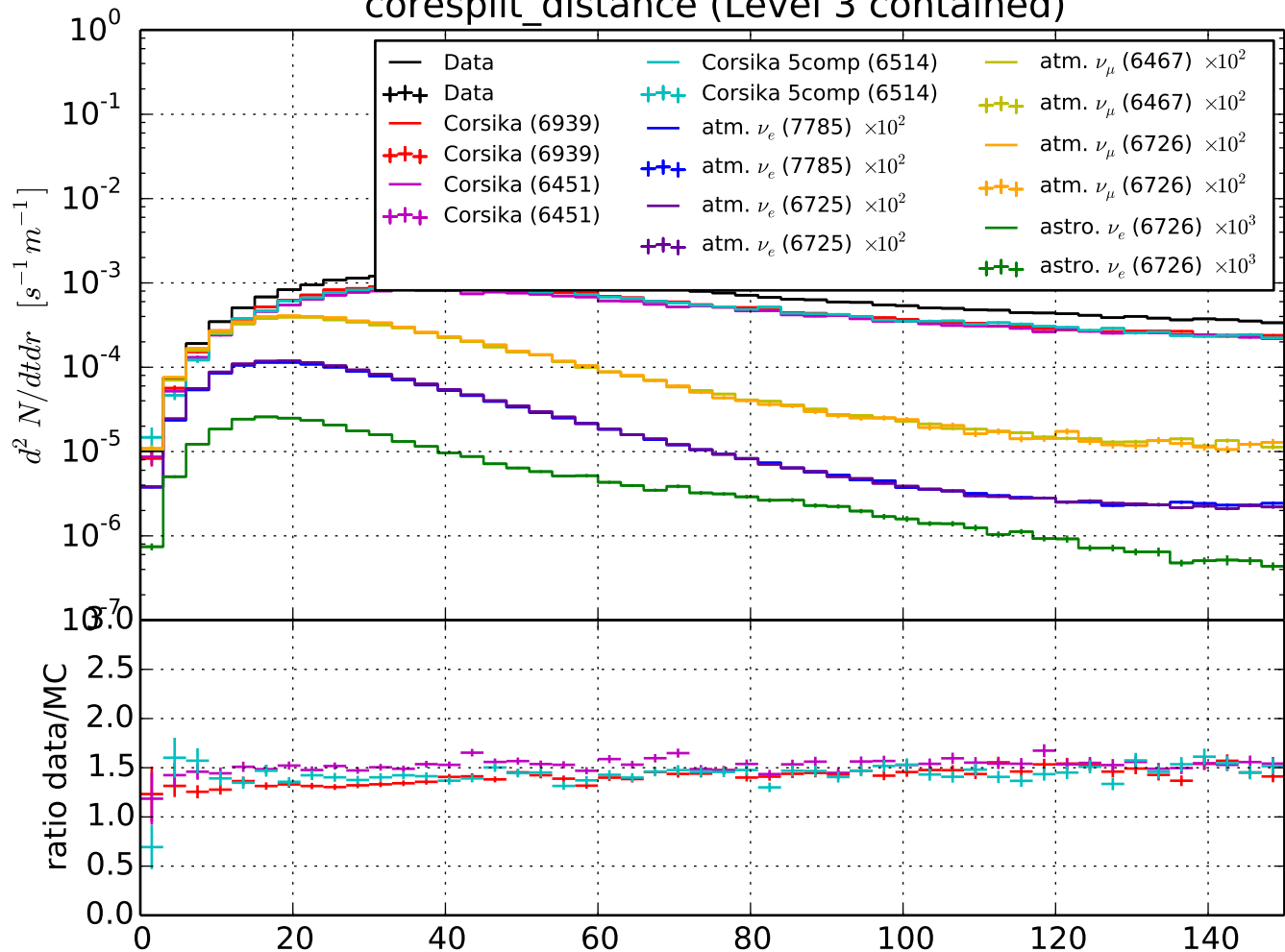


coresplit_distance (Level 3 contained)



1.x)**2+(CoreRemoval_CascadeLlhVertexFit_0.y-CoreRemoval_CascadeLlhVertexFit_1.y)**2+(C