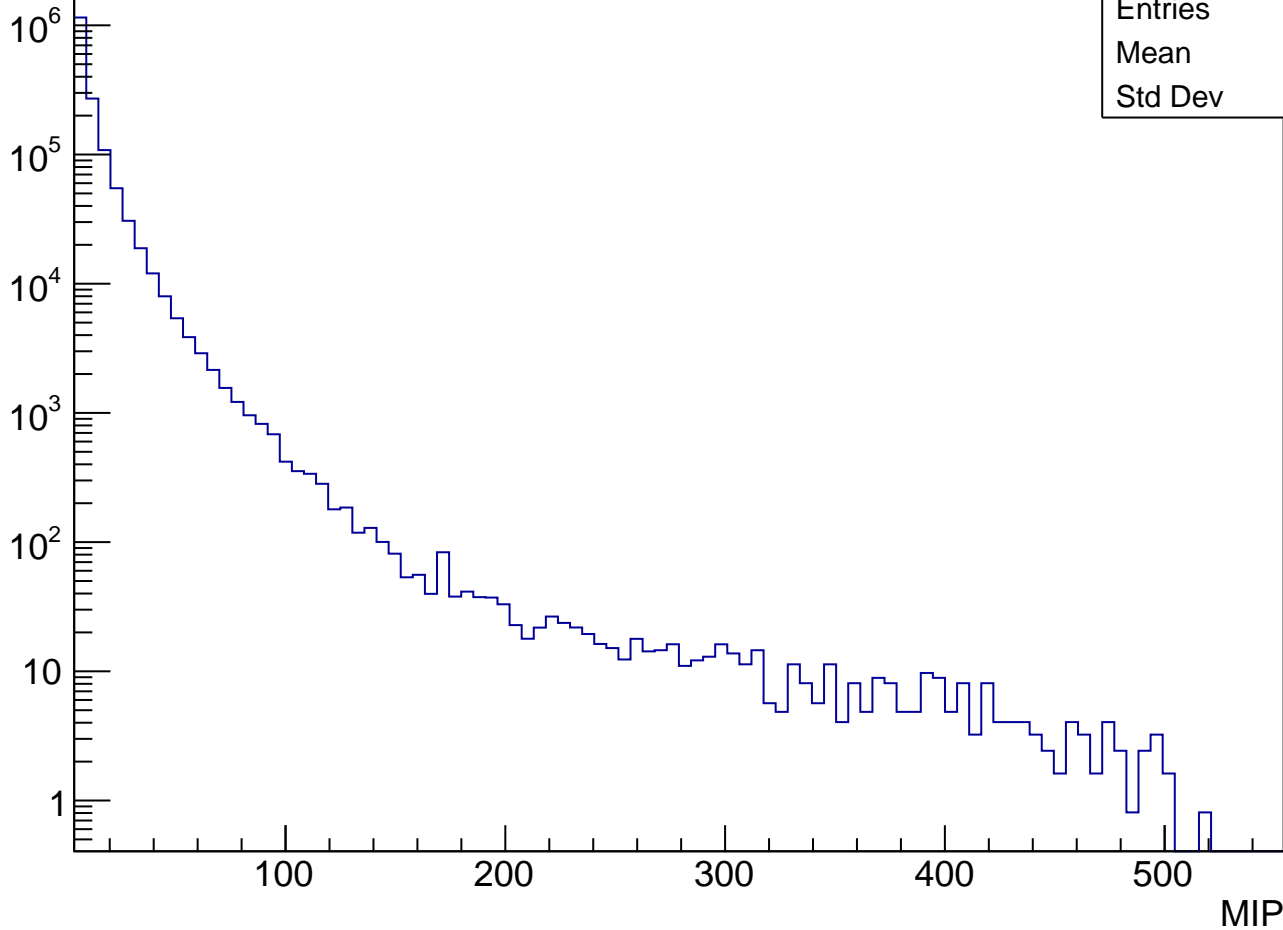


# ScECALBarrel\_M4\_L0:9

Number of hits per second



MIP