



**Technical Documentation Version 6.2**

---

# **Selector Dialogs**

---



**C A D S W E S**

**Center for Advanced Decision Support for Water and Environmental Systems**

These documents are copyrighted by the Regents of the University of Colorado. No part of this document may be reproduced, stored in a retrieval system, or transmitted in any form or by any means electronic, mechanical, recording or otherwise without the prior written consent of The University of Colorado. All rights are reserved by The University of Colorado.

The University of Colorado makes no warranty of any kind with respect to the completeness or accuracy of this document. The University of Colorado may make improvements and/or changes in the product(s) and/or programs described within this document at any time and without notice.

# Selector Dialogs Table of Contents

<b>Overview and General Features .....</b>	<b>1</b>
Displaying item and Filtering. ....	1
Making a selection .....	2
<b>Selecting Objects .....</b>	<b>3</b>
Show Object Types in an Option Menu .....	4
All Objects and No Objects .....	5
<b>Selecting Slots on Objects .....</b>	<b>5</b>
<b>Selecting Accounts and Slots on Accounts .....</b>	<b>9</b>
<b>Selecting Supplies .....</b>	<b>10</b>
<b>Wildcarding .....</b>	<b>12</b>
<b>Examples .....</b>	<b>12</b>
Finding slots in a model .....	12
Adding Objects to a Subbasin .....	13
Creating a Name Map of all Reservoir.Inflow Slots .....	14

# Selector Dialogs

---

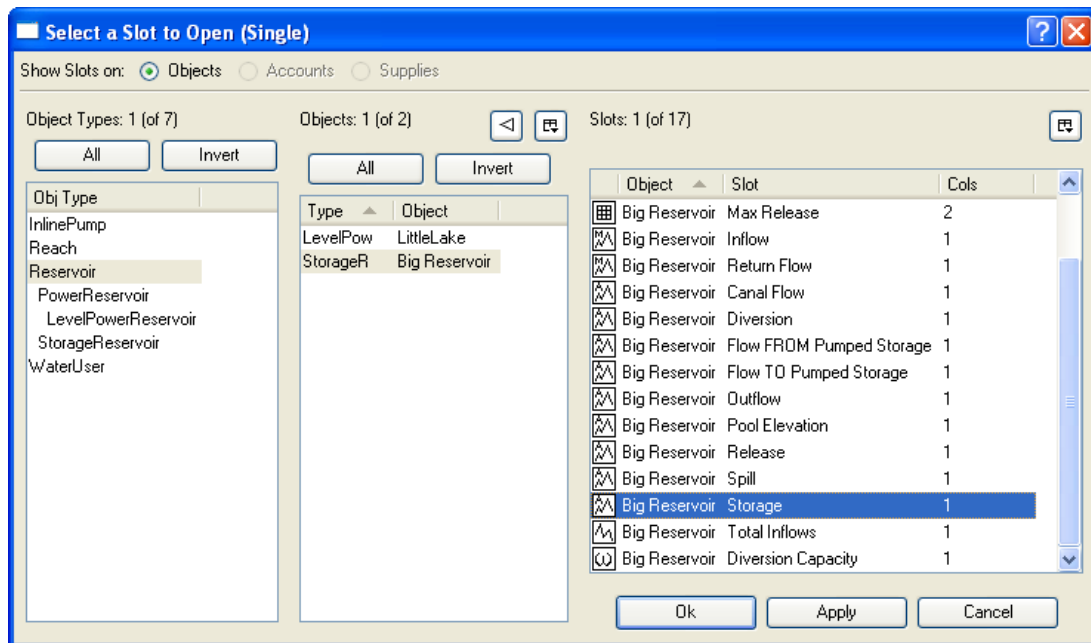
## 1. Overview and General Features




In RiverWare, a common selector dialog is used to select objects, slots, accounts and supplies. The selector can be used for simple selections, like selecting a slot to plot; or, it can be used for more complicated selections like dynamically creating lists of slots in which to import or export using database DMI's. The appearance of the dialog depends on the required selection and the dialog from which the selector is invoked. For example, in any one invocation of the selector dialog, the user will be selecting only objects, or only slots, or only supplies, etc. The following document describes how to use the dialog in each of the selection modes.

When making a selection, the user starts with a general set of items and narrows it down until they can highlight or select the item they wish. In general, this is done from left to right and top to bottom. There are two main actions the user must take when making a selection: displaying the items and selecting them as described in the following section.

### 1.1 Displaying item and Filtering.

Displaying items is accomplished from general to specific. If the user is selecting a slot, they first start on the left by highlighting an Object Type (including all types), then they are able to highlight a specific object or set of objects, and then they are able to highlight the specific slot or set of slots on those objects. These items are displayed by clicking on the appropriate Object Types, Objects, and Slots or using the buttons to Select All. In the screenshot below, we have highlighted all Reservoirs (including Level Power and Storage) in the left most pane. Then we have highlighted the Big Reservoir object in the center pane. Shown in the right pane are all of the slots on this object. Note that multiple items can be highlighted in each pane.



In addition to highlighting items one at a time, there are filters which can be used to constrain the set of items displayed based on different criteria. The filters are turned on by clicking the filter button , then selecting the appropriate filter. Each filter field makes use of the following two toggle buttons: . Clicking on the gray square disables that filter option. Clicking on the green plus symbol (thereby changing it to a red minus symbol) will result in an inverse filter. This is the equivalent of displaying those objects that do NOT have a specific name or do NOT have a specific account: . The filters for each type of selection (Objects, Slots, Accounts, and Supplies) is described in the each selection's section.

