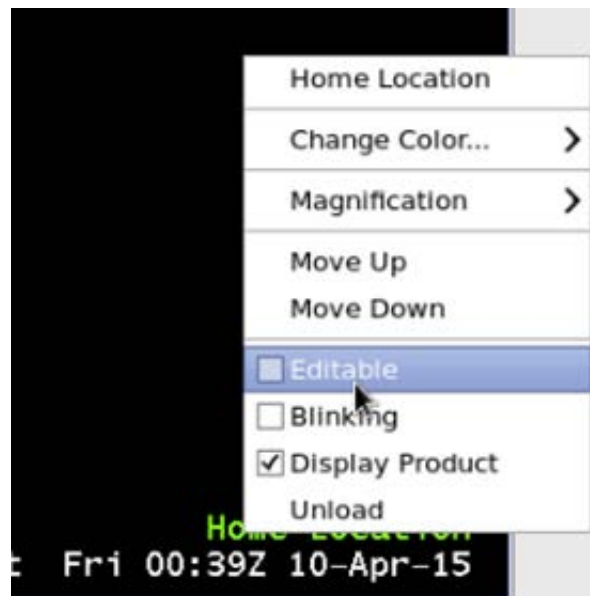
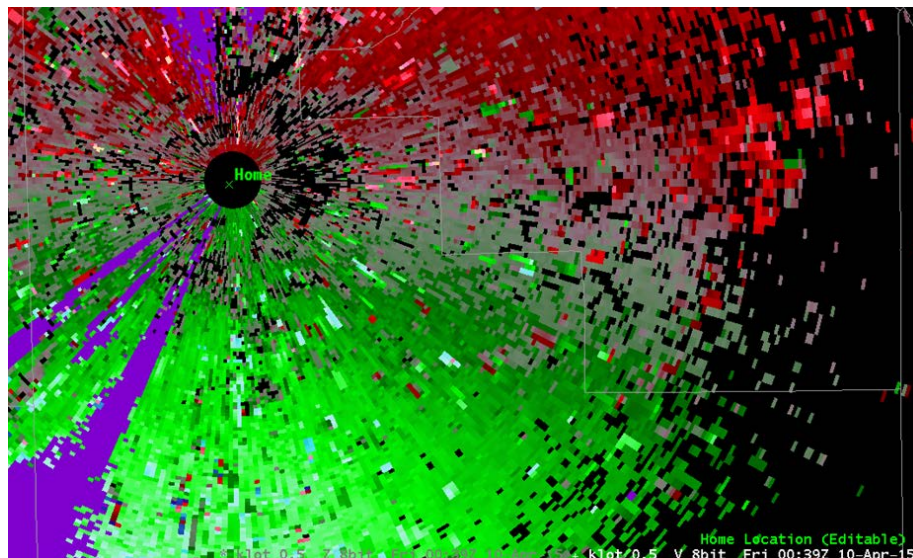


## Jobsheet #1: Creating a Tornado Damage Path From Baselines

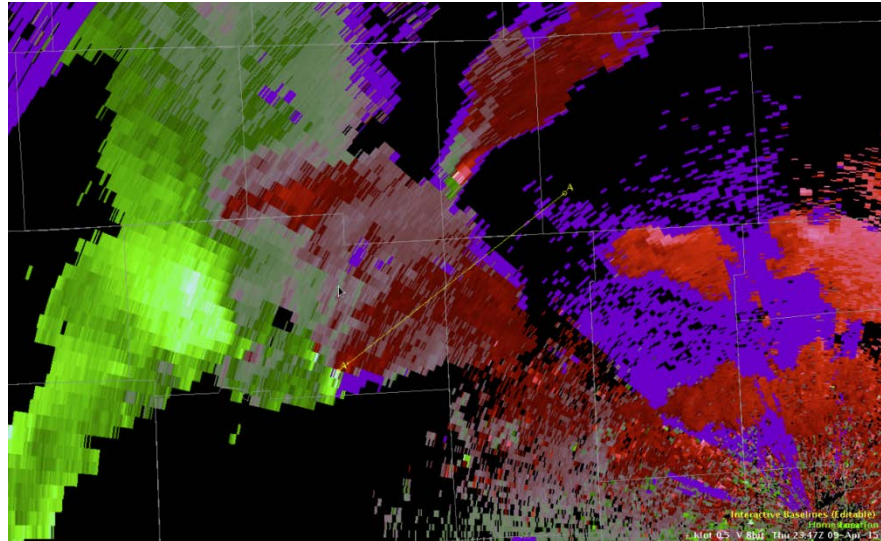
1. Load a product to base your damage path off of (e.g. base velocity for a wind swath).
2. Load the **Home** tool from the CAVE **Tools** menu, and ensure that it is editable.



