

We show here only the code that differs from that of Tutorial_02_04.

```
030  import teal.visualization.dlic.DLIC;

055  private FieldConvolution mDLIC;

137  // Add a FieldConvolution generator to the simulation.
138  // A FieldConvolution generates high-resolution
139  // images of a two-dimensional slice of the field.
140  // Below we create the generator and specify the size of the slice.
141  RectangularPlane rec = new RectangularPlane(new Vector3d(-3., -3., 0.),
142      new Vector3d(-3., 3., 0.), new Vector3d(3., 3., 0.));
143  mDLIC = new FieldConvolution();
144  mDLIC.setSize(new Dimension(512, 512));
145  mDLIC.setVisible(false);
146  mDLIC.setComputePlane(rec);
147  VisualizationControl vis = new VisualizationControl();
148  vis.setFieldConvolution(mDLIC);
149  vis.setConvolutionModes(DLIC.DLIC_FLAG_B | DLIC.DLIC_FLAG_BP);
150  addElement(vis);
```