

# Appendix A

## ResSim Application Settings

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# Appendix A

## ResSim Application Settings

### A.1 Working with Watershed Directories and Files

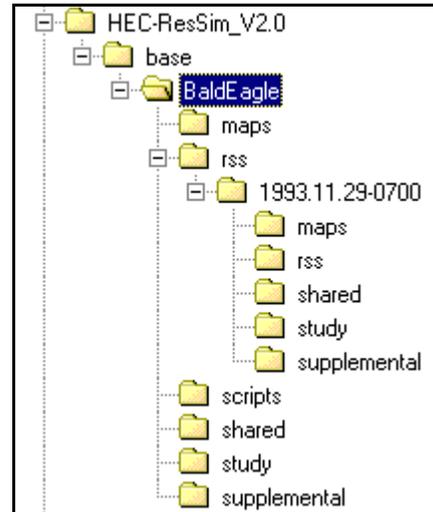
When you create a new watershed, ResSim generates a directory structure and stores all files associated with the watershed inside that structure.

Figure A.1 illustrates a “tree structure” that shows how ResSim organizes the folders it creates in the root (modeling) directory identified for your watershed. The **root** directory (e.g., *HECResSim\_V2.0*) contains a subdirectory named **base**.

When you create a new watershed, ResSim creates a new watershed directory in the base directory. The watershed directory is named according to the name you have given the watershed. For example, in Figure A.1, the **watershed** directory is *BaldEagle*. The watershed directory stores all of the base data for the watershed, including maps, schematic elements, base model data, and simulation data and results.

When you create a new simulation, ResSim generates a **simulation** directory named according to the date and time of the simulation. In Figure A.1, the directory name *1993.11.29-0700* corresponds to a simulation for November 29, 1993, at 07:00am. When a simulation is created, ResSim automatically copies all of the base data for your watershed (except for maps) into the simulation directory. This facilitates archiving of simulation information and ensures consistency in your model results.

If you **Save to Base Directory** in the Simulation Module, ResSim copies your model alternative data from the simulation directory back to the base directory. If you **Replace From Base Directory** in the Simulation Module, ResSim copies the original model alternative data from your base directory into your simulation directory. See Chapter 14, Section 14.7 for more information about these commands.



**Figure A.1 ResSim Watershed Directory Structure**

## A.2 Setting Application Options

ResSim allows you to configure several options. You can specify the model directories for your watersheds, cache directory for maps, configure the display for the compute display, and specify debug levels.

To configure these options, select **Options** from the **Tools** menu of any module to access the **Options** dialog box (Figure A.2).

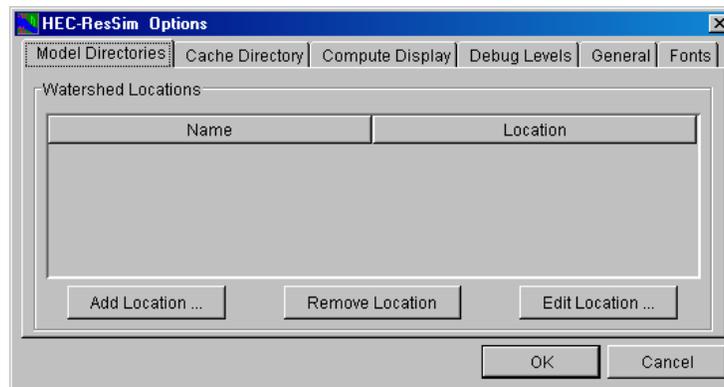


Figure A.2 HEC-ResSim Options Dialog Box

### A.2.1 Setting Model Directories for Watersheds

The **Model Directories** tab lets you specify the working directory for watershed data on your local computer. An example of the **Model Directories** tab is shown in Figure A.3, and a detailed description is presented in Chapter 3, Section 3.3.1.

