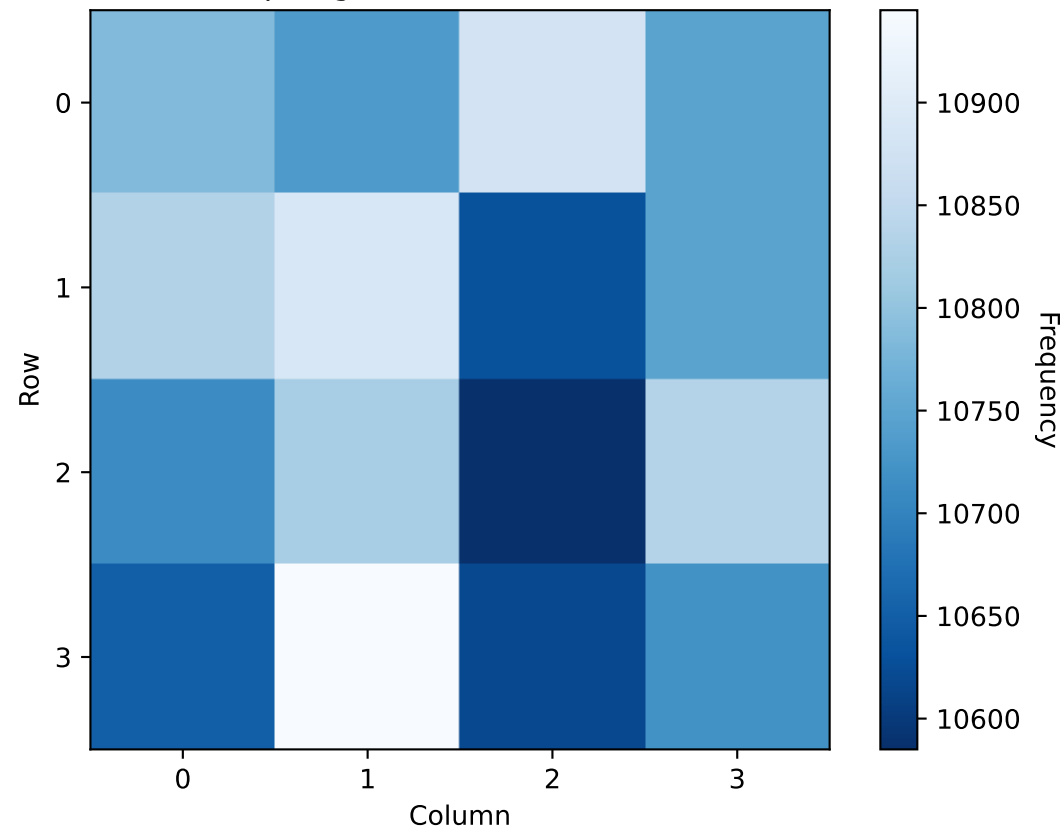


Hit map (signal > threshold = 10 mV)



Seed hit map (seed signal > threshold = 10 mV)

