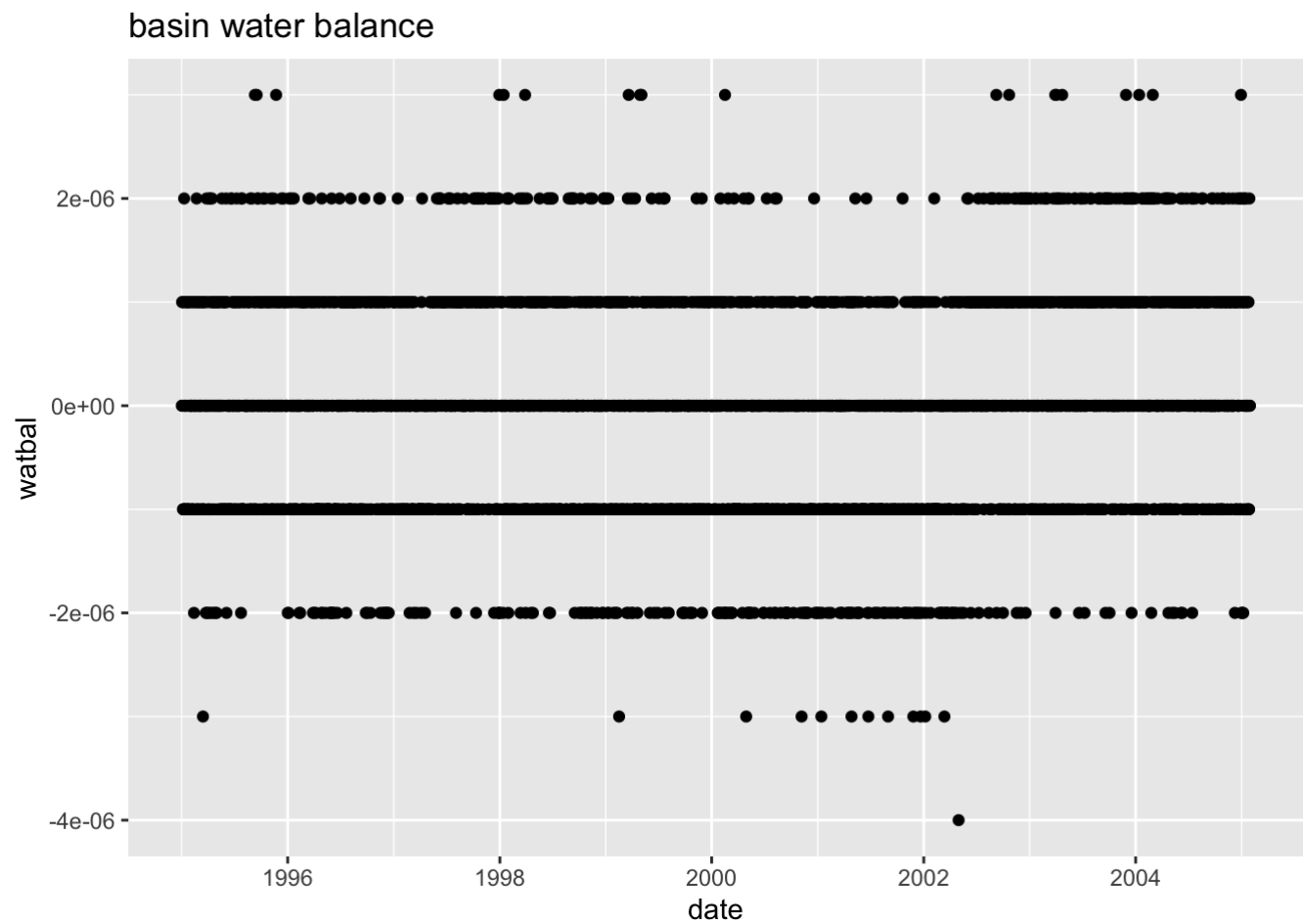


patch family surface transfer balances

2023-09-09



paved patch fam: 50% oak, 50% pavement

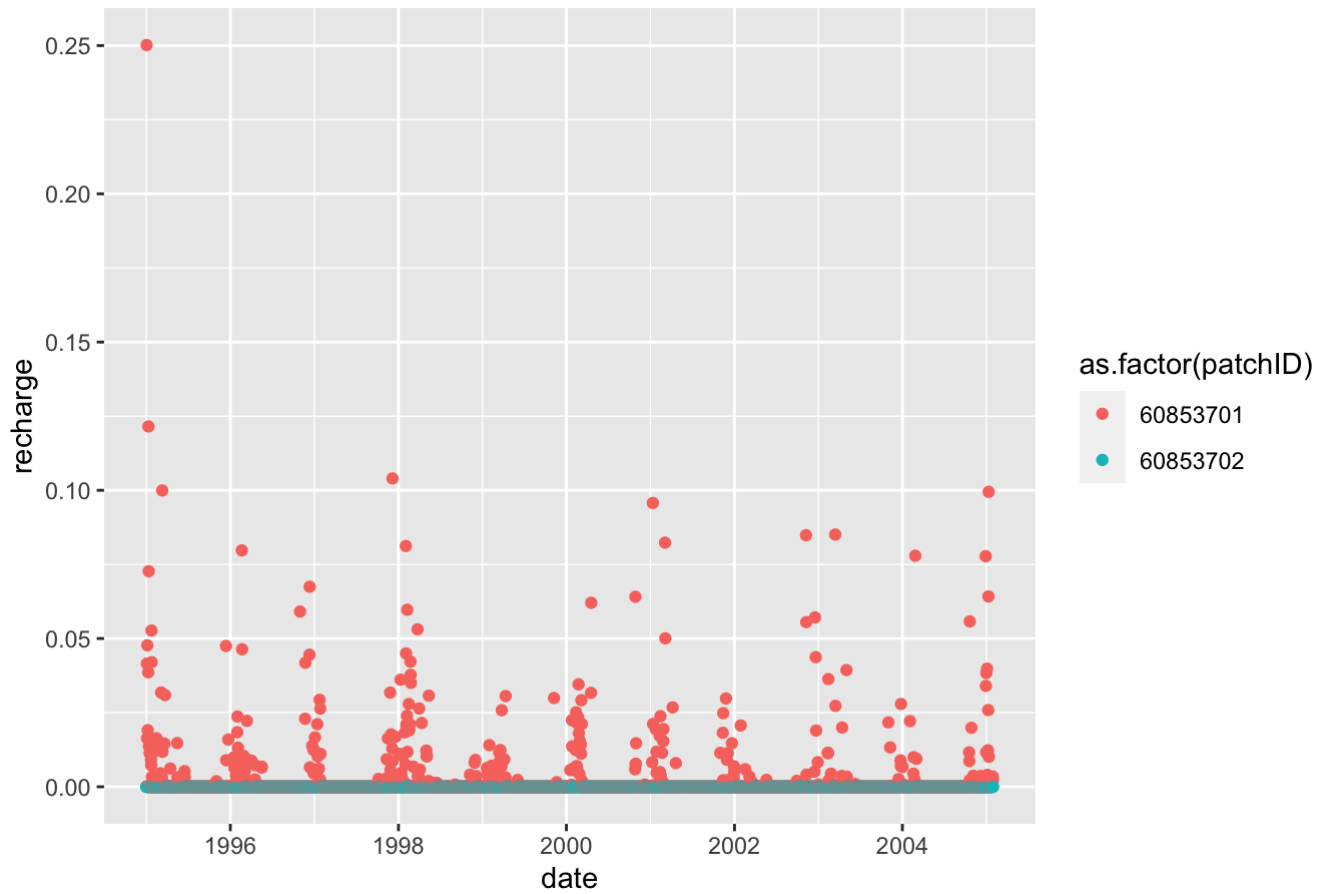
patchIDs:

- 60853701 = oak tree
- 60853702 = pavement

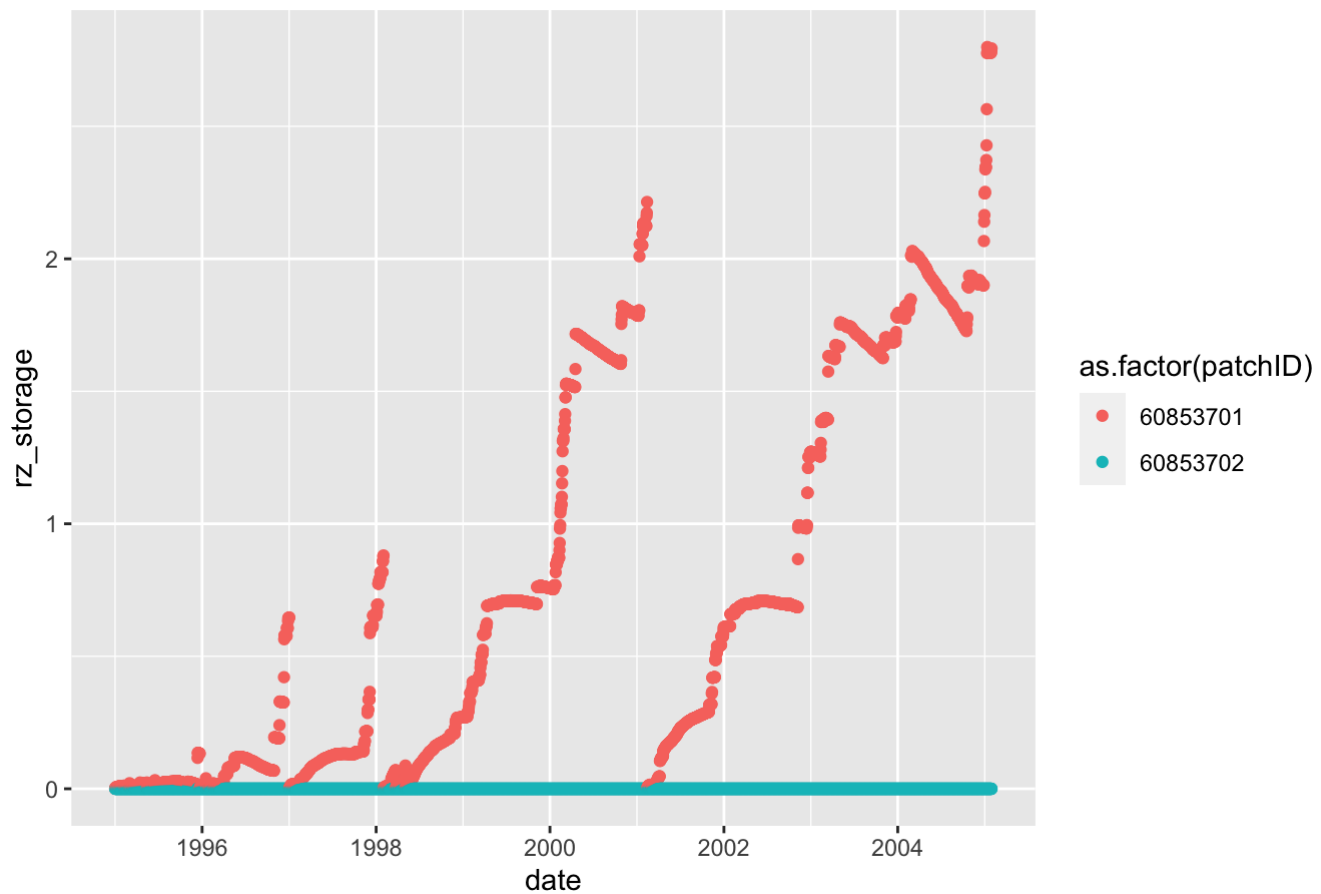
surface transfers



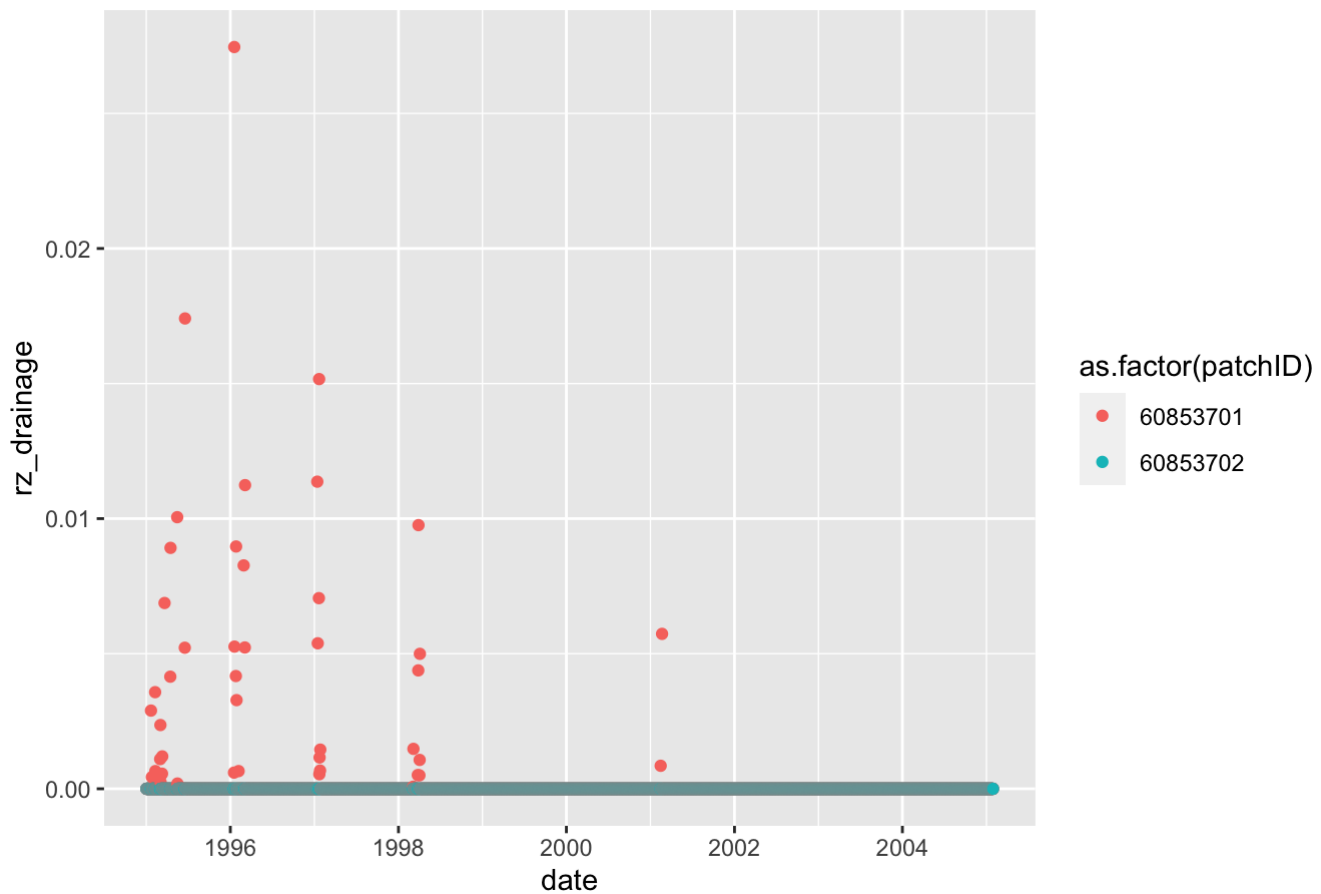
infiltration



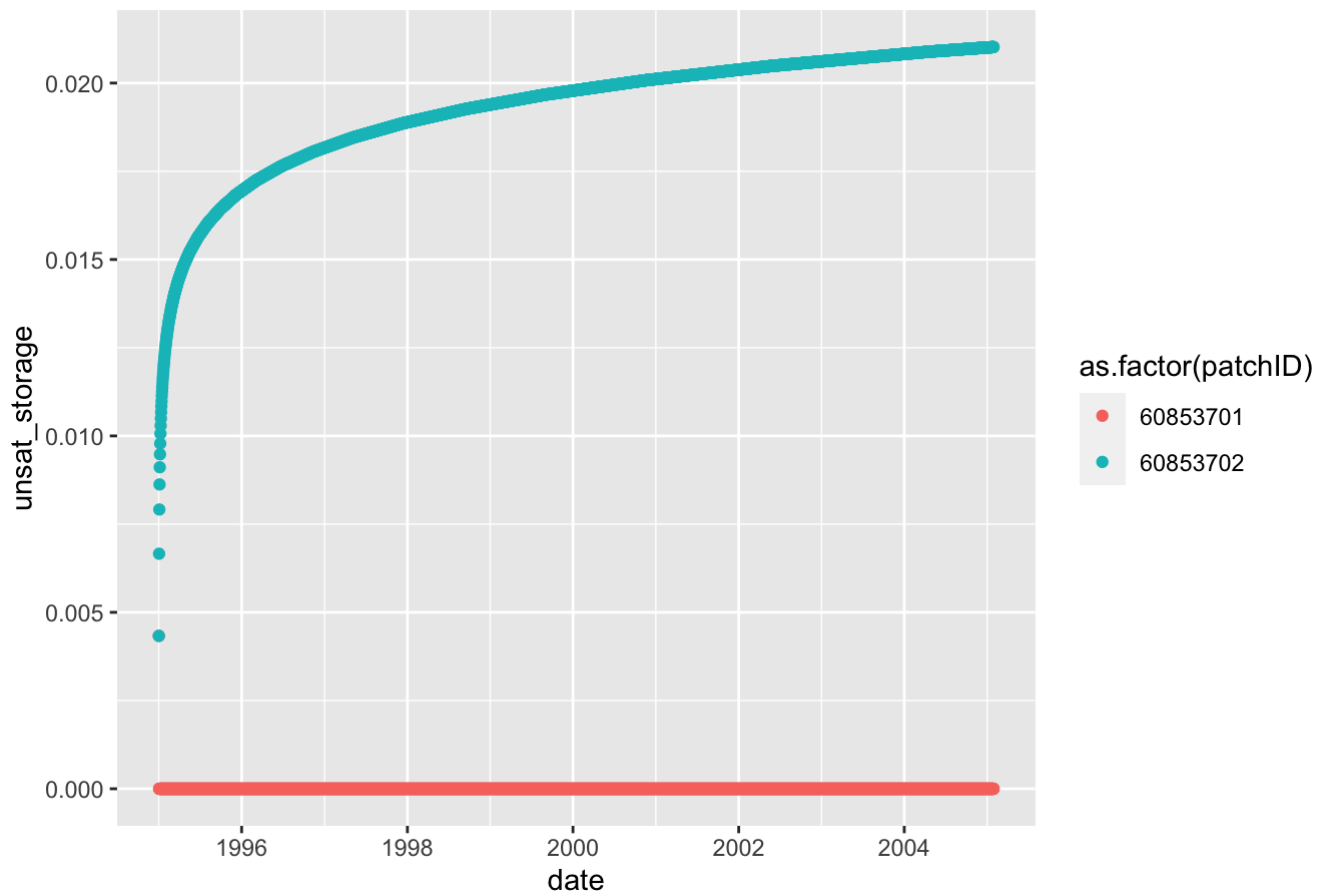
rz_storage



