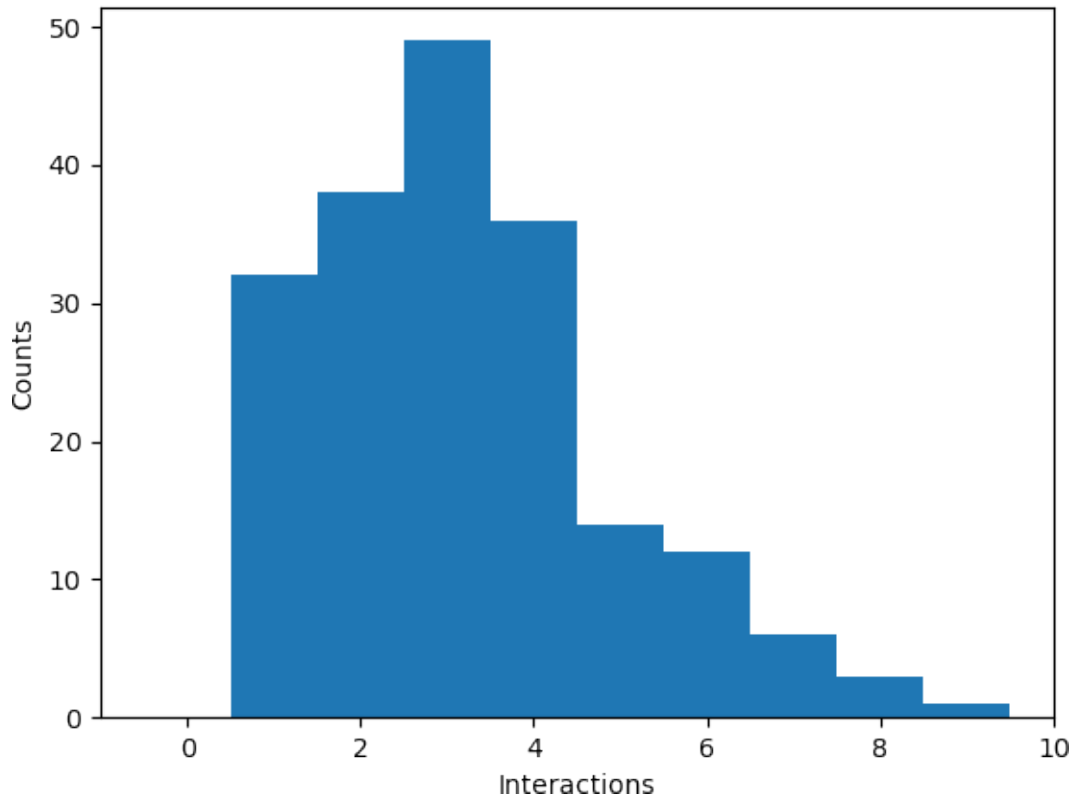
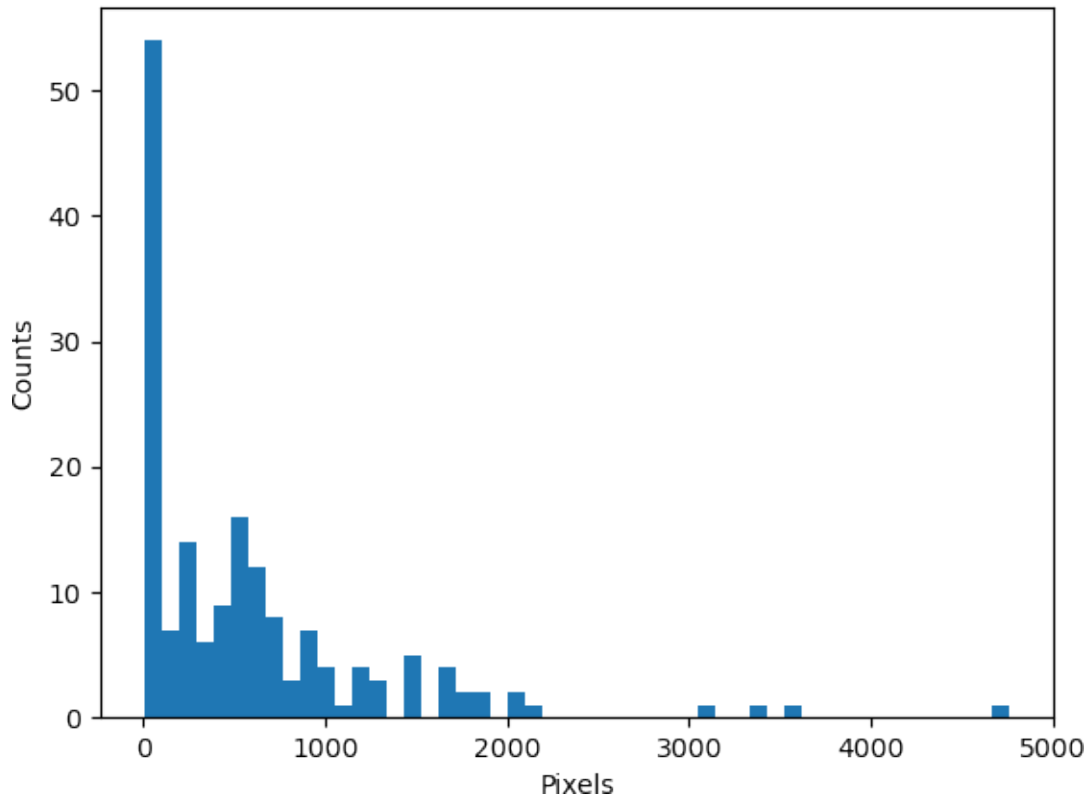


