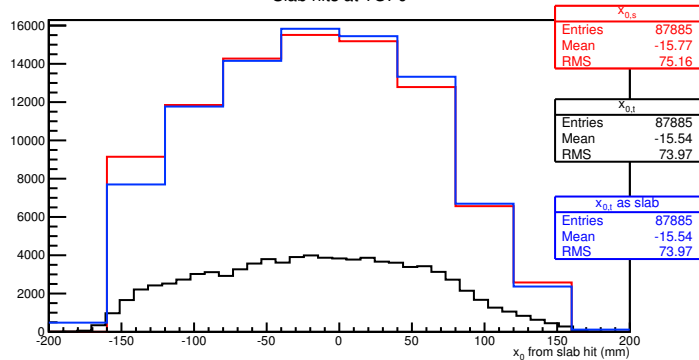
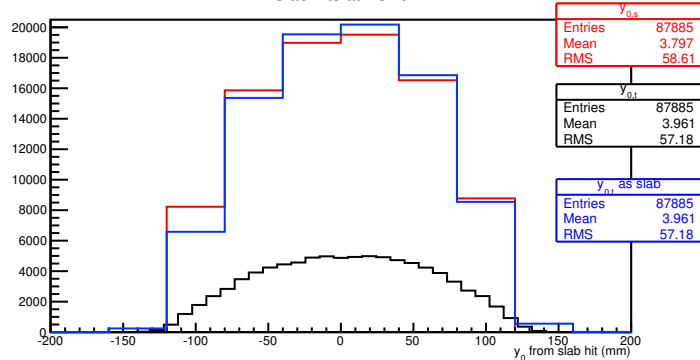


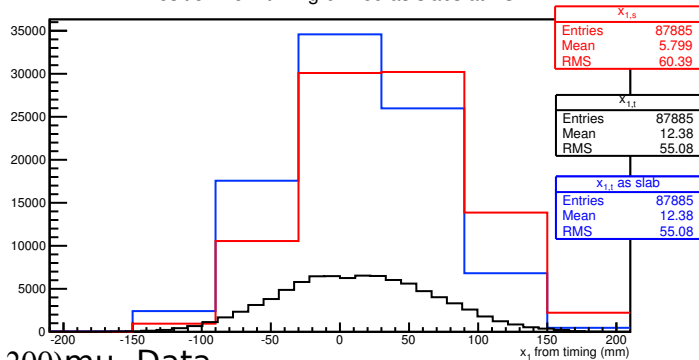
Slab hits at TOF0



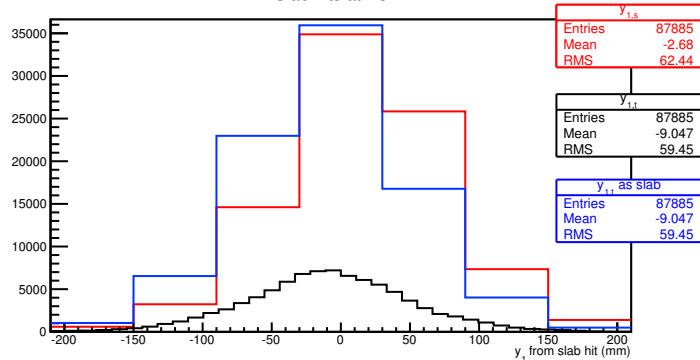
Slab hits at TOF0



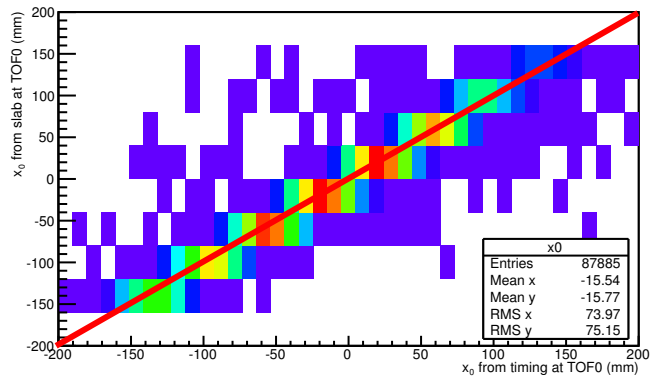
Position from timing binned as slabs at TOF1



