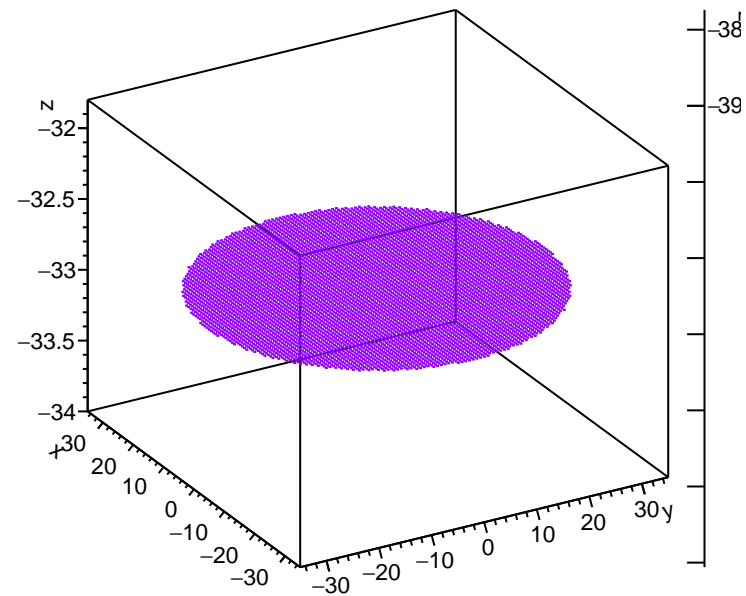
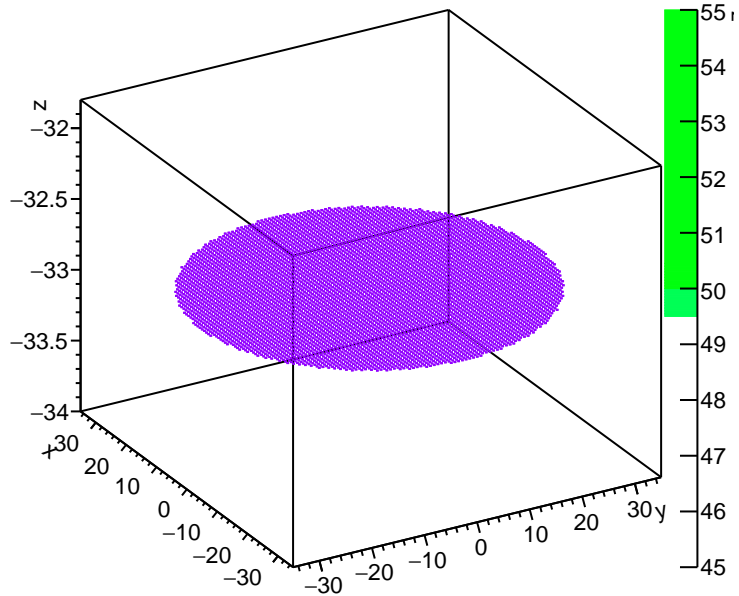


