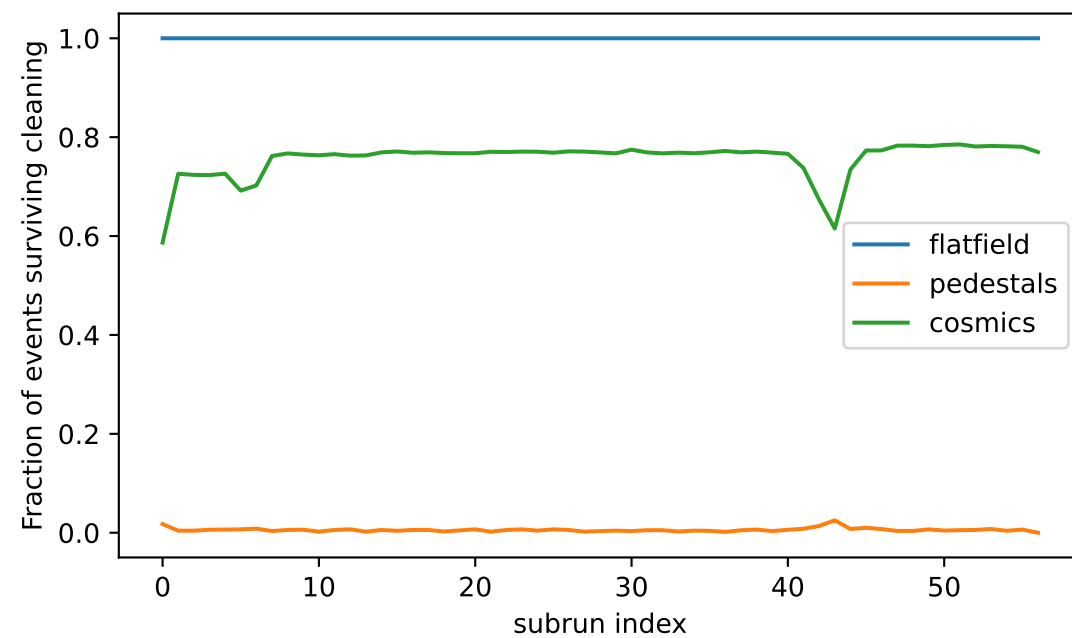
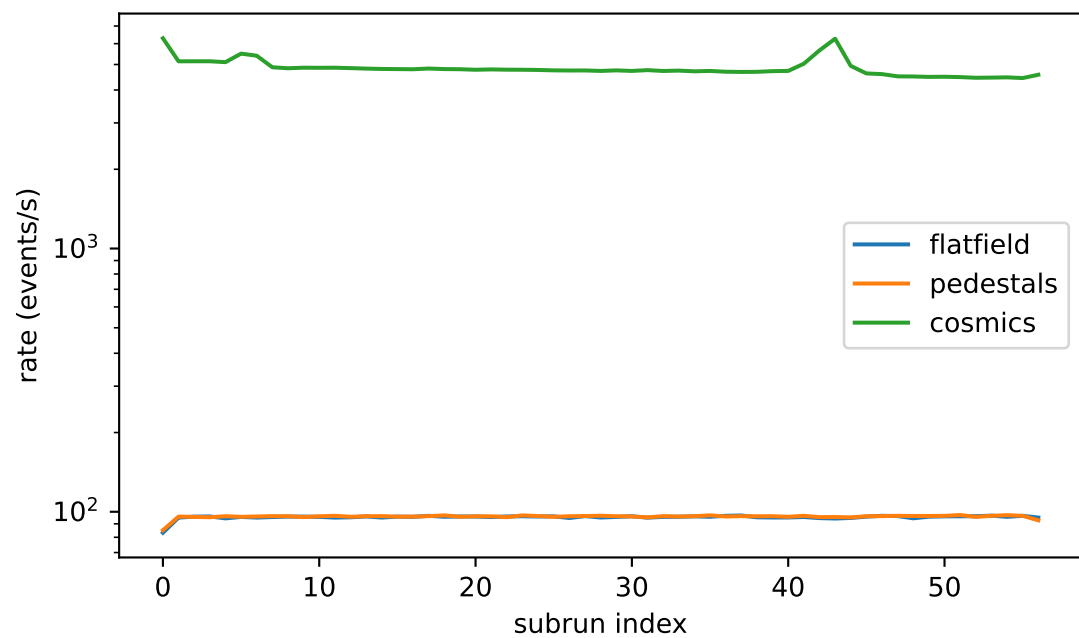
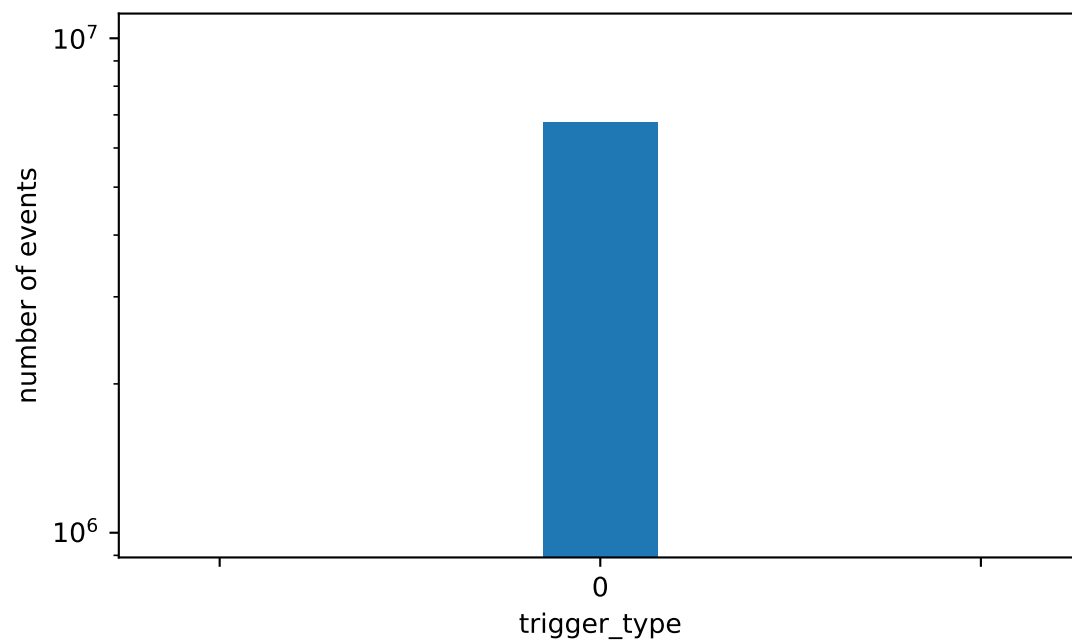
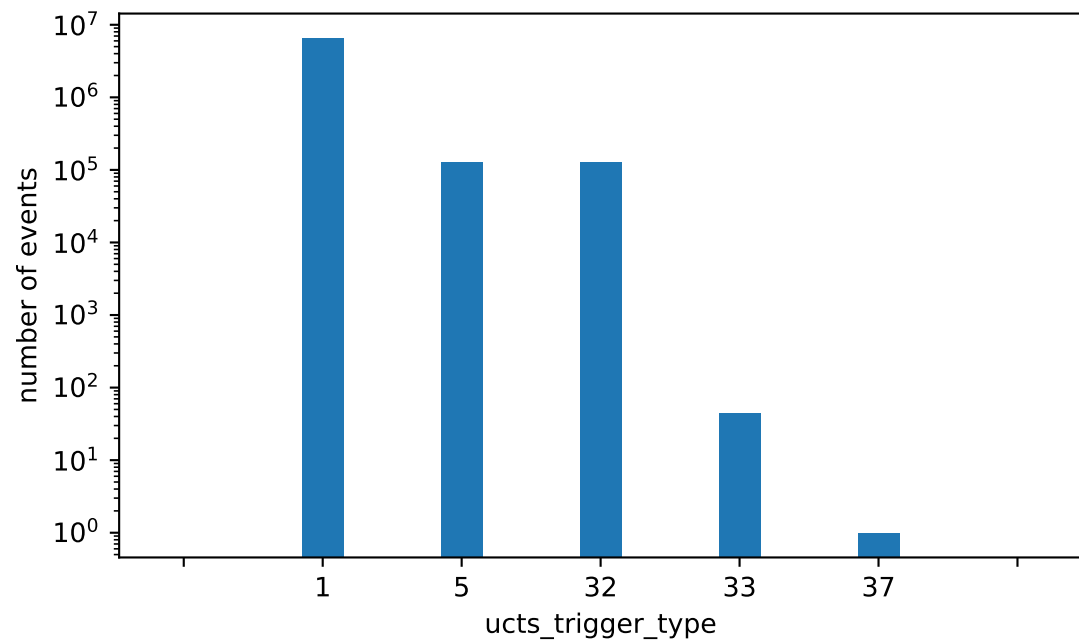
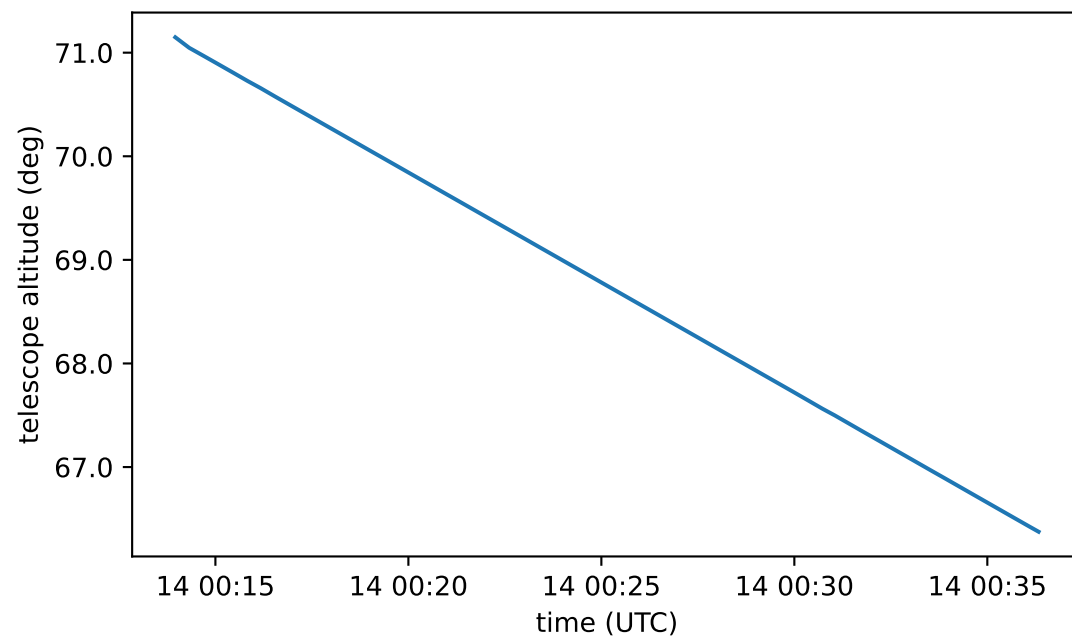
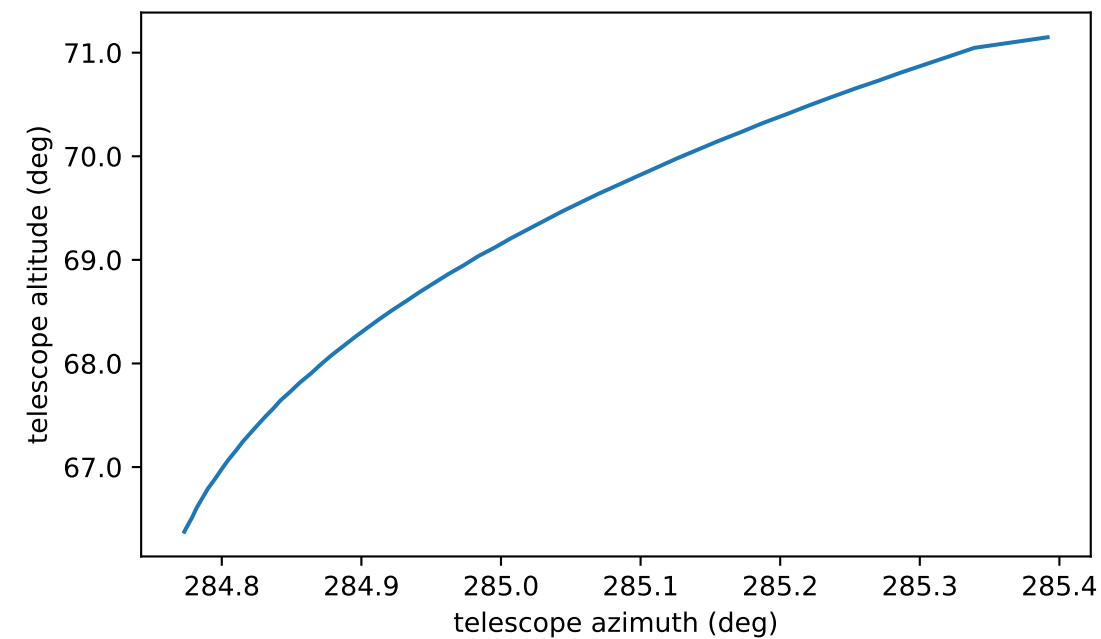
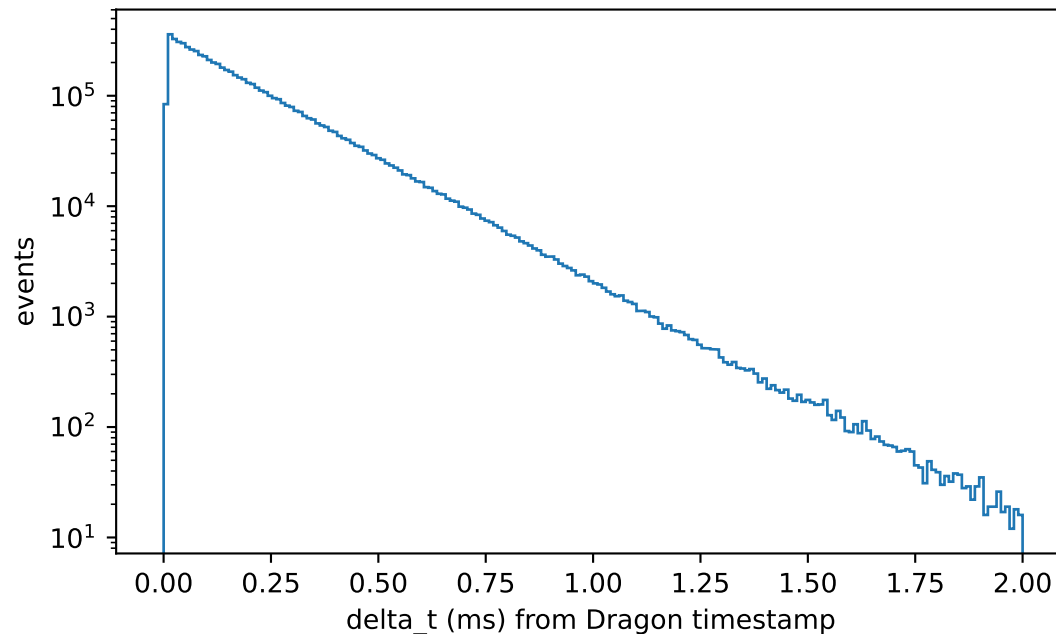
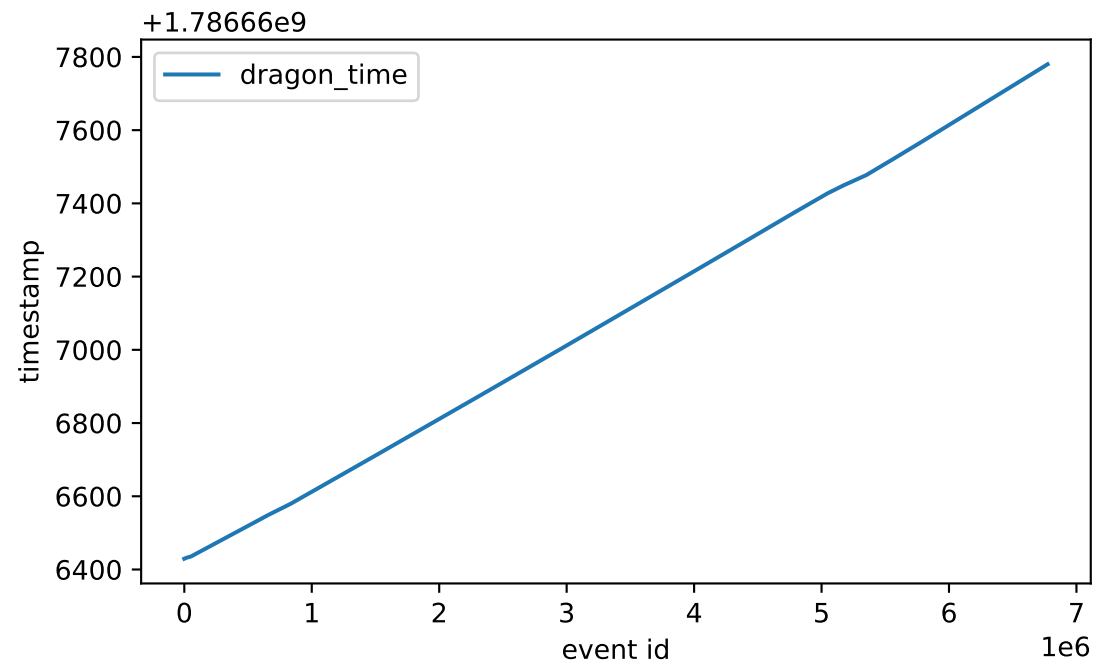


