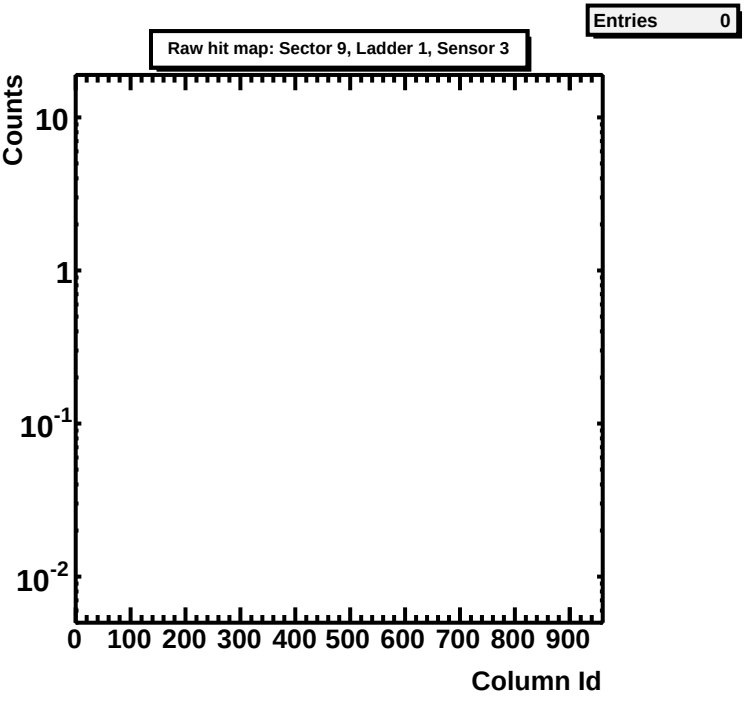

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

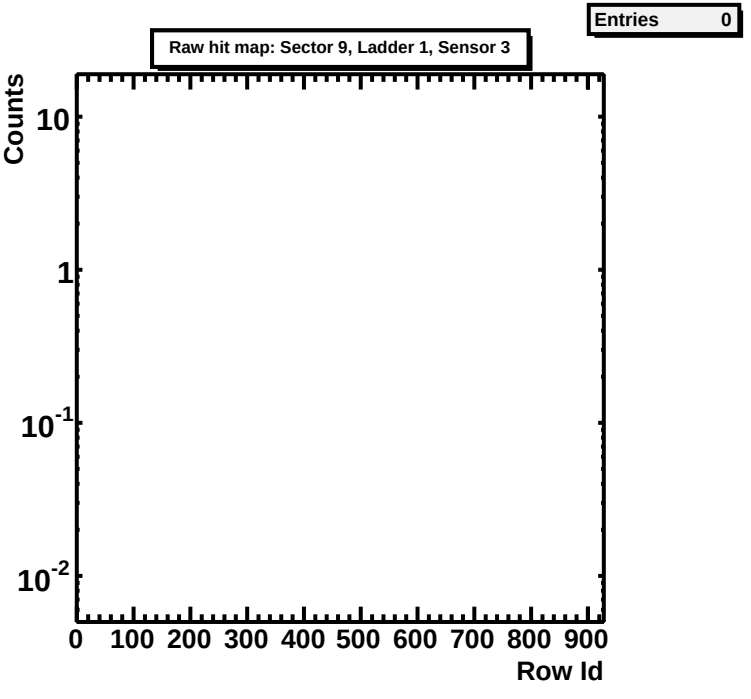

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

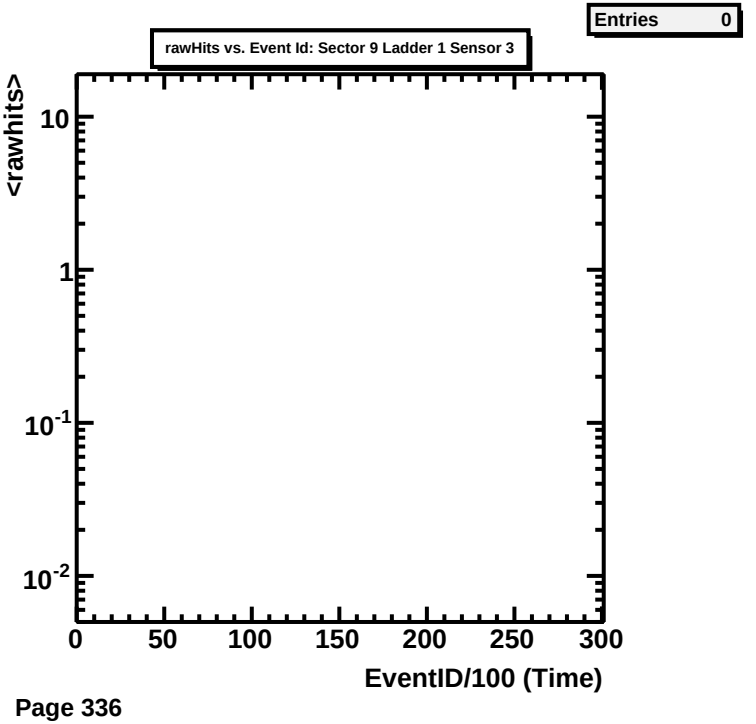

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

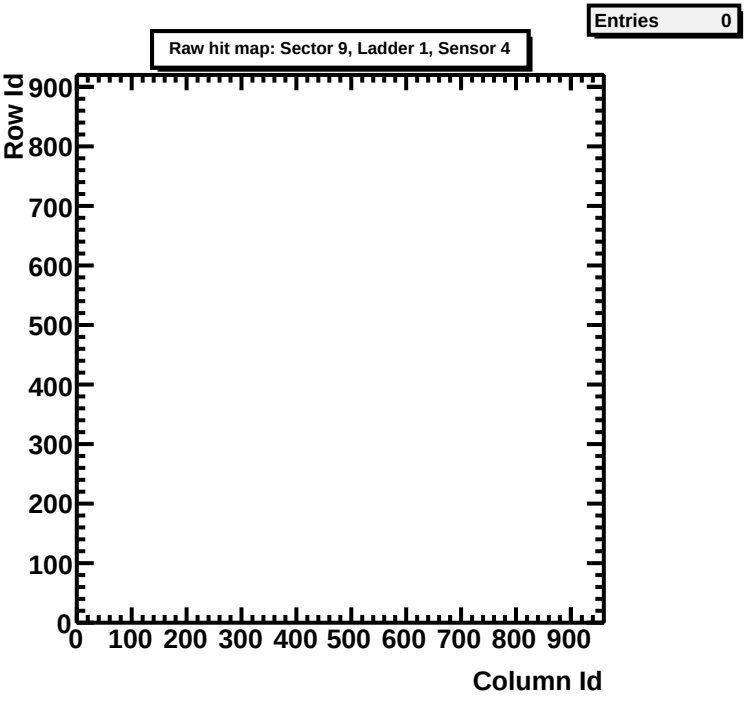

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

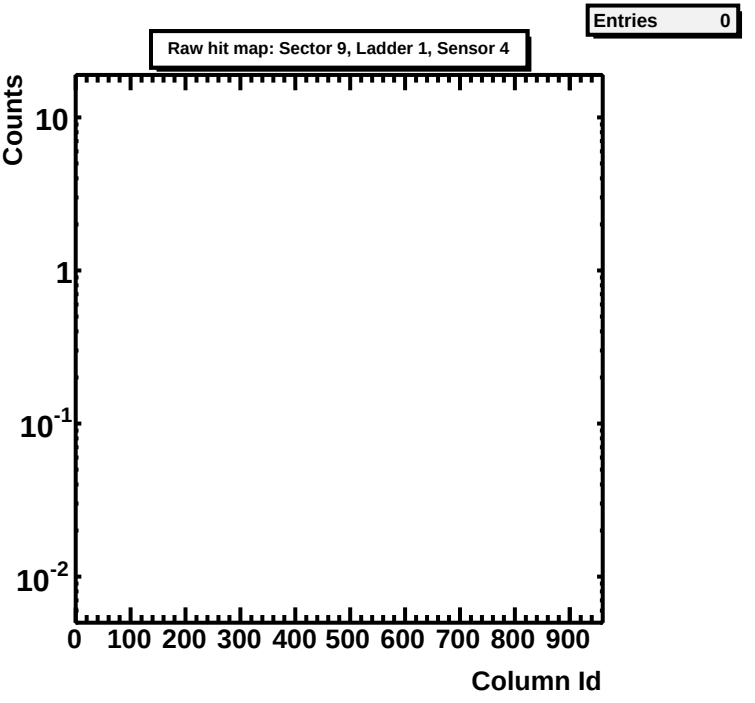

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

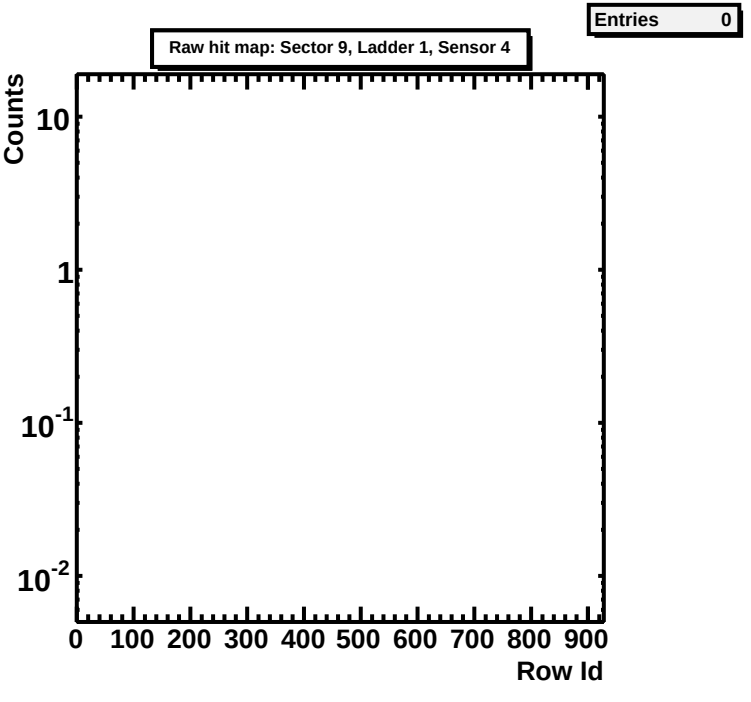

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

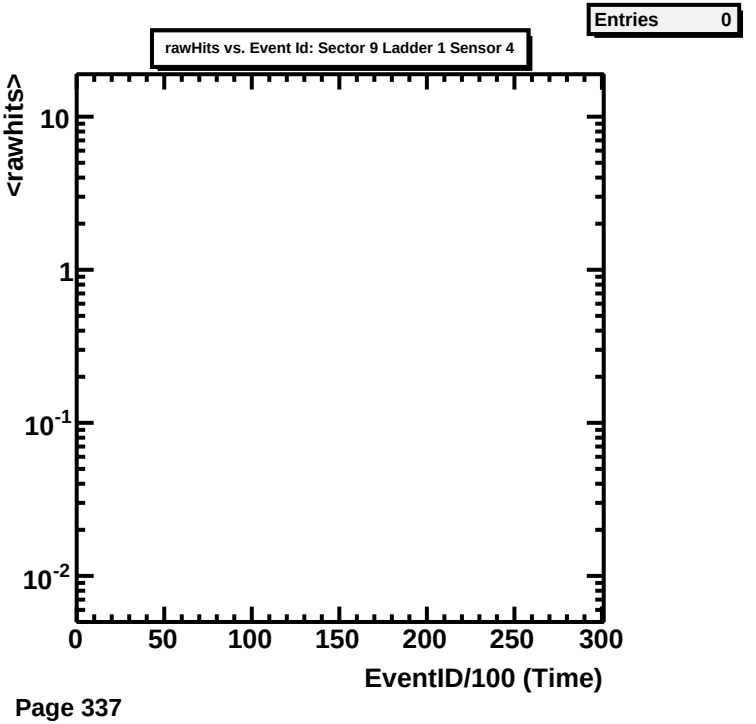

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

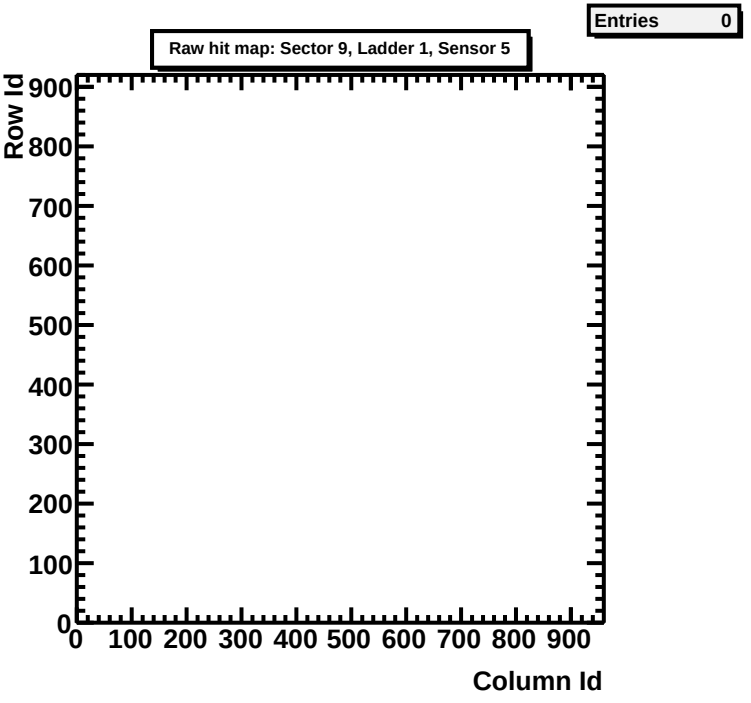

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

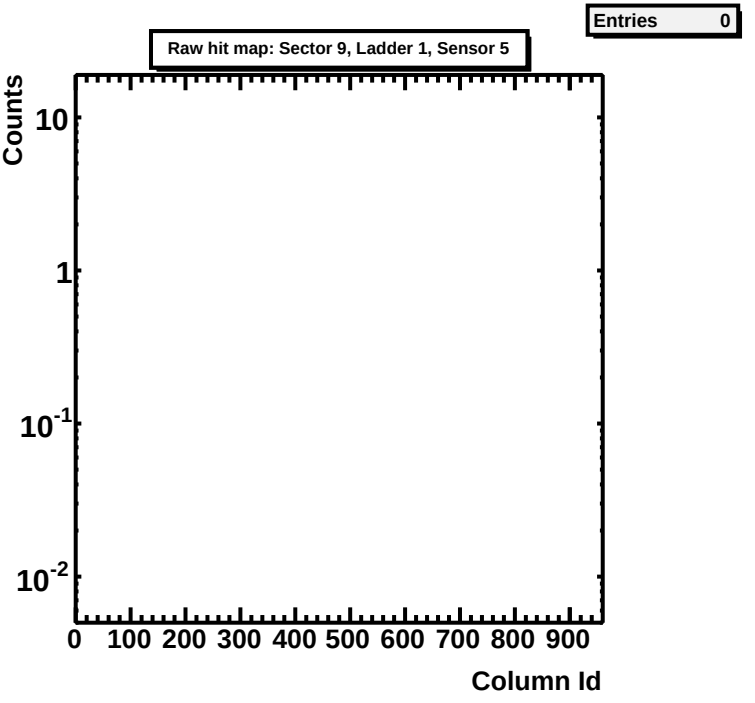

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

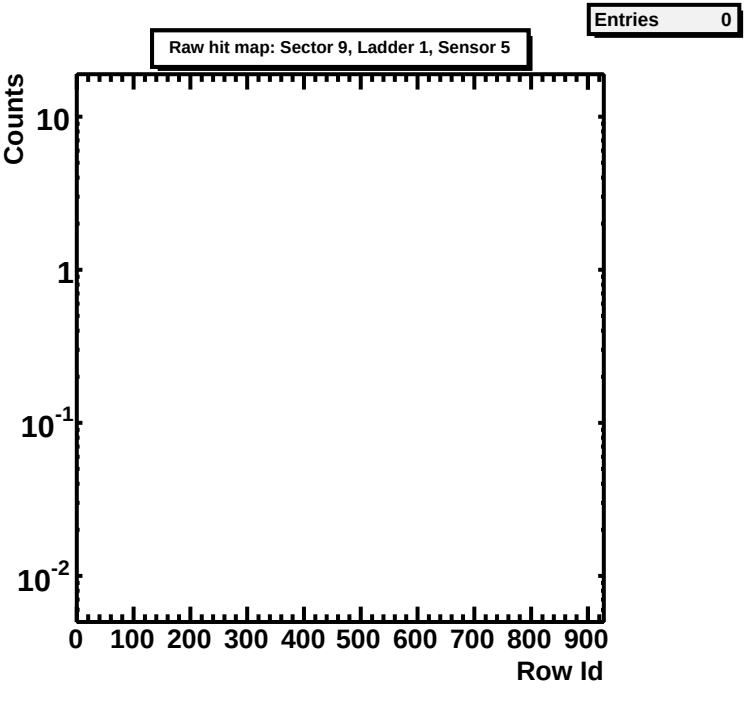

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

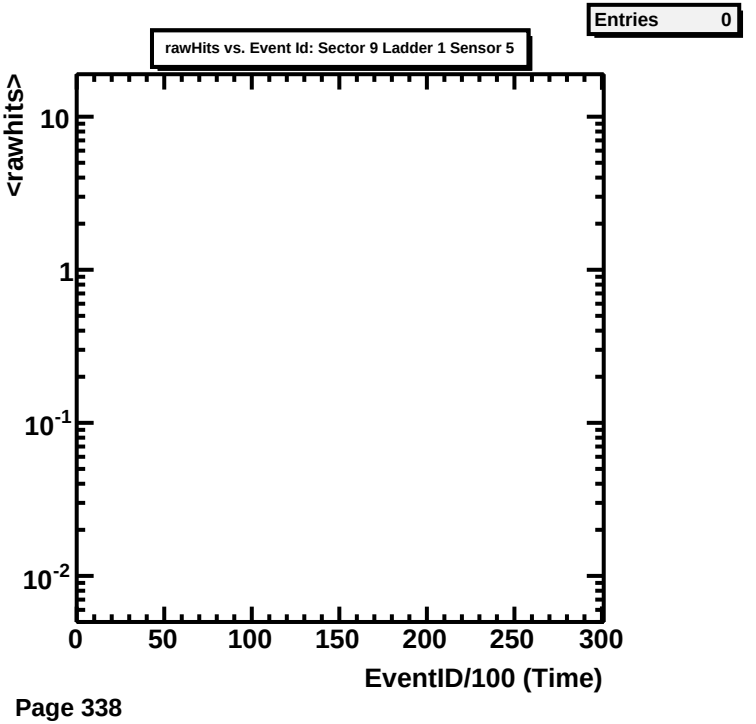

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

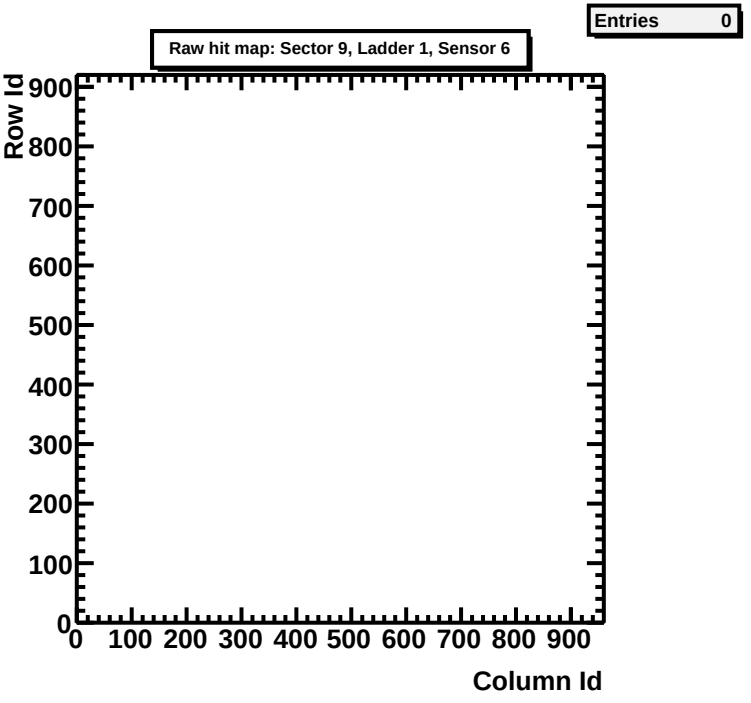

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

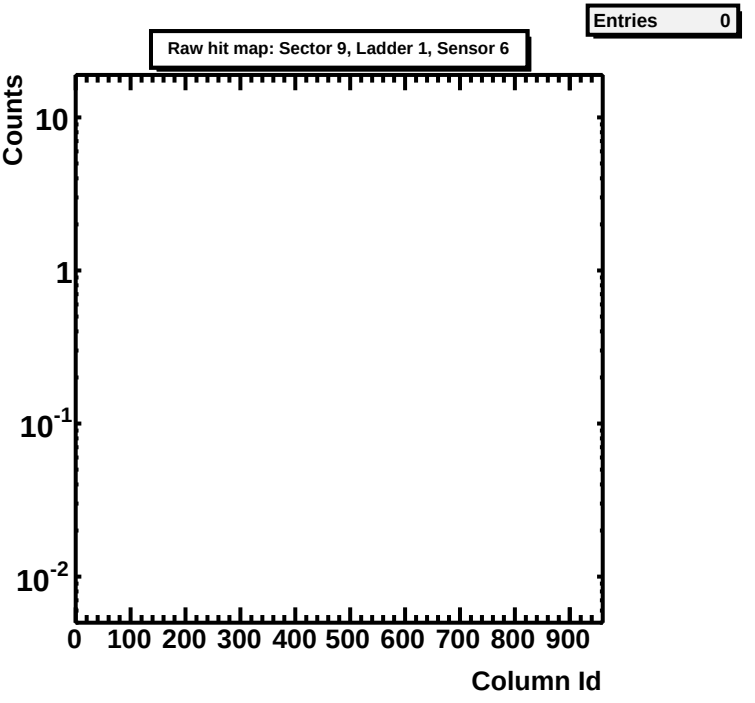

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

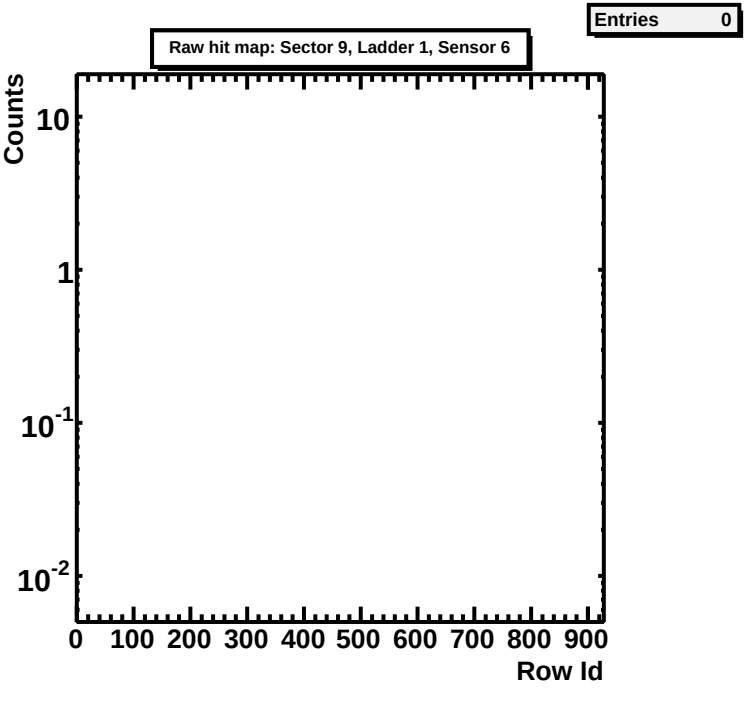

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

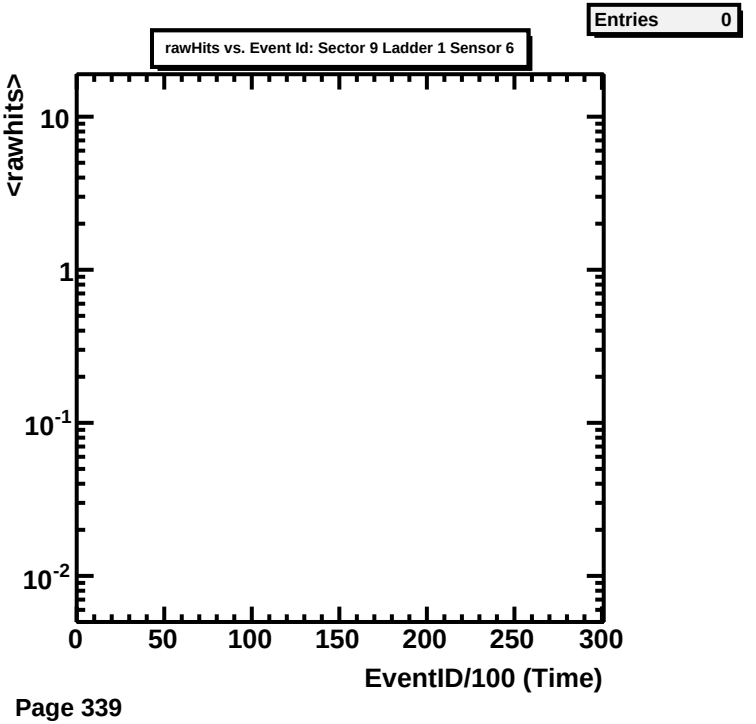

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

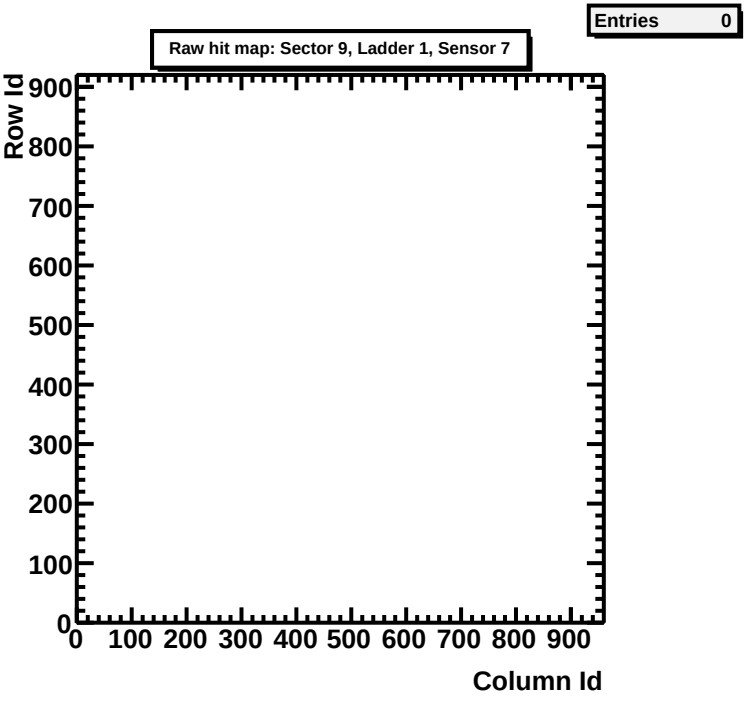

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

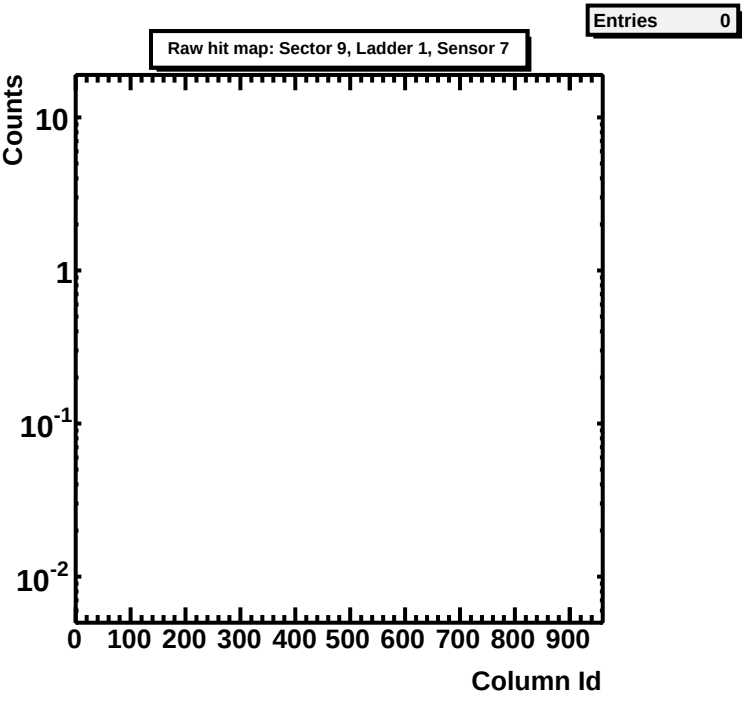

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 6
Row Id
Column Id

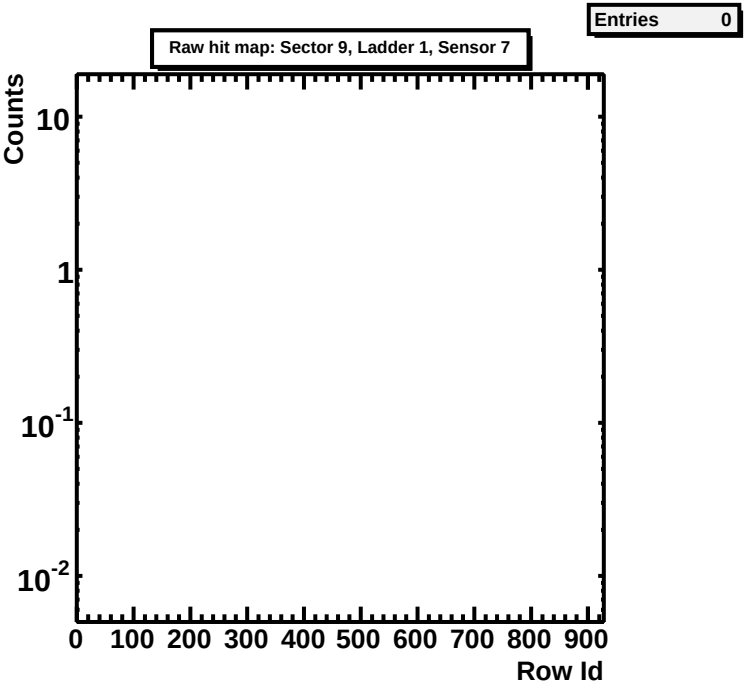

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 6
Counts
Column Id

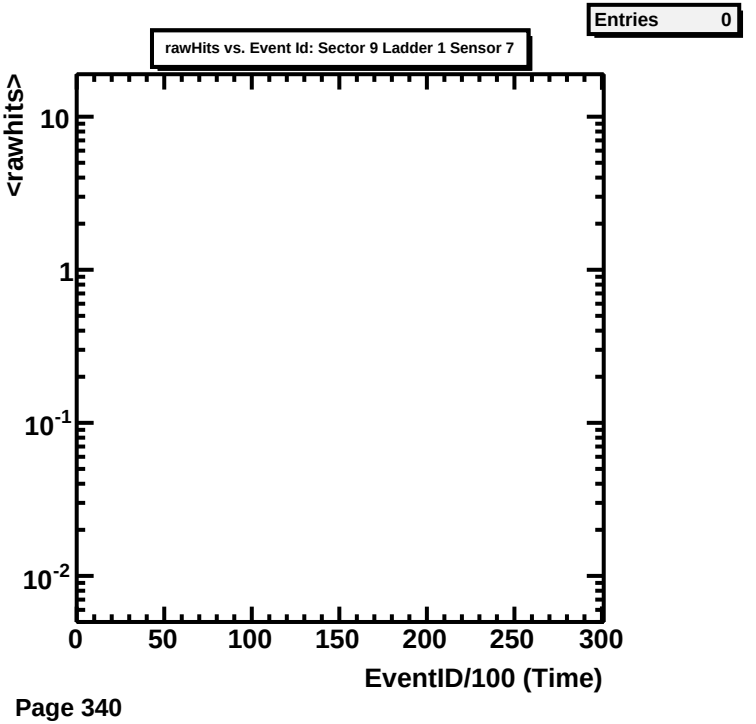

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 6
Counts
Row Id

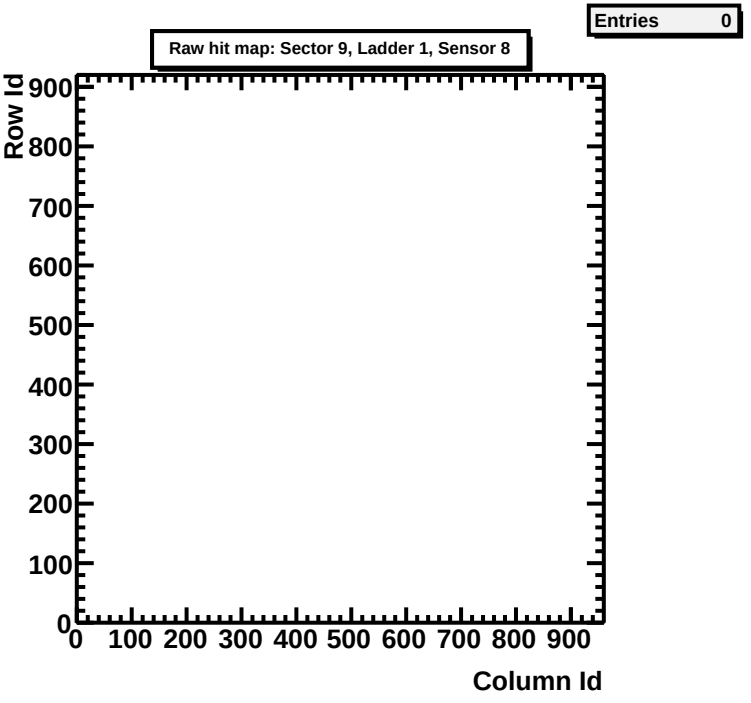

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 6
<rawhits>
EventID/100 (Time)

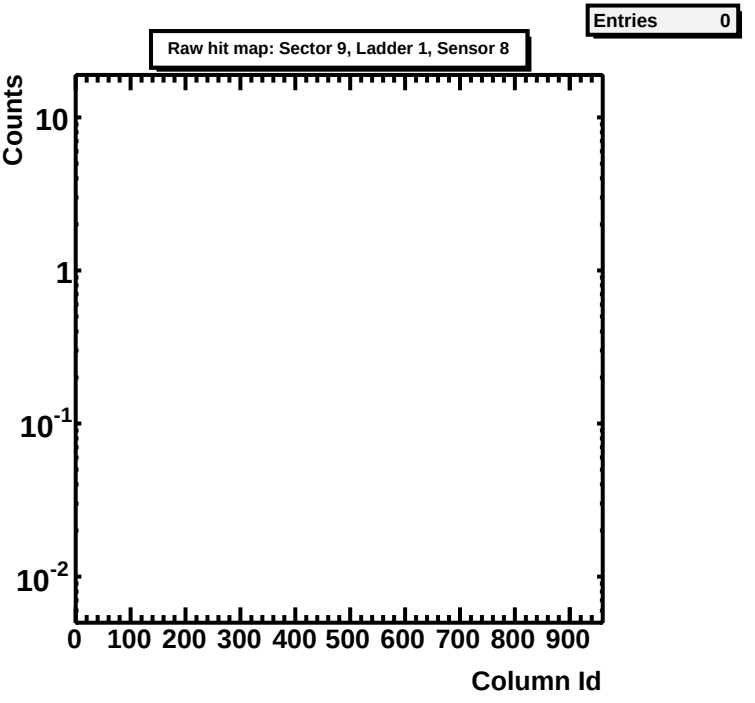

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 7
Row Id
Column Id

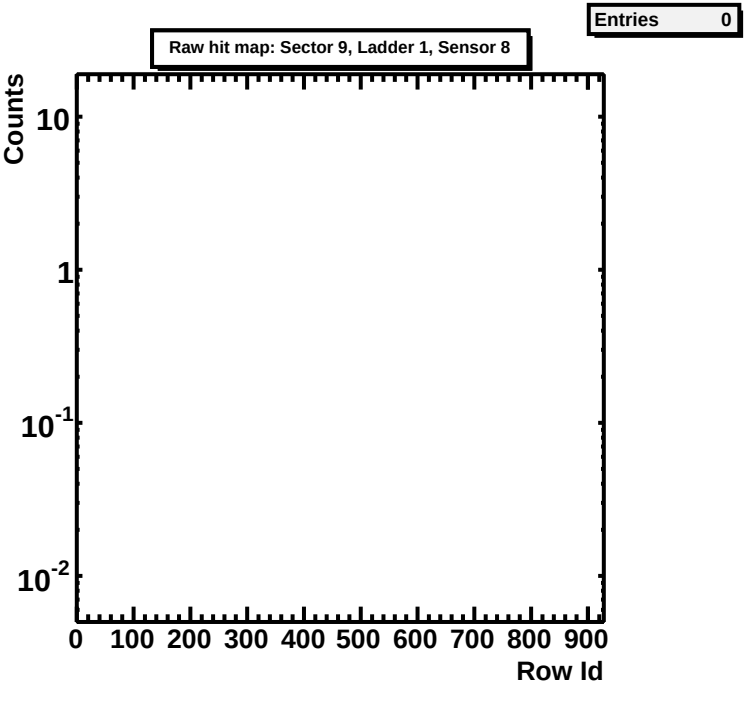

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 7
Counts
Column Id

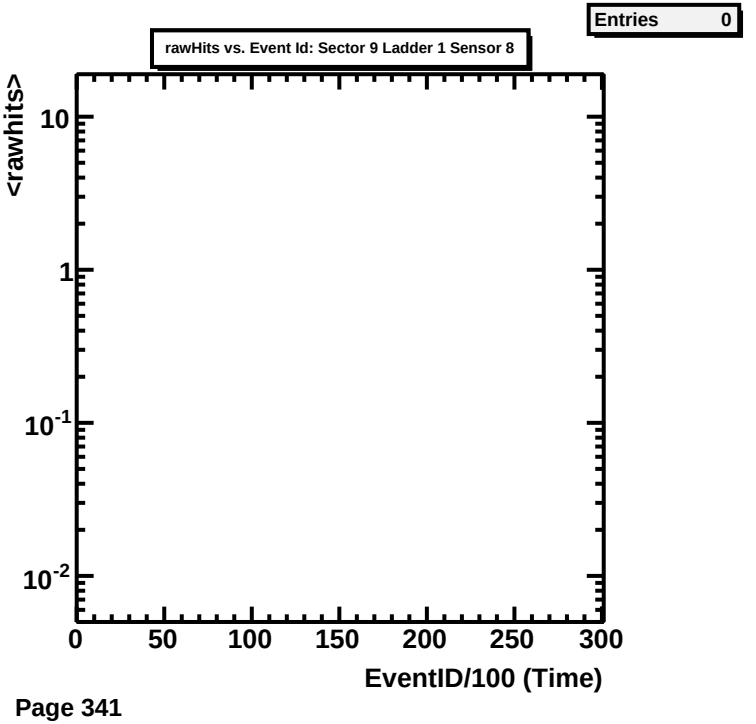

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 7
Counts
Row Id

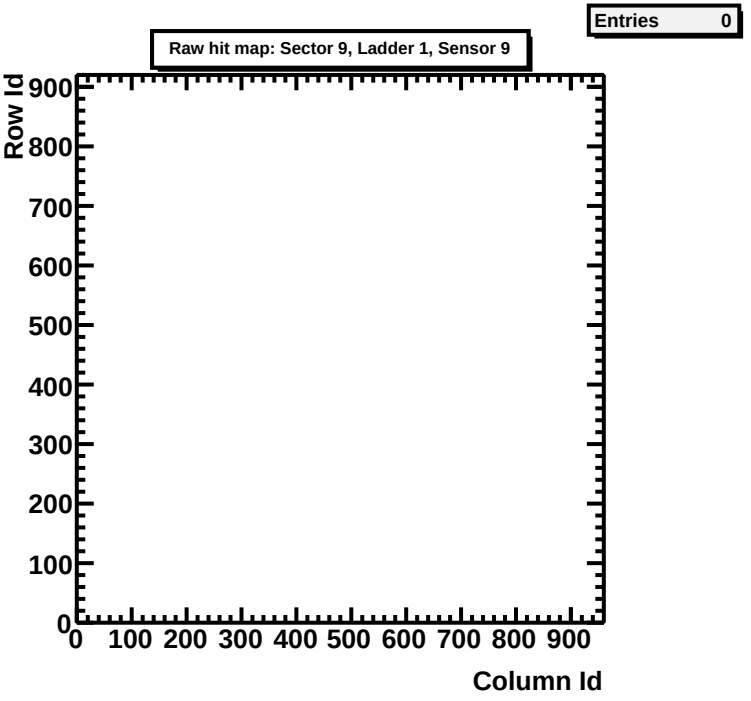

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 7
<rawhits>
EventID/100 (Time)

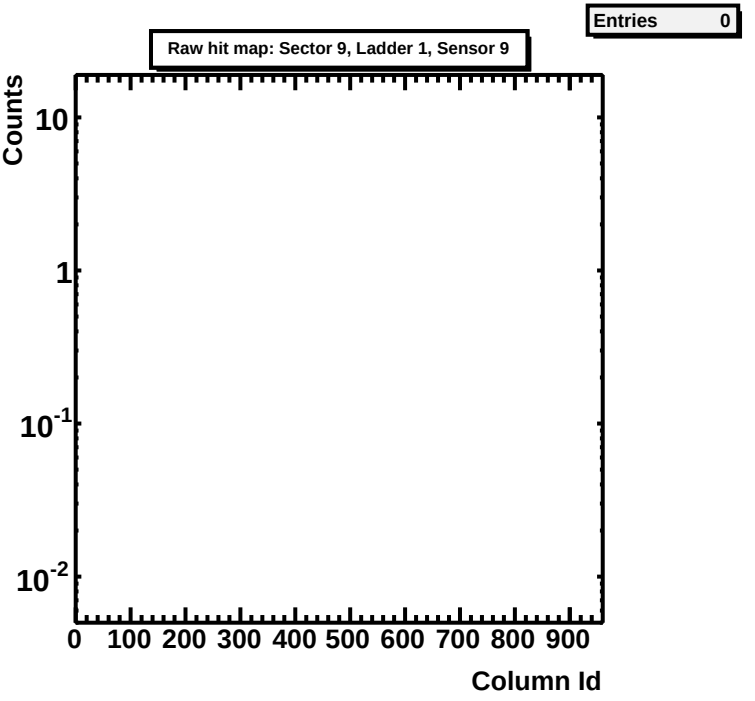

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 8
Row Id
Column Id

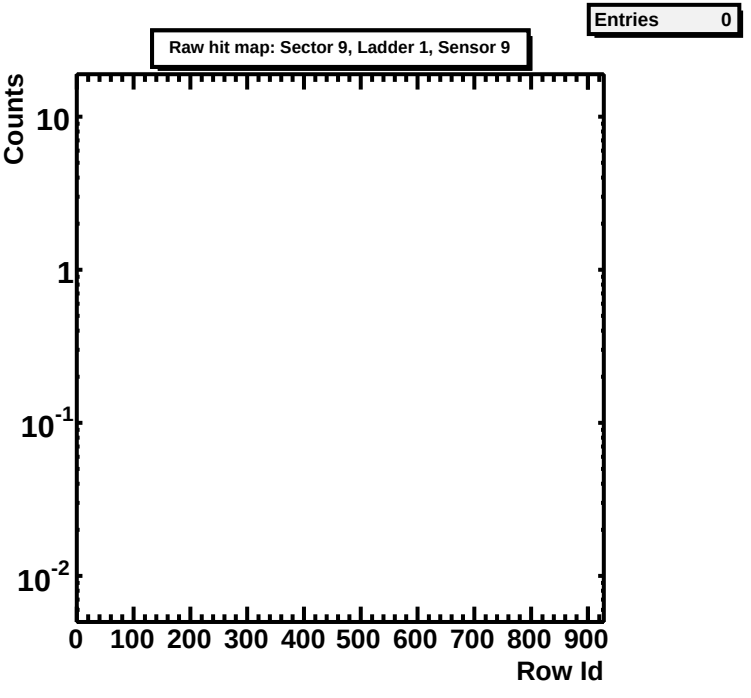

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 8
Counts
Column Id

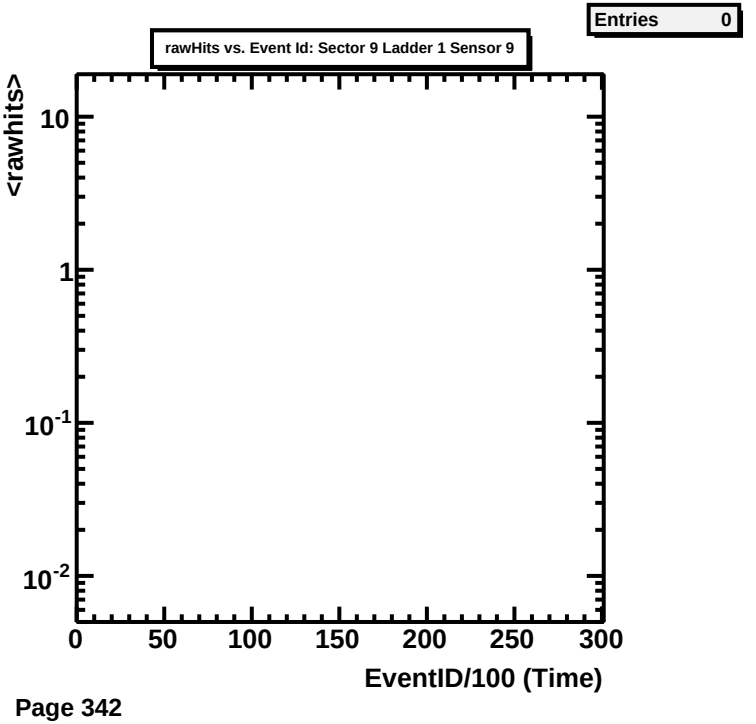

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 8
Counts
Row Id

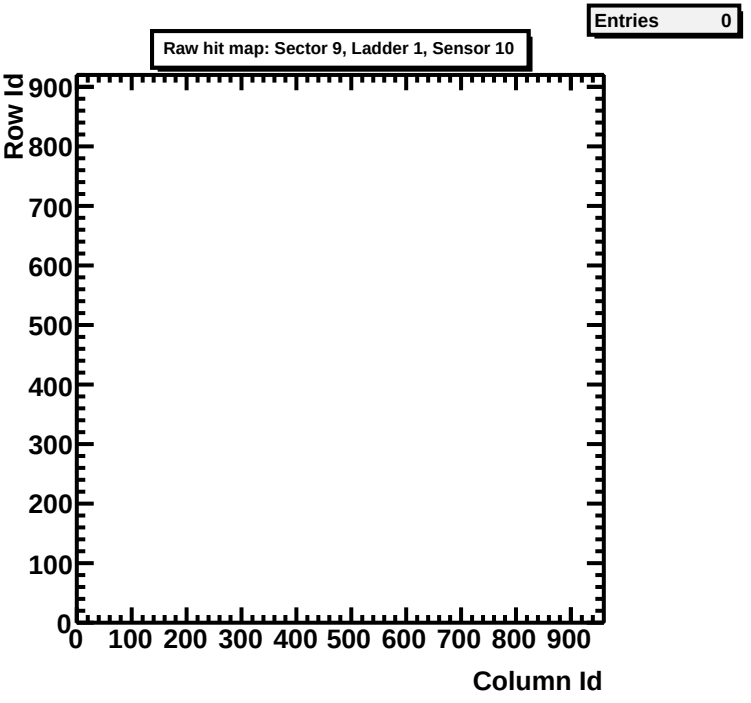

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 8
<rawhits>
EventID/100 (Time)

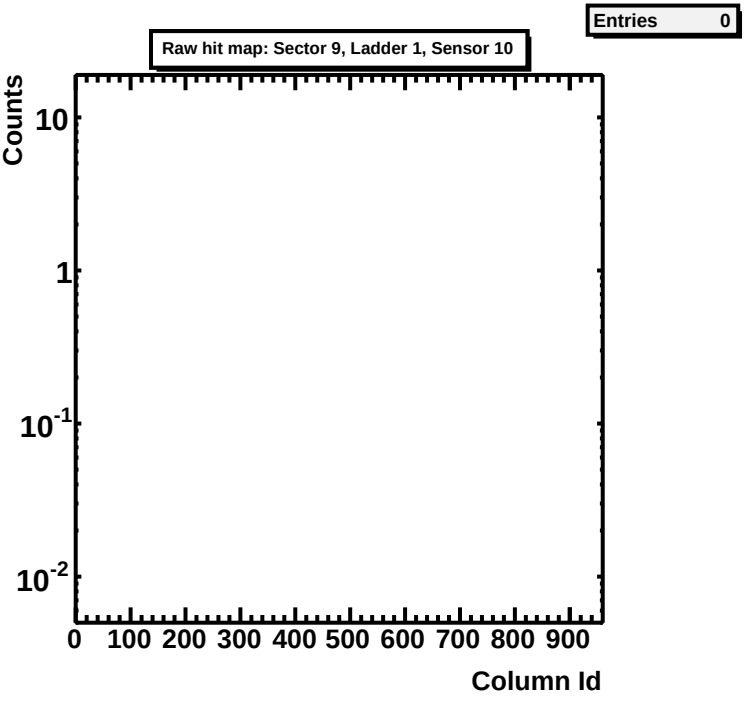

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

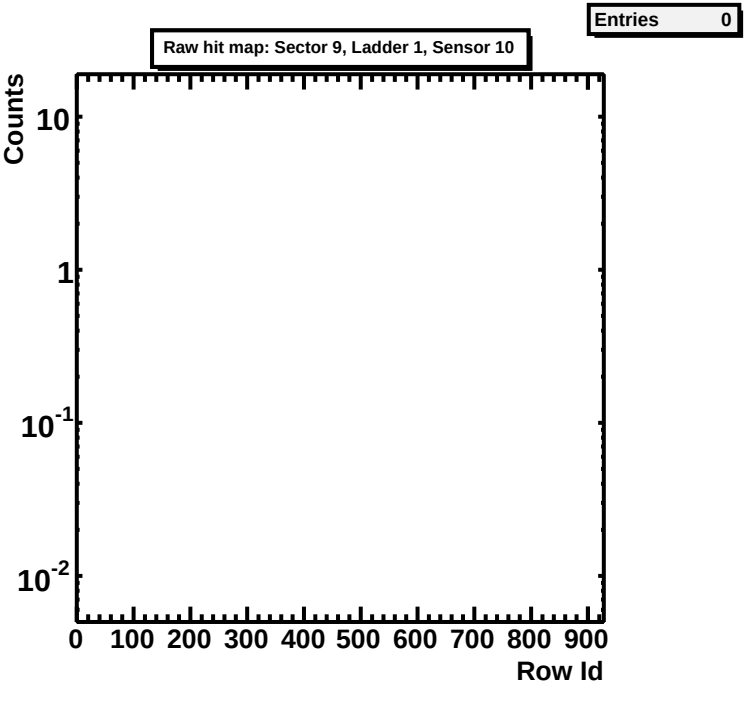

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

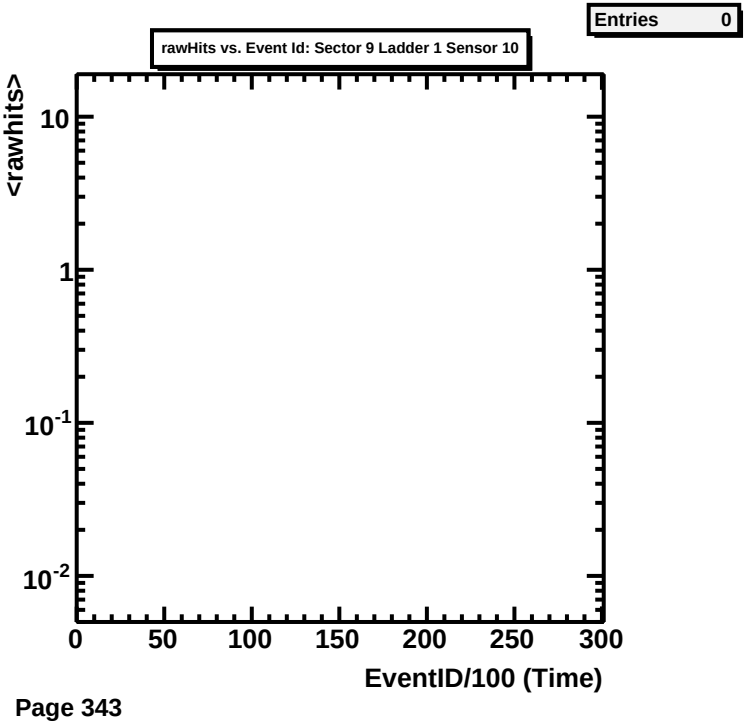

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

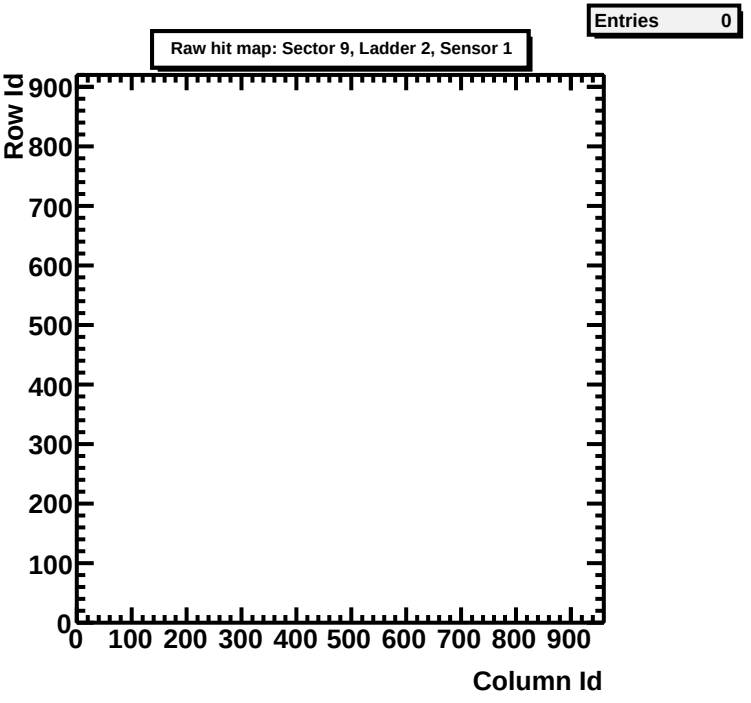

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

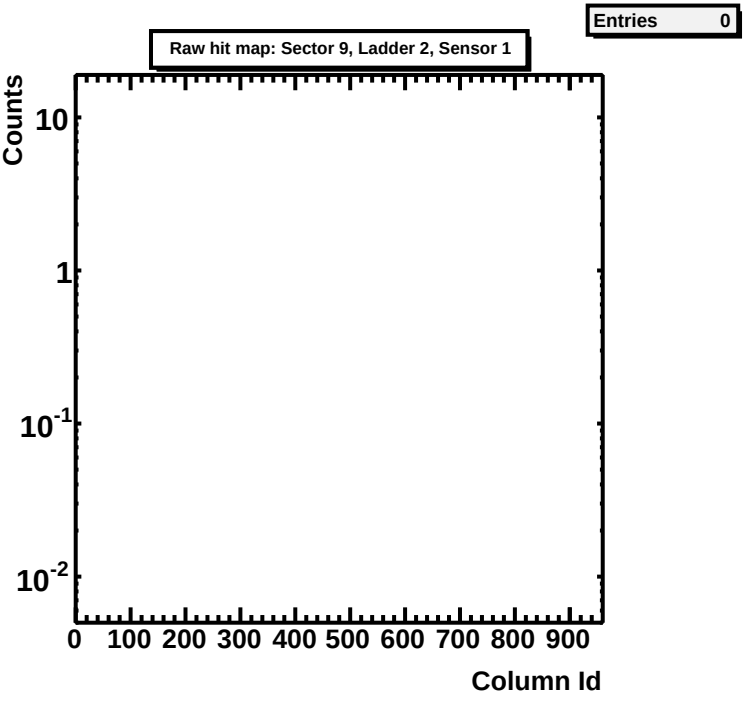

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 10
Row Id
Column Id

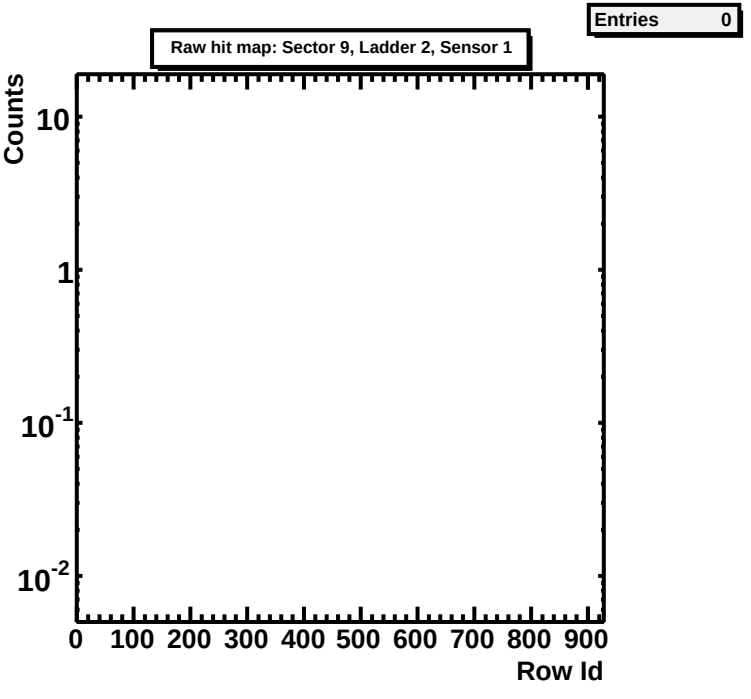

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 10
Counts
Column Id

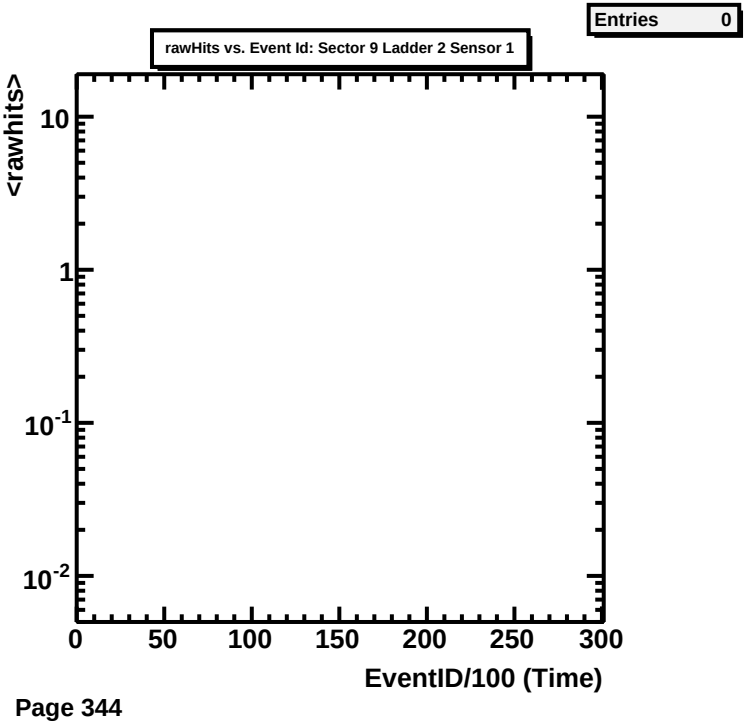

Entries 0
Raw hit map: Sector 9, Ladder 1, Sensor 10
Counts
Row Id

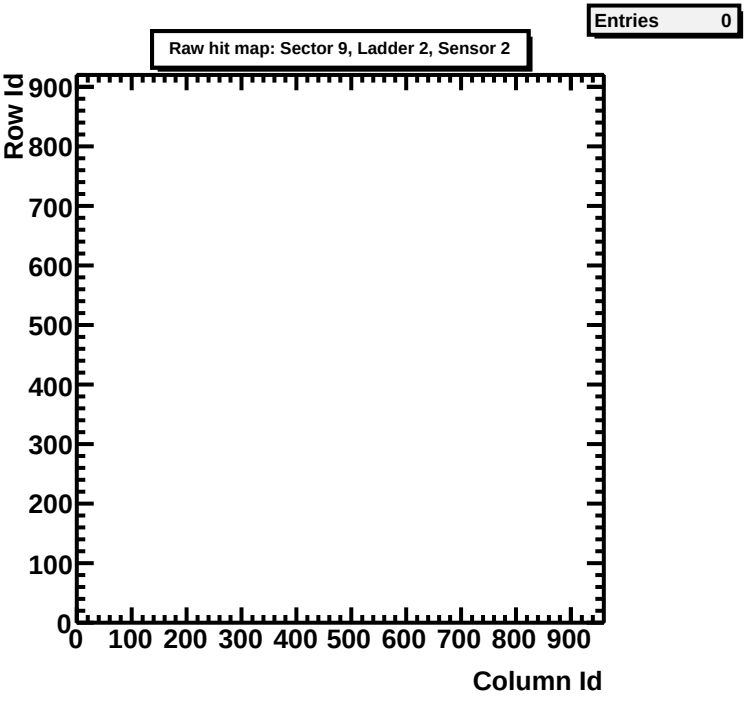

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 1 Sensor 10
<rawhits>
EventID/100 (Time)

