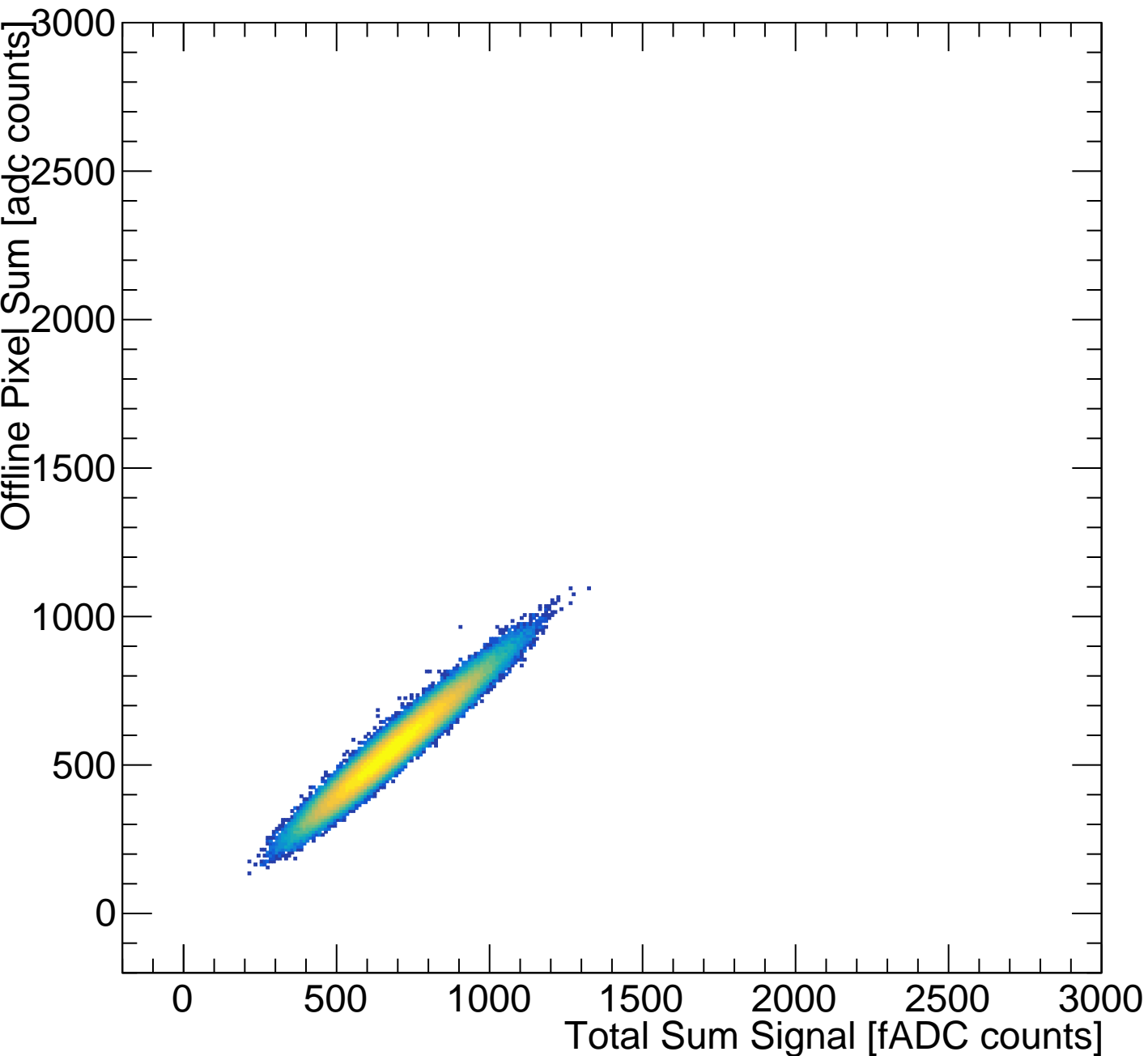
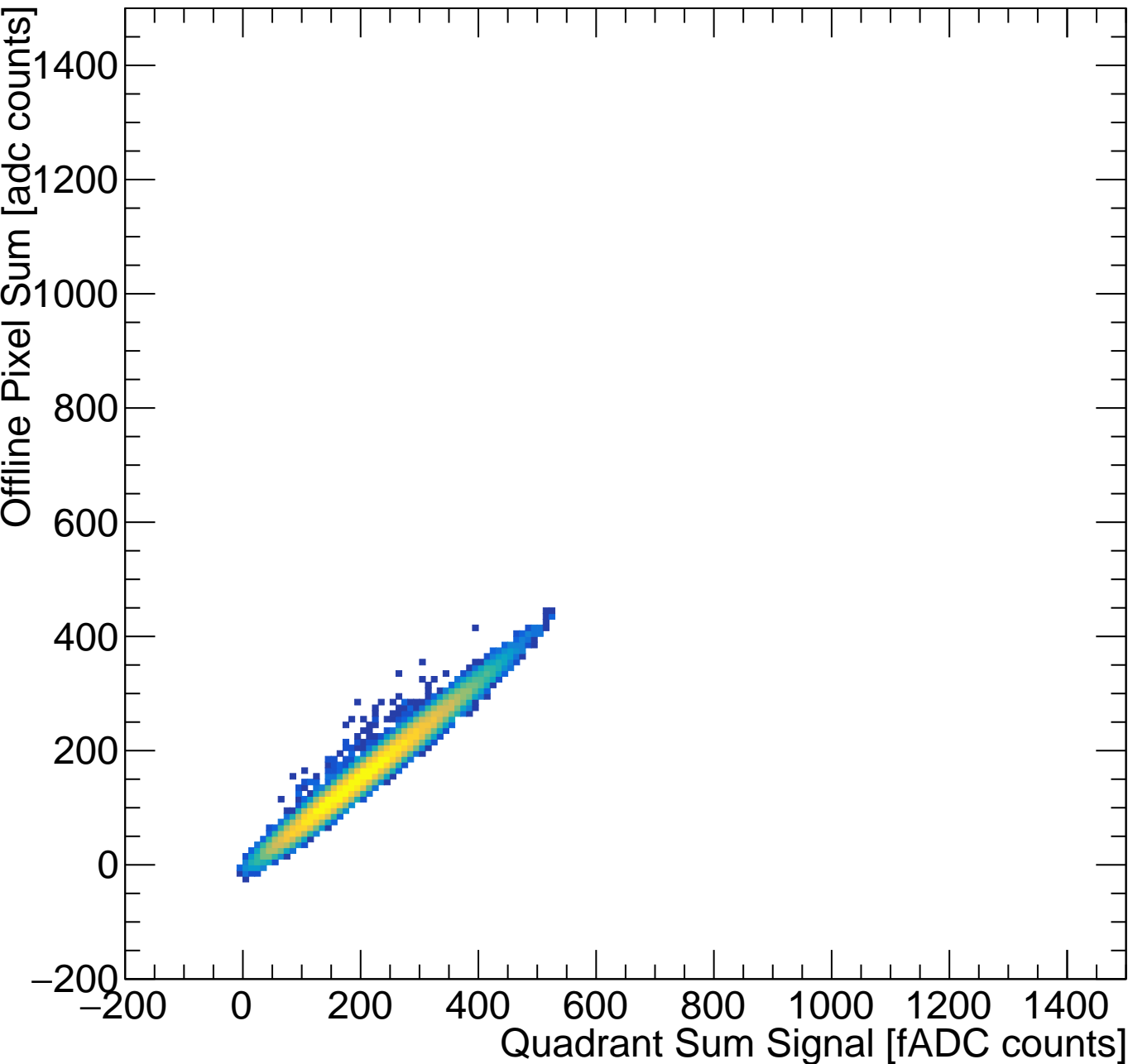


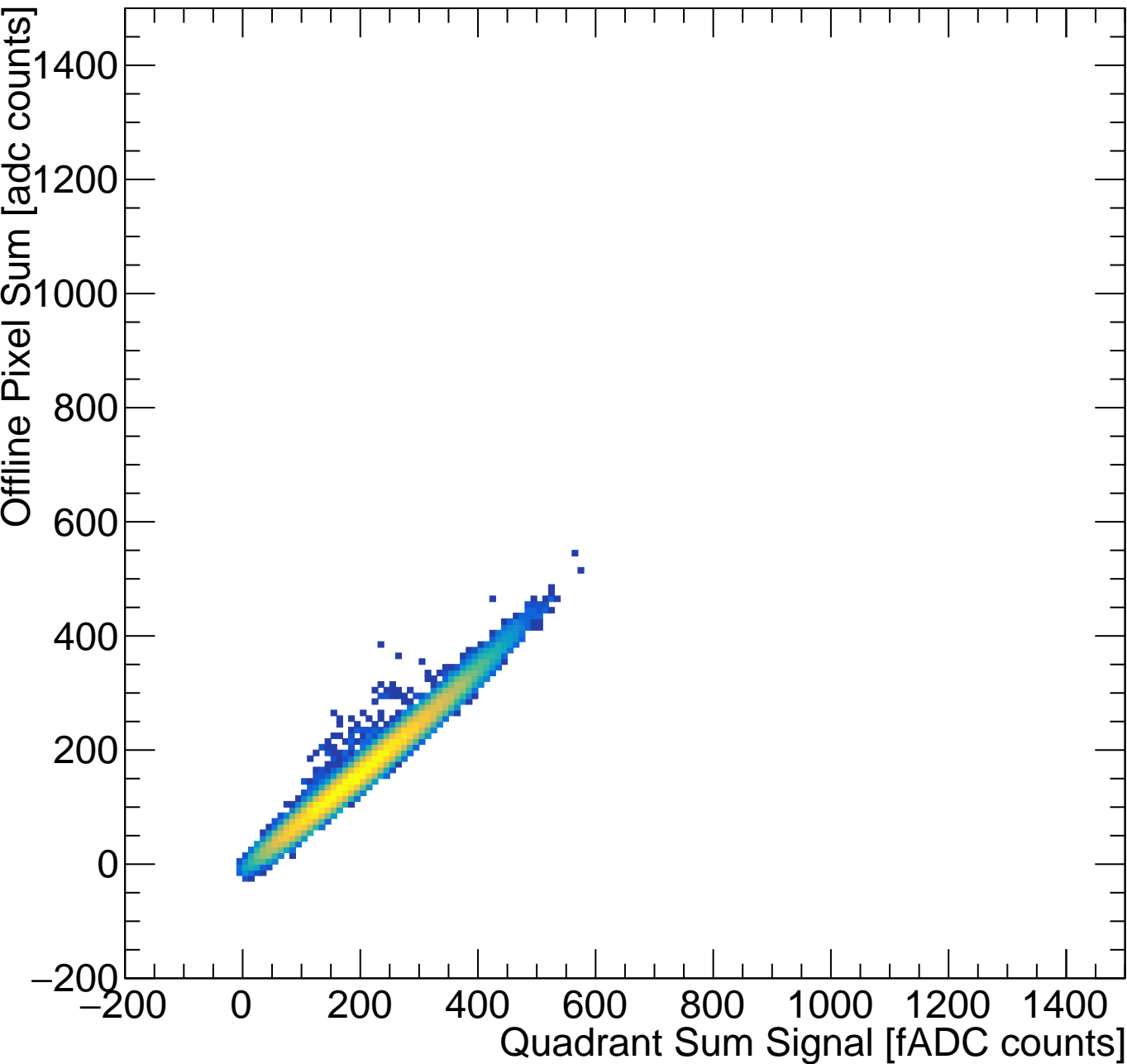