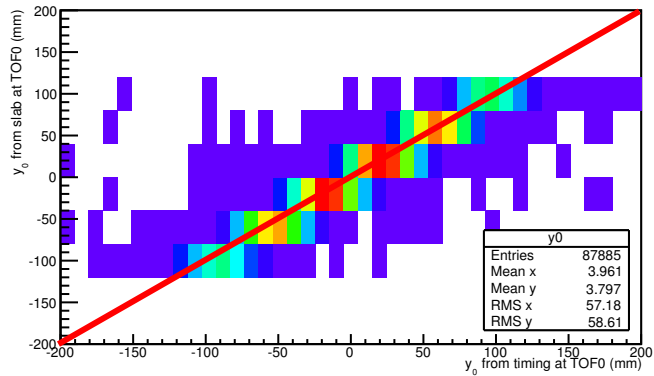
Slab hits at TOF1



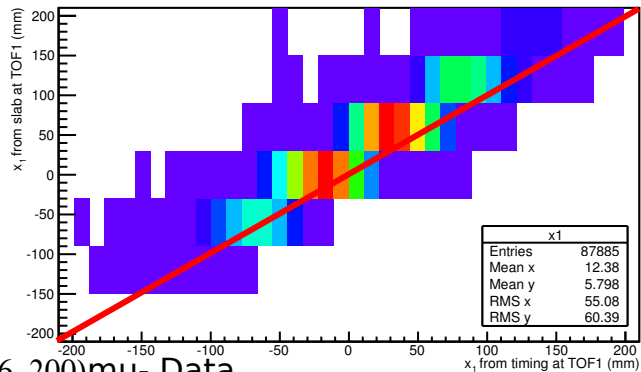
Slab hits vs. position from timing at TOF0



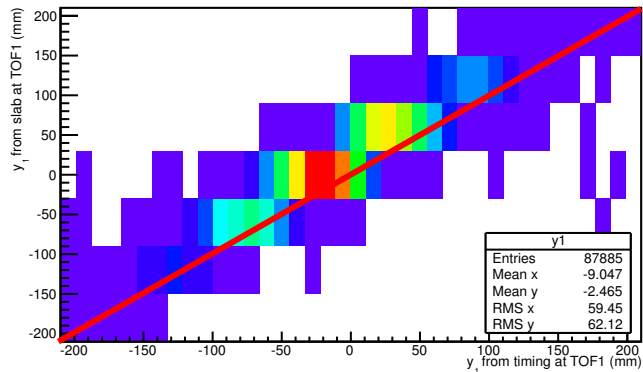
Slab hits vs. position from timing at TOF0



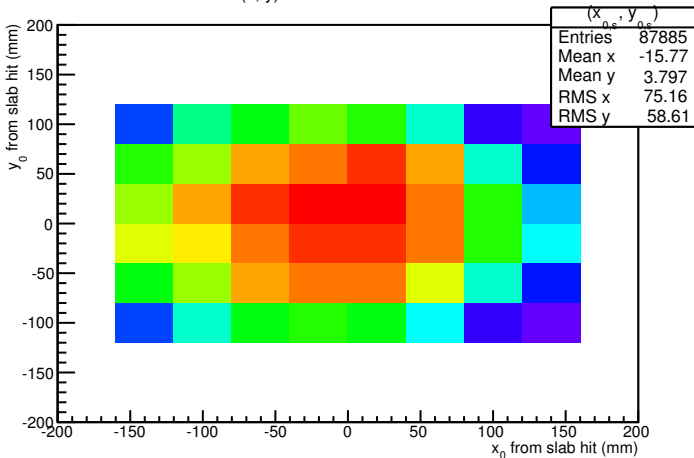
Slab hits vs. position from timing at TOF1



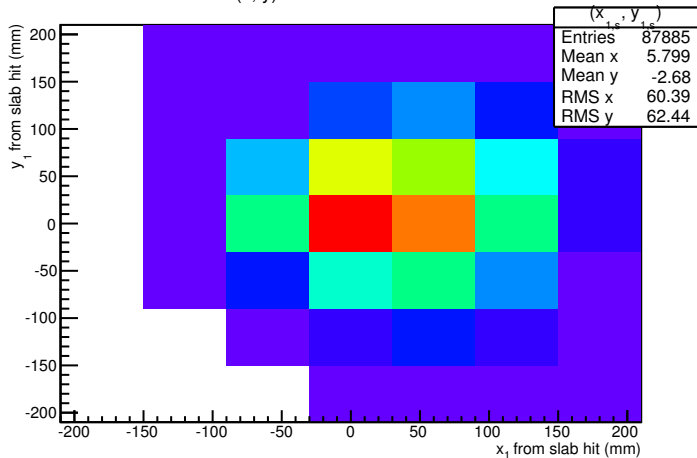
Slab hits vs. position from timing at TOF1



