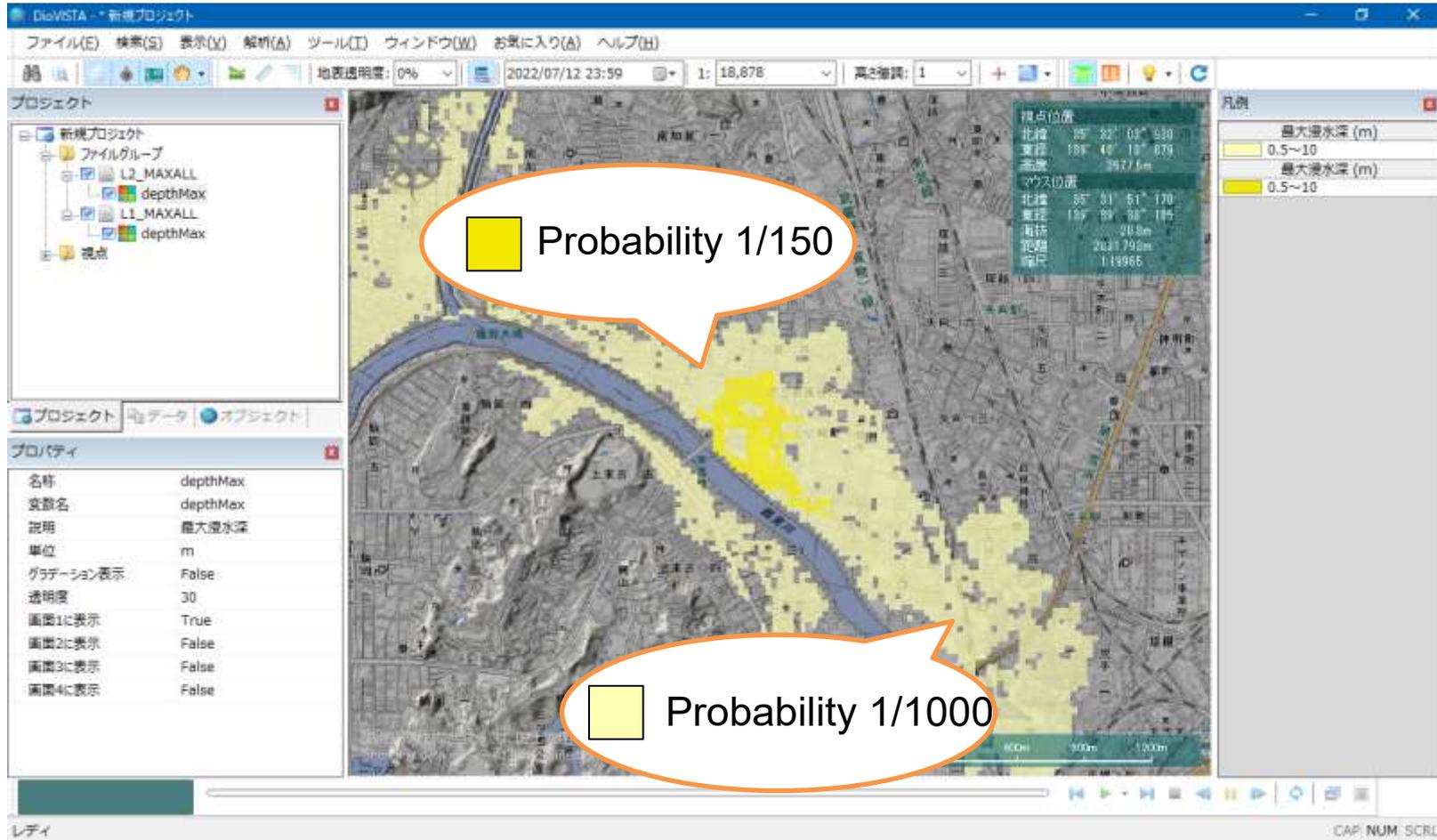

DioVISTA Hands-on Seminar

Creation of exercise risk map

 株式会社 日立パワーソリューションズ

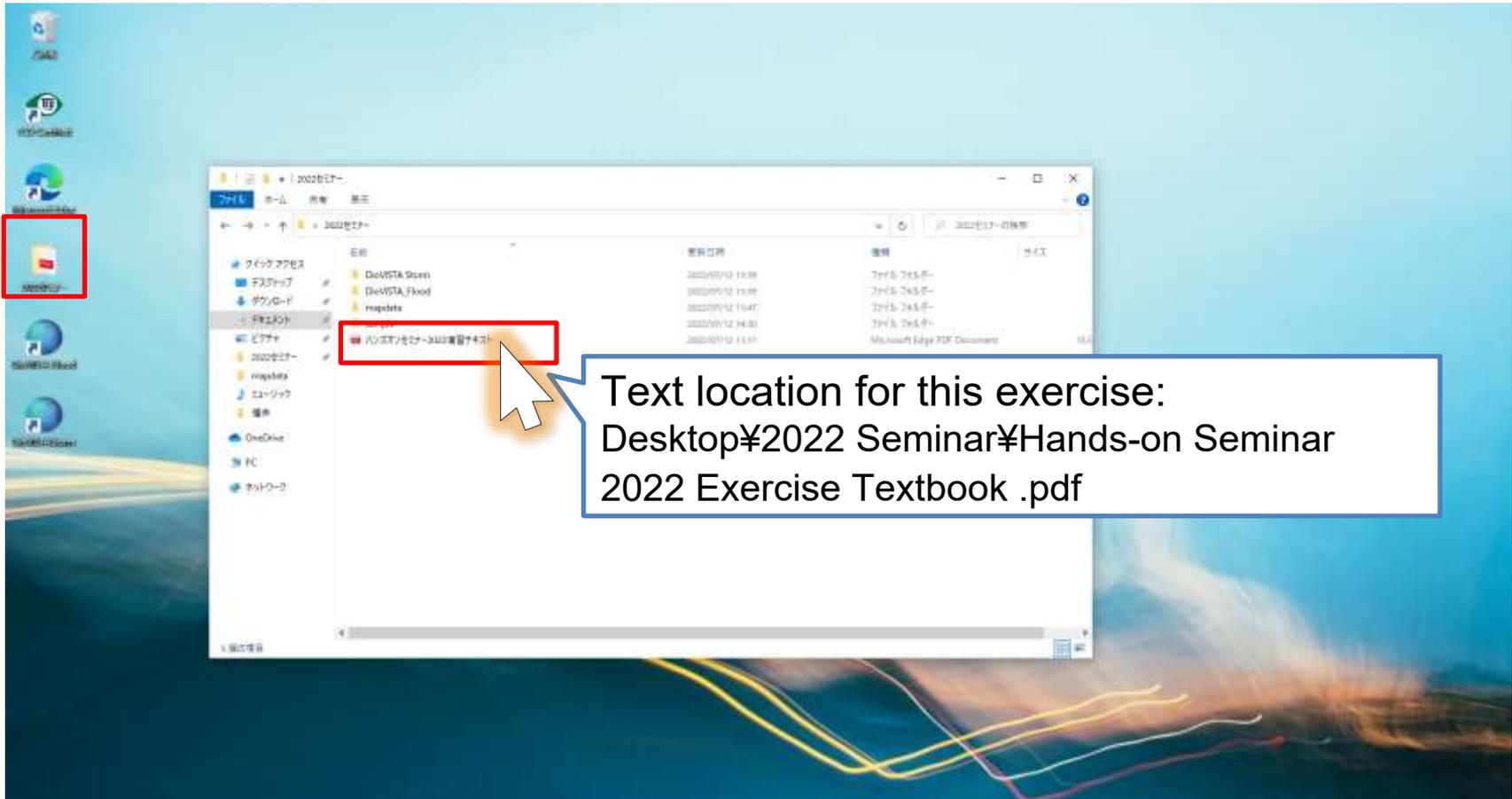
Today's Goal: Risk Map

Flood risk map (inundation depth of 50 cm or more) Maximum inundation depths with different occurrence probabilities are superimposed

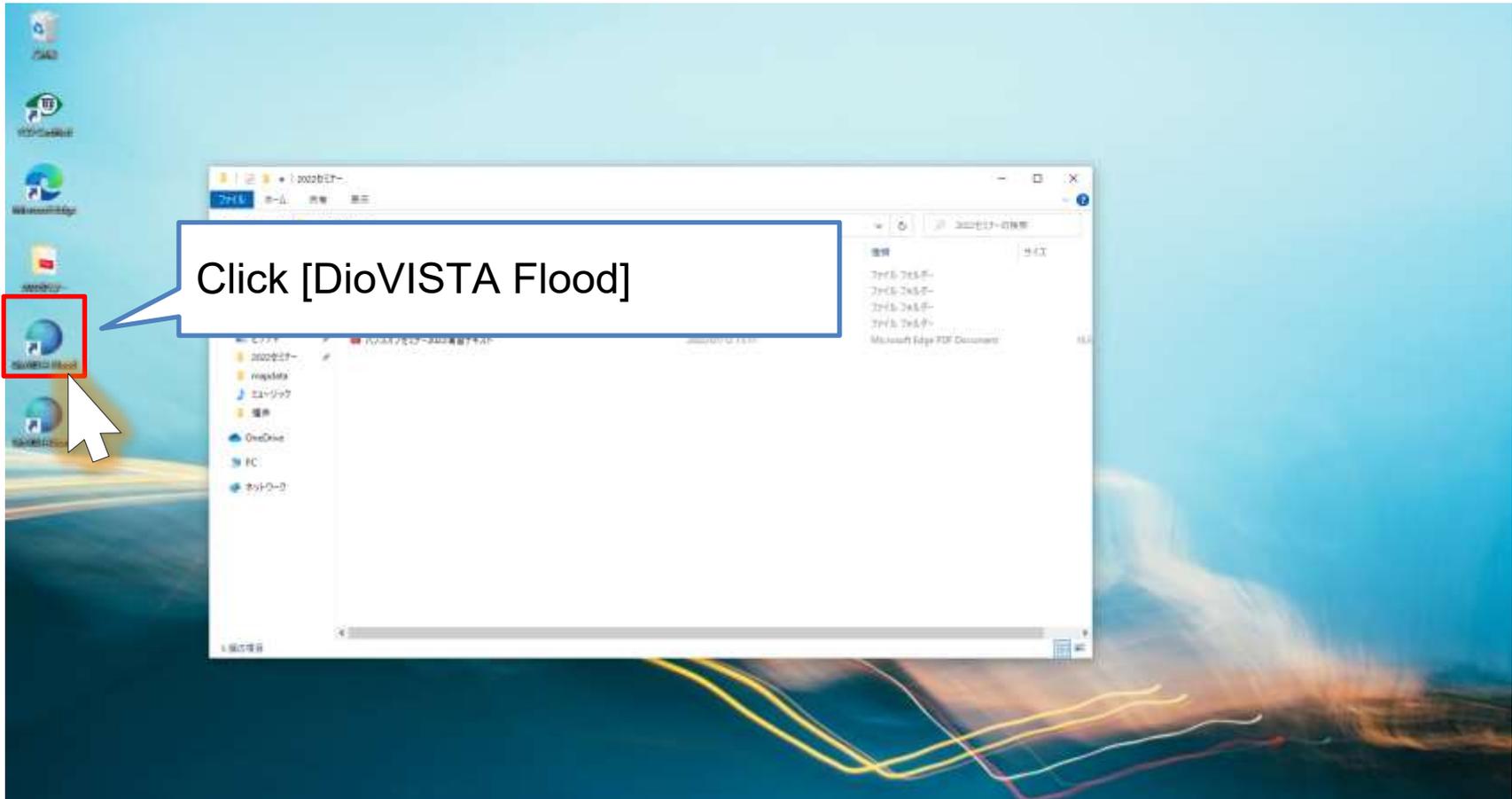


1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
3. Practice: Analysis of the Tsurumi River

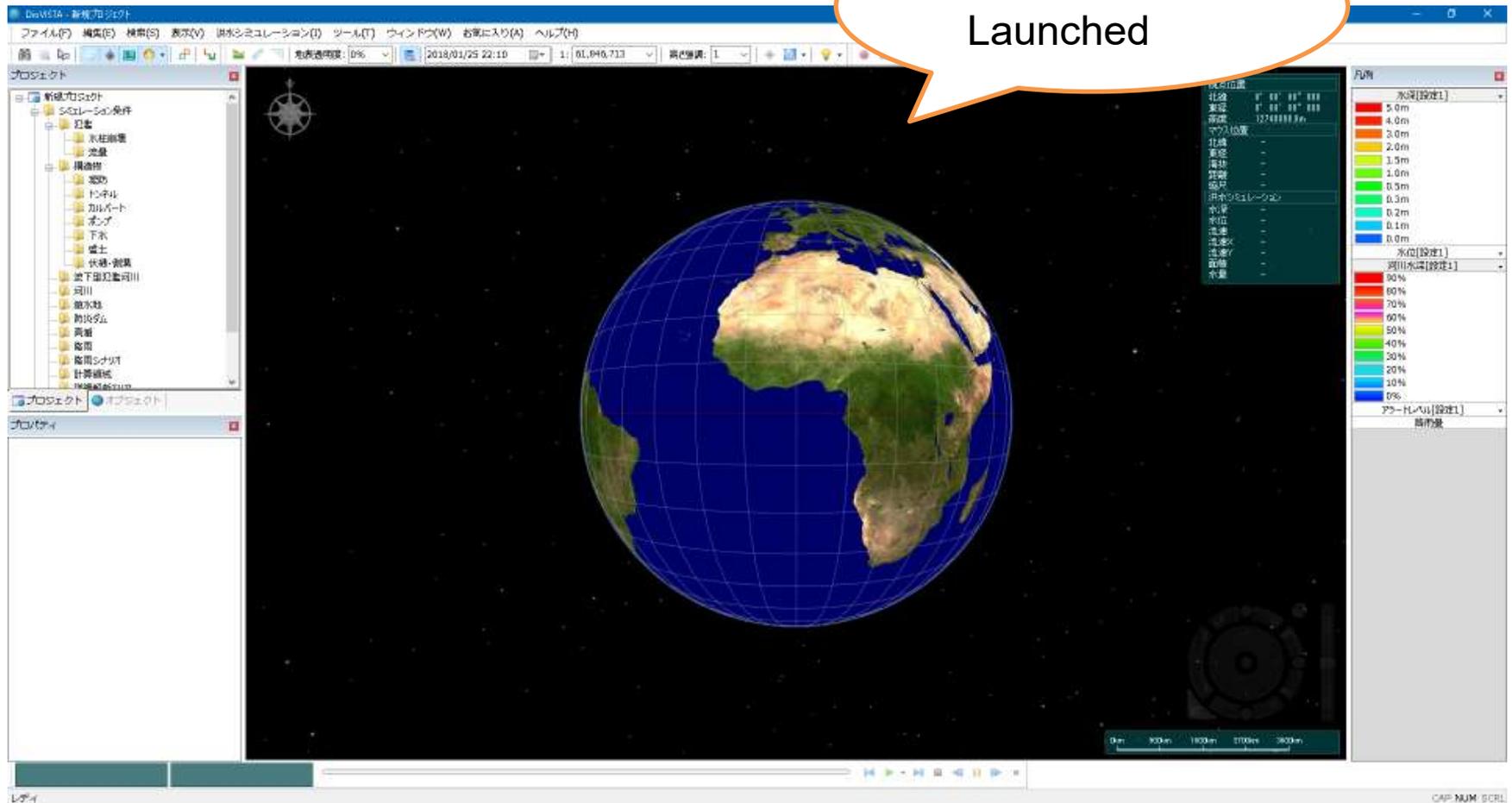
Review lecture materials



Booting DioVISTA (1)

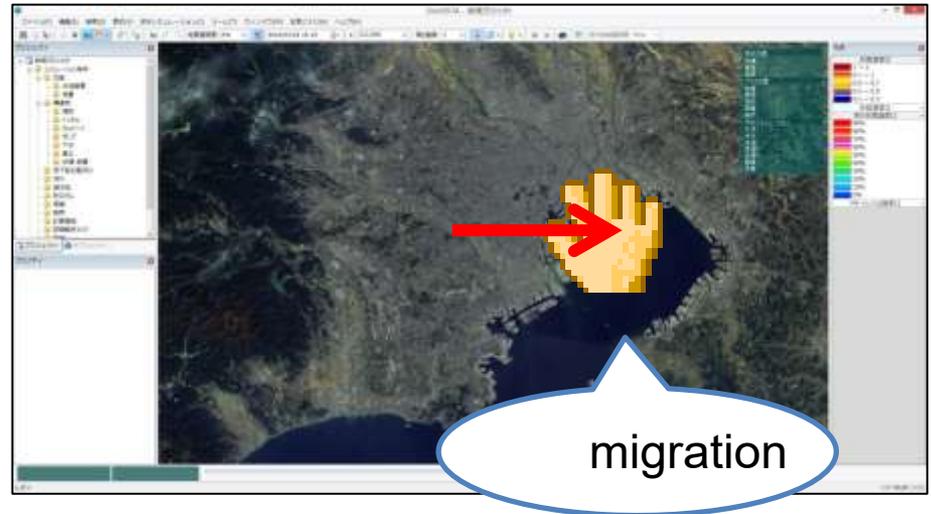
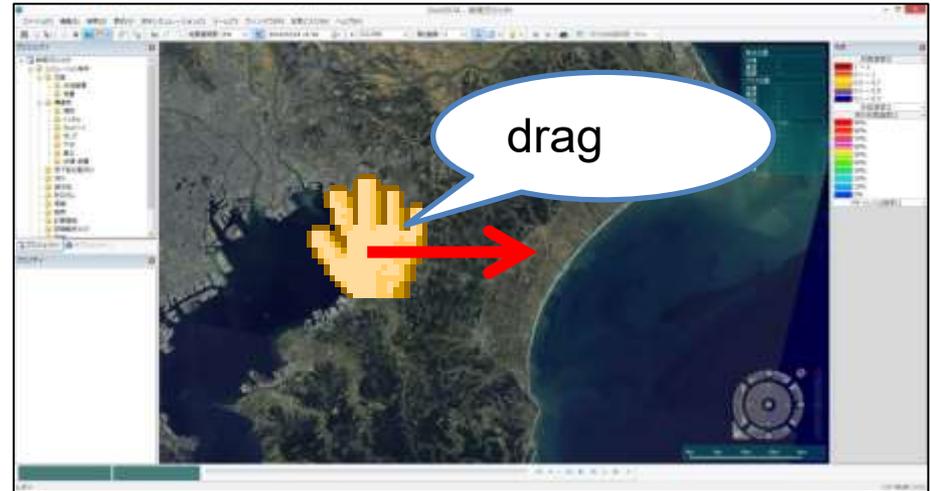


Booting DioVISTA (2)



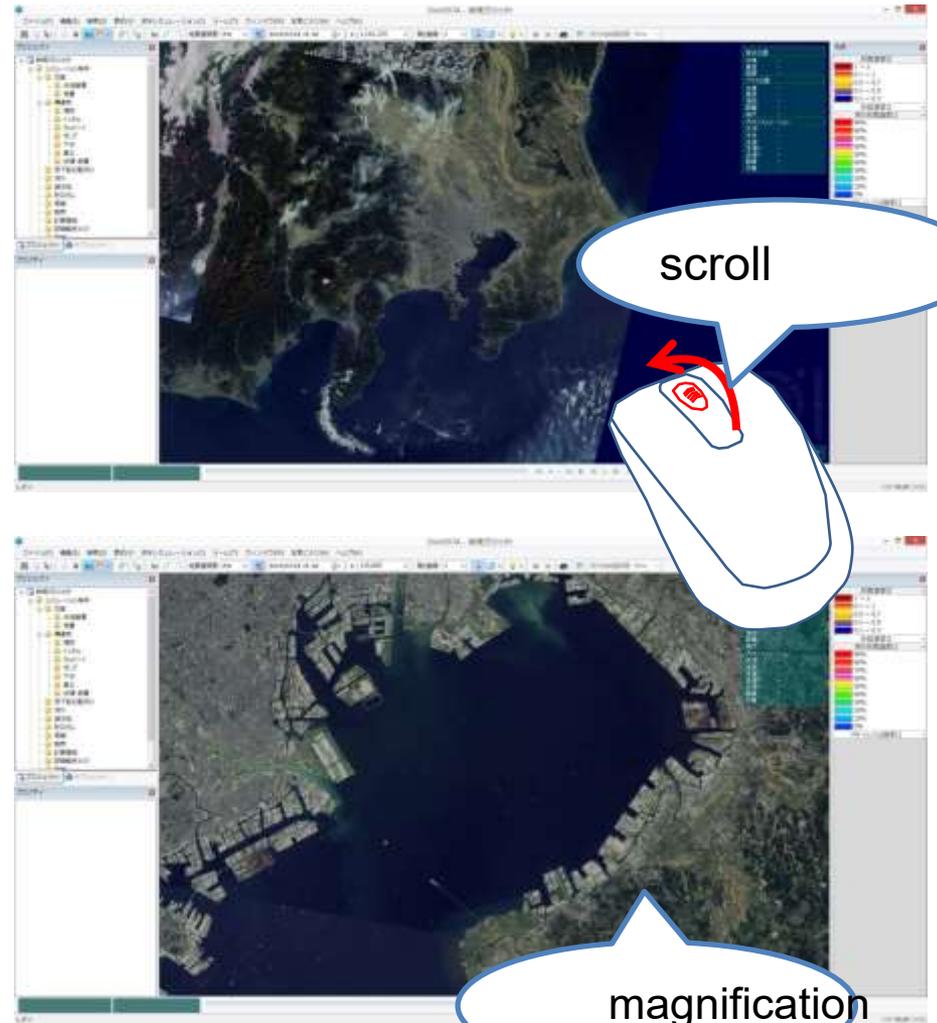
Working with Maps (1) HITACHI Inspire the Next

- Scrolling
 - Drag



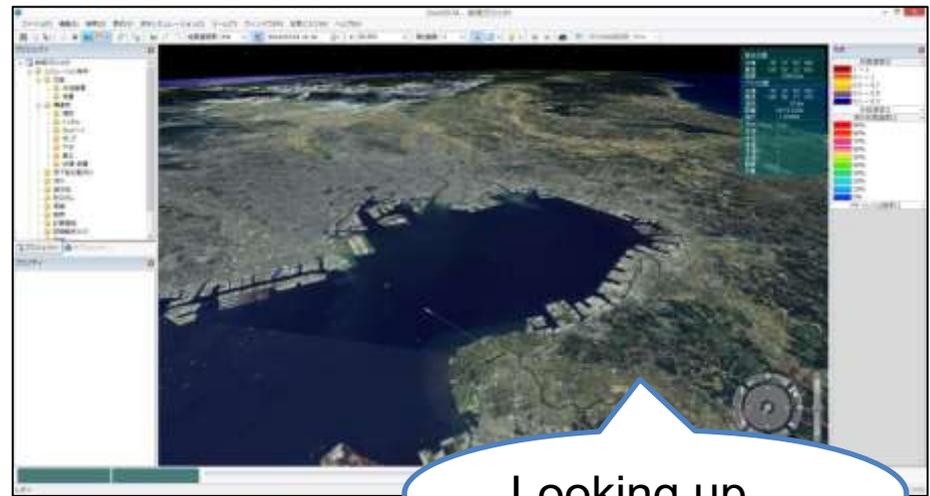
Working with Maps (2) HITACHI Inspire the Next

- Zoom in/out
 - Scroll the wheel



Working with Maps (3) HITACHI Inspire the Next

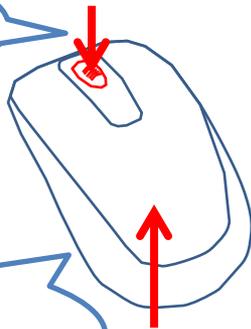
- Gaze up and down
 - Click the button shown on the right