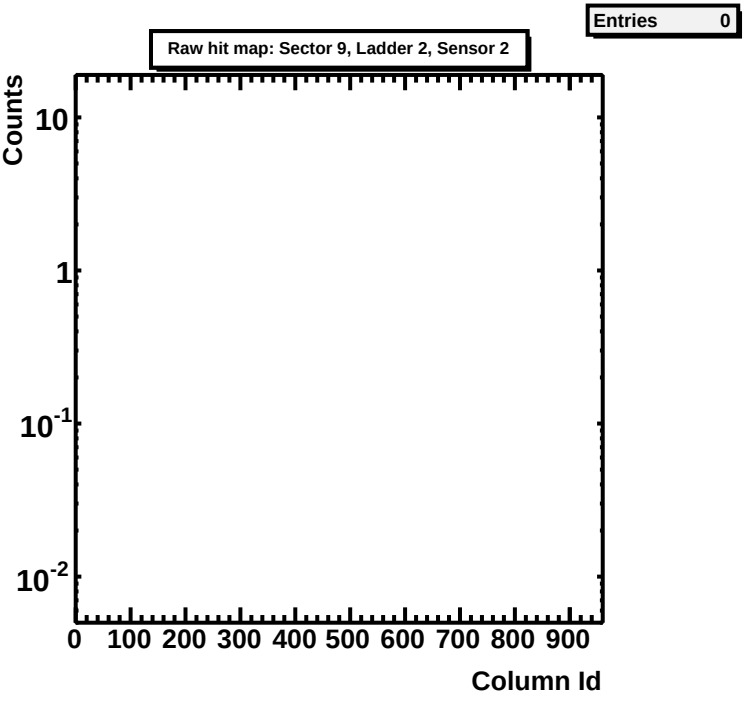

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

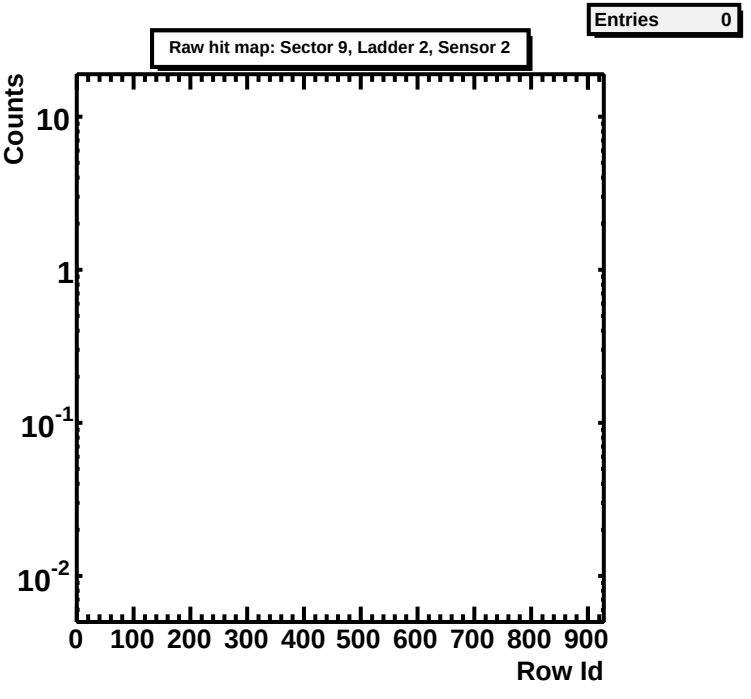

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

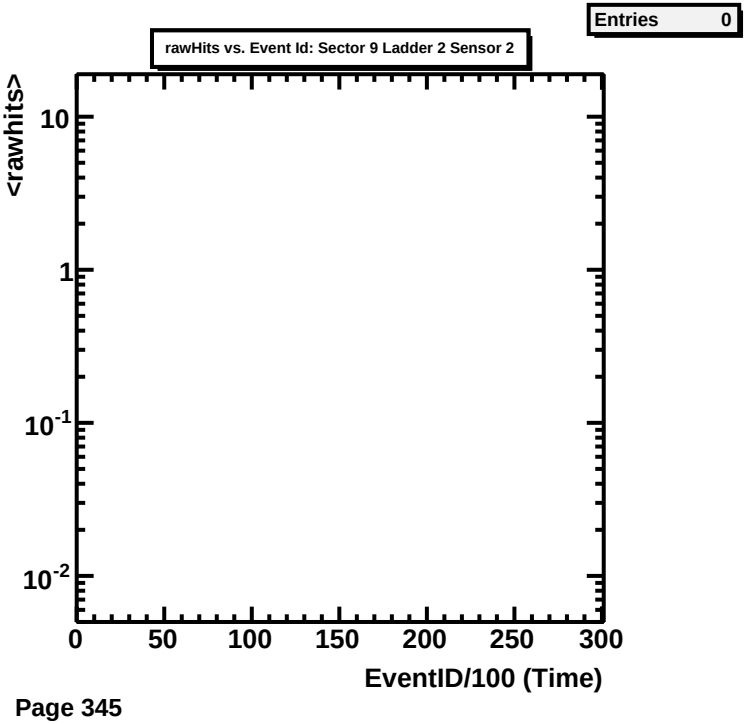

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

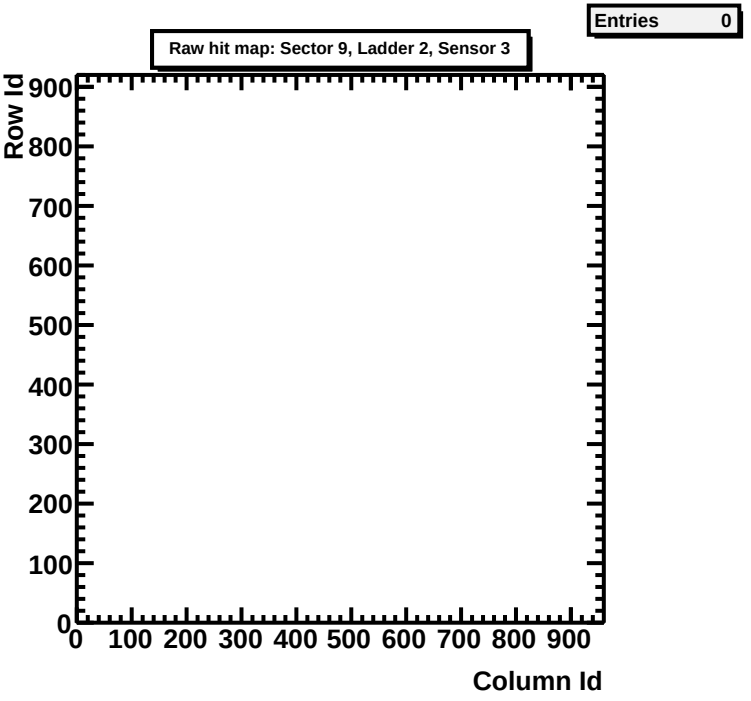

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

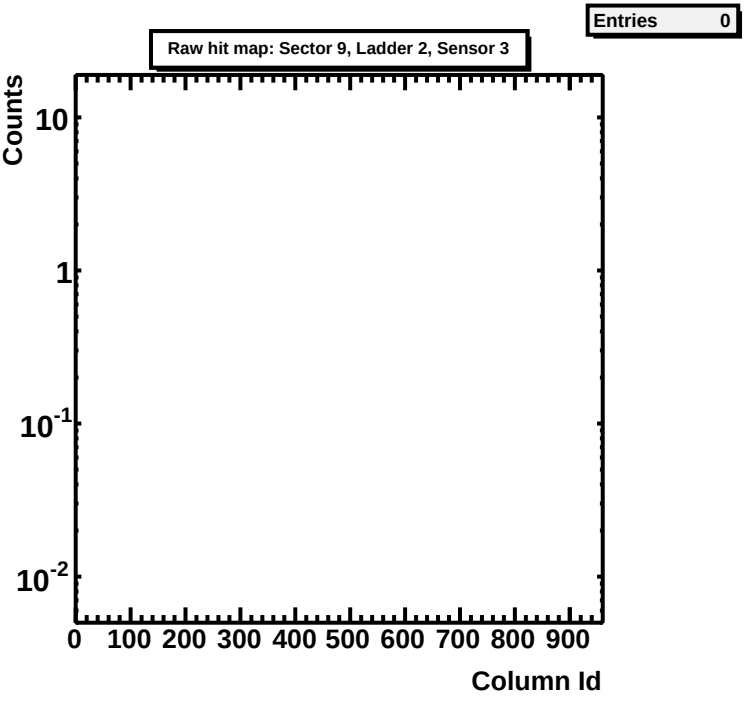

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

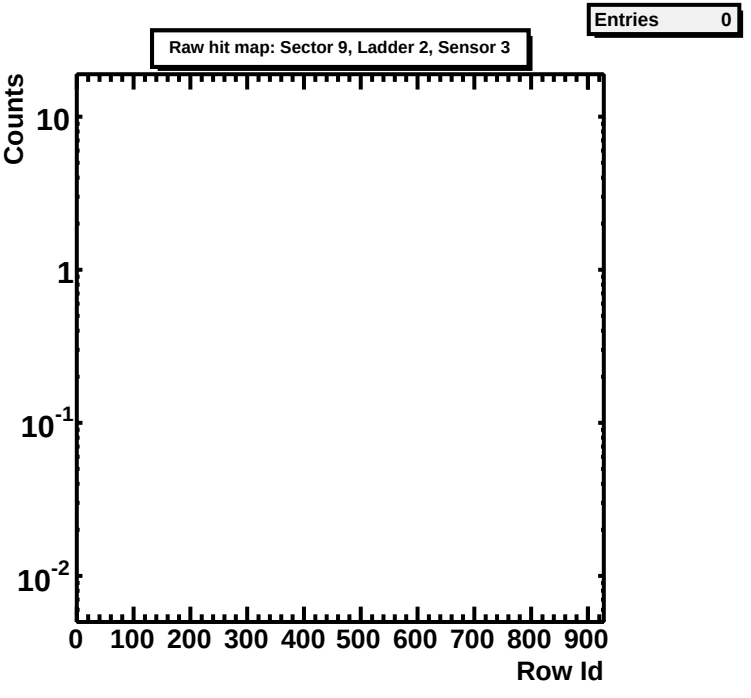

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

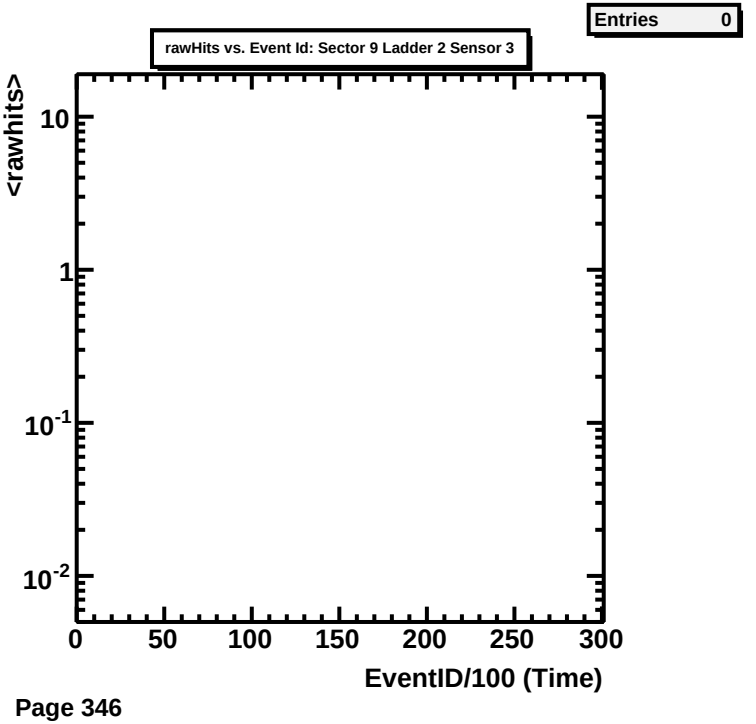

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

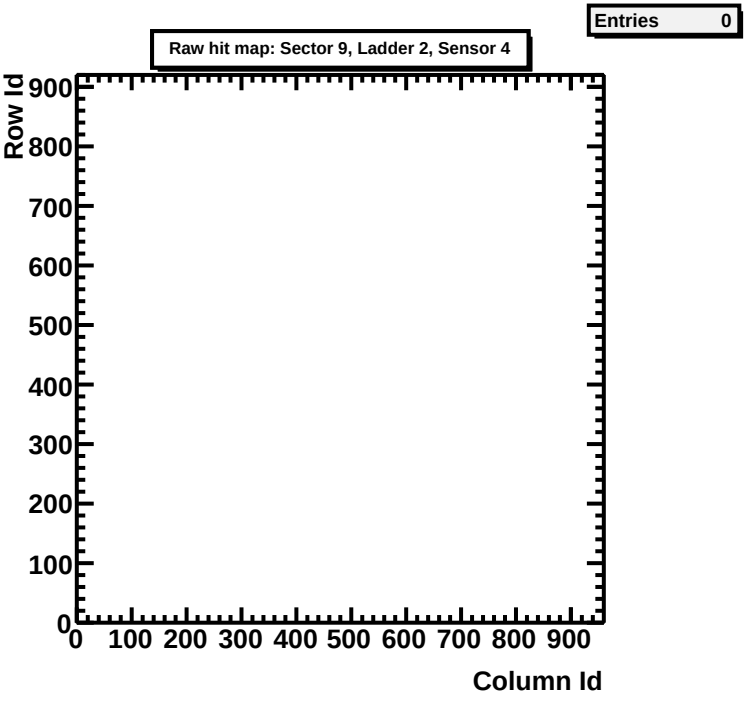

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

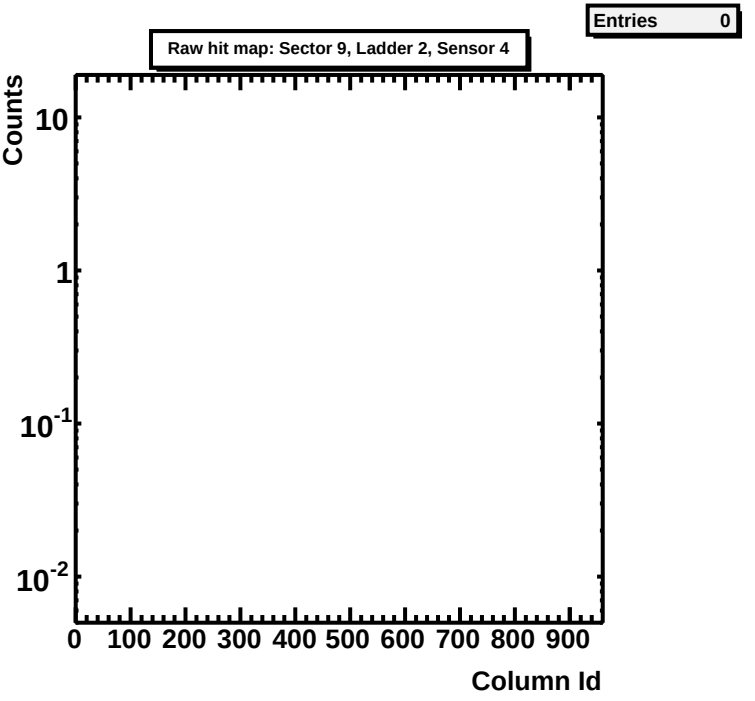

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 3
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

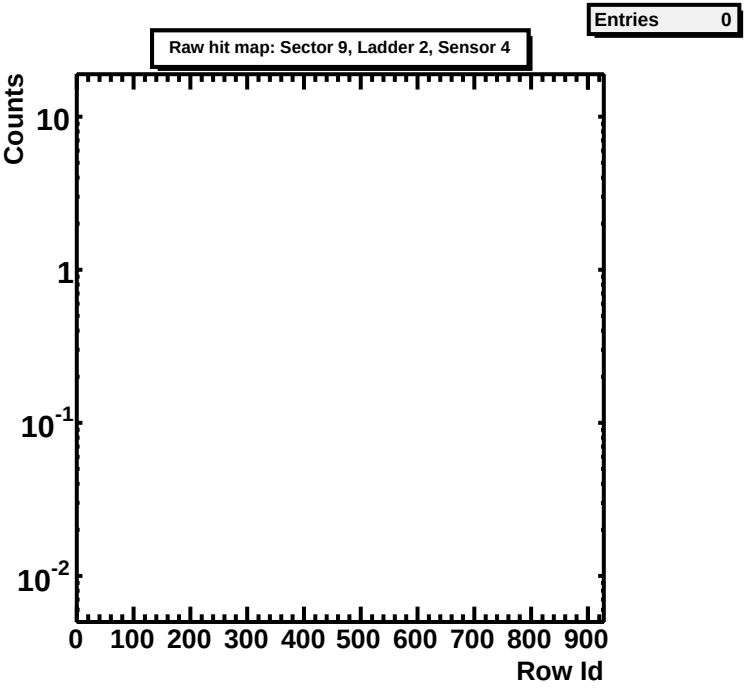

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

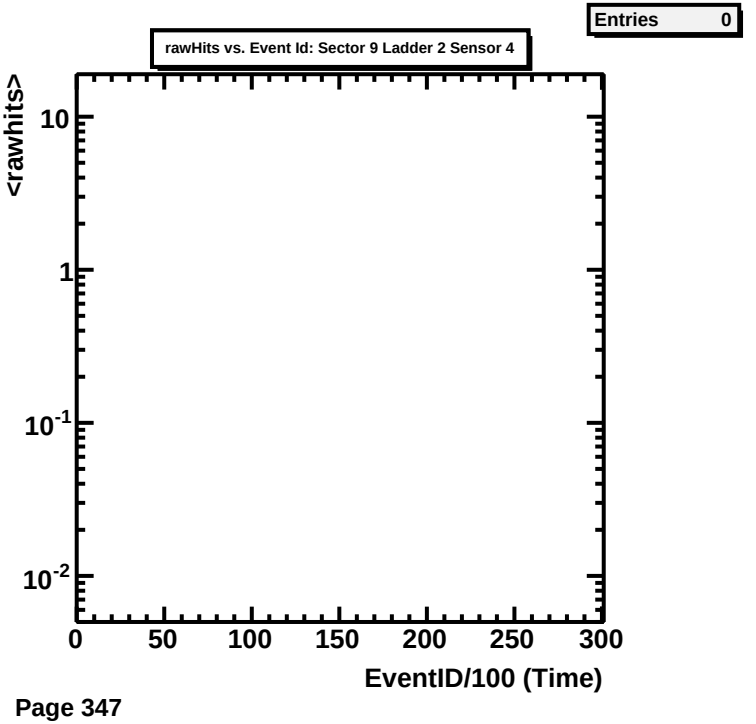

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

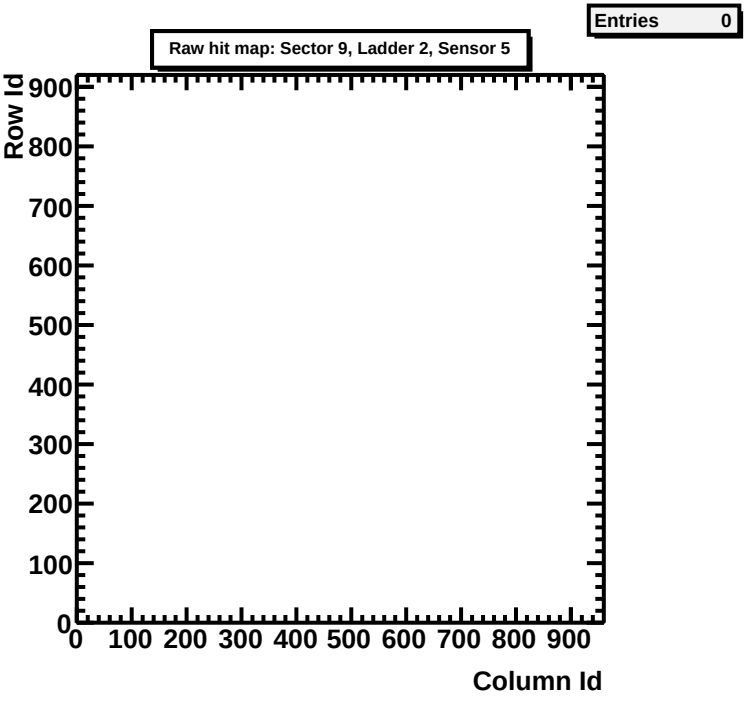

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

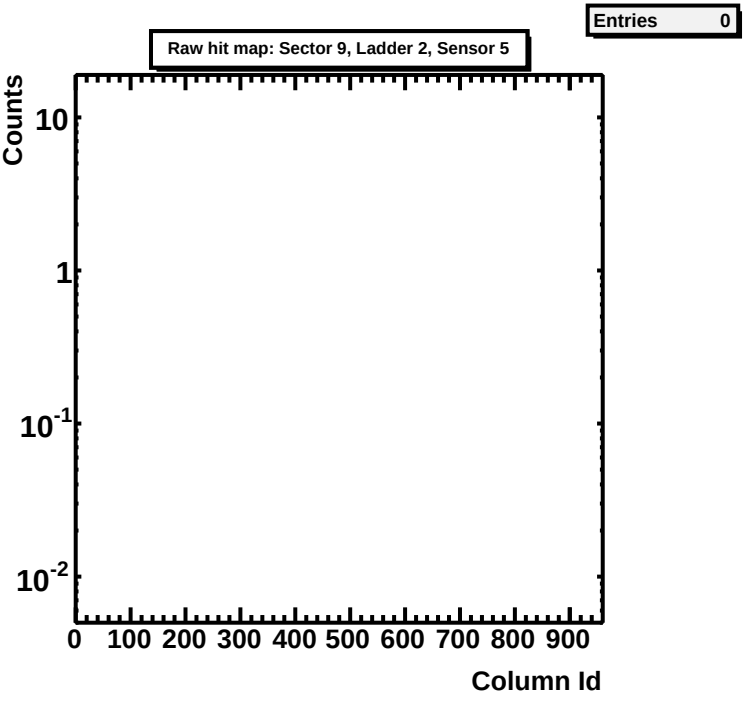

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

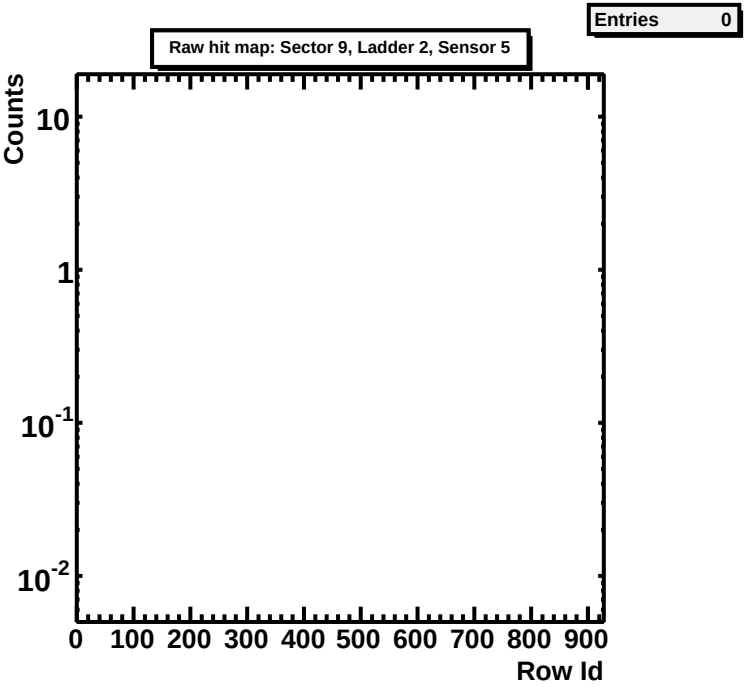

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

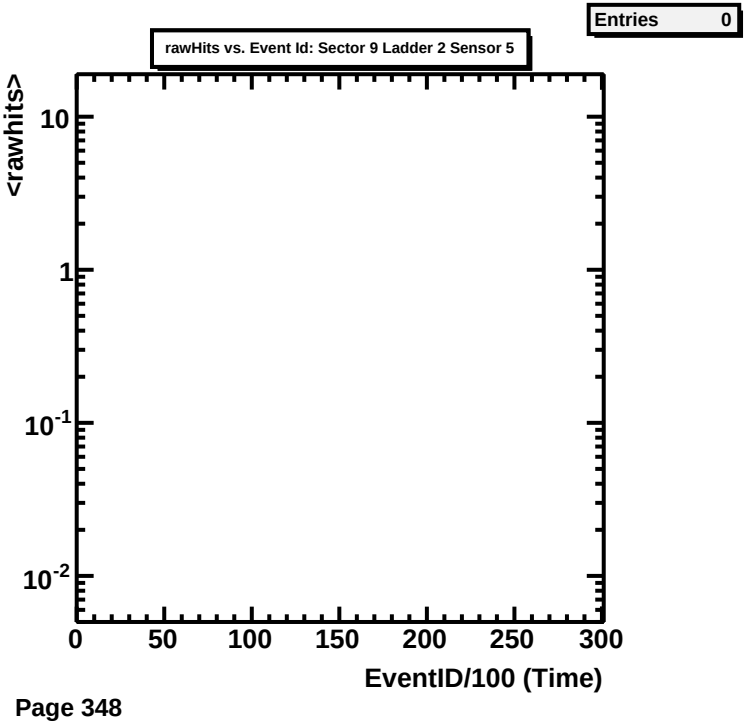

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

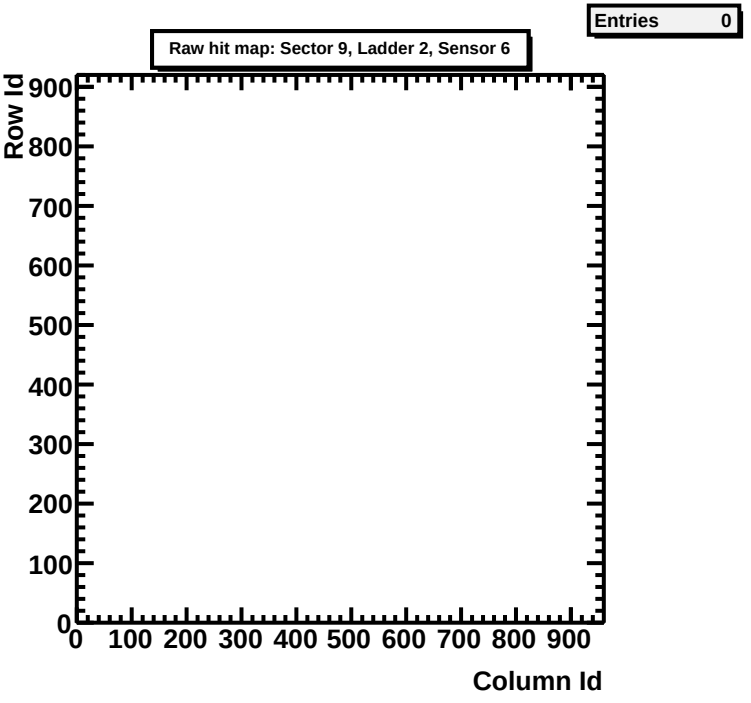

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

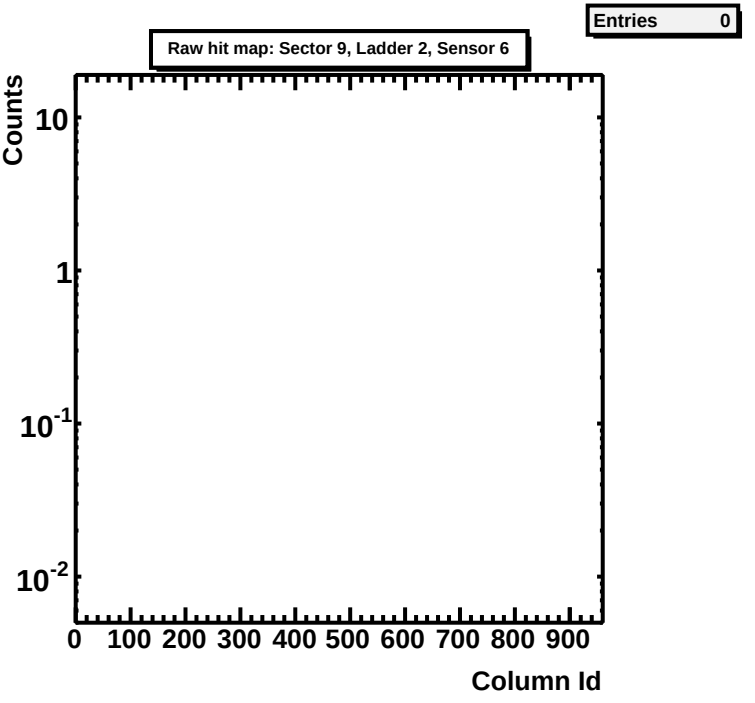

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

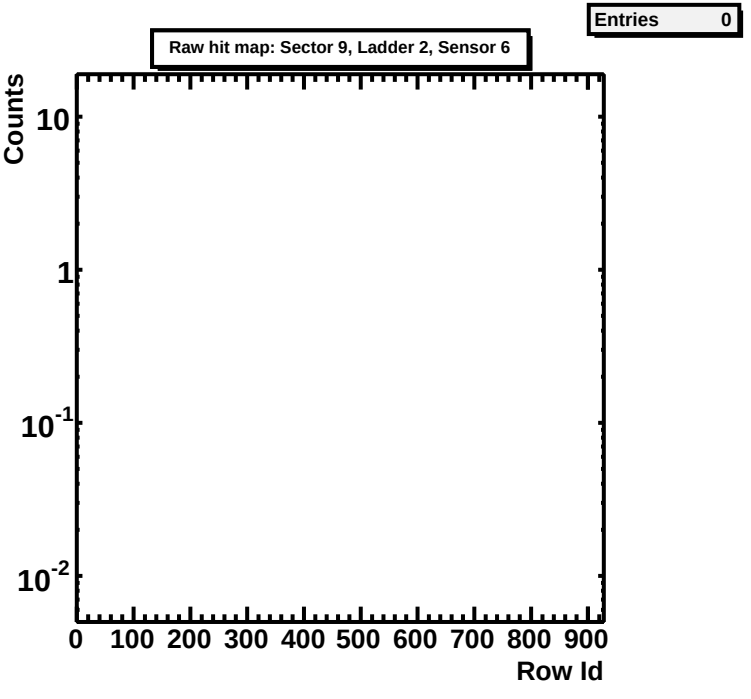

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

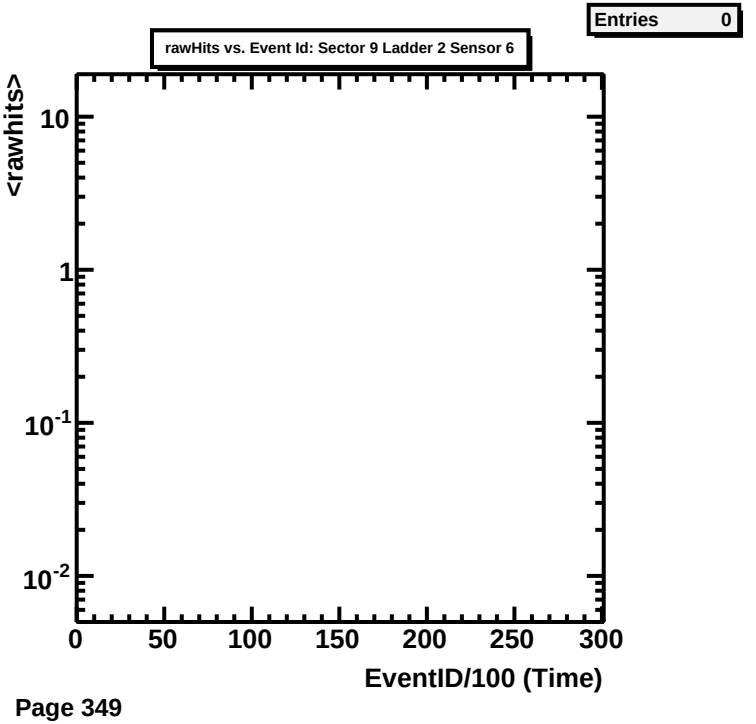

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

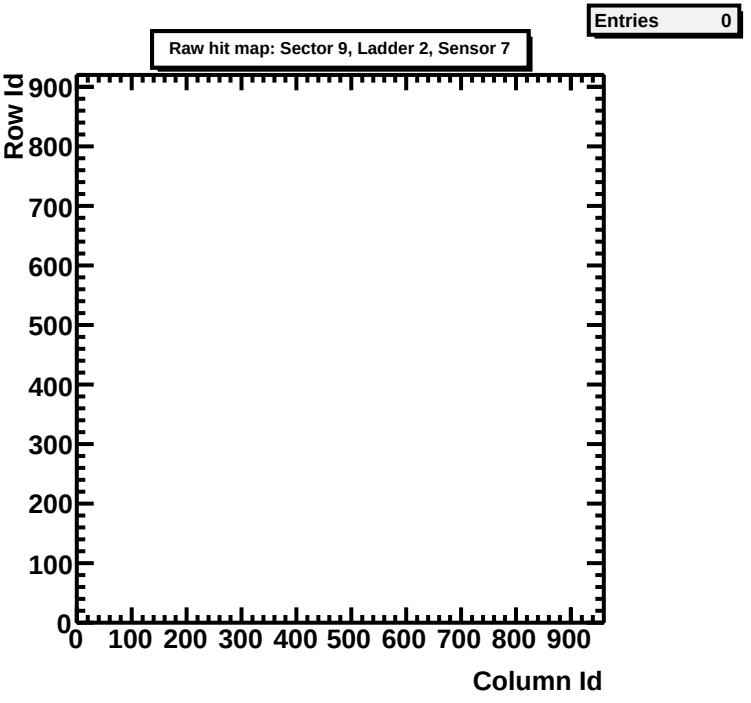

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

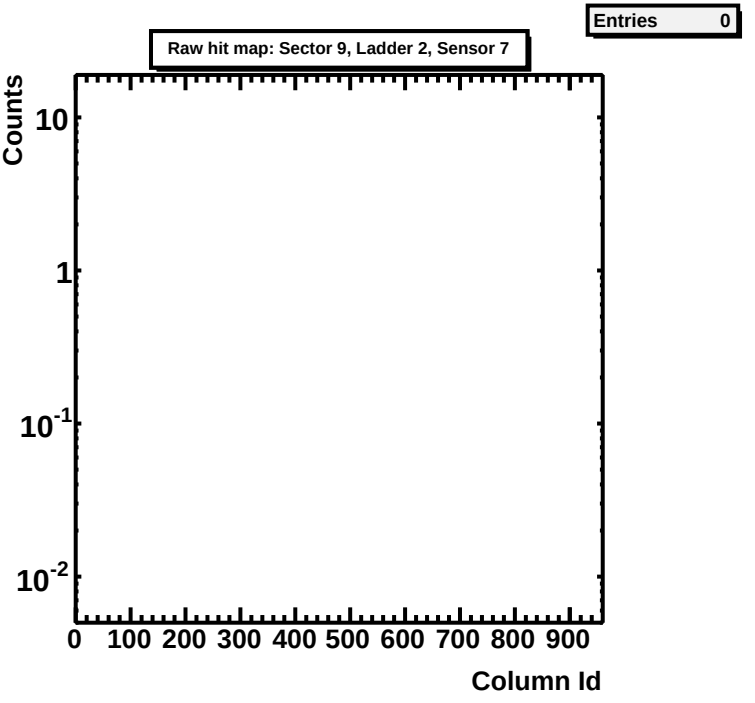

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 6
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

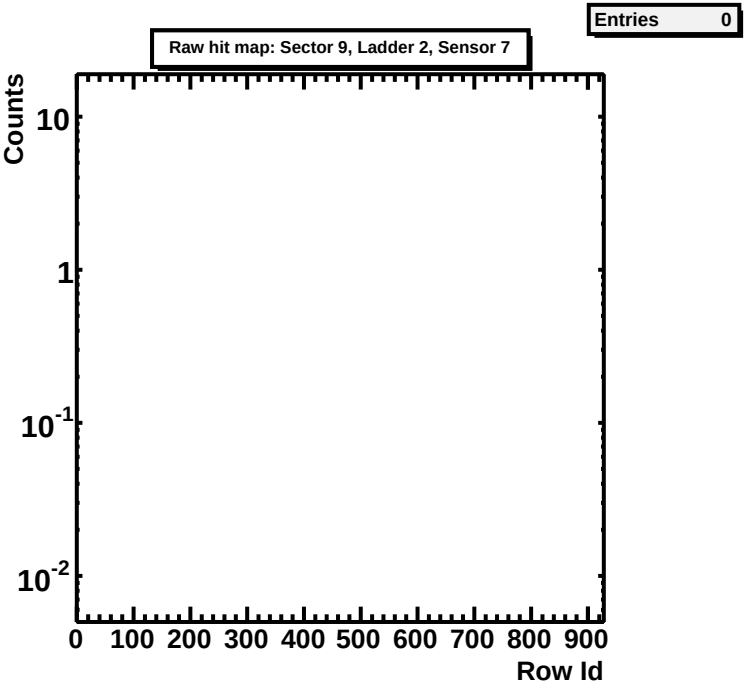

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

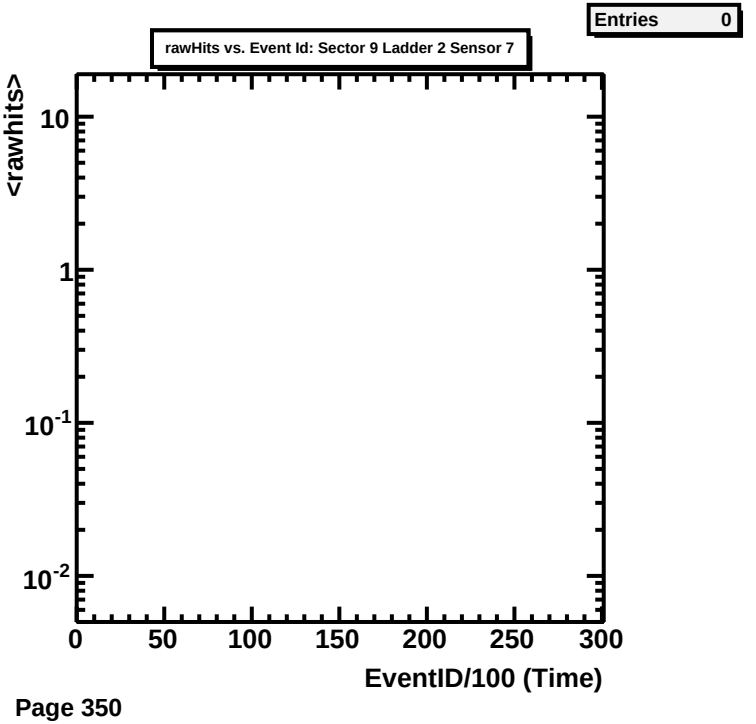

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

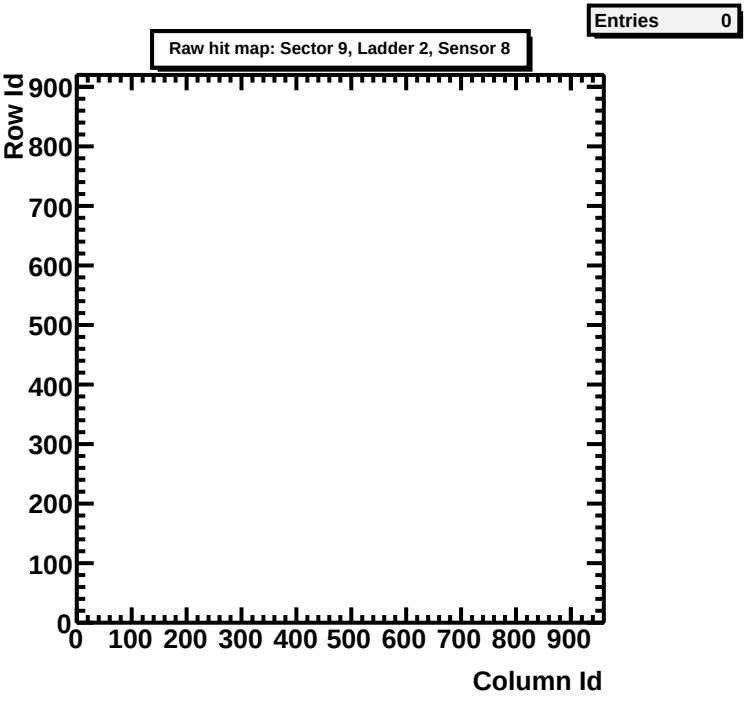

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

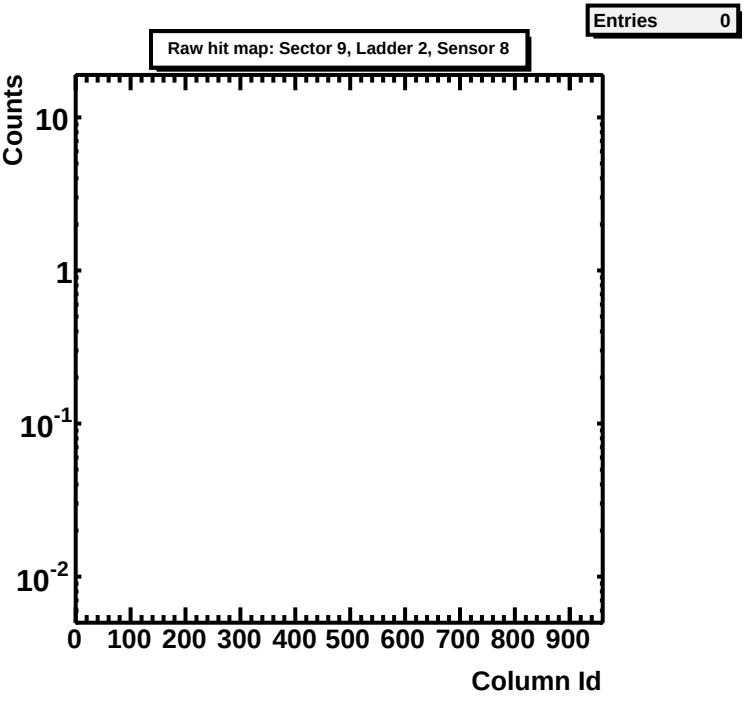

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

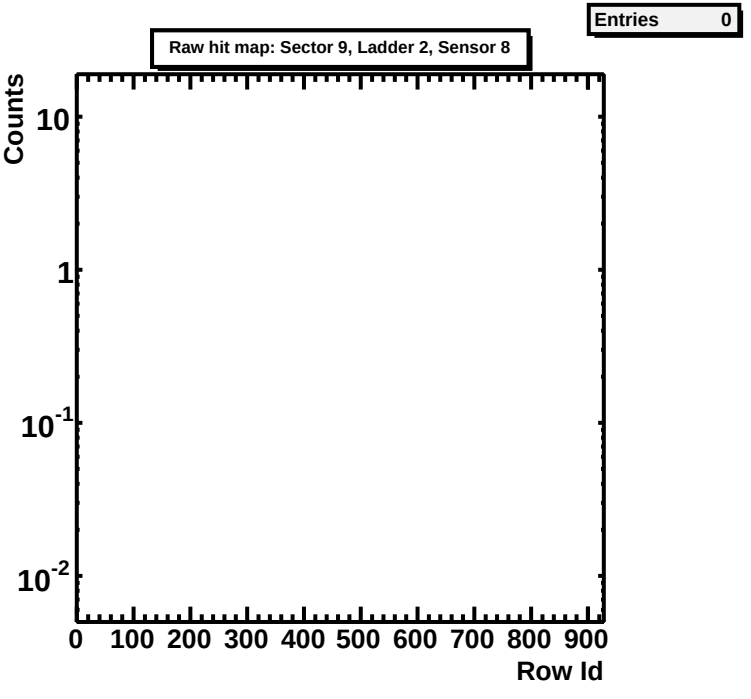

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

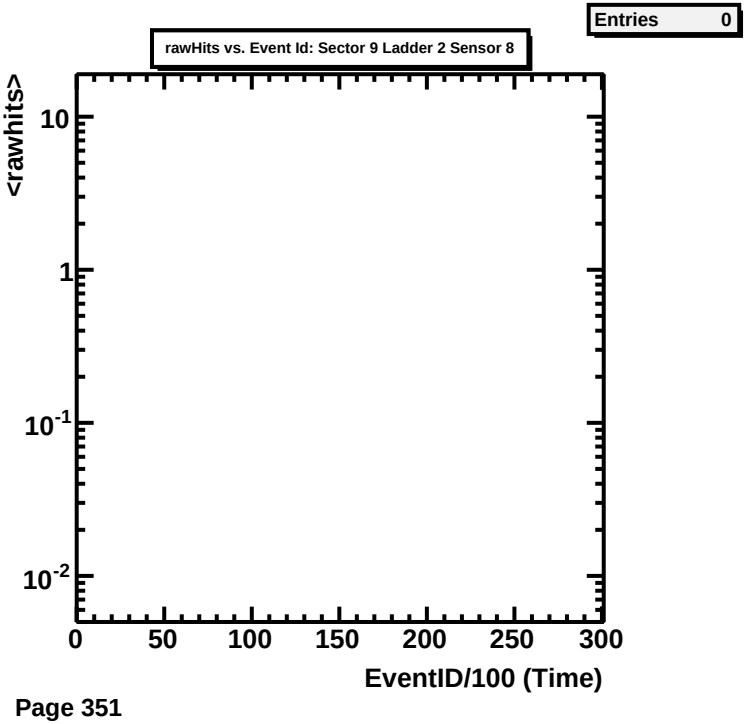

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

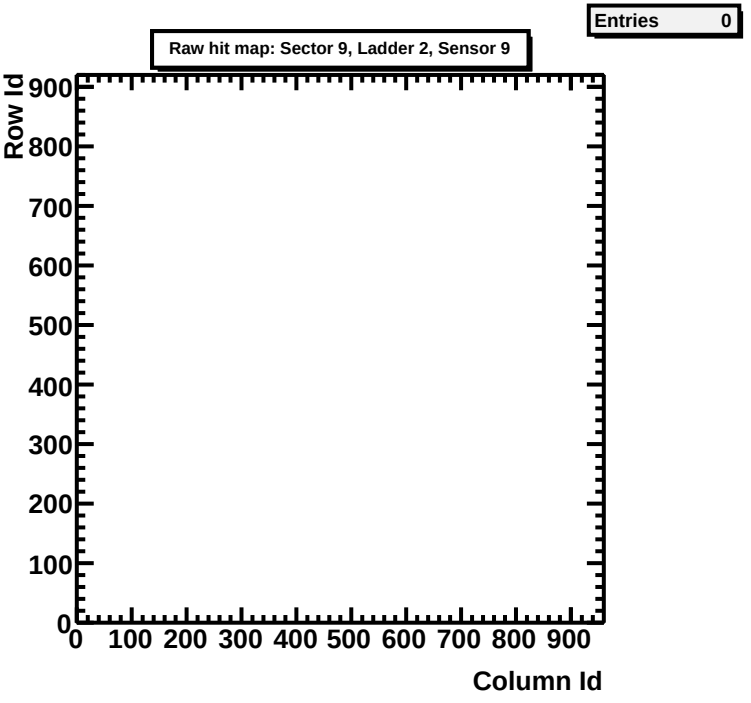

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

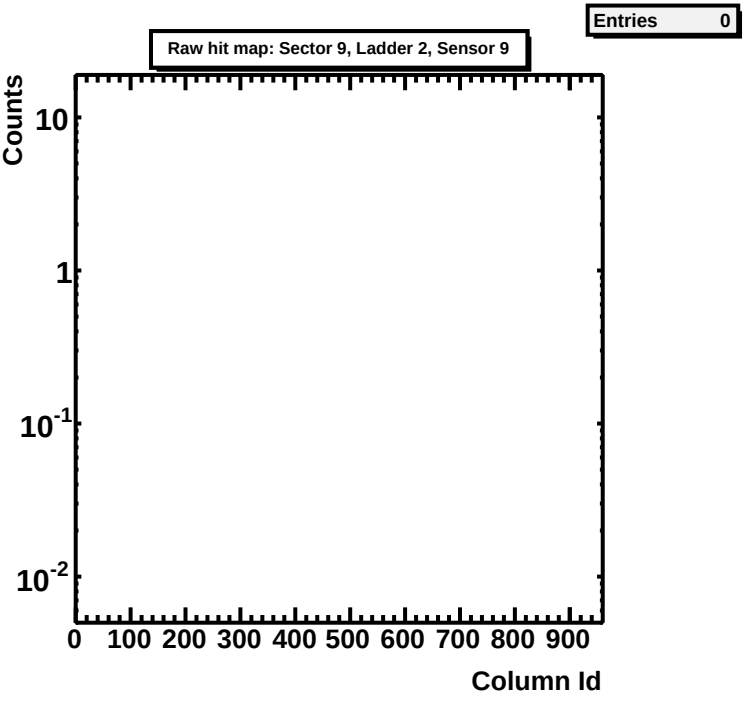

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

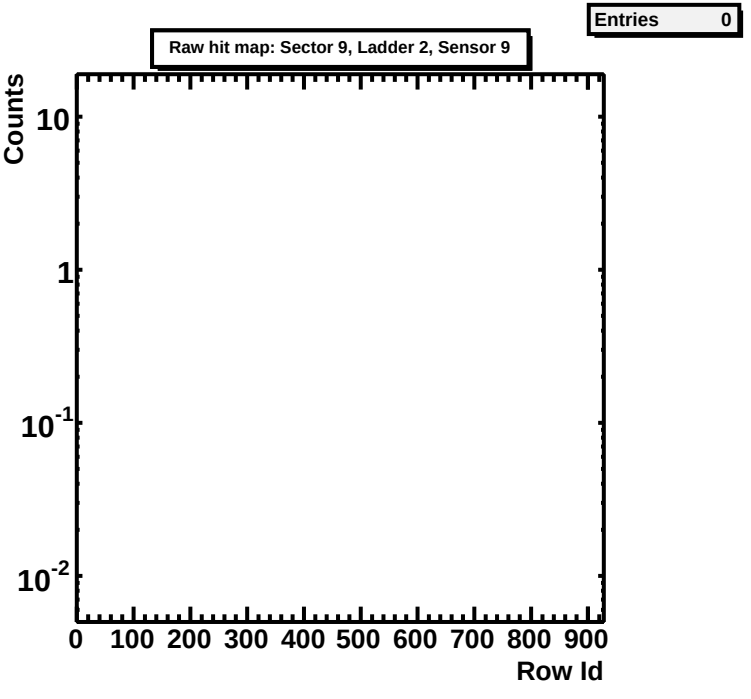

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

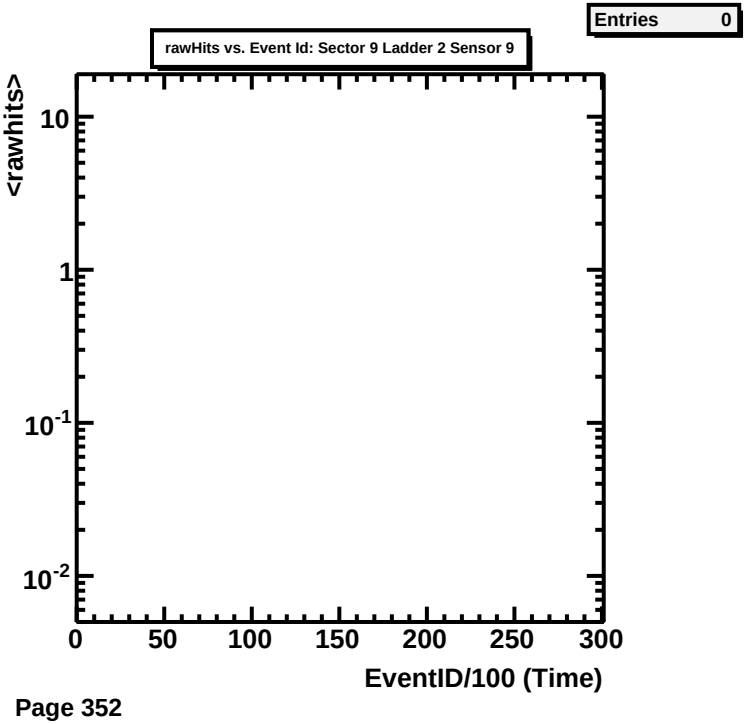

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

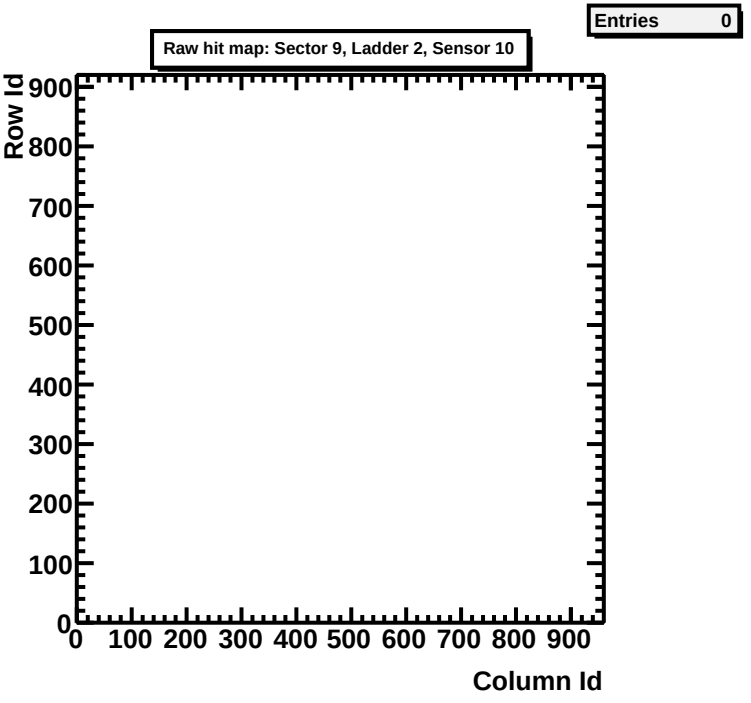

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

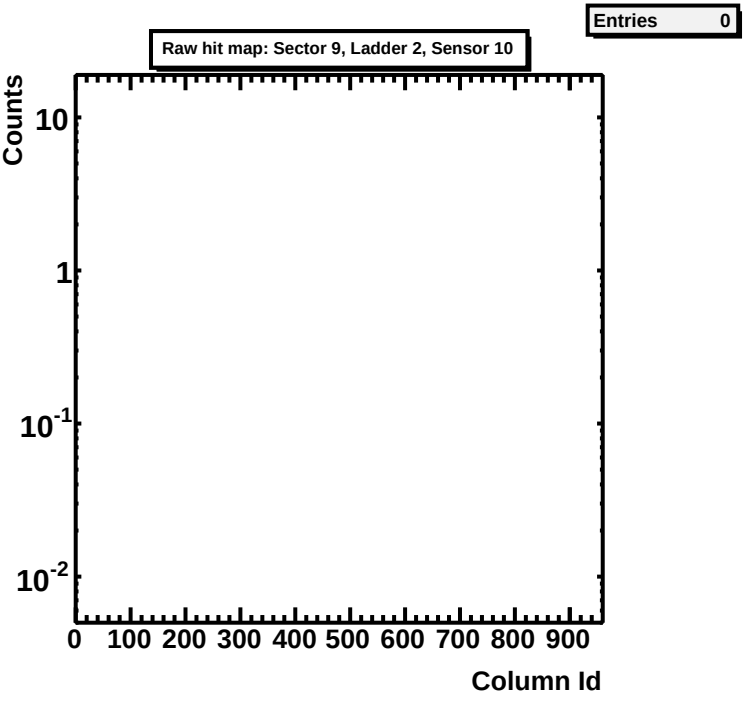

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

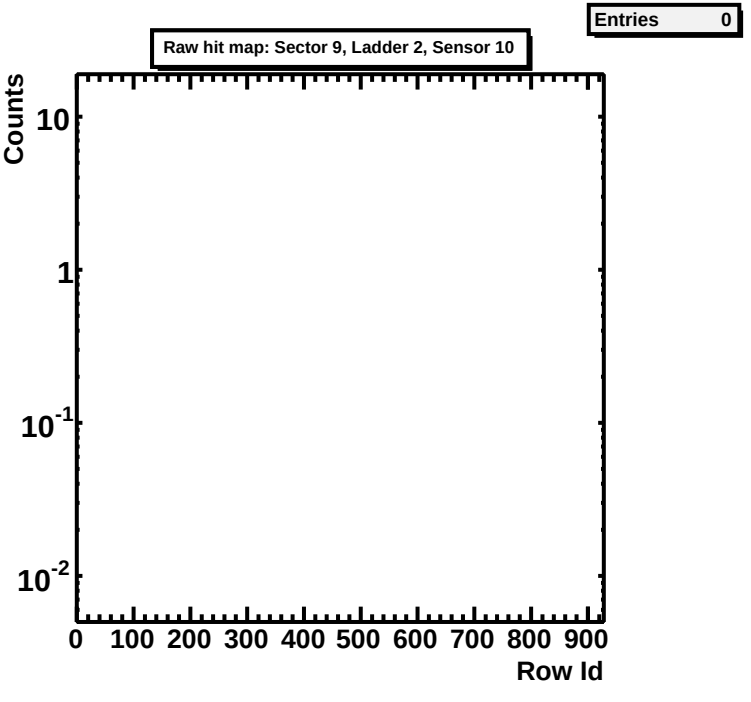

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

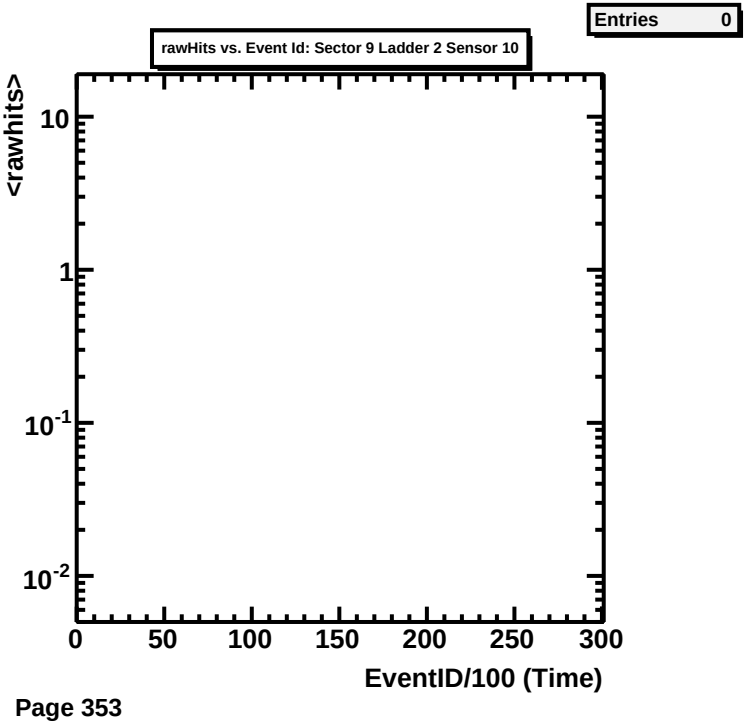

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

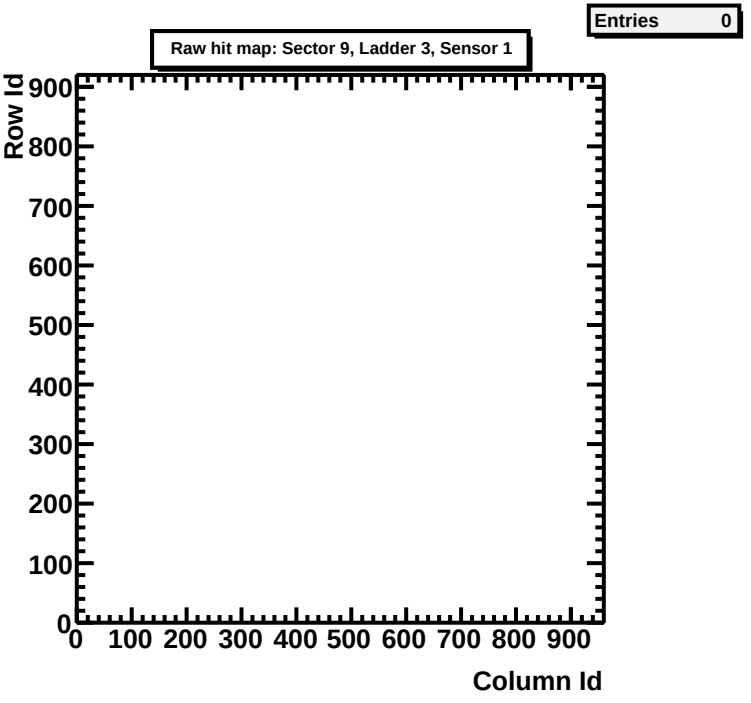

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

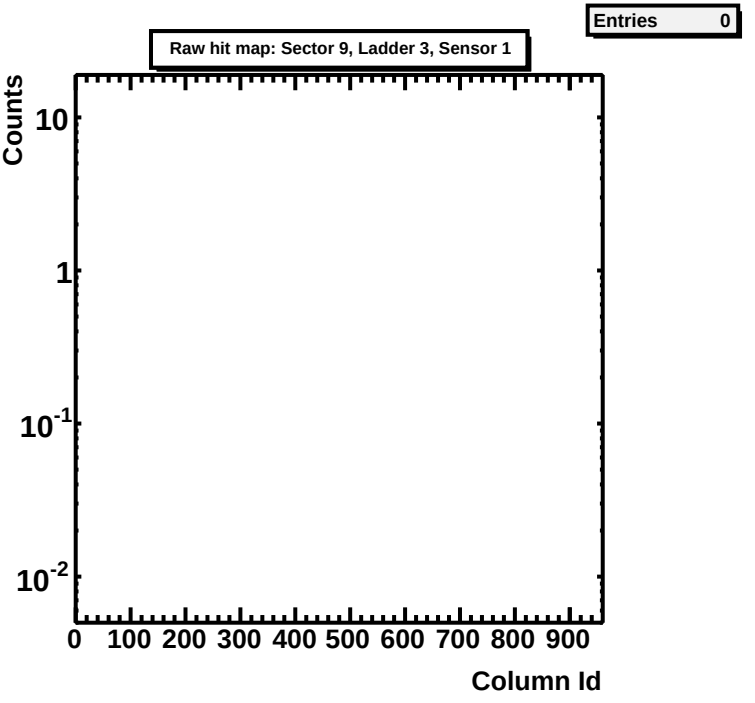

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 10
Row Id
Column Id

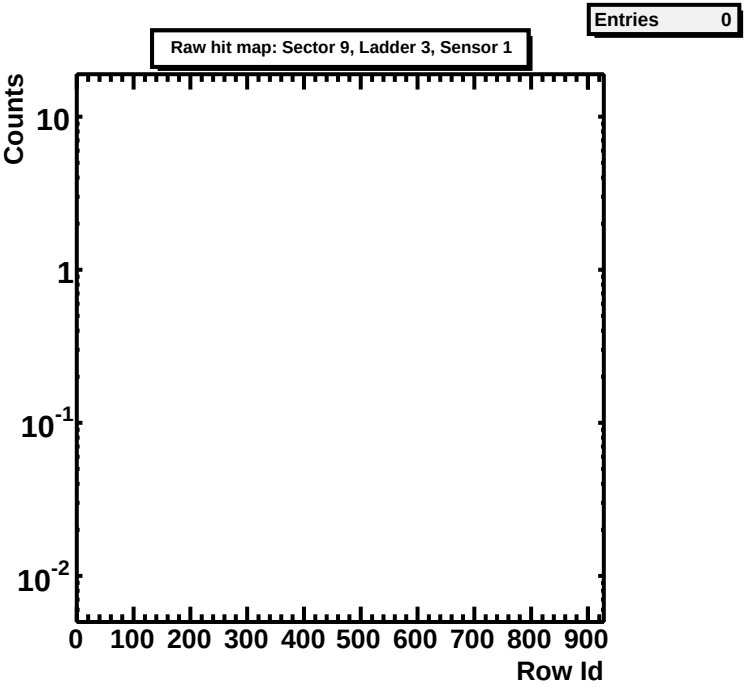

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 10
Counts
Column Id

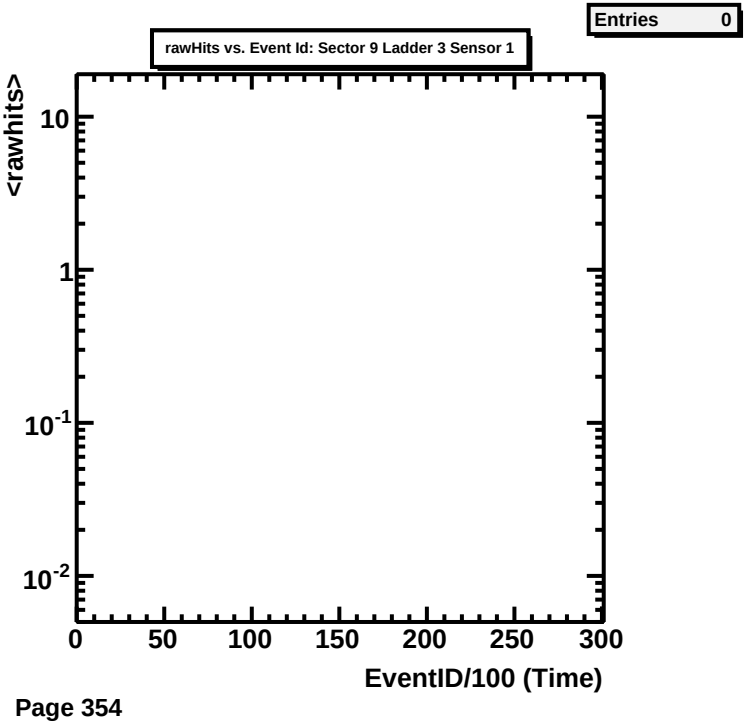

Entries 0
Raw hit map: Sector 9, Ladder 2, Sensor 10
Counts
Row Id

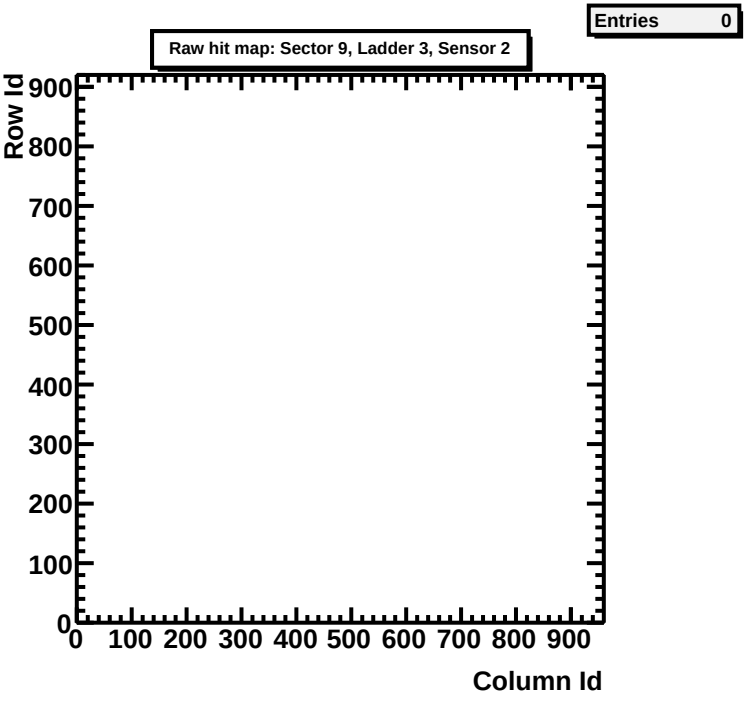

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

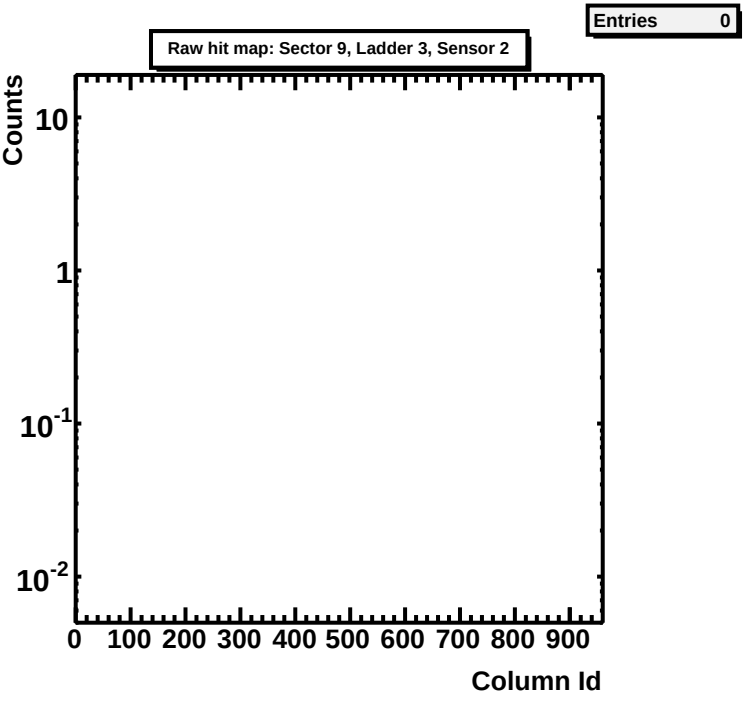

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 1
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

