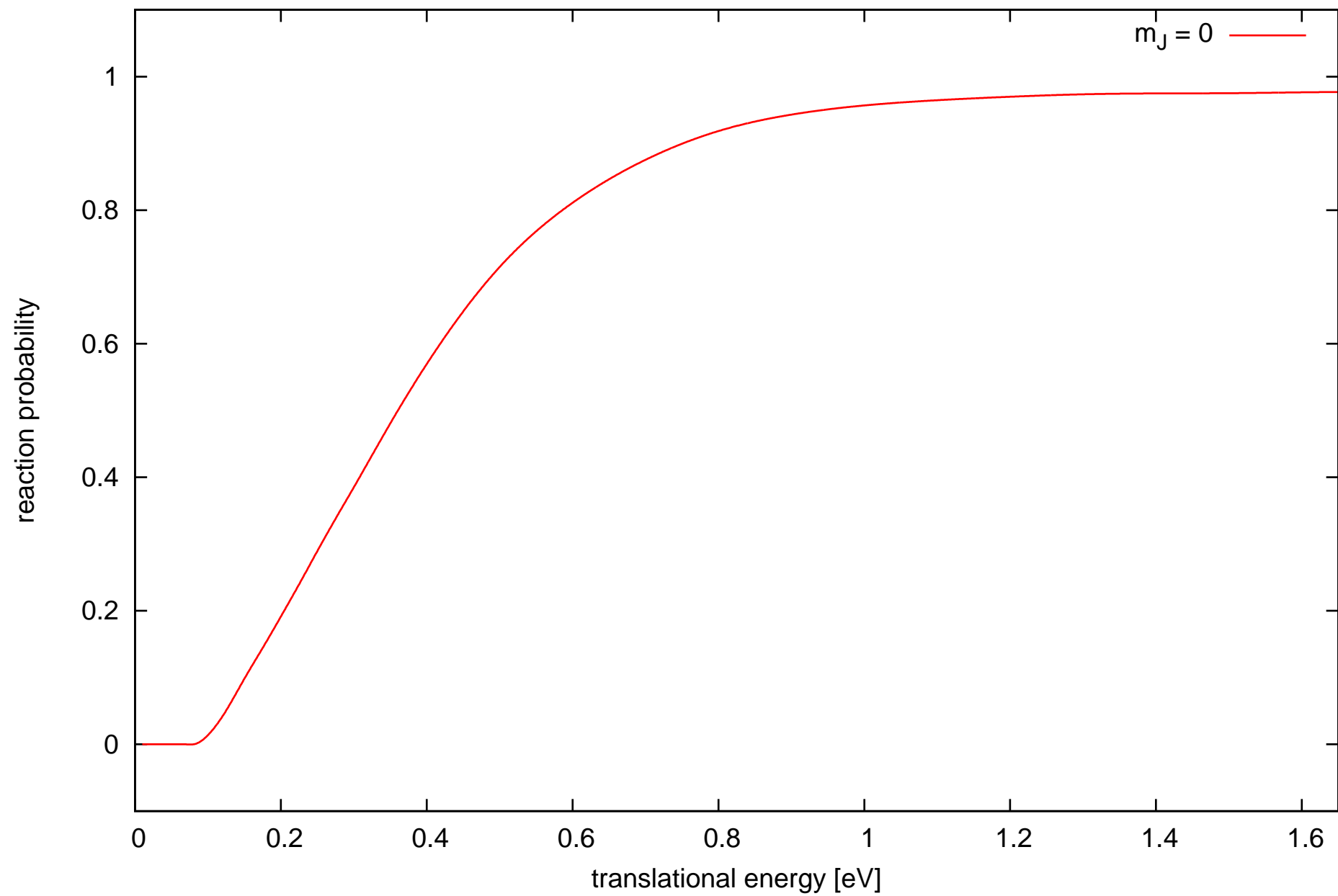
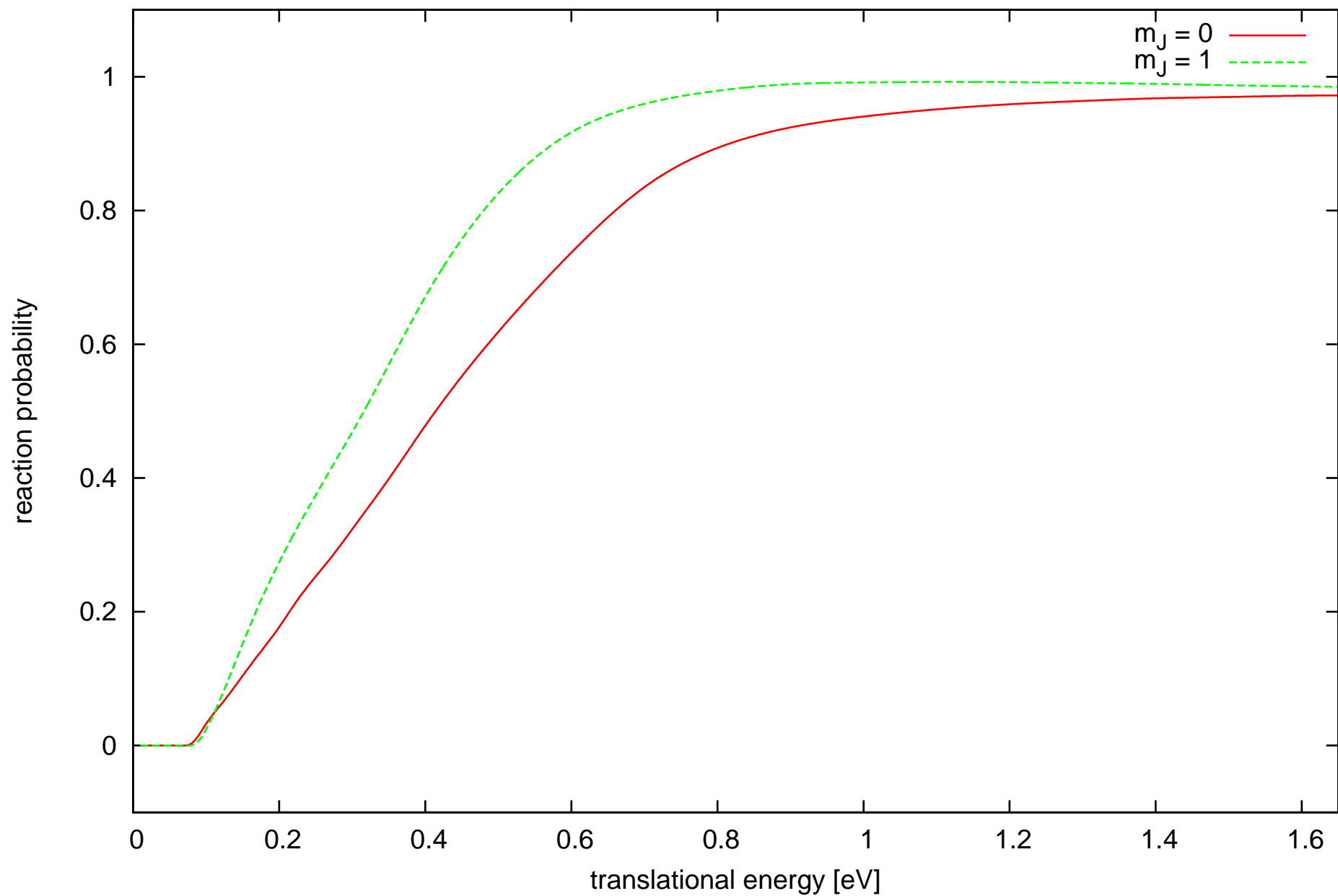


