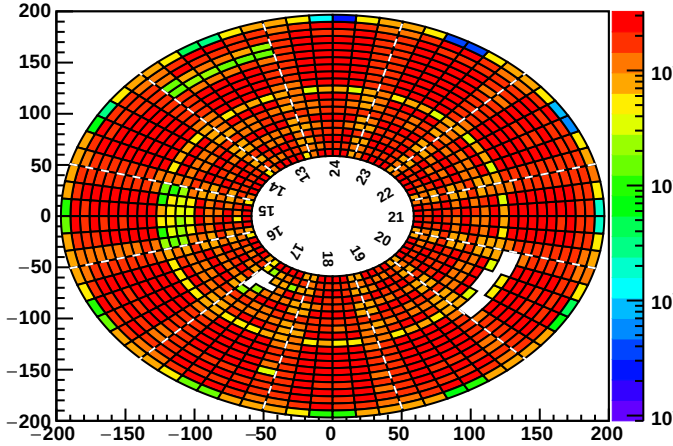
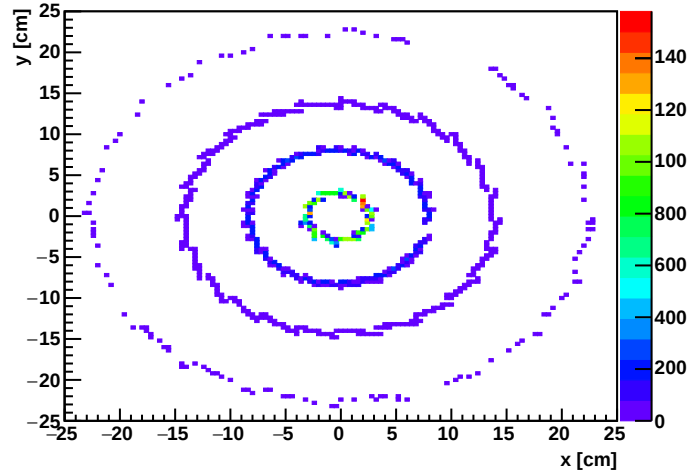


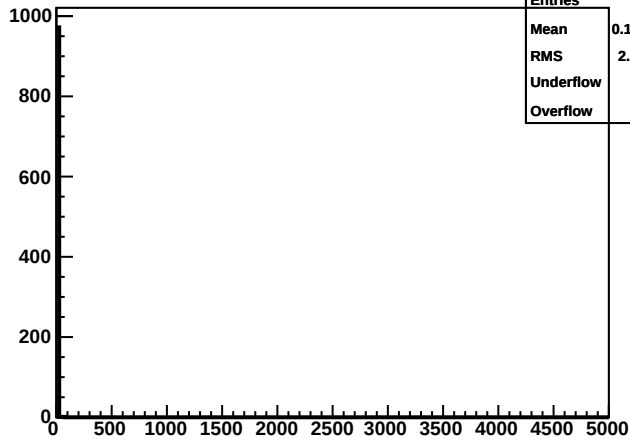
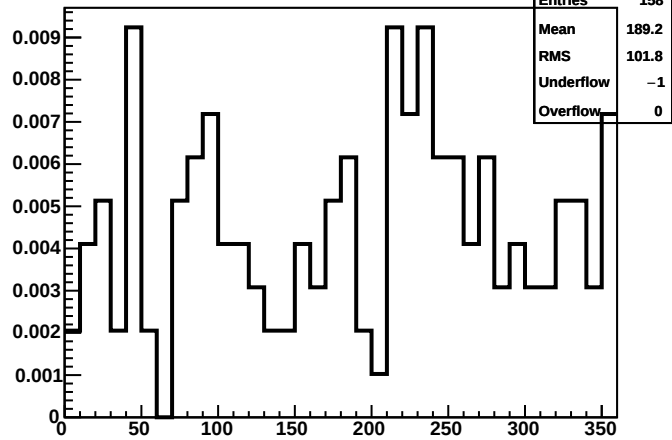
StE point: r-phi distribution of charge, tpcE