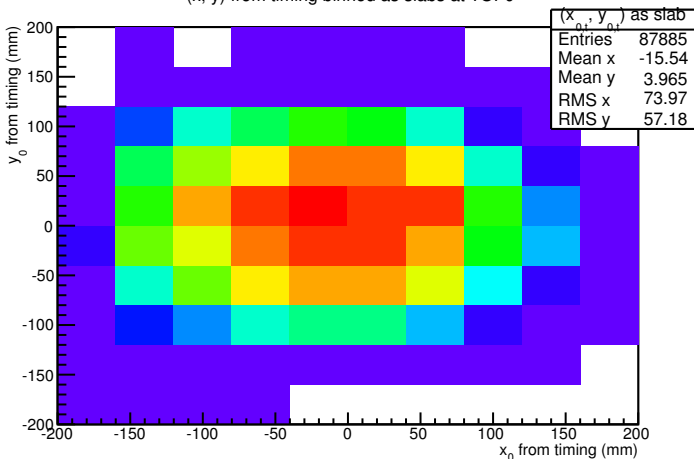
(x, y) from slab hits at TOF0



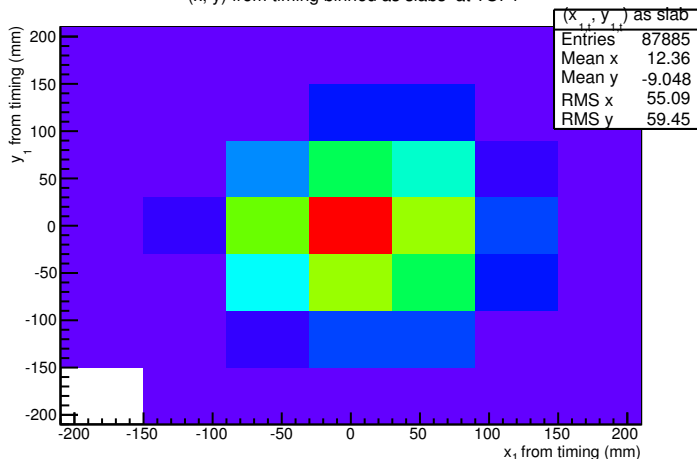
(x, y) from slab hits at TOF1



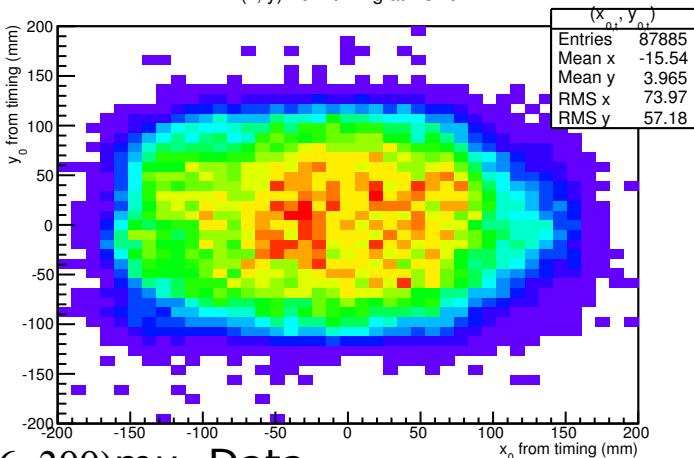
(x, y) from timing binned as slabs at TOF0



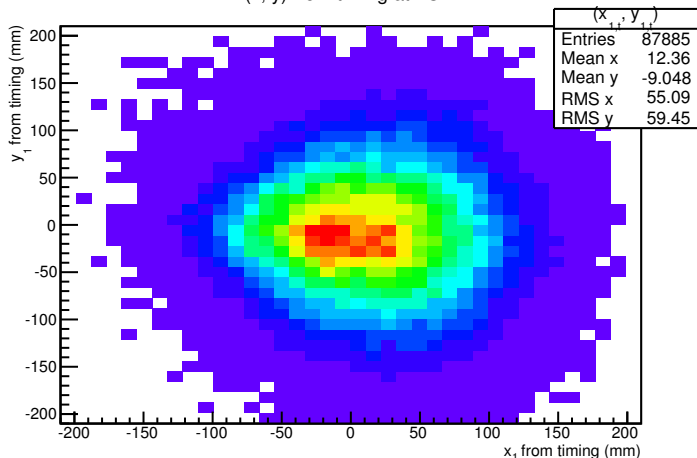
(x, y) from timing binned as slabs at TOF1



