

```

10 08 08 //the magic number for this format file
#
# change history, 2010 Aug 08, use 0.005 resolution to low energy limit;
# had been 0.1 between low energy limit and 2e-5 Ryd, but many molecular
# features are present in this energy range
# change from resolution to resolving power, resolving power = 1/resolution
#
# This file defines the continuum resolving power used by the code.
# It is designed to be edited by a person and allows any continuum
# resolving power to be entered.
#
# The resolution is defined as  $r = \Delta E/E$ 
# The resolving power is defined as  $E/\Delta E = 1/r$ 
#
# here E is the photon energy at the center of the frequency cell and
#  $\Delta E$  is the width of the frequency cell.
#
# the command
# set continuum resolution
# proves a way to change the resolution of the entire continuum
# by a constant factor without editing this file. This file
# provides a way to change the resolution of only parts of the
# continuum, and to change the default behavior of the code.
#
# if the continuum resolution is changed either with the
# set continuum command, or by changing this file, it will be necessary
# to recompile the stellar atmosphere and grain opacity files if you
# want to use those
#
# Each line is an ordered pair of numbers,
# The first is the upper limit of an energy interval in Rydbergs
# and the second number is the resolving power ( $E/\Delta E$ ).
# The code's execution time is pretty much set by the number of
# continuum points, so increasing the resolving power will require more time.
#
# The numbers must be linear quantities
#
# There is no limit to the number of bounds since the arrays
# are dynamically allocated.
#
# this is the first range, and has a lower limit of the low-energy
# bound of the code. The continuum mesh will have a resolving power of 200
# (a resolution of 0.005) between the low-energy limit and 600 Ryd.
#
# WJH 05 Mar 2015: Increase resolution 10 x around Balmer jump: 4000 - 3500 A = 0.228 - 0.261 Ryd
#
0.228      200
0.261      2000
600.       200
#
# the last number must have an upper bound of zero, which is
# interpreted as the upper energy bound of the code
# so the resolving power over the energy range from 600 Ryd to
# the high-energy limit of the code will be 33.33333
0          33.33333

```