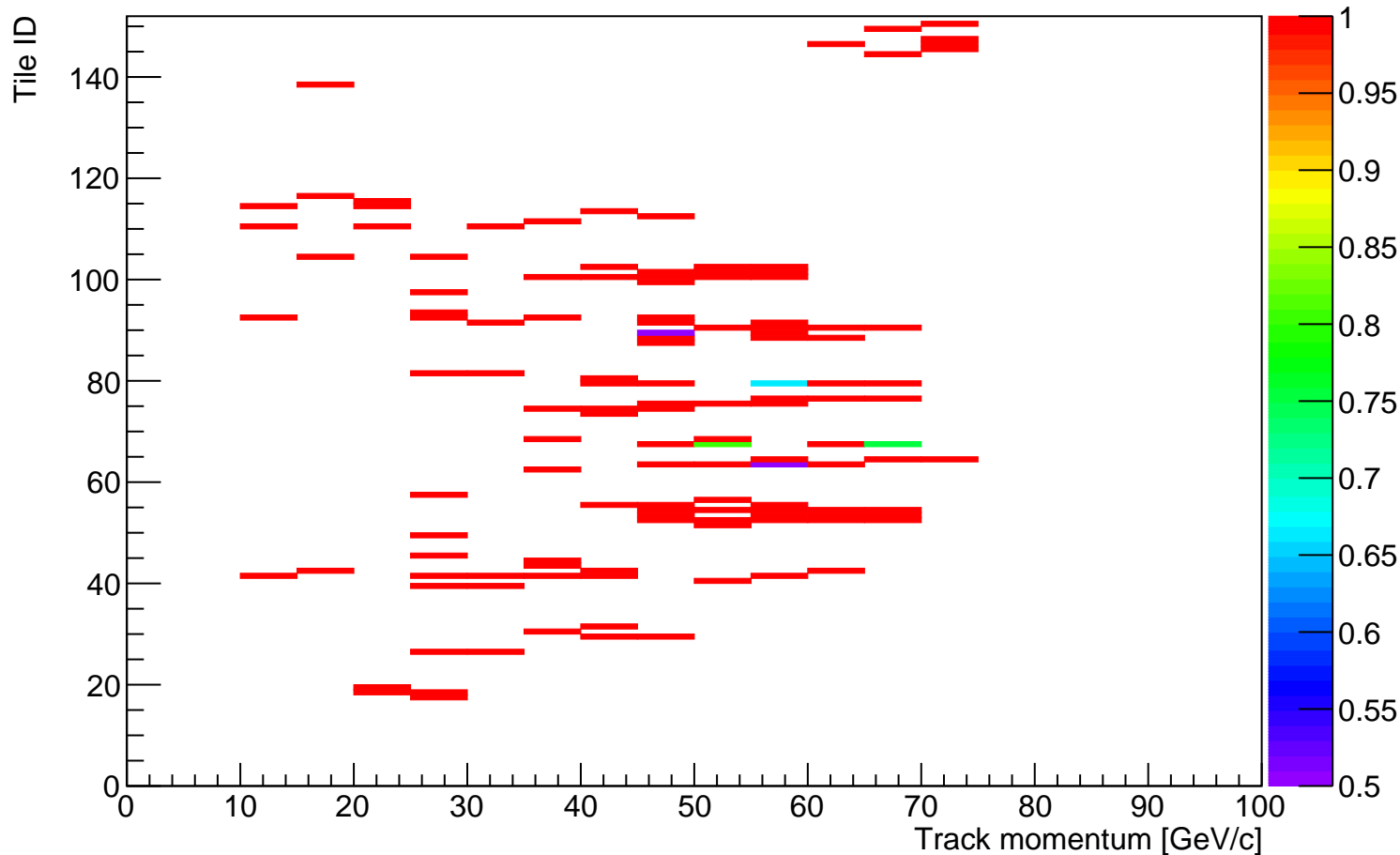
