

Hitchhiker's Guide to the Variable Management System (VMS)



FireLab VMS

Applications

Variables

Variable Domains

Lists

Tags

Units

Languages

Invite User

Applications

BehavePlus

Applications

Name	Version	Modify
BehavePlus	7.0.0	<div>Edit</div> <div>Delete</div>

Add Application

Name

Major Version

Minor Version

Patch Version

Create

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1 Finding VMS elements in the Application

The VMS holds the structure of our application. The data is a tree like structure that determines how the application is rendered. This section aims to help you understand how the data in the VMS translates to how it is shown in the application.

1.1 Modules/Submodules/Groups/Group Variables

In the VMS Use the side bar to navigate down these paths:

Applications → Modules → Submodules → Group → Group Variables → Variables

Example:

BehavePlus → Surface → Fire Behavior(output) → Surface Fire → Heading Rate of Spread → Heading Rate of Spread

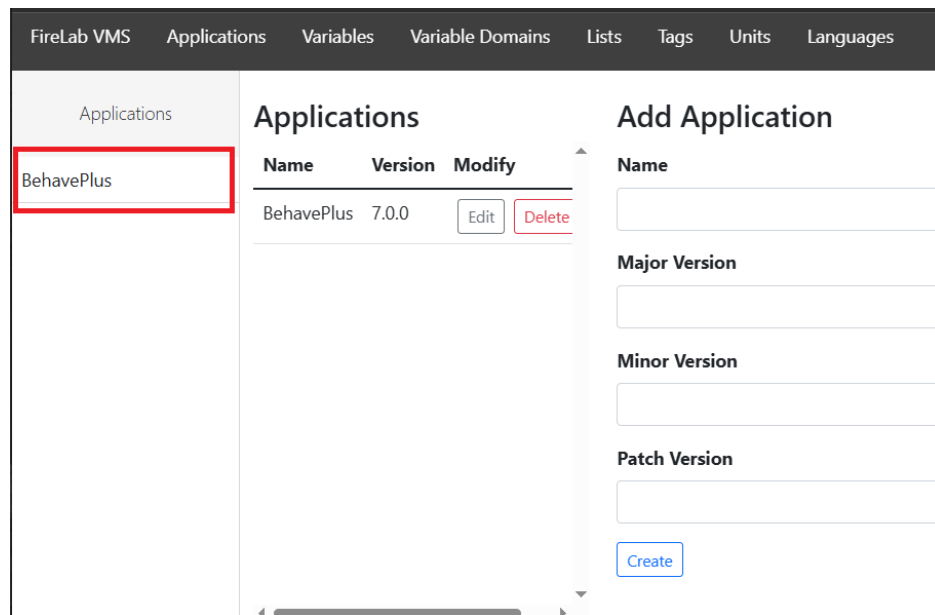


Figure 1: VMS: Home page

WORKING AREA

Module: Surface + Show Notes

Outputs Inputs

Submodules: Fire Behavior, Size, Spot, Wind and Fuel

Direction Mode:

☐ Heading

☐ Heading, Backing, Flanking

☐ Direction of Interest

Surface Fire Group:

☐ Rate of Spread

☐ Flame Length

☐ Fireline Intensity

Ignition:

☐ Probability of Ignition

Back Next

Figure 2: Application: Outputs page after a Surface Only worksheet has been created.

WORKING AREA

Module: Surface + Show Notes

Outputs Inputs

Submodules: Fuel Model, Fuel Moisture, Wind and Slope

Standard Group:

 Fuel Model Sub Group:

 Selected Fuel Model Code + Select More

 Your Fuel Model Code selections

Back Next

Figure 3: Application: Inputs page after a Surface Only worksheet has been created. NOTE Groups can have sub groups.

1.2 Variables

The Variables can be associated with multiple group variables but group variables can only be associated to a single variable. The Variable entity will hold information about Domains/Dimension/units

1.2.1 Variable Entities

1. Navigate to the "Variables" tab

1.2.2 Variable Associated with a Group Variable

1. Navigate to the Application → Module → Group
2. "Expand" the "Variables" accordion
3. Find the variable you are interested in and click "Edit". This will take you to the "Variables" page and populate the form with the variable's info.

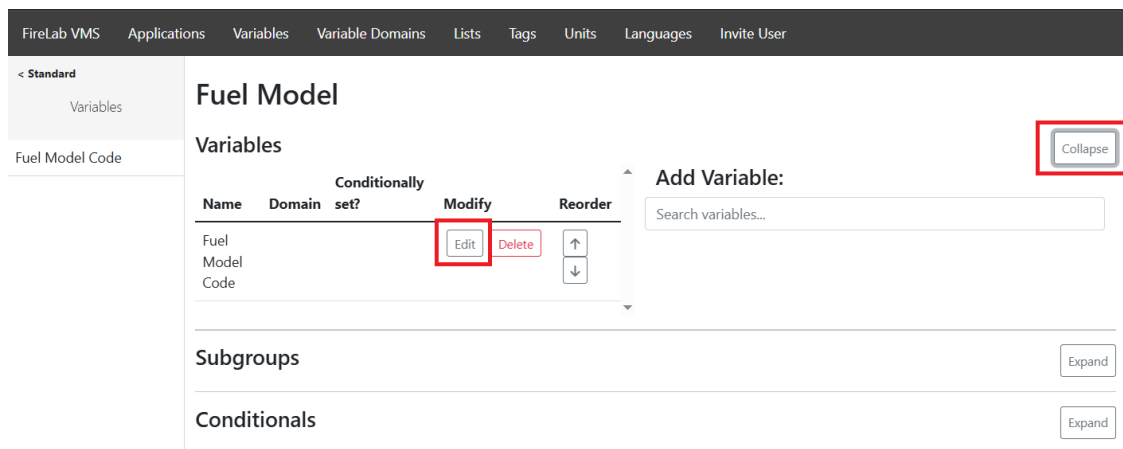


Figure 4: VMS: Finding the variable associated with a group variable

1.3 List and List Options

Certain Group Variables have a list associated with it (usually inputs). In the application lists show up as either radio selections or drop down selections.

