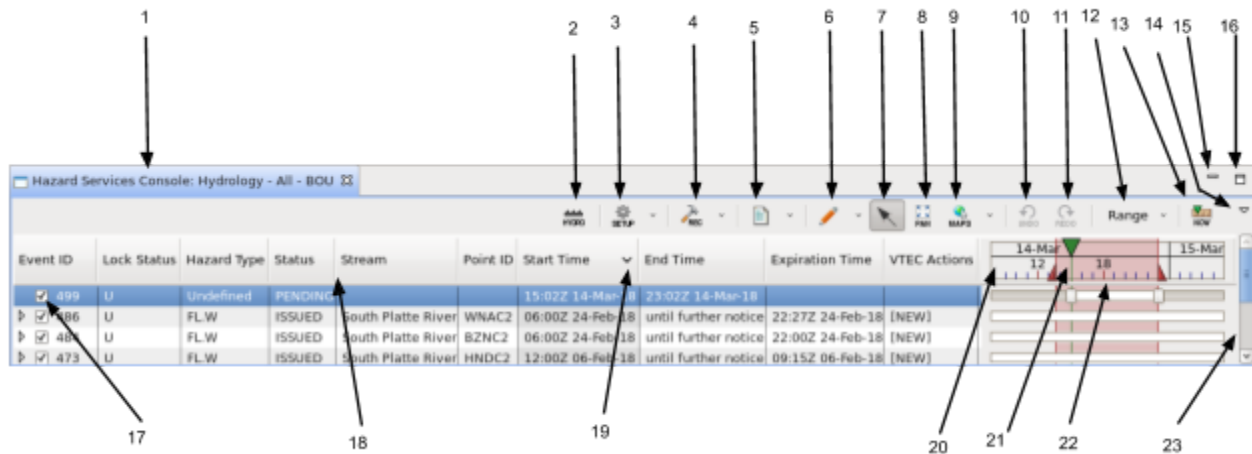


## Hazard Services “Button” Reference

OB18.1.1

November 2018 - R1.4 Sprint 12

(see also [Quick Reference Guide](#), complete [User’s Guide](#))



**Hazard Services Console**

1. The current Setting is shown in the upper left of the Console - in this case, *Hydrology - All*.

2. **Filtering Icon** - Turns yellow if any active hazards are filtered from view.

3. **Settings** - This menu includes options to load, create, edit, and delete Settings; plus filter visible hazards.

4. **Tools** - Available recommenders to execute - tailored to the chosen setting.

5. **Products** - Generate RVS, view/review/correct products

6. **Drawing Tools** - Draw, append, trim polygons or freehand shapes.

7. **Select Event** - Click this icon to select a hazard polygon.

8. **Pan** - Pan the map without inadvertently moving or selecting polygons.






