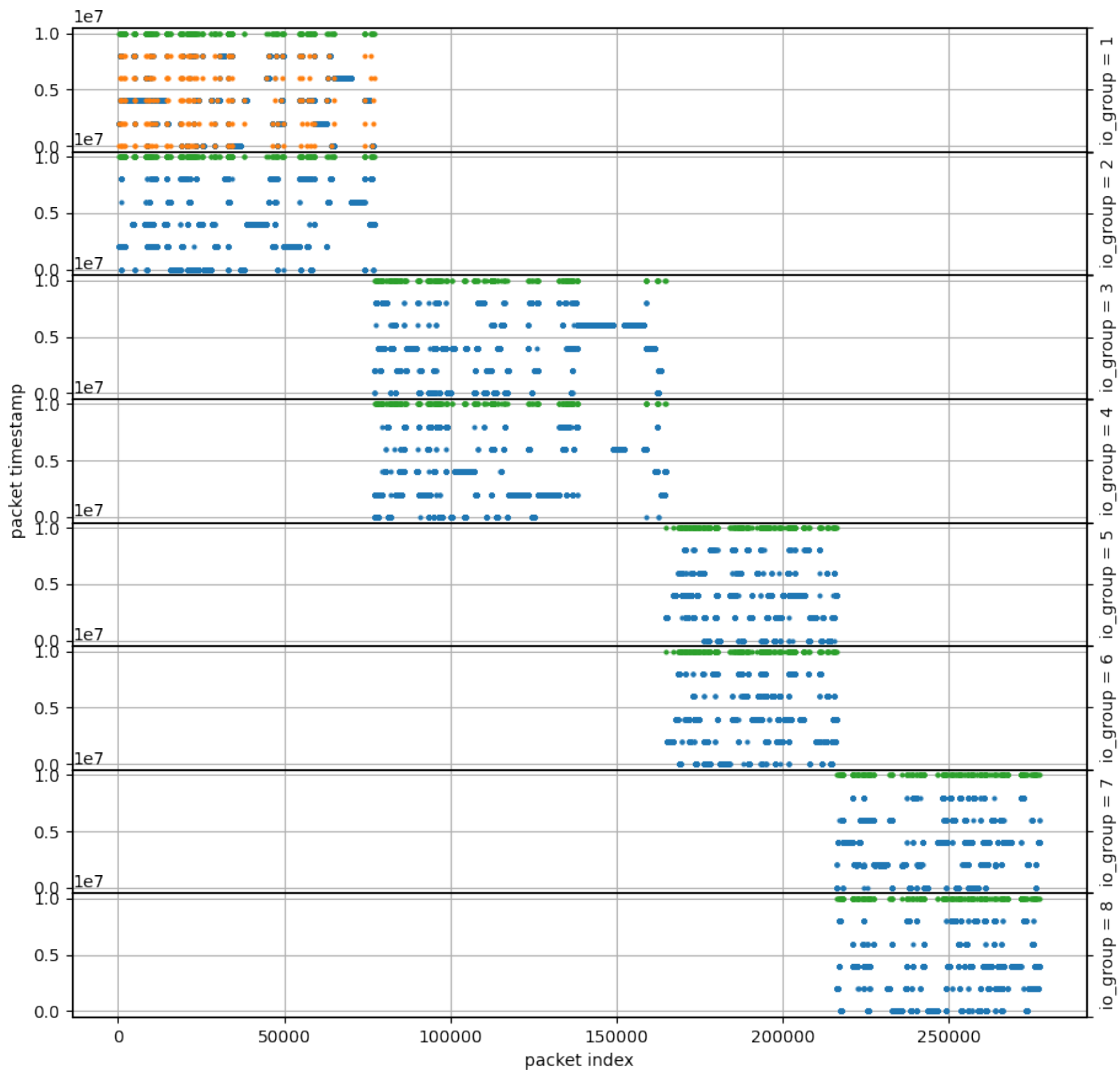
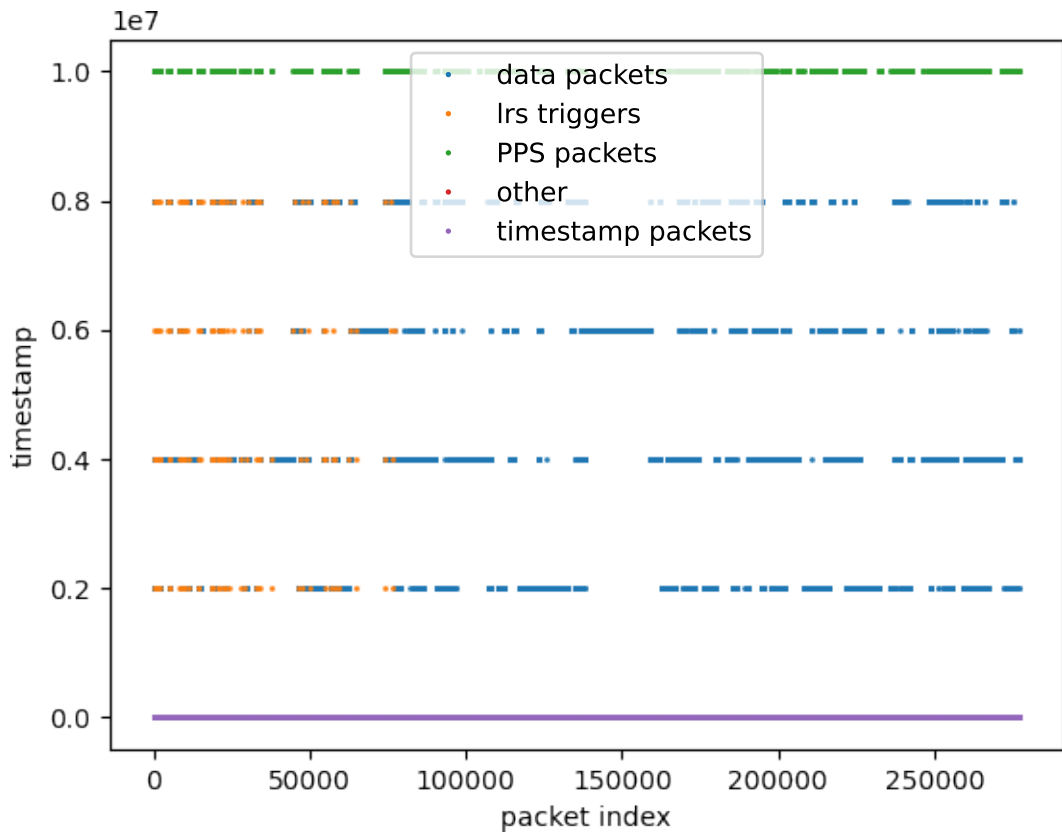
