ScECALBarrel all_#Nhits Layers 0:9

Number of Events

Number of hits above 8.29e-05 GeV (MIP/4)
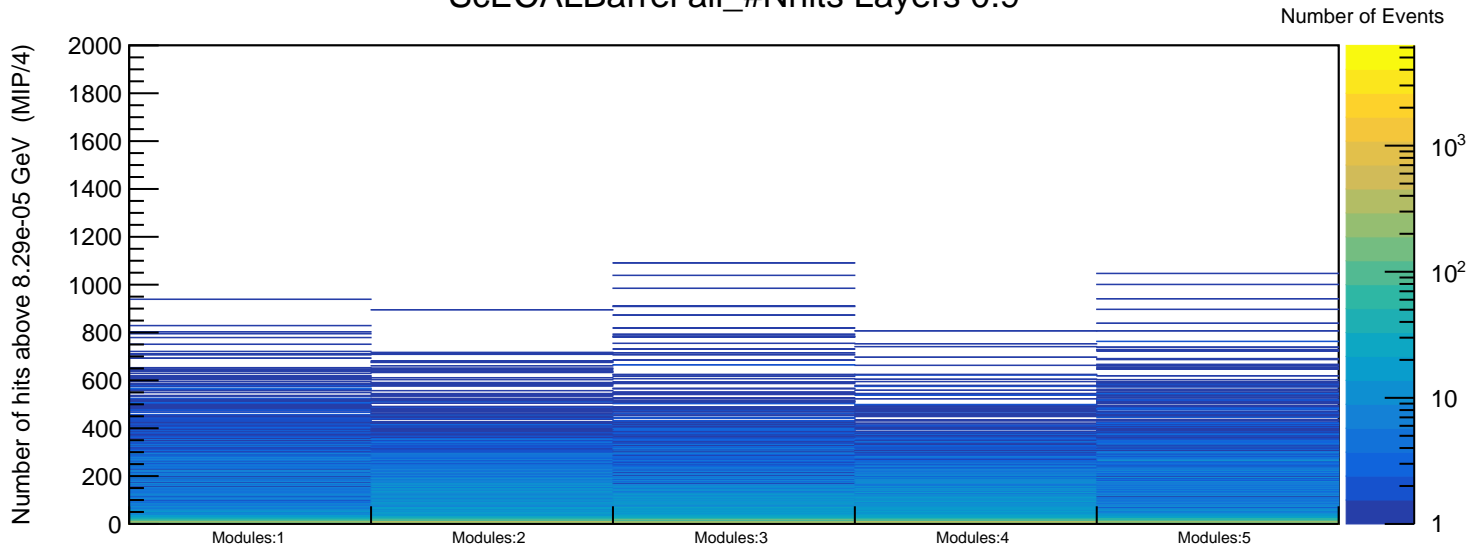
Mean: 2.30e+01 #hits	**Mean: 2.51e+01 #hits**	**Mean: 2.39e+01 #hits**	**Mean: 2.29e+01 #hits**	**Mean: 2.26e+01 #hits**
Std Dev: 7.65e+01 #hits	**Std Dev: 7.06e+01 #hits**	**Std Dev: 7.34e+01 #hits**	**Std Dev: 6.42e+01 #hits**	**Std Dev: 7.76e+01 #hits**
events: 1.00e+04	**events: 1.00e+04**	**events: 1.00e+04**	**events: 1.00e+04**	**events: 1.00e+04**