The screenshot shows a software interface titled "WORKING AREA". At the top right, there are "Outputs" and "Inputs" buttons. Below the title bar, there is a "Surface" section with a circular icon and a "+ Show Notes" button. A tabbed interface below shows "Fuel Model", "Fuel Moisture", and "Wind and Slope" tabs, with "Wind and Slope" being the active tab. The "Wind measured at:" section contains a "List" label and three radio button options: "Midflame (Eye Level)", "20-Foot", and "10-Meter". The "10-Meter" option is selected and highlighted with a red box and a red arrow pointing to it from the "List Option" label. Below this, the "Wind and slope are" section has two radio button options: "Aligned (Wind is $\leq 30^\circ$ from upslope)." and "Not Aligned (Wind is $> 30^\circ$ from upslope.)". The "Slope" section includes a "Values:" input field with "0 - 604", a "Range Selector" button, and "Units used: %". At the bottom, there are "Back" and "Next" buttons.

Figure 5: Application: List options as radio selections.

WORKING AREA

Surface [+ Show Notes](#)

[Fuel Model](#) [Fuel Moisture](#) [Wind and Slope](#)

Standard

Fuel Model

Please select from the following Fuel Model Code (you can select multiple)

[Grass](#) [Grass Shrub](#) [Shrub](#) [Timber Understory](#) [Timber Litter](#) [Slash Blowdown](#)

Standard Fuel Models (Anderson, Scott and Burgan) | Mediterranean Fuel Models (Fernandes et al; Portugal) | Chaparral & Coastal Sage Shrub (Weise, Southern CA)

- + FB1/1 - Short grass (Static)
- + FB2/2 - Timber grass and understory (Static)
- + FB3/3 - Tall grass (Static)
- + FB4/4 - Chaparral (Static)
- + FB5/5 - Brush (Static)
- + FB6/6 - Dormant brush, hardwood slash (Static)
- + FB7/7 - Southern rough (Static)

Selected Fuel Model Code [View](#)

[Back](#) [Next](#)

Figure 6: Application: List options as multi select drop down.

In the VMS you can find the list associated to a group variable by:

1. Navigating to the Module → Submodule → Group
2. Click "Expand" on the "Variables" accordion. Then click "Edit" on the Variable listed. This will Navigate you to the "Variables" page and populate the form with the variable's information.

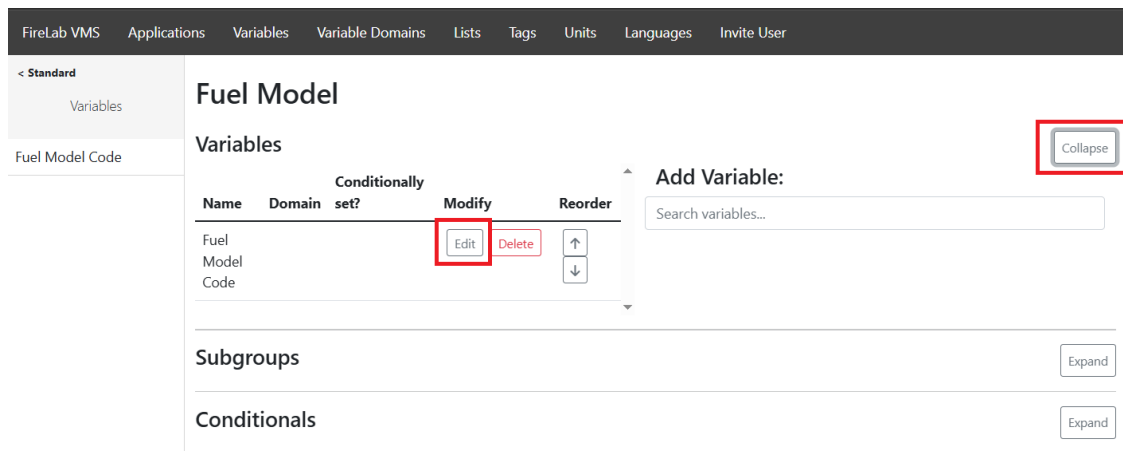


Figure 7: VMS: Group page

1. Look for the "List" field and note the list selected.

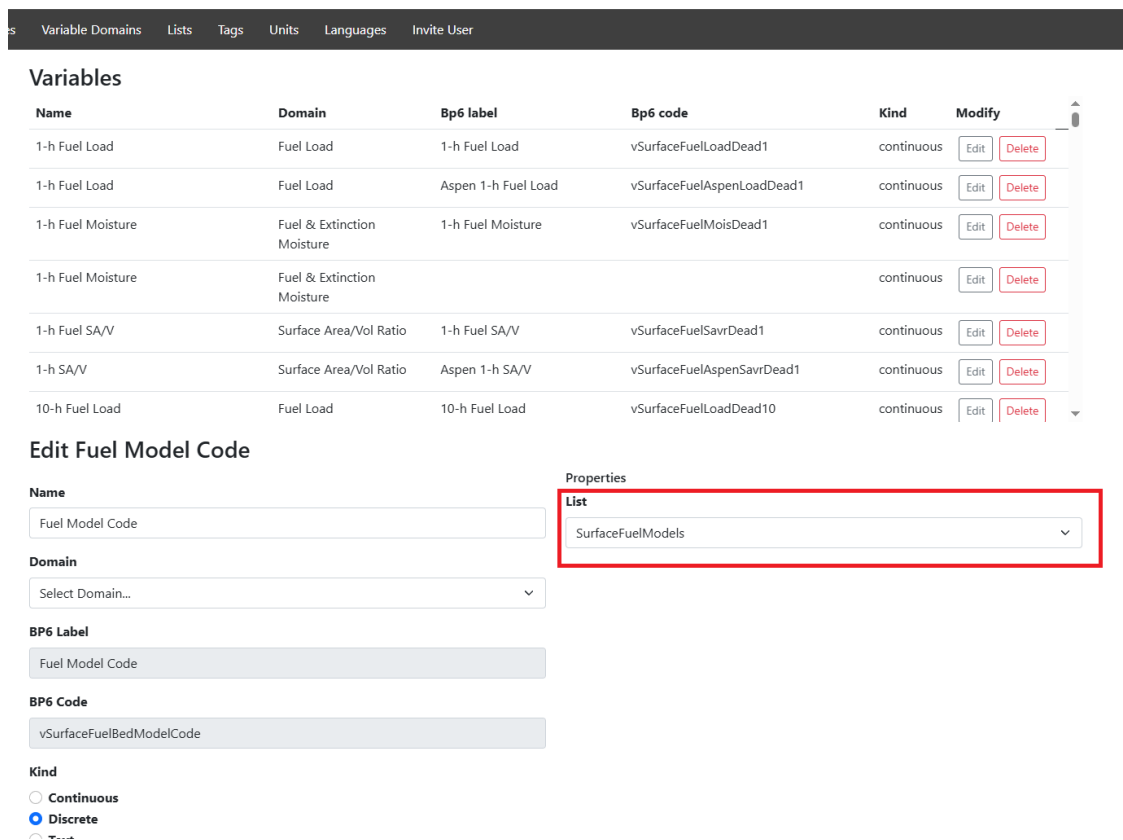


Figure 8: VMS: Variables page

1. Navigate to the "List" tab and scroll down or (Ctrl +f) to find the list mentioned above.

es

Variable Domains

Lists

Tags

Units

Languages

Invite User

Lists

Name	Modify
MortalitySpeciesMasterList	Edit Delete
ScorchHeightOrFlameLength	Edit Delete
SpotFireSource	Edit Delete
SurfaceFuelModels	Edit Delete
SurfaceRunInDirectionOf	Edit Delete
SurfaceSpreadDirectionMode	Edit Delete
TimeZone	Edit Delete
TreeSpeciesList	Edit Delete

