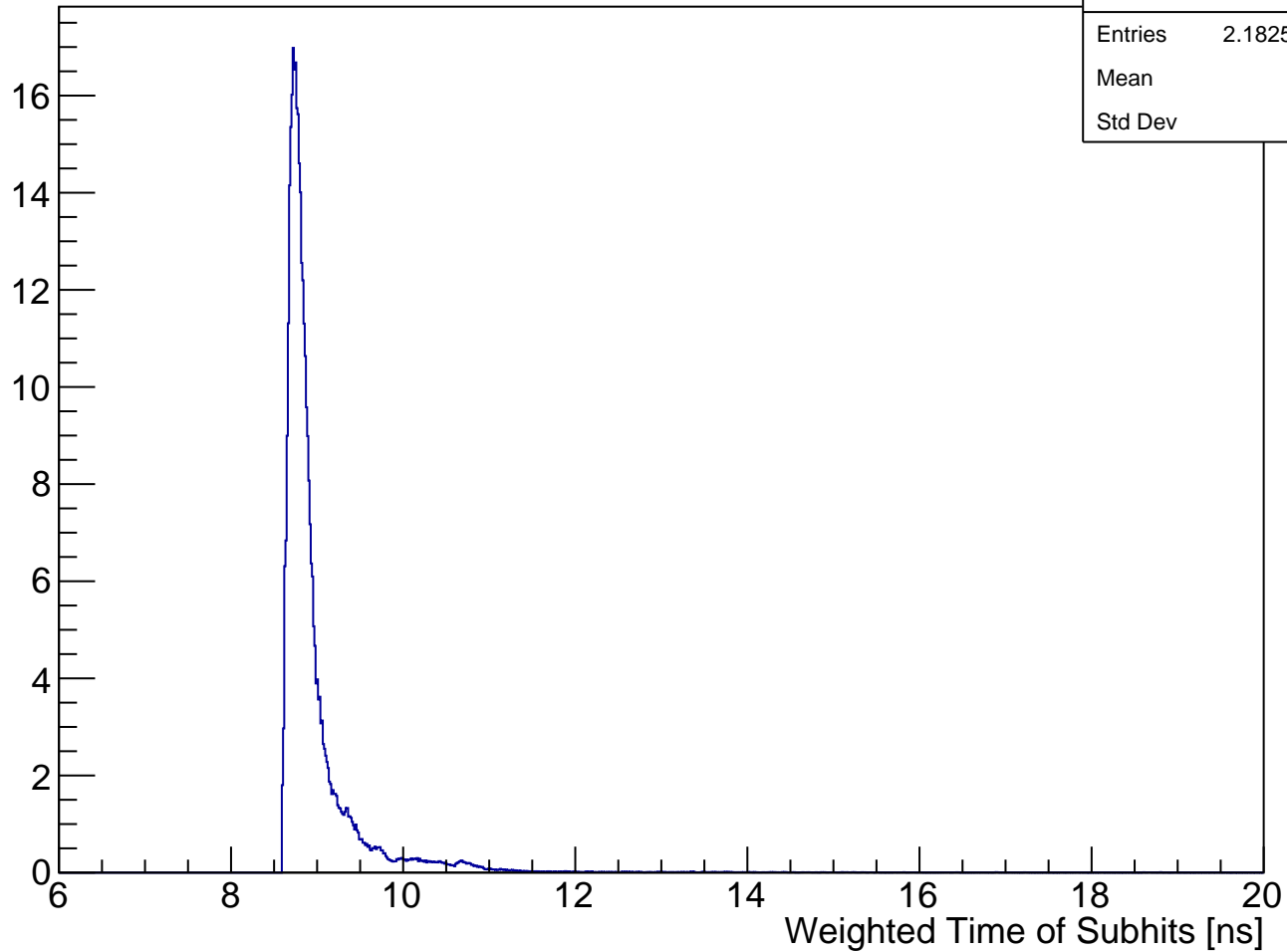


# ScECalEndcap\_T0\_L20:29

Number of hits times Energy [GeV]



Weighted Time of Subhits [ns]