

### 4.1.3 Interface Menu Options

Pulldown menu options are available from the main Trace File Manager interface. These menus control system options and provide interface to additional analysis capability.

#### 4.1.3.1 File

The *File* menu shown in Figure 4.1-4 provides access to functions that operate on trace files, provide interfaces to the *espinit* and *fcst* components of the forecast system, generate plots of the GeoViewer display and exit from the program. The following sections describe each of the menu items available from the *File* menu.

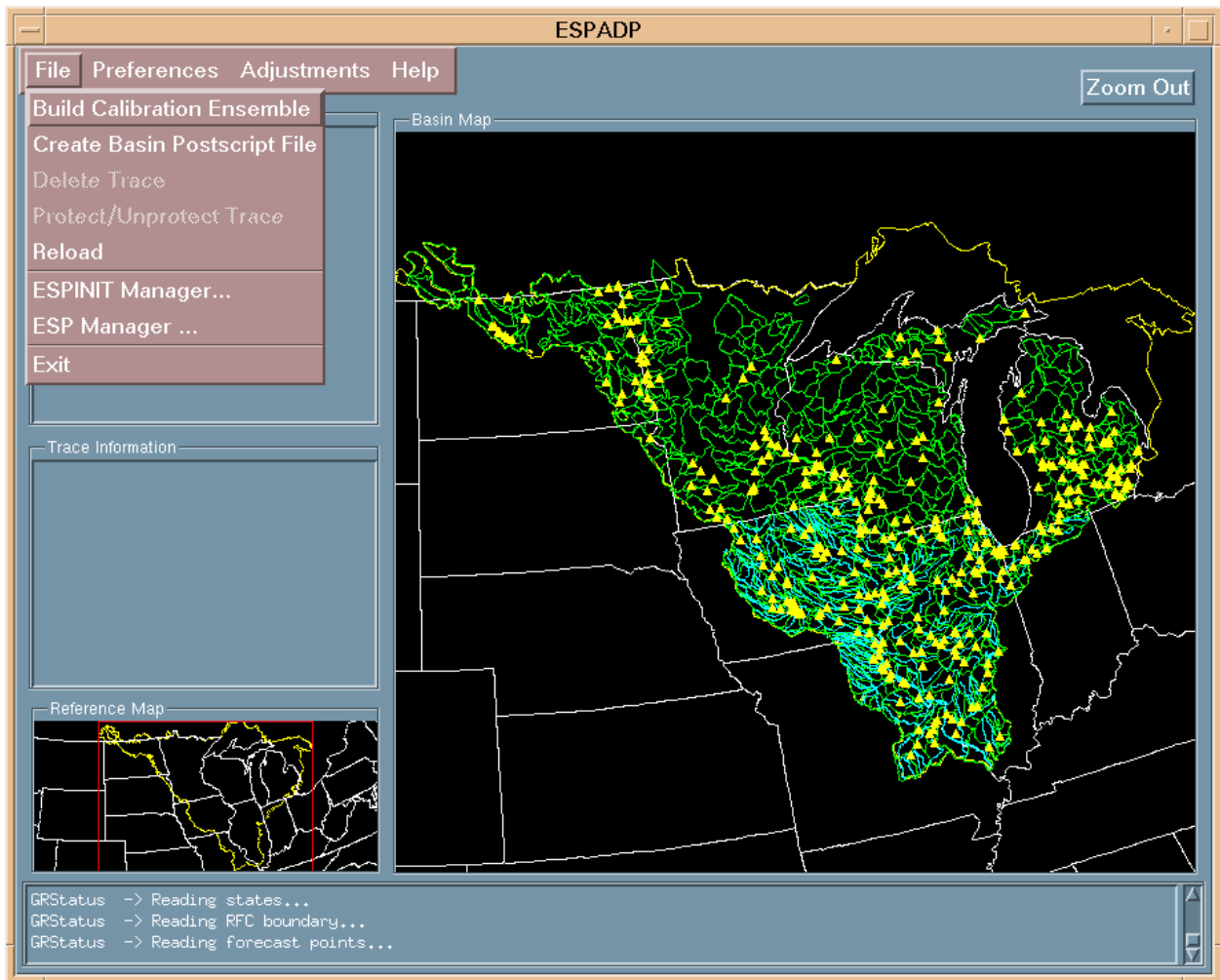


Figure 4.1-4. ESPADP Display Manager File Options

#### 4.1.3.1.1 Build Calibration Ensemble

The dialog provided to create calibration ensembles (Figure 4.1-5) consists of two parts: a file selector and two lists that enable a user to manage new groups. The top list is a collection of files and the lower list shows the names assigned to previously created groups.

