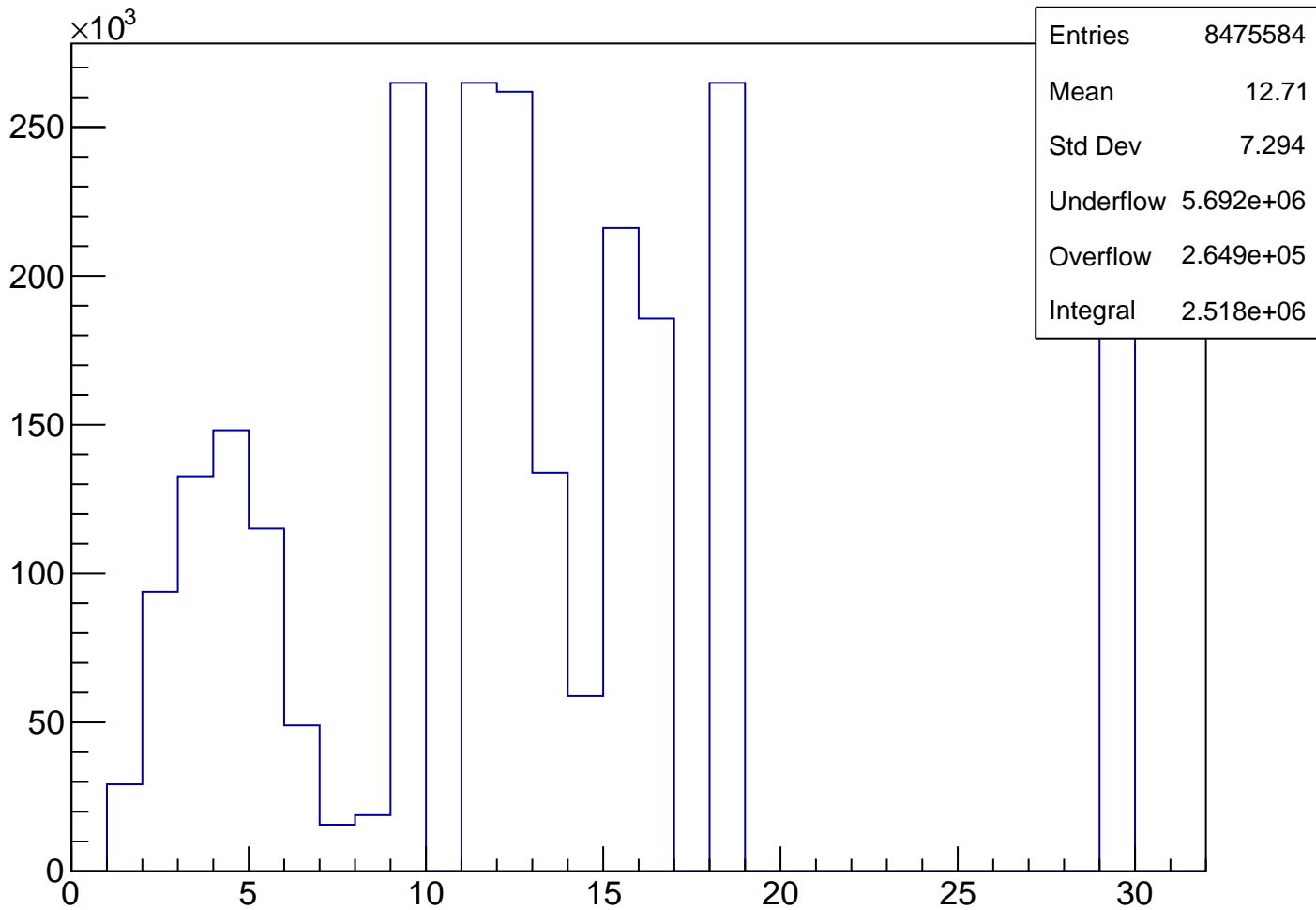
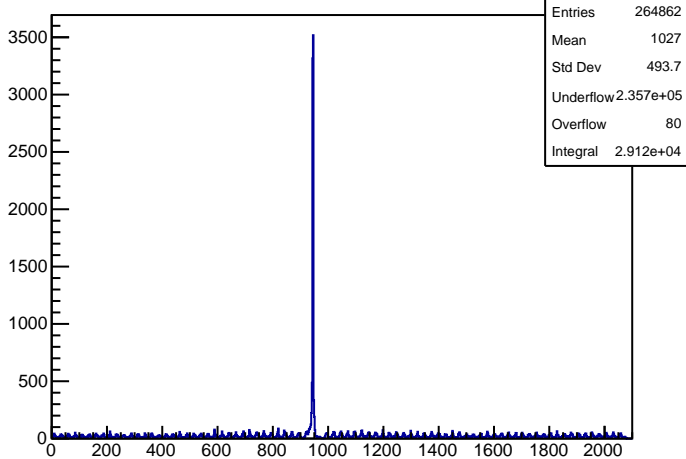


