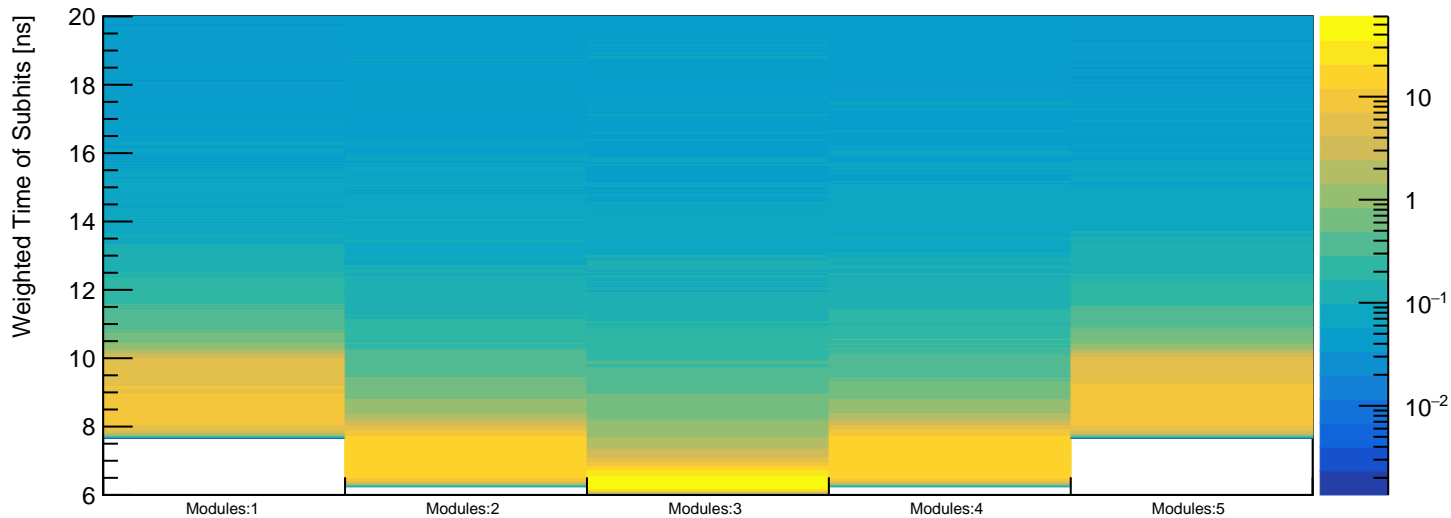


# ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV]



Mean: 9.22e+00 ns	Mean: 7.45e+00 ns	Mean: 6.78e+00 ns	Mean: 7.45e+00 ns	Mean: 9.22e+00 ns
Std Dev: 1.36e+00 ns	Std Dev: 1.34e+00 ns	Std Dev: 1.30e+00 ns	Std Dev: 1.32e+00 ns	Std Dev: 1.34e+00 ns
hits*energy [GeV]: 1.24e+03	hits*energy [GeV]: 1.94e+03	hits*energy [GeV]: 2.36e+03	hits*energy [GeV]: 1.99e+03	hits*energy [GeV]: 1.30e+03