Offline Pixel Sum vs. fADC Sum (Total Sum)



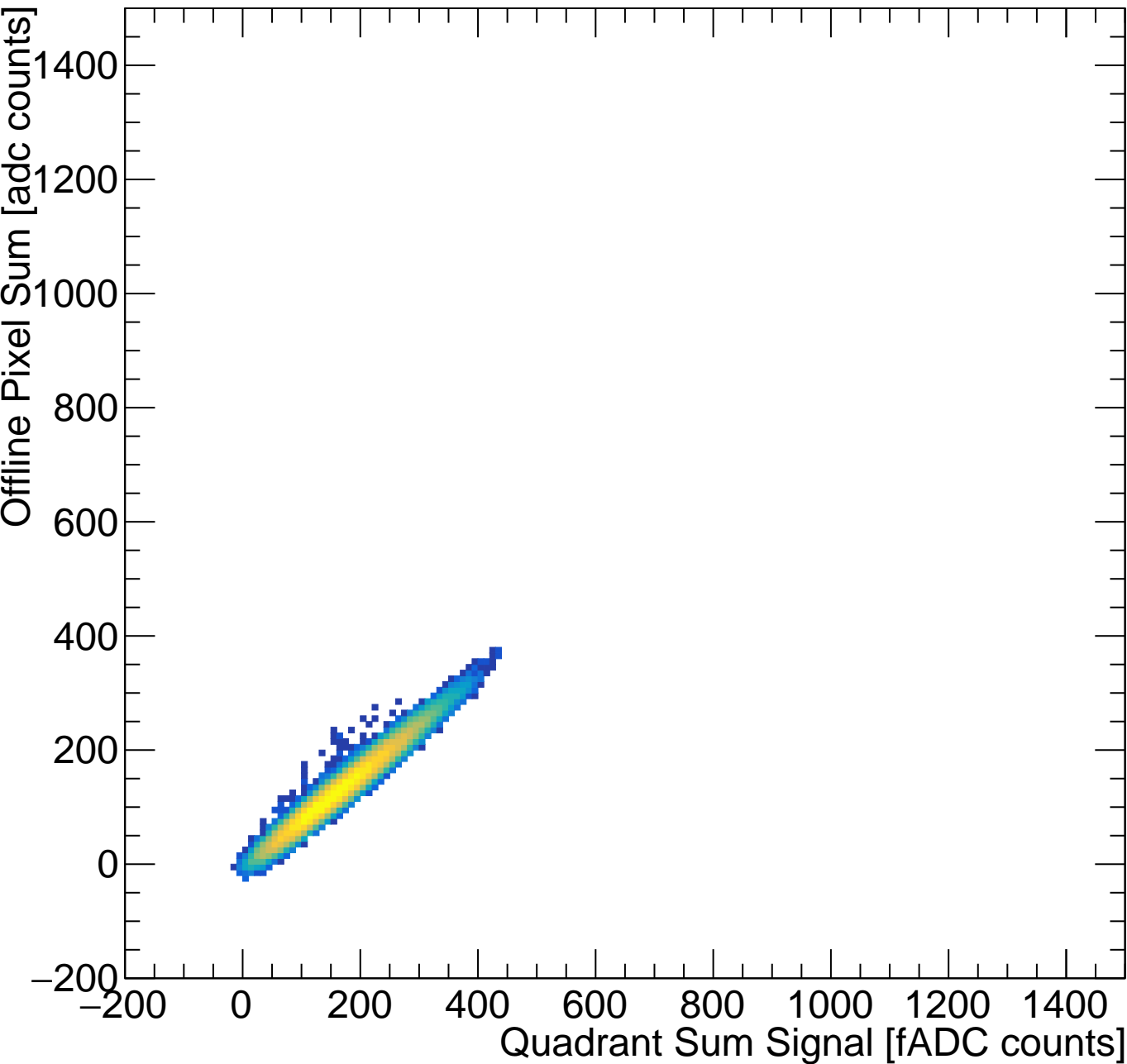
Offline Pixel Sum vs. fADC Sum (Quad 1)



