



NOTE: THE DEPTHS ARE
THE DEPTH BENEATH THE PREVIOUS CONTACT,
NOT DEPTH FROM THE INITIAL SURFACE
-10000000m
set so deep, you'll
never erode there

File structure explanation

Contact Depth List (double)

Line 1	-255	-10000000	0	0	0
2	-372	-341	-10000000	0	0
3	-365	-401	-409	-10000000	0
4	-364	-379	-295	-993	-10000000

Line numbers correspond
to node numbers (in
'canonical' order)

Unit List (integer values, note c++ indexes from 0, so 0 is the first unit)

Line 1	3	4	5	5	5
2	2	3	4	5	5
3	1	2	3	4	5
4	0	1	2	3	4

Erodibility Lookup Table (double)

	KD	KF	<i>TauCrit (future version)</i>
Line 1	0.006	0.005	
2	0.004	0.008	
3	0.005	0.0005	
4	0.002	0.0001	
5	0.001	0.00005	

Line numbers correspond
to unit numbers n-1 (index
begins at 0, so line 1 is for
Unit #0)