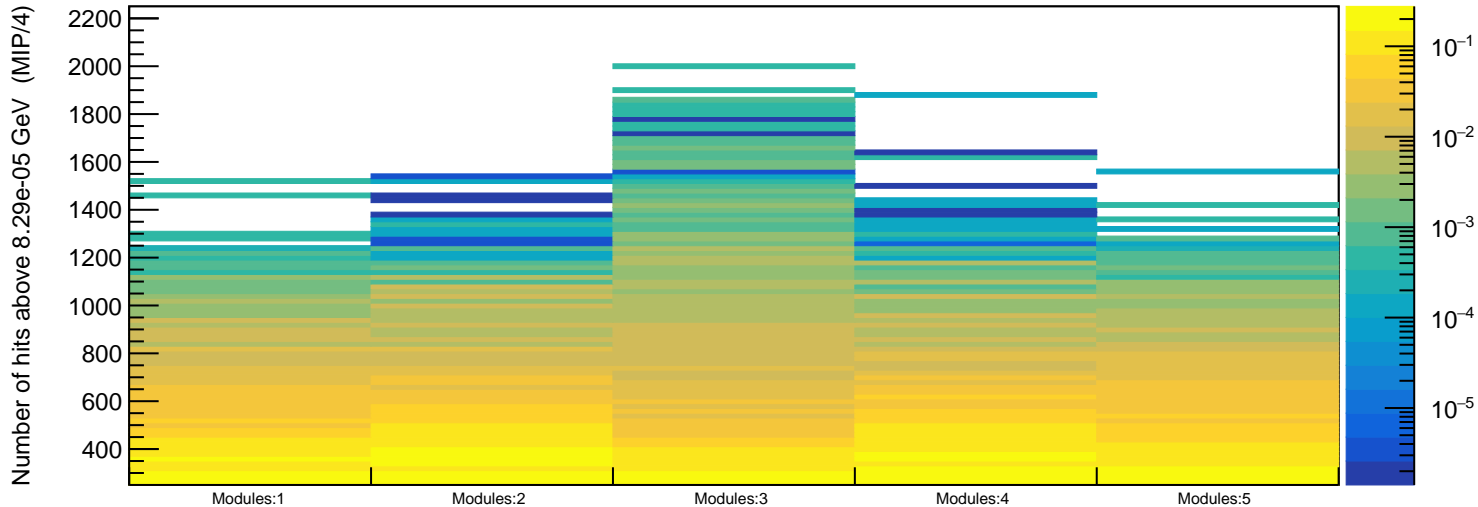


ScECALBarrel high_#Nhits Layers 0:9

Number of Events per second



Mean: 4.31e+02 #hits	Mean: 4.37e+02 #hits	Mean: 4.37e+02 #hits	Mean: 4.32e+02 #hits	Mean: 4.39e+02 #hits
Std Dev: 1.71e+02 #hits	Std Dev: 1.67e+02 #hits	Std Dev: 2.43e+02 #hits	Std Dev: 1.64e+02 #hits	Std Dev: 1.77e+02 #hits
events/second: 2.02e+00	events/second: 2.61e+00	events/second: 1.87e+00	events/second: 2.55e+00	events/second: 2.00e+00