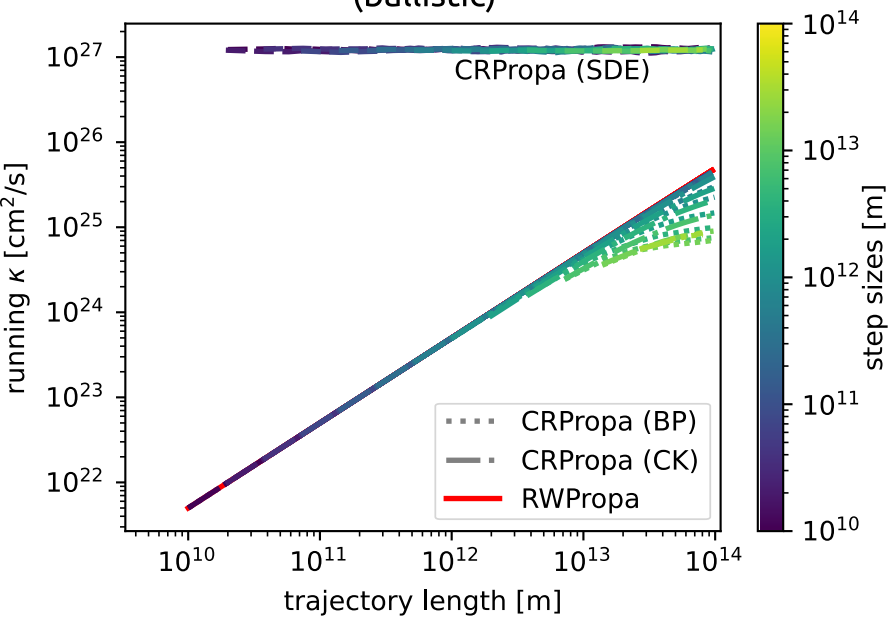


trajectories = 1e14m  
(ballistic)trajectories = 1e17m  
(diffusive)