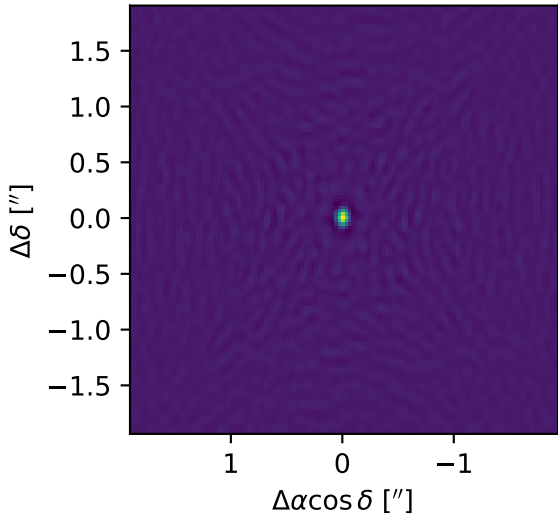


Dirty beam



Dirty image

