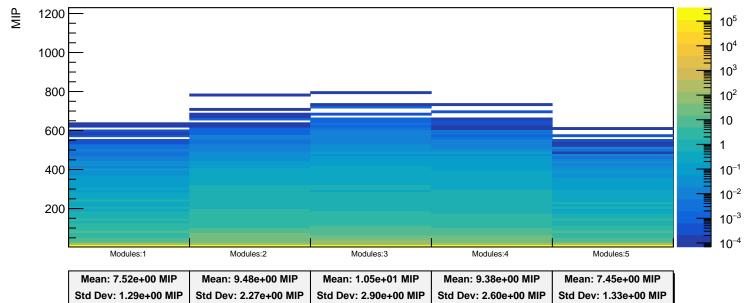
ScECALBarrel scaled_upper_scale_energy Layers 10:19

Number of hits per second



hits/second: 1.98e+05

hits/second: 2.32e+05

hits/second: 3.08e+05

hits/second: 3.51e+05

hits/second: 3.09e+05