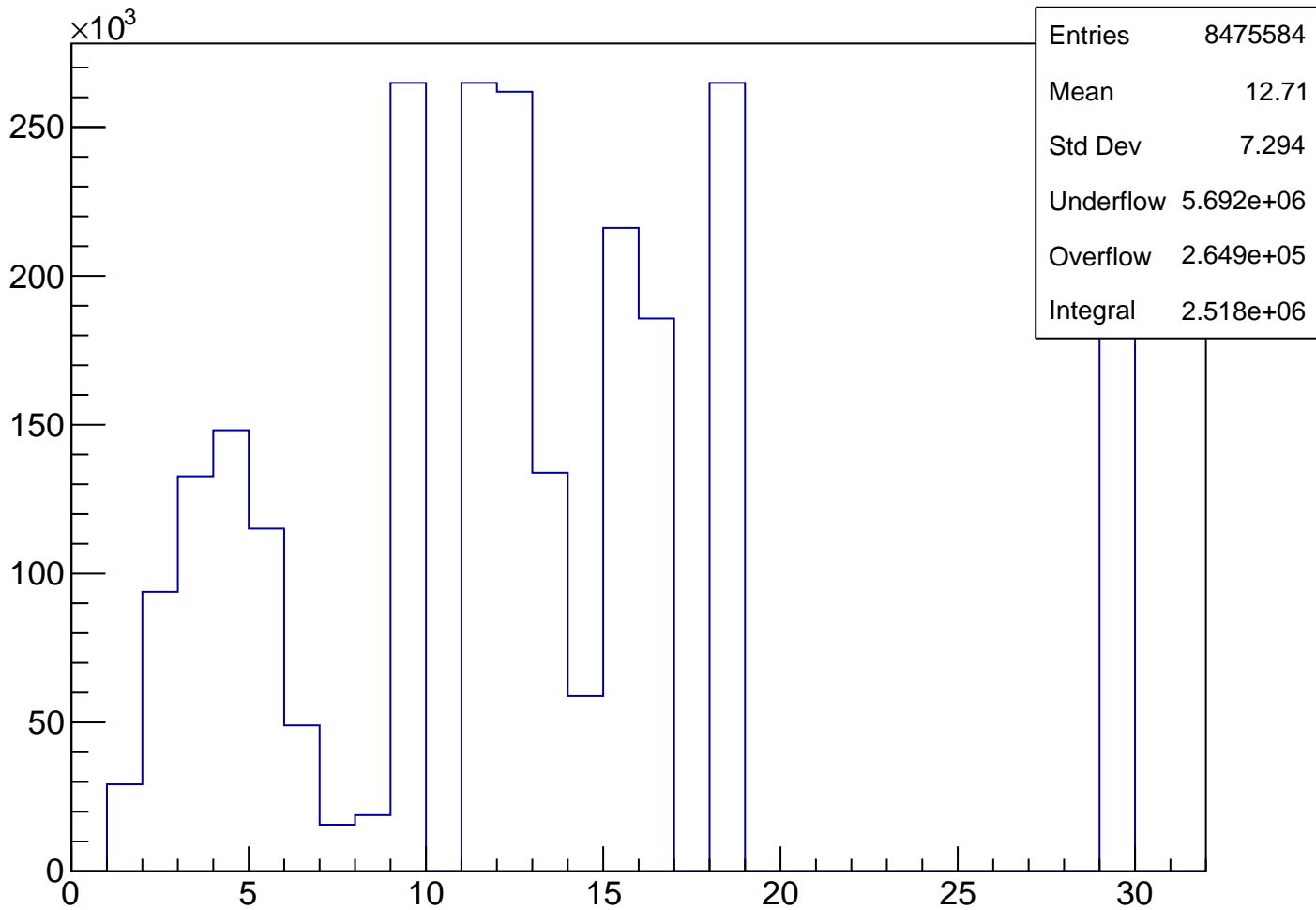
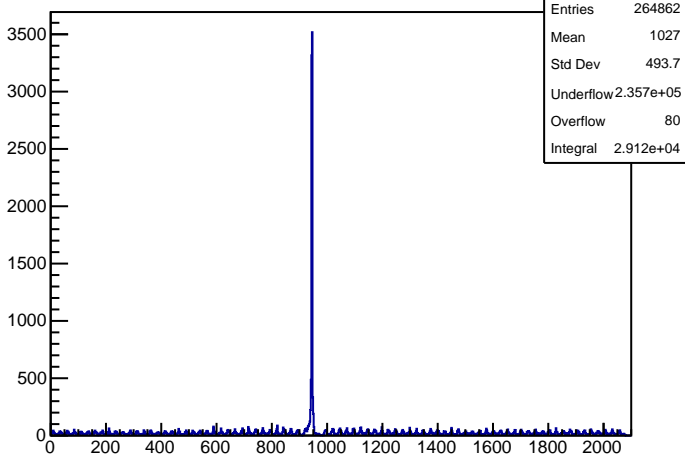


