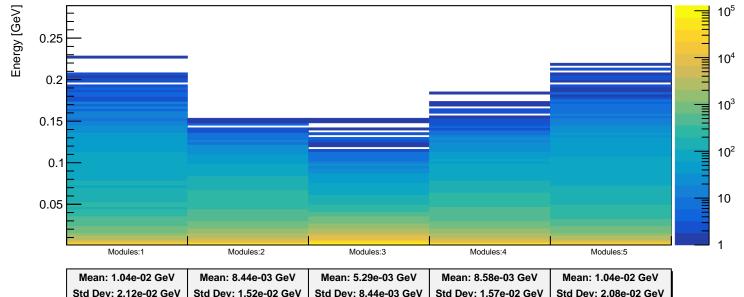
## ScECALBarrel upper\_scale\_energy Layers 0:9





hits: 1.91e+05

hits: 8.59e+04

hits: 5.57e+04

hits: 5.71e+04

hits: 8.71e+04