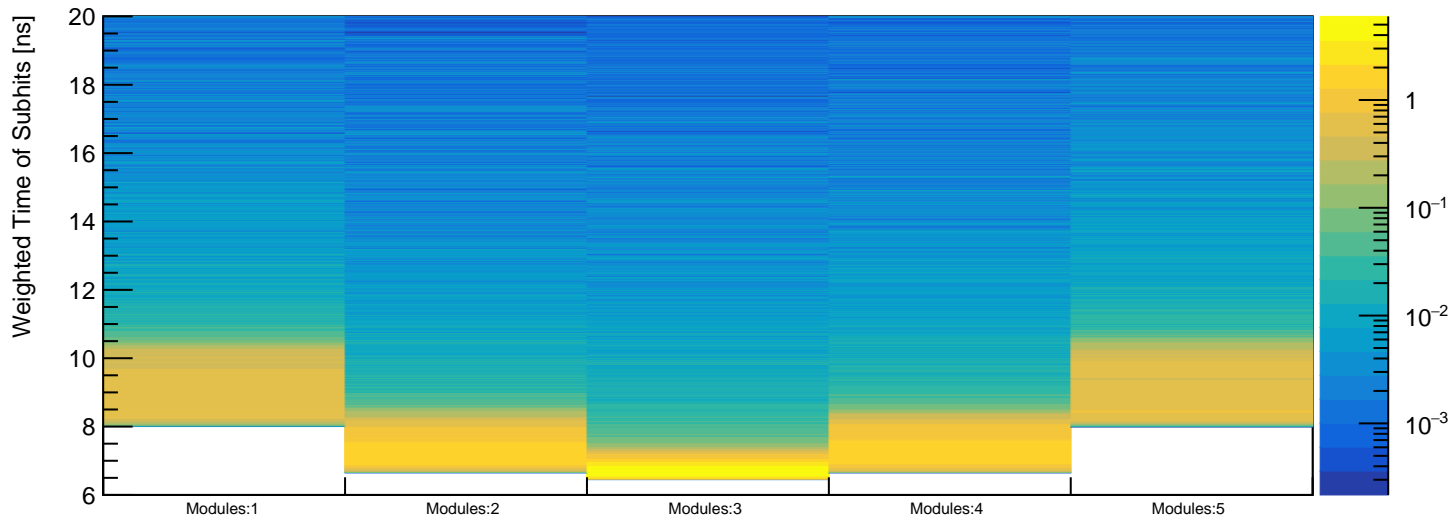


# ScECALBarrel time Layers 20:29

Number of hits times Energy [GeV]



Mean: 9.38e+00 ns Std Dev: 1.19e+00 ns hits*energy [GeV]: 9.51e+01	Mean: 7.59e+00 ns Std Dev: 1.04e+00 ns hits*energy [GeV]: 1.38e+01	Mean: 6.93e+00 ns Std Dev: 8.98e-01 ns hits*energy [GeV]: 1.85e+01	Mean: 7.62e+00 ns Std Dev: 1.04e+00 ns hits*energy [GeV]: 1.41e+01	Mean: 9.39e+00 ns Std Dev: 1.24e+00 ns hits*energy [GeV]: 9.50e+01
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