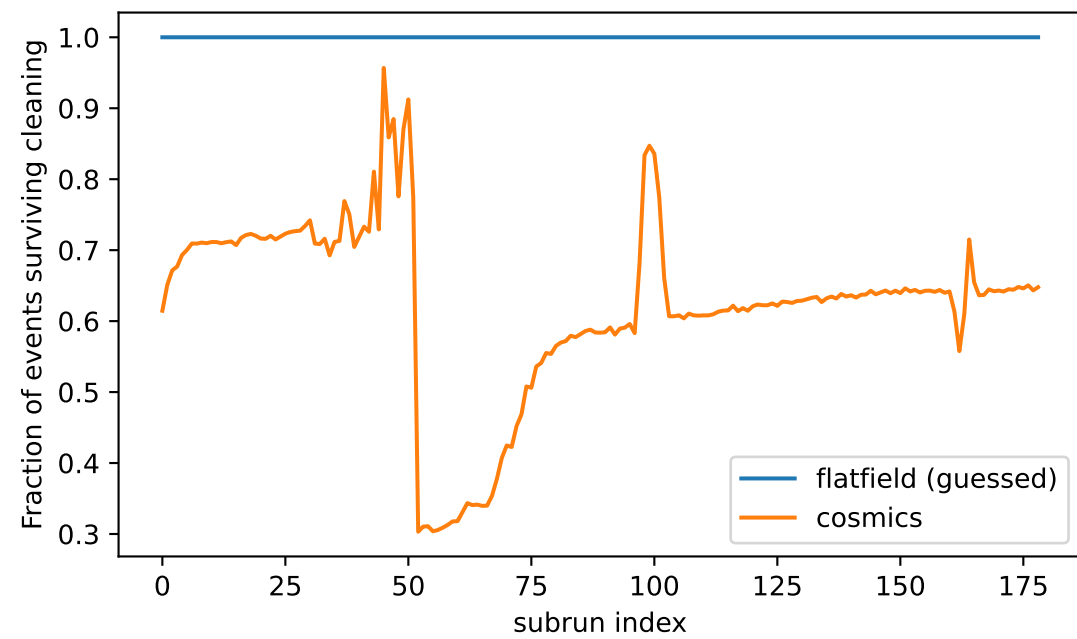
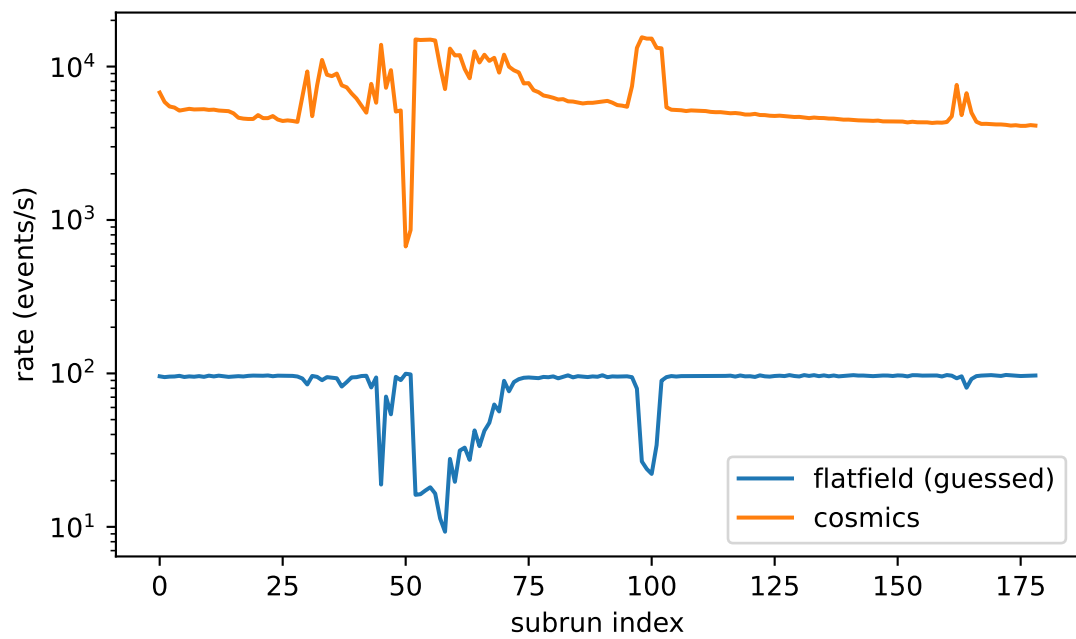
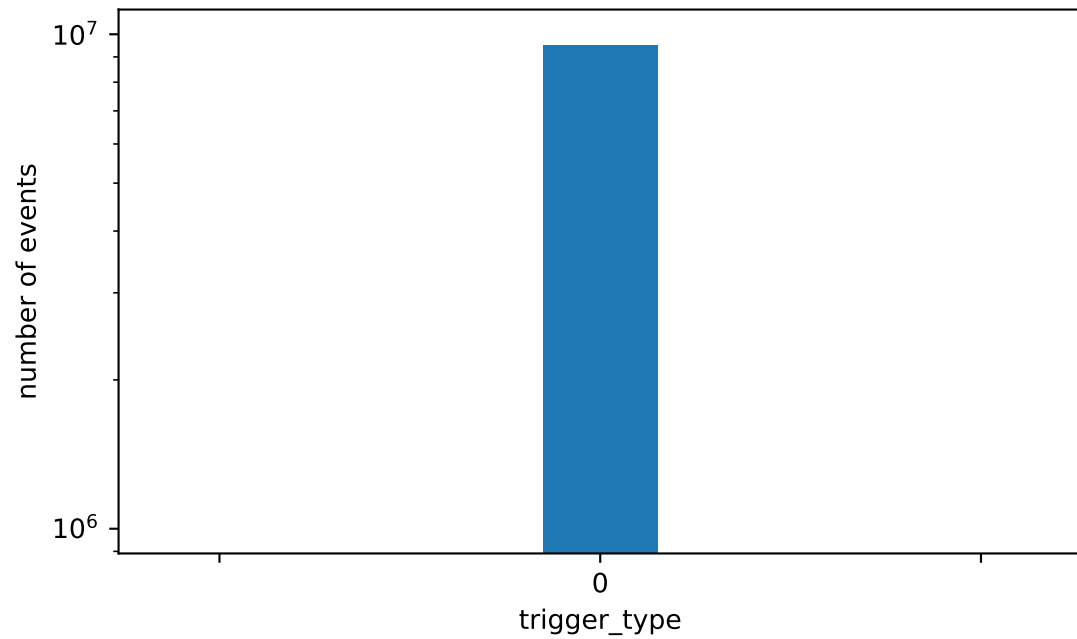
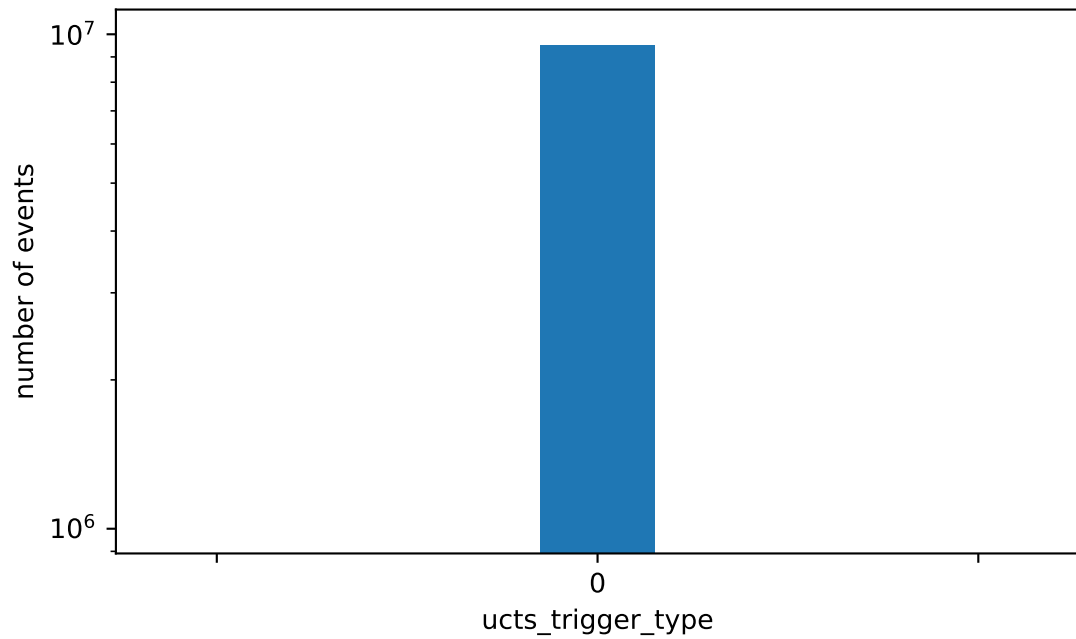
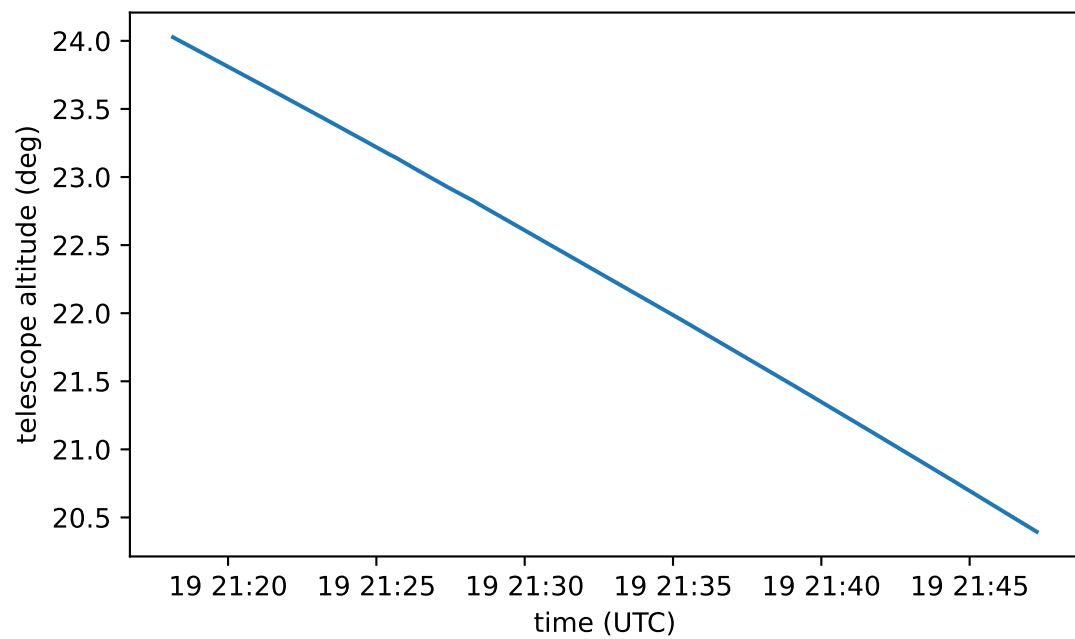
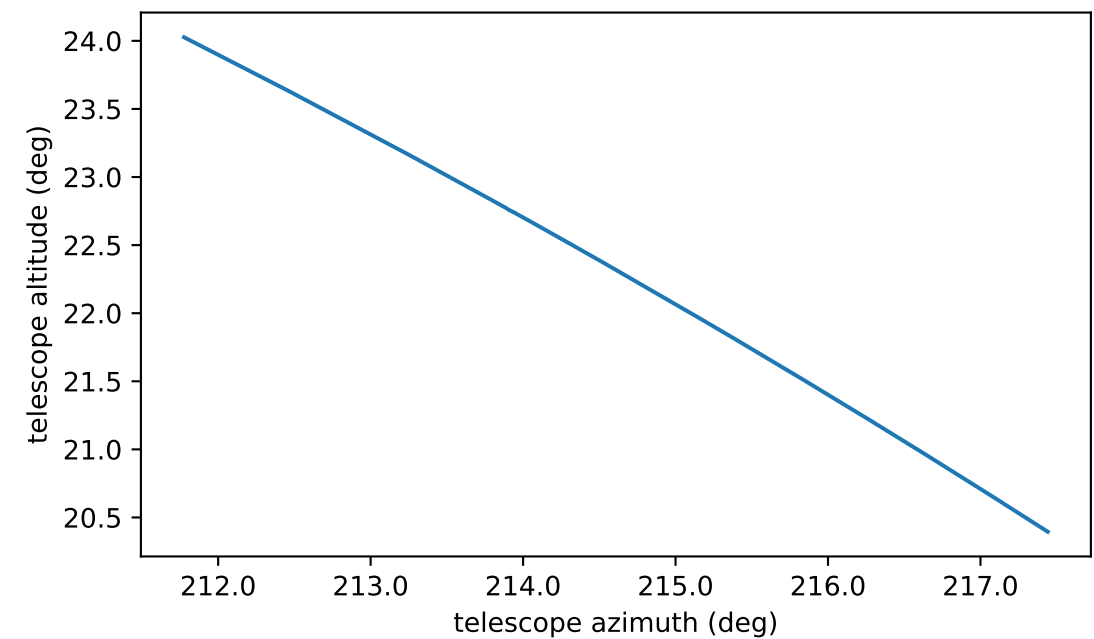
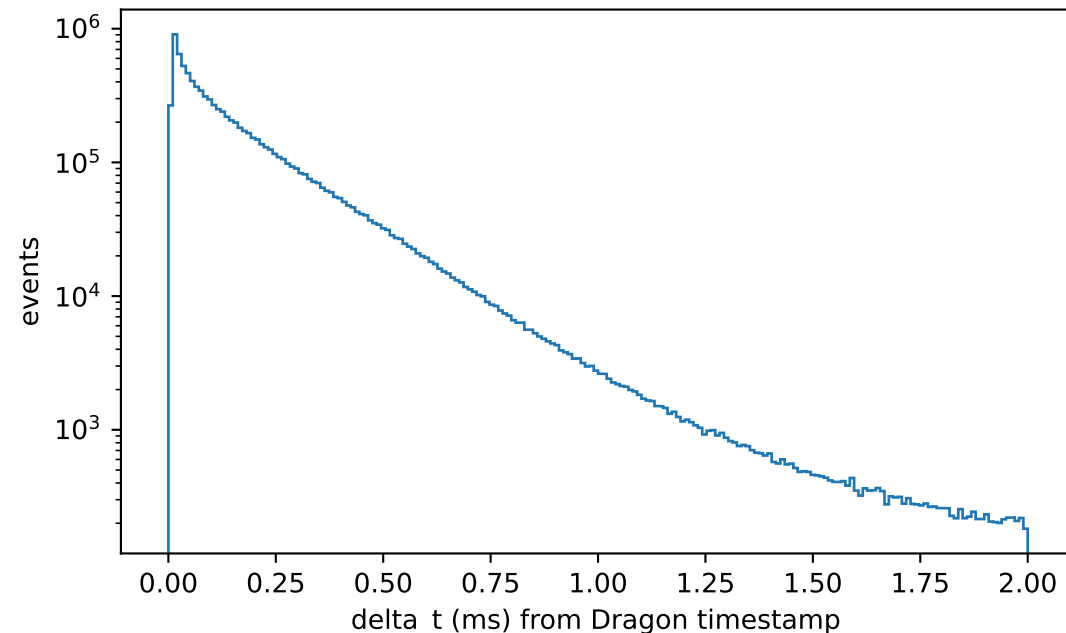
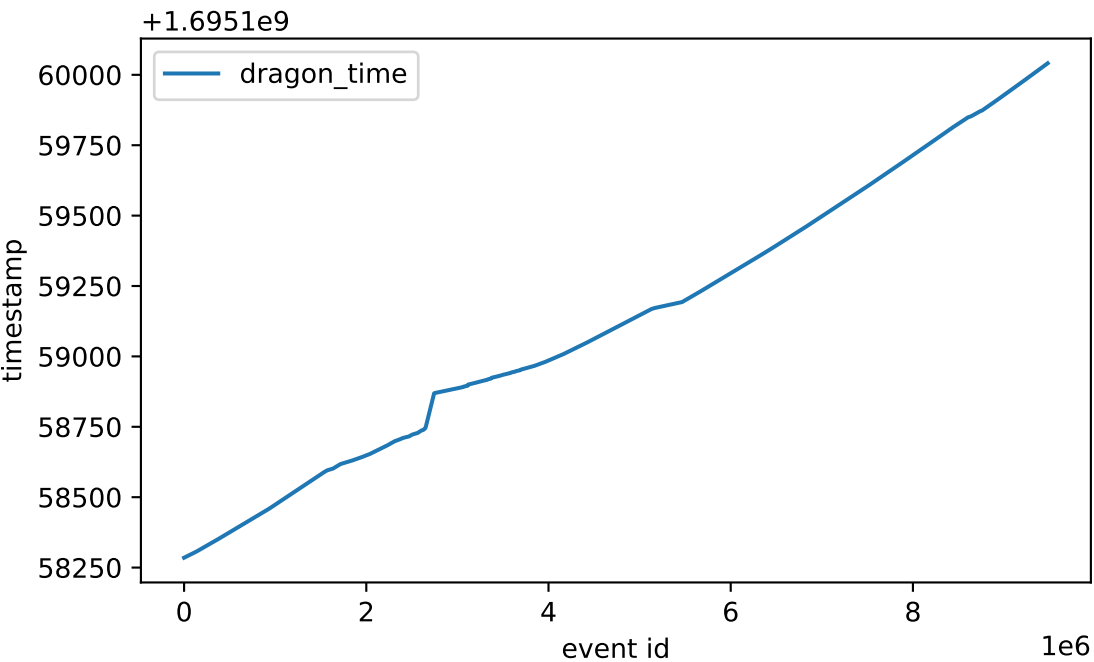