9. **Maps for Select By Area**

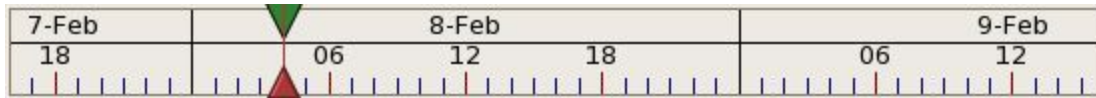
10. **Undo**



11. **Redo**

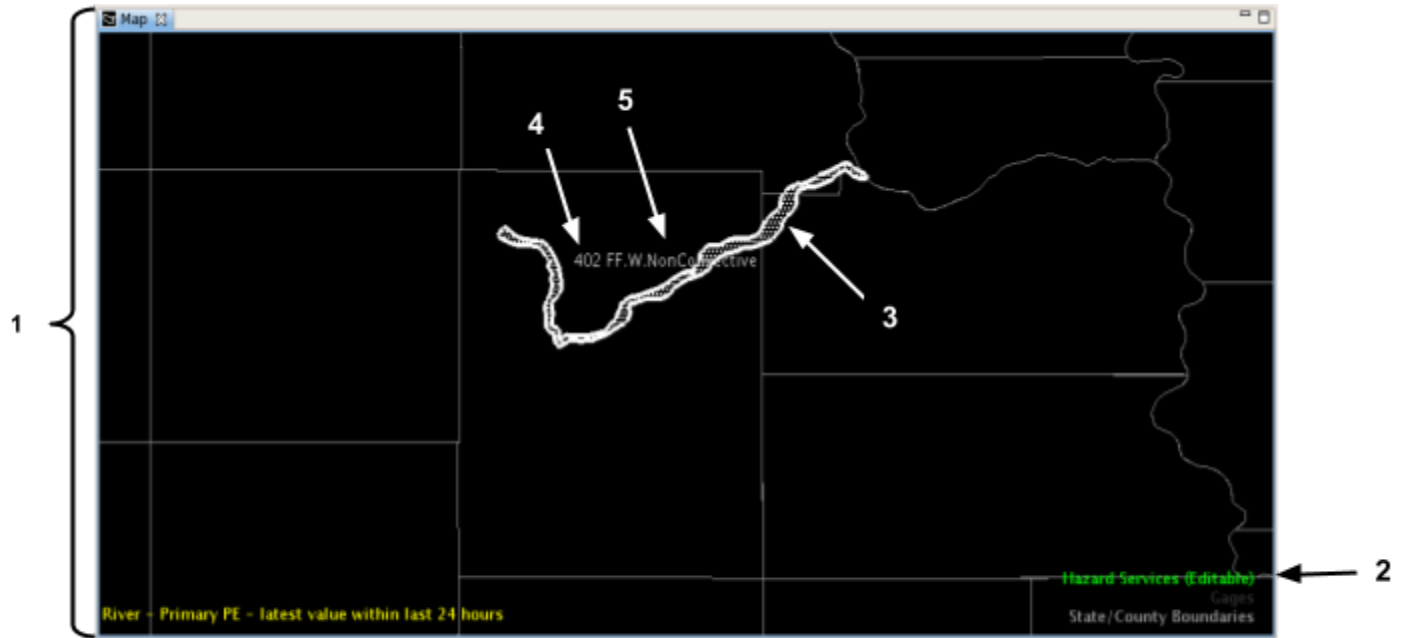
12. **Selected Time Mode** (for item 22, below) - a  moment, a  of time under your control, or a range of time that encompasses all currently-selected hazards

( Show All Time ▾ ).

13.  **Show Current Time** - Return to current time toward the left end of the timeline
14.  **View Menu** - Includes choice of site, hazard conflict checking, hatching toggle
15.  **Minimize**
16.  **Maximize**
17.  Check to display this hazard geometry in the Spatial Display
18. **Hazard List Heading Columns** - MB3 press any column title to add/remove columns. Drag to reorder.
19.  **Sort Indicator** - Indicates the order the column is sorted: ascending or descending.
20. **Timeline** - A time viewport for hazards in the console.