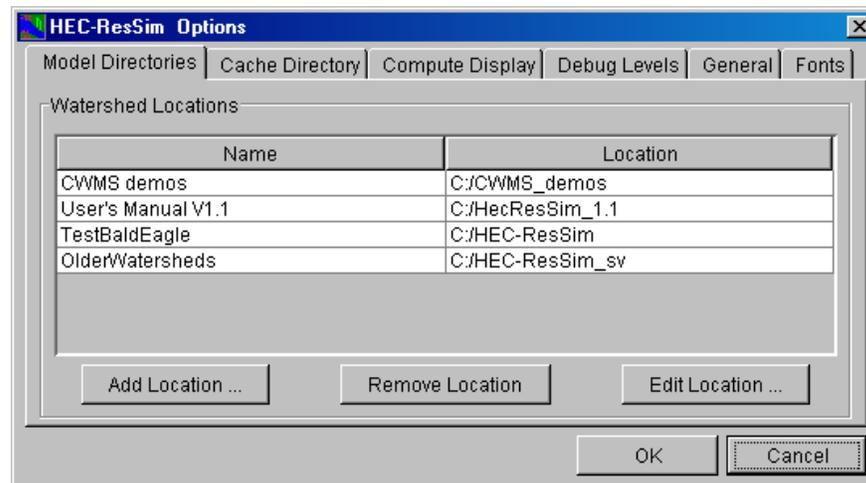


Figure A.3 Options Dialog Box, Model Directories Tab

## A.2.2 Setting the Cache Directory

The **Cache Directory** is pertinent when running ResSim in a “client-server” mode (not applicable for standalone version of ResSim). The cache directory is the location on your computer where ResSim copies background maps for a watershed so they aren't downloaded from the server each time you access the watershed.

To specify the cache directory on your local computer, select the **Cache Directory** tab in the Options dialog box (Figure A.4). After clicking in the **Use Cache** box, you can either type in a directory path or click the **Browse** button to find the directory you want.

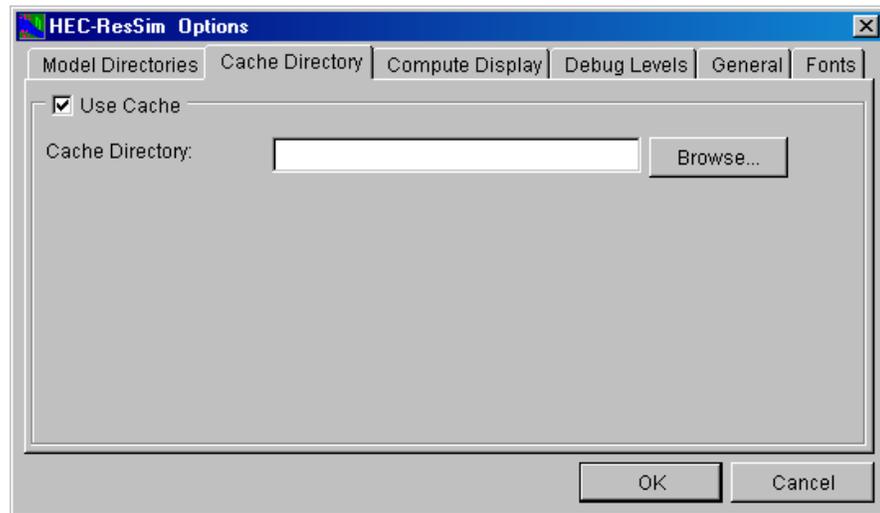


Figure A.4 Options Dialog Box, Cache Directory Tab

## A.2.3 Configuring the Compute Display

When you compute a simulation in the Simulation Module, the **Compute Display** window reports on the progress of the model and presents warning and error messages generated by the model. The **Compute Display** tab of the Options dialog box (Figure A.5) allows you to configure the appearance of the Compute Display window. You can configure the Compute Display to present logs as HTML (web pages), specify a background color for HTML, and specify the text colors for compute messages, warnings, and errors.