datacheck_dl1_LST-1.Run25230.h5

First shower event UTC:

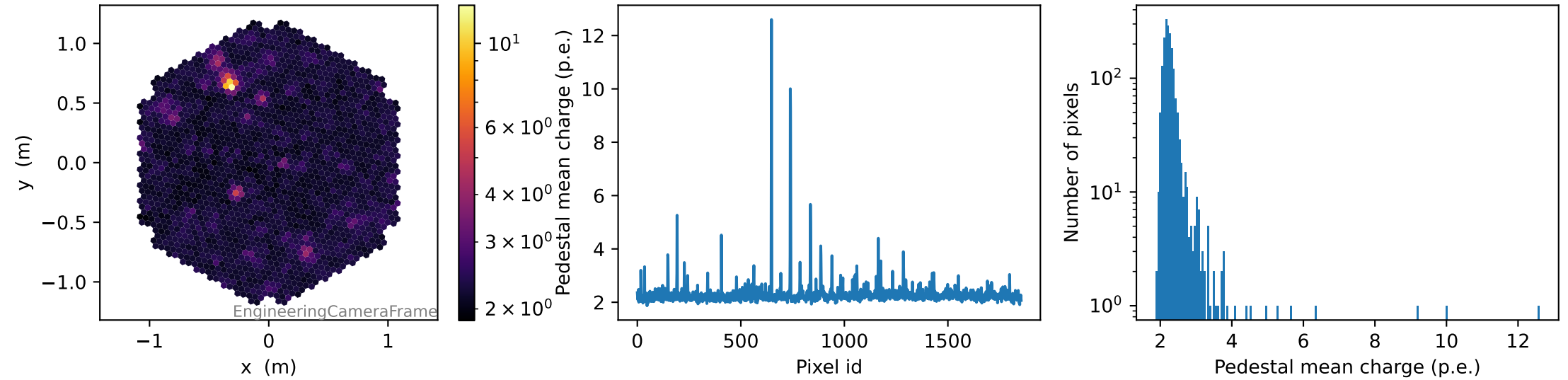
(from Dragon time): 2026-08-14 00:13:49.416672





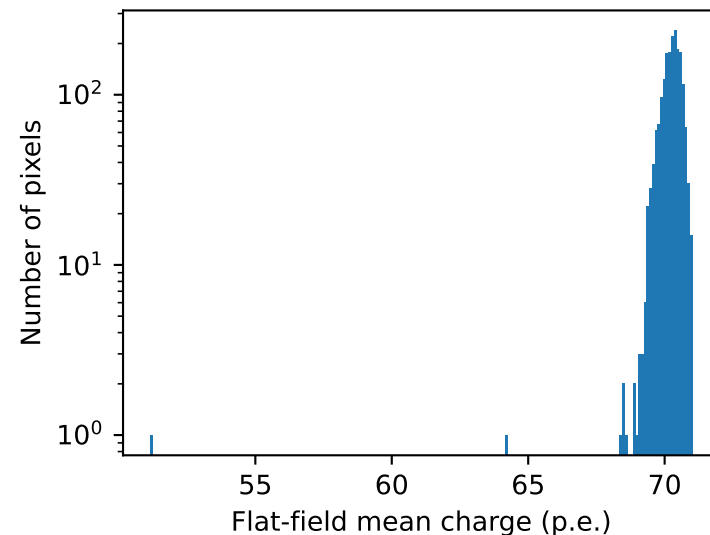
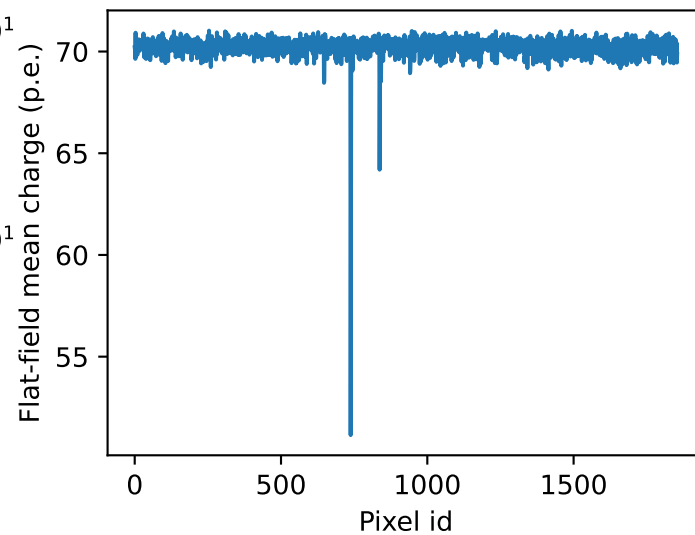
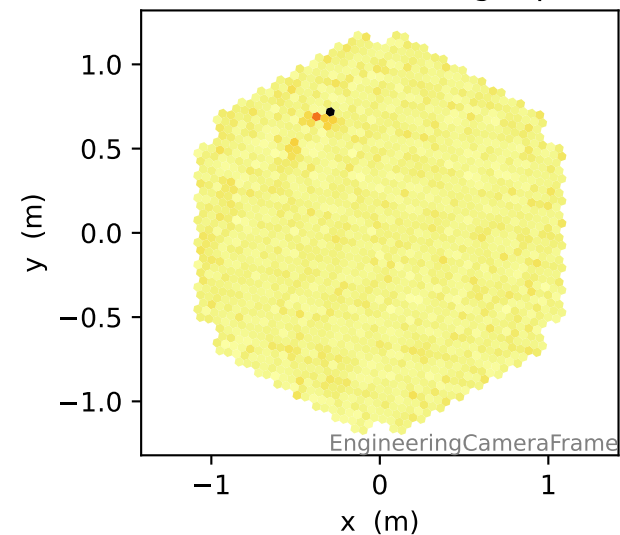
PEDESTALS, pixel-wise charge info

Pedestal mean charge (p.e.)

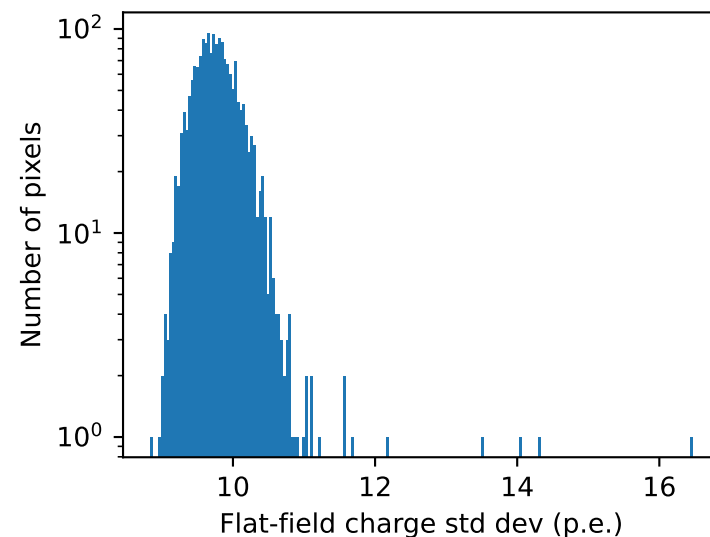
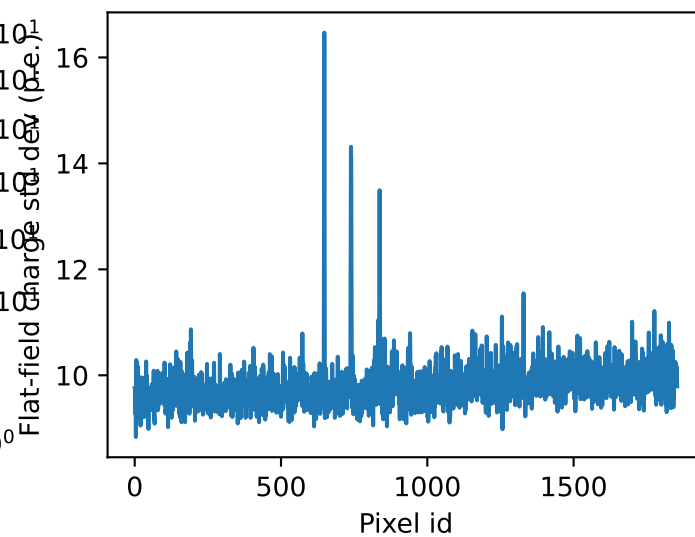
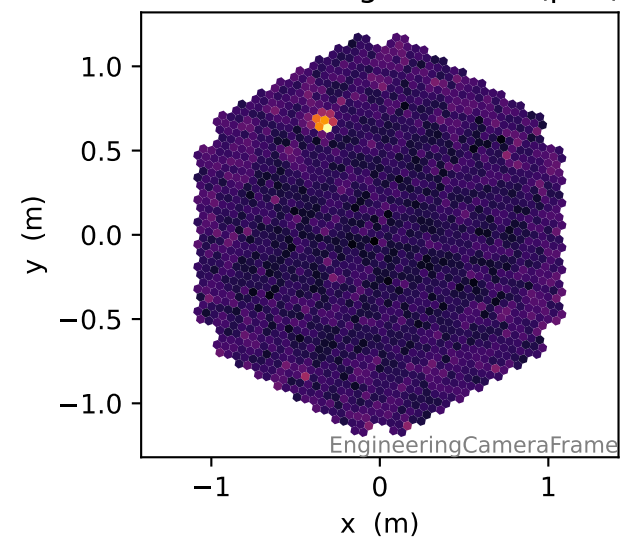


