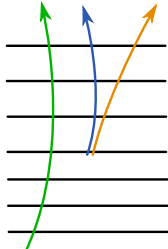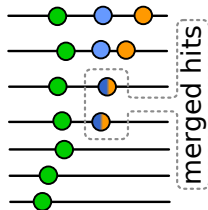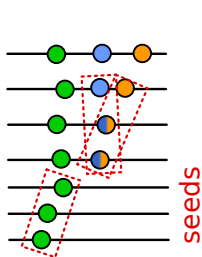1. all smeared hits
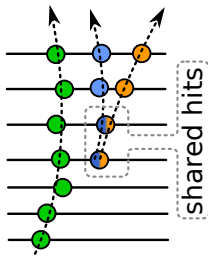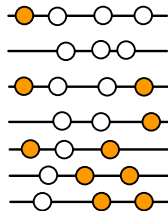
2. look up simulated tracks

3. create map: hit → truth-track

4. trajectory seeding per mapped subset

5. fit trajectory hits per mapped subset

6. hit masking