Soil type file

Required:

Always

Name:

User-specified

Read by:

`InitSoilMap()`

Format:

2D Matrix

Purpose:

Contains the soil type for each pixel. The ID numbers correspond to those specified in the configuration file.

Details:

- If the `format` is `BIN` or `BYTESWAP`, then an `unsigned char` should be used.
- If the `format` is `NetCDF`, then `NC_BYTE` should be used and the variable name in the NetCDF file should be `Soil.Type`.
- The soil type file is masked based on the content of the mask file.