diff.diff

```
diff --git a/FEM/fem_ele_std.cpp b/FEM/fem_ele_std.cpp
index 552f259..dbfbec5 100644
--- a/FEM/fem_ele_std.cpp
+++ b/FEM/fem_ele_std.cpp
@@ -10050,8 +10050,6 @@ void CFiniteElementStd::CalcSatution()
// In case the node is on the material interface
if(eS > 1.0)
eS = 1.0;
- if(eS < MediaProp->capillary_pressure_values[1]) //MW: limit to non-negative Osaturati
- eS = MediaProp->capillary_pressure_values[1];
//
pcs->SetNodeValue (nodes[i], idx_S, eS);
}
diff --git a/FEM/rf_mmp_new.cpp b/FEM/rf_mmp_new.cpp
index 1fa6c3c..6c5f5ce 100644
--- a/FEM/rf_mmp_new.cpp
+++ b/FEM/rf_mmp_new.cpp
@@ -1564,8 +1564,8 @@ std::ios::pos_type CMediumProperties::Read(std::ifstream* mmp_file)
}
break;
case 10:     // unconfined 3D GW. 5.3.07 JOD
- in >> capillary_pressure_values[1]; // Slr
in >> capillary_pressure_values[0]; // Pb
+ in >> capillary_pressure_values[1]; // Slr
break;
default:
ScreenMessage("Error in MMPRead: no valid capillary pressure model.\n");
@@ -2460,19 +2460,15 @@ double CMediumProperties::PermeabilitySaturationFunction(const d
break;
//
case 10: // for unconfined 3D GW 5.3.07 JOD
- //MW correct function. did only get constants before
- /*
b = capillary_pressure_values[0];
slr = capillary_pressure_values[1];
- if(sl > 0 && sl < 1) {
+ if(sl > 0) {
kr = max(0., 1 - (sl / b));
kr = pow(kr, 2* (1 - kr));    //
kr = slr  + (1 - slr) * kr;
}
else
kr = 1;
- */
```

```
- kr = sl;
break;
case 33: // FUNCTION: LINEAR OR POWER --> NON-WETTING krg = (b*(1-Se))^m
slr = 1.0 - maximum_saturation[phase];  // slr = 1.0 - sgm
@@ -5117,15 +5113,14 @@ double CMediumProperties::SaturationCapillaryPressureFunction(co
sl = MRange(slr+DBL_EPSILON,sl,slm-DBL_EPSILON);
break;
case 10: //  unconfined 3D GW.  5.3.07 JOD
- //MW: remove comment to provide variables, not constants to PermeabilitySaturationFunc
- pb = capillary_pressure_values[0];
+ /*pb = capillary_pressure_values[0];
slr = capillary_pressure_values[1];
if(pc > 0) {
sl = max(0., 1 - (pc / pb));
-   sl = pow(sl, 2* (1 - sl));
+   sl = pow(sl, 2* (1 - sl));    //
sl = slr  + (1 - slr) * sl;
}
- else
+ else*/
sl = 1;
break;
}
```