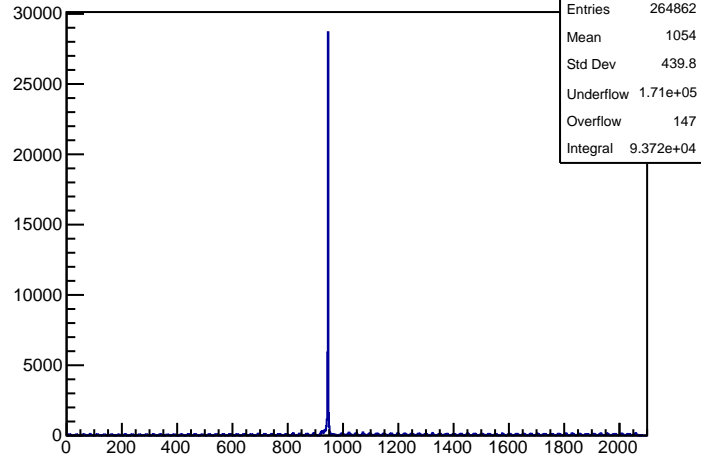
# TrigPatAll



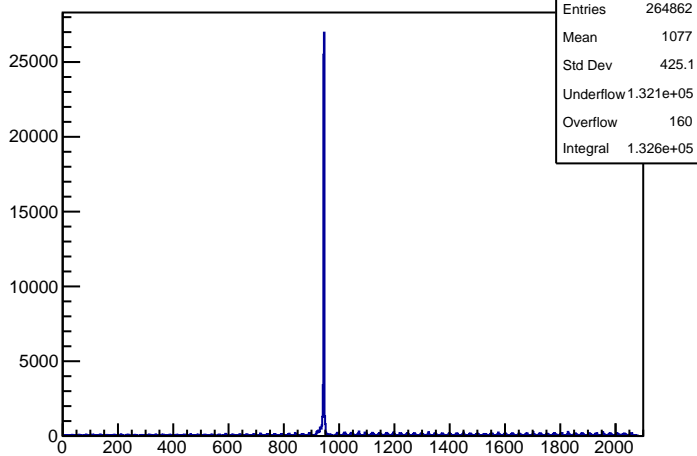
TrigFlag Bh21K



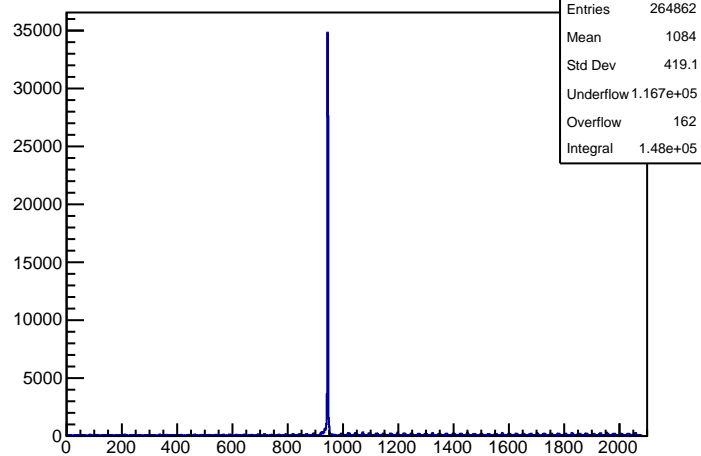
TrigFlag Bh22K



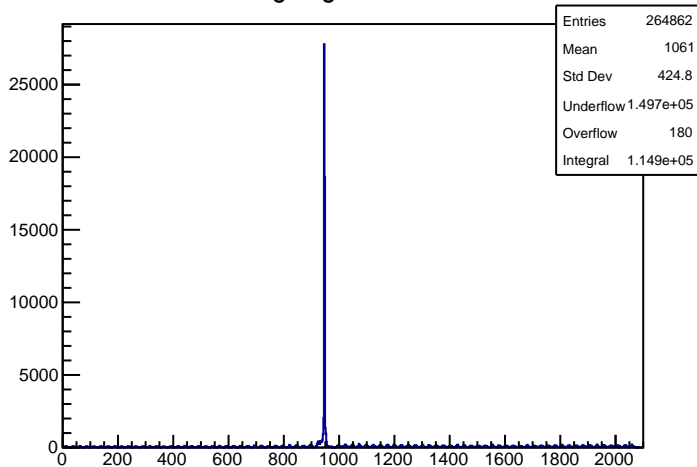
TrigFlag Bh23K



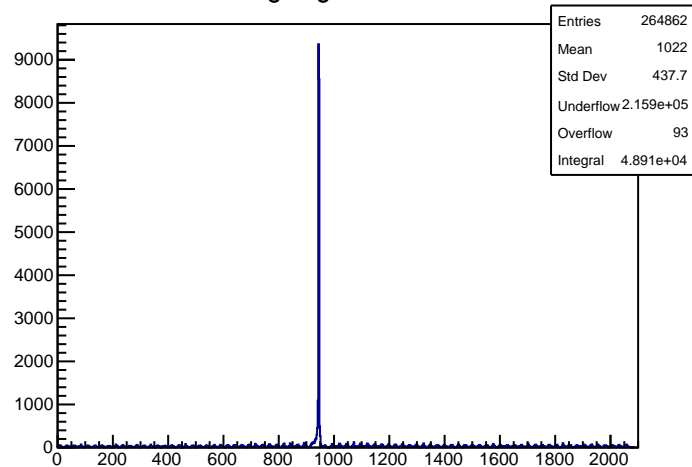
TrigFlag Bh24K



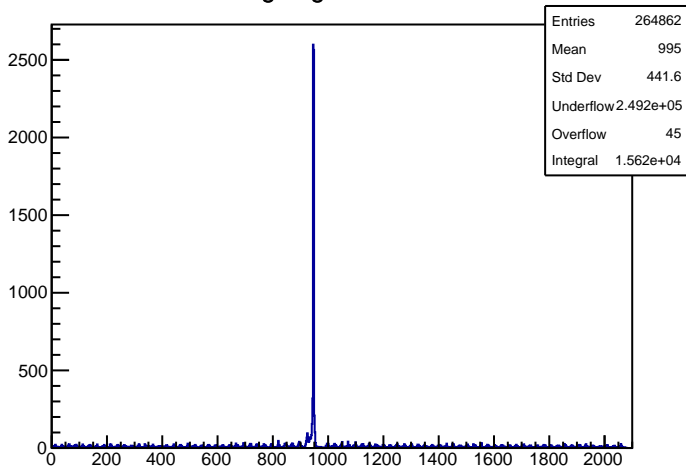
TrigFlag Bh25K



