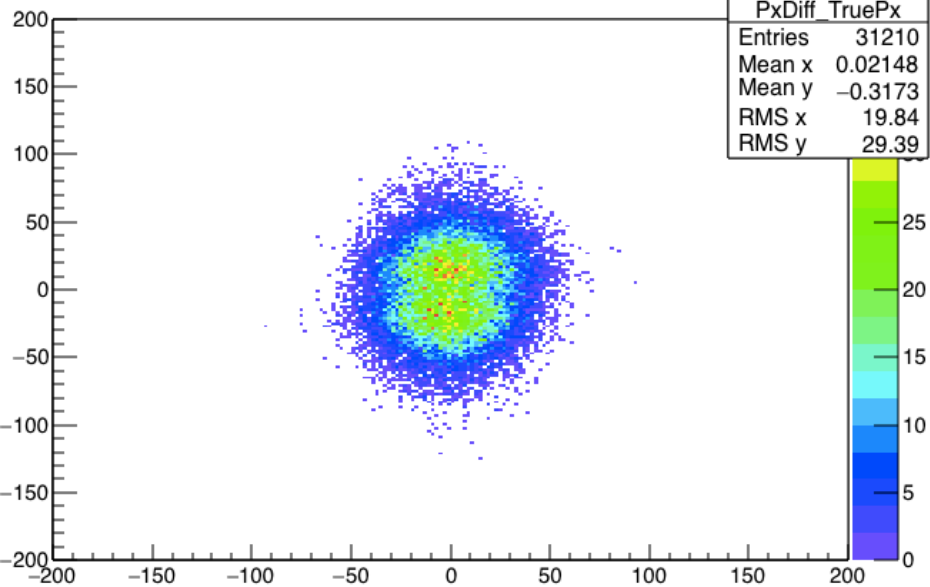


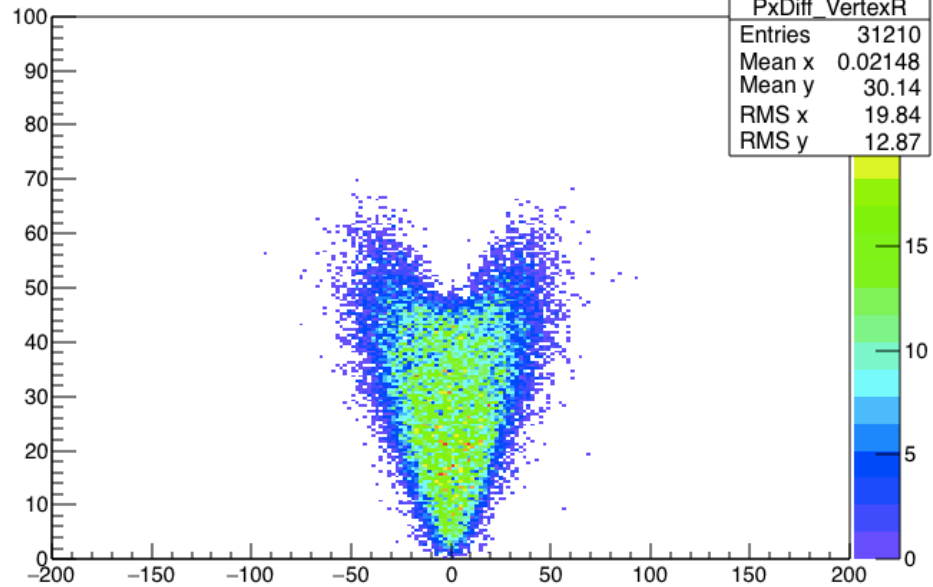
Pointing Check

Pointing x

