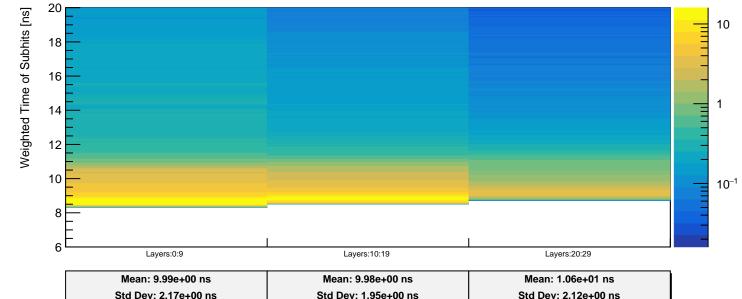
## ScECalEndcap time Towers 1:2

Number of hits times Energy [GeV]

hits: 3.58e+02



hits: 8.86e+02

hits: 1.19e+03