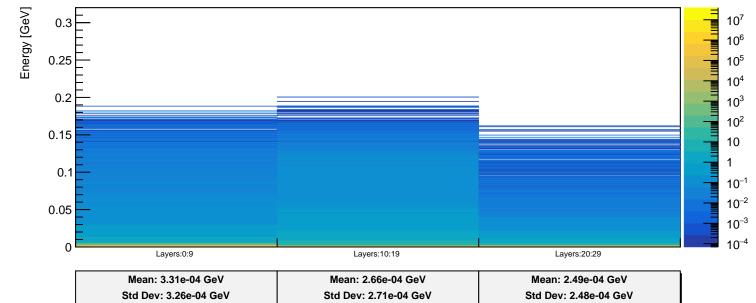
## ScECalEndcap all\_scale\_energy Towers 0

Number of hits per second

hits/second: 1.34e+07



hits/second: 1.88e+07

hits/second: 5.75e+07