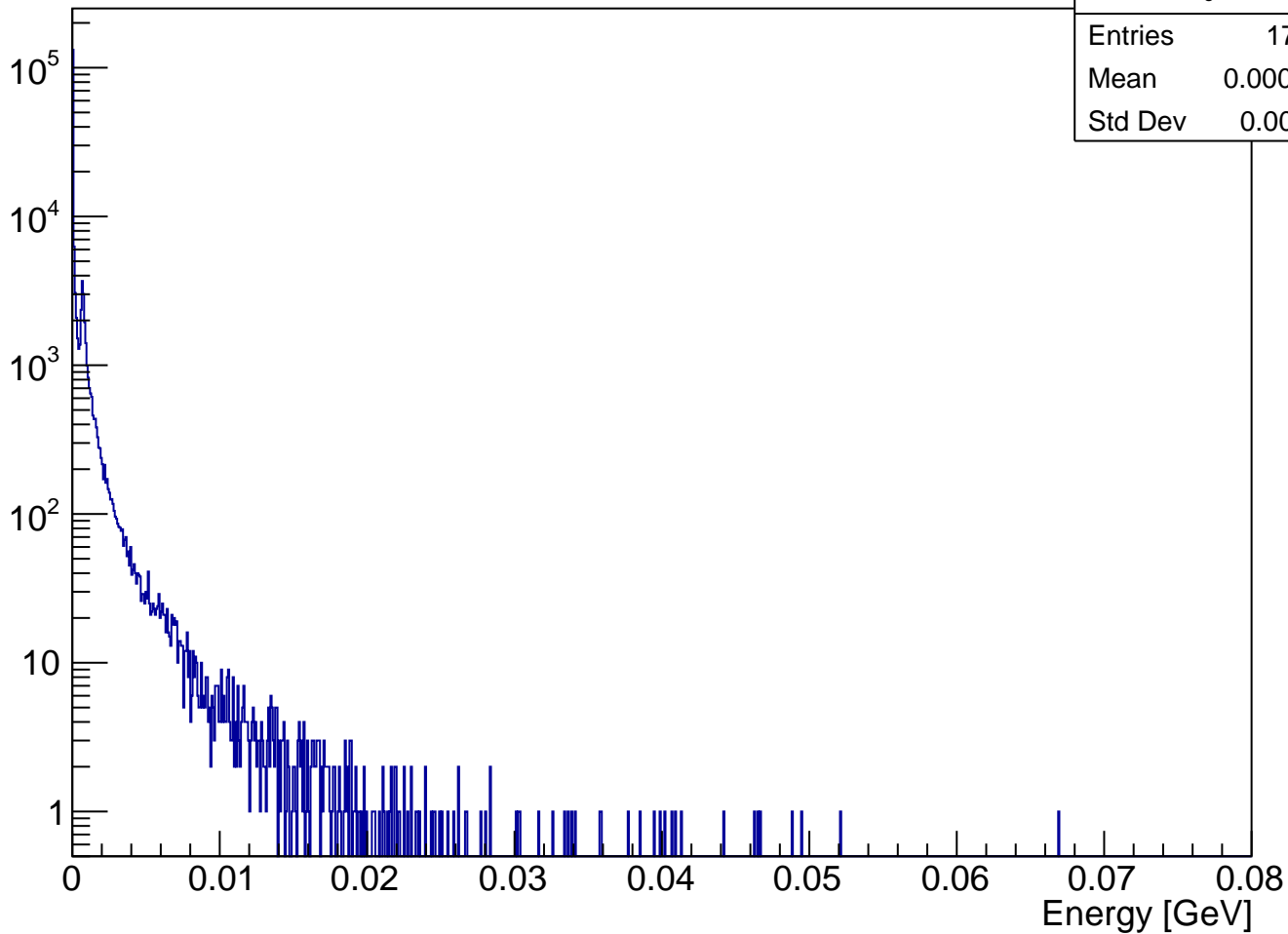


ScHCalECRing

Number of hits



Energy [GeV]