Description	Parameter name	Full description	Units	Time steps
Temperature				
Feels like temperature	FEELS_LIKE_TEMPERATURE	The temperature it feels like taking into account humidity and wind chill but not radiation.	degC	T to T+48
Maximum screen temperature over the previous hour at screen level	1_HOUR_MAX_screen_TEMPERATURE	Maximum air temperature at screen level. Stevenson screen height is approximately 1.5m above ground level.	degC	T to T+48
Minimum screen temperature over the previous hour	1_HOUR_MIN_screen_TEMPERATURE	Minimum air temperature at screen level. Stevenson screen height is approximately 1.5m above ground level.	degC	T to T+48
Air temperature at screen level	screen_TEMPERATURE	Stevenson screen height is approximately 1.5m above ground level.	degC	T to T+48
Screen dewpoint temperature	screen_DEW_POINT_TEMPERATURE	Stevenson screen height is approximately 1.5m above ground level.	degC	T to T+48
Wind				
Wind gust speed at 10m	10M_WIND_GUST	The gust speed is equivalent to the maximum 3 second mean wind speed observed over the 10 minutes preceding the validity time. 10m wind is the considered surface wind.	m/s	T to T+48
Maximum wind gust speed at 10m over previous hour	1_HOUR_10M_MAX_WIND_GUST	This can be considered as the extreme wind speed that might be experienced in this period.	m/s	T to T+48
Wind speed at 10m	10M_WIND_SPEED	Mean wind speed is equivalent to the mean speed observed over the 10 minutes preceding the validity time. 10m wind is the considered surface wind.	m/s	T to T+48
Wind direction at 10m	10M_WIND_DIRECTION	Mean wind direction is equivalent to the mean direction observed over the 10 minutes preceding the validity time. In meteorological reports the direction of the wind vector is given as the direction from which it is blowing. 10m wind is the considered surface wind.	degrees	T to T+48
Precipitation				
Precipitation rate	PRECIPITATION_RATE	Instantaneous rate at which liquid water (as a depth) is being deposited on the surface.	mm/hr	T to T+48
Precipitation accumulation in the previous hour	1_HOUR_PRECIPITATION_AMOUNT	Implied depth of the layer of liquid water which has been deposited on the surface since the previous hour.	mm	T to T+48
Probability of precipitation	PROBABILITY_OF_PRECIPITATION	Probabilities are given over the entire time step centered at the validity time.	%	T to T+48
Snow				
Falling snow amount from sky over previous hour	1_HOUR_SNOW_AMOUNT	This is the amount of snow that has fallen out of the sky in the last hour. This does not reflect snow lying on the ground. Falling snow may not settle at all and may be accompanied by rain, i.e. is sleet. Falling snow amount is stated as liquid water equivalent in mm which can be considered approximately the same as cm of fresh snow or a kg/m^2.		T to T+48
Pressure				
Mean sea level pressure	MEAN_SEA_LEVEL_PRESSURE	Air pressure at mean sea level which is close to the geoid in sea areas. Air pressure at sea level is the quantity often abbreviated as MSLP or PMSL.	Pa	T to T+48
Visibility				
Visibility	VISIBILITY	Minimal horizontal distance at which a known object can be seen.	m	T to T+48
Humidity				
Relative humidity at screen level	RELATIVE_HUMIDITY	Stevenson screen height is approximately 1.5m above ground level.	%	T to T+48
UV				
UV index	UV_INDEX	Usually a value from 0 to 13 but higher values are possible in extreme situations. UV Index decode: www.metoffice.gov.uk/services/data/datapoint/code-definitions	1	T to T+48
Weather symbol/code				
Weather symbol/Significant weather code	SIGNIFICANT_WEATHER	Each hourly symbol is nominally the weather at each time, but considers both instantaneous (e.g. cloud amount) and period (e.g. max rain rate over the last hour) information from the NWP. So it is to a degree biased towards what is happening in the NWP at that instant, but tries to avoid missing weather that might have passed through the NWP a few timesteps before the hour, so as to avoid situations where showers or fronts get lost between times. Decode found: https://metoffice.apiconnect.ibmcloud.com/metoffice/production/node/264	1	T to T+48