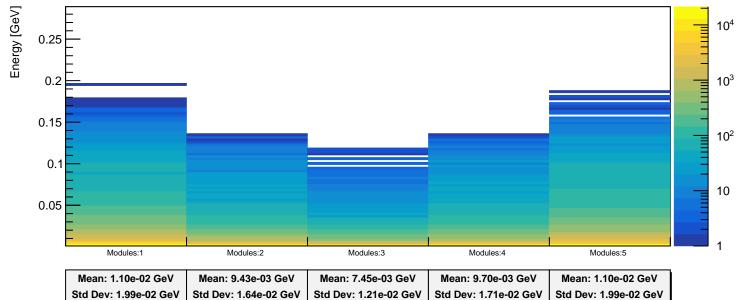
## ScECALBarrel upper\_scale\_energy Layers 0:9





hits: 9.42e+03

hits: 1.55e+04

hits: 3.58e+04

hits: 3.76e+04

hits: 1.58e+04