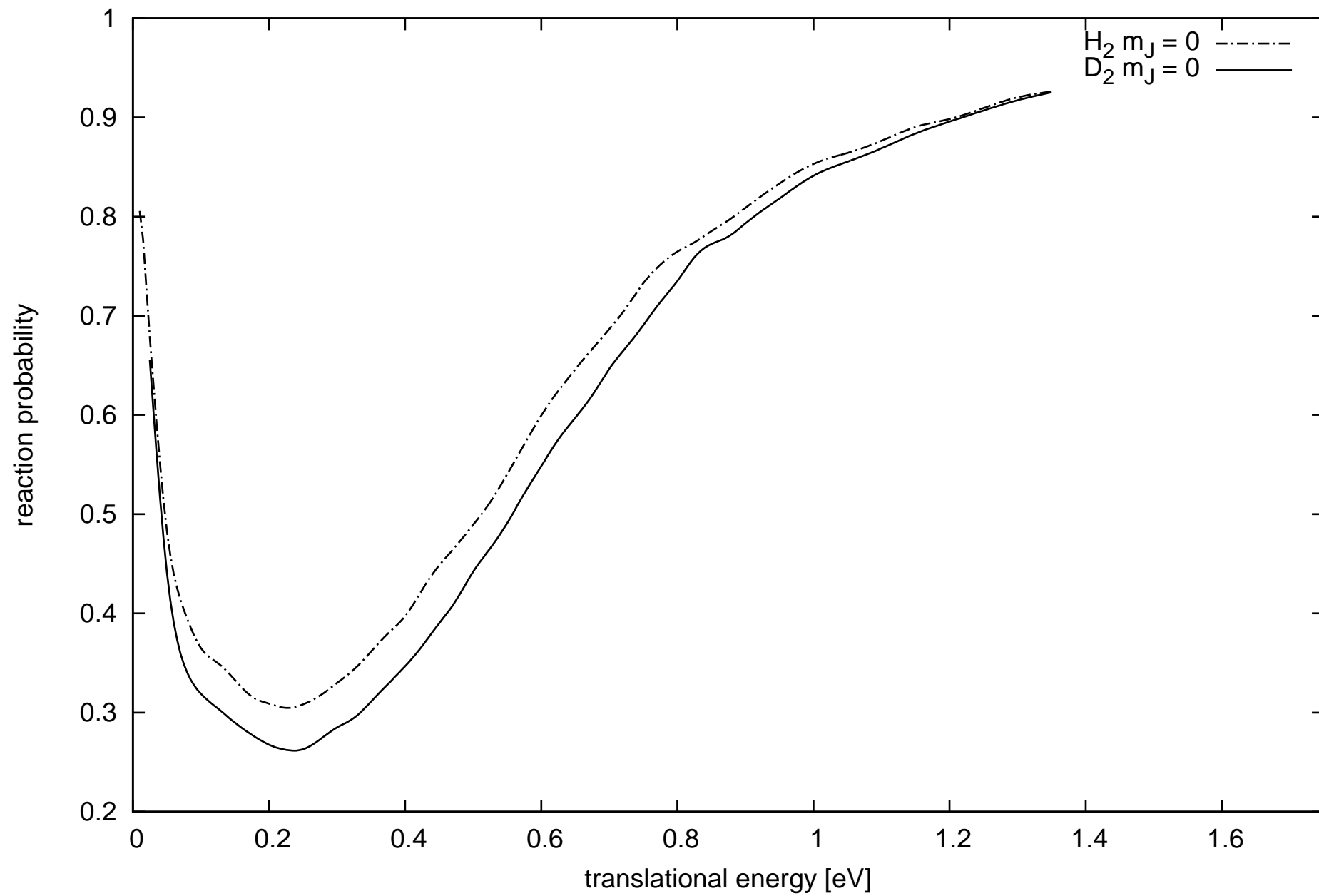
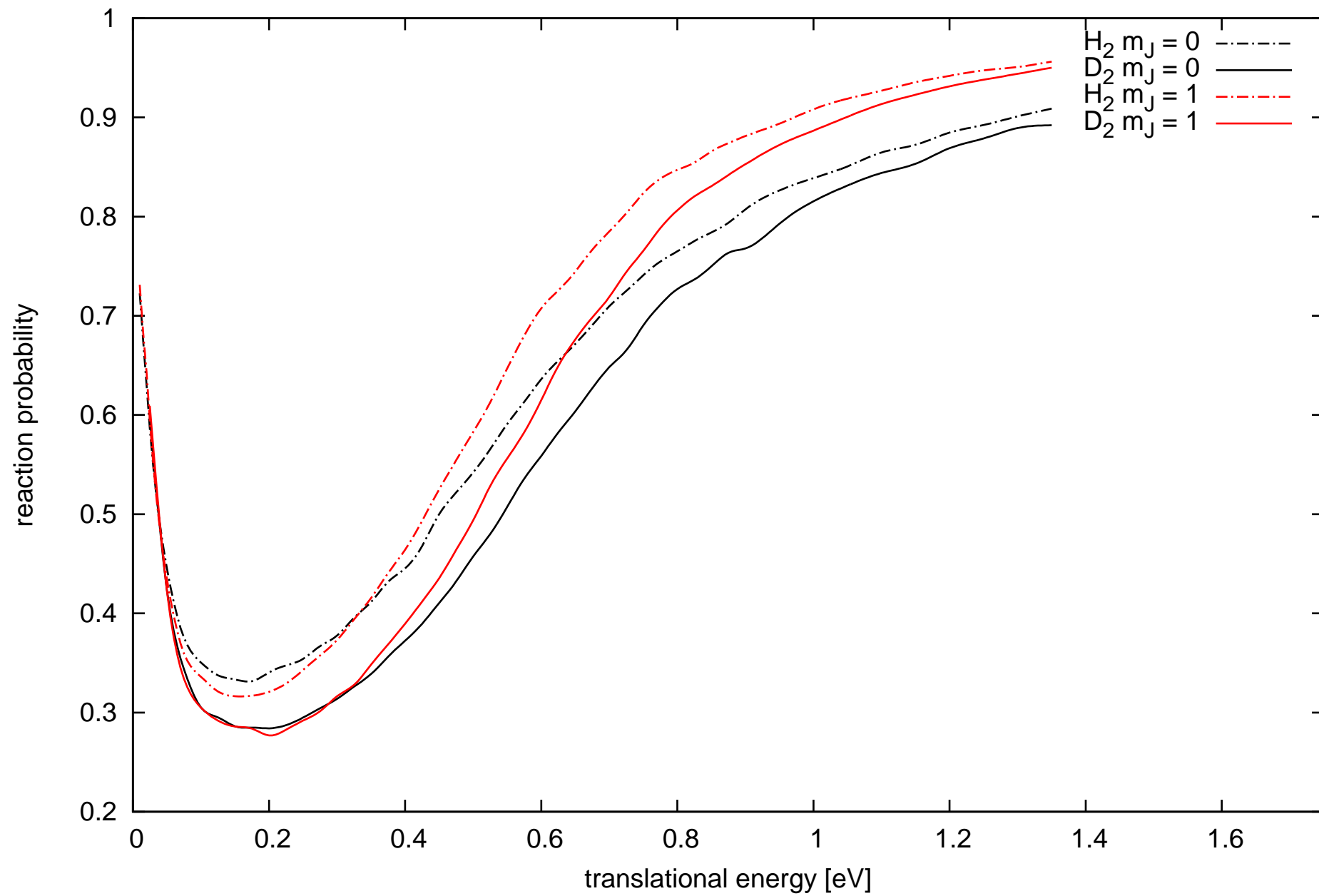


