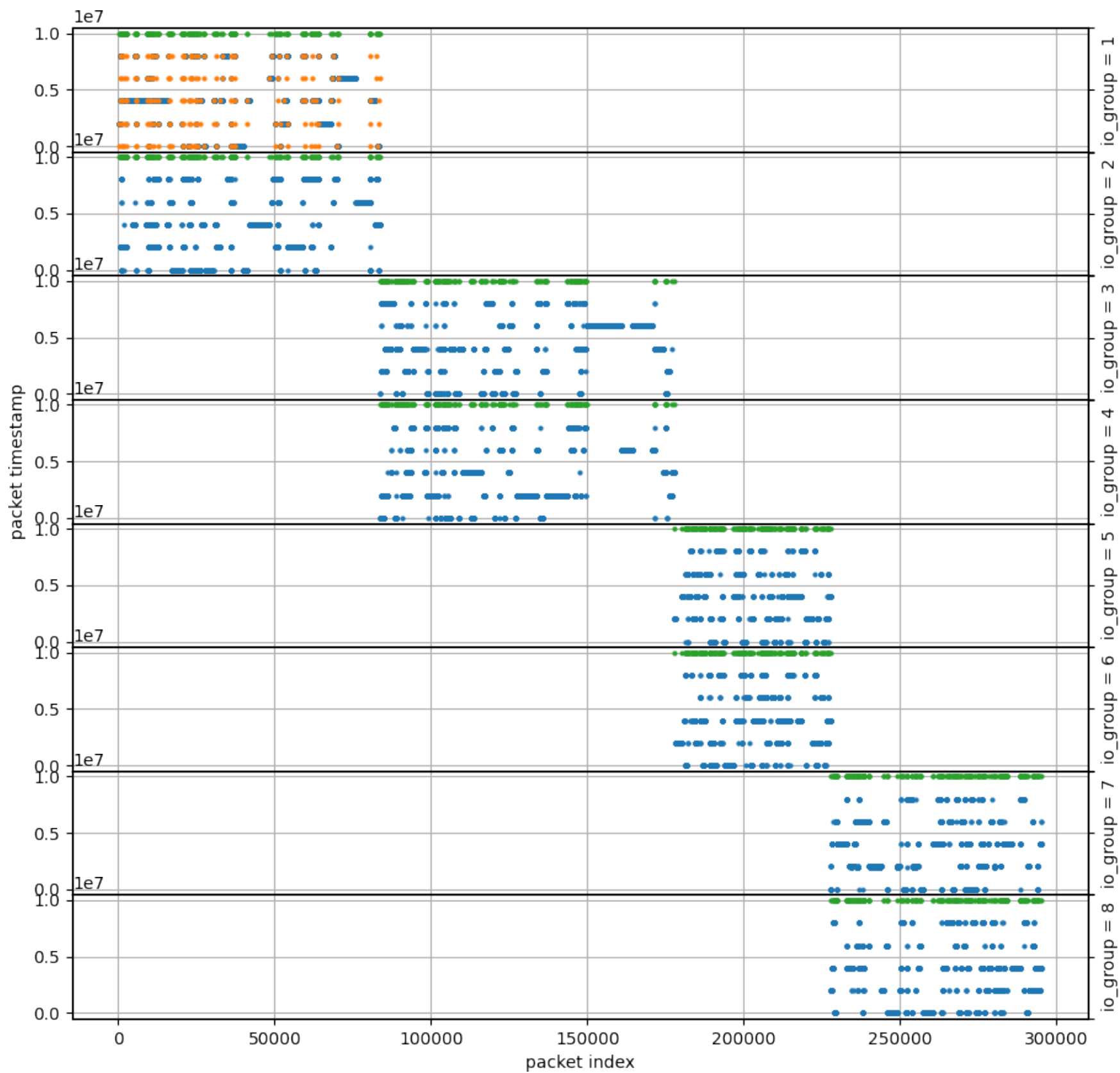
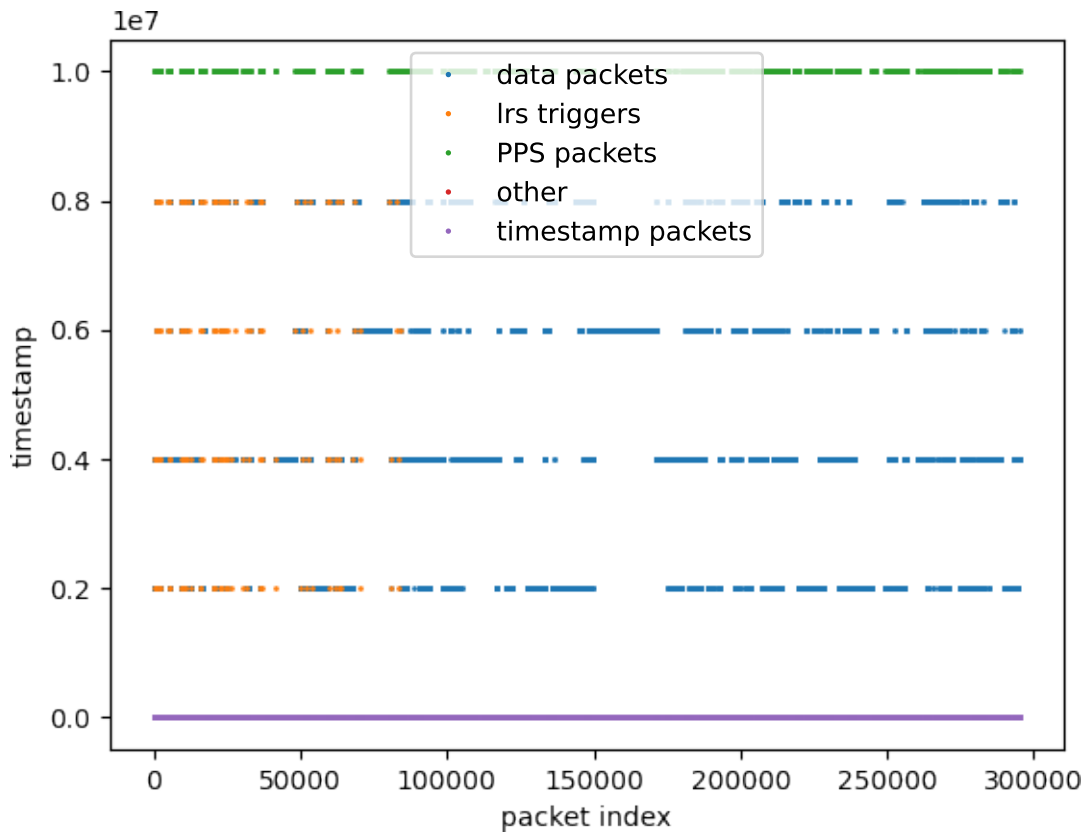
