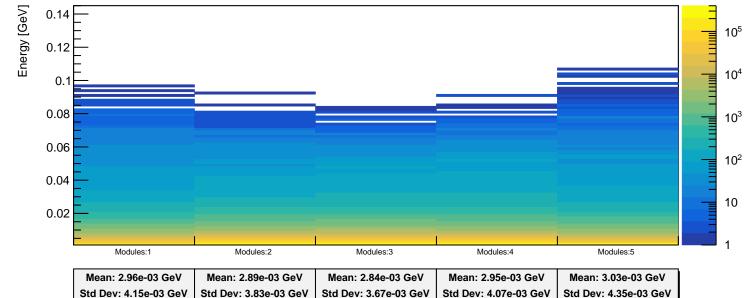
## ScECALBarrel upper\_scale\_energy Layers 0:9





hits: 5.94e+05

hits: 4.92e+05

hits: 3.21e+05

hits: 3.10e+05

hits: 4.87e+05