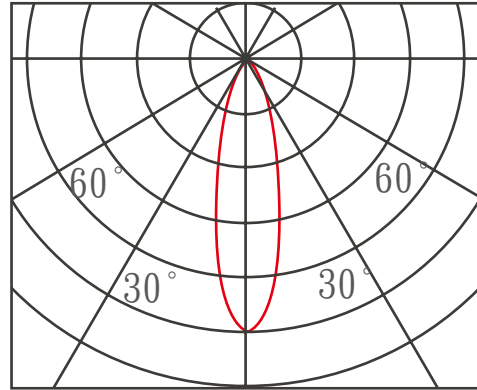
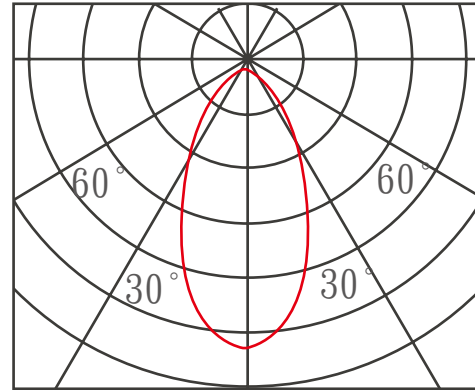


# BEAM ANGLE

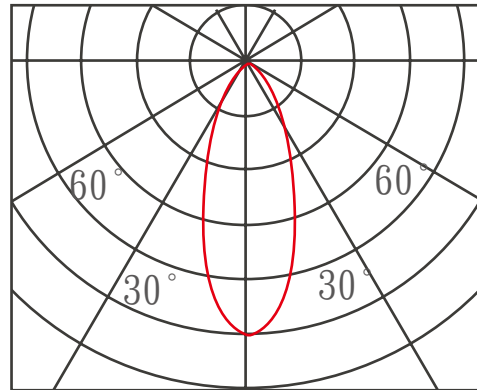
10°



30°



20°



60°

