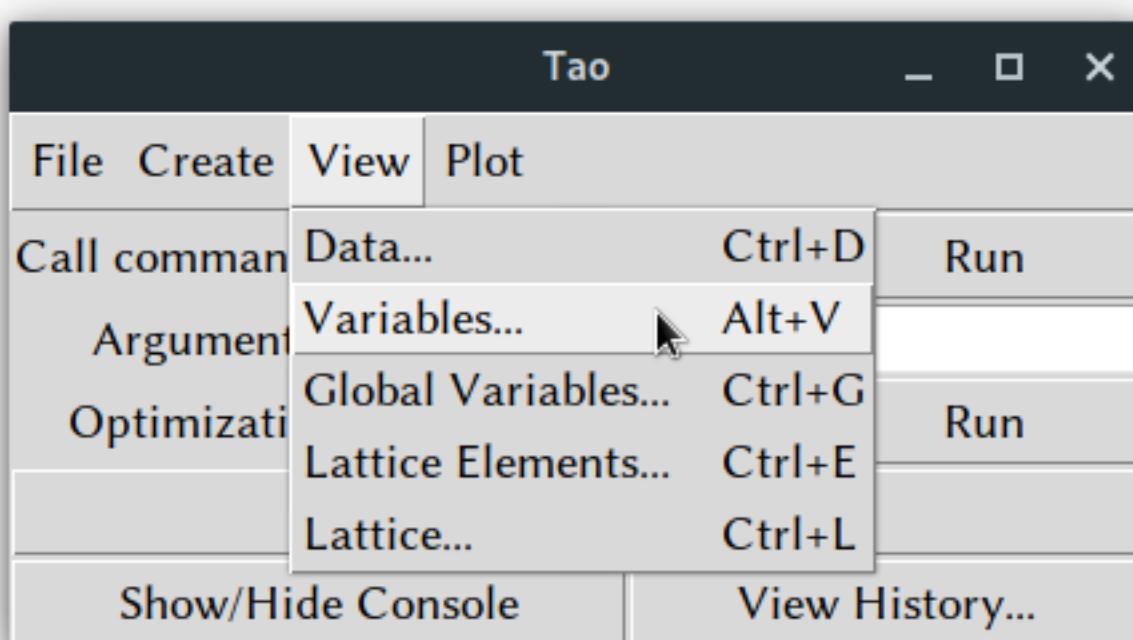


v1 Variables			
Variable	Indices	Using	
quad_k1	0:120	0:106	
h_steer	0:120	1:106	
v_steer	0:120	1:98	

Write variables to namelist file...

Bulk fill...

Index	Name	Meas value	Model value	Design value	Useit_opt	good_user	Weight
0	Q00W[K1]	0.000000000000E+00	-8.4178483645302E-01	-8.4178483645302E-01	T	T	1.000000000000E+05
3	Q03W[K1]	0.000000000000E+00	-1.289470000000E-01	-1.289470000000E-01	T	T	1.000000000000E+05
4	Q04W[K1]	0.000000000000E+00	4.201430000000E-01	4.201430000000E-01	T	T	1.000000000000E+05
5	Q05W[K1]	0.000000000000E+00	-3.736080000000E-01	-3.736080000000E-01	T	T	1.000000000000E+05
6	Q06W[K1]	0.000000000000E+00	4.219310000000E-01	4.219310000000E-01	T	T	1.000000000000E+05
7	Q07W[K1]	0.000000000000E+00	-2.464880000000E-01	-2.464880000000E-01	T	T	1.000000000000E+05
8	Q08W[K1]	0.000000000000E+00	1.446850000000E-01	1.446850000000E-01	T	T	1.000000000000E+05
9	Q09W[K1]	0.000000000000E+00	-1.916500000000E-01	-1.916500000000E-01	T	T	1.000000000000E+05
10	Q10W[K1]	0.000000000000E+00	2.651260000000E-01	2.651260000000E-01	T	T	1.000000000000E+05
11	Q11W[K1]	0.000000000000E+00	-2.039190000000E-01	-2.039190000000E-01	T	T	1.000000000000E+05



Bulk settings for quad_k1

meas_value	good_user	weight
<input checked="" type="radio"/> No Change <input type="radio"/> Constant: <input type="text"/> <input type="radio"/> From: <input type="button" value="Base"/> <input type="radio"/> Formula: <input type="text"/>	<input checked="" type="radio"/> No Change <input type="radio"/> Constant: <input type="checkbox"/> <input type="radio"/> Formula: <input type="text"/>	<input checked="" type="radio"/> No Change <input type="radio"/> Constant: <input type="text"/> <input type="radio"/> Formula: <input type="text"/>
<input checked="" type="radio"/> All <input type="radio"/> Range: <input type="text"/>	<input checked="" type="radio"/> All <input type="radio"/> Range: <input type="text"/>	<input checked="" type="radio"/> All <input type="radio"/> Range: <input type="text"/>
<input type="button" value="Fill and apply"/>		

quad_k1[5]	
model_value	-0.373608
base_value	-0.373608
ele_name	Q05W
attrib_name	K1
ix_v1	5
ix_var	6
ix_dvar	-1
ix_attrib	4
ix_key_table	-1
design_value	-0.373608
scratch_value	0.0
old_value	0.0
meas_value	0.0
ref_value	0.0
correction_value	0.0
high_lim	1e+30
low_lim	-1e+30

Apply changes

New Variables

new_variable	+ <input type="button" value=""/>	
DELETE THIS V1_ARRAY		
Duplicate this v1_array		
Clone existing v1:	<input type="button" value="quad_k1"/>	<input type="button" value="Clone"/>
v1_array Name:	<input type="text" value="new_variable"/>	<input type="button" value="Fill to vars"/>
Default universe:	<input type="text"/>	<input type="button" value="Fill to vars"/>
Default attribute:	<input type="text"/>	<input type="button" value="Fill to vars"/>
Default weight:	<input type="text"/>	<input type="button" value="Fill to vars"/>
Default step:	<input type="text"/>	<input type="button" value="Fill to vars"/>
Default merit type	<input type="button" value="target"/>	<input type="button" value="Fill to vars"/>
Default low_lim:	<input type="text"/>	<input type="button" value="Fill to vars"/>
Default high_lim:	<input type="text"/>	<input type="button" value="Fill to vars"/>
Default good_user	<input checked="" type="checkbox"/>	<input type="button" value="Fill to vars"/>
Default key_bound	<input type="checkbox"/>	<input type="button" value="Fill to vars"/>
Default key_delta	<input type="text"/>	<input type="button" value="Fill to vars"/>
Start index	<input type="text" value="1"/>	<input type="button" value=""/>
End index	<input type="text" value="12"/>	<input type="button" value=""/>
Choose elements:	<input type="button" value="Browse..."/>	<input type="button" value=""/>
Variable:	<input type="button" value="2"/>	<input type="button" value=""/>
ele_name	<input type="text"/>	<input type="button" value=""/>
universes	<input type="text"/>	<input type="button" value=""/>
attribute	<input type="text"/>	<input type="button" value=""/>
weight	<input type="text"/>	<input type="button" value=""/>
step	<input type="text"/>	<input type="button" value=""/>
merit_type	<input type="button" value="target"/>	<input type="button" value=""/>
low_lim	<input type="text"/>	<input type="button" value=""/>
high_lim	<input type="text"/>	<input type="button" value=""/>
good_user	<input checked="" type="checkbox"/>	<input type="button" value=""/>
key_bound	<input type="checkbox"/>	<input type="button" value=""/>
key_delta	<input type="text"/>	<input type="button" value=""/>

Create!