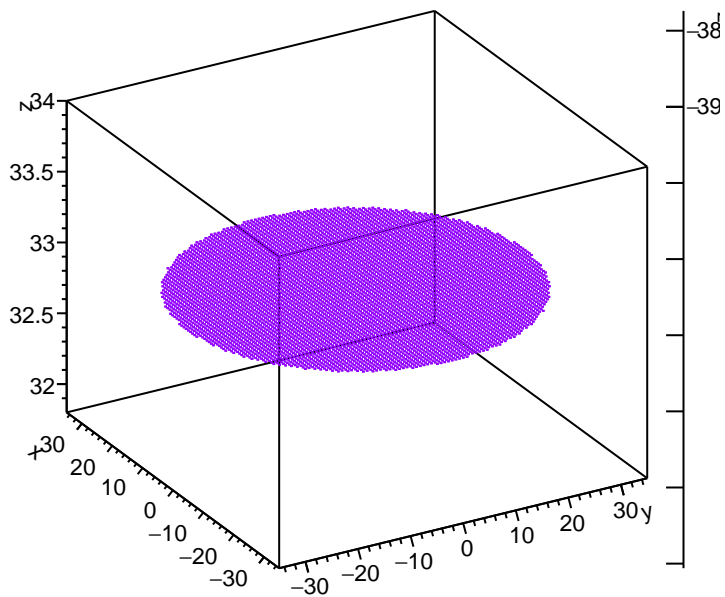
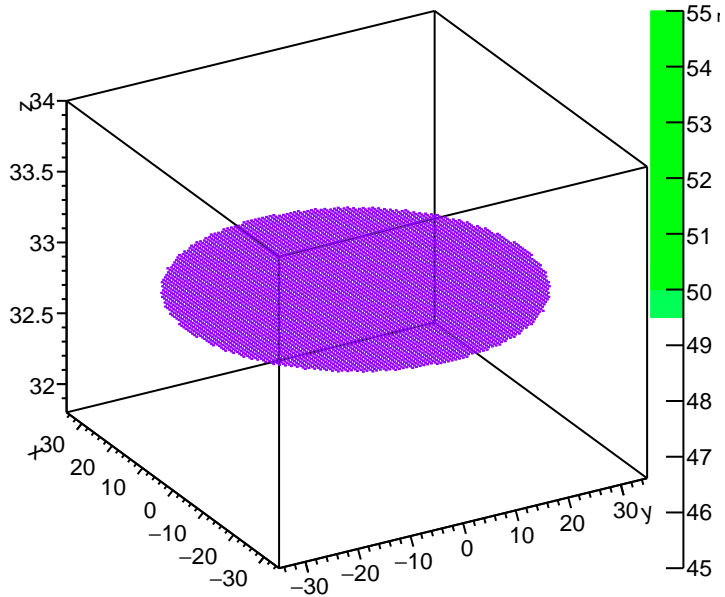


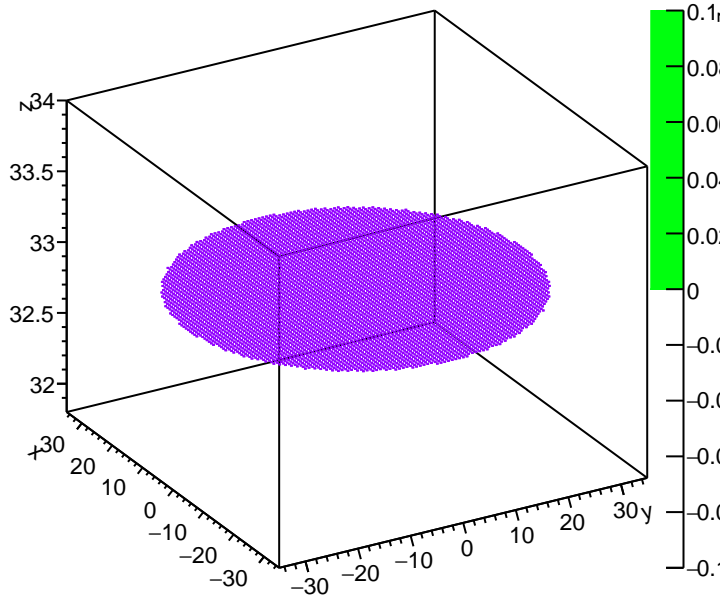
