

[add\\_section\(\)](#)



[new\\_sections\(\)](#)



[new\\_section\(\)](#)

This function sets "tree\_changed = 1;" which is used for shuffling sections later  
It also calls "sec\_alloc()" which allocates a `SectionPool`  
It also allocates the `Node`s by calling cable\_prop\_assign()->nrn\_change\_nseg()->[node\\_alloc\(\)](#):  
there is one Node per segment



Segments can also be connected/disconnected with various functions that set "tree\_changed = 1;"  
[nrn\\_disconnect\(\)](#): called by functions that disconnect the section  
[connectsec\\_impl\(\)](#): connection between two sections -> "tree\_changed = 1"  
[nrn\\_change\\_nseg\(\)](#): change the number of segments in section. It also sets `tree\_changed = 1;`, `diam\_changed = 1;` and `sec->recalc\_area\_ = 1;`