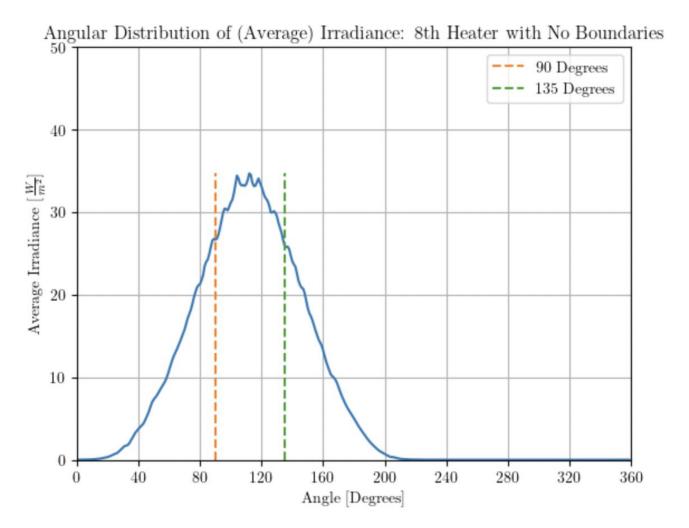
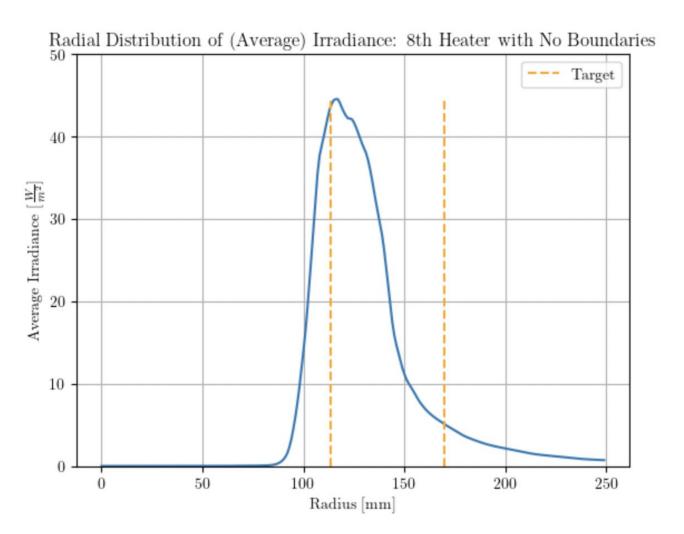
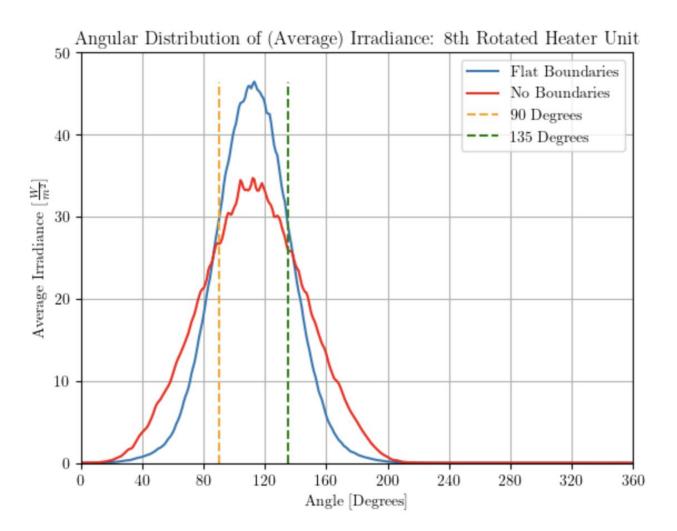
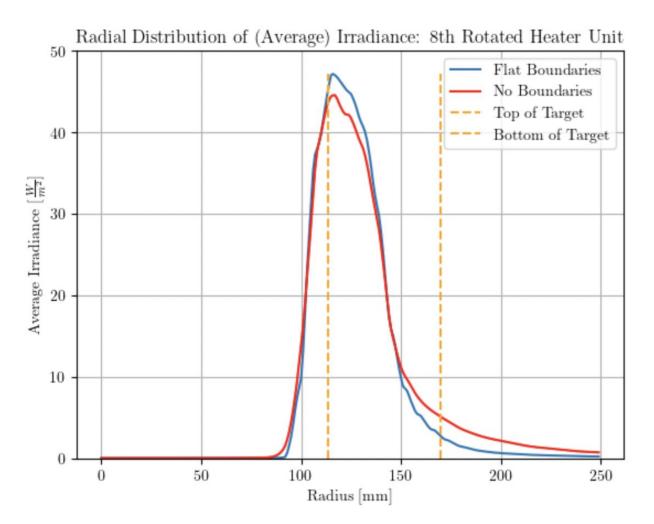
HOM RH Modification