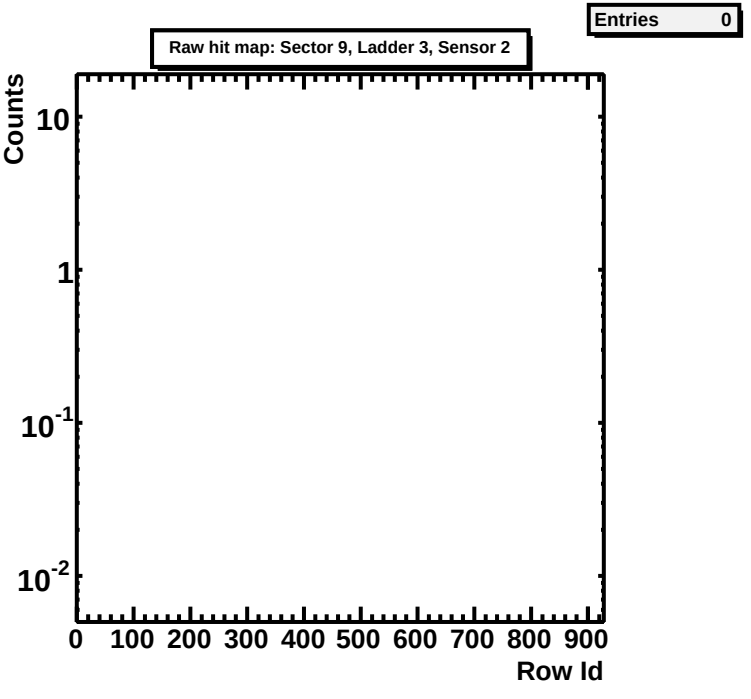

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

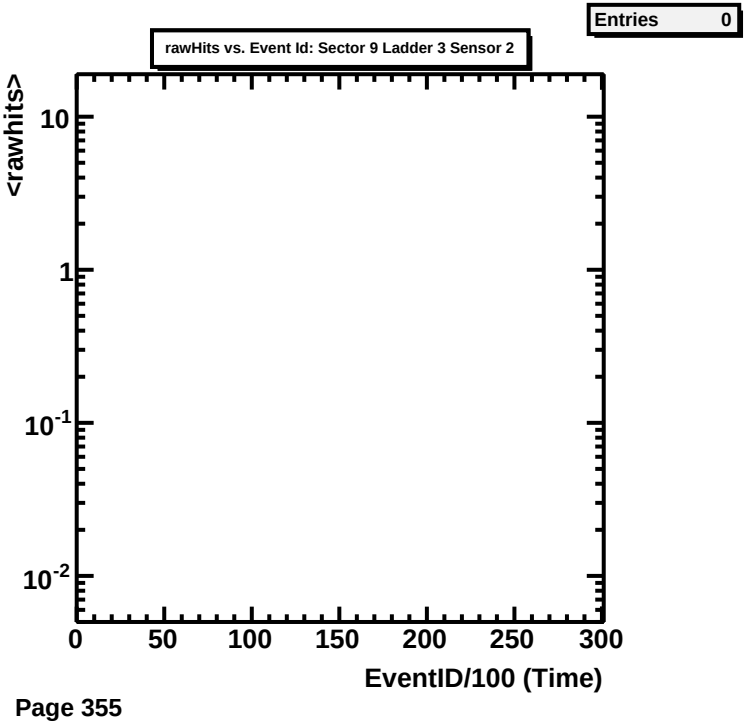

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

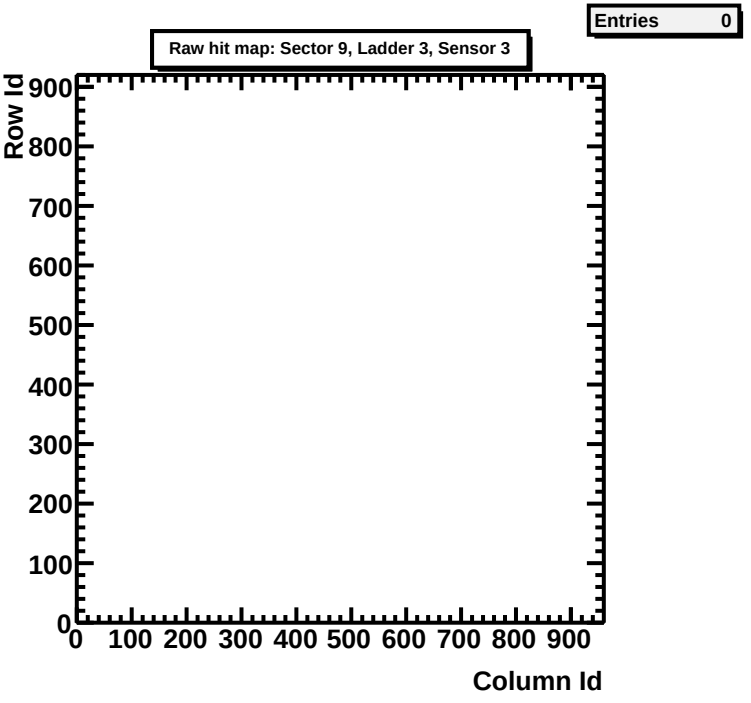

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

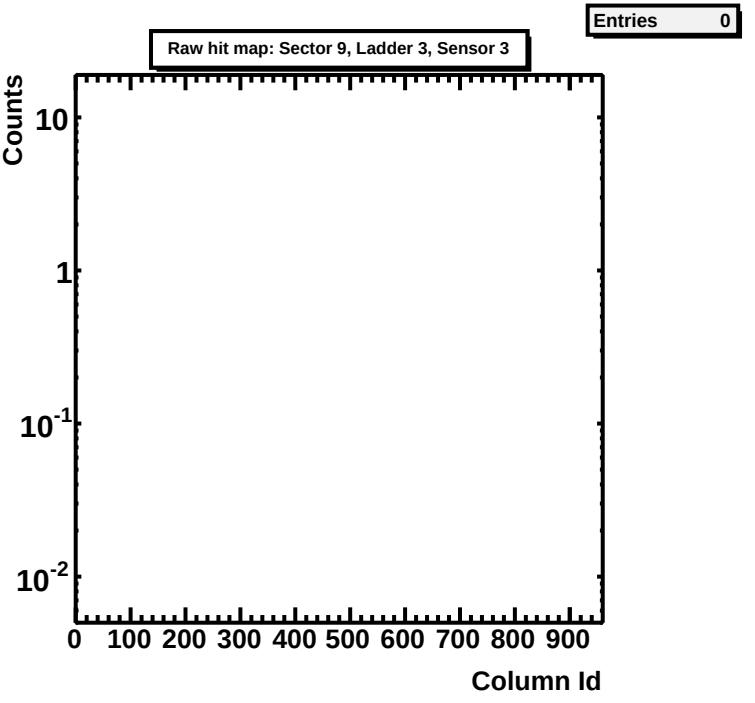

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 2
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

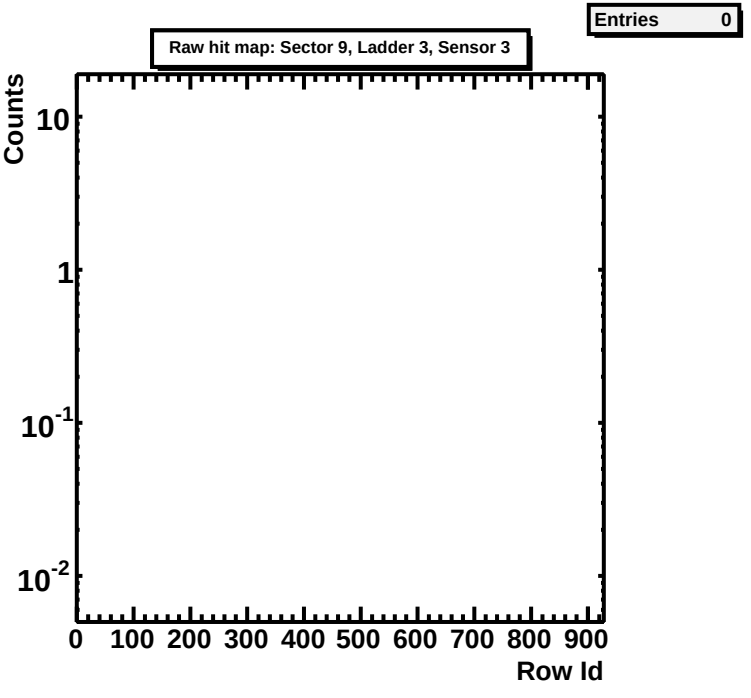

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

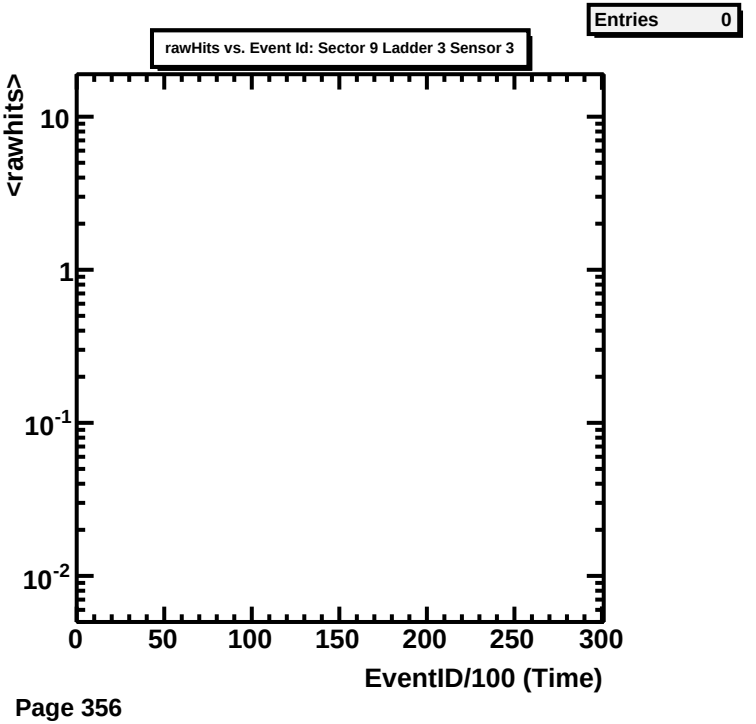

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 2
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

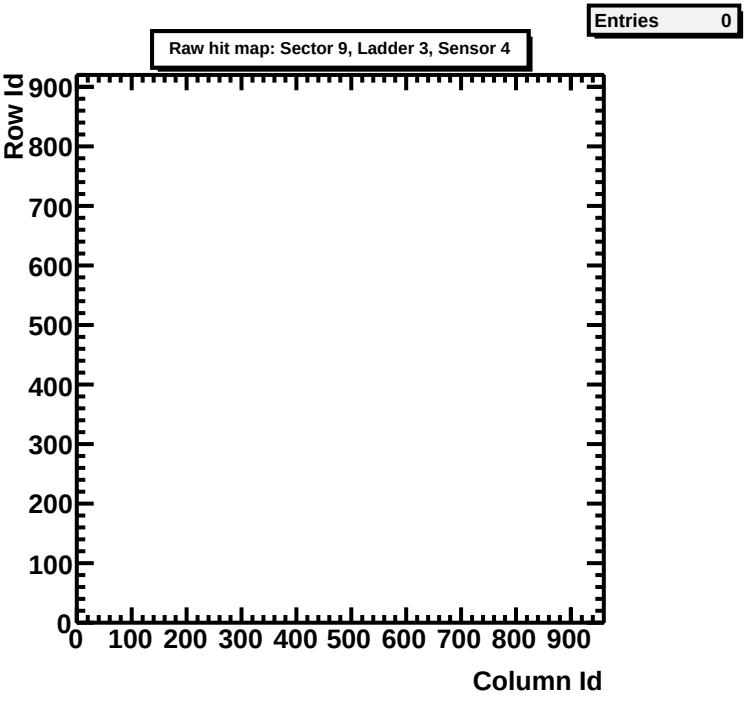

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 2
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

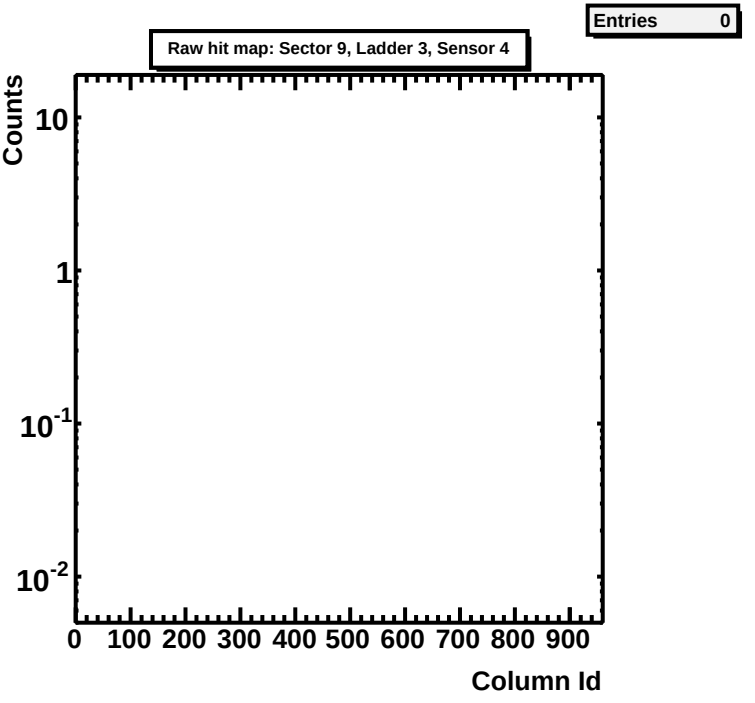

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

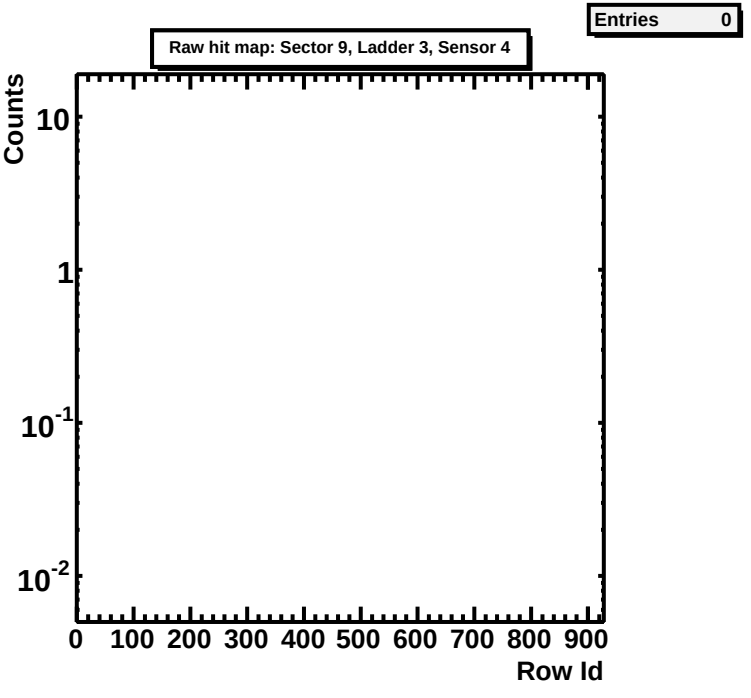

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

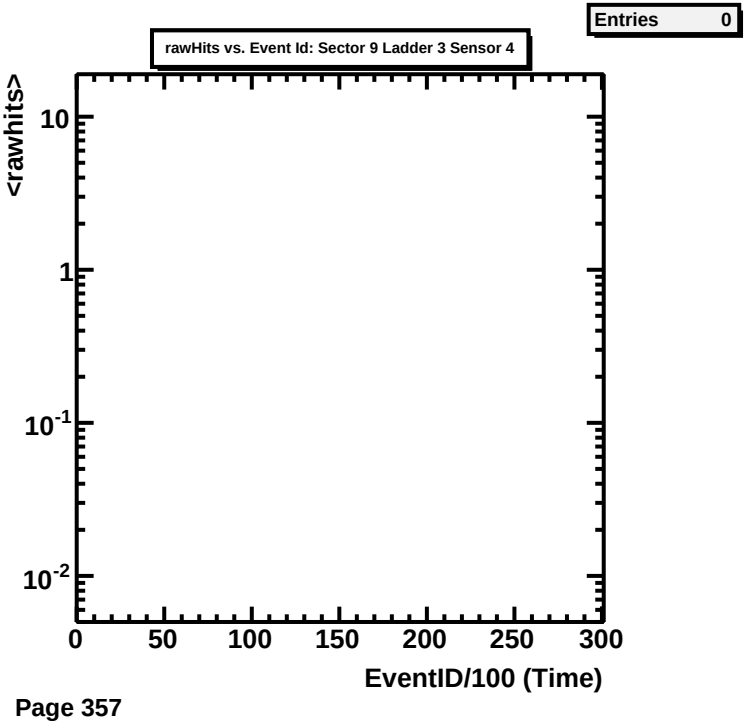

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

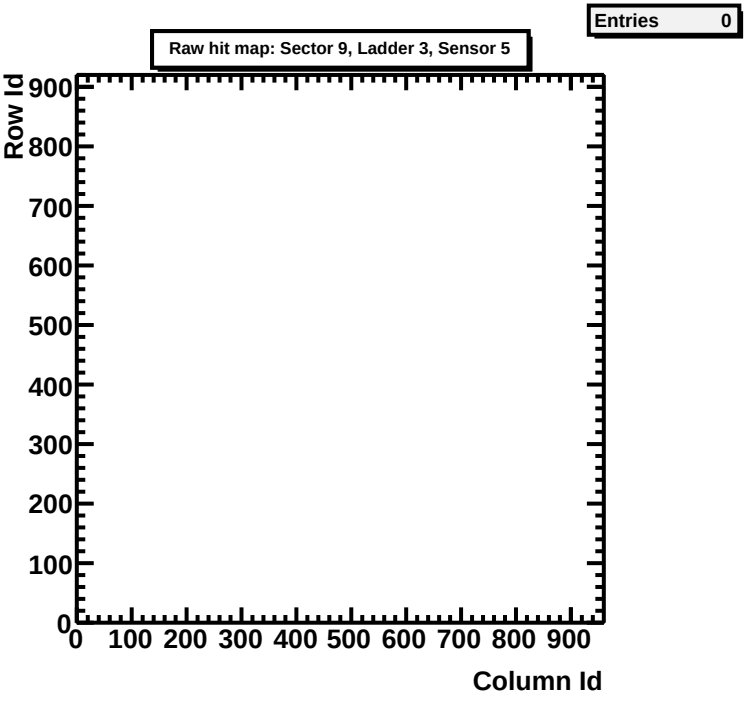

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

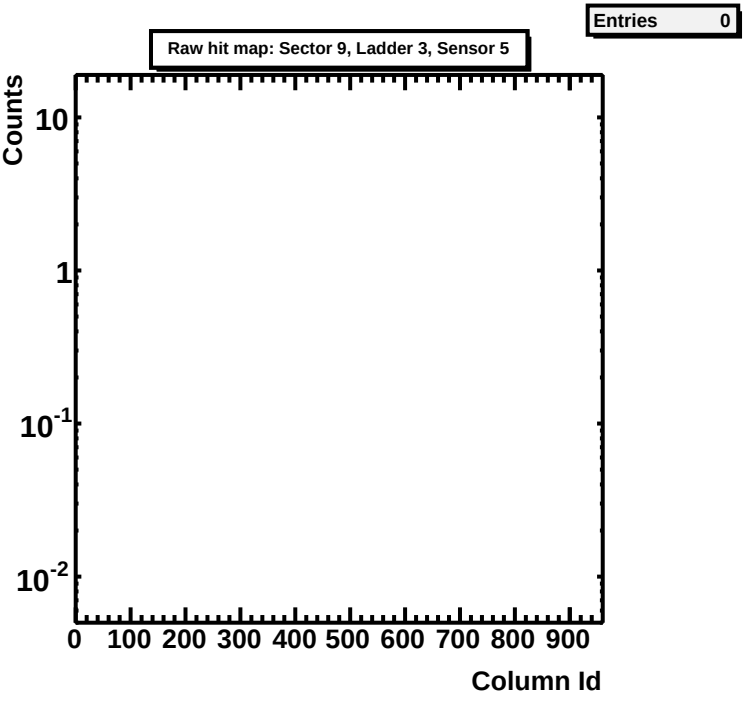

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

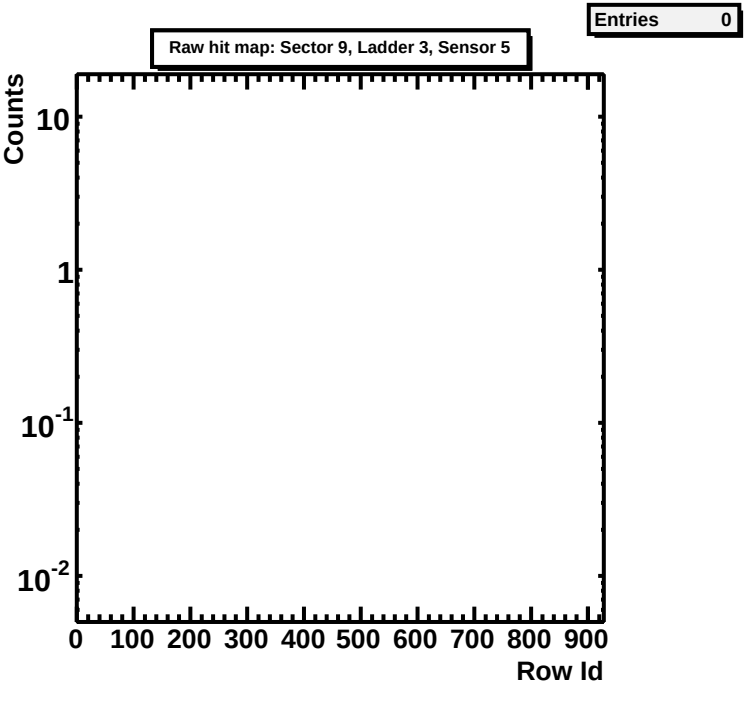

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

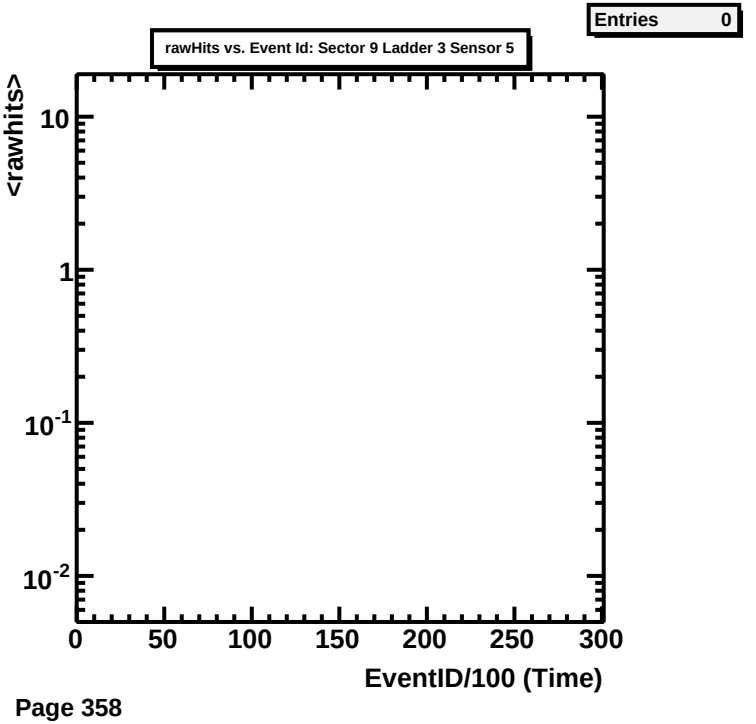

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

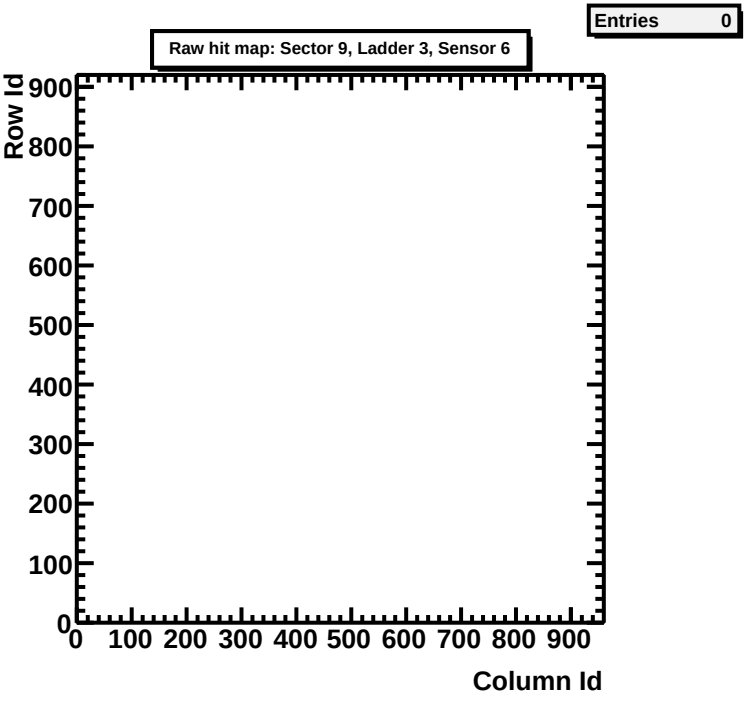

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

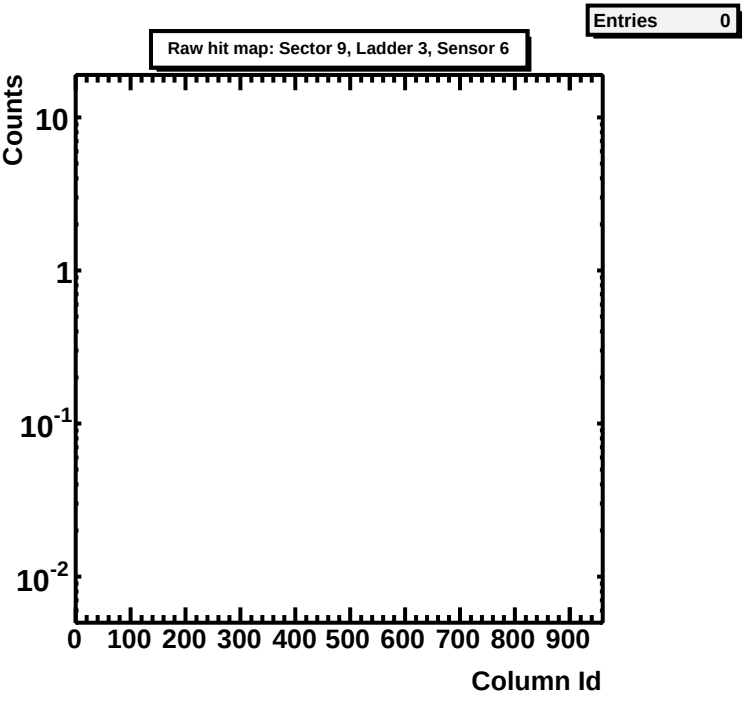

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 5
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

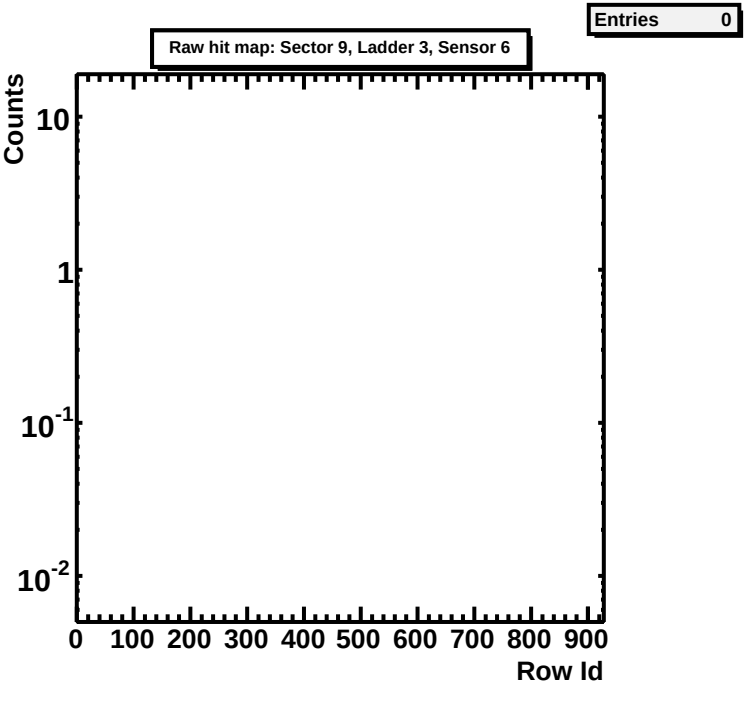

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

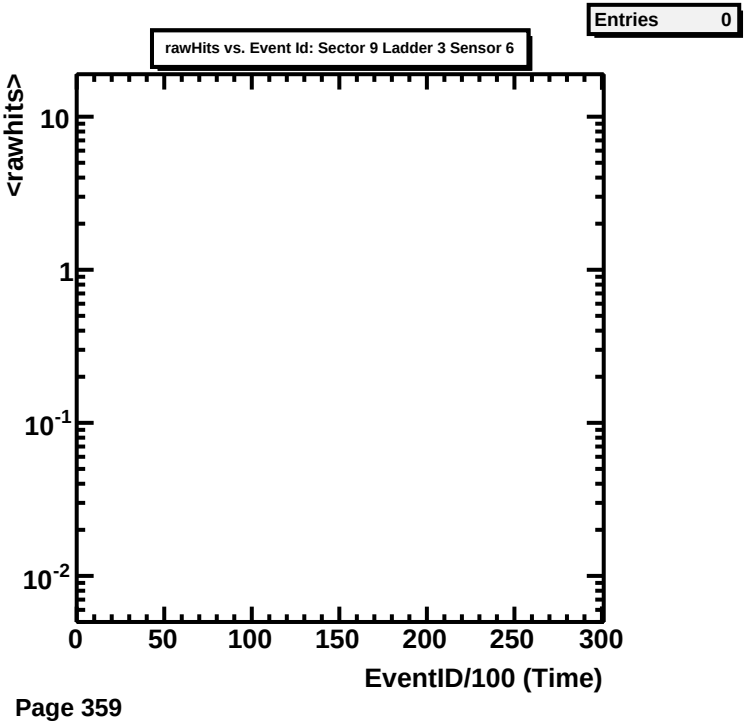

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 5
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

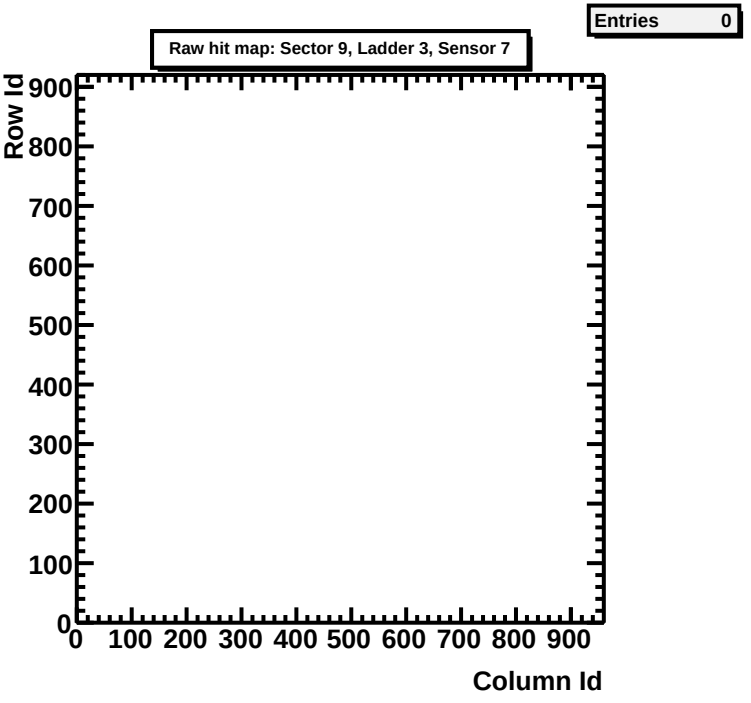

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 5
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

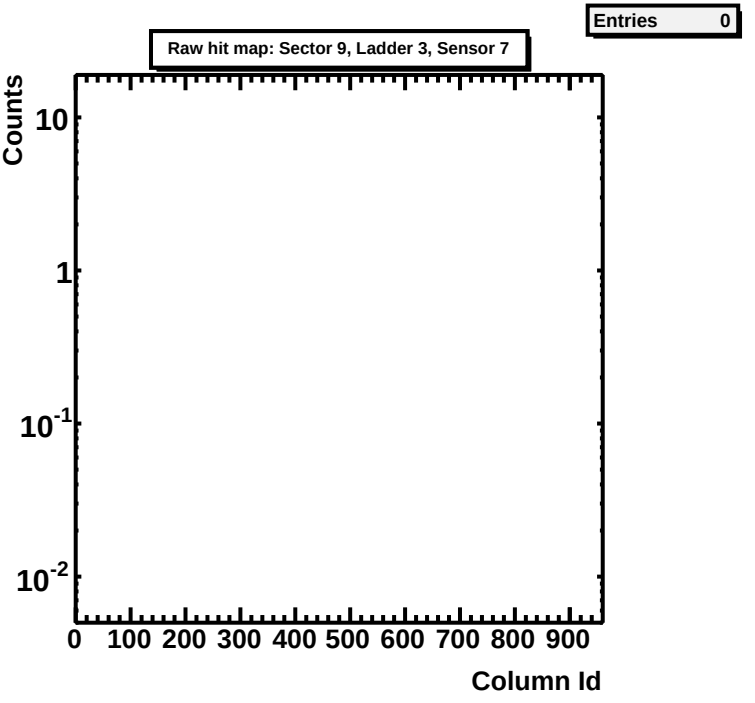

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 6
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

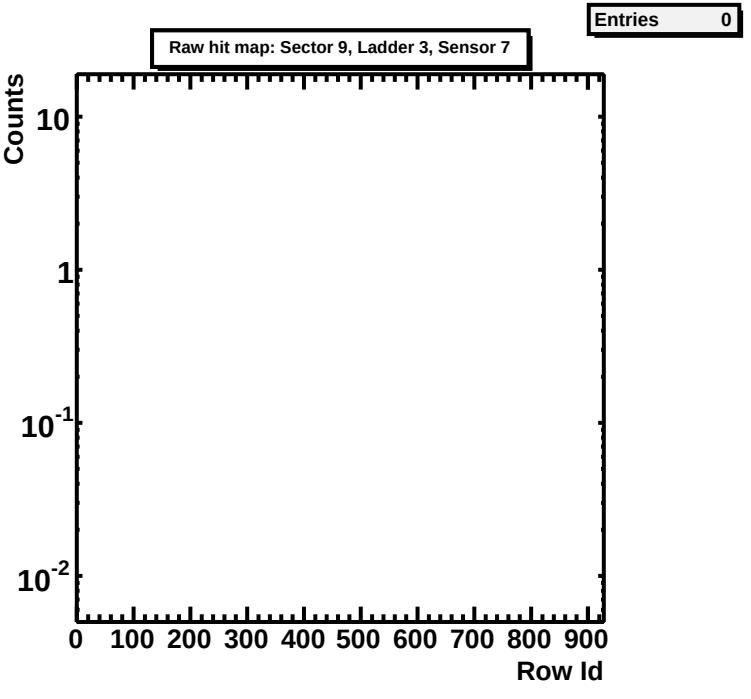

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

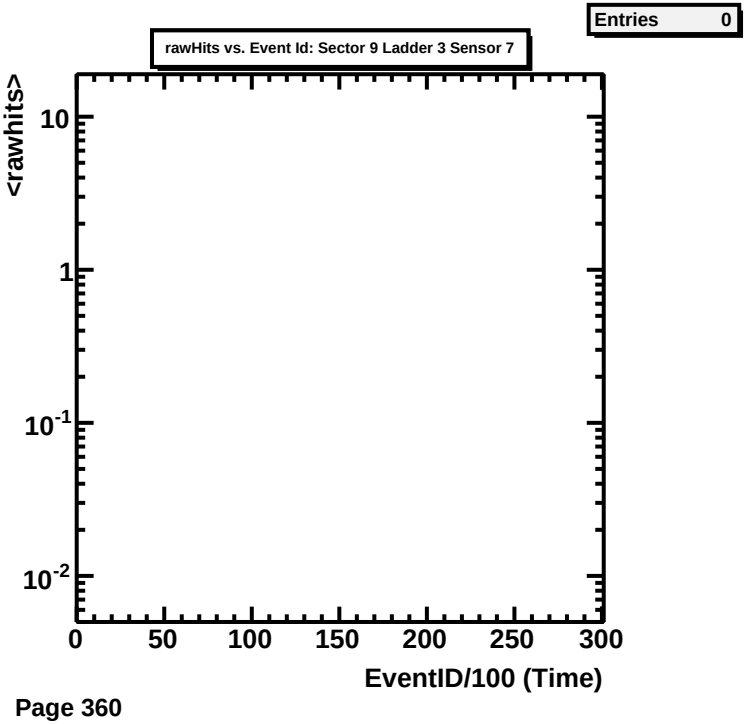

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 6
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

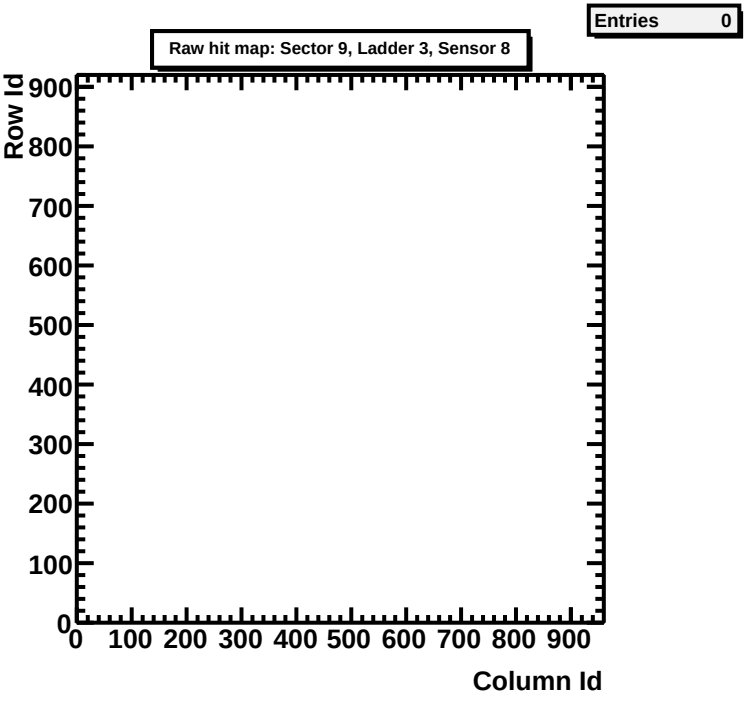

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 6
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

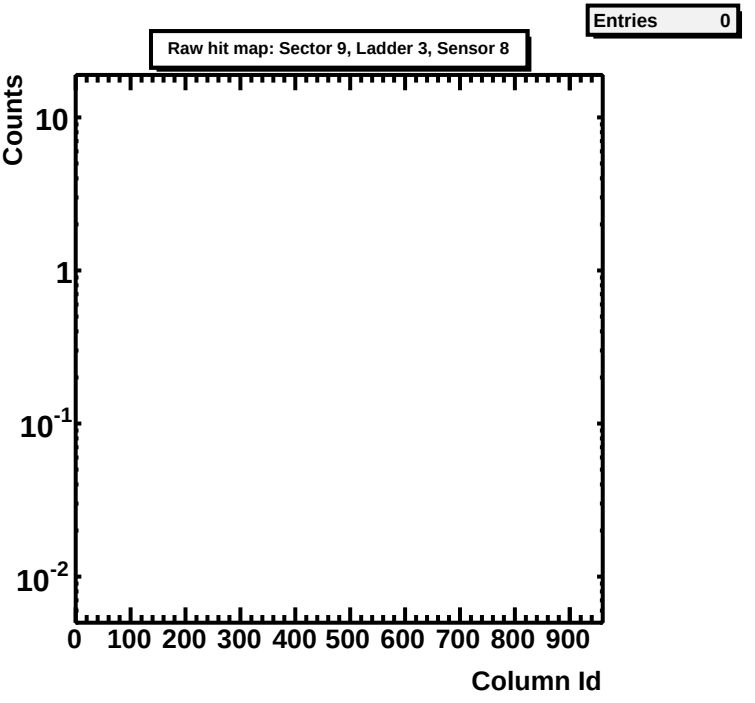

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 7
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

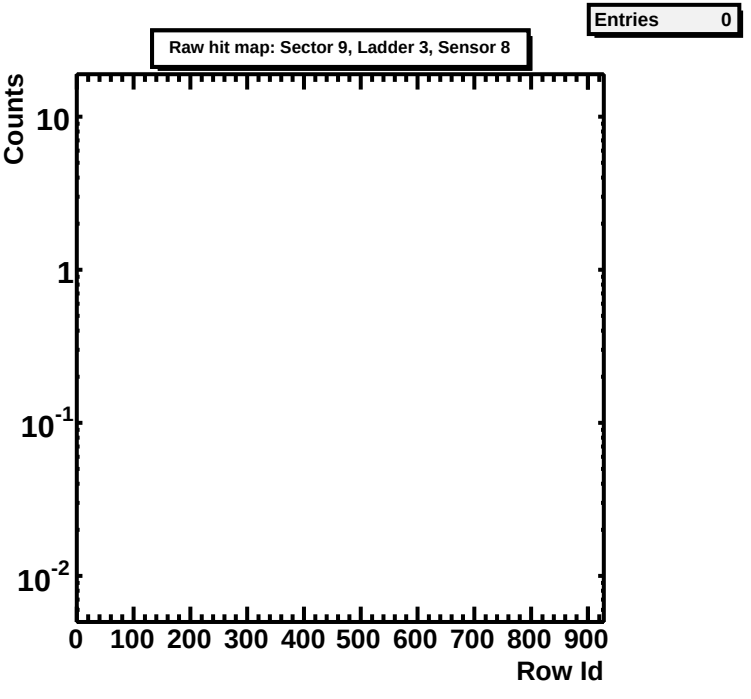

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

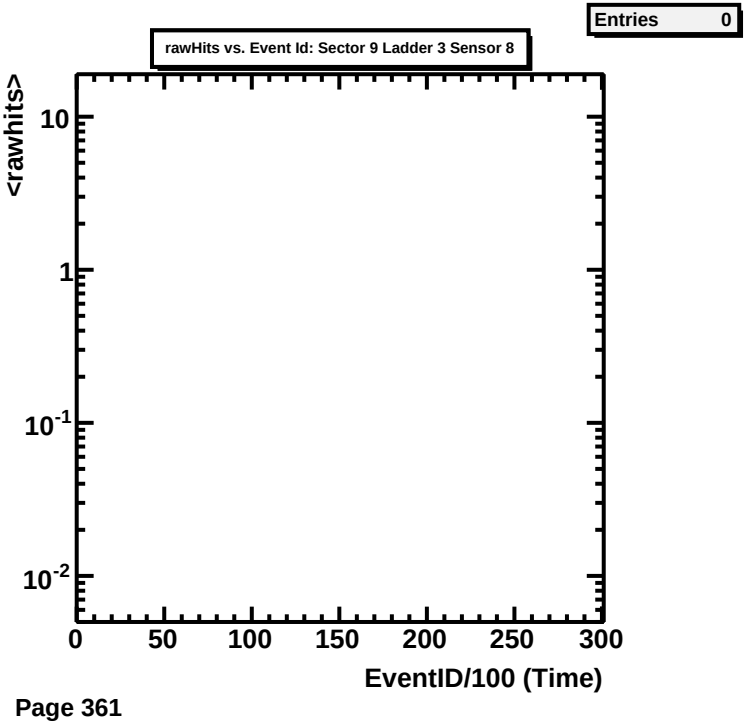

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 7
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

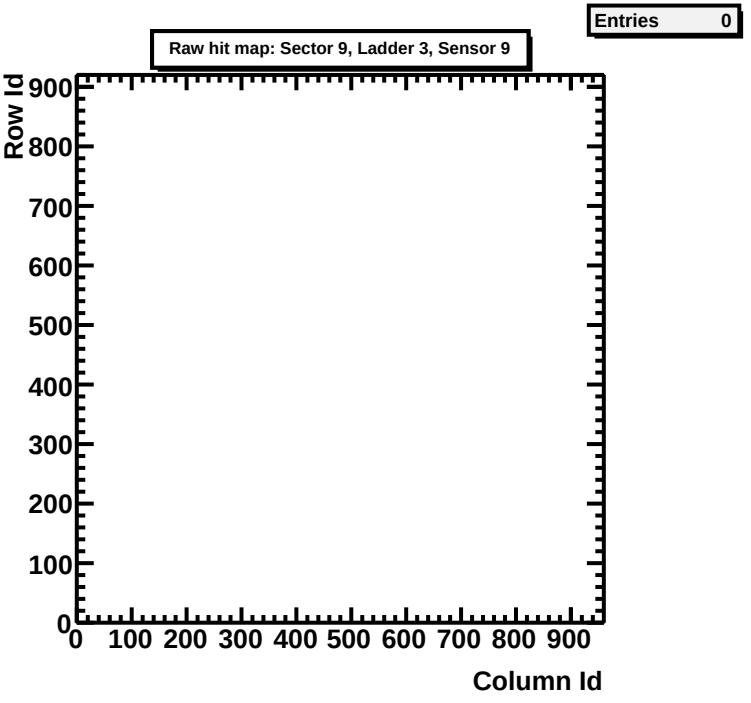

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 7
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

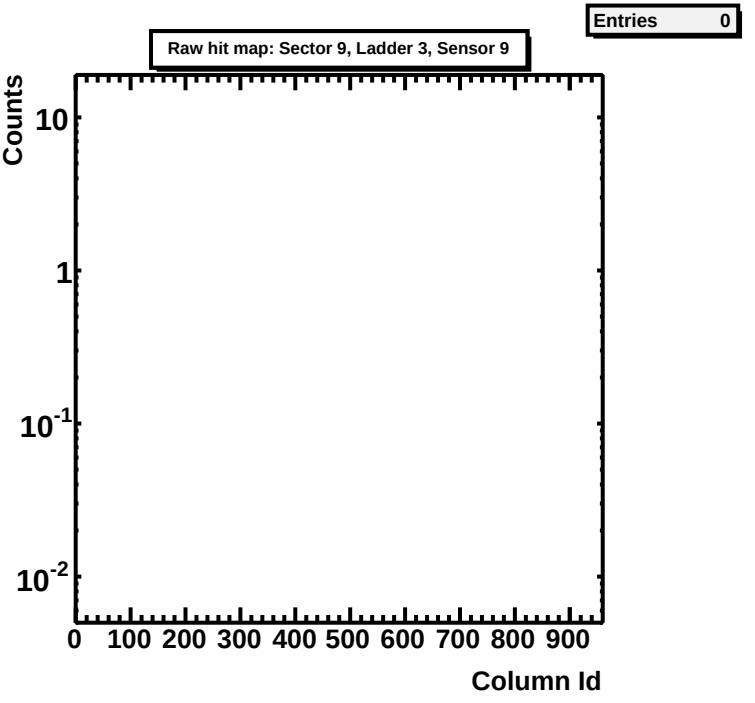

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 8
Row Id
0 100 200 300 400 500 600 700 800 900
Column Id

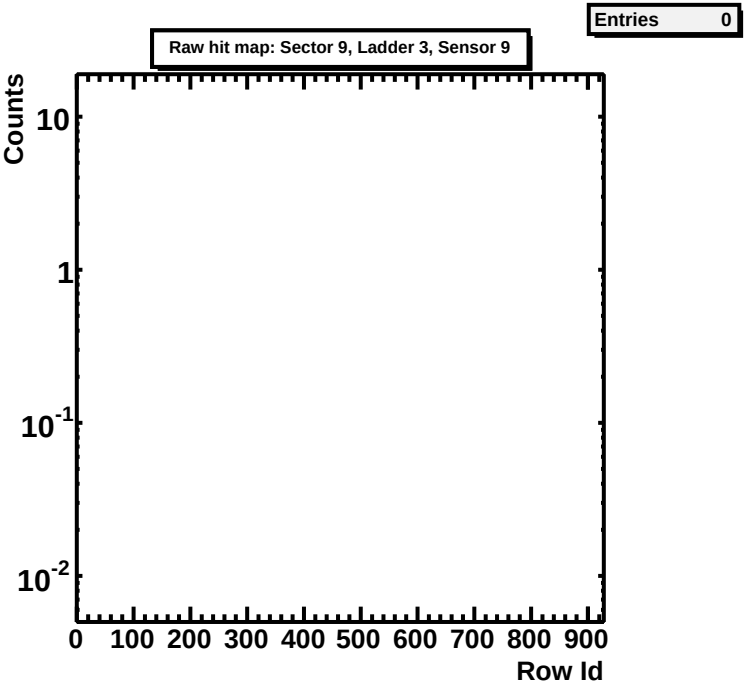

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

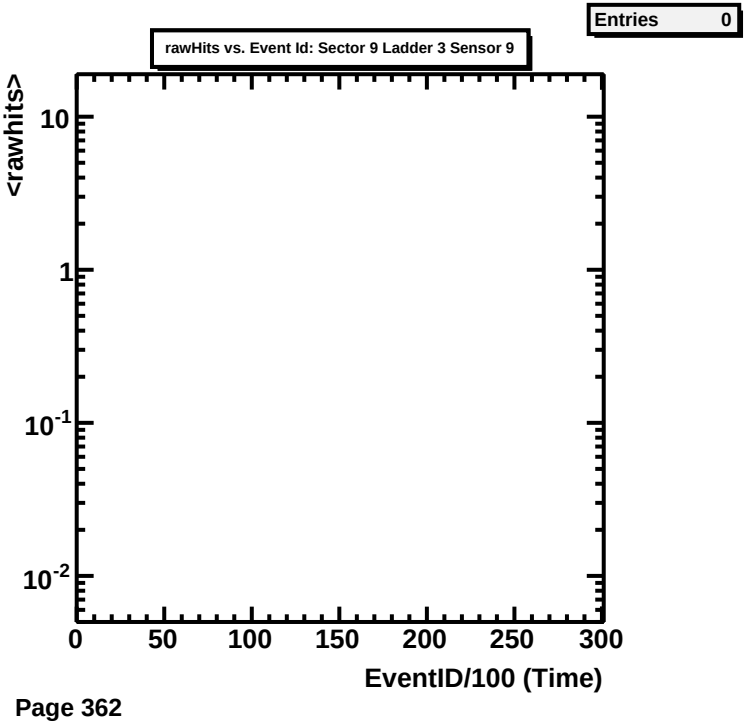

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

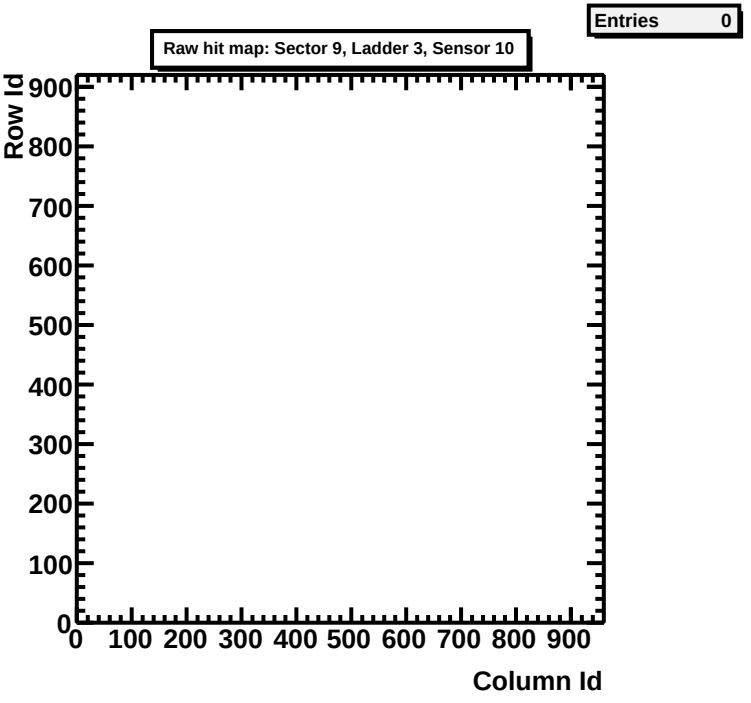

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

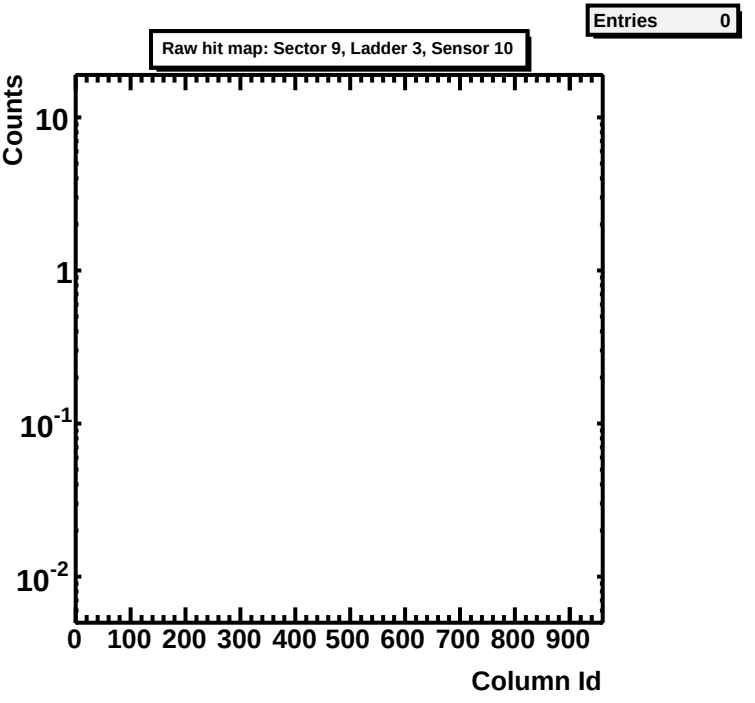

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 9
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

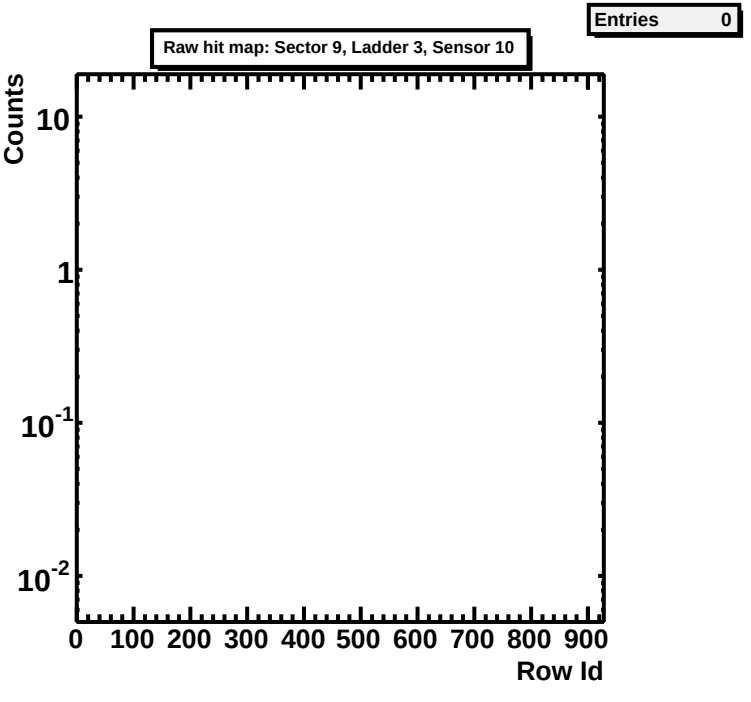

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

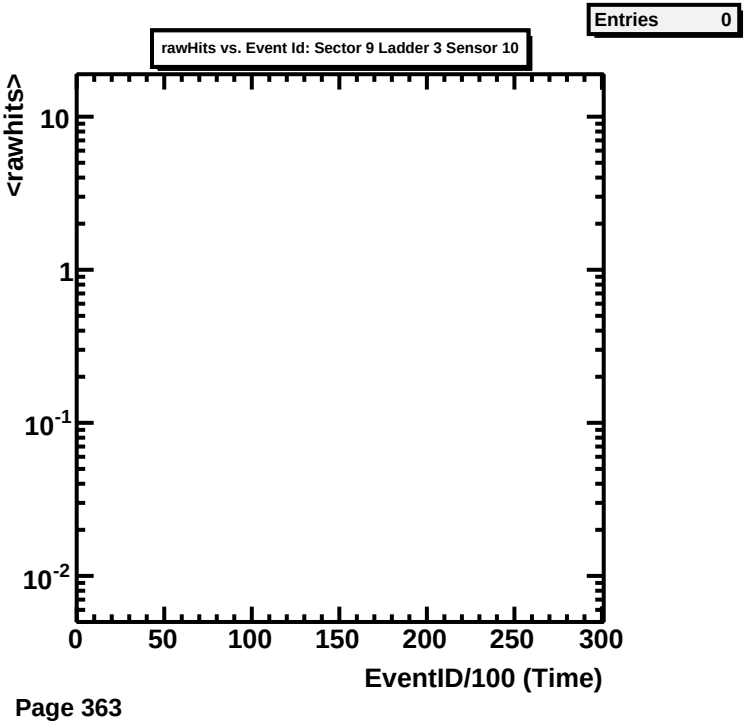

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 9
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

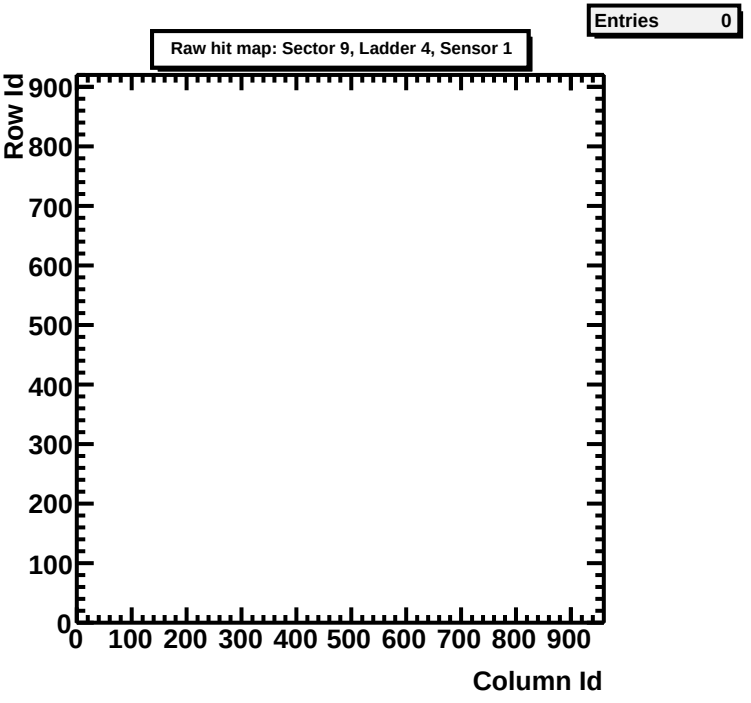

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 9
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

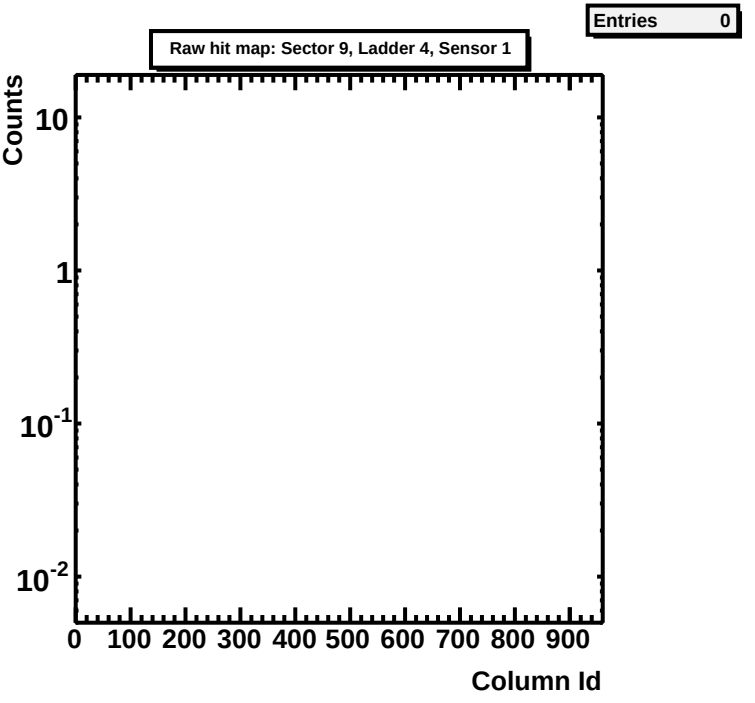

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 10
Row Id
Column Id

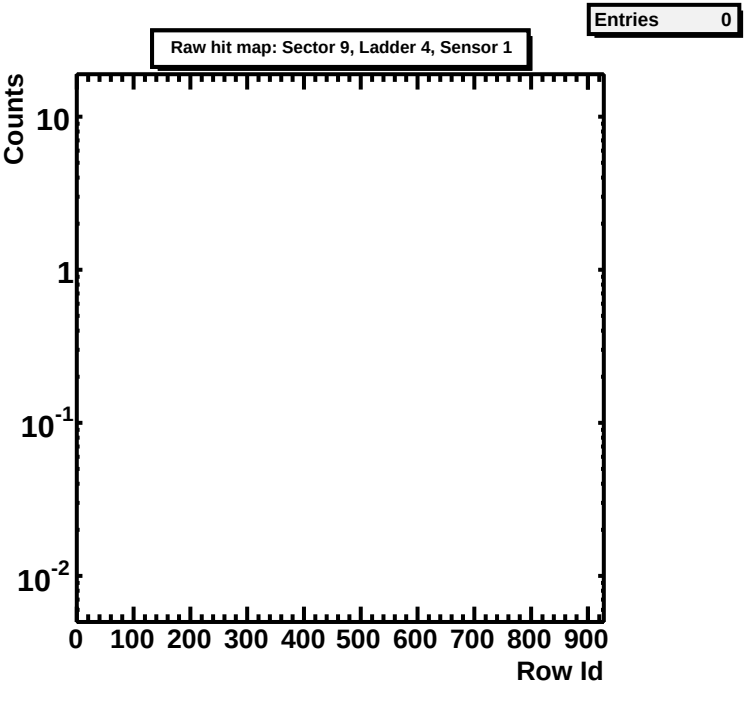

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 10
Counts
Column Id

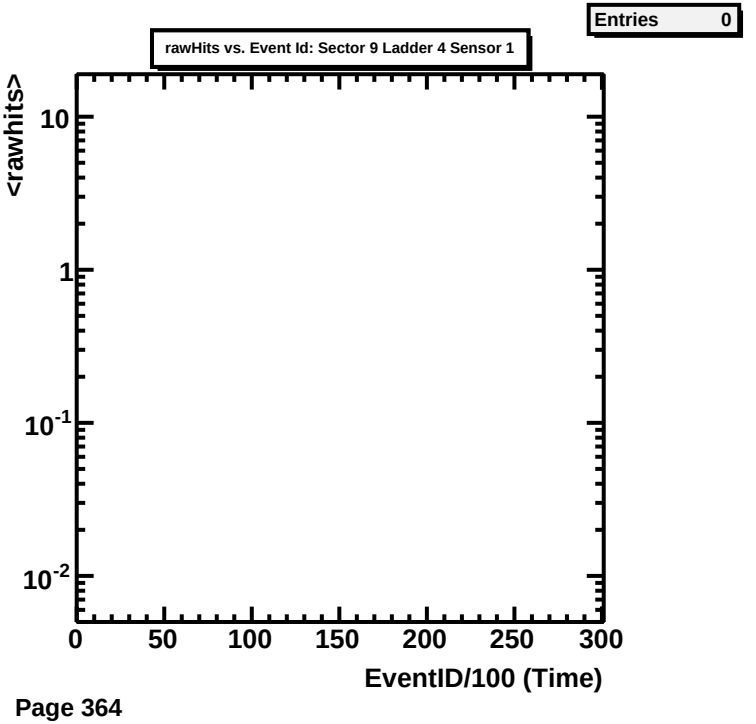

Entries 0
Raw hit map: Sector 9, Ladder 3, Sensor 10
Counts
Row Id

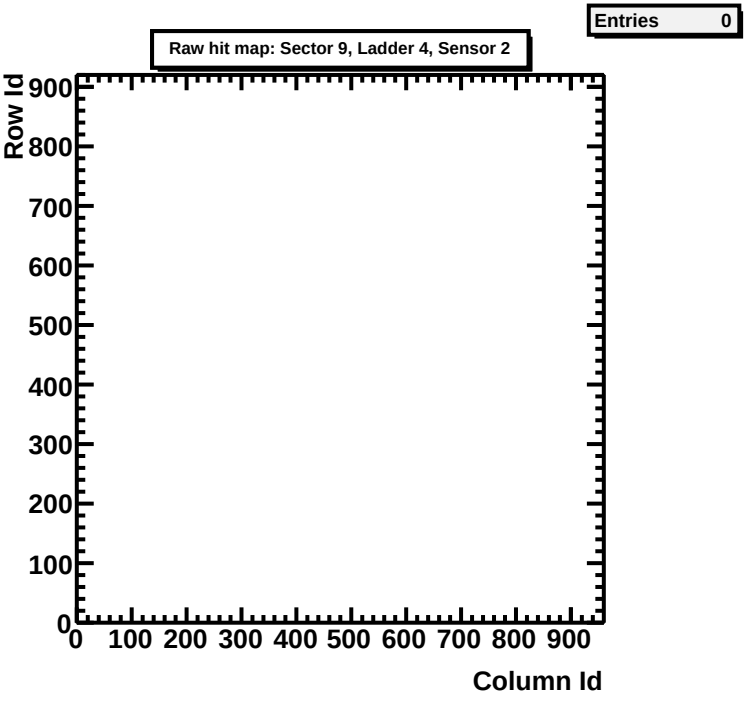

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

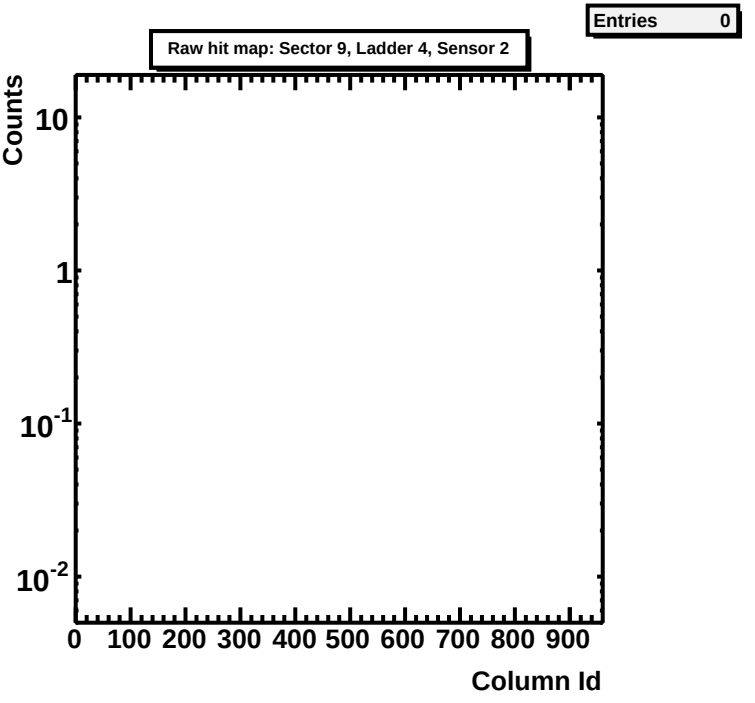

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 1
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