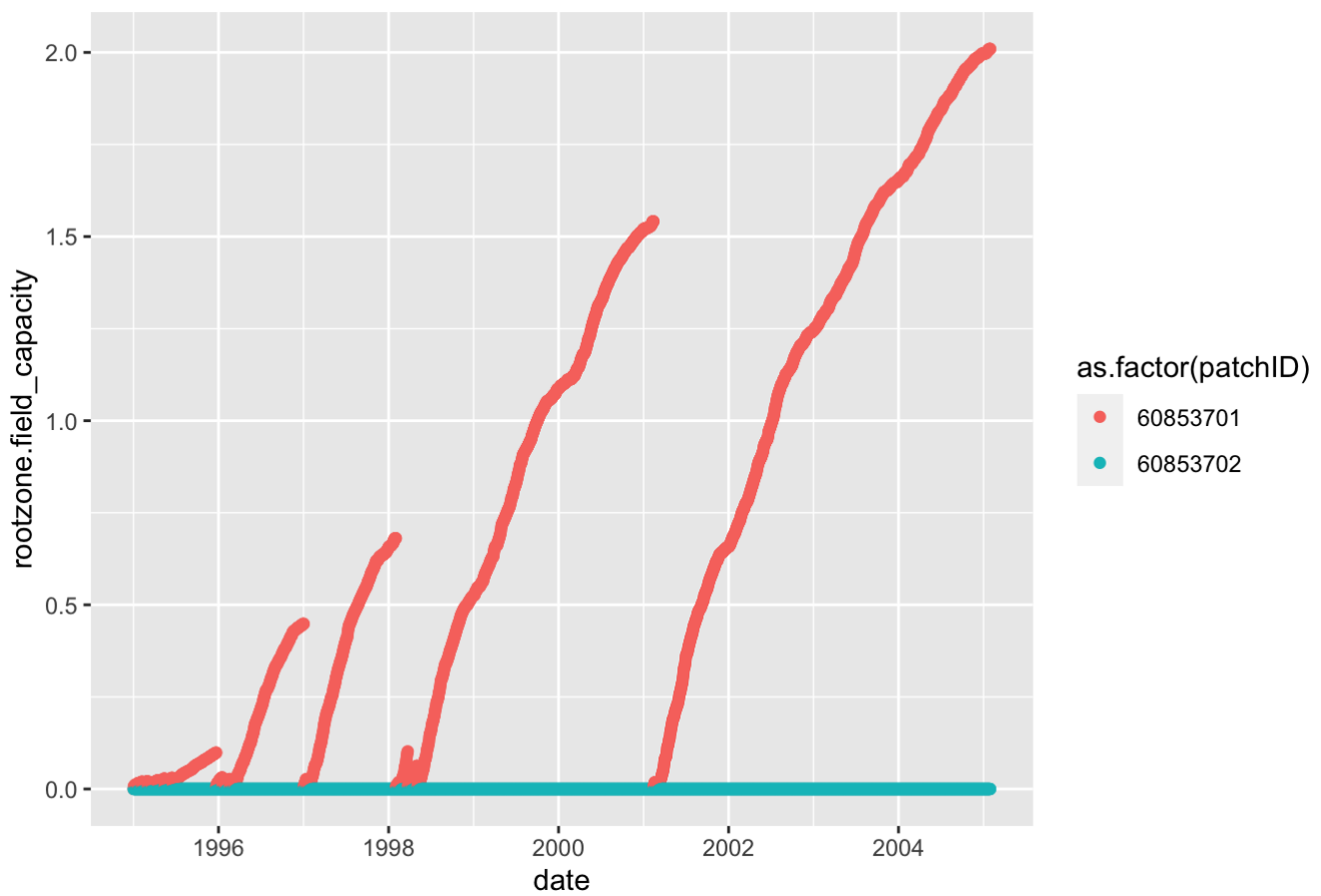
rz_drainage

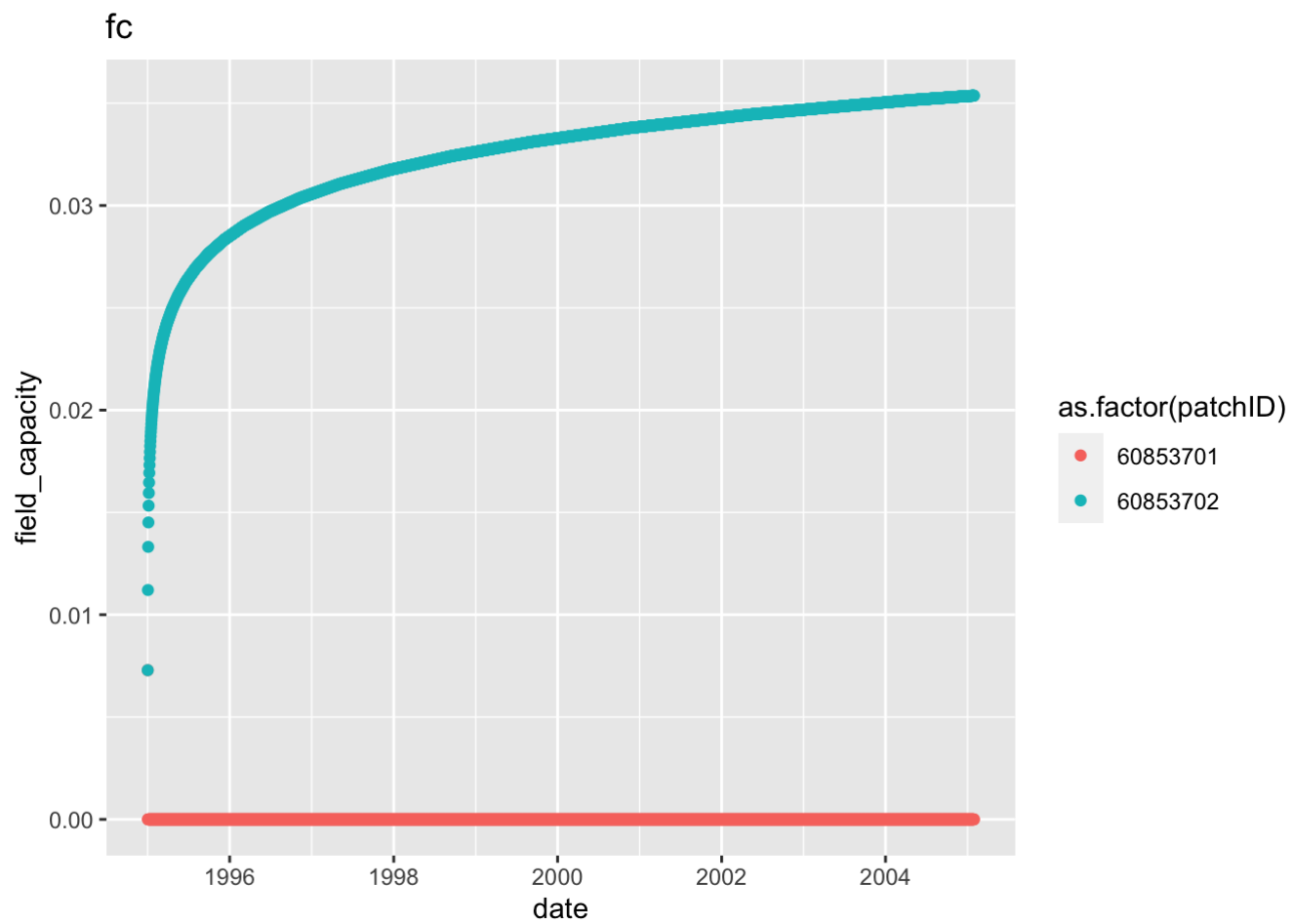


unsat storage

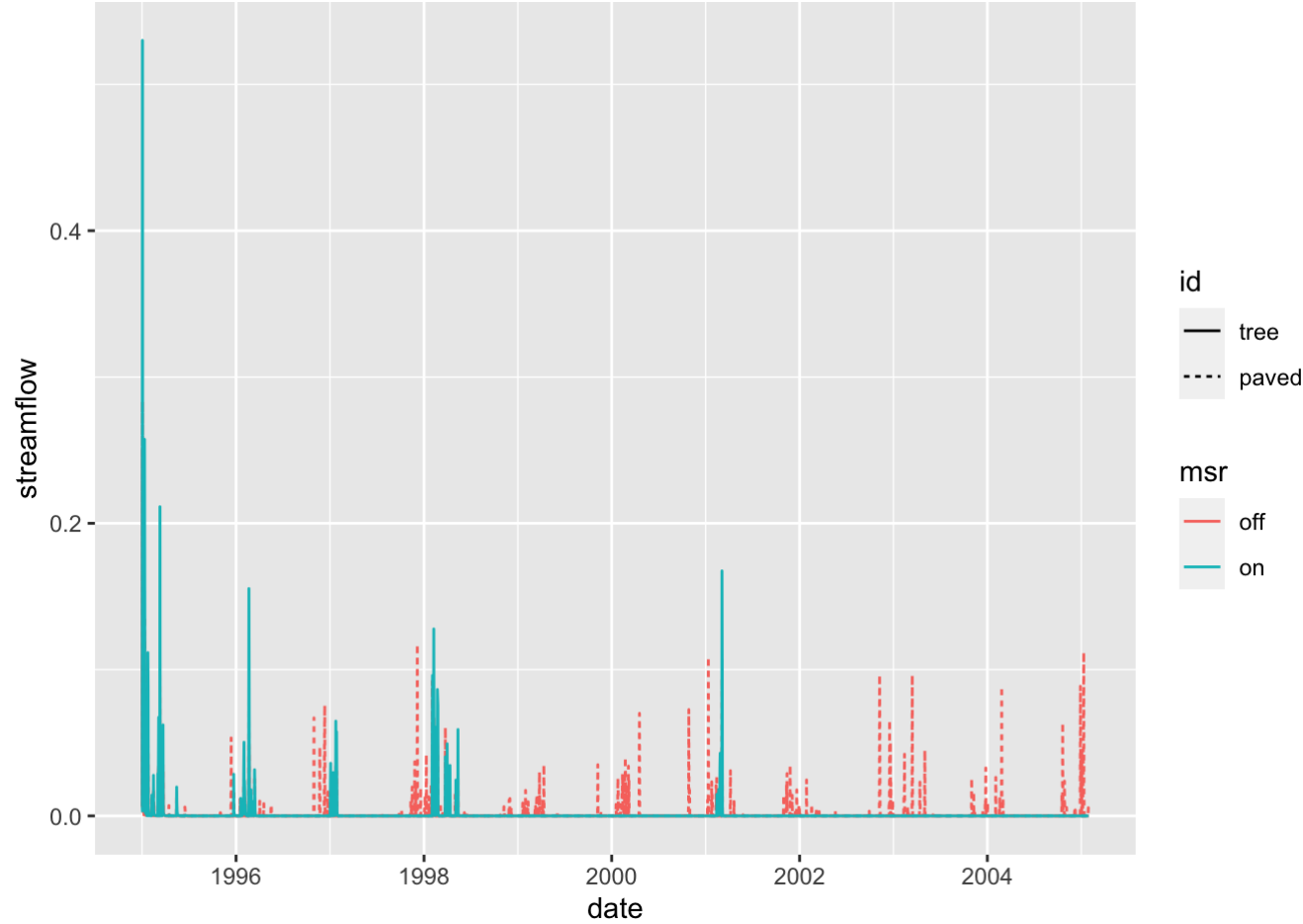


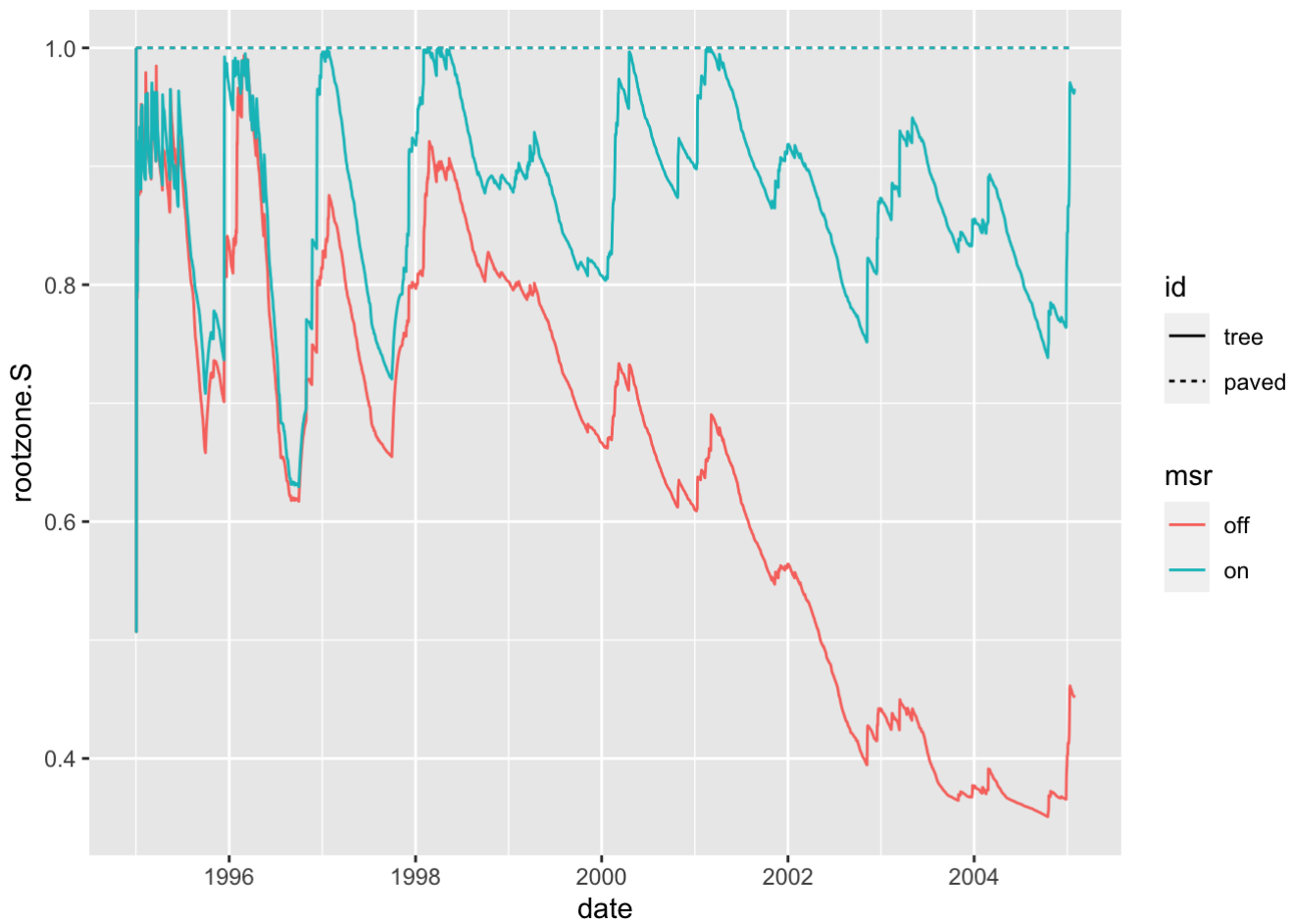
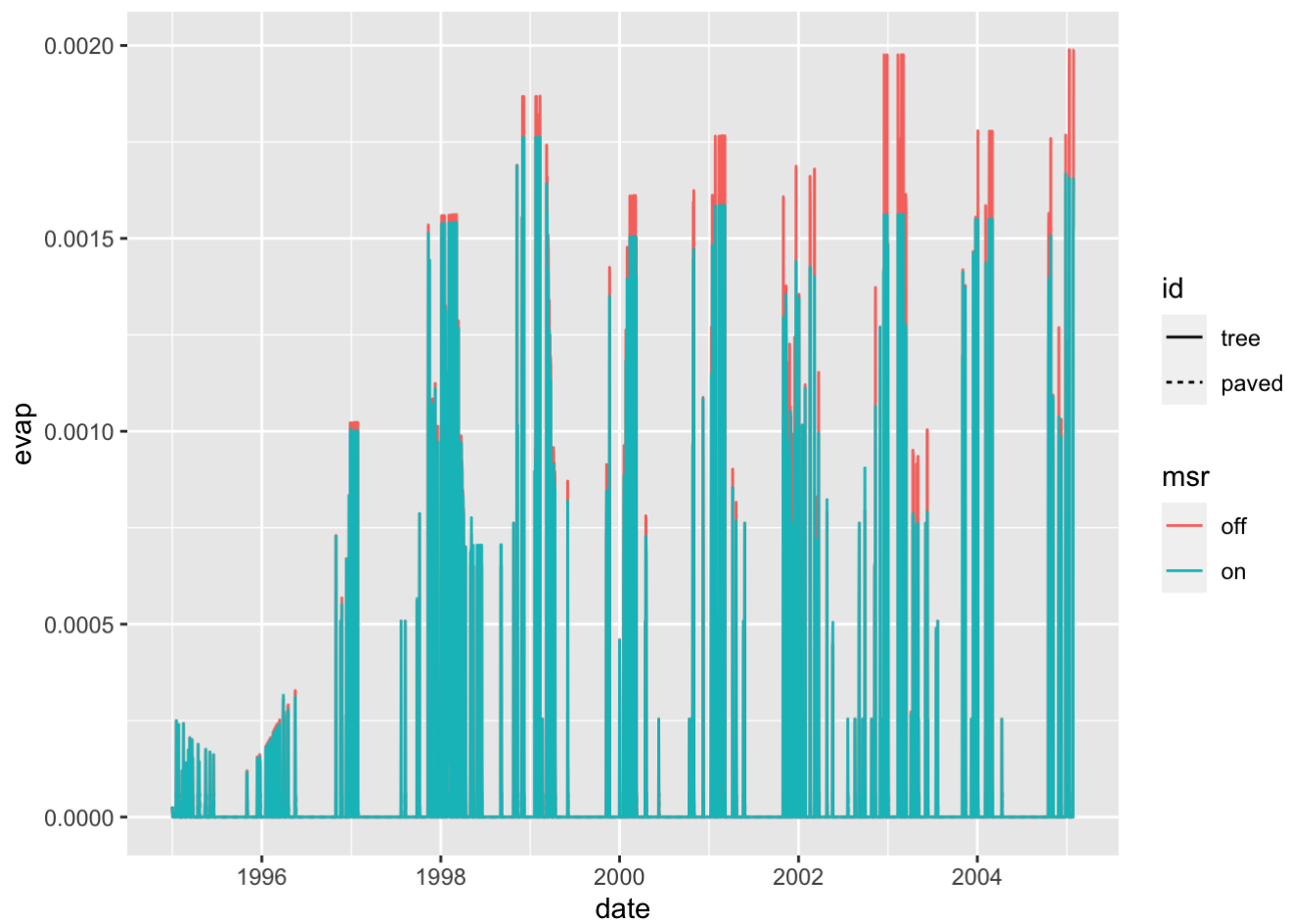
rootzone fc

