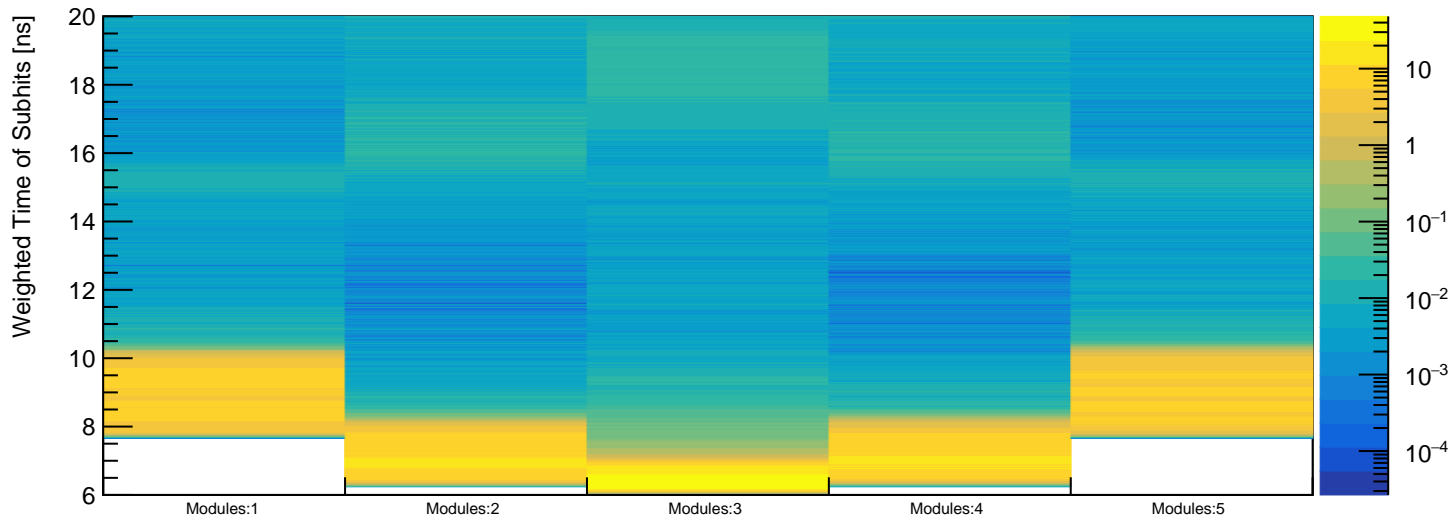


# ScECALBarrel time Layers 0:9

Number of hits times Energy [GeV]



Mean: 8.97e+00 ns Std Dev: 7.32e-01 ns hits*energy [GeV]: 9.29e+01	Mean: 7.21e+00 ns Std Dev: 7.46e-01 ns hits*energy [GeV]: 1.09e+01	Mean: 6.54e+00 ns Std Dev: 7.26e-01 ns hits*energy [GeV]: 1.60e+01	Mean: 7.21e+00 ns Std Dev: 7.54e-01 ns hits*energy [GeV]: 1.06e+01	Mean: 8.97e+00 ns Std Dev: 7.39e-01 ns hits*energy [GeV]: 8.77e+02
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