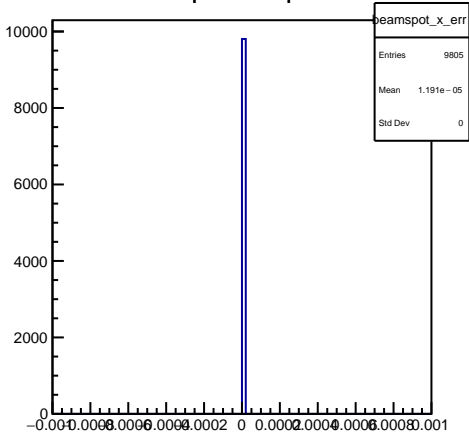
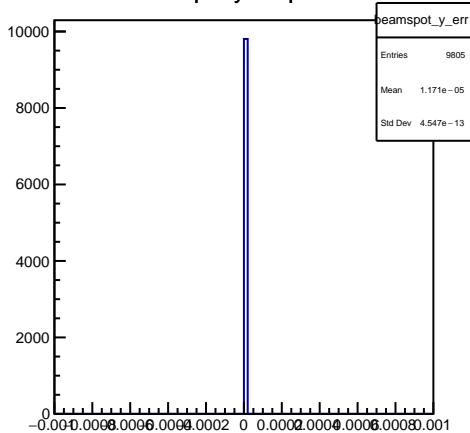


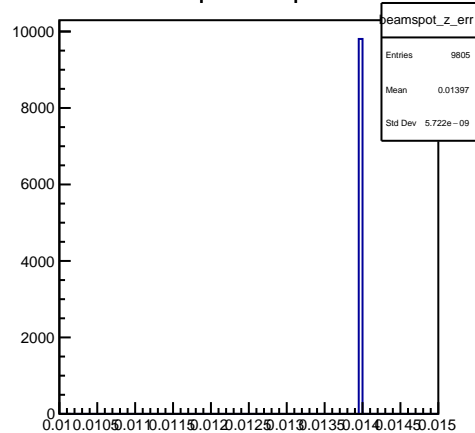
beam spot x err position



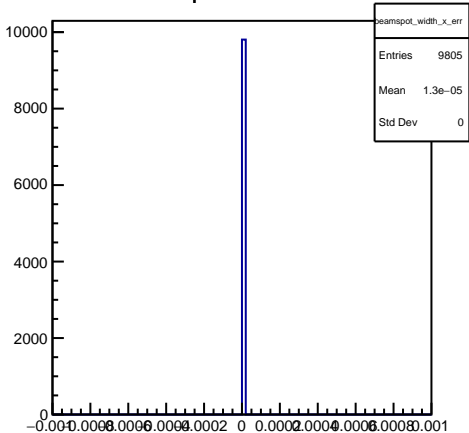
beam spot y err position



beam spot z err position



beam spot x width error



beam spot y width error