## 1.2 Making a selection

After displaying a set of items, the user must then select the desired ones. Selecting the items consists of highlighting the desired items and clicking OK or Apply. The **All** and **Invert** buttons help the user select all items or invert the selection items. The user can also select one item, click **Apply**, then make additional selections finally clicking **OK** or **Cancel**.

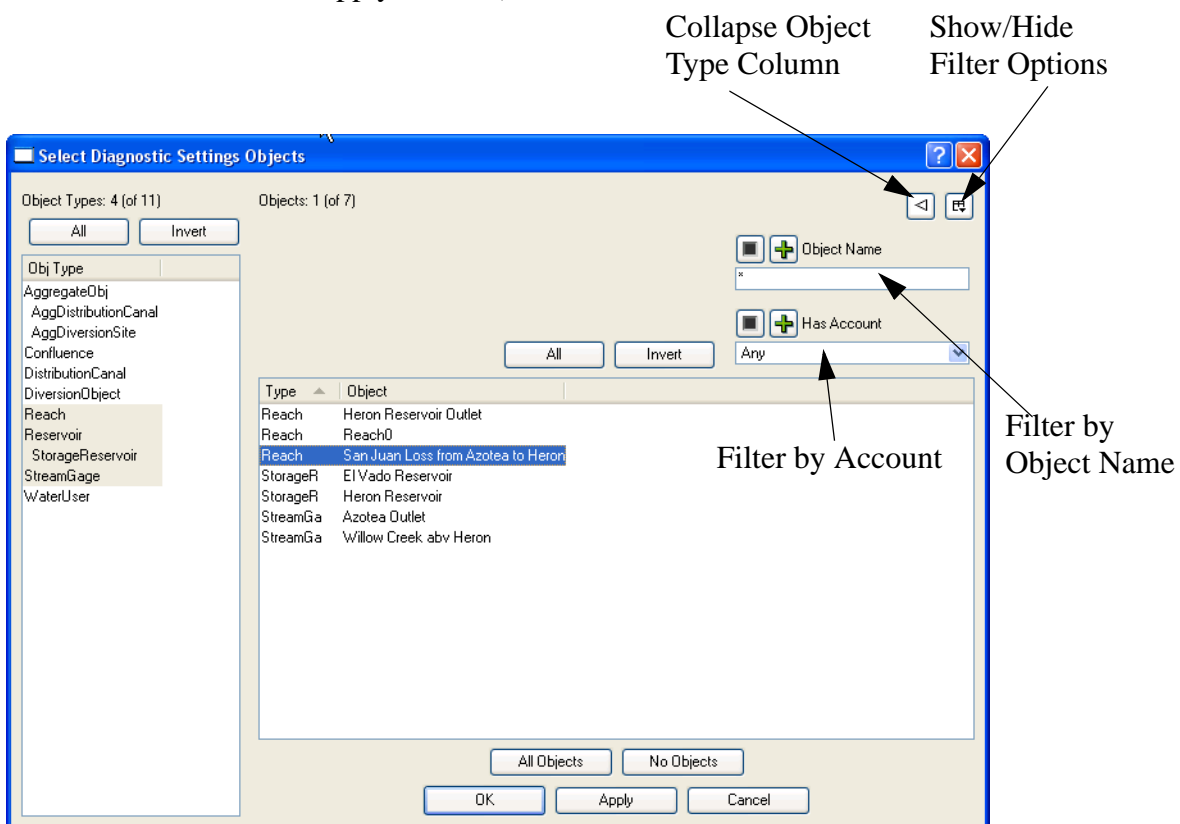
Also, in certain situations, wildcarding is allowed to select all of the displayed items as described [HERE \(Section 6\)](#).

In the above example, to select the Storage slot, we highlight the line **Big Reservoir Storage** and click **OK** or **Apply**.

## 2. Selecting Objects

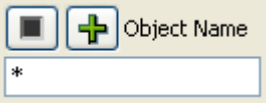
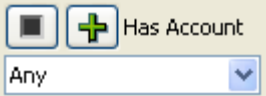
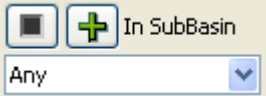
Many actions in RiverWare require the user to select an Object. For example, on the **Workspace** → **Objects** → **Select Objects** menu, the user can highlight a set of objects which can then be deleted, added to a subbasin, etc.

There are three types of filter options associated with the object portion of the selector (the center pane in the above screenshot): **Object Name**, **Has Account**, and **In Subbasin**. By default, these options are disabled and no filtering takes place. They can be enabled through the **Show/Hide Filter Options** button. These features exist for each of the various configurations of the selector dialog (object selector, slot selector, account selector, and supply selector).




