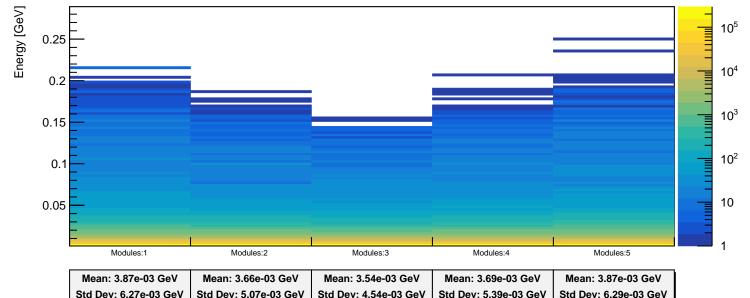
## ScECALBarrel upper\_scale\_energy Layers 0:9





hits: 3.51e+05

hits: 3.41e+05

hits: 3.37e+05

hits: 3.32e+05

hits: 3.60e+05