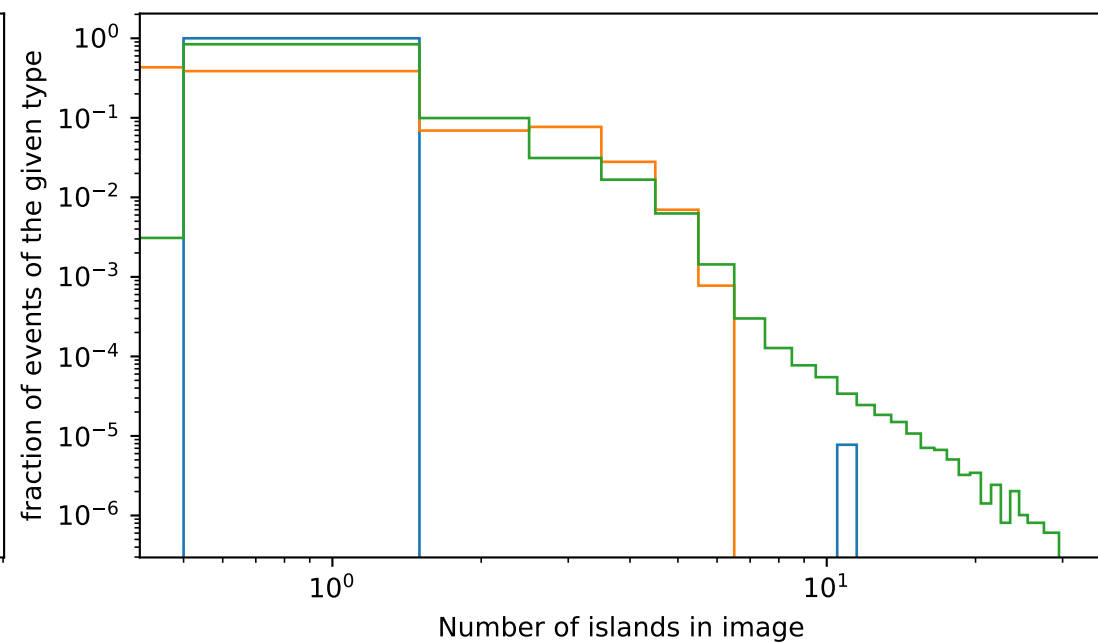
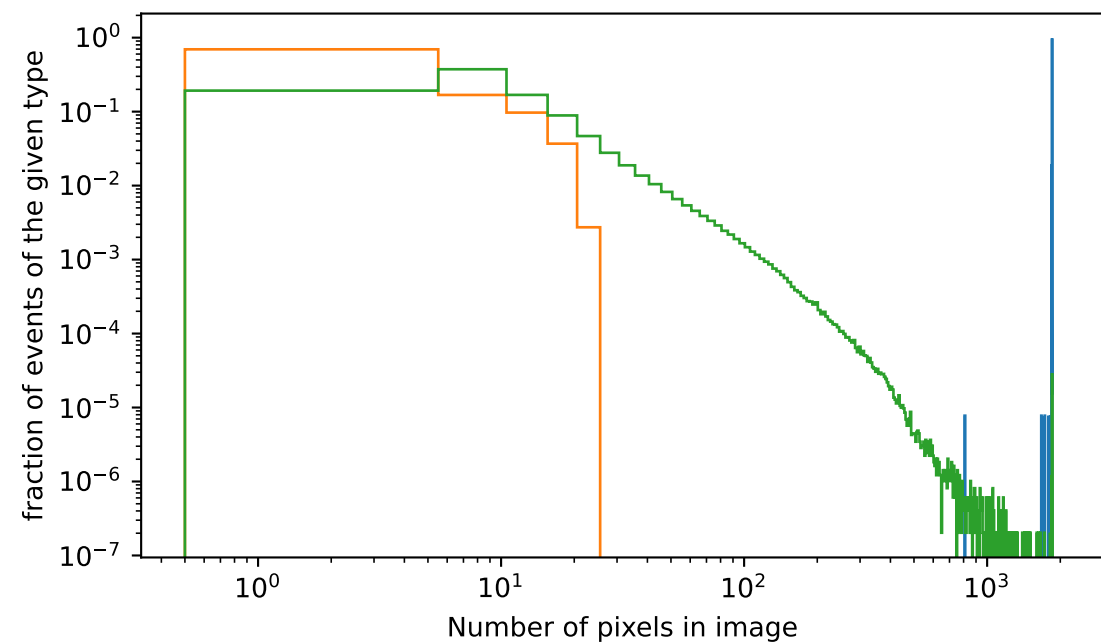
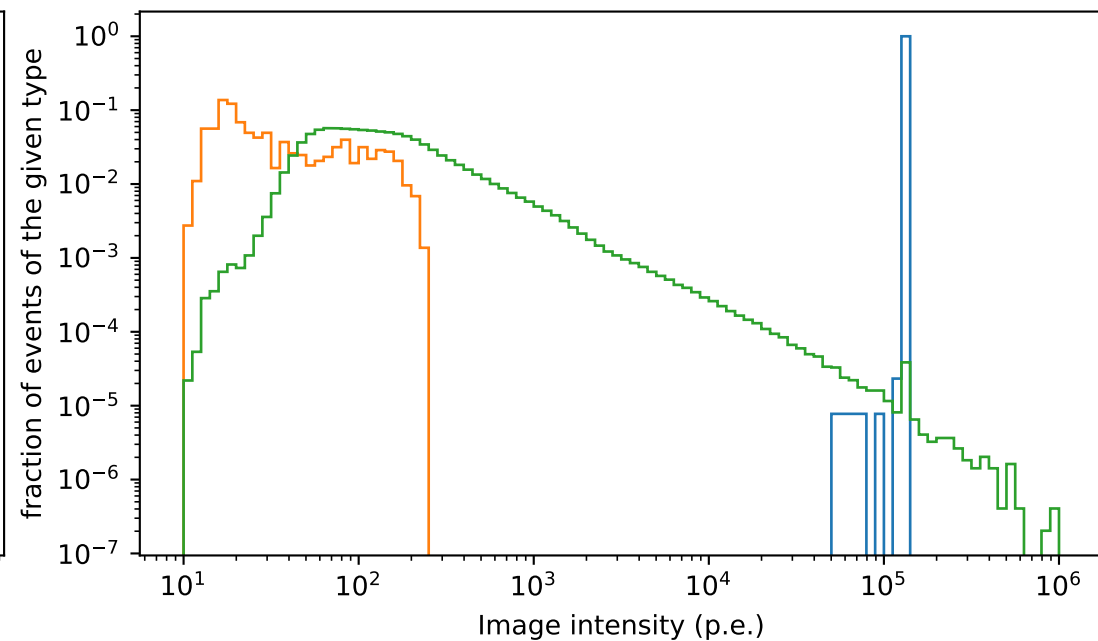
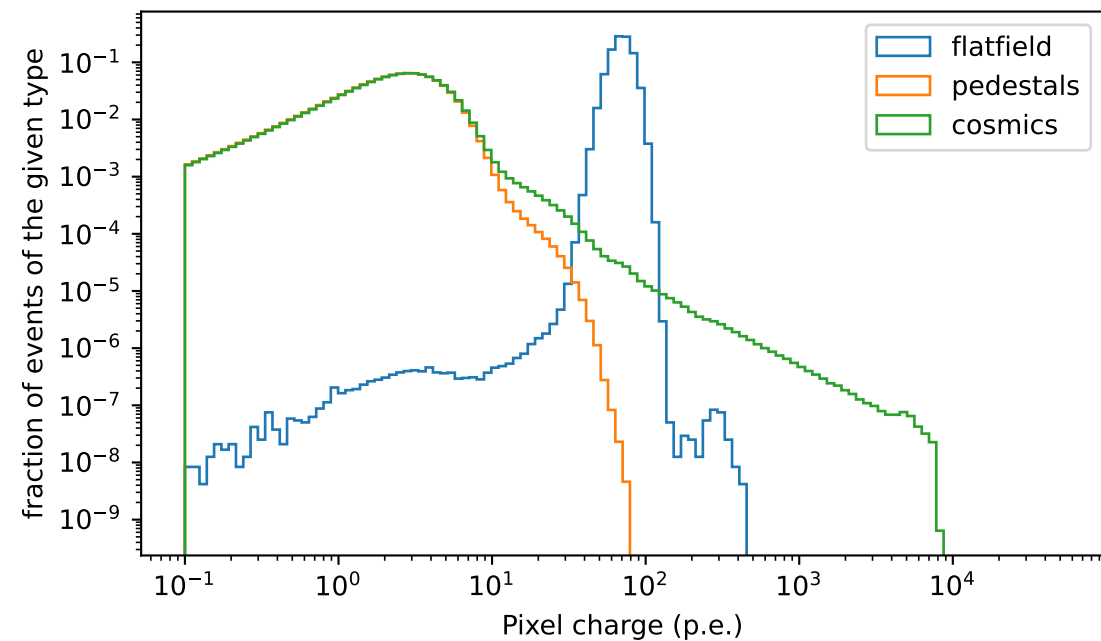
FLATFIELD, pixel-wise charge info

Flat-field mean charge (p.e.)

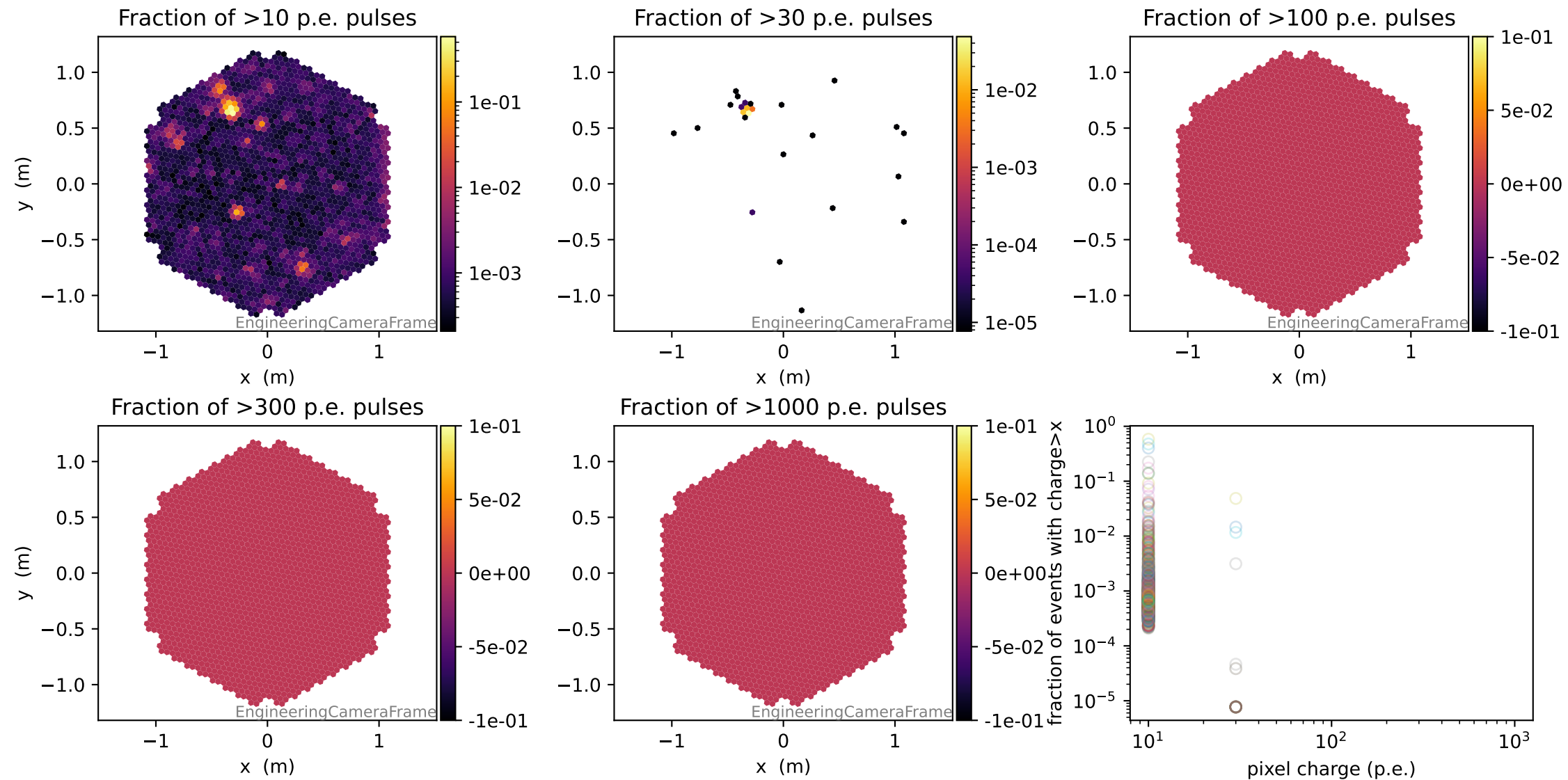


Flat-field charge std dev (p.e.)