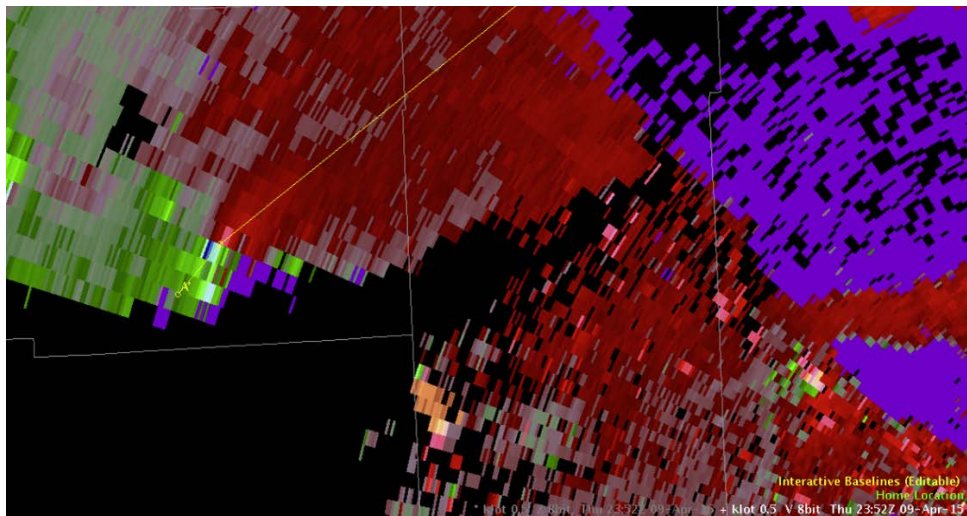
3. Ensure the **Home cursor** is set at the location of the **radar** you are using to estimate your damage path, if it is not, move it to that location.



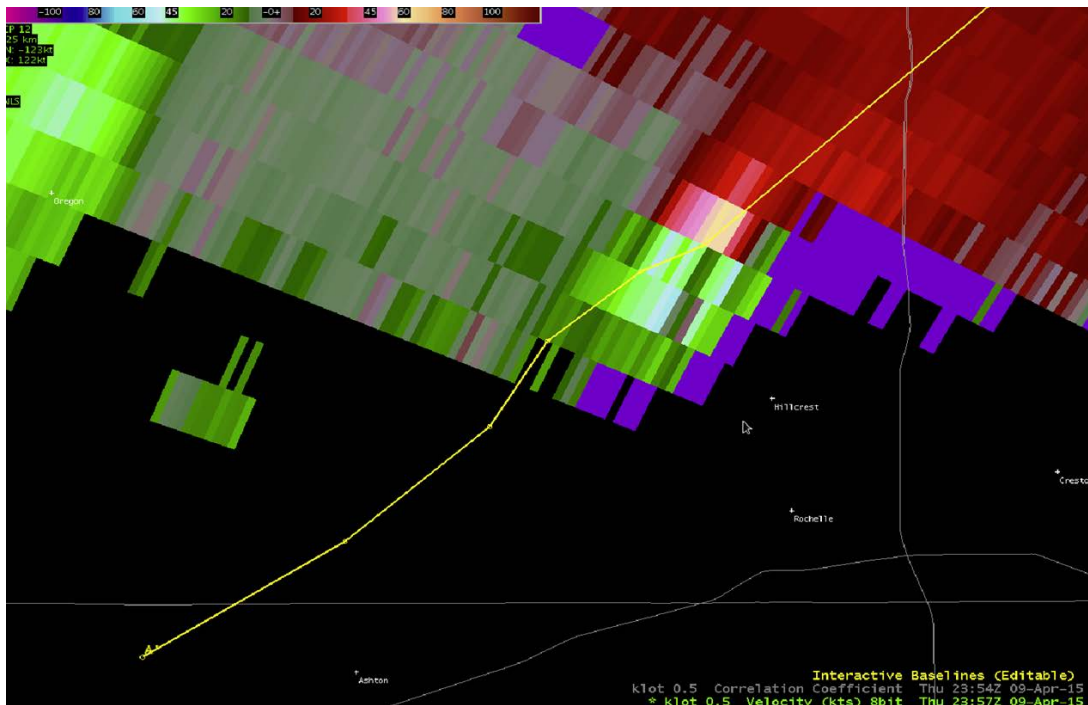
4. Load **Baselines** from the CAVE **Tools** Menu and ensure **baselines** are **editable**.
5. **Right click** at the approximate **start and end** of a tornado **damage path** to move the baseline (or manually drag and adjust the start and end point)



