

Key

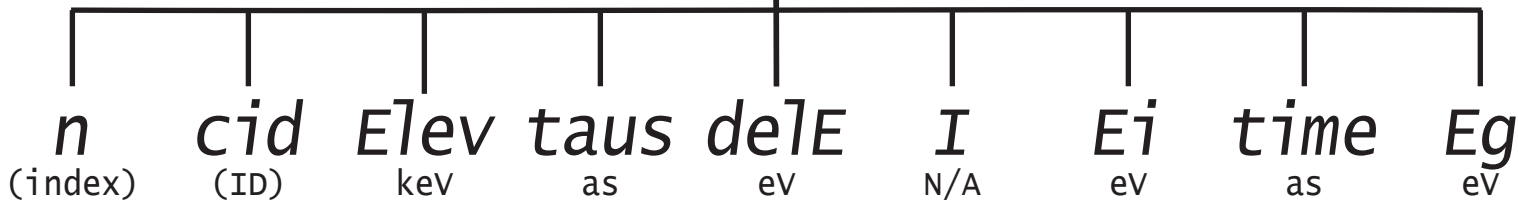
file.root

cascade

1D Array

Jagged Array

Element



n[0]

*int*

...

n[x]

*int*

cid[0]

*int*

...

cid[x]

*int*

Elev[0]

*1DArray*

Elev[0][0]

...

Elev[0][n-1]

*float*

...

Elev[x]

*1DArray*

Elev[x][0]

...

Elev[x][n-1]

*float*

taus[0]

*1DArray*

taus[0][0]

...

taus[0][n-1]

*float*

...

taus[x]

*1DArray*

taus[x][0]

...

taus[x][n-1]

*float*

delE[0]

*1DArray*

delE[0][0]

...

delE[0][n-2]

*float*

...

delE[x]

*1DArray*

delE[x][0]

...

delE[x][n-2]

*float*

I[0]

*1DArray*

I[0][0]

...

I[0][n-2]

*float*

...

I[x]

*1DArray*

I[x][0]

...

I[x][n-2]

*float*

Ei[0]

*1DArray*

Ei[0][0]

...

Ei[0][n-2]

*float*

...

Ei[x]

*1DArray*

Ei[x][0]

...

Ei[x][n-2]

*float*

time[0]

*1DArray*

time[0][0]

...

time[0][n-1]

*float*

...

time[x]

*1DArray*

time[x][0]

...

time[x][n-1]

*float*

Eg[0]

*1DArray*

Eg[0][0]

...

Eg[0][n-2]

*float*

...

Eg[x]

*1DArray*

Eg[x][0]

...

Eg[x][n-2]

*float*