PxDiff_TruePx

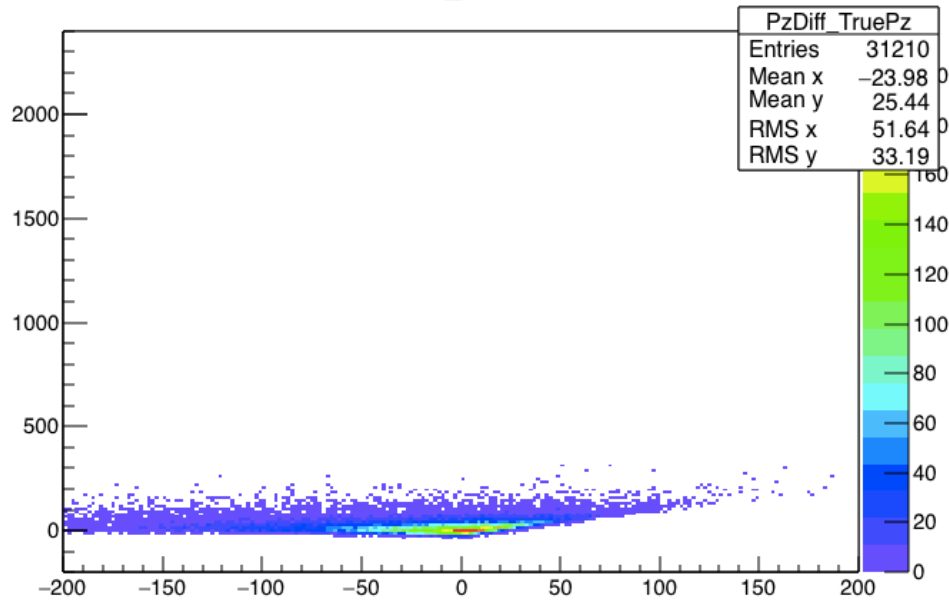


PxDiff_VertexR

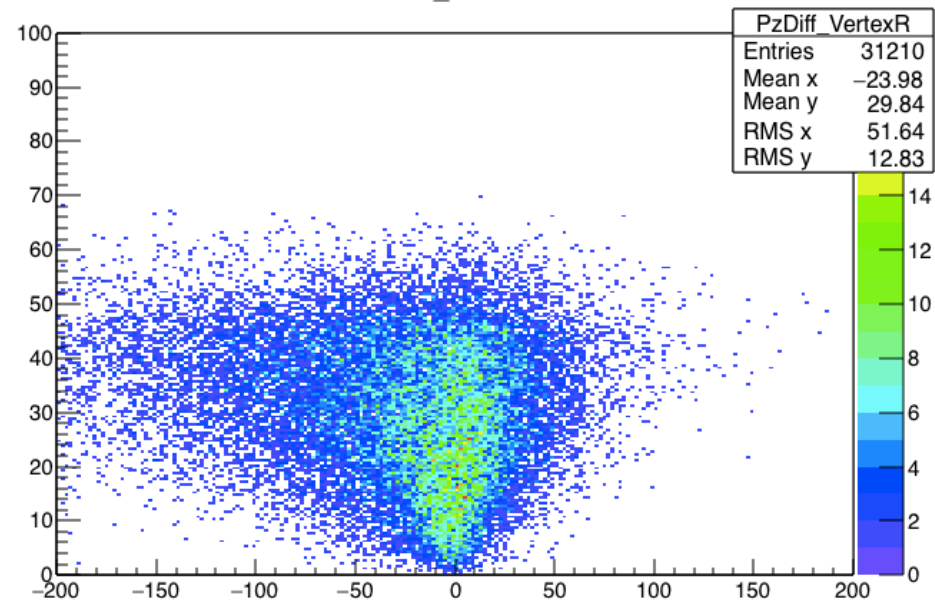