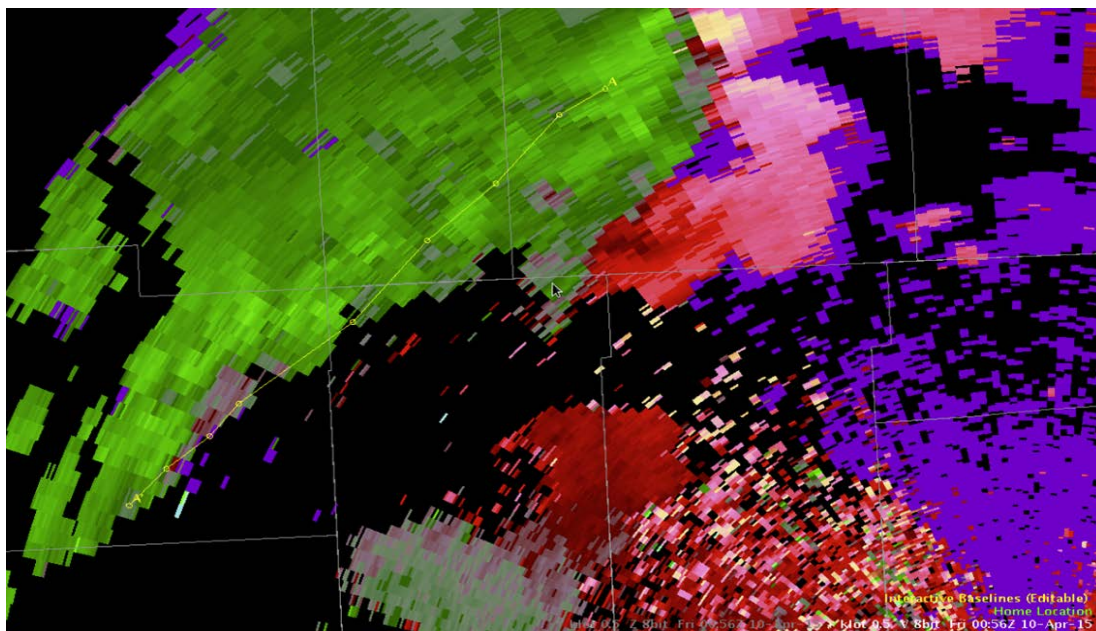
6. **Middle click** (or right click and drag vertex) **along the path** of the tornado as needed to align the baseline with the track of the tornado.