Add List

Name

Filter Tag Set

Select Filter Tag Set...

Color Tag Set

Select Color Tag Set...

[Create](#)

All Options

Name	Value	Order	Default	Tags	Color tag	Modify	Reorder
------	-------	-------	---------	------	-----------	--------	---------

Add Option

Name

Value

Order

Default

Tags

Color tag

Modify
[Edit](#) [Delete](#)

Reorder
[Up](#) [Down](#)

Figure 9: VMS: List page

1. Click "Edit". This will populate the form at the bottom of the page.

1.4 Filter and Color Tags

1.4.1 Filter and Color Tags Entities

Filter and Color tags in the application can be found in input group variables that allow users to select multiple inputs.

The screenshot shows the 'WORKING AREA' interface with the 'Fuel Model' tab selected. The 'Filter Tag Set' section includes buttons for 'Grass', 'Grass Shrub', 'Shrub', 'Timber Understory', 'Timber Litter', and 'Slash Blowdown'. The 'Color Tag Set' section includes buttons for 'Standard Fuel Models (Anderson, Scott and Burgan)', 'Mediterranean Fuel Models (Fernandes et al; Portugal)', and 'Chaparral & Coastal Sage Shrub (Weise, Southern CA)'. Below these, a list of fuel model codes is shown, each with a plus icon and a static tag. At the bottom, there is a 'Selected Fuel Model Code' section with a 'View' button, and 'Back' and 'Next' buttons.

Figure 10: Application: Filter Tag and Color Tag example.

You can find existing tags in the VMS by:

1. Navigate to the "Tags" tab

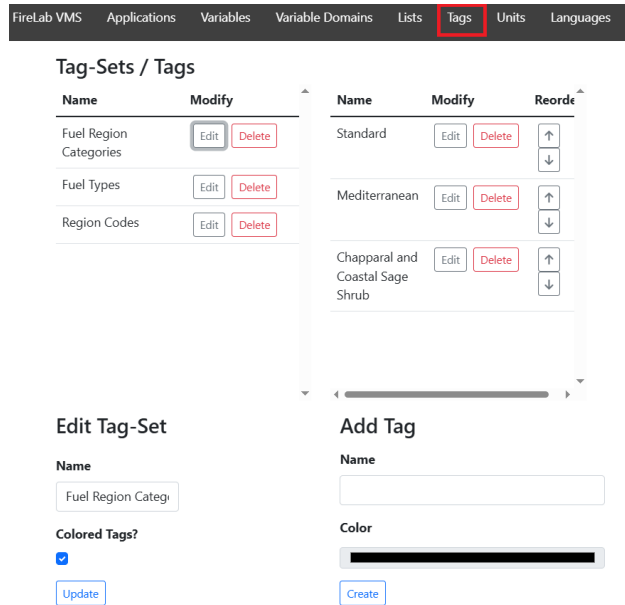


Figure 11: VMS: Tags page

1.4.2 Filter and Color Tags associated with a Group Variable

You can find the tag sets associated with a group variable by:

1. Find the list associated to the group variable, see [List and List Options](#) section.
2. Click "Edit" on the list
3. Once the form on the list page has been populated you can find the associated tag sets.

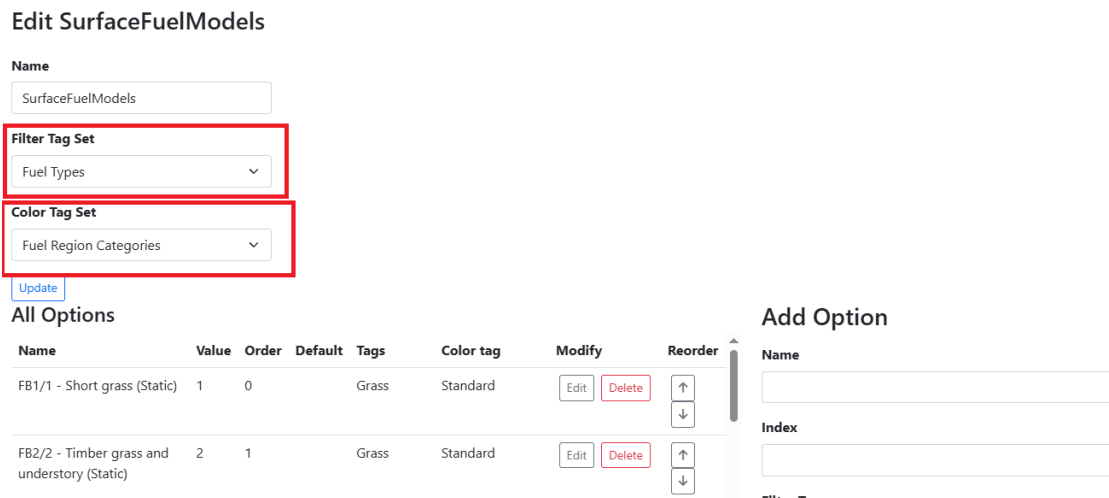


Figure 12: VMS: List page

1.5 Variable Domains

1.5.1 Variable Domain Entities

The Variable Domain entities is used primarily to associate a group of variables to some default units and decimal precision. Domain entities are grouped into Domain sets, primarily used for creating collapsing accordions in the application.

The screenshot displays the 'General Units' tab of the application. The left sidebar contains a 'Modules' section with icons for Surface, Crown, Contain, and Mortality, and a 'Tools & Settings' section with icons for Calculator and Settings. The 'Settings' icon is highlighted with a red box. The main content area shows the 'Contain' domain set, which is also highlighted with a red box. Below the domain set name is a table with three columns: Variable Domain, Units, and Decimals. The table lists two variables: 'Containment Distances' with units 'ch' and decimals '0', and 'Line Production Rate' with units 'ch/h'. Below the table is a list of domain sets: Fire & Effects, Fuel & Vegetation, Terrain & Spotting, Time & Map, and Weather, each with a plus sign to its right.