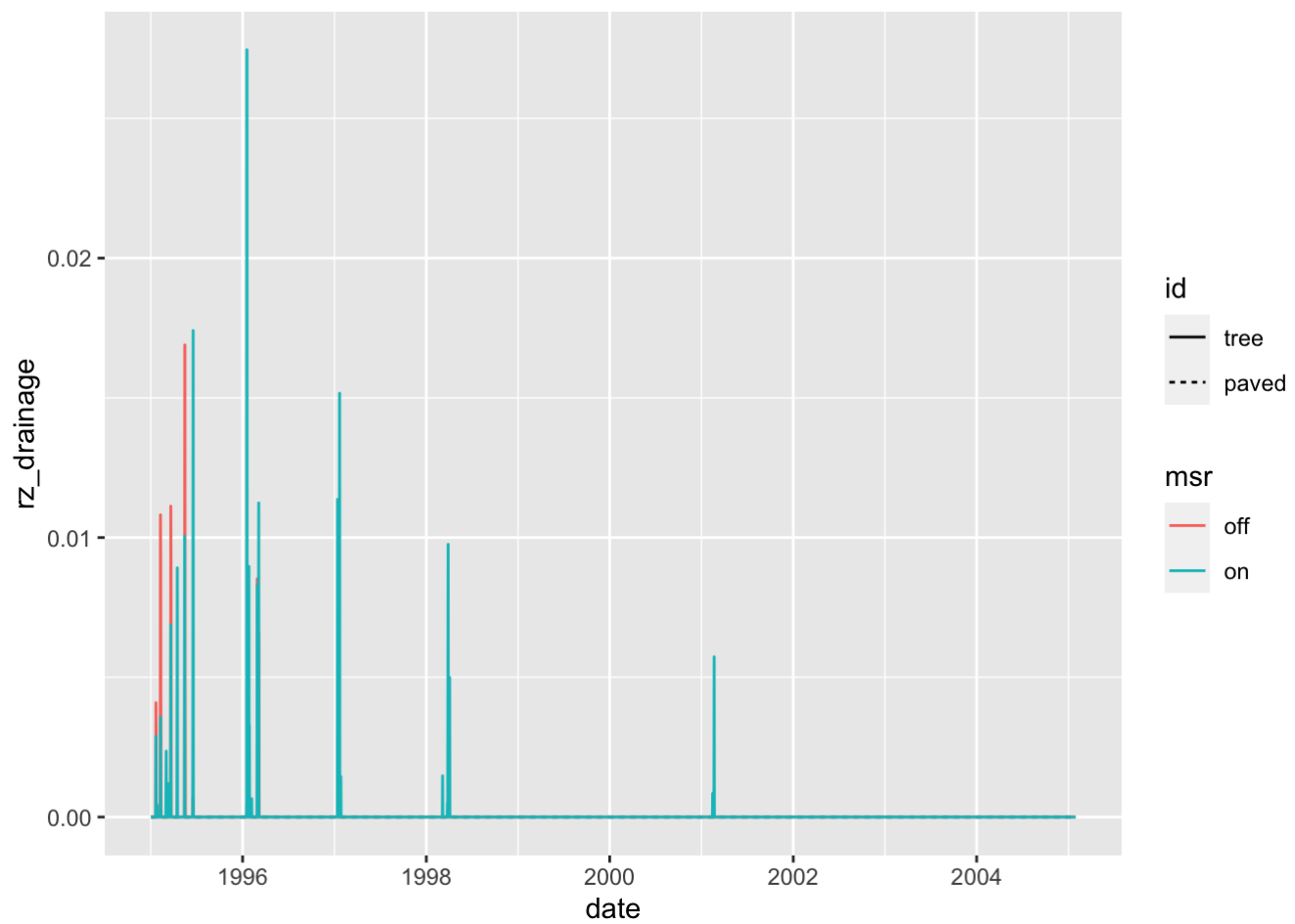
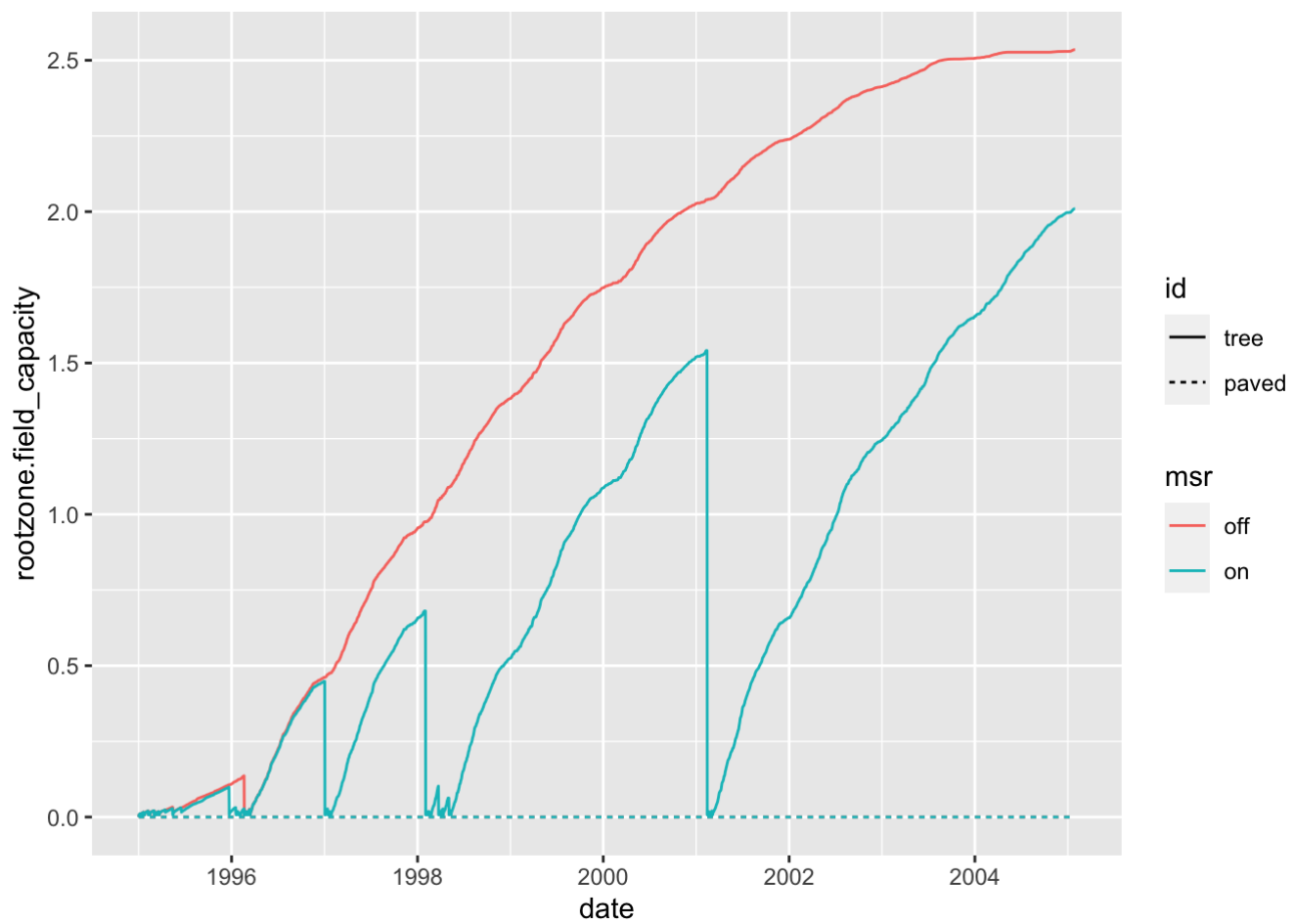




