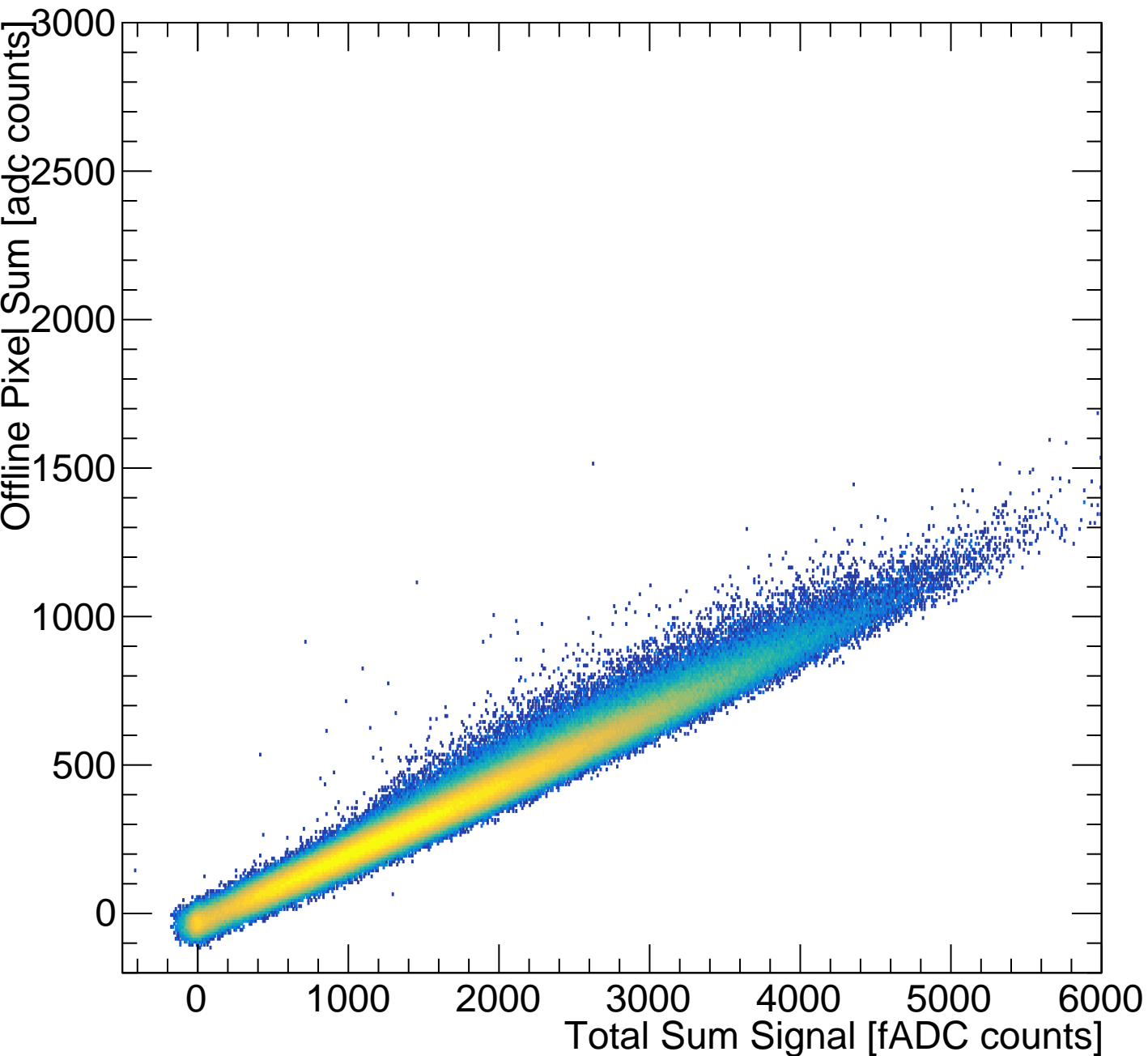
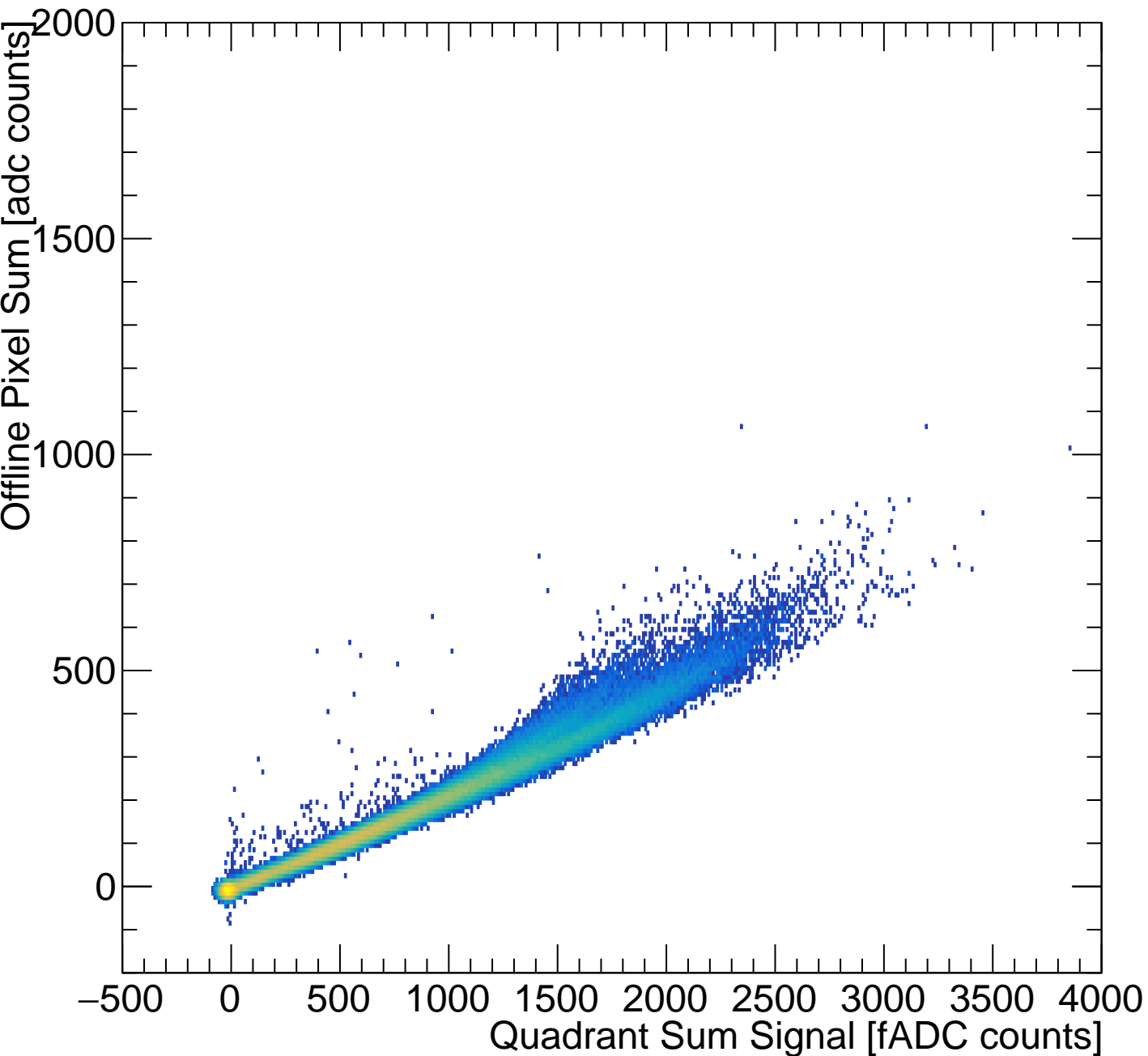