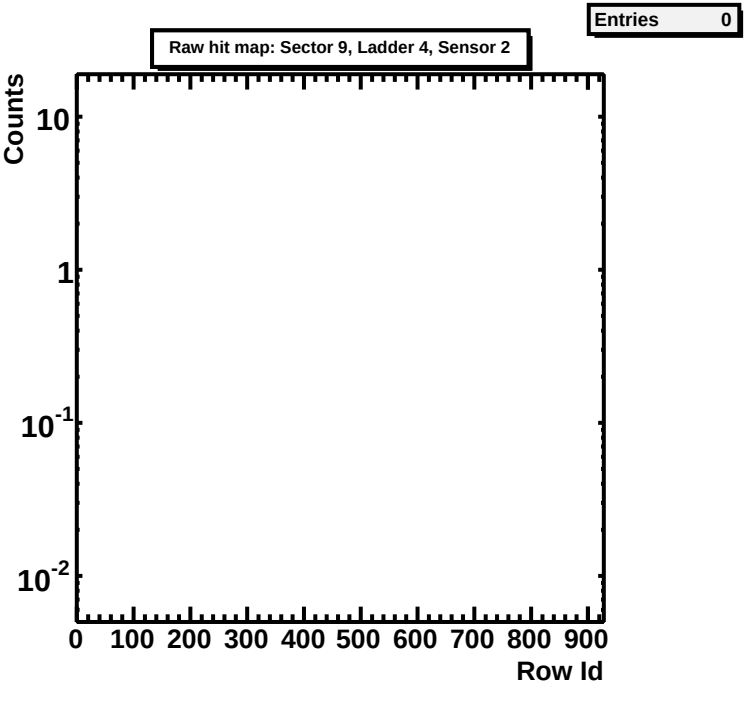

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

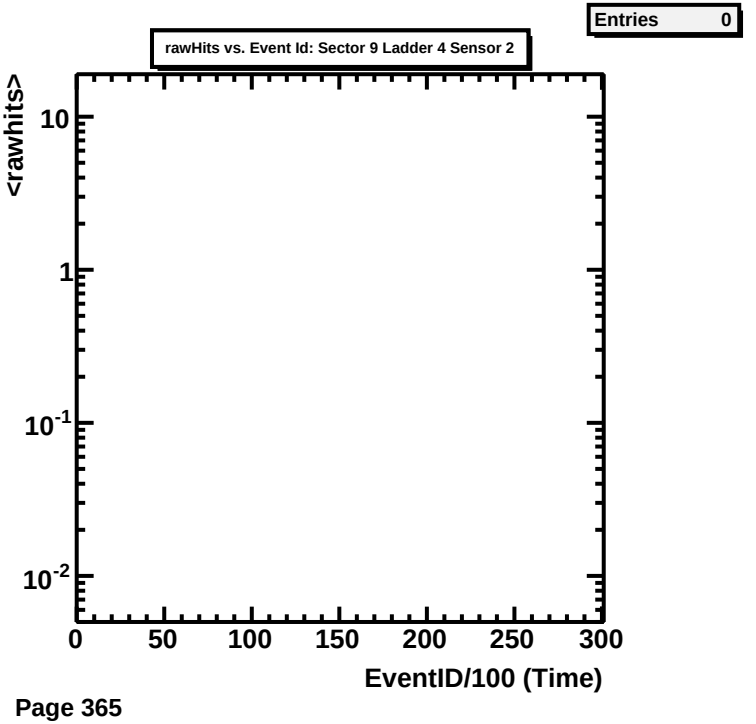

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

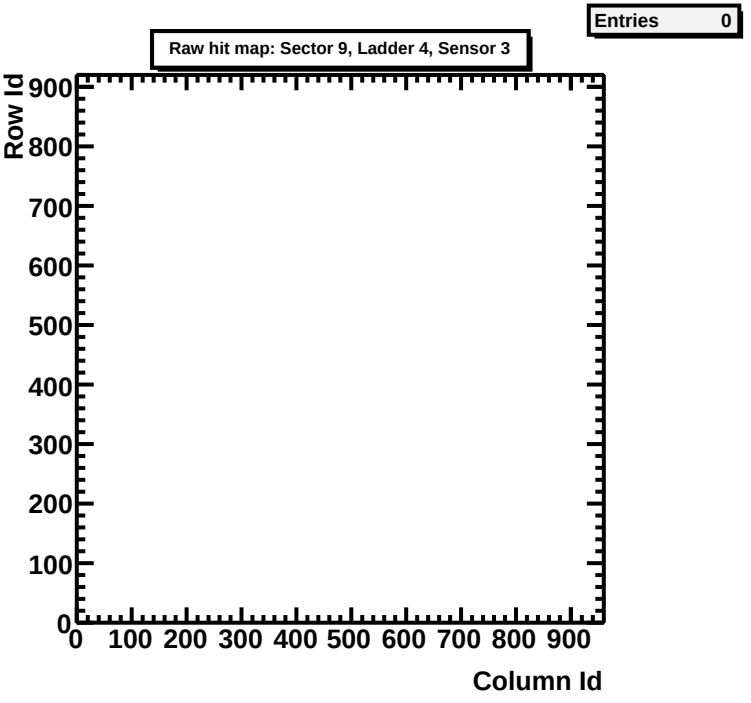

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

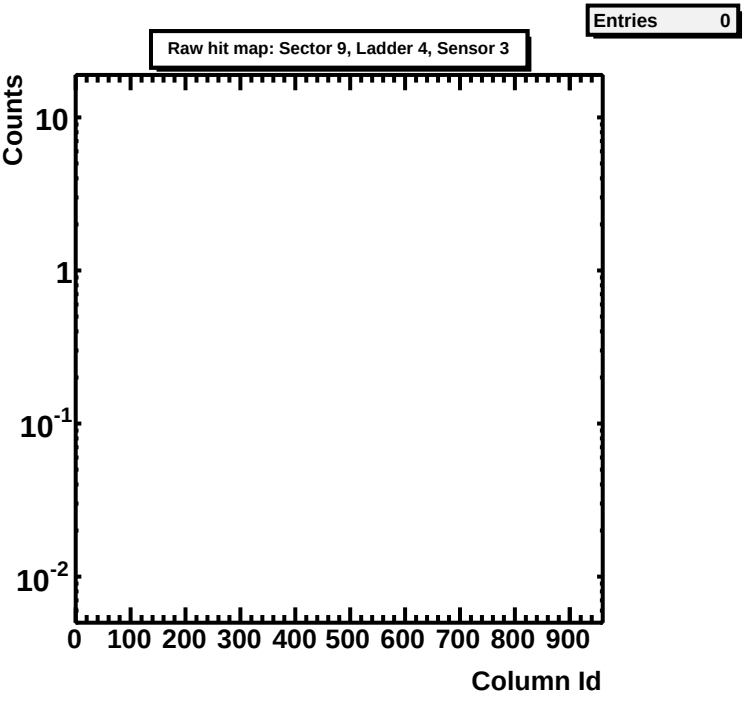

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 2
Row Id
Column Id

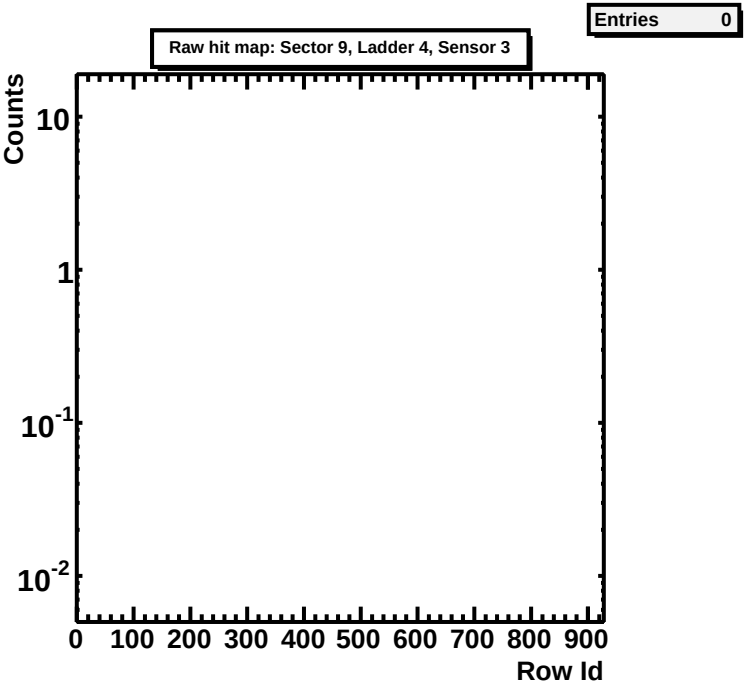

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 2
Counts
Column Id

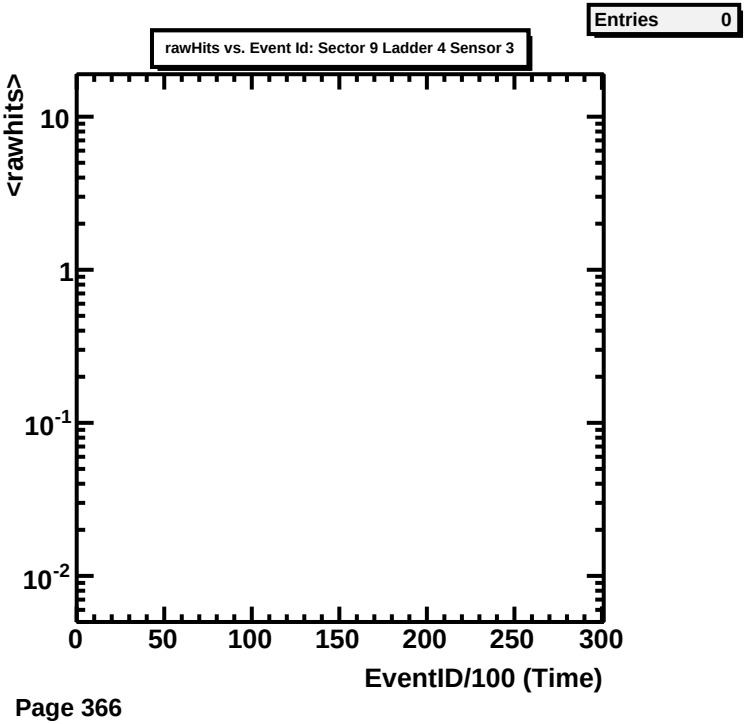

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 2
Counts
Row Id

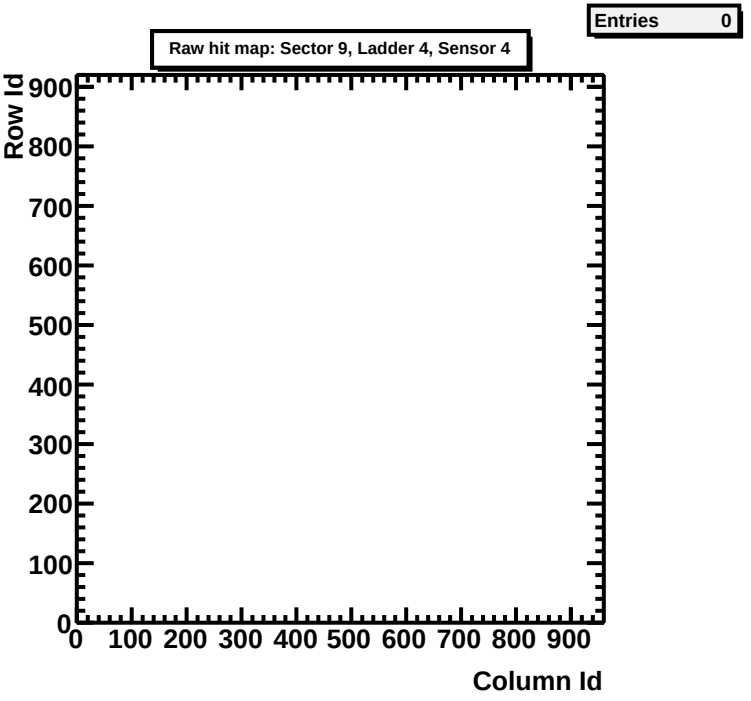

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 2
<rawhits>
EventID/100 (Time)

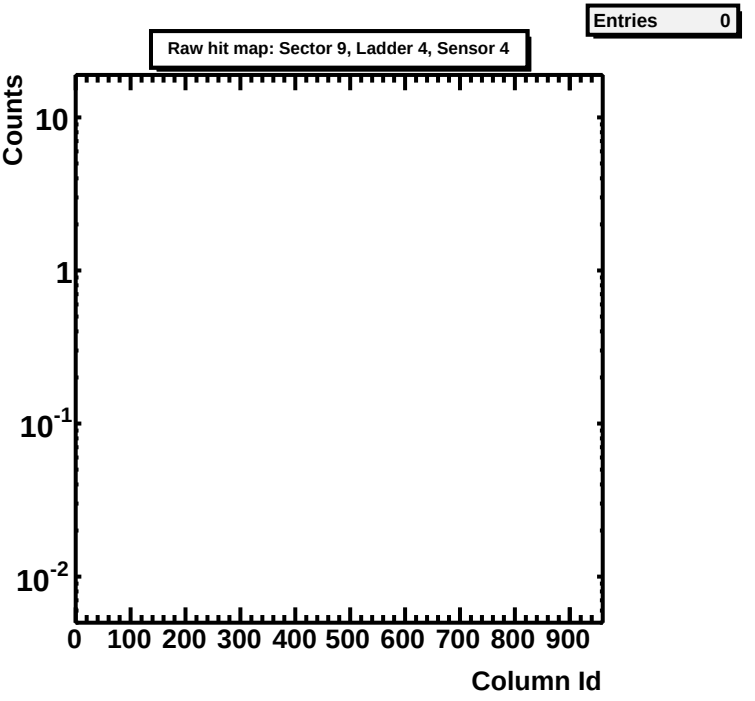

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 3
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

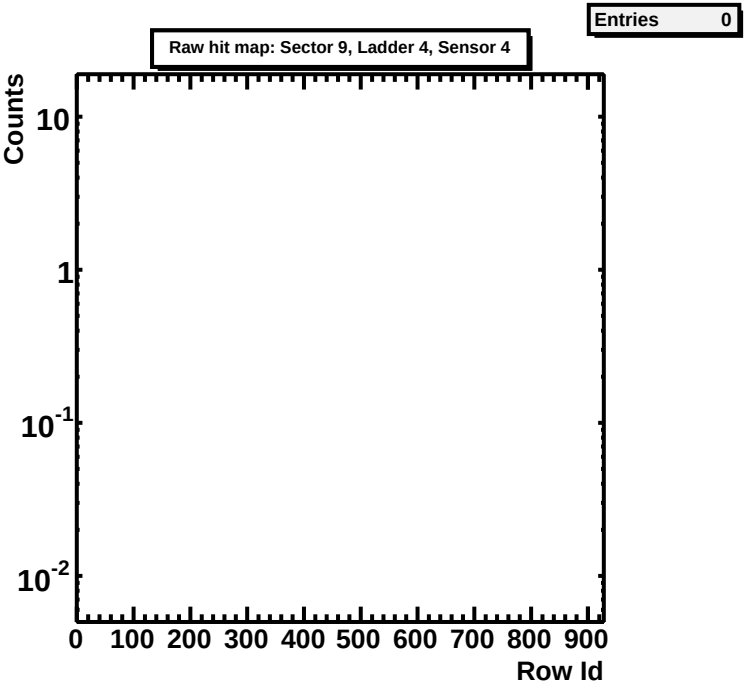

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

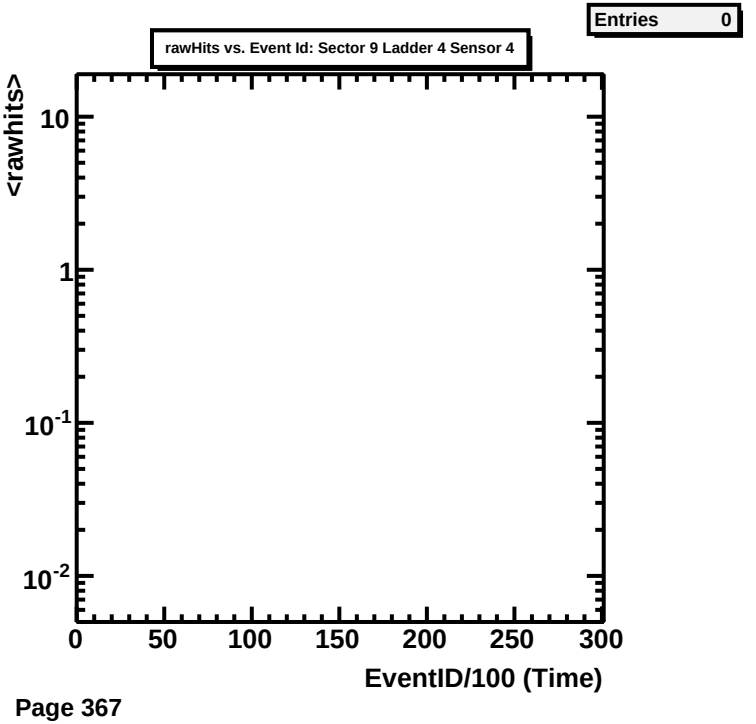

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 3
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

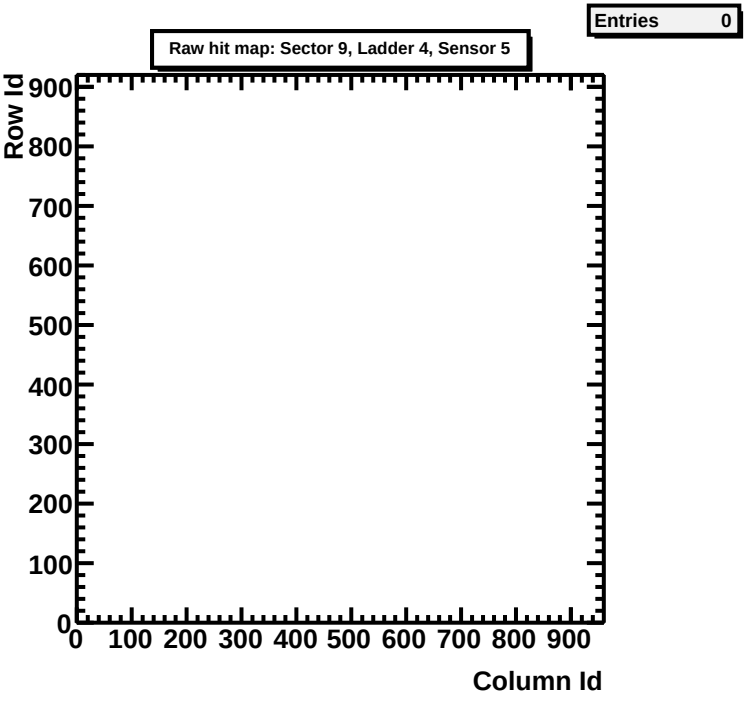

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 3
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

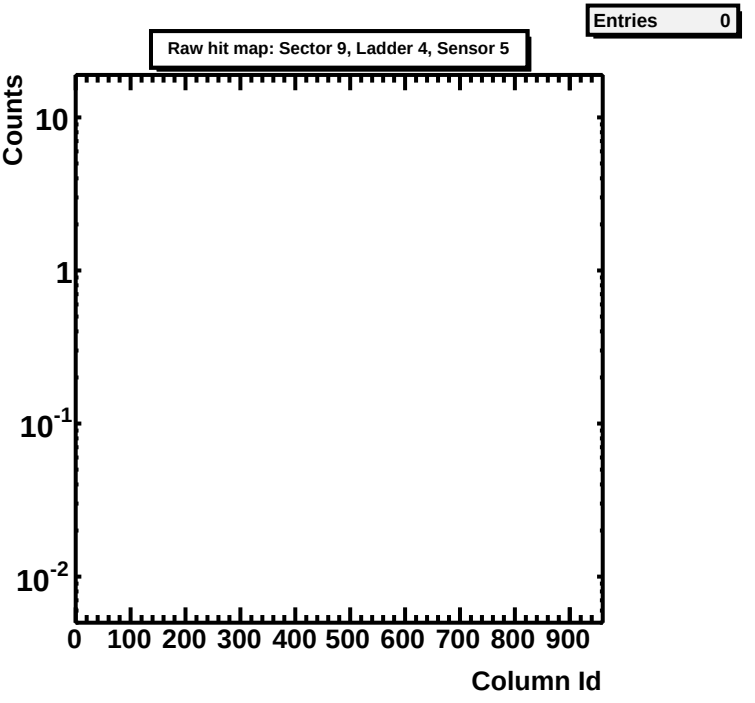

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 4
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

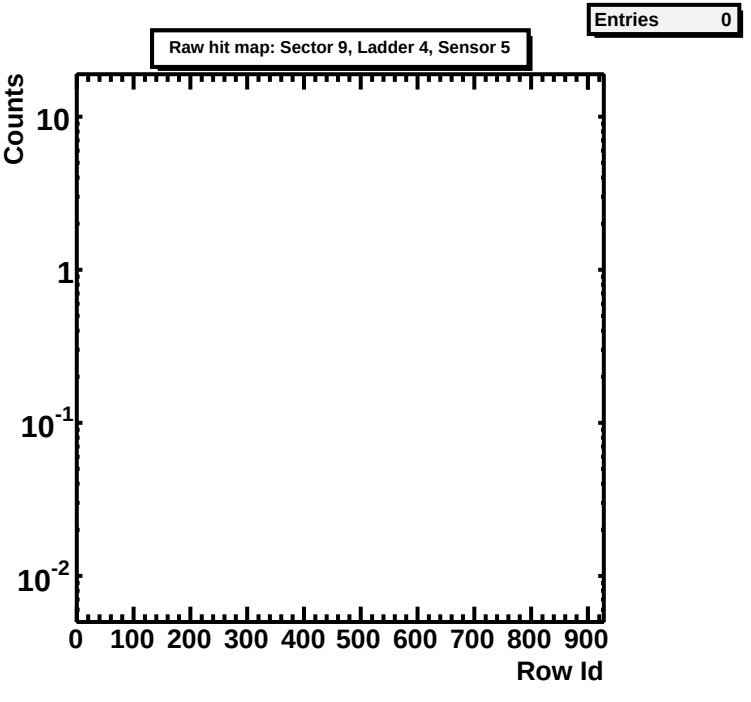

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

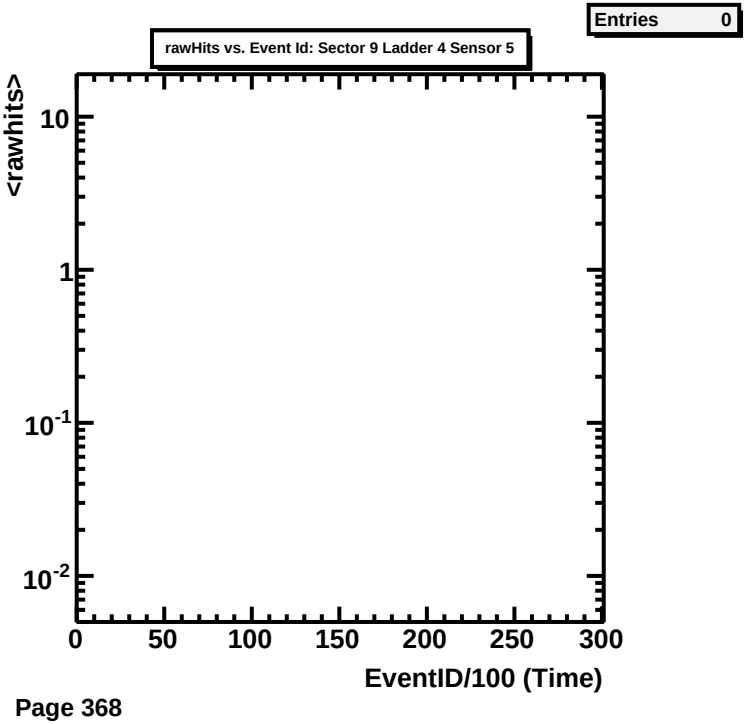

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

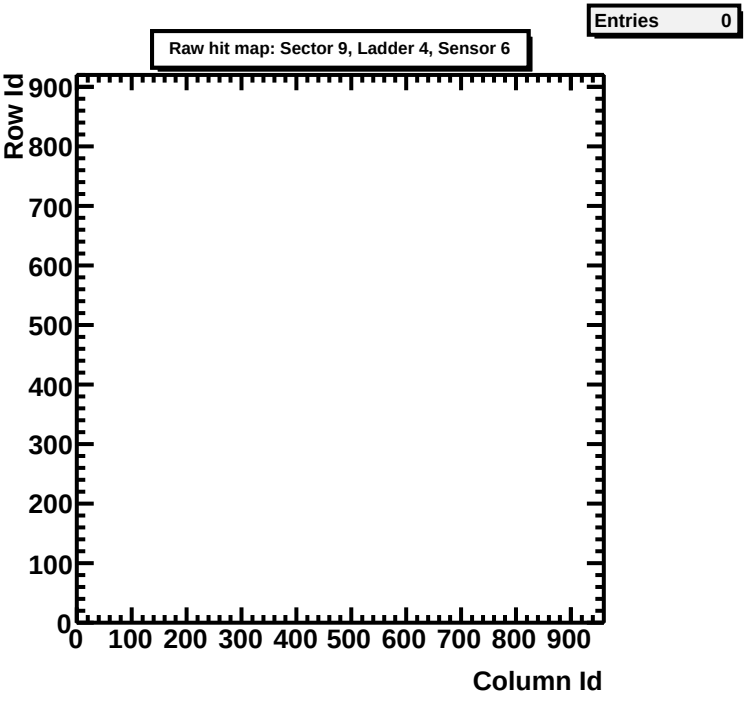

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

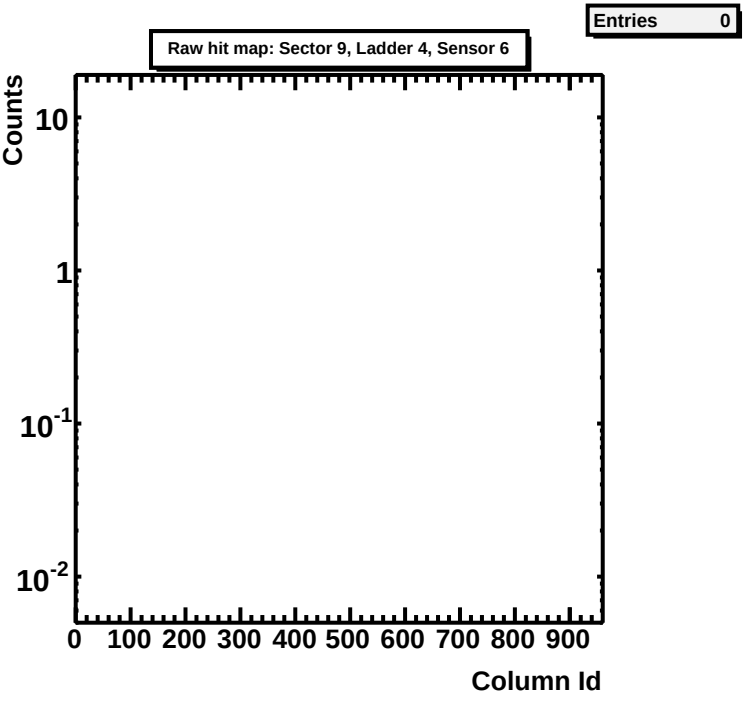

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 5
Row Id
Column Id

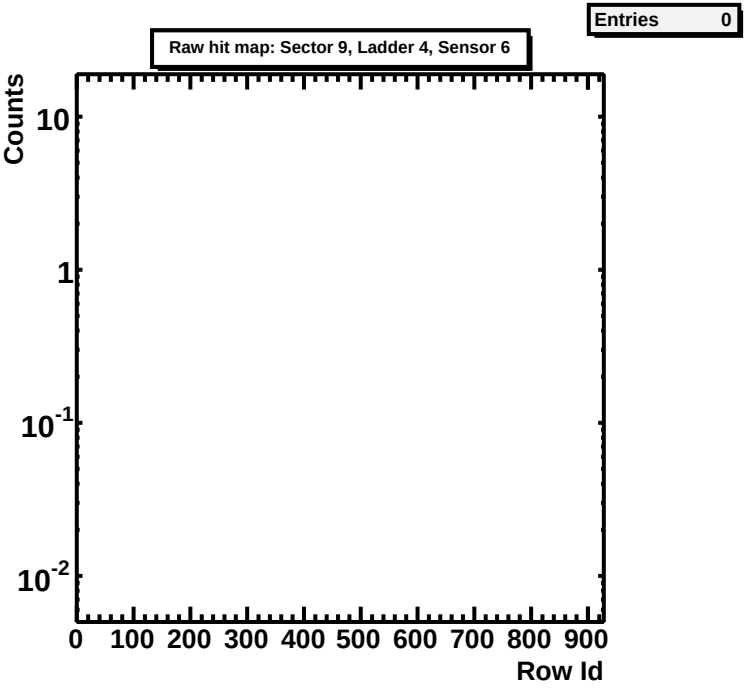

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 5
Counts
Column Id

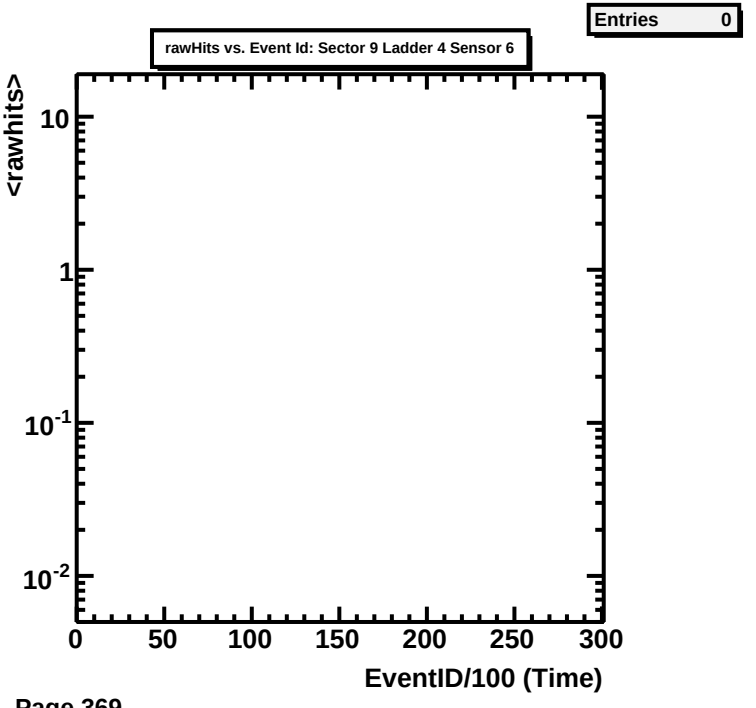

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 5
Counts
Row Id

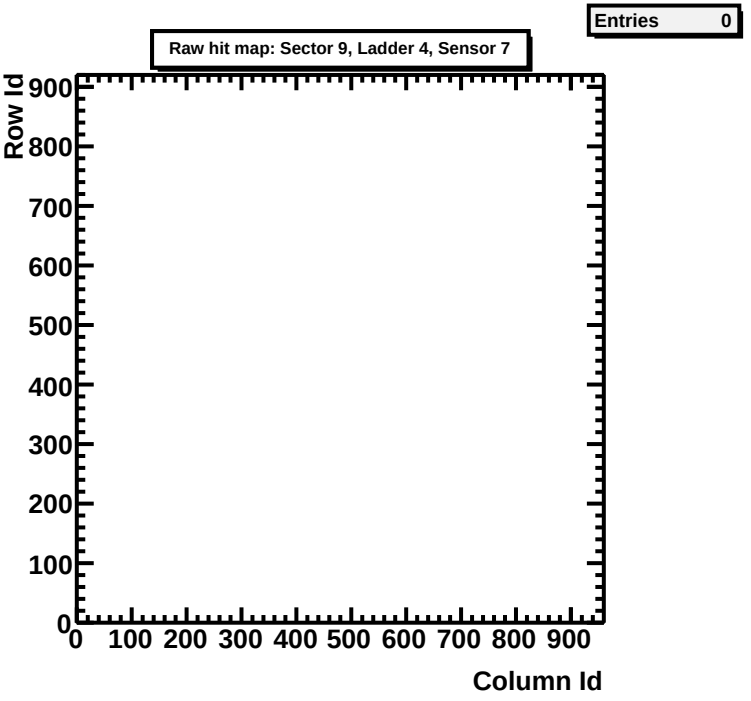

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

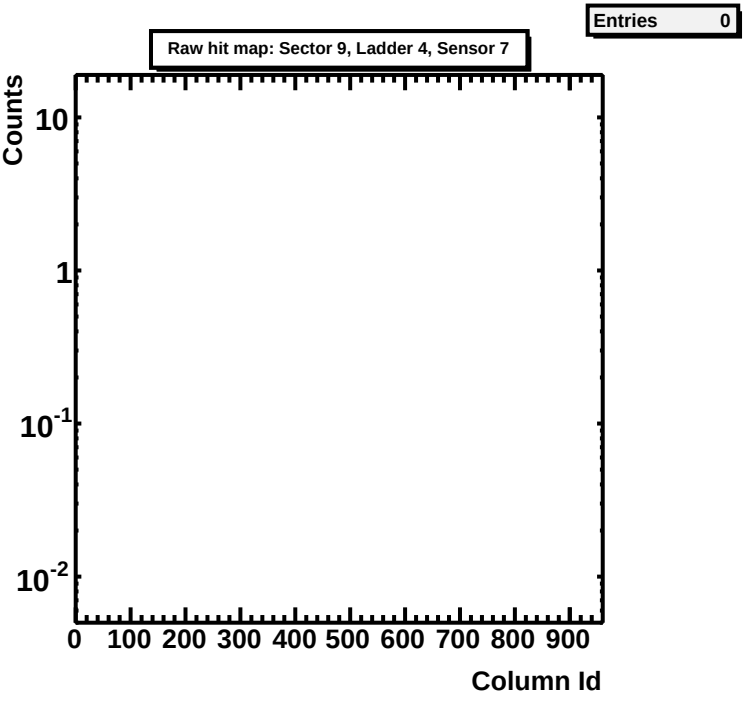

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 6
Row Id
Column Id

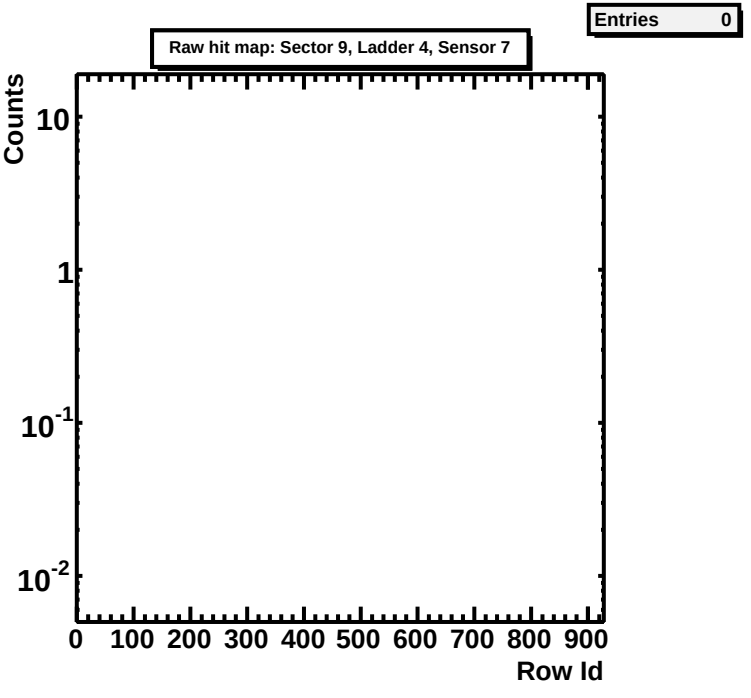

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 6
Counts
Column Id

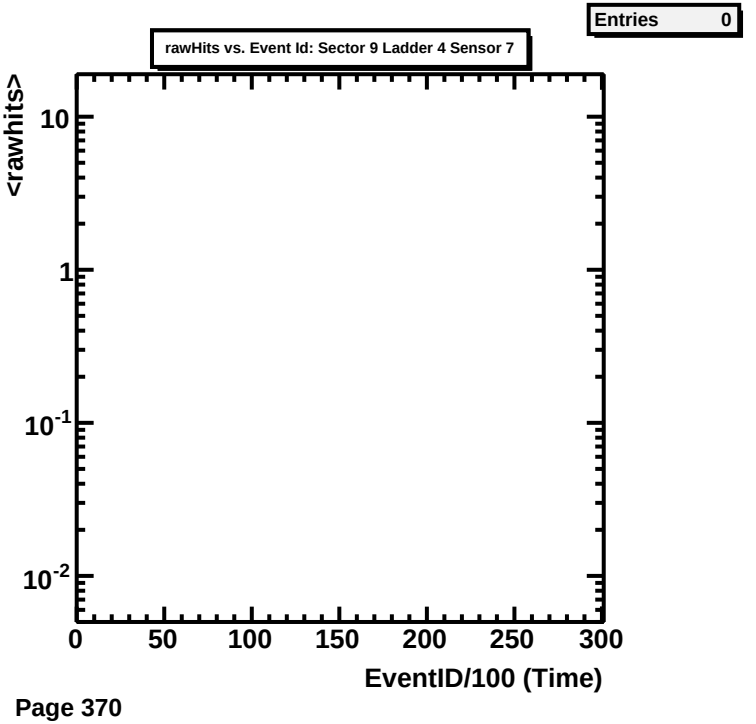

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 6
Counts
Row Id

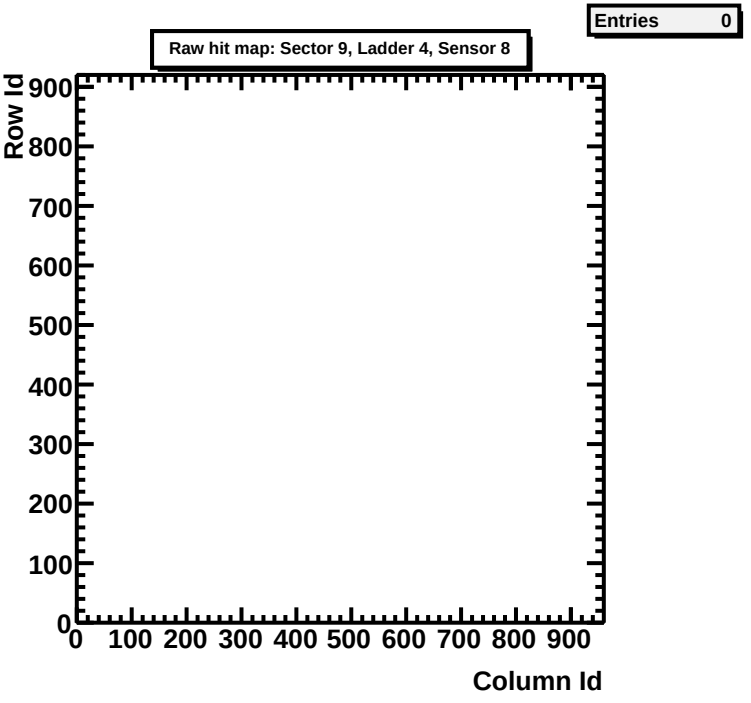

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

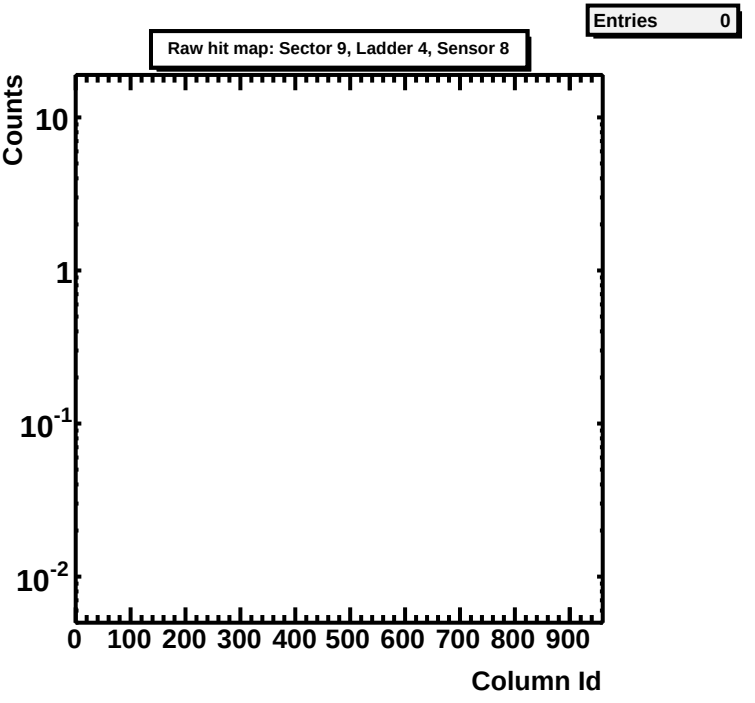

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 7
Row Id
Column Id

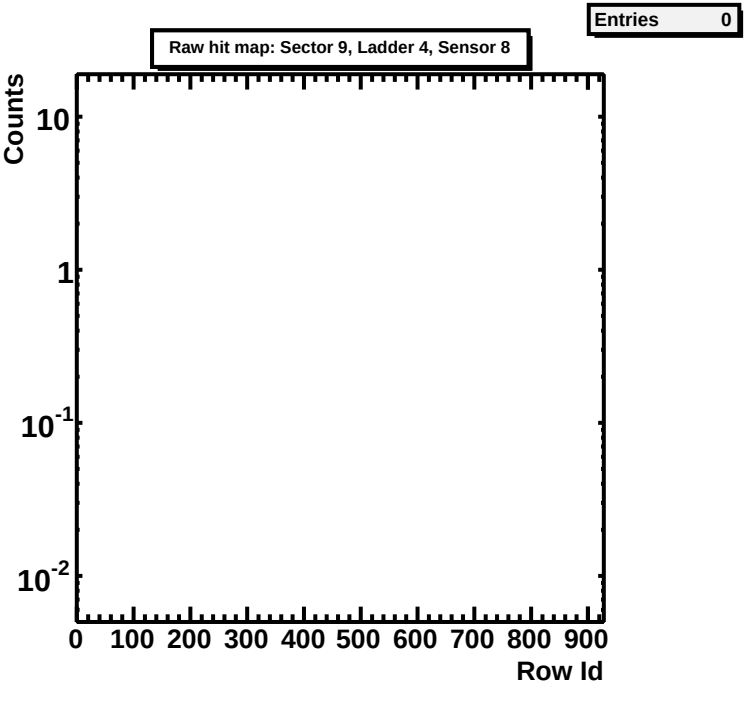

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 7
Counts
Column Id

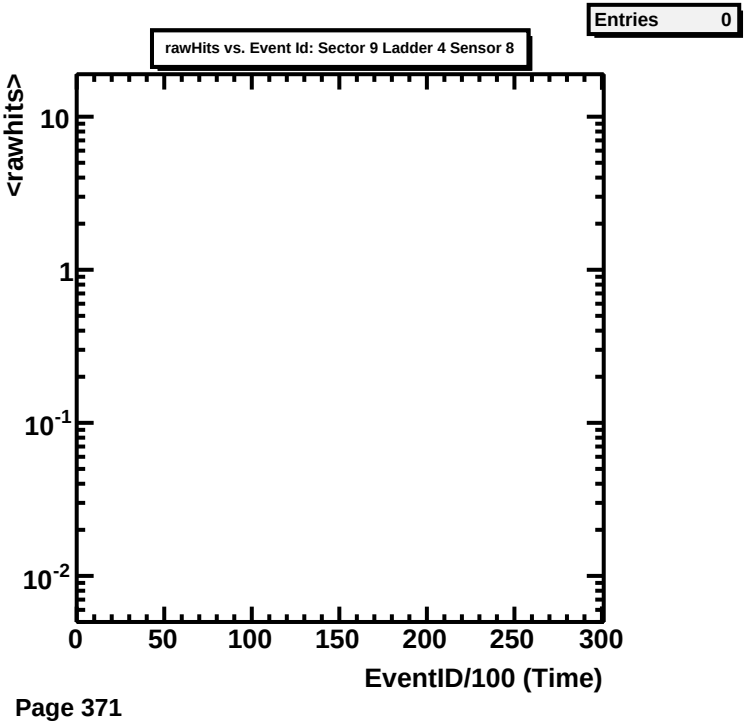

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 7
Counts
Row Id

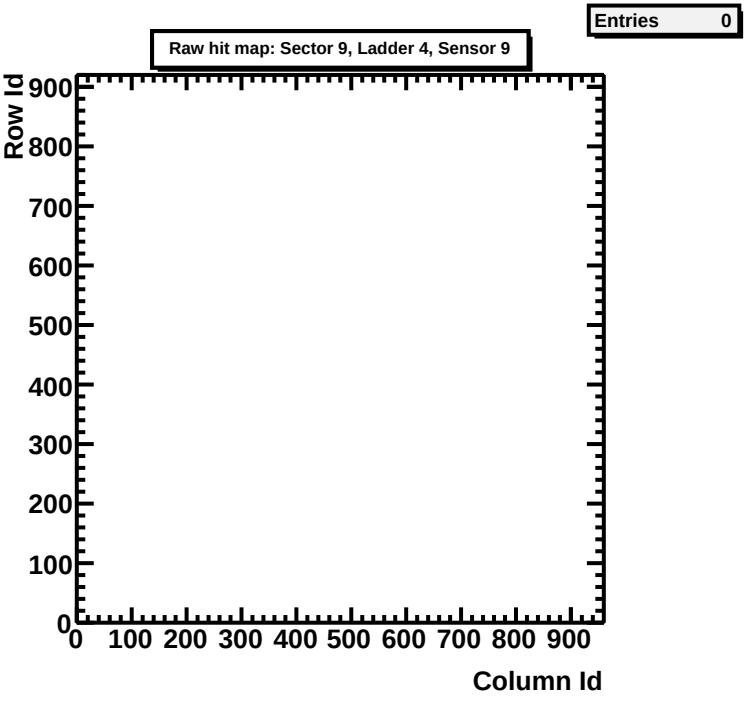

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

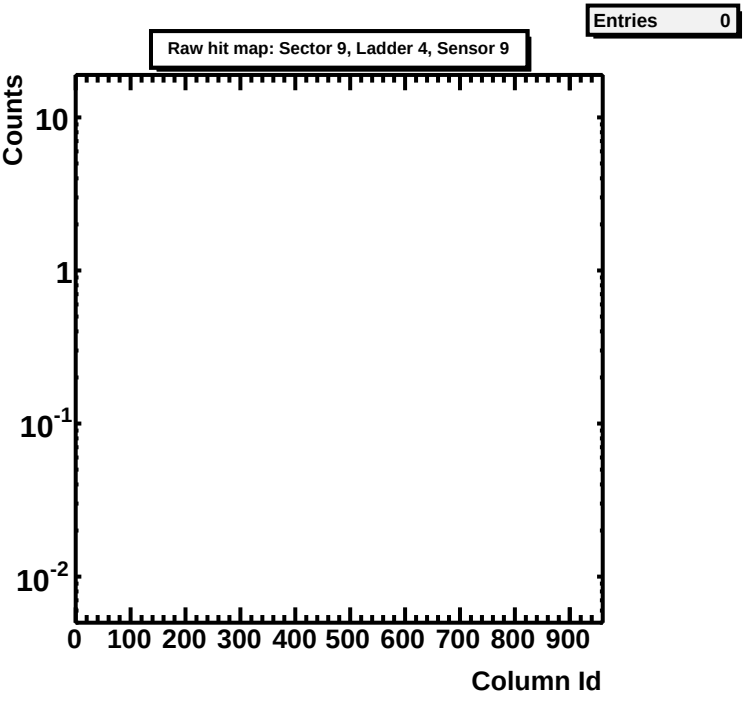

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

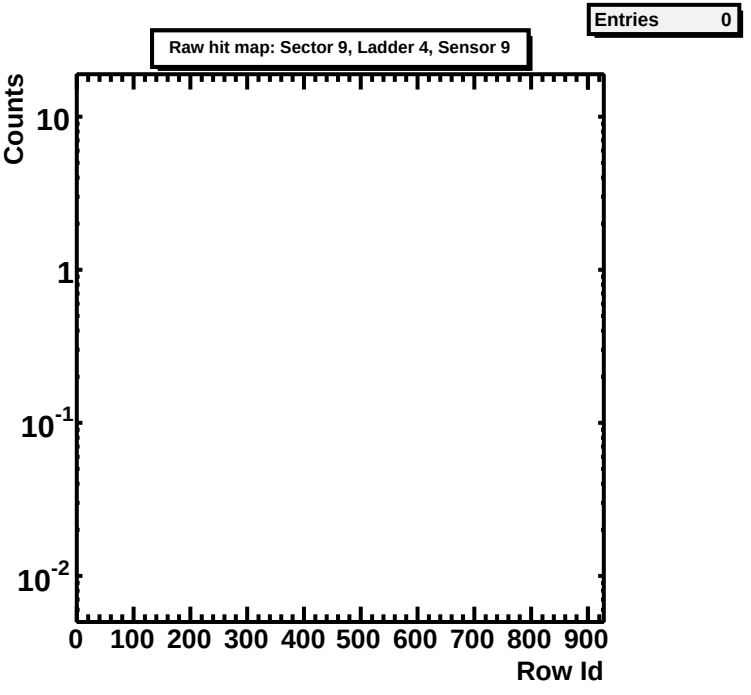

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

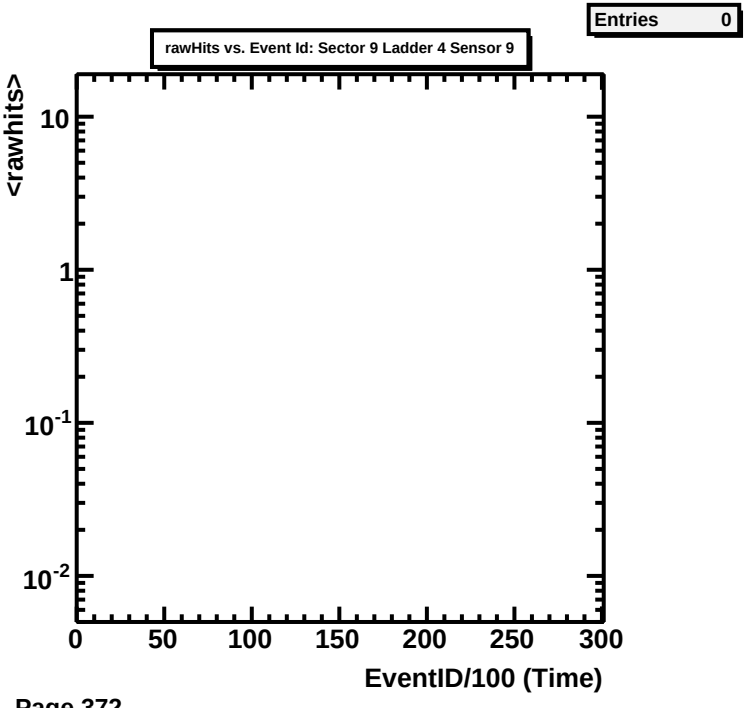

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

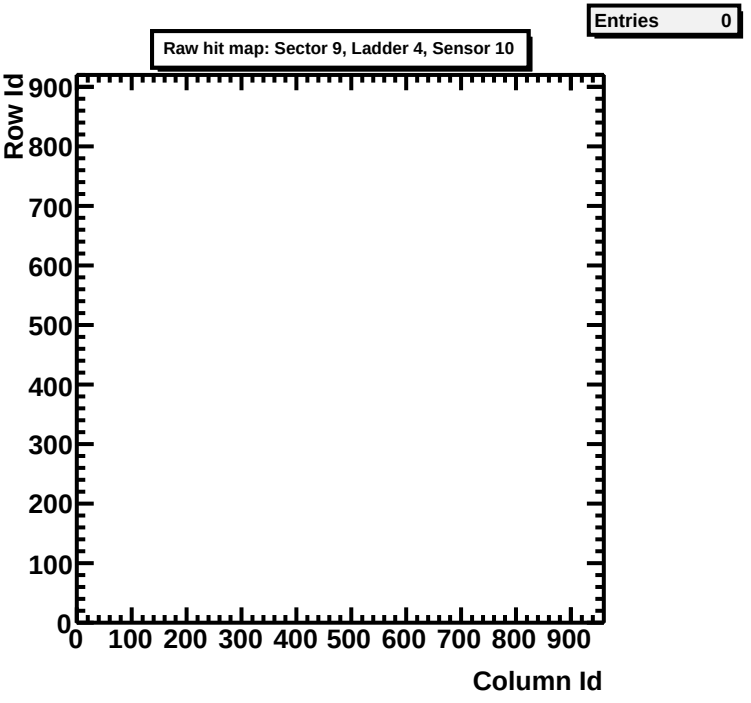

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

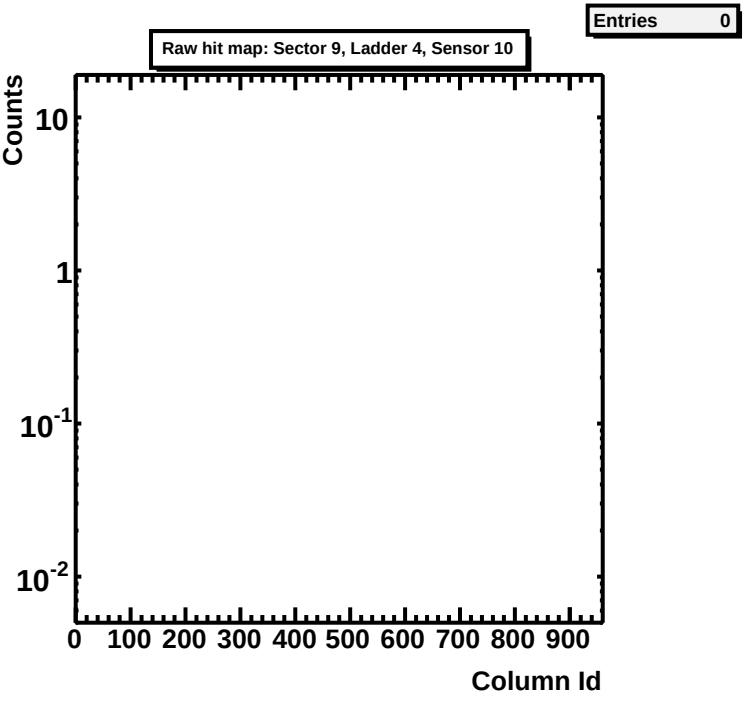

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 9
Row Id
Column Id

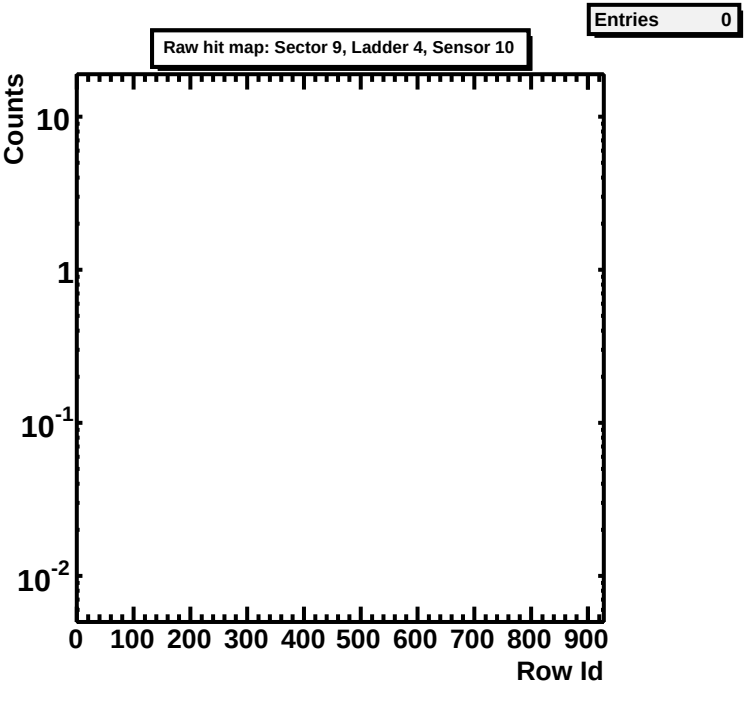

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 9
Counts
Column Id

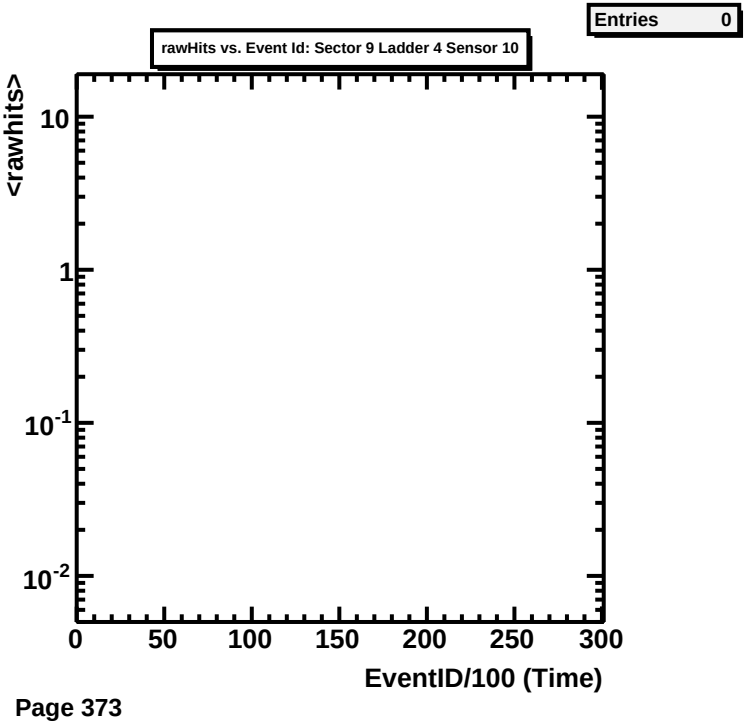

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 9
Counts
Row Id

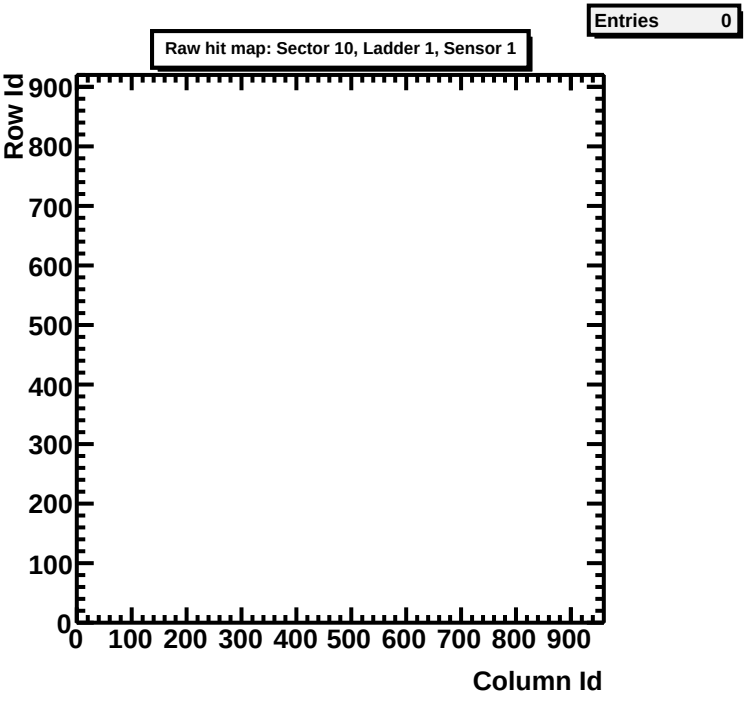

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 9
<rawhits>
EventID/100 (Time)

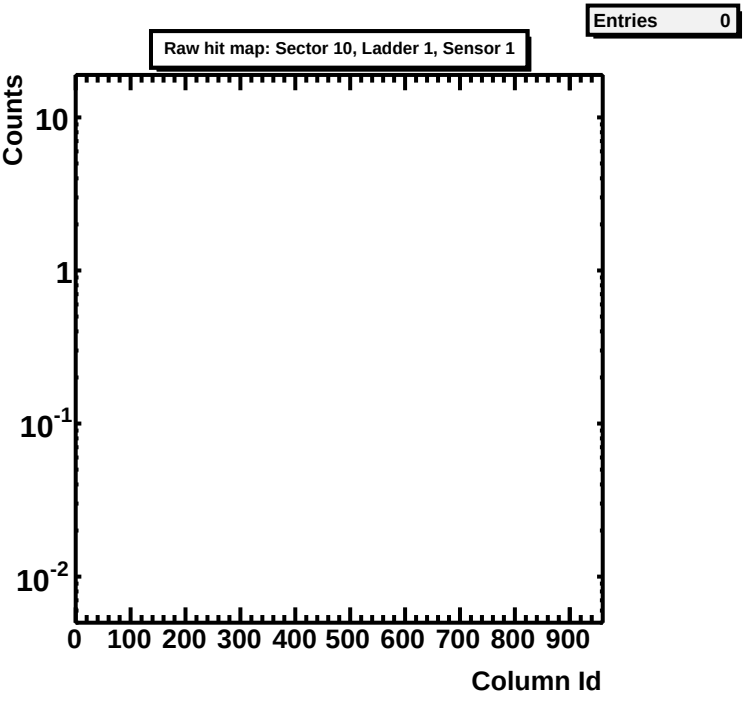

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 10
Row Id
Column Id

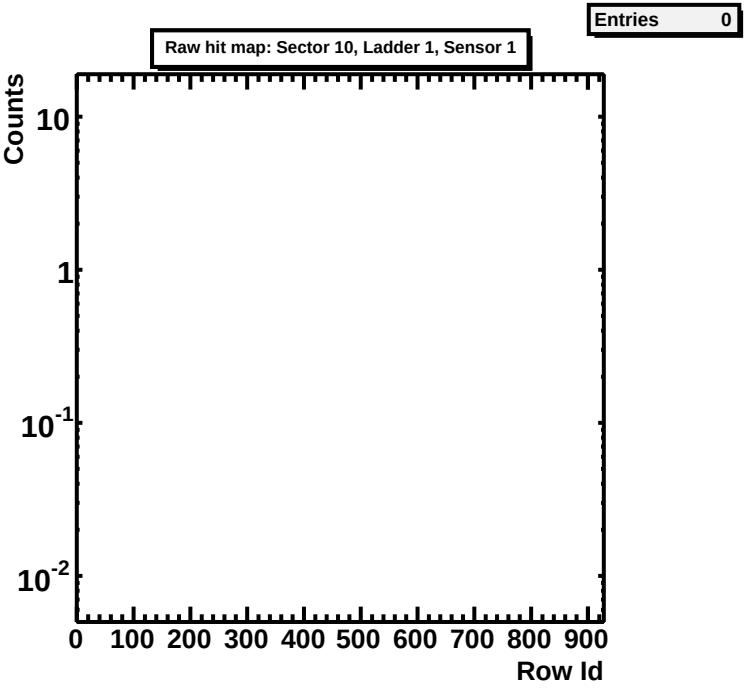

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 10
Counts
Column Id

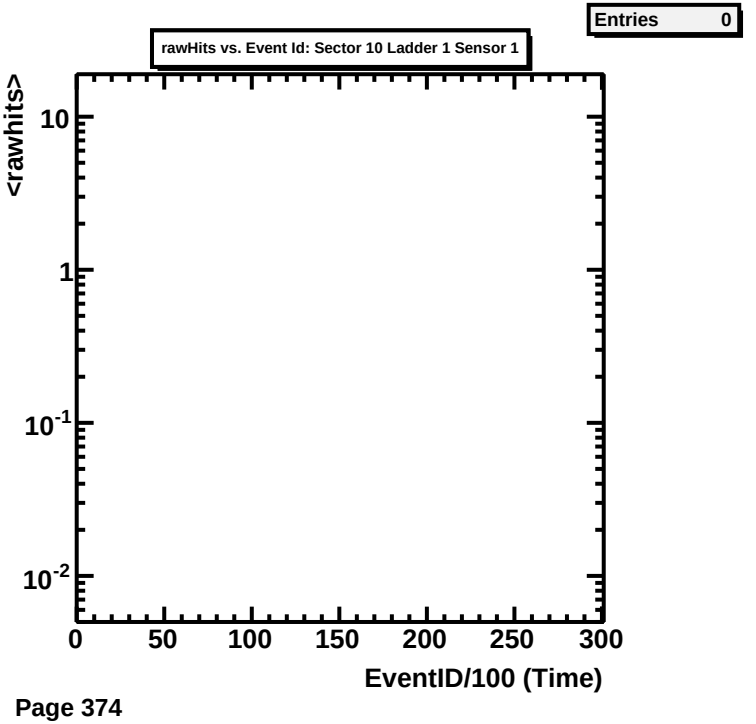

Entries 0
Raw hit map: Sector 9, Ladder 4, Sensor 10
Counts
Row Id

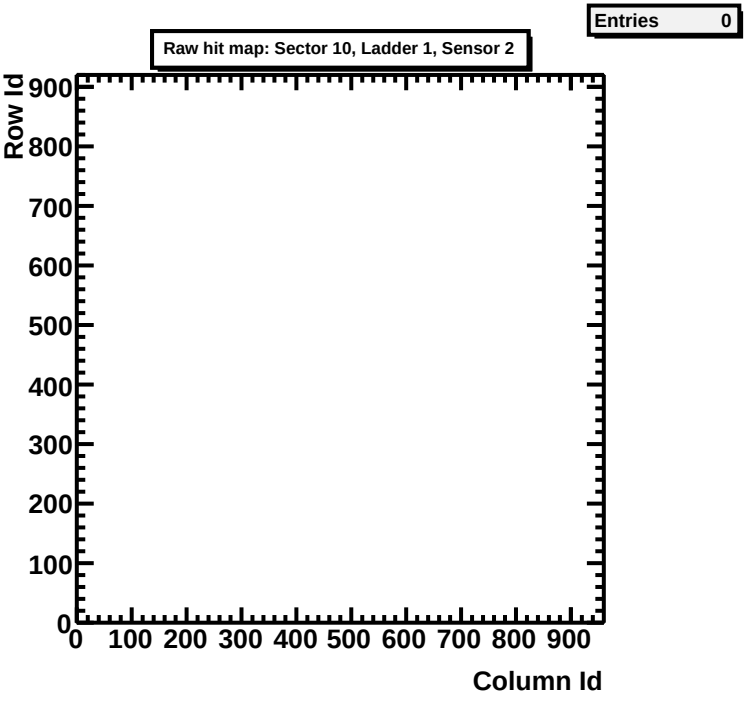

Entries 0
rawHits vs. Event Id: Sector 9 Ladder 4 Sensor 10
<rawhits>
EventID/100 (Time)

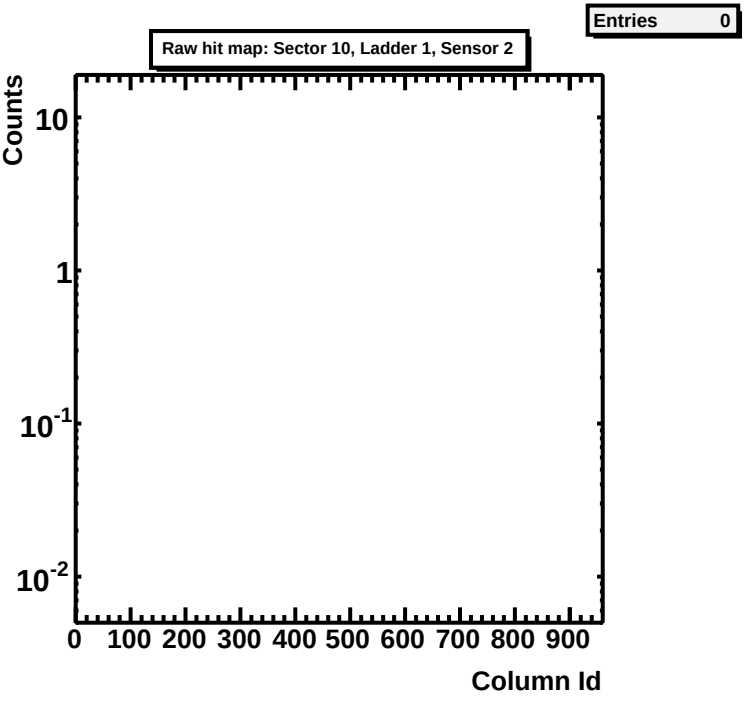

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 1
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

