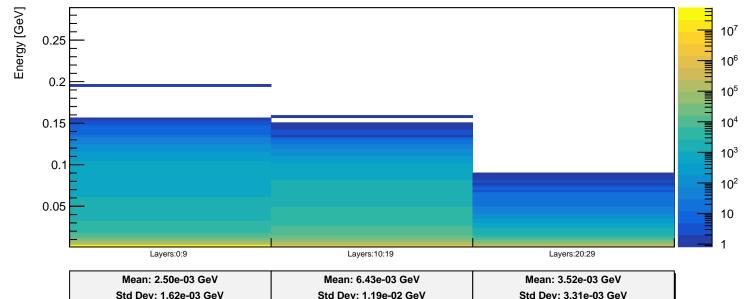
ScECalEndcap upper_scale_energy Towers 1:2

Number of hits per second

hits/second: 4.85e+05



hits/second: 1.22e+06

hits/second: 5.39e+07