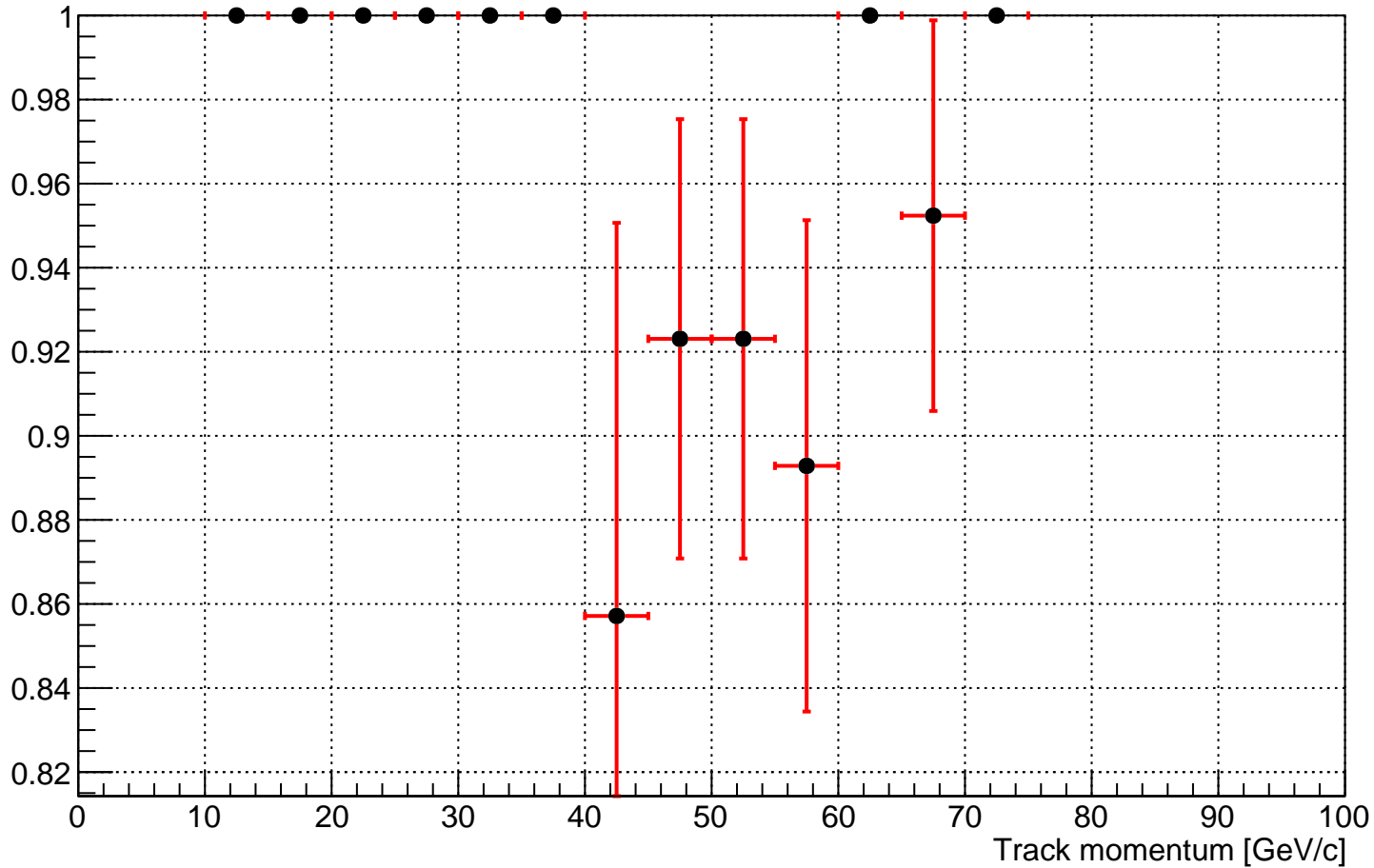