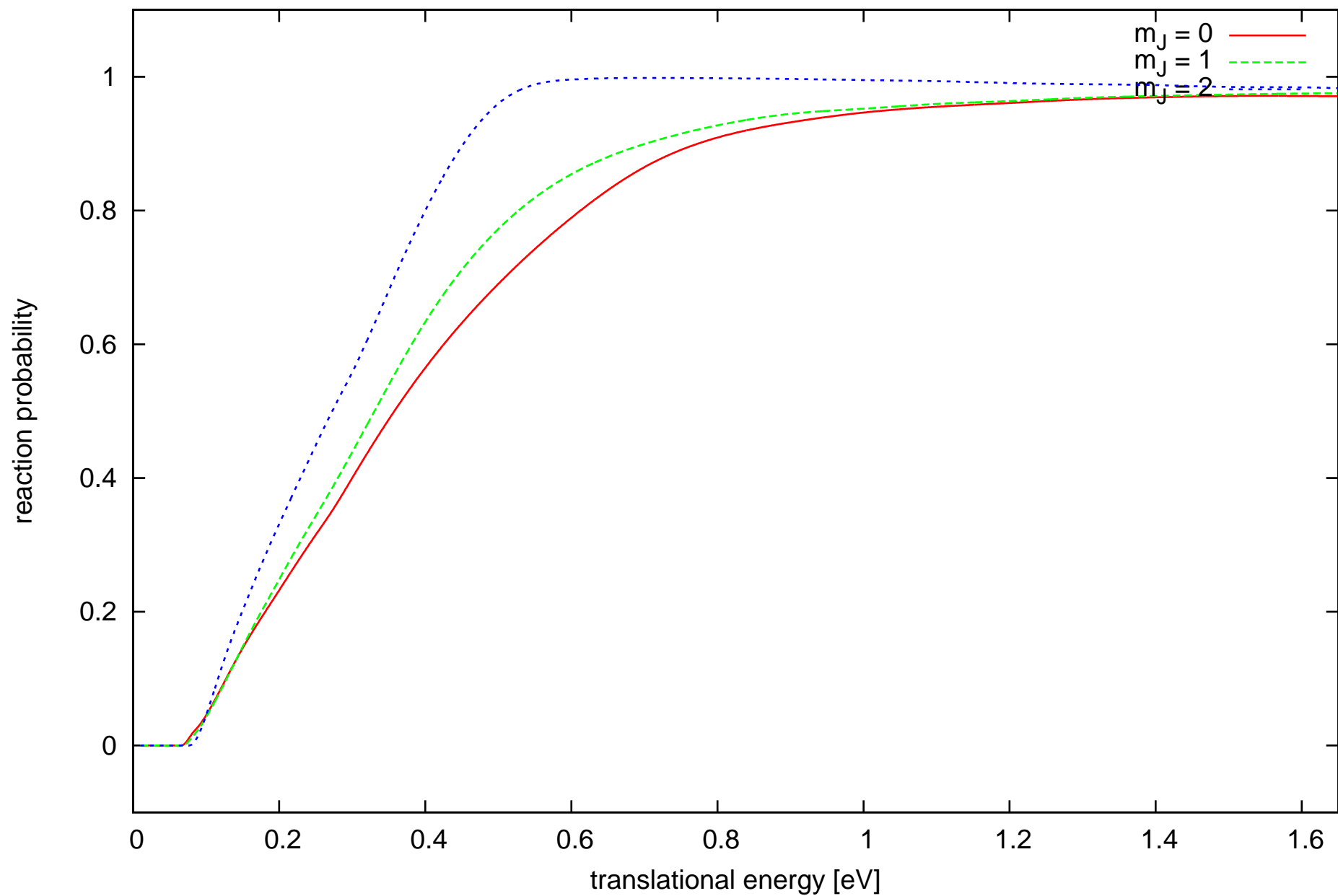
QCT SRP48 D₂ Pt(111) -- state $v = 0$ $J = 0$



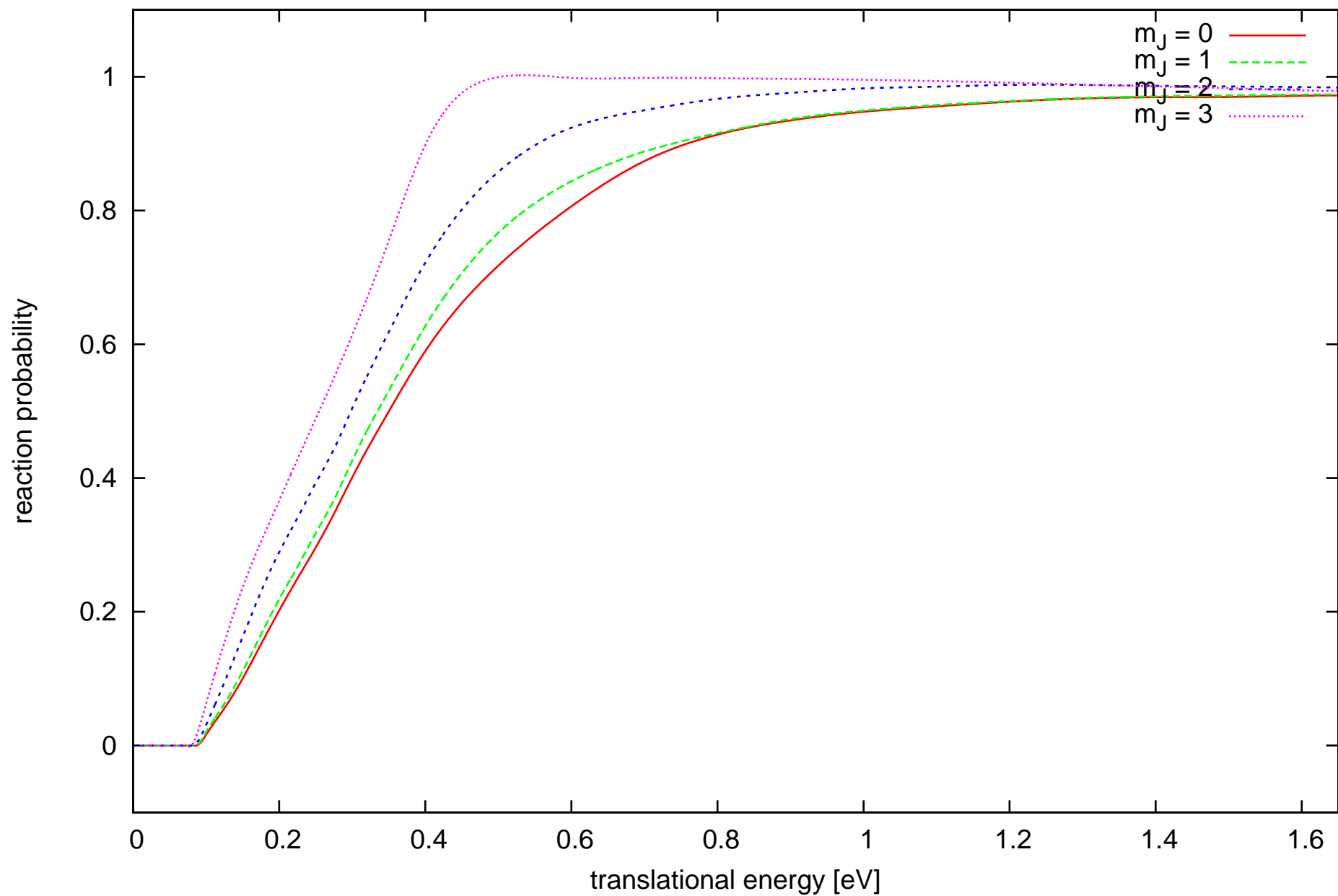
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 1



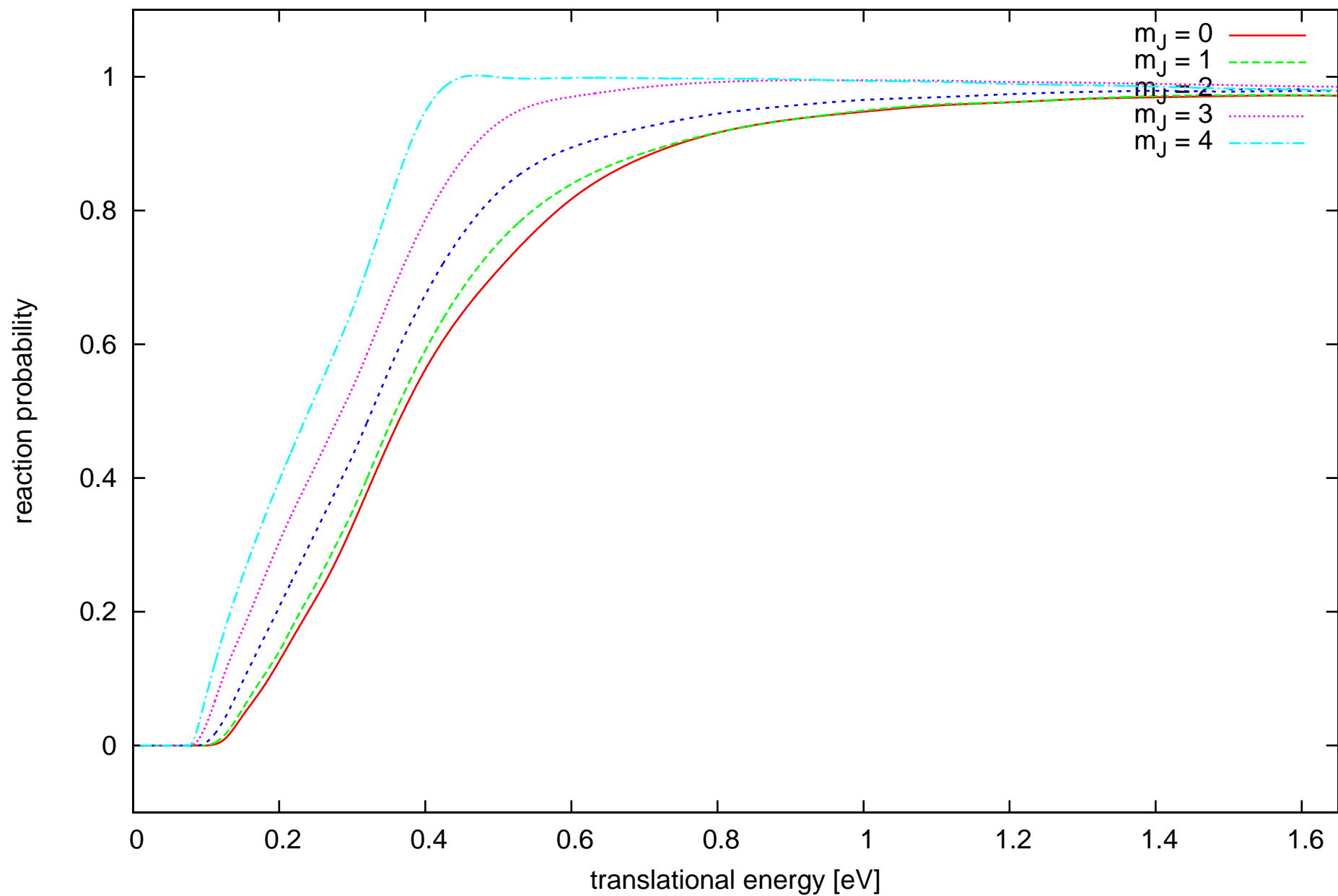
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 2



