**“ply2SPHERA\_perimeter v.1.0”: documentation file**

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## Acknowledgments

The minor tool “ply2SPHERA\_perimeter v.1.0” has been financed by the Research Fund for the Italian Electrical System (for “Ricerca di Sistema -RdS-”) under the Contract Agreement between RSE SpA and the Italian Ministry of Economic Development - General Directorate for Nuclear Energy, Renewable Energy and Energy Efficiency, stipulated on July 29, 2009 (and analogous following contract), in compliance with the Decree of November 11, 2012.

## Description and references

“ply2SPHERA\_perimeter v.1.0” (RSE SpA) is a minor pre-processing tool of the SPH code SPHERA v.8.0 (RSE SpA). It deals with the format conversion from “.ply” to the format of the sections “VERTICES” and “FACES” of SPHERA main input file to describe the perimeter of a 3D zone (for 3D simulations) or a 2D zone (for 2D simulations).

With Copyright 2016 (RSE SpA), “ply2SPHERA\_perimeter v.1.0” is written by Andrea Amicarelli (email address: andrea.amicarelli@rse-web.it).

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## Notes

The “.ply” input file is located in the same folder of the executable file of “ply2SPHERA\_perimeter v.1.0”. Here, there is also the main input file of ply2SPHERA\_perimeter v.1.0: ply2SPHERA\_perimeter.inp. This is composed by 3 lines, with the following structure:

<integer\_1> <integer\_2> <integer\_3> ! perimeter\_first\_vertex\_ID (ID of the first vertex of the perimeter); perimeter\_first\_face\_ID (ID of the first face of the perimeter); perimeter\_ID (ID of the perimeter)

<real> ! z\_offset (offset of the z-coordinate)

<character> ! ply\_file\_name (name of the .ply input file)