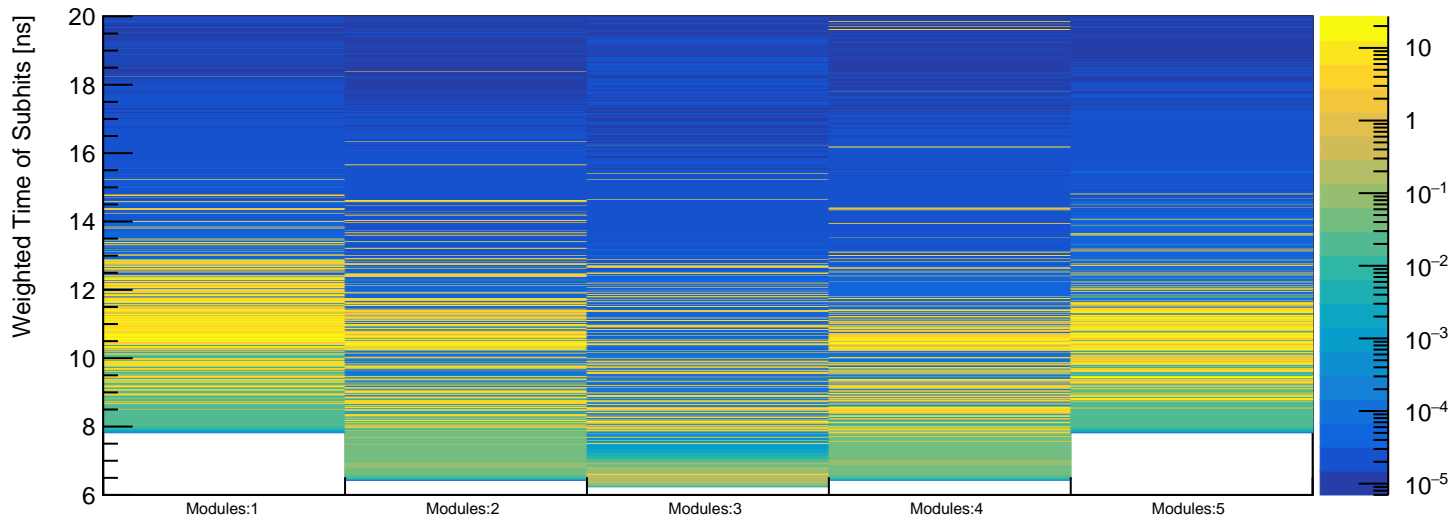


ScECALBarrel time Layers 10:19

Number of hits times Energy [GeV] per second



Mean: 1.11e+01 ns Std Dev: 1.18e+00 ns	Mean: 1.05e+01 ns Std Dev: 1.62e+00 ns	Mean: 9.61e+00 ns Std Dev: 1.74e+00 ns	Mean: 1.03e+01 ns Std Dev: 2.13e+00 ns	Mean: 1.06e+01 ns Std Dev: 1.05e+00 ns
hits*energy [GeV]/second: 4.14	hits*energy [GeV]/second: 3.64	hits*energy [GeV]/second: 3.74	hits*energy [GeV]/second: 4.79	hits*energy [GeV]/second: 1.15e+03