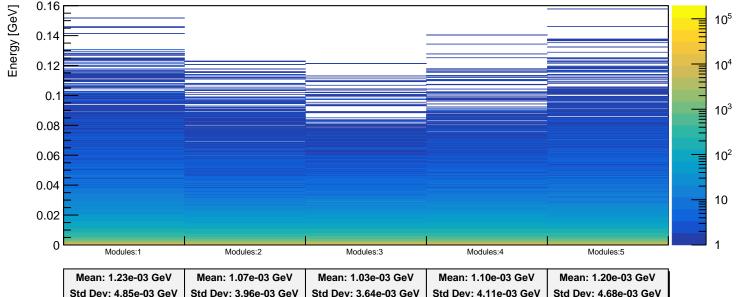
## ScECALBarrel all\_scale\_energy Layers 0:9





hits: 4.08e+05

hits: 3.85e+05

hits: 3.66e+05

hits: 3.70e+05

hits: 3.70e+05