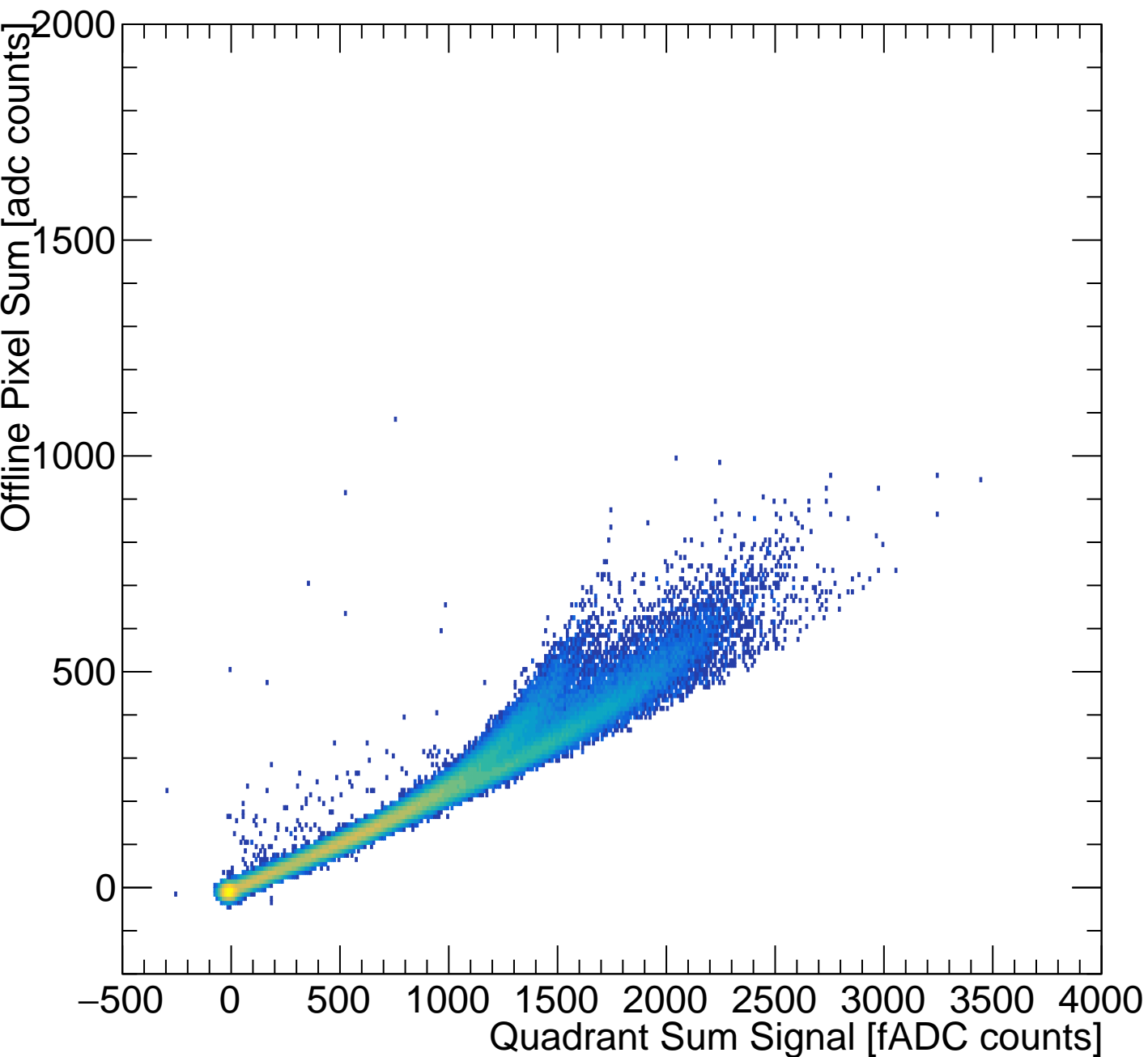
Offline Pixel Sum vs. fADC Sum (Total Sum)