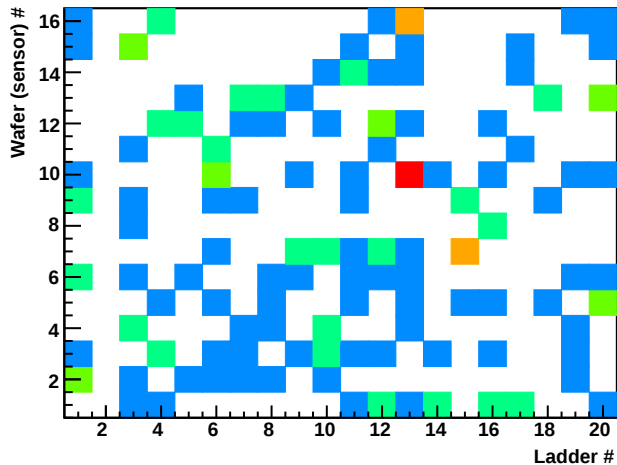
PIXEL, IST, SSD: Distribution of hits in XY



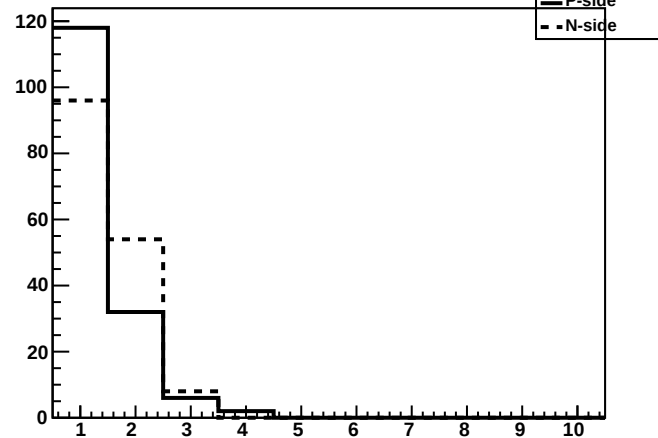
StE point: # hits sst

StE SST: ϕ of hits (per event)

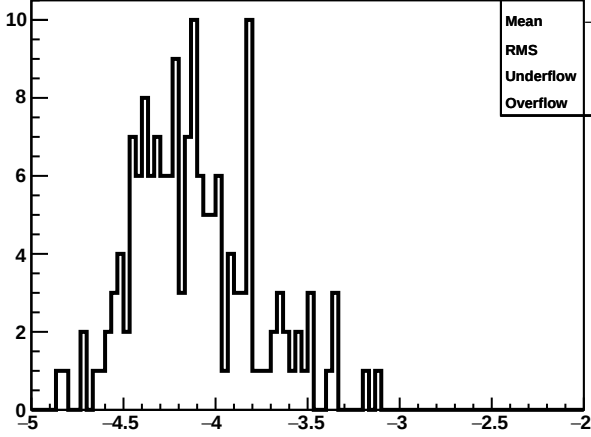
StE SST: wafer id vs ladder id (per event)



