

MIKE 1D

What is included in MIKE 1D 2017?



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1 General Information

The purpose of this document is to outline the capabilities of the MIKE 1D engine and the changes compared to the existing engine for MIKE URBAN/MOUSE and MIKE 11.

The document will also highlight some notes for using MIKE 1D for existing users of MIKE URBAN and MIKE 11.

The MIKE 1D engine is also used by MIKE HYDRO.

1.1 Background

The MIKE 1D engine is the result of a re-engineering and merger process of the calculation capabilities of MIKE's collection system and river simulation packages (MIKE URBAN / MOUSE and MIKE 11) into one engine.

The vision with the MIKE 1D engine is to bring the existing functionality of the two engines into one engine in order to optimise performance and to utilise functionality from both domains. The new engine is parallelised and hence it is able to utilise multiple cores when available during the simulation. MIKE 1D will also contain new functionality across domains along with the existing functionality. Various improvements have been done throughout the re-engineering, which means that results will have the same dynamic behaviour, but will not exactly match the results from the existing engines. For the main differences please refer to Chapter 2.

1.2 Release 2017 of MIKE 1D

Release 2017 is the fourth release of the MIKE 1D engine. The basic modules are fully implemented, though some modules are not yet complete.

Release 2017 of the MIKE 1D engine includes:

- Hydro-Dynamics (HD) module
 - River/Pipe network
 - Boundaries
 - Cross sections
 - Structure
- Advection-Dispersion/WQ/Transport (AD/WQ/TRAP) module
- MIKE ECO Lab (EL) module
- Rainfall Runoff (RR) module
 - NAM / RDI, including Auto-calibration in MIKE 11
 - Urban A / Time-Area (A)
 - Urban B / Kinematic wave (B)
 - UHM
 - Linear reservoir (C1 / C2) in MIKE URBAN
- Control module
 - Control structures
 - Real Time Control

- Long Term Simulation (LTS)
- Pipe Design
- Data Assimilation (DA)
- Couplings to other engines e.g. coupling to 2D overland flow
- SDK for interacting with engine while running, i.e. user written controls, user written structures, result data processing and much more.

The following options in the above modules are not included:

- SMAP runoff model in MIKE 11
- FEH runoff model in MIKE 11
- Bridges in MIKE 11: “Bridge Piers (D’Aubuisson)” and “Submerged Bridge”.
- Long weir in MIKE URBAN
- Storage nodes and emptying functions in MIKE URBAN
- Diffusive Wave and Kinematic Wave scheme in MIKE URBAN
- Variable head loss coefficients in MIKE URBAN (ADP-file)
- Horizontal orifice in MIKE URBAN (ADP-file)
- Runoff time step control in MIKE URBAN
- Set max. time function in MIKE URBAN

The following modules are not included in the Release 2017:

- Water Quality
 - Surface Runoff Quality (SRQ) and Surface Water Quality (SWQ)
- Sediment Transport (ST)
- Flood Forecasting (FF)
- Heat balance
- Quasi Steady State

The basic HD computational scheme is the same in MIKE 1D and MIKE URBAN / MOUSE / MIKE 11, but many special cases and minor improvement have been added to the MIKE 1D engine. Techniques from the MIKE URBAN / MOUSE engine have been used in MIKE 11 contexts when appropriate and vice versa. Because of this, some simulations will give almost equal results in MIKE 1D and MIKE URBAN / MOUSE / MIKE 11, while others will give slight deviations from previously.

The AD/Transport scheme in MIKE 1D has been improved dramatically. Results will differ in MIKE 1D and MIKE URBAN / MOUSE / MIKE 11. However, the overall behaviour is similar, solving the same equations.

The MIKE URBAN WQ Process model has been replaced with MIKE ECO Lab.

2 Changes

This chapter outlines the more significant changes in the MIKE 1D engine compared to the MIKE URBAN / MOUSE and MIKE 11 engines.

2.1 HD

General changes:

- Adaptive time stepping algorithm has been redesigned, and allows time steps to vary smoothly between a maximum and a minimum time step.

Changes compared to MIKE 11:

- Differences in bed level at river junctions (branch connection points) are now allowed and handled properly. A free outflow condition is applied on the “high” connecting river when the main river water level is below the free outflow condition.
- The Flood map functionality has been redesigned and improved. All markers are included in the process to provide better low flow bank maps. Memory consumption has been optimised.
- Lateral inflow in the form of global/distributed rain or distributed source is added at H grid points. For distributed inflows defined for a chainage interval, the exact chainage values are used to calculate the inflow, independent of the position of the grid points in the model.

Changes compared to MIKE URBAN / MOUSE:

- An improvement of the calculation of the Basin volume and geometry above ground level has been made.
- The Node extension (cover) functionality has been improved and unified such that manholes and basins are treated similarly.
- Improvement of transition between blocking and unblocking of water in a pipe with non-return valve.
- Improvements have been made for calculation of processed data for user defined cross sections.
- In natural channels, the resistance is now varied along the branch such that the manning number is interpolated at each grid point.
- The data type specified in dfs0-files is now used. If the data type is invalid, the engine will give an error. This is especially relevant for rainfall time series, with a rainfall depth item, usually in millimetre: The data type must be accumulated or step-accumulated; a data type of instantaneous will not be accepted.
- The soft start for boundary items is applied at the start of the validity interval.
- The initialization based on outlets flush-in will now not flush past a local maximum along a natural channel.
- When a pump operates outside the specified pump curve the curve is extended with the last value.

