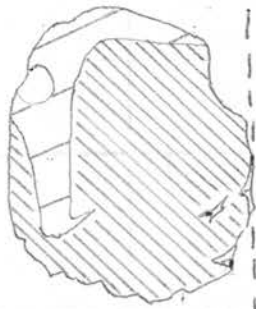


10333



← direction of
beam