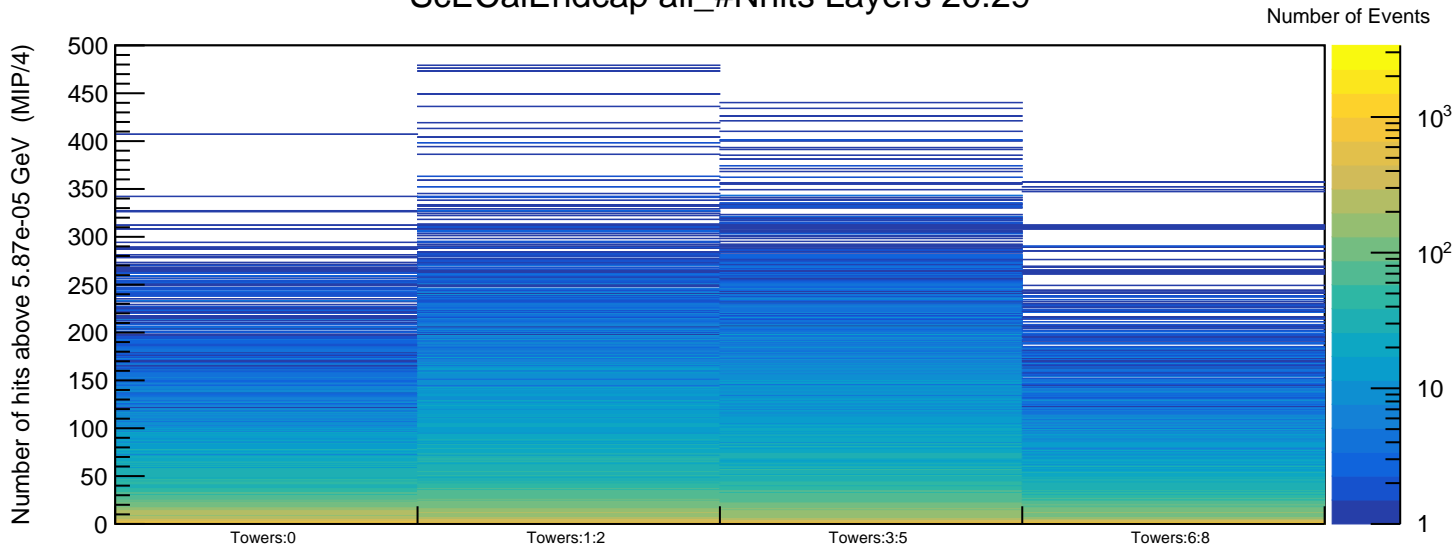ScECalEndcap all_#Nhits Layers 20:29