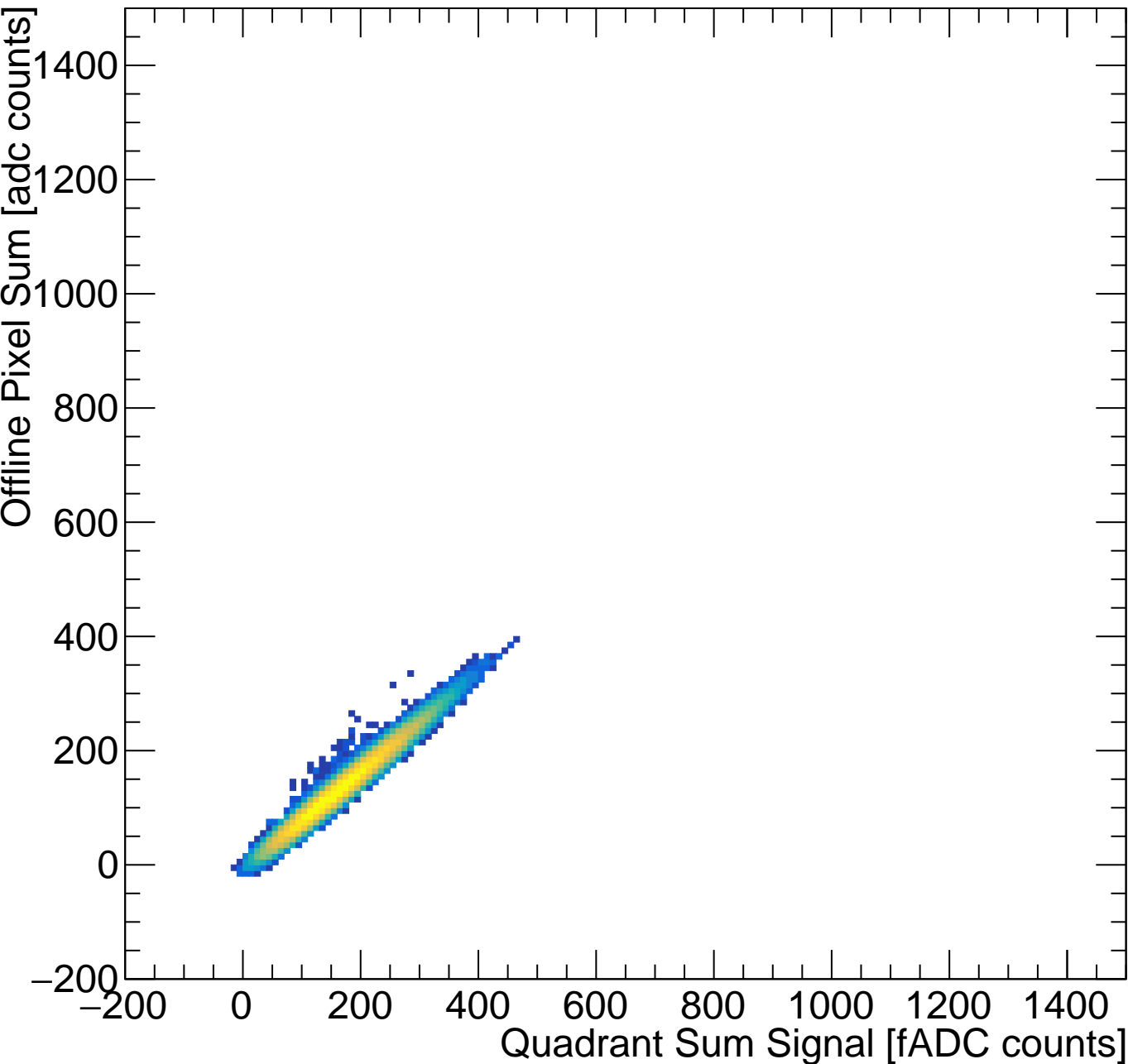
# Offline Pixel Sum vs. fADC Sum (Quad 2)



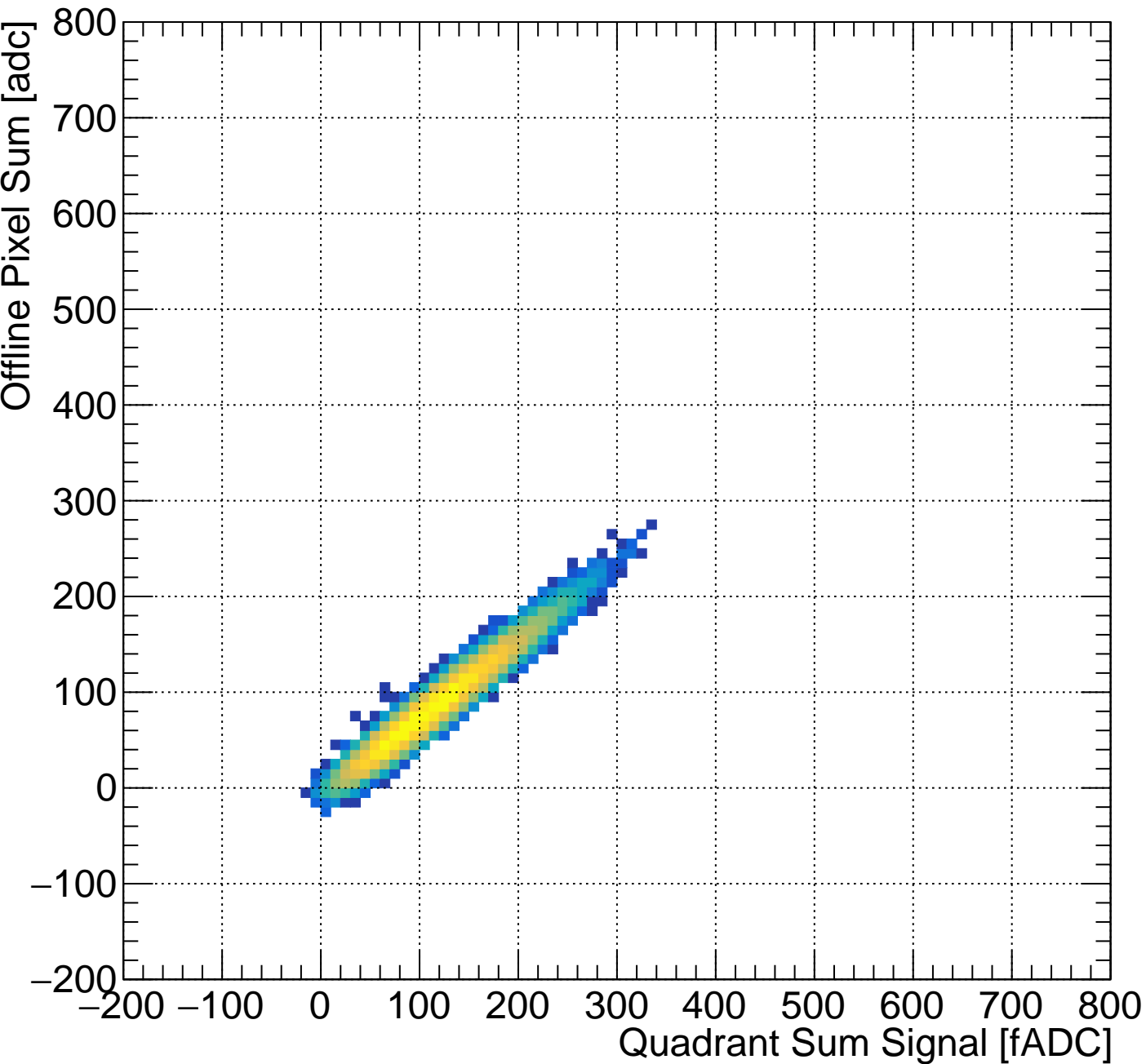
# Offline Pixel Sum vs. fADC