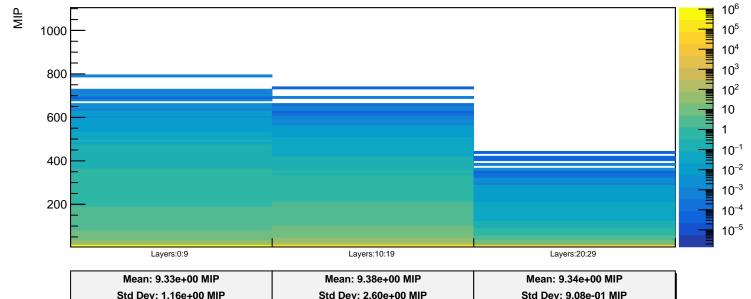
## ScECALBarrel scaled\_upper\_scale\_energy Modules 4



hits/second: 4.30e+04



hits/second: 2.32e+05

hits/second: 1.17e+06