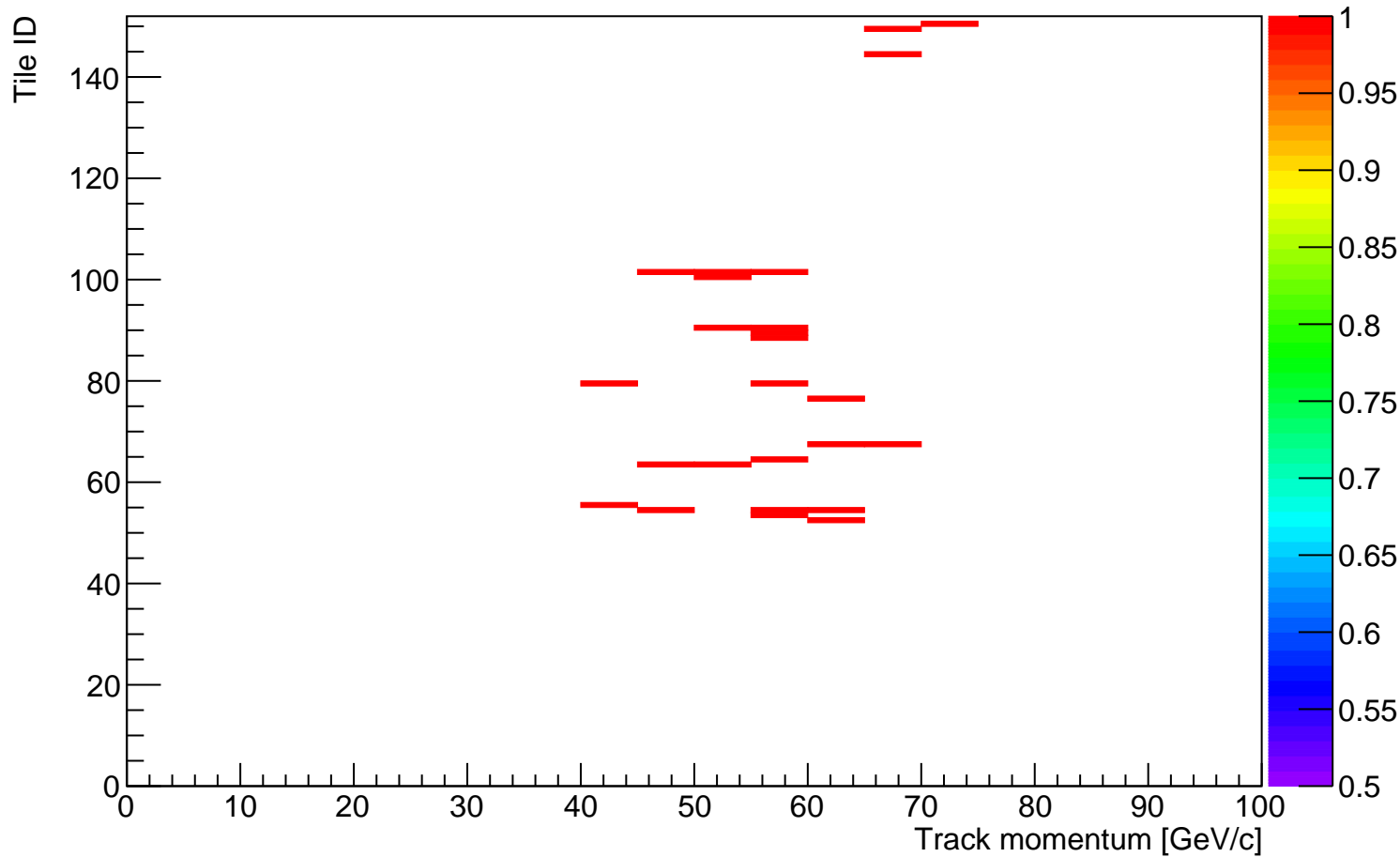