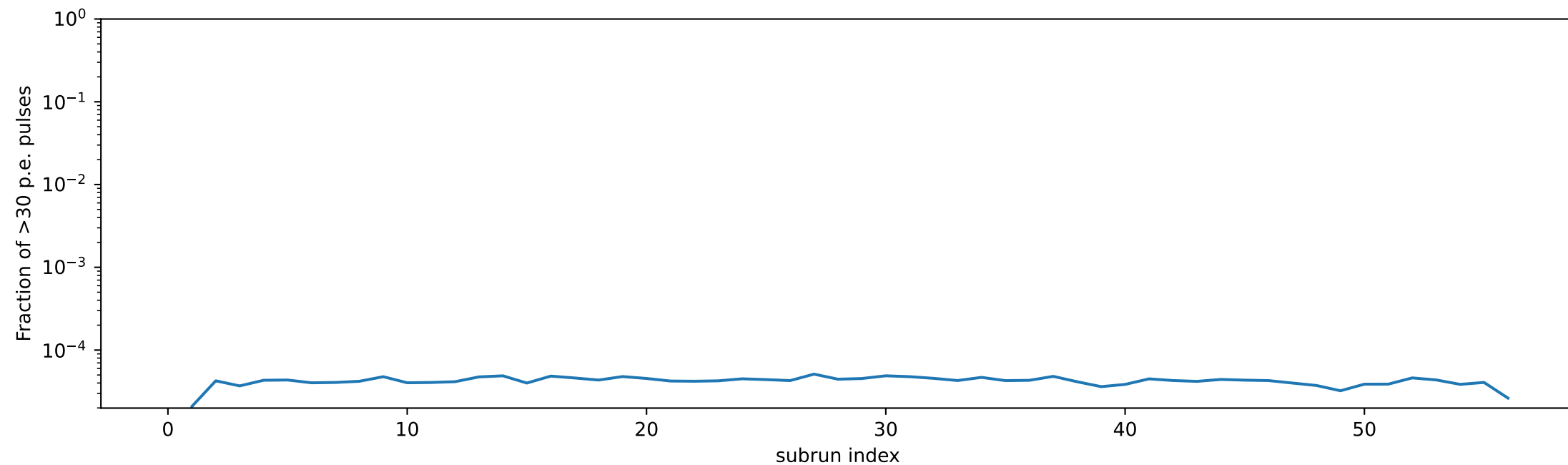
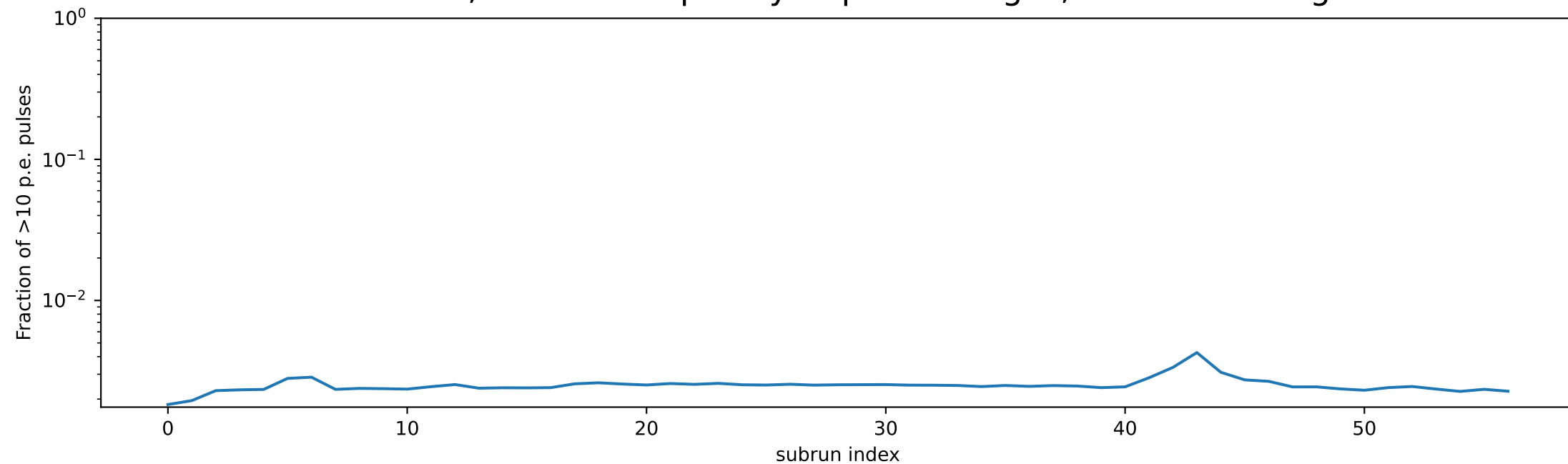




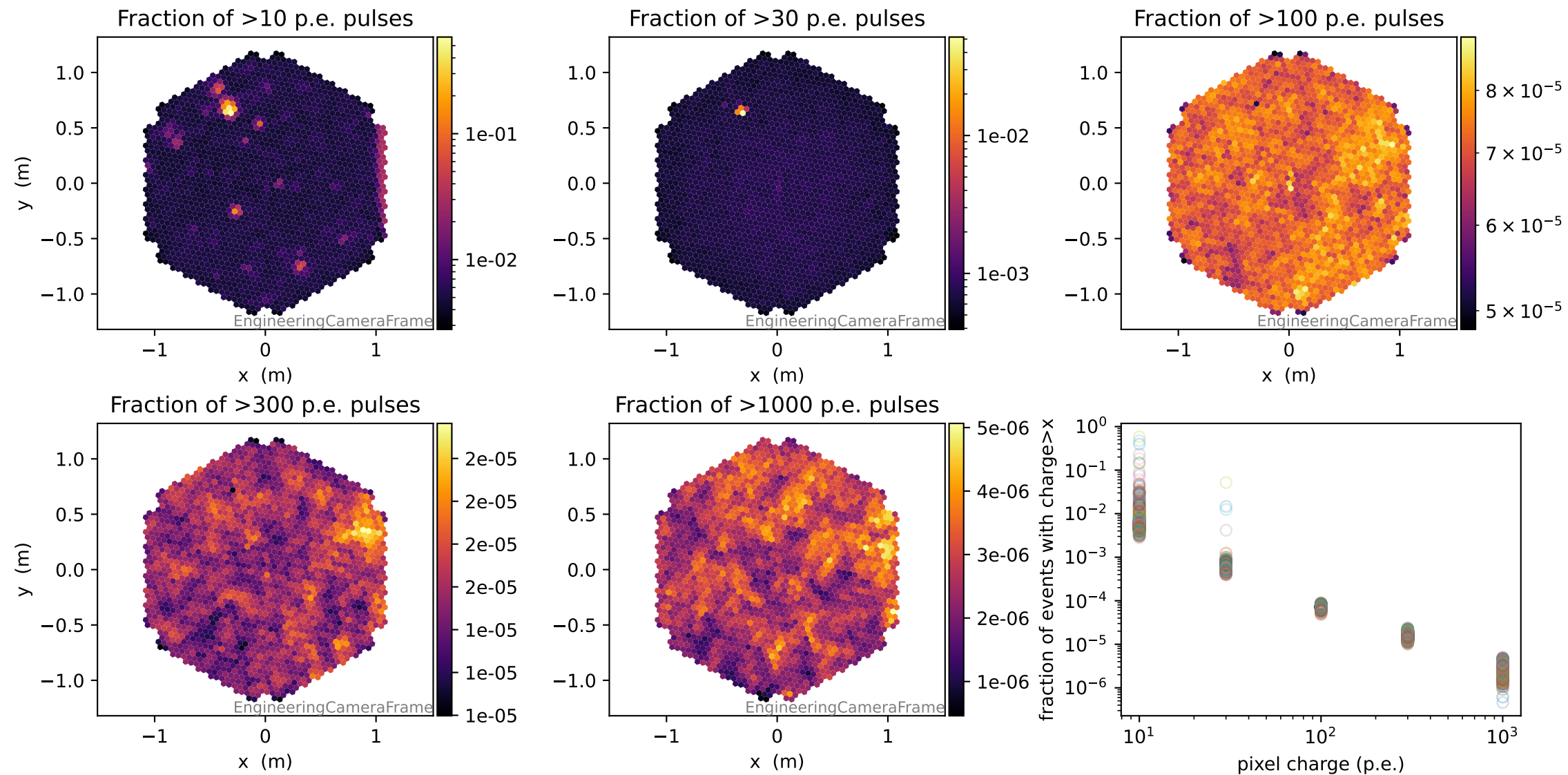
PEDESTALS, relative frequency of pixel charges



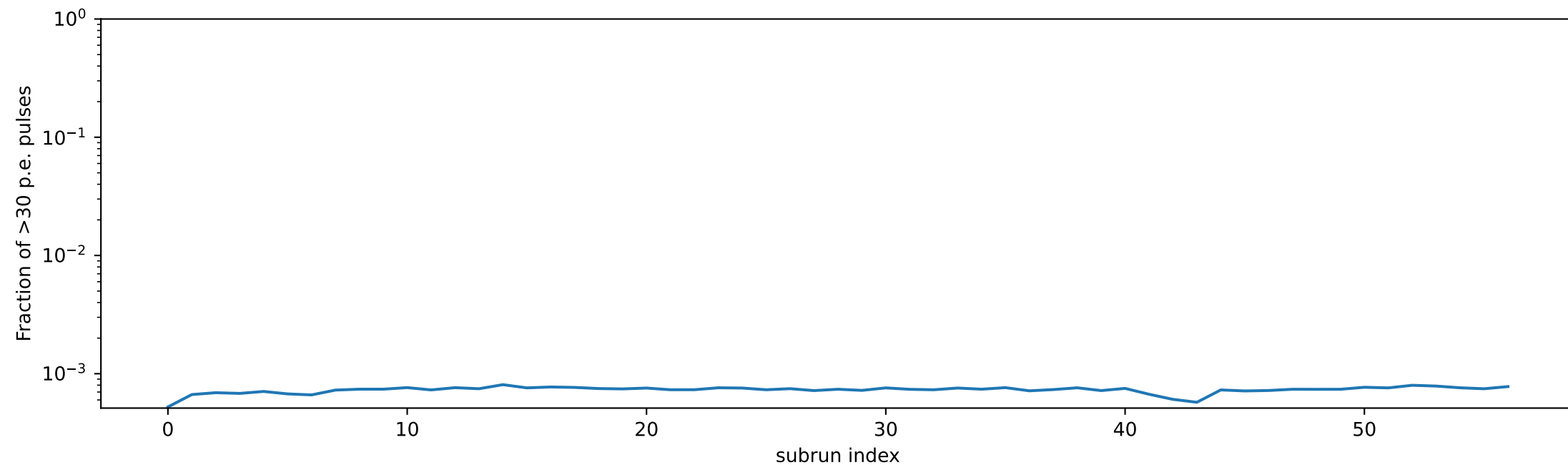
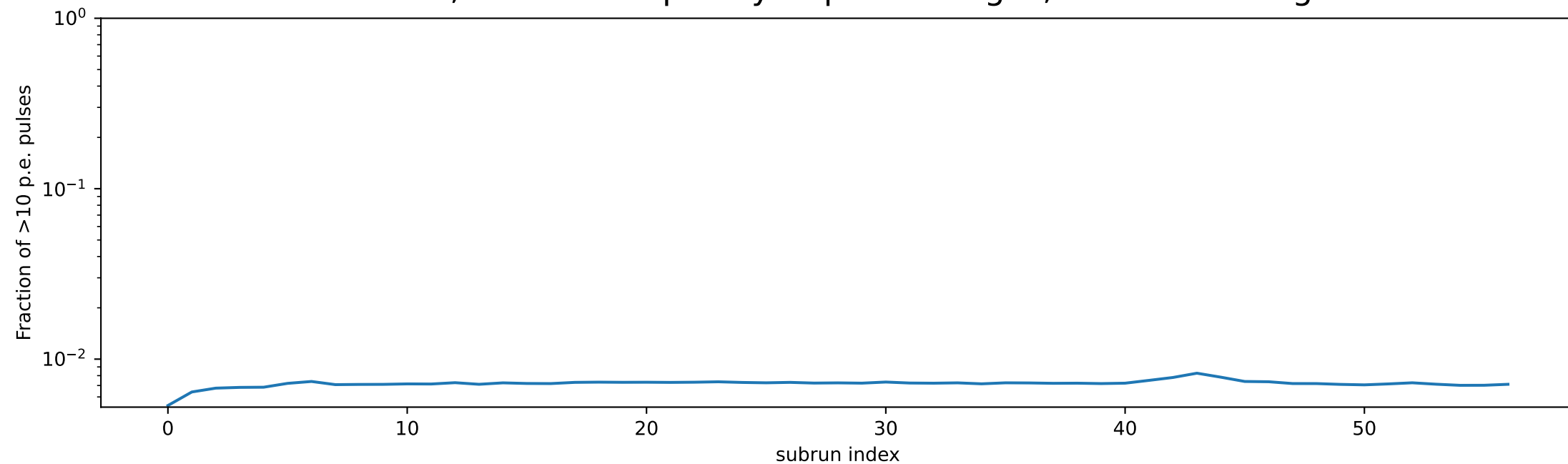
PEDESTALS, relative frequency of pixel charges, camera averages