Pointing z

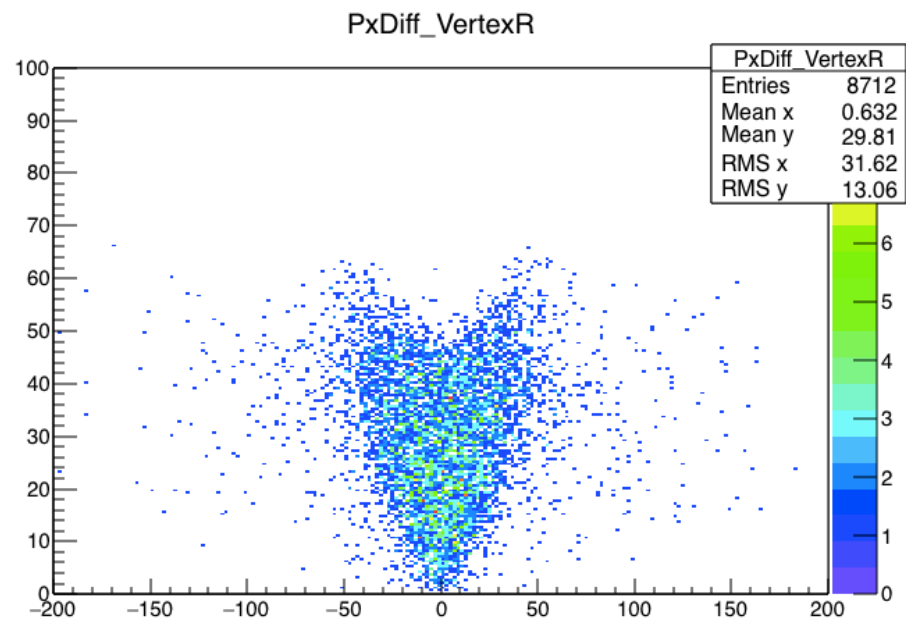
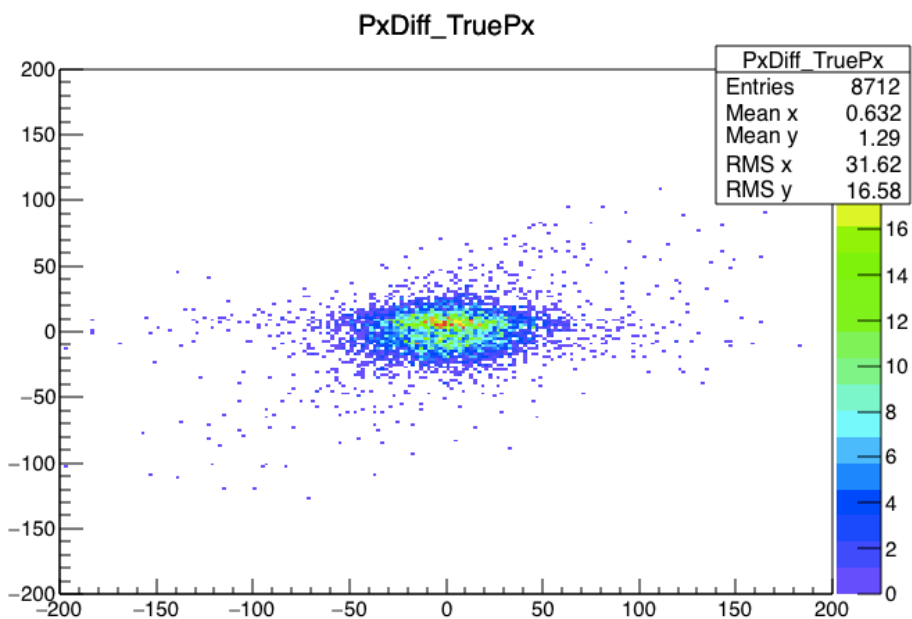
PzDiff_TruePz