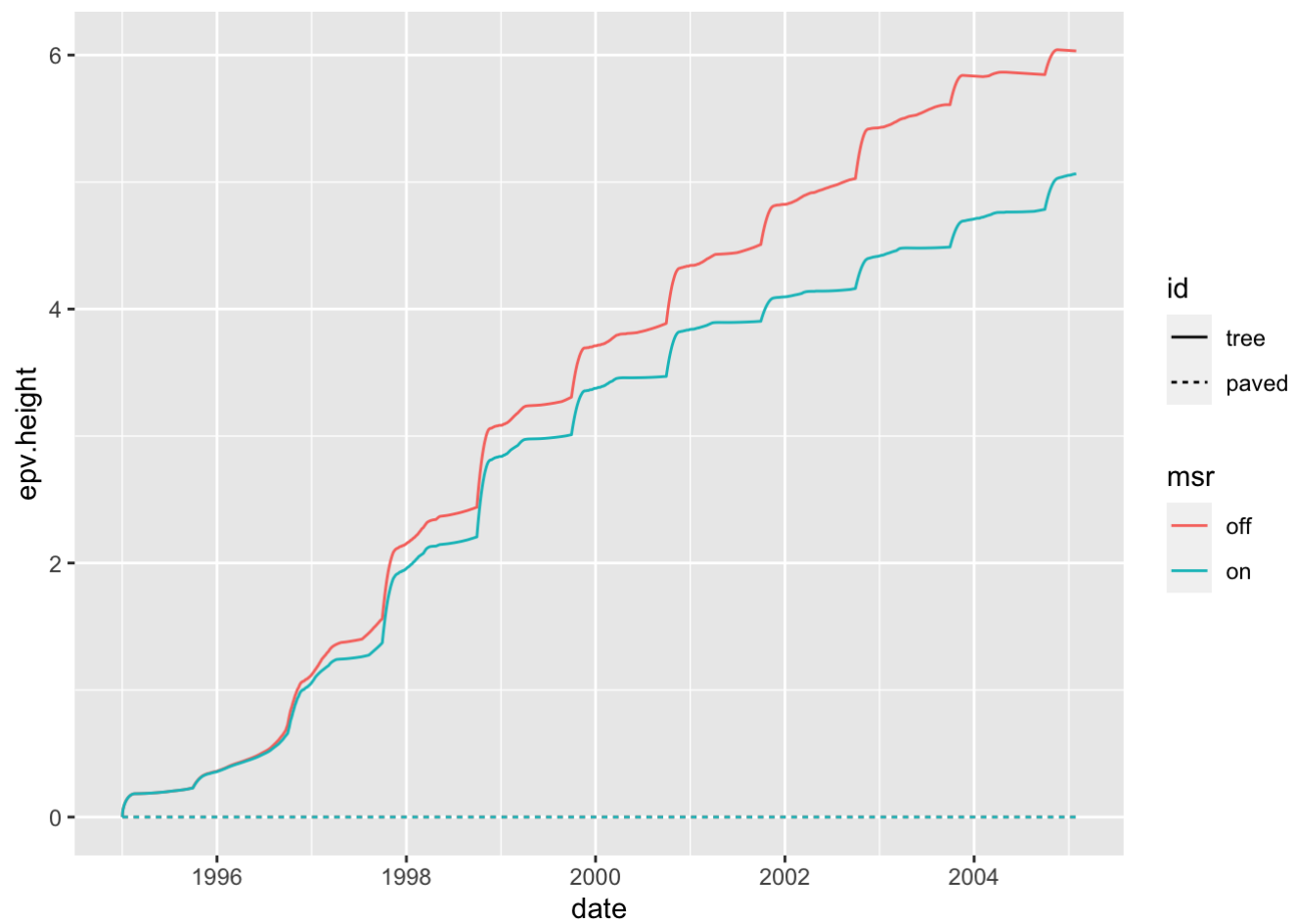
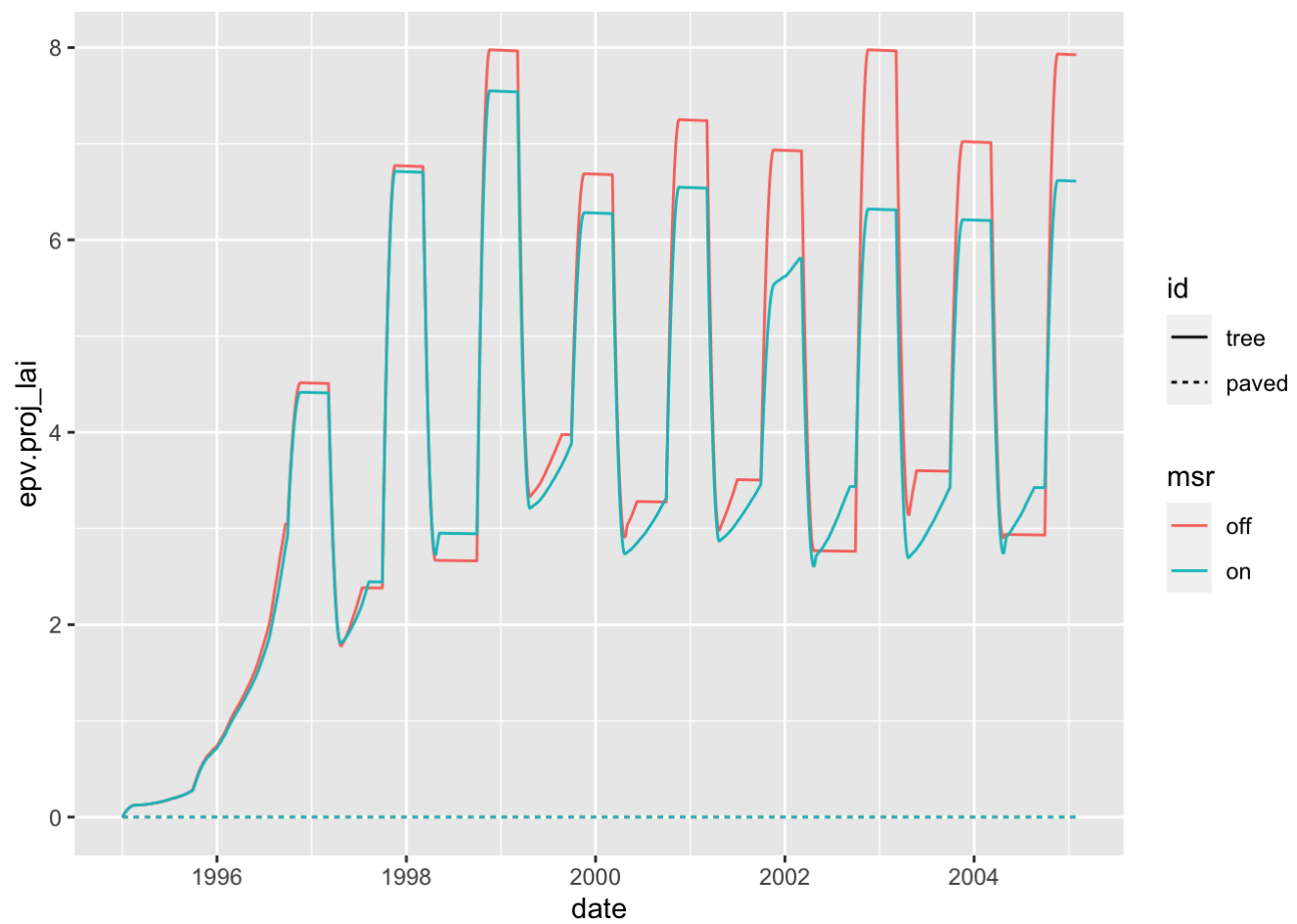
compare with when msr is turned off

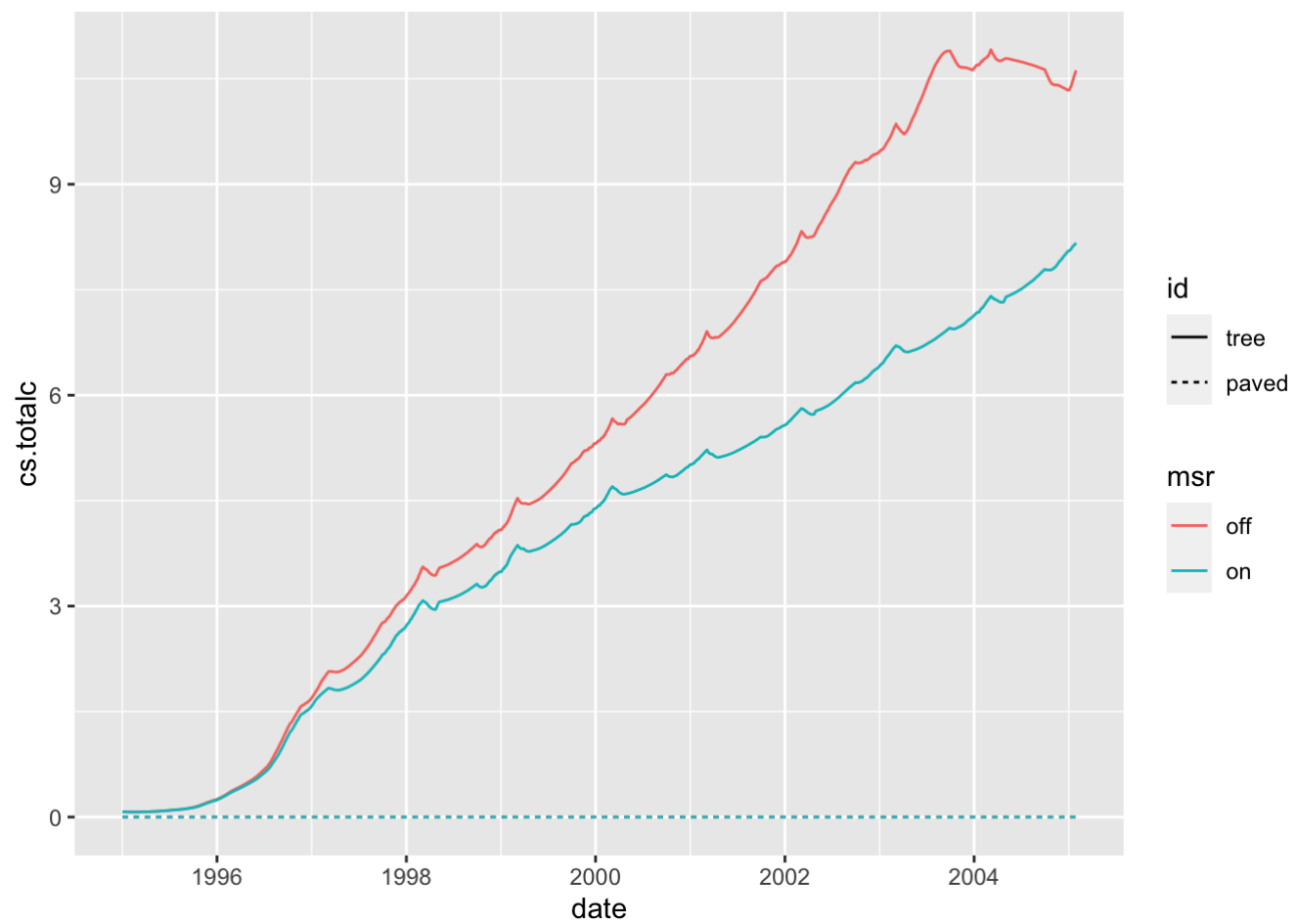
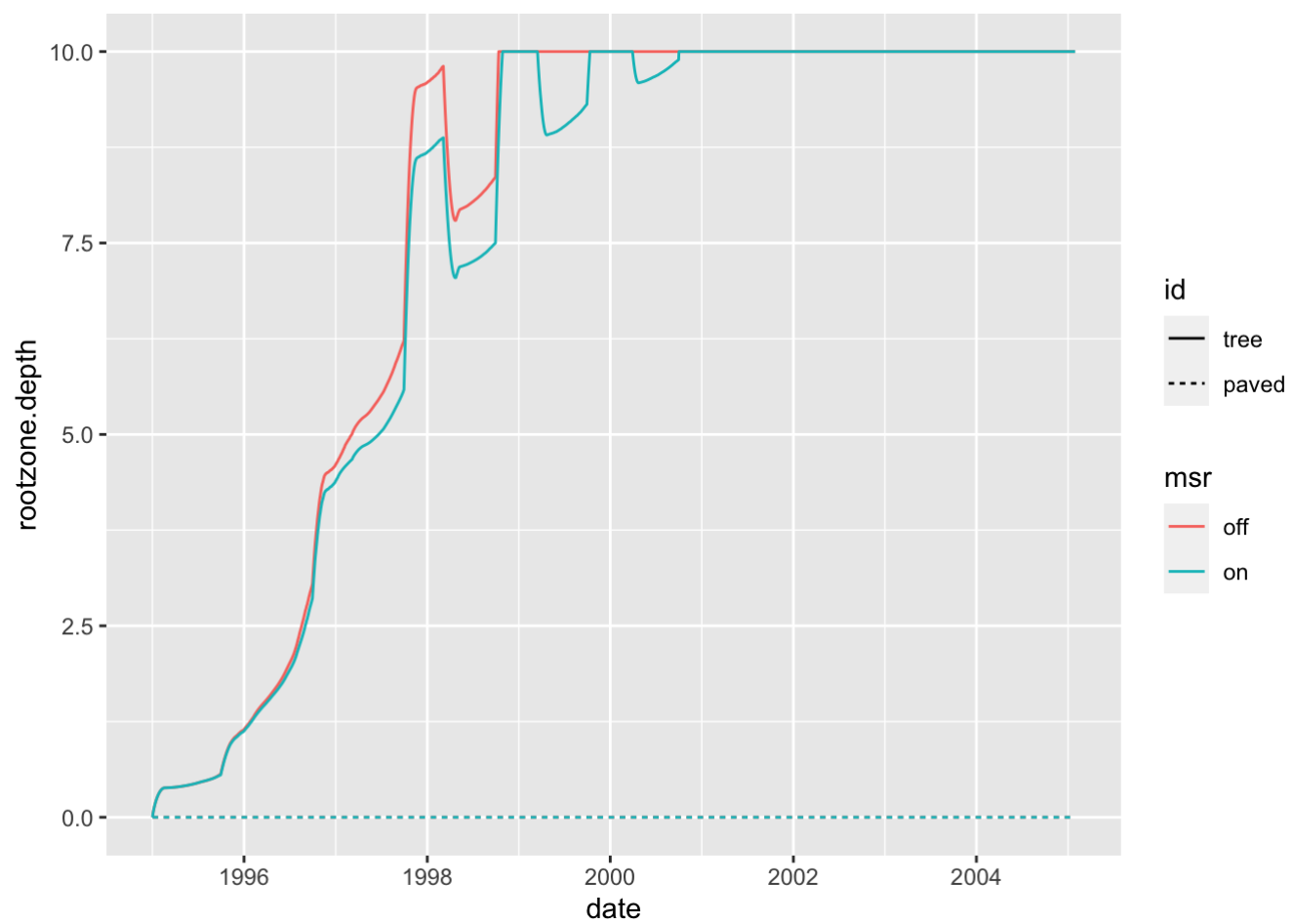