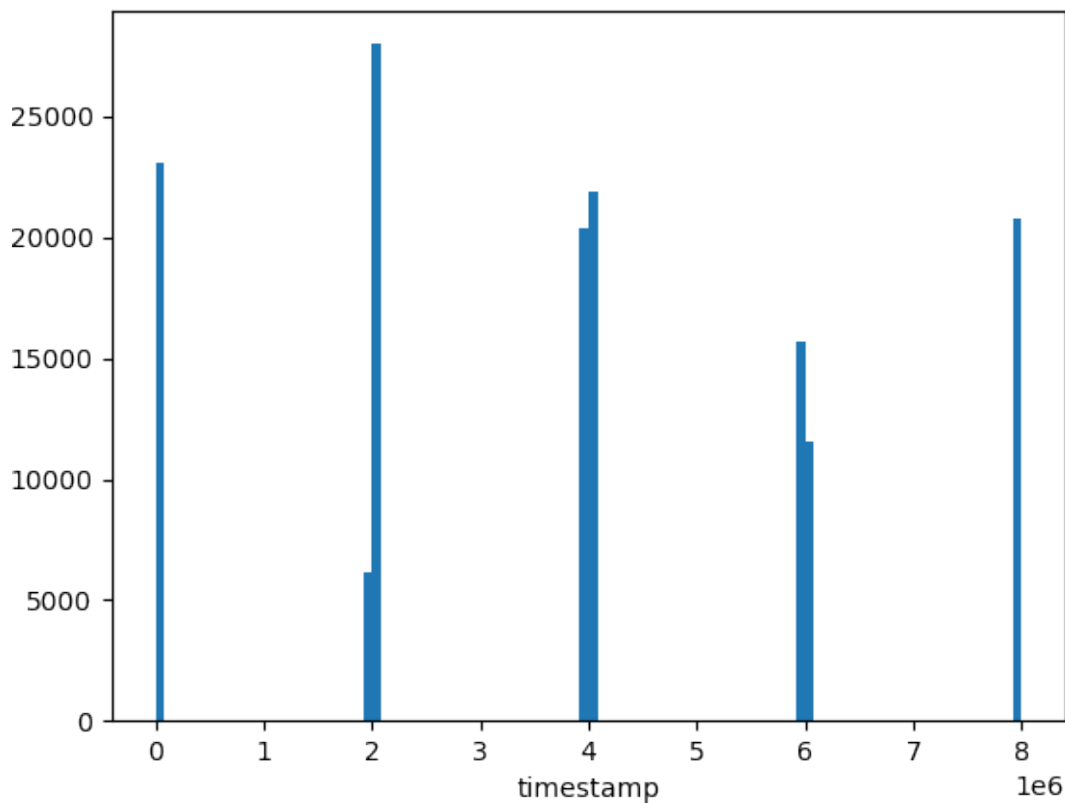
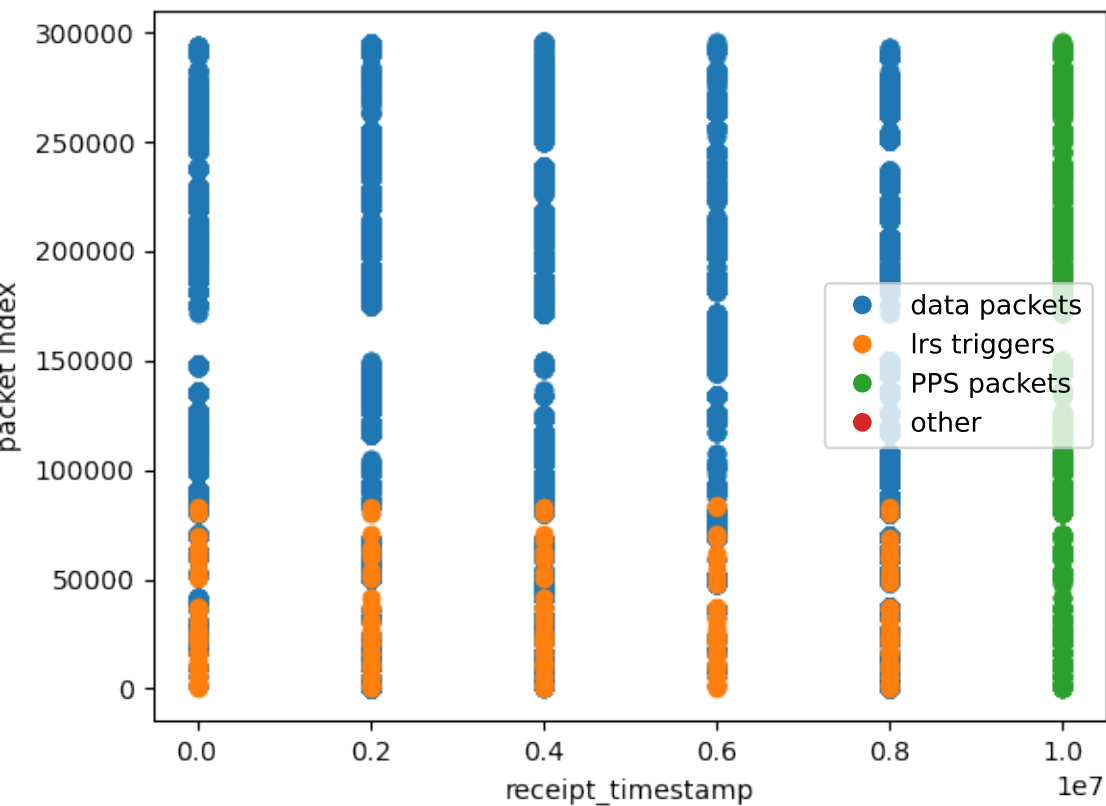
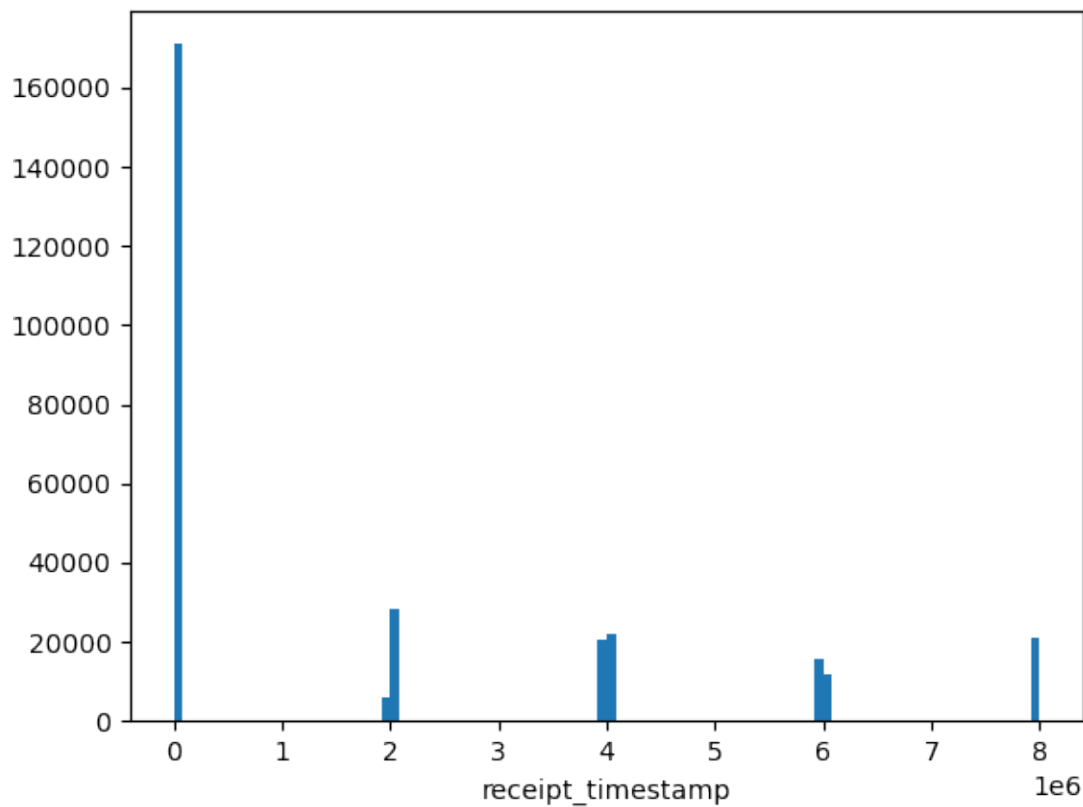


