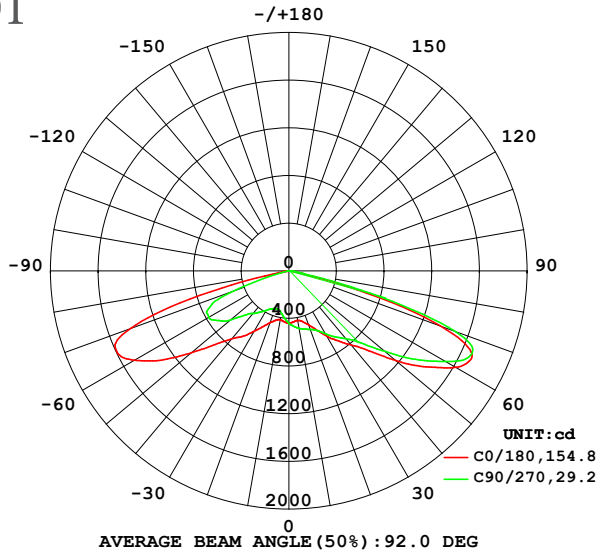
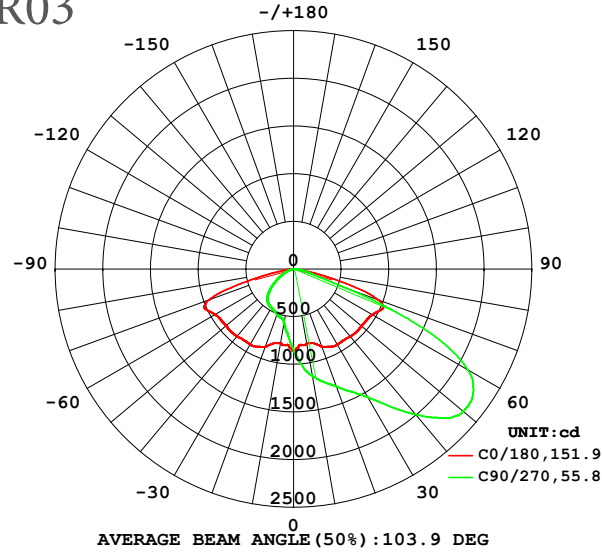


# Beam Angle

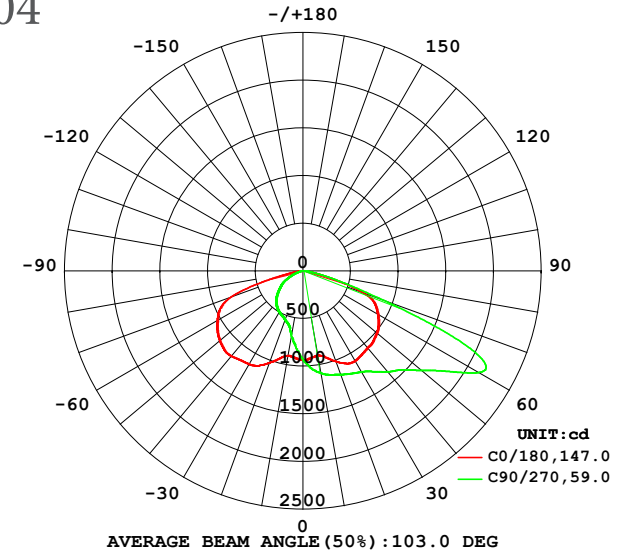
R01



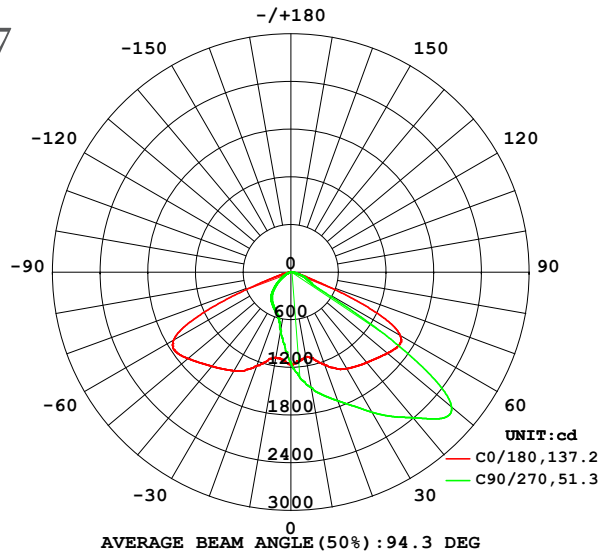
R03



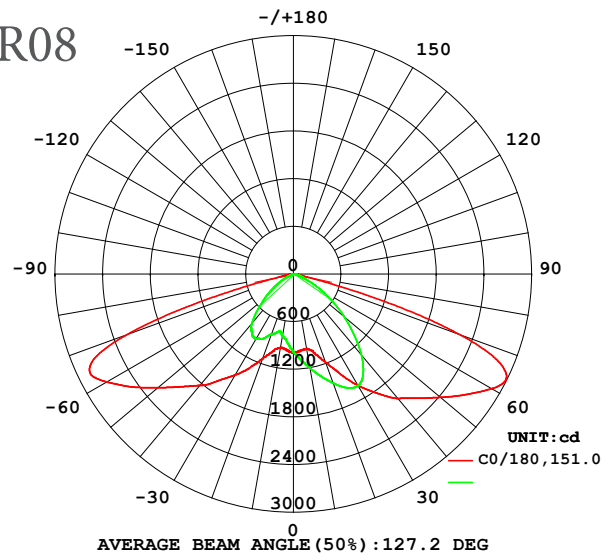
R04



R07



R08



R09