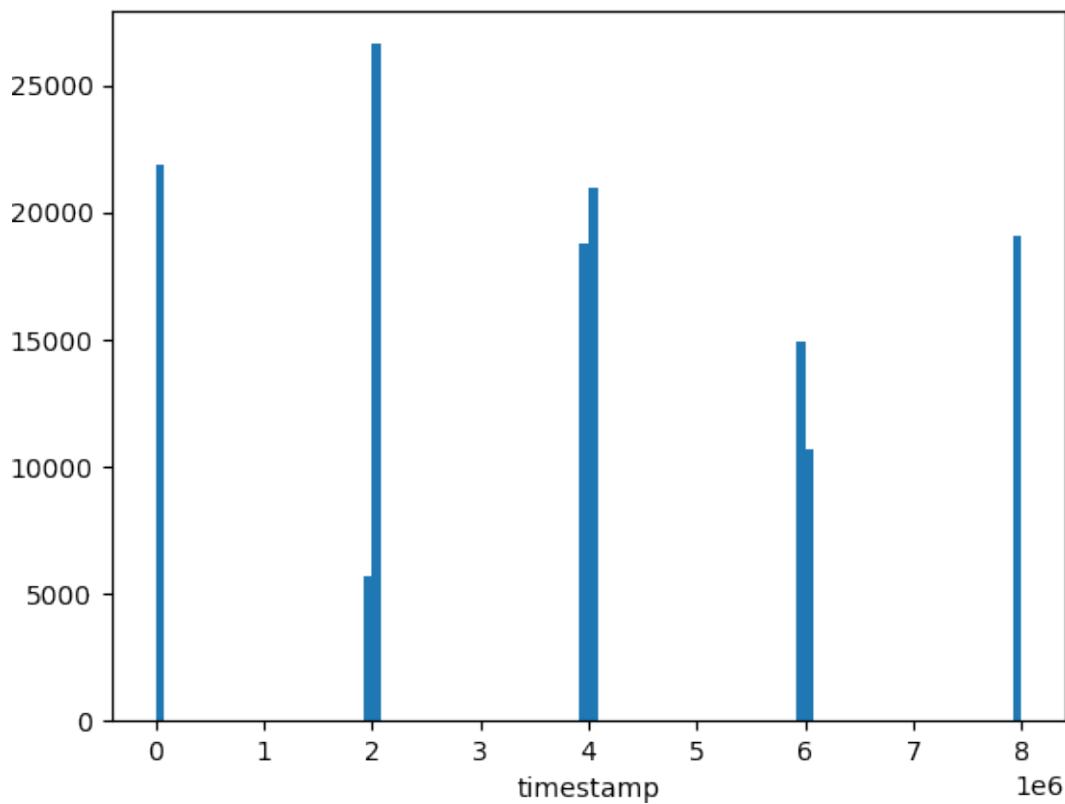
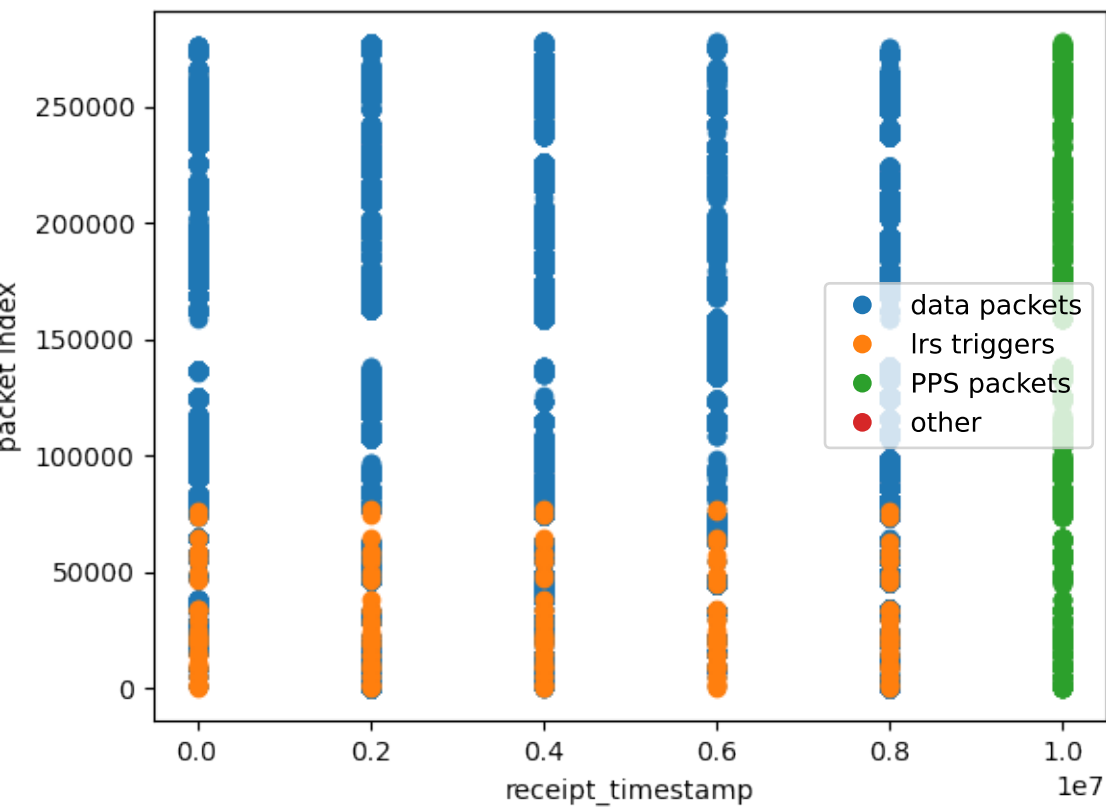
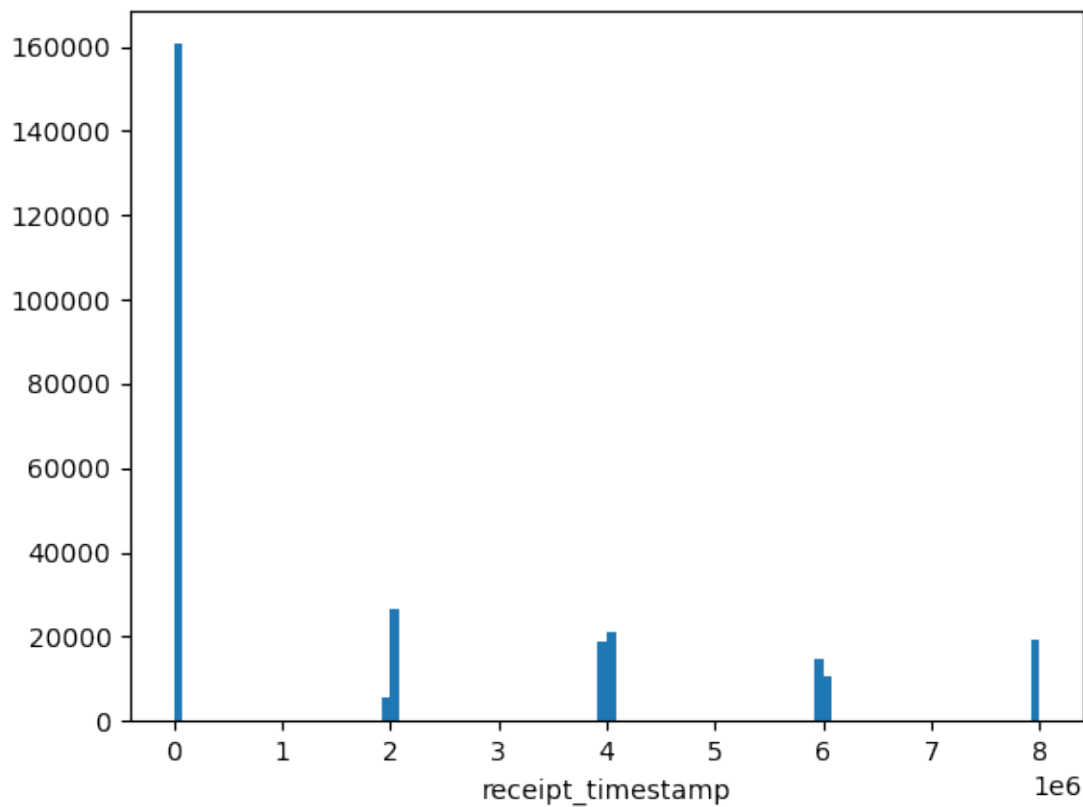


