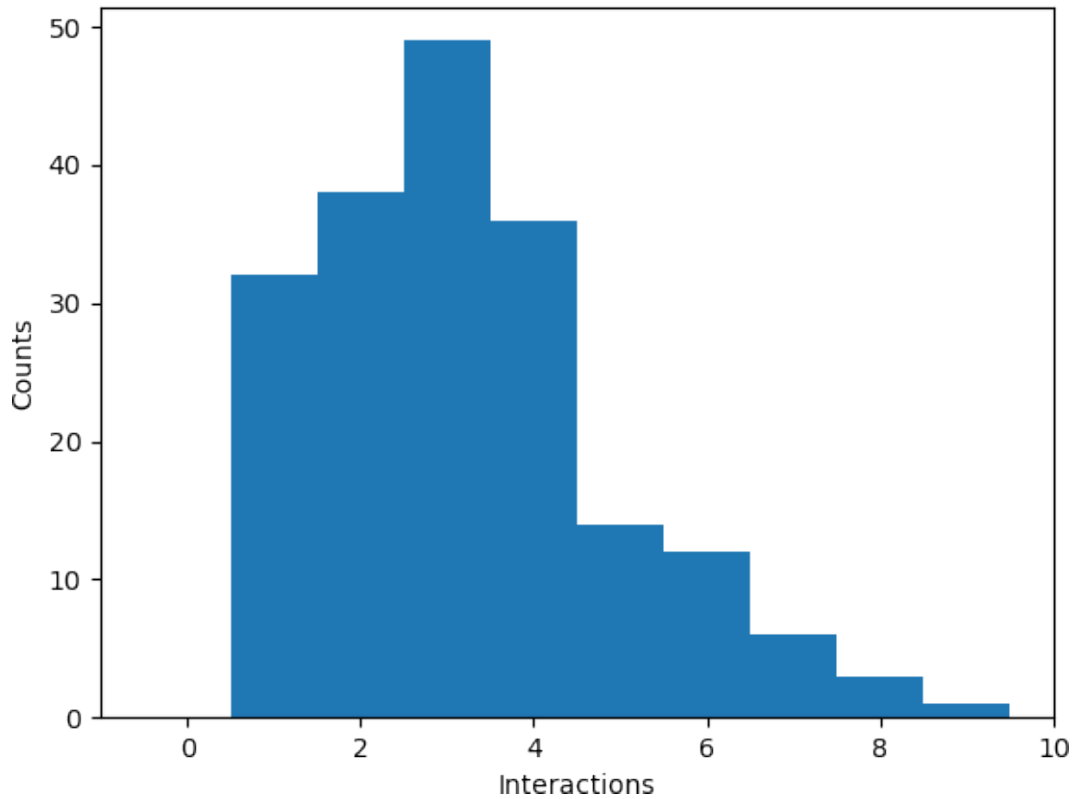
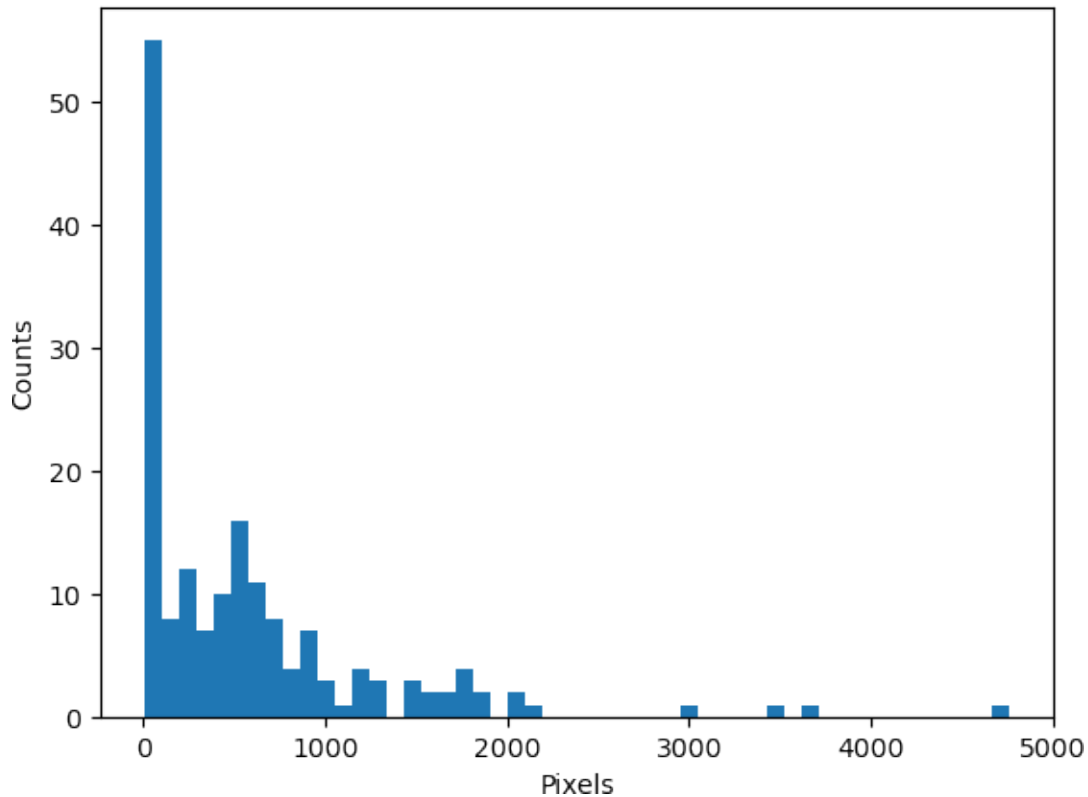