- The water level in an outlet node will now show the boundary conditions even if this is lower than the free outflow in the connecting pipe. The last water level grid point in the pipe will still show the water level from a free outflow when this exceeds the given boundary condition. This has no effects on the results.
- With MIKE 1D, applying a valve regulation (only positive flow, or only negative flow) to culverts and weirs takes into account the branch's flow direction. For example, applying only a positive flow to a structure located on a branch with a negative 'Flow direction' will allow water to flow only in the direction of decreasing chainage values. This is the opposite of what the MIKE 11 Classic engine does. Therefore, before running a MIKE 11 simulation with MIKE 1D, it is necessary to change the flow direction for culverts and weirs, if any 'Valve' regulation is applied and if the branch is set to negative 'Flow direction'.

2.2 AD

General changes:

- The MIKE 1D AD/Transport module follows the grid point layout of the HD module: Alternating mass and transport grid points in the AD module matches the H and Q grid points of the HD module. Both MIKE 11 and MIKE URBAN/MOUSE has an AD "mass" grid point at both H and Q grid points from the HD module, and does interpolation and averaging to match between HD and AD calculations.
- The MIKE 1D AD/Transport scheme is for low Courant numbers using a tailored version of the accurate ULTIMATE-Quickest scheme, and for high Courant numbers using a less accurate but stable implicit up-winding method.
 - Basically oscillation free, i.e. no over- and under-shooting of values at sharp fronts.
 - Capable of handling all flow conditions.

Changes compared to MIKE URBAN / MOUSE:

- Additional volume introduced due to volume errors in the HD module is added in MIKE 1D with the concentration of the component, i.e. component concentrations are maintained, but component mass errors are introduced. MIKE URBAN/MOUSE adds additional volume with zero concentration, and thereby maintains the component mass, but not the component concentration.

2.3 MIKE URBAN WQ Process Model

The MIKE URBAN WQ Process Model has been replaced with MIKE ECO Lab support. A MIKE ECO Lab template implementing the MIKE URBAN WQ Process Model is included with the installation. Parameters from the MIKE URBAN WQ Process Model must be transferred to the MIKE ECO Lab parameters.

2.4 RR

General changes:

- The additional result file from a NAM / RDI simulation includes the same information, but the naming has changed.

Changes compared to MIKE 11:

- Calibration plot time series in MIKE 11 are stored at every time step of the rainfall runoff simulation and values of the observed data is interpolated to the simulation

times. The time series in MIKE 1D are stored at the times of the observed time series, and values of the simulation is interpolated to the observed times.

Changes compared to MIKE URBAN / MOUSE:

- Catchments are now considered independently of each other and can run with independent time steps. This may give slightly different results in situations where a catchment in previous versions was forced to run with a wet time step due to conditions in another catchment.
- It is now possible to include catchments in the Rainfall Runoff simulation that are not attached to the network. This is done by setting the connection type to “None” in the catchment connection dialogue. The catchment will be included in the Rainfall Runoff calculation, but the resulting hydrograph is not included in the network calculation.
- When modelling snow in RDI simulations, the snow storage will now be activated when the temperature is lower or equal to 0.
- Initial conditions for the first reservoir for overland and interflow are changed to correspond to the initial conditions for the second reservoirs in RDI simulations.
- The evaporation is now dependent on the snow depth in RDI simulations. Evaporation is neglected as long as the snow depth is greater than 0. In MIKE URBAN / MOUSE the evaporation was neglected when the temperature was below 0.

2.5 Structures

The structure module has been improved-engineered. The set of structures is the same, but many improvements and stabilisations have been implemented for each structure individually. The basic behaviour is the same compared with MIKE URBAN / MOUSE and MIKE 11, but the many changes in the code may give deviations in the results, which in special cases can be significantly different. Please refer to MIKE 1D Reference Manual for further details.

3 Discontinued Features

During the re-implementation of the existing functionality some features have been discontinued. This has for example been done for functionality no longer being used due to other features having superior functionality.

3.1 HD

Not supported features compared to MIKE 11:

- Morphological Model and Flood Plain Resistance (HD parameters)
- Bed resistance toolbox.

3.2 RR

Not supported features compared to MIKE 11:

- DRIFT runoff model.
- RR Parameters as MDB file.

3.3 Structures

Not supported features compared to MIKE 11:

- Regulating structure – use control structure instead.
- User defined structure – same options will be available in a different framework

3.4 Control

Not supported features compared to MIKE URBAN / MOUSE:

- User Written Control (UWC) – same options will be available in a different framework
- Manual overwrite of control through the MOUSE Simulation Launcher

3.5 Miscellaneous

Not supported features compared to MIKE 11:

- Encroachment
- Stratification
- Ice

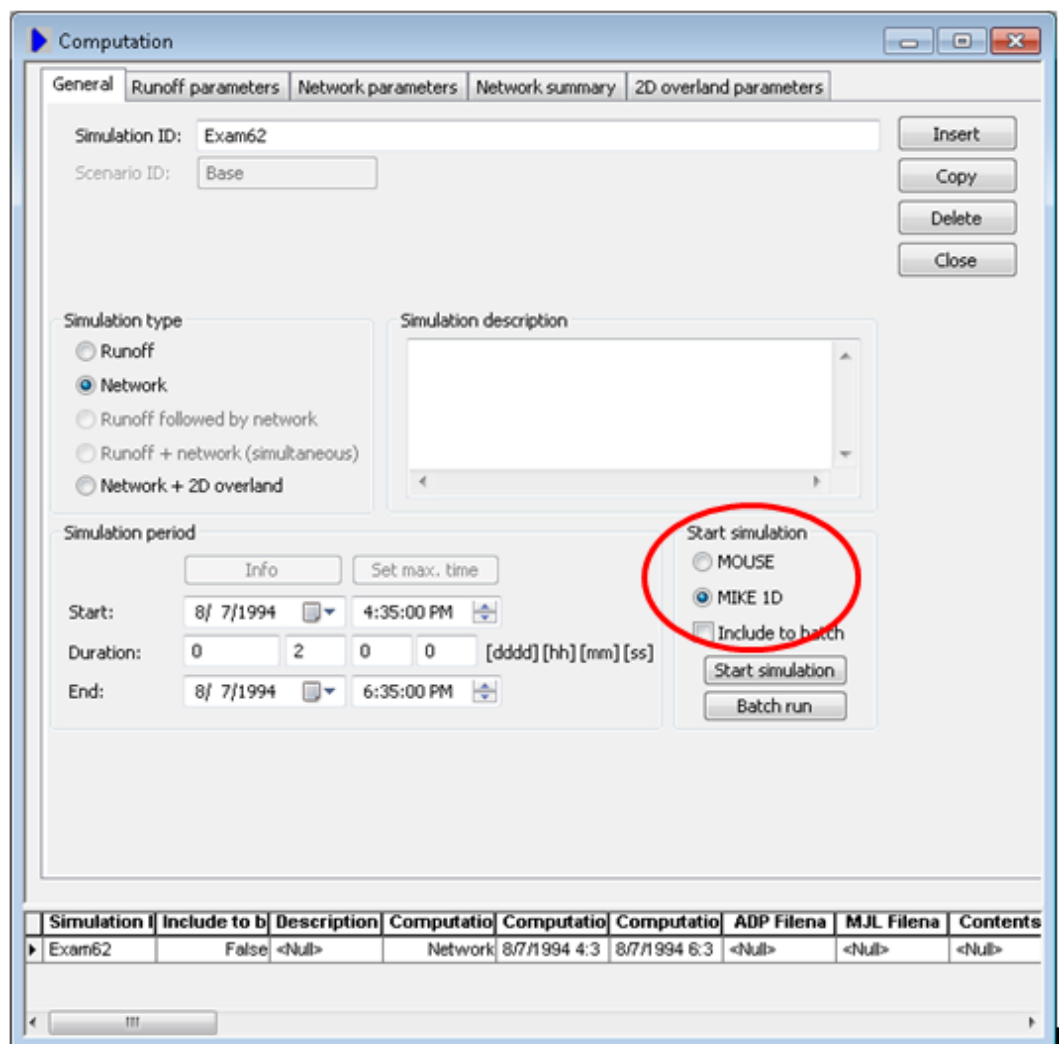
4 Note for MIKE URBAN Users

The release of the MIKE 1D engine gives a choice of engines when running a MOUSE setup in MIKE URBAN. The following includes some tips for existing MIKE URBAN users to transfer to the MIKE 1D engine.

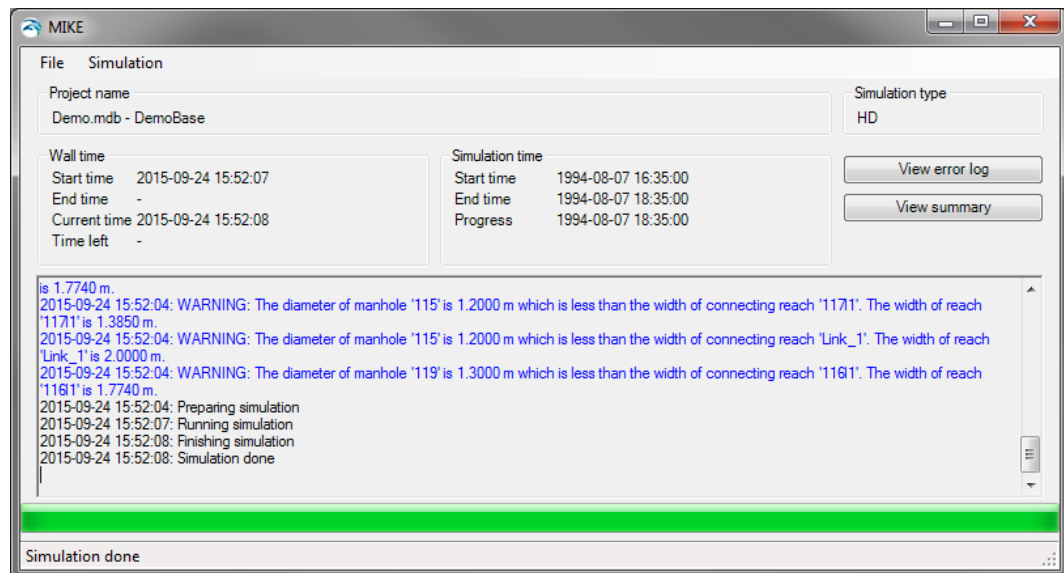
In general, there are no changes in the MIKE URBAN GUI and all dialogues and input data are the same as for the existing MOUSE user. If any functionality provided in the GUI is not available in the MIKE 1D engine an error message will be issued when the engine is started.

