

Description	Parameter name	Full description	Units	Time steps
Temperature				
Maximum daytime feels like temperature	DAY_MAXIMUM_FEELS_LIKE_TEMP	This is the most likely maximum value over the day based on the ensemble spread. This is the temperature it feels like taking into account humidity and wind chill but not radiation. Daytime is defined as those forecast times that fall between local dawn and dusk.	degC	T-24 to T+168
Maximum daytime feels like temperature lower bound	LOWER_BOUND_DAY_MAX_FEELS_TEMP	This is the lower bound for the maximum value over the day based on the ensemble spread. It is actually given by the 2.5 percentile. This means there is a 97.5% probability that the actual figure will be above this lower bound figure. This is the temperature it feels like taking into account humidity and wind chill but not radiation. Daytime is defined as those forecast times that fall between local dawn and dusk.	degC	T-24 to T+168
Maximum daytime feels like temperature upper bound	UPPER_BOUND_DAY_MAX_FEELS_TEMP	This is the upper bound for the maximum value over the day based on the ensemble spread. It is actually given by the 97.5 percentile. This means there is a 97.5% probability that the actual figure will be below this upper bound figure. This is the temperature it feels like taking into account humidity and wind chill but not radiation. Daytime is defined as those forecast times that fall between local dawn and dusk.	degC	T-24 to T+168
Maximum daytime air temperature at screen level	DAY_MAXIMUM_screen_TEMPERATURE	This is the most likely maximum value over the day based on the ensemble spread. Stevenson screen height is approximately 1.5m above ground level. Daytime is defined as those forecast times that fall between local dawn and dusk.	degC	T-24 to T+168
Maximum daytime air temperature lower bound at screen level	LOWER_BOUND_DAY_MAX_screen_TEMP	This is the lower bound for the maximum value over the day based on the ensemble spread. It is actually given by the 2.5 percentile. This means there is a 97.5% probability that the actual figure will be above this lower bound figure. Stevenson screen height is approximately 1.5m above ground level. Daytime is defined as those forecast times that fall between local dawn and dusk.	degC	T-24 to T+168
Maximum daytime air temperature upper bound at screen level	UPPER_BOUND_DAY_MAX_screen_TEMP	This is the upper bound for the maximum value over the day based on the ensemble spread. It is actually given by the 97.5 percentile. This means there is a 97.5% probability that the actual figure will be below this upper bound figure. Stevenson screen height is approximately 1.5m above ground level. Daytime is defined as those forecast times that fall between local dawn and dusk.	degC	T-24 to T+168
Minimum night-time feels like temperature	NIGHT_MINIMUM_FEELS_LIKE_TEMP	This is the most likely minimum value over the night based on the ensemble spread. This is the temperature it feels like taking into account humidity and wind chill but not radiation. Night-time is defined as those forecast times that fall between local dusk and dawn.	degC	T-24 to T+168
Minimum night-time feels like temperature lower bound	LOWER_BOUND_NIGHT_MIN_FEELS_TEMP	This is the lower bound for the minimum value over the night based on the ensemble spread. It is actually given by the 2.5 percentile. This means there is a 97.5% probability that the actual figure will be above this lower bound figure. This is the temperature it feels like taking into account humidity and wind chill but not radiation. Night-time is defined as those forecast times that fall between local dusk and dawn.	degC	T-24 to T+168
Minimum night-time feels like temperature upper bound	UPPER_BOUND_NIGHT_MIN_FEELS_TEMP	This is the upper bound for the minimum value over the night based on the ensemble spread. It is actually given by the 97.5 percentile. This means there is a 97.5% probability that the actual figure will be below this upper bound figure. This is the temperature it feels like taking into account humidity and wind chill but not radiation. Night-time is defined as those forecast times that fall between local dusk and dawn.	degC	T-24 to T+168
Minimum night-time air temperature at screen level	NIGHT_MINIMUM_screen_TEMPERATURE	This is the most likely minimum value over the night based on the ensemble spread. Stevenson screen height is approximately 1.5m above ground level. Night-time is defined as those forecast times that fall between local dusk and dawn.	degC	T-24 to T+168
Minimum night-time air temperature lower bound at screen level	LOWER_BOUND_NIGHT_MIN_SCRN_TEMP	This is the lower bound for the minimum value over the night based on the ensemble spread. It is actually given by the 2.5 percentile. This means there is a 97.5% probability that the actual figure will be above this lower bound figure. Stevenson screen height is approximately 1.5m above ground level. Night-time is defined as those forecast times that fall between local dusk and dawn.	degC	T-24 to T+168

