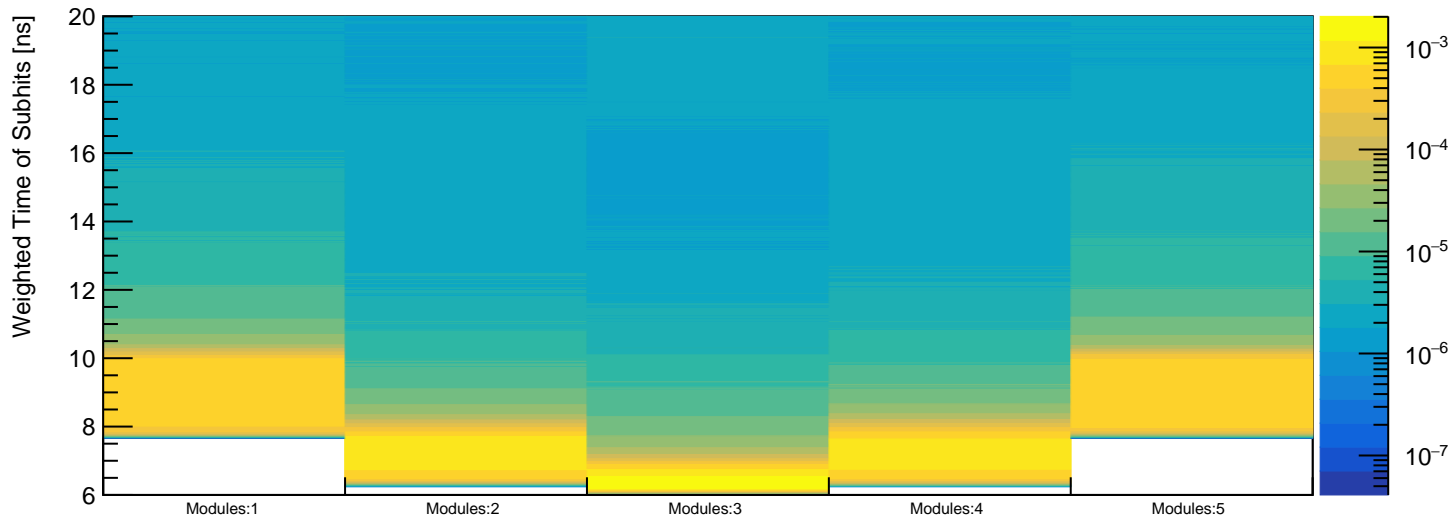


# ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 9.18e+00 ns Std Dev: 1.16e+00 ns hits*energy [GeV]/second: 9.48e-02	Mean: 7.44e+00 ns Std Dev: 1.25e+00 ns hits*energy [GeV]/second: 8.14e-02	Mean: 6.73e+00 ns Std Dev: 1.31e+00 ns hits*energy [GeV]/second: 7.75e-02	Mean: 7.44e+00 ns Std Dev: 1.26e+00 ns hits*energy [GeV]/second: 8.10e-02	Mean: 9.20e+00 ns Std Dev: 1.17e+00 ns hits*energy [GeV]/second: 9.32e-02
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