



PROFIL 2 DESKLE

Project Settings
 Units: Metric
 Friction angle: Set friction angle to zero (rolling)
 Coefficient of Normal Restitution (RN) scaled based on rock velocity, According to:
 $Rn(scaled) = Rn / (1 + (V_{rock}/K)^2)$, where $K=9.144$
 Minimum Velocity=0.1
 Angular Velocity of the rocks NOT CONSIDERED
 Standard Deviations NOT USED when generating slope vertices
 Random-number generation: Random

Material name: apnenec razpokan v bloke
 Coefficient of Normal Restitution (RN): mean=0.4 std dev=0.06
 Coefficient of Tangential Restitution (RT): mean=0.89 std dev=0.1
 Friction Angle: mean=0 std dev=0
 Roughness: std dev=0.1

Seeders
 Line Seeder
 Horizontal Velocity: mean=1, std dev=0.05
 Vertical Velocity: mean=-5, std dev=0.05
 Mass: mean=4000, std dev=0.3
 Angular Velocity: mean=0, std dev=0

Collector001
 L=3.796 Angle=89.0

Material name: deluvij z bloki apnenca
 Coefficient of Normal Restitution (RN): mean=0.28 std dev=0.05
 Coefficient of Tangential Restitution (RT): mean=0.8 std dev=0.05
 Friction Angle: mean=30 std dev=2
 Roughness: std dev=0

Collector002
 L=1.796 Angle=88.4

Barriers
 Barrier name: Barrier
 Start Point: 156.314, -36.9938
 End Point: 157.949, -33.617
 Response to Impact: Inelastic (RN=RT=0)
 Capacity: Infinite

L=2.234 Angle=63.403

Materials
 Material name: PREPERELA kamnina
 Coefficient of Normal Restitution (RN): mean=0.47 std dev=0
 Coefficient of Tangential Restitution (RT): mean=0.55 std dev=0
 Friction Angle: mean=35 std dev=4
 Roughness: std dev=0