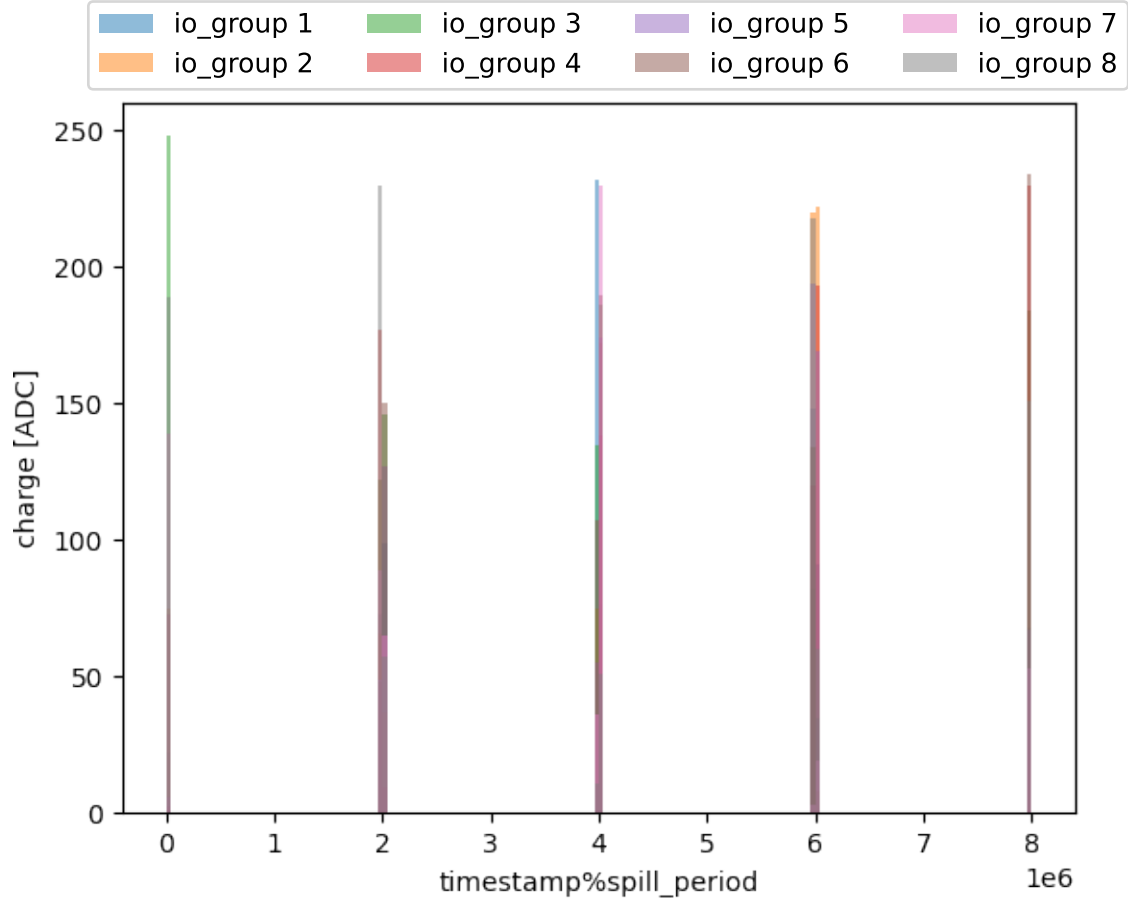




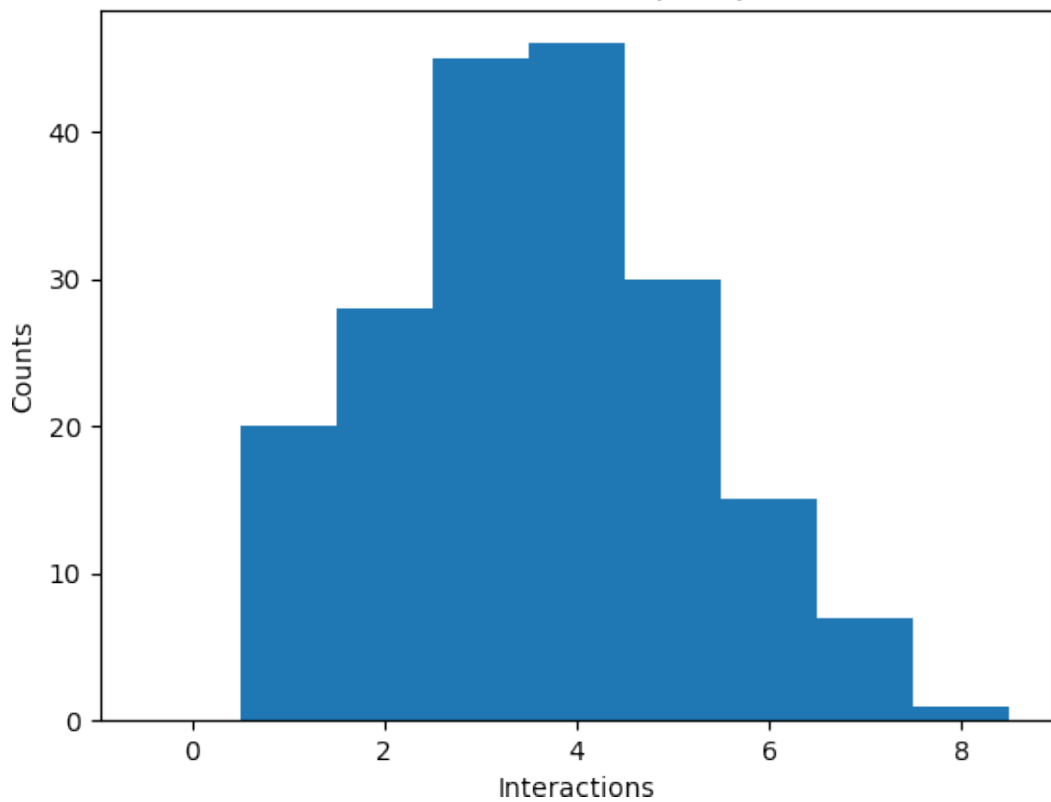




