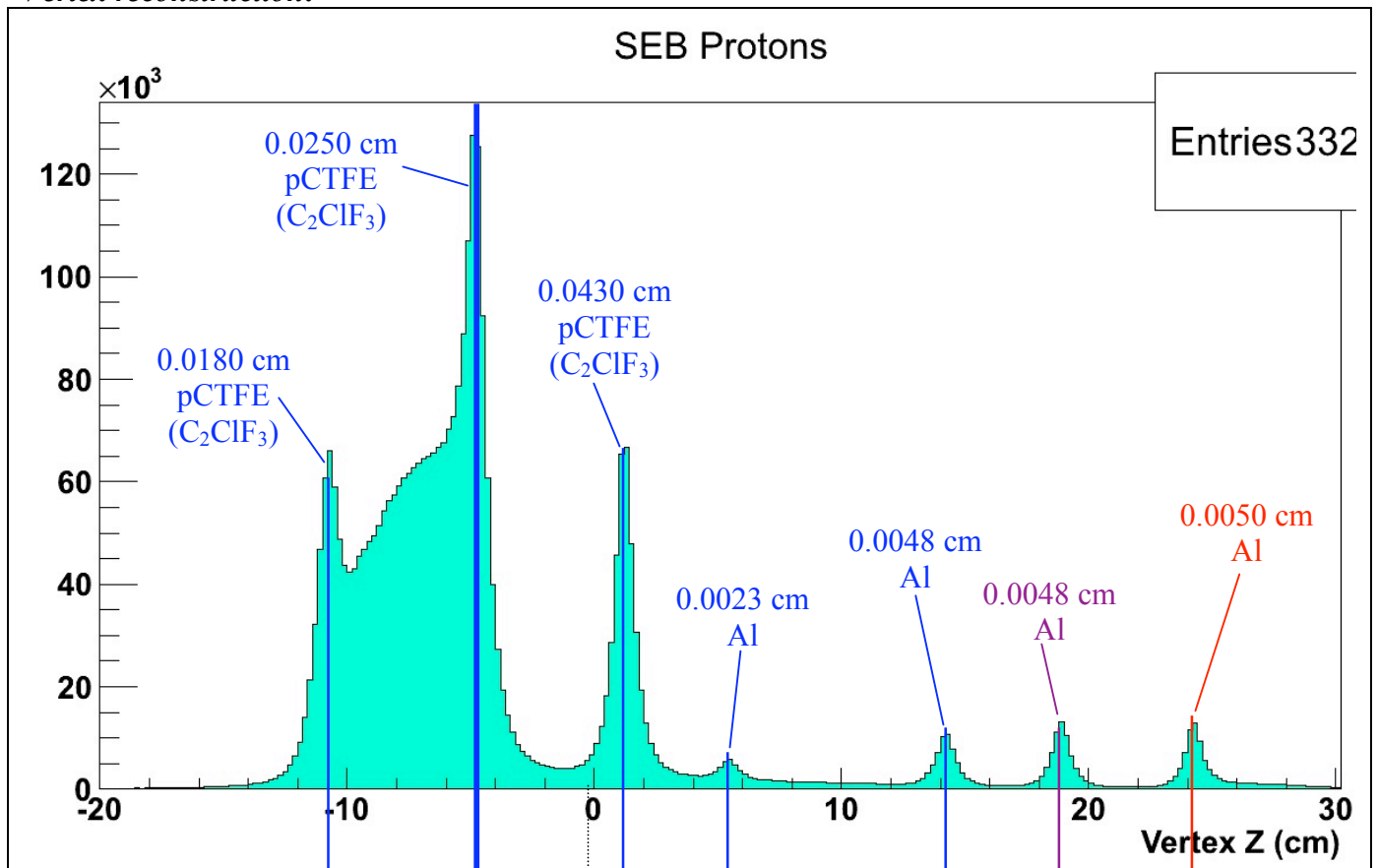
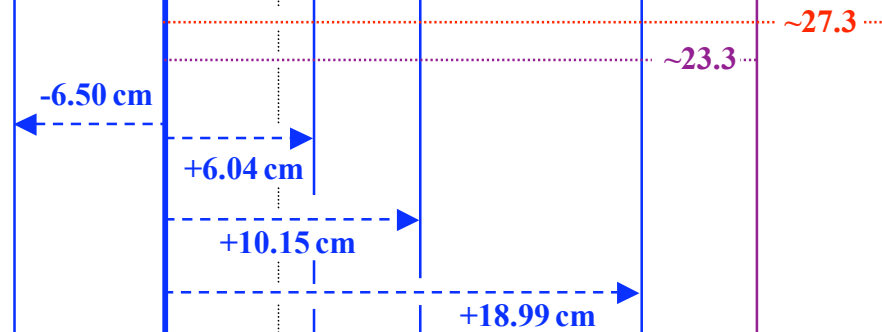


Vertex reconstruction:



Actual z positions:



Layout:

