

## SLAMM 6.0.1 Release: 5/28/2010

### Differences in SLAMM 6.0.1 beta from previous release:

- Added Optional "Connectivity" sub-model.
  - See section in new 6.0.1 draft of Technical Documentation
  - <http://warrenpinnacle.com/SLAMMFORUM/index.php?topic=82.0>
- Support of more memory allocation, especially in 64-bit Operating Systems (4GB total for allocation)
- Fixed Range-Check error when maximum optimization was selected
- Improved interface for counting the number of cells to track.
- Capability to model selected years e.g. "1990, 1993, 2000". Useful for hindcasting. See the updated Users Guide for more info.
- Added Eight Side Fill option when filling NWI categories on "Set Map Attribute" interface. See the updated Users Guide for more info.
- Fixed error in calculating SLR prior to 1990 (relevant only to sites with NWI dates prior to 1990, there may be a slight overcounting of eustatic SLR prior to that time in previous versions of SLAMM.)

### SLAMM 6 Major Upgrades (from version 5 and previous):

- **Accretion Feedback Component:** Feedbacks based on wetland elevation, distance to channel, and salinity may be specified.
- **Salinity Model:** Multiple time-variable freshwater flows may be specified. Salinity is estimated and mapped at MLLW, MHHW, and MTL. Habitat switching may be specified as a function of salinity.
- **Integrated Elevation Analysis:** SLAMM will summarize site-specific elevation ranges for wetlands as derived from LiDAR data or other high-resolution data sets.
- **Flexible Elevation Ranges** for land categories: If site-specific data indicate that wetlands range beyond the SLAMM defaults a different range may be specified within the interface.
- **Improved Memory Management:** SLAMM no longer requires contiguous memory which improves memory management considerably.
- **OpenGL 3D Rendering** of SLAMM landscapes including rendering of tide ranges. Important for understanding sites and QA of spatial inputs.
- **File Structure:** SLAMM now saves all model parameters and user choices in new \*.SLAMM6 file-structure and includes a "recently-used files" menu.
- **GUI Improvements:** Integration of site and sub-site parameters into a single matrix that may be edited, exported to Excel, or pasted into the GUI from Excel.
- **Backwards Compatibility** to SLAMM5 – you may import SLAMM5 file structures into the new interface quickly.

- **File Setup Verification:** Ensures input rasters have the correct format and that appropriate files have been specified. File-names and locations now are flexible. User-friendly errors are specified.
- **New Maps:** Screen maps of elevations, salinity, and variable accretion rates are available in “Set File Attributes” and “debug-mode” execution. SLAMM colors are editable and choices are saved along with parameters in SLAMM6 file.
- **Open Source –**
  - Non-distributable third party components (that interfaced with Excel and rendered maps in 3D) have been replaced.
  - Old portions of the code that haven’t been used in years have been stripped away.
  - Object Pascal code has new object-oriented design.
- **Command Line Support:** If parameters are saved in a text file, an “Execute Immediately” option is present which allows for DOS batch-file manipulation or manipulation with independent sensitivity and uncertainty analysis software.
- **Integrated Help File / Users Manual.** Available in acrobat reader (pdf) format and also context-sensitive help in HTML help format.

SLAMM6 Installer for Windows machines:

- The SLAMM6 Installer may be downloaded from the following site:

<http://warrenpinnacle.com/prof/SLAMM6/SLAMM6.exe>

Open Source:

The open source code may be accessed by going through the “About” screen within SLAMM or alternatively may be directly downloaded here:

[http://warrenpinnacle.com/prof/SLAMM6/SLAMM6\\_Open\\_Source.zip](http://warrenpinnacle.com/prof/SLAMM6/SLAMM6_Open_Source.zip)

Note, this code requires Delphi 2007 or later to compile. Also, an additional open-source third party library called the Delphi OpenGL is required. That website is down, hopefully only temporarily. In the short run, users may download the library from the Internet Archive. Please see the README.TXT in this file for more information about this. Compilation questions may be directed to the SLAMM Forum.

**Thanks!**

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