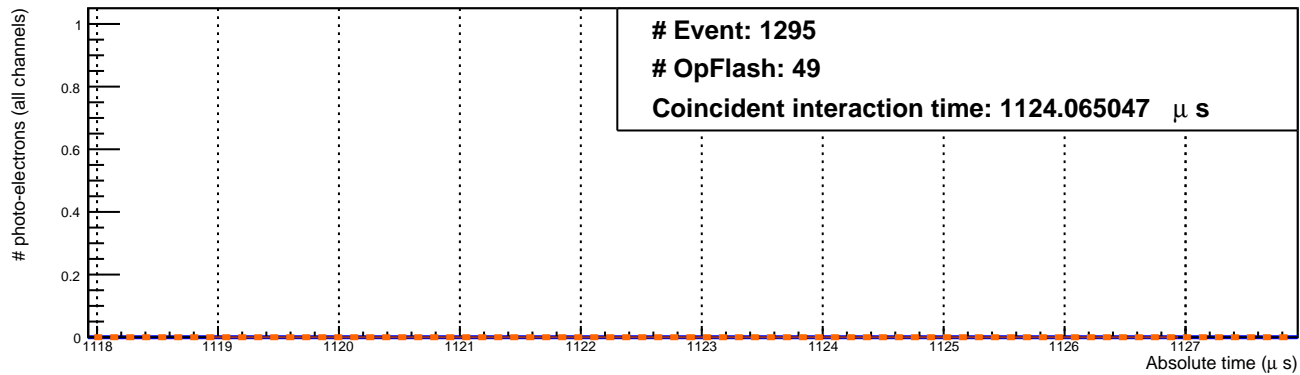




time distribution



-  Coincident interaction vertex
-  Flashed interaction vertex

