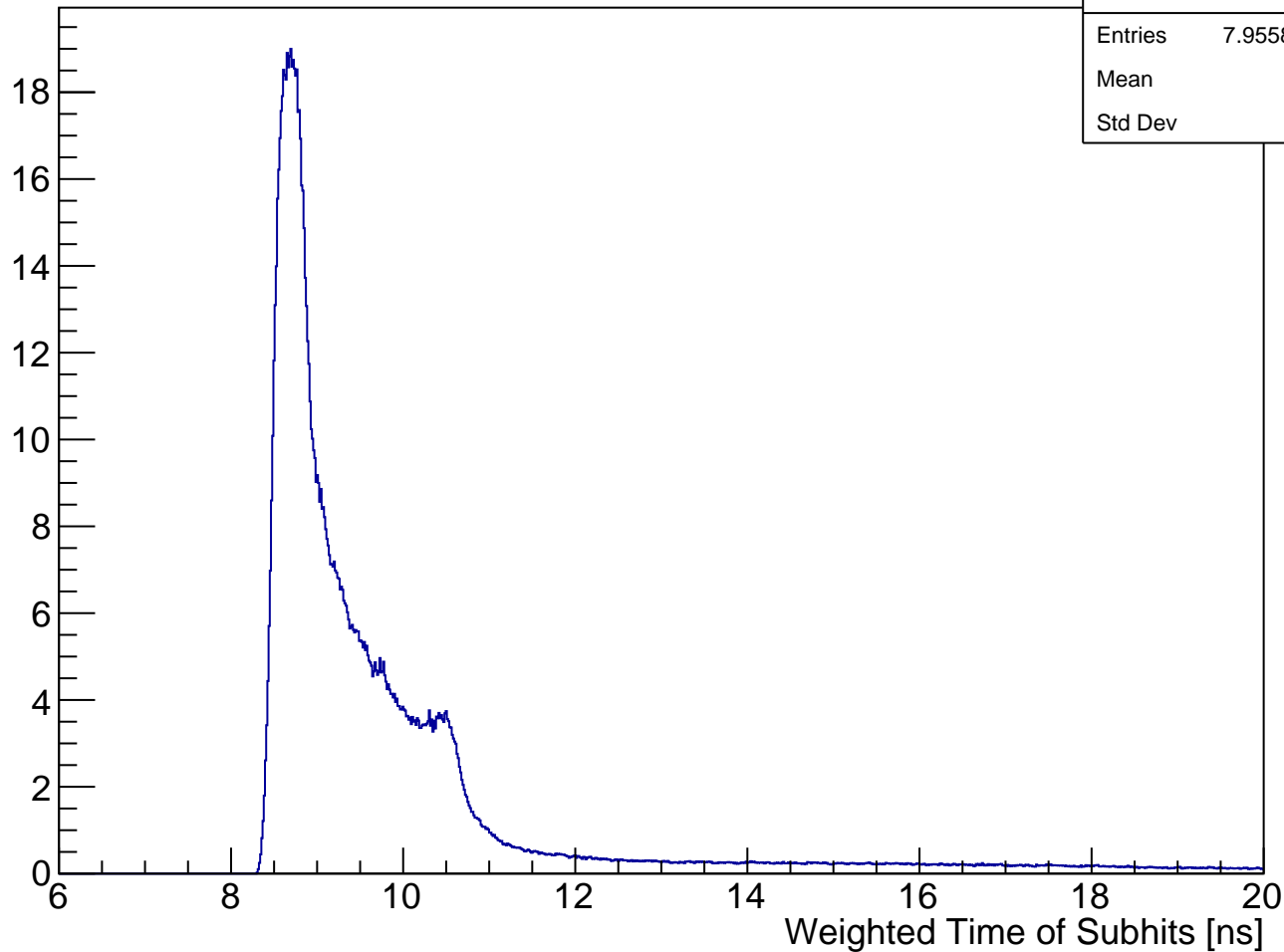


# ScECalEndcap\_T1:2\_L0:9

Number of hits times Energy [GeV]



Weighted Time of Subhits [ns]