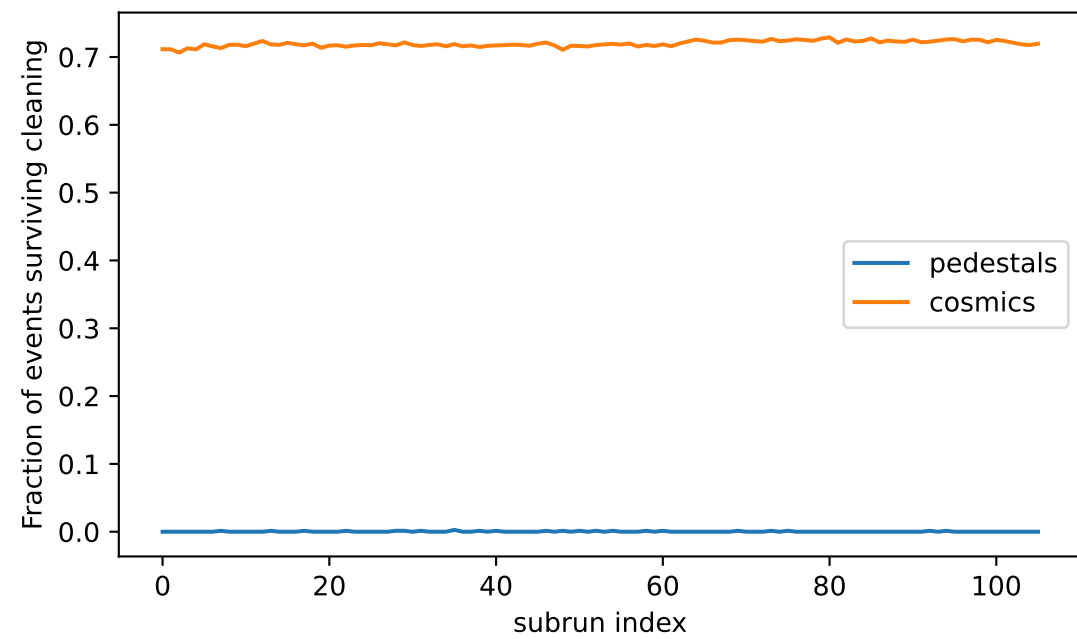
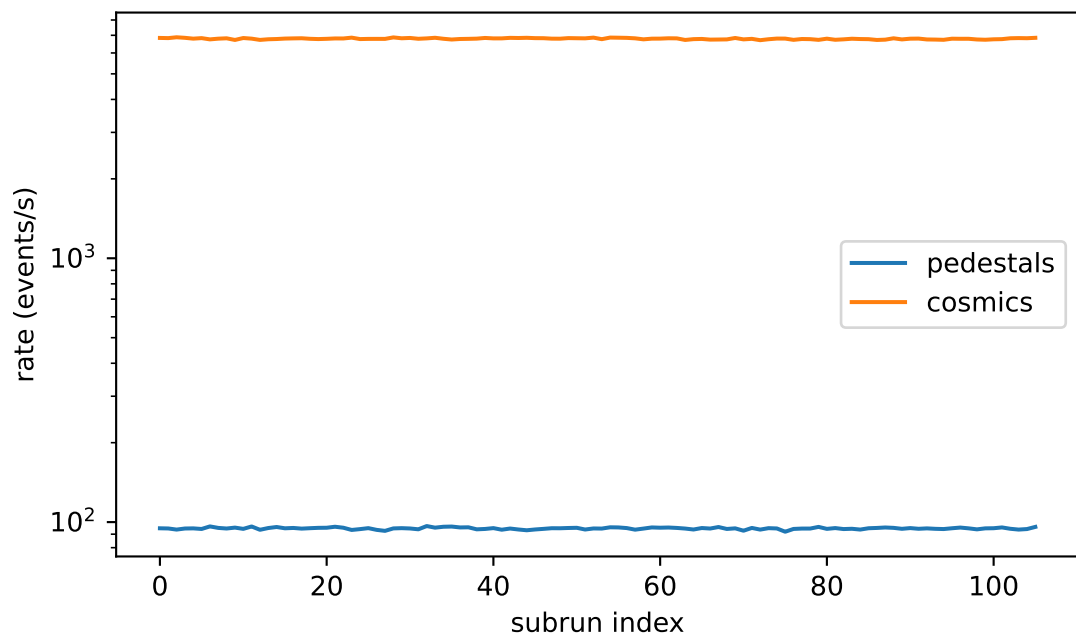
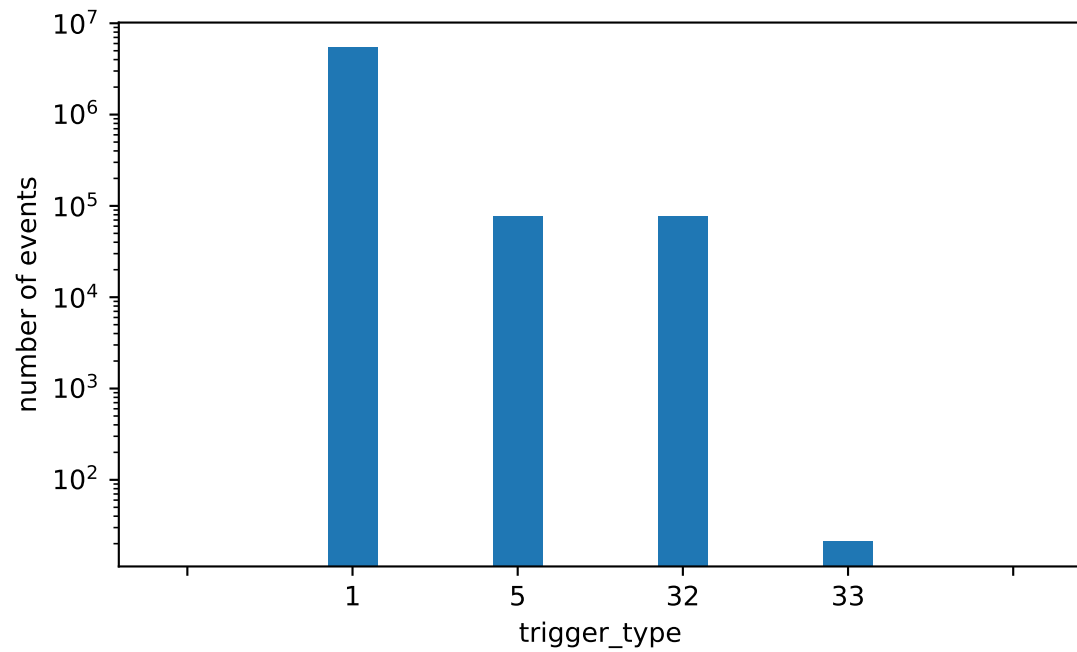
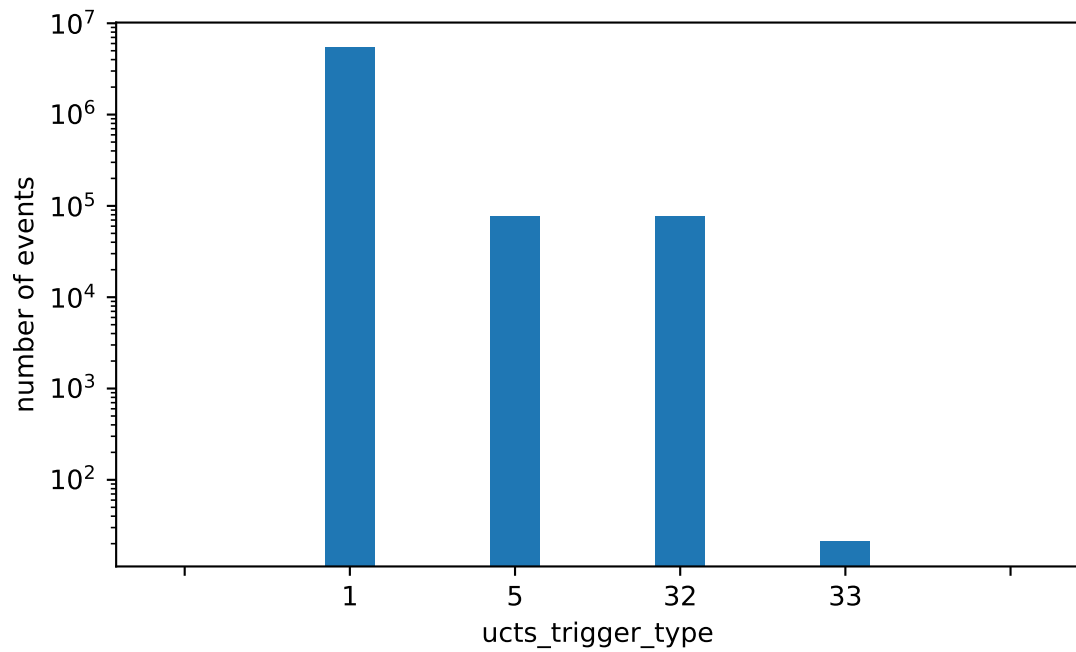
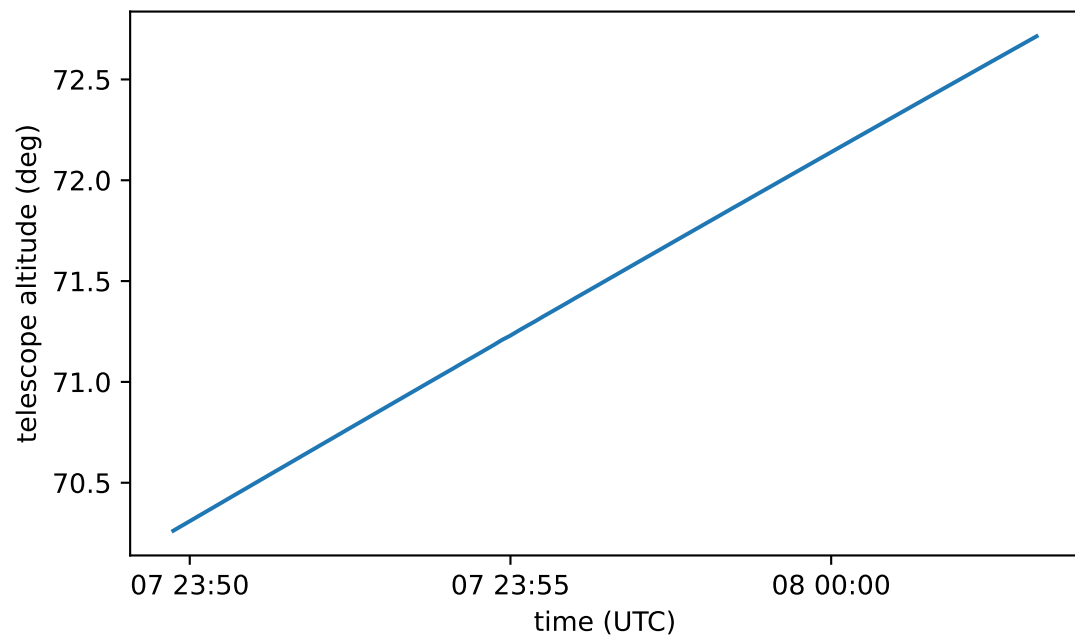
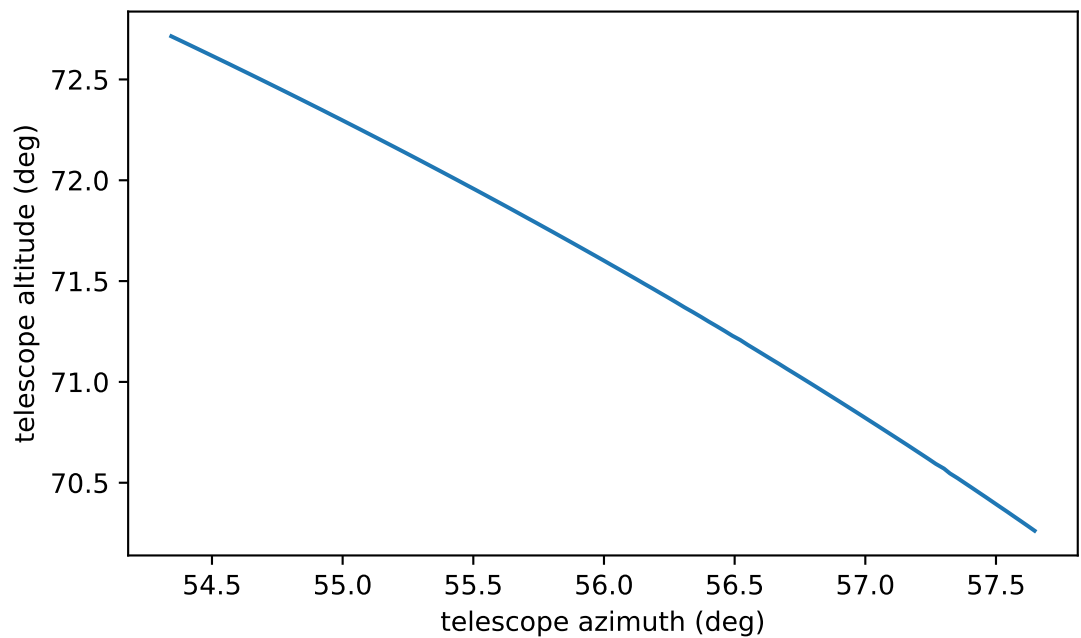
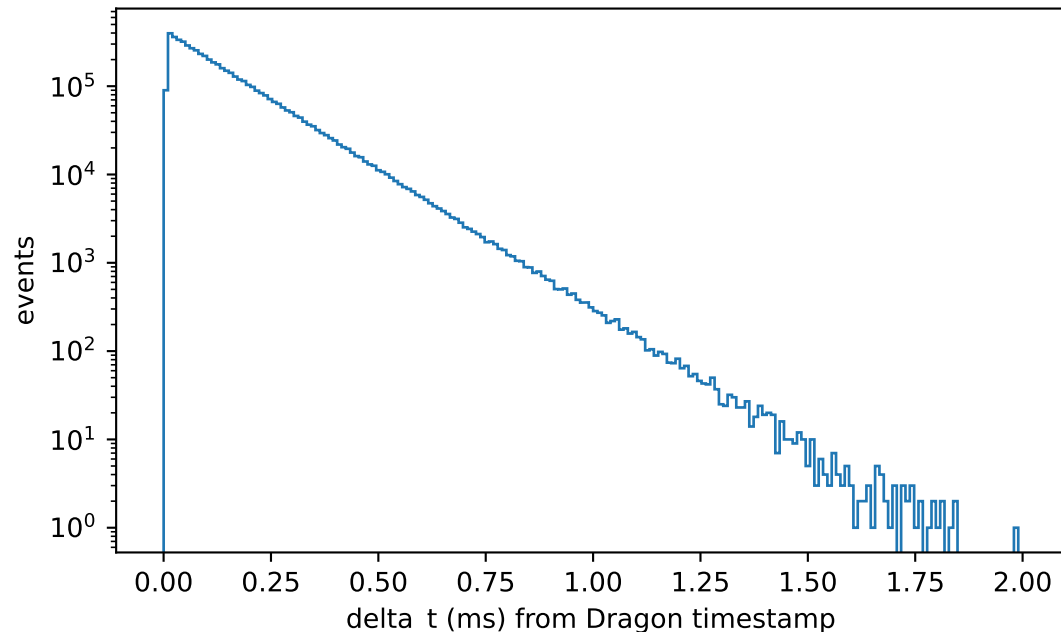
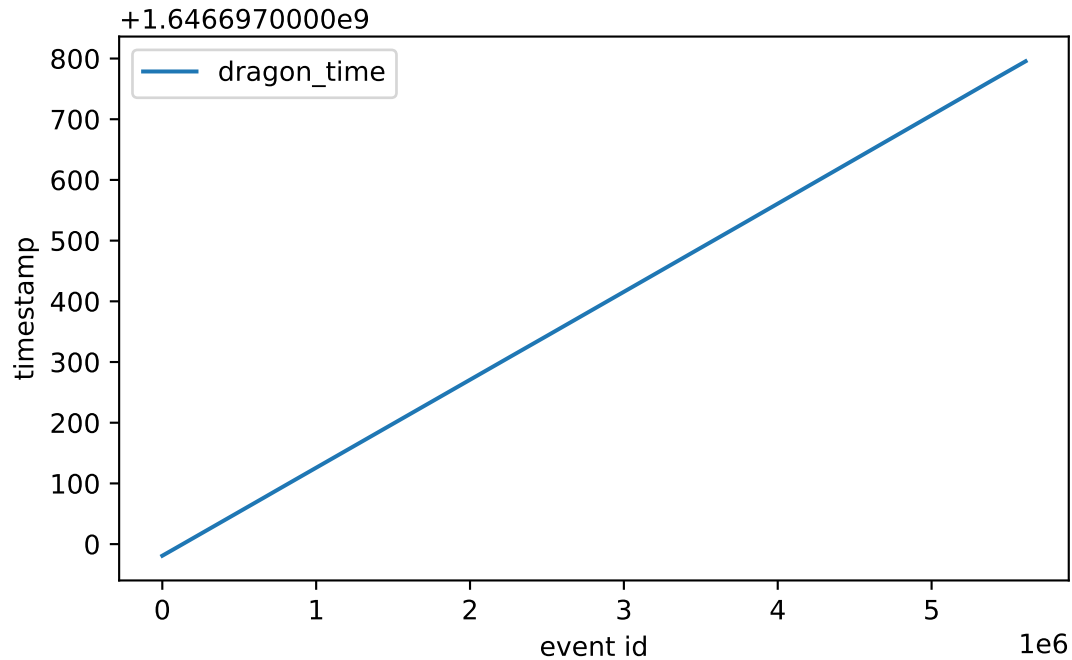