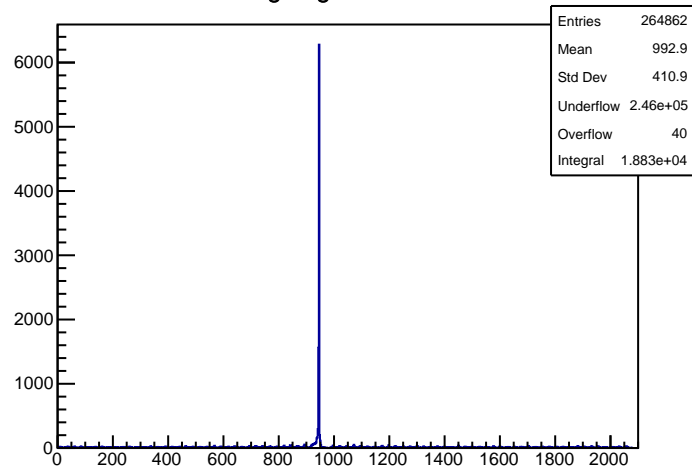
TrigFlag Bh26K



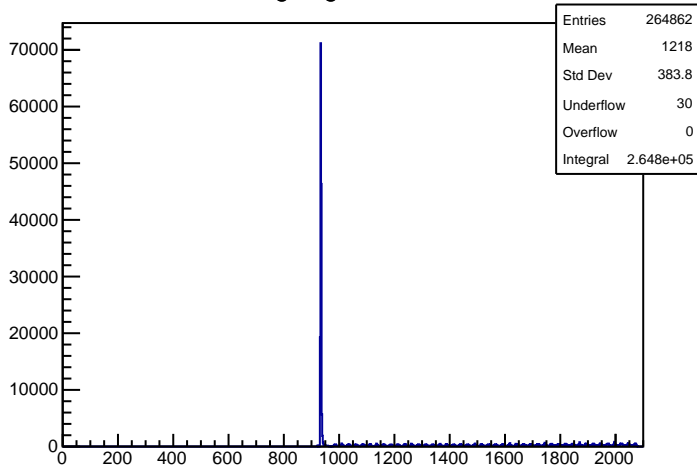
TrigFlag Bh27K



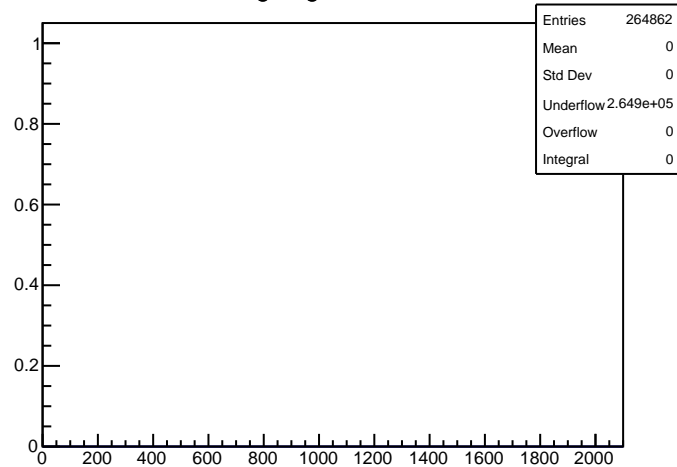
TrigFlag Bh28K



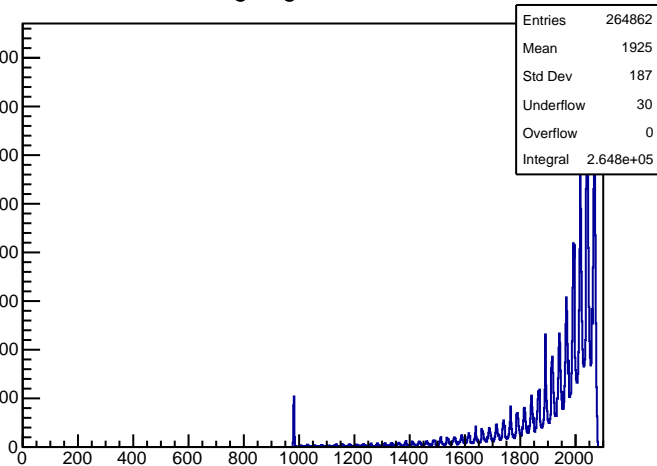
TrigFlag Bh2K



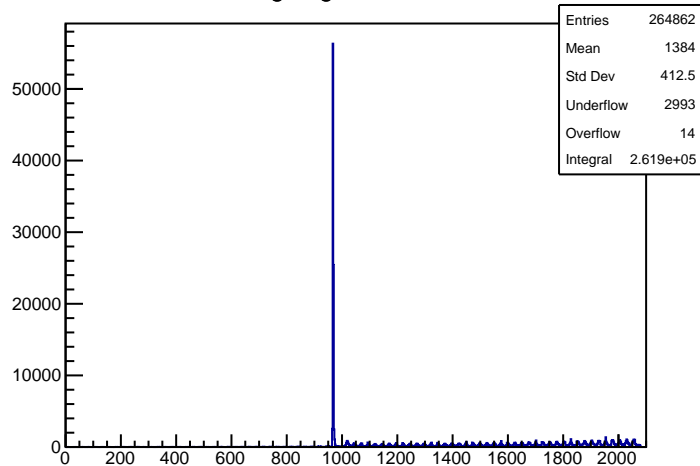
TrigFlag ElseOr



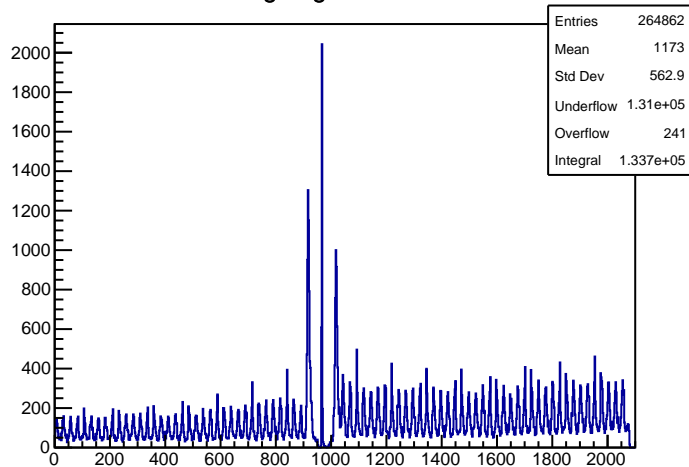