If you want to perform the same operation with only the mouse

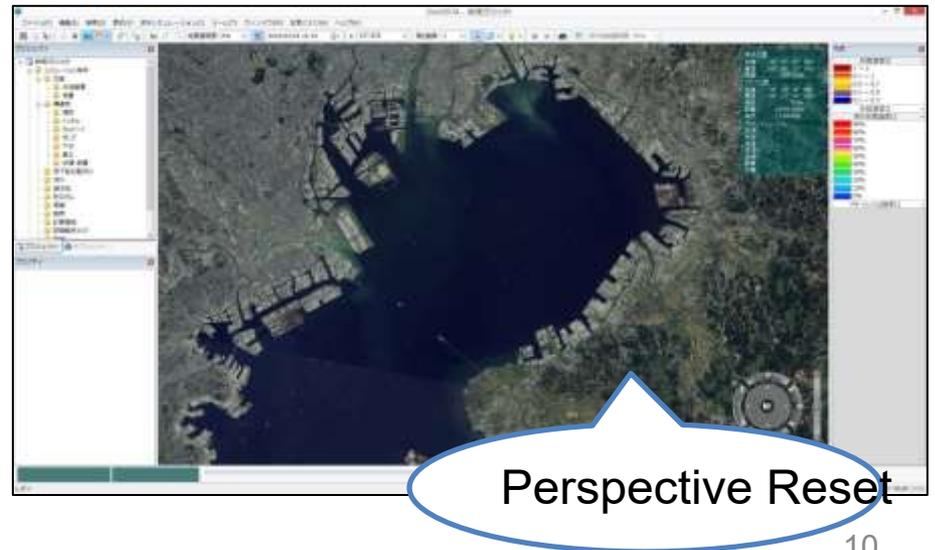
Press the wheel

Move the mouse up



Working with Maps (4) HITACHI Inspire the Next

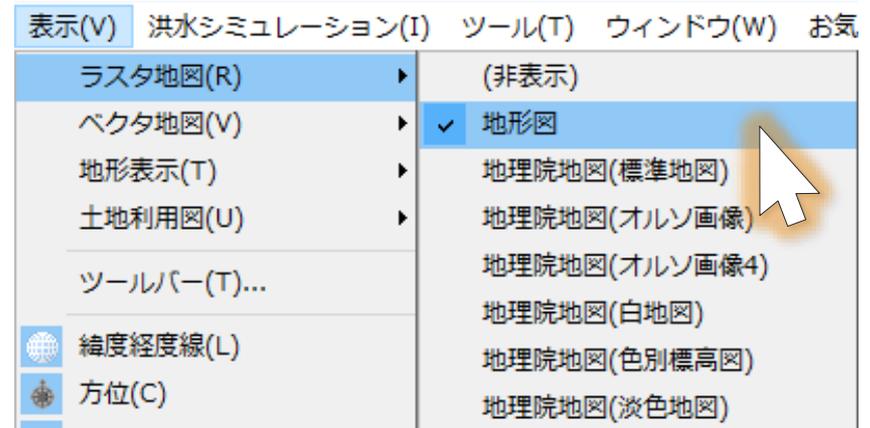
- Reset Perspective
 - Click the reset button in the figure on the right



- Map selection

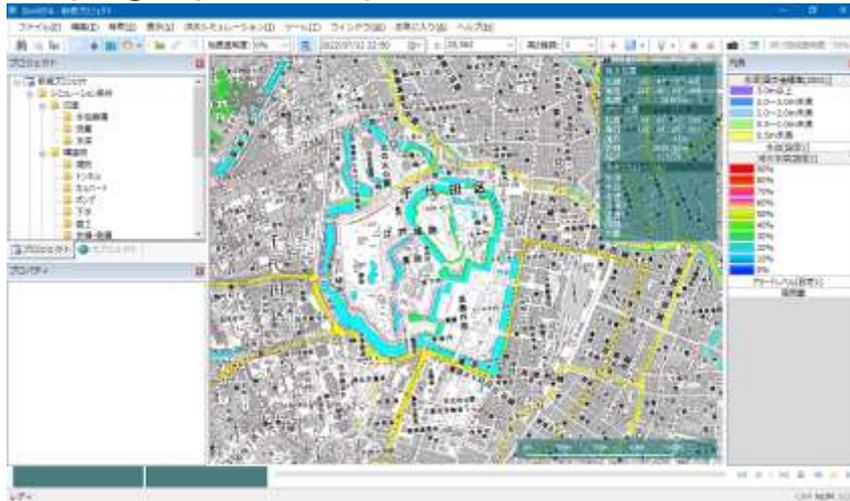
- [Display] - [Raster Map]

- Topographic maps
- GI Map (Standard Map)
 - Map of the Institute of Geography (orthoimage)
 - Map of the Institute of Geography (White Map)
- Map of the Institute of Geography (Elevation map by color)
- Map of the Institute of Geography (light map)

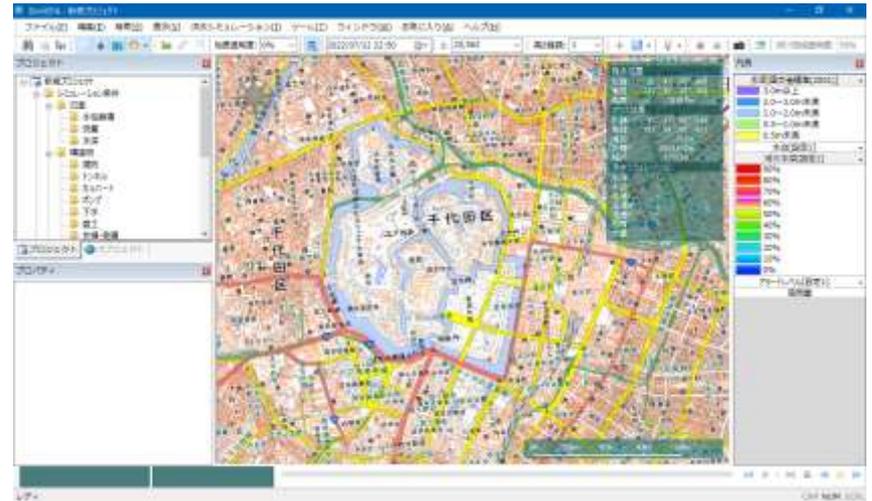


Map Type (1)

Topographic map

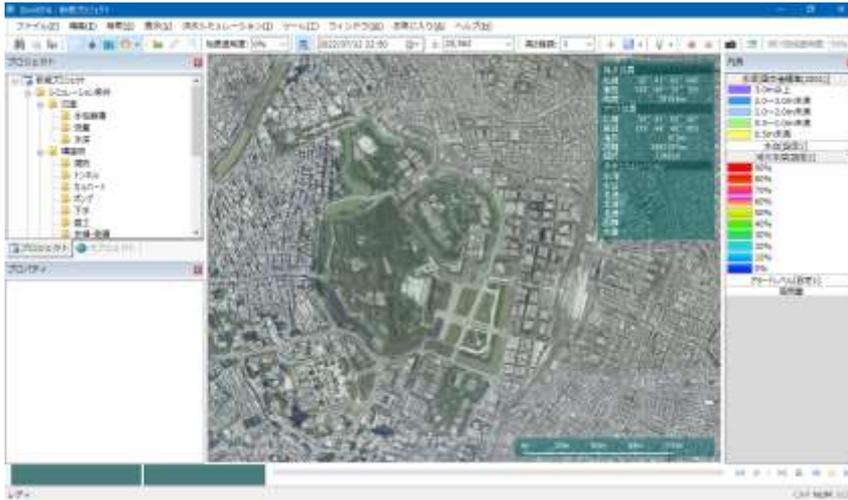


GI Map (Standard Map)

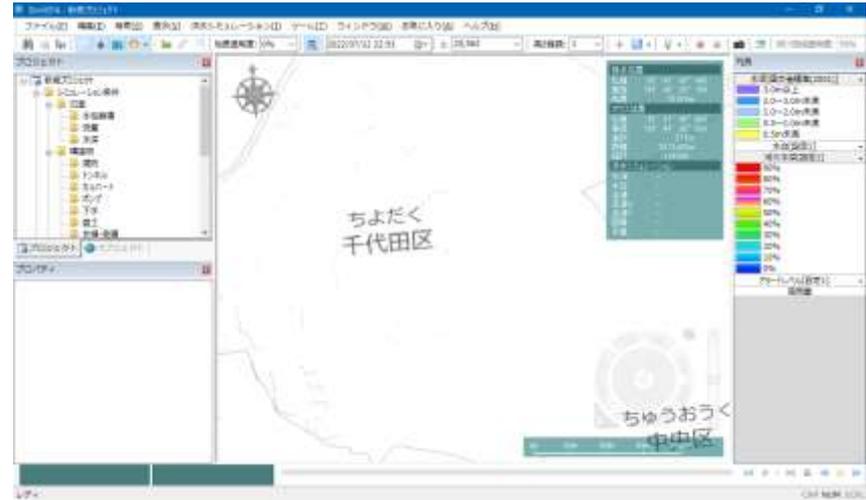


Map Type (2)

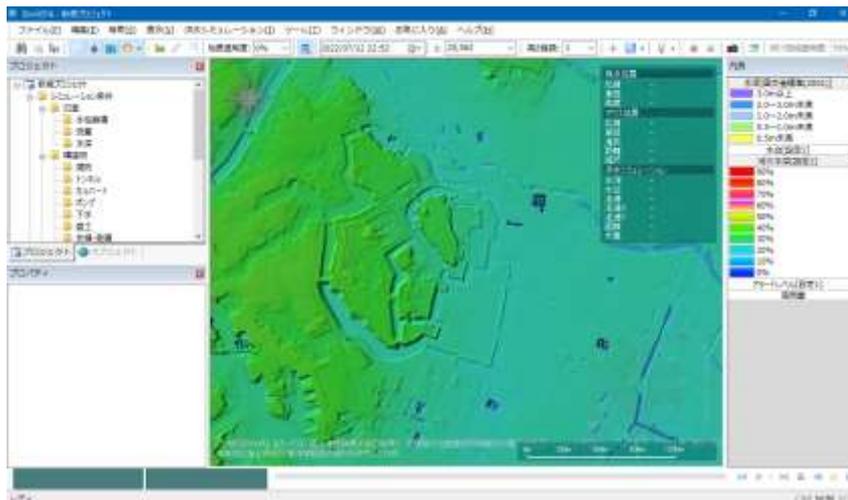
Map of the Institute of Geography (Ortho image)



Map of the Institute of Geography (White Map)



Map of the Institute of Geography (Elevation map by color)



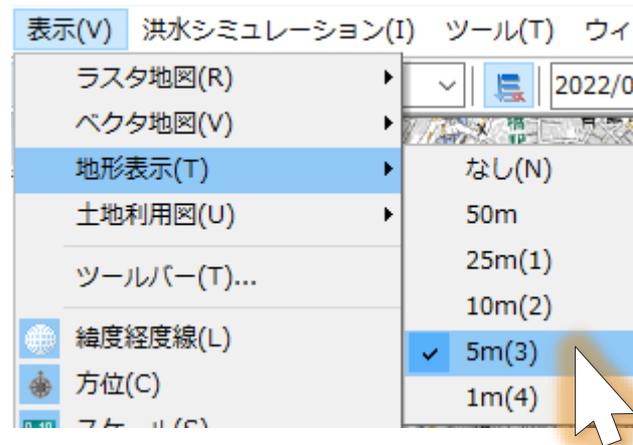
GI Map (Light color map)



- Terrain selection

- [Display] - [Terrain Display]

- None
- 50m
- 25m
- 10m
- 5m
- 1m

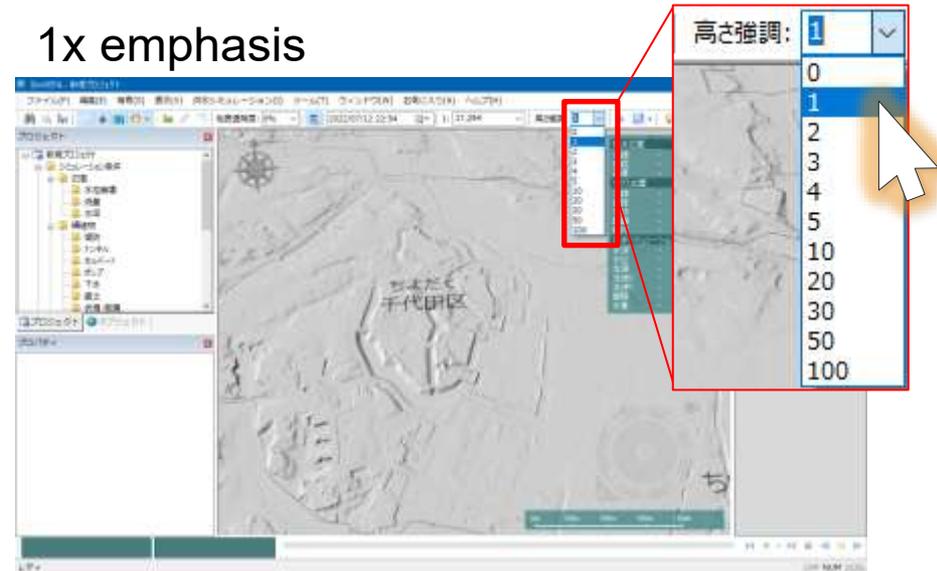


If you select terrain data that has not been imported, it will not be displayed.

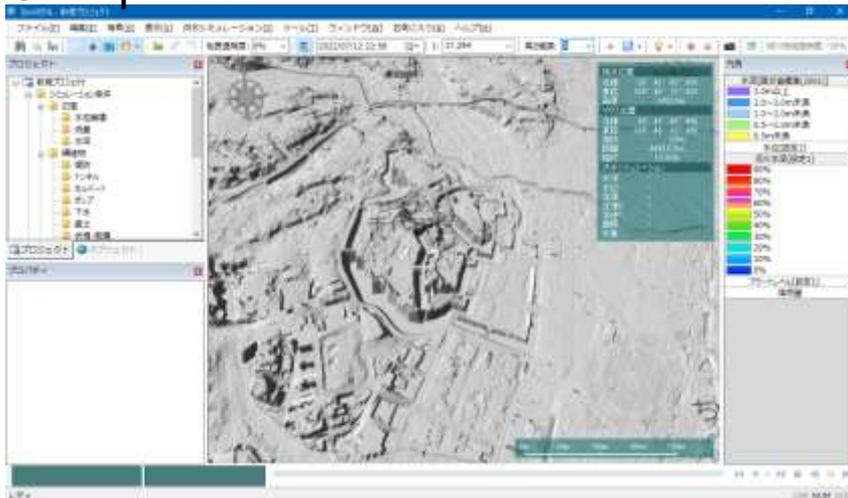
Working with Maps (7) HITACHI Inspire the Next

- Terrain height enhancement
 - Toolbar [Height Enhancement]

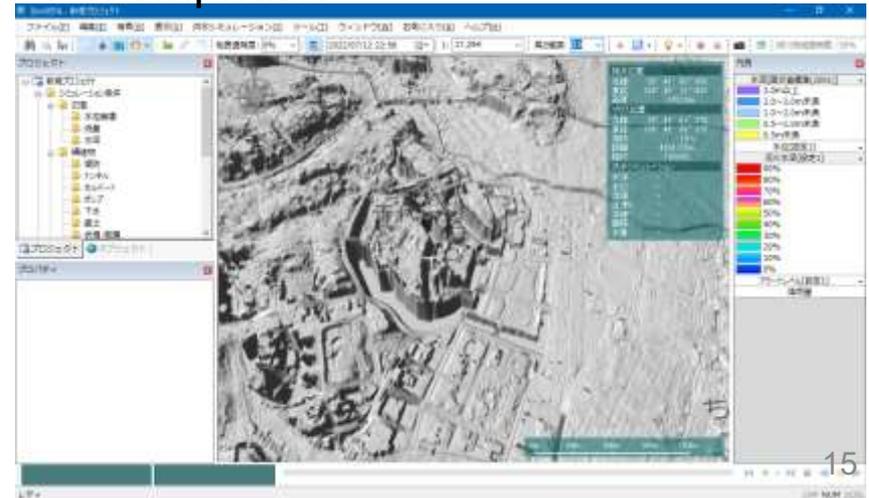
1x emphasis



5 emphasis



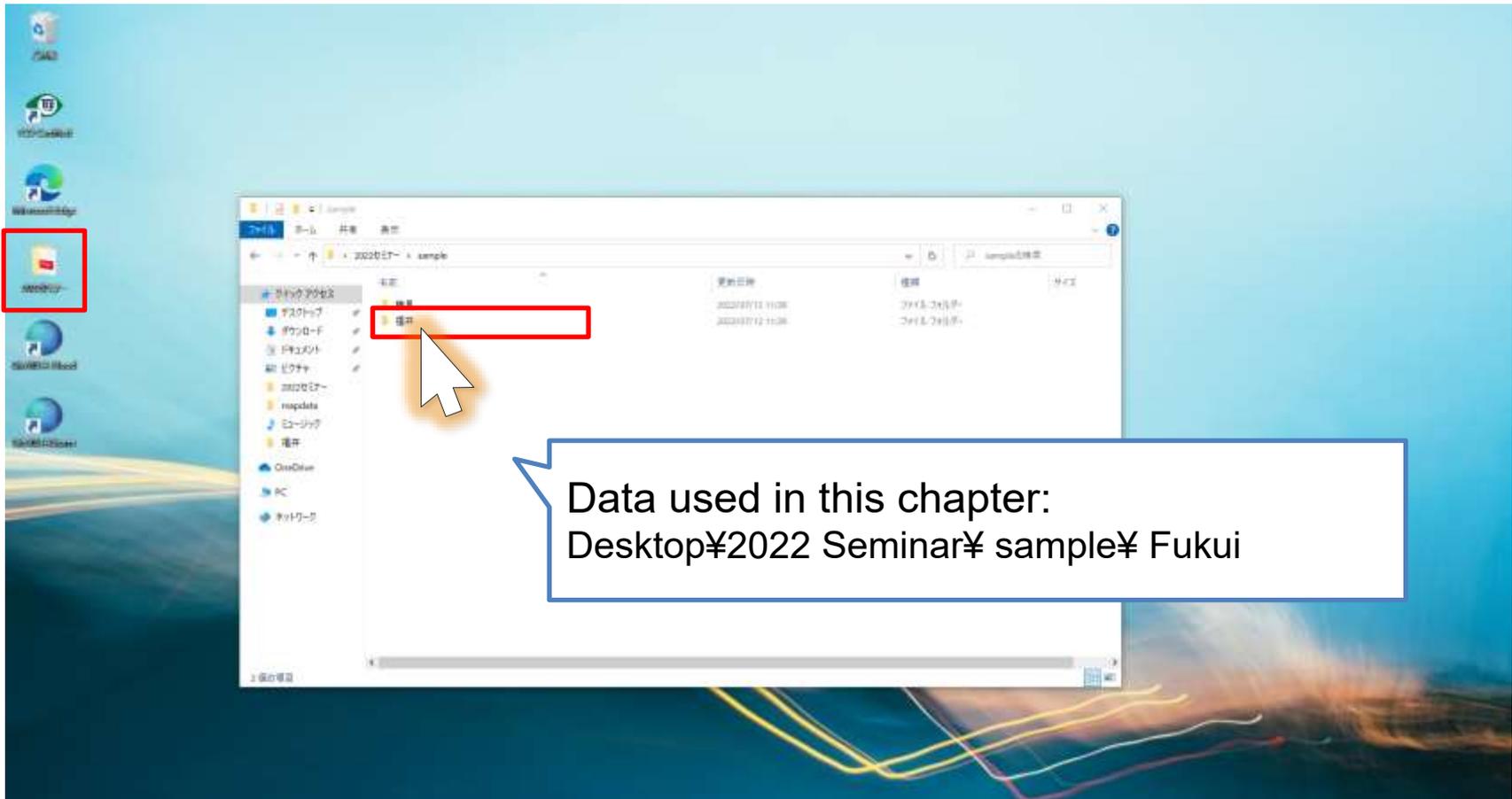
10x emphasis



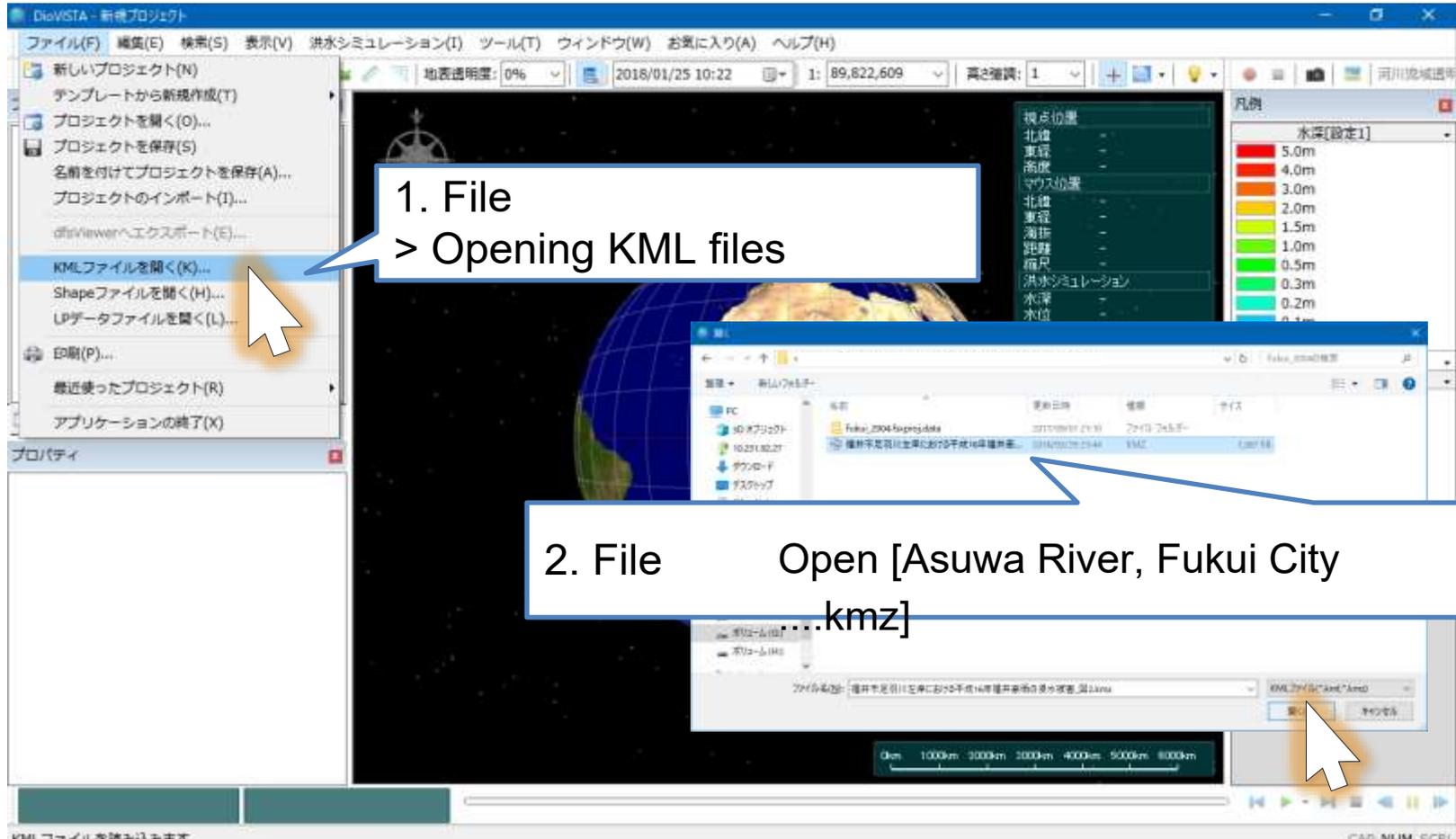
1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
 - Preparation of embankments and culverts
 - 25m mesh flood calculation
 - Ground clearance editing
3. Practice: Analysis of the Tsurumi River

1. Launch and map operation
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Where the data is stored HITACHI nspire the Next



Loading KML



Specify the file [.kmz of flood damage caused by heavy rain in Fukui in Heisei 16 on the left bank of the Asuwa River in Fukui City

Switch between maps

The screenshot shows the DioVISTA software interface. The 'Display' menu is open, and the 'Raster Map' option is selected. A callout box with a white arrow points to the 'Raster Map' option, containing the text 'Display > Raster Map > Topographic maps'. The main map area displays a topographic map of a river basin. The interface includes a menu bar, a toolbar, a left sidebar with project objects, and a right sidebar with legend and settings.

