

MIKE URBAN+

User Guide

Model Manager





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1 Welcome to MIKE URBAN+

MIKE URBAN+ is a flexible system for modelling and design of water distribution networks and collection systems for waste water and storm water.

MIKE URBAN+ is based on a database for storing network as well as hydraulic modelling data. This database is based upon the SQLite and/or PostGIS. The SQLite database is a C-language library that implements a small, fast, self contained SQL Database engine. PostGIS is a spatial database extender for PostgreSQL object-relational database. It adds support for geographic objects allowing location queries to be run in SQL.

MIKE URBAN+ allows quick Integration to ArcGIS Pro for a quick built of a personal GeoDatabase in a native GIS data storage format. Hence operation directly by standard GIS applications is still possible.

With MIKE URBAN+ you have:

- GIS-based model building and management
- Powerful hydraulic simulation engines
- Integrated water quality, fire flow, and real time control simulation (water distribution)
- Integrated water quality, sediment transport, real-time control, dynamic pipe design and long-term statistics (collection systems)
- Scenario management
- Full undo and redo capability in all editors
- Thematic mapping and integrated dynamic result visualization
- Open data models - easy integration with other applications
- Worldwide support and training
- Integrates directly with online and real time control systems

The modular structure of MIKE URBAN+ is seen in Figure 1.1. The core module, MIKE URBAN+ Model Manager, contains the possibility to model both Water Distribution and Collection Systems.

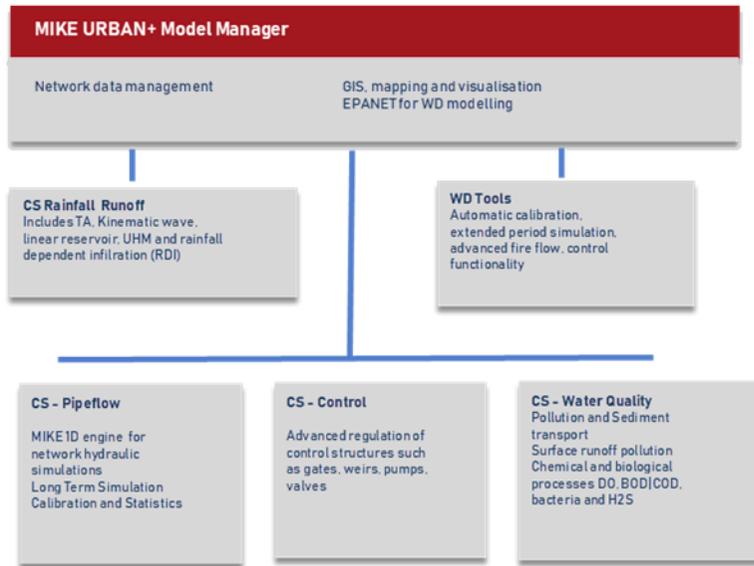


Figure 1.1 The modular structure of MIKE URBAN+

1.1 Model Manager

The Model Manager is the main module of MIKE URBAN+ and includes a common data module for both Water Distribution and Collection Systems. Input editors for all simulation engines are included irrespective of the installed simulation engines.

1.2 Water Distribution

MIKE URBAN+ for Water Distribution comes with the following modules:

- **WD-Basic.** For modelling water distribution networks using EPANET engine
- **WD-Tools.** Allows for modelling advanced features including fire flow, pipe criticality, cost analysis, shutdown planning, flushing, pressure dependent demands, variable speed pumps and real-time control.

1.2.1 WD-Basic

Allows standard modelling of water distributing networks using the EPANET engine including water age/quality.



1.2.2 WD-Tools

With MIKE URBAN+ Water Distribution Tools you get the following capabilities:

Fire Flow Analysis

Calculating water availability for fire protection requirements is one of the most frequent modelling tasks of water utility. The Fire Flow Analysis module allows you to calculate the available flow for the design pressure or to calculate the residual pressure for the design flow.

There are two basic ways to model a fire flow:

- Specify a design fire flow rate and compute the available fire flow pressure
- Specify a design fire flow pressure and compute the available fire flow rate

Pipe Criticality

Pipe Criticality is used to predict the water distribution system response to pipe break situations, planned reconstructions, and other scenarios of limited water supply. Pipe criticality allows also the develop of a pipe ranking based on the importance for the water supply, such importance can be then considered into a pipe rehabilitation and construction plan.

Cost Analysis

Cost analysis allows you to review the energy consumption results on more details, create tabular outputs, and great graphs of pump utilization, average power consumption, and costs.

Shutdown Planning

The Shutdown Planning analysis allows to determine the impact of pipe maintenance work on the water supply conditions. It helps the user to define the shutdown, find isolation valves, run hydraulic simulations and evaluate simulation results.

Management of shutdowns contains the following tools:

- Planning shutdown
- Close pipes for selection isolation valves
- Analyse shutdown
- Compare results before and during the shutdown

Flushing Analysis

Flushing of pipelines is a practice done since the early days of municipal water systems. The conventional way to flush pipelines was to simply open selected fire hydrants letting them flow until the running water showed a clean appearance. This is still an effective strategy in many cases. However, these



days many water utilities do unidirectional flushing (UDF), which is a more engineered and effective way to flush pipelines. UDF involves closing or opening selected valves to direct flow through target pipes in order to achieve higher velocities for the same hydrant flows. The set of valves that need to be operated and hydrant that is opened is called a flushing sequence. A UDF design consists of a series of flushing sequences that are run in a particular order so that water is always being drawn from clean parts of the system.

Extended Rule-Based Controls

Rule-Based Controls allow link status and settings to be based on a combination of conditions that might exist in the network over an extended period simulation. In order to allow for modelling of chains of pumps or valves chains in efficient way, the EPANET Rule-based control syntax was extended by adding LIKE keyword, for example.

1.3 Collection Systems

MIKE URBAN+ for Collection Systems comes with the following modules:

- CS-Pipeflow
- CS-Rainfall-Runoff
- CS-Control
- CS-Pollution Transport
- CS-Water Quality (MIKE ECO Lab)

1.3.1 CS-Pipeflow

MIKE URBAN+ CS-Pipeflow includes DHI's MIKE 1D engine. With MIKE URBAN+ CS-Pipeflow you get access to:

- Hydrodynamic simulation of networks
- Long term statistics

Hydrodynamic Simulation

The MIKE 1D Hydrodynamic Pipe Flow Model solves the complete St. Venant (dynamic flow) equations throughout the drainage network (looped and dendritic), which allows for modelling of backwater effects, flow reversal, surcharging in manholes, free-surface and pressure flow, tidal outfalls and storage basins. The MIKE 1D hydrodynamic engine has been designed to handle any type of pipe network system with alternating free surface and pressurized flows as well as open channel network and pipes of any shape. Virtually any construction can be described including pumps, weirs, orifices, inverted siphons, etc.

The computational scheme uses an implicit, finite-difference numerical solution of the St. Venant flow equations. The numerical algorithm uses a self-



adapting time-step, which provides efficient and accurate solutions in multiple connected branched and looped pipe networks. This computational scheme is applicable to unsteady flow conditions that occur in pipes ranging from small-profile collectors for detailed urban drainage, to low-lying, often pressurized, sewer mains affected by varying outlet water levels. Both sub-critical and supercritical flows are treated by means of the same computational scheme that adapts to the local flow conditions. In addition, flow phenomena, such as backwater effects and surcharges, are precisely simulated.

Long Term Statistics

MIKE 1D Long Term Statistics (LTS) allows that a collection system network with intermittent hydrological inputs can be setup for a long-term simulation, covering a continuous historical period, possibly over several years. The system automatically combines dynamic pipe flow simulations during wet weather and simple hydrological simulation during dry weather periods, which results in accurate computation of wastewater treatment plant loads, CSOs and other system outputs, while preserving rationality in use of computational resources. The results are presented both in the form of time series and a range of statistical parameters for selected variables. By running simulations with the current system configuration and the planned upgrade, impacts of the planned investments (e.g. new sewers, retention tanks, RTC schemes) on the system performance can be tested. This allows the user to develop the optimal rehabilitation / upgrade strategy, e.g. for achieving the consent with the environmental regulators' requirements.

1.3.2 CS-Rainfall-Runoff

MIKE URBAN+ CS-Rainfall-Runoff includes the MIKE 1D engine for rainfall-runoff. With MIKE URBAN+ CS-Rainfall-Runoff you get access to:

- Several types of surface runoff models
- Rainfall dependent infiltration (RDI)

Surface Runoff

MIKE 1D Surface Runoff includes several types of surface runoff computation for the description of the urban catchment surfaces. This means that the surface runoff computations can be adjusted according to the amount of available information. The models run with well proven default hydrological parameters, which can be adjusted for better accuracy. The computed hydrographs are used as input to the MIKE 1D Pipe Flow model.

Rainfall Dependent Infiltration

MIKE 1D Rainfall Dependent Infiltration provides detailed, continuous modeling of the complete land phase of the hydrological cycle, providing support for urban, rural and mixed catchments analyses. Precipitation is routed through four different types of storage: snow, surface, root zone and ground water, resulting in more accurate hydrographs. Instead of performing hydrological load analysis of the sewer system only for short periods of high inten-



sity rainstorms, a continuous, long-term analysis can be used to look at periods of both wet and dry weather, as well as inflows and infiltration to the sewer network. This provides a more accurate picture of actual loads on treatment plants and combined sewer overflows.

1.3.3 CS-Control

MIKE URBAN+ CS-Control allows real-time control devices to be included in defining the urban drainage sewer network model. A selection of controllable devices is provided, along with a fully generic specification of control rules for any simple or complex global control scheme. The system allows the application of setting or set point (PID controller) based control functions, selected on the basis of logical evaluation of the actual system states (reactive control) or after the specified time series.

1.3.4 CS-Pollution Transport

Under the name CS-Pollution Transport, the MIKE 1D engine provides several modules for the simulation of sediment transport and water quality for both urban catchments surfaces and sewer systems. Since pollutants are carried by sediment, sediment transport processes and water quality in sewer systems are closely interconnected. This is important for understanding phenomena like the first flush effect, which can only be simulated with a description of the temporal and spatial distribution of sediment deposits on the catchment surface and in the sewer system.

MIKE 1D can model these complex mechanisms using its Surface Water Quality (SWQ), Pipe Advection-Dispersion (AD), and Pipe Water Quality (WQ) Modules by means of the numerical solver ECO Lab. Output from these modules, such as pollutant graphs from combined sewer overflows, can then be applied directly to DHI's receiving waters models MIKE Hydro River and MIKE 21. Using MIKE Hydro River or MIKE 21 in conjunction with MIKE 1D allows assessment of water quality for the water bodies receiving these sewer overflows, such as rivers, streams, lakes and coastal waters.

In MIKE URBAN+ CS-Pollution transport the following can be modelled:

- Stormwater Runoff Quality (SWQ)
- Catchment Discharge Water Quality
- Advection-Dispersion (AD)
- MIKE ECO Lab (Water Quality)

Stormwater Runoff Quality

The primary role of the Storm-water Runoff Quality (SWQ) module is to provide a physically-based description of the relevant processes associated with sediments and pollutants due to surface runoff, and then provide surface runoff sediment and pollutant data for the other pipe sewer network sediment



transport and water quality modules. The following processes can be accounted for:

- Build-up and wash-off of sediment particles on the catchment
- Surface transport of pollutants attached to the sediment particles
- Build-up and washout of dissolved pollutants in potholes and stilling basins

Sediment deposits can greatly reduce the hydraulic capacity of sewer pipes by restricting their flow area and increasing the bed friction resistance. The Pipe Sediment Transport functionality included in Pollution Transport can account for these problems, by simulating pipe sewer network sediment transport-including deposition and erosion from non-uniform (graded) sediments. Contributions from rainstorm wash-off and dry-weather wastewater flow can be included. The Sediment Transport feature runs in conjunction with the dynamic flow routing, thereby simulating dynamic deposition of sediment and providing feedback due to the change in pipe area and resistance caused by sediment deposition. The following issues can be addressed:

- Prediction of sediment deposit locations and associated pollutants and metals in the sewer system
- Prediction of reduction in hydraulic capacity due to observed and simulated sediment deposits
- Analysis of the sewer system due to modified regulation strategies

Pipe Advection-Dispersion (AD)

The Pipe Advection-Dispersion (AD) module simulates the transport of dissolved substances and suspended fine sediments in pipe flow. Conservative materials as well as those that are subject to a linear decay can be simulated. The computed pipe flow discharges, water levels, and cross-sectional flow areas are used in the AD Module computation. The solution of the advection-dispersion equation is obtained using an implicit, finite-difference scheme which has negligible numerical dispersion. Concentration profiles with very steep fronts can be accurately modelled. The computed results can be displayed as longitudinal concentration profiles and pollutant graphs, which could be used at the inflow to a sewage treatment plant or an overflow structure.

The AD module can be linked to the Long Term Statistics module to provide long-term simulations of pollutant transport.

1.3.5 CS-Water Quality (MIKE ECO Lab)

Different biological processes can be modelled by means of MIKE ECO Lab working in conjunction with the Advection-Dispersion part of MIKE URBAN+ Water Quality. It provides many options for describing the reaction processes of multi-compound systems, including degradation of organic matter, bacte-



rial fate, exchange of oxygen with the atmosphere and oxygen demand from eroded sewer sediments. This allows realistic analysis of complex phenomena related to water quality in sewer systems.

The module includes diurnal variation of foul flow discharges and user-specified concentrations of foul flow components. The sediment types are foul flow organic sediments, and fine and coarse mineral in-pipe sediments originating from catchment runoff, potholes and stilling basins. The following can be accounted for with module:

- Decay of BOD/COD in bio-film and water phase
- Hydrolysis of suspended matter
- Growth of suspended biomass
- Oxygen consumption from decay of BOD/COD, bio-film and erosion of sediment
- Re-aeration
- Bacterial fate
- Interaction with sediments for nutrients and metals

Modelling of Biological Processes is applicable by coupling MIKE 1D and MIKE ECO Lab engines.



2 Getting Started

2.1 How to Start MIKE URBAN+

During the installation of MIKE URBAN+, a program shortcut is placed in the Programs' section of the Windows 'Start' menu (found under MIKE URBAN+ 20XX). Pin to the taskbar and/or the start menu for quick access. You can also choose to create a MIKE URBAN+ icon on the Desktop and launch MIKE URBAN+ from this by creating a shortcut to MU.exe (found in the bin-directory of your MIKE URBAN installation).

Open the model and explore the MU+ GUI. An example is shown in Figure 2.1 below. Note that it is possible to have multiple instances of MIKE URBAN+ in one session.

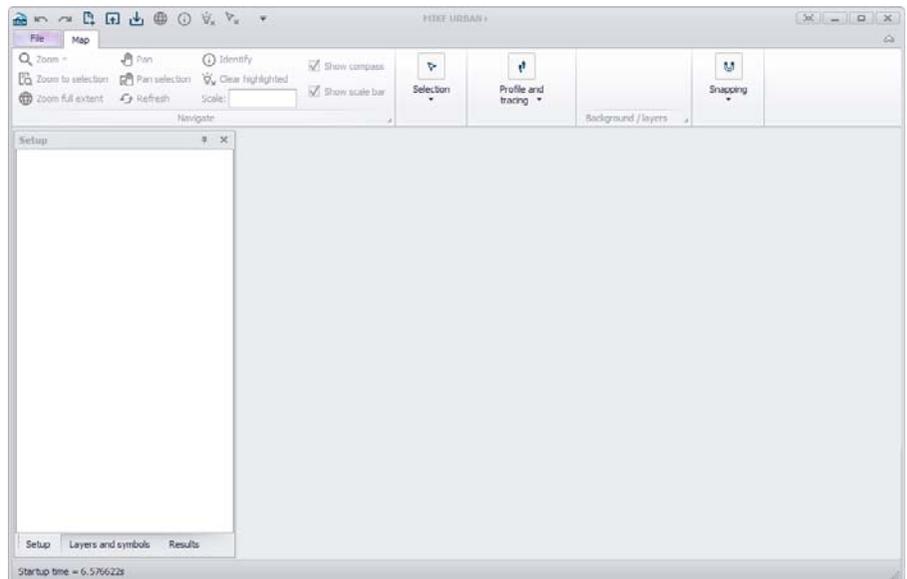


Figure 2.1 MIKE URBAN+ desktop

2.1.1 Map Window

The main Map window displays a layout plot of the pipe network system. The individual model elements (i.e. nodes, pipes, pumps, etc.) are displayed. The Map window also allows the user to graphically layout the pipe network system.

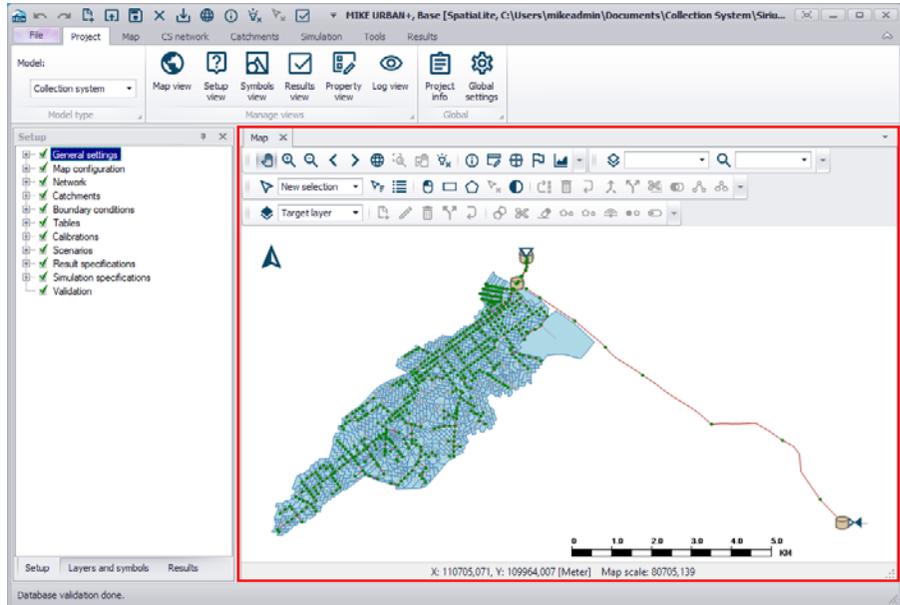


Figure 2.2 Map view of the model with default symbology

The map is per default “docked” but can be “floated” (right “click” on the tab heading + Float). The map can be brought into view by clicking on the “Map” tab or the “Map View” button on the Project menu ribbon.

2.1.2 Editors

Model setup editors are accessed from the Setup panel tree view to the left of the main window. Clicking on an setup item opens a new tab with an editor related to the item.

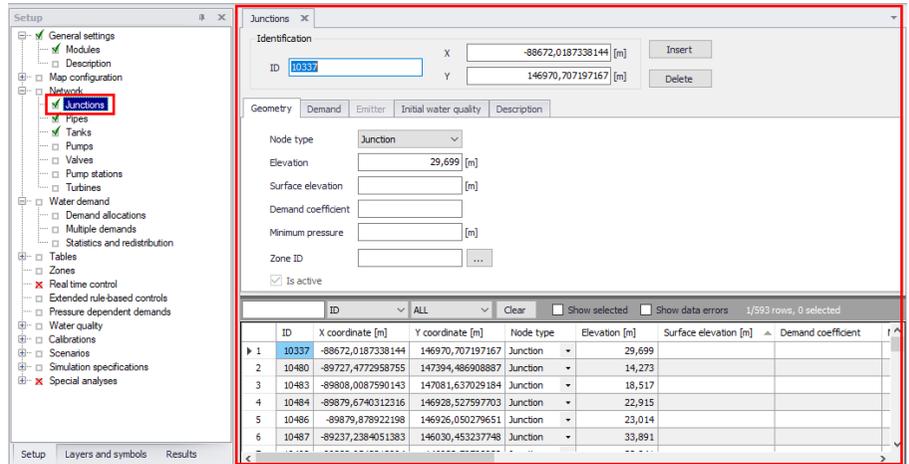


Figure 2.3 Example Editor (for WD model Junctions) shown on the main window

Editors in MU+ may be "docked" or "floated":

- When "Floated", editors are displayed in a stack, with the active editor on top. This shown in Figure 2.4.
- Docked editors are displayed one-at-a-time. Any editor can be brought to the front by clicking on its tab. This is shown in Figure 2.5 below.

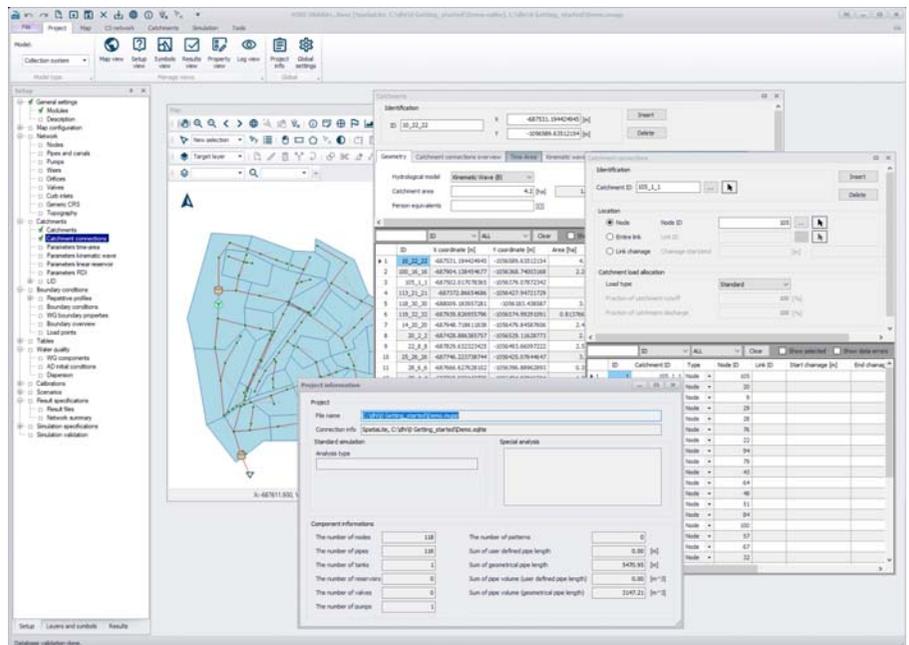


Figure 2.4 MU+ GUI with "floating" editors

Figure 2.5 shows the MU+ GUI with all editors "docked". In this case only the active editor is visible.

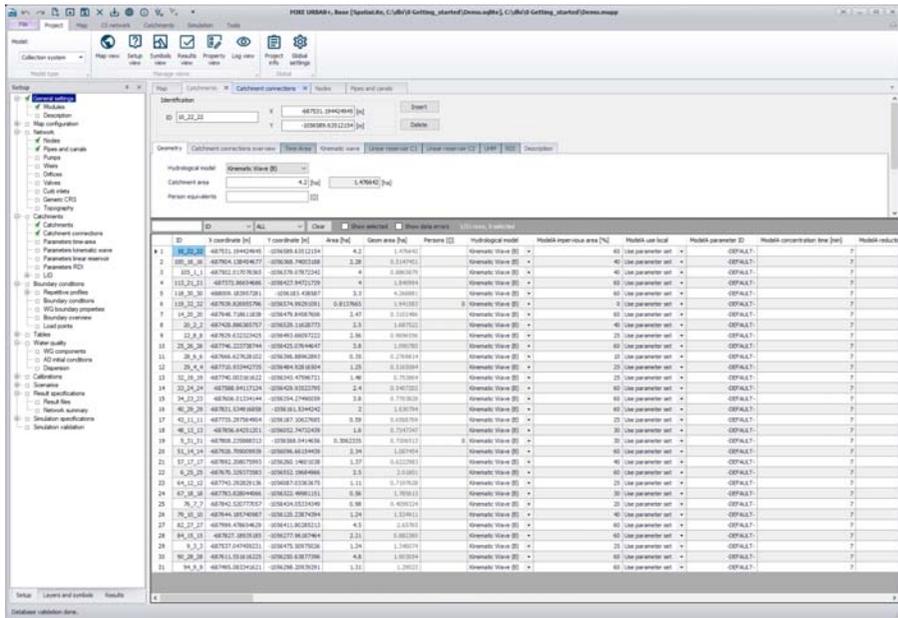


Figure 2.5 MU+ GUI with all editors "docked"

2.1.3 Floating Toolbars

MIKE URBAN+ provides several task-specific toolbars for efficiency. These toolbars are docked underneath the menu bar on the ribbon, and along map window borders. The toolbars at the top of maps can float inside or outside of the main window.

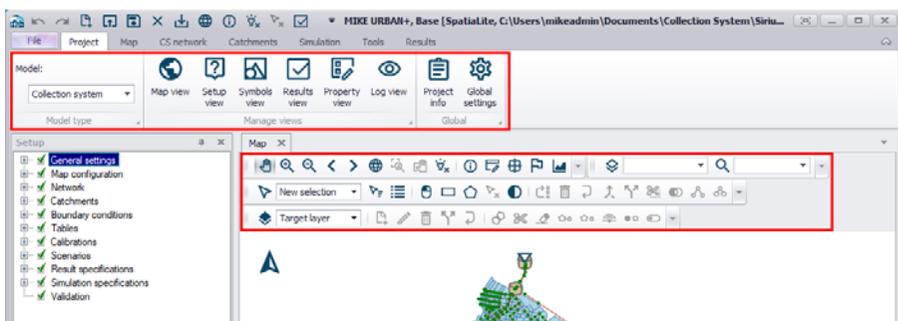


Figure 2.6 Toolbars in MIKE URBAN+

See Chapters 2.5 The Toolbars (p. 70) and 8.2.1 Toolbars (p. 140) for details on tools and toolbars.



2.1.4 Identify



Use the Identify tool to view information about a feature displayed on the Map. It is accessed from the Map ribbon, the Map view toolbar, or the result map toolbar.

The Identify tool allows you to see the attributes of your data. Clicking the Identify tool on a location inside a data frame will display the attributes of the element at that location. The Identify tool is the easiest way to learn about something on a map.

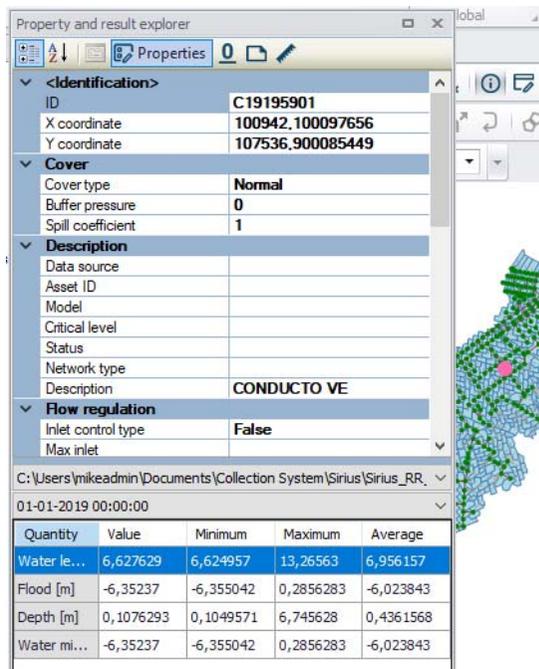


Figure 2.7 The identify tool displays information on the element chosen on the map

2.1.5 Online Help F1

Online help is available for MIKE URBAN+. The MIKE URBAN+ help system utilizes the Microsoft help technology known as HTML Help.

The Help system can be accessed by pressing F1 from any location on the interface. The relevant online help page will be displayed in the active window.

MIKE URBAN+ context help is viewed in the HTML Help Viewer (see Figure 2.8) which consists of:

- Topic Pane: Where the help topics are viewed.
- Navigation Pane: Where you can navigate through the Help file. Index and search for instances of e.g. a word are possible.

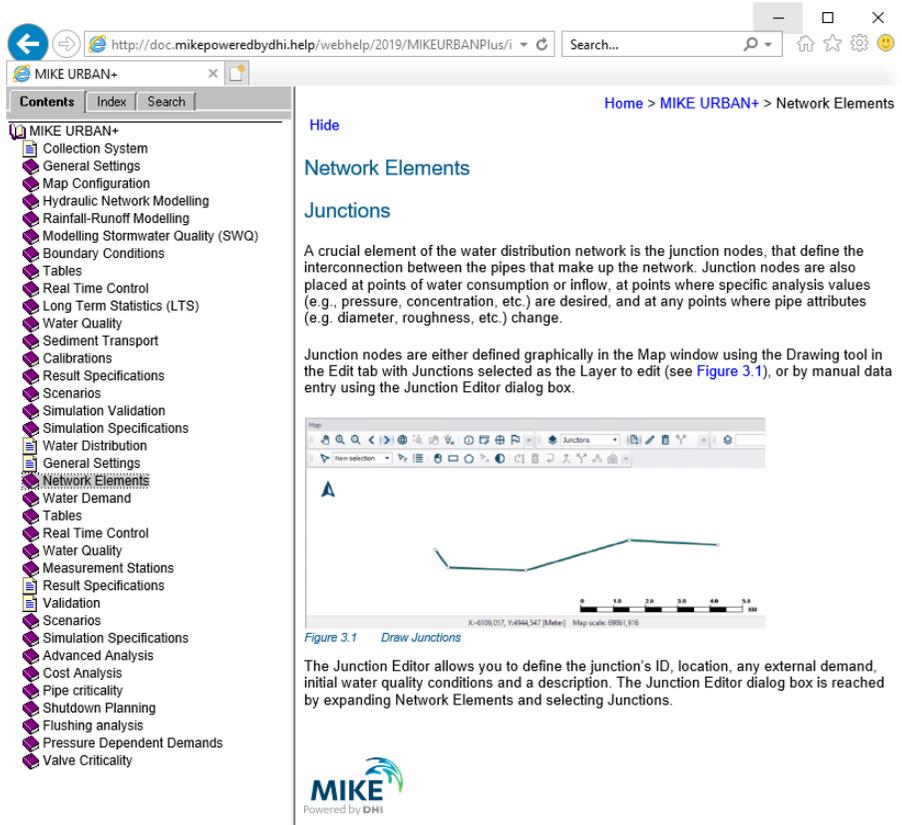


Figure 2.8 The online context-sensitive Help function in MIKE URBAN+

2.1.6 Status Line and Tooltips

As you move your cursor on the map, the status line will display the coordinates and map scale.

Also, hovering your cursor over an edit field in an Editor will display a tooltip with the name of the table and attribute name where data for that field is saved (Figure 2.9).

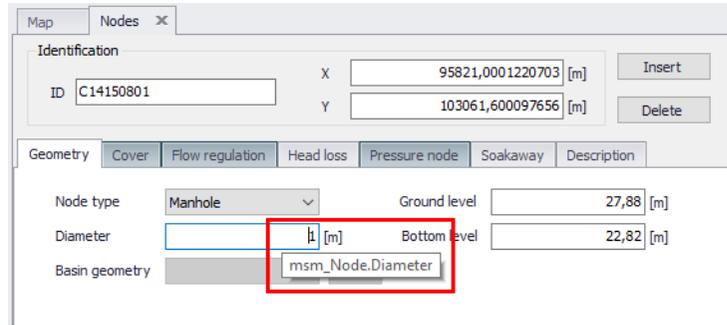


Figure 2.9 Example tooltip shown for the Node Diameter, indicating that in the database, the data is contained in the 'msm_Node' table under the attribute 'Diameter'

2.2 MIKE URBAN+ Examples



MIKE URBAN+ includes several examples demonstrating how to use the various modules. These are initially placed in the Program Files directory.

The examples can be installed/copied from here to a user-defined location by going to File| Install Examples, see Figure 2.10. It is possible to choose which examples to install/copy.

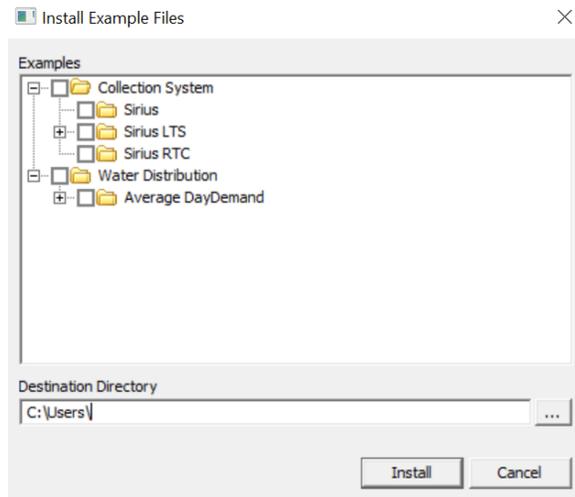


Figure 2.10 Installing/copying the examples to a different folder

2.3 View Panels

MIKE URBAN+ includes three view panels to the left of the main window:



- **Setup View.** Tree structure with access to non-map items and layers. This is the model setup editor. It provides a simple data validation to the model components by showing a green tick or a red cross next to each item.
- **Layers and Symbols View.** Lists the symbols and layers used in the Map. Allows you to configure graphics and model components symbols.
- **Results View.** Lists all loaded result files in the project. Used for result presentation.

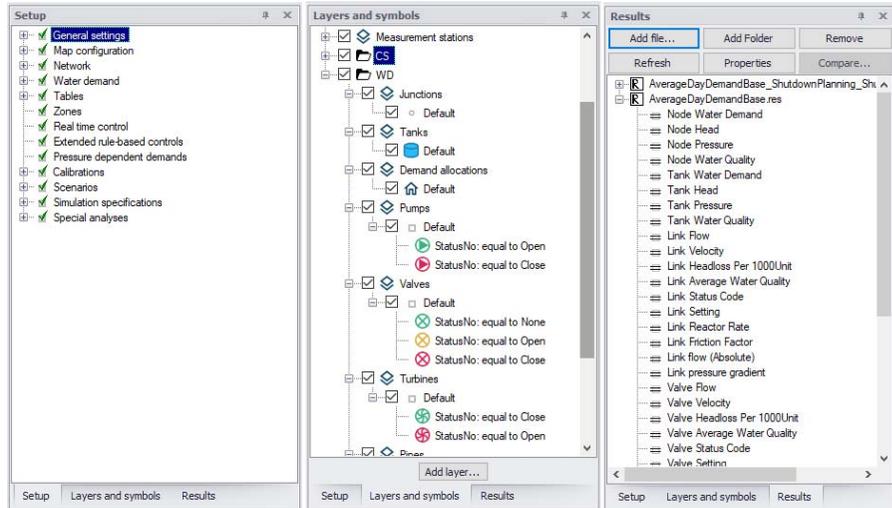
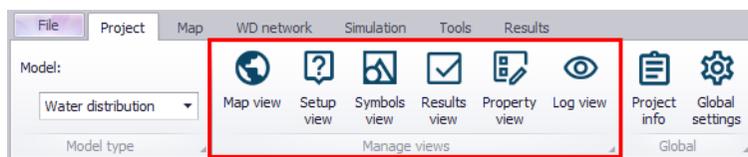


Figure 2.11 Setup, Layers and Symbols, and Results panels in MIKE URBAN+

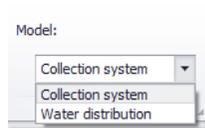
Access the various Views via the Manage Views toolbox on the Project menu ribbon.



2.3.1 Working Modes

MIKE URBAN+ operates in two modes:

- Collection System (CS)
- Water Distribution (WD)



View WD network

Choosing a specific working mode affects the Map view. However, regardless of the selected working mode, any layer contained in the geodatabase can be displayed by ticking both group and layer appropriate check boxes in the Layers and Symbols View.

Alternatively, activate the other model type using the View (CS/WD) Network tool from the (CS/WD) Network menu ribbon.

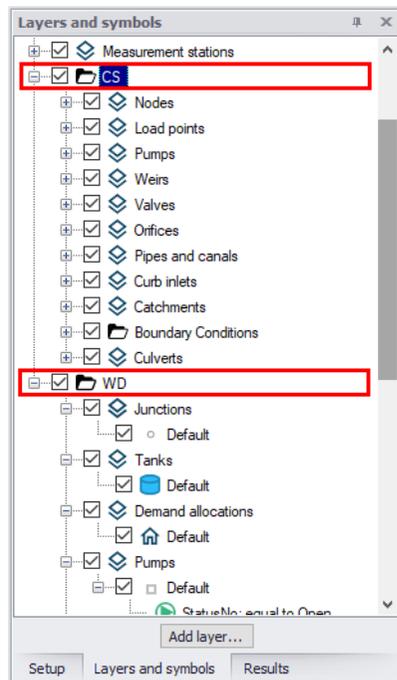


Figure 2.12 Working modes in the Layers and Symbols tree view

2.3.2 Boundary Conditions Displayed on the Map

Boundary conditions are per default displayed on the Map. To be displayed, boundary conditions must be applied and contain at least one 'Boundary Item'.

To ensure the Map view reflects all recent boundary condition changes, access the Map local context menu (i.e. right-click) and select the 'Refresh boundary visualization' option.

Collection System

The different boundary conditions that can be visualized for collection system networks are seen in Figure 2.13.

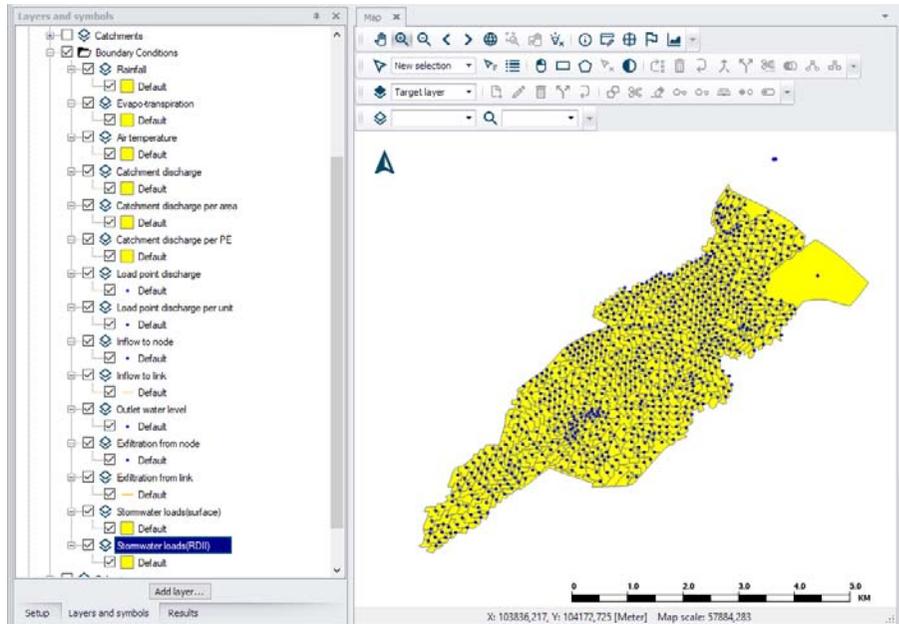


Figure 2.13 CS network boundaries

For further information on Collection System Boundary Conditions, please refer to the relevant chapter in the MU+ Collection System User Guide.

Water Distribution

Node demands can be displayed by ticking the Water Node Demands layer. Per default, the different demand categories will be differentiated when displayed.

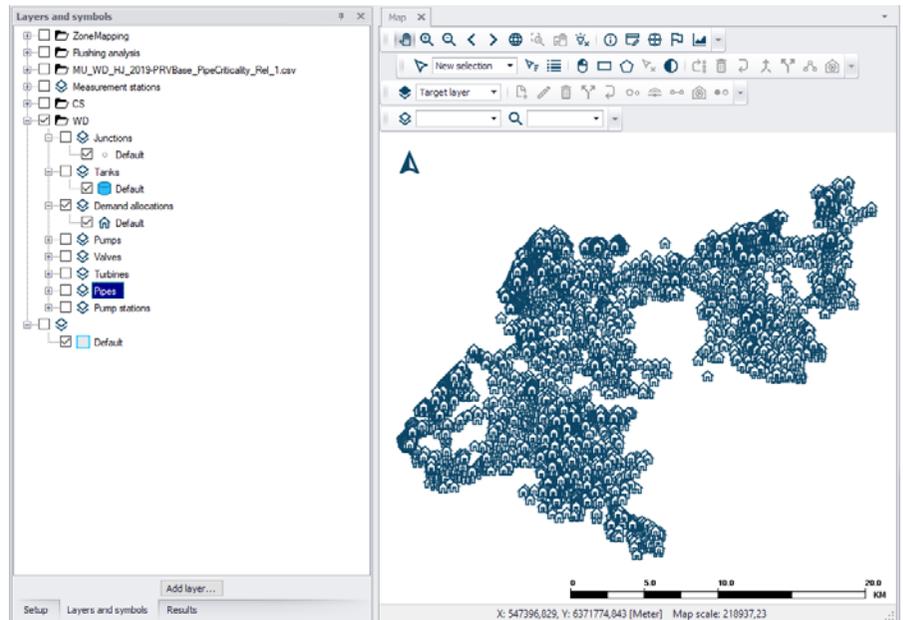


Figure 2.14 WD demand allocation points

2.3.3 Properties Dialog

Labelling and symbology for layers on the main Map View may be customized via the Symbology Settings dialog.

On the Symbols and Layers panel, click on a layer item. This will open the Symbology Settings editor (Figure 2.15). Note that this editor functions similarly as the Edit style dialog from the result map window.

Set parameters inside the Symbology and Label tabs to customize the appearance of the layer on the main Map.

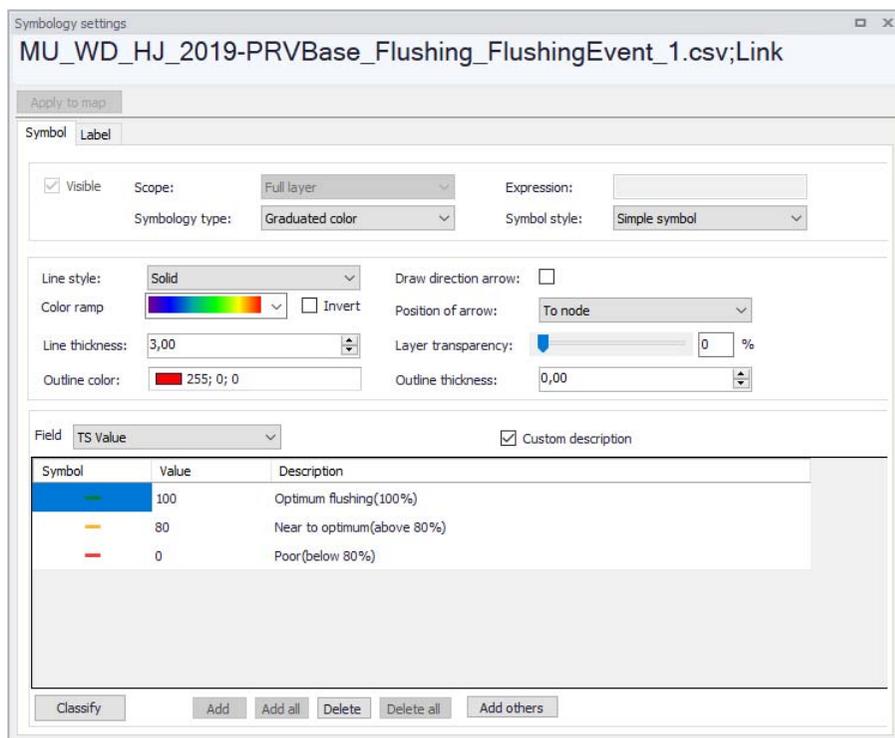


Figure 2.15 Symbology Settings dialog from the Symbols and Layers view panel

Symbol

Change layer symbology settings on the Symbol tab.

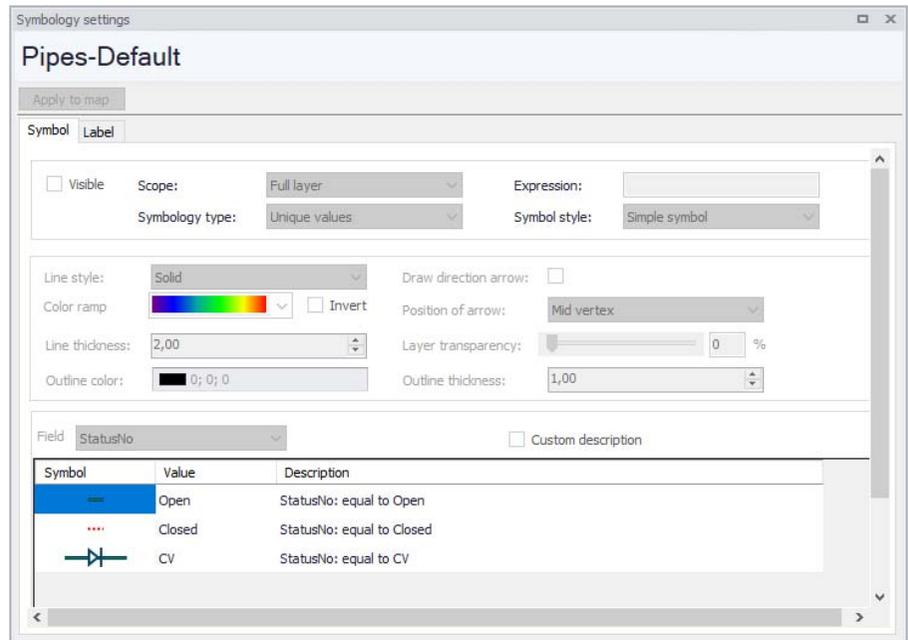


Figure 2.16 The Symbol tab

Label

Add labels to map result plots through the Label tab on the Edit Style dialog. The position of the label, font label, number of decimals displayed and when to display labels can be set.

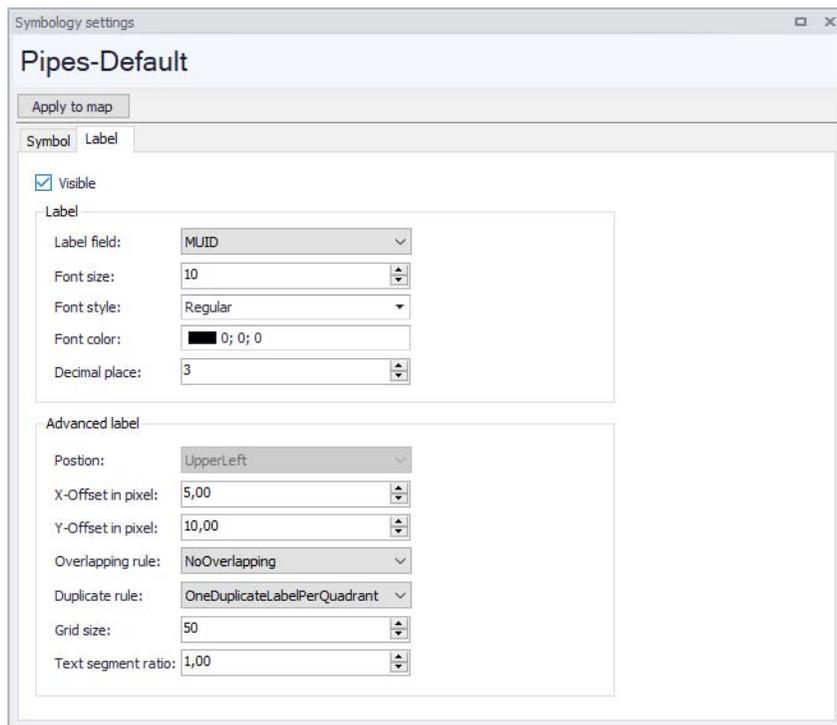


Figure 2.17 The Label tab

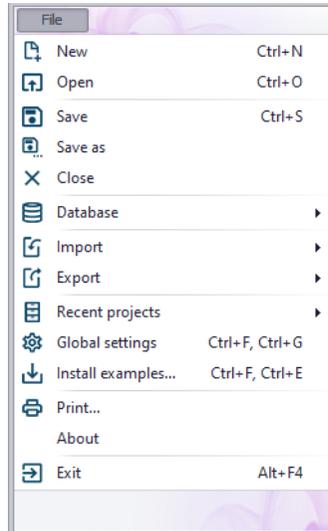
Also see Chapter 19.9 Labelling and Symbology (p. 282) for more details.

2.4 The Main Menus

MIKE URBAN+ offers several menus and tools to ease the workflow and simplify the user interface.

2.4.1 File Menu

On the File menu it is possible to create, open, save and close MIKE URBAN+ projects. The menu provides access to import and export functionality of multiple model databases, as well as options to print, access recently opened projects and many more.



New

This allows you to create a new project/database. It is required to name the project, choose the preferred directory, model type, database type and coordinate system, as shown in Figure 2.18.

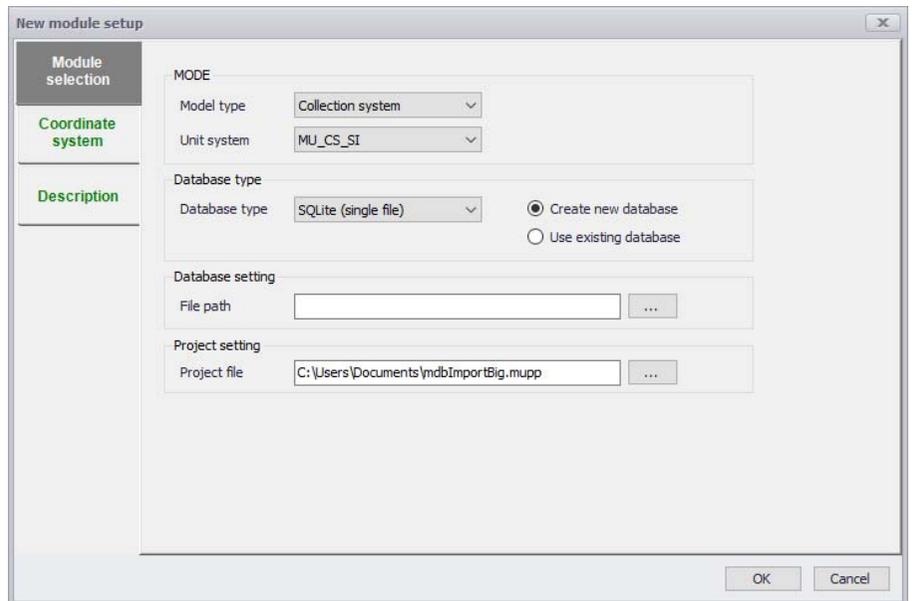


Figure 2.18 New model setup

Open

Opens an existing MIKE URBAN+ project file (*.MUPP)



Save

Saves MIKE URBAN+ project file (*.MUPP)

Save As

Save a copy of the model as a new copy

Close

To close the model press either the 'x' or the close button through the File menu

Database | Clone Database

You can copy the database into a new SQLite version or a PostGIS database type

Import

MIKE URBAN+ offers options for importing different model databases and setups into a MU+ project database. Those are:

- Import MU classic model (*.MDB)
- Import MU classic model (*.GDB)
- Import EPANET model (only available for Water Distribution models)
- Import full MIKE FLOOD model setup (*.COUPLE). New option for surface and flood modelling in MU+.
- Import MIKE 21 model setup (*.M21, *.M21FST, *.M21FM). New option for surface and flood modelling in MU+.
- Import MIKE FLOOD couplings (*.COUPLE). New option for surface and flood modelling in MU+.

Before using the predefined import for a MU Classic model, it is necessary to update any old models to MIKE URBAN Classic release 2019 or above so that the *.MDB or *.GDB source database is in the correct format.

Also see Chapter 6.4 Predefined Import and Export Routines (*p. 120*).

Export

- Export EPANET model. Export WD model to EPANET *.INP file.
- Export to M1DX file. Export CS model to a MIKE 1D engine *.M1DX file.
- Export to MIKE 21 FM setup file. Export MU+ 2D model setup to a *.M21FM file.
- Export to MIKE FLOOD couple file. Export MU+ flood model setup to a *.COUPLE file.

Also see Chapter 6.4 Predefined Import and Export Routines (*p. 120*).

Recent Projects

To access recent projects which were opened recently at MU+, click on File | Recent projects, and choose the desired project



Global Settings

Global settings include general information relating to the model setup. This includes:

- Language selection. You can switch on the fly in MU+ application by choosing one of the language options coded in the software. Note that the selected Language needs to have been installed during program installation.
- Use of single editor style
- Show warning on undo buffer clear
- Automatically load results after computation: with the tick mark set the simulation results just computed will be loaded automatically
- Auto restore the project layout when re-opening a project
- Specifies the number of significant digits in editor and max. row count per table preview

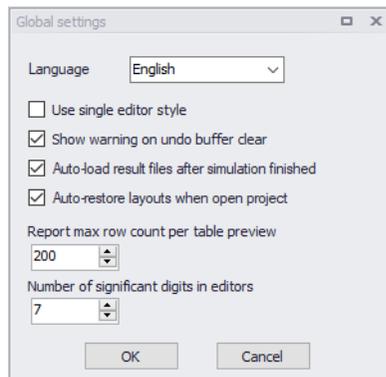


Figure 2.19 Global settings editor in MU+

Install Examples

As a new user it would be useful to load examples and practice testing various items in the example model. Examples can be loaded in your local directory, with a *.PDF explaining the content of the example and *.MUPP file to load into MIKE URBAN+.

Print

Prints the existing Map view.

About

Provides details about the software release, contact details and product license.

Exit

Exit the project and close MU+.



2.4.2 Project Menu

The Project menu offers additional quick access to the different Views as well as to general tools and functionalities grouped under toolboxes.

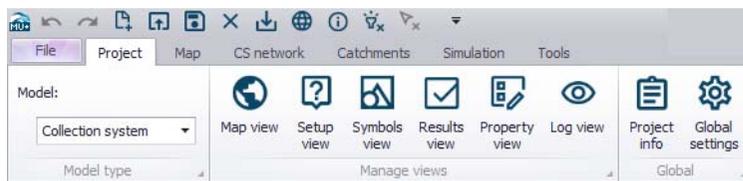


Figure 2.20 MIKE URBAN+ Project menu ribbon

Model Type

This toolbox allows you to switch from one model type/mode to the other by switching between Water Distribution or Collection System in the Model drop-down menu.

Manage Views

This toolbox manages the views of the model records and divides it into six different tabs and menus.



Map view

Map View

To view the main Map, click on Project | Map view. Access the local context menu from the Map to access options to:

- Recreate overview
- Run database validation
- Show validation items on map
- Show feature fly-by when interactive
- Refresh boundary visualization
- Clear flags and paths
- New selection list from map
- Add bookmark
- Show bookmarks
- Reset toolbars. Option for resetting the toolbars shown on the top border of the Map.

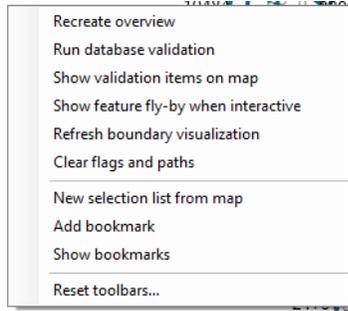


Figure 2.21 Access the main Map local context menu by right-clicking on the Map



Setup View

The setup view provides data validation that can allow you to quickly examine the model data as shown in Figure 2.22.

- Green ticks: all OK
- Red crosses: Some data is incomplete or incorrect

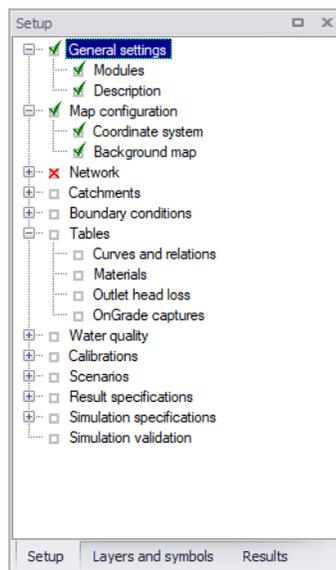


Figure 2.22 Example of data validation in the Setup view



Symbols View

This presents the Layers and Symbols panel where you can customise the model layers and visualise the different components as desired by colour coding each component. In this panel you can add a new layer i.e. shapefile or results layer to the Map, which will allow a better visualisation of the model results and the network overall.



Results View

Once a simulation is complete the result file will be automatically added into the Results manager. This panel allows you to manage result files and visualise simulation results in various ways. Right click on the desired results layer and click on Result documents. This is where the results can be viewed in multiple ways i.e. map, table, profile plot charts, etc.



Property View

This opens the Property and Result Explorer. When you want information about a feature displayed on the Map, you can use the 'Identify' tool and information about the selected feature on the Map is displayed in the Property and Result Explorer.

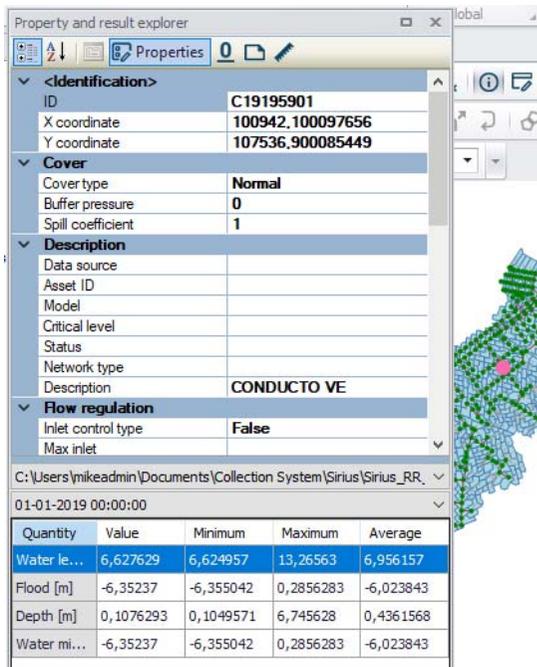


Figure 2.23 Property And Result Explorer showing properties of the feature highlighted (in pink) on the Map



Log View

A log view shows a panel displaying log file content related to processes being executed in the project. It indicates information on application processes, such as model runs, data import, etc.

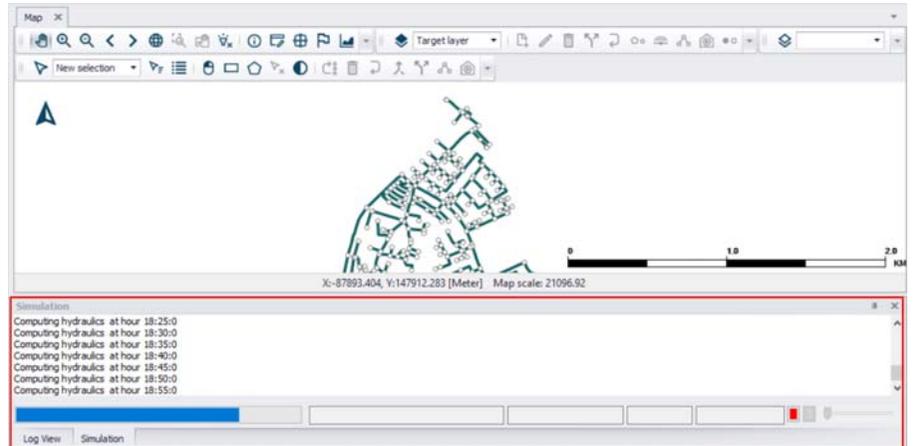


Figure 2.24 MIKE URBAN+ Log View shown at the bottom of the interface

Global



Project Info

This provides general information on the project and model components, such as number of nodes, number of pipes, project database type, etc.

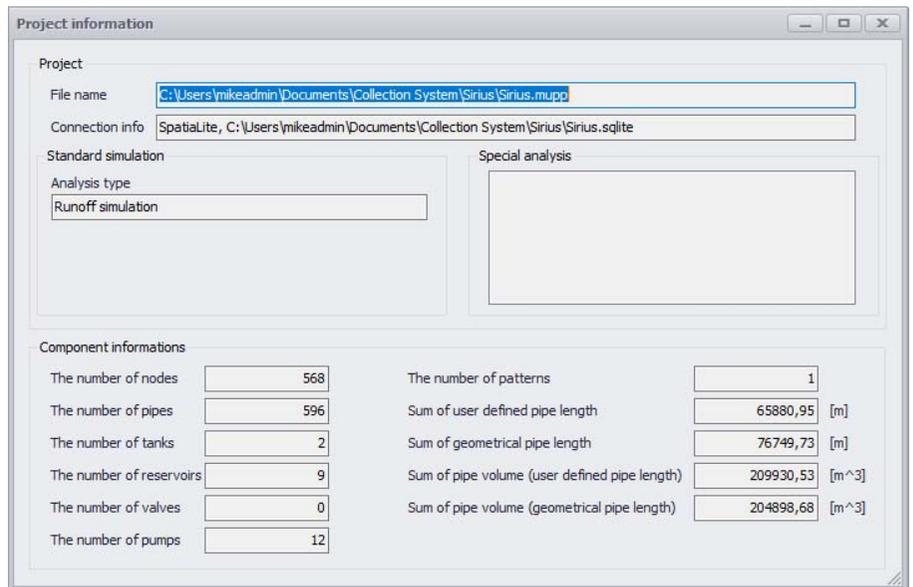


Figure 2.25 Mike Urban+ Project Information window



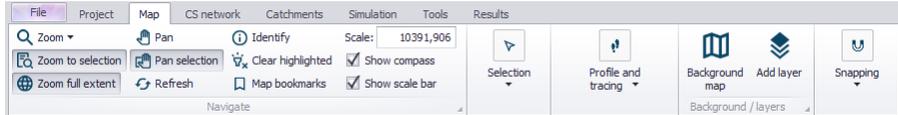
Global Settings

Provides options for customizing general program behaviour, e.g. Automatic loading of results, and the like. See “Global Settings” on page 39.



2.4.3 Map Menu

The Map menu in MU+ provides tools and functionalities that can be used to modify and query model components on the Map.



Note that these tools are applicable only to the main Map (i.e. Map View) and not for result map plots.

Navigate

The Navigate Toolbox contains tools allowing easy navigation around the Map.

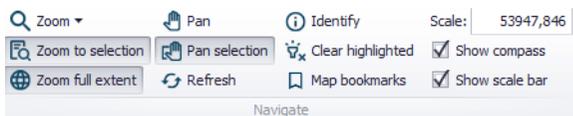


Figure 2.26 The Navigation Toolbox on the Map menu ribbon

Zoom

Zoom in, zoom out, zoom next and zoom to previous options on the Map

Zoom to selection

Zooms to the maximum extent of selected features on the Map.

Zoom full extent

Shows the full extent of model data

Pan selection

Centres the map to the selection without changing the zoom level

Refresh

Ensures applied edits are reflected on the map



Identify

The identify tool allows you to see the attributes of your data. Clicking the identify tool on a location will display the attributes of element at that location via the Properties and Result Explorer.



Clear highlighted

This clears any highlighted items (i.e. items highlighted when using the "identify" tool).



Map bookmarks

You can switch from one bookmark to the other using map bookmarks, or you can save a specific model extent

Scale

Input box displaying the map scale corresponding to the current zoom level on the Map. Specifying the map scale adjusts the zoom level accordingly.

Show compass

Show the compass symbol on the map.

Show scale bar

Show the map scale bar on the map.

Selection

The Selection Toolbox offers various tools and functionalities related to the selection of model elements and features on the Map.

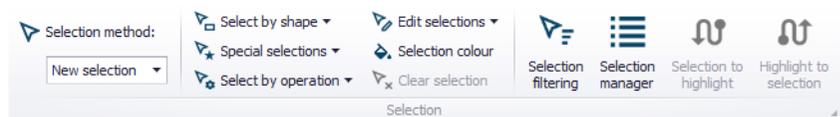
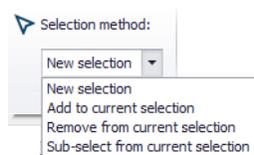


Figure 2.27 The Selection Toolbox on the Map menu ribbon

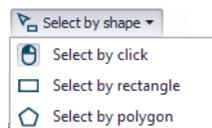
Selection method



Choose how the selection shall be considered:

- New selection
- Add to current selection
- Remove from current selection
- Sub-select from current selection. Select from currently-selected elements.

Select by shape



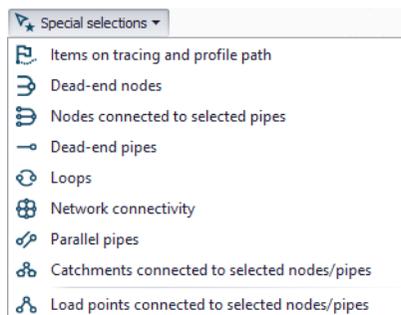
Options for how elements are selected on the Map:

-  Select by click
-  Select by rectangle



- Select by polygon. By drawing a free-form polygon on the Map.

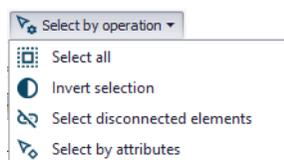
Special selections



Options for selecting from elements categorized according to characteristics/properties:

- Items on tracing and profile path
(selects network items shown with the green path on the map, either obtained from connected flags or using the tracing forward / backward tool)
- Dead-end nodes
- Nodes connected to selected pipes
- Dead-end pipes
- Loops
- Network connectivity
- Parallel pipes
- Catchments connected to selected nodes/pipes (CS)
- Load points connected to selected nodes/pipes (CS)
- Pump stations connected to selected pumps (WD)
- Demand allocation connected to selected nodes/links (WD)

Select by operation



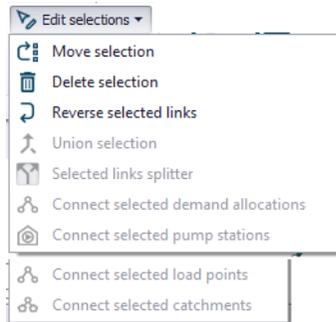
General operation options for making selections:

- Select all
- Invert selection. Switch selecting to previously unselected elements.
- Select disconnected elements
- Select by attributes. Select elements from data tables filtering by attribute value.





Edit selections



Offers quick options for editing/manipulation of selected elements:

- Move selection
- Delete selection
- Reverse selected links. Swap the From and To Nodes for links
- Union selection. For merging selected elements.
- Selected links splitter. Opens a dialog offering options for dividing the link geometry into more segments.
- Connect selected demand allocations (WD)
- Connect selected pump stations (WD)
- Connect selected load points (CS)
- Connect selected catchments (CS)

Selection colour

Option for defining colour to use on the Map to highlight selections.



Clear selection

Deselect all selected elements.



Selection filtering

Option for defining model elements from where selections can be made.



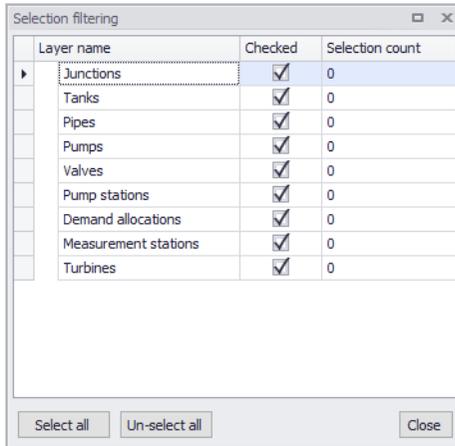


Figure 2.28 Selection filtering dialog for WD models



Selection manager

Dialog wherein user-defined selection lists may be specified for easy reuse in multiple functions and tools for the project and in the application.

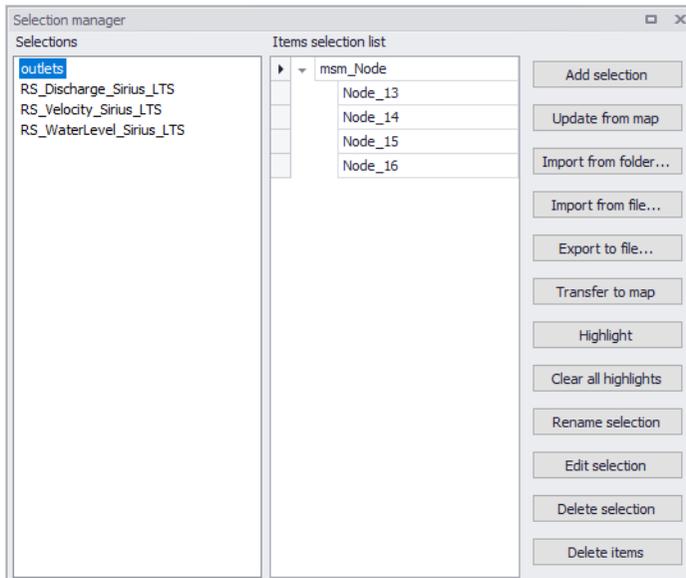


Figure 2.29 The Selection Manager in MU+



Selection to highlight

To highlight (i.e. in pink) selected elements on the Map. Elements are only subject to querying and not editing when highlighted (as opposed to selected).

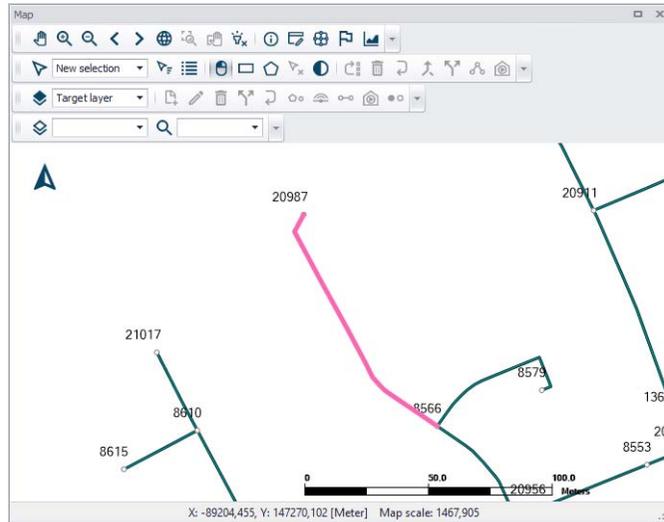


Figure 2.30 Pipe element highlighted on the Map



Highlight to selection

Highlighted elements (i.e. in pink) on the Map are selected. Elements are highlighted when e.g. the Identify tool is used to view its properties from the Map.

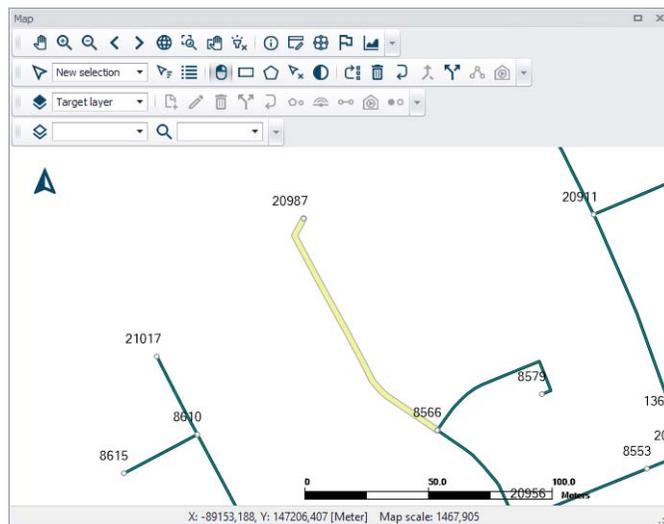
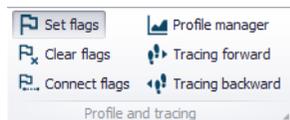


Figure 2.31 Pipe element selected from the Map

Profile and Tracing



The Profile and Tracing Toolbox contains tools for creating longitudinal profiles along model networks from the main Map. It also has tools for tracing and checking network connectivities.

Set flags

Tool for placing flags at node locations on the main Map view in preparation for creating longitudinal profile plots or analyzing network connectivity.

Clear flags

Removes all flags set on the main Map.

Connect flags

Identifies connections between the first and last set flags along the model network on the Map.

Profile manager

Window presenting generated longitudinal profile plots. Also used for creating new profile plots when flags are moved/re-set on the Map.

Tracing forward

Tool for tracing forward connections from a set flag point on the Map. The tracing is based on the From and To Node definitions of link elements.

Tracing backward

Tool for tracing connections backwards from a set flag point on the main Map. The tracing is based on the From and To Node definitions of link elements.

Also see Chapter 19.12 Profile Plots (*p. 294*) for related information.

Background/Layers



Background map

MU+ provides several background map options, available either as online resources as shown in Figure 2.32 below or installed on the local computer. The choice made during project creation can be modified at any time. Use the Background Map tool from the Map menu ribbon, or launch the Background Map editor from the Setup tree view. Select a background map from the available options as shown in the Figure 2.32 below.

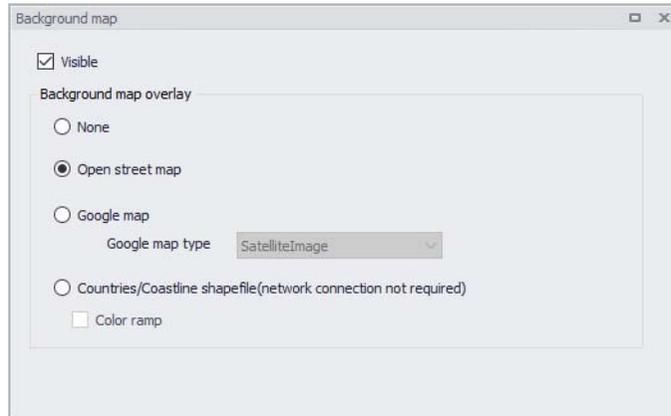


Figure 2.32 MIKE URBAN+ background map options



Add layer

Add layer

Activate this tool to add data layers to visualize on the Map or use in the model via the Add Layer dialog. Added layers appear in the Layers and Symbols panel tree view.

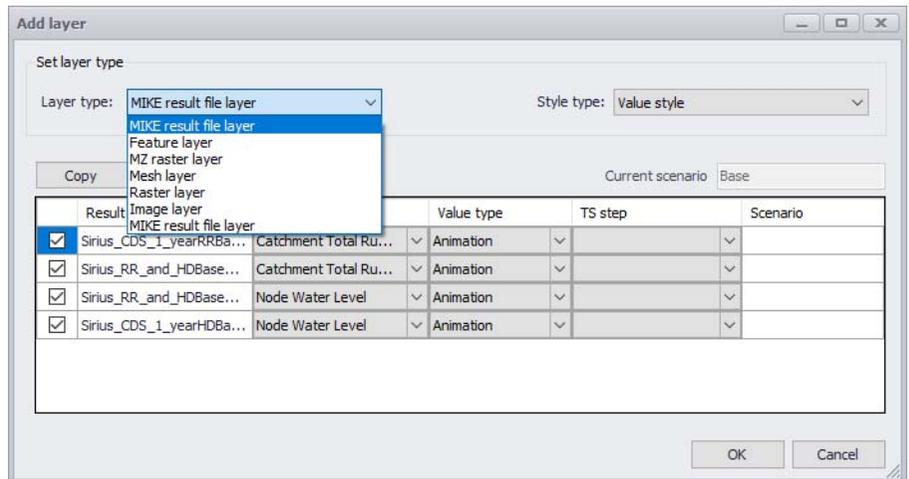
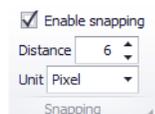


Figure 2.33 Add Layer dialog

Snapping

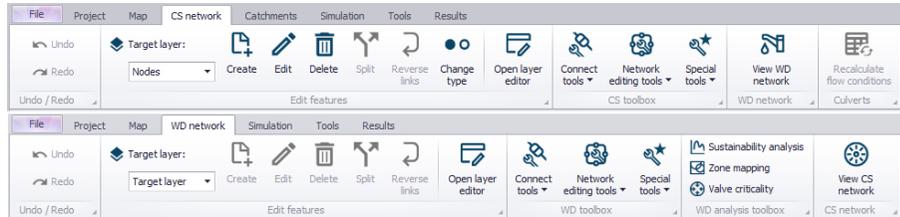


Specifies the snapping tolerance used between features when doing graphical editing. The units can be selected from the options of either pixel or meter.



2.4.4 CS/WD Network

MIKE URBAN+ offers tools targeted for editing Water Distribution or Collection System networks through the WD Network or CS Network menu (depending on the working model type).



Undo/Redo



Offers Undo or Redo options during data editing.

Edit Features

The Edit Features Toolbox contains tools that are used for interactively laying out the model network on the Map. The list of tools within the toolbox are listed below.



Create

This tool is used graphically add a component by selecting the target layer and clicking within the Map view. Double click to end the feature mapping.



Edit

For editing features i.e. moving nodes, realigning polyline features, or reshaping polygons. Right click outside the feature being edited to end the editing.



Delete

Deletes the selected features.



Split

This tool is used to graphically split links on the Map.



Reverse links

This tool is used to swap the pipe orientation (i.e. From and To Nodes) for a selected pipe on the Map.



Change type

Option for CS Nodes. Option to quickly change the Node Type of a selected node on the Map (e.g. from Manhole to Outlet).



Open layer editor

Offers quick access to the Editor of the model feature selected from the Map. The editor is opened as a new tab document on the main window.

CS/WD Toolbox

This toolbox in MIKE URBAN+ includes specific tools for Water Distribution or Collection System models. The available tools depend on the active model type.

Which are used to connect, edit and simplify models. Click on WD/CS network | under WD/CS toolbox, you will find Connect tools, Network editing tools and Special tools.

Connect Tools (WD)



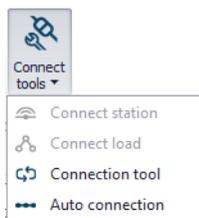
Connect demand allocations

For connecting demand allocation points to the WD network. Click on the demand point and connect it to the desired junction by clicking on it.

Connect pump stations

For connecting pump stations to the WD network. Click on the pump station and connect it to the network as desired.

Connect Tools (CS)



Connect stations

This tool allows connecting/associating measurement stations to the CS network on the Map. Useful for model calibration.

Connect loads

Connect wastewater load points to the CS network on the Map.

Connection tool



Use the tool to configure automatic (bulk) connection of model features (e.g. catchments, load points, measurement stations) to the CS network.

Also see Chapter 11.14 Catchment connection tools in the 'Catchments' ribbon (p. 174) and Chapter 12.5.3 Automatic Load Points Allocations by GIS Geocoding (p. 204) for related information.

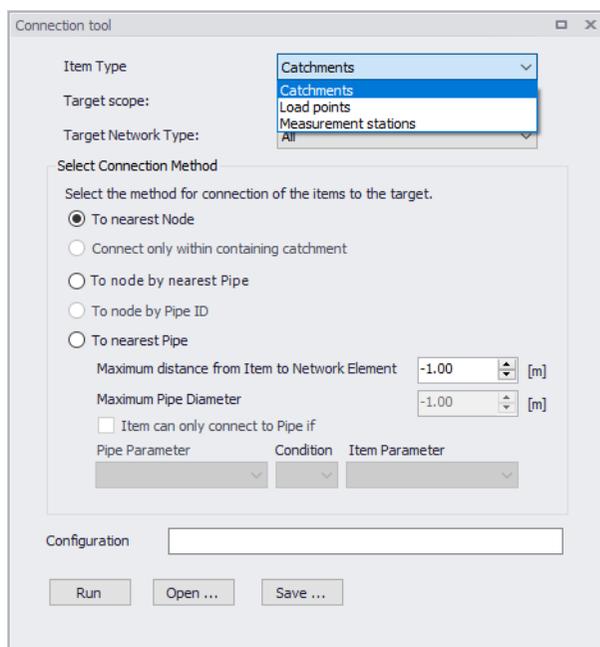


Figure 2.34 Connection tool



Auto connection



Tool for making connections between 1D networks. Use the tool to configure the automatic (bulk) creation of connections between network layers, e.g. an overland flow network and underground sewer network (i.e. 1D/1D models).

Chapter 18.4 Auto Connection Tool (p. 260) has more details on the Auto Connection tool.

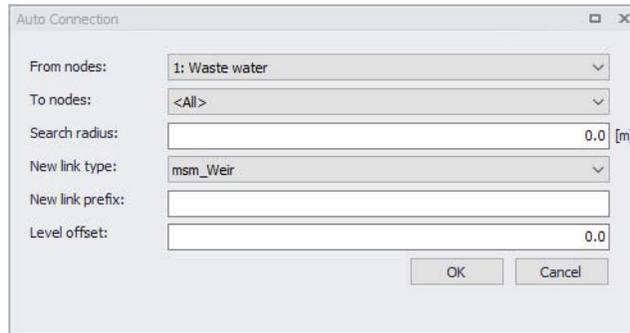
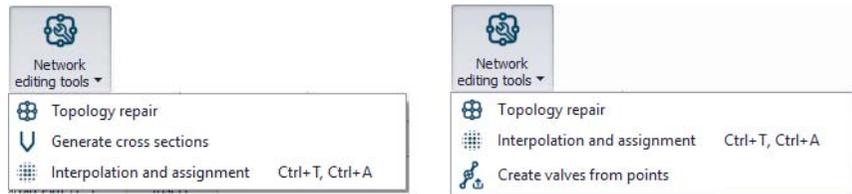


Figure 2.35 Auto connection tool dialog

Network Editing Tools



MIKE URBAN+ network editing tools provide automatic re-interpretation of features and attributes, when the imported model data does not compare to reality. The tools offered by MU+ allows a batch repair of the network at once, rather than a case by case scenario, by either using topology repair or by interpolating and assigning records accordingly.



Topology repair

Offers a way to detect and repair topology or network geometry issues in the model.

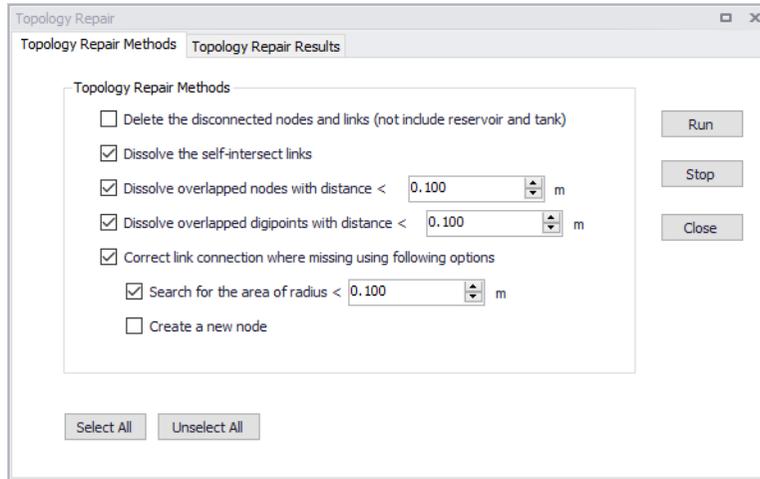


Figure 2.36 Topology repair in MIKE URBAN+



Generate cross sections (For CS models)

Use the tool to derive CRS cross section data from terrain data. See Chapter 18.1 Cross Section Generation tool (p. 256) for details.



Interpolation and assignment

This tool allows you to derive (missing) model parameter values from other model or data layer information. More details on the tool are found in Chapter 13 Interpolation and Assignment Tool (p. 207).



Create valves from points (For WD models)

This tool allows you to insert new valves in the network. It will split pipes when necessary, and insert the new valves at locations defined by points in a selected shape file. The main valves' properties can be read from the attributes of the shape file. More details on the tool are found in Chapter 14 Create Valves from Points Tool (p. 215).

Special Tools

MIKE URBAN+ offers special tools for model simplification and feature editing. This includes the following:



Network simplification

This tool offers options for simplifying the model network through:

- Scrubbing: Removal of disconnected and unnecessary elements.
- Trimming: Removal of network inside an area of interest.
- Merging: Simplification of network by removal of interior nodes.

Chapter 15 Simplification Tool (p. 217) gives more details on Network Simplification in MU+.



Submodel manager

The Submodel Manager tool is used to create models where a specified area of interest is detailed, and the remainder of the model is simplified. See Chapter 17 Submodel Manager (p. 251) for details.

Spatial processing

This tool offers spatial processing tools for model features, such as clipping, erasing, merging, etc.

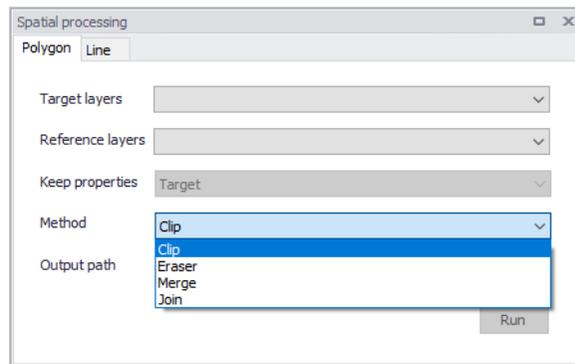


Figure 2.37 Spatial processing in MU+

Lateral snapping (For CS models)

The Lateral Snapping tool is used for automatically move nodes and snapping them laterally to the lowest DEM value along a lateral snap alignment.

See Chapter 18.3 Lateral Snapping Tool (p. 258) for more details on the tool.

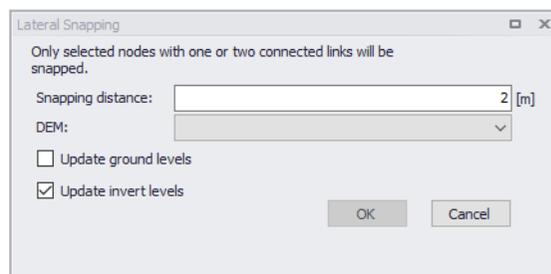


Figure 2.38 Lateral Snapping tool

Duplicate pipe parameters (For WD models)

Allows you to select pipes from the Map and duplicate their attributes to pipes with missing attributes, such as diameter, material, etc. The tool automatically duplicates the selected parameter to all pipes that are adjacent to the selected pipe(s) until a "T" or other complex junction exists.



Distributed demand (For WD models)

The distributed demand editor allows you to distribute a portion of a total demand (to be specified by the user) to every pipe in the network.

WD Analysis Toolbox

Several special analysis tools are offered by MU+ for Water Distribution models.



Sustainability analysis

The tool helps understand WD simulation results and analyze them for possible problems, anomalies, critical areas, and similar.



Zone mapping

Zone Mapping graphically displays different "zones" in the model based on the network topology and geometry, closed pipes, closed valves, and pumps. This tool helps visualise how different network parts are hydraulically interconnected and where the HGL line breaks. It helps understand the hydraulic behaviour of the network prior to running the hydraulic simulation, and also helps detect possible errors in the network connectivity.



Valve criticality

The Valve Criticality tool allows analysis of a valve from the valve layer to determine which valves need to be closed in order to replace the selected valve.

CS/ WD Network



This functionality allows you to overlay and view another model type (e.g. CS) on top of the active model (e.g. WD). Note, this tool only allows you to view the other network model. To edit the other model network, change the Model Type under the Project menu.

Culverts

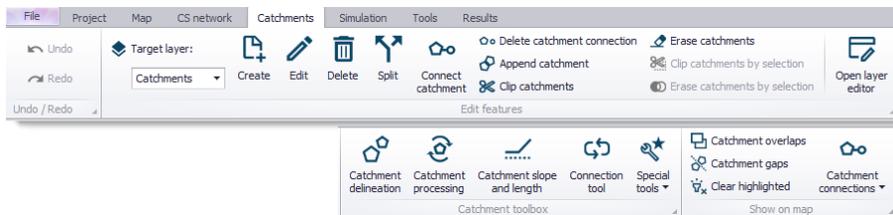


Recalculate Flow Conditions

Is used for recalculating the Q/h relations of culverts when changes are made to the structures and/or the up/downstream cross-sections. See more details about Culverts in the MIKE URBAN+ Collection System User Guide Chapter 3 Hydraulic Network Modelling.

2.4.5 Catchments Menu

The Catchments menu offers tools and functionalities related to creating catchment features for setting-up rainfall-runoff models for collection systems.

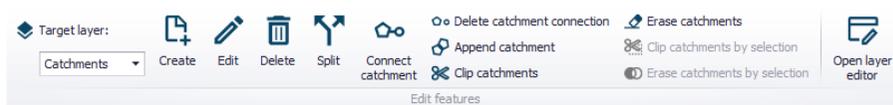


Undo/Redo



Offers Undo or Redo options during Catchments editing.

Edit Features



Tools for graphical editing of Catchment features on the Map, such as for creating, editing, and deleting catchment features.

Please refer to Chapter 11.2.2 Tools for Graphical Catchment Editing (p. 164) for more details on the various tools under the Edit Features toolbox on the Catchments ribbon.

Catchment Toolbox

Please refer to Chapter 11.5 Automated Catchment Tools (p. 177) for more details on the various tools under the Catchment toolbox.

The toolbox includes tools for:



Catchment delineation

Tool for automatic catchment delineation as Thiessen polygons or derived from a digital elevation model (DEM).



Catchment processing

Tool to calculate imperviousness, time of concentration and other hydrological parameters for hydrological models.