Sum (Quad 3)



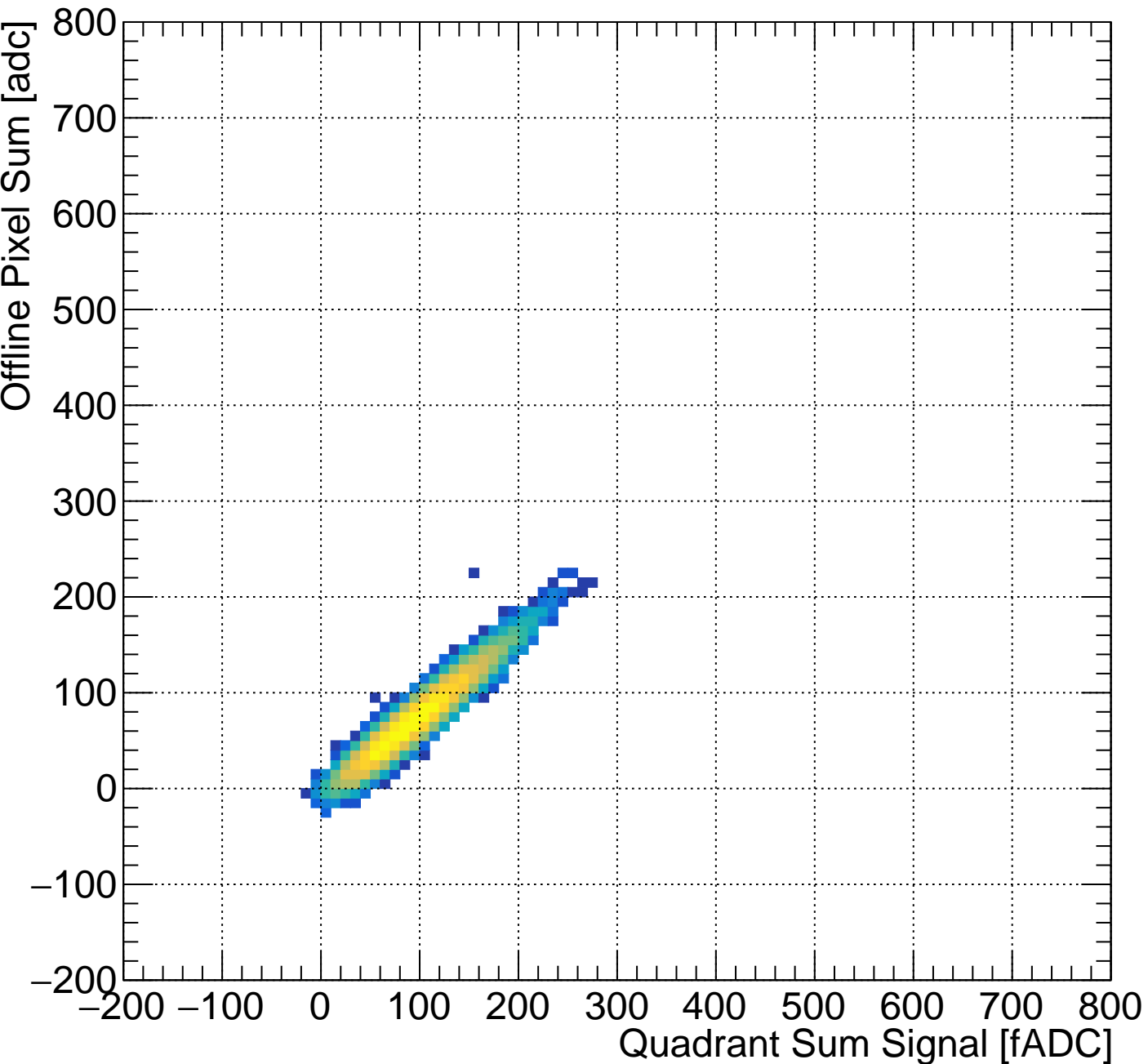
Offline Pixel Sum vs. fADC Sum (Quad 4)



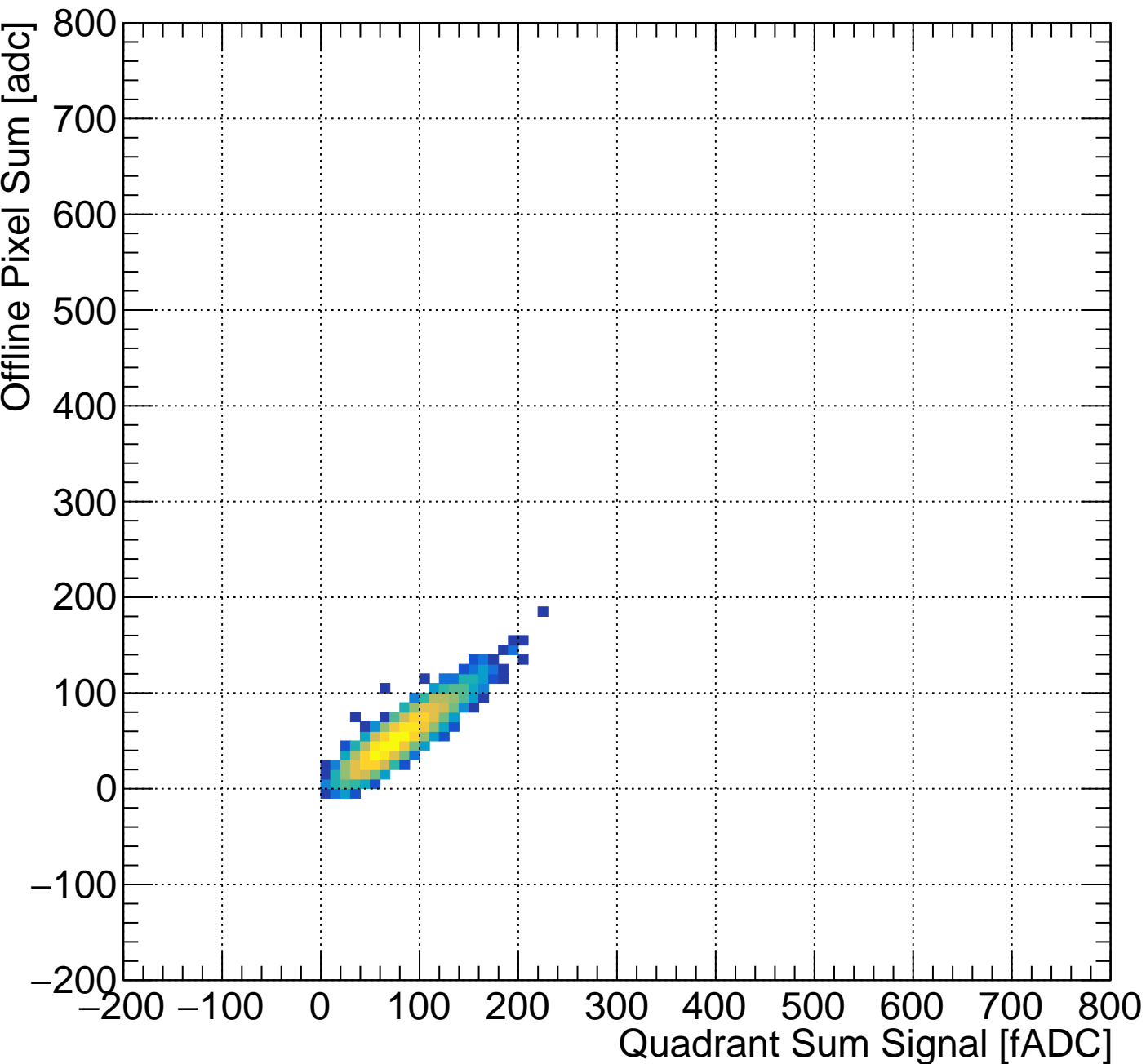
