

Hazard Services Quick Reference Guide

OB18.1.1

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The Hazard Services Quick Reference is designed to give you a quick explanation of some of the Hazard Services features including the [Hazard Services Console](#), the [Spatial Display](#) on CAVE, the [Hazard Information Dialog](#), the [Product Staging Dialog](#), and the [Product Editor](#).

I. Hazard Services Console Features

The Hazard Services Console Features are identified in Figure 1 and correspond to the detailed explanations following.

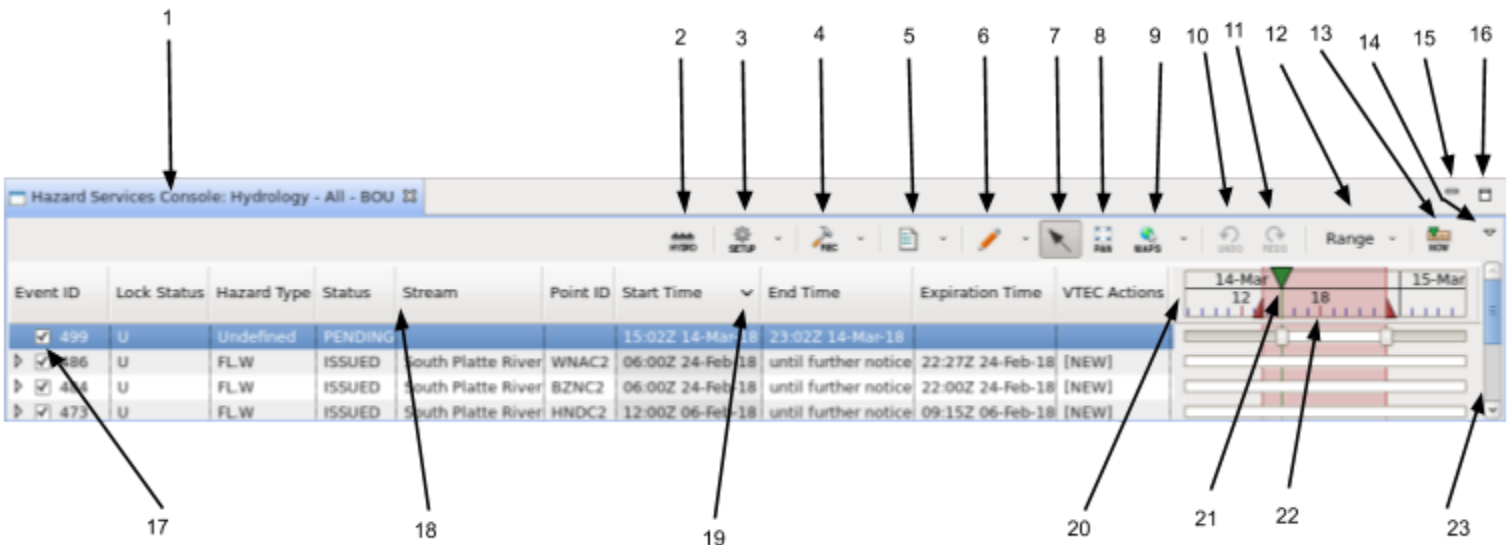


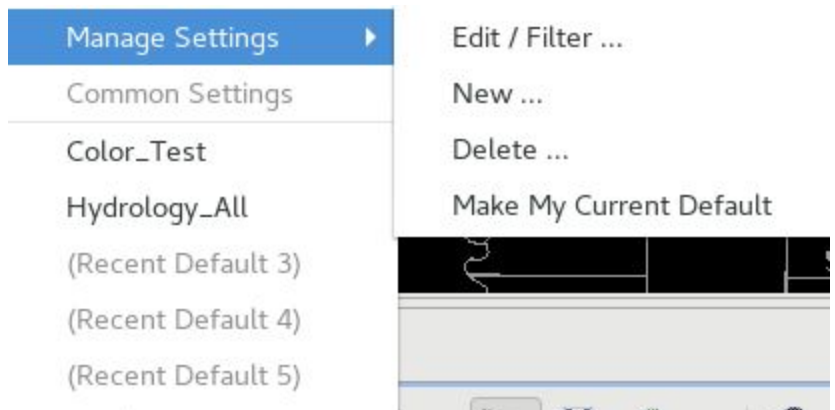


Figure 1 - Hazard Services Console

1. Current Setting - In the upper left of the Hazard Services Console, the current Setting and site are indicated. In the screenshot above, note that the current setting is *Hydrology - All*, for OAX.

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

3.  Setup (Settings) - This pull-down menu allows you to select an existing Setting or a recently-used Setting, create a new Setting, delete



the current (User) Setting, or edit the current Setting. As new Settings are created, they are added to this drop-down list to allow their selection. The Console's title tab shows the name of the currently loaded Setting. Settings can be viewed and edited also in the Localization perspective.

Manage Settings > Edit/Filter... includes a Hazards Filter tab that allows quick modification of the filters being used by the current Setting. Events may be filtered by Hazard Type, Site ID, and/or Status. As the filters are altered, the Hazard Event Table contents change to include only those hazards that pass.