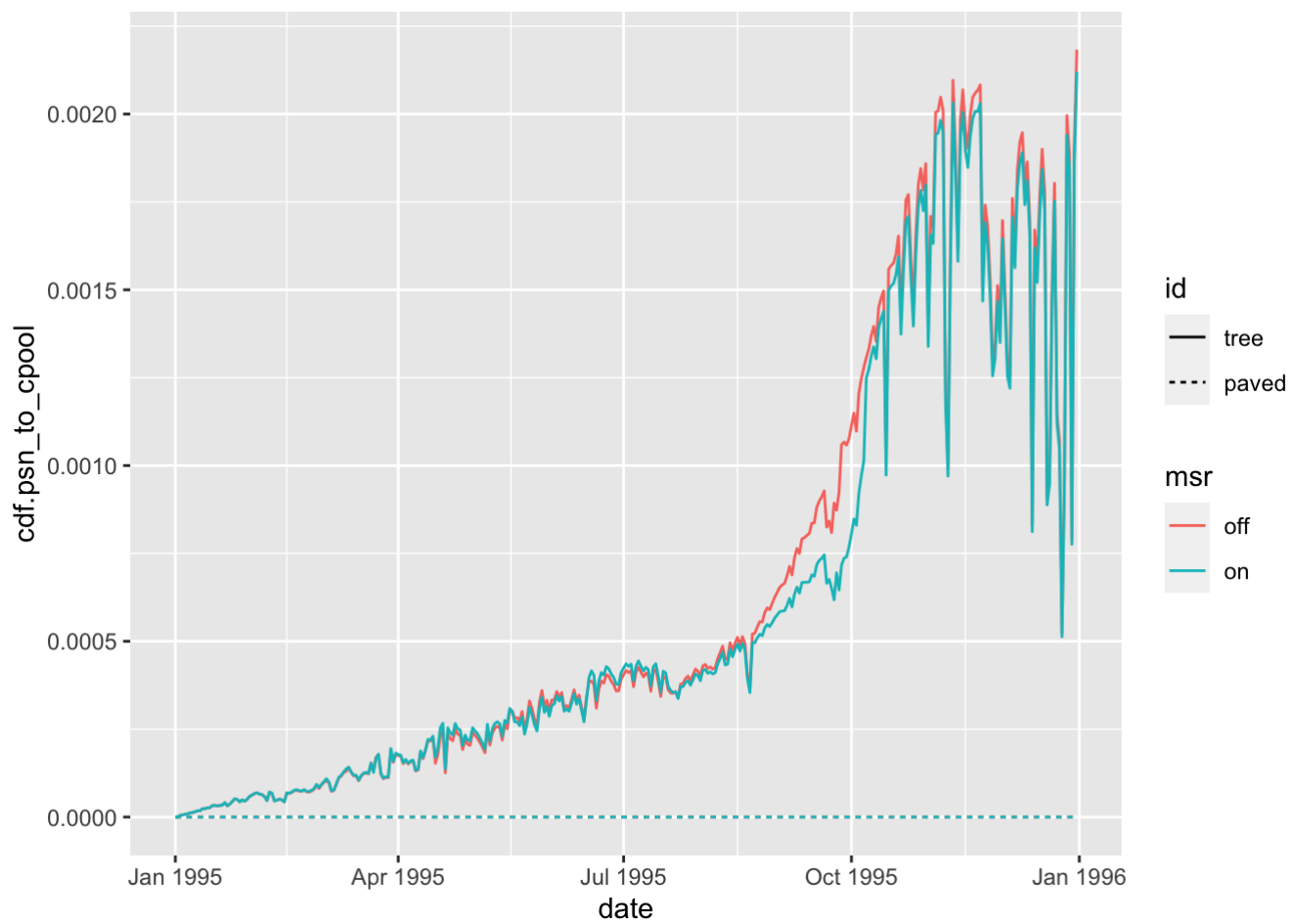
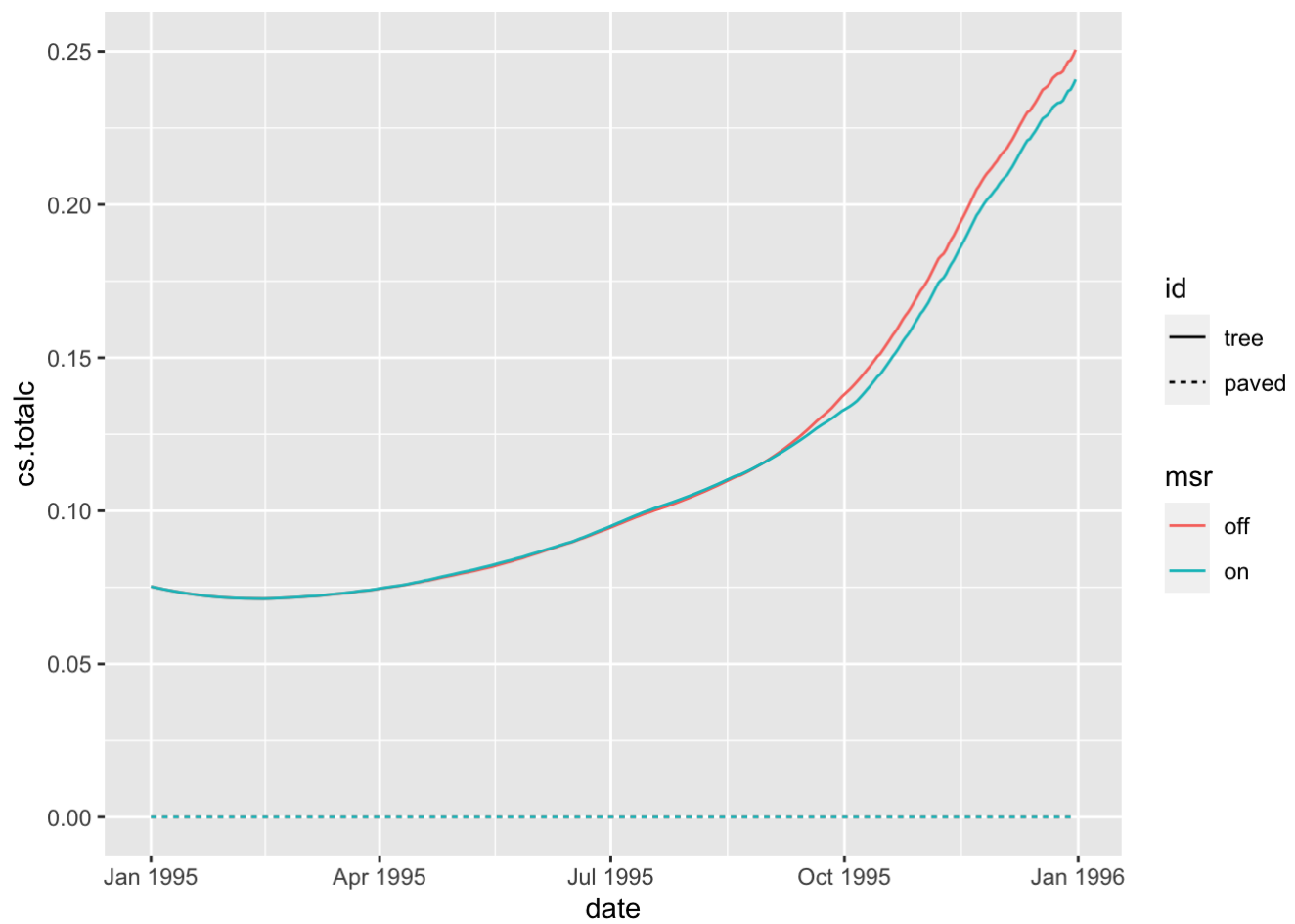