datacheck\_dl1\_LST-1.Run07323.h5

First shower event UTC:

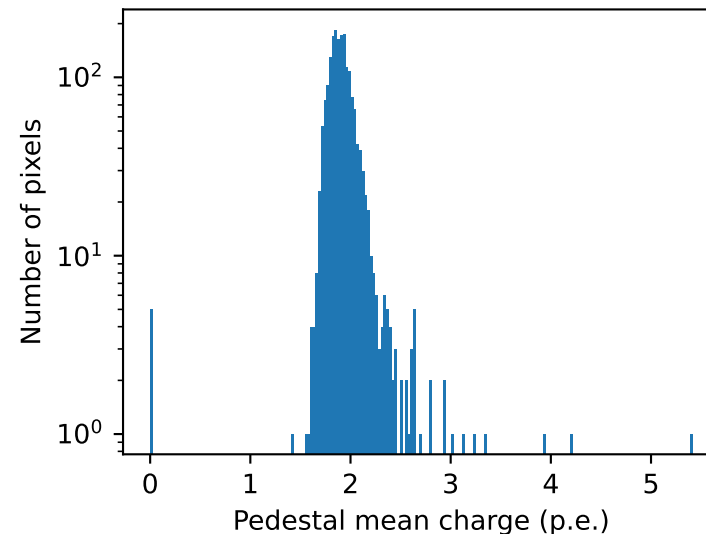
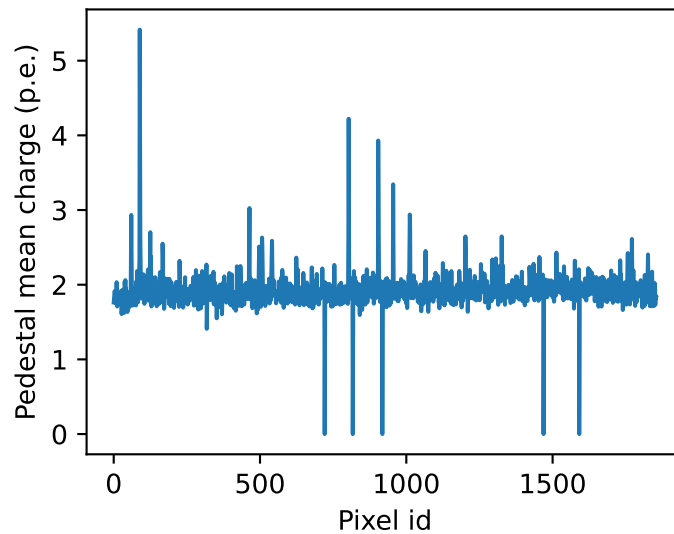
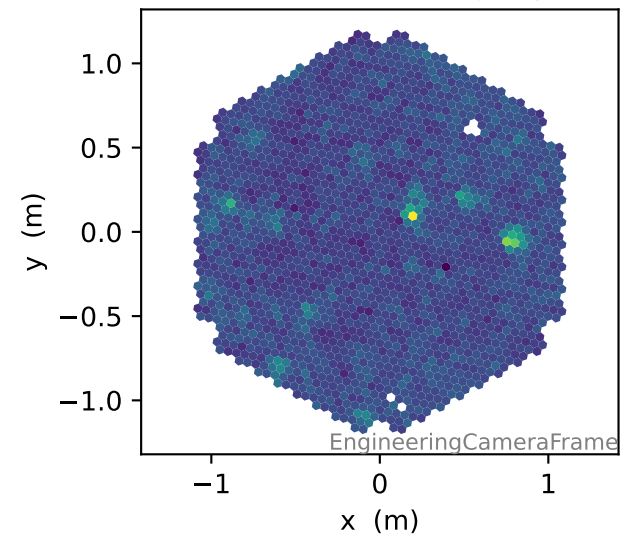
(from Dragon time): 2022-03-07 23:49:40.875180



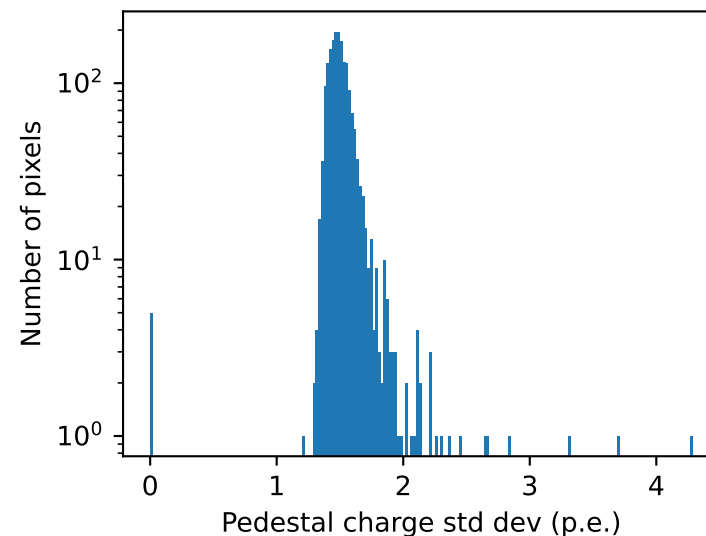
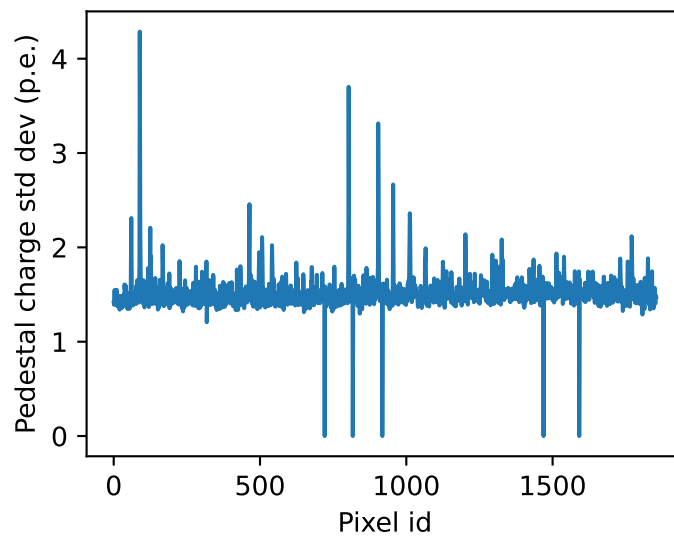
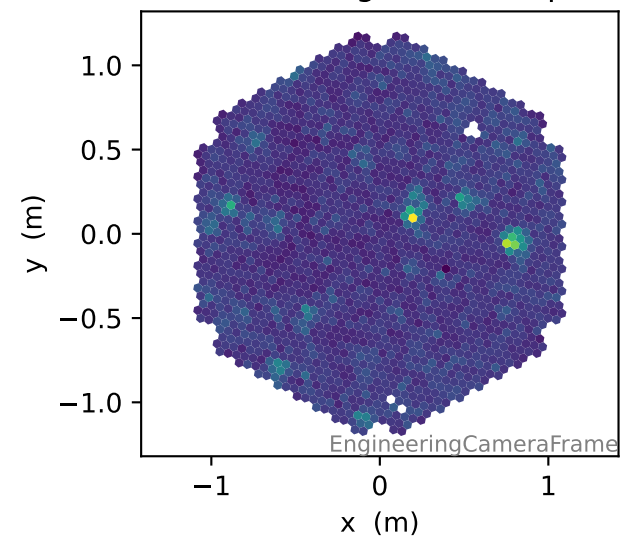


