

Interception state file

Required:

Always

Name:

The name is expected to be of the format `Interception.State.<MM.DD.YYYY.hh.mm.ss>.<ext>`, where `<MM.DD.YYYY.hh.mm.ss>` is the time for which the model state is valid, and `<ext>` is either `bin` (`Format = BINARY` or `Format = BYTESWAP`) or `nc` (`Format= NETCDF`).

The file is located in the `Initial state` directory.

Read by:

```
InitModelState()
```

Format:

A series of 2D matrices.

Purpose:

Contains the model state associated with interception variables. This allows a model restart with exactly the same initial conditions.

Comments:

The state files are not meant for analysis. They are difficult to read unless you write some dedicated program or script. However, if you use `Format = NETCDF`, the files are readable by any program that reads and displays NetCDF files.

Details:

The interception state file contains the following state variables, which **MUST** be in the order specified if you use the binary format. For the NetCDF files the order is arbitrary, as long as you provide the correct variable names.

If the format is `BIN` or `BYTESWAP`, the variables are:

1. Rain interception storage for the overstory in m (float)
2. Rain interception storage for the understory in m (float)
3. Snow interception storage for the overstory in m (float)
4. Snow interception storage for the understory in m (float)

5. Temporary interception storage for the overstory in m (float)

If the format is `NETCDF`, the variables are:

1. Rain interception storage for the overstory in m.
The variable name is `0.Precip.IntRain`.
The number type is `NC_FLOAT`.
2. Rain interception storage for the understory in m.
The variable name is `1.Precip.IntRain`.
The number type is `NC_FLOAT`.
3. Snow interception storage for the overstory in m.
The variable name is `0.Precip.IntSnow`.
The number type is `NC_FLOAT`.
4. Snow interception storage for the understory in m.
The variable name is `1.Precip.IntSnow`.
The number type is `NC_FLOAT`.
5. Temporary interception storage for the overstory in m.
The variable name is `Temp.InStor`.
The number type is `NC_FLOAT`.