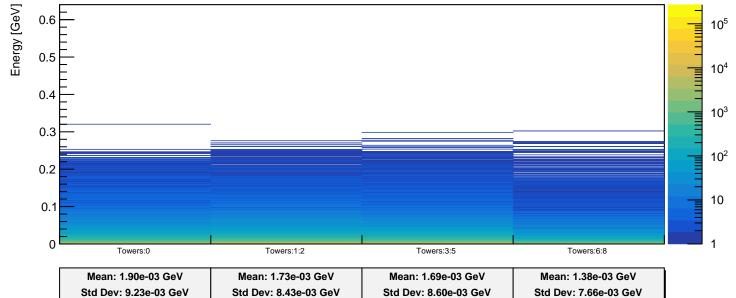
## ScECalEndcap all\_scale\_energy Layers 0:9





hits: 3.96e+05

hits: 2.14e+05

hits: 4.39e+05

hits: 3.23e+05