z:x:y:Bp

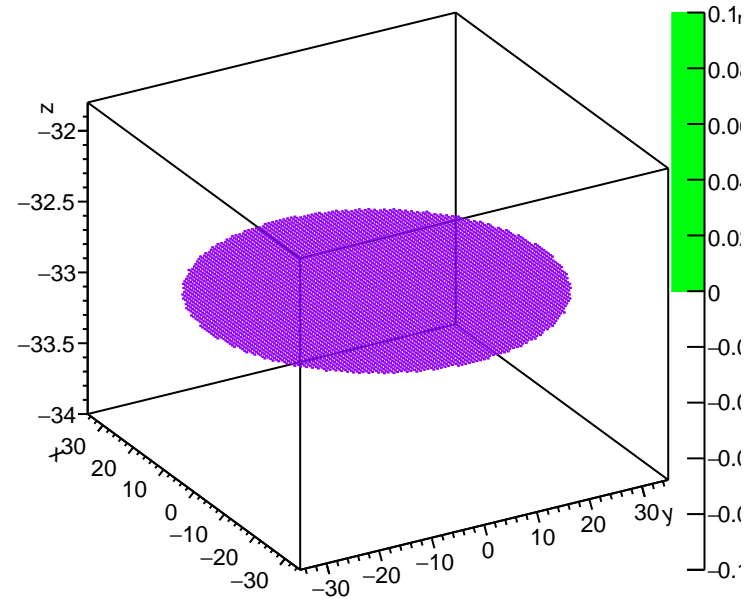
-37



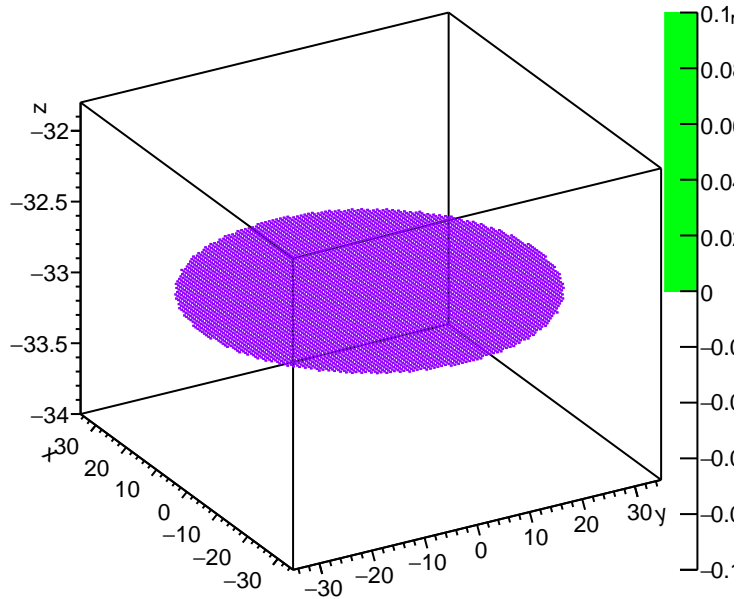
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