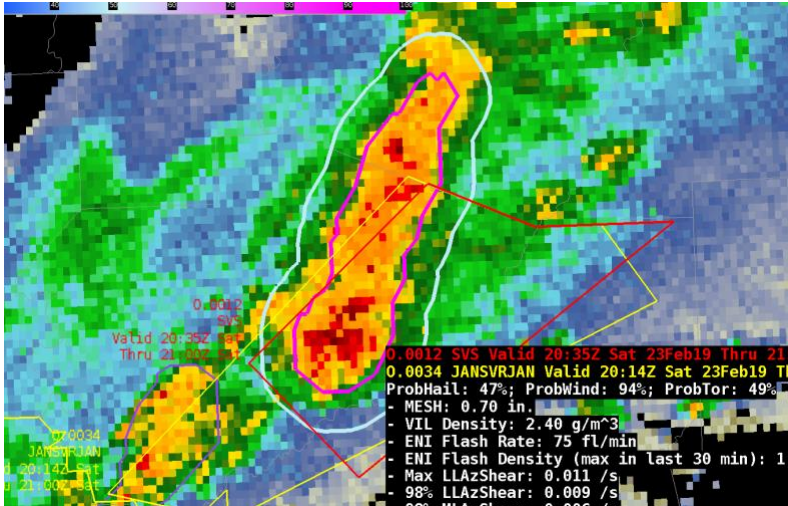


ProbSevere AWIPSII configuration instructions

This document provides step-by-step instructions on how to modify your ProbSevere configuration in AWIPSII for different display purposes, such as changing the threshold when the outer contour (usu. ProbTor) of ProbSevere objects appears.

An example of the probability of any severe (inner) and probability of tornado (outer) contours:



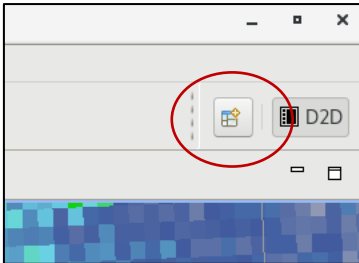
There are three methods to configure ProbSevere in AWIPSII:

- **Method 1: Procedure file**
 - If ProbSevere is integrated into your procedures already, method 1 will be the most straightforward approach.
- **Method 2: Bundle file and product browser**
 - If you do not want to restart your CAVE session and you don't have ProbSevere in your procedures, method 2 will probably be best (this can still be used for procedures).
- **Method 3: Menu File and CAVE restart**
 - If you are most familiar with loading products through your menu (as opposed to the product browser) and do not mind restarting your CAVE session, method 3 will work fine (this can still be used for procedures).

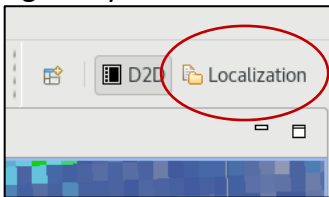
Method 1: Procedure file

Note well: a procedure file with ProbSevere **overrides configuration options in the ProbSevere Bundle File**, when the procedure is loaded.

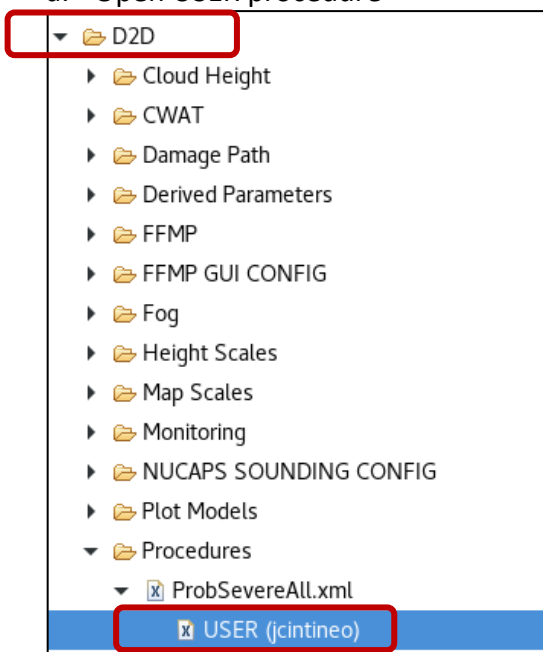
1. With CAVE open, go to the top right part of your window and click on the circled icon.



