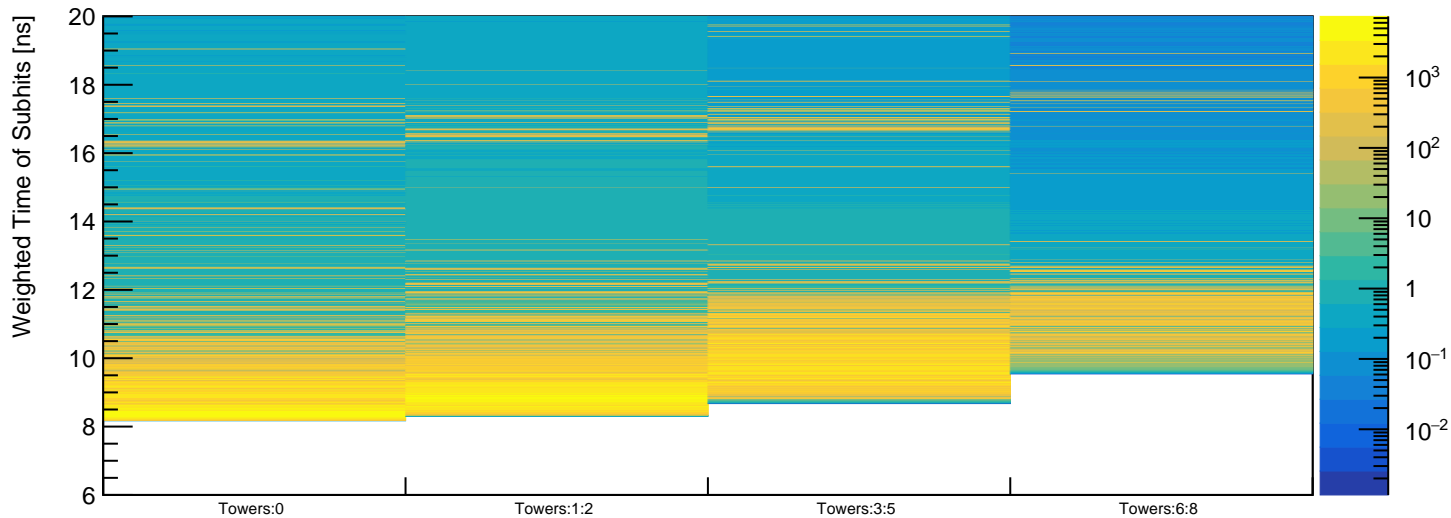


ScECalEndcap time Layers 0:9

Number of hits times Energy [GeV] per second



Mean: 9.11e+00 ns Std Dev: 1.32e+00 ns hits*energy [GeV]/second: 2.52e+04	Mean: 9.44e+00 ns Std Dev: 1.31e+00 ns hits*energy [GeV]/second: 2.63e+04	Mean: 1.05e+01 ns Std Dev: 1.69e+00 ns hits*energy [GeV]/second: 1.98e+04	Mean: 1.17e+01 ns Std Dev: 1.69e+00 ns hits*energy [GeV]/second: 5.55e+04
---------------------------------------------------------------------------------	---------------------------------------------------------------------------------	---------------------------------------------------------------------------------	---------------------------------------------------------------------------------