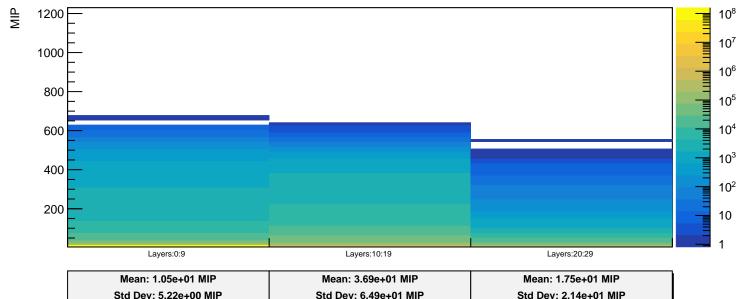
ScECalEndcap scaled_upper_scale_energy Towers 0

Number of hits per second

hits/second: 5.59e+05



hits/second: 1.35e+06

hits/second: 1.59e+08