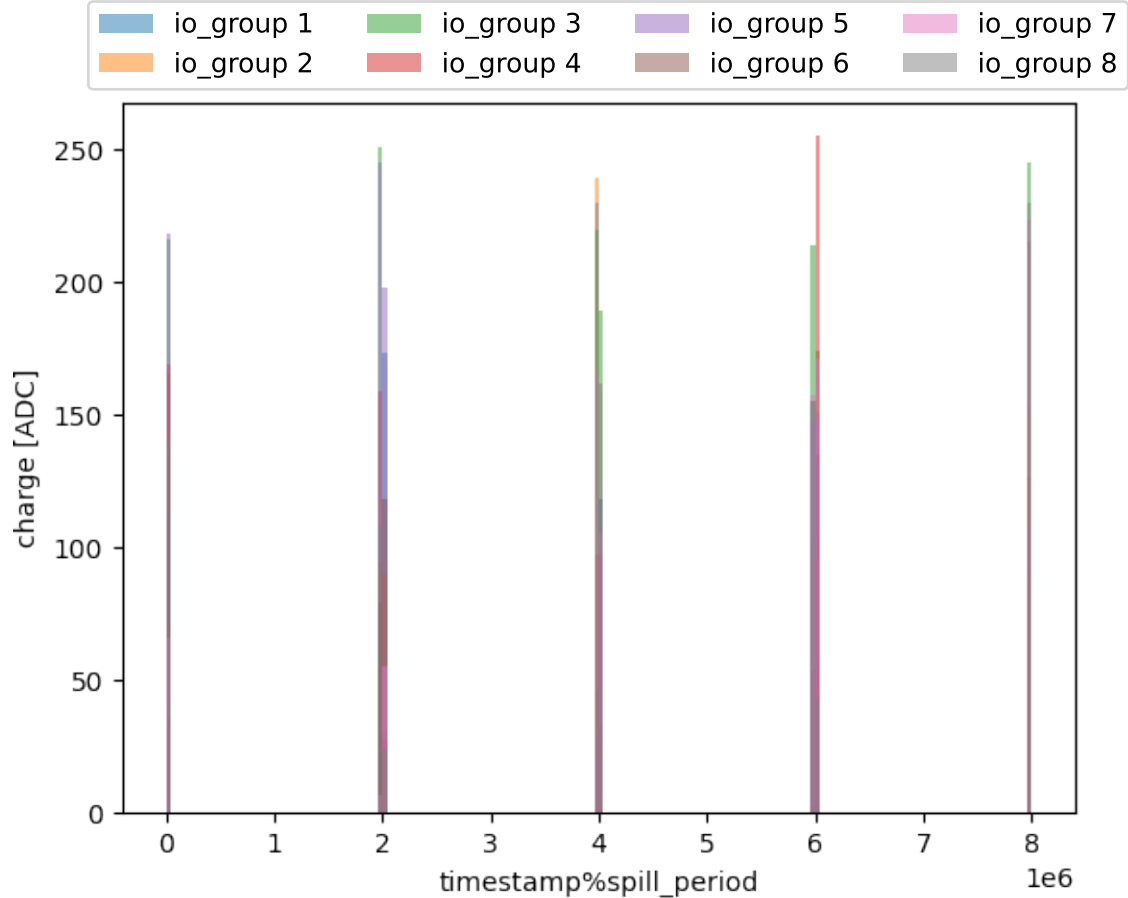




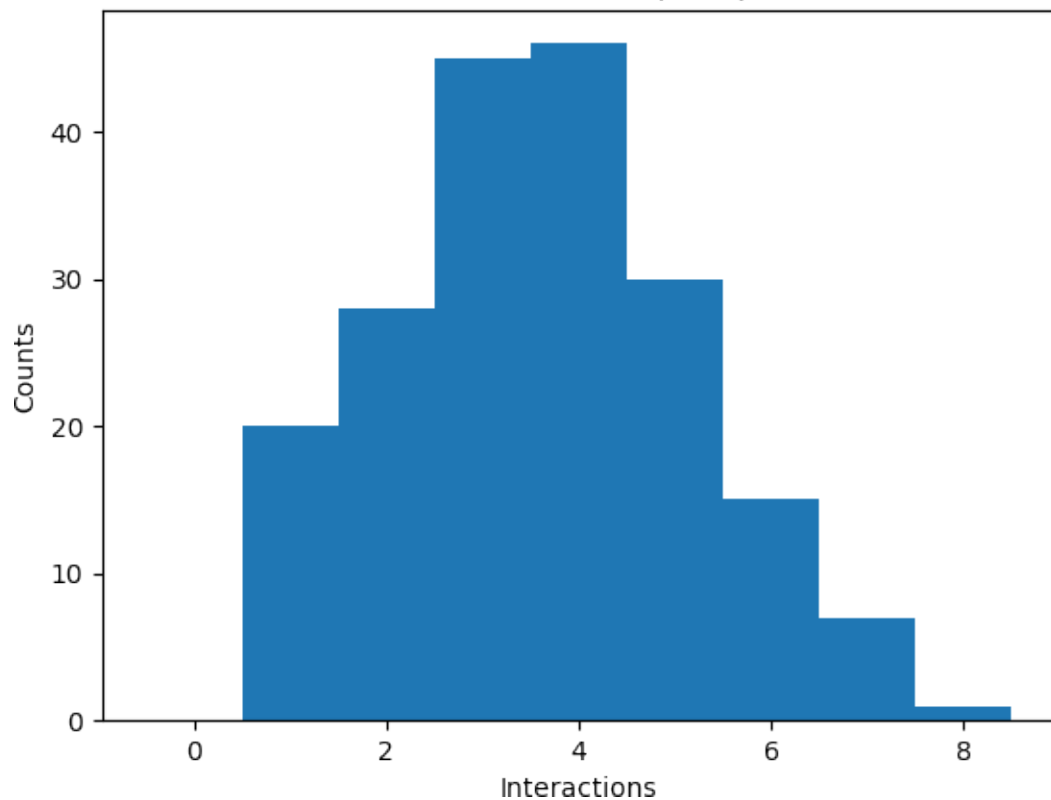




