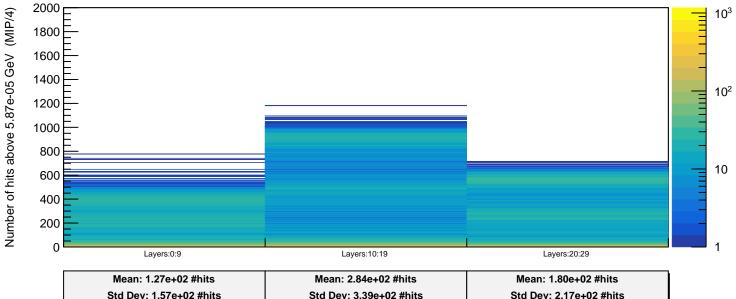
## ScECalEndcap all\_#Nhits Towers 1:2



events: 1.00e+04



events: 1.00e+04

events: 1.00e+04