# PEDESTALS, pixel-wise charge info

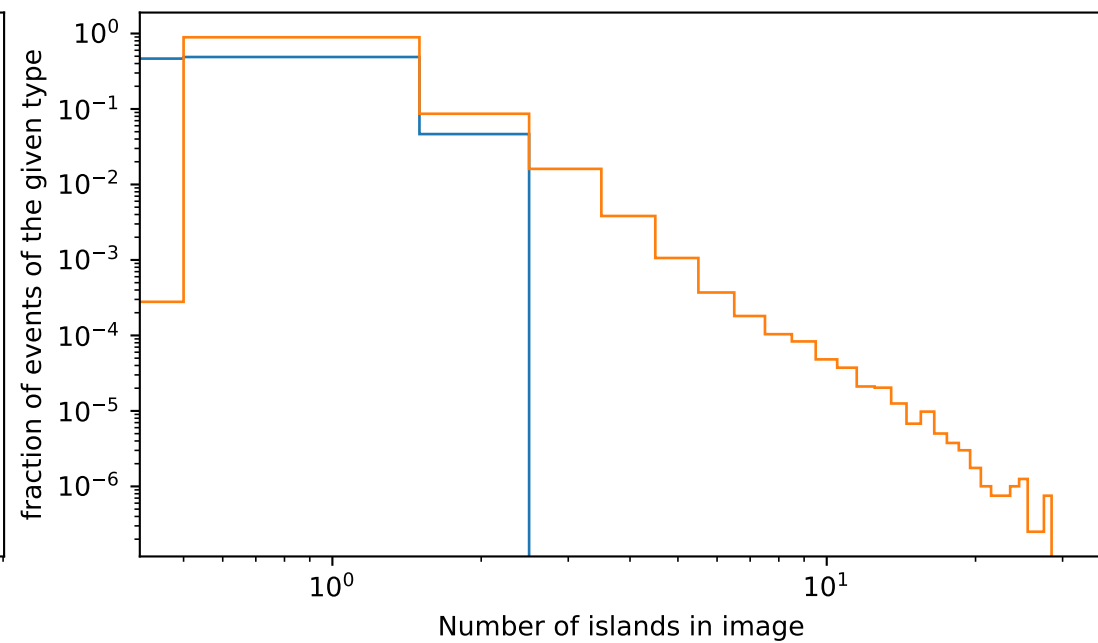
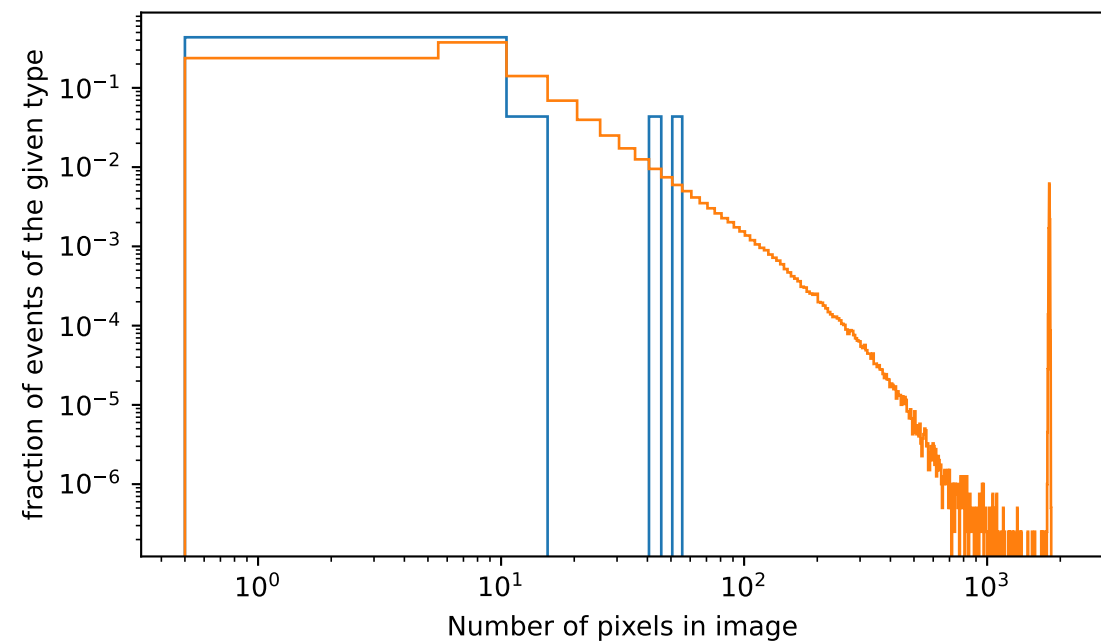
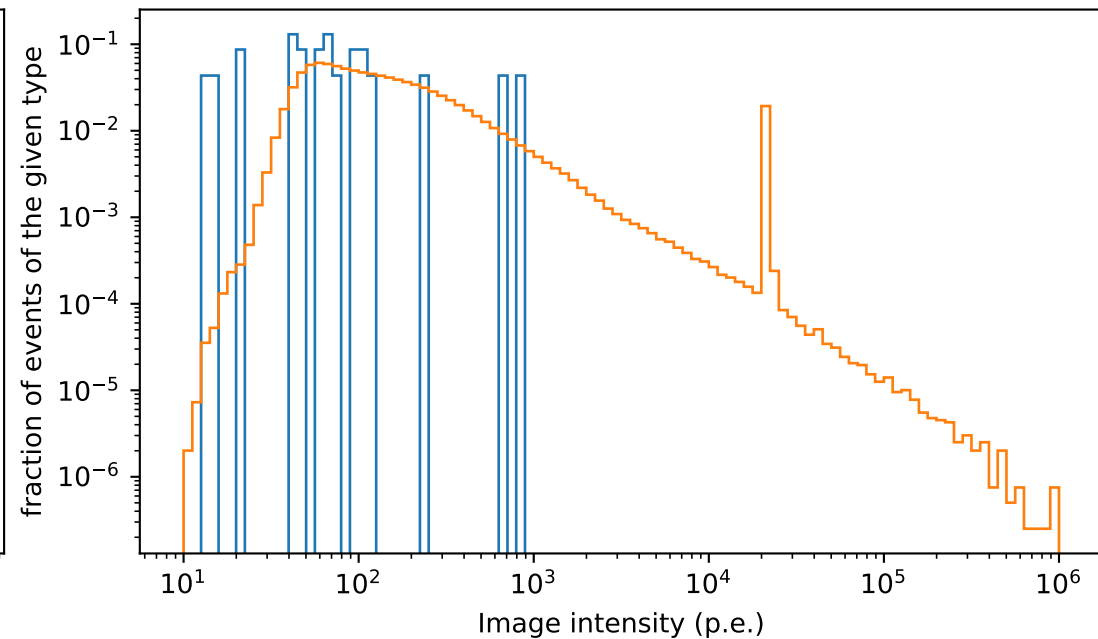
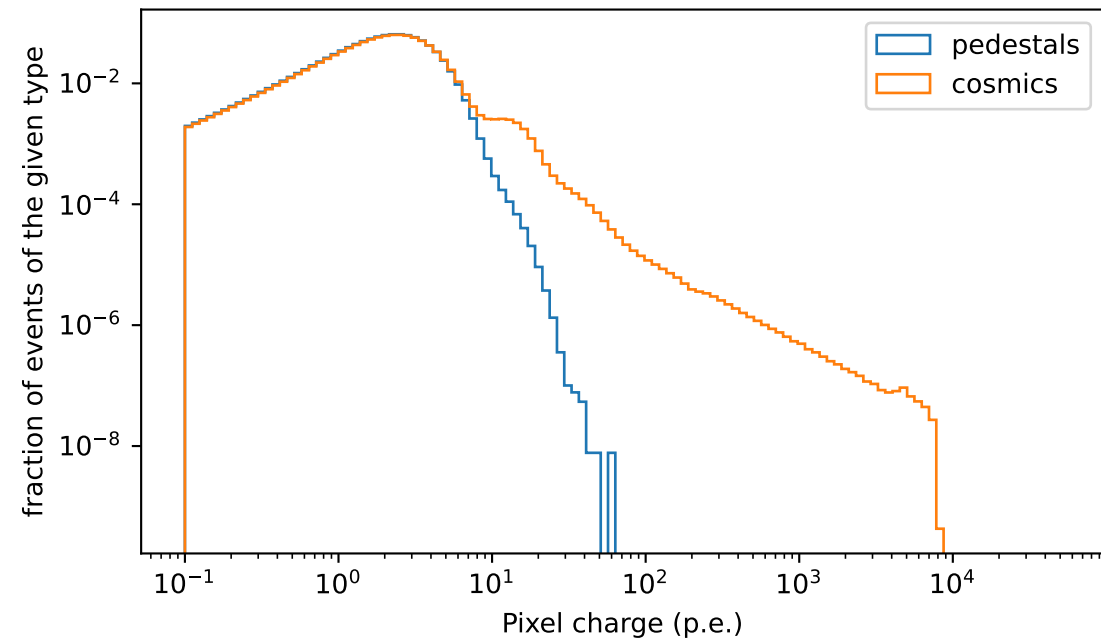
### Pedestal mean charge (p.e.)



### Pedestal charge std dev (p.e.)

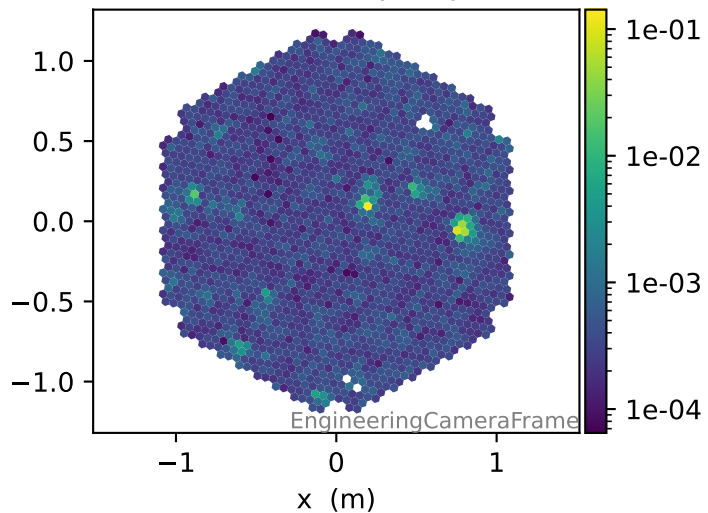


Sorry, no flatfield to plot here!