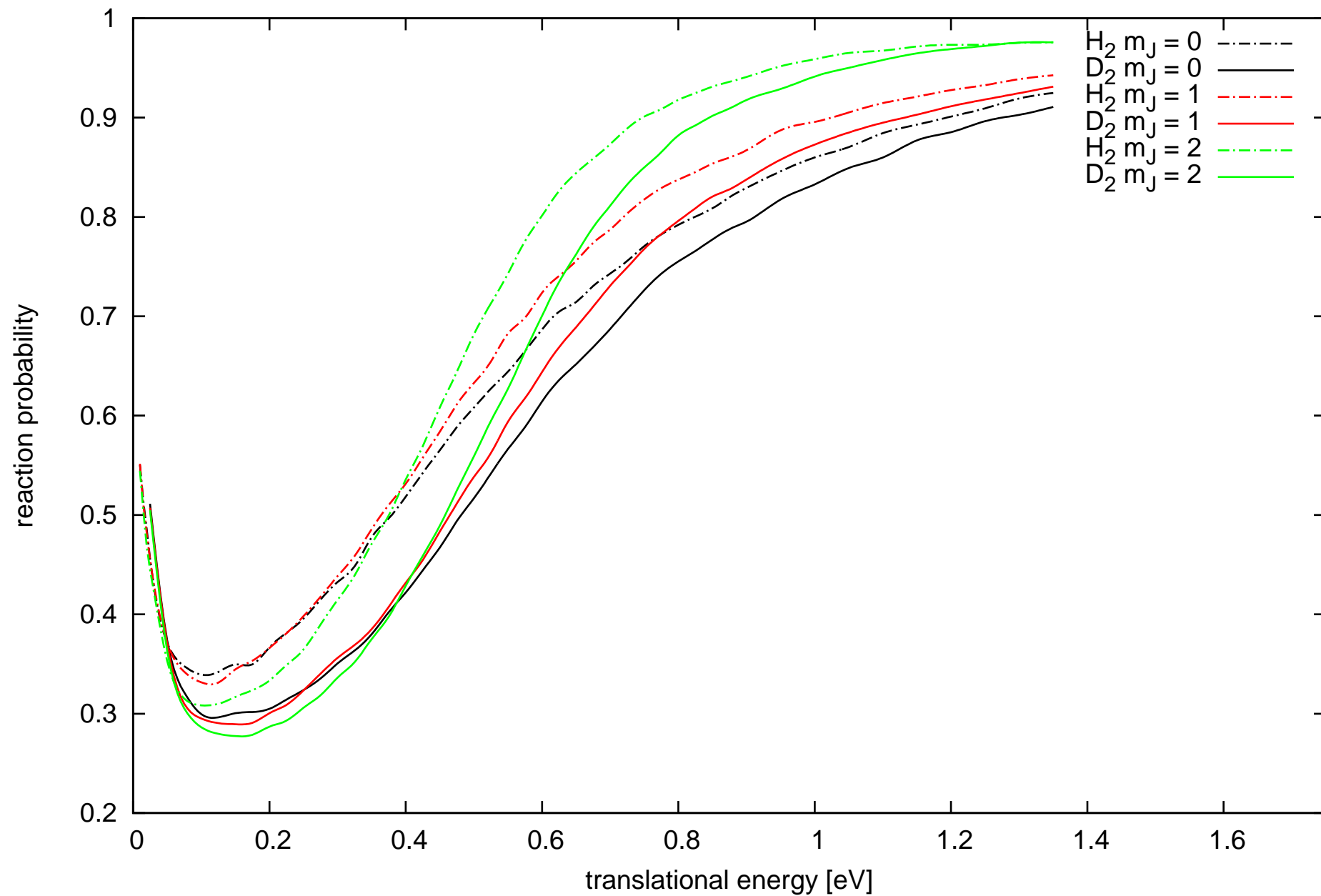
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 0



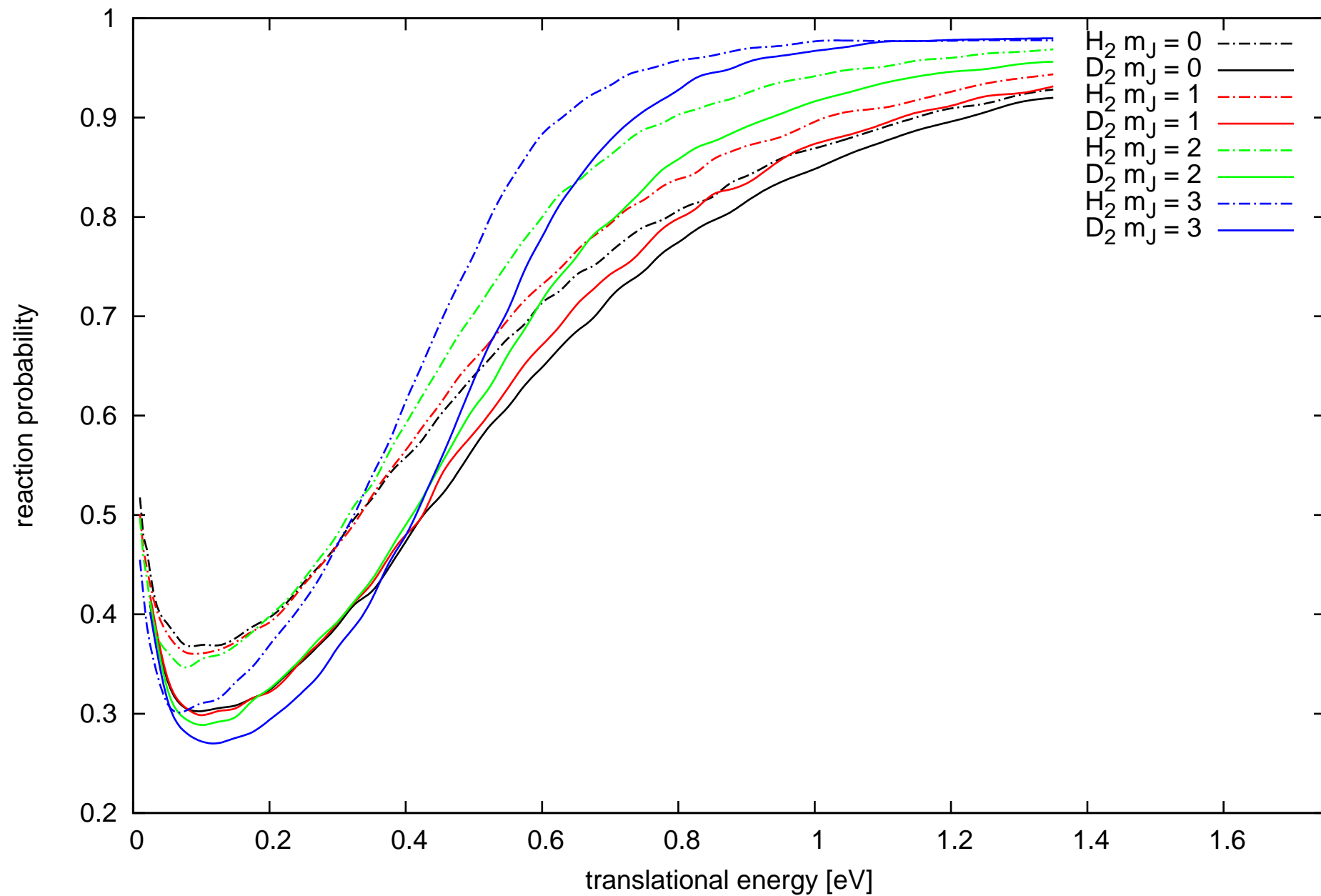
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 1



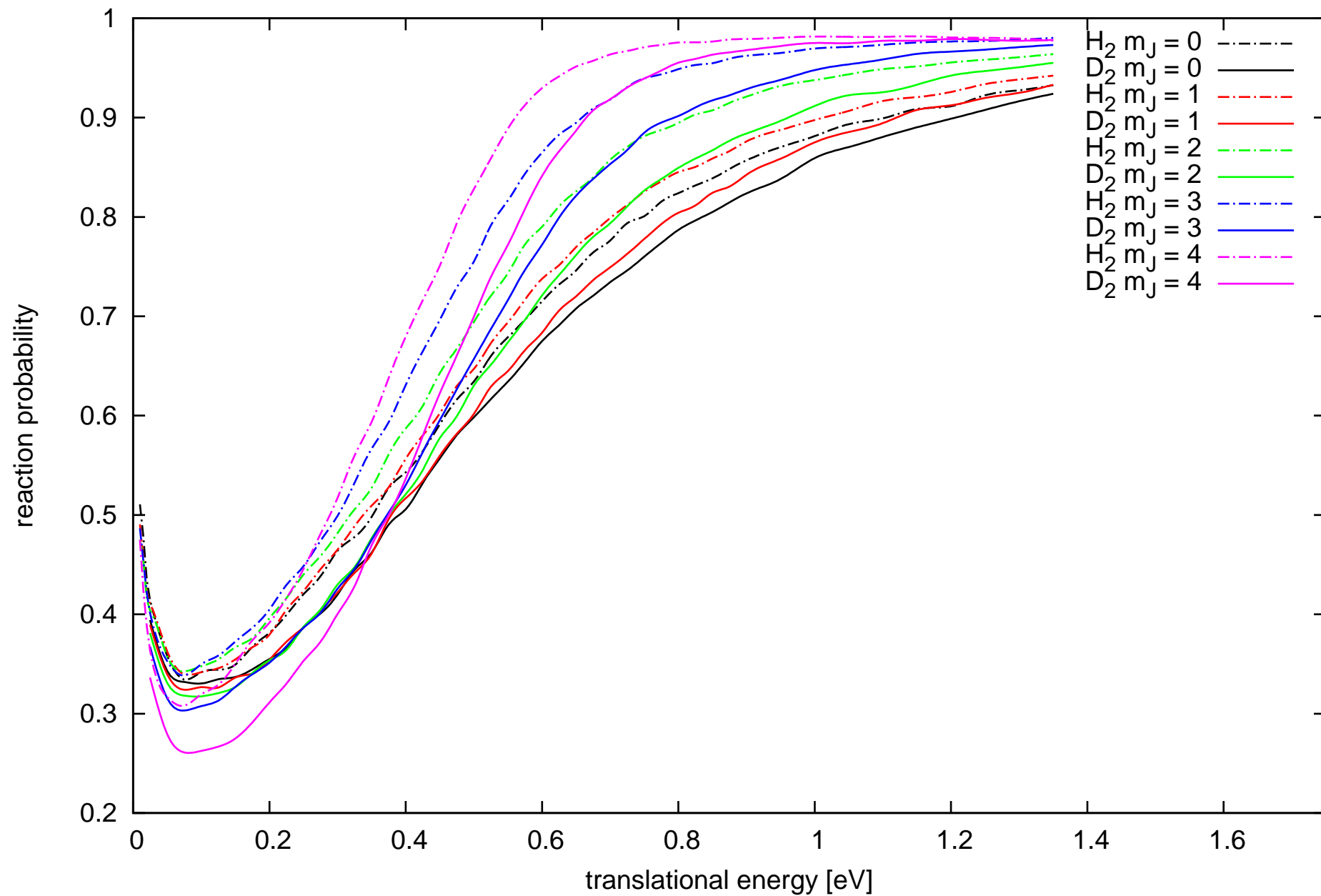
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 2



