

Vegetation type file

Required:

Always

Name:

User-specified

Read by:

`InitVegMap()`

Format:

2D Matrix

Purpose:

Contains the vegetation 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 `Veg.Type`.
- The vegetation type file is masked based on the content of the mask file.