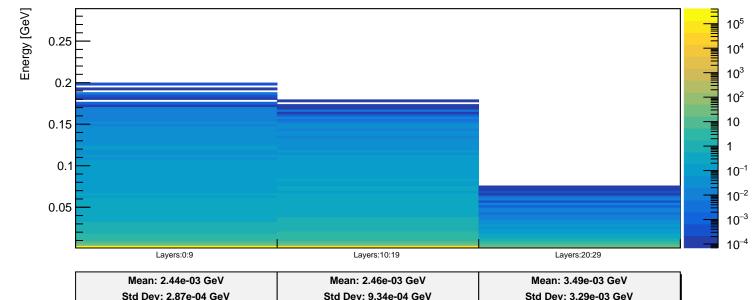
ScECalEndcap upper_scale_energy Towers 6:8

Number of hits per second

hits/second: 5.86e+01



hits/second: 4.29e+04

hits/second: 4.11e+05