4.1 Running MIKE 1D Engine

On the simulation dialogue for MOUSE you will see an option for choosing between MOUSE and MIKE 1D. The default in this version is still MOUSE, but by changing the radio button to MIKE 1D the MIKE 1D engine will be launched when you press “Start simulation”.



During the simulation a MIKE 1D Simulation Launcher is shown similar to the MOUSE Simulation Launcher. The MIKE 1D Simulation Launcher contains similar information, but looks slightly different (see figure below). The biggest difference is that the panel at the bottom of the launcher will show information, warnings and errors during the simulation. Warnings and errors are also written to a log-file.



Under the menu “File | Load Simulation” or “File | Load Simulation from GDB folder” it is possible to load a database and rerun a simulation. If several simulation parameters exist in the selected database the latest run simulation will be re-run.

It should be noted that the simulation will run on the data *saved* in the database. This means that if the database is currently open in MIKE URBAN it will only reflect the current settings if you have exited edit mode or manually saved your data.

The MIKE 1D engine will use data directly from the MIKE URBAN database hence no MEX-file will be created during a MIKE 1D simulation.

4.2 Result files and Results

If a warning or error occurs during initialisation or simulation, a log-file is created next to the project similar to the existing engine. The log-file is called Simulation ID + Scenario ID + _ErrorLog.html. However it should be noted that the file is created also if no errors occur.

Further, a summary file is created after end of simulation containing similar information as for the existing MOUSE engine. The summary-file is named Simulation ID + Scenario ID + _Summary.html.

The result files from MIKE 1D all have the extension *.res1d regardless of the content. This is consistent with MIKE’s other engines, but different from the existing MOUSE engine where the extension denoted the content.

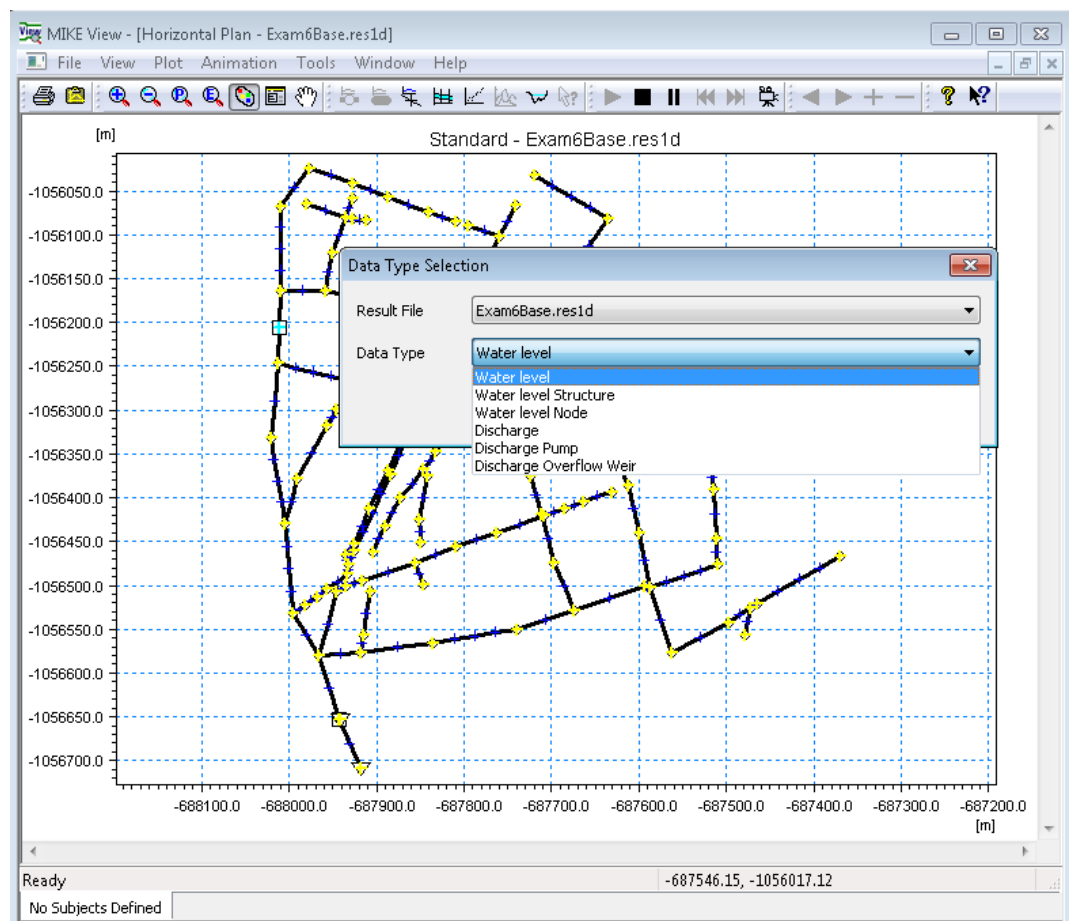
The name of the result file follows the common principle from MIKE URBAN e.g. Simulation ID + Scenario ID, however a further suffix of the name now denotes the

content. As an example the result file from a runoff simulation will have the suffix “RR” and hence the result file name could become “CityABaseRR.res1d”.