Display > Raster Map > Topographic maps

地形図を表示します。

CAP: NUM: SCRL

Move to the break point HITACHI inspire the Next

The screenshot displays the DioVISTA software interface for flood simulation. The main window shows a map with a broken section highlighted in red. A callout box with a blue border and white background points to this section, containing the text "[Broken Section] Double-click". The interface includes a menu bar at the top with options like "ファイル(F)", "編集(E)", "検索(S)", "表示(V)", "洪水シミュレーション(I)", "ツール(T)", "ウィンドウ(W)", "お気に入り(A)", and "ヘルプ(H)". Below the menu bar is a toolbar with various icons. The left sidebar contains an "オブジェクト" (Object) panel with a tree view showing "KMLオブジェクト" and "Shapeオブジェクト". The right sidebar contains a "凡例" (Legend) panel with color-coded scales for "水深[設定1]" (Water Depth), "水位[設定1]" (Water Level), and "アータレベル[設定1]" (A-Target Level). The bottom of the window shows a scale bar and navigation controls.

Set the break point (1)

The screenshot displays the DioVSTA software interface for a new project. The main window shows a 3D map with a river and various simulation parameters. The 'プロジェクト' (Project) pane on the left is active, showing a tree view of simulation conditions. A callout box points to the 'プロジェクト' button, indicating the first step: '1. Select [Project]'. Another callout box points to the '流量の新規作成(N)' (Create New Flow Rate) option in the tree, indicating the second step: '2. Right-click [Flow rate] > Create New Flow Rate'. The right side of the interface features a legend for water depth and water level, with a color scale from 0.0m to 5.0m. The bottom status bar shows '流量を新規作成します。' (Creating a new flow rate).

1. Select [Project].

2. Right-click [Flow rate]
> Create New Flow Rate

Set the location of the levee (2)

The screenshot shows the DioVSTA software interface. The main window displays a map with a simulated levee. A callout box points to a specific location on the map with the text "Specify the breach section (Confirm with Enter key)". The interface includes a menu bar, a toolbar, a project tree on the left, a data table on the right, and a status bar at the bottom.

Viewpoint Data Table:

視点位置	
北緯	36° 03' 08" 059
東経	138° 13' 19" 710
高度	93.4m
マウス位置	
北緯	36° 03' 08" 551
東経	138° 13' 20" 577
海拔	8.0m
距離	49.198m
偏角	145.6°
洪水シミュレーション	
水深	-
水位	-
流速	-
流速X	-
流速Y	-
面積	-
水量	-

Legend (凡例):

- 水深[設定1]: 5.0m, 4.0m, 3.0m, 2.0m, 1.5m, 1.0m, 0.5m, 0.3m, 0.2m, 0.1m, 0.0m
- 水位[設定1]: 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 10%, 0%
- 河川水深[設定1]: 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 10%, 0%

Map Labels: 33.40m, 18.32m

Status Bar: レディ, CAP, NUM, SCRL

Set the location of the levee (3)

The screenshot displays the DioVISTA software interface for a simulation project. The main window shows a map with a blue line representing a levee and an orange line representing a flow path. The interface includes a menu bar, a toolbar, a project tree on the left, a central map view, and a legend on the right. A callout box points to the 'Flow rate (m³/s)' property in the 'Properties' panel, with the text '[Flow rate (Configured) ...] Click'.

プロジェクト

- 新規プロジェクト
 - シミュレーション条件
 - 犯差
 - 水柱崩壊
 - 流量
 - 流量1
 - 構造物
 - 堤防
 - トンネル
 - カルバート
 - ポンプ
 - 下水
 - 盛土
 - 伏樋・制樋

プロパティ

名称	流量1
発生日時	2018/01/25 13:26:10
消滅日時	9999/12/31 23:59:59
流量(m³/s)	(設定済み)
長さ	51.72m
有効	True
線スタイル	

[Flow rate (Configured) ...]
Click

凡例

水深[設定1]

5.0m
4.0m
3.0m
2.0m
1.5m
1.0m
0.5m
0.3m
0.2m
0.1m
0.0m

水位[設定1]

河川水深[設定1]

90%
80%
70%
60%
50%
40%
30%
20%
10%
0%

アタートレベル[設定1]

降雨量

Set the break point (4)

1. Select **Import** to discard the current settings file [Fukui _ Broken flow rate .csv] Select the **Broken flow rate**

時間(s)	流量(m ³ /s)
0	0.0
4950	0.0
5040	1.6
5116	0.0
5324	3.8
5512	6.0
5699	6.0
5886	9.2
6073	11.4
6260	14.6
6448	18.9
6635	17.8
6818	20.0

2. OK Press the

Set culverts (1)

The screenshot shows the DioVISTA software interface. The main window displays a topographic map with a flood simulation overlay. The 'Object' list on the left contains several items, including '浸水域 (北)', '浸水域 (東)', '浸水域 (西)', and '破産箇所'. A blue callout box labeled '1. Select [Object].' points to the '破産箇所' item. Another blue callout box labeled '2. [Culvert] Double-click' points to the 'Object' list. The right side of the interface features a legend with color-coded scales for water depth and water level.

2. [Culvert]
Double-click

1. Select [Object].

Set culverts (2)

1. Select [Project].

2. Right-click [Culvert].
> New Culvert

カルバートを新規作成します。

Set culverts (3)

The screenshot displays the DioVISTA software interface for setting culverts. The main window shows a topographic map with a blue line representing a culvert. A callout box with a white arrow points to the culvert line, containing the text: "Specify both ends of the culvert (Confirm with Enter key)".

The interface includes the following elements:

- Menu Bar:** ファイル(F) 編集(E) 検索(S) 表示(V) 洪水シミュレーション(I) ツール(T) ウィンドウ(W) お気に入り(A) ヘルプ(H)
- Toolbar:** Includes icons for file operations, simulation, and map navigation. The current date and time are 2018/01/25 13:37, and the scale is 1:4,633.
- Project Tree (プロジェクト):** Lists simulation conditions (シミュレーション条件), flow (流量), and structures (構造物) such as embankments (堤防), tunnels (トンネル), culverts (カルバート), pumps (ポンプ), and sewers (下水).
- Properties Panel (プロパティ):** Shows the name (名称) as "カルバート" and the line style (線スタイル).
- Data Table (右側):** A table with columns for coordinates (北緯, 東経), elevation (標高), and simulation results (水深, 水位, 流速, 流量, 洪水シミュレーション).
- Legend (凡例):** A color-coded legend for water depth (水深) and river depth (河川水深) percentages.

Category	Value	Color
水深 [設定1]	5.0m	Red
	4.0m	Orange
	3.0m	Yellow
	2.0m	Light Green
	1.5m	Green
	1.0m	Light Blue
	0.5m	Blue
	0.3m	Dark Blue
	0.2m	Very Dark Blue
	0.1m	Black
河川水深 [設定1]	90%	Red
	80%	Orange
	70%	Yellow
	60%	Light Green
	50%	Green
	40%	Light Blue
	30%	Blue
	20%	Dark Blue
	10%	Very Dark Blue
	0%	Black

Set culverts (4)

The screenshot displays the DioVISTA software interface for a project named '新規プロジェクト'. The main window shows a topographic map with a blue line representing a culvert structure. The 'プロパティ' (Properties) panel on the left lists the following details for 'カルバート1':

名称	カルバート1
モード	カルバート
幅(m)	3
高さ(m)	1
直径(m)	1
管路長(m)	294.1
粗度	0.014
損失係数	1
回形長さ	294.14m
有効	True
線スタイル	

A callout box with a blue border and a white background points to the '幅(m)' value of 3. The text inside the callout reads: 'Calvert width (m) Make it 3'. The software interface also includes a 'プロジェクト' (Project) tree on the left, a 'プロパティ' (Properties) panel at the bottom left, and a '凡例' (Legend) panel on the right showing water depth and water level scales.

Set Embankment (1)

2. [Embankment]
Double-click

1. Select [Object].

オブジェクト

KMLオブジェクト

- 福井市足羽川左岸における平成16年福井豪雨の浸水
- 福井市足羽川左岸における平成16年福井豪雨の浸水
- 浸水域 (北)
- 浸水域 (東)
- 浸水域 (西)
- 破壊箇所
- 噴霧

Shapeオブジェクト
LPデータ

プロジェクト オブジェクト

プロパティ

一時停止 0:00:00 / 12:00:00 x1 At: 1.0s mesh: 25m 0.0s

レディ

CAP: NUM: SCRL

凡例	
水深[設定1]	
5.0m	4.0m
3.0m	2.0m
1.5m	1.0m
0.5m	0.3m
0.2m	0.1m
0.0m	0.0m
水位[設定1]	
河川水深[設定1]	
90%	80%
70%	60%
50%	40%
30%	20%
10%	0%
アートのレベル[設定1]	
降雨量	

Set the embankment (2)

The screenshot shows the DioVISTA software interface. The 'プロジェクト' (Project) menu is open, and the '盛土の新規作成(N)' (Create New Embankment) option is highlighted. A mouse cursor is pointing at this option. A callout box with the text '2. Right-click [Embankment]. > [Create New Embankment]' points to the '盛土' (Embankment) object in the 'プロジェクト' list. Another callout box with the text '1. Select [Project] .' points to the 'プロジェクト' button in the software interface. The main window displays a map of a city area with a river and embankment lines. The status bar at the bottom shows '盛土を新規作成します。' (Create new embankment).

1. Select [Project].

2. Right-click [Embankment].
> [Create New Embankment]

盛土を新規作成します。

Set Embankment (3)

The screenshot shows the DioVISTA software interface. The main window displays a map of a city area with a river and surrounding streets. A blue line represents the river, and an orange line segment is being drawn along the riverbank to designate an embankment. A white mouse cursor is pointing at the orange line segment. A tooltip box is overlaid on the map, containing the text: "Designate an embankment as a line segment (Confirm with Enter key)".

The software interface includes a menu bar at the top with options like "ファイル(F)", "編集(E)", "検索(S)", "表示(V)", "洪水シミュレーション(I)", "ツール(T)", "ウィンドウ(W)", "お気に入り(A)", and "ヘルプ(H)". Below the menu bar is a toolbar with various icons. On the left side, there is a "プロジェクト" (Project) panel with a tree view showing the project structure, including "構造物" (Structures), "堤防" (Levee), "トンネル" (Tunnel), "カルバート" (Culvert), "ポンプ" (Pump), "下水" (Sewerage), "盛土" (Embankment), "伏樋・削溝" (Drop structure/Cut), "地下型応答河川" (Subterranean response river), "河川" (River), "遊水地" (Floodplain), "防災ダム" (Disaster dam), and "敷道" (Road). Below the project panel is a "プロパティ" (Properties) panel with fields for "名称" (Name) and "線スタイル" (Line style). At the bottom of the window, there is a status bar showing "一時停止" (Pause), "0:00:00 / 12:00:00", "x1", "At: 1.0s", "0.0s", and "mesh: 25m".

1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
 - Preparation of embankments and culverts
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3. Practice: Analysis of the Tsurumi River

Flood Analysis (1)

プロジェクトの保存

プロジェクト名: 新規プロジェクト

場所: %Users%DioVISTA%Documents%Hitachi%DioVISTA ...

プロジェクトは C:%Users%DioVISTA%Documents%Hitachi%DioVISTA%新規プロジェクト に保存されます。

保存 キャンセル

1. Simulation Select Start

2. Select Save.

シミュレーション計算を開始します。

Flood Analysis (2)

シミュレーション開始

シミュレーション条件

シミュレーション日時: 2018/01/25 11:44:08

計算時間: 14 時間

計算メッシュサイズ: 25m

流域解析精度: 50m

オプション:

- 土地利用に応じた浸透能力を与える
- 土地利用に応じた初期損失を与える
- 3層モデルを使用する
- 河川を不等流で初期化する
- 初期化のみ実行する

シミュレーション結果

保存間隔: 300 s

ログファイル名: default

開始

キャンセル

1. Calculation time: 14 hours

2. Calculated Mesh Size: 25m

3. Select Start.

水位[設定1]

- 0.2m
- 0.1m
- 0.0m

河川水深[設定1]

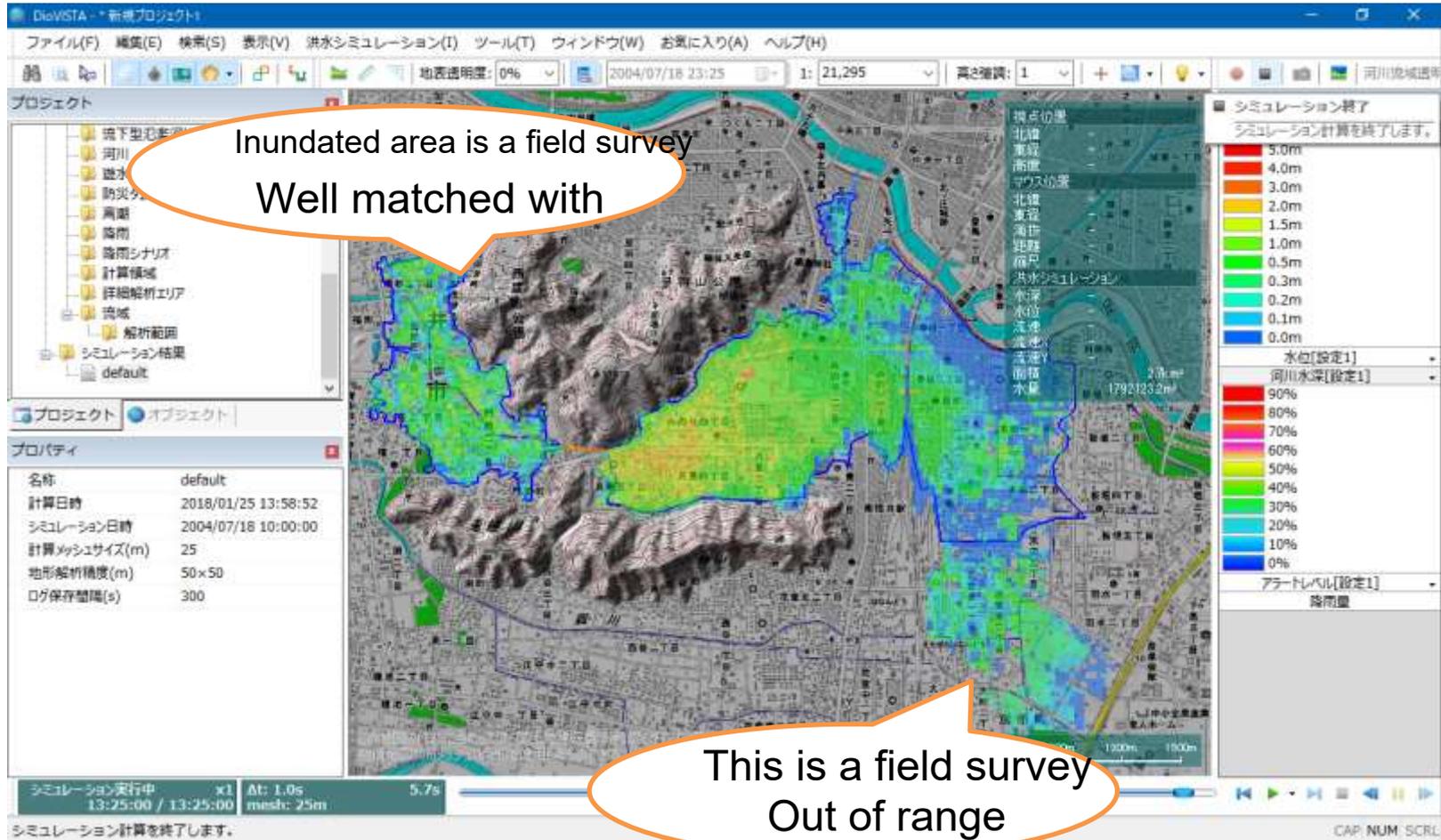
- 90%
- 80%
- 70%
- 60%
- 50%
- 40%
- 30%
- 20%
- 10%
- 0%

アータレベル[設定1]

降雨量

シミュレーション計算を開始します。

Flood Analysis (3)



1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
 - Preparation of embankments and culverts
 - 25m mesh flood calculation
 - Ground clearance editing
3. Practice: Analysis of the Tsurumi River

Ground Clearance Editing (1)

The screenshot displays the DioVSTA software interface. The main window shows a topographic map with a flood simulation overlay. A right-click context menu is open over a specific area, with the option '計算領域の新規作成(N)' (Create New Calculation Area) highlighted. A blue callout box with a white arrow points to this menu item, containing the text: 'Right-click [Calculation Area] > Create New Calculation Area'. The interface includes a menu bar at the top, a toolbar, and several panels on the left and right. The right panel shows a legend for water depth and water level. The bottom status bar indicates '計算領域を新規作成します。' (Create new calculation area).

プロジェクト

- 地下型冠蓋河川
- 河川
- 遊水地
- 防災ダム
- 高瀬
- 降雨
- 降雨シナリオ
- 計算領域
- 詳細
- 流域
- シミュレーション
- default

計算領域の新規作成(N)

NetCDFからインポート(I)...

すべての計算領域を削除(D)

プロパティ

名称	計算領域
線スタイル	
グリッド線スタイル	

凡例

水深[設定1]

5.0m
4.0m
3.0m
2.0m
1.5m
1.0m
0.5m
0.3m
0.2m
0.1m
0.0m

水位[設定1]

河川水深[設定1]

90%
80%
70%
60%
50%
40%
30%
20%
10%
0%

アータレベル[設定1]

降雨量

停止 14:00:00 / 14:00:00 x1 At: 1.0s mesh: 25m 6.0s

計算領域を新規作成します。

CAP: NUM: SCRL

Ground Clearance Editing (2)

1. Specify the appropriate area as a rectangle
(Confirm with Enter key)

メッシュ作成

メッシュサイズ: 25m

OK キャンセル

2. Mesh size [25m] Select the Press OK

プロジェクト

プロパティ

メッシュサイズ: 25m

凡例

水深[設定1]
5.0m
4.0m
3.0m
2.0m
1.5m
1.0m
0.5m
0.3m
0.2m
0.1m
0.0m

アタートレベル[設定1]

降雨量

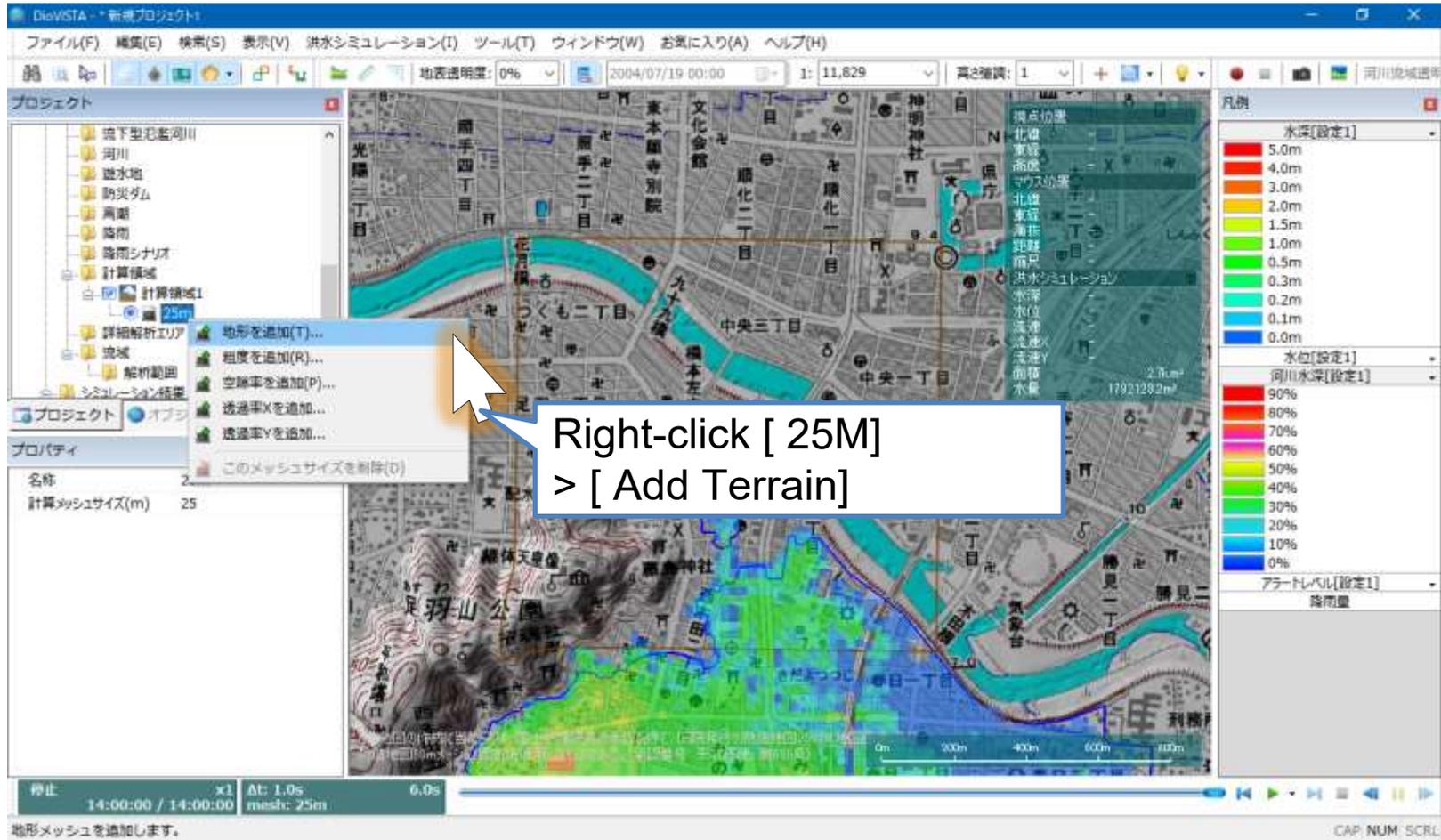
0m 200m 400m 600m 800m

停止 14:00:00 / 14:00:00 x1 At: 1.0s mesh: 25m 6.0s

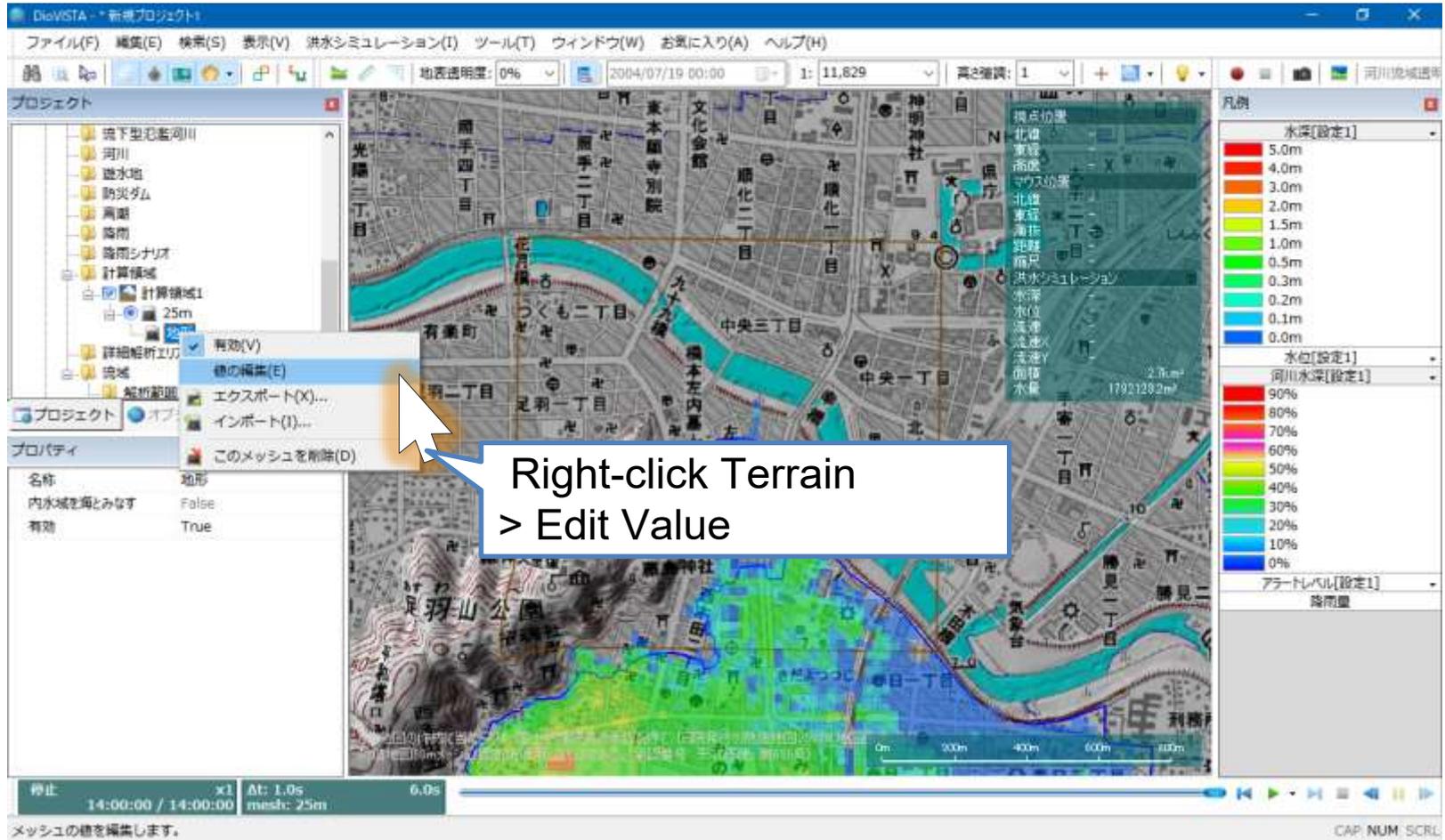
レディ

CAP: NUM: SCRL

Ground Clearance Editing (3)



