The HYPE wiki pages

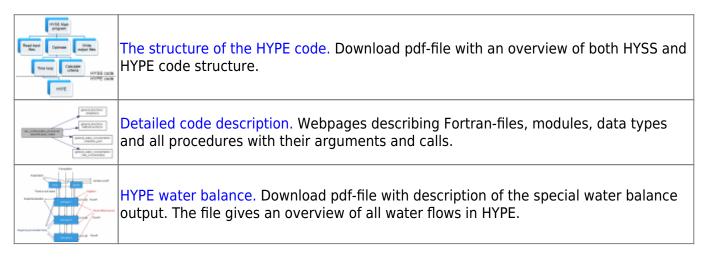
Welcome to the HYPE wiki pages. HYPE is an open source dynamic integrated rainfallrunoff and nutrient transfer model developed and maintained by the Swedish Meteorological and Hydrological Institute (SMHI).

HYPE is short for *HY*drological *P*redictions for the *E*nvironment. This wiki provides documentation for the HYPE model.

Documentation

HYPE model description on the wiki

HYPE file reference on the wiki



NOTE: File reference pages and more technical parts are under development. Please have a look at http://hype.sourceforge.net when information is missing

How to run HYPE

HYPE does not provide a graphical user interface. Users provide model set-up options and input data to HYPE using input text files. Model outputs are returned as text files as well. The compiled HYPE executable is run by double-clicking (on Windows) or by call from a command line (Windows or Linux). A system installation is not required. When invoked from the command line, HYPE takes two command line arguments: The search path to the folder where the info.txt file with model setup arguments is stored which has to be given, and a sequence number which is optional.

flag	argument
-infodir <i>or</i> -i	path
-sequence or -s	seqnr

The path can either be given as an absolute address or relative from the folder in which the program is started. The path may have a maximum of 200 characters and need surrounding apostrophes 'path' if blanks are included in the path. The search path should end with a slash. The sequence number is

an integer between 0 and 999. The sequence number determines which forcing files to use. Seqnr 0 uses forcing files without sequence number. If no argument is found, the program tries to find a file filedir.txt in the starting folder and read the path to info.txt there. It is also possible to give the path as the only argument without the flag.

Tutorials

Some popular tutorials on the HYPE wiki pages are:

- Short version on using HYPE
- HYPE set-up tutorial
- Updating with flow observations and more

More can be found on the tutorial page.