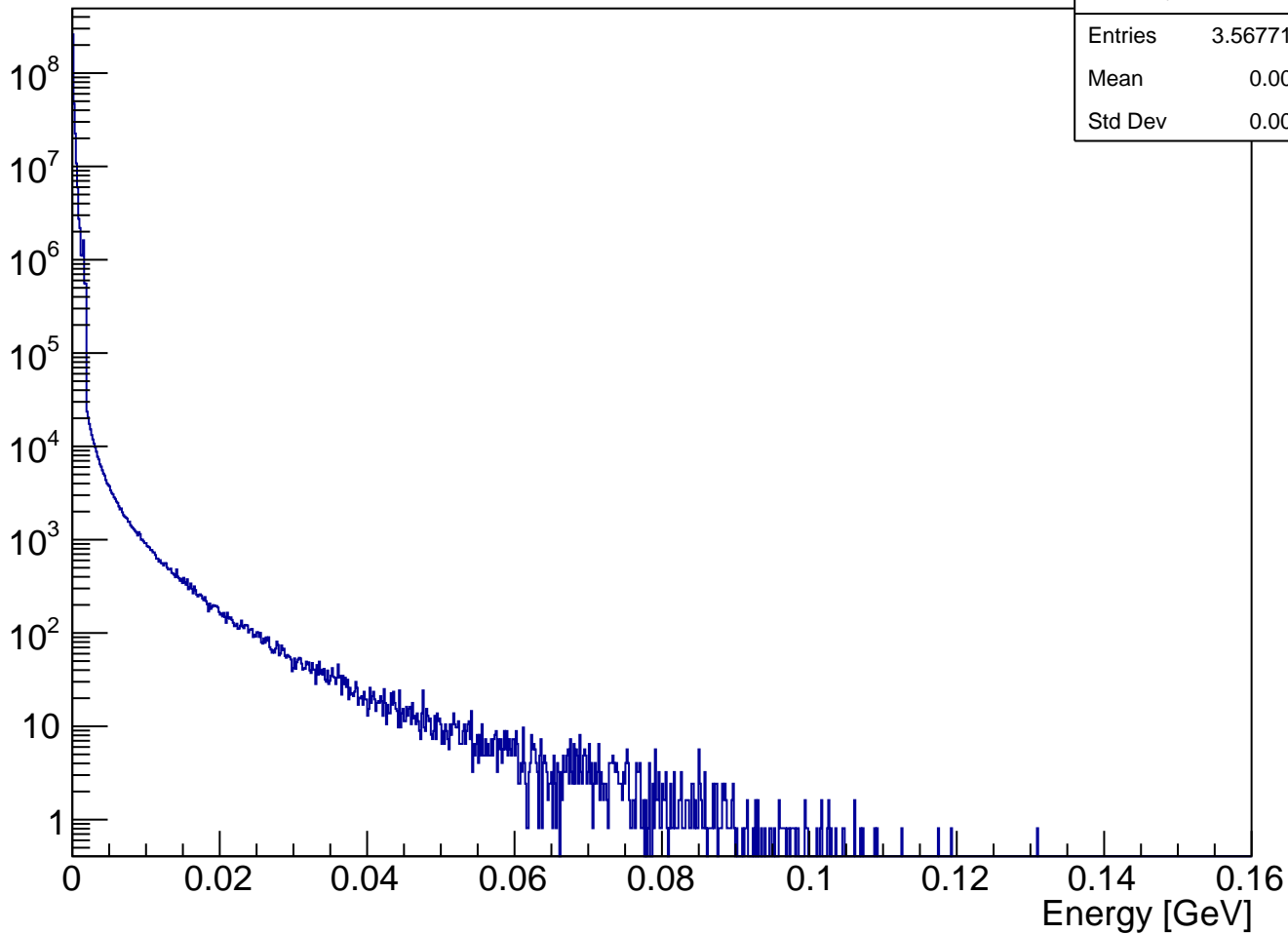


ScECalEndcap_T0_L20:29

Number of hits per second



Energy [GeV]