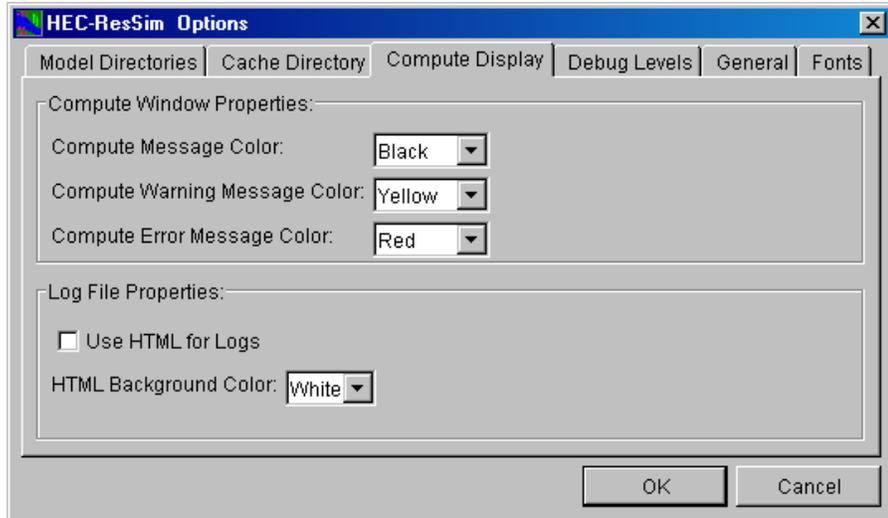


Figure A.5 Options Dialog Box, Compute Display Tab

## A.2.4 Specifying Debug Levels

You will use the **Debug Levels** tab of the Options dialog box (Figure A.6) primarily when you need technical support. With this tab, you can specify the level of detail for problem tracking. Higher numbers in the **Level** column specify more detail in debug reporting.

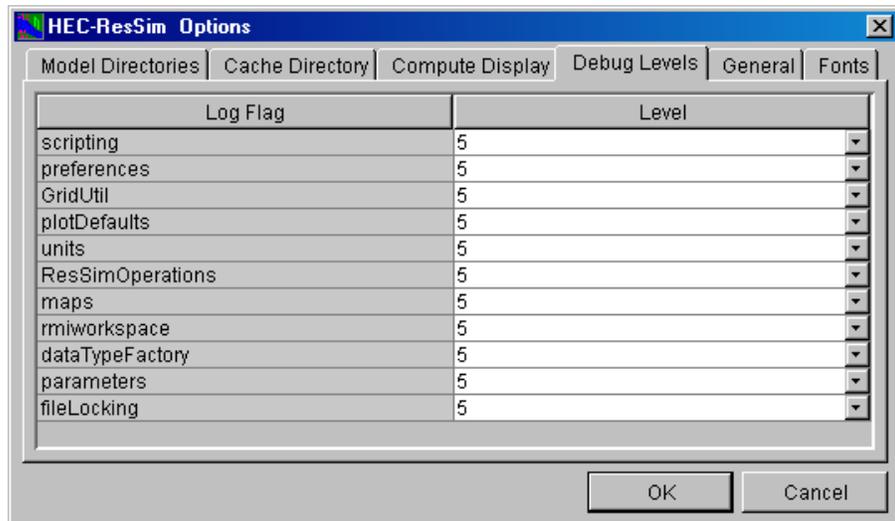


Figure A.6 Options Dialog Box, Debug Levels Tab

## A.2.5 Setting General Options

Use the **General** tab of the Options dialog box (Figure A.7) to specify whether ResSim shows a confirmation message when you exit the program and/or whether to load the last Watershed when you start the program.

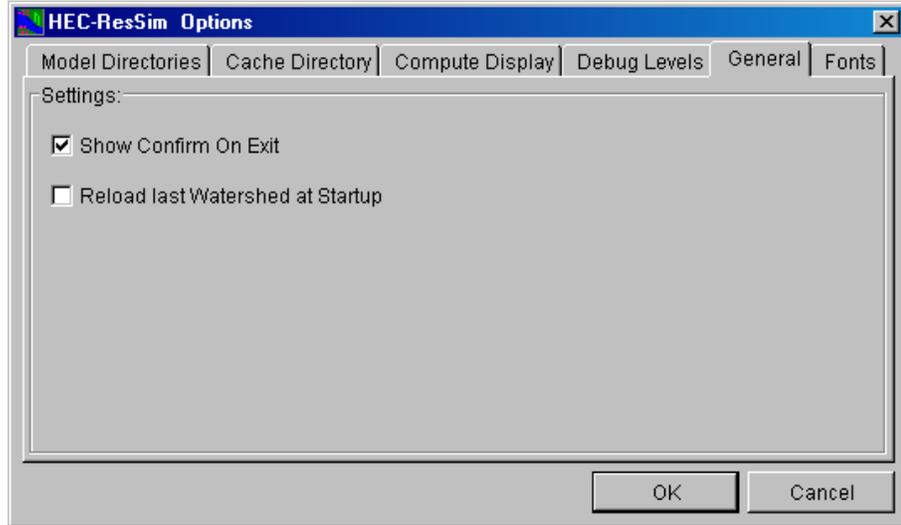


Figure A.7 Options Dialog Box, General Tab

## A.2.6 Specifying Fonts

Use the **Fonts** tab of the Options dialog box (Figure A.8) to specify the font that will be used for a variety of components in the display. These components include: Tabs, Labels, Descriptions for Radio Buttons and Checkboxes, Buttons, Lists and Textfields.

