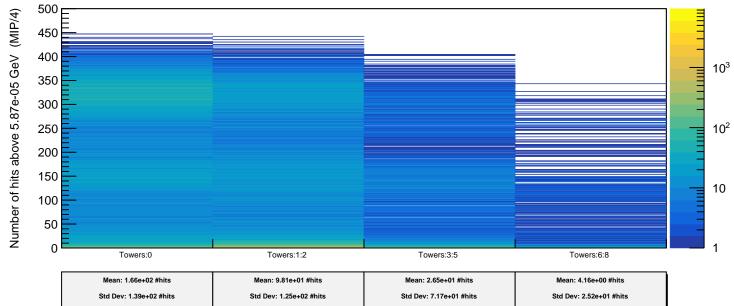
ScECalEndcap all_#Nhits Layers 20:29

Number of Events



events: 1.00e+04

events: 1.00e+04

events: 1.00e+04

events: 1.00e+04