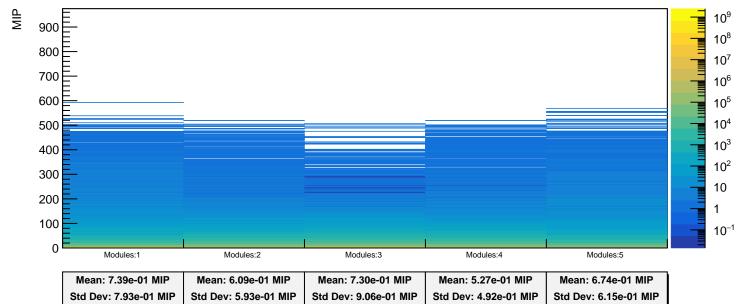
## ScECALBarrel scaled\_all\_scale\_energy Layers 0:9

Number of hits per second



hits/second: 2.65e+09

hits/second: 1.80e+09

hits/second: 2.54e+09

hits/second: 2.90e+09

hits/second: 1.86e+09