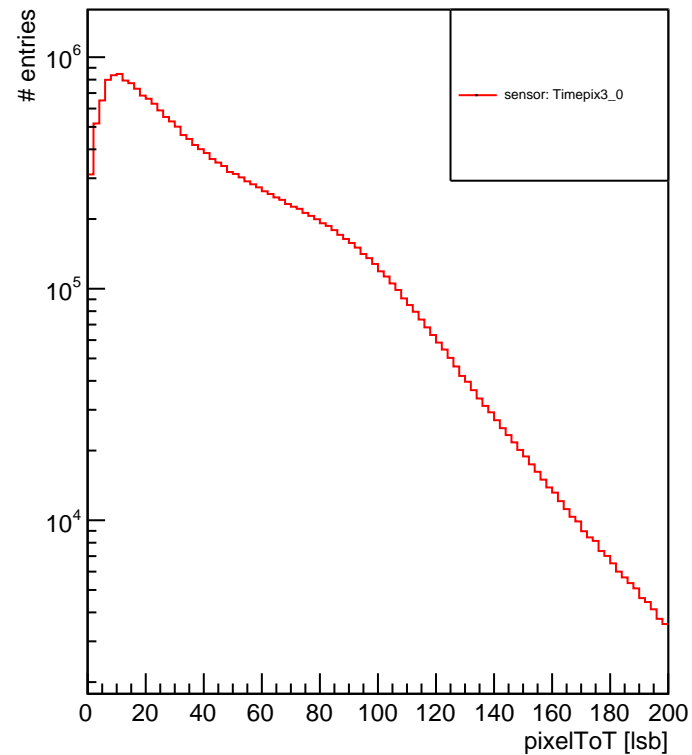


Timepix3_0: pixelToT spectrum



Timepix3_0 Hit map