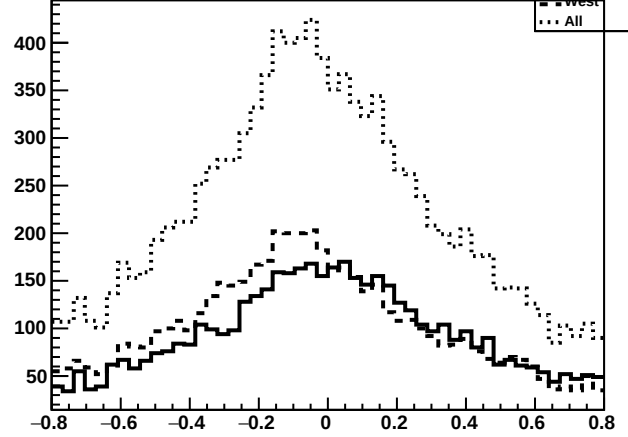
StE SST: size of clusters



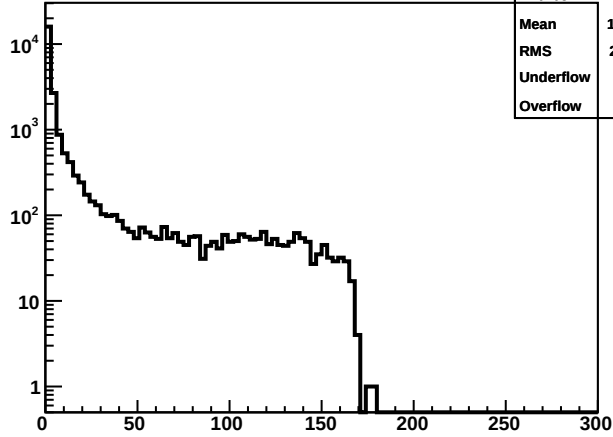
StE SST: log10(energy) of hits



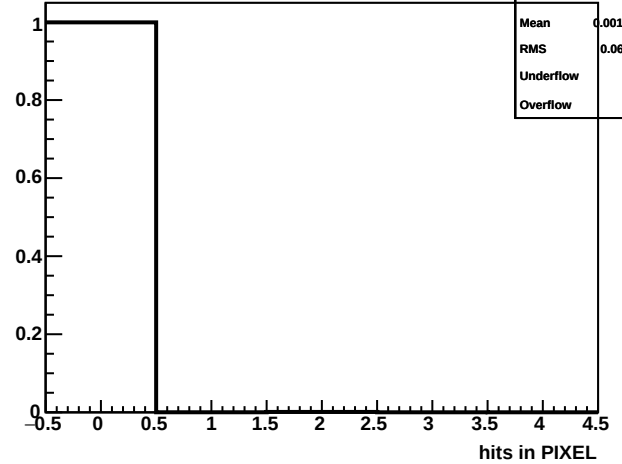
StE globtrk: signed impact param from prim vtx, tpc



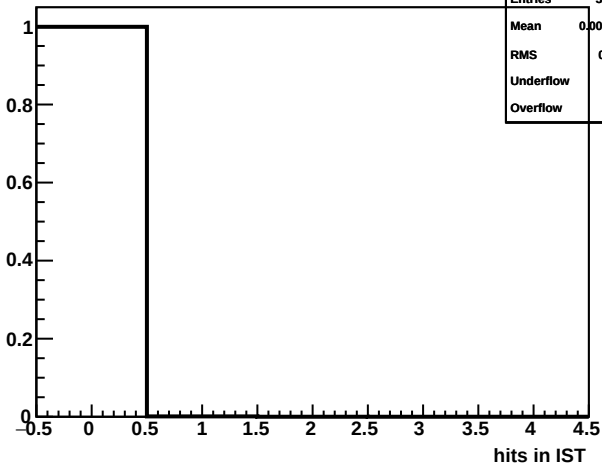
StE globtrk: impact param from prim vtx, tpc



