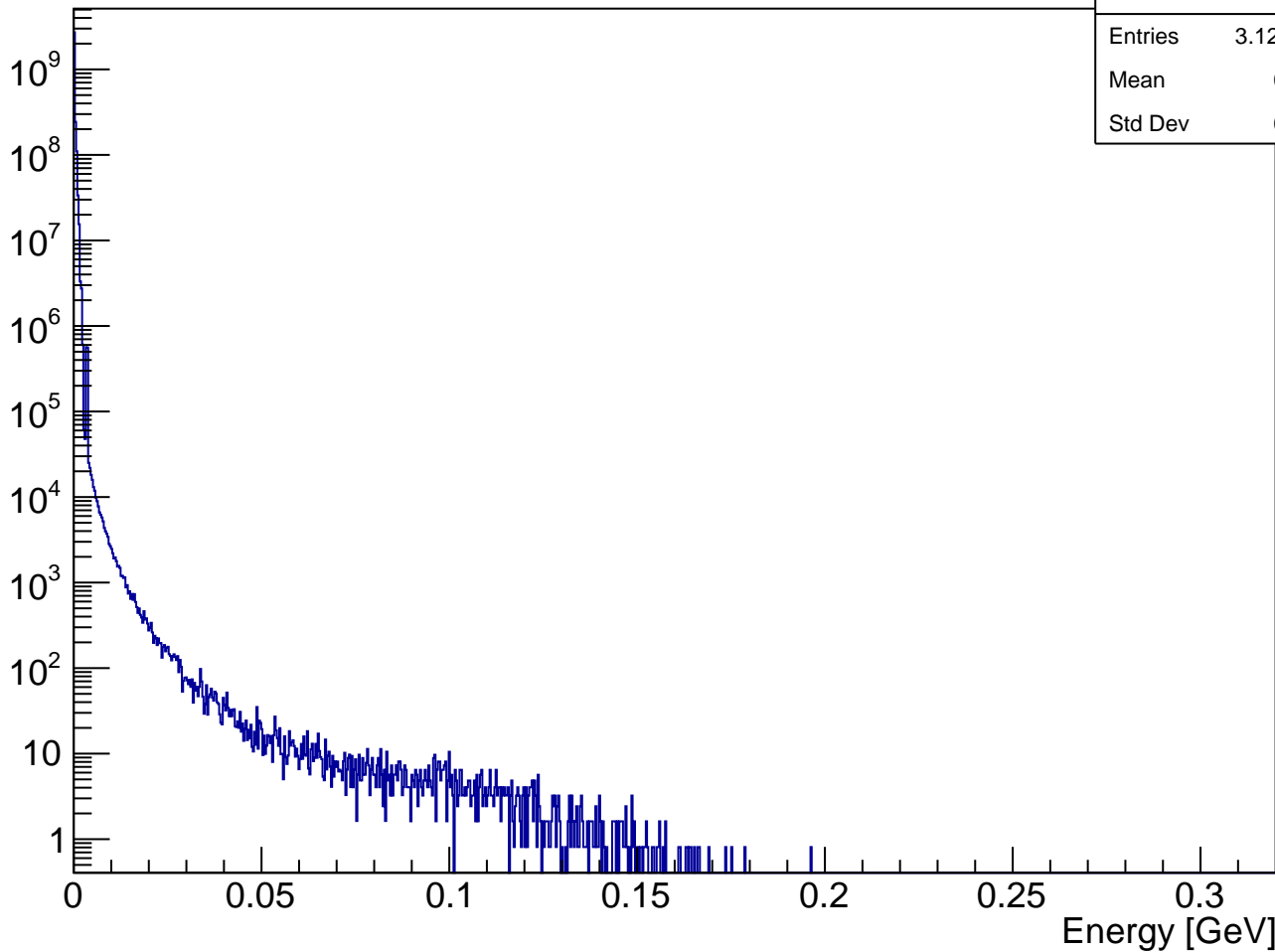


# ScECALBarrel\_M1\_L0:9

Number of hits per second



Energy [GeV]