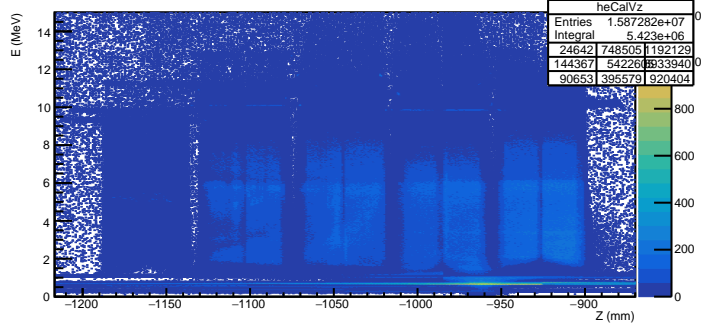
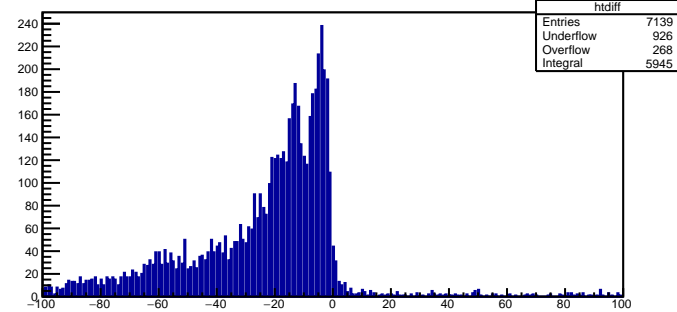


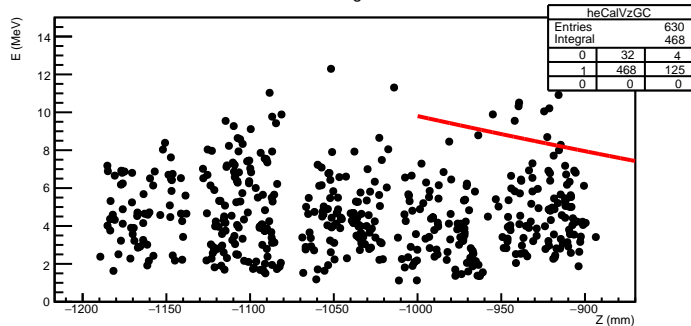
E vs. Z



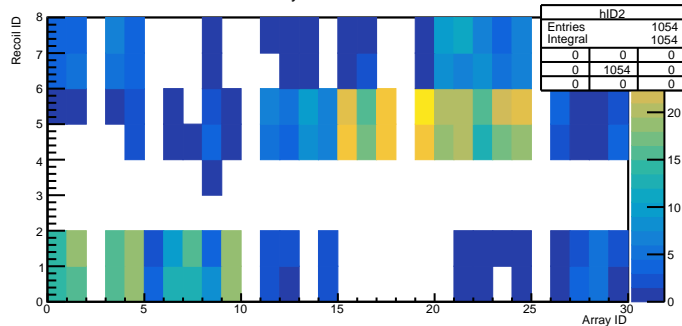
Timestamp difference between array and recoil det



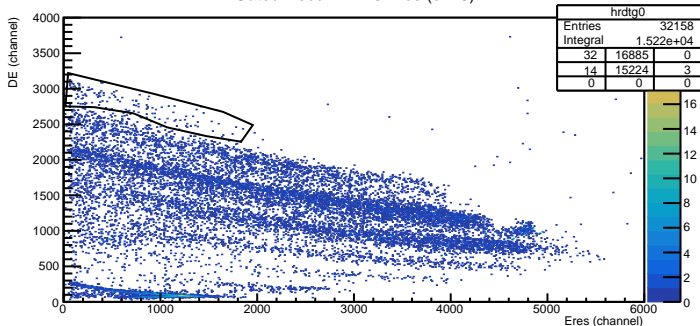
E vs. Z gated



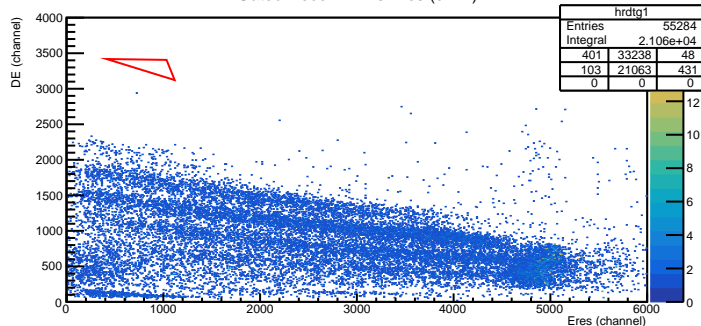
Array ID vs Recoil ID



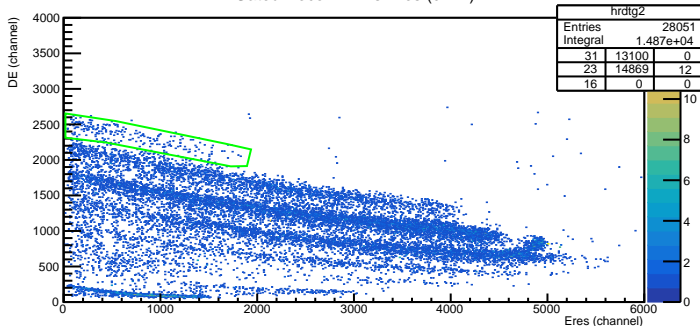
Gated Recoil DE vs Eres (ch=0)



Gated Recoil DE vs Eres (ch=1)



Gated Recoil DE vs Eres (ch=2)



Gated Recoil DE vs Eres (ch=3)