File Type	Suffix
Runoff result file	*RR.res1d
Catchment discharge result file	*CatchmentDischarge.res1d
Catchment discharge AD results	*CatchmentDischargeAD.res1d
RDI Additional output result file	*Add.res1d
Additional output as specified in the dhiapp.ini file	*ADDOut.res1d
User specified result file	UserSpecified.”resultSpec.MUID”.res1d

Results from a MIKE 1D simulation can be viewed directly in MIKE URBAN. When loading a res1d-file most things will be similar to loading a PRF-file.

In MIKE View, one thing to note is that when selecting results the distinction between pipes and nodes is in the Data Type and not in a separate filter - e.g. the water levels in pipes are found under the data type “Water level” and the water levels in nodes are found under “Water level Node”.



When selecting using the map, the user should select directly the grid-point on the link which should be plotted. The same method as used when selecting results in MIKE URBAN.

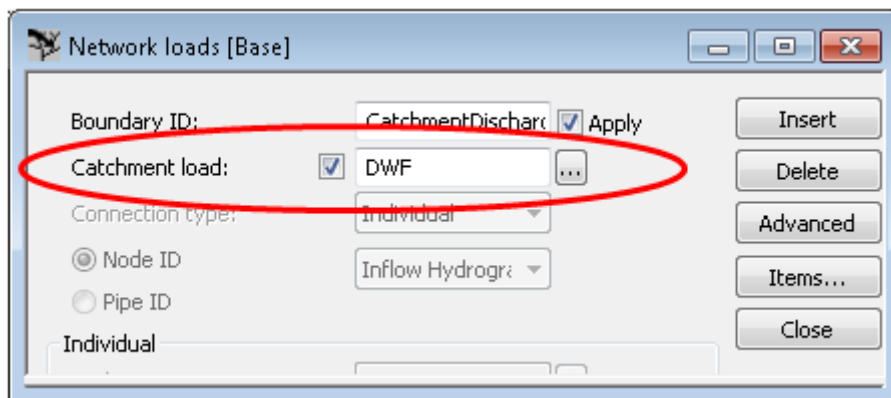
When selecting in a list it should be noted that for some results (e.g. catchments or structures) will have a suffix indicating the nature of the result. For example, an output file from a combined runoff with RDI + Kinematic Wave (B) will have three results per catchment (as for the existing engine) where the suffix of the catchment is respectively “- RDI” and “- Kinematic Wave (B)”.

For general functionality in MIKE View please see the MIKE View User Guide.

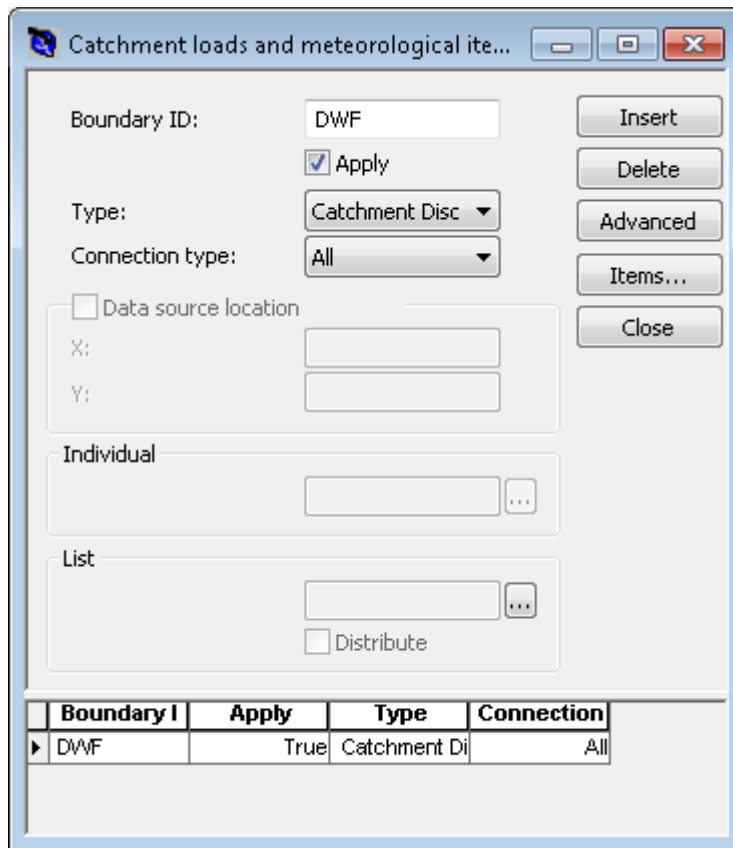
4.3 Boundary Conditions

Boundary conditions work the same way in MIKE 1D as in the MOUSE engine with one exception. In MIKE 1D all catchment related boundaries are calculated with the runoff simulation and all network related boundaries are calculated with the network. This means that the catchment discharge specified under “MOUSE | Boundary Conditions | Catchment Loads...” will be included in the runoff simulation.

In the MOUSE engine catchment discharges were included in the network simulation by using a catchment load referring to a catchment boundary. This functionality is discontinued in MIKE 1D and a warning will be issued that these boundaries are ignored in a network simulation.