# Quad 3 Sum when only SUM5 has signal



# Quad 3 Sum when only SUM6 has signal

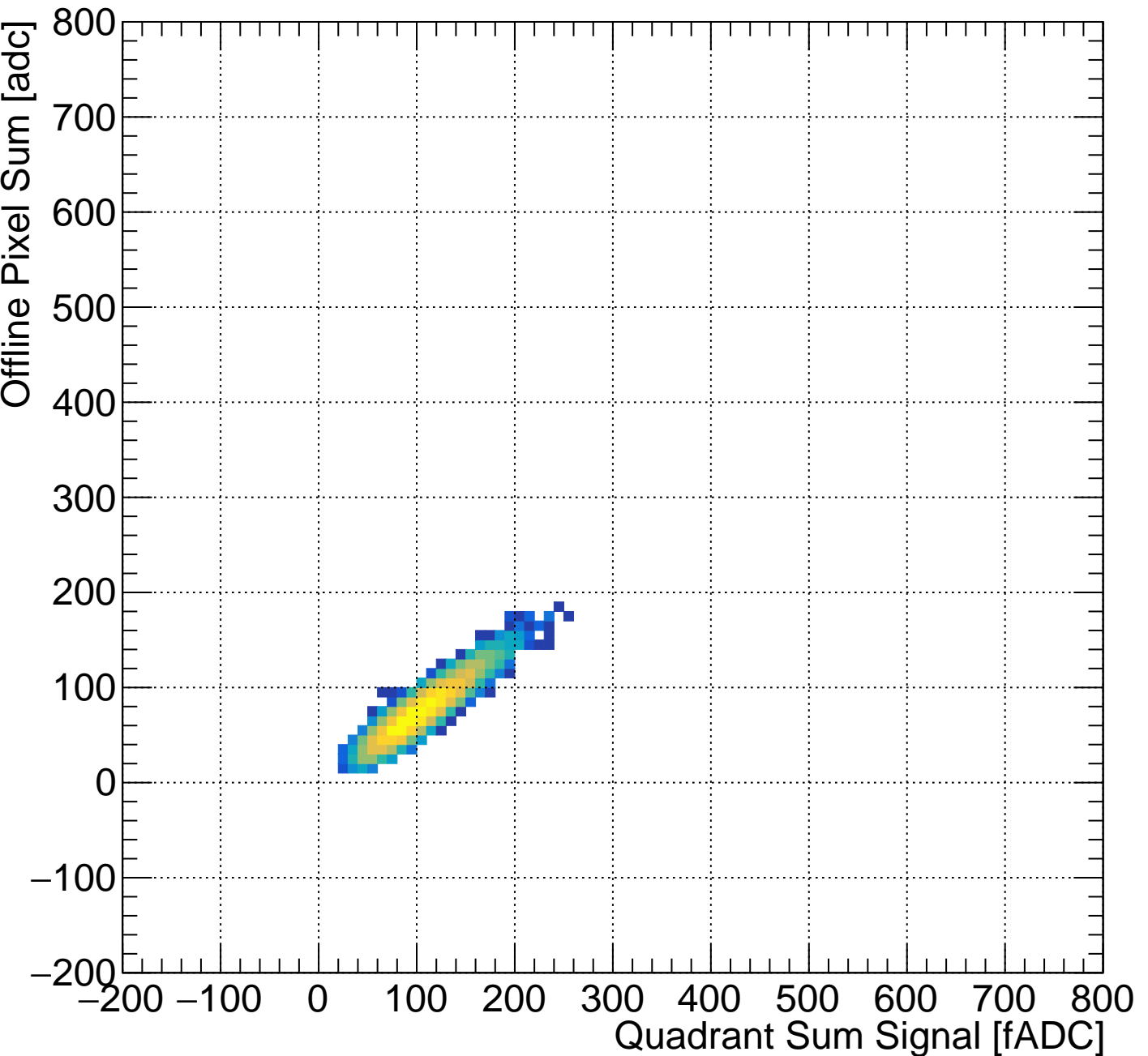


