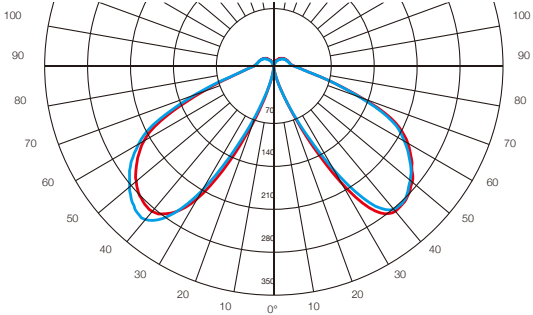
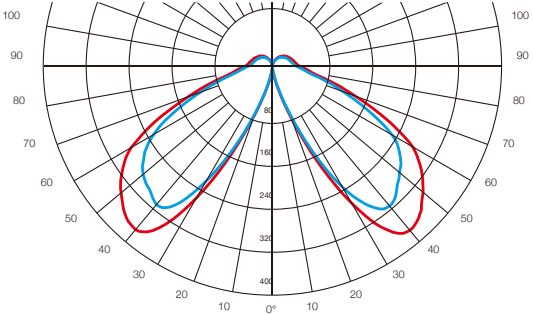


# BEAM ANGLE



Type A



Type B