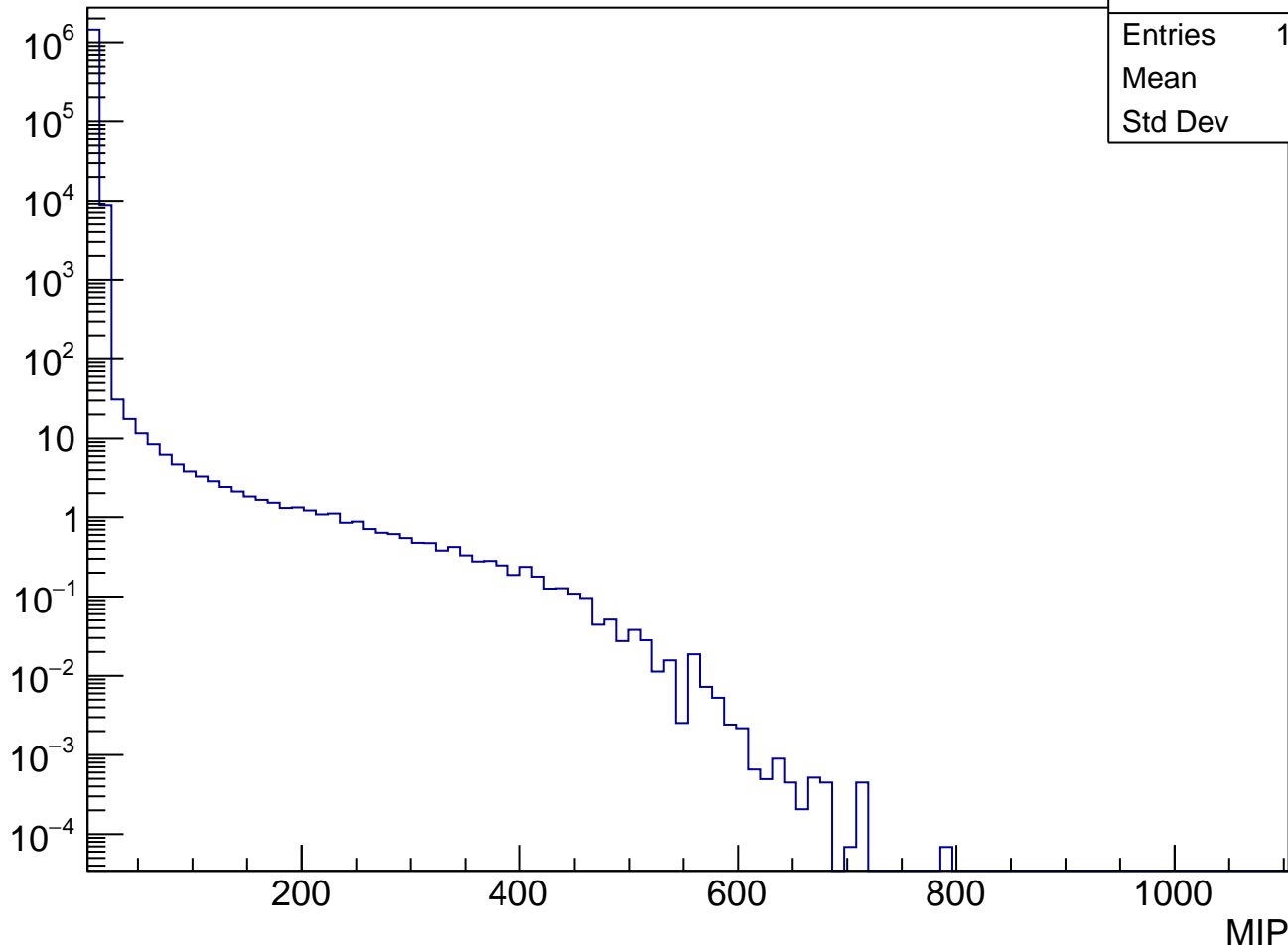


# ScECALBarrel\_M2\_L0:9

Number of hits per second



MIP