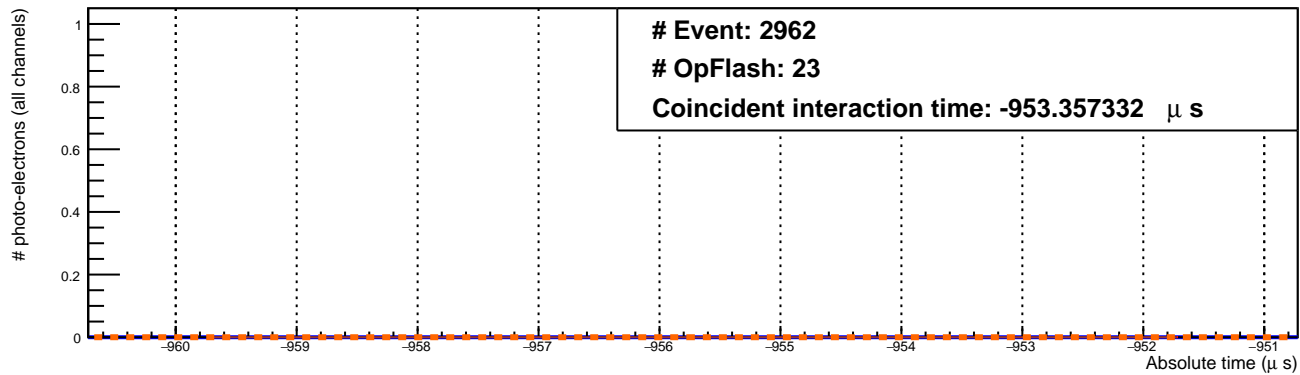


time distribution



★ Coincident interaction vertex

★ Flashed interaction vertex