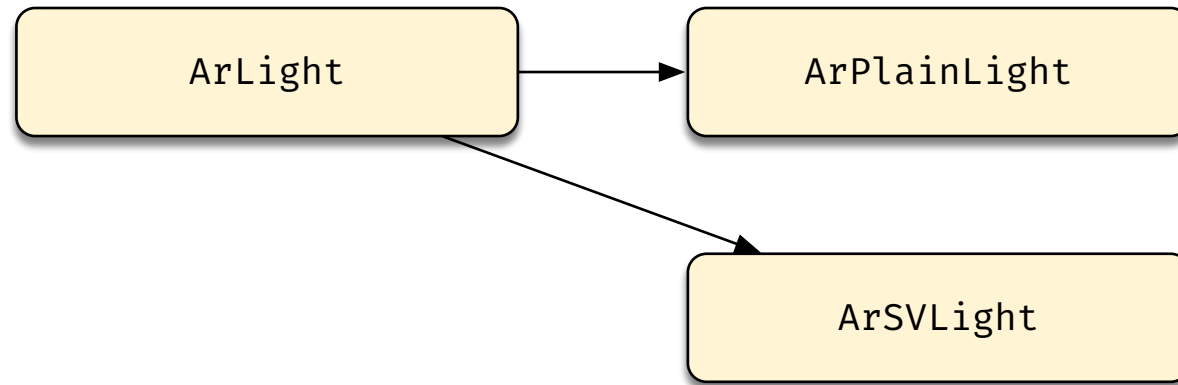


```
typedef struct ArLight
{
    void * value;
}
ArLight;
```



ART in non-polarising mode:
ArLight is identical to
ArSpectrum.

ART in polarising mode: there
is a full Stokes vector for all
spectral samples.

```
typedef struct ArSVLight
{
    unsigned int    polarised;
    ArStokesVector * stokesVector;
    ArReferenceFrame referenceFrame;
}
ArSVLight;
```

```
typedef struct ArStokesVector
{
    ArSpectrum * c[4];
}
ArStokesVector;
```

```
typedef struct ArReferenceFrame
{
    Vec3D c[2];
}
ArReferenceFrame;
```