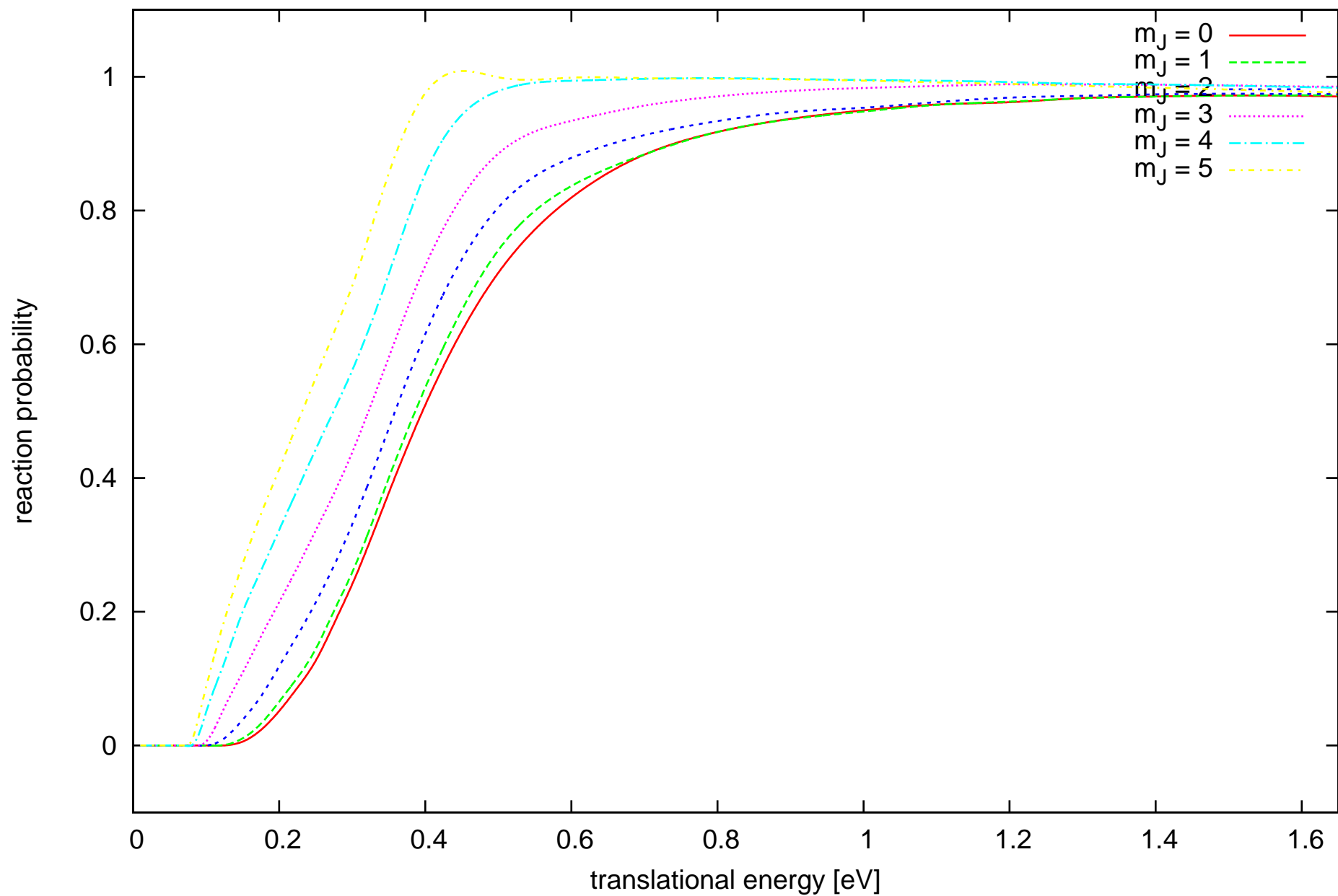
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 3



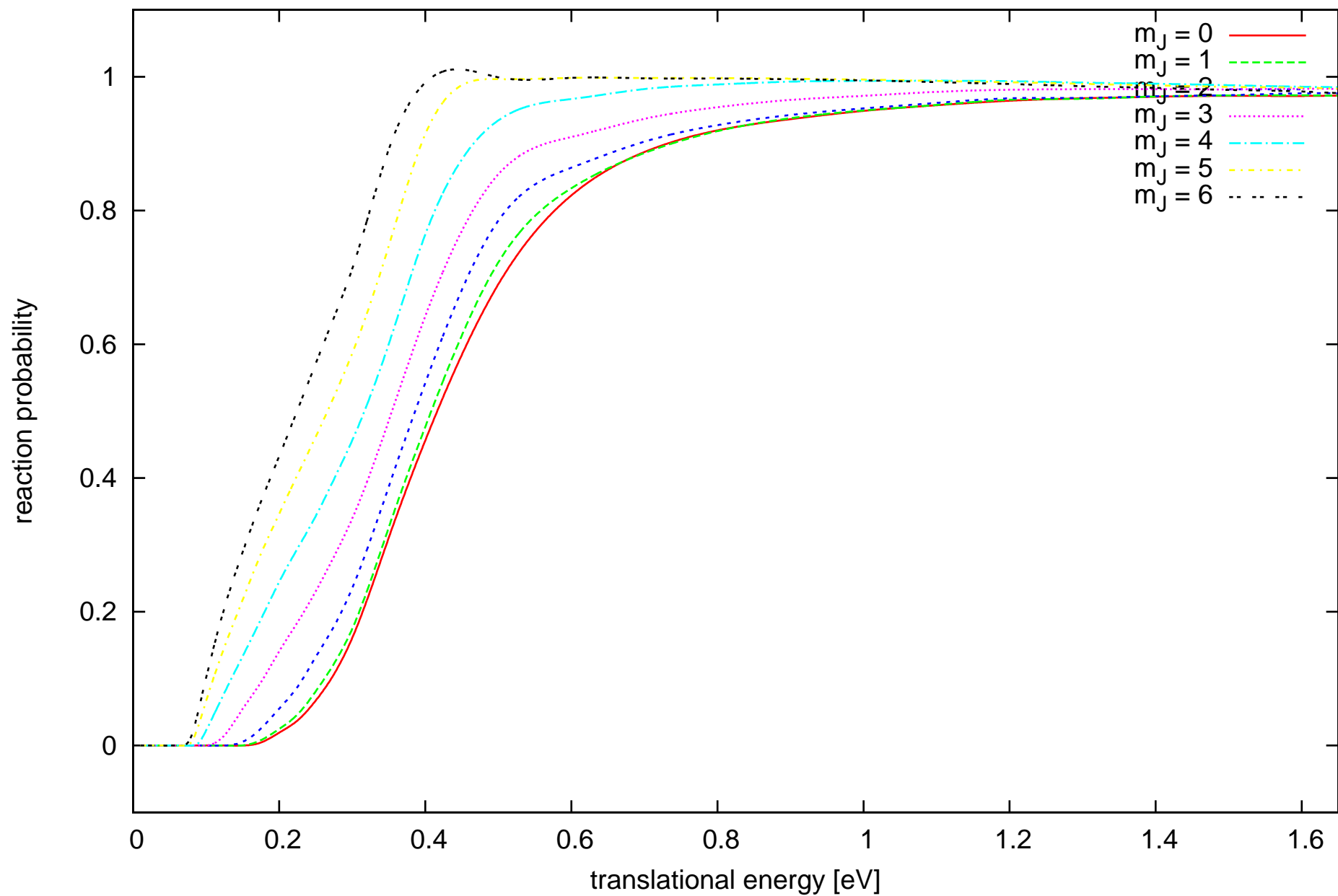
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 4



