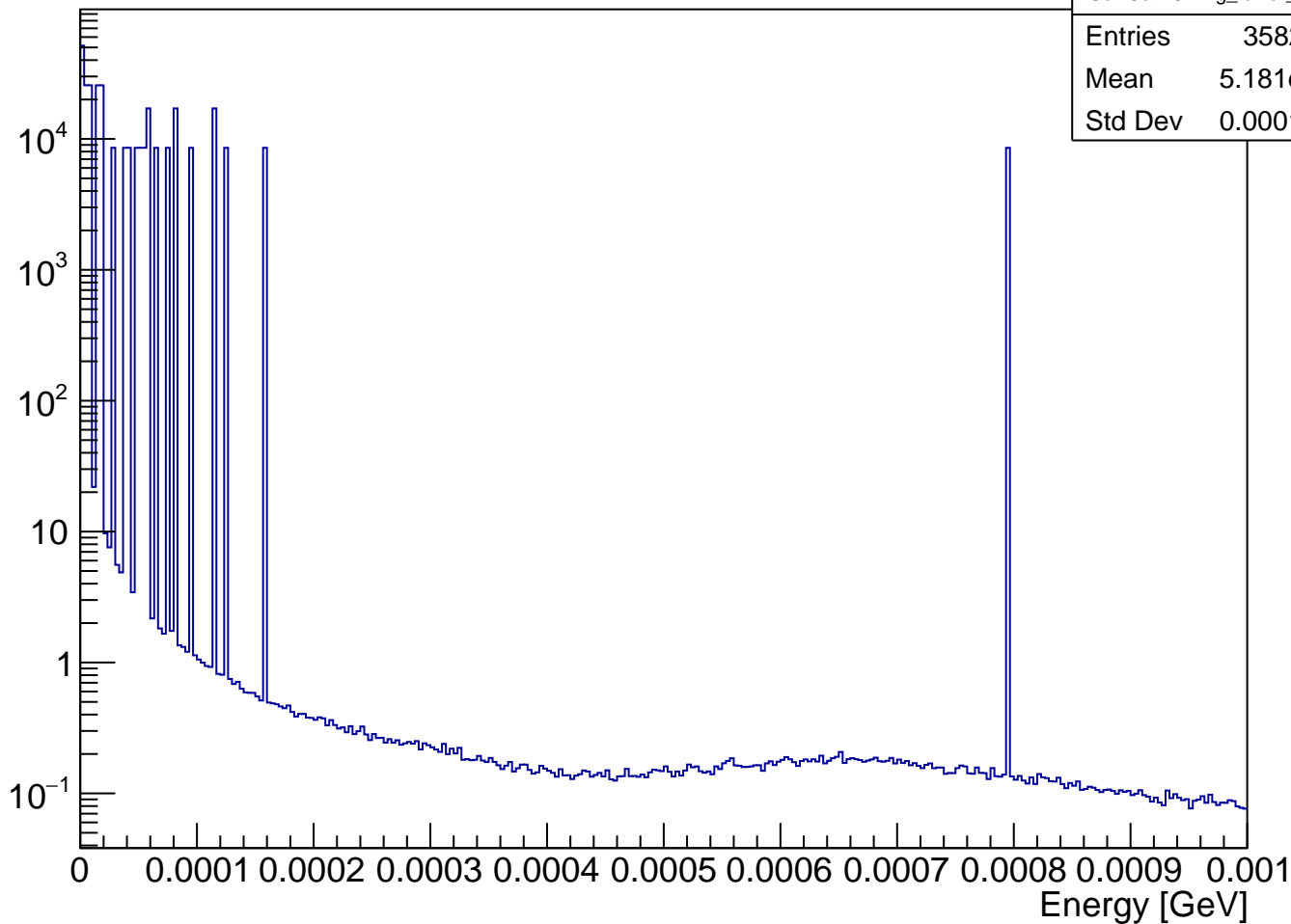


# ScHCalECRing

Number of hits per second



Energy [GeV]