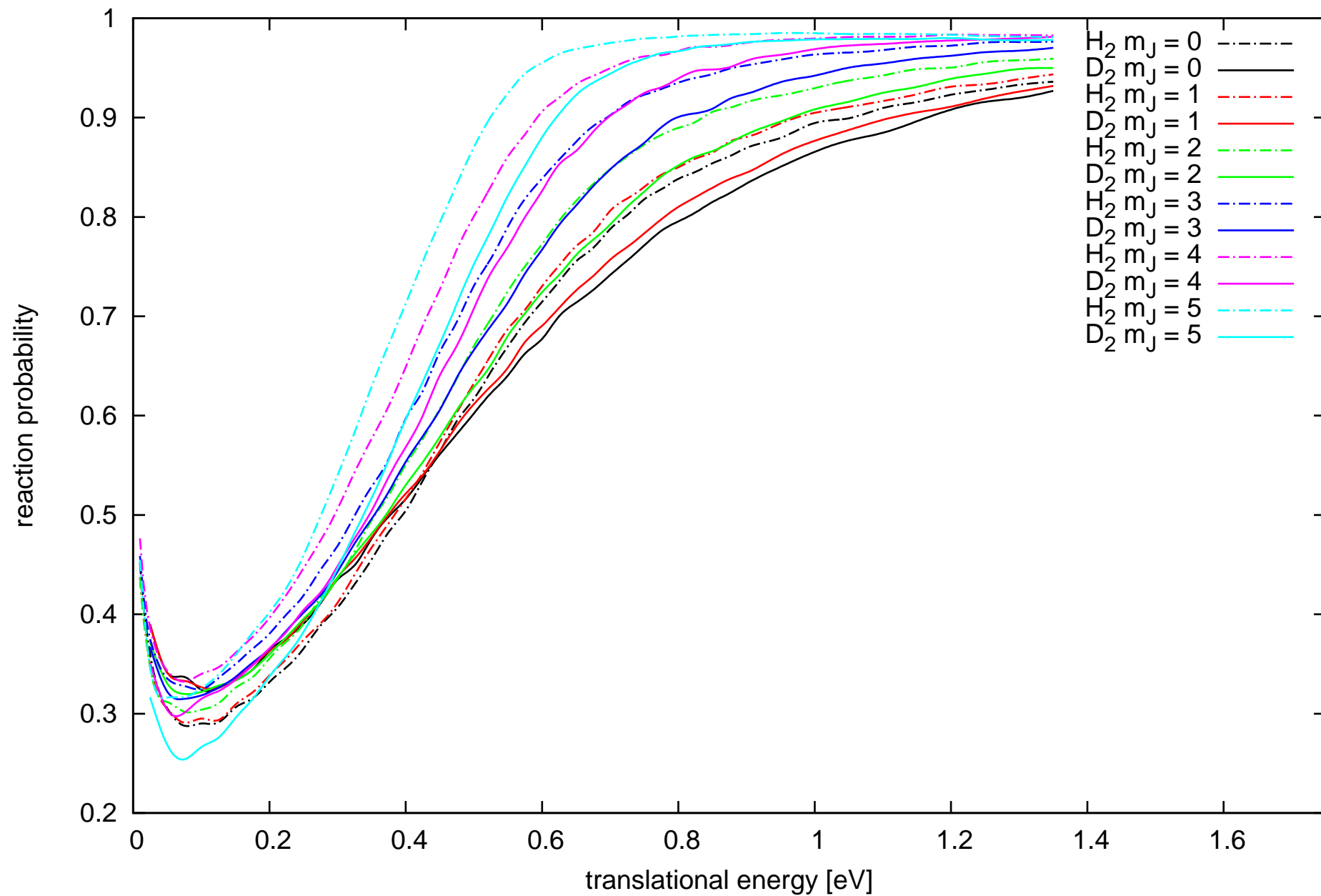
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 3



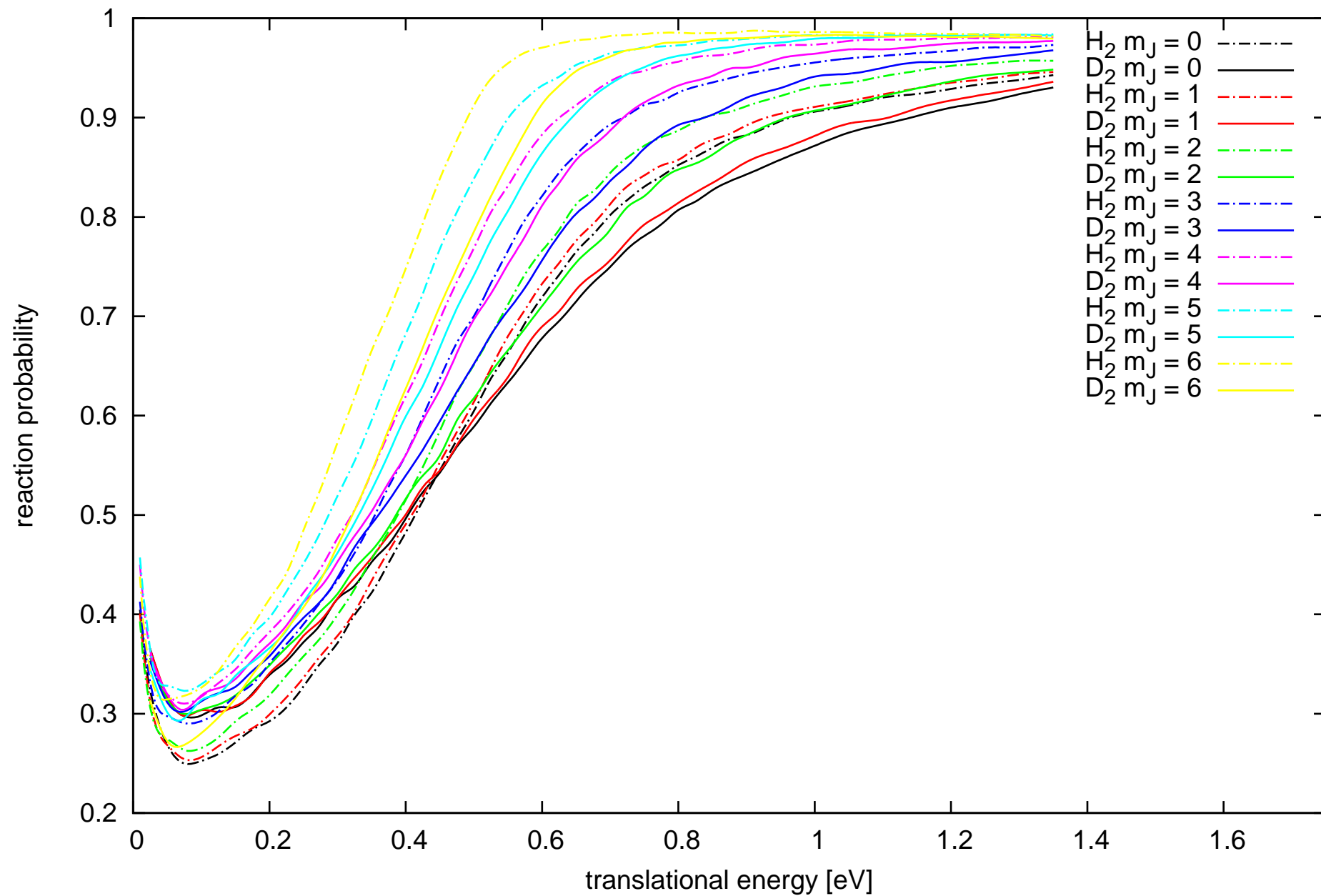
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 4



