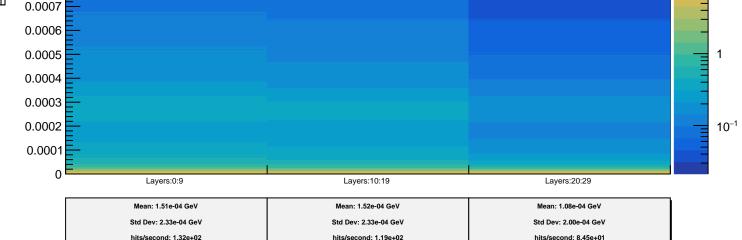
ScECALBarrel lower_scale_energy Modules 2 Number of hits per second 10



0.001

0.0009

Energy [GeV]