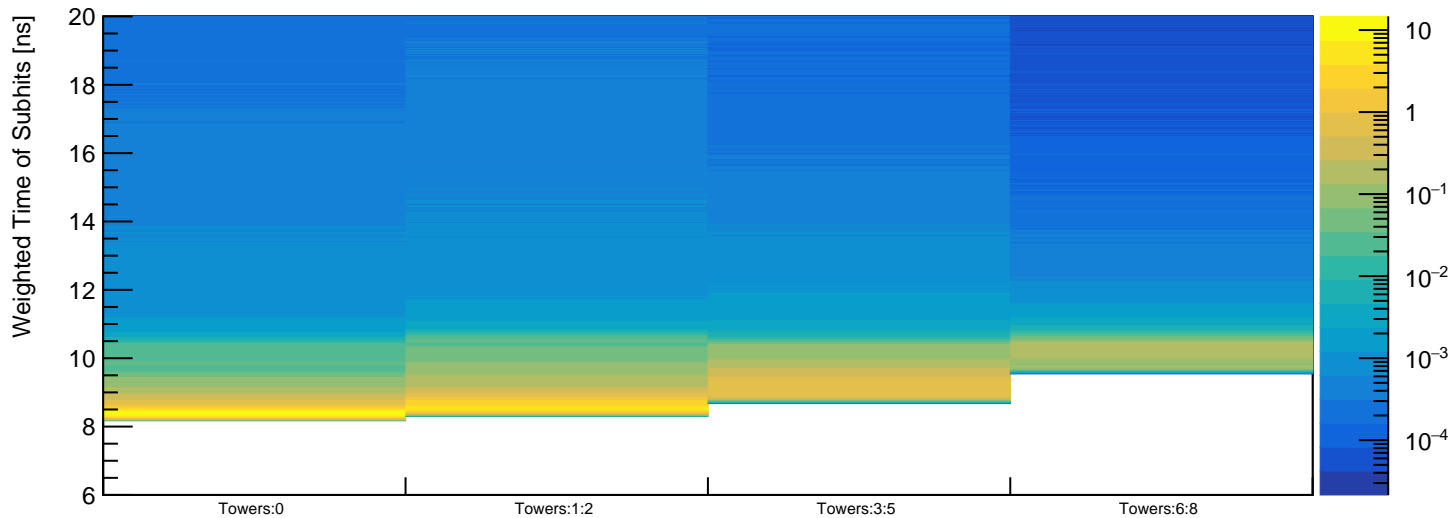


ScECalEndcap time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 8.48e+00 ns Std Dev: 3.44e-01 ns hits*energy [GeV]/second: 2.00e+02	Mean: 8.76e+00 ns Std Dev: 4.94e-01 ns hits*energy [GeV]/second: 1.19e+02	Mean: 9.40e+00 ns Std Dev: 5.85e-01 ns hits*energy [GeV]/second: 4.34e+01	Mean: 1.02e+01 ns Std Dev: 5.69e-01 ns hits*energy [GeV]/second: 9.51e+00
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