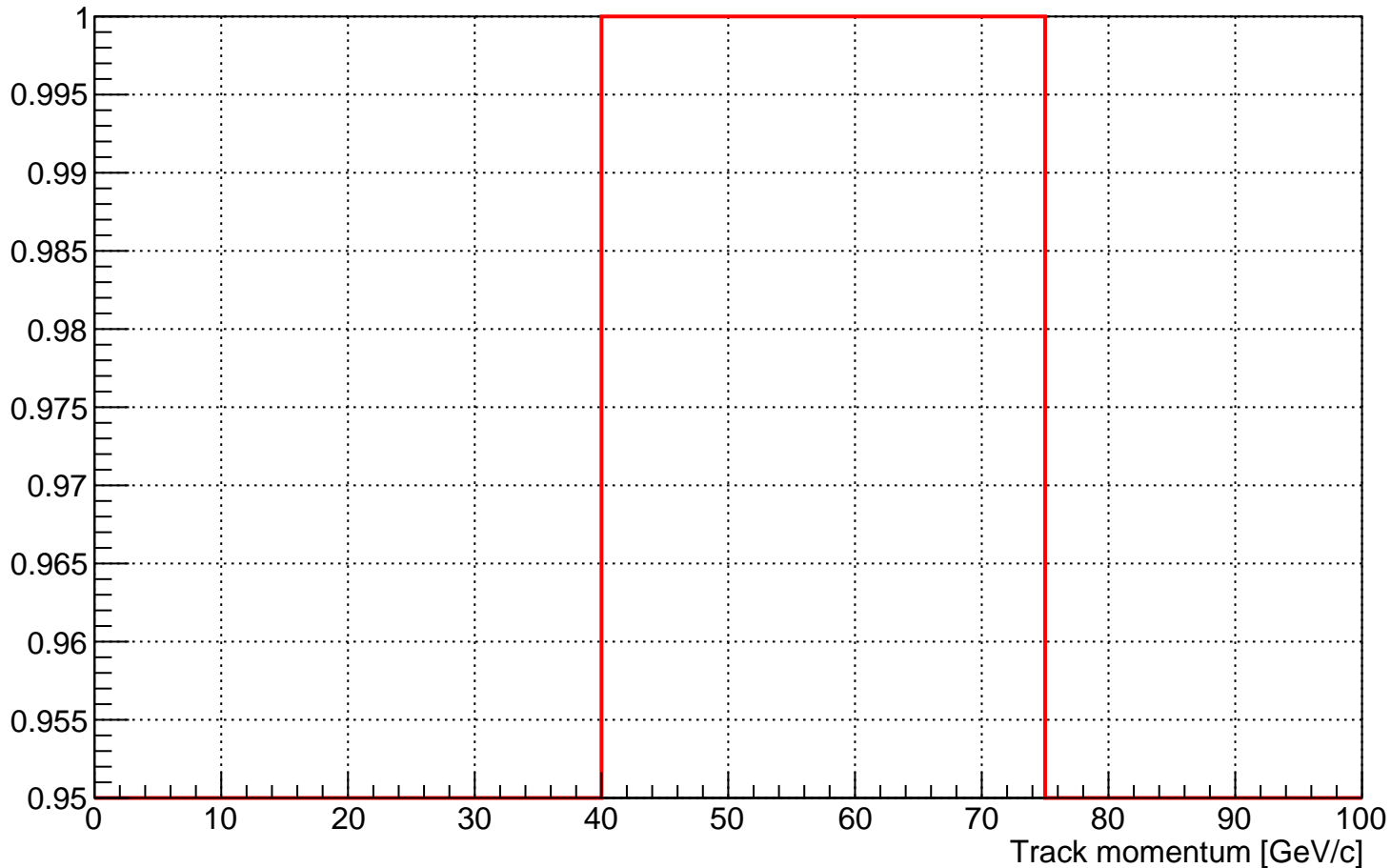