7. Continue this process along the track of the tornado.

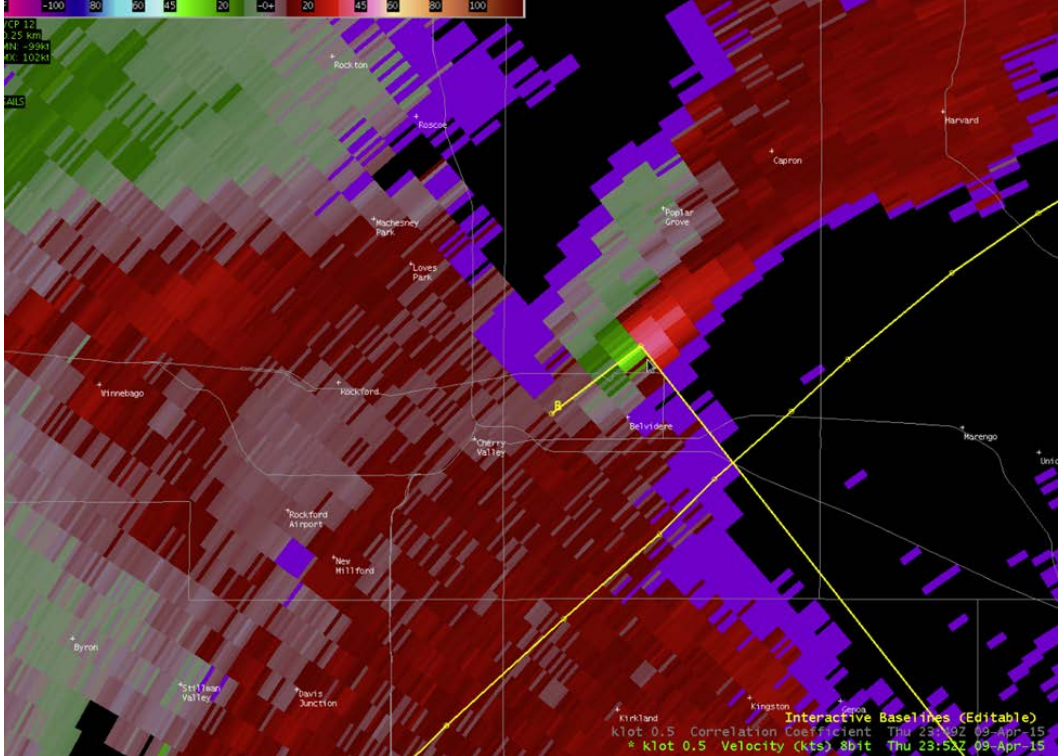
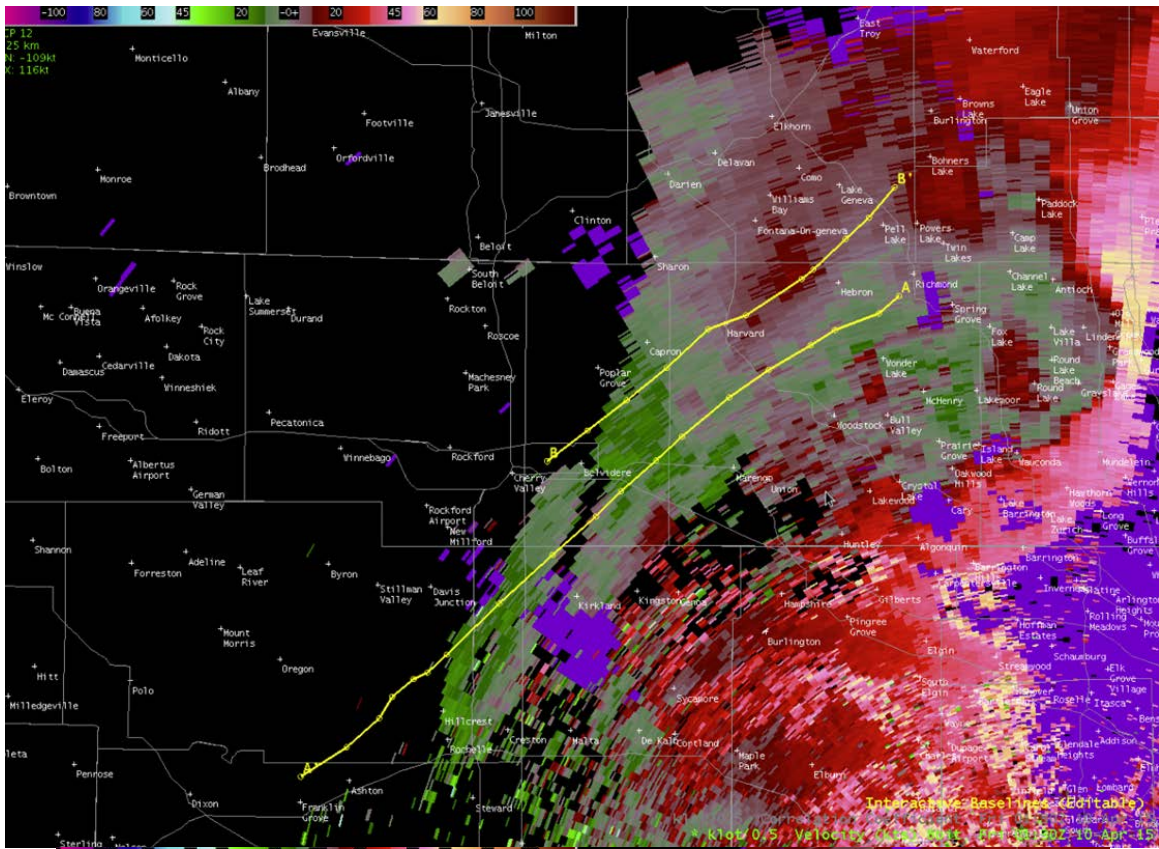


