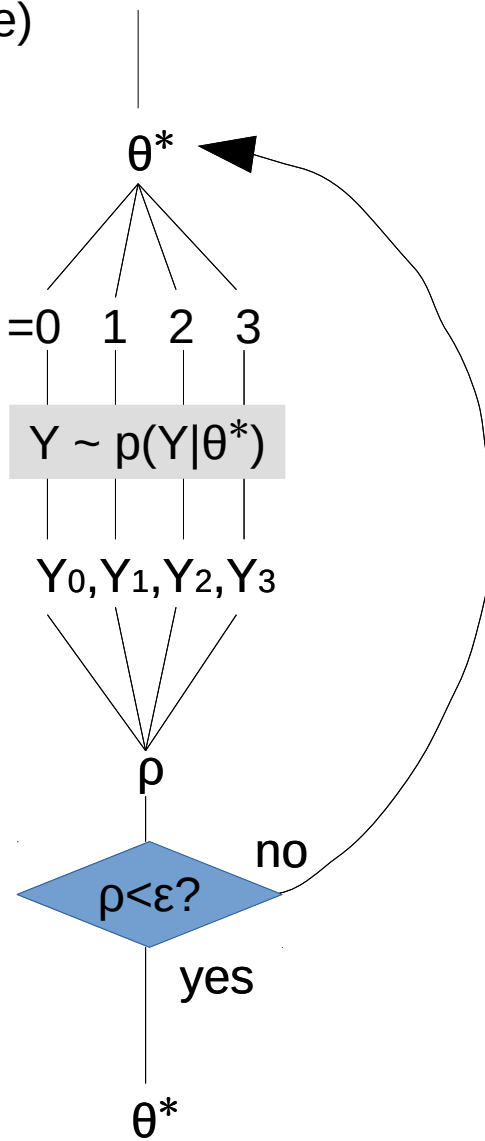


blockIdx.x = 0  
(particle)

threadIdx.x = 0



1

