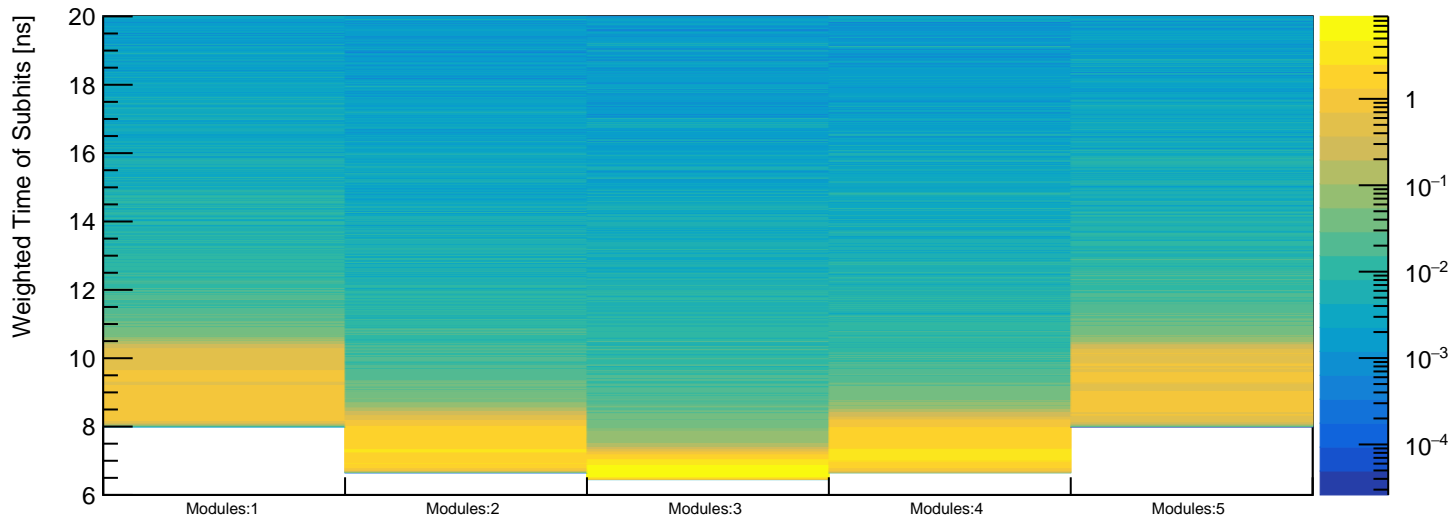


# ScECALBarrel time Layers 20:29

Number of hits times Energy [GeV]



Mean: 9.32e+00 ns Std Dev: 1.13e+00 ns hits*energy [GeV]: 1.37e+02	Mean: 7.57e+00 ns Std Dev: 9.33e-01 ns hits*energy [GeV]: 2.18e+02	Mean: 6.90e+00 ns Std Dev: 8.12e-01 ns hits*energy [GeV]: 2.76e+02	Mean: 7.55e+00 ns Std Dev: 9.21e-01 ns hits*energy [GeV]: 2.23e+02	Mean: 9.39e+00 ns Std Dev: 1.15e+00 ns hits*energy [GeV]: 1.22e+02
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