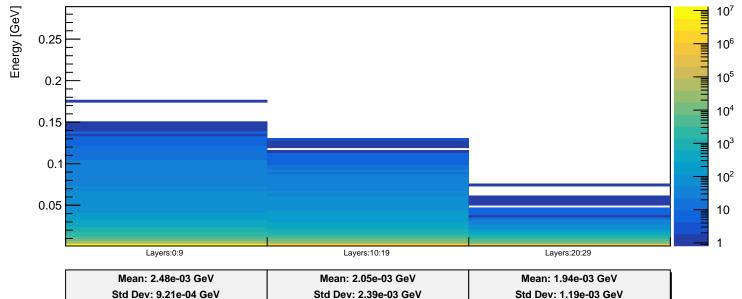
ScECalEndcap upper_scale_energy Towers 6:8



hits/second: 6.70e+05



hits/second: 1.36e+06

hits/second: 1.31e+07