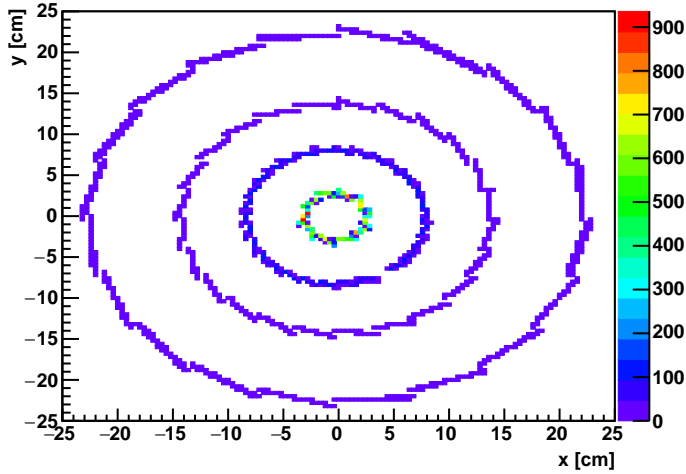
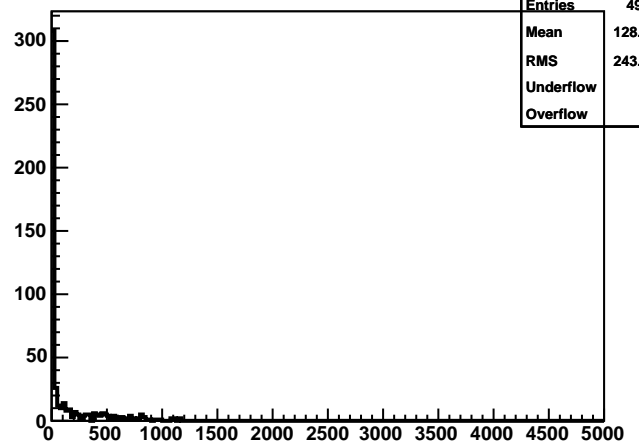


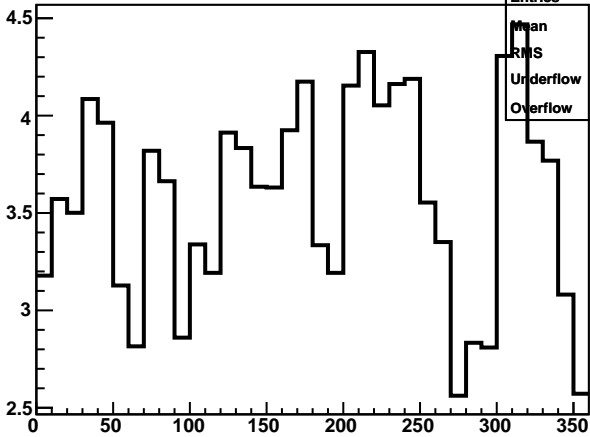
PIXEL, IST, SSD: Distribution of hits in XY



StEQ point: # hits sst

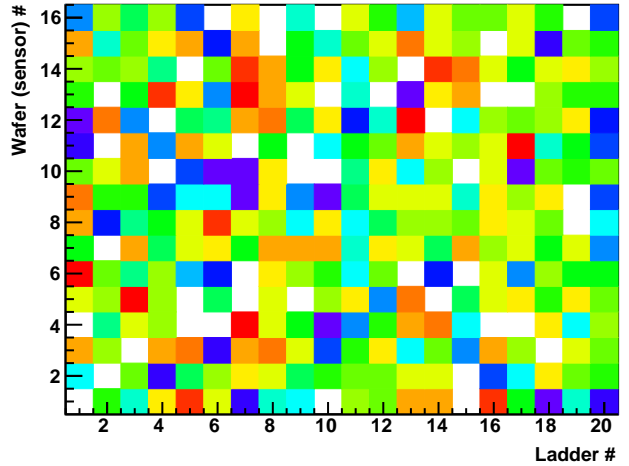


StE SST:  $\phi$  of hits (per event)

