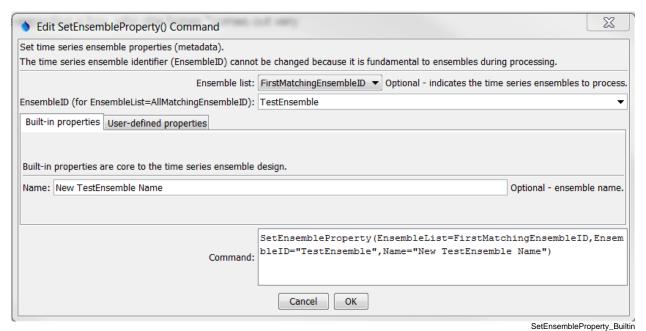
Command Reference: SetEnsembleProperty()

Set time series ensemble properties

Version 11.09.00, 2016-02-26

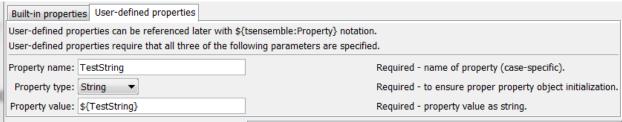
The SetEnsembleProperty() command sets the value of one or more time series ensemble properties. The EnsembleID property is a built-in property that has special meaning because it is used to identify the time series and cannot be changed. User-defined properties are handled as a list of properties that can be referenced by other commands using the \${tsensemble:Property} notation. Property names are case-specific.

The following dialog is used to edit this command and illustrates the syntax of the command for built-in properties.



SetEnsembleProperty() Command Editor for Built-in Properties

The following dialog is used to edit this command and illustrates the syntax of the command for user-defined properties, in this case setting a property from a global processor property.



SetEnsembleProperty_User

SetProperty() Command Editor for User Properties

The command syntax is as follows:

SetTimeSeriesProperty(Parameter=Value,...)

Command Parameters

Parameter	Description	Default
EnsembleList	 Indicates the list of time series to be processed, one of: AllMatchingEnsembleID – all time series ensembles that match the EnsembleID (single EnsembleID or EnsembleID with wildcards) will be 	None – must be specified.
	 modified. Currently not enabled. AllEnsemble – all time series ensembles before the command. Currently not enabled. EnsembleID – the matching ensemble will be modified. Currently not enabled. FirstMatchingEnsembleID – the first time series ensemble that matches the EnsembleID (single EnsembleID or EnsembleID with wildcards) will be modified. LastMatchingEnsembleID – the last time series that matches the EnsembleID (single EnsembleID or EnsembleID or EnsembleID or EnsembleID with 	
	wildcards) will be modified. Currently not enabled .	
EnsembleID	The time series ensemble identifier for the ensemble to be modified. Can be specified using processor \$ { Property }.	Required if EnsembleList= *EnsembleID.
Name	The ensemble name. Can be specified using processor \$ { Property }.	None.
PropertyName	Name of user-defined property.	
PropertyType	Property type, to ensure proper initialization and data check.	Required if PropertyName is specified.
PropertyValue	Value for property as a string but adhering to the property type requirements (e.g., date as a string must match format that can be parsed). Can be specified using processor \${Property}.	Required if PropertyName is specified.