COSMICS, relative frequency of pixel charges

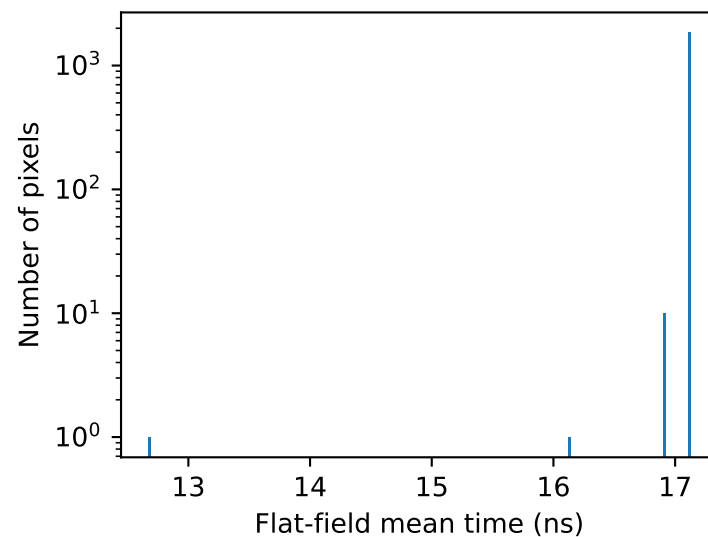
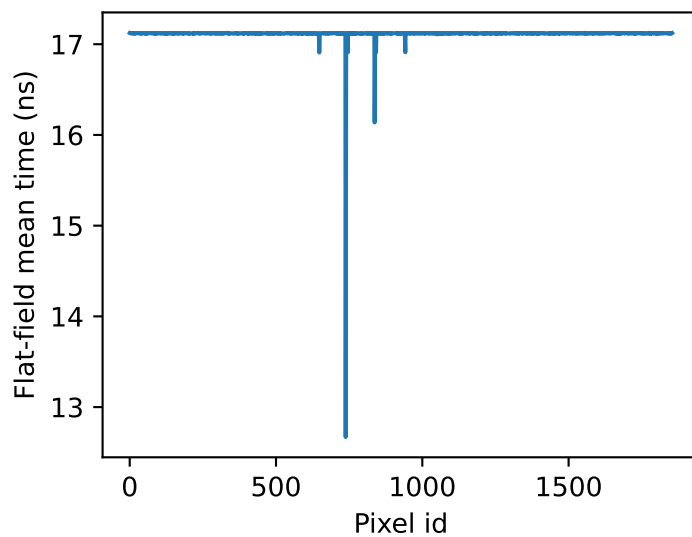
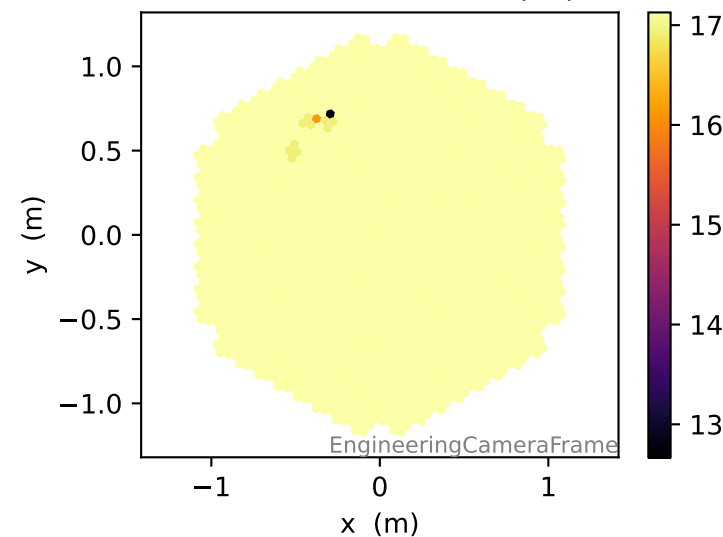


COSMICS, relative frequency of pixel charges, camera averages

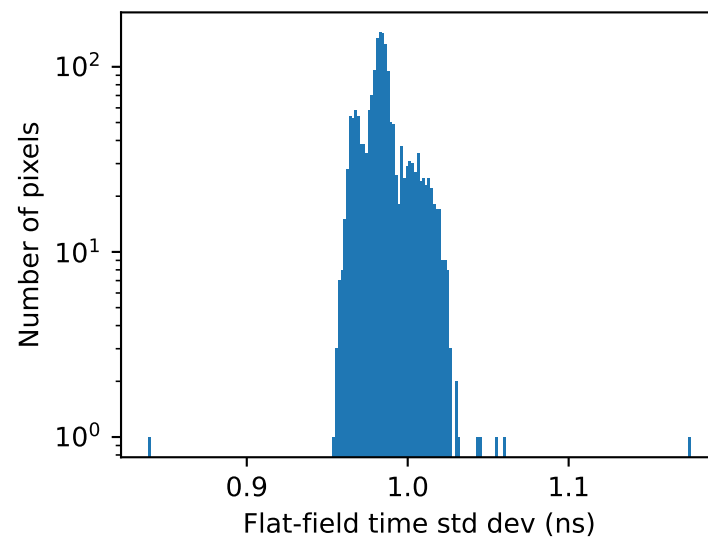
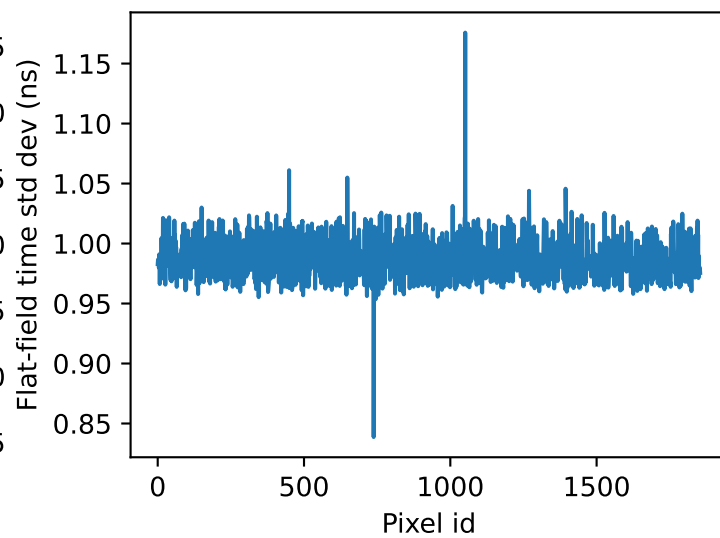
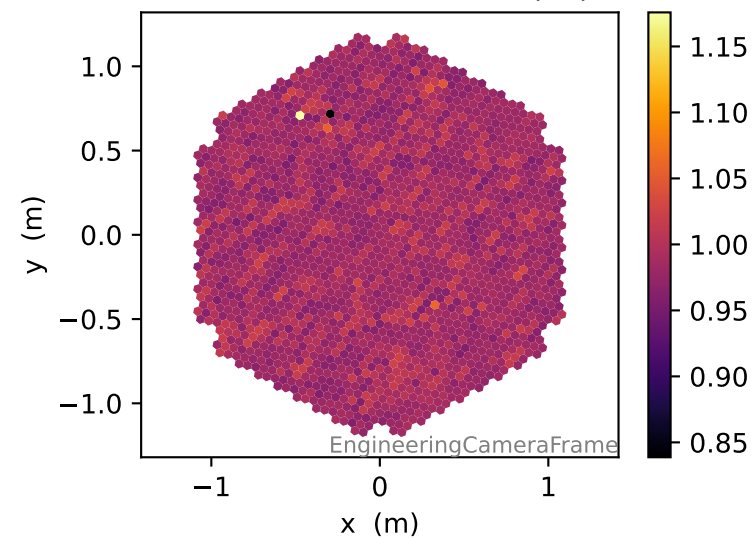


FLATFIELD, pixel-wise pulse time info

Flat-field mean time (ns)

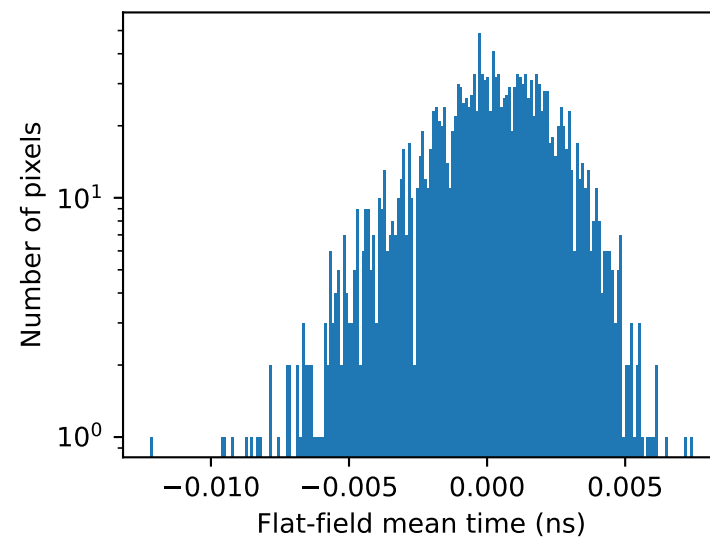
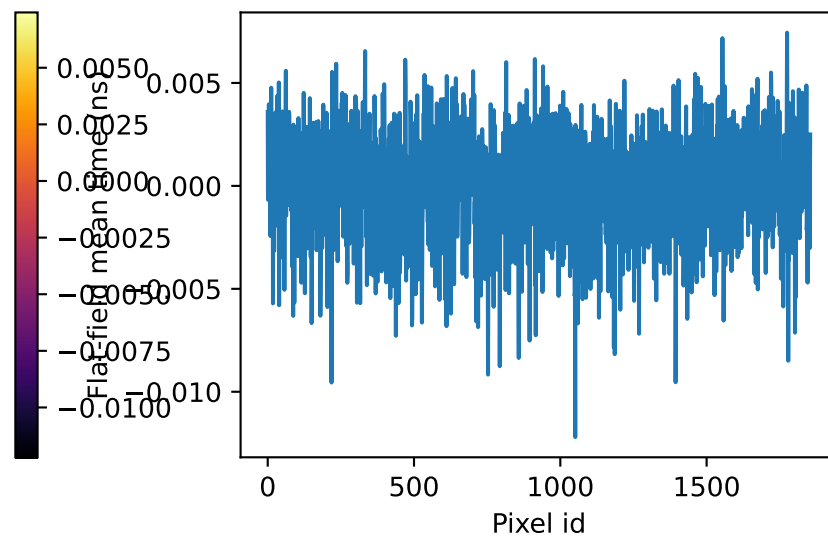
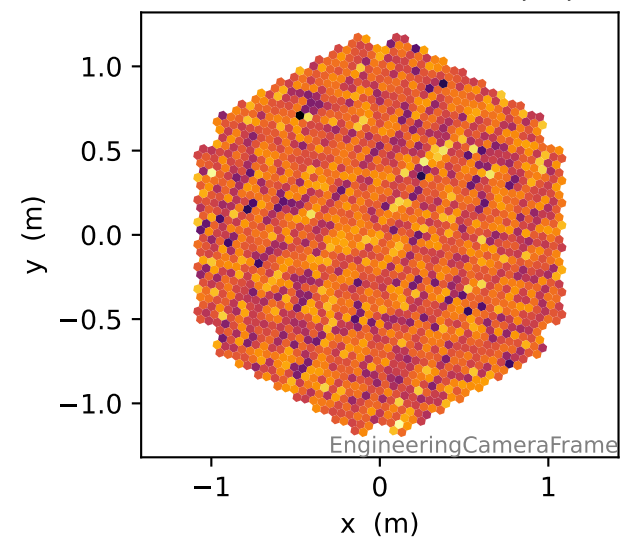


Flat-field time std dev (ns)

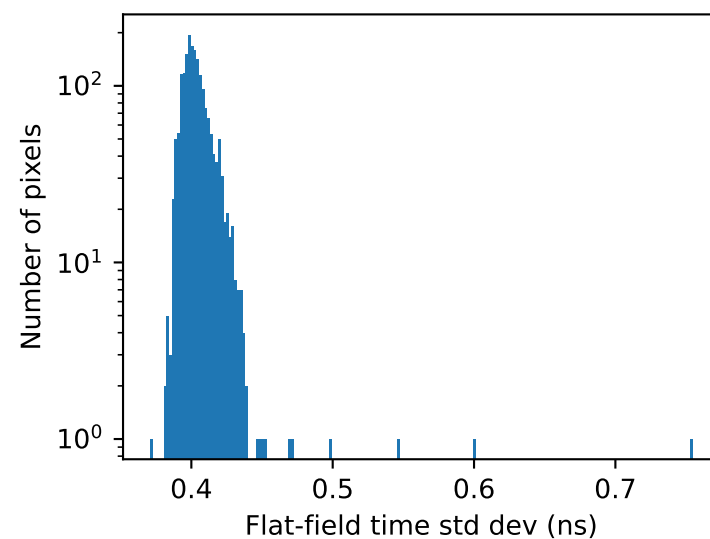
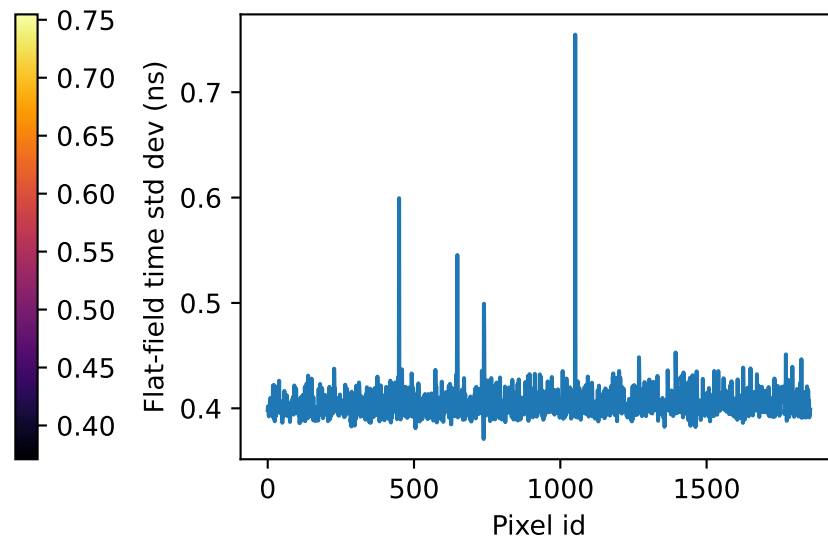
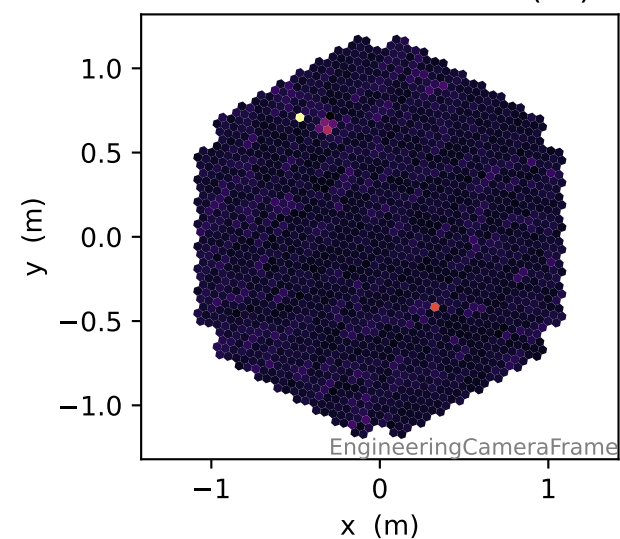