Ground Clearance Editing (4)

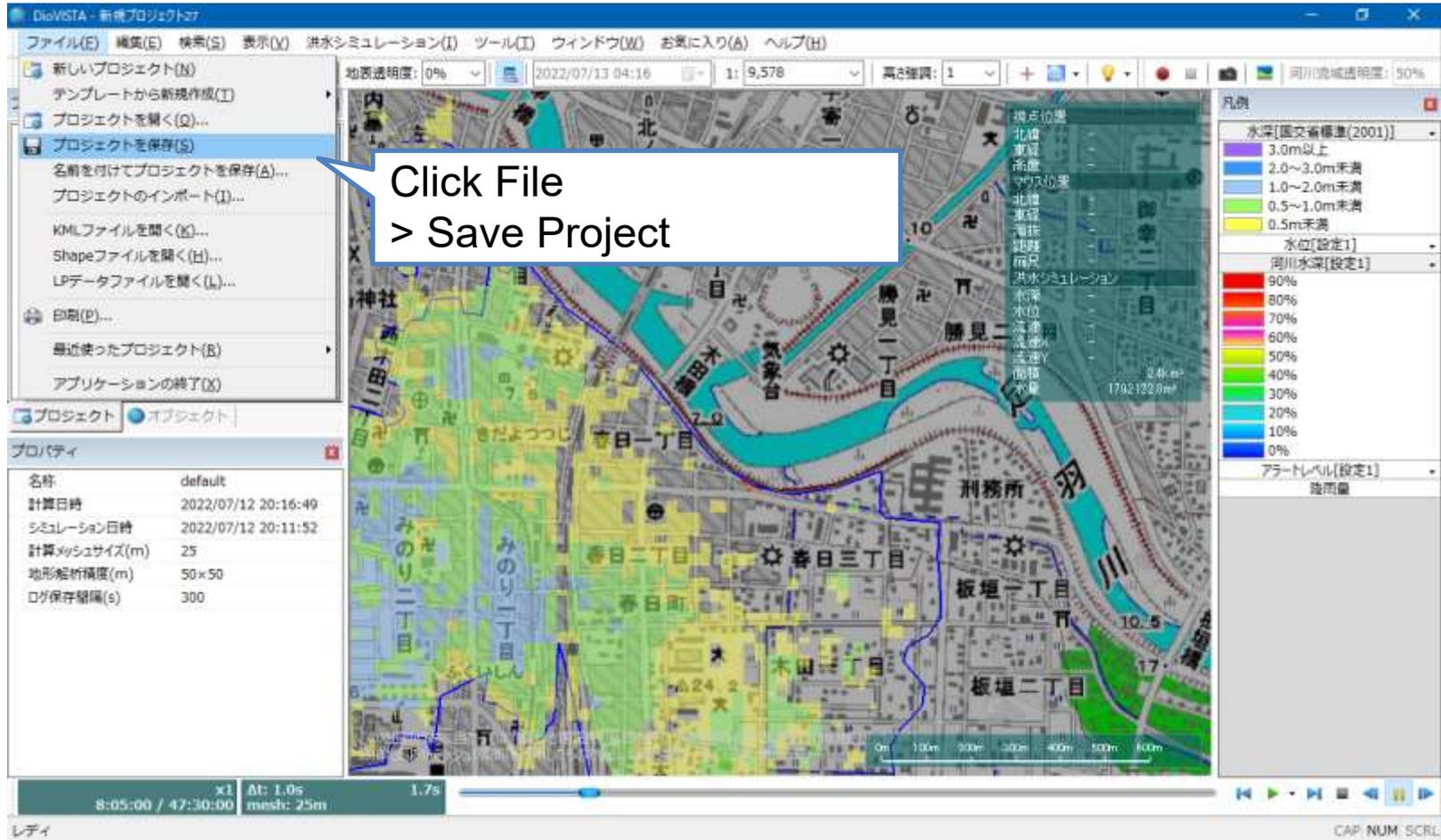


Ground Clearance Editing (8)

The screenshot displays the DioVISTA software interface. The main window shows a 3D map of a city area with a blue highlighted region. A callout bubble points to this region with the text "Ground height data Displayed". Below the map, a "プロパティ" (Properties) window is open, showing a grid of ground height data for a 25m mesh. A second callout bubble points to a specific cell in the grid with the text "If the selected cell is Highlighted on the map". The grid data is as follows:

	21	22	23	24	25	26	27	28	29	30
30	11.320	7.160	6.010	5.720	6.170	6.070	6.040	6.000	6.060	6.120
29	8.760	8.590	10.920	7.880	6.380	5.900	3.770	6.170	6.000	6.000
28			8.190	8.150	10.590	10.350	7.270	6.510	5.210	2.600
27				8.320	8.240	7.850	8.220	9.680	10.700	6.240
26					8.150	7.830	8.440	8.240	10.180	10.820
25					8.240	7.900	8.430	8.350	10.160	10.700
24					8.240	7.900	8.440	8.590	9.630	10.220
23						7.940	8.440	8.590	8.940	9.070
22							7.830	7.860	8.180	8.250
21								7.840	7.930	8.230
20									8.500	8.530
19										8.460
18										8.690

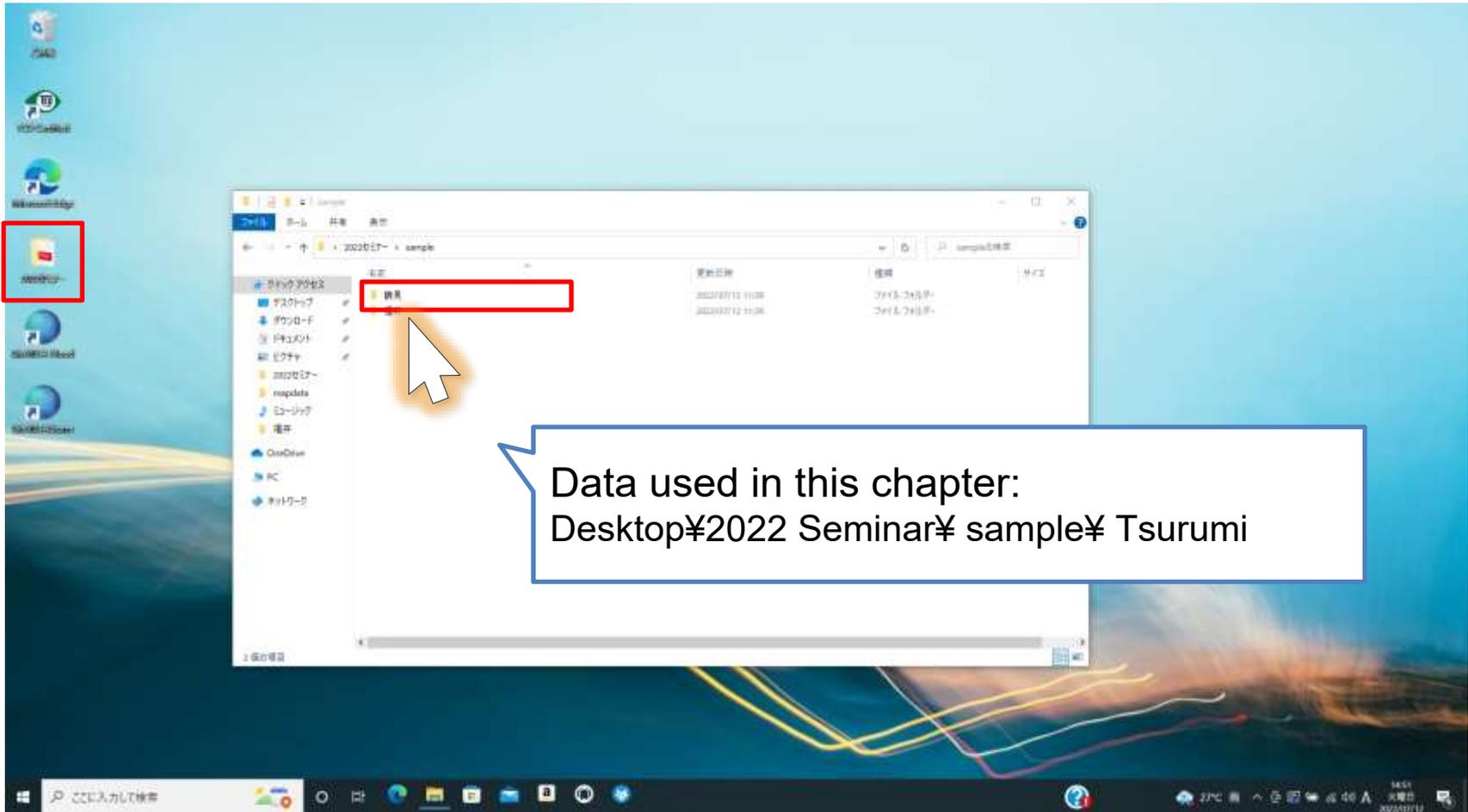
Save Project



1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
3. Practice: Analysis of the Tsurumi River
 - Capture river channel data
 - Setting levee breaking conditions
 - 25m mesh flood calculation
 - Creation of envelope diagrams
 - Preparation of deliverables in accordance with the guidelines
 - Creation of risk maps

1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
3. Practice: Analysis of the Tsurumi River
 - Capture river channel data
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 - Creation of risk maps

Where the data is stored HITACHI nspire the Next



River Data Capture (1)

1. File > New Project

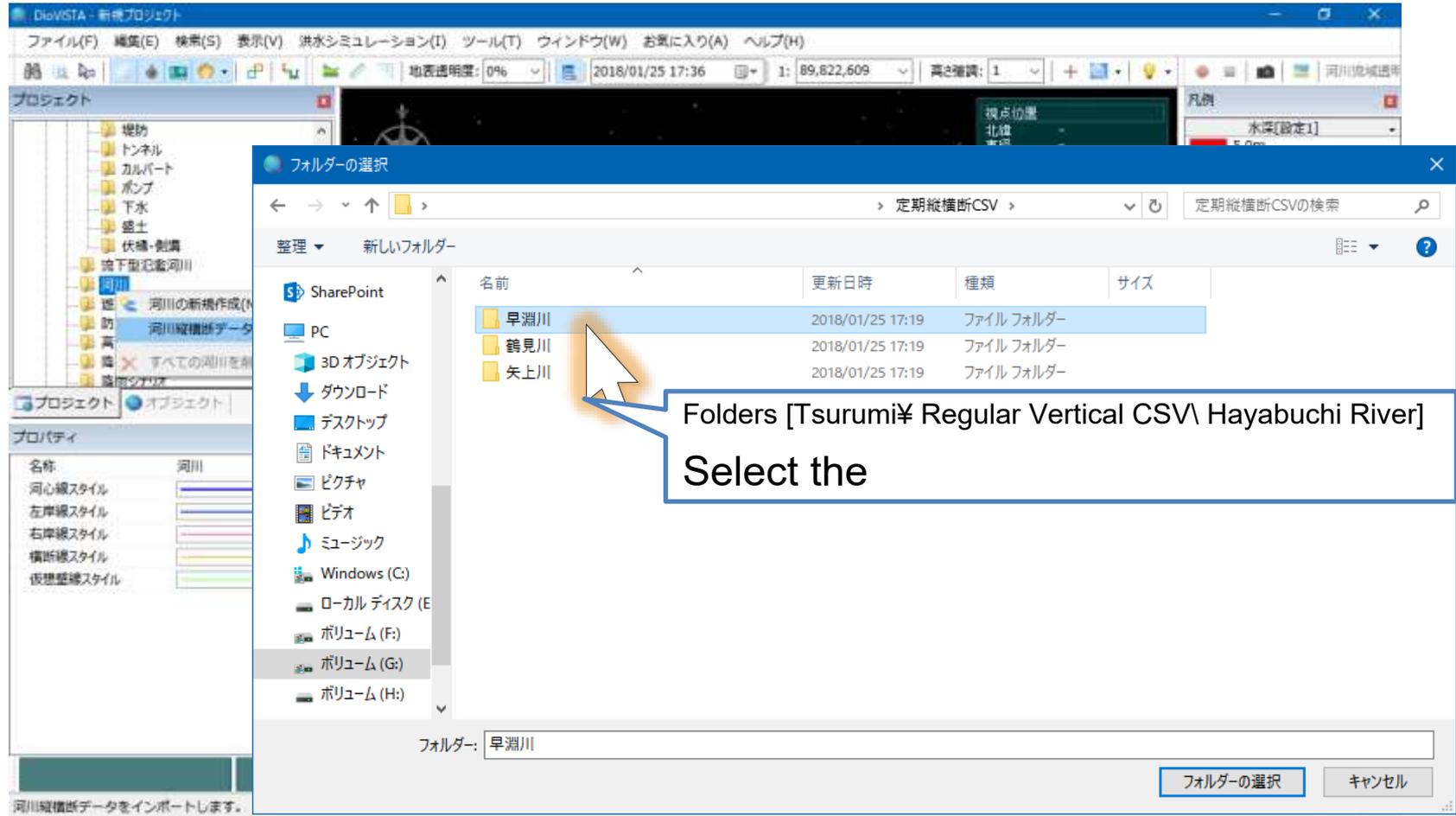
2. Right-click River.
> Import River Cross-section Data

河川縦断面データをインポートします。

CAP: NUM: SCRL

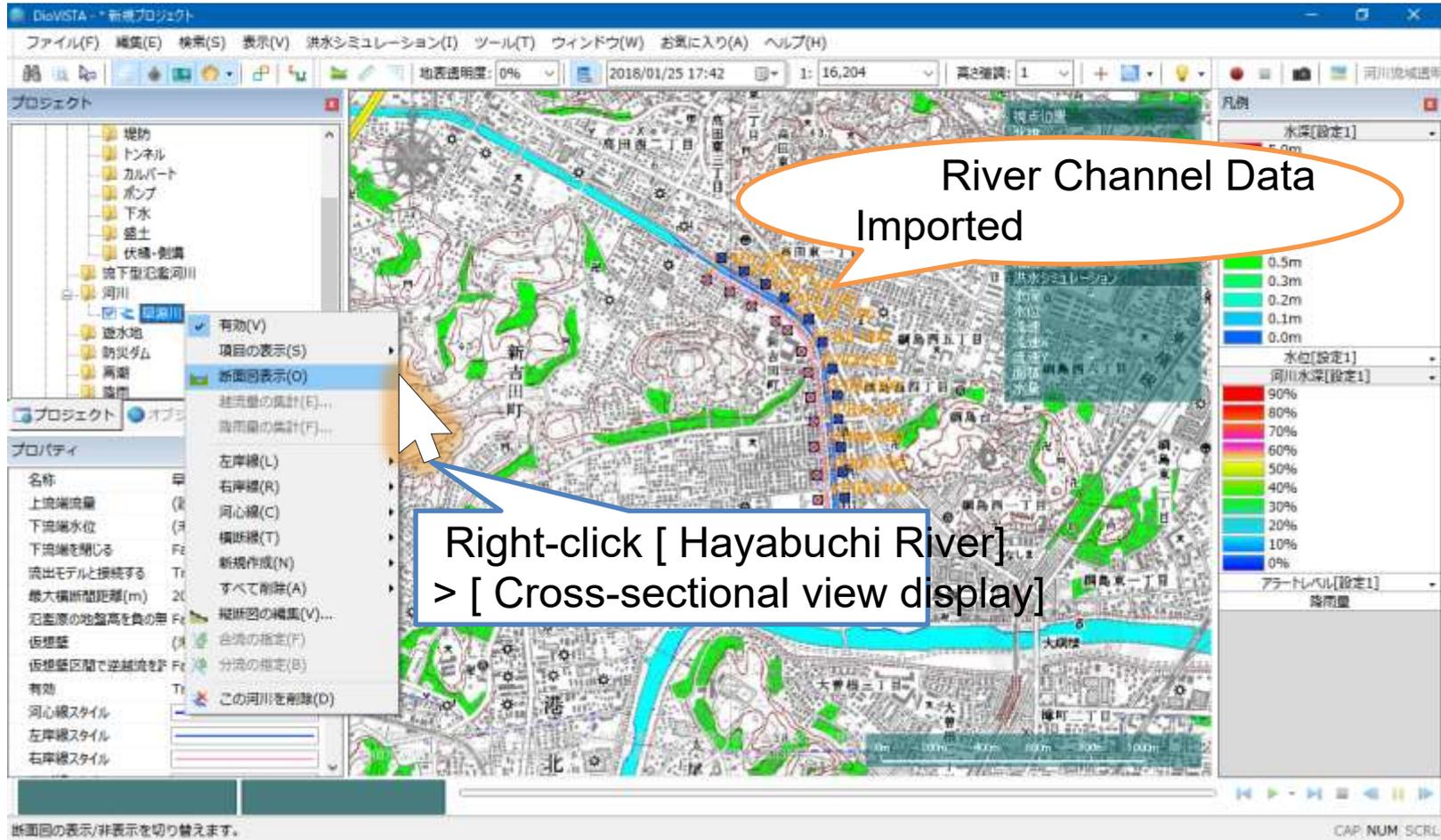
The screenshot shows the DioVISTA software interface. The main window displays a 3D globe with a river network overlaid. On the left, a project tree shows various river-related categories. A context menu is open over a river object, with the option '河川縦断面データのインポート(1)...' (Import River Cross-section Data) highlighted. The top menu bar shows 'ファイル(F)' (File) and '新規プロジェクト' (New Project). The right side of the interface features a legend for water depth and water level, and a scale bar at the bottom.

River Data Capture (2)



It supports cross-section data and distance marker data that conform to the "Guidelines for Creating Periodic River Crossing Data".
http://www.mlit.go.jp/river/shishin_guideline/kasen/gis/pdf_docs/juoudan/guideline0805.pdf

River Data Capture (3)



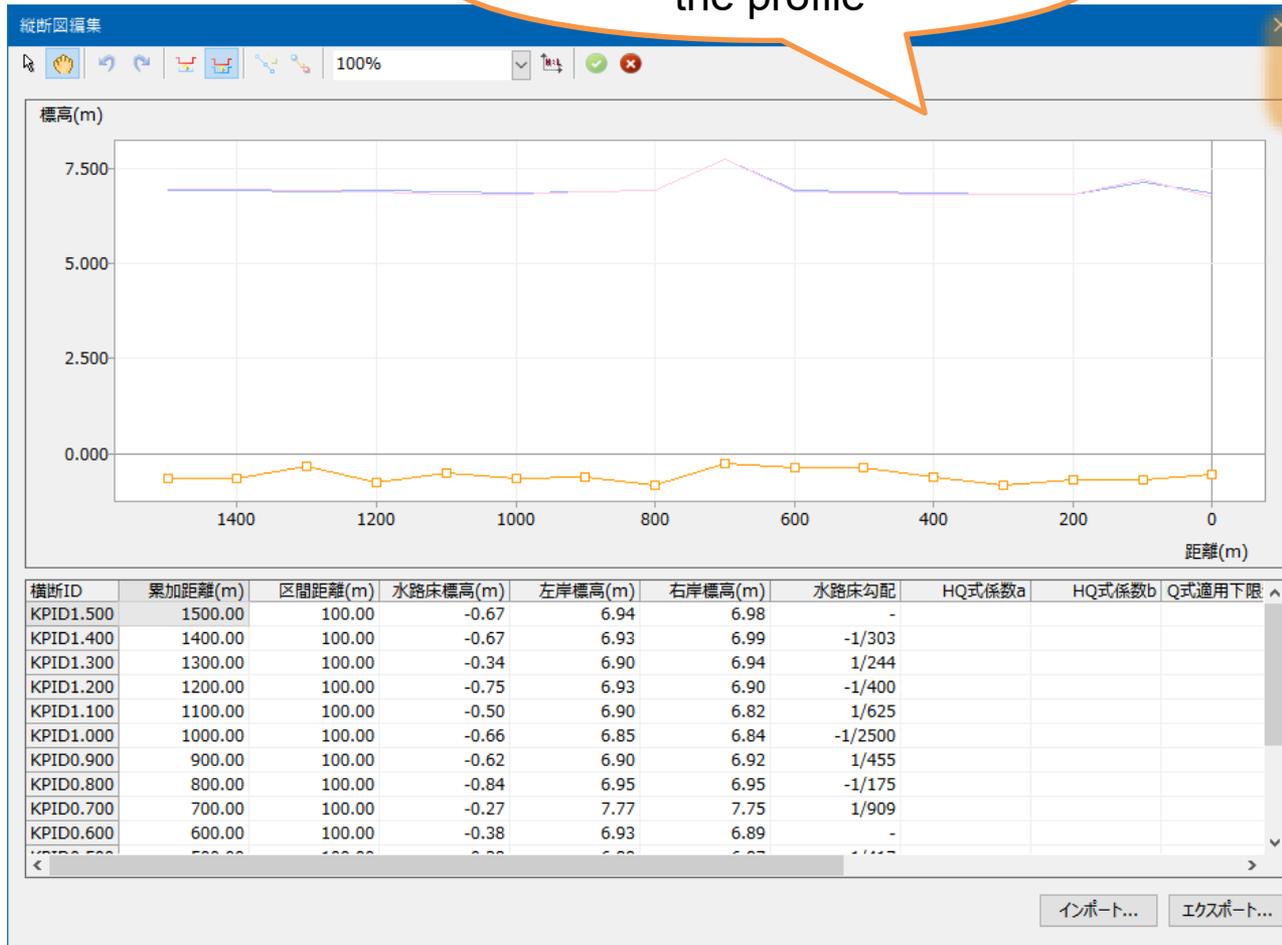
River Data Capture (4)

Right-click [Hayabuchi River]
> Edit Profile

Cross-sectional and longitudinal views
You will see

Editing River Data (1)

