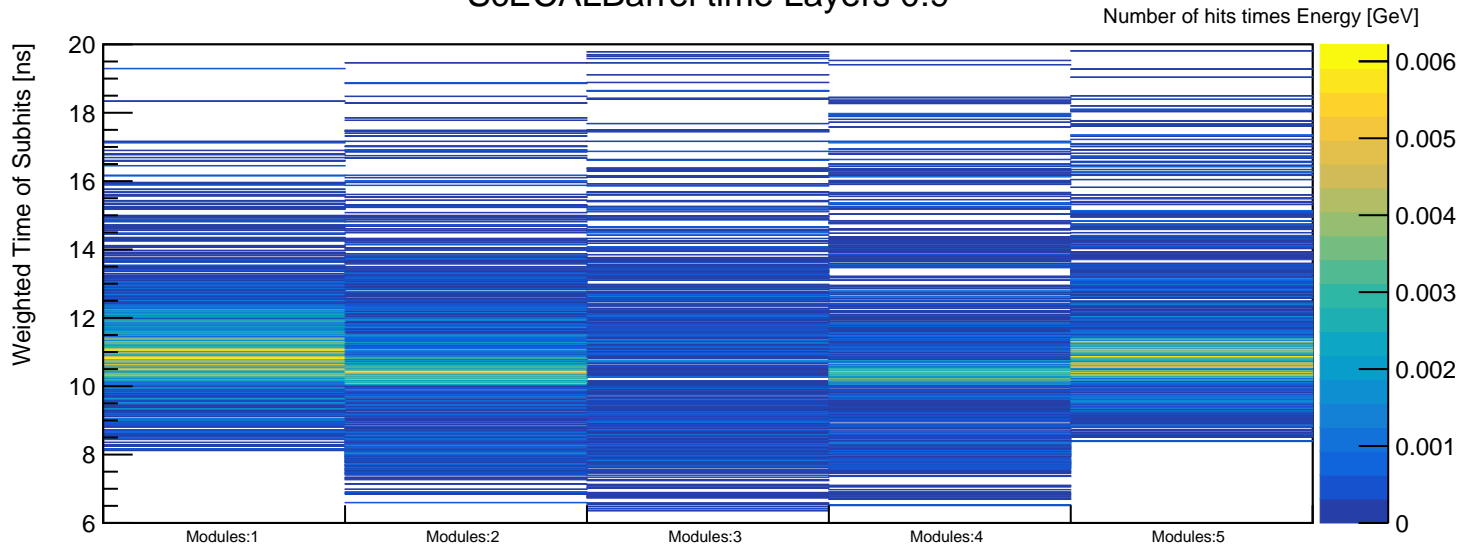


# ScECALBarrel time Layers 0:9



Mean: 1.11e+01 ns	Mean: 1.06e+01 ns	Mean: 1.09e+01 ns	Mean: 1.07e+01 ns	Mean: 1.11e+01 ns
Std Dev: 1.15e+00 ns	Std Dev: 1.59e+00 ns	Std Dev: 2.41e+00 ns	Std Dev: 2.09e+00 ns	Std Dev: 1.39e+00 ns
hits*energy [GeV]: 5.36e-01	hits*energy [GeV]: 3.85e-01	hits*energy [GeV]: 1.49e-01	hits*energy [GeV]: 2.67e-01	hits*energy [GeV]: 4.23e-01