# **GALE 2.0 Change Log**

Release Date June 30, 2015

#### **GALE 2.0 Graphical User Interface (GUI):**

- Developed the GALE 2.0 GUI which allows GALE-BWR 2.0 and GALE-PWR 2.0 to call the gaseous effluents (GE) and liquid effluents (LE) subprograms in BWRs and PWRs respectively.
- Created the GUI introductory screen, which allows the user should specify the name of the input file. If this is a new run, this is the file that the input parameters will be saved in for future runs. If this is an existing run, this file should be a GALE-2.0 input file that has previously been created. The user has the option to browse for an existing file. If the existing file is in a different directory than the executable, the output files will be created in this different directory. Also, the data files should be present in this different directory along with the input file.
- The GUI introductory screen also allows the user may select to perform a liquid effluent analysis, gaseous effluent analysis or both. The user should select names for the output files.
- Created the option which allows the user to run legacy input files from GALE-09.
- Created the General Reactor Parameter dialog screens which allow the user to specify additional inputs related to liquid and gas effluents.

#### **Boiling Water Reactor Gaseous Effluent (BWRGE):**

• Converted the BWRGE subprogram of GALE-09 to a subroutine within the GALE-BWR 2.0 that can be directly called from the GALE 2.0 GUI.

## **Boiling Water Reactor Liquid Effluent (BWRLE):**

• Converted the BWRLE subprogram of GALE-09 to a subroutine within the GALE-BWR 2.0 that can be directly called from the GALE 2.0 GUI.

#### **Pressurized Water Reactor Gaseous Effluent (PWRGE):**

• Converted the PWRGE subprogram of GALE-09 to a subroutine within the GALE-PWR 2.0 that can be directly called from the GALE 2.0 GUI.

## **Pressurized Water Reactor Liquid Effluent (PWRLE):**

 Converted the PWRLE subprogram of GALE-09 to a subroutine within the GALE-PWR 2.0 that can be directly called from the GALE 2.0 GUI.