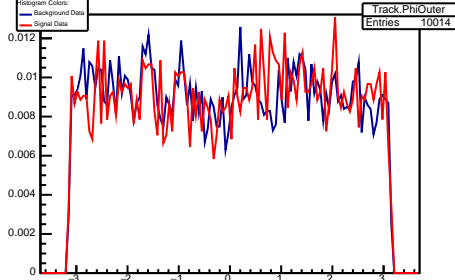
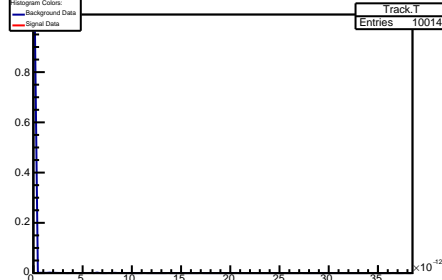


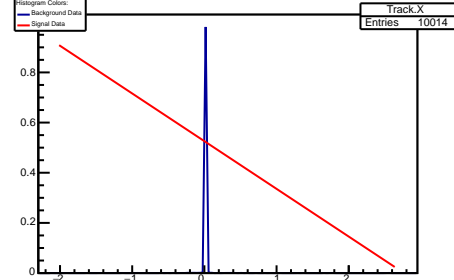
Track.PhiOuter



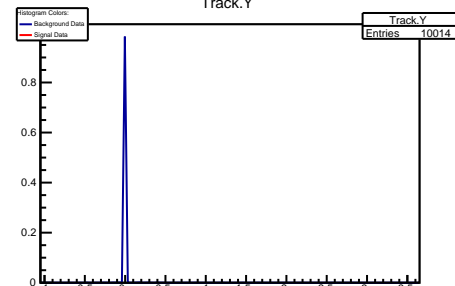
Track.T



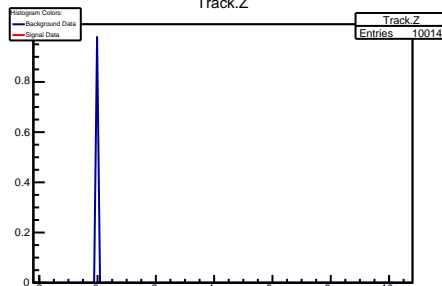
Track.X



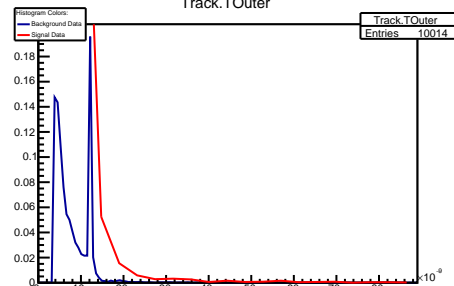
Track.Y



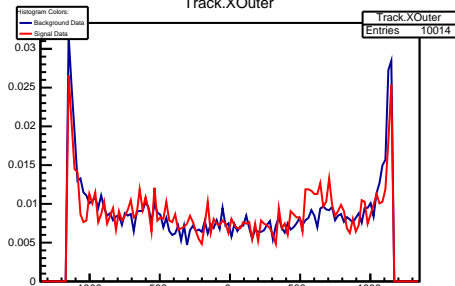
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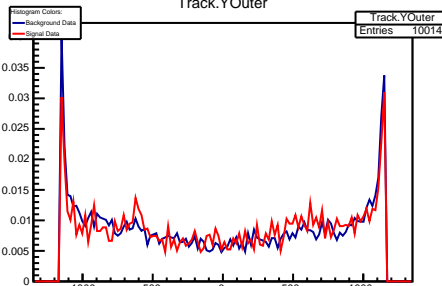
Track.TOuter



Track.XOuter



Track.YOuter



Track.ZOuter