Total interactions per spill

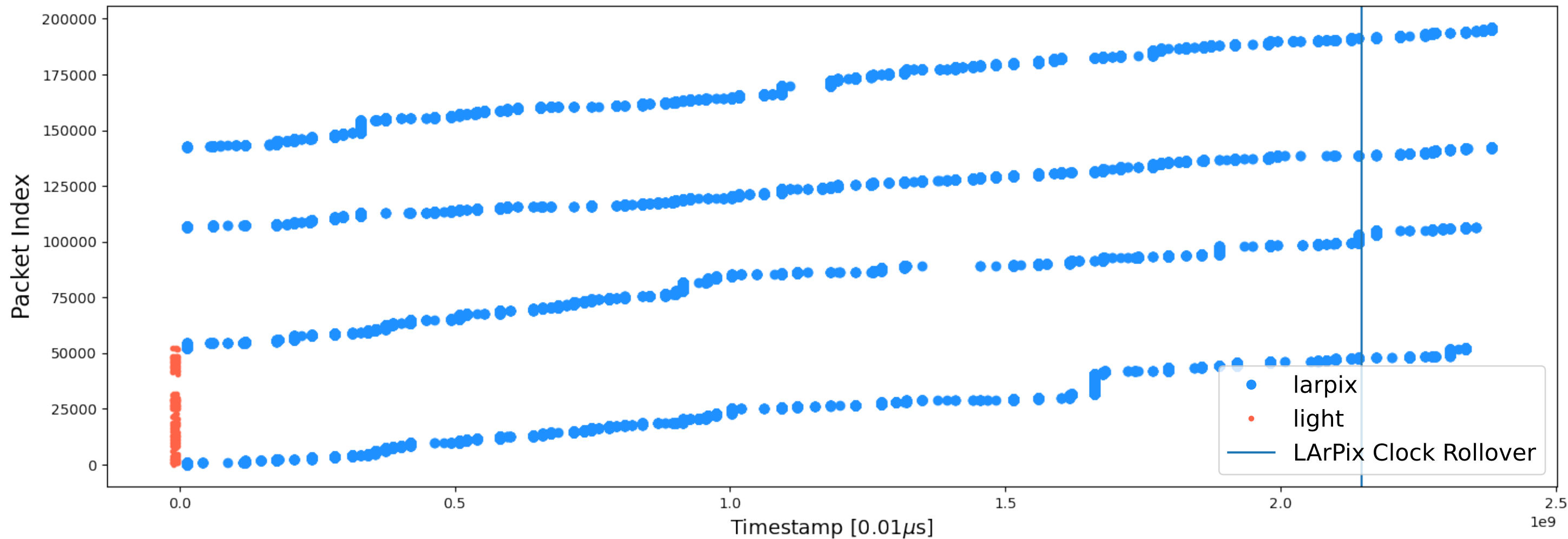


Pixels hit per event

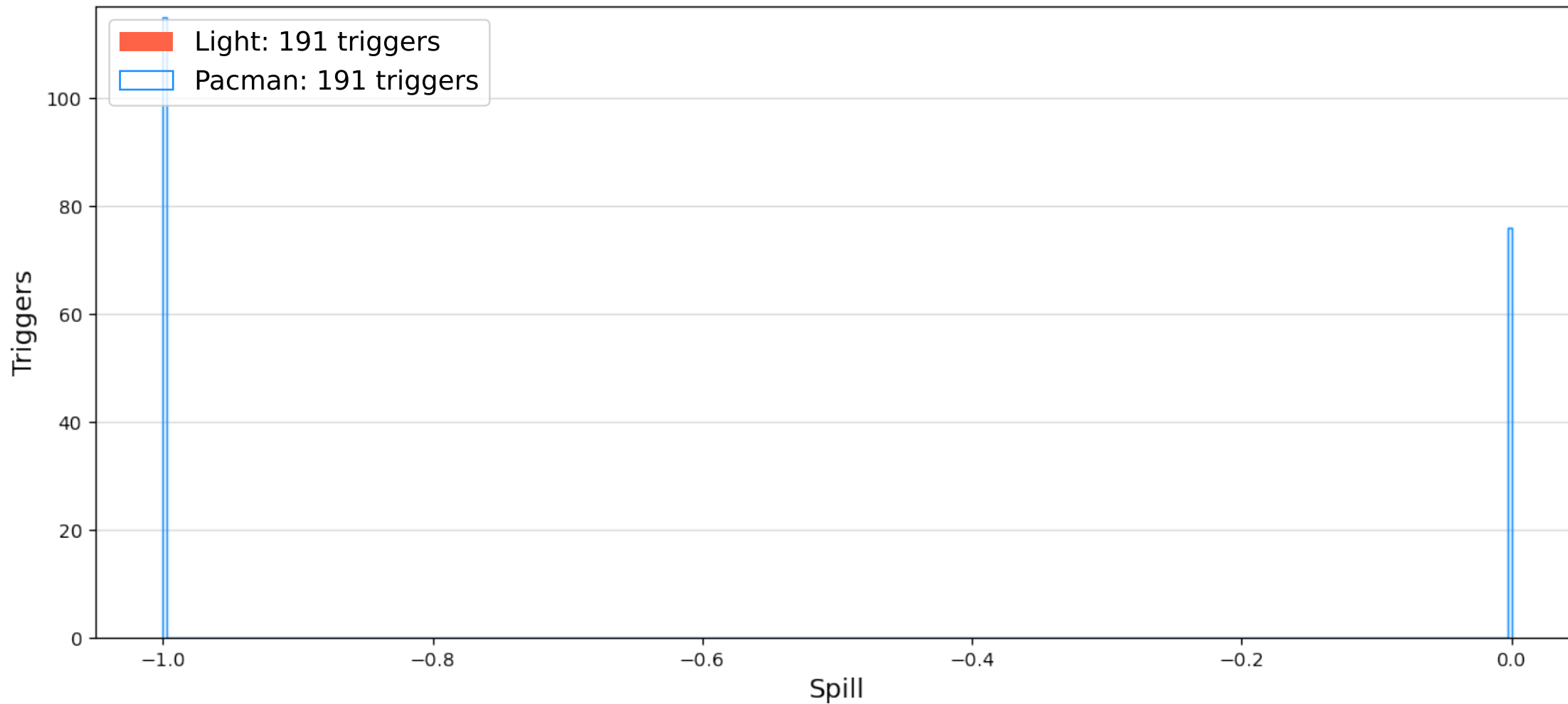