Quad 3 Sum when only SUM5 has 1 Pixel Fired

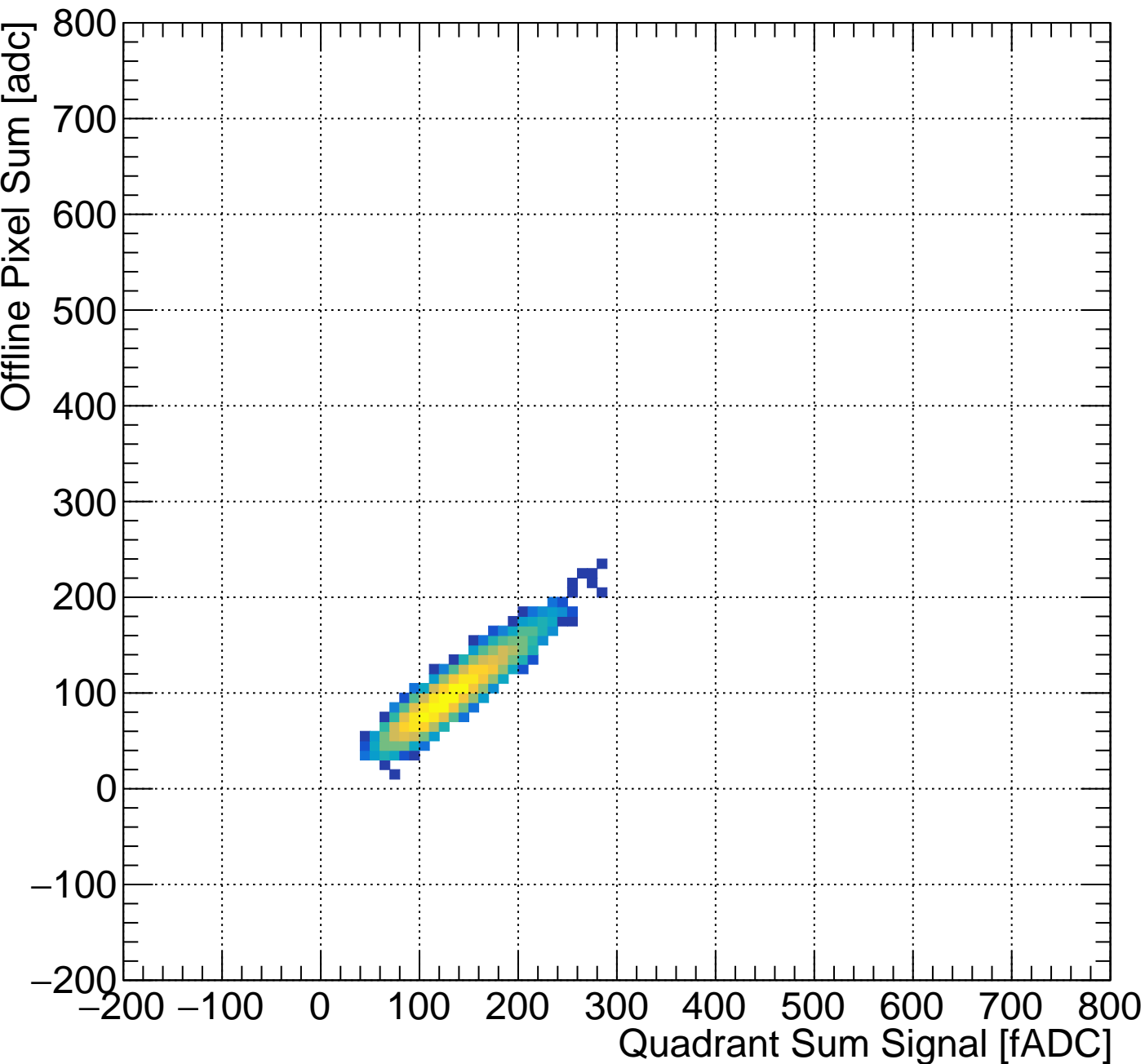




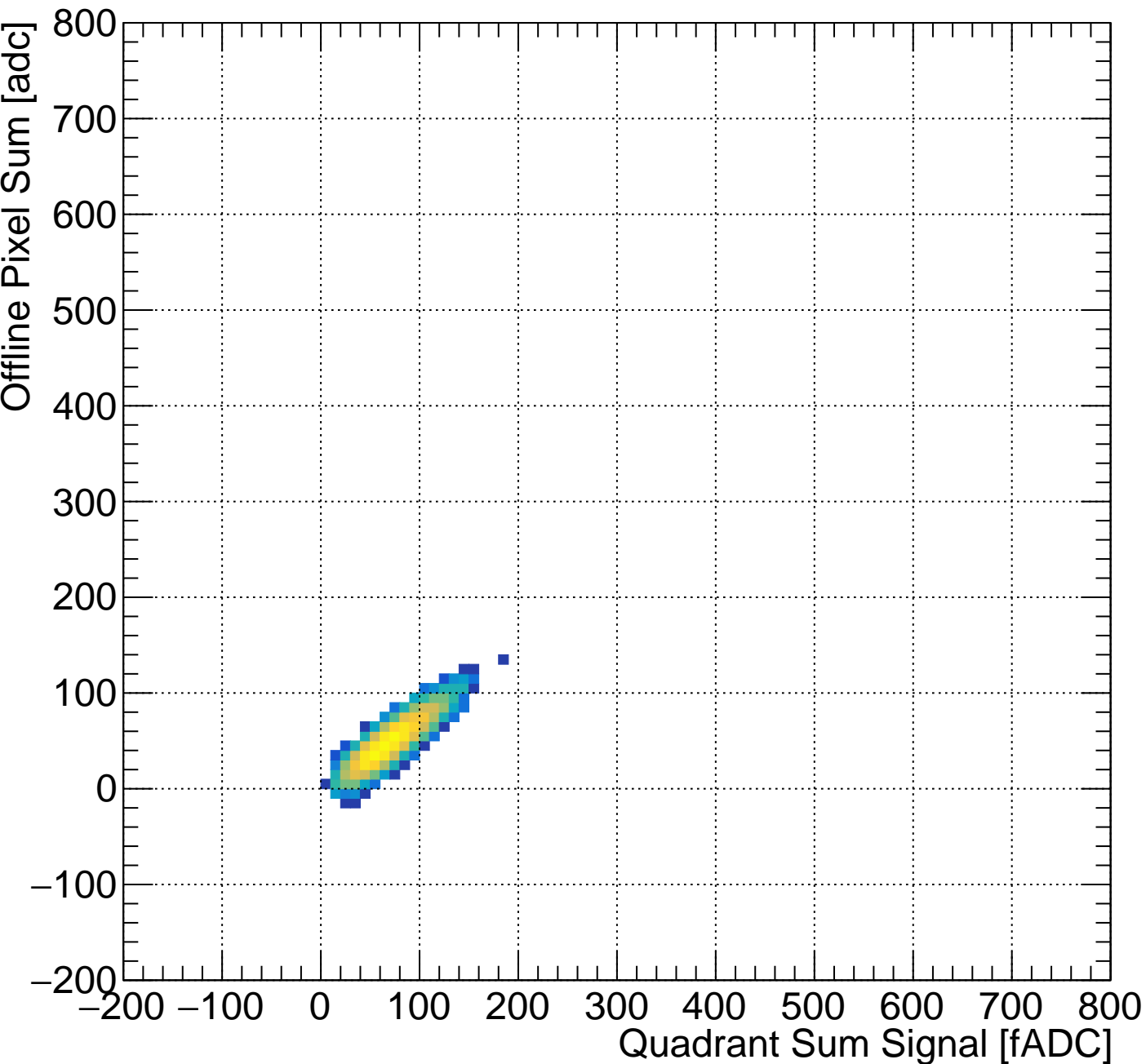