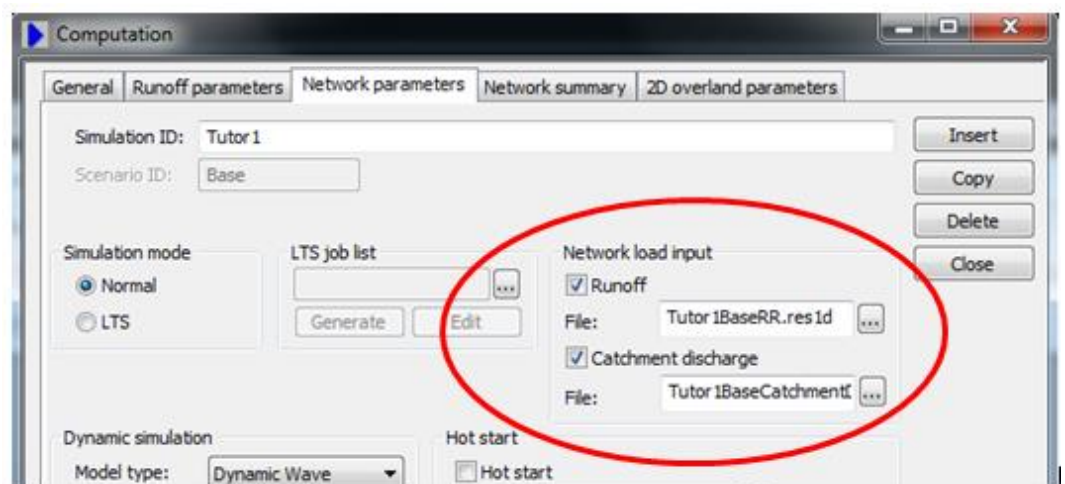


When using catchment discharge in MIKE 1D everything is configured in the GUI as previous in the catchment load dialogue.



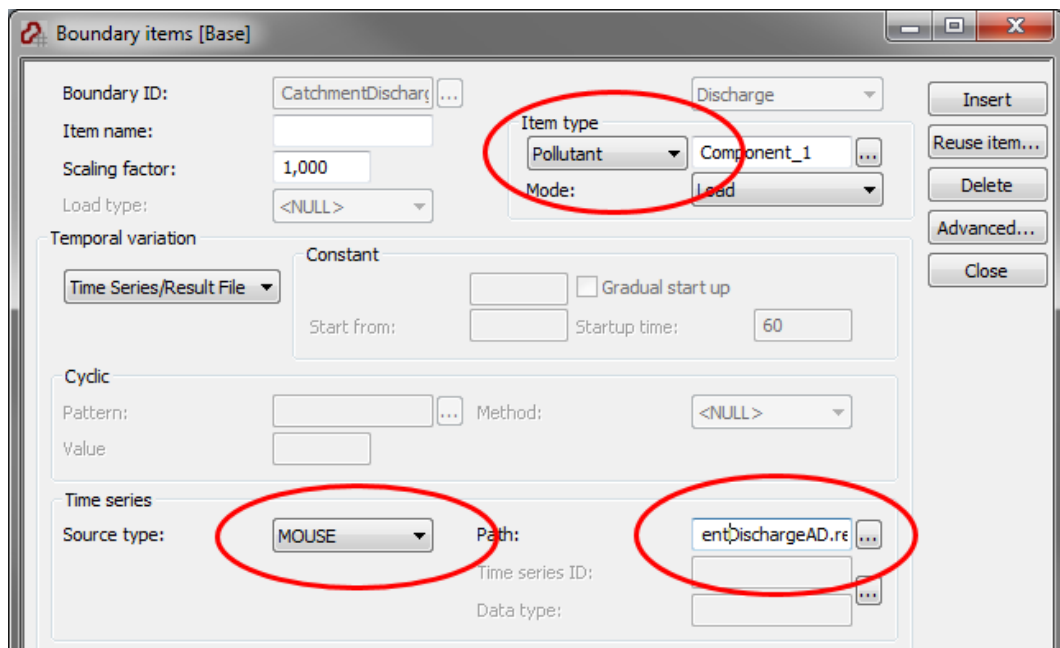
After end of the simulation two result files will be created; One that contains the runoff and one that contains the catchment discharge. Both the runoff result file and the catchment discharge file should be attached as a boundary condition (either on the simulation dialogue or in the network loads).

On the simulation dialogue both the runoff and catchment discharge file is included on the network parameter tab under “Network load input”.



Special notice should be made for setups which only contain catchment discharge and not rainfall runoff. For the existing MOUSE engine only a network simulation was needed due to the functionality of the catchment loads in the network loads, but for the MIKE 1D simulation first a runoff (catchment) simulation should be run to produce the catchment discharge result file followed by the network simulation.

If Transport (AD) is enabled in a setup containing catchment discharge, and there are component items on the catchment discharge load boundaries, a catchment discharge AD result file is created. This catchment discharge AD result file must be added as a network load boundary item in order to include catchment discharge component loads in the network simulation.



4.4 Running water quality analysis with MIKE ECO Lab

MIKE ECO Lab is a highly flexible framework for defining water quality models. MIKE ECO Lab utilises a concept of templates where water quality models are defined with equations and variables. A MIKE ECO Lab template implements a specific set of water quality related equations. It is important to note that the MIKE ECO Lab coupling is exclusively available with the MIKE 1D engine.

