

Initial Fuel Moistures File (.FMS)

The Initial Fuel Moistures (.FMS) File is a ASCII text file required for any *FARSITE* or FlamMap simulation. Custom Fuel Model (.FMD) Files are interchangeable between the two applications.

The fuel moistures at the beginning of the simulation must be set for each fuel model. These fuel moistures are required to begin the process of calculating site specific fuel moistures at each time step throughout the simulation.

Each Initial Fuel Moistures (.FMS) File must contain data in the space delimited ASCII format specified below. A generic text editing application such as *Notepad* or *WordPad*, a spreadsheet, or the [FARSITE Editor](#) can be used to create or edit ASCII text files. *FARSITE* also has a Burn Period Custom Editor (see below).


The following ASCII integer space-delimited format is used;

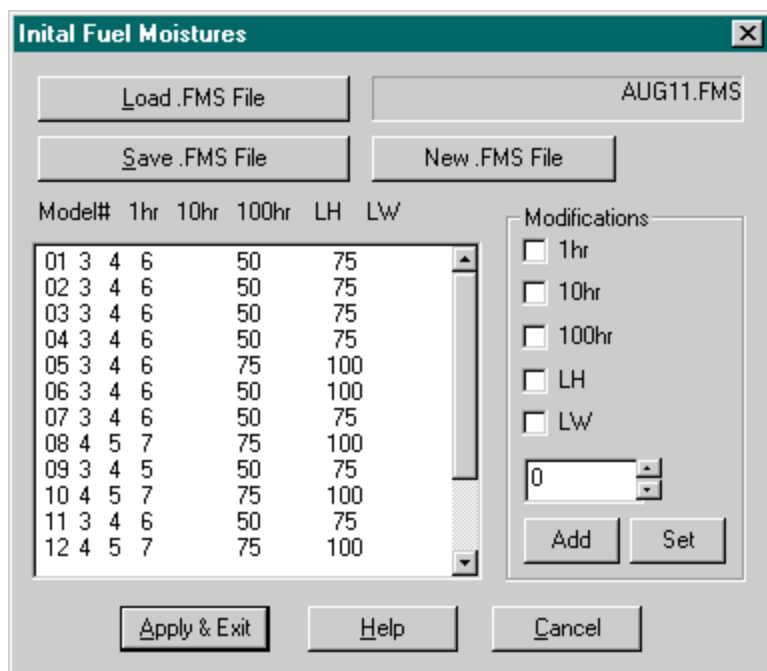
FuelMod 1Hour 10Hour 100Hour LiveH LiveW

- Fuel Model (1-256) corresponds to a fuel model specified
 1. on the landscape fuel theme if no conversions are used, or
 2. in the [Fuel Conversion \(.FMS\) File](#) if conversions are used. Fuel models 1-13 must relate to the original 13 standard fuel models (Anderson 1982) and some numbers between 90-219 are reserved for the expanded set of standard fuel models (Scott and Burgan, 2005). Fuel models numbered from 14 to 89 are for custom models as described in the [Custom Fuel Model \(.FMD\) File](#).
- Fuel moistures for each category are in percent (integers), and may exceed 100. LiveH and LiveW indicate "live woody" and "live herbaceous" fuels, just like *BehavePlus*. Unlike dead fuels, live fuel moistures remain constant throughout the simulation unless you manually change them.

NOTE: If custom models are used, they too must have initial fuel moistures specified in this file.

Using the Initial Fuel Moistures File Custom Editor

The Initial Fuel Moistures (.FMS) File Custom Editor is accessed through the ["FARSITE Project" dialog box](#). The  button to the right of the Initial Fuel Moistures (.FMS) File text box brings up the custom editor for generating or editing a Initial Fuel Moistures (.FMS) File.



Editing an Existing Initial Fuel Moistures File

If you currently have a Initial Fuel Moistures (.FMS) File loaded, this dialog box will allow you to edit the contents of that file.

The Custom Editor allows direct editing in the text box by selecting text with the cursor, using the backspace key, and typing text similar to any text editor.

You can also use the editing tools in the Custom Editor. First select the range of lines (fuel models) you wish to edit with the cursor. Second, select the checkbox for the fuel size class you wish to change. You then use the Add and Set buttons to modify the block of lines selected in the text box.

- The Add button adds the value displayed in the spin box to all the values in the currently selected lines.
- The Set button replaces the values in the currently selected lines with the value displayed in the spin box.

Create a New Initial Fuel Moistures File

To generate a new Initial Fuel Moistures (.FMS) File click the New .FMS File button. A new file with fuel models 1-256 and default fuel moistures is displayed in the text box. You can edit this data as shown above.

Finally

Before clicking the Apply & Exit button make sure the modified file has been saved with the Save .FMS File button. If you don't save the changes, they will still be in effect for the current simulation, but they will be lost when the simulation is terminated. However if the [Project \(.FPJ\) File](#) is saved with an unsaved edited Initial Fuel Moistures (.FMS) File, the

Initial Fuel Moistures (.FMS) File will then be automatically saved also.