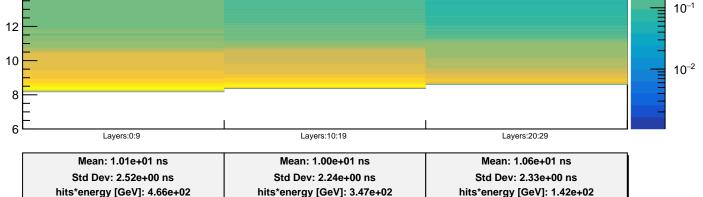
## ScECalEndcap time Towers 0 Number of hits times Energy [GeV]



Weighted Time of Subhits [ns]