You can edit
the profile



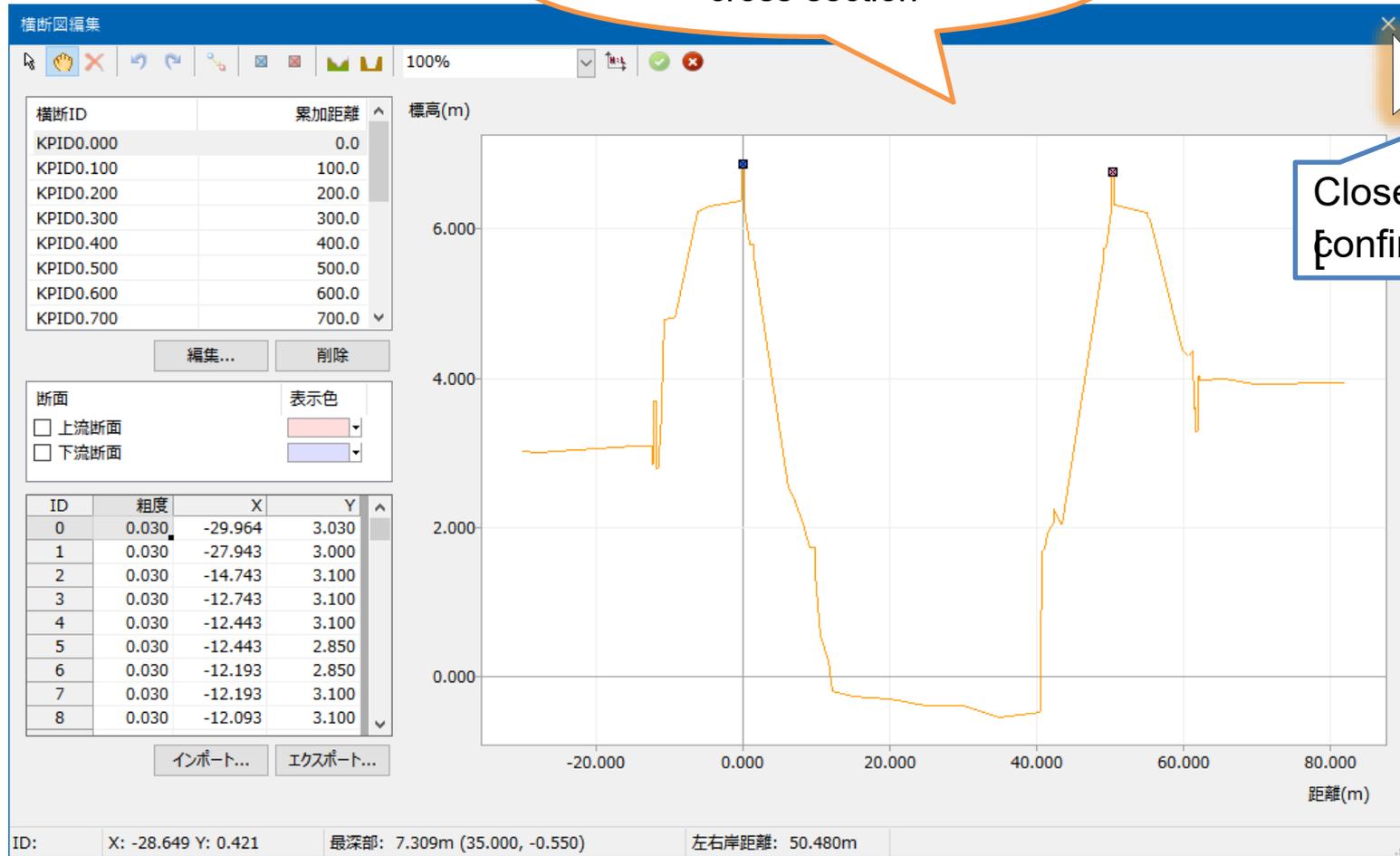
When confirmed,
click Close

Editing River Data (2)

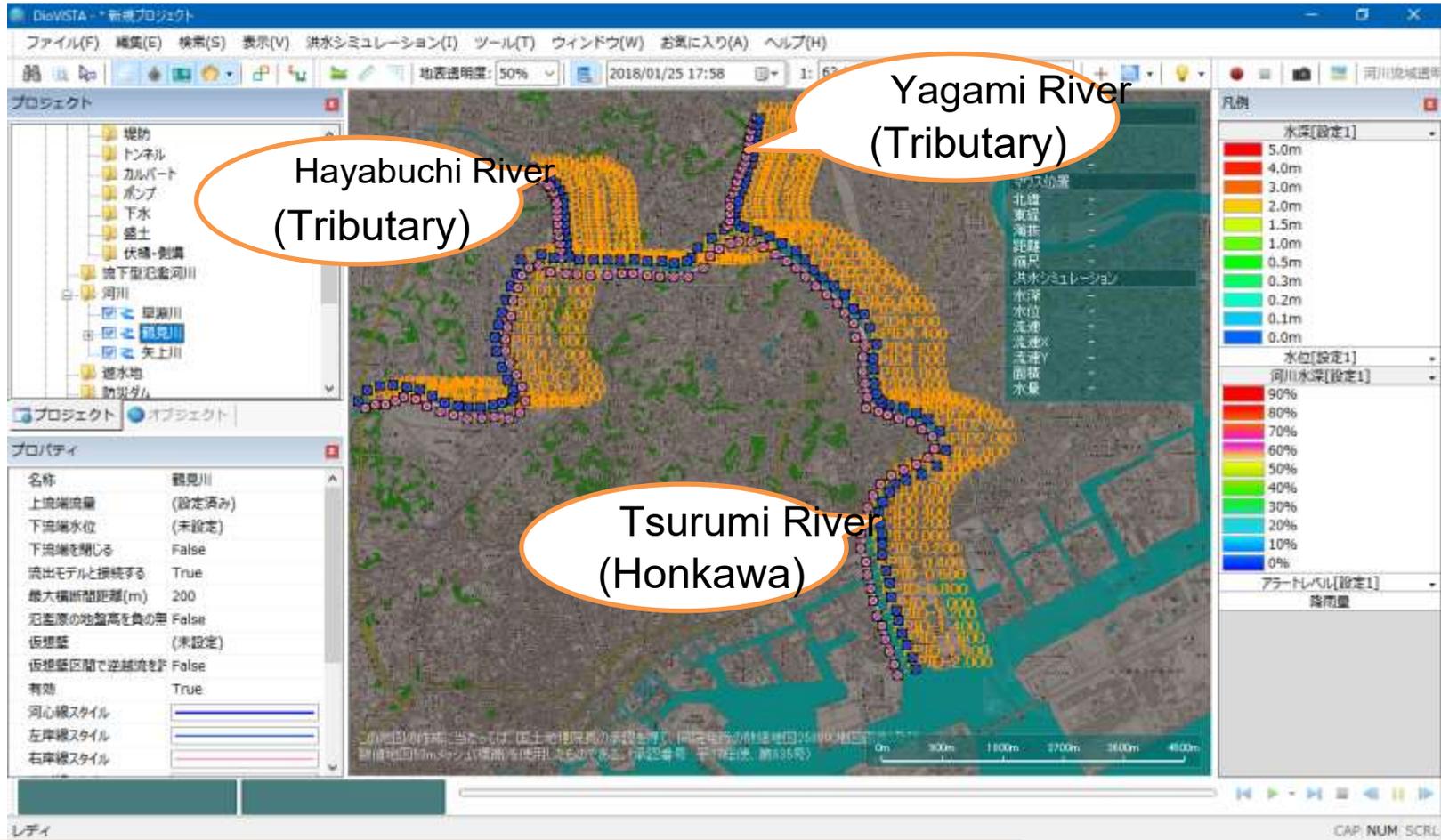
The screenshot displays the DioVISTA software interface. The main window shows a map of a city with a river network. A context menu is open over the Hayabuchi River, listing various actions. The 'Edit Cross-section map' option is highlighted. A blue callout box points to this option with the text: 'Right-click [Hayabuchi River] > [Transverse Line] > [Edit Cross-section map]'. The interface also shows a cross-section graph for the Hayabuchi River, with a vertical axis for elevation (m) and a horizontal axis for distance (m). The graph shows the river's profile and the surrounding terrain. The software's menu bar includes options like 'ファイル(F)', '編集(E)', '検索(S)', '表示(V)', '洪水シミュレーション(I)', 'ツール(T)', 'ウィンドウ(W)', 'お気に入り(A)', and 'ヘルプ(H)'. The status bar at the bottom indicates '2018/01/25 17:45' and '1: 32,994'.

Editing River Data (3)

You can edit the
cross-section

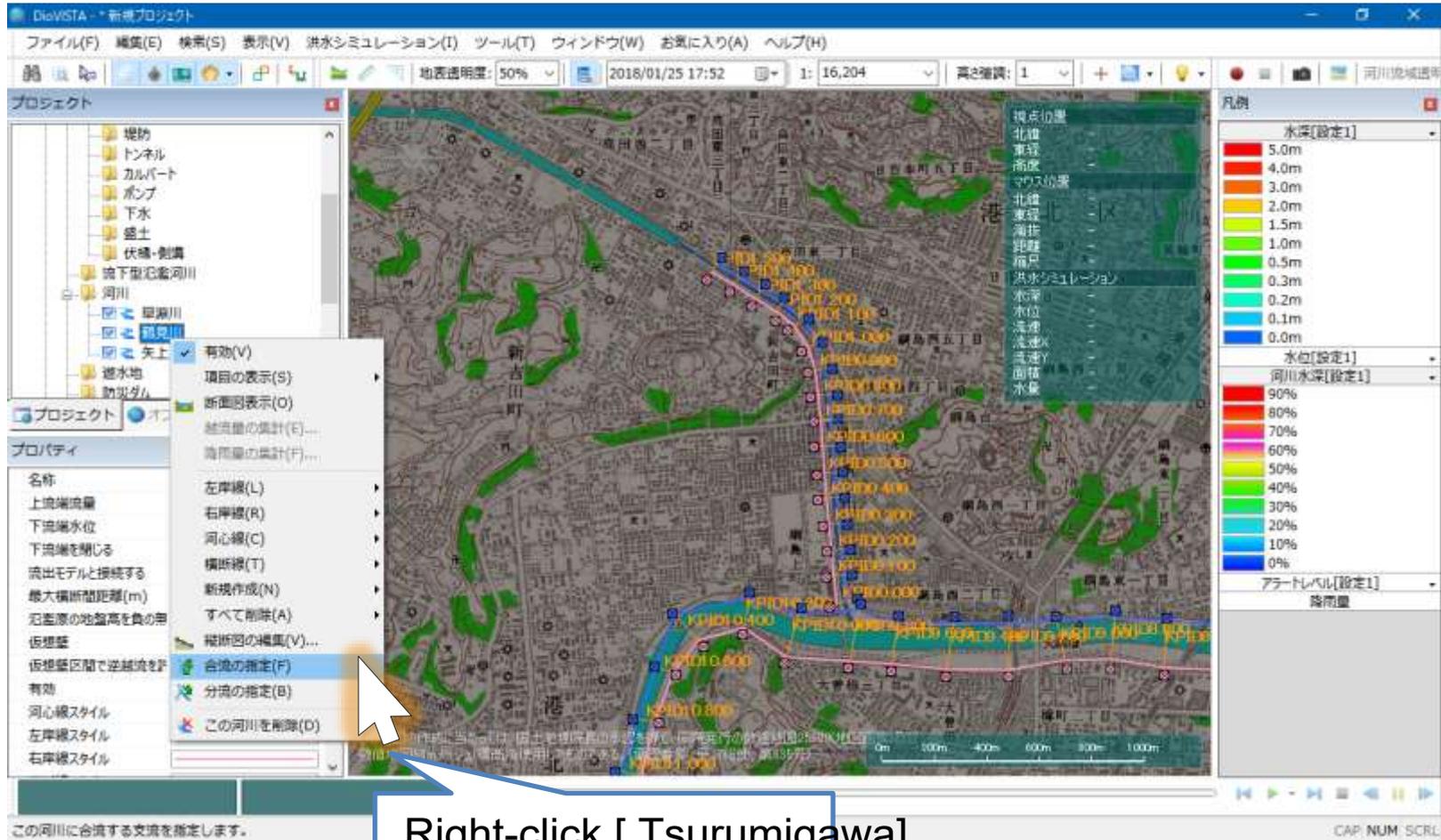


Ingest river data

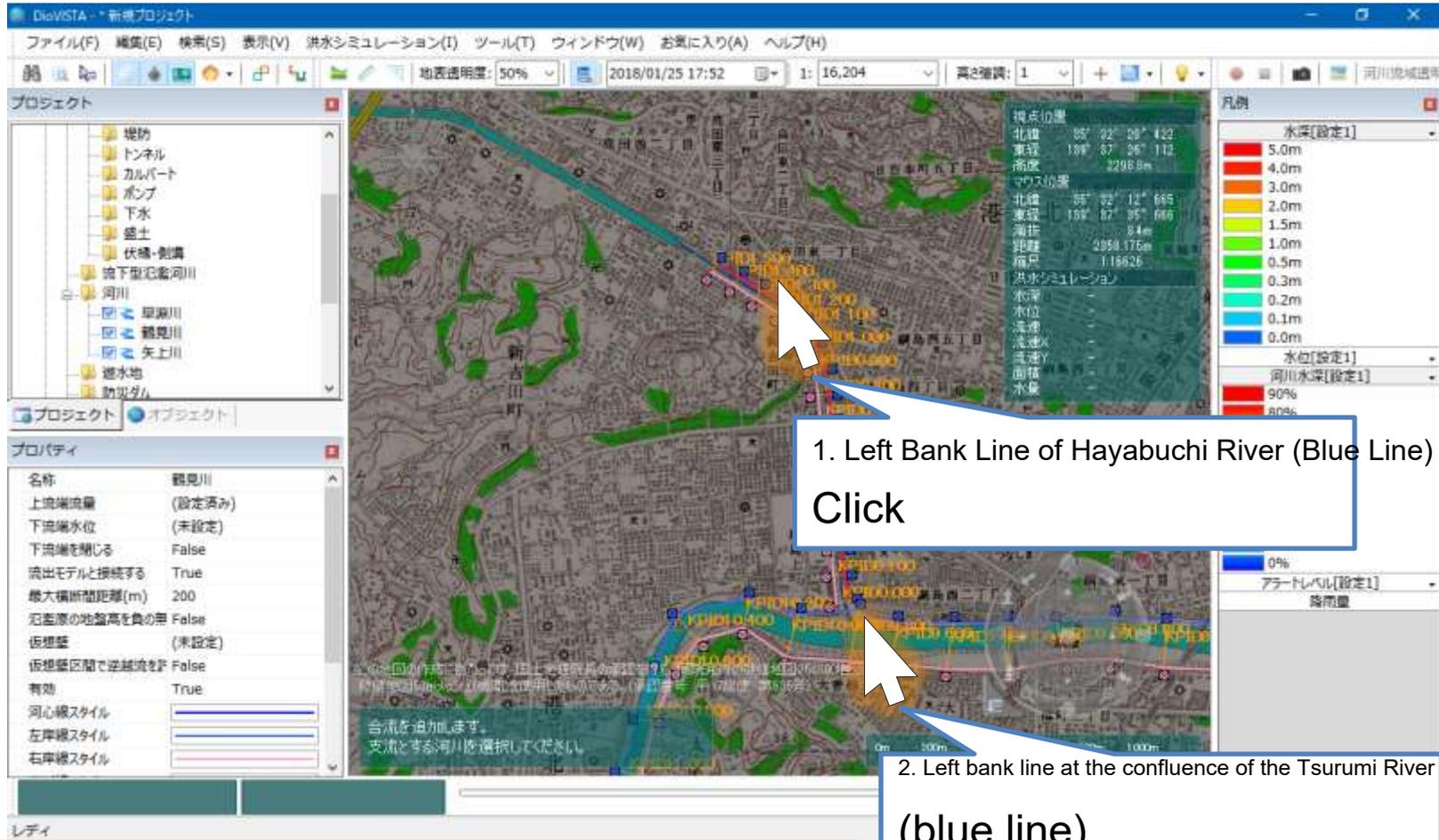


In the same way, the Tsurumi River and Yagami River are incorporated.

Setting up river confluences (1)

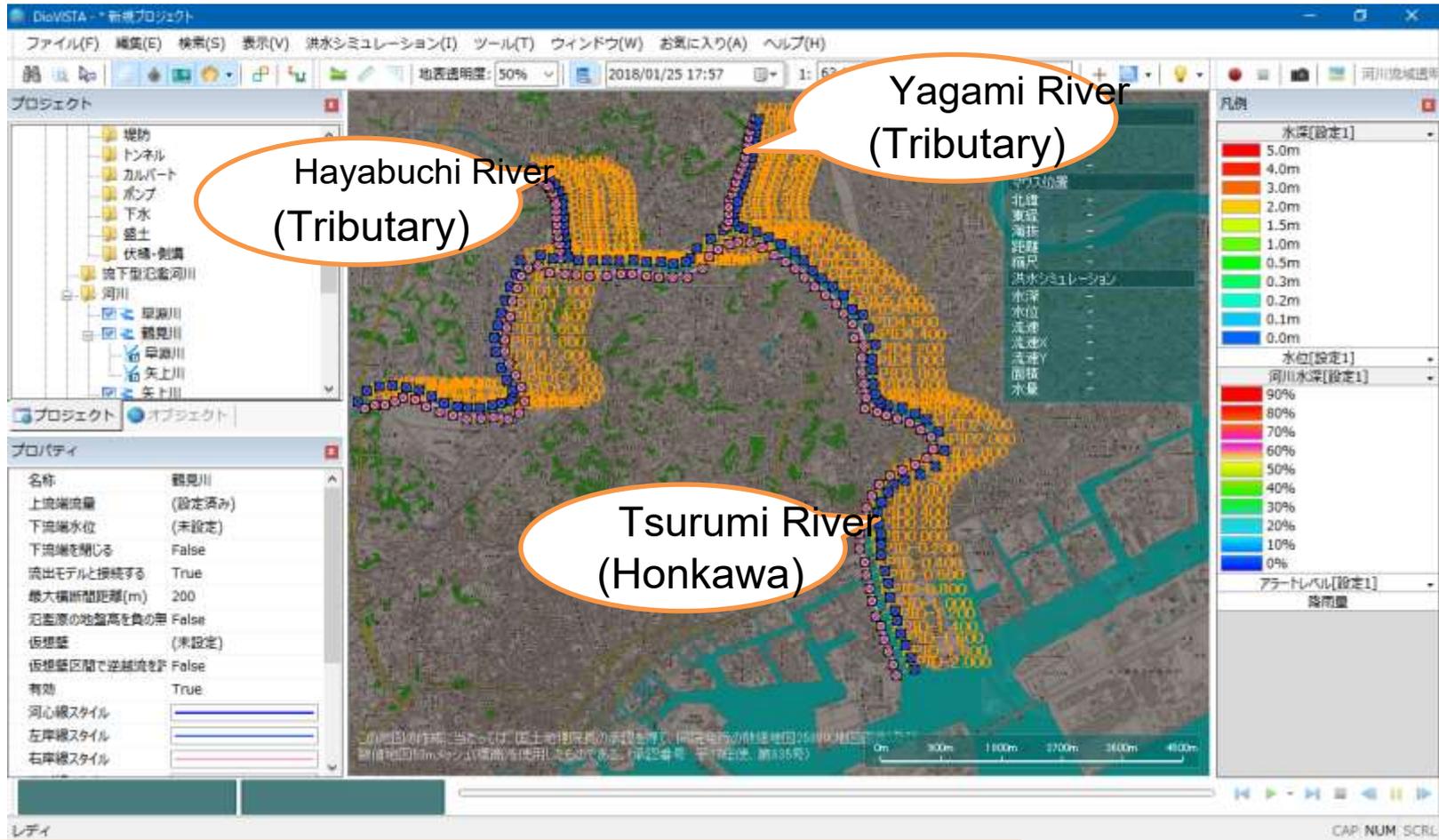


Setting up river confluences (2)



Since the Hayabuchi River flows in from the left bank of the Tsurumi River, the left bank of the Hayabuchi River and the left bank of the Tsurumi River are connected.

Setting up river confluences (3)



In the same way, the Tsurumi River and the Yagami River are merged.

Setting the Upstream Flow Rate

inspire the Next

時間毎上流端流量設定

時間(s)	流量(m ³ /s)
0	25.0
2054	25.6
2278	27.3
2501	28.9
2725	30.6
2948	30.6
3172	32.3
3395	33.4
3619	34.5
3843	33.9
4066	35.0
4290	35.6
4514	35.6
4737	37.2
4961	38.4
5184	39.5
5408	39.5
5632	41.7
5855	43.3
6079	43.3
6303	44.4
6526	45.6
6750	46.7
6974	46.1
7197	46.7
7421	47.2

3. OK Press the

2. Select [Import].
Do you want to discard the current settings> Yes
file [Tsurumi\Boundary condition\Upstream flow
¥ Select .csv at the upper end of the Hayabuchi River

1. [Hayabuchi River]
> [Upstream flow rate (Configured) ...]
Click

A similar procedure is used to specify the upstream flow rate of the Tsurumi and Yagami rivers.

Setting the Downstream Water Level

Inspire the Next

時間毎下流端水位設定

時間(s)	水位(m)
0	0.91
860	0.89
1383	0.90
1906	0.86
2428	0.83
2951	0.80
3473	0.76
3996	0.73
4519	0.68
5041	0.67
5564	0.61
6086	0.57
6609	0.49
7131	0.42
7654	0.37
8177	0.30
8699	0.24
9222	0.14
9744	0.06
10270	-0.02
10790	-0.08
11310	-0.13
11830	-0.18
12360	-0.26
12880	-0.35
13400	-0.41

3. OK Press the

1. [Tsurumi River]
> [Downstream water level (unset) ...] to click

2. Select [Import].
File [Tsurumi¥ Boundary Condition\Downstream Endwater
Select .csv at the lower end of the Tsurumi River.

Setting the lateral inflow amount (Q_{HI})

Inflow from the Toriyama River, lateral inflow
It is expressed in

Move to the confluence of the Toriyama River

Toriyama River (Tributary)

Tsurumi River (Honkawa)

プロジェクト

- 堤防
- トンネル
- カルバート
- ポンプ

プロジェクト オブジェクト

プロパティ

名称	鶴見川
上流端流量	(設定)
下流端水位	(未設定)
下流端を閉じる	False
流出モデルと接続する	True
最大橋断距離(m)	200
石巻源の地盤高を負の値	False
仮想定	(未設定)
仮想定区間で逆潮流を許	False
有効	True
河心線スタイル	
左岸線スタイル	
右岸線スタイル	

視点位置

- 北緯
- 東経
- 高度
- マウス位置
- 北緯
- 東経
- 縮尺
- 洪水シミュレーション
- 水深
- 水位
- 流速
- 流速X
- 流速Y
- 面積
- 水量

凡例

水深[設定1]

5.0m
4.0m
3.0m
2.0m
1.5m
1.0m
0.5m
0.3m
0.2m
0.1m
0.0m

水位[設定1]

河川水深[設定1]

90%
80%
70%
60%
50%
40%
30%
20%
10%
0%

アテートレベル[設定1]

降雨量

0m 300m 1800m 2700m 3600m 4800m

レディ

CAP: NUM: SCRL

Setting the lateral inflow amount (2)

プロジェクト

- 堤防
- トンネル
- カルバート
- ポンプ
- 下水
- 盛土
- 伏槽・側溝
- 地下型沿道河川
- 河川
 - 翠瀬川
 - 天
- 遊水池
- 貯留タンク

プロパティ

名称

上流端流量

下流端水位

下流端を閉じる

流出モデルと接続する

最大横断距離(m)

石巻源の地盤高を負の仮想壁

仮想壁間で逆越流?

有効

河心線スタイル

左岸線スタイル

右岸線スタイル

有効(V)

項目の表示(S)

断面図表示(O)

越流壁の集計(E)...

貯留量の集計(F)...

左岸線(L)

右岸線(R)

河心線(C)

横断線(T)

新規作成(N)

- 水位計の新規作成(G)
- 破堤箇所の新規作成(B)
- 越流壁の新規作成(D)
- 排水機場の新規作成(P)
- 流末排水機場の新規作成(E)
- 横流入量の新規作成(L)
- 転倒壁の新規作成(M)

すべて削除(A)

縦断図の編集(V)...

