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| NORMAL PROPAGATION MODE | |
| VECTORIAL | |
| Fire\_perimeters.vtk | Simulated fire perimeters in hours. Each isochrone corresponds to the fire perimeter location at a given hour (e.g. 1h, 2h, 3h, 4h, 5h…) |
| fire\_polygon.vtk | Polygons of the fire perimeters isochrones (same information as the previous one but in this case in polygons) |
| ignition\_line.vtk / ignition\_lines.vtk | Geometry of the lines(s) that have been used to trigger the simulation. |
| ignition\_point.vtk / ignition\_points.vtk | Geometry of the point(s) that have been used to trigger the simulation. |
| RASTER | |
| Acumcostsal | Arrival time of the fire. Each cell represents the fire arrival time according to the fire perimeter. |
| Sim\_fi | Intensity (energy) of the fire in (kW/m) |
| Sim\_fl | Length of the flames in meters |
| Sim\_ros / Sim\_ros\_proj | Rate of spread of the fire in meters/minute |
| Sim\_sc | Out of suppression capacity analysis. Areas where the fire due to its characteristics cannot be suppressed by the firefighting resources. Characteristics that are taken into account are flame length, flame intensity and rate of spread. |

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| PROBABILISTIC PROPAGATION / EXPOSURE | |
| RASTER | |
| Acumcost | Arrival time of the fire. Each cell represents the fire arrival time according to the fire perimeter. |
| Sce\_mtt | Raster output that represents information about the main paths of the fire during the running of the simulation. It shows the fire cells that will be most active in the fire.  Represented in percentage and ranges from “0” to “1”. |