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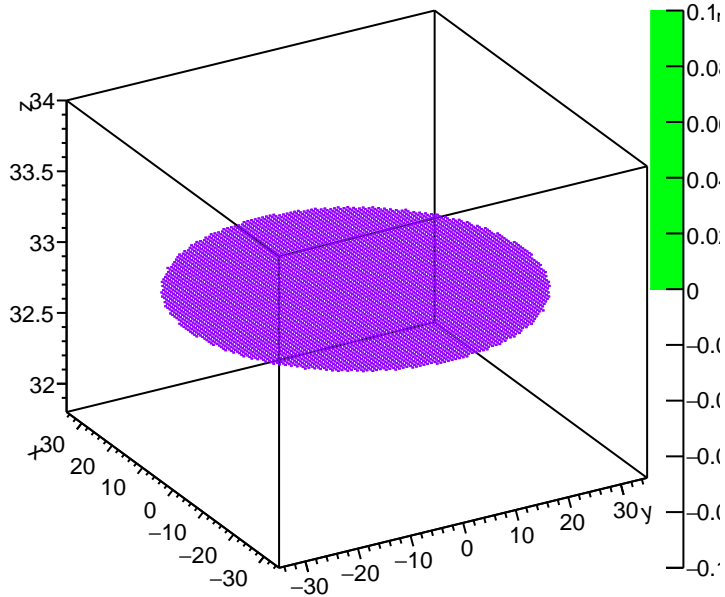
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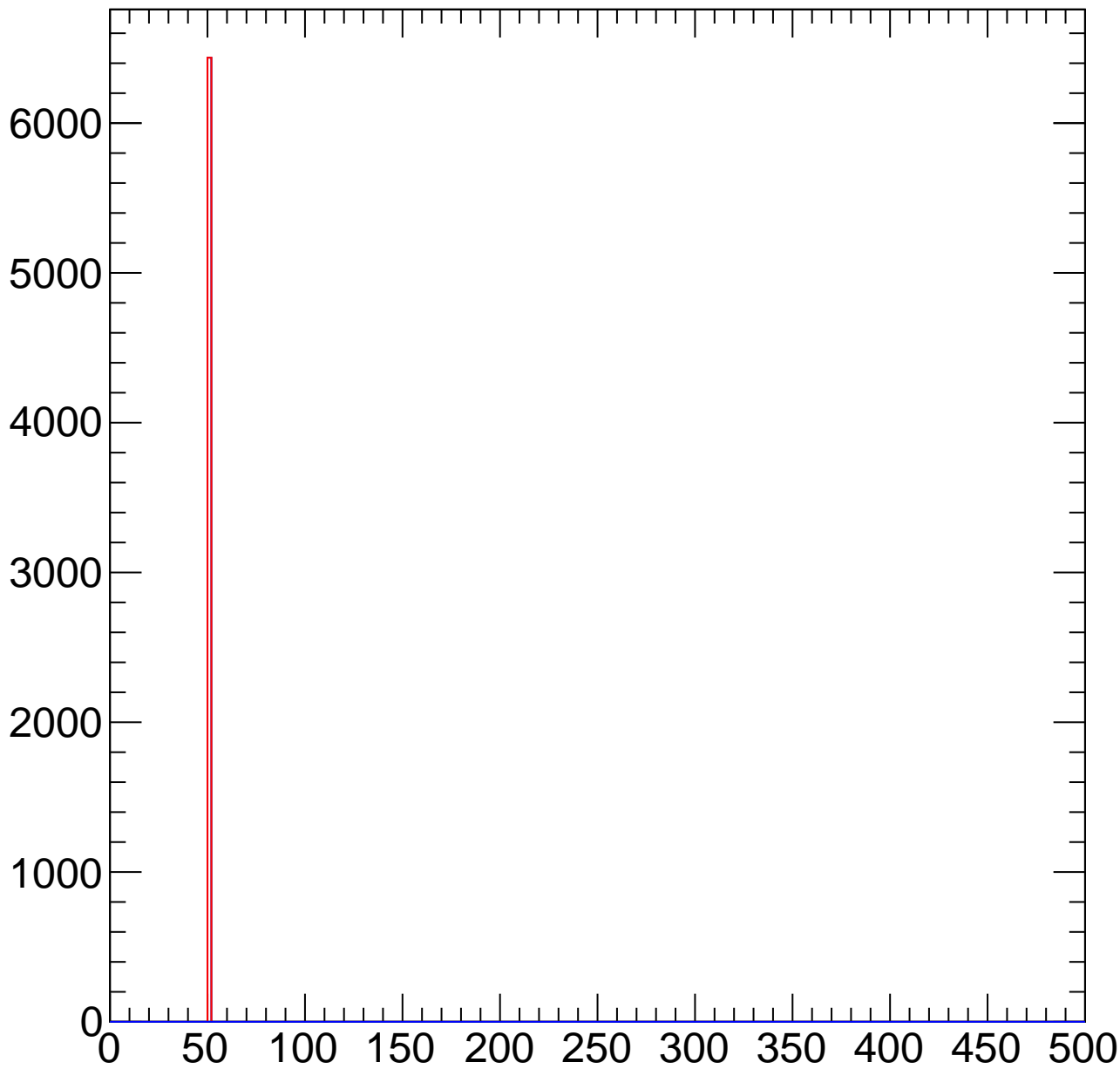
