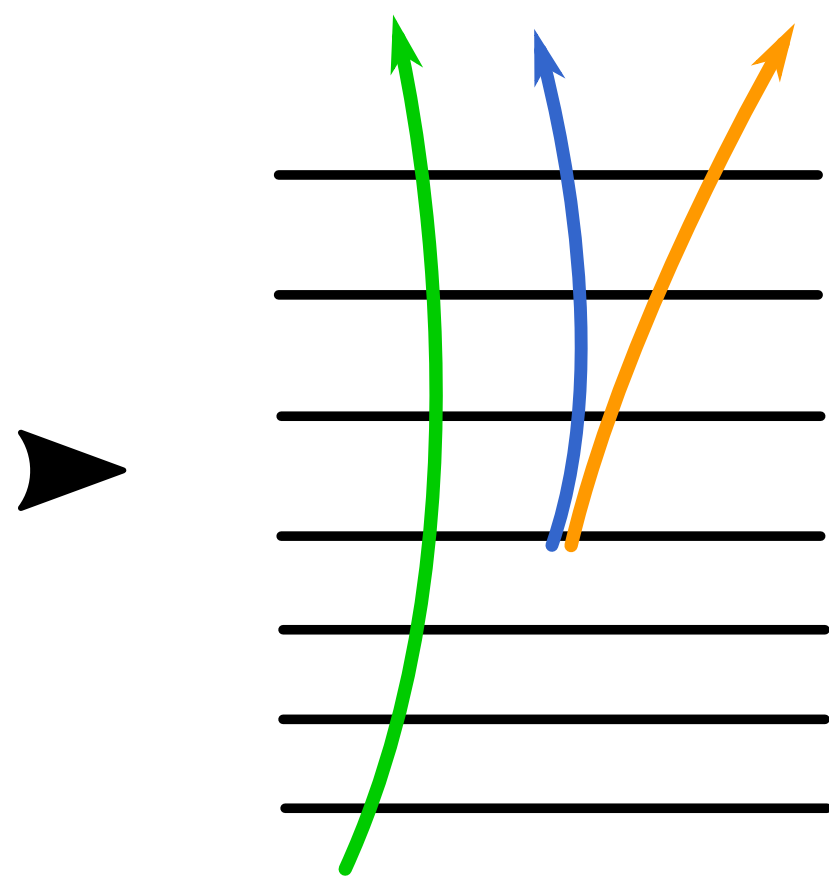
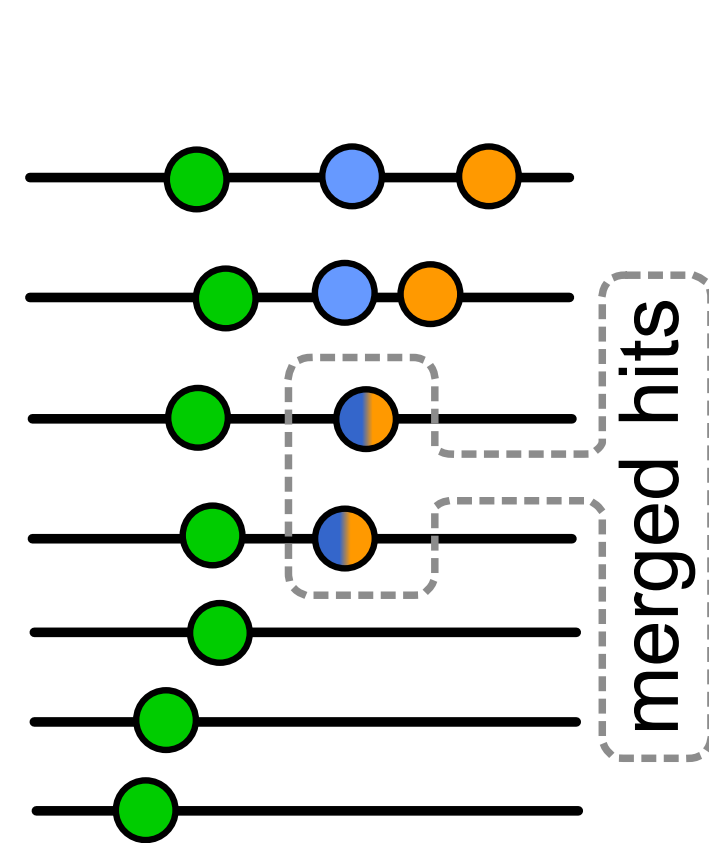


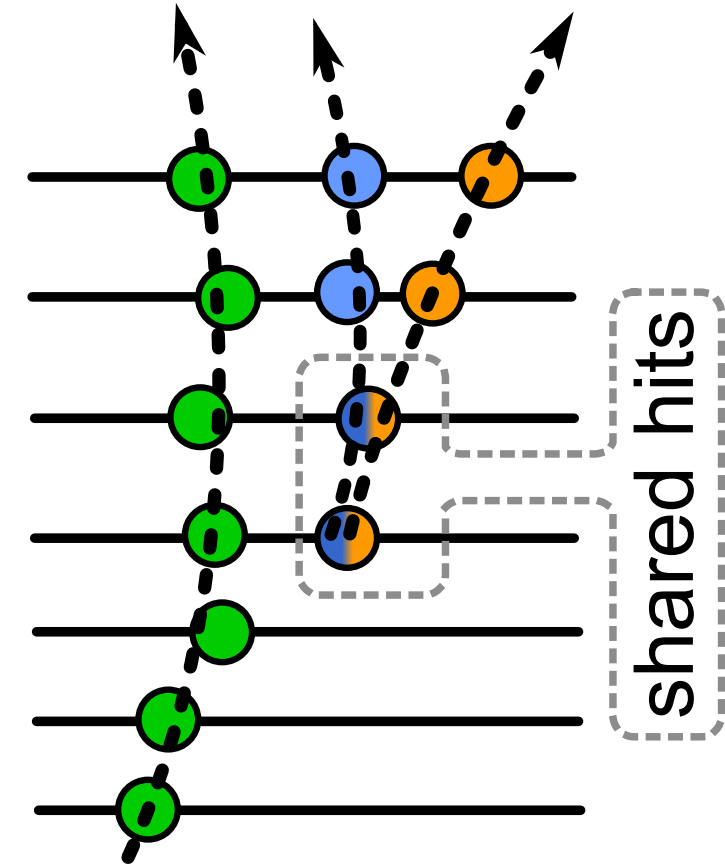
1. all smeared hits



2. look up simulated tracks



3. create map:  
hit  $\rightarrow$  truth-track



4. track seeding & fit  
per mapped subset