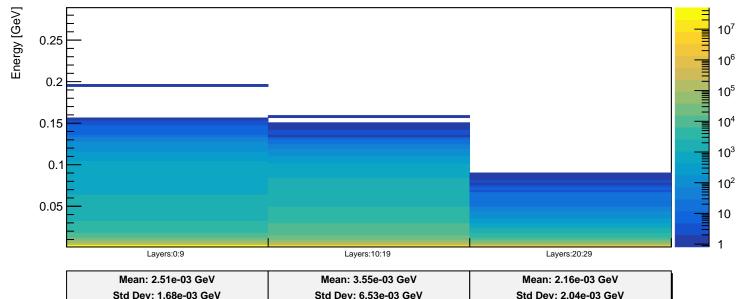
ScECalEndcap upper_scale_energy Towers 1:2

Number of hits per second

hits/second: 1.54e+06



hits/second: 4.38e+06

hits/second: 5.02e+07