Variable Domain	Units	Decimals
Containment Distances	ch	0
Line Production Rate	ch/h	

Figure 13: Application: Custom Unit Preferences table.

1. Navigate to the "Variable Domains" tab
2. Click "Edit" on the "Domain Set". This will populate the form on the right with a list of domains that belong to this set.

Domain Sets

Name	Modify
Contain	<div>EditDelete</div>
Fire & Effects	<div>EditDelete</div>
Fuel & Vegetation	<div>EditDelete</div>
Terrain & Spotting	<div>EditDelete</div>
Time & Map	<div>EditDelete</div>
Weather	<div>EditDelete</div>

Domains

Name	Modify
Containment Distances	<div>EditDelete</div>
Line Production Rate	<div>EditDelete</div>

Edit Domain Set

..

Add Domain

Name

Figure 14: VMS: Variable Domains.

1.5.2 Variable Domains Associated with a Group Variable

1.

Find the Variable associated with your group variable of interest. see [Variable Associated with a Group Variable](#) section
2.

You can find the domain associated to the variable under the "Domain" field

FireLab VMS
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Variables

Name	Domain	Bp6 label	Bp6 code	Kind	Modify
1-h Fuel SA/V	Surface Area/Vol Ratio	1-h Fuel SA/V	vSurfaceFuelSavrDead1	continuous	Edit Delete
1-h SA/V	Surface Area/Vol Ratio	Aspen 1-h SA/V	vSurfaceFuelAspenSavrDead1	continuous	Edit Delete
10-h Fuel Load	Fuel Load	10-h Fuel Load	vSurfaceFuelLoadDead10	continuous	Edit Delete
10-h Fuel Moisture	Fuel & Extinction Moisture	10-h Fuel Moisture	vSurfaceFuelMoisDead10	continuous	Edit Delete
10-m wind and wind adjustment factor	Wind Speed	10-m Wind Speed (upslope)	vWindSpeedAt10MUpslope	continuous	Edit Delete
100-h Fuel Load	Fuel Load	100-h Fuel Load	vSurfaceFuelLoadDead100	continuous	Edit Delete
100-h Fuel Moisture	Fuel & Extinction	100-h Fuel Moisture	vSurfaceFuelMoisDead100	continuous	Edit Delete

Edit Heading Rate of Spread

Name

Domain

BP6 Label

BP6 Code

Properties
Dimension

English Units

English Decimal

Metric Units

Figure 15: VMS: The Domain associated with this variable.

1.6 Units and Precision

Default Units and Precision live in the Domain Entities.

1. Find the Domain associated with your group variable see [Variable Domains Associated with a Group Variable](#) section.
2. Navigate to the "Domains" page and lookup the domain.
3. Click "Edit" on the "Domain Set" and "Edit" on the "Domain" entity to populate the forms.
4. Default units is shown under "Native Unit"
5. Default precision is shown under "Decimals"

The figure displays four screenshots from the VMS interface. The top-left screenshot shows the 'Domain Sets' table with columns 'Name' and 'Modify'. The 'Contain' row has its 'Edit' button highlighted with a red box. The top-right screenshot shows the 'Domains' table with columns 'Name' and 'Modify'. The 'Containment Distances' row has its 'Edit' button highlighted with a red box. The bottom-left screenshot shows the 'Edit Domain Set' form with the 'Name' field set to 'Contain' and an 'Update' button. The bottom-right screenshot shows the 'Edit Domain' form for 'Containment Distances'. In this form, the 'Decimals' field (set to 0) and the 'Native Unit' dropdown (set to 'Chains (ch)') are highlighted with red boxes. Other fields include 'Dimension' (Length), 'English Unit' (Chains (ch)), 'Metric Unit' (Meters (m)), and 'Filtered Units' (Chains (ch) and Feet (ft) are checked).

Name	Modify
Contain	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Fire & Effects	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Fuel & Vegetation	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Terrain & Spotting	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Time & Map	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Weather	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Name	Modify
Containment Distances	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Line Production Rate	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Edit Domain Set

Name:

Edit Domain

Name:

Decimals:

Dimension:

Native Unit:

English Unit:

Metric Unit:

Filtered Units

- ☒ Chains (ch)
- ☒ Feet (ft)
- ☐ Inches (in)
- ☐ Miles (mi)

Figure 16: VMS: The Domain associated with this variable.

1.7 Conditionals

Conditionals serve one of two purposes. First and most common is to determine if a submodule or group should be displayed in the application. The second purpose is to attach them to actions. When attached to actions the conditional determines if that action should be fired (i.e. setting an input group variable to a default value if a certain output group variable is selected).

1.7.1 Submodule/Group Conditionals

To find a conditional that controls if a submodule or group are hidden:

1. Navigate to the submodule or group entity page and expand the "Conditionals" accordion

The screenshot shows the VMS interface for the 'Spot (input)' submodule. The 'Conditionals' section is expanded, showing three conditions. The first condition is highlighted with a red box. The 'Manage Conditionals' panel on the right is also highlighted with a red box, showing the details for the selected condition.

Module	Submodule	Group/Subgroup	Variable	Operator	Value
Surface	Spot (output)	Maximum Spotting Distance	Max Spot Dist from Wind-Driven Su	=	True

Figure 17: VMS: Conditionals to only show the Spot(input) submodule if either these output variables are selected. NOTE: Clicking "Edit" on the conditional will populate the form on the right. This is useful to see where this group variable belongs and not just its module and name. (i.e. The conditional above belongs to the Surface (Module) → Spot Output (Submodule) → Maximum Spotting Distance (group)).