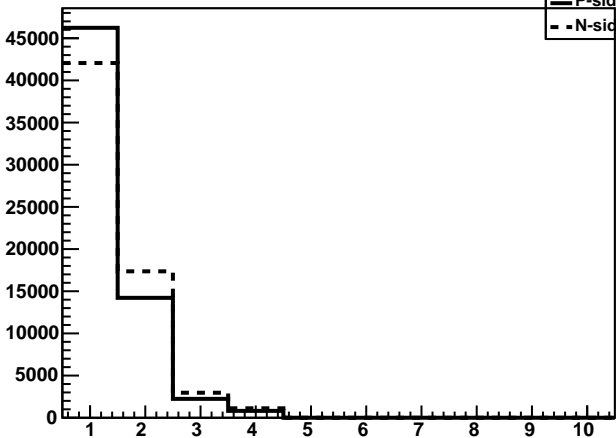


StEQaPointPhiSST	
Entries	63505
Mean	180
RMS	102.2
Underflow	-1
Overflow	0

StE SST: wafer id vs ladder id (per event)

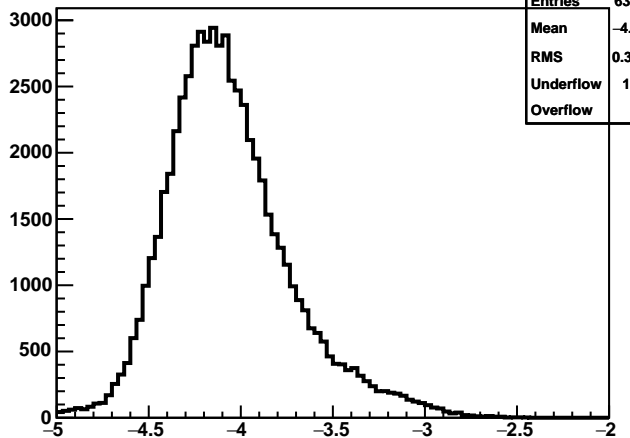


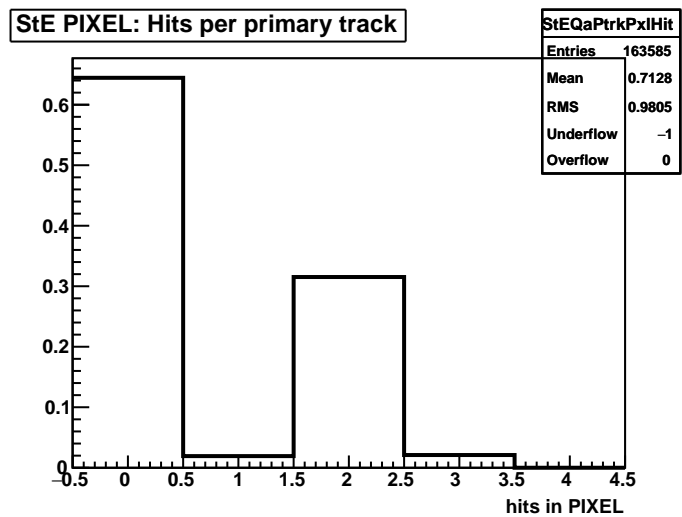
