

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

```
typedef struct ArMMDirectAttenuation
{
    ArMMAProperties    properties;
    ArMuellerMatrix   * muellerMatrix;
    ArReferenceFrame  referenceFrameEntry;
    ArReferenceFrame  referenceFrameExit;
}
ArMMDirectAttenuation;
```

