

## ***Interactive comment on “r.sim.terrain: a dynamic landscape evolution model” by Brendan Alexander Harmon et al.***

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Could you please re-run the model if you have time? We have updated the documentation both on the manual page and the GitHub repository with the tutorial. Your run of the model failed due to incomplete documentation rather than bugs. The input elevation raster must be in the current mapset (for registration in the temporal database), so it should be copied from the PERMANENT mapset to the current working mapset before the model is run.

We have added a section with basic instructions to the manual page (<https://grass.osgeo.org/grass76/manuals/addons/r.sim.terrain.html>) and to the repository readme ([https://github.com/baharmon/landscape\\_evolution](https://github.com/baharmon/landscape_evolution)). We have also written

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a longer tutorial ([https://github.com/baharmon/landscape\\_evolution/blob/master/tutorial.md](https://github.com/baharmon/landscape_evolution/blob/master/tutorial.md)) that details running each model with instructions and examples for RUSLE3D, USPED, and detachment limited, transport limited, and variable erosion-deposition regimes with SIMWE.

A new concept diagram for r.sim.terrain is attached. Please let us know if you have any comments or critiques.

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Interactive comment on Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2019-18>, 2019.

## GMDD

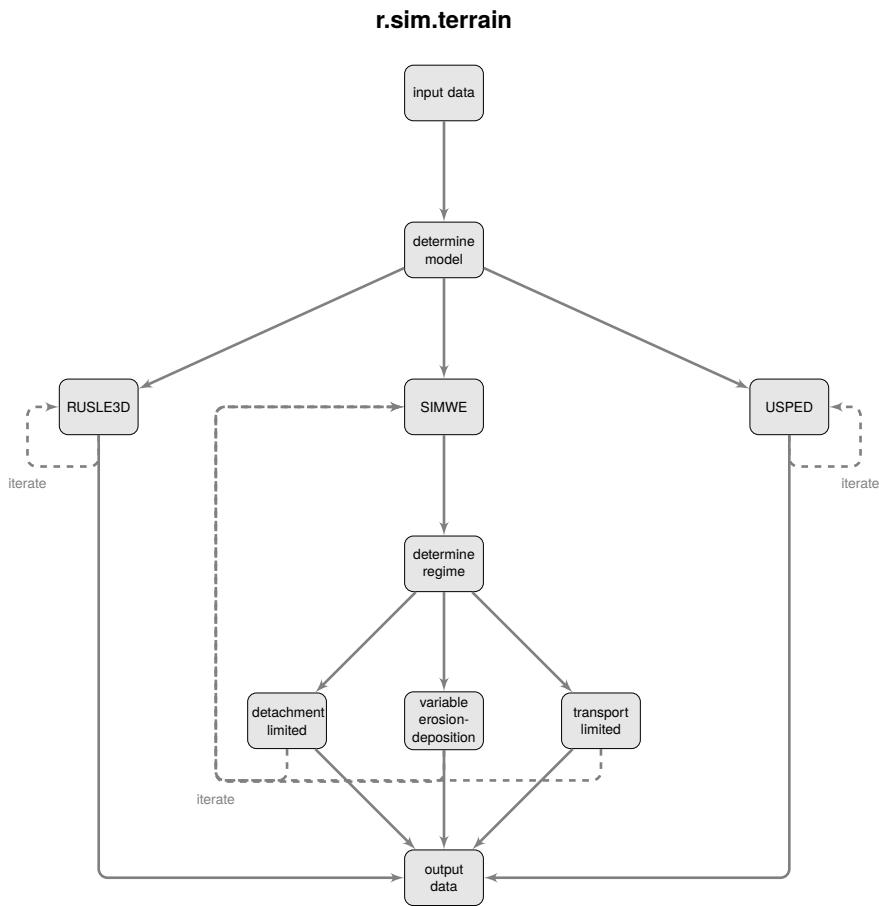
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**Fig. 1.** Concept diagram for `r.sim.terrain`

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