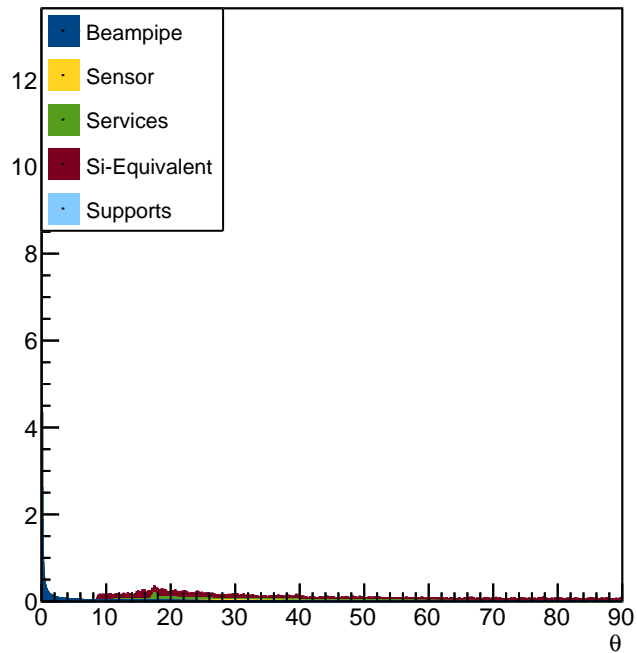


# Radiation Length by Component



# Interaction Length by Component

