## *Forum: Words, Words! All About Words ï¼ˆ ï½æ˜æ–‡å——æƒçš„ç¦ï¼•ï¼‰*

**Topic: wanna add the next word?**

**Subject: Re: wanna add the next word?**

Posted by: glotynn

Posted on: 2007/9/9 9:28:29

Hi Futari,

An excerpt from your 2nd link:

<edit> (not <ecut>) - value for the cutoff energy used to define the density. Default is set to be the maximum value that will fit within the simulation_cell cell_name.

<wcut> - value for the cutoff energy used to define the one-electron orbitals. Default is set to be the maximum value that will fit within the simulation_cell cell_name.

<ncut> - value for the number of unit cells to sum over (in each direction) for the real space part of the Ewald summation. Note Ewald summation is only used if the simulation_cell is periodic.

<rcut> - value for the cutoff radius used in the Ewald summation. Note Ewald summation is only used if the simulation_cell is periodic.

Futari, such textbook-supplied symbols are defined for the convenience of explanations or descriptions on particular physical/mechanical rules, all related to the word 'cut'. They are not the regular words acceptable to the game unless you can show us their existence in regular dictionaries. Likewise, the symbols *'aplot', 'bplot', 'cplot', 'dplot'*...etc. are related only to the word 'plot'; the symbols *'bpoint', 'fpoint', 'kpoint', 'wpoint'*,...etc. are related only to the word 'point'. You know, the game does not go with symbols, so would you enter another word to replace 'ecut'? Thanks.

Cheers!