Catchment slope and length

tool is an automated way to calculate the slope and length of a catchment based on a DEM. These parameters are used for MIKE 1D rainfall-runoff Kinematic Wave models.



Connection tool

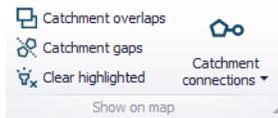
Tool for automatic connection of catchments to the network.



Special tools

Offers additional GIS spatial processing operations such as Merge and Join.

Show on Map

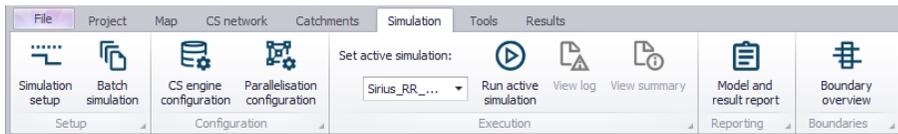


Contains tools and functionalities for validating catchment layer topology, as well as checking catchment and load connections to the collection system network.

Please refer to Chapter 11.4 Graphical Tools for Connecting Catchments to Networks (*p. 174*) for more details on the various tools under the Show on Map toolbox.

2.4.6 Simulation Menu

The Simulation menu offers functionalities related to simulation-running for both Collection System and Water Distribution models.



Setup



Simulation setup

Launches the Simulation Setup editor. Provides access to various options for a simulation setup. You can select the desired module from the General tab, specify the simulation period, and computation time steps, among other things.

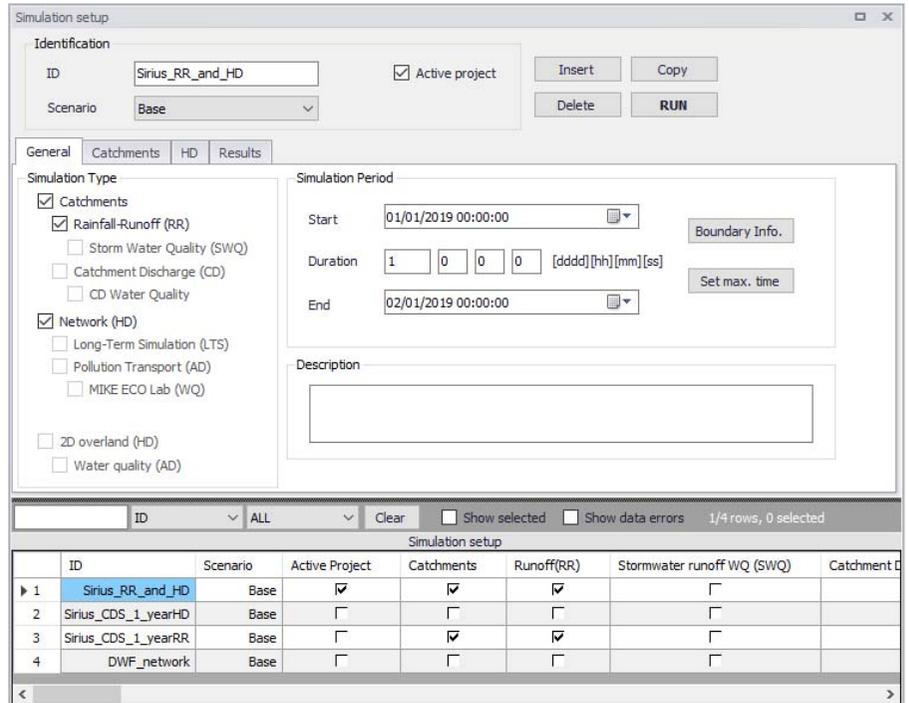


Figure 2.39 MIKE URBAN+ Simulations Setup editor



Batch simulation

Launches the Batch Simulation editor, which offers the option of running simulation setups in batch (i.e. consecutively).

Configuration (For CS models)



CS engine configuration

Offers options for specifying or defining special parameters for the MIKE 1D computation engine to use during computations.

This functionality offers an option for setting a number of (selected) computation engine parameters. These parameters may activate different formulations for specific aspects in the computations, set the thresholds or default values for variables, etc. These controllable parameters are accessible via the CS Engine Configuration dialog (Figure 2.40).

A description of the parameter is shown in the lower right panel of the window. Note that the parameters for which user-specified values differ from default are highlighted in red in the window (see Figure 2.40 below).

Use the 'Reset defaults' button to revert to default values for all customizable parameters listed in the dialog.

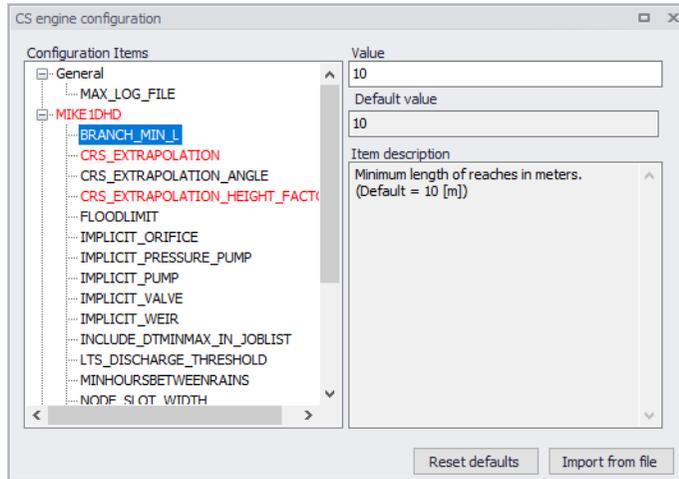


Figure 2.40 The CS Engine Configuration dialog



Parallelisation configuration

Allows customization of computation optimization options for CS model computations.

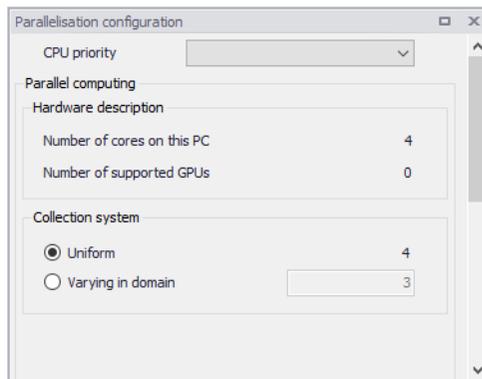


Figure 2.41 Parallelisation configuration dialog in MU+

Execution

Set active simulation

Dropdown menu for selecting the Active simulation from among the existing simulation setups in the project.



Run active simulation

For launching the Active simulation.



View log

For viewing the simulation log file after a simulation.



View summary

For viewing the result summary file after a simulation.

Reporting



The Model Result and Report tool offers facilities for setting up reports based on information from model data as well as simulation results.

Also see Chapter 19.16 Reports (p. 327) for details in reports in MU+.

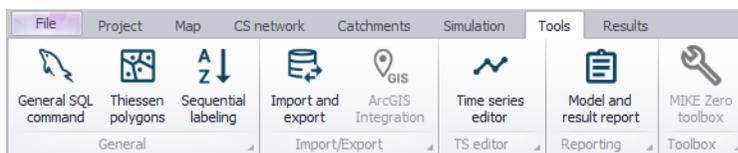
Boundaries (For CS models)



Launches the Boundary Overview window, which graphically displays the temporal extent of each boundary condition in the model setup.

2.4.7 Tools Menu

The Tools menu offers general data editing tools that are available for both Water Distribution and Collection System model types.



General

Under the General group, three main tools are available to assist you in building and updating models in an easier manner.



General SQL command

Allows you to add SQL commands to interrogate and edit model data. The 'General SQL Command' tool allows you to define, save, load, and execute an unlimited number of SQL commands.

The syntax you use to build SQL commands differs depending on the data source. This is because although SQL is a standard, not all database software implements the same dialect of SQL.

With the SQL commands you can for instance execute SQL UPDATE statements that will change the pipe diameter from the nominal (outside) diameter to the inside diameter or, you can define the pipe friction coefficient based on the pipe material and the pipe age.

General SQL commands can work on any MIKE URBAN+ geodatabase table such as "mw_**", "msm_**", and you can use standard SQL commands including UPDATE (to update table field values). Multiple SQL statements need to be separated by ";" (see Figure 2.42).

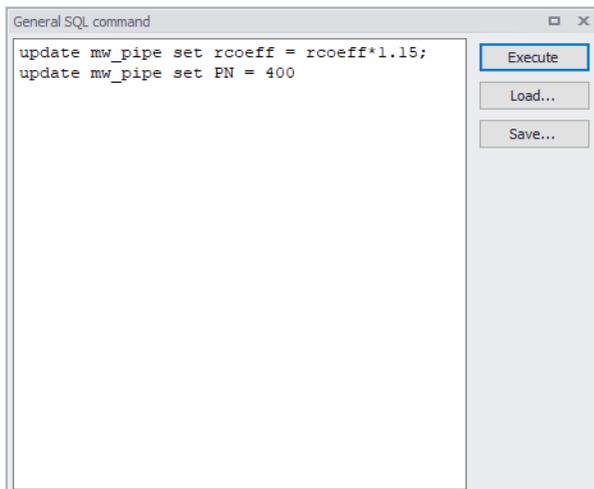


Figure 2.42 Example commands on the General SQL Command window

The functionality of the buttons to the right are given below:

- Execute: Executes the SQL statements
- Load: Loads a text file with previously saved SQL statements
- Save: Saves SQL statements to a text file for later reuse

Some more examples are provided in the table below. Please note that SQL commands are dependent on the type of database.

Table 2.1 SQL command examples

Command	Explanation
UPDATE mw_Pipe SET RCo- eff=RCoeff*1.15	General update of table: rcoeff value in mw_pipe table is multiplied by 1.15
UPDATE msm_node SET diameter = 1.0 WHERE diameter = 0.99	Specific update of table: diameter in msm_node table is set to 1.0 all the places where the diameter is currently 0.99



Thiessen polygons

A tool that allows the delineation of polygons around point features, e.g. specific tanks, or selected list of nodes/ junctions. The generated Thiessen polygon layer could then be exported to a new polygon layer shapefile.

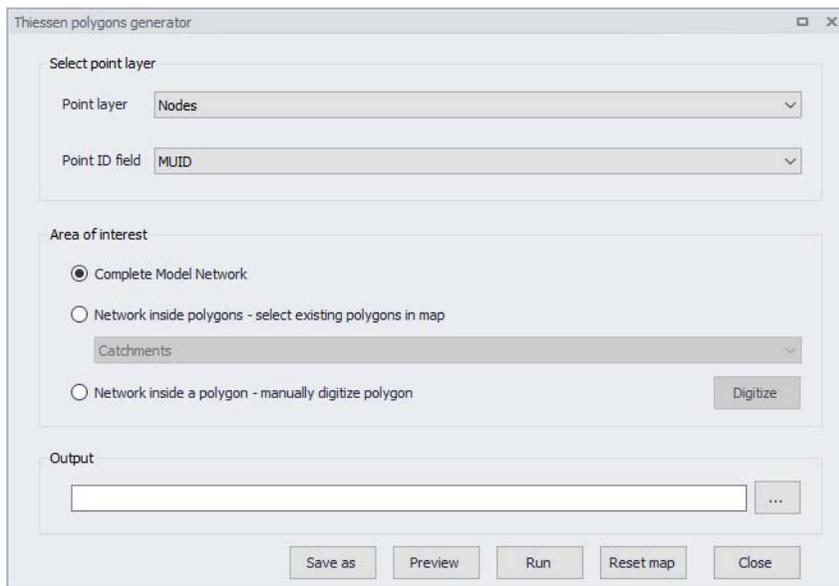


Figure 2.43 The Thiessen Polygons Generator dialog



Sequential labelling

A tool for automatic (bulk) assignment of element IDs (i.e. MUIDs) to selected model elements. See Chapter 18.5 Sequential Labelling Tool (p. 263) for details.

Import/Export

MIKE URBAN+ offers the ability to import model data from various data sources, such as databases, shapefiles, Excel, etc. Similarly, MU+ allows you to export model components to various file types using the Import and Export tool, and the ArcGIS Integration option.



Import and Export

The Import and Export tool provides a versatile and flexible environment for exchanging data between various external repositories and the MIKE URBAN+ database. The data can be imported to and exported from the MU+ database.

See Chapter 6 Import and Export (p. 99) for more details on Import/Export functionalities in MU+.



ArcGIS Integration

Exports selected model components to a *.GDB file format and opens the model components (selected components) in ArcGIS Pro.

Also see Chapter 4 Linking to ArcGIS Pro (p. 91).



TS Editor



The Time Series Editor tool allows creation and editing of *.DFS0 time series files from the MU+ interface.

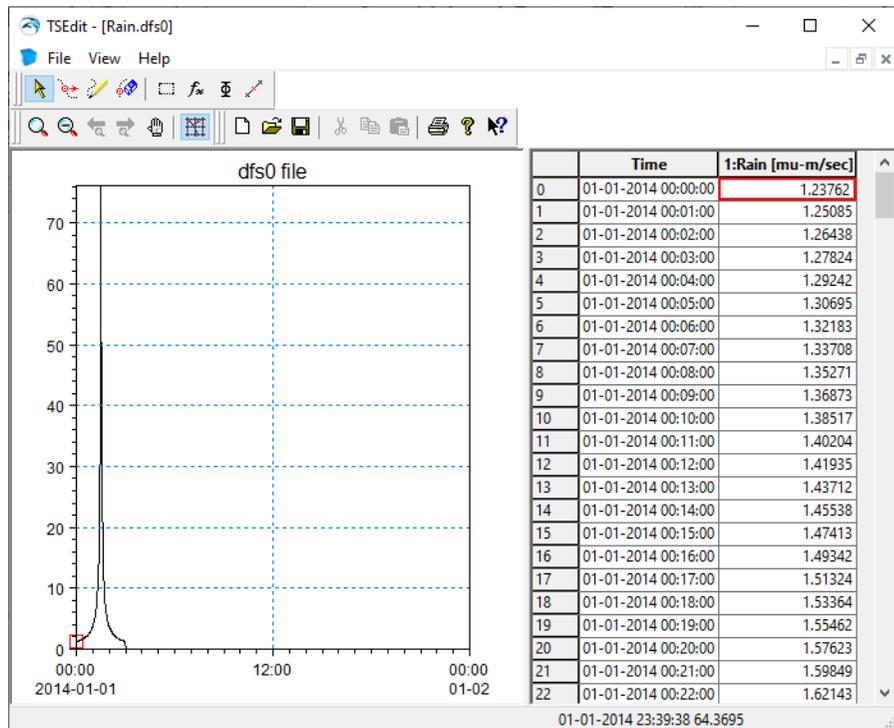


Figure 2.44 MU+ Time Series Editor window

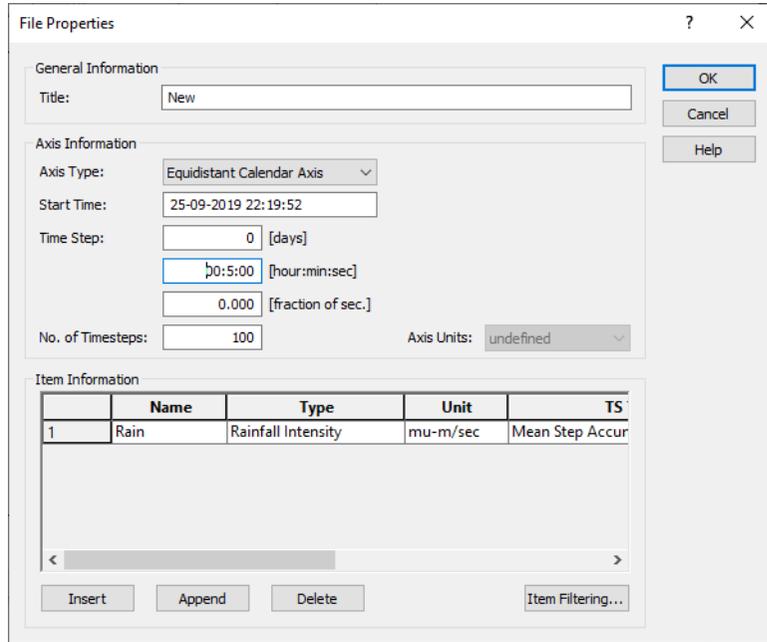


Figure 2.45 Example of TS editor properties setup for a new time series

Reporting



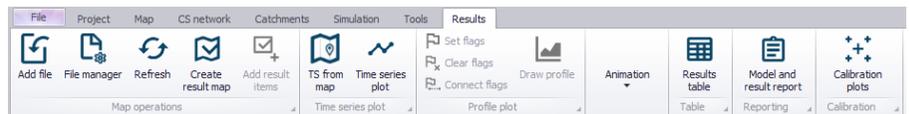
The Model Result and Report tool offers facilities for setting up reports based on information from model data as well as simulation results.

Also refer to Chapter 19.16 Reports (p. 327) for details on creating Reports in MU+.

2.4.8 Results Menu

With MIKE URBAN+ you can present results in several ways. This includes map plots, time series plots, animations, profile plots, and more.

Chapter 19 Presenting Results (p. 265) provides details on results presentation in MU+.



Map Operations



Add file

Option for adding/loading result files into the project.



File manager

Activates the Results View panel, wherein various result files loaded in the project are managed.



Refresh

Refreshes values for overwritten/modified result files.



Create result map

Launches the Result Items dialog, from where simulation results may be presented in result map plot.



Add result item

Option for adding a result item to an existing result map plot.

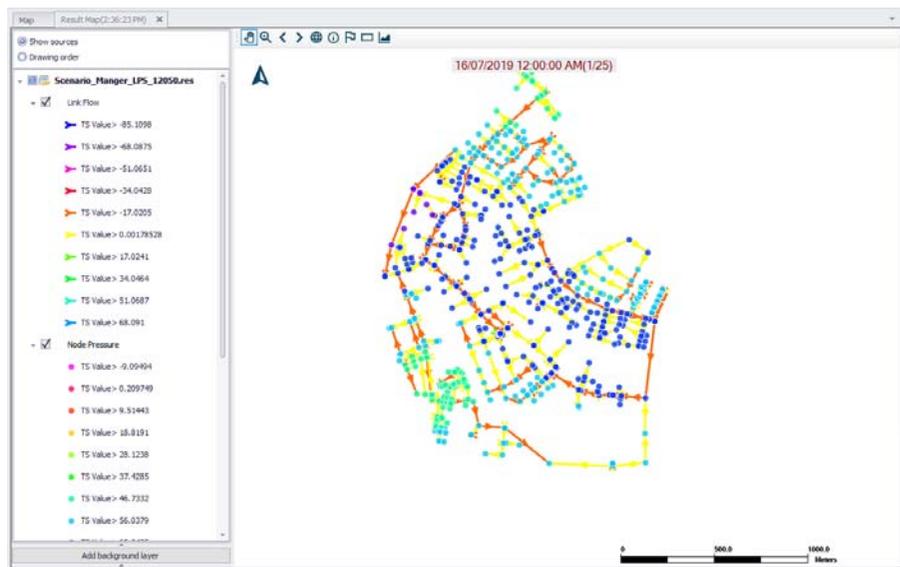


Figure 2.46 Example result map plot

Time Series Plot

Offers tools for creating time series plots of result file items. Also see Chapter 19.10 Time Series Plot (p. 290).



TS from map

Option for quickly creating a time series plot of simulation results by selecting features from the main Map.

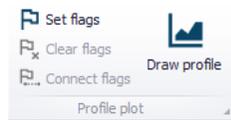


Time series plot

Launches the Result Items dialog, from where simulation results may be presented in a time series plot. A tabular view of time series values is also available from the resulting TS Plot window.



Profile Plot



The Profile Plot toolbox on the Results menu ribbon contains tools and functionalities for creating longitudinal profile plots from **result maps**. I.e. they work for result map items, and **not** main Map items.

Set Flags

Tool for placing flags at nodes along a profile on a result map.

Clear Flags

Remove set flags on a result map.

Connect Flags

Identifies and highlights the path between set flags on the result map.



Draw profile

Draw Profile

Creates a longitudinal profile plot in a new widow. Use the 'Add result item' tool on the window to add result items to the profile plot as needed. Chapter 19.12 Profile Plots (p. 294) provides more details on the Profile Plot toolbox.

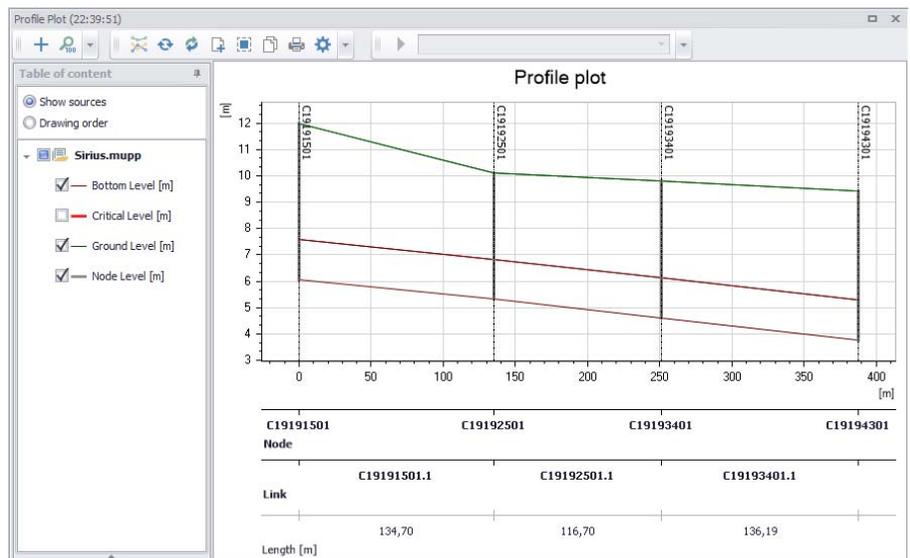


Figure 2.47 MIKE URBAN+ profile plot example

Animation

This toolbox offers functionalities for animating dynamic simulation results on the result map plot. Various tools allow control of the animation.



See Chapter 19.15 Animations (p. 326) for more details.

Table



The Results Table tool launches the Result Items dialog, from where simulation results may be presented in a table. The results table provides an overview of all or selected results in tabular form. Various information is available depending on the type of result file selected.

See Chapter 19.11 Results Table (p. 292) for more details on result tables.

Reporting



The Model Result and Report tool offers facilities for setting up reports based on information from model data as well as simulation results.

See Chapter 19.16 Reports (p. 327) for details on creating Reports in MU+.

Calibration



Calibration is primarily focused on reproducing the observed hydraulics and water quality behaviour of the system in terms of flow depth/pressure, flow discharges and velocities. It involves comparisons between model simulation results and field measurements.

The Calibration Plots functionality offers options for setting-up comparison plots between simulated and observed data at various points in the model.

See Chapter 20 Calibration Plots (p. 369) for details on Calibration in MU+.

Alarms (For WD models)



The Alarms and Violations tool provides a way to impose user-defined checks for Water Distribution model results. It allows for quick examination of the performance of elements that are important to the WD system, or of particular interest to the user.

See Chapter 19.19.9 Alarms and Violations (p. 363) for details on Alarms and Violations in MU+.

2.5 The Toolbars

MIKE URBAN+ toolbars are located in menu item ribbons on top of the interface or at the borders of maps. Toolbars and tools on menu ribbons have been described in previous sections (2.4 The Main Menu (p. 36))

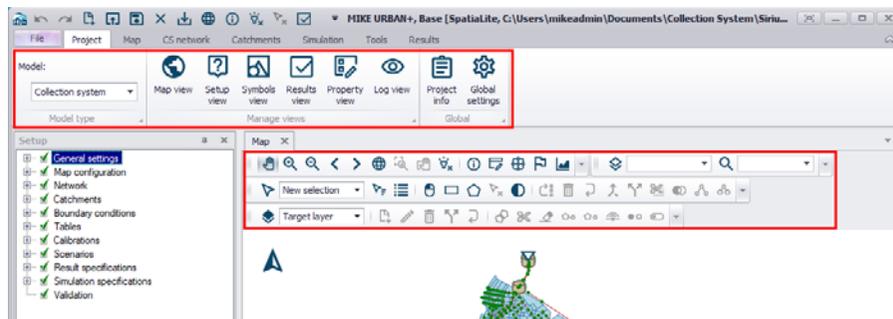
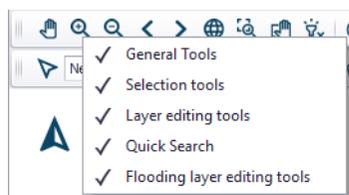


Figure 2.48 Toolbars are displayed in menu ribbons and map borders

2.5.1 Map Toolbars

Toolbars around map borders can be activated/deactivated and placed/floated where you prefer. The toolbars provide shortcuts for program functions.

- For any tool on a toolbar, the same functionality can always be found in a main menu ribbon.
- Individual toolbars can be switched on and off. MIKE URBAN+ saves the current toolbar combination for the next MIKE URBAN+ session.
- Activate a map toolbar by right-clicking on an active toolbar and selecting from the list of available map toolbars shown.



- Re-set the displayed map toolbars on the main Map via the 'Reset toolbars' option from the Map local context menu (i.e. right-click on the main Map).

The displayed toolbars get automatically activated or de-activated (greyed-out) according to the presently active graphical window or dialog.

For customizing, please see Chapter 3.4 Customizing the User Interface (p. 88). Also see Chapter 8.2.1 Toolbars (p. 140) for details on tools and toolbars.

General Tools



Offers quick access to tools for navigating around the Map, querying model element properties, and creating profile plots from the main Map. The tools are described in Chapter 2.4.3 Map Menu (*p. 44*).

- Pan
- Zoom in
- Zoom out
- Zoom to previous
- Zoom to next
- Zoom to full extent
- Zoom to selection
- Pan selection
- Clear highlighted
- Identify
- Open layer editor
- Network connectivity
- Set flags
- Profile manager

Selection Tools

Presents shortcuts to tools for selecting model elements from the main Map for e.g. editing or further processing. Also see the section on Selection (*p. 45*) for further information.



- Selection filtering
- Selection manager
- Select by click
- Select by rectangle
- Select by polygon
- Clear selection
- Invert selection
- Move selection
- Delete selection
- Reverse selected links
- Union selection
- Selected links splitter
- Connect selected demand allocations. For WD models.
- Connect selected pump stations. For WD models.
- Clip catchments by selection. For CS models.
- Erase catchments by selection. For CS models.



- Connect selected load points. For CS models.
- Connect selected catchments. For CS models.

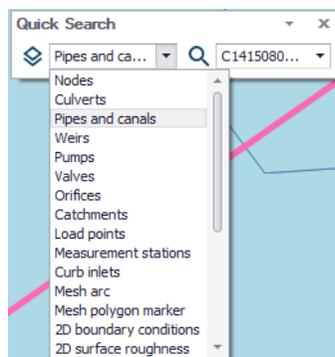
Layer Editing Tools



Provides easy access to data layer editing tools on the Map. Also refer to Chapters 2.4.4 CS/WD Network (*p. 52*) and 2.4.5 Catchments Menu (*p. 58*) for more details on the tools listed below.

- Create
- Edit
- Delete
- Split
- Reverse link
- Append catchment. For CS models.
- Clip catchment. For CS models.
- Erase catchments. For CS models.
- Connect catchment. For CS models.
- Connect demand allocation. For WD models.
- Connect pump station. For WD models
- Delete catchment connection
- Connect station
- Change element type
- Open/Close element. For CS models. This tool ticks/unticks the 'Enabled' parameter for Pipes and Canals. This option is useful for simulating, e.g. link blocking or removal scenarios.

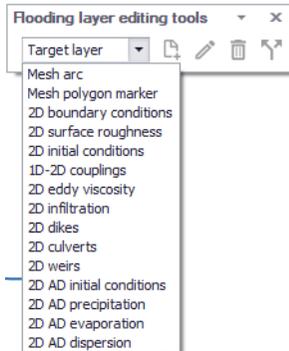
Quick Search



Option for quickly finding model elements on the Map. The tool zooms into and highlights (in pink) the specified element on the main Map.



Flood Editing Tools (For CS 2D Overland Module)



Presents tools for editing 2D model elements from the main Map:

- Create
- Edit
- Delete
- Split

2.6 Languages

MIKE URBAN+ can be run in a number of languages. You can switch language in MIKE URBAN+ via the Global Settings functionality in the Project menu ribbon.

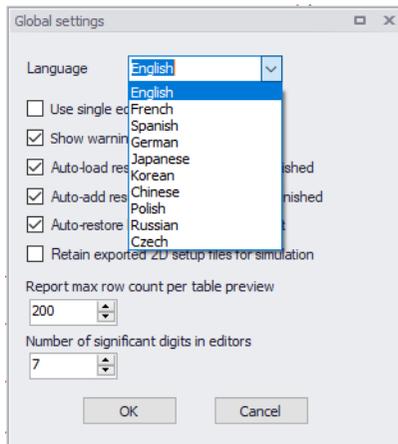


Figure 2.49 Language setting options in MU+

The application needs to be restarted when switching Language for changes to take effect.



Note that the corresponding Language should have been installed during installation of MIKE URBAN+. The application needs to be restarted when switching Language for changes to take effect.

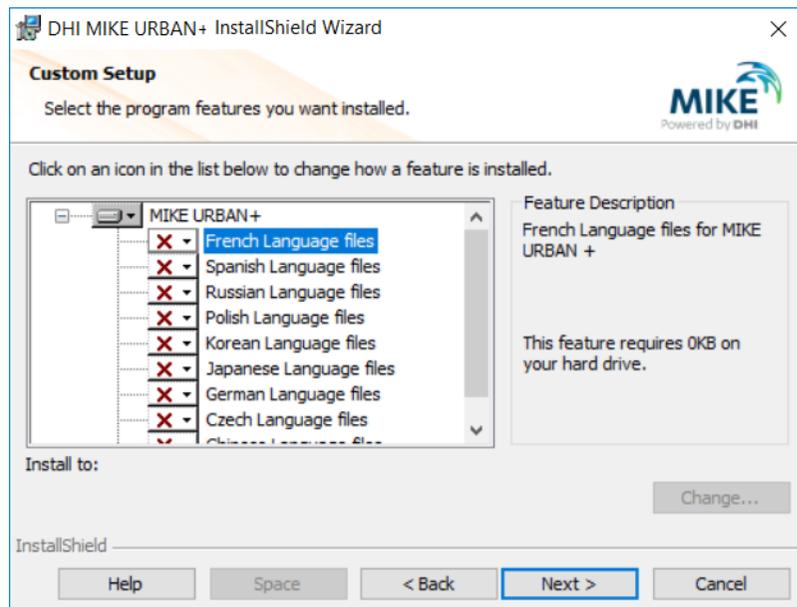


Figure 2.50 Language installation window during program installation

See also Chapter 3.2.1 Languages (p. 86).

2.7 Selecting a Coordinate System

Choosing a coordinate system for your MIKE URBAN+ database may be an important part of setting up a MIKE URBAN+ database. The default coordinate system is 'Local Coordinates' and allows you to operate most of MIKE URBAN+ features. It is basically treated as a rectangular system in unknown units.

However, several features of MIKE URBAN+ will only work when the coordinate system is properly defined. So if any of the below points apply to you, you should consider setting up the coordinate system correctly:

- You would like to visualize your model against an online background map on the MU+ interface.
- You need to calculate pipe lengths and other geographic measures in a specific unit.
- You have a corporate GIS and will be using data from this in MIKE URBAN+.



- You receive data in different coordinate systems and projections and need to overlay them correctly.
- You want to use MIKE URBAN+ features that require the system to calculate the scale (e.g. maps to scale, switching on and off features/labels depending on scale, etc.)

These functions will only work properly if MIKE URBAN+ knows about the units and other definitions in your coordinate system. If you do not already know your coordinate system, your GIS department or GIS data vendor will normally be able to tell you.

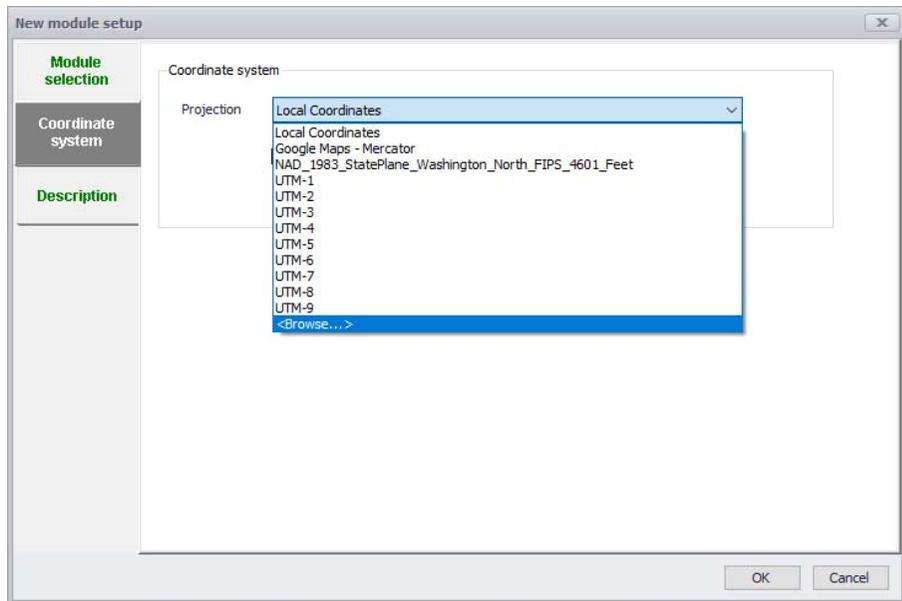


Figure 2.51 Defining Coordinate System for MU+ project

The New Module Setup dialog for creating a new MIKE URBAN+ project (Figure 2.51) handles the setting of Coordinate System.

In many cases you will simply select one of the predefined coordinate systems. Most often coordinate systems used in MIKE URBAN+ will be of the type 'Projected coordinate systems', and you simply browse through the available coordinate systems options and select the one matching your data.

Click OK and the coordinate system is defined, after selecting the system you should double-check the values in the domain as the defaults are changed when you select the coordinate system.

You can, however, also create a new one or by importing a coordinate system from e.g. a *.PRJ projection file. Choose the '<Browse...>' option to access the Map Projection Editing dialog (Figure 2.52) for doing this.

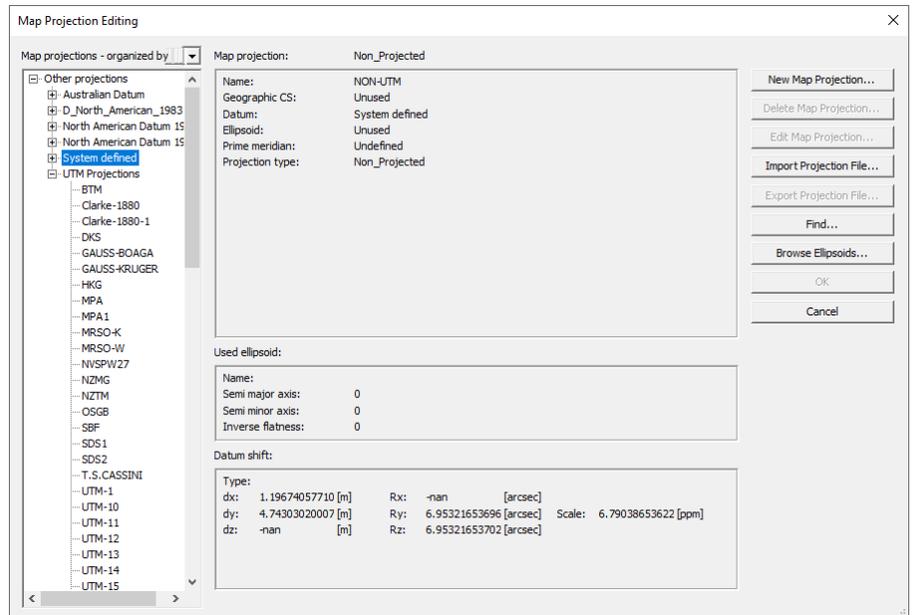


Figure 2.52 Defining a new or importing a coordinate system

Tip

If you do not know your coordinate but still want to utilize the GIS functionality for length and scale calculations then use a rectangular system (e.g. UTM) in the unit (typical meter or feet) that you are working in. This will provide scaling and calculations, but unexpected results may occur if you open the database together with other (correctly geo-located) data.

2.8 Starting a New Project

- Start MIKE URBAN+
- Go 'File|New'
- On the dialog that comes up, see Figure 2.53 choose Model Type to be either Collection System or Water Distribution
- Choose a coordinate system among the list of available coordinate systems, see Chapter 2.7 Selecting a Coordinate System (p. 75)
- Select either PostGIS or SQLite for the project database
- Choose a unit system among the list of available unit systems, see Chapter 3.1 Units, Default Values and Numeric Formats (p. 83)
- Add a Description for the project, if desired.
- Then press 'OK'



A new empty database is now created. The database can be populated with data either by importing data from various data sources or by entering data manually.

The URBAN+ Project file, *.MUPP file, contains the data as represented in the database along with references to background layers that may be loaded. Change of symbology will be saved into the *.MUPP file. It is thus possible to have several *.MUPP files referring to the same database.

In the title bar of the MIKE URBAN+ application you can see whether reference is made to either the database or to the project file (*.MUPP). Per default a project file with the same name as the database will be saved.

On the File menu the list of the last opened projects and/or databases is also found. It is possible to create a backup of your MIKE URBAN+ database by using 'File|Database|Clone database' option.

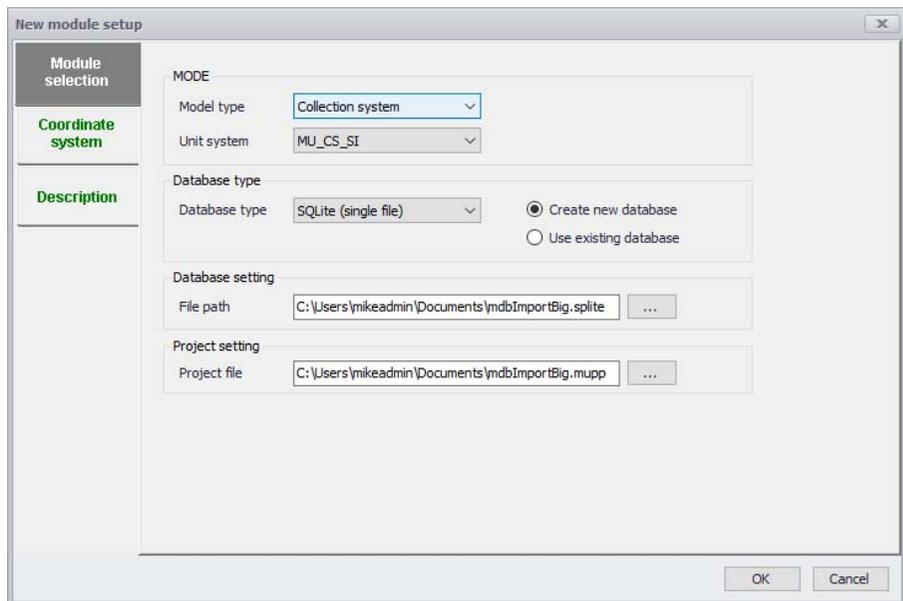


Figure 2.53 Creating a new MU+ project

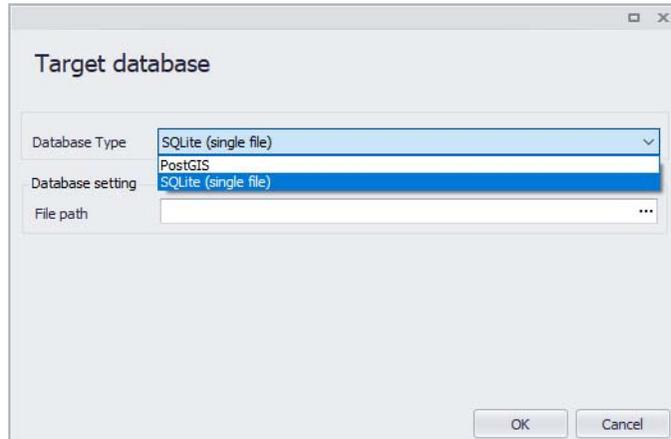


Figure 2.54 Clone database dialog

Change the project database, e.g. from a *.SQLite to *.PostGIS database and the other way around also using the 'Clone database' functionality.

2.9 Export of Maps

It is possible to export the Map window via the 'File|Print' functionality.

Background Images

A background image can e.g. be added in MIKE URBAN+ through the Background Map dialog or by adding a layer in the Layers and Symbols panel.

World Files

Images may be added as background images for the Map in MU+.

Images are interpreted as raster data, where each cell in the image has a row and column number. In order to display images with GIS data, it is necessary to establish an image-to-world transformation that converts the image coordinates to real-world coordinates.

This transformation information is stored with the image.

Some image formats, such as GeoTIFF, and ESRI grids, store the georeferencing information in the header of the image file. MIKE URBAN+ uses this information if it is present.

However, other image formats store this information in a separate ASCII file. This file is generally referred to as the world file, since it contains the real-world transformation information used by the image. World files can be created with any editor.



World file naming conventions

It is easy to identify the world file which should accompany an image file: world files use the same name as the image, with a "w" appended. For example, the world file for the image file mytown.tif would be called mytown.tifw.

How georeferencing information is accessed

The image-to-world transformation is accessed each time an image is displayed (e.g., when you pan or zoom). The transformation is calculated from one of the following sources, listed in order of priority:

- The world file
- The header file (if the image type supports one)
- From the row/column information of the image (an identity transformation)

Because a world file has higher priority, you can override the header file transformation information by creating your own world file.

World file contents

The contents of the world file will look something like this:

```
20.17541308822119
0.000000000000000
0.000000000000000
20.17541308822119
424178.11472601280548
4313415.90726399607956
```

When this file is present, MIKE URBAN+ performs the image-to-world transformation. The image-to-world transformation is a six-parameter affine transformation in the form of:

$$\begin{aligned}x1 &= Ax + By + C \\y1 &= Dx + Ey + F\end{aligned}$$

where:

x1 = calculated x-coordinate of the pixel on the map
y1 = calculated y-coordinate of the pixel on the map
x = column number of a pixel in the image
y = row number of a pixel in the image
A = x-scale; dimension of a pixel in map units in x direction
B, D = rotation terms
C, F = translation terms; x,y map coordinates of the center of the upper-left pixel
E = negative of y-scale; dimension of a pixel in map units in y direction

NOTE: The y-scale (E) is negative because the origins of an image and a geographic coordinate system are different. The origin of an image is located



in the upper-left corner, whereas the origin of the map coordinate system is located in the lower-left corner. Row values in the image increase from the origin downward, while y-coordinate values in the map increase from the origin upward.

The transformation parameters are stored in the world file in this order:

20.17541308822119 - A
0.000000000000000 - D
0.000000000000000 - B
-20.17541308822119 - E
424178.11472601280548 - C
4313415.90726399607956 - F





3 Customizing MIKE URBAN+

The MIKE URBAN+ interface can be customised to suit visual preferences and input requirements, such as the:

- Choice of unit system and default values
- Choice of language
- Visual set up of the interface

3.1 Units, Default Values and Numeric Formats

MIKE URBAN+ is fully flexible concerning the applied units for numeric attributes, number of decimals and default values for any attribute in the database. The system allows for a number of predefined environments. By these means, any MIKE URBAN+ user can set up the current MIKE URBAN+ project to suit established corporate and/or national standards and conventions. The actual unit environment is valid for the entire MIKE URBAN+ project, i.e. both for water distribution and collection system modes.

In addition to maintaining the database and presenting the computational results in required units, the system ensures appropriate unit conversions during the import of existing projects, without any interference by the user. Equally, the system takes into account the project data units and formats when submitted to the computational engines, which are automatically converted into the formats required by the computational engines.

3.1.1 Selecting an Appropriate Unit Environment

The term "unit environment" is a pre-defined set of definitions for units, default values and display formats. The unit environment can be in SI units (International System of units) or US units (United States customary units).

For collection systems, the unit system can be selected from the following options:

- MU_CS_SI: SI environment, with flows in m³/s
- MU_CS_US: US environment, with flows in ft³/s

For water distribution systems, there are ten pre-defined unit environments within the SI and US unit groups which differ from each other by the applied units for flows and volumes.

Within the SI group, the following unit environments are available:

- MU_SI_LPS: SI environment, with flows in L/s
- MU_SI_LPM: SI environment, with flows in L/min



- MU_SI_MLD: SI environment, with flows in ML/day
- MU_SI_CMH: SI environment, with flows in m3/h
- MU_SI_CMD: SI environment, with flows in m3/day

Within the US group, the following unit environments are available:

- MU_US_CFS: US environment, with flows in cfs
- MU_US_GPM: US environment, with flows in gpm
- MU_US_MGD: US environment, with flows in MGD
- MU_US_IMGD: US environment, with flows in IMGD (i.e. million imperial gallons per day)
- MU_US_AFD: US environment, with flows in AFD (acre-feet per day)

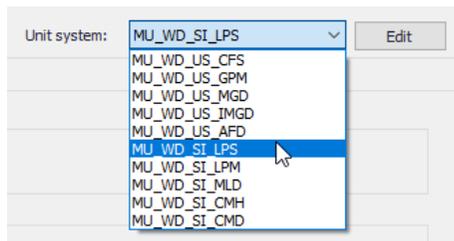


Figure 3.1 Selecting the unit environment

The unit environment will apply default units to all attributes (parameters) in the project. These units can then be customised with the 'Edit' button. The button opens the 'Units customisation' dialog, which contains a first table to select units for given attribute types. As an example, this table can be used to change the unit applied for 'Water level' type, and all attributes using this type will use the selected unit. Some types in this table use a "Default mixed unit", which means that different variables use per default a different unit, although they relate to the same type: this corresponds to a default setting and it is not possible to change the individual units for this type, unless using the second table described below.

Prior to customising units for an attribute type, it may be useful to identify the attribute type used by the attributes which need to be changed. To achieve this, open the Property view (from the Project tab in the ribbon), and select the 'Eum info' button below. This will display a list of attributes available in the opened editor, where the attribute type is shown in the second column.



Property and result explorer	
Cover	
Cover TypeNo	:
BufferPressure	[Pressure Head]: [m]
SpillCoef	:
Description	
SubModelNo	:
CriticalLevel	[Length]: [m]
Element_S	:
NetTypeNo	:
Flow regulation	
InletControlNo	:
MaxInlet	[Discharge]: [m ³ /s]
QHTypeNo	:
Geometry	
TypeNo	:
Diameter	[Length]: [m]
GroundLevel	[Water Level]: [m]
InvertLevel	[Water Level]: [m]

Figure 3.2 Editing units

The second table in the 'Units customisation' dialog is used to select the unit for specific attributes. To control the unit for a specific attribute, press the 'Insert' button to add a new item to the table. Then select the table the attribute belongs to, select the attribute's name, and finally select its new unit.

The customized units will be saved in the database. If required, they can be exported to a configuration file by use of the 'Export' button, and then imported in another database with the 'Import' button.

3.1.2 Customizing Unit Environment

The unit environment is specified when the model is originally created but can be changed or modified at any stage. The units are automatically converted in the database. i.e. it is possible to change an existing database from one system to another.

Modification of the unit environment configuration in the current project is done in the Setup tab (in default View, this view is visible on the left side of the interface) which is also accessible via Project| Setup View, and then in the Setup View go to General Settings| Modules. On the top right of the dialog, a drop-down list of the unit systems is available, which can be further customised with the 'Edit' button.

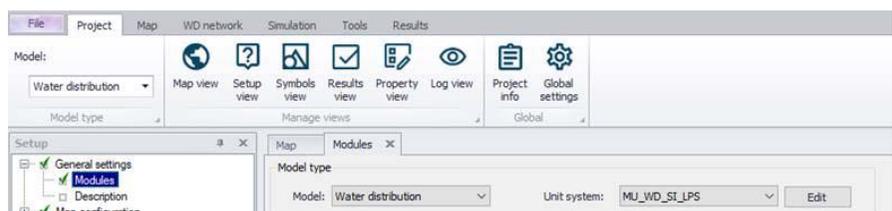


Figure 3.3 Custom Units dialog



3.2 Global Settings

Through the 'Project| Global settings' dialog, it is possible to setup several general properties for daily work with MIKE URBAN+, such as:

- Language - Select the desired language from a drop down list
- Use a single editor style (only one table is visible at a time)
- Show warning on undo buffer clear
- Automatically load results files after simulation finished
- Automatically restore previous layouts when opening a project
- Reporting on the maximum row count per table preview
- Changing the number of significant digits displayed in editors

3.2.1 Languages

You can switch language on the fly in your MIKE URBAN+ application by choosing Project| Global settings and then selecting the language of your choice.

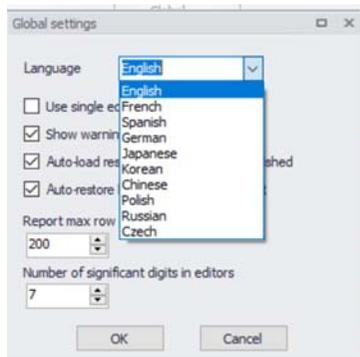


Figure 3.4 Switching language in MIKE URBAN+



Note that the corresponding Language should have been installed during installation of MIKE URBAN+.

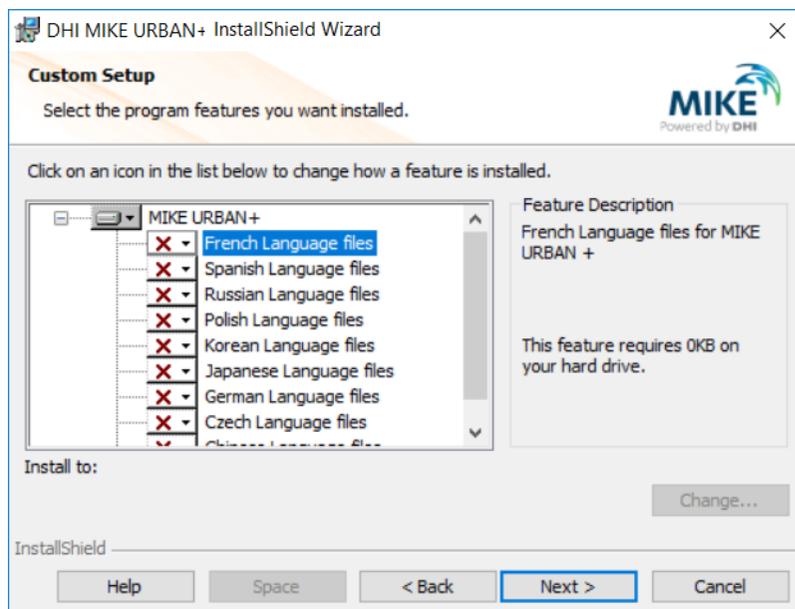


Figure 3.5 Language installation window during program installation

The application needs to be restarted when switching Language for changes to take effect.

3.3 General Settings

Through the Project| Setup View| General Settings dialog it is possible to set general properties in the MIKE URBAN+ project.

Within the Modules tab, the user can:

- Switch from one mode to the other i.e. Water Distribution or Collection systems
- Change the unit system as discussed in section 3.1.1 Selecting an Appropriate Unit Environment (p. 83)
- Select additional modules to be made visible in the Setup View for editing, display related tools in the interface ribbon and Map View, and run the model with these modules. E.g. for collection systems modelling this could include rainfall runoff, water quality, etc. Or for water distribution modelling this could include fire flow analysis, pipe criticality etc.

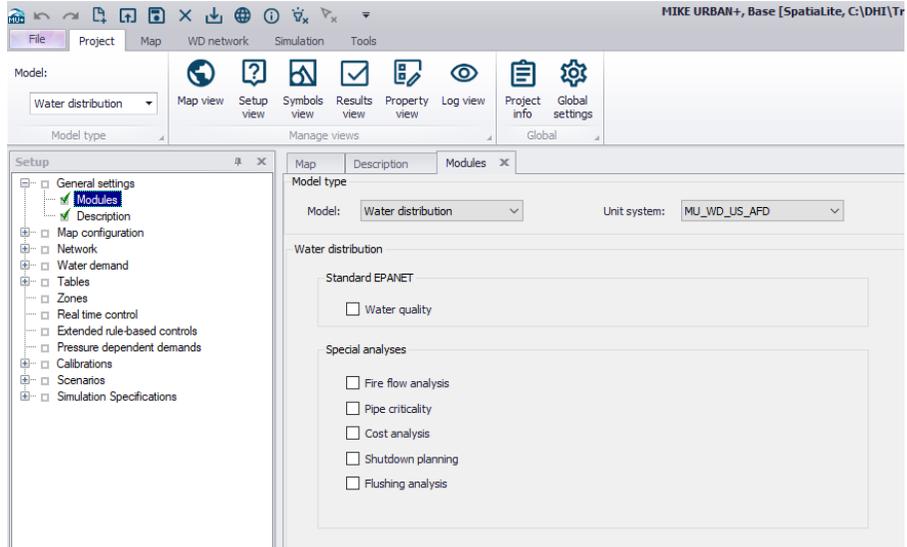


Figure 3.6 General Settings – Modules dialog in MIKE URBAN+

In general settings, it is also possible to add a description of the model details. The empty field can be used to provide a detailed description of the model including its purpose, how the model is schematised, limitations, etc.

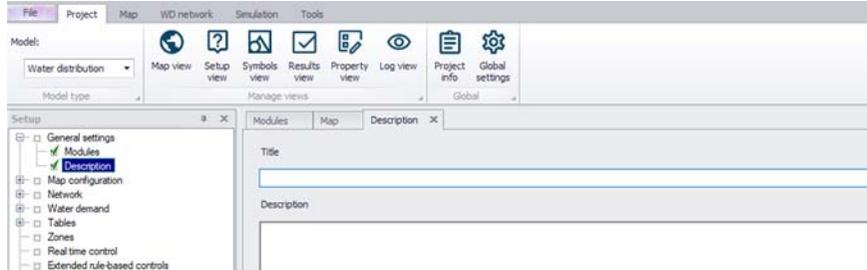


Figure 3.7 General Settings – Description dialog in MIKE URBAN+

3.4 Customizing the User Interface

A number of useful features exist in MIKE URBAN+ to customise how the interface is displayed, to suit a range of preferred working methods.

3.4.1 Minimise the Ribbon View

As a default, a ribbon is displayed along the top of the screen to enable easy access to views and tools. However, to enable more space on the screen for other information it is possible to unpin the ribbon by a right mouse click on the ribbon and selecting “minimise the ribbon”. This ensures that the ribbon is



not always seen, but only visible when one of the options on the top menu is selected.

3.4.2 Quick Access Toolbar

The quick access toolbar with a few regularly used functions (undo, redo, save, close, etc) is available as a default above the ribbon. For a more traditional look, it is possible to place this toolbar below the ribbon by a right mouse click on the ribbon and selecting “Show Quick Access Toolbar below ribbon”.

Add regularly used tools to the toolbar by a simple mouse right click on the desired tool in the ribbon view and selecting “Add to Quick Access Toolbar”.

To remove buttons from the quick access toolbar, mouse right click on the button on the toolbar to be removed and select “Remove from Quick Access Toolbar”.

The buttons visible on the quick access toolbar can also be customised by clicking on the drop-down arrow on the right hand side of the toolbar and ticking/unticking the desired tools to be displayed.

3.4.3 Customizing Windows

MIKE URBAN+ supports multi-screen use and the ability to customise views for efficient workflows. All tools and tables can be resized, maximised (double-click), shifted to another screen, docked on the main central part of the interface, or floated (double-click on the docked tab heading).

Right click on an open tab to dock/float (alternatively double-click on the tab), display horizontally/vertically (neatly display from the bottom or right of the screen), or close the current screen/all but the current screen. It is also possible to create multiple groups of tabs (especially useful when using multiple screens) by right clicking on a tab and selecting “move to next tab group.”

To toggle between open windows, click on the small triangle on the top right of each tab group and select/deselect tabs.





4 Linking to ArcGIS Pro

ArcGIS Pro is the latest desktop GIS software from ESRI. ArcGIS Pro allows to explore, visualize and analysis data, creating 2D maps and 3D scenes. Furthermore the work can be shared on ArcGIS Online or ArcGIS Enterprise portal.

Depending upon your license conditions you will have a number of possibilities of amending the functionality of MIKE URBAN+ with the more general functionality found in ArcGIS Pro. MU+ allows you to export selected model components to a *.GDB file format and work with the (selected) model components in ArcGIS Pro.

MIKE URBAN+ operates on top of a SQLite| PostGIS database which can be quickly integrated into a personal geodatabase and stores all data in a designated data structure.

4.1 ArcGIS Integration Tool



Access the ArcGIS Integration tool from the Tools menu ribbon.

This launches the ArcGIS Integration dialog, from where:

- Select the elements which shall be linked to data in an ArcGIS Pro database. Choose from model- and result-related items, switching between the two types via the dropdown menu at the top.
- Define the file path and name of the geodatabase file to be created for the ArcGIS Pro project.
- Click on the 'Link to ArcGIS Pro' button to start the export/copying of the MU+ (selected) data to the ArcGIS Pro database.

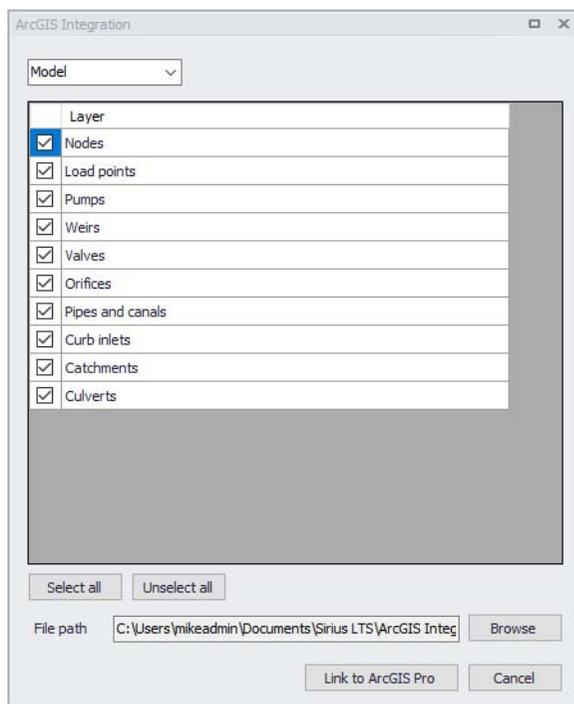


Figure 4.1 The ArcGIS Integration dialog

4.2 Working with MU+ Data in ArcGIS Pro

As ArcGIS Pro is a general GIS desktop application it is important to realize that ArcGIS Pro does not support the data consistency checks and other protection mechanisms normally performed by the MIKE URBAN+ shell program.

The following precautions should be recognized:

Data View

No restrictions. As long as ArcGIS Pro is not taken into 'edit mode' there is no danger of corrupting the database. Examples of tasks/objectives that can be accomplished in viewing mode are:

- Advanced GIS analysis
- Advanced presentations of model and saved data
- Complete layout tasks for inclusion in final reporting
- Ad-hoc analysis requiring the user to write scripts in VBA or similar
- Easy use of ArcPy, suitable to implement geographic data analysis, data conversion, data management, and map automation with Python



Data Editing

Uncritical editing of data in the MIKE URBAN+ database may easily corrupt the database and make it unusable in MIKE URBAN+. However, very powerful tools exist in ArcGIS Pro that may be utilized for editing. Provided that you take care to obey the constraints, editing from ArcGIS Pro can be very powerful. However the level of Integration with MIKE URBAN+ of ArcGIS Pro is limited to the exportation of a the native personal geodatabase, hence modifying the personal geodatabase in ArcGIS Pro will not directly the data stored in the SQLite or PostGIS database until the data is reimported into MIKE URBAN+.

General recommendations when working with WD and CS network databases outside the MIKE URBAN+ environment:

Editing Geometry

In general the editing of geometry (pipe shapes, manhole placement, and catchments) can be done without danger of corruption to the data structure. This is probably also the area in which there is most benefit from working in ArcMap | ArcGIS Pro as the editing tools here are more advanced than in MIKE URBAN+.

Altering Attributes

In general this can be done to most attributes without danger, EXCEPT when the attribute is an ID field used to maintain consistency of the database. To avoid this you may consult the datamodel appendix and as a general do not touch any attribute with a named containing the alias 'ID'.

Inserting and Deleting Records

Should be avoided unless you have a very good knowledge about the MIKE URBAN+ data structure. Deleting or inserting in MIKE URBAN+ is often triggering a number of background operations that updates other tables so the consequence of doing such operations outside MIKE URBAN+ may easily be a corrupt database.

4.3 Typical GIS Native Environment Tasks

Typical tasks that may be done in ArcGIS Pro are:

- Complex editing and data analysis requiring joining and relating several tables from various data sources
- Tasks involving complex spatial analysis, spatial joining of data
- Geoprocessing tasks like intersecting, overlaying etc. apart from the pre-defined tasks existing in MIKE URBAN+
- Working with layouts, plotting to scale and similar high-level reporting
- CAD-style editing



- Further some organizations have developed in-house tools in ArcMap and ArcGIS Pro to perform certain functions. If these functions need to be performed on MIKE URBAN+ data, you will need to run the scripts from ArcMap or ArcGIS Pro.



5 MIKE URBAN+ Data Model

5.1 MIKE URBAN+ Networks

MIKE URBAN+ Project database includes the data models for both water distribution and collection system networks. On the Water Distribution (WD) side, MIKE URBAN+ includes the model network. For Collection System (CS), a MIKE 1D model network is available.

A model network represents a urban water network in a form as expected by the computational model engine. As such, it is subject to very strict model-specific data requirements, definite and fixed catalogue of element types, simplifications, etc.

5.2 Data Model Structure

The MIKE URBAN+ data storage is divided into a number of data stores.

The main storage for the model data is SQLite (or PostGIS database, optionally). But a number of additional files and data stores define the MIKE URBAN+ functionality such as binary result files and configuration files.

MIKE URBAN+ is installed with SQLite/SpatialLite. If you want to use the alternative database option, PostgreSQL/PostGIS then you must install the two products found in the “Prerequisites\ PostgreSQL 11.1” and “Prerequisites\PostGIS 2.5.1” folders. For more details please check the MIKE URBAN+ Release Note.

5.2.1 Terminology

Storage Database

This is a database with a structure similar to a GIS database. It is used hold the model data such as physical network description and other physical data, input data to the various numerical engines as well as general setup information. A database may hold only one instance of a particular model (however one database may hold both water distribution and collection system data). The format of the database is also the basic data format used by Spatial Lite SQLite database (alternatively, PostGIS).

The Project (MUPP) File

This file holds all information about the current user setup. A project file will thus hold the individual settings for the user such a symbology for the featured network elements, pointer to added background data, etc.



Configuration and Import Bridges

These files are normally not touched by the user but may in certain circumstances be changed to fit individual user setups.

Time Series and Result Data

Binary data in the form of input timeseries data as well as result data are stored externally in binary data files.

5.2.2 Storage Database Basics

The MIKE URBAN+ database uses a SQLite database. SQLite is an embedded SQL database engine. SQLite is a C-language library which implements a fast, self-contained and highly reliable SQL database engine.

MIKE URBAN+ also allows the use of PostGIS as storage database format. PostGIS is an extension to the PostgreSQL object-relational database system, this engine allows GIS objects to be stored in the database. For more information about PostGIS please visit <http://postgis.net>.

The structure of the MIKE URBAN+ database is very much like a normal database consisting of tables having columns (or fields). What makes it special are:

- The database contains a predefined datastructure needed for GIS to operate correctly on the database
- Some tables are called 'feature classes' because they contain a special binary formatted column defining the spatial geometry of the object (row)

You can operate the database through SQL commands, but please be very careful if you try to manipulate data with such tools; always have a backup of your database.

5.2.3 Scenario Management

The database may contain a variety of scenarios of each model. These scenarios are managed by MIKE URBAN+ through the Scenarios Editor. Scenarios are in general stored as difference tables - the use and documentation of these are beyond the scope of this documentation.

It must be noted however that when opened with any tool, the database will represent the current active MIKE URBAN+ scenario.

5.2.4 The MIKE URBAN+ Database Contents

The MIKE URBAN+ database will contain all model parameters for the active model(s). Data is stored in either:



- Feature classes. These are database tables with spatial contents (such as pipes, nodes, etc.)
- 'Standard' database tables i.e. tables without a spatial content.

Naming Convention

All feature classes and tables follow the same naming convention:

Table 5.1 Feature classes and tables - naming conventions

Table	Description
m_	Means that the table is a general MIKE URBAN+ table covering all parts of MIKE URBAN+ (typical configuration information)
ms_	Means that the table belongs to the collection systems part of MIKE URBAN+ i.e. common to any of the numerical engine models
mw_	Are tables belonging to the water distribution part of MIKE URBAN+
msm_	Are tables specific to the MIKE 1D model of collection systems

Information on the individual fields of the database may be found in the sections of the manual describing the individual parameters. Generally it is not recommended to use characters such as '?' and "" in any unique names (MUIDs). Database fieldnames are also shown as tooltips in the individual data editors when hovering over the field.





6 Import and Export

6.1 Introduction to MIKE URBAN Import/Export

Importing various data from external systems into a MIKE URBAN+ project is one of critical parts of the modelling work. Efficiency and versatility of the import workflow contributes significantly to the overall productivity. Exporting the MIKE URBAN+ project into various external formats is equally important. As a variety of formats are commonly used for storage and management of urban water systems data, very flexible and versatile import/export tools are required.

MIKE URBAN+ comes with some standard routines for import and export from and to commonly used formats. These include the following:

- Import of projects from MIKE URBAN Classic formats (*.MDB and *.GDB)
- Import of EPANET model files
- Export of CS model setup to MIKE1D engine input file (M1DX)
- Export of WD model setup to EPANET model file
- Backing up the MU+ database by cloning it in SQLite or PostGIS formats

In addition to this, the MU+ Import/Export tool facilitates configuration of custom imports and exports from and to various formats.

This chapter provides detailed information on the technical background and practical user guide for the MU+ Import/Export tool.

The Import/Export tool available in MIKE URBAN+ (Tools|Import and Export) provides a versatile and flexible environment for exchanging data between various external repositories and the MIKE URBAN database. The data can be imported to and exported from the MU database. The Import/Export tool features the following:

- Variety of supported data formats, both on target and source sides
- Multi-section and multi-job batch processing in user-controlled sequence
- User-specified variables
- Support of alternative parse string cultures
- Automatic creation of a network on basis of feature geometries
- Auto-mapping identity assignment
- Assignment expressions supported by various functions and operators, including a conditional clause
- Preview of source and target data



- Automatic unit conversion
- Automatic verification of import configuration
- Saving of import job configurations for later reuse

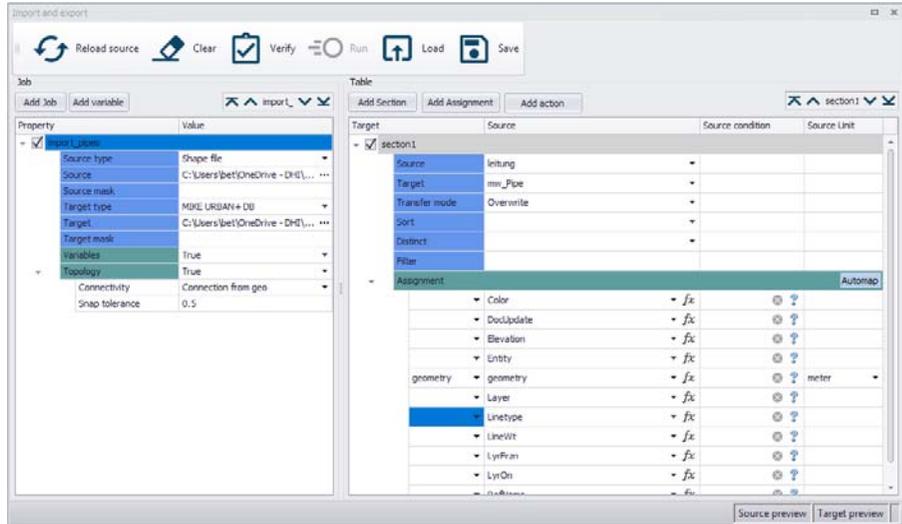


Figure 6.1 Import/Export GUI is divided in two boxes: in the left box, import jobs are specified, and in the right box import sections are specified. Additionally, there are several action buttons and a toolbar, including all functionalities for a full control over the import definition process

6.2 Technical Background for Import and Export Functionality

The common word used for an import/export procedure is 'job'. A job may consist of one or more 'table configurations'. An import/export job will normally consist of several table configurations (called 'sections'), making up a complete import/export. Each table configuration in the job relates to an individual table or feature class.

When importing data into a MIKE URBAN database from an external data source, the external data is referred to as the 'source' and the MIKE URBAN database is referred to as the 'target'. For the export jobs, the situation reverses - the MIKE URBAN database is then referred to as the 'source' and the database or file that you wish to export the MIKE URBAN data to is referred to as the 'target'.

The procedure of importing/exporting data is done through a generic 'engine' as shown in Figure 6.2.

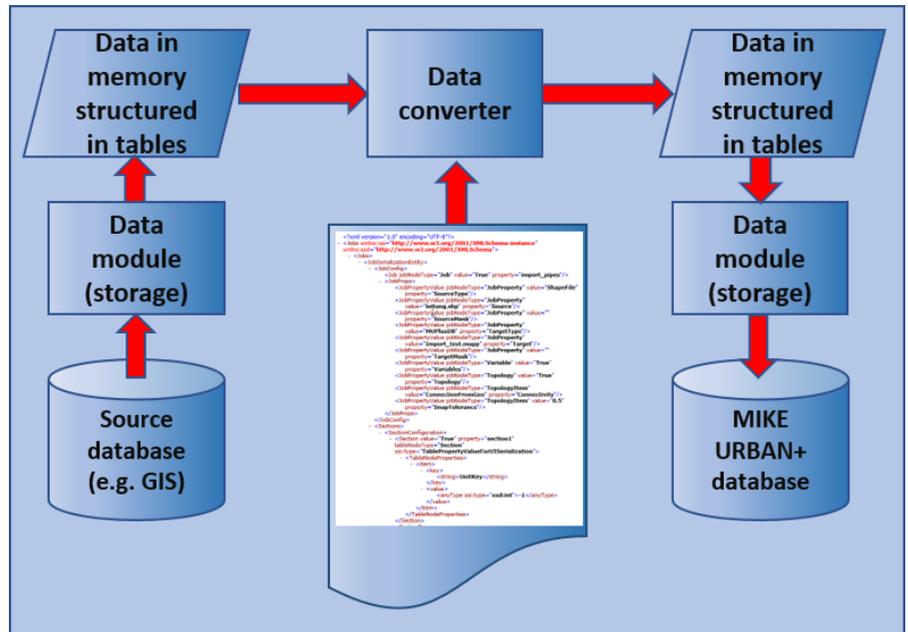


Figure 6.2 Generic presentation of Import/Export process

As the illustration suggests, import and export jobs are always executed following the same process scheme, involving storage drivers ('muStorages') - programs which read data from the source into the computer memory ('cache') and write data from the computer memory i.e. from 'cache' to the target, and a data converter ('muBridge') - a program which 'translates' the data from the source cache into the target cache.

6.2.1 Import/Export Job: Definition and Main Properties

An import job is a consistent set of instructions to the Import/Export engine, with a purpose of modifying data contents in the target by means of the source data, assignment expressions and underlying data processing. An Import/Export job consists of the general job definition and of at least one section containing assignment(s) for at least one target attribute.

An Import/Export job can be saved in an *.XML file, for later reuse.

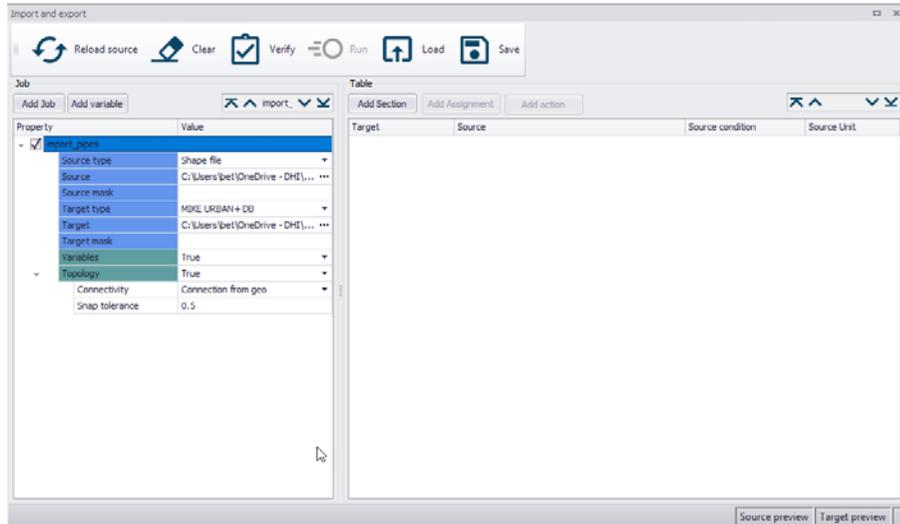


Figure 6.3 Creating a new job

To create a new job, click on "Add job" and define where the data will be imported from, location of this file, where the data will be imported to and customise details.

6.2.2 Job Properties

The following is a detailed description of the job definition parameters.

Job Name

When created, an import job gets a generic ID (name) Jobn, where "n" is a simple counter. By double-clicking the job ID turns editable, i.e. user-specified ID may be typed.

Job On/Off Toggle

A checkbox next to Job ID controls if the actual job will be included in the "Run" or not.

Source Type

This is a choice among available type of source files:

Shape

The source can be a Shape file containing any feature type: point (containing data on e.g. network nodes), polyline (containing data on e.g. network links) or polygon (containing data on e.g. catchments).

As shape files contain one data table only, an import job with a Shape file as a source cannot include import of multiple tables.



EXCEL

An EXCEL file may contain several data tables to be included in the job definition. Each column in a table must contain a text header in Row1 and the data in consecutive rows. All data in one column must be of the same type.

CAD

AutoCAD proprietary format "DWG" is supported. Because it is not an open standard format, MU+ import supports it with some limitations. E.g. geometry and some simple attributes are supported, while labels are not supported.

Geodatabase

Import can access tables in the ESRI geodatabase

ODBC

Open Database Connectivity (ODBC) interface is a C programming language interface that makes it possible for applications to access data from a variety of database management systems (DBMSs). Currently, ODBC implementation in MU+ import supports the following sources:

- MS Access
- MS Excel
- SQLite

As MS Excel and SQLite have dedicated drivers, this option is to be applied with MS Access files.

Apart from MS EXCEL and SQLite, MIKE URBAN+ does not include other ODBC drivers as part of installation. These should be provided by the user.

Isybau

The ISYBAU exchange formats are used for the standardized exchange of data for the planning, construction and operation of wastewater facilities, originating from Germany. ISYBAU is a column-oriented exchange format in text form.

MIKE URBAN+ DB

MIKE URBAN+ database (SQLite or PostGIS) can be used as a source for data import, typically when the current project needs to be populated with data from another MU+ project.

Result Layer

This option is used for export of mapped MIKE URBAN+ results to external formats, e.g. to shape.

Source

This is a path & filename pointing to the file containing the data to be imported. When clicking on "..." button, browser opens with a filter including



only file types available for the currently selected source type. The following file types are accessible:

Table 6.1 Import/Export job source types

Source Type	File type(s)
Shape	*.SHP
EXCEL	*.XLSX
CAD	*.DWG
ODBC	*.MDB, *.XLSX, *.SQLite
Isybau	*.XML
MIKE URBAN+ DB	SQLite, PostGIS
Result layer	-

One import job can only point to one source file.

Source Mask

This allows for including only those source tables which table name contains the specified string. E.g. typing "msm*" (without quotes) will exclude all the tables from a source (e.g. MU Classic *.MDB file) except these containing the string "msm", i.e. collection model tables. This is useful in cases when a source file contains many tables, where reducing the display to only relevant tables facilitates a better overview and a more efficient work.

ParseStringCulture

This relates to parsing strings to numbers, e.g. when numeric data (e.g. pipe diameters) in some data sources are defined as "string" type, instead of "real number" (e.g. Excel sheet).

User may select among two possible ways ("cultures") to parse:

- 1. Invariant culture:** Always uses default culture (i.e. EN culture, with "." i.e. period as decimal separator) when parsing string to number. (e.g. "1.2" => 1.2 double)
- 2. Current culture:** Use the current windows culture setting when parsing string to number. (e.g. if current windows culture is DK, "1,2" => 1.2 double).

Target Type

This provides similar choices as Source Type.



Table 6.2 Import/Export job target types

Target Type	File type(s)
Shape	*.SHP
EXCEL	*.XLSX
CAD	*.DWG
ODBC	*.MDB, *.XLSX, *.SQLite
Isybau	*.XML
MIKE URBAN+ DB	SQLite, PostGIS

Target Mask

The same functionality as "Source mask", applied on the target.

Variables (True/False)

User-specified variables are often useful in creating assignments. User can assign a certain value to a variable, in a same way as for any target attribute, i.e. by creating an expression containing applicable source attributes, constants, functions and operators. A variable can be used in assignments for other target attributes in the current section, or in any other section within the actual import job.

Variables may be of the following types:

- String
- Double
- Int (i.e. integer)
- Bool (i.e. Boolean)
- DateTime

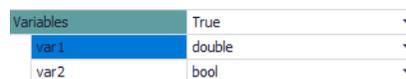


Figure 6.4 Example with two user-specified variables, "var1" and "var2".

Application of a variable in an assignment expression must be consistent with the variable type.

A variable is added to an import job by and action button "Add variable". This creates a new line below "Variables". A variable is defined by its name (to be typed by the user) and type (to be selected from the drop-down list).



The toggle True/False enables/disables user-specified variables in the current import job.

Topology

"Topology" refers to the processing of nodes and links data and creating a network. When activated, "Topology" operates on the "Link" table. For any other table, "Topology" is of no relevance.

"Topology" works in two modes when creating the network connectivity:

- **ConnectionFromGeo**

In this mode links geometry is defined, but the network connectivity is undefined. The network connectivity is established by geographical proximity of nodes and links' ending points.

If a node is within a specified snapping distance from a link's ending point, then a network connection for a link is established, either as "FromNode" (at the link's geometry start point) or "ToNode" (at the link's geometry end point). The established connection implies moving ("snapping") the links' end points to the nodes.

This process will create a network which may include orphan nodes (i.e. nodes not connected to any link), orphan links (i.e. links without any of "FromNode" or "ToNode"), very short links, etc. Resolving such incompleteness and/or anomalies of the network is supported by a dedicated tool "Topology repair", after completed import process.

Additional parameter to this mode is "Snapping distance". It defines a search radius for nodes and links to be "snapped". Snapping distance is defined in actual map units.

- **GeoFromConnection**

In this mode the network connectivity is defined by FROM and TO nodes, but the geometry of the links is not defined. In this case, the links geometry is defined as straight lines between FROM and TO nodes.

Topology	True
Connectivity	Connection from geo
Snap tolerance	0.5

Figure 6.5 Example with "topology" activated. The network will be created by connecting nodes with the link-ends founds within snapping distance.

6.2.3 Import Sections: Definition and Main Properties

An import section consists of a set of import properties related to one pair of source and target tables and at least one assignment in a target table. I.e. assignments in a section establish a relation between data from, primarily,



one source table and one target table. By applying user-specified variables and LOOKUP function in assignment expressions, the data from other related source tables may be used.

An import job may include one or more sections. Sections within one job are executed sequentially.

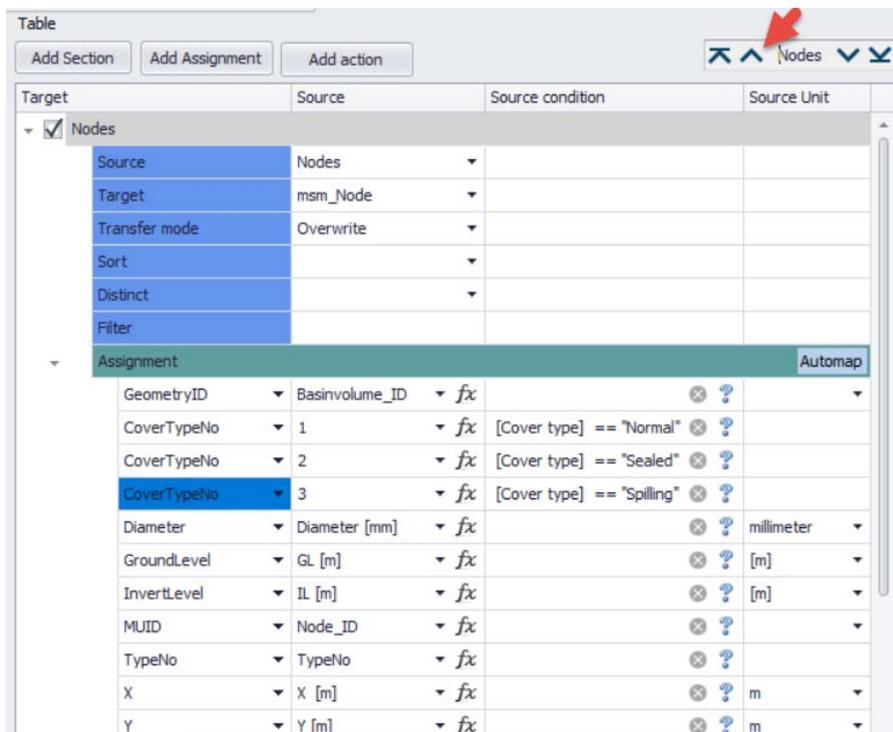


Figure 6.6 Example of a defined section to import nodes with assignments from the source data including conditional statements from the CoverTypeNo.

6.2.4 Section Properties

The following is a detailed description of the section definition parameters.

Section Name

When created, a section gets a generic ID (name) Section n , where " n " is a simple counter. By double-clicking the section ID turns editable, i.e. user-specified ID may be typed.



Section On/Off Toggle

A checkbox next to Job ID controls if the actual job will be included in the "Run" or not.

Source

Source is ID (name) of the table in the data source specified for the current job. User selects the source table from the drop-down list containing all source tables. The full list of source table may be reduced (and made easier to navigate) by setting up the Source mask (see above).

Target

Target is ID (name) of the table in the data target specified for the current job. User selects the target table from the drop-down list containing all target tables. The full list of target table may be reduced (and made easier to navigate) by setting up the Target mask (see above).

Filter

Purpose of filtering is to eliminate unwanted records from import. Filtering is applied to the source before executing the assignment.

Syntax of the filter is the same as SQL WHERE clause. User only needs to type the contents of the WHERE clause, e.g. CustomerID = 'abc', would include only records with specified CustomerID. All other source records will be neglected.

Sort

Sorting is applied to one of source fields (column) before executing the assignment.

The content can only be a source field name, selected from a combo-box.

Distinction

Distinction is applied to source data before executing the assignment. It means that only one (the first) instance of the original source field (column) value will be accepted and all other records containing the same value will be removed.

The content of "Distinction" can only be a source field name, selected from a combo-box.

TransferMode

The following transfer modes are available:



- Overwrite
- Append
- Update
- Update & Append
- Sync

In the following, the actual workings of transfer modes are described and illustrated with some examples.

Overwrite

Any data in the target table get deleted. All source data are appended (imported) to the empty target table. If there are duplicated MUIDs found, program will rename them to ensure non-duplicate records. This implies that none of source data will be lost, i.e. all source data are being imported.

This is illustrated with two examples below. Note that the new or modified target content is shown in red fonts. Unchanged target contents are shown in black fonts.

Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B					ID1	A	1	B
ID3	A	2	B					ID3	A	2	B
ID3	A	3	C					ID3_1	A	3	C
ID4	A	4	C					ID4	A	4	C

Figure 6.7 "Overwrite" applied to the initially empty target. The target table has the same contents as the source table, except that a duplicate record is renamed to ensure non-duplicate IDs in the target table.

Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B	ID1	A	2	C	ID1	A	1	B
ID3	A	2	B	ID3	A	2	B	ID3	A	2	B
ID3	A	3	C	ID5	A	3	C	ID3_1	A	3	C
ID4	A	4	C					ID4	A	4	C

Figure 6.8 "Overwrite" applied to the target with some initial contents. All existing data in the target are deleted and the new content is imported. The target table has identical contents as the source table, except that a duplicate record is renamed to ensure non-duplicate IDs in the target table.

This mode is typically applied when started building a model, i.e. when populating target tables "from scratch".

Append

This mode is like "Overwrite", except that the source data are appended to the current content of the target table. This transfer mode operates in two distinct ways, depending on the presence of MUID in the assignment:



1. Assignments include a line for MUID. In this case, only source records with MUID not found in the target will be appended. If duplications and duplicated MUIDs exist in the target, none of the duplicates will be appended. If duplicated MUIDs do not exist in the target, only the first instance will be appended
2. Assignments do not include a line for MUID. All the records in source will be appended into target. If there are duplicated MUIDs, all the duplicates will be renamed, as described for "Overwrite" mode

This is illustrated with examples below. Note that the new or modified target content is shown in red fonts. Unchanged target contents are shown in black fonts.

Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B	ID1	A	2	C	ID1	A	2	C
ID3	A	2	B	ID3	A	2	B	ID3	A	2	B
ID3	A	3	C	ID5	A	3	C	ID5	A	3	C
ID4	A	4	C					ID4	A	4	C

Figure 6.9 "Append" with "MUID" assignment, applied to the target with some initial contents. The existing data in the target are not touched. The second instance of the duplicate record ID3 is ignored as is not appended. Only ID4 is appended.

Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B	ID1	A	2	C	ID1	A	2	C
ID3	A	2	B	ID3	A	2	B	ID3	A	2	B
ID3	A	3	C	ID5	A	3	C	ID5	A	3	C
ID4	A	4	C					ID3_1	A	3	C
								ID4	A	4	C

Figure 6.10 "Append" without "MUID" assignment, applied to the target with some initial contents. The existing data in the target are not touched. The second instance of the duplicate record ID3 is renamed and appended with MUID = ID4_1. Also, ID4 is appended.

With initially empty target, result of "Append" mode would be identical as "Overwrite".

This mode is typically applied when building a model from several sources and/or when updating a target with newly added data from the same source.

Update

For each record in source data, the program looks for the matched MUID records in the target, and for the found MUIDs updates any mismatching attribute value. If not found, the source record gets discarded. If there are duplicated MUIDs in the source data and the duplicated MUIDs exist in target, the last non-unique record will take effect eventually.



Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B	ID1	A	2	C	ID1	A	1	B
ID3	A	2	B	ID3	A	2	B	ID3	A	3	C
ID3	A	3	C	ID5	A	3	C	ID5	A	3	C
ID4	A	4	C								

Figure 6.11 "Update" applied to the target with some initial contents. Only the existing data in the target with matching ID in the source are updated, i.e. values of attributes set to their values from the source. Note that in case of double ID in the source (ID3), attribute values from the last instance will eventually be applied.

With initially empty target, "Update" operation would not do any change, i.e. the target would remain empty.

This mode is typically applied when maintaining the model data to fit with any modifications of imported data in the source.

Update & Append

For each record in source data, the program looks for the matched MUID records in the target, and for the found MUIDs updates any mismatching attribute value. If not found already being in the target, the record will be appended into database as well. If there are duplicated MUIDs in source data, the last non-unique record will take effect eventually.

Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B	ID1	A	2	C	ID1	A	2	C
ID3	A	2	B	ID3	A	2	B	ID3	A	3	C
ID3	A	3	C	ID5	A	3	C	ID5	A	3	C
ID4	A	4	C					ID4	A	4	C

Figure 6.12 "Update & Append" applied to the target with some initial contents. Initially, the existing data in the target with matching ID in the source are updated, i.e. values of attributes set to their values from the source. Note that in case of double ID in the source (ID3), attribute values from the last instance will eventually be applied. Subsequently, any source record with non-matching ID in the target (ID4) will be appended to the target.

This mode is typically applied when updating data in the target with the source contents, both in terms of changes of already existing data and added new data in the source.

Sync

The program will first do Append & Update mode process. When completed, it will also delete all the target records which are not existing in source data.



Source				Target (before import)				Target (after import)			
MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3	MUID	Attr1	Attr2	Attr3
ID1	A	1	B	ID1	A	2	C	ID1	A	2	C
ID3	A	2	B	ID3	A	2	B	ID3	A	3	C
ID3	A	3	C	ID5	A	3	C	ID4	A	4	C
ID4	A	4	C								

Figure 6.13 Result of the "Sync" operation is identical as "Update & Append", except that the record ID5 is deleted from the target, as it has no matching ID in the source table.

