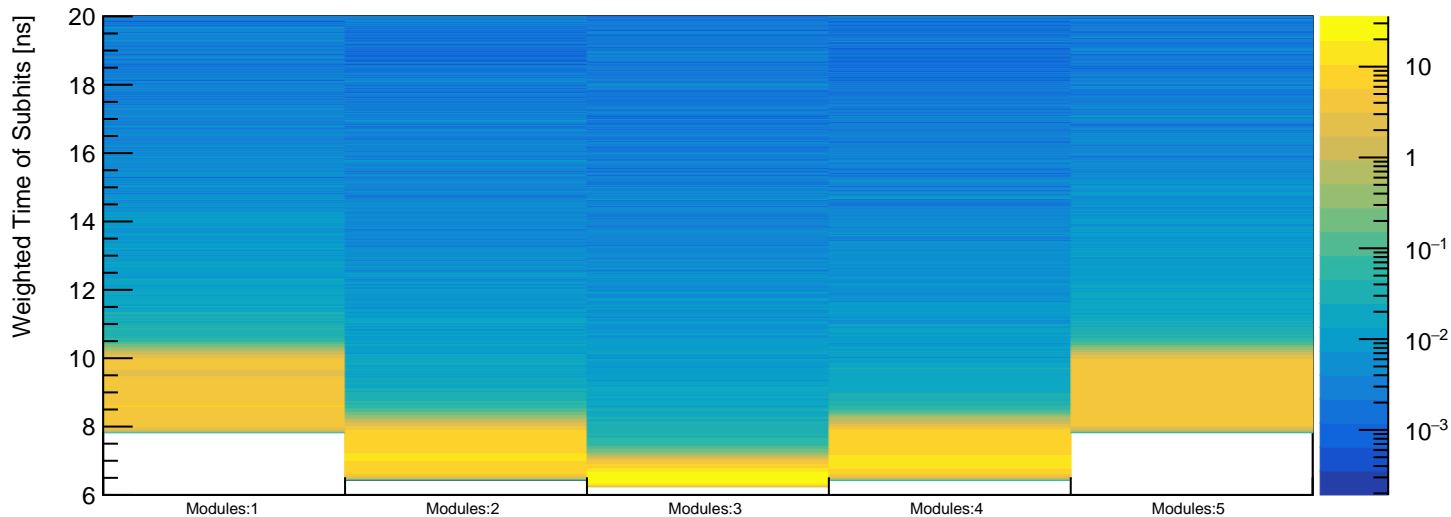


# ScECALBarrel time Layers 10:19

Number of hits times Energy [GeV]



Mean: 9.01e+00 ns Std Dev: 7.92e-01 ns hits*energy [GeV]: 6.67e+01	Mean: 7.31e+00 ns Std Dev: 6.00e-01 ns hits*energy [GeV]: 9.54e+01	Mean: 6.61e+00 ns Std Dev: 4.76e-01 ns hits*energy [GeV]: 1.02e+02	Mean: 7.29e+00 ns Std Dev: 5.84e-01 ns hits*energy [GeV]: 9.63e+01	Mean: 9.05e+00 ns Std Dev: 7.69e-01 ns hits*energy [GeV]: 6.37e+02
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