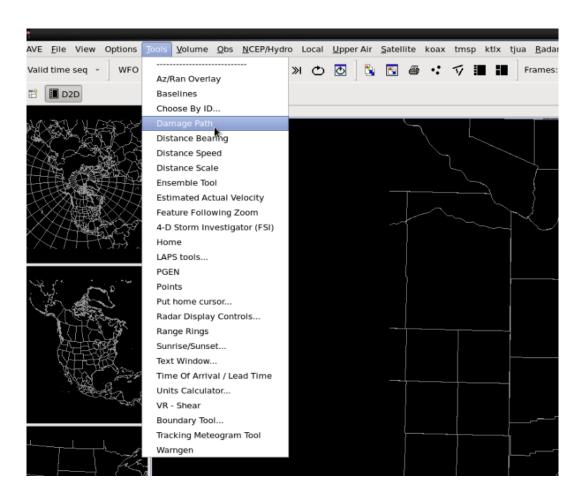
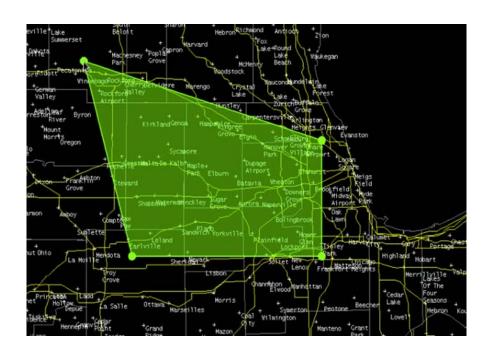
## Jobsheet #2: Creating a Generic Damage Path

- 1. Load a product that can help identify the area you wish to highlight (e.g. Storm Total Precip, for a flooding event).
- 2. Select Damage Path from the CAVE Tools menu.

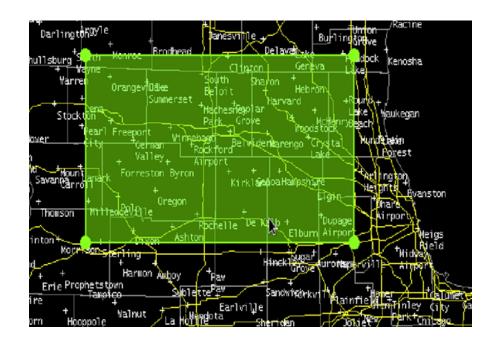


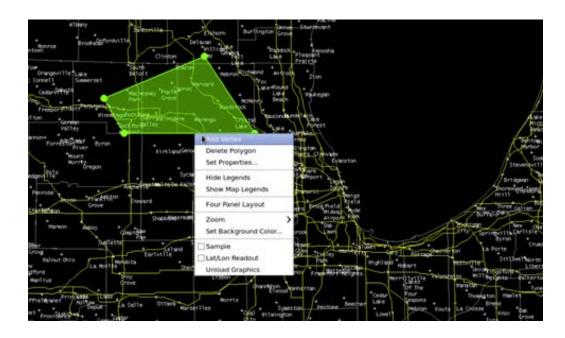
3. Modify the polygon to match the area you wish to highlight.

Left click and hold on vertices to drag them



Left click and hold over the polygon itself to move the entire polygon

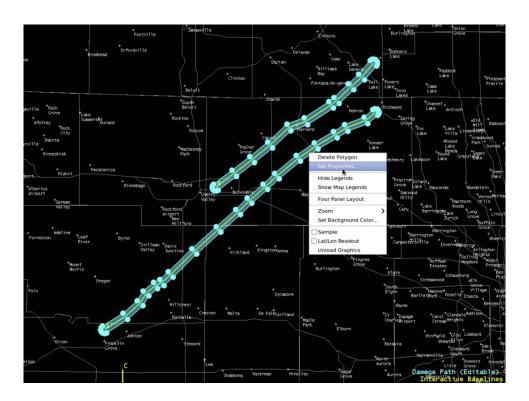




Right click and hold on any vertex to remove a vertex



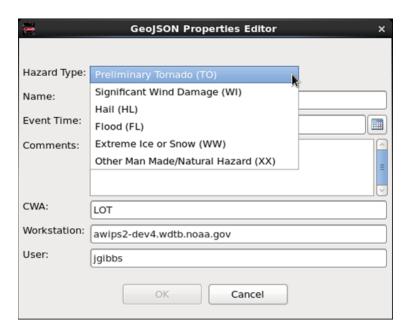
4. **Right click** anywhere on your damage path polygon and select **Set Properties**.



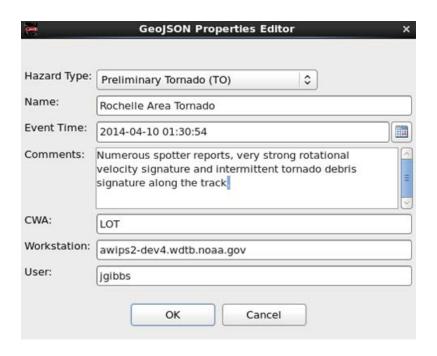
5. This will pull up the polygon's properties editor GUI.

<b>e</b>	GeoJSON Properties Editor	×
Hazard Type:		
Name:		
Event Time:	2015-04-10 01:30:38	
Comments:		
	Li	
CWA:	LOT	
CWA: Workstation:	LOT awips2-dev4.wdtb.noaa.gov	

6. Select the appropriate hazard from the Hazard Type dropdown menu.



7. Give the event a **name**, set the event **time** to the start of the tornado and provide brief **comments**. The CWA, Workstation and user entries cannot be edited.



7. Export the finished product to the DAT Server by **right clicking** on the product menu and selecting **Export to LDAD**.