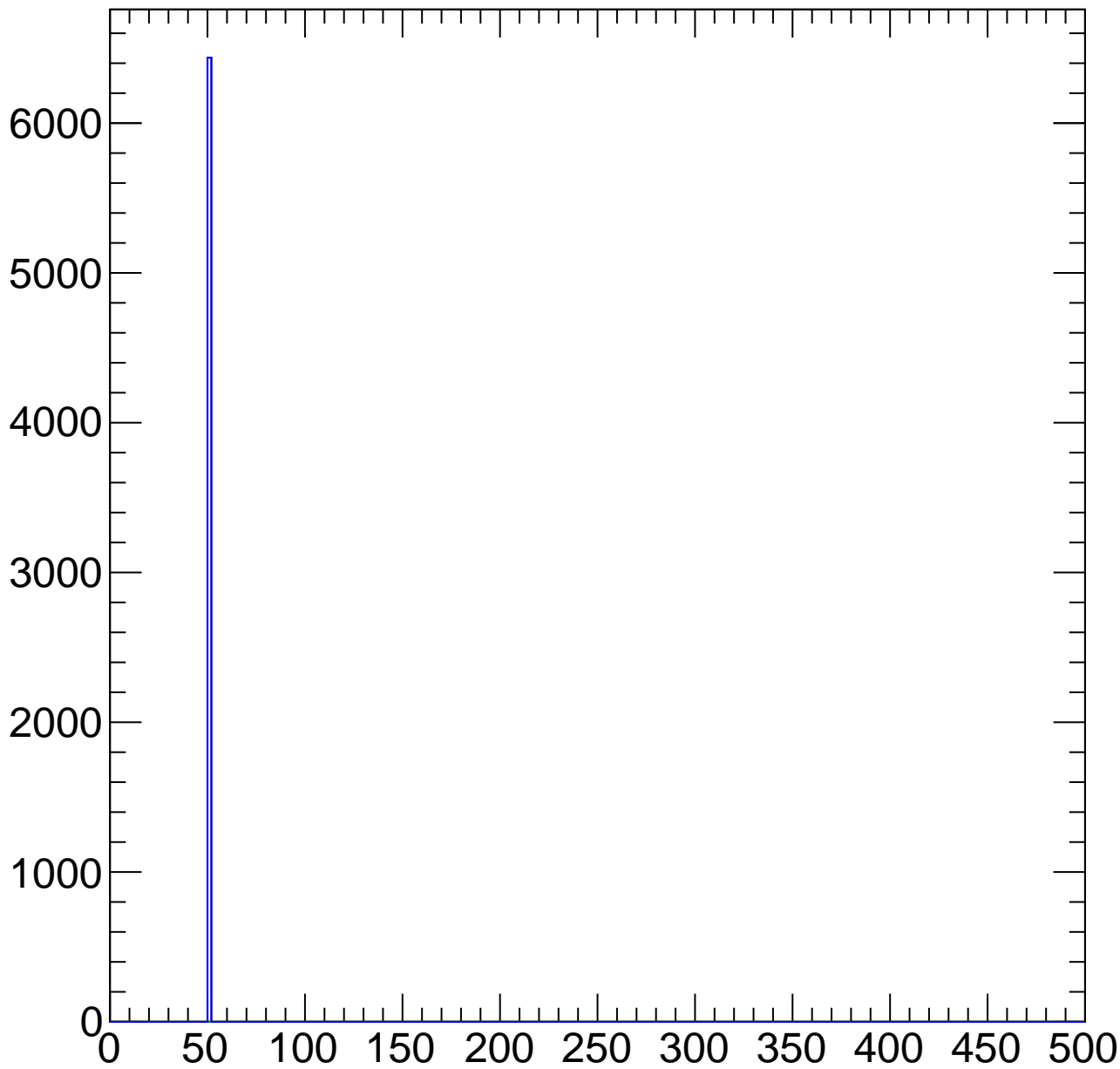
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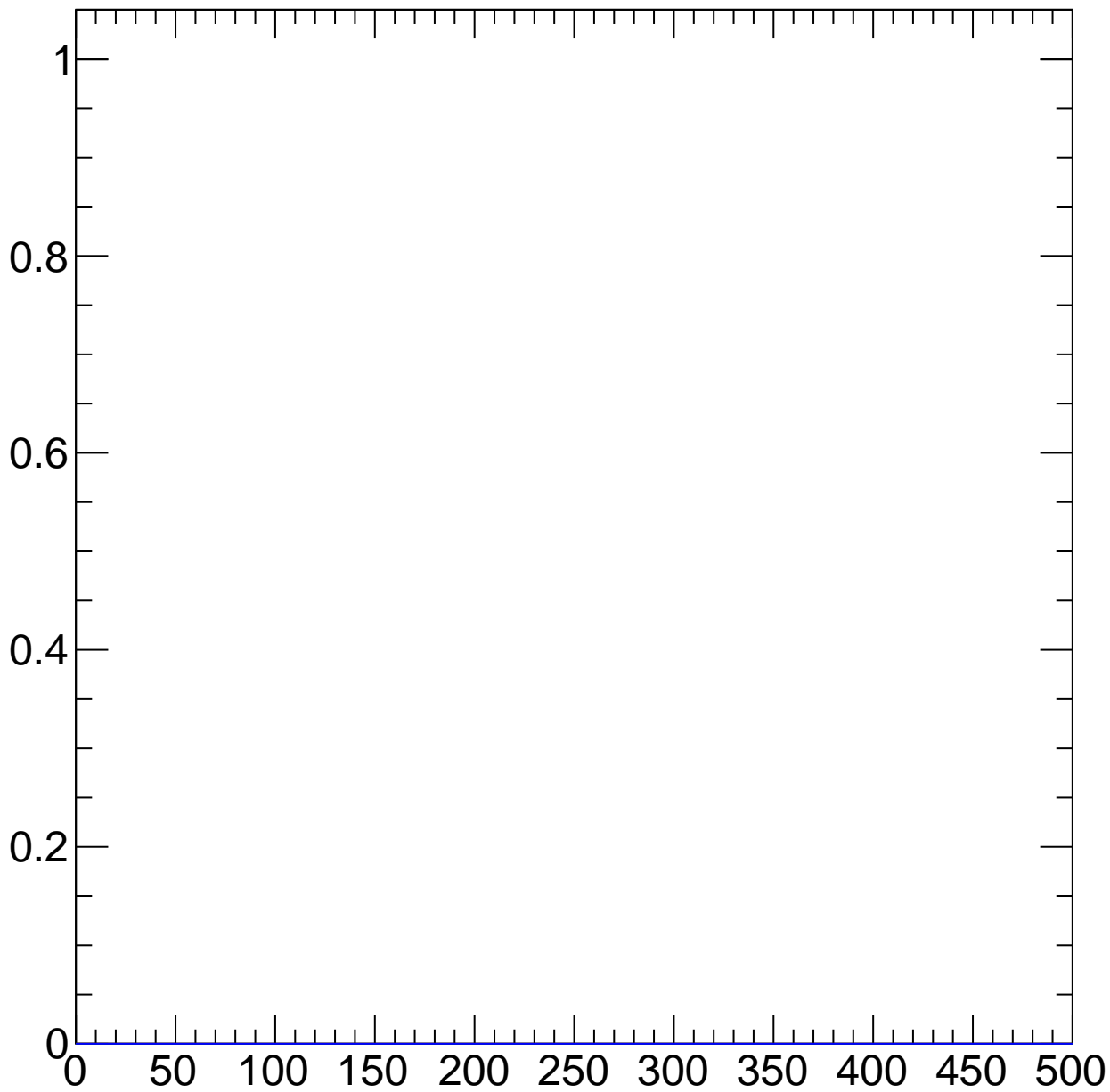
z:x:y:Bz

