

Massless particle

	Pole residue:	{{1}, {1}}.Replace[xAct`PSALTer`Private`MakeSaturatedMatrix[
		Total[MapThread[xAct`PSALTer`Private`PSALTerParallelSubmit[
		xAct`PSALTer`Private`ConstrainInLightcone[#1, #2]] &,			
		{xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[
		xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[
		Flatten[$\{\}$, $\{1, 2\}$], 1], 10, ExpandAll \rightarrow False], 10, ExpandAll \rightarrow False], 200], xAct`PSALTer`Private`Repartition[
		xAct`PSALTer`Private`MakeFreeSourceVariables[
		IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[
Join[{}, Gather[xAct`PSALTer`Private`ClassName, {}]], {}],			
		xAct`PSALTer`Private`MakeFreeSourceVariables[
		IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[
		xAct`PSALTer`Private`ClassName, {}]], {}]]}]],			
		IdentityMatrix[]], MapThread[#1 \rightarrow #2 &,			
		{Tally[Total[MapThread[xAct`PSALTer`Private`PSALTerParallelSubmit[
		xAct`PSALTer`Private`ConstrainInLightcone[#1, #2]] &,			
		{xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[
		xAct`PSALTer`Private`Repartition[
		xAct`PSALTer`Private`Repartition[Flatten[{}, {1, 2}], 1],			
		10, ExpandAll \rightarrow False], 10, ExpandAll \rightarrow False],			
		200], xAct`PSALTer`Private`Repartition[
		xAct`PSALTer`Private`MakeFreeSourceVariables[
		IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[
		xAct`PSALTer`Private`ClassName, {}]], {}],			
		xAct`PSALTer`Private`MakeFreeSourceVariables[
		IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[
		xAct`PSALTer`Private`ClassName, {}]],			
		{}]]}]], {}}], {2}].{{1}, {1}} > 0			
	Polarisations:	1			

Polarisations: 1



Quartic pole			Hexic pole		
Pole residue:	Quartic pole 0 < {{1}, {1}}.Replace[xAct`PSALTer`Private`MakeSaturatedMatrix[Total[MapThread[xAct`PSALTer`Private`PSALTerParallelSubmit[xAct`PSALTer`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[Flatten[{}, {1, 2}], 1], 10, ExpandAll → False], 10, ExpandAll → False], 200], xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[xAct`PSALTer`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[xAct`PSALTer`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[xAct`PSALTer`Private`ClassName, {}]], {}]], {}]], {}]], {}]], {}]], {}]], {}]], {}]], {}]], {}]]], {}]], {}]]], {}]], {}]], {}]]], {}]]], {}]]], {}]]], {}]], {}]]]], {}]]], {}]]], {}]]], {}]]], {}]]], {}]]], {}]]], {}]]], {}]]]], {}]]], {}]]], {}]]], {}]]], {}]]], {}]]], {}]]]], {}]]], {}]]]], {}]]], {}]]]]], {}]]]]], {}]]]]]]]]]]		Pole residue:	Hexic pole 0 < {{1}, {1}}.Replace[xAct`PSALTer`Private`MakeSaturatedMatrix[Total[MapThread[xAct`PSALTer`Private`PSALTerParallelSubmit[
	{Tally[Total[MapThread[xAct`PSALTer`Private`PSALTerParallelSubmit[{Tally[Total[MapThread[xAct`PSALTer`Private`PSALTerParallelSubmit[
,	IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[,		IdentityMatrix[xAct`PSALTer`Private`RescaleNullVector[
	MapThread[MapThread[
Delevigations	xAct`PSALTer`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[Delevigations	xAct`PSALTer`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALTer`Private`Repartition[xAct`PSALTer`Private`Repartition[

Polarisations: 1