

CHAPTER 2

N-AWIPS User Interface

The N-AWIPS programs can be separated into two groups: GEMPAK programs and Graphical User Interface (GUI) programs. Access to both types of programs is outlined in the following sections.

GEMPAK User Interface

The GEMPAK user interface is a text-based interface. Programs are run and commands are input by typing in the appropriate command and value. In this section, common commands that are used in GEMPAK are presented.

To start a GEMPAK program, type the name of the program in lower case. If the program fails to run see your software administrator to have your UNIX PATH environment variable set properly.

Once a GEMPAK program is running, a list of valid parameters is presented. Next to each parameter is a short description of how the given parameter should be input, followed by the current value of the parameter. GEMPAK has a built-in system that keeps track of all the parameter definitions. This information is stored in a pair of ASCII text files, `gemglb.nts` (the global parameter file) and `last.nts` (the settings from the last program run).

Commands may then be entered following the `GEMPAK-PROGRAM>` prompt, where “PROGRAM” is the name of the GEMPAK program currently executing.

There are five types of commands:

- listing commands
- on-line help commands
- assignment commands
- animation commands
- execution commands

These commands may be abbreviated so long as the abbreviation is unique and may be either upper or lower case. In a parameter assignment command, a parameter name may be abbreviated to the extent that it remains unique among all the other parameters used by that program. If HELP information is sought for a parameter not used in the current program, the full parameter name must be entered. For HELP information on any program, the full program name must be entered.

After the run command is entered, the program executes and returns to the `GEMPAK-PROGRAM>` prompt allowing for additional changes and re-execution.

In the command summary below, optional information is enclosed by [...].

The following commands show parameter names, definitions, and values:

DISPLAY [NAME] Lists definitions and values of all program parameters or of the single specified parameter, NAME.

GEMPAK Variables

LIST [NAME]	Lists values of all the program parameters or of the single specified parameter, NAME.
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These commands permit access to HELP information:

HELP	Displays this HELP information on the screen.
HELP NAME	Displays HELP information for NAME. NAME may be a program or parameter name.
PHELP [NAME]	Same as HELP, but the output is paged.

The following commands assign values to the parameters:

PARM = xyz	Assigns value xyz to parameter PARM.
PARM = &PARM2	Assigns values of PARM2 to PARM.
RESTORE [FILE]	Recalls parameter values stored by SAVE [FILE].
SAVE [FILE]	Saves values of parameters for future RESTORE.
CURSOR PARM	Assigns value to PARM based on user input from the mouse button [GAREA, GPOINT, and CXSTNS are the only valid inputs for PARM].
LUT FILE	Loads a color look-up table stored in FILE.
WINDOW NAME	Activates, pops, and restores information about the window specified by NAME.
CLOSE NAME	Closes the window specified by NAME.

These commands allow manipulation of an existing animation sequence:

;LOOP	Starts forward animation of the loaded sequence (the loop is stopped by a single click of the left mouse button in the output graphics window).
;REVERSE	Starts backward animation the of loaded sequence (the loop is stopped by a single click of the left mouse button in the output graphics window).
;STEP	Steps one frame forward.
;BACK	Steps one frame backward.

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<code>;/#</code>	Sets the dwell rates to group # (# is a value in the range of 1-5. One results in the slowest loop speeds and 5 in the fastest).
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The following command will return the current version number of GEMPAK:

<code>VERSION</code>	Displays the current version number.
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There are two commands to control execution of the program:

<code>EXIT</code>	Exits from the current GEMPAK program.
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<code>RUN</code>	Runs the current program with the currently set parameter values.
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A more detailed tutorial for the GEMPAK interface is included in Appendix D.

GUI Programs

The N-AWIPS Graphical User Interface programs may be activated most easily via a program launcher. The launcher, ntl, can be executed from the command line or set up to run at login.

NTL provides a set of buttons corresponding to the names of the GUI programs. NTL also initializes shared resources common to all of the GUIs. A single mouse click on the appropriate NTL button runs the desired GUI program.

Alternatively, each GUI program may be run in a “stand-alone” mode where the program name is entered from the UNIX command line directly.

On-line help is available for the GUI programs and most of the pop-up dialog boxes within the programs. Each of the GUI programs is described in more detail in Chapter 5.

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