

Libraries

The *LightStone*[™] library names are the same on both **Mac** and **Windows** platforms, though they are compiled for their specific platform.

<u>Library name on Mac</u>	<u>Library name on Windows-based PCs</u>
General1.LIX	General1.LIX
General2.LIX	General2.LIX
Monochrome.LIX	Monochrome.LIX
Polychrome.LIX	Polychrome.LIX

Notes:

1. All polychromatic optical components are in **Polychrome.LIX**.
2. All purely monochromatic optical components are in **Monochrome.LIX**.
3. Why do some blocks have a monochromatic version, but no polychromatic version? There are several answers. In some cases, the polychromatic version would simply be too memory intensive, *e.g.*, the **Optical delay line**. Another answer is that I simply have not gotten around to it yet, *e.g.*, the **Five level system**. And still another answer is that a polychromatic version would add rather little of value.
4. Why do some blocks have a polychromatic version, but no monochromatic version? One answer is that a monochromatic version would simply duplicate a function already better covered by an existing monochromatic block. Why bother with a “monochromatic spectral filter” when a neutral density filter already exists? Another answer is that the monochromatic version would be of little or no use. An example of this is a “monochromatic Zeeman AAS” block.