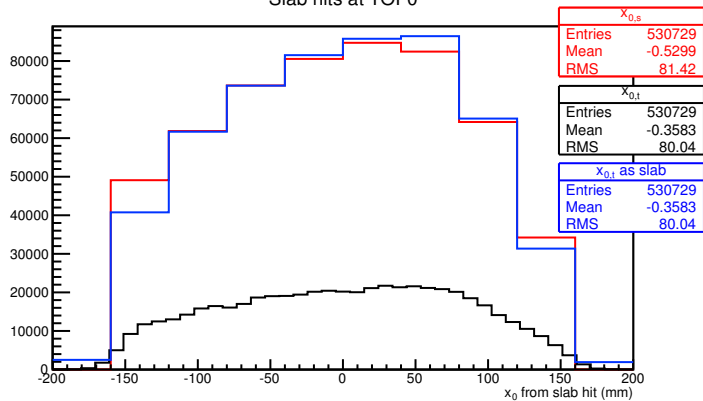
(x, y) from timing at TOF0



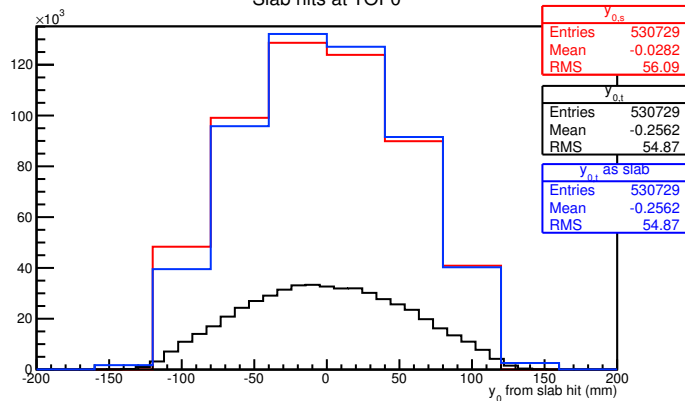
(x, y) from timing at TOF1



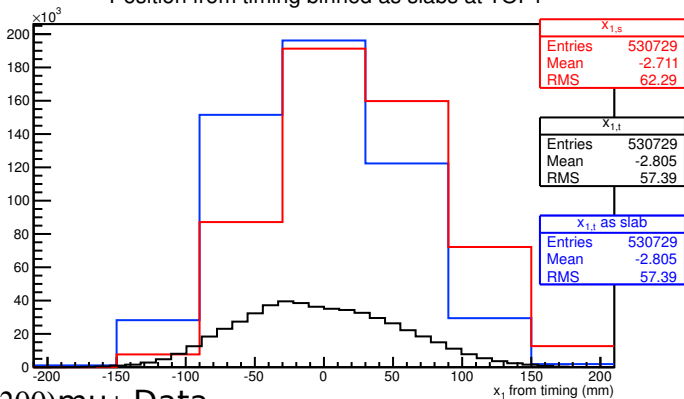
Slab hits at TOF0



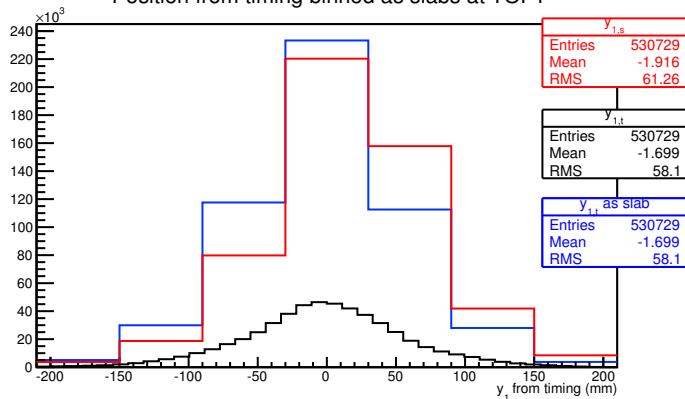
Slab hits at TOF0



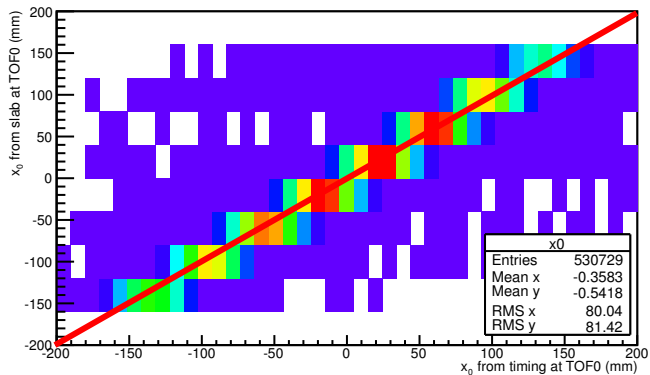
Position from timing binned as slabs at TOF1



