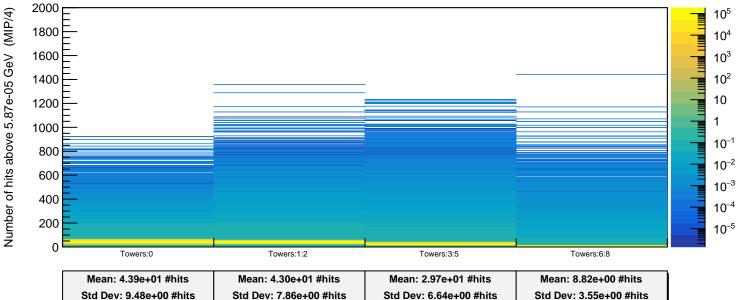
## ScECalEndcap all\_#Nhits Layers 0:9



events/second: 8.55e+05



events/second: 8.55e+05

events/second: 8.55e+05

events/second: 8.55e+05