

Example documentation

Node types

	Declaration
	Definition
	Declaration / Modification
	Definition / Modification
	Modification

Node reference

Property name	#	#	#	#	#
box.geometry		1			
box.size.vy		1			
box.size.x	1				1
box.size.y	1	1		1	
box.size.z		1			
modules.heating	1				1
modules.hydrodynamics		1			
modules.radiation	1				1
runtime.t_max	1				1
runtime.timestep	1				1
simulation.name		1			
simulation.precision		1			

Node list

box.geometry

uint16	
Value:	3
Options:	1, 2, 3
Description:	Type of grid geometry

box.size.vy

float64	
Value:	23.000
Default Unit:	km/s

box.size.x

		float
Default Unit:	cm	
Condition:	{?} > 0	
Description:	Box size in X direction	
		mod
Value:	10	
Default Unit:	nm	

box.size.y

		float
Default Unit:	cm	
Options:	3.0 cm, 4.0 cm	
Description:	Box size in Y direction	
		float64
Value:	34.000	
Default Unit:	au	
		mod
Value:	3e7	
Default Unit:	nm	

box.size.z

		constant float64
Value:	23.000	
Default Unit:	cm	
Options:	10.0 m, 20.0 cm, 23.0 cm, 26.0 cm	
Description:	Box size in Z direction	

modules.heating

		bool
Tags:	preprocessor	
Description:	Switch on heating module	
		mod
Value:	false	

modules.hydrodynamics

		bool
Value:	true	
Tags:	preprocessor	
Description:	Switch on hydrodynamics module	

modules.radiation

		bool
Tags:	preprocessor	
Description:	Switch on radiation module	
		mod
Value:	true	

runtime.t_max

		float
Default Unit:	s	
Condition:	{?} > 0	
Description:	Maximum simulation time	
		mod
Value:	10	
Default Unit:	ns	

runtime.timestep

		float
Default Unit:	s	
Condition:	{?} < {?runtime.t_max} && {?} > 0	
Description:	Simulation time step	
		mod
Value:	0.01	
Default Unit:	ns	

simulation.name

		str
Value:	simulation	
Format:	[a-zA-Z_-]+	

simulation.precision

		str
Value:	double	
Options:	double, float	