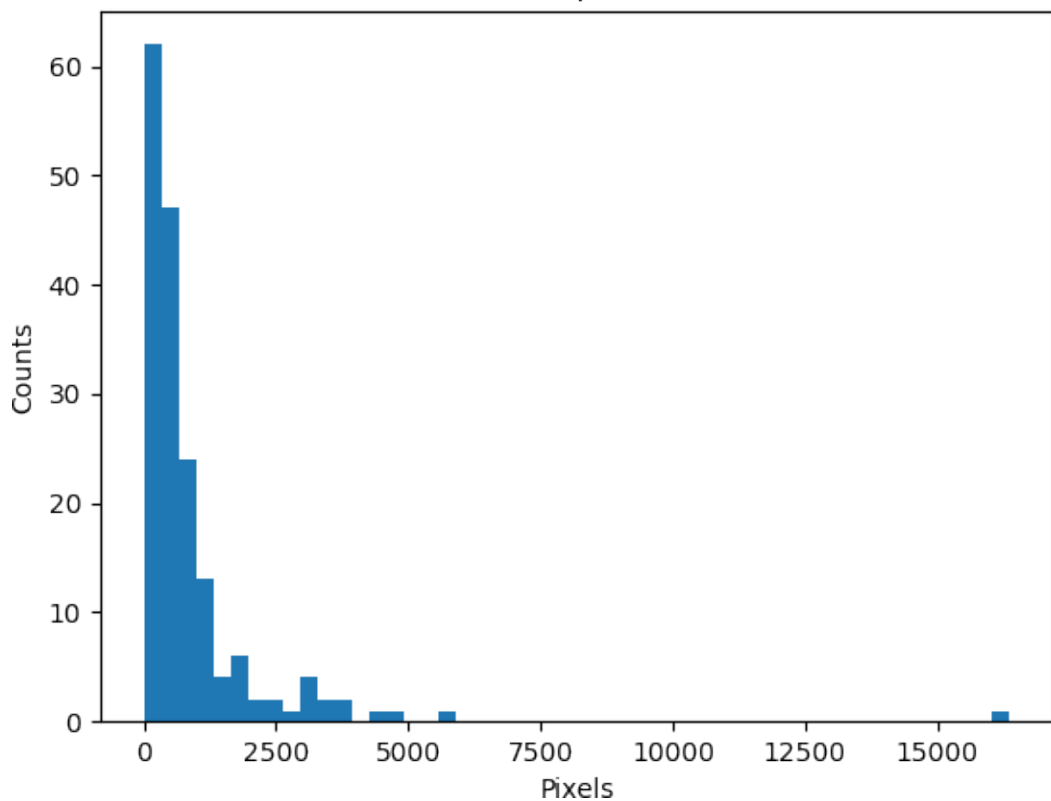




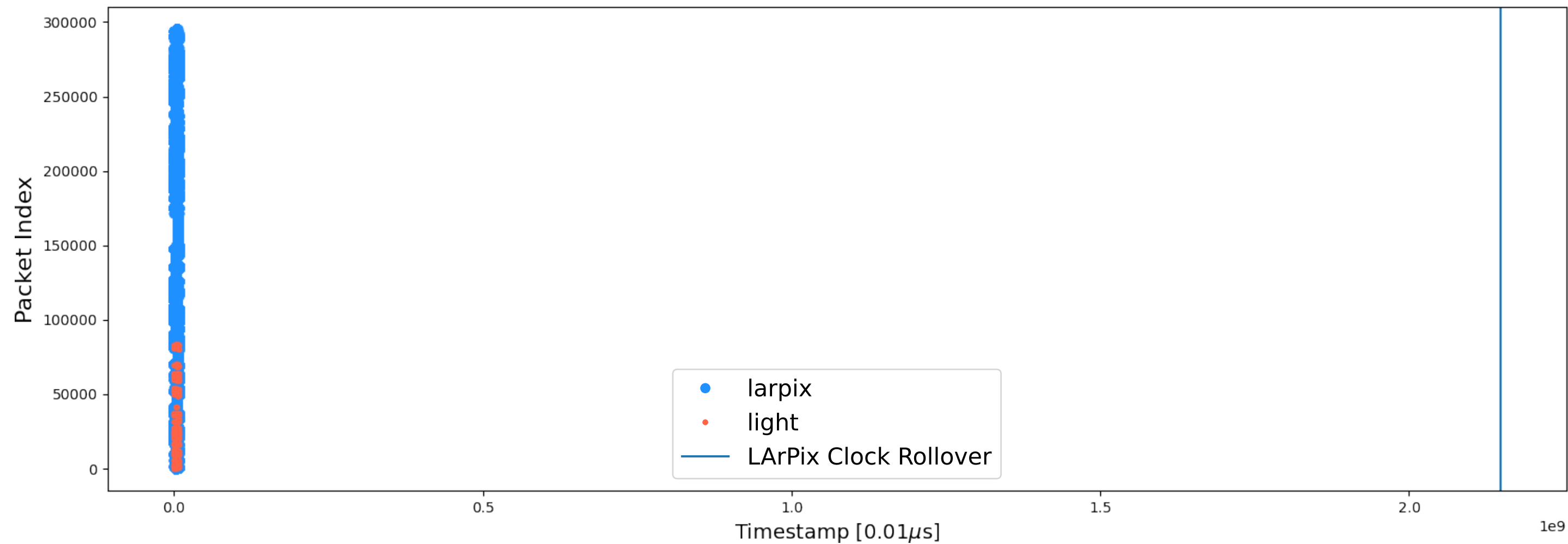