TrigFlag Beam



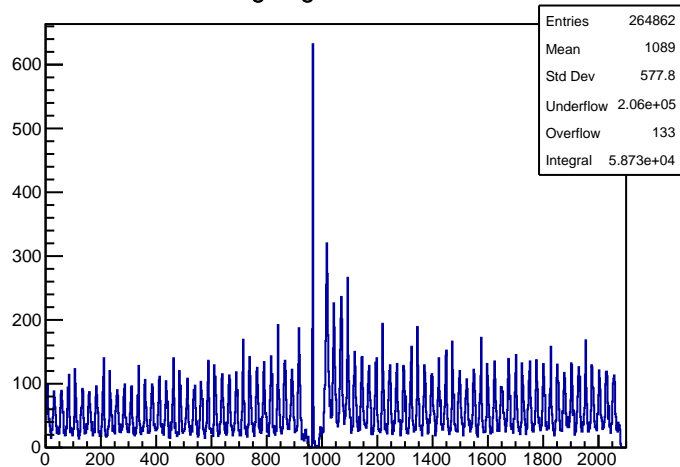
TrigFlag BeamTof



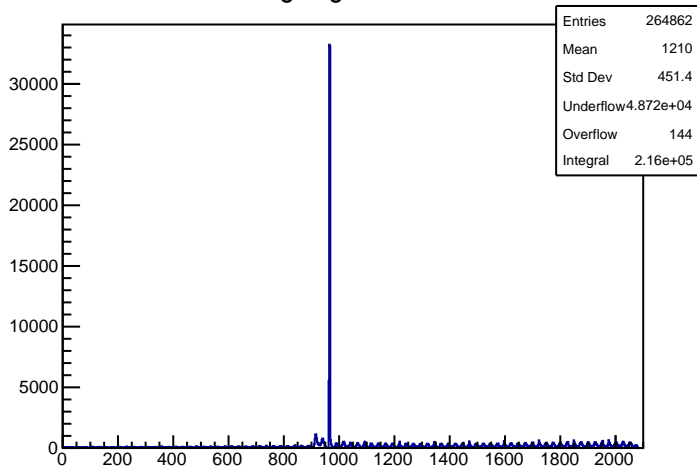
TrigFlag BeamPi



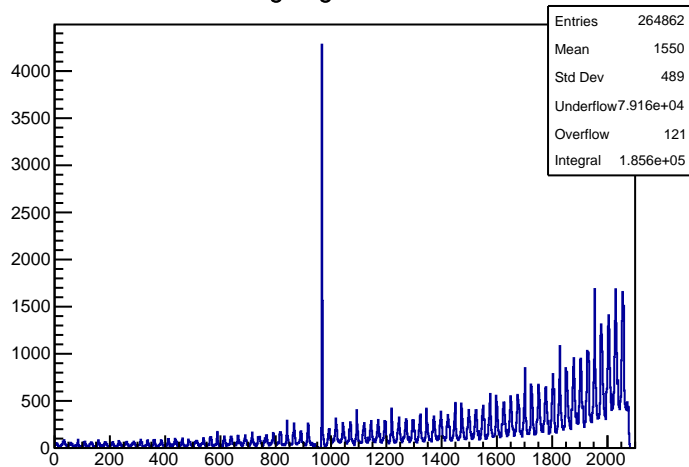
TrigFlag BeamP



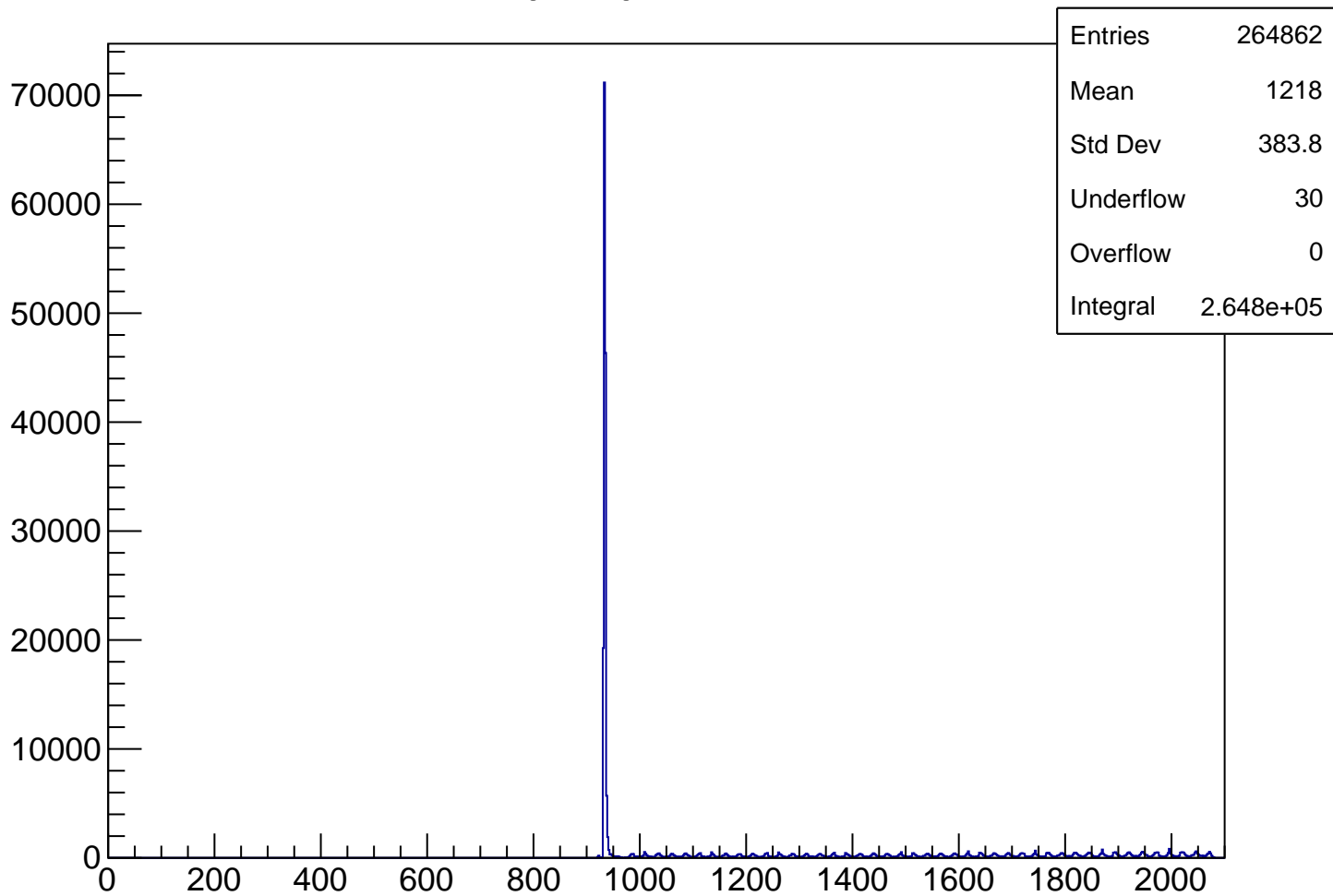
TrigFlag Coin1



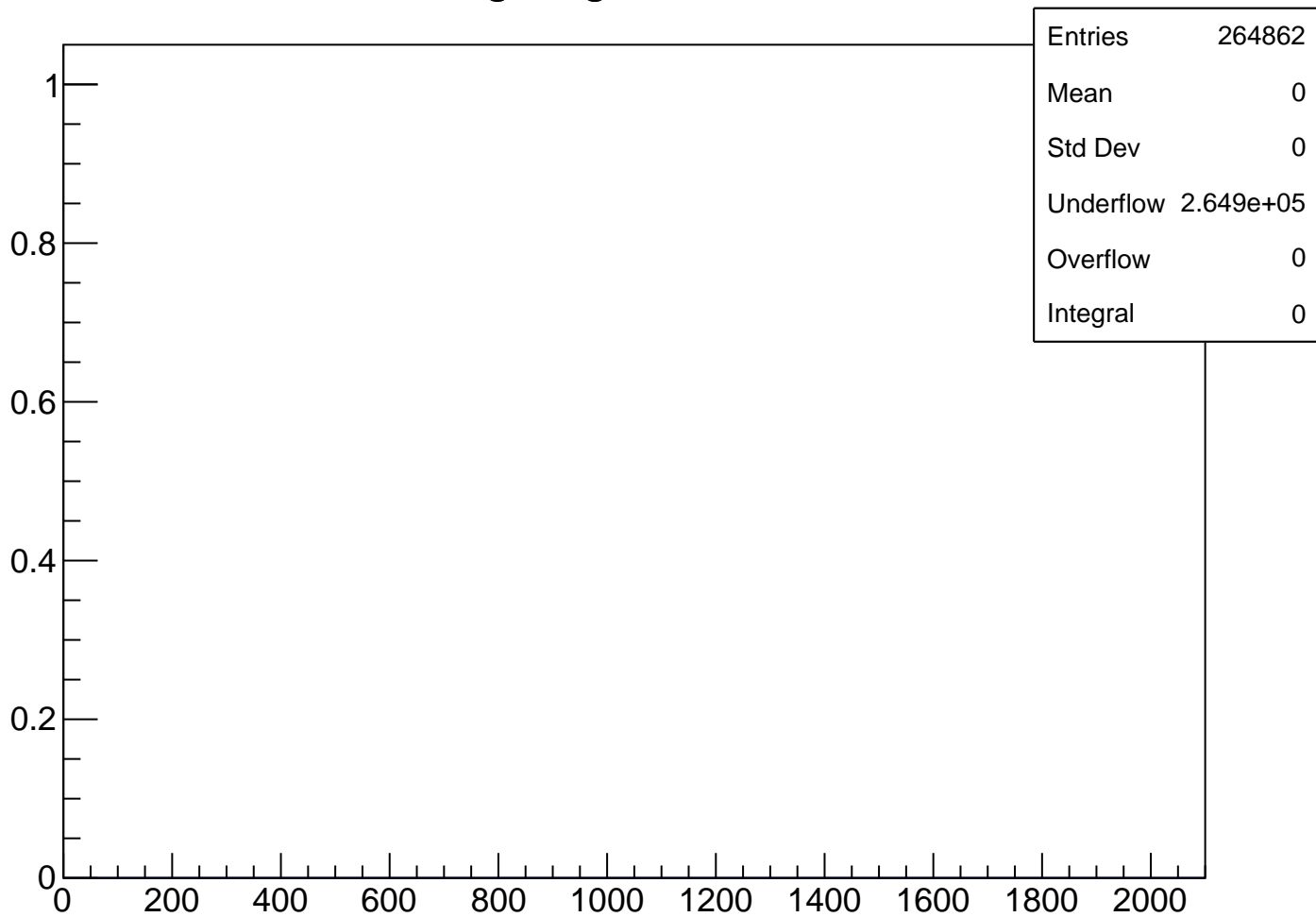
TrigFlag Coin2



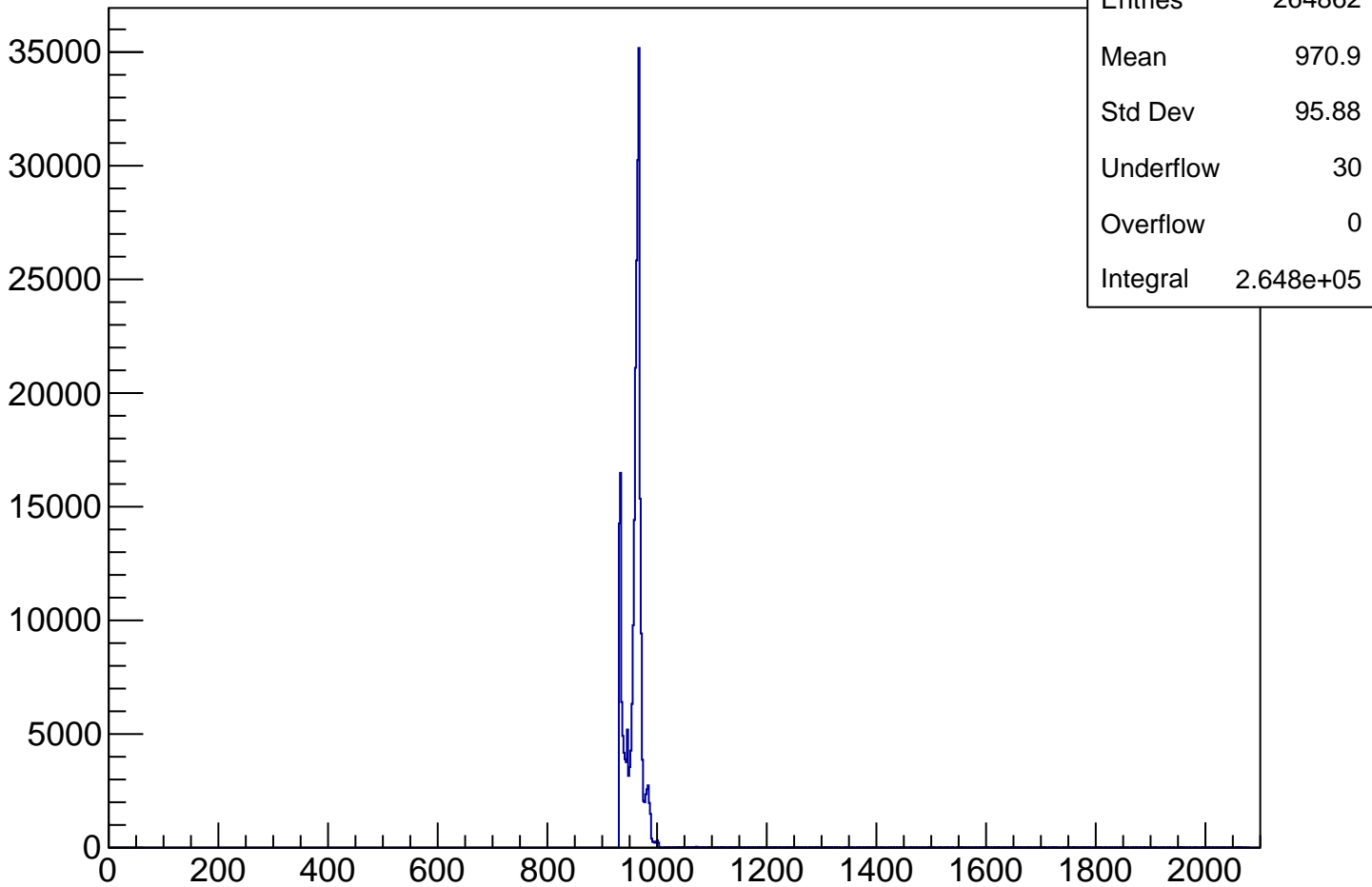
