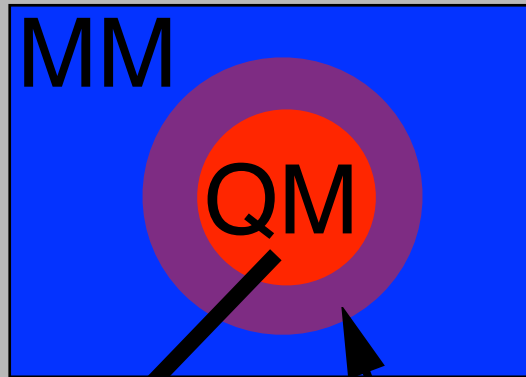
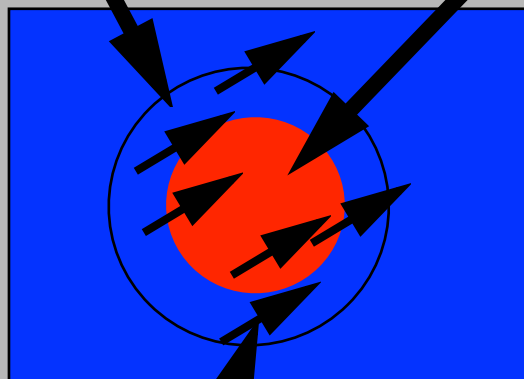


forces
ignored



buffer



momentum
conserving
forces