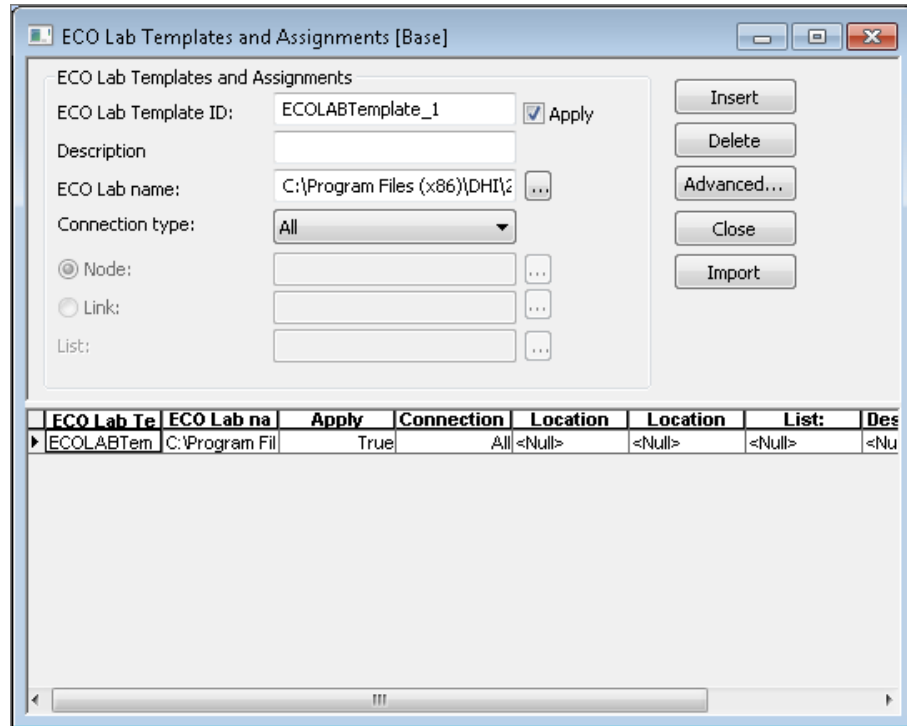
Water quality modelling in MIKE URBAN is possible by means of a set of four MIKE ECO Lab editors.

- MIKE ECO Lab Templates and Assignments
- MIKE ECO Lab State Variables
- MIKE ECO Lab Constants
- MIKE ECO Lab Forcing

In the following a description of the procedure to run a Water Quality analysis in MIKE 1D is presented:

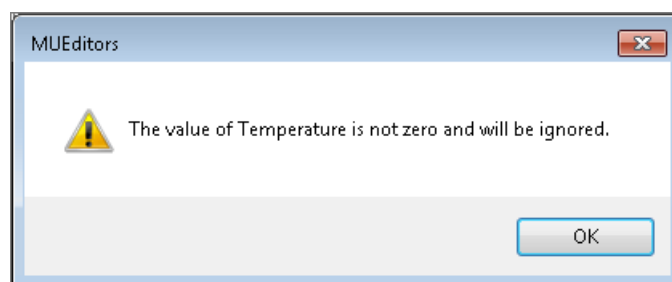
The MIKE ECO Lab template must be imported to the database through the “**ECO Lab Templates and Assignments**” editor. In the editor the template can be loaded through the

“**ECO Lab name:**” field. Once the template is located, clicking on the “*Import*” button will transfer all relevant information about state variables, forcings and coefficients to the database.



The template can be connected to the hydrodynamic model through nodes or links. The usual options to connect the database are available, all elements, a single link/node or a selection of links/nodes. The “*Apply*” check box can be used to disable the template.

While importing a template warnings can be issued indicating the need to change or adjust parameters after importing the template. See the examples below:



With the template properly imported then is necessary to link the **ECO Lab State Variables** with the AD components (the user is required to create entries for these components in the *AD Components* editor). Clicking on the ellipses button in the *AD Component ID* allows the user to link the *State Variables* to the *AD components*.

ECO Lab State Variables [Base]

ECO Lab State Variables

ID:

ECO Lab Template: ...

AD Component ID: ...

Component ID:

Conversion Factor:

Buttons: Insert, Delete, Advanced..., Close, Edit

ECO Lab Te	Component	AD Component ID	ECO Lab ID	Unit	EcoLab Unit	Conversion
ECOLABTem	DO	<Null>	1	<Null>	mg/l	1,000
ECOLABTem	BOD_dis	<Null>	2	<Null>	mg/l	1,000
ECOLABTem	BOD_susp	<Null>	3	<Null>	mg/l	1,000
ECOLABTem	ColiF	<Null>	4	<Null>	per 100 ml	1,000
ECOLABTem	ColiT	<Null>	5	<Null>	per 100 ml	1,000
ECOLABTem	Strep	<Null>	6	<Null>	per 100 ml	1,000
ECOLABTem	Temperature	<Null>	7	<Null>	deg.C	1,000

Select AD Component ID

AD Component ID

Component_1

Component_2

Component_3

Component_4

Component_5

Component_6

Component_7

Buttons: OK, Cancel

ECO Lab Te	Component	AD Component ID	ECO Lab ID	Unit	EcoLab Unit	Conversion
ECOLABTem	DO	Component_1	1	<Null>	mg/l	1,000
ECOLABTem	BOD_dis	Component_2	2	<Null>	mg/l	1,000
ECOLABTem	BOD_susp	Component_3	3	<Null>	mg/l	1,000
ECOLABTem	ColIF	Component_4	4	<Null>	per 100 ml	1,000
ECOLABTem	ColIT	Component_5	5	<Null>	per 100 ml	1,000
ECOLABTem	Strep	Component_6	6	<Null>	per 100 ml	1,000
ECOLABTem	Temperature	Component_7	7	<Null>	deg.C	1,000

The initial conditions of each component are defined in the *AD Components* editors.