Edit Default Setting: Hydrology_All x

Name:

Display Name:

Category:

Hazards Filter | Console | Console Coloring | HID/Spatial | Recommenders | Maps/Overlays

Hazard Categories & Types: Hydrology

Site IDs: OAX

Status: potential
 proposed
 issued
 elapsing
 ending
 elapsed
 ended

Edit Default Setting Dialog

The Edit Default Setting Dialog is opened via Setup > Manage Settings > 'Edit/Filter...'. (Create Default Setting, from 'New...' is essentially similar.) This dialog reflects the configuration of the currently loaded Setting, and is illustrated here.

'Save' and 'Save As ...' allow you to save the current dialog Setting. Saving a Base file creates a User version.

The **Hazards Filter** tab (left) provides a way to quickly

customize the hazard event filters that are in effect. Hazards may be filtered by categories and types, by site identifier, and by status.

The **Console** tab allows you to click and move columns between the 'Available' and 'Visible' lists. Moving a column from 'Available' to 'Visible' inserts that column into the Console table. Moving a column the other direction removes it. Columns may also be reordered within the 'Visible' list by selecting and using the up/down arrows on the right to move them above or below other columns.

Again, the 'Console' tab's functionality is duplicated within the Console itself, since columns may be shown or hidden via context-sensitive pop-up menus, and may be reordered by dragging them directly.

Edit Default Setting: Hydrology_All

Name: Hydrology_All

Display Name: Hydrology - All

Category: Hydrology

Hazards Filter | **Console** | Console Coloring | HID/Spatial | Recommenders | Maps/Overlays

Console Columns

Available Columns:

- Phen
- PILs
- User Name
- Issue Time
- Location Name
- Creation Time

Visible Columns:

- Event ID
- Lock Status
- Hazard Type
- Status
- Stream
- Point ID

Column Definitions

Console Sorting:

Primary Sort: Event ID | Ascending

Secondary Sort: Issue Time | Ascending

Console Times:

Default Time Display Duration: 48

Time Window: Before Hours: -999 | After Hours: 999

Misc Options:

Add new hazards to selected set

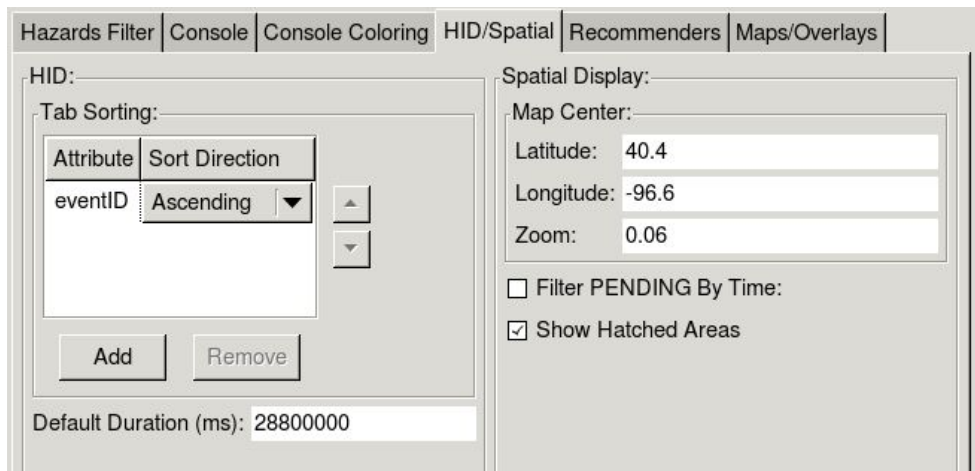
Display EventID Type: FULL_ON_DIFF

Save | Save As ... | Reset | Dismiss

You use the **Console Coloring** tab to set color and other display attributes for the Console columns. As with the Console settings, these changes are dynamic - that is, they take

immediate effect. You may of course Save them in your Setting if desired.

On the left side of the **HID/Spatial** tab, you can set the sorting for tabs in the Hazard Information Dialog. The default is as shown here; you can reorder or remove the defaults and add your own, as desired.



On the right side, Spatial Display, you can set the default map location and zoom associated with this Setting. These take effect each time you load the Setting.

By default, Pending hazards are shown in the spatial display, since you're probably actively working on them. When toggled on, Filter PENDING By Time will suppress display of such hazards if their time range does not intersect the Selected Time.


Visibility of area hatching is toggled in the View Menu (14), but you can set the default to Off by unchecking it here and Saving the Setting. A global "no hatching" option is not available at present.

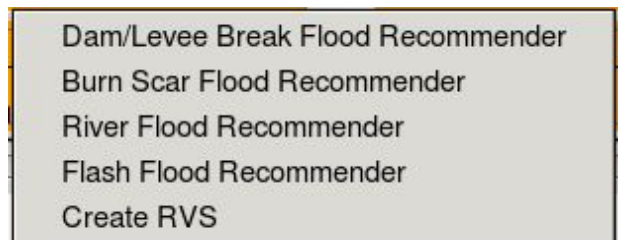
The **Recommenders** tab allows you to select which recommenders will appear in the Tools menu.

The **Maps/Overlays** tab lets you select map overlays that will be loaded with the Setting.

