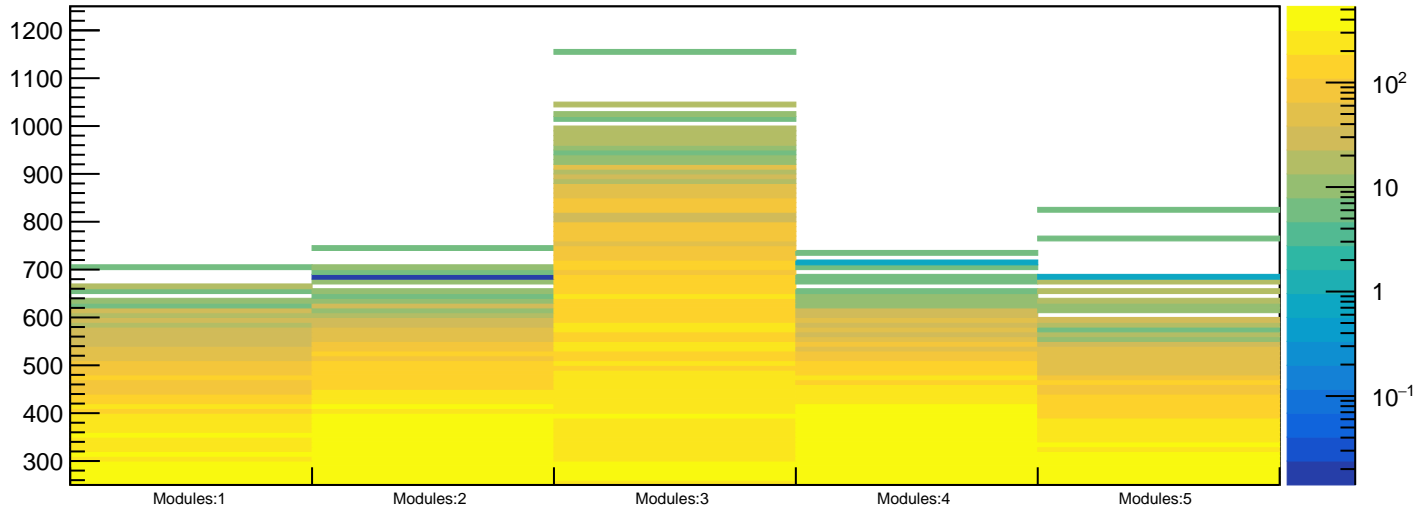


ScECALBarrel high_#Nhits Layers 0:9

Number of Events per second

Number of hits above 8.29e-05 GeV (MIP/4)



Mean: 3.58e+02 #hits	Mean: 3.58e+02 #hits	Mean: 4.92e+02 #hits	Mean: 3.61e+02 #hits	Mean: 3.52e+02 #hits
Std Dev: 8.42e+01 #hits	Std Dev: 8.40e+01 #hits	Std Dev: 1.73e+02 #hits	Std Dev: 8.38e+01 #hits	Std Dev: 8.23e+01 #hits
events/second: 6.61e+03	events/second: 1.09e+04	events/second: 1.15e+04	events/second: 1.11e+04	events/second: 6.41e+03