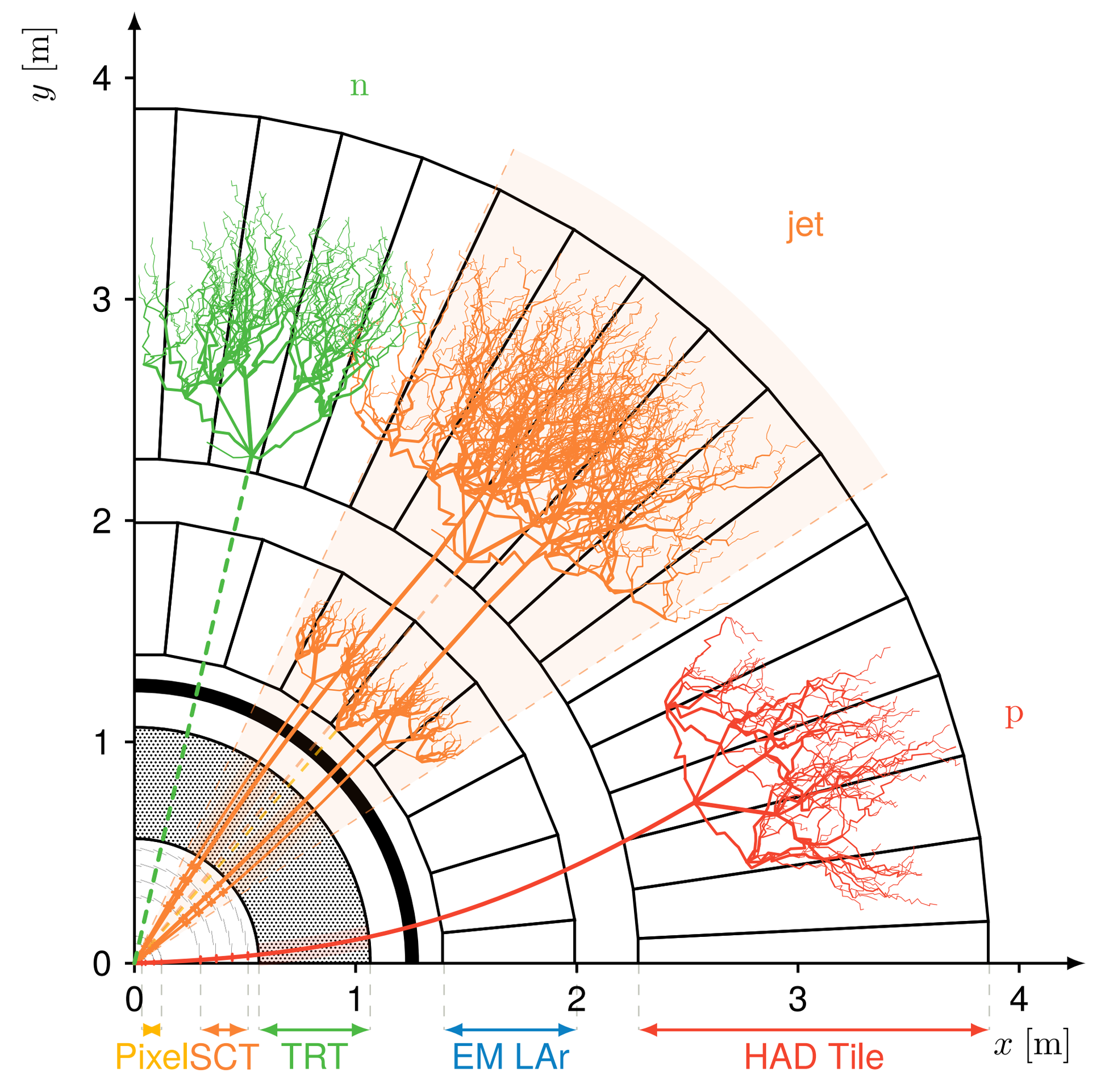

y [m]
4
3
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2
3
4
x [m]
Pixel
SCT
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EM LAr
HAD Tile