MUV3 Efficiency vs TileID vs track momentum



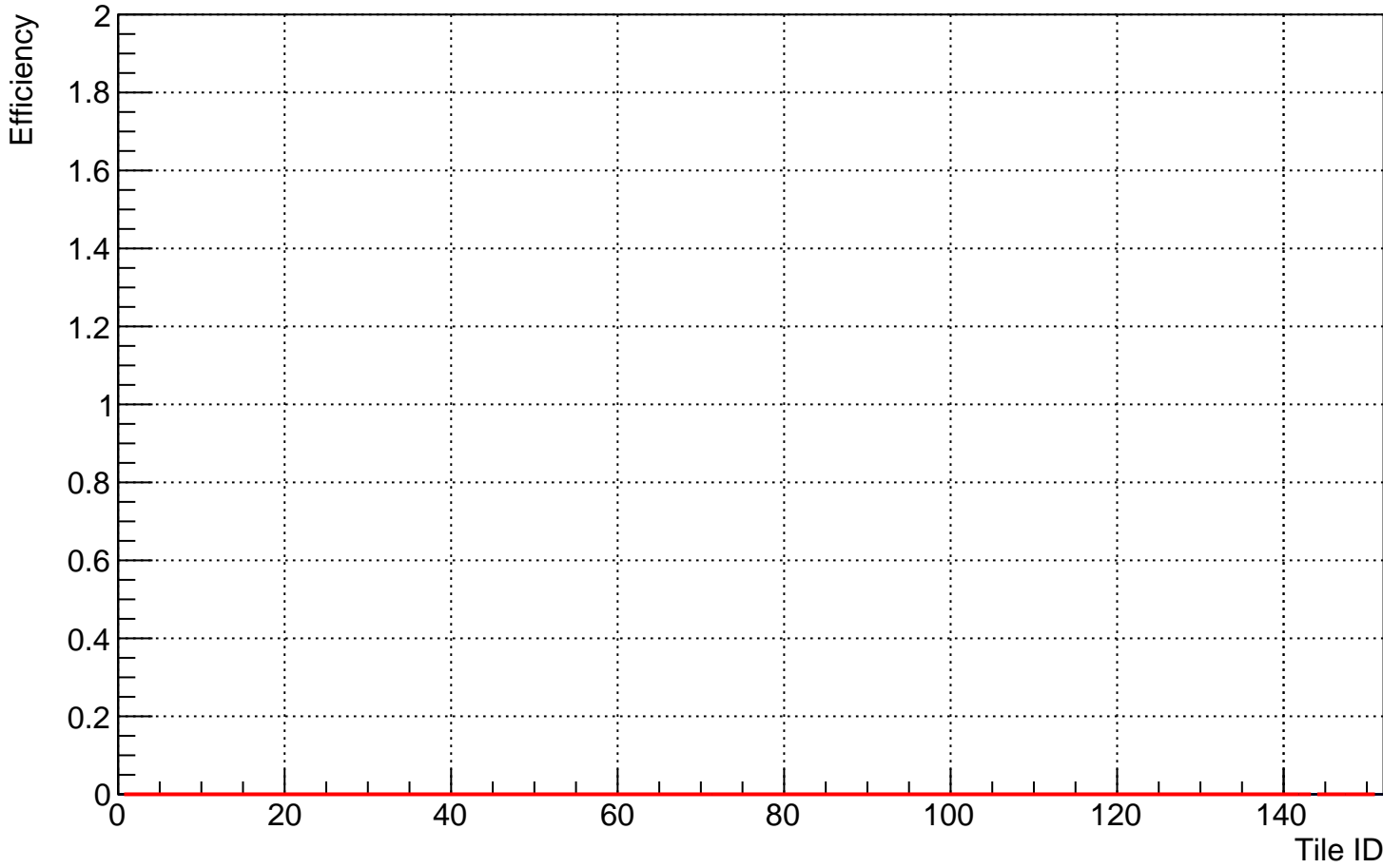
MUV3 Efficiency VS Track momentum

Efficiency

