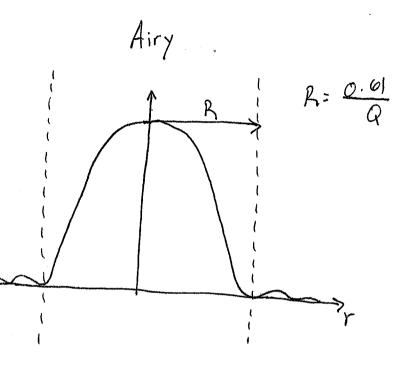
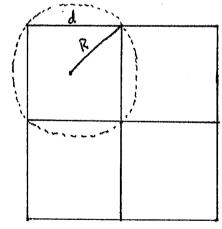
The Resolution Problem

R = resolution = "res" in the code



We approximate the cylindrical shape of the pixel in the experiment by a rectangle in the simulation (as shown below) so that every atom is counted one and only once.



where each pixel has side leigh d as a friction of R: $\sqrt{d^2+d^2}=2R$

=> d= 12 R

Therefore the side length of the model must be an intego multiple of 12°R.

In the intensity timetion in the code, only atoms within \$\frac{1}{2}d = \textsup 0.5'R of the center of the Pixel one used (in a square). Only x and y directions are considered. This correctly selects the atoms that are used in the intensity calculation.