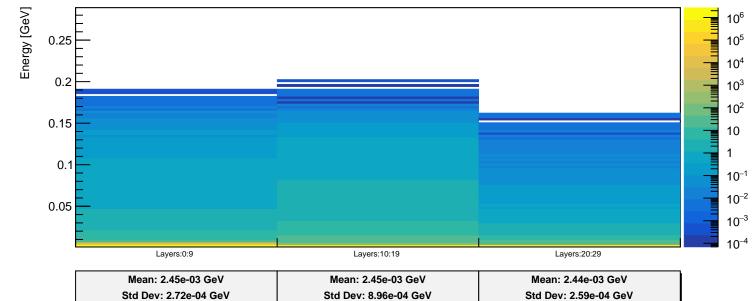
ScECalEndcap upper_scale_energy Towers 0

Number of hits per second

hits/second: 3.85e+05



hits/second: 3.77e+05

hits/second: 2.72e+06