Quad 3 Sum when only SUM5 has 2 Pixels Fired



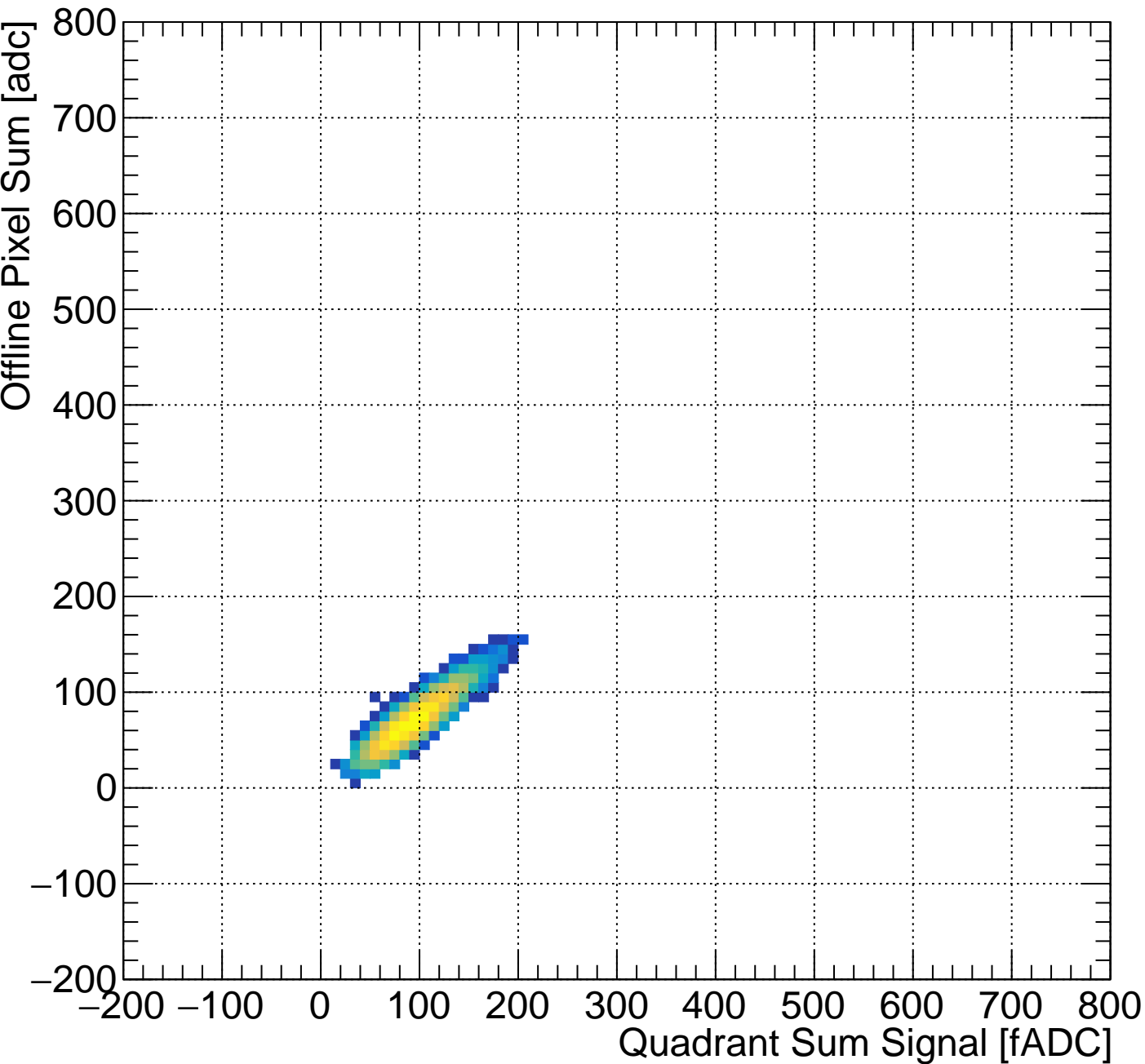
Quad 3 Sum when only SUM5 has 3 Pixels Fired