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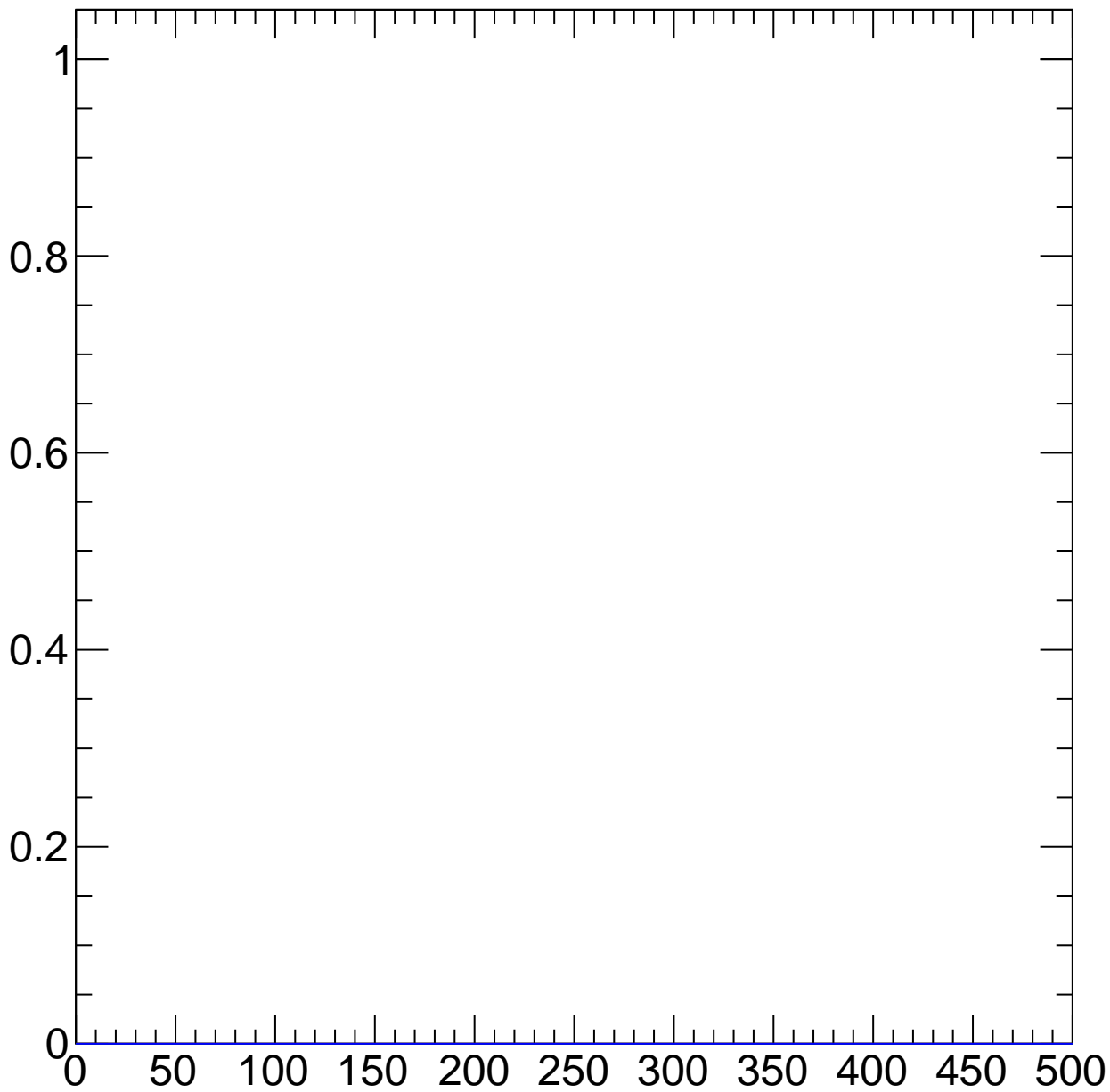
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