In the **ECO Lab Constants** editor all the coefficients and units defined in the template are presented.

ID *	ECO Lab te	Coefficient I	Global Valu	ECO Lab ID	Unit
ECOLABCons	ECOLABTem	includeBiofilm	1,000	8	yes/no
ECOLABCons	ECOLABTem	kSed	2,000	17	g DO / m3 Se
ECOLABCons	ECOLABTem	mdo	0,300	18	mg/l
ECOLABCons	ECOLABTem	mbod	0,800	19	mg/l
ECOLABCons	ECOLABTem	c1	0,960	20	undefined
ECOLABCons	ECOLABTem	c2	0,170	21	undefined
ECOLABCons	ECOLABTem	c3	0,375	22	undefined
ECOLABCons	ECOLABTem	rho_rear	1,024	23	undefined
ECOLABCons	ECOLABTem	kcf	0,700	24	/d
ECOLABCons	ECOLABTem	rho_colIF	1,050	25	undefined
ECOLABCons	ECOLABTem	kct	0,800	26	/d
ECOLABCons	ECOLABTem	fBOD_COD	1,000	9	undefined
ECOLABCons	ECOLABTem	rho_colIT	1,050	27	undefined
ECOLABCons	ECOLABTem	kst	0,750	28	/d
ECOLABCons	ECOLABTem	rho_strep	1,050	29	undefined
ECOLABCons	ECOLABTem	D	20,000	30	m/s^2
ECOLABCons	ECOLABTem	dt	30,000	31	Seconds
ECOLABCons	ECOLABTem	min_depth	0,001	32	m
ECOLABCons	ECOLABTem	kof	3,000	10	g DO/m3/s
ECOLABCons	ECOLABTem	mu	5,000	11	/d

The **ECO Lab Forcings** are presented in the editor, The forcings are constant or temporal varying external factors.

ID: *	ECO Lab te	Forcing ID:	Default valu	ECO Lab ID	Value	File name:
▶ ECOLABForci	ECOLABTem	u	0,200	33	Constant	<Null>
ECOLABForci	ECOLABTem	dm	8,000	34	Constant	<Null>
ECOLABForci	ECOLABTem	slope	0,000	35	Constant	<Null>
ECOLABForci	ECOLABTem	volume	200000,000	36	Constant	<Null>
ECOLABForci	ECOLABTem	ABiofilm	100000,000	37	Constant	<Null>
ECOLABForci	ECOLABTem	SED_Erroded	0,000	38	Constant	<Null>

Once the parameters have been defined appropriately in MIKE URBAN, the user is ready to run a MIKE1D Water Quality analysis simulation. In the simulation editor choose MIKE 1D engine as the simulation engine (the old MOUSE engine does not support MIKE ECO Lab analysis), go to the “*Network parameters*” tab and in the “*Pollutants*” group tick the *Transport AD* and the **ECO Lab** checkbox.

In this dialogue the user can choose the integration method to run the MIKE ECO Lab simulation. The default method is EULER, but the user can choose between Runge-Kutta, Runge-Kutta Quality Control and EULER. For further information about these numerical integration methods, please refer to the MIKE Zero ECO Lab documentation.

Computation

General | Runoff parameters | Network parameters | Network summary

Simulation ID: Exam6
Scenario ID: Base

Simulation mode: Normal LTS

LTS job list: [] [Generate] [Edit]

Network load inputs: Runoff (File: Exam6base.CRF) Catchment discharge (File: [])

Dynamic simulation: Model type: Dynamic Wave
Time step: Min. 10, Max. 60, Factor 1,30
Save every: Hour 0, Min. 1, Sec. 0

Hot start: Hot start (File: [], Hot start date/time: 01-01-2005 00:00:00) AD Hot start

Processes: RTC Additional parameters []

Pollutants: Transport (AD) Water quality ECO Lab
Integration: EULER

Sediments: Transport (ST) Graded sediments

Results: Standard User-specified Overwrite LTS statistics
Contents: [] 2D Results

Simulation	Scenario ID	Include to b	Description	Computatio	Computatio	Computatio	Hot start file	File
▶ Exam6	Base	False	<Null>	Network	07-08-1994 1	07-08-1994 1	<Null>	<Null>

5 Note for MIKE 11 Users

When using MIKE 1D, the file extension for result files is *.res1d, no matter if the simulation is performed with MIKE 11 or MIKE URBAN. This result file can be opened as usual with MIKE View.

When viewing result files with MIKE View: For MIKE 11, result files generated with MIKE 1D engine store the structures location, which is identified with specific icons on the Horizontal Plan. With this new file format, all results related to structures are now directly accessible from the Horizontal Plan, which means that results previously accessed from the Plot > TS of System Data menu are now simply accessed by using the 'Select gridpoint' tool and clicking on the desired structure.

