

# Patch Component Hierarchy

Patch
<i>Parameters</i>  Am_ref: double V_wall: double v_max: double I_se: double I_s0: double dl_s_pas: double Sf_pas: double k1: double tr: double td: double time_act: double Sf_act: double dt: double C_rest: double I_si0: double LDAD: double ADO: double LDCC: double Sf_pasMaxT: double Sf_pasActT: double FacSf_actT: double LsPasActT: double adapt_gamma: bool
<i>Signals</i>  I_s: array I_si: array LsiDot: array C: array C_dot: array Am: array Am0: array Ef: array T: array dA_dT: array Sf: array Sf_pasT: array SfEcm: array dSf_dEf: array dSf_pas_dEf: array SfEcmMax: array Sf_actMax: array Sf_pasAct: array LsPasAct: array