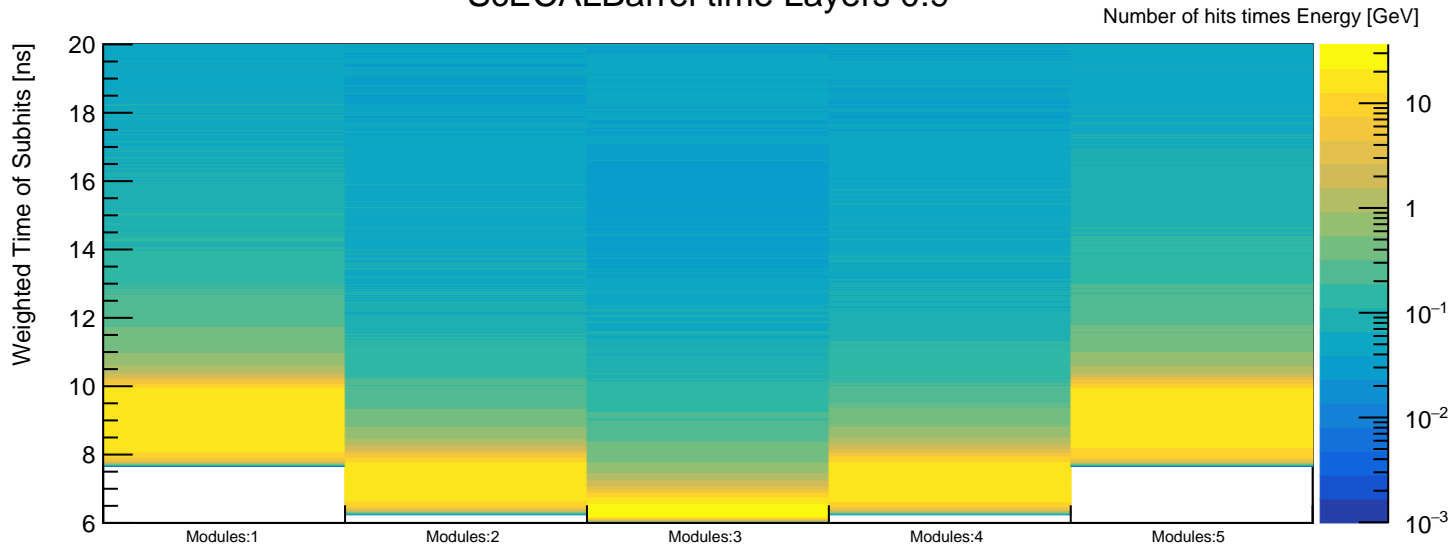


# ScECALBarrel time Layers 0:9



Mean: 9.20e+00 ns Std Dev: 1.18e+00 ns hits*energy [GeV]: 2.46e+03	Mean: 7.48e+00 ns Std Dev: 1.28e+00 ns hits*energy [GeV]: 1.77e+03	Mean: 6.76e+00 ns Std Dev: 1.36e+00 ns hits*energy [GeV]: 1.43e+03	Mean: 7.48e+00 ns Std Dev: 1.27e+00 ns hits*energy [GeV]: 1.83e+03	Mean: 9.23e+00 ns Std Dev: 1.20e+00 ns hits*energy [GeV]: 2.36e+03
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