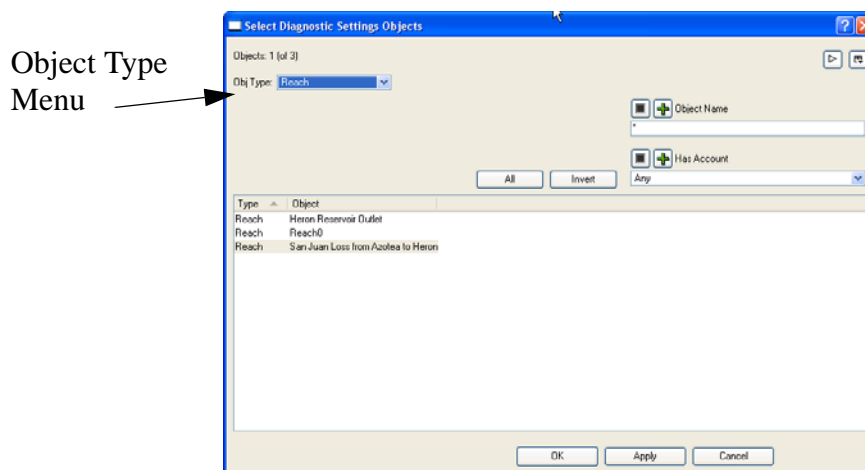
The **Object Name** field allows the user to type a part of the object name and use wildcard symbols (i.e. \*) for name completion. For example, typing Lake\* in the **Object Name** field will display only those objects that begin with “Lake”. By default, a \* exists in the **Object Name** field and all objects will be displayed.


The following table summarizes the Object selector filters:

Object Filter	Description	Screenshot
<b>Object Name</b>	Filters to only the Object which matches the text entered in the text-field. If the text is entered within asterisks (like so: *text*), then will filter only to Objects which contain that fragment of text.	
<b>Has Account</b>	If the model is an accounting model, the <b>Has Account</b> field can be used to show only those objects that contain a specified account. The drop down list allows the user to choose the account used for filtering. By default, the <b>Any</b> option is enabled and those objects that contain any account will be displayed (note: objects that do not contain an account will not be displayed). The <b>Any: Agg &amp; Elements</b> option is more inclusive than the <b>Any</b> option. This option will display aggregate objects that do not contain accounts if their elements do contain accounts. In the <b>Any</b> option, aggregate objects that do not contain accounts will not be displayed even if their elements contain accounts.	
<b>In SubBasin</b>	The <b>In Subbasin</b> field allows the user to select a user-defined subbasin and only show objects in that subbasin.	

## 2.1 Show Object Types in an Option Menu

The user can choose to collapse the object type column into an option menu by clicking the  button. Below is a view of the object selector when this option is enabled.



All of the various modes of the selector dialog (object selector, account selector, slot selector, supply selector) have the option of collapsing the object type column into an option menu. While each of the dialogs may have a slightly different appearance, the function of the  button remains the same.

## 2.2 All Objects and No Objects

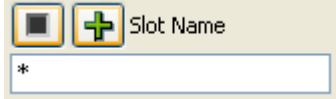
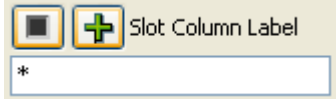
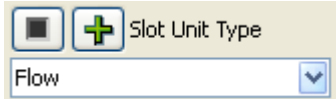
If appropriate, for example when selecting objects in the Diagnostics Settings dialog for filtering diagnostics by object, the **All Objects** and **No Objects** buttons will be available. If either of these options are selected, either all of the objects (regardless of filtering or selections) or none of the objects are automatically selected and the dialog is closed.

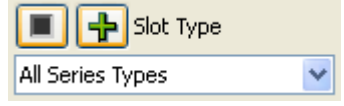
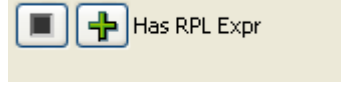
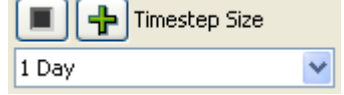

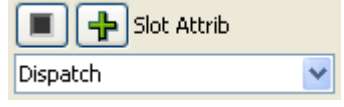
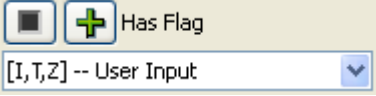
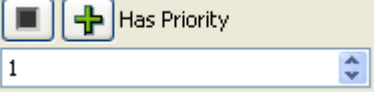
## 3. Selecting Slots on Objects

Selecting slots is one of the most common operations in RiverWare, whether for plotting, snapshots, or DMI's. Selecting slots builds on selecting Objects as the user must highlight the desired objects on which the slots reside.

The slot selector dialog has an additional section that applies to slot selection. Similar to the object selector, the slot selector has fields for selecting and filtering by object and object type. These sections work the same in both the object selector and the slot selector. In addition, there are toggle buttons at the top of the dialog to specify whether or not the slots are on objects, accounts, supplies, or exchanges. Depending on the invocation of the slot selector dialog (the dialog from where the selector dialog is being invoked), these options may not be present. For example, sometimes the slot selector applies only to slot on objects or slots on accounts. In these cases, the toggle options will not be present and the dialog will appear in the appropriate configuration.

The following table summarizes the Slot selector filters. Any text can be entered with the wildcard asterisks (like so: \*text\*), then the filter will only show Slots which contain that fragment of text.