Total interactions per spill



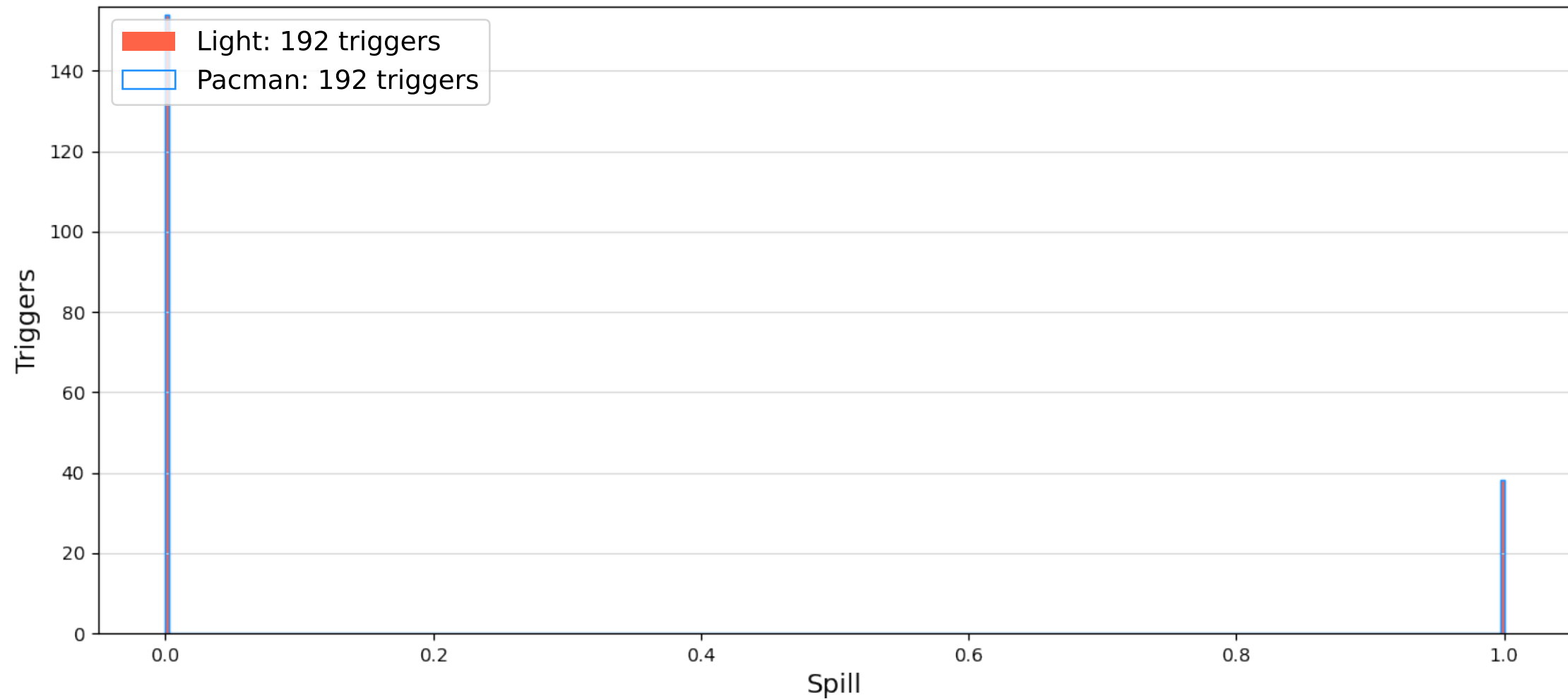
Pixels hit per event



