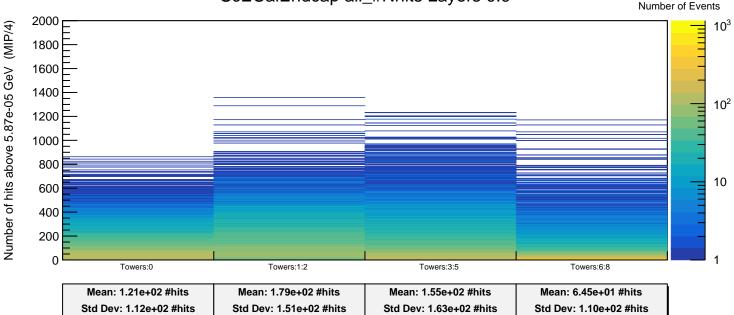
ScECalEndcap all_#Nhits Layers 0:9



events: 1.00e+04

events: 1.00e+04

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events: 1.00e+04