合流の指定(F)

分流の指定(B)

この河川を削除(D)

横流入量を新規作成します。

横点位置

北緯	35° 38' 44" 575
東経	139° 37' 02" 112
高度	1464.9m
マウス位置	
北緯	35° 38' 21" 974
東経	139° 38' 40" 251
測距	7.0m
距離	1736.629m
幅尺	112002

洪水シミュレーション

水深

水位

流速

流速X

流速Y

面積

水量

凡例

水深[設定1]

5.0m
4.0m
3.0m
2.0m
1.5m
1.0m
0.5m
0.3m
0.2m
0.1m
0.0m

水位[設定1]

河川水深[設定1]

90%
80%
70%
60%
50%
40%
30%
20%
10%
0%

アヘッドレベル[設定1]

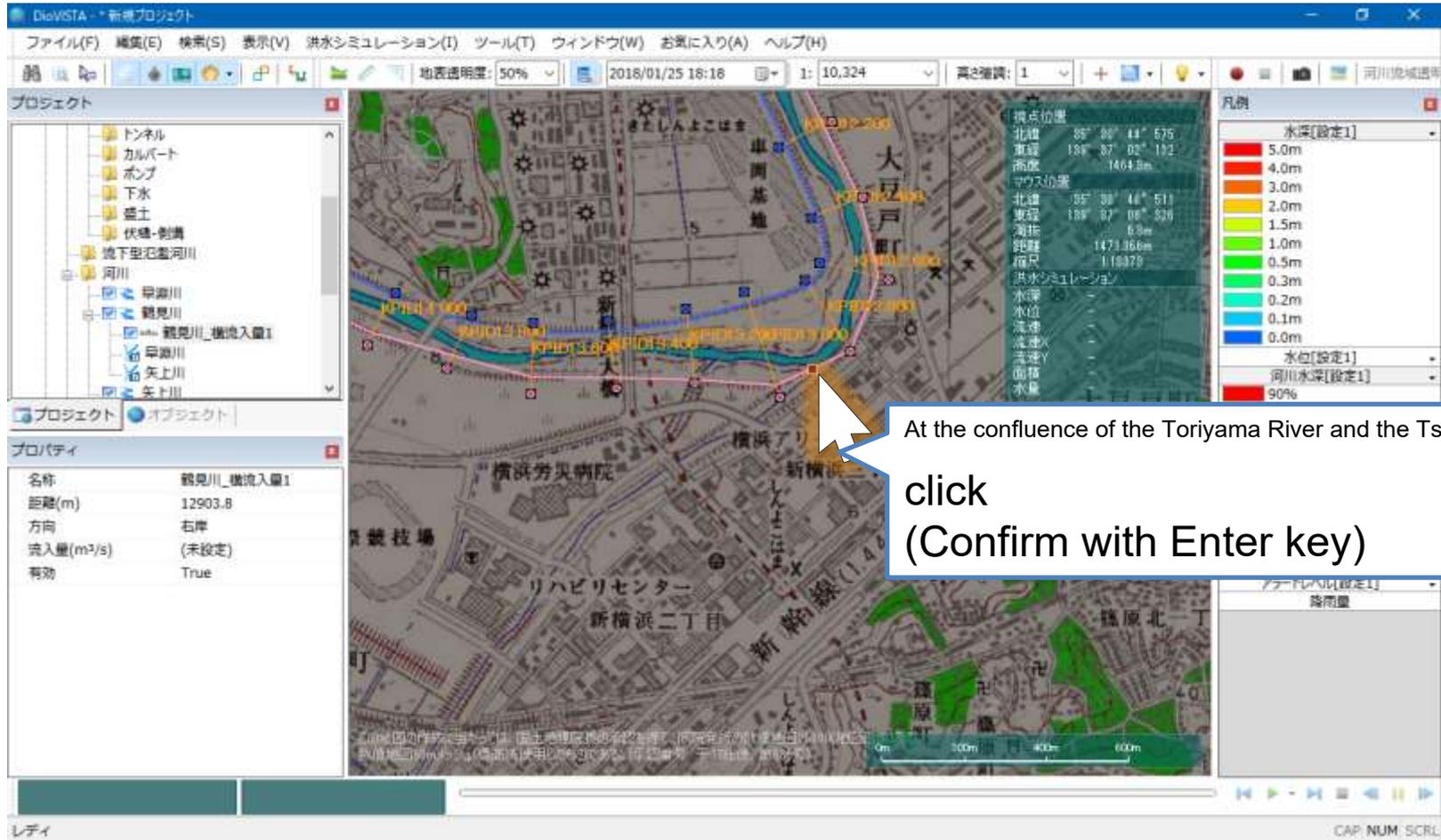
降雨量

[Tsurumi River]

> New

> [Create new lateral inflow amount]

Setting the lateral inflow amount (3)



Setting the lateral inflow amount (4)

1. [Inflow (not set)...]
Click

2. Select [Import].
file [Tsurumi \ Boundary condition \ Upstream flow
¥ Select the .csv at the upper end of the Toriyama River.

3. OK Press the

時間(s)	流入量(m³/s)
0	8.8
206	8.8
388	9.5
570	9.5
752	10.5
934	10.9
1115	10.9
1297	11.6
1478	11.2
1660	11.9
1842	11.6
2024	11.9
2205	12.2
2387	11.9
2569	12.6
2751	12.2
2933	12.9
3114	13.6
3296	13.3
3478	14.3
3660	13.9
3841	15.0
4023	15.6
4205	15.6
4387	16.0
4568	16.0

Setting up a drainage basin (ATCHI)

Inspire the Next

Tsurumi River Multipurpose Tour
We make a water area

1. Tsurumi River Multipurpose
Move to Water Area

2. [Height Enhancement] 5 times

項目	値
名称	澁水地1
図形面積	551191.99m ²
初期貯水量(m ³)	0
総貯水量(m ³)	3600000
面積(m ²)	940000
有効	True
線スタイル	
塗り潰しスタイル	

Setting up a drainage basin (2)

プロジェクト

- 河川
 - 早瀬川
 - 龍見川
 - 龍見川_横流入量1
 - 早瀬川
 - 矢上川
 - 矢上川
- 排水地の新規作成(N)
- 全ての排水地を削除(D)
- 高瀬
- 降雨シナリオ
- 計算領域
- 詳細操作エリア

プロパティ

名称	排水地
線スタイル	
線スタイル	

水深[国交省標準(2001)]

- 3.0m以上
- 2.0~3.0m未満
- 1.0~2.0m未満
- 0.5~1.0m未満
- 0.5m未満

水位[設定1]

- 河川水深[設定1]

アラートレベル[設定1]

降雨量

排水地を新規作成します。

CAP: NUM: SCRL

Setting up a drainage basin (3)

Hitachi Inspire the Next

プロジェクト

- 河川
 - 早瀬川
 - 鶴見川
 - 鶴見川_横流入量1
 - 早瀬川
 - 矢上川
 - 矢上川
- 遊水池
 - 遊水池1
- 防災ダム
- 高瀬
- 降雨
- 降雨シナリオ
- 計算領域

プロパティ

名称	遊水池1
図形面積	618116.55m ²
最低水位(m)	0
最高水位(m)	15
初期水位(m)	0
H-V式	(設定済み)
有効	True
線スタイル	
塗り潰しスタイル	

凡例

- 水深[国交省標準(2001)]
 - 3.0m以上
 - 2.0~3.0m未満
 - 1.0~2.0m未満
 - 0.5~1.0m未満
 - 0.5m未満
- 水位[設定1]
- 河川水深[設定1]
 - 90%
 - 80%
 - 70%
 - 60%
 - 50%
 - 40%
 - 30%

Tsurumi River Multipurpose Drainage Area
Specify Shape
(Confirm with Enter key)

Setting up a drainage basin (4/4) Inspire the Next

The screenshot shows the DioVISTA software interface for setting up a drainage basin simulation. The main window displays a 3D map of a city with a river and surrounding areas. A legend on the right shows water depth and water level settings. A property window on the left shows the 'Initial Water Level (m)' set to 2.5. A callout box highlights these settings.

property
Minimum Water Level (m) = 2.5
[High Water Level (m)] = 7
[Initial Water Level (m)] = 2.5

Water Level (m)	Color
3.0m以上	Red
2.0~3.0m未満	Orange
1.0~2.0m未満	Yellow
0.5~1.0m未満	Light Green
0.5m未満	Dark Green

Water Level (m)	Color
90%	Red
80%	Orange
70%	Yellow
60%	Light Green
50%	Dark Green
40%	Light Blue
30%	Blue
20%	Light Blue
10%	Dark Blue
0%	Blue

Property	Value
名称	遊水池1
図形面積	618116.55m ²
最低水位(m)	2.5
最高水位(m)	7
初期水位(m)	2.5
H-V式	(設定済み)
有効	True
線スタイル	
塗り潰しスタイル	

Setting up a drainage basin (AS)

Hitachi Inspire the Next

1. [H-V Expression] = (set)
Click

2. Enter a value
2.5 0
7.0 3900000
(39 followed by 5 0s)

3. Press OK

水位(m)	貯留量(m³)
2.500	0.00
7.000	3900000.00

水位(m)	貯留量(m³)
2.5	0
7.0	3900000

Setting up a drainage basin (8)

The screenshot displays the DioVISTA software interface for a drainage basin simulation project. The main window shows a 3D topographic map of an urban area with a river channel highlighted in blue. A context menu is open over the river, listing various actions. The 'New Overflow Embankment' option is highlighted by a mouse cursor. A white callout box with a blue border points to this option and contains the following text:

- [Tsurumi River]
- > New
- > [New Overflow Embankment]

The software interface includes a menu bar at the top with options like 'ファイル(F)', '編集(E)', '検索(S)', '表示(V)', '洪水シミュレーション(I)', 'ツール(T)', 'ウィンドウ(W)', 'お気に入り(A)', and 'ヘルプ(H)'. Below the menu bar is a toolbar with icons for various functions. On the left side, there is a 'プロジェクト' (Project) tree view showing the hierarchy of the simulation setup. On the right side, there is a '凡例' (Legend) panel with color-coded categories for water depth and water level. At the bottom of the window, a status bar displays 'CAP: NUM: SCRL'.

Setting up a drainage basin (A) Hitachi Inspire the Next

1. Between 14.8KP and 14.6KP
Laid 450 m downstream from
(Confirm with Enter key)

距離は452.07mです。

凡例

- 水深[国交省標準(2001)]
- 3.0m以上
- 2.0~3.0m未満
- 1.0~2.0m未満
- 0.5~1.0m未満
- 0.5m未満

水位[設定1]

- 90%
- 80%
- 70%
- 60%
- 50%
- 40%
- 30%
- 20%
- 10%
- 0%

河川水深[設定1]

- 降雨量

アタリレベル[設定1]

降雨量

名称

距離(m)

幅(m)

天端標高(m)

横断係数

冠蓋下に越境させる

動作モード

横断開口部の高さ

有効

線スタイル

レディ

川床

流速X

流速Y

面積

水量

KPID1 4.600

KPID1 4.400

KPID1 4.200

0m 200m 400m 600m 800m

CAP. NUM. SCRL

property
[width (m)] = 450
Top Elevation (m) = 6.6

名称	観見川_越流堤1
距離(m)	14472.8
幅(m)	450
天端標高(m)	6.6
横断係数	1
冠断面に越流させない	True
動作モード	堤
横断開口部の高さ(m)	3
有効	True
線スタイル	

Setting up a drainage basin (A) HITACHI Inspire the Next

プロジェクト

- 河川
 - 翠瀬川
 - 観見川
 - 観見川_越流堤1
 - 観見川_横流入量1
 - 翠瀬川
 - 矢上川
 - 矢上川
- 遊水地
 - 遊水地1
- 防災ダム
- 高瀬
- 陥溺
- 陥溺シナ

プロパティ

名称	
図形面積	
最低水位(m)	2.5
最高水位(m)	7
初期水位(m)	
H-V式	
有効	
線スタイル	
塗り潰しスタイル	

[Drainage Area 1]
> [Add connection with overflow embankment]

凡例

- 水深[国交省標準(2001)]
 - 3.0m以上
 - 2.0~3.0m未満
 - 1.0~2.0m未満
 - 0.5~1.0m未満
 - 0.5m未満
- 水位[設定1]
 - 河川水深[設定1]
- 水位[設定1]
 - 90%
 - 80%
 - 70%
 - 60%
 - 50%
 - 40%
 - 30%
 - 20%
 - 10%
 - 0%
- アラートレベル[設定1]
 - 降雨量

Drainage Area Settings (18) HITACHI Inspire the Next

プロジェクト

- 河川
 - 翠川
 - 鶴見川
 - 鶴見川_越流場1
 - 鶴見川_横流入量1
 - 翠川
 - 矢上川
- 遊水地
 - 遊水地1
- 防災ダム
- 高瀬
- 陥閉
- 陥閉シナリオ

プロパティ

名称	溢水地1
図形面積	618116.55m ²
最低水位(m)	2.5
最高水位(m)	7
初期水位(m)	2.5
H-V式	(設定済み)
有効	True
線スタイル	
塗り潰しスタイル	

Select overflow embankment
(Confirm with Enter key)

レディ

CAP. NUM. SCRL

Drainage Area Settings (9)

仮想壁データ編集

鶴見川のKP範囲(-2000.0m~15400.0m)

左側	右側	区間開始KP(m)	区間終了KP(m)
<input type="checkbox"/>	<input checked="" type="checkbox"/>	14200.0	14800.0

2. Specify a value
[Right side Check to]
[Sector start KP(m)]=14200.0
[End of KP(m)]=14800.0
Sector

3. Press OK

1. [Tsurumi River]
> [Virtual Wall (not set)]

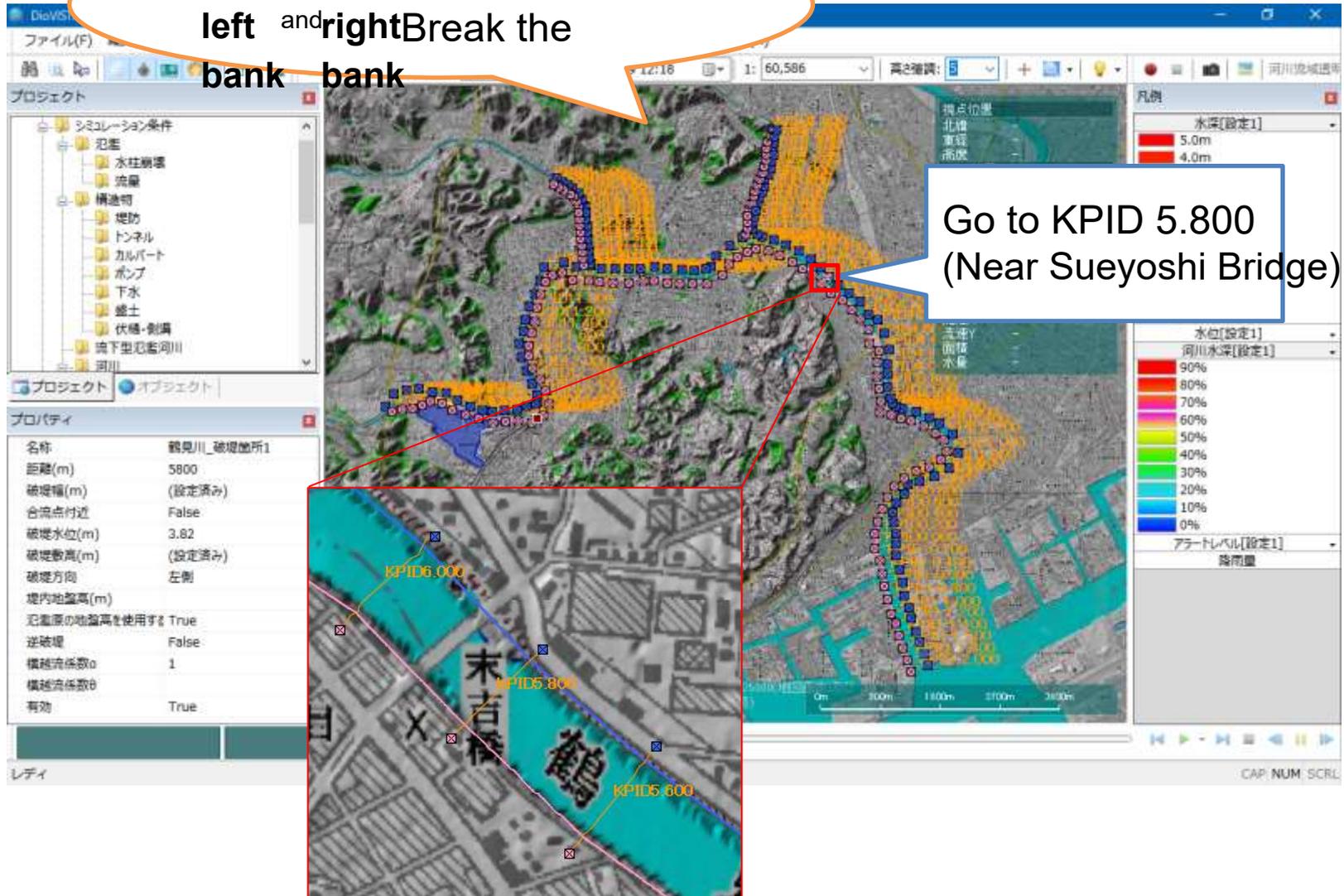
1. Launch and map operation
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Specify the breakage point (AP) Hitachi Inspire the Next

5.8KP (Sueyoshibashi Reference Point)

left and right Break the bank bank

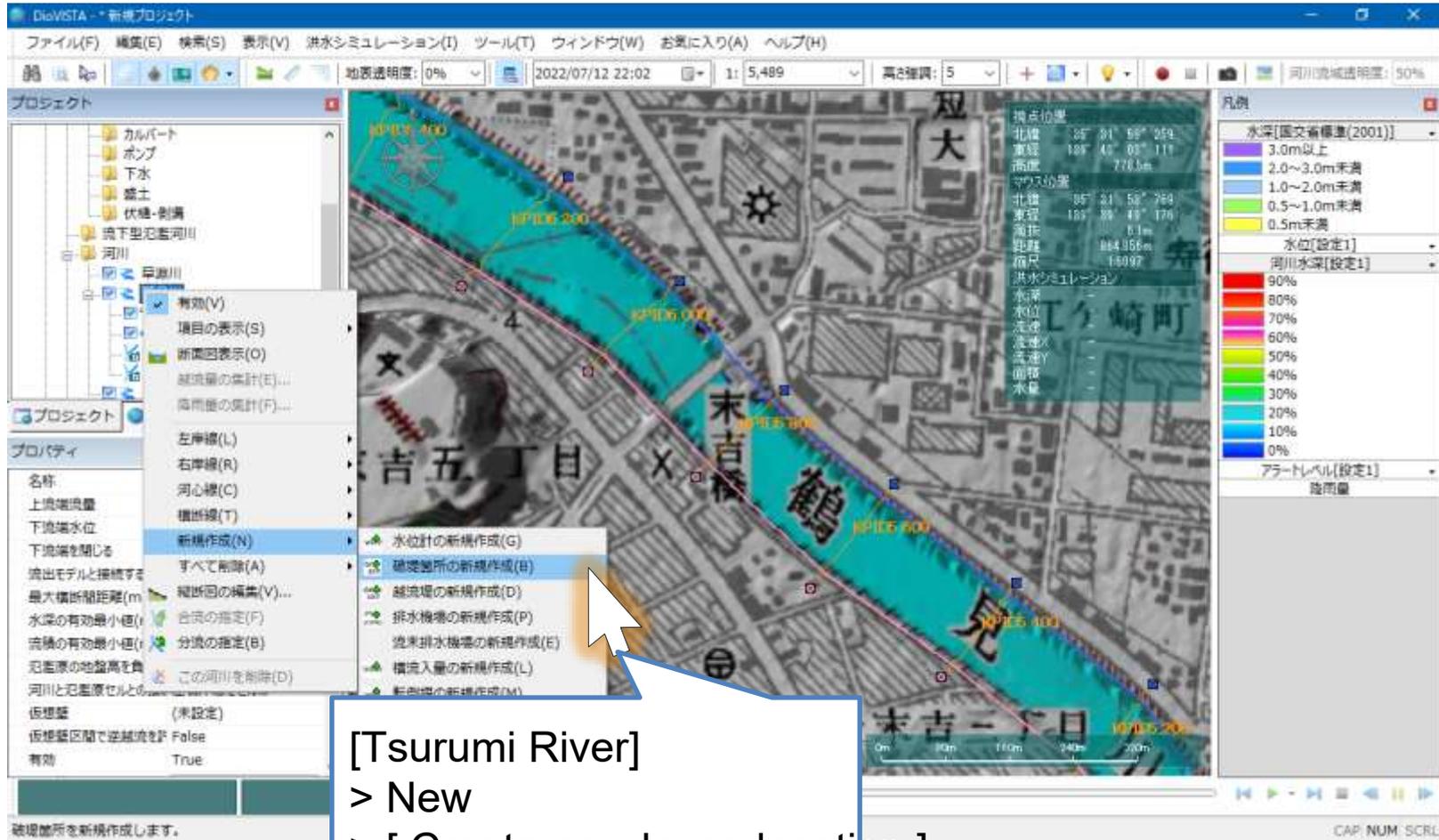
Go to KPID 5.800 (Near Sueyoshi Bridge)



Specify the breakage point (2)

Inspire the Next

Make a levee break point on the **left bank** first, and then make a break point on the right bank.



Designate a breakpoint (3)

The screenshot shows the DioVISTA software interface. The main map displays a river simulation with a blue line on the left bank and a red line on the right bank. A white mouse cursor is pointing to a breakpoint near KPID 5.800. The interface includes a project tree on the left, a main map view, and a properties panel on the right. The properties panel shows details for the selected breakpoint, including its name, distance, and other parameters.

Left Bank Line (Blue Line) of
Click near KPID 5.800
(Confirm with Enter key)

For the right bank: Right Bank Line (Red Line)
Click near KPID 5.800
(Confirm with Enter key)

項目	値
名称	鷺見川_破壊箇所1
距離(m)	5792.8
破壊幅(m)	
合流点付近	
破壊水位(m)	
破壊数高(m)	
破壊方向	
堤内地盤高(m)	
記憶原の地盤高を使用する	
逆破壊	
横断係数a	1
横断係数b	
有効	True

Designate a breakpoint (4)

The screenshot shows the DioVSTA software interface. The main window displays a 3D simulation of a river with a designated breakpoint (BP) marked with a red circle and labeled '4'. The breakpoint is located on the left bank of the river. The software interface includes a menu bar, a toolbar, a project tree on the left, and a properties panel at the bottom left. The properties panel for the selected breakpoint shows the following settings:

Property	Value
名称	鶴見川_破堤箇所1
距離(m)	5800
破堤幅(m)	(設定済み)
合流点付近	False
破堤水位(m)	3.82
破堤敷高(m)	(設定済み)
破堤方向	左側
堤内地盤高(m)	
記憶原の地盤高を使用する	True
逆破堤	False
横越流係数α	1
横越流係数β	
有効	True

A callout box highlights the following information:

- Distance (m): 5800
- Broken water level: **3.82** (For the right bank: **3.79**)
- Use floodplain ground height (reverse flow permit): True
- Reverse Break: False

Designate a breakage point (AS)

破堤幅設定

時間は破堤開始を0とした値です。

時間(s)	破堤幅(m)
0	43.1
3600	86.2

破堤幅(m)

時間(s)

OK キャンセル

1. [Breakage width (m) (set) ...] Click

2. Enter a value
0, 42.8
3600, 85.5

3. Press OK

Designate a breakpoint (6)

破堤敷高設定

時間は破堤開始を0とした値です。

時間(s)	破堤敷高(m)
0	3.82

2. Enter a value
0, 3.82 (For the right bank: 3.70)

破堤敷高(m)

時間(s)

1. Click [Broken Threshold Height]

3. Press OK

プロジェクト

破堤敷高(m) (設定済み)

破堤水位(m) 3.82

破堤敷高(m) (設定済み)

破堤方向 左側

OK キャンセル

一時停止 0:00:00 / 24:00:00 x1 Δt: 1.0s mesh: 25m 0.0s

Return to p. 79 and set a break point on the **right bank** as well.

1. Launch and map operation
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Setting up the project

The screenshot displays the DioVISTA software interface. On the left, a file explorer shows a tree view with folders for 'プロジェクト' (Project) and 'オブジェクト' (Object). A callout box points to the 'プロジェクト' folder with the text 'Click [Project]'. Below the file explorer is the 'プロパティ' (Properties) panel, which contains various simulation parameters. A callout box points to these settings with the following text: '[Exclude seas/ rivers]=True', '[Flood equation]=Compliant with Manual 4th Edition', and '[Connection of rivers and floodplains]=Use the riverbank line'. The main window shows a 3D topographic map of a city with a river and floodplains. The river is highlighted in blue, and the floodplains are shown in various colors representing different water depths. On the right side, there are two legends: '水深[設定1]' (Water Depth [Setting 1]) and '水位[設定1]' (Water Level [Setting 1]). The water depth legend shows a color scale from 0.0m (blue) to 5.0m (red). The water level legend shows a percentage scale from 0% (blue) to 90% (red). At the bottom of the interface, there is a status bar showing '一時停止' (Pause), '0:00:00 / 7:40:00', 'x1', 'At: 1.0s', '0.0s', and 'mesh: 10m'. The bottom right corner of the window shows 'CAP: NUM: SCRL'.

