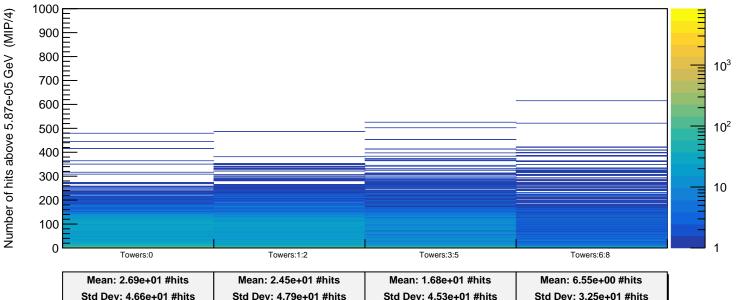
## ScECalEndcap all\_#Nhits Layers 0:9





events: 1.00e+04

events: 1.00e+04

events: 1.00e+04

events: 1.00e+04