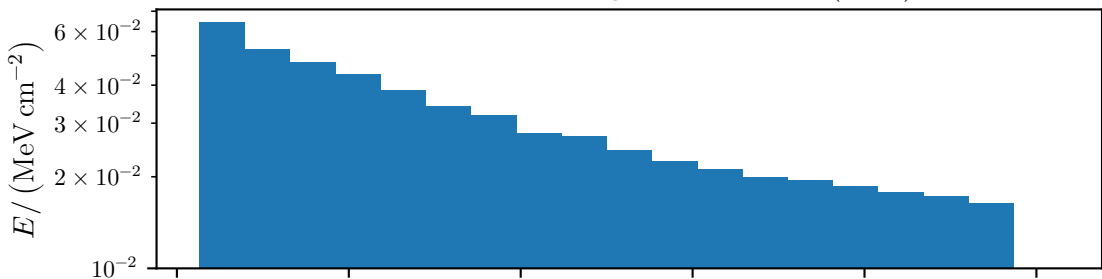


multiple scattering + deflection (msd)



multiple scattering (ms)