Click [Project].

[Exclude seas/ rivers]=True
[Flood equation]=Compliant with Manual 4th Edition
[Connection of rivers and floodplains]=Use the riverbank line

Setting the Breaking Point

First, a simulation is performed in which only **the left bank is broken**, and then **only the right bank is simulated**.

The screenshot shows the software interface with a river model. A context menu is open over a broken embankment. The menu options are: 有効(V), 設定時系列のエクスポート(E)..., and この破堤箇所を削除(D). A blue text box with a white background contains the following instructions:

[Tsurumi River] > [Tsurumi River _ Broken embankment] **2] Right-click**
Uncheck [Enabled]
right bank For :
 [Tsurumi River _ Broken embankment **1] Uncheck Enabled**
 [Tsurumi River _ Broken embankment **2] Check [Enabled in**

The software interface also shows a project tree on the left, a property panel at the bottom left, and a legend on the right. The property panel for '観見川_破堤箇所2' includes fields for distance, width, water level, and other parameters.

Implementation of flood analysis (1)

Inspire the Next

プロジェクトの保存

プロジェクト名: 新規プロジェクト

場所: %Users%DioVISTA%Documents%Hitachi%DioVISTA ...

プロジェクトは C:\Users\Hitachi\DioVISTA\Documents\Hitachi\DioVISTA\新規プロジェクト に保存されます。

保存 キャンセル

1. Simulation Select Start

2. Select Save.

Implementation of flood analysis (2)

シミュレーション開始

シミュレーション条件

シミュレーション日時: 2018/01/25 11:02:44

計算時間: 24 時間

計算メッシュサイズ: 25m

流域解析精度: 50m

オプション:

- 土地利用に応じた浸透能力を与える
- 土地利用に応じた初期損失を与える
- 3層モデルを使用する

シミュレーション結果

保存間隔: 300 s

ログファイル名: L58

開始

1. Calculation time: 24 hours

2. Calculated Mesh Size: 25m

3. Log File Name: L58 (For the right R58 bank)

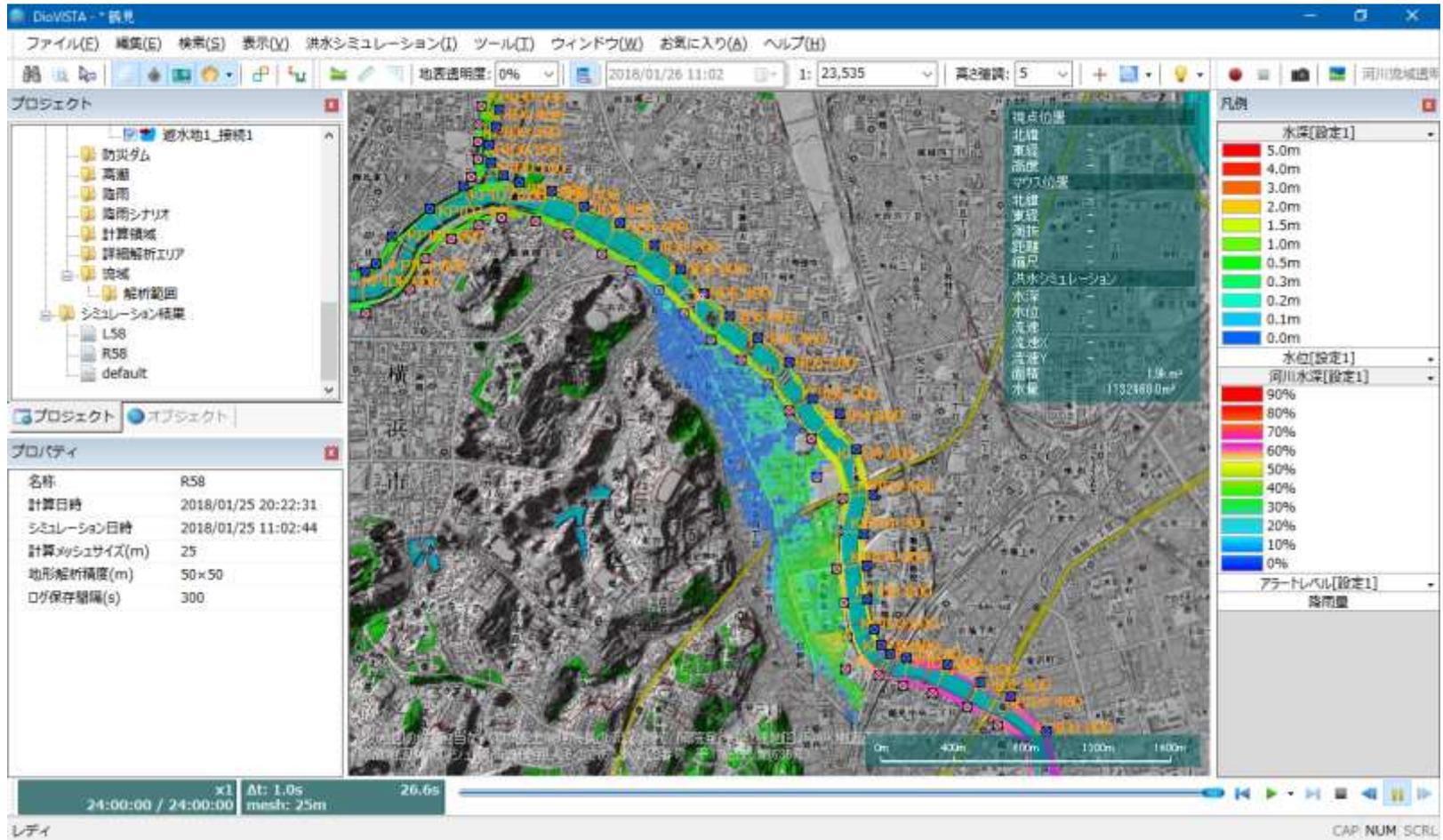
4. Press Start

Calculation result (left bank)



Return to p. 85, **Right Bank** Only conduct a simulation to break the levee.

Calculation result (right bank)



1. Launch and map operation
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 - Preparation of deliverables in accordance with the guidelines
 - Creation of risk maps

Preparation of envelope diagrams

プロジェクト

- 河川
 - 観見川
 - 観見川_破堤箇所1
 - 観見川_破堤箇所2
 - 観見川_越流堤1
 - 早瀬川
 - 矢上川
 - 黒山川
 - 早瀬川
 - 矢上川
- 浸水地
 - 浸水地1
 - 浸水地1_接続1
- 防災ダム

プロパティ

名称	観見川_越流堤1
幅(m)	450.02m
排水上層水位(m)	0
有効	True
線スタイル	

停止 24:00:00 / 24:00:00 x1 At: 1.0s 25.5s mesh: 25m

複数ケースの結果から最大浸水深を設定します。

CAP: NUM: SCRL

[Flood Simulation]
> [Maximum Flood Depth]
> [Analyze Multiple Case Results]
> Settings

Preparation of envelope diagrams

複数ケース最大浸水深

シミュレーション結果ファイル

ファイル名	メッシュサイズ	座標モード	中心経度
G:%tmp%Documents%sample\data¥プロ...	25m	UTM	141.000000
G:%tmp%Documents%sample\data¥プロ...	25m	UTM	141.000000

追加... 削除

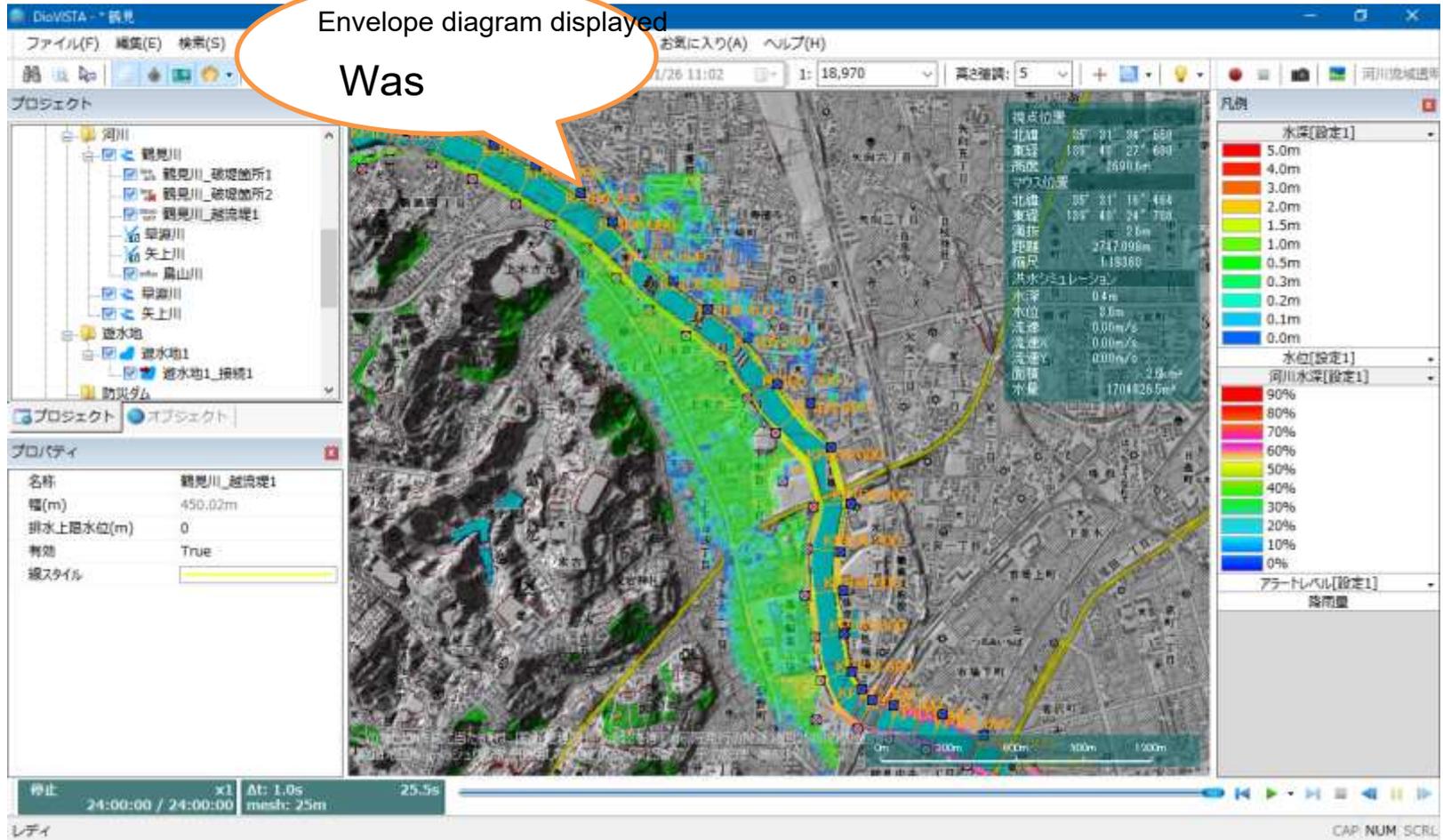
集計メッシュサイズ: 25m

OK キャンセル

1. [Add] The result from earlier in (L58 , R58)

2. Press OK

Preparation of envelope diagrams (3)



1. Launch and map operation
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 - Creation of risk maps

Preparation of deliverables (1)

The screenshot displays the DioVISTA software interface. The main window shows a 3D topographic map of a city area with a flood simulation overlay. A context menu is open over the map, with the 'Export' option selected, and a sub-menu showing 'Export Maximum Envelopes' highlighted. The interface includes a menu bar, a toolbar, a project tree on the left, and a properties panel at the bottom left. A data table on the right provides coordinates and simulation parameters.

視点位置	
北緯	05° 01' 05" 553
東経	107° 45' 18" 899
高程	899.1m
マウス位置	
北緯	05° 01' 59" 791
東経	107° 08' 09" 644
測距	8.6m
距離	3423.014m
幅尺	124.189
洪水シミュレーション	
水深	1.5m
水位	1.5m
流速	1.5m/s
面積	1.5m²
水量	918239.1m³

[Flood Simulation]
> Export
> Export Maximum Envelopes

最大包絡をMLIT形式でエクスポートします。

Preparation of deliverables (2)

最大包絡のエキスポート

シミュレーション結果ファイル

ファイル名	メッシュサイズ	座標モード	中心経度
G:%tmp%Documents%sample%data%プロジェクト...	25m	UTM	141
G:%tmp%Documents%sample%data%プロジェクト...	25m	UTM	141

追加... 削除

ファイル形式: netCDF形式

出力先フォルダ: G:%tmp%Documents%sample%data%プロジェクト...

メッシュサイズ: 1/40 (25m)

コメント:

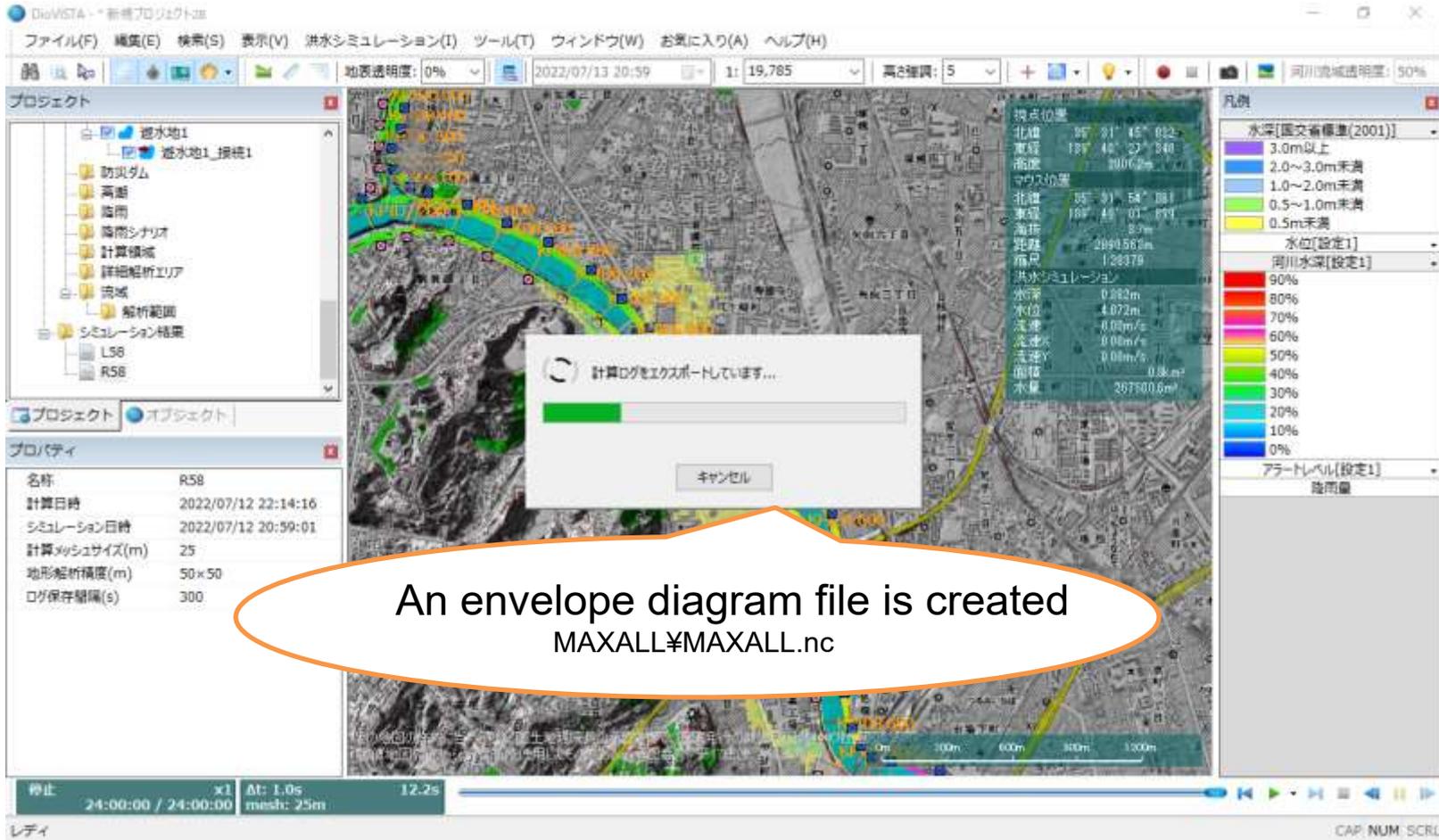
圧縮レベル: 6

エキスポート

1. [Add] The result from earlier in (L58 , R58)

2. Press Export

Preparation of deliverables (2)



An envelope diagram file is created
MAXALL¥MAXALL.nc

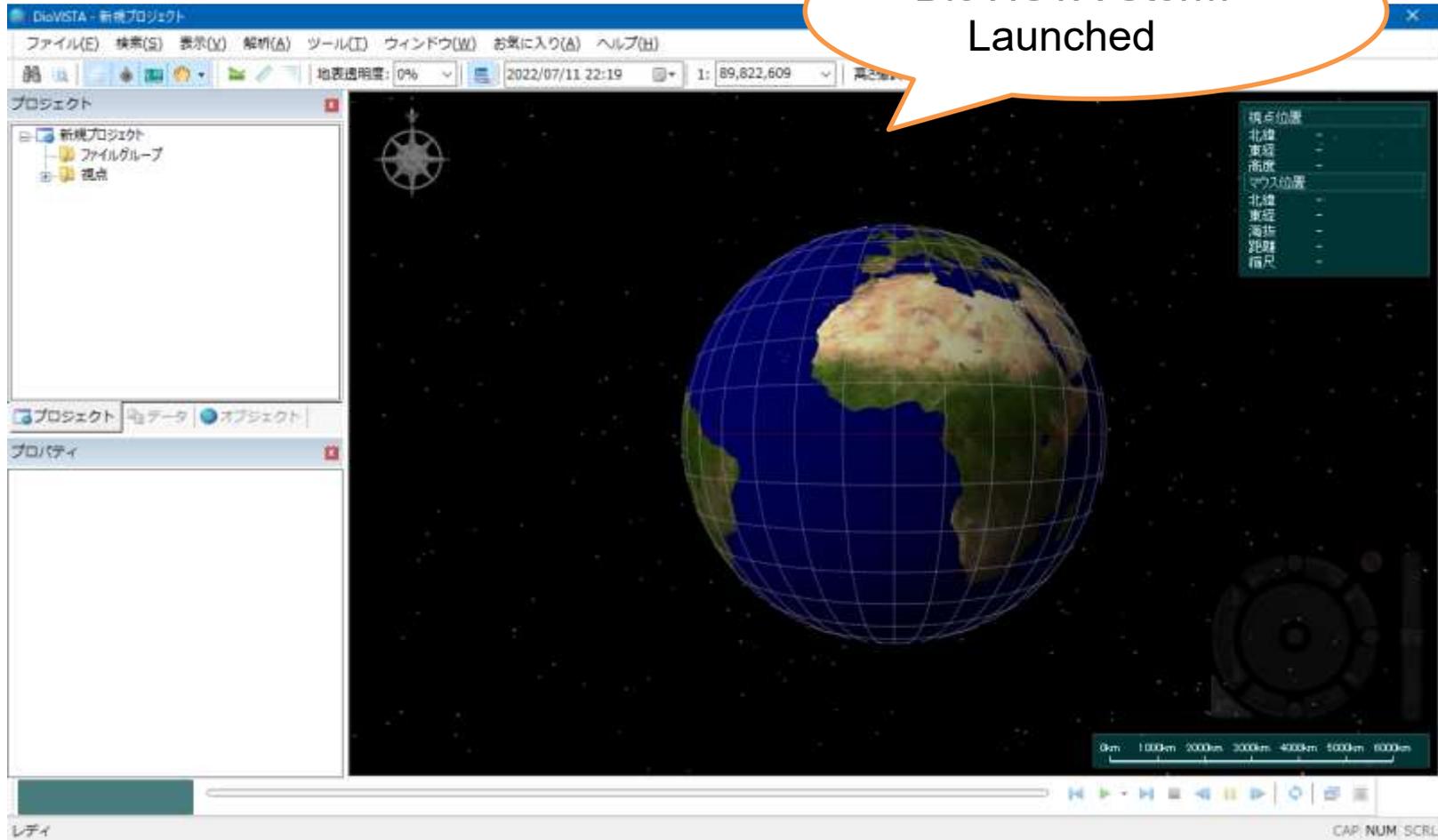
1. Launch and map operation
2. Getting used to the operation: Recreating the 2004 Fukui flood
3. **Practice: Analysis of the Tsurumi River**
 - Capture river channel data
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 - Preparation of deliverables in accordance with the guidelines
 - **Creation of risk maps**

