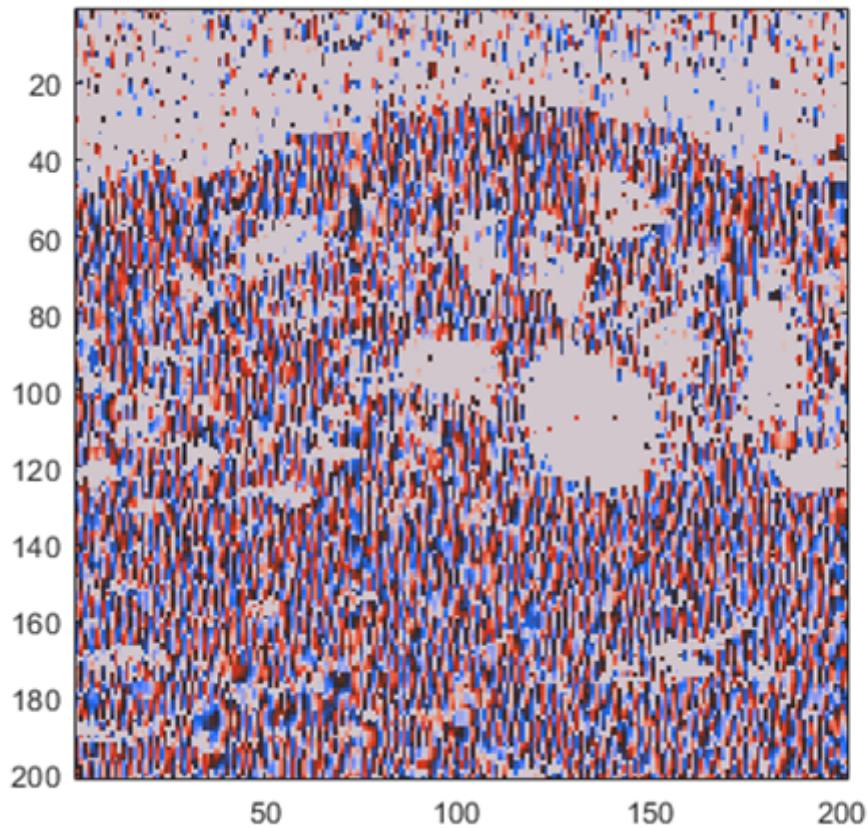


z [px]



x [px]

F_{ase} [rad]