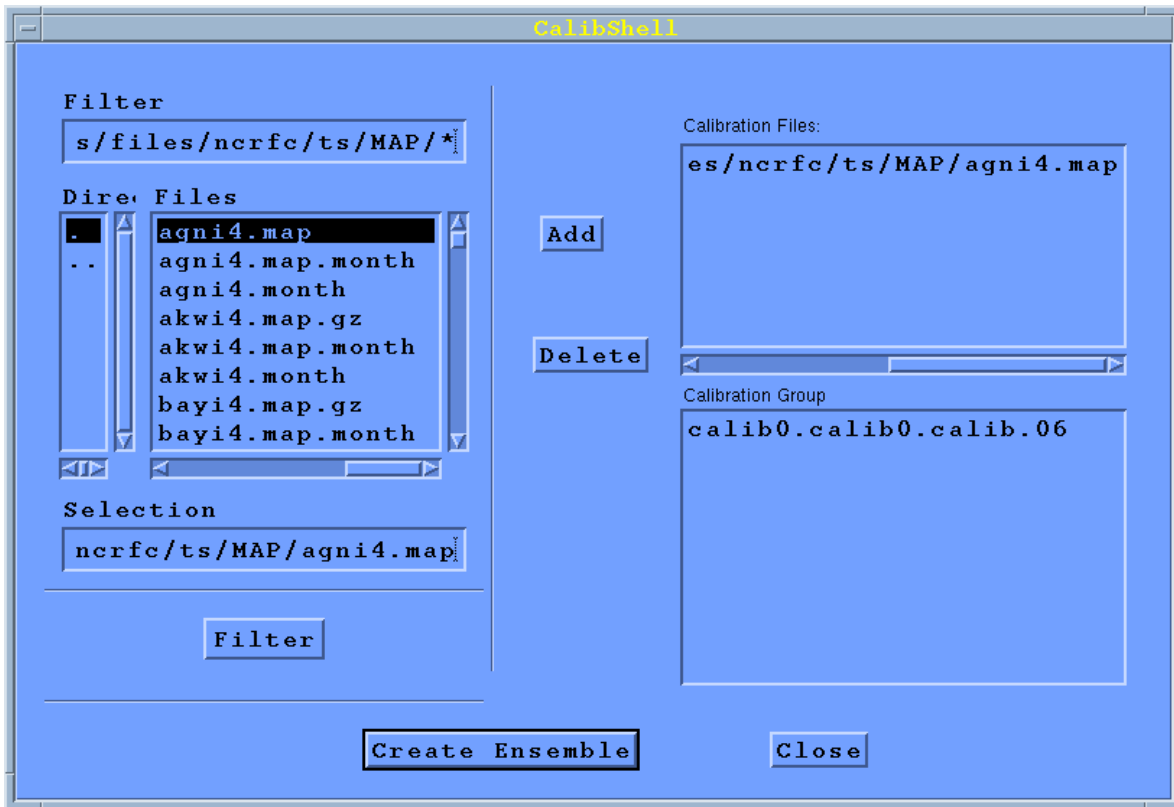


Figure 4.1-5. Build Calibration Ensemble Dialog

To add a file to the list of file names, use the file selector on the left side of the dialog. Once a desired file is highlighted, click on the **Add** button. To delete any file from this list, select it and click on the **Delete** button. Once all the desired files have been added, click on **Create Ensemble**. A new dialog will appear to create a new group name (Figure 4.1-6). When the user is satisfied with the new group name and clicks on the **OK** button, a new display shell is launched.

