

```

1  &Sn3DNml
2  !This is the Sn3D namelist file. Sets ExeBanner.
3  !Text after exclamation points is ignored.
4  !For repeats - the last value of a variable is used.
5  !The namelist reader is fussy about syntax
6  ! but does not report why read-fails occur.
7  !                                     !Printout-Screen
8  Ut           = 13,                    !=6 or =13
9  !                                     !Project Context
10 ExeBanner     = 'Sn3D.exe',
11 ExeFileIn     = 'Sn3D-Init.txt',
12 ExeFileOut    = 'Sn3D-Out.txt',
13 Analyst(2)    = ' Jeff Setterholm ...put your info in`',
14 Street(2)     = ' 8095 230th St.E.   in `Sn3D.nml`',
15 CityStateZip(2)= 'Lakeville, MN 55044',
16 Phone(2)      = ' (nnn)-nnn-nnn',
17 IPsummary(2)  = ' Free',
18
19 !--Frustum parameters in GlutHandoff:    !real(8)
20 !FrustNom( 0:8)= 1.0d0,24.0d0,1.2d0,-10.0d0,10.0d0,-10.4d0,10.4d0,-6.5d0,6.5d0,
21 !FrustNom( 0:8)= 1.0d0,24.0d0,1.2d0,-10.0d0,10.0d0,-10.4d0,10.4d0,-4.5d0,4.5d0,
22 !UnitCube0(0:8)= 1.0d0,24.0d0,1.2d0,-10.0d0,10.0d0,-10.4d0,10.4d0,-4.5d0,4.5d0,
23 !               = Z      , D      ,E      , N      , F      , L      , R      , T      ,B
24 !
25 !FrustNom(0:8)=-1.0d0,24.0d0,1.2d0,-10.0d0,10.0d0,-12.4d0, 8.4d0,-8.5d0,4.5d0,
26 !               ^ "zoom" <0. disables L,R,T,B autofit by OpenGL
27 !Note: Only Frustnom has a (0) coefficient for Z.
28 / !This terminates the Namelist file read.
29
30 !-----
31 2025.05.24
32 S3Main-CallYourApps.f95 @L75-82 lists the valid variables in this .nml file:
33
34 NAMELIST / Sn3Dnml / ExeFileIn , ExeFileOut      &
35                      ,UserIni , UserNm1         &
36                      ,ExeBanner , ExeName , ExeVersion &
37                      ,Analyst , Phone , Street    &
38                      ,CityStateZip,IPSummary      &
39                      ,Ut,FrustNom ,UnitCube0
40
41 !-----
42
43

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