

1. LAMEM OPTIONS:

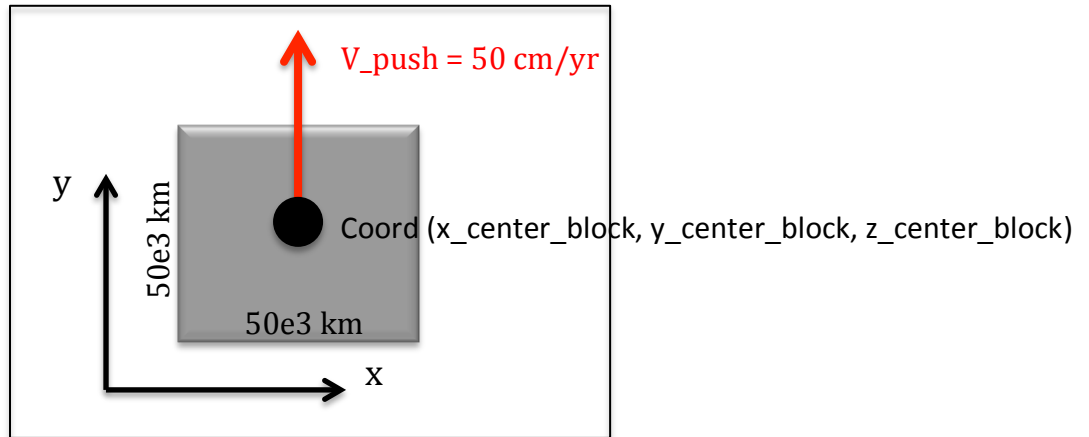
```
# --- Pushing
AddPushing                =      1                # 1 - pushing; 0 - no pushing;
Pushing.num_changes        =      3                # no. of changes in the pushing direction
Pushing.time               =      0   1   2   3      # Time segments [Ma] as an array (num_changes+1)
Pushing.V_push             =      50   20   50      # [cm/yr] as an array
Pushing.dir                =      2   0   1         # preferred direction of pushing: 0-rotation, 1-Vx direction, 2-Vy direction
Pushing.omega              =      0   3e-5   0      # rate of rotation [deg/yr] as an array
Pushing.coord_advect       =      1   1   1         # 0 - fixed pushing block, 1 - moving pushing block
Pushing.reset_pushing_coord =      0;
#Pushing.theta             =      0;                # angle from which rotation should start

Pushing.L_block            =      50e3              # Length (x-direction)
Pushing.W_block            =      50e3              # Width (y-direction)
Pushing.H_block            =      6e3               # Height (z-direction)

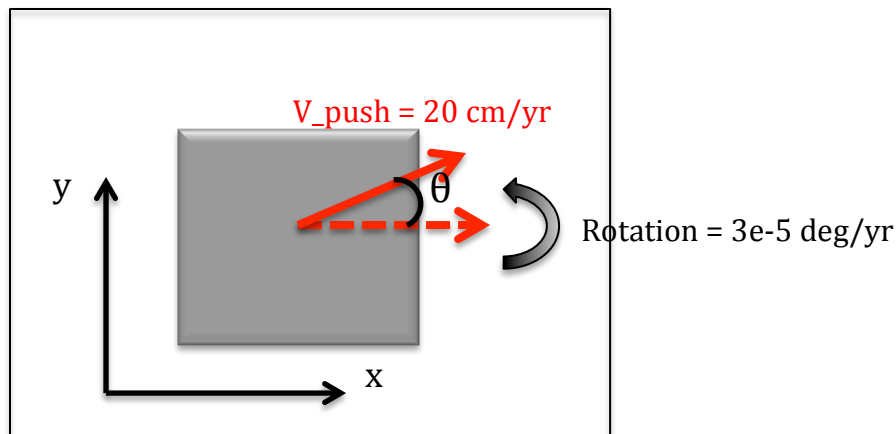
Pushing.x_center_block     =      50e3              # Coordinates of the center if the block
Pushing.y_center_block     =      50e3
Pushing.z_center_block     =      73e3
```

2. What these options will do (map view - pushing in the z-direction is not implemented):

- 1) Time interval [0 – 1] Ma
- ```
Pushing.V_push = 50
Pushing.dir = 2 -> push in the Vy direction
Pushing.omega = 0 -> this parameter is effective only when Pushing.dir = 0
Pushing.coord_advect = 1 -> the coordinates of the block will be advected at the end of the timestep
```



- 2) Time interval [1 – 2] Ma
- ```
Pushing.V_push      =      20
Pushing.dir         =      0  -> rotation
Pushing.omega       =      3e-5 -> rate of rotation [deg/yr]
Pushing.coord_advect =      1  -> the coordinates of the block will be advected at the end of the timestep
#Pushing.theta      =      0  -> angle from which rotation starts (0 when aligned with the X-axis and it is by default)
```



3) Time interval [2 – 3] Ma
Pushing.V_push = 50
Pushing.dir = 1 -> push in the Vx direction
Pushing.omega = 0 -> this parameter is effective only when Pushing.dir = 0
Pushing.coord_advect = 1 -> the coordinates of the block will be advected at the end of the timestep