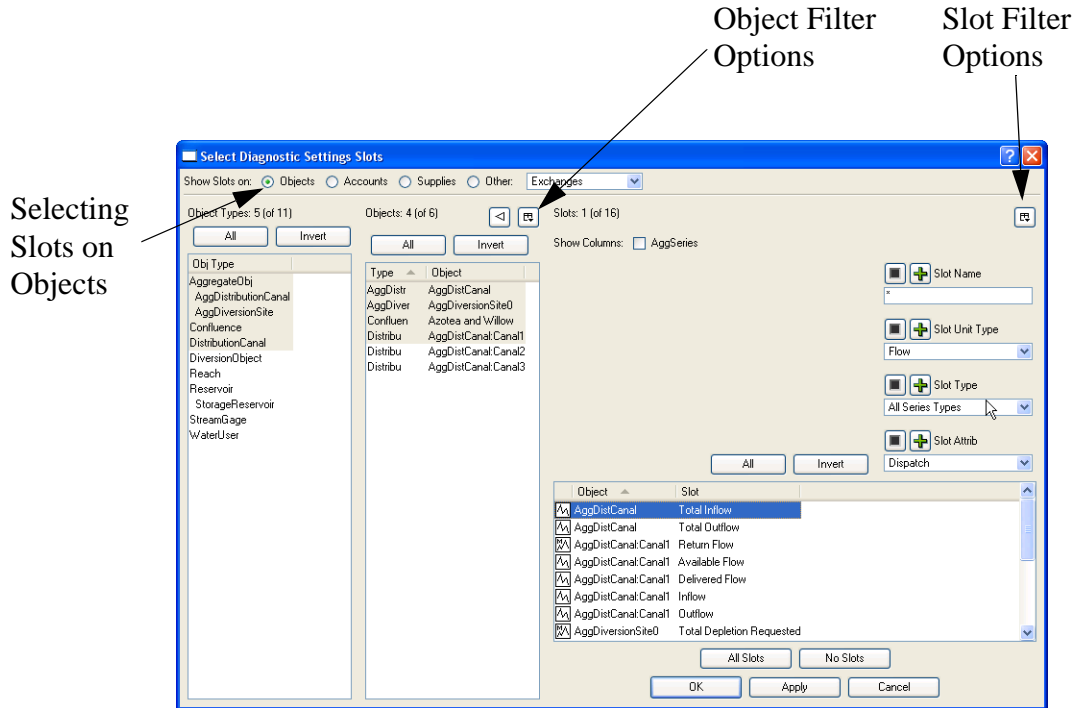
Slot Filter	Description	Screenshot
<b>Slot Name</b>	Filters to only the Slots whose Name matches the text entered in the text-field.	
<b>Slot Column Label</b>	Filters to only Slots which have a column label that matches the text entered in the text field.	
<b>Slot Unit Type</b>	Filters to only the Slots which have the specific Unit type selected from the drop down menu. (i.e. Flow, Length, Time, etc.)	

Slot Filter	Description	Screenshot
<b>Slot Type</b>	Filters to only the Slots which are of the specific Slot type selected from the drop down menu (i.e. Series, All Table Types, Series with RPL Expression, etc.)	
<b>Has RPL Expr</b>	Filters to only the Slots which have a RPL expression (such as a <b>SeriesSlot with Expression</b> or <b>Scalar Slot with Expression</b> )	
<b>Timestep Size</b>	Filters to only the Slots which have the timestep length selected in the drop-down menu.	
<b>Allows Flag</b>	Filters to only the Slots which allow a specific flag selected from the drop-down menu (such as the Target flag on Storage or Pool Elevation Slots, or the Max Capacity flag on Outflow or Energy slots).	
<b>Slot Attrib</b>	The <b>Slot Attrib</b> option will filter to show only slots that are <b>Dispatch</b> slots or <b>RBS Governing</b> slots. Dispatch slots are linkable slots that trigger object dispatching when they receive a value. RBS Governing slots are the slots that dictate the solution direction (on a particular object) during rulebased simulation. They are the dispatch conditions (knowns and unknowns) associated with the dispatch methods. If these options are hidden or disabled, no filtering takes place.	
<b>Has Flag</b>	Filters to only the Slots which have a specific flag. Except for the <b>User Input (Init Period)</b> and <b>User Input (Run Period)</b> , the slot will be shown if it has the specified flag at any timestep in its range.	
<b>Has Priority</b>	In a rulebased simulation model, filter to only show slots that have a priority equal to the specified priority. The slot will be shown if it has the priority at any timestep in the range.	

If appropriate, for example when selecting slots in the Diagnostics Settings dialog for filtering diagnostics by slot, the **All Slots** and **No Slots** buttons will be available. If either of these options are