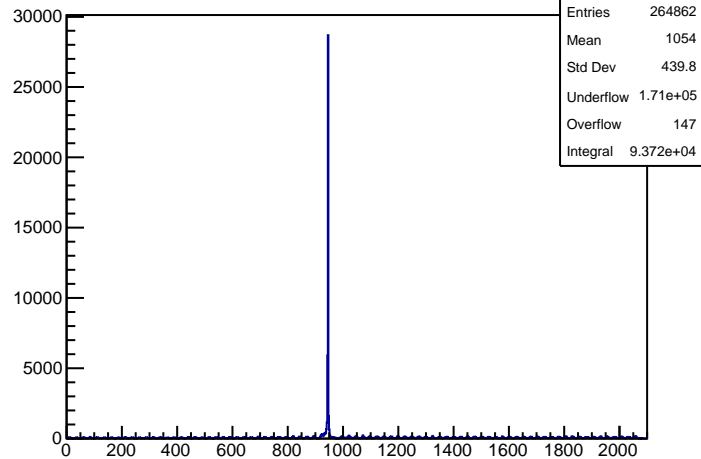
# TrigPatAll



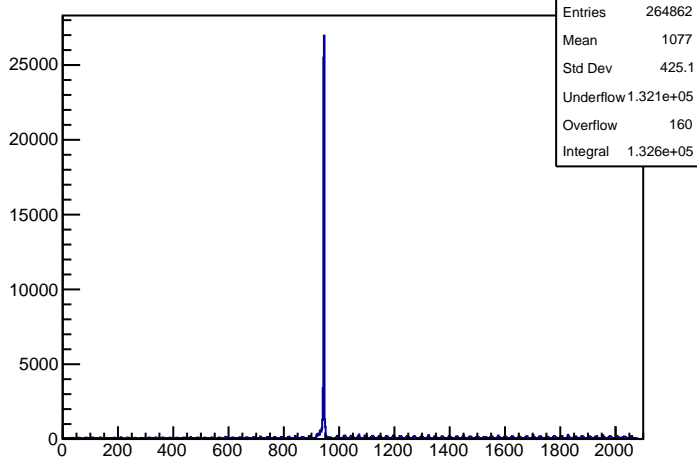
TrigFlag Bh21K



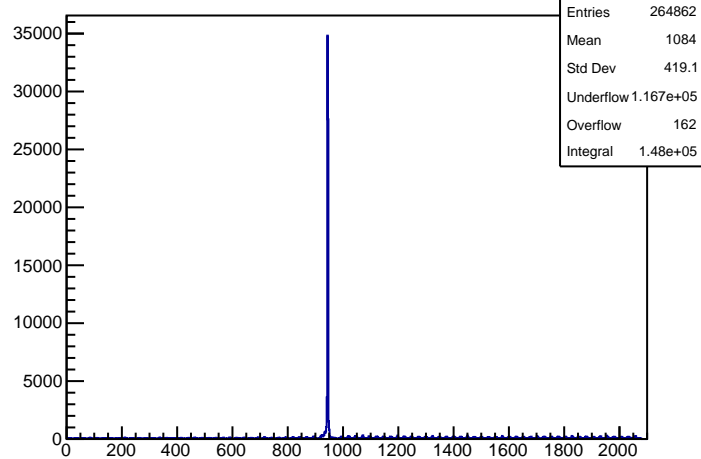
TrigFlag Bh22K



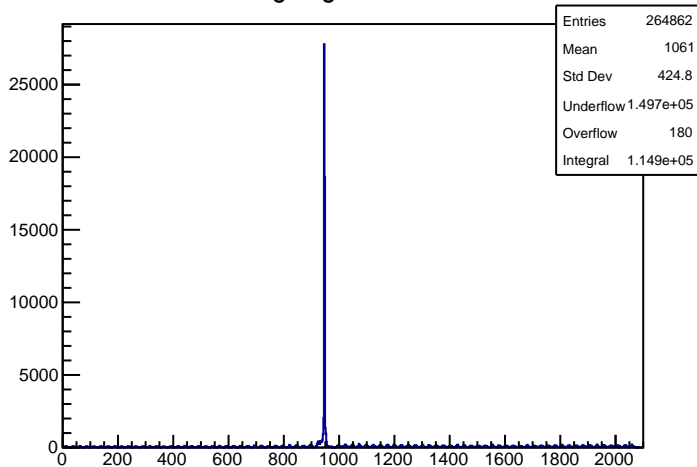
TrigFlag Bh23K



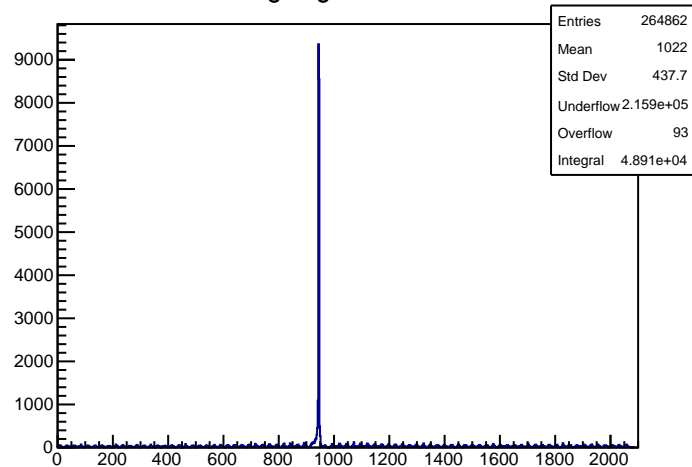
TrigFlag Bh24K



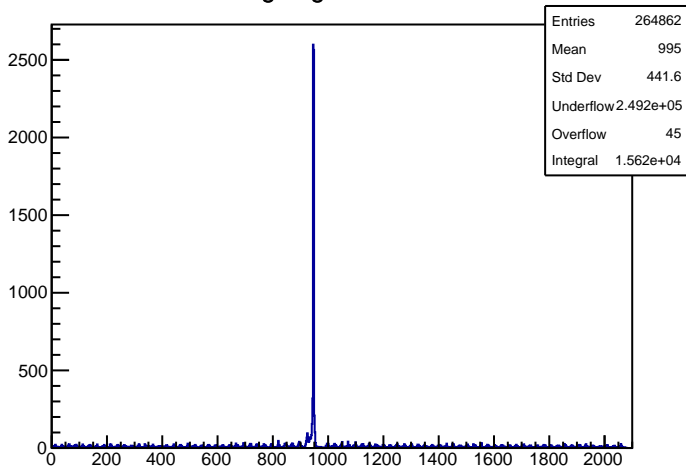
TrigFlag Bh25K