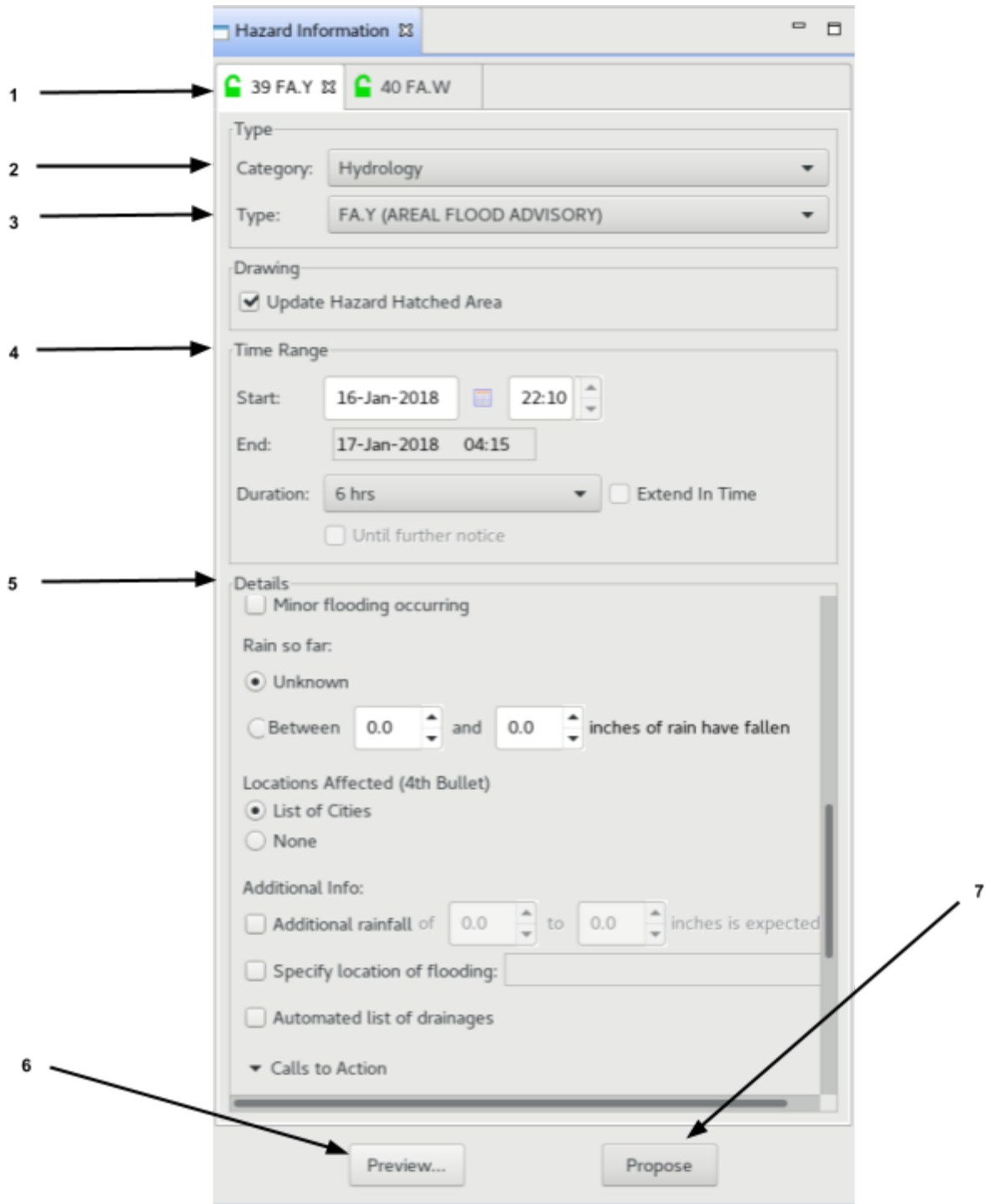


21.  **Current Time Indicator**
  22.  **Selected Time Indicator** - Selected time or time range
  23. **Scroll Bar** - Appears as needed.
-



