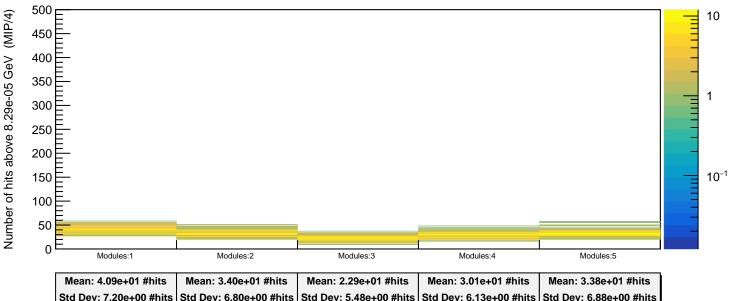
ScECALBarrel all_#Nhits Layers 0:9





events: 1.00e+02

events: 1.00e+02

events: 1.00e+02

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