Launching DioVISTA Storm

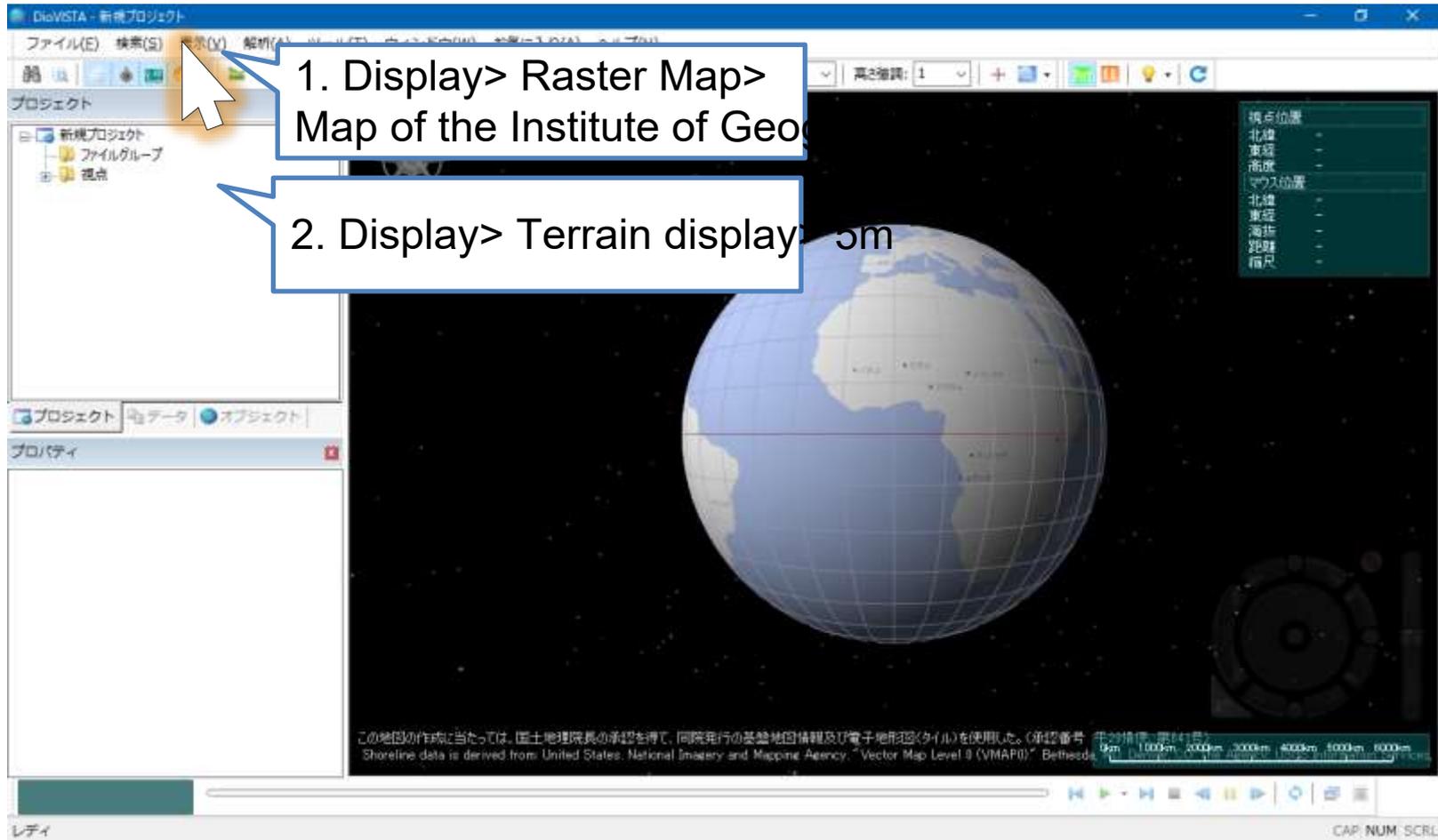


Launching DioVISTA Storm

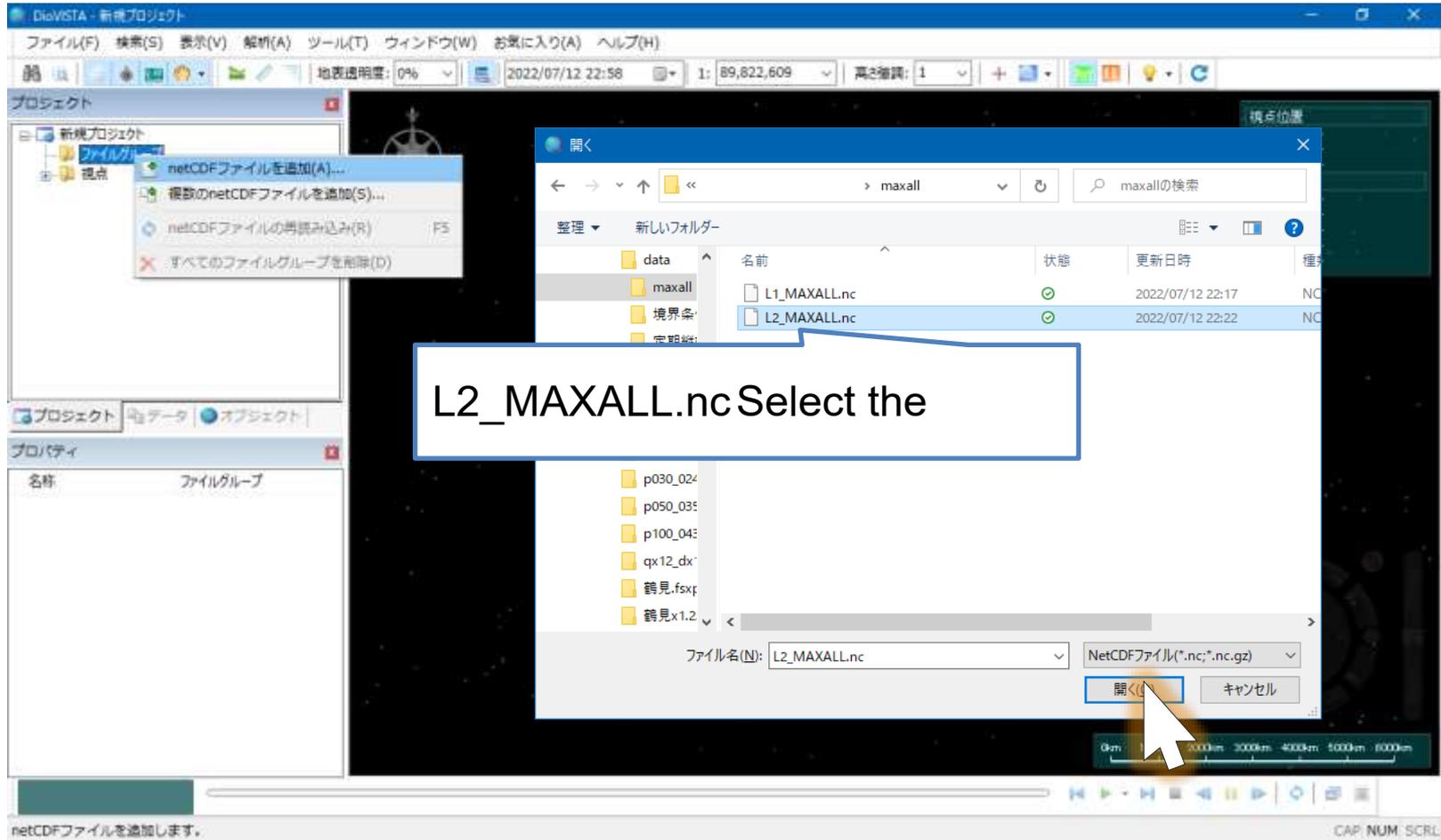
DioVISTA Storm
Launched



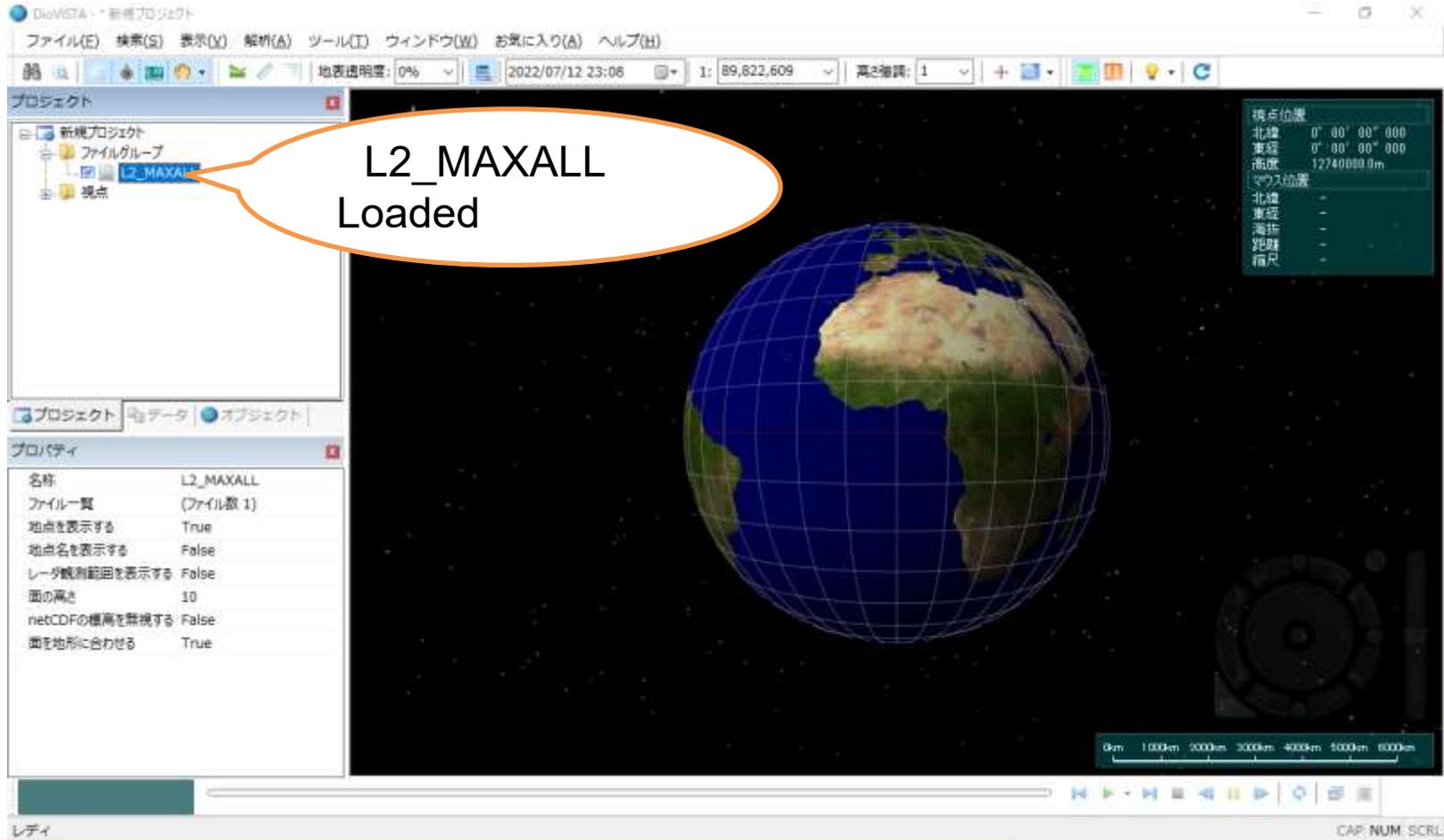
Change the map display



Loading data



Loading data



Follow the same steps to load the L1_MAXALL as well.

Creating a Color Table

We will make a color table specified by the Ministry of Land, Infrastructure, Transport and Tourism.

The screenshot shows the software interface with the following elements:

- Menu Bar:** ファイル(F) 検索(S) 表示(V) 船舶(A) ツール(T) ウィンドウ(W) お気に入り(A) ヘルプ(H)
- Toolbar:** Includes icons for file operations and a 'Color Table Settings' button.
- Project Tree:** プロジェクト > 新規プロジェクト > ファイルグループ
- Main View:** A 3D globe showing Africa and Europe with a grid overlay.
- Properties Panel (プロパティ):**

名称	L2_MAXALL
ファイル名	(ファイル数 1)
地点を表示する	True
地点名を表示する	False
レーダ観測範囲を表示する	False
面の高さ	10
netCDFの標高を無視する	False
面を地形に合わせる	True
- Right Panel:** 観測位置 (North, East, Altitude, Mouse Position, North, East, Longitude, Width)
- Scale Bar:** 0m, 1000m, 2000m, 3000m, 4000m, 5000m, 6000m
- Status Bar:** カラーテーブルを設定します。 CAP: NUM: SCRL

Creating a Color Table

The screenshot shows the 'カラーテーブル設定' (Color Table Settings) dialog box. It features a table with two columns: '名称' (Name) and 'カラーテーブル' (Color Table). Below the table are buttons for '新規作成...' (New), '編集...' (Edit), '削除' (Delete), 'OK', and 'キャンセル' (Cancel). A callout box with a mouse cursor points to the '新規作成...' button, containing the text 'Create new'. The background shows a project tree with 'L2_MAXALL' and 'L1_MAXALL' folders, and a 'プロパティ' (Properties) panel with various settings.

名称	カラーテーブル

Callout text: Create new

Creating a Color Table

1: Name =L1

2. Value range 0.5 ~ 10

3. Add click

4. Display color click

名称	表示色	値	最大値
L1	Yellow	0.5	10

値の範囲: 0.5 ~ 10

Buttons: 追加, 変更, 削除, OK, キャンセル

Creating a Color Table

The screenshot shows the 'Color Table Setting' dialog box in a software application. The dialog is titled '色の設定' (Color Setting) and contains several sections:

- 基本色(B):** A grid of 24 basic colors. The first color in the first row (Red) is selected with a dashed border.
- 作成した色(C):** A grid of 12 custom colors, all currently white.
- 色 | 純色(Q):** A color wheel and a vertical gradient bar.
- 色合い(E):** 38
- 鮮やかさ(S):** 240
- 明るさ(L):** 114
- 赤(R):** 242
- 緑(G):** 231
- 青(U):** 0

A callout box on the right side of the dialog displays the RGB values for the selected color:

Red = 242
Green = 231
Blue = 0

A mouse cursor is pointing to the 'OK' button, and a callout box below it says 'Press OK'.

Creating a Color Table

カラーテーブル設定

名称	カラーテーブル
L1	
L2	

Name = L2
Range of values = 0.5-10
Display color:
Red = 255
Green = 255
Blue = 179

Press OK

カラーテーブルを設定します。

In the same way, make an L2.

Display of maximum immersion depth

Inspire the Next

1: L2_MAXALL
Right-click
> Add Area
Variable

2. depthMax
Double-click

変数名	単位	カラーテーブル	説明
depthMax	m		最大浸水深
glev	m		標高
meshcode			メッシュコード

設定... OK キャンセル 閉じる

面変数を追加します。 CAP: NUM: SCRL

Display of maximum immersion depth

Inspire the Next

表示変数選択

スカラー表現の指定

変数名: depthMax

表示色

カラーテーブル: L2

Color Table = L2

最小値

最大値

データタイプ

格子境界

show Check for Remove the

Assumed maximum scale (light yellow)

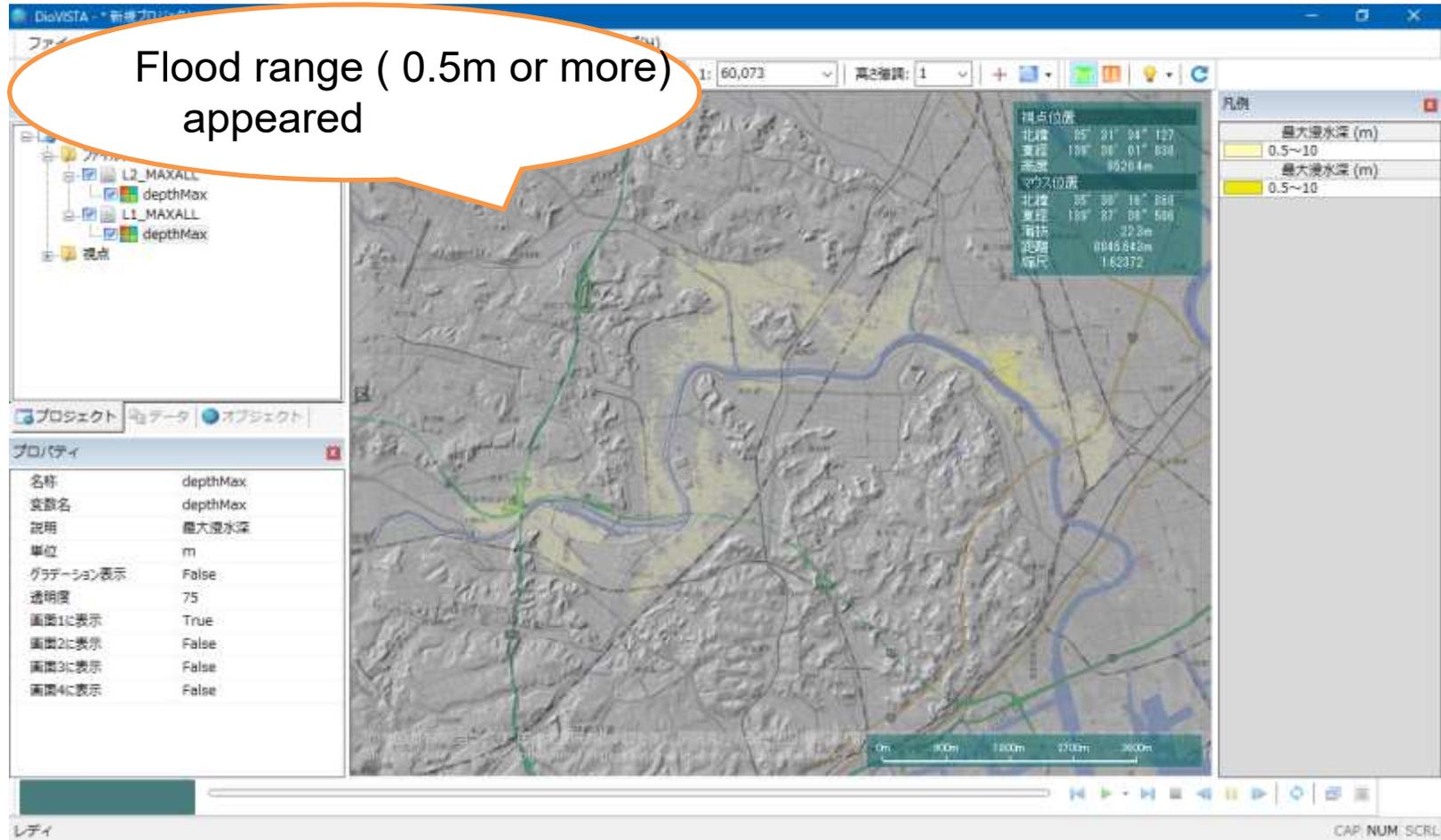
Press OK

OK キャンセル

Use the same procedure to specify the L1_MAXALL.
Color Table = L1

Display of maximum immersion depth

Inspire the Next



Display of maximum immersion depth

Inspire the Next

1: L2_MAXALL of Click depthMax

名称	depthMax
変数名	depthMax
説明	最大浸水深
単位	m
グラデーション表示	False
透明度	75
画面1に表示	True
画面2に表示	False
画面3に表示	False
画面4に表示	False

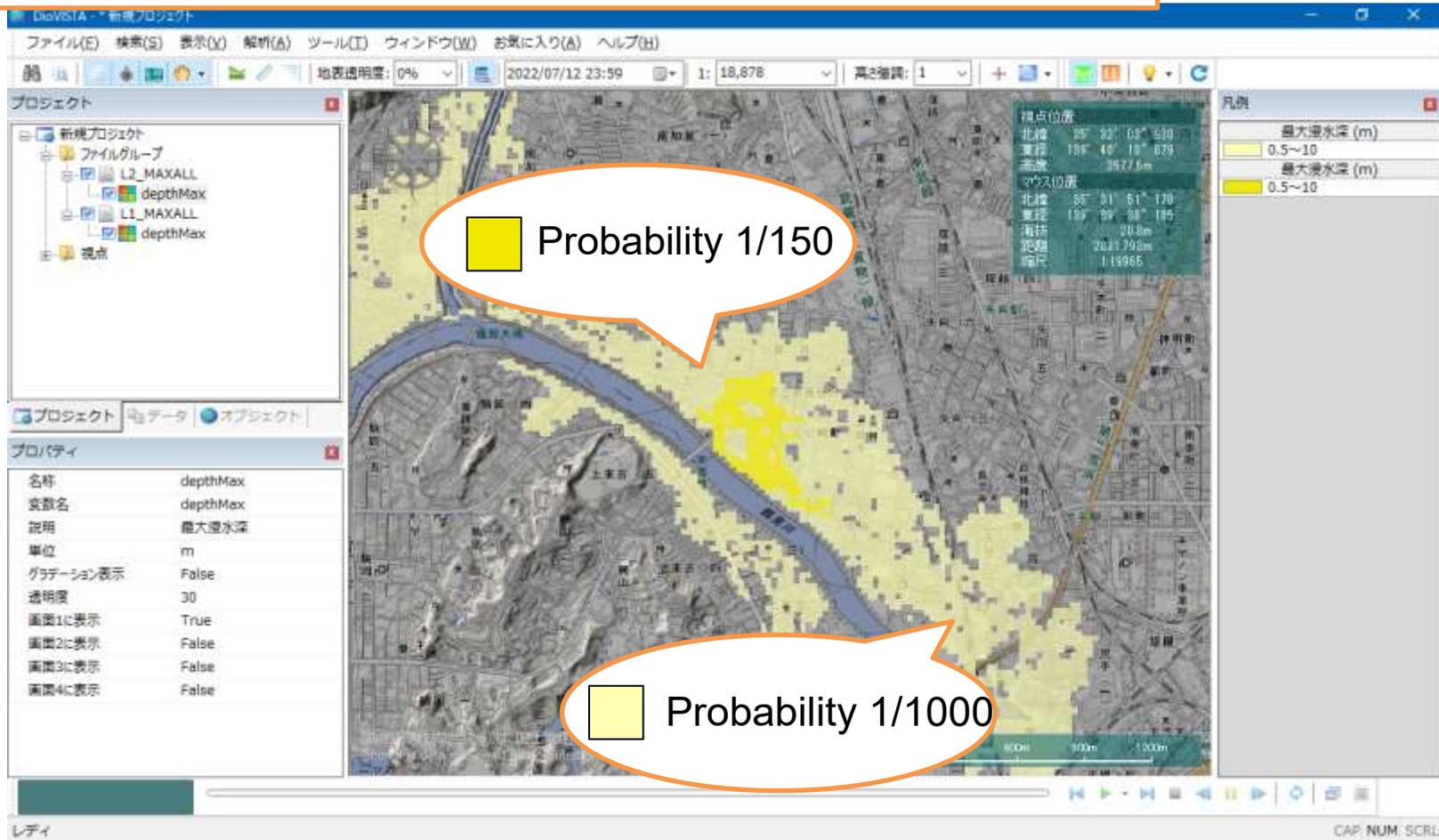
2: Transparency = 30

Use the same procedure to specify the transparency of the L1_MAXALL.

Display of maximum immersion depth

Inspire the Next

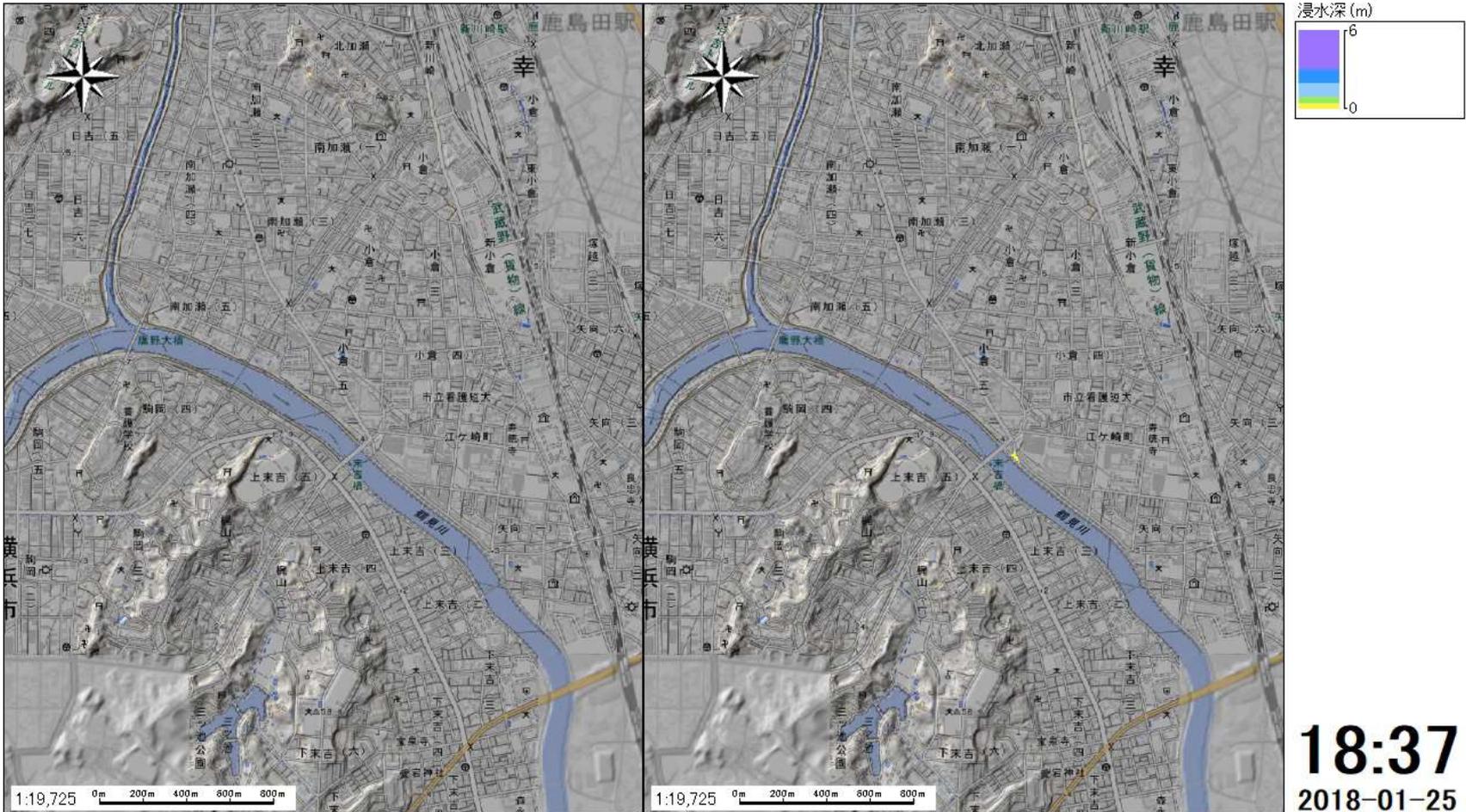
Flood risk map (inundation depth of 50 cm or more) The maximum inundation depth with different occurrence probabilities is superimposed.



Application: Making Comparison Videos

Design scale (probability 1/150 years)

Expected maximum scale



Compare simulations with different flow scales for the same levee failure scenario