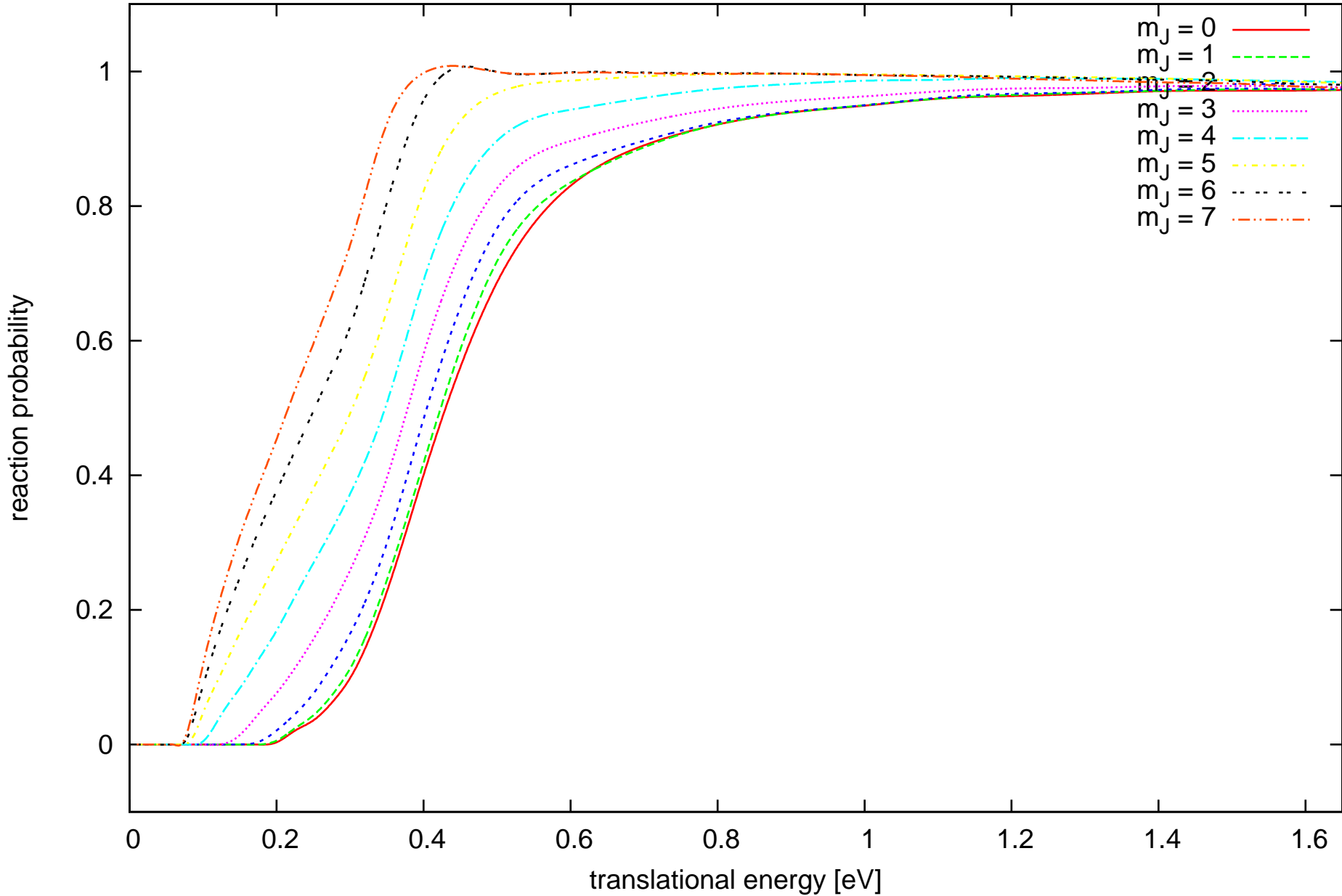
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 5



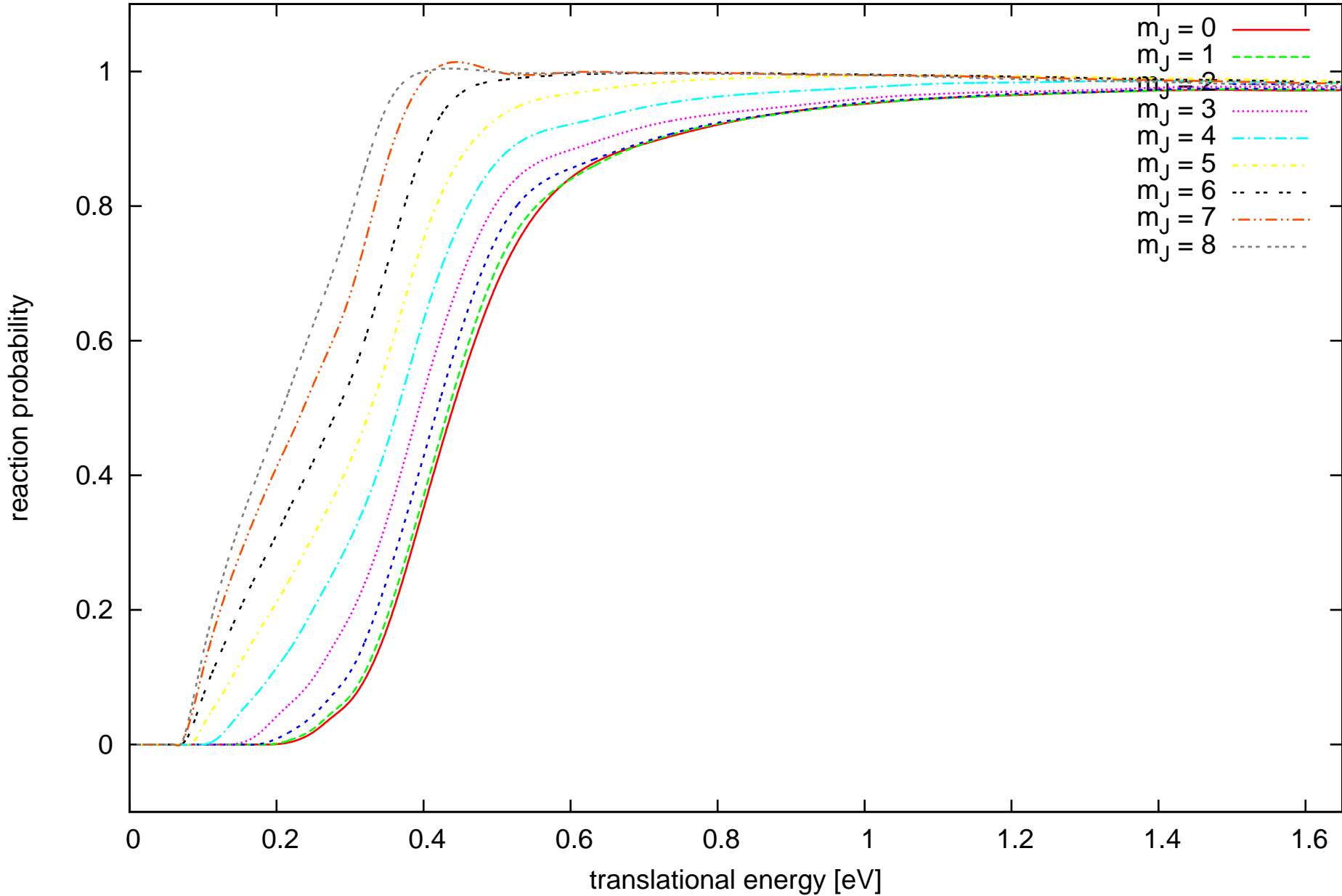
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 6



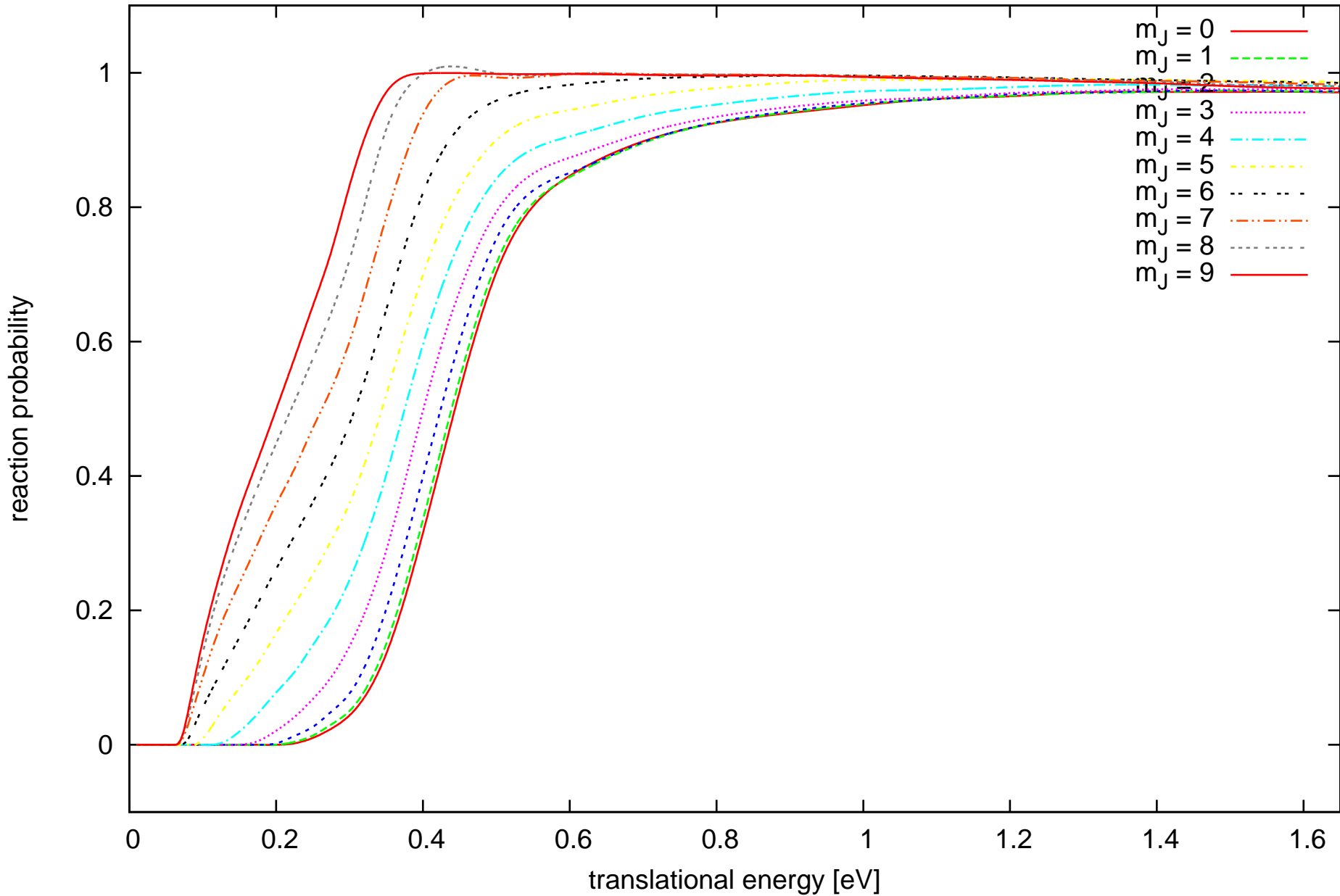
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 7