datacheck_dl1_LST-1.Run14578.h5

First shower event UTC:

(from Dragon time): 2023-09-19 21:18:05

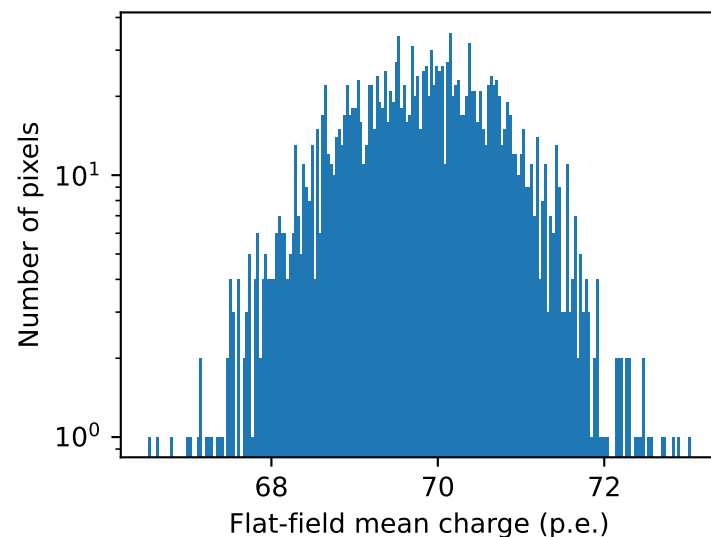
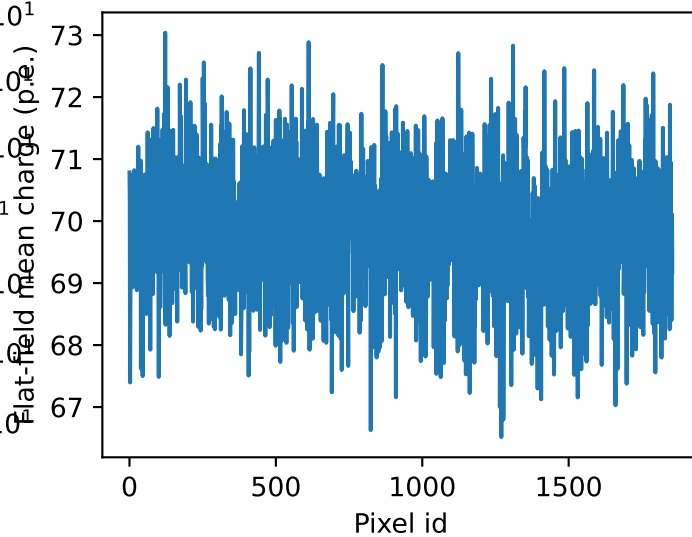
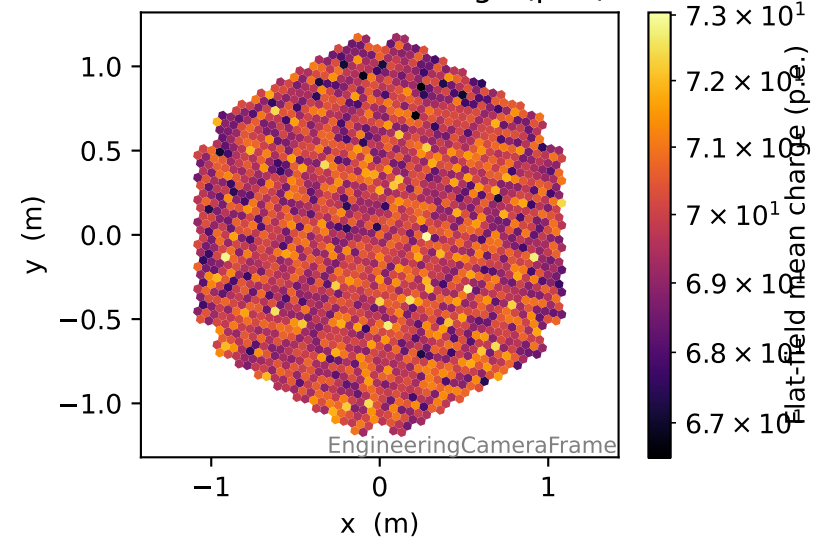




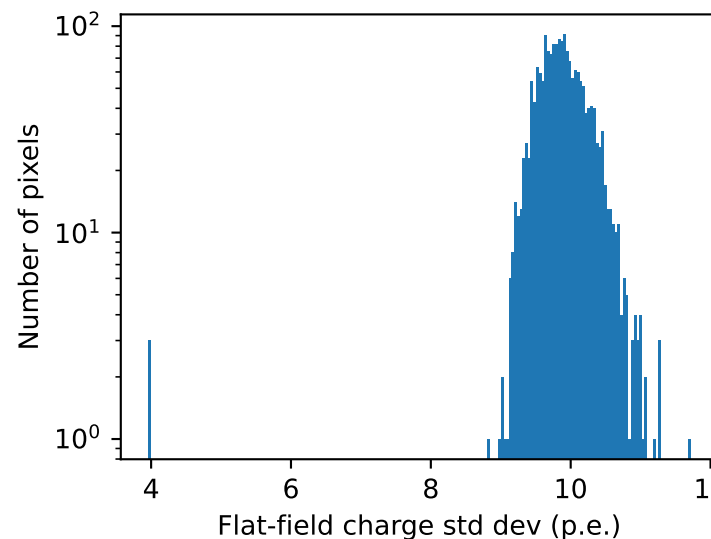
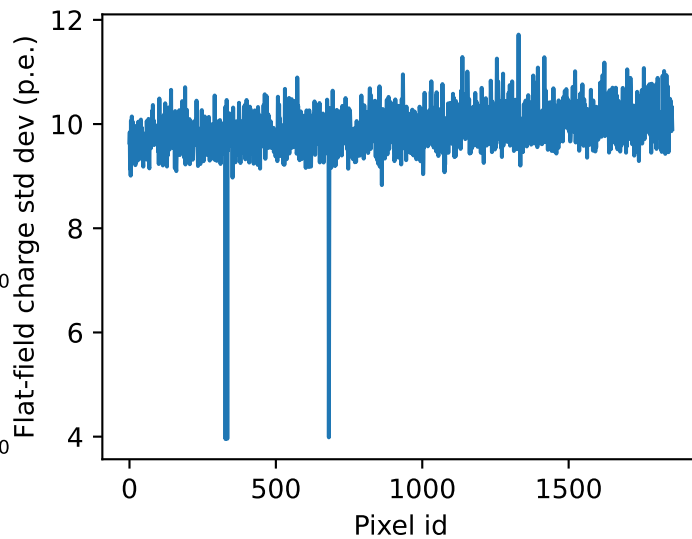
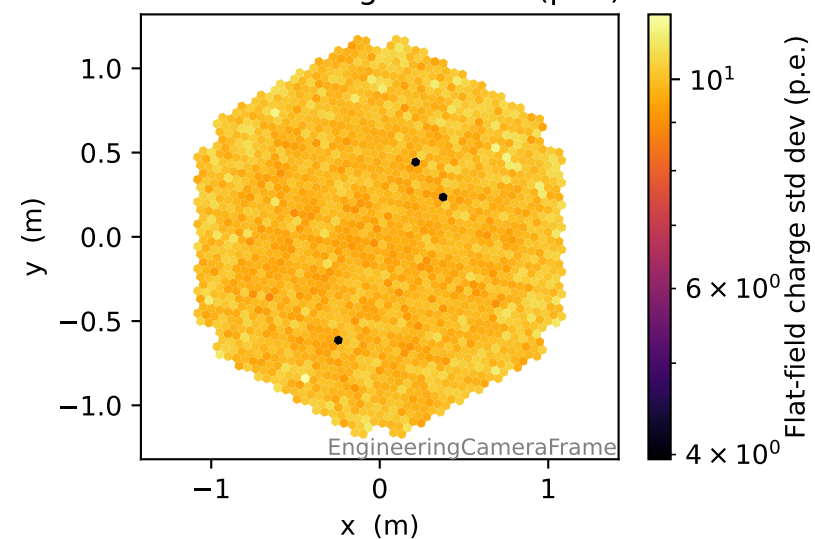
Sorry, no pedestals to plot here!