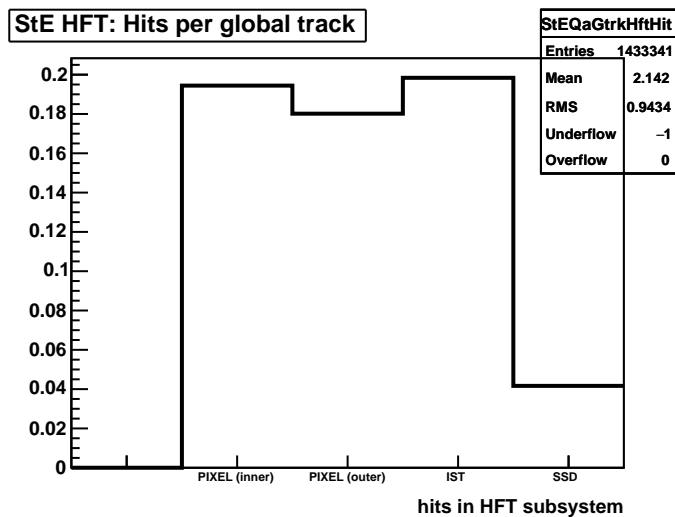
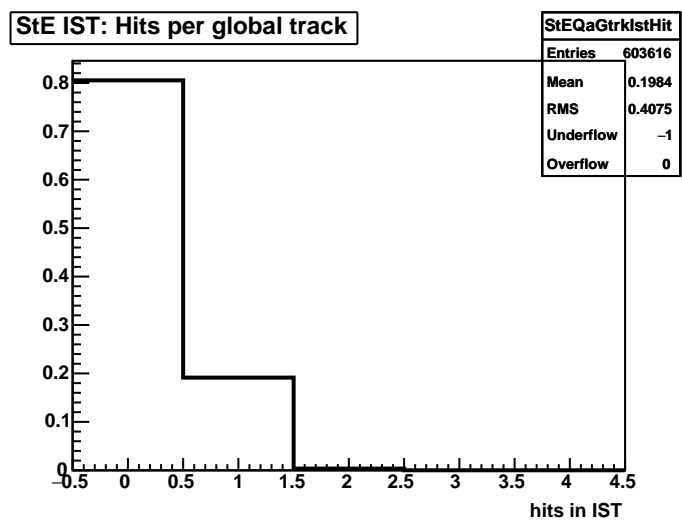
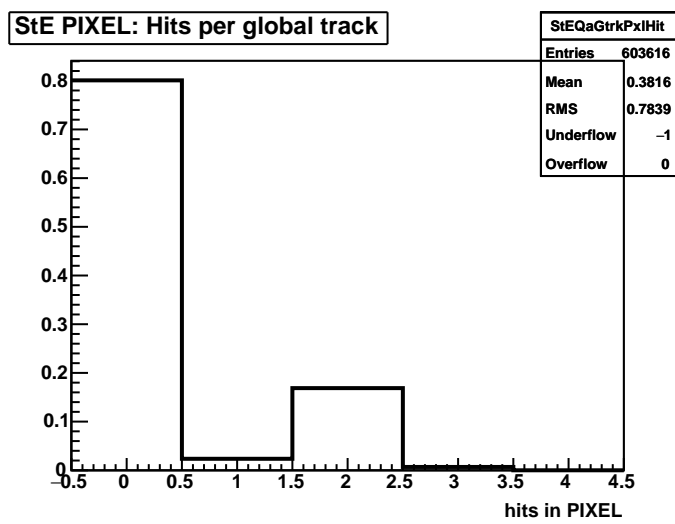
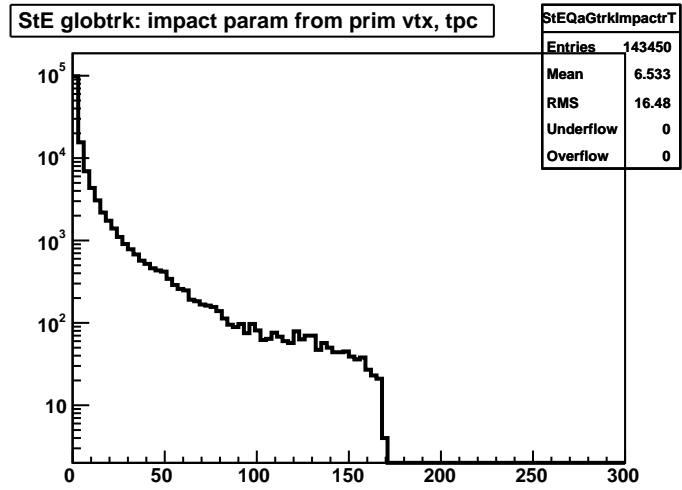
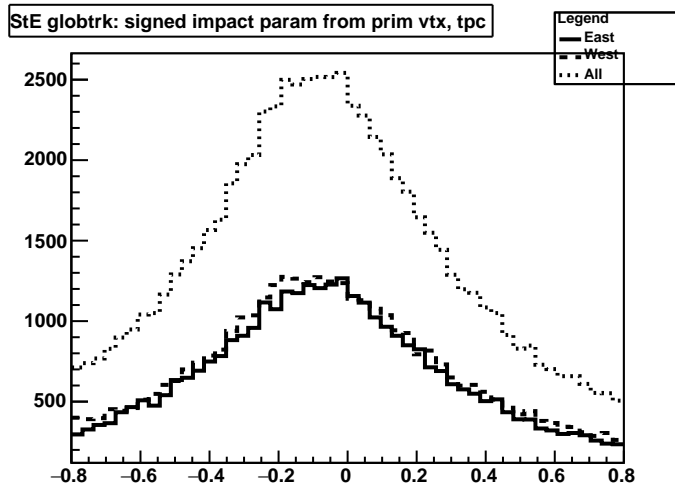
StE SST: size of clusters