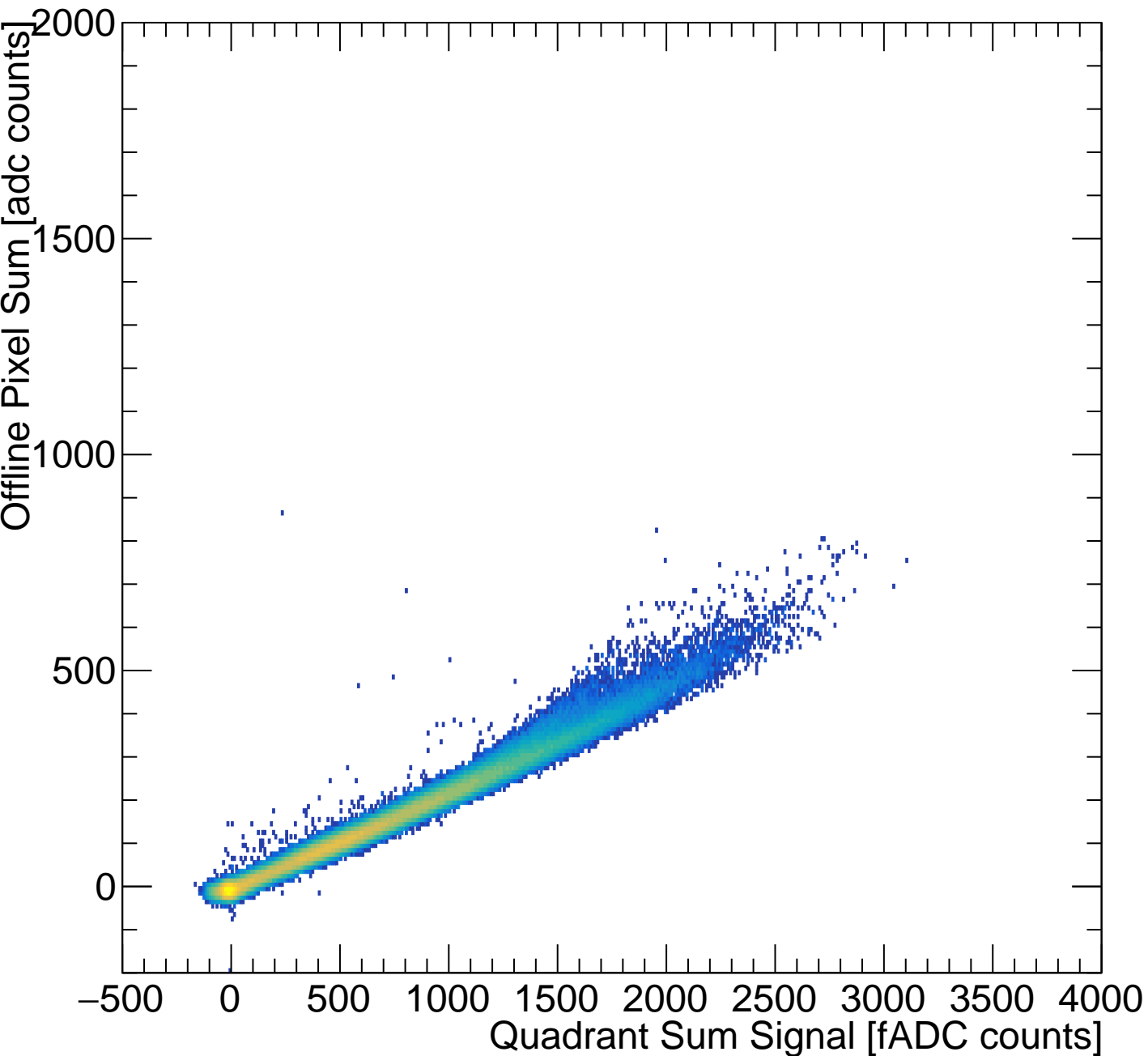
Offline Pixel Sum vs. fADC Sum (Quad 1)



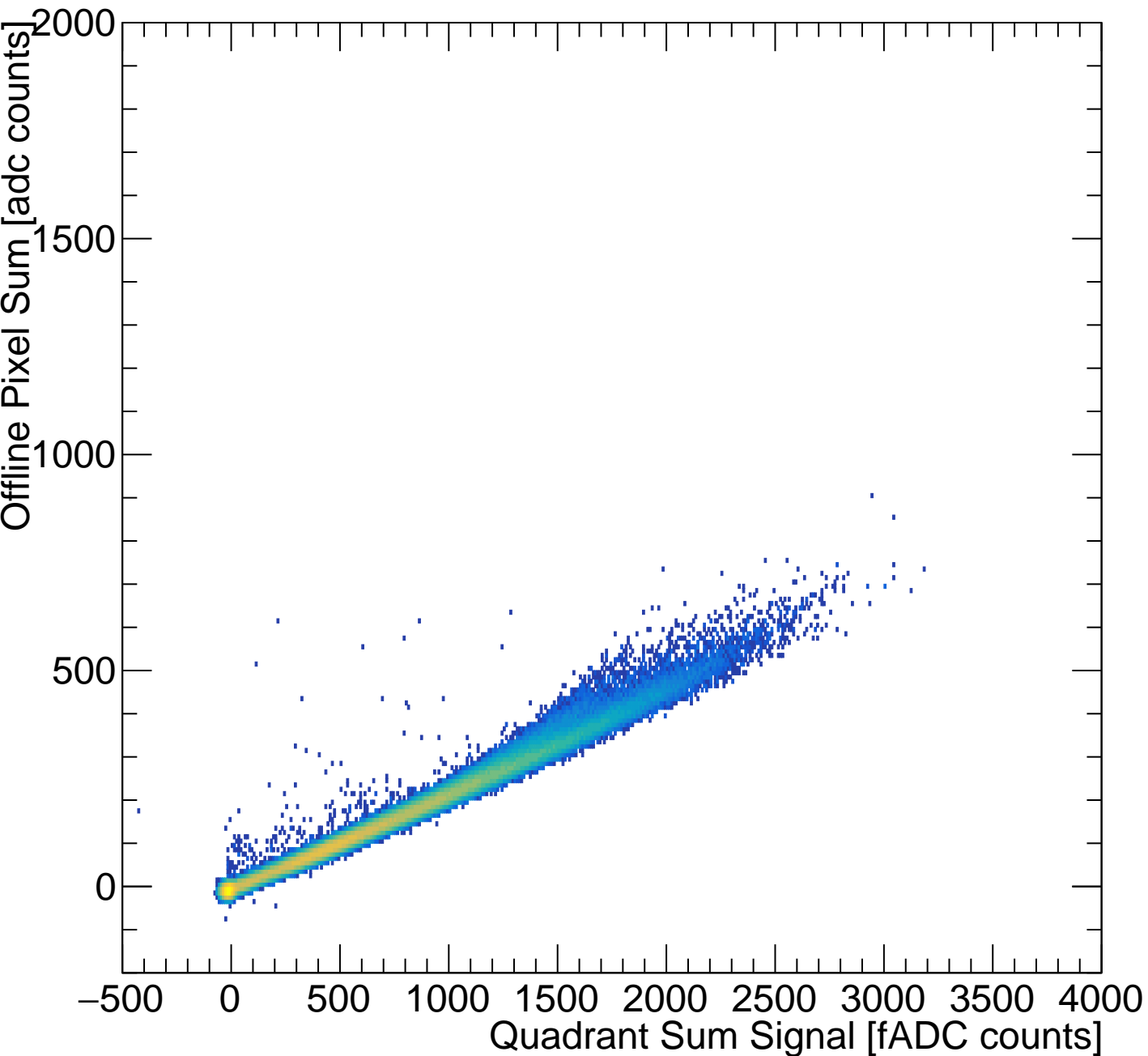
Offline Pixel Sum vs. fADC Sum (Quad 2)