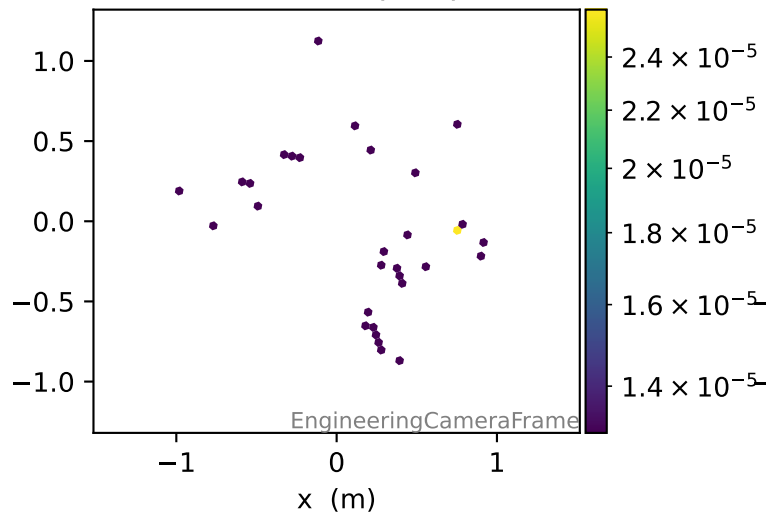


# PEDESTALS, relative frequency of pixel charges

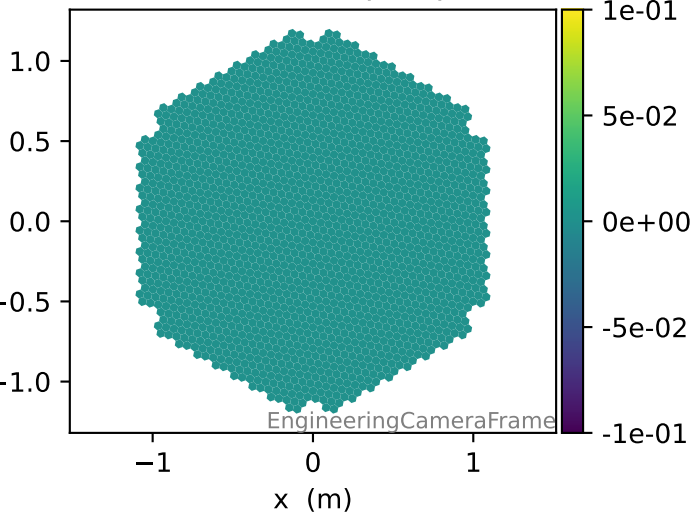
Fraction of >10 p.e. pulses



Fraction of >30 p.e. pulses



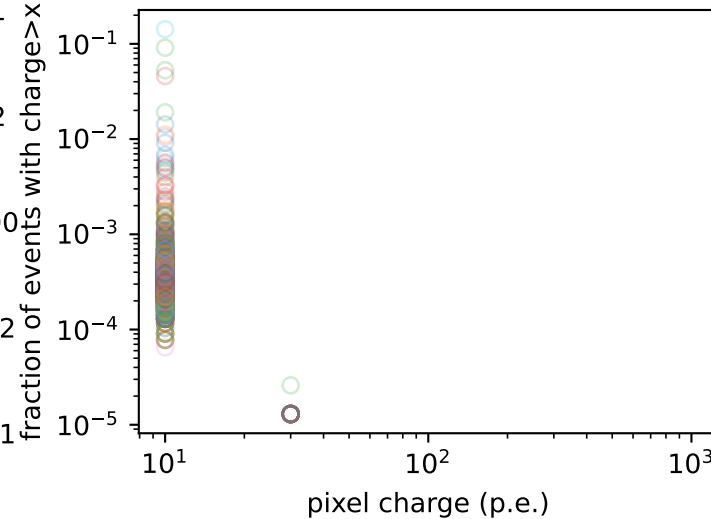
Fraction of >100 p.e. pulses



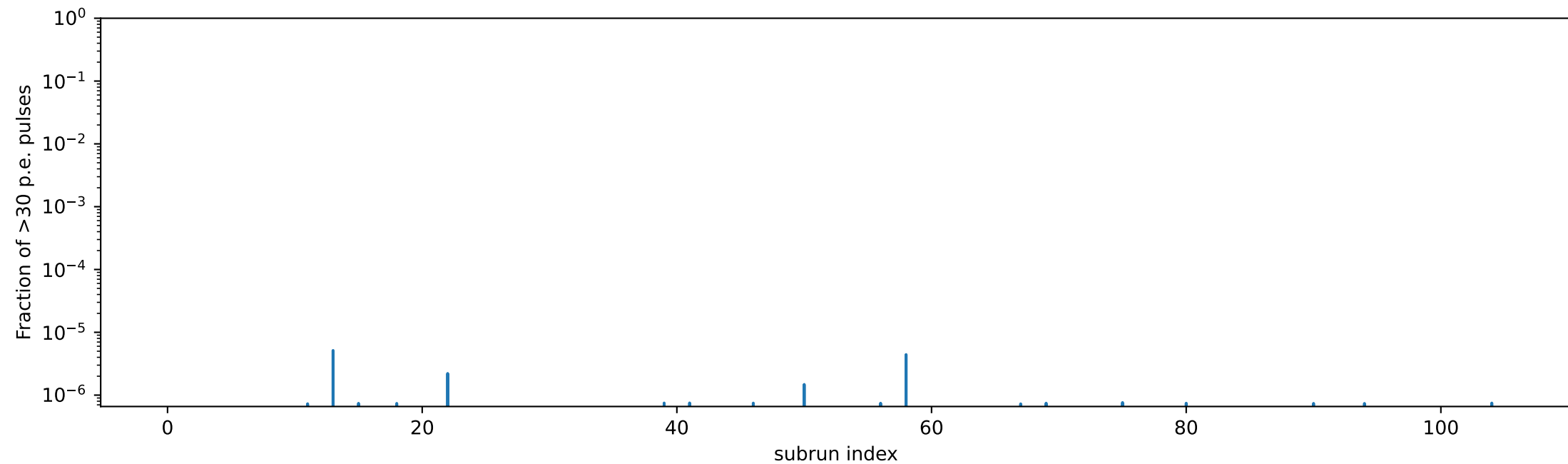
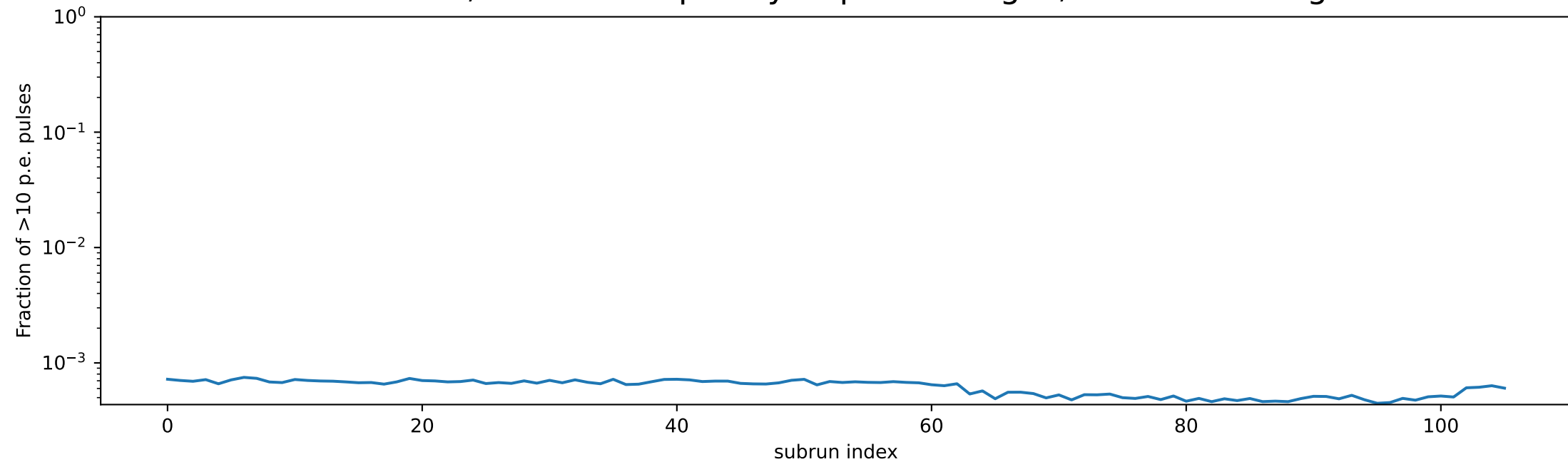
Fraction of >300 p.e. pulses



Fraction of >1000 p.e. pulses



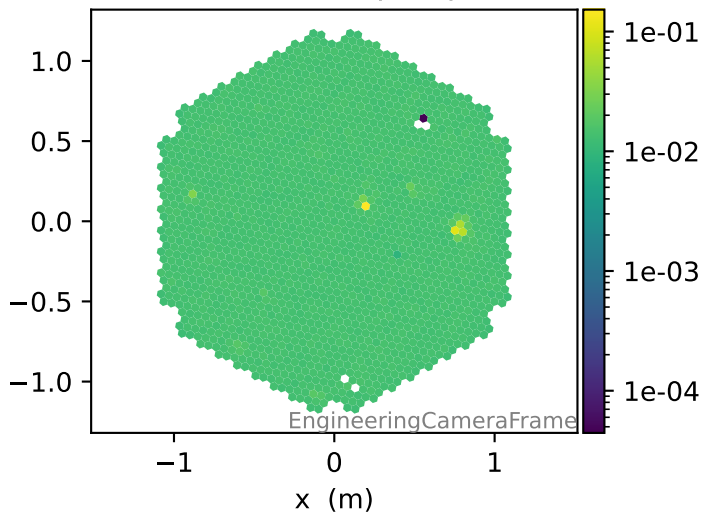
# PEDESTALS, relative frequency of pixel charges, camera averages



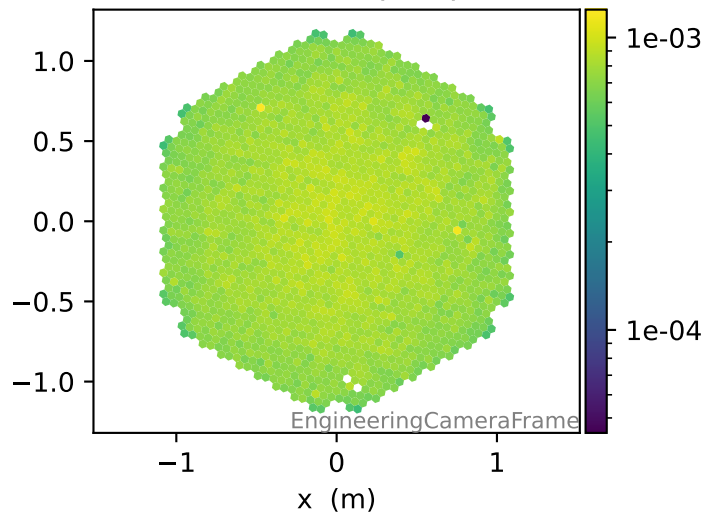


# COSMICS, relative frequency of pixel charges

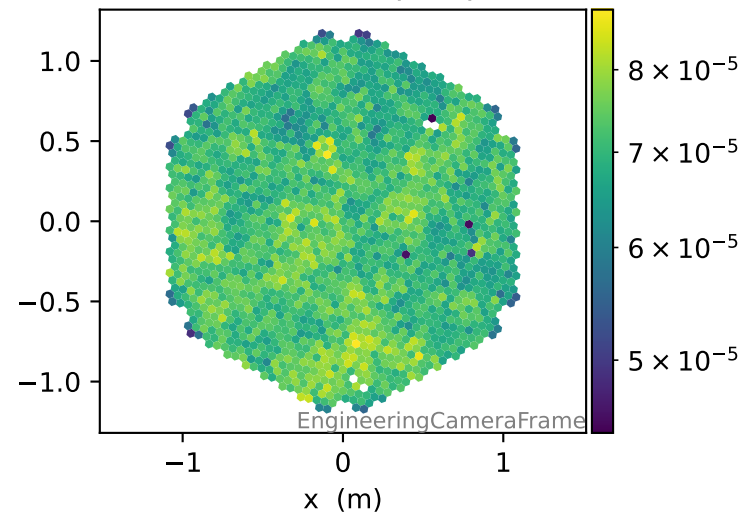
Fraction of  $>10$  p.e. pulses



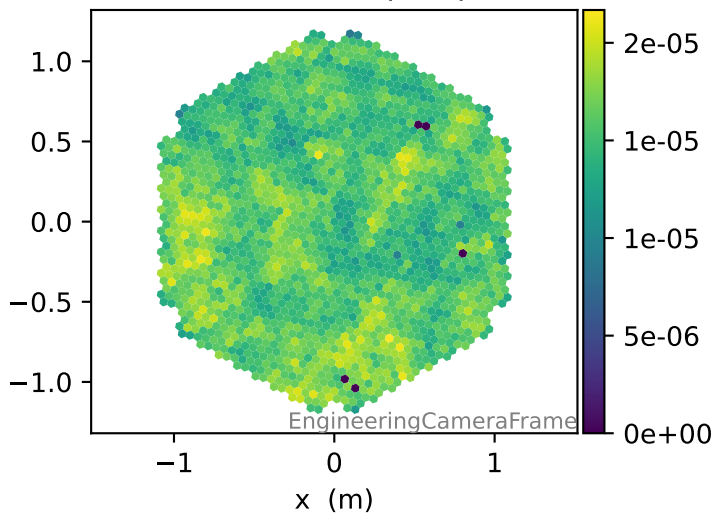
Fraction of  $>30$  p.e. pulses



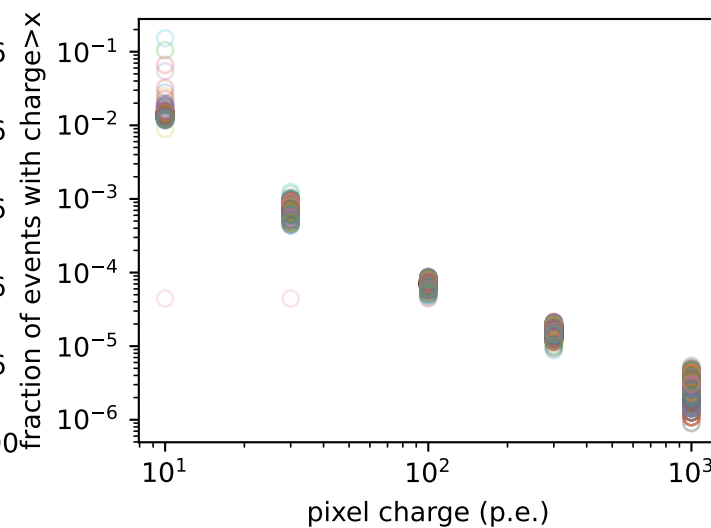
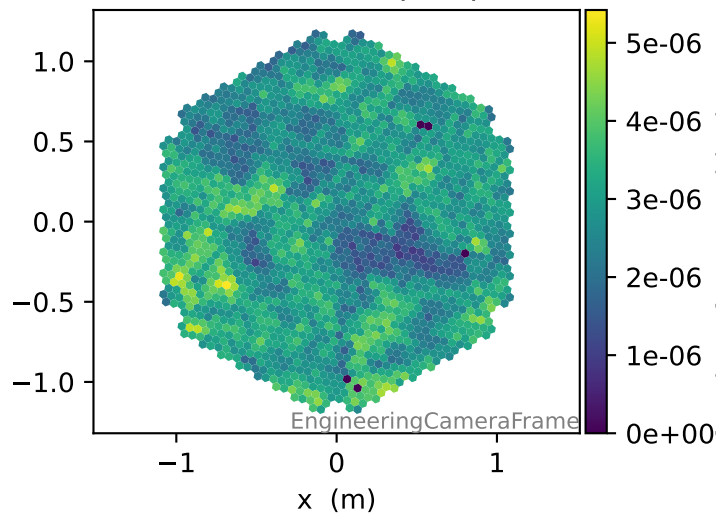
Fraction of  $>100$  p.e. pulses



