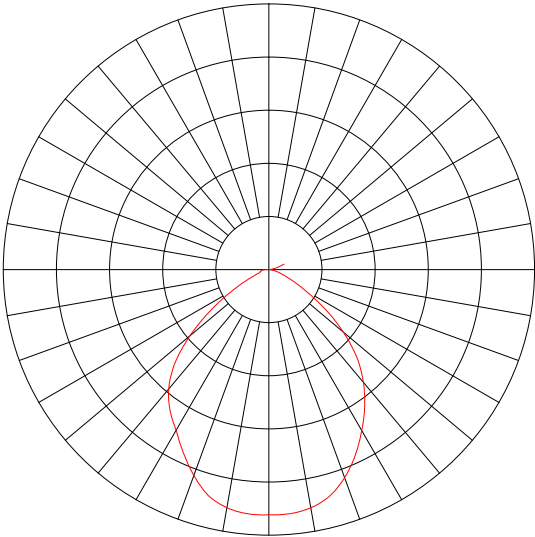
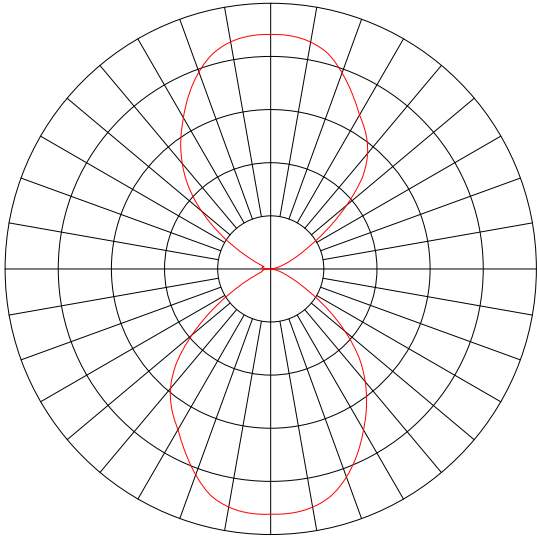


# BEAM ANGLE



Up or Down Light



Up and Down Light