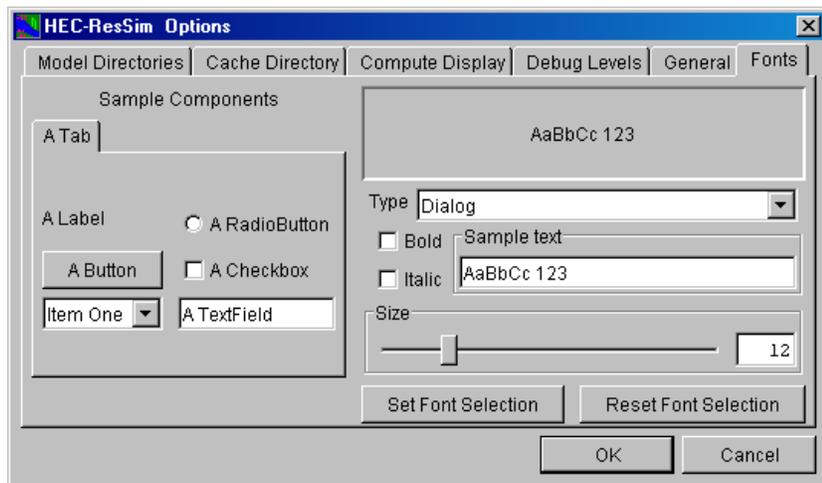


Figure A.8 Options Dialog Box, Fonts Tab

## A.3 Viewing Application Properties

The **Application Properties** dialog box will be of assistance if you need to seek technical support. Similar to a *File>Properties* dialog box in a Windows application, the Application Properties dialog box provides details about your ResSim setup. These details include information about your local computer (your ResSim root directory, whether you are working in local or networked mode, and the IP address of your computer); your unique user properties (your user ID, user name, login, user directory path, preference directory, and access levels); watershed properties for the watershed you are viewing; server properties (application server, **File** manager, and login server); and system properties.

To access the Application Properties dialog box, choose **Information** from the **Tools** menu of any ResSim module.

### A.3.1 Viewing Client Properties

The **Client Properties** tab of the Application Properties dialog box (Figure A.9) displays information about your local computer's setup. The directory shown as **Base Directory** is your *root* directory for your watershed (as previously described in Sections A.1 and A.2.1). The **Mode** indicates whether you are working locally on your PC or are connected to a network in “client-server” mode. The **Port** and **Client URL** information are not applicable for the local mode of ResSim. The “client-server” mode is not described in the documentation for ResSim.

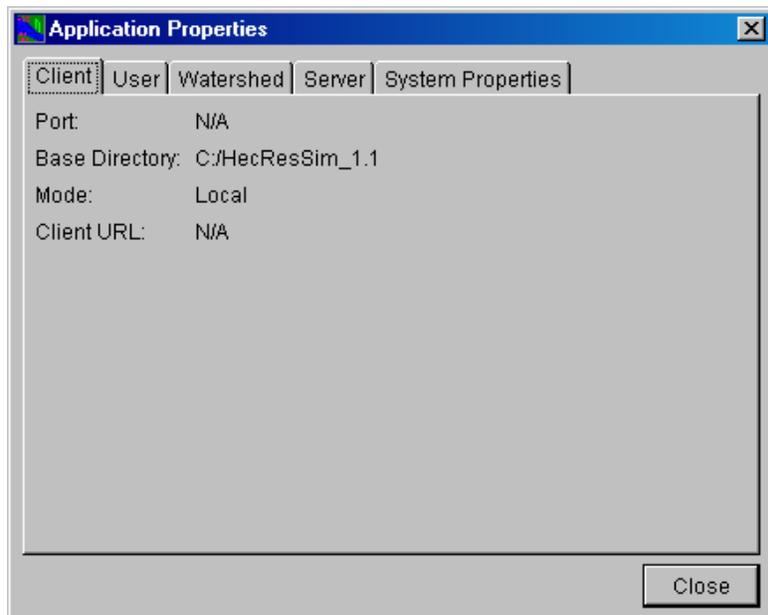


Figure A.9 Application Properties Dialog Box, Client Tab

### A.3.2 Viewing User Properties

The **User** tab of the Application Properties dialog box (Figure A.10) is primarily used for displaying CWMS “client-server” information, such as your user ID, user name, login, user directory, user preference directory, and user types (access levels).