This mode is typically applied when synchronizing data in the target with the source contents.

Action

"Action" is a command which acts on the target records, NOT on the target values.

An action line is included in the current section by "Add action" button and by selecting a wanted action from the drop-down list.

Action commands available are:

- DeleteRecord
- Log

DeleteRecord

"DeleteRecord", removes the current record from the target table.

To make it meaningful, "DeleteRecord" is always used with a condition. As such, "DeleteRecord" supports advanced filtering during import, i.e. it is an alternative to a (optional) filter specified in the section header.

Note that the record is first written to the target table, later to be removed if the condition associated with "DeleteRecord" is true.

Consider the following example, where source contains data on two types of pipes (ptype): "Mainline" and "Servicepipe".

ID	ptype	MUID
P1	Mainline	P1
P2	Servicepipe	P3
P3	Mainline	

Figure 6.14 Example of a source table and a target table after import including action assignment "DeleteRecord" for ptype = "Servicepipe"



If only pipe with ptype = "Mainline" are to be imported, such import can be achieved by "DeleteRecord" action, and condition ptype = "Servicepipe".

Another example is shown below where all empty cells in the source 'TypeNo' column will be deleted from the target table.

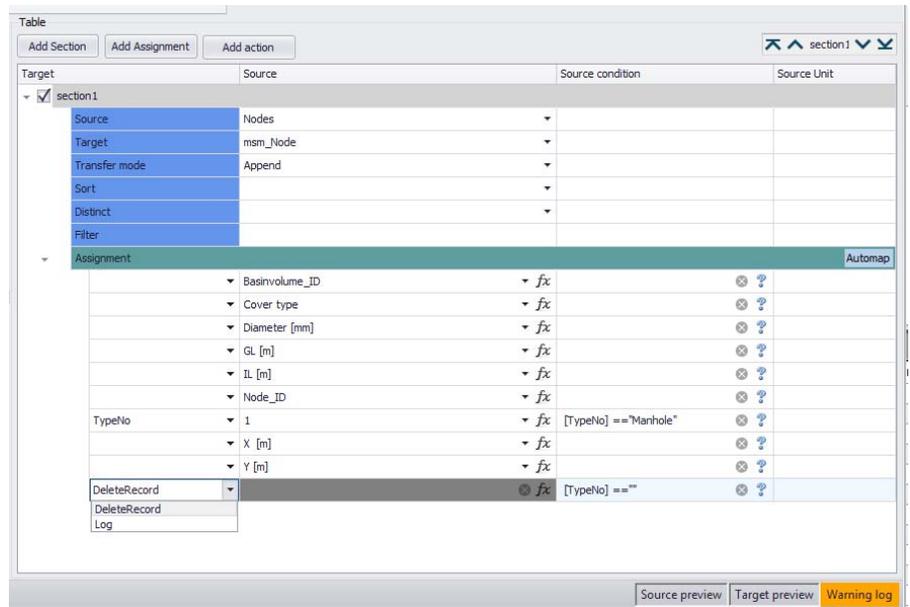


Figure 6.15 Figure 7.15 Add an assignment for a specific function (e.g. DeleteRecord)

Log

The Log command writes to the MIKE URBAN log file. The log file can be found in the user folder under "\Appdata\Local\DHIMIKE Urban version"\all-utf8.log".

The Log command is used when creating advanced assignments. When user-specified variables and LOOKUP function are used, it can be useful to see actual values of the variables to ensure that the data are correctly assigned. It is recommended to remove the Log command after completed testing of the assignment.

The Log command can also be used to create error messages when something unexpected occurs during execution of an import job.

The syntax is:

Log(Value)



The command parameter "Value" represents the value to be written to the log file. "Value" can either be an attribute in the assignment source data, a constant, a user-specified variable or a value returned by a specified function.

The Log command can be extended by a condition.

6.2.5 Assignments

Assignment Structure

"Assignment" sets the value to one attribute in the target table. This implies that each assignment has a target attribute on the left side of "equals to" sign.

The right hand of the "equals to" sign may include one or more of the following:

- A simple constant
- Attribute value from a source table
- Attribute value from a LOOKUP table
- Value of a user-specified variable
- A value computed by an expression (including various functions and operators)
- A system-generated value
- A condition

Assignments are executed sequentially, as they appear in the editor. So, value of an attribute set in one assignment may be overwritten by another, subsequent assignment.

Condition

Per default (i.e. with "condition" field empty), an assignment sets the target value unconditionally. Optionally, the assignment can be extended by a condition.

Creating Assignments

Creation of assignments is supported by the following:

- Auto-assignment (mapping)
- Add assignment and pick-up of target and source attributes from drop-down list
- Expression editor, providing access to all source attributes, user-specified functions and operators



Auto Assignment

"Map" button, located on the far right of the "Assignment" line, creates an assignment record for each target attribute name identical to source attribute name. I.e., if both source and target tables have identical structures, auto-assignment will create simple identity assignments for all attributes in these tables.

Repeated auto-assignment will re-write any existing assignments for the involved target attributes.

Add Assignment

"Add assignment" appends one empty assignment line to the existing assignments in the current Section. In any case, user must select one target attribute from the drop-down list.

Depending on the situation, the next step may be the following:

- Select a source attribute from a dropdown list, thus creating a simple identity assignment, OR
- Open "Expression editor" (Press "fx" button in the "value" field on the current assignment line) and create an expression assignment

Optionally, use expression editor also to create a conditional clause.

Source Unit

Data in the source are often in different units than in the current MU project. Also, when exporting data from MIKE URBAN database, it is possible that the exported data should be in some different units than in MIKE URBAN. For such cases, "Import" supports automatic scaling of data.

When importing data to MIKE URBAN, each assignment for a numerical "target" attribute, provides an information on unit for the attribute in the source table. Initially, this is set equal to the target (i.e. MIKE URBAN) unit. In cases when the unit in MIKE URBAN and in the source are the same, no user action is needed: The value will be imported unchanged. If the source unit differs from MIKE URBAN unit, user must choose appropriate source unit from the drop-down list. If the actual source unit is not among the available units, the scaling factor for unit conversion must be specified directly as a multiplier in the assignment expression.

Also, when the assignment statement involves two or more source attributes with different units, any unit inconsistency between the source and target must be handled explicitly by multiplication in the assignment statement.

Expression Editor

Expression editor supports creation of simple or complex assignment expressions, involving attributes, user-specified variables, functions and operators.



Expression editor reduces the actual typing (hence the source of errors) to absolute minimum. Also, automatic expression validation is provided.

The left-hand side of the "equals to" sign of the expression is automatically provided. I.e. the user is expected to create only the right-hand side of the expression. This can be done either by direct typing, or by picking up the wanted variables, functions and operators from the respective drop-down lists. Typically, the process will involve both methods.

All variables in the expression should be embraced by square brackets ([]). This is a good practice, but not mandatory.

Strings should be embraced by double quotes ("").

"Variables" is a list including all attributes in the source table and any user-specified variable. A variable is included in the current expression by point & click. Square brackets are automatically provided.

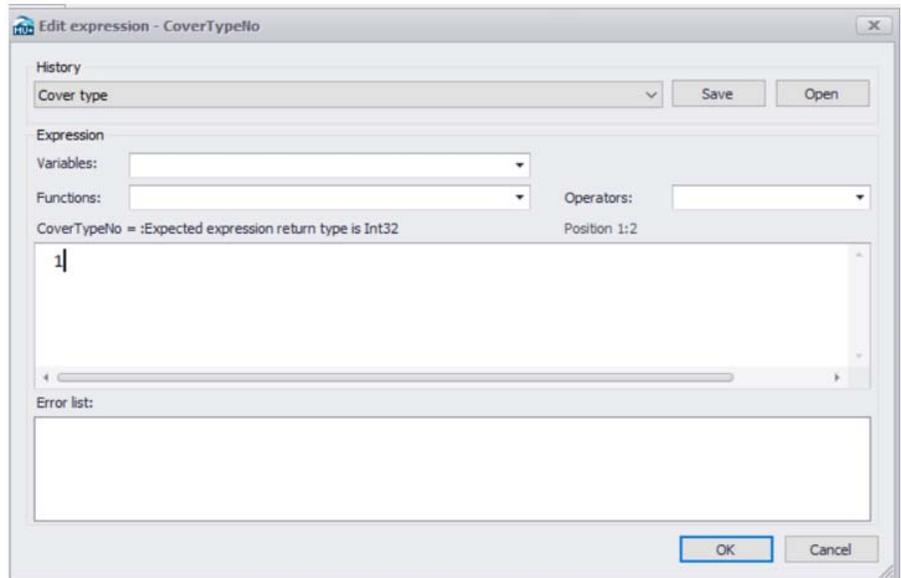
"Functions" provides a list of available functions. A function is included in the current expression by point & click. Placeholders for the function's arguments are automatically provided.

"Operators" provide a list of available operators. An operator is included in the current expression by point & click.

The "Error list" reports "on-the-fly" any syntactic errors in the expression and provides advice on how to complete the expression.

"History" is a list of recently used expressions, available for reuse in the current assignment. Every new expression is automatically added to the history list. This allows for a very efficient reuse of similar assignments. "History" can be saved into a simple text file (*.TXT) and reloaded (Open) in a future import editing session.

The expression editor can be used in instances where the source data contains values in different formats to what is expected in MIKE URBAN+. For example, if the source data has node cover types specified in text format, while MIKE URBAN+ expects integers. The "fx" and "?" buttons in the assignment part of the "section" accesses the expression editor to state that if a condition is met ("?"), specify a value ("fx").



Target	Source	Source condition	Source Unit
Nodes			
Source	Nodes		
Target	msn_Node		
Transfer mode	Overwrite		
Sort			
Distinct			
Filter			
Assignment Automap			
GeometryID	Basinvolume_ID	fx	
CoverTypeNo	1	fx	
Diameter	Diameter [mm]	fx	millimeter
GroundLevel	GL [m]	fx	[m]
InvertLevel	IL [m]	fx	[m]
MUID	Node_ID	fx	
TypeNo	TypeNo	fx	
X	X [m]	fx	m
Y	Y [m]	fx	m
Links			

Figure 6.16 Expression editor is used for the easy creation of expressions with complex syntax. For example, if the "CoverTypeNo" is set as "Normal" in the source data, specify it as the number 1 in the target table.

A full reference on Expression editor's operators and functions is provided in Chapter 21 Expression Editor (p. 379).

6.2.6 Import/Export Toolbar

Several vital operations with Import/Export are accessible through Import/Export toolbar.



Figure 6.17 Toolbar

Reload Source: Updates the contents of the source storage cache

This functionality ensures that the specified Import/Export configuration operates on the latest source data available.

Clear: Remove any configuration from the Import/Export tool

This functionality clears any configuration and cache data contents for the Import/Export tool.

Save: Save the import configuration for reuse

The configuration may be saved to a file (XML) for later reuse (by loading the saved XML file). This is very useful for supporting repetitive import/export operations.

The import/export configuration files include all jobs present in the tool at the time of file saving. I.e. individual jobs cannot be saved separately. The tool does not support consecutive loading of multiple configuration files. I.e. when a configuration file is loaded, any current contents in the tool is cleared.

Combining job configurations from two or more configuration files in one file (e.g. to achieve automatic sequential execution) can be done by editing (copy/paste) the configuration file in a simple text editor (e.g. Notepad). All information related to one job is found between the keywords <JobSerializationEntity> (beginning of one job configuration) and </JobSerializationEntity> (end of one job configuration).

Verify: Check the configuration for errors and warning

The "Verify" function checks for syntax errors, missing data, etc. The configuration will only run if no errors are reported by the verification function.

However, syntactic correctness is only a necessary condition, but is not enough to ensure that the result of the specified import will be correct.

"Verify" may issue several warnings. Warnings are typically related to missing data. The presence of warning does not affect the execution of the import configuration.

By clicking on the 'Warning log' or 'Error log' message a text file is opened and enumerates all warning or error issues.



```

msg - Notepad
File Edit Format View Help
Assignment (, From) is incomplete. It will be ignored.
---Warning---
Assignment (, Height [m]) is incomplete. It will be ignored.
---Warning---
Assignment (, Material) is incomplete. It will be ignored.
---Warning---
Assignment (, To) is incomplete. It will be ignored.
---Warning---
Assignment (, Type) is incomplete. It will be ignored.
---Warning---
Assignment (, US_Level [m]) is incomplete. It will be ignored.
---Warning---
Assignment (, Width [m]) is incomplete. It will be ignored.
---Warning---
Source data (TableName = Links, ColumnName =Height [m], index = 11, value = convert failed, it will be ignore.
---Warning---
Source data (TableName = Links, ColumnName =Width [m], index = 11, value = convert failed, it will be ignore.
---Warning---
Source data (TableName = Links, ColumnName =US_Level [m], index = 11, value = convert failed, it will be ignore.
    
```

Figure 6.18 Warning log or Error log message in the import/export configuration

Run: Execute the Import/Export setting

Upon verifying the specified configuration, the Import/Export job is executed by pressing the "Run" button. The import commences and the progress can be visualised in the Log View window.

Type	Message	Time stamp
Information	Insert WID network me_Sourc ...	7/31/2019 9:37:23 AM
Information	Insert WID network me_RTC ...	7/31/2019 9:37:24 AM
Information	Check MUSD for WID model	7/31/2019 9:37:25 AM
Information	Creating database indices	7/31/2019 9:37:26 AM
Information	Done. Time to import: 58.7123494 seconds	7/31/2019 9:37:27 AM
Information	Import finished.	7/31/2019 9:37:28 AM
Information	CS_MUSE ID. Time to create overview: 21 ms. Time to insert: 22 ms. Number of features: 339 (1333 links in total, showing 31.7 %)	7/31/2019 9:37:28 AM

Figure 6.19 Log view

6.3 Import/Export Workflows

6.3.1 Creating and executing new Import/Export configuration

1. Create the job(s) and sections by adding them with the respective 'Add Job' and 'Add Section' buttons.
2. Set up the job and sections.

The import/export tool may include several jobs, each of these containing several sections. Jobs and sections can be excluded/included in the actual execution by toggling the ON/OFF checkbox in the left side of each job or section header line.

3. Select the job(s) and section(s) to be applied by toggling the checkbox ON/OFF for those to be executed.
4. Click on the 'Verify' in the top ribbon. Once there are no errors the 'Run' button is activated and the user can click on it.



5. The import commences and the progress is visualised in the Log View window.

6.3.2 Reloading and executing existing Import/Export configuration

1. Create the job(s) and sections by adding them with the respective 'Add Job' and 'Add Section' buttons.
2. Set up the job and sections.
3. The import/export tool may include several jobs, each of these containing several sections. Jobs and sections can be excluded/included in the actual execution by toggling the ON/OFF checkbox in the left side of each job or section header line.
4. Select the job(s) and section(s) to be applied by toggling the checkbox ON/OFF for those to be executed.

Click on the 'Verify' in the top ribbon. Once there are no errors the 'Run' button is activated and the user can click on it.

5. The import commences and the progress is visualised in the Log View window.

6.4 Predefined Import and Export Routines

MIKE URBAN+ comes with some standard routines for import and export from and to commonly used formats. These include the following:

- Import of projects from MIKE URBAN Classic formats (*.MDB and *.GDB)
- Import of MIKE FLOOD model setup (complete MF setup, M21 model or only couplings)
- Import of EPANET model files
- Export of CS model setup to MIKE1D engine input file (M1DX)
- Export of 2D overland setup (M21 model or couplings)
- Export of WD model setup to EPANET model file

The predefined Import/Export jobs are accessed directly through the main "File" menu option, rather than going to the Import/Export tool.

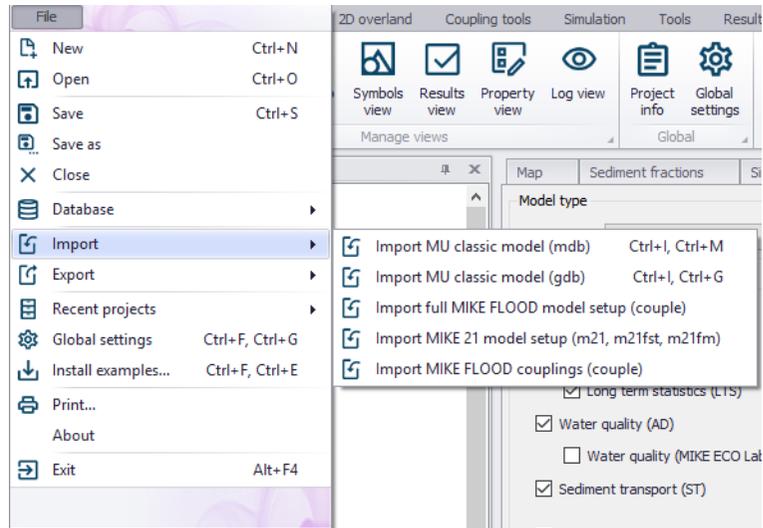


Figure 6.20 Example: Pre-defined Import jobs for MU+ CS, access from "File" menu

Any pre-defined import works in "Overwrite" mode, i.e. any content in the current MU+ Database will be deleted and replaced by the new contents.

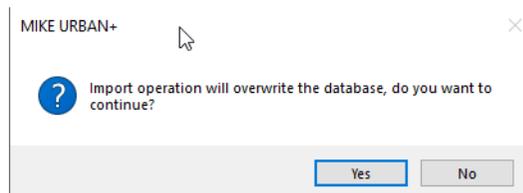


Figure 6.21 Before executing any the pre-defined import, user gets prompted to accept overwrite of any contents which might exist in the current target database.

6.4.1 Import from a MIKE URBAN Classic Model (MU+ CS and MU+ WD)

Importing a MU Classic model to MIKE URBAN+ requires that MIKE URBAN Classic (Release 2019) is installed on the computer. This is because the import routine applies some software components associated with MIKE URBAN Classic.

Before using the predefined import for a MU Classic model, it is necessary to update any old models to MIKE URBAN Classic Release 2019 or above so that the *.MDB or *.GDB source database is in the correct format. Ensure that all files (including any selection files, customised dhiapp.ini files, time series files, etc.) are all collated in the same folder as the MU Classic database.



Once the MIKE URBAN model is prepared, the following steps will import the model into MIKE URBAN+:

- Click on File|Import
- Choose the source file format "*.MDB" or "*.GDB"

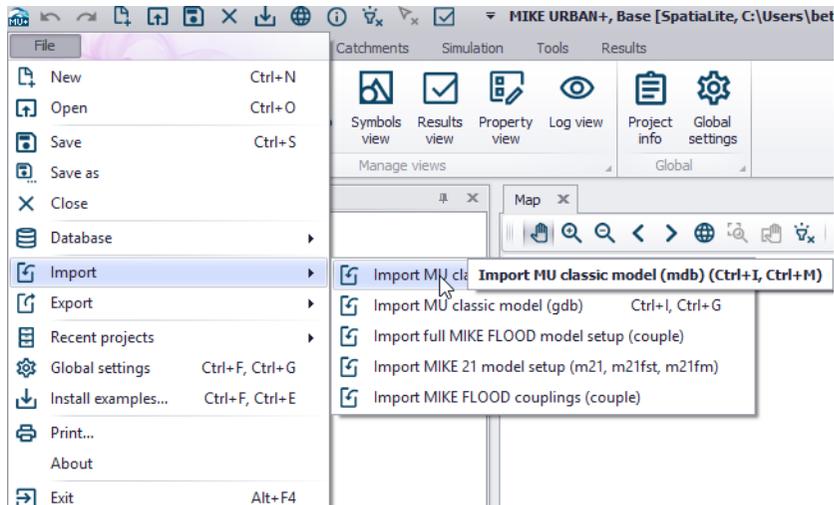


Figure 6.22 Accessing and activating the pre-defined import of a MIKE URBAN Classic project.

- Browse the source database

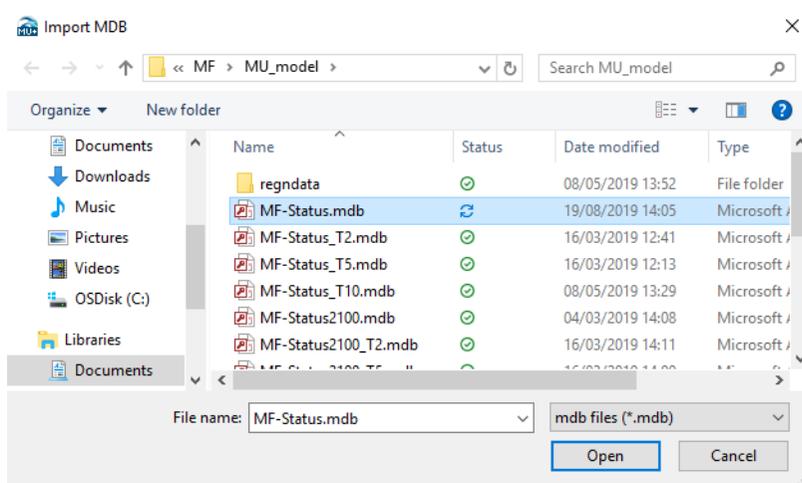


Figure 6.23 File-browser points to the wanted source database (*.MDB file or *.GDB directory).

- Press the 'OPEN' button, which will initiate the import process



- The progress and success (or failure) of the import can be followed in the Log View as well as a progress bar

Type	Group	Message	Time stamp
Information	General	Import is about to start	23/09/2019 09:42:59
Information	Import	Checking model scenario info ...	23/09/2019 09:43:00
Information	Import	Getting ESRI license	23/09/2019 09:43:00
Information	General	Importing from 'C:\Users\bet\OneDrive - DHI\Documents\Gåsebækren...	23/09/2019 09:43:11
Information	Import	Loading MU data to storage...	23/09/2019 09:43:22
Information	Import	Converting data unit...	23/09/2019 09:43:31
Information	Import	Saving data into storage...	23/09/2019 09:44:17
Information	Import	Creating MU+ database ...	23/09/2019 09:45:42
Information	Import	Creating all tables	23/09/2019 09:45:44
Information	Import	Copying data from mdb...	23/09/2019 09:45:46
Information	Import	Created 1000 rows in msm_Node... please wait	23/09/2019 09:45:49
Information	Import	WARNING: No rows in data table ms_2DBedResistance	23/09/2019 09:47:11
Information	Import	WARNING: No rows in data table ms_2DInitialCondition	23/09/2019 09:47:12
Information	Import	Warning: MIKE URBAN + does not support to import external raster l...	23/09/2019 09:47:13
Information	Import	Creating database indices	23/09/2019 09:47:14
Information	Import	Done. Time to import: 231.6356556 seconds	23/09/2019 09:47:15
Information	General	Import finished.	23/09/2019 09:47:16
Information	General	CS_MIKE1D, Time to create overview: 50 ms. Time to insert: 117 ms...	23/09/2019 09:47:19
Error	Validation	File not found: C:\Users\bet\OneDrive - DHI\Documents\Gåsebækren...	23/09/2019 09:47:23

Figure 6.24 Log View reports on import progress, and issues warnings and error messages. Upon completed import, the log should be carefully reviewed and in case of any anomaly reported, an appropriate action should be taken.

Import limitations of MIKE URBAN models

Known limitations of MU Classic projects import, i.e. data fully or partially excluded from the import process:

- Collection systems and Water distribution
- Scenario manager data are not imported. Only the data associated with MU Classic active scenario are imported.
- Collection systems only
- WQ Process model data (N/A in MU+)
- SRQ data (New concepts are implemented in MU+, see documentation)
- SWQ Surface Runoff pollutants (New concepts are implemented in MU+, see documentation)



- SWQ local treatments (N/A in MU+)
- ST data
- LTS statistics specifications (included as part of MU+ output definition)
- Emptying storage nodes (N/A in MU+)

6.4.2 Import of 2D Overland Setup Files (MU+ CS)

- Click on File|Import
- Choose one among three available options for overland model sources (complete MF setup, M21 model or only couplings)

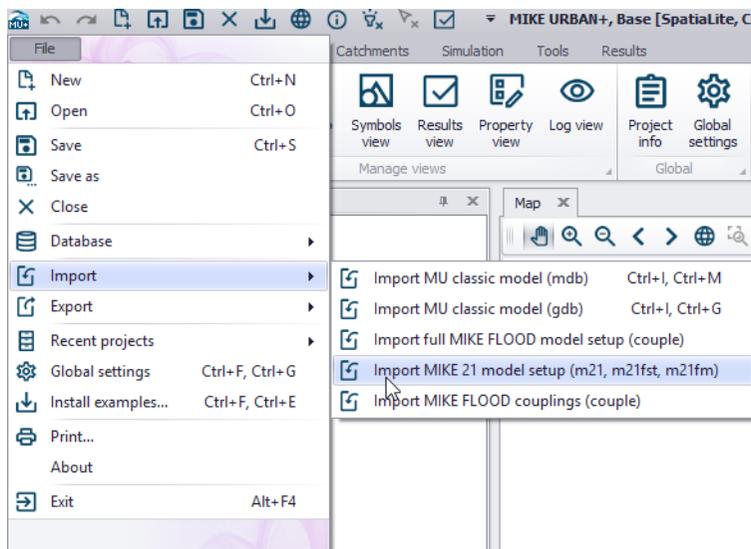


Figure 6.25 Accessing and activating the pre-defined import of a MIKE 21 model setup.

- Browse the source file

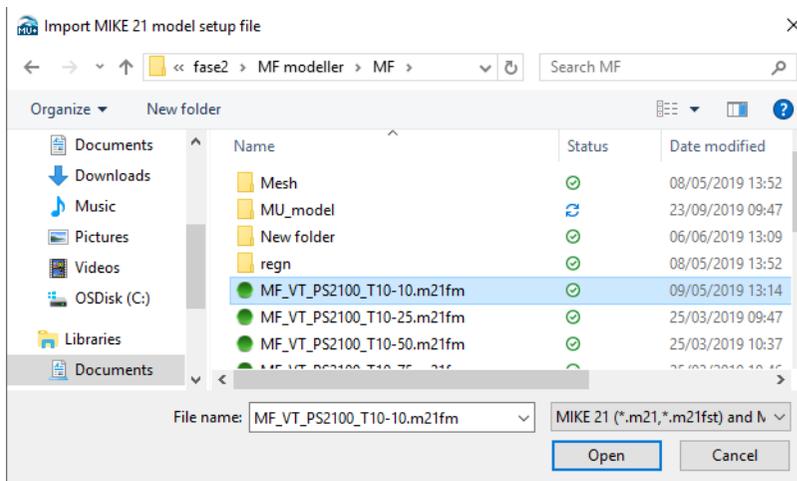


Figure 6.26 File-browser points to the wanted source file (*.M21, *.M21FST or *.M21FM). Alternatively, only coupling data or complete MF setup can be imported by pointing to a MF source file (*.couple).

- Press the 'OPEN' button, which will initiate the import process
- The progress and success (or failure) of the import can be followed in the Log View as well as a progress bar

Information	General	Import is about to start	23/09/2019 10: 19:22
Information	General	Importing from C:\Users\bet\OneDrive - DH1\Documents\Gåsebakre...	23/09/2019 10: 19:22
Warning	Import	MIKE 21 FM result file MF_VT_PS2100_T10-10_Hmax didn't save res...	23/09/2019 10: 21:19
Warning	Import	MIKE 21 FM result file MF_VT_PS2100_T10-10_T10 didn't save result...	23/09/2019 10: 21:19
Information	General	Import Flow Model FM (.m21fm) finished	23/09/2019 10: 21:20

Figure 6.27 Log View reports on import progress, and issues warnings and error messages. Upon completed import, the log should be carefully reviewed and in case of any anomaly reported, an appropriate action should be taken.

6.4.3 Import of EPANET File (MU+ WD)

- Click on File|Import|Import EPANET model

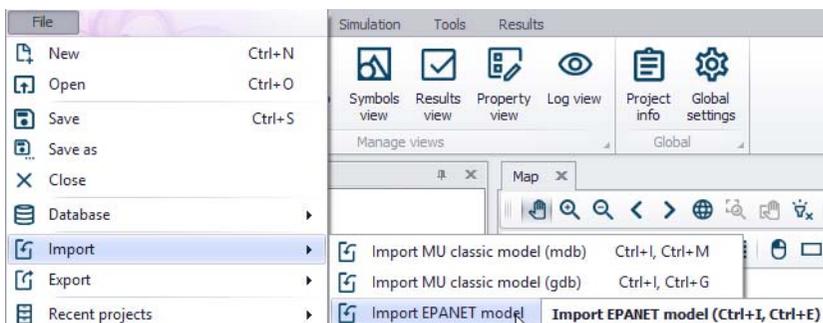


Figure 6.28 Accessing and activating the pre-defined import of EPANET model file (*.INP).

- Browse the source file (*.INP)

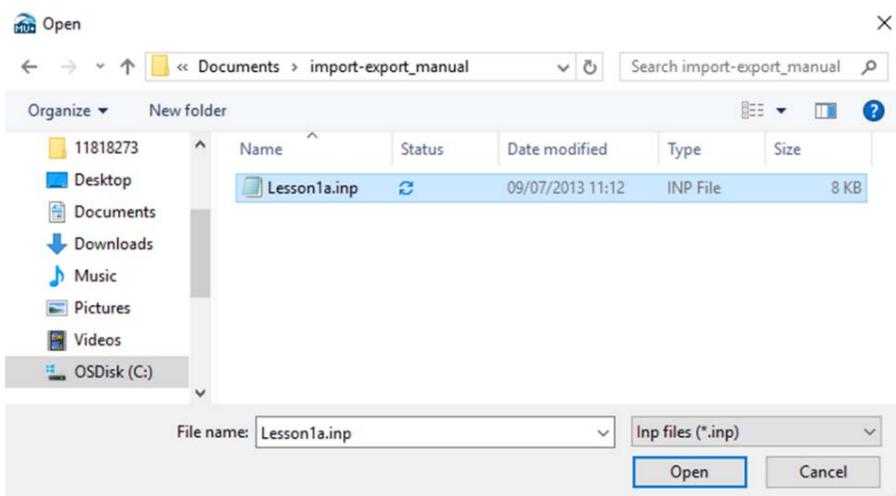


Figure 6.29 File-browser points to the wanted EPANET file (*.INP).

- Press the 'OPEN' button, which will initiate the import process
- The progress and success (or failure) of the import can be followed in the Log View as well as a progress bar



Type	Group	Message	Time stamp
Information	General	Import is about to start	23/09/2019 09:28:30
Information	Import	Pre-reading network components	23/09/2019 09:28:31
Information	Import	Processed pre-reading data	23/09/2019 09:28:31
Information	Import	Loading INP model into database...	23/09/2019 09:28:31
Information	Import	Import data table mw_PPpattern	23/09/2019 09:28:31
Information	Import	Done. Time to import: 0.8874665 seconds	23/09/2019 09:28:31
Information	Import	Creating database indices	23/09/2019 09:28:31
Information	Import	Import inp file finish successfully	23/09/2019 09:28:31
Information	General	WD_EPANET, Time to create overview: 1705 ms. Time to insert: 3 ms. Number of features: 11 (12 links in total, showing 91.7 %)	23/09/2019 09:28:34
Information	General	Import epanet model finished.	23/09/2019 09:28:34

Figure 6.30 Log View reports on import progress, and issues warnings and error messages. Upon completed import, the log should be carefully reviewed and in case of any anomaly reported, an appropriate action should be taken

6.4.4 Export to M1DX File (MU+ CS)

To export the model to an M1DX file:

- Choose File|Export
- Click on 'Export to M1DX file'

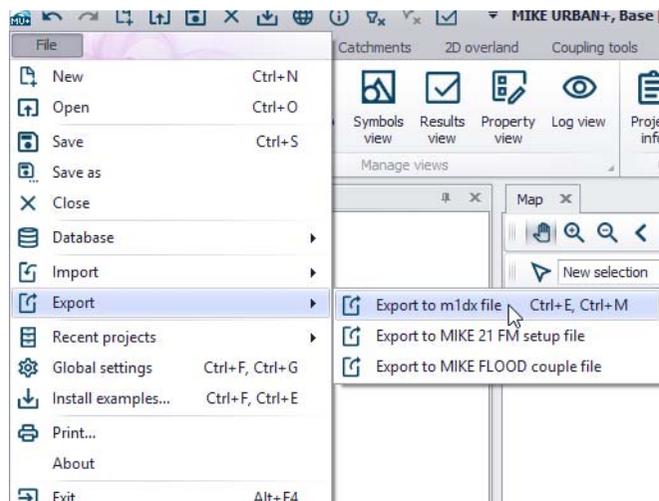


Figure 6.31 Accessing and activating the pre-defined export of MU+ CS project to MIKE1D input file (*.M1DX).

- Browse the location to export the new MIKE 1D file
- Optionally change the name of the new export file which has by default the name of the current project

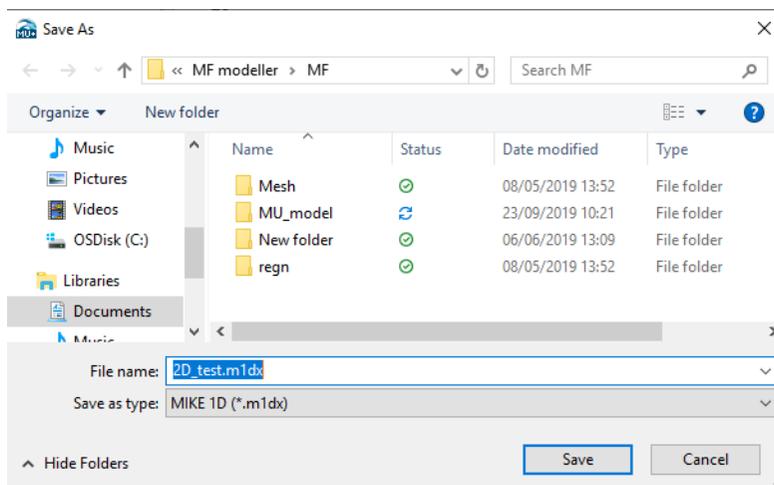


Figure 6.32 The file is saved at a location specified by the user. Per default, the file-name is given as the name of the MU+ source database but can be modified by the user.

- Press the 'Save' button

After the export has completed, the dialog will be closed automatically. Two files are created (CS network): MIKE Zero Cross Sections (*.XNS11) and an M1DX File (*.M1DX).

6.4.5 Export to MIKE 21 FM Setup File (MU+ CS)

To export the model to an *.M21FM file:

- Choose File|Export
- Click on 'Export to MIKE 21 FM setup file'

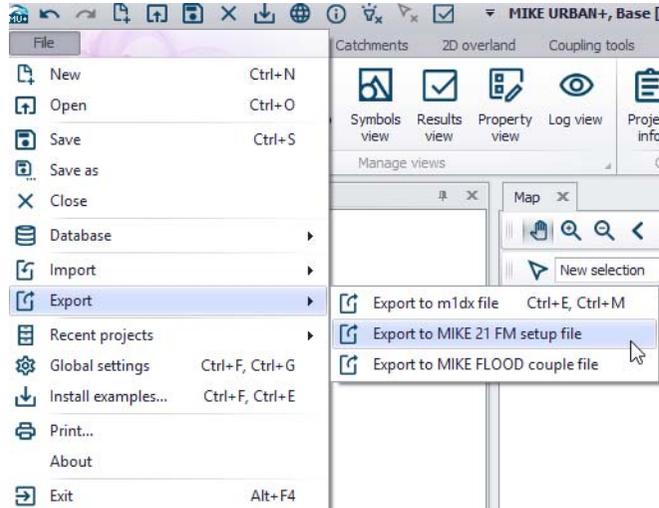


Figure 6.33 Accessing and activating the pre-defined export of MU+ 2D overlaid data MIKE 21 FM model file (*.M21FM).

- Browse the location to export the new MIKE 21 FM file
- Optionally change the name of the new export file which has by default the name of the current project

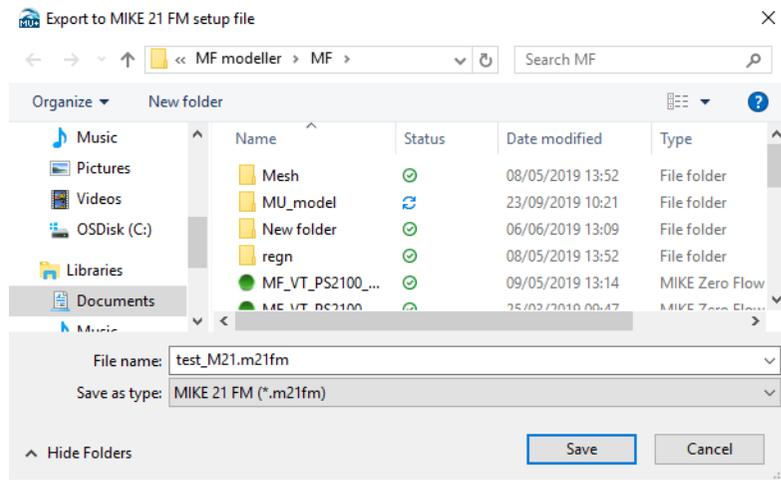


Figure 6.34 The file is saved at a location specified by the user. Per default, the file name is given as the name of the MU+ source database but can be modified by the user.

- Press the 'Save' button



6.4.6 Export to EPANET Model File (MU+ WD)

To export the model to an EPANET *.INP file:

- Choose File|Export|Export EPANET model

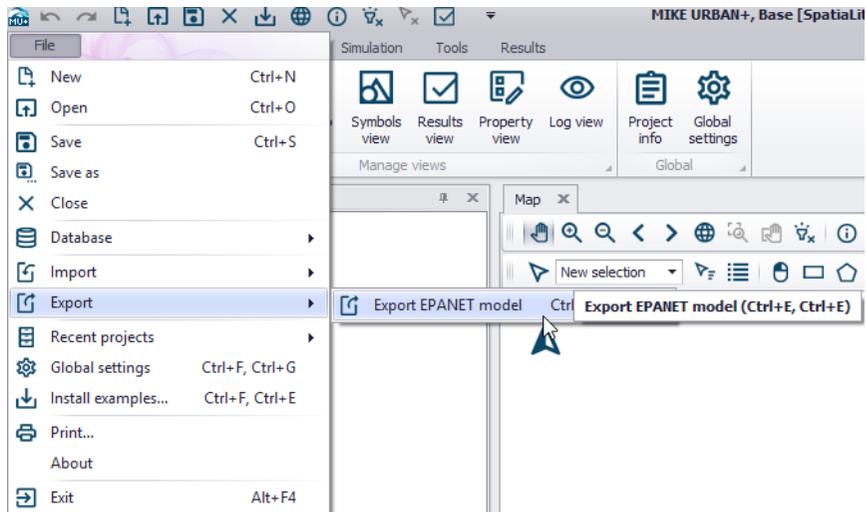


Figure 6.35 Accessing and activating the pre-defined export of MU+ WD project to EPANET model file (*.INP).

- Browse the location to export the new EPANET model file
- Optionally change the name of the new export file which has by default the name of the current project

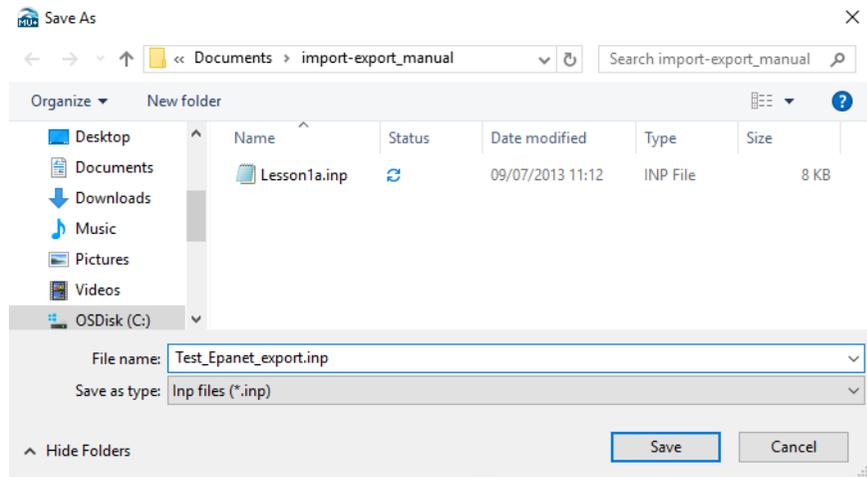


Figure 6.36 The EPANET file is saved at a location specified by the user. Per default, the file name is given as the name of the MU+ source database but can be modified by the user.

- Press the 'Save' button

6.5 Cloning the MU+ Database

This functionality creates a new database of the specified type and populates it with the data contained in the actual source database.

For the difference with "Project|Save as", this operation does not create a new MU+ project file (*.MUPP), but only a database.

This is useful as data backup and/or when migrating between different database formats (SQLite -> PostGIS or PostGIS-> SQLite).

To clone MU+ database:

- Choose File|Database|Clone the database...

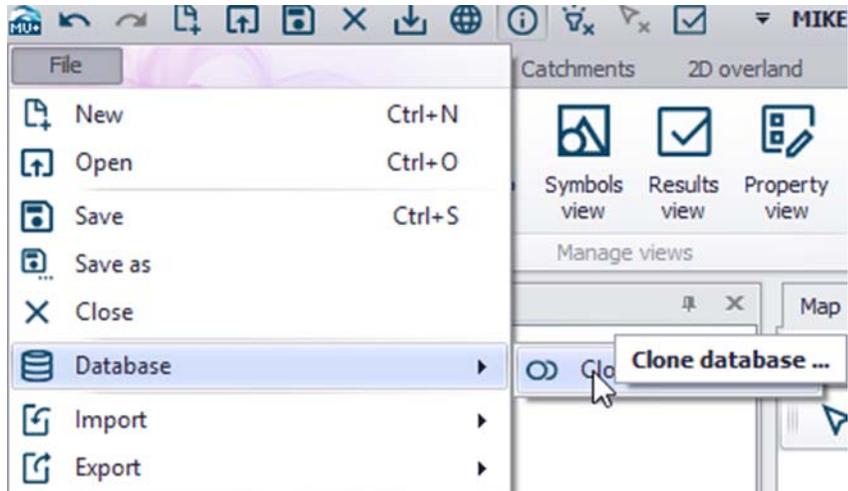


Figure 6.37 Accessing and activating the database cloning functionality

- Choose the target database type
- Browse the location to store the database clone and specify the new database name

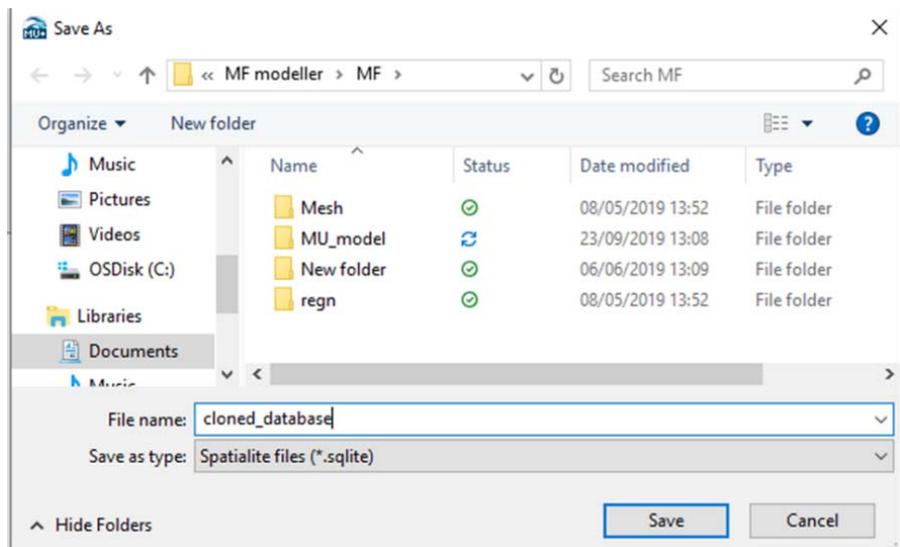


Figure 6.38 The database clone is saved at a location and name specified by the user.

- Press the 'Save' button

Note that creating a new PostGIS database requires adequate user privileges.



7 Flagging

7.1 Introduction to MIKE URBAN+ Data Flags

MIKE URBAN+ provides the ability to track your data in a very flexible way. The tracking is done by assigning user defined 'flags' (status codes) to the data. A user has complete control of how many flags are used, the purpose and associated values.

7.1.1 What are flags?

Flags (Status Codes) are additional data attributes in the database that can be set to an integer value with a user defined meaning, useful for quality assurance, filtering and interrogation of the model. "Status Codes" is an internal table that maintains a customized list of internal values and corresponding names. Typically, when viewed within the user interface, names rather than integer values will be visible to the user.

7.1.2 What can be flagged?

Status codes can be assigned in all tables representing the physical model (i.e. pipes, manholes, nodes, pumps, catchments etc.). Status codes can be defined at two levels:

- **Record level:** This type of flag can be assigned to a record in a table. E.g. a node. A typical use could be to keep track of the data source or a status. The database field ID for this type of flag is 'Element_S'.
- **Attribute level:** The physical attributes of the model elements such as diameter, sizes or levels can have flags defined for individual attributes within a table record. These flags are typically useful for tracking data manipulation and editing operation. The database fields containing these flags contain a suffix "_S". For example, the "Diameter_S" field contains the corresponding flag to Diameter.

7.2 Defining Status Codes

MIKE URBAN+ comes with a set of predefined values which can be accessed in a model component table via the "Description" tab, "Status" drop-down list.

This default list of status codes can then be extended to include codes more relevant to your workflow. For example, "Surveyed 01/01/2019". Code numbers do not have to be consecutive but must be unique.



ID	Asset ID	Model	Critical level [m]	Status	Network type	Description
1	Node_251			3: Imported	2: Storm Water	Underground network
2	Node_252	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
3	Node_253	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
4	Node_254	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
5	Node_255	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
6	Node_256	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
7	Node_257	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
8	Node_258	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
9	Node_259	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
10	Node_260	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
11	Node_261	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network
12	Node_262	0 StormWater_manholes_project.shp		3: Imported	2: Storm Water	Underground network

Figure 7.1 Customising status codes

Code	Code name
1	Model
2	GIS
3	Imported
4	Inserted
5	Modified
6	Calibrated
7	Verified
8	Erroneous
9	Unknown
10	Other
11	Interpolated
12	Need Site Inspection
13	As built drawings
14	Surveyed 01/01/2019

Figure 7.2 Defining status codes

While the underlying database uses the code values (integer), the code names (text) are visible in the MIKE URBAN+ graphical user interface. When using the field calculator the integer code value is expected or when access-



ing the database outside of the MIKE URBAN+ interface (ArcGIS, SQLite/PostGIS) only the code value is available.

7.3 Setting a Flag

The default value for all flags is 'null'. The value for a flag may be set by one of several methods:

During Import

Setting a flag value during an import is the easiest way to track the data source in cases where there are multiple data sources. This is done in the assignment specification as presented in Figure 7.3. where the record level flag is set to have a code value of 1 (Element_S = 1). The code value must correspond to the integer value of the status code, rather than the code name.

If your source database has a tracking/flagging field defined, this can be imported using the source data field ID and utilised to keep the two data-bases synchronised. Refer to the example in Figure 7.4 where "Diameter_S" is set to equal "Data_source".

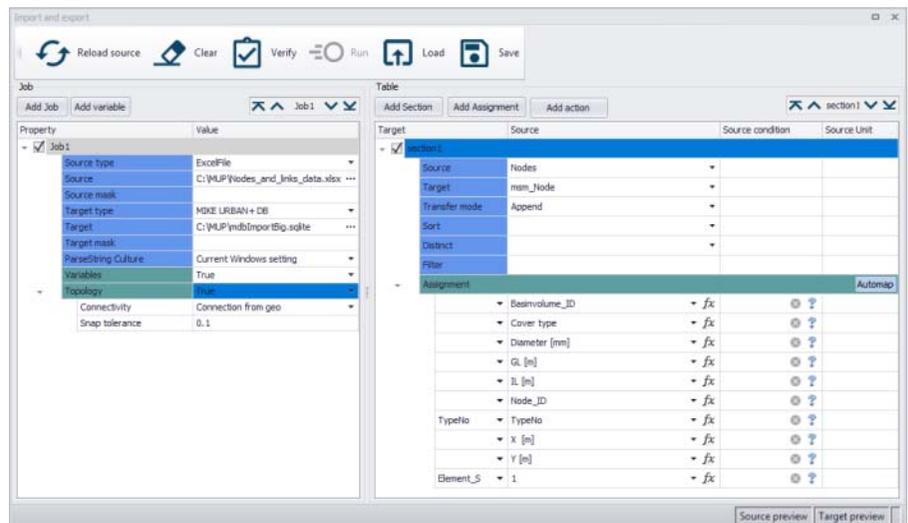


Figure 7.3 Setting the flags when importing data

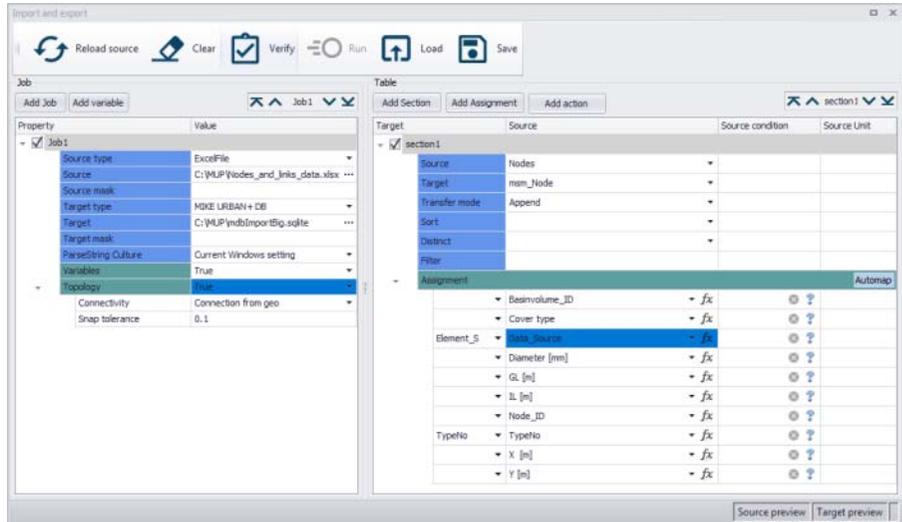


Figure 7.4 Importing flags from external source

Assigning Flags with Bulk Editing Tools

Several of the tools in MIKE URBAN+ that modify data en masse will offer to flag the affected records and attributes. By selecting the desired status code when prompted by the tool, the data updated in that session will be flagged, enabling further filtering, processing, checks or tracking.

As an example, the assignment tool is often used to fill data gaps. Figure 7.5 shows how to flag all affected node records as "Model" and all Diameters as "GIS". To force the assignment of a status code, the lower two boxes in the "Overall assignment" screen need to be ticked on, and the desired status code value selected from the drop-down list.

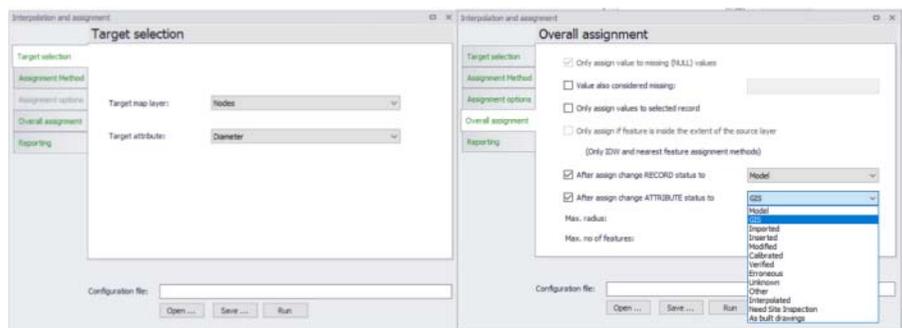


Figure 7.5 Using the assignment tool for setting the flags



Other Means of Setting the Flags

Flags can also be assigned by direct manual editing in the data tables. The values can be either typed directly into the Status field for each record or selected from a drop-down list. The Field Calculator can be used for flagging multiple records at a time. The entered values are automatically validated to ensure that they correspond to those available in the list of status codes.

7.4 Using the Flags

Flags are useful for finding, selecting, filtering, categorizing, reporting, processing and general tracking of model features and data quality.

Using status codes for feature selection is demonstrated in Figure 7.6. Note that only code values are visible in this dialog. Click on "Get Unique Values" to generate a list of all available status codes to use in the selection expression.

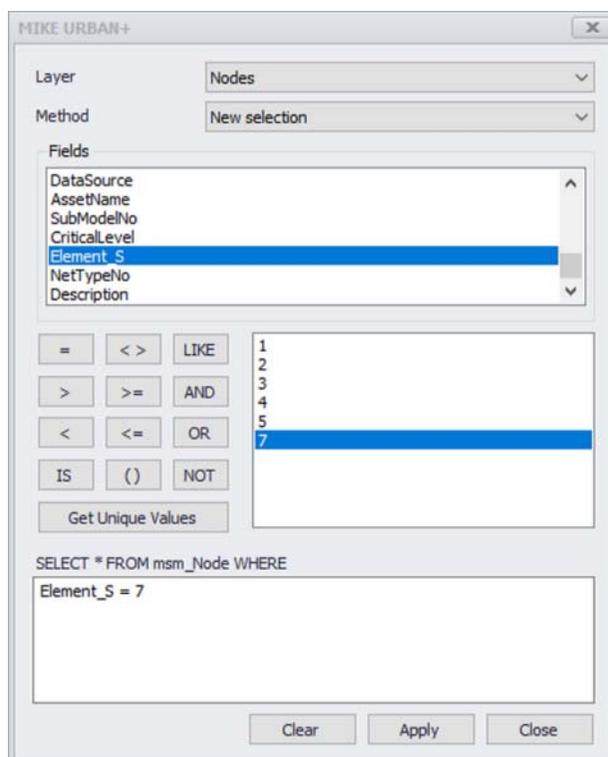


Figure 7.6 Selection by attribute

The flags are also very useful for visually displaying data quality information. For example, highlight areas with a low confidence in data quality. The symbology can be customised to assign different symbols and colours as shown



in Figure 7.7. In this way it is easy to provide both an overview and at the same time highlight important features.

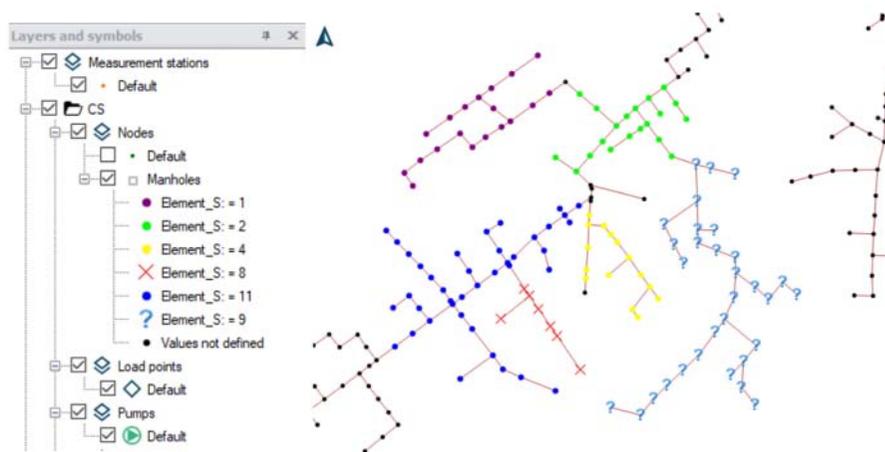


Figure 7.7 Utilizing symbology to display flags



8 Editing Tools

MIKE URBAN+ is very flexible in how a water distribution or a collection system model can be developed. Raw data can be brought into the model using a variety of input methods such as importing the data from a range of supported formats (see Chapter 6 Import and Export (p. 99)), utilising a range of tools available within the interface (e.g. Chapter 13 Interpolation and Assignment Tool (p. 207)), direct data entry into the MIKE URBAN+ tables or by visually digitising the pipe network through the MIKE URBAN+ Map interface.

8.1 Overview

Graphical editing tools are available for all network components such as:

- Model network elements (e.g. junction nodes, pipes, sewer manholes, storage tanks, pumps, valves),
- Demand points (consumption points),
- Load allocation points, or
- Catchments

Within each MIKE URBAN+ database table, functionality exists to efficiently edit the attributes of each model component.

Any alterations or changes made are immediately visible on the map and are automatically applied to the database tables. As each individual edit or update is recorded within a session, unlimited Undo and Redo is available, as long as the application is not closed.

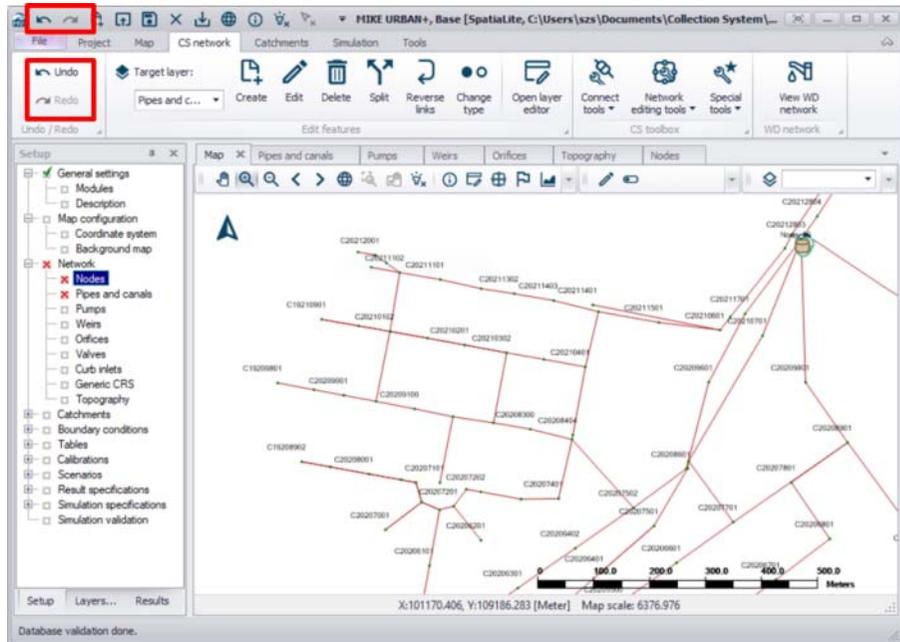


Figure 8.1 MIKE URBAN+ Graphical user interface with unlimited Undo and Redo functions

8.2 Graphical Editing

The easiest way of spatially defining a collection system or water distribution network, especially for smaller network additions to a model, is to graphically digitise the elements through the Map view.

To display the Map view, select Project | Map view. The Map view opens a drawing surface using the default coordinate system as defined during the creation of the MIKE URBAN+ project.

By utilising background maps (aerial photos, terrain, cadastral, asset layers, etc.) loaded into the Map view, components of a model can easily be graphically constructed.

8.2.1 Toolbars

Graphical editing tools, available in the CS/WD Network ribbon or in the map view toolbar are used for interactively defining components of the collection system or water distribution system.

First a "Target Layer" must be selected. Figure 8.2 and Figure 8.3 show the graphical editing tool bars for collection systems and water distribution systems respectively.

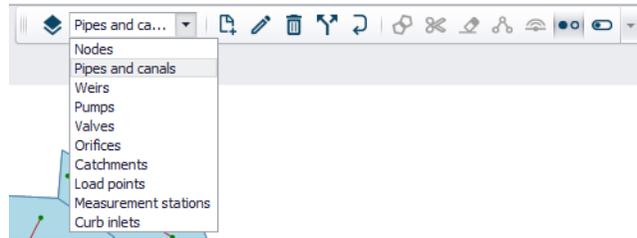


Figure 8.2 Collection System Network editing tools - Map view

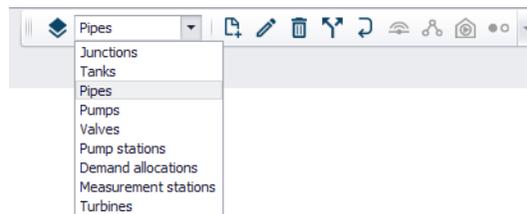


Figure 8.3 Water Distribution Network editing tools - WD Network ribbon

After selecting a Target layer, the editing tools are available, and the required tool can be activated by clicking on the icon. The tool remains active until the icon is clicked again. Depending on the individual tool, a number of mouse-click actions are available within the Map view. Generally, single left mouse clicks will define extents, double clicks will complete the action, "enter" will finalise an action and "escape" will abort the tool.

A list of editing tools with a short description is summarised below.



Create new feature

This tool activates the ability to add a new network component, depending on the component type (target layer) selection.

Points (e.g. Nodes/Junctions) are added using a single mouse click on the map view. If the mouse click occurs over an existing pipe, the symbol for a new node will appear on the pipe and you will be asked if you would like to split the pipe. "Yes" will create a new node and split the existing pipe in two, automatically connecting the node and pipes. "No" will create a node but not split the existing pipe, therefore the node will not be automatically connected to the network.

Other network components that are represented by a line (pipes, weirs, valves, etc.) require a single mouse click to start the digitisation. If the first click occurs over an existing point feature, a line feature will automatically be connected to this point. The line feature can continue being digitised using single clicks but a double mouse click is required to complete the line. If the double click occurs over a point feature, the network component will automat-



ically be connected to this node. If the double click does not occur over a point feature, a new node/junction will automatically be created.

New polygon features (catchments) are defined with single mouse clicks on the map view to define the polygon shape and a double click (or click "enter") to complete the polygon.

If the digitisation of a new feature needs to be aborted partway through, click the "Esc" button on your keyboard or click on the "create new feature" button in the MU+ interface again to deactivate the tool.



Edit

This tool is used to alter the geometry of an existing feature within the Map view. Click on the tool to activate it and then click on the network element to be changed. For point elements, its location can be shifted. Shapes or lines (e.g. catchments or pipes) can be moved after clicking on the grab icon in the middle of the element. It is also possible to move the points defining a catchment or a pipe and therefore resize or rotate them.



Delete features

This tool is used to delete components within the Map view. Firstly, activate the tool by clicking on the icon. As you move around the visible network in the Map view, the cursor will change to + over an element that can be deleted, based on the selected target layer. Click on the element to delete it. Remember, it is possible to undo a deletion if something is deleted by mistake.



Split

This tool is used to graphically split a feature. To split a pipe, select the tool and click on the location of where the pipe is to be split. The tool automatically inserts a node at the split location. To split a catchment, draw a line across the catchment shape by a single click to start and a double click to complete the line (start and end must be outside the catchment boundary). The tool automatically deletes the existing catchment record and inserts two new catchment records.



Reverse orientation of a line

This tool is used to swap the orientation of a line feature (from and to nodes/junctions) by clicking on the pipe. It is not possible to visually view the changes unless the pipe symbology has directional arrows included. The "From" and "To" node/junction change will be visible in the database tables.



Change element type

This tool is used to replace the type of point or line element, dependent on the selected target layer. A pipe can be replaced by a weir, pump, valve or orifice. A manhole can be replaced with a basin, outlet and junction.



-  ***Open/Close element***
This tool is used to open or close a pipe within the network. Closing and opening actions alternate with every click. There is no visual change in the pipe appearance unless a dedicated symbology is used, but the underlying property "Enabled" will change and can be checked in the network tables. This tool is only available in Collection system mode.
-  ***Append catchment***
This tool is used to insert a new catchment graphically by appending it to the external boundaries of existing catchments. Digitising the new catchment must start and end within an existing catchment. The face of the new catchment will automatically align with the existing catchments
-  ***Clip catchment***
This tool is used to clip existing catchments defined by a polygon shape, excluding the remainder of the catchment. Activate the tool to draw a polygon (clipping extent). This can span over one or more catchments. Single mouse clicks will define the polygon and a double click will complete the polygon. To finalise the clip, click on "Enter" on your keyboard and then the underlying catchment/s will be clipped, maintaining the same attributes as the original catchments except for the geometrical area.
-  ***Erase catchment***
This tool is used to define an area of a catchment to be removed from an existing catchment (opposite of the clip tool). Single clicks will digitise the extent of the polygon to be removed, a double click will complete the polygon and once "enter" is selected on the keyboard, a polygon will be deleted from the existing catchments.
-  ***Connect catchment***
Once a catchment is selected, this tool is used to connect the selected catchment to a node or a link by simply activating the tool and clicking on a node or link. If a node is selected, a new catchment connection will be created, appearing visually on the map and as a new row in the catchment connections table. It is important to note that a catchment can be connected to multiple nodes. If a link is chosen to connect the catchment, the chainages of the link to distribute the catchment load will be requested. For catchments distributed to multiple nodes and links, the proportion of rainfall runoff and population equivalent from the catchment going to the node/link must be defined.
-  ***Connect Pump Station (only in WD network)***
This tool is used to connect a pump station to the water distribution network.
-  ***Connect Demand Allocation (WD)/Connect load (CS)***
This tool is used to connect either a demand allocation or a load point to the network.

Connect Station (both in CS and WD)

This tool is used to connect a measurement station to the network.

In addition to using the editing tools described above that allow you to work on an individual network element or define your network layout, there are several bulk editing tools associated with the selection toolbar. These tools, such as "Delete", union of pipes, etc will be executed on all selected network elements. (see Selection (p. 45))

8.3 Graphical Editing Step-by-Step Example (CS)

Select the Collection system mode (Project | Model | Collection System from the main ribbon at the top of the MIKE URBAN+ interface). Make sure that all the modules you will need are turned on (Setup tab on the left, General Settings, Modules - Collection systems). E.g. if you will have catchments, make sure that the "Rainfall-runoff (RR)" module is ticked on.

The main components of a sewer network can be defined as points (man-holes), lines (pipes, weirs, etc) and polygons (catchments). Either in the Map view (Project, Map view) or in the CS Network and Catchments ribbons, graphical editing tools are available. First, select the "Target layer" from the drop-down list and the available tools for the selected target layer will be visible. Figure 8.4.

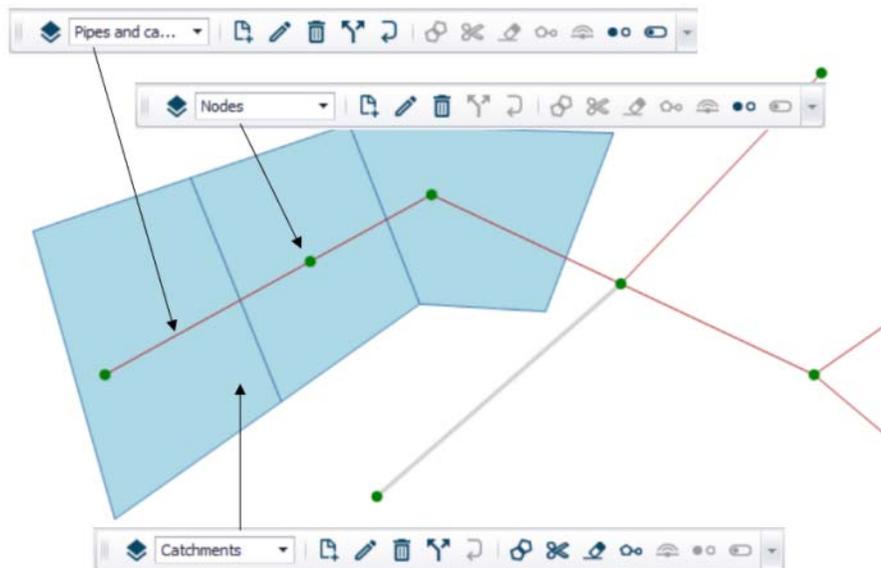


Figure 8.4 Tools activated for different "Target layers" (pipes, nodes, catchments)



To create new network components and add them to the model, first select the appropriate target layer, such as Nodes. The target layer selection will enable an appropriate set of tools.

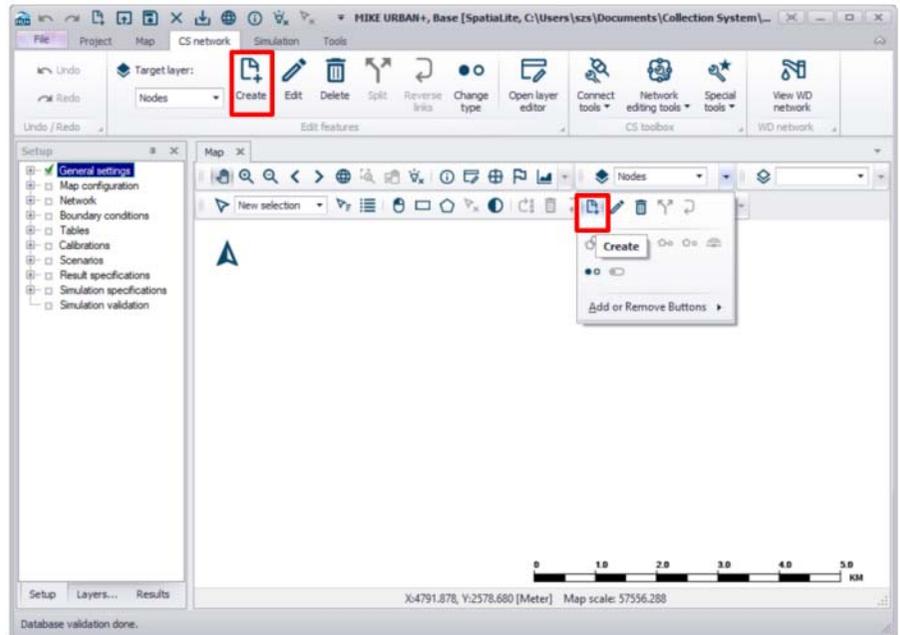


Figure 8.5 Use the Create tool to digitise nodes (manholes) for the collection systems network

Click on the Create tool from the network editing ribbon or floating toolbar, as shown in Figure 8.5. The icon will become active (it will appear pressed down) and you can point and click within the Map window to graphically add manhole locations. When finished, click the Create tool again (it will pop back up) to deactivate the tool.

When adding nodes, you can change the type of node you want to create. For sewer networks, nodes can be manholes, basins, outlets or soakaways (Figure 8.5).

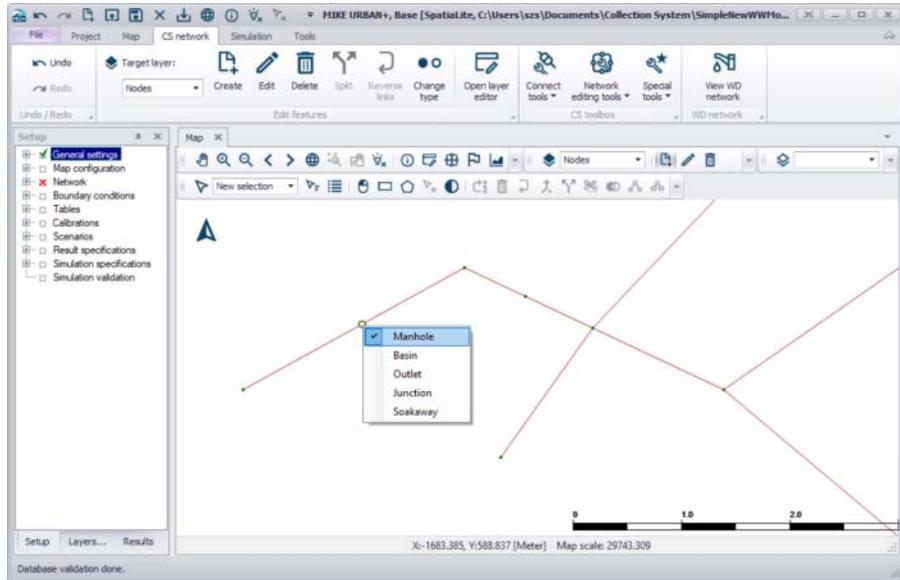


Figure 8.6 Right-click while in the node create mode will prompt you to select what type of node you want to create

To digitise links, select the Pipes and Canals layer from the Target Layer drop down list and click within the Map view to graphically add links using single mouse clicks to define the link and a double mouse click to complete a link. Continue digitising links while the tool is active. Tip: use the "Esc" button on the keyboard to keep the tool active but start digitising in a different area of the model. Note that the cursor changes to a circle when snapping onto existing nodes. If no node exists at the completion of a pipe digitisation, a new node will be created. To finish, click on the Create tool again to deactivate it.

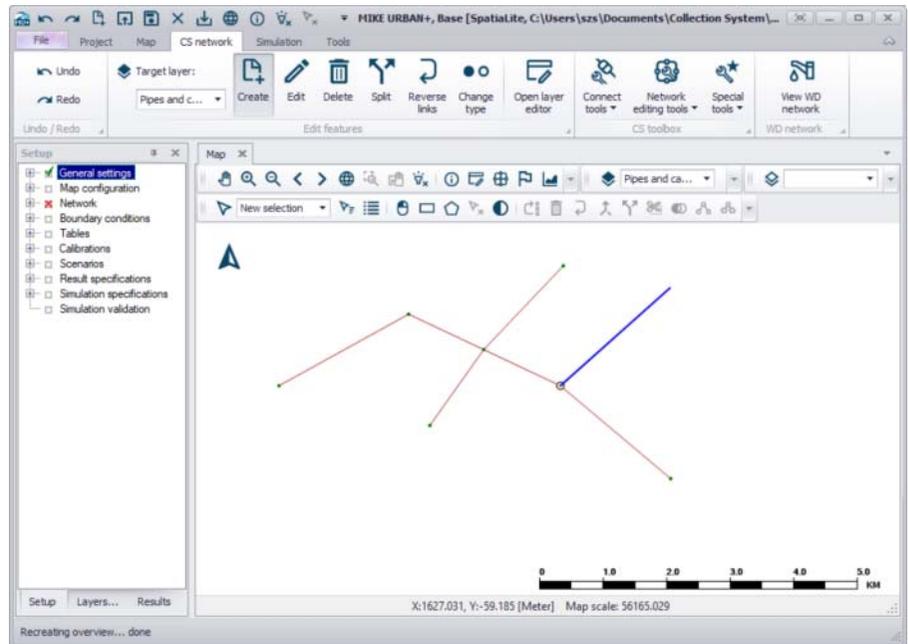


Figure 8.7 Use the Create tool for interactively laying out the network pipes in the CS mode

Catchments are defined as polygons. Digitise the polygon by clicking around the catchment extent to close a shape. Double-click to complete the catchment. To add an adjacent catchment without gaps or overlaps, activate the append polygon tool and then start the new catchment within the existing catchment, digitise the outer boundary (there is no need to digitise along the shared boundary) and then double click back in the existing catchment to complete. A new catchment will be created with the shared face between catchments exactly in line with each other, as shown in the Figure 8.8.

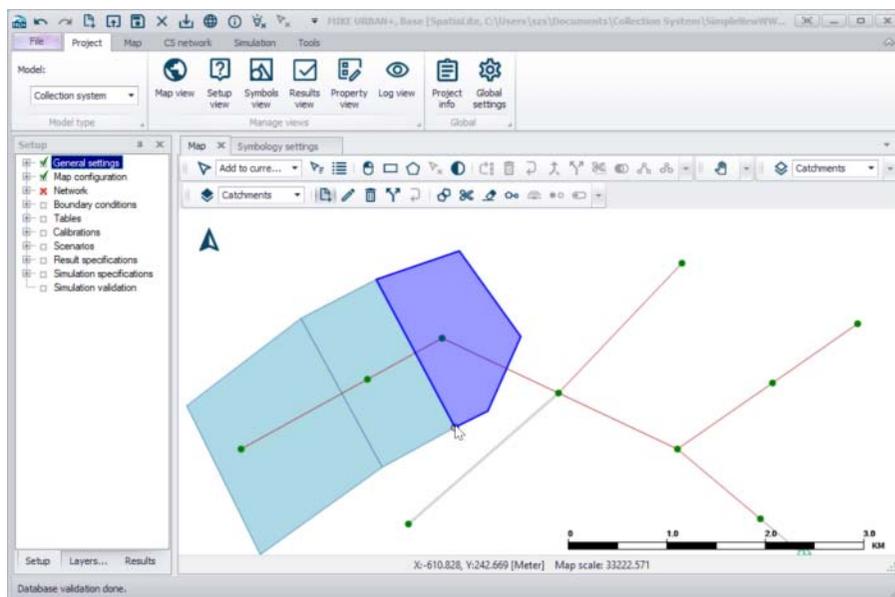


Figure 8.8 Graphically appended catchments

To graphically digitise water network components, activate the water distribution mode by selecting Project | Model | Water Distribution from the main ribbon. The process of graphically adding pipes, junctions or any other network elements is the same as described above for the collection system described above.

8.4 Using the Editors

Once components of a model have been graphically digitised or imported into the model, there is often a need to edit the attributes of an element. This can be done by manually typing attribute data into the Editors or by utilising MIKE URBAN+ selection tools (Refer to Chapter 2.4.3 Map Menu (*p. 44*)) and table editing tools to edit the data en masse.

8.4.1 Identify the Location to Edit

A number of different methods exist to locate the attributes of the model to be edited.

MIKE URBAN+ has automatic data validation where missing or incorrect attributes are highlighted in orange. Model components where the data validation has identified issues can be summarised by ticking on "Show data errors" as shown in the figure below.



ID	X coordinate [m]	Y coordinate [m]	Node type	Diameter [m]	Ground level [m]	Bottom level [m]	Basin geometry	Cover type
1	-687855.409395884	-1055866.83995351	Manhole	1	1			Normal
2	-687543.639131377	-1056045.66820621	Manhole	1	1	2.1		Normal

Figure 8.9 Show data errors

As the Map view is synchronised with the tables, locations can be selected in the Map view and the row corresponding to the highlighted element will be highlighted in blue in the table. Conversely, rows selected in the table will be highlighted in the Map view to visualise the locations.

Selected rows can be visualised together by ticking on "Show selected" as shown in the figure below.

ID	X coordinate [m]	Y coordinate [m]	Node type	Diameter [m]	Ground level [m]	Bottom level [m]	Basin geometry	Cover type	Buffer pressure
1	-687927.899108887	-1056058.40008545	Manhole	1	196.03	194.31		Normal	
2	-687911.100402832	-1056083.79962158	Manhole	1	195.99	194.34		Normal	
3	-687794.899291992	-1056089.89978027	Manhole	1	196.61	194.72		Normal	
4	-688009.499389648	-1056067.10101318	Manhole	1	197.17	193.58		Normal	
5	-687889.300476074	-1056179.70019531	Manhole	1	196.59	193.39		Normal	
6	-687803.299804688	-1056198.00061035	Manhole	1	196.88	193.44		Normal	
7	-687977.20111084	-1056023.40100098	Manhole	1	195.92	194.07		Normal	
8	-687926.800109863	-1056041.10070801	Manhole	1	196.04	194.12		Normal	
9	-687887.200378418	-1056056.19989014	Manhole	1	196.24	194.39		Normal	
10	-687839.600524902	-1056074.50030518	Manhole	1	196.44	194.43		Normal	

Figure 8.10 Summarise the selected rows by ticking on "Show selected"

A left mouse click on a table heading sorts the data (ascending to descending and vice versa). So outlying values can easily be identified, or a particular value can be found more efficiently.

Filters exist to sort by a table heading, a type of model component (e.g. manhole, basin, outlet or soakaway) or filter by typing part or all of the ID.



Map Nodes X

Identification

ID 36 X -687510.398925781 [m] Insert

Y -1056476.50109863 [m] Delete

Geometry Cover Flow regulation Head loss Pressure node Soakaway Description

Node type Manhole Ground level 199.63 [m]

Diameter 1 [m] Bottom level 196.12 [m]

Basin geometry Edit

ID	X	Y coordinate [m]	Node type	Diameter [m]	Ground level [m]
1	10	-1056577.00012207	Manhole	1	199.98
2	36	-1056476.50109863	Manhole	1	199.63
3	37	-1056446.60101318	Manhole	1	199.62
4	38	-687514.298828125	Manhole	1	199.58

Map Nodes X

Identification

ID 36 X -687510.398925781 [m] Insert

Y -1056476.50109863 [m] Delete

Geometry Cover Flow regulation Head loss Pressure node Soakaway Description

Node type Manhole Ground level 199.63 [m]

Diameter 1 [m] Bottom level 196.12 [m]

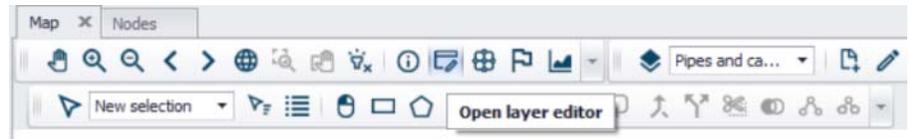
Basin geometry Edit

ID	X coordinate [m]	Node type	Diameter [m]	Ground level [m]
1	10	Manhole	1	199.98
2	36	Manhole	1	199.63
3	37	Manhole	1	199.62

Figure 8.11 Filtering by header or model component type

A right click on a table heading opens the possibility to select by column, or select by attribute. (Refer to Chapter 2.4.3 Map Menu (p. 44) for more on selecting by attribute).

One way of automatically opening a table to the correct location (ID) is done through the Map view. Click on the tool, click on a location on the map (e.g. the pipe of interest) and the appropriate table will open in a new tab at the correct location showing the corresponding attributes.



8.4.2 Editing the Data in the Editor Table

Once the location to be edited is identified, there are a few ways to edit attributes.

Information can be manually typed into the form fields, where the input fields displayed correspond to where the small triangle appears on the row ID. Alternatively, values can be manually input into the table at the bottom of the screen.

The most useful method to edit data en masse is to use the field calculator which is available by right clicking on a table header. An expression editor is then available where simple or complex expressions can be written to edit selected rows. If no rows are selected, the expression will be applied to the entire column.



The screenshot displays two windows from a GIS software interface. The top window, titled 'Nodes', has a 'Map' tab and a 'Nodes' sub-tab. It contains an 'Identification' section with fields for 'ID' (value: 23), 'X' coordinate (-687856.001098633 [m]), and 'Y' coordinate (-1056474.30090332 [m]), along with 'Insert' and 'Delete' buttons. Below this is a 'Geometry' section with tabs for 'Cover', 'Flow regulation', 'Head loss', 'Pressure node', 'Soakaway', and 'Description'. The 'Pressure node' tab is active, showing 'Node type' as 'Manhole', 'Ground level' as 198.98 [m], 'Diameter' as 1 [m], and 'Bottom level' as 195.7 [m]. There is also a 'Basin geometry' dropdown and an 'Edit' button. At the bottom of this window is a table with columns: ID, X coordinate [m], Y coordinate [m], Node type, Diameter [m], Ground level [m], and Bottom level [m]. The table contains four rows of data. A context menu is open over the 'Diameter' column of the first row, with options: 'Select column', 'Field calculator' (highlighted), and 'Select by attribute'. The bottom window is titled 'Edit expression - Diameter'. It has a 'History' section with a dropdown and 'Save' and 'Open' buttons. The 'Expression' section has 'Variables' and 'Functions' dropdowns, and 'Domains' and 'Operators' dropdowns. The expression field contains the text 'Diameter = :Expected expression return type is Double' and 'Position 1:4'. Below the expression field is a red error message '1.2' and an 'Error list' section. At the bottom right are 'OK' and 'Cancel' buttons.

Figure 8.12 Editing data using the field calculator

Another method of editing database values is to edit values within the Property and Result Explorer. Activate the Identify tool in the Map view, and click on the item of interest (e.g. node). In the table that appears as part of the identify tool, values can be directly edited and will be automatically synchronised with the map and database tables.

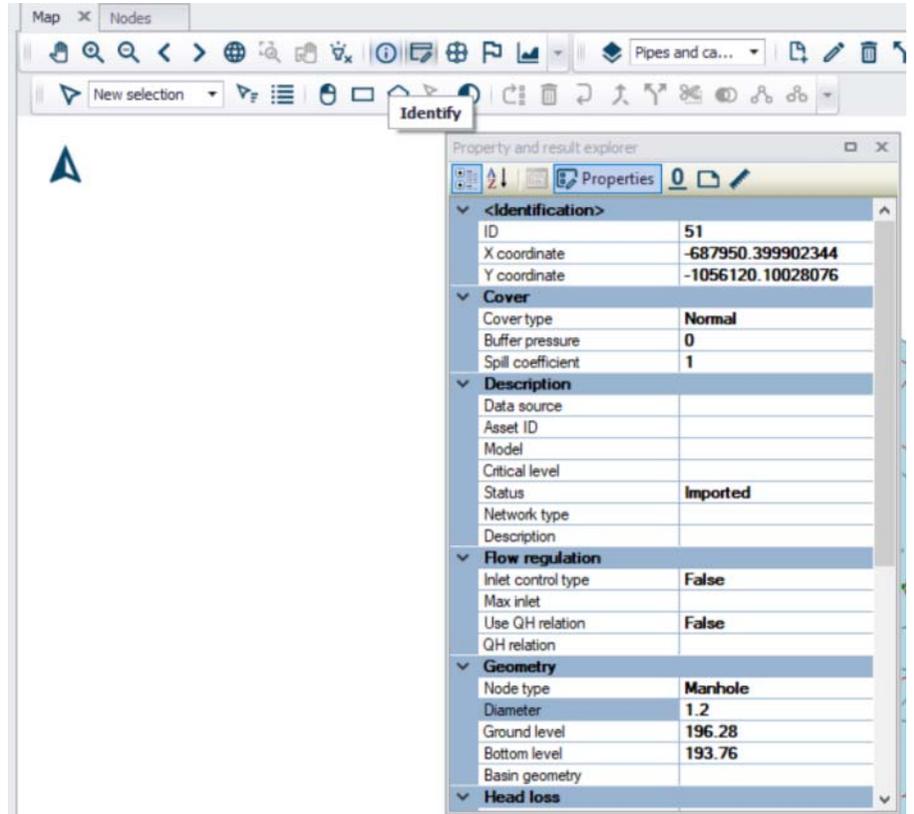


Figure 8.13 The database can be edited within the Identify tool





9 Modelling Collection Systems

With MIKE URBAN+ collection systems you can model your wastewater and storm water systems. The numerical engine MIKE 1D (developed by DHI) is used to represent the hydrological, hydraulic, operational and water quality processes in the collection system.

9.1 Getting Started on a Collection System Project

In order to start modelling your collection system, create a new collection system model as follows:

Through your computer's start menu, search for MIKE URBAN+ and open the application.

1. Create a new collection system model by going to File|New and in the dialog that appears, select the model type to be "Collection System". (Refer to Figure 9.1). Note, you can always change your initial choice of mode which activates/de-activates the appropriate menus afterwards.
2. Select the desired unit system. Again, this can be modified later. Refer to Chapter 3.1.2 Customizing Unit Environment (*p. 85*).
3. Select a database type (SQLite or PostGIS), file path for the database and file path for the MIKE URBAN+ *.MUPP file.
4. In the second section 'Coordinate System' of the new module setup form, select a coordinate system (refer to Chapter 2.7 Selecting a Coordinate System (*p. 75*)). Note, the projection cannot be changed later.
5. Once a projection system has been selected, an additional input section will appear which enables adding a background layer (street map, Google map or country/coastline boundary).

6. In the last section, add a title and description for the project.

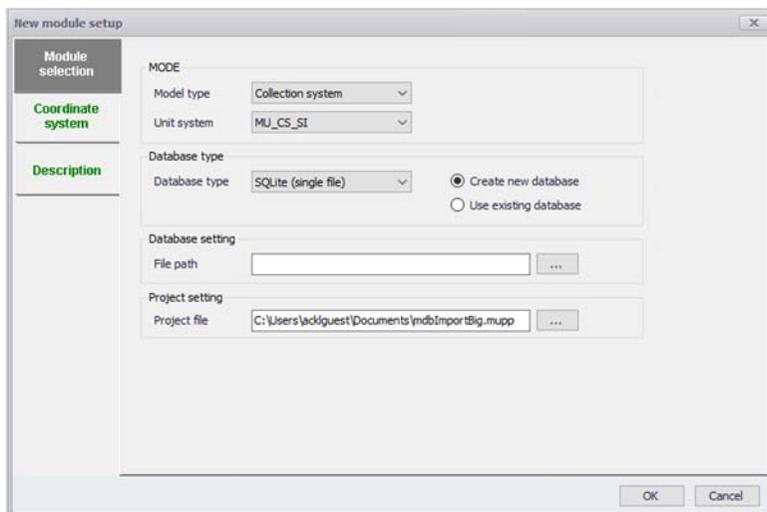


Figure 9.1 Creating a new collection system project

9.1.1 Entering Data and Edit Mode

You are now ready to start entering data into your model. This can be done by typing data in manually into tables, importing data by connecting to an external data storage or by graphically entering data. Or a mixture of all three methods.