# MUV3 Efficiency vs TileID vs track momentum



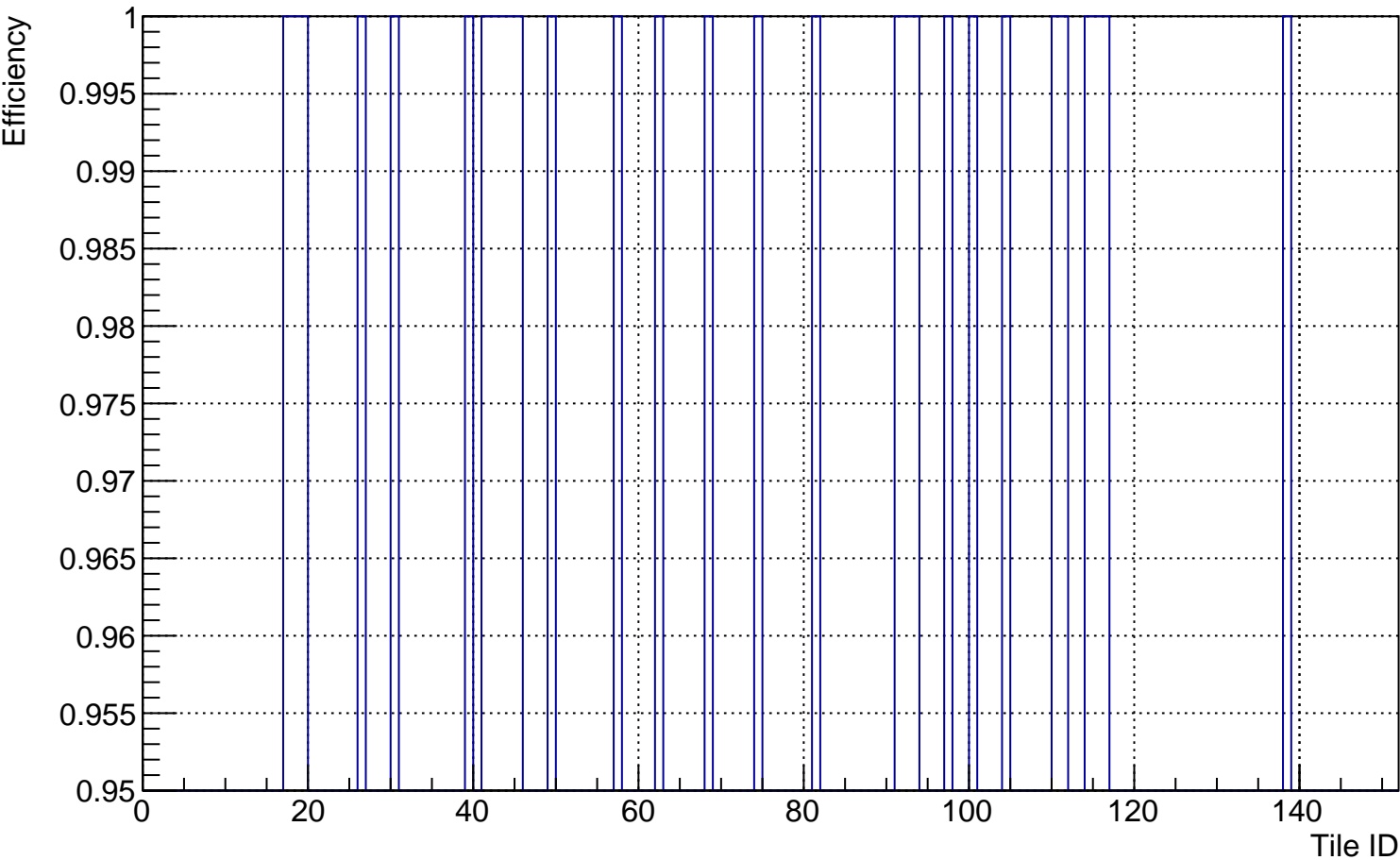
# MUV3 Efficiency VS Track momentum

Efficiency

