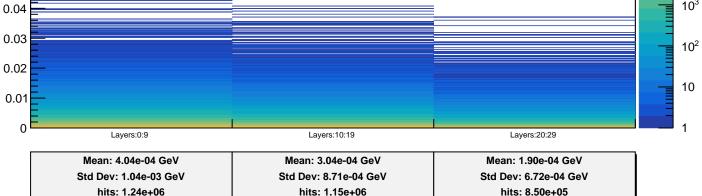
## ScECalEndcap all\_scale\_energy Towers 0 Number of hits 10<sup>5</sup> 10<sup>4</sup> 10<sup>3</sup>



80.0

0.07

0.06

0.05

Energy [GeV]