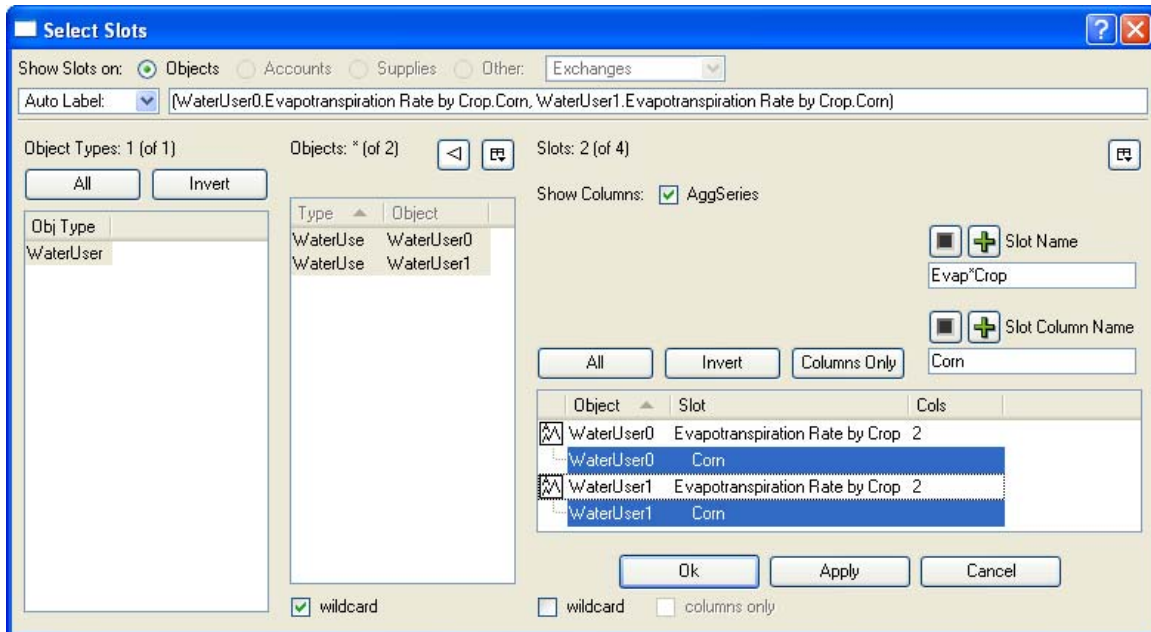
## Selecting Slots on Objects All Objects and No Objects

selected, either all of the slots (regardless of filtering or selections) or none of the slots are automatically selected and the dialog is closed.

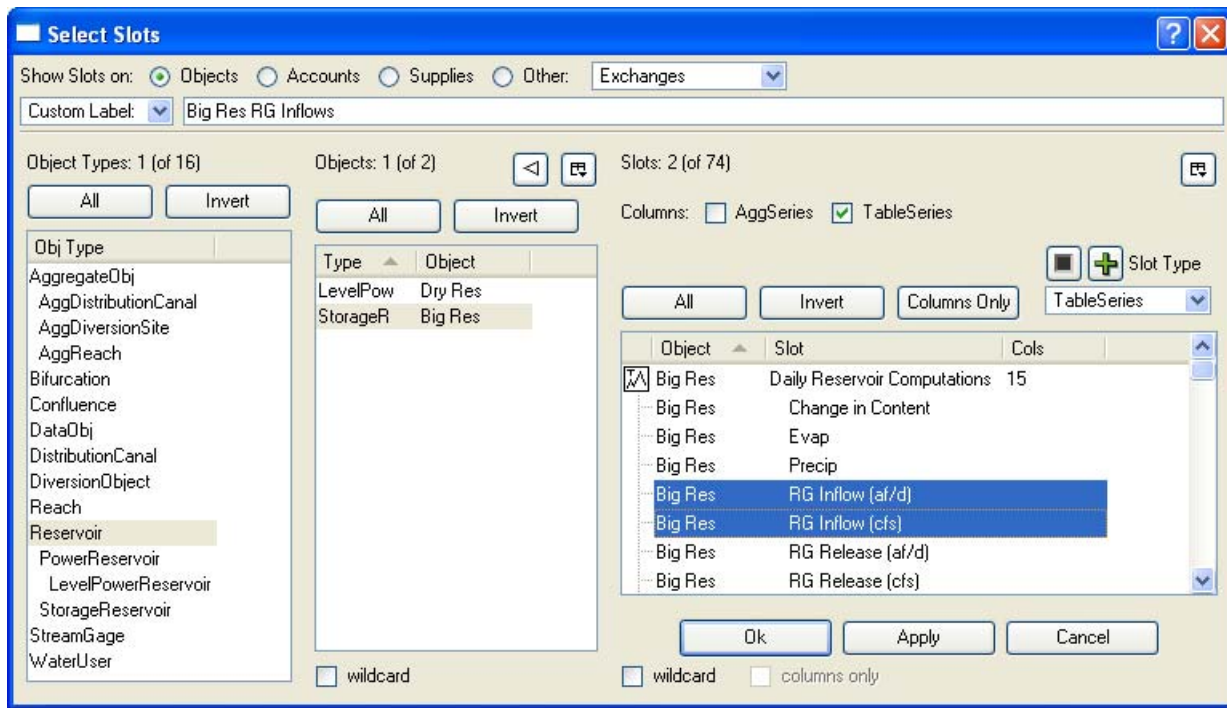


When selecting columns of an Agg Series Slots, Table Slots or Table Series Slots, the **Slot Column Label Filter** can be used. This is appropriate and available, for example, in Database DMI Name Maps where the user can select to import column 2 of an Agg Series Slot. In addition, a push button was added to highlight “Columns Only” on the selection. The wildcard toggle also works for this type of selection. A “columns only” toggle next to the wildcard toggle allows the user to specify that in the wildcard selection, only the columns should be selected and not the overall slot. Following is an example of how this could be used: A user configures 5 agg series slots to contain crop water requirements for 10 different crops. (5 slots \* 10 columns = 50 timeseries) When creating a name map for use in importing via the database DMI, the user sets the filter to select each of the columns that are labeled “Crop 1” across the multiple slots. The user can then specify that “Crop 1” maps to “corn” in the database Name Map. This enables the user to set up only 10 Name Maps, one for each crop, instead of the 50 that were previously

required. Following is a screenshot of the selector showing the Slot Column Label Filter, and Columns Only button and wildcarding options:



In addition to the **Columns: AggSeries** checkbox shown in the previous example, the selector has a **TableSeries** checkbox. If checked, TableSeries slot columns are displayed in the selector dialog:

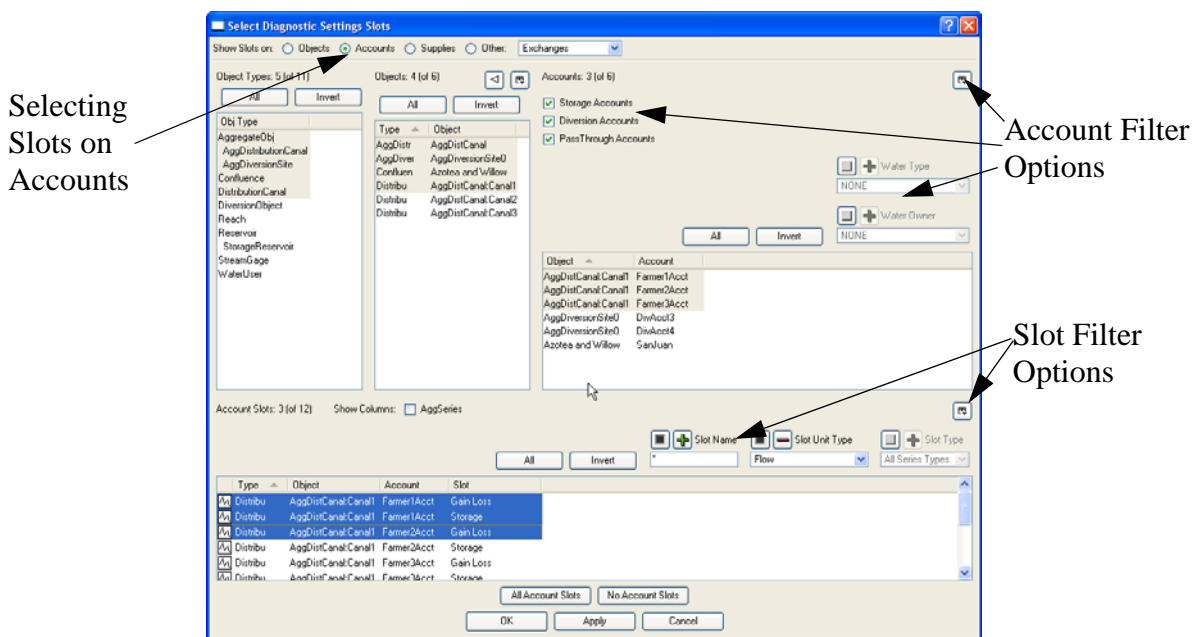


Selecting Accounts and Slots on Accounts  
All Objects and No Objects

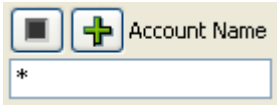
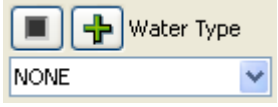
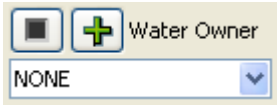

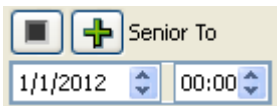
The **Columns Only** button and the **columns only** checkbox behave for TableSeries slot columns as they do for AggSeries slot columns as described above. Note also, when users select objects or slots for the database DMI (in the Name Map, Dataset or Database DMI dialogs) they have the option of providing a descriptive name for the selection in the **Custom Label** pulldown and text box. If a user doesn't provide a custom label then RiverWare will provide an **Auto Label**, which frequently isn't as readable (or user-friendly) as a custom label.

## 4. Selecting Accounts and Slots on Accounts

When selecting slots on accounts, the selection operation is as follows Object Type ➔ Objects ➔ Accounts and then slots on those accounts if necessary. There are additional fields for filtering by account and by slot (in addition to filtering by object and object type). The toggle options allow the user to show Storage Accounts, Diversion Accounts, and/or Pass Through Accounts. Also, the **Show/Hide Filter Options** button enables filtering by **Account Name, Water Type, Water Owner, Junior To, and Senior To**. Click [HERE \(Section 3\)](#) for specific information about selecting slots.