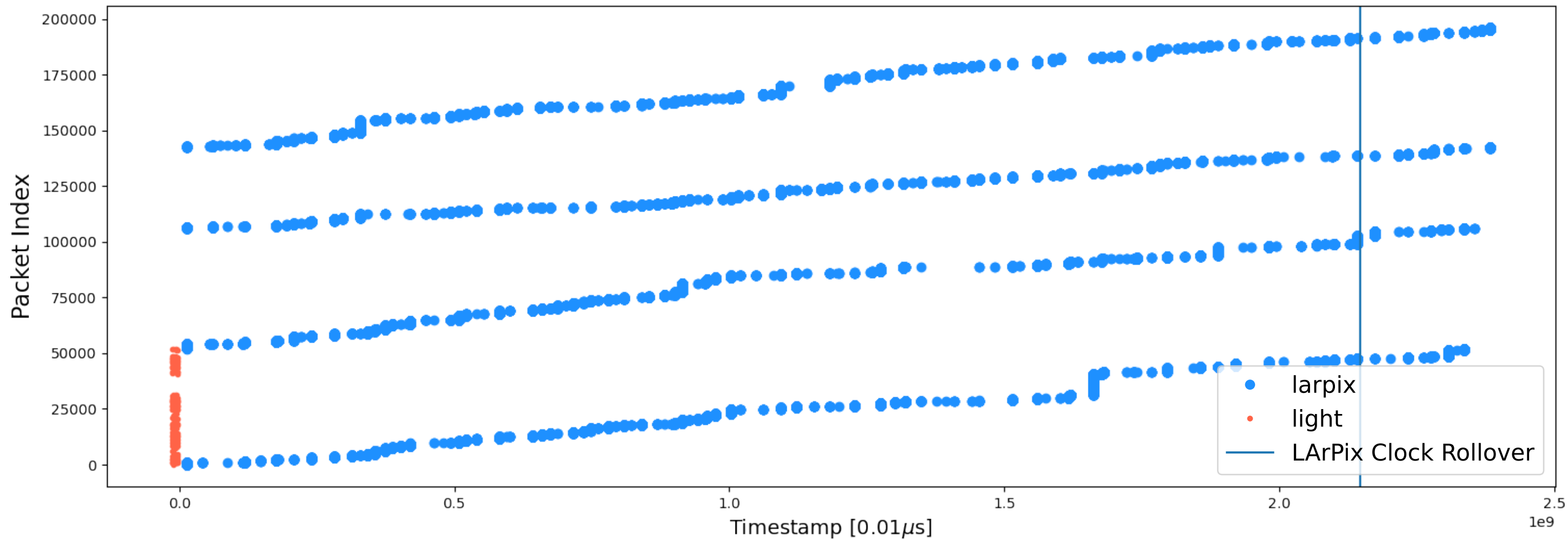
Total interactions per spill



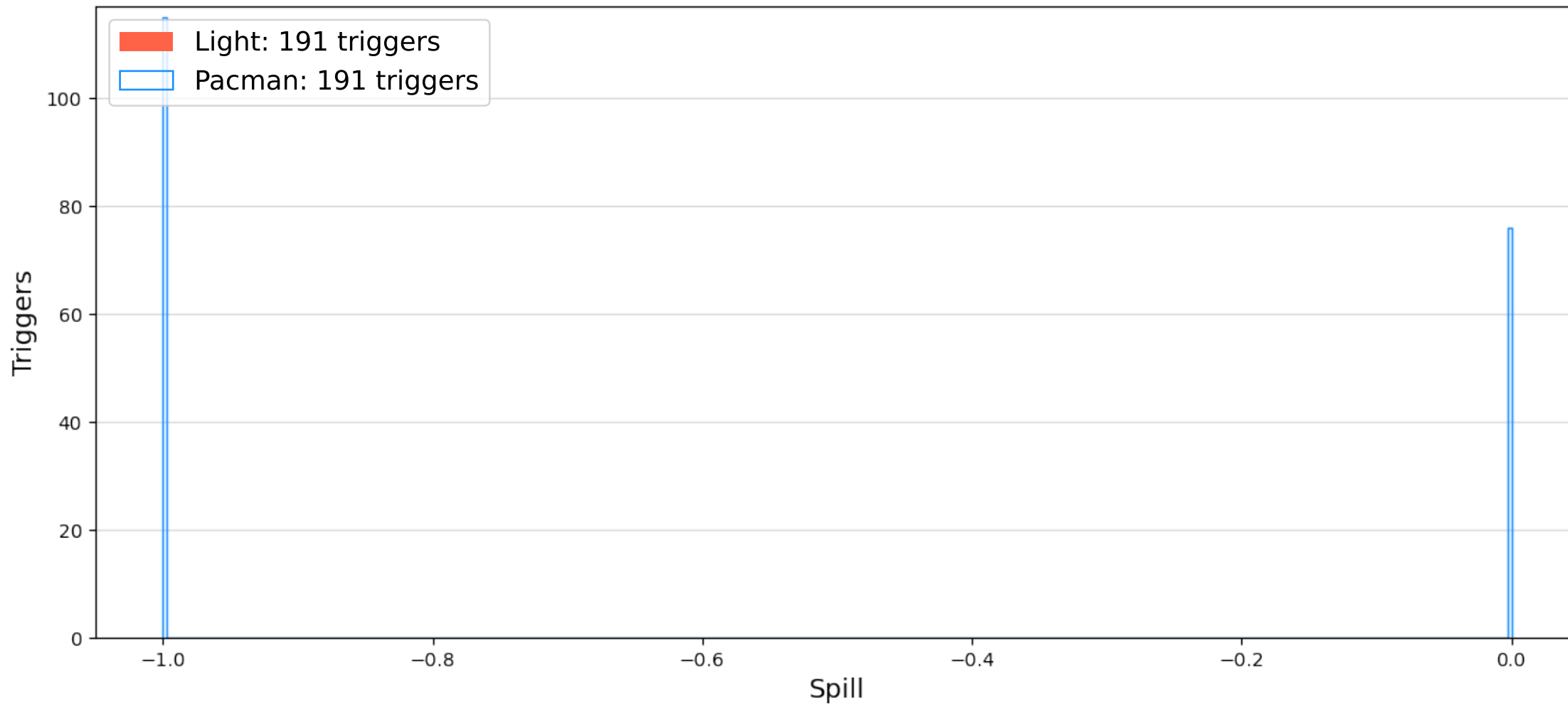
