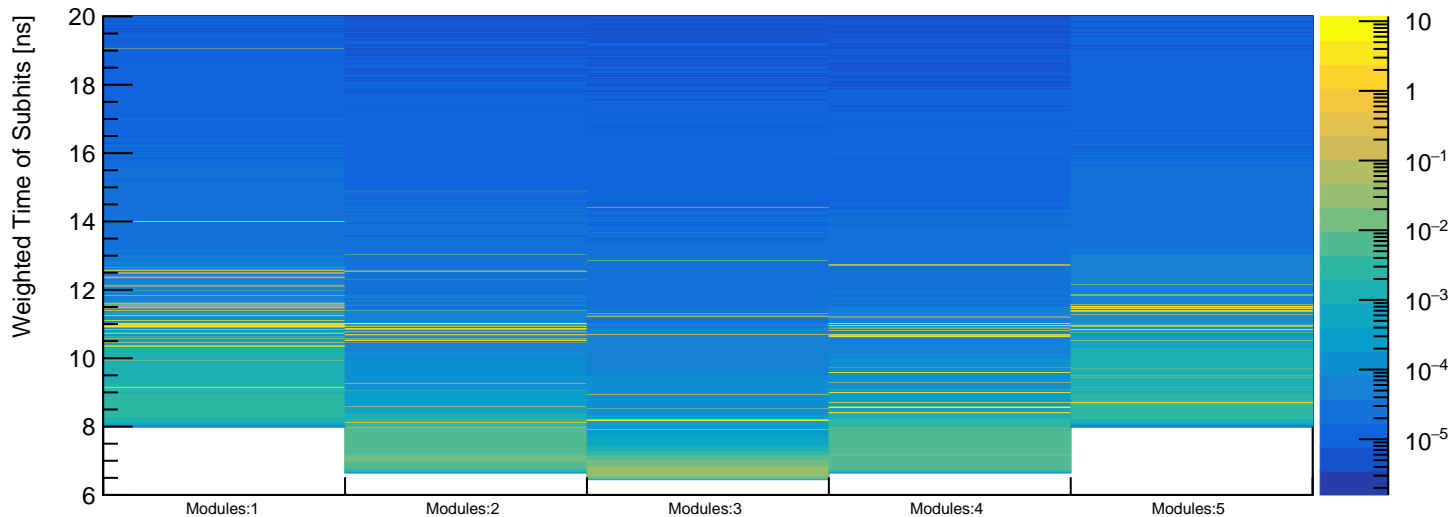


ScECALBarrel time Layers 20:29

Number of hits times Energy [GeV] per second



Mean: 1.15e+01 ns Std Dev: 9.80e-01 ns	Mean: 1.10e+01 ns Std Dev: 1.11e+00 ns	Mean: 1.01e+01 ns Std Dev: 2.34e+00 ns	Mean: 9.92e+00 ns Std Dev: 1.22e+00 ns	Mean: 1.09e+01 ns Std Dev: 9.69e-01 ns
hits*energy [GeV]/second: 1.1e+01	hits*energy [GeV]/second: 1.1e+01	hits*energy [GeV]/second: 1.1e+01	hits*energy [GeV]/second: 1.1e+01	hits*energy [GeV]/second: 7.9e+01