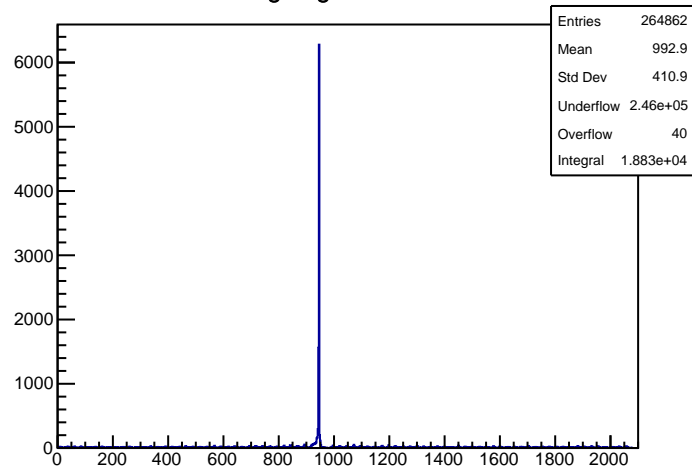
TrigFlag Bh26K



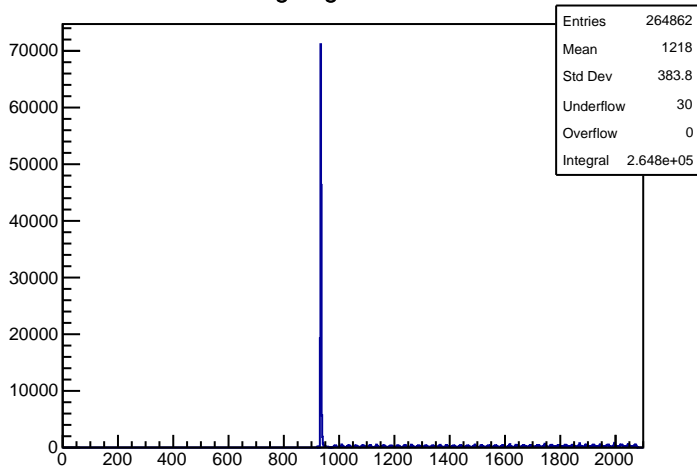
TrigFlag Bh27K



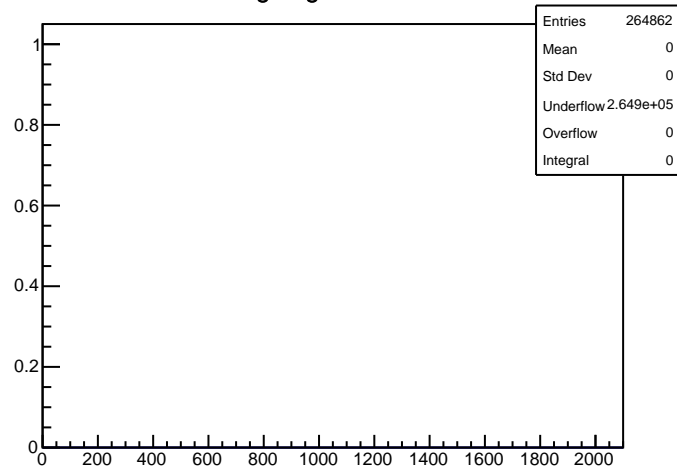
TrigFlag Bh28K



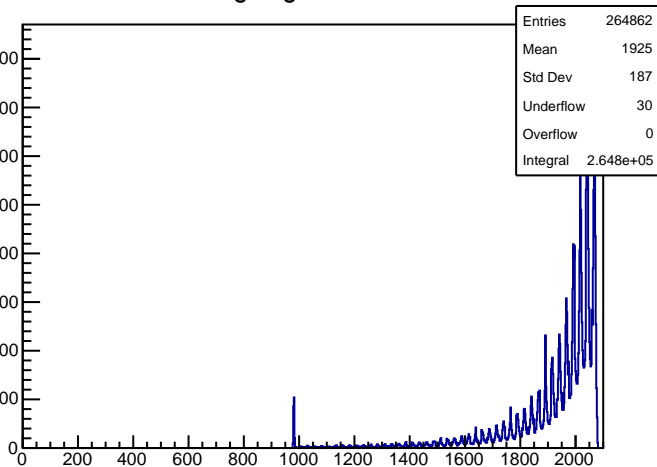
### TrigFlag Bh2K



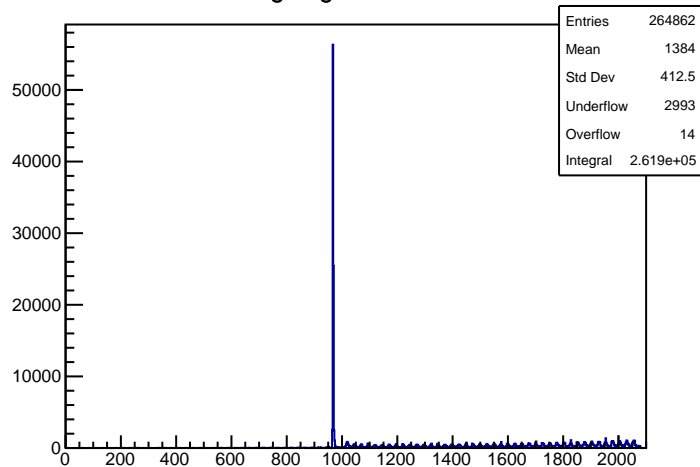
### TrigFlag ElseOr



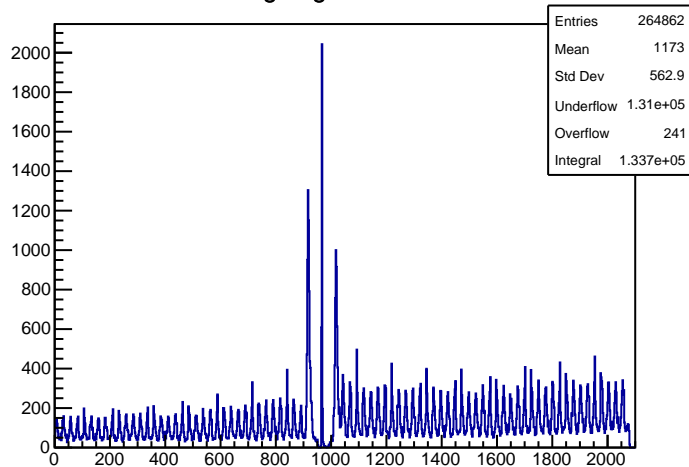
