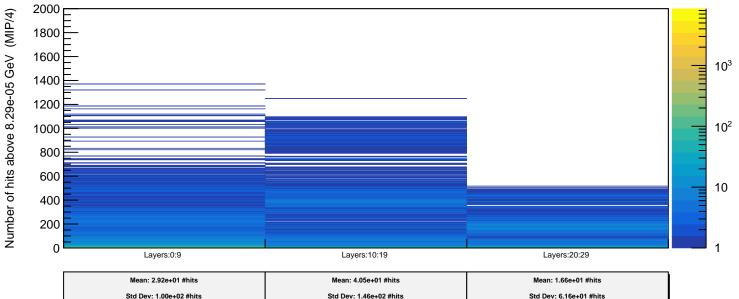
## ScECALBarrel all\_#Nhits Modules 2



events: 1.00e+04



events: 1.00e+04

events: 1.00e+04