**Minimum Travel Time Input Files**

Use of the Minimum Travel Time DLL is only supported through use of MTT input files.

MTT input files are an extension of the FlamMap Input files used with the FlamMap DLL. See FlamMapInputFile.pdf for additional switches. All switches are mandatory unless otherwise noted

The following switches have been added for MTT:
Switch: **MTT_RESOLUTION**:
Usage:

**MTT_RESOLUTION**: X
Where X = the resolution to run MTT
Outputs will be generated at grid resolution X

Switch: **MTT_SIM_TIME**
Usage:

**MTT_SIM_TIME**: X
Where X is the number of minutes to burn the fire
Set to 0 to burn the entire landscape
Example:
MTT_SIM_TIME: 700

Switch: **MTT_TRAVEL_PATH_INTERVAL**
Usage:

**MTT_TRAVEL_PATH_INTERVAL**: X
Where X is the distance (in landscape units) for travel path creation
Example:
MTT_TRAVEL_PATH_INTERVAL: 500

Switch: **MTT_SPOT_PROBABILITY**
Usage:

**MTT_SPOT_PROBABILITY**: X
Where X is the probability of a spot creating an ignition
Valid Range: 0.0 – 1.0
Example:
MTT_SPOT_PROBABILITY: 0.1

Switch: **MTT_SPOT_DELAY**
Usage:

**MTT_SPOT_ DELAY**: X
Where X is the delay (in minutes) for a spot ignition to start burning
Valid Range: 0 – 60
Example:

MTT_SPOT_DELAY: 10

Switch: **MTT_IGNITION_FILE**
Usage:

**MTT_IGNITION_FILE**: Path
Where Path is the complete or relative path to the ignition shape file
Optionally, call SetIgnition() after loading the inputs file.
Example:
MTT_ IGNITION _FILE: C:\ignitions.shp

Switch: **MTT_BARRIER_FILE**
Usage:

**MTT_BARRIER_FILE**: Path
Where Path is the complete or relative path to the barriers shape file
Optionally, call SetBarriers() after loading the inputs file.
Example:
MTT_BARRIER_FILE: C:\barriers.shp

Switch: **MTT_FILL_BARRIERS**
Usage:

**MTT_FILL_BARRIERS**: X
Where X is either 1 for true or 0 for false
Example:
MTT_FILL_BARRIERS: 1

Switch: **NodeSpreadNumLat**
Usage:

**NodeSpreadNumLat**: X
Where X is the number of columns MTT searches spread times
Switch is optional, default is 6
Example:
NodeSpreadNumLat: 6

Switch: **NodeSpreadNumVert**
Usage:

**NodeSpreadNumVert**: X
Where X is the number of rows MTT searches spread times
Switch is optional, default is 4
Example:
NodeSpreadNumVert: 4

Optional switches for TOM. If running TOM all switches are required.

Switch: **TREAT_RESOLUTION**:

Usage:

**TREAT_RESOLUTION**: X
Where X = the resolution to run TOM
Outputs will be generated at grid resolution X

Switch: **TREAT_IGNITION_FILE**

Usage: **TREAT_IGNITION_FILE**: Path
Where Path is the complete or relative path to the ignition shape file
Example:
TREAT_ IGNITION _FILE: C:\TOMignitions.shp

Switch: **TREAT_IDEAL_LANDSCAPE**

Usage: **TREAT_IDEAL_LANDSCAPE**: Path
Where Path is the complete or relative path to the ideal landscape file
Example:
TREAT_ IDEAL_LANDSCAPE: C:\IdealLandscape.lcp

Switch: **TREAT_ITERATIONS**:

Usage: **TREAT_ ITERATIONS**: X
Where X is an integer representing the number of iterations per treatment level
Valid Range: 1 - 5
Generally little benefit if greater than 1

Switch: **TREAT_DIMENSION**:

Usage:

**TREAT_ DIMENSION**: X
Where X = the distance in meters that TOM uses for treatment size and maximum distance a fire can travel before expecting a treatment unit

Switch: **TREAT_FRACTION**:

Usage:

**TREAT_ FRACTION**: X
Where X is a floating point value representing the proportion of the landscape that can be treated.
Valid Range: 0.10 – 0.30

Switch: **TREAT_OPPORTUNITIES_ONLY**:

Usage:

**TREAT_ OPPORTUNITIES_ONLY**: X
Where X is a Boolean flag indicating whether only treat opportunities layer should be generated. Acceptable values are either 0 or 1