# TrigFlag Bh2K



# TrigFlag ElseOr

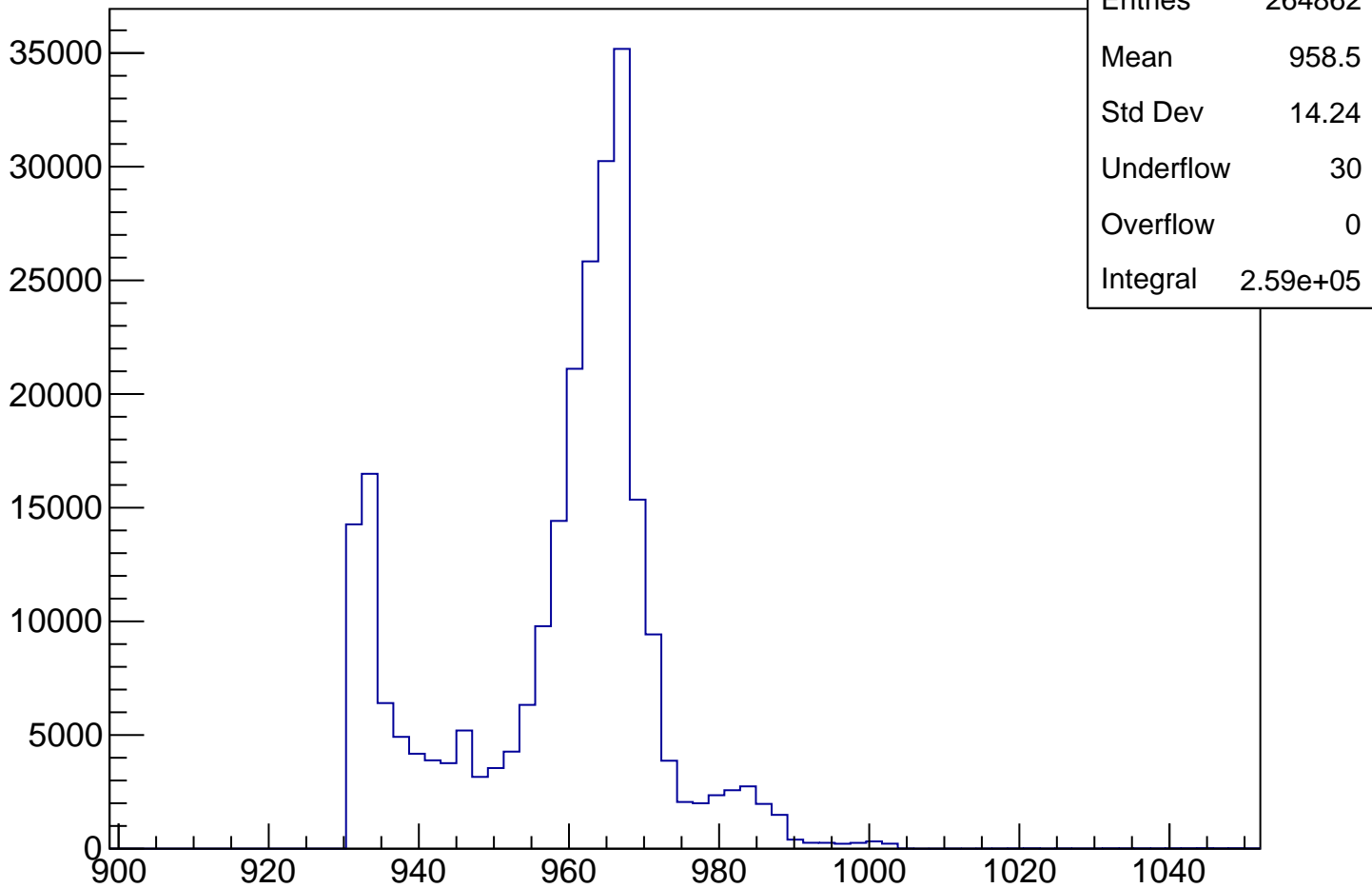


# TrigFlag Matrix

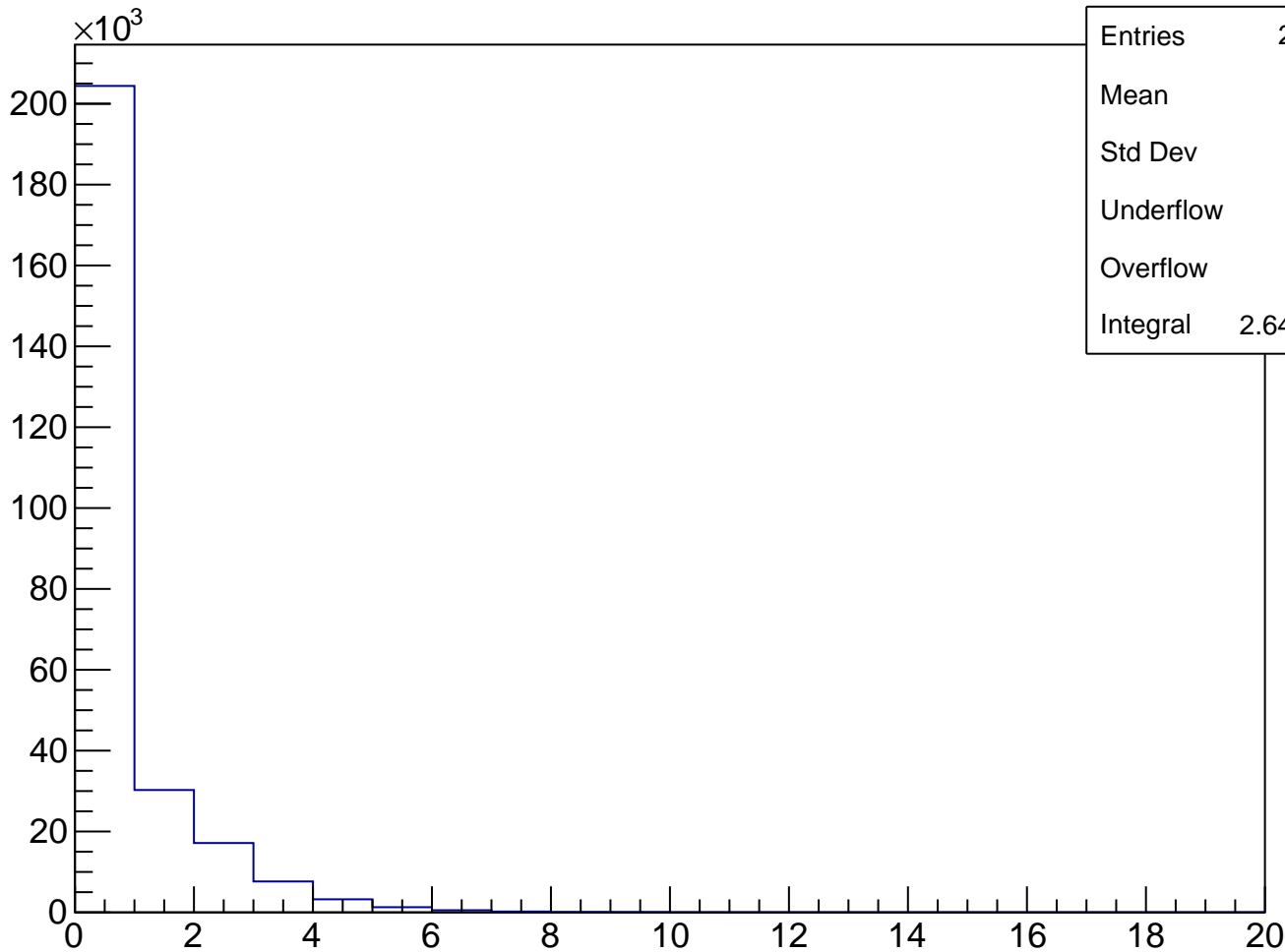




# TrigFlag Matrix

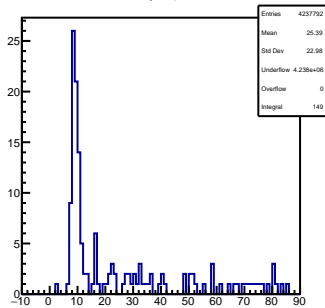


# TofNhits

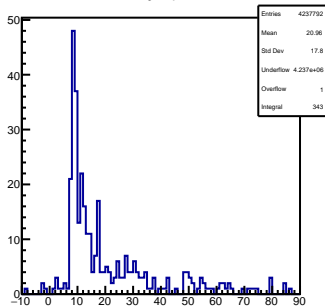


Entries	264862
Mean	0.4257
Std Dev	0.9597
Underflow	0
Overflow	0
Integral	2.649e+05