Pixels hit per event



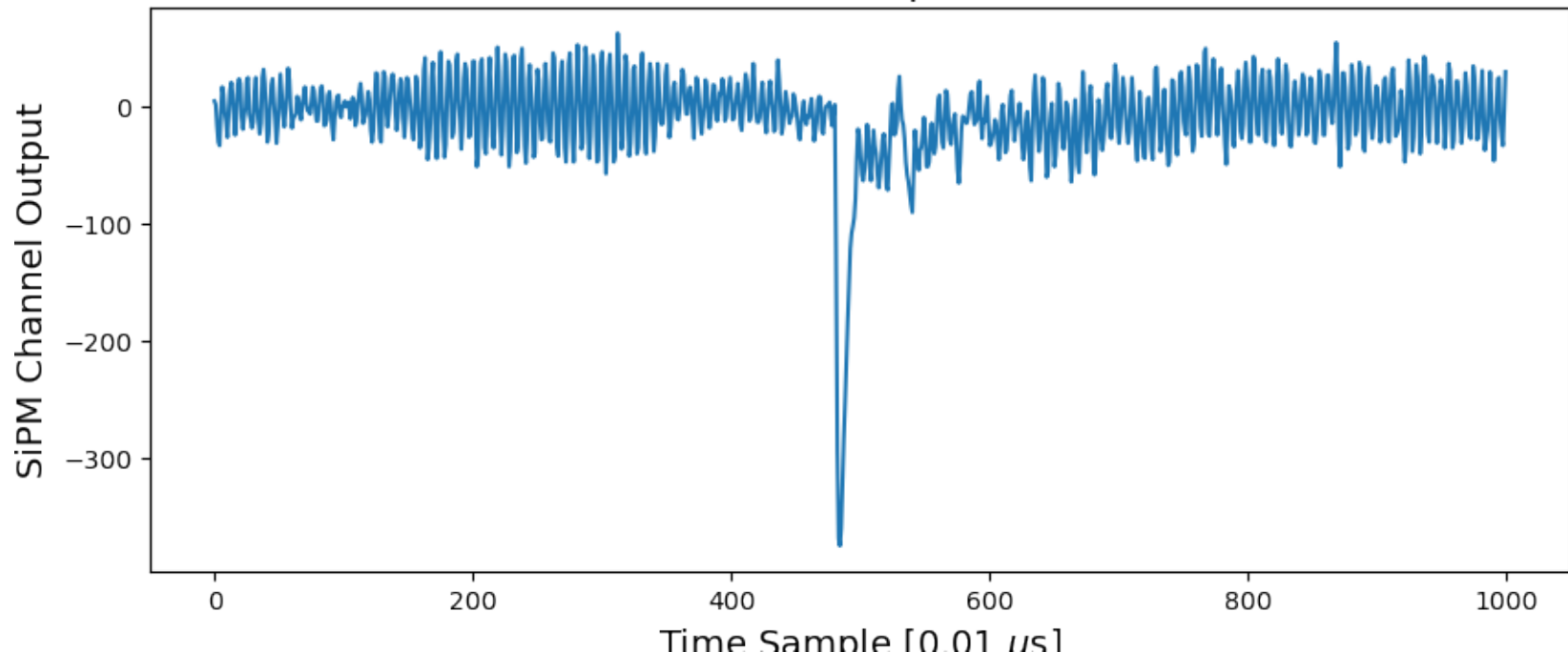
Larpix (Spill) Trigger vs. Light Trigger