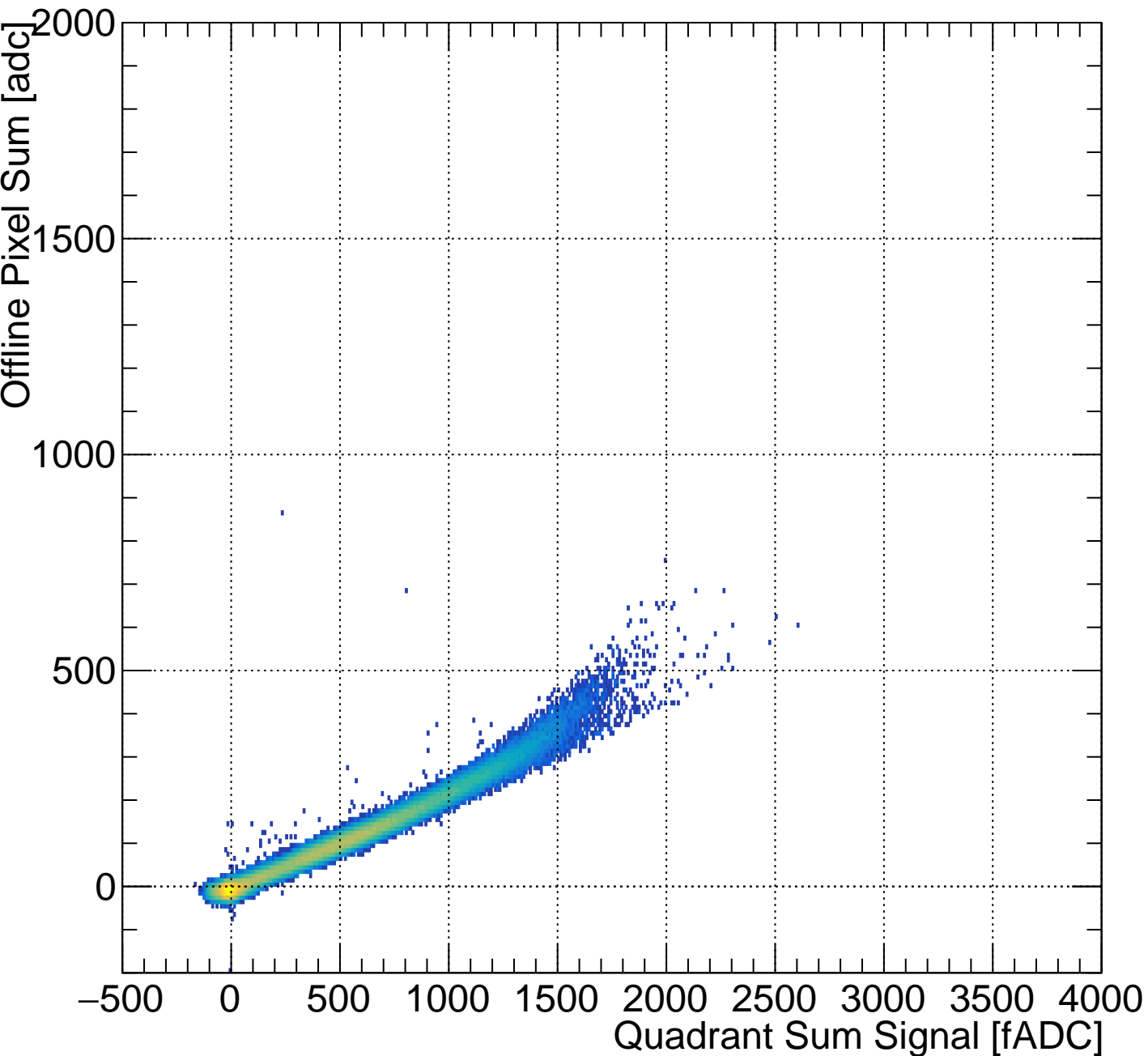
Offline Pixel Sum vs. fADC Sum (Quad 3)



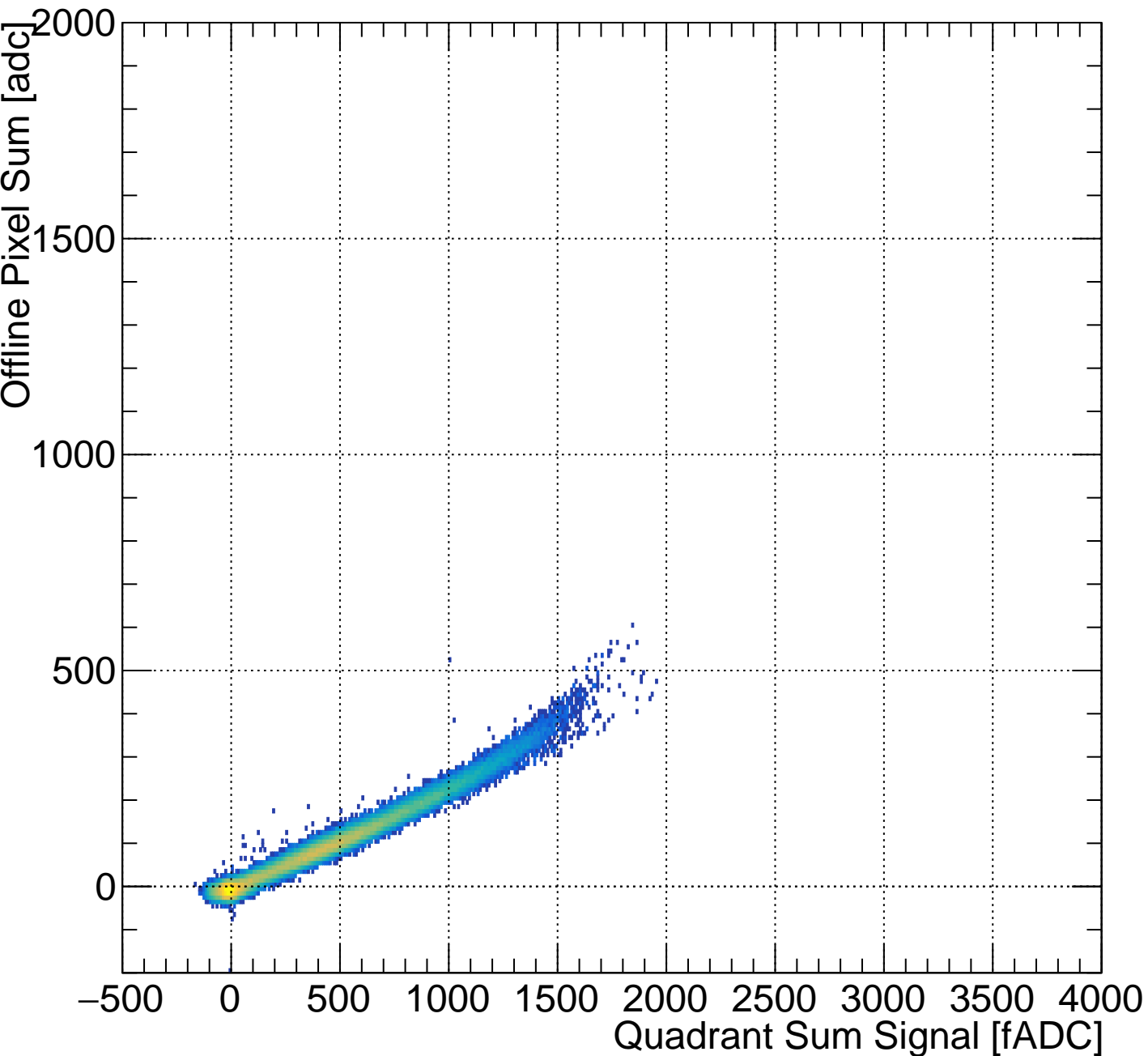
Offline Pixel Sum vs. fADC Sum (Quad 4)



