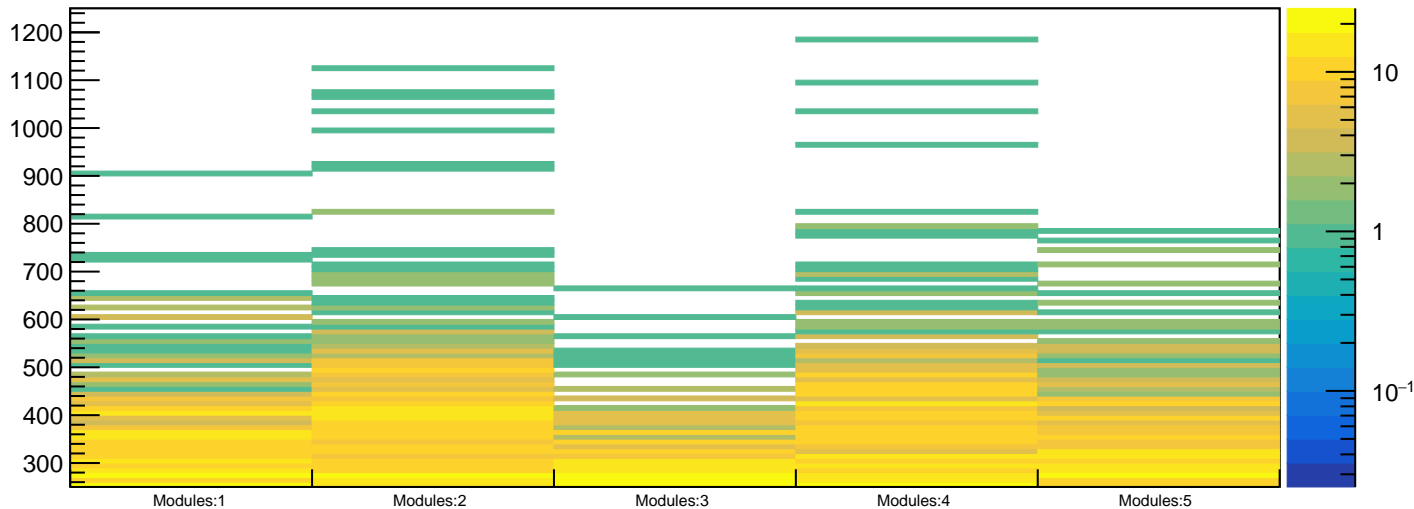


ScECALBarrel high_#Nhits Layers 0:9

Number of hits above 8.29e-05 GeV (MIP/4)

Number of Events



Mean: 3.70e+02 #hits Std Dev: 1.08e+02 #hits events: 2.53e+02	Mean: 4.12e+02 #hits Std Dev: 1.42e+02 #hits events: 3.34e+02	Mean: 3.25e+02 #hits Std Dev: 7.17e+01 #hits events: 1.83e+02	Mean: 4.06e+02 #hits Std Dev: 1.37e+02 #hits events: 3.33e+02	Mean: 3.77e+02 #hits Std Dev: 1.10e+02 #hits events: 2.50e+02
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