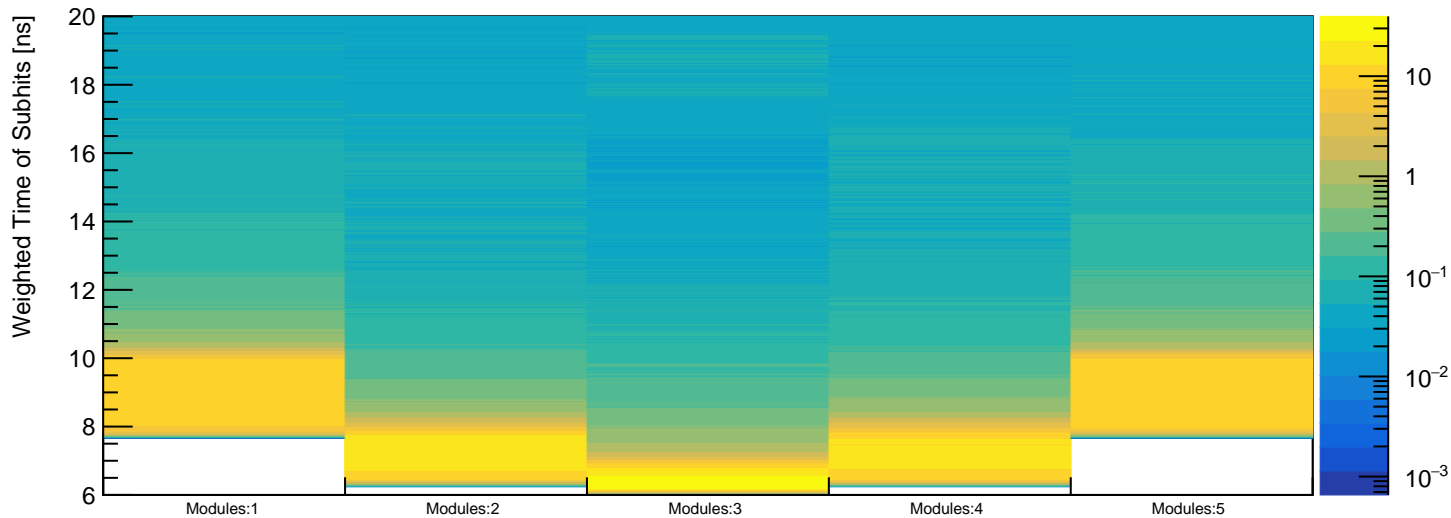


ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV]



Mean: 9.21e+00 ns Std Dev: 1.23e+00 ns hits*energy [GeV]: 1.73e+03	Mean: 7.46e+00 ns Std Dev: 1.30e+00 ns hits*energy [GeV]: 1.60e+03	Mean: 6.77e+00 ns Std Dev: 1.37e+00 ns hits*energy [GeV]: 1.54e+03	Mean: 7.47e+00 ns Std Dev: 1.33e+00 ns hits*energy [GeV]: 1.57e+03	Mean: 9.21e+00 ns Std Dev: 1.23e+00 ns hits*energy [GeV]: 1.74e+03
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