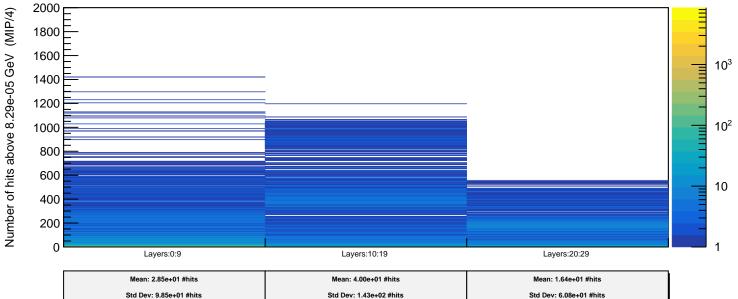
ScECALBarrel all_#Nhits Modules 4



events: 1.00e+04



events: 1.00e+04

events: 1.00e+04