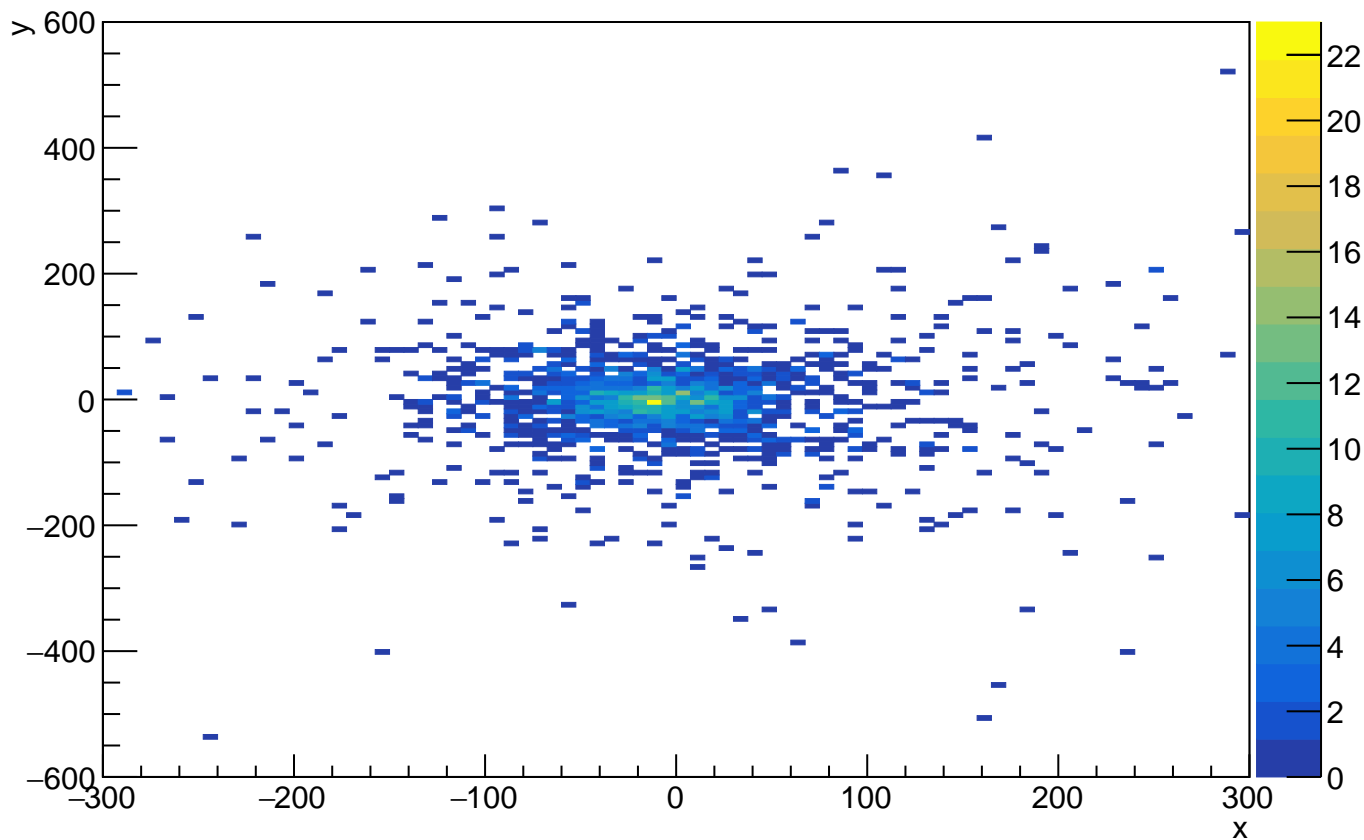


x:y target (reco/only muon shield off)



dist to target (reco/only muon shield off)

