

Pg 1, line 5. Justification, clarity, readability, and terminology: The original sentence is complex and awkward due to the hyphenated term "orbital wave motion-dependent." The revised "Sediment entrainment by wave motion," makes the sentence easier to read while maintaining technical accuracy. "orbital wave motion-dependent" is not common and may be seen as convoluted. Improved Flow: The revised sentence eliminates the need for a long modifier, allowing for a smoother flow, making the sentence more focused, concise, and readable. "Sediment entrainment by wave motion and fine scales of the dynamic Rouse number distribution across the seabed were brought into focus." instead of "Orbital wave motion-dependent sediment transport and fine structures of the dynamic Rouse number distribution across the seabed were brought into focus."

Pg 2, line 48, avoiding a repetition of words, more accurate: "Validation of hydrodynamic models commonly relies on time series of surface elevations, as reported in a number of works (Hsu et al., 1999; Blumberg, 1977; Oey et al., 1985; Park and Kuo, 1993; Muin and Spaulding, 1996), owing to the reliable correlation between simulations and measurements due to the well-posed dynamics of tides." instead of "In terms of the hydrodynamic components examined in the validation, reliable validation often relies on time series for surface elevations, as conceded in a number of works (Hsu et al., 1999; Blumberg, 1977; Oey et al., 1985; Park and Kuo, 1993; Muin and Spaulding, 1996) that found that the simulated quantity exhibits the best correlation with survey measurements."

Pg 8, line 42, "fluctuating velocity" instead of "fluctuation velocity" to fix a typo.

Pg 10, line 52, "with" got replaced with "using". Now it is three times "using" in that part. I approved that change, but read together—thrice "using"—it requires revision, also for clarity. "Land pixels are then automatically flood-filled with the color RGB and all other pixels set to 0 with the logical array and flood-fill function `excise('image.bmp',RGB)`. Maps and CAD designs of future developments can be superimposed through the script overlay. The mesh is created directly from the .bmp with the mesh generator `meshing22a('image.bmp')`. The latter automatically provides a higher resolution at coastal boundaries by distributing more Voronoi polygon seeds close to the shore." instead of "All land pixels are then automatically flood-filled after setting all other pixels to 0 using the logical array and flood-fill function `excise('image.bmp',RGB)` with a particular 24-bit RGB color, that is, with maximal component values of [255 255 255]. Maps and CAD designs of future developments can be superimposed, using the script overlay. The mesh is created directly from the .bmp using the mesh generator `meshing22a('image.bmp')`. The latter automatically provides a higher resolution at the boundary between land and sea by first distributing Voronoi polygon seeds by sweeping along the shore with increasing distance, followed by three iterations of mesh relaxation."

Pg 12, line 4, "to the desired depth." instead of " to the desired depth, in this case, 4 m for the harbor and 1 m for the mangrove forest." as the mangrove forest does not belong here.