



lib, ensemble
-vc. 3D
x=1
y=2
z=3

lib.local.nodes.cube.3x3x3
1..27

hm.nodes : ED
1..633

hm.node.coords : CP
Faststep/inner index
Slowstep/outer
File: "hm.node.coords"

hm.cube3x3x3.nodes : EP
Faststep/inner index
Slowstep
File: "hm.Connectivity"

hm.nodes : CUE
evaluator

hm.nodes : CRE
hm.elem.params - triquad-lag
key val
hm.nodes.cube3x3x3.nodes

hm.domain: elem :CD
elem

hm.domain: Mesh
elem

hm.domain: elem :ED

① \rightarrow `hm.cube3x3x3.nodes`
② \rightarrow `lib.local.nodes.cube.3x3x3`

