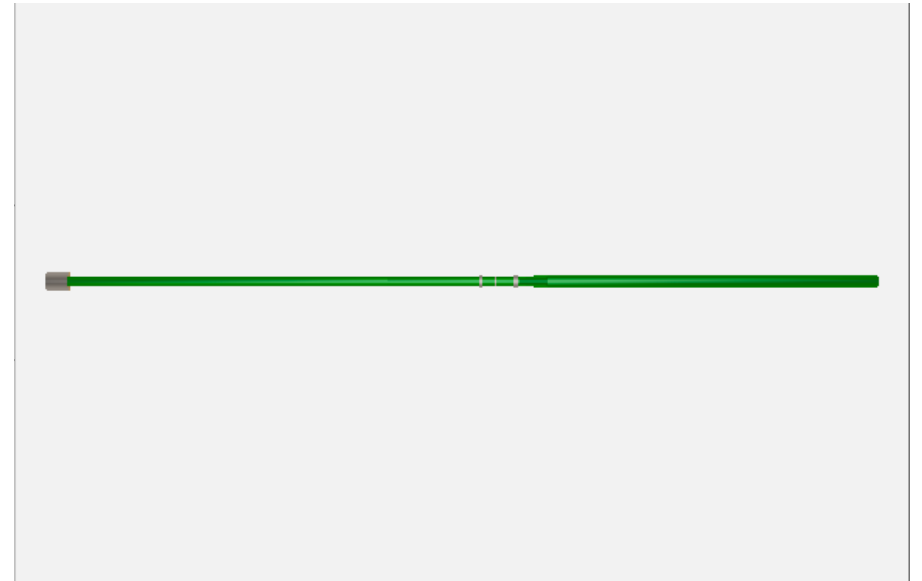
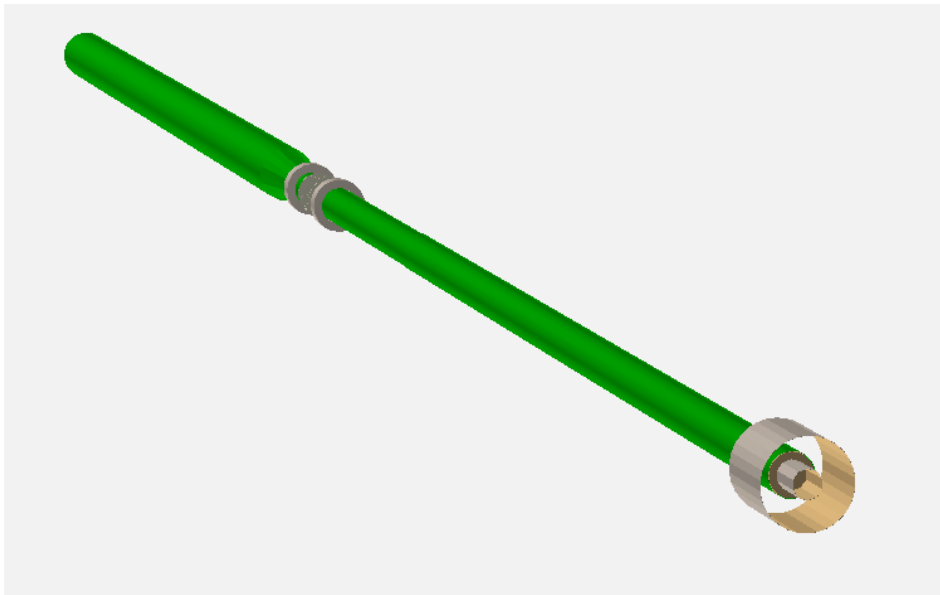
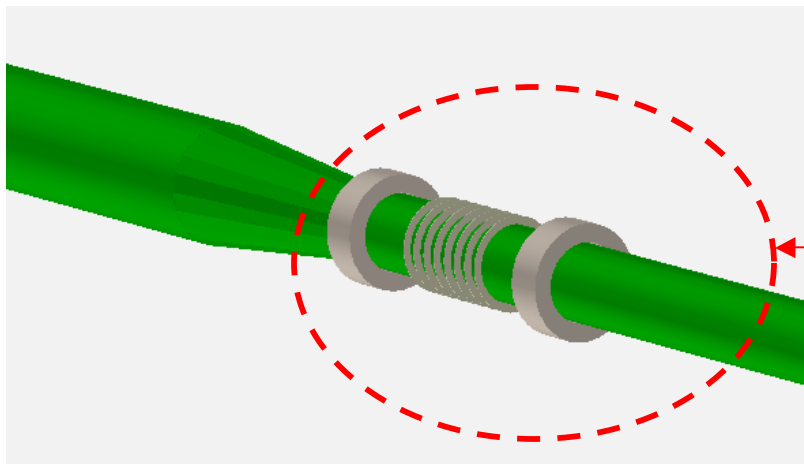
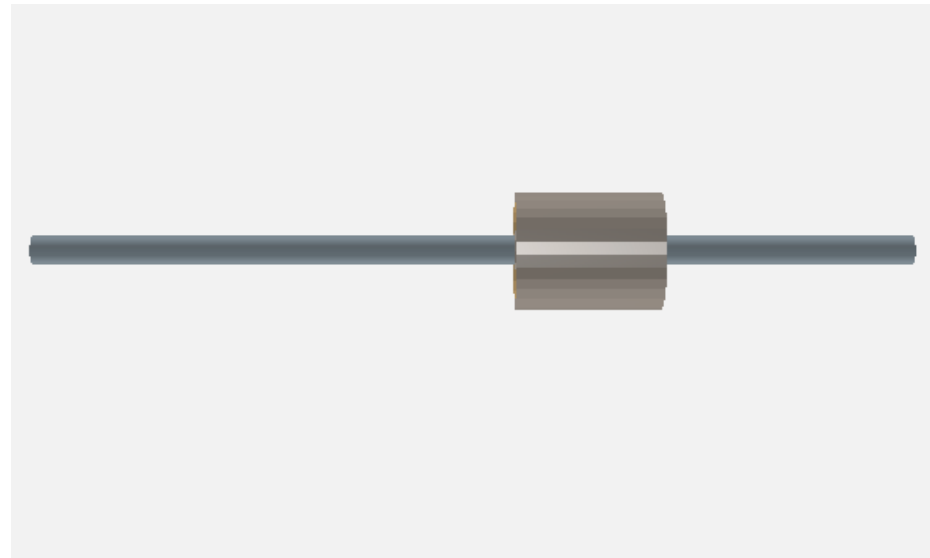
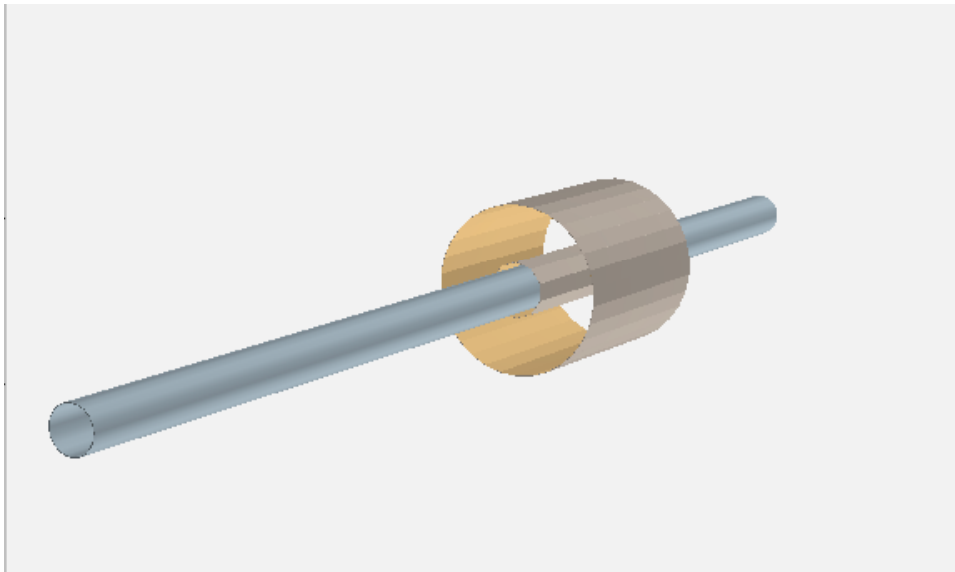


# Old beam pipe



- With the old beam pipe, the first layer of the pixel is inside the beam pipe
- It looks also that the placement was wrong : the pixel is located at an extremity of the beam pipe.

# New beam pipe



- pixl inner layer is now outside the beam pipe.
- We now have to implement the rest of the beam pipe.