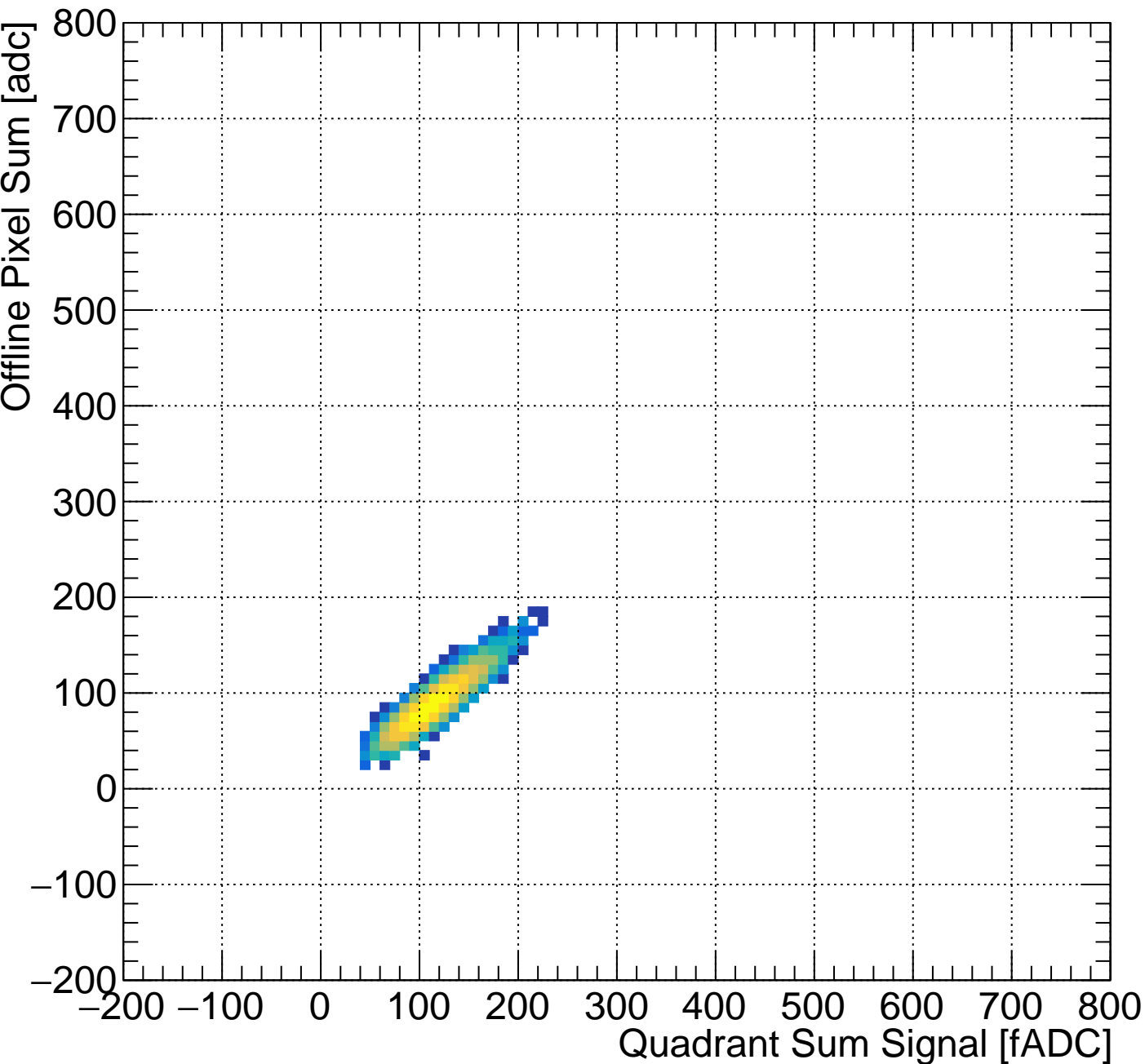
Quad 3 Sum when only SUM6 has 1 Pixel Fired



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

