Beam map

* Main

1. Initialize
2. Input
   1. Init\_grid\_speedup
   2. Init\_power or init\_minnaert
3. Satshine
   1. Init\_phot\_pos
   2. Which\_part\_next
      1. Inside\_ring\_plane
      2. Make\_ghost\_photon
   3. Flux\_to\_obs
      1. Which\_part\_next
         1. Inside\_ring\_plane
         2. Make\_ghost\_photon
   4. Scatter\_phot
      1. Shad\_minnaert
         1. Unigrid\_generate
      2. Ruf\_minnaert
4. Ray\_tracing
   1. Init\_phot\_pos
   2. Which\_part\_next
      1. Inside\_ring\_plane
      2. Make\_ghost\_photon
   3. Flux\_to\_obs
      1. Which\_part\_next
         1. Inside\_ring\_plane
         2. Make\_ghost\_photon
   4. Scatter\_phot
      1. Shad\_minnaert
         1. Unigrid\_generate
      2. Ruf\_minnaert
5. Output