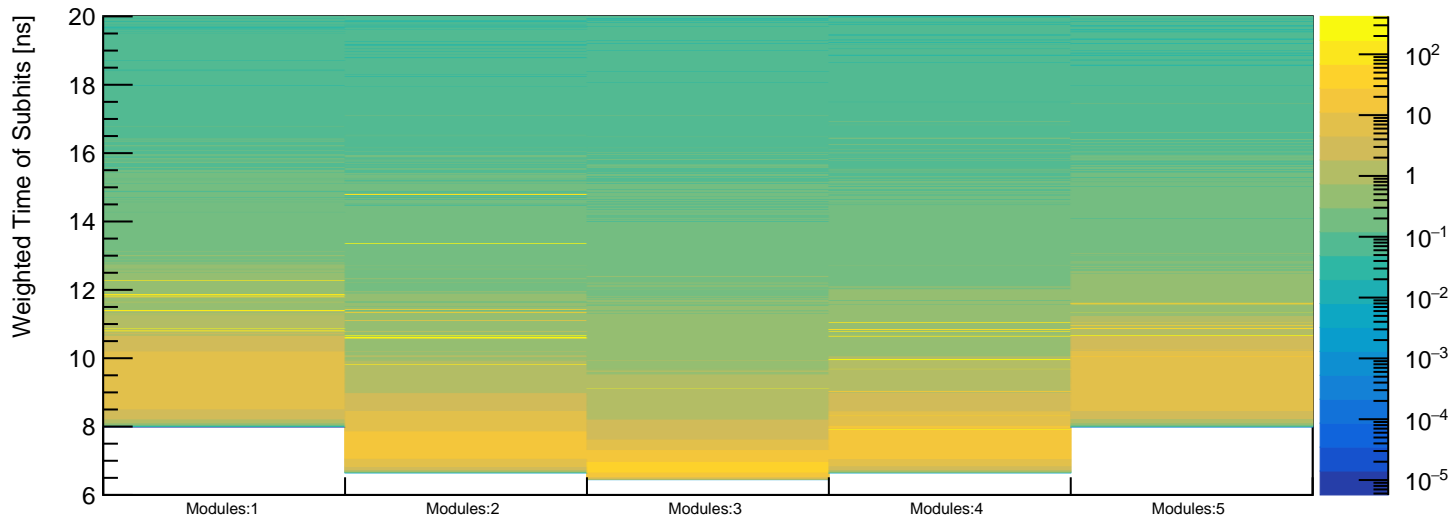


ScECALBarrel time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 1.09e+01 ns Std Dev: 1.33e+00 ns	Mean: 1.01e+01 ns Std Dev: 2.40e+00 ns	Mean: 7.78e+00 ns Std Dev: 1.69e+00 ns	Mean: 9.17e+00 ns Std Dev: 1.67e+00 ns	Mean: 1.04e+01 ns Std Dev: 1.46e+00 ns
hits*energy [GeV]/second: 1.26e+03	hits*energy [GeV]/second: 1.34e+03	hits*energy [GeV]/second: 1.22e+03	hits*energy [GeV]/second: 1.64e+03	hits*energy [GeV]/second: 1.72e+03