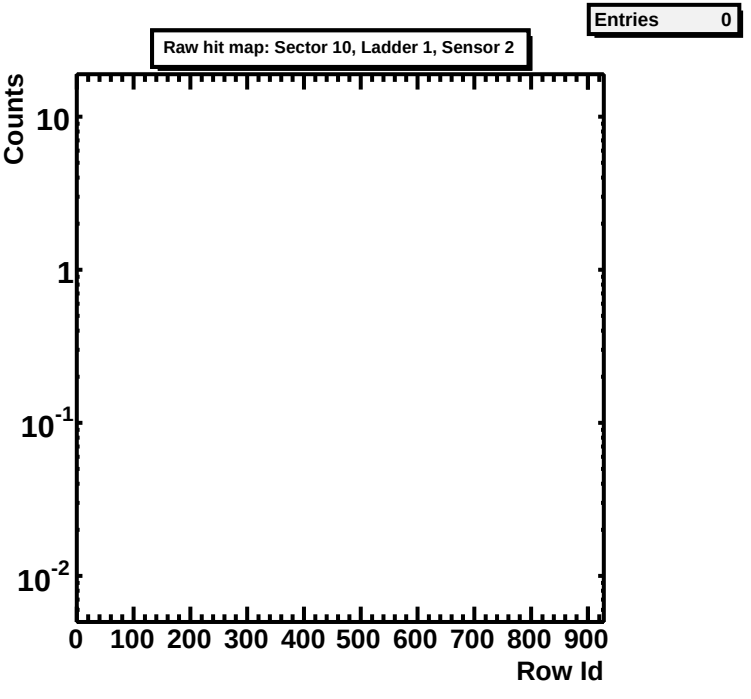

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

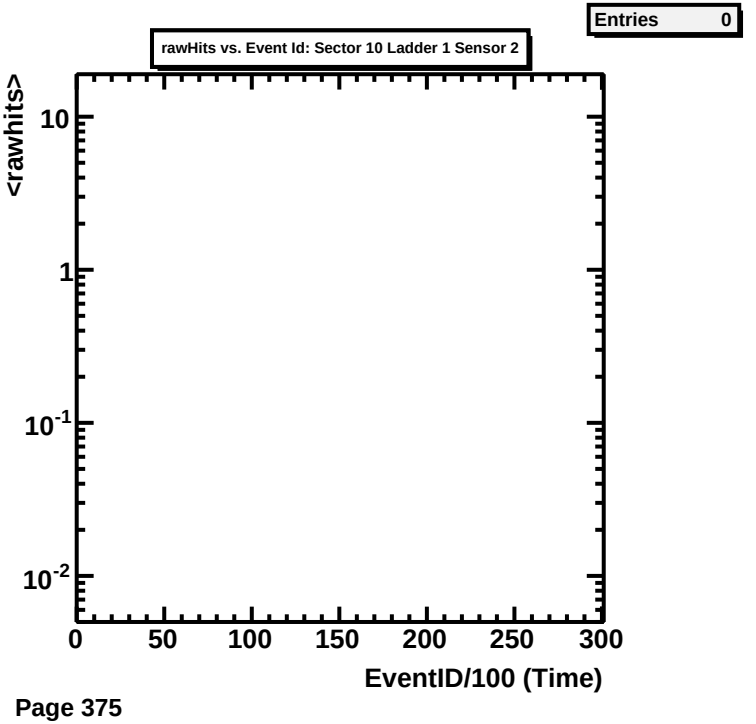

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 1
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

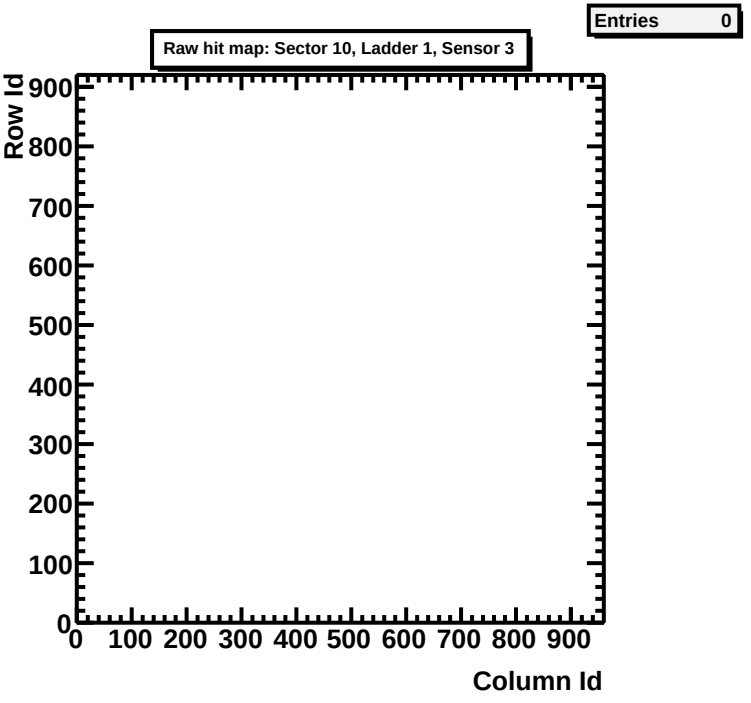

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 1
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

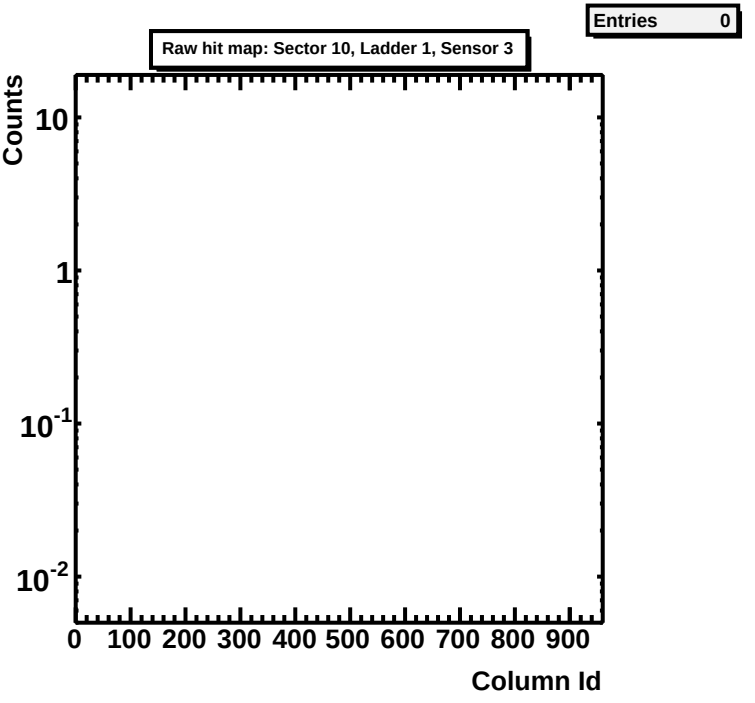

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 2
Row Id
Column Id

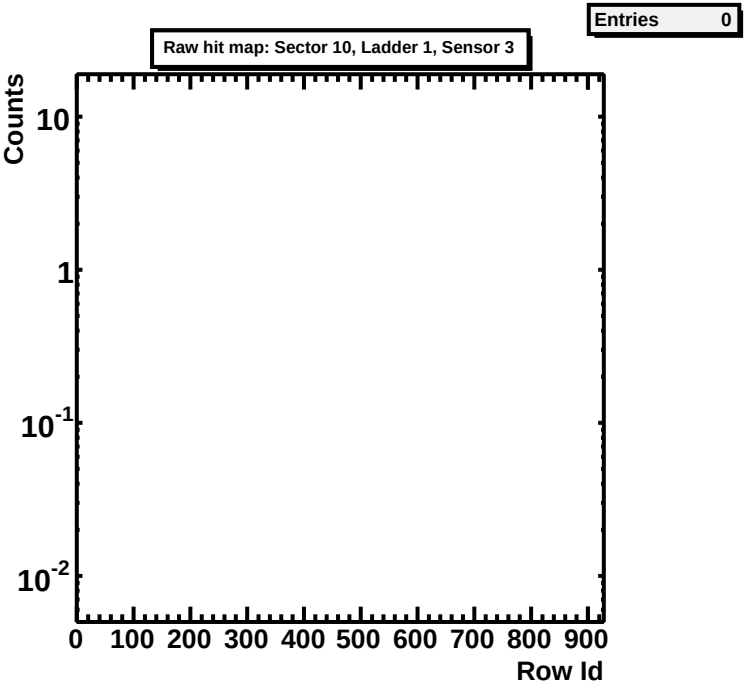

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 2
Counts
Column Id

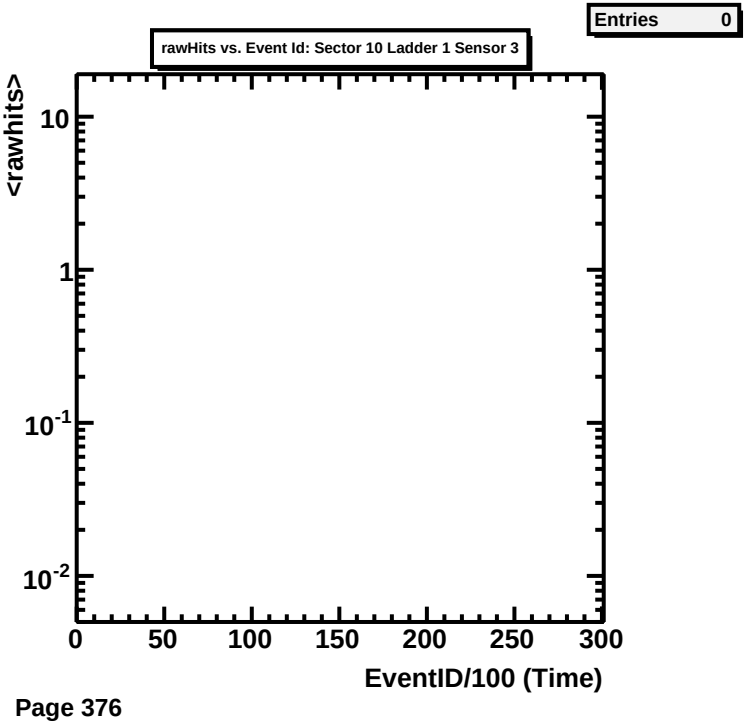

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 2
Counts
Row Id

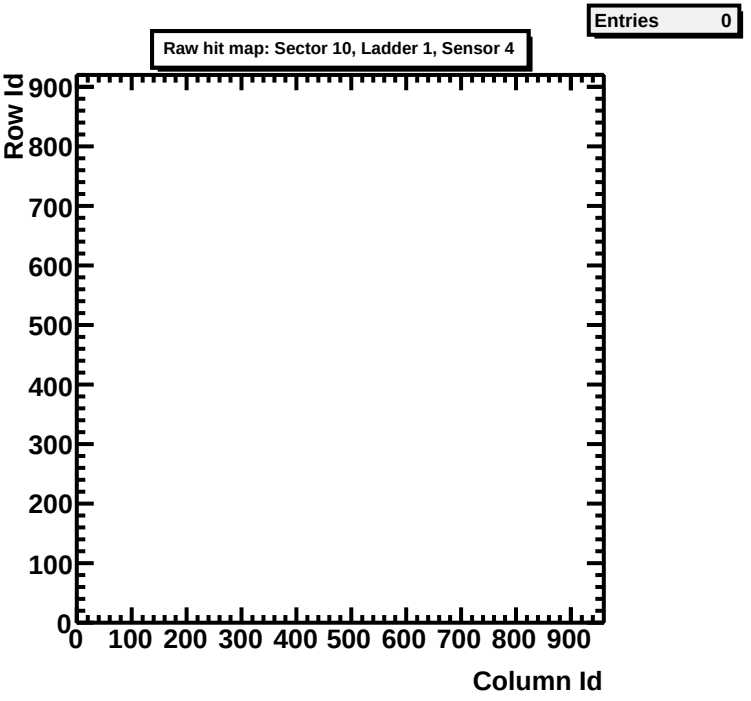

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 2
<rawhits>
EventID/100 (Time)

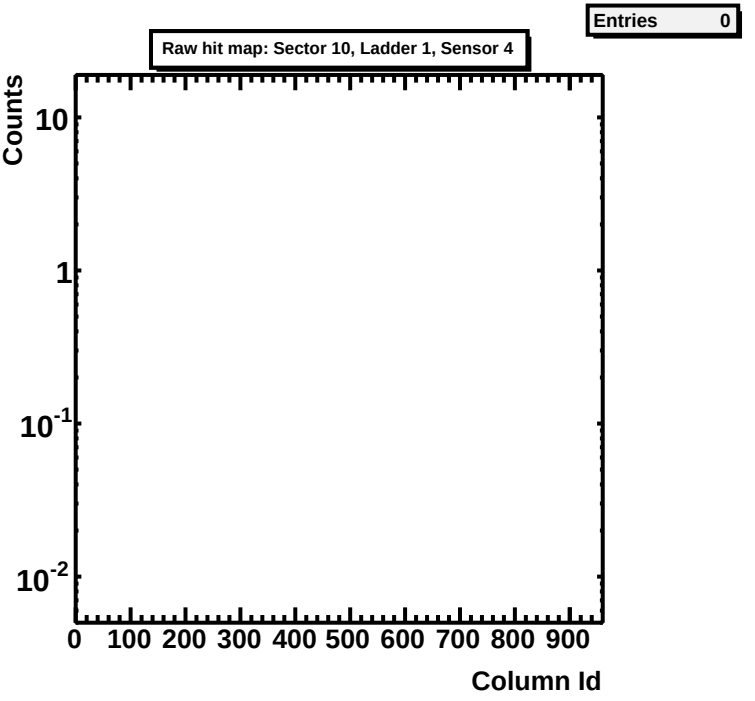

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 3
Row Id
Column Id

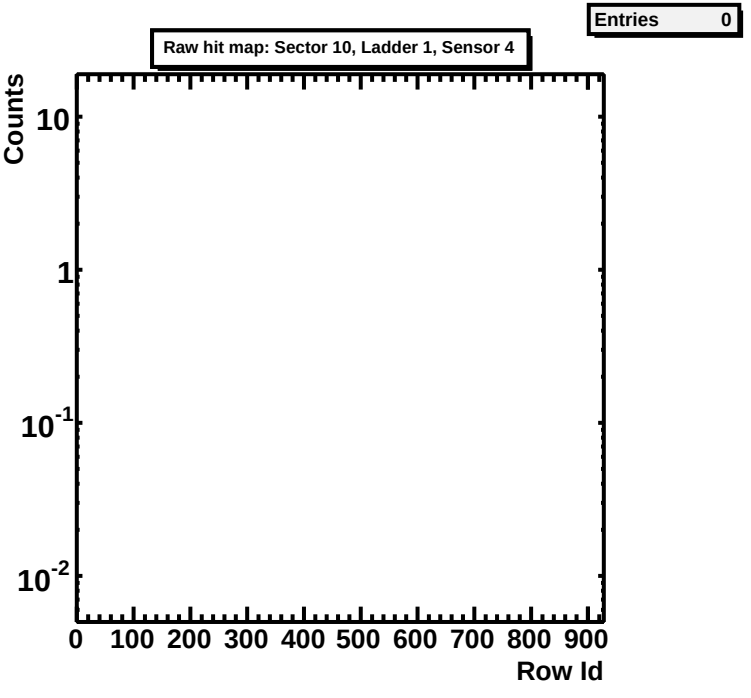

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 3
Counts
Column Id

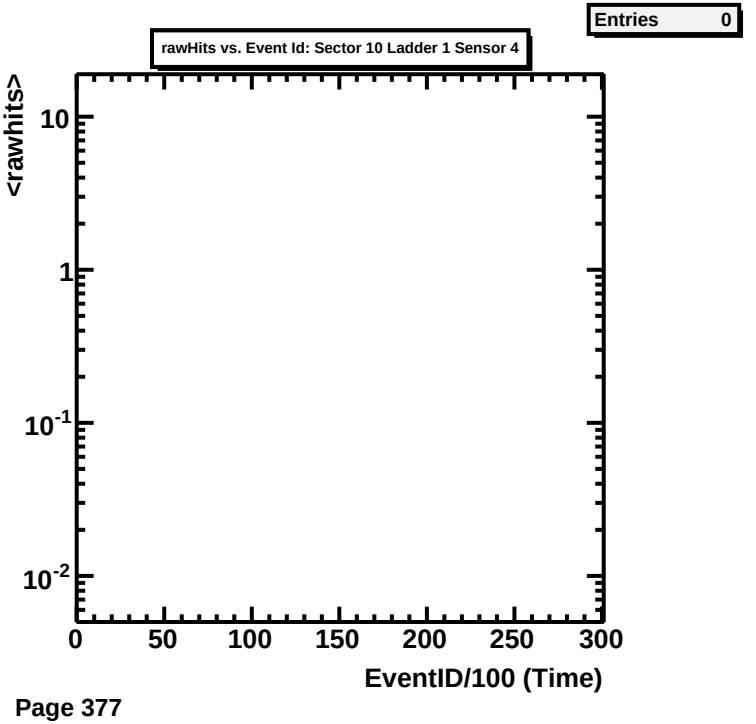

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 3
Counts
Row Id

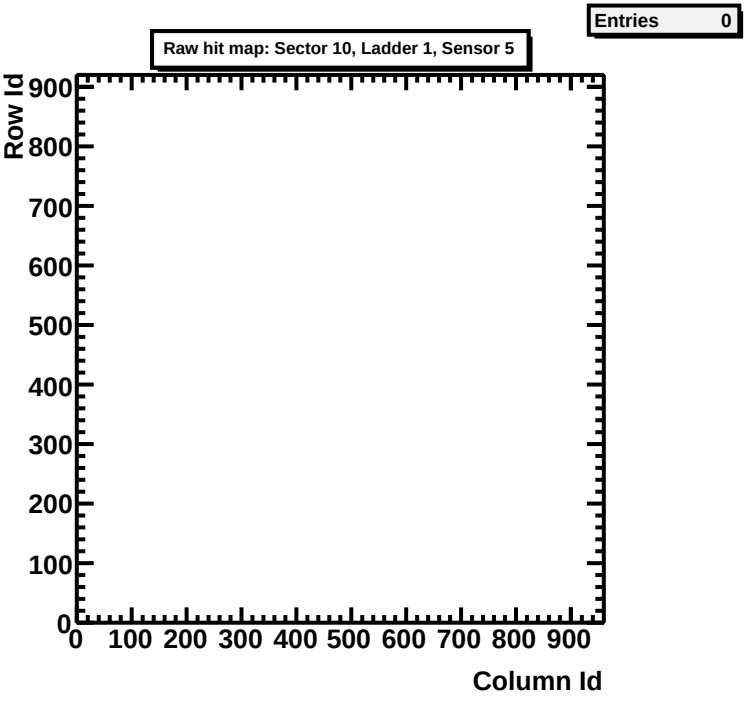

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 3
<rawhits>
EventID/100 (Time)

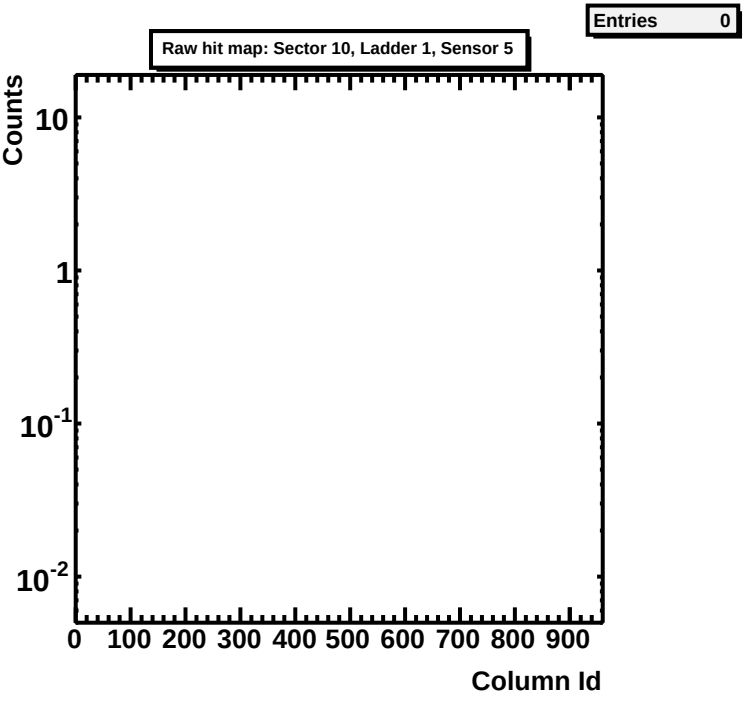

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 4
Row Id
Column Id

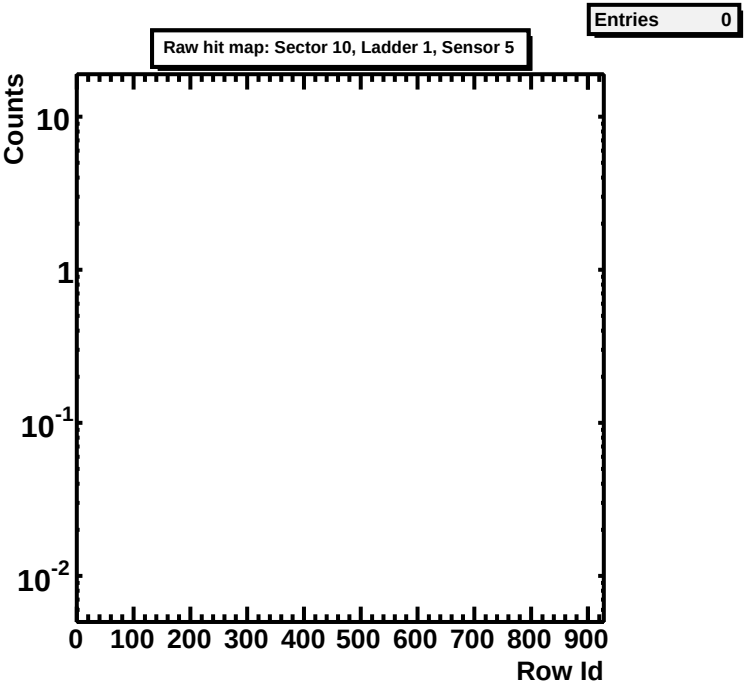

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 4
Counts
Column Id

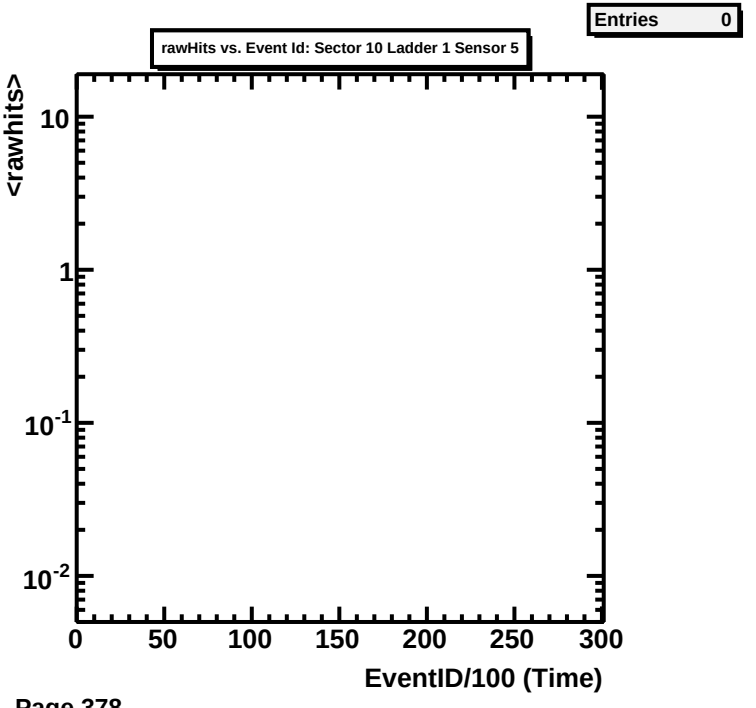

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 4
Counts
Row Id

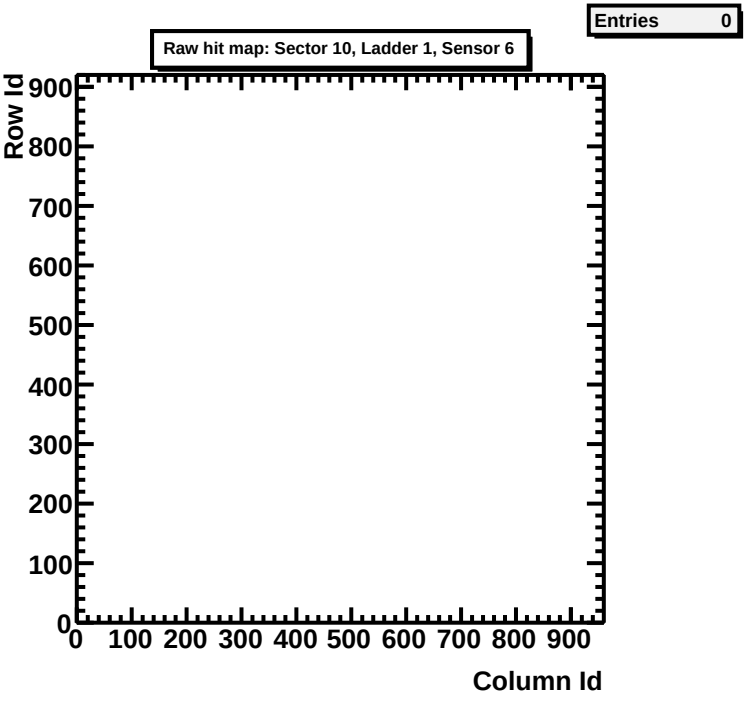

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 4
<rawhits>
EventID/100 (Time)

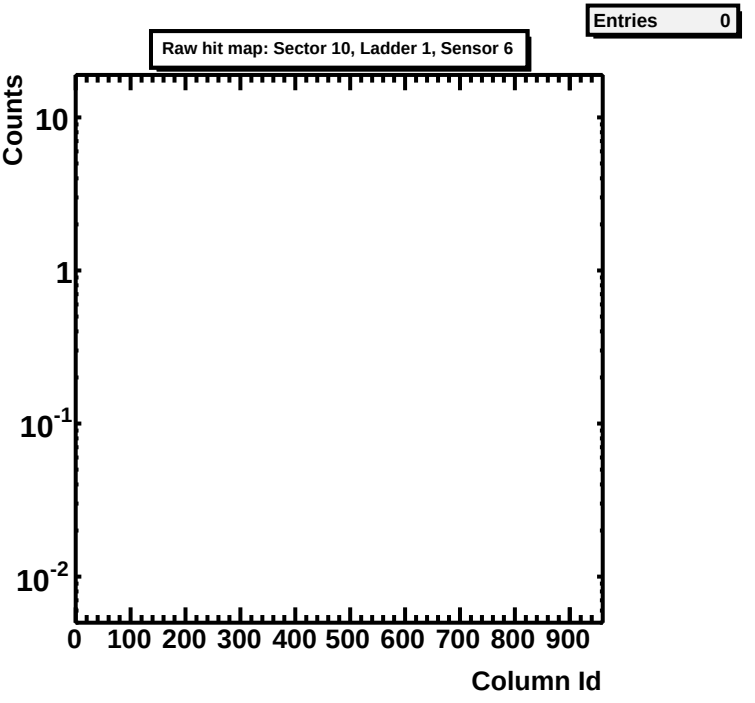

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 5
Row Id
Column Id

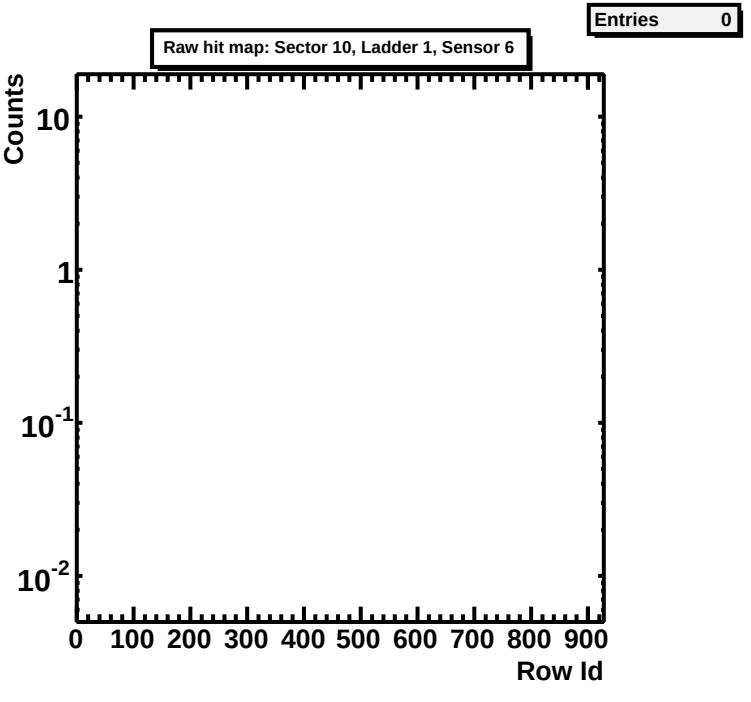

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 5
Counts
Column Id

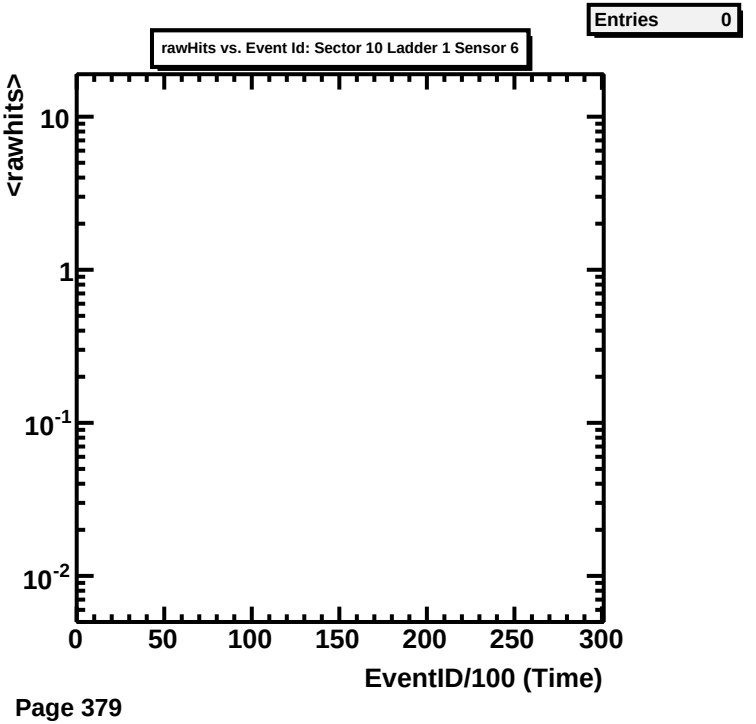

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 5
Counts
Row Id

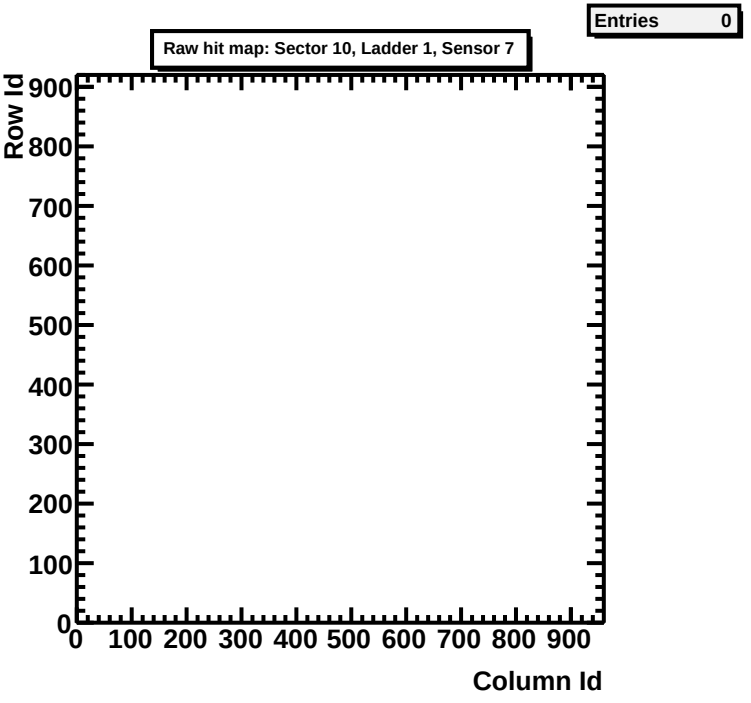

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 5
<rawhits>
EventID/100 (Time)

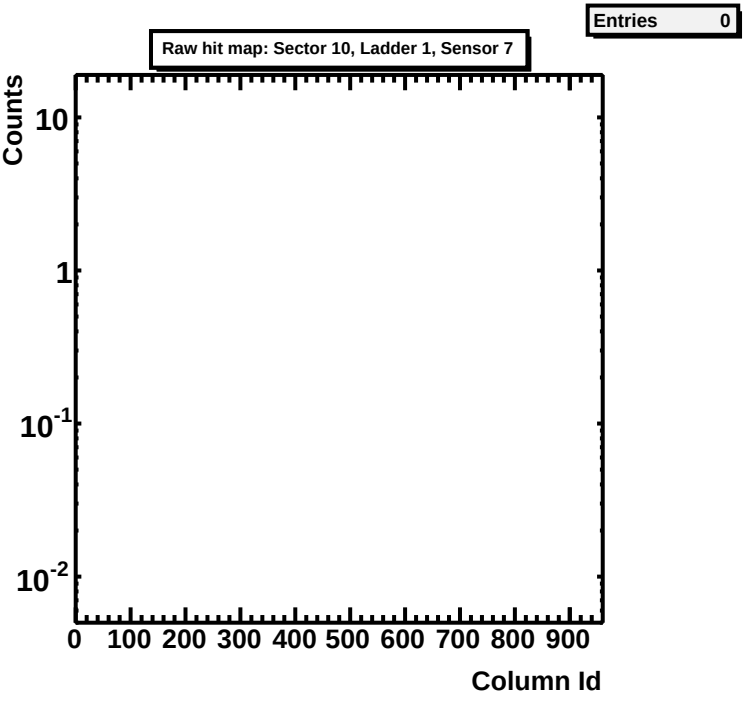

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 6
Row Id
Column Id

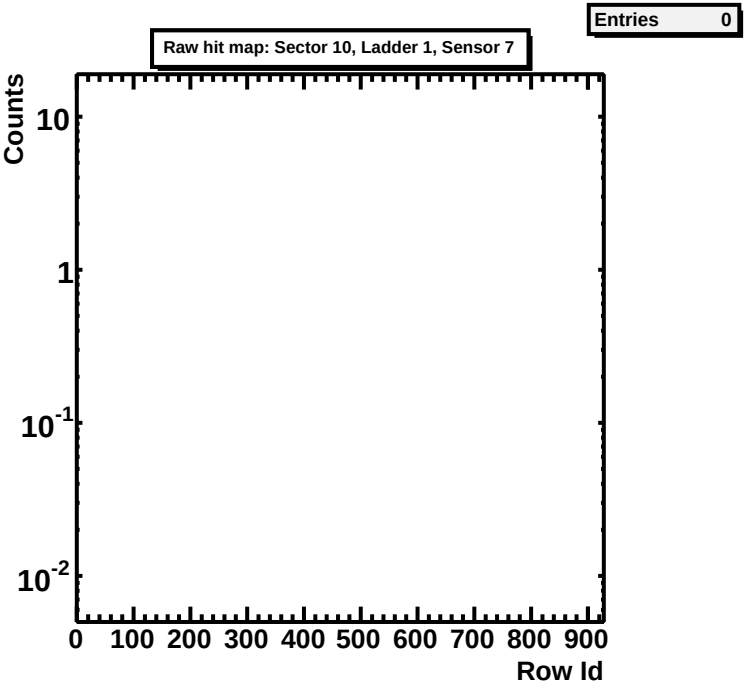

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 6
Counts
Column Id

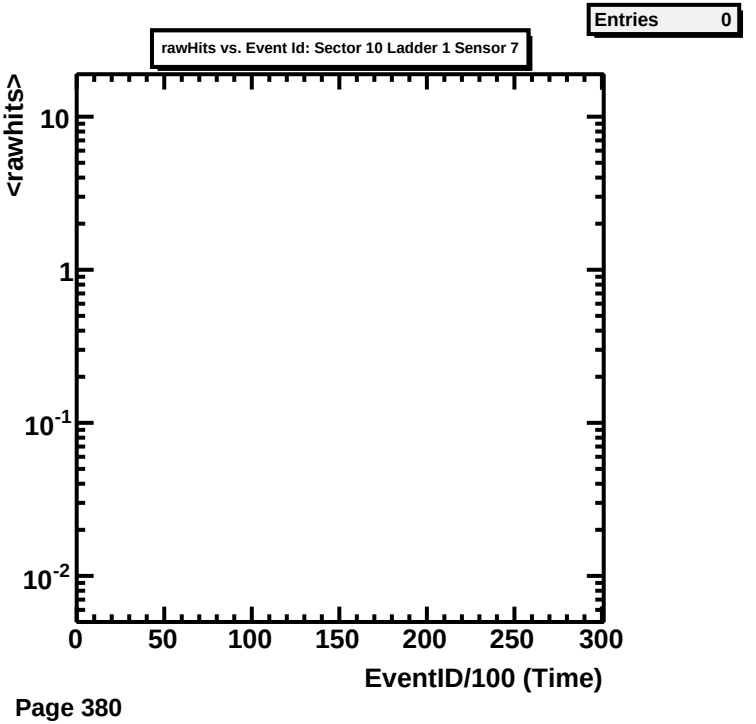

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 6
Counts
Row Id

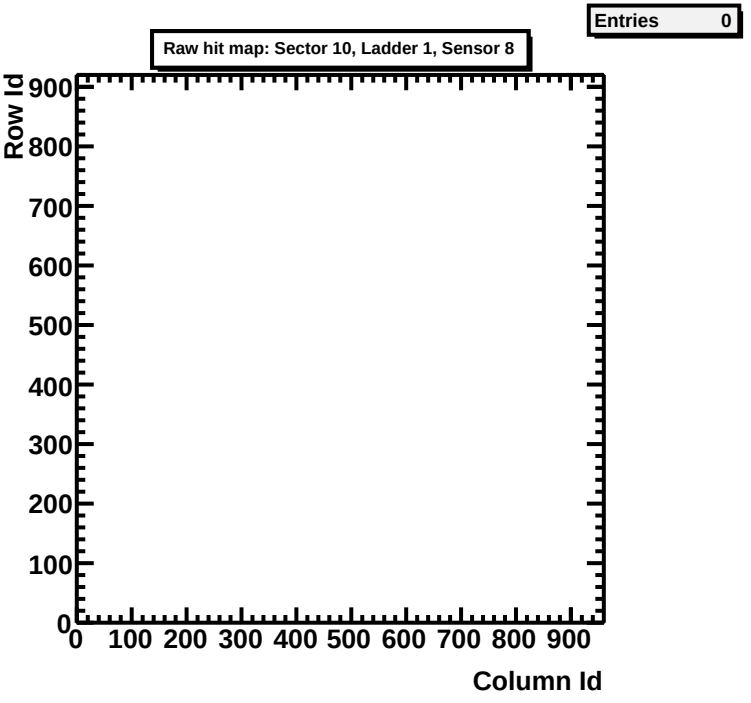

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 6
<rawhits>
EventID/100 (Time)

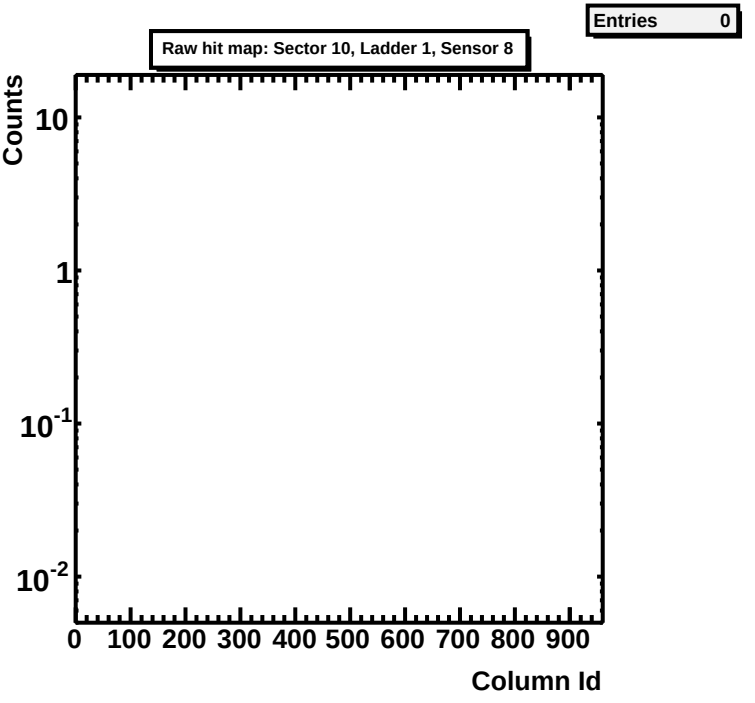

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 7
Row Id
Column Id

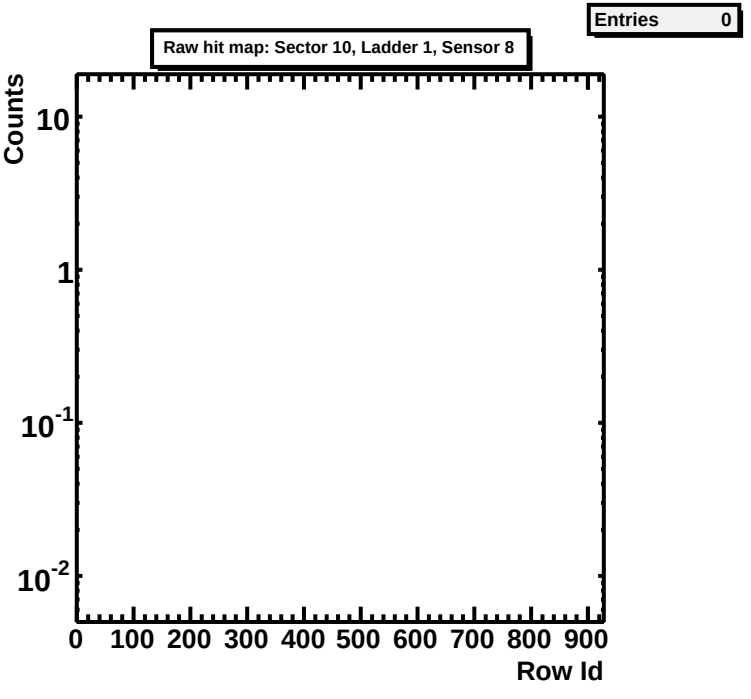

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 7
Counts
Column Id

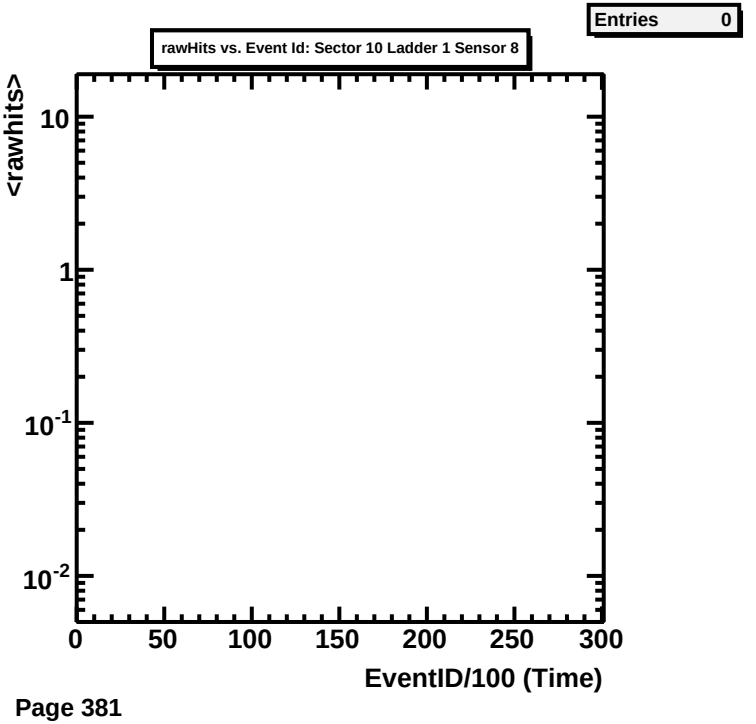

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 7
Counts
Row Id

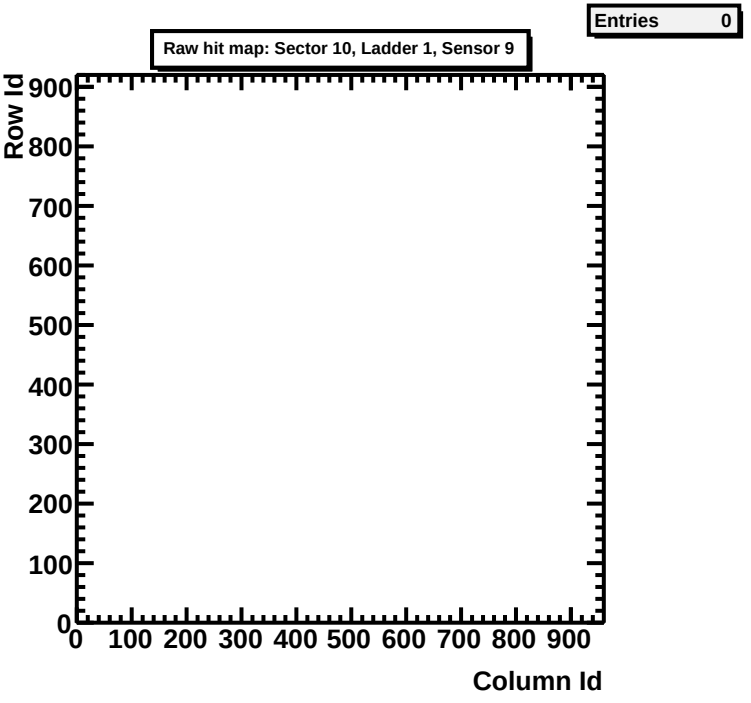

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 7
<rawhits>
EventID/100 (Time)

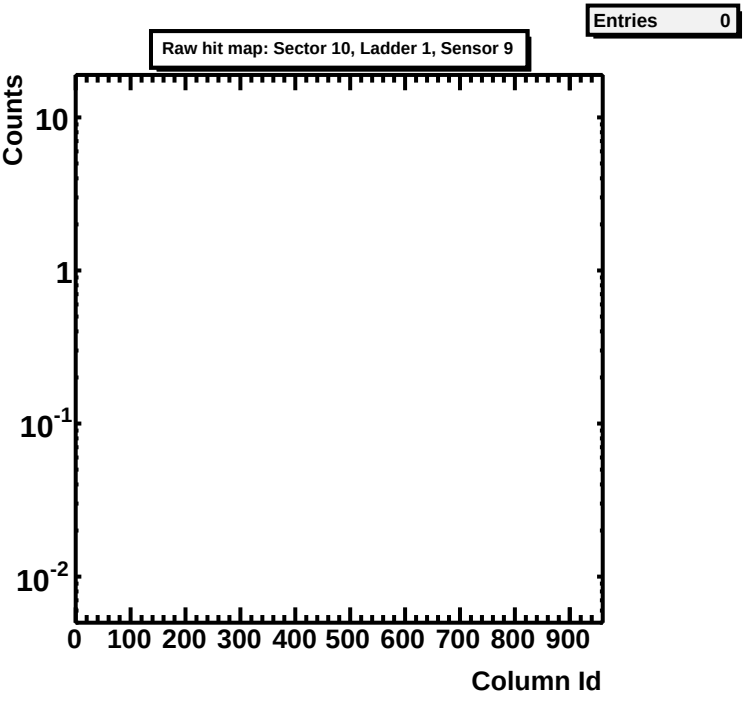

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 8
Row Id
Column Id

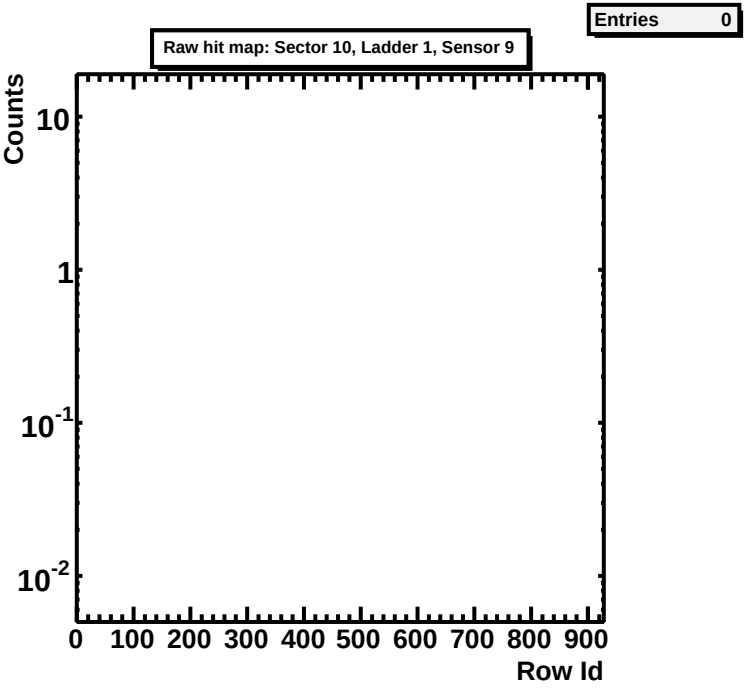

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 8
Counts
Column Id

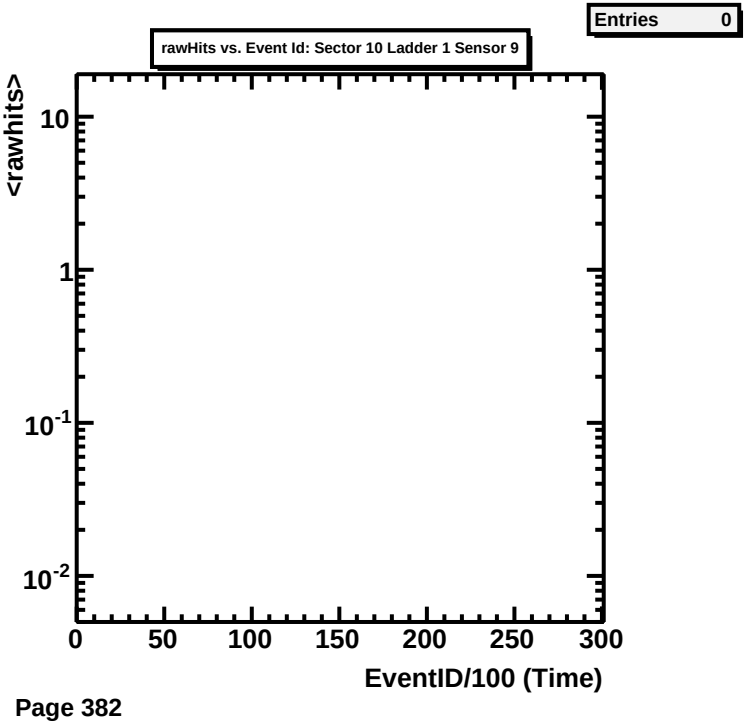

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 8
Counts
Row Id

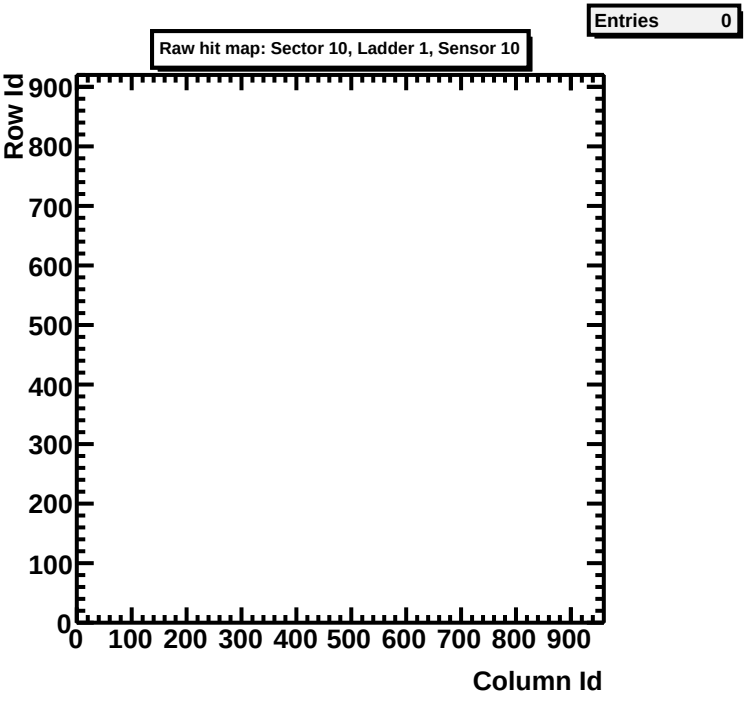

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 8
<rawhits>
EventID/100 (Time)

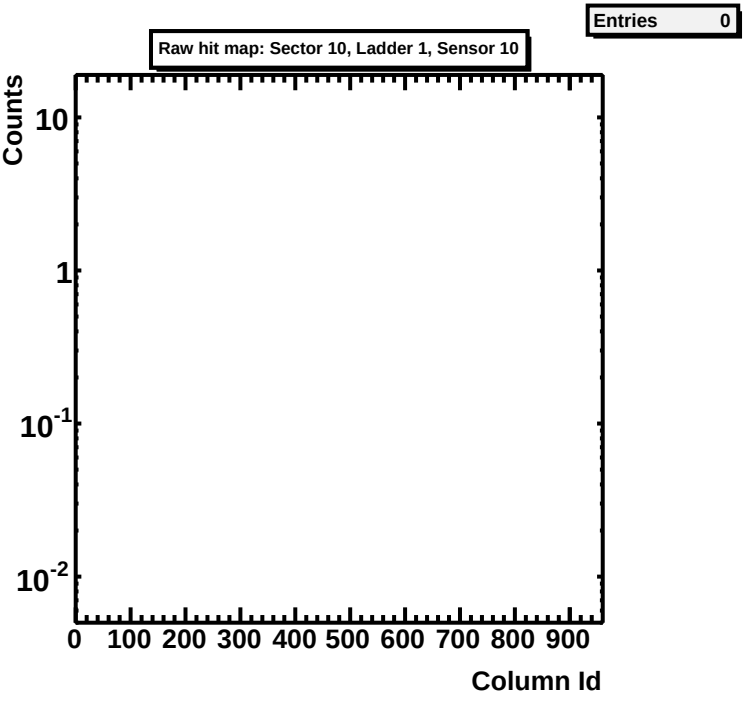

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 9
Row Id
Column Id

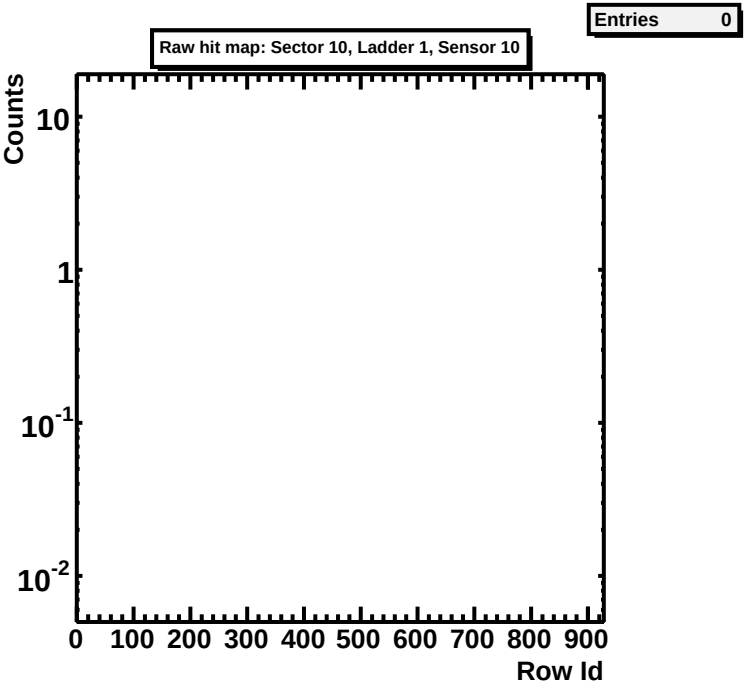

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 9
Counts
Column Id

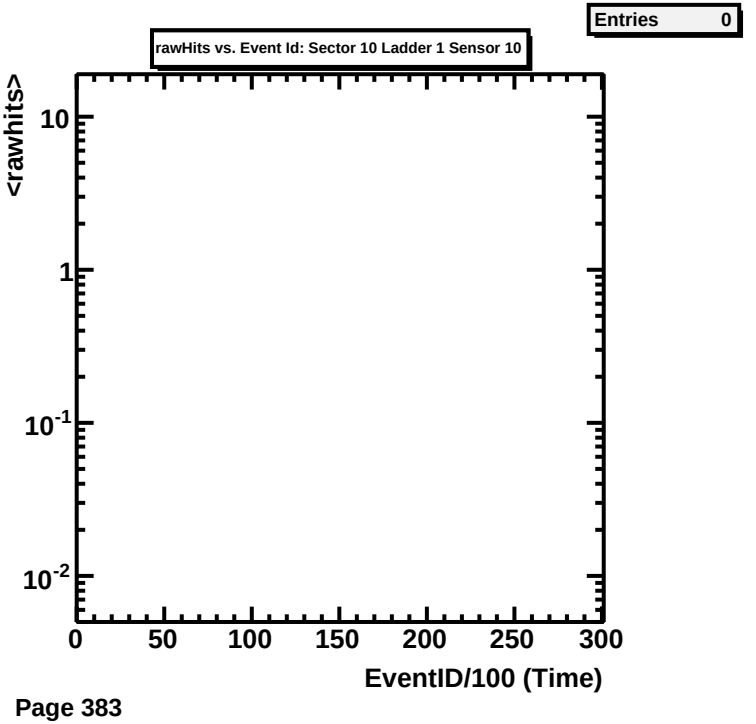

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 9
Counts
Row Id

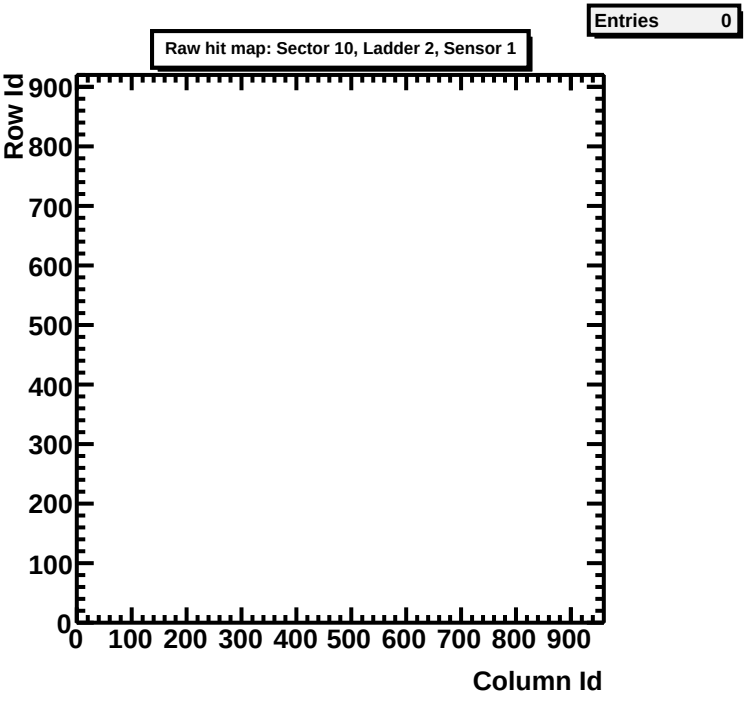

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 9
<rawhits>
EventID/100 (Time)

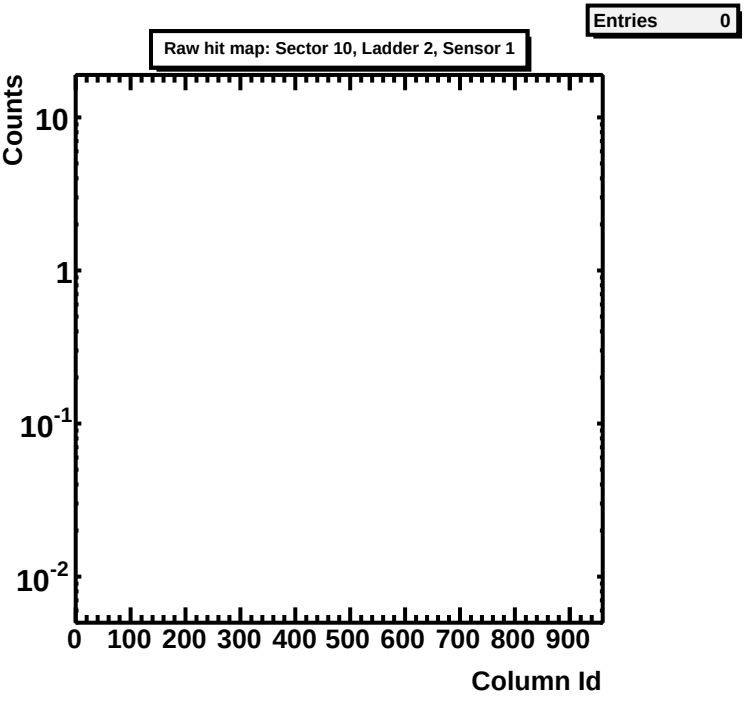

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 10
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

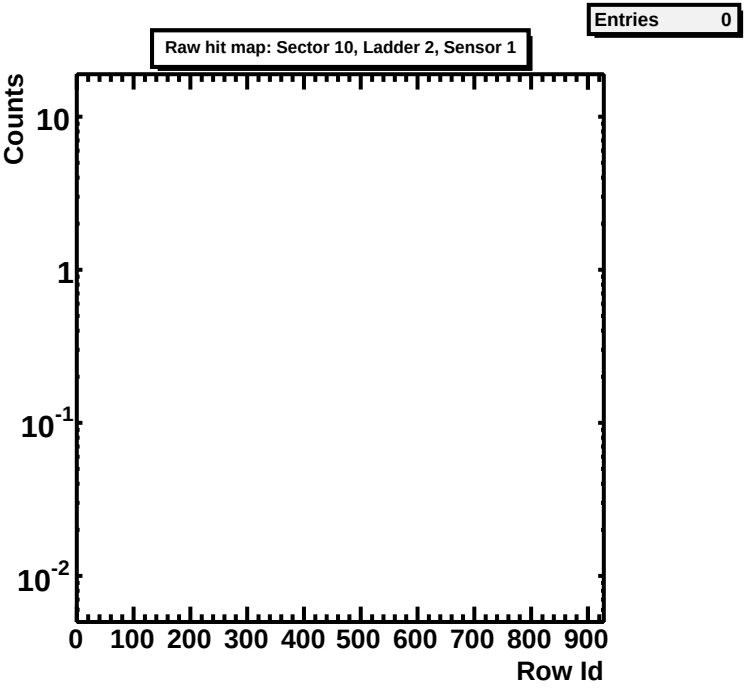

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

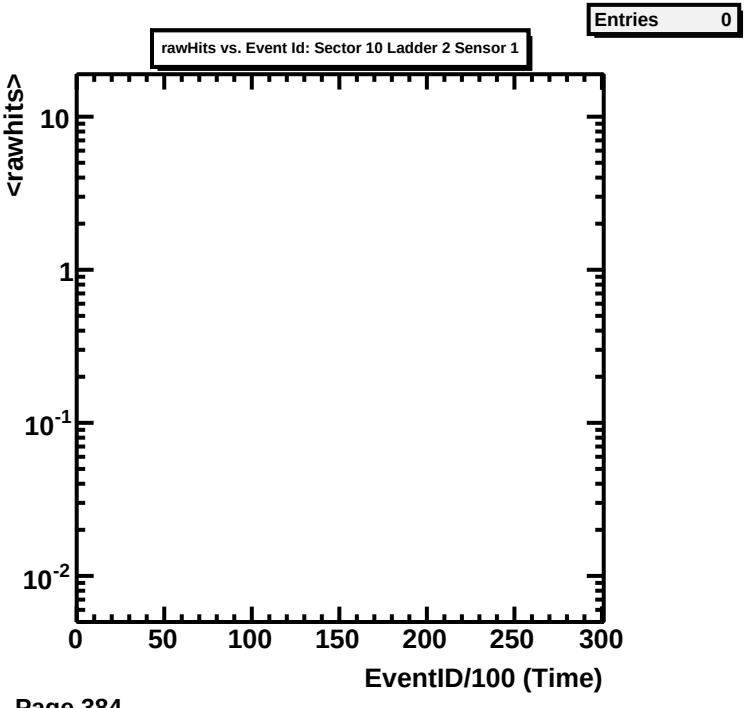

Entries 0
Raw hit map: Sector 10, Ladder 1, Sensor 10
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

