

```
boolCol  
= vector<bool>
```

vector of

```
boolMap  
= vector<boolCol>
```

```
lcCol  
= vector<LinkCell>
```

vector of

```
LinkMap  
= vector<lcCol>
```

```
flCol  
= vector<float>
```

vector of

```
flMap  
= vector<flCol>
```