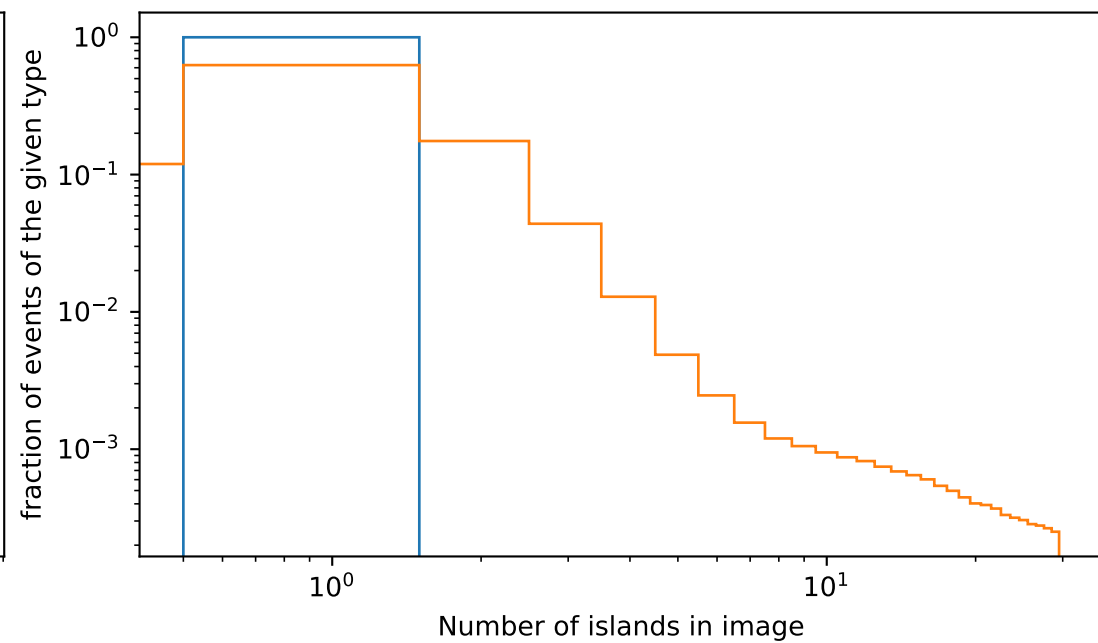
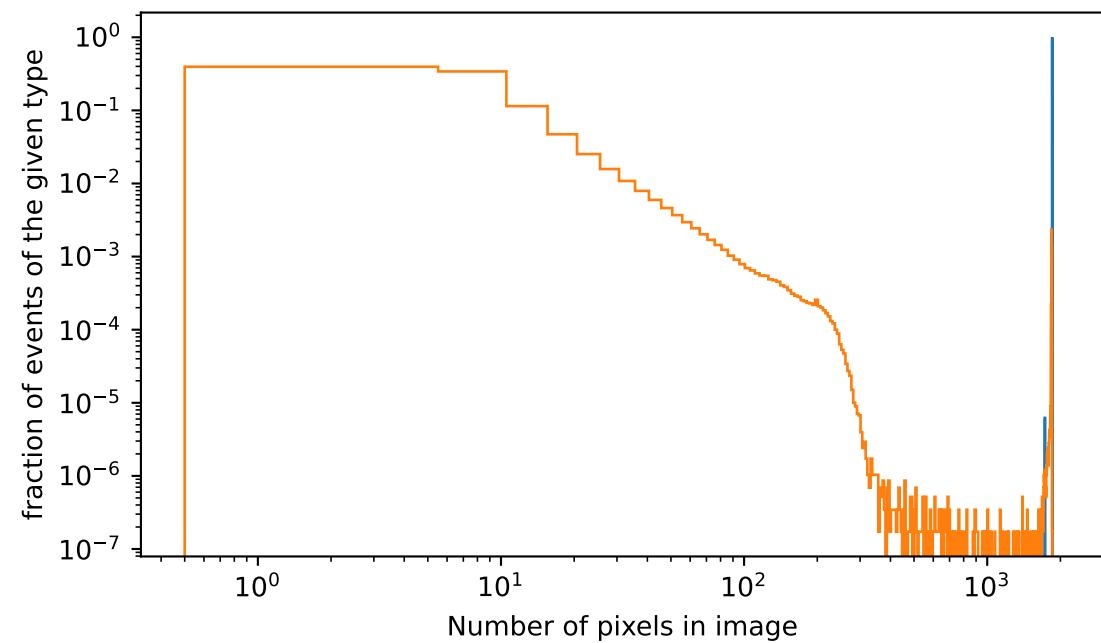
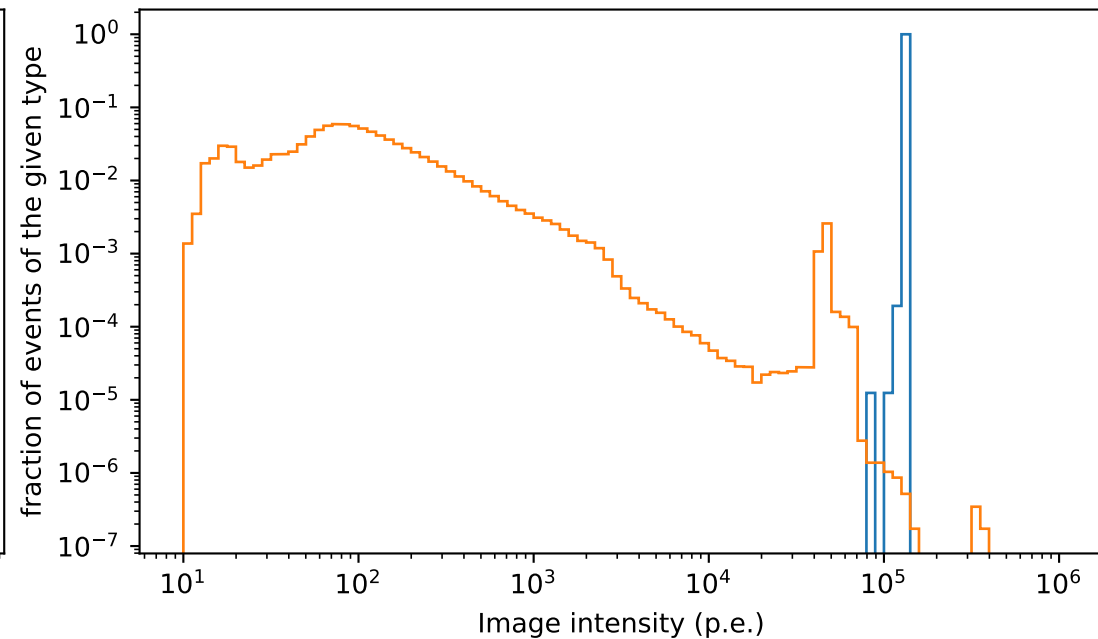
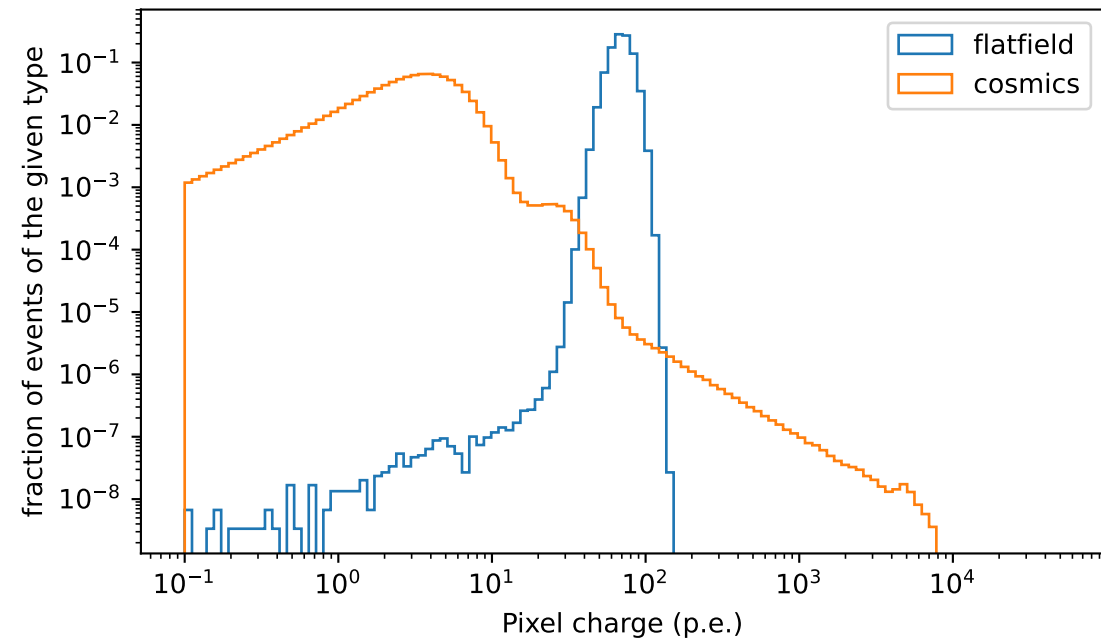
FLATFIELD, pixel-wise charge info

Flat-field mean charge (p.e.)



Flat-field charge std dev (p.e.)

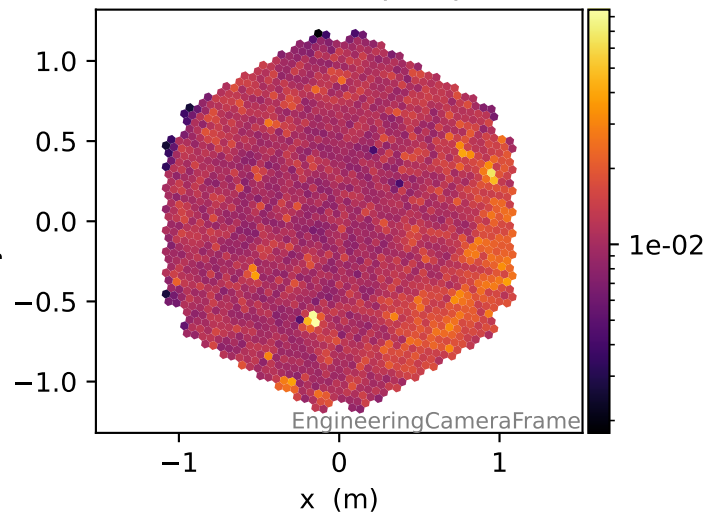




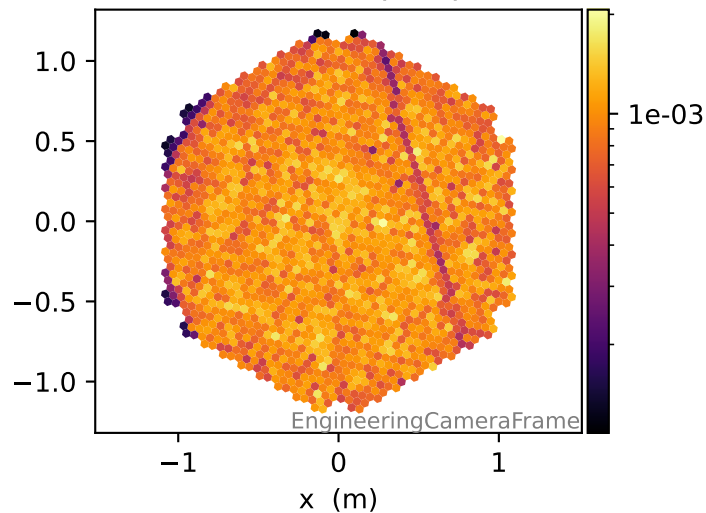
Sorry, no pedestals to plot here!