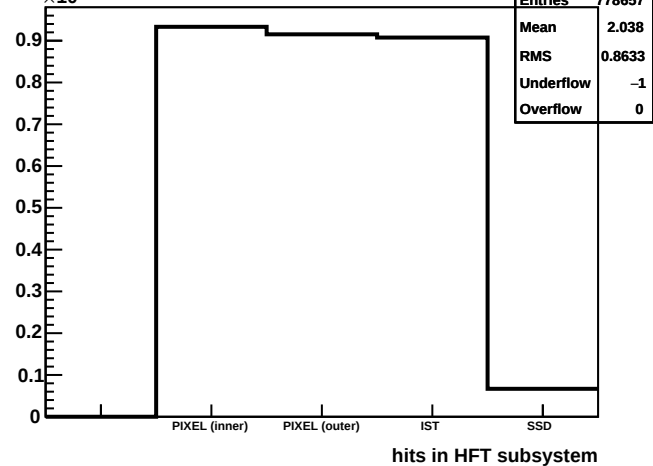
StE PIXEL: Hits per global track



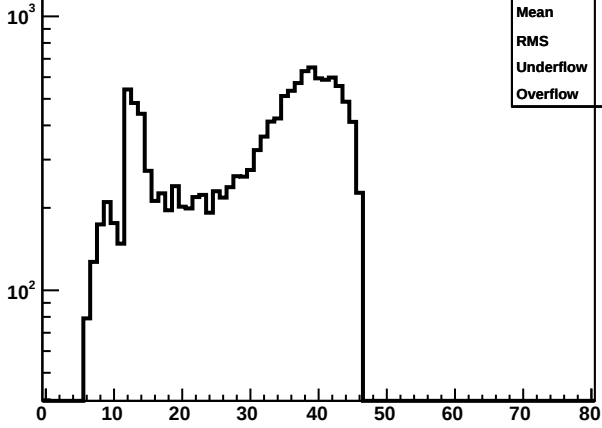
StE IST: Hits per global track



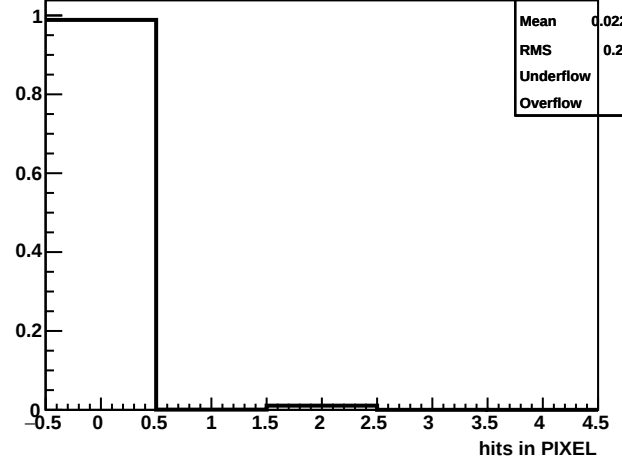
StE HFT: Hits per global track



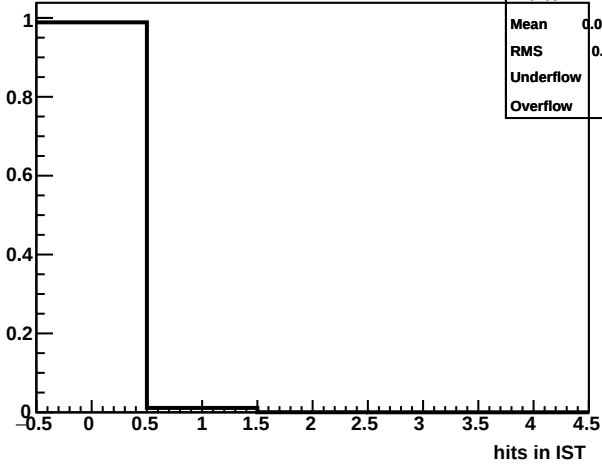
StE primtrk: N fit pnts on trk, tpc