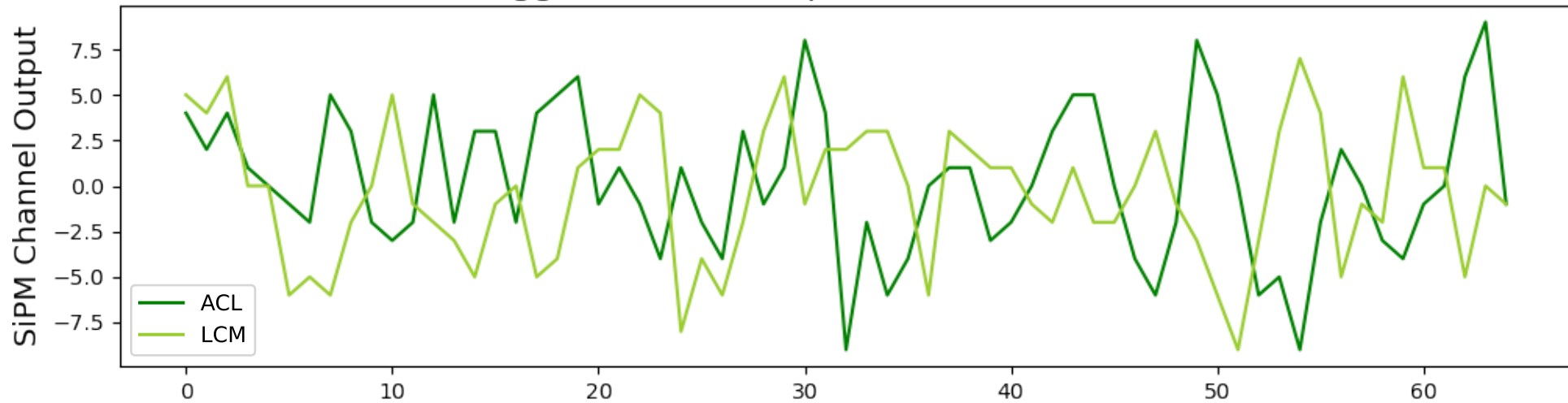
Triggers Per Spill (191 Spills)



