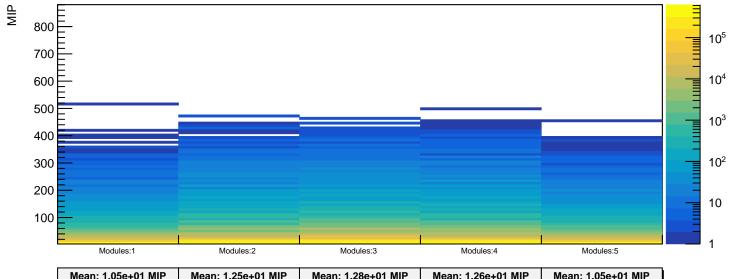
## ScECALBarrel scaled\_upper\_scale\_energy Layers 0:9

Number of hits



Mean: 1.05e+01 MIP	Mean: 1.25e+01 MIP	Mean: 1.28e+01 MIP	Mean: 1.26e+01 MIP	Mean: 1.05e+01 MIP
Std Dev: 1.10e+01 MIP	Std Dev: 1.32e+01 MIP	Std Dev: 1.39e+01 MIP	Std Dev: 1.32e+01 MIP	Std Dev: 1.11e+01 MIP
hits: 4.92e+05	hits: 7.73e+05	hits: 9.33e+05	hits: 7.67e+05	hits: 4.89e+05