**File structure of GAYA**

The following describes shortly what files and how to get a VS project populated with f90 files. Assume the project under VS has name **VSproject**.

# BasicG3

Under this folder are the files that guides the projection of management units (stands, plots or comparable). The files you add/link to **VSproject**  are:

G3\_comd.f90

G3\_interfaces2.f90

G3\_main.f90

G3\_spec2.f90

G3\_sub.f90

In principle, these files should not be edited unless agreed upon and documented in UpdateLog.txt.

# Models

Here are files that contain models for various processes or parameter settings. Files are linked to **VSproject** “on demand”.

# **VSproject**

Project **VSproject** need ‘UserFiles’ that are specifically adapted to the project. The user files need to hold content called by the code under BasicG3. The subroutines that are called are

SUBROUTINE G3GET(NR,LREC,OLDFOR,M,NDOM,INDOM,IERR,IEND)

SUBROUTINE G3TVX(IPER)

SUBROUTINE G3OUT(NR,M,IPER,IREC)

SUBROUTINE G3ATB(IPER,IXATG,ART,BEST,IFIX,FIX)

How the ‘User files’ are organized is up to the user.