```
qm = atomiccharge(options.atom)/atomicmass(options.atom)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ;; Determine speed of ion relative to magnetic field
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Bx = 3*x*z*DipoleConsts.strength*r^{(-5)}

By = 3*y*z*DipoleConsts.strength*r^{(-5)}

Bz = (3*z^2-r^2)*DipoleConsts.strength*r^{(-5)}
                                                                                                                                                                                                                     ;; Assumes the dipole is aligned north-south
                                                                                                                                                                 ;; Compute the Lorentz force on an ion
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  vx = ((*1oc.v)[*,0]-Bvx)/!const.c

vy = ((*1oc.v)[*,1]-Bvy)/!const.c

vz = (*1oc.v)[*,2]/!const.c
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            accel = dblarr(n_elements(x),3)
accel[*,0] = ax
accel[*,1] = ay
accel[*,2] = az
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Bvx = -DipoleConsts.magrat * y
Bvy = DipoleConsts.magrat * x
function Lorentz, loc, options
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ax = qm * (Ex + vy*Bz - vz*By)

ay = qm * (Ey + vz*Bx - vx*Bz)

az = qm * (Ez + vx*By - vy*Bx)
                                                                                                                                                                                                                                                                                                                                                                                  r = sqrt(total(*loc.x^2, 2))
x = (*loc.x)[*,0]
y = (*loc.x)[*,1]
z = (*loc.x)[*,2]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ;; Electric field 
 Ex = 0. & Ey = 0. & Ez = 0.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ;; Field strength in Gauss
                                                      common constants
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       return, accel
```