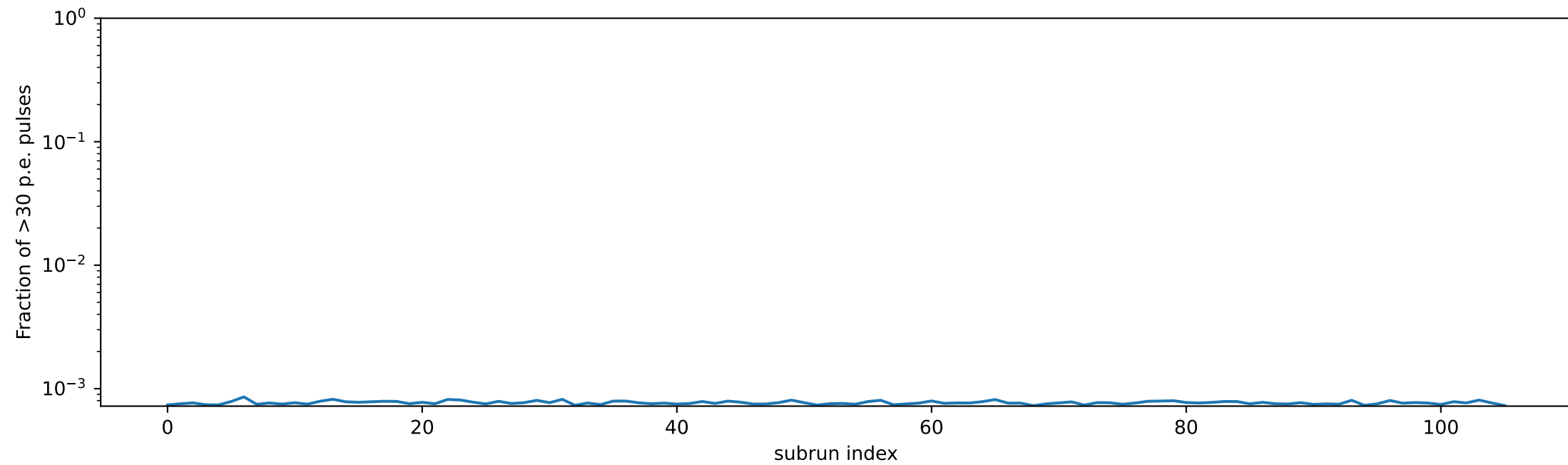
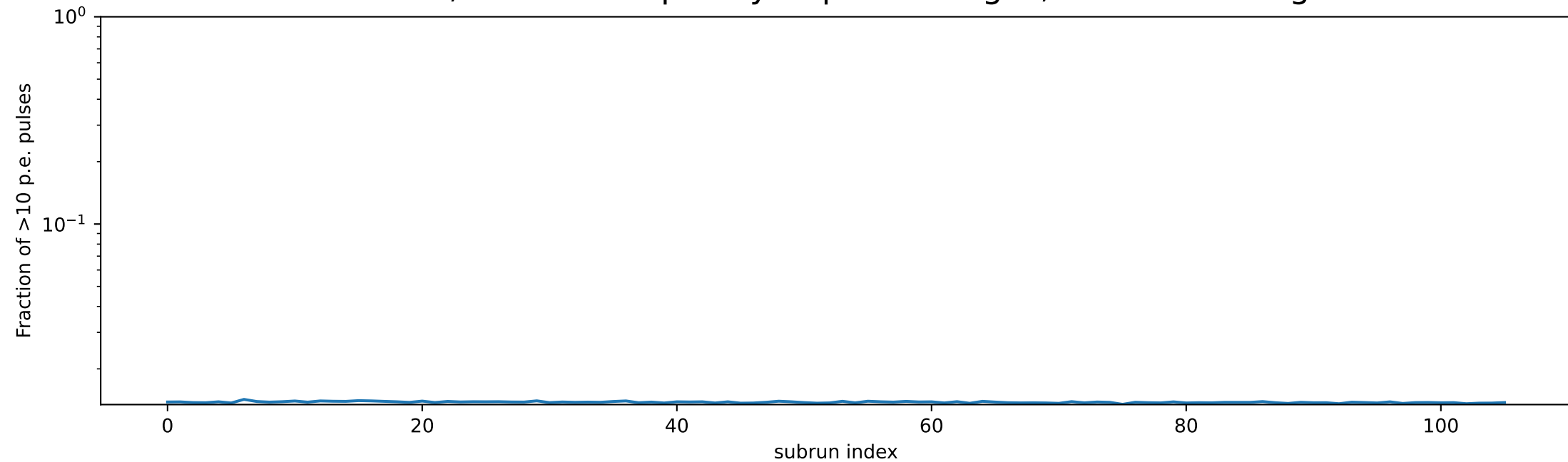
Fraction of  $>300$  p.e. pulses



Fraction of  $>1000$  p.e. pulses



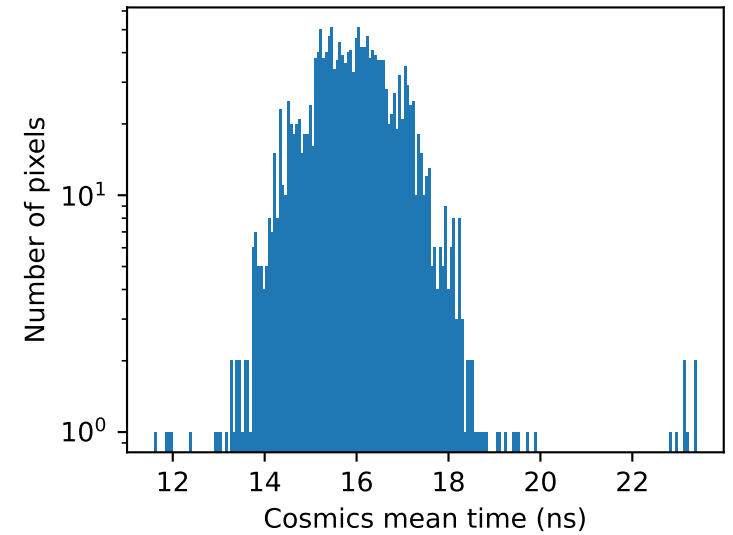
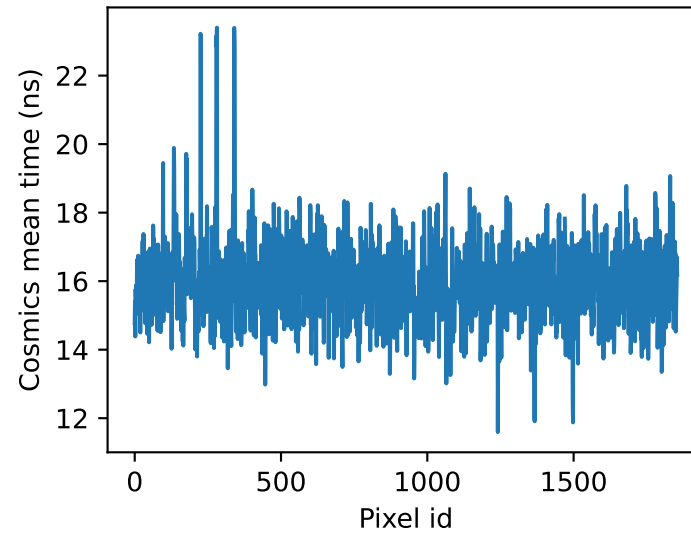
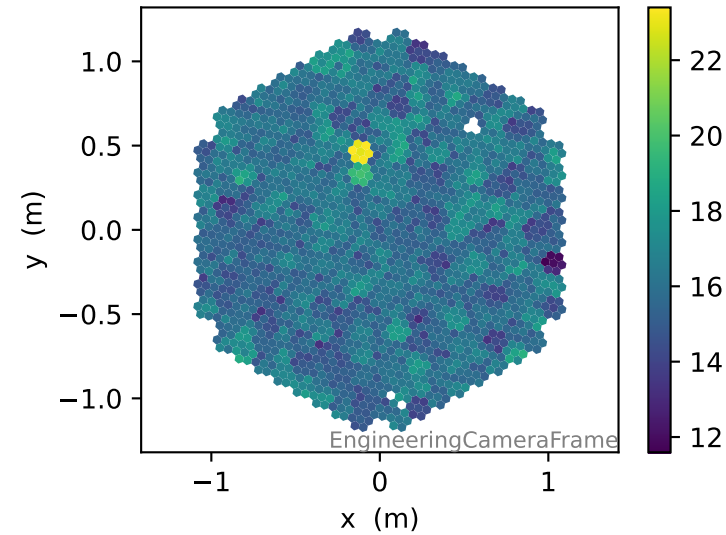
# COSMICS, relative frequency of pixel charges, camera averages



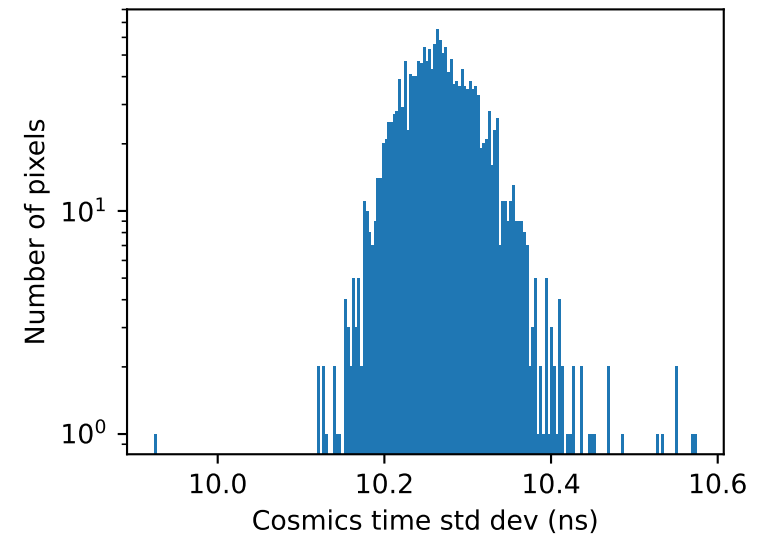
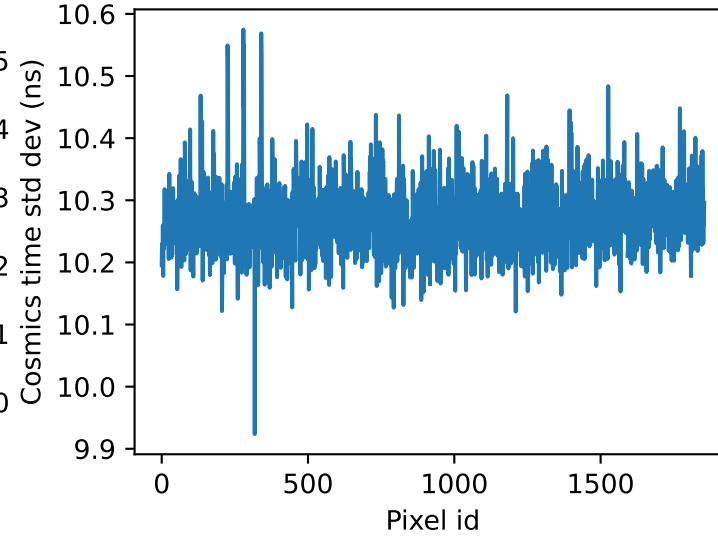
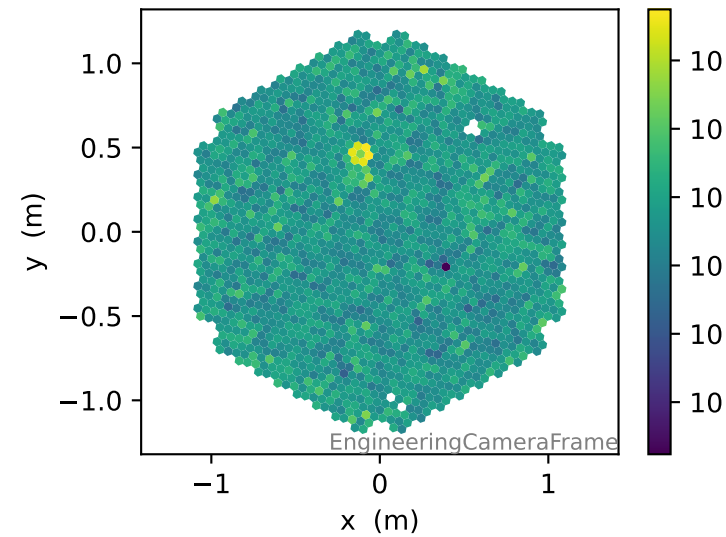
Sorry, no flatfield to plot here!

