**Notes On Specific Variables That Might Need Adjusting**

Due to the recent changes in the LaGriT meshing script, there are a couple parts of the code that might need adjusting.

**Distance between intersections**

After updates to the meshing script, there are cases where intersections can have only one triangular element between them. If the distance between intersections needs to be increased, adjust the last argument in *checkDistDistToOldIntersections()* and *checkDistToNewIntersections()*, lines 645 and 653 in computationalGeometry.cpp

**Allowed Intersection Angels**

The changes to the LaGriT meshing script might allow for smaller angles without causing problems in the mesh. This is for intersection angles crossing the edge of a polygon, not for triple intersections.

To change the angle, adjust the variable *const static double minDist2* found on line 1260 in computation alGeometry.cpp.

*minDist2* is the minimum distance allowed to the edge of a polygon from the first discretized intersection point, not including the end points (the first node in from the end point).