



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.