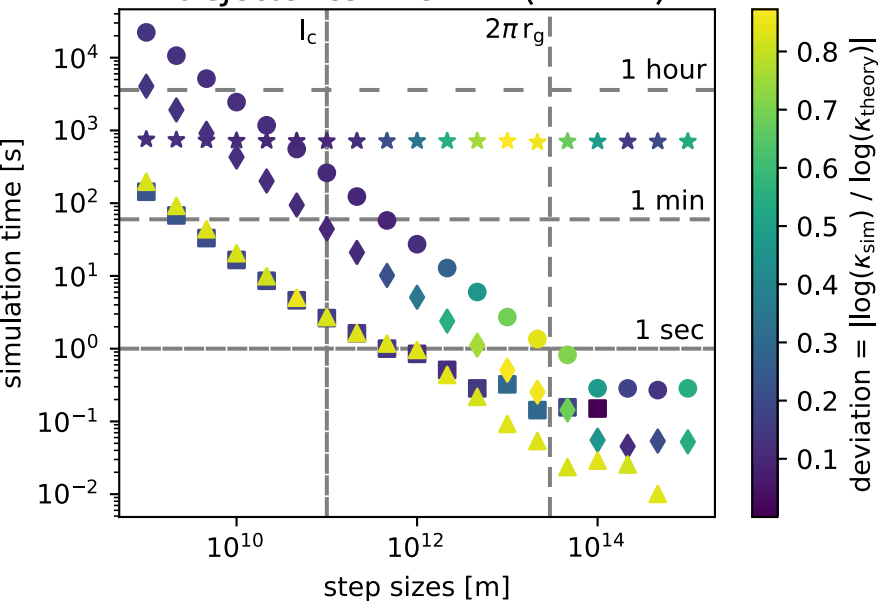


trajectories = 1e14m (ballistic)



trajectories = 1e17m (diffusive)

