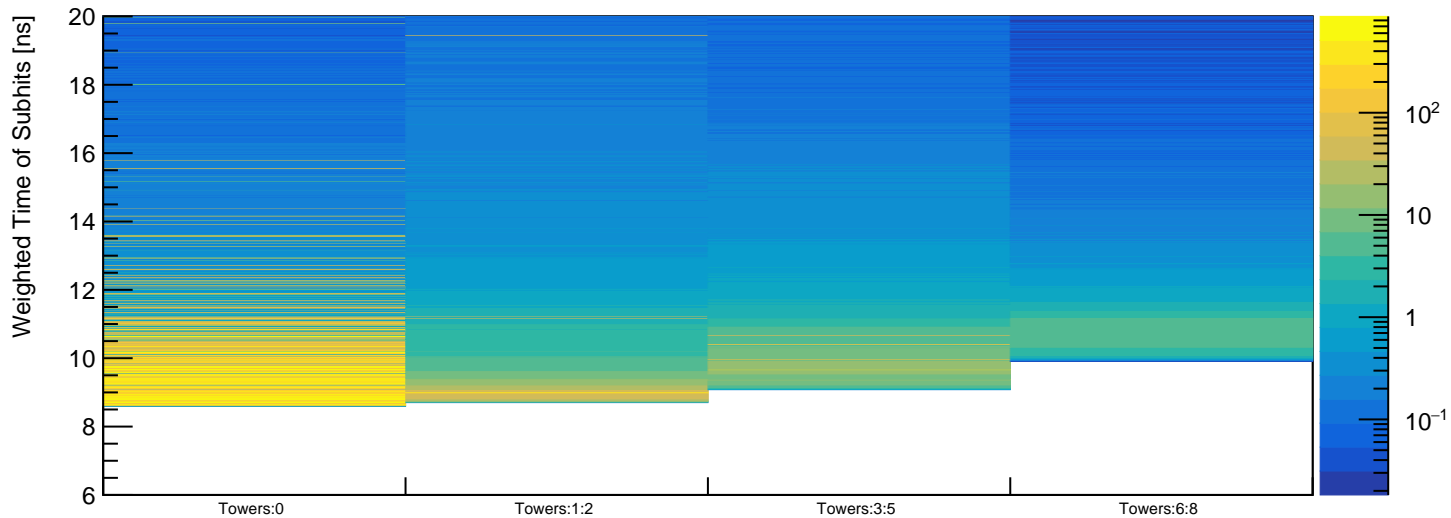


ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 9.79e+00 ns Std Dev: 1.09e+00 ns hits*energy [GeV]/second: 4.73e+02	Mean: 9.82e+00 ns Std Dev: 1.95e+00 ns hits*energy [GeV]/second: 3.05e+02	Mean: 1.04e+01 ns Std Dev: 1.46e+00 ns hits*energy [GeV]/second: 2.03e+02	Mean: 1.14e+01 ns Std Dev: 1.52e+00 ns hits*energy [GeV]/second: 5.95e+02
---	---	---	---