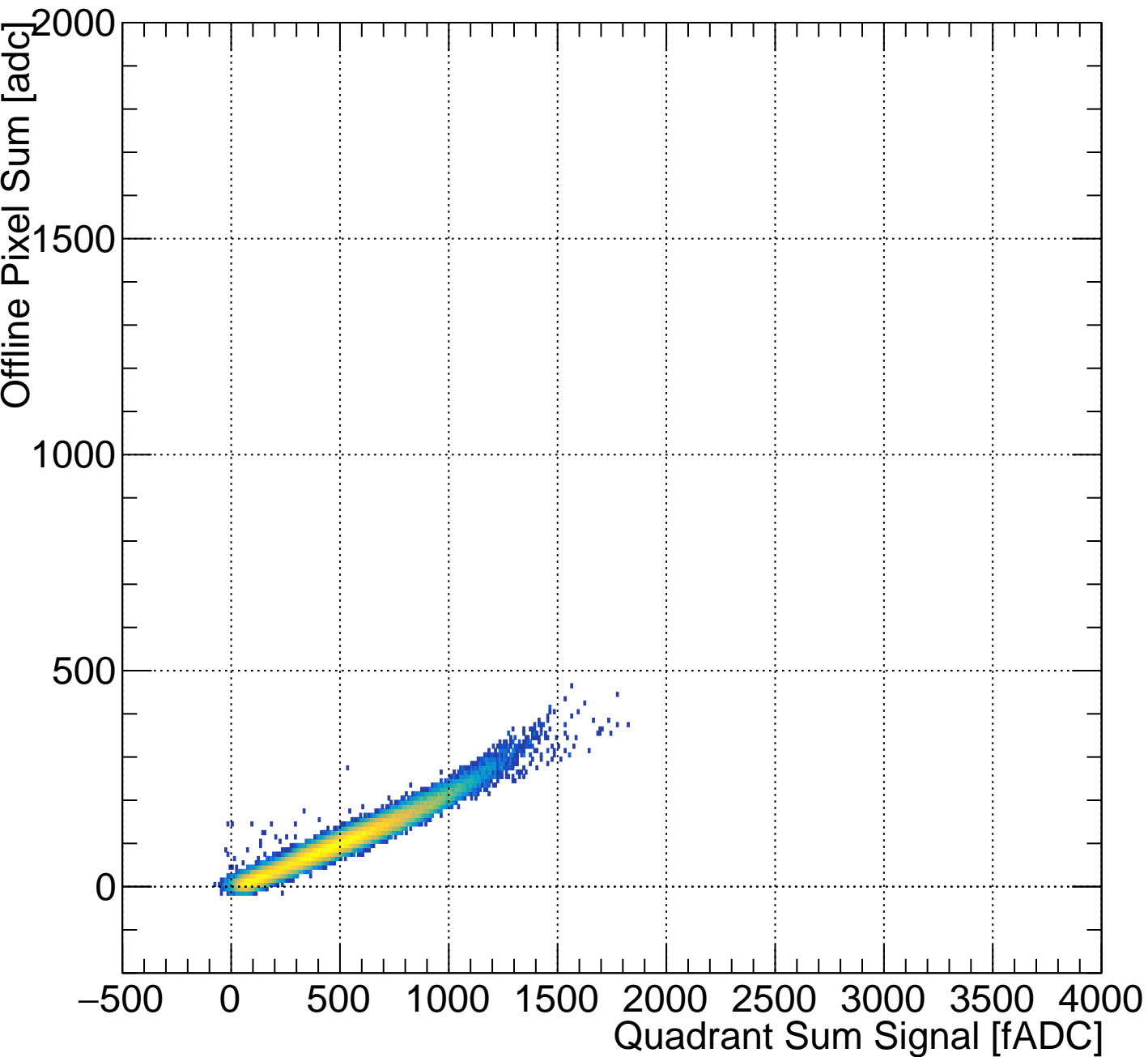
# Quad 3 Sum when only SUM5 has signal



Quad 3 Sum when only SUM6 has signal