FLATFIELD, pixel-wise pulse time relative to camera mean

Flat-field mean time (ns)

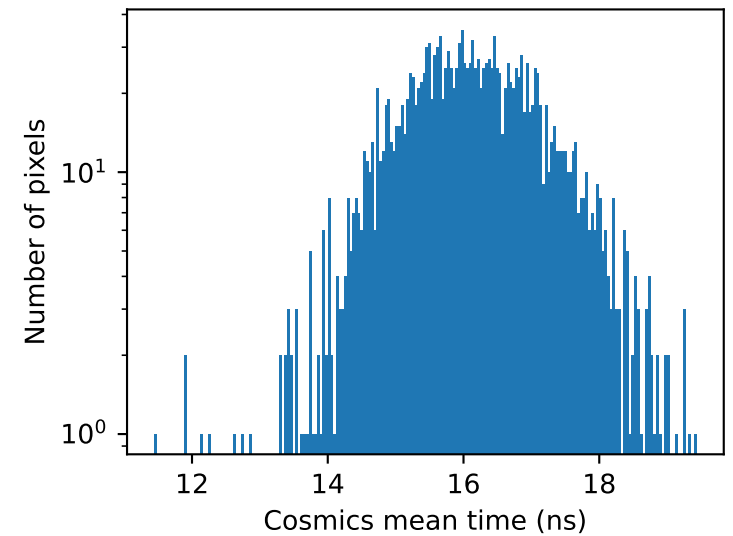
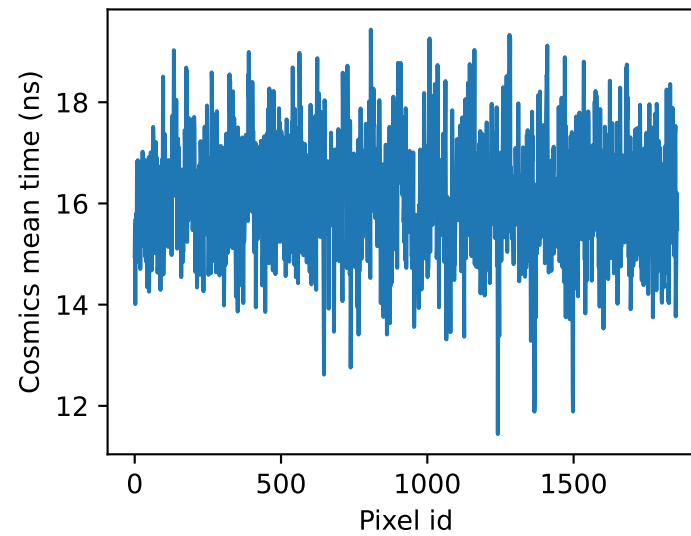
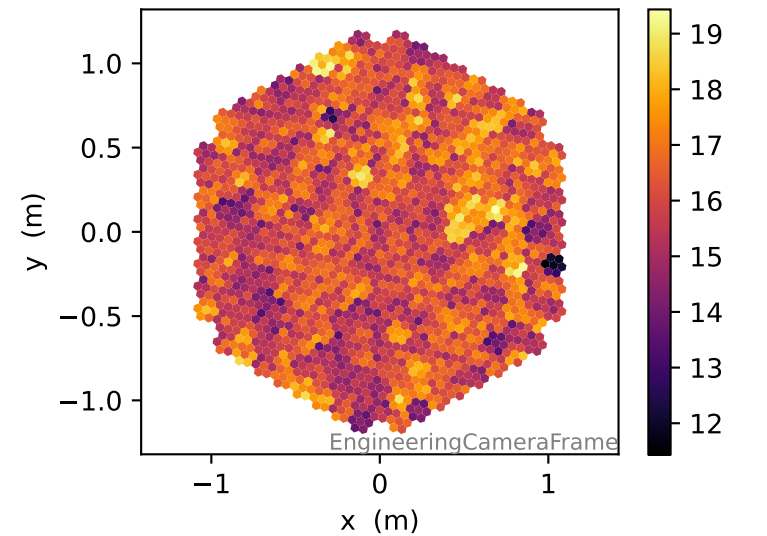


Flat-field time std dev (ns)

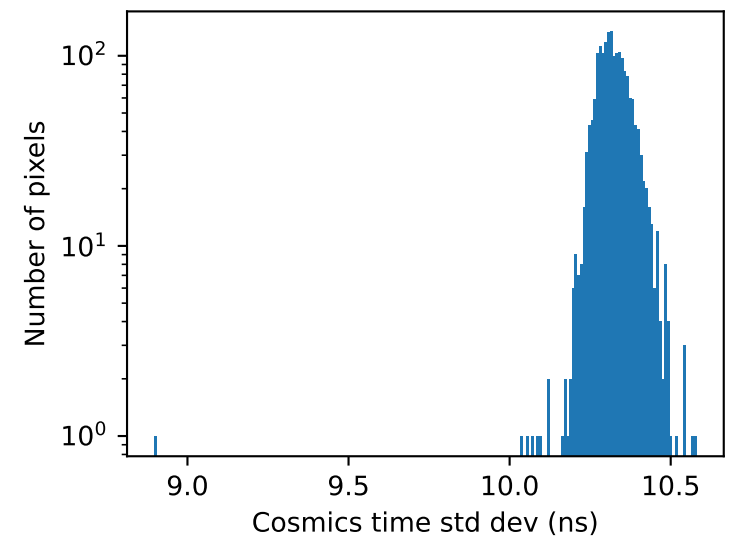
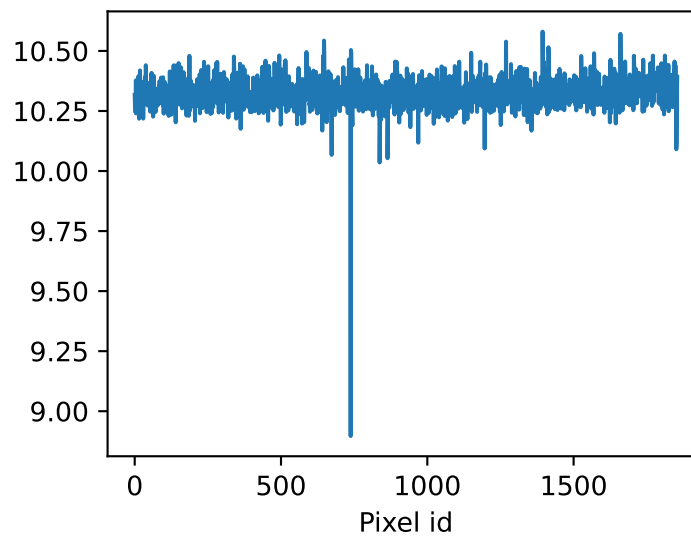
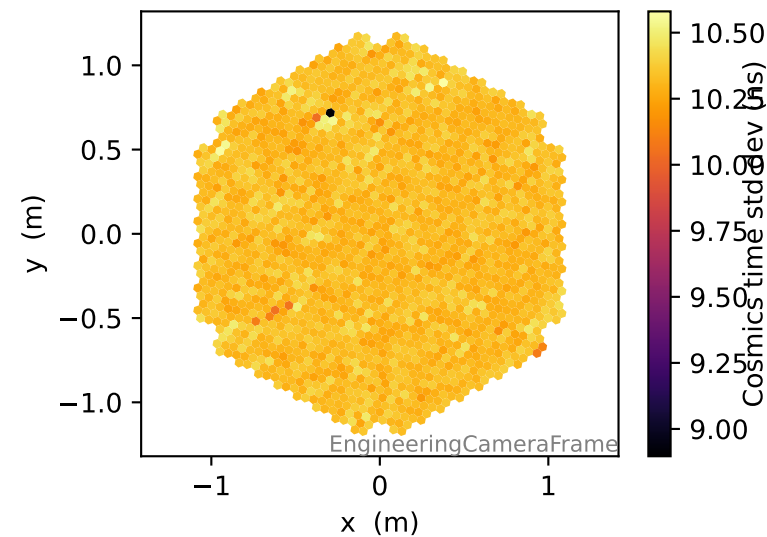


COSMICS, pixel-wise pulse time info for pixel charge > 1 p.e.

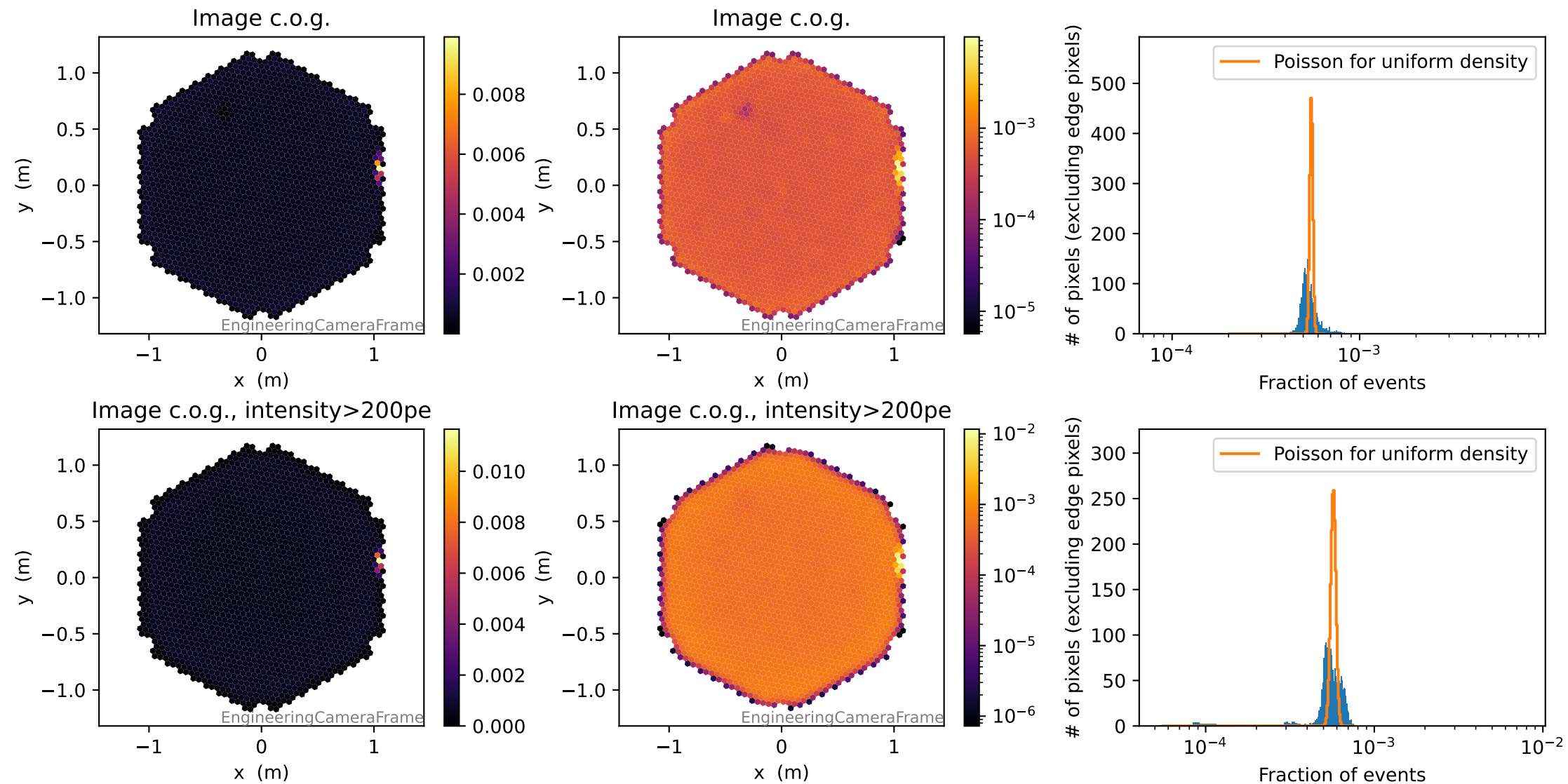
Cosmics mean time (ns)



Cosmics time std dev (ns)