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

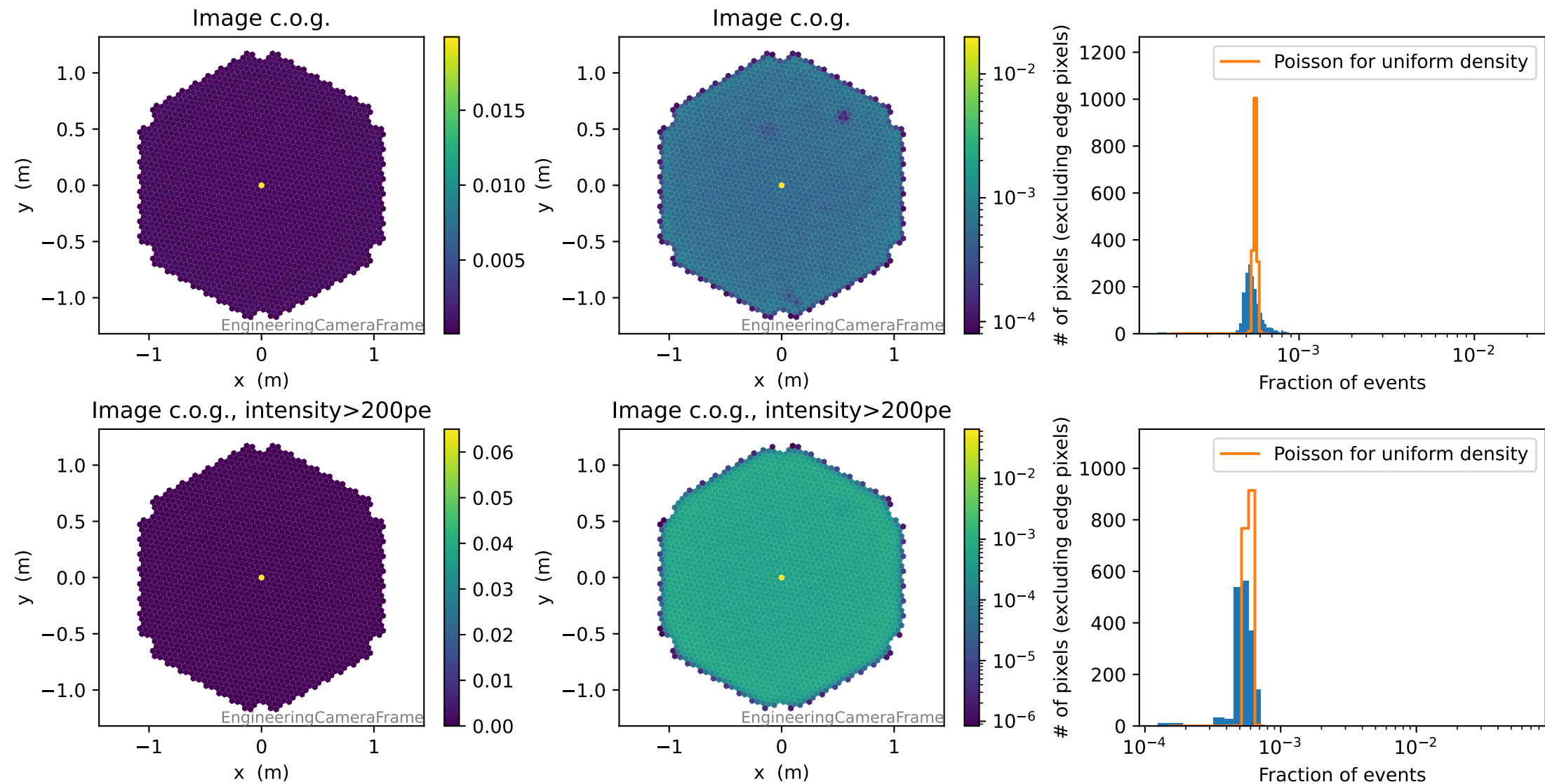
### Cosmics mean time (ns)



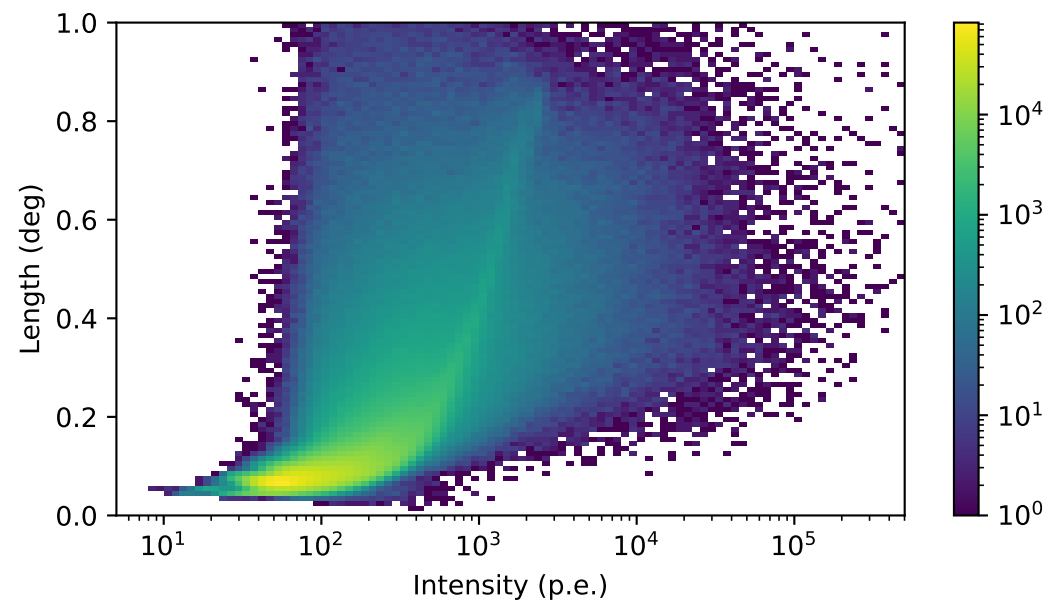
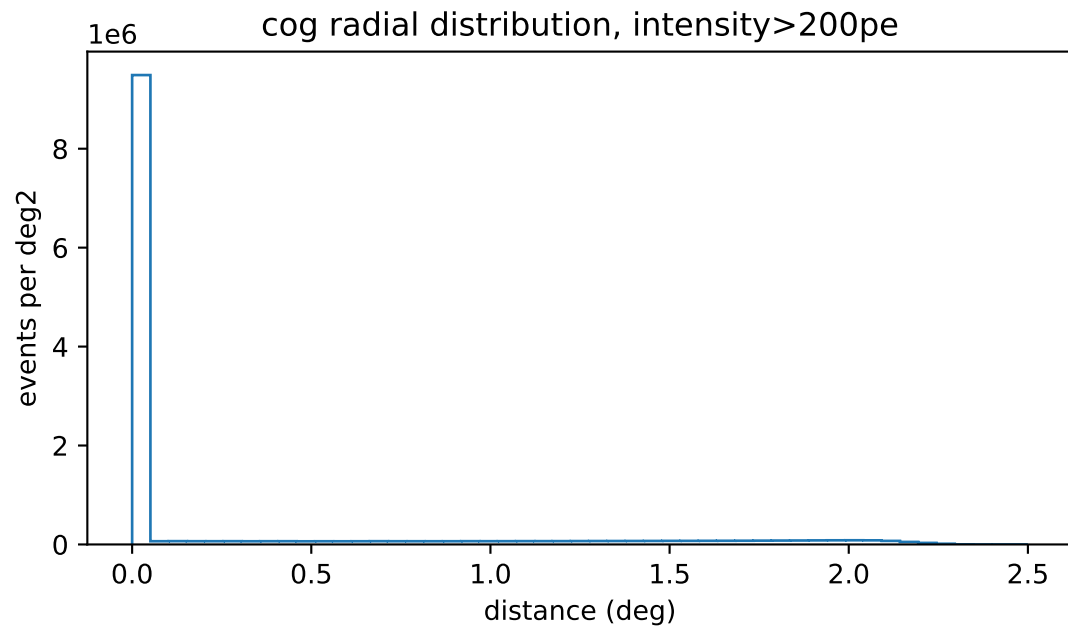
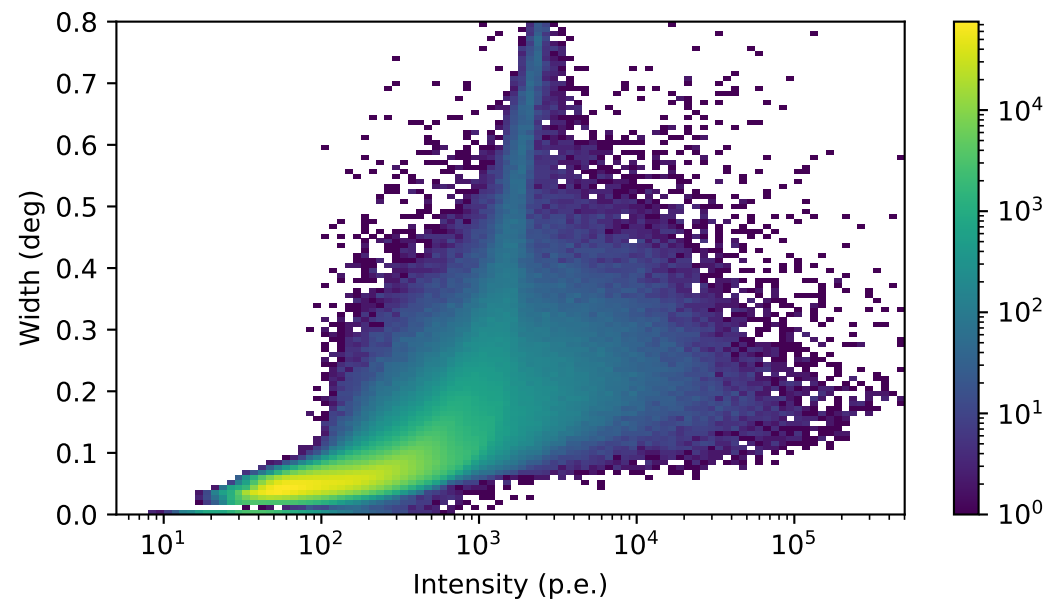
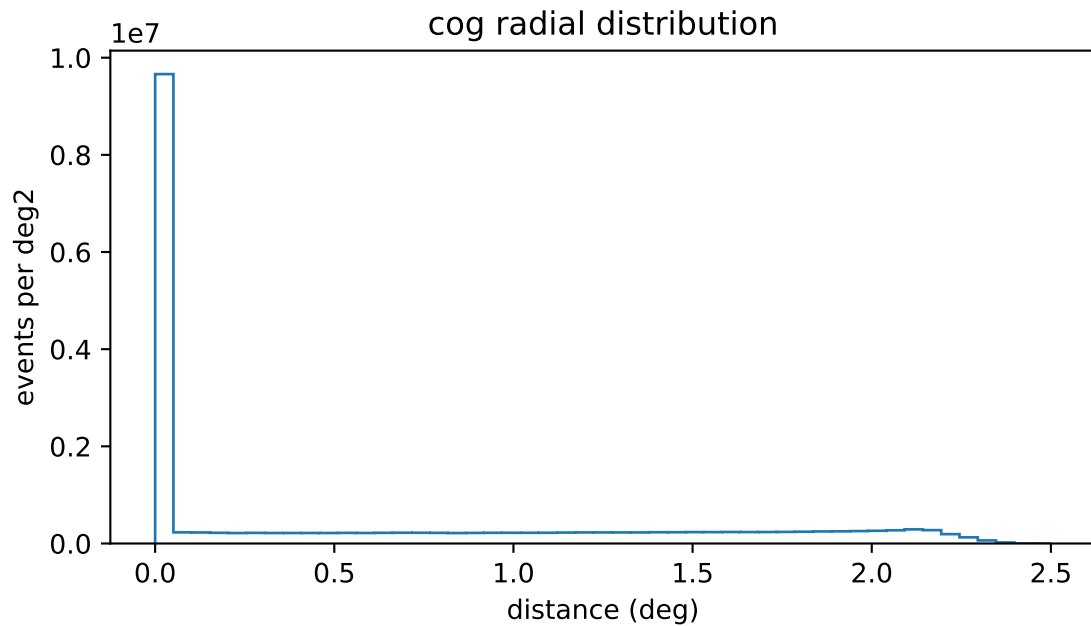
### Cosmics time std dev (ns)