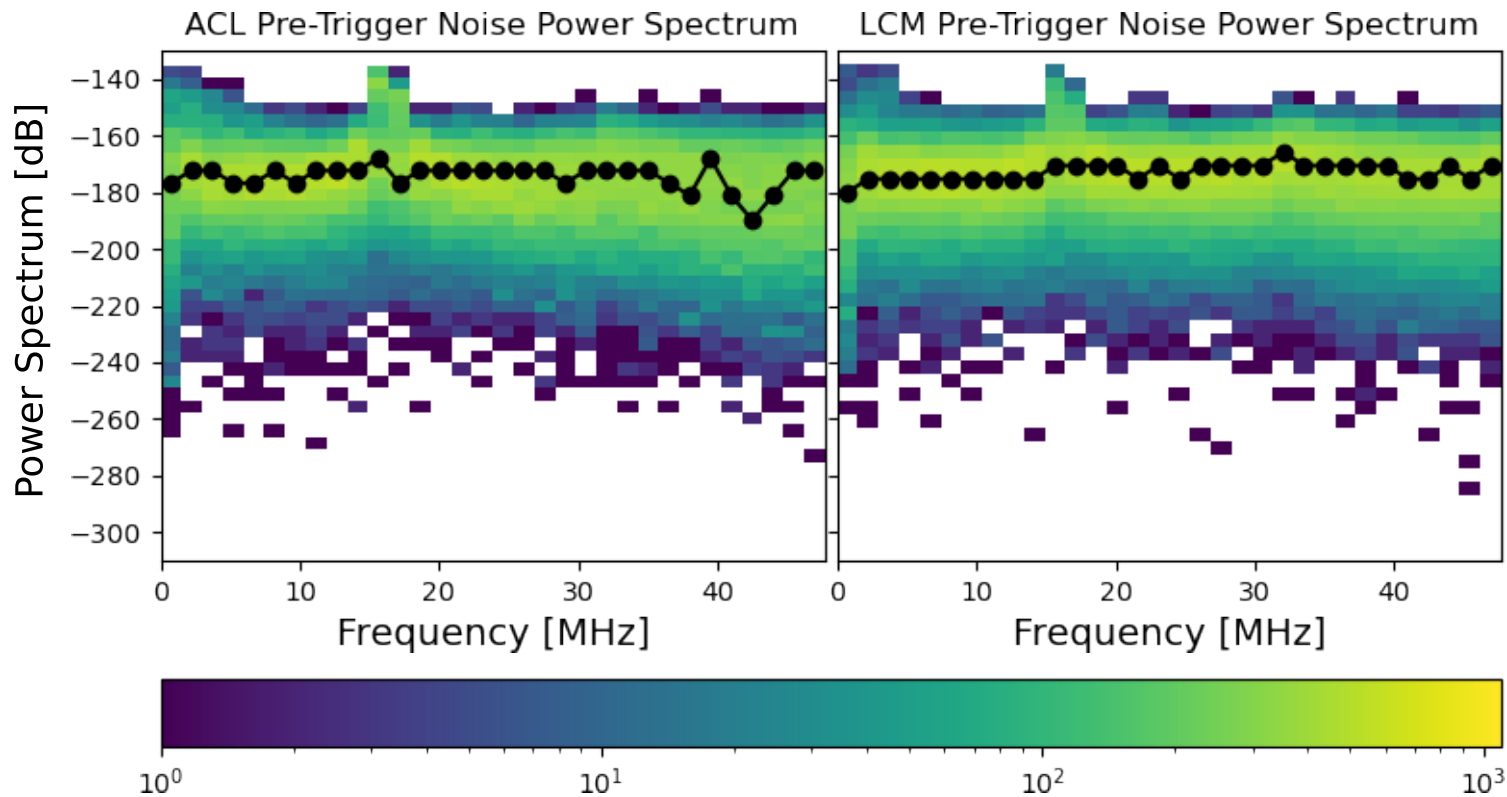
Module 1, Event 1, Optical Channel 1

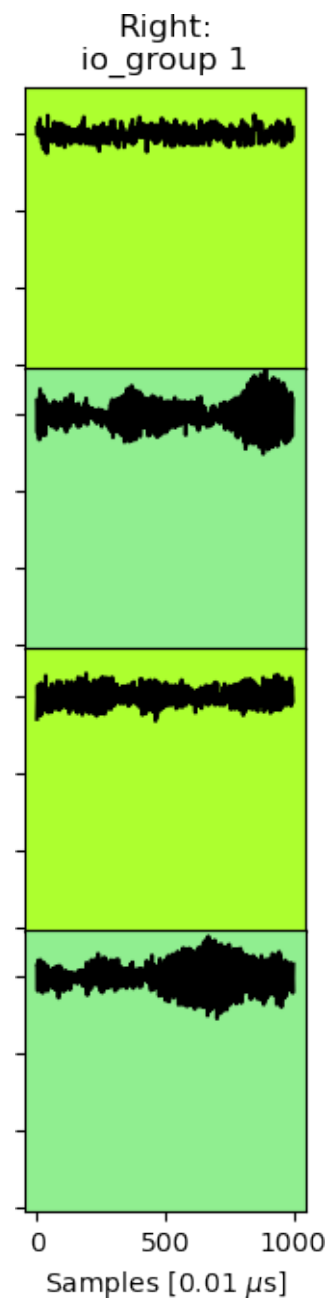
