LL corner

Size

SimulationID

"RunEvacSim": true,

"RunTrafficSim": true,

"RunFireSim": true,

"RunSmokeSim": true

If EVAC &&|| TRAFFIC

* Import OSM -> Run filter
* Create router DB
* Define evacuation goals
* Define cell size
* Create route collection (routing matrix)
* Define GPW database location -> Build local GPW (gives total amount of people in region of interest)-> Build population -> correct for road access using routing matrix -> any scaling
* Set evac options
* Evac order time
* Response curves to use/build new curves
* Define evac groups/read files
* Household properties (amount of people, cars etc)
* Any events that might block goals

Set traffic options

* Route choice (fastest, closest, evac group)
* Background density
* Stall speed
* Visibility stuff (build ramp of optical density or read file)
* Define road types (speed limits, lanes etc) or read file (defaults)
* Events; traffic accidents, lane reversals (read files or create in GUI)
* Traffic injections (read files or create in GUI)
* Traffic detectors(read files or create in GUI)

IF FIRE

PRE-RECORDED or

* LCP file
* Fuel models file (or default 13)
* Initial fuel moistures (global or 2d map)
* Weather
* Wind
* Ignition points
* Graphical fire inputs (painting of random areas of ignition, initial burn areas, WUI areas), creates empty default

IF SMOKE

* Mixing layer height