

Mirror
<code>__abstractmethods__</code>
<code>__init__(self, Wedge=0.0, Alpha=0.0, X=0.0, Y=0.0, Z=0.0, Theta=1.57079632679, Phi=0.0, Diameter=0.1, HRr=0.99, HRt=0.01, ARr=0.1, ARt=0.9, HRK=0.01, ARK=0, Thickness=0.02, N=1.4585, Keep1=False, Name='Mirror', Ref=None)</code>
<code>lines(self)</code>
<code>isHit(self, beam)</code>
<code>hit(self, beam, order, threshold)</code>
<code>hitHR(self, beam, point, order, threshold)</code>
<code>hitAR(self, beam, point, order, threshold)</code>