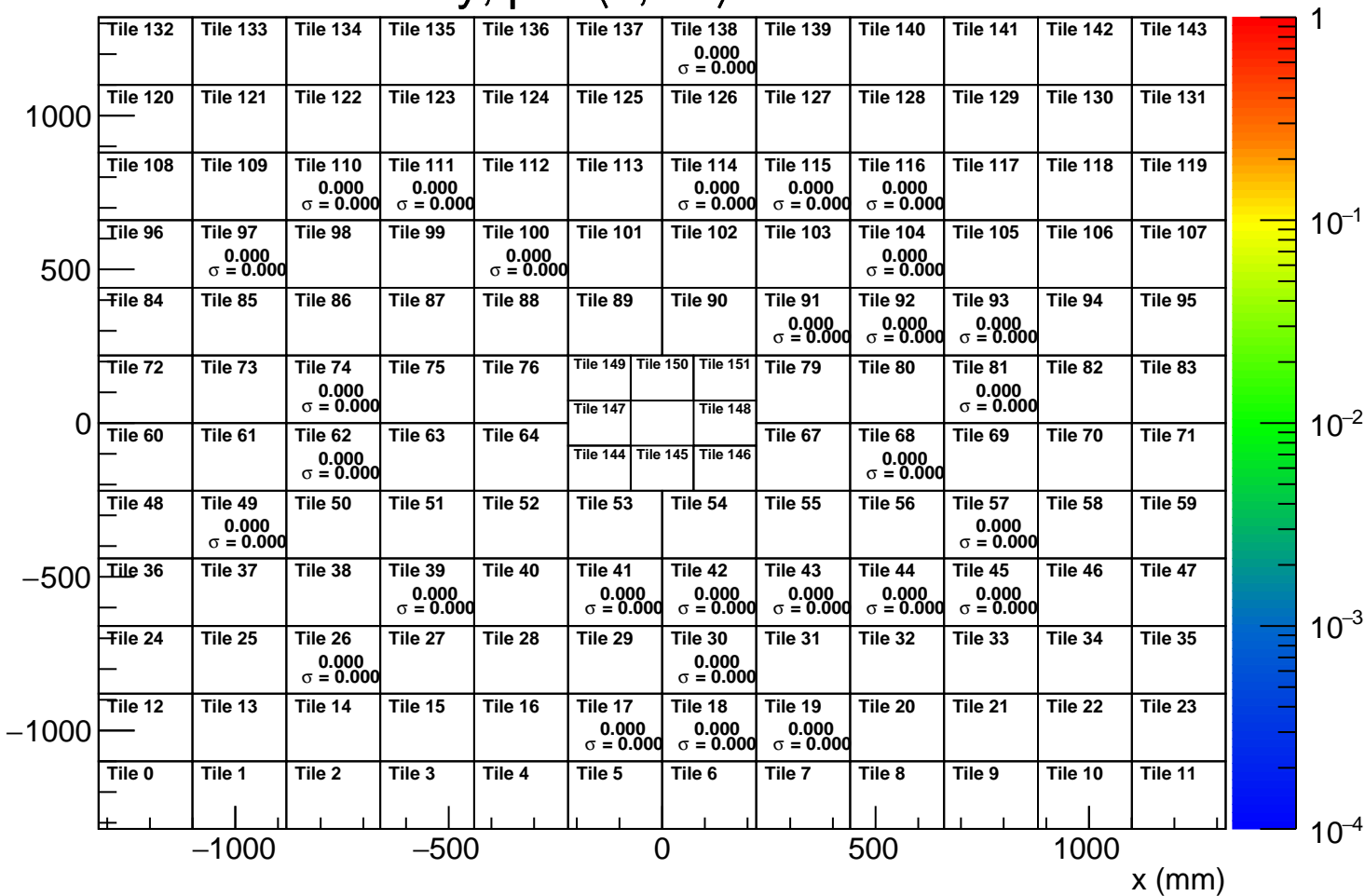


Track momentum [GeV/c]

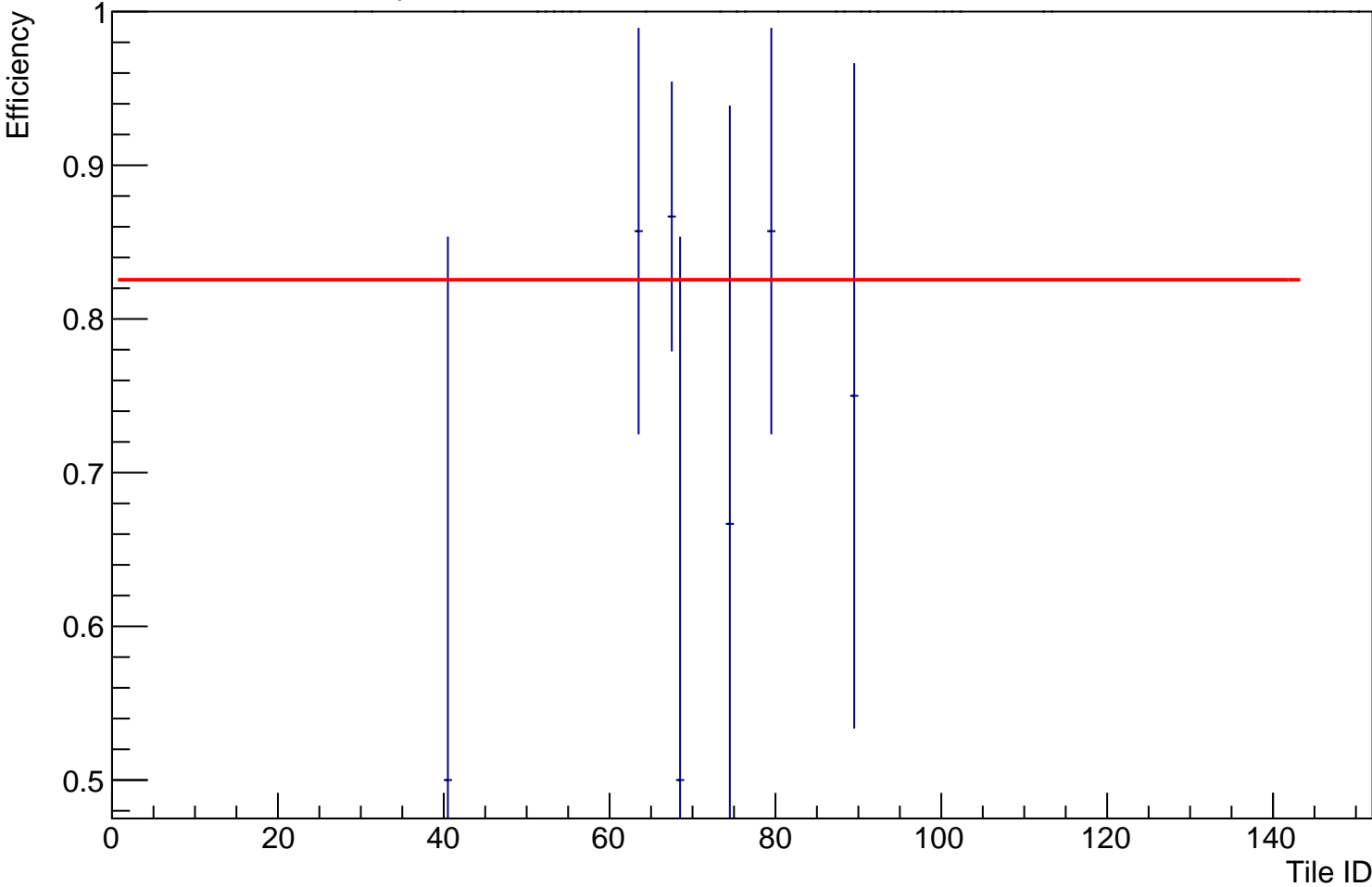
# MUV3 Efficiency VS Tile ID, $p \in \langle 5, 40 \rangle$ GeV/c