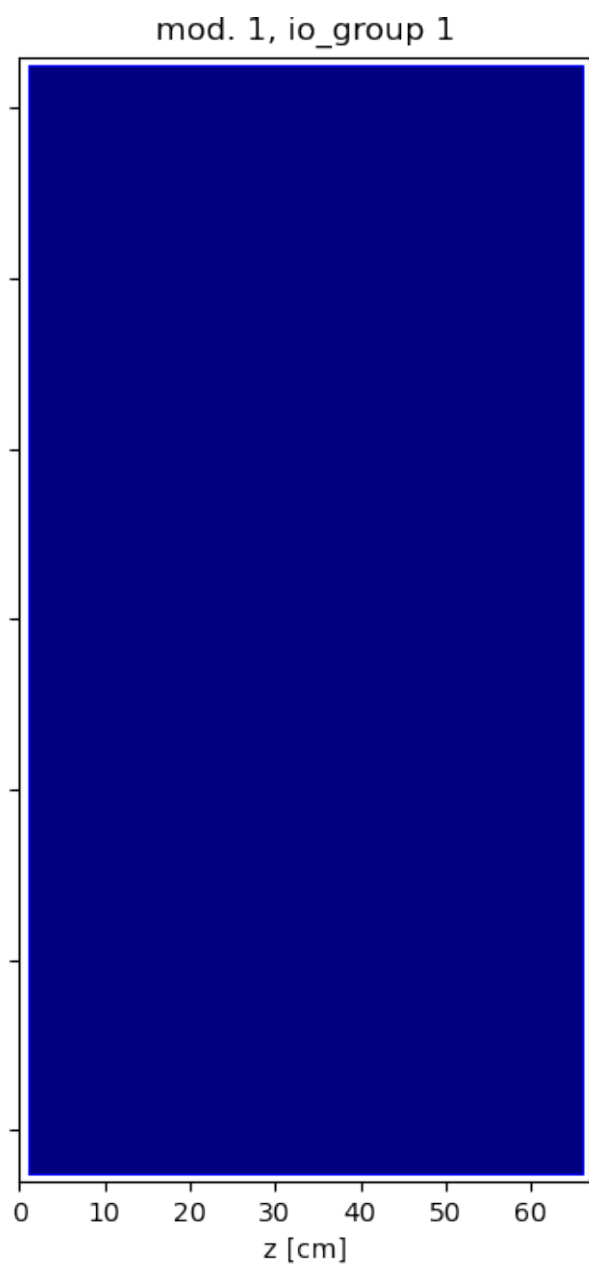
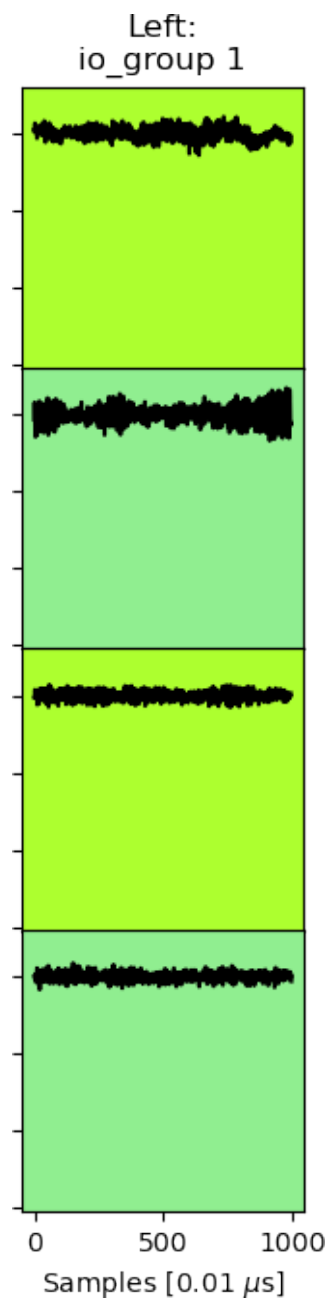
