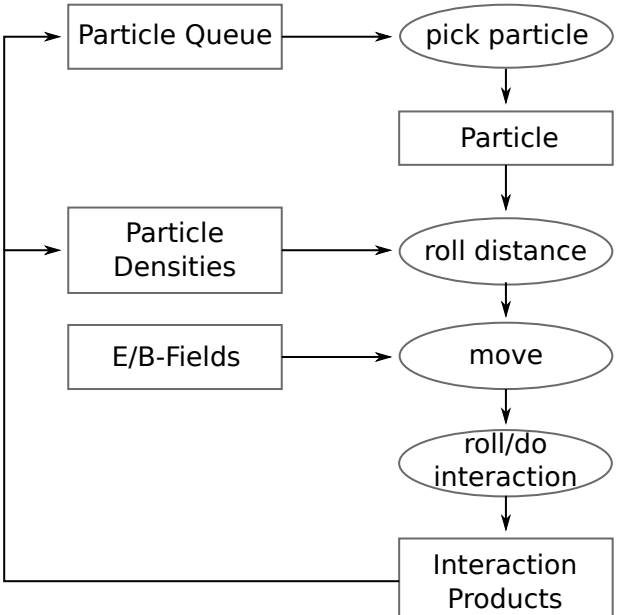
Particle Queue
pick particle
Particle
Particle Densities
roll distance
E/B-Fields
move
roll/do interaction
Interaction Products