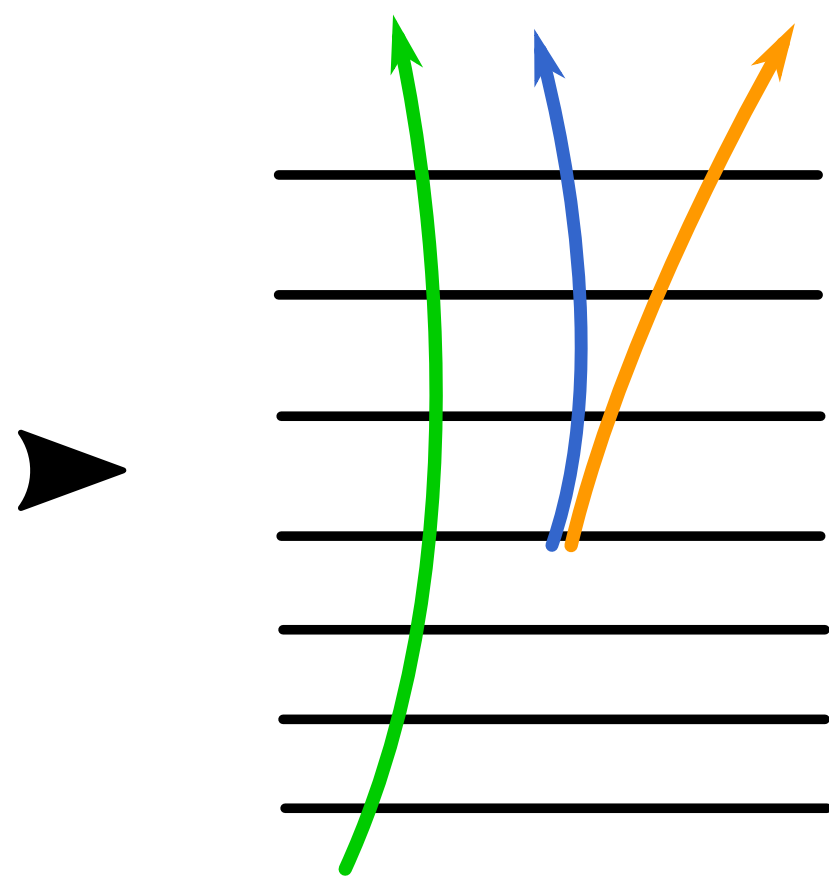
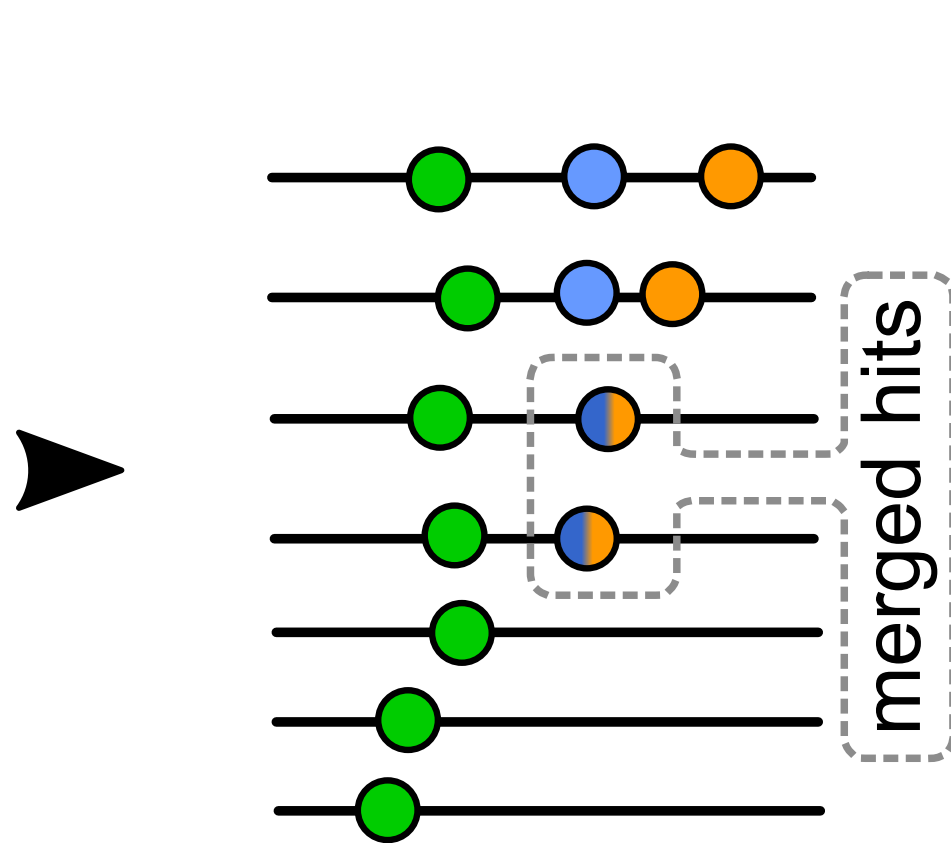