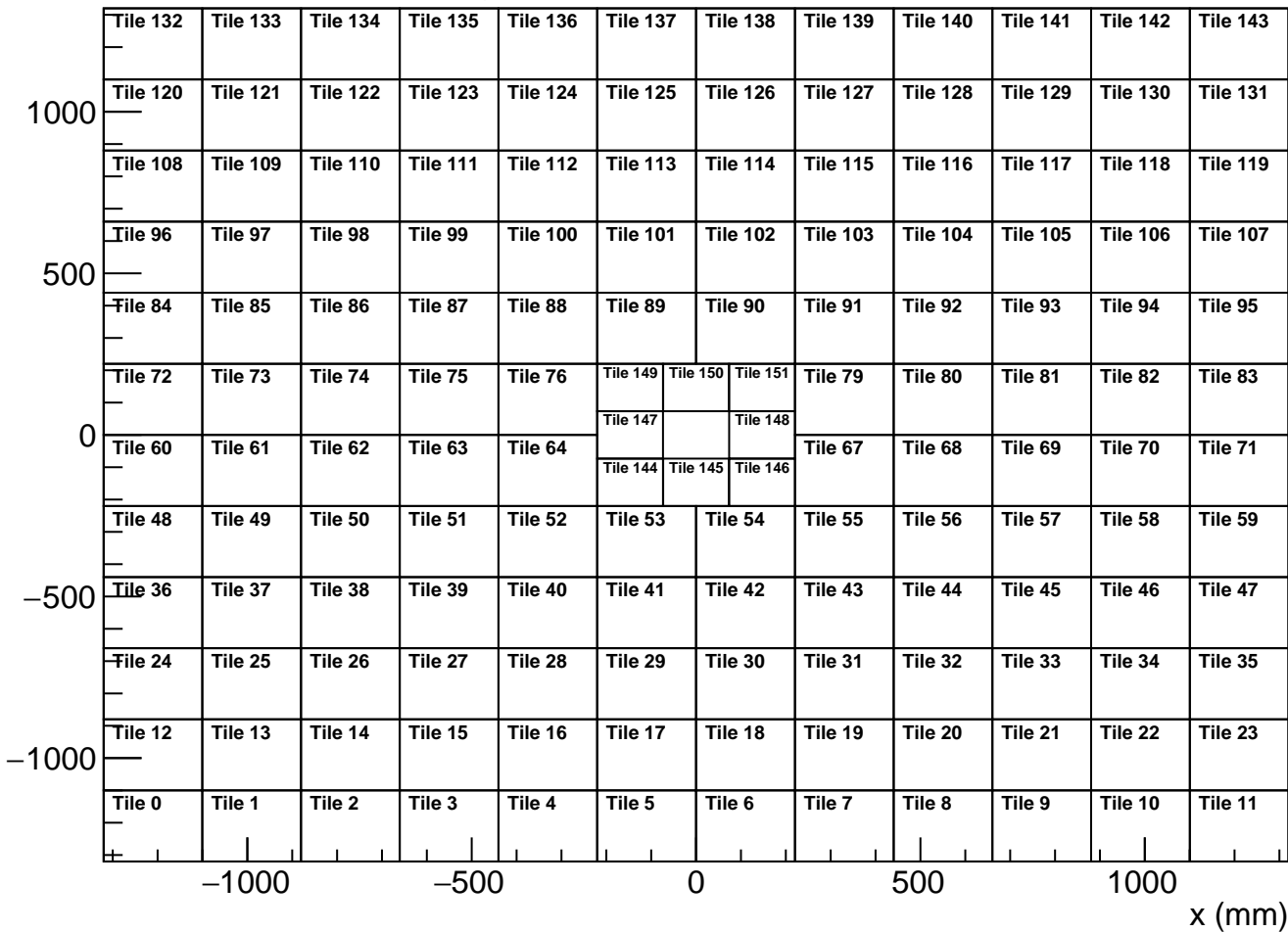


Track momentum [GeV/c]

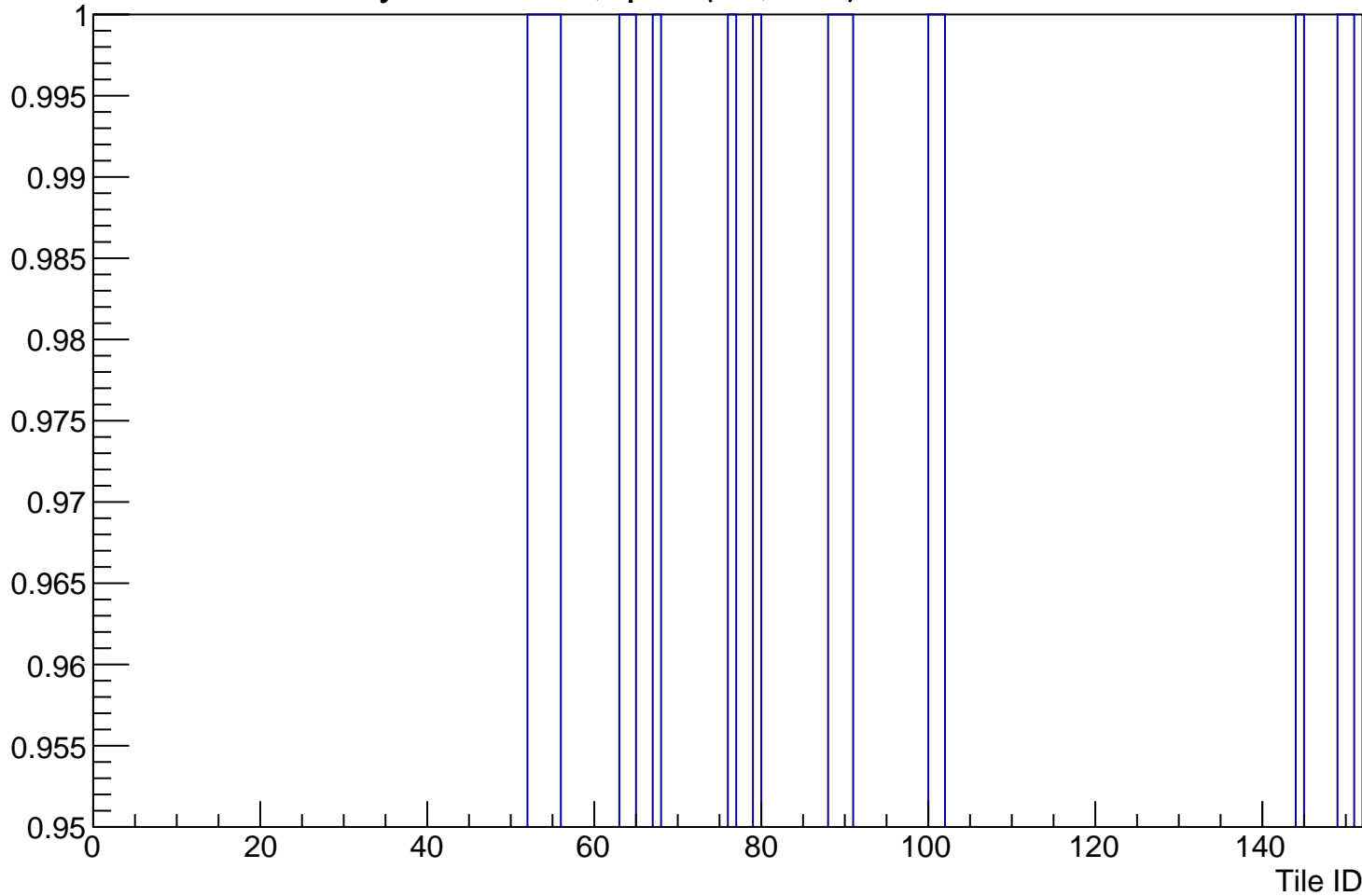
MUV3 Efficiency VS Tile ID, $p \in \langle 5, 40 \rangle$ GeV/c



