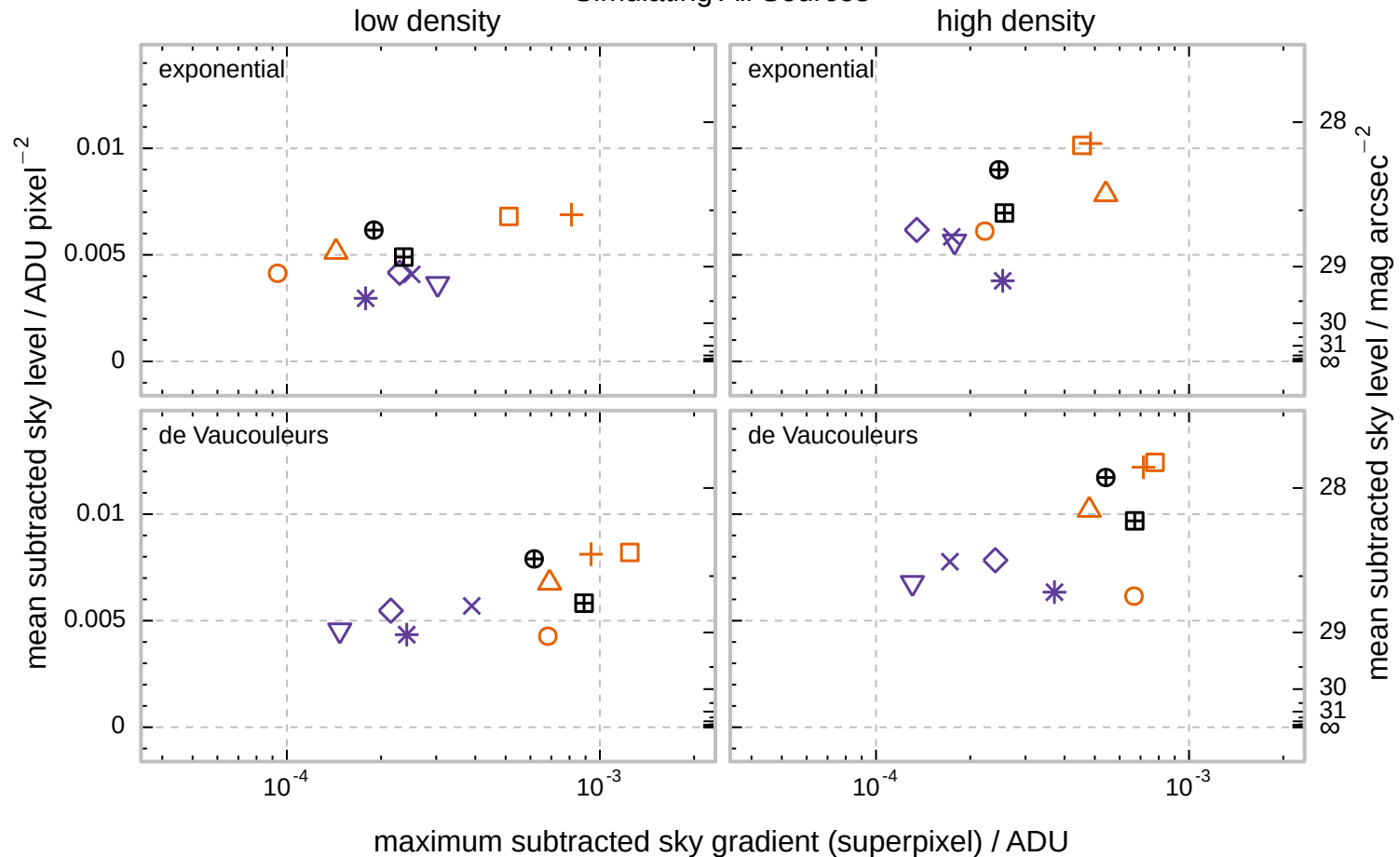
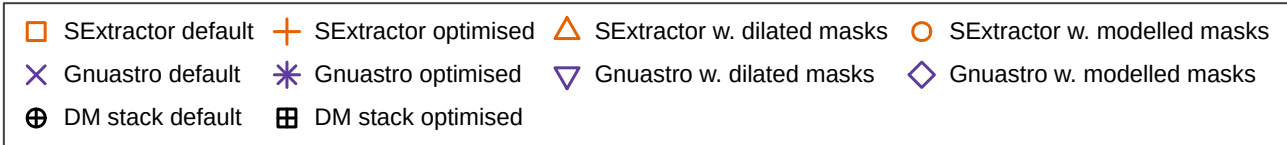


Simulating All Sources





Simulating Bright Only (No EBL)

low density

high density