**Spatial Display**

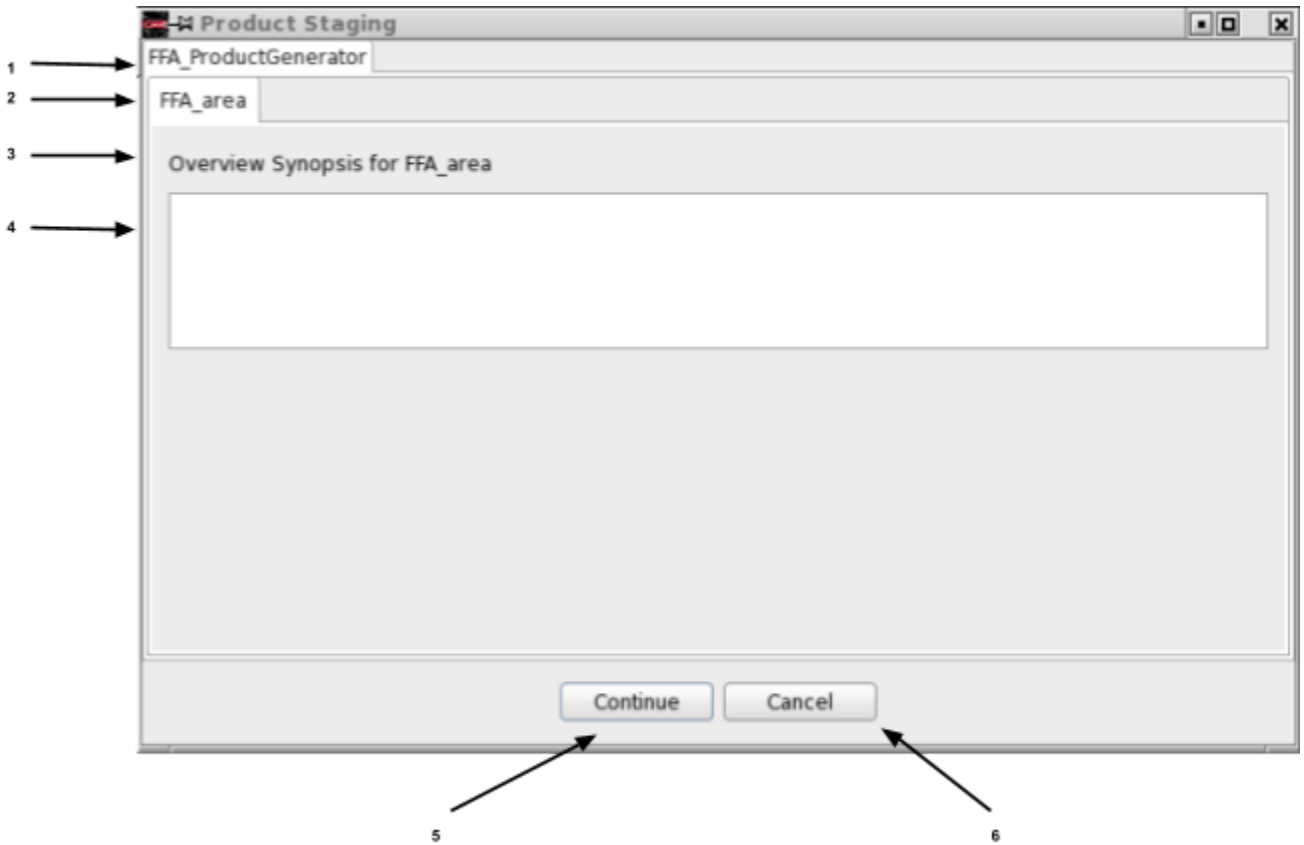
1. Spatial Display
  2. Product Legend
  3. Hazard Polygon
  4. Event ID
  5. Hazard Type
-