The end result should look something like this

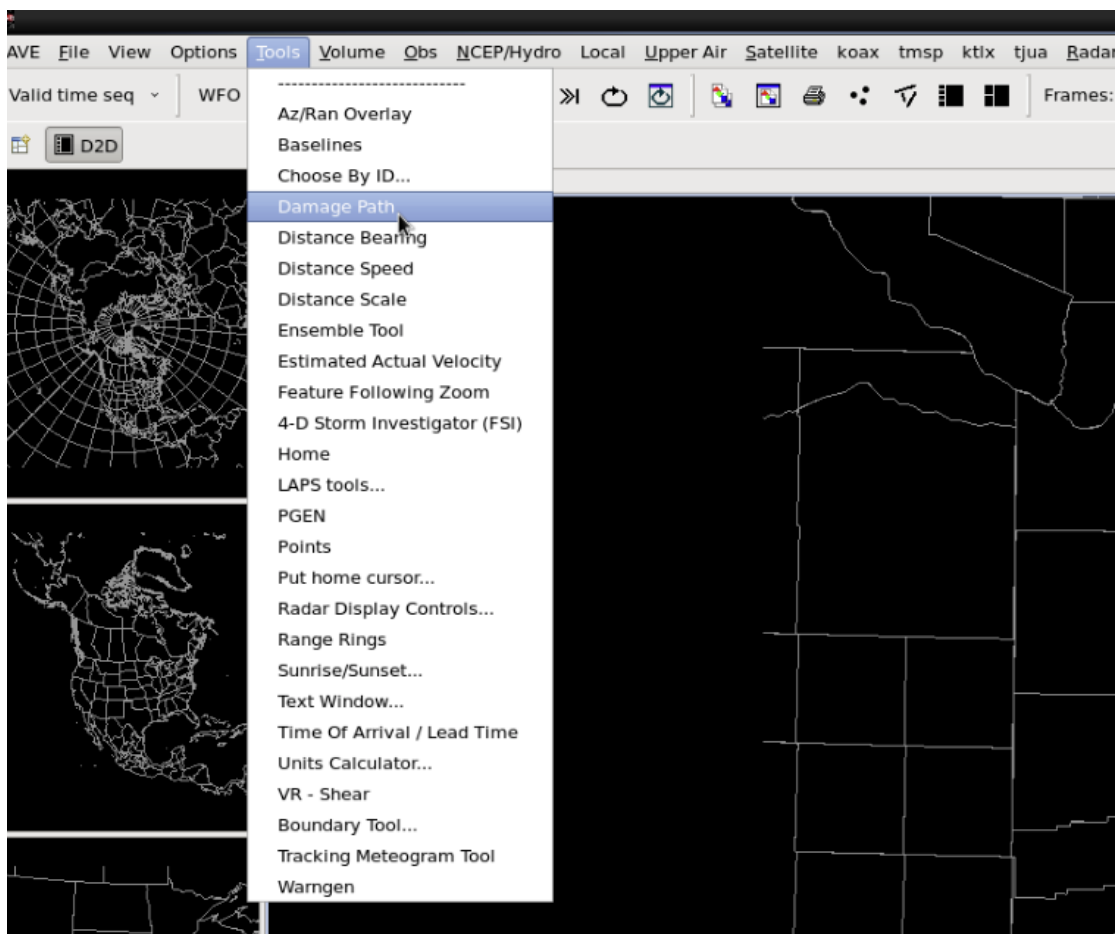




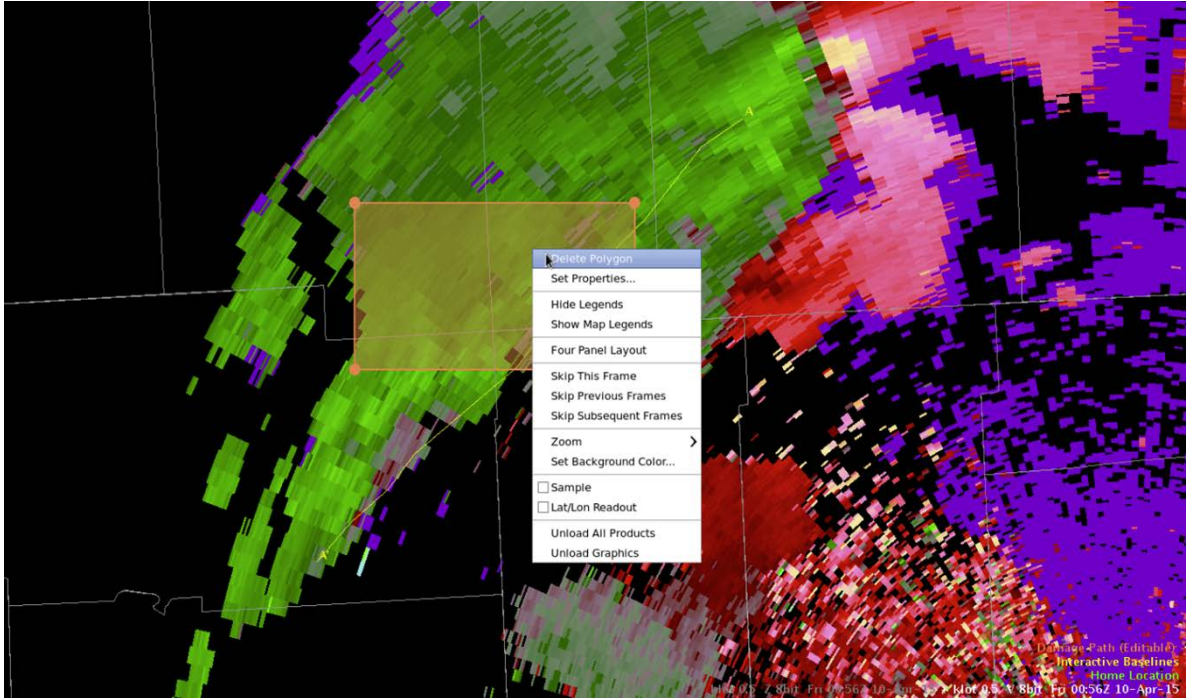