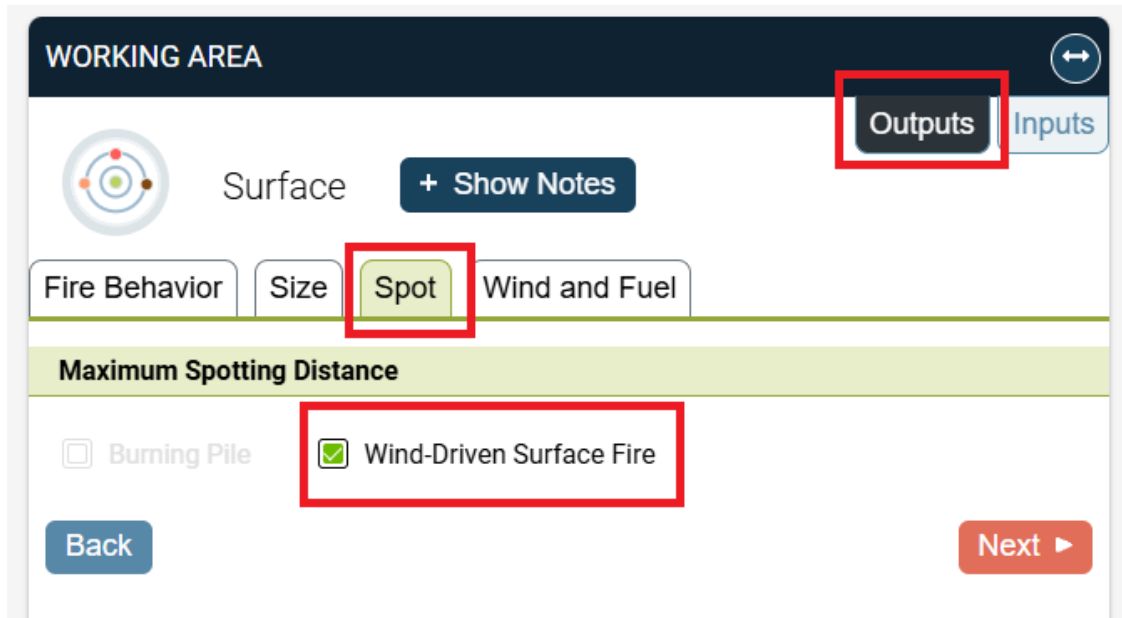


Figure 18: Application: "Wind Driven Surface Fire" is selected as an output.

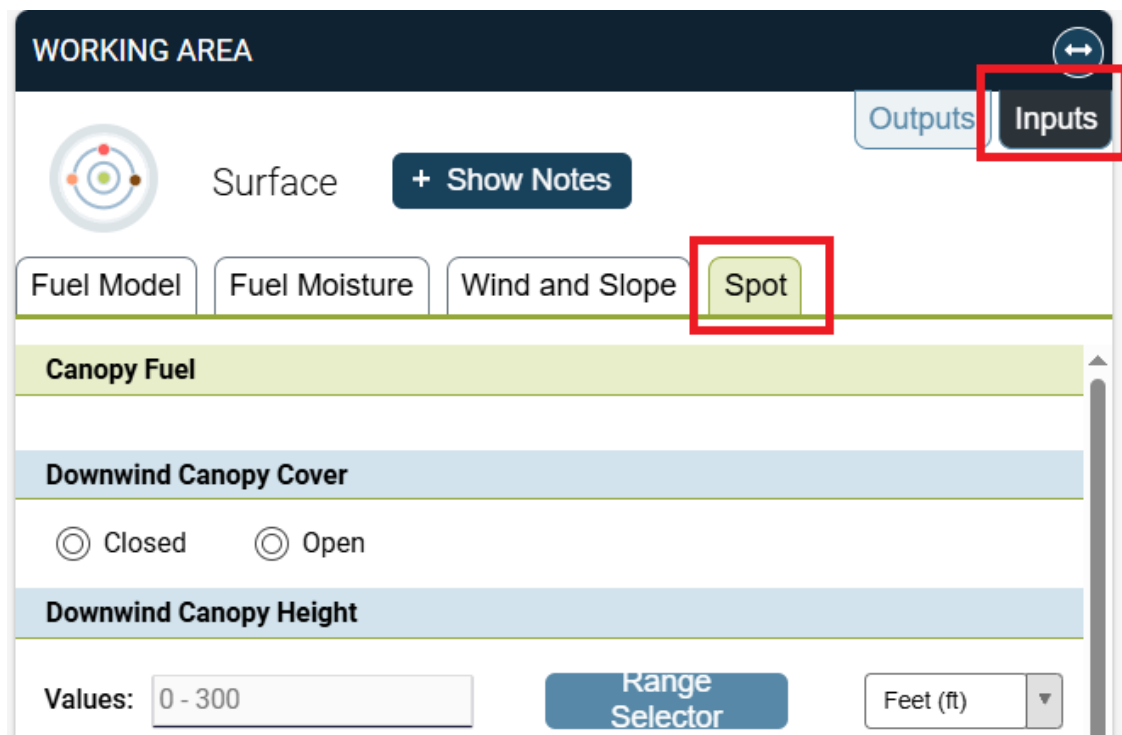


Figure 19: Application: Since "Wind-Driven Surface Fire" is selected as an output, the Spot(Input) submodule passes the conditional and is displayed.

1.7.2 Action Conditionals

To find a conditional attached to an action:

1. Navigate to the Group Variable entity page and expand the "Actions" accordion

< Wind measured at:
Variables

Wind Measured at

Wind Measured at

Translations Expand

Help Page Expand

CPP Functions Expand

Links Expand

Actions Collapse

Name	Type	Target value	Modify
Default to 20 Ft Wind Speed when Spot Outputs selected OR Surface + Crown	select	1	Edit Delete
Disable Midframe when Midframe is selected as an output in Surface Module	disable	0	Edit Delete
Disable Midframe when Spot Outputs selected OR Surface + Crown	disable	0	Edit Delete

Add Action:

Action Name:

Figure 20: VMS: Group Variables can have multiple actions.

Disable Midframe when Spot Outputs selected OR Surface + Crown disable 0 Edit Delete

Edit Action:

Action Name:
Disable Midframe when Spot Outputs selected OR Surface + Crown

Action Type:
☐ Select
☒ Disable

Option:
Midframe (Eye Level)

Conditionals
Conditional Operator:
OR

Conditional Type:
☐ Module
☒ Variable

Module: Surface Submodule: Spot (output) Group/Subgroup: Burning Pile

Variable: Firebrand Height from a Burning Pile Operator: = Value: True

Figure 21: VMS: Each action has one or more conditionals. The name of the action should describe what is necessary to trigger the action but to more closely look at the conditionals, click "Edit" on the action you are interested in.