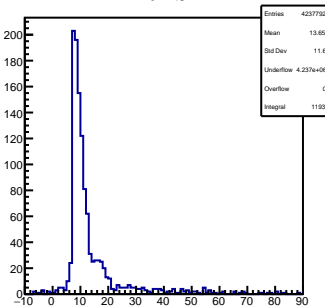
TofMt1



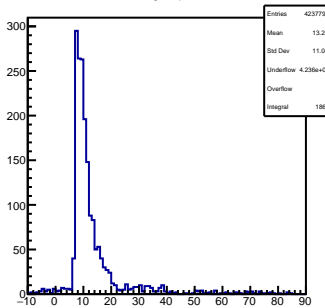
TofMt2



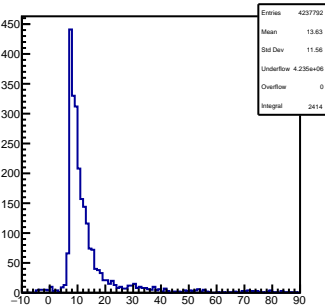
TofMt3



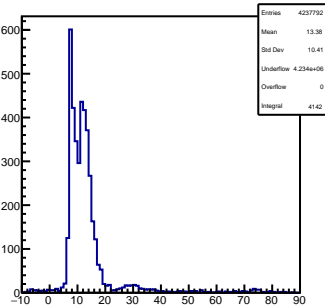
TofMt4



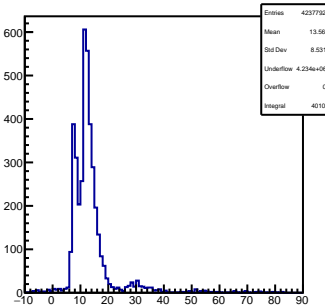
TofMt5



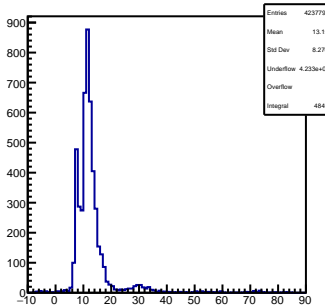
TofMt6



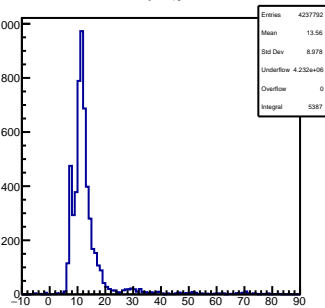
TofMt7



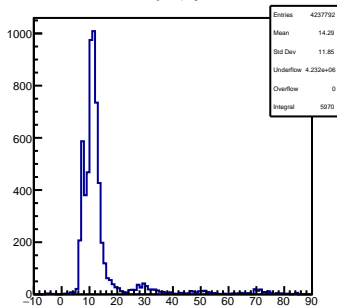
TofMt8



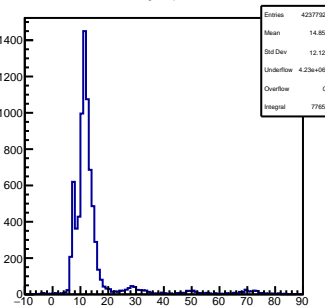
TofMt9



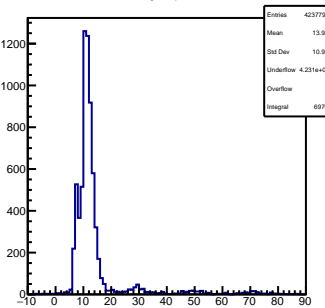
TofMt10



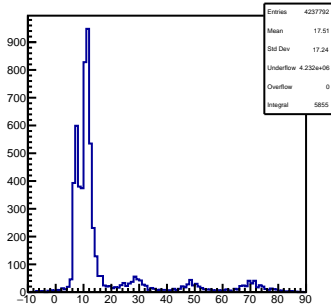
TofMt11



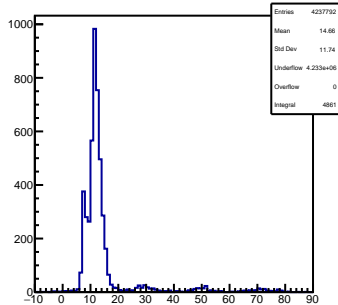
TofMt12



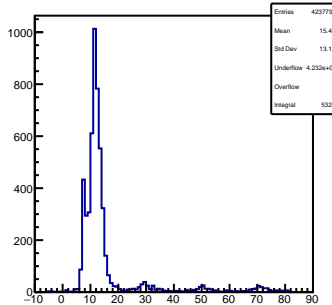
TofMt13



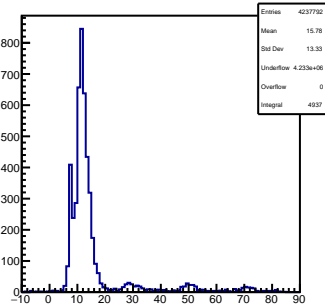
TofMt14



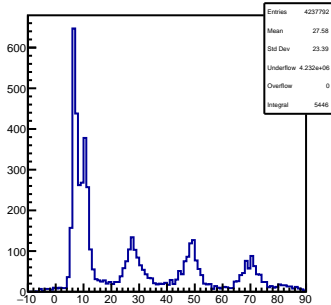
TofMt15



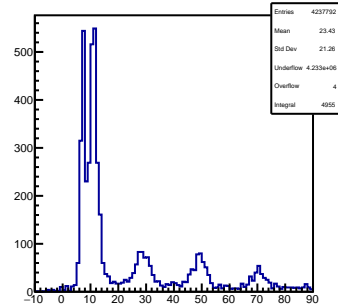
TofMt16



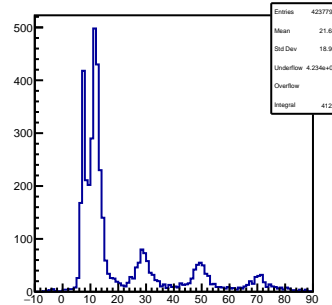
TofMt17