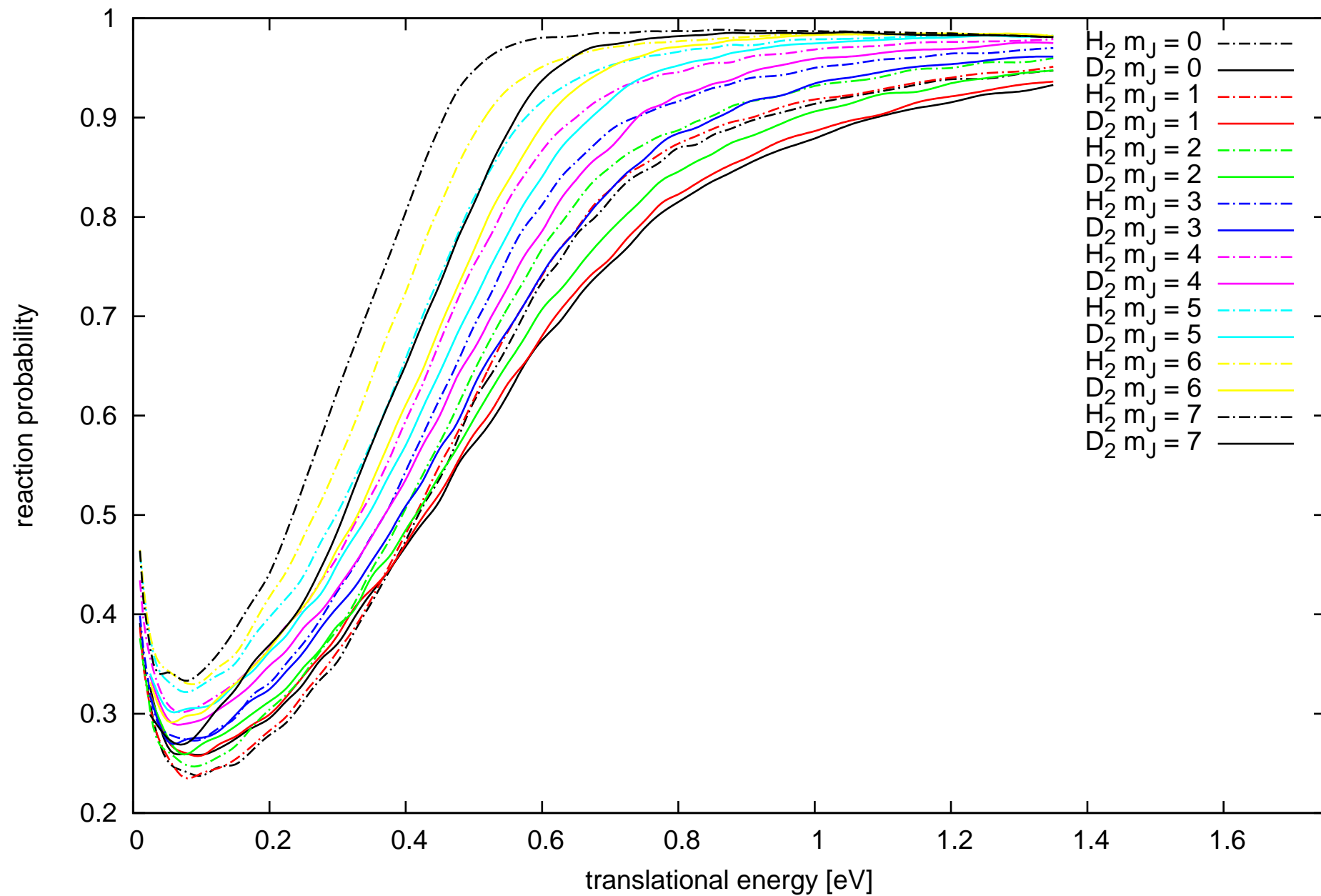
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 5



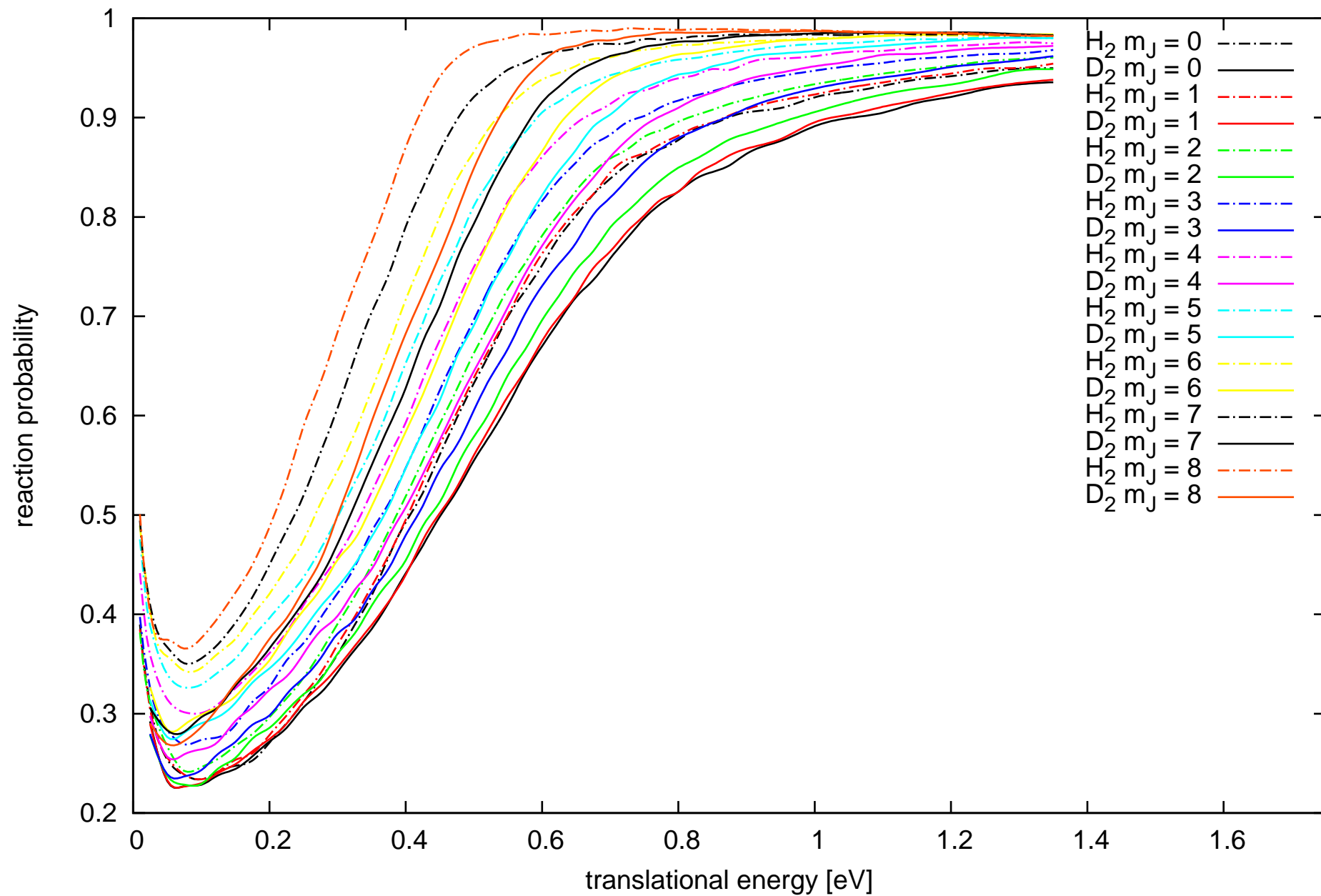
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 6



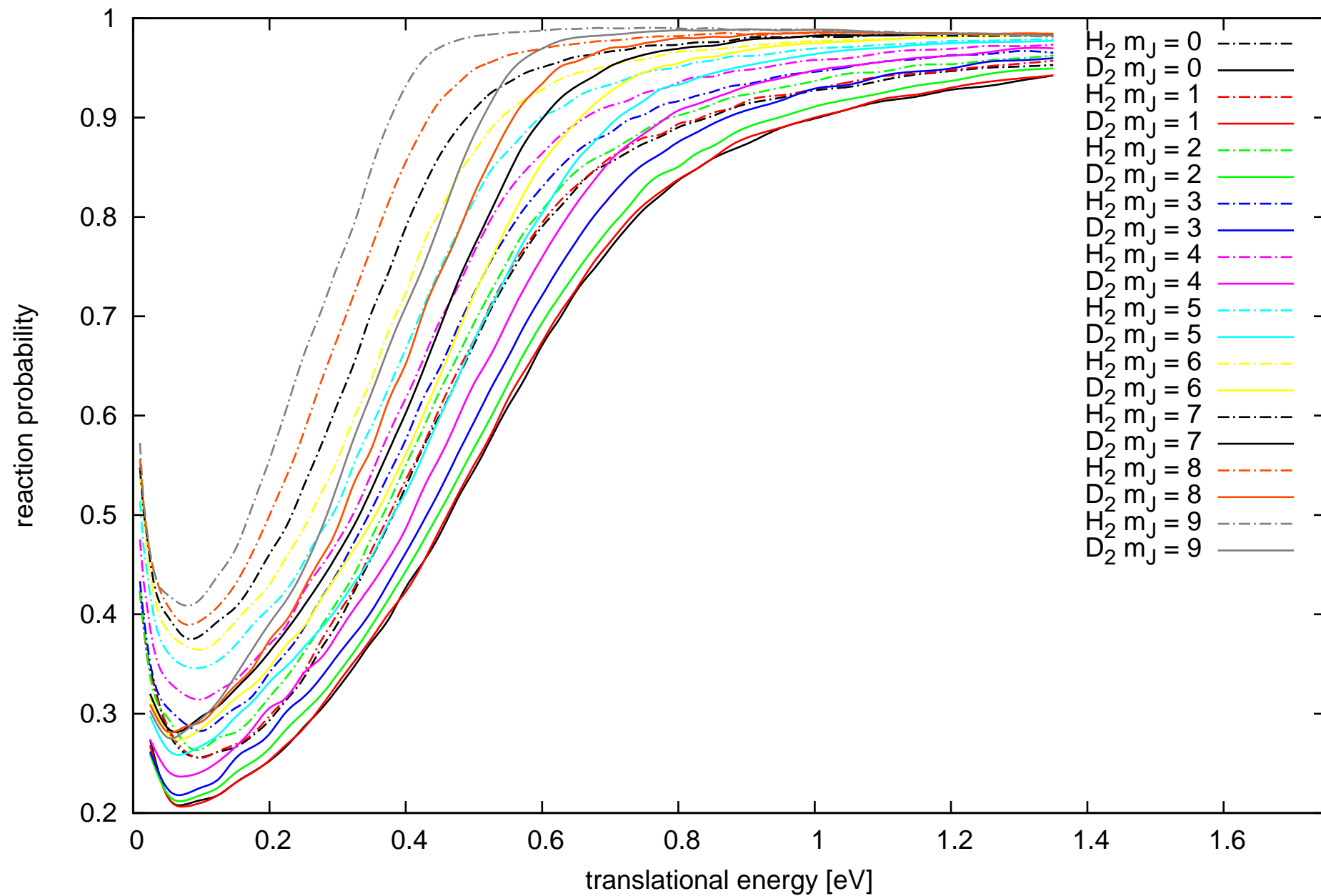
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 7



