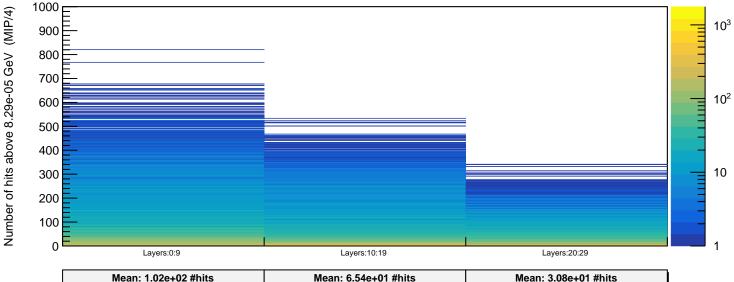
## ScECALBarrel all #Nhits Modules 5

Number of Events



Std Dev: 1.17e+02 #hits events: 1.00e+04

Number of hits above 8.29e-05 GeV

Std Dev: 9.06e+01 #hits events: 1.00e+04

Std Dev: 4.84e+01 #hits events: 1.00e+04