

| Topo (Memory object)  |                         |
|-----------------------|-------------------------|
| x, y                  | (int)                   |
| deltax                | (float)                 |
| topo                  | (float vector[x][y])    |
| topo2                 | (float vector[x][y])    |
| topoold               | (float vector[x][y])    |
| slope                 | (float vector[x][y])    |
| fixedPts              | (int vector[x][y])      |
| flow, flow1-8         | (float vector[x][y])    |
| topoVec               | (float vector[x][y])    |
| topoVecInd            | (float vector[x][y])    |
| vegState              | (float vector[x][y])    |
| exposureAge           | (float vector[x][y])    |
| strat                 | (float vector[x][y][z]) |
| iup, idown            | (float vector[x])       |
| jup, jdown            | (float vector[y])       |
| ax, bx, cx            | (float vector[x])       |
| ay, by, cy            | (float vector[y])       |
| ux, rx                | (float vector[x])       |
| uy, ry                | (float vector[y])       |
| latitude              | (float)                 |
| longitude             | (float)                 |
| Topo()                |                         |
| ~Topo()               |                         |
| loadMatrix()          |                         |
| setupGridNeighbours() |                         |
| triDag()              |                         |
| indexX()              |                         |

| StreamErosion (main)             |               |
|----------------------------------|---------------|
| q                                | (topo object) |
| U, K, D                          | (float)       |
| timestep                         | (int)         |
| duration                         | (int)         |
| printInterval                    | (int)         |
| cTime                            | (time object) |
| ran3()                           |               |
| gasdev()                         |               |
| avalanche()                      |               |
| hillslopeDiffusionInit(D)        |               |
| StreamErosion(*q) [main program] |               |

| FlowRouting (*q)     |               |
|----------------------|---------------|
| *q                   | (topo object) |
| fillInPitsandFlats() |               |
| mfdFlowRoute()       |               |
| calcChannelSlope()   |               |

| Illumin (*q) |               |
|--------------|---------------|
| *q           | (topo object) |
| hillShade()  |               |
| solarRad()   |               |

| MainWindow (*q) |               |
|-----------------|---------------|
| *q              | (topo object) |
| setupColorMap() |               |
| screenShot()    |               |