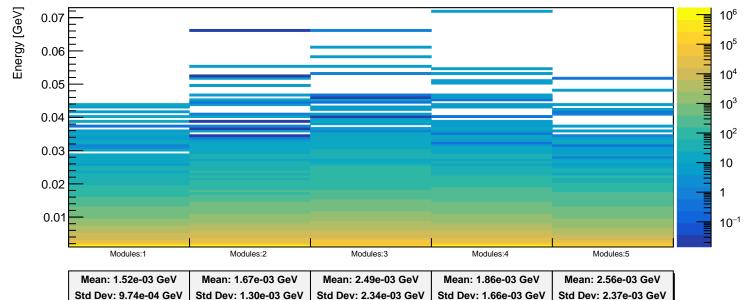
## ScECALBarrel upper\_scale\_energy Layers 20:29

Number of hits per second



hits/second: 4.59e+05

hits/second: 9.17e+05

hits/second: 2.50e+05

hits/second: 1.83e+06

hits/second: 1.43e+06