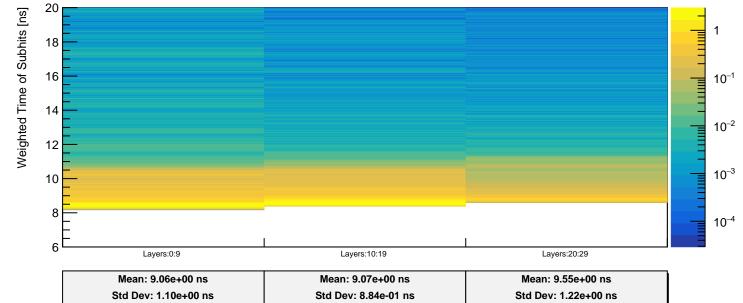
## ScECalEndcap time Towers 0



hits\*energy [GeV]: 3.17e+01



hits\*energy [GeV]: 1.08e+02

hits\*energy [GeV]: 1.05e+02