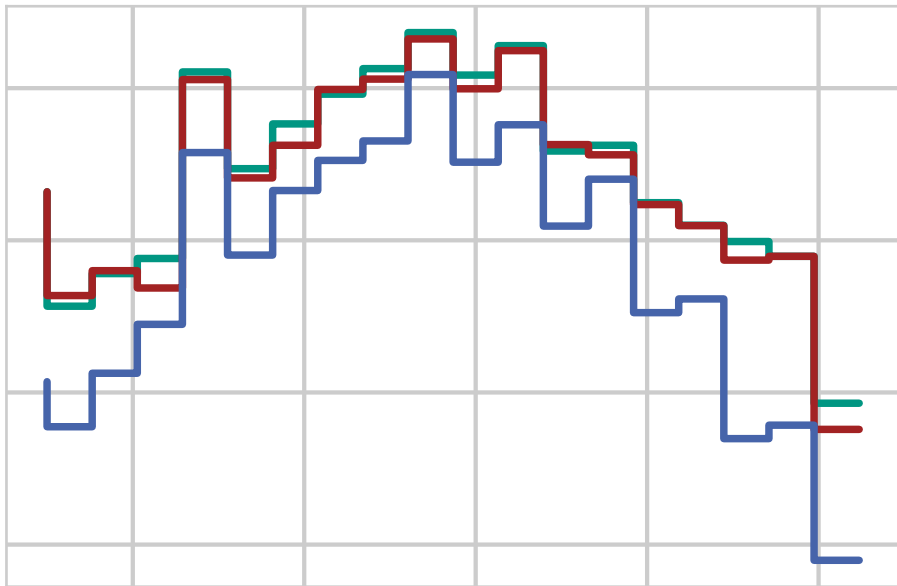


hit efficiency
(primaries)

0.8
0.7
0.6
0.5



truth d_0 / (cm)