Legend	
—	P-side
- - -	N-side

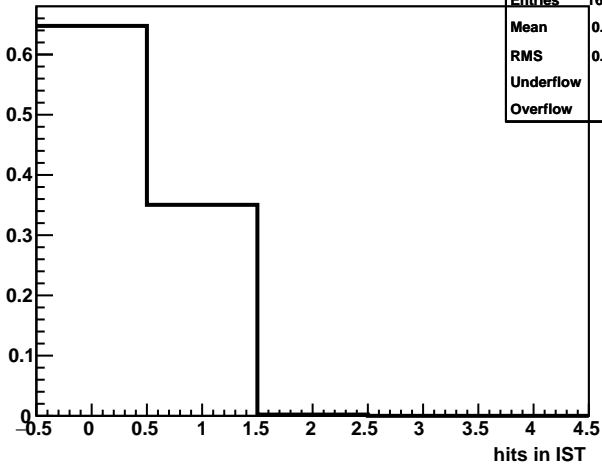
StE SST: log10(energy) of hits





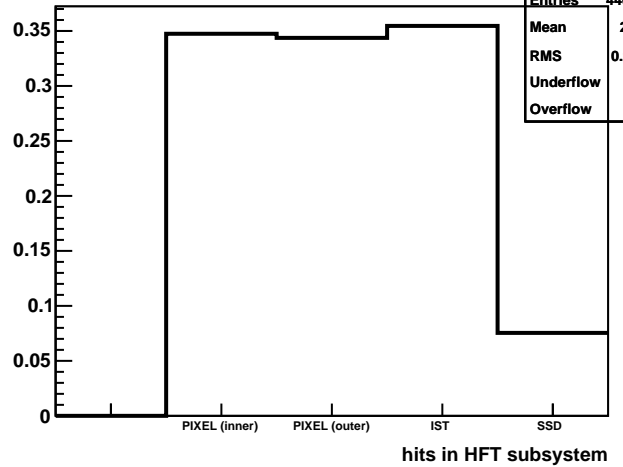
StE IST: Hits per primary track

StEQaPtrkIstHit	
Entries	163585
Mean	0.3546
RMS	0.4828
Underflow	-1
Overflow	0



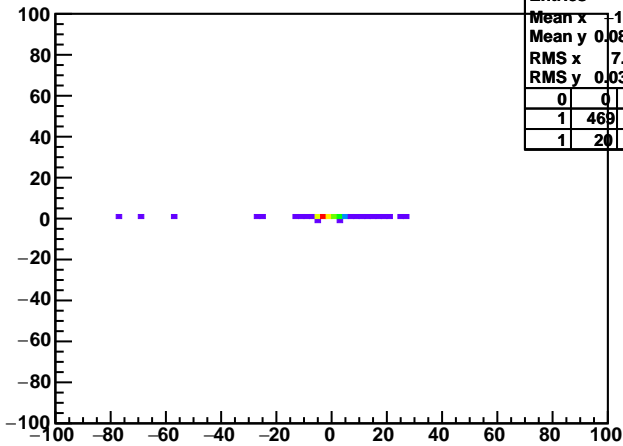
StE HFT: Hits per primary track

StEQaPtrkHftHit	
Entries	440235
Mean	2.141
RMS	0.9356
Underflow	-1
Overflow	0