There is **no edit mode** to be activated (unlike MIKE URBAN Classic). The user is able to edit the model with changes saved directly to the database, but with an unlimited number of 'undo' and 'redo', within the current session (up to when the MU+ model was opened). Edit|Undo enables changes to be 'undone' in the order they were entered. 'Edit|Redo' will redo the changes in the order they were 'undone'. The editing is automatically saved.

9.1.2 Layout of MIKE URBAN+

The MIKE URBAN+ interface is arranged with ribbons at the top of the screen which enable access to tools and to activate different views. The central Map view has quick access to frequently used tools. On the left hand side of the interface, the "Setup" tab enables direct editing of the database tables, the "Layers and symbols" tab is used to change the symbology, labels and background layers on the map view, and the "Results" tab presents information from model simulations.



9.1.3 Model Type

To switch between collection systems and water distribution working modes, select the Project ribbon and on the left hand side of the ribbon in the model type section, select “Collection system”. Alternatively, in the setup view – General Settings|Modules section, select the collection system model type. In this way, the database could contain both a water distribution and a collection system model, with the relevant menus only activated when working in each mode.

Collection System Module Selection

Within the collection system working mode you can choose to have the following menus activated:

- Hydrodynamic (HD) including Real Time Control (RTC) and Long Term Statistics (LTS)
- Water Quality (AD)
- Rainfall runoff (RR) including the runoff WQ (SWQ)
- Catchment discharge WQ including catchment discharge WQ

Activating/de-activating the menus is done from the Setup window under the Modules editor as seen in Figure 9.2. When the different module options are activated, the corresponding tables will be added in the Setup view.

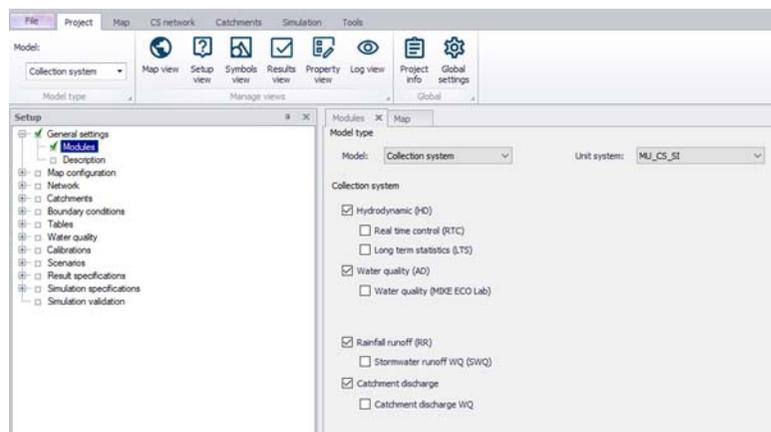


Figure 9.2 Model type and module selection

9.1.4 Project Information

One useful way to get a summary of the current MIKE URBAN+ project is to use the tool available via the Project ribbon, “Project Info”. A summary of the



project and all the model components for the active mode (Collection system or water distribution) is provided.

The screenshot shows a 'Project information' dialog box with the following fields and values:

Project			
File name	C:\G\CS_Introduction_July2019\COURSEMATERIAL\Exercises\2 Editing_Model_Data\HANDOUT\Training_model.mup		
Connection info	Spatialite, C:\DHI\MIU+ training MFOG\CS_Introduction_July2019\COURSEMATERIAL\Exercises\2 Editing_Model_De		
Standard simulation			
Analysis type			
Special analysis			
Component informations			
The number of nodes	568	The number of patterns	0
The number of pipes	596	Sum of user defined pipe length	0.00 [m]
The number of tanks	0	Sum of geometrical pipe length	76511.41 [m]
The number of reservoirs	0	Sum of pipe volume (user defined pipe length)	0.00 [m ³]
The number of valves	0	Sum of pipe volume (geometrical pipe length)	204725.40 [m ³]
The number of pumps	0		

Figure 9.3 Example of the project info dialog for a CS model



10 Modelling Water Distribution Systems

With MIKE URBAN+ Water Distribution system you can model your water supply and distribution system. The EPANET numerical engine is used as a base with added DHI tools.

10.1 Getting Started on a Water Distribution System Project

In order to start modelling your water distribution system, create a new water distribution model as follows:

Through your computer's start menu search for MIKE URBAN+ and open the application;

1. Create a new water distribution system model by going to File|New and in the dialog that appears, select the model type to be "Water Distribution". (Refer to Figure 10.1). Note, you can always change your initial choice of mode which activates/de-activates the appropriate menus afterwards.
2. Select the desired unit system. Again, this can be modified later. Refer to Chapter 3.1.2 Customizing Unit Environment (p. 85).
3. Select a database type (SQLite or PostGIS), file path for the database and file path for the MIKE URBAN+ *.MUPP file.
4. In the second section 'Coordinate System' of the new module setup form, select a coordinate system (refer to Chapter 2.7 Selecting a Coordinate System (p. 75)). Note, the projection cannot be changed later.
5. Once a projection system has been selected, an additional input section will appear which enables adding a background layer (street map, Google map or country/coastline boundary).

6. In the last section, add a title and description for the project.

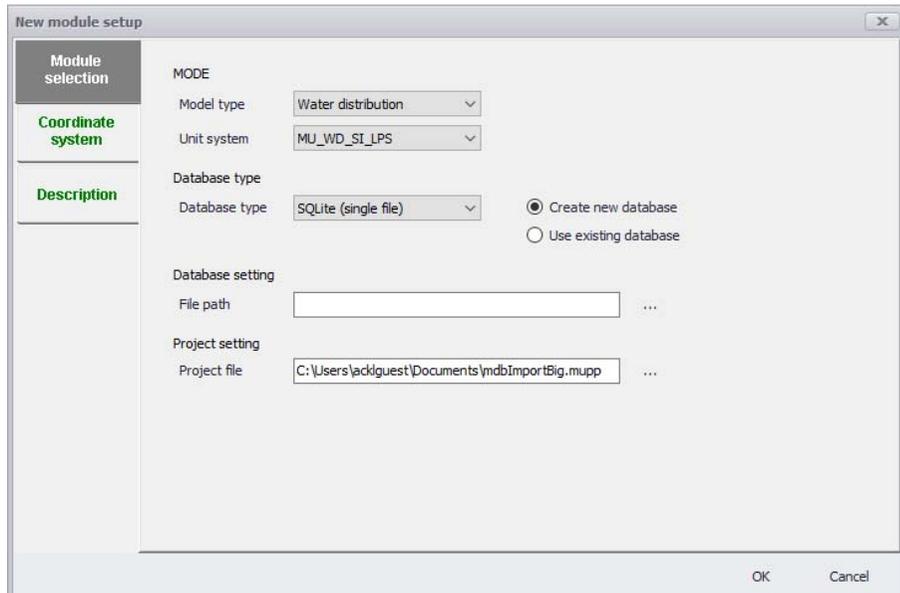


Figure 10.1 Creating a new water distribution project

10.1.1 Entering Data and Edit Mode

You are now ready to start entering data into your model. This can be done by typing data in manually into tables, importing data by connecting to an external data storage or by graphically entering data. Or a mixture of all three methods.

There is **no edit mode** to be activated (unlike MIKE URBAN Classic). The user is able to edit the model with changes saved directly to the database, but with an unlimited number of 'undo' and 'redo', within the current session (up to when the MU+ model was opened). Edit|Undo enables changes to be 'undone' in the order they were entered. 'Edit|Redo' will redo the changes in the order they were 'undone'. The editing is automatically saved.

10.1.2 Layout of MIKE URBAN+

The MIKE URBAN+ interface is arranged with ribbons at the top of the screen which enable access to tools and to activate different views. The central map view has quick access to frequently used tools. On the left hand side of the interface, the "Setup" tab enables direct editing of the database tables, the "Layers and symbols" tab is used to change the symbology, labels and background layers on the map view, and the "Results" tab presents information from model simulations.



10.1.3 Model Type

To switch between collection systems and water distribution working modes, select the Project ribbon and on the left hand side of the ribbon in the model type section, select “Water distribution”. Alternatively, in the setup view – General Settings|Modules section, select the water distribution model type. In this way, the database could contain both a water distribution and a collection system model, with the relevant menus only activated when working in each mode.

Water Distribution Module Selection

Within the water distribution working mode you can choose to have the following additional menus activated:

- Water Quality
- Special Analysis tools
 - Fire flow analysis
 - Pipe criticality
 - Cost analysis
 - Shutdown planning
 - Flushing analysis

Activating/de-activating the menus is done from the Setup window under the Modules editor as seen in Figure 10.2. When the different module options are activated, the corresponding tables will be added in the Setup view.

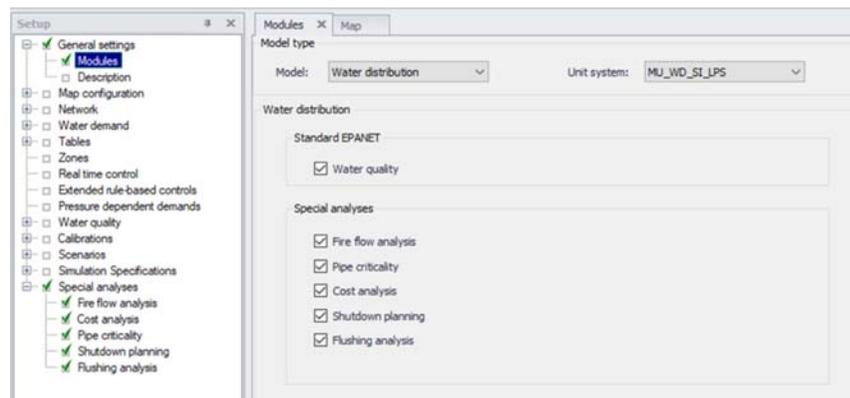


Figure 10.2 Model type and module selection

10.1.4 Project Information

One useful way to get a summary of the current MIKE URBAN+ project is to use the tool available via the Project ribbon, “Project Info”. A summary of the



project and all the model components for the active mode (Collection system or water distribution) is provided.

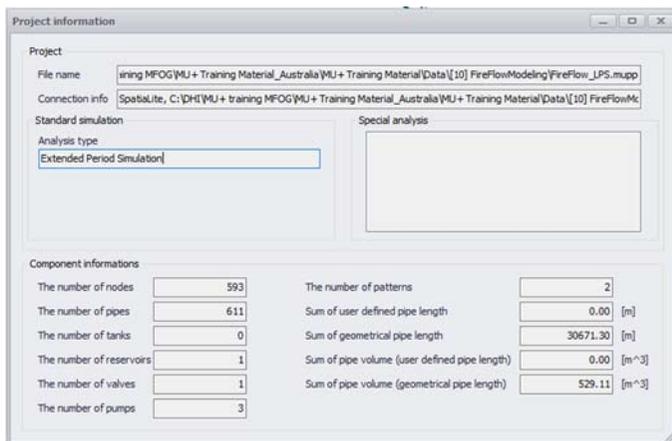


Figure 10.3 Example of the project info dialog for a WD model



11 Catchments and Catchment Tools

11.1 MIKE URBAN+ Catchments

MIKE URBAN+ catchments are geographical polygon features representing hydrological urban catchments or wastewater drainage areas. As such, MIKE URBAN+ catchments may be used for hydrological modelling or as wastewater sources for MIKE URBAN+ Collection System models. Furthermore, MIKE URBAN+ catchments may be used in various analyses, independently of any computational model.

MIKE URBAN+ catchments are initially independent of any network. It is only after definition of catchment connections to a model network that the catchments become a source of loads for a network model.

11.2 Management of MIKE URBAN+ Catchments

MIKE URBAN+ catchments can be managed both graphically on the Map and through the Catchments Editor. The two modes complement each other. Joint application of both modes allows for efficient and complete management of catchment data.

The graphical mode allows digitization of catchment extent by tools like 'Create', 'Edit', 'Delete', 'Split', 'Append catchment', 'Clip catchment', and 'Erase catchment'. These tools are accessed via the Catchments ribbon as well as the Map. The graphical mode comes short of specifying catchment attributes.



Figure 11.1 The Catchments ribbon

The Catchment Editor is used for:

- Editing catchment attributes. It is also possible to insert catchments through the Editor; these are given a Default quadratic shape.
- Editing connections to model networks and hydrological data for hydrological models.

Consult MIKE URBAN+ Collection System User Guide Chapter 4 “Rainfall-Runoff Modelling” for more details on the Catchments Editor.

The Catchments Editor can be accessed via Catchments| Catchments.



ID	X coordinate [m]	Y coordinate [m]	Area [ha]	Geom area [ha]	Persons [0]	Hydrological model	ModelA impervi
1	1752937,88204501	5947055,03267498	1,079622	1,527405	0	UHM	
2	1752639,28947779	5947375,42217344	0,4713681	0,686916	0	UHM	
3	1752500,59576668	5947192,43249113	0,4663196	0,8410595	0	UHM	
4	1752612,08048406	5947097,95712804	0,7783409	1,211394	0	UHM	
5	1752626,18495425	5947235,75072362	0,6917087	1,02883	0	UHM	
6	1752563,42290087	5947182,49547451	0,3795039	0,6466636	0	UHM	
7	1752496,88073026	5947049,24552894	1,449554	2,636975	0	UHM	
8	1752531,32061895	5947386,95056454	0,5571731	0,8305914	0	UHM	

Figure 11.2 The Catchments Editor

Finally, there are also tools for automated delineation, connection and hydrological parameter estimation for stormwater catchments. These tools include fast ways to generate reasonably good input to hydrological models, which can then be modified in the Editors as needed.

11.2.1 Calculated vs. User Specified Values

The system automatically provides values for a number of geographical catchment properties (e.g. centerpoint coordinates, Catchment area). Optionally, 'Catchment area' values may be specified by the user in the Catchments Editor. If present, user-specified values replace program-computed values in model calculations.

11.2.2 Tools for Graphical Catchment Editing

The various tools for graphical catchment editing can be accessed through the Catchments ribbon (Figure 11.1 and Figure 11.3) or through the 'Layer editing tools' toolbar on the Map (Figure 11.4).

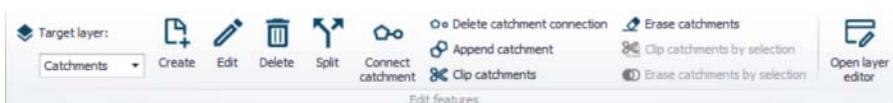


Figure 11.3 The 'Edit features' options on the Catchments ribbon



Activate 'Catchments' on the 'Layer editing tools' toolbar to graphically edit the catchment layer.



Figure 11.4 The 'Layer editing tools' toolbar ready for editing catchments

All tools for graphical editing are fully supported by Undo/Redo functions.

11.2.3 Create Catchment Feature

The 'Create' function allows for digitization of perimeters of detached or overlapping catchment polygons. Adjacent catchments can be more precisely digitized using the 'Append catchment' tool, or by splitting an existing catchment into two parts using the 'Split' option.

During catchment creation, the cursor appears as crosshairs. The polygon is digitized by clicking along the wanted catchment perimeter. Right-clicking removes the last vertex added. A double-click completes the current digitization process and the system is immediately ready for the next catchment.

Snapping is available during catchment creation. This allows automatic detection of vertices or edges of nearby shapes if the cursor is within snapping tolerance of existing elements, allowing for inserted points to be created at snapping point locations.

Deactivate the tool by deselecting the tool from the ribbon or by selecting another tool from the ribbon.

Each new catchment polygon is added as a new record in the catchments attribute table. By Default, a name (i.e. identifier) is given as 'Catchment_n', where 'n' stands for internal catchment index. The default identifier should normally be changed into some meaningful name.

11.2.4 Edit Catchment Feature

This tool allows for editing existing catchment polygons. When activated, the tool brings a catchment into the editing mode on a mouse click inside the catchment. The catchment turns dark blue and the polygon vertices are highlighted.

Individual vertices can be clicked-on and dragged to a wanted position. The existing vertices can be deleted or new vertices can be inserted, as needed.

Left click on an edge to add a vertex. Double left-click on a vertex to delete it.



Deleting a vertex connects the two closest adjacent vertices along the catchment perimeter by a straight line. Inserting a point inserts a vertex at the closest point on the catchment perimeter. The new vertex can subsequently be dragged to the wanted position.

By clicking the mouse outside the catchment, the editing session is completed (the catchment turns back to original color), and the system is ready for editing another catchment.



Figure 11.5 The original catchment polygon (A); Edited polygon (blue) with highlighted vertices; Catchment after completed editing (C).

11.2.5 Move Catchment

An individual catchment polygon can be moved (translated) to a new position. Crosshairs appear at the polygon centroid when the catchment feature is selected for editing. Click on the crosshairs and move the feature to a desired location.



Figure 11.6 Use the crosshairs at the polygon centroid to move the feature during editing.



11.2.6 Delete Catchment

Activate the 'Delete' tool from the Catchments ribbon, and then select a feature on the map to delete it.

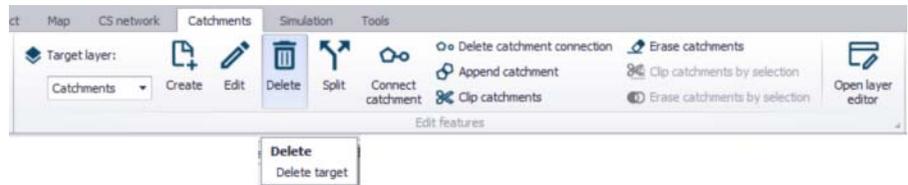


Figure 11.7 The 'Delete' tool on the Catchments ribbon

11.2.7 Split Catchment

An existing catchment polygon can be split into two adjacent catchment polygons. The digitization of the split line is started by a mouse click. The first click MUST be outside the polygon to be split. The line is drawn with subsequent clicks until the catchment perimeter is crossed. A double-click outside the polygon (typically on the opposite side) ends the splitting process.

The catchment connection (if any) for the original catchment is kept for the new catchments after a split.

After a split, the system deletes the original catchment record and inserts two new catchment records. The automatically provided identifiers (i.e. *_copyn*) of the new catchments would normally be changed into some meaningful catchment names.

The imperviousness for the new catchments is copied from the original catchment, while Catchment area and Person equivalents from the original catchment are divided proportionally between the split catchments.

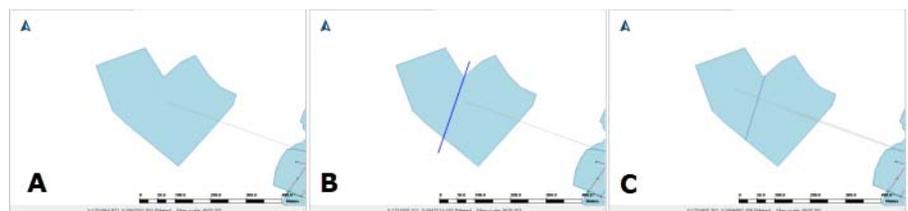


Figure 11.8 The splitting process starts with an existing catchment (A); The split line is drawn along the wanted path (B). The split action is initiated by a double click. The original catchment is split into two adjacent catchments.



11.2.8 Append Catchment

A new catchment can be appended to existing catchment(s). The result of this action is identical as with the 'Create' tool, except that part of the catchment perimeter coincides with the perimeter of the adjacent catchment(s).

The digitization of the new catchment is started by a mouse click. The first click MUST be inside an existing polygon. The catchment perimeter is drawn with subsequent clicks. A double-click inside any of the existing polygons ends the append process.

Note that the new catchment is created based on the digitized perimeter and between the first and last mouse clicks. Hence, if the existing edge (where the catchment is appended) is jagged, care should be taken to digitize the new catchment so it covers the whole area to avoid any gaps between the new catchment and the existing ones.

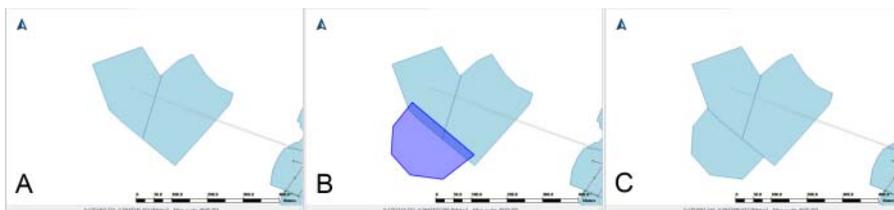


Figure 11.9 Existing catchment polygons (A); Digitization starts and ends INSIDE an existing polygon (B); A new catchment is appended (C).

The automatically provided identifier for the appended feature should be changed into some meaningful catchment name.

11.2.9 Clip Catchments

Existing catchment features may be reshaped using the 'Clip catchments' tool.

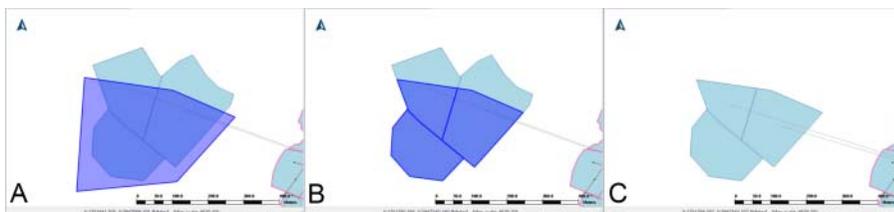


Figure 11.10 Define a clipping polygon on the map (Blue area in A); Areas under the clipping polygon intersecting existing catchment features are highlighted (B); Areas outside the clipping polygon are removed (C).



Activate the tool from the Catchments ribbon. Define a clipping polygon on the map, (left) clicking along the desired perimeter on the map and ending the polygon definition with a double-click. The area under the clipping polygon that intersects existing catchment features are retained.

11.2.10 Erase Catchments

Use the 'Erase catchments' tool to reshape catchment features. Similar to the Clip tool, define a polygon on the map--(left) clicking on the map and ending the polygon definition with a double-click. The area under the defined polygon that intersects with existing catchment features are removed.

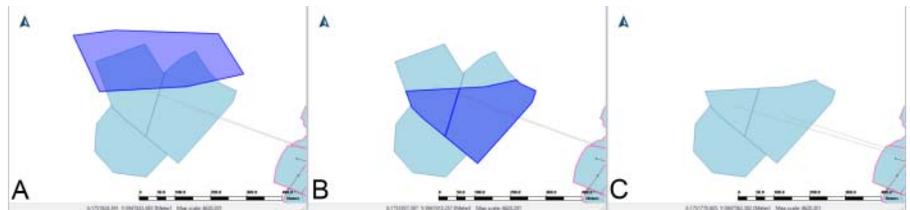


Figure 11.11 Define a polygon on the map (Blue area in A); Areas outside the polygon intersecting existing catchment features are highlighted (B); Areas inside the polygon are removed (C).

11.3 Connecting Catchments to the Drainage/Wastewater Collection Network

In order to utilize the MIKE URBAN+ catchments in network modelling, they have to be connected to the network.

MIKE URBAN+ supports N:N connections, i.e. multiple catchments to multiple network locations.

The definition and management of catchment connections is supported both through the Catchments and Catchment Connections Editors, and by a set of graphical catchment connection tools.

Details on defining catchment connections via the Editors are also found in the MIKE URBAN+ Collection System User Guide Chapter 4 "Rainfall-Runoff Modelling".

11.3.1 Catchment Connections Editor

Connecting catchments to the network can be performed through the Catchment Connections Editor (Catchments|Catchment Connections) or the Catchments Editor 'Catchment connections overview' Tab.



The Catchment Connections Editor contains information on all catchment connections in the model.

ID	Catchment ID	Type	Node ID	Link ID	Start chainage [m]	End chainage [m]	Load
1	Catch_001	Node	SWMH1792				Comb
2	Catch_001	Node	SWMH1793				Comb

Figure 11.12 The Catchment Connections Editor (Catchments\Catchment connections)

Create catchment connections through the 'Insert' button. Multiple (partial load) connections for a single catchment may be defined. A catchment can



be the source of multiple load types (i.e. stormwater and wastewater), and can be connected to multiple network elements and network types.

Table 11.1 Overview of the Catchment Connections Editor fields (Table msm_ - CatchCon)

Edit field	Description	Usage	Attribute Table Field
Catchment ID	Unique catchment identifier	Yes	CatchID
Location Type radio buttons	Specifies the type of network element to which the catchment is connected. Options are: Node Entire link, or Link chainage	Yes	TypeNo
Node ID	Identifier of a connection node	Yes, if 'Single Node' connection type	NodeID
Link ID	Unique identifier for the connected link	Yes, If Connection Type = Entire link or Link chainage	LinkID
Chainage start/end	Start and end chainages of the connected link	Yes, If Connection Type = Link chainage	StartChainage/EndChainage
Load Type dropdown menu	Parameter that defines how the loads from the catchment are allocated to the pipe network for a connection. Options are: Standard, Wastewater Total, Stormwater Total, Combined Partial, Wastewater Partial, and Stormwater Partial. These different Load Types are further explained in the text below.	Yes	LoadTypeNo



Table 11.1 Overview of the Catchment Connections Editor fields (Table msm_CatchCon)

Edit field	Description	Usage	Attribute Table Field
Fraction of Catchment Runoff	Fraction of the catchment stormwater runoff to allocate for the connection	Optional, If Load Type = Combined Partial or Stormwater Partial	RRFraction
Fraction of Catchment Discharge	Fraction of the catchment discharge to allocate for the connection	Optional, If Load Type = Combined Partial and Wastewater Partial	PEFraction

Qualifying a connection according to pipe network type and connection options is important. These Load Types are:

- **Standard:** This type of load connection applies to combined systems where all the catchment output is connected to a single location. This is the Default type, which corresponds to the MIKE URBAN Classic Single Node connection type.
- **Wastewater Total:** This type of load connection applies to fully separated systems, where the catchment is connected to a single location in the wastewater network.
- **Stormwater Total:** This type of load connection applies to fully separated systems where the catchment is connected to a single location in the stormwater network.
- **Combined Partial:** This type of load connection applies to combined systems where the catchment is connected to multiple locations in a combined network. This is the fully versatile connection type.
- **Wastewater Partial:** This type of connection applies to fully separated systems, where the catchment is connected to multiple locations in a wastewater network.
- **Stormwater Partial:** This type of connection applies to fully separated systems where the catchment is connected to multiple locations in a stormwater network.

The User's choice of Load Type affects the Catchment load allocation Editor fields and the internal data validation.

A facility for data validation checks that for each catchment in the Catchment Connections Editor, the sum of the fractions for Catchment Discharge (i.e. PEFraction) and Runoff Discharge (i.e. RRFraction) is close to 100 ($99.9 < \text{sum} < 100.1$).



For catchments where this sum is not found to be close to 100%, all specified connections will be reported as faulty and marked in red.

11.3.2 Catchment Connections Overview

The Catchments Editor Catchment Connections Overview Tab (Figure 11.13) shows a table summarizing the connections of the (active) catchment to the network. The data dynamically link to records in the Catchment Connections Editor (Catchments|Catchment Connections).

Add a catchment connection via the 'Add connection' button. The summary table shows information on:

- Location. To which type of network element the catchment is connected, and the ID of the element.
- Catchment Runoff. Percentage of the Catchment Runoff from the catchment entering a location.
- Catchment Discharge. Percentage of the Catchment Discharge from the catchment entering a location.
- Action. Offers options for editing or adding connections for the active catchment.
 - Edit. Opens the Catchment Connections Editor, wherein attributes for the existing catchment connection entry can be modified.
 - Add connection. Adds a connection for the active catchment. The new connection is reflected in the overview table and the Catchment Connections Editor.

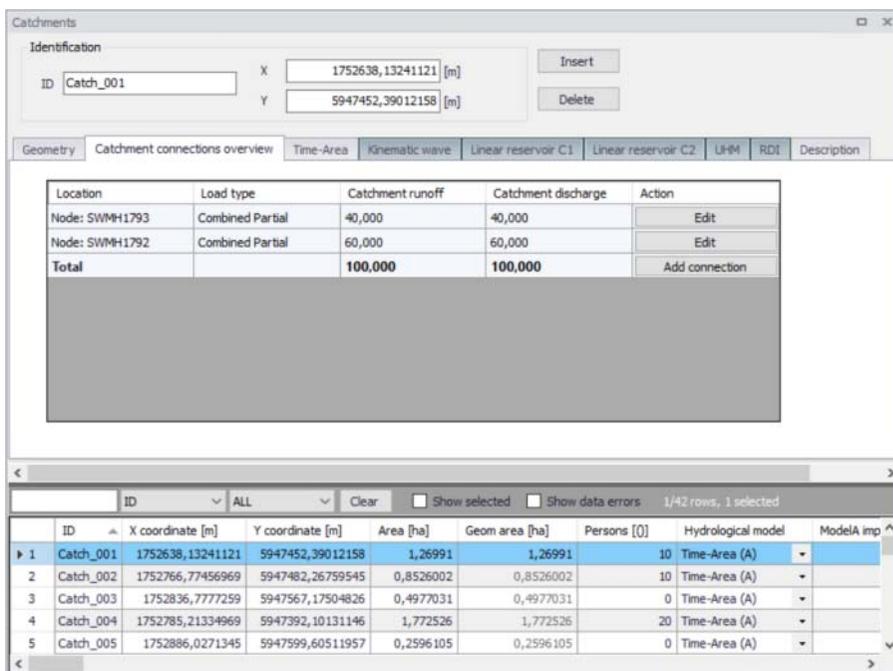


Figure 11.13 The Catchments Editor Catchment Connections Overview Tab

11.4 Graphical Tools for Connecting Catchments to Networks



Figure 11.14 Catchment connection tools in the 'Catchments' ribbon

A set of graphical tools supports the process of connecting catchments to networks. These tools can be accessed through the Catchments ribbon. Furthermore, some of the tools are available on the map's toolbars as long as the application is in 'Catchments' edit mode.

The tools support the option of connecting a catchment to a network element, i.e. nodes and links.

11.4.1 Catchment Dialog



This tool opens the Catchments editor.



11.4.2 Find Catchment Overlaps and Gaps



The 'Catchment overlaps' tool highlights catchment overlaps - that is all areas covered by 2 or more catchments.

The highlighted graphics can be removed by pressing the 'Catchment overlaps' tool again or the 'Clear highlighted' tool.



This tool highlights catchment gaps - that is all areas not covered by any catchment, but completely surrounded by catchment polygons.

The highlighted graphics can be removed by pressing the 'Catchment gaps' tool again or the 'Clear highlighted' tool.



The 'Clear highlighted' tool removes highlights on areas identified with various 'Show on map' tools.

11.4.3 Show Connected Catchments



This tool selects all the catchments connected to the currently active network.

Remove graphical highlights using the 'Clear highlighted' tool.

11.4.4 Show Disconnected Catchments



This tool selects all the catchments without connections to the currently active network.

Remove graphical highlights using the 'Clear highlighted' tool.

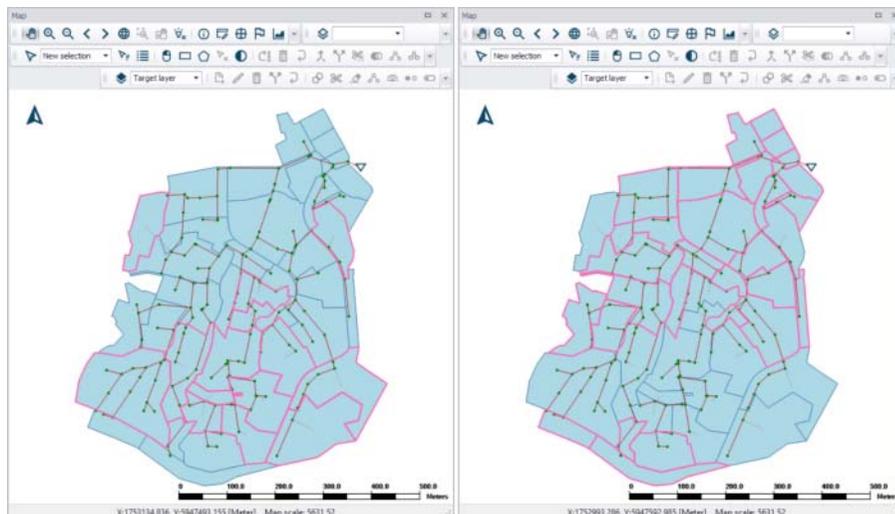


Figure 11.15 Highlighted connected catchments (left) and disconnected catchments (right)

11.4.5 Connect Catchment



This tool allows for connecting one catchment to a network element.

Activate the tool and click on the catchment to connect. Then, click on the network element (i.e. node or link) to which the catchment shall be connected. The program draws the connection symbol upon completion.

Execution of this action creates a new record in the Catchment Connections table 'msm_CatchCon'. If the selected catchment has already been connected, it will add another connection for the catchment, and the user must ensure catchment load types and fractions remain consistent (i.e. total 100%).

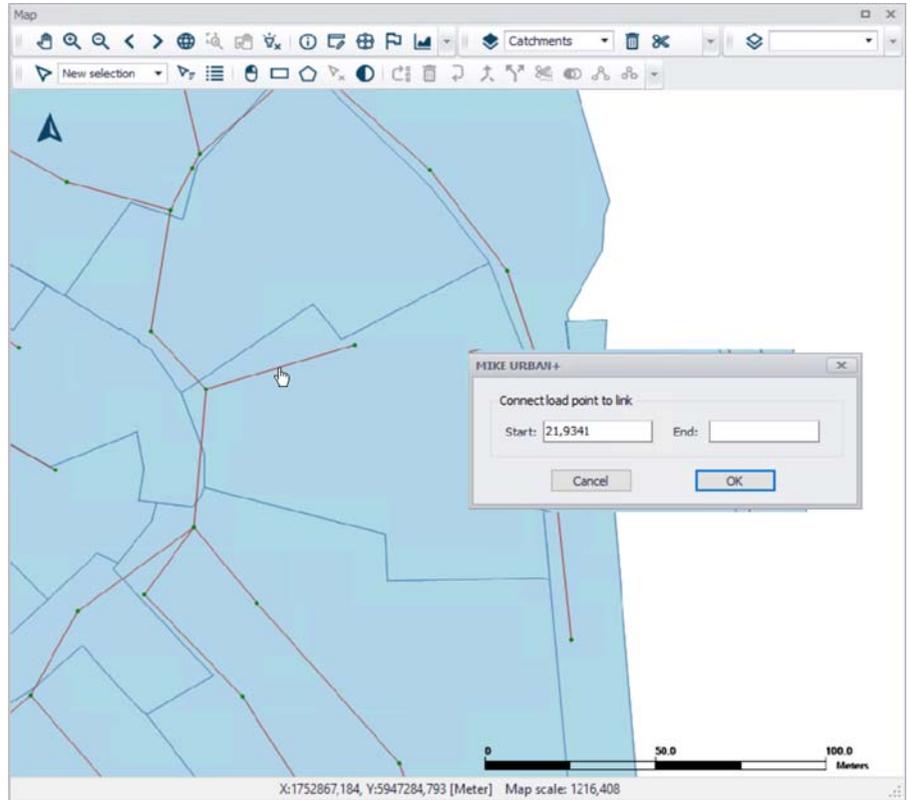


Figure 11.16 Graphical connection of a catchment to a network link - An example

11.5 Automated Catchment Tools

The Catchment Toolbox is a collection of tools that makes delineation of catchments for stormwater networks extremely easy and fast.



Figure 11.17 The Catchment Toolbox

The toolbox includes the following automated tools:



Catchment delineation helps you delineate catchment polygons in an automated and reproducible way. The catchments can be automatically created as Thiessen polygons derived from a layer of points or lines or as polygons derived from a digital elevation model (DEM).



Catchment processing

Catchment processing is an automated and reproducible way to calculate imperviousness, time of concentration and other hydrological parameters for your hydrological models - traditionally a very time consuming task with big risk of making errors and inconsistencies. The hydrological parameters can be calculated for MIKE 1D rainfall-runoff Time-Area models.



Catchment slope and length

The catchment slope and length tool is an automated way to calculate the slope and length of a catchment based on a DEM. These parameters are used for MIKE 1D rainfall-runoff Kinematic Wave models.



Connection tool

The (catchment) connection tool automatically connects all selected catchments to network elements based on a number of user specified principles, e.g. to the nearest manhole. For those places where you want the catchments to be connected differently, the connections can be moved using graphical editing tools.



Special tools

An additional tool available for Catchments is **Spatial processing**, wherein additional GIS operations such as Merge and Join could be performed with catchment layers and the results exported to a shapefile.

11.5.1 Catchment Delineation Wizard

The catchment delineation wizard helps delineate catchment polygons in an automated and reproducible way. The catchments can be automatically created as Thiessen polygons derived from a layer of points or lines or as polygons derived from a digital elevation model (DEM).

The wizard guides you through the steps of the delineation process (Figure 11.18).

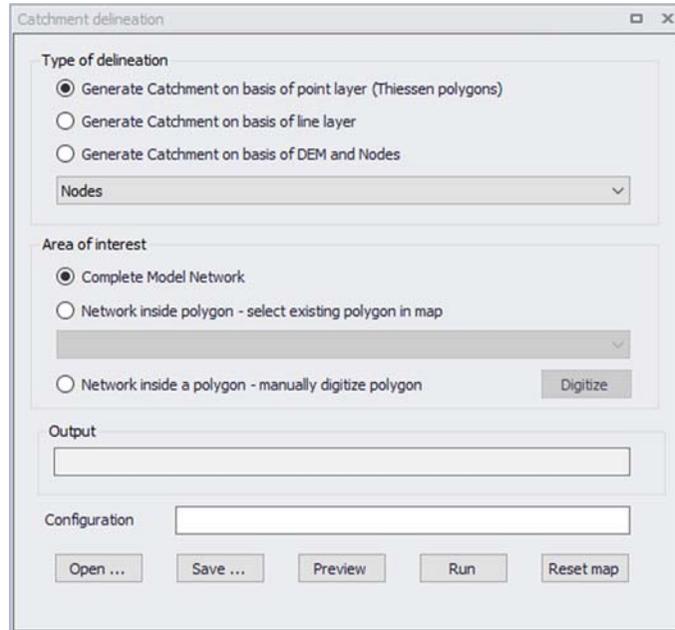


Figure 11.18 The catchment delineation wizard

Type of Delineation

The first step in the delineation wizard is selection of delineation type.

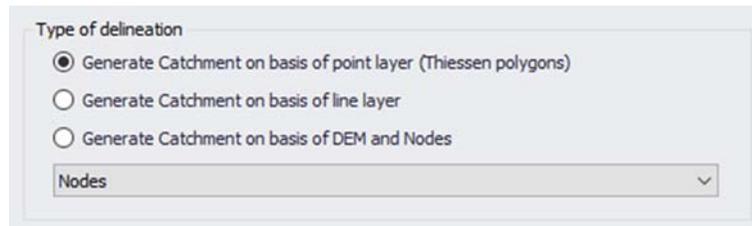


Figure 11.19 Selection of the type of delineation to use

The 3 options available are:

- Generate catchment on basis of point layer (Thiessen polygons). Based on Voronoi partitioning, which is a mathematical way of dividing spaces into a number of regions.
- Generate catchment on basis of line layer. Also based on Voronoi partitioning principles, but around line segments instead of points.



- Generate catchment on basis of DEM and nodes. The catchments will describe the actual hydrological catchments around inlet nodes, defined based on the slopes on the DEM. This option requires pre-loading a valid DEM layer in the project. A valid DEM must be in *.asc or *.dfs2 file format.

Depending on the delineation type, select the actual layer upon which the delineation shall be based. Available layers relevant to a delineation type are offered in the drop-down menu.

Area of Interest

Next step is selection of the extent for the delineation, see Figure 11.20.

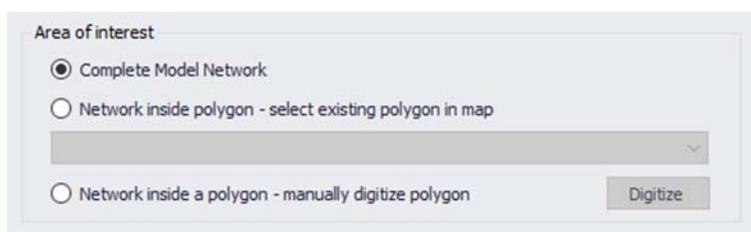


Figure 11.20 Selection of the outer boundary for the delineation

There are 3 options:

- Complete model network. Uses a default boundary defined by a rectangle covering the complete network (including a 30-m buffer zone). There is no additional dialog for this option.
- Network inside polygon - select existing polygon on map. Select an existing polygon from any polygon layer in the project. If this method is selected, the specific layer to be used is chosen from the dropdown menu and the specific feature selected on the map. See Figure 11.21.
- Network inside polygon - manually digitize polygon. Manually digitize the boundary on the map. If this method is selected, use the 'Digitize' button to draw the boundary directly on the map, ending the digitization with a double-click. See Figure 11.22.

Note that for DEM-based delineation, the delineation is performed according to the defined area of interest, but catchments covering the total extent of the input DEM will still be generated (See Figure 11.24).

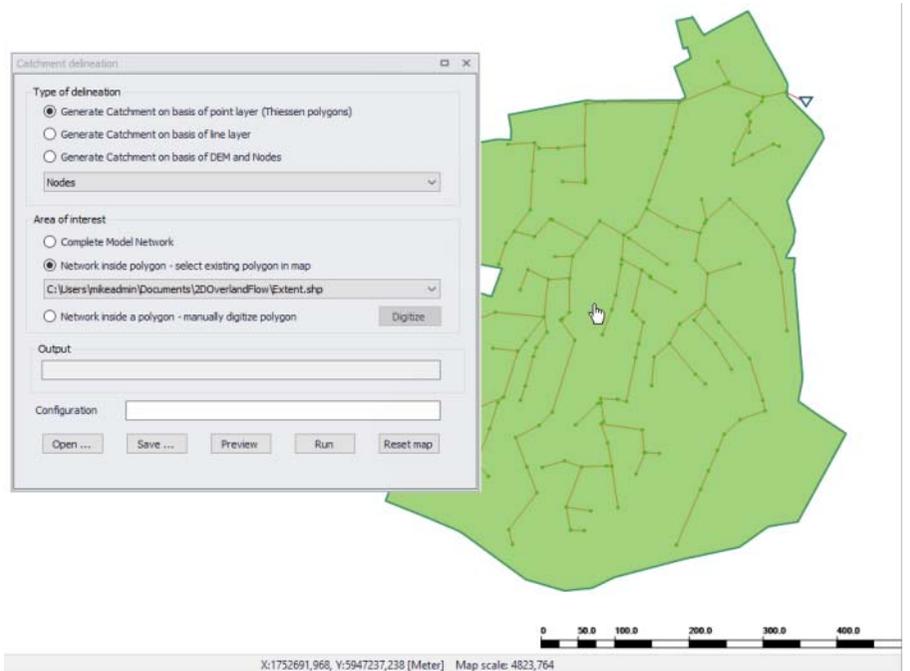


Figure 11.21 Selecting a polygon as a boundary for the delineation

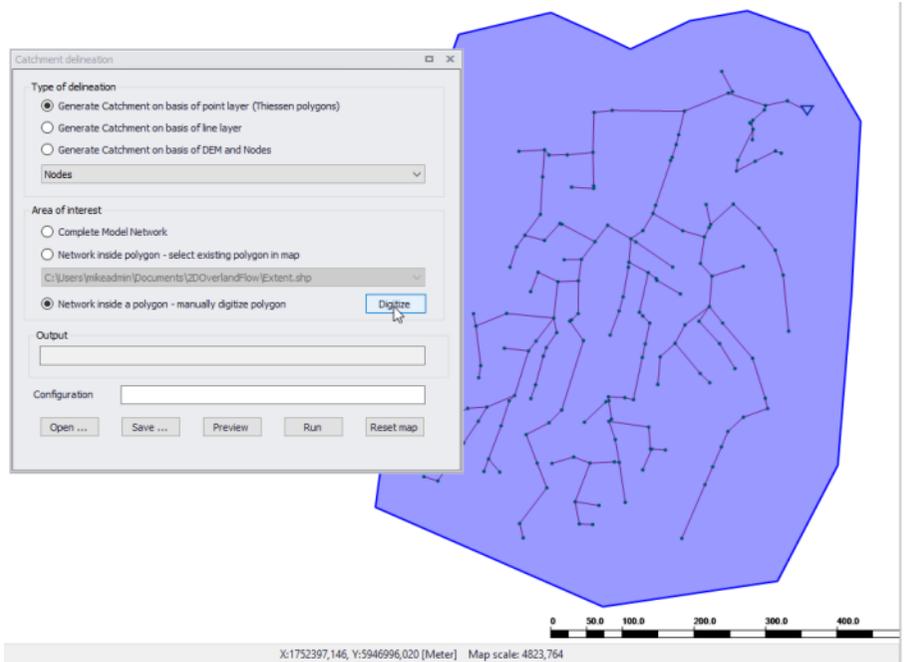


Figure 11.22 Digitizing the boundary on the map via the 'Digitize' button



Click on the 'Run' button to delineate the catchments according to the specified configuration.

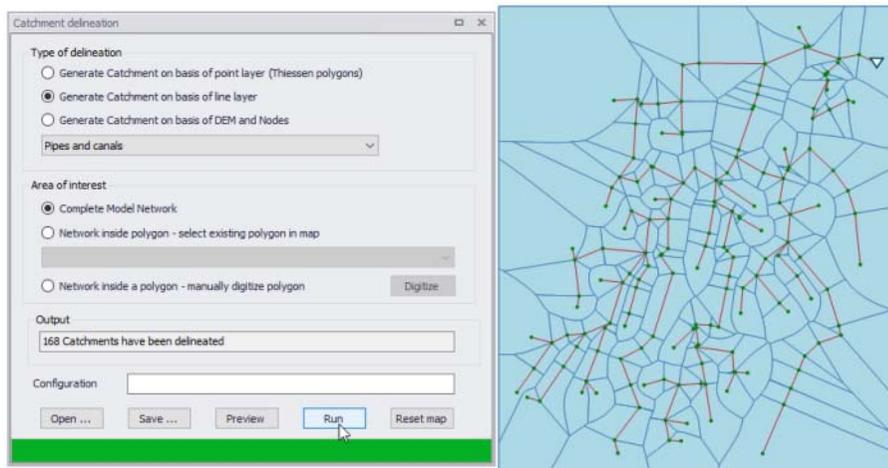


Figure 11.23 Click on the 'Run' button to perform catchment delineation

Catchments generated as Thiessen polygons

When the catchments are created as Thiessen polygons (or Voronoi cells) you start out by specifying a selection of points or lines to use as an input layer. Typically either all manholes or all links.

The tool will proportionally divide and distribute a point coverage into the polygons known as Thiessen polygons. When a line layer is used as input, the points used are the midpoints of the lines. Each polygon contains only one input feature point. Each polygon has the unique property that any location within the polygon is closer to the polygon's point than to the point of any other polygon.

The Thiessen polygons (or Voronoi cells) are constructed as follows:

- All points are triangulated into a triangulated irregular network (TIN) that meets the Delaunay criterion.
- The perpendicular bisectors for each triangle edge are generated, forming the edges of the Thiessen polygons. The location at which the bisectors intersect determine the locations of the Thiessen polygon vertices.

The outside boundary of the Thiessen polygons needs to be specified. Either as a user specified polygon (created on the fly or loaded in as a layer) or as extent of the points used plus an additional area.

Please note that the underlying Delaunay triangulation method used works best with data in a projected coordinate system.



Catchment boundaries based on a DEM

This method uses the geometrical network together with DEM data to delineate catchments.

To use this option, specify the DEM to use and the network inlets, which are the nodes where catchment runoff can enter the network. The tool will then use spatial analysis to pre-process the data and generate delineated catchments based on a DEM with sinks at node locations, and a flow direction grid following the terrain.

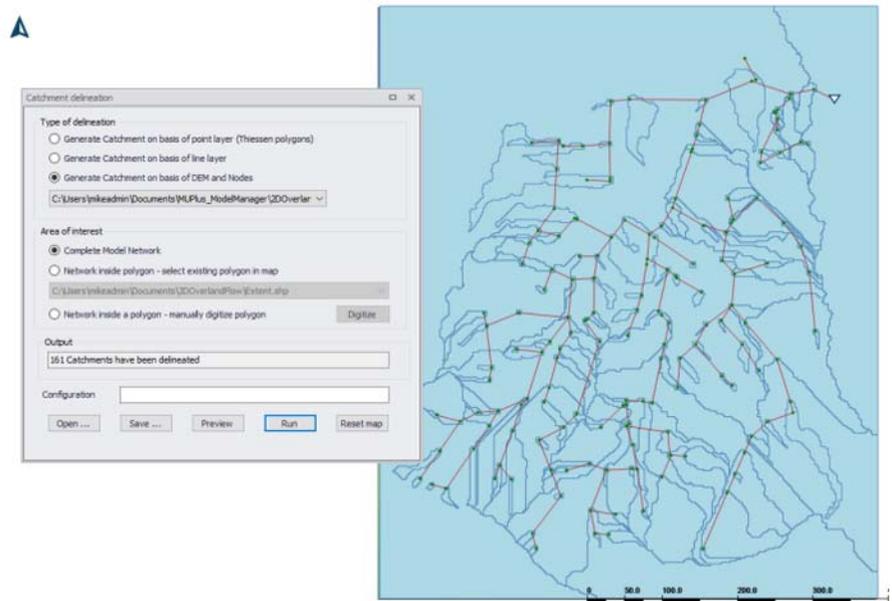
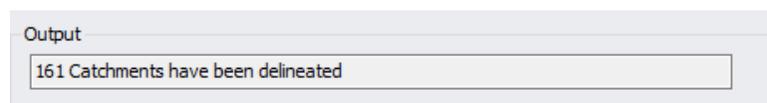


Figure 11.24 DEM-based catchment delineation. Note that catchment features will be generated covering the total extent of the input DEM by Default.

Other sections and button functionalities in the Catchment Delineation Wizard are described below:

Output

This section displays a summary of results from running the delineation tool. It starts off empty before the tool is run.



Configuration

Displays the file name for a loaded/opened or saved delineation configuration *.XML file. The path and file name for a new configuration may also be speci-



fied in the input box. Note that only specifying a file name will save the file in the user's Documents folder by Default.

'Open...' button

Loads a previously-saved catchment delineation *.XML configuration file.

'Save...' button

Saves the current catchment delineation configuration into an *.XML file.

'Preview' button

Option for viewing preliminary results of a catchment delineation configuration.

'Run' button

Executes the catchment delineation tool following the defined configuration.

'Reset map' button

Resets the map view by removing highlights or preliminary delineation lines related to result previewing or extent digitization.

11.5.2 Connection tool

The (catchment) connection wizard is a generic wizard which can be used to connect catchments, load points and measurement stations to the network.

The wizard automatically connects all selected catchments to manholes or pipes based on a number of principles, e.g. to the nearest node. For places where it is desired to connect catchments differently, the connections can be moved easily using graphical editing tools.



Figure 11.25 The (catchment) connection wizard

The connection tool requires:

1. Selection of '**Item type**' that should be connected: catchments, load points, or measurement stations
2. Selection of '**Target scope**' to which the items should be connected: either all or only currently selected items.
3. Selection of the '**Target network type**' (only used with some item types). The target network type acts as a filter, to select which items on the network may be connected. Note that catchments won't connect to nodes or pipes which have an undefined network type, when applying to a specific 'Target network type' (other than ALL). Therefore, the CS network type must be appropriately set for the network items, before applying a specific target type.
4. Selection of '**Connection method**': the available methods are different depending on the selected 'Item type'.
5. '**Connection settings**' are optional and may be used to include extra criteria for connecting to the network.

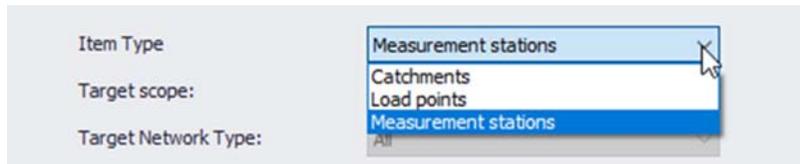


Figure 11.26 Selection of items to be connected

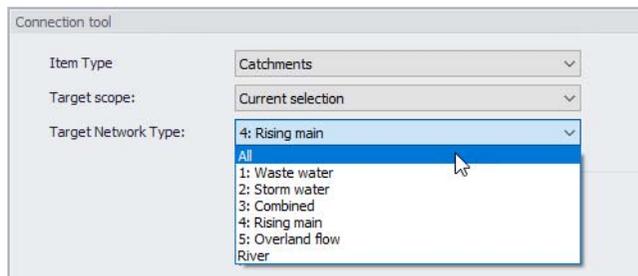


Figure 11.27 Selection of target to which the items should be connected

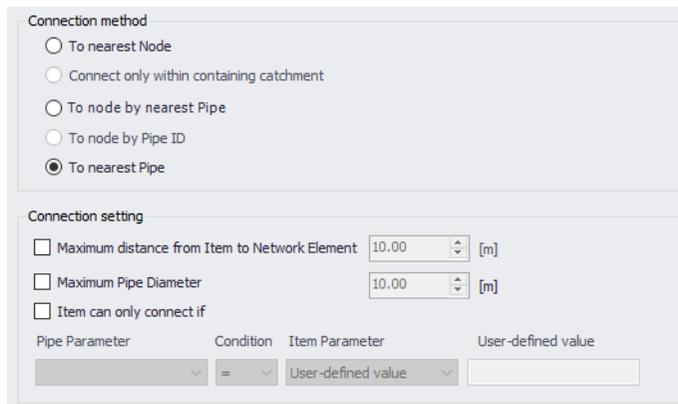


Figure 11.28 Selection of connection method

Below are descriptions of the various Connection Method options and parameters.



Table 11.2 Connection Method options and parameters in the Connection Tool Wizard

Parameter	Description	Usage
To nearest node	Connect to node nearest the item location or centroid	-
Connect only within containing catchment	Activate to connect load points only to node elements in the same catchment as the load points	If Item Type = Load points
To node by nearest pipe	Connect to the nearest end node of the nearest pipe to an item location/centroid	-
To nearest pipe	Connect to pipe nearest the item location or centroid	-
Maximum distance from item to network element	Max. search distance in search for nearest node or pipe element from the item location/centroid.	-
Maximum pipe diameter	Max. pipe diameter to involve in the search for nearest pipe element from the item location/centroid.	If Method = 'To node by nearest pipe' or 'To nearest pipe'
Item can only connect to pipe if	Checkbox activating additional criteria in search for nearest pipe elements	If Method = 'To nearest pipe'
Node/Pipe parameter	Node or Pipe parameter to use for additional filter criterion	If Method = 'To nearest pipe' and 'Item can only connect to pipe if' = Active
Condition	Mathematical condition for filter criterion	If Method = 'To nearest pipe' and 'Item can only connect to pipe if' = Active
Item parameter	Item parameter to use for additional filter criterion	If Method = 'To nearest pipe' and 'Item can only connect to pipe if' = Active



Finally, click on the 'Run' button to run the Connection Tool.

Other sections and button functionalities in the Connection tool are described below:

Configuration

Display showing the file name for a saved or loaded/opened connection configuration *.XML file. The path and file name for a new configuration may also be specified in the input box. Note that only specifying a file name will save the file in the user's Documents folder by Default.

The image shows a user interface element for configuration. It consists of a light gray rectangular box. On the left side of the box, the word "Configuration" is written in a small, dark font. To the right of the text is a white rectangular input field with a thin gray border, currently empty.

'Run' button

Executes the Connection tool.

'Open...' button

Loads a previously-saved connection *.XML configuration file.

'Save...' button

Saves the current connection configuration into an *.XML file.

11.5.3 Catchment Processing Wizard

The catchment processing wizard is an automated and reproducible way to calculate imperviousness, time of concentration and other hydrological parameters for Time-Area runoff models.

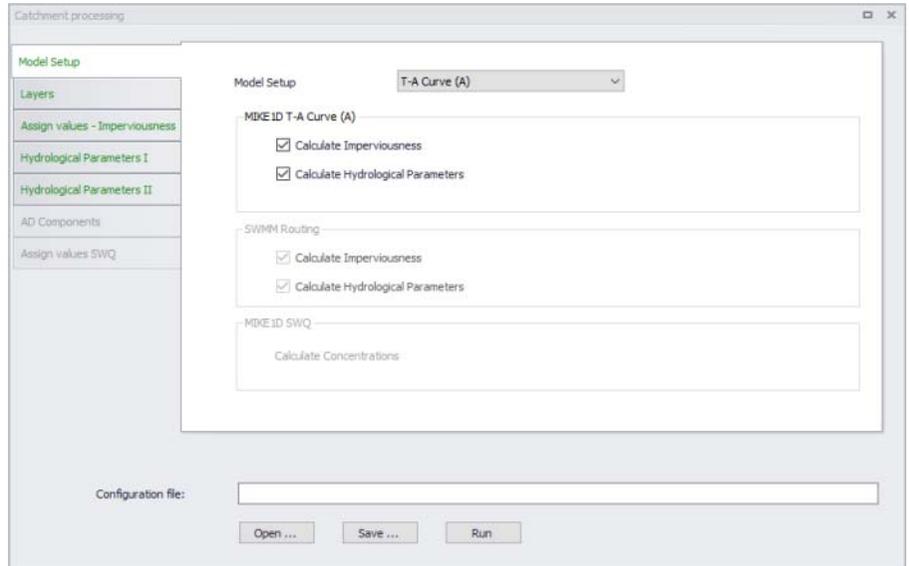


Figure 11.29 The start-up dialog of the catchment processing wizard

The first step in the catchment processing is selection of which parameters to calculate. The wizard can be used for calculation of hydrological parameters for Time-Area runoff models.

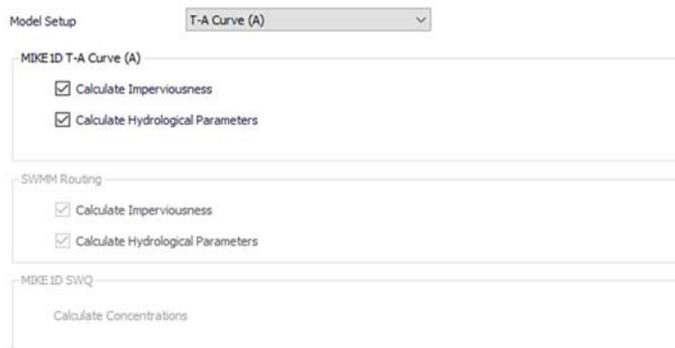


Figure 11.30 Selection of parameters to calculate

Imperviousness for MU+ catchments can be calculated as a constant value or as a weighted average of imperviousness of multiple polygon layers. The layers should be pre-loaded in the project to be selectable in the wizard.

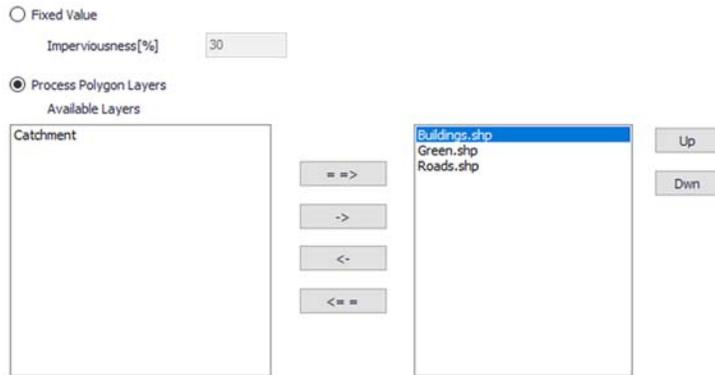


Figure 11.31 Polygon layer selection for calculation of imperviousness

The second step in the calculation of imperviousness is specification of the imperviousness for each selected layer. Please note that the list order of the layers is important. If some of the polygons are overlapping, the value from the uppermost overlapping layer (i.e. higher on the list) is prioritized.

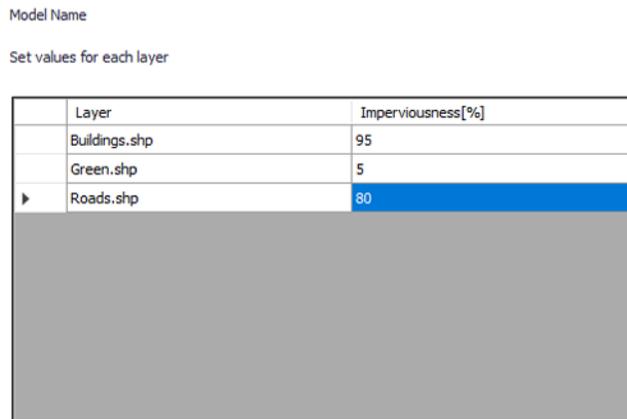


Figure 11.32 Specification of parameters for calculation of imperviousness

Several hydrological parameters for MU+ Time-Area runoff models can be calculated. The configuration is split in two pages of the wizard, with the principles used in the derivations explained in the dialogs.



Hydrological Parameters 1(2)

Mean Surface Velocity [m/s]

Length will be calculated as maximum distance from connected node to the border of the catchment.

The calculated Time of Concentration is rounded to whole minutes.

Fixed Values

Hydrological Reduction Factor

Initial Loss [mm]

Figure 11.33 Specification of the first set of hydrological parameters for Time-Area runoff models

Hydrological Parameters 2(2)

Time Area Curve

Fixed Curve

Time Area Curve

Choose between default Curves

Calculate Area-50 as the part of the catchment that is within the distance corresponding to 50% of the Time of Concentration.

The Time-Area Curve is selected based on the fraction of Area Area-50/Area:

Area-50/Area = 0,00 - 0,37 => TACurve3

Area-50/Area = 0,38 - 0,60 => TACurve1

Area-50/Area = 0,61 - 1,00 => TACurve2

Figure 11.34 Specification of the second set of hydrological parameters for Time-Area runoff models

The final step is to execute the tool using the 'Run' button at the bottom of the wizard.

Other functionalities in the Catchment Processing Wizard are described below:

Configuration

Section showing the file name for a saved or loaded/opened connection configuration *.XML file. The path and file name for a new configuration may also be specified in the input box. Note that only specifying a file name will save the file in the user's Documents folder by Default.



Configuration

'Run' button

Executes the Catchment Processing Tool.

'Open...' button

Loads a previously-saved processing *.XML configuration file.

'Save...' button

Saves the current processing configuration into an *.XML file.

11.5.4 Catchment Slope and Length Tool

As part of the hydrological modelling, the catchment slope and length must be estimated for some rainfall-runoff models.

Based on delineated catchments, a DEM, and lines for the flow path inside a catchment, the slope and length can be automatically estimated for each catchment using the Catchment Slope and Length tool. The tool performs automatic estimation of hydrological parameters for each catchment in a consistent, documented and reproducible way.

The tool is initiated from the Catchment Toolbox.

To calculate the slope and length, the typical flow path within the catchment must be digitized (i.e. the slope lines). These can be drawn from the load point or towards the load point but a consistent methodology should be used in a project. A multiple number of slope lines can be defined for each catchment. The slope lines must be a line feature in MIKE URBAN+ either from a background layer or an existing (unused) layer in the database.

The slope and length are calculated as an average slope and length of the lines that are completely contained within the catchment.

An example of slope lines are shown in Figure 11.35.

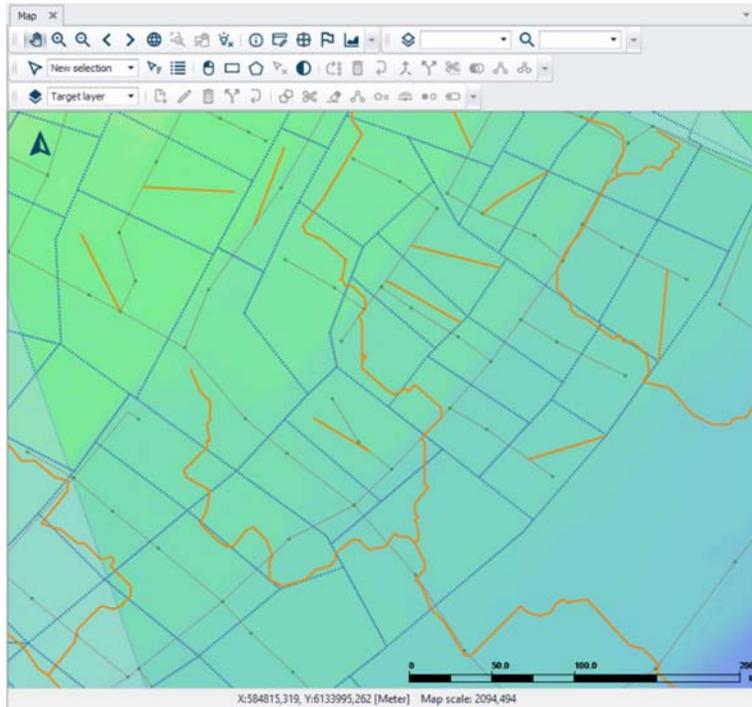


Figure 11.35 Example of slope lines (solid yellow lines) following surface flow paths overlaying catchments (broken blue lines) and the DEM (coloured surface), which are used in catchment length and slope derivation.

When the tool is opened, the slope line layer must be specified together with the direction the lines were digitized to obtain the correct sign for the slope. A minimum slope is also specified that will be assigned to all catchments with smaller slopes. The DEM and slope line layer must be added as a background layers in the MIKE URBAN+ project to be available in the tool, see Figure 11.36.

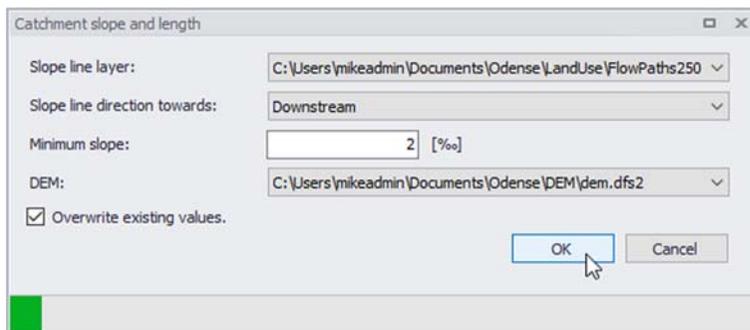


Figure 11.36 Catchment Slope and Length Tool



The tool will calculate the length and slope for all selected catchments. If no catchments are selected, the length and slope will be calculated for all catchments containing slope lines. The results are saved under the Kinematic Wave tab in the Catchments Editor.

11.5.5 Spatial Processing Tools

The Catchment Toolbox also offers specialised tools i.e. for Spatial Processing. These are accessed via the 'Special tools' menu on the Catchments ribbon.

Spatial analysis tools allow the user to perform several GIS-processing operations on various polygon and line layers available in the project. These layers are either model element layers, or shapefile layers loaded into the project.

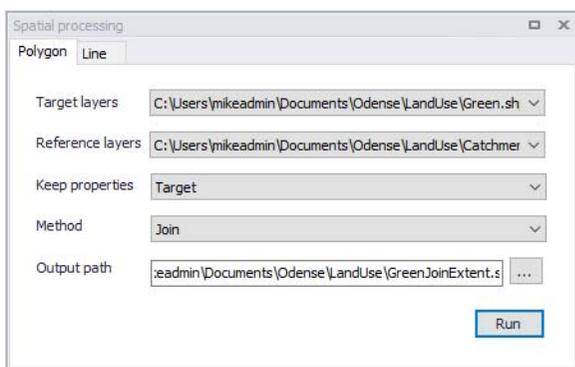


Figure 11.37 The Spatial Processing dialog

Polygon

Operations such as Merge and Clip may be performed between various polygon layers. The analysis results are saved in a new shapefile and automatically loaded into the project as a new layer. It may also be imported as a model element feature.

Table 11.3 Parameters for Polygon Spatial Processing

Parameter	Description
Target layers	Polygon feature to be modified (i.e. to which the operation will be done)
Reference layers	The second polygon layer used in modify the target layer
Keep properties	Information on the feature attributes used for resulting layer



Table 11.3 Parameters for Polygon Spatial Processing

Parameter	Description
Method	Dropdown menu for selecting spatial operation to use: Clip = Extracts from target the areas intersecting the reference. Features in target not intersecting the reference are also kept. Erase = Removes from target the areas intersecting the reference. Merge = Features in both layers combined, where intersecting features are fused in new features. Join = Extracts from target the areas intersecting the reference.
Output path	Use the ellipsis button “...” to specify the path and file name for the resulting feature layer from the operation
Run button	Button for executing the spatial processing

Line

Operations such as Merge and Clip may be performed between various polygon layers. The analysis results are saved in a new shapefile and automatically loaded into the project as a new layer. It may also be imported as a model element feature.

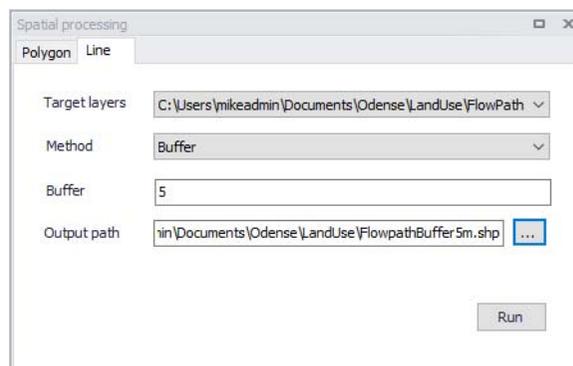


Figure 11.38 Spatial processing for lines



Table 11.4 Parameters for Line Spatial Processing

Parameter	Description	Usage
Target layers	Line layer to be modified (i.e. to which the operation will be done)	Yes
Method	Dropdown menu for selecting spatial operation to use: Buffer = Creates buffer polygons around target layer features according to a buffer distance. To Polygon = Converts the line features to polygons. Note that polyline features must be closed with overlapping start- and end-vertices to be converted to polygons.	Yes
Buffer	Distance around the line features that will be buffered.	If Method = Buffer
Output path	Use the ellipsis button “...” to specify the path and file name for the resulting feature layer from the operation	Yes
Run button	Button for executing the spatial processing	-



12 Load Allocation Through Geocoding

MIKE URBAN+ supports the allocation of geographically determined load points to the nodes of a collection system model. The allocated loads may then constitute a component of the overall network load definition for a collection system hydraulic model.

The load points are geographical point features, typically representing water, pollution and/or sediment sources (households, factories, etc.). Each point can be assigned a source type. E.g. Domestic Wastewater, Industrial Wastewater, etc.

To be used in MIKE URBAN+, each point must be attributed by the load size (volume or mass per unit time). The present MIKE URBAN+ release supports the water point loads only, i.e. the water quality properties for the point loads (if available) cannot be utilized. A typical origin for useful sets of point loads would be water consumption records, normally available in GIS applications managed by urban water utilities. A specific source of point loads is the demands allocation table found in each MIKE URBAN+ Water Distribution project. I.e., the water demand allocations can be directly imported into the Collection System project, to be used as the Collection system network load points.

12.1 Management of Point Loads

The management of Point Loads for collection system hydraulic models consists of the following distinct steps:

- Create/Edit/Import of load points
- Connect loads to the nearest node
- Aggregation of load allocations.

Generally, the load points are managed either through a customized import from a MIKE URBAN+ Water Distribution model or through a user-defined import from various external sources using the import and export tool in MIKE URBAN+ (Tools | Import and export). Load points can be managed both graphically and through the "Load Points" editor. The two modes complement each other.

The graphical editing mode ("Feature Edit") allows load points to be edited with the functionality "Insert", "Move" and "Delete". A special graphical tool is available for the load allocations (connections) to the network nodes.

The "Load Points" editor is primarily used for reviewing and editing the load points attributes, deleting obsolete load points and for access to the vital related tools for Geometry and aggregation.



12.2 The Load Points Editor

The "Load Points" editor can be accessed through the menu (Project | Setup view | Boundary Conditions | Load Points), as shown in Figure 12.1 and Figure 12.2. Also, the "Load Points" table includes a tool for direct access to the "load point connection".

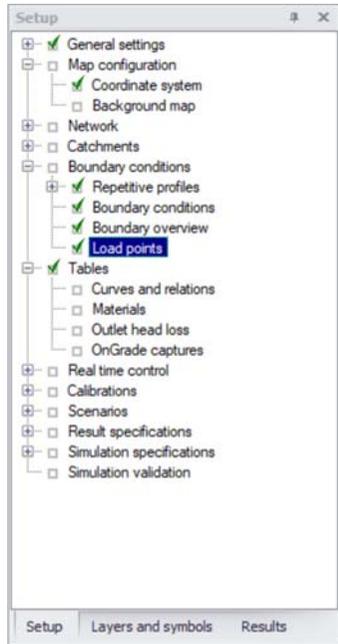


Figure 12.1 "Load points" database

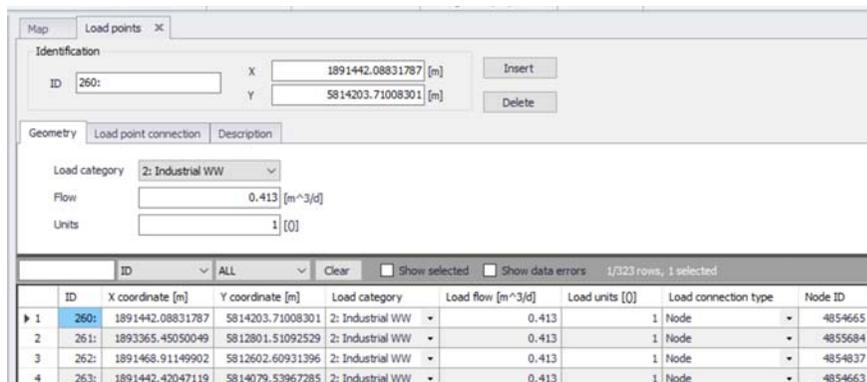


Figure 12.2 "Load Points" editor



Table 12.1 Overview of the editable Load Points attributes

Edit field	Description	Usage	Attribute Table Field
ID	Reference to the load point identifier in the original source.	Generated automatically but can also be adjusted manually	ReferenceName
X co-ordinate	X co-ordinate of the load point. Provided automatically by the system	Calculated	Identification
Y co-ordinate	Y co-ordinate of the load point. Provided automatically by the system	Calculated	Identification
Load Category	Classifies the load point into one of the available load categories. Relevant when several categories of point loads are to be distinguished in the project.	Optional	Geometry
Flow	Defines the load amount as volume/ times (flow-rate) i.e. m3/day	Mandatory	Geometry
Load Point Connection	Used to either view, edit and connect a specific load point to the correct node/ load/	Mandatory	Load point connection
Description	Describes the site and information relating to the load point etc.	Optional	Description
Data Source	Used for identification of the data source (file and path name)	Optional	Description



Edit field	Description	Usage	Attribute Table Field
Asset ID	Reference to the load point identifier in the original source.	Optional	Description
Owner	Identifies the "owner" (e.g. water consumer) of the load point.	Optional	Description
Location	Identifies the site (e.g. mailing address) associated with the load point.	Optional	Description
Date	Specifies the date of entry or load validity period.	Optional	Description
Picture	The user can add a picture of the load location.	Optional	Description

12.3 Importing Load Points

Load point data may be imported from a variety of sources. Use the Import/Export tool functionality in MIKE URBAN+. See Chapter 6 Import and Export (p. 99) for more details on importing data into MU+.

12.3.1 Importing Load Points from MIKE URBAN+ Water Distribution

In MIKE URBAN+, projects which include both water distribution and collection systems, the point loads for the collection system would typically be imported from the water distribution part of the project. Namely, the water demands are specified for the water distribution network as demand points, equivalent to the collection system's load points. I.e. water demands are turned into the collection system loads.

MIKE URBAN+ supports this transfer through the Import and Export tool (Tools | Import and export), by choosing the Source data as "Demand allocation" and target as the "Load points". If the demands point data exist in Water Distribution, the tool copies the point features and relevant attributes from the Water Distribution layer "Water Demand - Demand Allocation"



12.3.2 Importing Load Points from External Sources

In this case, load points typically originate as a layer in a GIS application or as tabulated data in database tables, spreadsheets or ASCII files. They usually represent water consumption records or wastewater and/or pollution emissions according to discharge permissions.

If the load points data is part of GIS, then the geographical information is intrinsically present. When stored in any other tabular format, the table must include the columns with X and Y co-ordinates. In both cases, for correct overlay of the network data and the load points, it is essential that the coordinate systems of the current MIKE URBAN+ project and the external GIS are identical.

12.4 Graphical Editing of Load Points

The tools for graphical editing of load points can be accessed through the ribbon menu in the CS network tab. Select the target layer to be "Load points" from the drop-down menu and the relevant tools will become active (create, edit, delete, connect load point). Alternatively, the same editing tools are available in the map view after selecting the target layer to be "Load points".



Figure 12.3 Layer editing tools activated after selecting the Load points target layer

All tools for graphical editing are fully supported by the "Undo" function.

12.4.1 Create a Load Point

Select the create feature tool to digitise load points. When this tool is active, the cursor appears as a + sign. Load points are digitized by a left mouse click at the desired location/s on the map. The tool is deactivated by clicking on the create feature tool again or selecting some other tool.

Each new load point is added as a new record in the 'Load Points' table. Per default, a name (i.e. identifier) is given as "Load_Point_n", where "n" stands for internal load point index. If required, the default identifier can be changed into a more meaningful name.

12.4.2 Edit/Move Load Point

An individual load point or a group of load points can be moved (translated) to a new position using the edit feature tool. Once the tool is selected, the



mouse cursor will change symbol when it is directly over a load point. Single mouse click over a load point to select the load point to be moved (the symbol on the load point will change), then drag the load point to the new location. Right click on the load point to finalise the new location. The Edit tool remains active until it is deselected or some other tool is activated.

12.4.3 Delete Selected Load Point

Select the delete feature tool, the cursor will change to a + symbol and then click on a load point on the map to be deleted.

12.5 Allocating the Load Points to the Model Network

Three load allocation methods are available:

1. Manual load allocation
2. Graphical Load Allocation
3. Automatic Point Allocation by GIS Geocoding

12.5.1 Manual Load Point Allocation

Individual load points may be allocated to the collection system nodes through the “Load points” editor, by selecting a specific node to connect load point to, see Figure 12.4. This method is appropriate for individual corrections and/or for smaller sets of load points.

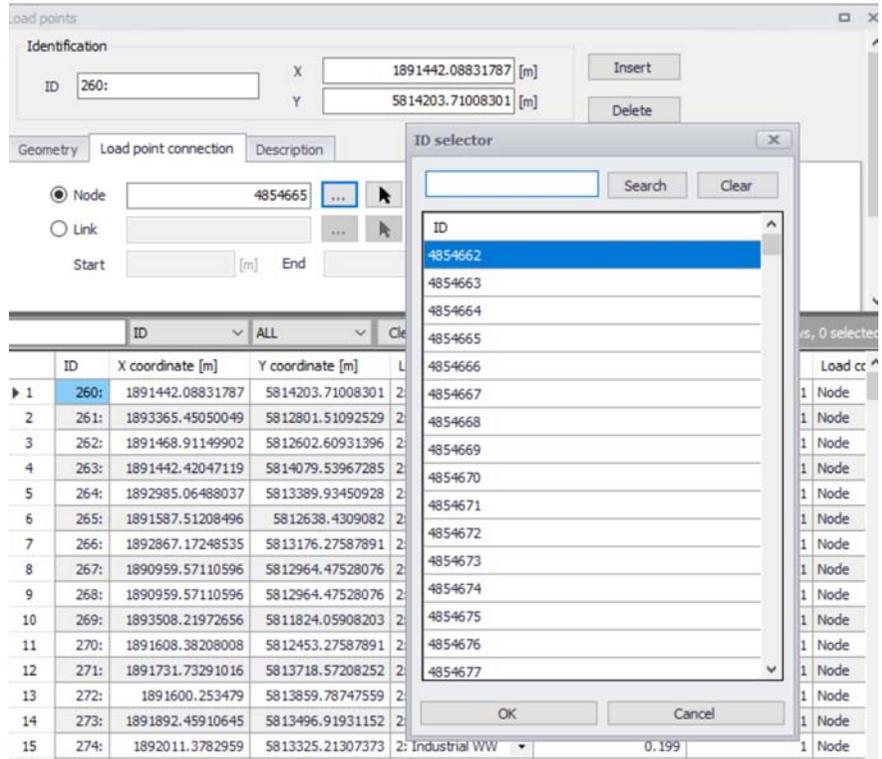


Figure 12.4 Manual allocation of the load point to a node - Example

12.5.2 Graphical Load Point Allocation

Individual load points may be allocated to the collection system nodes through the "Connect load" graphical tool. This can be activated by clicking on CS network | Connect tools | Connect load, click on the desired load point in the map and then select a node to connect it to.

Also, when adding a new load point into the map using the 'create' feature, you can use the connect tool to "connect load" tool to connect the unconnected load point to the desired node.

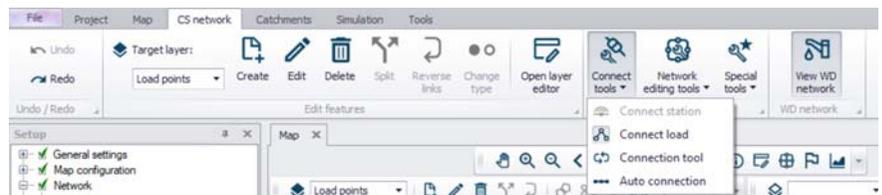


Figure 12.5 The Load Allocation Toolbar

The work process for the geographical load allocation is as follows:



1. Select the "Load points" layer from the target layer list, in the CS network toolbar.
2. Click on Connect tools | Connect load
3. Click on the desired load point in the map
4. Click on the desired node, and the connection will be automatically generated

MIKE URBAN+ plots the connection line between the load point and the selected node. If the current load point has already been allocated to some other node, the confirmation of the allocation action would re-connect the load to the current node.

This method is appropriate for individual corrections and/or for the smaller sets of load points.

12.5.3 Automatic Load Points Allocations by GIS Geocoding

MIKE URBAN+ supports automatic allocation of load points to collection system nodes through a GIS geocoding process. The geocoding process is initiated and controlled through the connection tool (Figure 12.6). This dialog is opened by clicking on CS Network | Connect tools | Connection tool

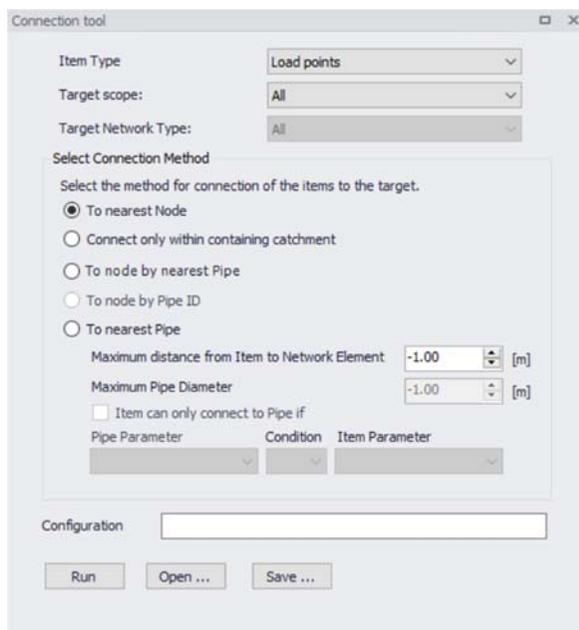


Figure 12.6 The connection tool

The following parameters affect the geocoding process:



Network Type: The load points are allocated only to the network elements (nodes and pipes) of a specified network type (optional field available in the description section of a network element). Thus, it is avoided that wastewater loads are allocated to the storm drainage network present in the same project.

Load category: A load point may be classified according to the available load types. Sometimes (e.g. in cases when pollution associated with each category is defined separately), it might be necessary to maintain the various load categories separately, so that the model boundary conditions can be defined properly. Selecting some records (e.g. based on the category) the connection tool then allows to perform the geocoding only on the selected load points by choosing target scope as “Current selection”.

Geocode method: There are two geocoding methods available for connecting load points to the MIKE URBAN+ model:

- To the nearest node: The load point is allocated to the MOUSE node (manhole or basin) which is geographically closest to the load point
- connect only within a contained catchment:
- to Nodes by nearest pipe: The load point is allocated to the downstream node of a link which is geographically closest to the load point.
- to nearest pipe: The load point is allocated to the nearest pipe, using two additional parameters which affect the geocoding process in this method:
 - Maximum distance from Item to Network Element (snap tolerance radius): The specified value (in map units) determines the largest distance for which is the geocoding performed. All load points which are not within the specified snapping distance to any pipe will remain non-allocated.
 - Maximum Pipe diameter: The specified value (in units for pipe diameter) limits the largest circular pipe which is eligible for geocoding. i.e. all larger the pipes (presumably trunk sewers) are assumed not to receive any direct loads.



Note: The geocoding process works on the selected set of load points or on the entire set.

The user should be aware that geocoding of a large set of load points is a computationally intensive process and may take some time. If the geocoding is attempted for already allocated points, the existing allocations will be cleared and replaced.





13 Interpolation and Assignment Tool

13.1 Introduction

The field assignment and interpolation tool is a controlled tool that will assign values to any field in the MIKE URBAN+ database either by taking the attribute value directly from another feature/attribute or by interpolating between and number of other features.

Examples of the tasks that may be performed with this tool are:

- Assign ground elevation values from a raster layer representing the DEM to nodes.
- Assign the diameter of manholes to be equal to the largest pipe entering the manhole.
- Calculate missing values for manhole invert levels from a point theme using Inverse Distance weighted spatial interpolation
- Calculate pipe levels by interpolating values following the network (pipes).
- Assign a value to a construction year and or contractor based upon a polygon theme giving city areas.

The source of the data (i.e. the features where data is taken from) may be any layer in the MIKE URBAN+ map view, including layers that have been added as background layers. Any compatible data value can be assigned to almost any field in the database. This also means that it should be used with some care as it obviously also can make completely non-sense assignment if the wrong fields or names are specified.

The tool is accessed through the MIKE URBAN + ribbon, WD network or CS network tab (depending on the project mode), Network Editing Tools, Interpolation and assignment.

The tool is set up as a workflow with the following steps:

- Target selection
- Assignment Method
- Assignment options (depending on the method chosen)
- Overall assignment
- Reporting

Each of the above steps are described in detail in the following sections.

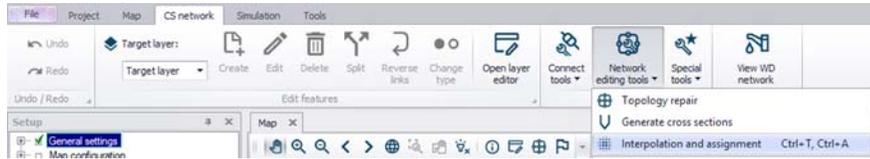


Figure 13.1 Accessing the interpolation and assignment tool

13.2 Target Selection

In the first step of the workflow, select the target attribute for the assignment. A target map layer (network component) must first be selected followed by a target attribute from the selected network component. For example, nodes layer, ground level attribute.

Once the empty fields are populated, MIKE URBAN+'s data validation functionality changes the "Target Selection" section of the workflow heading colour from red to green.

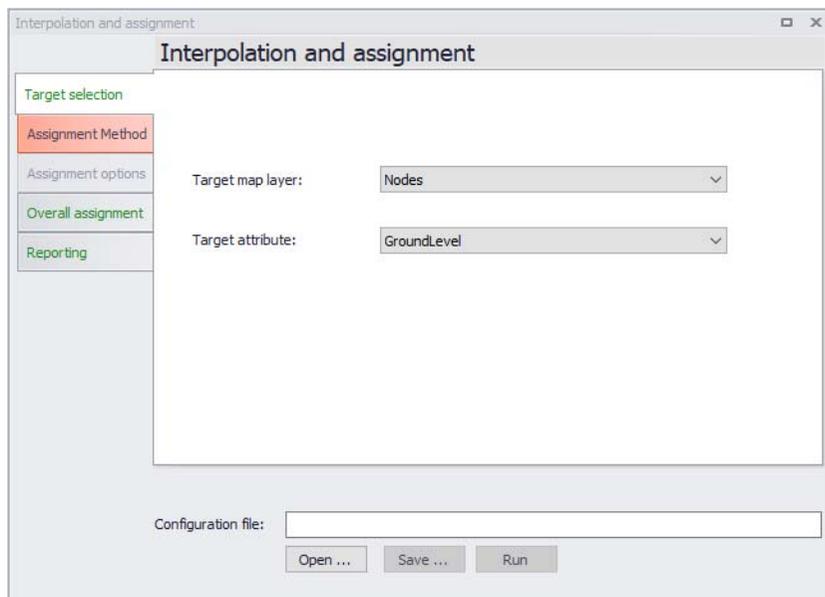


Figure 13.2 The Target selection dialog

13.3 Assignment Method

The next stage of the workflow defines the method to assign values to the target and the data source.