COSMICS, relative frequency of pixel charges

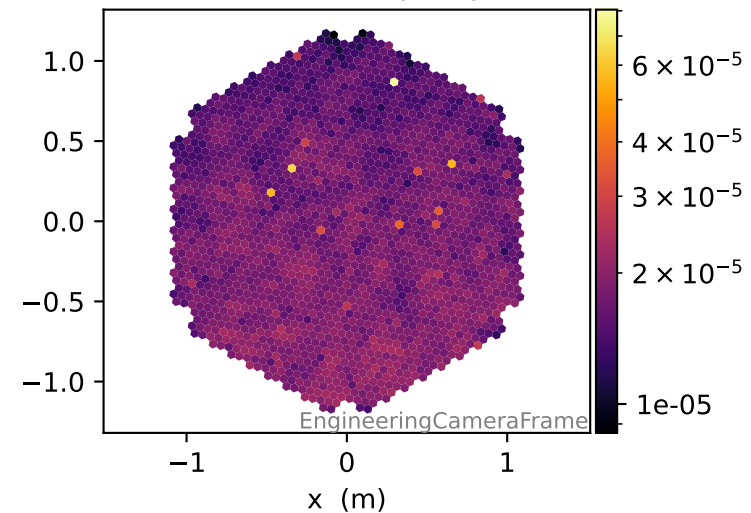
Fraction of >10 p.e. pulses



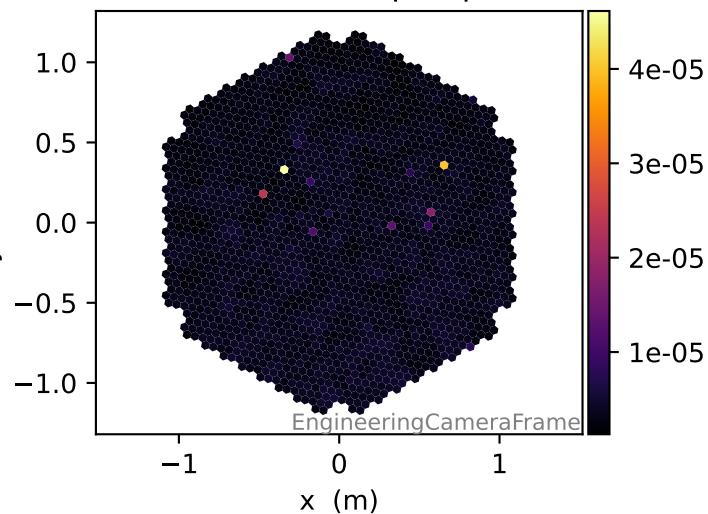
Fraction of >30 p.e. pulses



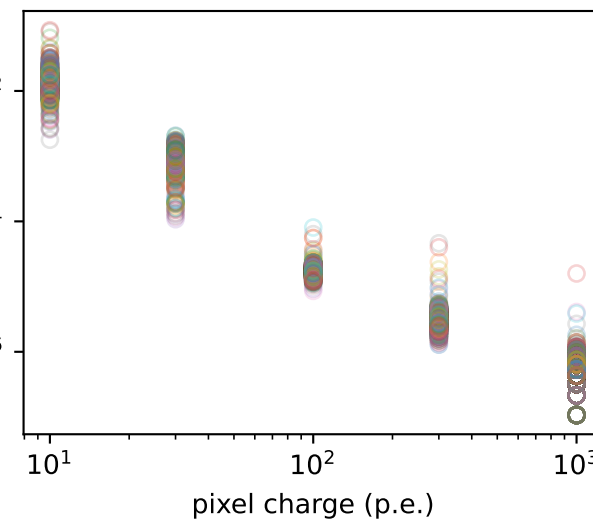
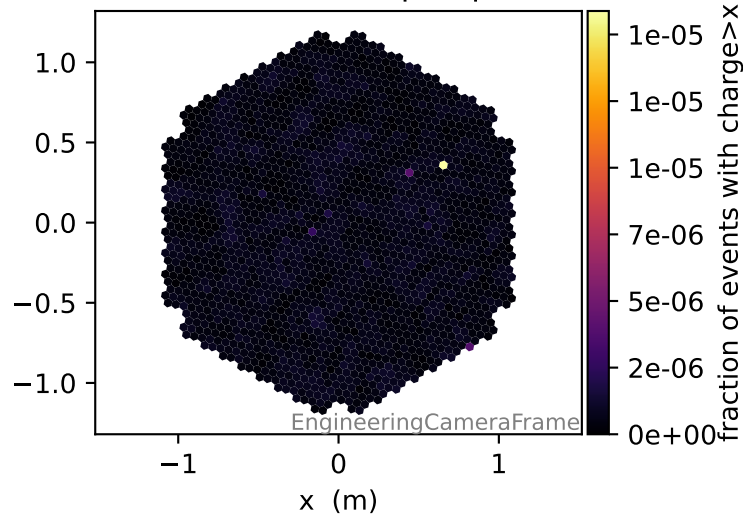
Fraction of >100 p.e. pulses



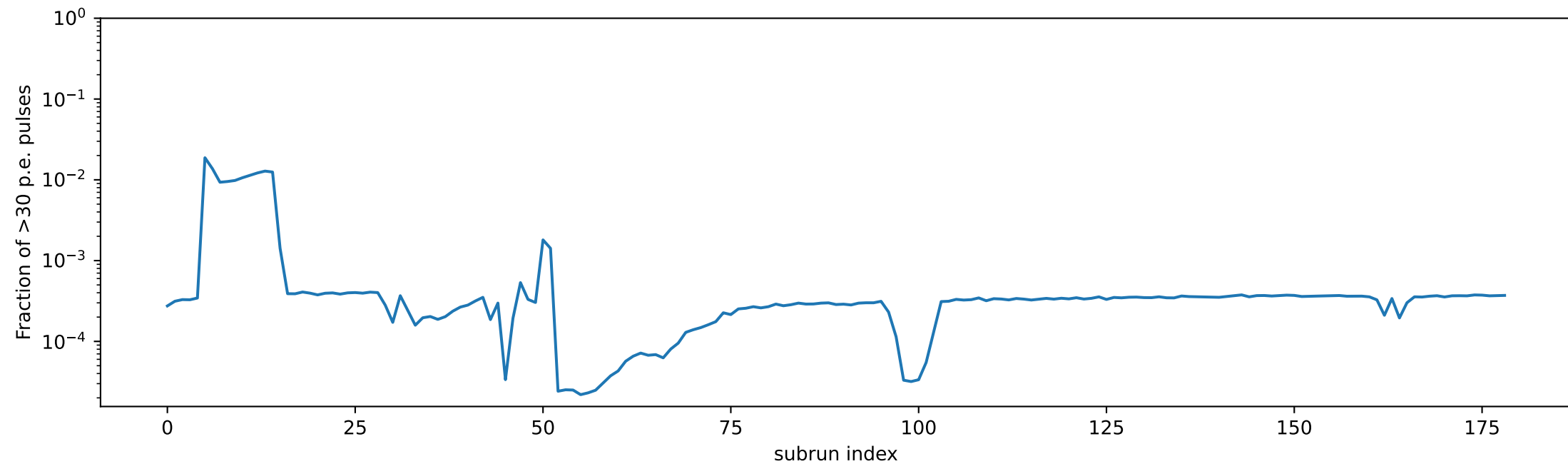
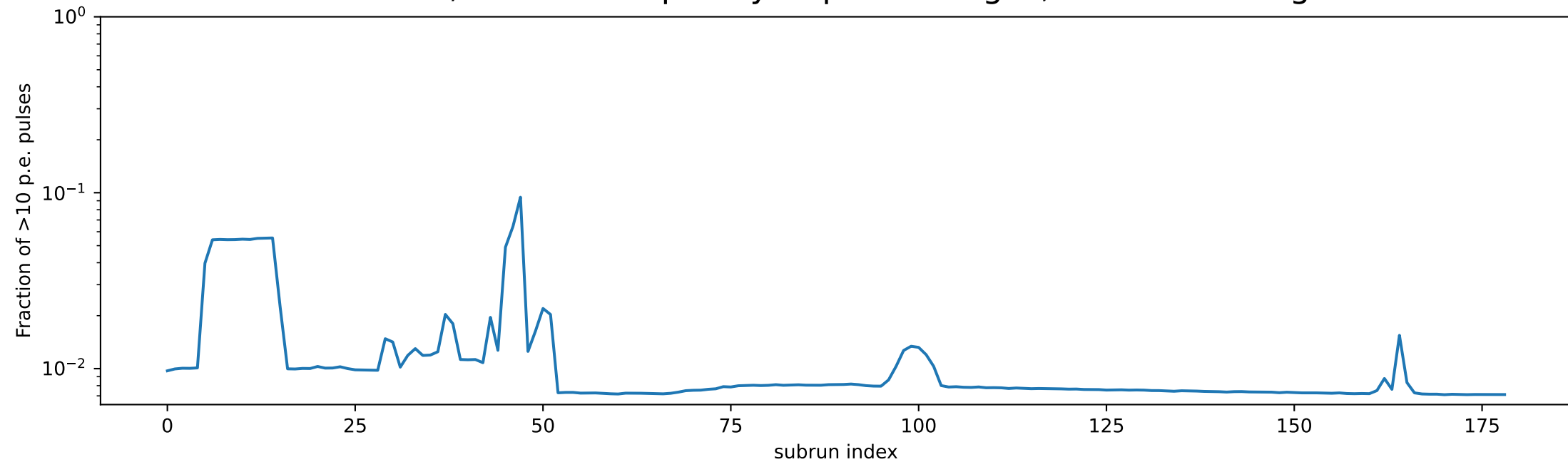
Fraction of >300 p.e. pulses



Fraction of >1000 p.e. pulses

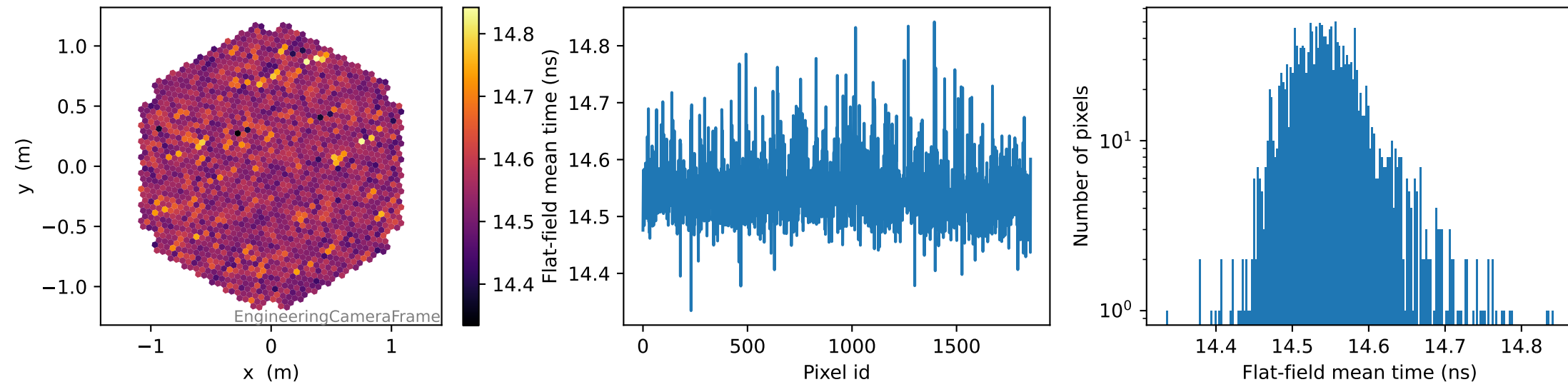


COSMICS, relative frequency of pixel charges, camera averages

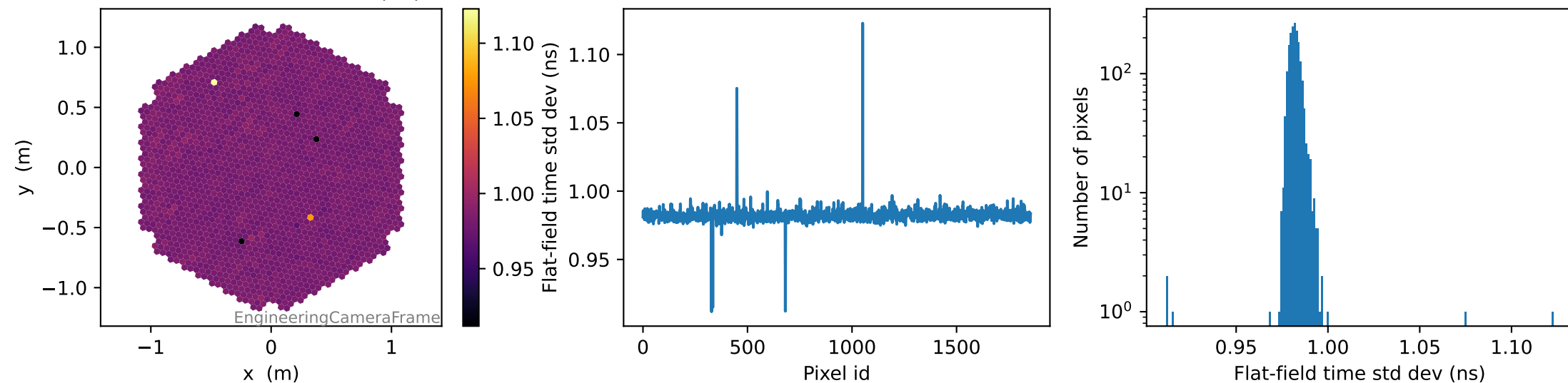


FLATFIELD, pixel-wise pulse time info

Flat-field mean time (ns)