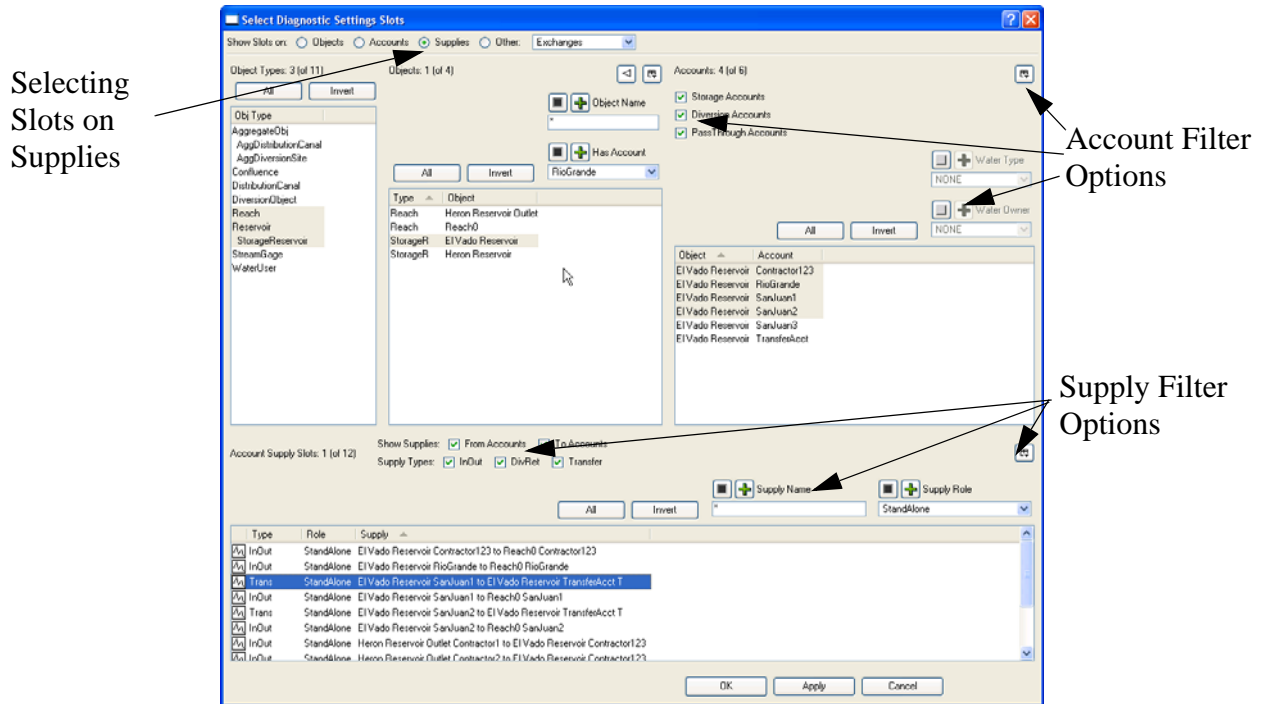
The following table summarizes the Account selector filters:

Account Filter	Description	Screenshot
<b>Account Name</b>	Filters to only the Account which matches the text entered in the text-field. If the text is entered with the wildcard asterisks (like so: *text*), then the filter will show any Accounts which contain that fragment of text.	
<b>Water Type</b>	Filters to only the Accounts which contain the specific Water type selected from the drop down menu.	
<b>Water Owner</b>	Filters to only the Accounts which contain water owned by the specific Water owner selected from the drop down menu.	
<b>Junior To</b>	Filters to only Accounts which have a priority date Junior (at a later date) than the date specified.	
<b>Senior To</b>	Filters to only Accounts which have a priority date Senior (at an earlier date) than the date specified.	

## 5. Selecting Supplies

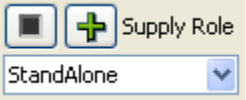

When selecting supplies (accounting links), the selection operation is as follows Object Type ➔ Objects ➔ Accounts ➔ Supplies. The dialog for selecting supplies (or slots on supplies) is similar to the dialog for selecting slots on accounts. The same filtering options exist for object type, objects, and accounts (see the previous sections for these details). However, the section of the dialog for selecting supplies is a bit different. The user has the option to either show supplies from the specified accounts or to the specified accounts. Then supplies can be filtered based on **Supply Types**, **Supply Name**, **Release Type**, **Destination**, and **Supply Role**.

Selecting Supplies  
All Objects and No Objects



The following table summarizes the Supply selector filter.

Supply Filter	Description	Screenshot
<b>Supply Name</b>	Filters to only the Supply which matches the text entered in the text-field. If the text is entered within asterisks (like so: *text*), then will filter only to Supplies which contain that fragment of text.	
<b>Release Type</b>	Filters to only the Supplies which have the Release Type specified in the drop-down menu.	
<b>Destination</b>	Filters to only the Supplies which have the Destination Type specified in the drop-down menu.	

Supply Filter	Description	Screenshot
<b>Supply Role</b>	Filters to only the Supplies which have the Role specified in the drop-down menu.	
<b>Allows Flag</b>	Filters to only the Slots which allow a specific flag selected from the drop-down menu.	

## 6. Wildcarding

There are two types of wildcards that can be used in the selector dialogs: wildcards in filters and wildcarding whole selections. In each of the filters, the user can type in “\*” to replace a portion of the text. For example, in an object name filter, typing Lake\* in the **Object Name** field will display only those objects that begin with “Lake” thereby displaying Lake Mead and Lake Powell. By default, a \* exists in the **Object Name** field and all objects will be displayed.


The second type of filter occurs in certain types of slot selections including DMI Name Maps and Database DMI’s slot selections. A wildcard toggle exists at the bottom of the slot selector. The wildcard indicate that every item matching the filters (i.e. the items shown) should be **selected**. When the wildcard toggle is checked, the selection buttons (All, Invert, etc) are removed and each of the displayed items are selected. This operation is useful in Name Maps/Database DMI’s as the selection becomes dynamic. For example, if you use a filter to show all slots named Pool Elevation, then specify that you want to wildcard the whole selection. you can then import/export all slots named Pool Elevation. If you then add a reservoir to the model, the new reservoir’s Pool Elevation slot will then be part of the selection because of the wildcard and imported/exported as defined.