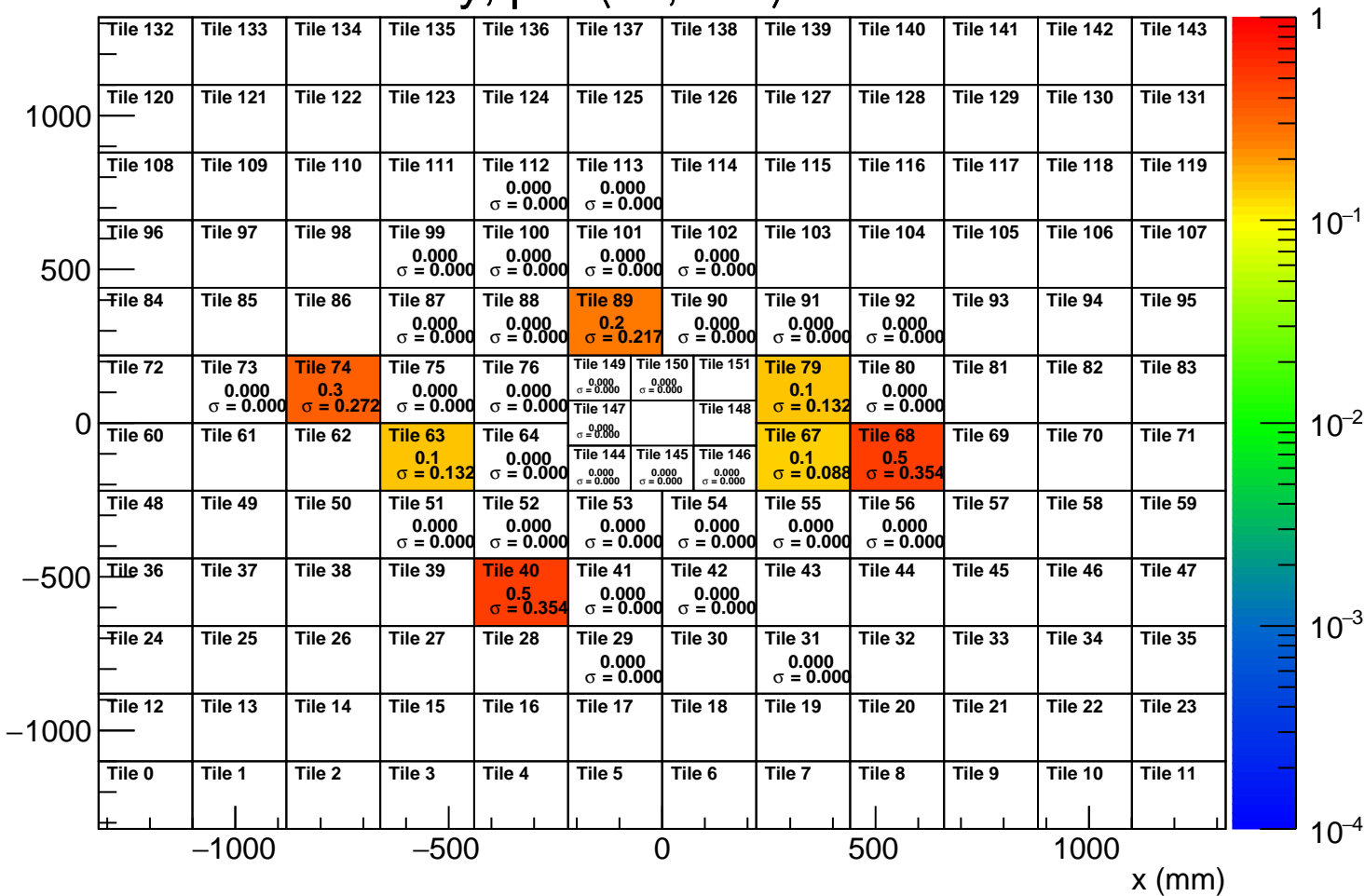
# MUV3 Inefficiency, $p \in \langle 5, 40 \rangle$ GeV/c



