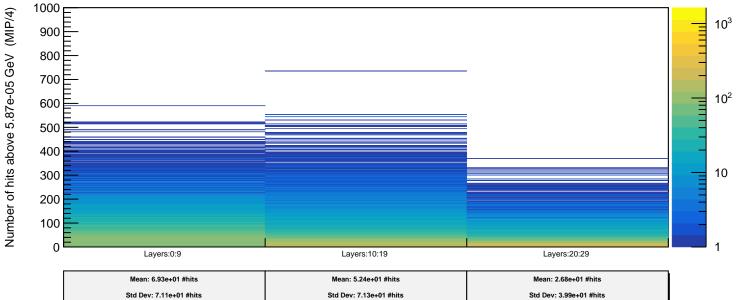
## ScECalEndcap all\_#Nhits Towers 0



events: 1.00e+04



events: 1.00e+04

events: 1.00e+04