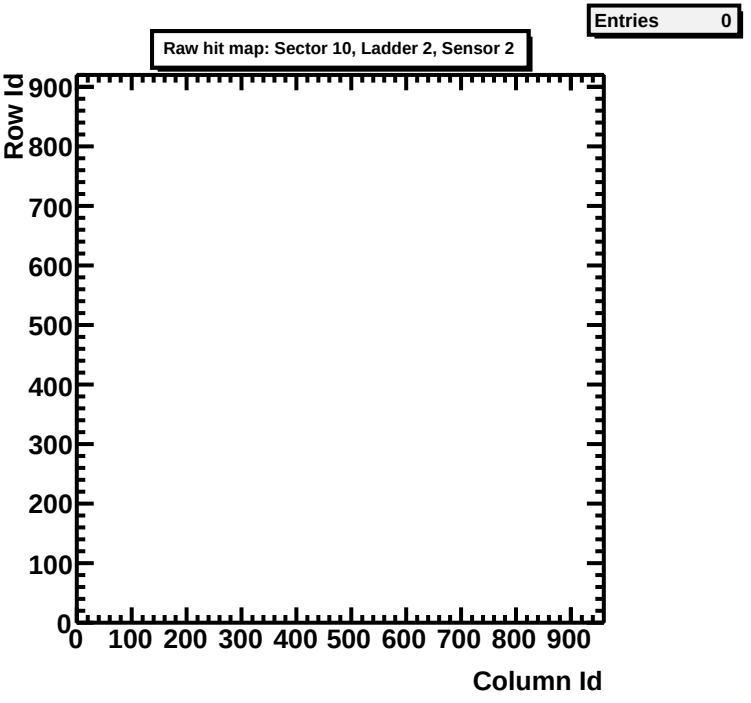

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 1 Sensor 10
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

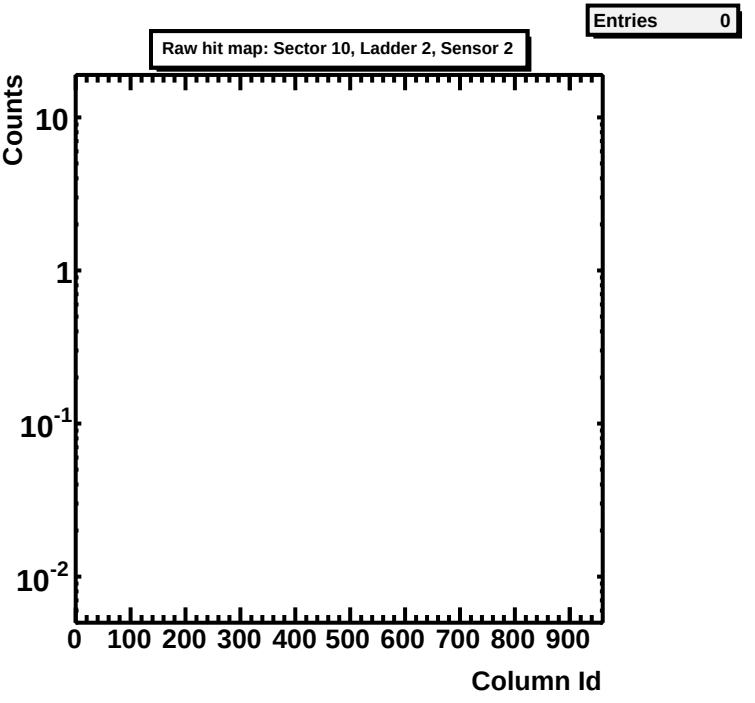

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 1
Row Id
Column Id

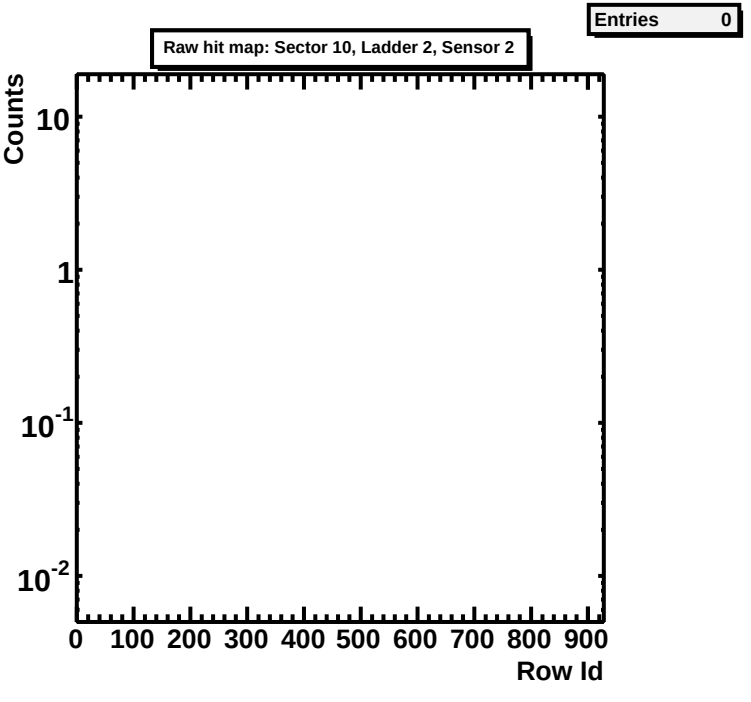

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 1
Counts
Column Id

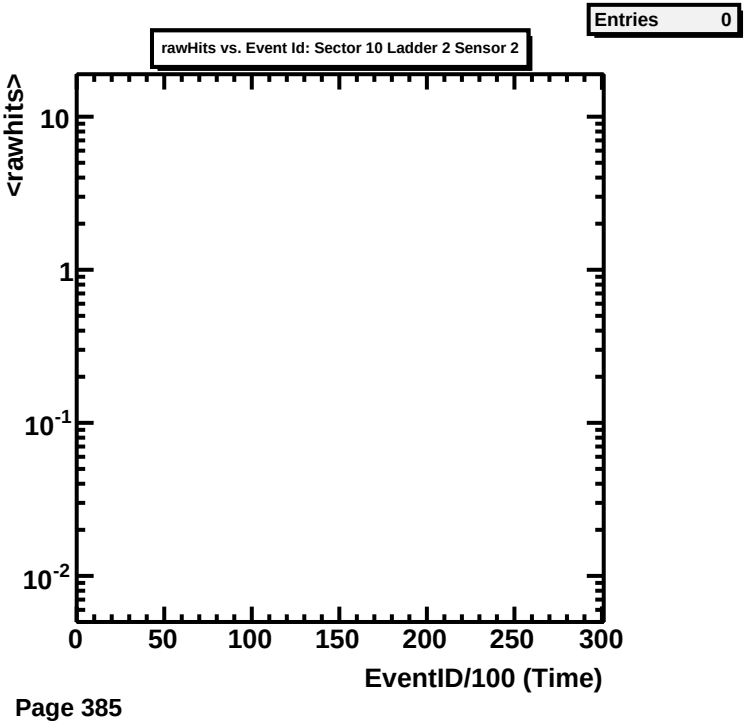

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 1
Counts
Row Id

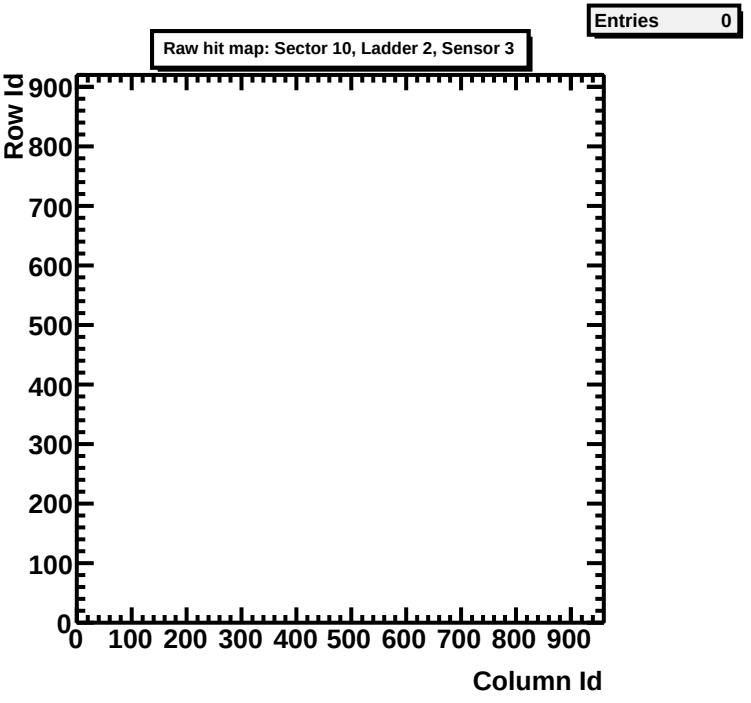

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 1
<rawhits>
EventID/100 (Time)

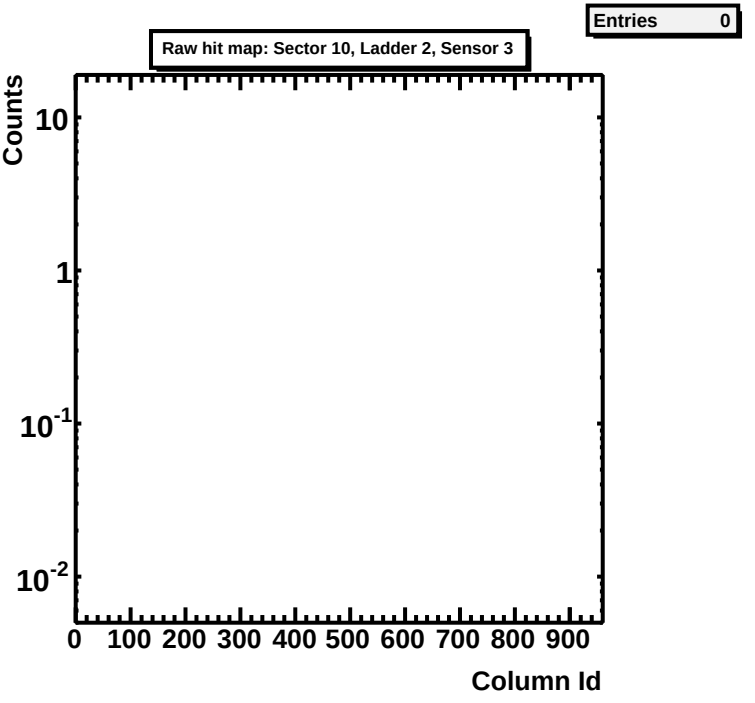

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 2
Row Id
Column Id

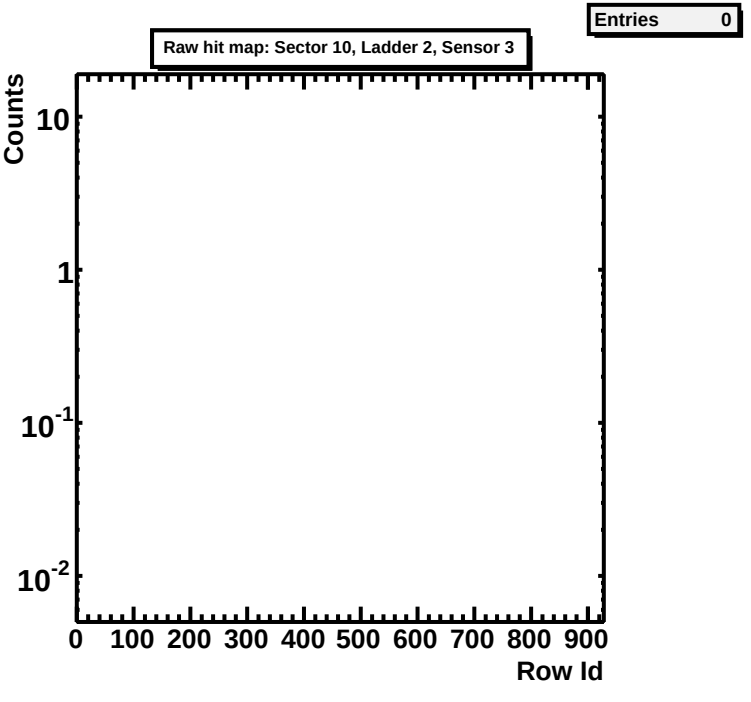

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 2
Counts
Column Id

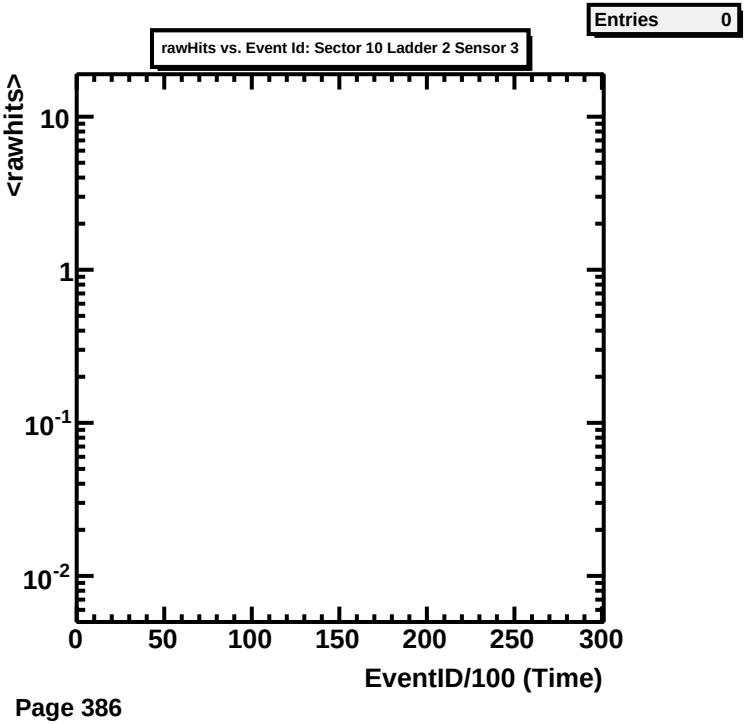

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 2
Counts
Row Id

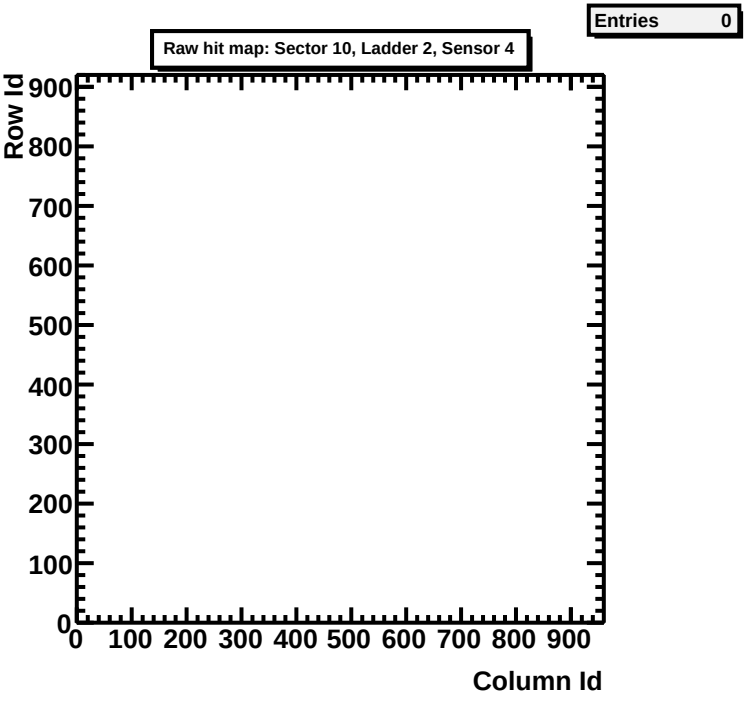

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 2
<rawhits>
EventID/100 (Time)

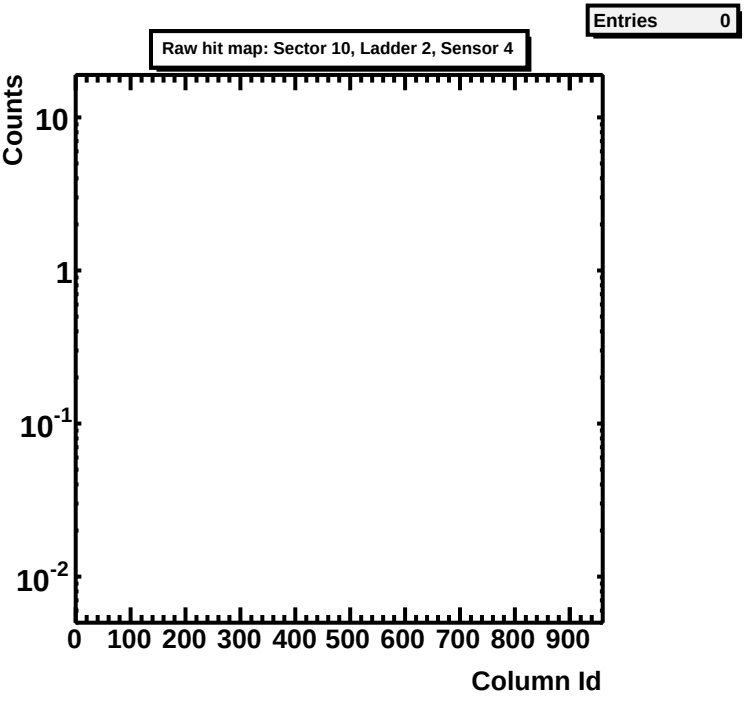

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 3
Row Id
Column Id

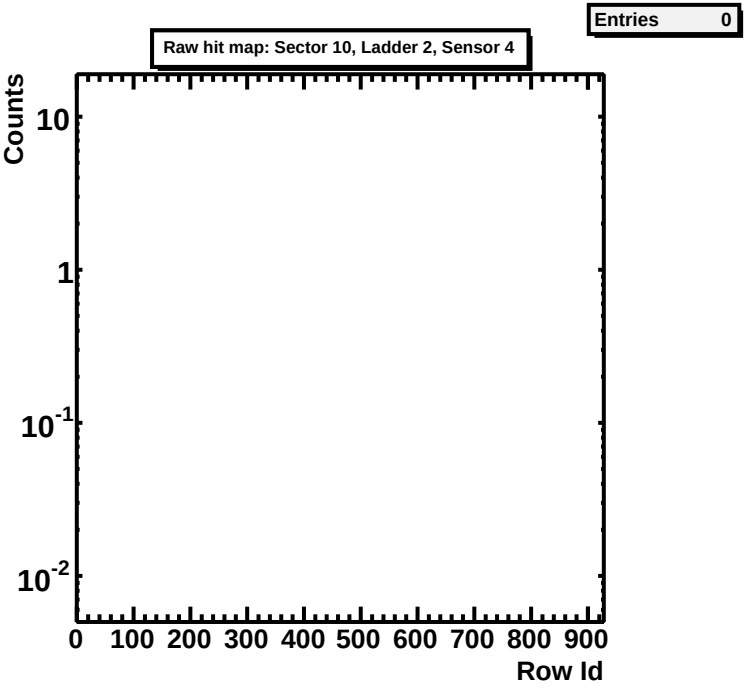

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 3
Counts
Column Id

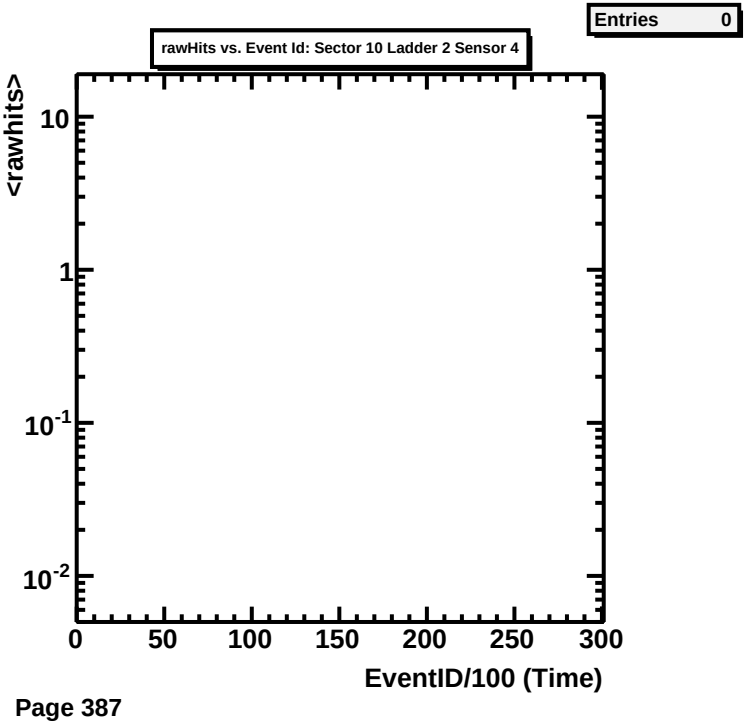

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 3
Counts
Row Id

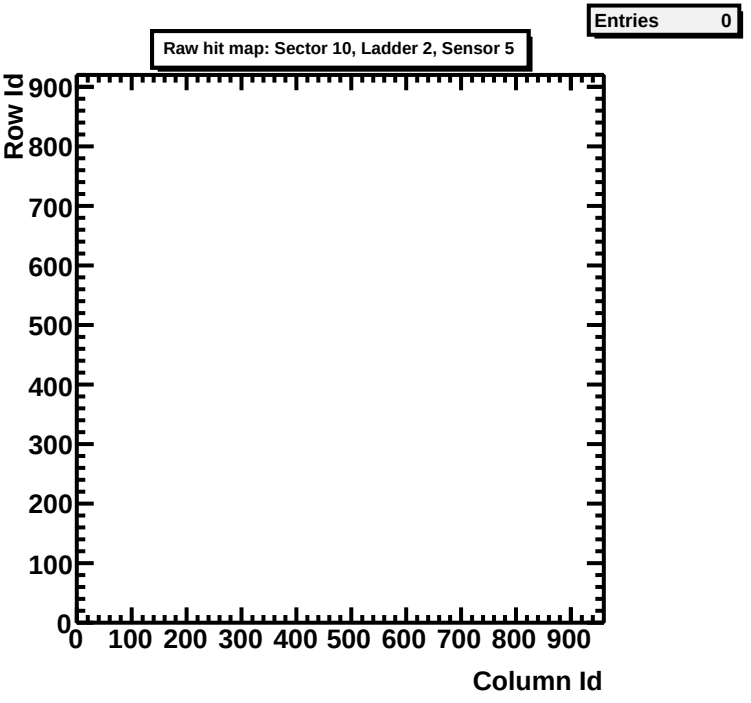

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 3
<rawhits>
EventID/100 (Time)

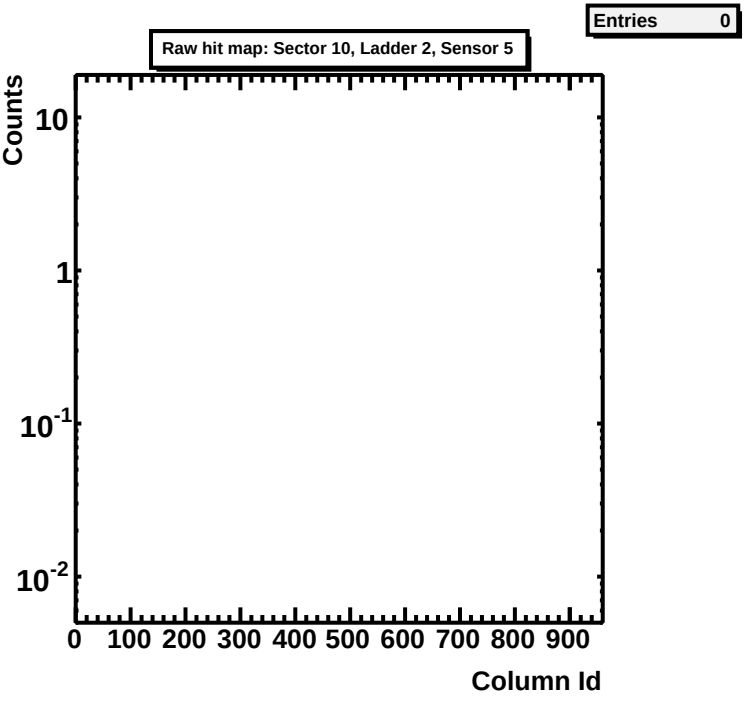

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 4
Row Id
900
800
700
600
500
400
300
200
100
0
0 100 200 300 400 500 600 700 800 900
Column Id

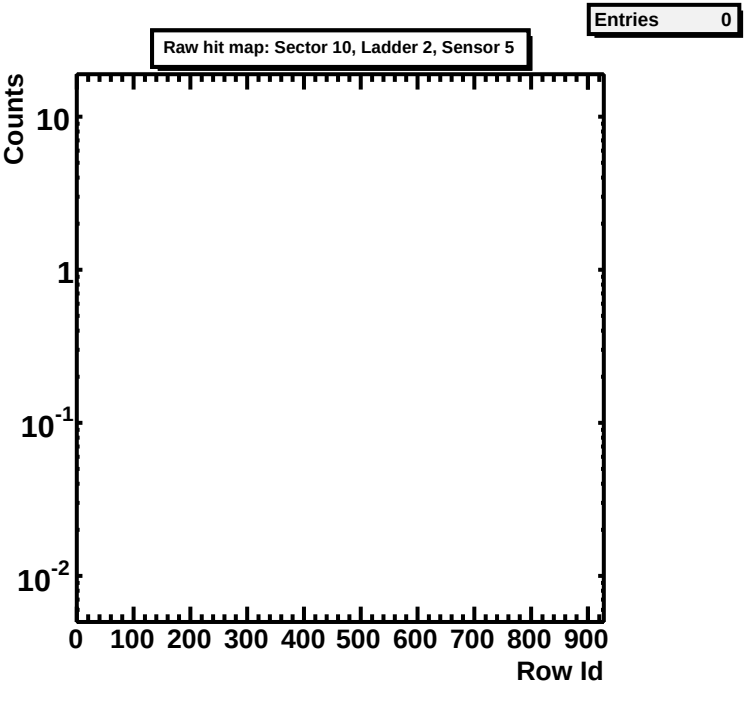

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Column Id

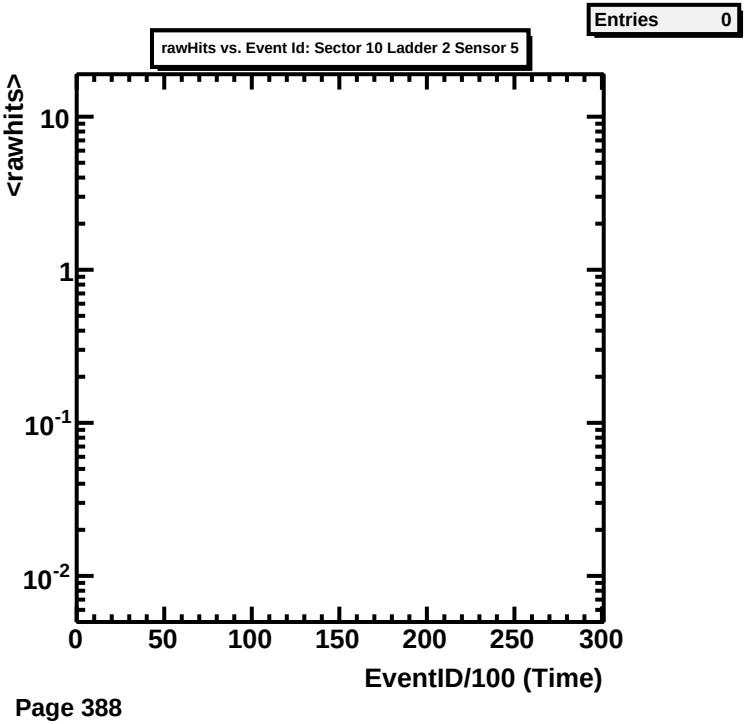

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 4
Counts
10
1
$10^{-1}$
$10^{-2}$
0 100 200 300 400 500 600 700 800 900
Row Id

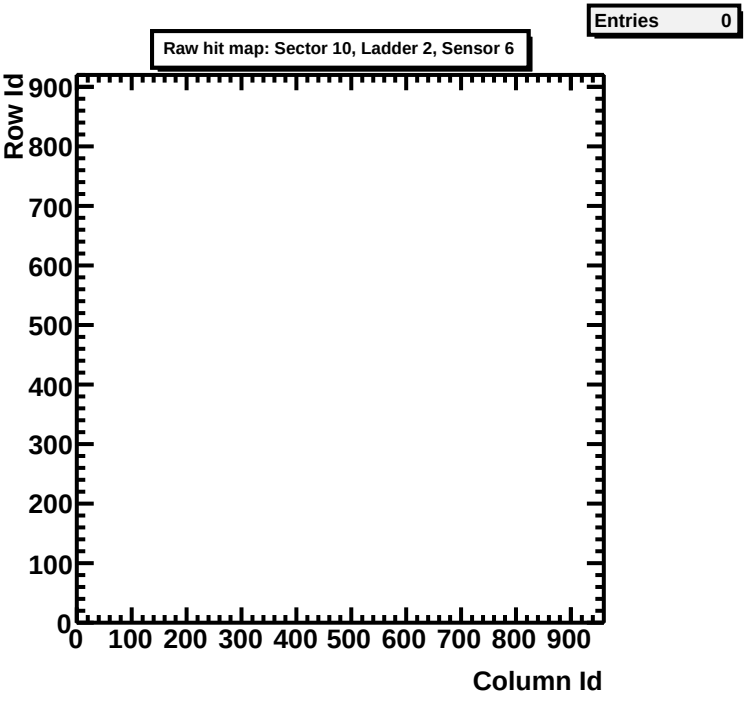

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 4
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0 50 100 150 200 250 300
EventID/100 (Time)

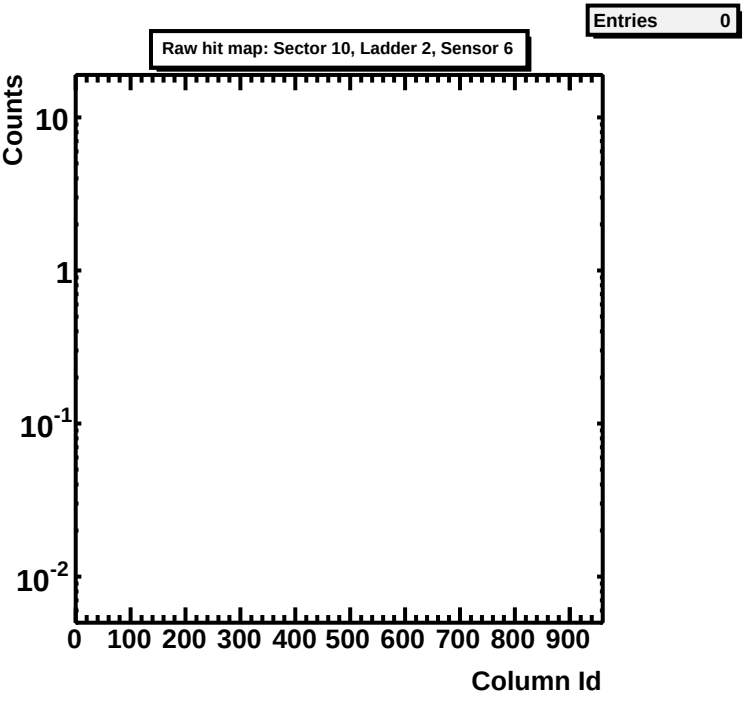

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 5
Row Id
Column Id

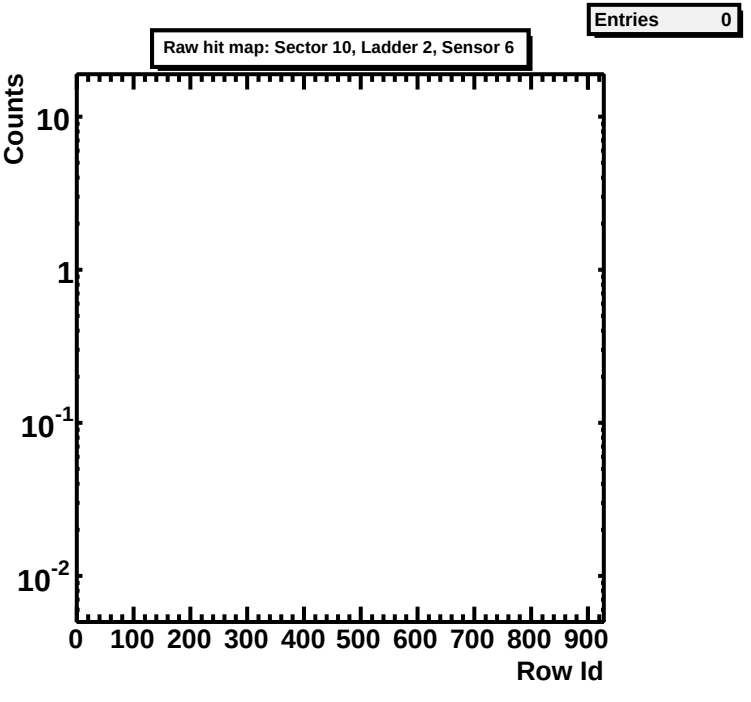

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 5
Counts
Column Id

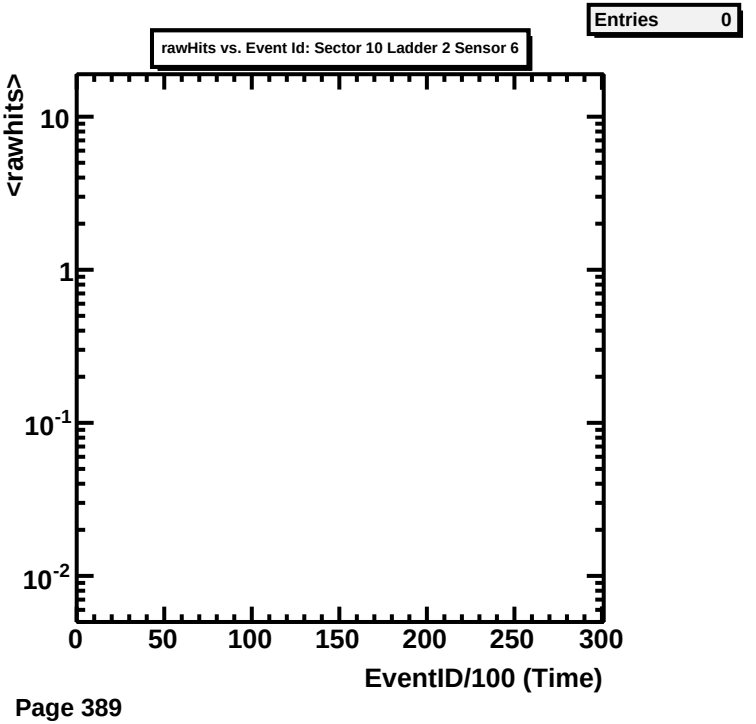

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 5
Counts
Row Id

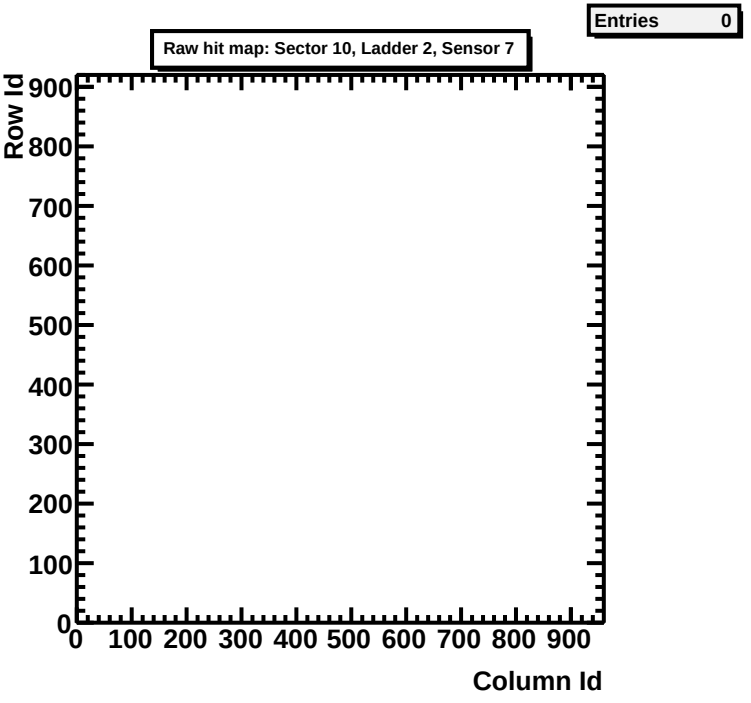

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 5
<rawhits>
EventID/100 (Time)

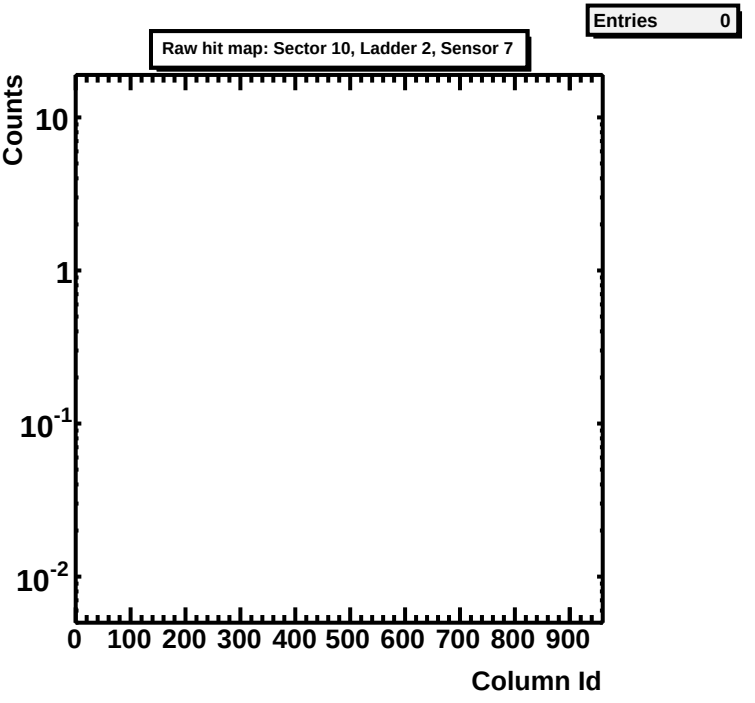

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 6
Row Id
Column Id

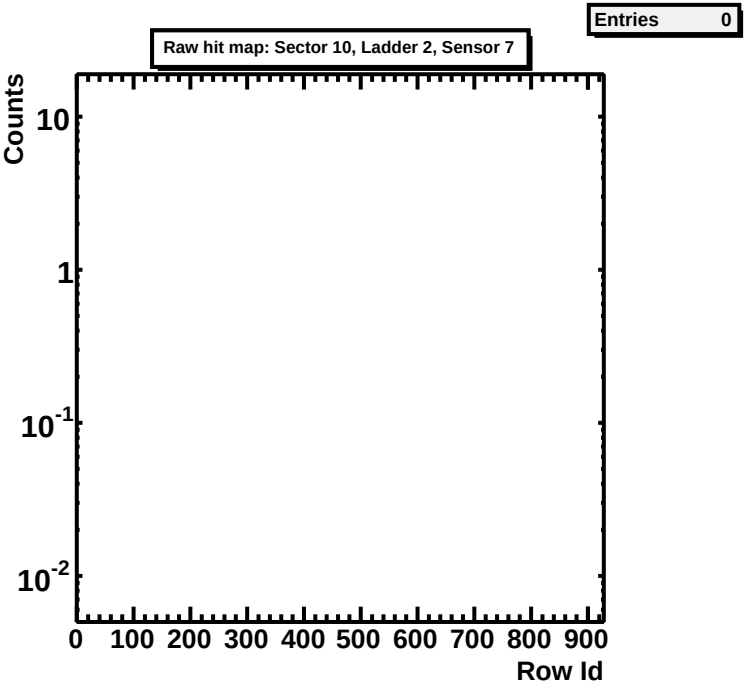

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 6
Counts
Column Id

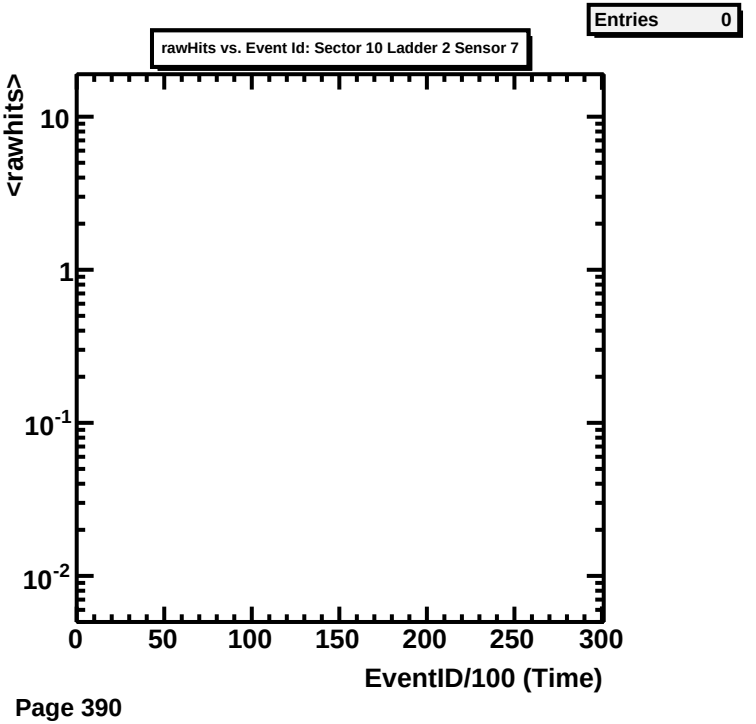

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 6
Counts
Row Id

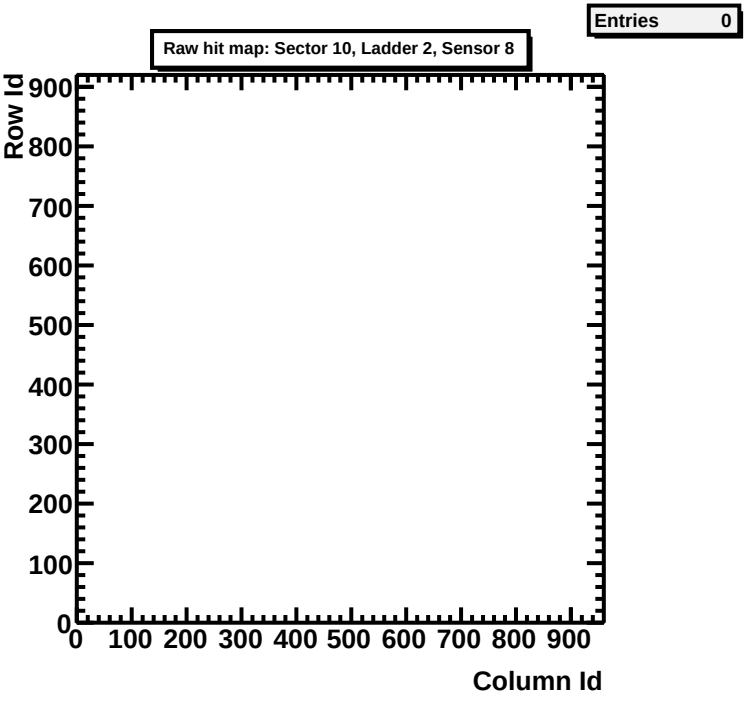

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 6
<rawhits>
EventID/100 (Time)

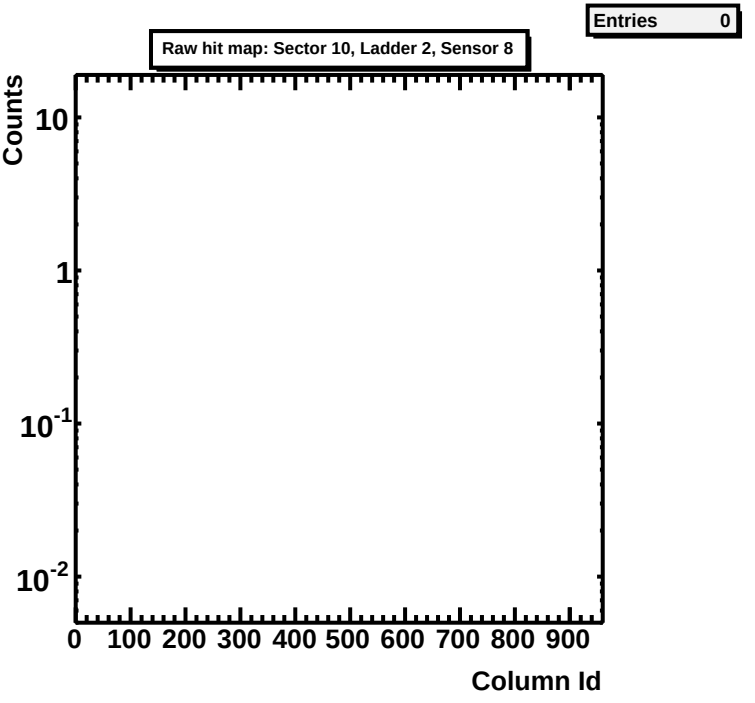

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 7
Row Id
Column Id

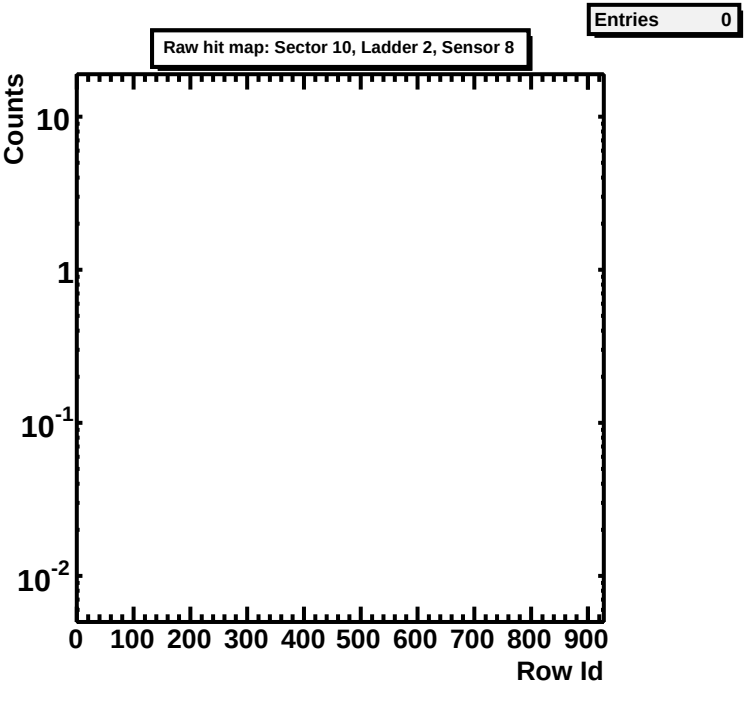

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 7
Counts
Column Id

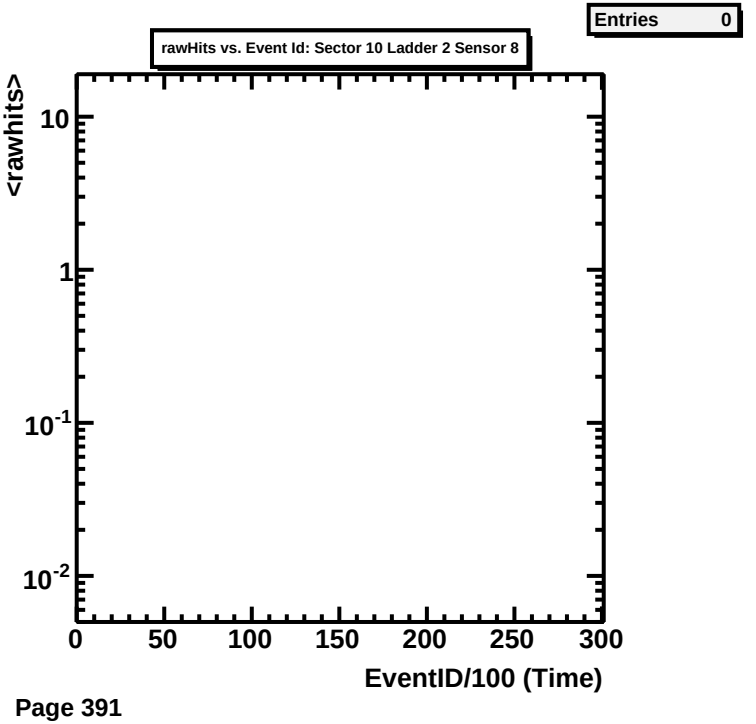

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 7
Counts
Row Id

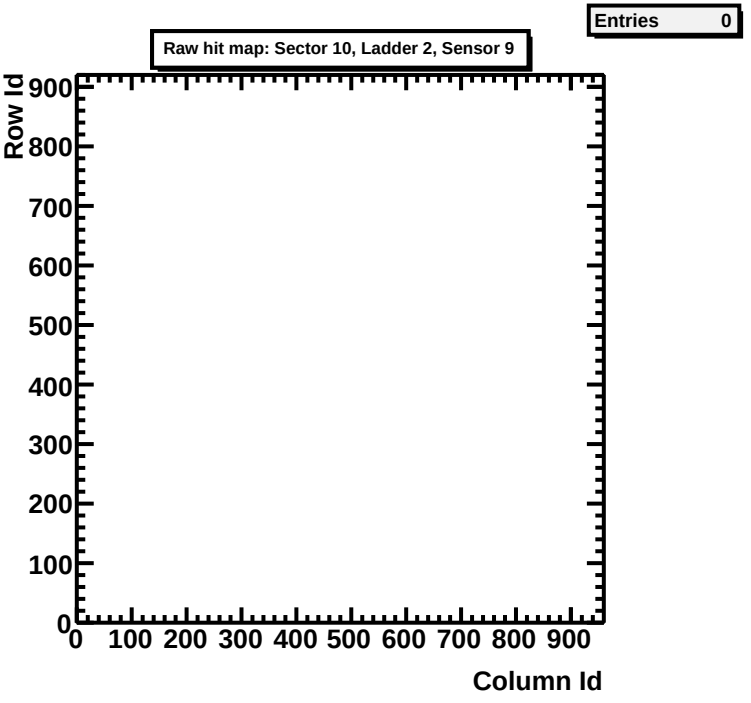

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 7
<rawhits>
EventID/100 (Time)

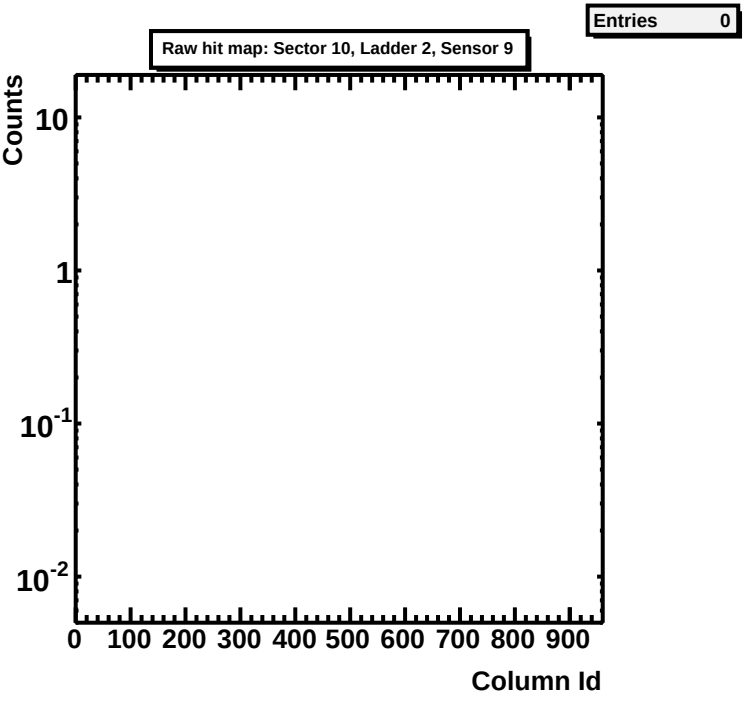

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

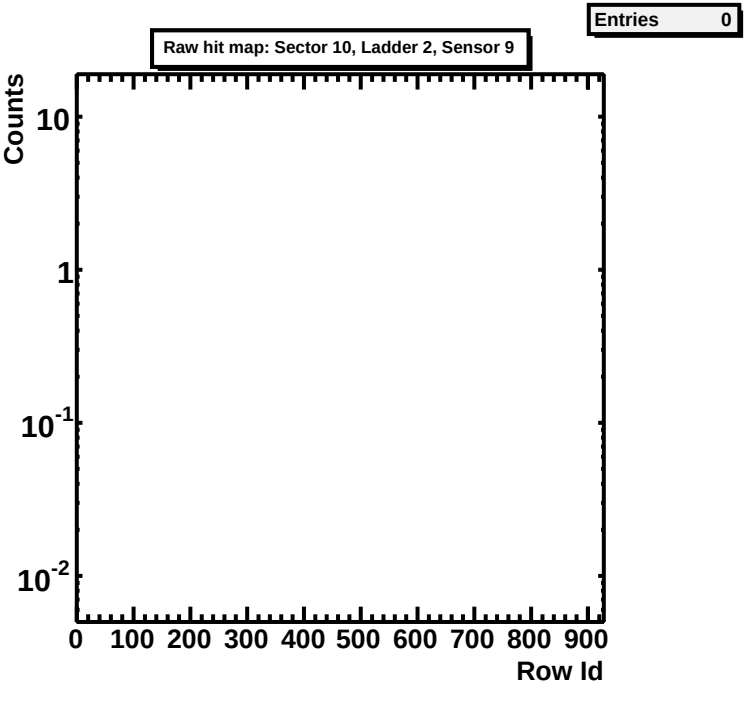

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

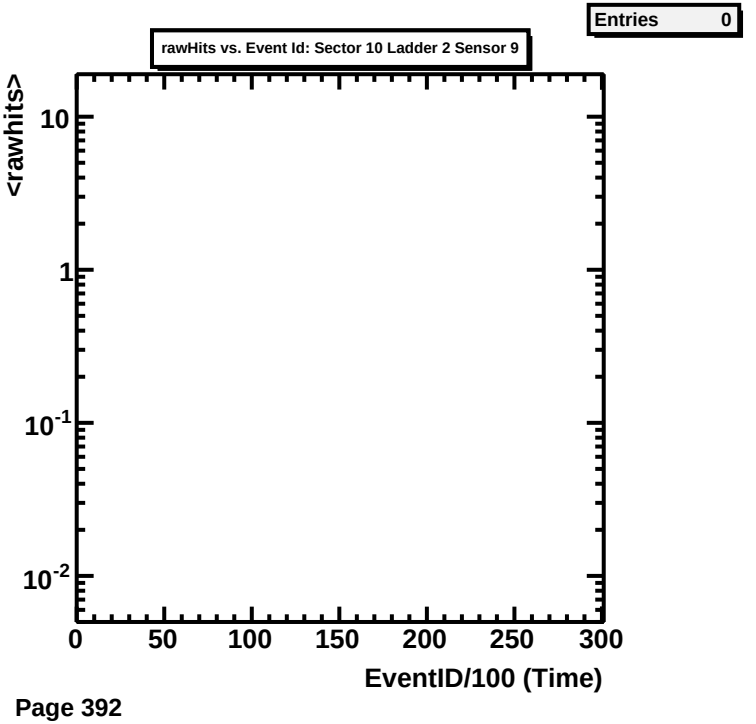

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

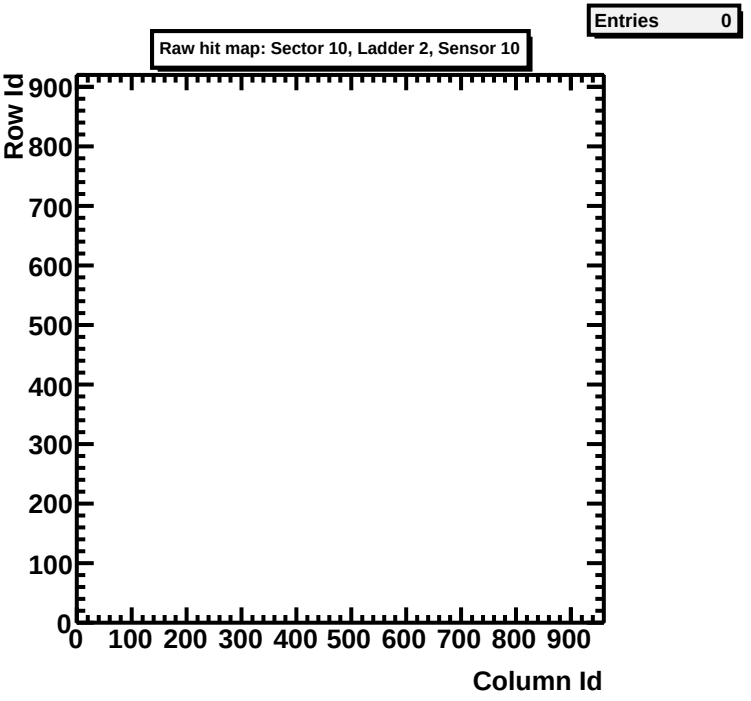

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

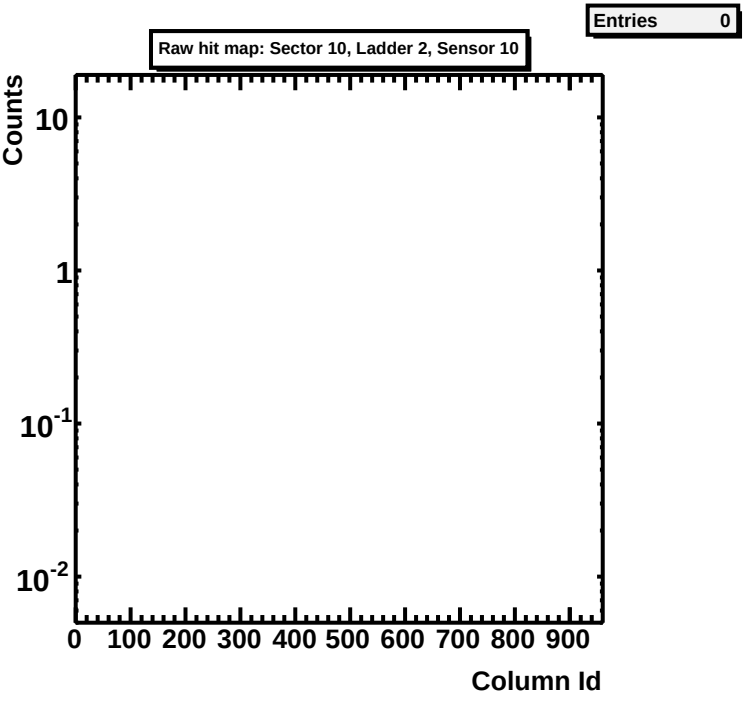

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 9
Row Id
Column Id

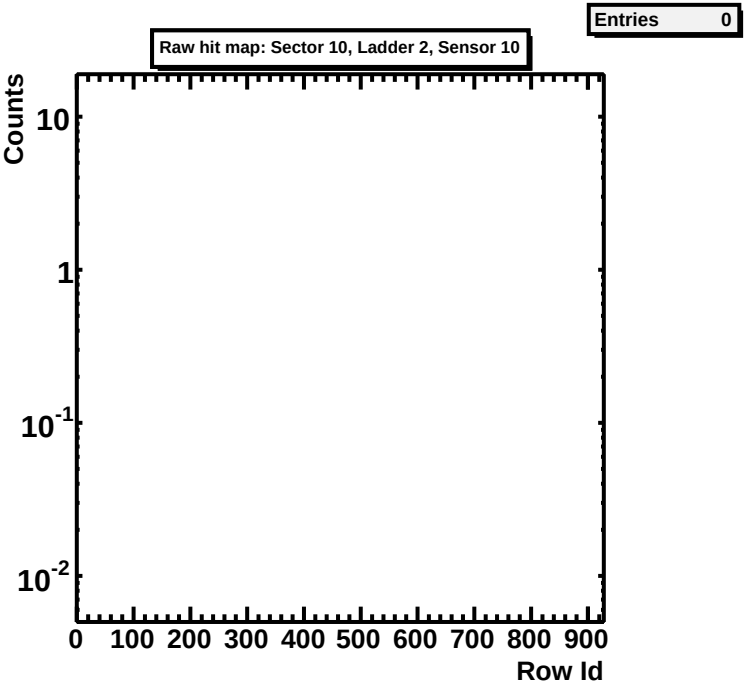

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 9
Counts
Column Id

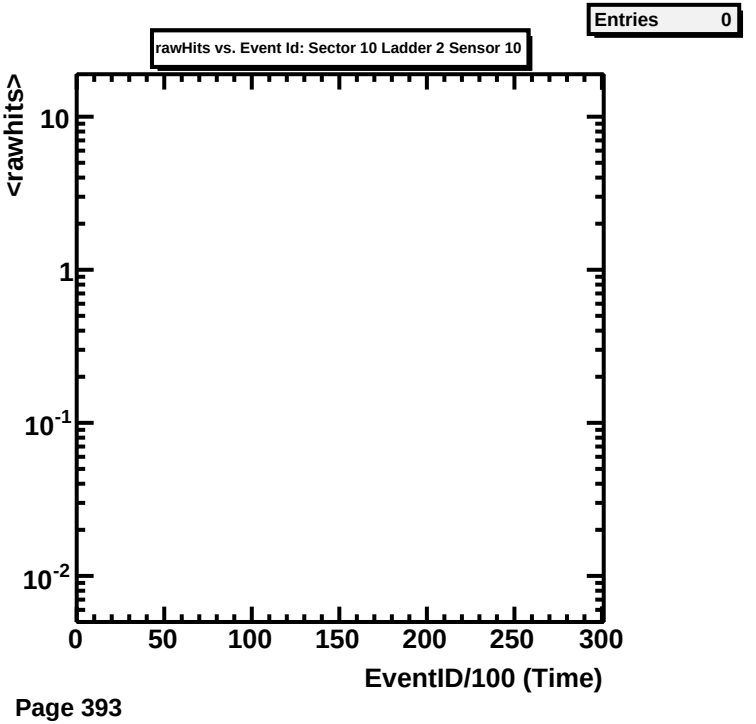

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 9
Counts
Row Id

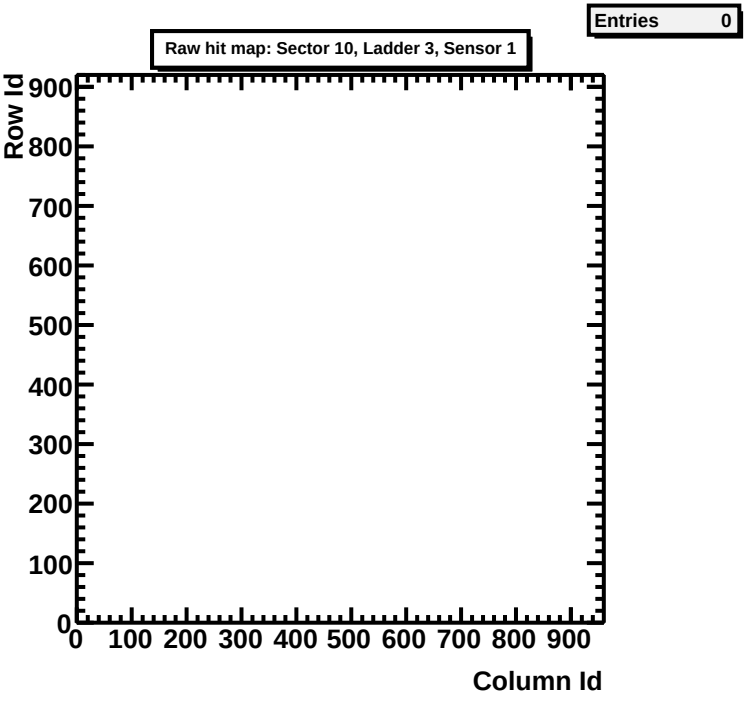

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 9
<rawhits>
EventID/100 (Time)