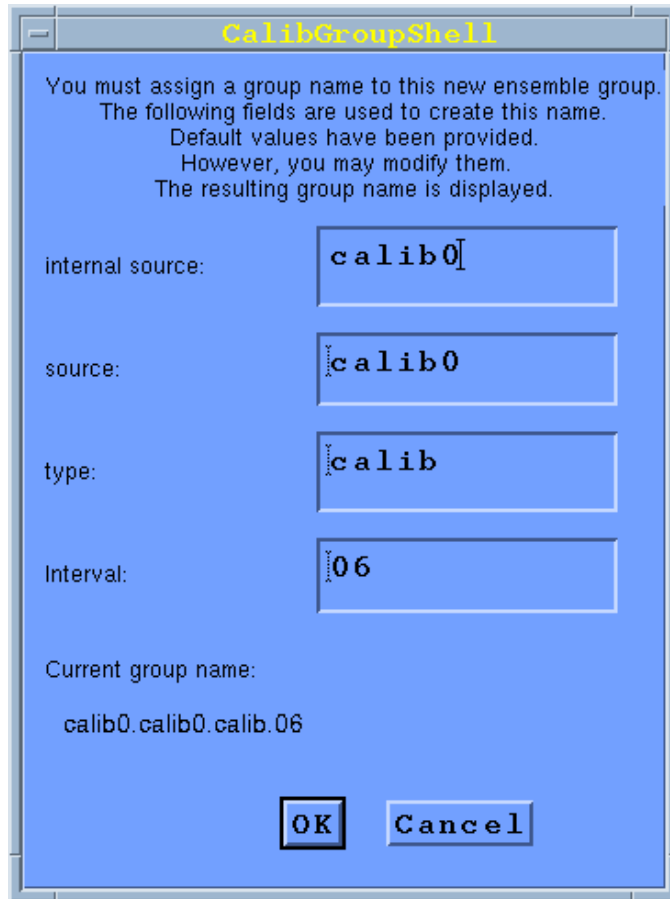


Figure 4.1-6. Calibration Group Name Dialog

Options

No options available.

User Notes

Note that the entire path is used in the file list so that files from any directory may be used. Once a group has been created, its members can be recalled in the file list simply by selecting the group from the group list.

The dialog that creates the group name has default values that can be edited. As the user changes the individual fields, the new group name is displayed at the bottom of the dialog. Group names may not be duplicated.

**4.1.3.1.2 Create Basin Postscript File**

The Create Basin Postscript File menu item allows the user to save the current geographic display window as a PostScript file that can later be printed on a postscript output device. When this menu item is selected, a dialog box opens, allowing the user to specify a name for the PostScript file. A default directory for PostScript files is used, but may be overridden by the user.

Options

No options available.

User Notes

None at this time.

**4.1.3.1.3 Delete Trace File (Not implemented in this release)**

This menu item deletes selected trace files, regardless of protection status. A confirmation dialog box is displayed requiring the user to accept the operation before the files are deleted.

Options

No options available.

User Notes

None at this time.

**4.1.3.1.4 Protect/Unprotect Trace File (Not implemented in this release)**

This menu item toggles the protection status of the selected trace. Routine execution of ESP will generally cause existing traces to be overwritten. In some instances it may be desirable to preserve multiple versions of a given trace file in order to compare results of various options in executing ESP. When this menu item is chosen, the selected trace files are protected by appending a date/time stamp to the end of the file name. The date/time stamp corresponds to the time of the execution and is unique for a given trace. If the selected trace file is already protected, the file will be returned to an unprotected status by removing the date/time stamp.

Options

No options available.

User Notes

None at this time.

**4.1.3.1.5 Reload**

This option allows the user to refresh the segment and trace file list within the trace manager. This is useful when a trace has been created or updated. All settings remain the same, allowing the user to continue analysis uninterrupted by closing and restarting the GUI.

Options

No options available.

User Notes

None at this time.

**4.1.3.1.6 ESPINIT**

The *espinit* menu item invokes an interface to the *espinit* program (Figure 4.1-7). The interface allows the user to review and edit input and output files and to execute the *espinit* program using a given input file. This interface contains three list boxes for input, output and punch files. The input list box shows all of the files in the *espinit* input directory as defined in the current *apps\_defaults*. The output list box shows

the files in the currently defined *ofs* output directory. A check box allows the user to filter the output list to include only those files with names corresponding to the currently selected input file. Punch files that result from executing a punch command in *espinit* are shown in the third list box.



