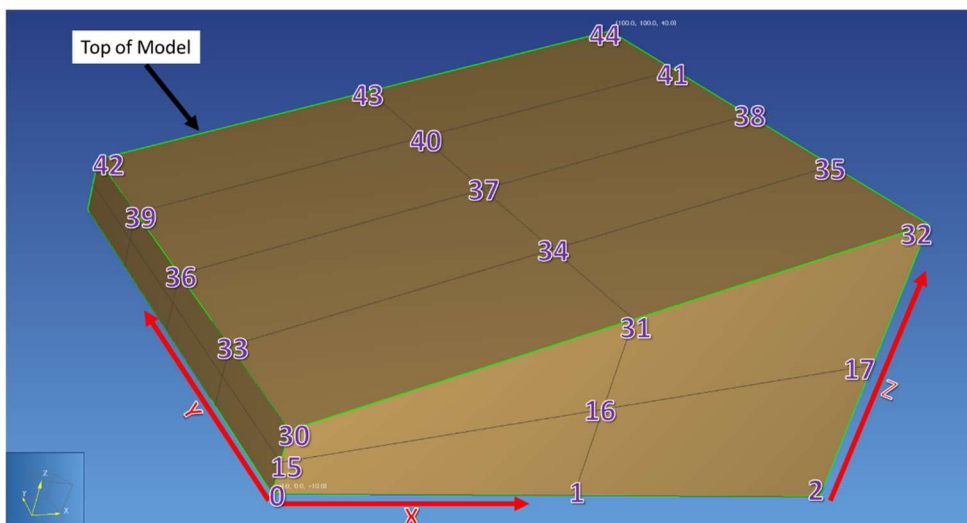
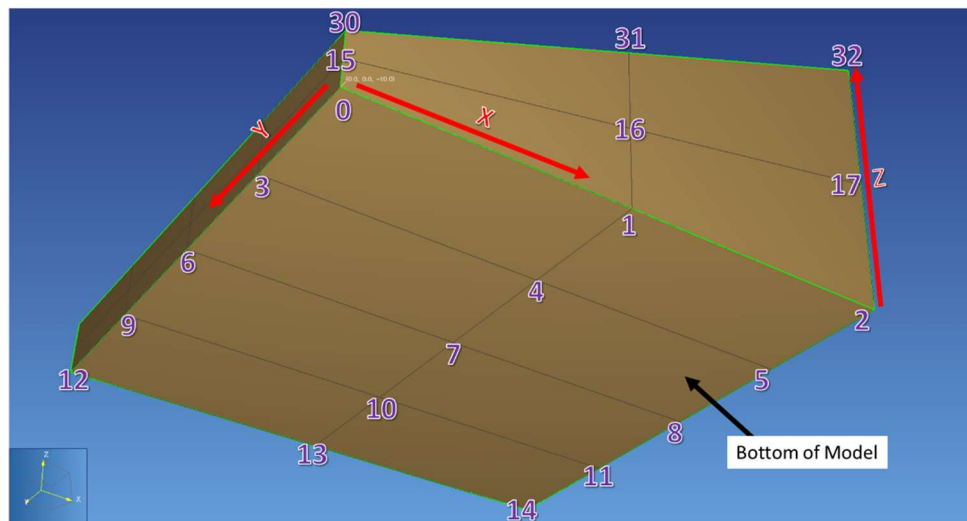


PetraSim v2022 CSV Cornerpoint File Explanation

PetraSim version 2022.3 includes an option to export a new file format that includes mesh corners. These corners can be used to recreate the TOUGH mesh created inside PetraSim in other programs, such as Amarile's RE-Studio.

The CSV file is composed of a list of corner "sequence numbers" and XYZ values. Figures 1 and 2 illustrate the order in which corners are assigned numbers.

- Corner 0 is located at the minimum X, Y, Z vertex within the model.
- Corners are numbered sequentially in the X direction until the maximum X value is reached. At that point, the numbers wrap up in the Y direction, again starting at the minimum X value.
- The bottom "Layer" of corner numbers are assigned and then the same pattern is shifted up in the Z direction.



The CSV file is composed of the following

- Line 1 – Shows the number of corners in the X, Y and Z direction. Note that these will be 1 more than the number of elements in each direction.
- Additional lines list the corner “sequence numbers” followed by the X, Y, Z location of the corner.

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	nx_ny_nz	3	5	3	First line tells the size of the matrix								MyWedge2x4x2
2	0	0	0	-10	1	50	0	-10	2	100	0	-10	
3	3	0	25	-10	4	50	25	-10	5	100	25	-10	
4	6	0	50	-10	7	50	50	-10	8	100	50	-10	
5	9	0	75	-10	10	50	75	-10	11	100	75	-10	
6	12	0	100	-10	13	50	100	-10	14	100	100	-10	
7	15	0	0	-5	16	50	0	5	17	100	0	15	
8	18	0	25	-5	19	50	25	5	20	100	25	15	
9	21	0	50	-5	22	50	50	5	23	100	50	15	
10	24	0	75	-5	25	50	75	5	26	100	75	15	
11	27	0	100	-5	28	50	100	5	29	100	100	15	
12	30	0	0	0	31	50	0	20	32	100	0	40	
13	33	0	25	0	34	50	25	20	35	100	25	40	
14	36	0	50	0	37	50	50	20	38	100	50	40	
15	39	0	75	0	40	50	75	20	41	100	75	40	
16	42	0	100	0	43	50	100	20	44	100	100	40	
17													
18									X	Y	Z		
19													
20													
21													
22													
23													
24													
25													
26													
27													
28													
29													
30													
31													

Each line contains the same number of points on X (3 in this case)

Sequence Number