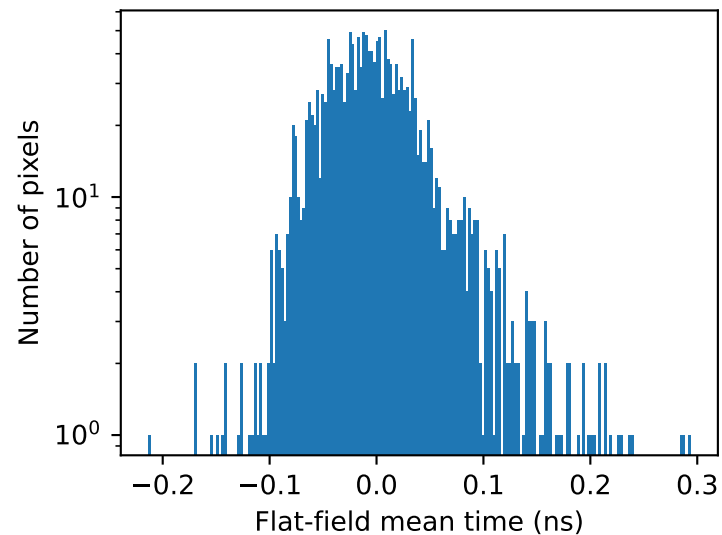
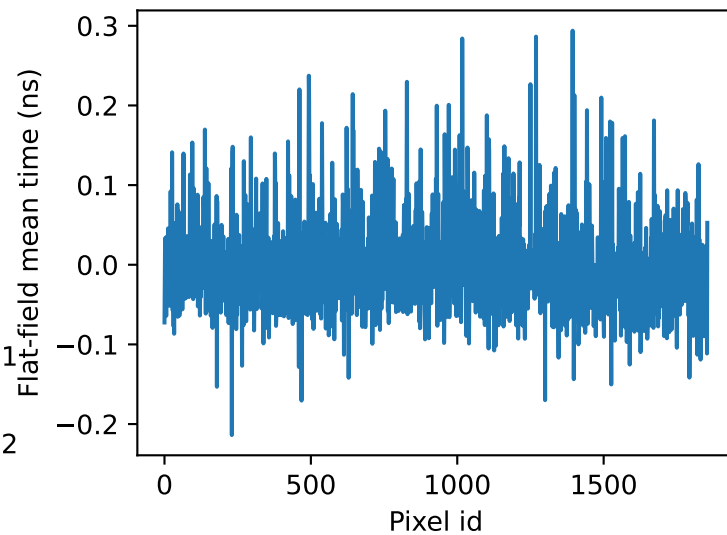
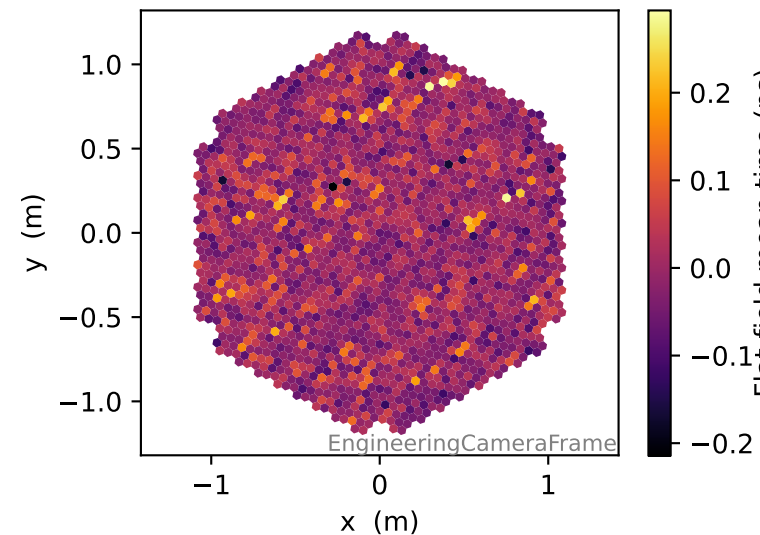


Flat-field time std dev (ns)

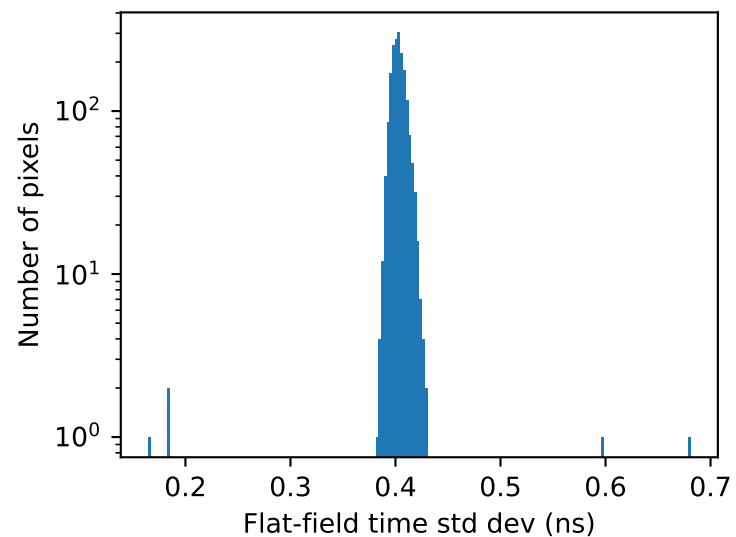
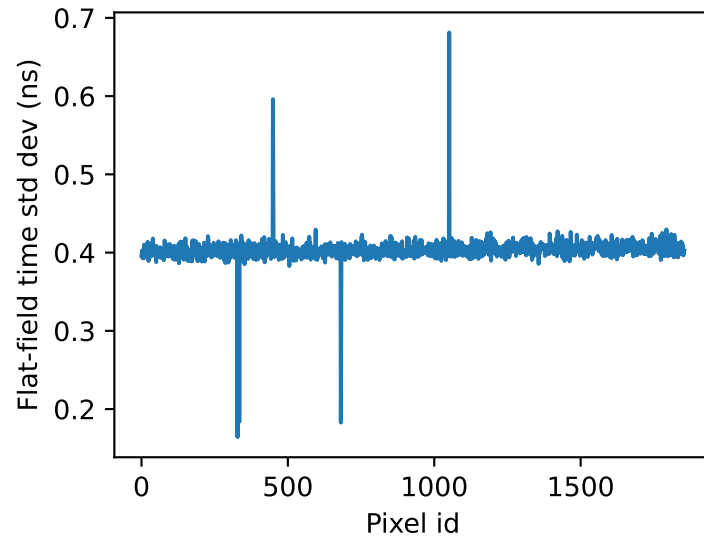
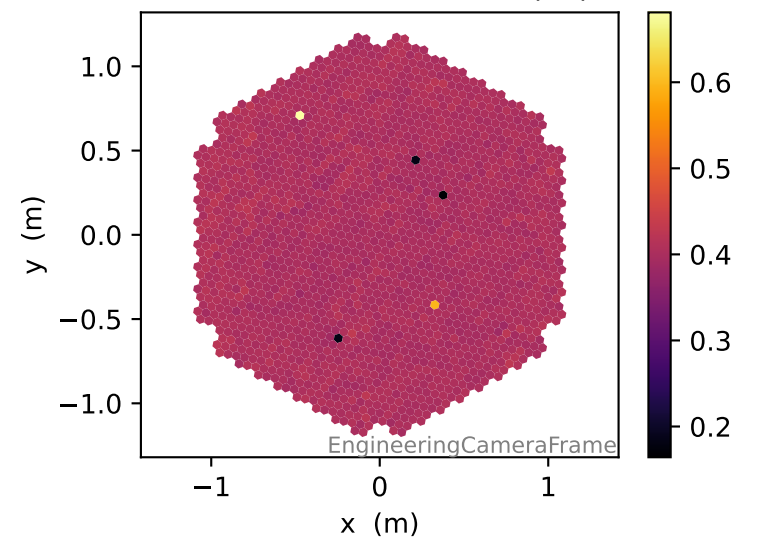


FLATFIELD, pixel-wise pulse time relative to camera mean

Flat-field mean time (ns)

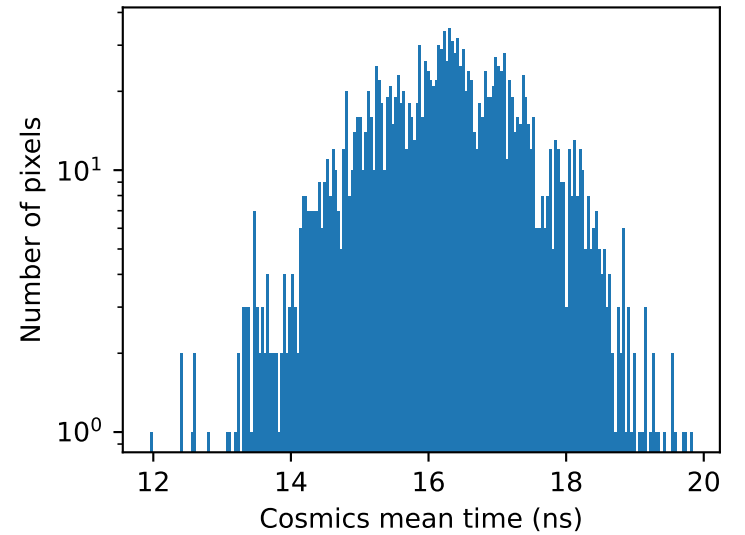
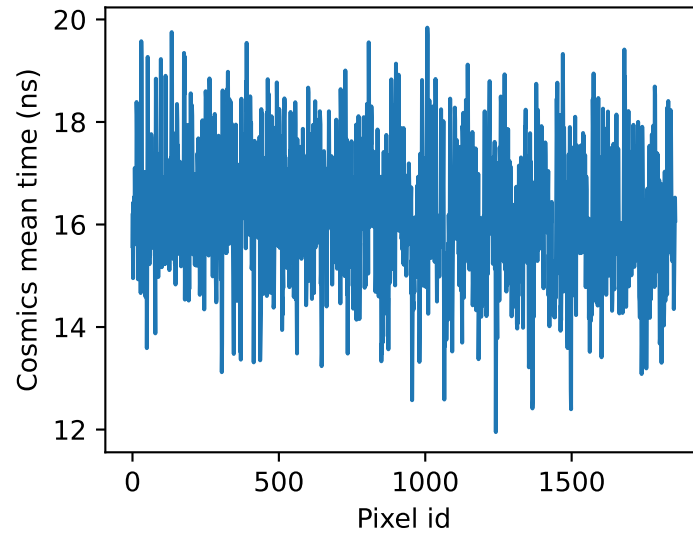
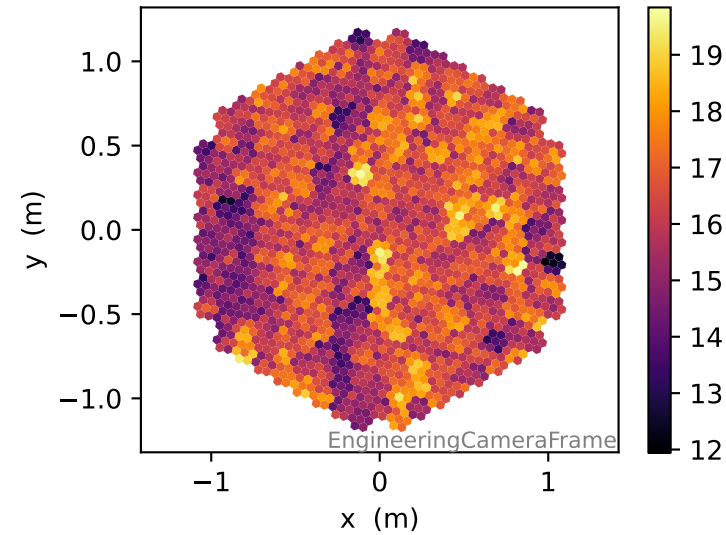


Flat-field time std dev (ns)