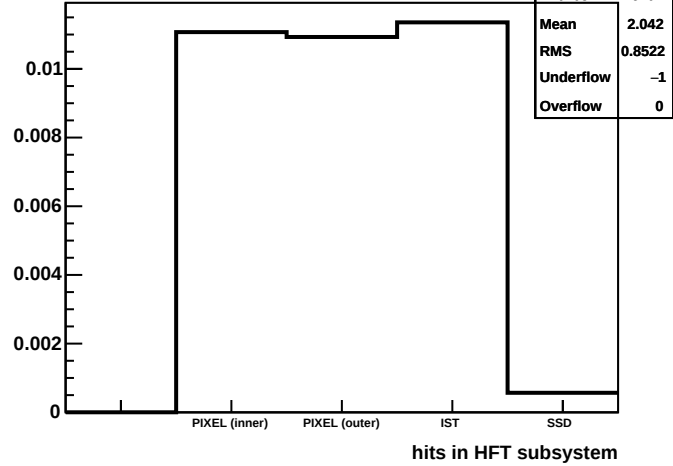
StE PIXEL: Hits per primary track



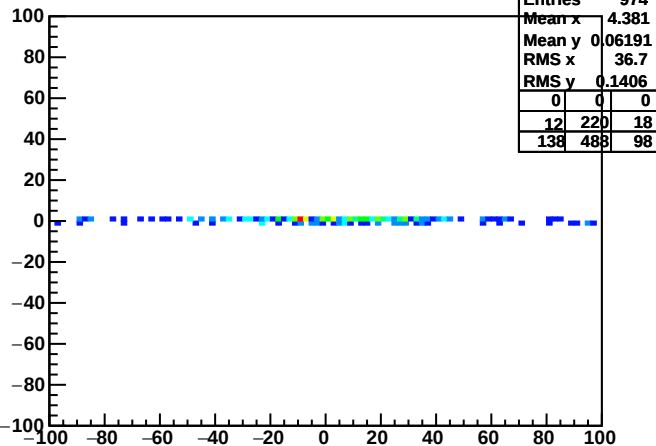
StE IST: Hits per primary track



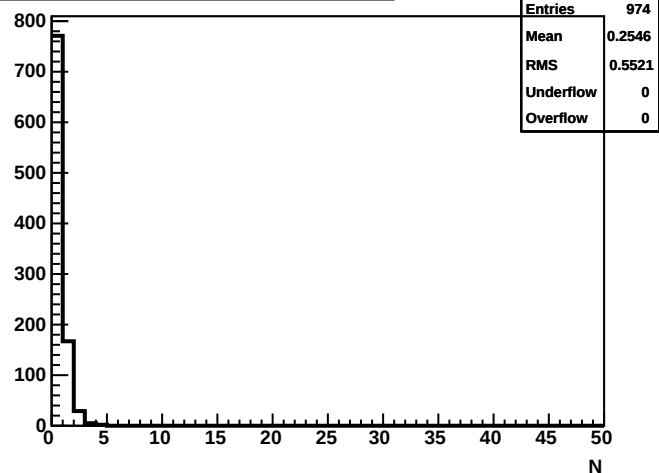
StE HFT: Hits per primary track



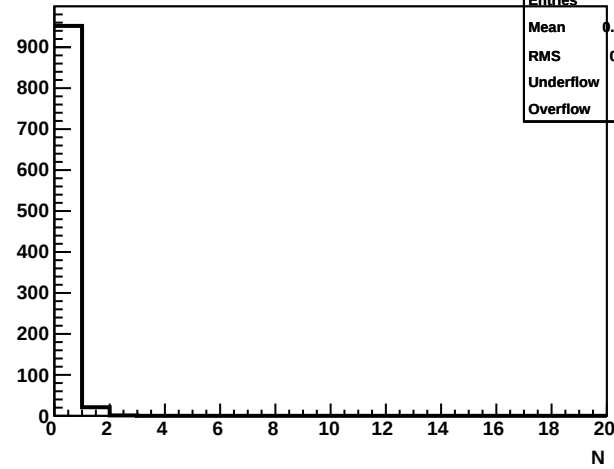
StE VPD vtxz vs TPC vtxz



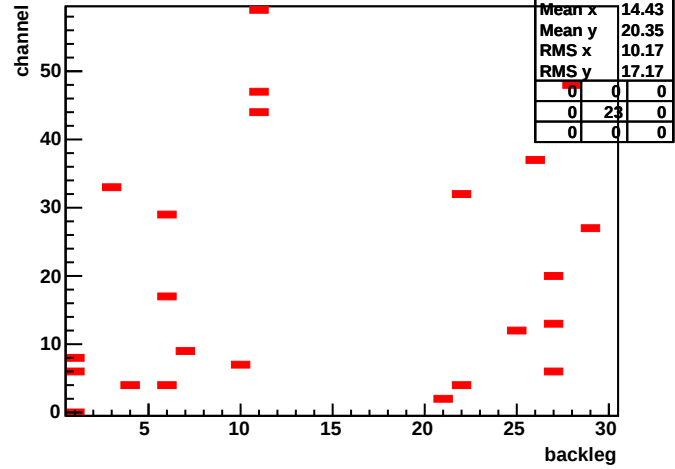
