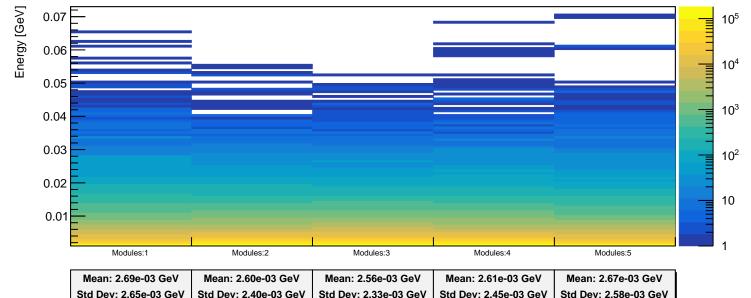
## ScECALBarrel upper\_scale\_energy Layers 0:9





hits: 3.65e+05

hits: 3.38e+05

hits: 2.49e+05

hits: 2.56e+05

hits: 3.35e+05