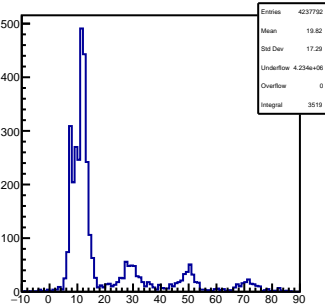
TofMt18



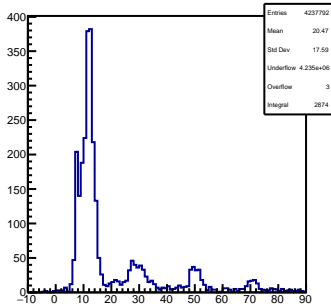
TofMt19



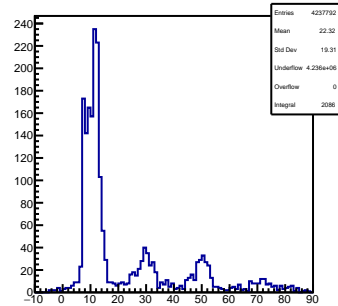
TofMt20



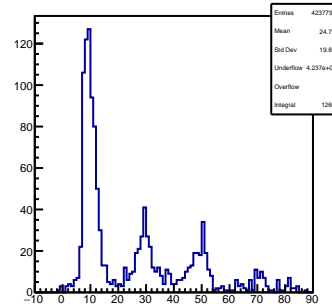
TofMt21



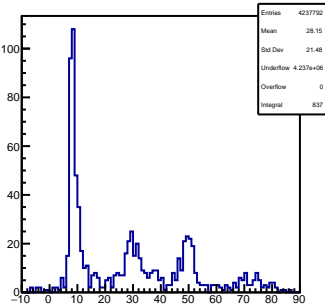
TofMt22



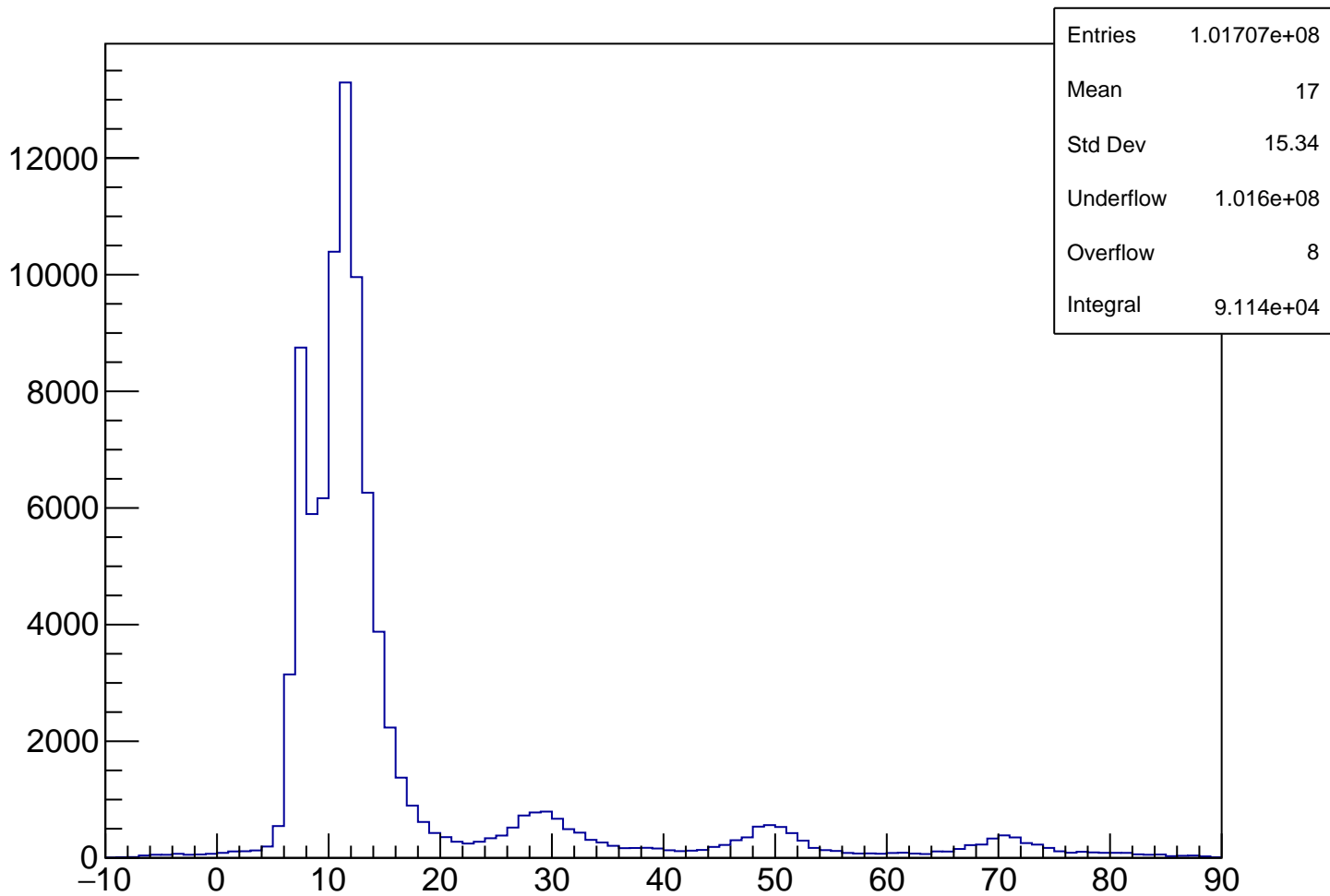
TofMt23



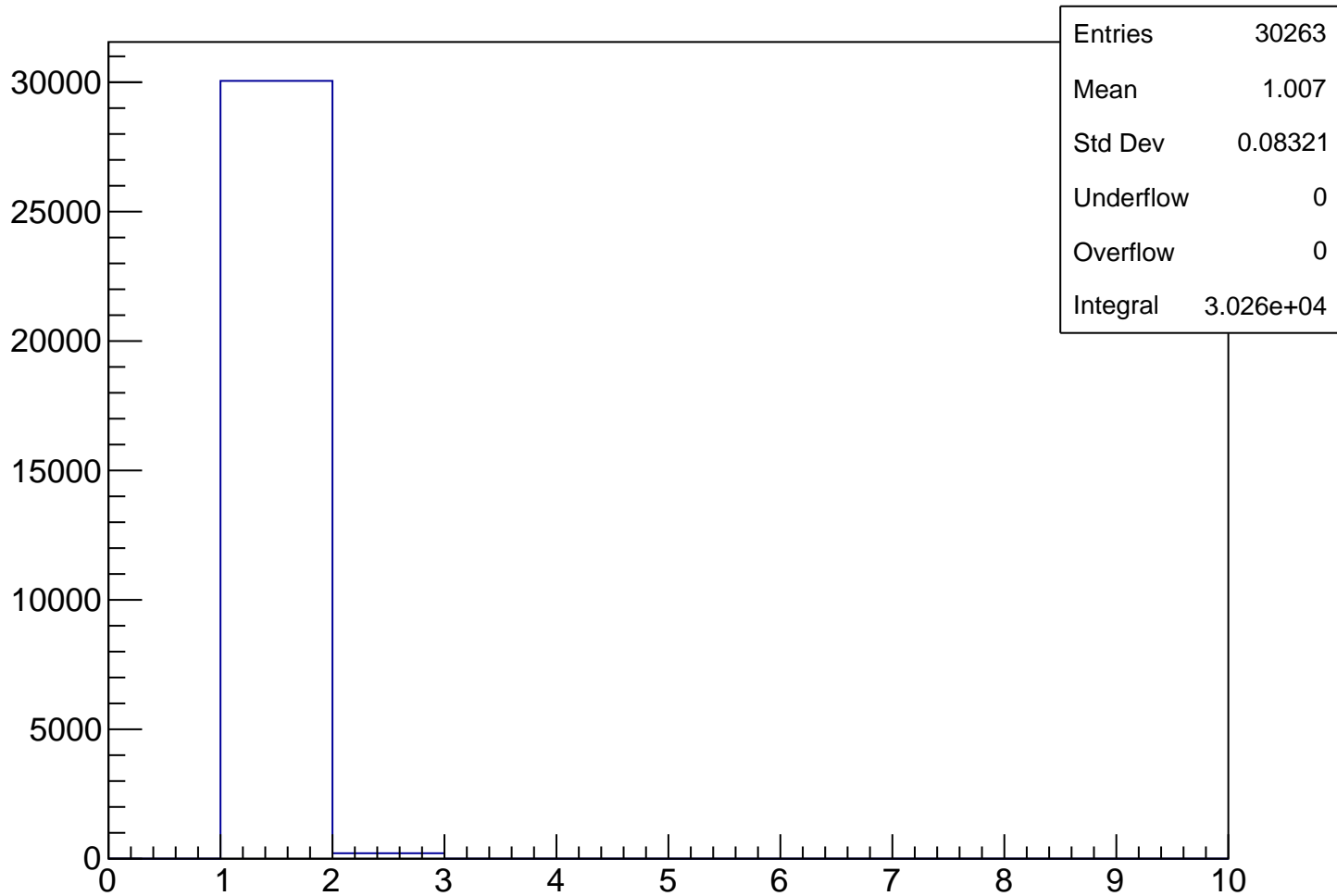
TofMt24



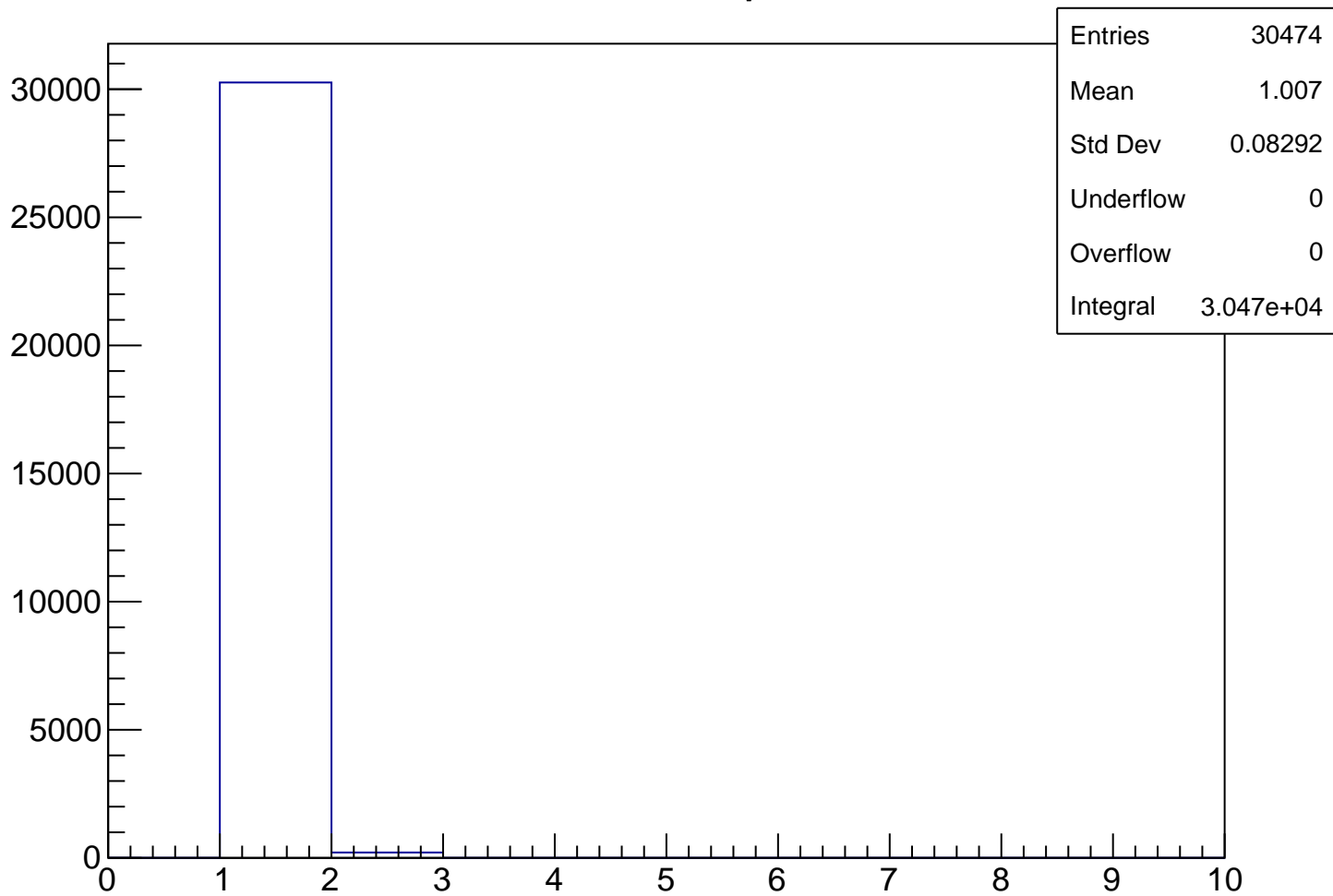
# TofMtOr



# TofMtOrDepthPat



# TofMtOrAllDepthPat



# TofHitPat Cut:Nhits





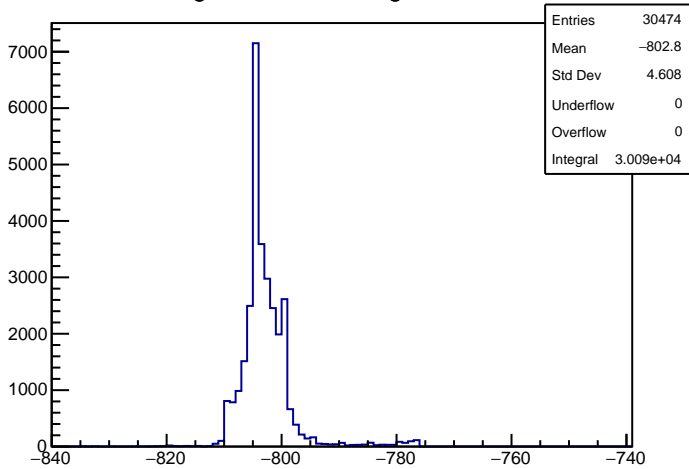
# TofMtOrCut



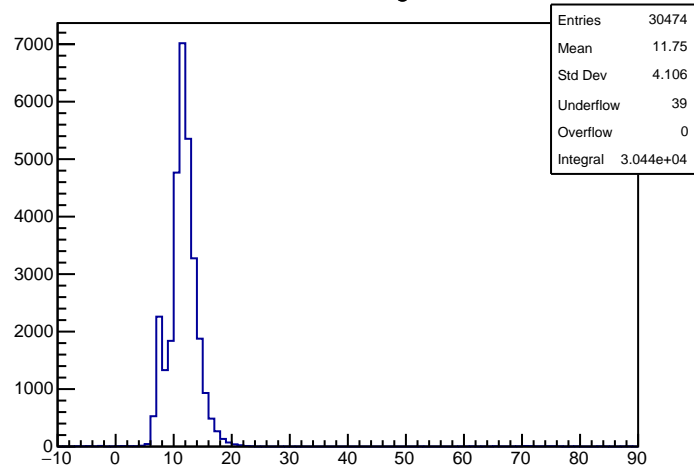
# TofMtOr TdcCut & MtxFlgCut



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



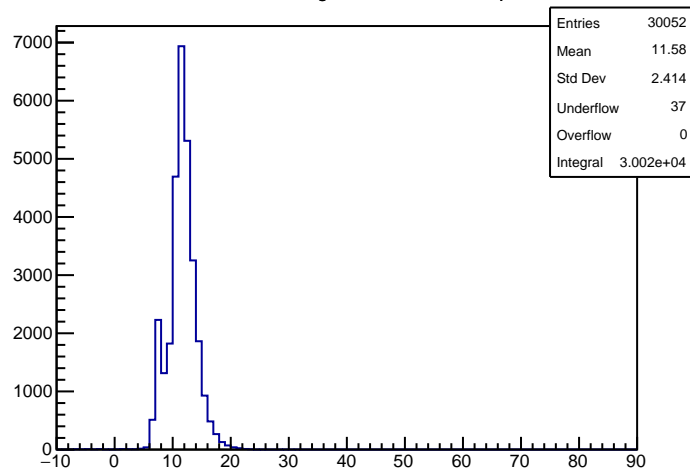
TofMtOr TdcCut &amp; MtxFlg &amp; Nhits=1 Cut



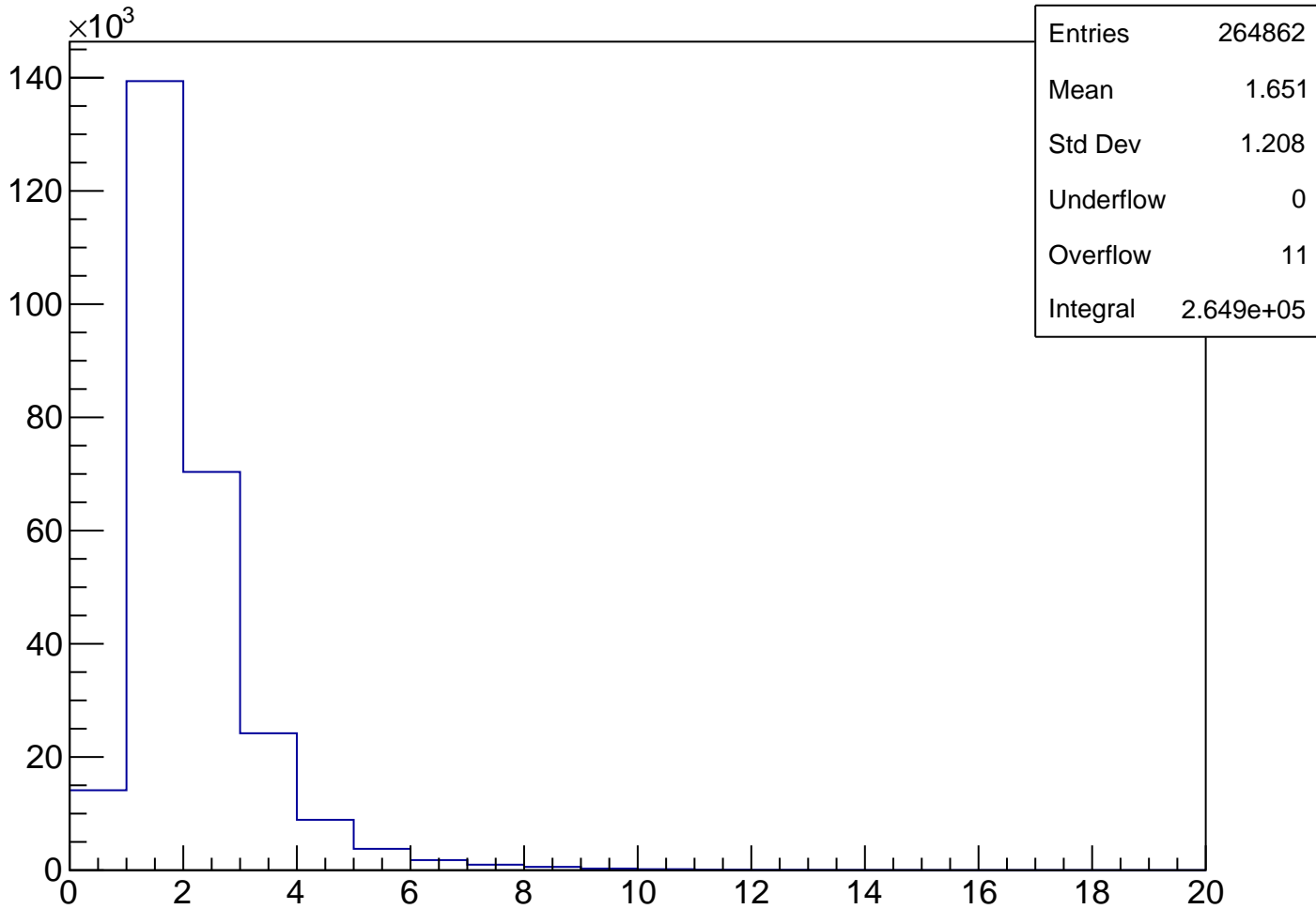
MtxFlag TdcCut &amp; MtxFlg &amp; Nhits=1 &amp; MaxDepth#1 Cut