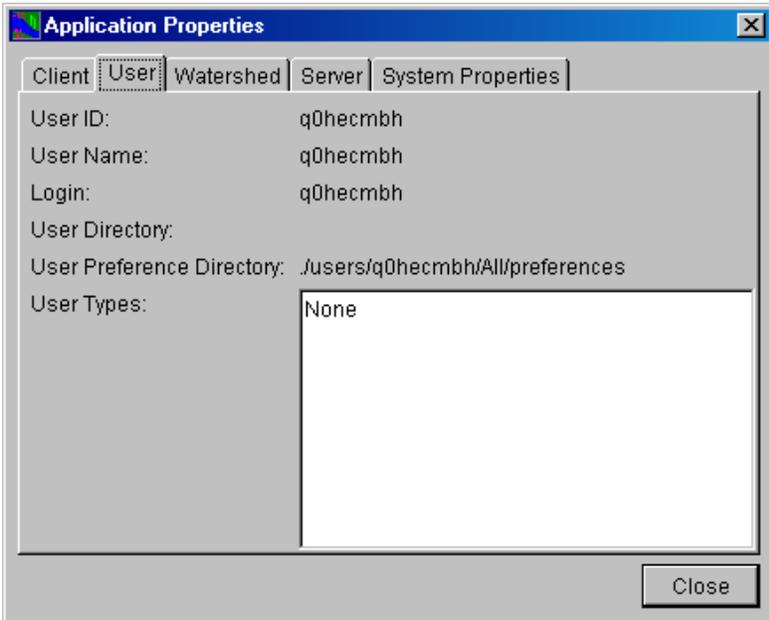


Figure A.10 Application Properties Dialog Box, User Tab

### A.3.3 Viewing Watershed Properties

The **Watershed** tab of the Application Properties dialog box (Figure A.11) displays details about the currently opened watershed, and includes the Watershed Name, directory Path, Watershed Units, and Watershed Time Zone. Watershed Monetary Units is in development for later versions of ResSim. The Watershed Coordinate System being used is also displayed. The Current Watershed Users is pertinent for CWMS “client-server” mode and is not described in the ResSim documentation.

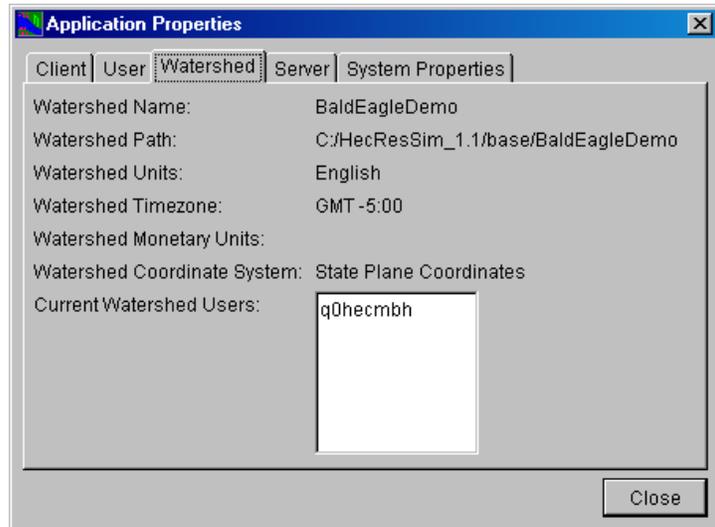


Figure A.11 Application Properties Dialog Box, Watershed Tab

### A.3.4 Viewing Server Properties

The **Server** tab of the Application Properties dialog box (Figure A.12) is pertinent for CWMS “client-server” mode and is not described in the ResSim documentation.