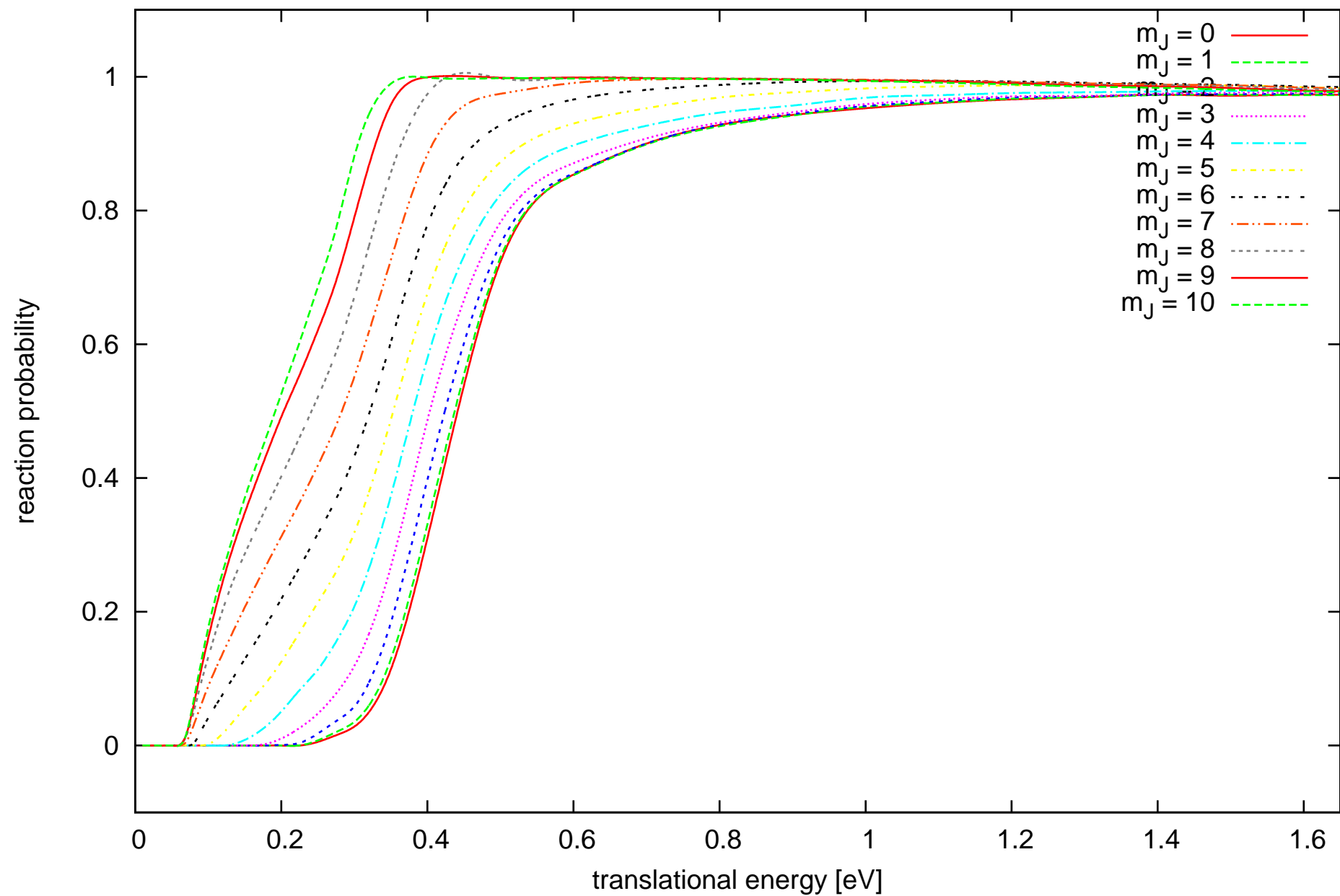
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 8



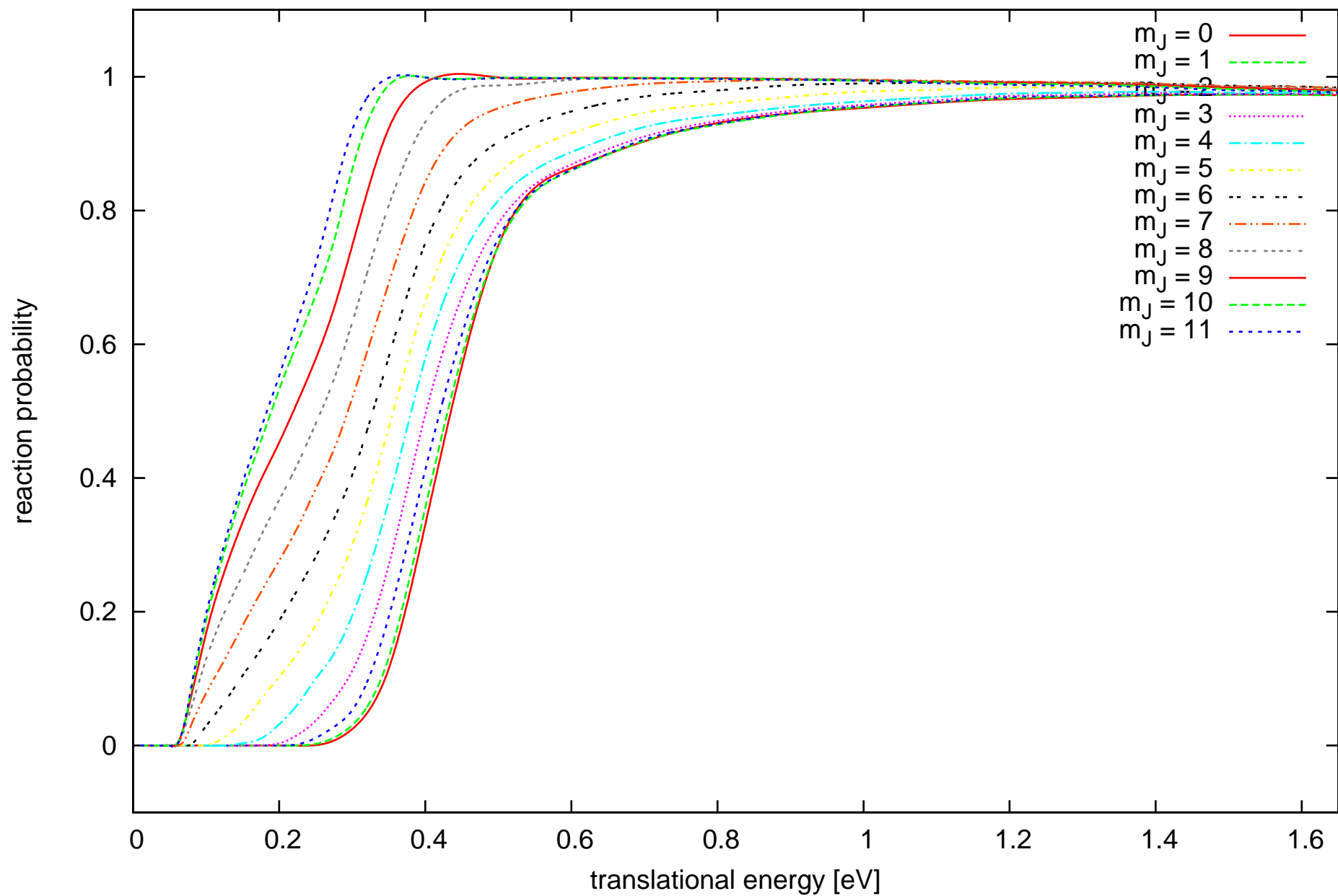
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 9