### TrigFlag Beam



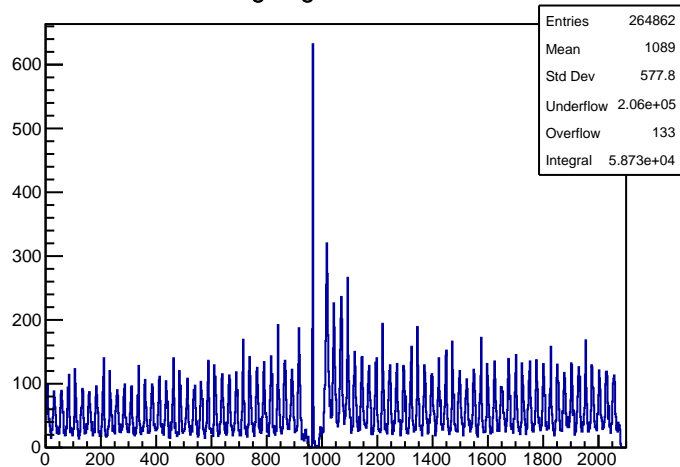
### TrigFlag BeamTof



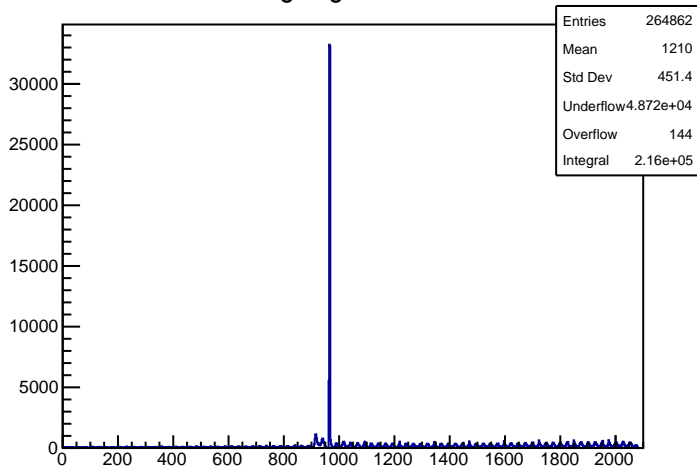
TrigFlag BeamPi



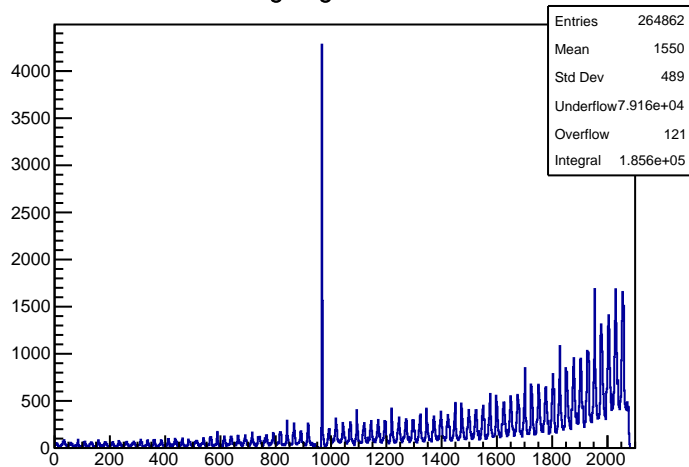
TrigFlag BeamP



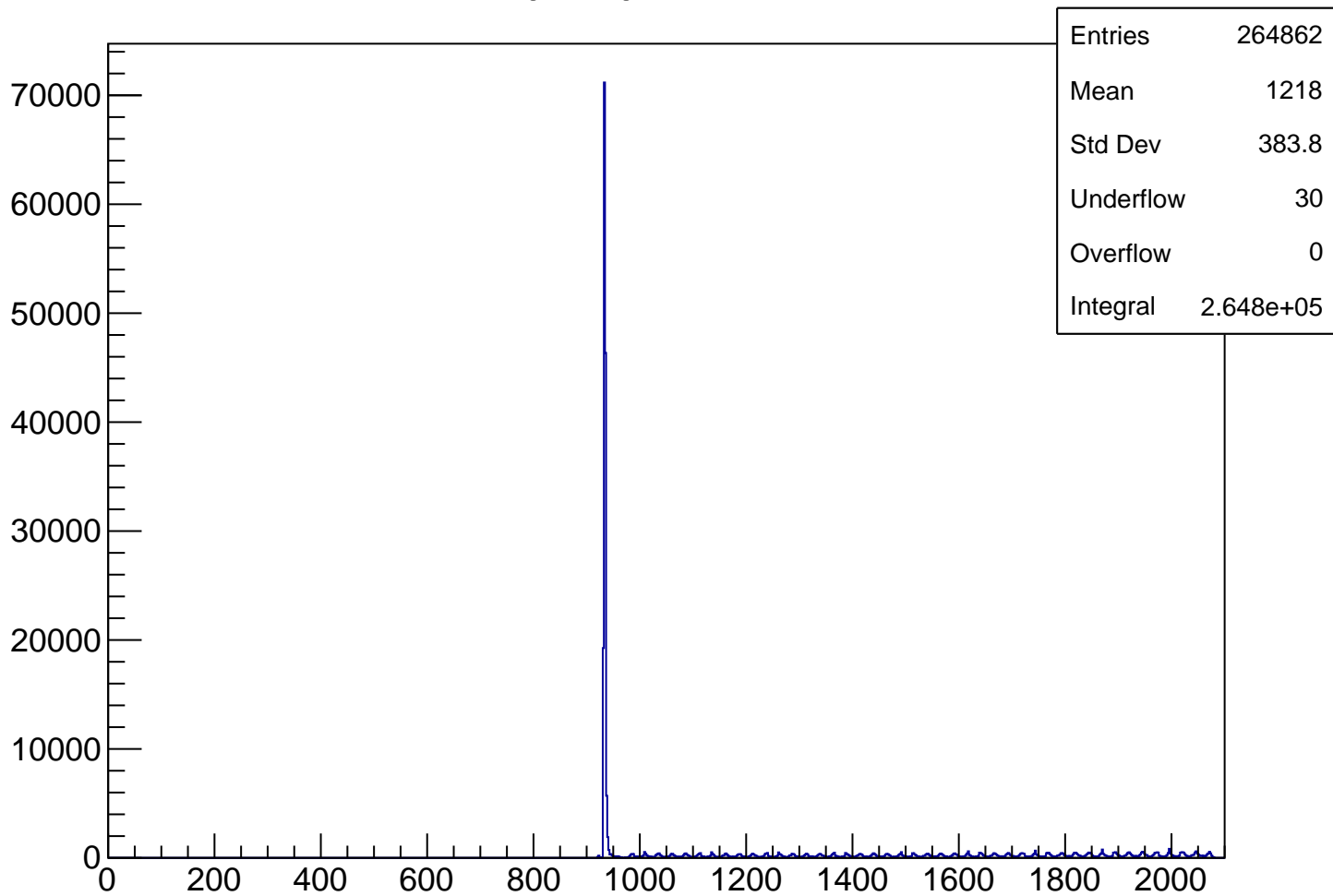
TrigFlag Coin1



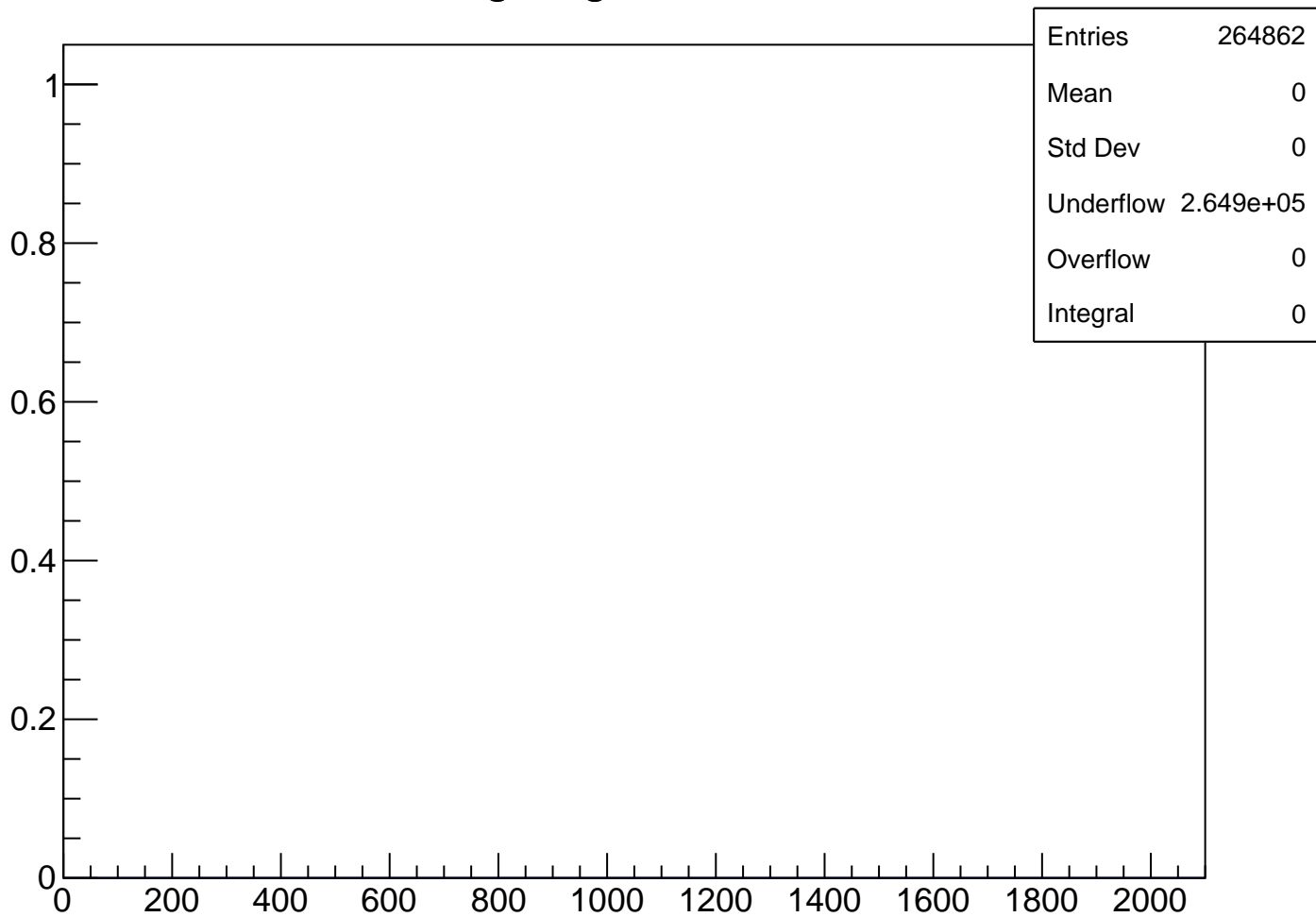
TrigFlag Coin2



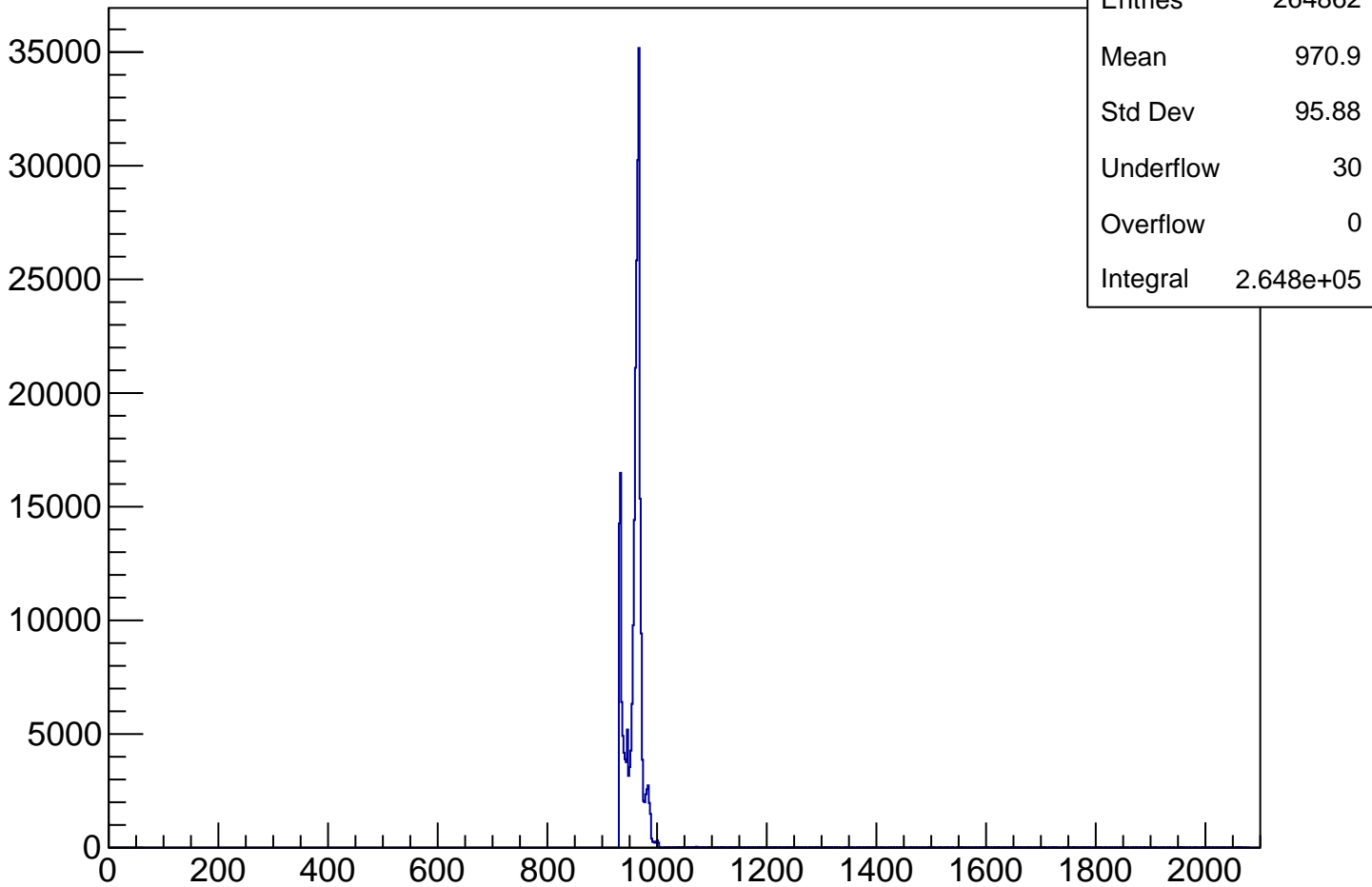