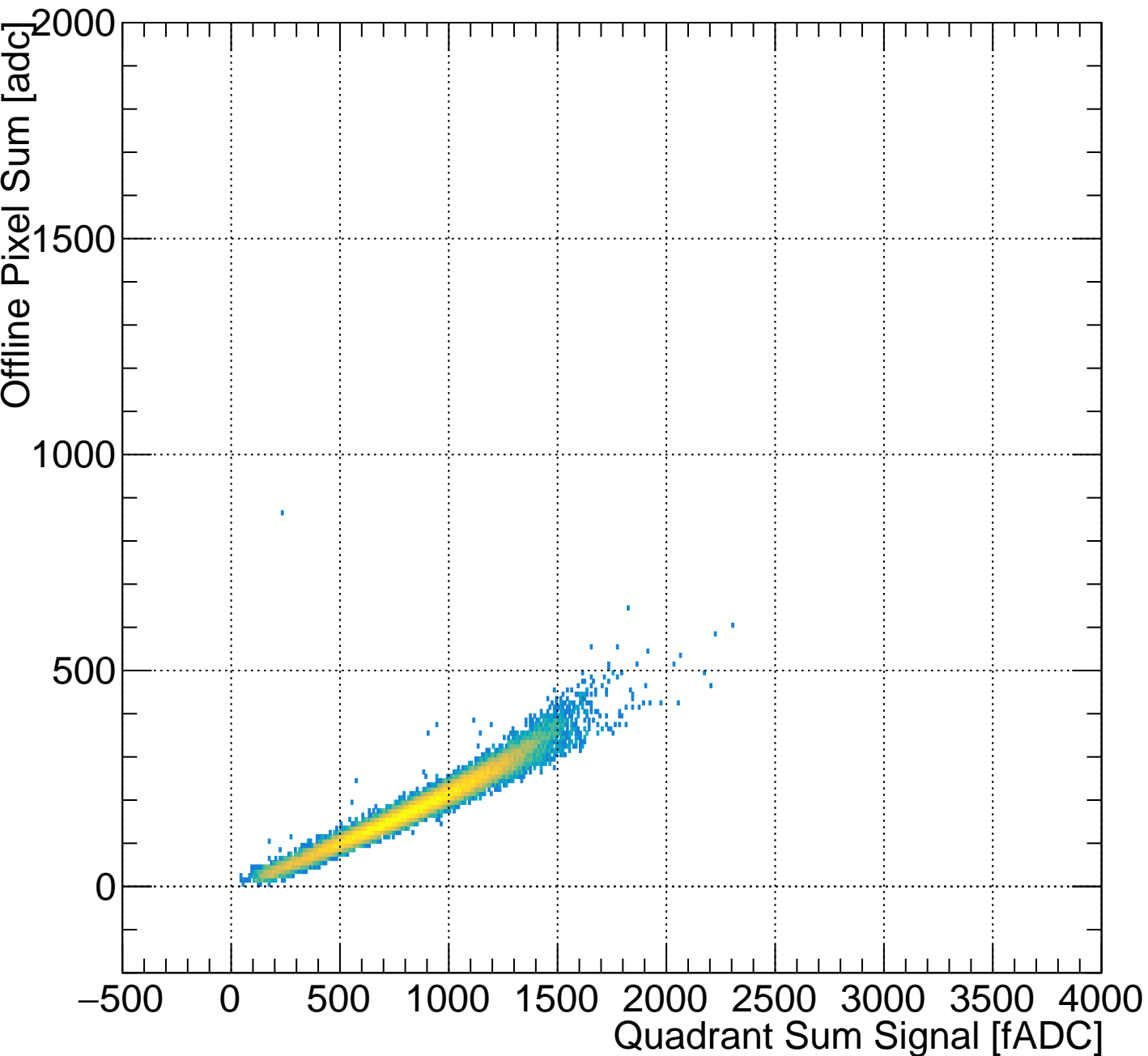


Quad 3 Sum when only SUM5 has 1 Pixel Fired

