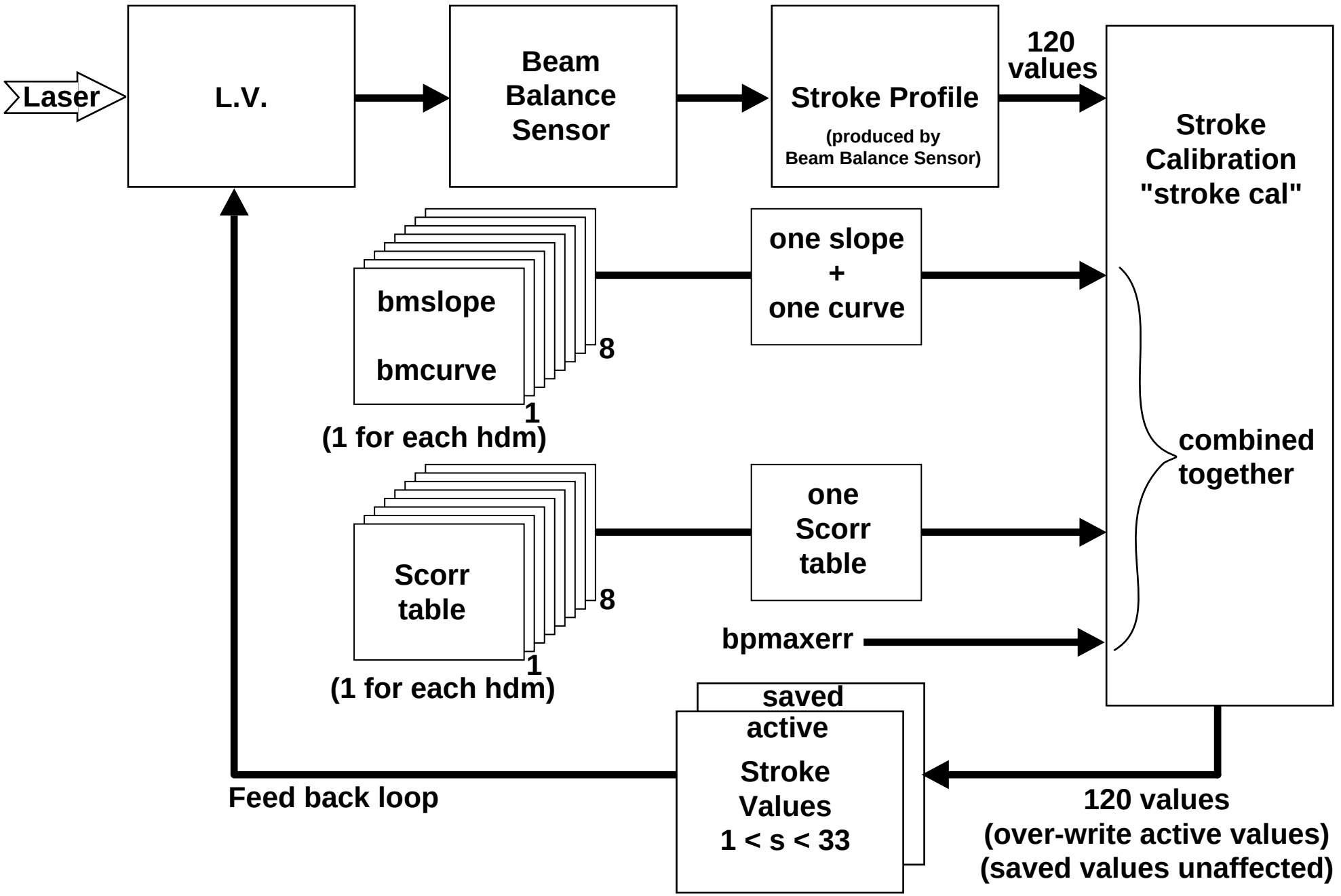
Beam Balancing



Maximum deviation from flat = bpmaxerr (ie: 3%)

Once head flattens stroke within that tolerance it then stops.