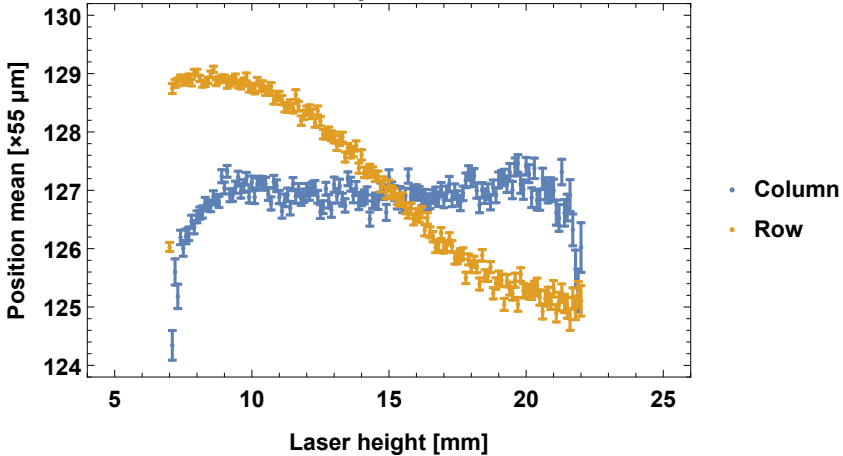
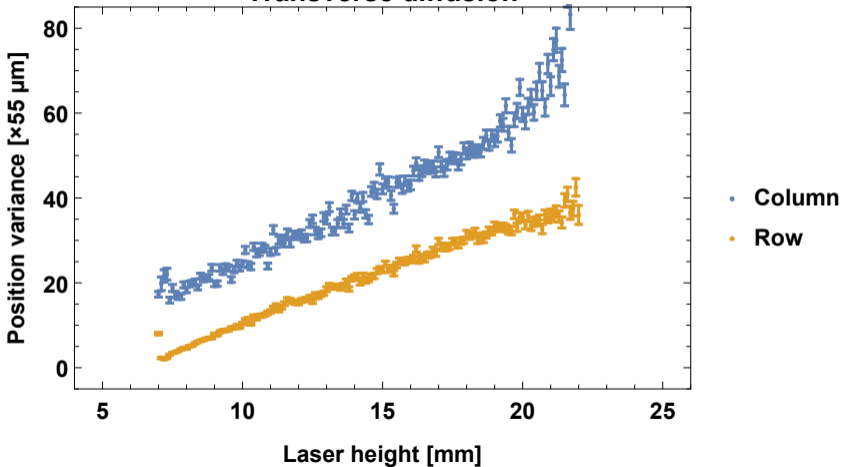


# Hit position



## Transverse diffusion



# Timewalk (+ diffusion)

