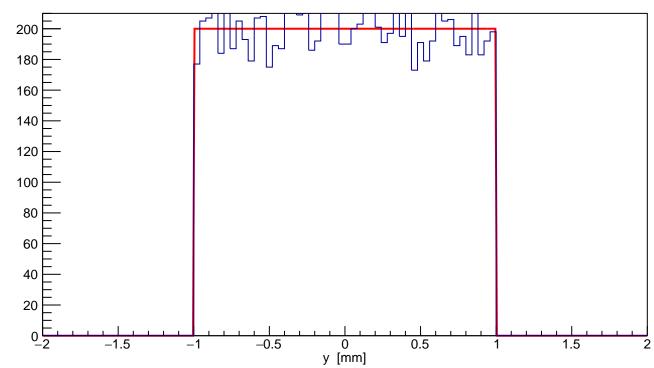
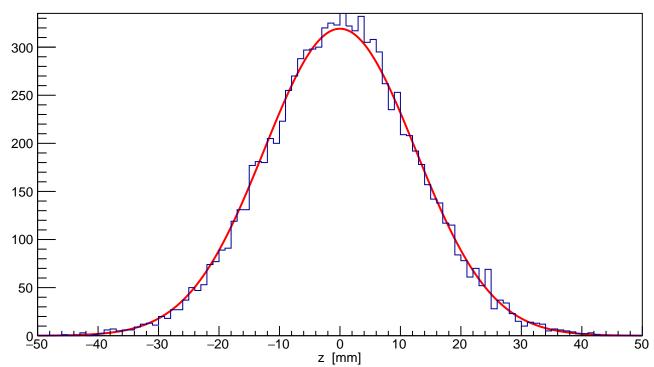


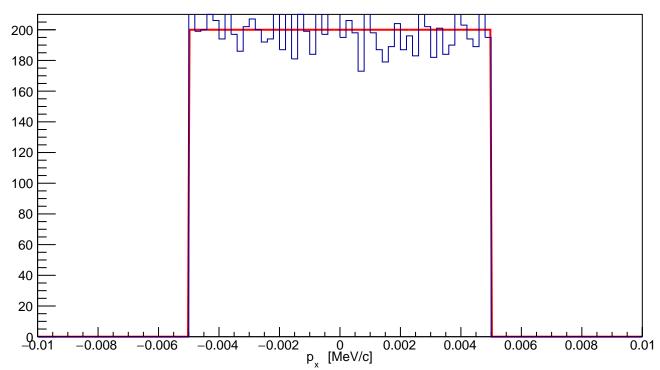
beam_explicit_f_y







beam_explicit_f_px



beam_explicit_f_py

