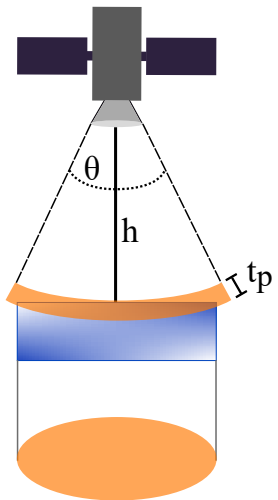


Beam-limited



Pulse-limited