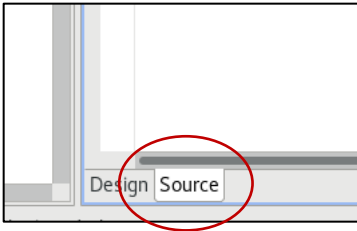
2. Click on "Localization" in the pop-up window and click OK. Then click on the Localization icon at the top right of your CAVE window.



3. Navigate to D2D → Procedures → <name_of_procedure>.xml
a. Open USER procedure



4. Click on "Source" at the bottom of the center pane of the Localization window, if it is not already selected.



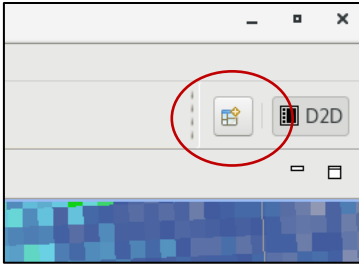
5. In the opened procedure xml, search on “*probSevereResourceData*” or *torShapeThresh* (you can use Ctrl+f)
6. You may now make changes to the value after *torShapeThresh*. **You should modify the value to ALL instances of *torShapeThresh* to ensure this takes affect.**

```
</properties>
<resourceData xsi:type="probSevereResourceData" probThresh="50" torShapeThresh="5" baseShape="severe" modelType="probsevere" showObjectID="true"
  <metadataMap>
    <mapping key="pluginName">
      <constraint constraintType="EQUALS" constraintValue="probsevere"/>
    </mapping>
  </metadataMap>
</resourceData>
```

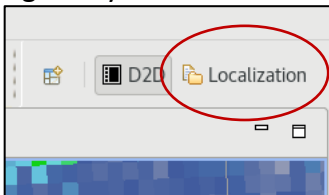
- This is the value at which a second contour will appear around the main ProbSevere contour when ProbTor is $\geq 5\%$, in this example (default was 3%).
 - This contour uses the same colormap as ProbSevere.
 - If you want the outer ProbTor contours on all the time, change this value to 0.
 - If you never want to see the secondary ProbTor contours, change this value to 101 or greater.
 - The thickness of the ProbTor contours cannot be changed.
 - Note that when the ProbSevere product is loaded up, you can still see the ProbTor value by scrolling over any object with sampling turned on.
 - You may also choose to change *probThresh* here, which is the value at which the thickness of the main ProbSevere contour increases (the thickness levels below this value and at/above this value are static).
 - You may also choose to change *showObjectID* from “*false*” to “*true*” or vice versa. This will turn on and off the ObjectID field for each object when sampling is enabled in CAVE-D2D.
7. Save this file either by right-click and **Save** or clicking the disk icon in the top left of your window.
 8. Return to your D2D pane. Unload the procedure if necessary and reload. Your changes should now be reflected in the ProbSevere product.

Method 2: Bundle file and product browser

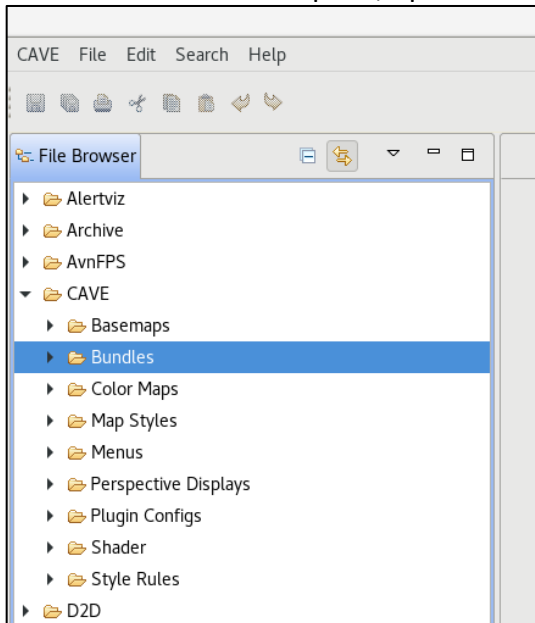
1. Unload the ProbSevere product from your display or procedure.
2. While CAVE is open, go to the top right part of your window and click on the circled icon.