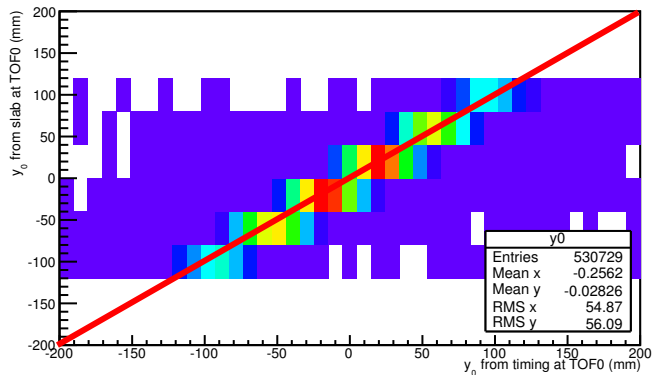
Position from timing binned as slabs at TOF1



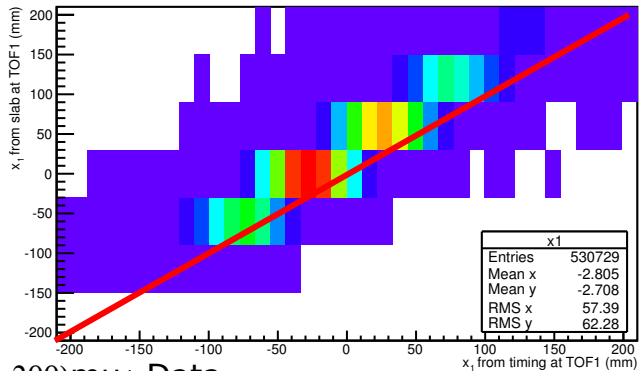
Slab hits vs. position from timing at TOF0



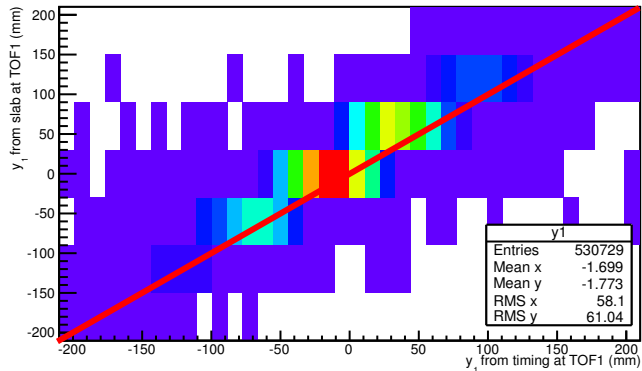
Slab hits vs. position from timing at TOF0



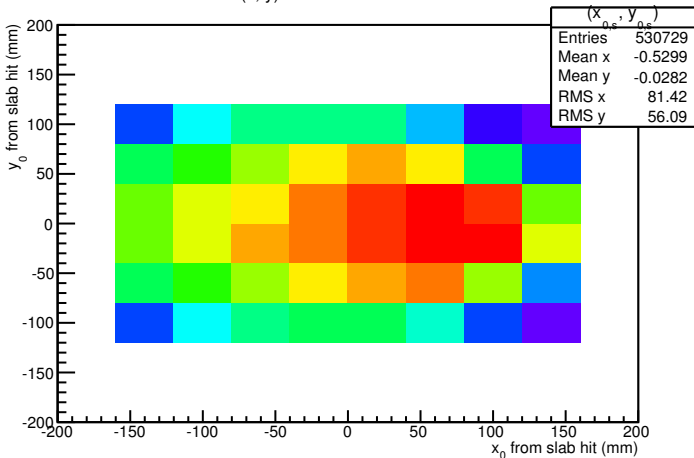
Slab hits vs. position from timing at TOF1