# TrigFlag Bh2K



# TrigFlag ElseOr

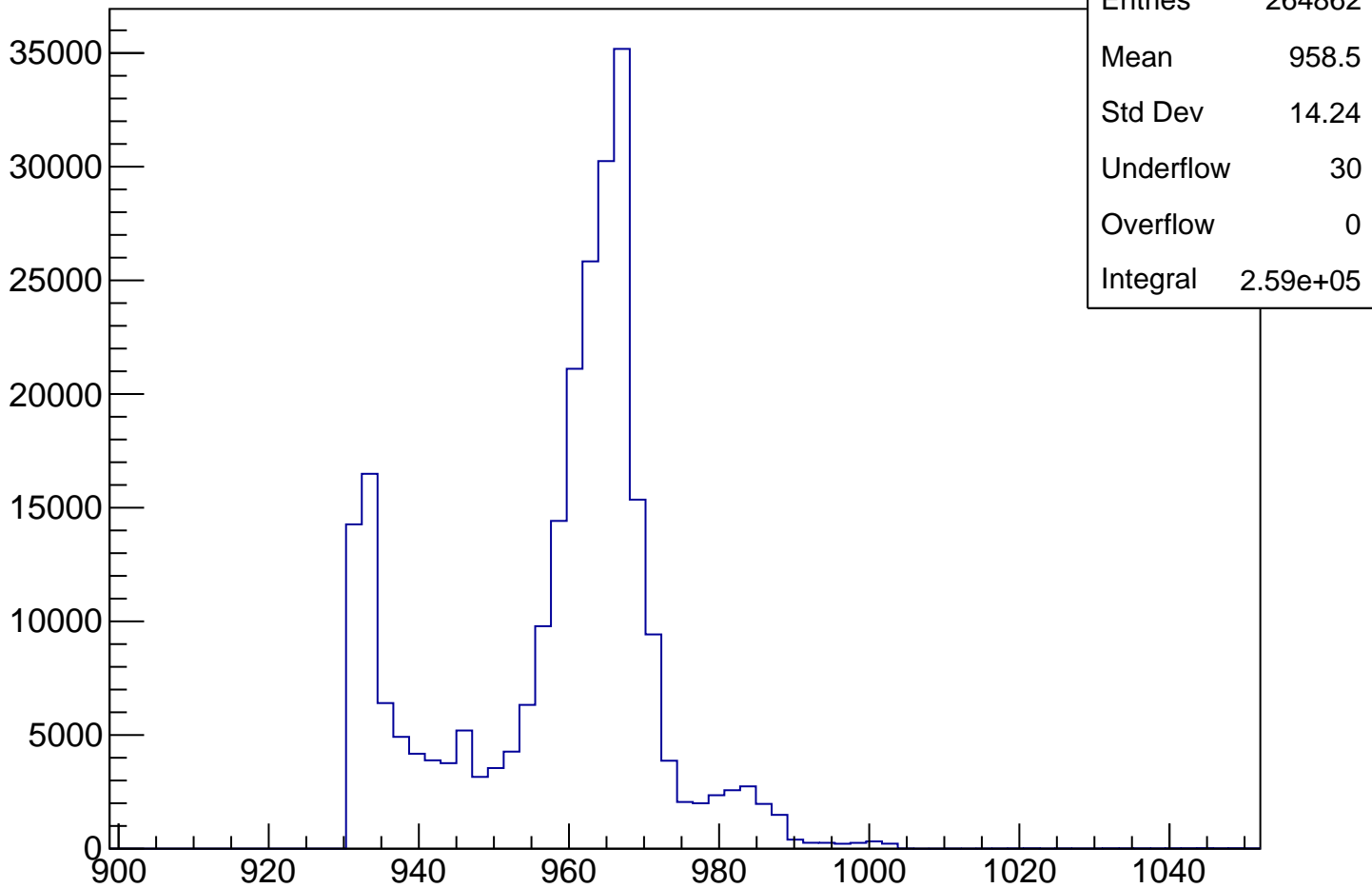


# TrigFlag Matrix

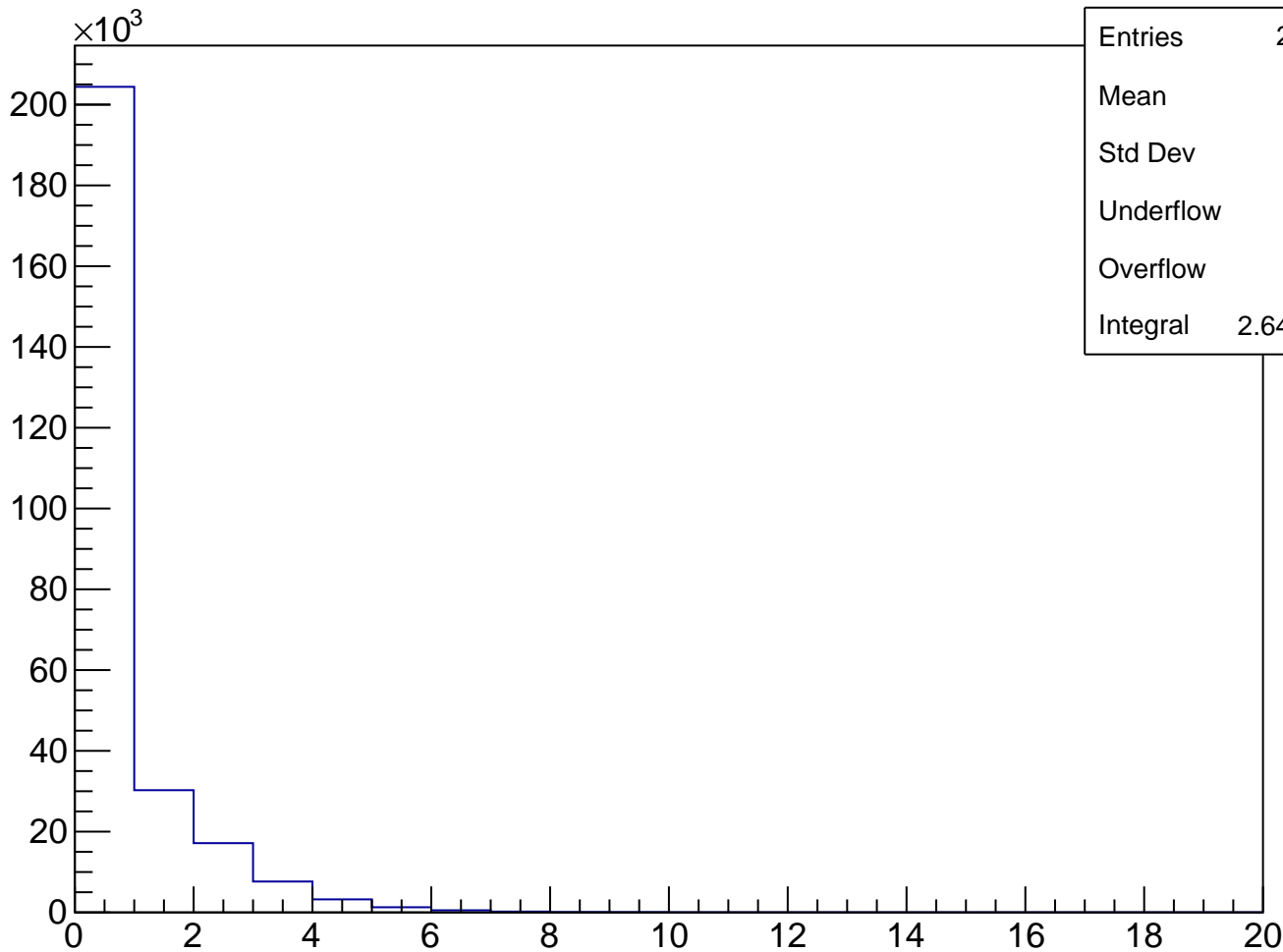




# TrigFlag Matrix

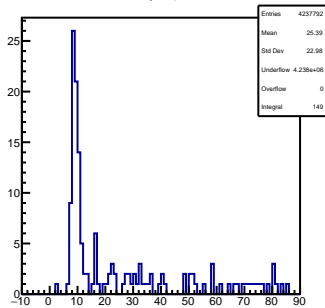


# TofNhits

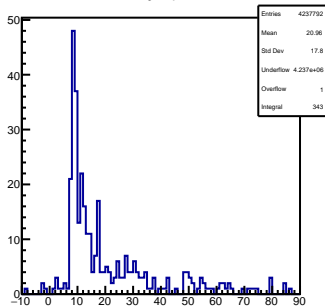


Entries	264862
Mean	0.4257
Std Dev	0.9597
Underflow	0
Overflow	0
Integral	2.649e+05