Baseline settings include

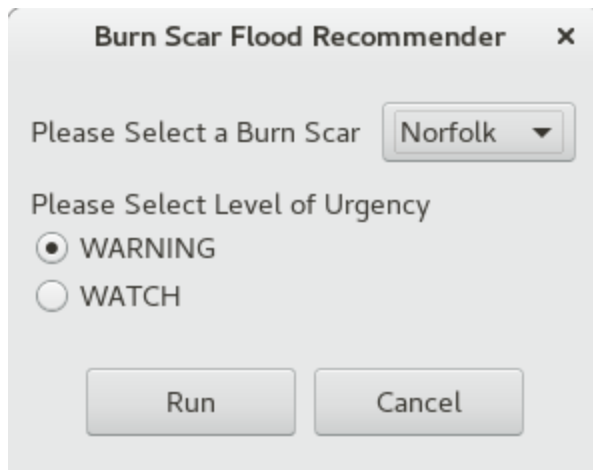
- **Hydrology - All** - all hydro hazards
- **Hydrology - ESF** - HY.O only
- **Hydrology - Non River** - flash flood and areal flood hazards
- **Hydrology - River** - river floods and HY.S
- **Hydrology - Warnings and Advisories** - no watches, HY.S, or HY.O

4.  **Recommenders (Tools)** - Pull-down menu of available recommenders to execute. The tools are tailored to the chosen setting. In



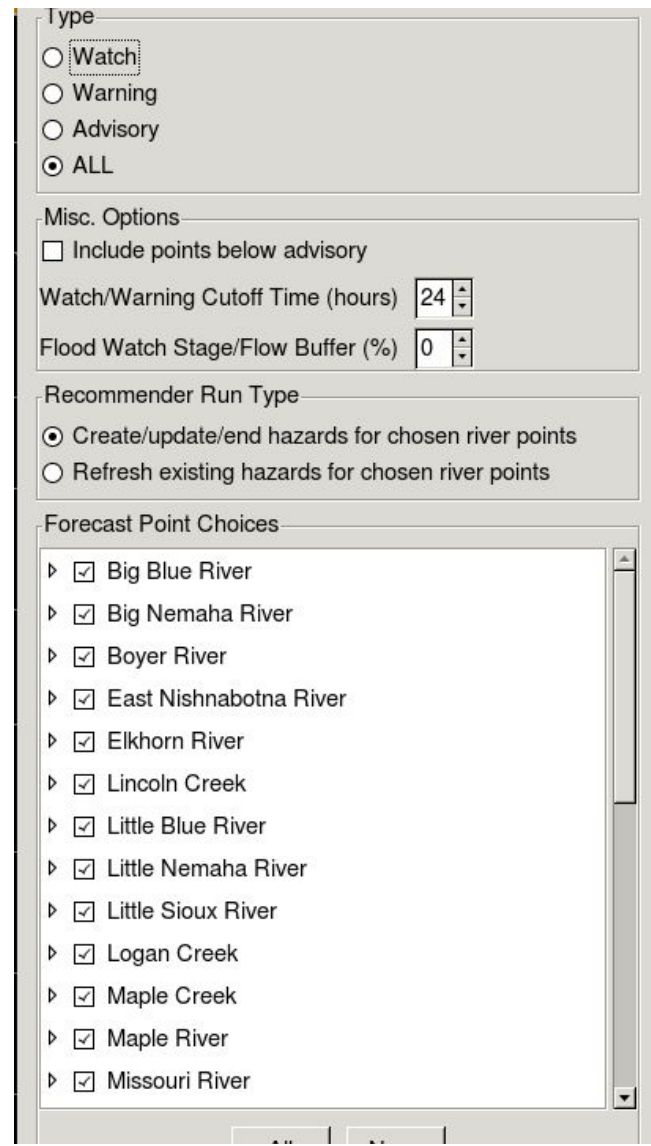
Hydrology - All setting, the tools at right are available.

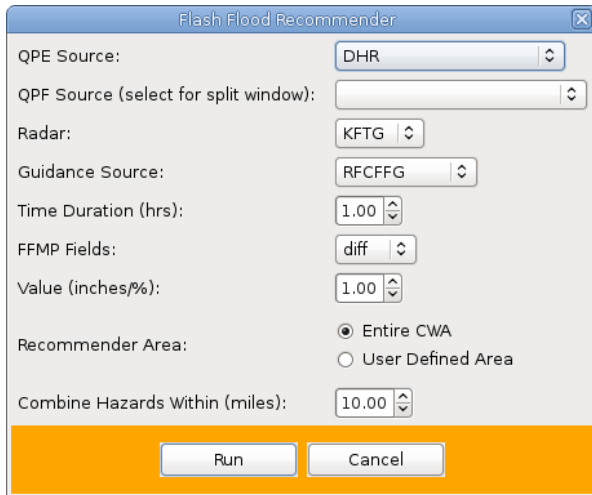
- **Dam/Levee Break Flood Recommender** - Selecting this tool allows you quickly to issue a Flash Flood Watch or Flash Flood Warning. When you start the Dam/Levee Break Flood Recommender, a dialog box launches allowing you to select a dam and an urgency level.



- **Burn Scar Recommender** - Selecting this tool allow you to create hazard areas relative to burn scars.

- **River Flood Recommender** - Selecting this tool launches a dialog allowing you quickly to issue a Flood Watch or Flood Warning. The dialog is illustrated at right.