Figure 4.1-7. ESPADP ESPINIT Manager

### Options

The *File* menu option (Figure 4.1-8) contains the options that let the user create, edit and run a set of ESPINIT commands. If the *File* menu item is selected before any files are selected, the options available are to *Update the File List*, *Run ESPINIT*, or *Close* the window. The *Update the File List* option re-scans the ESPINIT input directory and lists all files. The *Run ESPINIT* option runs the *ofs* script using the highlighted file as input. The *close* option removes the user from the *ESPINIT* dialogue box. The *Run ESPINIT* cannot be used until an input file is selected from the list. Once a filename is highlighted in the *Existing ESPINIT Files* box, additional options appear under the *File* menu. These are *New*, *Edit* and *Delete*. The *New* option brings up an edit window in which the user will enter the appropriate *ESPINIT* commands. The *Edit* option is used to edit the input file highlighted in the list of files. The *Delete* option can be used to delete any of the files in the *espinit* directory.

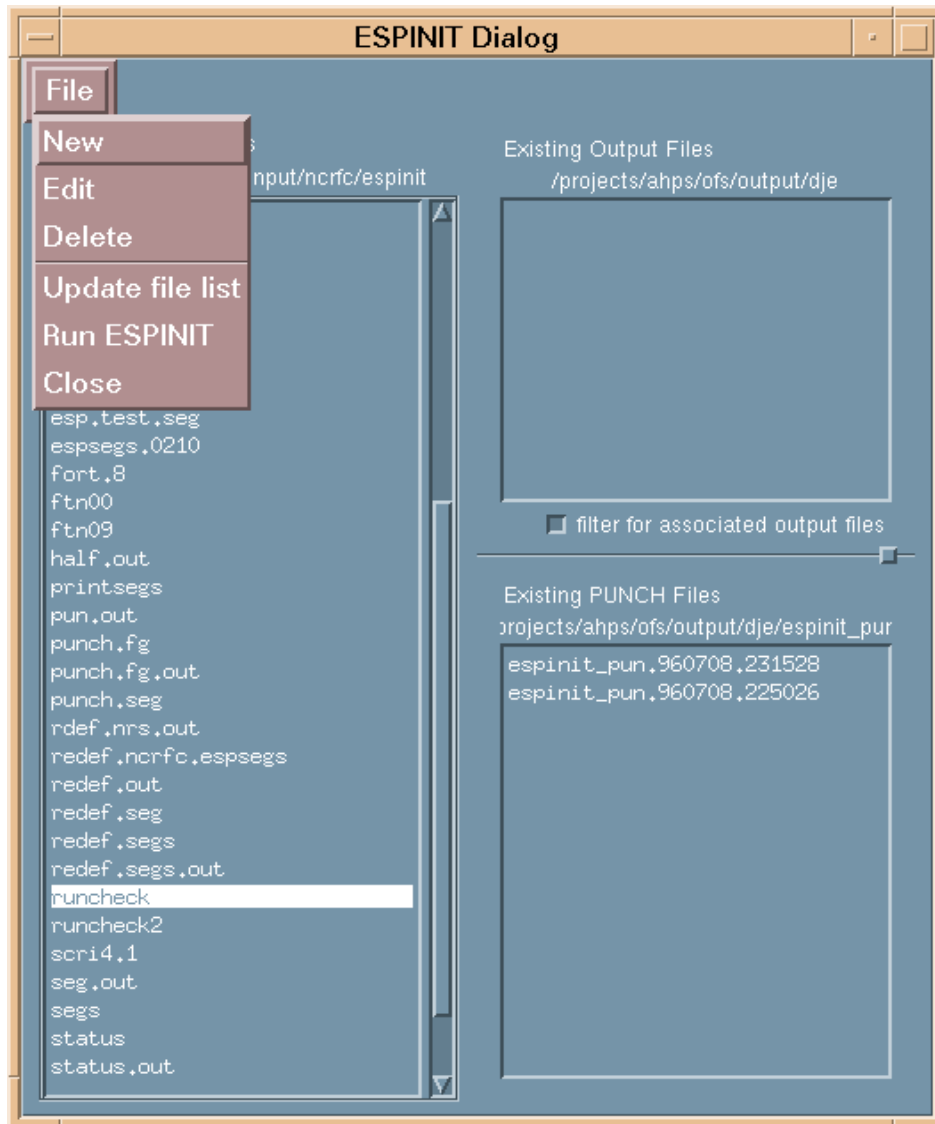


Figure 4.1-8. ESPINIT File Options

User Notes

The editor used to display and edit the files shown in the various windows can be changed through the preferences menu. When creating a new *ESPINIT* input deck, the first card in the deck is treated as a comment card by the *espinit* program. When an input file is run with the *espinit* program through the *ESPADP* interface, the command line for the *ofs* script is: *ofs -p espinit -I filename -o filename*, where *filename* is the name of the input file. The output file is named the same as the input file, with a date and time stamp added to the file name. The output file will be in the output directory defined by the *ofs\_output* variable in the system *.Apps\_defaults*, under the directory named for the user's login name.

**4.1.3.1.7 Submit ESP Run**

The ESP Run Manager shown in Figure 4.1-9 invokes an interface to the *FCST* program. While this interface is intended for submitting batch ESP runs, it can be used to execute any sequence of *HCL* commands found in a file in the input directory for the forecast program. As with the *ESPINIT* interface,

