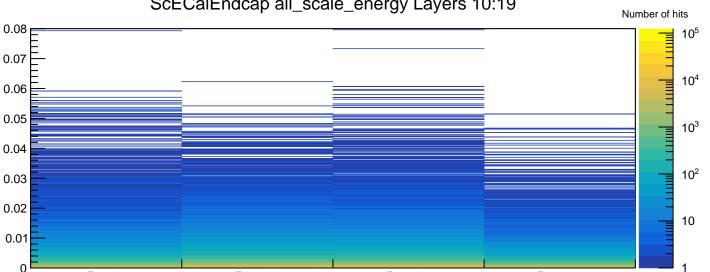
## ScECalEndcap all\_scale\_energy Layers 10:19

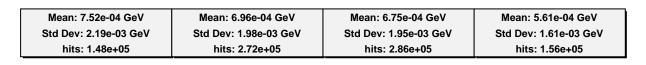
Energy [GeV]

Towers:0



Towers:3:5

Towers:6:8



Towers:1:2