**Hazard Information Dialog** (example: details are hazard-dependent)

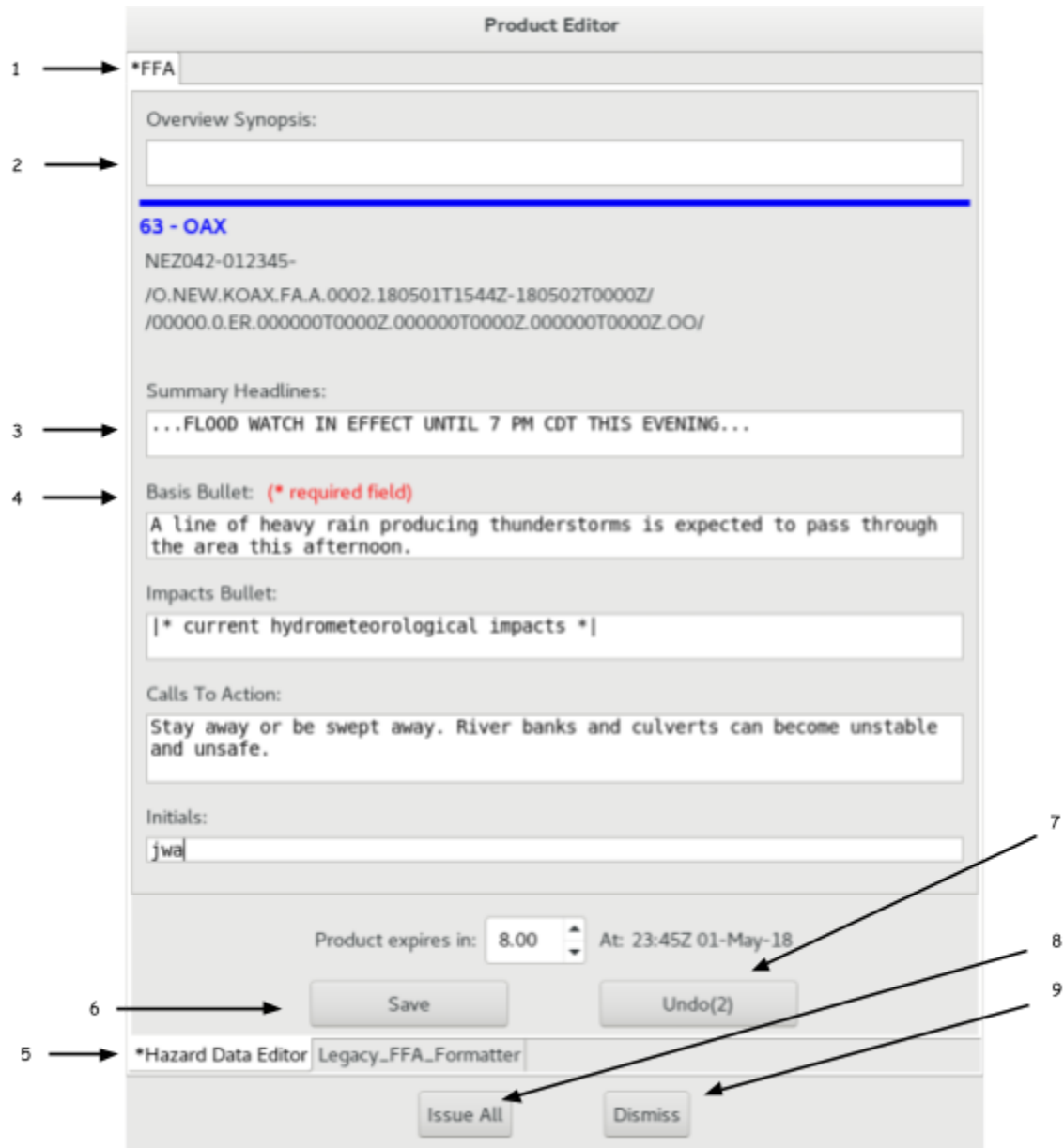
1. **Hazard Tab** (Includes lock indicator)
2. **Category** - Hydrology is the only current choice. Future add Winter Weather, Convective...
3. **Type**
4. **Time Range**

5. **Details** - Meta-information for the selected Hazard Type.
  6. **Preview...** - Generates a preview of the product(s) before issuing.
  7. **Propose** - Proposes the hazard - sets status to Proposed in the Console.
-



**Product Staging Dialog** (product-dependent)

1. **Generator Tab ID** - Identifies the Product Generator used.
  2. **Hazard Type Tab**
  3. **Overview Synopsis for Hazard**
  4. **Input Window**
  5. **Continue** - Move to the next step in the hazard generation process.
  6. **Cancel** - Dismiss this dialog & return to Hazard Information Dialog.
-



**Product Editor Dialog** (varies by product)

1. **Product Tab** - One or more tabs showing for which hazard type(s) products are being generated.
2. **Overview Synopsis**
3. **Summary Headlines** - Pre-generated, but text may be modified as needed.
4. **Basis Bullet, Impacts Bullet, Calls To Action** - Text entered here or from previous screens.
5. **Hazard Formats** - Each format is in its own tab.
6. **Save**
7. **Undo(n)** - Edits made above may be reverted. No Redo.
8. **Issue All** - Issue all formats for all product tabs in the Product Editor.
9. **Dismiss** - Close the Product Editor dialog box.