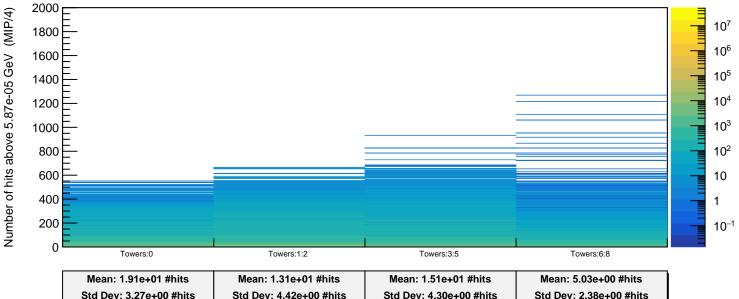
ScECalEndcap all_#Nhits Layers 0:9

Number of Events per second

events/second: 5.27e+07



events/second: 5.27e+07

events/second: 5.27e+07

events/second: 5.27e+07