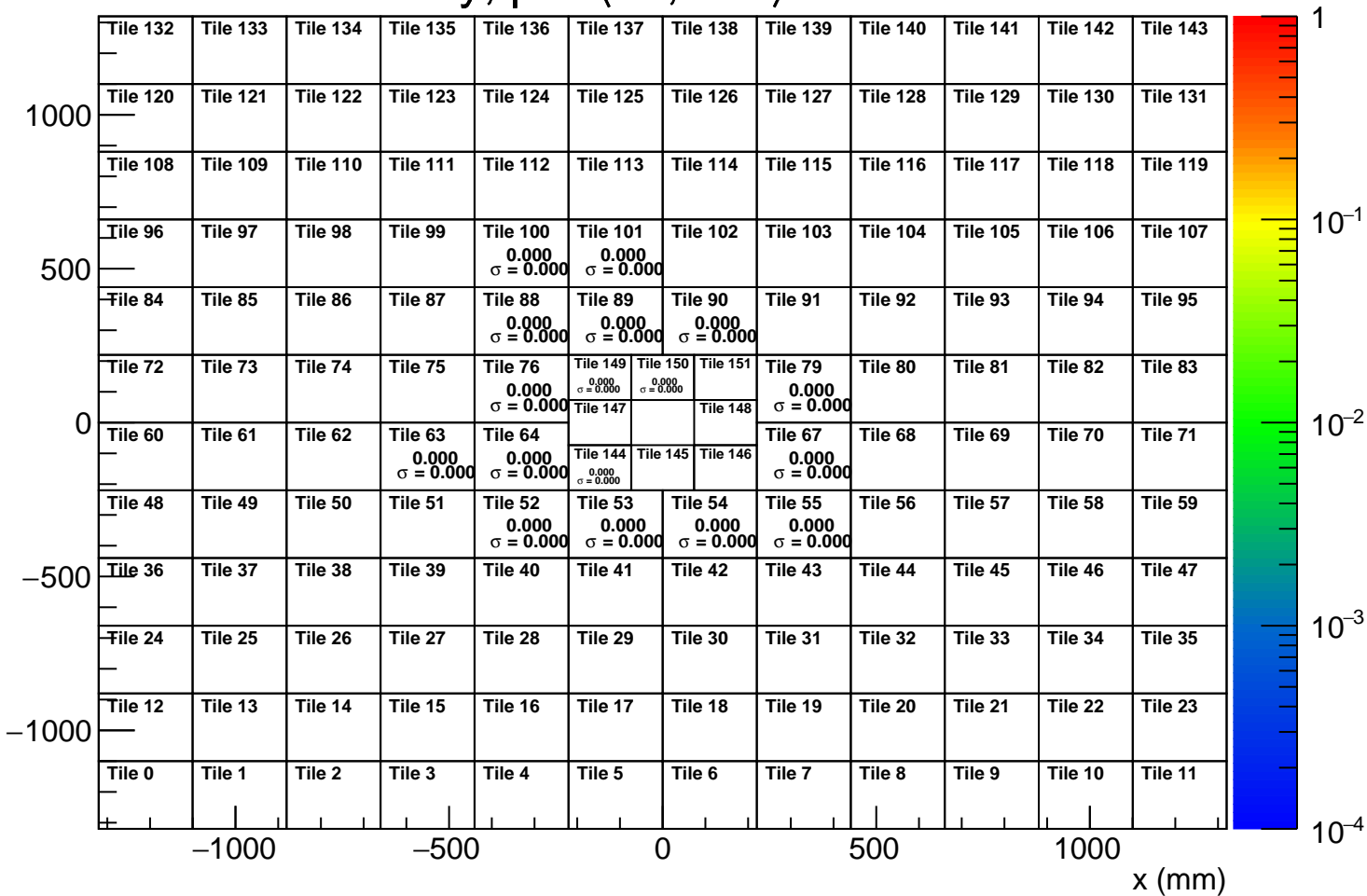
MUV3 Inefficiency, $p \in \langle 5, 40 \rangle$ GeV/c