PzDiff_VertexR

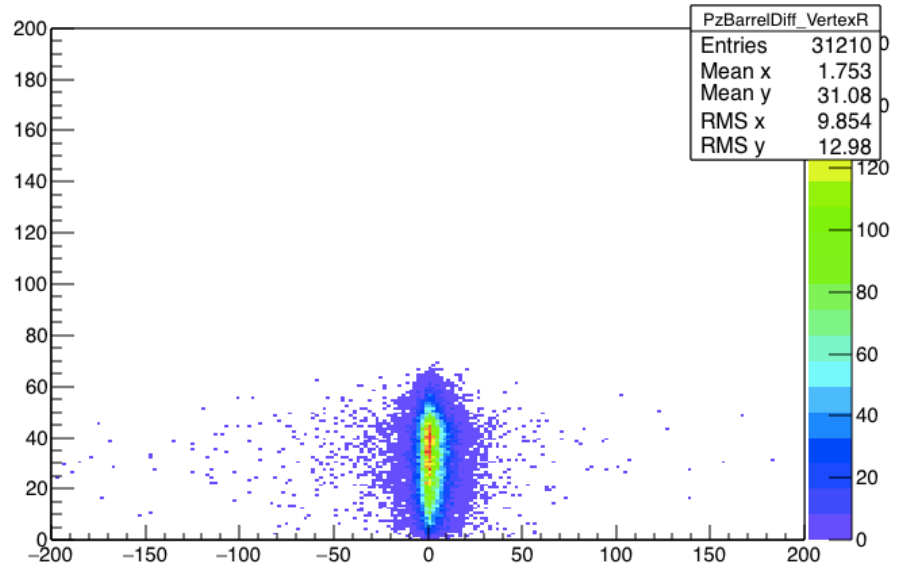
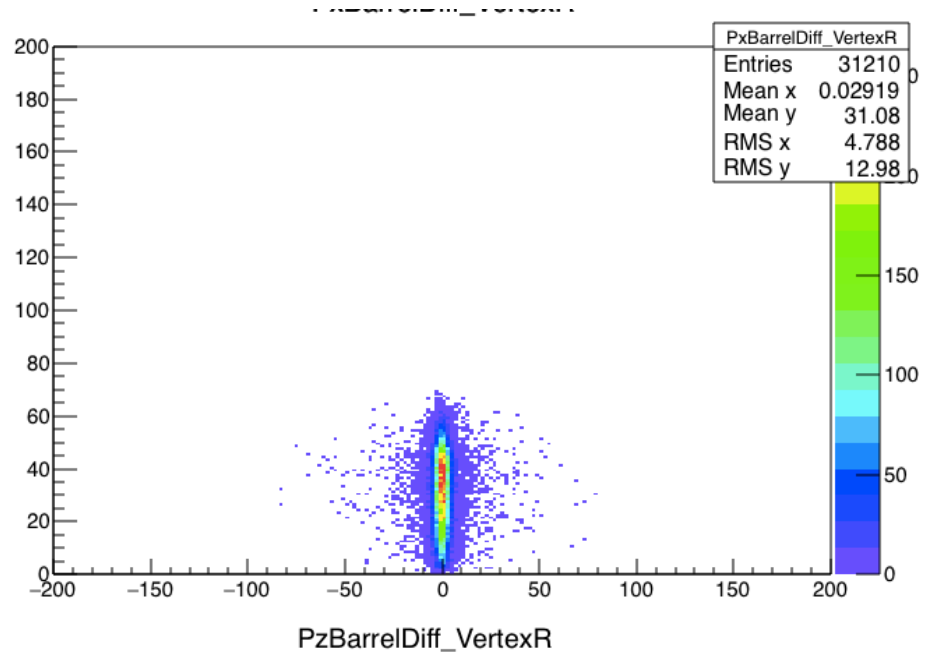
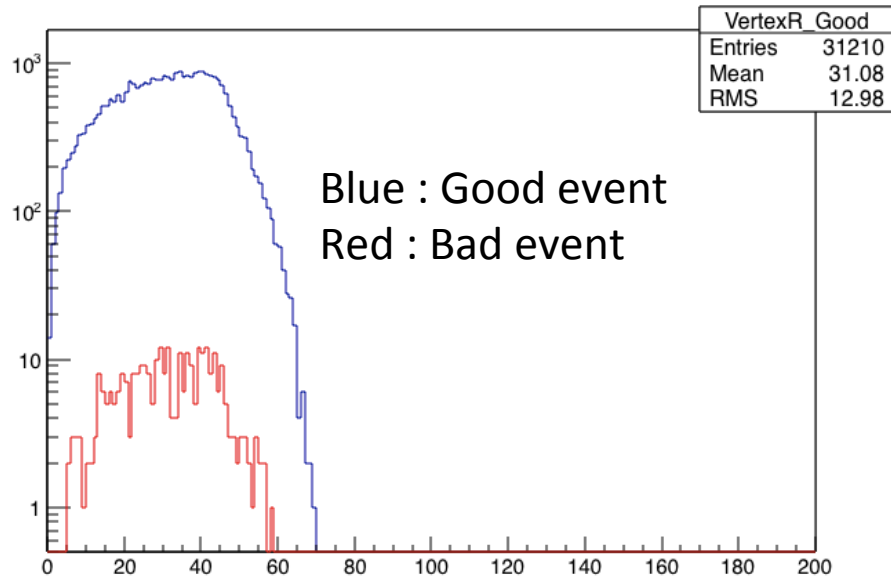


Pointing x (No Barrel Hit)