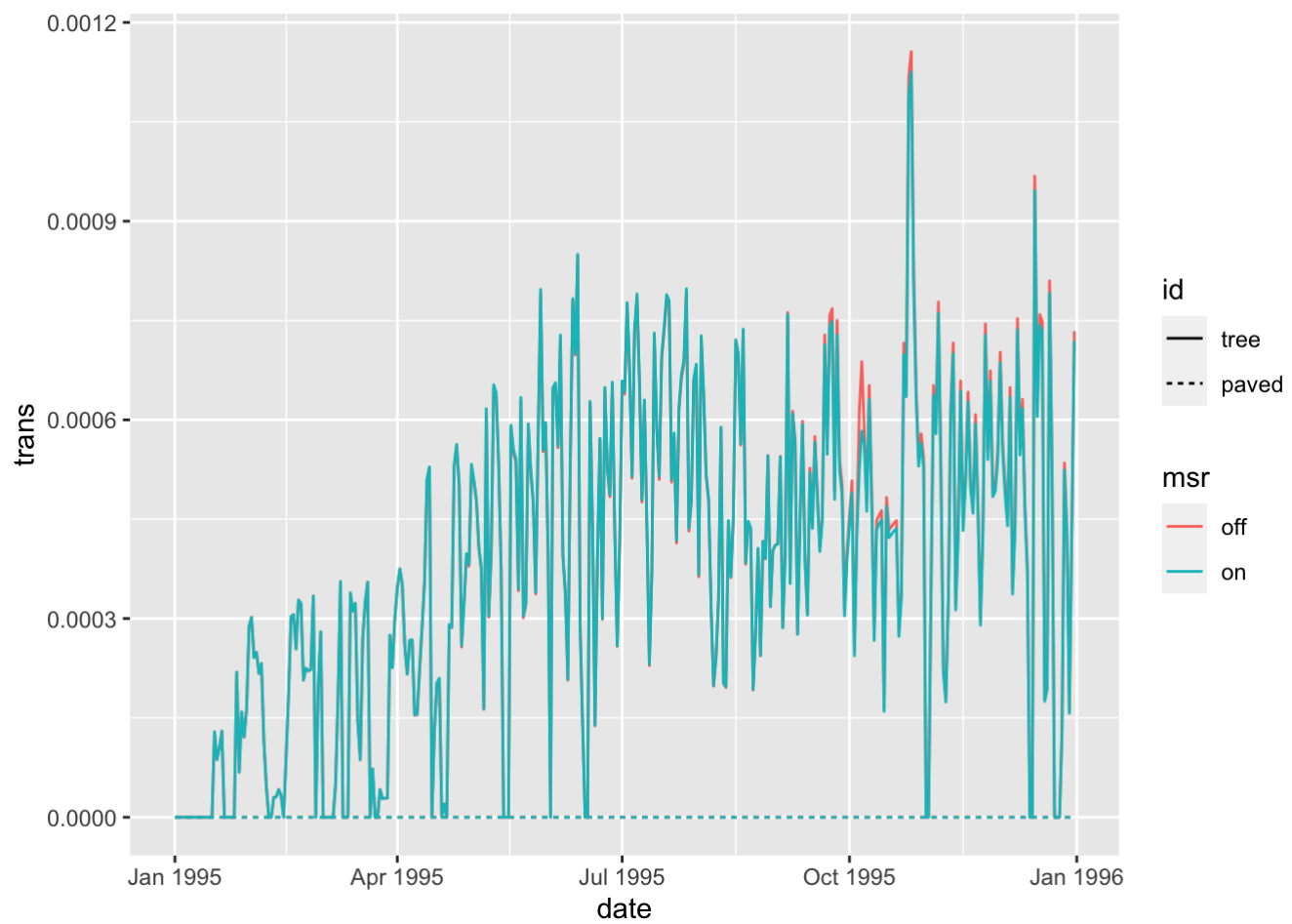
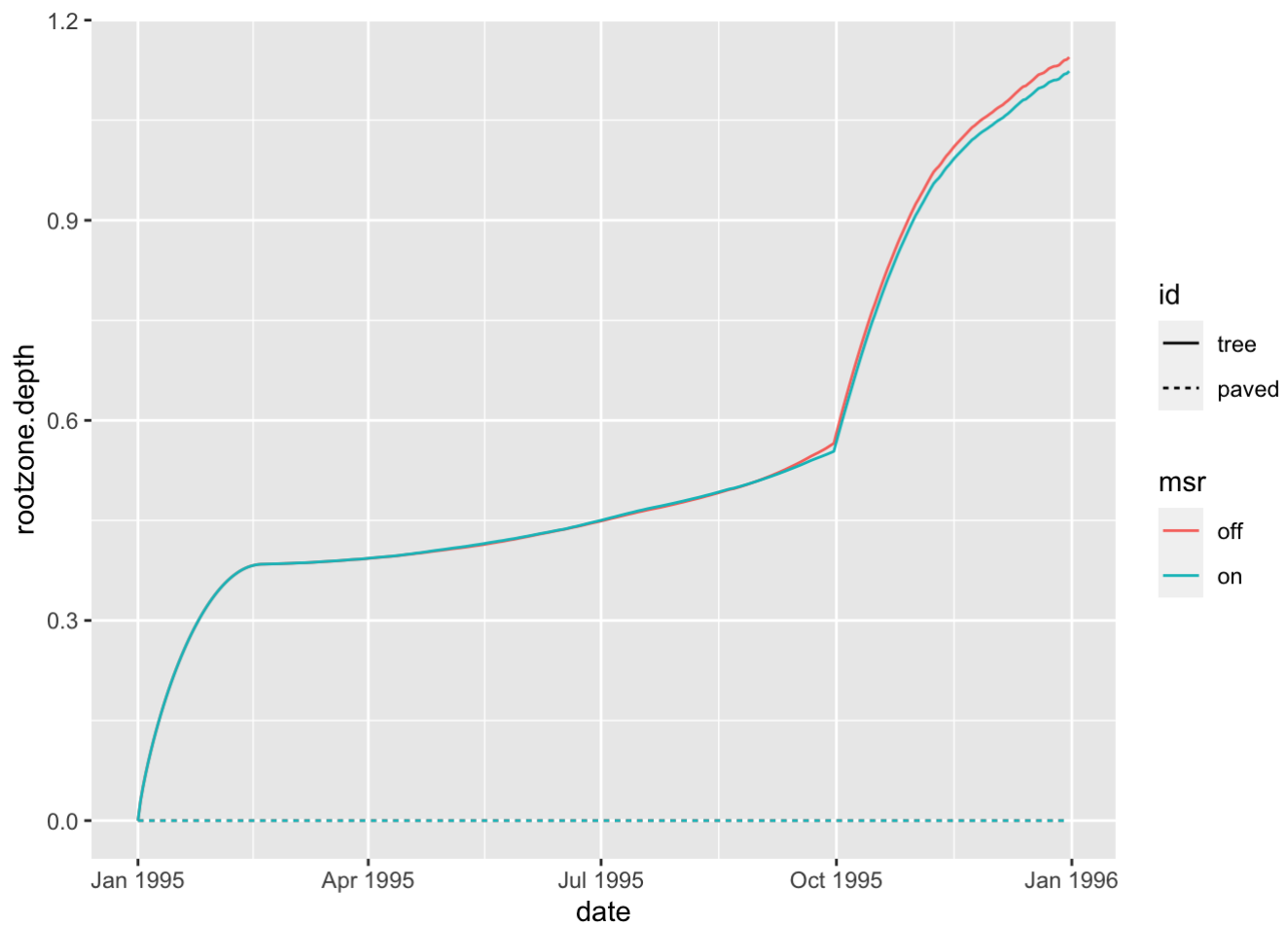
stratum output

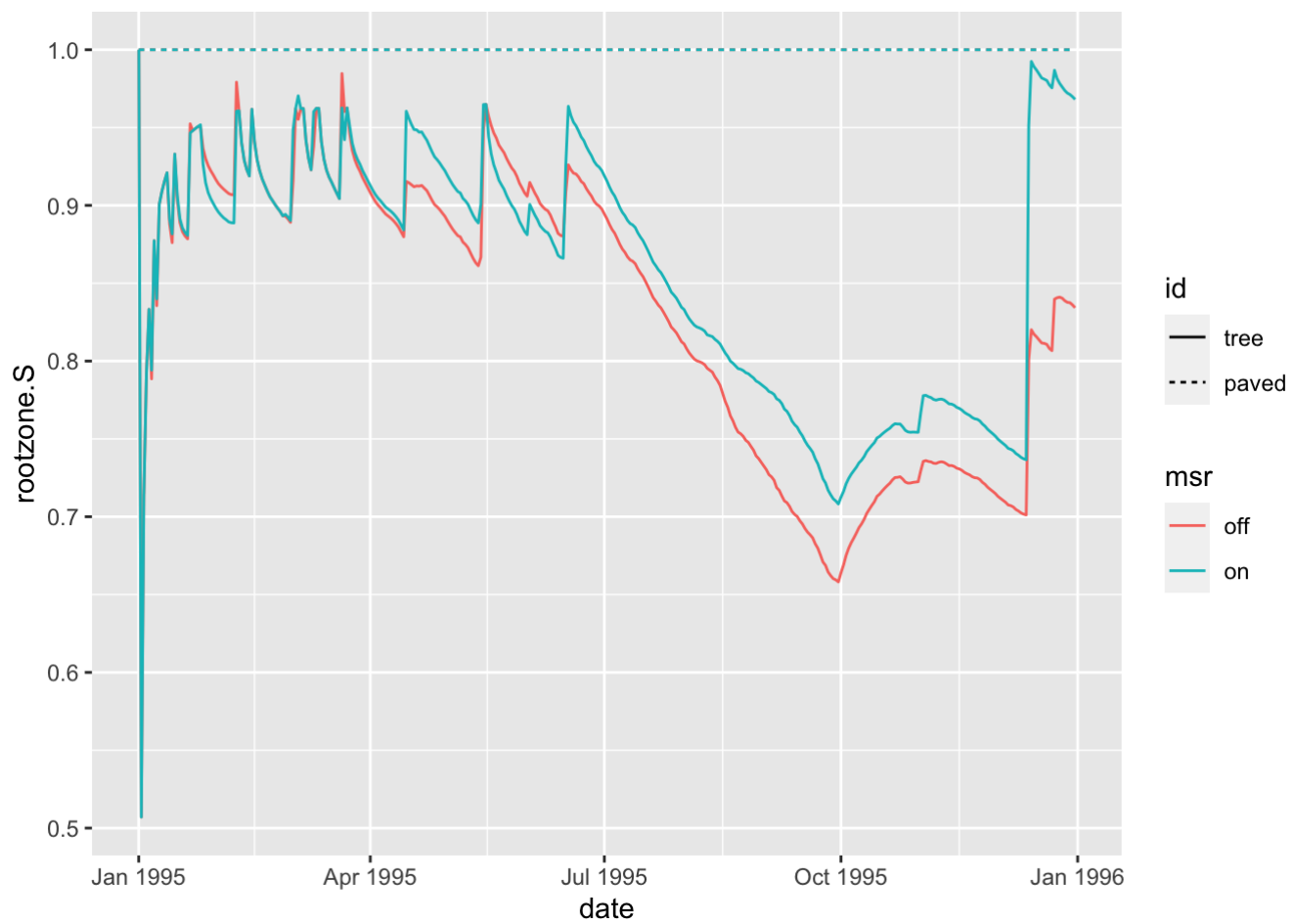
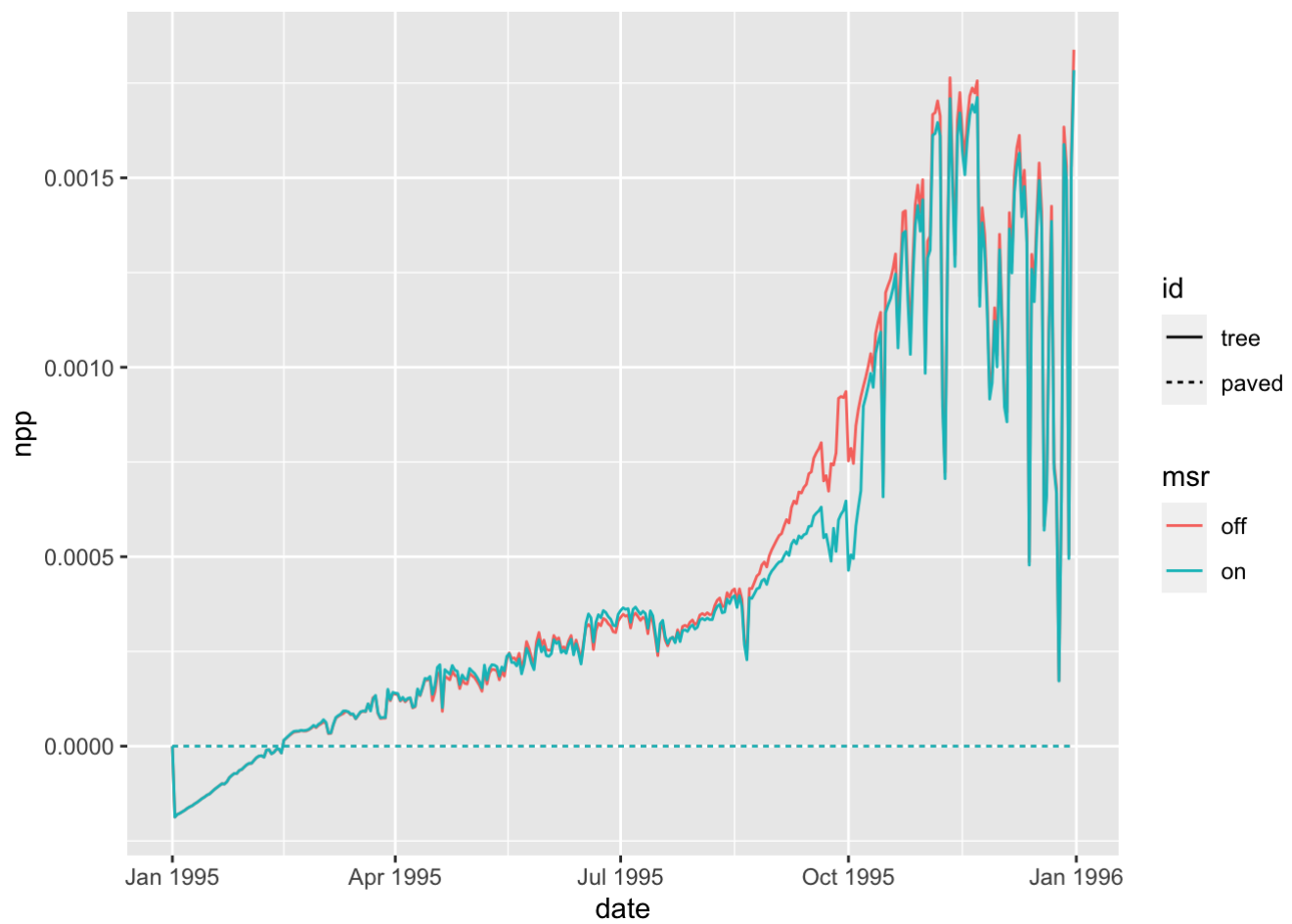


