**arrays**

```cpp
// Get 1-D array of values indexed by name
bool Get(string namepath, map<string, T> &vals)


// Get  1-D array of values indexed by row
bool Get(string namepath, vector<T> &vals)
```

**tables**

```cpp
// Get 2-D table of values indexed by row and name
bool Get(string namepath, vector< map<string, T> > &vals)


// Get 2-D table of values indexed by row and column
bool Get(string namepath, vector< vector<T> > &vals)
```

**discovery**

```cpp
// Get list of available namepaths from backend
void GetListOfNamepaths(vector<string> &namepaths)
```