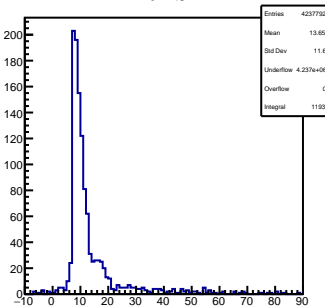
TofMt1



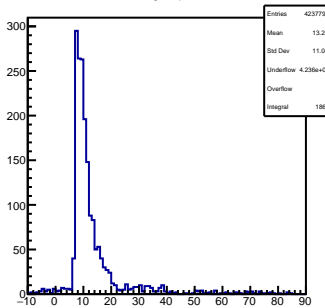
TofMt2



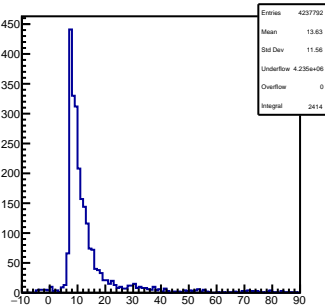
TofMt3



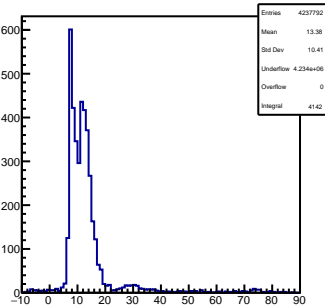
TofMt4



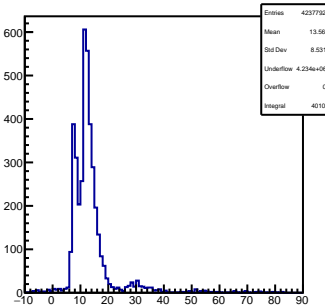
TofMt5



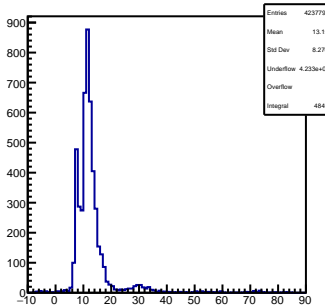
TofMt6



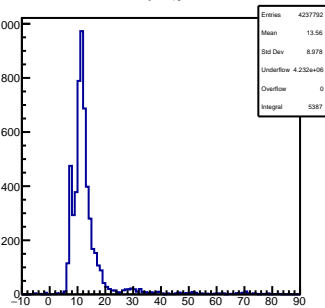
TofMt7



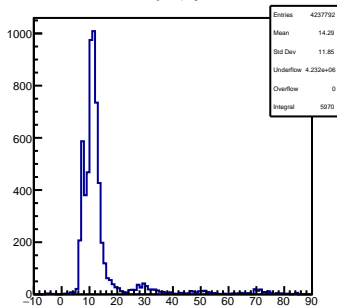
TofMt8



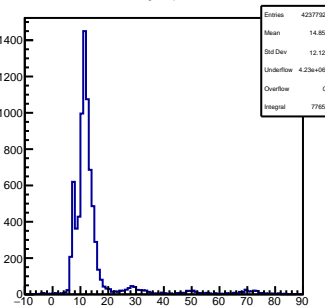
TofMt9



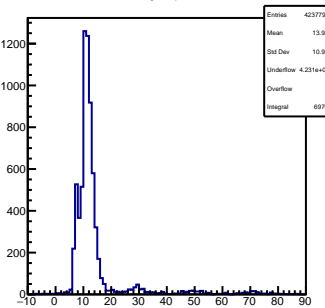
TofMt10



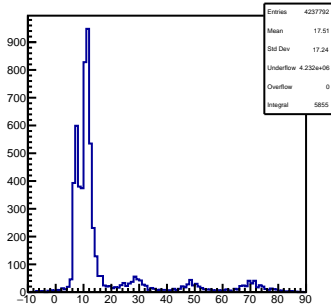
TofMt11



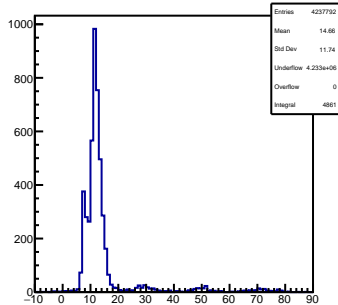
TofMt12



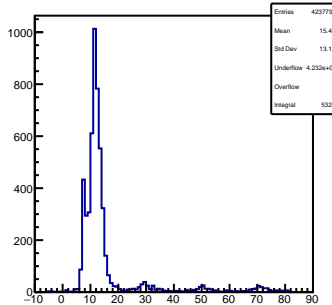
TofMt13



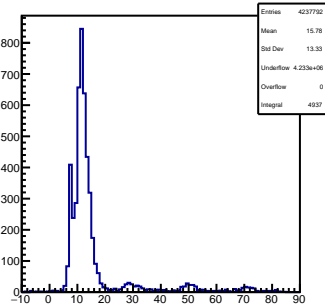
TofMt14



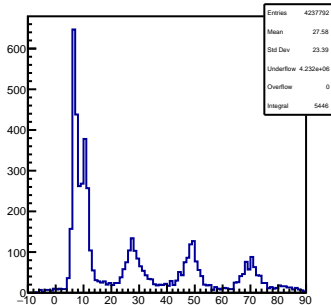
TofMt15



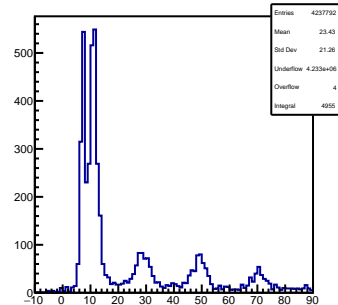