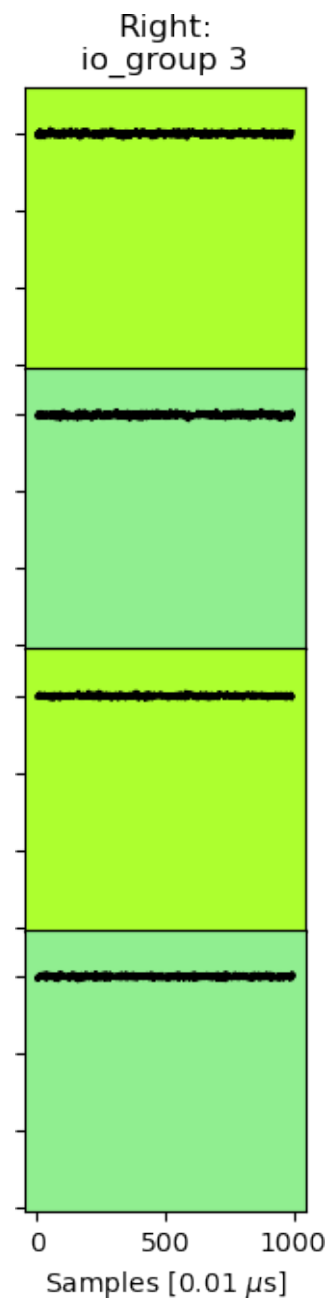
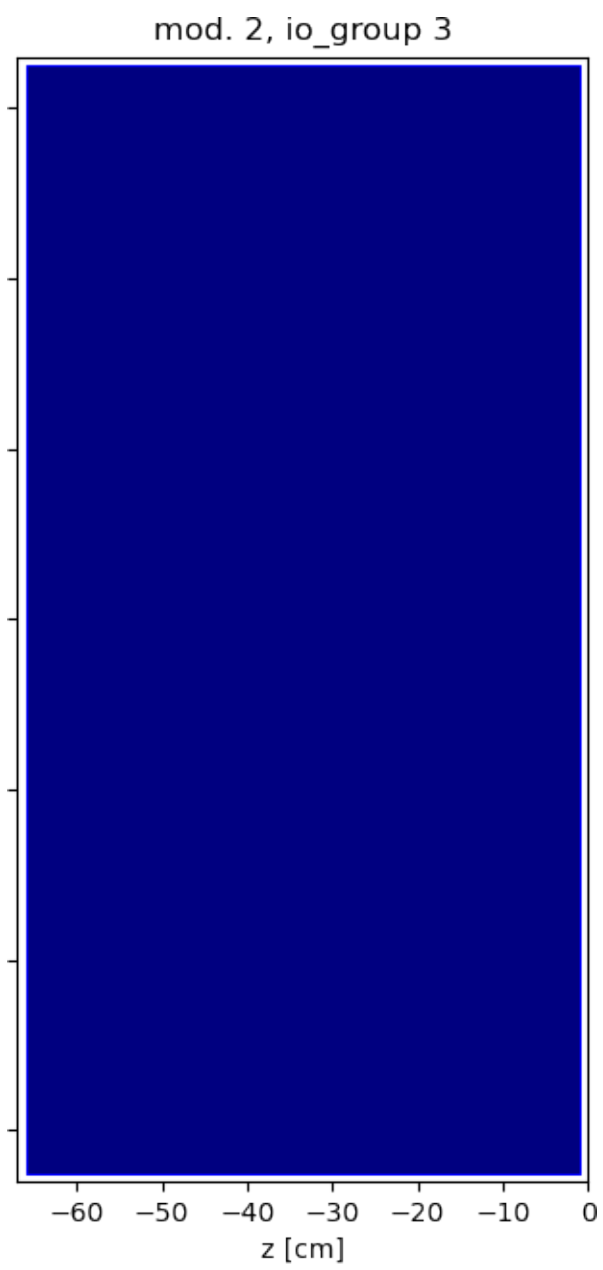
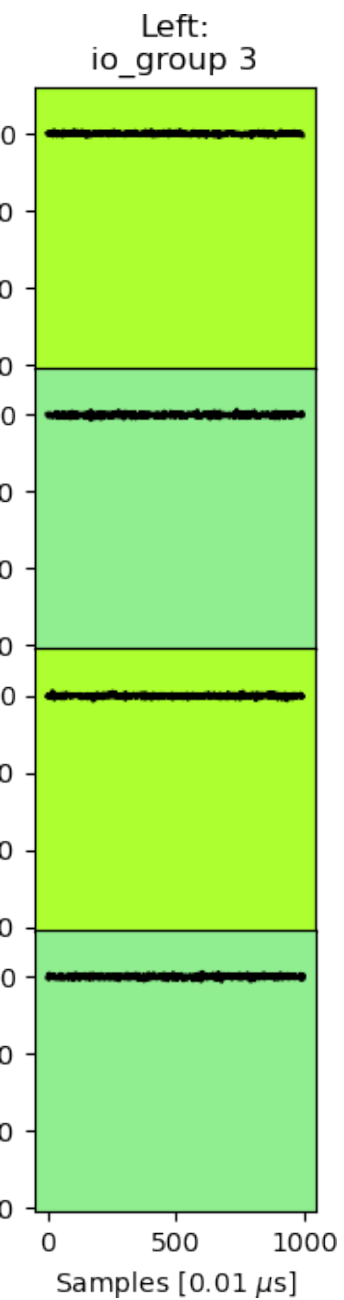


