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- Yesterday was running on Z->2mu with PFMuon Scouting to get an idea about timing
- Fixed PF Scouting Sequence bug, muons were not in event content
 - Reconfigured HLT config to run on full L1 output in data
 - /store/data/Run2018D/EphemeralHLTPhysics1/RAW/
 - Again made overall timing
 - Full Tracking: 750ms (250ms shorter than on Z2mu (?))
 - Pixel Only: 498ms
 - Three modules building Rechits run the same thing (erase), hltParticleFlowRecHitHBHE* (ForEgamma,ForMuons,...)
 - Got Adriano`s gpu track HLT-config customisation script, not yet working out of the box
 - To be scrutinised tomorrow