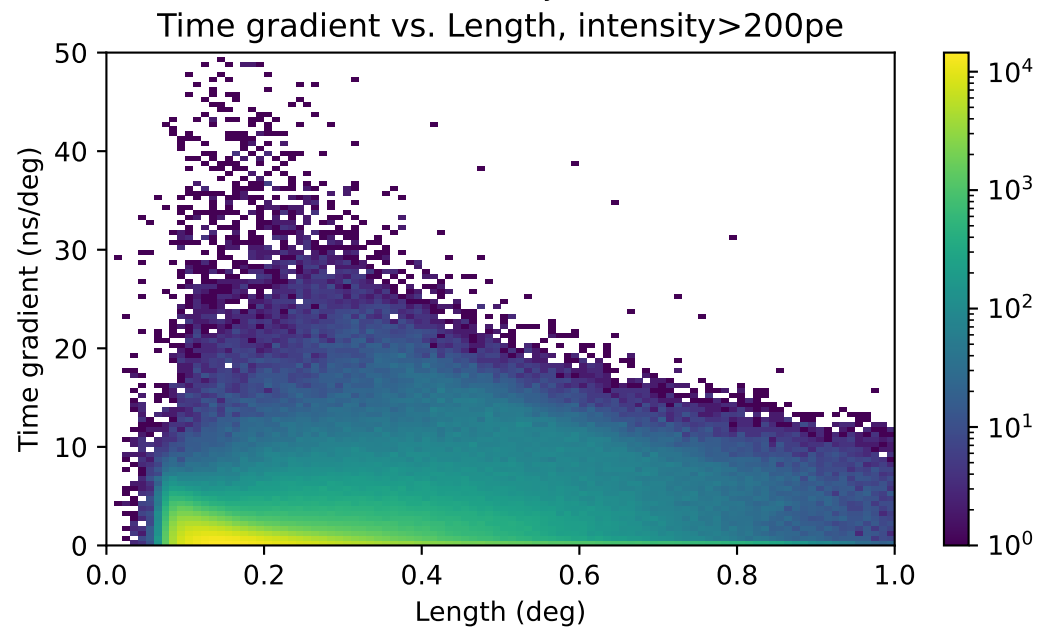
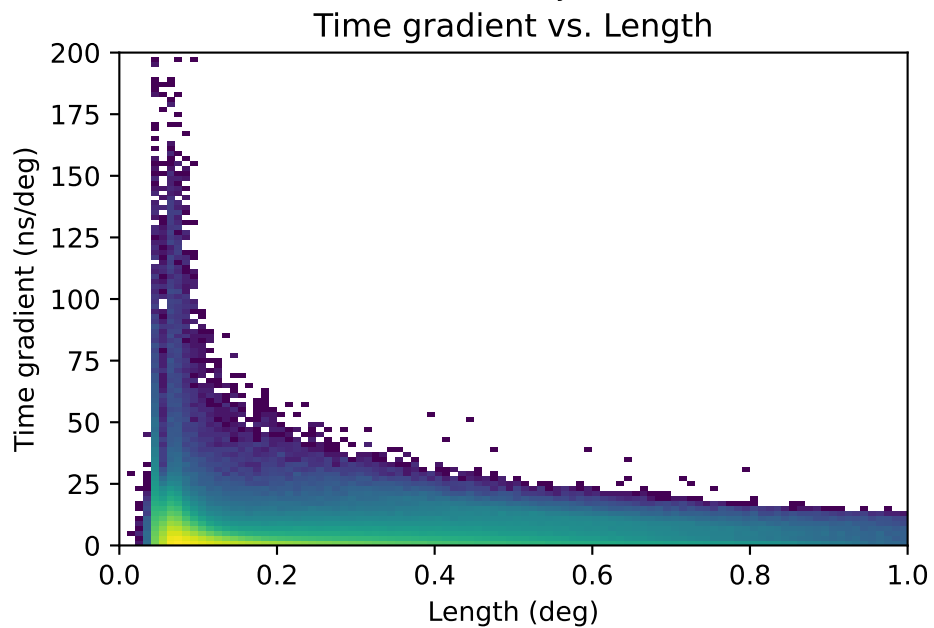
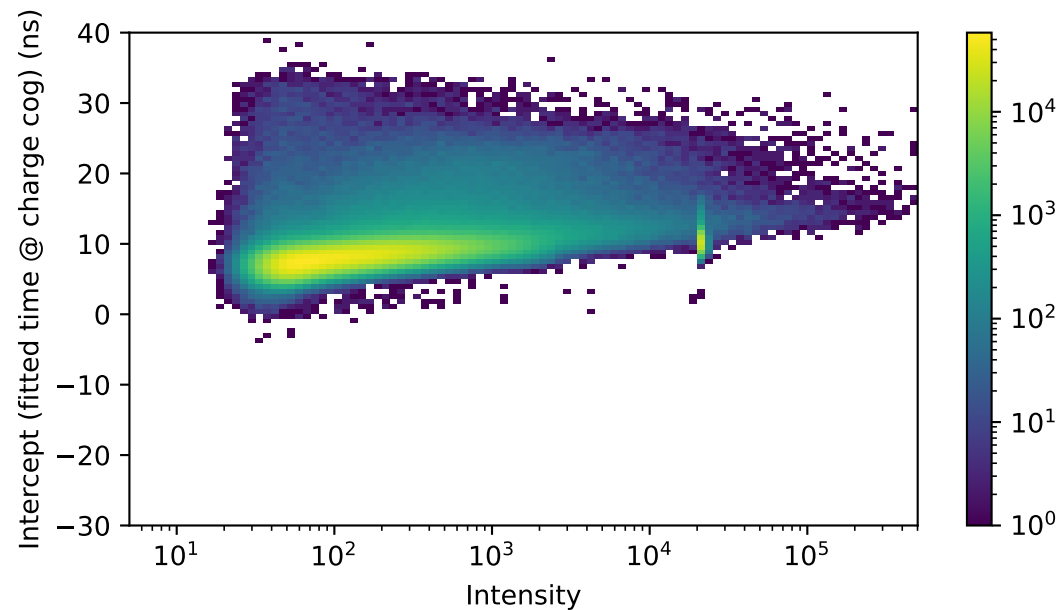
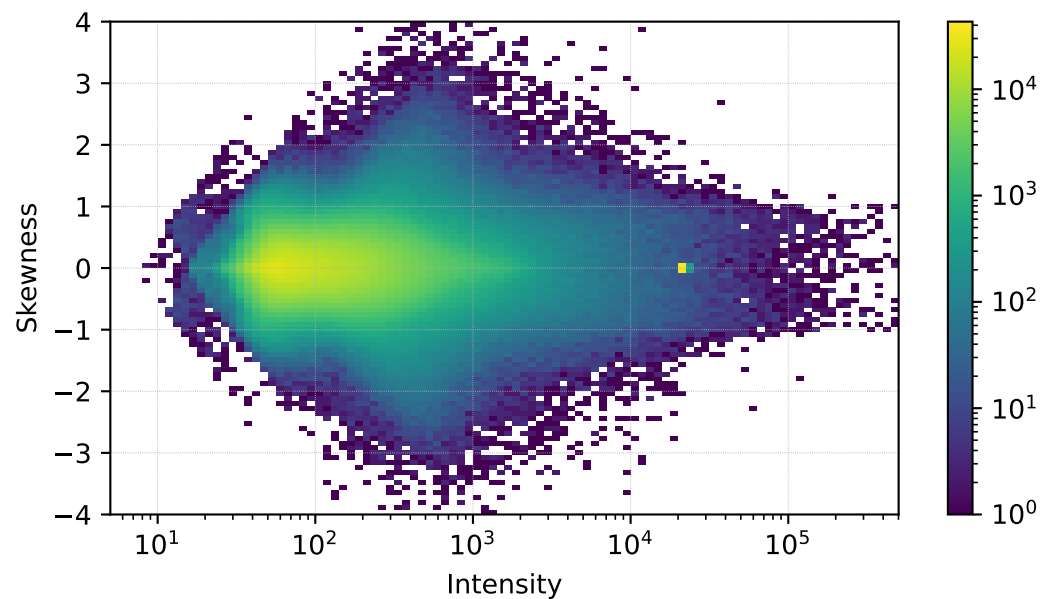
# COSMICS, image c.o.g. position