- **Flash Flood Recommender -**

Selecting this tool launches a dialog as above which allows you to select a QPE Source, Guidance Source, and Accumulation Interval. There's an option to use FFMP data - difference or ratio of the FFMP values to the FFG, or just use the QPE.

You can run the recommender over only a portion of your CWA if desired.

- Note: This last tool is not included in the baseline Hazard Services Initial Operating Capability (Hydrology focus) but is available to add via Localization, if desired.

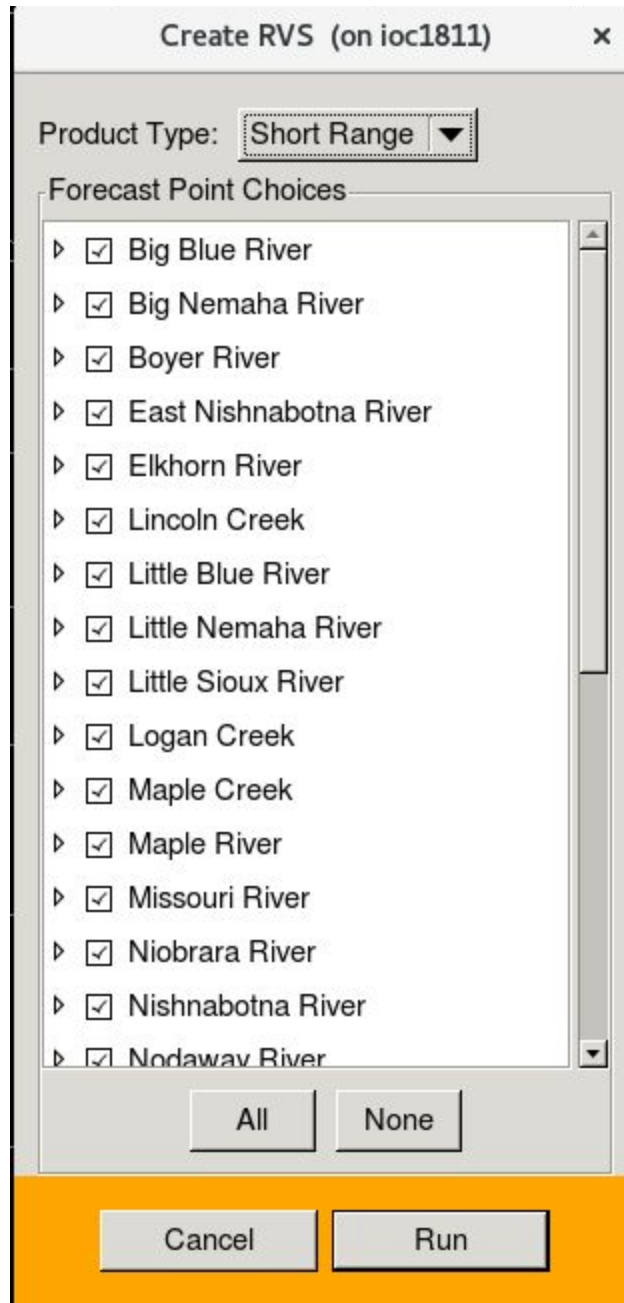
Storm Track - This tool allows you to create a hazard by dragging a point on

the Spatial Display (similar to WarnGen). That will launch the Hazard Information Dialog with a Hydrology category and a selected type (Flash Flood Watch or Warning).




5.  **Products** - There are three choices here:






- **Generate RVS** - Select this tool after running the River Flood Recommender (Warning) and selecting an FL.x hazard from the Hazard Console. The following dialog launches, allowing you to generate the River Statement (RVS) text product:





- **Correct Product** - After hazard have been created, available products will be listed in the dialog that you may review/correct
- **View Product** - Select an issued text product for viewing


6.  **Drawing Tools** - This menu has six choices:


- **Draw Polygon**  Selecting this item allows you to draw a polygon on the Spatial Display. With MB1, click on the Spatial Display on a vertex and then continue clicking with MB1. MB3 to close the polygon.

- **AddTo Polygon**  If a polygon is active (hazard selected), this choice allows you to augment the area of or create a new separate area that will be logically joined with the current polygon.
- **Draw Freehand Polygon**  This choice allows you to draw a freehand polygon. Hold down MB1 and drag the mouse to draw a polygon. Release MB1 to complete drawing.
- **AddTo Freehand Polygon**  Similar to AddTo Polygon, but drawing is freehand. Note that this and AddTo Polygon can be used to augment either a segmented or freehand polygon.
- **Remove Polygon Vertices**  This tool provides a way to remove sections of a geometry. Press MB1 and drag out an area that intersects your geometry. Upon release, the intersection area will be removed with the new boundary along the curve you drew.
- **Remove Polygon Area**  In the case where you have a polygon with many vertices, it is very difficult to modify a boundary. This tool will remove a section of vertices to make the problem more tractable. Click on the tool then drag with MB1 to enclose a segment of the polygon. When you release, those vertices will be removed.

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

8.  **Pan** - This radio button (with Select Event) sets the mode to pan. When clicked, you can pan the map without inadvertently moving or selecting polygons.

