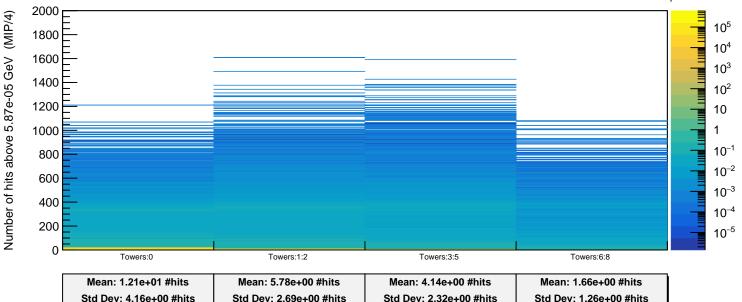
ScECalEndcap all_#Nhits Layers 10:19

Number of Events per second

events/second: 8.55e+05



events/second: 8.55e+05

events/second: 8.55e+05

events/second: 8.55e+05