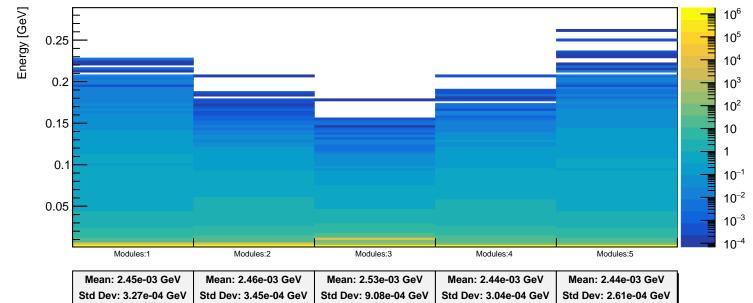
## ScECALBarrel upper\_scale\_energy Layers 0:9

Number of hits per second



hits/second: 8.48e+05

hits/second: 1.17e+06

hits/second: 1.81e+06

hits/second: 1.87e+06

hits/second: 1.45e+06