

$$d_i = f(d_0)$$

$$d_0 = f(d_{0,i})$$

to get

to generate a ~~grid file~~ input data
as source we have

- # 1. layer dimensions and properties
2. Bottom layer -

1. get layer file
2. find bottom depth function
3. ~~also~~ use recursion to find depth increments for grid file
4. generate grid file necessary for layer file
5. ~~if~~ while generating grid file, smooth and interpolate soil properties for grid file with ~~AA~~ assign material numbers.

put a node in where the material changes

a. soil props to be interp include

water
nutrients

temperature

6. generate nodal file - should nodal file contain soil texture?
7. generate soil file
8. save to disk
9. run model

