

modes: [(h,m,+)]
z0=0.00 scf=1.00e+00

tau:1.000000

x 1.00e+00
integ_0_3_3_0
z 1.00e+00 (var V)

modes: [(x,h,m)]
c=100.00 scf=1.00e+00

x 1.00e+00	y 1.00e+00
mult_0_3_0_0	
z 1.00e+00	

modes: [(h,m,+)]
z0=0.50 scf=1.00e+00

x 1.00e+00
integ_0_3_0_0
z 1.00e+00 (var P)

modes: [(+,+,+,m), (+,+,+,h)]

x 1.00e+00		
fanout_0_3_0_1		
z0 1.00e+00 (var P)	z1 1.00e+00 (var P)	z2 1.00e+00 (var P)

modes: [(x,m,h)]
c=-1.00 scf=1.00e+00

modes: [(x,m,h)]
c=0.17 scf=1.00e+00

x 1.00e+00	y 1.00e+00
mult_0_3_3_0	
z 1.00e+00	

x 1.00e+00	y 1.00e+00
mult_0_3_0_1	
z 1.00e+00	

modes: [(*)]

x 1.00e+00
tout_0_3_0_0
z 1.00e+00

modes: [(*)]

x 1.00e+00
extout_0_3_2_0
z 1.00e+00 (var Position)