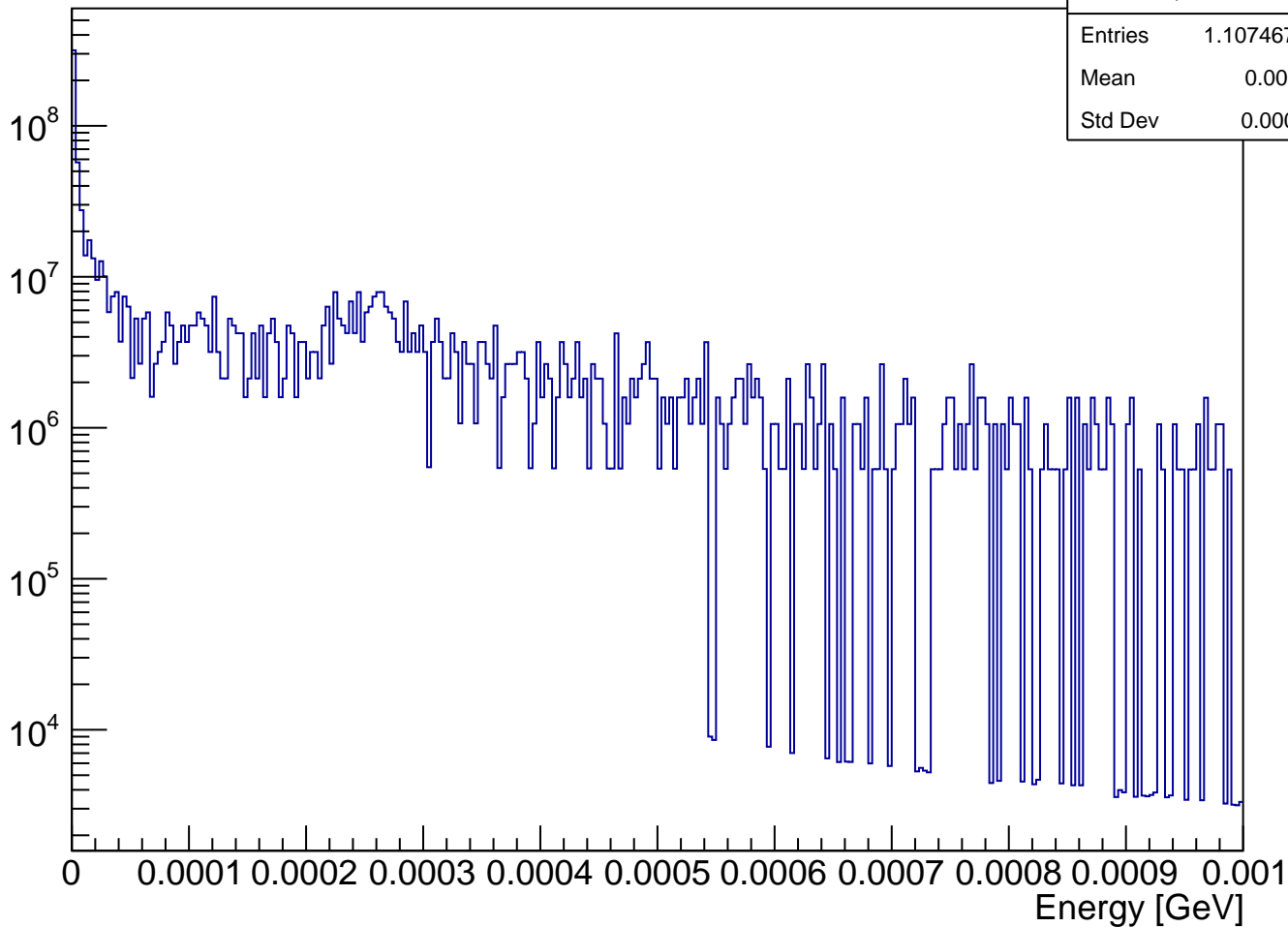


ScECalEndcap_T0_L0:9

Number of hits per second



Energy [GeV]