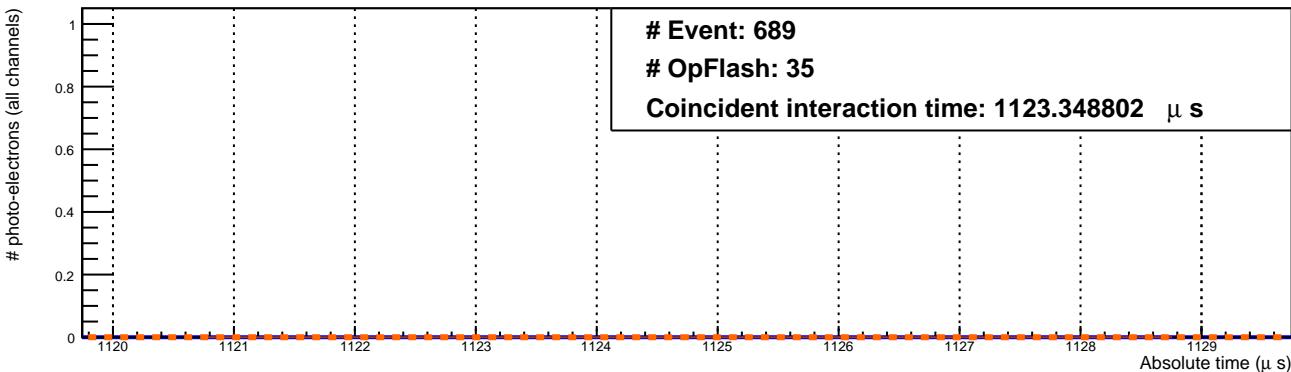


time distribution



- ★ Coincident interaction vertex
- ★ Flashed interaction vertex