Figure 13.3 The Assignment Method dialog

First you must select the method as this will influence the valid choices for the data source. A number of methods exist:

- Assign from raster cells - this will assign a value from the raster (DEM) cell located directly above the target data. For example, assign node ground levels based on levels in a raster. If the target is a polyline or polygon the tool will use the centroid position to determine the correct cell. No interpolation is done.
- Assign from Nearest Feature - In this case the tool will locate the feature from the source layer that is closest to the feature in the target layer. If lines or polygons are used the centroid position is used for calculating distances.
- Use IDW interpolation between features - this option will make an Inverse Distance Weighted (IDW) interpolation between features in the source layer to determine the value for each target feature. The IDW parameters are fixed to the following: max number of points is 12 and the max distance away from the target feature is 300 (map units).
- Assignment from Network Neighbours - This option will take the source value from a network neighbour to the feature being updated. This obviously requires both the target and the source to be included in the same network. For example, assign manhole diameters from other manhole diameters nearby. Assignment will only be done if the immediate neighbour has the requested value i.e. the network will not be traced.



- Linear interpolation along network path - This option will do a distance weighted interpolation along the path of the network. If the direct neighbours do not contain values (null) the network is traced until a value is reached or the number of 'hops' (number of network nodes traced though) exceed a given maximum.
- Directly assign a value or NULL - This option allows to assign a specific value or to delete the content of an attribute (by assigning the NULL value).

Depending upon the choice of assignment method, the two selection boxes for the source data will be filled with layers/attributes compatible with the choice of method (i.e. only raster layers will be shown for raster assignment) or greyed out in the case of the last option.

13.4 Assignment Options

When the assignment method is “Assignment from network neighbours” or “Linear interpolation along network path”, extra parameters need to be specified in the next stage of the workflow in the section “Assignment Options”.

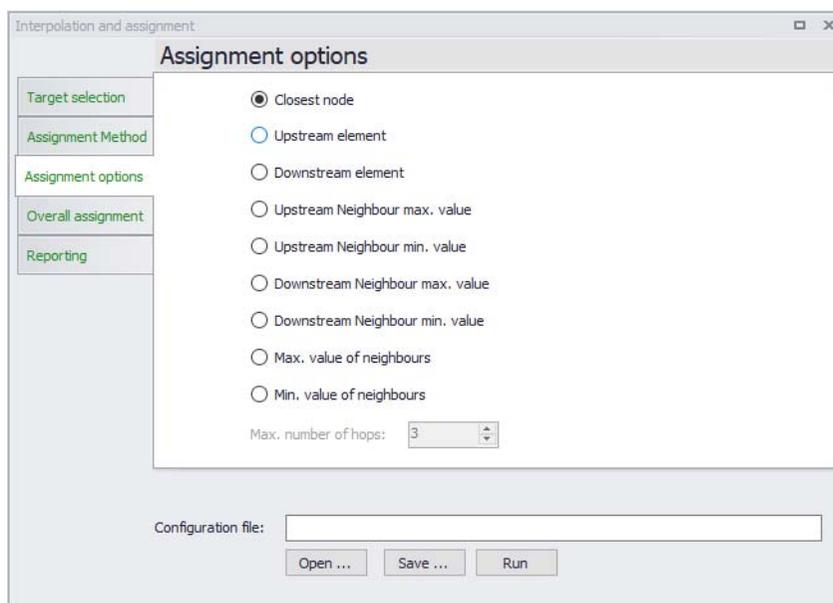


Figure 13.4 The assignment options dialog

For the “Assignment from network neighbours assignment method, the following assignment options are activated to define how the assignment is to take place:



- Closest Node - This will use the node that is closest to the one being assigned to. This option is only relevant if both target and source are nodes.
- Upstream Element - This option will assign from the upstream element (upstream/downstream is as defined by the GIS geometric network and may differ from the actual flow direction (which may not be constant)).
- Downstream Element - This option will assign from the downstream element (upstream/downstream is as defined by the GIS geometric network and may differ from the actual flow direction (which may not be constant)).
- Upstream/Downstream Neighbour Max. Value - These two options will scan the connected network neighbours upstream/downstream and use the maximum source value found as data source. Example: for assigning ground level and diameters.
- Upstream/Downstream Neighbour Min. Value - These two options will scan the connected network upstream/downstream neighbours and use the minimum source value found as data source. Example: for assigning invert levels.
- Max. Value of Neighbours- This option will scan the connected network neighbours and use the maximum source value found as data source. Example: for assigning groundlevel and diameters.
- Min. Value of Neighbours - This option will scan the connected network neighbours and use the minimum source value found as data source. Example: for assigning invert levels.

For the “Linear interpolation along network path” option, only the number of hops need to be specified. This allows you to control how many network 'hops' the interpolation will search for a value. The search continues until the max number is reached or a non-null value is found. When the value is set to 5 or higher it may cause instability (particularly in looped networks). A value of 0 means that only immediate neighbours are taken into consideration. Large values may be time consuming if a large number of features are selected for update.

13.5 Overall Assignment

In this step of the workflow, as shown in Figure 13.5, you can control which features are taken into account for the assignment operation.



Interpolation and assignment

Overall assignment

Target selection

Assignment Method

Assignment options

Overall assignment

Reporting

Only assign value to missing (NULL) values

Value also considered missing:

Only assign values to selected record

Only assign if feature is inside the extent of the source layer

(Only IDW and nearest feature assignment methods)

After assign change RECORD status to

After assign change ATTRIBUTE status to

Max. radius:

Max. no of features:

Configuration file:

Open ... Save ... Run

Figure 13.5 The Overall assignment dialog

The following options are available:

- Only assign value to missing (NULL) values - means that features that already have a value in the target field will not be updated. Removing this tick mark will overwrite any existing attribute values.
- Only assign values to selected records - this means that only records that are selected before the wizard was started are taken into consideration for updates.
- Only assign to features inside the extent of the source layer - this option prevents the tool from extrapolating outside the boundaries of the source layer when looking for the closest feature or when doing IDW interpolation.

It is also possible to automatically assign a change in the record and attribute status to the values modified by the interpolation and assignment tool. e.g. flag the record status to be 'modified' or specify a custom status flag (see Chapter 7 Flagging (p. 133) for further information).

13.6 Finishing the Wizard

To update the model with the interpolation/assignment, click on "Run". The last section 'Reporting' gives a summary of the features that have been updated.

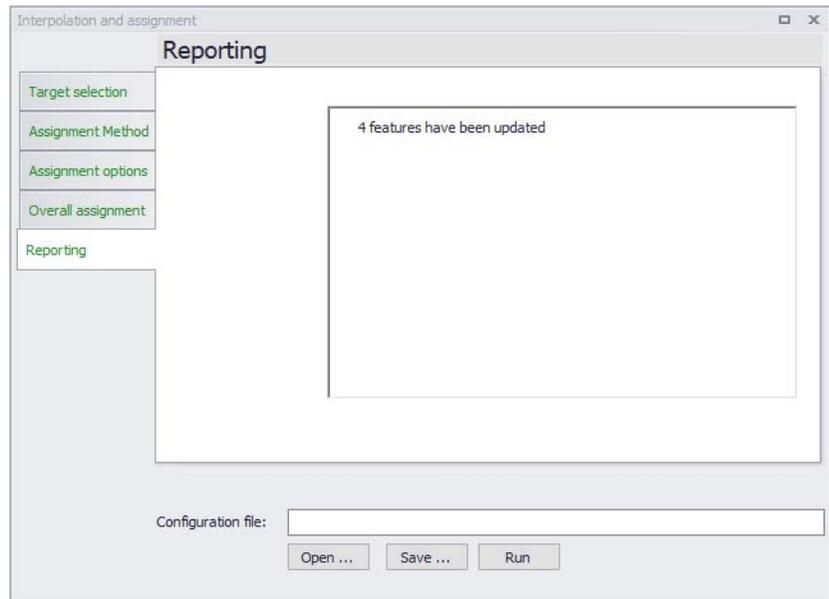


Figure 13.6 The report dialog

Note that the features to be updated are selected on the map before clicking on “Run” to make it easy to check that only the expected features are included. This selection does not check for other constraints i.e. null values may still prevent some of the selected features from being updated.

13.7 Configuration File

As with other MIKE URBAN+ tools, it is possible to save the tool setup configuration (Save button located near the bottom of the tool). A configuration file is created in a *.XML format and can be reused later (Open button).





14 Create Valves from Points Tool

14.1 Introduction

This tool is used to create multiple valves at once, by finding their locations and optionally their properties in a point shape file.

It creates the new valves at the closest location on the pipe network from the original point, within a maximum search distance. When the valve is inserted in the middle of a pipe, this pipe is automatically split in two new shorter pipes. When the valve is inserted at the end of the pipe, this pipe is simply shortened and no new pipe is created on the other side of the valve.

The tool is accessed through the MIKE URBAN+ ribbon, WD network tab, Network Editing Tools, Create valves from points.

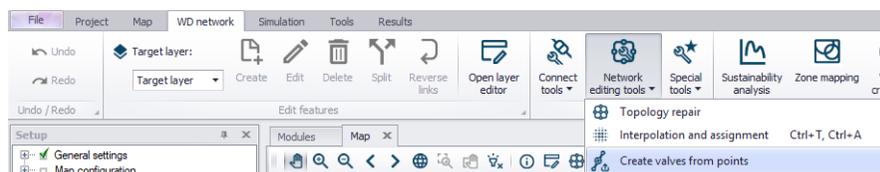


Figure 14.1 Accessing the Create valves from points tool

14.2 Configuration

The input shape file, with the points locating the valves to be created, must be selected in the 'Configuration' tab.

In the 'Input attributes' group, it is possible to import the main valves' properties from an attribute from the selected shape file. To achieve this, select the relevant attribute from the list, for the corresponding valve's property. Note that not all attributes are valid for each property: for example, only the attributes with numerical values will be listed for numerical properties. The details for each property are:

- Valve ID: any attribute can be selected to specify the valve ID. Note that this ID is expected to be unique for each valve: if the attribute contains an ID already in use for another valve, then the new valve will be assigned a default ID, thus differing from the name in the attribute.
- Valve type: the valve type can be imported either from attributes containing text data (in which case the valve type should be the same text as in the valves editor) or from attributes containing integers (in which case the valve type's value should correspond to the value of mw_Valve.TypeNo). For example, both an input value '2' and an input string 'PSV' would be imported as valve type 'PSV'.



- Fixed status: the Fixed status can be imported from attributes containing integers corresponding to the value of mw_Valve.StatusNo.
- Diameter: any attribute with numerical values can be imported.
- Setting: any attribute with numerical values can be imported.
- Description: any attribute can be imported.

Selection of any of these attributes is optional. When no attribute is selected, the corresponding valve's property will be given a default value. Similarly, when an attribute is selected but when it contains an invalid value for a point, then the created valve is also given a default value and a warning will be provided.

The 'Maximum search radius' is the distance around a point in the shape file within which the tool will look for a pipe. If no pipe is found within this distance, the valve is not created.

The 'Created valve length' is the distance between the new nodes to which the valves are connected. This length therefore controls the length by which the pipes are reduced after inserting the valves.

Figure 14.2 shows the configuration window for the 'Create new valves from point locations' tool. The window is titled 'Create new valves from point locations' and has two tabs: 'Configuration' and 'Reporting'. The 'Configuration' tab is active. It contains the following fields:

- Input file with valves locations:** File: C:\Valves\Valves locations.shp
- Input attributes:**
 - Valve ID: IDOBJ
 - Valve type: TYPE
 - Fixed status: Not set
 - Diameter: Not set
 - Setting: Not set
 - Description: Not set
- Options:**
 - Maximum search radius: 0.5 [m]
 - Created valve length: 1 [m]

Buttons: Run, Close

Figure 14.2 Configuring the Create valves from points tool

14.3 Running the tool

To update the model with the new valves, click on "Run". The 'Reporting' tab shows the warnings, if any, which are provided when valves could not be created or when properties could not be imported from the shape file.



15 Simplification Tool

15.1 Introduction

‘Simplification’ is the term associated with the process of removing disconnected and unnecessary network elements, removal of network parts outside an area of interest and eliminating internal nodes which appear as redundant and insignificant for the hydraulic computations.

Simplification reduces the complexity of a network, which improves the efficiency of the hydraulic computations without compromising the integrity and accuracy of the model.

Simplified networks are used in different contexts such as online model applications, long term simulations, strategic versus detailed models, etc.

15.2 Launching the Tool

The tool is found in the interface ribbon under ‘WD network’ or ‘CS network’ | Special tools | Network simplification (Figure 15.1). When activated a wizard is available to step through the simplification process (Figure 15.2).

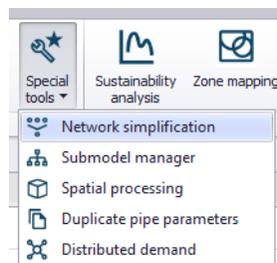


Figure 15.1 Launching the Network simplification wizard

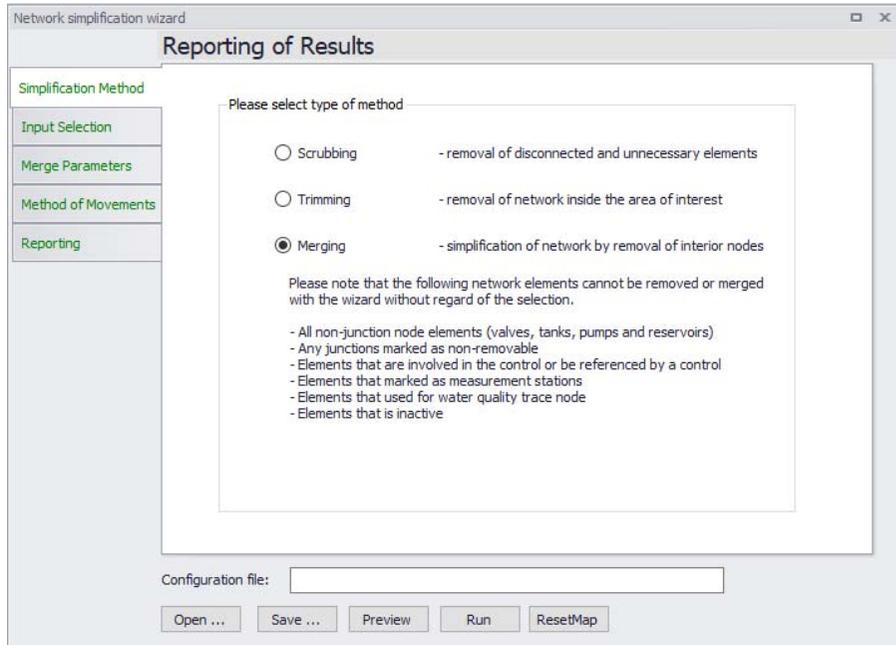


Figure 15.2 Simplification wizard

15.3 Simplification Procedure

The simplification procedure has been separated into the following steps:

1. Simplification method
2. Input Selection
3. Merge Parameters
4. Method of movements
5. Reporting

Each of the above steps are explained in detail in the following sections.

It is possible to save / open simplification settings from a previous configuration, stored as an *.XML file.

This functionality is available at the bottom of the network simplification wizard. When the *.XML file is opened, the settings in all dialogs will be filled to reflect the saved configuration.

15.3.1 Simplification Method

The simplification of a network is organized into three main simplification methods:



1. Scrubbing – Removal of disconnected and unnecessary elements.
2. Trimming – Removal of the network inside the area of interest.
3. Merging – Simplification of the network by removal of interior nodes.

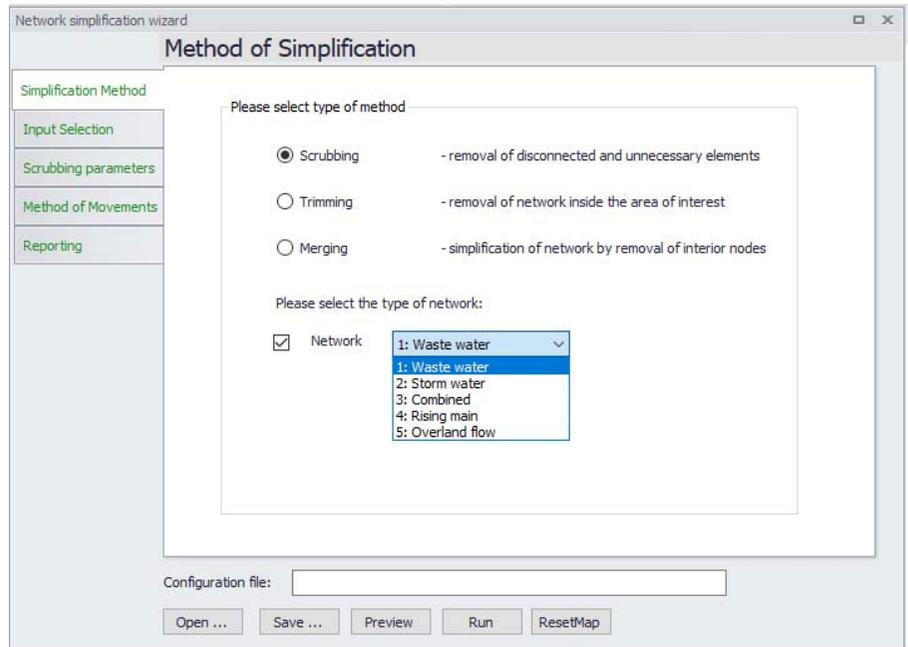


Figure 15.3 Selection of simplification method - WD model

Selection of MIKE URBAN+ Model Network

The simplification can be limited to work only on certain model network types. These network types are optional customisable fields available in the Description section of a network table in the field “Network type” (e.g. nodes / junctions, pipes, etc).

For example, in a Collection Systems model the network type could be specified as Wastewater, Stormwater, Combined, Rising Main, Overland flow, etc.

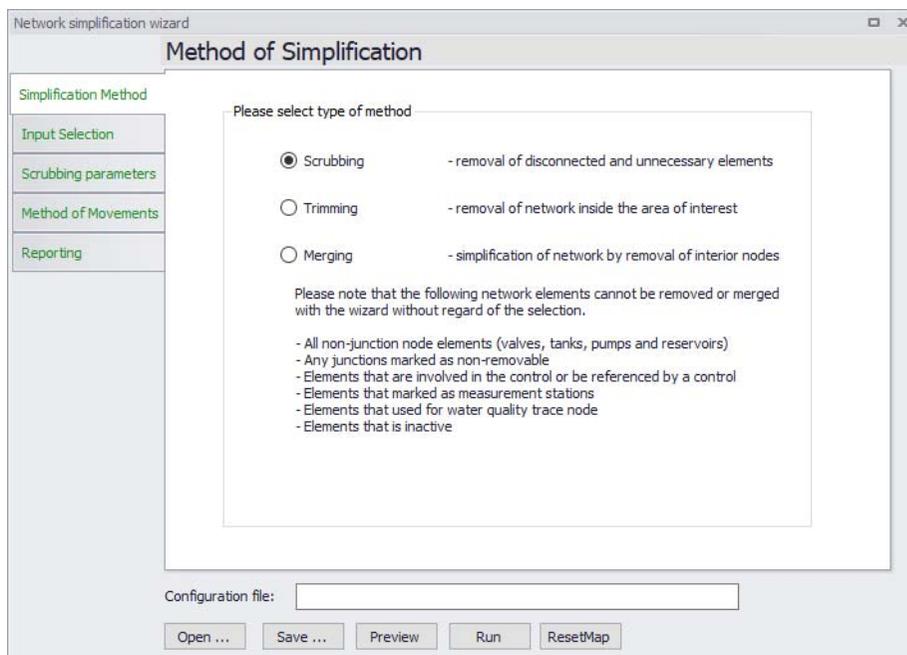


Figure 15.4 Selection of network type - CS model

Scrubbing

Scrubbing is associated with the process of removing disconnected network elements, such as orphan nodes and links. Additionally, the purpose of Scrubbing is the elimination of relatively insignificant network branches at upstream end of network and service pipes - so-called dead-end pipes.

The removal of dead-end pipes can be done based on user specified criteria, such as pipe lengths shorter than a certain length and removal of pipes with a diameter less than a certain diameter.

Unlinked Nodes, unlinked Links and dead-end pipes, which have some of the special features as listed in 15.3.3 Scrubbing Parameters (*p.* 222), are not selected automatically for removal. Selection of such nodes and pipes can only be done manually.

Reconnection of connected elements, such as demands and catchments is not possible.

Trimming

Trimming is associated with the process of removing network parts outside an area of interest, e.g. larger network branches.



Connected elements, such as catchments or demands to those network parts that are trimmed off, will be reconnected to remaining network elements based on user specification.

Merging

Frequently, flow-through nodes in network branches appear as redundant and can be removed without any important loss of accuracy. Removing interior nodes is associated with merging the connected links into a single link with similar hydraulic properties equivalent to the original links.

Connected elements, such as catchments or water demands to those nodes that are removed, will be reconnected to remaining network elements based on user specifications.

Nodes and links, which have some of the special features as listed in 15.3.3 Scrubbing Parameters (*p.* 222), are not selected automatically for removal. Selection of such nodes and pipes can only be done manually.

15.3.2 Input Selection

The simplification of a model can be limited to a certain area of interest. The options for specifying this are given below:

- Complete Model Network (default) - the selection of network elements that can be simplified is not limited.
- Network inside polygon - select existing polygon in map - the selection of network elements that can be simplified is limited to those elements inside the selected polygon.
- Network inside a polygon - manually digitize polygon - the selection of network elements that can be simplified is limited to those elements inside the digitized polygon.
- Stretch of pipes - select path with flags - the idea is mainly to supply the user with the possibility of simplifying a branch of pipes through merging removing interior nodes only on this branch of pipes.
- Network based on attribute - specify selection filter - the selection of network elements that can be simplified is limited to those elements that fulfil the selection filter.
- Network based on selection - specify selection on the map the selection of network elements that can be simplified is limited to those elements inside the defined selection.
- Exclusive selections – After selecting the area of interest it is possible to specify elements that should be excluded from the simplification. The box 'Exclusive selections' needs to be ticked. The user required network elements are specified through a selection file from saved selection manager lists

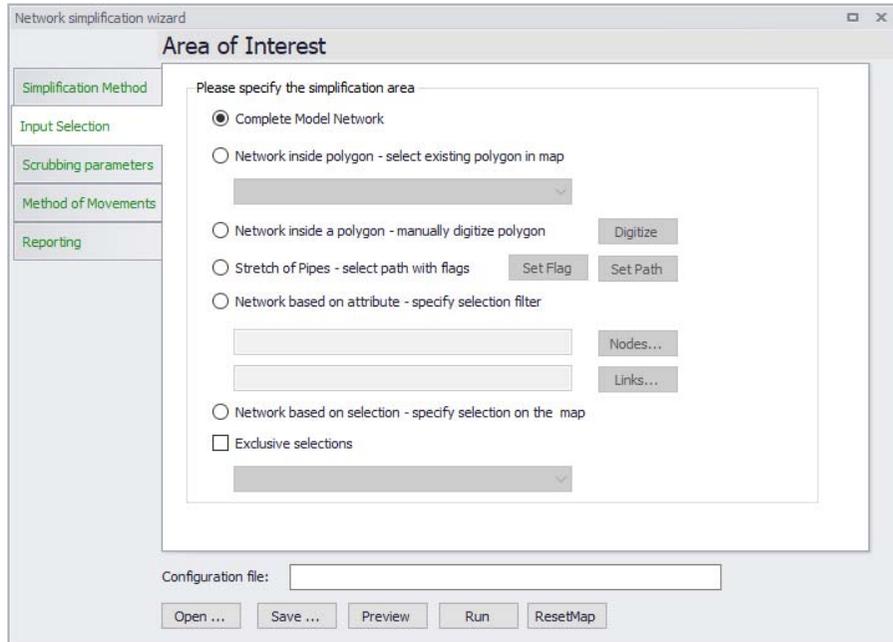


Figure 15.5 Input Selection dialog

As with other tools in MIKE URBAN+, the simplification will only work on the current selection - so the network area of interest can be limited based on a user specified selection and then refined further within the simplification tool.

15.3.3 Scrubbing Parameters

When the Simplification Method “Scrubbing” is selected, the “Scrubbing parameters” section of the simplification wizard appears.

The following parameters can be set:

1. Maximum Number of Scrubbing Levels
2. Remove unlinked nodes – nodes/junctions that do not have any other network components attached
3. Remove unlinked pipes – pipes that do not have any nodes/junctions attached
4. Remove dead-end pipes have criteria – specify a criteria using the expression tool. E.g. Diameter ≤ 0.3 .
5. Remove pipes have criteria (excluding dead-end pipes) – specify criteria for pipes and nodes using the expression tool



6. Preserve Network Integrity

Network simplification wizard

Parameters

Simplification Method

Input Selection

Scrubbing parameters

Method of Movements

Reporting

Maximum Number of Scrubbing Levels:

Remove unlinked nodes

Remove unlinked pipes

Remove dead-end pipes have criteria

Pipe criteria

Remove pipes have criteria (excluding dead-end pipes)

Pipe Criteria

Node Criteria

Preserve Network Integrity

Configuration file:

Open ... Save ... Preview Run ResetMap

Figure 15.6 Selection of network elements to be removed

The above criteria are the same for both Collection System and Water Distribution network models. The network elements that fulfil the criteria are selected for removal.

Unlinked Nodes, Unlinked Pipes and Dead-end pipes, which have the features as listed in Table 15.1, are not selected automatically for removal. The selection of such nodes and pipes can only be done manually.



Table 15.1 Features for unlinked nodes, unlinked pipes and dead-end pipes in Collection Systems and Water Distribution networks

	Dead-end node features	Dead-end pipe features
CS network	Basin Outlet Storage Node Assigned a Network load Nodes containing pumps, weirs and orifices/gates	Additional Regulation Non-return valve Assigned a Network Load
WD network	Tank Air-Chamber Emitter Air-Valve	Pump Valve Closed pipe Check-valve

15.3.4 Trimming Parameters

Trimming will remove all network parts inside the area of interest specified in the Input Selection. There are no additional parameters to be specified.

15.3.5 Merge Parameters

As for the scrubbing simplification method, a maximum number of merging levels can be specified for the merging method.

When merging, different selection criteria exists for Collection System and Water Distribution networks. For each merging criteria, a maximum difference needs to be specified.

Collection System

- Similar Dimension
- Similar Pipe Invert Level
- Same Material
- Similar Slope (slope diff.) applied at slopes lower than specified limit
- Similar Slope (diff. as %) applied at slopes higher than specified limit
- Similar Friction Loss
- Similar Pipe Direction



Network simplification wizard

Parameters

Simplification Method Maximum Number of Merging Levels

Input Selection Please select the parameters for merging of pipes and removing interior nodes. All selected criteria must be fulfilled in order to merge the pipes:

Merge Parameters

Merge Criteria

Criteria	Max. Difference:	Criteria	Max. Difference:
<input checked="" type="checkbox"/> Similar Dimension	<input type="text" value="10"/> %	<input type="checkbox"/> Similar Friction Loss	<input type="text" value="10"/> %
<input checked="" type="checkbox"/> Similar Pipe Invert Level	<input type="text" value="0.1"/>	<input type="checkbox"/> Similar Pipe Direction	<input type="text" value="10"/> °
<input checked="" type="checkbox"/> Same Material			
<input checked="" type="checkbox"/> Similar Slope (slope diff.)	<input type="text" value="10"/> %	applied at slopes lower than	<input type="text" value="1000"/>
<input checked="" type="checkbox"/> Similar Slope (diff. as %)	<input type="text" value="10"/>	applied at slopes higher than	<input type="text" value="0"/>

Merge Method

Size Friction Loss

Configuration file:

Open ... Save ... Preview Run ResetMap

Figure 15.7 Merge criteria and methods for Collection Systems

The pipe direction is defined as shown in Figure 15.8.

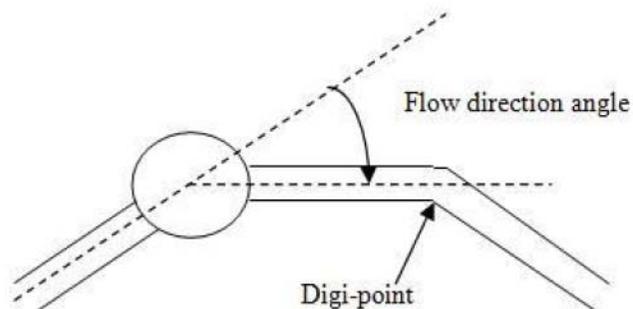


Figure 15.8 Definition of pipe direction angle

Water Distribution

- Similar Diameter
- Similar Friction
- Similar Age
- Same Material



- Similar Pipe Direction
- Similar Pipe Invert Level
- Similar Slope (slope diff.) applied at slopes lower than specified limit
- Similar Slope (diff. as %) applied at slopes higher than specified limit

Network simplification wizard

Parameters

Maximum Number of Merging Levels:

Please select the parameters for merging of pipes and removing interior nodes. All selected criterias must be fulfilled in order to merge the pipes.

Merge Criteria

	Max. Difference:	
<input checked="" type="checkbox"/> Similar Diameter	<input type="text" value="10"/>	%
<input checked="" type="checkbox"/> Similar Friction	<input type="text" value="10"/>	%
<input checked="" type="checkbox"/> Similar Age	<input type="text" value="5"/>	year
<input checked="" type="checkbox"/> Same Material		
<input checked="" type="checkbox"/> Similar Pipe Direction	<input type="text" value="10"/>	°
<input checked="" type="checkbox"/> Similar Pipe Invert Level	<input type="text" value="0.1"/>	
<input checked="" type="checkbox"/> Similar Slope (slope diff.)	<input type="text" value="10"/>	%
applied at slopes lower than	<input type="text" value="1000"/>	
<input checked="" type="checkbox"/> Similar Slope (diff. as %)	<input type="text" value="10"/>	
applied at slopes higher than	<input type="text" value="0"/>	

Merge Method

Attributes	Method
<input checked="" type="checkbox"/> L	WeightedAv...
<input checked="" type="checkbox"/> Diameter	WeightedAv...
<input checked="" type="checkbox"/> Thickness	Maximum
<input checked="" type="checkbox"/> GeometricLength	WeightedAv...
<input checked="" type="checkbox"/> StatusNo	Maximum
<input checked="" type="checkbox"/> Enabled	Maximum
<input checked="" type="checkbox"/> RCoeff	WeightedAv...
<input checked="" type="checkbox"/> LCoeff	WeightedAv...
<input checked="" type="checkbox"/> PN	WeightedAv...
<input checked="" type="checkbox"/> CDate	WeightedAv...
<input checked="" type="checkbox"/> Coeff1	WeightedAv...
<input checked="" type="checkbox"/> Coeff2	WeightedAv...

Configuration file:

Open ... Save ... Preview Run ResetMap

Figure 15.9 Merge criteria and methods for WD

Components of the networks as listed in Table 15.2 are not selected automatically for removal. Selection of such nodes and pipes can only be done manually.

The percentage criteria will be evaluated relative to the lowest value in order to have the most conservative evaluation. This means that if e.g. two pipes are evaluated for similar diameter and the first pipe has a diameter of 0.20 and the other 0.25 they will only be merged with criteria higher than 25%.



Table 15.2 Features for a Collection System network and Water Distribution network that are not selected automatically for removal

	Node features	Link features
CS network	Basin Outlet Storage Node assigned a Network load Nodes containing pumps, weirs and orifices/gates Nodes connecting links specified with different directions Assigned a Network load	Additional Passive Regulation and RTC Non-return valve Assigned a Network Load
WD network	Tank Air-Chamber Emitter Air-Valve Nodes connecting links specified with different directions	Pump Valve Closed pipe Check-valve

Specification of Merge Methods

The following section provides further details of merging method, once the merge criteria are met. i.e. how the selected elements should be merged for Collection system and Water Distribution networks. Note, only pipes of identical shape can be merged.

Table 15.3 Collection System merge methods

Merge methods	CS Network
Size (size of merged pipe)	Weighted Average - average pipe size weighted by length used as merged size Minimum - minimum size used as merged size Maximum - maximum size used as merged size
Friction Loss	Weighted Average - average friction loss weighted by length used as merged friction loss Minimum - minimum friction loss used as merged friction loss Maximum - maximum friction loss used as merged friction loss



Table 15.4 Water Distribution merge methods

Merge methods	WD Network
L (Length)	<p>Weighted Average – average length weighted by length used as merged length</p> <p>Minimum - minimum length used as merged length</p> <p>Maximum - maximum length used as merged length</p> <p>Sum - sum of lengths</p>
Diameter	<p>Weighted Average - average pipe diameter weighted by length used as merged diameter</p> <p>Minimum - minimum diameter used as merged diameter</p> <p>Maximum - maximum diameter used as merged diameter</p> <p>Sum - sum of diameters</p>
Thickness	<p>Weighted Average - average pipe thickness weighted by length used as merged thickness</p> <p>Minimum - minimum thickness used as merged thickness</p> <p>Maximum - maximum thickness used as merged thickness</p> <p>Sum - sum of thicknesses</p>
GeometricLength	<p>Weighted Average – average calculated length weighted by calculated length used as merged calculated length</p> <p>Minimum - minimum calculated length used as merged calculated length</p> <p>Maximum - maximum calculated length used as merged calculated length</p> <p>Sum - sum of calculated lengths</p>
StatusNo (Initial status)	<p>StatusNo is having 3 options: 0-Open, 1-Close, 3-CV</p> <p>Minimum (default) - minimum status number used as merged status number. Example: If Pipe_1 is 'close' (equivalent to 1) and Pipe_2 'open' (equivalent to 0) merged status number will be 0-Open.</p> <p>Maximum - maximum status number used as merged status number. Example: If Pipe_1 is 'close' (equivalent to 1) and Pipe_2 'open' (equivalent to 0) merged status number will be 1-Close</p>
Enabled (Is Active)	<p>Enabled is having 2 options to activate the pipe: 0-False, 1-True</p> <p>Minimum - minimum enabled used as merged enabled. Example: If Pipe_1 is 'True' (equivalent to 1) and Pipe_2 'False' (equivalent to 0) merged status number will be 0-False.</p> <p>Maximum (default) - maximum enabled used as enabled. Example: If Pipe_1 is 'True' (equivalent to 1) and Pipe_2 'False' (equivalent to 0) merged status number will be 1-False.</p>



Table 15.4 Water Distribution merge methods

Merge methods	WD Network
RCoeff (Roughness)	Weighted Average - average roughness weighted by length used as merged roughness Minimum - minimum friction loss used as merged roughness Maximum - maximum friction loss used as merged roughness Sum - sum of roughness
LCoeff (Loss Coefficient)	Weighted Average - average loss weighted by length used as merged local loss Minimum - minimum loss used as merged loss Maximum - maximum loss used as merged loss Sum - sum of losses
PN (Pressure nominal)	Weighted Average - average pressure nominal weighted by length used as merged pressure nominal Minimum - minimum pressure nominal used as merged pressure nominal Maximum - maximum pressure nominal used as merged pressure nominal Sum - sum of pressure nominals
CDate (Construction year)	Weighted Average - average construction year weighted by length used as merged construction year Minimum - minimum construction year used as merged construction year Maximum - maximum construction year used as merged construction year Sum - sum of construction years
Coeff1 (Demand Coeff. 1)	Weighted Average - average Demand Coeff. 1 weighted by length used as merged Demand Coeff1 Minimum - minimum Demand Coeff. 1 used as merged Demand Coeff. 1 Maximum - maximum Demand Coeff. 1 used as merged Demand Coeff. 1 Sum - sum of Demand Coeff. 1
Coeff2 (Demand Coeff. 2)	Weighted Average - average Demand Coeff. 2 weighted by length used as merged Demand Coeff. 2 Minimum - minimum Demand Coeff. 2 used as merged Demand Coeff. 2 Maximum - maximum Demand Coeff. 2 used as merged Demand Coeff. 2 Sum - sum of Demand Coeff. 2
Coeff3 (Demand Coeff. 3)	Weighted Average - average Demand Coeff. 3 weighted by length used as merged Demand Coeff. 3 Minimum - minimum Demand Coeff. 3 used as merged Demand Coeff. 3 Maximum - maximum Demand Coeff. 3 used as merged Demand Coeff. 3 Sum - sum of Demand Coeff. 3



Table 15.4 Water Distribution merge methods

Merge methods	WD Network
Coeff4 (Demand Coeff. 4)	Weighted Average - average Demand Coeff. 4 weighted by length used as merged Demand Coeff. 4 Minimum - minimum Demand Coeff. 4 used as merged Demand Coeff. 4 Maximum - maximum Demand Coeff. 4 used as merged Demand Coeff. 4 Sum - sum of Demand Coeff. 4
Bulk_Coeff (Bulk coefficient)	Weighted Average - average bulk coefficient weighted by length used as merged bulk coefficient Minimum - minimum bulk coefficient used as merged bulk coefficient Maximum - maximum bulk coefficient used as merged bulk coefficient Sum - sum of bulk coefficients
Wall_Coeff (Wall coefficient)	Weighted Average - average wall coefficient weighted by length used as merged wall coefficient Minimum - minimum wall coefficient used as merged wall coefficient Maximum - maximum wall coefficient used as merged wall coefficient Sum - sum of wall coefficients
Element_S (Status)	The status list by default is described in the flagging section 8 of the manual. Weighted Average - average status weighted by length used as merged status Minimum - minimum status used as merged status. Example: If Pipe_1 status is 'Model' (equivalent to 1) and Pipe_2 status is 'GIS' (equivalent to 2) merged status number will be 1:Model. Maximum - maximum status used as merged status. Example: If Pipe_1 status is 'Model' (equivalent to 1) and Pipe_2 status is 'GIS' (equivalent to 2) merged status number will be 2:GIS. Sum - sum of status

15.3.6 Method of Movements

For all simplification methods: Scrubbing, Trimming and Merging, connected elements such as catchments and demands are reconnected to the remaining network.

How these elements should be moved, can be specified as follows:

Collection Systems

- Move to downstream element along the path



- Move to upstream element along the path
- Move to closest element along the path
- Connect to closest element
- Don't reconnect

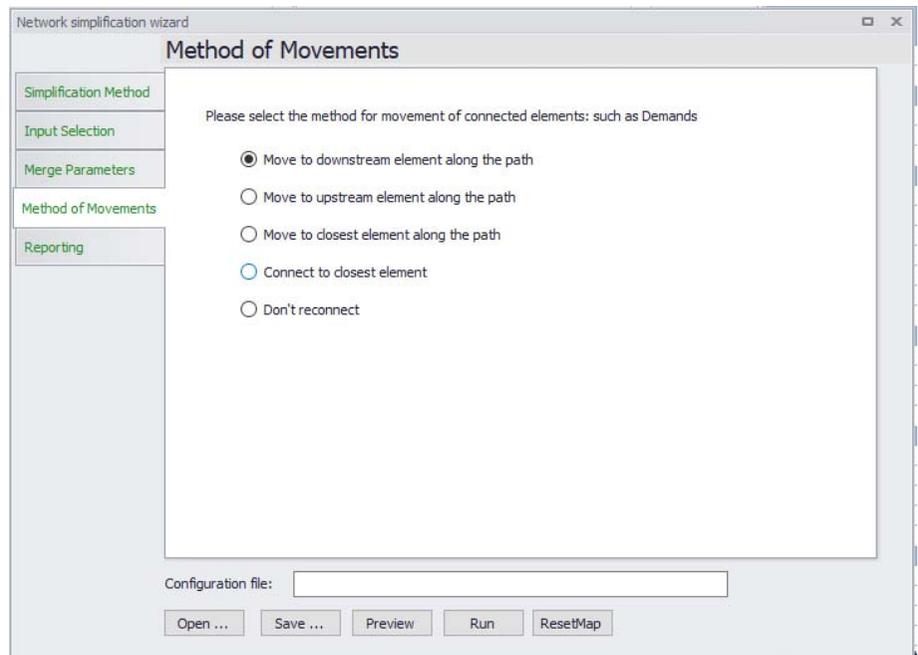


Figure 15.10 Reconnecting connected elements in a CS network

Water Distribution

- Move to closest element along the path
- Connect to closest element
- Don't reconnect



Note that “Move to the closest element along the path” will move the e.g. catchment or demand to the closest node along the upstream or downstream path of the currently connected node. If no such path is found, the catchment/demand will be disconnected.

Connected elements to parts of the network that are now removed will be reconnected to remaining elements based on the specified method of movement as shown in Figure 15.11.

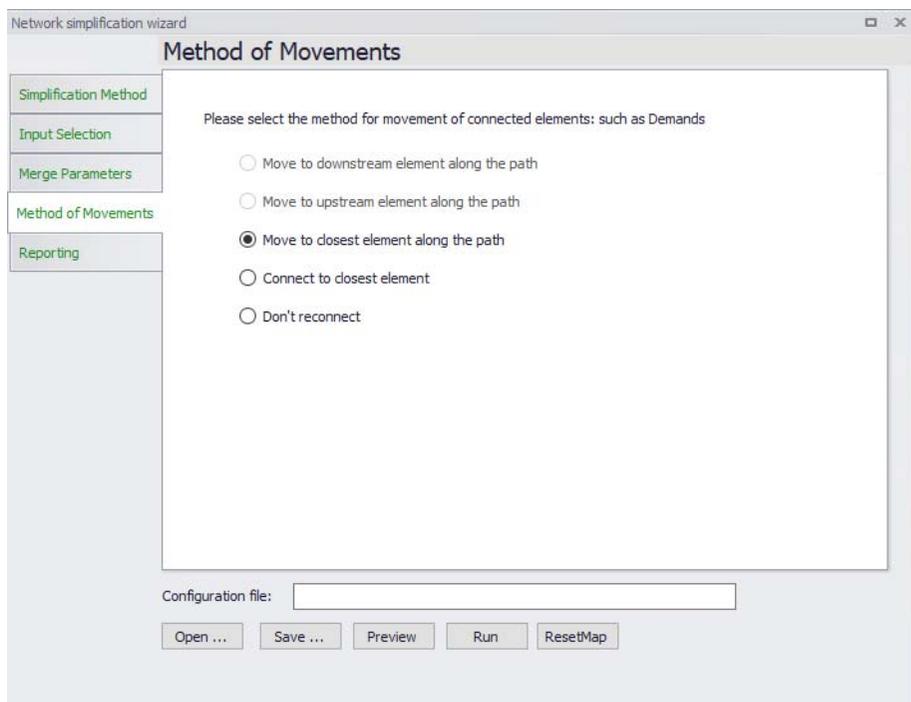


Figure 15.11 Reconnecting connected elements WD network

15.3.7 Save Options

Once the simplification method has been defined, it is possible to save the configuration which creates an *.XML configuration file.

This file can then be re-opened to be reused by clicking on the 'Open' button and browsing to the saved *.XML file.

15.3.8 Reporting

By clicking on the button "Preview" at the bottom of the simplification tool, a summary of what and how many elements will be simplified is provided in the "Reporting" section.

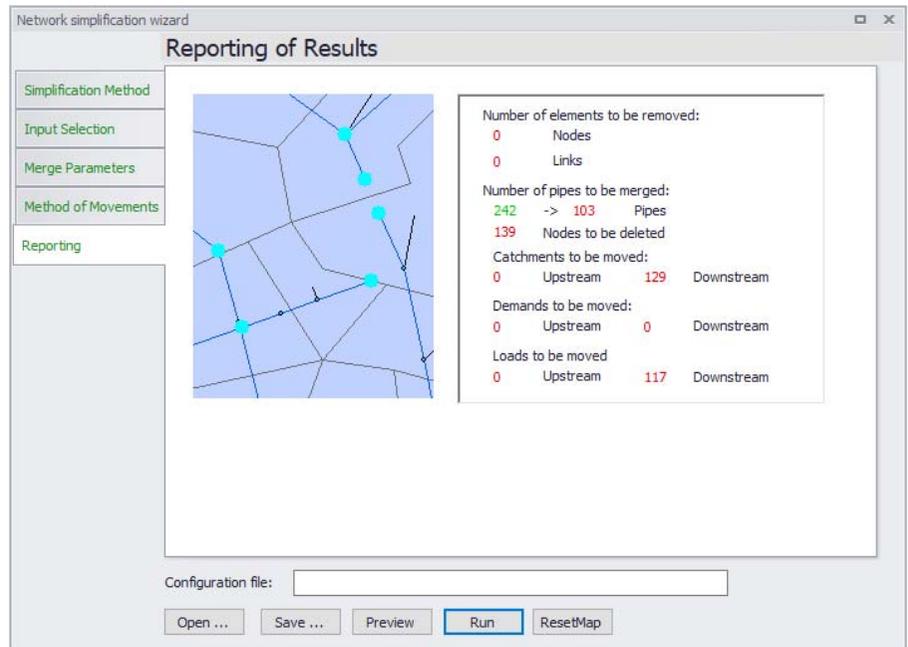


Figure 15.12 Reporting of simplification results

15.3.9 Manually Editing a Selection

Scrubbing and Trimming

The selected elements by the Scrubbing and Trimming process are the elements that will be removed. This selection can be changed in the MIKE URBAN+ map view manually by adding and removing from the selection in the horizontal plan using the general selection tools or by utilizing a selection group from the selection manager. This can be done at any time in the wizard.

When reaching the final section of the wizard you can make changes to the selection in the map view and then press 'Preview' to include these changes, see Figure 15.13. The 'Preview' button can be pressed at any time during the setup of simplification criteria. It allows the ability to visually see on the map view the elements that will be removed.

The 'Reset map' button resets the selection of elements to be deleted (in pink on Figure 15.13) but does not remove the applied area selection (yellow). It is only when clicking 'Run', action will be taken on the model.

Merging

The selected elements for Merging represents the data that are valid for merging actions such as to be removed and merged. The selection can be



changed in the MIKE URBAN+ map view manually by removing (not adding) from the selection using the general selection tools or by utilizing a selection group from the selection manager.

This selection can again be manually changed in the map view. i.e. removing nodes from the selection to be kept in the model. For example, nodes where a flow meter has been installed.

When clicking 'Preview', the network that will be modified is shown in pink on the map; and only when clicking on 'Run', the merging process on the data is performed.



Note, the 'Undo' functionality is available after completing the simplification tool.

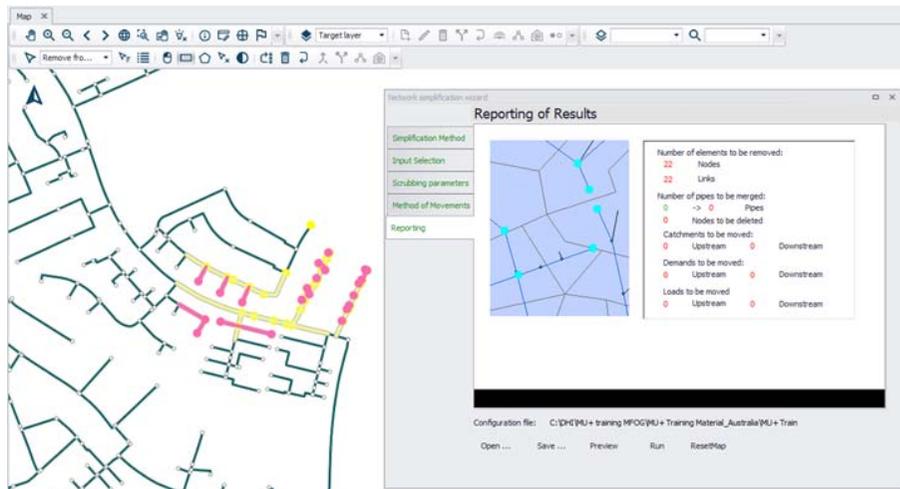


Figure 15.13 The final page in the simplification wizard. Selection on the map from the user in yellow color to apply the scrubbing. Elements that will be removed in pink color when clicking on 'Run' button.



16 Scenario Management

Water distribution and collection system models are commonly used for system performance analysis and planning studies. The complexity of the involved systems, the various uncertainties about future conditions and usually huge costs associated with maintenance, rehabilitation and development necessitate a thorough investigation of alternative system configurations in a search for the technically feasible, environmentally sound and economically efficient solution.

These alternative configurations - scenarios - may differ by the system's physical layout, loading conditions, operational strategies, etc. Various projects, such as development of a Sewerage Master Plan, Wastewater Transportation Strategy, an Overflow Abatement Strategy, etc. would typically result in a large number of scenarios, either representing alternative system configurations at a given time and/or representing the system at various development stages. Testing of each scenario against the prescribed legislation or the standards of service that the authorities provide requires a numerical model on its own.

These scenarios are always related to each other through the common origin ('Existing Case' or 'Base') and the differences typically encompass only a smaller part of the total data. Moreover, scenarios representing a development of the system through time are subject to the dependencies propagating along with the timeline.

Analysis of the scenarios as separate projects creates major inconveniences, such as:

- Large number of models, even when differences between them are minor;
- Missing an efficient overview over the entire set of solutions;
- Inability to maintain the existing dependencies between the individual scenarios automatically. Thus, the updating of the models with additional information requires editing of multiple files to change the same element, e.g. if a pipe diameter is found to have been incorrectly registered in the GIS database, it will have to be updated multiple times in each of the scenario project file;
- Unable to easily visualise differences between scenarios.

In other words, working with the scenarios as separate projects is inefficient and cumbersome.

Instead, the MIKE URBAN+ Scenario Manager provides an easy way of managing multiple scenarios, within a single MIKE URBAN+ project (i.e. a single database).



16.1 What is a Scenario Manager?

The MIKE URBAN+ Scenario Manager is accessed via the Setup tree 'Scenarios'.

The Scenario Manager enables the definition, organisation management and reporting of alternative model scenarios, such as:

- Augmentation of existing trunk sewer mains;
- Increased wastewater loading from increased population;
- Increased water demands from increased population;
- Alternative design loads, e.g. rainfall-runoff of different return period;
- Alternative/new alignment of water, sewer and storm mains;
- Building of a new sewer trunk and water supply mains in order to cater for a new development area;
- Etc.

All within the same MIKE URBAN+ project.

With the MIKE URBAN+ Scenario Manager, a user can work with an unlimited number of scenarios in a single MIKE URBAN+ project.

16.2 Design of the MIKE URBAN+ Scenario Manager

16.2.1 Data Groups, Alternatives and Scenarios

The MIKE URBAN+ Scenario Manager is based on the concept of Data Groups, Alternatives and Scenarios.

In this context, a Data Group is a set of database tables which form a meaningful set. E.g. all database tables containing collection system network data belong to the data group "Network Data". Every database table relevant for the scenario manager is included in one of the Data Groups.

Each Data Group can appear in the MIKE URBAN+ project in any number of Alternatives. The initial alternative is named with a default name 'Base'. Any further alternatives are created upon user request and can have a user-specified name. The Alternatives for a certain data group are organised in a tree-like structure, where dependencies propagate along the branches - from the "parent" to all the "heirs" i.e. "child" alternatives.

A scenario contains a collection of one alternative from each Data Group. Individual alternatives are used as building blocks for constructing scenarios. For example, modelling a new development area could have new alternatives for "Network", Loads and boundaries" and "Catchments and hydrology" data groups, while the remaining data groups remain as the base case. A moder-



ate number of data groups (seven for collection system and five for water distribution) allows for a manageable structure of scenarios, while ensuring a high level of flexibility.

The initial scenario is named with a default name 'Base', and consists of the 'Base' alternative of each data group. Any further scenarios are created upon user request and can have a user-specified name. The scenarios can be organised in a tree-like structure of "parents" and "children". A new scenario is created in the "Setup" menu, by a right click on a scenario (e.g. Base) and selecting "Create child scenario". Select the new scenario and tick on the relevant alternatives for the selected scenario.

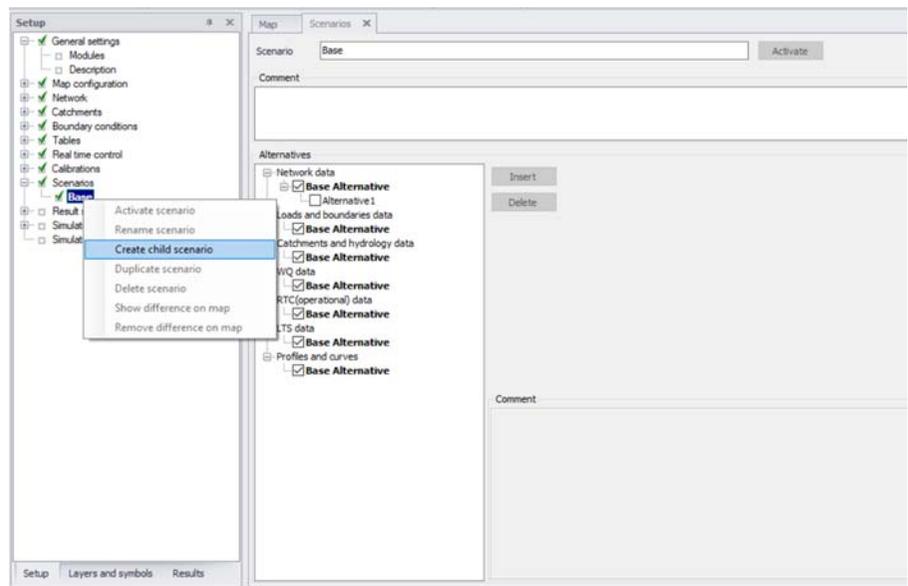


Figure 16.1 Create a new scenario by right clicking on an existing scenario (e.g. Base) and selecting "Create child scenario"

Click on the button "Activate" to modify the database for this collection of alternatives.

16.2.2 Alternatives

As described in the previous section, alternatives represent components of scenarios. The various alternatives contain the actual data belonging to a certain data group. Each subsequent alternative only contains information on the differences relative to its immediate "parent", while the rest of the data is inherited from the "parent" through the principles of inheritance.

Grouping of various alternatives belonging to different data groups into scenarios is sometimes subject to limitations, because the data groups have not been formed on the basis of data independency, but rather following the logi-



cal data grouping, recording differences according to hierarchy. E.g. An alternative of the "Catchment connections" CS data group, which specifies a catchment connection to node 'A', cannot be used with the alternative of the "Network data" data group where node 'A' has been renamed or deleted. Obviously, the catchment would remain disconnected. It is therefore prudent to plan the scenarios and alternatives before commencing a project, where possible.

Collection System Alternatives

For Collection Systems, the scenarios are composed of the following data groups:

- Network data
- Loads and boundaries data
- Catchments and hydrology data
- WQ data
- RTC (operational) data
- LTS data
- Profiles and Curves

Water Distribution Alternatives

For Water Distribution Systems input data can be grouped the following way, corresponding to the different types of available alternatives:

- Network data
- Water demands
- Control data
- WQ data
- Patterns and Curves

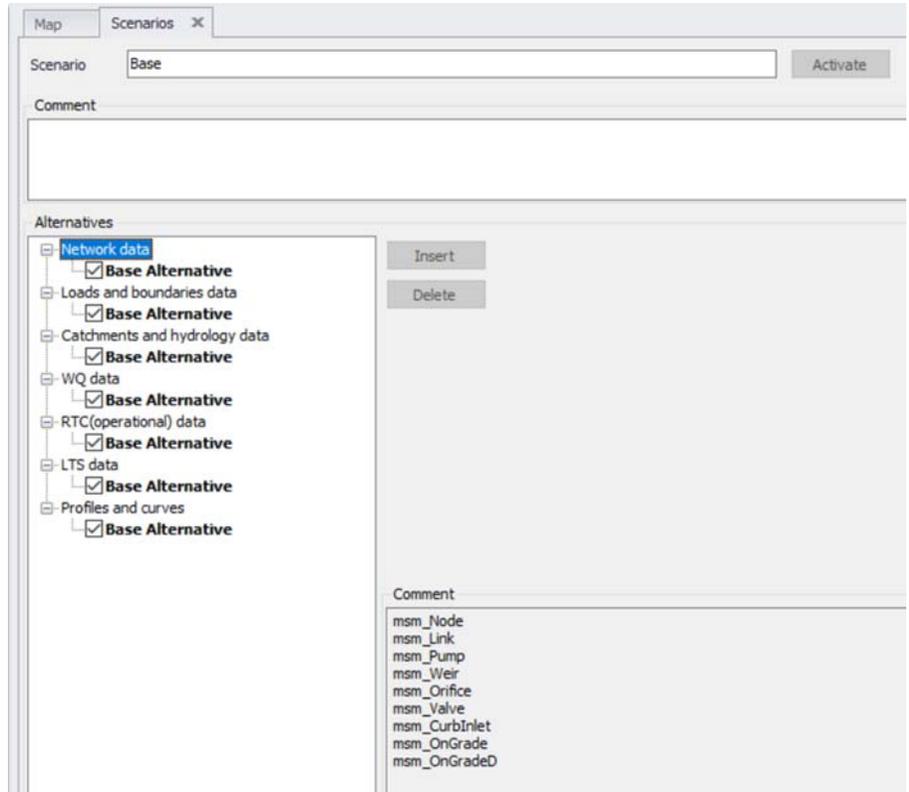


Figure 16.2 Click on a Data Group to see the relevant database tables on the bottom right of the screen. E.g. "Network data" for collection systems

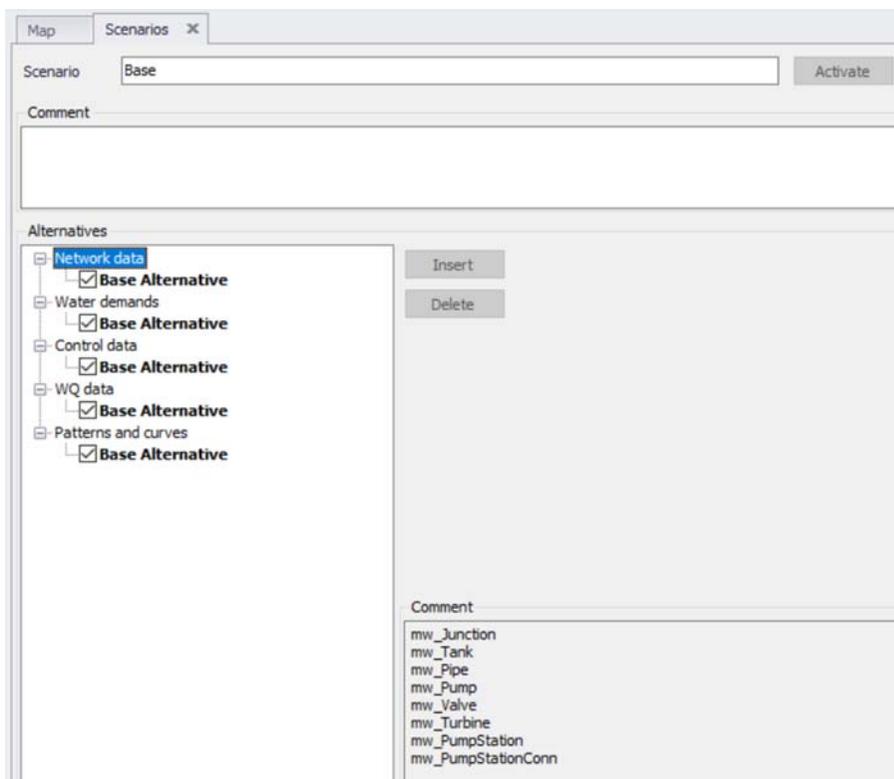


Figure 16.3 Click on a Data Group to see the relevant database tables on the bottom right of the screen. E.g. "Network data" for water distribution systems

Simply select an alternative and click on the button "Insert" in the scenario manager to create a new alternative that is a "child" of the alternative directly above it.

16.2.3 Base Data vs. Child Data

When the scenario manager is activated for the first time, the system provides 'Base' alternatives for each data group automatically. The 'Base' data contains the original model database and is the "trunk" for all the alternative branches.

A 'Base' alternative for any data group can be empty, if no data are specified in any of the tables belonging to this data group. E.g. no operational data may be specified, thus leaving the RTC (operational) data 'Base' alternative empty. So, although the RTC (operational) data is a part of the 'Base' scenario, it does not necessarily mean that any operational data are specified. It is possible to add a 'child' to the RTC (operational) data 'Base' alternative containing operational data and include this alternative in a new scenario. This way, the scenario containing operational data can be tested and the



reports of the changes will reflect that the operational data have been changed in the 'child'.

There may be many reasons for adding child alternatives. E.g. it can be for testing performance of the system if the diameters for certain pipes are upsized, testing the effects of the population growth or testing the effects of applying different real time control strategies.

After making a scenario active (click the "Active" button in the scenario manager) all the alternatives that are a part of the scenario are automatically made active and can thus this scenario can be edited. Changes made to the database will be recorded within the alternative for each data group as differences to the parent alternative. If a base alternative is active, the main database will be modified (not recorded as a difference).

16.2.4 Inheritance Principles

With the inheritance from 'parent' alternatives to 'child' alternatives, some considerations must be kept in mind.

- Making a change to an alternative will affect all descendent ('child') alternatives of that alternative. This means that it will impact all the scenarios where either the alternative or the children of that alternative are applied. The benefit of this feature is that it ensures that if one value needs updating it will be updated in all the scenarios where the alternative is applied (e.g. if a pipe diameter is found to have been incorrectly registered in the GIS data during the course of a project then the pipe diameter can be changed one place only, regardless of the number of scenarios and alternatives that reference to this alternative).
- The chain of inheritance for a certain data record stops where any change (or deletion) of that element has occurred in earlier work. E.g. if a bottom level of a node 'A' has been edited in a child alternative, a later update of the bottom level in the 'Base' will only propagate through the alternative tree until it reaches the alternative containing the first change.
- Adding an element (e.g. a node) in the 'parent' with an ID that already exists in one or more of its descendants ('children') will overwrite the content of the 'child' element
- If adding an element (e.g. pump/link) in the parent that cannot be added to all the children (because some parts may have been deleted/changed there), the element is added where possible and omitted elsewhere.

16.2.5 Data Not Specific to any Alternative/Scenario

There are some data tables which are not included in the Scenario Manager.

These are typically tables containing data of general usability, i.e. data without a reference to the current network - e.g. in MIKE URBAN+ CS these



include cross sections, parameter sets, etc. These data should be understood as belonging to a general project database.

There are some single record tables containing various parameters (e.g. water quality parameters) that are not part of the Scenario Manager, in order to allow the ability to apply various parameters within the same project.

The data not included in the Scenario Manager can be accessed from any scenario, regardless of the alternatives that make up that specific scenario.

Please note that the computed values are not part of Scenario Manager (all fields ending with _C) and are not automatically re-computed after switching scenarios.

16.3 Managing Scenarios and Alternatives

The Scenario Manager contains two main windows:

- The Scenarios section in the 'Setup' view
- The Alternatives section in the Scenarios Editor

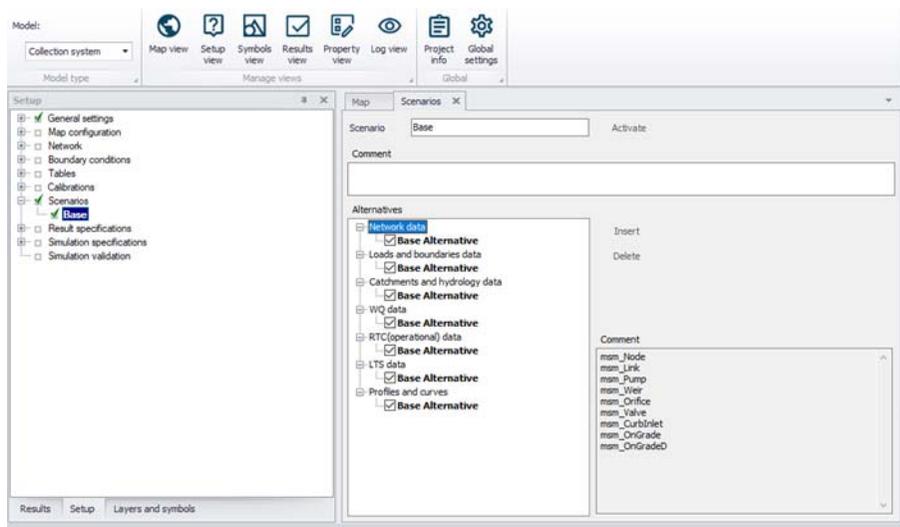


Figure 16.4 Example of the scenario window for the scenario manager - 'Scenarios' in the Setup on the left and 'Alternatives' window on the right.

16.3.1 Scenarios

The scenario section is used for creating, editing, and managing scenarios. Per default there will be one built-in scenario, i.e. the Base scenario. The Base scenario cannot be edited or deleted. An unlimited number of additional scenarios can then be added to cover the various 'What if' scenarios.



A mouse right click on a scenario enables multiple actions on the scenario.

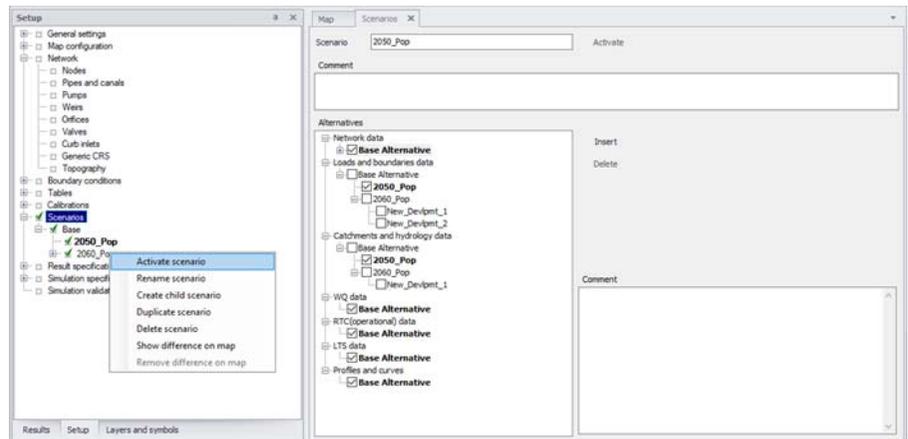


Figure 16.5 Scenario options are visible by a mouse right click on a scenario.

Activate scenario

The activate scenario option will load the scenario, i.e. the project data is manipulated so that all editors contain the appropriate data corresponding to the collated alternatives for the scenario. Depending on the size of the project this may take some time.

Rename scenario

The rename scenario button will make the scenario name active so it can be easily renamed.

Create child scenario

The create child scenario option adds a scenario that is a child of the selected scenario (not to be confused with the active/current scenario), i.e. to begin with, the alternatives of a new scenario will be that of the selected scenario. A name for the new scenario is suggested by default. The name can be changed by using the rename scenario option.

Duplicate scenario

The duplicate scenario option will make a copy of the selected scenario. This means that all the alternatives that make up the original scenario will be transferred to also be applied to the new scenario. Once the new scenario has been made, the original and the duplicate scenario are edited independently of one another.

Delete scenario

The delete scenario option will remove the selected scenario. The Base scenario cannot be deleted. Note that deleting a scenario will not delete any data as the alternatives hold the data (the scenarios just refer to alternatives). The comments for the scenario being deleted, however, will also be deleted.



Show difference on map

The show difference on map option is very useful to graphically display differences between scenarios. Differences are shown on the map view with a color code and will show differences between the activated scenario and the selected scenario.

16.3.2 Alternatives

Alternatives can be edited only once the corresponding scenario is made active.

Alternatives can, however, be added to the tree view in the manager regardless of the active scenario. When a scenario is loaded, the project data is manipulated so that all editors contain the appropriate data corresponding to the alternatives for the scenario.

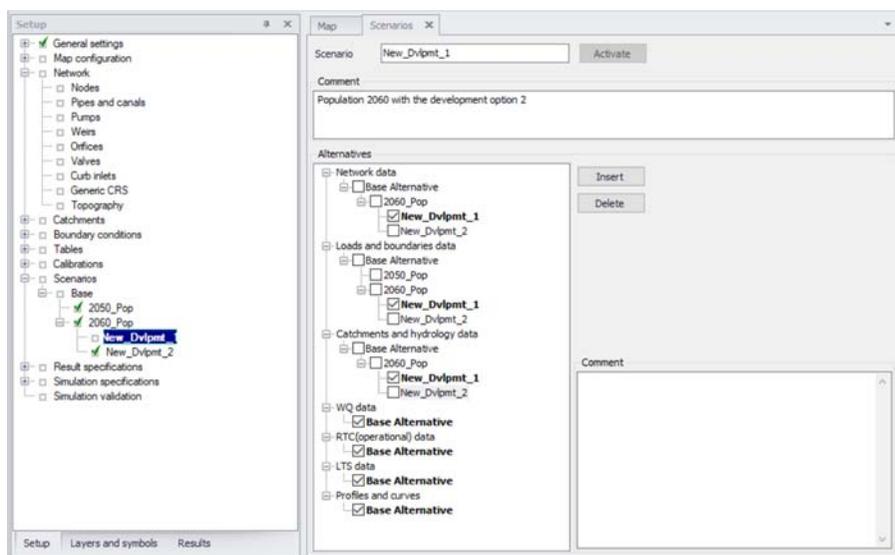


Figure 16.6 Selected scenario with corresponding alternatives ticked "on" and in bold.

The alternative part of the dialog consists of two buttons: "Insert" and "Delete" along the right side.

The alternatives that correspond to the selected scenario are "ticked" on in the box next to an alternative. The alternatives available to be edited in the MU+ tables are displayed in bold.

Insert

The insert button adds an alternative that is a child of the selected alternative (not to be confused with the active/current alternative). A name for the new



alternative is suggested per default.. By a single left mouse click on the alternative, the alternative can be renamed.

Delete

The delete button will remove the highlighted alternative. The alternatives must be deleted by starting at the end of the trees until the root is reached (the alternatives can only be deleted one by one starting by the latest child). The Base alternative cannot be deleted. Remember: Deleting an alternative will delete the changes made to that alternative.

Rename

The rename option will make the alternative name active so it can be easily renamed. The functionality is obtained by left-clicking once on the alternative name and then editing the name.

16.3.3 Scenario Simulation

To be able to run a simulation for a particular scenario, it is necessary to:

- Activate the relevant scenario. This is done by selecting the scenario in the "setup" view, scenarios section, and then clicking the "activate" button available in the scenario manager window.
- Insert a new simulation. Either open the Hydrodynamic simulation window via Simulation, Simulation setup in the ribbon view, or via the "Setup" view, Simulation, Specifications, Hydrodynamic simulation. Click on the "Insert" button to insert a new simulation row. The active scenario will appear automatically in the "Scenario ID" section of the window. Note, this field cannot be edited.
- Input the required fields for the simulation specifications;
- Run the simulation. Once a simulation is created, it can be run for the Scenario ID, even when the active scenario is changed. i.e. when the simulation is run, MIKE URBAN+ will automatically activate the relevant scenario and run the model. In this way, multiple scenario simulations can be set up and run.

16.3.4 Example

To investigate how upsizing certain pipes and adding some real time control to the system can affect the performance of the system, start by making two child alternatives: one for the network data (as the pipes are a part of this alternative) and one for the RTC (operational) data (as the real time control is a part of that alternative). Then, create a scenario that applies the new network alternative and the new operational data alternative and then activate this scenario. Start editing the data in the MIKE URBAN+ tables (e.g. upsizing the pipes and adding real time control). Once the data is edited, insert a new simulation to correspond to the active scenario. Run the model and compare the results to the original setup to see the effect of the changes.



You can also choose to make a new scenario that contains e.g. the network alternative (but not the operational data alternative), to see what change in performance the pipe upgrades alone will have.

16.3.5 Reporting Changes

When setting up multiple alternatives and scenarios one of the most important aspects is keeping track of the changes that have been done. The Model and Result Report tool (In the MIKE URBAN+ ribbon, select Tool | Model and Result Report) can be utilised to track and document changes made between scenarios. (Refer to Chapter 19.16 Reports (p. 327) for further details). All reports can be produced in color or in black/white. The reports are all in XML format but can also be imported into a word document.

In the Model and Result Report tool, create a new template and select the Content to be compared Scenario section. Click "Run" to present the comparison. The table can be exported to a variety of formats. E.g. Word, Excel, *.PDF, *.XML ,etc. The report style can be utilise the default 'MURreport' format, or an imported style.

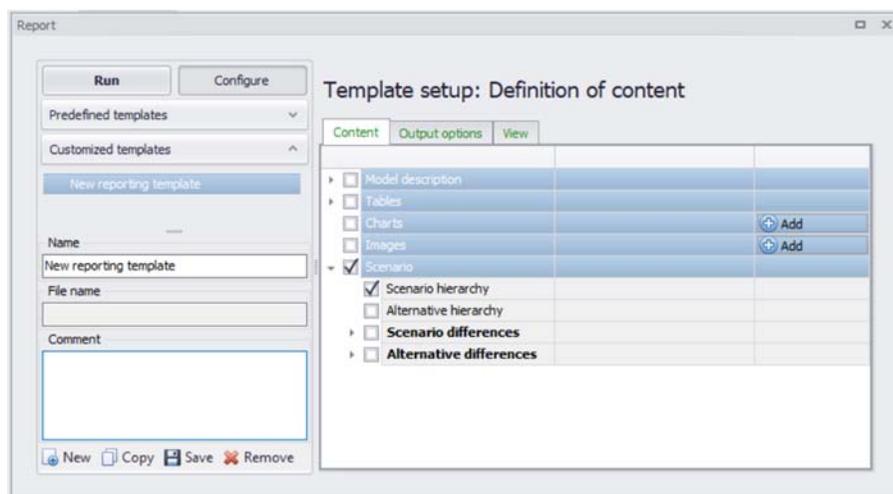


Figure 16.7 The Model and Result Reporting tool can be utilised to keep track of scenarios and alternatives.

Within a report, color coding is used to signify the origin of the record:

- White - original record, no changes
- Green - record added
- Yellow - record has been changed (updated)
- Red - record has been deleted



Scenario hierarchy

Will create a table with scenario IDs, active scenario, parent of the scenario and comments.

Alternative hierarchy

Will create tables for each data group with alternative IDs, active alternative, the parent alternative, a comment, and the scenario the alternative is associated with.

Scenario differences

Scenario #1 and #2 are compared to each other, selected from a drop-down list of all the scenarios in the model. Comments in the scenario specification can be included in the comparison as an option. To narrow the comparison, specific data groups can be selected, and a choice can be made whether or not to present a comparison of everything in a report or "only include changed values that differ" between scenarios.

Alternative differences

When comparing two different alternatives, the data group to be compared must be chosen from a drop-down list of all data groups. Then two alternatives from within the specified data group can be selected to be compared to each other, selected from a drop-down list of all the alternatives within the data group. Comments in the alternative specification can be included in the comparison as an option. and a choice can be made whether or not to present a comparison of everything in a report or "only include changed values that differ" between alternatives.

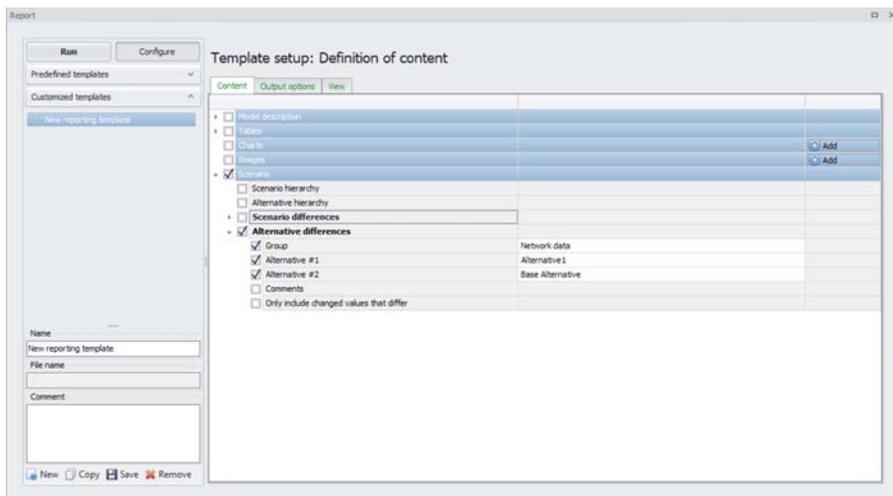


Figure 16.8 Reporting differences between Alternatives using the Model and Result reporting tool

16.3.6 Differences Between Scenarios - Map View

The "Show differences on Map" option, accessed by right clicking on a Scenario ID in the "Setup" view is useful to graphically display the differences between two scenarios.

Color coding is used to signify the origin of the record:

- White - original record, no changes
- Green - record has been changed (updated)
- Yellow - record added
- Red - record has been deleted

The example below presents network differences between scenario '2060' (active scenario) and the 'Base' (font in light green).

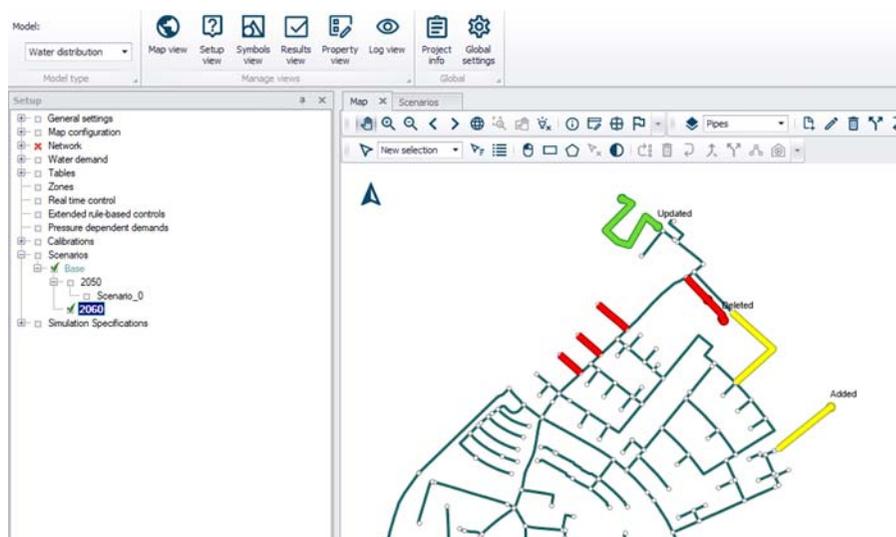


Figure 16.9 Graphical display presenting the differences between scenarios

16.4 Step-by-Step Guide to Creating a Scenario

1. In the setup view, go to the "Scenarios" editor
2. Create a child scenario by right clicking on the existing scenario and selecting 'Create child scenario'.
3. Select the alternative group that you wish to add an alternative to and press the 'Insert' button in the Scenario editor window
4. You can now rename it and/or continue to make alternatives



5. Once you have created the alternatives that you need, highlight the scenario you created and tick on the alternatives that you wish to include in the scenario, one for each data group;
6. Activate the scenario that you wish to work with (right click on the scenario ID in the setup view and select 'Activate scenario' or click on the 'Activate' button next to the ID of the selected scenario in the Scenario editor window). The activated scenario is displayed in bold font. Equally, all the alternatives that relate to the active scenario, are displayed in bold in the list of alternatives.
7. Edit the model, making sure to only edit the tables associated with the new activated alternatives.
8. Create a new simulation for the active scenario (Simulation, Simulation setup in the ribbon view, or via the "Setup" view, Simulation, Specifications, Hydrodynamic simulation).
9. Run the new scenario and compare results to other scenarios.





17 Submodel Manager

17.1 Introduction

The 'Submodel Manager' tool is used to split and combine models in an easy manner. The tool was designed for cases where a detailed model exists within a large area (city-wide model), while the issue to be analysed by the model is only in one small area. Therefore, a simplified model can be created (e.g. using the simplification tool) and then parts of the detailed model and simplified model can be combined. i.e. detailed area of interest with the remainder of the model being simplified to account for upstream and downstream effects.

An additional use for the submodel manager tool is when distributing modelling resources. Modellers can work on different sections of a larger model and then use the submodel manager to combine the final model together.

Based on user specified polygons, different models are split into submodels of the network. The desired submodels can be merged into a new model containing one version of an area from the original models e.g. a detailed or simplified submodel. The tool has two main functionalities:

- Extract submodels
- Merge submodels

An example of the submodel manager concept is shown below Figure 17.1, where two original models are split into submodels based on polygons and then a different combination of submodels are merged together to create a new model.

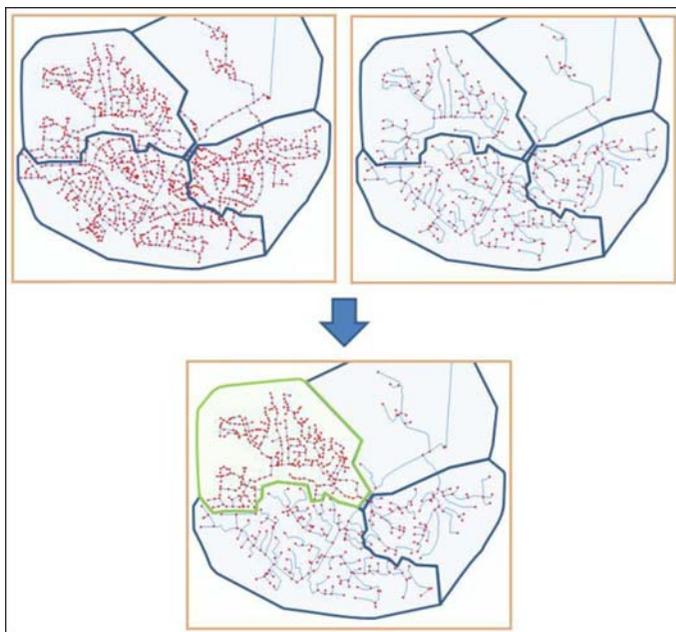


Figure 17.1 Submodel manager concept

A submodel will contain all nodes inside the submodel polygon and all elements connected to these nodes even if they are outside the polygon (e.g. catchments). Areas that cross the borders defined by the polygons must be identical in the models (detailed and simplified version of the model area) to be able to be merged later. It is possible to create a selection file of elements that exist in more than one submodel. Before merging, it is important to make sure IDs between the models are unique.

The two options are detailed in the following sections. They can be executed separately or in sequence.

17.2 Extract Submodels

A model can be extracted from a base model based on a polygon background layer in MIKE URBAN+. Every polygon must contain a unique ID which will be used as a reference to the individual submodel. The background layer must cover the entire model area and the polygons should only intersect with pipes, structures and connections (catchments, demands etc.).

A submodel will contain all junctions, pipes etc. inside the polygon and all elements connected to these junctions. e.g. a zone located outside the submodel polygon will still be included in the submodel if it is connected to a junction located inside the submodel area.

In order to extract the submodel, a polygon layer and submodel ID must be provided to specify the extent and name of the submodel. The directories for



the detailed and simplified submodels in the dialog specify where the created submodels will be located. If the directory is specified without a full path the directory is a relative path to the database currently loaded in MIKE URBAN+.

In the 'Extract' tab the detailed and simplified models must be specified, see Extract Submodels. The selected polygon shape under the selection tab defines the area for submodel #1, which is the submodel to be extracted. Submodel #2 is given by region outside the selected polygon. To create the submodel, add a name for the selection list and click on 'Create and clip submodels'.

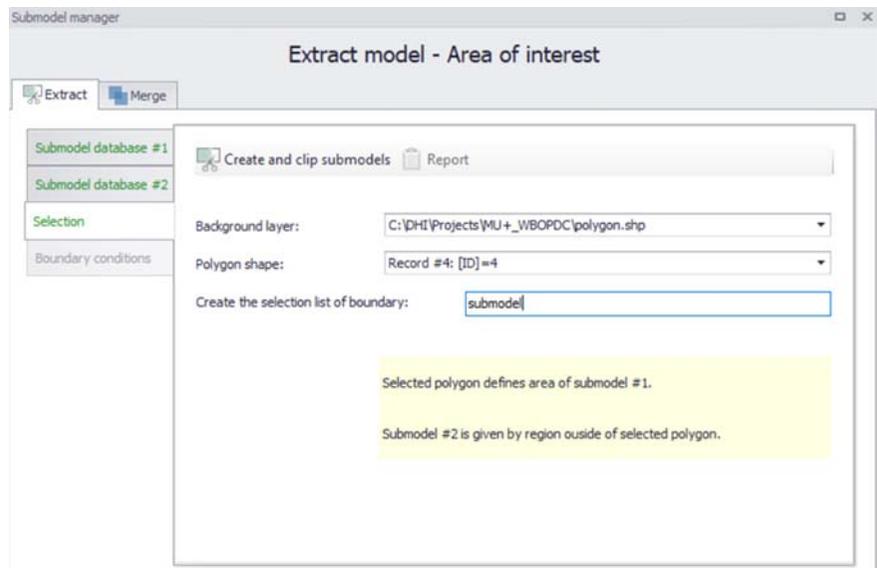


Figure 17.2 Extract Submodels

It should be noted that the created submodels do not function as individual models but parts for a complete model. Hence a submodel may not be valid for a simulation without further manual editing.

17.3 Merge Submodels

When merging submodels the same polygon layer that was used to extract sub models should be loaded into MIKE URBAN+. For each polygon, the user needs to specify which model to use within the area. E.g. from the detailed or simplified model.

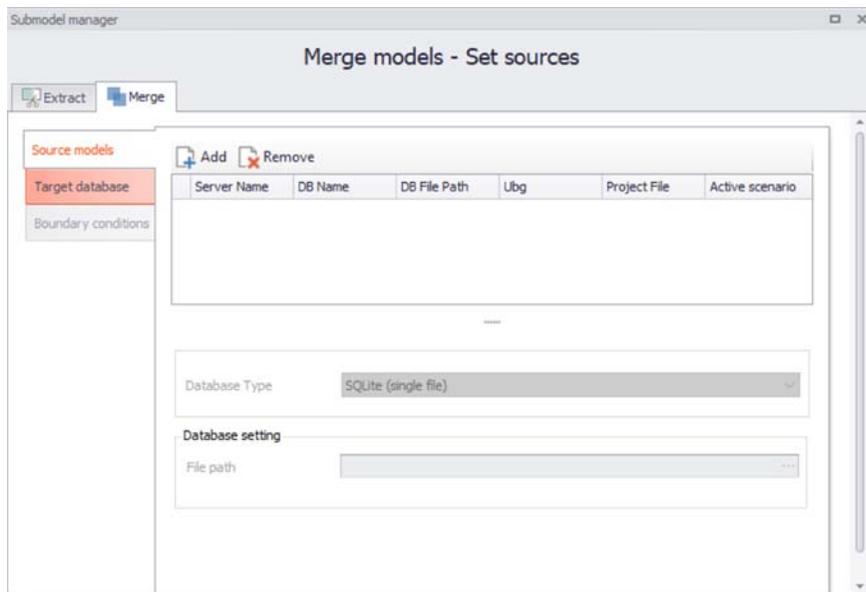


Figure 17.3 Merge Submodels

In order to merge submodels, Click on Merge within the sub model manager dialog as shown in Figure 17.3. The source models must be added (Add button), along with a new file path / name. The target database must be specified. Then click on 'Create and Merge' and a report file can be produced and exported through the Report tab. The report will include information of when the model was created and which version of each submodel was used.

If the location of the submodels is specified without a full path the directory use a relative path to the database currently loaded in MIKE URBAN+.

When a new model is created, it is based on a combination of submodels originating from the detailed model and from the simplified model. In order to ensure that the individual submodels fit together in both versions there are some limitations to which changes are allowed between the detailed and simplified model.



18 CS Network Specific Tools

18.1 Introduction

Urban stormwater flood modelling can be carried out using a 1D/1D or a 1D/2D approach. The 1D/1D approach has a simplified representation of the overland surface hydraulics compared to the 1D/2D approach.

In recent years coupled 1D/2D modelling applications have been widely used in urban stormwater analysis. The advantage of the 1D/2D approach is that the model is faster to configure, and it provides a more realistic hydraulic description of the surface flow. Model simulation times are however generally long, which makes the design and testing of stormwater improvements and installations difficult and time-consuming.

The advantage of the 1D/1D approach is that the simulation time is considerably faster than the 1D/2D approach and is therefore more suitable for detailed design option runs. However, configuring the 1D/1D model is more time-consuming than the 1D/2D model.

A 1D/1D stormwater model typically comprises three main components: the sewer/stormwater system, the overland flow system, and rainfall-runoff hydrology.

The set of tools is developed to specifically address some normally time-consuming aspects of building a 1D/1D stormwater model.

