#### WESSL-2 Script Builder Reference Guide

The scripting capability for WES-2 Bridge replaces the old text-driven scripting language for WES-1. There is a graphical editor for making new scripts and editing events. This document provides some details in launching the Script Editor, opening existing scripts or creating new scripts, and adding or editing events.

### 1. Launching the Script Builder

			WES II Bridge		_ 0		
ile Edit Tools Window	Help						
Available Cases 🔗 😸 🙀 😢 😫 🕆 🗖 🗖							
Case Name			Path	Status	EDEX Instances		
Derecho New Test		/	sata_data/wes_cases/Derecho_New_Test	Not loaded			
_OT_Rochelle_Fairdale_Torna	do Load Case	/sata d Shift+Ctrl+L	ata/wes_cases/LOT_Rochelle_Fairdale_Tornado	Loaded	EDEX_02		
	Merge Case	Ctrl+M					
	Case Converter	Shift+Ctrl+C					
	Launch Script <u>B</u> uilder	Ctrl+B					
	<u>U</u> nload Case	R Ctrl+U					
	<u>D</u> elete Case	Ctrl+D					
	Utilities	>					
	Quick Simulation	Shift+Ctrl+Q					
	Simulation	Shift+Ctrl+S					
	<u>R</u> eview	Shift+Ctrl+R					
EDEX Instances					<i>8</i> v =		
DEX Instance				tatus			
EDEX_00				ctive			
				Active			
_							
EDEX_01 EDEX_02 EDEX_03				ctive Active			

The Script Builder is launched directly from the WES-2 Bridge interface for a particular case.

			WES II Script Builder	_	×
File	Date/Time	Commands	Options		
D	× 4				
Curre	ent Case: LOT	[_Rochelle_Fai	rdale_Tornado		 

The Script Builder interface with no script loaded.

### 2. Opening and Closing Scripts

	WES II Script Builder	_ = ×
	File Date/Time Commands Options	
	📂 × 💠 🗕 🕨	
0	pen Script	

WES II Script Builder	_ 0 X
File Date/Time Commands Options	
Open	
Exit Exit	

After the Script Builder Window appears, you can open an existing script. There are two ways to open a script, either by clicking on the open folder icon, or the Open option from the File menu.

	Open Script	×
S	cripts available for this case	
Full_1	Test	
Torna	ado_Sim	
Open	New Copy De	elete

From the Open Script window, you can select an existing script, create a brand new script, delete an existing script, or make a copy of an existing script.

		WES	II Script Buil	der			_ 🗆 X		
File Date/Ti	me Commands	Options							
<b>&gt;</b> ×	<b>⊕ →</b>								
Close an Opene	ed Script								
	Date and Tir	ne	Delay		c	Command			
						Command			
	III						>		

If you can open a script, you also need to be able to close a script, and the X icon allows you to do that. There is no "Save" button because each change you make to the script is saved automatically. Because of this, you may want to make a copy of a script before you edit it in case you want to revert to an earlier version.

## 3. Editing Scripts

E WE	S II Script Builde	r	×
File Date/Time Commands Options			
Exampl Add an Event			
Date and Time	Delay	Command	

Once a script is opened, you can edit it by adding events, deleting events or modifying existing events. The interface is rather intuitive, so you use the green "+" icon to add an event and the red "-" icon to remove an event, as shown below.

WE	S II Script Build	der	_ O X
File Date/Time Commands Options			
📂 🗙 🖶 💻 🕨			
Example_Sc Remove an Event			
Date and Time	Delay		Command

	1			WES	5 II Script	t Builde	r			_ = ×
Fi	le	Date/Time	Commands	Options						
l ~	-		• - •							
E	xa	mple_Script	Run the Eve	nt Previewer	)					
			Date and Ti	me	Dela	У		(	Command	
<			III							>

The event previewer allows you to see how an event will be displayed.

# 4. Editing Events

	WES II Script Bu	uilder	×
File Date/Time Commands Options			
🎾 🗙 💠 🗕 🕨			
Example_Script			
Date and Time	Delay		Command
1			
Active			
Inactive			
Pause			
Stop			
<u> </u>			>
Current Case: LOT_Rochelle_Fairdale_Torn	ado		

The Script Builder interface is essentially a table that is filled in with details for each event. Here you can change the status or type of the event.



There are two ways to set the date and time of an event, either by right-clicking on the date/time box for the event, or choosing the date or time from the Date/Time menu (shown below).

"Beginning of Simulation" means that the content would appear as soon as the Script Browser appears. "Start of Simulation" and "End of Simulation" means the events will appear at the first time or the last time of the simulation, regardless of what those times actually are. If you choose "During Simulation", then you can set the exact time of the event.

		WES II Script Bu	ıilder	_ = ×
File	Date/Time Commands Options			
P	Beginning of Simulation			
	Start of Simulation			
Exa	During Simulation			
	End of Simulation			
	Date and Time	Delay	Co	mmand
	<mark>∕</mark>			
<	ш			>

		WES II Script Builder		:
le Date/Time Co	ommands Options			
🎾 🗙 🌵	-			
	<u> </u>			
xample_Script				
, .	Command		Option	Catego
		Text		
		Map/Observation		
		Image		
		Video		
		Audio		
		Presentation		
		Response Linux Command		
		Import Storm Reports		
		III		
	ochelle_Fairdale_Torna			

Like the Date/Time option, there are two ways of setting the type of event or command that will be played, by right-clicking on the cell for Command, or by choosing an option from the Commands menu. Different options are required depending on which type of command is chosen.

