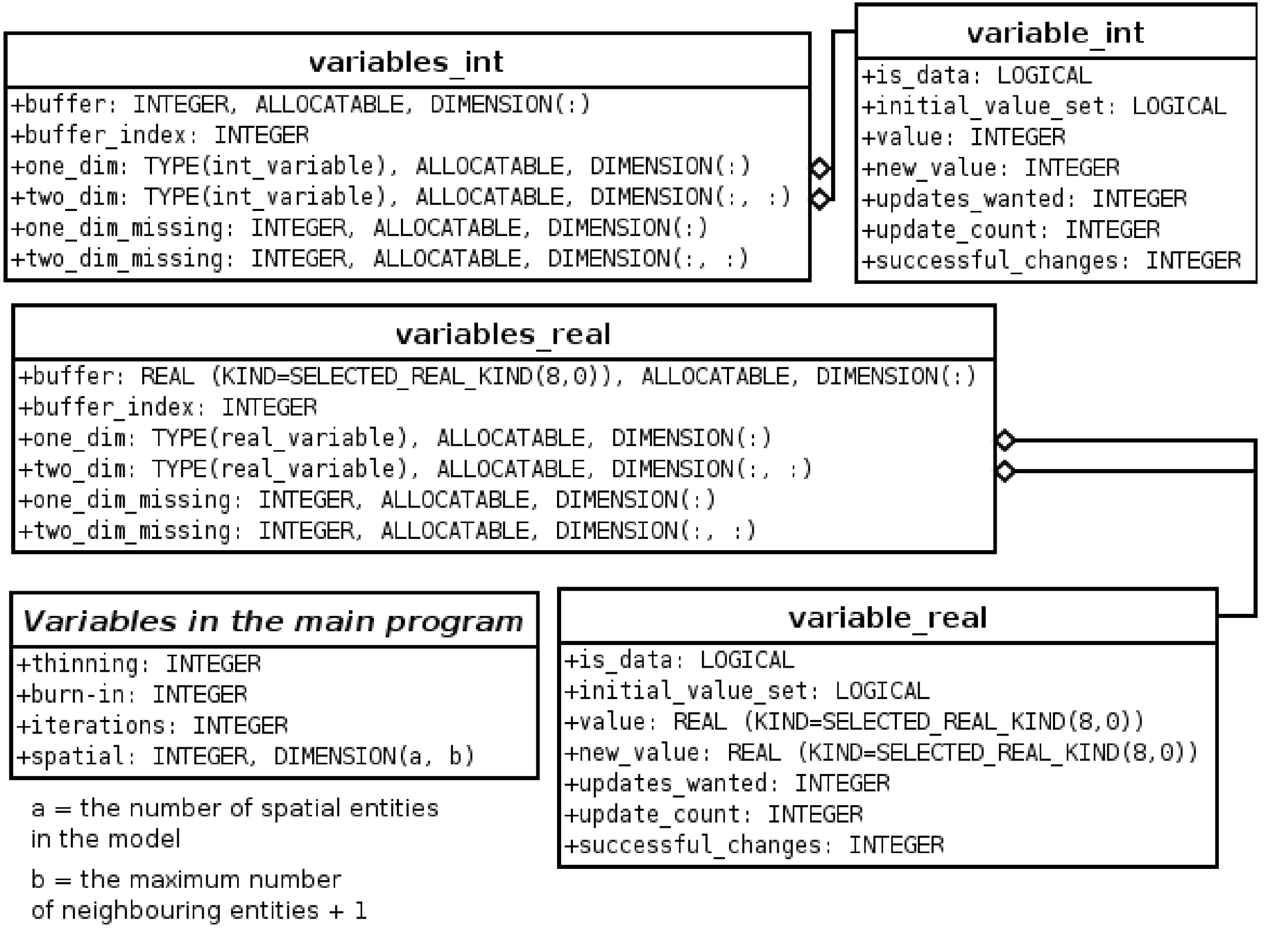
variables_int
+buffer: INTEGER, ALLOCATABLE, DIMENSION(:)
+buffer_index: INTEGER
+one_dim: TYPE(int_variable), ALLOCATABLE, DIMENSION(:)
+two_dim: TYPE(int_variable), ALLOCATABLE, DIMENSION(:, :)
+one_dim_missing: INTEGER, ALLOCATABLE, DIMENSION(:)
+two_dim_missing: INTEGER, ALLOCATABLE, DIMENSION(:, :)
variable_int
+is_data: LOGICAL
+initial_value_set: LOGICAL
+value: INTEGER
+new_value: INTEGER
+updates_wanted: INTEGER
+update_count: INTEGER
+successful_changes: INTEGER
variables_real
+buffer: REAL (KIND=SELECTED_REAL_KIND(8,0)), ALLOCATABLE, DIMENSION(:)
+buffer_index: INTEGER
+one_dim: TYPE(real_variable), ALLOCATABLE, DIMENSION(:)
+two_dim: TYPE(real_variable), ALLOCATABLE, DIMENSION(:, :)
+one_dim_missing: INTEGER, ALLOCATABLE, DIMENSION(:)
+two_dim_missing: INTEGER, ALLOCATABLE, DIMENSION(:, :)
Variables in the main program
+thinning: INTEGER
+burn-in: INTEGER
+iterations: INTEGER
+spatial: INTEGER, DIMENSION(a, b)
a = the number of spatial entities in the model
b = the maximum number of neighbouring entities + 1
variable_real
+is_data: LOGICAL
+initial_value_set: LOGICAL
+value: REAL (KIND=SELECTED_REAL_KIND(8,0))
+new_value: REAL (KIND=SELECTED_REAL_KIND(8,0))
+updates_wanted: INTEGER
+update_count: INTEGER
+successful_changes: INTEGER