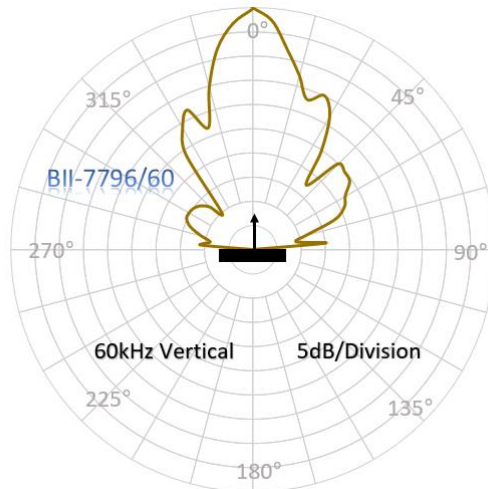
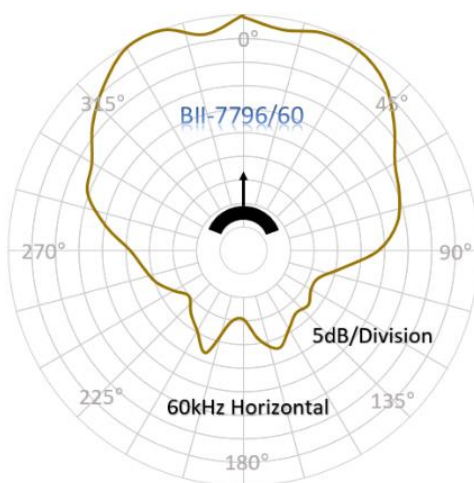


Transmit Beam Pattern



Receive Beam Pattern