				WES II Script Builde	r			×
File	Date/Time	Commands	Options					
~	, <b>v</b> .	Text						
	' 🗙 📲	,	ervation					
Eva	mple_Script	Image						
	inple_script	Video			1	1		 
зy		Audio					Option	Category
		Presenta						
		Response						
		Linux Co						
		Storm Re	ports					
<				111				>

			WES II Scrip	Builder	_ = ×
File	Date/Time	Commands	Options		
	× 4				
Exar	mple_Script				
		Option	Category Notification Sound No Notification		mment
<					· III >
Curre	nt Case: LOT	_Rochelle_Fa	irdale_Tornado		

Options for each command include a whether or not a notification sound is to be played. If you choose "Notification Sound", then you have the option of choosing the sound file that is played.

			W	/ES II Script	Builder		-	×
File	Date/Time	Commands	Options					
	× 4		•					
Exa	mple_Script							
		Option		Category		Comment		
	🚯 Defaul					1		
					orm Reports			
					lse Reports htifications			
					move Cat. Id anage Categories			
				IVIC	anage categories			

The Script Builder has the ability to place the reports and events in categories. Currently the categories allow you to sort and label types of reports. In the future, the script player will be able to handle categories and display reports that are in some categories and ignore others. This future capability will allow you to use the same script for different users who may have different proficiency levels (from novice to expert).



					/ES II Script	Builder	_
le	Dat	e/Time	Commands	Options			
3	>	<	• 🗕 🔸				
		Carlat	1				
xar	nple	_Script					
	43	Defaul	Option		Category	Comme	nt
		Deraui	.L			Insert Comments Here	
							×

Each event can have a comment for use by the script developer.

### 5. Importing SPC Local Storm Reports



The Script Builder has the ability to import .CSV files from the Storm Prediction Center which contain their storm reports.

	Missing LSRs ×						
?	There aren't any LSRs loaded with this case. Would you like to get some?						
	Yes No						

Import Storm Re	eports X
• Import from web (SPC)	
Start Date (YYMMDD)	End Date (YYMMDD)
150409	150410
O Import Local File (CSV)	
	Add File
	Remove File
ОК	Cancel

At a WFO, the WES-2 Bridge box is not connected to the Internet, so you will need to use the second option (Import Local File). You will need to go to the SPC's web page at <a href="http://www.spc.noaa.gov">http://www.spc.noaa.gov</a> and download storm reports in .CSV format. You will then transfer these files to the WES-2 Bridge machine and then use the Import Local File option.

For locations that can have WES-2 Bridge machines with Internet access, then just imputting the start and ending date allows the Script Builder to connect to the SPC web page, download the appropriate storm reports, and import them automatically. Once they are imported, then you can assign sounds and other options to the report events.

Hail Reports	

Local Storm Report Selector

\_ = ×

Hail Reports	IMPORT
□ Wind Reports	

Hail Rep	orts	Wind Reports	Torna	do Reports						
Select		Time		Size	Location	County	State	Lon	Lat	Comments
	201	5-04-09 18:00:	00 Z	175	OAK HILL	JACKSON	ОН	5700000	000000	GOLF BALL SIZE HAIL. (RLX)
	201	5-04-09 18:15:	00 Z	100	2 WSW WILKESVILLE	VINTON	ОН	3600000	700000	QUARTER SIZED HAIL FALLING FOR A SHORT TIME. (RLX)
	201	5-04-09 18:15:	00 Z	100	2 ESE LEON	DECATUR	IA	7200000	300000	DELAYED REPORT FROM APRIL 9 SEVERE WEATHER. TIME ESTIMATED
	201	5-04-09 18:22:	00 Z	125	8 SW CHILLICOTHE	PEORIA	IL	5100000	400000	HAIL STARTED AS DIME SIZE THEN INCREASED TO QUARTER AND H
	201	5-04-09 19:10:	00 Z	125	4 W MELROSE	LUCAS	IA	L20000(	800000	HAIL COVERED THE GROUND AND STRIPPED DECORATIVE CONCRET
	201	5-04-09 19:25:	00 Z	100	GLENFORD	PERRY	ОН	320000	900000	REPORTED VIA A PHOTO TO RLX FACEBOOK PAGE 1 INCH DIAMETE
	201	5-04-09 19:28:	00 Z	100	1 E ELM GROVE	PIKE	ОН	L40000(	500000	TIME ESTIMATED FROM RADAR. (ILN)
	201	5-04-09 19:45:	00 Z	125	3 SW BEREA	RITCHIE	wv	¥70000	100000	HAIL REPORTED VIA PHOTO TO RLX FACEBOOK PAGEVIDEO OF HAI
	201	5-04-09 19:54:	00 Z	100	4 E GREEN CASTLE	ADAIR	мо	3000000	600000	(EAX)
	201	5-04-09 19:55:	00 Z	100	1 N WAVERLY	WASHINGTON	ОН	3800000	500000	(RLX)
	201	5-04-09 19:55:	00 Z	125	2 ESE MARIETTA	WASHINGTON	ОН	100000	100000	(RLX)
	201	5-04-09 19:58:	00 Z	100	2 ENE WIEN	CHARITON	мо	750000	700000	(EAX)
	201	5-04-09 20:00:	00 Z	100	MARIETTA	WASHINGTON	ОН	1500000	200000	(RLX)
	201	5-04-09 20:24:	00 Z	100	3 N RUCKERSVILLE	ELBERT	GA	790000	100000	(GSP)
	201	5-04-09 20:25:	00 Z	100	3 N COOKSON	CHEROKEE	ок	¥20000	500000	DIME TO QUARTER SIZE HAIL NEAR COOKSON. (TSA)
	201	5-04-09 20:25:	00 Z	125	3 N TABLE ROCK	BURKE	NC	3000000	900000	A LARGE PINE TREE WAS ALSO BLOWN DOWN AT STEEL CREEK PARK