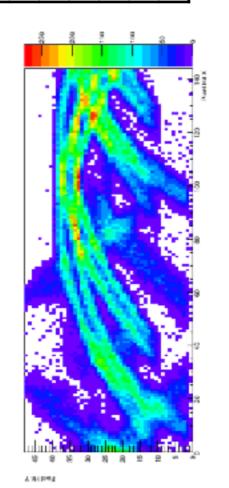
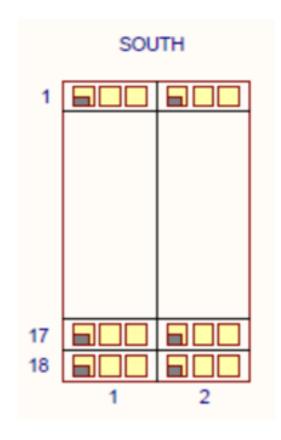


Motivation: increasing PMT and pixel number as move away from origin

PMT Pixel labeling

0	8	16	24	32	40	48	56
1	9						
2	10						
3	11						
4	12						
5	13						
6	14						
7	15	23	31	39	47	55	63

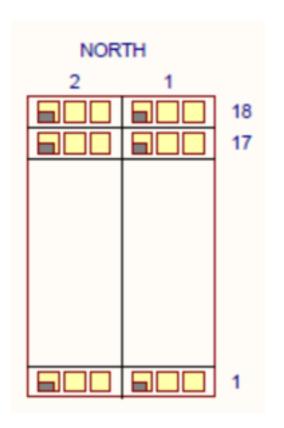




South PMT Plane

0	18	36	54	72	90
1	19				
2	20				
3	21				
16	34	52	70	88	106
17	35	53	71	89	107

North PMT Plane



HV/LV tile labeling

