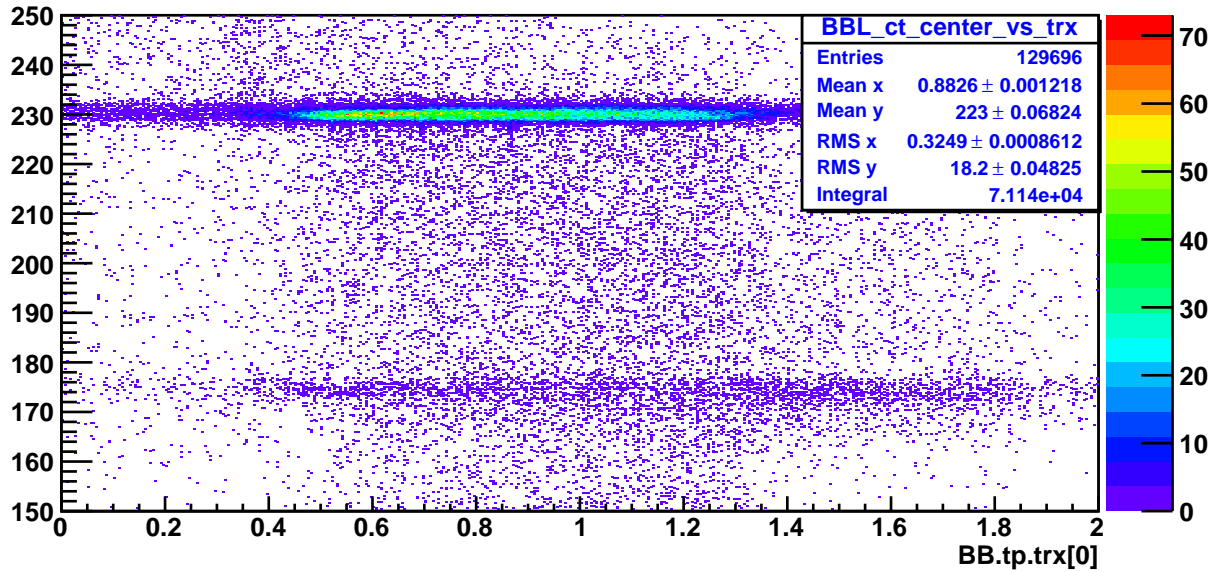


BBL_ct_center_vs_trx

DBB.11a_L[0] - ((BB.tp.e.hit_tof[0]) - 0.5 * DBB.11a[0])



BBL_ct_center_vs_bar

DBB.11a_L[0] - ((BB.tp.e.hit_tof[0]) - 0.5 * DBB.11a[0])