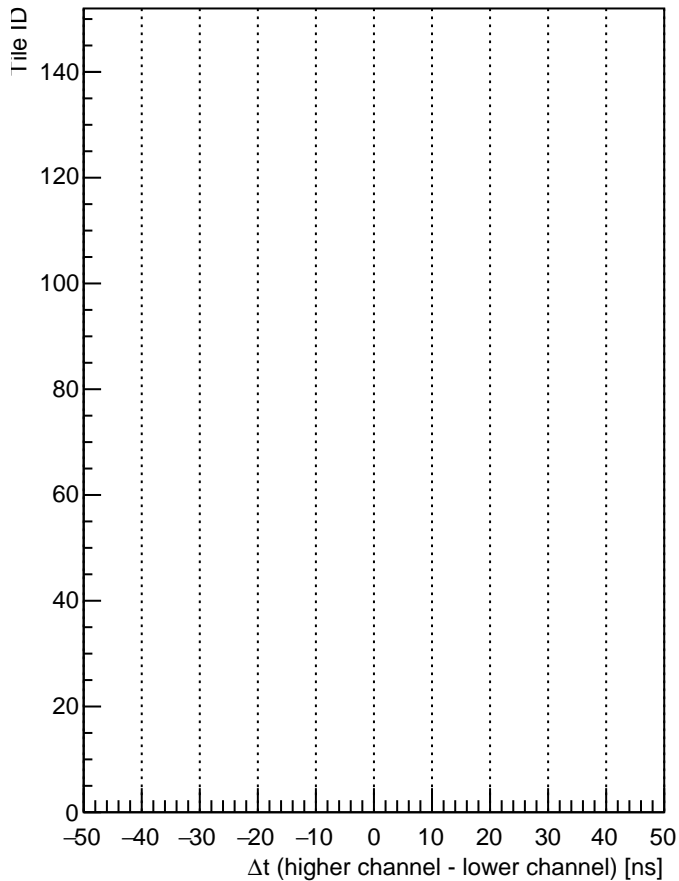
MUV3 Efficiency VS Tile ID, $p \in \langle 40, 150 \rangle$ GeV/c



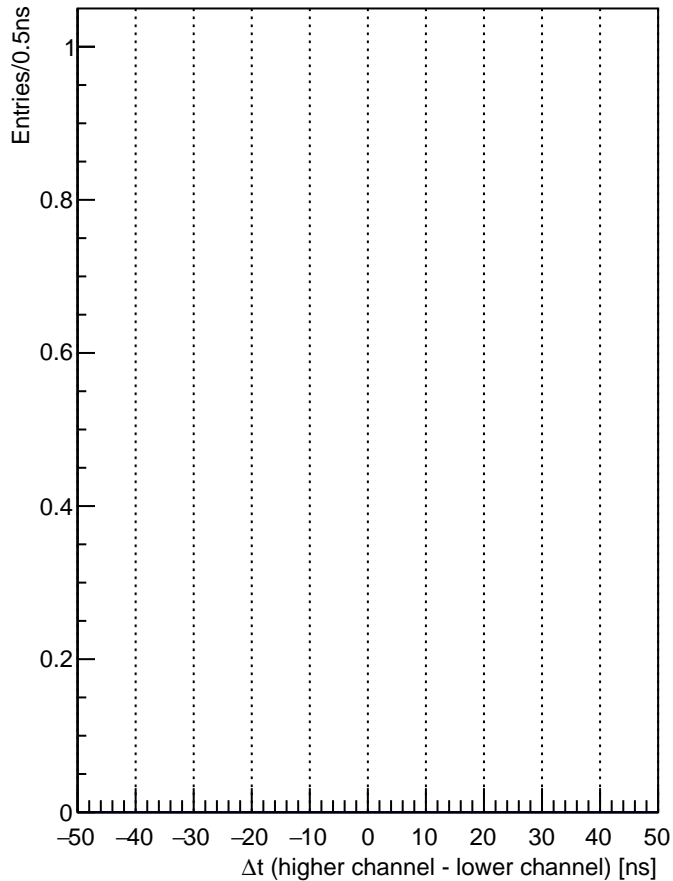
MUV3 Inefficiency, $p \in \langle 40, 150 \rangle$ GeV/c