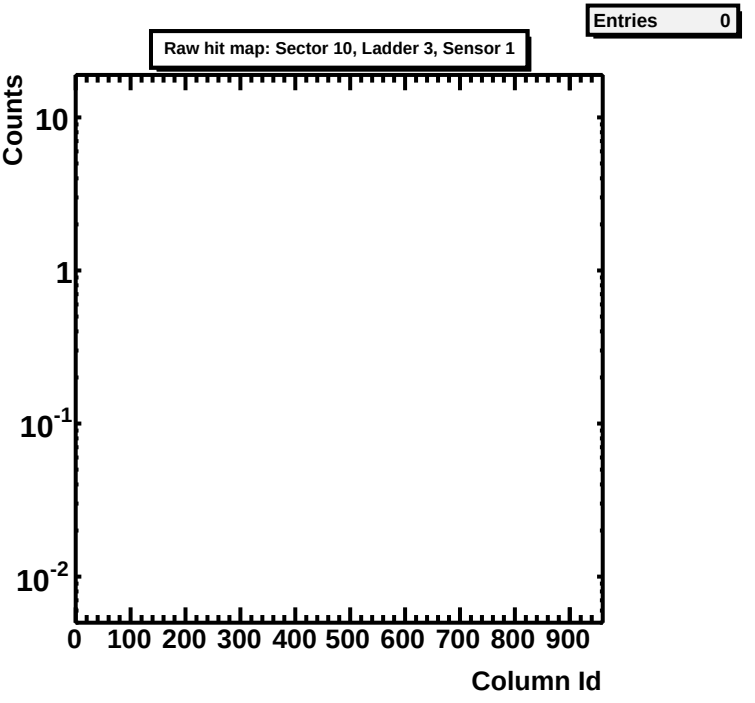

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 10
Row Id
Column Id

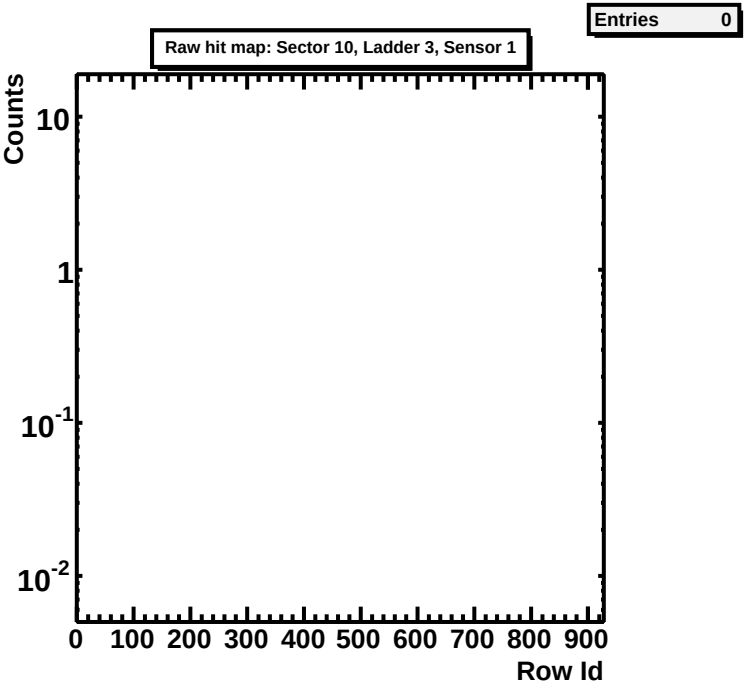

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 10
Counts
Column Id

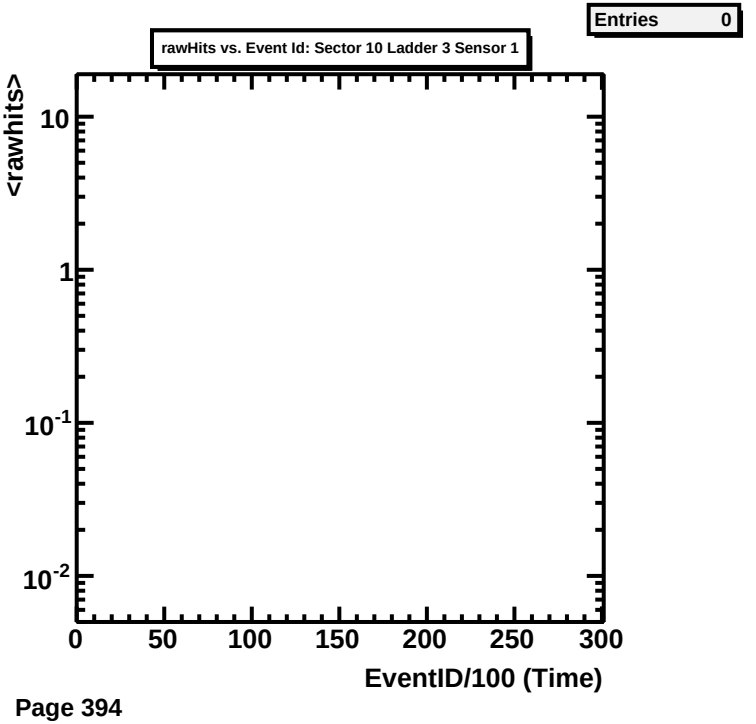

Entries 0
Raw hit map: Sector 10, Ladder 2, Sensor 10
Counts
Row Id

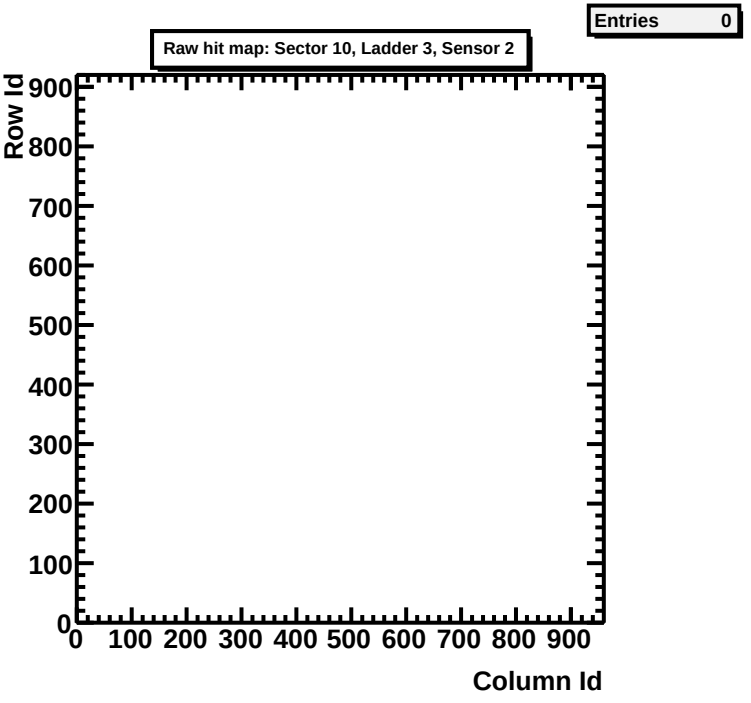

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 2 Sensor 10
<rawhits>
EventID/100 (Time)

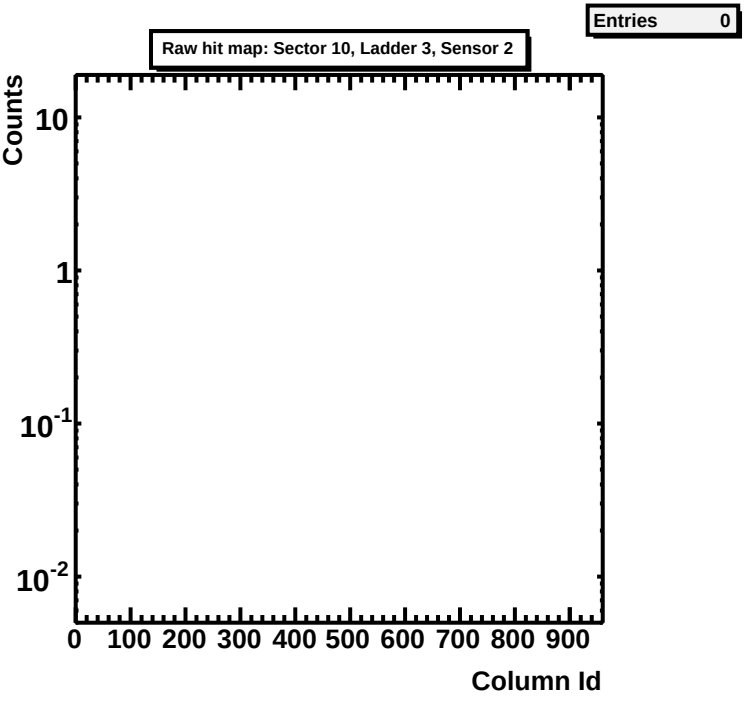

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 1
Row Id
Column Id

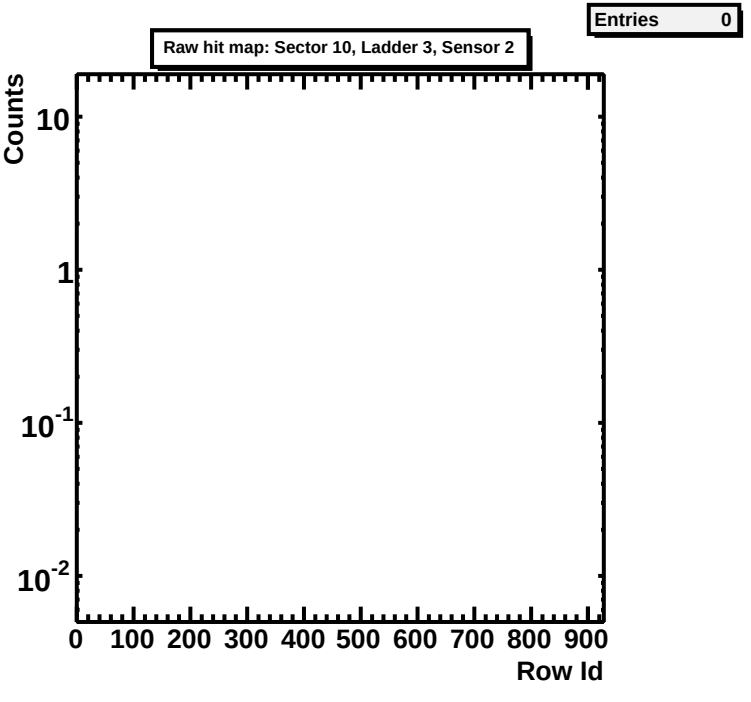

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 1
Counts
Column Id

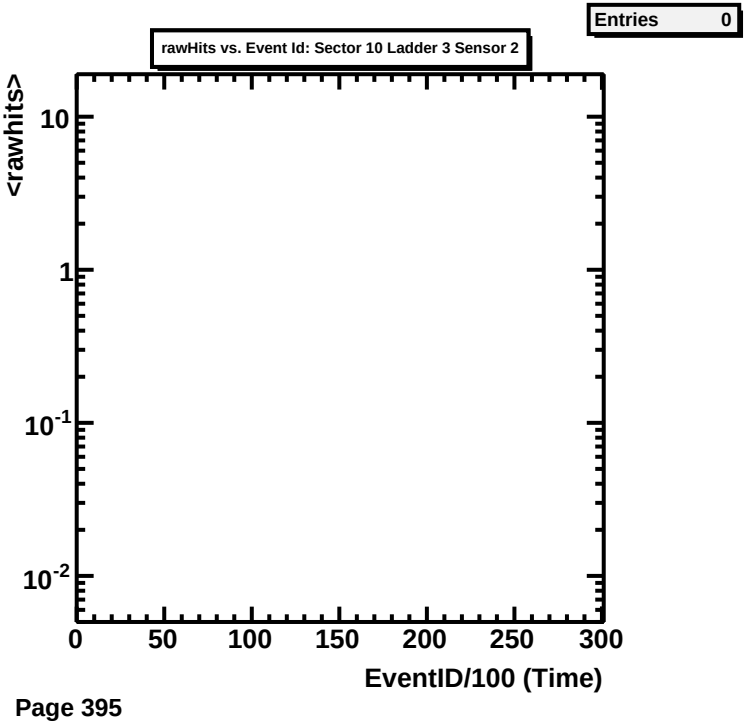

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 1
Counts
Row Id

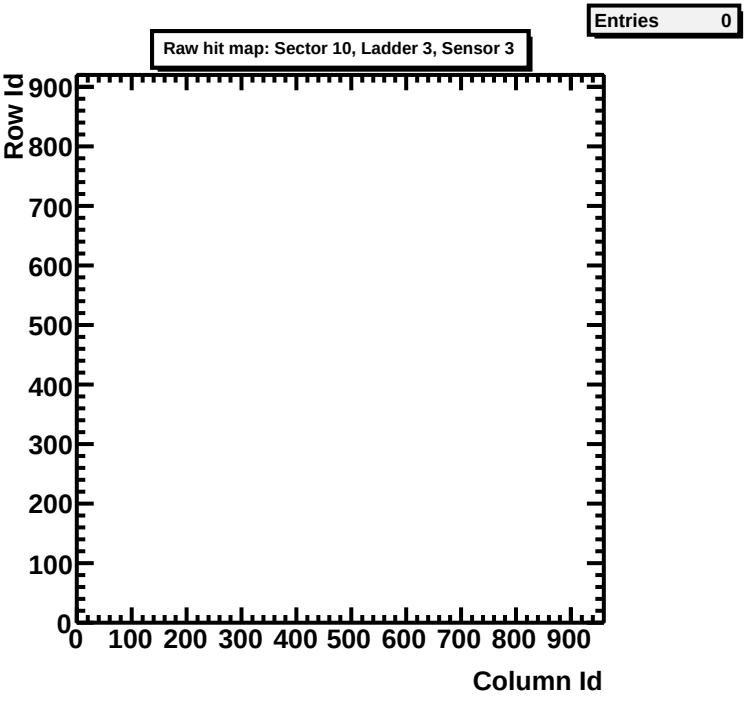

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 1
<rawhits>
EventID/100 (Time)

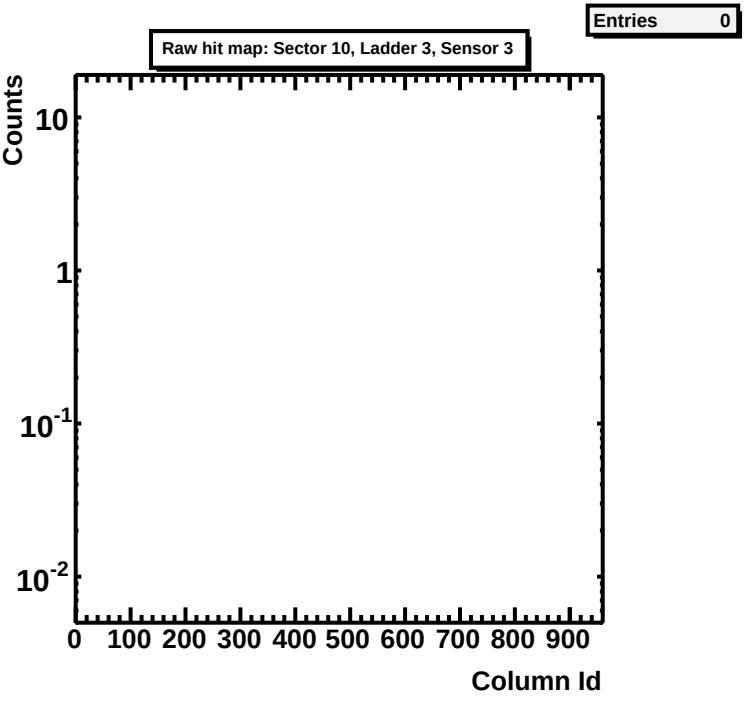

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 2
Row Id
Column Id

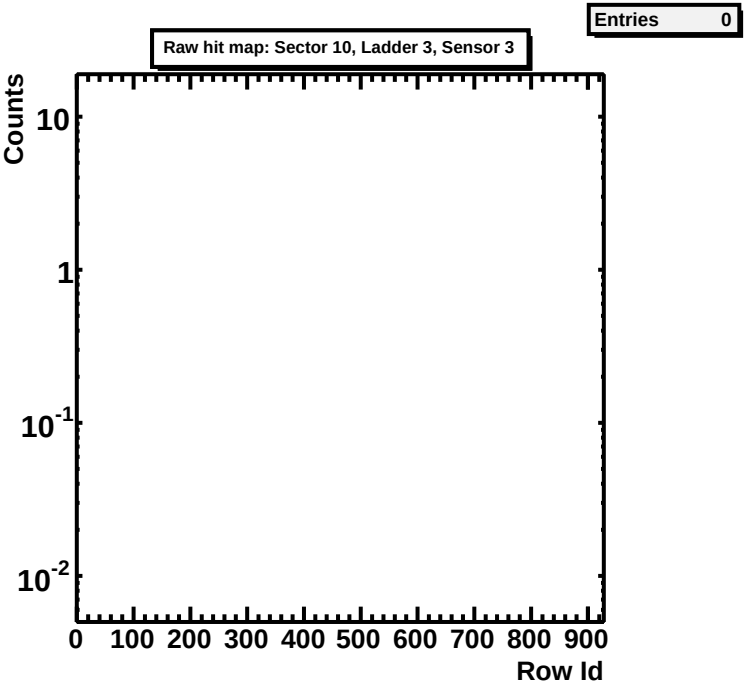

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 2
Counts
Column Id

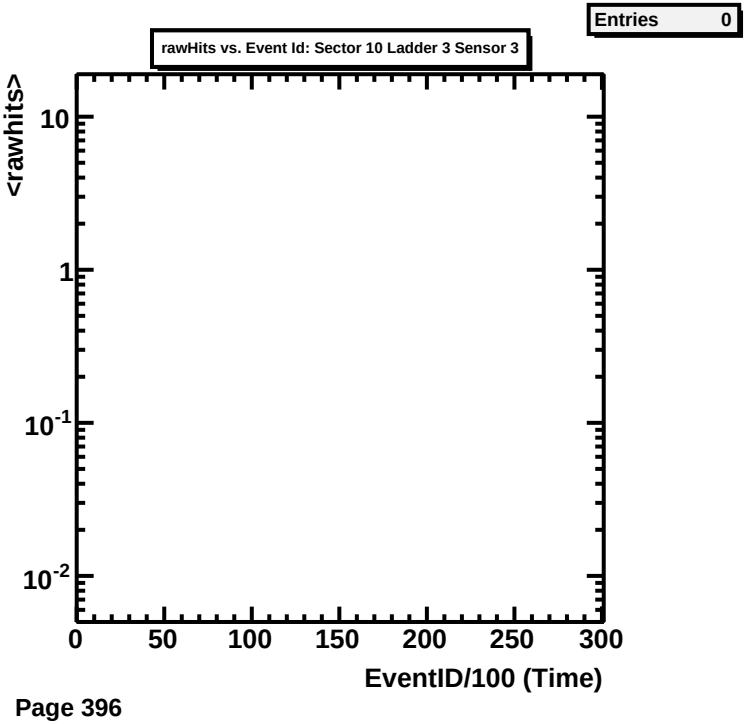

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 2
Counts
Row Id

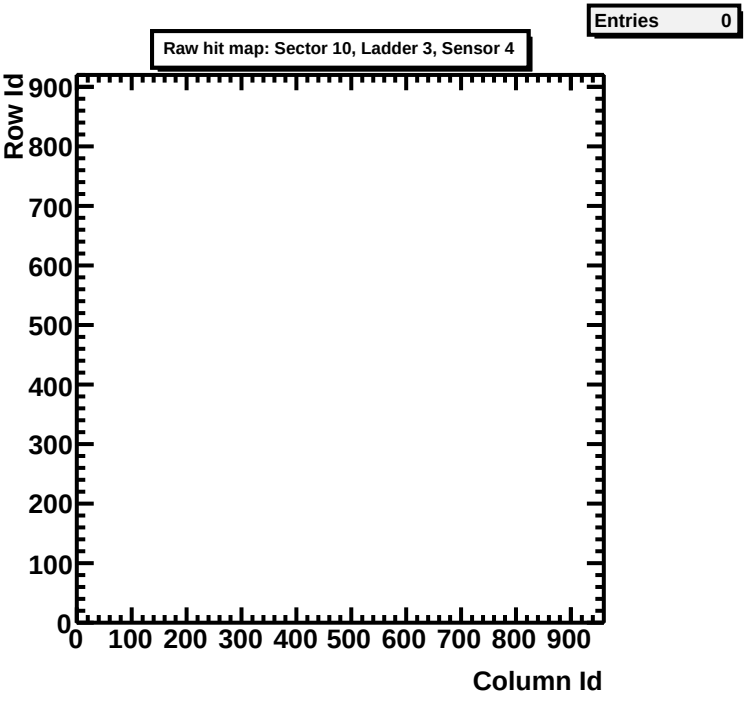

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 2
<rawhits>
EventID/100 (Time)

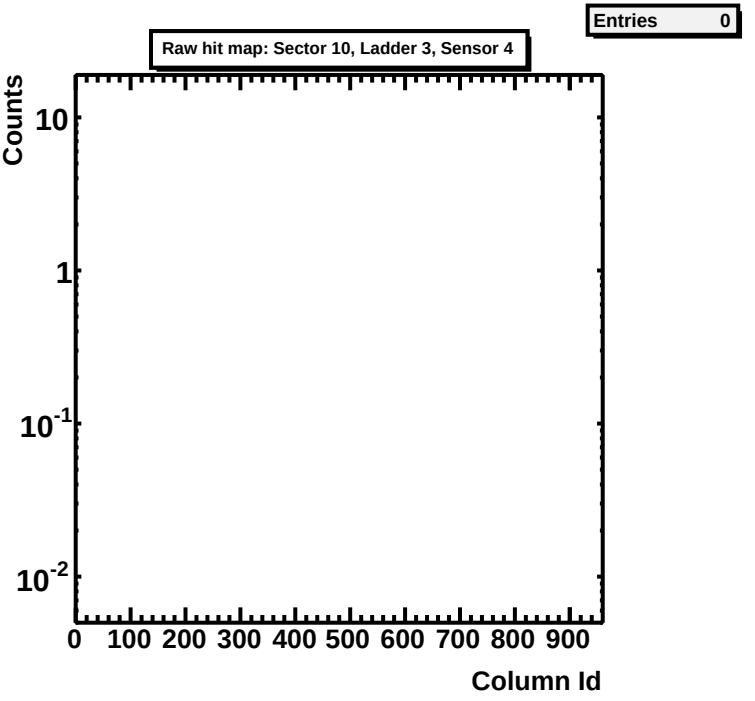

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 3
Row Id
Column Id

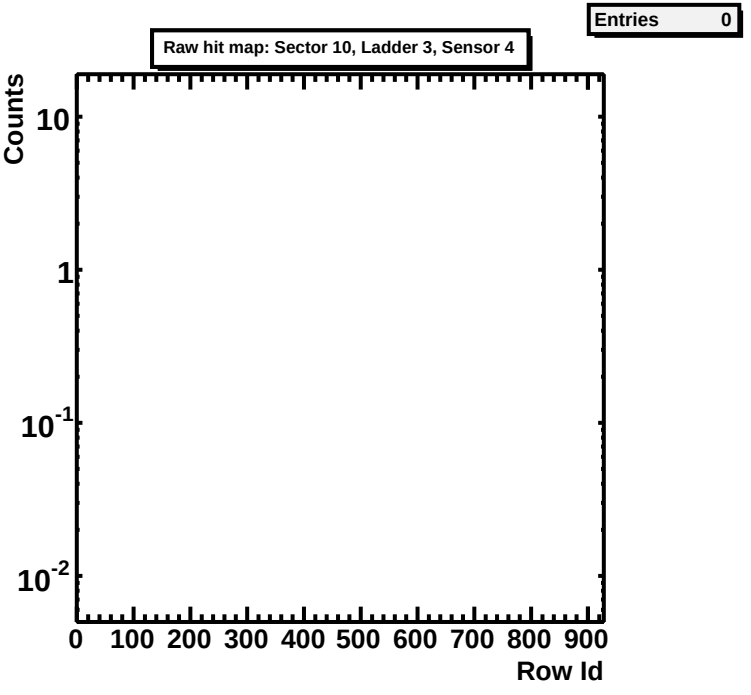

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 3
Counts
Column Id

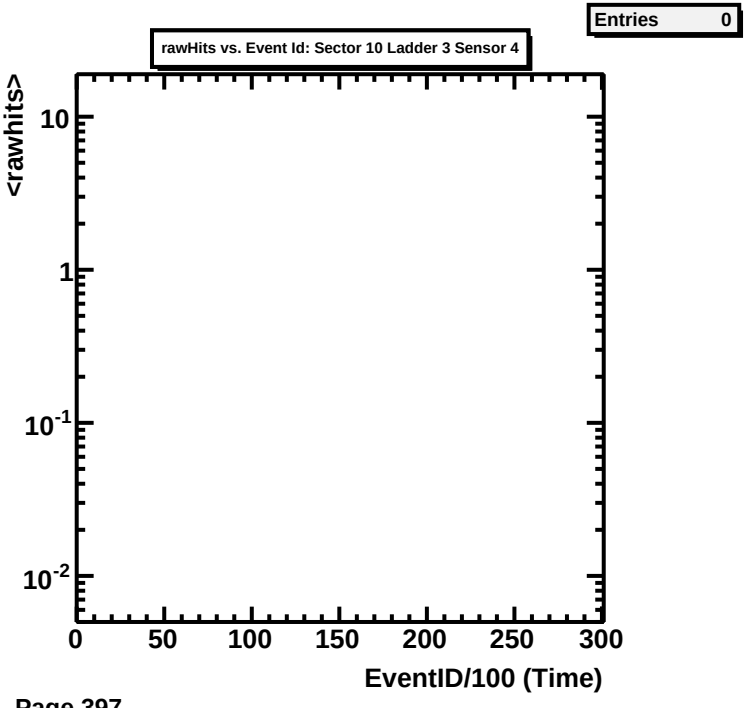

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 3
Counts
Row Id

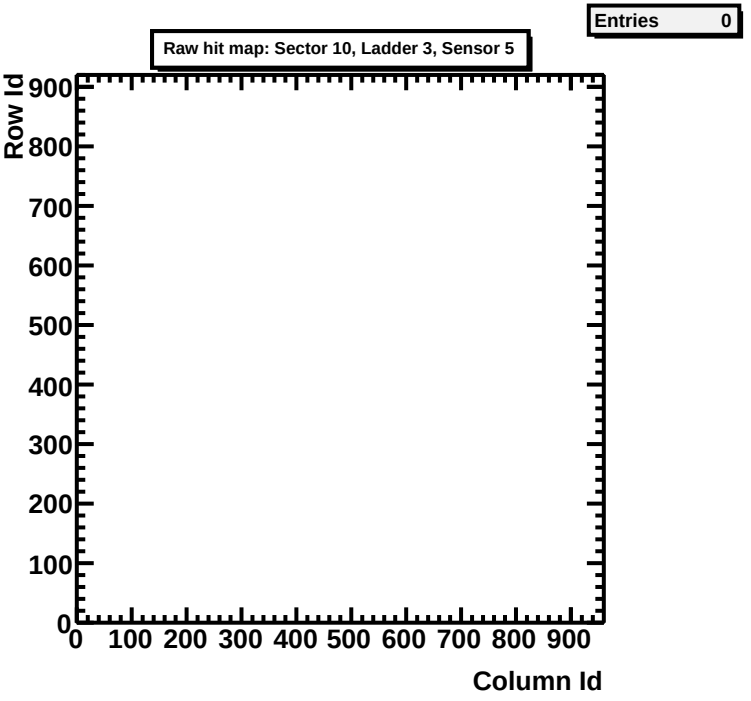

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 3
<rawhits>
EventID/100 (Time)

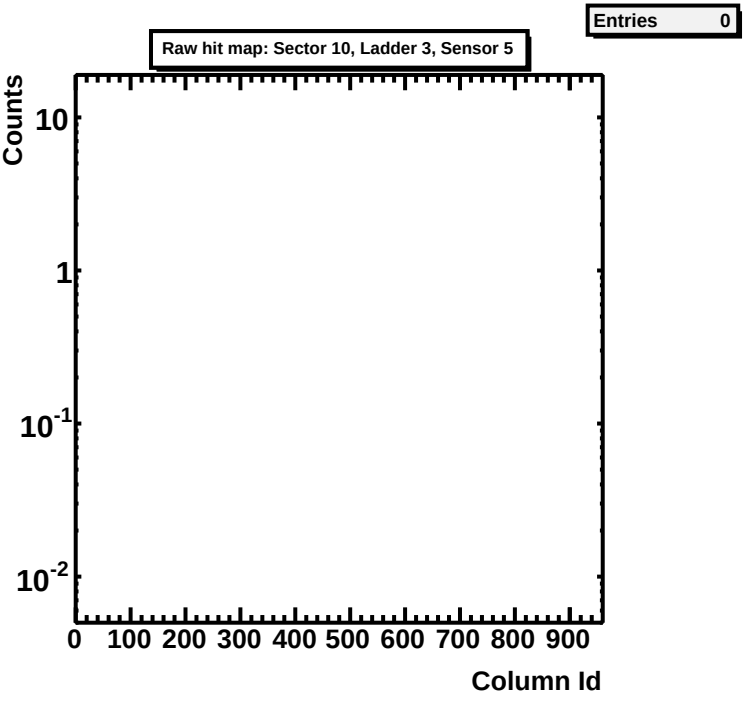

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 4
Row Id
Column Id

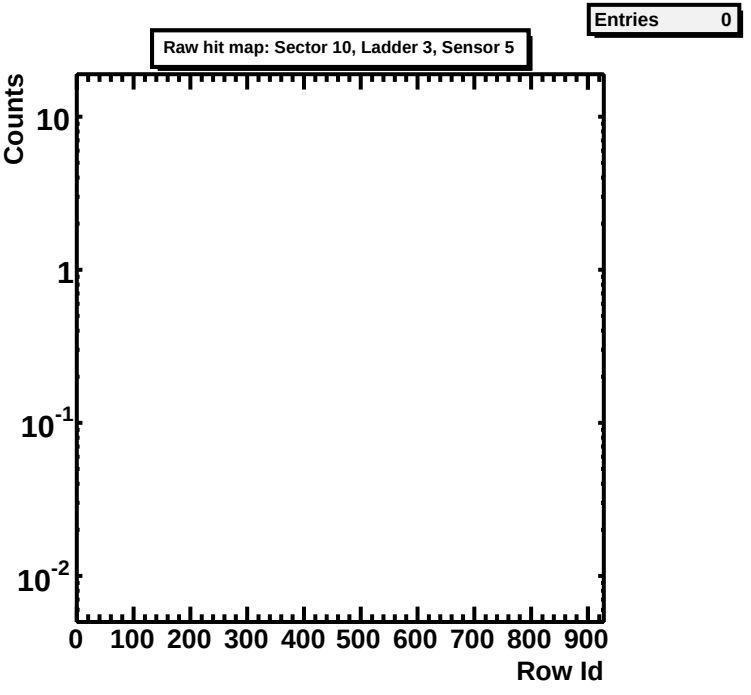

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 4
Counts
Column Id

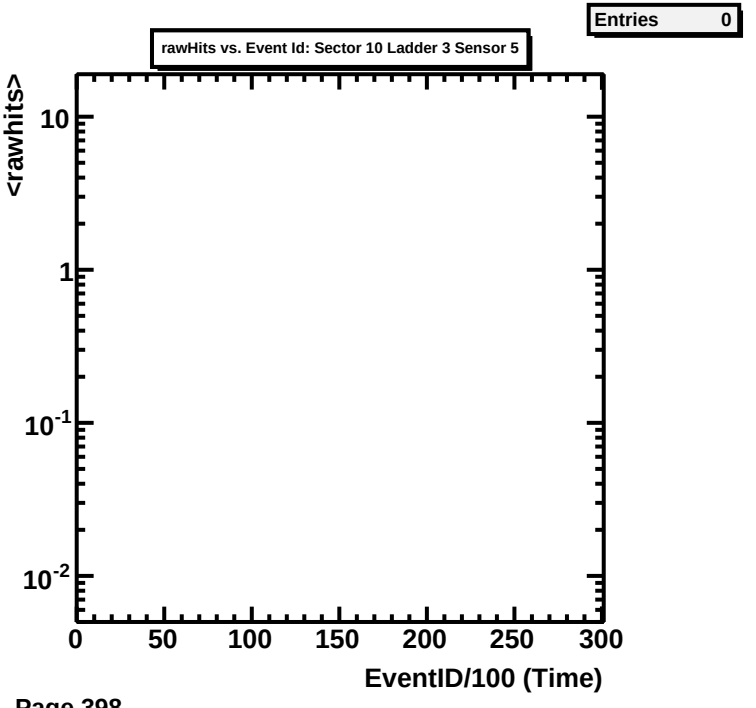

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 4
Counts
Row Id

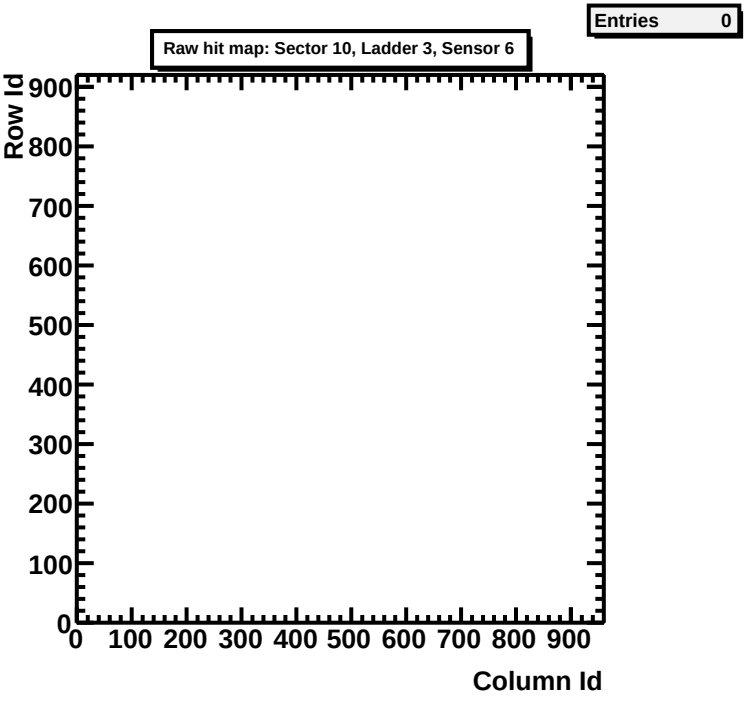

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 4
<rawhits>
EventID/100 (Time)

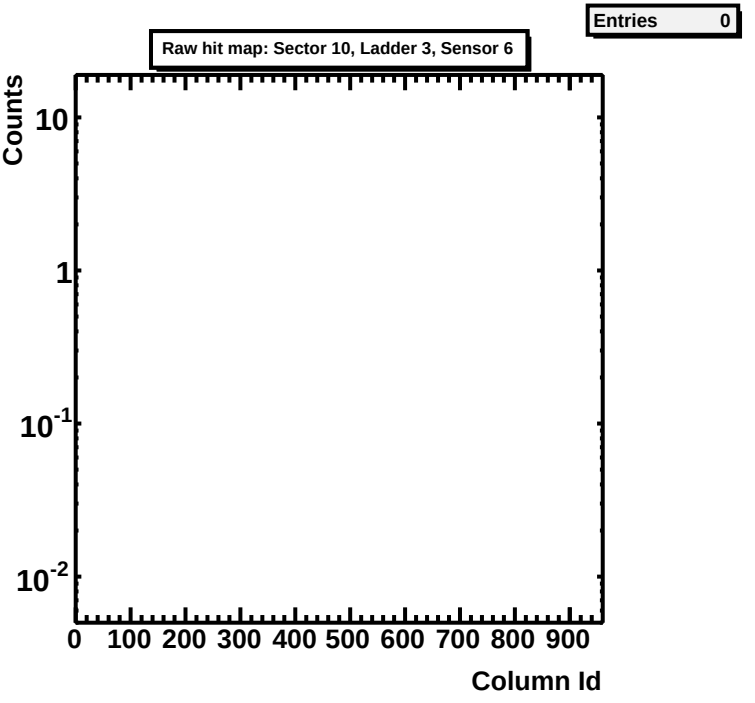

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 5
Row Id
Column Id

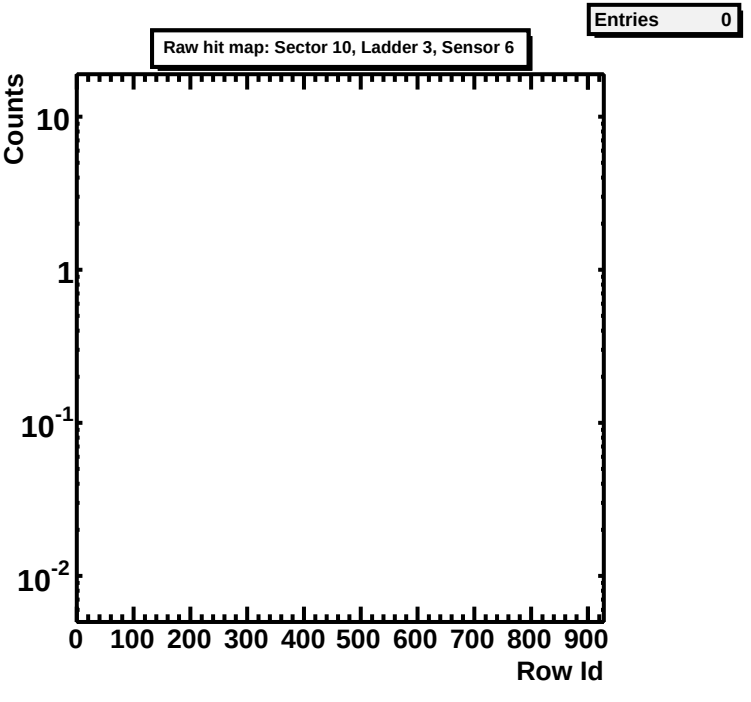

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 5
Counts
Column Id

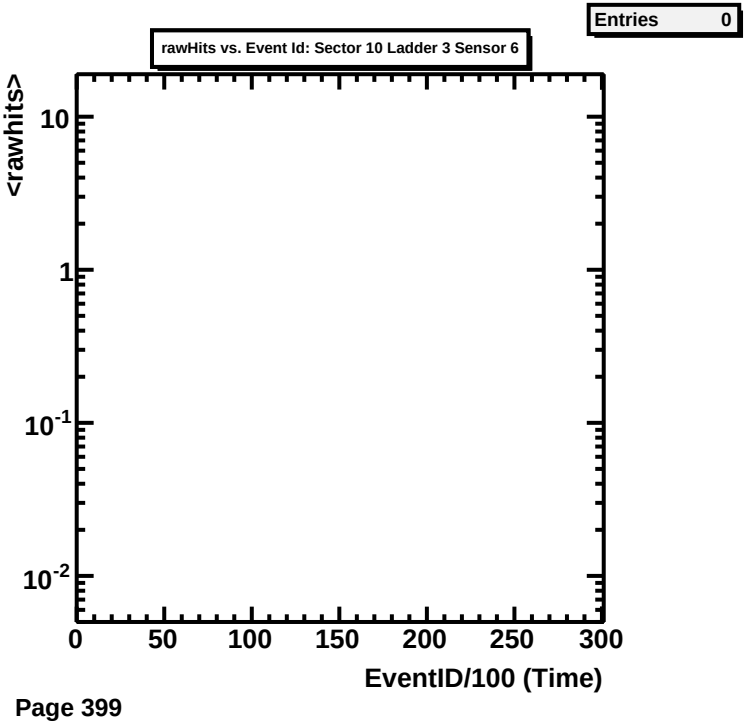

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 5
Counts
Row Id

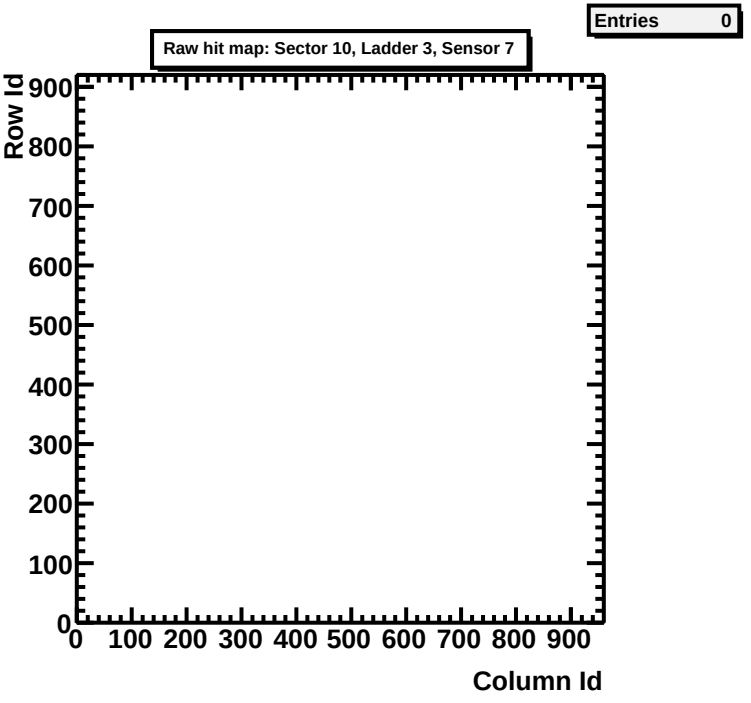

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 5
<rawhits>
EventID/100 (Time)

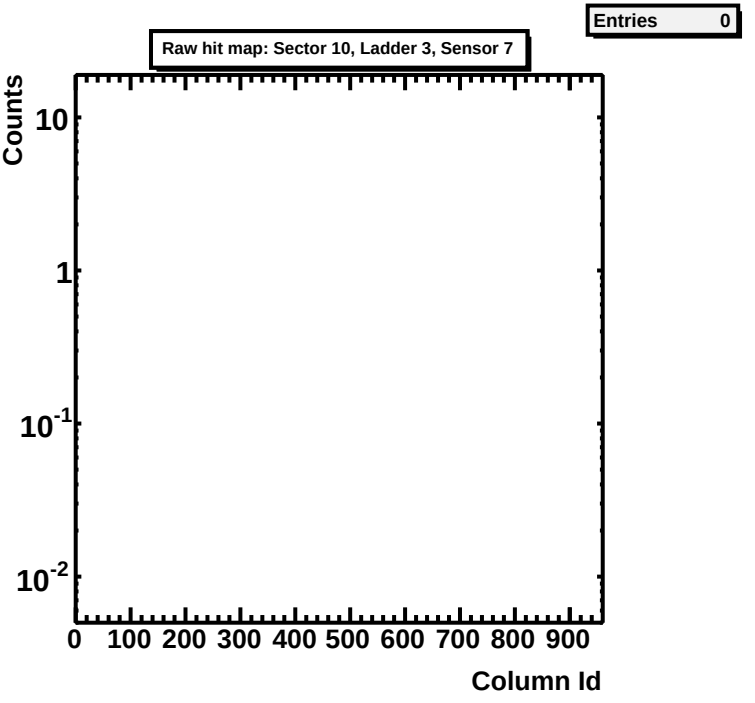

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 6
Row Id
Column Id

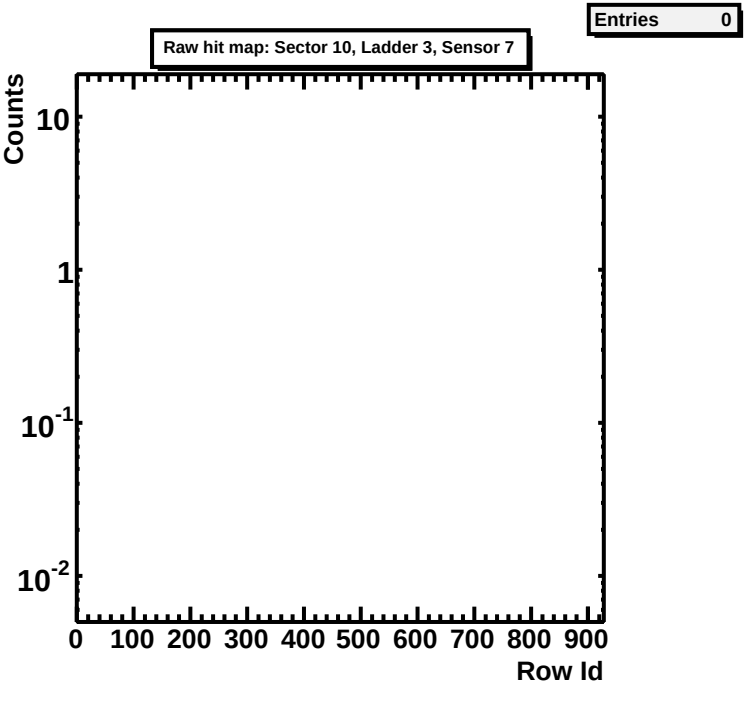

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 6
Counts
Column Id

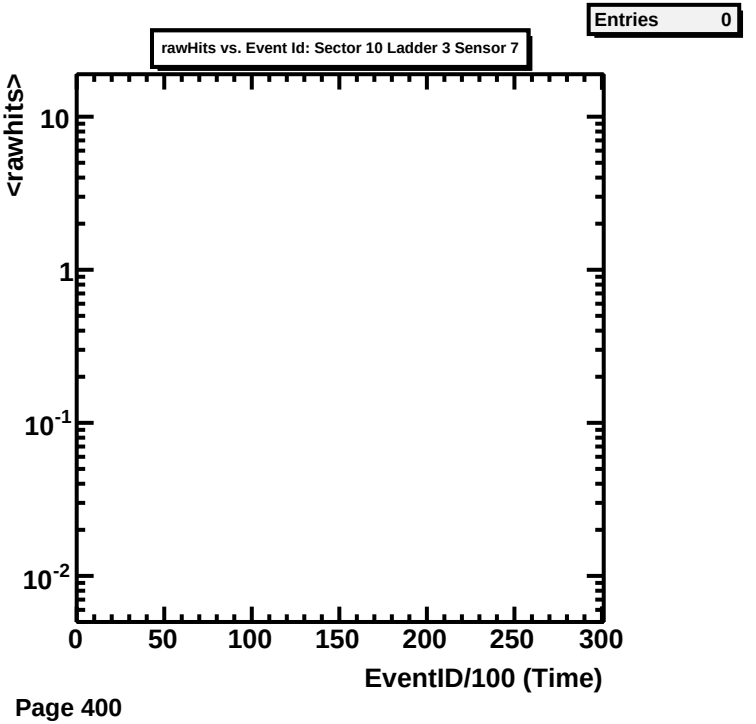

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 6
Counts
Row Id

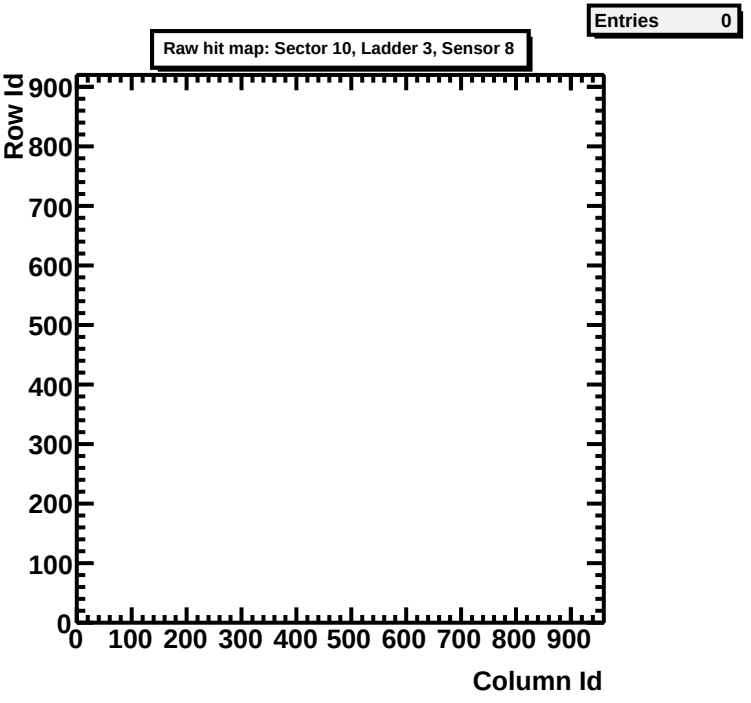

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 6
<rawhits>
EventID/100 (Time)

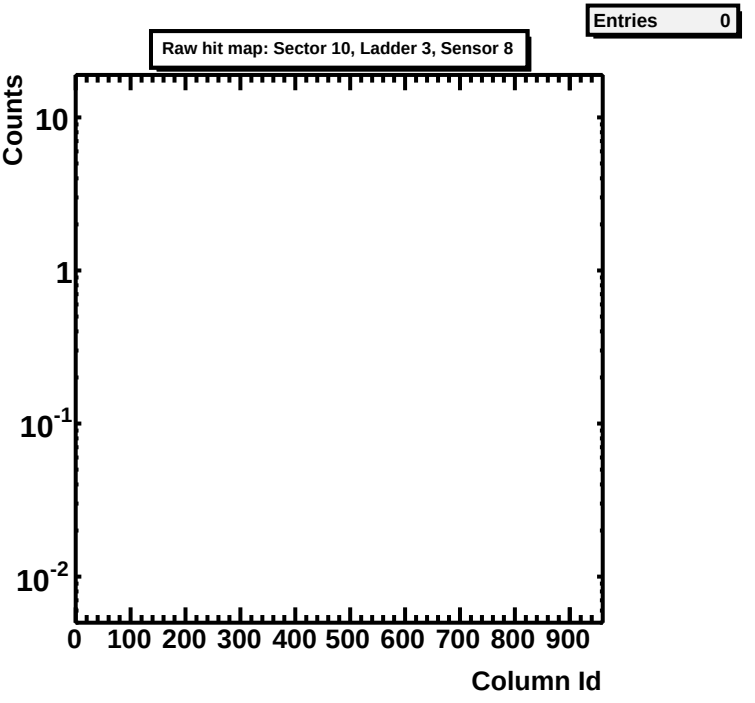

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 7
Row Id
Column Id

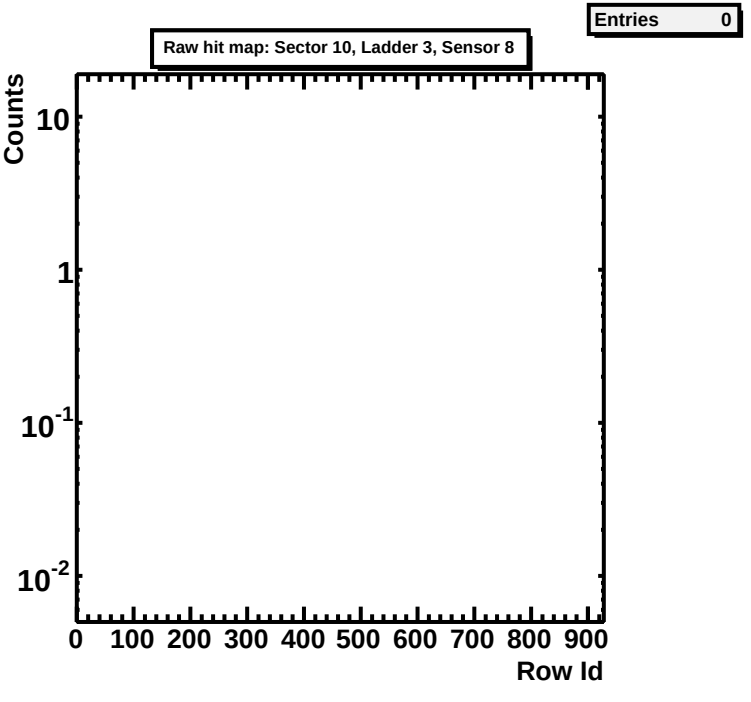

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 7
Counts
Column Id

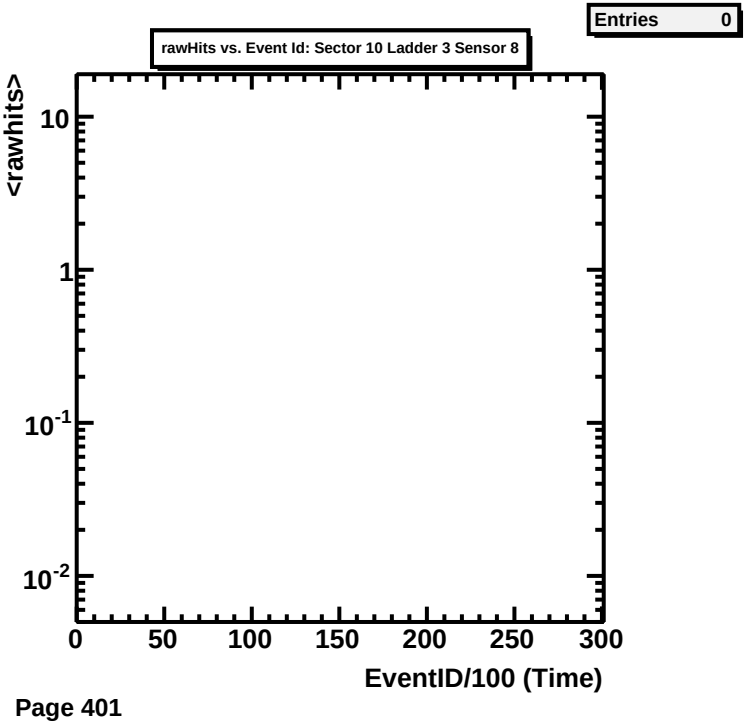

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 7
Counts
Row Id

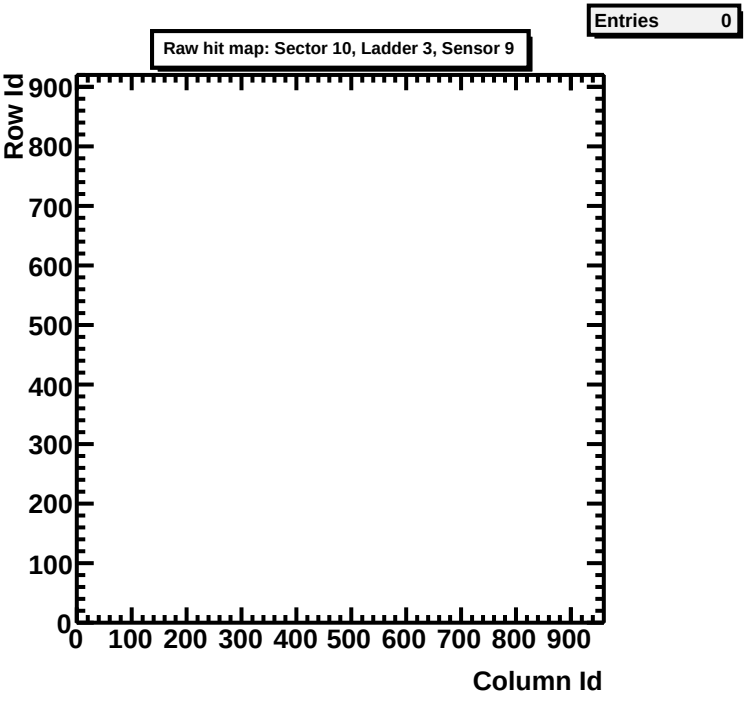

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 7
<rawhits>
EventID/100 (Time)

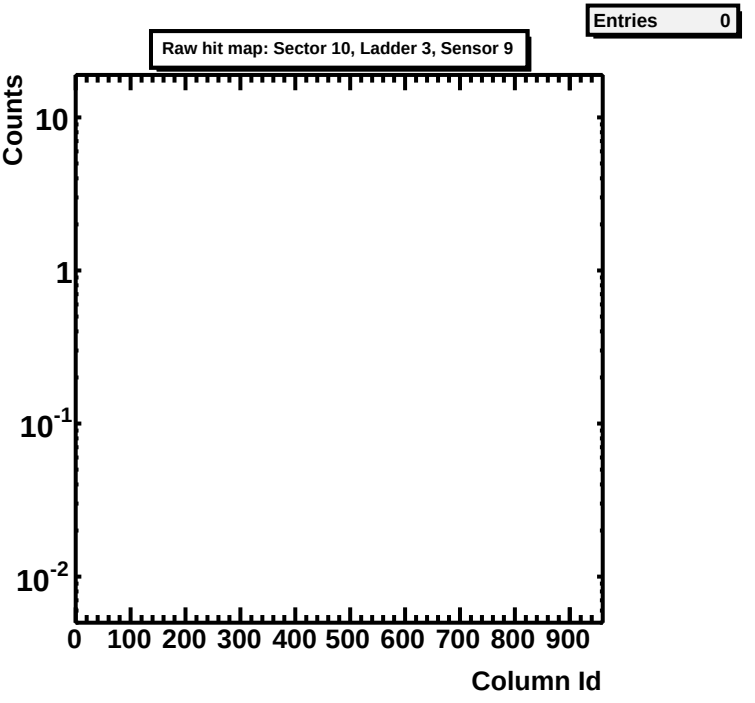

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 8
Row Id
Column Id

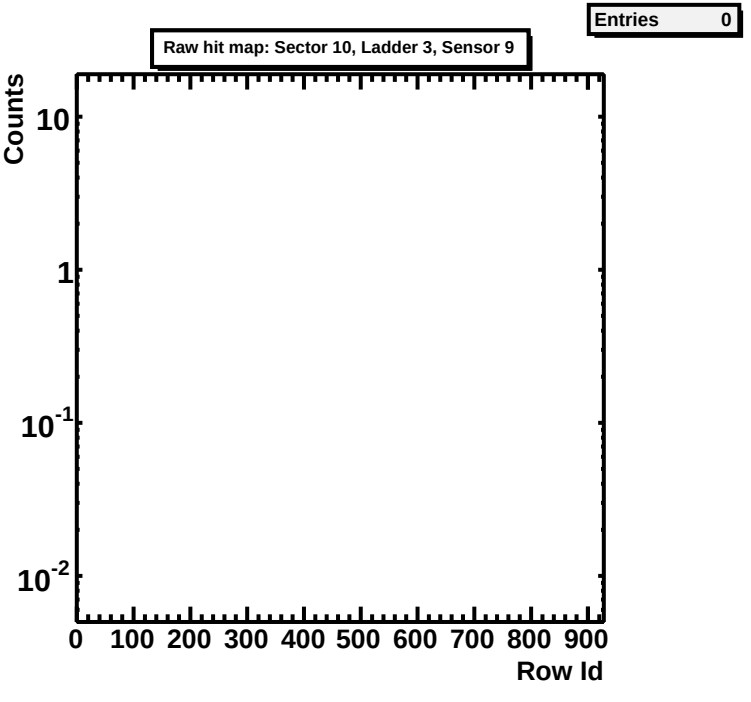

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 8
Counts
Column Id

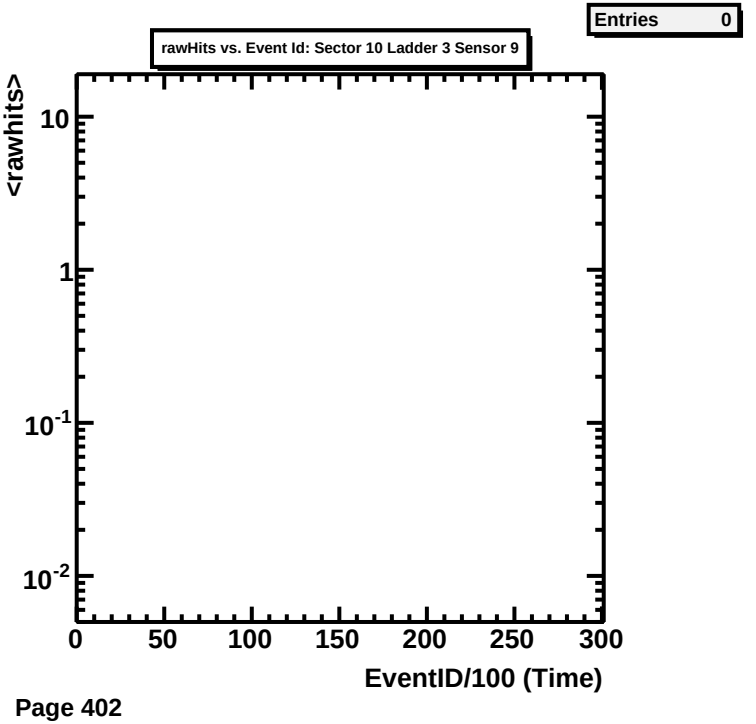

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 8
Counts
Row Id

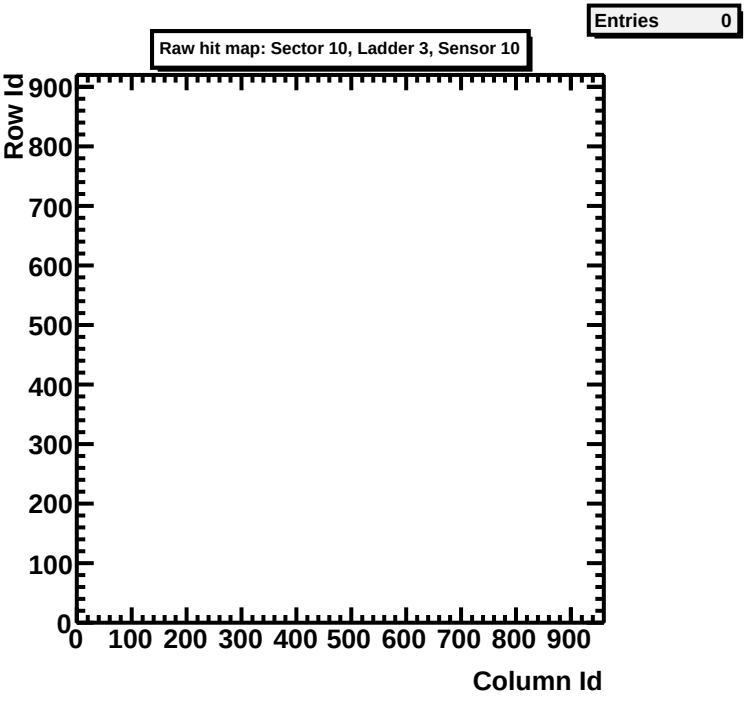

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 8
<rawhits>
EventID/100 (Time)

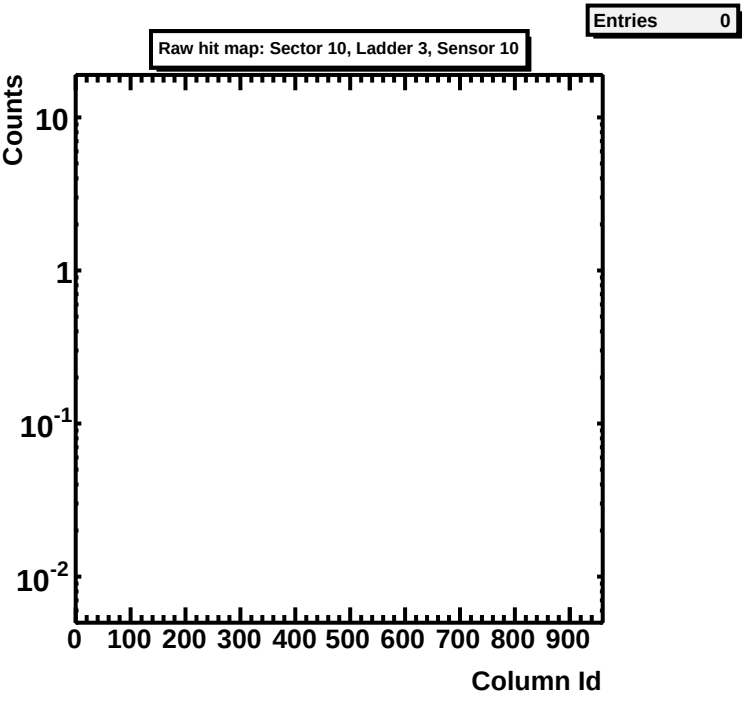

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 9
Row Id
Column Id

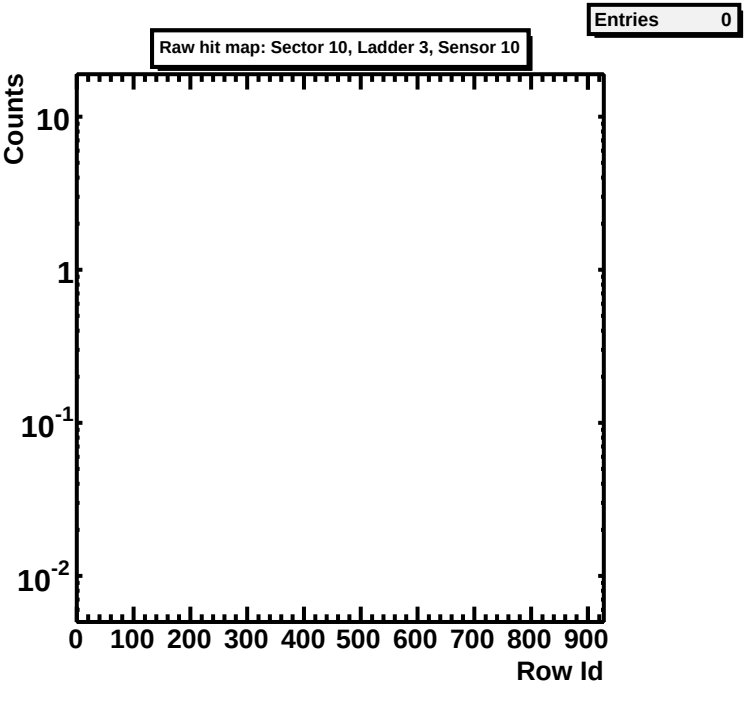

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 9
Counts
Column Id

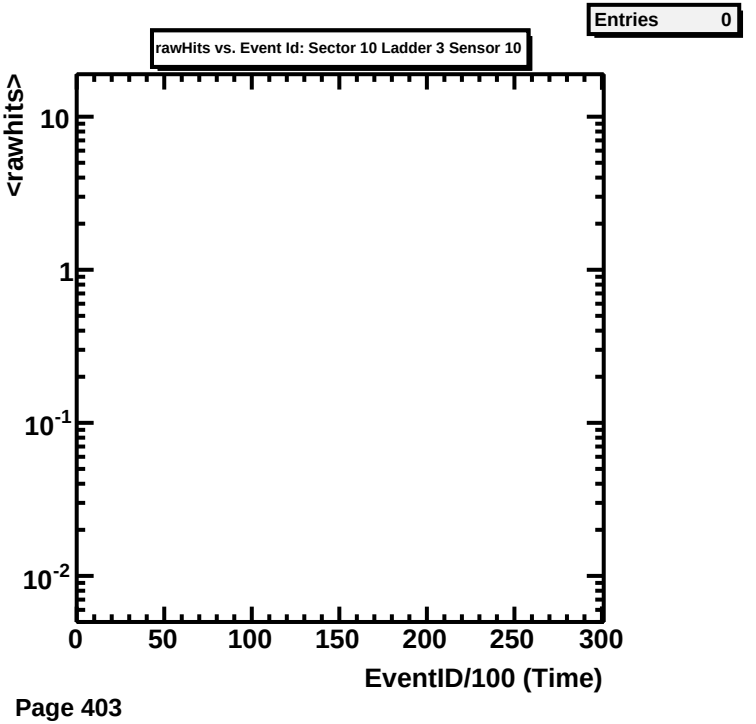

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 9
Counts
Row Id

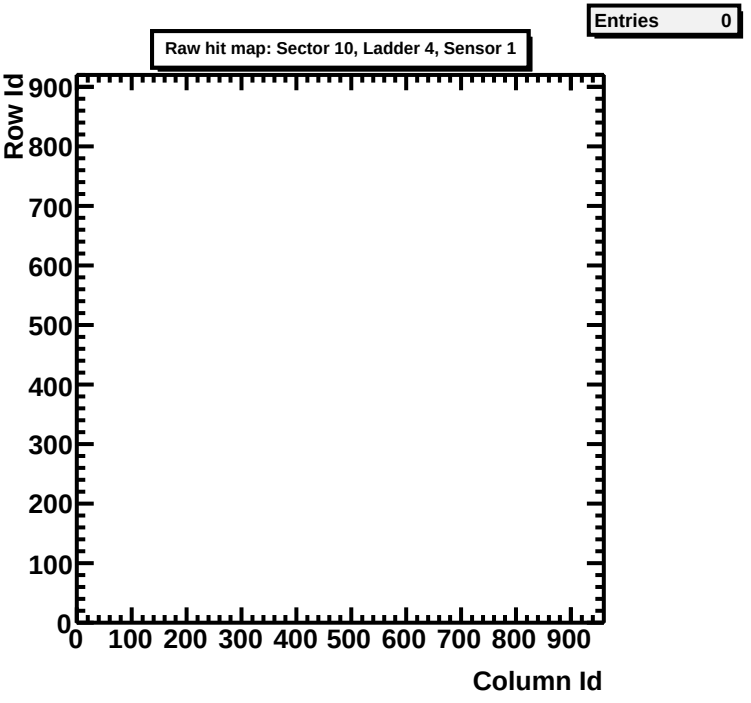

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 9
<rawhits>
EventID/100 (Time)