For a catchment study a staged approach is usually needed, for example:

- The first stage involves catchment-wide modelling in a combined 1D/2D model to assess the performance of the system and identify potential improvement locations;
- For the second stage, a full 1D/1D model is built only for the improvement location including the 1D overland flow path network. The 1D/1D model runtimes are fast and allow for quicker assessment of stormwater improvements.

The stormwater tools focus on building the stormwater model within a 1D framework, which include:

- Cross section extraction from the DEM
- Lateral snapping of nodes according to the DEM
- Auto connection of overland network to stormwater network
- Sequential labelling of nodes

The tools can be activated from the menu under the CS network tab.

18.2 Generate Cross Sections Tool

When overland flow paths are defined as MIKE URBAN+ links, a cross section (CRS) needs to be assigned to each of these overland flow links. Often, a standard road profile will fulfil the modelling requirements. However, in other urban flood modelling situations, individual cross sections are required for open spaces, rural areas, park areas, etc.

The Generate cross sections tool uses cross section alignments drawn in a line feature layer to extract cross sections from a DEM for links intersected by the alignments, see Figure 18.1. It generates cross sections for each link and sets the reference between the link and the generated cross section ID.

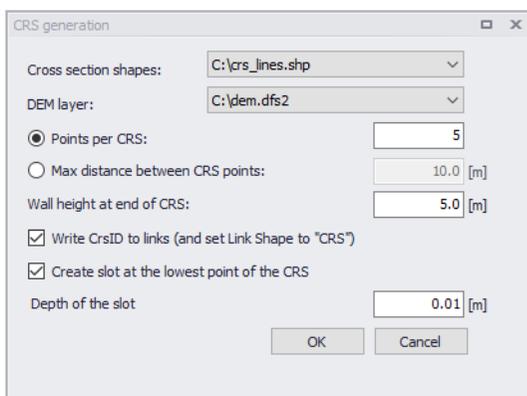


Figure 18.1 Cross Section Generation tool



Note: The DEM and cross section shapes need to be previously added. 'Add layer...' under Layer and symbols editors. The DEM layer needs to be a *.DFS2 file type (add layer 'MZ raster layer' type).

The manual digitalization of the CRS alignment lines can be guided by MIKE URBAN+ FLOOD simulations results (1D/2D results) or an uncoupled 2D model where the precipitation is applied to the surface assuming that the sub-surface network is completely full. Overland flood results can be used as a background layer in MIKE URBAN+. The only requirement for the digitized CRS lines is that they intersect the pertinent MIKE URBAN+ links. An example is shown in Figure 18.2.

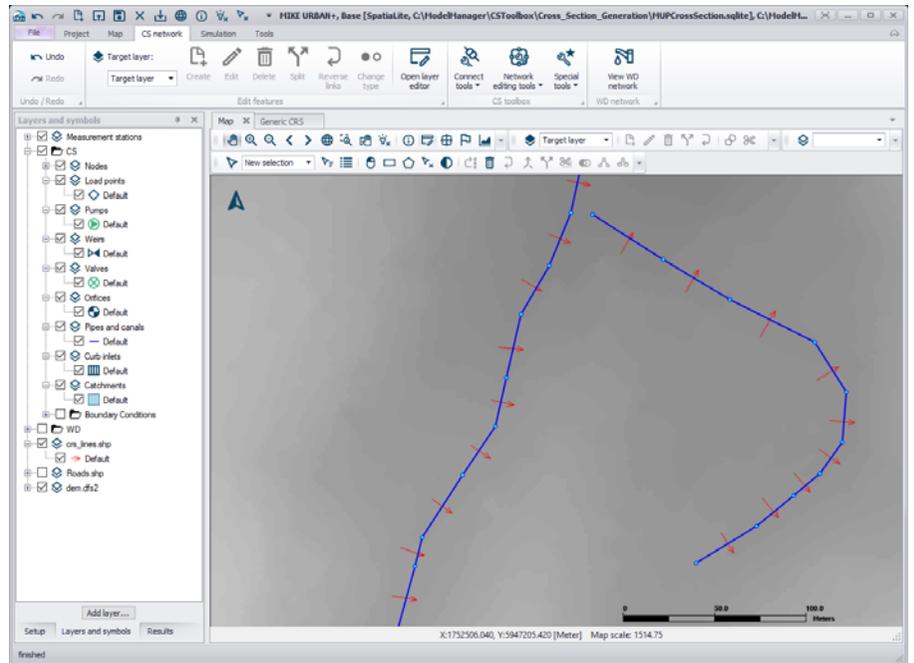


Figure 18.2 Example of defined CRS lines

Either the number of points or the maximum distance between points for a CRS can be specified. To fully capture the information from the DEM the resolution of the CRS should correlate to the resolution of the DEM.

The ID of the new CRS will be identical to the ID of the corresponding link. The CRS will be created with the type X-Z open and with a width equal to the length of the corresponding CRS alignment line. The pertinent link will also be updated to use the new CRS by default, but this option can be disabled in the tool.

If the water level in a CRS rises above the defined CRS height, the simulation will stop. This is very common in stormwater models, so the tool allows for side-walls to be automatically added. Use a side-wall of 1 to 2 meters for an overland flow path such as a road, and 3 to 5 meters for waterways. The default value is set at 5m. Adding side-walls adds 2 points to the number of CRS points specified in the tool.

Another consideration is that if a CRS is very flat, too much numerical water will be generated when the link is running dry. Thus, a slot can automatically be inserted at the lowest point of the cross section.

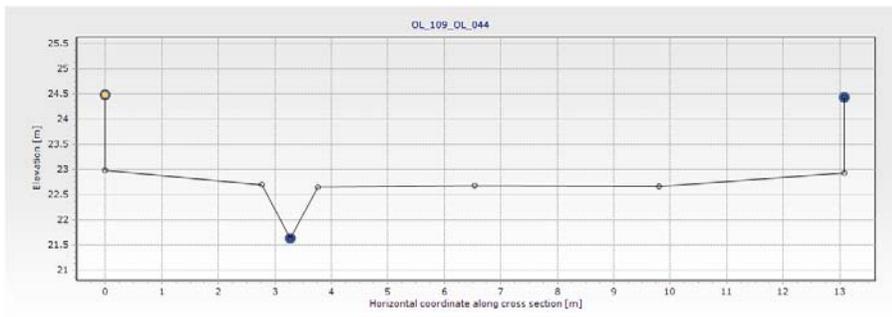


Figure 18.3 Example of CRS with inserted slot

The tool will generate CRSs for selected links or for all links intersecting alignments if no particular link is selected.

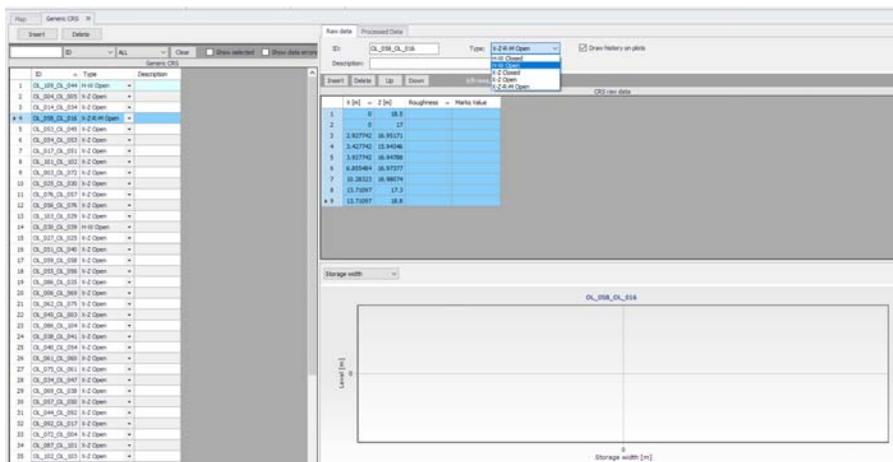


Figure 18.4 Automatic drawing CRS parameters

18.3 Lateral Snapping Tool

It can be difficult to exactly place nodes along the invert when digitizing an overland flow path whether it is along the gutter in a road or the invert of a waterway.

The Lateral Snapping tool, shown in Figure 18.5, is used for automatically moving nodes and snapping them laterally to the lowest DEM value along a lateral snap alignment, which is shown in Figure 18.6. The length of the lateral snap alignment is specified in the tool.

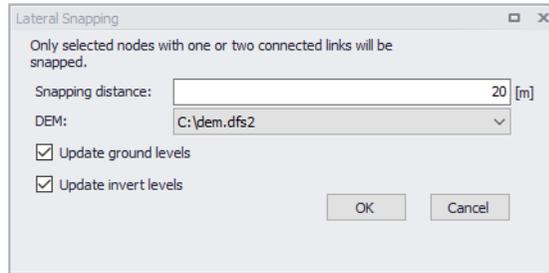


Figure 18.5 Lateral Snapping tool

When the selected node is connected to two links, the direction of the lateral snapping alignment will be created such that the internal angles between the upstream and downstream links are equal $\theta_1 = \theta_2$, see Figure 18.6. If the selected node is only connected to one link, the direction of the lateral snapping alignment will be perpendicular to the link.

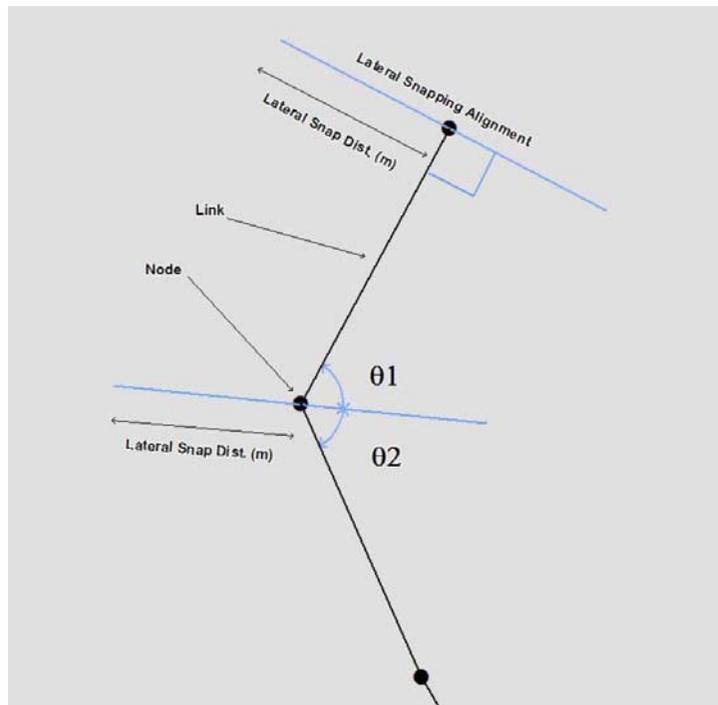


Figure 18.6 Lateral snapping concept

When nodes are moved to the lowest point, the tool can update either the ground level or the invert level according to the DEM. Note that the ground level should be updated for nodes belonging to the subsurface network and the invert level for nodes belonging to the overland flow network.

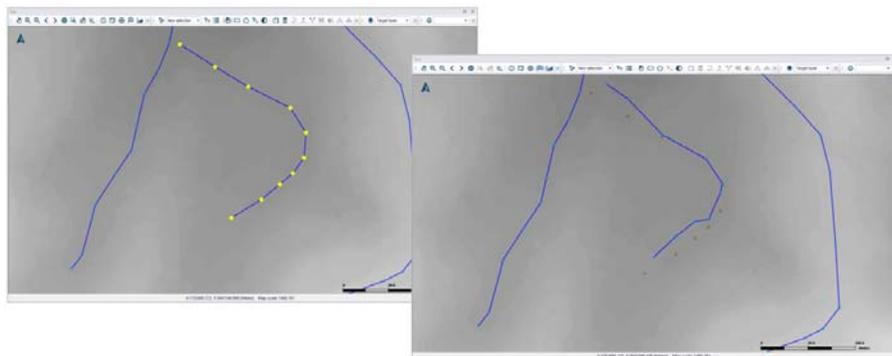


Figure 18.7 Example of nodes moved with the lateral snapping tool

The tool will only laterally snap selected nodes.

18.4 Auto Connection Tool

When overland flow paths have been digitized and snapped to a correct alignment, the overland flow links have to be connected to each other (overland to overland) or connections have to be made between the overland flow network and the subsurface network.

The tool can generate both connections between the same type of network and connections between two different types of network. A network can be defined as i.e. Stormwater, Combined Sewer, Sanitary Sewer or a user-defined network type. A user-defined network could be Overland Flow network (OF) or Rising Main (RM). User-defined network types are set in the 'Pipes and canals table' under the "Description" tab and "Network type" (select the "... " to obtain the Status code editor).

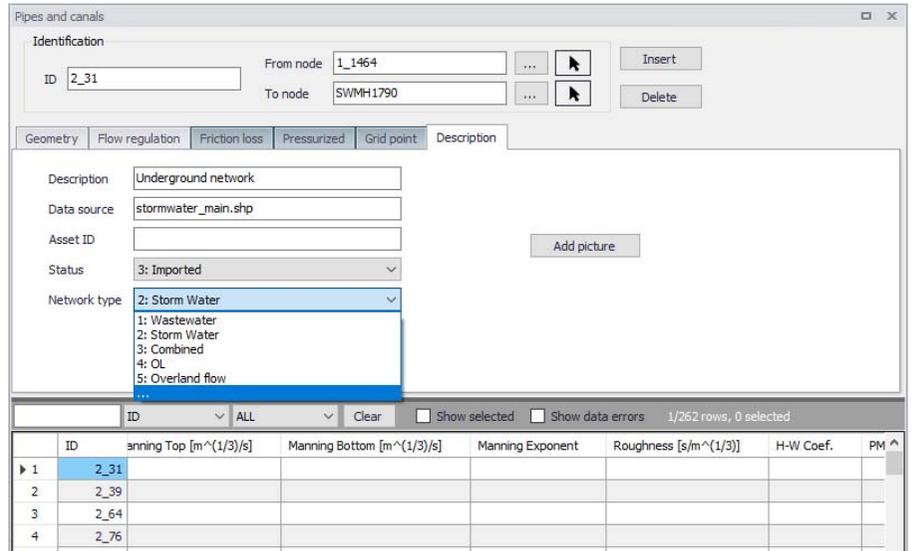


Figure 18.8 Editing network type

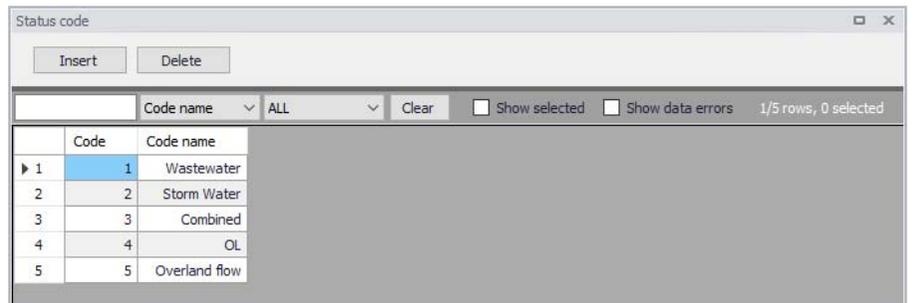


Figure 18.9 Domain Editor

The nodes in the model must be provided with the appropriate network type before proceeding to set up the connections.

A connection can be a weir, orifice or curb-inlet for a MOUSE network, and a weir or orifice for a SWMM network. Connections between an overland flow network and a subsurface network are usually either orifices or curb-inlets while connections between two overland flow networks are usually weirs. The connective structure is created according to the direction specified in the tool. When connecting an overland flow network with a subsurface network, the direction should be specified from the overland network to the subsurface network.

A user-specified search radius is used around the nodes from the network listed under “From nodes” to control where connections can be made. If the two different networks are connected, the connection will be made to the closest node with the type of the “To nodes”. If identical networks are con-

nected, then connections will be made between all nodes within the search radius that are not already connected.

The structures are created with an invert level according to the network, but other parameters for the individual structures must be set manually. If two different networks are connected, the default invert for the structure will come from the invert of the upstream node. If two identical networks are connected, the default invert for the structure will be the maximum of the upstream and downstream node inverts. An offset for the invert can be specified in the tool. It is recommended to insert a small offset of i.e. 0.05 m between overland flow networks and subsurface networks to ensure that flow is not always occurring through the connection.

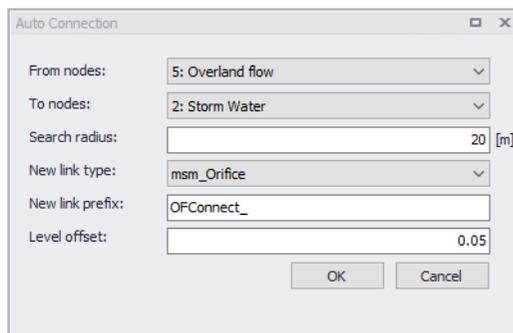


Figure 18.10 Auto Connection Tool

An example from a 1D/1D model is provided in Figure 18.11 where the blue network represents the stormwater network and the red network represents the overland flow network. The overland flow network is connected to the stormwater network by orifices. The overland flow network elements are connected together at junctions by weirs.

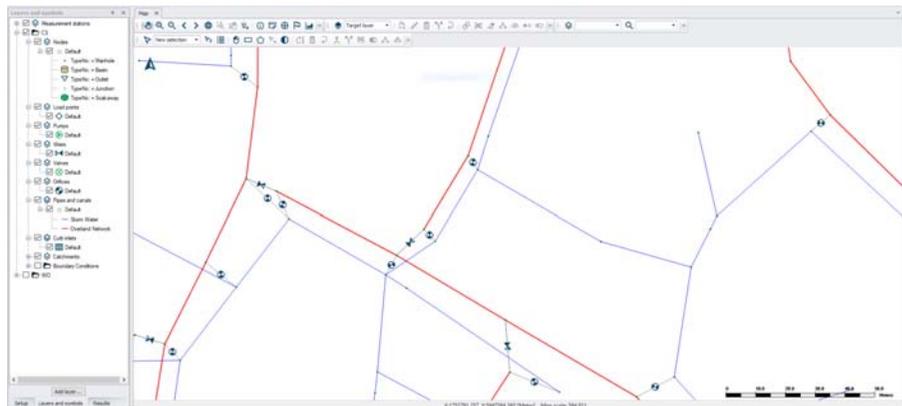


Figure 18.11 Example of connections



The tool will try to make connections for selected nodes, and if no node is selected, connections will be attempted for all nodes according to the specifications.

18.5 Sequential Labelling Tool

When an overland flow path or other network is digitized, it is often useful to provide IDs that are descriptive and logical. The IDs can be made up by street name, type of network, sub-catchment identifier, etc. and the sequential labelling tool can automatically achieve this. The sequential labelling tool is located in the ribbon of the tool tab.

A format for the automatic IDs can be specified for selected nodes or links in the map. A label prefix and suffix may be given together with sequential numbering parameters.

Only selected items of the chosen Map layer (nodes or links) will be given new IDs.

Sequential labeling

Labels will apply to selected elements.

Map layer: Orifices

Label prefix: OF_FalconerSt_

Start number: 5

Minimum digits: 3

Label suffix: _A

Example: OF_FalconerSt_005_A

OK Cancel

Figure 18.12 Sequential Labelling Tool





19 Presenting Results

With MIKE URBAN+ you can present your results in a number of ways:

- Maps
- Time series plots
- Tables
- Profile plots
- Animations
- Result comparisons
- Statistical analysis (See 20.2 Calibration Plots and Reports (*p.* 374))

19.1 MIKE URBAN+ Result Files

MIKE URBAN + operates in two modes: Collection System (CS), and Water Distribution (WD).

Results processing options, such as loading and viewing results, **are very similar in both of these modes**, although different results files are used based on the mode:

- Collection System mode:
 - RES1D files
 - DFS0 files (LIDs)
- Water Distribution mode
 - RES files (standard hydraulic and water quality simulations)
 - RESX files (extended hydraulics results)
 - Special simulation results files (fire flow, pipe criticality, valve criticality, pressure dependent demands, real-time control, flushing analysis, etc.)

Table 19.1 below lists the various **standard** hydraulic and water quality simulations result file items from Water Distribution and Collection System models that can be visualized in MIKE URBAN+.



Table 19.1 Summary of standard hydraulic result items available for each model type (i.e. CS or WD)

Water Distribution	Collection System
Node water demand (outflow, inflow) Node head (hydraulic grade line) Node pressure Node water quality (water age, source trace, chemical) Tank water demand (outflow, inflow) Tank head (water level elevation) Tank pressure (water depth) Tank water quality (water age, source trace, chemical) Link (pipe) flow Link (pipe) velocity Link (pipe) headloss per 1000 Link (pipe) water quality Link (pipe) status code (open, closed, check valve) Link (pipe) setting (friction) Link (pipe) reaction rate Link (pipe) friction factor Link (pipe) flow (absolute) (*) Link (pipe) pressure gradient (*) Valve flow Valve velocity Valve headloss per 1000 Valve water quality Valve status code (closed, open, active) Valve setting Valve reaction rate Valve friction factor Valve flow (absolute) (*) Valve pressure gradient (*) Pump flow Pump velocity Pump headloss per 1000 Pump water quality Pump status code (closed, open) Pump setting (relative speed) Pump reaction rate Pump friction factor Pump flow (absolute) (*) Pump pressure gradient (*)	Node water level Link water level Link discharge Link flow velocity Weir water level Weir discharge Pump water level Pump discharge Orifice water level Orifice discharge Concentration Mass transport Node flood* Node depth* Node water minus critical level* Link flood* Link depth* Link water level minus critical level* Link absolute discharge* Link filling* Link pressure* Link Q-Manning* Weir absolute discharge* Pump absolute discharge* Orifice absolute discharge*
(*) These results items are automatically computed (derived) when the results files are loaded by the program at the end of the simulation	



19.2 The Results Manager and Results Ribbon

Result presentation tools are accessed via the local context menu (i.e. right-click) on the Results manager panel on the left side of the interface (Figure 19.1), as well as from the Results ribbon (Figure 19.2).

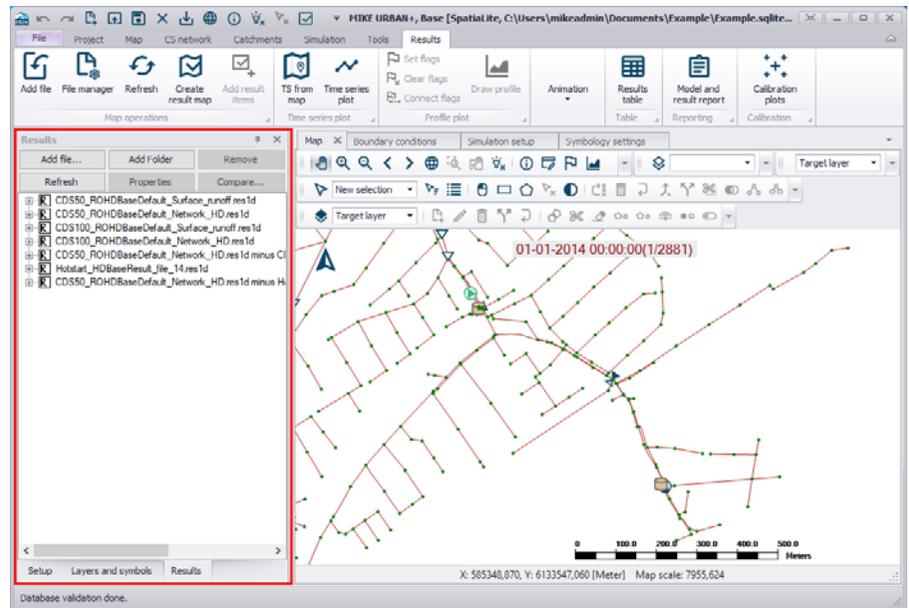


Figure 19.1 The Results panel on the left of the interface, and the Results menu ribbon on the top

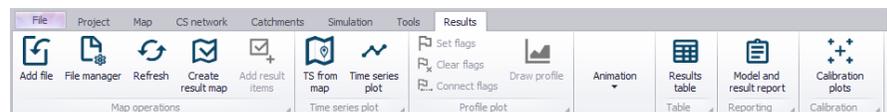


Figure 19.2 The Results menu ribbon

19.3 Loading Results

Results are, by default, automatically loaded into the MU+ project after a simulation.

A list of available result layers is shown on the Results panel. The panel lists the result files that are currently loaded in the project, and offers various options for managing the files via the local context menu (i.e. right-click).

To load results in MIKE URBAN+:



- Access the Results panel via 'Project| Results View' or directly click on the Results tab on the left panel of the interface.
- Click on the 'Add file...' button and navigate to the result file you wish to load (Figure 19.3).

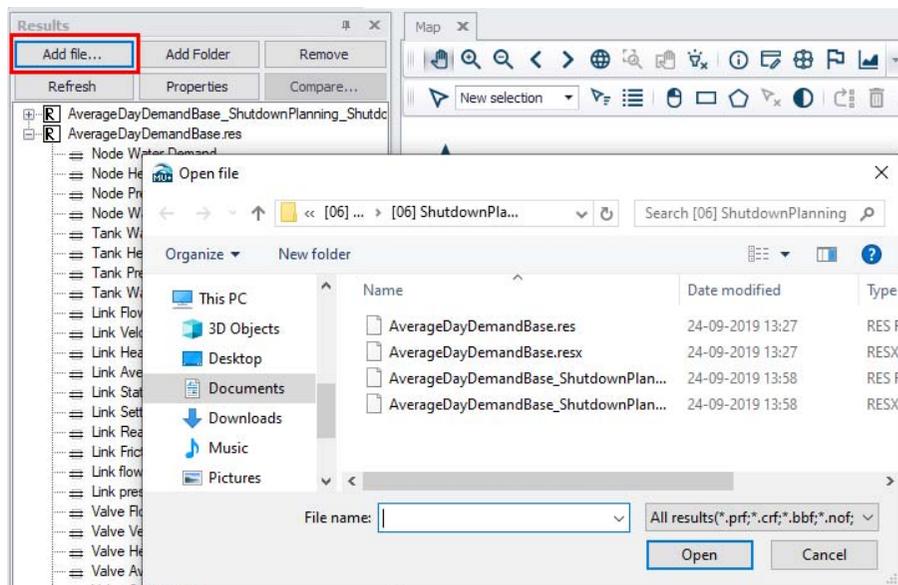


Figure 19.3 Load model results using the 'Add file...' button on the Results panel

- A dialog with choices of data types to load from the result appears. The items displayed are dependent on the type of result file being loaded. An example is shown in Figure 19.4.

Select the Data Items, time period, and number of time steps to load. Press 'OK' to finish loading result files items.

Note that it is also possible to directly visualize result items on the model map (i.e. Map View). Activate items under the 'Items to plot on model map' column to show them on the Map View.

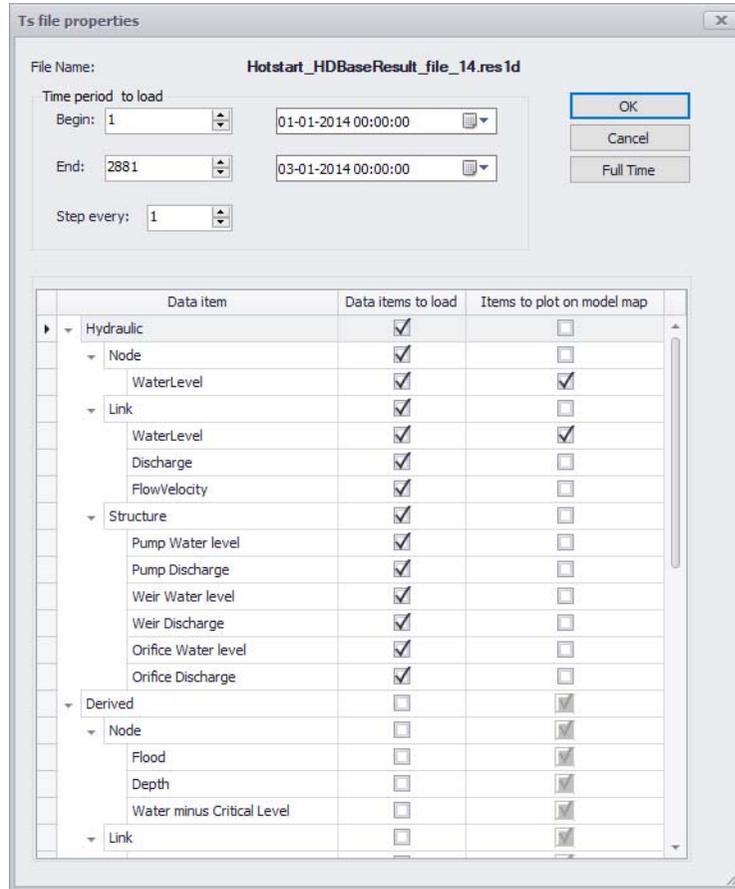


Figure 19.4 Example of the result file data selection dialog

Table 19.2 Parameters on the TS File Properties dialog for loading results in MU+

Item	Description
Begin	Start time step and date and time for period over which to load results
End	End time step and date and time for the period over which to load results
Step every	Selection of result time step frequency for the loading
Full Time	Button for automatically adjusting the Begin and End time periods to cover the full period available from the result file
Data Item	Column listing all the standard as well as derived result items available from the result file



Table 19.2 Parameters on the TS File Properties dialog for loading results in MU+

Item	Description
Data items to load	Column for selecting result data items to load in the project for subsequent plotting
Items to plot on model map	Column for selecting result data items to directly plot on the Map.

Auto-load of Result Files

Note that the automatic loading of simulation results may also be disabled via 'Global Settings' on the Project menu ribbon.

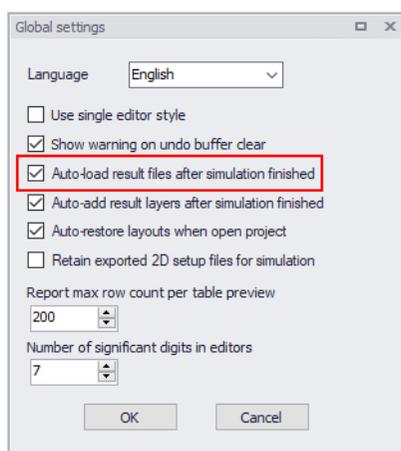


Figure 19.5 Disable or enable automatic loading of simulation results on the Global Settings dialog.

19.4 Derived Results

In addition to standard items, derived results (e.g. node flood, link pressure gradient, etc.) are available for CS and WD result files in MIKE URBAN+.

Derived results are automatically computed (derived) and loaded together with standard items when the option for automatic loading of results after simulations is active. When manually loading a result file (see Chapter 19.3), add derived items via the 'TS File Properties' dialog (Figure 19.6).

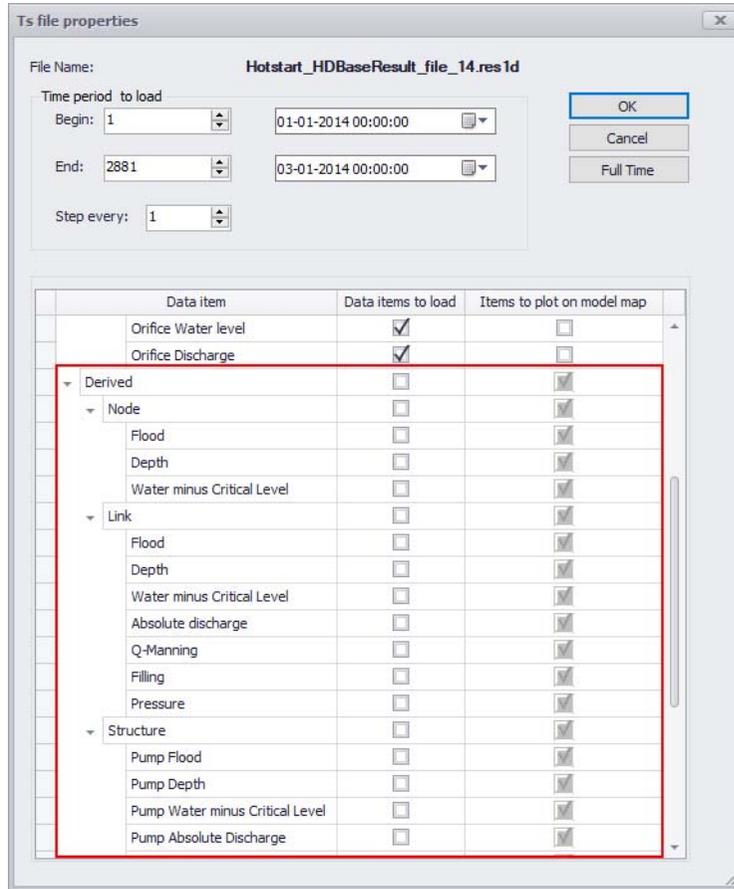


Figure 19.6 Example of derived variables from MIKE 1D results

MIKE 1D Results

The following additional results are available for relevant MIKE 1D result files:

Table 19.3 Summary of MIKE 1D derived results

Item	Description
Node flood	The node flood is calculated as node water level minus node ground level for all nodes except outlets
Node depth	The node depth is calculated as node water level minus node invert/bed level for all nodes



Table 19.3 Summary of MIKE 1D derived results

Item	Description
Node water minus critical level	Calculated for all manholes and basins. For nodes where critical level is specified it is calculated as: Actual node water level - Critical Node level. For nodes where critical level is not specified it is calculated as: Actual node water level - Ground level (i.e. in these places it is equivalent to Node flood)
Link flood	The link flood is calculated as link water level minus link ground level for all links. The link ground level is calculated as: $H_{ground}(X) = \text{GroundLevel}(\text{upstream node}) - ([\text{GroundLevel}(\text{upstream node}) - \text{GroundLevel}(\text{downstream node})] * [\text{Chainage}(X) / \text{Length}])$
Link depth	The link depth is calculated as link water level minus link invert/bed level for each H-point.
Link water minus critical level	Calculated as link water level minus link critical level. The link critical level is calculated as: $H_{ground}(X) = \text{GroundLevel}(\text{upstream node}) - ([\text{CriticalLevel}(\text{upstream node}) - \text{CriticalLevel}(\text{downstream node})] * [\text{Chainage}(X) / \text{Length}])$. For nodes where no critical level is specified, Critical level is replaced by GroundLevel (i.e. it is equivalent to link flood)
Link absolute discharge Weir absolute discharge Orifice absolute discharge	Absolute value of computed discharge
Link Q-Manning	Discharge computed with the Manning formula for full flowing pipe
Link filling	Link filling is calculated as the depth divided by the link height, e.g. if the pipe is running under pressure, the ratio will be above 1.0.
Link pressure	Pressure is calculated as water level minus pipe top level (i.e. it is calculated as height of water column). It is not calculated for open cross sections or natural channels.



EPANET (WD) Results

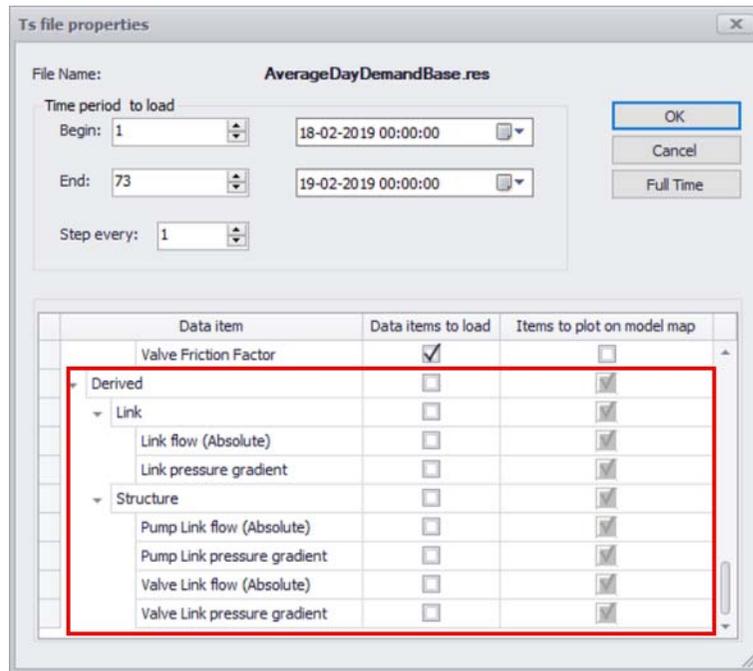


Figure 19.7 Example of derived variables from EPANET results

The following additional results are available for relevant EPANET result files:

Table 19.4 Summary of EPANET derived results

Item	Description
Link flow (absolute) Valve flow (absolute) Pump flow (absolute)	Calculated as absolute value of the existing result flow item
Link pressure gradient Valve pressure gradient Pump pressure gradient	Difference in pressure grade line at the beginning and ending nodes

These additional results are displayed the same way as other result items once loaded into the MIKE URBAN+ project.



19.5 Result Statistics

Result statistics are automatically derived for result items in MIKE URBAN+. Minimum, maximum, and mean values may be plotted for standard as well as derived results.

19.6 Creating Result Documents

After loading result files into the project, visualization of results requires the creation of Result Documents, which are sets of presentation options for various result parameters available in the project.

To create result documents for a result file:

- Right-click on a result file layer or result item on the Results panel (Figure 19.8).

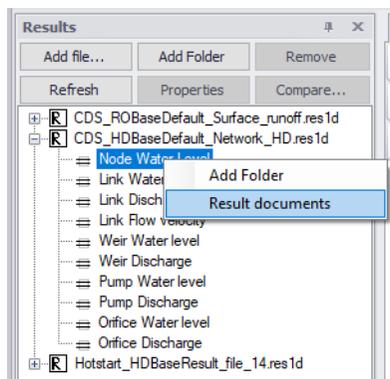


Figure 19.8 Create result documents from the Results panel via the local context menu (i.e. right-click)

- The Result Items dialog appears offering various data presentation options for the result file (Figure 19.9).

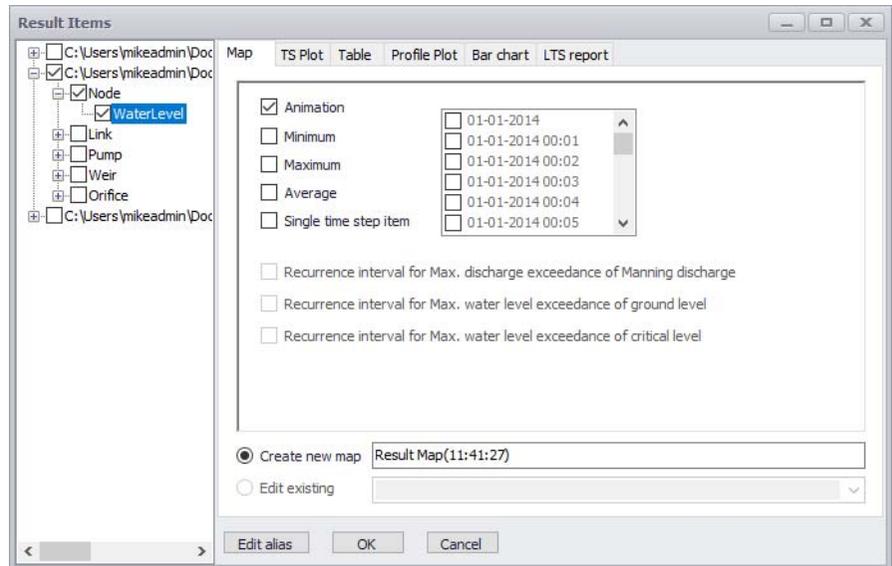


Figure 19.9 The Result Items dialog for creating result presentation documents

- On the left panel of the dialog, activate the result items for which to create presentation documents.
- Different options for result presentation are offered within the various tabs on the right panel of the dialog. These include:
 - Map
 - TS plot
 - Table
 - Profile plot (only for editing existing)
 - Bar chart
 - LTS report

These presentation options are described in succeeding sections.

Several general button functionalities are shown at the bottom of the dialog:

Edit Alias

Launches the Title editor (Figure 19.10), wherein data series names and groups for the generated plot may be customized. Note that this option is not available for Table, Bar Chart, and LTS Report result documents.

OK

Applies the plot configuration and closes the Result Items dialog.

Cancel

Does not apply the plot configuration and closes the Result Items dialog.

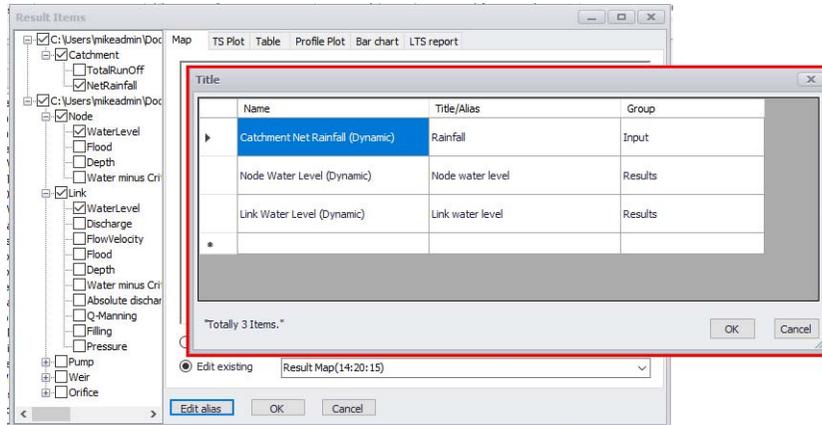


Figure 19.10 The 'Edit alias' button launches the Title editor offering options for customizing data series names and groupings on plots.

19.7 Displaying Results on a Map

Simulation results map be plotted on:

- Result map. A map result document.
- Map. The main Map view.

Result Map

Plot results on a result map via the Map tab on the Result Items dialog (Figure 19.11). The dialog is accessed via the 'Result documents' option from the Result View local context menu.

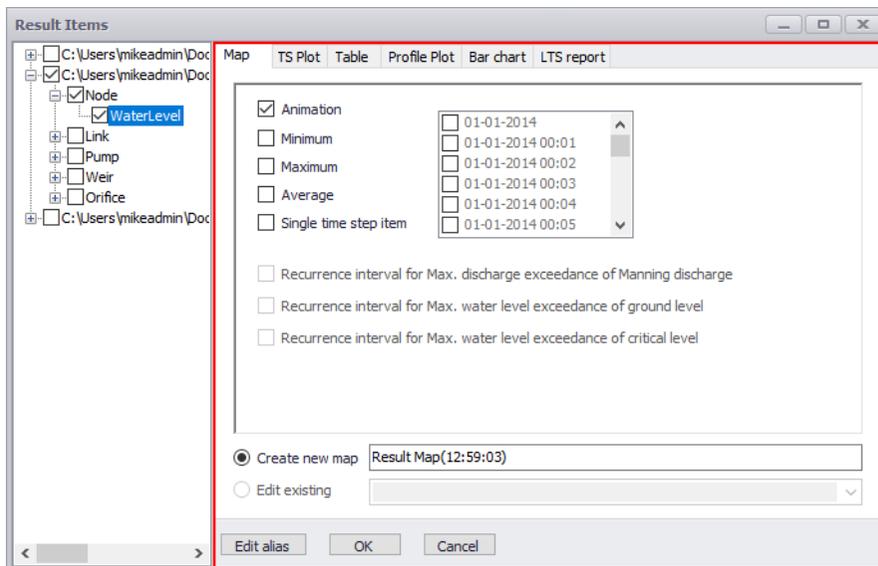


Figure 19.11 Choosing plot value type to display on the map

In addition, the Result Items dialog may also be launched via the ‘Create result map’ tool on the Results menu ribbon.

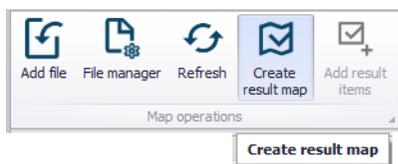


Figure 19.12 ‘Create result map’ option on the Results ribbon

To plot results on a map:

- Navigate to the Map tab on the Result Items dialog (Figure 19.11).
- Choose among the data types to display on the map (e.g. water level in nodes, discharge in links, etc.) by ticking on the check boxes. The available data types are dependent on the result file and loaded result items.
- Select the plot value type:
 - Animation. Time-varying results.
 - Minimum. Minimum value statistics.
 - Maximum. Maximum value statistics.
 - Average. Mean value statistics.
 - Single timestep item. Option for plotting results at a particular time step. Select the date/time period from the input box on the right.

- Recurrence interval for max. discharge exceedance of Manning discharge. For LTS results. Manning discharge refers to full-flowing discharge.
- Recurrence interval for max. water level exceedance of ground level. For LTS results.
- Recurrence interval for max. water level exceedance of critical level. For LTS results.
- Click on the 'OK' button to create a map plot. A new map plot with a Default name (i.e. "Result Map(HH:mm:ss)") is created.

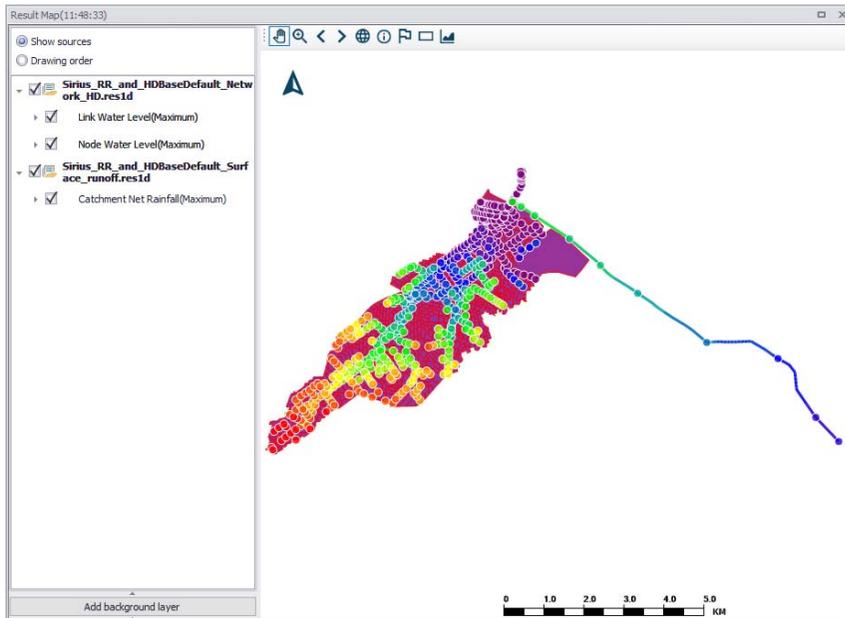


Figure 19.13 Example Map plot of rainfall, and node and link water levels.

The other functionalities and buttons on the 'Map' dialog are:

Create new map

Radio button for creating a new map plot. A name for the new map plot may be specified in the input box. Otherwise, a Default name (i.e. "Result Map(HH:mm:ss)") is automatically provided.

Edit existing

Radio button option for editing a previously-created plot. Select the name of the existing plot to modify from the dropdown menu.

Map View

It is also possible to directly visualize result items on the model Map (i.e. Map View).



Automatic loading of results into the project also loads several pre-selected result items into the Layers and Symbols tree view for visualizing on the main Map (Figure 19.14). When manually loading simulation results into the project, result items may also be chosen to be shown on the model map. See “Loading Results” on page 267. These result items are then also included in the Layers and Symbols tree view panel for showing on the main Map view.

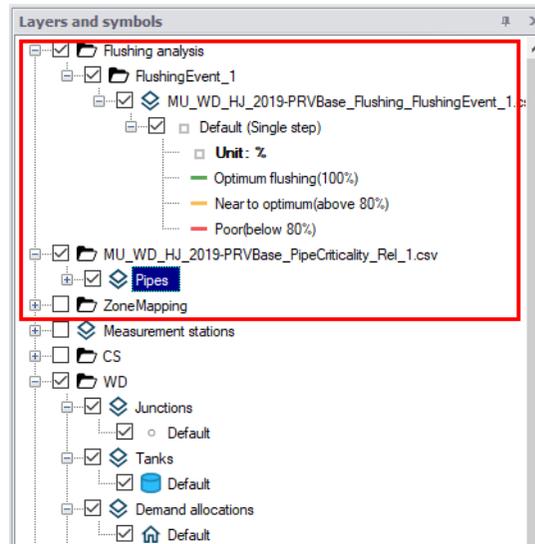


Figure 19.14 Example result items loaded into the Layers and Symbols tree view for showing on the main Map

Customization of the layer appearance is then performed via the Symbology Settings editor launched from the Layers and Symbols tree view by double clicking on a result item layer name.

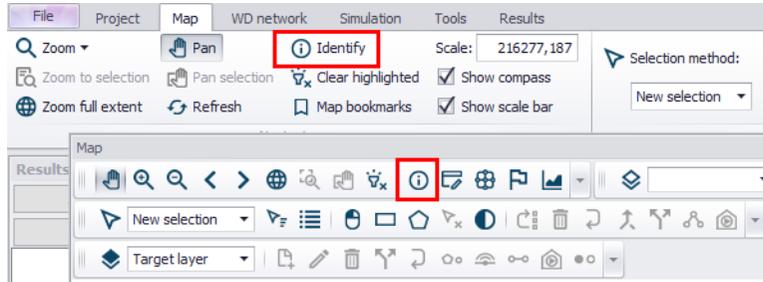
19.8 Property and Result Explorer

It is possible to quickly query associated result items by selecting model elements from maps via the Identify tool.

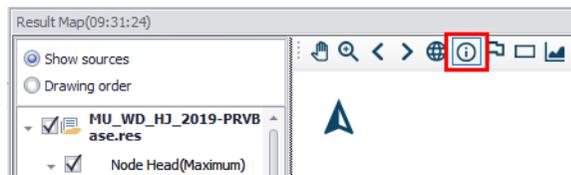


The tool is available for maps in several locations on the interface:

- **Map:** For the main Map view, the tools is available from the Map ribbon, and the Map view toolbar.



- **Result map:** For result maps, the tool is available from the result map toolbar.



Once the Identify tool is activated, you can click on any node (junction, reservoir, tank) or link (pipes, pump, valve) on the map and the Property and Result Explorer will display data attributes and result values.

Map View

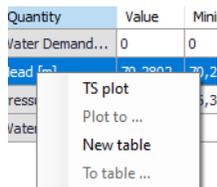
On the Map view, use the Identify tool to view the Properties and Result Explorer (Figure 19.15). The Properties and Results Explorer displays result files that are currently loaded as a **Map layer**. It shows result values and also gives information about the element selected on the map.



Quantity	Value	Minimum	Maximum	Average
Water Deman...	0,01536...	0,00288...	0,0338035	0,0194548
Head [m]	74,95506	73,44053	75,9551	75,07464
Pressure [m]	38,94506	37,43053	39,9451	39,06464
Water Quality	0	0	0	0

Figure 19.15 The Property and Results Explorer on the main Map view

In addition, it is also possible to create a Table or TS Plot (i.e. time series) result document from the Property and Result Explorer table's context menu (i.e. via right-click):



Result Map

On result map plots, use the Identify tool to view tabulated result values on the lower left panel of the plot (Figure 19.16). The table displays element properties, result files that are currently loaded in the **Results manager**, and result values.

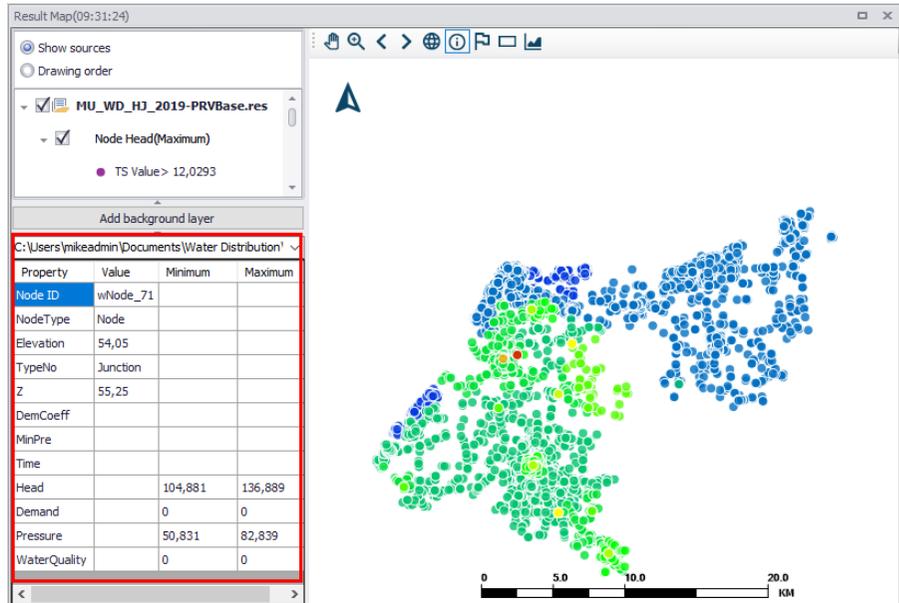


Figure 19.16 The results explorer on result map plots

19.9 Labelling and Symbology

Result Map

To customize labelling and symbology on a plotted result map layer:

- On the left panel of the result plot, right-click on the result item layer and choose 'Show property panel' from the local context menu. The property panel appears at the bottom left corner of the window (Figure 19.17).
- Expand the 'Appearance' property line in the property panel by clicking on the dropdown icon. The 'Edit style' option is then displayed below the line (Figure 19.17).

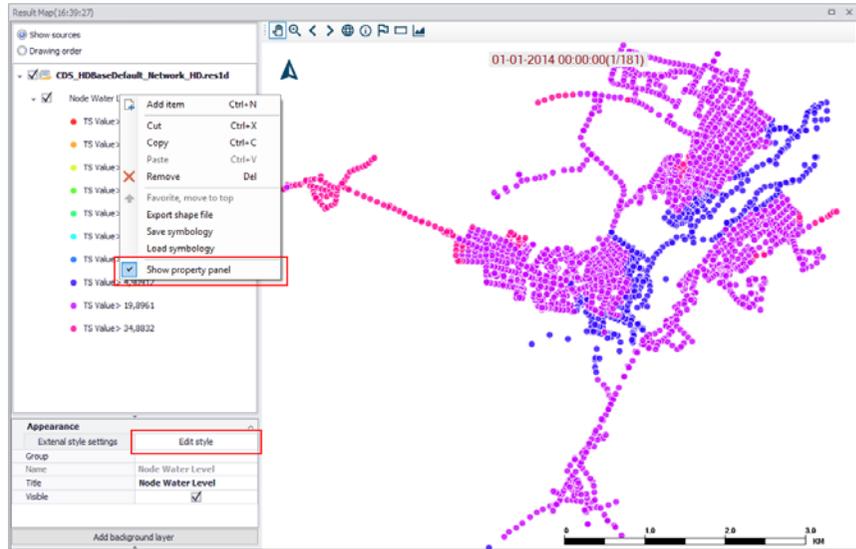


Figure 19.17 Edit a result layer symbology and label via the 'Edit style' option

- Click on the 'Edit style' option to access the Edit Style dialog. There are two tab pages on the dialog: Symbol and Label. Access the relevant tab page to customize labelling or symbology (Figure 19.19 and Figure 19.22).
- Click on the 'Apply to map' button at the top of the Edit Style dialog to reflect changes on the result plot.

Map View

As mentioned in Chapter 19.7, results may also be plotted on the main Map view. To customize labelling and symbology for a result layer on the main Map:

- On the Symbols and Layers panel of the result plot, click on a result item layer. This will open the Symbology Settings editor (Figure 19.18). Note that this editor functions similarly as the Edit style dialog from the result map window.
- Set parameters inside the Symbology and Label tabs to customize the appearance of the result layer on the main Map.

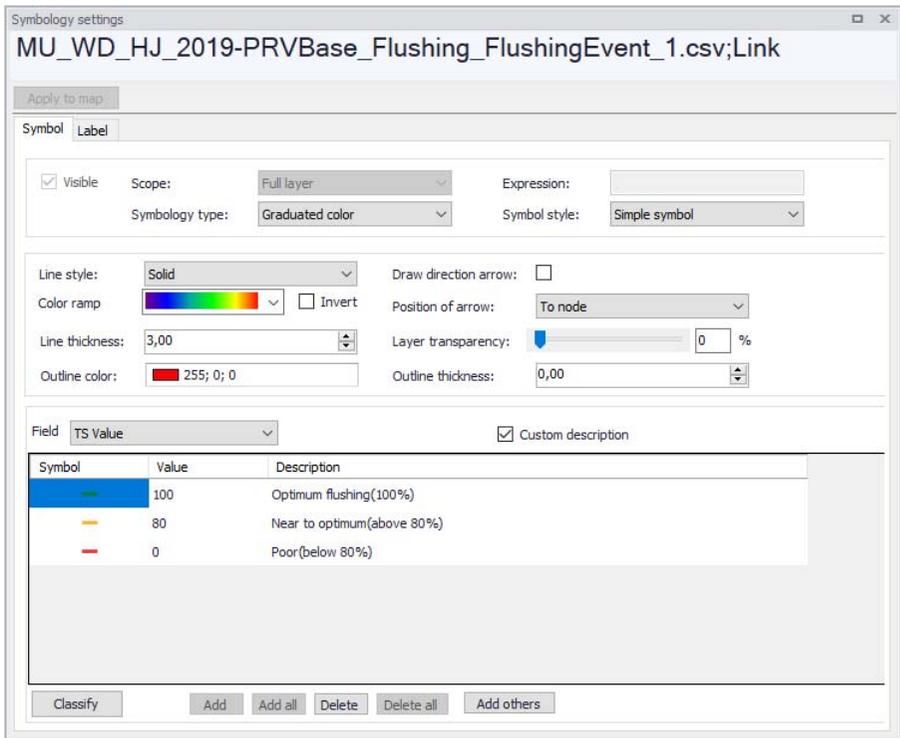


Figure 19.18 The Symbology Settings dialog

Symbol

Change layer symbology settings on the Symbol tab. The table below lists the various parameters in the Symbol tab.

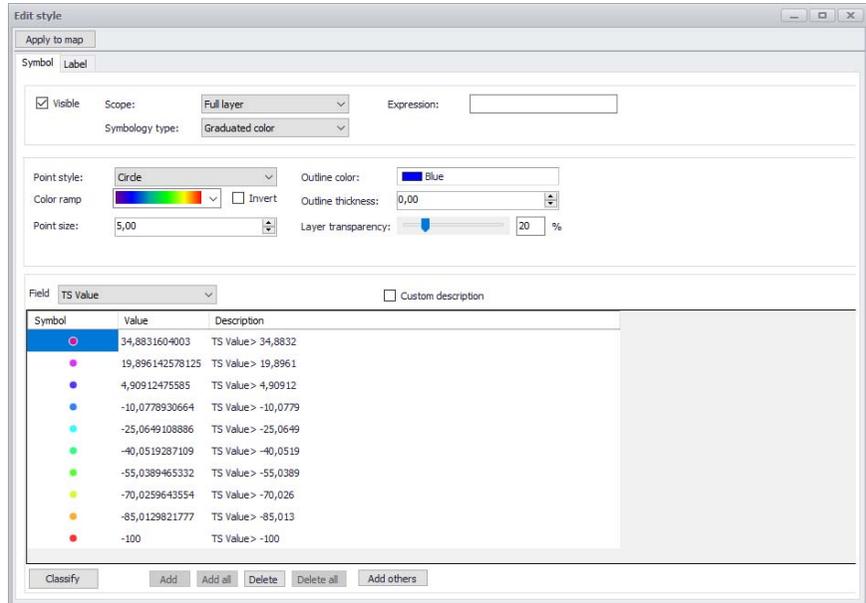


Figure 19.19 The Edit Style dialog Symbol tab

Table 19.5 Parameters on the Symbology tab

Item	Description	Usage
Visible	Checkbox option for showing or hiding the layer on the plot	Yes
Symbology type	Dropdown menu for selecting symbology type: - Graduated color - Graduated size	Yes
Point style	Dropdown menu for selecting point symbol type	If point result layer
Fill color	Color for point symbol	If point result layer and Symbology type = Graduated size
Symbols size from _ to _	Minimum and maximum range of symbol size to use	If Symbology type = Graduate size
Line style	Dropdown menu for selecting line symbol style	If line result layer
Color ramp	Dropdown menu for selection of color ranges to use in symbolizing values	If Symbology type = Graduated color



Table 19.5 Parameters on the Symbology tab

Item	Description	Usage
Invert	Checkbox for inverting the application of the color ramp to the range of values	Yes
Point size	Point symbol size	If point result layer
Line thickness	Line symbol thickness	If line result layer
Outline color	Symbol outline color	Yes
Outline thickness	Symbol outline thickness	Yes
Draw direction arrow	Checkbox option for showing direction arrows	Yes
Position of arrow	Position of the arrow along the link geometry: - Mid vertex - End vertex	If Draw direction arrow = Active
Layer transparency	Slider for controlling the transparency of the layer on the map	Yes
Custom description	Checkbox for allowing customization of the symbology descriptions	Yes

The dialog allows for changing symbol size, color, and value classes. E.g. one may wish to have links displayed by color, applying four different colors over the range of values.

Use the 'Classify' button in the dialog to define the number of classes to use and the break values for each class.

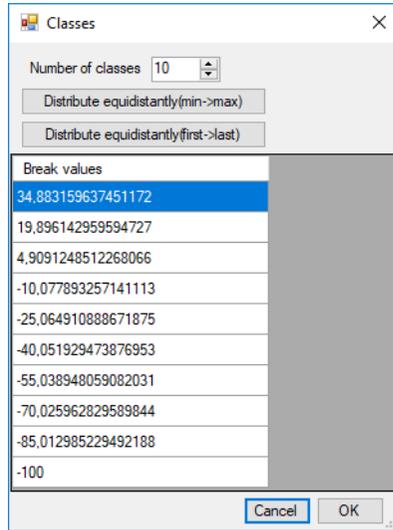


Figure 19.20 Customizing value classes for the symbology

Flow Arrows

An option for showing direction arrows for line result layers is available in the Symbol tab.

Activate the 'Draw direction arrow' to display flow arrows along line features. Define arrow placement along features.

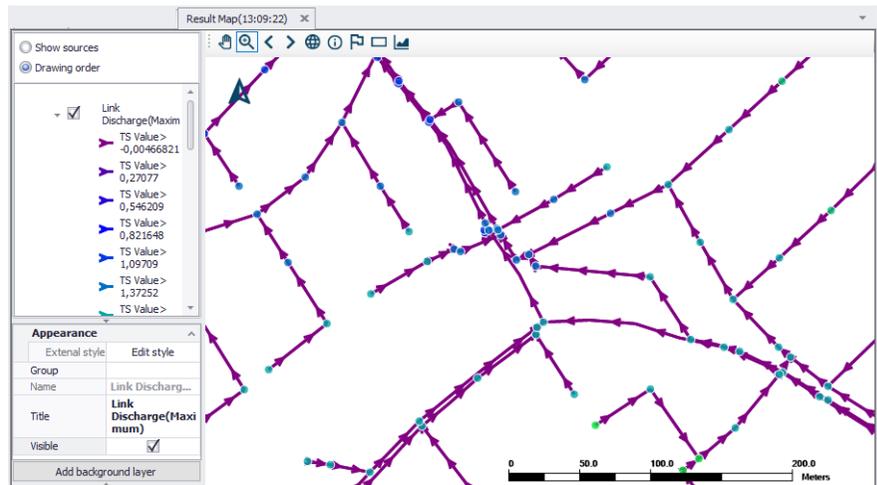


Figure 19.21 Example plot of link discharge results showing flow arrows



Label

Add labels to map result plots through the Label tab on the Edit Style dialog. The position of the label, font label, number of decimals displayed and when to display labels can be set.

Figure 19.22 The Label tab on the Edit Style dialog

Table 19.6 Parameters on the Label tab

Item	Description	Usage
Visible	Checkbox option for showing or hiding the labels on the plot	Yes
Label field	Parameter to use as labels	Yes

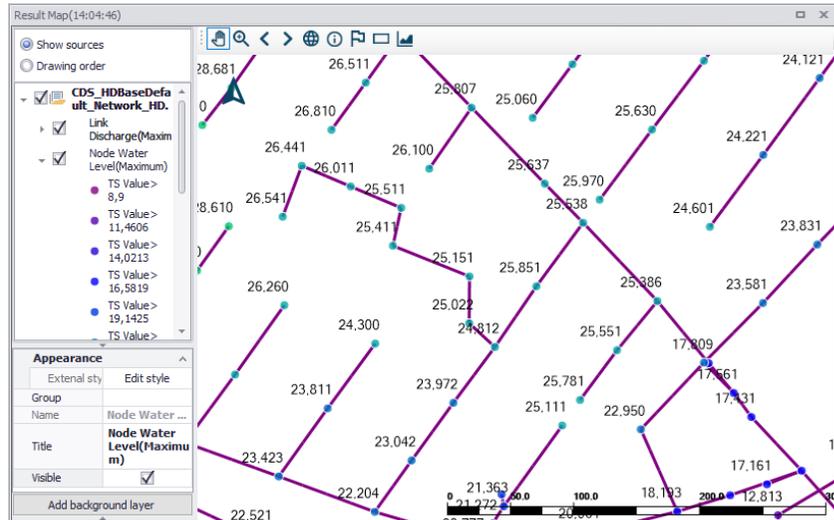


Figure 19.23 Example label configuration showing max. water level at nodes

Save Symbolology

It is possible to save the symbology and label settings for a result layer into a file, which may then be loaded and used for another result layer.

Right-click on a result layer and select “Save symbology” from the local context menu.

“Load symbology” allows loading a previously saved configuration file.

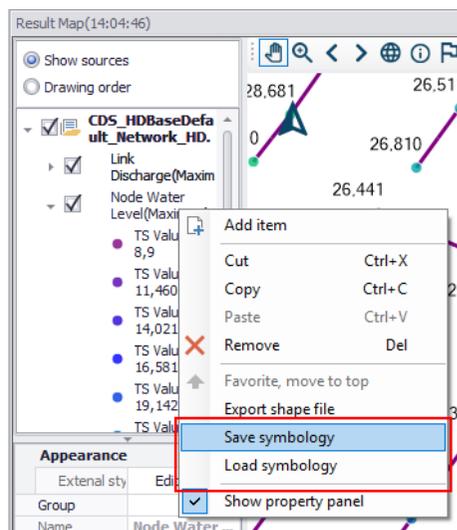


Figure 19.24 Options for saving or loading symbology settings from the left panel local context menu



19.10 Time Series Plot

Time series can both be input time series or time series taken from result files.

In this section, the focus is on displaying time series from result files. Start by loading a result file into MU+, see Chapter 19.3.

- Access the TS Plot tab on the Result Items dialog (Figure 19.25)
- Choose the result file, data type, and item to plot from the list. Use the 'Filter' function to search through the potentially long list of available result items. One may also use a selection list.
- Activate 'Create new TS plot' option and click on the 'OK' button.

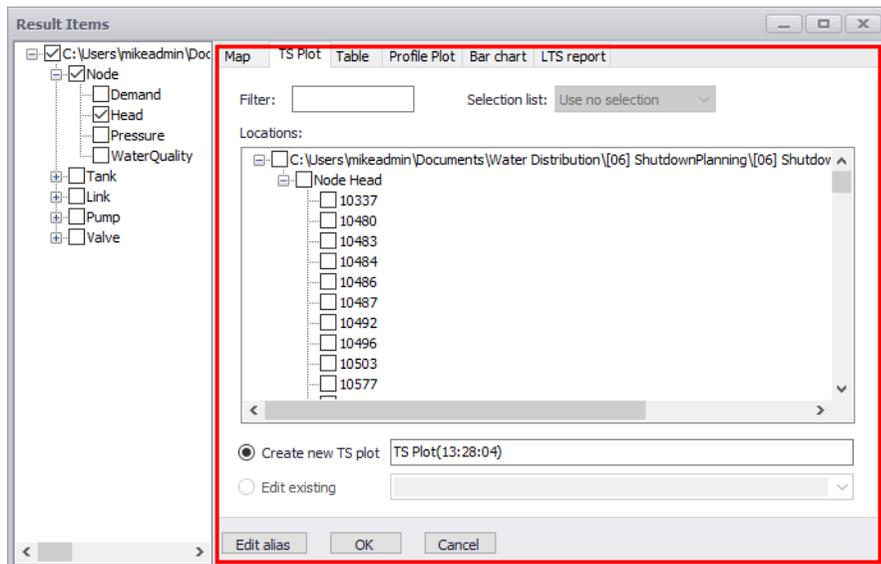


Figure 19.25 The TS Plot tab on the Result Items dialog

Data Series Format

To customize the appearance of TS plot data series, right-click on a data series and activate the 'Show property panel' option from the local context menu (Figure 19.26).

Options for configuring data series appearance include customizing line color and style, adding markers, and changing marker styles and size.

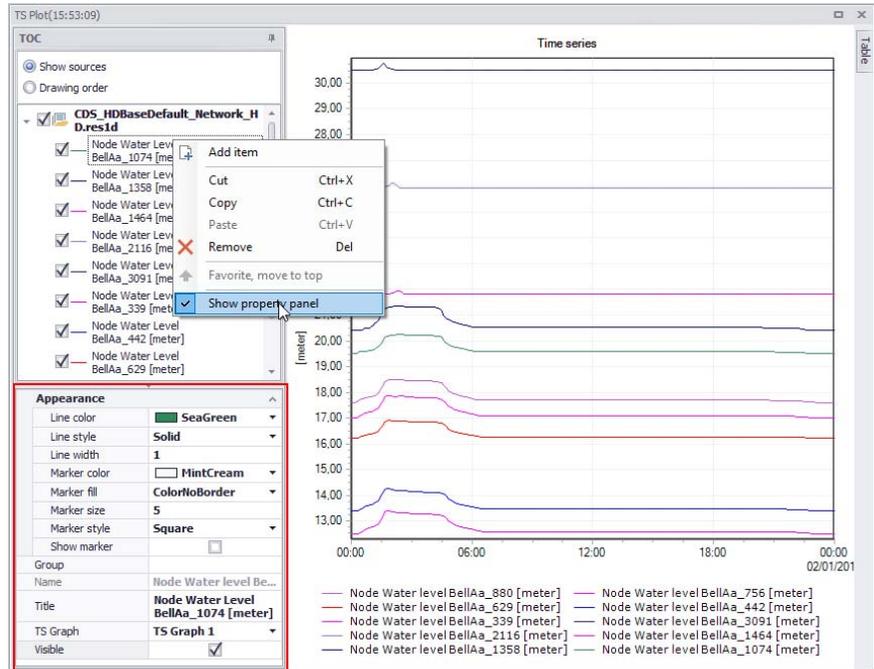


Figure 19.26 Customize the appearance of TS Plot data series via the Property Panel

Time Series Plot Tools



Figure 19.27 Time series plot tools on the Results ribbon

Tools for creating time series plots for results are also available from the Results ribbon (Figure 19.27). These are:

- **Time series plot.** This tool launches the Result Items dialog wherein a time series plot may be configured via the TS Plot tab (Figure 19.25).
- **TS from map.** This tool allows for creating a time series plot directly from a selected item on the map (i.e. Map View) (Figure 19.28).

The 'Add time series from map' dialog appears, wherein one specifies:

- Source file
- Source group
- Source item



Specify whether to 'Create a new plot' or to 'Add to existing' under the Option section.

Click on the 'OK' button, and select the corresponding model item on the map for which to plot time series results.

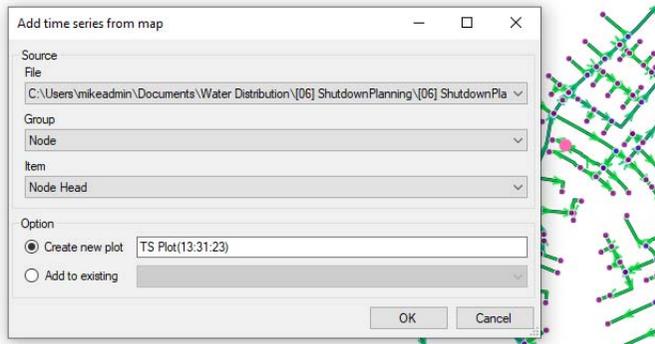


Figure 19.28 Select and display time series from a node

19.11 Results Table

The results table provides an overview of all or selected results in tabular form. Various information is available depending on the type of result file selected.

To generate a results table:

- Navigate to the Table tab on the Result Items dialog.
- Select the result items to include in the table on the left panel of the dialog.
- Choose to 'Create a new table', and click on the 'OK' button.

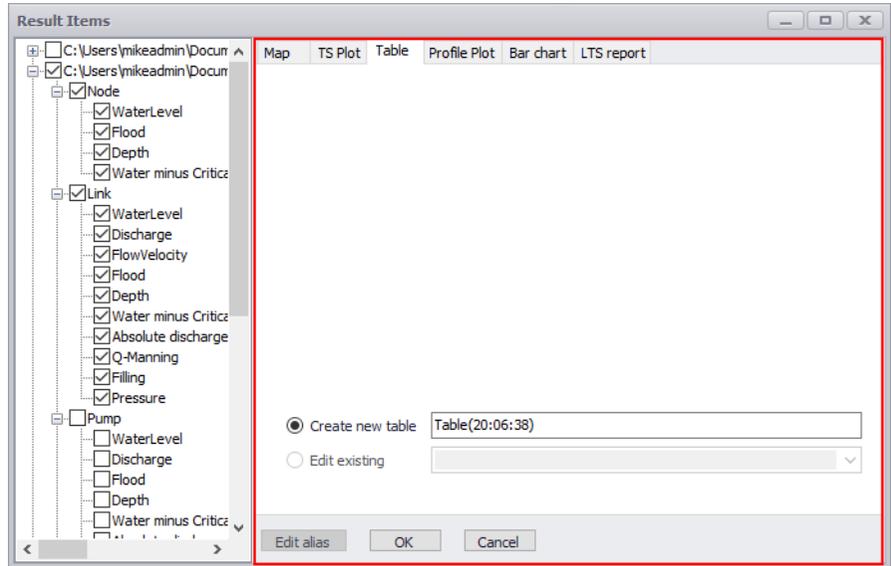


Figure 19.29 The Table tab on the Result Items dialog

ID	Type	Node Water...	Node Flood	Node Depth	Node Water...	Link Water ...	Link Discha...	Link Flow v...	Link Flood	Link Depth
BassinDyng...	Node	30,820882...	-1,598115...	0,0018825...	-1,598115...					
BassinOest	Node	32,170295...	-0,398704...	1,0012950...	-0,398704...					
BellAa_1074	Node	19,507926...	-0,992073...	0,0079269...	-0,992073...					
BellAa_1358	Node	20,411710...	-0,988288...	0,0117111...	-0,988288...					
BellAa_1464	Node	21,806262...	-0,993736...	0,0062637...	-0,993736...					
BellAa_2116	Node	25,907245...	-0,992753...	0,0072460...	-0,992753...					
BellAa_3091	Node	30,504999...	-1,395000...	0,0049991...	-1,395000...					
BellAa_339	Node	12,510310...	-0,989689...	0,0103101...	-0,989689...					
BellAa_442	Node	13,410026...	-0,989973...	0,0100269...	-0,989973...					
BellAa_629	Node	16,207839...	-0,992160...	0,0078392...	-0,992160...					
BellAa_756	Node	17,009349...	-0,990650...	0,0093498...	-0,990650...					
BellAa_880	Node	17,610208...	-0,989791...	0,0102081...	-0,989791...					
CentervejO8	Node	31,772869...	-2,296131...	0,0038700...	-2,296131...					
Dahlsvej_N...	Node	35,220165...	-0,198833...	0,0011634...	-0,198833...					
Dahlsvej_N...	Node	30,929601...	-2,489397...	0,0106010...	-2,489397...					

11537 of 11537 records CDS_HDBaseDefault_Network_JHD.res1d

Statistics	Node Water...	Node Flood	Node Depth	Node Water...	Link Water ...	Link Discha...	Link Flow v...	Link Flood	Link Depth
Min	8,8999996...	-8,304947...	0,004997...	-47,09009...	8,8999996...	-0,004668...	-0,108400...	-13,79500...	-0,127044...
Max	49,870178...	0,8478527...	3,4378471...	49,951179...	49,869998...	0,0353280...	0,7390447...	0,8478527...	3,4378471...
Avg	25,580361...	-2,350364...	0,0501130...	22,970568...	24,142761...	0,0035384...	0,0640396...	-2,302491...	0,0502607...
Sum	61418,449...	-5572,714...	120,32136...	54463,216...	137782,74...	11,687550...	180,20758...	-13140,31...	286,83815...

Overall statistics	Node Water...	Node Flood	Node Depth	Node Water...	Link Water ...	Link Discha...	Link Flow v...	Link Flood	Link Depth
Min	-100	-8,304956...	-131,9190...	-47,09009...	8,0999584...	-4,077453...	-2,511008...	-13,79500...	-0,1270...
ID	Dahlsvej_N...	G71F05R	Gr1_outlet	G72R71B	OdAa_177...	OdAa_177...	F80UD01...	G50U02RF,30	OdAa_2...
Time	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-2...
Max	51,830898...	2,8309555...	6,6765823...	51,911899...	51,802906...	7,4712519...	6,8529520...	2,8309555...	6,6765...
ID	G80F740	F80UD01	G40F78X	G80F740	G80F741...	OdAa_180...	F81R315...	F81UD01...	G40F78
Time	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-201...	01-01-2...

Figure 19.30 The summary fields are below the main grid



Summary fields are shown beneath the main grid on the table. The summary fields can be displayed for all elements or for filtered elements.

These summary fields are generated for every numerical result item:

- Minimum, maximum, average: minimum, maximum, and average value
- Sum of inflow, sum of demand: represents the total junction node demand or inflow within the selected area (or the whole network). This information is only available for Water Distribution models.

19.12 Profile Plots

Profile plots can be created from the main Map view, with or without results, or from a map result plot.

A profile plot is drawn between specified flags. If there are two or more paths between two flags, any one of these is used for the plot. Hence, in order to better control the path, more flags should be set until a unique path between flags can be identified.

19.12.1 Creating Profile Plots from the Map

Profile plots can be created from the model map (i.e. Map View) with or without simulation results.

- On the Map View, define path flags via 'Set flags' on the 'Profile and Tracing' toolbox on the Map ribbon (Figure 19.31).

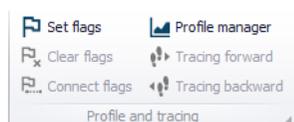


Figure 19.31 The Profile and Tracing toolbox on the Map ribbon

- Click on the starting node for the profile path. This will place a small flag next to the node along with the number of the flag (Figure 19.32).

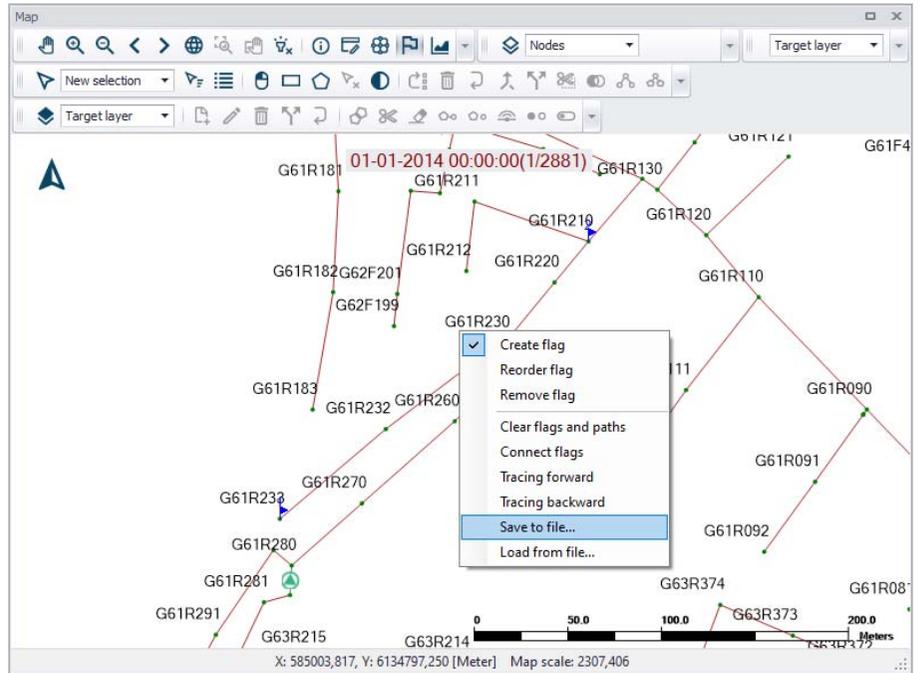


Figure 19.32 Set flags defining the path of the profile plot on the model map

- Continue setting flags on the map until the path is well-defined. The horizontal plan will then look as seen in Figure 19.32. You may save the set flag information using the 'Save to file...' option from the local context menu. The path information is saved to a *. PATH file, which can be loaded in another session via the 'Load from file...' option.
- Finally, click on 'Profile manager' on the Profile and Tracing toolbox. This will create a new profile plot (Figure 19.33).

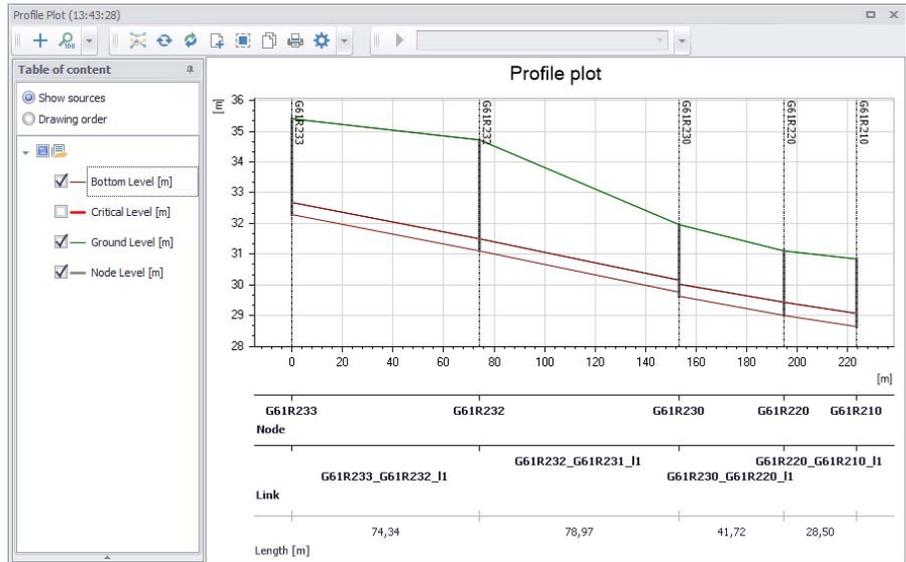


Figure 19.33 The Profile Plot form window showing an example longitudinal profile plot without simulation results

New Profile Plots

Note that the Profile Manager retains information on the latest profile plot generated on a profile plot form. If a profile plot for a different part of the model shall be created and the flags moved/re-set, the 'New plot' option should be activated.

- Move/re-set the path flags on the map.
- Launch the 'Profile manager' from the Map ribbon.
- Click on the 'New plot' option to update the profile plot shown on the window.

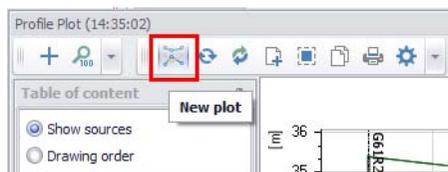


Figure 19.34 Activate the 'New plot' function to create new/update profile plots after changing path flags

Profile Plot with Results

To create longitudinal profile plots with result items, add result items to an existing model profile plot, which is created as described in the previous section.



- Add simulation results to a profile plot using the 'Add result item' option on the Profile Plot window (Figure 19.35.). The option is also offered from the local context menu (i.e. right-click) on the left panel of the profile plot form.

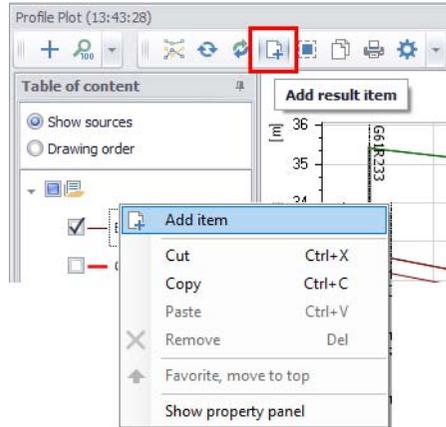


Figure 19.35 The 'Add result item' tool on the Profile Plot window

- Specify the result file, item, and data type to add to the profile plot on the 'Add result item' dialog that appears (Figure 19.36).

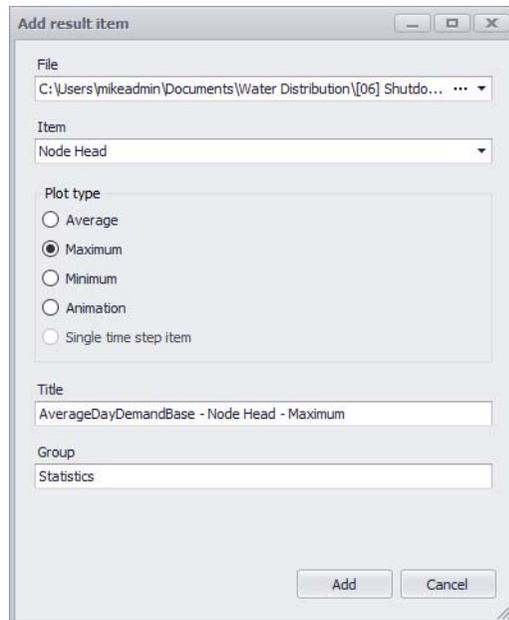


Figure 19.36 The 'Add result item' dialog where the result file and items to add to the profile plot are defined

The added result item then appears on the Profile Plot (Figure 19.37). Result items are plotted on the secondary (i.e. right) y-axis.

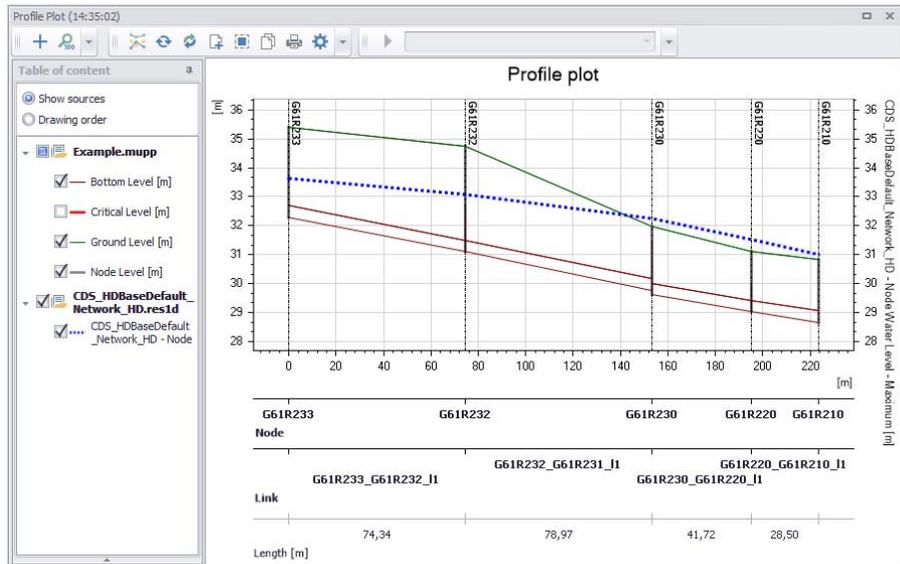


Figure 19.37 The Profile Plot form window showing an example longitudinal profile plot with max. node water level simulation results (blue broken line)

19.12.2 Creating Profile Plots from a Result Map

Profile plots may also be created from result map plots. The profile tools that can be used with map plots are located on the Results menu ribbon.

- First, create a result map plot as described in Chapter 19.7.
- Set path flags on the result map using the 'Set flags' tool from the Profile Plot toolbox on the Results ribbon (Figure 19.38).

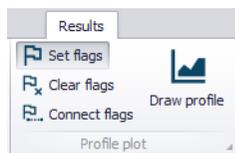


Figure 19.38 Set flags from the Profile Plot toolbox on the Results ribbon

- Click on the starting node for the profile path. This will place a small flag next to the node along with the number of the flag. Continue setting flags on the result map until the path is well-defined. Having both point (i.e. node) and line (i.e. link) result features on a result map helps with path-setting.



- Finally, click on 'Draw profile' on the Profile Plot toolbox. This will create a new profile plot on a profile plot form. Note that the created profile plot will only initially feature model elements.
- Result items will have to be added to view result items on the profile plot (see "Profile Plot with Results" on page 296).