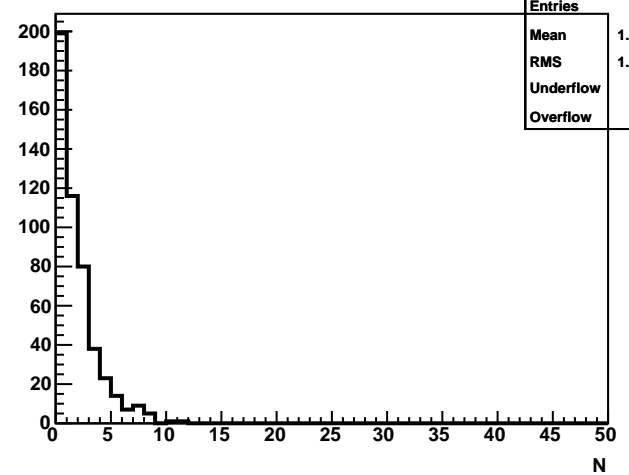
StE VPD vtxz vs TPC vtxz

StEQaTofVpdZvsTpcZ		
Entries	493	
Mean x	-1.201	
Mean y	0.08988	
RMS x	7.264	
RMS y	0.03636	
	0	0
	1	469
	1	20



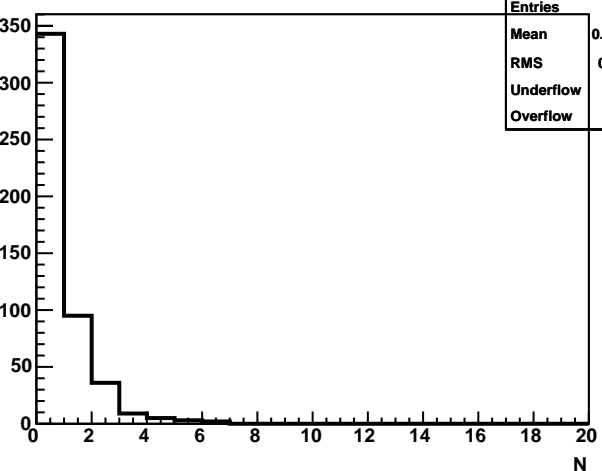
StE Number of MTD hits per event

StEQaMtdNHits	
Entries	493
Mean	1.456
RMS	1.848
Underflow	0
Overflow	0



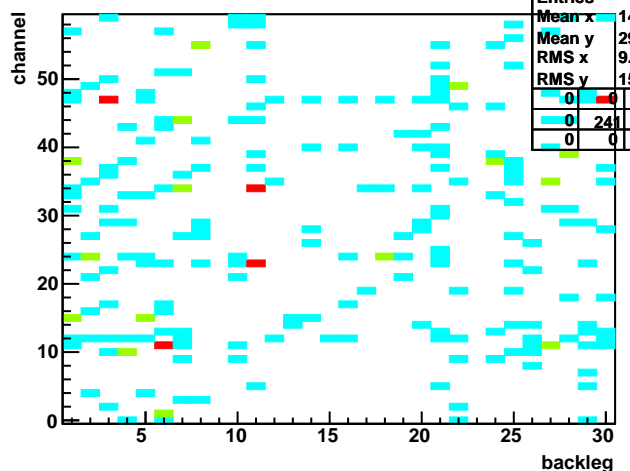
StE Number of matched MTD hits per event

