Layered geometry analyzed with the default entries:

layer-3
$\varepsilon_{r3}=1+0.3i$
$\mu_{r3}=1$

layer-2
$\varepsilon_{r2}=4$
$\mu_{r2}=1$

$d=150nm$

layer-1
$\varepsilon_{r1}=2+0.5i$
$\mu_{r1}=1$

$\lambda_0=500nm$

$$k_\rho^2 = k_x^2 + k_\gamma^2$$
$$k_i^2 = k_\rho^2 + k_{zi}^2$$
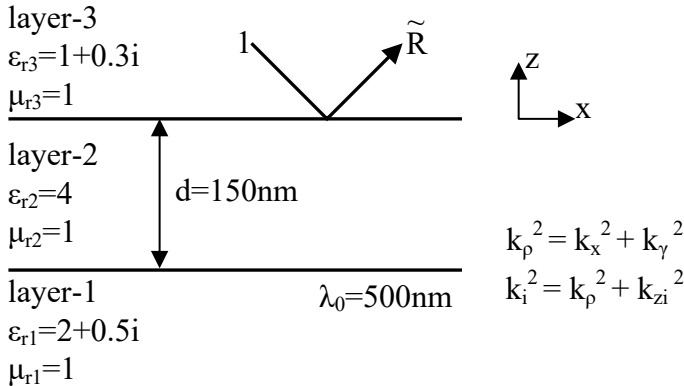
Info for general layered media:

1) The length of the permittivity vector is used to determine number of layers (N).

2) Thickness values start from layer-2 and end at layer-(N-1).

3) k_γ is a single, complex wavenumber value of the y-component of the wavevector.

4) Instead of a number ***au *ag** or ***al** can be used as entries in the permittivities vector, which copies corresponding permittivity values shown in the box on the uper right corner.

5) The search line for the singularities can be moved on the complex k_x plane by changing the imaginary part, which can be useful when finding singularities with a high imaginary part.

A.A. Jan. 2020, Edirne.