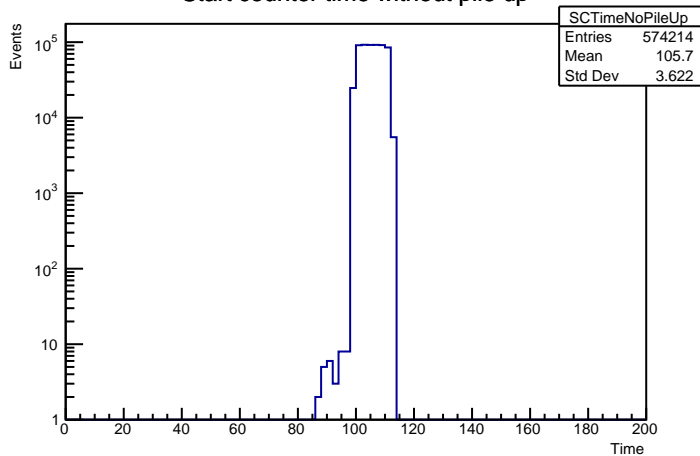
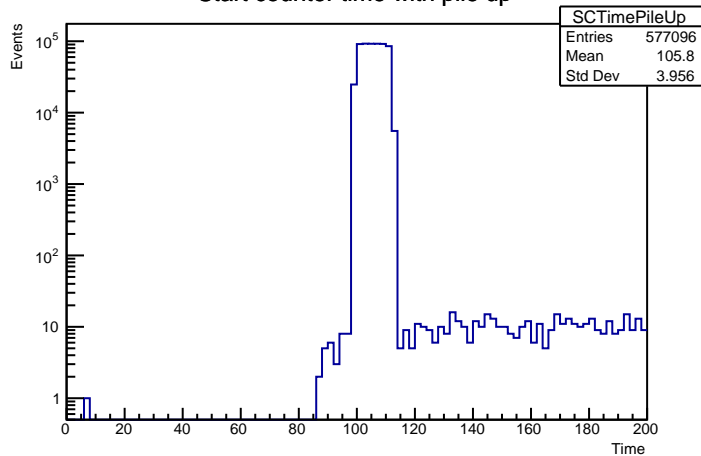


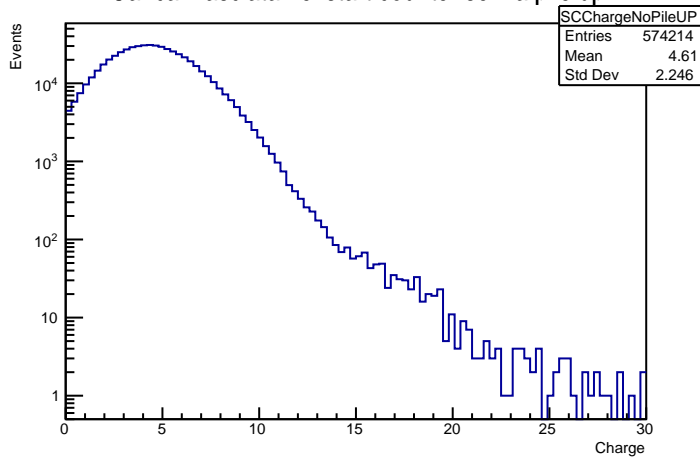
Start counter time without pile up



Start counter time with pile up



Carica rilasciata nel start counter senza pile up



Carica rilasciata nel start counter con pile up