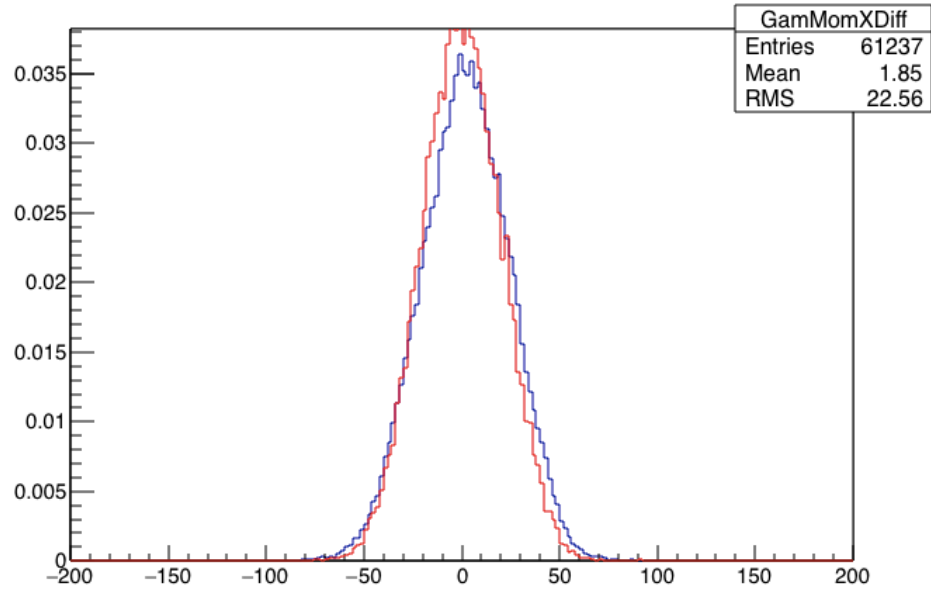
Barrel Reco

VertexR

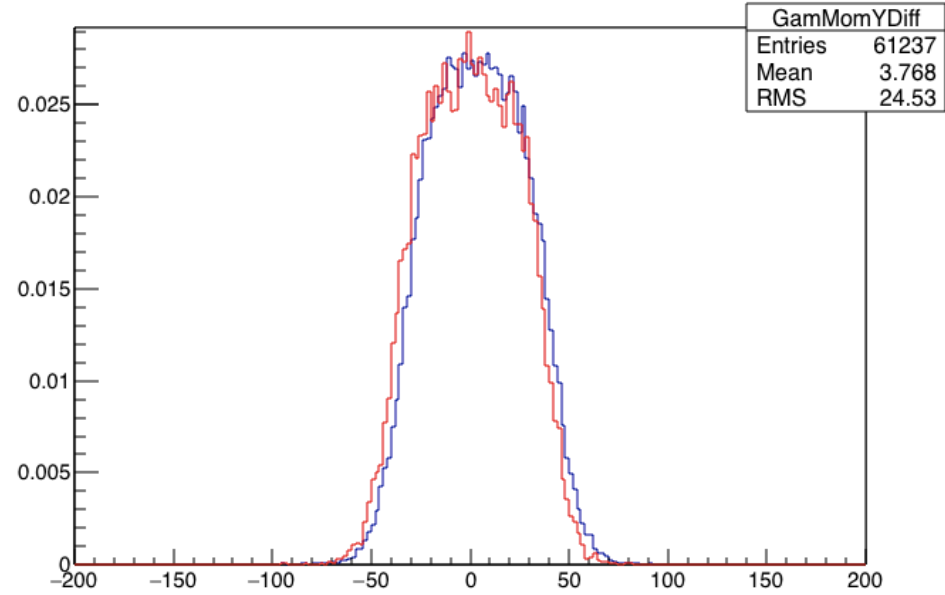


Barrel Reco. - Pointing

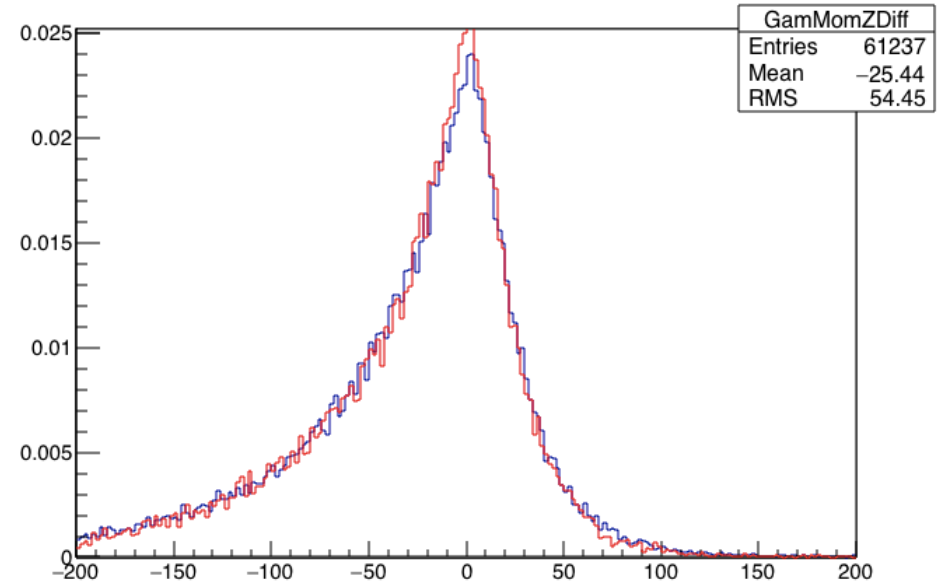
GamMomXDiff



GamMomYDiff



GamMomZDiff



Blue: Data.
Red : M.C.