

abs.f. input format

n_0 μ_1 (a^*) (b^*) r k_i
 z_1 x_2 n_x) range
 y_1 n_y
 z_1 z_2 n_z

n_{pl} n_{cyl} n_{cone} numbers of objects
 $($ $PLAx$ $PLAy$ $PLAz$ RB) n_{pl}

$($ $CYLCx$ y z $CYLDx$ y z $CYLR$) n_{cyl}

$($ $conex$ y z $conex$ y z $coneA$) n_{cone}

That's it!