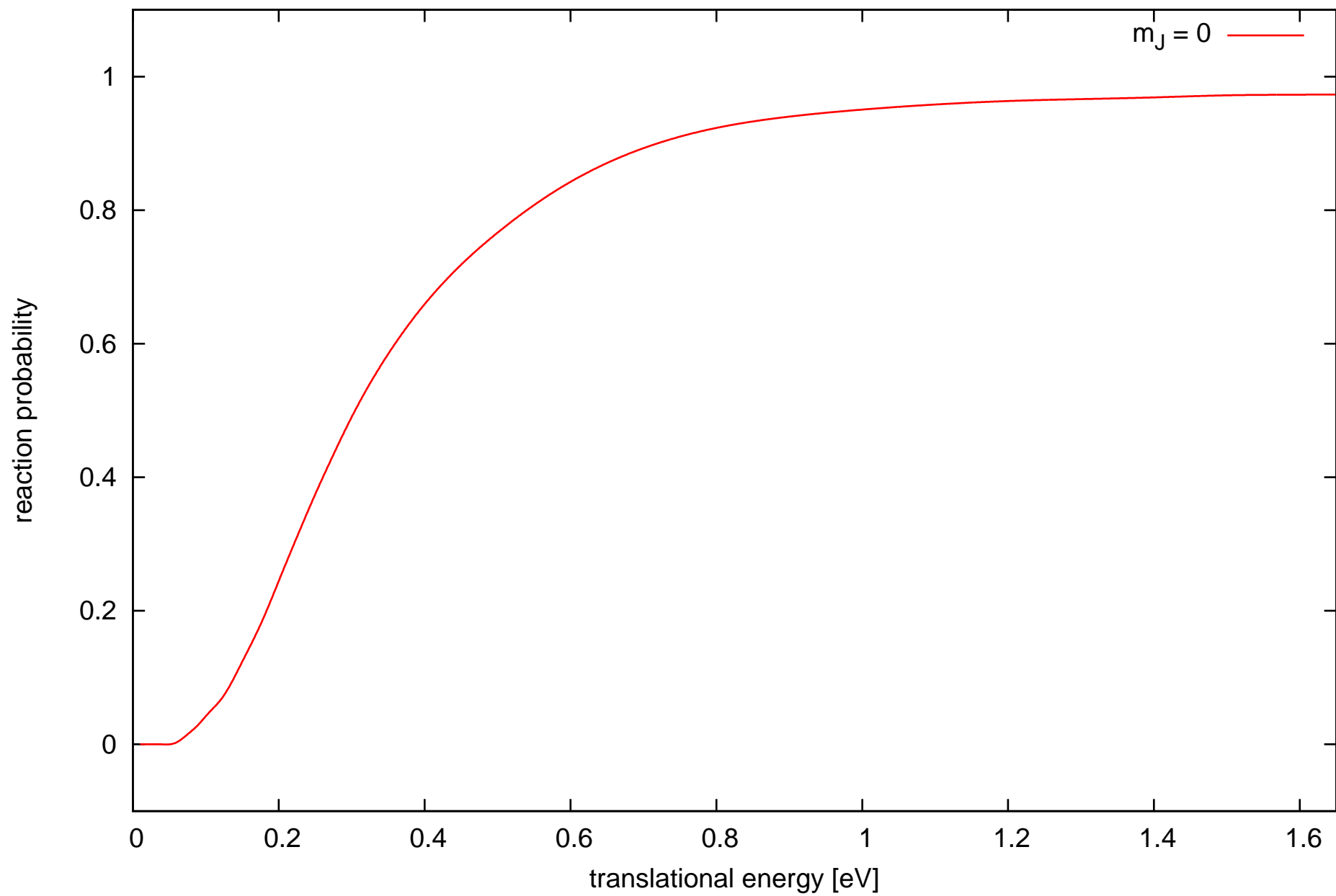
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 10



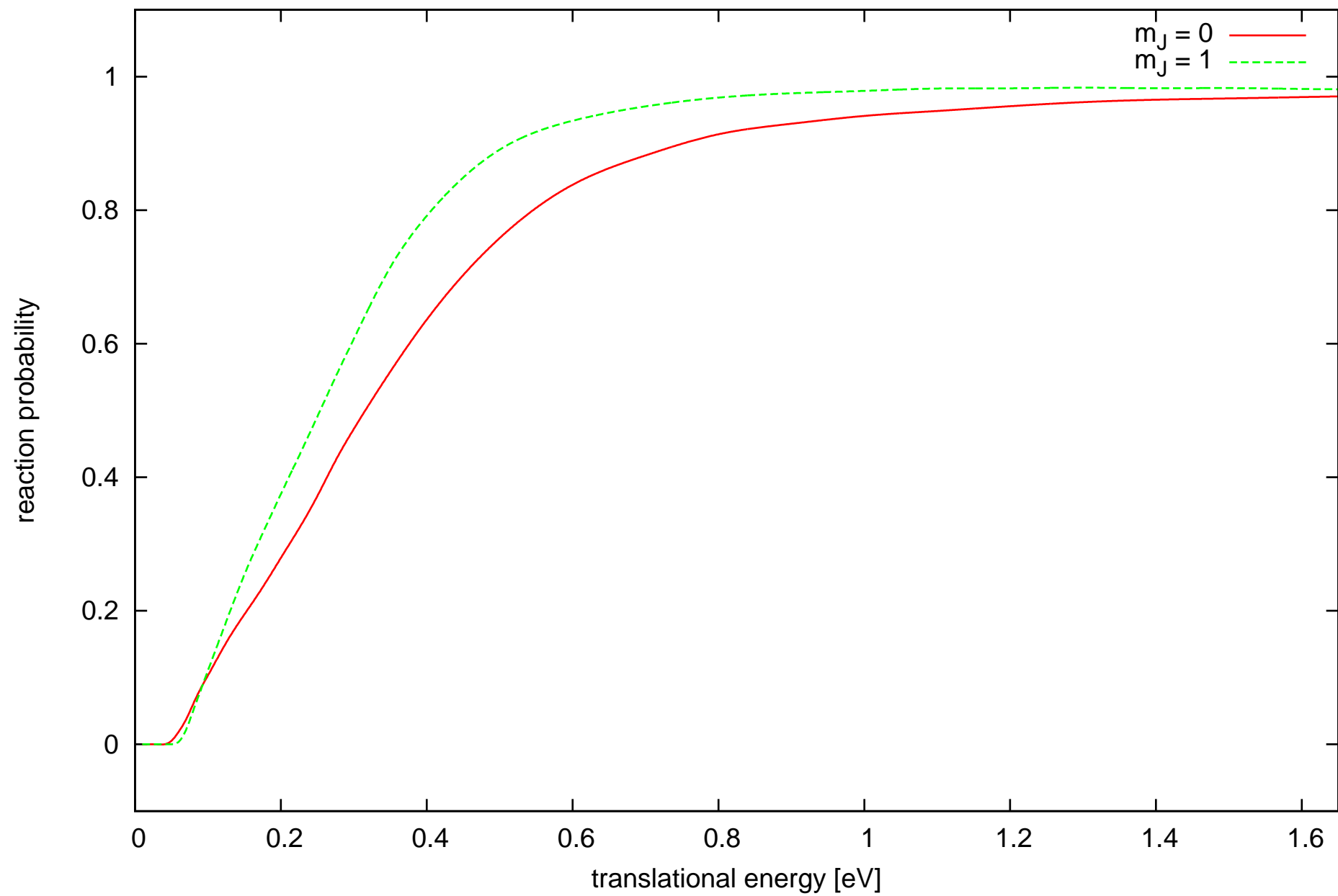
QCT SRP48 D₂ Pt(111) -- state v = 0 J = 11



