

PoyntingFluxPerBSi

$1.0 \times 10^6$

$8.0 \times 10^5$

$6.0 \times 10^5$

$4.0 \times 10^5$

1.00

1.25

1.50

1.75

2.00

UseSurfaceWaveRefl



Successful Runs



Failed Runs