9.  **Maps for Select By Area** - Pressing the Maps for Select by Area button reveals a drop-down menu allowing the selection of maps that may be used for selecting by area within the Spatial Display. If the button is disabled, no maps that allow select-by-area are currently loaded. If the button is enabled, but a map menu item within the drop-down menu is disabled, that map is loaded but is currently invisible.

10.  **Undo** - Undo the last user drawing action or actions performed on the Spatial Display.

11.  **Redo** - Redo drawing action or actions you performed on the Spatial Display.

12. **Selected Time Mode** - Allows you to select a single point or a range of time on the

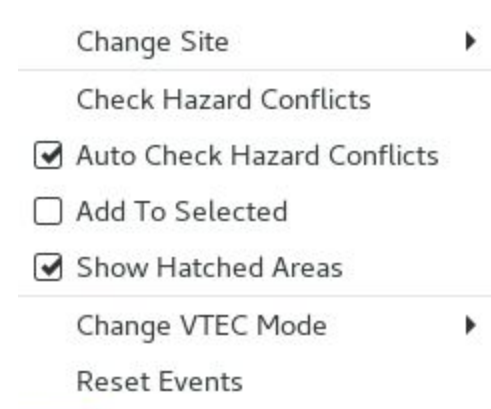
timeline.


- **Single** ▾ **Single:** In Single mode, the timeline depicts a single selected time icon. Hazards valid at that time will be shown in the spatial display.
- **Range** ▾ **Range:** In Range mode, a span of time is highlighted on the timeline. Hazards whose valid time intersects the range will be in view.
- **Show All Time** ▾ **Show All Time:** This is similar to Range mode, but the time span adjusts to encompass all selected hazards.


13.  **Show Current Time** - Select this icon to return to current time on the timeline

14. ▾ **View Menu** -

- **Change Site** - Allows you to select an office for site backup.
- **Check Hazard Conflicts** - When creating hazards, select this option to determine if there are any conflicts per policy
- **Auto Check Hazard Conflicts** - When this option is enabled (defaults "on"), conflict detection will run automatically
- **Add To Selected** - When off (default), the most recently-drawn hazard will be selected. With this option checked, newly-drawn hazards will add to the selected set in the Console.
- **Show Hatched Areas** - Toggles on/off hatching
- **Change VTEC Mode** - In Practice mode, select from the following:
 - Test: T-Vtec
 - Normal: X-Vtec
 - Normal: E-Vtec
- **Reset Events** - Erases any active Hazard Services Events. (Practice mode only.)



15.  **Minimize** - Select this icon to minimize the Hazard Services Console. (Collapses to icon in left column of CAVE window.)


16.  **Maximize** - Select icon to maximize the Hazard Services Console. (Spatial display not visible.)

17. **Toggle** - When enabled, the hazard is displayed on the Spatial Display and when disabled, the hazard is not displayed on the Spatial Display.

18. **Hazard List Heading Columns** - The following are *examples* of available columns to

display:

- Event ID - A unique number linking a hazard to the HID. This is not to be confused with and ETN which is an unique number linked to an issued product.
- Hazard Type - Hazard Type
- Status - Status of the hazard: potential, proposed, pending, issued, elapsing, elapsed, ending, ended
- Start Time - Beginning time of the hazard event
- End Time - End time of the hazard event

19.  **Sort Indicator** - Indicates the order the column is sorted: ascending or descending.

20. **Timeline** - A time viewport for hazards in the console. [Note: In the screenshot above, the timeline is displaced lower than it should be, obscuring the time window for the



hazard row.]

21.  **Current Time Indicator** - Indicates the current time

22.  **Selected Time Indicator** - Indicates the selected time or time range

23. **Scroll Bar** - Appears when more hazards are present than the window can display.

II. Spatial Display

Some features of the Spatial Display are identified in Figure 2.