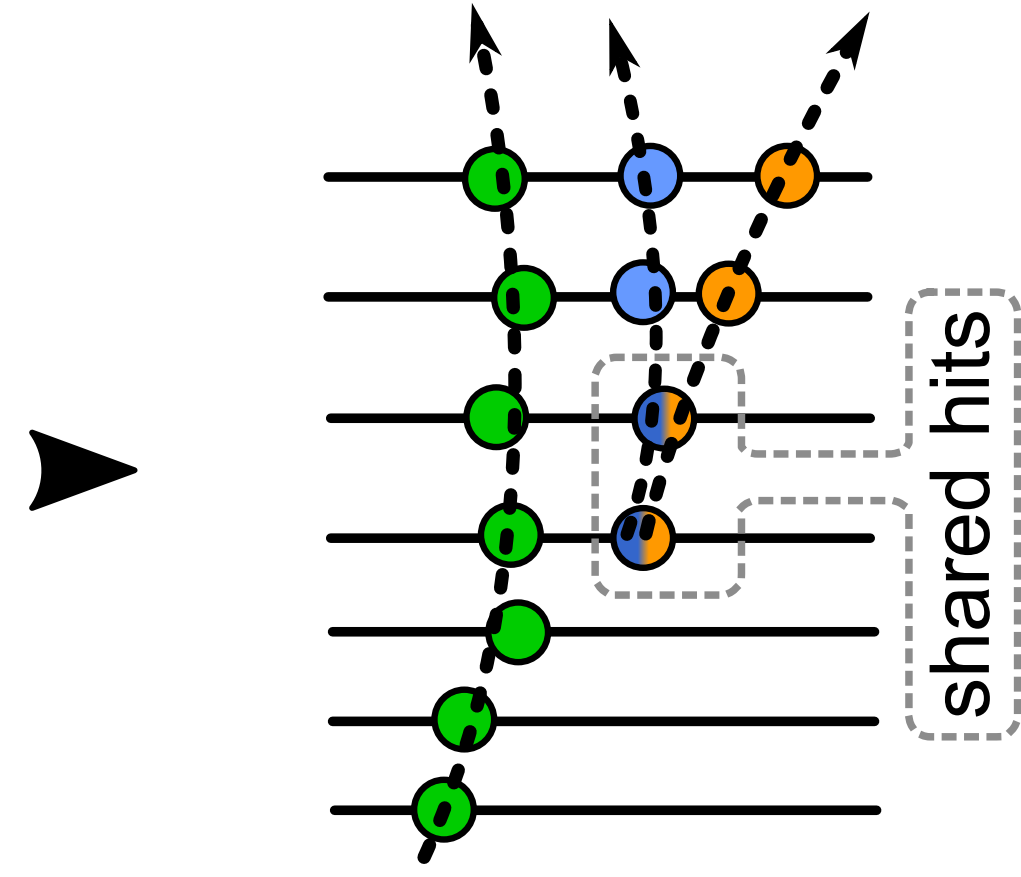
1. all hits



2. look up simulated tracks



3. create map:
hit \rightarrow truth-track



4. track seeding & fit
per mapped subset