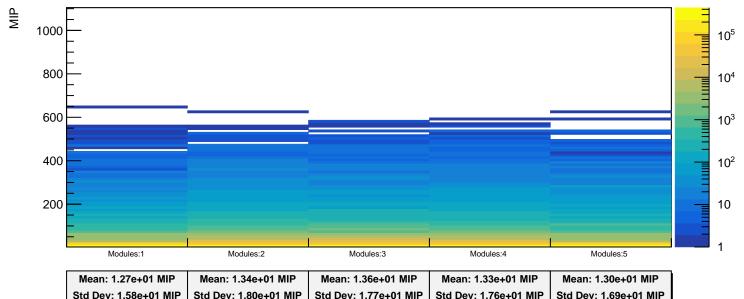
## ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9





hits: 5.30e+05

hits: 5.20e+05

hits: 4.34e+05

hits: 4.34e+05

hits: 5.33e+05