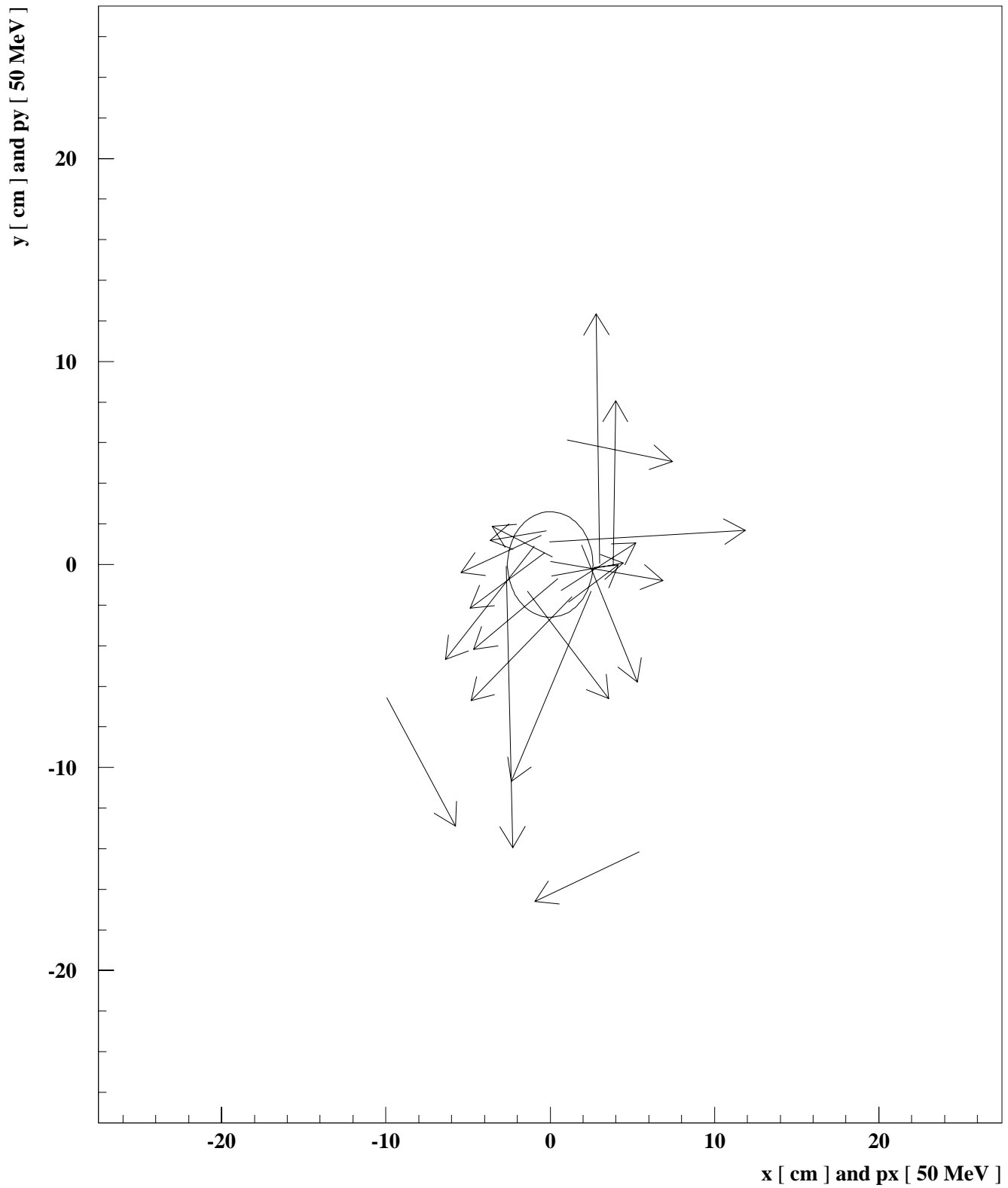


BunchX LER x - y view



BunchX LER z view