StE Number of MTD hits per event



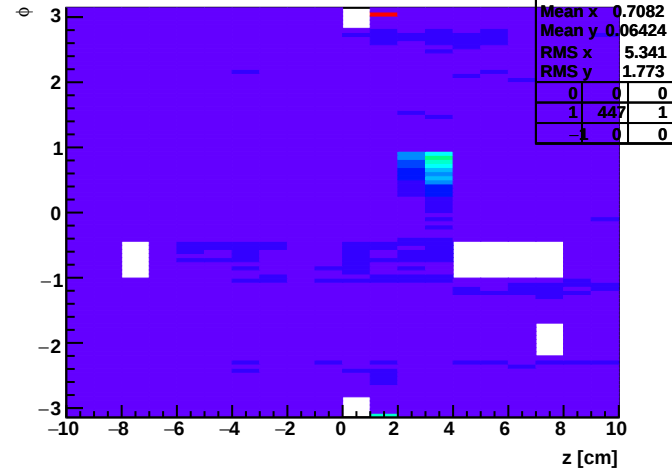
StE Number of matched MTD hits per event



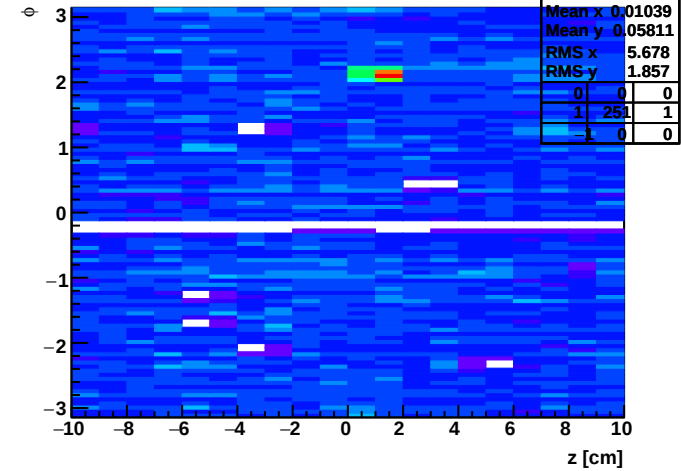
StE MTD: channel vs backlog of matched hits



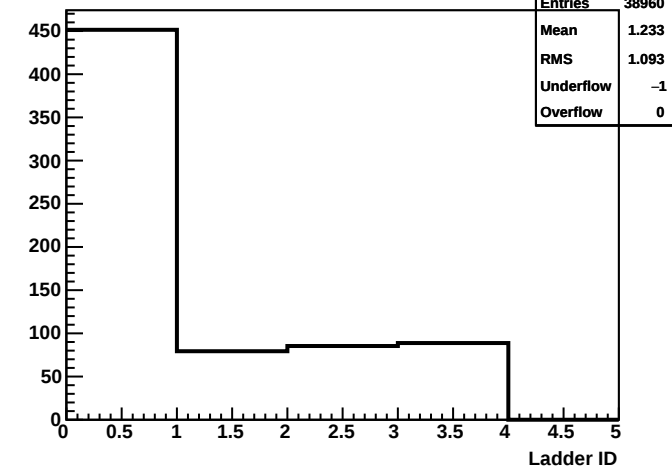
StE PIXEL: hits vs phi vs z in inner layer (per event)



