

## Soil depth file

### Required:

Always

### Name:

User-specified

### Read by:

`InitSoilMap()`

### Format:

D Matrix

### Purpose:

Contains the total soil depth for each pixel (depth to bedrock in meters).

### Details:

- If the format is `BIN` or `BYTESWAP`, then a `float` should be used.
- If the format is `NetCDF`, then `NC_FLOAT` should be used and the variable name in the NetCDF file should be `Soil.Depth`.
- The soil depth file is masked based on the content of the mask file.