DYNA3D (Whirley and Engelmann, 1993; Oglesby, 1999) is a general-purpose explicit finite element code for solid dynamics calculations. Oglesby has modified this code to model earthquake dynamics by implementing a traction-at-split-nodes fault boundary condition, which in its current form supports both slip-dependent and time-depend Coulomb friction. DYNA3D allows the user to model fault systems with many segments and complex segment geometry. It is freely available through the Collaboration Program of the Methods Development Group at Lawrence Livermore National Lab, but for security reasons it is not officially in the public domain.

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