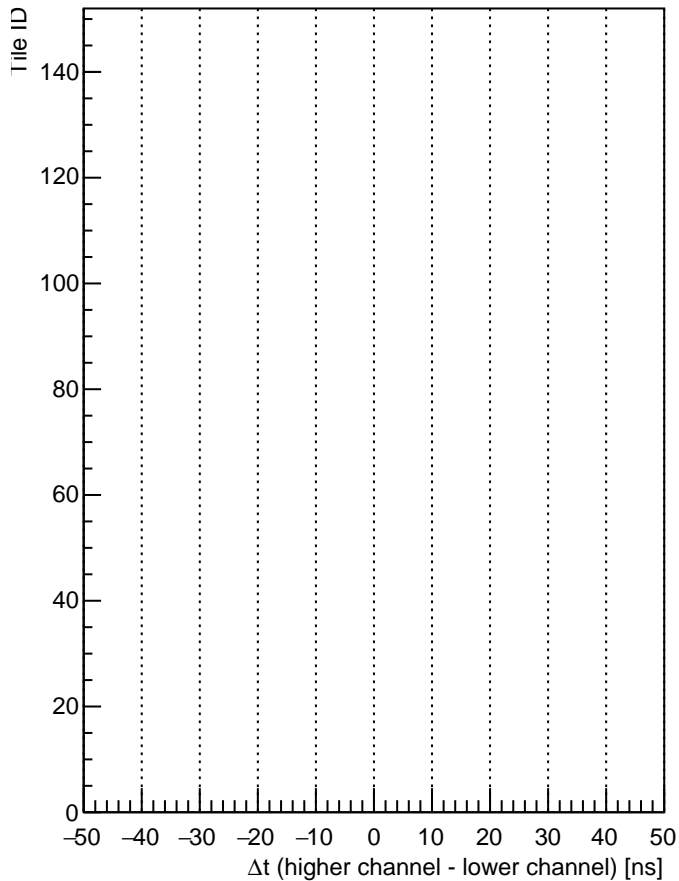
MUV3 Efficiency VS Tile ID,  $p \in \langle 40, 150 \rangle$  GeV/c



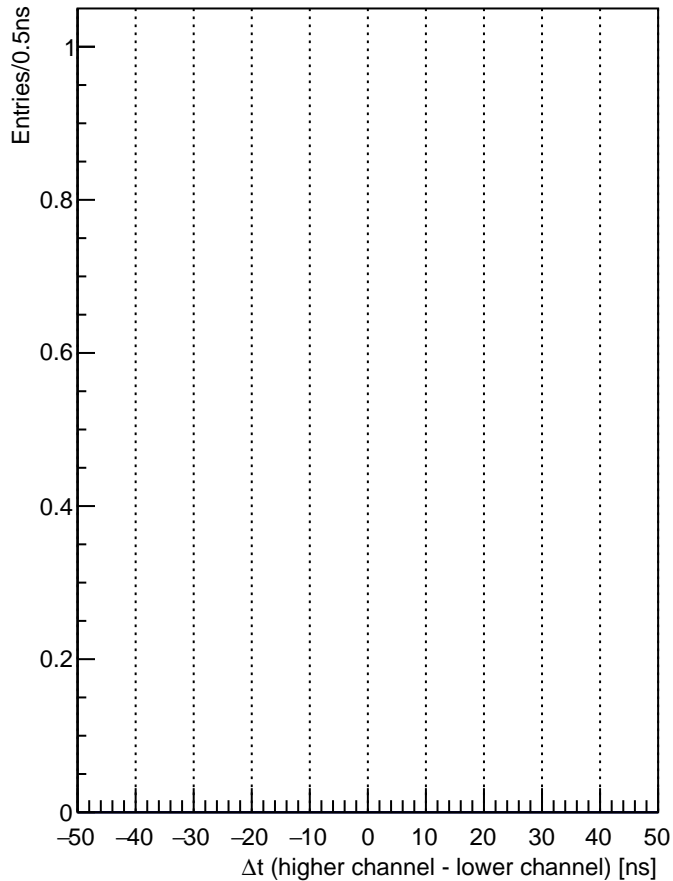
# MUV3 Inefficiency, $p \in \langle 40, 150 \rangle$ GeV/c



