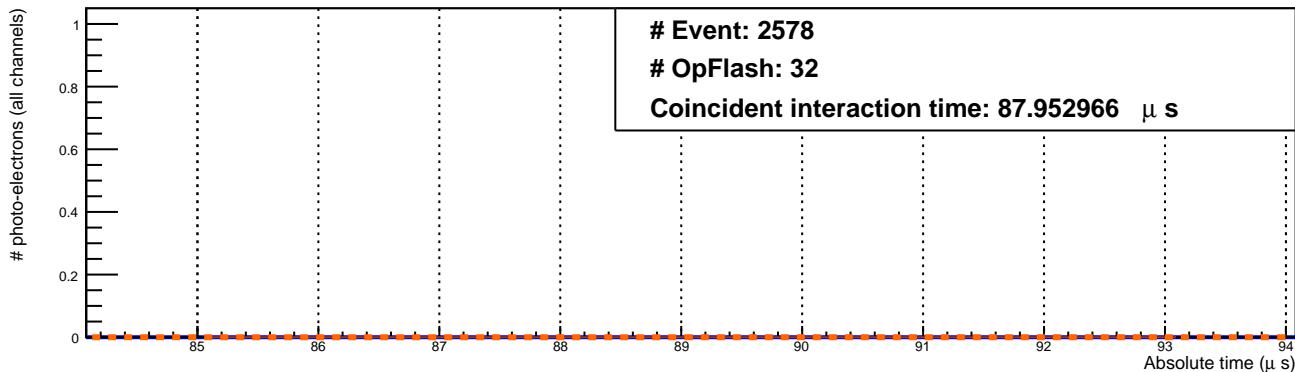


time distribution



- ★ ★ Coincident interaction vertex
- ★ Flashed interaction vertex