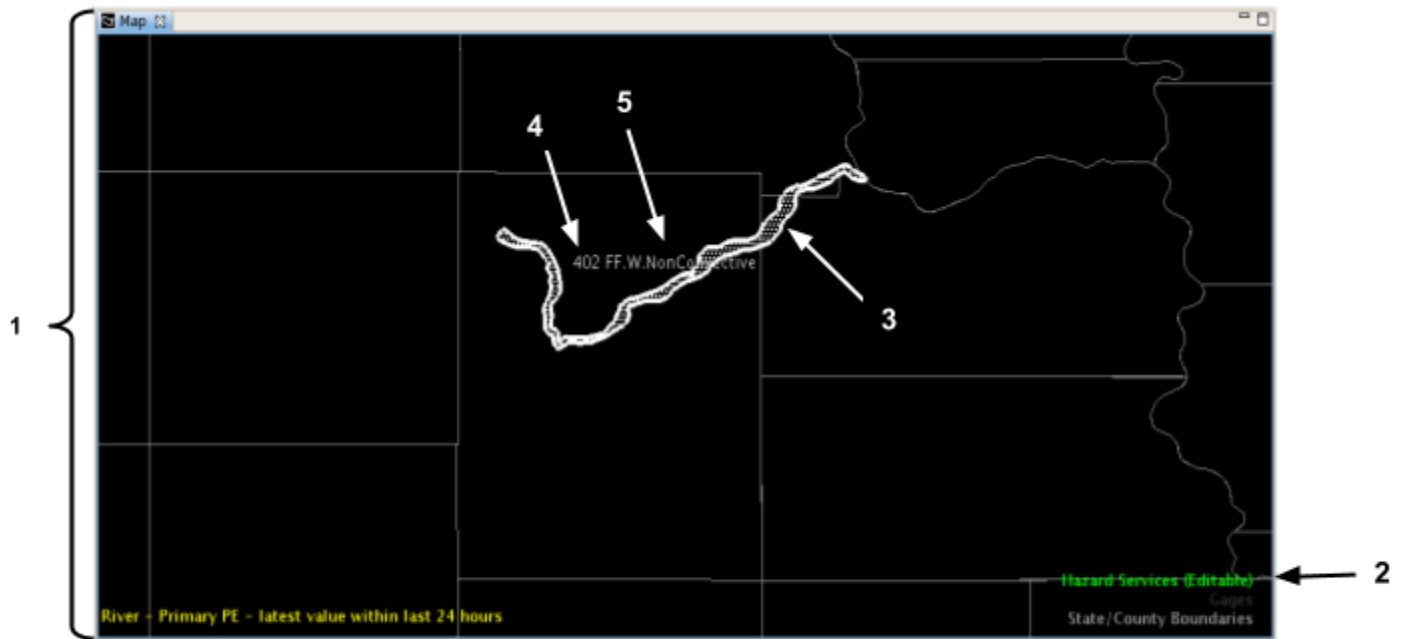


Figure 2 - Hazard Services Spatial Display

- 1. Spatial Display** - The Spatial Display displays user-selected datasets and also allows you to interact with the Hazard Services hazard polygons.
- 2. Product Legend** - The dataset, time, date, overlay currently available on the Spatial Display. Products/overlays may be toggled on/off by clicking the Product Legend with Mouse Button 1.
- 3. Hazard Polygon** - Defined hazard area on the Spatial Display.
- 4. Event ID** - The Event ID for the hazard polygon.
- 5. Hazard Type** - Identifies the hazard type of the hazard polygon.

III. Hazard Information Dialog

Figure 3 presents an example of the Hazard Information Dialog.