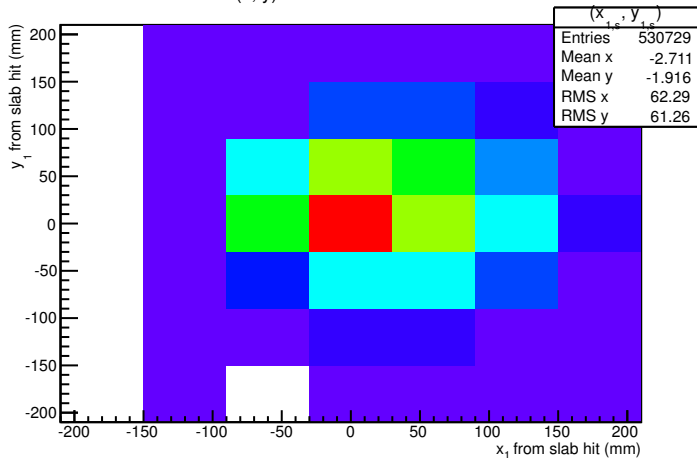
Slab hits vs. position from timing at TOF1



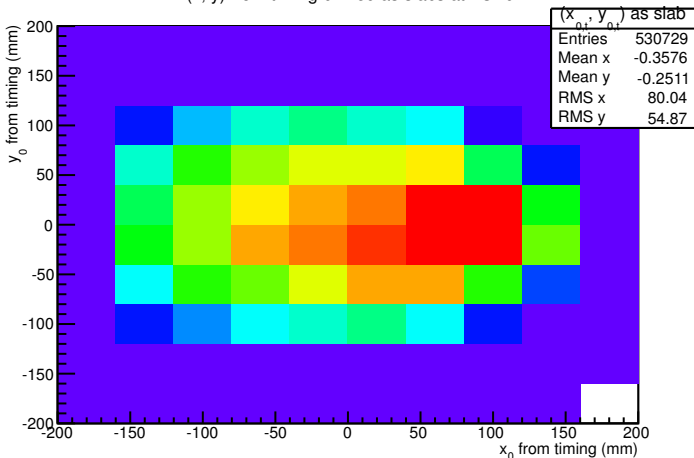
(x, y) from slab hits at TOF0



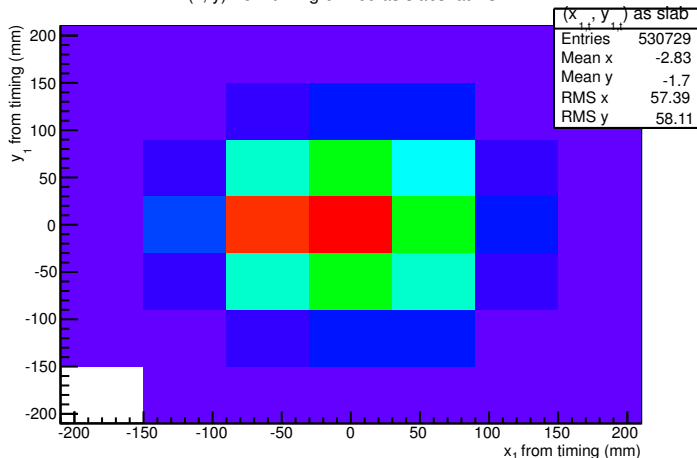
(x, y) from slab hits at TOF1



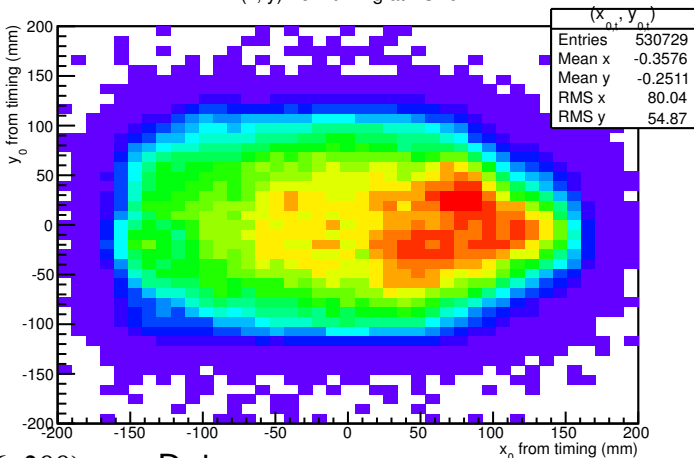
(x, y) from timing binned as slabs at TOF0



(x, y) from timing binned as slabs at TOF1



(x, y) from timing at TOF0



(x, y) from timing at TOF1