TofMt16



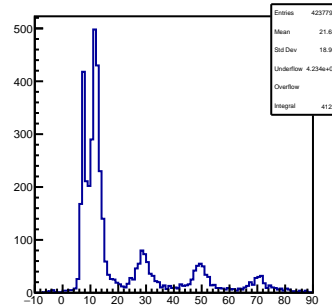
TofMt17



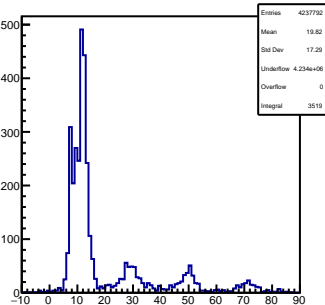
TofMt18



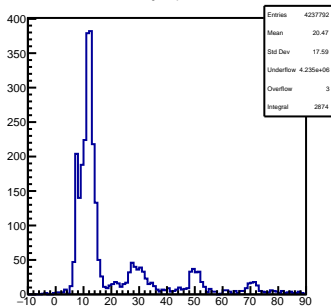
TofMt19



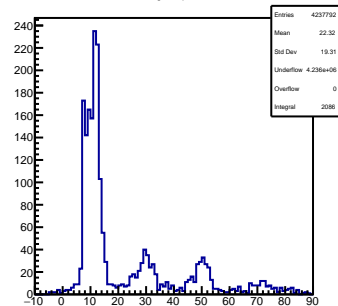
TofMt20



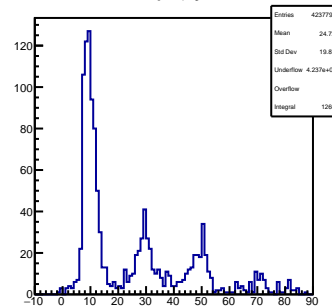
TofMt21



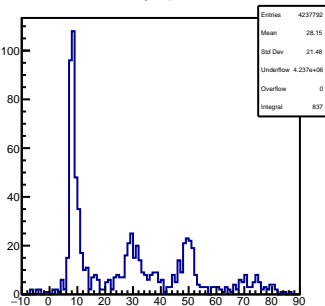
TofMt22



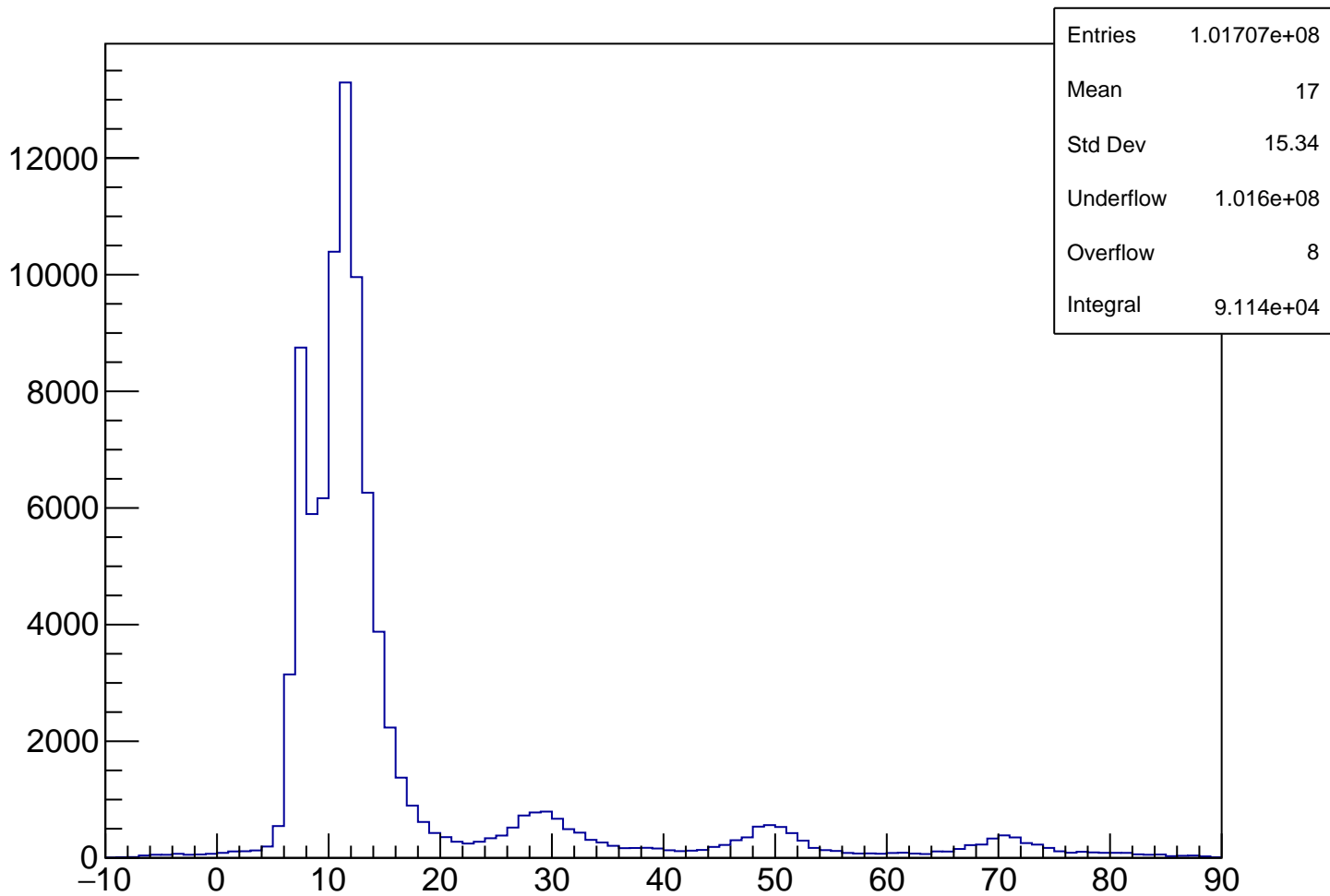
TofMt23



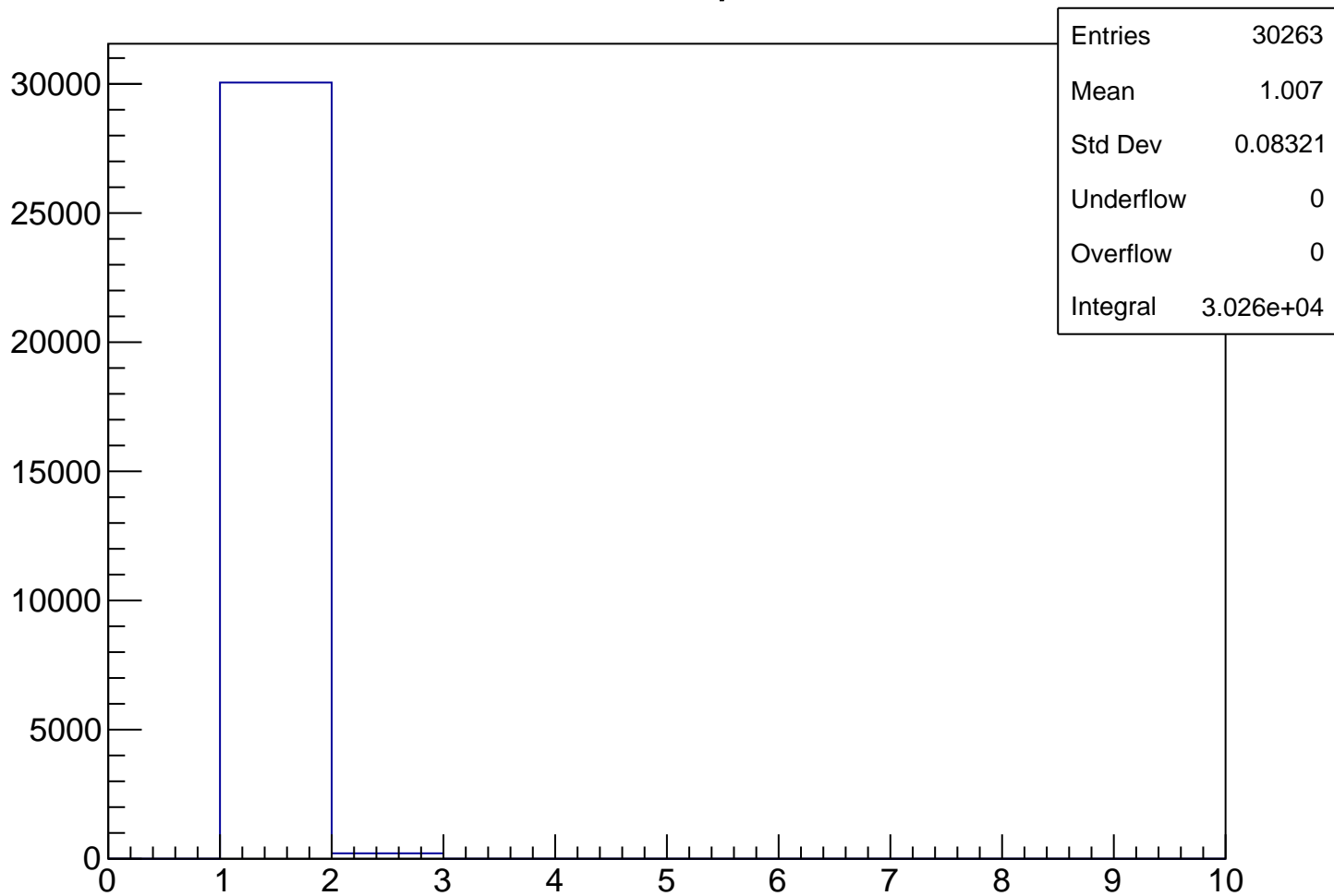
TofMt24



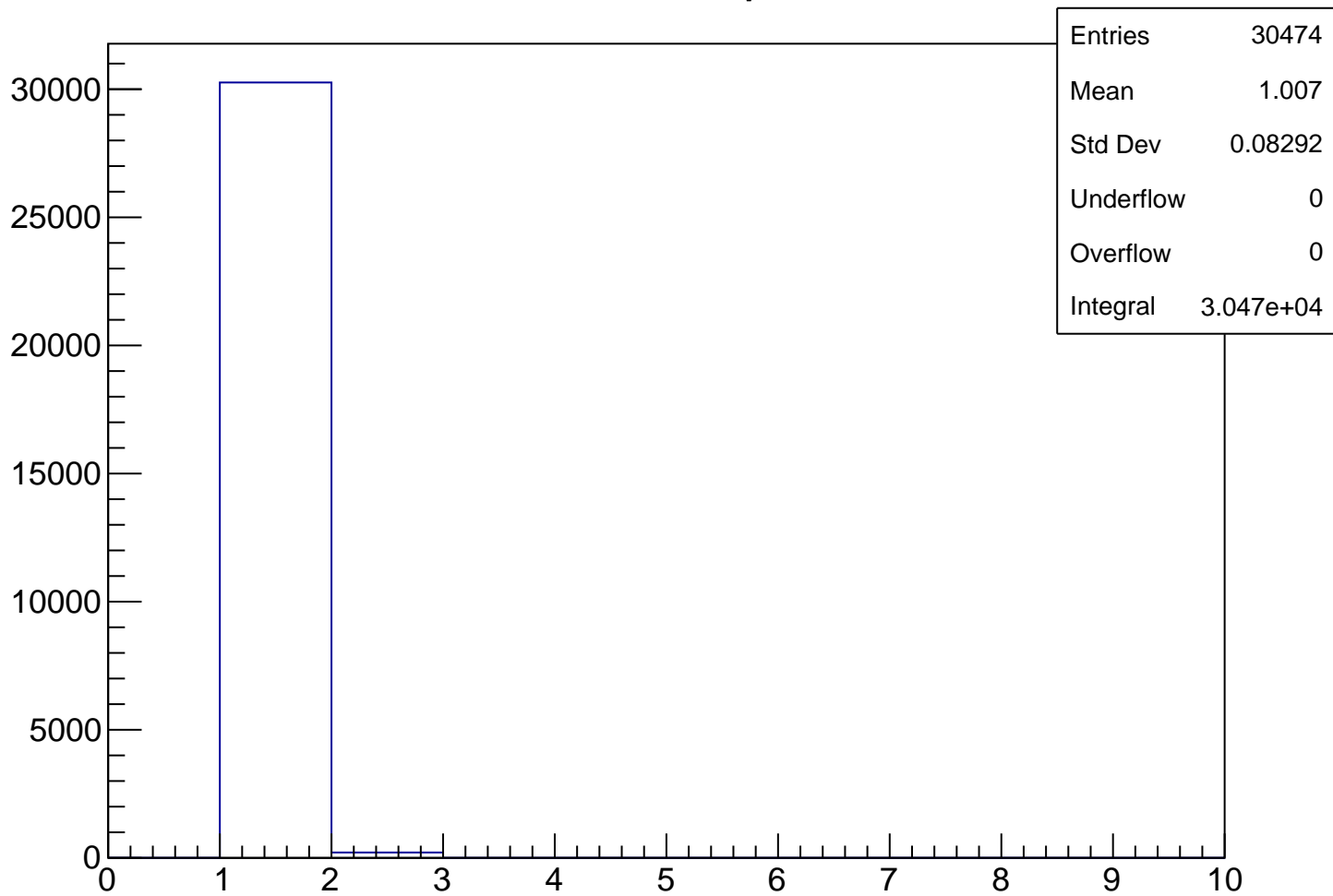
# TofMtOr



# TofMtOrDepthPat



# TofMtOrAllDepthPat



# TofHitPat Cut:Nhits





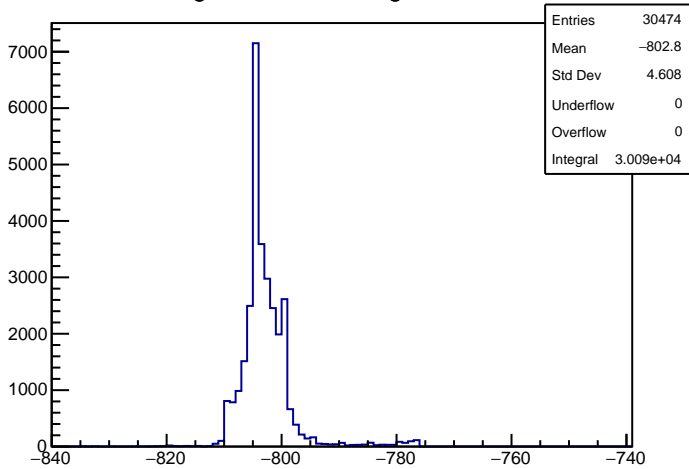
# TofMtOrCut



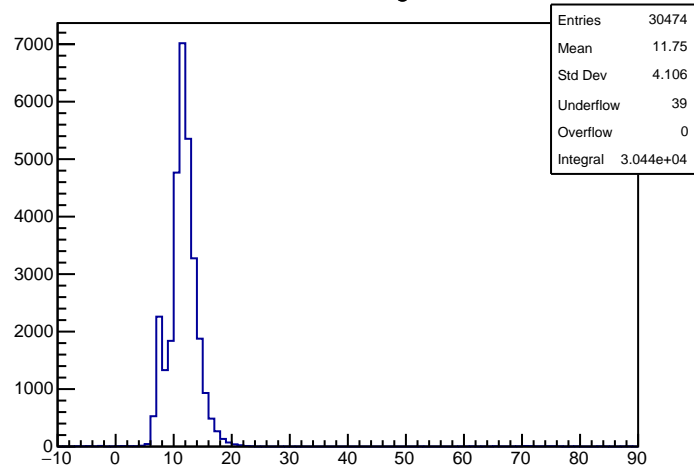
# TofMtOr TdcCut & MtxFlgCut



MtxFlag TdcCut &amp; MtxFlg &amp; Nhits=1 Cut



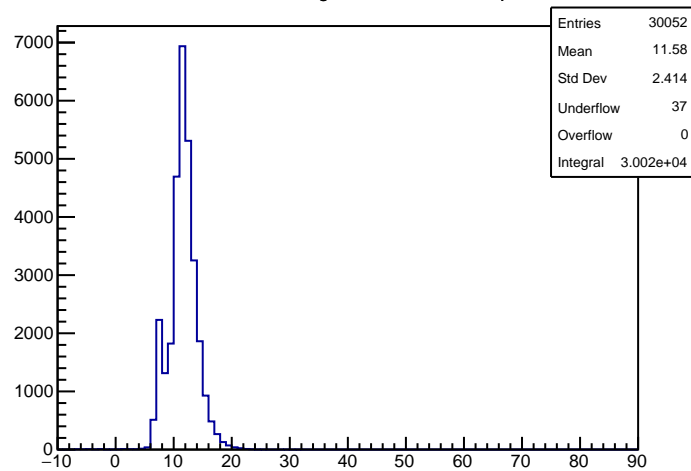
TofMtOr TdcCut &amp; MtxFlg &amp; Nhits=1 Cut