it allows the user to review and edit input and output files and to execute the *fcst* program using a given input file.



Figure 4.1-9. ESPADP ESP Run Manager

This interface contains two list boxes for input and output files. The input list box shows all of the files in the *fcst* input directory as defined in the current *.Apps\_defaults*. The output list box shows the files in the currently defined *ofs* output directory. A check box allows the user to filter the output list to include only those files with names corresponding to the currently selected input file. The *ESP File* menu provides access to functions for viewing and editing input and output files. Other functions available from the *File* menu include updating the file list, running *FCST* using the currently selected input file, or quitting from the interface.

### Options

The *File* menu option on the *ESP* dialogue box contains the options that let the user create, edit and run a set of *ESP* commands. As shown in Figure 4.1-10, if the *File* menu item is selected before any files are selected, the options available are to *Update the File List*, *Run ESP*, or *Close* the window. The *Update the File List* option re-scans the *esp* input directory and lists all files. The *Run ESP* option runs the *ofs* script using the highlighted file as input. The *close* option removes the user from the *ESP* dialogue box. The *Run ESP* cannot be used until an input file is selected from the list. Once a filename is highlighted in the

*Existing ESP Files* box, additional options appear under the File menu. These are *New*, *Edit* and *Delete*. The *New* option brings up an edit window in which the user will enter the appropriate *ESP* commands. The *Edit* option is used to edit the input file highlighted in the list of files. The *Delete* option can be used to delete any of the files in the esp directory.

User Notes

The editor used to display and edit the files shown in the various windows can be changed through the preferences menu.

**4.1.3.1.8 Exit**

Selection of this menu item closes all ESPADP displays and ends the ESPADP program session.