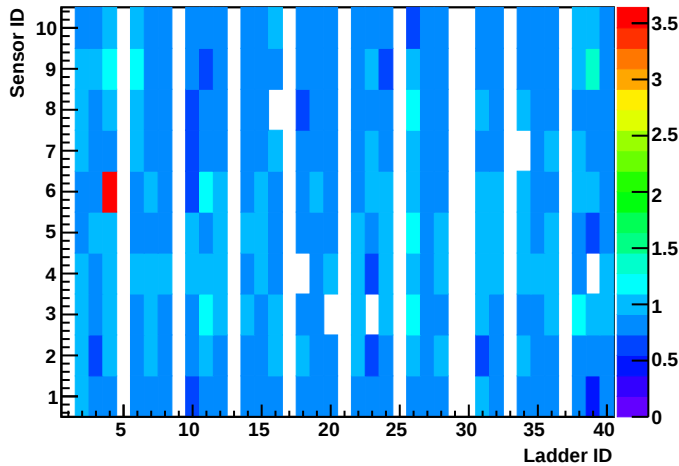
StE PIXEL: hits vs phi vs z in outer layer (per event)



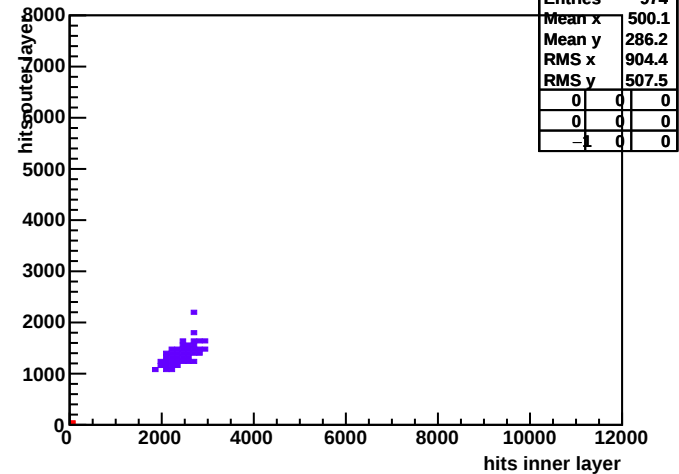
StE PIXEL: hits per ladder (per event)



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

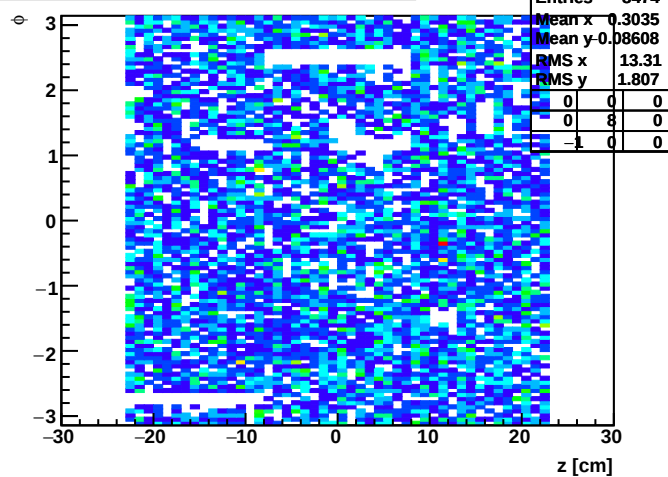


StE PIXEL: Hits in inner vs outer layer (per event)