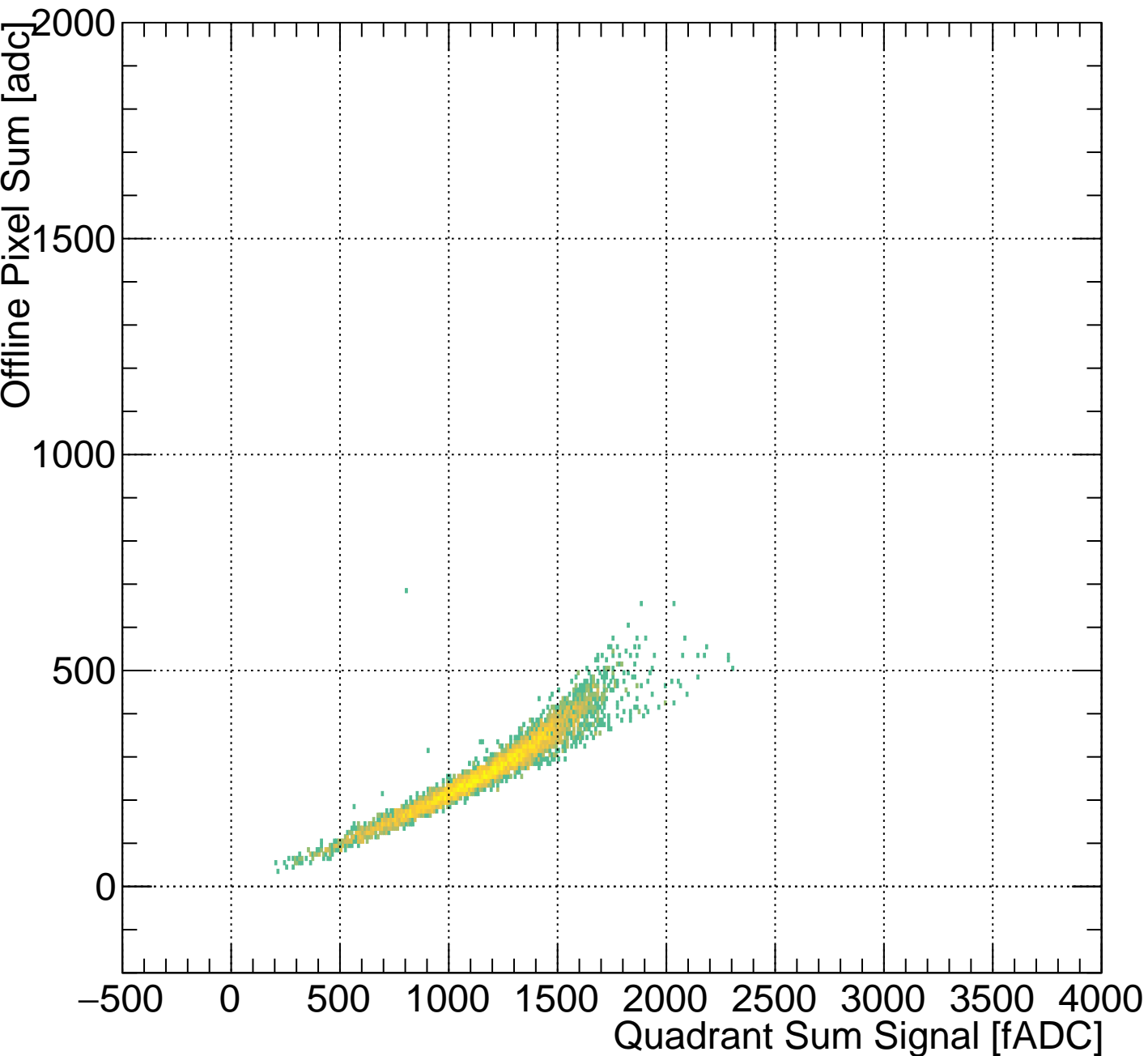




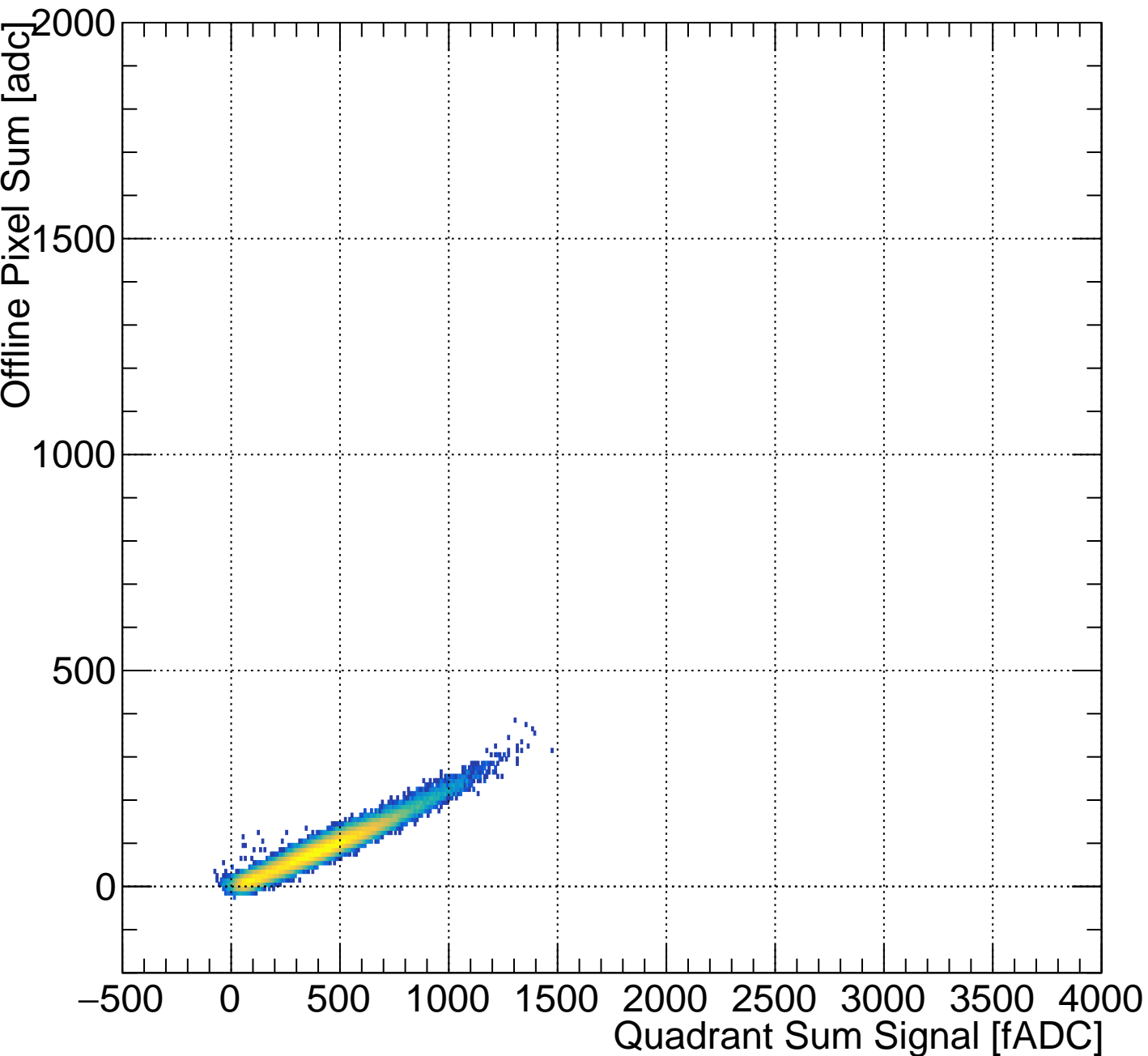
Quad 3 Sum when only SUM5 has 2 Pixels Fired