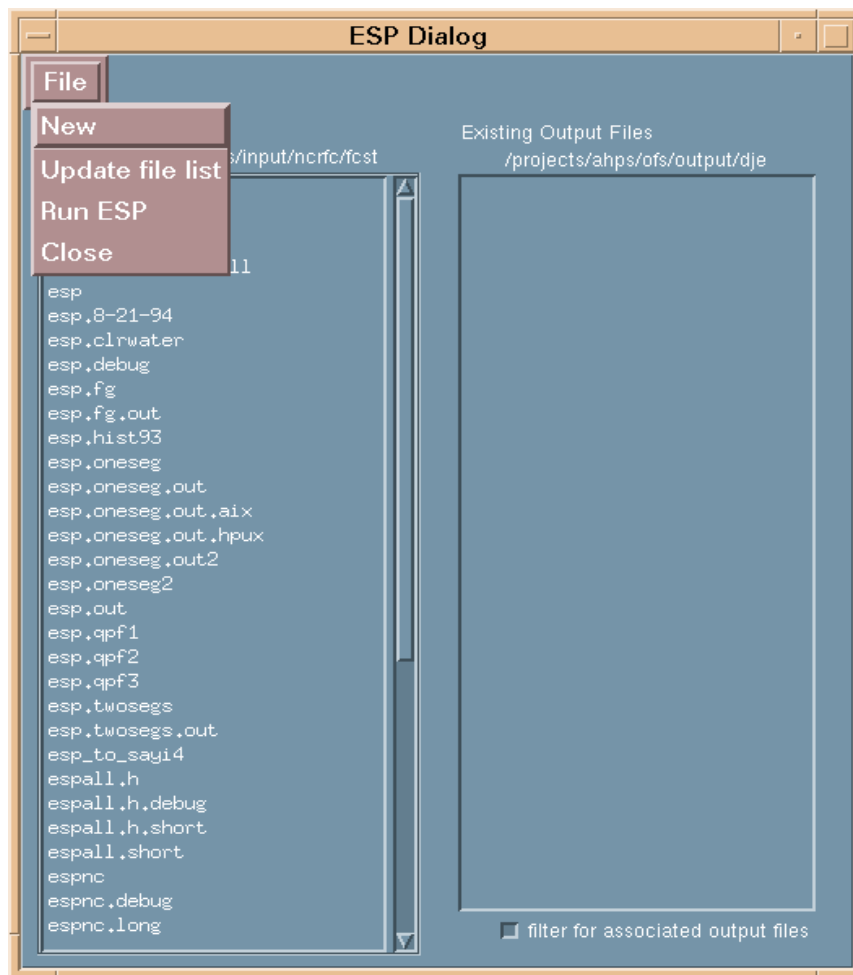


Figure 4.1-10. ESP Run File Options

Options

No options available.

User Notes

Exiting will flush ESPADP log messages to the log file, close graphics windows and deallocate memory.



The exit command may take a few seconds to complete.

#### **4.1.3.2 Preferences**

The *Preferences* pulldown menu controls user options. These options can be set for the current session or as the user's default.

##### **4.1.3.2.1 Environment**

Currently, the only functional field within the *Environment Preferences* window shown in Figure 4.1-11 is the editor. This editor is used whenever the user wishes to edit a file. Initially, the environment variable EDITOR is queried to set this value.

##### Options

Any valid editor may be specified. Typical options may be Vuepad, Vi, Emacs, or Nedit. Editor implementation is system dependent.

##### User Notes

The only special information is the toggle button below the editor field labeled *Editor needs term window*.

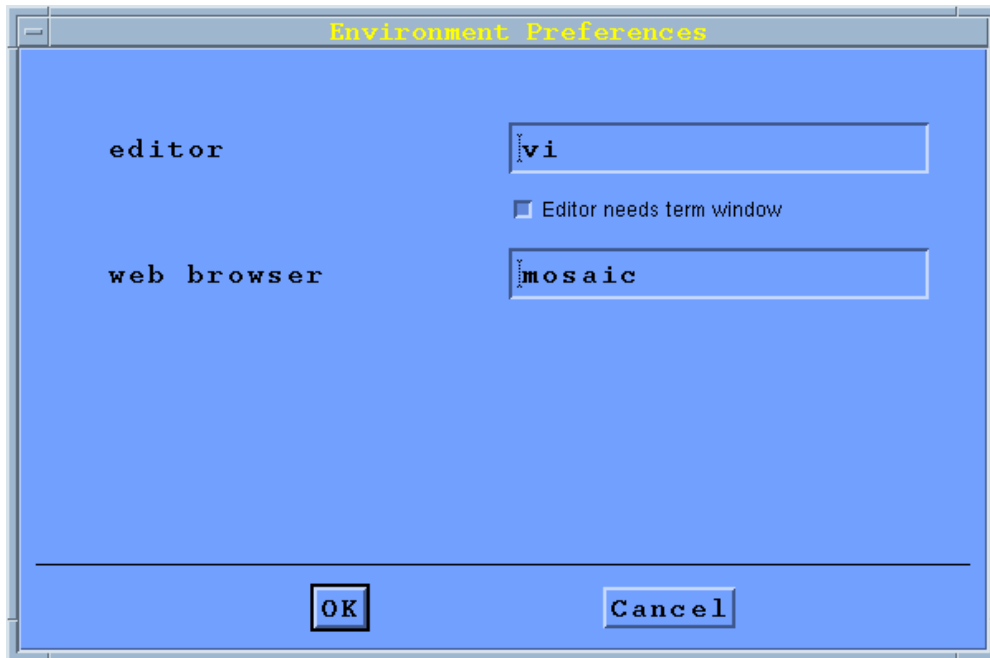


Figure 4.1-11. Environment Variables Interface