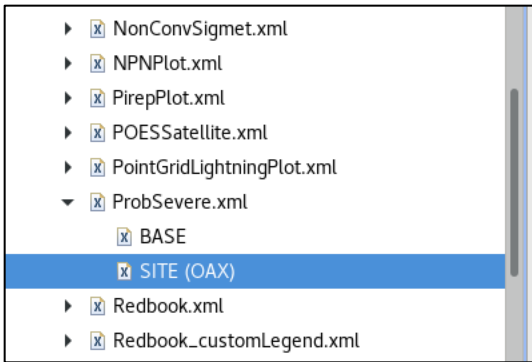
3. Click on “Localization” in the pop-up window and click OK. Then click on the Localization icon at the top right of your CAVE window



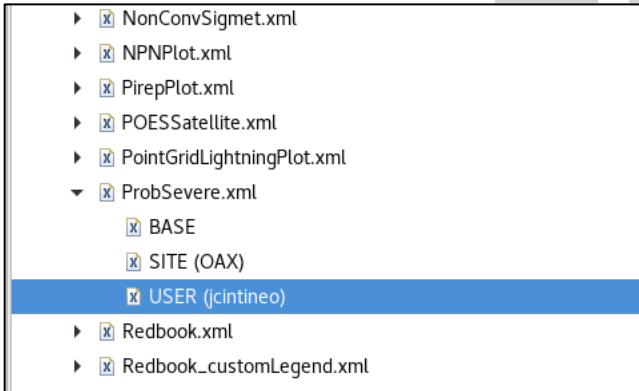
4. In the menu on the left pane, open the “CAVE” folder and then the “Bundles” folder.



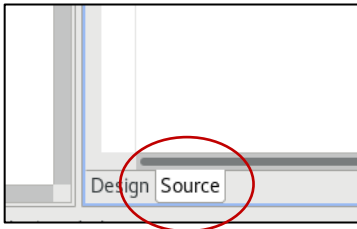
5. Find the SITE ProbSevere.xml.



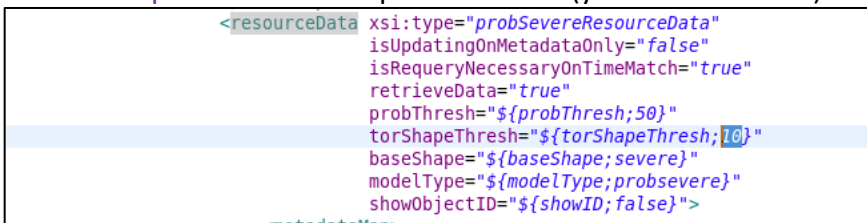
6. Right-click ProbSevere.xml and select Copy-to → User. Open this newly created file.



7. Click on “Source” at the bottom of the center pane of the Localization window, if it is not already selected.



8. Find `torShapeThresh` in the opened xml file (you can use Ctrl+f).



9. You may now make changes to the value after `torShapeThresh`.

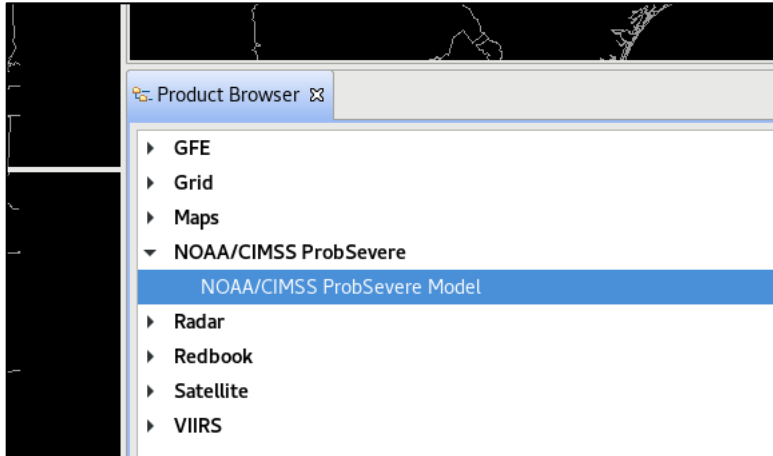
- This is the value at which a second contour will appear around the main ProbSevere contour when ProbTor is $\geq 10\%$, in this example (default was 3%).
- This contour uses the same colormap as ProbSevere.
- If you want the outer ProbTor contours on all the time, change this value to 0.
- If you never want to see the secondary ProbTor contours, change this value to 101 or greater.
- The thickness of the ProbTor contours cannot be changed.
- Note that when the ProbSevere product is loaded up, you can still see the ProbTor value by scrolling over any object with sampling turned on.

