

AGGLOMERATES DATABASE

The agglomerates database is a convenient way to work with agglomerates, add them to the scene, modify them or specify specific initial conditions. **Agglomerate** is structural information of a set of objects consisting of particles and bonds (Fig. 1). Agglomerate may, but need not, contain bonds.

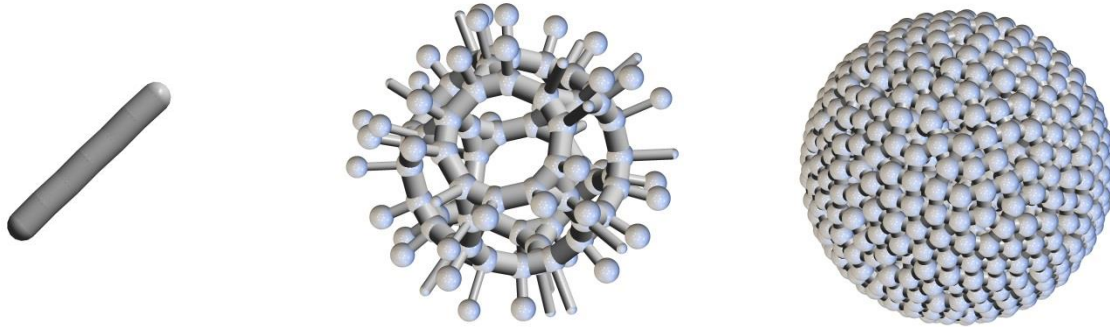


Figure 1. Examples of agglomerates.

Agglomerates database is saved into file with extension *.madb and can contain one or several agglomerates. Graphical user interface has 9 different buttons:

- *New* – create new database;
- *Load* – load database from existing file;
- *Save* – save database into currently opened file;
- *Save as* – save database into new file;
- *Add* – with this button current scene will be added as single agglomerate into the currently opened database. The current scene can consist of objects of different materials. In order to increase usage flexibility of the database user must specify alias (name) for all unique materials of particles or solid bonds. This information will be saved into database and will allow recreate object with old or with new materials;
- *Remove* – remove selected agglomerate from the database;
- *Up/Down* – allow to change the order of agglomerates in the current database;
- *Insert* – insert selected agglomerate to the scene. Position, scaling factor and initial velocity of the agglomerate can be specified during the insertion. Moreover, during addition of agglomerate initial materials of particles and bonds can be redefined.