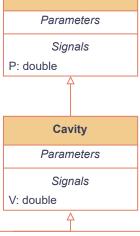
Node Component Hierarchy

Node



Bag

Parameters

buckling: bool

p ref: double

V ref: double

k: double

Signals

Signals

Chamber

Parameters

tau: float

YDot: array

V trunc Wall: array V0: array

TriSeg

Parameters

Signals

VDot: array y: array y0: array

p0: double A0: double

A wall: double

I: double

k: double

Signals

Tube0D

Parameters