- You may also choose to change **probThresh** here, which is the value at which the thickness of the main ProbSevere contour increases (the thickness levels below this value and at/above this value are static).
- You may also choose to change **showObjectID** from *“false”* to *“true”* or vice versa. This will turn on and off the ObjectID field for each object when sampling is enabled in CAVE-D2D.

10. Save this file either by right-click and **Save** or clicking the disk icon in the top left of your window.

11. Return to your D2D pane. Unload the ProbSevere product if necessary.

12. Open your Product Browser and click on *“NOAA/CIMSS ProbSevere Model”*. Your changes should now be in effect.

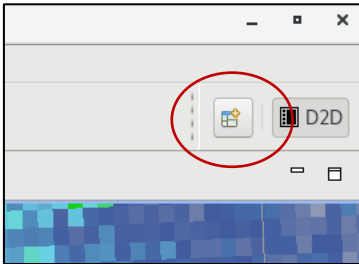


- Note that as of AWIPS v19.2.1, only the ProbSevere product may be loaded via the Product Browser. Furthermore, the outer ProbTor contour is only available when viewing the ProbSevere product (and not ProbHail, ProbWind, ProbTor products).
- Save your procedure (if applicable)

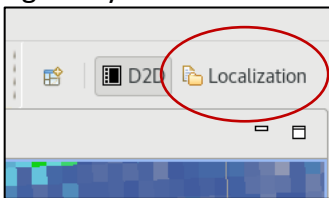
Method 3: Menu File and CAVE restart

The Menu File for the ProbSevere resource **overrides configuration options in the ProbSevere Bundle File**, when ProbSevere is loaded via the menu. You can modify configuration attributes for the ProbSevere, ProbHail, ProbWind, and ProbTor products in the Menu File, whereas you may only change attributes for the ProbSevere product in the Bundle File. The downside of this method is that it requires a CAVE restart.

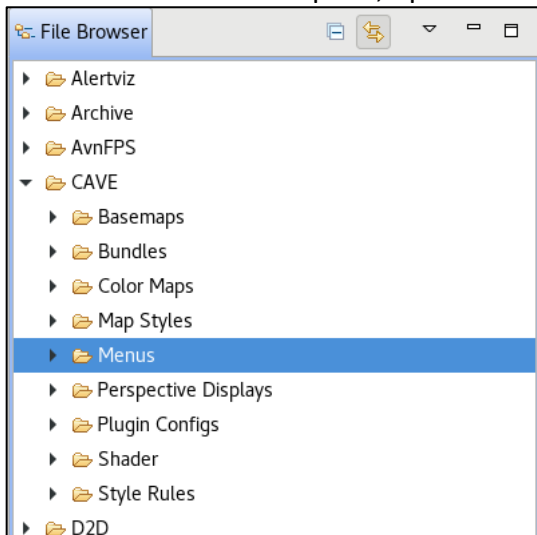
1. Unload the ProbSevere products from your display or procedure.
2. While CAVE is open, go to the top right part of your window and click on the circled icon.



