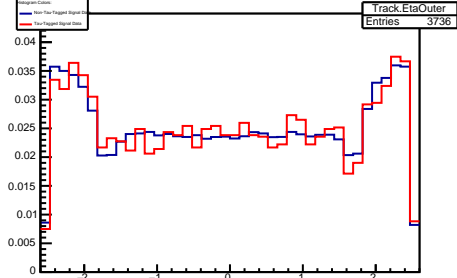
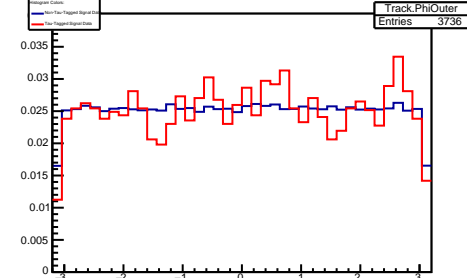


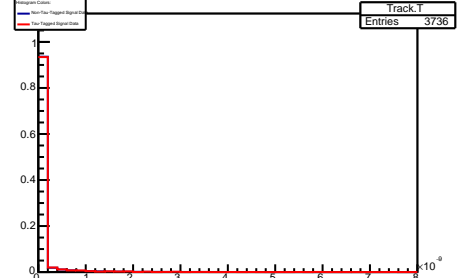
Track.EtaOuter



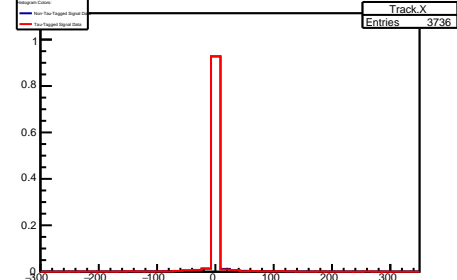
Track.PhiOuter



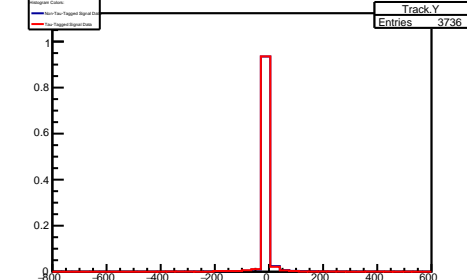
Track.T



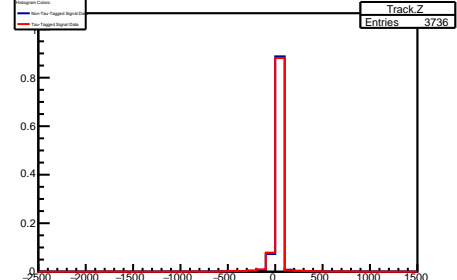
Track.X



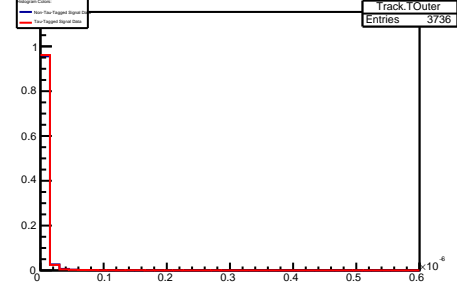
Track.Y



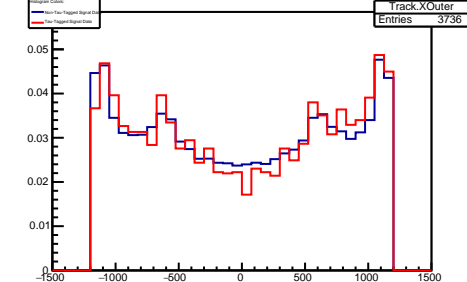
Track.Z



Track.TOuter



Track.XOuter



Track.YOuter