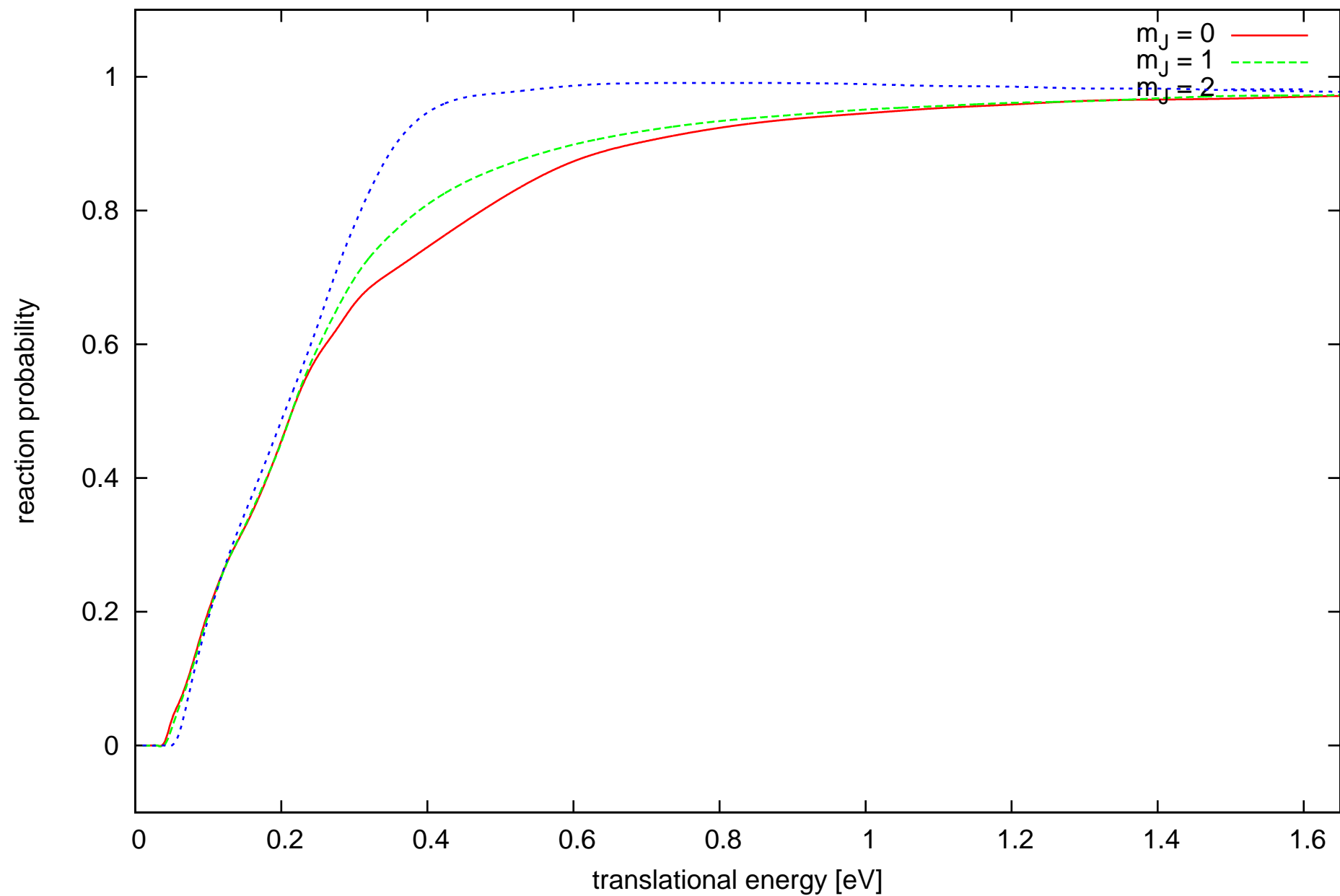
QCT SRP48 D₂ Pt(111) -- state v = 1 J = 0



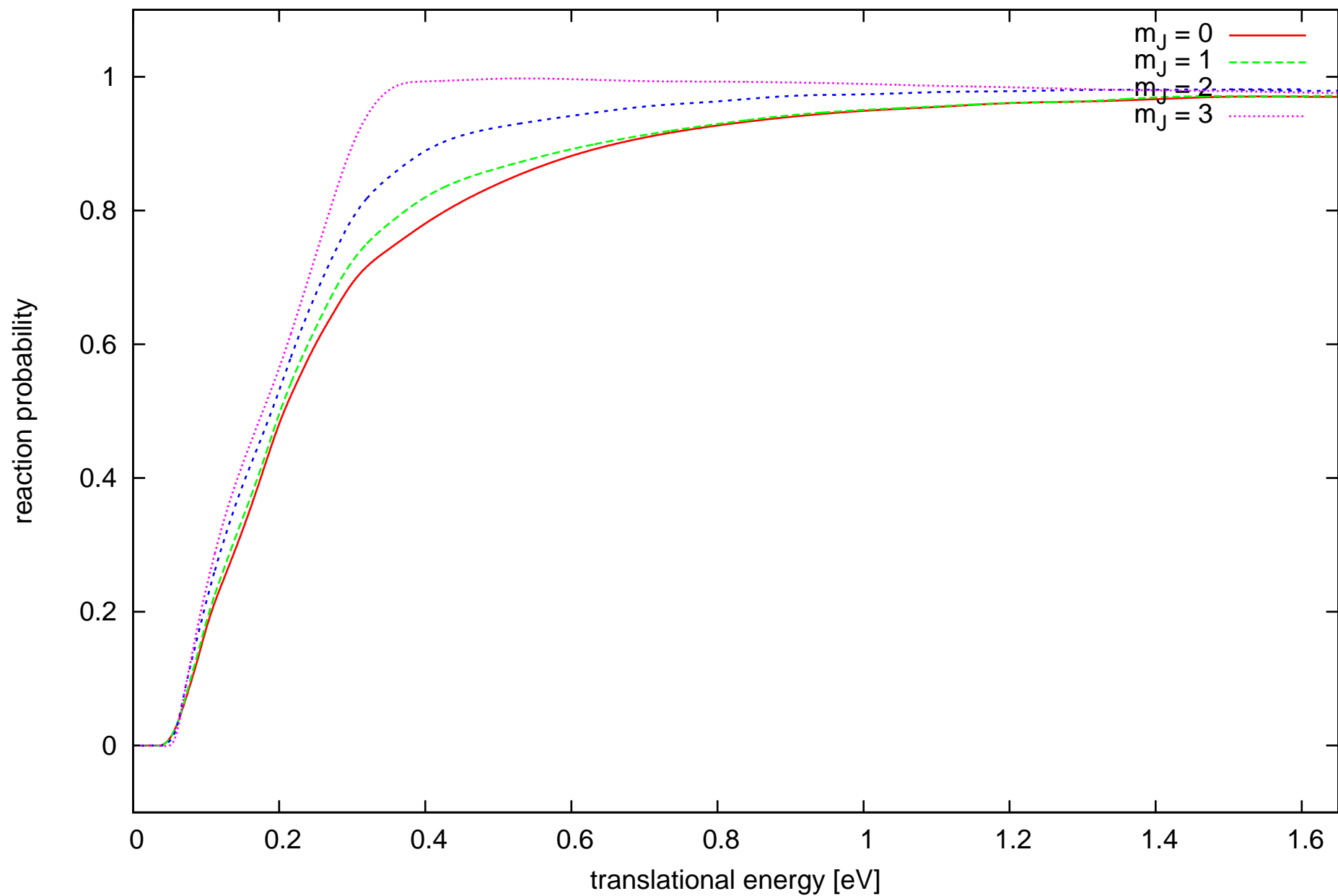
QCT SRP48 D₂ Pt(111) -- state v = 1 J = 1



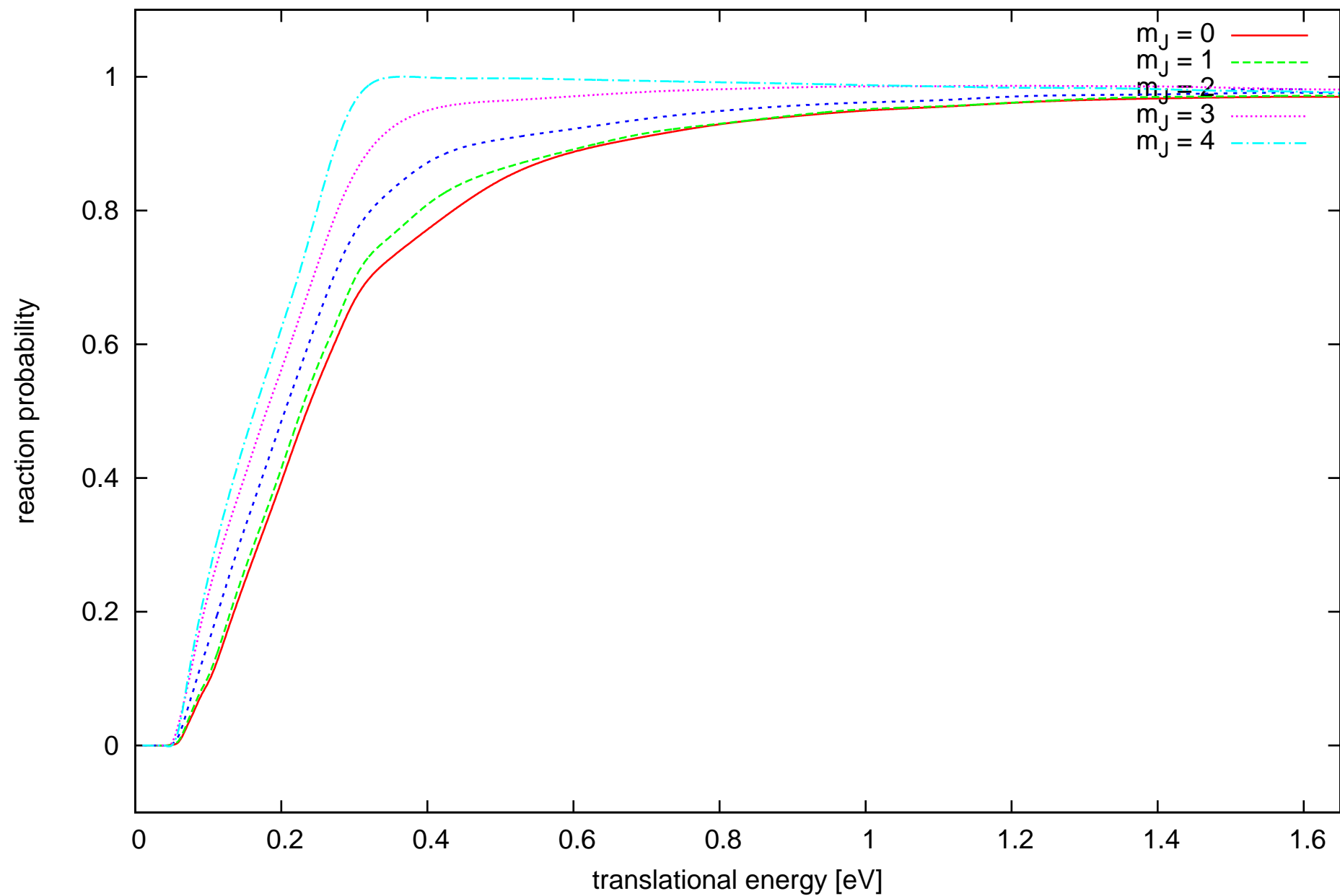
QCT SRP48 D₂ Pt(111) -- state v = 1 J = 2



