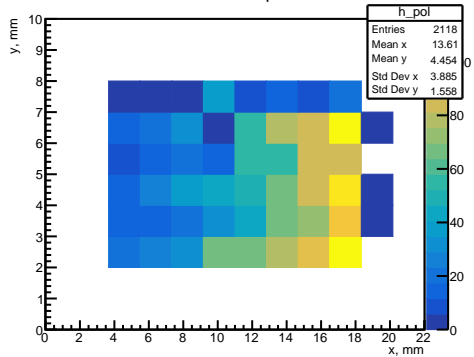
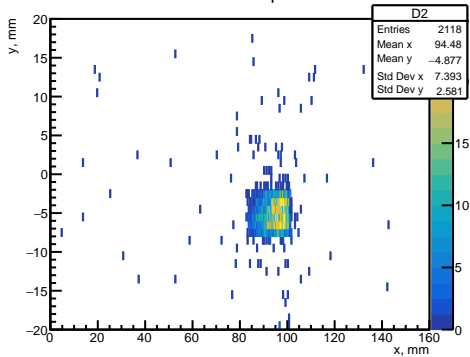


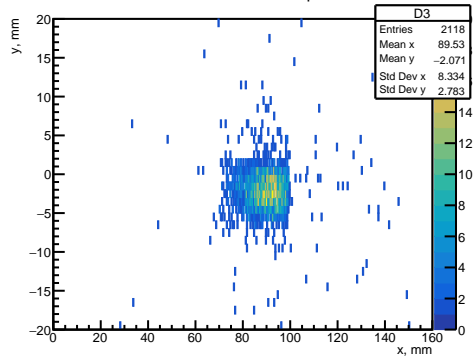
D1 hitmap



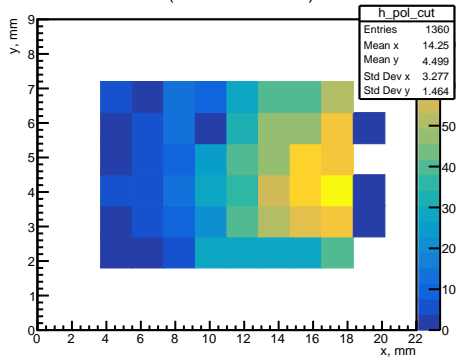
D2 hitmap



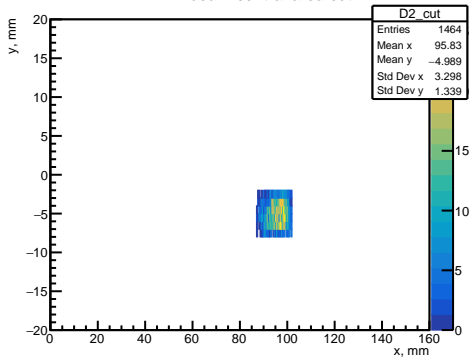
D3 hitmap



D1 (cuts for D2 & D3)



D2 beam central area cut



D3 beam central area cut