\*\* If you need to add a second path repeat steps 3-5 on a separate baseline.



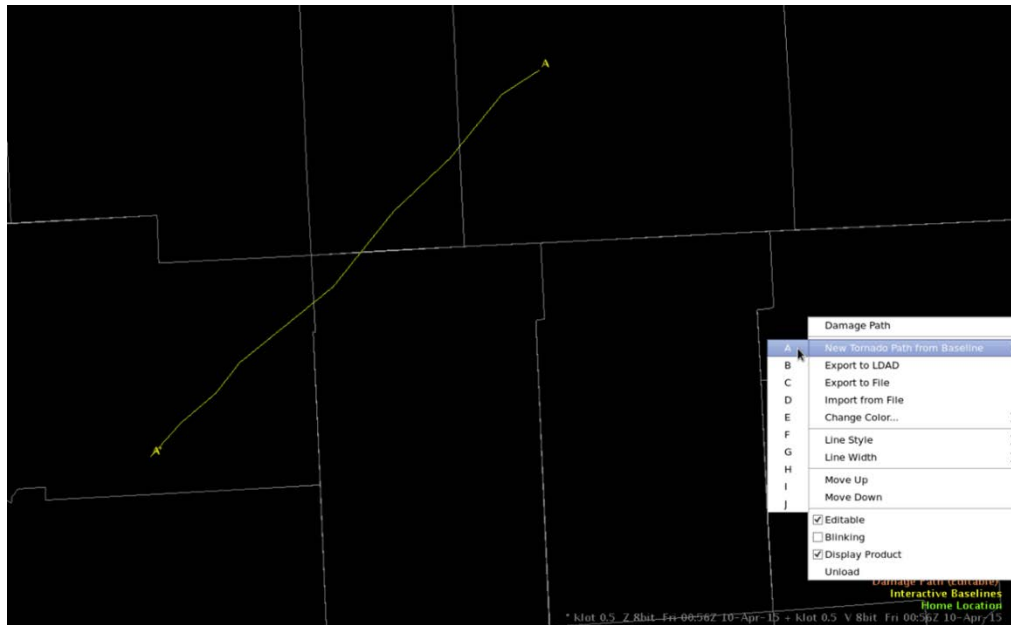
8. Select **Damage Path** from the CAVE Tools menu.



