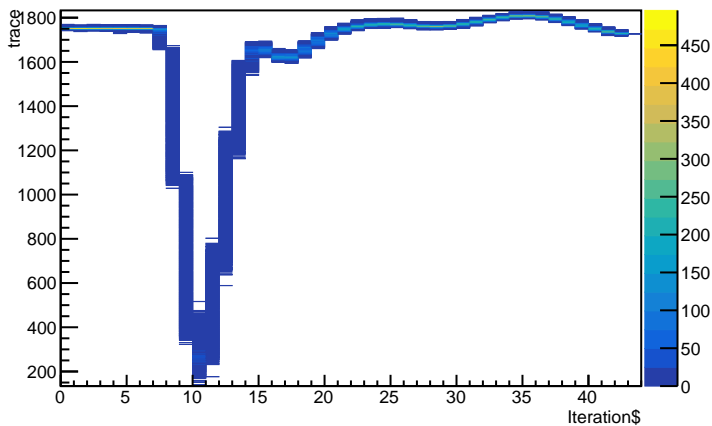
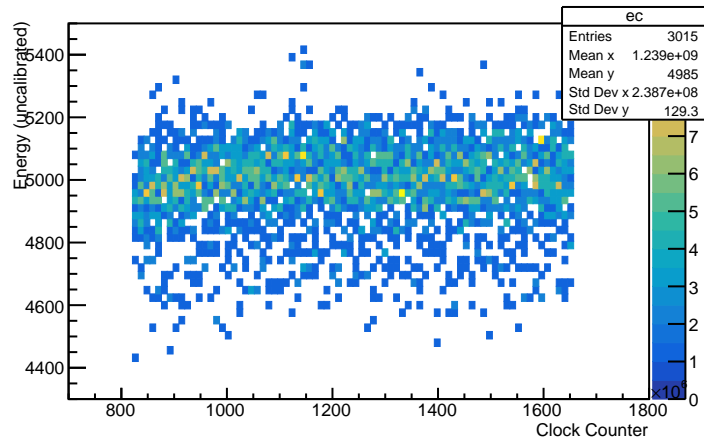


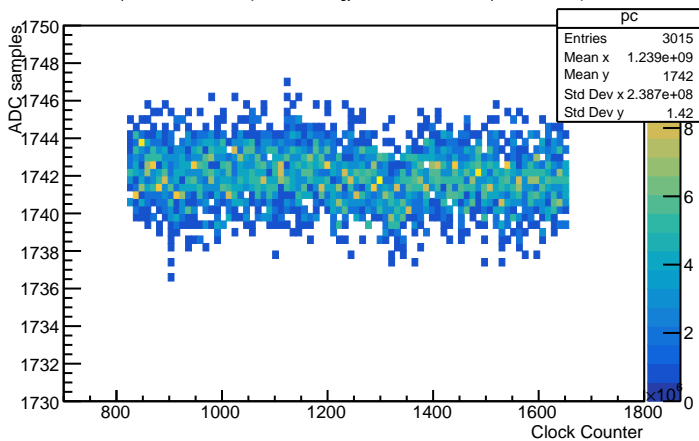
trace:Iteration\$ {xtalNum==20}



energy:clockCounter (chi2>0 && energy>0 && xtalNum==20 && pedestal > 1500)



pedestal:clockCounter (chi2>0 && energy>0 && xtalNum==20 && pedestal > 1500)



pedestal:energy (chi2>0 && energy>0 && xtalNum==20 && pedestal > 1500)

