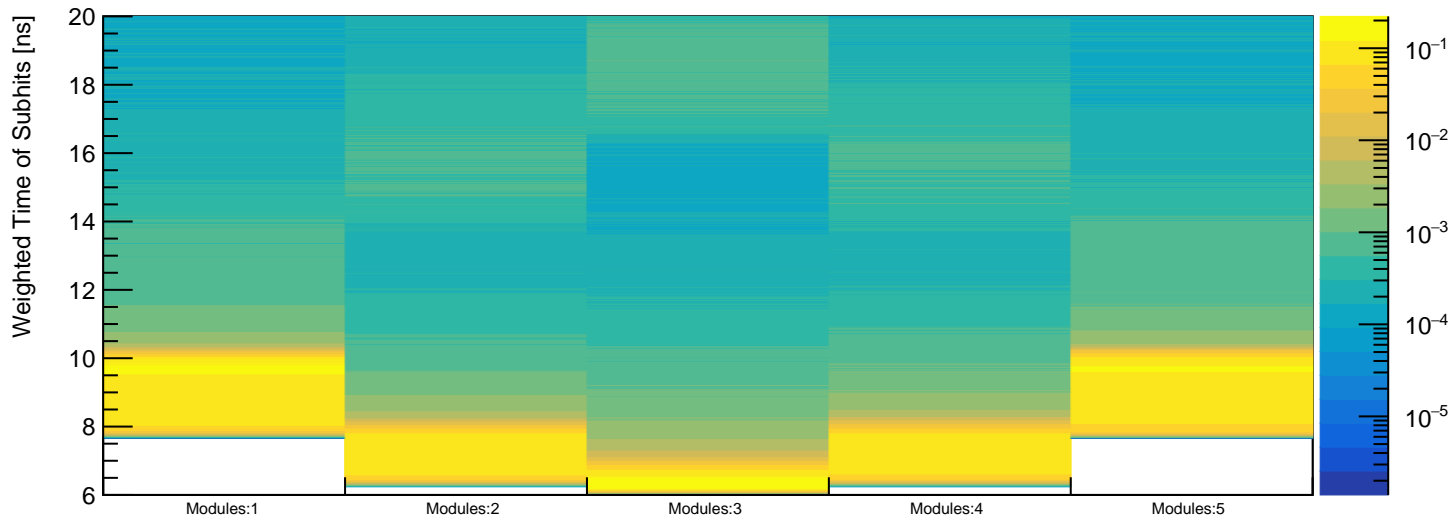


# ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 9.18e+00 ns	Mean: 7.49e+00 ns	Mean: 6.88e+00 ns	Mean: 7.50e+00 ns	Mean: 9.18e+00 ns
Std Dev: 9.33e-01 ns	Std Dev: 1.42e+00 ns	Std Dev: 1.87e+00 ns	Std Dev: 1.43e+00 ns	Std Dev: 9.53e-01 ns
hits*energy [GeV]/second: 1.65e+01	hits*energy [GeV]/second: 9.73e+00	hits*energy [GeV]/second: 7.80e+00	hits*energy [GeV]/second: 9.66e+00	hits*energy [GeV]/second: 1.58e+01