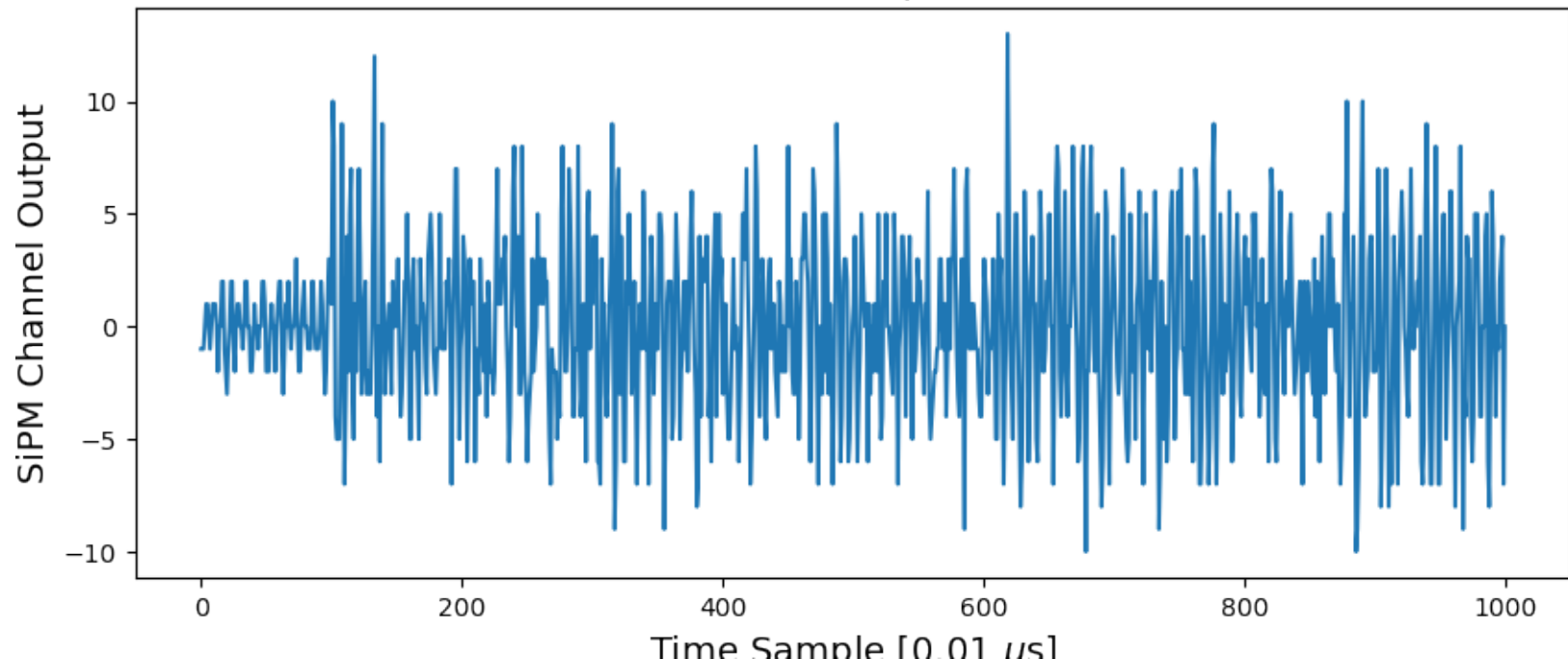
Larpix (Spill) Trigger vs. Light Trigger



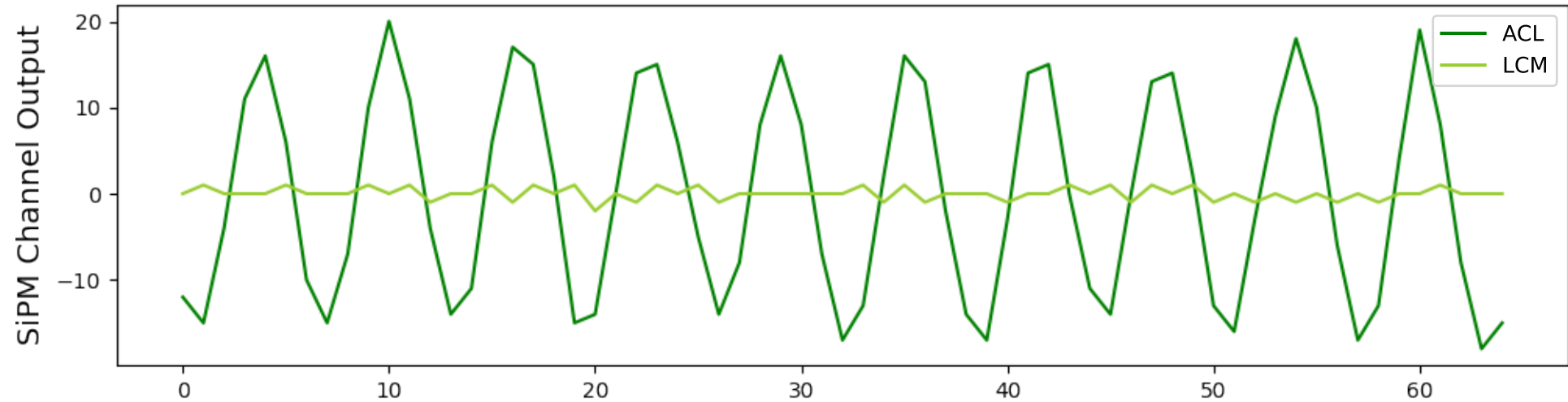
Triggers Per Spill (2 Spills)



Module 1, Event 0, Optical Channel 1



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



larnd-sim: Pre-Trigger Noise, 3000 Waveforms