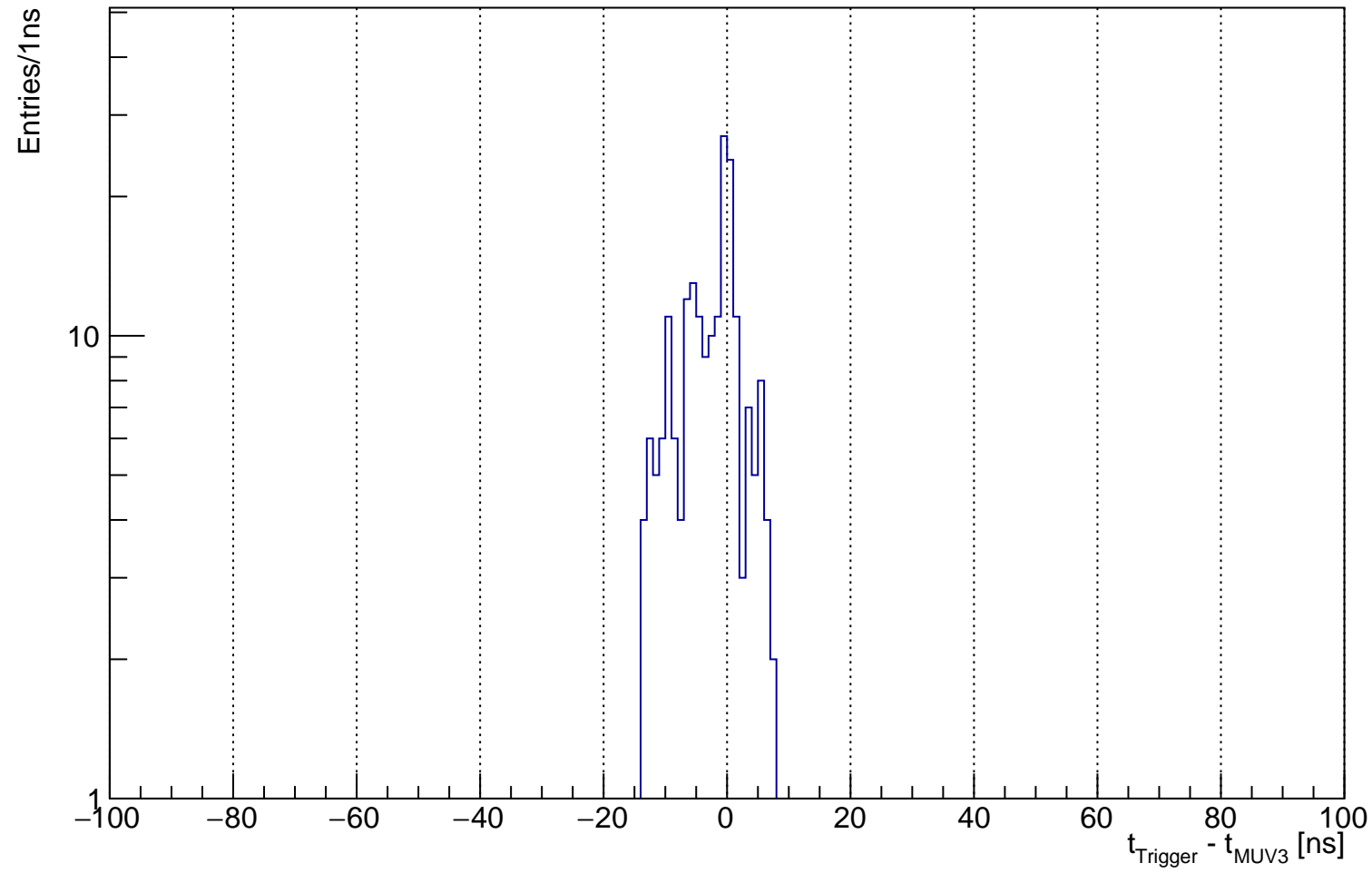
Time difference between two channels for loose hits in the same tile