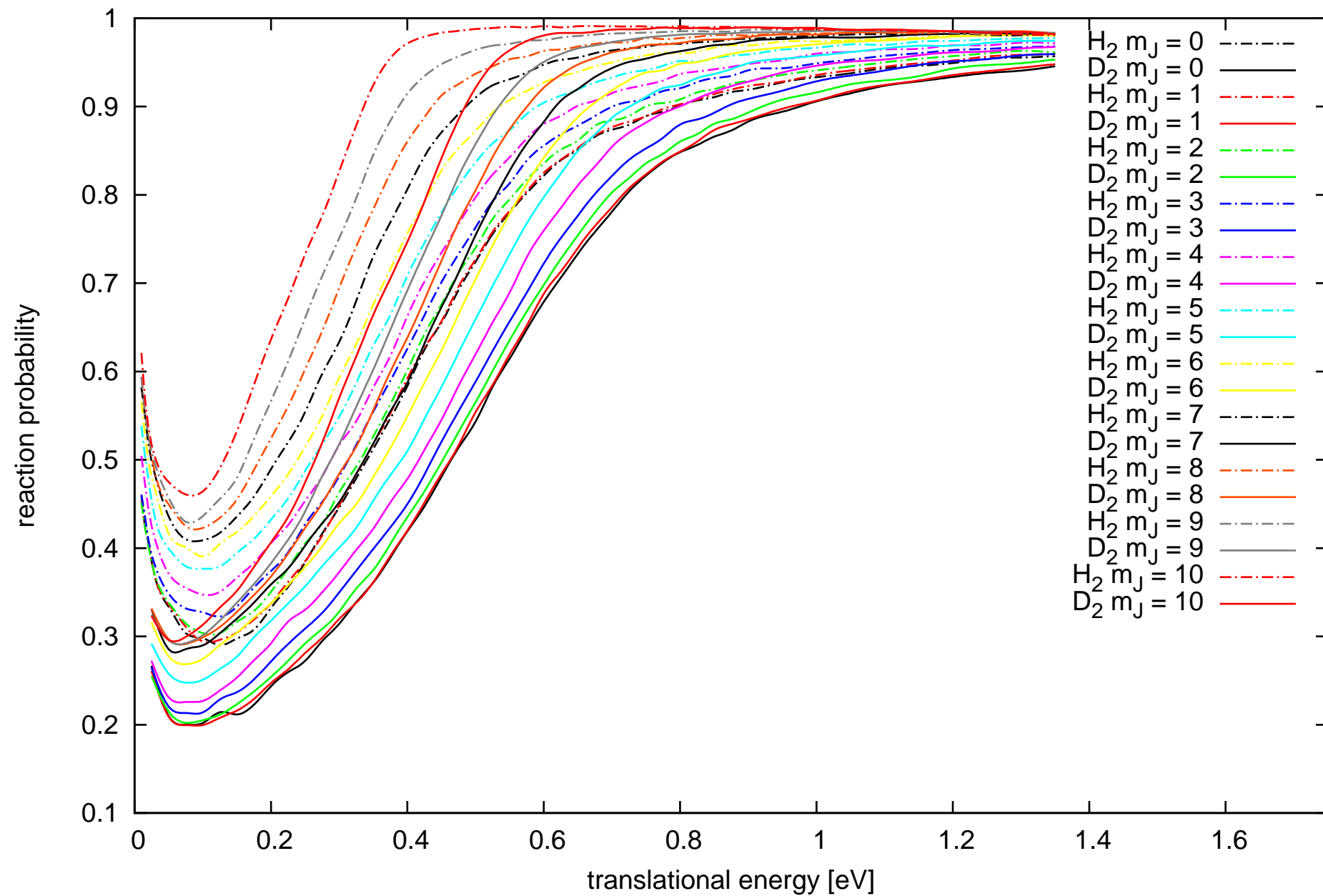
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 8



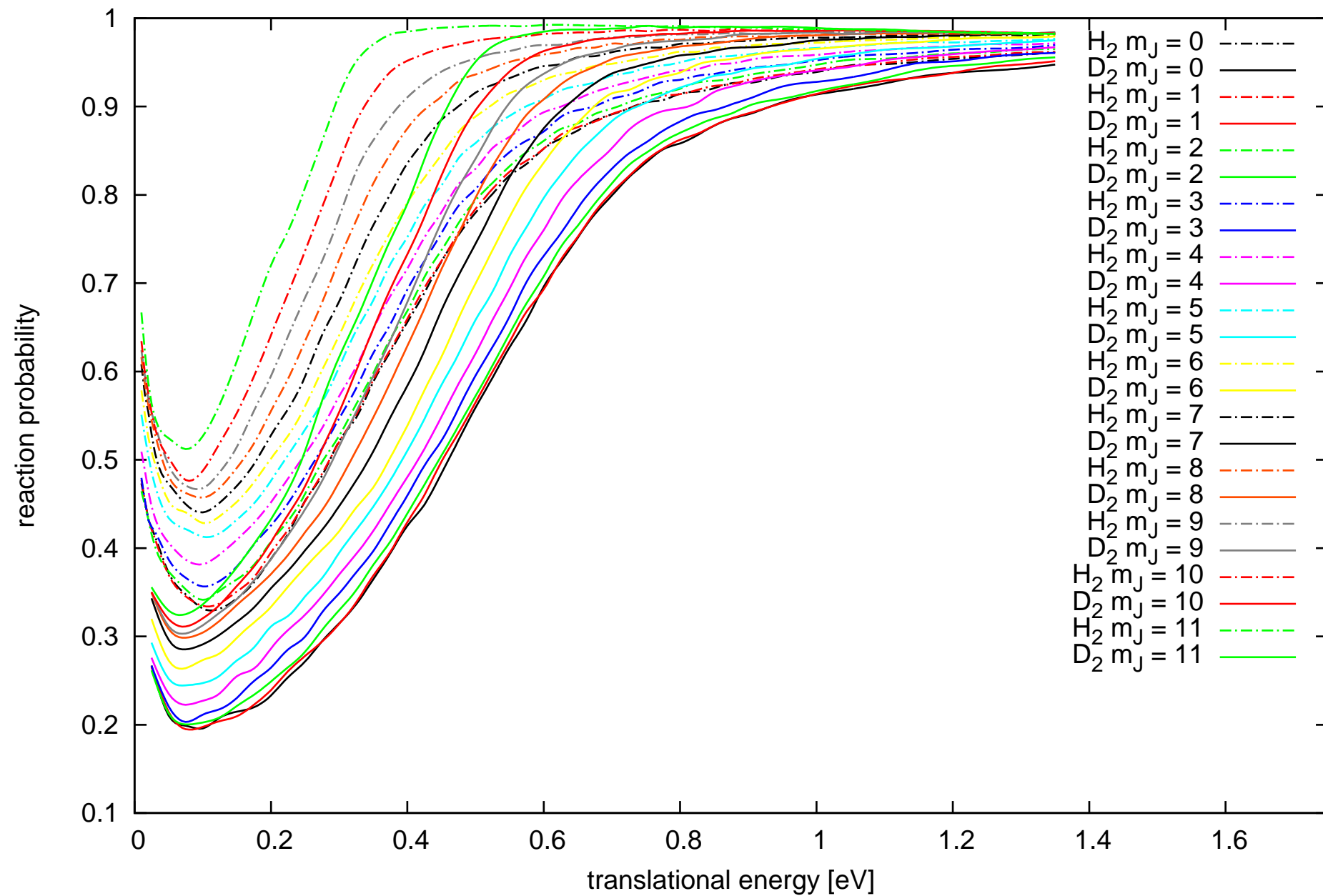
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 9



