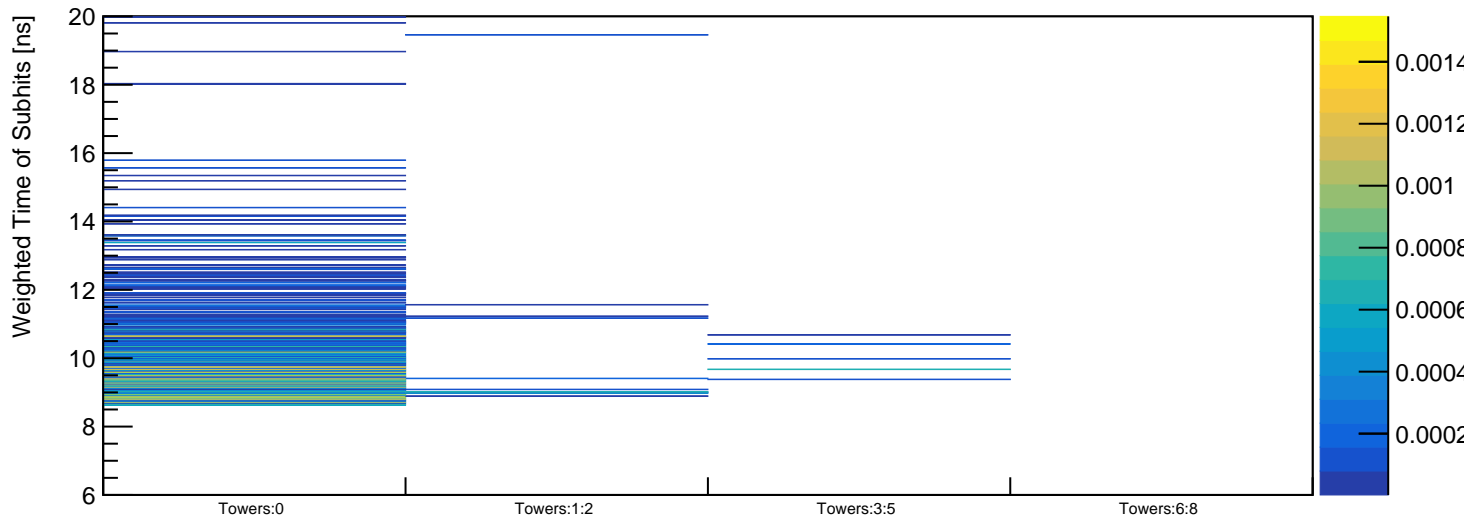


# ScECalEndcap time Layers 20:29

Number of hits times Energy [GeV]



Mean: 9.82e+00 ns Std Dev: 1.06e+00 ns hits*energy [GeV]: 8.48e-02	Mean: 9.81e+00 ns Std Dev: 2.41e+00 ns hits*energy [GeV]: 1.74e-03	Mean: 9.86e+00 ns Std Dev: 3.72e-01 ns hits*energy [GeV]: 1.18e-03	Mean: 0.00e+00 ns Std Dev: 0.00e+00 ns hits*energy [GeV]: 0.00e+00
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