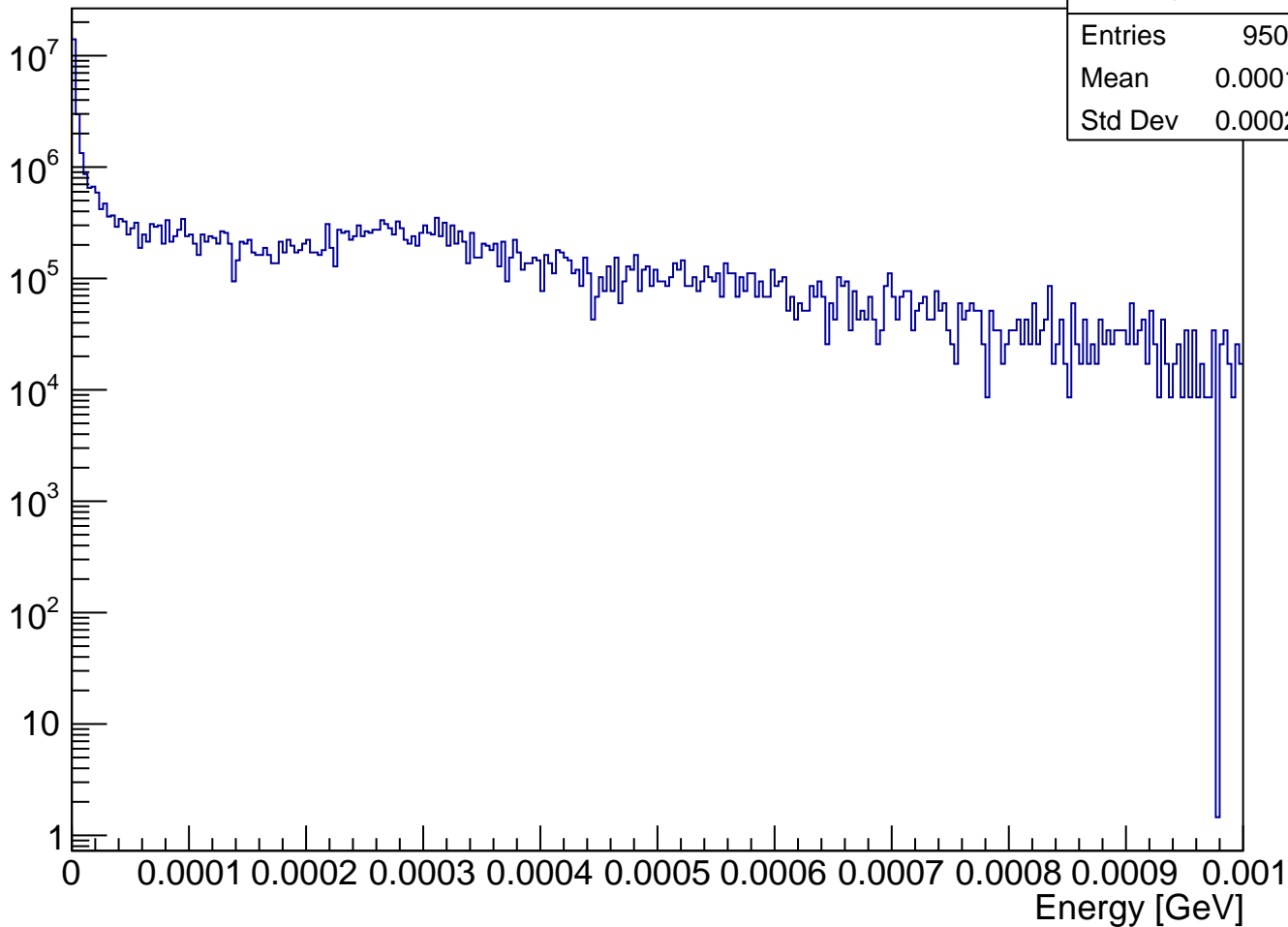


ScECalEndcap_T1:2_L0:9

Number of hits per second



Energy [GeV]