StEQaMtdNMatchHits	
Entries	493
Mean	0.4888
RMS	0.933
Underflow	0
Overflow	0

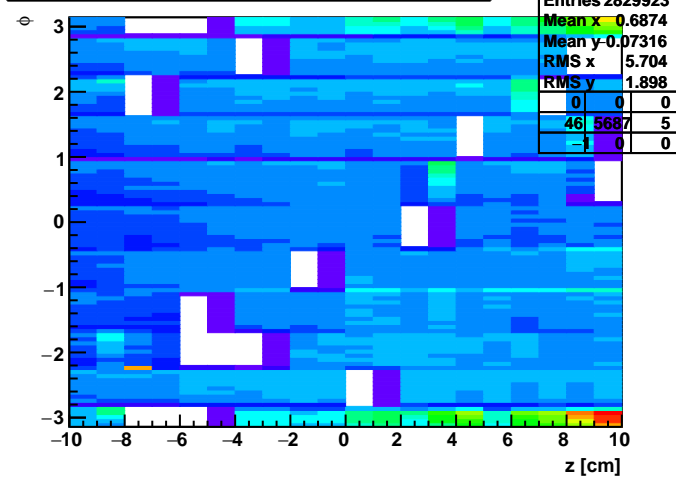


StE MTD: channel vs backlog of matched hits

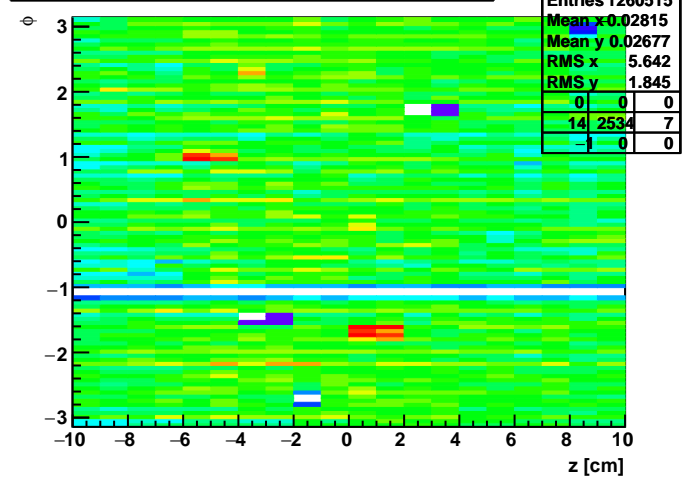
StEQaMtdMatchHitMap		
Entries	241	
Mean x	14.89	
Mean y	29.38	
RMS x	9.662	
RMS y	15.85	
	0	0
	0	241
	0	0



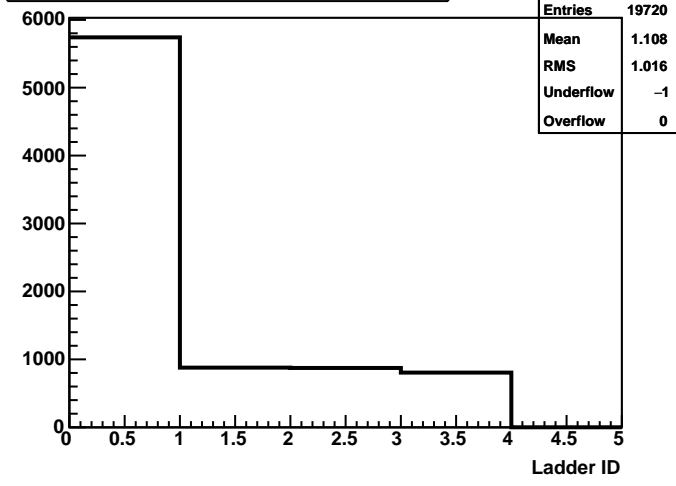
StE PIXEL: hits vs phi vs z in inner layer (per event)



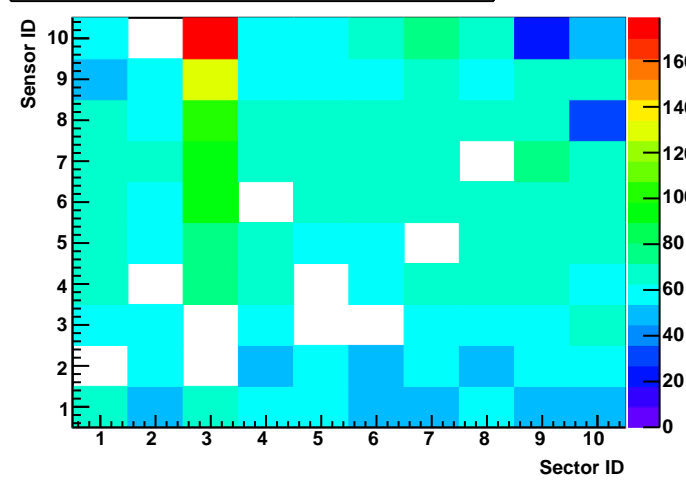
StE PIXEL: hits vs phi vs z in outer layer (per event)



