

# 表面與物件 相容性

LensMechanix<sup>®</sup>

2018. 12 月

此檔提供了 LensMechanix Creo 版本和 SOLIDWORKS 版本支援的表面以及物件的總覽。LensMechanix 將支援的元件創建為原生的 Creo 和 SOLIDWORKS 零件。不支援的元件將不上傳。為協助我們確認未支援元件名單上傳優先順序，歡迎聯繫 [Support@Zemax.com](mailto:Support@Zemax.com)。

你可以在 LensMechanix 中載入序列和非序列檔。LensMechanix 可運行非序列光線追跡，序列檔會被轉換為非序列檔。LensMechanix 使用與 OpticStudio 相同的轉換工具。部分序列設計會沒有直接轉換為非序列。如出現這種情況，你可能需要由 OpticStudio 使用者將檔轉換為非序列。

## LensMechanix 轉換的光學元件

載入 OpticStudio 檔後，LensMechanix 將序列設計轉換為非序列設計。以下序列光學表面可直接轉換為非序列物體。無法直接轉換為非序列物體的表面會轉換為 64 x 64 的網格矢高物件作為替代。

### 序列表面：

- Biconic
- Diffraction Grating
- Even Asphere
- Extended Asphere
- Extended Odd Asphere
- Extended Polynomial
- Polynomial
- Standard
- Toroidal

### 網格矢高支援的序列表面：

- Biconic Zernike
- Chebyshev Polynomial
- Cubic Spline
- Extended Cubic Spline
- Extended Toroidal Grating
- Fresnel
- Odd Asphere
- Odd Cosine
- Periodic
- Q-Type Asphere
- Superconic
- Tilted
- Zernike Annular Standard Sag
- Zernike Fringe Sag
- Zernike Standard

## LensMechanix Creo 版本

### 載入到 LensMechanix Creo 版本的非序列元件

LensMechanix 能夠讓你將非序列檔載入至 Creo。如 OpticStudio 非序列檔中包含以下表面及物件，則會被載入。

### 非序列表面與物件：

- Annular Aspheric Lens
- Annular Axial Lens
- Annular Volume
- Annulus
- Aspheric Surface
- Aspheric Surface2
- Axicon Surface
- Biconic Lens
- Biconic Surface
- Biconic Zernike
- Biconic Zernike Surface
- Binary 1

[點此查看 LensMechanix SOLIDWORKS 版本>](#)

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- Binary 2
- Boolean CAD
- CAD Part: Creo Parametric
- CAD Part: STEP/IGES/SAT
- CAD Part: STL
- Cone
- CPC
- CPC Rectangular
- Cylinder Pipe
- Cylinder Volume
- Cylinder 2 Pipe
- Cylinder 2 Volume
- Diffraction Grating
- Dual BEF Surface
- Ellipse
- Elliptical Volume
- Even Asphere Lens
- Extended Odd Asphere Lens
- Extended Polynomial Lens
- Extended Polynomial Surface
- Extruded
- Faceted Surface
- Fresnel 1
- Fresnel 2
- Hologram Lens
- Hologram Surface
- Jones Matrix
- Lenslet Array 1
- Lenslet Array 2
- MEMS
- Odd Asphere Lens
- Paraxial Lens
- Polygon Object
- Ray Rotator
- Rectangular Corner
- Rectangle
- Rectangular Pipe
- Rectangular Pipe Grating
- Rectangular Roof
- Rectangular Torus Surface
- Rectangular Torus Volume
- Rectangular Volume
- Rectangular Volume Grating
- Reverse Radiance Target
- Slide
- Sphere
- Standard Lens
- Standard Surface
- Tabulated Faceted Radial
- Tabulated Facted Toroid
- Tabulated Fresnel Radial
- Toroidal Hologram
- Toroidal Lens
- Toroidal Surface
- Toroidal Surface Odd Asphere
- Torus Surface
- Torus Volume
- Triangular Corner
- Triangle
- Wolter Surface
- Zernike Surface

## 非序列光源：

- Source Diffractive
- Source Diode
- Source DLL
- Source Ellipse
- Source File
- Source Gaussian
- Source Point
- Source Radial
- Source Ray
- Source Rectangle

## 非序列探測器：

- Detector Rectangle

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## 不支援的元件

LensMechanix Creo 版本暫不支援以下非序列物體。

- Array
- Array Ring
- Binary 2A
- Hexagonal Lenslet Array
- Swept
- User Defined Object
- Freeform Z
- SourceELUMDAT File
- Source IESNAFile
- Source Filament
- Source Imported
- Source Object
- Source Radial
- Source Tube
- Source Two Angle
- Source Volume Cylindrical
- Source Volume Elliptical
- Source Volume Rectangular
- Reverse Radiance Detector

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## LensMechanix SOLIDWORKS 版本

載入到 LensMechanix SOLIDWORKS 版本的非序列元件

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非序列表面與物件：

- Annular Aspheric Lens
- Annular Axial Lens
- Annular Volume
- Annulus
- Aspheric Surface
- Aspheric Surface 2
- Axicon Surface
- Biconic Lens
- Biconic Surface
- Biconic Zernike
- Biconic Zernike Surface
- Binary 1
- Binary 2
- Boolean
- Boolean CAD
- CAD Part: SOLIDWORKS
- CAD Part: STEP/IGES/SAT
- CAD Part: STL
- Cone
- CPC
- CPC Rectangular
- Cylinder Pipe
- Cylinder Volume
- Cylinder 2 Pipe
- Cylinder 2 Volume
- Diffraction Grating
- Dual BEF Surface
- Ellipse
- Elliptical Volume
- Even Asphere Lens
- Extended Odd Asphere Lens
- Extended Polynomial Lens
- Extended Polynomial Surface
- Extruded
- Faceted Surface
- Freeform Z
- Fresnel 1
- Fresnel 2
- Hexagonal Lenslet Array
- Hologram Lens
- Hologram Surface
- Jones Matrix
- Lenslet Array 1
- Lenslet Array 2
- MEMS
- Odd Asphere Lens
- Paraxial Lens
- Polygon Object
- Ray Rotator
- Rectangular Corner
- Rectangle
- Rectangular Pipe

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- Rectangular Pipe  
Grating
- Rectangular Roof
- Rectangular Torus  
Surface
- Rectangular Torus  
Volume
- Rectangular Volume
- Rectangular Volume  
Grating
- Reverse Radiance  
Detector
- Reverse Radiance  
Target
- Slide
- Sphere
- Standard Lens
- Standard Surface
- Swept
- Tabulated Faceted  
Radial
- Tabulated Faceted  
Toroid
- Tabulated Frensel  
Radial
- Toroidal Hologram
- Toroidal Lens
- Toroidal Surface
- Toroidal Surface Odd  
Asphere
- Torus Surface
- Torus Volume
- Triangular Corner
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- Source Object
- Source Point
- Source Radial
- Source Ray
- Source Rectangle
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- Source Two Angle
- Source Volume Cylindrical
- Source Volume Elliptical
- Source Volume Rectangular

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- Array
- Array Ring
- Binary 2A
- Swept
- User Defined Object

## 支援手動轉換為非序列物體的序列表面

在 OpticStudio 中，用戶可以手動轉換那些可被上述非序列物件代表的序列表面。手動轉換後，它們就可以被載入至 LensMechanix。手動轉換方面如需技術支持，請聯繫 [Support@Zemax.com](mailto:Support@Zemax.com)。