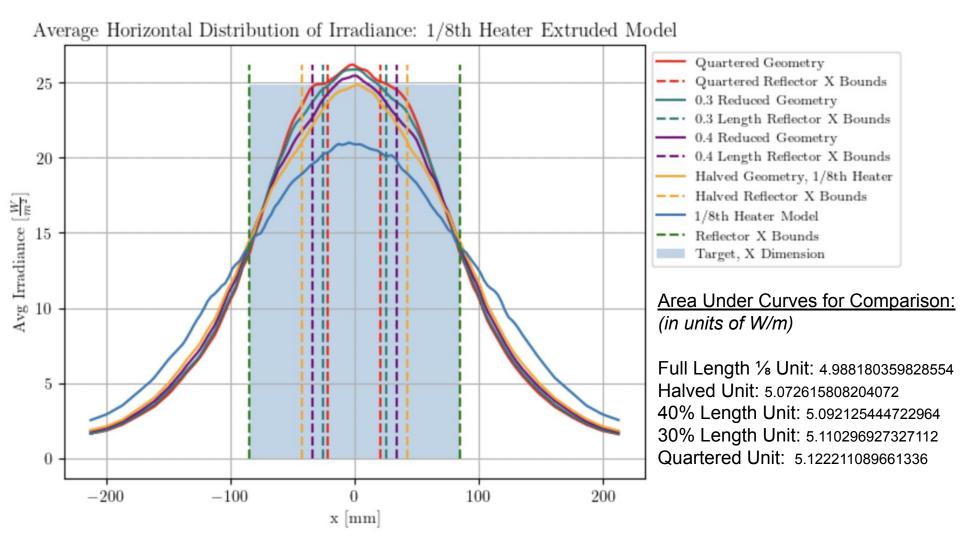
Simulation Progress

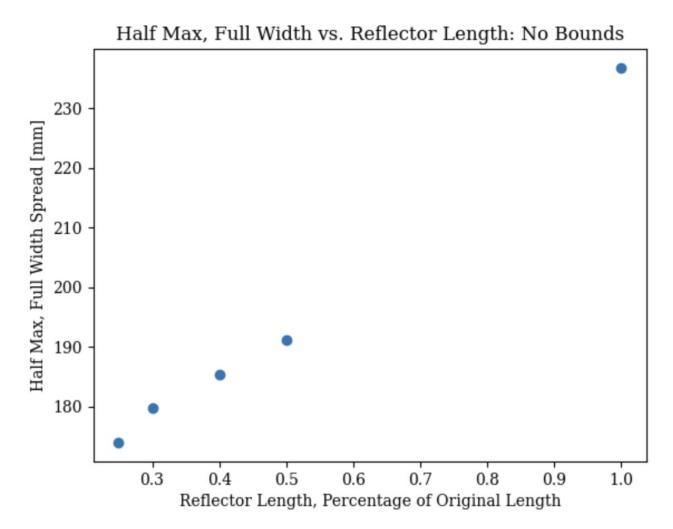


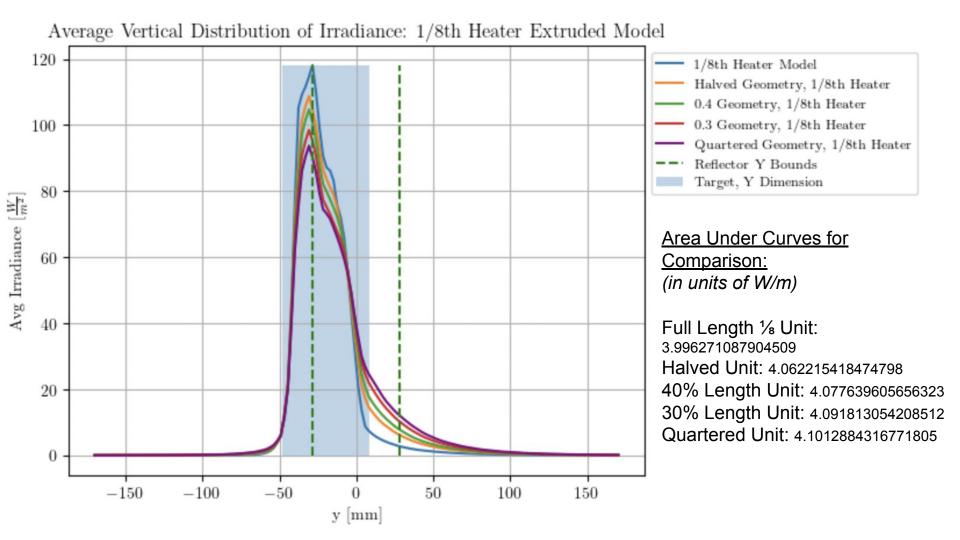


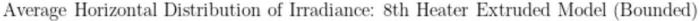


