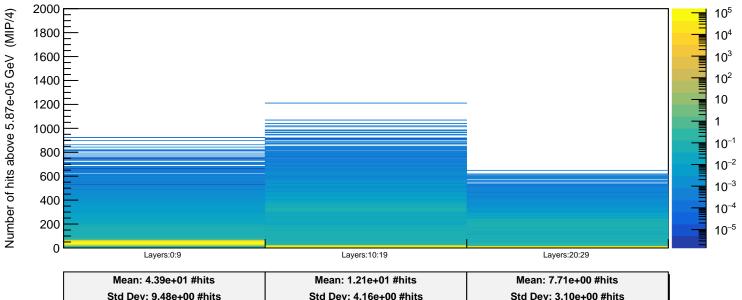
ScECalEndcap all_#Nhits Towers 0

Number of Events per second

events/second: 8.55e+05



events/second: 8.55e+05

events/second: 8.55e+05