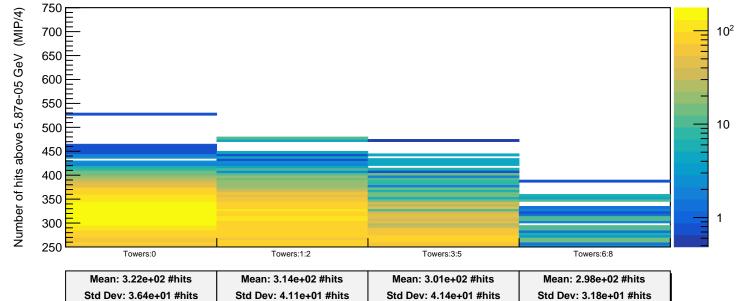
ScECalEndcap high_#Nhits Layers 20:29

Number of Events per second

events/second: 1.16e+02



events/second: 1.10e+03

events/second: 2.14e+03

events/second: 3.22e+03