Note that the Profile Plot tab on the Result Items dialog is only used for adding result items to existing profile plots and not for creating new profile plots (Figure 19.39).

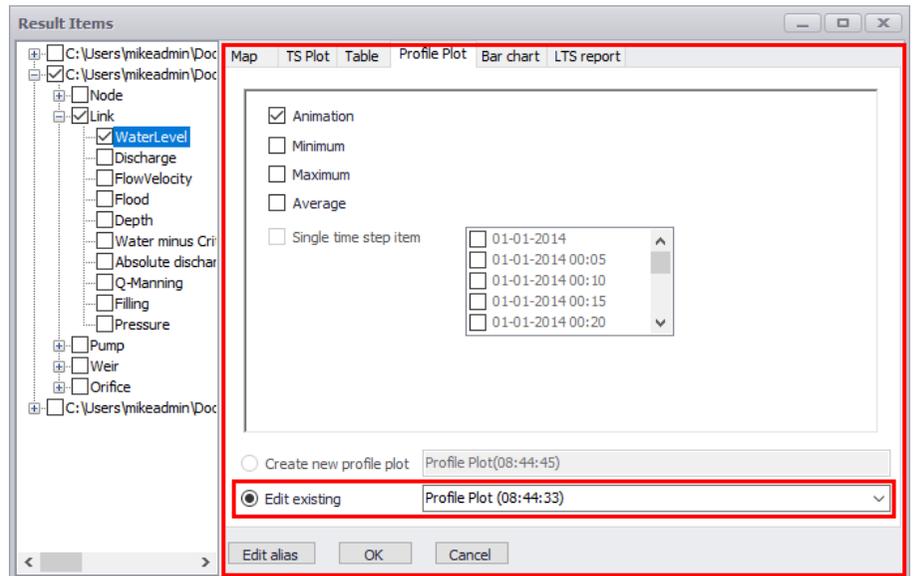


Figure 19.39 Profile Plot tab on the Result Items dialog for adding items to existing profile plots

19.12.3 The Profile Plot Window

The Profile Plot window displays longitudinal profile plots created in the project. Its various parts and components are described in succeeding sections.

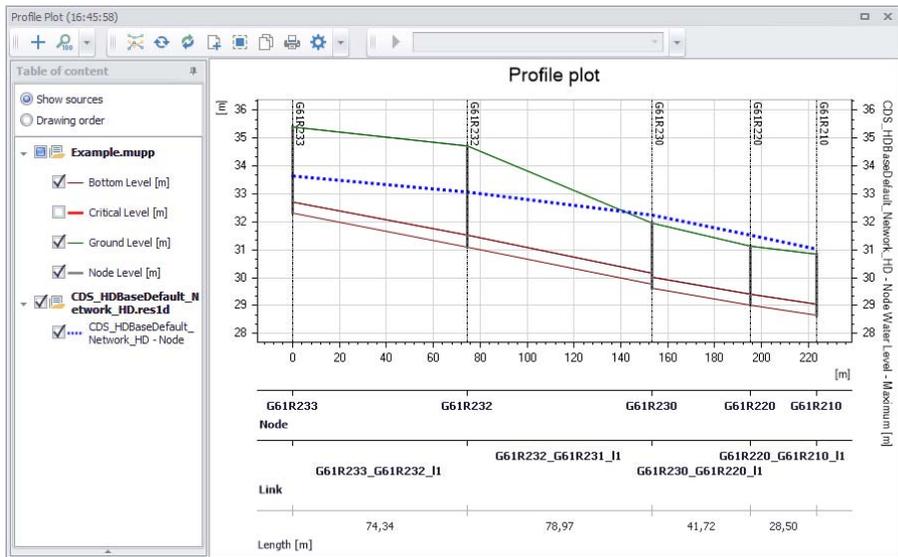


Figure 19.40 The Profile Plot window

Table of Contents

The Table of Contents (TOC) panel is located on the left side of the profile plot form. The panel lists information on the various information layers that are used for the profile plot (see Figure 19.41).

Show sources

Groups data layers according to data source and indicates the file from which the data are obtained.

Drawing order

Use this option to allow reordering/grouping of data layers on the plot. Reorder or group layers by dragging layer labels up or down the TOC list.

When you right-click on the TOC panel, the local context menu opens (see Figure 19.41).

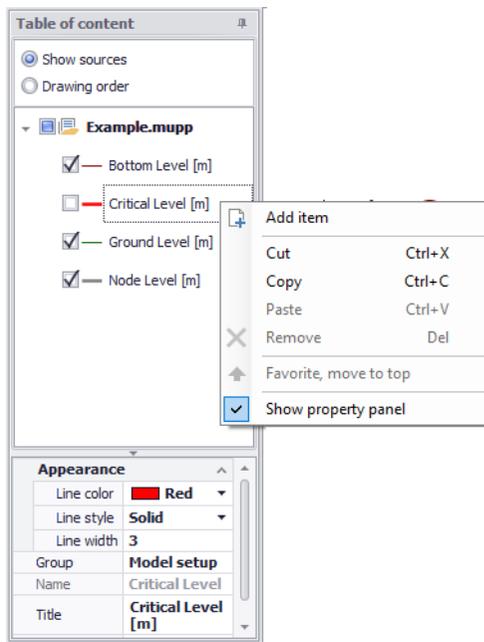


Figure 19.41 The local context menu on the longitudinal profile

Add item

Use this option to add result items to an existing profile plot. See “Profile Plot with Results” on page 296.

Show property panel

Activate this option to view the Property Panel below the TOC. The Property Panel is used to customize the appearance of data layers on the profile plot.

Alternatively, click on the expand arrow icon at the bottom of the TOC to view the Property Panel.

Property Panel

The Property Panel is used to customize the appearance of data layers on the profile plot.

Select a layer from the TOC to view its properties on the Property Panel. Customize layer properties on the panel as needed. See Figure 19.42.

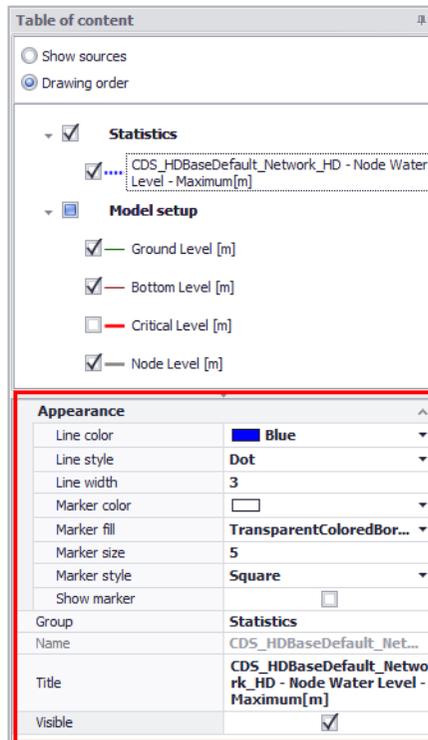


Figure 19.42 The Property Panel on the Profile Plot window

Plot Context Menu

Right-click on the profile plot to access the local context menu.

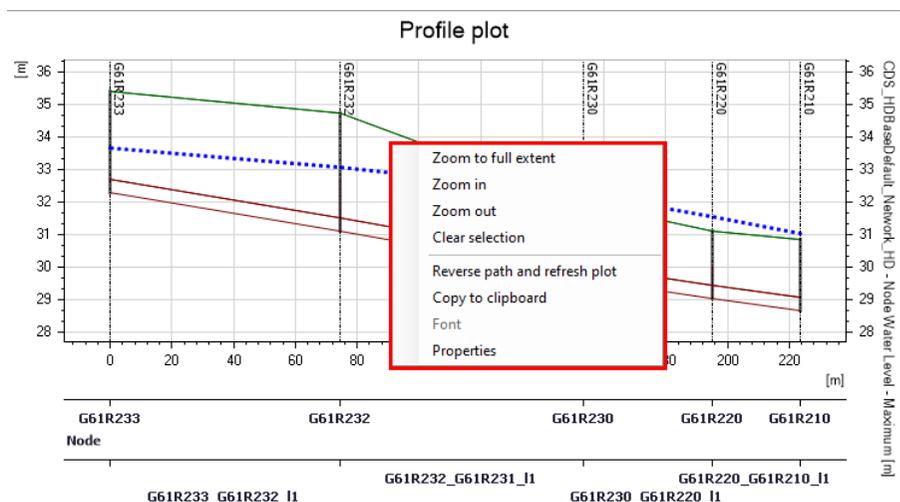


Figure 19.43 Right-click on the plot to access the local context menu



Zoom to full extent, Zoom in, Zoom out

Allows to zoom in and out on the plot. Zoom to full extent brings you back to the full view of visible data layers on the profile plot. Panning is also enabled upon activation of zoom options.

Clear selection

Deselects selected elements in the longitudinal profile.

Reverse path and refresh plot

Will swap the profile, e.g. swap profile from being drawn from node A to node B (from left to right on the plot) to being drawn from node B to node A.

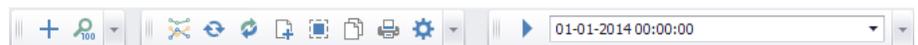
Copy to clipboard

Copies the longitudinal profile displayed to the clipboard and allows it to be pasted into other applications.

Properties

Activate this option to view the Profile Plot Properties dialog. See Chapter 19.12.5 - Profile Plot Properties.

Profile Plot Tools



Toolbars on top of the Profile Plot window offer several tools that may be used for working with profile plots.



New plot form

Create a new duplicate profile plot window.



Zoom to full extent

Zoom to the full view of visible data layers on the profile plot.



New plot

Generate a new profile plot (on the existing profile plot window) from a new set of defined path flags.



Refresh plot

Update/refresh existing data layers on the plot. Ensures that changes to model data (e.g. node invert level via the Nodes editor) for elements included in the profile are reflected in the plot.



Reverse path a refresh plot

Swaps the left to right plot path orientation going from first to the last flag locations to last to first flag locations.



Add result item

Use this option to add result items to the profile plot. See “Profile Plot with Results” on page 296. Result items are plotted on the secondary (i.e. right) y-axis.



Selection mode

Allows for selecting model elements from the longitudinal profile. It uses ‘Select by rectangle’ option. Selected elements are also highlighted on the Map. The displayed selection in the profile is synchronized with both the map and the editors.



Copy to clipboard

Copies the longitudinal profile displayed to the clipboard and allows it to be pasted into other applications.



Print/Export

Option for formatting the plot for printing. Launches the print preview window. See Chapter 19.12.4 - Print/Export Preview.



Properties

Launches the Profile Plot Properties dialog. See Chapter 19.12.5 - Profile Plot Properties.



Start animation

Use this time series toolbar tool to animate a dynamic item included in the plot. Use the ‘Go to timestep...’ dropdown menu to access the date/time picker dialog and select a particular time step to show on the plot.

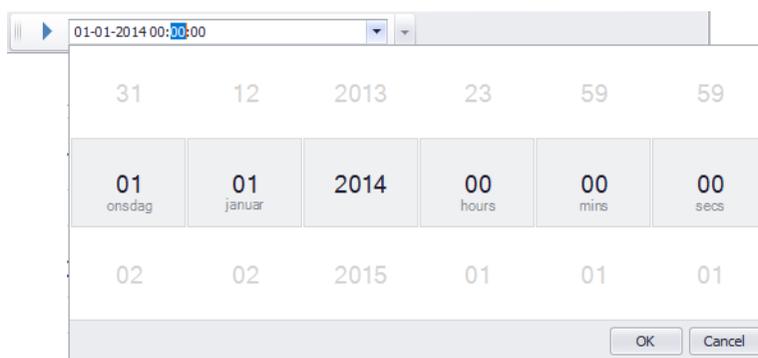


Figure 19.44 The date/time picker dialog from the Time Series Toolbar



19.12.4 Print/Export Preview

The Print/Export tool from the Profile Plot toolbar launches the Preview window (Figure 19.50), wherein print layouts for the plot may be configured.

It also allows for exporting the plot layout to various document file types for potential inclusion in reports or information dissemination.

File Menu

The File menu on the Preview window offers options for:

- **Export Document.** Export the layout to documents in the following format:
 - PDF
 - HTML
 - MHT
 - RTF
 - XLS
 - XLSX
 - Image File (e.g. PNG, JPG, etc.)
- **Send via E-mail.** Exports the layout to a document (as above) and then launches the email program including the document as attachment to an email for sending.

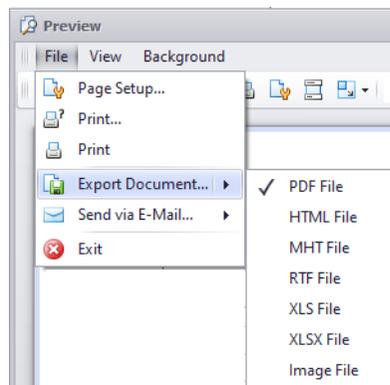


Figure 19.45 Preview window File menu

View Menu

The View menu offers options for modifying the appearance of the Preview window:

- **Page Layout.** Customize the layout display on the window. 'Facing' displays facing pages at once.



- **Toolbar and Status Bar.** Options for adding or removing the respective components from the window.
- **Customize.** Launches the Customization dialog, where various options for further modifying the window are available. These options include:
 - Activating/deactivating toolbars
 - Creating custom toolbars
 - Enlarging toolbar icons
 - Activating/deactivating tooltips

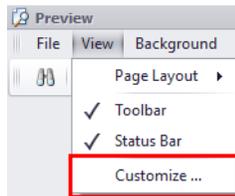


Figure 19.46 The View menu on the Preview window allows for customization of the window appearance and toolbars

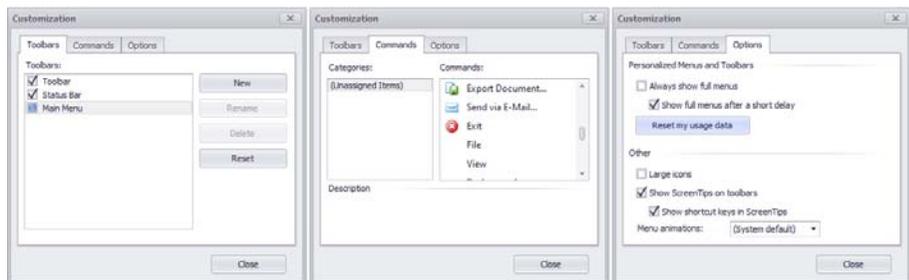


Figure 19.47 Various options for modifying the appearance of the Preview window on the Customization dialog

Background Menu

Customize the layout background via the Background menu. It offers options for:

- **Color.** Modifying the solid layout background color.
- **Watermark.** Launches the Watermark dialog, where text and/or image watermarks may be added to the layout.

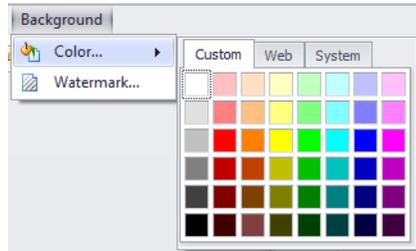


Figure 19.48 The Background menu on the Preview window

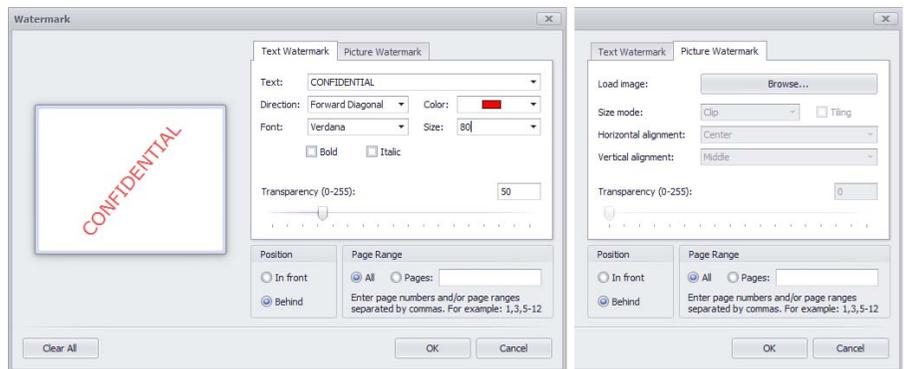


Figure 19.49 Add text or image watermarks to layouts via the Watermark dialog

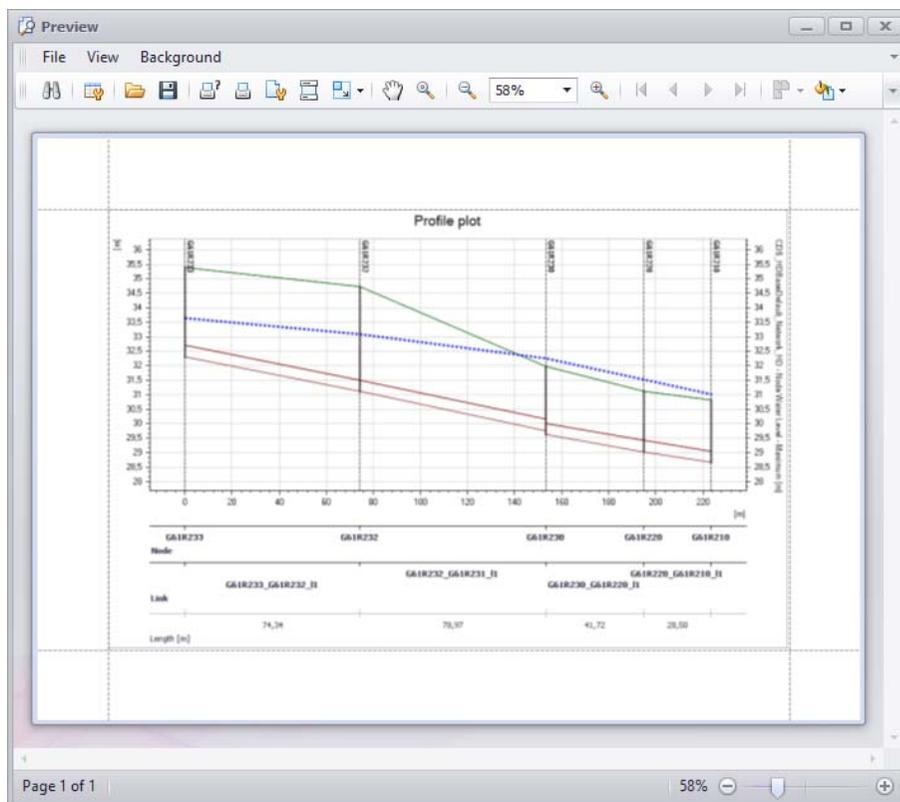
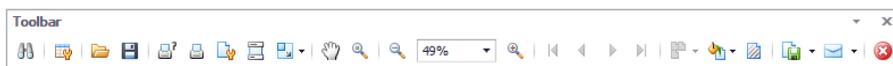


Figure 19.50 The Print/Export Preview window

Preview Toolbar



The toolbar on the Preview window offers various tools for working with the layout.



Search

Text search on the plot.



Customize

Offers options for plot resizing during printing: None, Stretch, or Zoom.



Open

Option for loading an existing preview document *.PRNX layout configuration file.



-  **Save**
Option for saving the layout configuration in a preview document *.PRNX file.

-  **Print**
Launches the Print dialog where printing options may be customized before actual printing.

-  **Quick Print**
Option for immediate printing of layout using current configuration.

-  **Page Setup**
Launches the Page Setup dialog for defining layout printing setup.

-  **Header and Footer**
Launches the Header and Footer dialog, where custom page headers and footers may be defined.

-  **Hand Tool**
Tool for panning around the layout.

-  **Magnifier, Zoom Out, Zoom In, Zoom**
Tools for zooming in and out on the layout.

-  **Color**
Customize the layout background color.

-  **Watermark**
Launches the Watermark dialog for adding text and/or image watermarks to the layout.

-  **Export Document**
Exports the layout to a document.



Send via Email

Exports the layout to a document and adds it as attachment to a new email for sending.



Exit

Closes the Preview window.

19.12.5 Profile Plot Properties

The properties of the longitudinal profile can be changed via the Properties dialog (Figure 19.51). The dialog is accessed in several ways:

- Choose 'Properties' on the local context menu on the profile plot area.
- Double-click on the profile plot area.
- Activate the Properties tool from the Profile Plot toolbar.

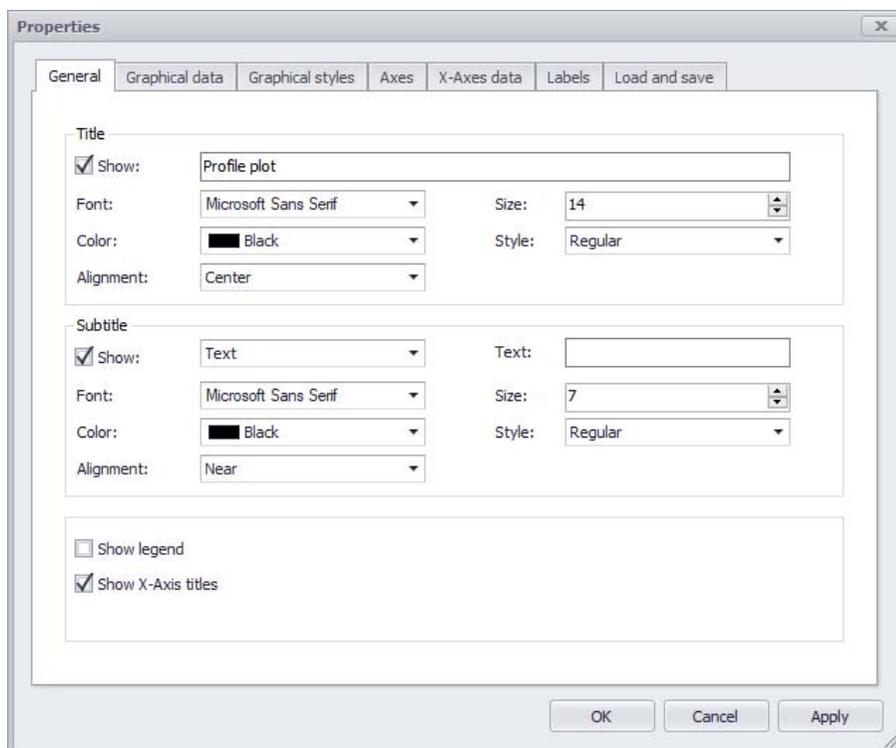


Figure 19.51 Setting the properties of the profile plot

The dialog has various tab pages wherein changes to the profile plot properties can be made. The following general button functionalities are available at the bottom of the dialog:



OK

Will apply the settings specified and close the properties dialog.

Cancel

Will cancel any changes made and close the properties dialog.

Apply

Will apply the settings specified, but leave the properties dialog open.

General

The General tab page (Figure 19.52) offers options for:

- Adding and formatting plot titles
- Adding and formatting subtitles
- Showing the data Legend
- Showing x-axis titles

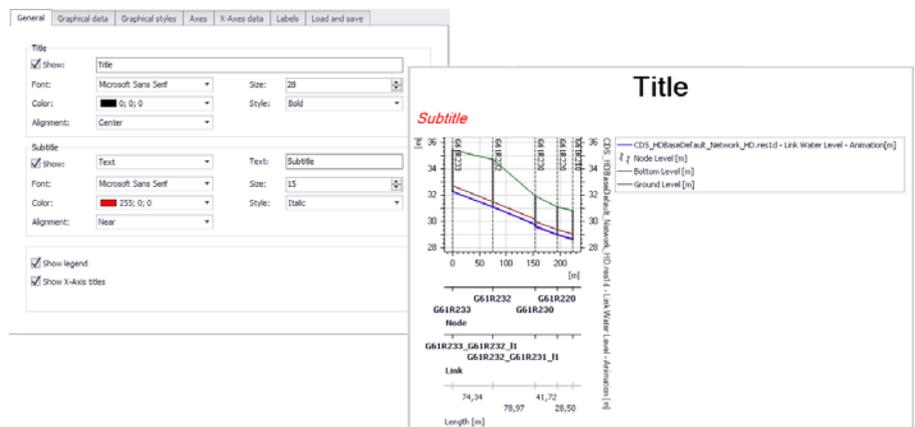


Figure 19.52 Customizing the plot title and subtitle via the General tab page

Graphical Data

On the Graphical Data page (Figure 19.53), it is possible to specify which static data are to be drawn on the profile plot. The various display options available for the graphical items can be reviewed and changed on this page.

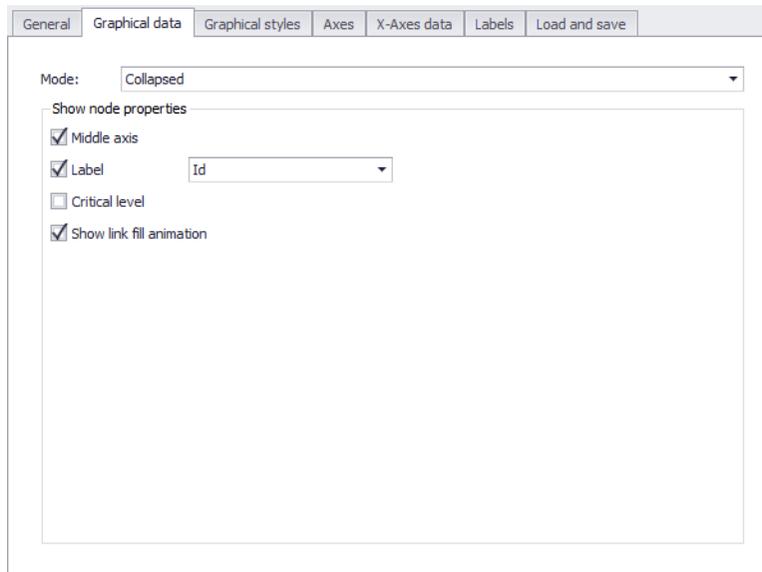


Figure 19.53 The Graphical Data tab page

- **Mode:**
 - Collapsed. To not show node lateral dimensions on the longitudinal profile. Useful for long profiles with many nodes.
 - Expanded. To show node lateral dimensions on the longitudinal profile.
 - Symbolic. To show only result items on the plot.
- **Label:** Toggles on/off labels for nodes above the node in the profile. Select the label parameter from the dropdown menu on the right.
- **Critical level:** Toggles on/off if critical levels (specified by the user) are drawn on the longitudinal profile.
- **Show link fill animation:** Option for showing link result layer (i.e. water level) as filled area.

Graphical Styles

Format profile plot data layer appearance on the Graphical Styles tab page (Figure 19.54). For each data item, line symbol style, width, and color may be customized. In addition, markers may be included, and marker appearance defined.

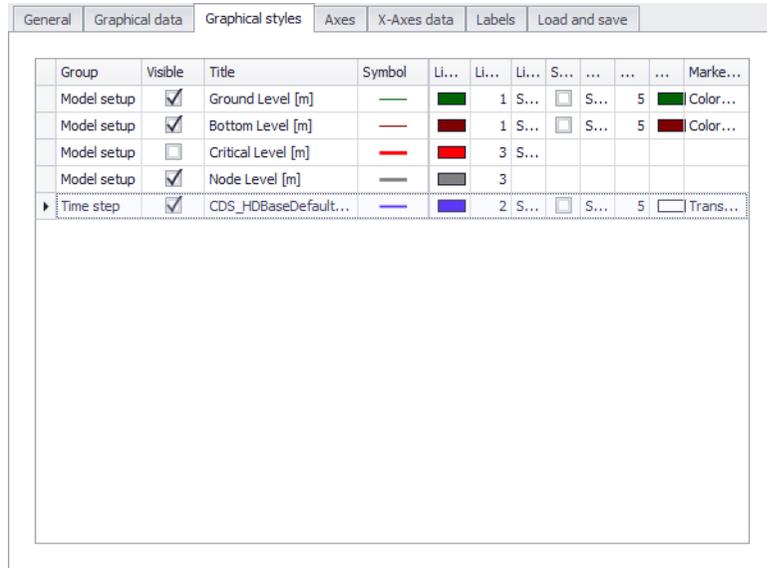


Figure 19.54 The Graphical Styles tab page

Axes

The Axes tab page offers options for setting axes properties, including axes labels and grid lines (Figure 19.55). It has options for:

- Customizing axes title and label fonts
- Modifying axes line appearance
- Formatting the title, scale, label, grid lines, and visual range for the x-axis
- Formatting the title, scale, label, grid lines, and visual range for the primary (i.e. left) y-axis
- Formatting the title, scale, label, grid lines, and visual range for items on the secondary (i.e. right) y-axis. Result items are plotted on the secondary (i.e. right) y-axis.

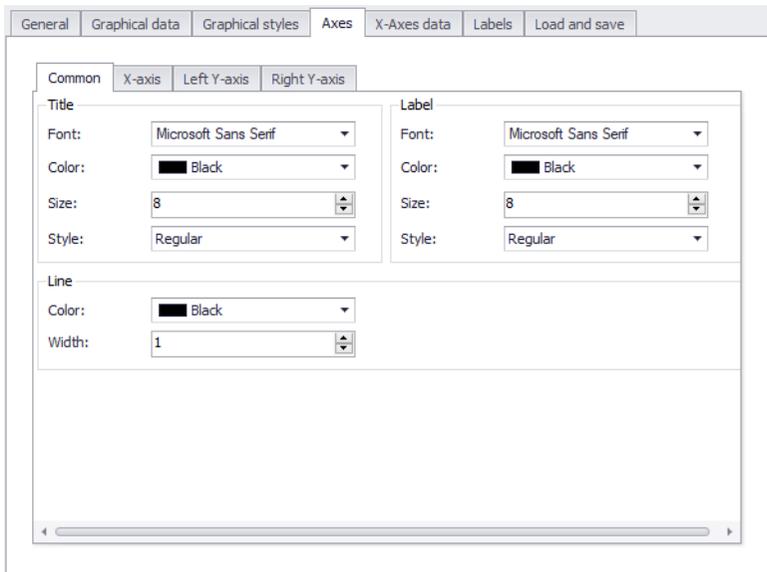


Figure 19.55 The Axes tab page

X-axes Data

The X-axes Data tab page offers an option for configuring multiple x-axes data layers for the plot (Figure 19.56). Additional information may be shown along the x-axis on the profile plot.

Toggle on/off the display of various data items from the grid table on the tab page.

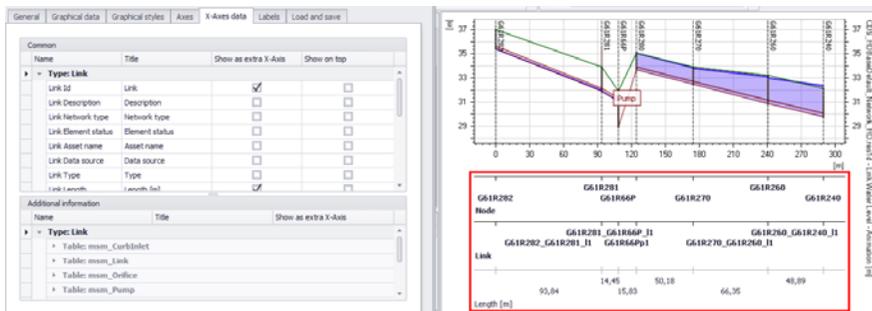


Figure 19.56 The X-axes Data tab page is used for customizing x-axis data layers

Labels

Add custom text labels to the profile plot via the Labels tab page (Figure 19.57). 'Add' a new custom label and define its location and text annotation. Custom labels could be placed at locations relative to model object positions (e.g. nodes, links, etc.).



Save custom label configurations into profile plot label files via the 'Save to file' option. Existing label configurations may be loaded through 'Load from file'.

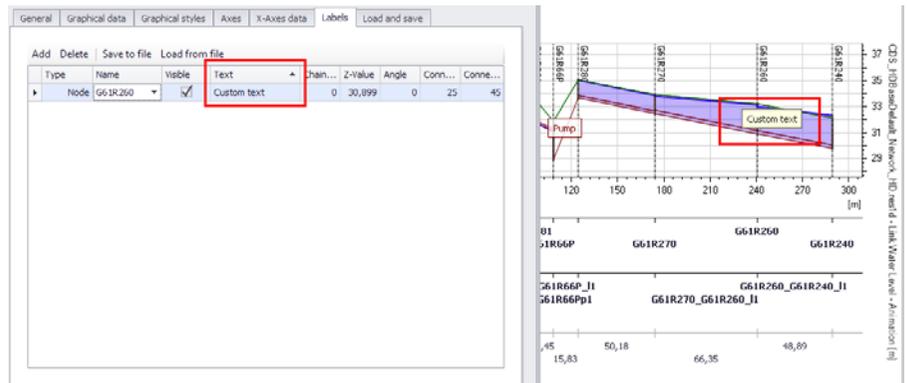


Figure 19.57 The Labels tab page showing an example custom label by a node

Load and Save

The 'Save to file' option saves the current profile layout to a profile plot file (*.PROFILEPLOT). The 'Load from file' option loads a profile layout from a *.PROFILEPLOT file.

The 'Create new using defaults' option resets the profile plot properties to Default values.



Figure 19.58 The Load and Save tab page



19.13 Bar Chart

Simulation results may be plotted as bar charts in MIKE URBAN+. These types of plots are especially relevant for visualizing LTS simulation results.

- Load result items into the Results file manager panel. (See Chapter 19.3 - “Loading Results” on page 267)
- Create a result document via the file manager local context menu. (See Chapter 19.6 - “Creating Result Documents” on page 274)
- Access the ‘Bar Chart’ tab on the ‘Result Items’ dialog (Figure 19.59).
- Select the items and locations which shall be plotted on a bar chart (Figure 19.59). Note that it is not possible to customize data series labels (i.e. Edit alias) for bar charts, nor is it possible to edit existing bar charts.
- Click on the ‘OK’ button to create a new bar chart plot. An example is shown in Figure 19.60.

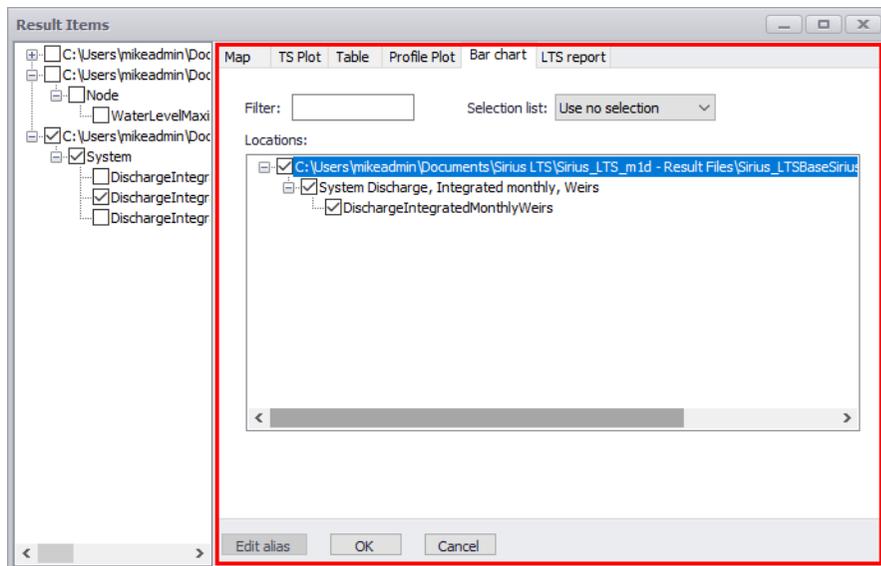


Figure 19.59 The Bar Chart tab on the Result Items dialog

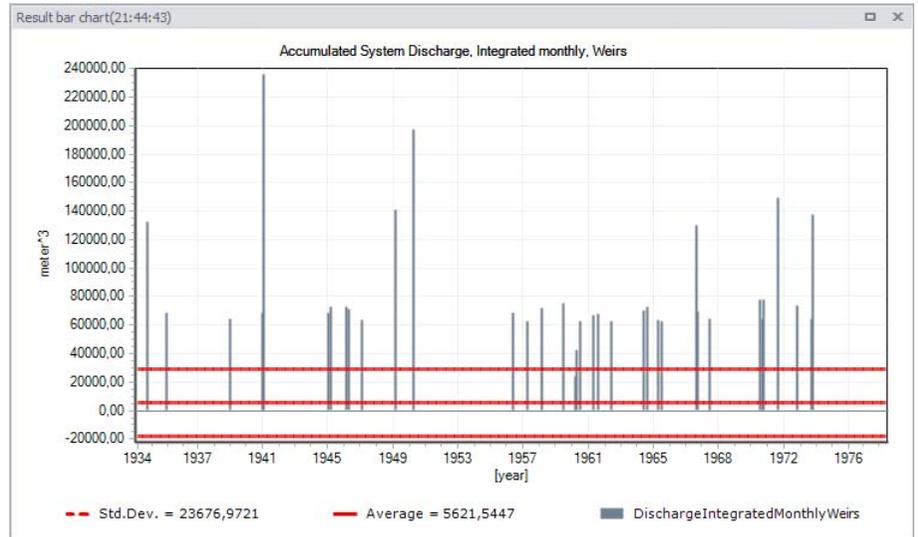


Figure 19.60 Example bar chart plot of monthly weir overflow volumes from LTS chronological statistics results

Customize the bar chart appearance via the Properties dialog accessed through the chart local context menu. The bar chart local context menu offers the following options:

- Zoom in, Zoom to full extent, Previous zoom, and Next zoom
- Copy to clipboard
- Save to image file
- Print
- Properties

Bar Chart Properties

Format the bar chart through the Bar Chart Properties dialog. Set chart element properties in the various tab pages within the dialog.

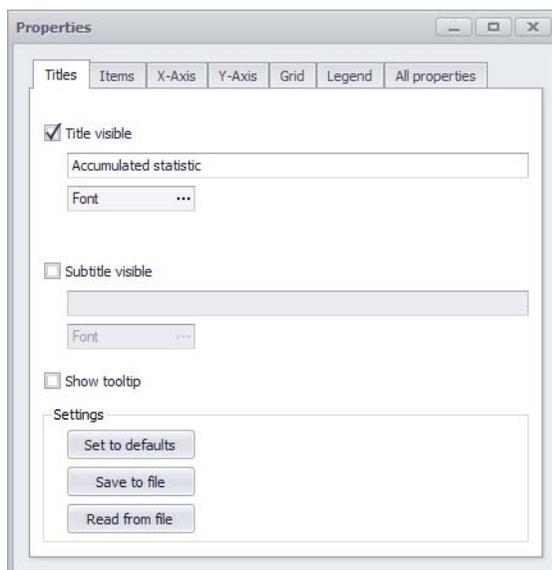


Figure 19.61 The Bar Chart Properties dialog

The sections below describe the various bar chart property options available on the Properties dialog.

Titles

- **Title visible, Subtitle visible, Font.** Options for adding and defining chart titles and subtitles, as well as customizing font types.
- **Show tooltip.** Option for showing a small "hover box" with information about a result item when hovering over it on the chart.
- **Set to defaults.** Reset chart properties to default values.
- **Save to file.** Option for saving bar chart configuration into a *.PFS file.
- **Read from file.** Option for loading bar chart configuration from an existing *.PFS file.

Items

- **Visible.** Activate/deactivate result items on the chart
- **Use title in legend and Title.** Customize Legend labels for result items on the chart
- **Vertical axis** (Left axis or Right axis). Option for defining the y-axis to use for result data on the chart.
- **Show bar.** Options for customizing the appearance of the result data series on the chart.



- **Show marks, Show average, Show median.** Option for showing annotation and additional information series on the chart, and customizing their appearance.

X-Axis

- **Interval.** For customizing x-axis bounds (i.e. interval).
- **Reverse.** Option for showing values in reverse order along the y-axis.
- **User-define tick marks.** For customizing the appearance of tick marks on the x-axis.
- **Labels.** Options for customizing labels along the x-axis, including font, orientation, and data format.
- **Title.** Option for defining x-axis title and font.

Y-Axis

- **Interval.** For customizing y-axis bounds (i.e. value range).
- **User-define tick marks.** For customizing the appearance of tick marks on the y-axis.
- **Labels.** Options for customizing labels along the y-axis, including font, and number of decimals.
- **Title.** Option for defining y-axis title and font.

Grid

- **Vertical grid lines.** Options for showing vertical grid lines on the chart area.
- **Horizontal grid lines.** Options for showing horizontal grid lines on the chart area, and defining the y-axis of reference.
- **Style.** For customizing the appearance of both vertical and horizontal grid lines on the chart area.

Legend

- **Visible.** Activate/deactivate the Legend on the chart
- **Colorized text.** Option to use the same color for label text as the data series in the Legend.
- **Alignment.** Option for defining the location of the Legend on the chart.

All properties

- This tab page collectively shows the various parameter configurations from the other tab pages in tabular format.

19.14 LTS Report

MIKE URBAN+ has facilities for generating LTS statistics reports. The reports can be viewed and exported in various document file formats for printing, editing, or information dissemination.



LTS statistics reports can be generated through the LTS Report tab on the Result Items dialog (Figure 19.62). The following types of LTS Reports could be generated:

- Summary report on extreme events statistics
- Detailed report on extreme events statistics
- Report on annual/monthly statistics

See also MIKE URBAN+ Collection System User Guide Chapter 9.5 - LTS Statistics Presentation for more details on LTS result statistics.

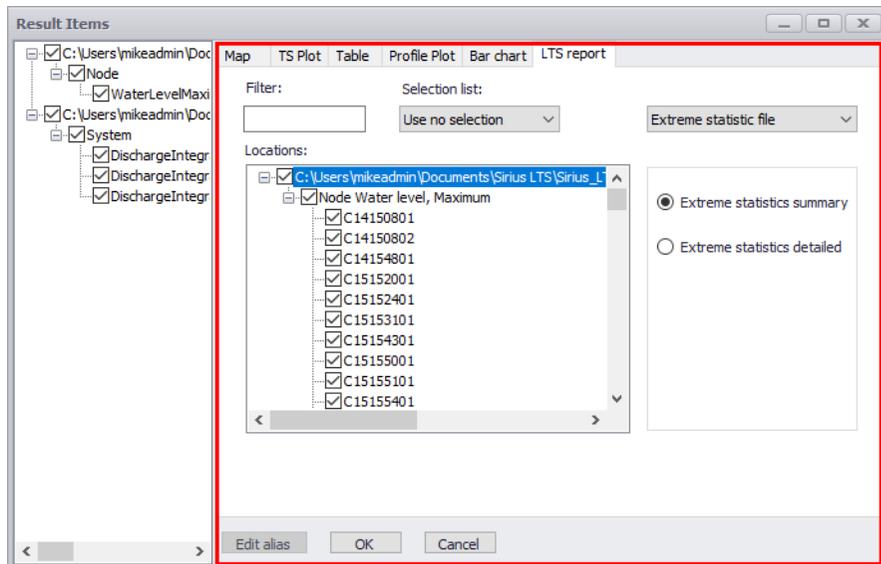


Figure 19.62 The LTS Report tab on the Result Items dialog

19.14.1 Summary Report on Extreme Events Statistics

This type of LTS report contains tables with a summary of all calculated statistics, i.e. for all individual locations, variables and statistics types. It can be generated only for result files with LTS **extreme event statistics**.

- Load LTS simulation **extreme event results** into the Results file manager panel. (See Chapter 19.3 - “Loading Results” on page 267)
- Create a result document via the file manager local context menu. (See Chapter 19.6 - “Creating Result Documents” on page 274)
- Access the ‘LTS Report’ tab on the ‘Result Items’ dialog (Figure 19.62).
- Choose to generate a report with the ‘Extreme statistics file’ from the dropdown menu on the upper right side of the page (Figure 19.63).



- Activate the 'Extreme statistics summary' option below the dropdown menu.
- Select the items and locations which shall be included in the report (Figure 19.63). Note that relevant items are offered on the Locations panel only if the appropriate LTS result file has been activated for the result document creation.
- Click on the 'OK' button to create a new LTS Extreme Event Statistics Summary report. An example is shown in Figure 19.64. Note that it is not possible to customize data series labels (i.e. Edit alias) for LTS reports, nor is it possible to edit LTS reports from the dialog.

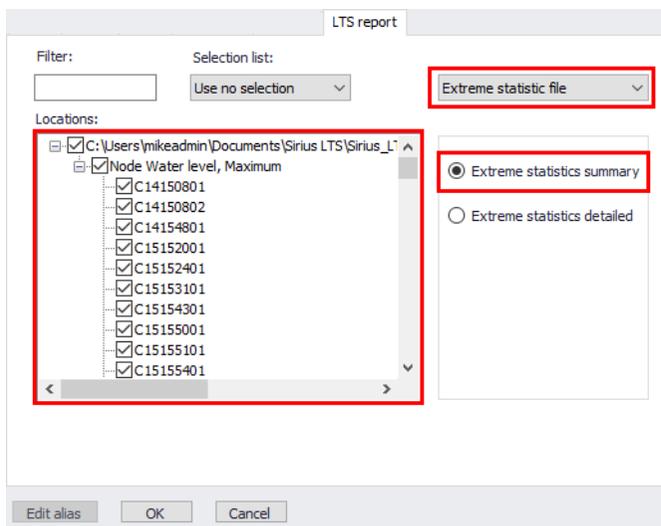


Figure 19.63 LTS extreme event statistics summary report configuration



View and convert a report

File name: C:\Users\mikeadmin\AppData\Local\Temp\s00tprvr.xml

MIKE URBAN+ report

- Extreme statistics for WaterLevelMaximum (Nodes)

Extreme statistics for WaterLevelMaximum (Nodes)

MUID	GL	T_GL	H_crit	T_Hcrit	1 year	2 years	5 years	10 years	20 years	50 years	100 years
	[m]	[years]	[m]	[years]	[m]	[m]	[m]	[m]	[m]	[m]	[m]
C14150801	27.88	21.999	27.88	21.999	23.255	23.349	23.504	24.253	27.433		
C14150802	28.02	22.52	28.02	22.52	23.591	23.644	23.725	24.377	27.457		
C14154801	27.28	21.914	27.28	21.914	23.633	23.665	23.701	23.731	27.163		
C15152001	27.04	21.2	27.04	21.2	22.227	22.343	22.547	23.104	26.813		
C15152401	26.99	41.845	26.99	41.845	22.588	22.628	22.696	23.132	26.58		
C15153101	26.87	21.221	26.87	21.221	21.337	21.453	21.66	22.435	26.651		
C15154301	26.63	21.303	26.63	21.303	20.502	20.631	20.892	22.075	26.418		
C15155001	26.95	19.021	26.95	19.021	23.096	23.184	23.318	23.44	27.016		
C15155101	26.78	19.764	26.78	19.764	23.008	23.096	23.252	23.364	26.806		
C15155401	26.22	20.291	26.22	20.291	19.96	20.09	20.525	21.808	26.175		

Figure 19.64 Example LTS extreme event statistics summary report

See also MIKE URBAN+ Collection System User Guide Chapter 9.5.5 - Generating Reports on LTS Statistics for more details on LTS result statistics.

19.14.2 Detailed Report on Extreme Events Statistics

This type of LTS report contains tables with details of all calculated statistics in the file, i.e. for all individual locations, variables and statistics types. It can be generated only for result files with LTS **extreme event statistics**.

- Load LTS **extreme event simulation results** into the Results file manager panel. (See Chapter 19.3 - “Loading Results” on page 267)
- Create a result document via the file manager local context menu. (See Chapter 19.6 - “Creating Result Documents” on page 274)
- Access the ‘LTS Report’ tab on the ‘Result Items’ dialog (Figure 19.65).
- Choose to generate a report with the ‘Extreme statistics file’ from the dropdown menu on the upper right side of the page (Figure 19.65).
- Activate the ‘Extreme statistics detailed’ option below the dropdown menu.
- Select the items and locations which shall be included in the report. Note that relevant items are offered on the Locations panel only if the appropriate LTS result file has been activated for the result document creation.
- Click on the ‘OK’ button to create a new Detailed LTS Extreme Event Statistics report. An example is shown in Figure 19.66.

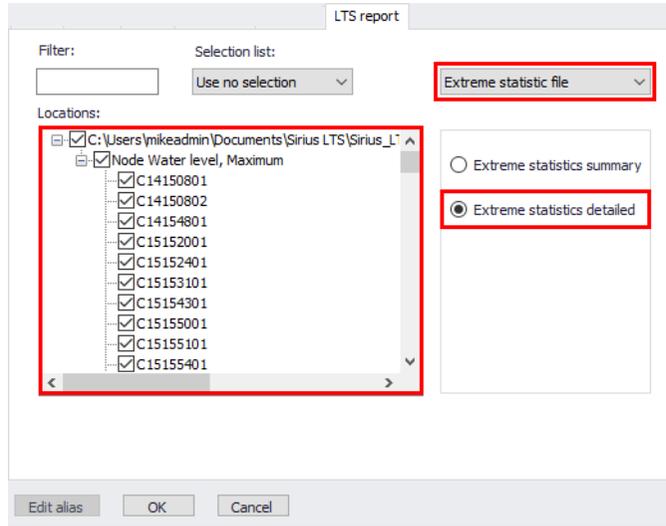


Figure 19.65 Detailed LTS extreme event statistics report configuration

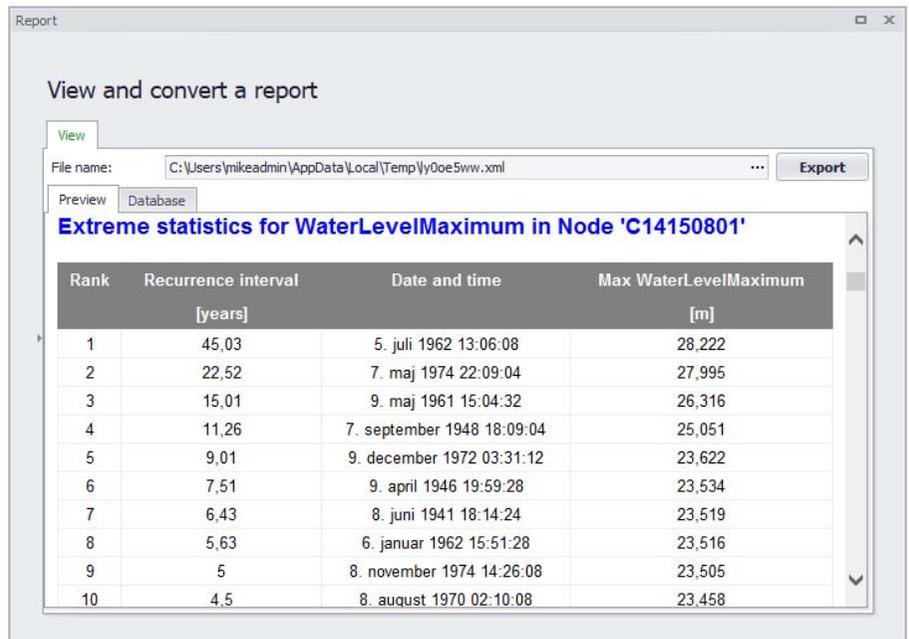


Figure 19.66 Example detailed LTS extreme event statistics report

See also MIKE URBAN+ Collection System User Guide Chapter 9.5.5 - Generating Reports on LTS Statistics for more details on LTS result statistics.

19.14.3 Report on Annual/Monthly Statistics

This type of LTS report contains tables with all calculated annual/monthly statistics for all individual locations and variables (e.g. volumes, accumulated mass, durations, number of events). It can be generated only for result files with LTS **chronological (annual/monthly) statistics**.

- Load LTS simulation **chronological event results** into the Results file manager panel. (See Chapter 19.3 - “Loading Results” on page 267)
- Create a result document via the file manager local context menu. (See Chapter 19.6 - “Creating Result Documents” on page 274)
- Access the ‘LTS Report’ tab on the ‘Result Items’ dialog (Figure 19.67).
- Choose to generate a report with the ‘Chronological statistics file’ from the dropdown menu on the upper right side of the page (Figure 19.67).
- Select the items which shall be included in the report (Figure 19.67). Note that relevant items are offered on the Locations panel only if the appropriate LTS result file has been activated for the result document creation.
- Click on the ‘OK’ button to create a new LTS chronological statistics report. An example is shown in Figure 19.68. Note that it is not possible to customize data series labels (i.e. Edit alias) for LTS reports, nor is it possible to edit existing LTS reports from the dialog.

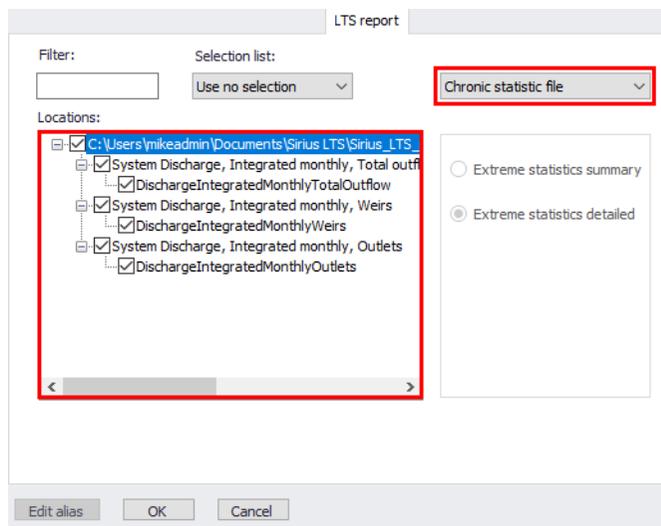


Figure 19.67 LTS chronological statistics report configuration

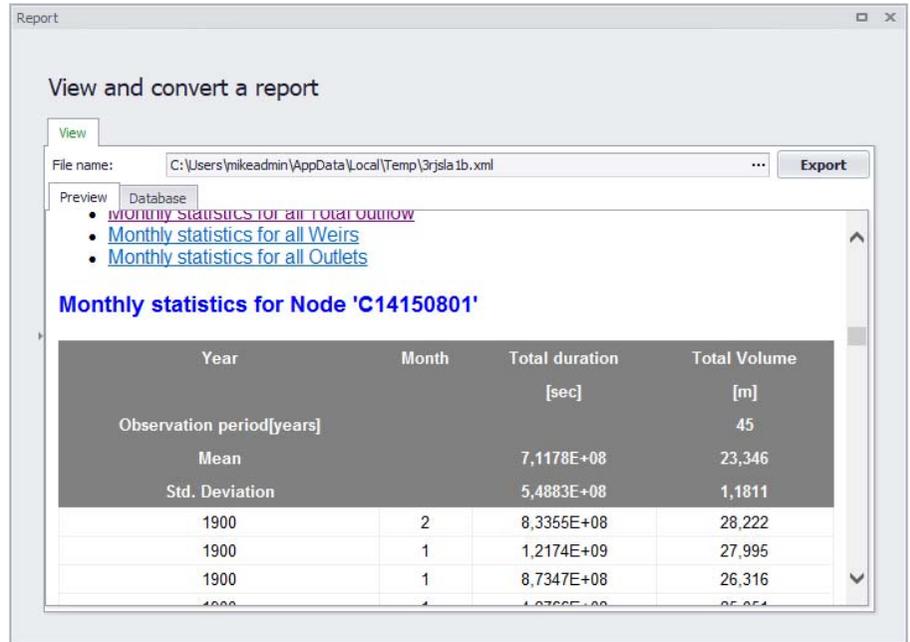


Figure 19.68 Example LTS chronological statistics report

See also MIKE URBAN+ Collection System User Guide Chapter 9.5.5 - Generating Reports on LTS Statistics for more details on LTS result statistics.

19.14.4 The LTS Report Window

The LTS Report window presents the LTS report generated from the Result Items dialog (Figure 19.69). It has the following components and functionalities:

Preview Tab

Shows a preview of the report document, including content formatting.

Database Tab

Shows a tabular (unformatted) view of information included in the report.

Export

Button functionality allowing export of the generated report to various types of documents (e.g. *.DOCX, *.PDF, *.HTML, *.CSV, among others). (Figure 19.69)

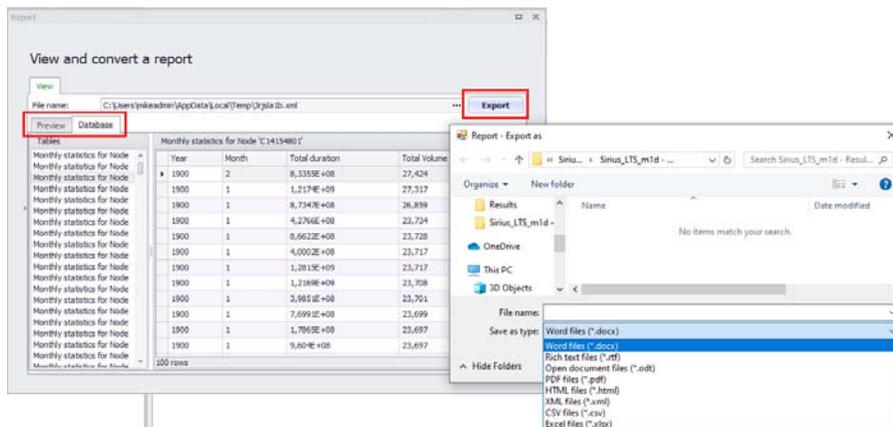


Figure 19.69 LTS report export functionality from the Report window

19.15 Animations

After having loaded result items into the project (see Chapter 19.3) and plotting dynamic items on a result map plot (see Chapter 19.7), it is possible to animate results on the result map plot. To do so:

- Create a plot of a dynamic result item on a result map document.
- On the Results ribbon, use the tools on the Animation toolbox to animate the dynamic result items on the plot.
- Activate the 'Start' function to play the animation. The various options for playing the animation is shown in Figure 19.70.

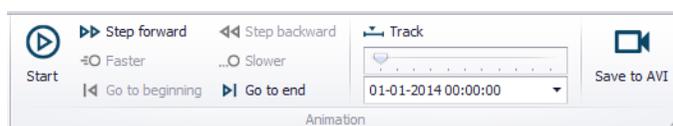


Figure 19.70 Animate dynamic results using tools from the Animation toolbox on the Results ribbon

Use the Track Bar to navigate through the result time steps. The 'Timestep' dropdown menu also allows for direct selection of the result time step to visualize.

A video file of the result animation may be generated and saved using the 'Save to AVI' tool. On the 'Save animation to AVI file' dialog, one may specify:

- Target map. Whether to record the video with the result map or the model map.
- The starting and ending time steps for the recording. This allows for recording only part of available results.



- The file name of the video to be generated, and its compression quality.

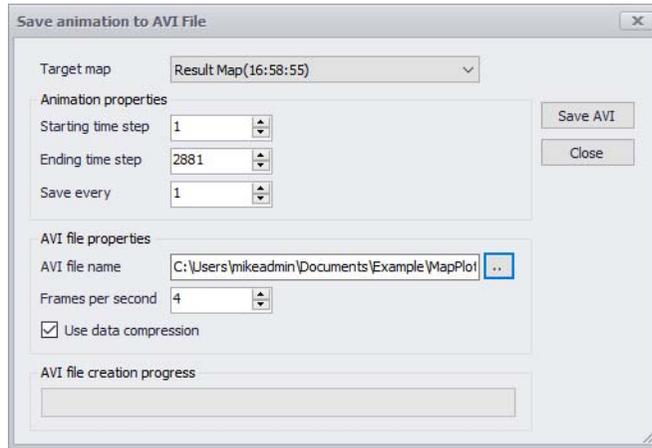


Figure 19.71 Setting the properties for saving the animation into a video file

19.16 Reports



MIKE URBAN+ has facilities for setting up reports based on information from model data as well as simulation results. It is also possible to join information between different tables in the report.

The 'Model and Result Report' tool is found under the Results ribbon. The tool uses a wizard approach for configuring reports.

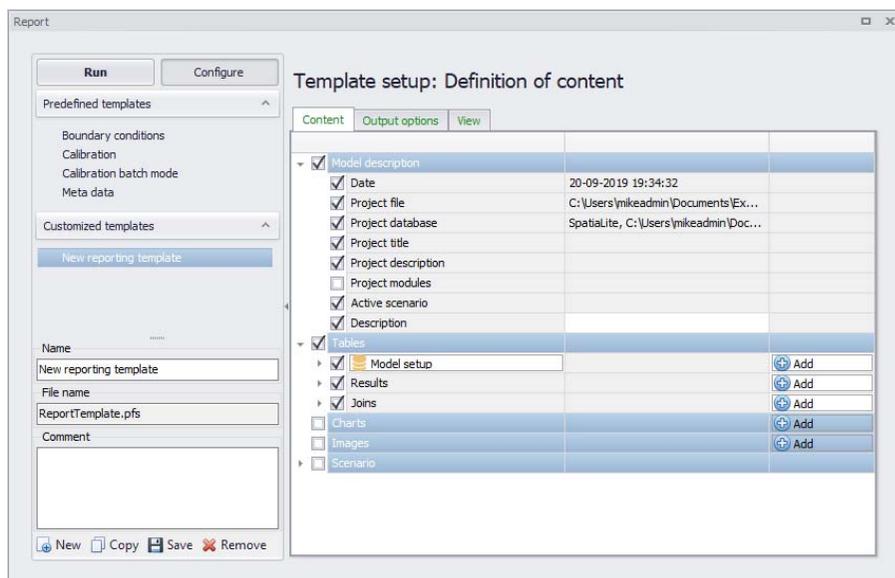


Figure 19.72 The MU+ Report Editor

19.16.1 Setting Up a Report

The report tool generates reports based on configured templates. A list of templates is shown on the template navigator on the left panel of the editor (Figure 19.73). Templates are organized as:

- **Predefined templates.** Preconfigured report templates designed around typical reporting themes, such as:
 - Boundary conditions
 - Calibration
 - Metadata
- **Customized templates.** User-configured report definitions.

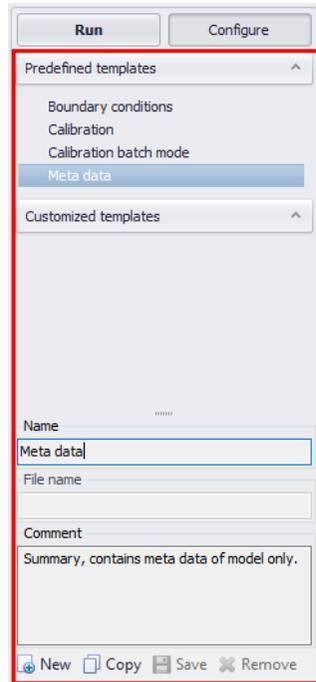


Figure 19.73 The template navigator on the Report editor

Set up a new custom report template with the 'New' button at the bottom of the panel. Specify a name for the custom template, and add a text description under 'Comment' (Figure 19.74).

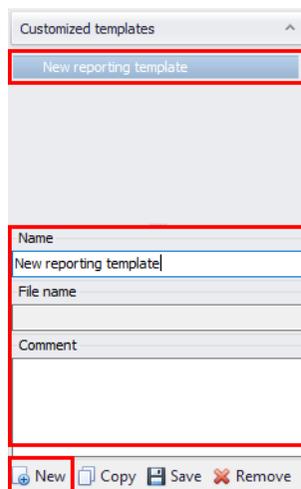


Figure 19.74 Defining a new custom report template

19.16.2 Content

On the Content tab page on the right panel (see Figure 19.75), it is possible to define contents for the report template setup:

- Navigate to the Content tab on the right panel
- Activate/deactivate items under each data group depending on content preferences for the report being set up. The available data groups are:
 - Model description
 - Tables
 - Charts
 - Images
 - Scenario
- The 'Add' button allows adding information from MIKE URBAN+ model setup tables and loaded results, as well as adding charts and images.
- The 'Remove' button will delete items from the report setup.

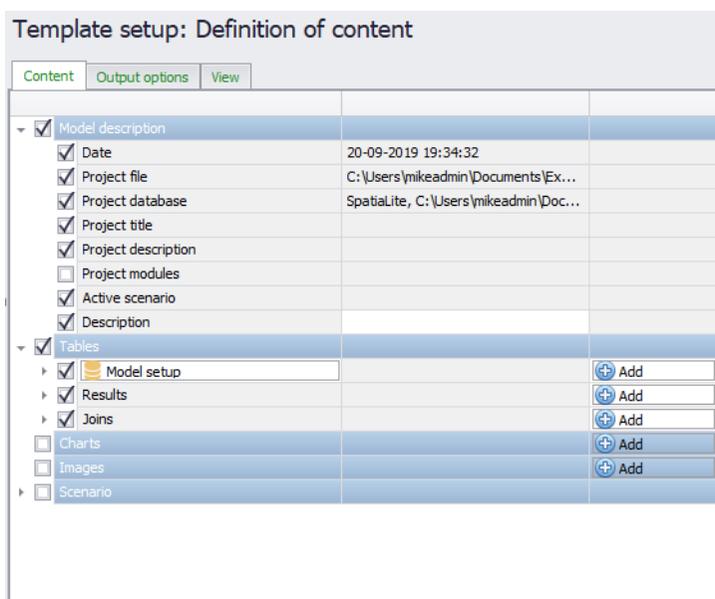


Figure 19.75 The report can contain information from the database tables as well as from result files

After choosing the tables to include, select which attributes of the data table you wish to add to the report (see Figure 19.76). The 'Columns' field provides a heading for columns in the report.

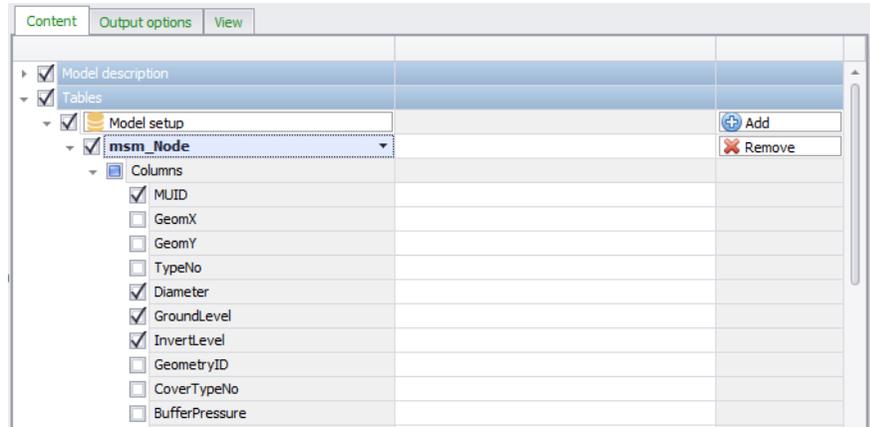


Figure 19.76 Specification of content from the table added to the report as well as the column title

Adding results information is done in a similar manner. It is necessary to have the result file loaded in the project beforehand (see Figure 19.77). When adding results you can choose to add summary statistics.

You can also specify reference values (i.e. ‘Values highlighted’) against which values will be compared in the report.

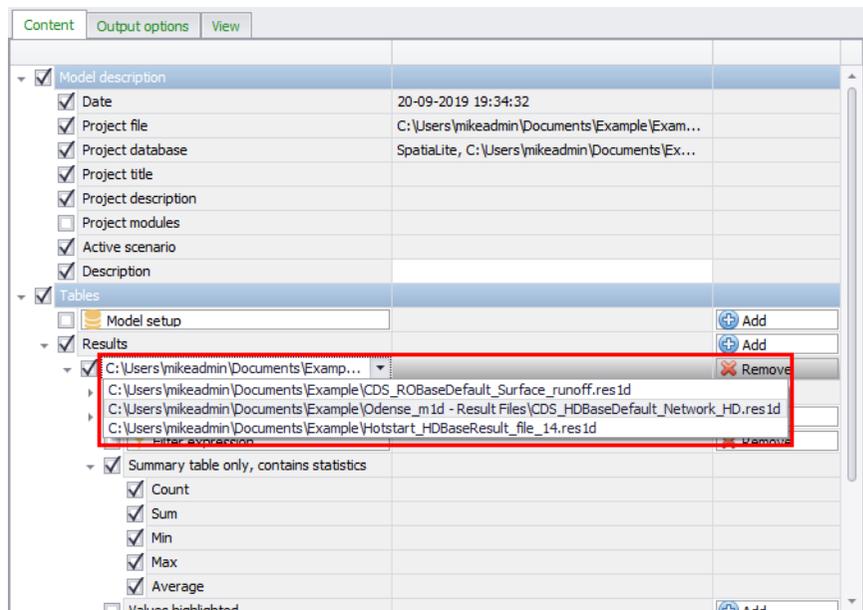


Figure 19.77 When adding result information to reports, you can choose to display summary statistics, e.g. average, maximum, etc.



Join of Tables and Results

It is also possible to display joined tables in the report.

<input checked="" type="checkbox"/> Joins		<input type="button" value="Add"/>
<input checked="" type="checkbox"/> New join		<input type="button" value="Remove"/>
<input checked="" type="checkbox"/> Definition		
<input checked="" type="checkbox"/> From table	msm_CatchCon	
<input checked="" type="checkbox"/> From field	NodeID	
<input checked="" type="checkbox"/> To table	msm_Node	
<input checked="" type="checkbox"/> To field	MUID	
<input checked="" type="checkbox"/> Columns		
<input type="checkbox"/> Extra columns		<input type="button" value="Add"/>
<input type="checkbox"/> Use Selections		<input type="button" value="Add"/>
<input type="checkbox"/> Filter expression		<input type="button" value="Remove"/>
<input checked="" type="checkbox"/> Summary table only, contains statistics		
<input type="checkbox"/> Values highlighted		<input type="button" value="Add"/>
<input type="checkbox"/> Description		

Figure 19.78 When joining tables you need to specify the common field in the two tables used for the join

Choosing the field with which to base the join. In the example shown in Figure 19.78, the join is based on the 'MUID' in the msm_node table. The table that we wish to join information from is the msm_CatchCon table (containing the catchment connections information for the network model) - the field in this table to base the join on is 'NodeID'. This means that the report will list all the catchments connected to each node.

Unmatched records will contain no values for fields being appended from the join table, e.g. if no catchments are attached to a specific node then the joined columns in the report will be left empty.

Using Filters

If you wish to set up the report only to show information from selected elements, you can do so by specifying a filter.

You can use existing selection lists, or filter expressions. In the example shown in Figure 19.79, a selection list (i.e. 'Bell') and a Field expression (i.e. [Diameter]>1) are used to qualify which nodes to include the report. If no filter is used, all elements are reported in the order they are extracted from the database.

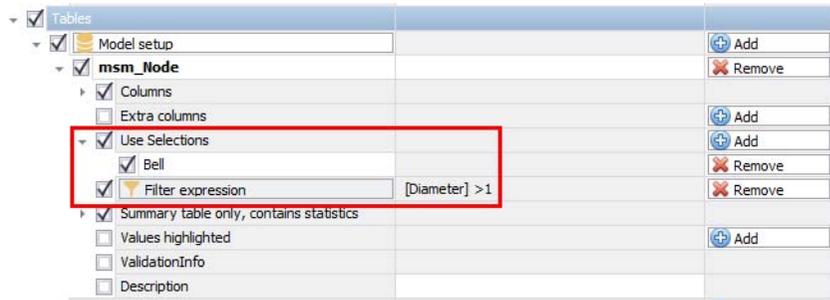


Figure 19.79 A report can be limited to only selected elements

19.16.3 Output Options

Configure report appearance and style in the Output Options tab page of the Report editor (Figure 19.80).

Reports can be generated in several formats, including HTML and CSV. Style sheets are used in generating the reports. MIKE URBAN+ comes with two different style sheets -- one for HTML format (MURreport.xsl) and one for CSV format (MURreportCSV.xsl). These default style sheets are installed in the Templates folder of your MIKE URBAN+ installation (i.e. the 'Templates' folder in the MIKE URBAN+ installation directory). It is also possible to use custom style sheets via the browse option in the tab page.

Title

Specify a title for the report in this input box.

Order

This panel lists the selected report items from the Content tab. The order of the items may be modified using the 'Up' and 'Down' buttons to the right of the panel to reorder the items on the list.

Style

Define the style sheet to use in generating the report. It can be selected from default styles sheets, or custom style sheets.

Target file name

File name and path for the XML file holding the report information that will be generated.

Template setup: Output options and style

Content Output options View

Title: MIKE URBAN+ report

Order

Model description		Up
msm_Node		Down
New join		
C:\Users\mikeadmin\Documents\Example\Od...		

Generate report

Use style

Style: C:\Program Files (x86)\DHI\MIKE URBAN\2020\Templates\MURReport.xml

Copy style to target folder

Target file name: C:\Users\mikeadmin\Documents\Example\MURReport.xml

Keep existing file

Figure 19.80 Specify the format of the generated report

19.16.4 Run the Report Setup

After defining the report content and format in the Content and Output Options tabs, respectively, execute the report configuration by clicking on the 'Run' button on the left panel of the Report editor (Figure 19.81).

A preview of the generated report is then displayed on the View tab of the editor.

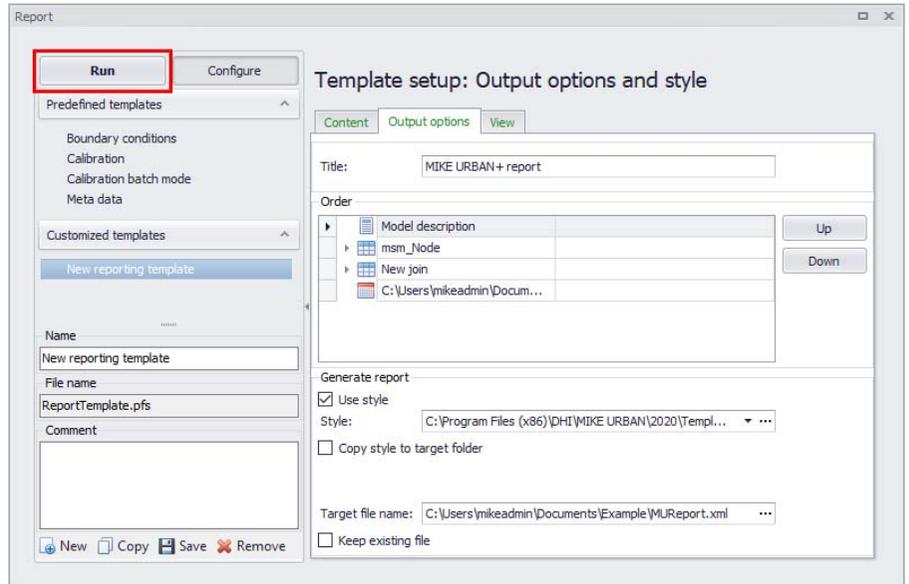


Figure 19.81 Run the report setup configuration

19.16.5 View

After running a report configuration, a preview of the generated report is displayed on the View tab of the Report editor (Figure 19.82).

Use the 'Export' button to save the generated report to various types of document formats (e.g. *.DOCX, *.PDF, *.HTML, *.CSV, among others).

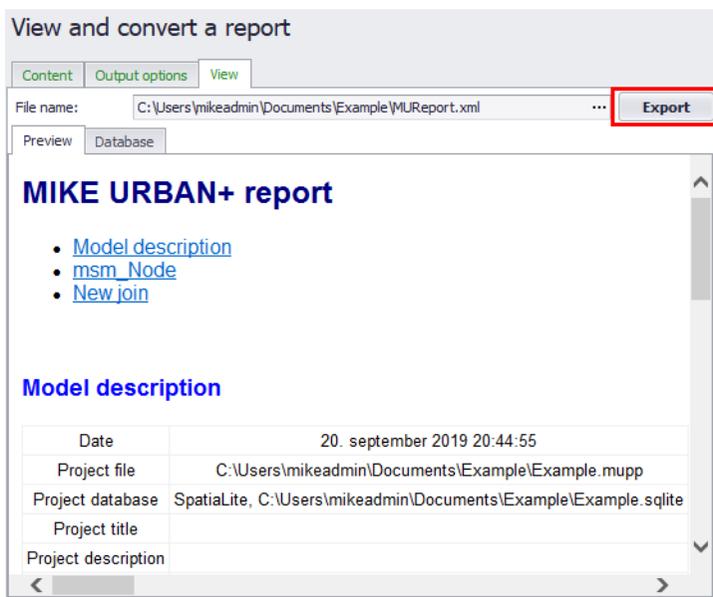


Figure 19.82 The View tab page presents a preview of the generated report

19.16.6 Save the Configuration File

Once the report layout is in place, it is recommended to save the custom report configuration so that it may be reused. Button functionalities on the template panel are described below:

Run

Executes a report template configuration.

Configure

Presents the Content and Output Options tab pages of the Report editor for modification. Predefined templates may not be edited.

New

Creates a new (custom) report template.

Copy

Makes a copy of an existing report template (e.g. predefined template) and adds it to customized templates list.

Save

Saves a custom template into a *.PFS file.

Remove

Removes an item from the customized templates list.



19.17 Result Comparison

It is possible to compare results that are computed on similar networks, but with different parameters. The comparison basically subtracts the results from one another. The comparison becomes a new result layer available for plotting on a result document (e.g. a result map, time series plot, table, profile plot, or bar chart).

The result comparison option is only available for collection system models.

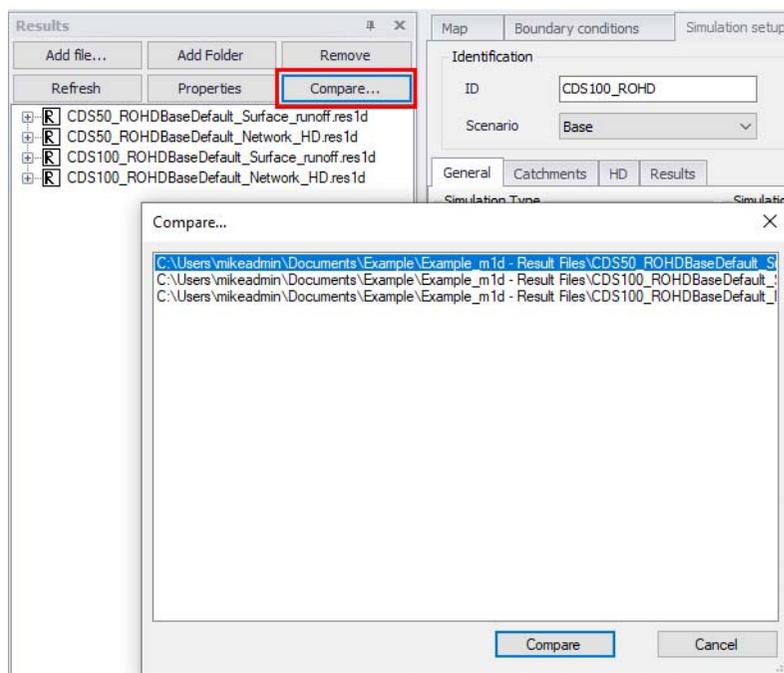


Figure 19.83 Loading result files for comparison of results

To compare results:

- Run two different instances of a simulation (e.g. network simulation) with different input parameters but on a similar network setup.
- If not automatically loaded, load the simulation results to compare on the Results manager. (See Chapter 19.3 - “Loading Results” on page 267)
- Select one of the result file layers (i.e. File A) on the Results manager, and click on the ‘Compare...’ button at the top of the panel (Figure 19.83). This will launch a dialog listing other loaded result file layers available for comparison with the currently-selected layer.
- Alternatively, launch a file comparison via the results manager local context menu by right-clicking on a result file layer (Figure 19.84).

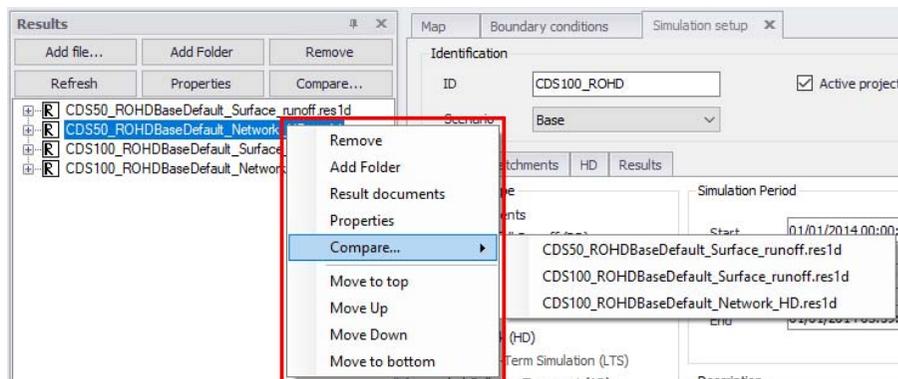


Figure 19.84 Compare results via the local context menu

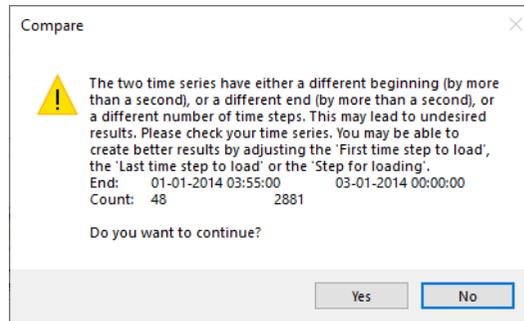
- Select the second (compatible) result file (i.e. File B) for the comparison and click on the 'Compare' button. The comparison takes values from the first result file and subtracts corresponding values from the second result file (i.e. File A minus File B).
- A new result layer based on the comparison (i.e. differences) is created and added to the Results manager.
- Result documents may be generated based on the various result items of the resulting comparison layer.
- Create a result document (i.e. map plot, time series plot, etc.) via the file manager local context menu. (See Chapter 19.6 - "Creating Result Documents" on page 274)

Differences in Data Types

Data types not common in the files being compared will not be available in the comparison result.

Differences in Time Steps and Period

Comparison is done based mainly on the order of time series values. A mismatch in the number of time series entries results in time series containing the smaller number of rows. Mismatch in time series periods and time step widths will return a warning about the mismatch; continuing with the comparison should be reconsidered.

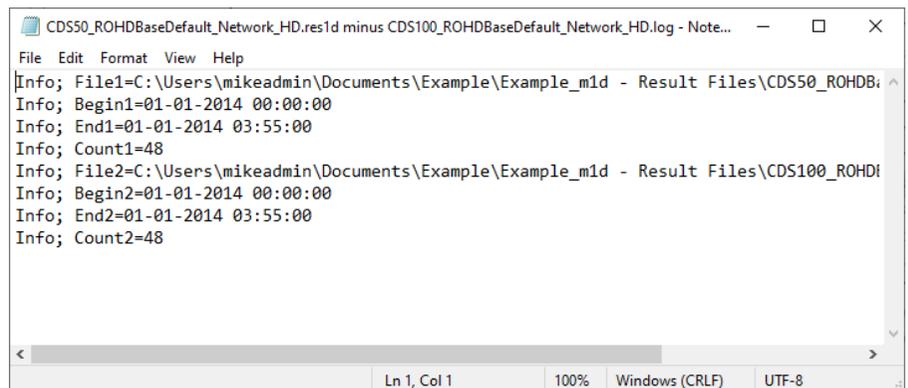


Differences in Network Geometry

If the two result files have geometry differences (e.g. link deleted), the result comparison skips non-existing items. Thus it is still possible to compare scenarios where e.g. network as been changed or extended.

Comparison Log File

The Comparison tool creates a log file in the project directory. The file is names similarly as the resulting comparison file but with a *.LOG extension. It contains information on the files being compared.



19.18 Export Results to Shapefiles

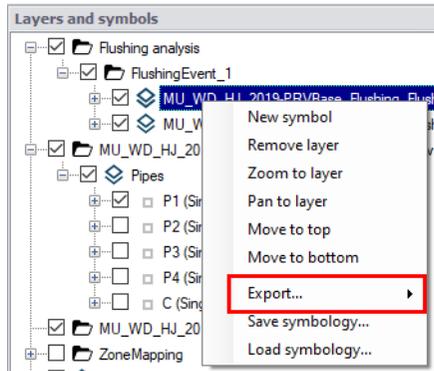
Export MIKE URBAN+ simulation result layers to shapefiles via the Layers and Symbols panel or the Result Map plot TOC panel.

From Map Layers and Symbols

Right-click on a result layer item on the Map via the Layers and Symbols panel to access the local context menu. Select 'Export...' and then 'Export layer to shapefile'. Specify the name of the shapefile and click on 'Save'.

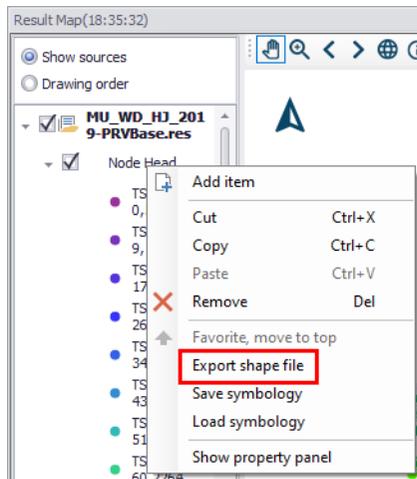


This will export the selected results layer to a shapefile. The exported shapefile contains the layer geometry, the simulated result item value, and the unique MUID.



From Result Map TOC

If you have created a result map plot from simulation results (See “Displaying Results on a Map” on page 276.), right-click on a result map layer on the left panel to access the context menu. Select ‘Export shapefile’. Specify the name of the shapefile and click on ‘Save’.



19.19 Special Water Distribution Analysis Results

In MIKE URBAN+, there are special analyses tools available for Water Distribution models, the results from which are presented in various ways:

- Fire Flow Analysis



- Cost Analysis
- Pipe Criticality
- Shutdown Planning
- Flushing Analysis
- Sustainability Analysis
- Zone Mapping
- Valve Criticality
- Alarms and Violations

Result presentation options for the above-listed tools are described in succeeding sections.

19.19.1 Fire Flow Analysis Results

The Fire Flow Analysis module allows calculation of available flows for a given design pressure, or to calculate the residual pressure for a given design flow. The tool is accessed via the 'Special Analyses' section on the Setup panel. The corresponding module needs to be active in the Modules editor.

See more details about Fire Flow Analysis in the MIKE URBAN+ Water Distribution User Manual - Chapter 9.1 "Fire Flow Analysis".

Results Presentation

Results of the Fire Flow Analysis are saved in a *.CSV file. The *.CSV file is a comma separated text file in a format that is suitable for importing into Microsoft Excel, for example.

If automatic loading of simulation results is active in the project, the Fire Flow Analysis result file is added in the Results panel, as well as to the Map as a layer. If automatic loading of simulation results has been disabled in the project, the *.CSV file may be loaded into the project via the Results manager. See "Loading Results" on page 267.

Various types of result documents may then be created using the Fire Flow Analysis results. See "Creating Result Documents" on page 274.

The simulated fire flow results can be presented on colour coded map plots (Figure 19.85) or in a table (Figure 19.86).

