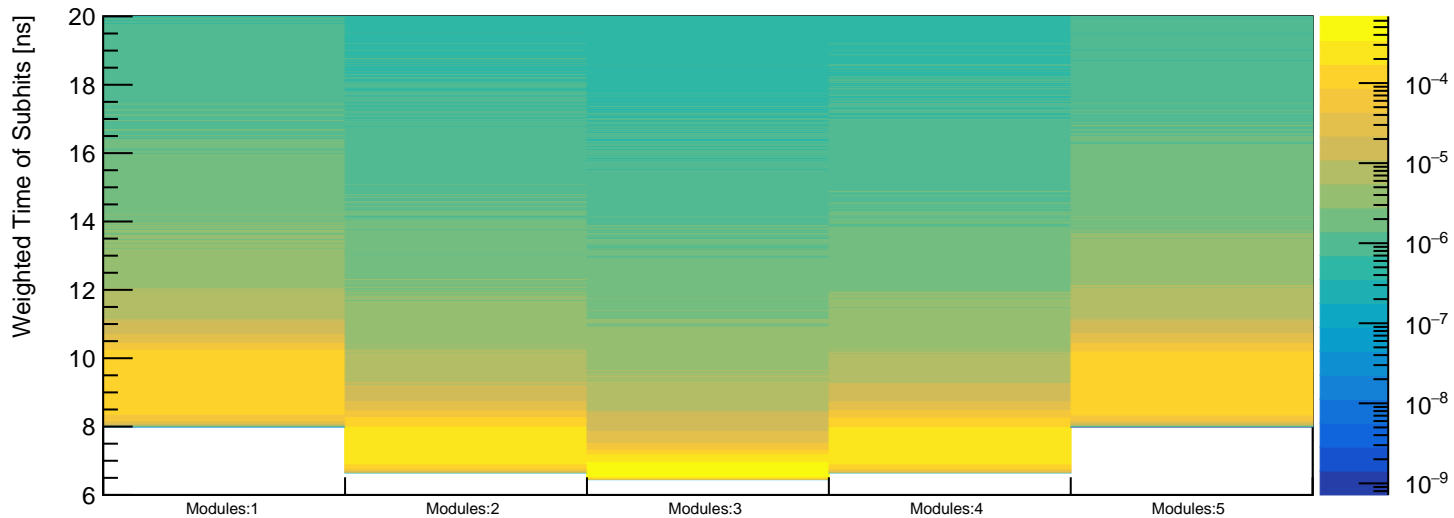


# ScECALBarrel time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 9.74e+00 ns Std Dev: 1.57e+00 ns hits*energy [GeV]/second: 1.90e-02	Mean: 7.90e+00 ns Std Dev: 1.45e+00 ns hits*energy [GeV]/second: 2.43e-02	Mean: 7.20e+00 ns Std Dev: 1.36e+00 ns hits*energy [GeV]/second: 2.67e-02	Mean: 7.91e+00 ns Std Dev: 1.45e+00 ns hits*energy [GeV]/second: 2.39e-02	Mean: 9.73e+00 ns Std Dev: 1.58e+00 ns hits*energy [GeV]/second: 1.89e-02
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