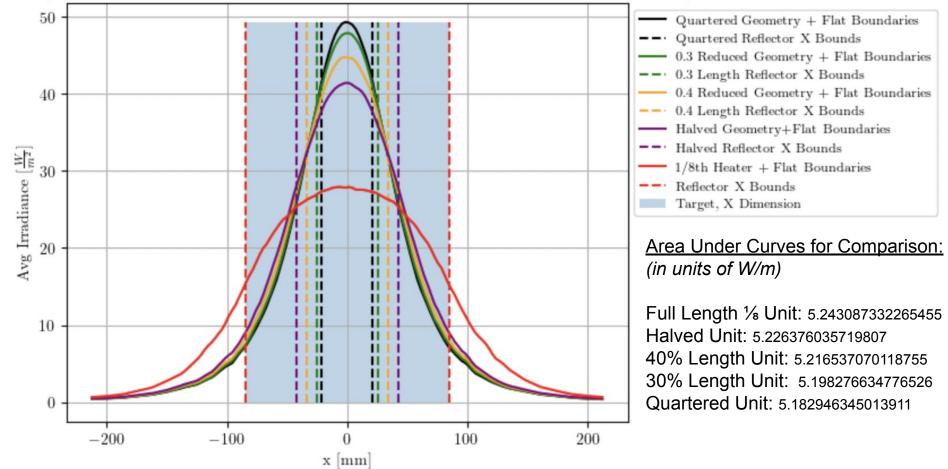


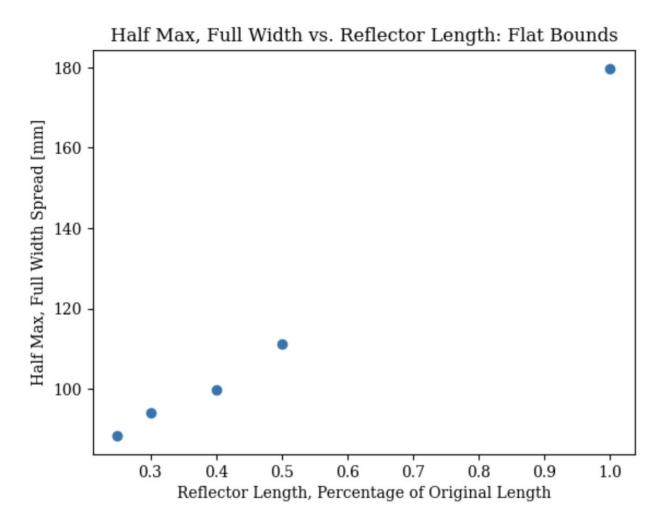


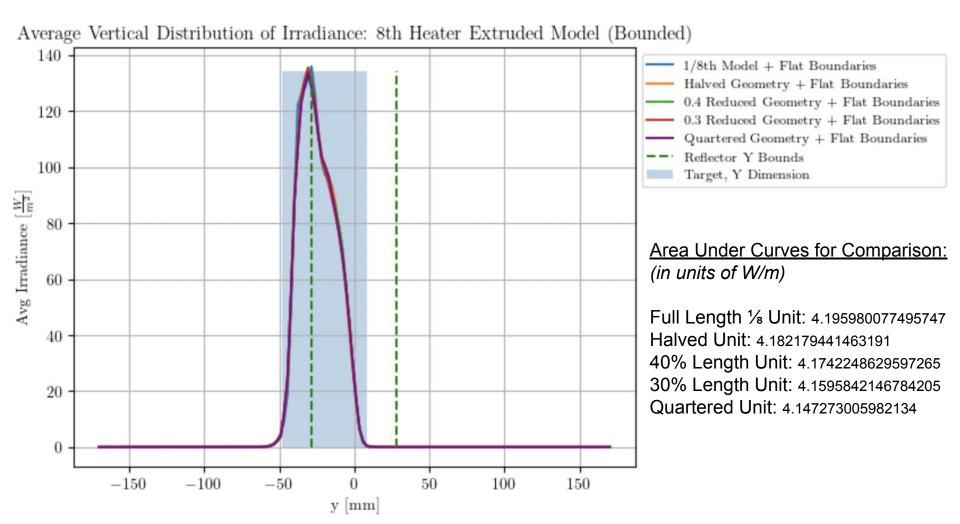


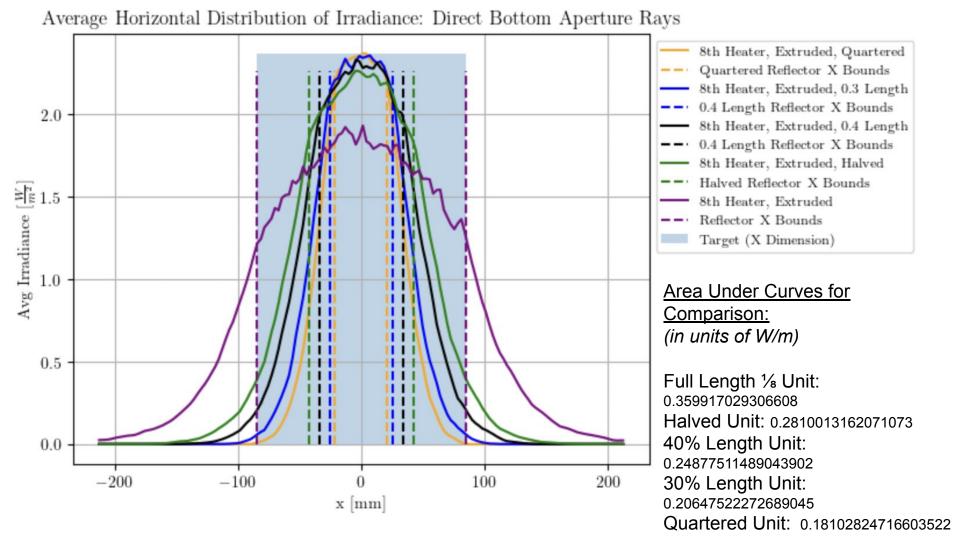


