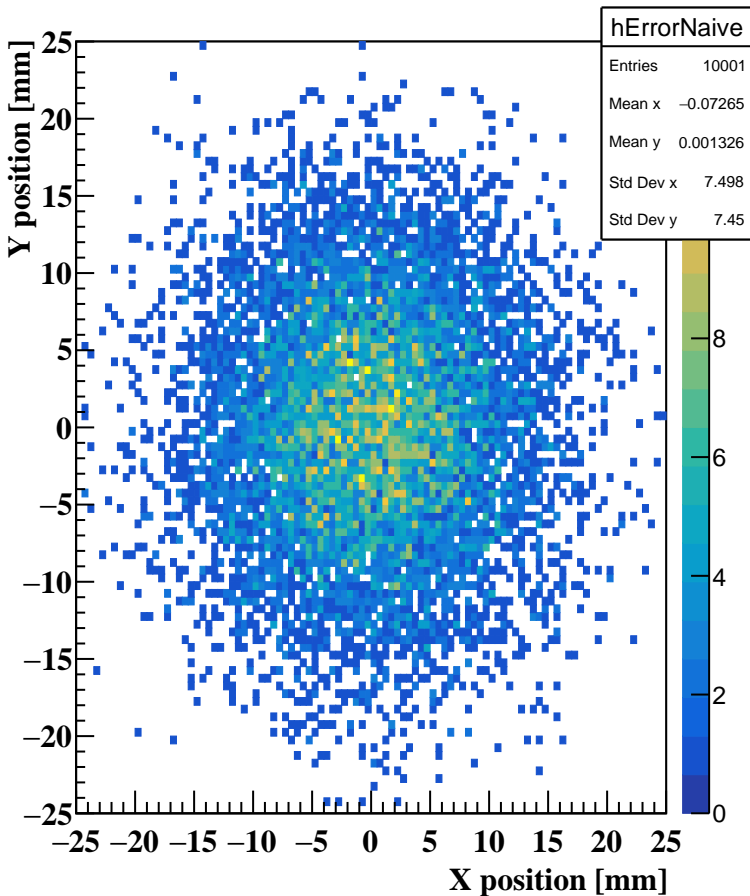


Beamspot uncertainty (assume point beam)



Beamspot uncertainty (use $X1 * 0.95 + P1 * -9.98$)