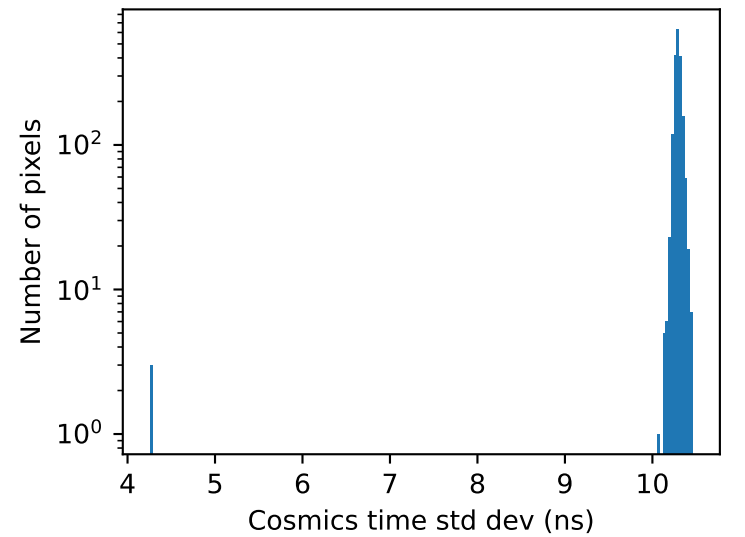
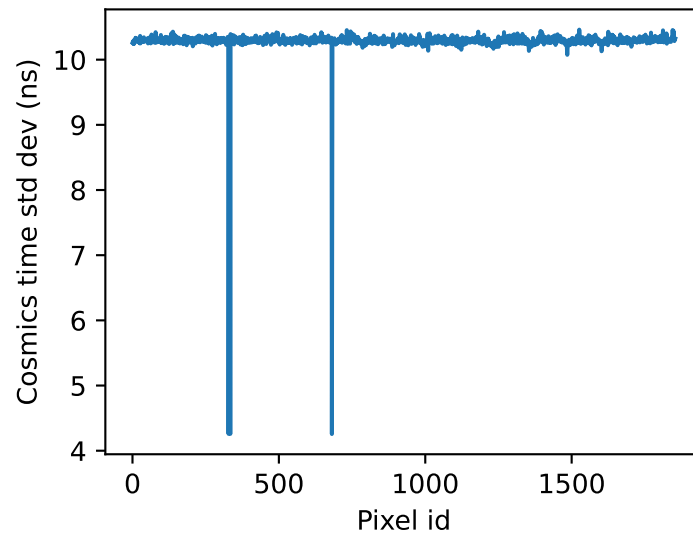
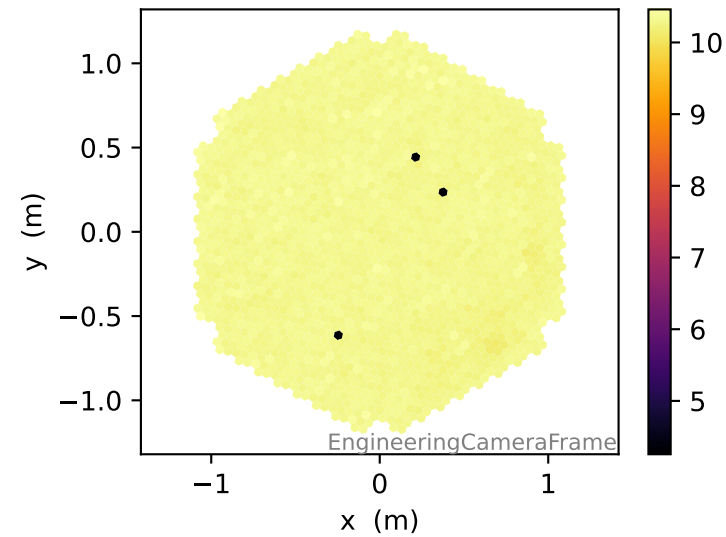


COSMICS, pixel-wise pulse time info for pixel charge > 1 p.e.

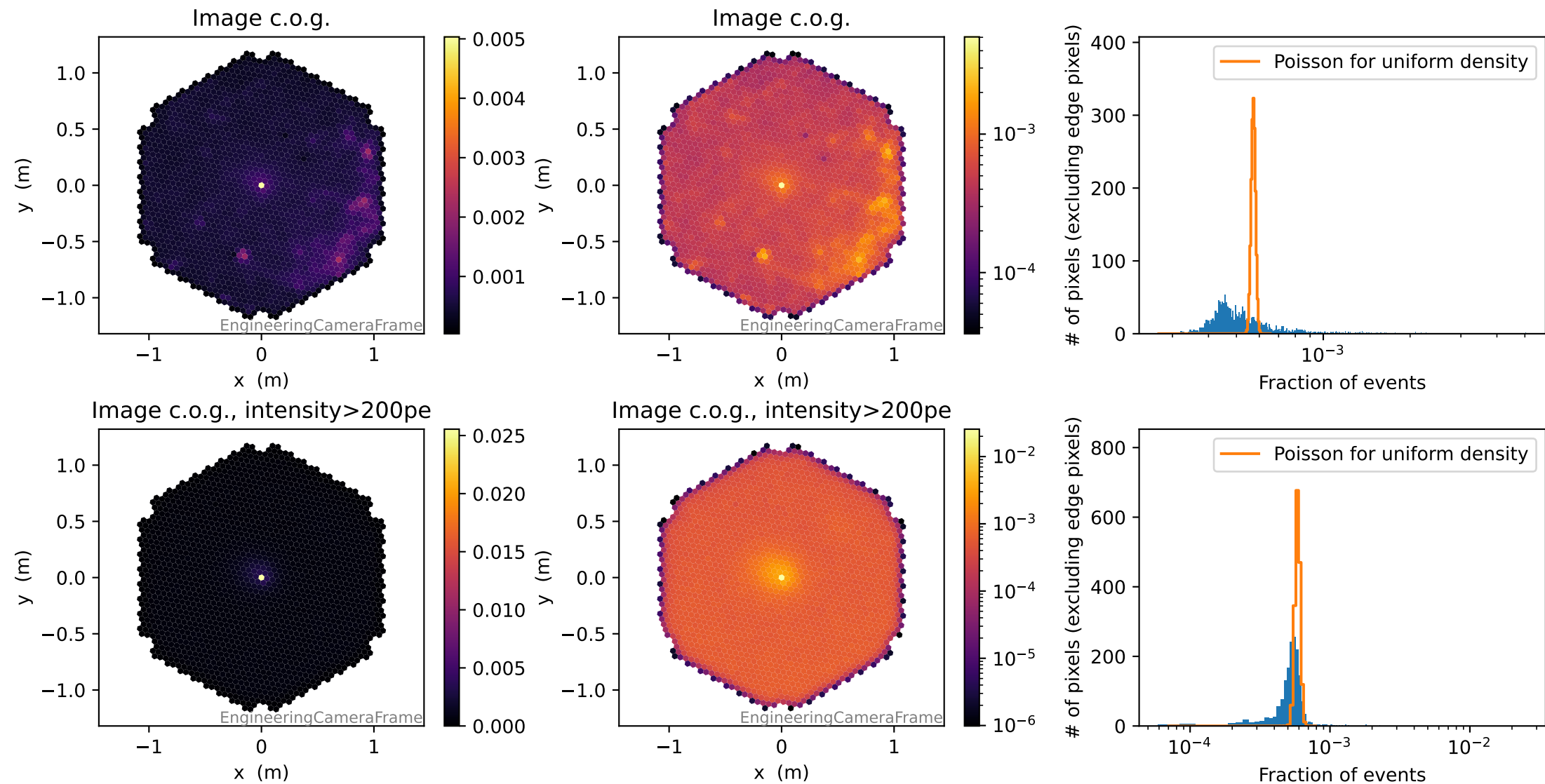
Cosmics mean time (ns)



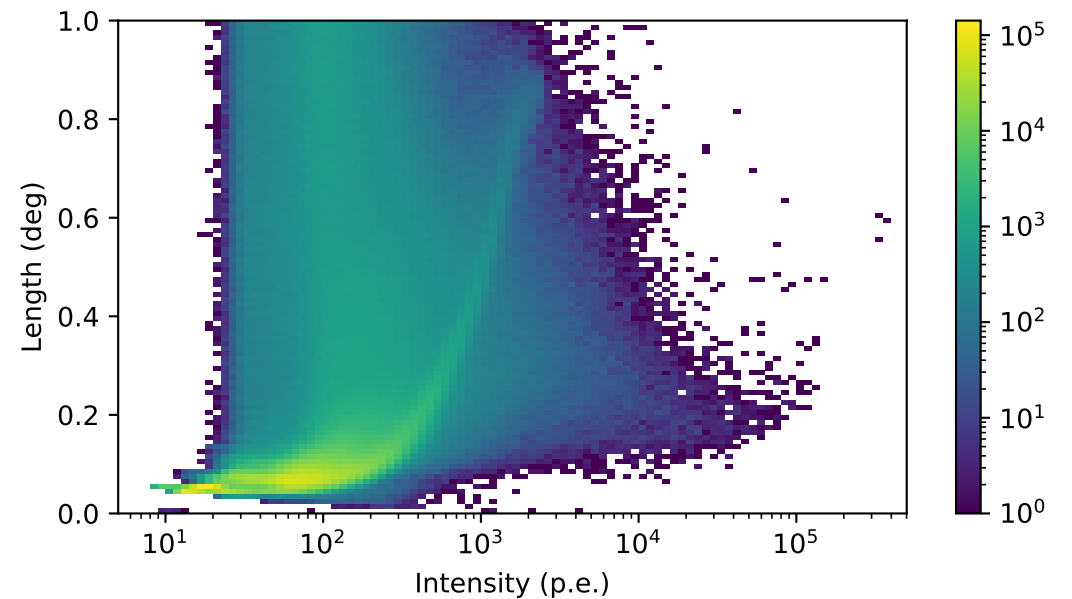
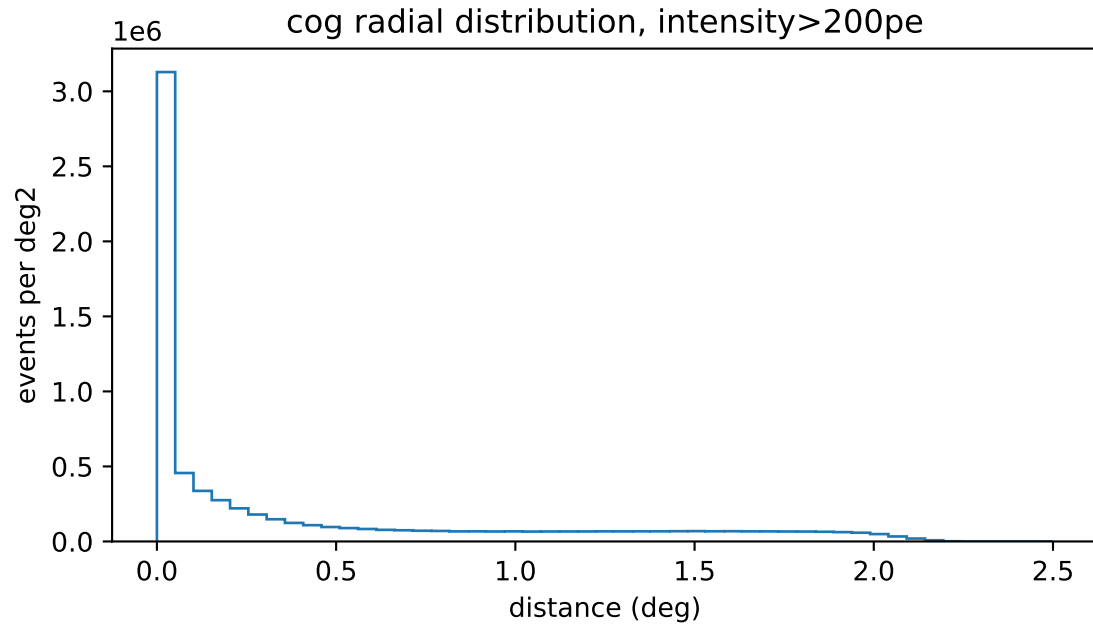
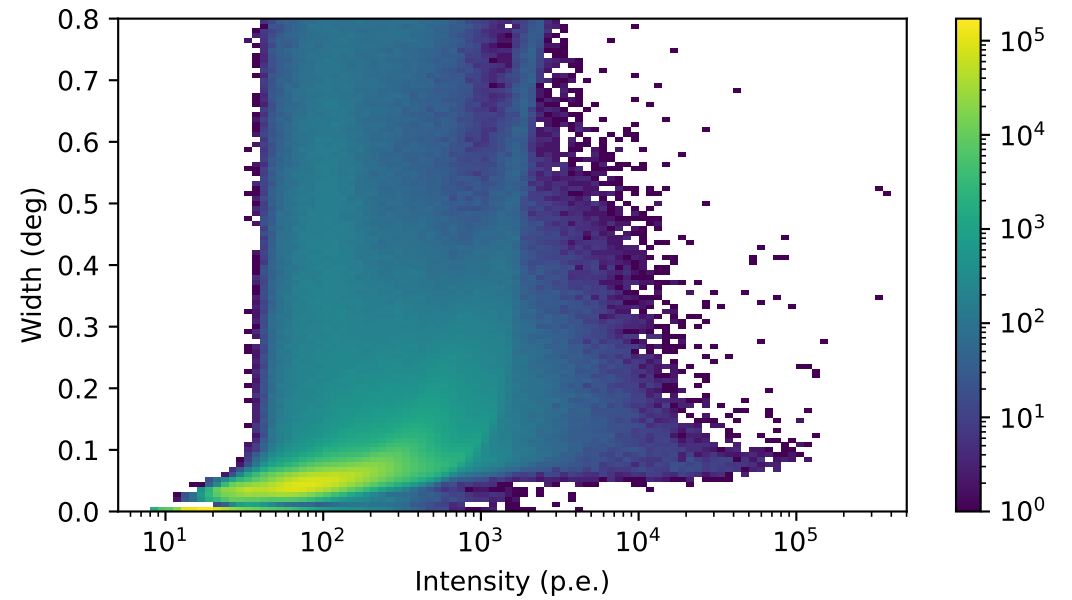
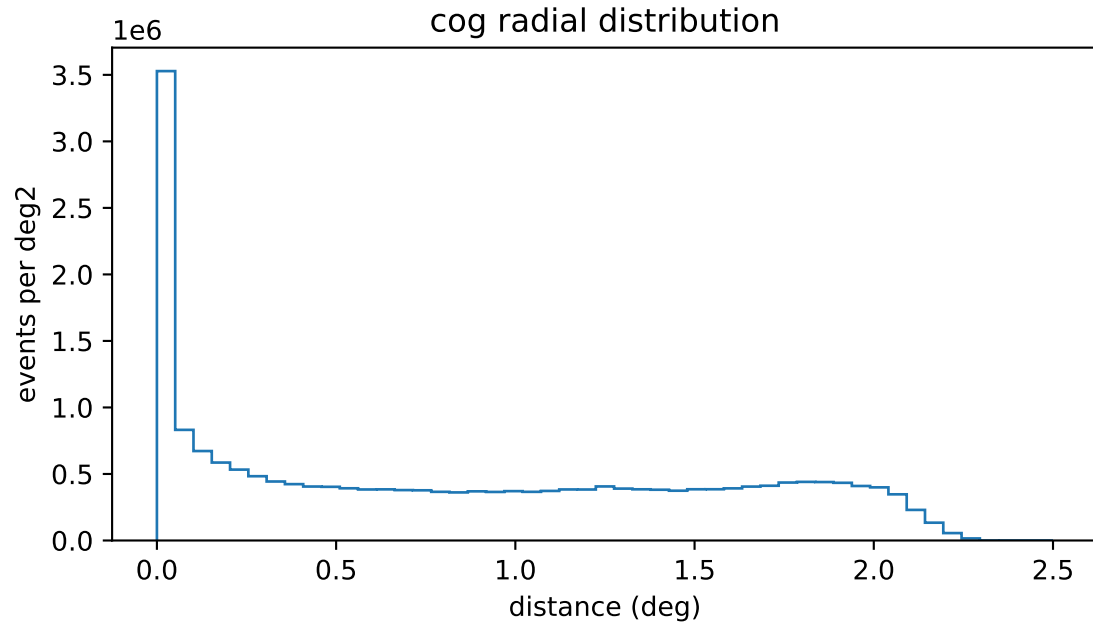
Cosmics time std dev (ns)