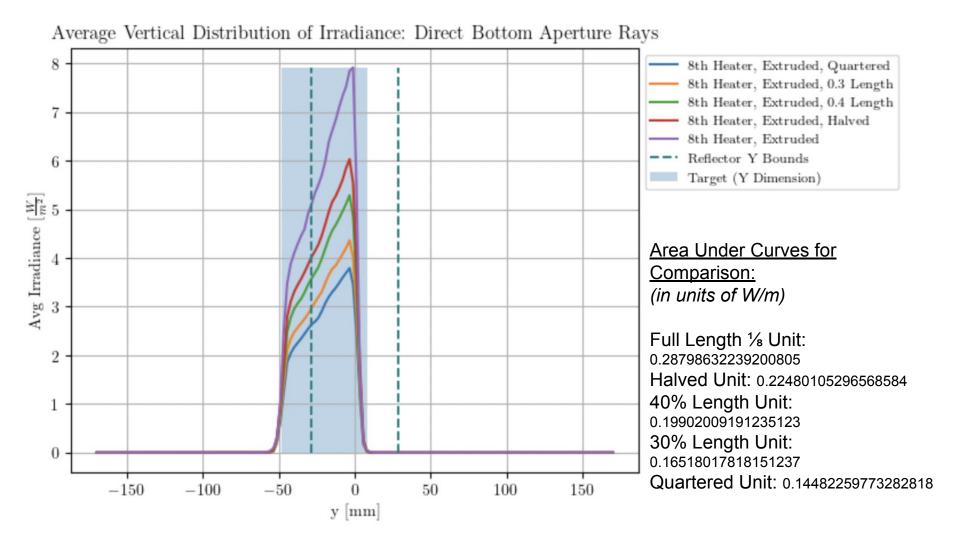




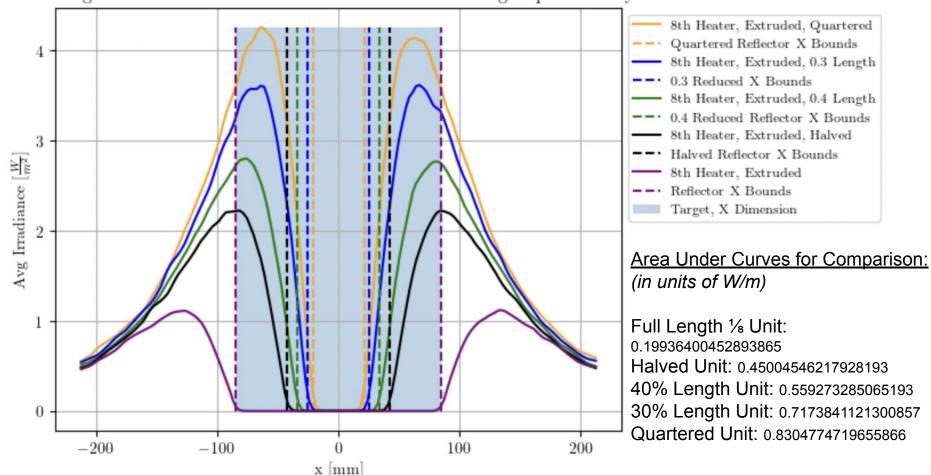


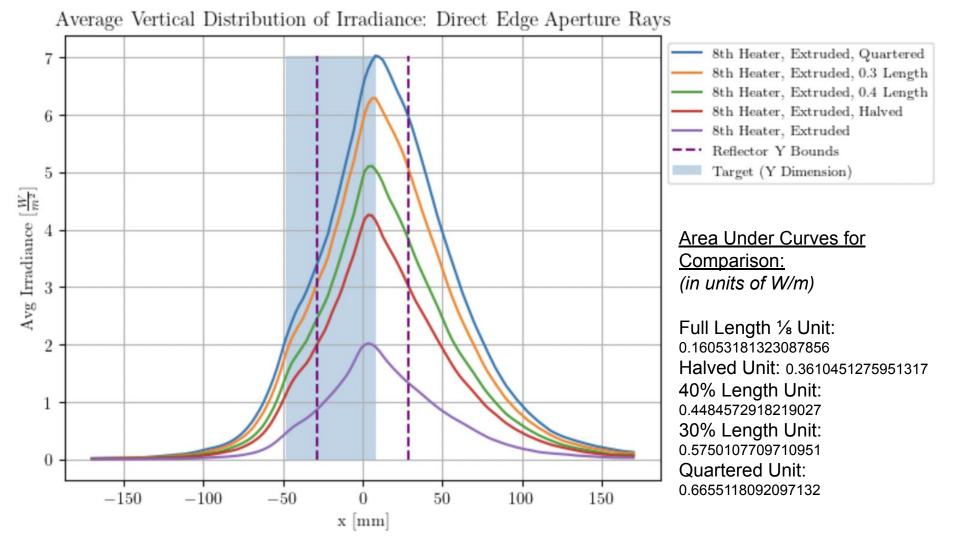


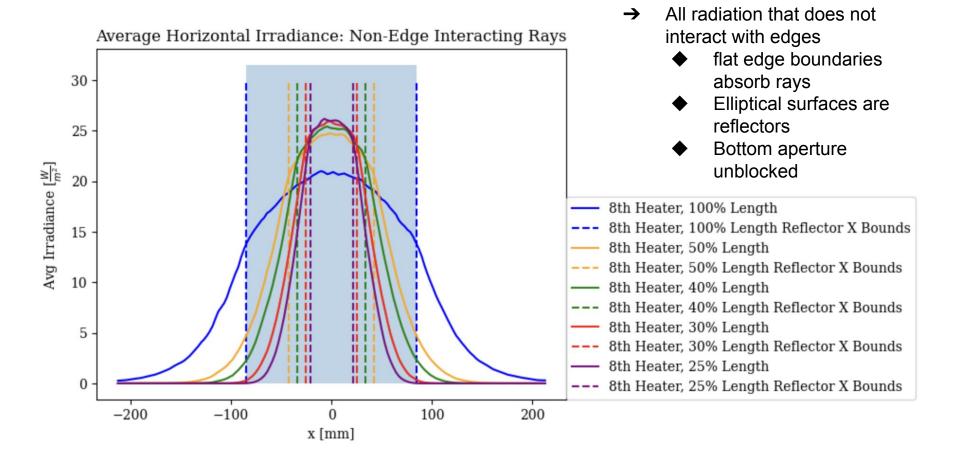


