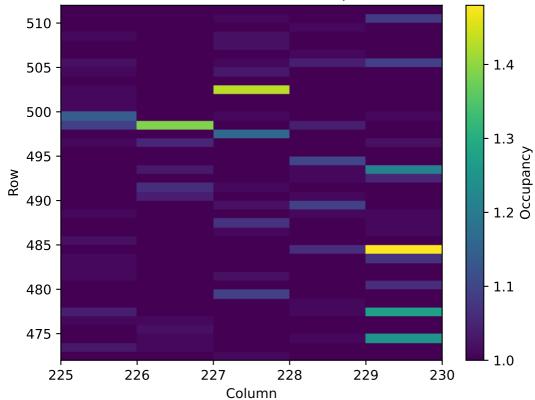


Hits map VH = 140, VL = 139..1 (step -1)



## Noisy pixel

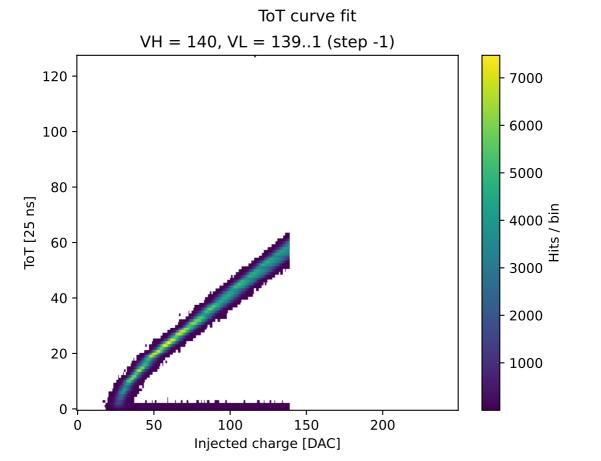
```
(226, 498), occupancy = 1.39 (227, 502), occupancy = 1.43
```

(229, 474), occupancy = 1.25

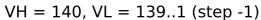
(229, 477), occupancy = 1.27

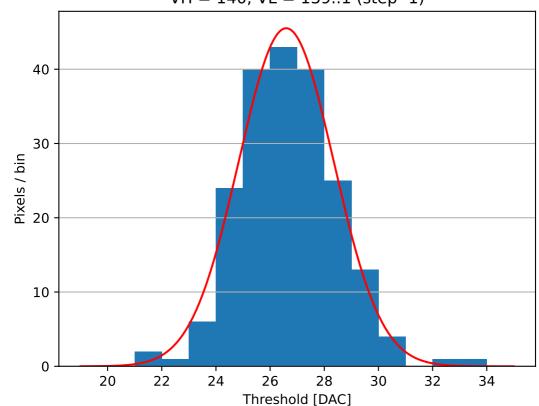
(229, 484), occupancy = 1.48

(229, 493), occupancy = 1.21



Threshold distribution





Threshold map