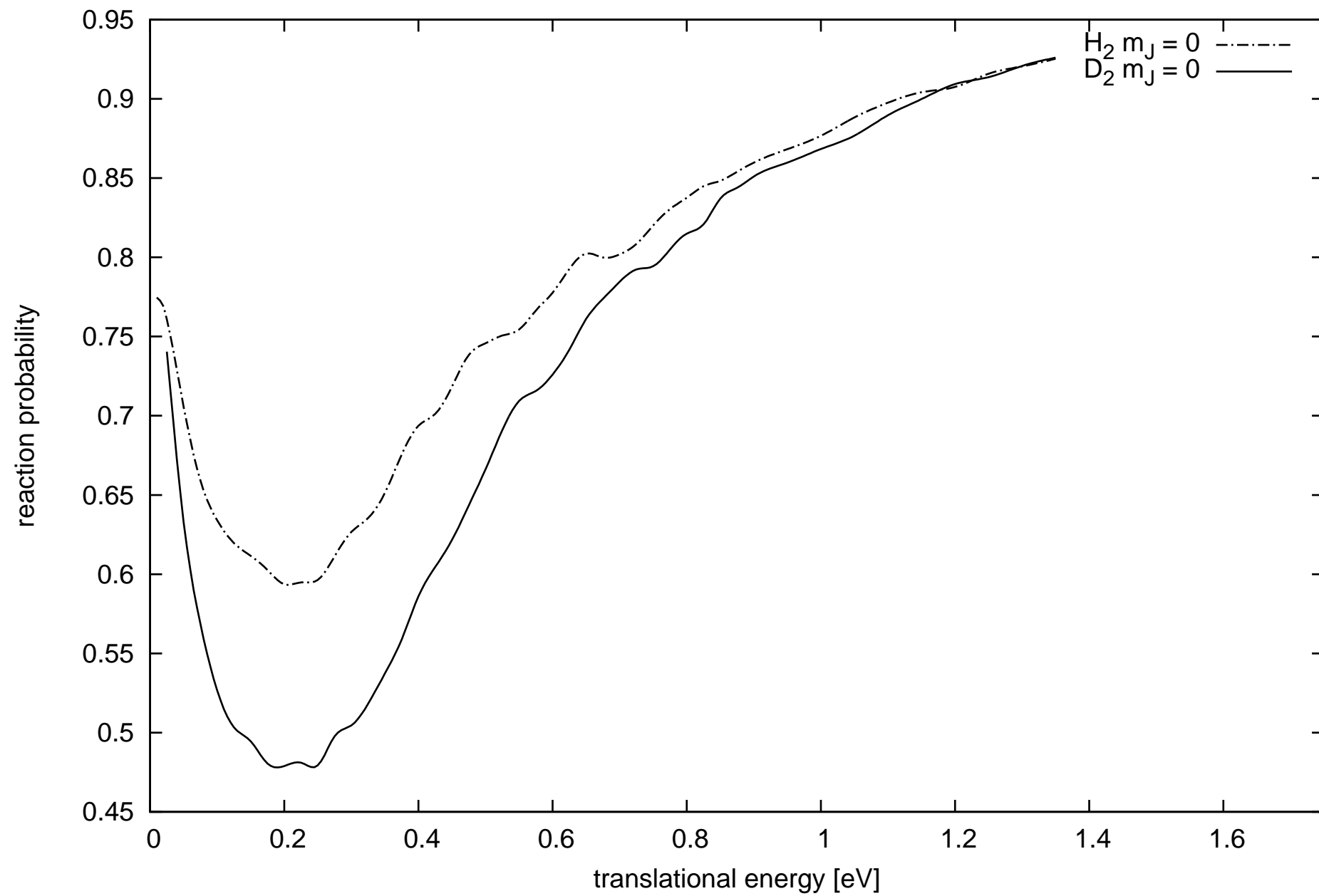
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 10



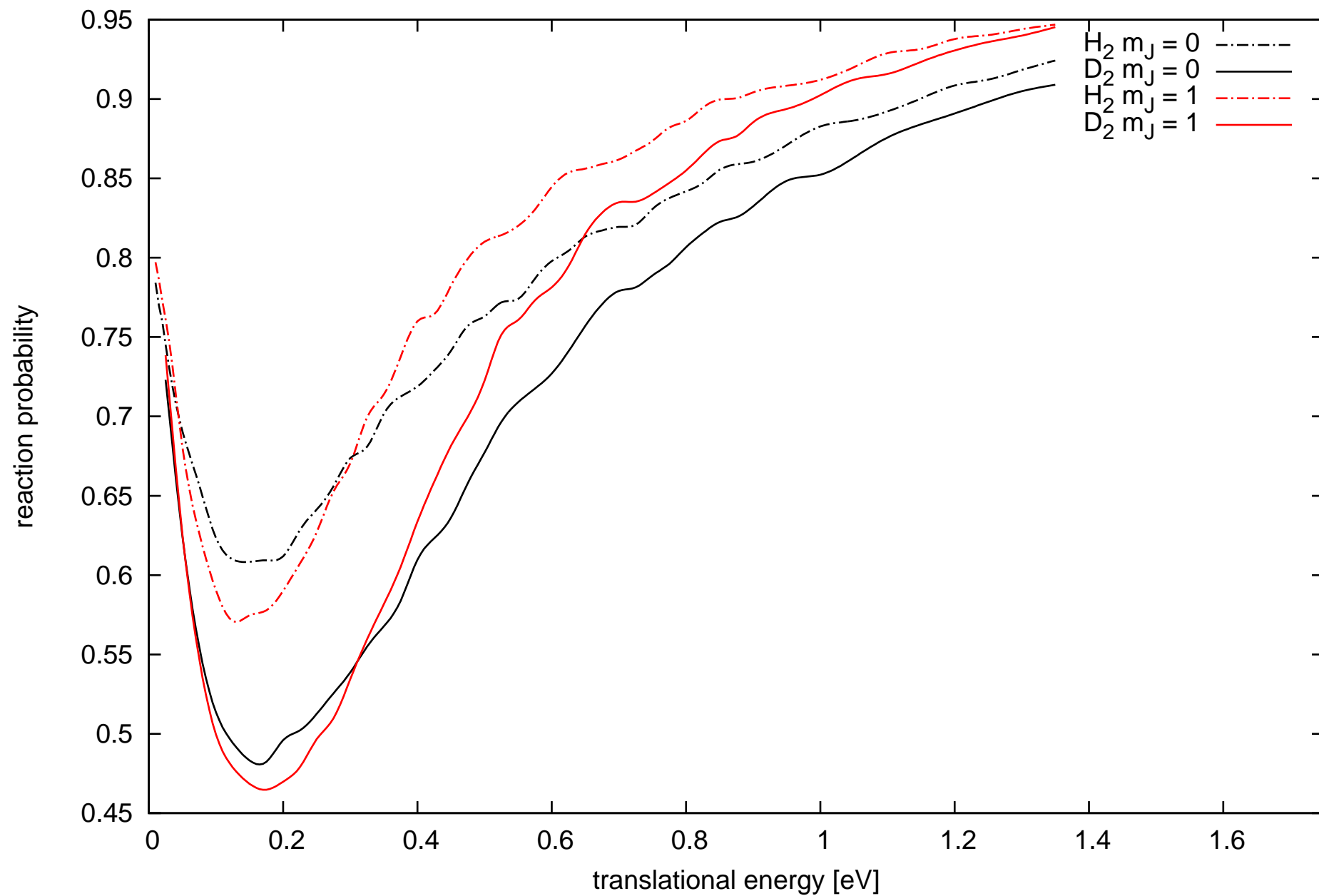
QCT H₂ vs. D₂ Pt(211) -- state v = 0 J = 11