WORKING AREA

Surface + Show Notes

Outputs Inputs

Fire Behavior Size Spot **Wind and Fuel**

Wind

☒ Midflame Wind Speed

Fuel

☐ Total Live Fuel Load ☐ Total Dead Fuel Load

☐ Total Dead Herbaceous Fuel Load

Back Next ▶

Figure 22: Application: "Midflame Wind Speed" is selected as an output

WORKING AREA

Surface + Show Notes

Outputs **Inputs**

Fuel Model Fuel Moisture **Wind and Slope**

Wind measured at:

☒ Midflame (Eye Level) ☐ 20-Foot ☐ 10-Meter

Wind and slope are

☒ Aligned (Wind is $\leq 30^\circ$ from upslope). ☐ Not Aligned (Wind is $> 30^\circ$ from upslope).

Slope

Values: 0 - 604 Range Selector Units used: %

Back Next ▶

Figure 23: Application: Action is triggered to disable "Midflame (Eye Level)" as an option in the inputs page.

2 Updating Text

Most texts for entities displayed in the application can be updated by changing the translation field for that entity..These entities will have 2 translation fields. One field is used in the worksheet wizard (pages before computation) and the second is used for the results page. Usually the result translations are a short form of the worksheet translations. Here are some of the common entities you might want to update. The application will default to the worksheet translation if a result translation is not present.

2.1 Submodule/Group/Group-Variables

1. For these entities navigate to the entity page, see [Modules/Submodules/Groups/Group Variables](#) section.
2. Update the "Translation" field.

Surface Fire

Variables Expand

Subgroups Expand

Conditionals Expand

Translations Collapse

Worksheet Translations

Language	Key	Translation
English	behaveplus:surface:output:fire_behavior:surface_fire	Surface Fire

Result Translations

Language	Key	Translation
English	behaveplus:surface:result:fire_behavior:surface_fire	

Help Page Expand

Settings Expand

Figure 24: VMS: Group page after navigating BehavePlus → Surface → Fire Behavior(output) → Surface Fire

2.2 List Options

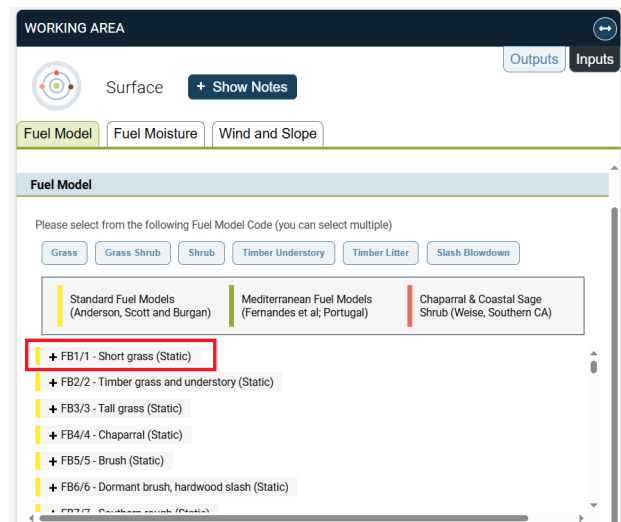


Figure 25: Application: Worksheet translations appear in the wizard.

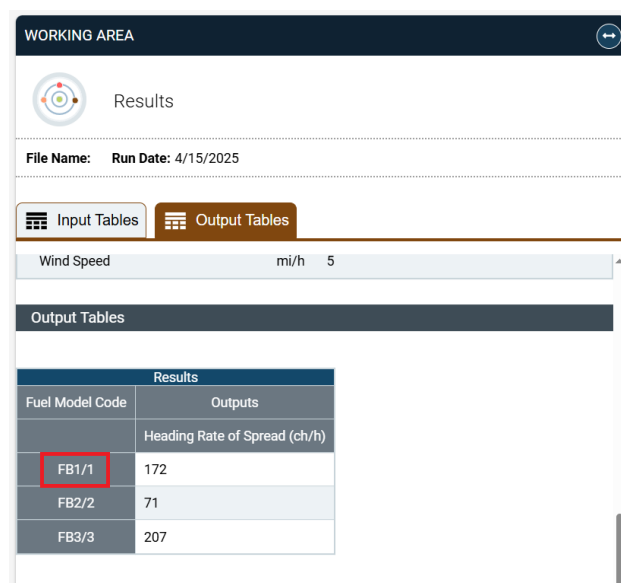


Figure 26: Application: Result translations appear in the results matrices and tables.

1. Find the list associated to the group variable, see [List and List Options](#) section.
2. Click "Edit" on the list.
3. Find the list option you are interested in updating and click "Edit".
4. Update the "Translation" field and the "Name" field.
5. Navigate to the list associated with the group variable. see [List and List Options](#)

6. Click "Edit" on the list option you want to update.

Update

All Options

Name	Value	Order	Default	Tags	Color tag	Modify	Reorder
FB1/1 - Short grass (Static)	1	0		Grass	Standard	Edit Delete	↑ ↓
FB2/2 - Timber grass and understory (Static)	2	1		Grass	Standard	Edit Delete	↑ ↓
FB3/3 - Tall grass (Static)	3	2		Grass	Standard	Edit Delete	↑ ↓
FB4/4 - Chaparral (Static)	4	3		Shrub	Standard	Edit Delete	↑ ↓
FB5/5 - Brush (Static)	5	4		Shrub	Standard	Edit Delete	↑ ↓
FB6/6 - Dormant brush, hardwood slash (Static)	6	5		Shrub	Standard	Edit Delete	↑ ↓
FB7/7 - Southern rough (Static)	7	6		Shrub	Standard	Edit Delete	↑ ↓
FB8/8 - Short needle litter (Static)	8	7		Timber Litter	Standard	Edit Delete	↑ ↓
FB9/9 - Long needle or hardwood litter (Static)	9	8		Timber Litter	Standard	Edit Delete	↑ ↓
FB10/10 - Timber litter & slash (Static)	10	9		Timber Litter	Standard	Edit Delete	↑ ↓

Edit Option

FB1/1 - Short grass (Static)

Index

1

Filter Tags

☒ Grass
 ☐ Grass Shrub
 ☐ Shrub
 ☐ Timber Understory
 ☐ Timber Litter
 ☐ Slash Blowdown

Color Tag

Standard

Hide Option?

☐

Default

☐ False
 ☐ True

Update

Worksheet Translation

Language	Key	Translation
English	behavepluslist-option:surface-fuel-models:fm1---short-grass-(s)	FB1/1 - Shor

Result Translation

Language	Key	Translation
English	behavepluslist-option:results:surface-fuel-models:fm1---short-grass-(s)	FB1/1

Figure 27: VMS: List Page

2.3 Tags

1. Navigate to the tag set associated with your group variable of interest. See [Filter and Color Tags associated with a Group Variable](#)
2. Click "Edit" on the tag set. This will populate the table on the right.
3. Click "Edit" on the tag option you'd like to update.
4. Update the "Translation" field and the "Name" field.