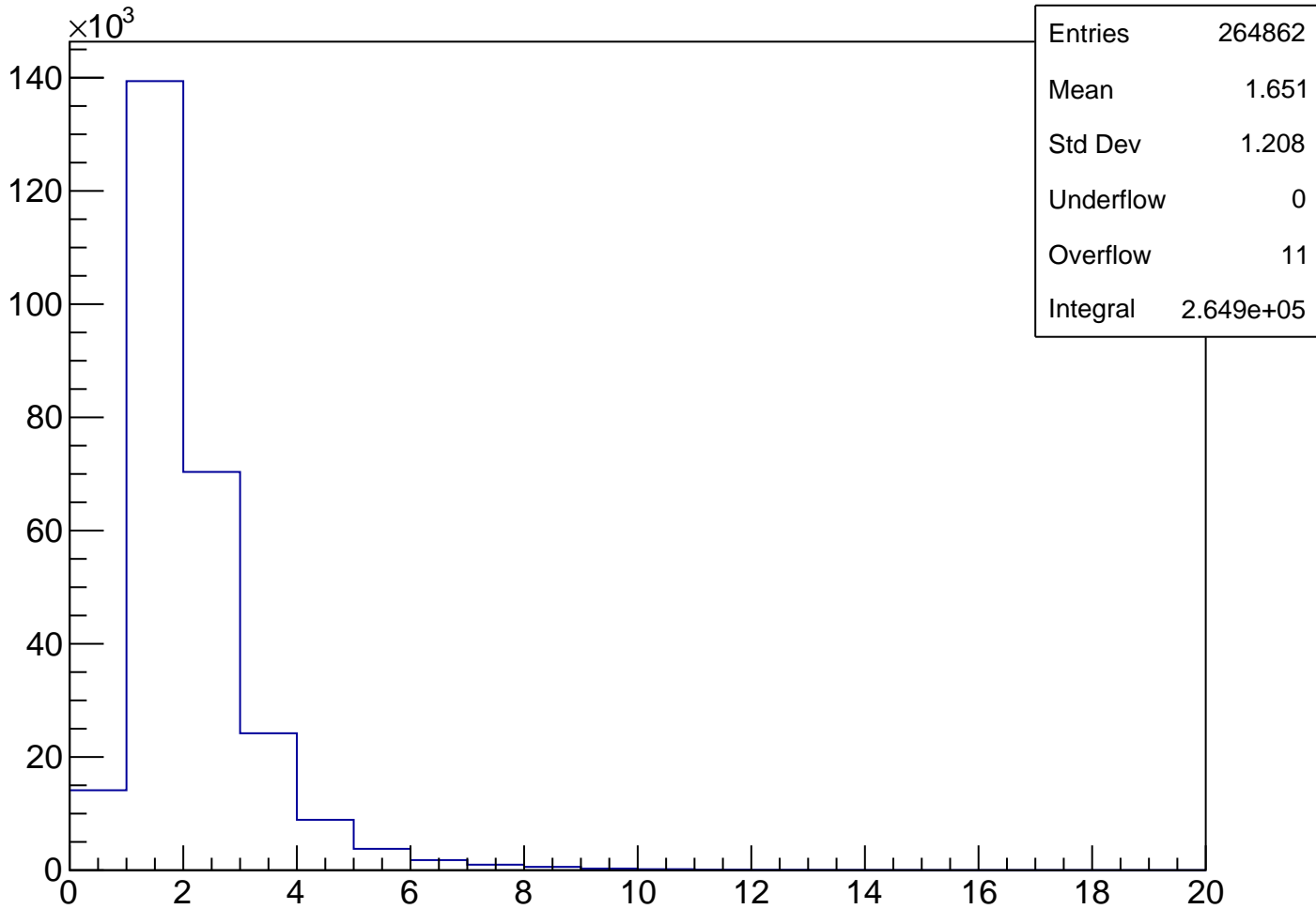
MtxFlag TdcCut &amp; MtxFlg &amp; Nhits=1 &amp; MaxDepth#1 Cut



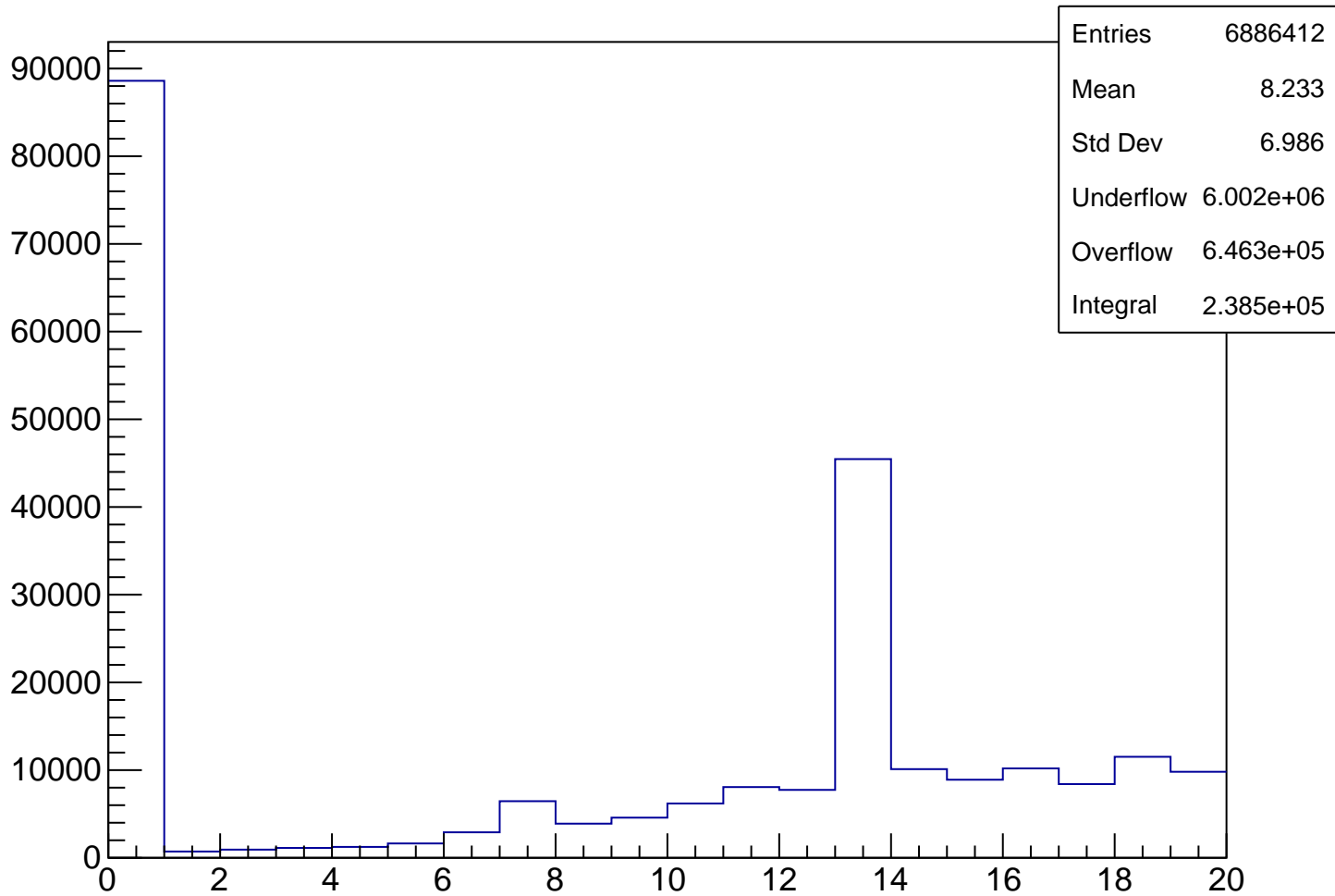
TofMtOr TdcCut &amp; MtxFlg &amp; Nhits=1 &amp; MaxDepth#1 Cut



# SchNhits



# SchHitpat



# SchNhitsCut:nhits=1 & Maxdepth =1

