



FFMP: Service Backup

How to Add Radars and CWAs to FFMP

OB5+

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These are instructions describing how to get FFMP to analyze additional CWAs and to use additional radar data to do it.

1. Check the /data/fxa/tstorm/FFMPradarToCWA.txt file. This lists the radars that currently provide data to FFMP for analyzation at the top of the file. For each radar entry, it also lists the CWAs the radar will “see”. If a certain CWA is not seen by FFMP, this means the basins FFMP analyzes will not include basins for that CWA for that radar (except perhaps for the ~20km boundary around the area of interest). Each line has the format:
radarID CWA1 CWA2 CWA3 . . . CWAn
2. Check the /awips/fxa/data/localizationDataSets/@@@/radarsInUse.txt file. This file lists the radars that can be added.:
3. Edit the FFMPradarToCWA.txt file, adding a line for each radar you want to add to FFMP, with the CWAs you want that radar to “see”. (Use the line format noted in Step 1.)
4. Obtain the basin, bin, and ref_sl shape file sets for the radar(s) you have added. These can be obtained from NOAA1 ftp or from the WFO that has the radar as dedicated. The files needed are of the form:
XXXX_aggr_basins.*
XXXX_bins.*
XXXX_ref_sl.* (for Basin Trace functionality – **OB6+**)
where XXXX is your 4-letter radar ID and * represents dbf, shx, and shp.gz. The ref_sl shape file set is optional for **OB6+**. If not obtained, the Basin Trace functionality will be excluded for the radar of interest, but all of the core FFMP functionality will be retained. Basin Trace is not available in -OB5.
5. Once the shape file sets are obtained, place them in /awips/fxa/data/localization/nationalData. The shapefile sets are pretty big, so don’t try to include too many radars.
6. Conduct a Forced Clean Localization. See the instructions on the following page.
7. Use the RMR to request the DHR radar product for the radar desired. This will be temporary. I believe the maximum duration is currently set to 8 hours.

Note: Currently, FFMP is limited by the WFO Scale for display and expects localizations to be conducted for only one primary CWA. The result: parts of CWAs that are too far outside the WFO Scale will be omitted from FFMP. A re-design is being evaluated for OB7.



FFMP: Forced Clean Localization

How to Conduct a Forced, Clean localization

OB5+

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To conduct a Forced Clean Localization, as user **fxa**, on an **LX** machine:

1. Run the Forced Localization for your *Primary CWA*:

```
cd /awips/fxa/data/localization/scripts  
./mainScript.csh f -scan
```
2. **(NOT needed if OB7.2+)** Stop the FFMPprocessor on px1:

```
ssh px1  
stopFFMPprocessor
```
3. **(NOT needed if OB7.2+)** Remove some data files for *each radar* FFMP used to “see”:

```
cd /data/fxa/radar/XXXX/ffmp  
rm 200* FFG?hr.dat accum* FFG?hrOverride.dat
```

where XXXX is the 4-letter radar ID and ? is the FFG time frame (1, 3, 6). If you had to remove the Override files, you will have to re-apply them using the ForcedFFG.tcl GUI.
ForcedFFG.tcl (optional)
4. **(NOT needed if OB7.2+)** Re-start the FFMPprocessor on px1:

```
startFFMPprocessor
```

Note: With these steps, you'll temporarily lose FFMP functionality until the FFMPprocessor has time to build its accumulations again. In 30 minutes, FFMP will be able to display 30 minute data, 2 hour data will be available after 2 hours, etc.

Once you have displayable FFMP data again, check to see if it looks correct. If it does, then, instead of performing more "scan" localizations for each workstation, you can copy the necessary local files from your test Linux box to other workstations. If you don't want to wait to check the results, you can just copy these files immediately after Step 4:

5. Copy selected files to each other LX machine (machine that runs D2D):

```
exit (sends you back to the LX machine that was localized)  
cd /awips/fxa/data/localizationDataSets/@@@  
scp *aggr_basins* lx?:/awips/fxa/data/localizationDataSets/@@@/  
where @@@ is your 3-letter WFO ID and ? is the number of the LX machine.
```

Note: If any currently running D2D had the 'old' FFMP loaded at some point, it will need to be restarted before it will see the new localization output.