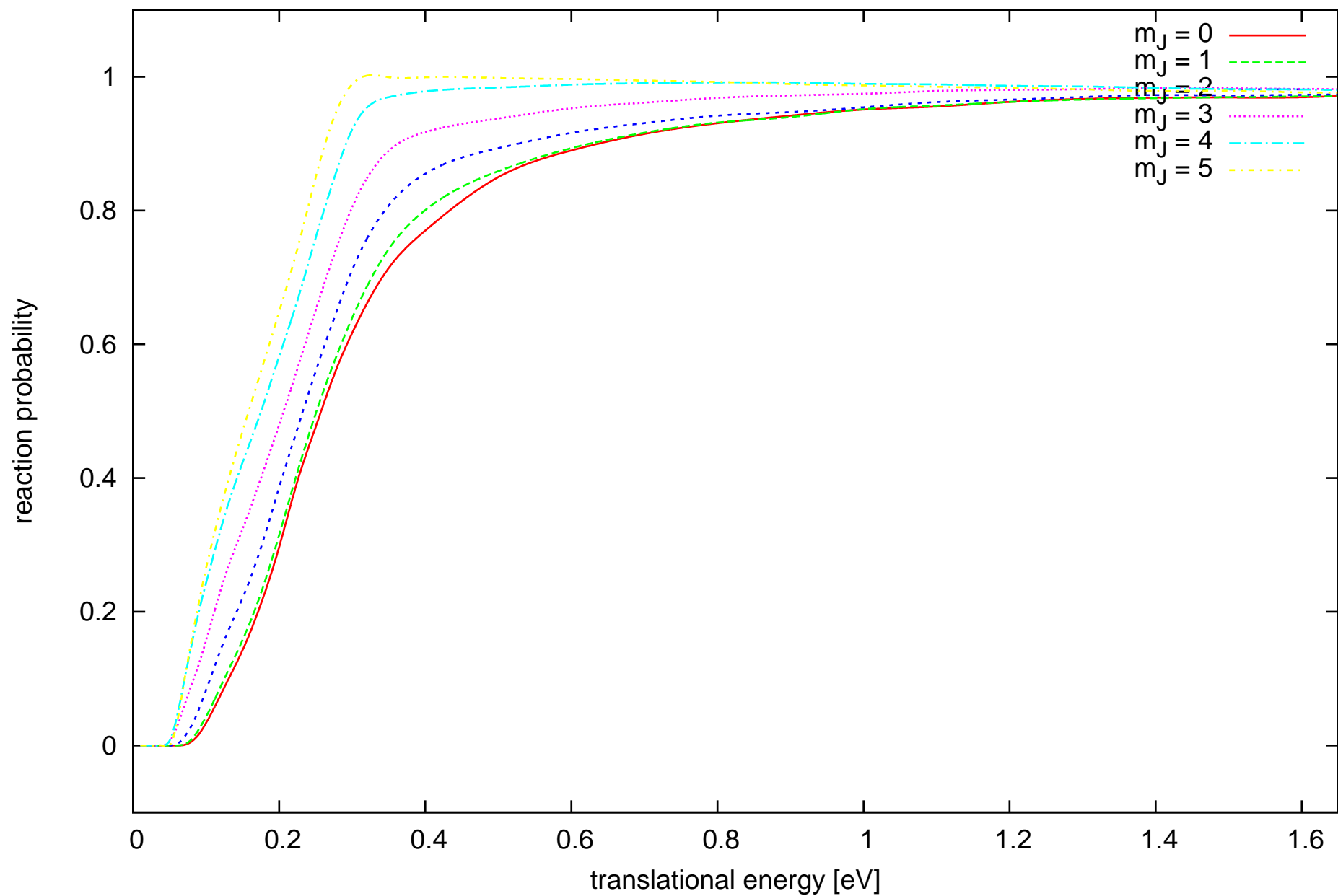
QCT SRP48 D₂ Pt(111) -- state v = 1 J = 3



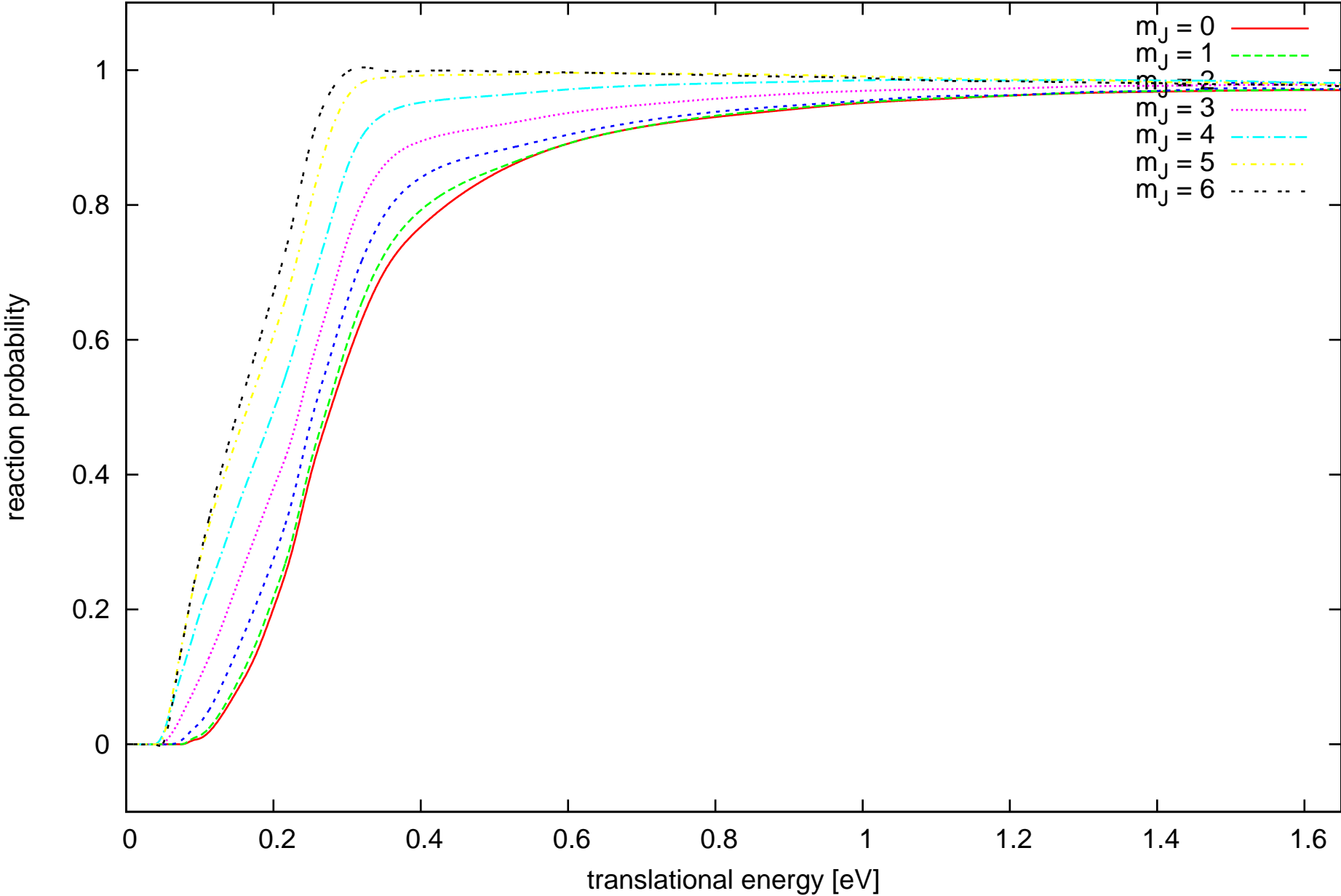
QCT SRP48 D₂ Pt(111) -- state v = 1 J = 4



QCT SRP48 D₂ Pt(111) -- state v = 1 J = 5



QCT SRP48 D₂ Pt(111) -- state v = 1 J = 6



QCT SRP48 D₂ Pt(111) -- state v = 1 J = 7

