# SCoBi-Veg Simulator

SCoBi-Veg stands for **S**oOp (Signals of Opportunity) **Co**herent **Bi**static scattering simulator for **Veg**etated terrain.

To be continued

## Vegetation Methods

To be continued

# System Requirements

Although there is no proven test of minimum system requirements, the optimum minimal configuration should be as follows:

1. Matlab R2017a or Octave version
2. 8 GB memory
3. To be continued

# Downloading and Installation

SCoBi-Veg software can be downloaded from the following URL:

URL

It can also be accessed from the following ***github*** repository:

github

There is no installation requirement for the current version. In other words, it can be directly run from within the source code when it is downloaded.

# Initial Run

The ScoBi-Veg simulator comes with an initial pack of inputs for both homogenous and virtual vegetation methods. It can be run with the initial configuration by calling the function runSCoBi under the directory /lib.

# Example Inputs

Inputs are …

# Simulation Outputs

# Customizing Inputs and Simulations

# SCoBi-Veg for Custom Vegetation

You are done with the SCoBi-Veg User Manual!

Please read the SCoBi-Veg Developer Manual!

# Glossary

runSCoBi: