

NAME

wedge - simulate a wedge-shaped aperture

DESCRIPTION

wedge simulates a wedge shaped aperture in the X-Y plane. The sides of the wedge are of infinite length. It can either accept the rays which pass through the specified angles, or it can reject them, and accept all other rays (via the **reject**) parameter.

PARAMETERS

wedge uses the standard parameter interface.

input *file*

The input ray stream. If it is the string `stdin`, the UNIX standard input stream is used.

output *filename*

The output ray stream. If it is the string `stdout`, the UNIX standard output stream is used.

theta_min *float*

theta_max *float*

These specify the angle of the wedge and its angular position. Both numbers are in degrees. Zero degrees is on the positive x axis.

x *float*

y *float*

z *float*

These specify the coordinates of the center of the wedge. All numbers are in millimeters.

reject *boolean*

If false, rays which pass through the wedge are accepted. If true, rays which pass through the wedge are rejected.

version *boolean*

Print out **wedge**'s version and exit.

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