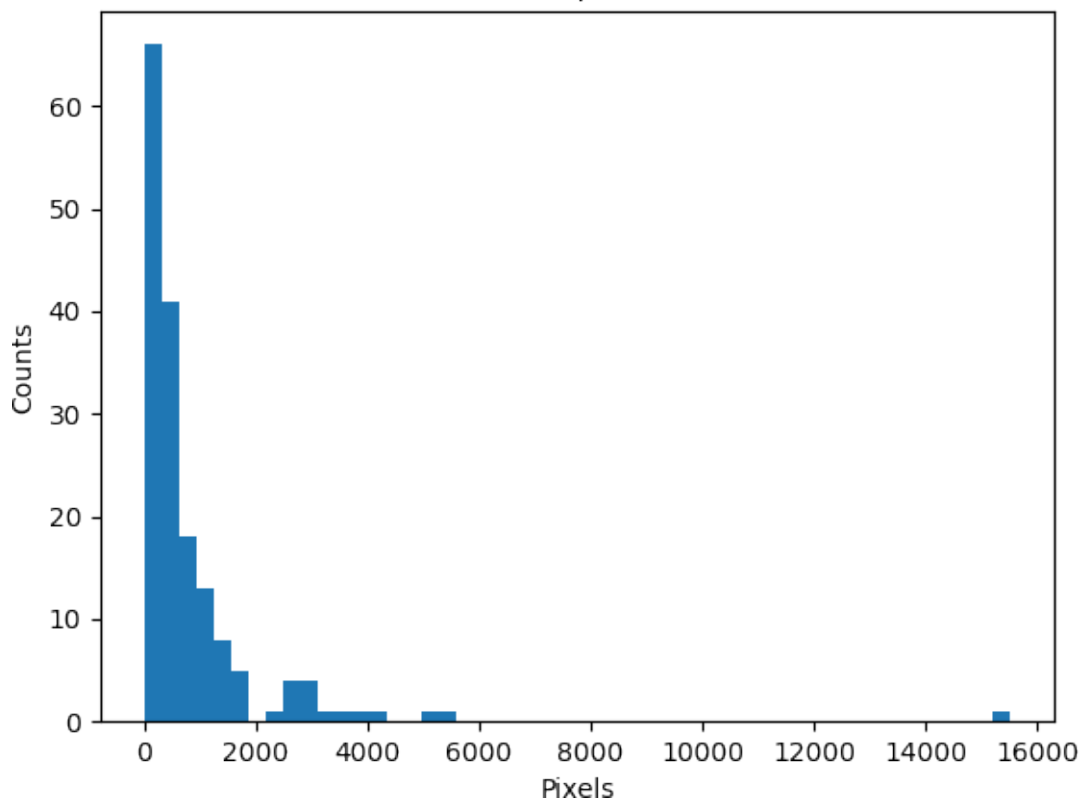




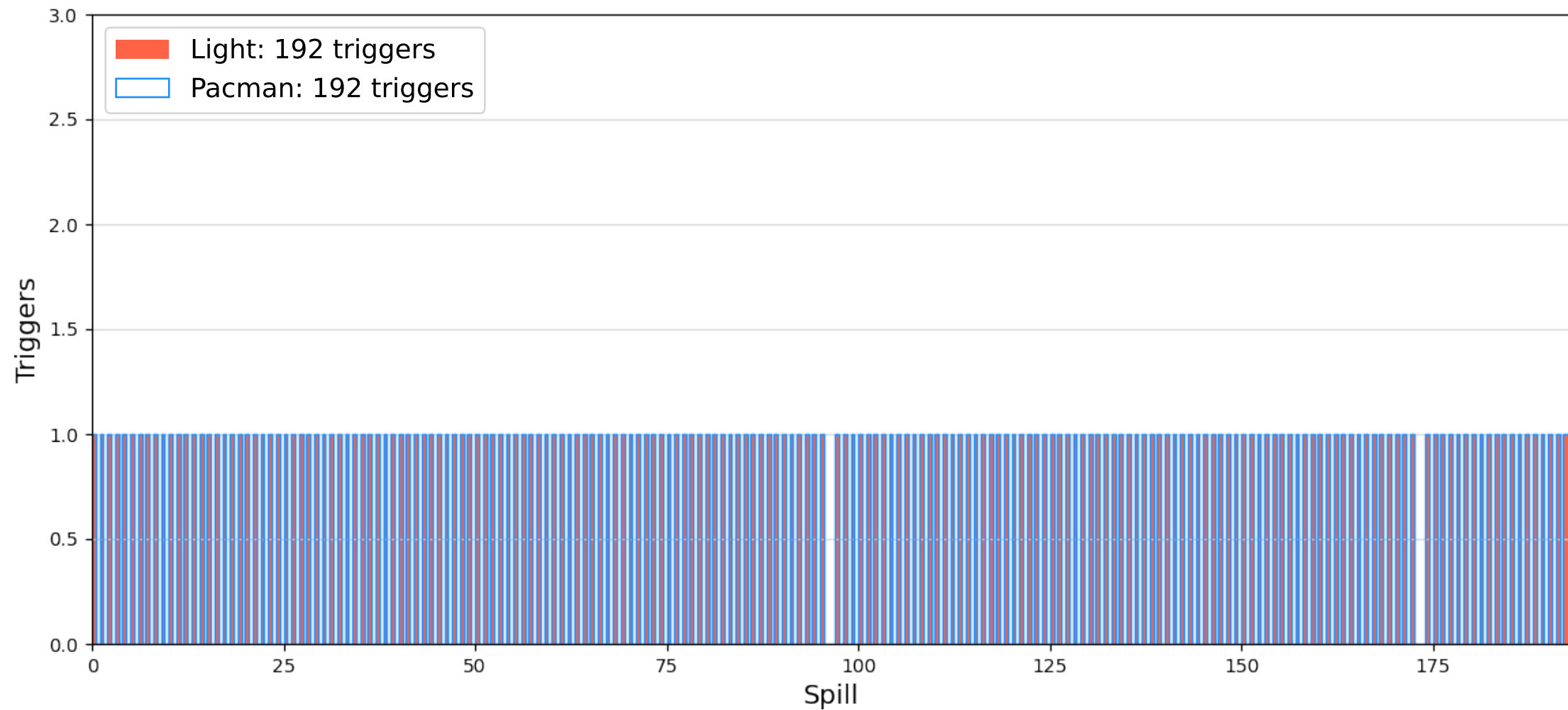
Total interactions per spill



