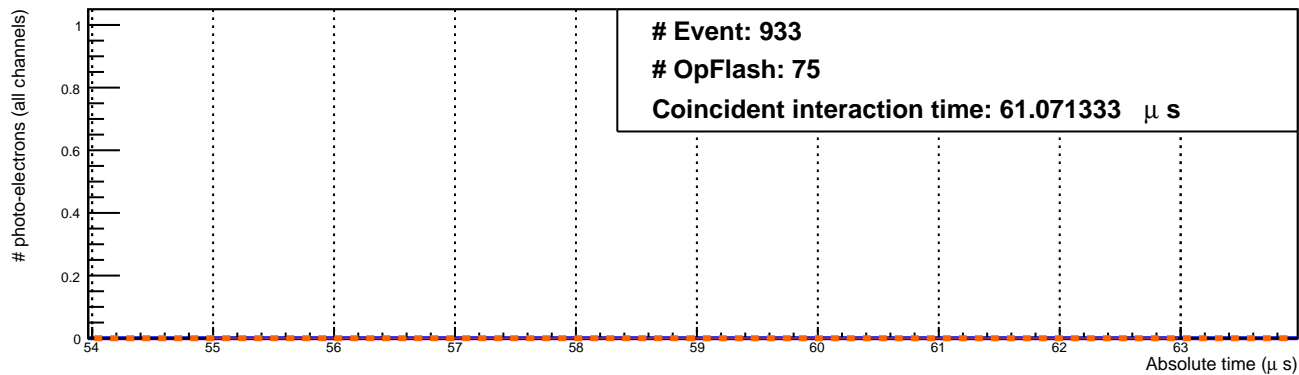


time distribution



Coincident interaction vertex



Flashed interaction vertex

