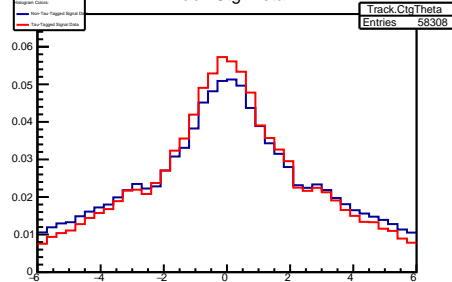
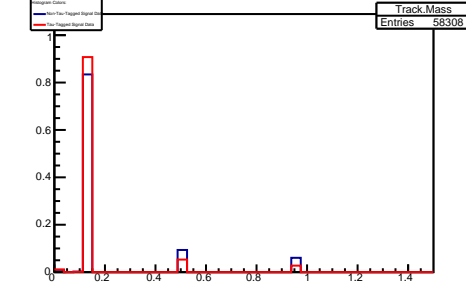


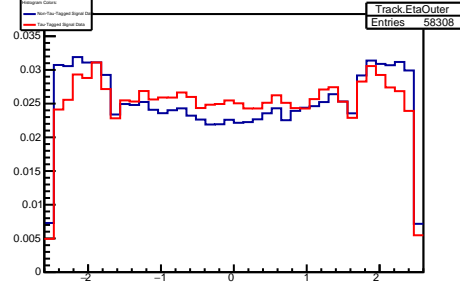
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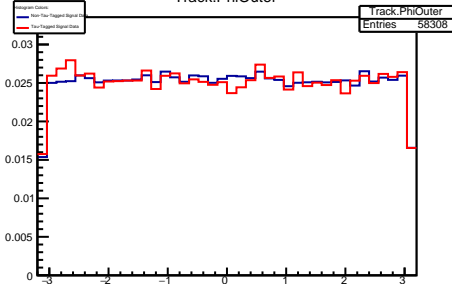
Track.Mass



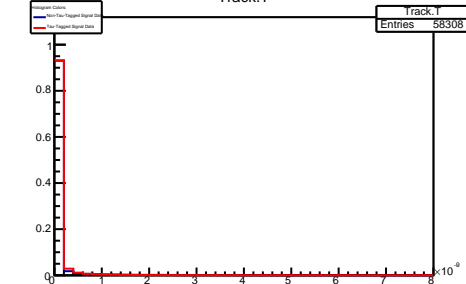
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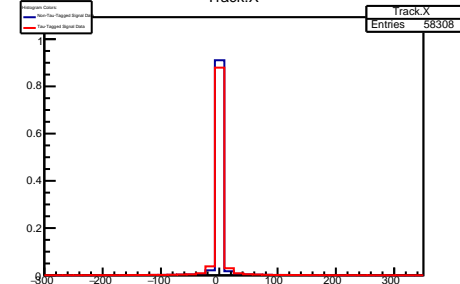
Track.PhiOuter



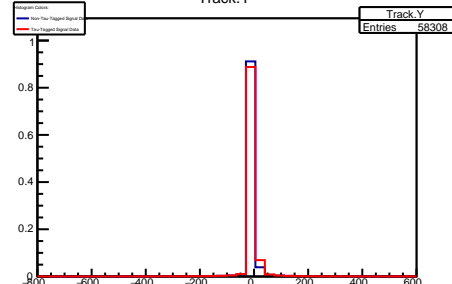
Track.T



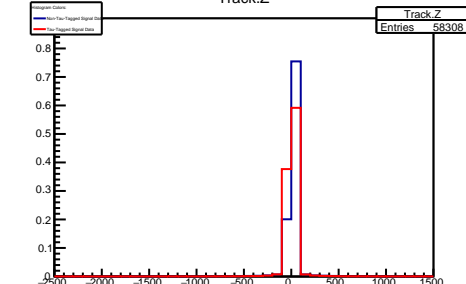
Track.X



Track.Y



Track.Z



Track.TOuter