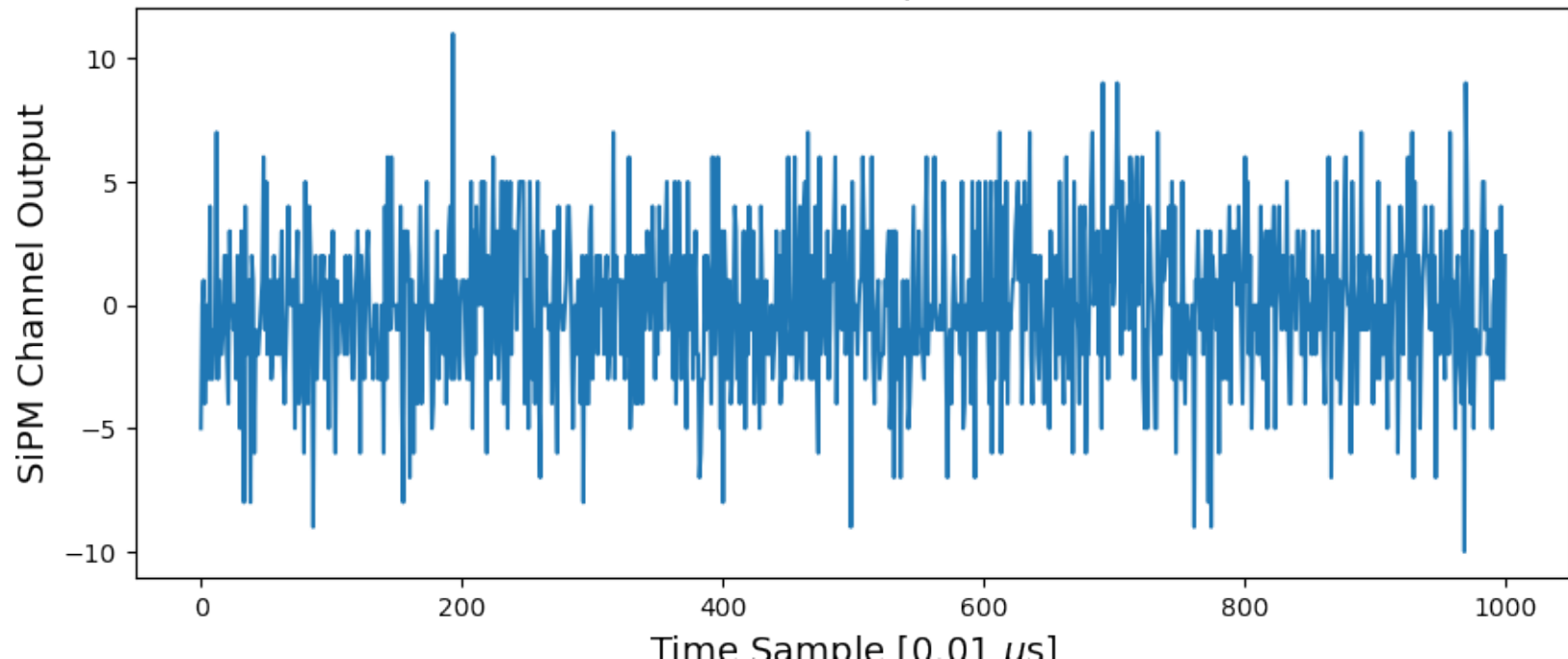
Pixels hit per event



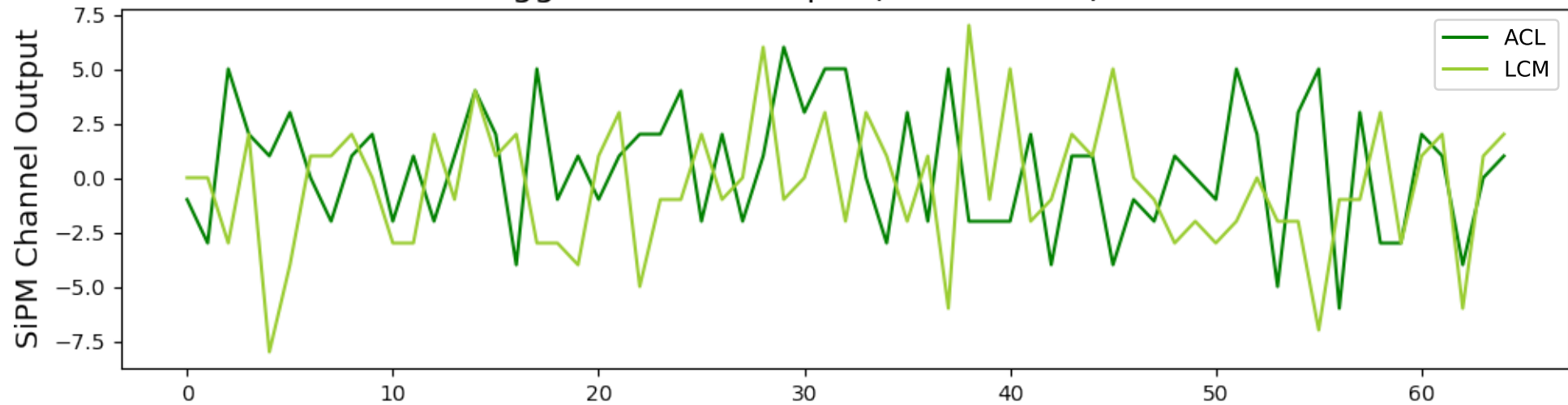
