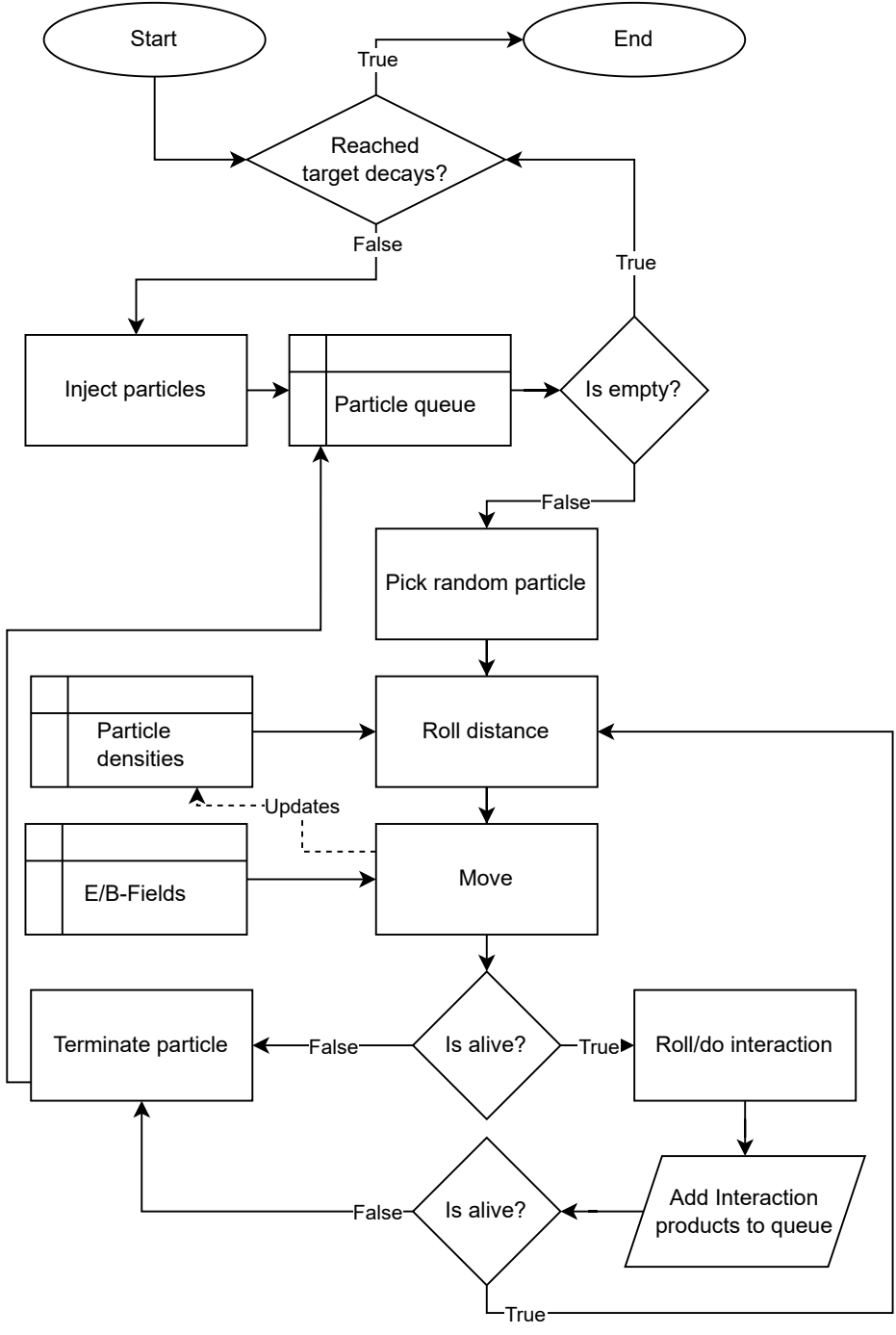

Start
End
True
Reached target decays?
False
True
Inject particles
Particle queue
Is empty?
False
Pick random particle
Particle densities
Roll distance
Updates
E/B-Fields
Move
Terminate particle
False
Is alive?
True
Roll/do interaction
Add Interaction products to queue
Is alive?
False
True