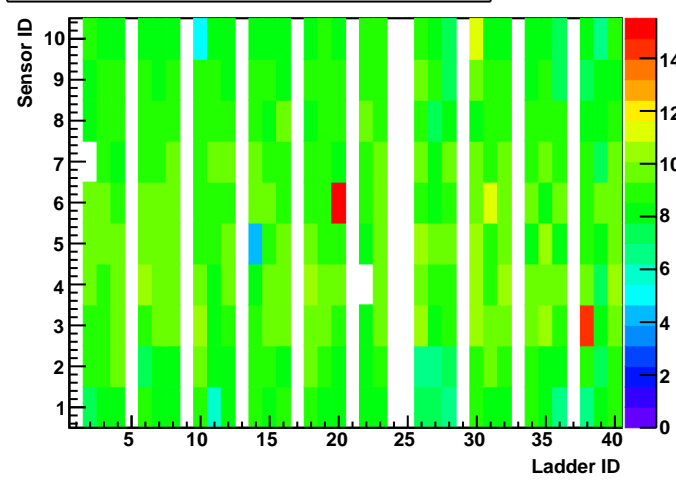
StE PIXEL: hits per ladder (per event)



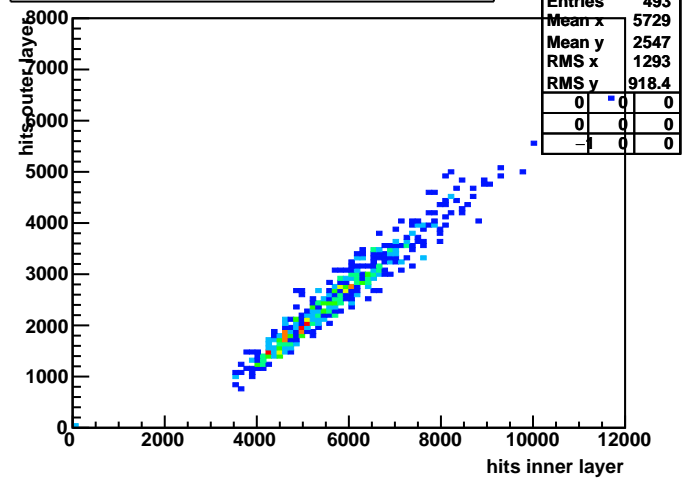
StE PIXEL: hits vs sector vs sensor in inner layer (per event)



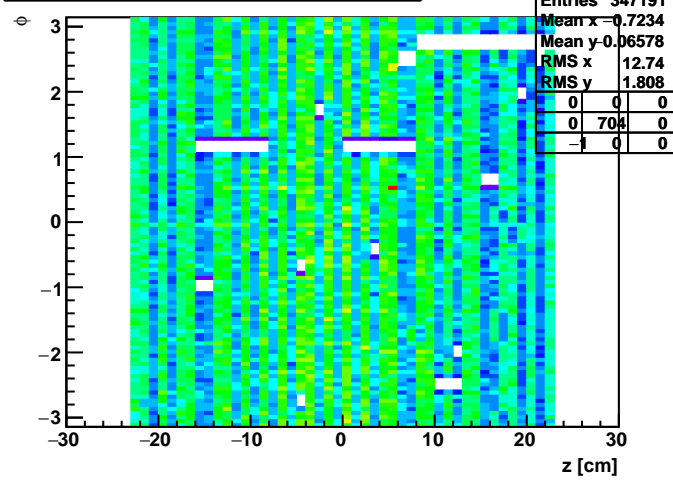
StE PIXEL: hits vs ladder vs sensor in outer layer (per event)



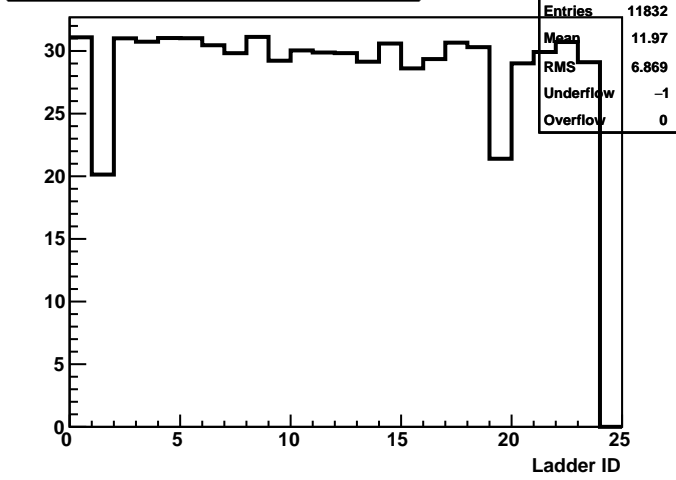
StE PIXEL: Hits in inner vs outer layer (per event)