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



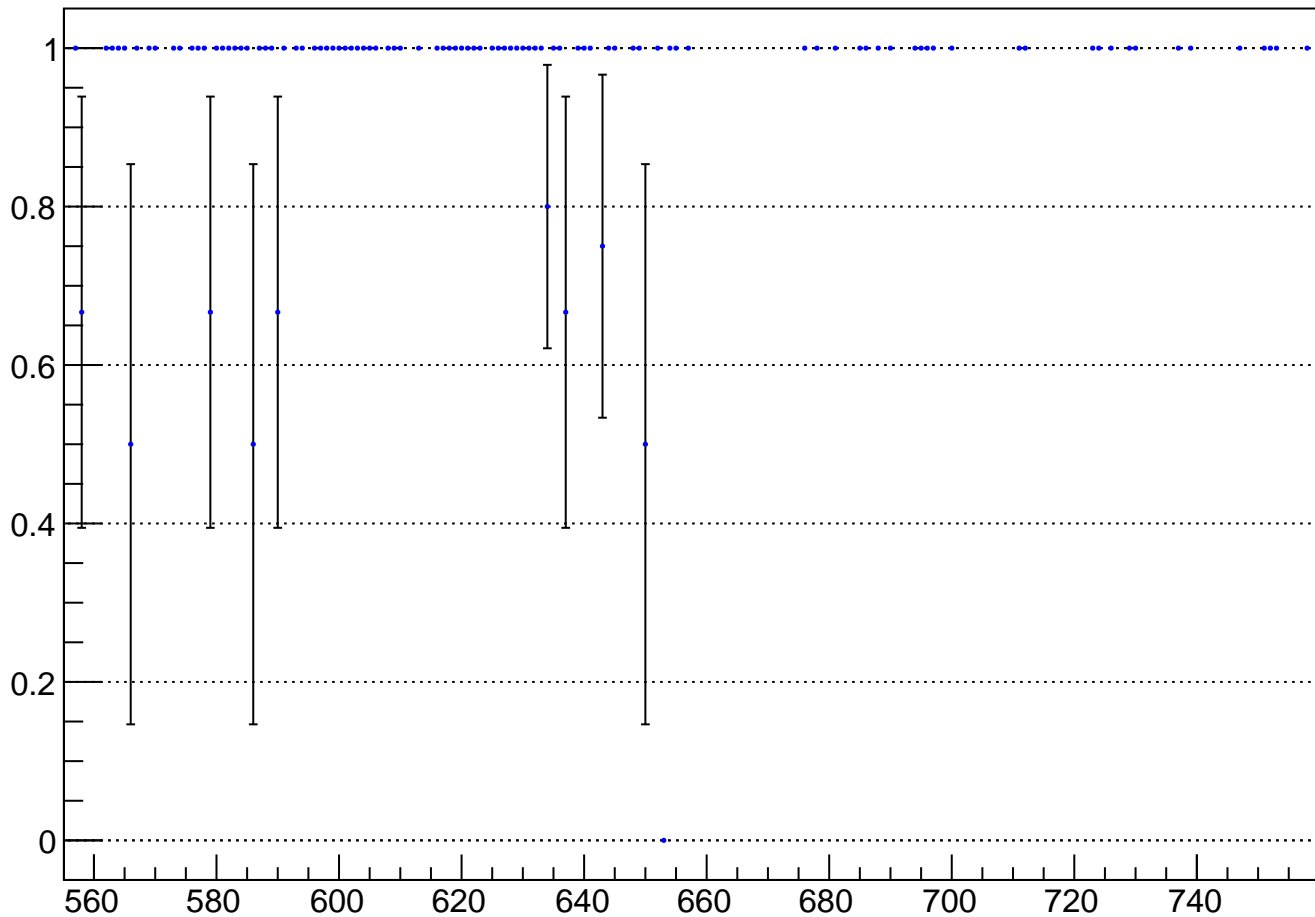
# Time difference between Trigger and MUV3





# MUV3 efficiency vs burst ID

Efficiency



Burst ID