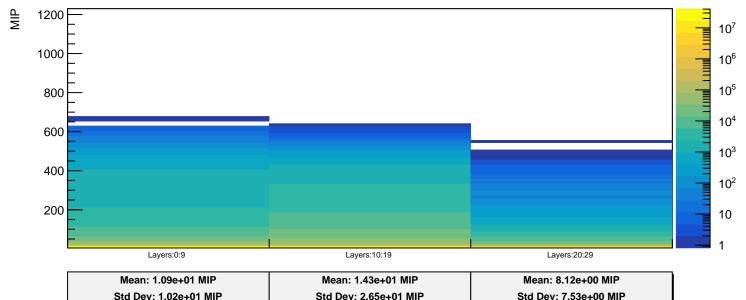
## ScECalEndcap scaled\_upper\_scale\_energy Towers 0

Number of hits per second

hits/second: 5.30e+06



hits/second: 9.24e+06

hits/second: 4.16e+07