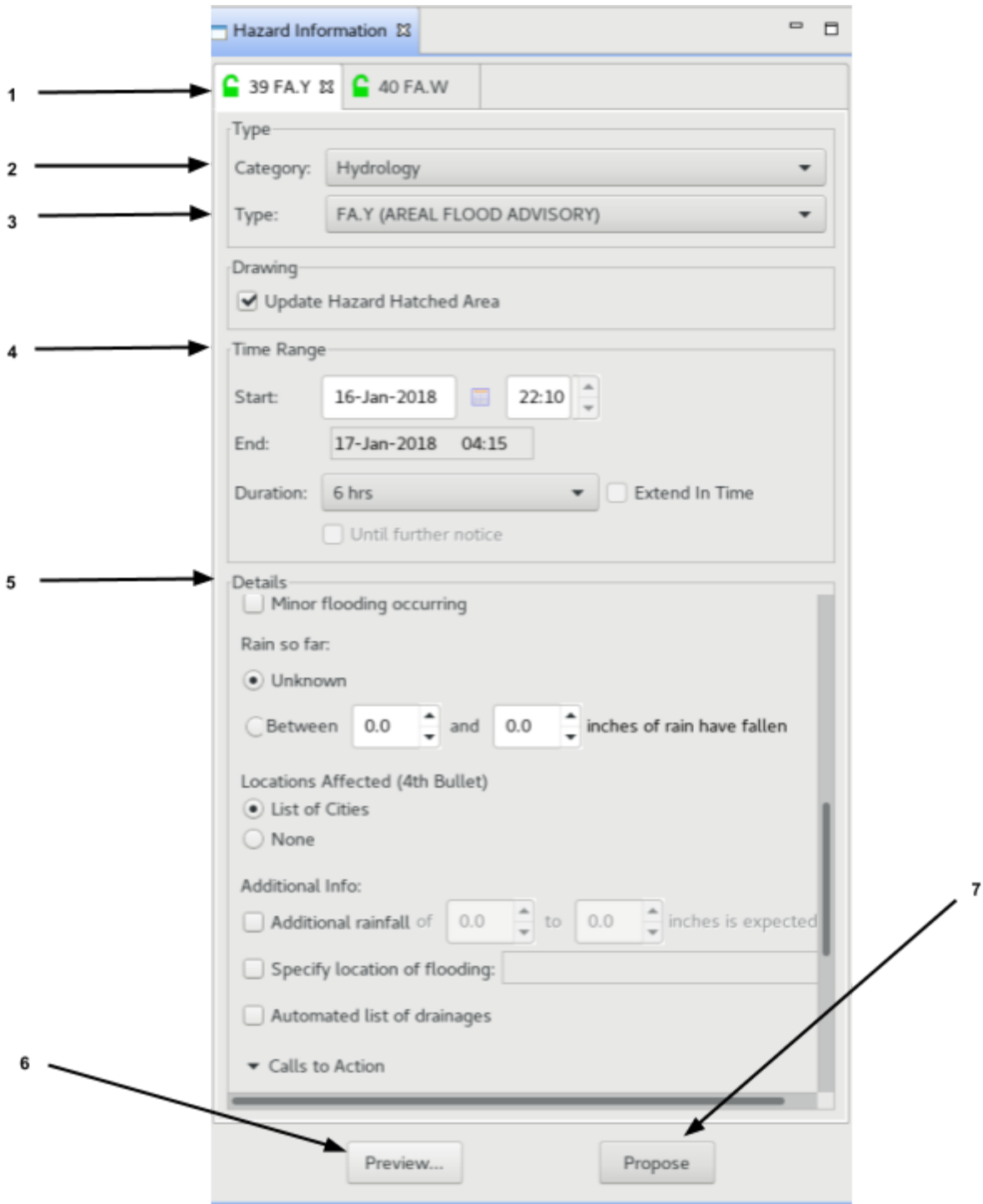


Figure 3 Hazard Information Dialog Example

Note: *Details of the Hazard Information Dialog are hazard-dependent. Common features are illustrated here.*

1. Hazard Tab - For the selected hazard(s), indicates the Event ID and Hazard Type. These tabs allow you to define the hazard information. A lock symbol indicates whether or not this hazard is locked by another user.

2. Category - Allows you to select the Hazard Category (Hydrology, plus future Convective, Marine, etc.)

3. Type - Allows you to select the Hazard Type.

4. Time Range - Defines the duration of the hazard.

5. Details - Here you select meta-information for the selected Hazard Type. This portion of the Hazard Information Dialog dynamically changes depending on the Hazard Type selected. There may be multiple tabs here.

6. Preview... - Generates a preview of the product(s) before issuing.

7. Propose - Proposes the hazard. Status of the hazard is now Proposed in the Console.

IV. Product Staging Dialog

The features of the Product Staging Dialog are identified in Figure 4.

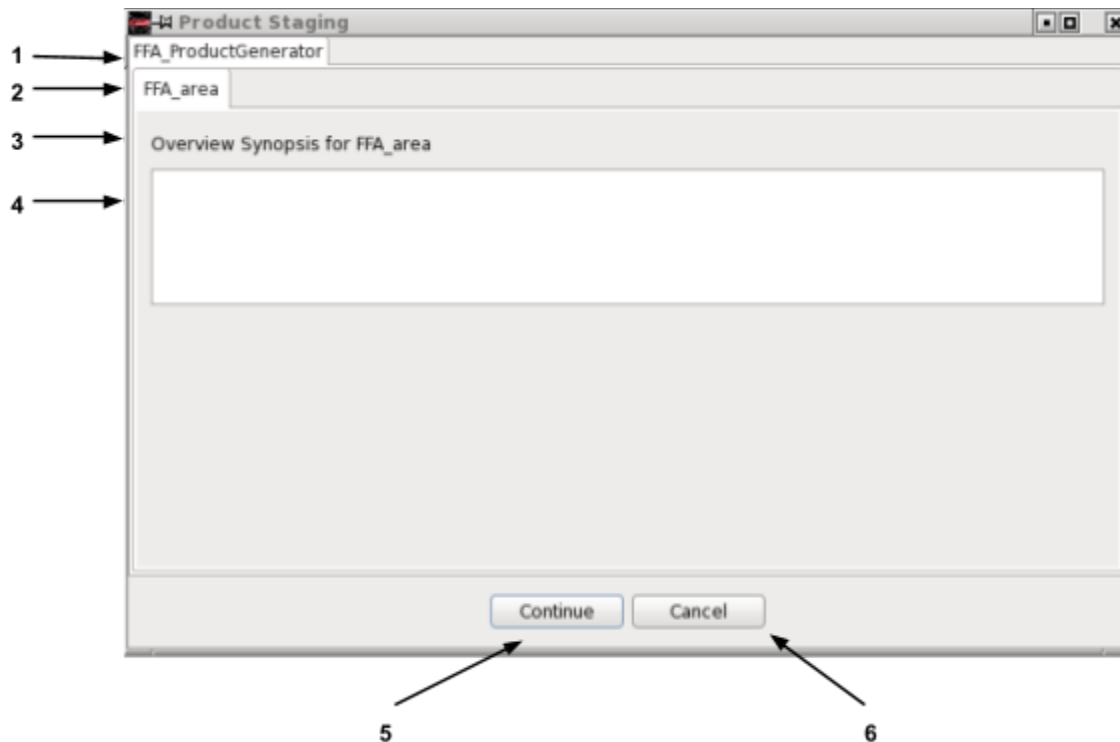


Figure 4 - Product Staging Dialog

Note: The Product Staging Dialog is tailored on a product by product basis and created dynamically. The following information is for the example here.

- 1. Generator Tab ID** - Identifies the Product Generator used to create the hazard. There could be several Product Generator tabs in the dialog.
- 2. Hazard Type Tab** - Identifies the Hazard Type. There could be several Hazard Type tabs in the dialog.
- 3. Overview Synopsis for Hazard** - Allows you to enter or sometimes select from a pull-down a synopsis for the hazard.
- 4. Input Window** - Allows you to edit or enter your own synopsis.
- 5. Continue** - Move to the next step in the hazard generation process.
- 6. Cancel** - Dismiss the dialog. No hazard is issued and the Hazard Information Dialog remains launched.

