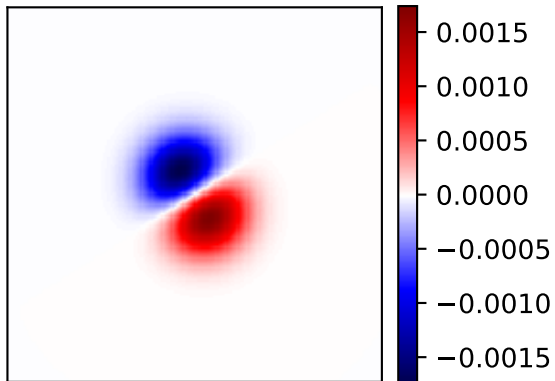


Pointing Mismatch



Beam Mismatch

