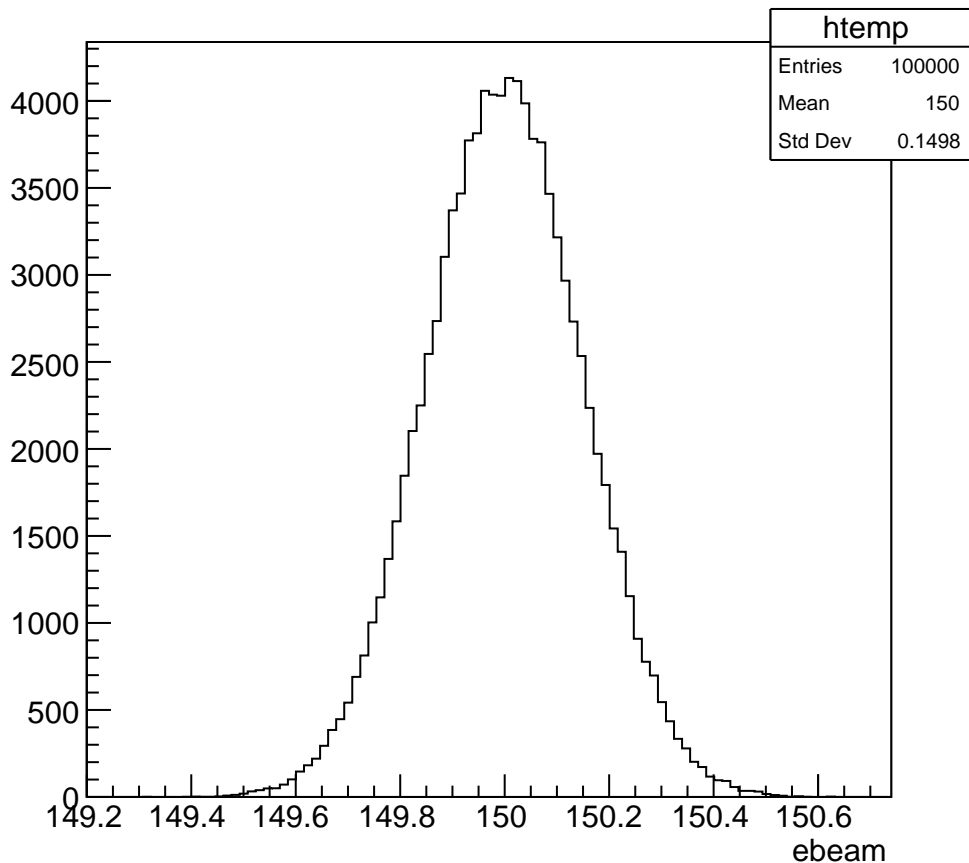


# ebeam



ebeam {(px / log(px\*2 + py\*\*2) > 0.20)&&(py / log(px\*2 + py\*\*2) > 0.20)}

