Example documentation

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Declarations and definitions

box

box.geometry	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

box.size.vy	float64

Default value:	23.000
Default unit:	km/s

box.size.y	float64
Default value:	34.000
Default unit:	au

box.size@1c

else	

box.size.y	float64
Default value:	3.000
Default unit:	m

box.size@2a

case	{?box.geometry} == 3

box.size.z	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

modules.heating	bool
Tags:	preprocessor
Switch on heating module	

modules.hydrodynamics	bool
Default value:	true
Tags:	preprocessor
Switch on hydrodynamics module	

modules.radiation	bool
Tags:	preprocessor
Switch on radiation module	

runtime

runtime.t_max	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