Available fire flow result items that may be plotted are:

- **Node static pressure:** Steady state pressure at the fire flow node
- **Node static demand:** Steady state demand at the fire flow node
- **Node residual pressure:** Simulated or given residual pressure during the fire flow simulation at the fire flow node

- **Node fire flow:** Simulated or given fire flow at the node
- **Number of critical nodes:** The number n means at how many nodes the residual pressure was below the critical pressure
- **Number of critical pipes:** The number n means at how many pipes the velocity was above the critical velocity
- **Minimum pressure:** Minimum residual pressure reported for a critical node that is below the critical pressure
- **Node error code:**
 - 0: No errors
 - 1: Static pressure is already below the residual pressure, no flow available
 - 2: Cannot find upper flow limit, no flow will be computed
 - 3: Cannot iterate flow for pressure, no flow will be computed
 - 4: No fire flow available at this residual pressure
 - 5: Node does not exist, no flow will be computed
 - 6: No flow available at this residual pressure and velocity
 - 7: Residual pressure is negative for the required fire flow

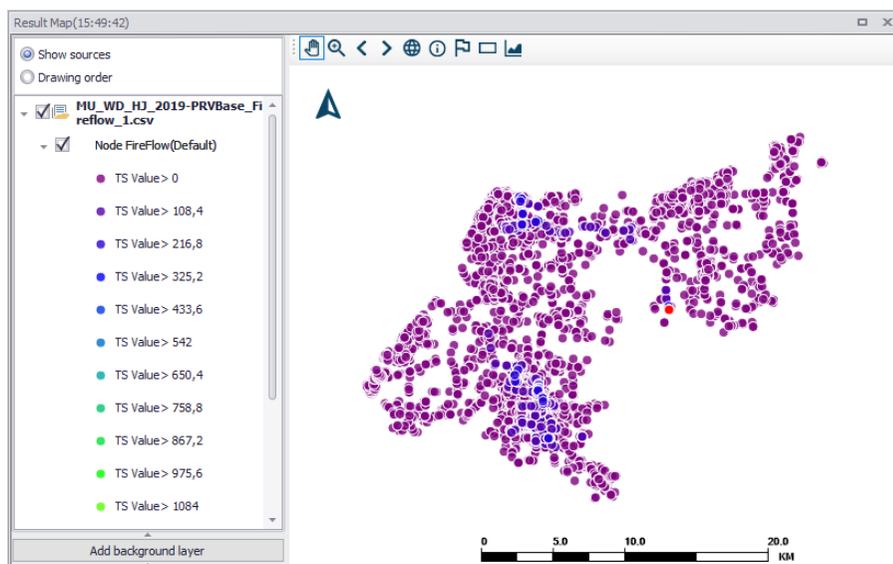


Figure 19.85 Example Fire Flow Analysis results map plot of Node fire flow



Table(15:54:37)

ID All Cache Time step 23-09-2019 00:00:00

ID	Type	Node Static...	Node Static...	Node Resid...	Node Fire F...	Nr Critical ...	Node Nr Cri...	Node Error ...
▶ wNode_16	Node	2,4400000...	0	15	0	0	0	3
wNode_17	Node	4,3800001...	0	15	0	0	0	3
wNode_22	Node	4,4000000...	0	15	0	0	0	3
wNode_23	Node	4,4000000...	0	15	0	0	0	3
wNode_27	Node	5	0	15	0	0	0	3
wNode_33	Node	4,4000000...	0	15	0	0	0	3
wNode_34	Node	5,0599999...	0	15	0	0	0	3

8535 of 8535 records MU_WD_HJ_2019-PRVBase_Fireflow_1.csv

Statistics	Node Static...	Node Static...	Node Resid...	Node Fire F...	Nr Critical ...	Node Nr Cri...	Node Error ...
▶ Min	-1,570000...	0	15	0	0	0	0
Max	85,128997...	100	15	1734,4000...	0	0	3
Avg	36,660448...	0,0189270...	15	36,915672...	0	0	0,0615114...
Sum	312896,92...	161,54200...	128025	315075,26...	0	0	525

Overall sta...	Node Static...	Node Static...	Node Resid...	Node Fire F...	Nr Critical ...	Node Nr Cri...	Node Error ...
▶ Min	-1,570000...	0	15	0	0	0	0
ID	39657	wNode_16	wNode_16	wNode_16	wNode_16	wNode_16	wNode_50
Time	23-09-201...	23-09-201...	23-09-201...	23-09-201...	23-09-201...	23-09-201...	23-09-2019...
Max	85,128997...	100	15	1734,4000...	0	0	3
ID	3109	34785	wNode_16	wNode_63	wNode_16	wNode_16	wNode_16
Time	23-09-201...	23-09-201...	23-09-201...	23-09-201...	23-09-201...	23-09-201...	23-09-2019...

Figure 19.86 Example tabulated Fire Flow Analysis results

The program also creates a *.LOG file in the project directory that contains additional details about the fire flow simulation.

Reports

The 'Report' button on the Fire Flow Analysis dialog automatically generates a report about the Fire Flow Analysis (Figure 19.87).



Report

View and convert a report

View

File name: C:\Users\mikeadmin\AppData\Local\Temp\hvfswunu.xml Export

Preview Database

Active scenario Base

MU_WD_HJ_2019-PRVBase_Fireflow_1.csv

Fire flow node

NodeID	StaticPressure	StaticDemand	ResidualPressure	FireFlow	NrCriticalNodes	NrCriticalPipes	CriticalNode
wNode_16	2.440	0.000	15.000	0.000			
wNode_17	4.380	0.000	15.000	0.000			
wNode_22	4.400	0.000	15.000	0.000			
wNode_23	4.400	0.000	15.000	0.000			
wNode_27	5.000	0.000	15.000	0.000			
wNode_33	4.400	0.000	15.000	0.000			
wNode_34	5.060	0.000	15.000	0.000			
wNode_35	5.300	0.000	15.000	0.000			
wNode_46	-0.115	0.000	15.000	0.000			
wNode_50	68.035	0.000	15.000	120.800			

Figure 19.87 Example Fire Flow Analysis report

19.19.2 Cost Analysis Results

Cost analysis allows detailed review of energy consumption results, creation of tabular outputs, and creating graphs of pump/turbine utilization, average power consumption/production, and energy costs.

The Cost Analysis dialog is accessed via the 'Special Analyses' section on the Setup panel. Note that the corresponding module needs to be active in the Modules editor.

See more details about Cost Analysis in the MIKE URBAN+ Water Distribution User Manual - Chapter 10 "Cost Analysis".

Results Presentation

Running the Cost Analysis generates results that are automatically plotted in time series plots (i.e. TS Plot) (Figure 19.88).

The TS Plot can display the time series of energy consumption or generated, energy cost, efficiency and average energy per million cubic meters (or gallons) of each pump and turbine:

- **Efficiency:** Efficiency of pump/ turbine with time (%)
- **Energy/volume:** Power consumption/production (kW per hour) per millions gallons (or cubic meters).
- **Power used:** Energy consumption of pump/turbine operation with time



- **Power generated:** Energy production of the pump/turbine operation with time (negative values indicate generated energy)
- **Energy cost:** The cost of energy consumed or generated by the pump/turbine operation with time (negative values indicate generated energy)

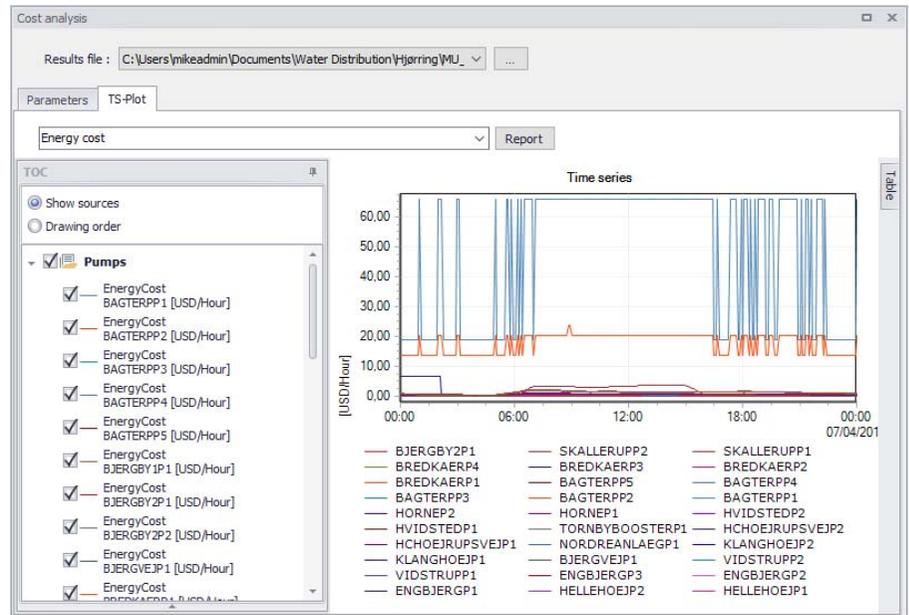


Figure 19.88 Example time series result plot from Cost Analysis

Reports

The TS Plot window presenting Cost Analysis results has a 'Report' button, which may be used to generate reports (and report charts) based on the analysis results.

Report Charts (Figure 19.89) as well as an *.XML report document (Figure 19.90) are generated, containing information on pumps and turbines:

- **Utilization:** Percent utilization i.e. percent of the time that the pump was operating (%)
- **Efficiency:** Average efficiency of the pump (%)
- **kW-hr/volume:** Average power consumption (kW per hour) per million gallons (or cubic meters) pumped
- **Average kW:** Average rate of energy usage if the pump (kW)
- **Peak kW:** Peak rate of energy usage of the pump operation (kW)
- **Cost/day:** Total cost of the pump operation per day (monetary units)

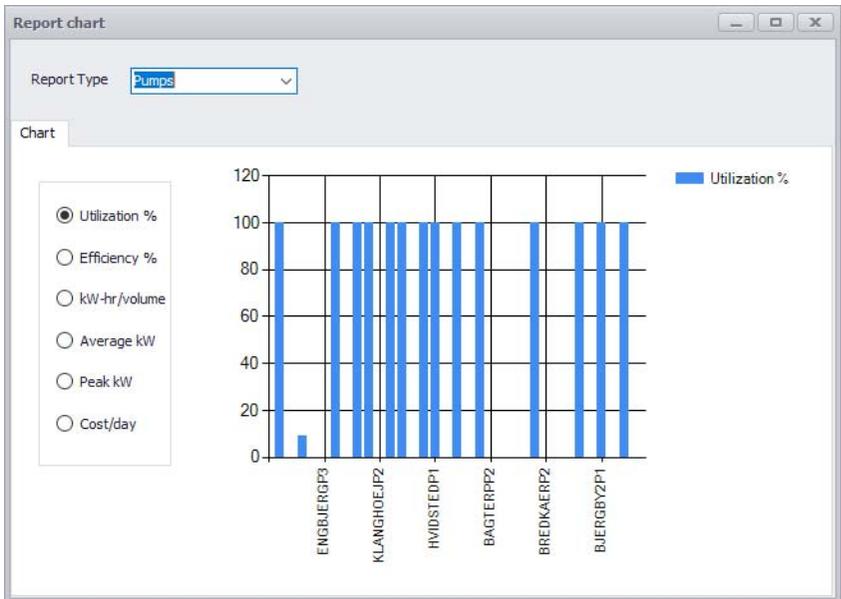


Figure 19.89 Example report chart showing pump percent utilization

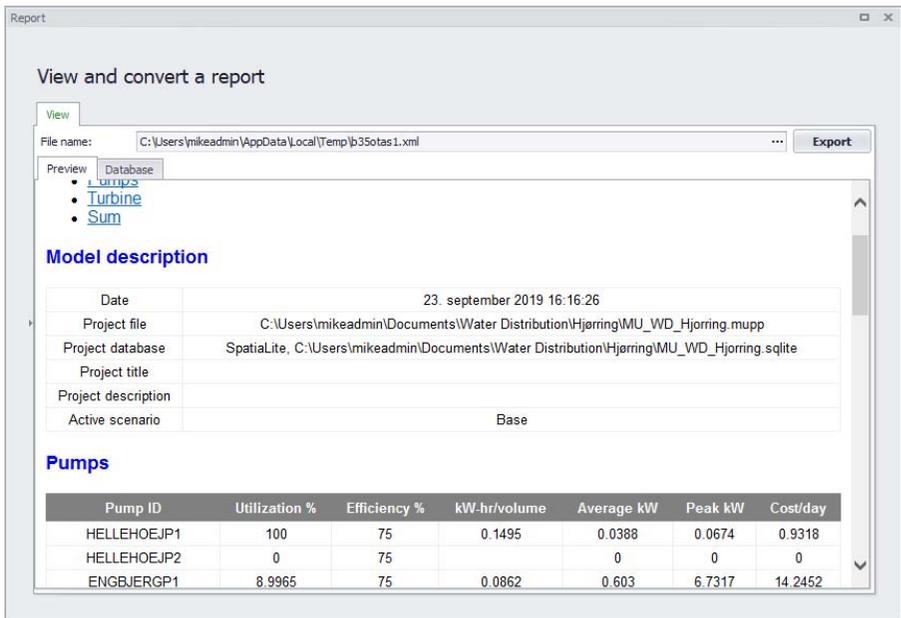


Figure 19.90 Example Cost Analysis report



19.19.3 Pipe Criticality Results

Pipe criticality modelling is used to predict the water distribution system's response to pipe break situations, planned reconstructions, and other scenarios of limited water supply. It can consider pipe ranking according to importance to the water supply system for planning pipe rehabilitation and reconstructions.

More details on Pipe Criticality Analysis is found in the MIKE URBAN+ Water Distribution User Manual - Chapter 11 "Pipe Criticality".

Results Presentation

Pipe Criticality results are saved in a *.CSV file. The *.CSV file is a comma separated text file in a format that is suitable for importing into Microsoft Excel, for example.

If automatic loading of simulation results is active in the project, the *.CSV result file is added in the Results panel, as well as to the Map as a layer. If automatic loading of simulation results has been disabled in the project, the *.CSV file may be loaded into the project via the Results manager. See "Loading Results" on page 267.

Various types of result documents may then be created using the Pipe Criticality Analysis results. See "Creating Result Documents" on page 274.

Results of the pipe criticality simulations can be displayed in various ways, such as in a table or using color-coded maps (Figure 19.91).

Pipe criticality result items that may be plotted or included in the report are:

- **Q:** Flow per pipe that was not delivered (flow units or volume units in case of extended period simulation for all time levels)
- **P1:** Performance indicator P1
- **SumNodes:** Number of nodes where the service pressure is insufficient
- **P2:** Performance indicator P2
- **SumDemand:** Demand or total water volume in case of extended period simulation for all time levels)
- **P3:** Performance indicator P3
- **SumLength:** Total pipe length where the service pressure is insufficient
- **P4:** Performance indicator P4
- **C:** Performance indicator C

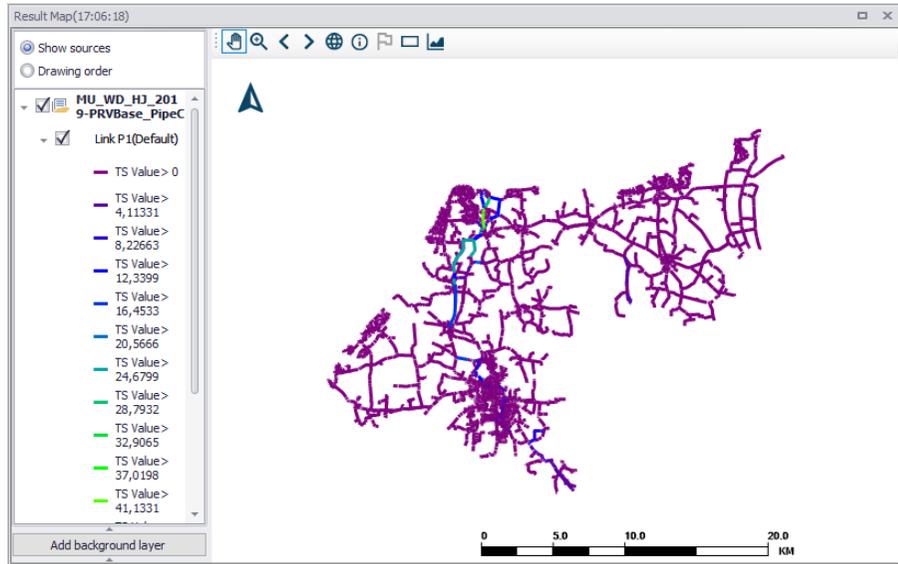


Figure 19.91 Example Pipe Criticality map result plot showing Link P1 results

Reports

Click on the 'Report' button on the Pipe Criticality dialog to generate a pre-configured report based on the Pipe Criticality analysis results (Figure 19.92).

PipeID	ZoneID	Q	P1(%)	SumNodes	P2(%)	SumDemand	P3(%)	SumLength	P4(%)	C(%)
wLink_2		1.336	0.827	15	0.176	0.153	0.095	5716.023	0.650	0.437
wLink_3		1.949	1.207	15	0.176	0.153	0.095	5716.023	0.650	0.532
wLink_145		0.000	0.000	15	0.176	0.153	0.095	5716.023	0.650	0.230
17602		0.000	0.000	20	0.234	0.179	0.111	5922.523	0.674	0.255
575		0.000	0.000	20	0.234	0.179	0.111	5922.523	0.674	0.255
wLink_5		0.901	0.558	20	0.234	0.179	0.111	5922.523	0.674	0.394
wLink_6		19.355	11.984	20	0.234	0.179	0.111	5922.523	0.674	3.251
wLink_7		1.073	0.665	20	0.234	0.179	0.111	5922.523	0.674	0.421
wLink_8		28.965	17.935	20	0.234	0.179	0.111	5922.523	0.674	4.738
wLink_9		1.337	0.828	20	0.234	0.179	0.111	5922.523	0.674	0.462
wLink_10		29.027	17.973	20	0.234	0.179	0.111	5922.523	0.674	4.748
wLink_11		47.286	29.278	20	0.234	0.179	0.111	5978.583	0.680	7.576
1033		1.737	1.076	20	0.234	0.179	0.111	5922.523	0.674	0.524
1034		0.696	0.431	134	1.570	0.875	0.542	13307.253	1.514	1.014

Figure 19.92 Example Pipe Criticality report



19.19.4 Shutdown Planning Results

Shutdown planning is designed to determine the impact of pipe maintenance on water supply conditions. It helps the user define the shutdown, find isolation valves, run hydraulic simulations, and evaluate simulation results.

The Shutdown Planning dialog box is reached by selecting Modules from General Settings from the Table of Contents and the by selecting Shutdown Planning from the Table of Contents.

See more details on Shutdown Planning in the MIKE URBAN+ Water Distribution User Manual - Chapter 12 “Shutdown Planning”.

Results Presentation

Results of the shutdown planning analysis simulations are visualized the same way as standard hydraulic simulation results.

If automatic loading of results is active in the project, the result file is added in the Results panel, as well as to the Map as a layer. If automatic loading of simulation results has been disabled, the result file may be loaded into the project via the Results manager. See “Loading Results” on page 284.

On a map plot of Shutdown Analysis results, use symbology settings to highlight shutdown planning results, such as the shutdown area - e.g. pipes with zero flow are displayed in red (Figure 19.93). The same could be done for nodes where the pressure is below the service pressure.

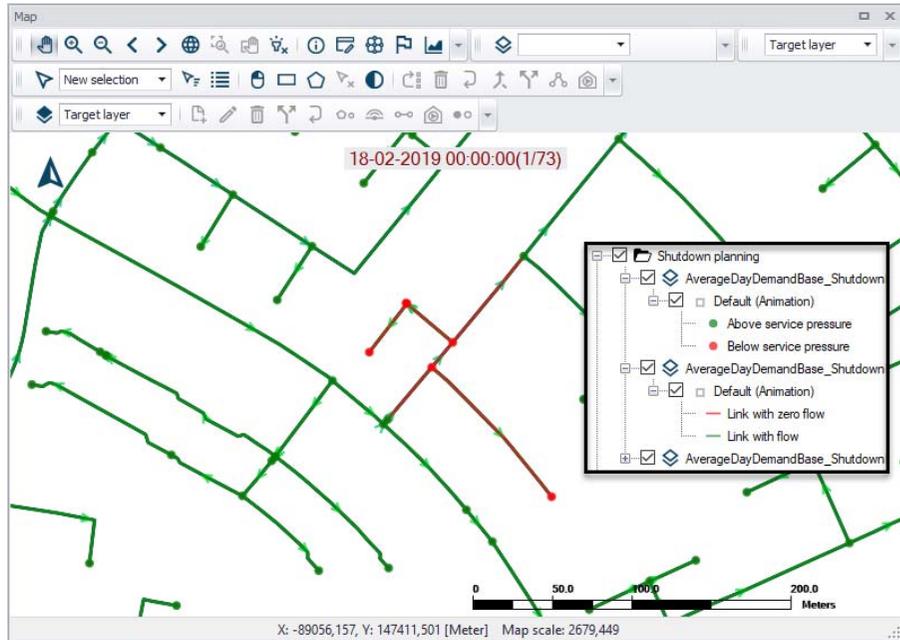


Figure 19.93 Example map plot of Shutdown Planning results highlighting pipes with zero flow in the shutdown scenario (in red)

The demand allocation points for the Junction with low pressure or link with no flow may also be selected and shown on the map.

Reports

In addition to the map display, the user can also get a report for shutdown planning using the 'Report' button on the Shutdown Analysis dialog. It can generate a report on the valves that closed, pipes with zero flow and the list of demand allocation that have insufficient pressure (Figure 19.94).



Report

View and convert a report

View

File name: C:\Users\nikeadmin\AppData\Local\Temp\ut15q5lw.xml Export

Preview Database

Project description

Active scenario Base

Link with zero flow

Link ID	Start time	End time
wLink_145	6. april 2019 00:00:00	7. april 2019 00:00:00
17602	6. april 2019 00:00:00	7. april 2019 00:00:00
575	6. april 2019 00:00:00	7. april 2019 00:00:00
wLink_6	6. april 2019 13:40:00	6. april 2019 13:45:00
wLink_6	6. april 2019 13:50:00	6. april 2019 13:55:00
wLink_6	6. april 2019 14:10:00	6. april 2019 14:15:00
wLink_6	6. april 2019 14:40:00	6. april 2019 14:45:00
wLink_6	6. april 2019 15:20:00	6. april 2019 15:25:00
wLink_6	6. april 2019 15:40:00	6. april 2019 15:45:00
wLink_6	6. april 2019 16:00:00	6. april 2019 16:05:00
wLink_6	6. april 2019 16:30:00	6. april 2019 16:45:00
wLink_6	6. april 2019 16:50:00	6. april 2019 16:55:00

Figure 19.94 Example Shutdown Analysis report

19.19.5 Flushing Analysis Results

Flushing of pipelines is a common practice used by water utilities to clean pipelines in their water distribution systems. There are two modes for flushing analysis:

- Conventional flushing
- Unidirectional flushing

More details about Flushing Analysis are found in the MIKE URBAN+ Water Distribution User Manual - Chapter 13 “Flushing Analysis”.

Select ‘Run’ from within the Flushing Analysis dialog to run the analysis. The simulation progress will be displayed in the application status window.

Results Presentation

A Flushing Analysis generates a standard result file (*.RES) as well as an output *.CSV file. The *.CSV file is a comma separated text file suitable for importing into Microsoft Excel, for example.

In addition, a table of results is shown in the ‘Flushing Results’ tab on the Flushing Analysis dialog (Figure 19.95).



PipeID	Diamet (m)	Length (m)	Velocity (m/s)	Velocity	Criteria	Criteria	Criteria	Flushin	Flushin	Comme
14166	103,6	104,65	0,032	0,018	Velo...	3	1	-1	0	Pipel...
3938	89,3	101,59	0,032	0,018	Velo...	3	1	204	100	Pipel...
3939	103,6	84,81	0,024	0,013	Velo...	3	0	-1	50	Pipel...
16155	81,4	5,46	0,003	0,002	Velo...	3	0	-1	0	Pipel...
16167	103,6	15,71	0,025	0,014	Velo...	3	0	-1	0	Pipel...
16190	103,6	193,28	0,017	0,009	Velo...	3	0	595	100	Pipel...
16191	103,6	61,57	0,023	0,012	Velo...	3	0	372	100	Pipel...
16192	22,2	46,2	0,058	0,032	Velo...	3	1	-1	0	Pipel...
16193	50	13,94	0,017	0,009	Velo...	3	0	-1	0	Pipel...

OutletID	Start (hr)	End (hrs)	Duration	StaticPr	Residua	AvgDisc	WaterVc	AvgFlush	Commen
wNod...	00:00	00:10	00:10	2,44	2,277	20	12	2,0	Warni...

Figure 19.95 The Flushing Results tab on the Flushing Analysis dialog

If automatic loading of results is active in the project, the result files are added in the Results panel, as well as on the Map as layers. If automatic loading of simulation results has been disabled, the result files may be loaded into the project via the Results manager. See “Loading Results” on page 284.

The available flushing result items include:

Pipes

- **Pipe ID:** Unique pipe identifier.
- **Velocity (max):** Maximum velocity reached during the flushing event in the pipe
- **Velocity change:** Difference between the flow velocity before flushing and the maximum velocity during the flushing event.
- **Shear stress (max):** Maximum shear stress reached during the flushing event in the pipe.
- **Criteria percentage (%):** The value indicates how well the flushing criteria was fulfilled during the simulation. Value of 75%, for example, would mean that if the required velocity was e.g. 1.5 m/s then the actual maximum velocity reached during the flushing was 75% of that value, i.e. $0.75 * 1.5 = 1.125$ m/s.
- **Flushing Time (min):** The program computes the minimum time required to fully replace the pipeline volume by a fresh water from the flushing source. This time can only be computed in case that it was actually possible to replace 100% of the pipeline volume. In case that the volume of replaced water in the pipeline was not 100%, the minimum flushing time is not computed and the value is set to “-1”.



- **Flushing percentage (%):** The value represents the % of water the water that was replaced in the pipeline during the flushing. Value of 85%, for example, would mean that 85% of the pipeline volume was replaced by a fresh water originating from the source of flushing.
- **Comment:** Description indicates the flushing success e.g. pipeline flushed, pipeline flushed but criteria not reached, pipeline not flushed.

Outlets

- **Outlet ID:** Unique node identifier.
- **Start (hrs:min):** Start of a flushing event is calculated from the start of the whole flushing sequence and from the idle interval in between flushing events.
- **End (hrs:min):** End of a flushing event is calculated from the start time and duration of a flushing sequence.
- **Duration (hrs:min):** Duration of a flushing event. The duration of a flushing even is computed from the minimum flushing time and a safety factor. In case that the maximum flushing duration was reached, the duration is equal to the maximum flushing duration.
- **Average discharge (flow units):** Average flow in a pipe during the flushing event
- **Water volume (volume units):** Volume of water that was discharge (flushed) from the outlet during the flushing event.
- **Average flushing success (%):** Average flushing success from pipes i.e. a percentage indicating of how well the pipe is flushed weighted by a pipe length.
- **Average flushing velocity (%):** Average flushing velocity from pipes.

Reports

Generate a report document from Flushing Analysis results via the 'Report' button on the Flushing Analysis dialog. It summarizes values for the previously-mentioned result items in formatted tables (Figure 19.96).



Report

View and convert a report

View

File name: C:\Users\mikeadmin\AppData\Local\Temp\mnik5nkf.xml

Preview Database

MIKE URBAN+ report

- [Pipe results](#)
- [Outlet results](#)

Pipe results

PipeID	Diameter (in)	Length (in)	Velocity (max) (m/s)	VelocityChange	ShearStress	CriteriaType	CriteriaValue	CriteriaPct (%)	F
14166	103.6	104.65	0.032	0.018	0.00247	Velocity	3	1	
3938	89.3	101.59	0.032	0.018	0.0029	Velocity	3	1	
3939	103.6	84.81	0.024	0.013	0.00186	Velocity	3	0	
16155	81.4	5.46	0.003	0.002	0.000275	Velocity	3	0	
16167	103.6	15.71	0.025	0.014	0.00191	Velocity	3	0	
16190	103.6	193.28	0.017	0.009	0.00132	Velocity	3	0	

Figure 19.96 Example Flushing Analysis report

19.19.6 Sustainability Analysis

Sustainability Analysis is not a simulation but a way of reporting results in a way that will help the user understand possible problems in the model.

The tool helps understand WD simulation results and analyze them for possible problems, anomalies, critical areas, and similar. Various predefined thematic maps are available including:

- Unit headloss to determine pipe size problems
- Reverse flows to identify possible water quality issues
- Service pressures
- Pressure, velocity, and other anomalies

Sustainability Analysis Dialog



The Sustainability Analysis tool can be opened from the WD Analysis Toolbox on the WD Network ribbon.

You can define the following settings:

Result file

- Result file name



Flow threshold

- Minimum flow criteria used for reverse flow calculation

Map layers

- Select what layers will be added to the Map
 - Service pressure
 - Unit headloss
 - Pipe flow

Report

Select sections included for reporting:

- Storage tanks
- Pumps
- Unit headloss
- Service pressure
- Pipe flow
- Report each time level (pipes and nodes): Please note that selecting each time level can result in excessive processing time

'Create' button

Perform the sustainability analysis

'Report' button

Create a report

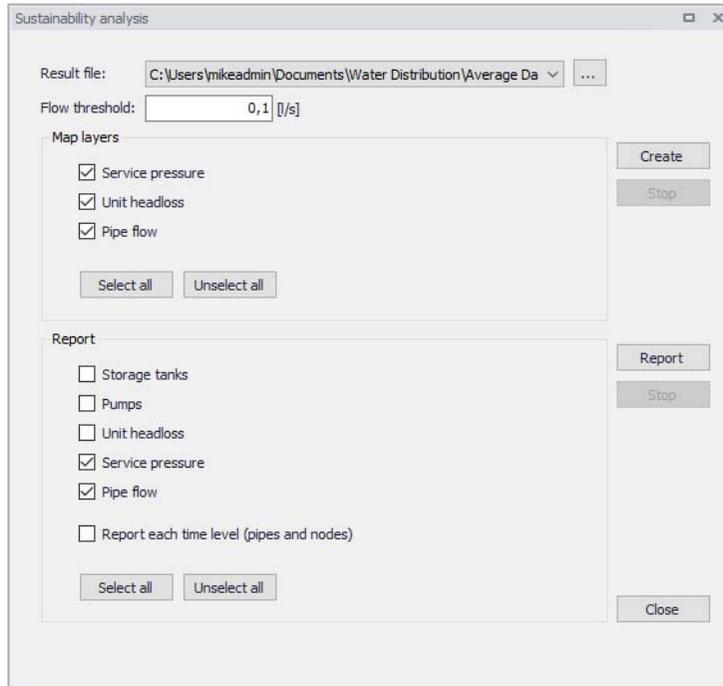


Figure 19.97 The Sustainability Analysis dialog

Results Presentation

Results from running the tool are added to the Map (Figure 19.98).

The tool provides a detailed analysis of the simulation results, and it will create the following layers. The symbology of each layer is predefined, but may be changed via the Symbology Settings editor from the Layers and Symbols panel.

- Unit head loss: Link head loss per 1000 (see Figure 19.98)
- Service pressures
 - Pressure anomalies e.g. pressure too low or too high
 - Pressure range: Pressure distribution
 - Pressure fluctuation: Difference between the minimum and maximum pressure at every node during the simulation.
- Pipe flows
 - Reverse flow: The layer will show how many times the flow direction has changed in every pipe. Note that a threshold value needs to be specified e.g. "0.1" , meaning that if the absolute flow is smaller than that, the pipe is not considered for reporting, i.e. the flow must be smaller than -0.1 and greater than 0.1 to be considered as a pipe with flow.
 - Flow velocity: Velocity distribution



– Flow velocity fluctuation

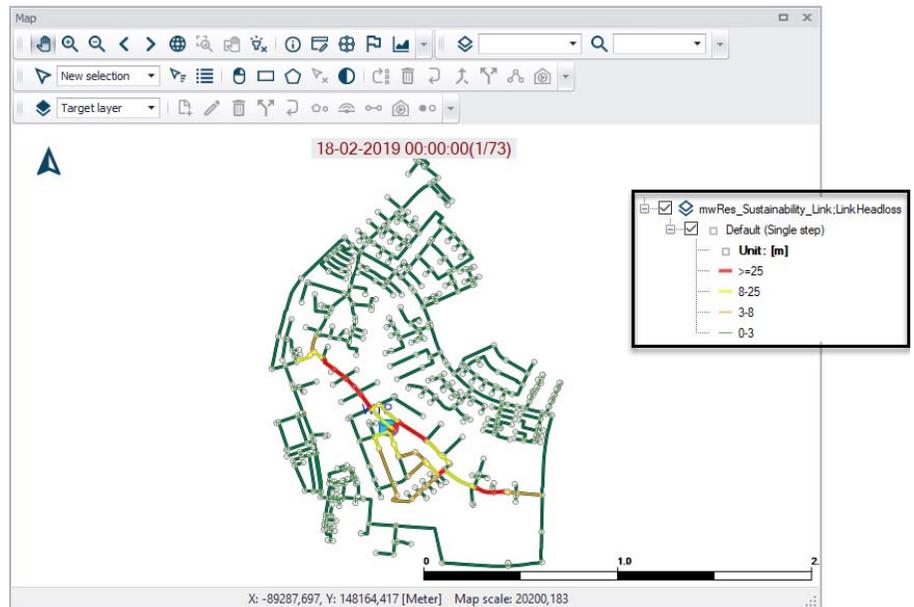


Figure 19.98 Example Sustainability Analysis Unit Head Loss results on the Map

Reports

In addition to the Map layers, detailed reports can be generated to understand the operation of pumps, storage tanks, and other facilities (Figure 19.99). Click on the 'Report' button on the Sustainability Analysis dialog (Figure 19.97) to generate a report.

The Sustainability Analysis report uses a pre-set template and may contain the following information:

- Storage tanks: Reports tanks that are either drained or overflows during the simulation.
- Reports if the tanks are balanced within the simulation. Balanced tank is a tank where the water level at the beginning of the simulation is the same as at the end of the simulation.
- Pumps: Reports pump that are operated near their maximum capacity
- Unit Headloss: Reports pipes with too high unit head loss
- Service Pressures: Reports excessive pressures
- Pipe flows: Reports reverse flows
- Flow velocity: Reports excessive flow velocity

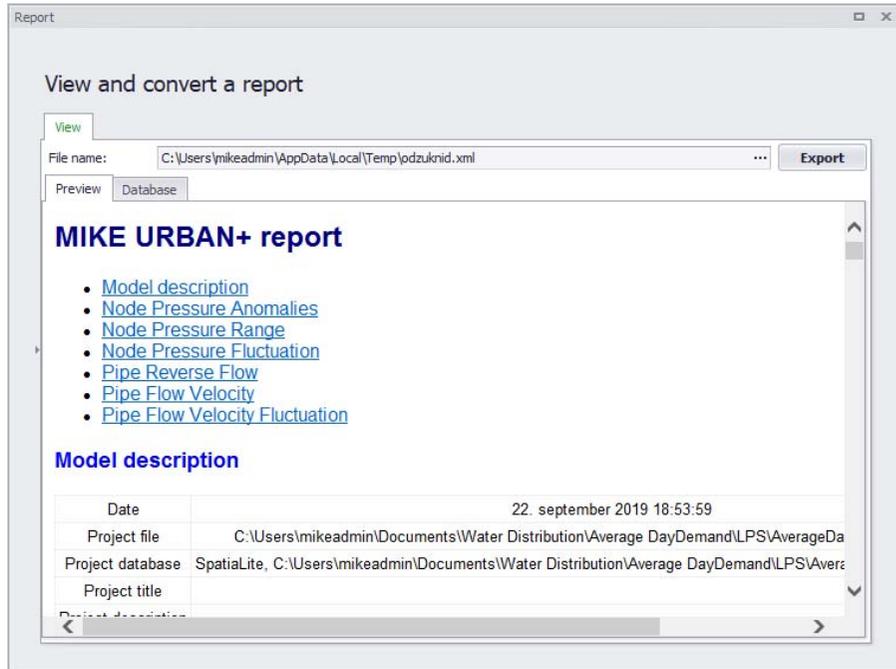


Figure 19.99 Example Sustainability Analysis Report

19.19.7 Zone Mapping

Zone Mapping graphically displays different "zones" in the model based on the network topology and geometry, closed pipes, closed valves, and pumps. This tool helps visualise how different network parts are hydraulically interconnected and where the HGL line breaks. It helps understand the hydraulic behaviour of the network prior to running the hydraulic simulation, and also helps detect possible errors in the network connectivity.



Zone mapping

Launch the Zone Mapping tool from the WD Network ribbon.

On the Zone Mapping dialog, define the breakdown rules of the network, the separators, and the rules for merging small groups of pipes into one big group:

- **Separators:** Separators are links, which will be used to separate one zone from another.
- **Merge zones smaller than:** In case that there are many small zones (a typical example would be small pipes located in pumping stations and storage tanks), they will be all merged into the same zone for graphical display instead of creating a separate zone for each of them.
- **Save zones:** The user can decide whether to save the zones to the zone editor or not. A zone category should be defined, then it would automatically create all zones named after the category, e.g. Zone_mapping_1.

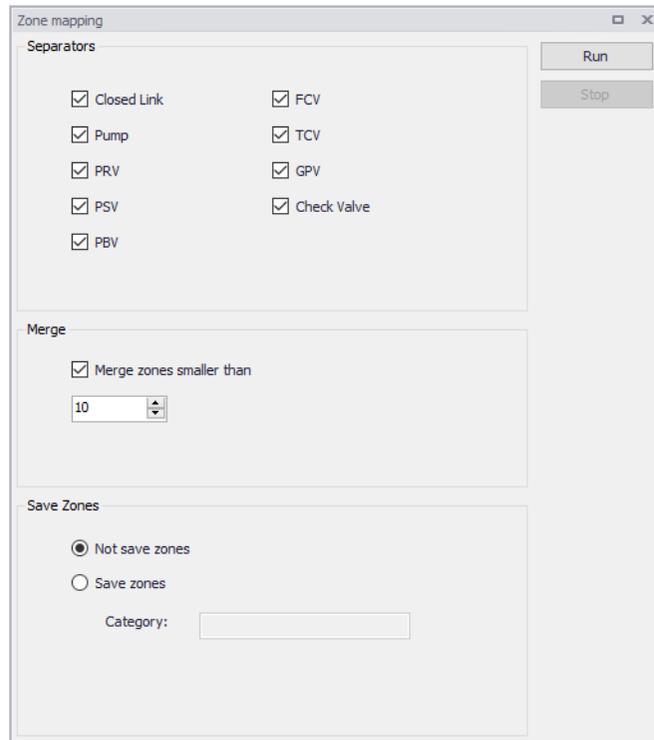


Figure 19.100 The Zone Mapping dialog

Results Presentation

Run the analysis using the 'Run' button on the Zone Mapping dialog. This produces a result layer, which is automatically loaded on the Map (Figure 19.101).

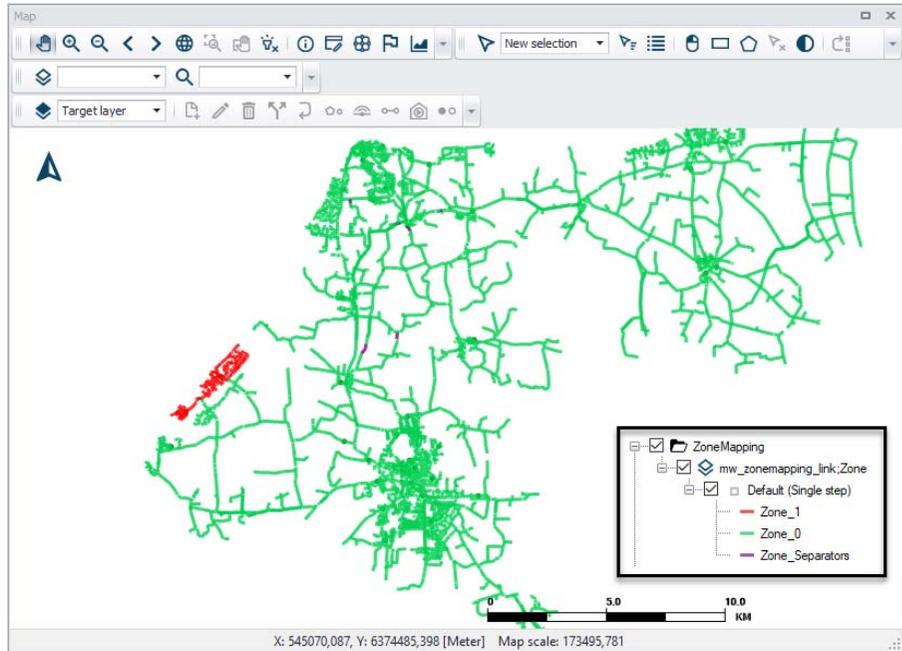


Figure 19.101 Example Zone Mapping result plotted on the Map

Report

Running the Zone Mapping tool also automatically generates a report with information of different zones, such as the number of links in each zone, the number of separators and merged zones (Figure 19.102).



Report

View and convert a report

View

File name: C:\Users\mikeadmin\AppData\Local\Temp\1bqtolzh.xml Export

Preview Database

- [Model description](#)
- [Table1](#)

Model description

Date	23. september 2019 13:24:47
Project file	
Project database	
Project title	
Project description	
Active scenario	Base

Zone	Pipes count
Zone_Separators	75
Zone_0	8837
Zone_1	348
Other separators	1

Figure 19.102 Example Zone Mapping report

19.19.8 Valve Criticality

The Valve Criticality tool allows analysis of a valve from the valve layer to determine which valves need to be closed in order to replace the selected valve.



Launch the Valve Criticality tool from the WD Analysis Toolbox on the WD Network ribbon.

On the Valve Criticality dialog that appears, define the layers containing your pipe network and valves. Valve criticality can operate in two modes:

- **Interactive mode:** Allows you to inspect valves one by one by pointing and clicking on a valve.
- **Automatic mode:** Allows you to run the tool for selected valves and store the results in the database.

See more details about the Valve Criticality tool on the MIKE URBAN+ Water Distribution User Manual - Chapter 15 "Valve Criticality".

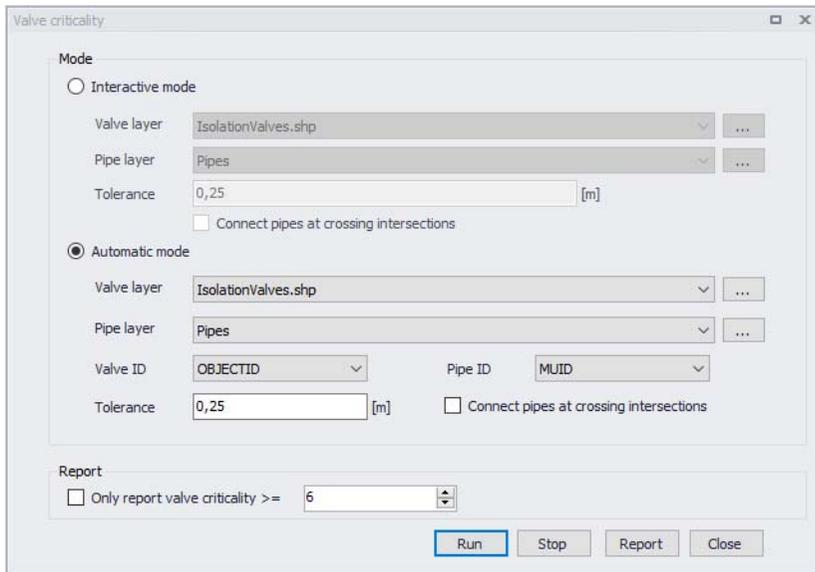


Figure 19.103 The Valve Criticality dialog

Results Presentation

Results of the Valve Criticality tool are added to the Map where valves are assigned symbols based on the number of substitute valves (Figure 19.104).

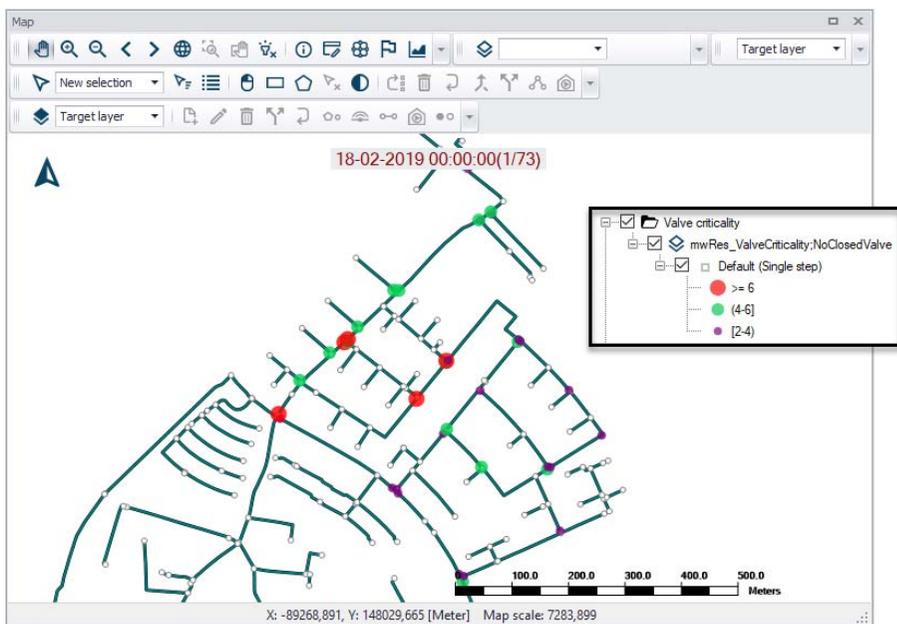


Figure 19.104 Example Valve Criticality result plot on the map sizing and coloring valves according to importance/criticality



Valve criticality results include:

- **No of closed valves:** Number of other valves that need to be closed in order to replace the malfunctioning (selected) valve
- **Closed valves:** List of such valves
- **Closed pipes:** List of pipes that are contained within the pipe network area isolated by valves
- **Sum length of pipe:** Length of such pipe network

Report

Click on the 'Report' button on the dialog to generate a report on these Valve Criticality results (Figure 19.105).

Report

View and convert a report

View

File name: C:\Users\mikeadmin\AppData\Local\Temp\lurz21yc.xml

Export

Preview Database

Valve criticality

Valve criticality

Valve ID	No of closed valves	Closed valves
1	4	5,21,2,3
2	3	4,3,1
3	3	6,2,1
4	2	9,2
5	3	11,21,1
6	3	3,8,7
7	5	9,5,20,27,27,20

Figure 19.105 Example Valve Criticality report

19.19.9 Alarms and Violations

The Alarms and Violations tool provides a way to impose user-defined checks for Water Distribution model results. It allows for quick examination of the performance of elements that are important to the WD system, or of particular interest to the user.



Launch the Alarms and Violations tool from the Results ribbon. The tool is only available for Water Distribution models.

Alarms and violations allows definition of critical values for various result items anywhere within the model network, such as maximum velocity, mini-



mum or maximum pressure, low or high level, and high water age, and let the hydraulic model evaluate them based on the actual simulation results.

OBJECT ID	Element Type	Element MUID	Description	Variable No	Criteria	Alarm Value	Actual Value	Alarm At Time	Status	Status Message	Comment
2	Tank	MI_ZONE	Node Pressure		<	2			OK	Validated at 2	Level too low
3	Tank	MI_ZONE	Node Pressure		>	5	6,4034	05:20:00	Failed	Validated at 2	Level too high
4	Junction	WEST_ZONE	Node Pressure		<	30			OK	Validated at 2	Pressure too low
5	Junction	EAST_ZONE	Node Pressure		<	30			OK	Validated at 2	Pressure too low
15	Pipe	I2542	Link Velocity		<	0,25	0,0016	00:30:00	Failed	Validated at 2	Velocity too low
19	Pump	2010_PLMP3	Link Flow		<	30	0,0187	02:40:00	Failed	Validated at 2	Flow too low
20	Pump	2010_PLMP3	Link Flow		>	80			OK	Validated at 2	Pump flow too high

Figure 19.106 The Alarms and Violations dialog

The dialog table (Figure 19.106) allows you to define or display the following parameters:

- **Element Type:** Select from the following types:
 - Junction
 - Tank
 - Pipe
 - Pump
 - Valve
- **Element ID:** The MUID of the element. Use a '*' to apply the criterion to all elements of a selected type.
- **Description:** Optional user-defined description
- **Variable No:** Select the result item from available items according to element type.
- **Criteria:** Basic math operator (i.e. <, <=, =, etc.) for building the criterion.
- **Alarm Value:** Set the critical (alarm) value.
- **Actual Value:** Validation result showing the highest or lowest of the actual values resulting in the alarm.
- **Alarm at Time:** Validation result showing the time of the simulation corresponding to the "Actual value".
- **Status:** Status of the validation, "OK" (No violations) or "Failed" (With violations).
- **Status Message:** Information on the results validation (i.e. Date/time of validation)
- **Comment:** User-defined comment

Note that the alarm will be triggered if the criterion is fulfilled i.e. if the criterion is defined for a "Tank level < 2" then the alarm will be reported once the computed level is below "2".

Button functionalities on the dialog include:



Insert

Adds a new record to the table.

Delete

Deletes the highlighted record from the table.

Highlight

Highlight specified elements on the Map. (see Figure 19.107)

Clear highlight

Removes highlight of specified elements on the Map.

TS plot

Displays the result time series for the selected alarm item (Figure 19.108). A tabular view of the time series results is also available from the TS Plot window (Figure 19.109).

Clipboard

Copies the content of the table into a clipboard.

Validate

Performs the results validation for the selected results file.

Clear

Clear results from the last validation.

Duplicate

Makes a copy of a selected alarm setup record.

Note that the above mechanism allows you to define certain checks for specific locations (e.g. junctions and pipes), as well as for all locations when the "*" is used instead of the MUID for the Network ID column.

For example, the criterion "Junction * pressure > 100" will map all junction nodes where the pressure was more than 100 during the simulation.

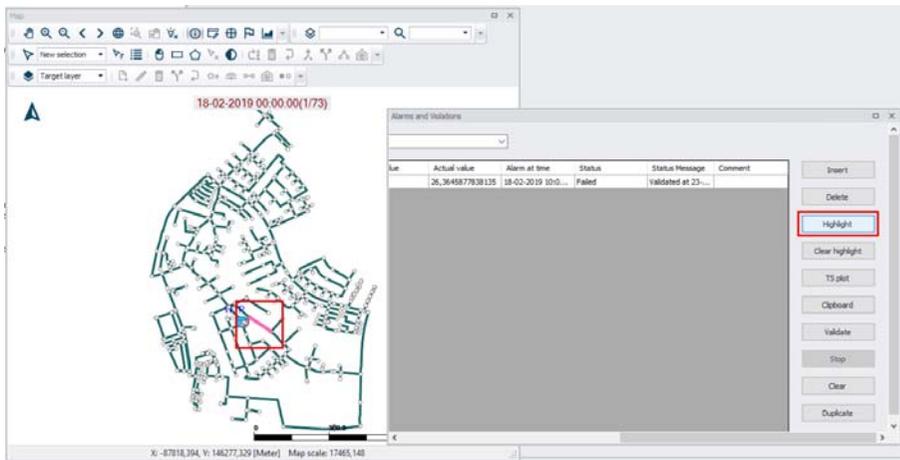


Figure 19.107 Highlight elements on the map using the 'Highlight' button on the dialog

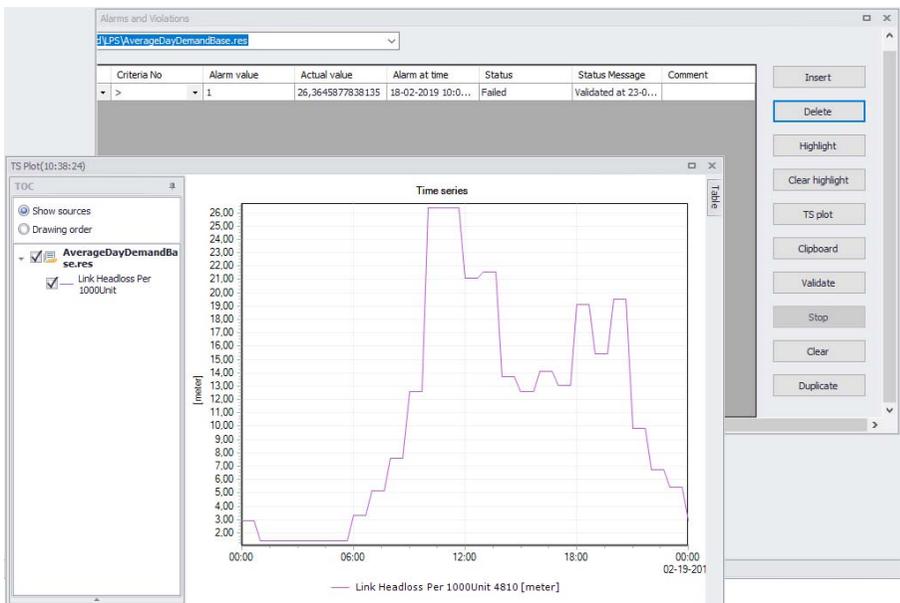


Figure 19.108 Example time series plot generated from the 'TS plot' button on the dialog

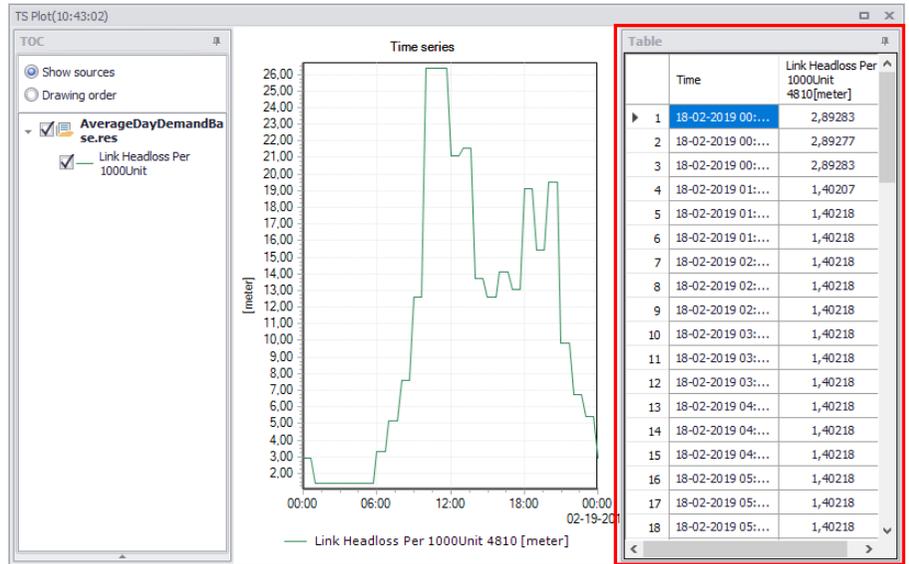


Figure 19.109A tabular view of time series results is also possible from the TS Plot window





20 Calibration Plots

Model calibration is important to ensure that model predictions represent the actual hydraulic and water quality conditions in the system. An attempt to calibrate a model should always be made when model results are used in decisions concerning possible remedial actions, augmentation works, forecasting etc.

Calibration is primarily focused on reproducing the observed hydraulics and water quality behaviour of the system in terms of flow depth/pressure, flow discharges, and velocities. The model calibration should include comparisons between model simulation results and field measurements for, but not limited to, the following data:

- Flow
- Water level / Pressure / Hydraulic head
- Velocity
- Water mass balance
- Contaminant concentrations
- Contaminant migration rates
- Degradation rates

Usually, these comparisons are presented in maps, tables, or graphs. The calibration results need to be evaluated by the modeller using engineering professional judgement. There are no universally accepted "goodness-of-fit" criteria that can be applied in all cases. However it is important that the user make every attempt to minimize the difference between model simulations and measured field data.

The model calibration procedure is supported in MIKE URBAN+ for both Water Distribution and Collection System models, in which calibration plots of simulated and measured values can be set up and compared visually. Also, statistical analysis can be performed to determine the goodness of fit in MIKE URBAN+. The calibration plots and statistics are written to an HTML report as documentation and further report processing.

20.1 Measurement Stations

Measurement stations representing locations of flow gauges, pressure meters etc. can be defined in MIKE URBAN+ for both CS and WD model types.

The stations can be viewed on the main Map, providing the user with an overview of monitoring locations. Additional information such as image and description of the monitoring site can be defined for individual stations.



It is possible to insert a measurement station graphically on the map, as well as directly in the editor (Figure 20.1).



On the Map

The station can be inserted graphically using Create tool from the Edit Features toolbox, and first ensuring that the Target Layer for editing is the 'Measurement stations' layer. As with other point layers, the 'Create', 'Edit', and 'Delete' tools are available for the Measurement stations layer.

Corresponding records for measurement stations graphically added on the map are added to the Measurement Stations editor (Figure 20.1).

In the Editor

Use the 'Insert' button on the Measurement Stations editor to define new measurement stations in the project.

Note that adding a feature from the editor locates the feature in the upper right corner of the current Map view.

ID	X coordinate [m]	Y coordinate [m]	Location type	Location ID	Chainage	Data source
1	101624,04355717	109206,343186213	Nodes	C20210601	Downstream	
2	101882,927175071	109074,005076098	Pipes and canals	C20209801.1	Middle	

Figure 20.1 Measurement Stations editor

To relocate a feature, the X and Y coordinates may be modified in the editor, or the Edit tool from the Edit Feature toolbox may also be used to graphically move the feature on the Map.



Furnish data for stations in the three tab pages within the Measurement Stations dialog. Edit fields on the Measurement Stations dialog are summarized in Table 20.1.

Table 20.1 Edit fields on the Model Connection tab (Table m_Station)

Edit field	Description	Used or required	Field name in data structure
ID	Station Identifier	Yes	m_Station.MUID
Model Element Type	Dropdown menu for selecting network element type to associate with measurement station	Yes	m_Station.LocationType
Model Element ID	Model Element ID	Yes	m_Station.LocationID
Chainage (For CS models)	Selection of relevant grid point: - Upstream, - Middle, - Downstream	If Model = CS and Model Element Type = Pipes and canals, Pumps, Weirs, Orifices, Valves, or Curb inlet	m_Station.Chainage
Image	An image may be added for each Measurement Station	Optional	m_Station.ImagePath
Description	A descriptive text can be added	Optional	m_Station.Description

Model Connection

In order to link the measurement station with a modelling result item, the stations need to be Geocoded to the model network (CS or WD).

Define the location of the measurement stations in the Model Connection tab of the Measurement Stations Editor.

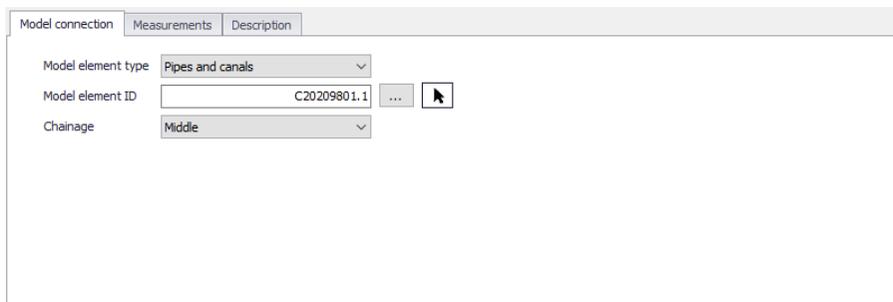


Figure 20.2 Model Connection tab on the Measurement Stations editor

The '...' button after 'Model Element ID' edit box opens a Node/Junction/Link/Pipe selection list depending on the selected 'Model Element Type'. The arrow button allows one to pick a Node/Junction/Link/Pipe on the map depending on the selected Model Element Type. For stations connected to CS links, specify the chainage or computational grid point of the connection as Upstream, Middle or Downstream of the link.

In the Layers and Symbols panel, the Measurement Stations layer contains both the stations and the station connections features. Alter the symbology for the Measurement Stations layer via the Symbology Setting editor accessed by clicking on the feature name on the panel tree view.



Connection Tool (For CS models)

For automatic (in-bulk) geocoding of measurement stations to the model network, use the Connection Tool accessed via the CS/WD Toolbox on the CS/WD Network menu ribbon.

The tool will launch the Connection Tool wizard, which is also used for geocoding i.e. catchments, load allocations and demands. The wizard will generate station connections and populates either `m_Station.LocationID` attribute.

The wizard works either on selected measurement stations or, if none is selected, on all stations. With the Connection Tool, the `m_Station.Chainage` will be set to 'Downstream' for CS link connections. The reason for this is that flow gauges are most likely located in the 'Downstream' end of pipe. The grid point location may still be modified in the editor.

Measurements

This tab page displays measurement time series data sets associated with stations in a secondary table (Figure 20.3). A plot of the time series is shown on the right panel.

The secondary table in the page reflects measurement data time series uploaded via the Plots and Statistics dialog (Figure 20.5). See “Calibration Plots and Reports” on page 374.



However, it is also possible to insert associated observed time series data sets via this secondary table, and define:

- Measurement ID. Identified for the observation time series record.
- File (Type). Dropdown menu for selecting time series data type
 - *.DFS0
 - *.DAT
- File path. Location filepath for the measured time series file.
- Item. Select the item to use if multiple data columns exist in the file.
- Unit. Unit used for the data item detected from the time series.

Note though that it is not possible to delete items for the secondary table. This is done through the lots and Statistics dialog (Figure 20.5). See “Measured Data” on page 374.

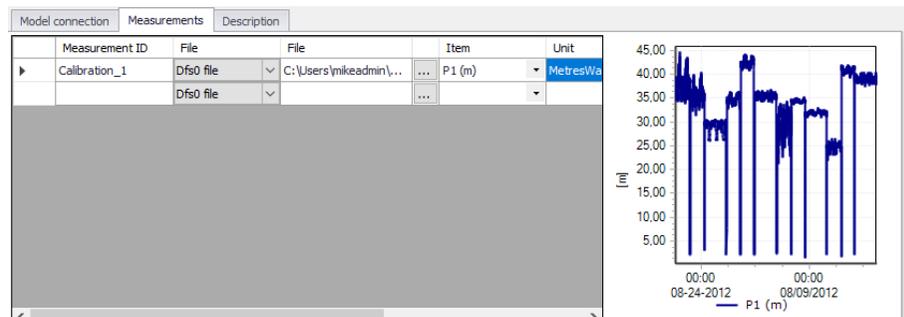


Figure 20.3 The Measurements tab on the Measurement Stations editor

Description

In this tab page, optional information about the measurement station may be added (Figure 20.4). An image associated with the station record may also be uploaded.

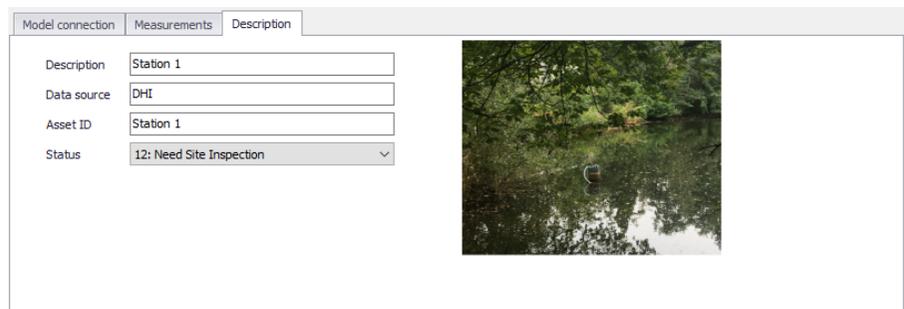


Figure 20.4 The Description tab on the Measurement Stations editor



20.2 Calibration Plots and Reports



The Calibration Plots and Reports dialog (Figure 20.5) is accessible from the Results menu ribbon.

This functionality allows the user to define relations between externally measured data and simulation results, produce calibration plots, and specify the level of reporting for the calibration.

Measured Data

The editor consists of a Measured Data group the external time series file (*.DFS0 or *.DAT) and item can be selected.

The screenshot shows the 'Measured Data' dialog box with the following fields:

- File type: Dfs0 file
- File: Station1.dfs0
- Item: WL
- Start: 01-01-2019 00:00:00
- End: 02-01-2019 00:01:00
- Quantity: Water Level
- Unit: m

Measurement data defined for stations in the dialog is also reflected in the secondary table in the Measurement tab in the Measurement Stations editor. See “Measurements” on page 372.

Result Data

The Result Data section is where the result file and item to be compared with the measurement time series is specified.

The screenshot shows the 'Result Data' dialog box with the following fields:

- File: Sirius_RR_and_HDBaseDefault_Network_HD.res1d
- Item: WaterLevel
- Start: 01-01-2019 00:00:00
- End: 02-01-2019 00:00:00

The Result File field takes as default the loaded result file but it is also possible to select the result file manually.

Plots Panel

The panel on the right side of the dialog provides a quick view of several comparison plots:

- Calibration. Plot of measured and simulation time series.
- Correlation. Plot of measured against simulated values.



- Mean comparisons. Bar chart comparing mean simulated and measured values.

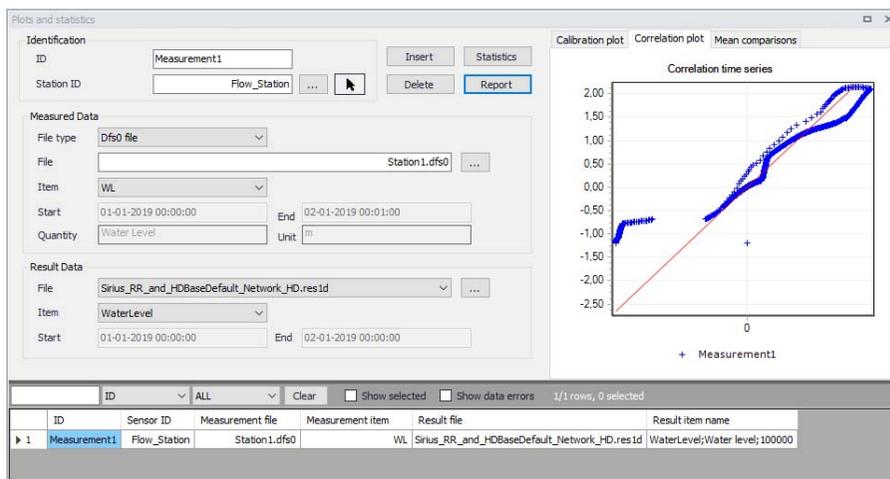


Figure 20.5 Calibration plot setup defining relations between measured and simulated values

Table 20.2 Edit fields on the Calibration Plots and Reports dialog

Edit field	Description	Used or required
ID	Each time a record is added an automatic ID is given of the form: Calibration_1, Calibration_i.... This may be changed to something more descriptive	Yes
Station ID	The ID of the Measurement Station for the calibration plot	Yes
Measured Data File type	Measured data file type: - *.DFS0 - *.DAT	Yes
Measured Data File	External file name and path - this is where the measured time series is linked to the measurement station	Yes
Measured Data Item	Choice of item in the measured time series (if more than one exists)	Yes



Table 20.2 Edit fields on the Calibration Plots and Reports dialog

Edit field	Description	Used or required
Measured Data Quantity	Item type detected from the file	Yes
Unit	Unit type detected from item type	Yes
Measured Data Start	Auto filled with the file start time. Used to control the Start time for comparison.	Yes
Measured Data End	Auto filled with the file end time. Used to control the End time for comparison.	Yes
Result Data File	Result file name and path.	Yes
Result Data Item	Result item to compare for the calibration.	Yes
Result Data Start	Auto filled with the result file start time.	Yes
Result Data End	Auto filled with the result file end time. Used to control the End time for comparison.	Yes

Statistics

Click on the 'Statistics' button on the Plots and Statistics dialog to generate a table summarizing some performance evaluation statistics (e.g. RMSE) for a Plot and Statistics item.



Measurement ID	Station ID	Number of observation	Observed mean value	Computed mean value	Mean error	RMS error
Measurement1	Flow_Station	1441	-1,014815916712...	-0,284065679080...	-0,730750237631...	0,0283094516082...

Figure 20.6 The Statistics window

Report

The 'Report' button will generate an *.XML report for the currently active calibration plot. It uses a pre-set report template, which includes model description and calibration plots in the report.

The report document can then be exported into various types of document file formats for further use in reports and information dissemination.

Also see the Chapter 19.16 Reports (*p.* 327) for more details on generating Reports in MIKE URBAN+.

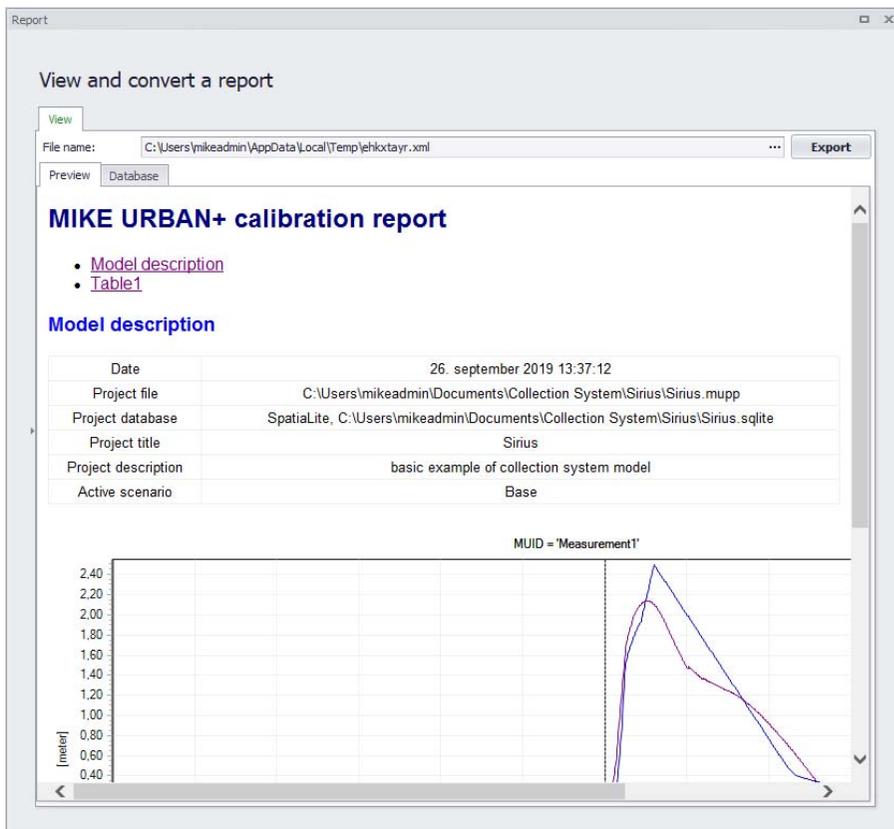


Figure 20.7 Example of a calibration report in MU+



21 Expression Editor

The Expression Editor supports creation of simple or complex assignment expressions involving attributes, user-specified variables, functions and operators.

It is used for WD and CS models in several functionalities within MIKE URBAN+, such as:

- Field calculator
- For creating Import/Export assignments
- For creating RTC rules (For CS models)
- Creating data filters for Report configuration

Expression editor reduces the actual typing (hence the source of errors) to absolute minimum. Also, automatic expression validation is provided.

The Edit Expression Dialog

Expressions are created via the Edit Expression dialog (Figure 21.1). The dialog has three sections: History, Expression, and Error List sections.

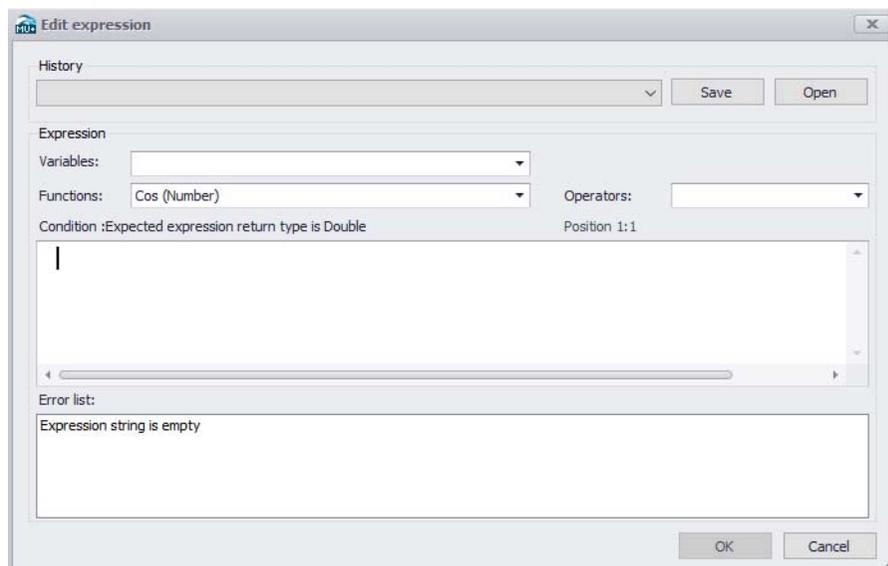


Figure 21.1 The Expression Editor in MIKE URBAN+

History

Provides a list of recently used expressions available for reuse in the current assignment.



Every new expression is automatically added to the history list. This allows for a very efficient reuse of similar assignments.

"History" can be saved into a simple text file (*.TXT) and reloaded (Open) in a future (relevant) expression editing session.

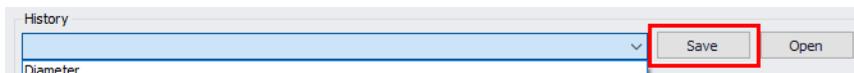


Figure 21.2 History section in Edit Expression dialog highlighting the Save button for saving previously-used expressions

Expression

This is the central part of the dialog. It is where expressions are built and value assignments defined using combinations of Variables, Domains, Functions, and Operators.

More details on building expressions are provided in Chapter 21.1 Expressions (*p. 380*) below.

Error list

The "Error list" reports "on-the-fly" any syntactic errors in the expression and provides advice on how to complete the expression.

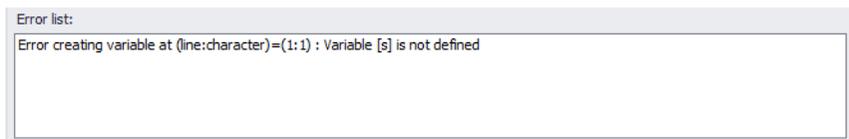


Figure 21.3 The Error list section reports on the realtime validation of expressions

21.1 Expressions

Expressions are built under the Expression section of the Edit Expression dialog (Figure 21.4) using combinations of Variables, Domains, Functions, and Operators.

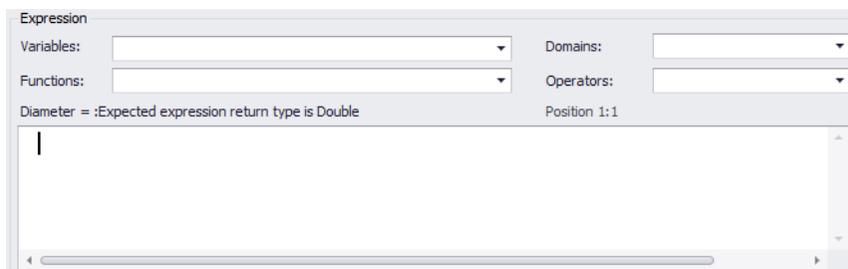


Figure 21.4 The Expression section

The left-hand side of the "equals to" sign of the expression is usually automatically provided. I.e. the user is expected to create only the right-hand side of the expression. This can be done either by direct typing, or by picking up the wanted variables, functions and operators from the respective drop-down lists. Typically, the process will involve both methods.

All variables in the expression should be embraced by square brackets([]). This is good practice but not mandatory.

Strings should be embraced by double quotes ("").

"Domains" (for Field Calculator) lists the parameters in the data table being edited that use domain coded values.

"Variables" is a list including all attributes in the source table and any user-specified variable. A variable is included in the current expression by point & click. Square brackets are automatically provided.

"Functions" provides a list of available functions. A function is included in the current expression by point & click. Placeholders for the function's arguments are automatically provided.

"Operators" provide a list of available operators. An operator is included in the current expression by point & click.

21.1.1 Domains

This parameter is relevant for using the Expression Editor for the Field Calculator functionality.

It offers a list of parameters in the data table being edited that use domain coded values. For example, when editing a Node attribute in the node data table (i.e. msm_Node), the Domains dropdown shows the parameters that use domain code values (Figure 21.5). This information may then be used as a reference for defining the value in the expression.



Name	Value
TypeNo	
Manhole	1
Basin	2
Outlet	3
Junction	4
Soakaway	5
CoverTypeNo	
InletControlNo	
QHTypeNo	
LossParNo	
LossTypeNo	
EffAreaNo	
PMTTypeNo	
InfiltrationNo	
KfsBottomNo	

Figure 21.5 Domain coded values in the Nodes data table

21.1.2 Variables

The dropdown list shows all available attributes in the source table and any user-specified variable, which may be used in building the expression. Select a variable from the list to include in the current expression being built. Square brackets enclosing the variable are automatically provided.

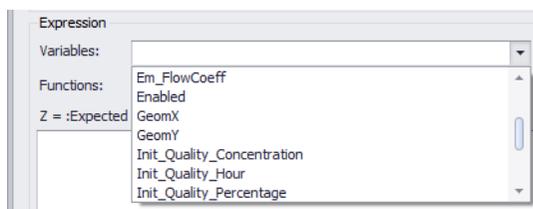


Figure 21.6 Example of variables offered when making edits in the Junctions data table (mw_Junction)

21.1.3 Operators

Arithmetic and logical operators may be used to create assignments. While arithmetic operators may be used in both assignment and in the condition, logical operators may only appear in the conditional clauses.

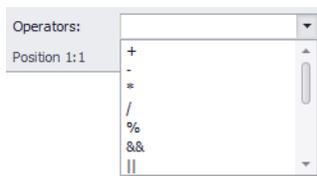


Figure 21.7 Operators in the Expression Editor

Arithmetic Operators

Table 21.1 List of arithmetic operators in MU+

Item	Description
+	Adds two numbers
-	Subtracts second number from first number
*	Multiplies two numbers
/	Divides the first number with second number
%	Remainder after integer division of the first number with second number

Logical Operators

Table 21.2 List of logical operators in MU+

Item	Description
&&	Logical AND operator. If both the operands are non-zero, then condition becomes true.
	Logical OR Operator. If any of the two operands is non-zero, then condition becomes true.
==	Checks if the values of two operands are equal or not, if yes then condition becomes true.
<>	Checks if the values of two operands are equal or not, if values are not equal then condition becomes true
!=	Checks if the values of two operands are equal or not, if values are not equal then condition becomes true.
<	Checks if the value of left operand is less than the value of right operand, if yes then condition becomes true.
<=	Checks if the value of left operand is less than or equal to the value of right operand, if yes then condition becomes true.



Table 21.2 List of logical operators in MU+

Item	Description
>	Checks if the value of left operand is greater than the value of right operand, if yes then condition becomes true.
>=	Checks if the value of left operand is greater than or equal to the value of right operand, if yes then condition becomes true.
!	Called Logical NOT Operator. Use to reverses the logical state of its operand. If a condition is true, then Logical NOT operator will make false.

21.1.4 Functions (Math)

Math functions return a numerical value calculated with the specified arguments. The functions are summarized in the table below. Detailed descriptions for each are shown in succeeding sections below.

Table 21.3 Summary of Math Functions in MU+

Function	Description
Abs	Absolute value of a number
Acos	Arccosine, or inverse cosine, of a number
Asin	Arcsine, or inverse sine, of a number
Atan	Arctangent, or inverse tangent, of a number
Atan2	Arctangent of the specified x- and y-coordinates
Ceiling	Number rounded up, away from zero
Cos	Cosine of the given angle
Cosh	Hyperbolic cosine of a number
Exp	e raised to the power of number
Floor	Rounds number down, toward zero
Log	Returns the logarithm of a number to the base e.
Log10	Returns the base-10 logarithm of a number.
Max	Largest of the two values
Min	Smallest of the two values
Power	Number raised to a power
Round	Rounds a number to a specified number of digits
Sign	Determines the sign of a number
Sin	sine of the given angle
Sinh	Hyperbolic sine of a number
Sqrt	Returns a positive square root



Table 21.3 Summary of Math Functions in MU+

Function	Description
Tan	Tangent of the given angle
Tanh	hyperbolic tangent of a number
ToInt	Rounds a number down to the nearest integer
Truncate	Removes the fractional part of the number

Abs

Description

Returns the absolute value of a number. The absolute value of a number is the number without its sign.

Syntax

ABS(number)

Arguments

- number. Required. The real number of which you want the absolute value.

Acos

Description

Returns the arccosine, or inverse cosine, of a number. The arccosine is the angle whose cosine is number. The returned angle is given in radians in the range 0 (zero) to Pi.

Syntax

ACOS(number)

Arguments

- number. Required. The cosine of the angle you want and must be from -1 to 1.

Asin

Description

Returns the arcsine, or inverse sine, of a number. The arcsine is the angle whose sine is number. The returned angle is given in radians in the range $-\pi/2$ to $\pi/2$.

Syntax

ASIN(number)

Arguments

- number. Required. The sine of the angle you want and must be from -1 to 1.



Atan

Description

Returns the arctangent, or inverse tangent, of a number. The arctangent is the angle whose tangent is number. The returned angle is given in radians in the range $-\pi/2$ to $\pi/2$.

Syntax

ATAN(number)

Arguments

- number. Required. The tangent of the angle you want.

Atan2

Description

Returns the arctangent, or inverse tangent, of the specified x- and y-coordinates. The arctangent is the angle from the x-axis to a line containing the origin (0, 0) and a point with coordinates (x_num, y_num). The angle is given in radians between $-\pi$ and π , excluding $-\pi$.

Syntax

ATAN2(x_num, y_num)

Arguments

- x_num. Required. The x-coordinate of the point.
- y_num. Required. The y-coordinate of the point.

Ceiling

Description

Returns number rounded up, away from zero.

Syntax

CEILING(number)

Arguments

- number. Required. The value you want to round.

Cos

Description

Returns the cosine of the given angle.

Syntax

COS(number)

Arguments

- number. Required. The angle in radians for which you want the cosine.



Cosh

Description

Returns the hyperbolic cosine of a number.

Syntax

COSH(number)

Arguments

- number. Required. Any real number for which you want to find the hyperbolic cosine.

Exp

Description

Returns e raised to the power of number. The constant e equals 2.71828182845904, the base of the natural logarithm.

Syntax

EXP(number)

Arguments

- number. Required. The exponent applied to the base e.

Floor

Description

Rounds number down, toward zero

Syntax

FLOOR(number)

Arguments

- number. Required. The numeric value you want to round.

Log

Description

Returns the logarithm of a number to the base e.

Syntax

LOG(number)

Arguments

- number. Required. The positive real number for which you want the logarithm.

Log10

Description

Returns the base-10 logarithm of a number.



Syntax

LOG10(number)

Arguments

- number. Required. The positive real number for which you want the base-10 logarithm.

Max

Description

Returns the largest of the two values. The values can represent a Number, Date Time or Timespan.

Syntax

MAX(Number1, Number2)

Arguments

- Number1. Required
- Number2. Required

Min

Description

Returns the smallest of the two values. The values can represent a Number, Date Time or Timespan.

Syntax

MAX(Number1, Number2)

Arguments

- Number1. Required
- Number2. Required

Power

Description

Returns the result of a number raised to a power.

Syntax

POWER(number, power)

Arguments

- number. Required. The base number. It can be any real number.
- power. Required. The exponent to which the base number is raised.

Round

Description

The ROUND function rounds a number to a specified number of digits.



Syntax

ROUND(number, num_digits)

Arguments

- number. Required. The number that you want to round.
- num_digits. Required. The number of digits to which you want to round the number argument.

Sign

Description

Determines the sign of a number. Returns 1 if the number is positive, zero (0) if the number is 0, and -1 if the number is negative.

Syntax

SIGN(number)

Arguments

- number. Required. Any real number.

Sin

Description

Returns the sine of the given angle.

Syntax

SIN(number)

Arguments

- Number. Required. The angle in radians for which you want the sine.

Sinh

Description

Returns the hyperbolic sine of a number.

Syntax

SINH(number)

Arguments

- number. Required. Any real number for which you want to find the hyperbolic sine.

Sqrt

Description

Returns a positive square root.

Syntax

SQRT(number)



Arguments

- number. Required. The number for which you want the square root.

Tan

Description

Returns the tangent of the given angle.

Syntax

TAN(number)

Arguments

- number. Required. The angle in radians for which you want the tangent.

Tanh

Description

Returns the hyperbolic tangent of a number.

Syntax

TANH(number)

Arguments

- number. Required. Any real number for which you want to find the hyperbolic tangent.

ToInt

Description

Rounds a number down to the nearest integer.

Syntax

INT(number)

Arguments

- number. Required. The real number you want to round down to an integer.

Truncate

Description

Truncates a number to an integer by removing the fractional part of the number.

Syntax

TRUNCATE(number)

Arguments

- number. Required. The number you want to truncate.



21.1.5 Functions (String)

String functions return a string value. The functions are summarized in the table below. Detailed descriptions for each are shown in succeeding sections.

Table 21.4 Summary of String Functions in MU+

Function	Description
Concat	Combine text from multiple ranges and/or strings
Contains	To check if a string contains another string
EndsWith	To check if a string ends with the given suffix
StartsWith	To check if a string starts with the given prefix
Substring	To get the substring from the source string
ToString	Converts argument to a string
Trim	Eliminates leading and trailing spaces

Concat

Description

The CONCAT function combines the text from multiple ranges and/or strings

Syntax

CONCAT(text1, text2, [text3],...)

Arguments

- Text1. Required. Text item to be joined. A string, or array of strings, such as a range of cells.
- Text2. Required. Text item to be joined. A string, or array of strings, such as a range of cells.
- Text 3. Optional. Additional text items to be joined.

21.1.6 Functions (Lookup)

Lookup functions are summarized in the table below. Detailed descriptions for each are shown in succeeding sections.



Table 21.5 Summary of Lookup Functions in MU+

Function	Description
Lookup_Num	Returns a numerical value from another table
Lookup_Str	Returns a string value from another table
Lookup_Date	Returns a date value from another table

Lookup_Num

Description

This function returns a numerical value from another table.

Syntax

Lookup_Num("Table name", "Attribute name", Lookup value, "Return Attribute")

Arguments

- Table name. Name of a source table where the lookup value is to be found
- Attribute name. The attribute we look for in the table "Table name"
- Lookup value. The value of attribute specified as "Attribute name". Typically, this is a reference to an attribute in the current assignment source table, but it can be a constant, a user-specified variable or another function.
- Return Attribute. Attribute in the lookup table that is returned for the found Attribute name. This attribute must be of the type "number".

Lookup_Str

Description

This function returns a string value from another table.

Syntax

Lookup_Str("Table name", "Attribute name", Lookup value, "Return Attribute")

Arguments

- Table name. Name of a source table where the lookup value is to be found
- Attribute name. The attribute we look for in the table "Table name"



- Lookup value. The value of attribute specified as "Attribute name". Typically, this is a reference to an attribute in the current assignment source table, but it can be a constant, a user-specified variable or another function.
- Return Attribute. Attribute in the lookup table that is returned for the found Attribute name. This attribute must be of the type "string".

Lookup_Date

Description

This function returns a date value from another table.

Syntax

Lookup_Num("Table name", "Attribute name", Lookup value, "Return Attribute")

Arguments

- Table name. Name of a source table where the lookup value is to be found
- Attribute name. The attribute we look for in the table "Table name"
- Lookup value. The value of attribute specified as "Attribute name". Typically, this is a reference to an attribute in the current assignment source table, but it can be a constant, a user-specified variable or another function.
- Return Attribute. Attribute in the lookup table that is returned for the found Attribute name. This attribute must be of the type "date".

21.1.7 Functions (DateTime and TimeSpan)

DateTime and TimeSpan functions are summarized in the table below. Detailed descriptions for each are shown in succeeding sections.

Table 21.6 Summary of Lookup Functions in MU+

Function	Description
Day(DateTime)	Returns the day of a date & time, represented by a serial number

Day(DateTime)

Description

Returns the day of a date & time, represented by a serial number. The day is given as a decimal number.



Syntax

DAY(serial_number)

Arguments

- Serial_number. Required. The date of the day you are trying to find. Dates should be entered by using the DATE function, or as results of other formulas or functions. For example, use DATE(2008,5,23) for the 23rd day of May, 2008. Problems can occur if dates are entered as text.

21.2 Examples of Expressions

Below are some examples of expressions built in the Expression Editor used in MIKE URBAN+.

Table 21.7 Example expressions

Description	Variable	Expression
Time-Area model Imperviousness is equal to the Flat and Steep Kinematic Wave Impervious Areas	ModeAImpArea	[ModelBAIFlat] + [ModelBAISteep]
Kinematic Wave model Steep Impervious Area is equal to 80% of Time-Area model Imperviousness	ModelBAISteep	[ModeAImpArea]*0.8
Kinematic Wave model Flat Impervious Area is equal to 100% minus Kinematic Wave Steep Impervious Area	ModelBAIFlat	100-[ModelBAISteep]
An Action Active sensor senses a Rule for a valve (i.e. PID control) is Active.	(CS Model RTC Conditions)	([ActionActive_Tank_Valve_Open])
A Level sensor at a node senses a level less than 12.19	(CS Model RTC Conditions)	([Sensor_Col_OLS_Suct] < 12.19)
A Level sensor at a node senses that level is less than 40.48 and another Level sensor at another node senses level is greater than 8.51	(CS Model RTC Conditions)	([Sensor_PCVRt199_Primary] < 40.48) && ([Sensor_WmbgPS_WW] > 8.51)



Table 21.7 Example expressions

Description	Variable	Expression
A Level sensor at a node senses that level is greater than 1.37 and an Action sensor senses a Rule for a valve (i.e. setting valve opening) is Active.	(CS Model RTC Conditions)	([Sensor_NS_003] > 1.37) && ([ActionActive_Act_V003_OPEN_S TOR])
If a Pump ON/OFF sensor is active (i.e. evaluated as ON) and a Discharge sensor at a link detects flows less than 0.005 m ³ /s	(CS Model RTC Conditions)	([PumpsActive_- BL_P10_fik_p1]) && ([BL_StopToem_Discharge] < 0.005)
If an Action Active sensor detects that a Rule is active	(CS Model RTC Conditions)	([ActionActive_EK_P10_STOP_1])





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