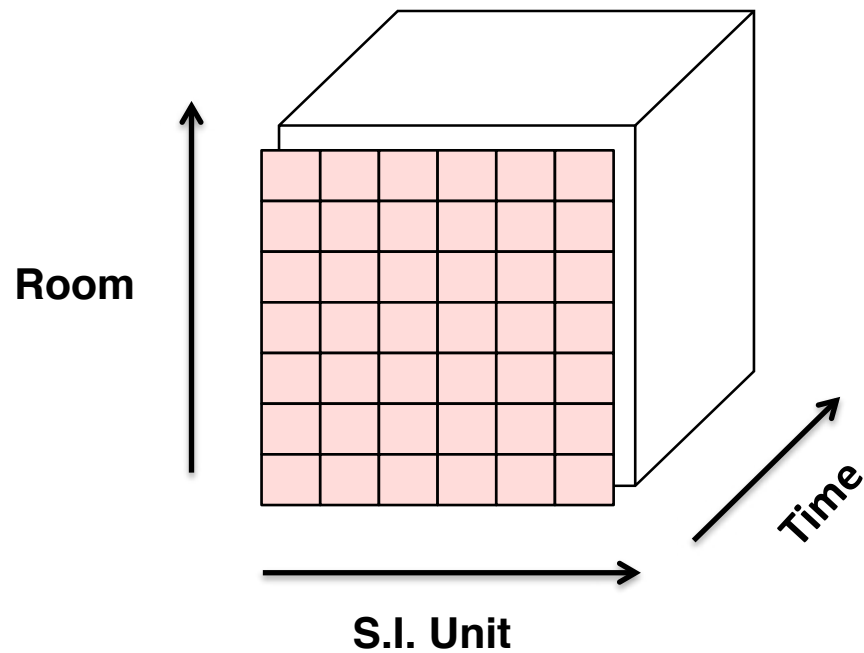
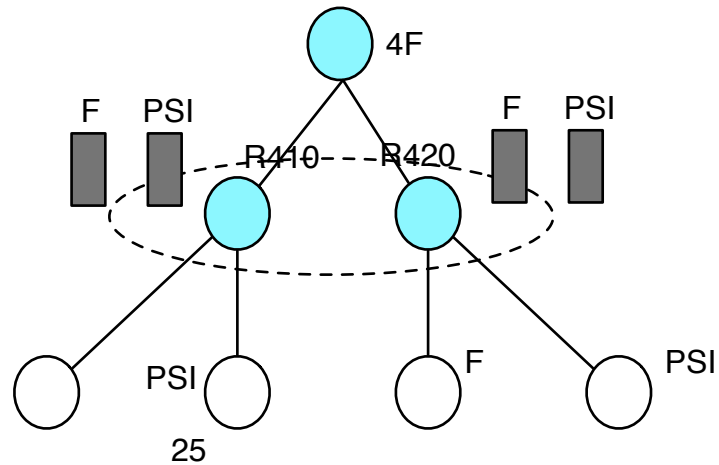


## Room-Level Cube



**Drill**

UP  
DOWN



**Level Slice Query**