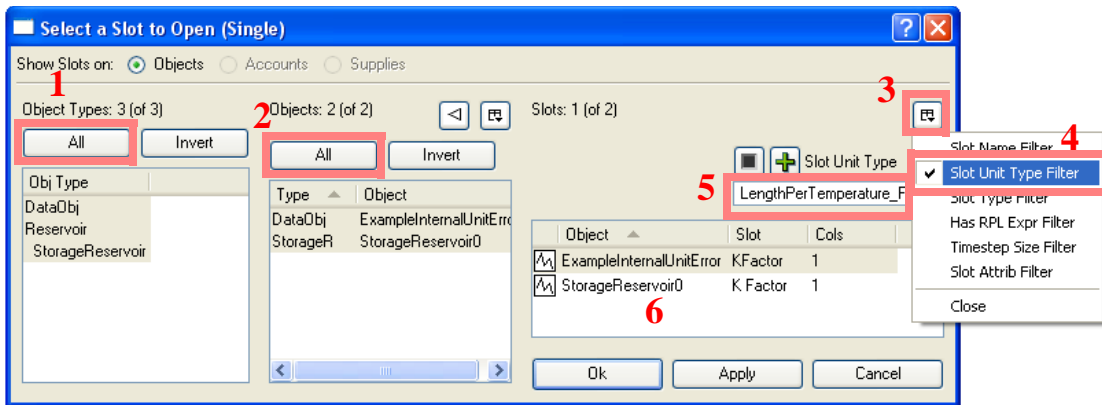
## 7. Examples

The best way to learn how to use the selector dialogs is to experiment with the various filters, toggles, and options. Shown in the following sections are examples of common selections:

### 7.1 Finding slots in a model

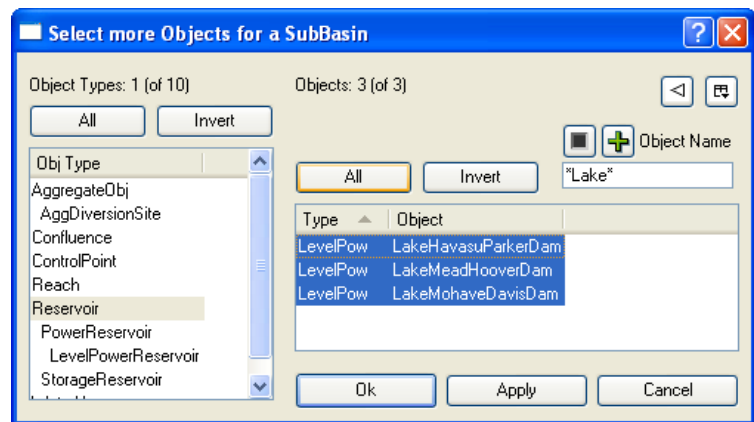
A modeler might wish to find all of the slots in a model that have a certain attribute. The modeler might need to change all of these slots or might just wish to show them all in one SCT. Following is an example of this type of action. In this case we are trying to find all of the slots that have the LengthPerTemperature\_F unit type.

From the main workspace, select **Workspace** ➔ **Slots** ➔ **Open Slot** to bring up the slot selector. The following screenshot shows the slot selector configured to select slots with this unit type. In the Slot Selector, click the **All** button in the Object Types column (1) and the **All** button in the Objects column (2). Then click on the slot filter button  (3) and select **Slot Unit Type Filter** (4). In the pull down menu, select **LengthPerTemperature\_F** (5). Any slots that appear in the slot area (6) have this unit type. Select one of them, and click OK to bring up the Open Slot for that slot. If you were making this selection from the SCT, you would have been able to select all and then show them in the SCT. To find slots that have a different attribute (or multiple attributes) use any of the other filters. For example, you could turn on the **Slot Name Filter** and find only slots that have a certain name.



## 7.2 Adding Objects to a Subbasin

In this example, we will use the selector to create a subbasin of all of the reservoir objects with the word “Lake” in their name. First, create a new subbasin from the subbasin manager (**Workspace** ➔ **Edit Subbasins, Subbasin** ➔ **Append New Subbasin**). Then, from the subbasin manager, select **Subbasin** ➔ **Invoke Member Selector** to bring up the object selector. In the left column select the Reservoir object type. Next click on the filter button and select **Object Name Filter**. In the text box, type “\*Lake\*” to specify that the word Lake can occur anywhere in the name. Click the **All** button to select all of those reservoir and click OK. You have just added those reservoirs to the subbasin. The screenshot shows this selection.



### 7.3 Creating a Name Map of all Reservoir.Inflow Slots

In the Database DMI interface, we want to create a name map (Click [HERE \(DMI.pdf, Section 4.4\)](#) for more information) that says that all of the Reservoir.Inflows are called RES-INFLOW in our database. First follow the example shown [HERE \(DMI.pdf, Section 4.4.1\)](#) on adding a name map. When you use the **Select Slot** option, it brings up the slot selector. To select all Reservoir Inflows do the following; the screenshot following displays these steps:

- In the left most pane, Obj Type, select Reservoir (1).
- In the center pane, Objects, click on the wildcard button on the bottom center (2). This specifies that we will do this for any reservoir.
- In the right most pane, click on the filter icon (3) and select **Slot Name Filter**. Type “Inflow” into the filter box (4).
- Instead of selecting each slot or clicking all, click the wildcard toggle at the base of the dialog (5).  
Notice that once you do this, the Name Map Auto Label becomes Reservoir.Slot(Name=Inflow) (6).

This indicates that this name map will apply to all Reservoir.Inflow slots. The following screenshot shows the selector for this application.