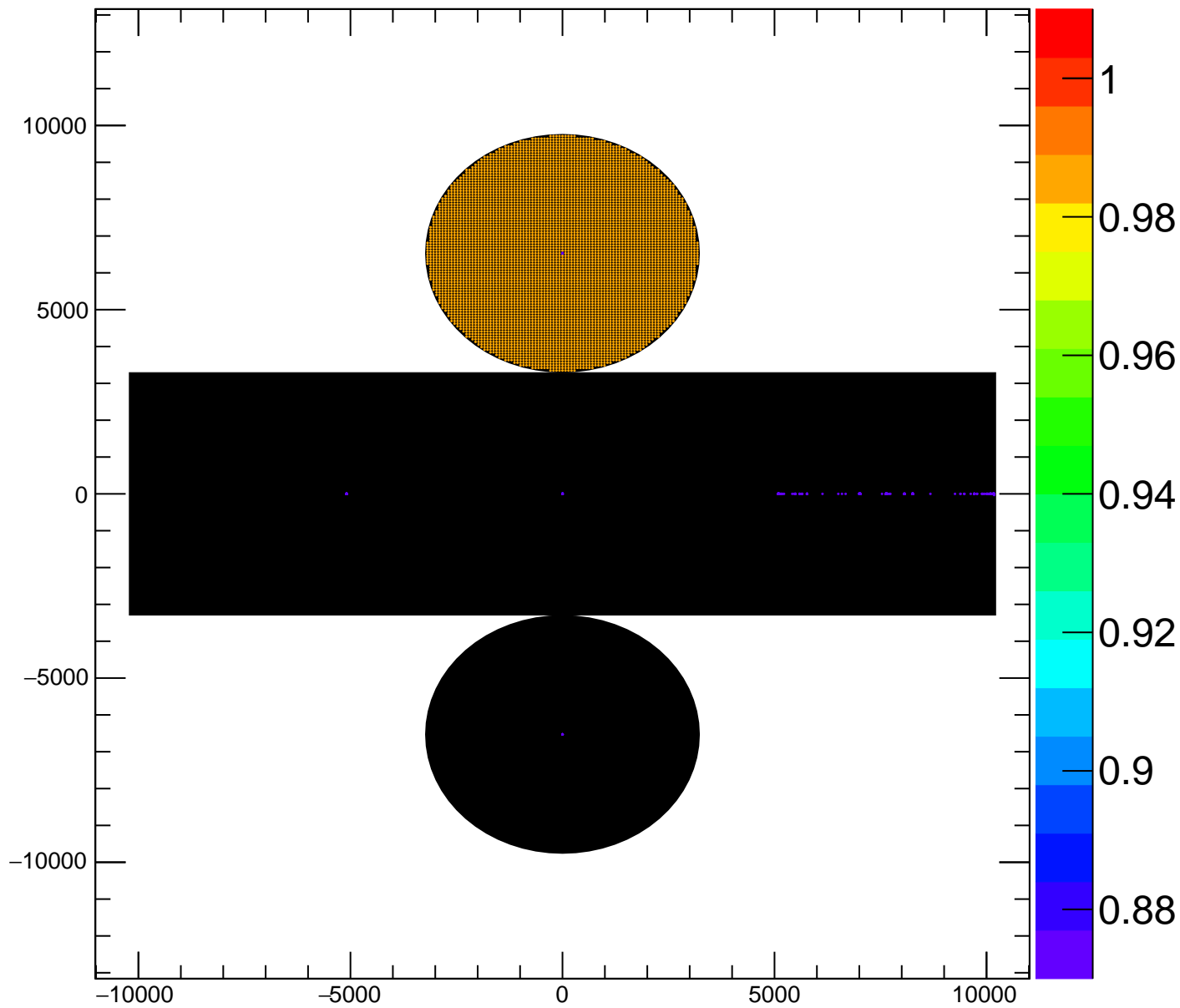


TMath::Sqrt(Bx*Bx+By*By+Bz*Bz)



TMath::Sqrt(Bx*Bx+By*By+Bz*Bz)





Relative Detection Efficiency