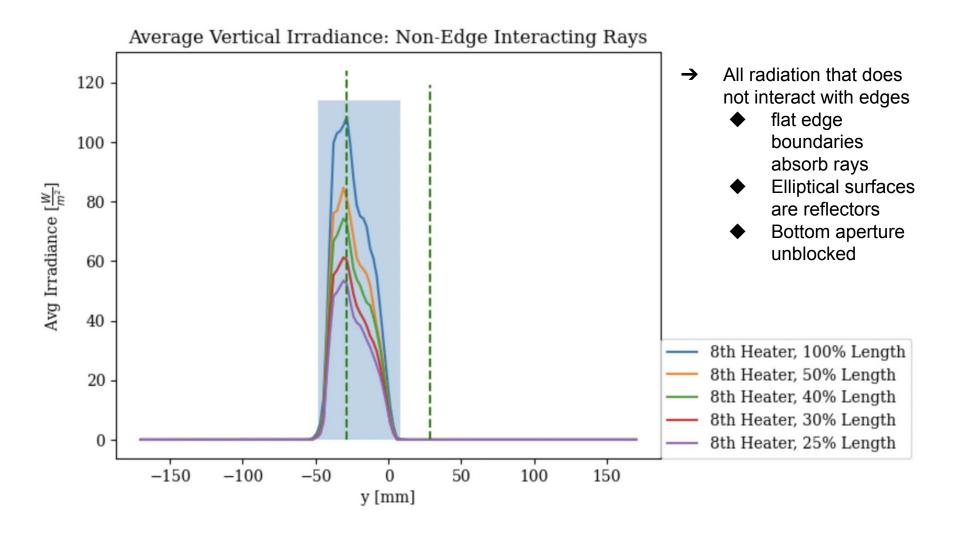


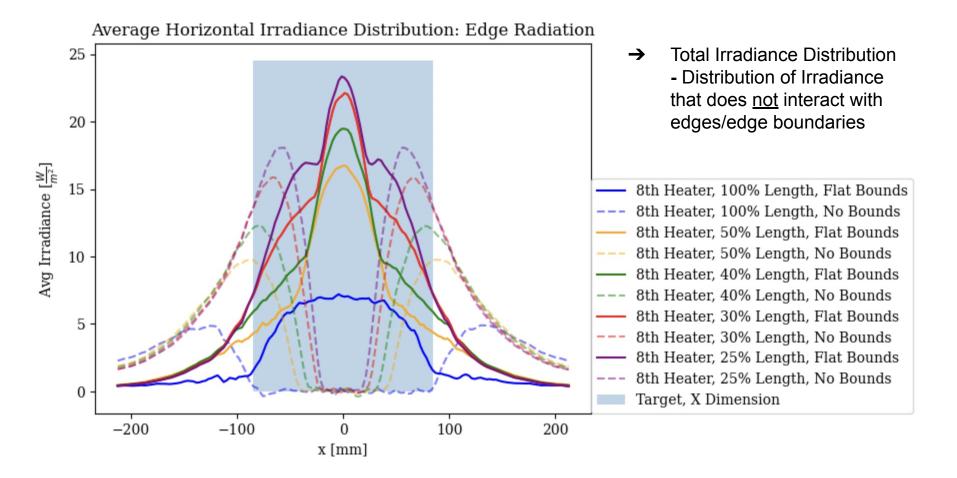
Average Horizontal Distribution of Irradiance: Direct Edge Aperture Rays

