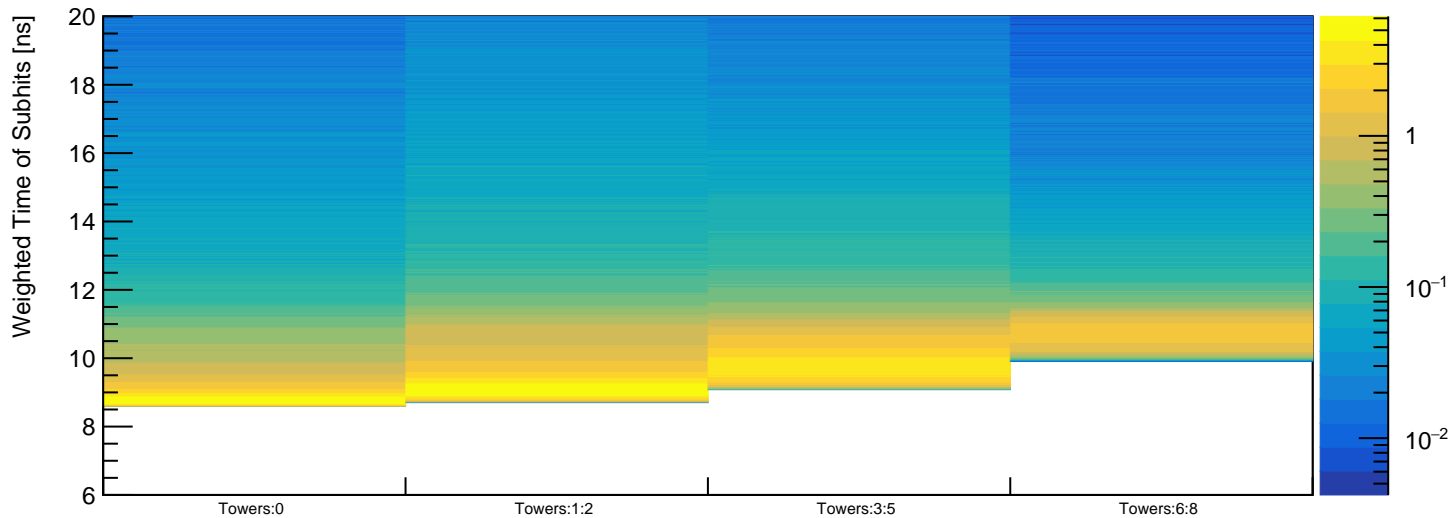


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



Mean: 9.84e+00 ns Std Dev: 1.82e+00 ns hits*energy [GeV]: 2.87e+02	Mean: 1.01e+01 ns Std Dev: 1.78e+00 ns hits*energy [GeV]: 4.25e+02	Mean: 1.06e+01 ns Std Dev: 1.61e+00 ns hits*energy [GeV]: 3.79e+02	Mean: 1.13e+01 ns Std Dev: 1.49e+00 ns hits*energy [GeV]: 1.67e+02
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