V. Product Editor

In Figure 5, the features of the Product Editor Dialog are identified.

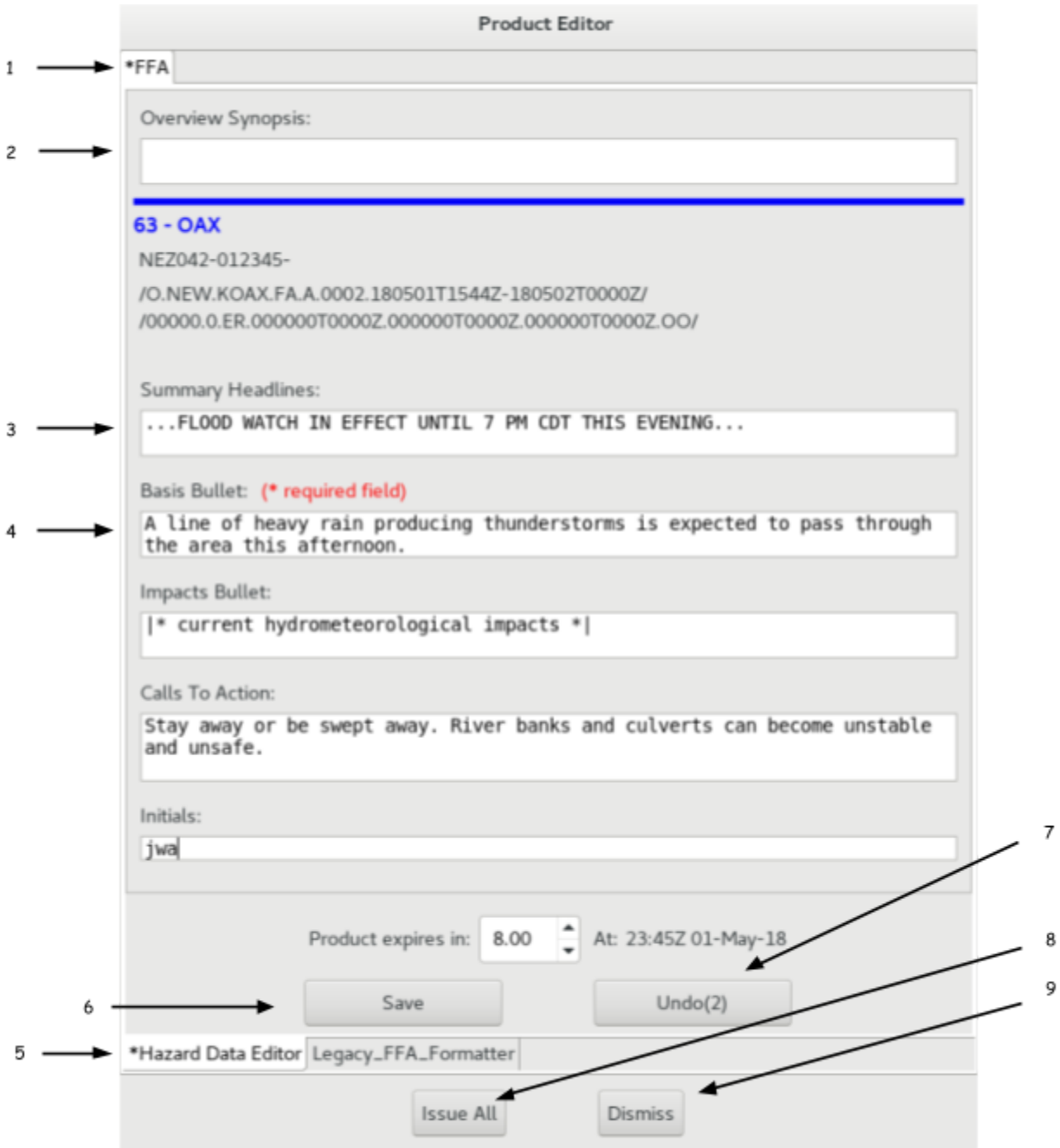


Figure 5 - Product Editor Dialog

Note: The Product Editor Dialog is tailored on a product by product basis and created dynamically. The following explanations are for the example above.

1. **Product Tab** - Indicates for which hazard type(s) product text is being generated. There can be more than one tab.
2. **Overview Synopsis** - You may add an overview of the hazard, including in some cases a standard one selected from the Product Staging Dialog.
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** - Note in this example the two hazard formats available: Hazard Data Editor and Legacy_FFA_Formatter. Click on each tab to see that format for the hazard in question. (Future releases will include other formats, including CAP.)
6. **Save** - Saves your changes, though Undo is still active.
7. **Undo(n)** - Edits made above may be reverted, the count of which is shown by 'n'. Note that there is no Redo function.
8. **Issue All** - Issue all formats (Legacy, HTML, Twitter) for all product tabs in the Product Editor. In the example above there is only one tab so the legacy, HTML, and Twitter would be disseminated. If there were two tabs with issuable text in the Product Editor Dialog, then the legacy, HTML, and Twitter for both product would be disseminated. When you click Issue All, a confirmation dialog box similar to that at right launches to allow you to either **Issue** or **Cancel**.
9. **Dismiss** - Closes the Product Editor dialog box without issuing the hazard.

