

# Example documentation

## Parameter list

**box.geometry**  
**box.size.vy**  
**box.size.x**  
**box.size.y**  
**box.size.z**  
**modules.heating**  
**modules.hydrodynamics**  
**modules.radiation**  
**runtime.t\_max**  
**runtime.timestep**  
**simulation.name**  
**simulation.precision**

## Declarations and definitions

### box

<b>box.geometry</b>		uint16
Default value:	3	
Options:	1, 2, 3	
Type of grid geometry		

### box.size

box.size.x		float
Default unit:	cm	
Condition:	{?} > 0	
Box size in X direction		

### box.size@1a

case	{?box.geometry} == 2		
box.size.y		float	
Default unit:	cm		
Options:	3.0 cm, 4.0 cm		
Box size in Y direction			

### box.size@1b

case	{?box.geometry} == 3	
<b>box.size.vy</b>		float64

Default value:	23.000
Default unit:	km/s

<b>box.size.y</b>	float64
Default value:	34.000
Default unit:	au

### box.size@1c

else	
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<b>box.size.y</b>	float64
Default value:	3.000
Default unit:	m

### box.size@2a

case	{?box.geometry} == 3
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<b>box.size.z</b>	constant float64
Default value:	23.000
Default unit:	cm
Options:	10.0 m, 20.0 cm, 23.0 cm, 26.0 cm
Box size in Z direction	

## modules

<b>modules.heating</b>	bool
Tags:	preprocessor
Switch on heating module	

<b>modules.hydrodynamics</b>	bool
Default value:	true
Tags:	preprocessor
Switch on hydrodynamics module	

<b>modules.radiation</b>	bool
Tags:	preprocessor
Switch on radiation module	

## runtime

<b>runtime.t_max</b>	float
Default unit:	s
Condition:	{?} > 0
Maximum simulation time	

runtime.timestep		float
Default unit:	s	
Condition:	{?} < {?runtime.t_max} && {?} > 0	
Simulation time step		

## simulation

simulation.name		str
Default value:	simulation	
Format:	[a-zA-Z_-]+	

simulation.precision		str
Default value:	double	
Options:	double, float	

## Modifications