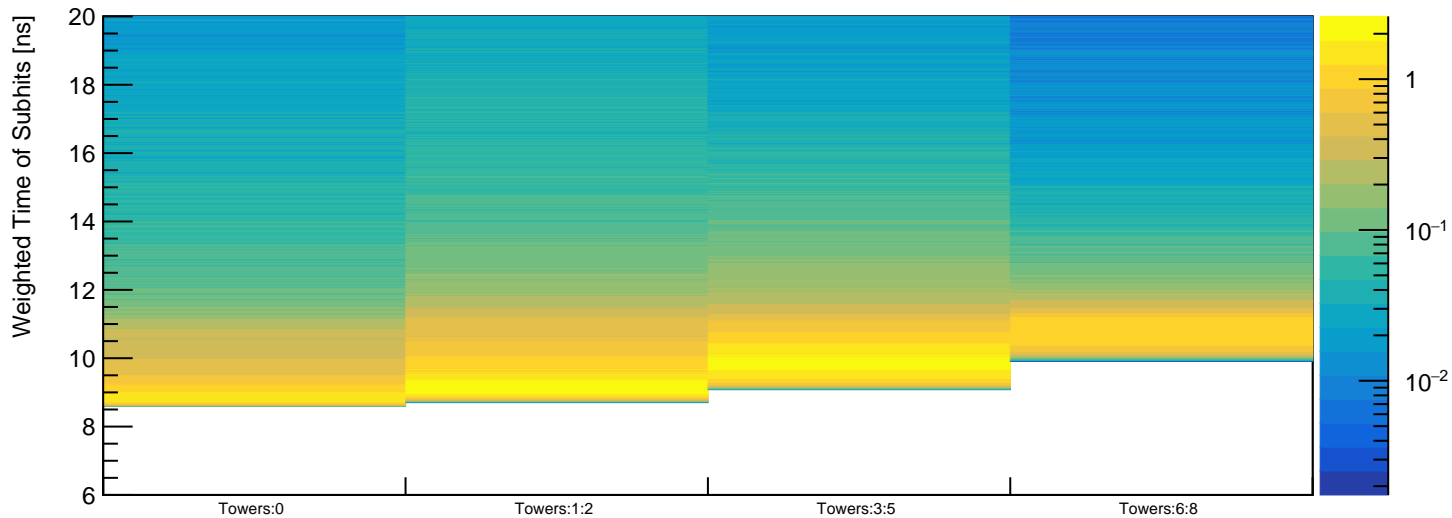


ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



Mean: 1.06e+01 ns Std Dev: 2.33e+00 ns hits*energy [GeV]: 1.42e+02	Mean: 1.06e+01 ns Std Dev: 2.16e+00 ns hits*energy [GeV]: 2.41e+02	Mean: 1.09e+01 ns Std Dev: 1.81e+00 ns hits*energy [GeV]: 2.41e+02	Mean: 1.15e+01 ns Std Dev: 1.55e+00 ns hits*energy [GeV]: 1.23e+02
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