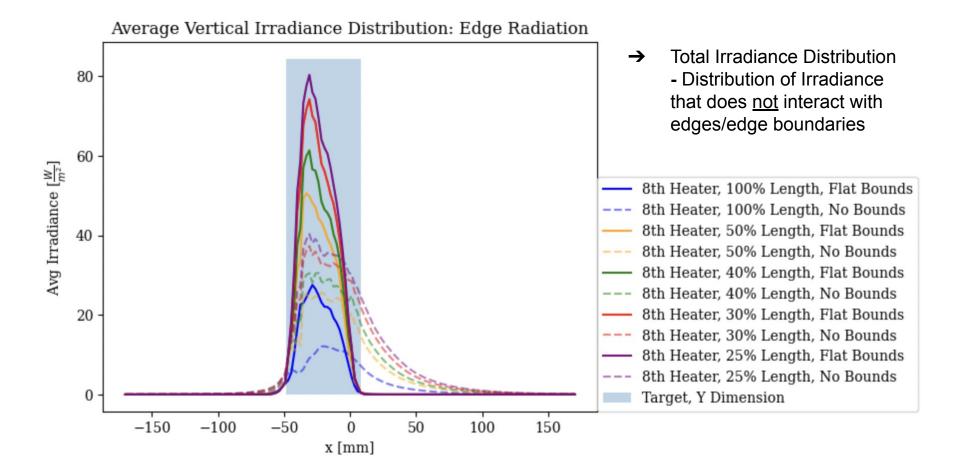






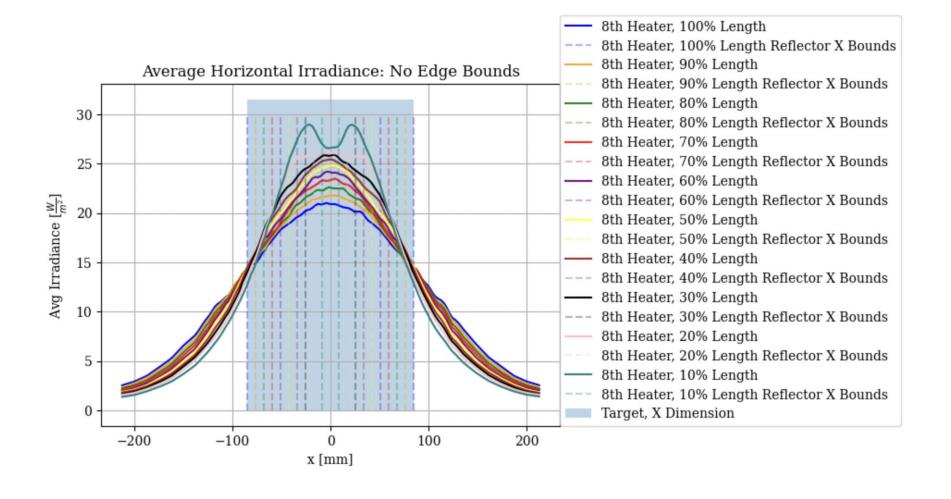


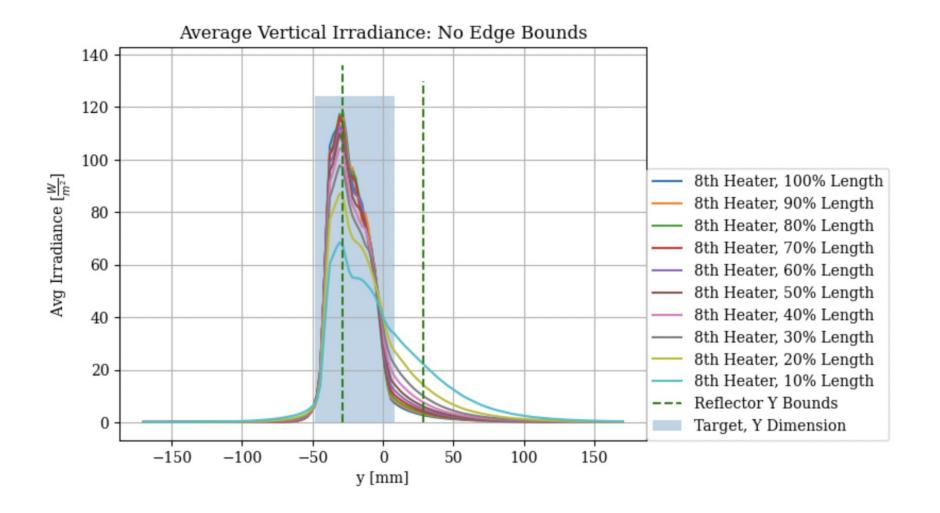


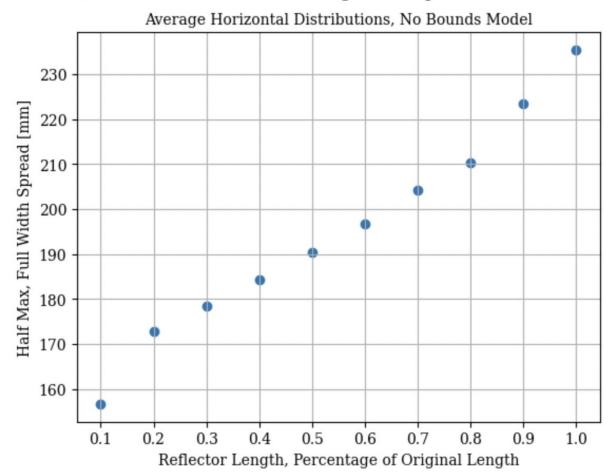


Parameter Sweep

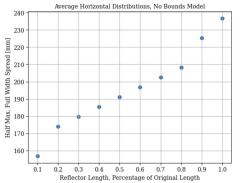
(0.1 Original Length-100% Original Length)

