

```

1  # Description:
2  # use temp_barriers instead permanent ones
3  GATE
4  NAME          FROM_OBJ FROM_IDENTIFIER TO_NODE
5  grant_line_barrier channel      206      172
6  middle_r_barrier channel      134      112
7  old_r@tracy_barrier channel      79       69
8  old_r@head_barrier channel      54       8
9  END
10
11
12  GATE_WEIR_DEVICE
13  GATE_NAME      DEVICE          NDUPLICATE WIDTH  ELEV HEIGHT CF_FROM_NODE CF_TO_NODE DEFAULT_OP
14  grant_line_barrier barrier          1 125.0  0.5 9999.0      0.8      0.8 gate_open
15  grant_line_barrier boat_ramp        1 140.0 -13.1 9999.0      0.8      0.8 gate_open
16  middle_r_barrier barrier          1 140.0  1.0 9999.0      0.7      0.7 gate_open
17  old_r@head_barrier fall_barrier    1 168.0  6.0 9999.0      0.1      0.1 gate_open
18  old_r@head_barrier fall_notch      1 32.0  0.0 9999.0      0.2      0.2 gate_open
19  old_r@head_barrier spring_barrier   1 200.0  4.0 9999.0      0.06     0.06 gate_open
20  old_r@tracy_barrier barrier          1 75.0  2.0 9999.0      0.8      0.8 gate_open
21  old_r@tracy_barrier fall_notch      1 20.0  0.0 9999.0      0.8      0.8 gate_open
22  old_r@tracy_barrier fall_notched_barrier 1 55.0  2.0 9999.0      0.8      0.8 gate_open
23  END
24
25  GATE_PIPE_DEVICE
26  GATE_NAME      DEVICE          NDUPLICATE RADIUS ELEV CF_FROM_NODE CF_TO_NODE DEFAULT_OP
27  grant_line_barrier pipes          6 2.0 -6.5      0.6      0.6 unidir_from_node
28  middle_r_barrier pipes          6 2.0 -4.0      0.6      0.6 unidir_to_node
29  old_r@head_barrier pipes          6 2.5 -4.0      1.0      1.0 gate_open
30  old_r@tracy_barrier pipes          9 2.0 -6.0      0.6      0.6 unidir_from_node
31  END
32

```