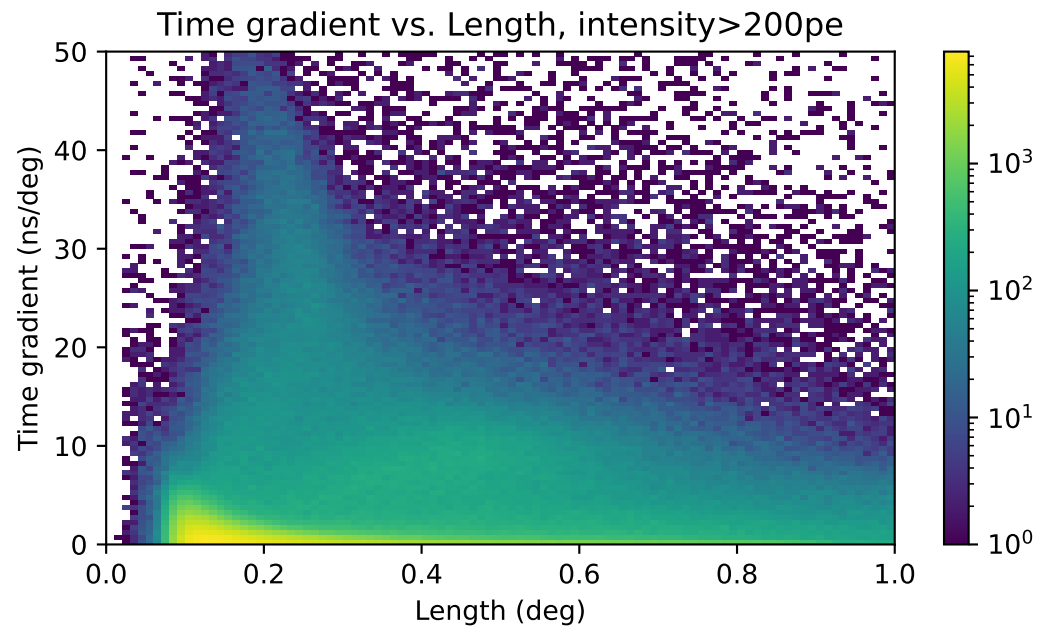
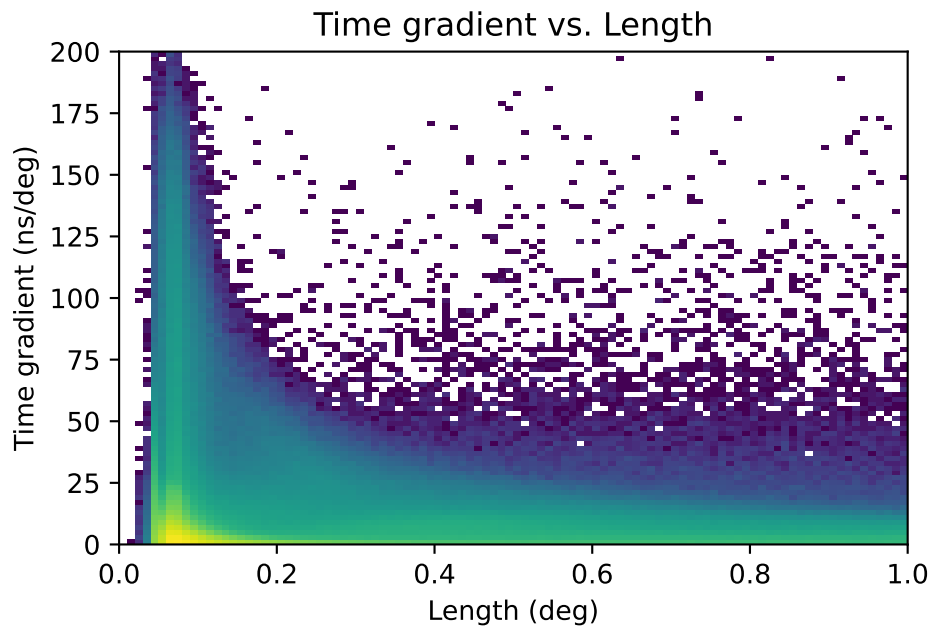
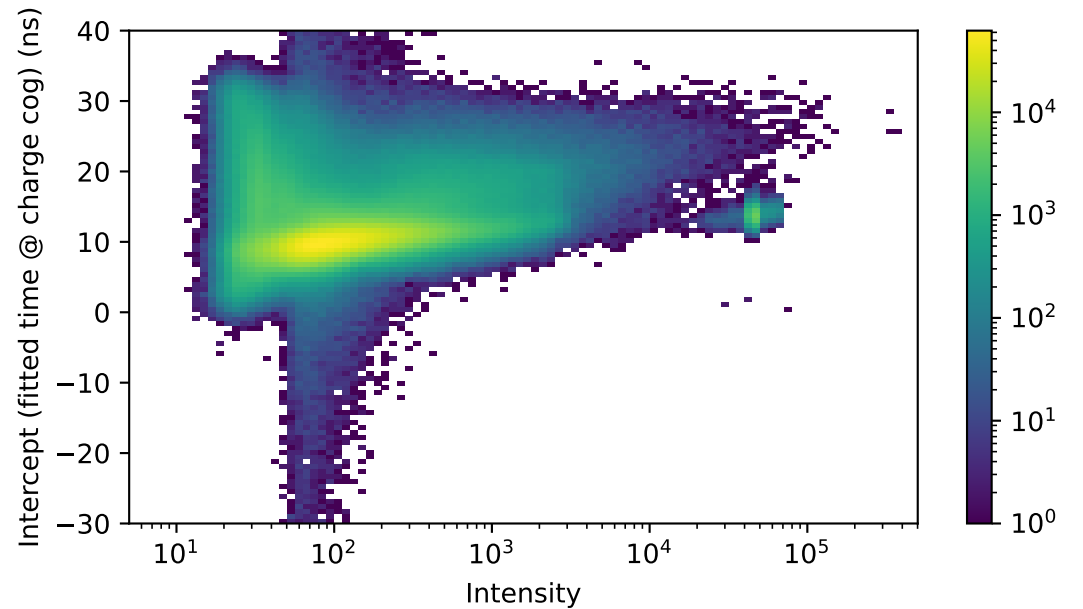
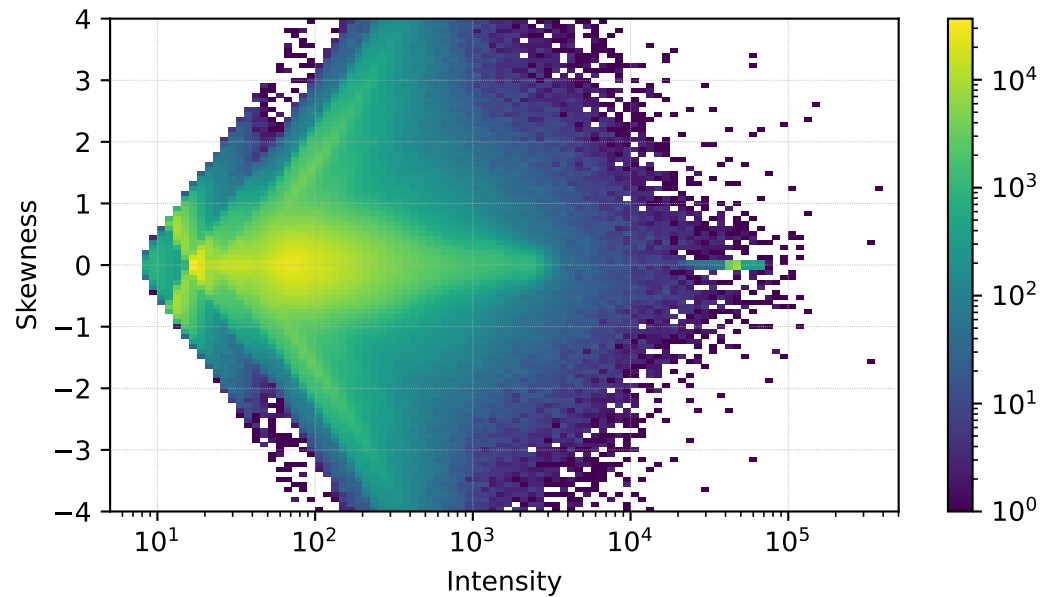
COSMICS, image c.o.g. position



