Example documentation

Instance types

- Declaration
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Quick reference

Full node list

box

box.geometry

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

box.size

box.size.vy

box.size.vy	float64
Value:	23.000
Default Unit:	km/s

box.size.x

box.size.x	float

Default Unit:	cm
Condition:	{?} > 0
Description:	Box size in X direction

box.size.x	mod
Value:	10
Default Unit:	nm

box.size.y

box.size.y	float
Default Unit:	cm
Options:	3.0 cm, 4.0 cm
Description:	Box size in Y direction

box.size.y	float64
Value:	34.000
Default Unit:	au

box.size.y	mod
Value:	3e7
Default Unit:	nm

box.size.z

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

modules.heating

modules.heating	bool
Tags:	preprocessor
Description:	Switch on heating module

modules.heating	mod
Value:	false

modules.hydrodynamics

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

modules.radiation

modules.radiation	bool
Tags:	preprocessor
Description:	Switch on radiation module

modules.radiation	mod
Value:	true

runtime

runtime.t_max

runtime.t_max	float
Default Unit:	s
Condition:	{?} > 0
Description:	Maximum simulation time

runtime.t_max	mod
Value:	10
Default Unit:	ns

runtime.timestep

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

runtime.timestep	mod
Value:	0.01
Default Unit:	ns

simulation

simulation.name

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

simulation.precision

simulation.precision	str
Value:	double
Options:	double, float