The screenshot displays the VMS interface for managing tags. At the top is a navigation bar with links: Applications, Variables, Variable Domains, Lists, Tags, Units, Languages, and Invite User. Below this is the 'Tag-Sets / Tags' section, which contains two tables. The left table, 'Tag-Sets', lists 'Fuel Region Categories', 'Fuel Types', and 'Region Codes', each with 'Edit' and 'Delete' buttons. The right table, 'Tags', lists 'Standard', 'Mediterranean', and 'Chapparral and Coastal Sage Shrub', each with 'Edit', 'Delete', and 'Reorder' buttons. Below these tables are two side panels. The 'Edit Tag-Set' panel on the left shows the 'Fuel Region Categories' tag set with a 'Colored Tags?' checkbox checked and an 'Update' button. The 'Edit Tag' panel on the right shows the 'Chapparral and Coastal Sage Shrub' tag with a color bar and an 'Update' button. Below the 'Edit Tag' panel is the 'Worksheet Translation' table, which has columns for 'Language', 'Key', and 'Translation'. The 'English' row shows a long key and a translation 'Chaparral & Cc' which is highlighted with a red box.

Name	Modify
Fuel Region Categories	<button>Edit</button> <button>Delete</button>
Fuel Types	<button>Edit</button> <button>Delete</button>
Region Codes	<button>Edit</button> <button>Delete</button>

Name	Modify	Reorder
Standard	<button>Edit</button> <button>Delete</button>	<button>↑</button> <button>↓</button>
Mediterranean	<button>Edit</button> <button>Delete</button>	<button>↑</button> <button>↓</button>
Chapparral and Coastal Sage Shrub	<button>Edit</button> <button>Delete</button>	<button>↑</button> <button>↓</button>

Edit Tag-Set

Name: Fuel Region Categories

Colored Tags? ☒

Update

Edit Tag

Name: Chapparral and Coastal Sage Shrub

Color:

Update

Worksheet Translation

Language	Key	Translation
English	behaveplus:tags:fuel-region-categories:chapparral-and-coastal-sage-shrub	Chaparral & Cc

Figure 28: VMS: Updating translations on tags page.

3 Updating Default Unit Preferences

3.1 Units

1. Find the Domain associated with the variable you are interested in. See [Variable Domains Associated with a Group Variable](#) section.
2. Click "Edit" on the Domain set
3. Click "Edit" on the Domain found in step 1.
4. Update the "Native Unit" field

Domain Sets

Name	Modify
Contain	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Fire & Effects	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Fuel & Vegetation	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Terrain & Spotting	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Time & Map	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Weather	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Edit Domain Set

Name

Contain

Domains

Name	Modify
Containment Distances	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Line Production Rate	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Edit Domain

Name

Containment Distances

Decimals

0

Dimension

Length

Native Unit

Chains (ch)

English Unit

Chains (ch)

Metric Unit

Meters (m)

Filtered Units

☒ Chains (ch)
☒ Feet (ft)
☐ Inches (in)
☐ Miles (mi)

Figure 29: VMS: Updating translations on tags page.

3.2 Precision

1. Follow the steps from [above](#) to find the Domain entity.
2. Update the "Decimals" field

The image displays four screenshots from the VMS interface, illustrating the process of updating domain precision. The top-left screenshot shows the 'Domain Sets' table with the 'Edit' button for 'Contain' highlighted. The top-right screenshot shows the 'Domains' table with the 'Edit' button for 'Containment Distances' highlighted. The bottom-left screenshot shows the 'Edit Domain Set' form with the 'Name' field set to 'Contain' and the 'Update' button. The bottom-right screenshot shows the 'Edit Domain' form with the 'Decimals' field set to '0' and highlighted, along with other configuration options like Dimension, Native Unit, English Unit, Metric Unit, and Filtered Units.

Domain Sets

Name	Modify
Contain	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Fire & Effects	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Fuel & Vegetation	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Terrain & Spotting	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Time & Map	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Weather	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Domains

Name	Modify
Containment Distances	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
Line Production Rate	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Edit Domain Set

Name

Contain

Edit Domain

Name

Containment Distances

Decimals

0

Dimension

Length

Native Unit

Chains (ch)

English Unit

Chains (ch)

Metric Unit

Meters (m)

Filtered Units

☒ Chains (ch)

☒ Feet (ft)

☐ Inches (in)

☐ Miles (mi)

Figure 30: VMS: Updating translations on tags page.

4 Updating Units Dropdown Selections

In the Application's inputs page a user can change units via a drop down menu. By default a variable is linked to a "Dimension" (i.e. length) and will have all options available to select. However there are cases when this list should be limited to a subset. If this is desired do the following:

1. Find the Domain associated with the variable you are interested in. See [Variable Domains Associated with a Group Variable](#) section.
2. Click "Edit" on the Domain set
3. Click "Edit" on the Domain found in step 1.
4. Under "Filtered Units" select a subset of your desired units

The image shows two side-by-side screenshots of the VMS Domains Page. The left screenshot shows a list of domains with 'Fuel & Vegetation' selected. The right screenshot shows the 'Edit Domain' form for 'Tree & Canopy Height' with the 'Filtered Units' section expanded, showing a list of units where 'Feet (ft)' and 'Meters (m)' are selected.

Left Screenshot: Domains List

Domain	Edit	Delete
Fire & Effects	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Fuel & Vegetation	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Terrain & Spotting	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Time & Map	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Weather	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>

Edit Domain Set

Name:

Right Screenshot: Edit Domain Form

Name:

Decimals:

Dimension:

Native Unit:

English Unit:

Metric Unit:

Filtered Units

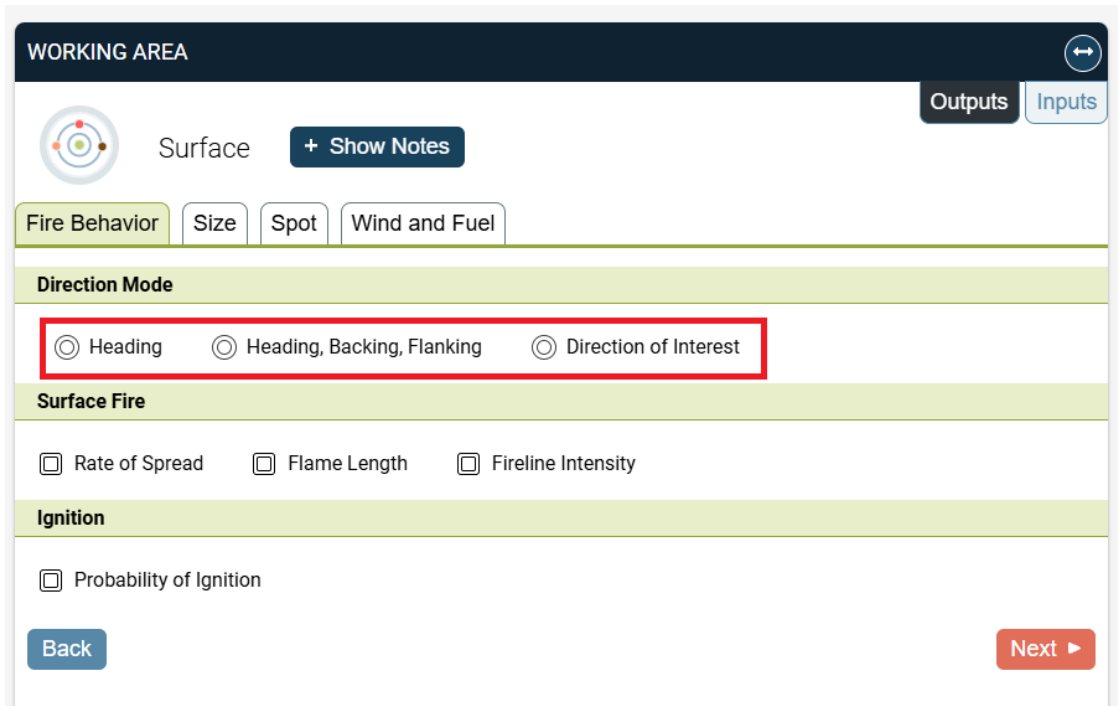
- ☐ Chains (ch)
- ☒ Feet (ft)
- ☐ Inches (in)
- ☐ Miles (mi)
- ☐ Centimeters (cm)
- ☐ Kilometers (km)
- ☒ Meters (m)
- ☐ Millimeters (mm)

Figure 31: VMS: Domains Page Updating Units drop down to a subset of units.

5 Re-Ordering

Certain entities can be re-ordered via the VMS. To do this:

1. Find the parent entity of the entity you are trying to reorder (i.e. Need to reorder groups? find the submodule entity page. Need to reorder a list options? Find the List entity page.). See [Finding VMS elements in the Application](#)
2. Once you're on that page there should be a table that have a list of entities for you to reorder. Click on the "up" and "down" buttons to reorder



The screenshot shows a web application interface for a 'WORKING AREA'. At the top, there's a dark blue header with the text 'WORKING AREA' and a circular arrow icon. Below the header, there's a 'Surface' section with a circular icon and a '+ Show Notes' button. To the right of this section are 'Outputs' and 'Inputs' tabs. Below the 'Surface' section are four tabs: 'Fire Behavior' (selected), 'Size', 'Spot', and 'Wind and Fuel'. The 'Fire Behavior' tab is expanded, showing a 'Direction Mode' section with three radio button options: 'Heading', 'Heading, Backing, Flanking', and 'Direction of Interest'. The 'Direction of Interest' option is selected and highlighted with a red box. Below the 'Direction Mode' section is a 'Surface Fire' section with three checkboxes: 'Rate of Spread', 'Flame Length', and 'Fireline Intensity'. Below the 'Surface Fire' section is an 'Ignition' section with one checkbox: 'Probability of Ignition'. At the bottom left is a 'Back' button, and at the bottom right is a 'Next' button with a right arrow.

Figure 32: Application: Reordering Direction Mode output selections.

Direction Mode

Variables

Name	Domain	Conditionally set?	Modify	Reorder
Heading			Edit Delete	↑ ↓
Heading, Backing, Flanking			Edit Delete	↑ ↓
Direction of Interest			Edit Delete	↑ ↓


Add Variable:

Subgroups

[Expand](#)

Figure 33: VMS: Reordering Direction Mode output selections: Navigate to BehavePlus → Surface → Fire Behavior(output) → Direction Mode

WORKING AREA

 Surface [+ Show Notes](#)

[Outputs](#) [Inputs](#)

[Fuel Model](#) [Fuel Moisture](#) [Wind and Slope](#)

Standard

Fuel Model

Please select from the following Fuel Model Code (you can select multiple)

[Grass](#) [Grass Shrub](#) [Shrub](#) [Timber Understory](#) [Timber Litter](#) [Slash Blowdown](#)

Standard Fuel Models (Anderson, Scott and Burgan)

Mediterranean Fuel Models (Fernandes et al; Portugal)

Chaparral & Coastal Sage Shrub (Weise, Southern CA)

+ FB1/1 - Short grass (Static)

+ FB2/2 - Timber grass and understory (Static)

+ FB3/3 - Tall grass (Static)

+ FB4/4 - Chaparral (Static)

+ FB5/5 - Brush (Static)

+ FB6/6 - Dormant brush, hardwood slash (Static)

+ FB7/7 - Southern rough (Static)

Selected Fuel Model Code [View](#)

Figure 34: Application: Reordering fuel model codes.

SurfaceFuelModels

EditDelete

SurfaceRunInDirectionOf

EditDelete

SurfaceSpreadDirectionMode

EditDelete

TimeZone

EditDelete

TreeSpeciesFofem

EditDelete

Edit SurfaceFuelModels

Name

SurfaceFuelModels

Filter Tag Set

Fuel Types

Color Tag Set

Fuel Region Categories

Update

All Options

Name	Value	Order	Default	Tags	Color tag	Modify	Reorder
FB1/1 - Short grass (Static)	1	0		Grass	Standard	EditDelete	↑ ↓
FB2/2 - Timber grass and understory (Static)	2	1		Grass	Standard	EditDelete	↑ ↓
FB3/3 - Tall grass (Static)	3	2		Grass	Standard	EditDelete	↑ ↓
FB4/4 - Chaparral (Static)	4	3		Shrub	Standard	EditDelete	↑ ↓

Add Option

Name

Index

Filter Tags

☐ Grass
 ☐ Grass Shrub
 ☐ Shrub
 ☐ Timber Understory
 ☐ Timber Litter
 ☐ Slash Blowdown

Figure 35: VMS: Reordering fuel model codes. Find list "SurfaceFuelModels" and click "Edit".