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+168
Maximum screen temperature over previous 3 hours	3_HOUR_MAX_screen_TEMPERATURE	Maximum air temperature at screen level. Stevenson screen height is approximately 1.5m above ground level.	degC	T to T+168
Minimum screen temperature over previous 3 hours	3_HOUR_MIN_screen_TEMPERATURE	Minimum air temperature at screen level. Stevenson screen height is approximately 1.5m above ground level.	degC	T to T+168
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+168
Maximum wind gust speed at 10m over previous hour	3_HOUR_10M_MAX_WIND_GUST	This can be considered as the extreme wind speed that might be experienced in the previous hour. 10m wind is the considered surface wind.	m/s	T to T+168
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+168
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+168
Precipitation				
Precipitation accumulation over previous 3 hours	3_HOUR_PRECIPITATION_AMOUNT	Implied depth of the layer of liquid water which has been deposited on the surface in the previous 3 hours.	mm	T to T+168
Probability of precipitation	PROBABILITY_OF_PRECIPITATION	Probability of precipitation occurring at the validity time.	%	T to T+168
Rain				
Probability of rain	PROBABILITY_OF_RAIN	Probability of rain occurring at the validity time.	%	T to T+168
Probability of heavy rain	PROBABILITY_OF_HEAVY_RAIN	Probability of heavy rain occurring at the validity time. Heavy rain is defined here as a rate >1mm/hr	%	T to T+168
Snow				
Falling snow amount from sky over previous 3 hours	3_HOUR_SNOW_AMOUNT	This is the amount of snow that has fallen out of the sky in the last 3 hours. 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.	mm	T to T+168
Probability of snow	PROBABILITY_OF_SNOW	Probability of snow occurring at the validity time.	%	T to T+168
Probability of heavy snow	PROBABILITY_OF_HEAVY_SNOW	Probability of heavy snow occurring at the validity time. Heavy snow is defined here as a rate > 1mm/hr (liquid water equivalent). Approximately equivilent to >1cm snow per hour.	%	T to T+168
Hail				
Probability of hail	PROBABILITY_OF_HAIL	Probability of hail occurring at the validity time.	%	T to T+168
Lightning/Sferics				
Probability of lightning	PROBABILITY_OF_SFERICS	Probability of lightning accuring at the validity time. This is the probability of a strike within a radius of 50km.	%	T to T+168
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+168
Visibility				
Visibility	VISIBILITY	Minimal horizontal distance at which something can be seen.	m	T to T+168
Humidity				
Relative humidity at screen level	RELATIVE_HUMIDITY	Stevenson screen height is approximately 1.5m above ground level.	%	T to T+168
UV				

Maximum UV index over previous 3 hours	UV_INDEX	Usually a value from 0 to 13 but higher values are possible in extreme situations. UV Index decode: https://www.metoffice.gov.uk/services/data/datapoint/code-definitions	1	T to T+168
Weather symbol/code				
3 hour significant weather code	SIGNIFICANT_WEATHER	Each subdaily 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 3 hours) 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, 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+168