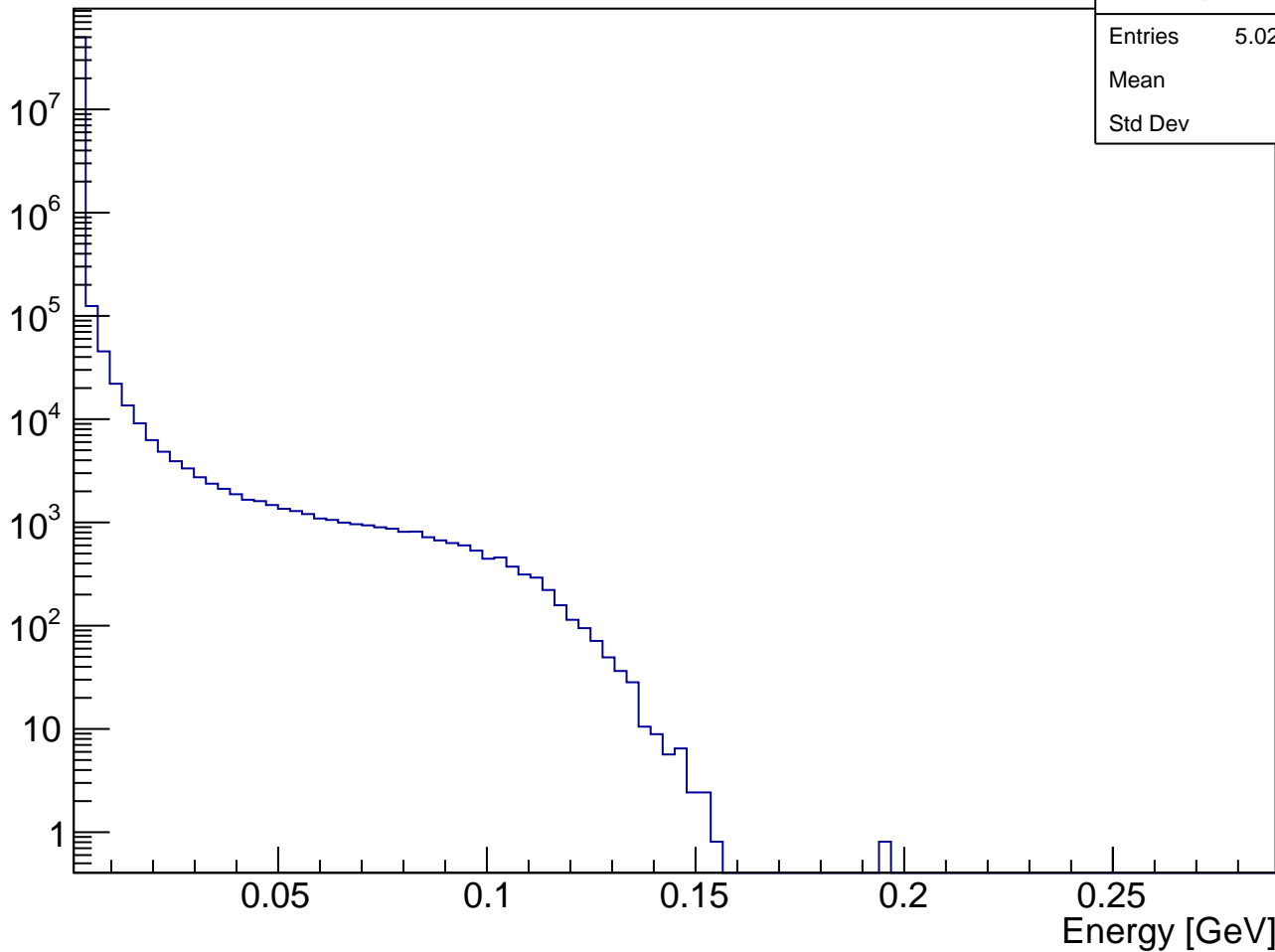


# ScECalEndcap\_T1:2\_L0:9

Number of hits per second



Energy [GeV]