Triggers Per Spill (192 Spills)



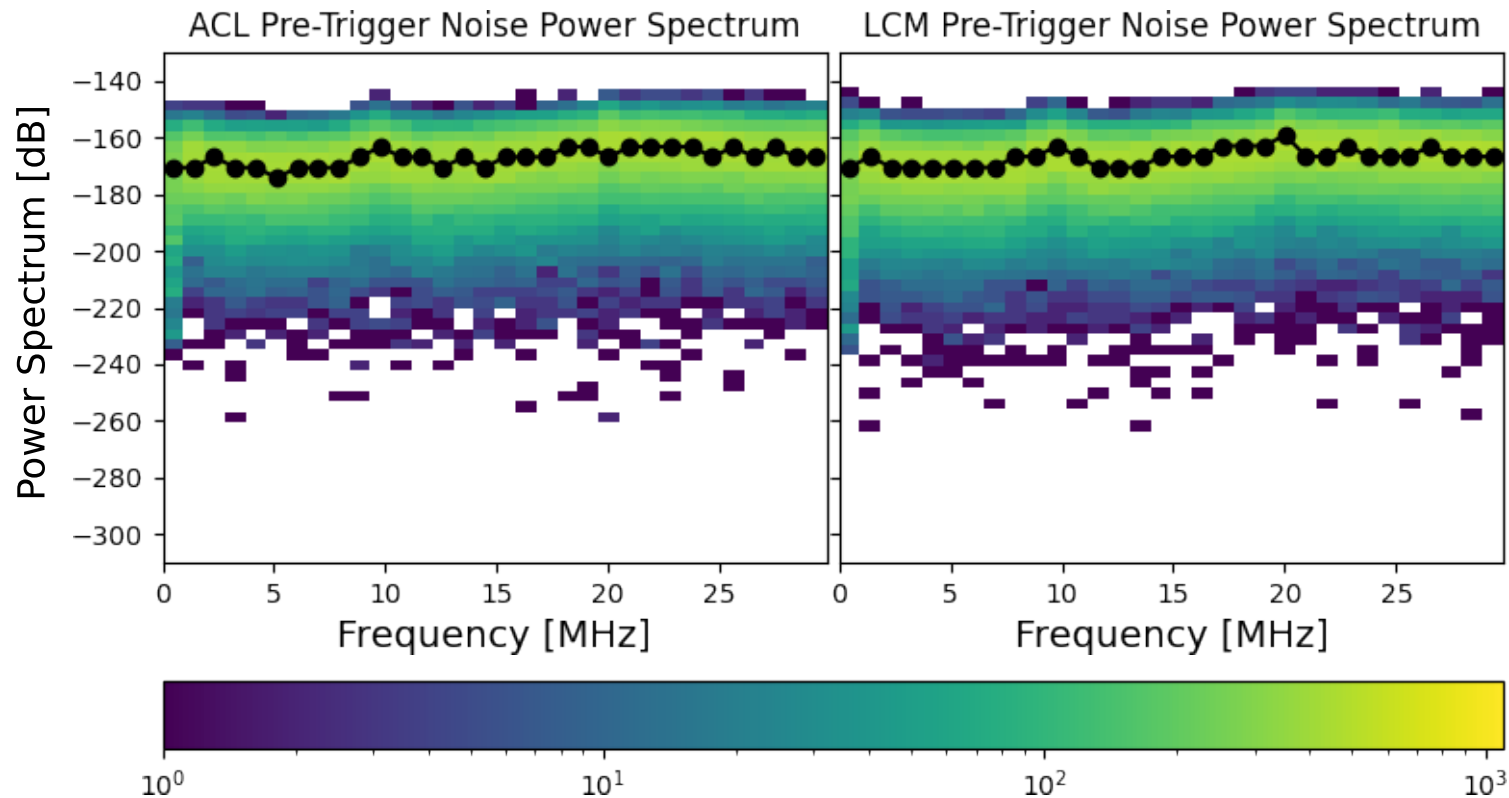
Module 1, Event 0, Optical Channel 1



Pre-Trigger Noise Example (No Pedestal): Module 3



larnd-sim: Pre-Trigger Noise, 3000 Waveforms



MiniRun5: Ratios of the Average Noise Amplitude: [950:1000]/[0:50]

