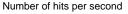
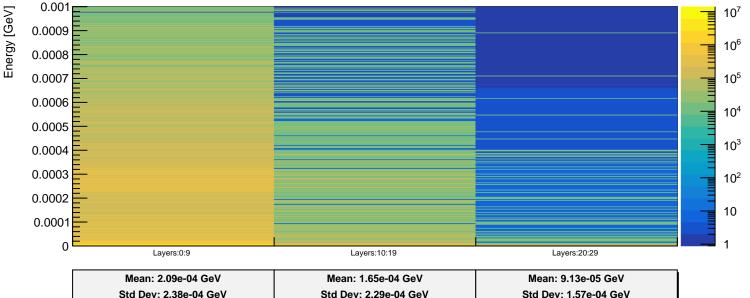
ScECalEndcap lower_scale_energy Towers 1:2



hits/second: 1.35e+06



hits/second: 9.09e+06

hits/second: 5.86e+07