Time difference between two channels for loose hits in the same tile

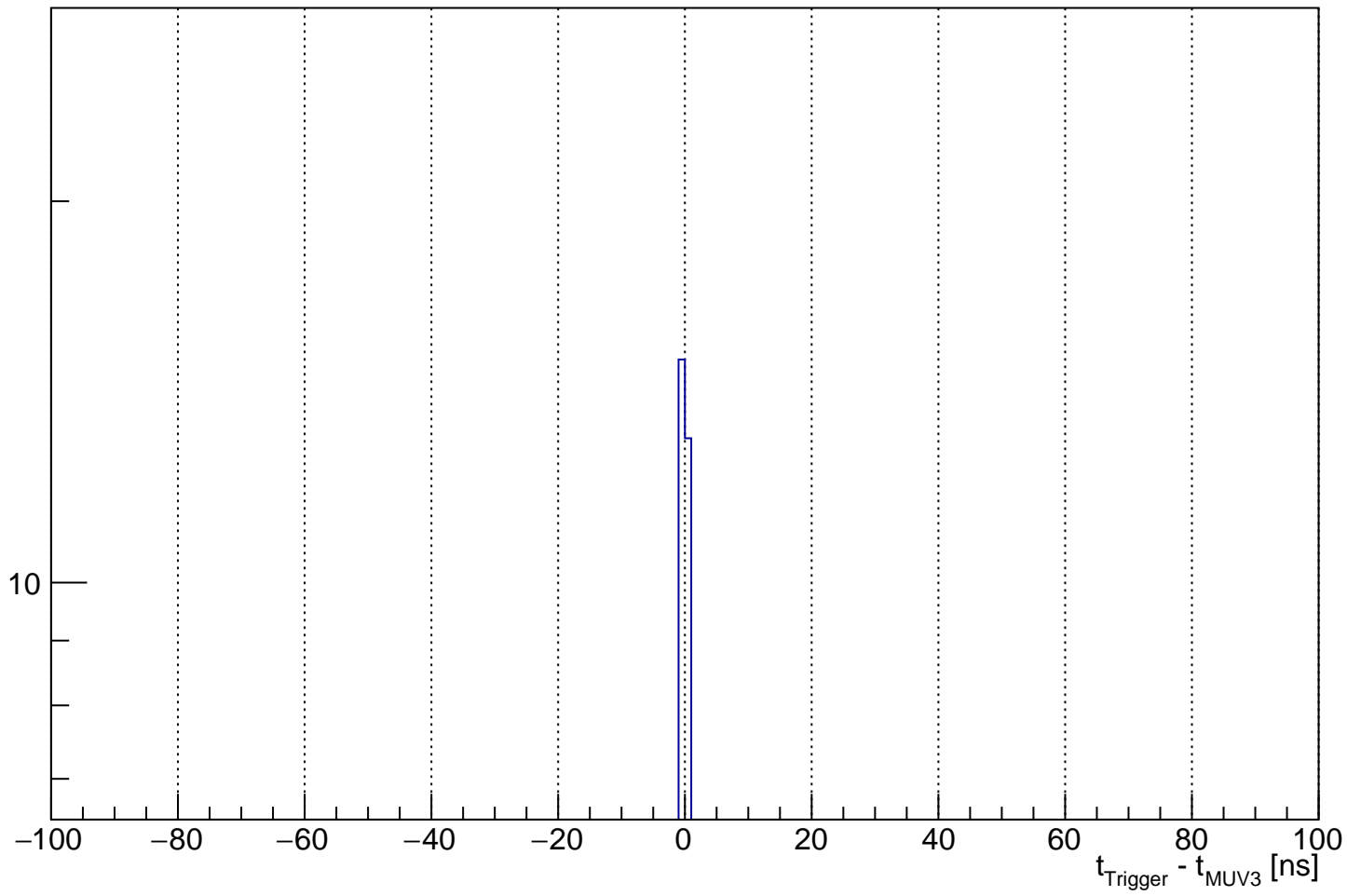


Time difference between two channels for loose hits in the same tile, integrated