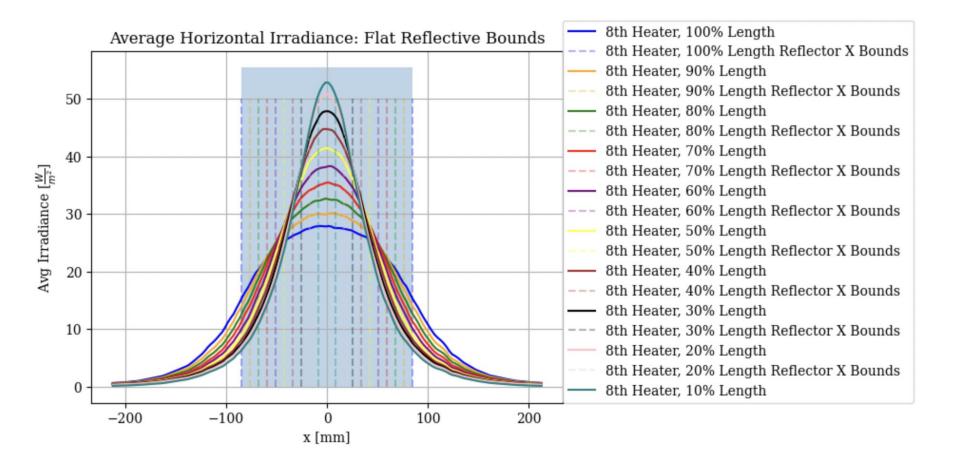


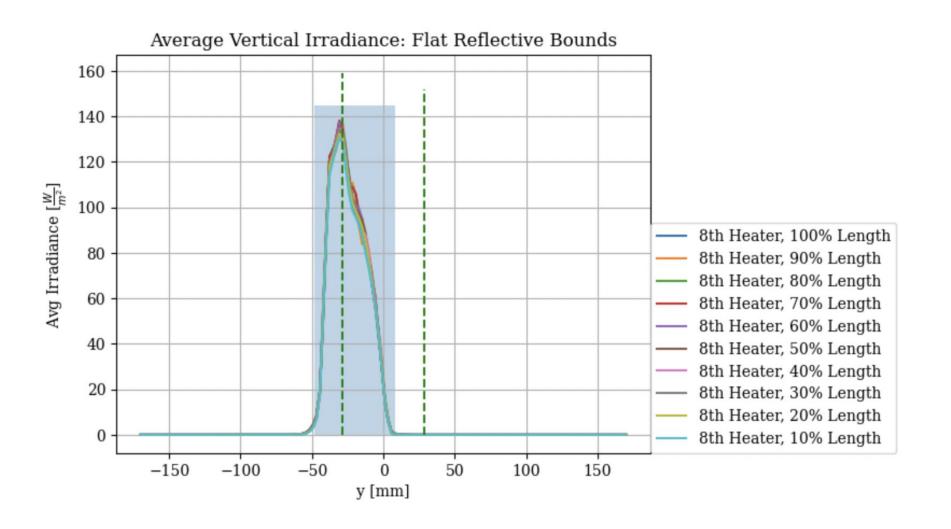


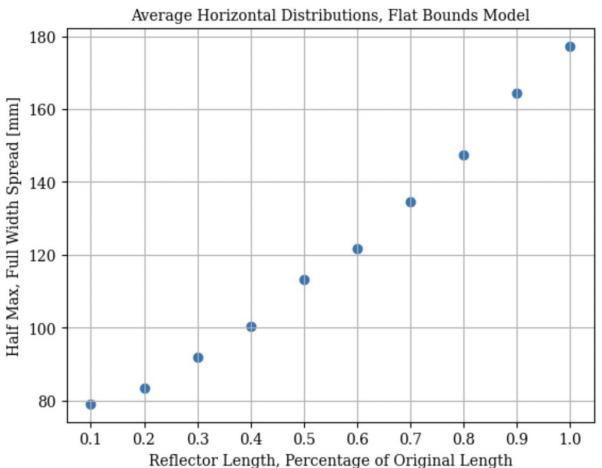




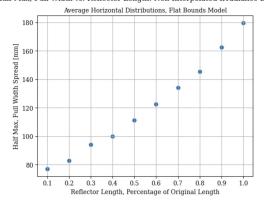


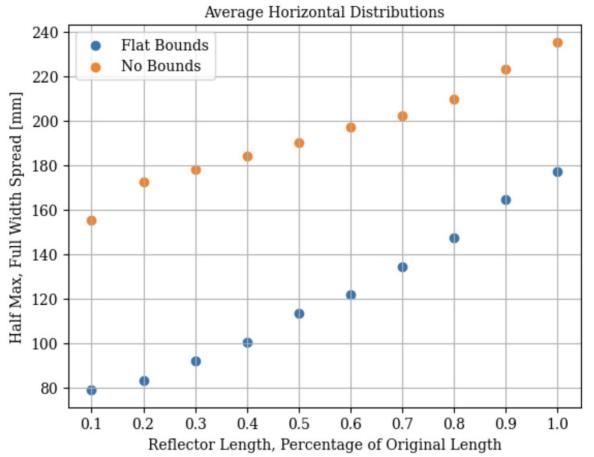




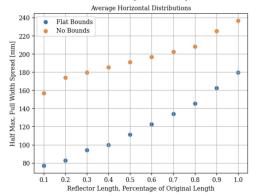


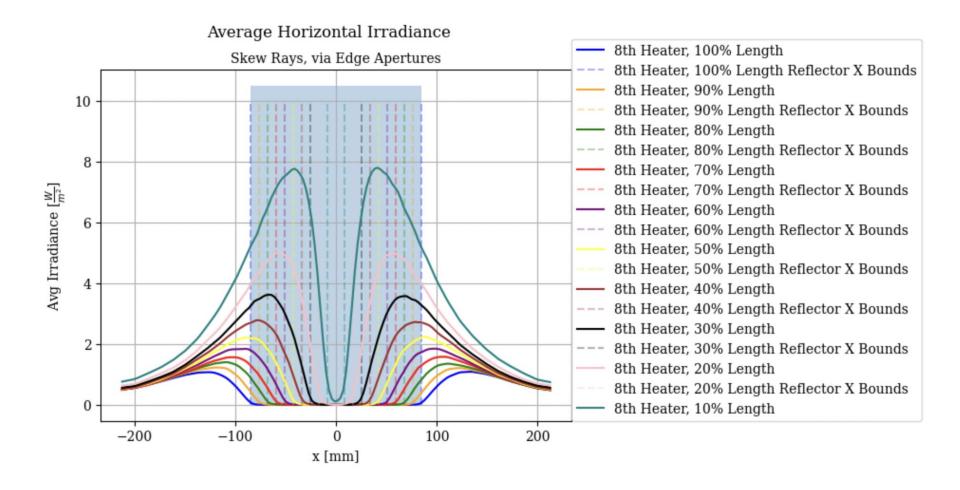
Half Max, Full Width vs. Reflector Length: Non-Interpolated Irradiance Distrib.