3. Click on “Localization” in the pop-up window and click OK. Then click on the Localization icon at the top right of your CAVE window

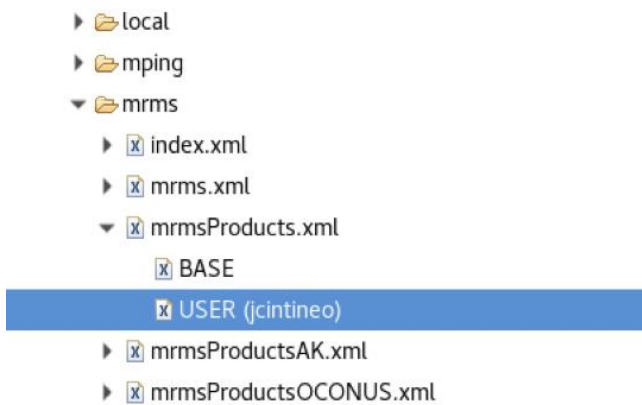


4. In the menu on the left pane, open the “CAVE” folder and then the “Menus” folder.

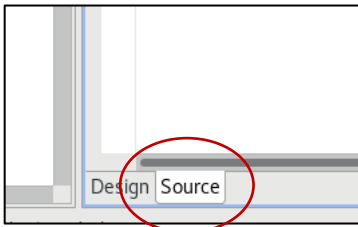


5. Navigate to wherever your ProbSevereImagery.xml menu file may be (this is usually under the “mrms” folder, but it may be in a different location on your machine).
6. Right-click mrmsProducts.xml BASE or SITE file and select **Copy-to** → **User**.

7. Then open the USER version.



8. Click on “Source” at the bottom of the center pane of the Localization window, if it is not already selected.



9. Find the section of the xml that contains “ProbSevere Products”. This is typically toward the bottom of the file. Your middle pane should look something like this:

```
1001     </contribute>
1002     <contribute xsi:type="subMenu" menuText="ProbSevere Products">
1003         <contribute xsi:type="bundleItem" file="bundles/ProbSevere.xml"
1004             menuText="NOAA/CIMSS ProbSevere Model" id="probsevereModel">
1005             <substitute key="modelType" value="probsevere"/>
1006             <substitute key="probThresh" value="50"/>
1007             <substitute key="torShapeThresh" value="20"/>
1008             <substitute key="showID" value="false"/>
1009         </contribute>
1010         <contribute xsi:type="bundleItem" file="bundles/ProbSevere.xml"
1011             menuText="NOAA/CIMSS ProbTor Model" id="probtorModel">
1012             <substitute key="modelType" value="probtor"/>
1013             <substitute key="probThresh" value="50"/>
1014             <substitute key="showID" value="false"/>
1015         </contribute>
1016         <contribute xsi:type="bundleItem" file="bundles/ProbSevere.xml"
1017             menuText="NOAA/CIMSS ProbHail Model" id="probhailModel">
1018             <substitute key="modelType" value="probhail"/>
1019             <substitute key="probThresh" value="50"/>
1020             <substitute key="showID" value="false"/>
1021         </contribute>
1022         <contribute xsi:type="bundleItem" file="bundles/ProbSevere.xml"
1023             menuText="NOAA/CIMSS ProbWind Model" id="probwindModel">
1024             <substitute key="modelType" value="probwind"/>
1025             <substitute key="probThresh" value="50"/>
1026             <substitute key="showID" value="false"/>
1027         </contribute>
1028     </contribute>
1029 </menuTemplate>
1030
```

You can now change the *value* for the *torShapeThresh* (see the highlighted value of “20”).

- This is the value at which a second contour will appear around the main ProbSevere contour when ProbTor is $\geq 20\%$, in this example (default was 3%).
- This contour uses the same colormap as ProbSevere.
- If you want the outer ProbTor contours on all the time, change this value to 0.
- If you never want to see the secondary ProbTor contours, change this value to 101 or greater.
- The thickness of the ProbTor contours cannot be changed.
- Note that when the ProbSevere product is loaded up, you can still see the ProbTor value by scrolling over any object with sampling turned on.
- You may also choose to change *probThresh* here, which is the value at which the thickness of the main ProbSevere contour increases (the thickness levels below this value and at/above this value are static).
- You may also choose to change *showObjectID* from “false” to “true” or vice versa. This will turn on and off the ObjectID field for each object when sampling is enabled in CAVE-D2D.

10. Save this file either by right-click and **Save** or clicking the disk icon in the top left of your window.

11. Save your procedure (if applicable).

12. Restart CAVE and open the desired product via the Menu.