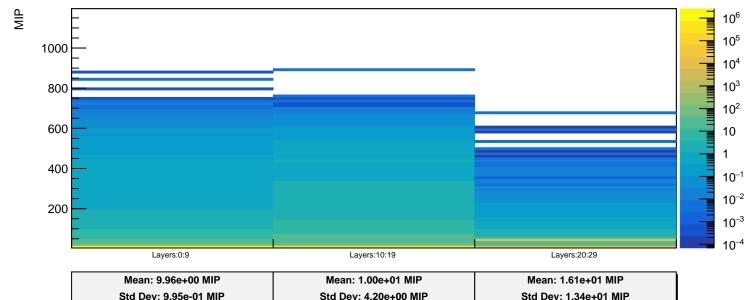
ScECalEndcap scaled_upper_scale_energy Towers 1:2

Number of hits per second

hits/second: 5.16e+04



hits/second: 2.83e+05

hits/second: 2.60e+06