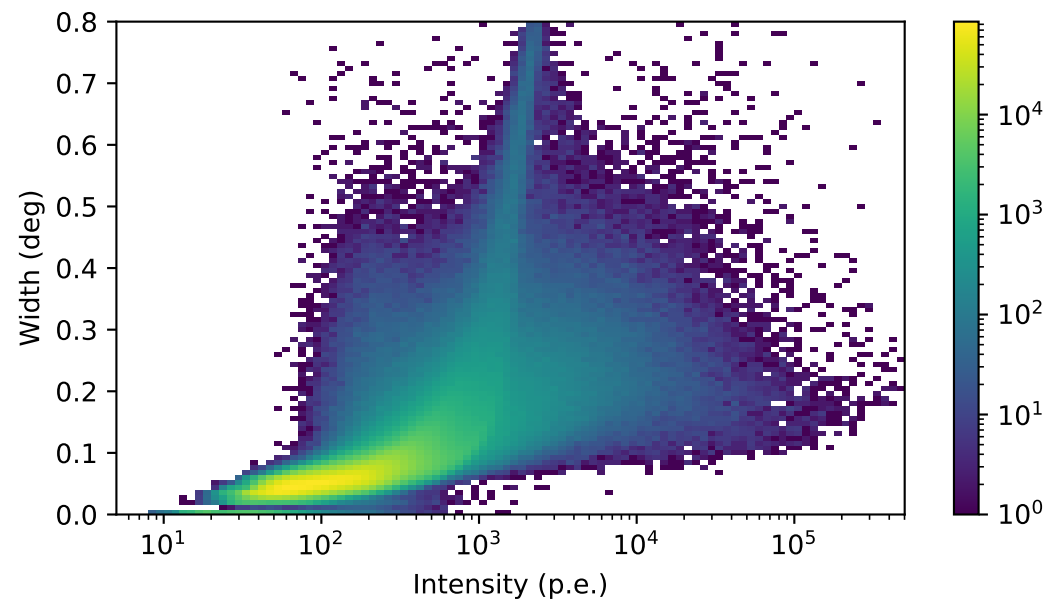
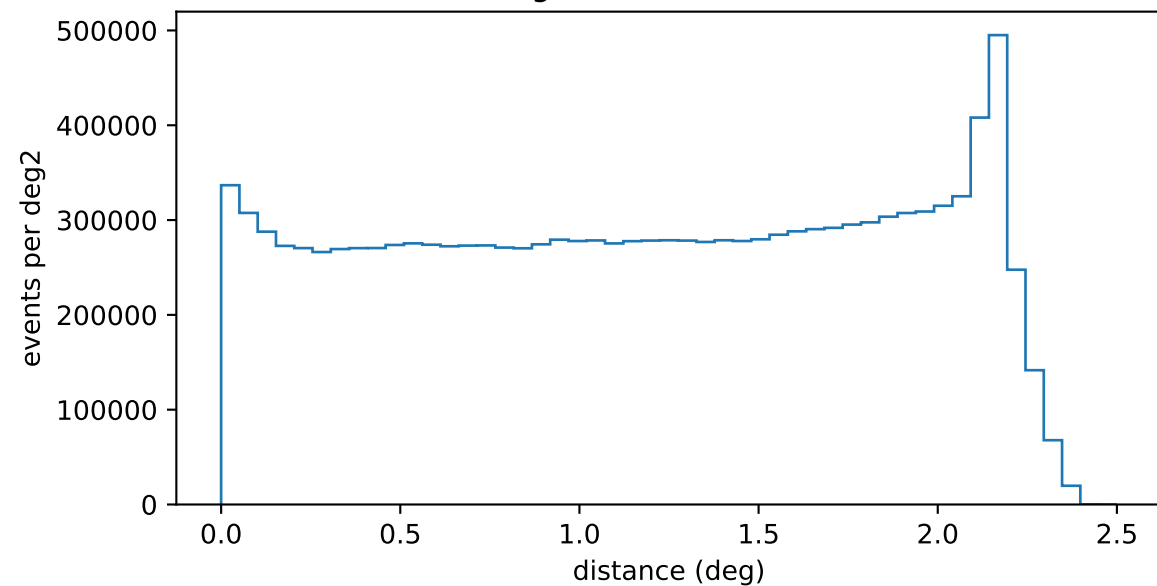


COSMICS, image c.o.g. position

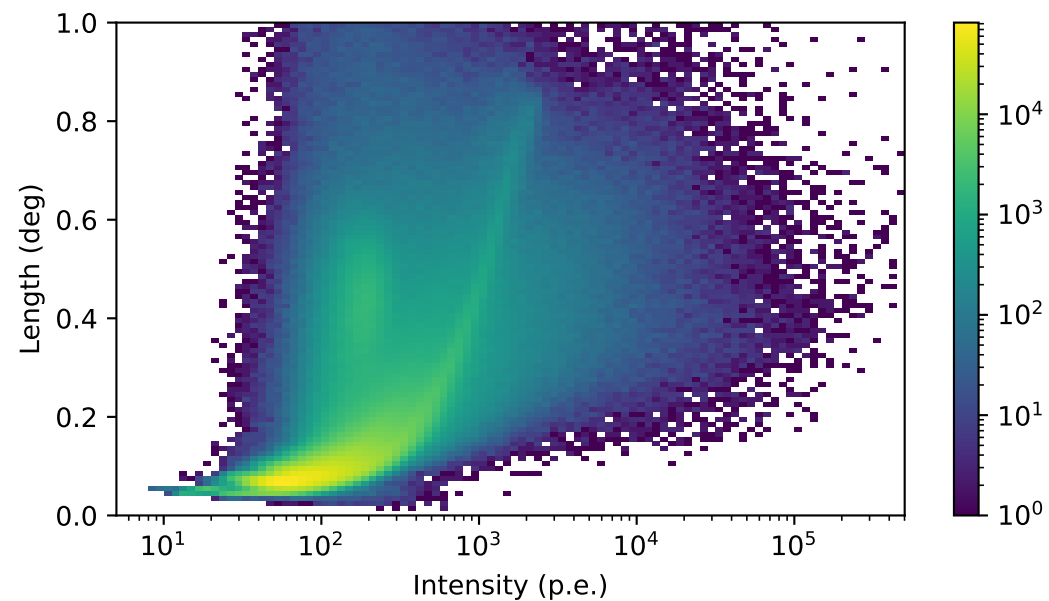
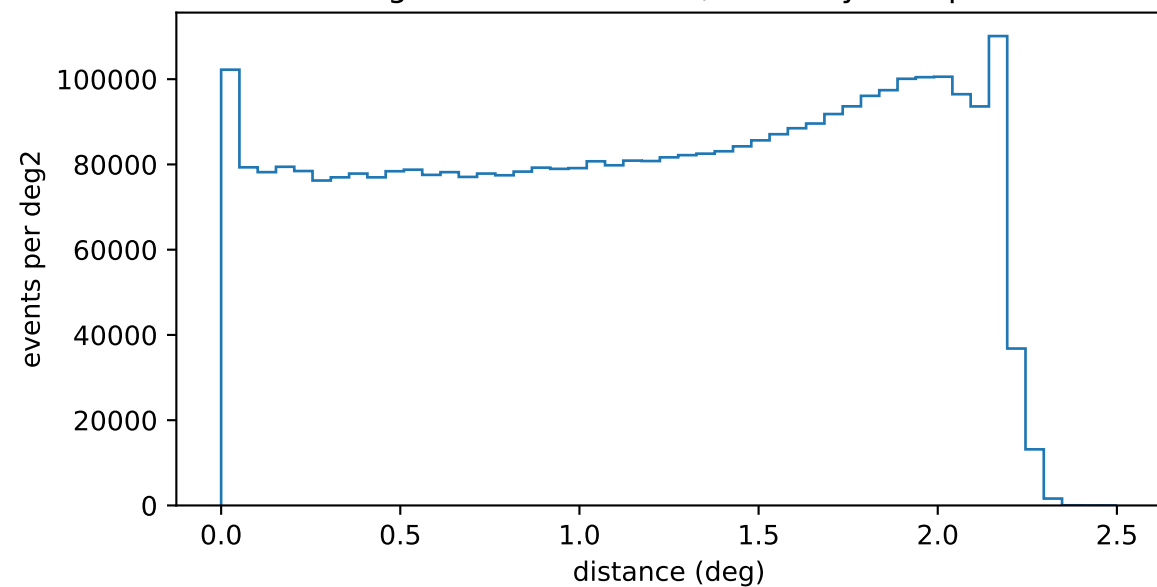


COSMICS, image parameters

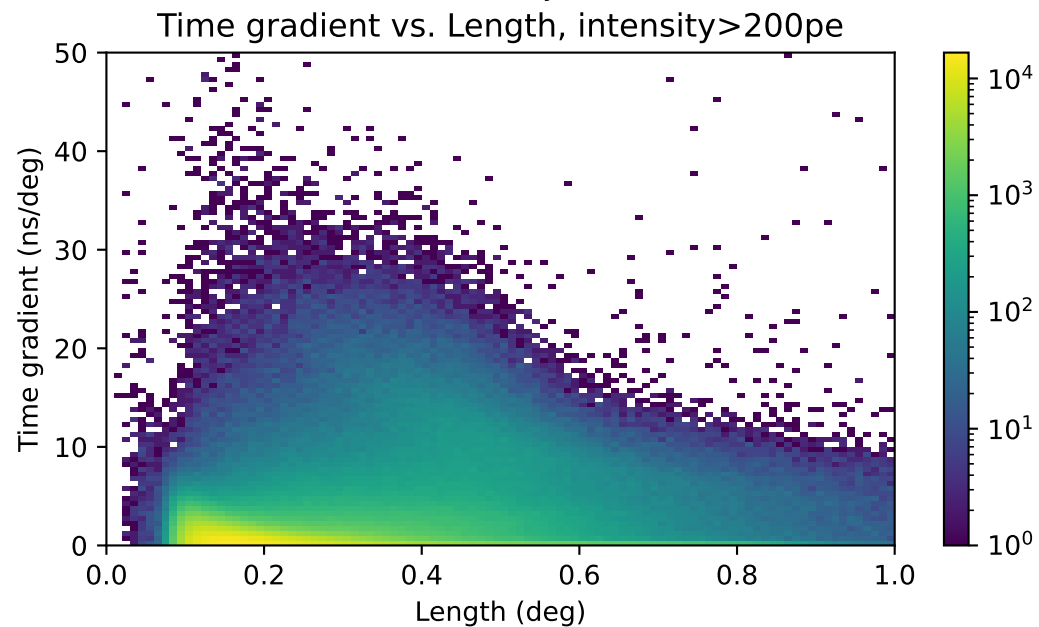
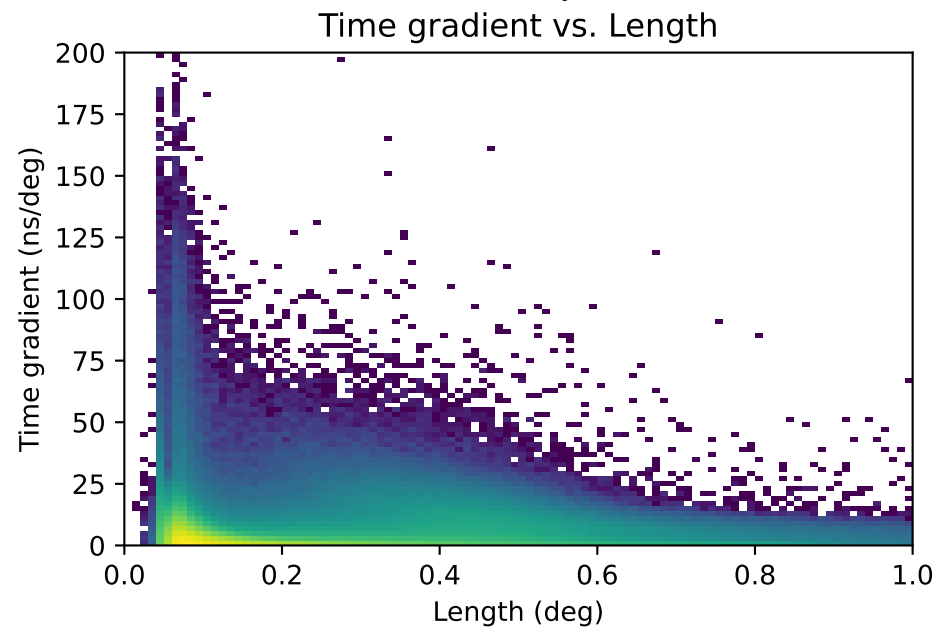
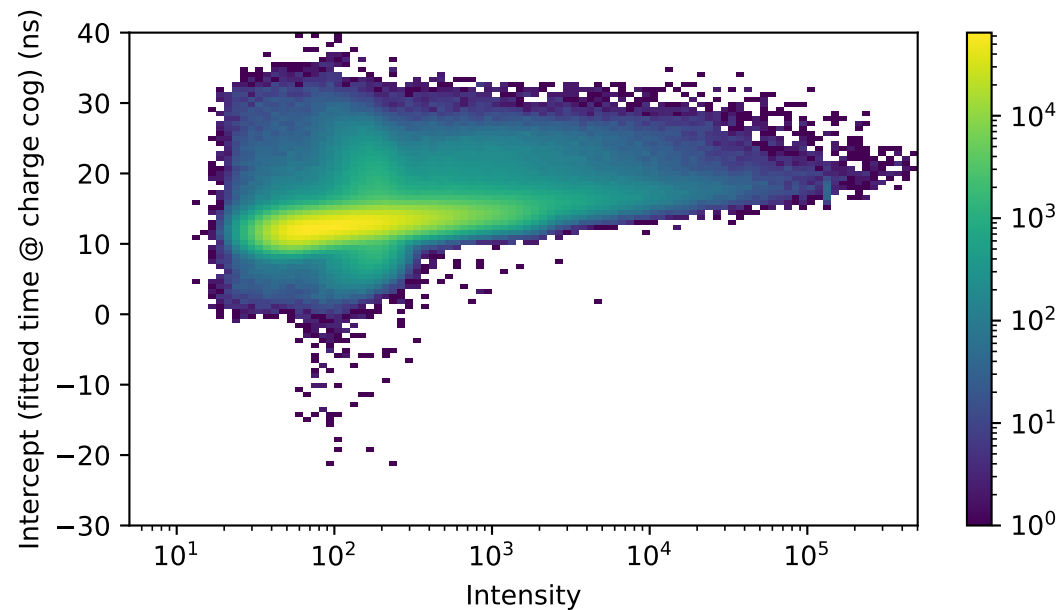
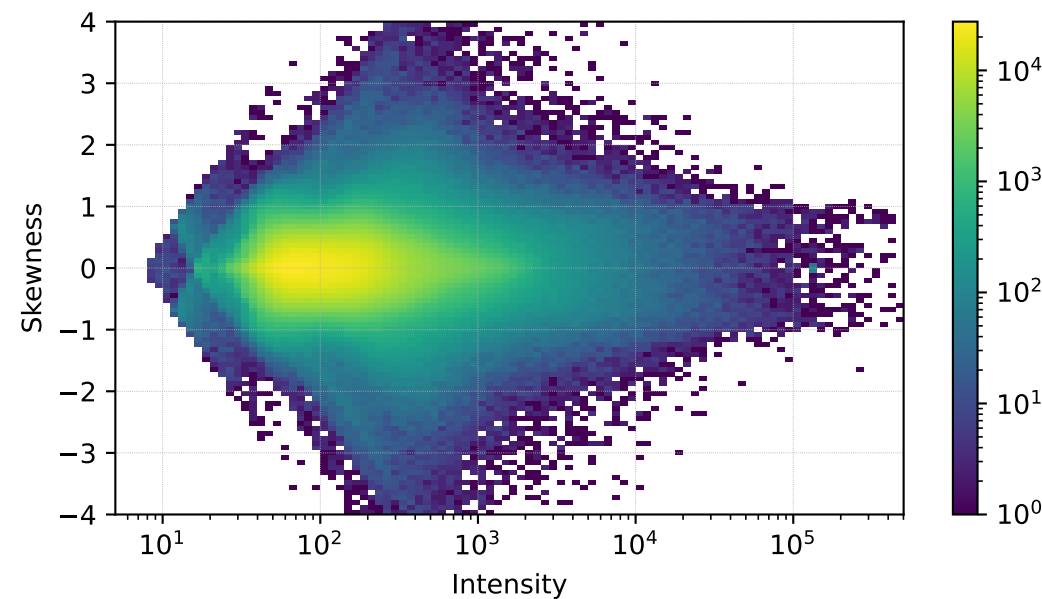
cog radial distribution