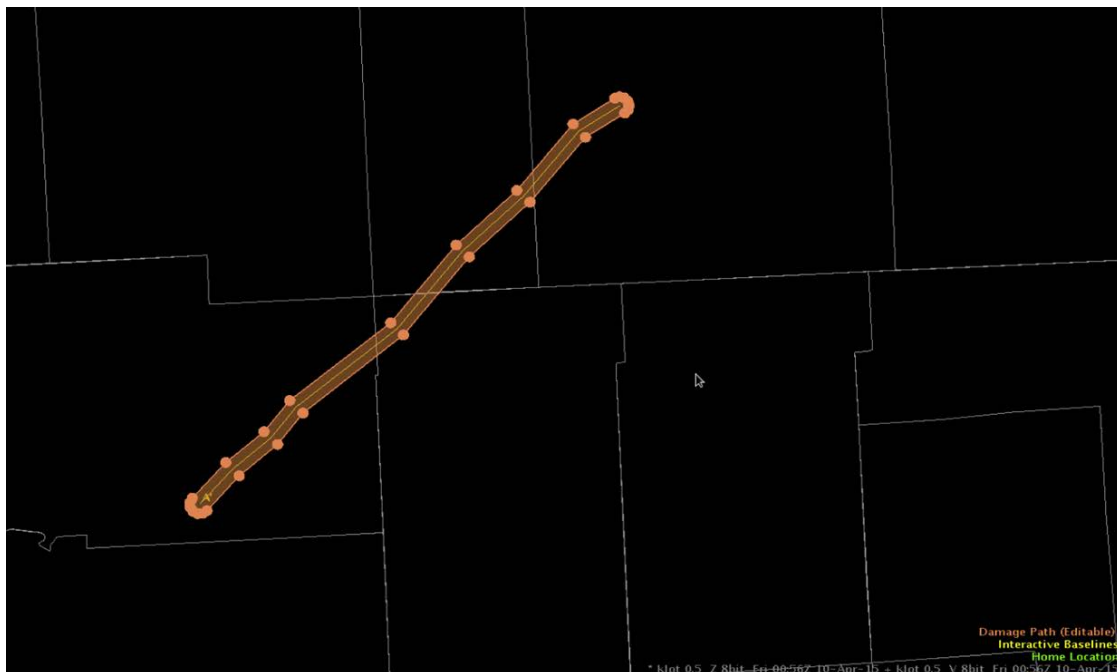
9. If an initial rectangle polygon appears, **right click and hold** on the polygon and select **Delete Polygon**.



10. **Right Click** on the Damage Path product menu (bottom right of CAVE window) and **select New Tornado Path from Baseline** and **select the baseline** you aligned to the tornado path.