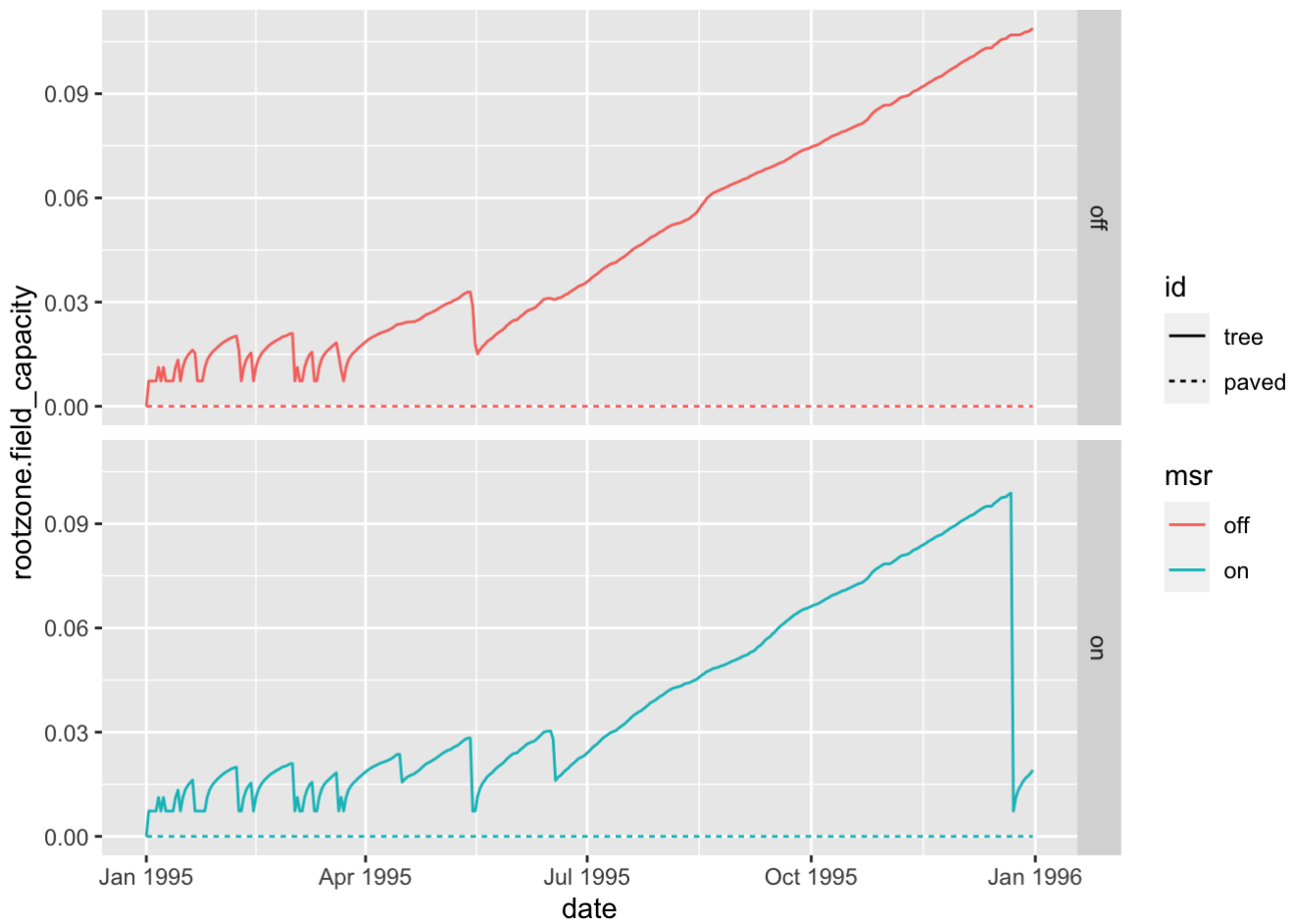
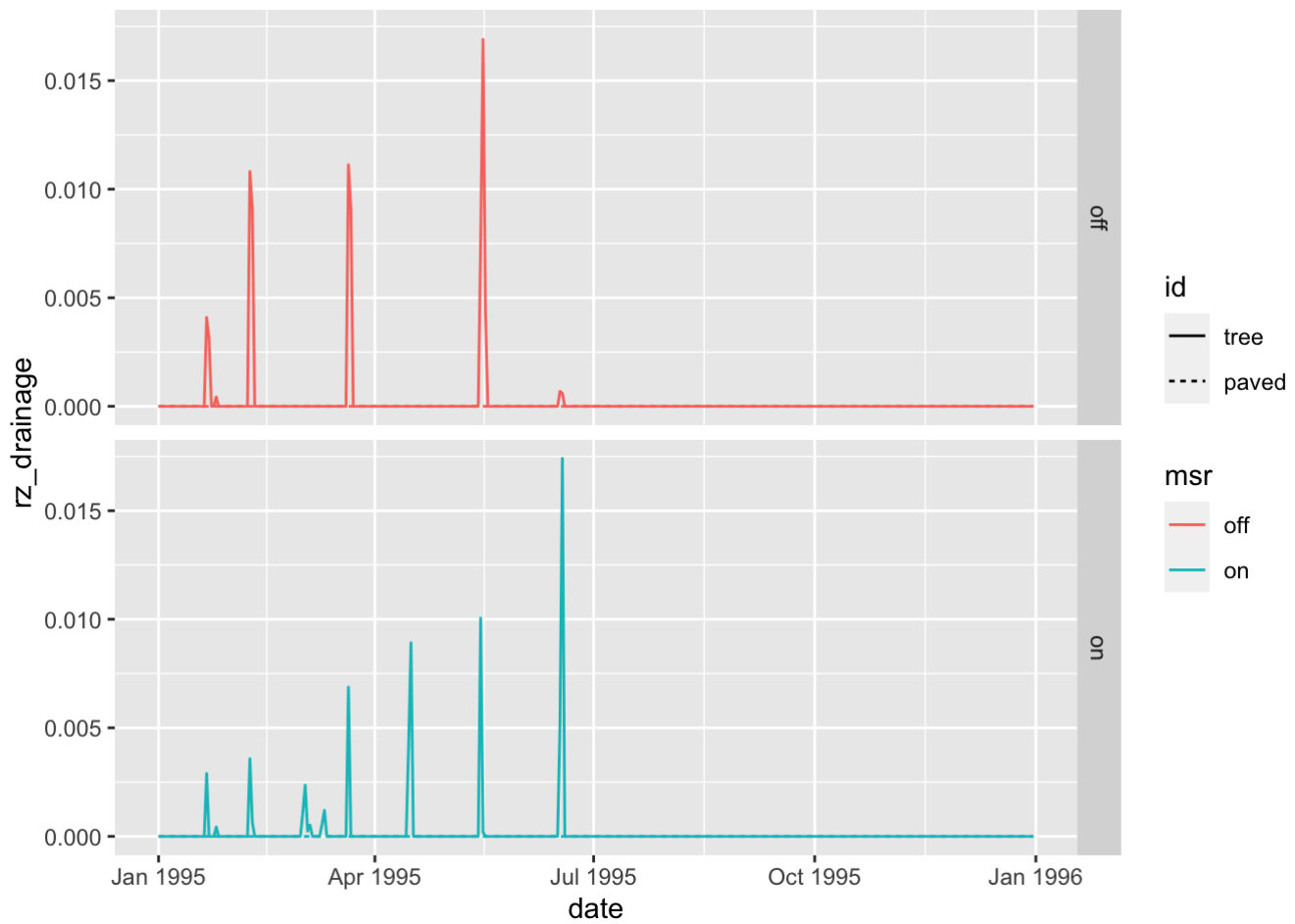


first couple of years of sim









questions:

- What is the difference between `soil_defaults.detention_store_size` and `landuse_defaults.detention_store_size`? (both set to zero in this case, but should one or the other be used in script?)
- no subsurface transfers occur below pavement, but there is unsat storage - will this not affect tree root? If possibly yes, should soil parameters below pavement be changed to try and reflect more compact or anaerobic properties