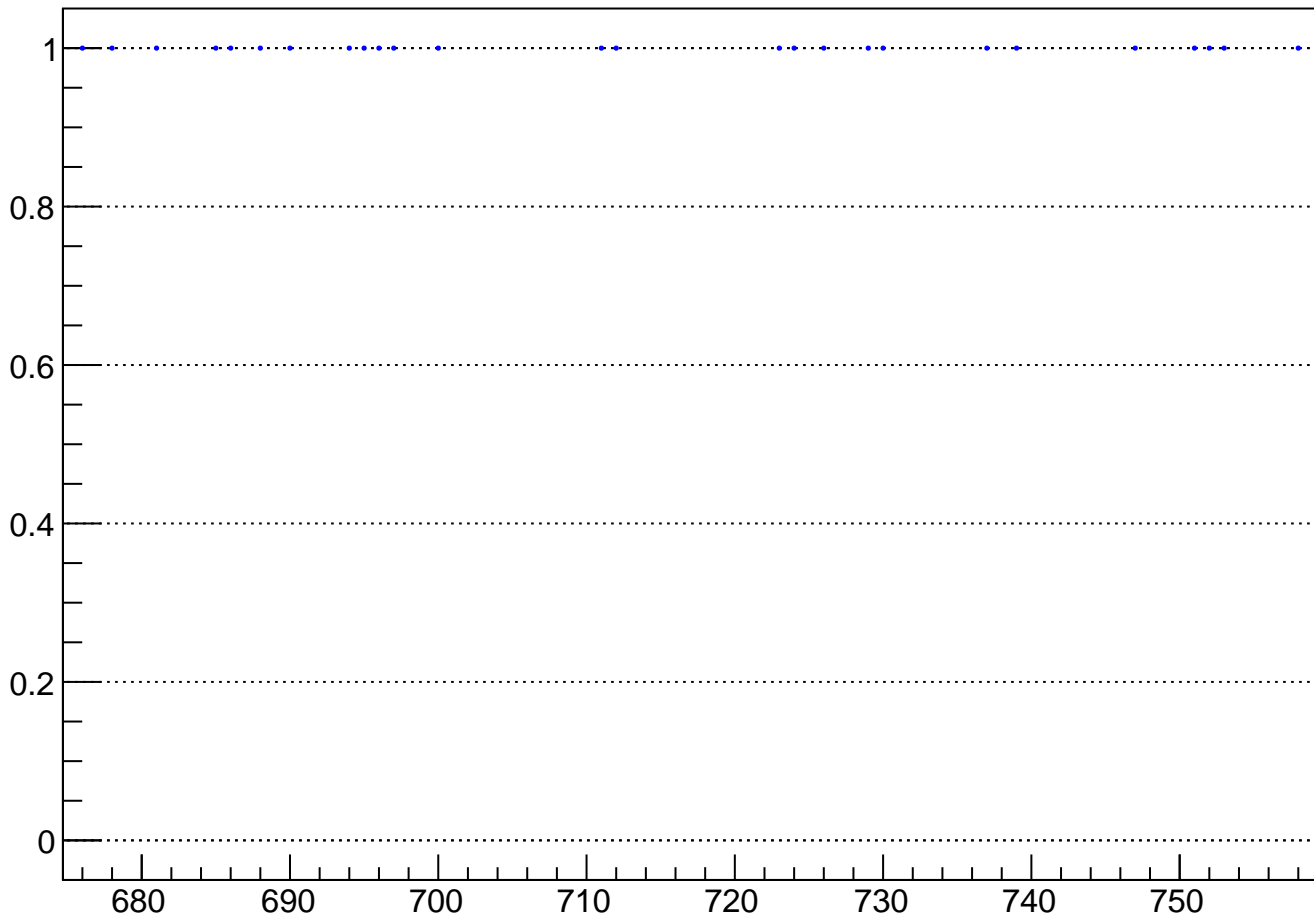
Time difference between Trigger and MUV3

Entries/1ns



MUV3 efficiency vs burst ID

Efficiency



Burst ID