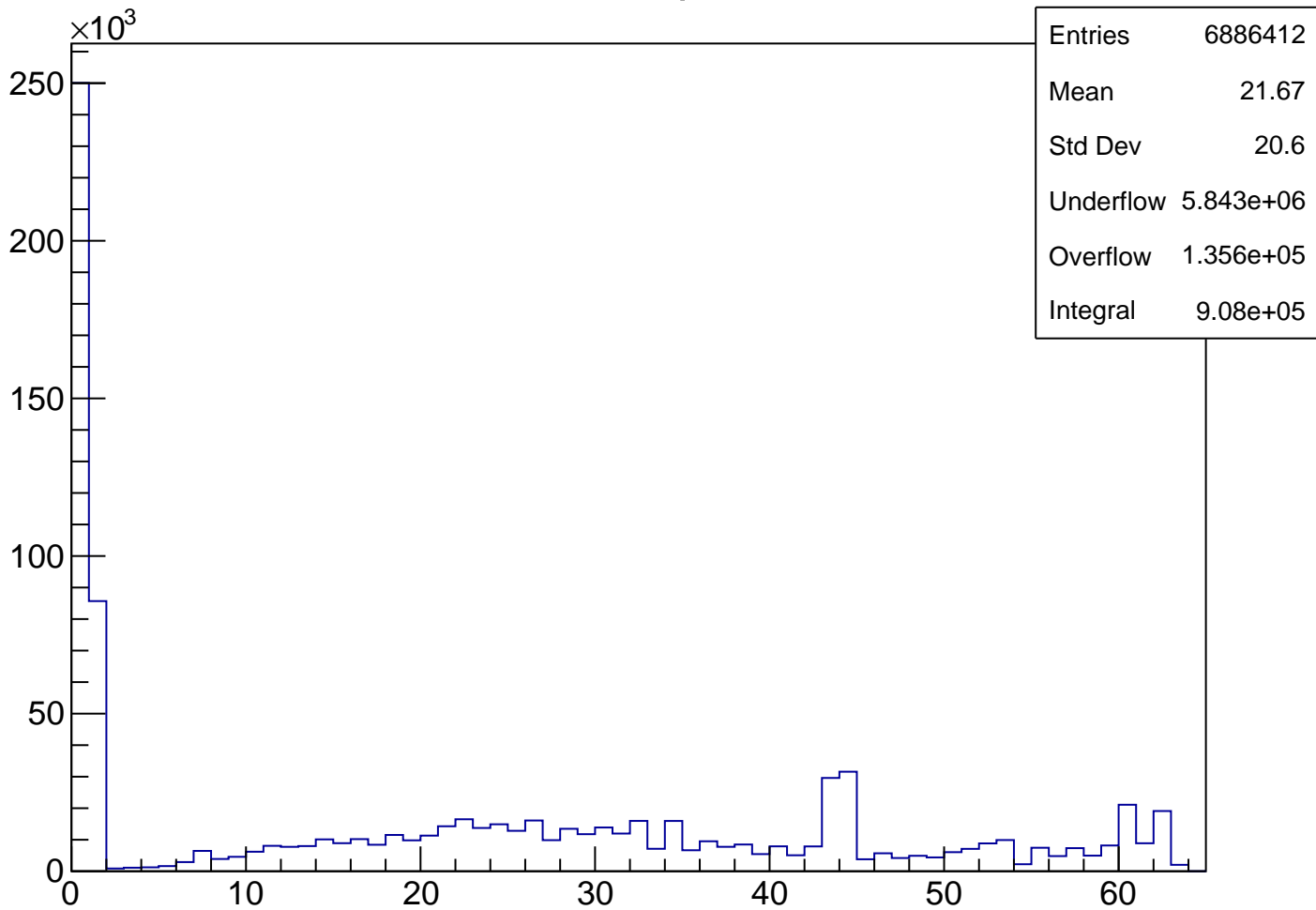
TofMtOr TdcCut &amp; MtxFlg &amp; Nhits=1 &amp; MaxDepth#1 Cut



# SchNhits



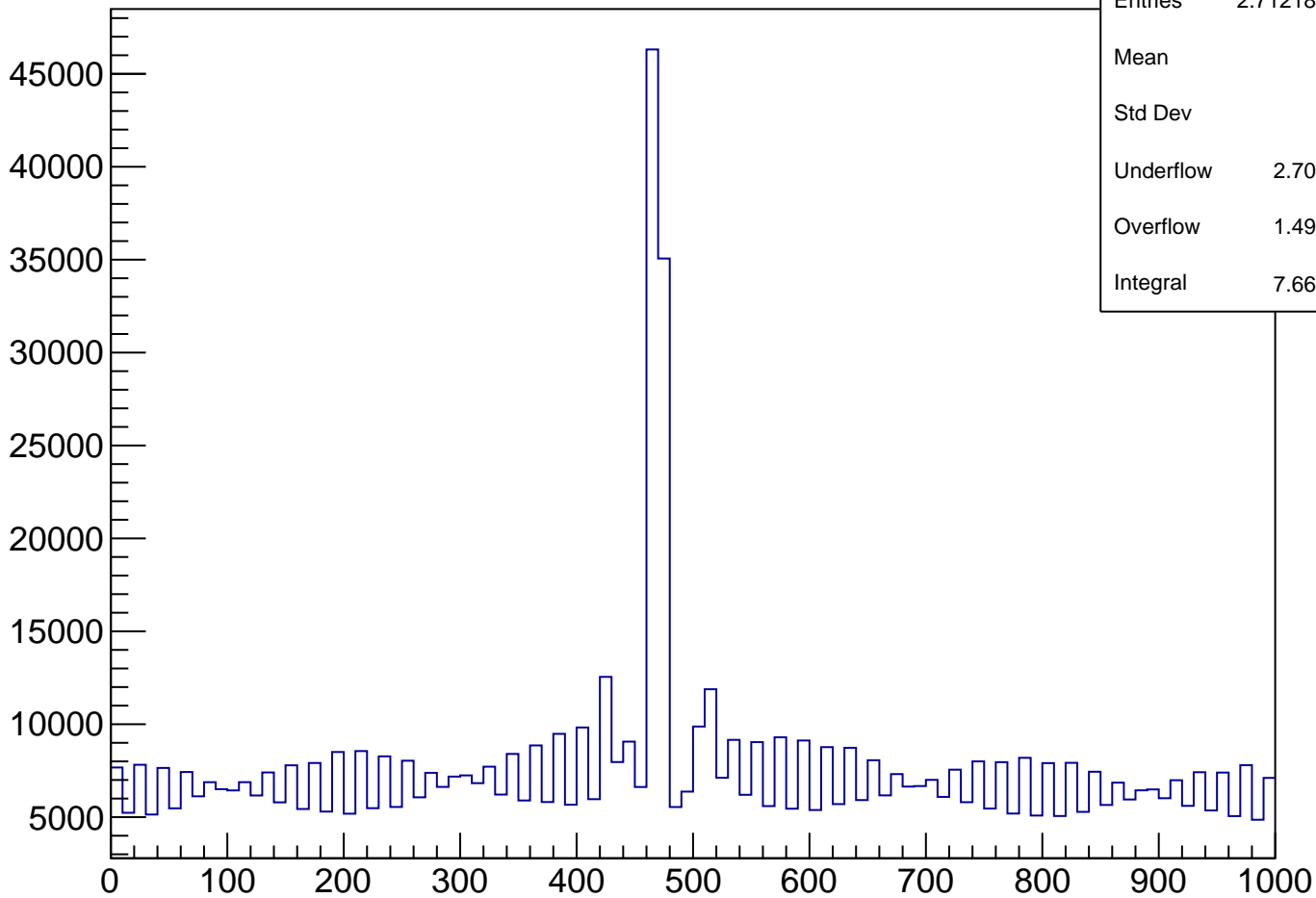
# SchHitpat



# SchNhitsCut:nhits=1 & Maxdepth =1



# SchTdc





# SchTdcCut:nhits=1 & Maxdepth =1