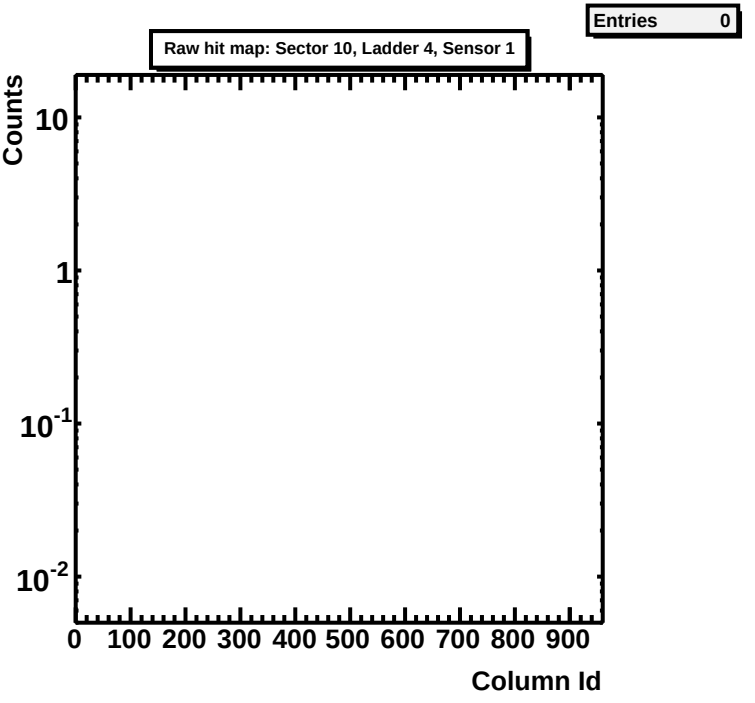

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 10
Row Id
Column Id

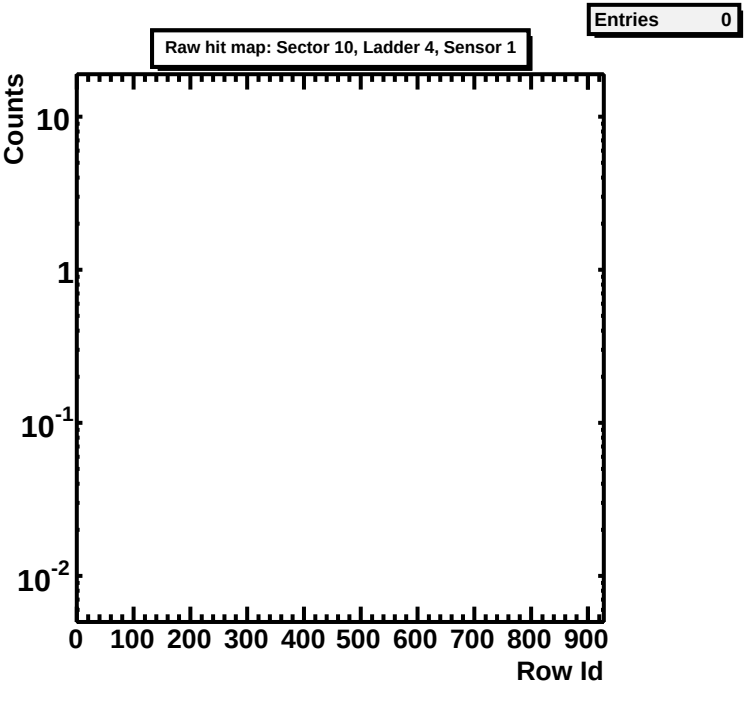

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 10
Counts
Column Id

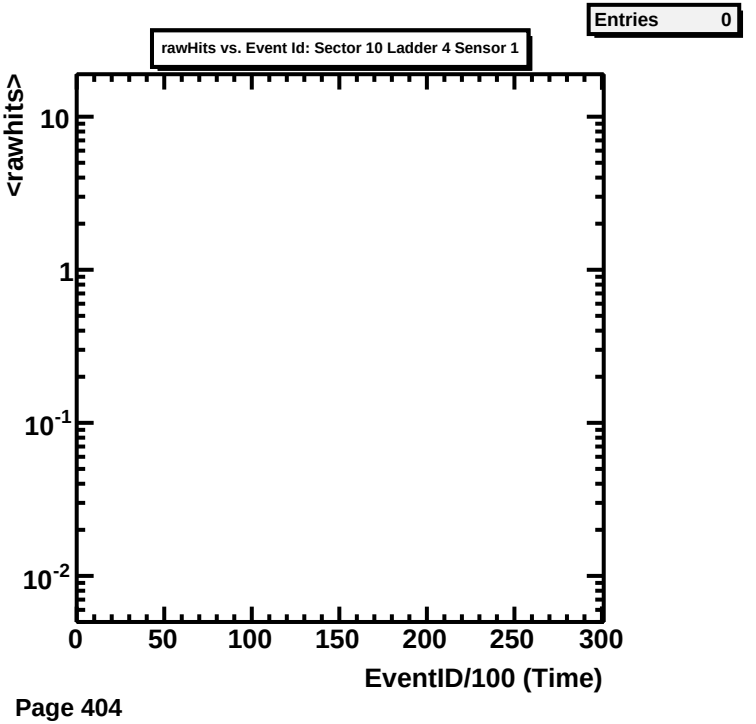

Entries 0
Raw hit map: Sector 10, Ladder 3, Sensor 10
Counts
Row Id

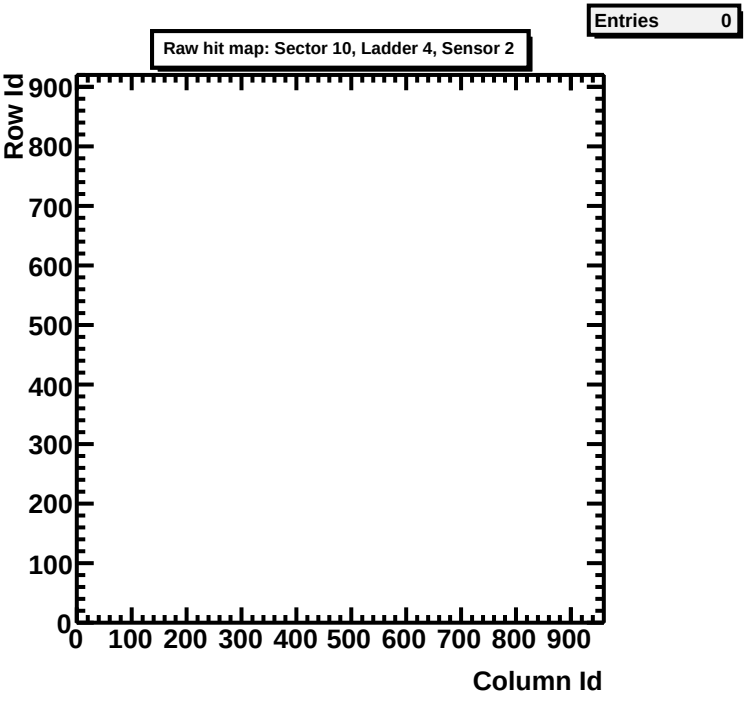

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 3 Sensor 10
<rawhits>
EventID/100 (Time)

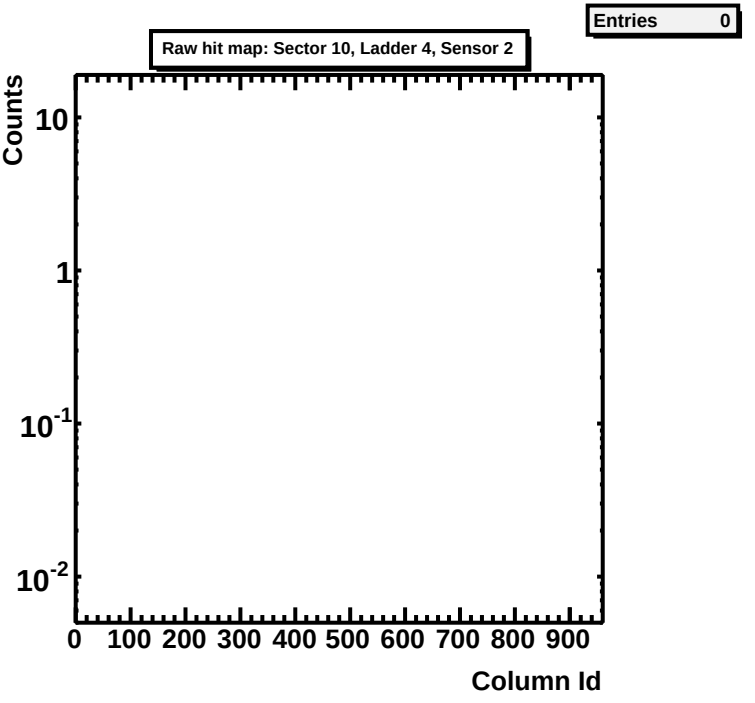

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 1
Row Id
Column Id

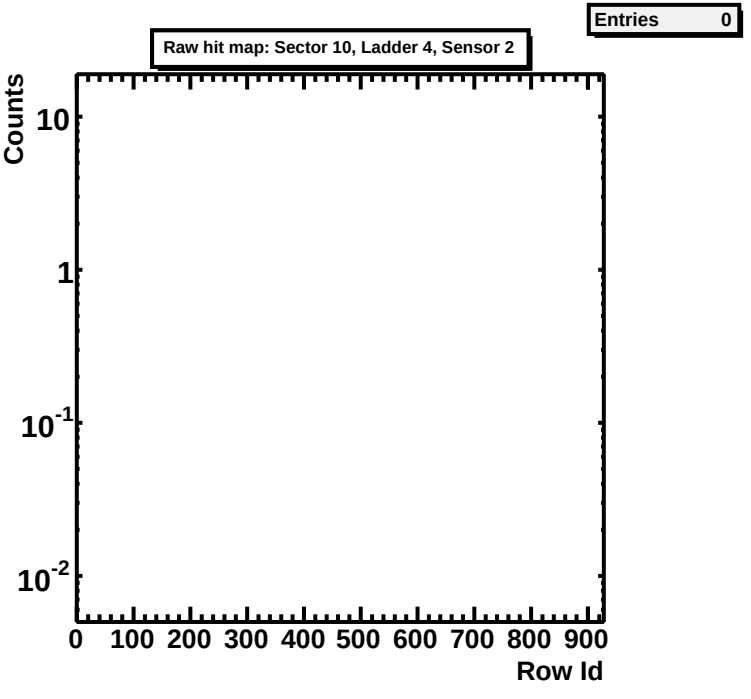

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 1
Counts
Column Id

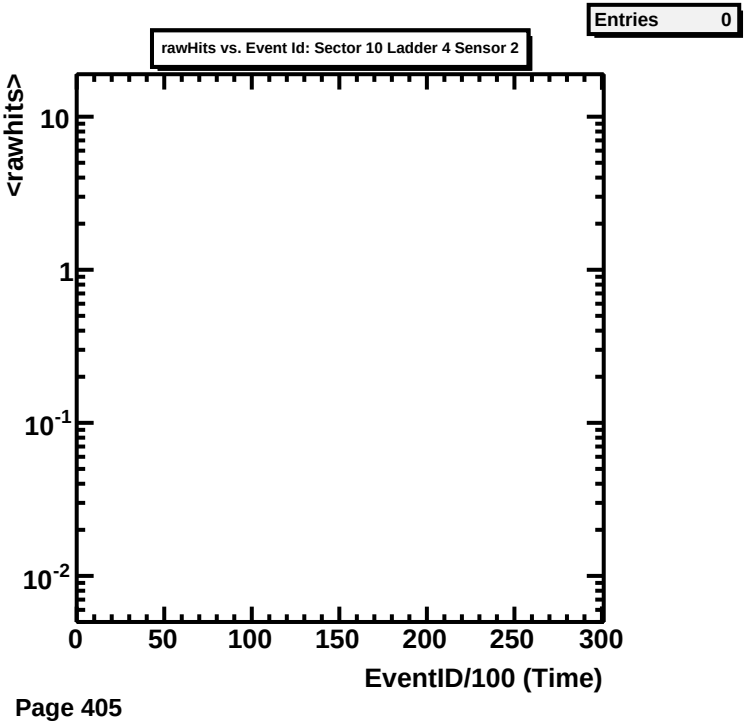

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 1
Counts
Row Id

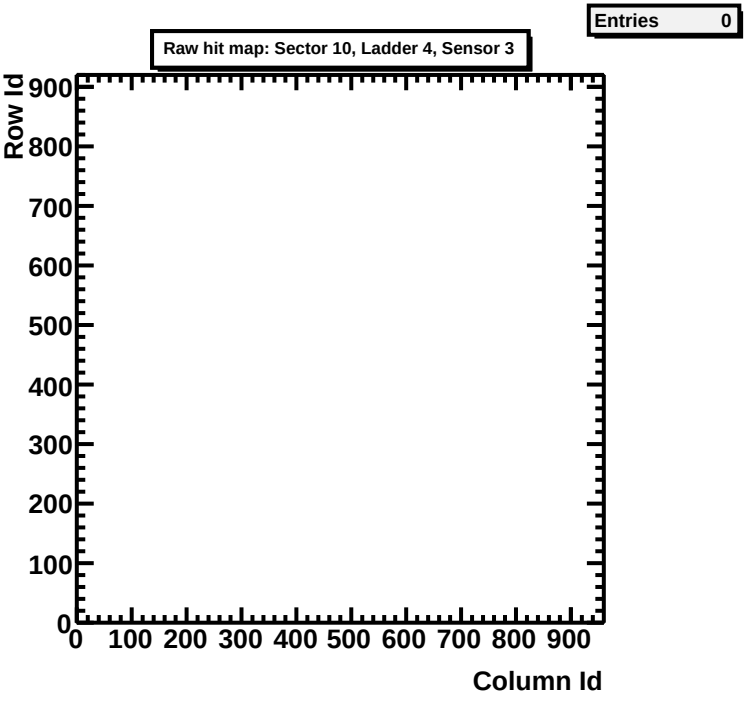

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 1
<rawhits>
EventID/100 (Time)

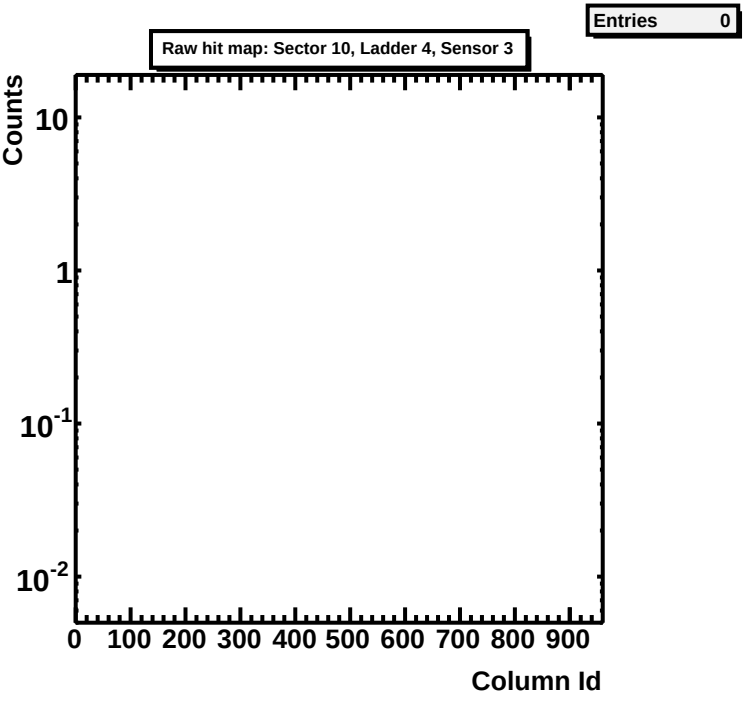

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 2
Row Id
Column Id

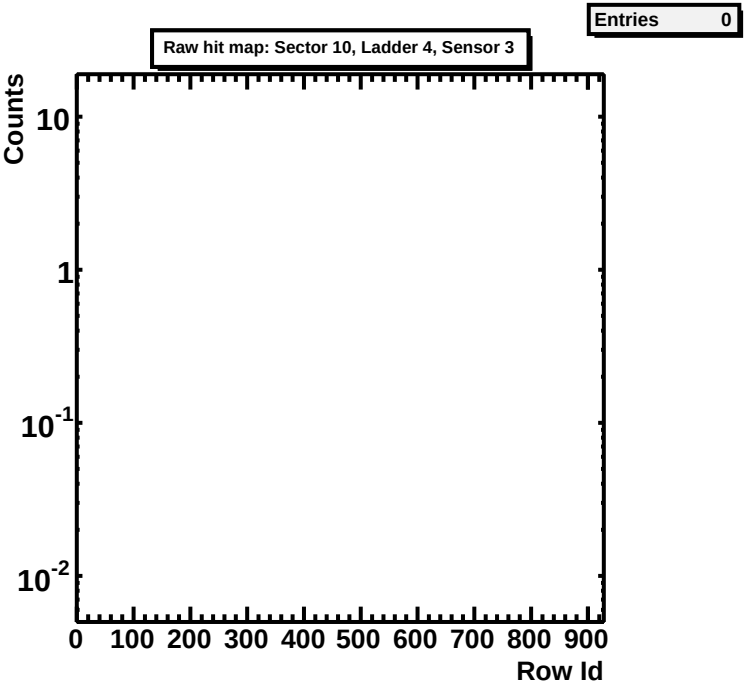

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 2
Counts
Column Id

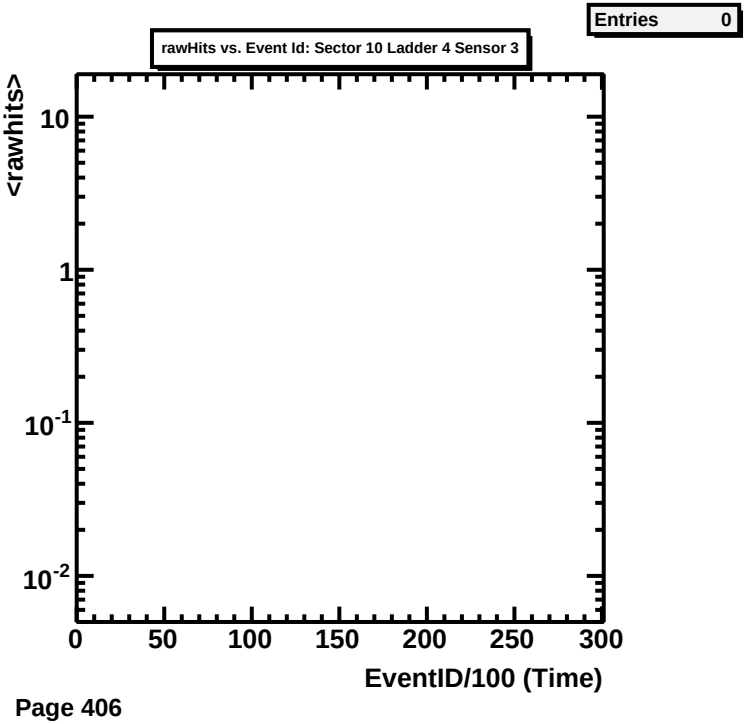

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 2
Counts
Row Id

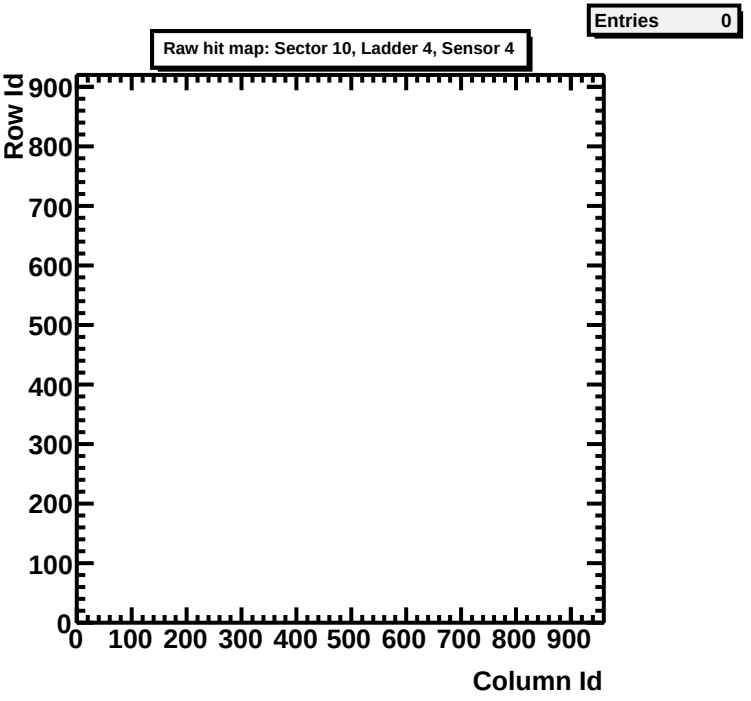

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 2
<rawhits>
EventID/100 (Time)

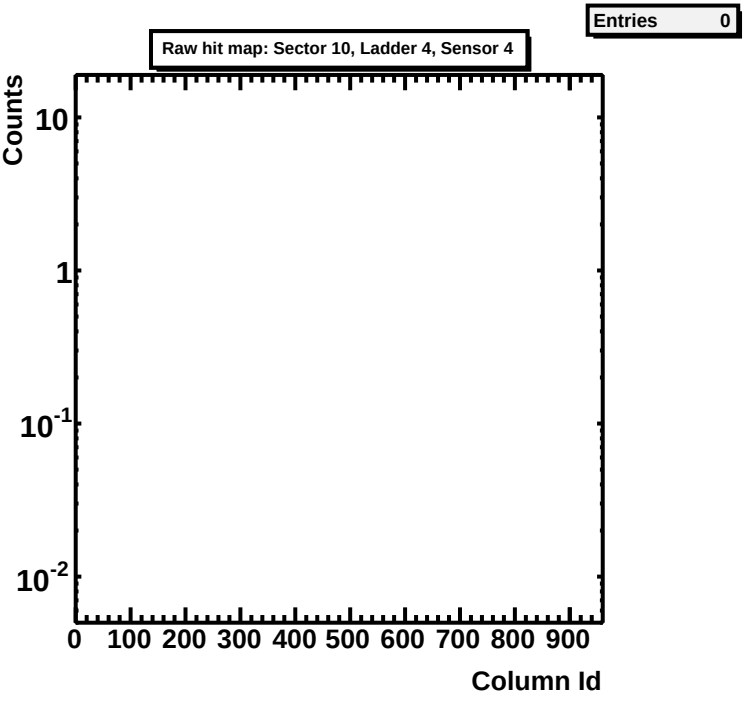

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 3
Row Id
Column Id

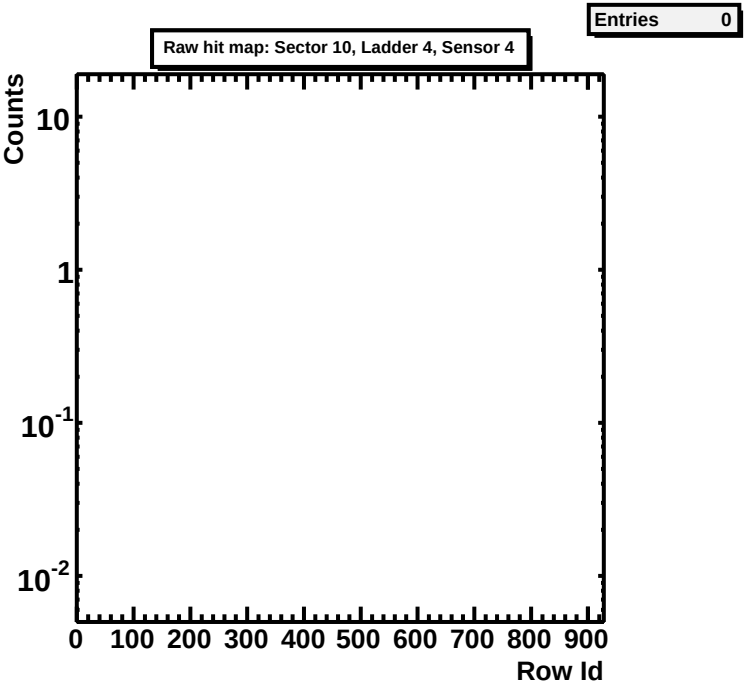

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 3
Counts
Column Id

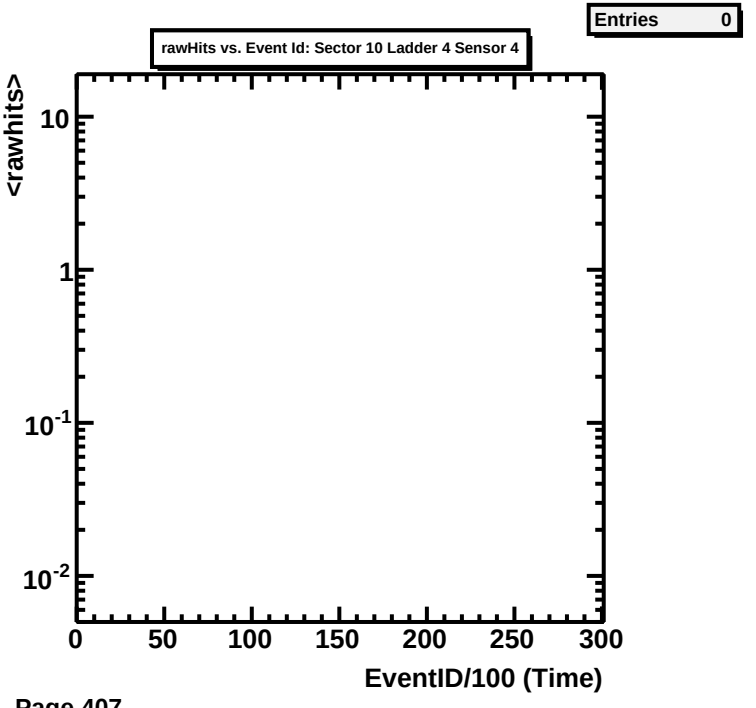

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 3
Counts
Row Id

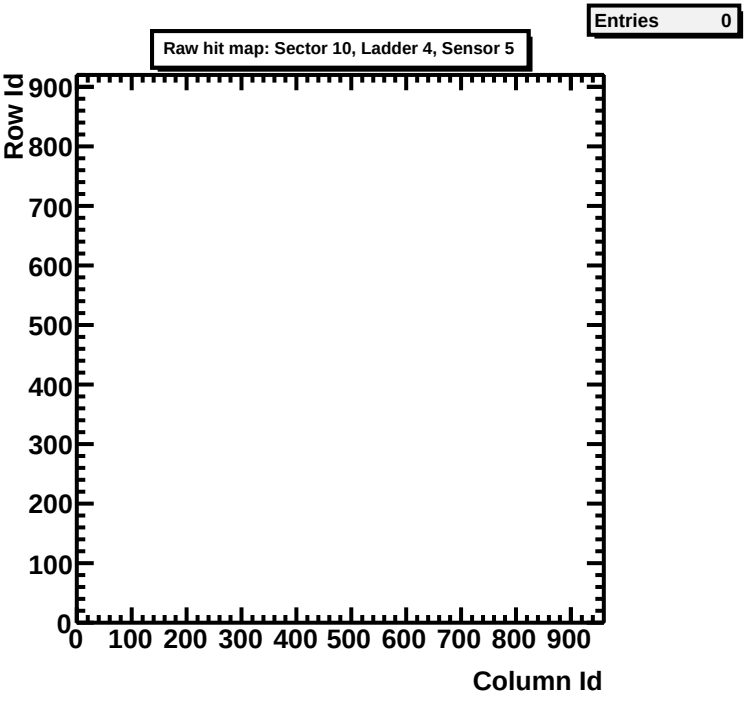

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 3
<rawhits>
EventID/100 (Time)

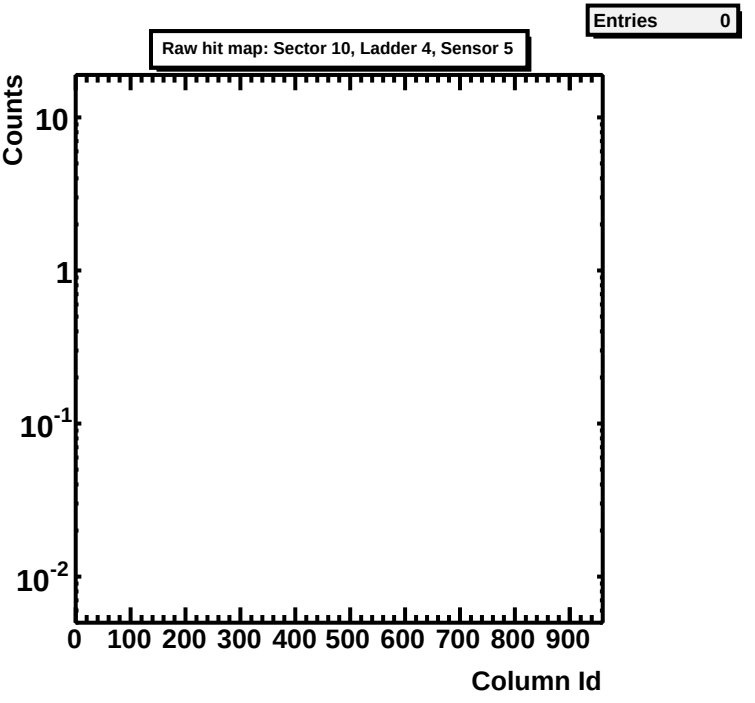

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 4
Row Id
Column Id

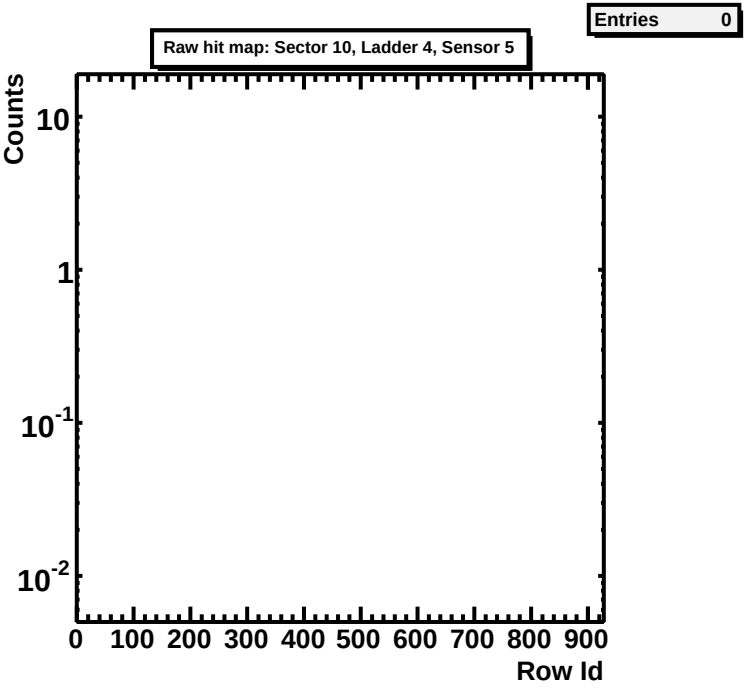

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 4
Counts
Column Id

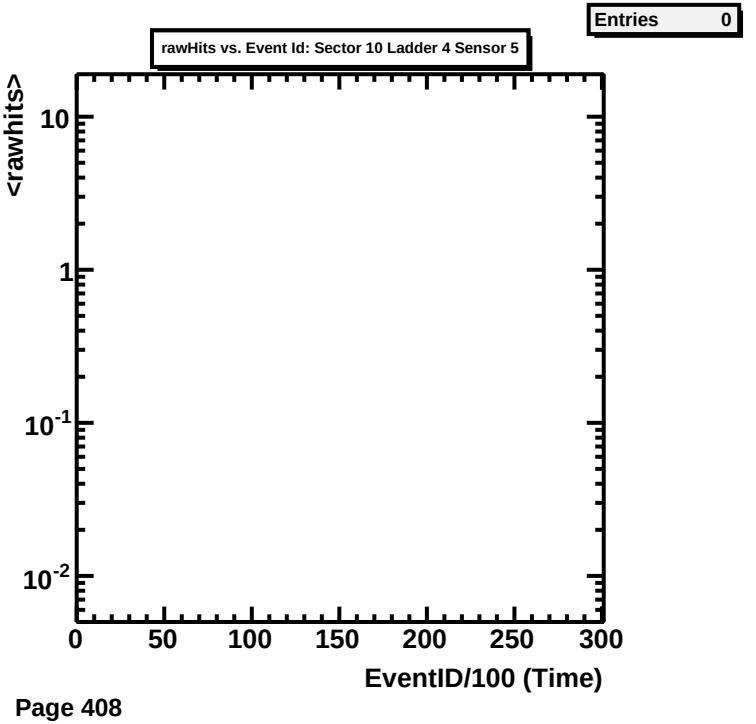

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 4
Counts
Row Id

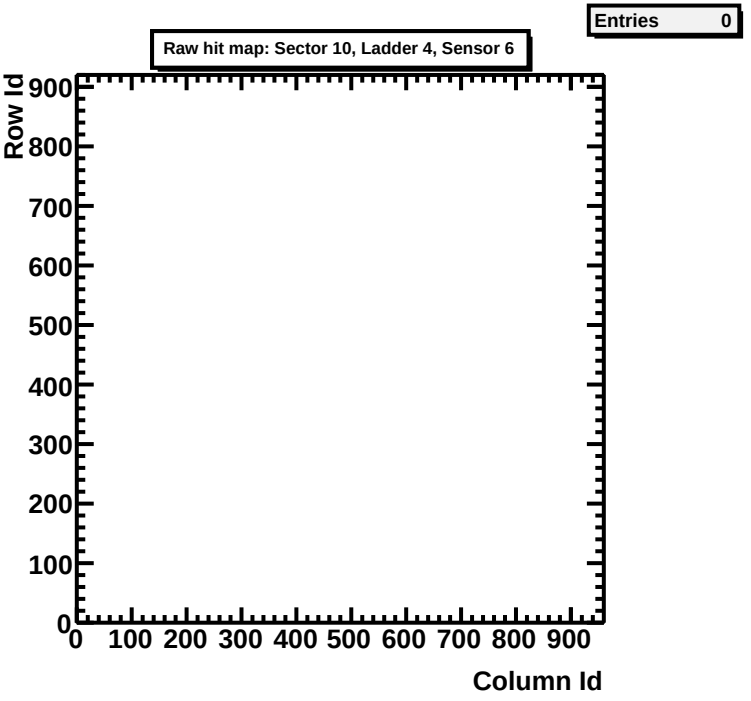

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 4
<rawhits>
EventID/100 (Time)

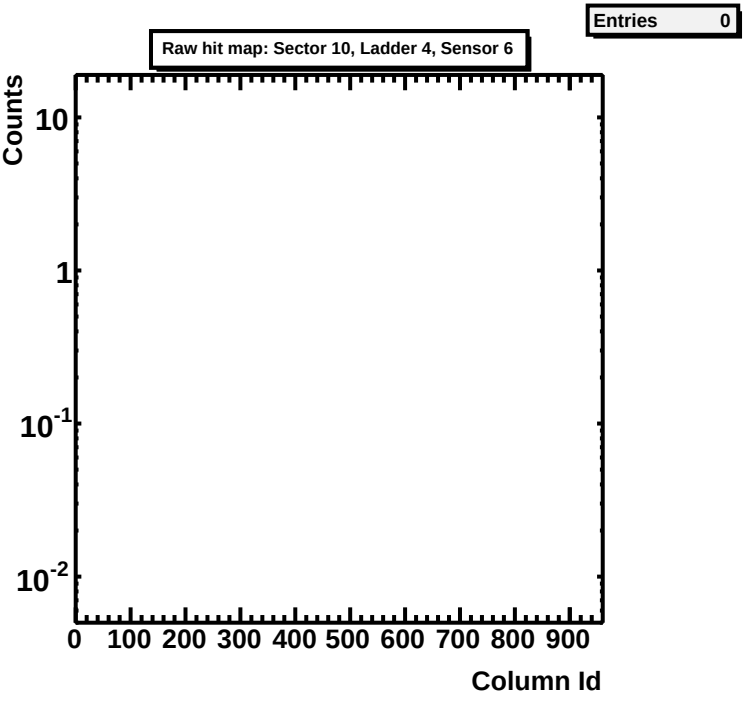

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 5
Row Id
Column Id

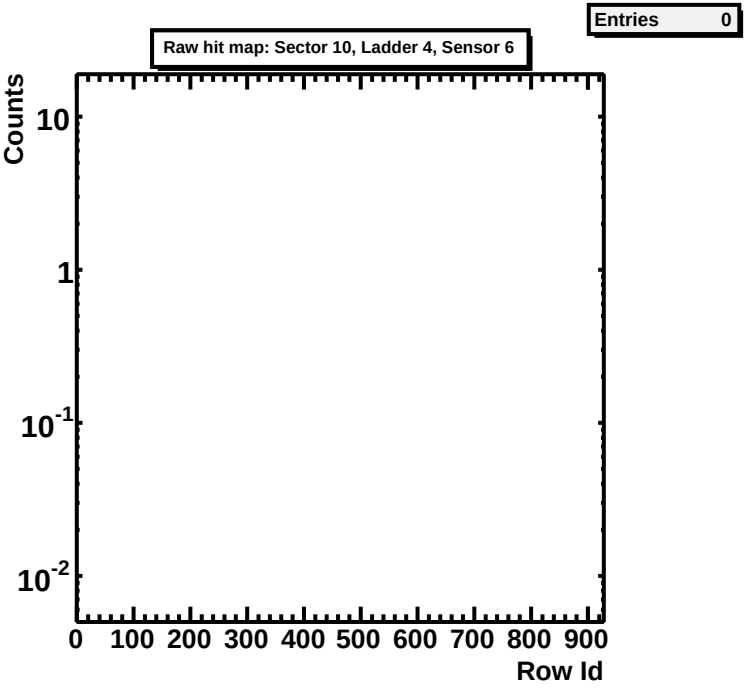

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 5
Counts
Column Id

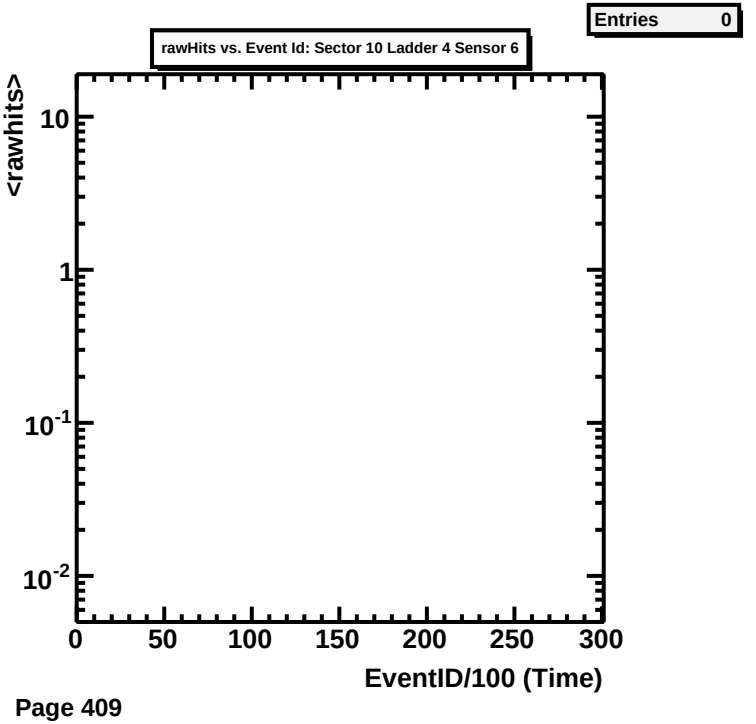

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 5
Counts
Row Id

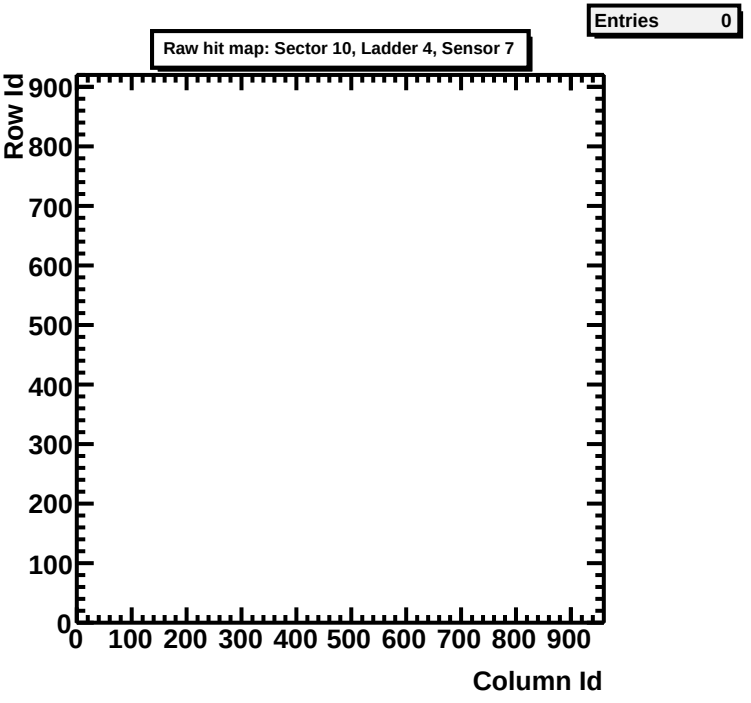

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 5
<rawhits>
EventID/100 (Time)

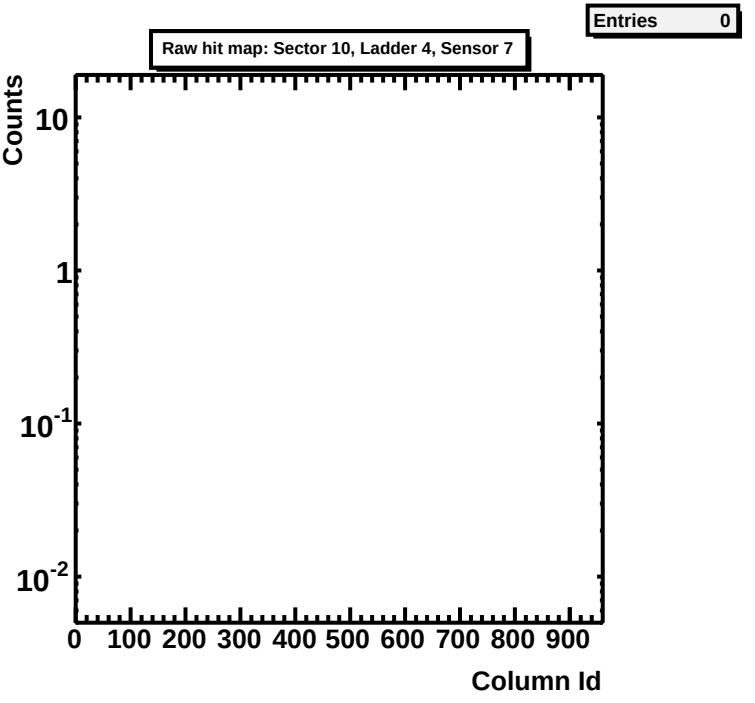

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 6
Row Id
Column Id

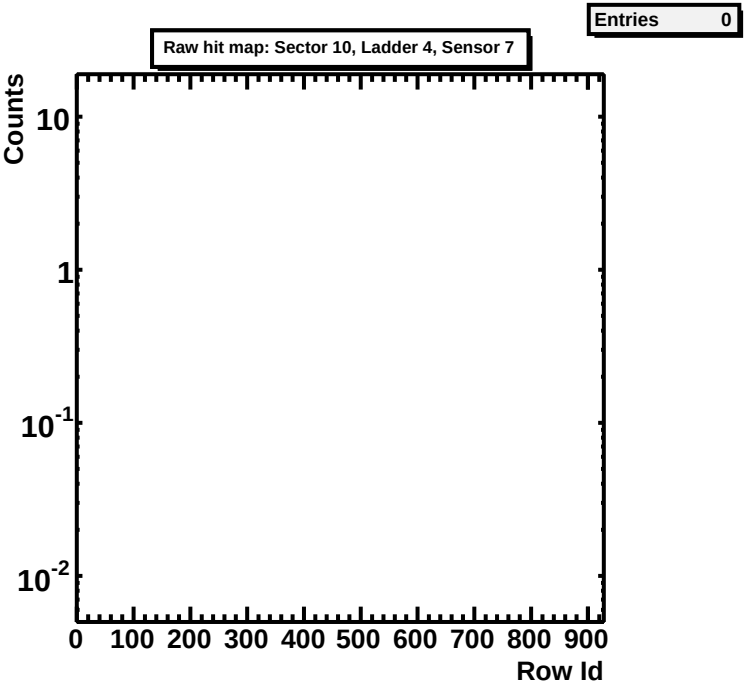

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 6
Counts
Column Id

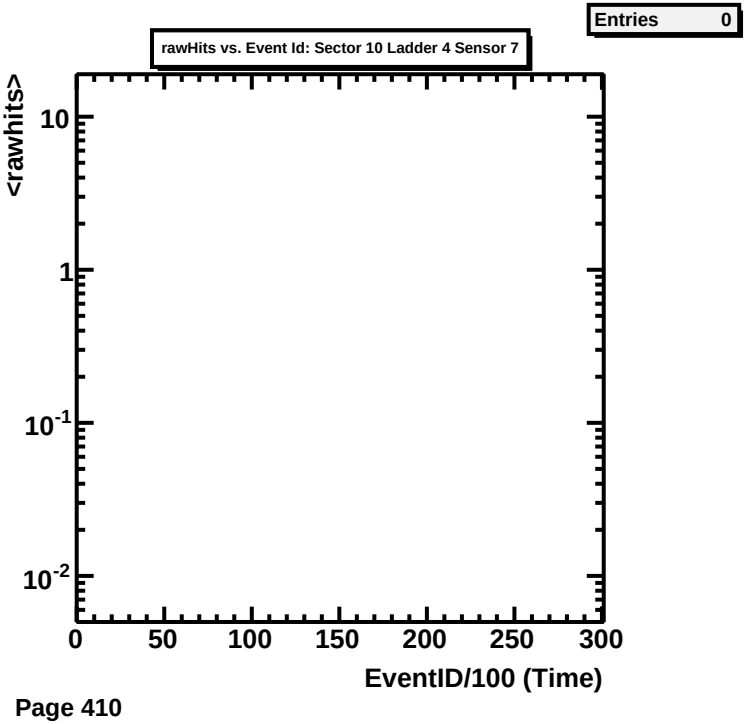

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 6
Counts
Row Id

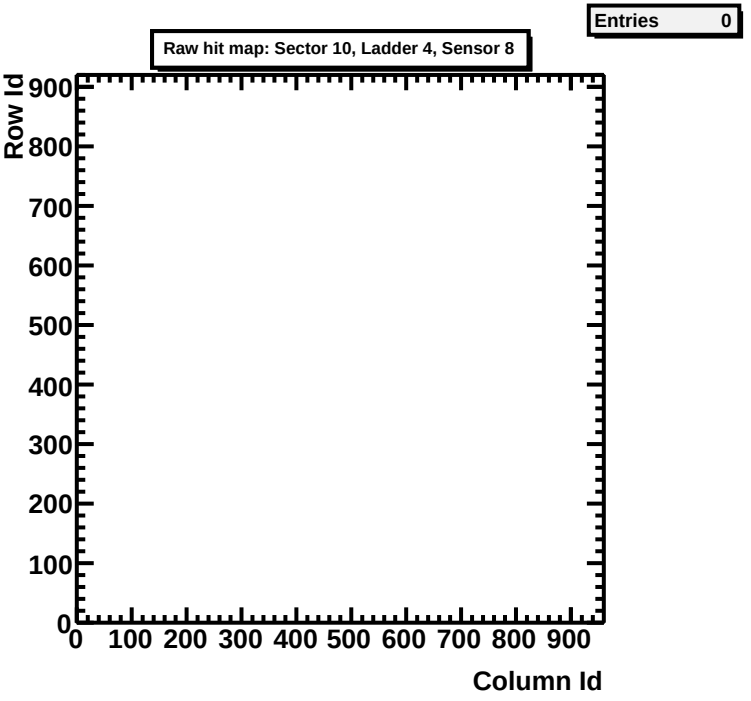

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 6
<rawhits>
EventID/100 (Time)

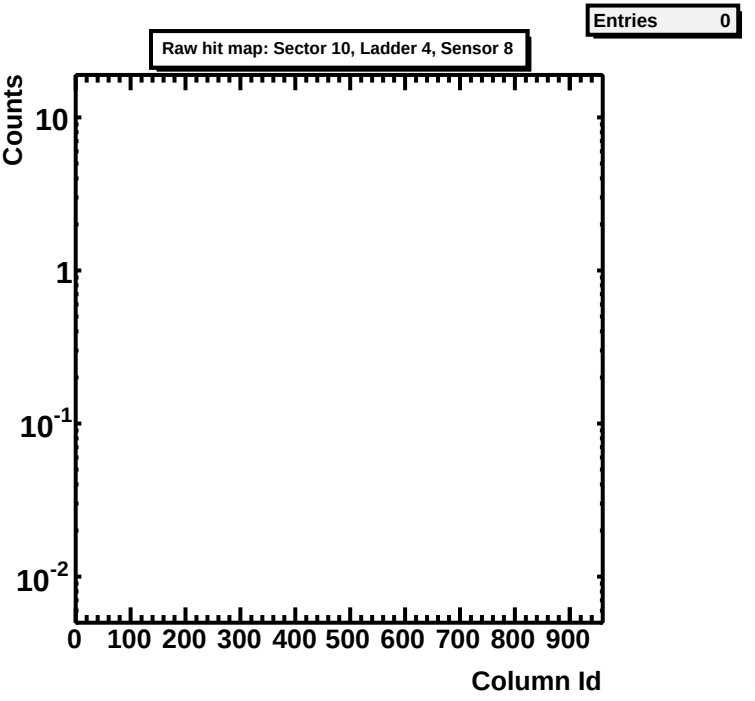

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 7
Row Id
Column Id

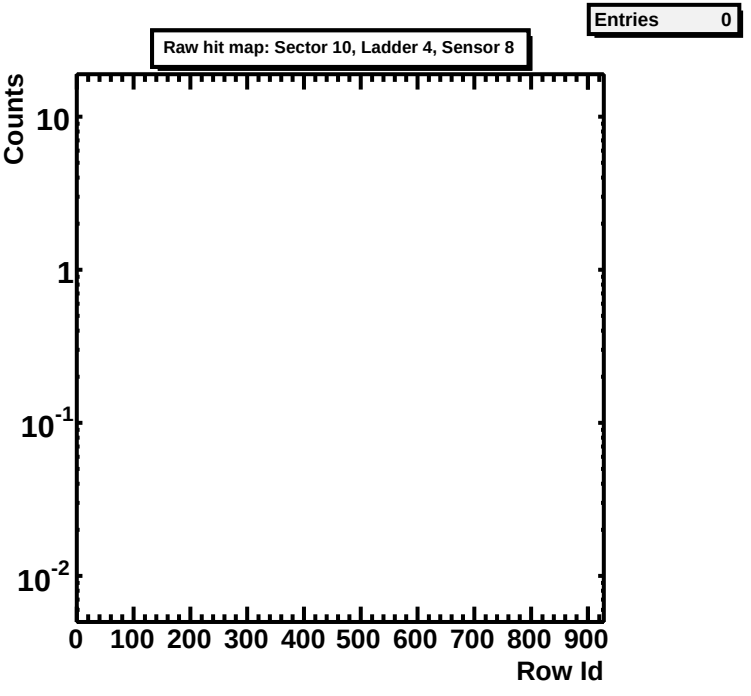

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 7
Counts
Column Id

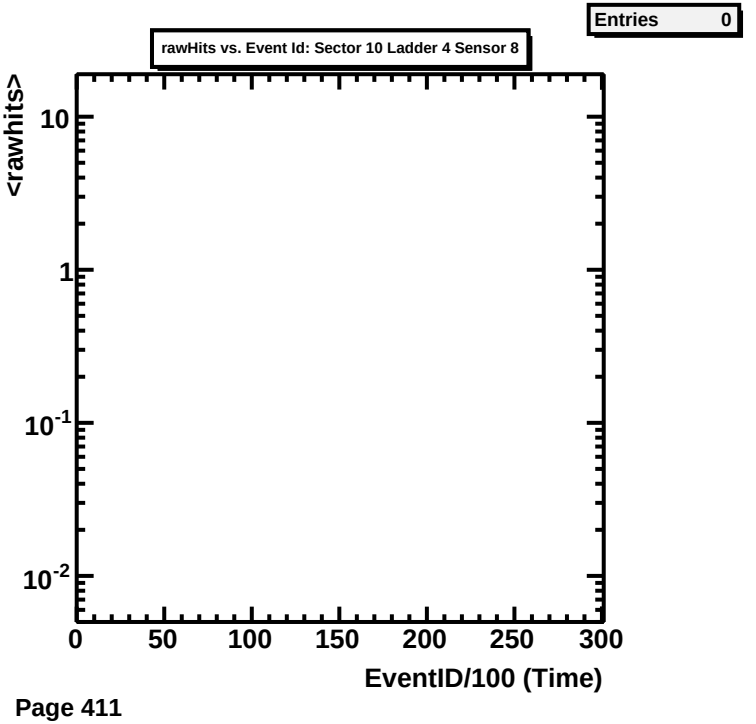

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 7
Counts
Row Id

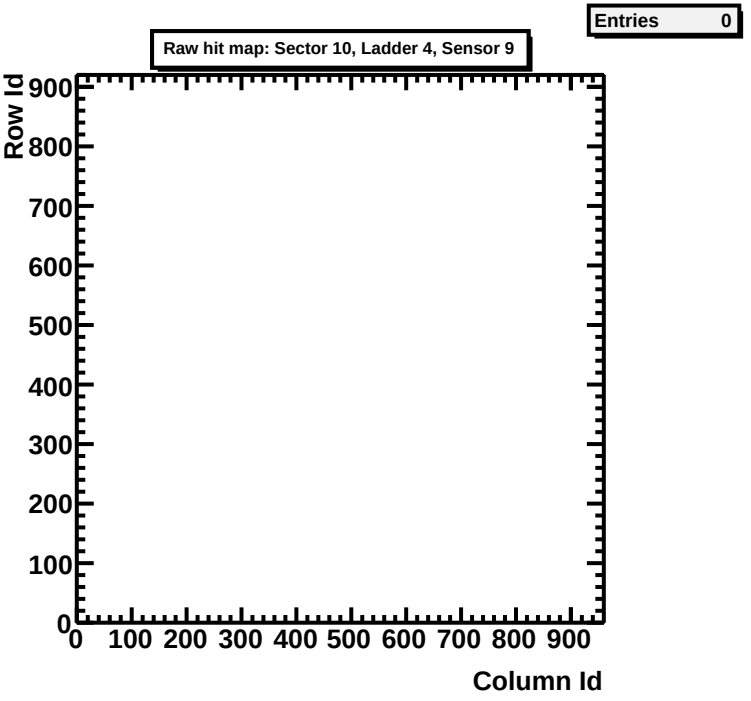

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 7
<rawhits>
EventID/100 (Time)

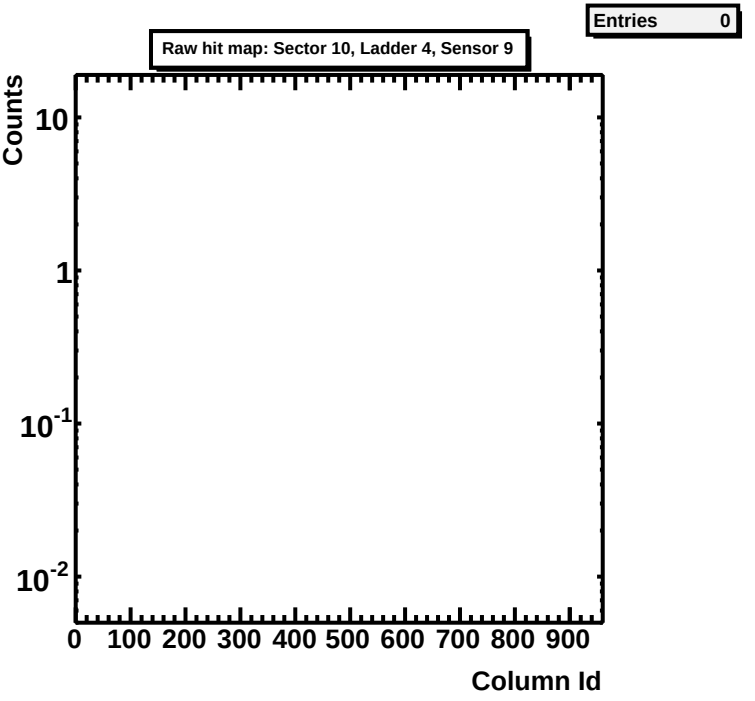

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 8
Row Id
0
100
200
300
400
500
600
700
800
900
Column Id

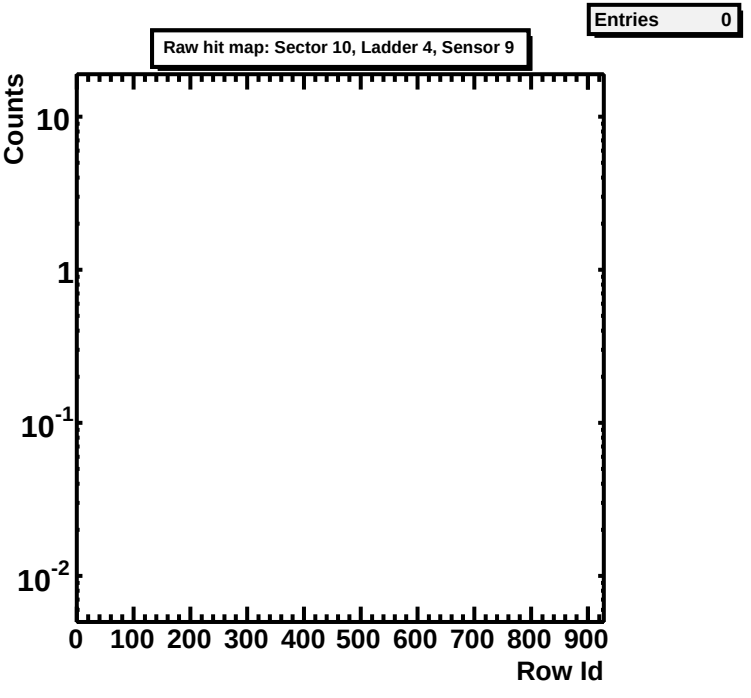

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Column Id

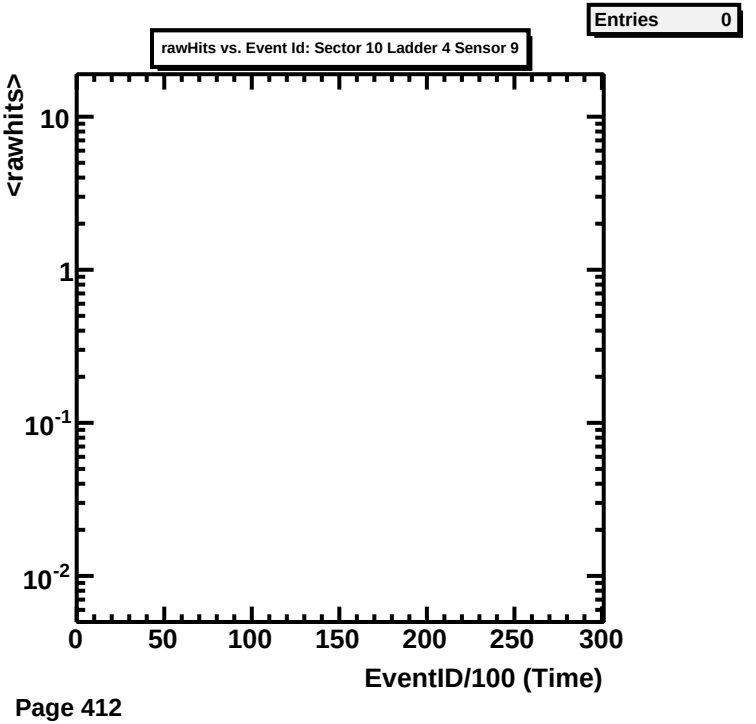

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 8
Counts
10
1
$10^{-1}$
$10^{-2}$
0
100
200
300
400
500
600
700
800
900
Row Id

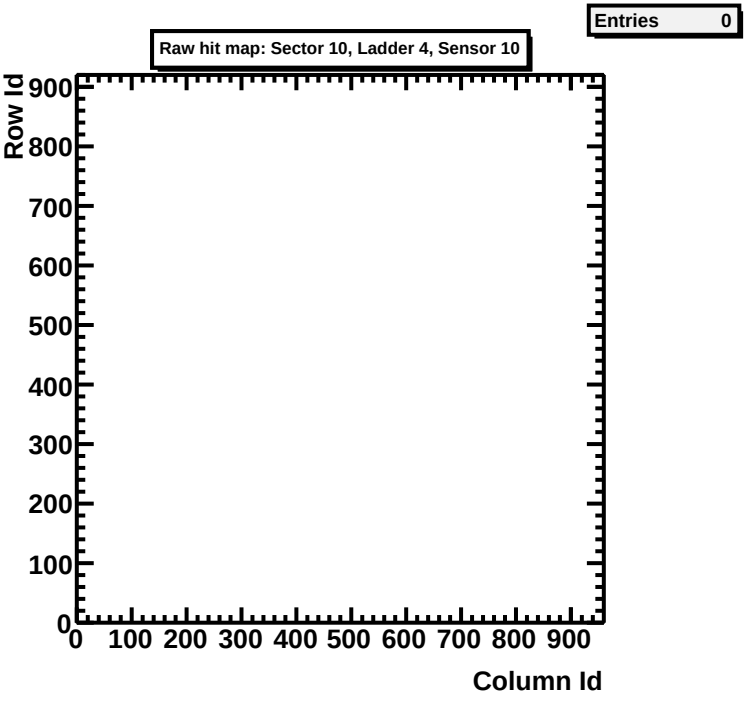

Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 8
<rawhits>
10
1
$10^{-1}$
$10^{-2}$
0
50
100
150
200
250
300
EventID/100 (Time)

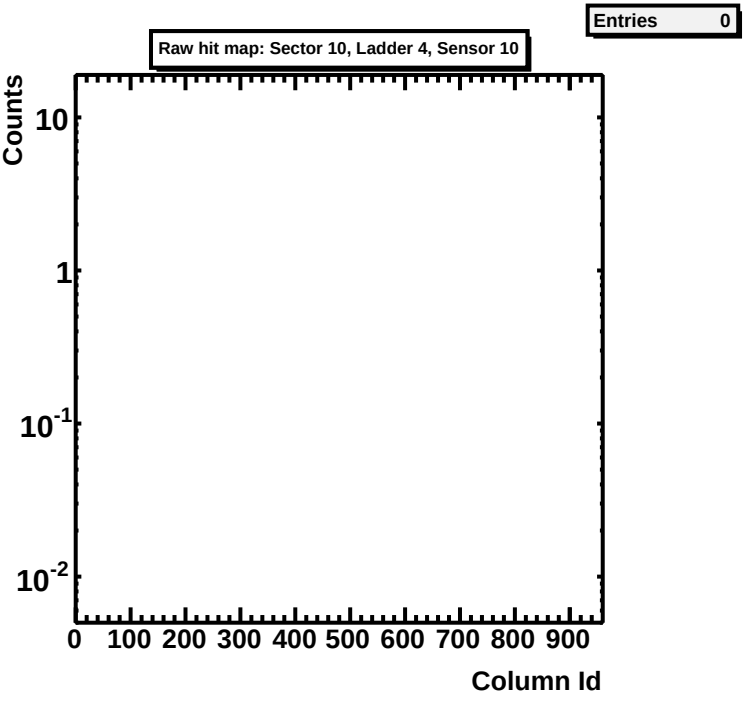

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 9
Row Id
Column Id

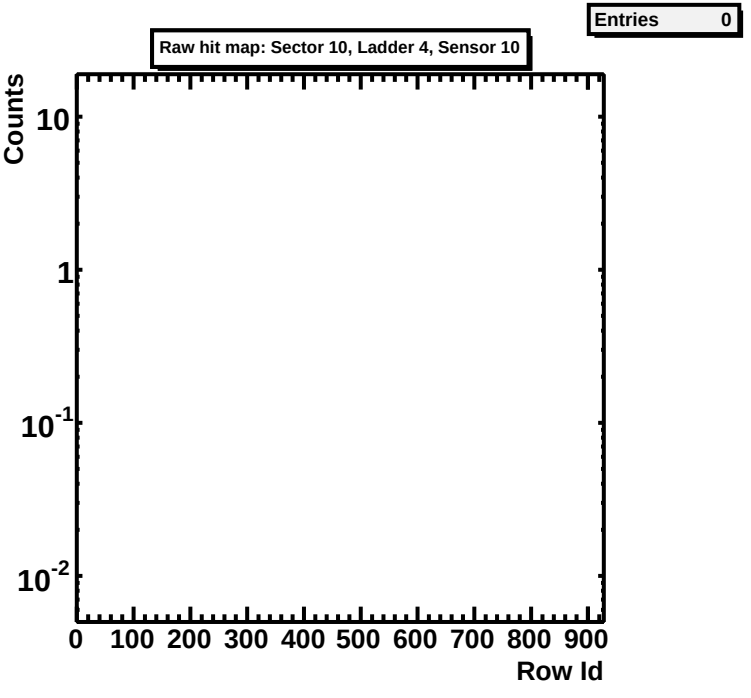

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 9
Counts
Column Id

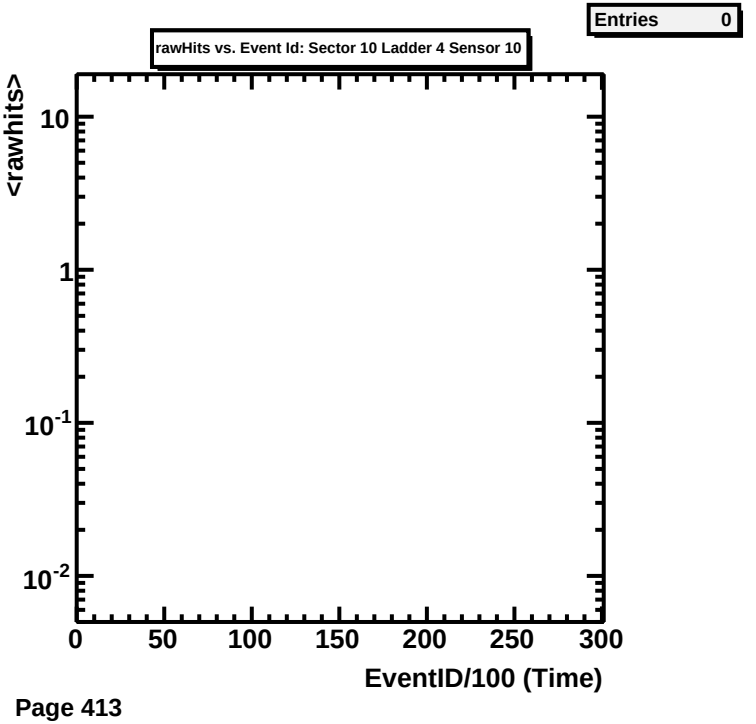

Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 9
Counts
Row Id


Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 9
<rawhits>
EventID/100 (Time)


Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 10
Row Id
Column Id


Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 10
Counts
Column Id


Entries 0
Raw hit map: Sector 10, Ladder 4, Sensor 10
Counts
Row Id


Entries 0
rawHits vs. Event Id: Sector 10 Ladder 4 Sensor 10
<rawhits>
EventID/100 (Time)