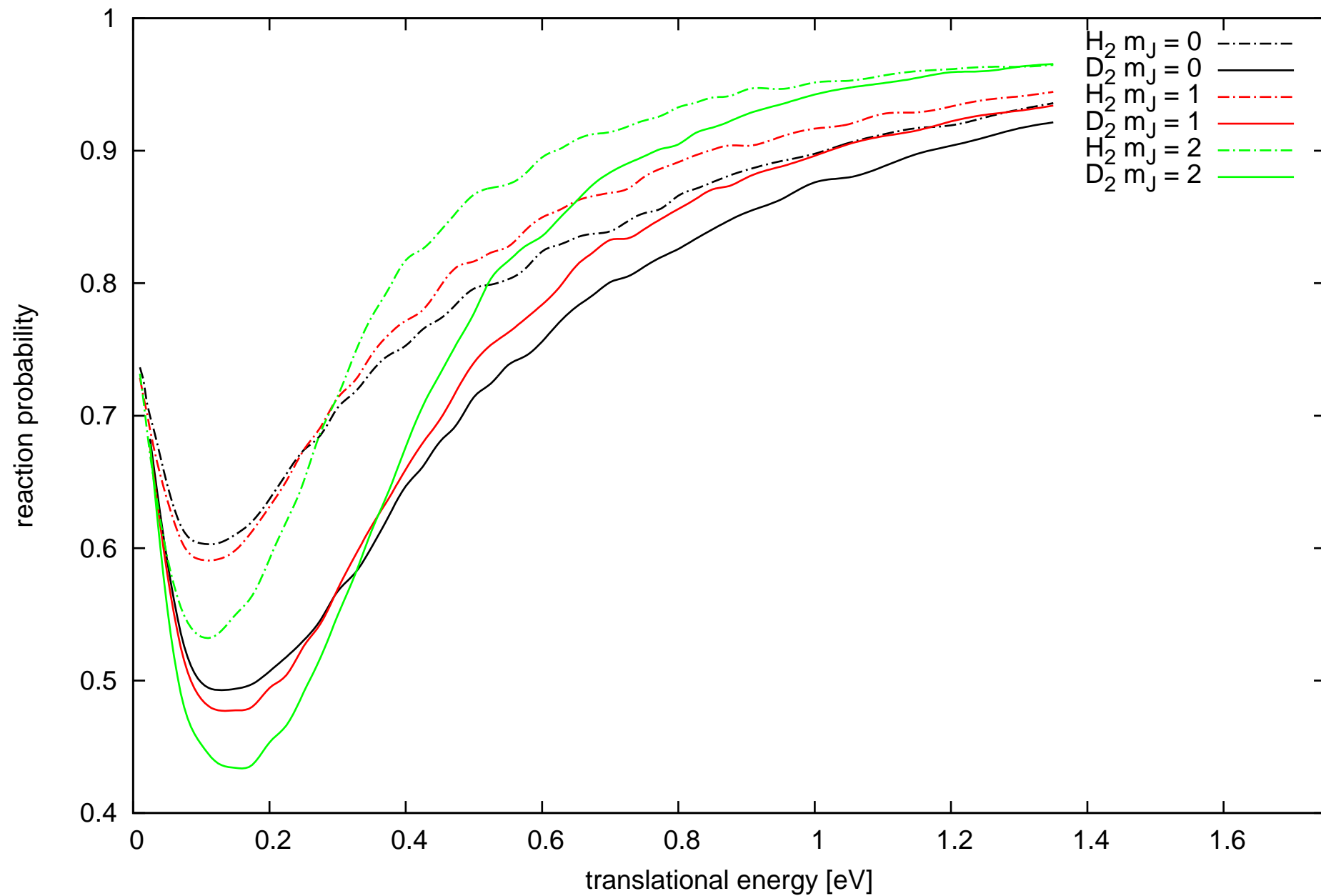
QCT H₂ vs. D₂ Pt(211) -- state $v = 1$ $J = 0$



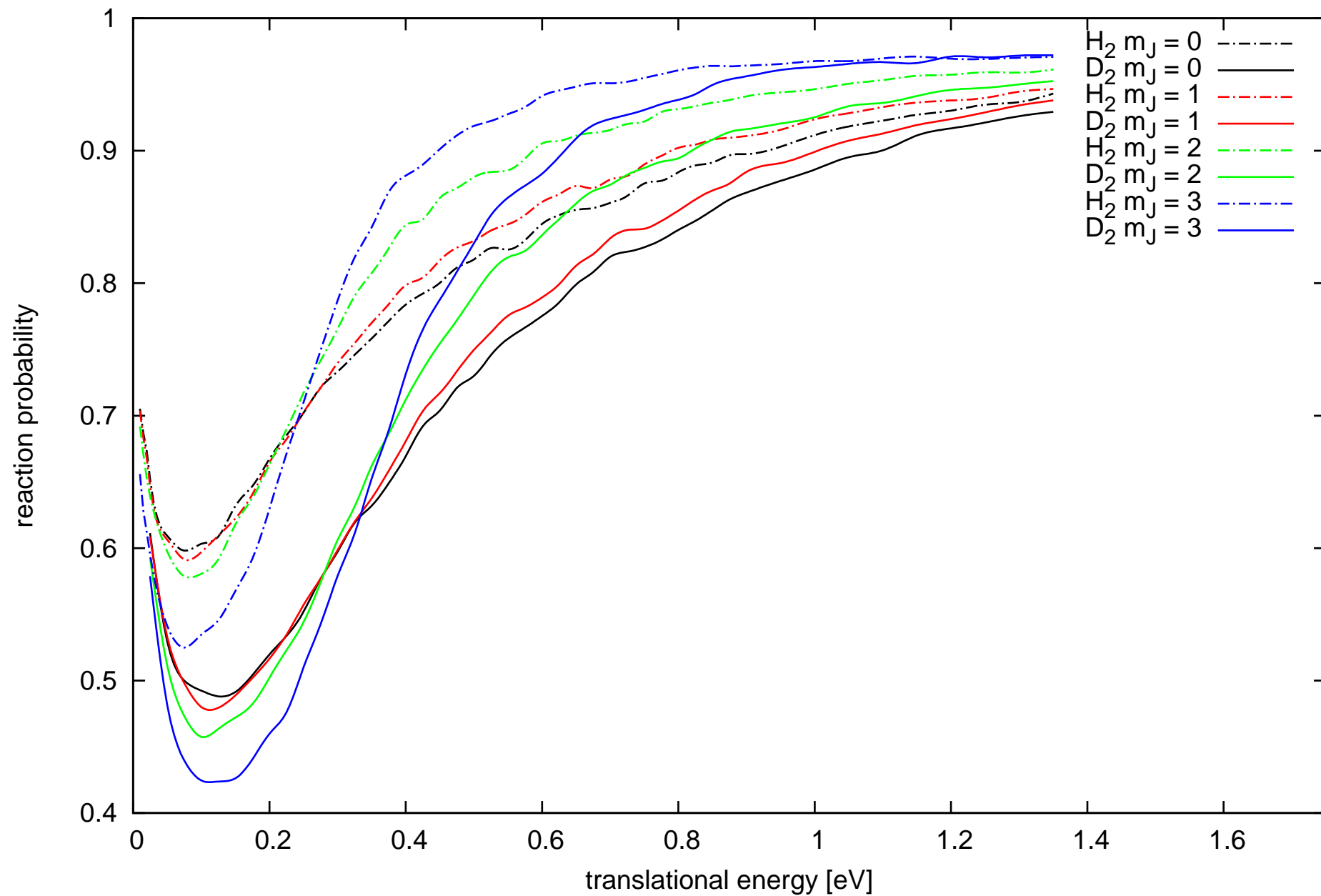
QCT H₂ vs. D₂ Pt(211) -- state $v = 1$ $J = 1$



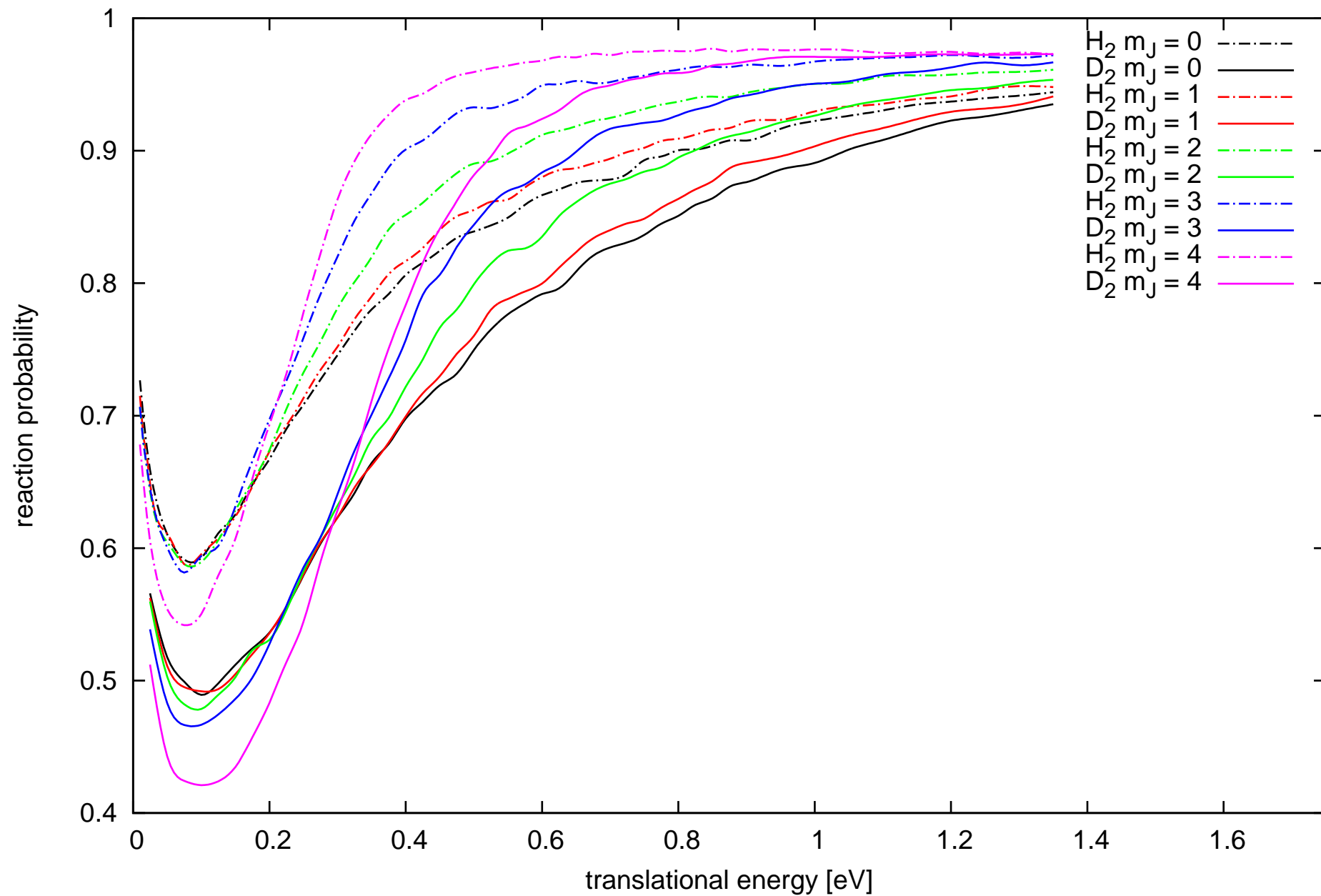
QCT H₂ vs. D₂ Pt(211) -- state v = 1 J = 2