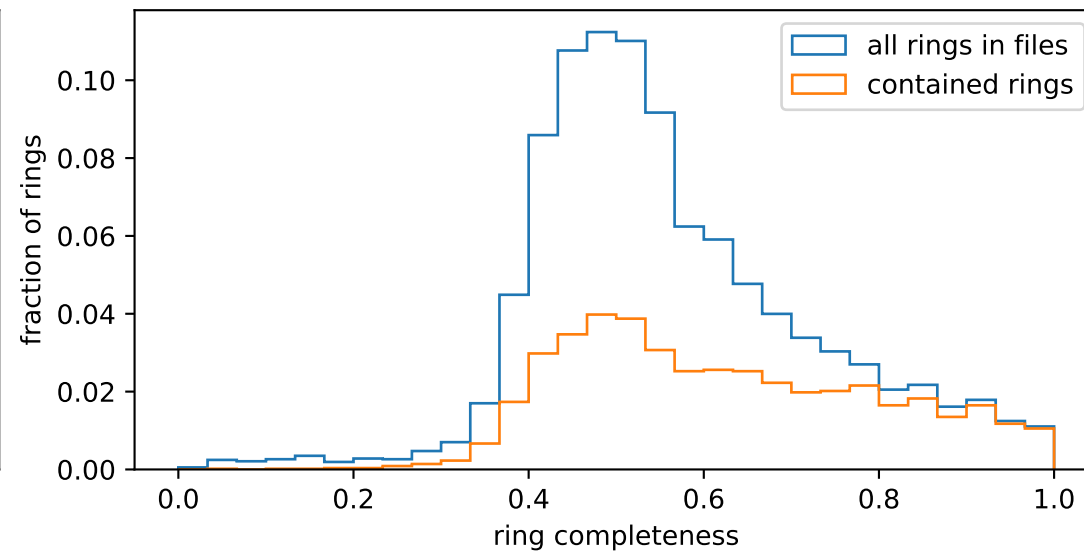
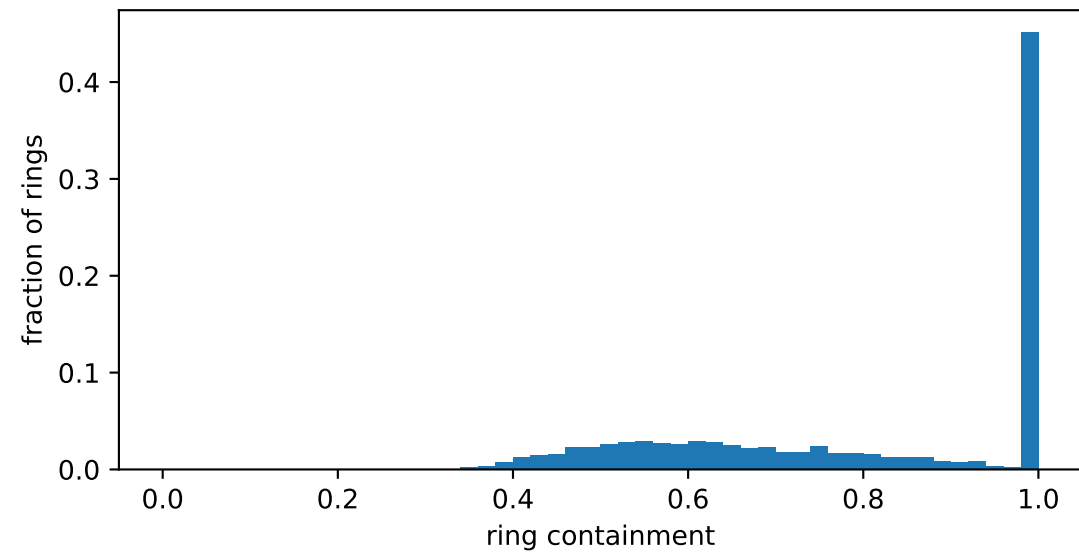
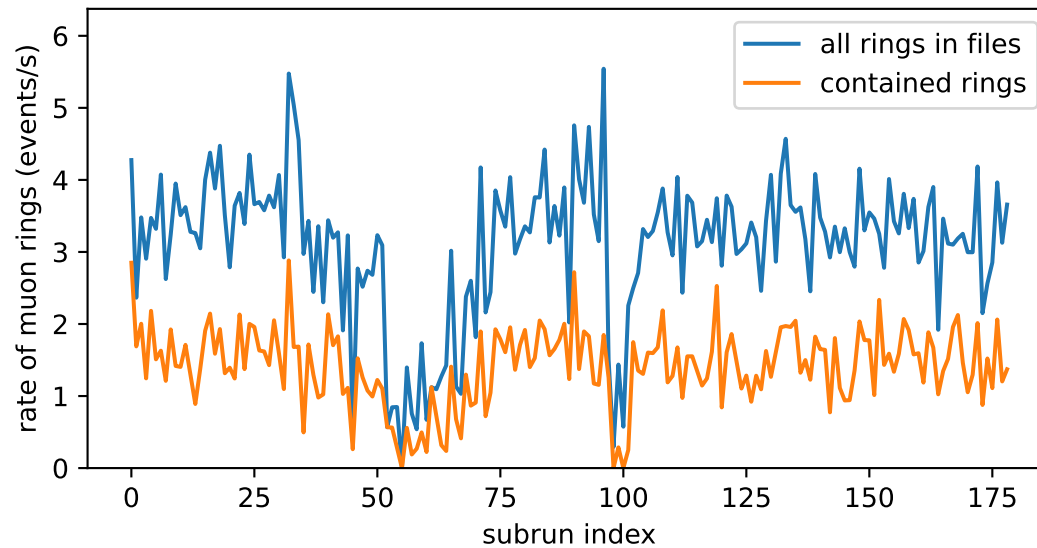
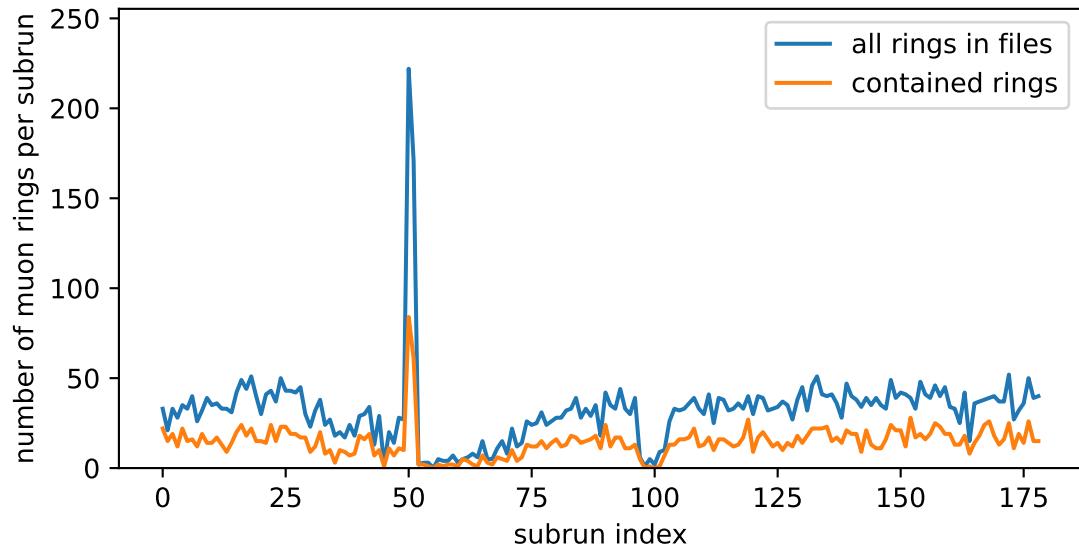
COSMICS, image parameters



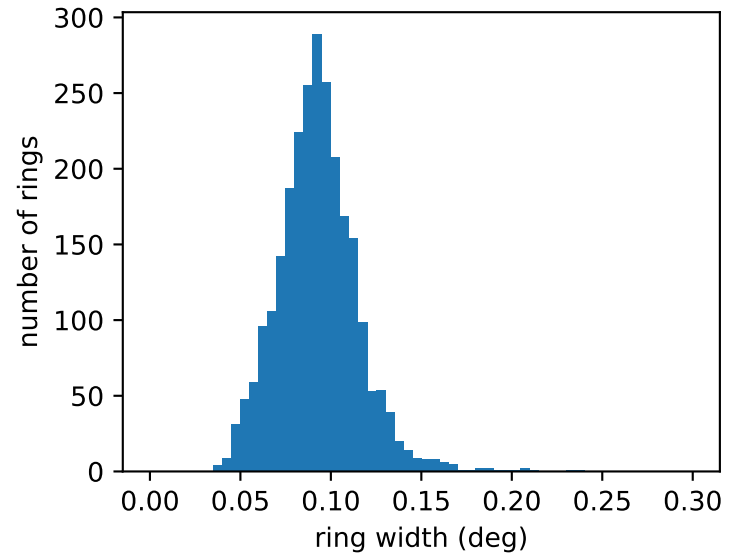
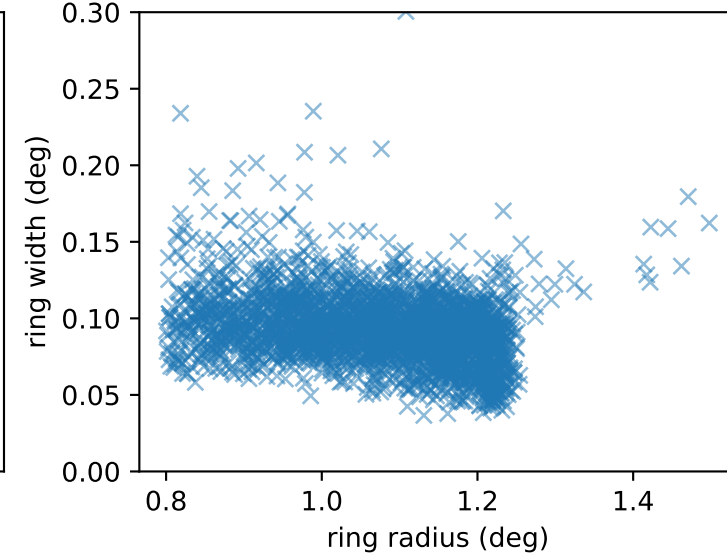
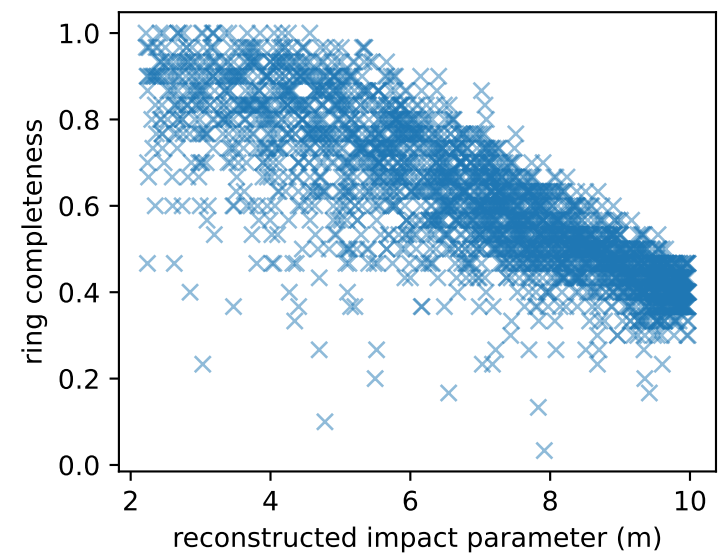
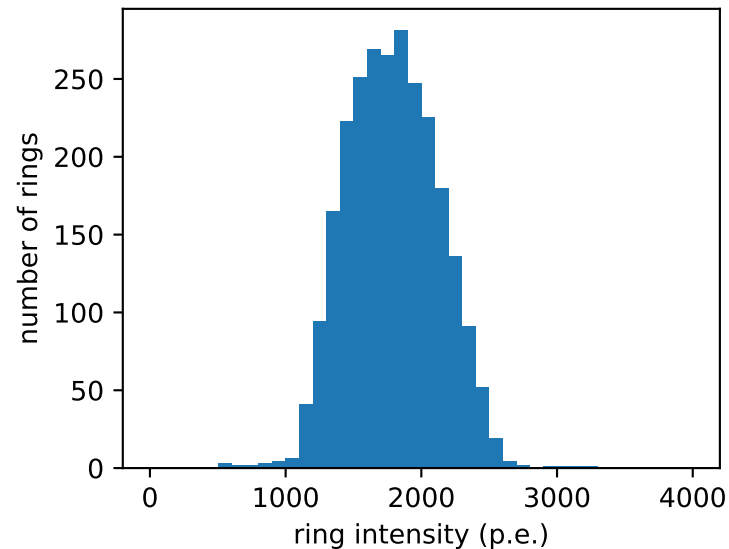
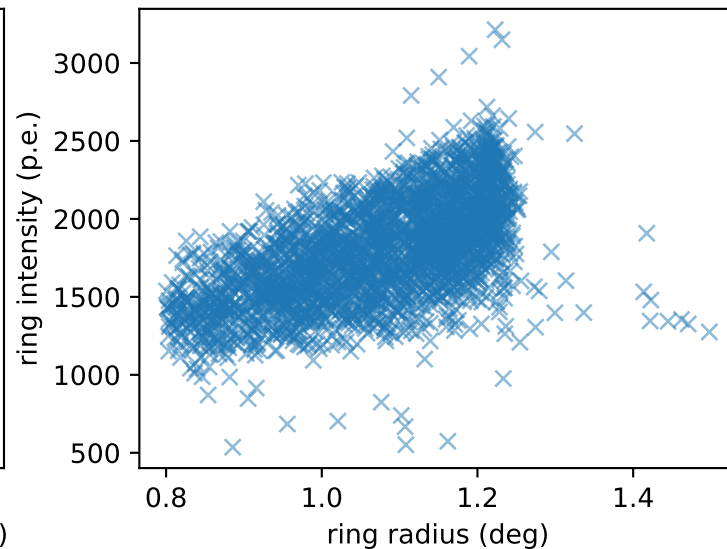
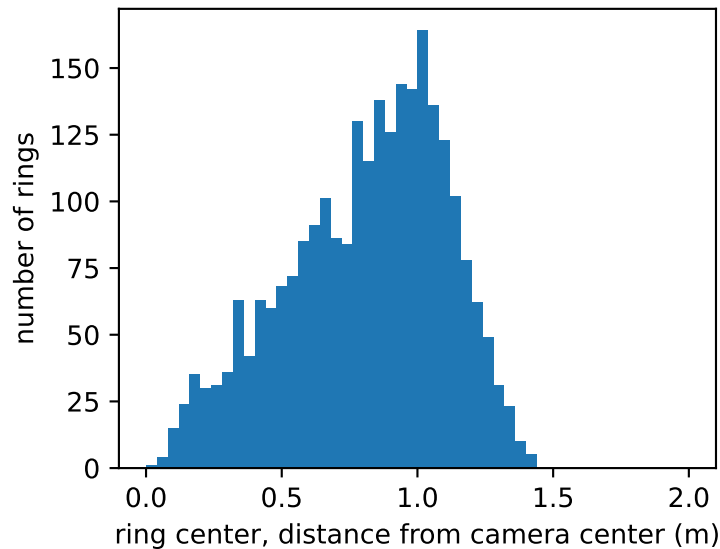
COSMICS, image parameters



MUON RINGS



MUON RINGS with containment = 1



MUON RINGS with containment = 1