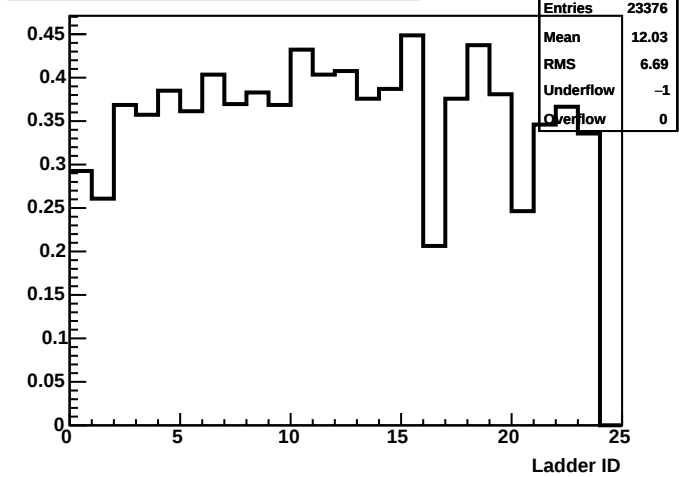
StEQaPxHitLayer1vsLayer2			
Entries	974		
Mean x	500.1		
Mean y	286.2		
RMS x	904.4		
RMS y	507.5		
0	0	0	
0	0	0	
-1	0	0	

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



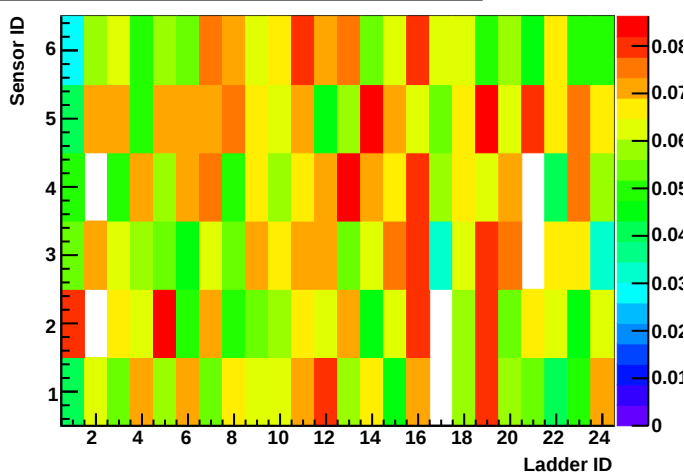
StEQalstHitPhvsZ			
Entries	8474		
Mean x	0.3035		
Mean y	0.08608		
RMS x	13.31		
RMS y	1.807		
0	0	0	
0	8	0	
-1	0	0	

StE IST: Hits per ladder (per event)

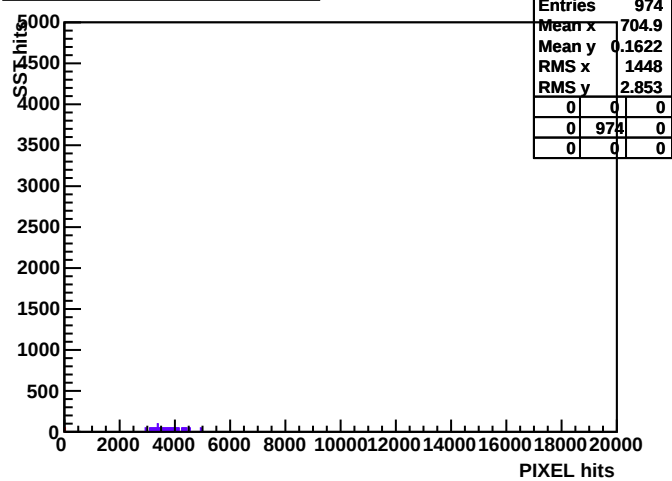


StEQalstHitsvsLadder			
Entries	23376		
Mean	12.03		
RMS	6.69		
Underflow	-1		
Overflow	0		

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



StE PIXEL hits vs SST hits



StE IST hits vs SST hits