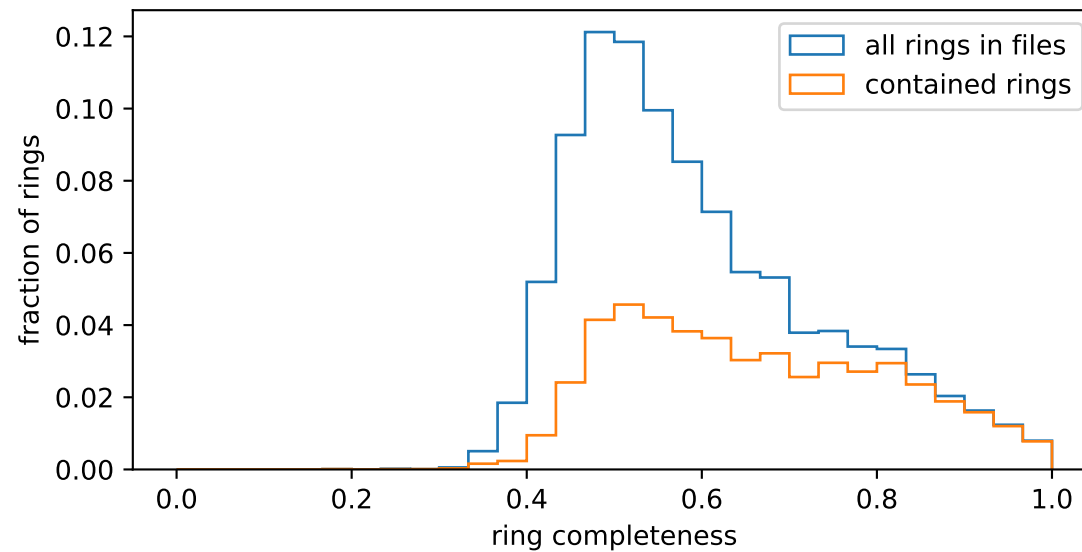
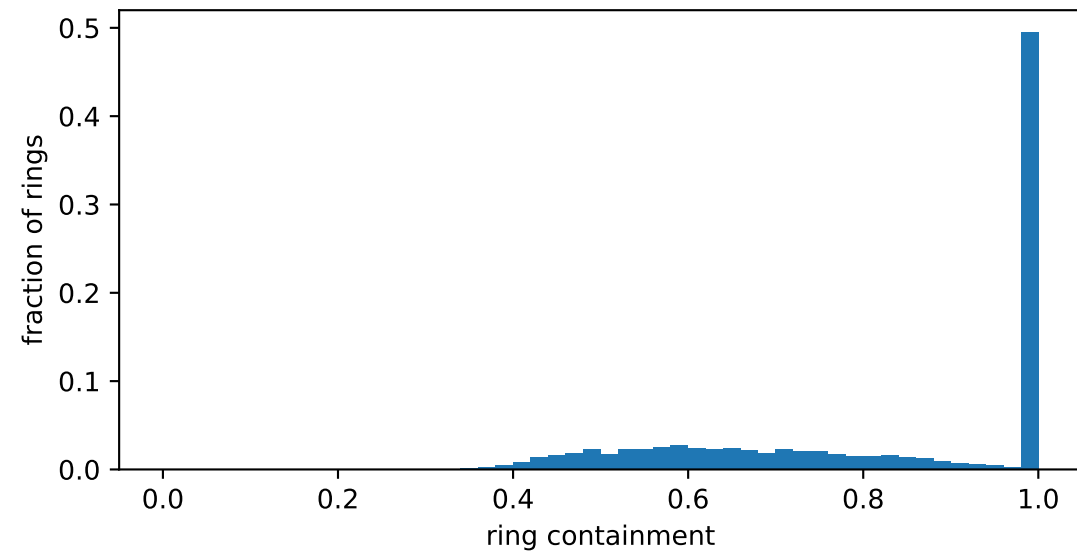
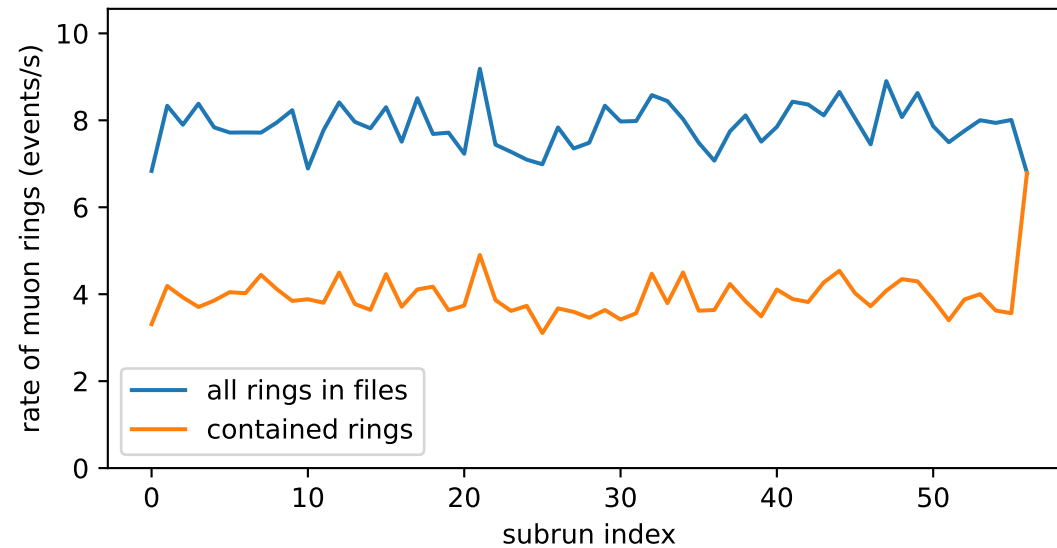
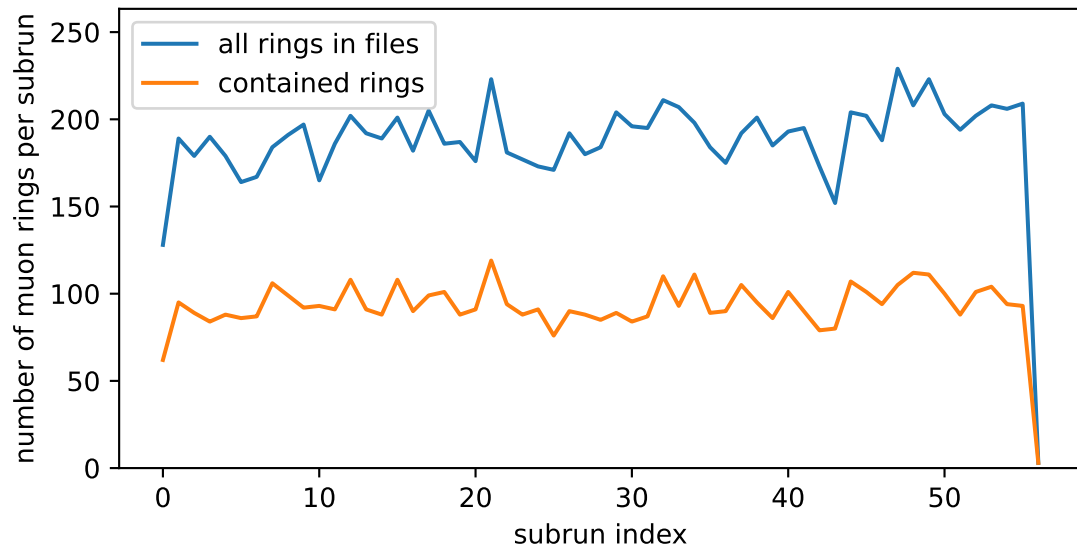
cog radial distribution, intensity > 200pe



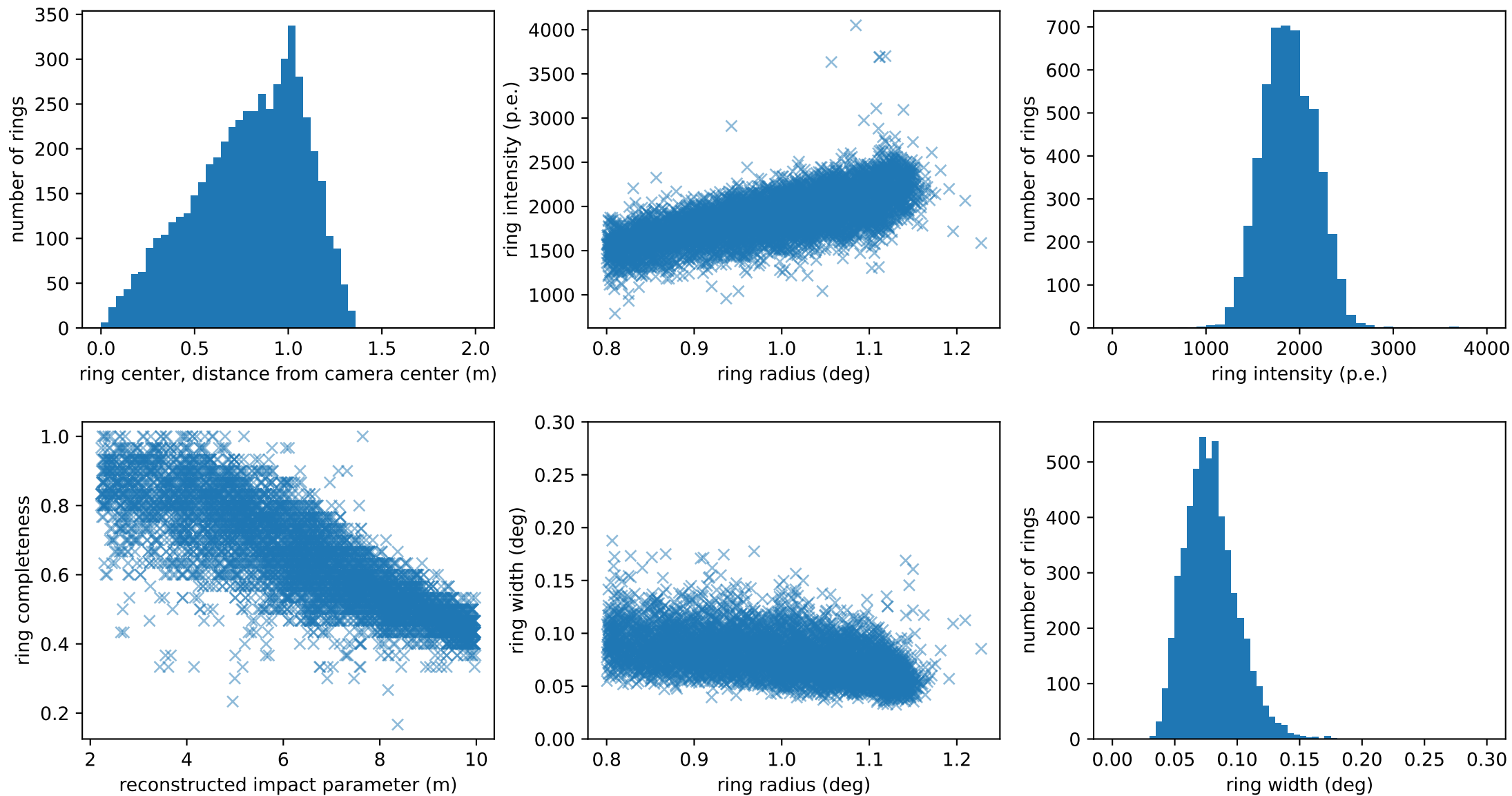
COSMICS, image parameters



MUON RINGS



MUON RINGS with containment = 1



MUON RINGS with containment = 1