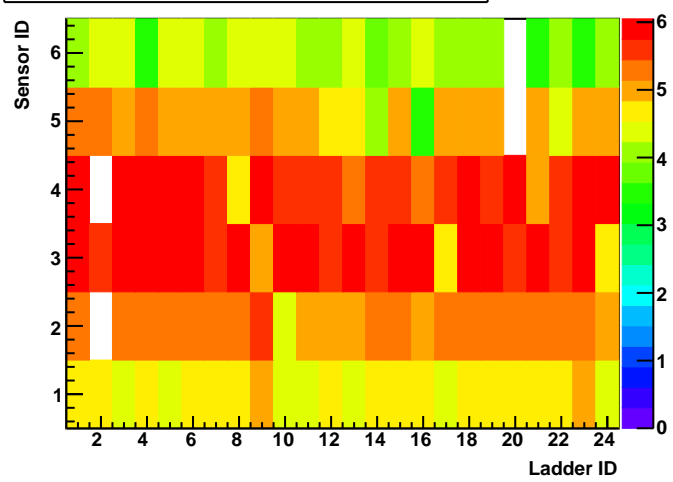
StE IST: Hits vs phi vs z (per event)



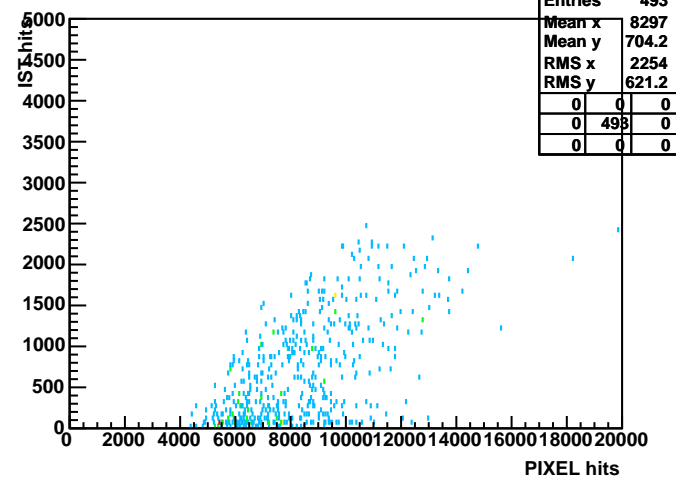
StE IST: Hits per ladder (per event)



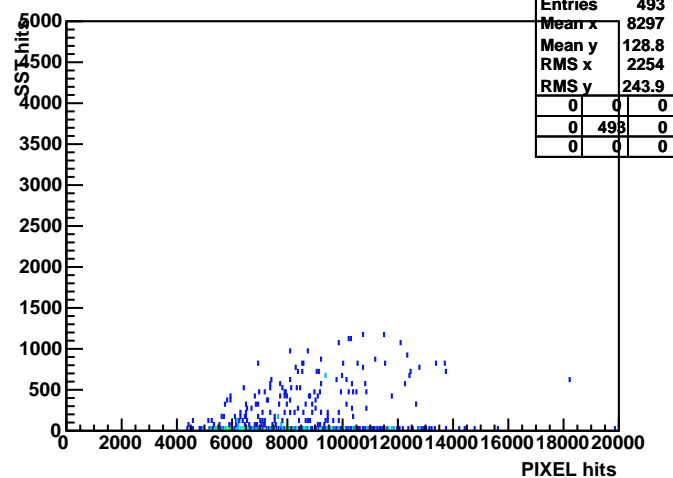
StE IST: Hits vs ladder vs sensor (per event)



StE PIXEL hits vs IST hits



StE PIXEL hits vs SST hits



StE IST hits vs SST hits