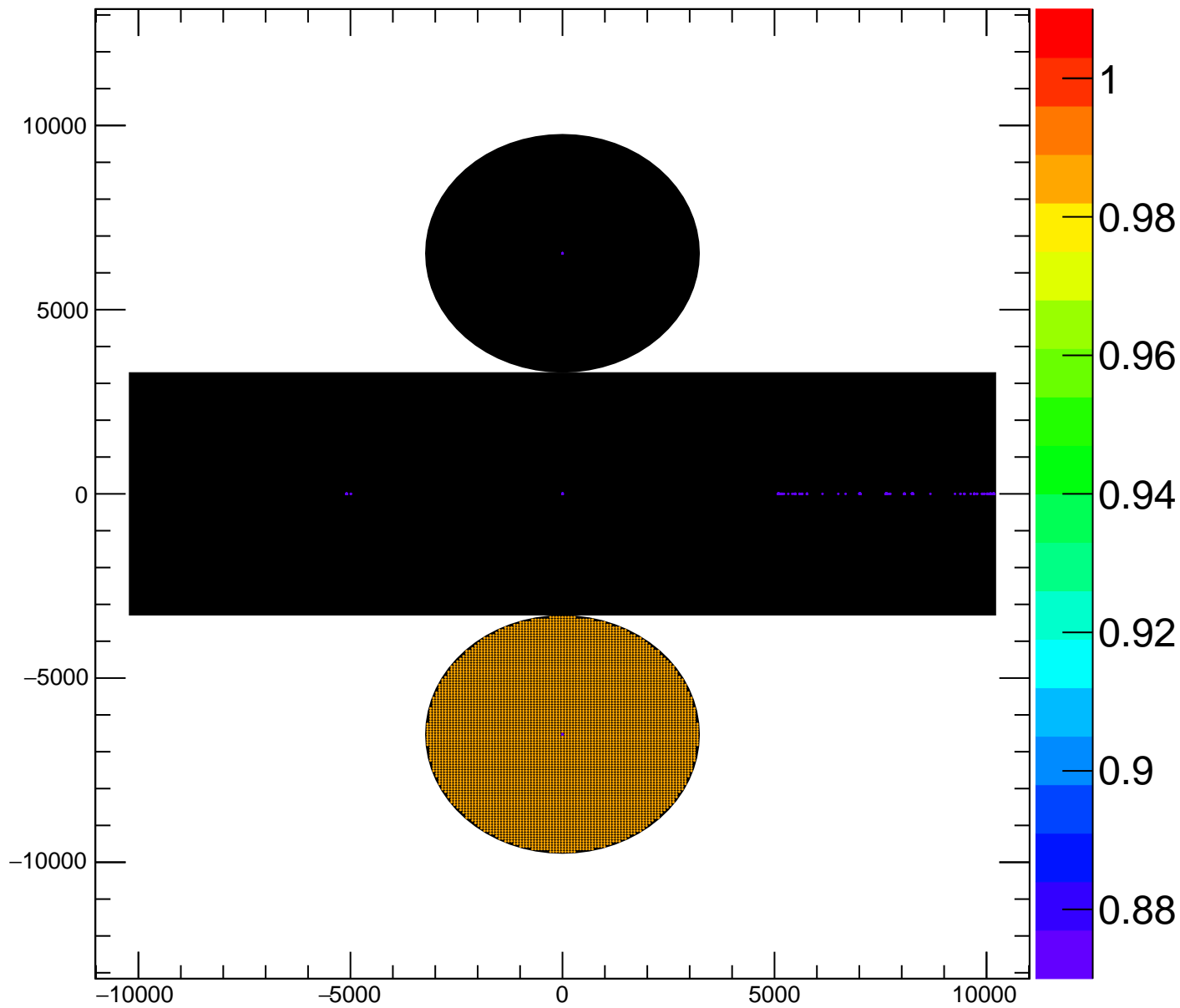


TMath::Sqrt(Bx*Bx+By*By+Bz*Bz)



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





Relative Detection Efficiency