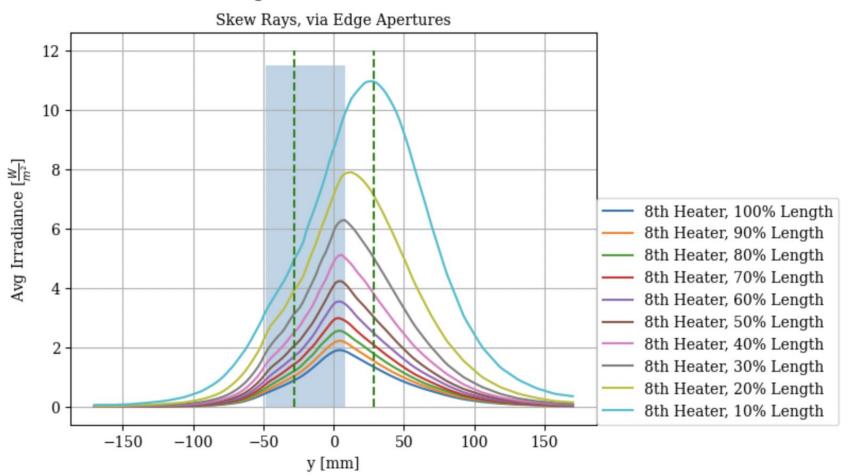


Half Max, Full Width vs. Reflector Length: Non-Interpolated Irradiance Distrib.



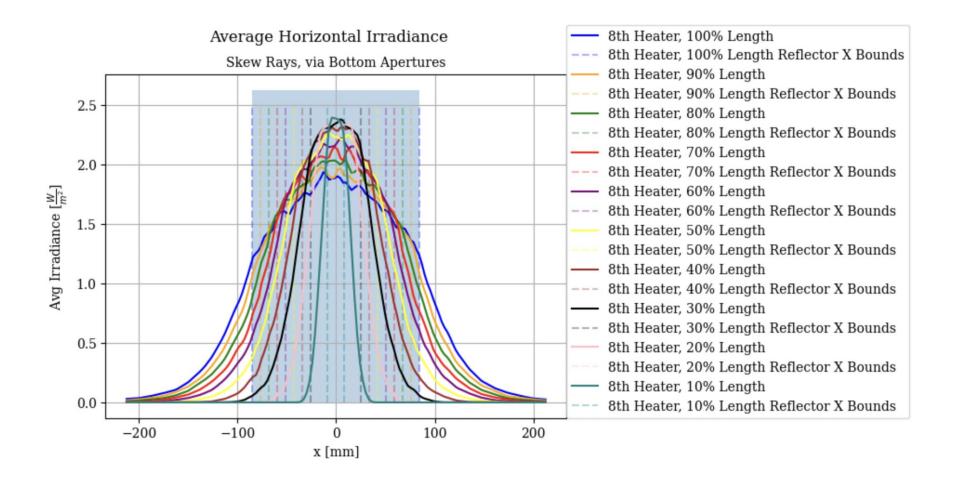


Average Vertical Irradiance



No FWHM Plot for Skew Rays/Edge Apertures currently-working on rewriting

associated code for FWHM due to double peaks/non-symmetric distribution.



Average Vertical Irradiance