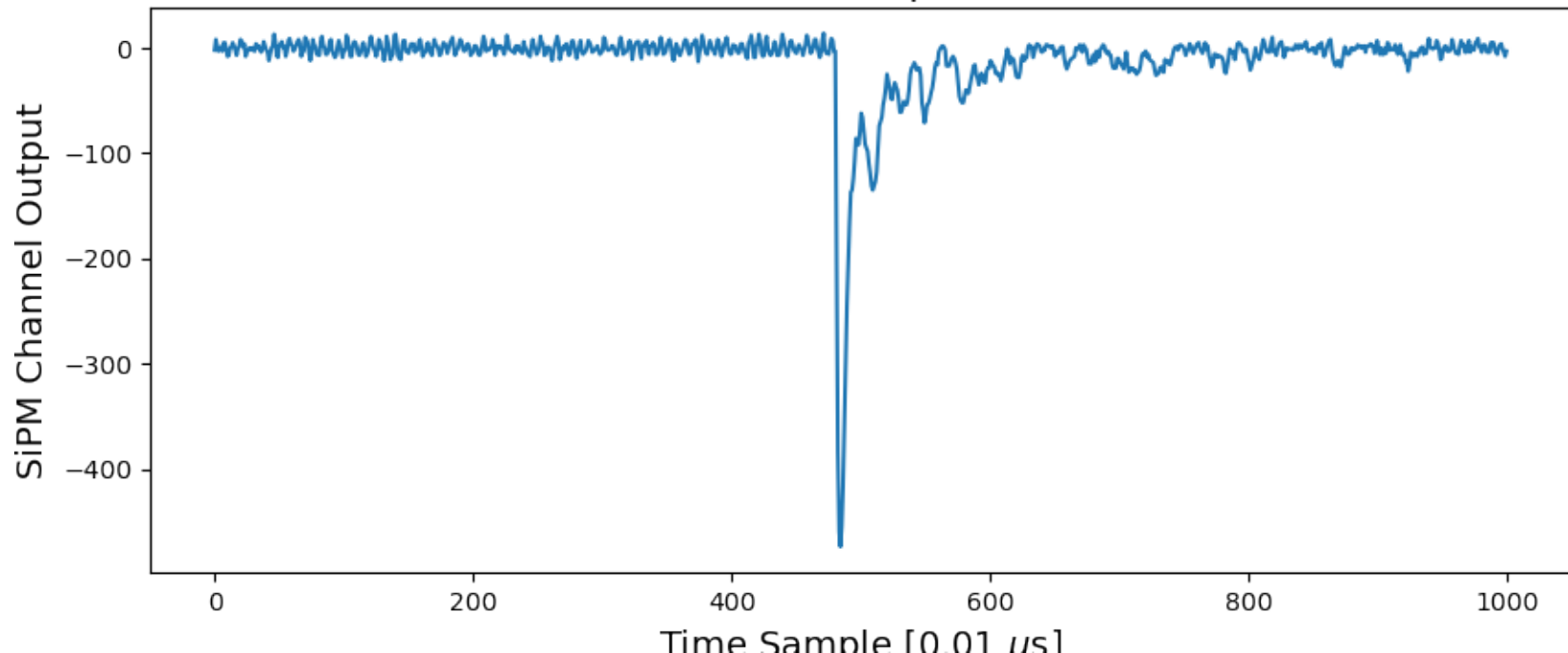
# Larpix (Spill) Trigger vs. Light Trigger



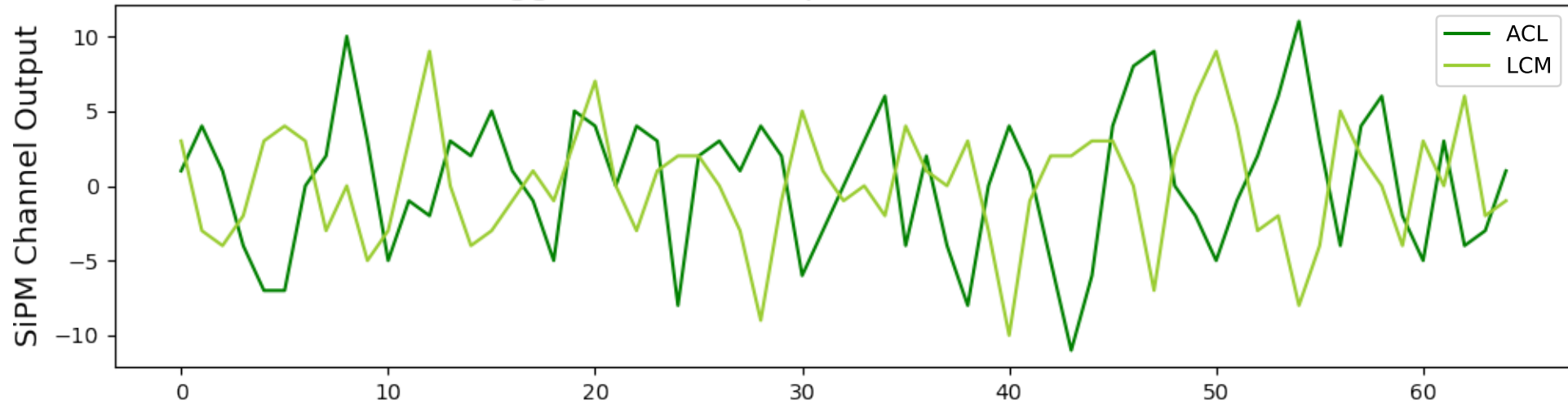
Triggers Per Spill (191 Spills)



# Module 1, Event 1, Optical Channel 1



Pre-Trigger Noise Example (No Pedestal): Module 3



# larnd-sim: Pre-Trigger Noise, 3000 Waveforms

