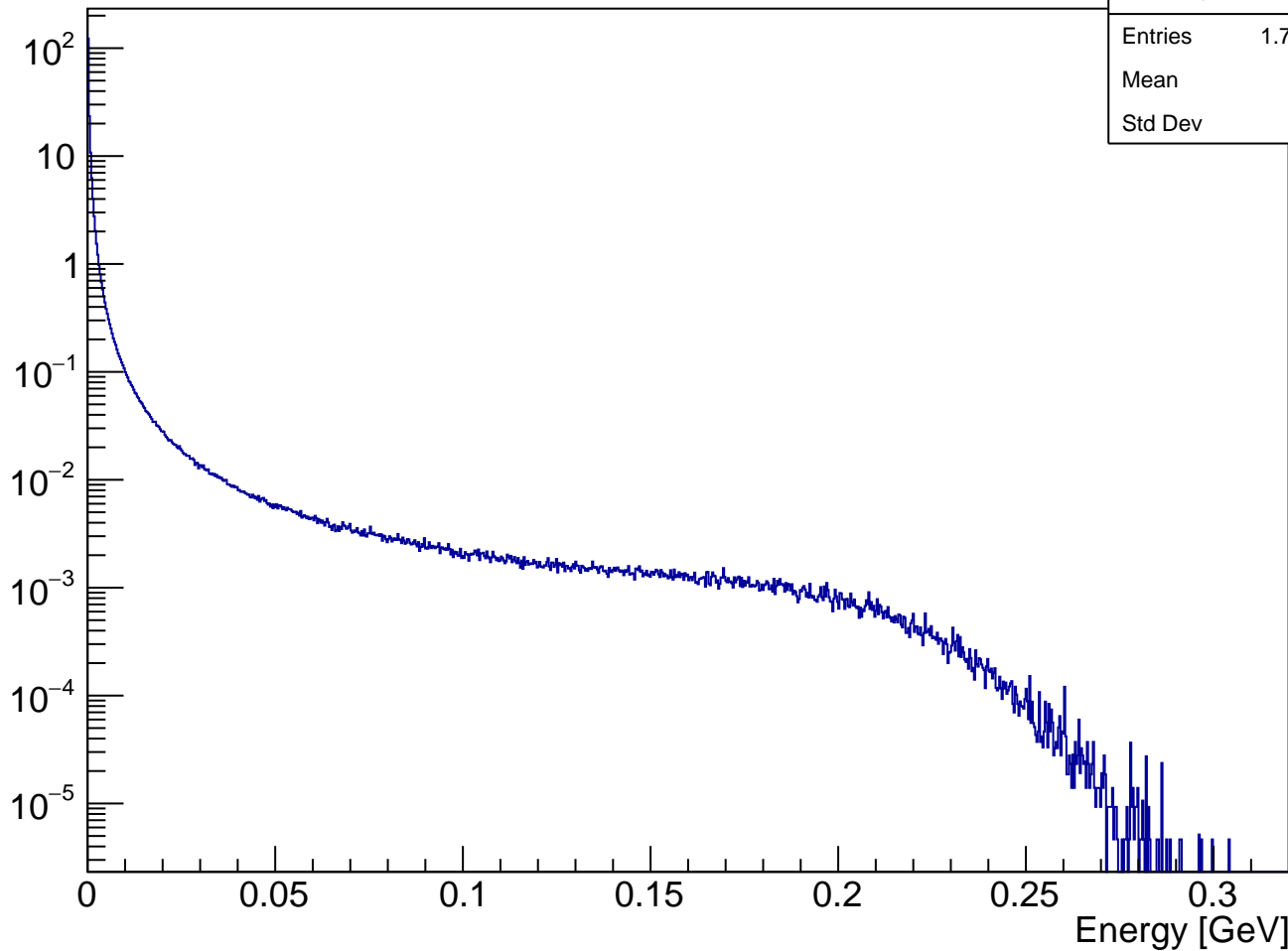


ScECalEndcap_T0_L10:19

Number of hits per second



Energy [GeV]