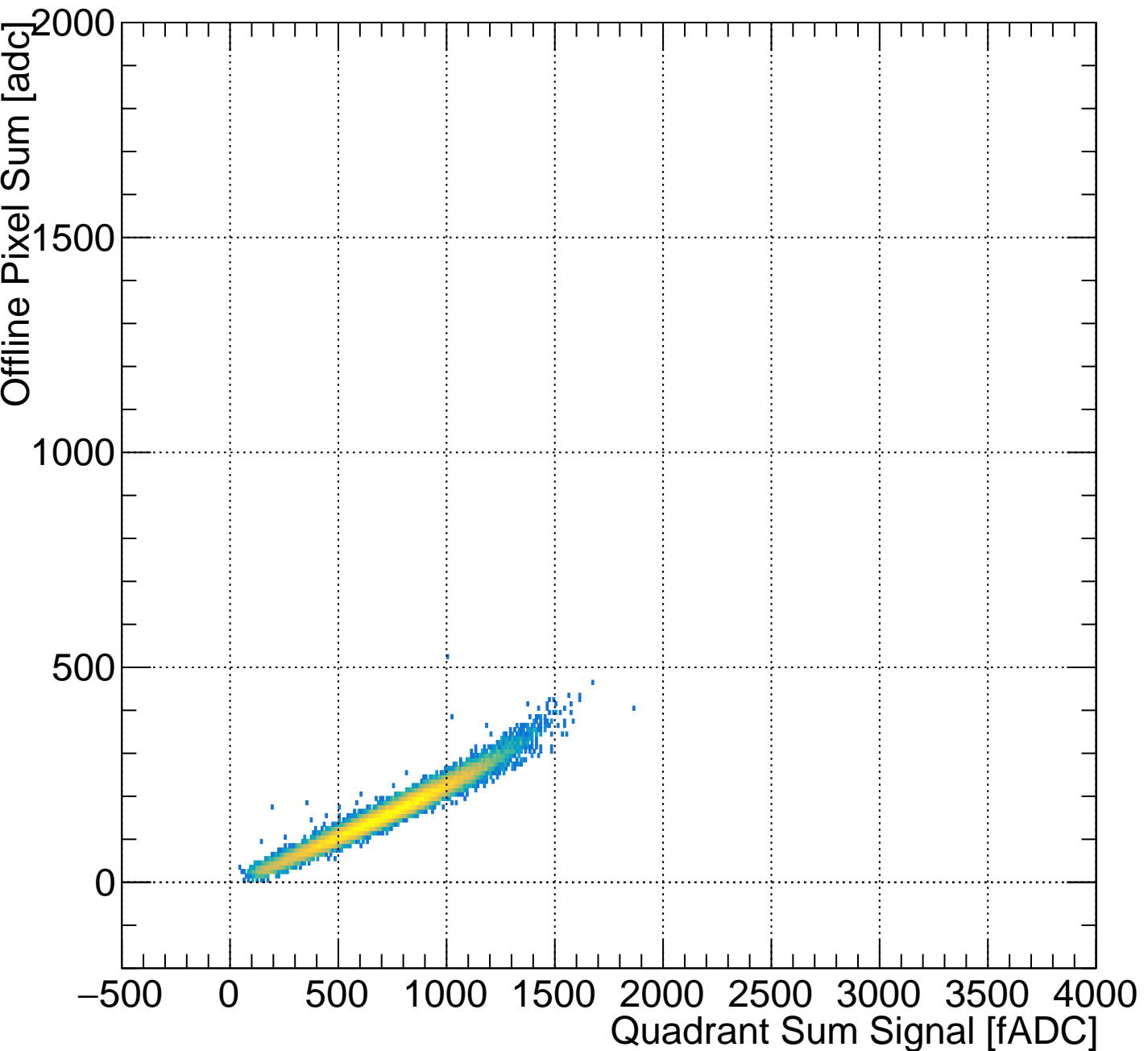
Quad 3 Sum when only SUM5 has 3 Pixels Fired



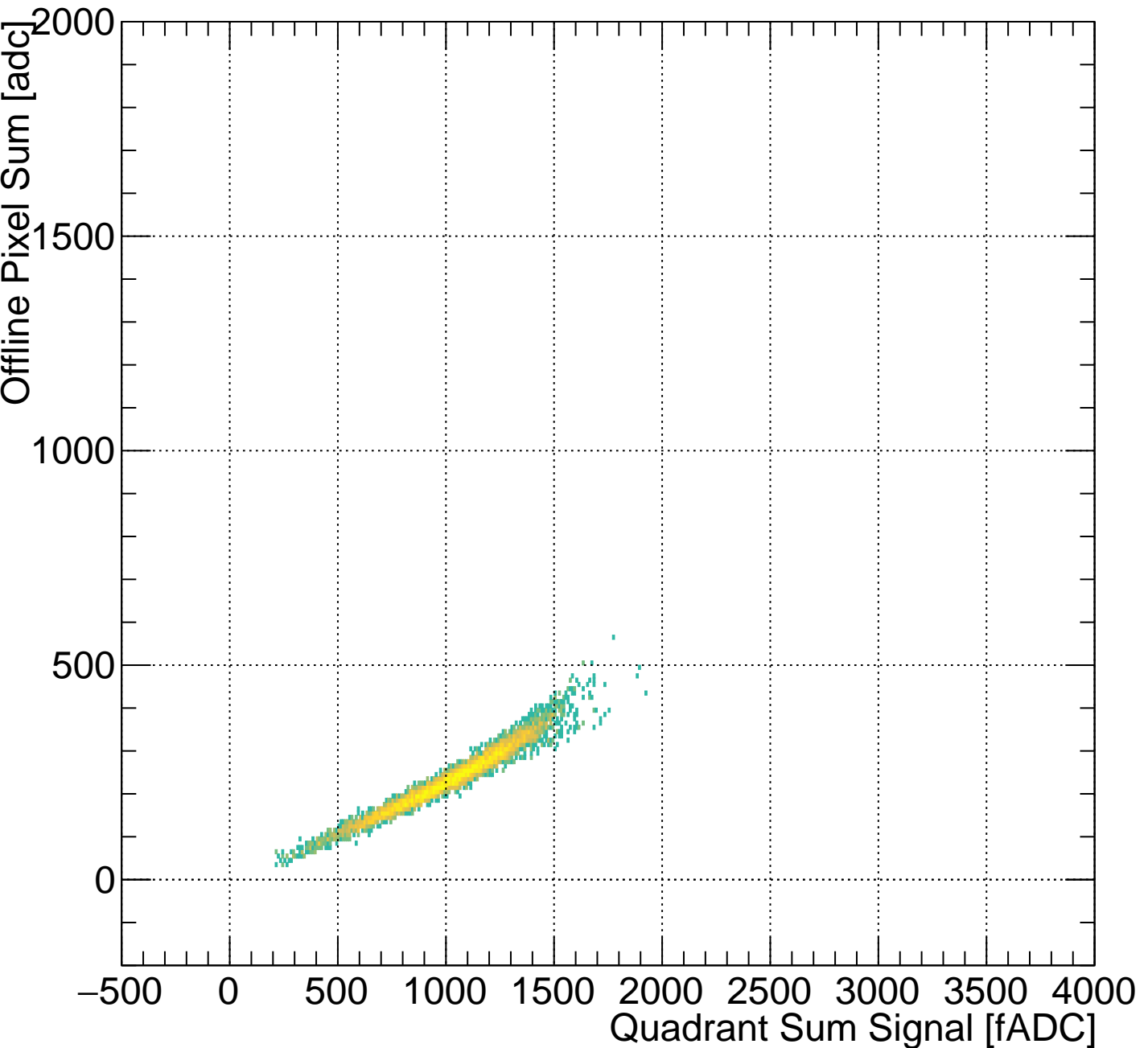
Quad 3 Sum when only SUM6 has 1 Pixel Fired



Quad 3 Sum when only SUM6 has 2 Pixels Fired



Quad 3 Sum when only SUM6 has 3 Pixels Fired



Sum signal when 1 Pixels have n.p.e. > 0

