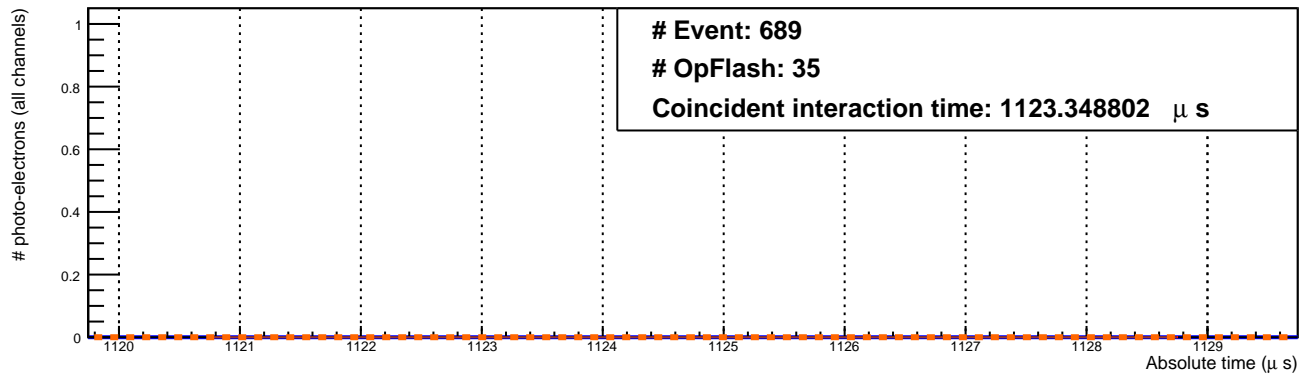


time distribution



★ ★ Coincident interaction vertex
★ Flashed interaction vertex