Pre-Trigger Noise Example (No Pedestal): Module 3

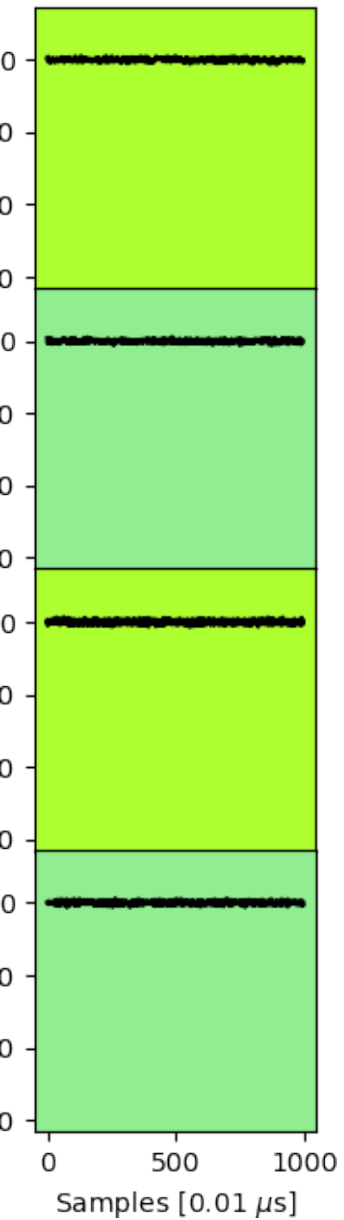


larnd-sim: Pre-Trigger Noise, 3000 Waveforms

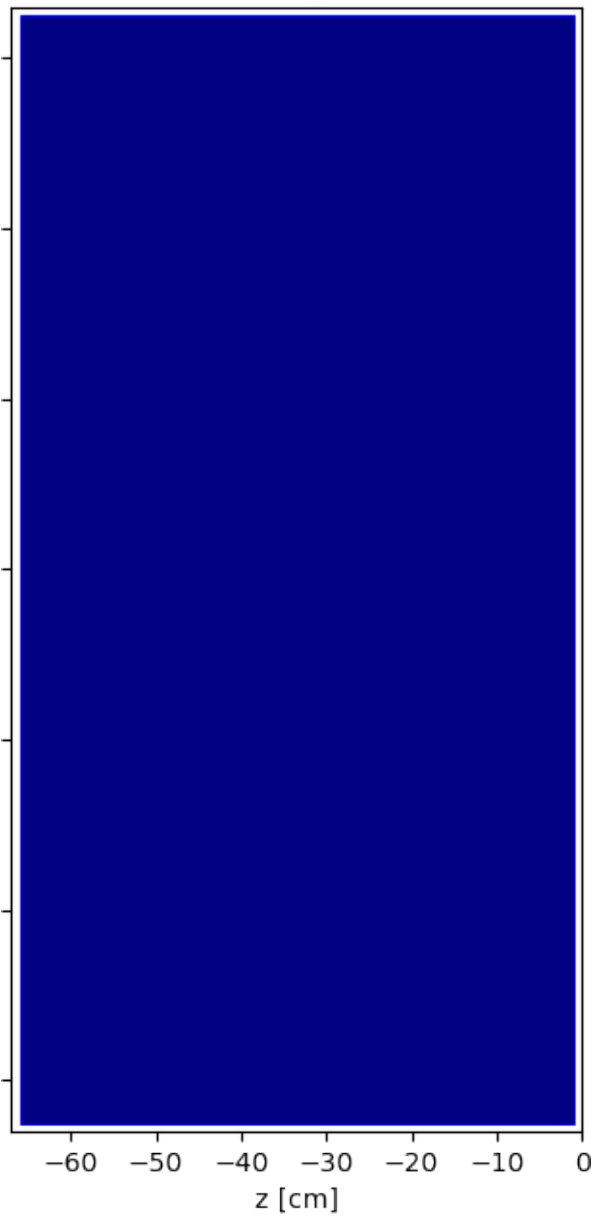




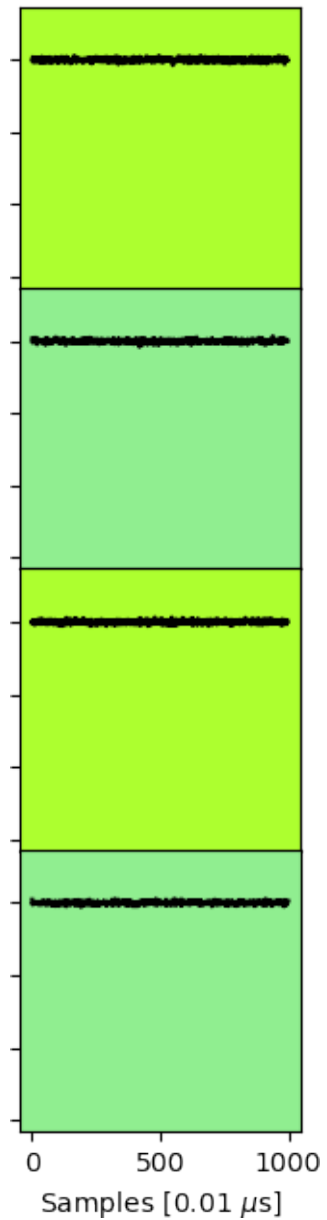
Left:
io_group 4



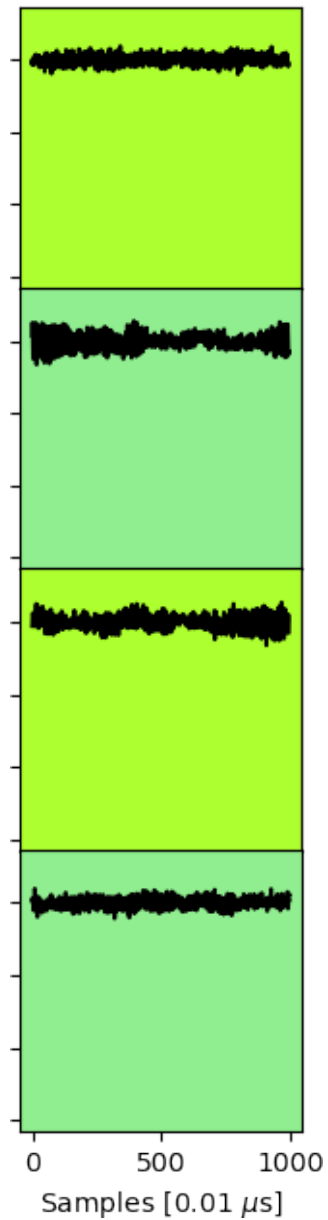
mod. 2, io_group 4



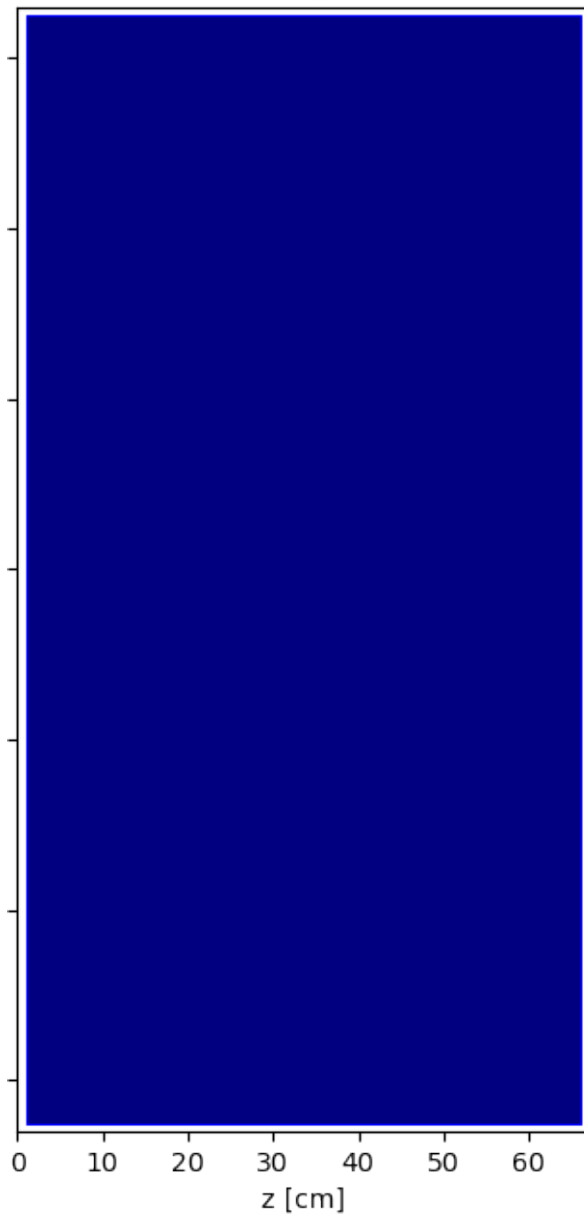
Right:
io_group 4



Left:
io_group 2



mod. 1, io_group 2



Right:
io_group 2