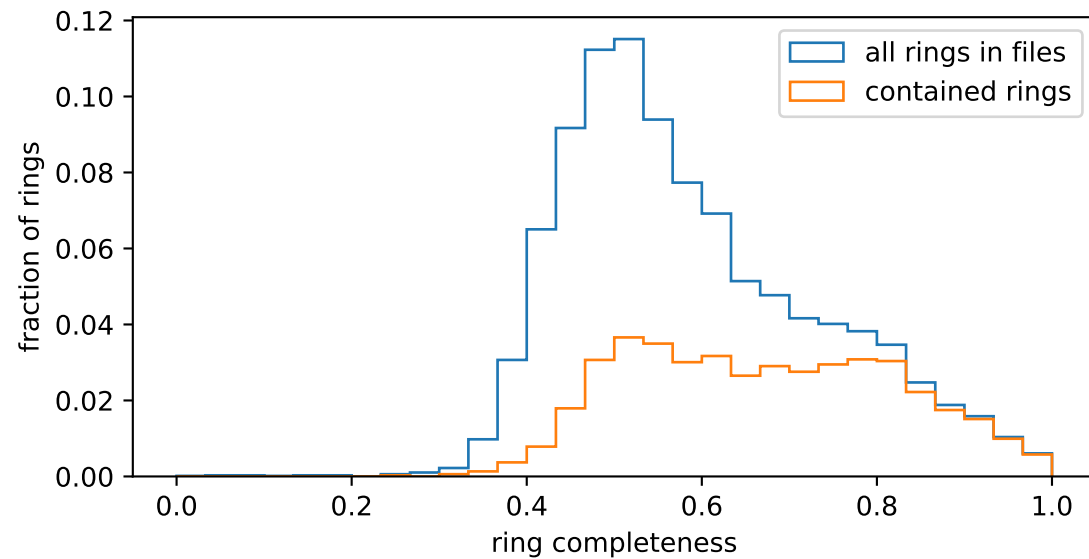
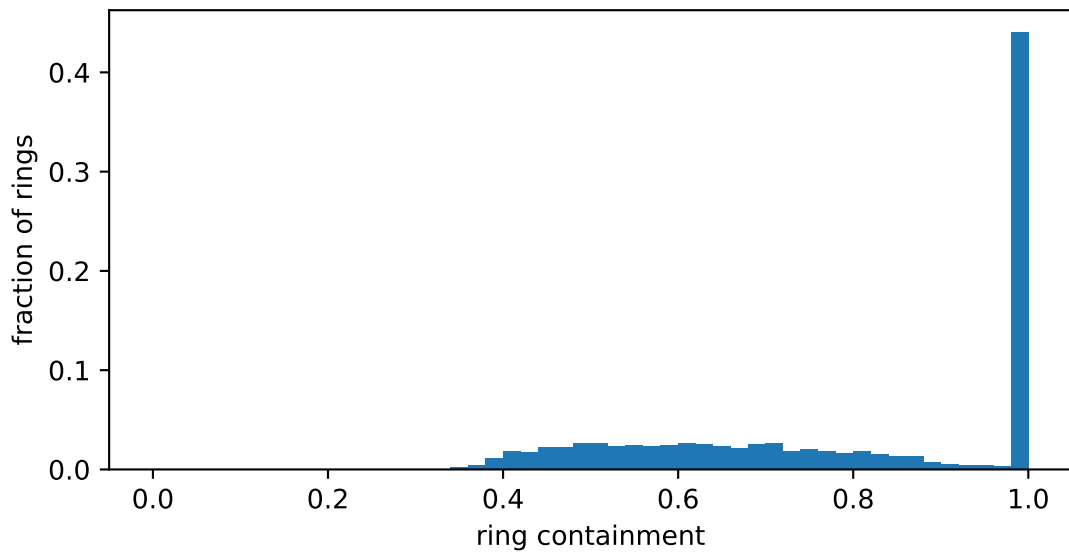
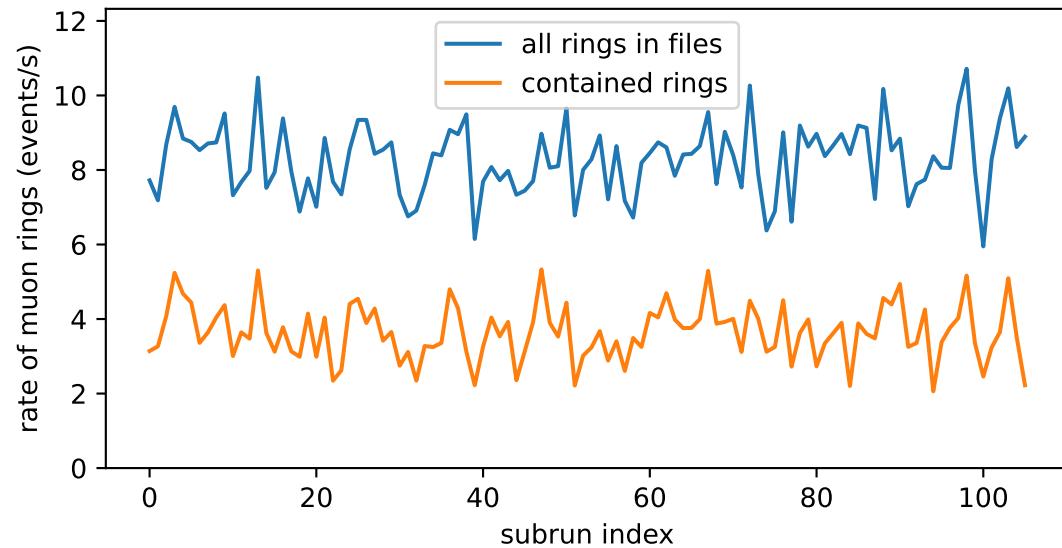
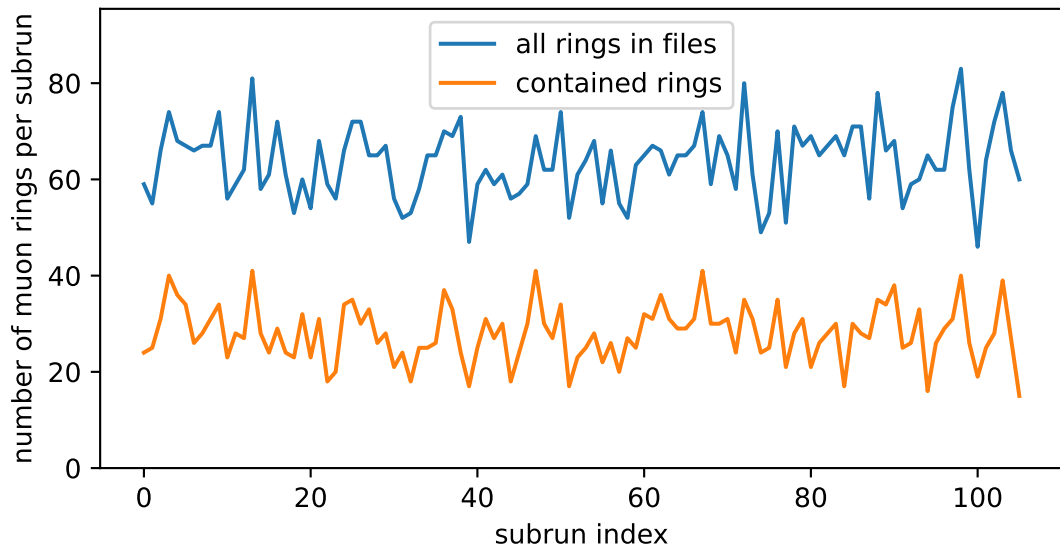
# COSMICS, image parameters



# COSMICS, image parameters

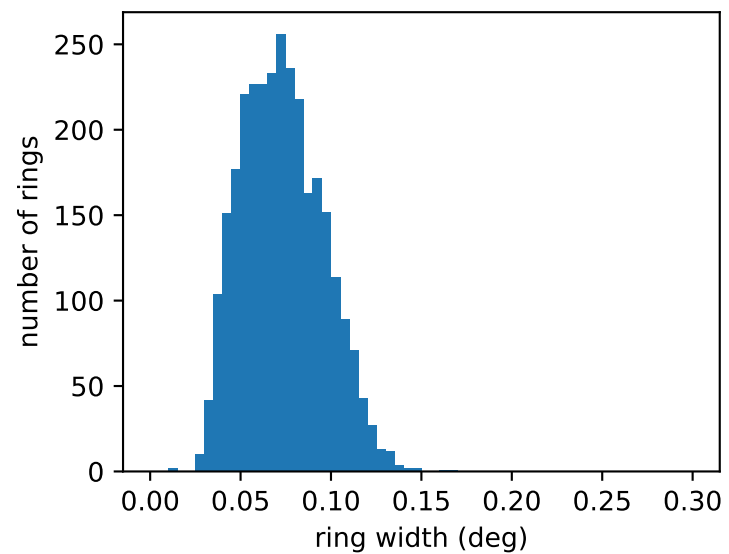
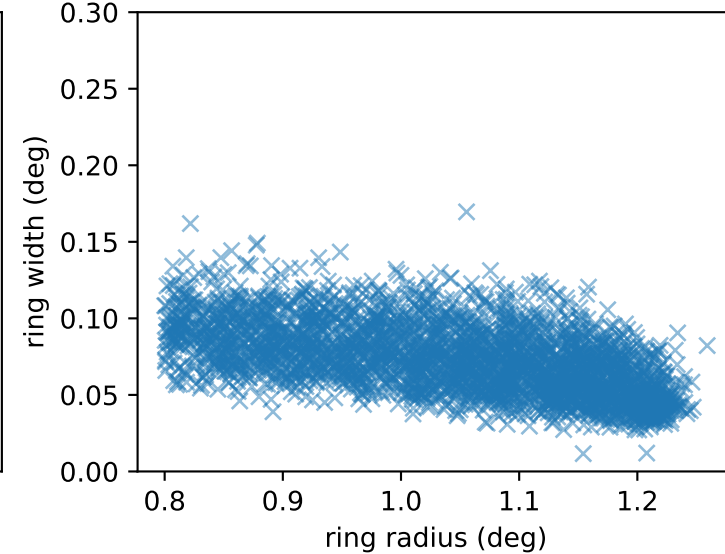
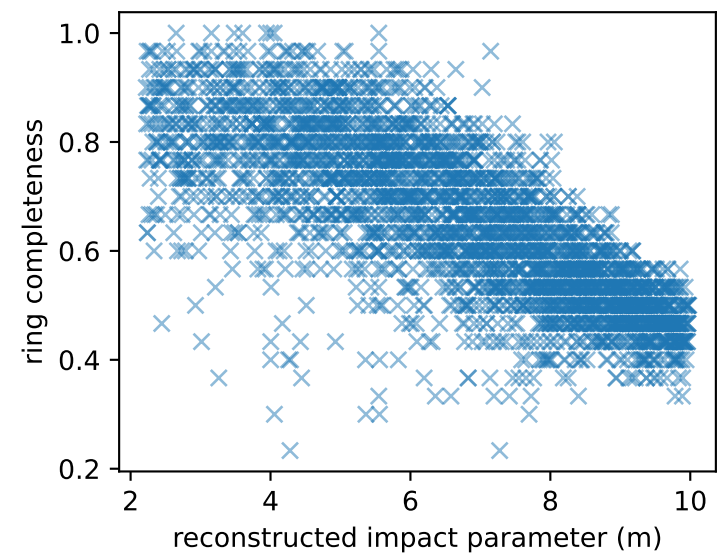
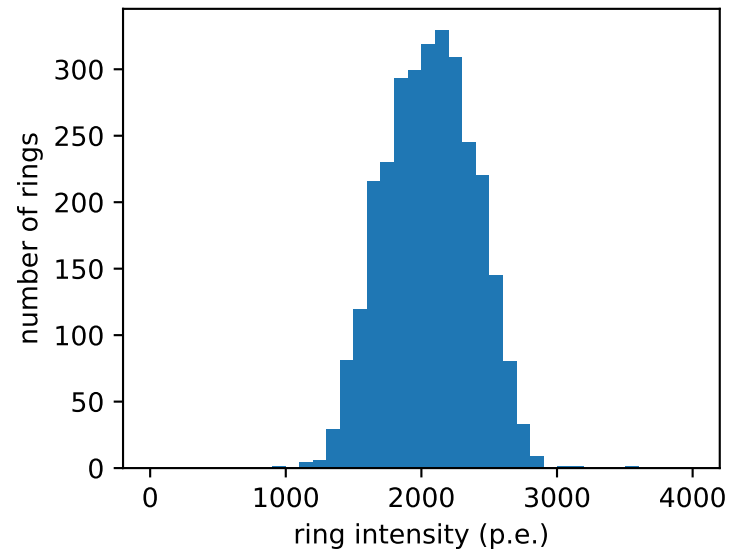
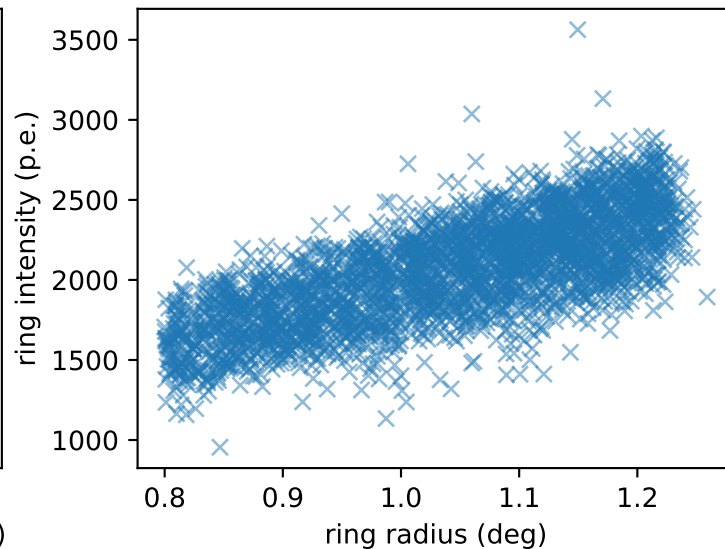
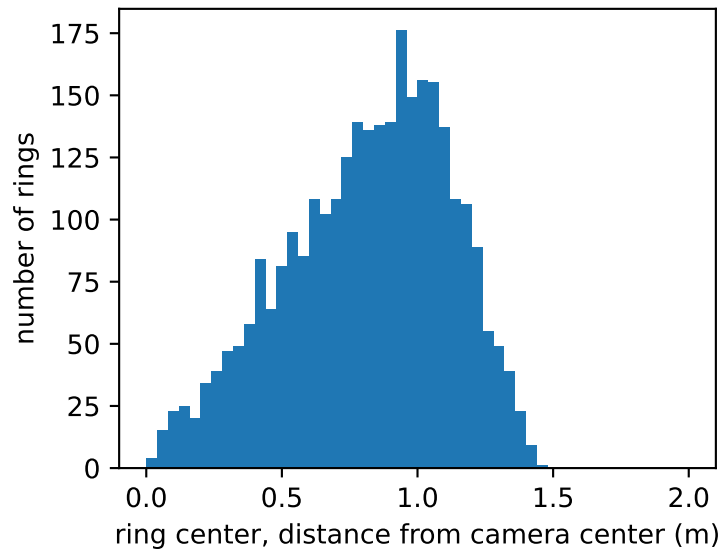


# MUON RINGS





# MUON RINGS with containment = 1



# MUON RINGS with containment = 1