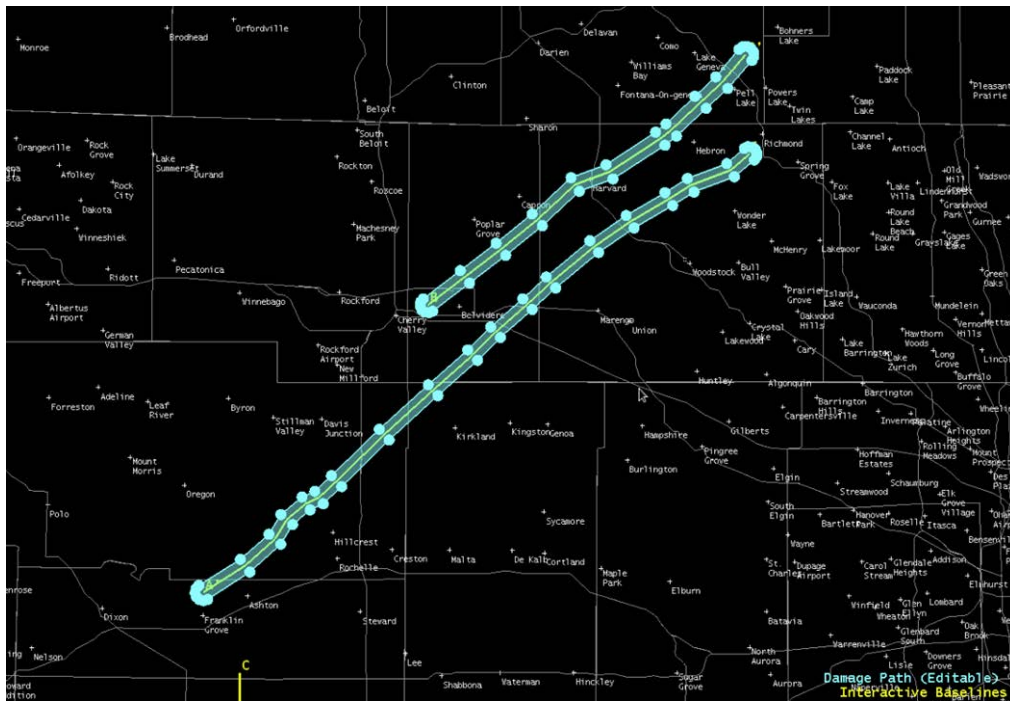


11. A new polygon/damage path will be created following your baseline.

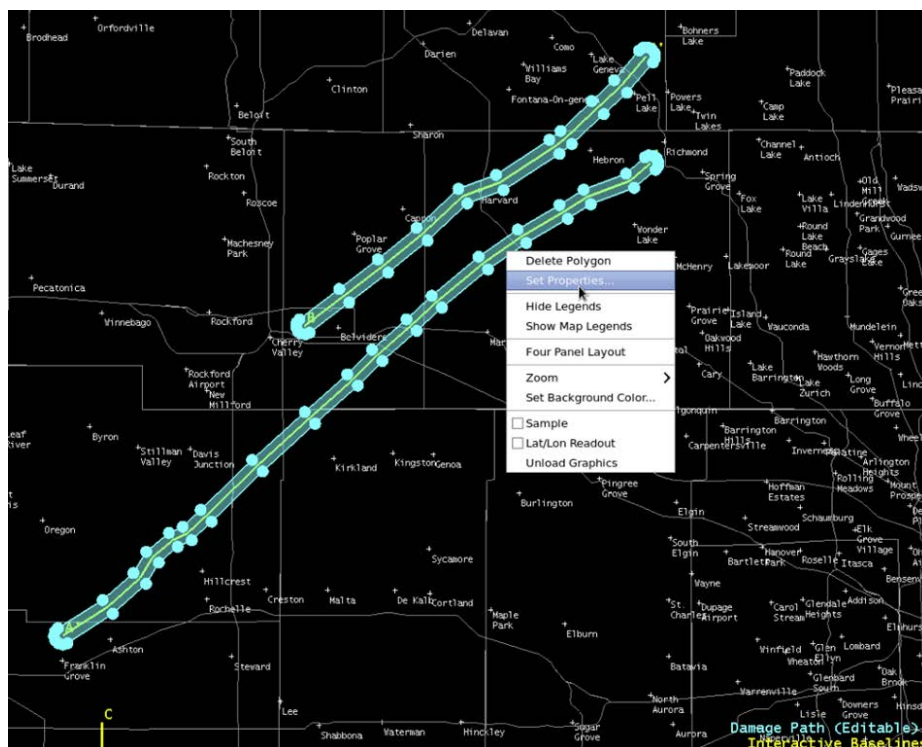




\*\* If you need to add additional paths repeat step 8 for other baselines as necessary.




12. Right click anywhere on your damage path polygon and select **Set Properties**.





13. This will pull up the polygon's properties editor GUI.



The screenshot shows the 'GeoJSON Properties Editor' dialog box. It contains the following fields and values:

- Hazard Type: (empty dropdown)
- Name: (empty text box)
- Event Time: 2015-04-10 01:30:38
- Comments: (empty text area)
- CWA: LOT
- Workstation: awips2-dev4.wdtb.noaa.gov
- User: jgibbs

At the bottom, there are 'OK' and 'Cancel' buttons.

14. Select **Preliminary Tornado** from the Hazard Type dropdown menu.



The screenshot shows the 'GeoJSON Properties Editor' dialog box with the 'Hazard Type' dropdown menu open. The menu items are:

- Preliminary Tornado (TO) (highlighted)
- Significant Wind Damage (WI)
- Hail (HL)
- Flood (FL)
- Extreme Ice or Snow (WW)
- Other Man Made/Natural Hazard (XX)

The other fields and values from the previous screenshot are visible in the background.

15. Give the event a **name**, set the event **time** to the **start** of the **tornado** and provide brief **comments** on the tornado. The CWA, Workstation and user entries cannot be edited. Click OK when you are done.



The screenshot shows the 'GeoJSON Properties Editor' dialog box. It contains the following fields and values:

- Hazard Type:** Preliminary Tornado (TO)
- Name:** Rochelle Area Tornado
- Event Time:** 2014-04-10 01:30:54
- Comments:** Numerous spotter reports, very strong rotational velocity signature and intermittent tornado debris signature along the track
- CWA:** LOT
- Workstation:** awlps2-dev4.wdtb.noaa.gov
- User:** jgibbs

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

16. Export the finished product to the DAT server by **right click and holding** on the **Damage Path** product menu and selecting **Export to LDAD**.

