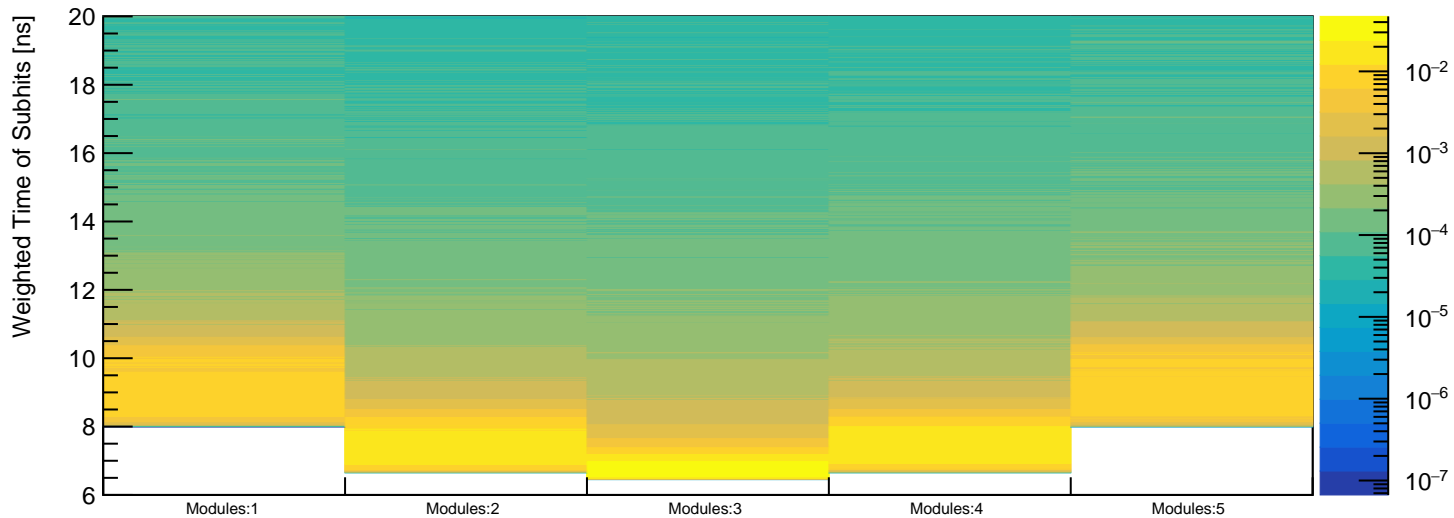


# ScECALBarrel time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 9.64e+00 ns	Mean: 7.91e+00 ns	Mean: 7.28e+00 ns	Mean: 7.93e+00 ns	Mean: 9.64e+00 ns
Std Dev: 1.51e+00 ns	Std Dev: 1.46e+00 ns	Std Dev: 1.47e+00 ns	Std Dev: 1.48e+00 ns	Std Dev: 1.53e+00 ns
hits*energy [GeV]/second: 1.30e+00	hits*energy [GeV]/second: 1.85e+00	hits*energy [GeV]/second: 2.06e+00	hits*energy [GeV]/second: 1.88e+00	hits*energy [GeV]/second: 1.29e+00