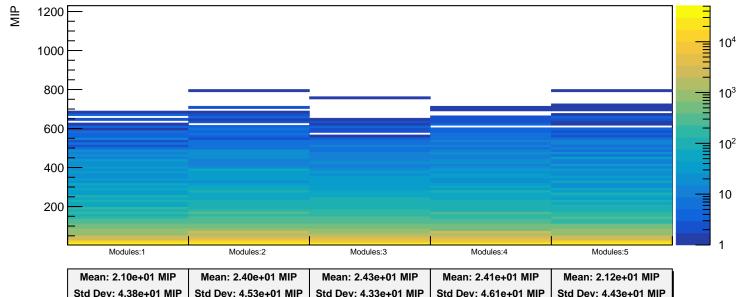
## ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9





hits: 7.04e+04

hits: 6.92e+04

hits: 7.43e+04

hits: 7.61e+04

hits: 7.88e+04