Minimum night-time air temperature upper bound at screen level	UPPER_BOUND_NIGHT_MIN_SCRN_TEMP	This is the upper bound for the minimum value over the night based on the ensemble spread. It is actually given by the 97.5 percentile. This means there is a 97.5% probability that the actual figure will be below this upper bound figure. Stevenson screen height is approximately 1.5m above ground level. Night-time is defined as those forecast times that fall between local dusk and dawn.	degC	T-24 to T+168
Wind				
Wind gust speed at 10m at local midday	MIDDAY_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-24 to T+168
Wind gust speed at 10m at local midnight	MIDNIGHT_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-24 to T+168
Wind speed at 10m at local midday	MIDDAY_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-24 to T+168
Wind speed at 10m at local midnight	MIDNIGHT_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-24 to T+168
Wind direction at 10m at local midday	MIDDAY_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-24 to T+168
Wind direction at 10m at local midnight	MIDNIGHT_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-24 to T+168
Precipitation				
Probability of precipitation during the day	DAY_PROBABILITY_OF_PRECIP	Daytime is defined as those forecast times that fall between local dawn and dusk.	%	T-24 to T+168
Probability of precipitation during the night	NIGHT_PROBABILITY_OF_PRECIP	Night-time is defined as those forecast times that fall between local dusk and dawn.	%	T-24 to T+168
Rain				
Probability of rain during the day	DAY_PROBABILITY_OF_RAIN	Daytime is defined as those forecast times that fall between local dawn and dusk.	%	T-24 to T+168
Probability of rain during the night	NIGHT_PROBABILITY_OF_RAIN	Night-time is defined as those forecast times that fall between local dusk and dawn.	%	T-24 to T+168
Probability of heavy rain during the day	DAY_PROBABILITY_OF_HEAVY_RAIN	Heavy rain is defined as >1mm/hr. Daytime is defined as those forecast times that fall between local dawn and dusk.	%	T-24 to T+168
Probability of heavy rain during the night	NIGHT_PROBABILITY_OF_HEAVY_RAIN	Heavy rain is defined as >1mm/hr. Night-time is defined as those forecast times that fall between local dusk and dawn.	%	T-24 to T+168
Snow				
Probability of snow during the day	DAY_PROBABILITY_OF_SNOW	Daytime is defined as those forecast times that fall between local dawn and dusk.	%	T-24 to T+168
Probability of snow during the night	NIGHT_PROBABILITY_OF_SNOW	Night-time is defined as those forecast times that fall between local dusk and dawn.	%	T-24 to T+168
Probability of heavy snow during the day	DAY_PROBABILITY_OF_HEAVY_SNOW	Heavy snow is defined as >1mm/hr liquid water equivalent and is approximately equivalent to >1cm snow per hour. Daytime is defined as those forecast times that fall between local dawn and dusk.	%	T-24 to T+168
Probability of heavy snow during the night	NIGHT_PROBABILITY_OF_HEAVY_SNOW	Heavy snow is defined as >1mm/hr liquid water equivalent and is approximately equivalent to >1cm snow per hour. Night-time is defined as those forecast times that fall between local dusk and dawn.	%	T-24 to T+168
Hail				
Probability of hail during the day	DAY_PROBABILITY_OF_HAIL	Daytime is defined as those forecast times that fall between local dawn and dusk.	%	T-24 to T+168
Probability of hail during the night	NIGHT_PROBABILITY_OF_HAIL	Night-time is defined as those forecast times that fall between local dusk and dawn.	%	T-24 to T+168
Lightning/Sferics				
Probability of lightning during the day	DAY_PROBABILITY_OF_SFERICIS	This is the probability of a strike within a radius of 50km.	%	T-24 to T+168
Probability of lightning during the night	NIGHT_PROBABILITY_OF_SFERICIS	This is the probability of a strike within a radius of 50km.	%	T-24 to T+168

Pressure				
Mean sea level pressure at local midday	MIDDAY_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-24 to T+168
Mean sea level pressure at local midnight	MIDNIGHT_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-24 to T+168
Visibility				
Visibility at local midnight	MIDNIGHT_VISIBILITY	Minimal horizontal distance at which a known object can be seen.	m	T-24 to T+168
Visibility at local midday	MIDDAY_VISIBILITY	Minimal horizontal distance at which a known object can be seen.	m	T-24 to T+168
Humidity				
Relative humidity at screen level at local midday	MIDDAY_RELATIVE_HUMIDITY	Stevenson screen height is approximately 1.5m above ground level.	%	T-24 to T+168
Relative humidity at screen level at local midnight	MIDNIGHT_RELATIVE_HUMIDITY	Stevenson screen height is approximately 1.5m above ground level.	%	T-24 to T+168
UV				
Maximum UV index during the day	DAY_MAX_UV_INDEX	Usually a value from 0 to 13 but higher values are possible in extreme situations. Daytime is defined as those forecast times that fall between local dawn and dusk.	1	T-24 to T+168
Weather symbol/code				
Night-time weather symbol/Significant weather code	NIGHT_SIGNIFICANT_WEATHER	Night-time is defined as those forecast times that fall between local dusk and dawn. Decode found: https://metoffice.apiconnect.ibmcloud.com/metoffice/production/node/264	1	T-24 to T+168
Daytime weather symbol/Significant weather code	DAY_SIGNIFICANT_WEATHER	Daytime is defined as those forecast times that fall between local dawn and dusk. Decode found: https://metoffice.apiconnect.ibmcloud.com/metoffice/production/node/264	1	T-24 to T+168