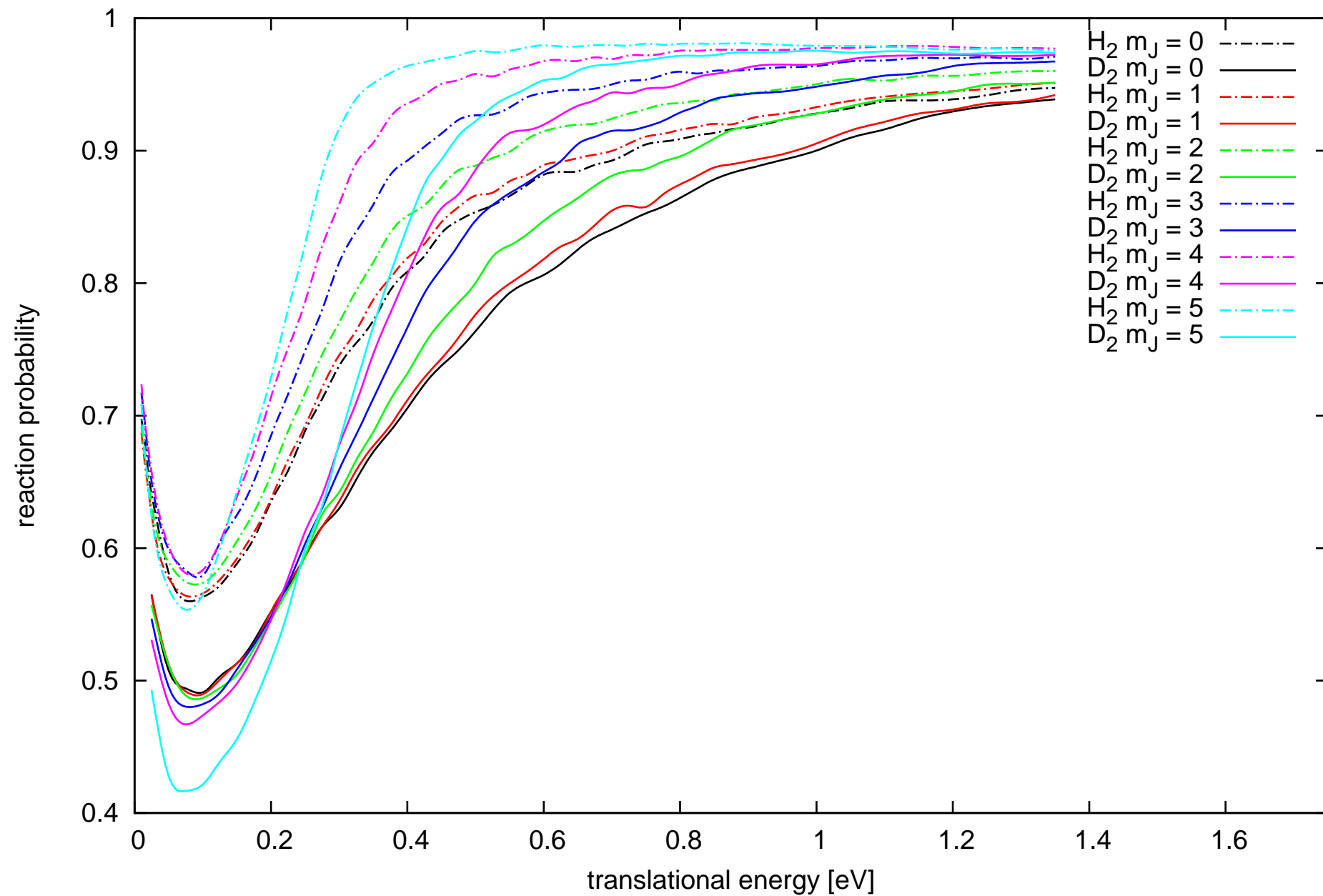
QCT H₂ vs. D₂ Pt(211) -- state v = 1 J = 3



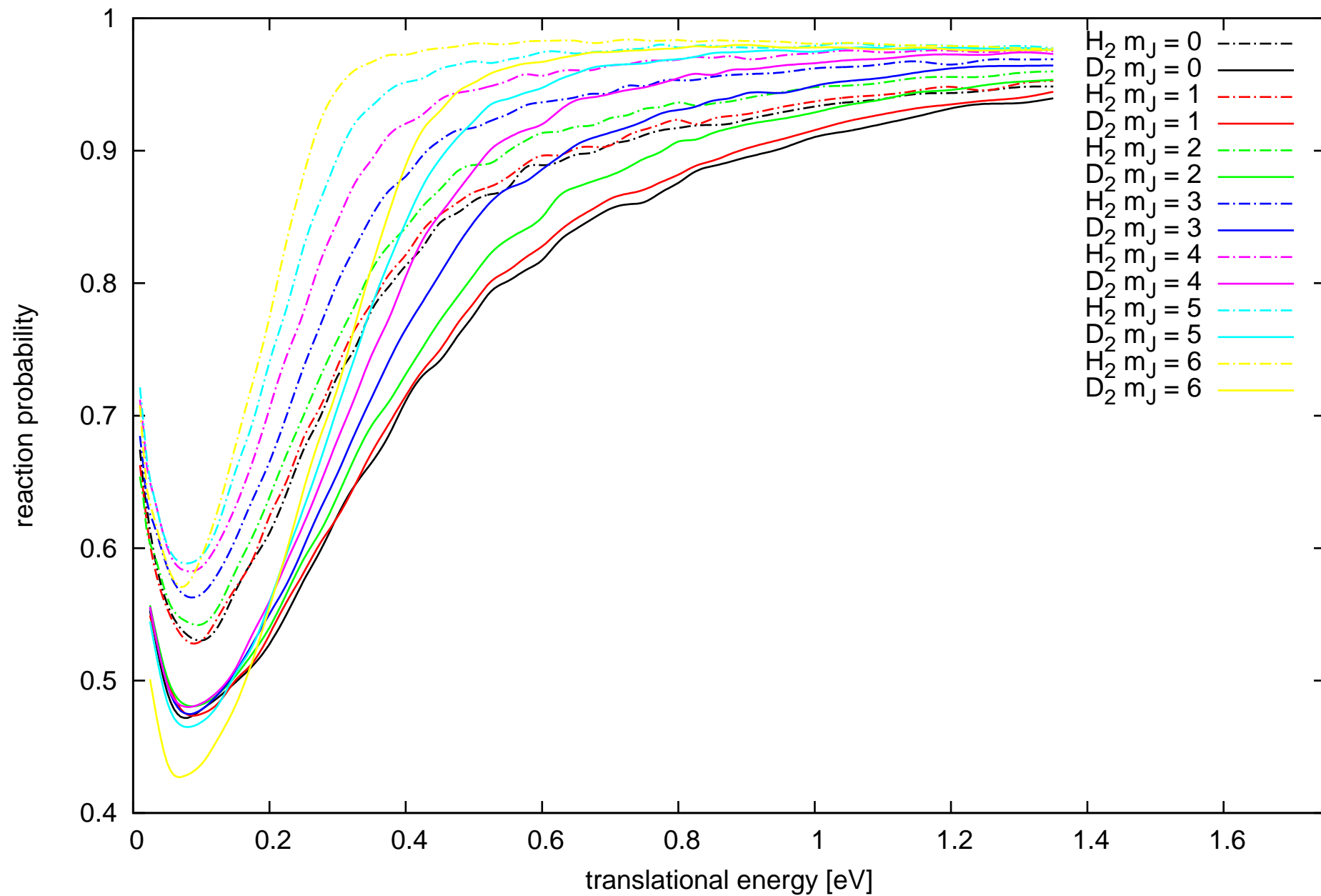
QCT H₂ vs. D₂ Pt(211) -- state v = 1 J = 4



QCT H₂ vs. D₂ Pt(211) -- state v = 1 J = 5



QCT H₂ vs. D₂ Pt(211) -- state v = 1 J = 6



QCT H₂ vs. D₂ Pt(211) -- state v = 1 J = 7