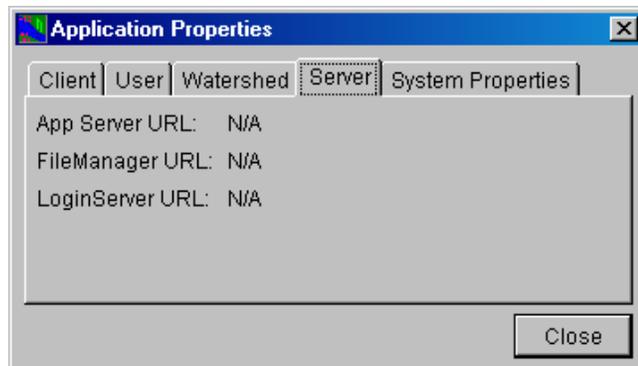


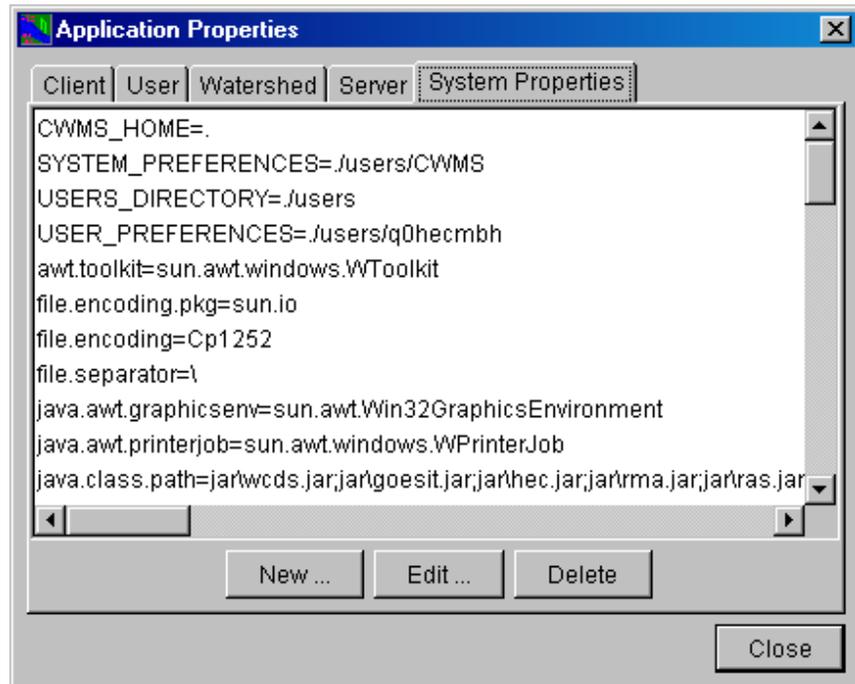
Figure A.12 Application Properties Dialog Box, Server Tab

### A.3.5 Viewing and Editing System Properties

You will only need to use the **System Properties** tab of the Application Properties dialog box (Figure A.13) for debugging purposes. Although you can view this tab, *editing properties is not recommended.*

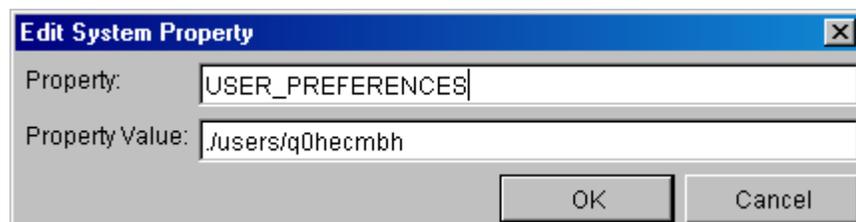


*You must be extremely careful when making changes to the System Properties, as they directly affect ResSim's functionality.*



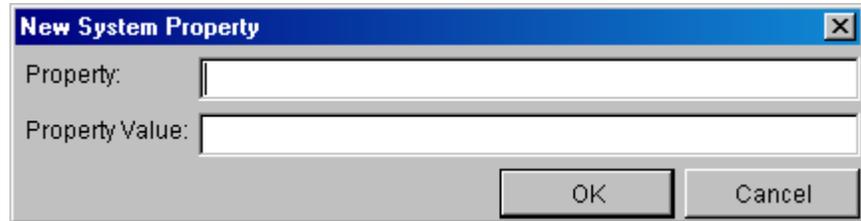
**Figure A.13 Application Properties Dialog Box, System Properties Tab**

If you absolutely need to edit the properties, highlight the property to edit and click the **Edit** button. The **Edit System Property** dialog box will open (Figure A.14), allowing you to type in the **Property** name and **Property Value**. Note that only certain properties are editable.



**Figure A.14 Edit System Property Dialog Box**

You can also add system properties by clicking the **New...** button. The **New System Property** dialog box will open (Figure A.15), allowing you to enter a new **Property** name and **Property Value**.



**Figure A.15** New System Property Dialog Box

You can also **Delete** System Properties but it is *not recommended* to do so.