

Release Notice

Behave Version 7.1

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1. Introduction

The Behave Fire Modeling System version 7 (Behave⁷) is a collection of models that describe fire and the fire environment. Behave has been completely reimaged, with a new interface and streamlined code. For the first time, it can be run on Windows, macOS and Linux Operating Systems. It is a flexible system that produces tables, graphs, and diagrams of fire behavior (surface and crown fire rate of spread and flame length; fire growth; maximum spotting distance; and probability of containment) and fire effects (scorch height and probability of mortality). Behave⁷ can be used for a variety of wildland fire management applications. Behave⁷ is the successor to the BehavePlus Fire Modeling System versions 1-6 (2001-2025) and BEHAVE fire behavior prediction and fuel modeling system (1984-2001).

Behave⁷ continues to be actively developed as we continue to add both existing elements from BehavePlus v6 and new elements. There are six documents related to Behave⁷ that provide information related to Behave⁷.

- [FAQs](#)
- [Installation Instructions](#)
- [Known Bugs](#)
- [License](#)
- [Release Notice](#)
- [Summary of Changes](#)

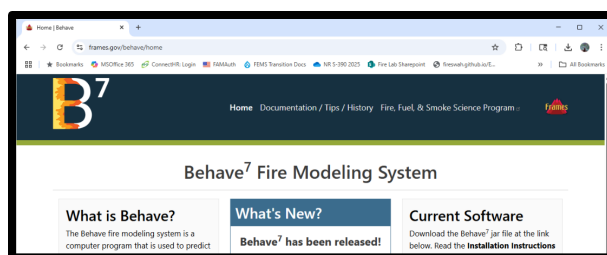
All versions of the Behave⁷ [application](#) and [source code](#) are available on the Missoula Fire Sciences Lab's GitHub repository. Information and supporting documentation are available on www.frames.gov/Behave.

2. System Requirements

Operating System	Windows 10 [®] , Windows 11 [®] , Mac OS X 10.9+ [®] , Ubuntu 13.04+
Additional Software	Java (Oracle's Java and Amazon Corretto have both been tested.) Internet Browser (It works best in Chrome.)
Memory	4 Gb (1 Gb free)
Storage	400 Mb
Display	Minimum 1280 x 720 pixels, 264K (16-bit) colors
Help	No requirements
License	See License enclosed with every version of the software.
Postcards	Consider sending a postcard with a picture of your local area to the address listed in What are the Behave license requirements?
Data Requirements	BehavePlus does not accept data input files, only saved runs. Data are entered directly by the user.

3. Download and Installation

The latest version of Behave⁷ is available at www.frames.gov/Behave under **Current Software**.



a. Installation

Behave⁷ is provided as a zip file (Windows) or a Jar file (macOS and Linux). The Windows version is a self-contained Java-based file (JAR file) that does not need to be installed on a computer. If you are using macOS or Linux, you must install Java, Amazon Corretto or another Java package on your computer to open the JAR file. Please refer to the [Installation Instructions](#) for more information.

b. Uninstall Behave⁷

You do not uninstall the software. Delete the folder (Windows) or JAR file (macOS / Linux) to remove Behave⁷ from your computer.

4. Support

The following sources of technical support and training are available.

a. Local Support

The first level of technical support, particularly in the use of Behave⁷ in fire management, is provided through your local support channels.

b. Development Support

During the initial rollout, contact the co-developers of Behave⁷ about any issues or bugs that you find: Faith Ann Heinsch (faith.heinsch@usda.gov) and LaWen Hollingsworth (lawen.t.hollingsworth@usda.gov).



c. National Support Desk

After the rollout, or if you do not get a timely respon, primary user support for Behave⁷ installation and use is provided by the Interagency Incident Applications HelpDesk.

Interagency Incident Applications HelpDesk

Website: <https://iiahelpdesk.nwcg.gov/>

The HelpDesk is available for help with software issues only and cannot answer fire behavior questions.

d. Training Material

Updated courses are being developed for NWCG's [Wildland Fire Learning Portal](#). Anyone can register for an account in the portal - there are currently no restrictions.

5. Changes to Behave

Behave⁷ has a new, more intuitive interface and updated, more streamlined code. The surface and crown fire behavior code has been replaced with the code used in FlamMap Basic. The probability of mortality code has been replaced with the code used in the First Order Fire Effects Model (FOFEM). Finally, the probability of containment has been updated by implementing the code used in the Wildland Fire Investment Planning System (WFIPS). For these reasons, results in Behave⁷ may differ from those in BehavePlus v6, but they will better match results from FlamMap and FOFEM.

The [Change Log](#) will contain major differences between Behave⁷ and BehavePlus v6, particularly internal changes. [Version Compare](#), a complete list of changes from DOS BEHAVE through BehavePlus and to Behave⁷, is also available.

6. Frequently Asked Questions (FAQ's)

The [Frequently Asked Questions](#) address common questions and issues. They cover various aspects of Behave⁷ installation and usage.