

# Introduction to Metview (OpenIFS meeting in Stockholm)

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# **1 Getting started**

First, start Metview up as described below:

- Start virtual machine (see separate handout)
- Open a terminal window by clicking on the 'terminal' icon in the system tray
- Type the command:

metview -desktop		
meeview debiteop		
L		

Now you should see something like this:

<b>my</b> 💿	Metview - Desktop <2>	$\odot$ $\odot$ $\otimes$
Eile Edit View Go Bookmarks History	Iools Help	
		☆ C
README I Getting Started System		
course macro_tutorial bufr_tutoria	d	
	<b>D</b> Wastebasket	
openifs		
Macros Modules (Data) Mo	dules (Plotting) ▶ Views ▶ Visual Definition ⊖ ────	s 🕨 🖣 🔂

This sort of window is called a **Metview desktop**. The yellow folder icons represent directories in the file system, in the Metview world these are just referred to as **folders**.

Open folder openifs (double-click or right-click open on the icon), then enter folder intro.





# 2 Examining Data

In folder intro you will see one GRIB file only: this contains the post-processed output of a T255 IFS simulation (it is interpolated onto a global 0.8x0.8 degree grid).



To see what this GRIB file contains, right-click and select **examine** form the popup menu This brings up Metview's **GRIB examiner** tool.



Each GRIB message is represented by a row in the message list on the left-hand side. In this list a set of GRIB\_API keys are displayed for each message. The right-hand side shows detailed meta-information for the selected message, presented in a number of different ways (try changing between **Tree view** and **Plain text**; try different **Dump modes**).

You can sort the fields by clicking on the different column headers. The GRIB examiner message list can be fully customised allowing displaying an arbitrary set of **GRIB API** keys.



# **3 Visualising Data**

To visualise this data, right-click on its icon and select **visualise**. You will now see the **Display Window**. Its toolbars can all be moved, docked, undocked and hidden to suit your preferences.



# 3.1 Antialiasing

Below the zoom buttons should be the Antialias button.

When active, a smoothing is applied to the lines in the plot – it is worth doing although it comes at the cost of a small amount of plotting speed. This setting will be remembered the next time you visualise data.

# 3.2 Zooming in a Plot

The diagram on the right shows the **Zoom** toolbar at the top of the **Display Window**. Click the **Zoom** button to enter 'zoom mode'. Now you can select an area by dragging with the left mouse button. You can zoom in as many times as you like. In order to 'undo' or 'redo' a zoom, click the **Zoom out** or **Zoom in** buttons respectively. The **Zoom stack** provides quick visual access to the current zoom history. Notice that when a new area is selected, the contours are recalculated - you see more detail as you zoom into a smaller area; you may also see more detailed coastlines.



### 3.3 Using the Magnifier

#### <del>ا</del>

The **Magnifier** button in the toolbar toggles the magnifier tool on and off. Unlike **Zoom**, this is a purely graphical enlargement of the plot. It is used mainly to inspect small text such as contour labels. The magnifying glass can be moved and resized using the mouse, and the magnification scale on its left-hand side can also be adjusted.



### 3.4 Cursor Data

For a closer inspection of data values in a plot without having to apply a special contour icon, the cursor data tool can be used.

When activated, the cursor data box follows the mouse cursor around the plot, displaying data for the nearest grid point(s). To 'dock' the data box, left-click; to 'undock', left-click again and the box will retain its current offset from the cursor. The cursor data tool is available regardless of whether grid value plotting is on or not.

### **3.5 Animation Frames**

There is sidebar panel on the right hand side of the **Display window**, which can be made visible/hidden with this button in the toolbar:



There are three tabs in this panel - Frames, Layers and Data.

Now select the Frames tab. This shows us that our GRIB file contains multiple fields.

Frames	Layers	Data			
Frame 🛆	Name	Date	Time	Step	
1	msl	20140427	0000	0	111
2	ср	20140427	0000	0	111
3	Isp	20140427	0000	0	
4	cape	20140427	0000	0	
5	cin	20140427	0000	0	
6	sshf	20140427	0000	0	
7	slhf	20140427	0000	0	
8	ssrd	20140427	0000	0	
9	2t	20140427	0000	0	
10	10u/10v	20140427	0000	0	
		00110107	0000		



You can move between fields by clicking within this tab, by using the animation control buttons



or by using the cursor keys. Note that each plot is computed only when you select a field. Generated plots are cached, indicated in the Frames tab through shading. This can quicken their rendering when the plots are complex. Note that modifying the plot in any way (such as zooming) clears the cache.

### 3.6 Layer Meta-data





# **4 Changing the Coastlines**

We will improve our plot by changing the coastline settings. First, create a new *Coastlines* icon. You can right-click within the **Metview Desktop** to obtain a context menu from where the option **Create new icon** is available (shortcut: CTRL+N)

		🕅 🖸 Create new icon 🛛 📮 🗖 🗙
		🔇 Recent 🗞 Types 🍸 Filter
		Filter: co
		😹 Coastlines
		Contouring
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	🎲 Datacoverage
Create new <u>I</u> con	Ctrl+N	a Formula
📔 Create new <u>F</u> older	Ctrl+Shift+F	-
🚱 Create new <u>M</u> acro	Ctrl+Shift+M	
Create new	•	Close

This brings up a dialog from where you can find the *Coastlines* icon (e.g. using the filter as illustrated); double-click the icon to create a new instance.

Rename it 'coast\_grey' by clicking into its icon label and typing the new name. Then edit the icon's contents by either double-clicking on it or else right-click, **edit**. This brings up the icon editor for coastline plotting. Set the following parameters:

Map Coastline Resolution	Low	
Map Coastline Land Shade	On	
Map Coastline Land Shade Colour		
Map Coastline Sea Shading		
Map Coastline Sea Shade Colour	Sky	

After making these changes, click the **Ok** button to save and exit the editor.

Visualise the data again and drag your new <i>Coastlines</i> icon into the <b>Display Window</b> .
Please note that by setting the resolution to 'Low' you can significantly improve the rendering speed of plots containing smaller areas.







# **5 Modifying the Contouring**

Now we will change the contouring so that it could better fit to mean sea level pressure (the first field in our GRIB file).

In your folder you will find the mslp\_black contouring icon defining black contour lines with a 5 hPa interval:



mslp\_black

When you drop this icon into the plot you should see something like this:





# 6 Changing the map projection

Map projection settings, just like anything else, can be stored in a Metview icon. You will find a *Geographical View* icon named map\_atlantic in your folder defining a map view for the North-Atlantic region on a polar stereographic projection:



When you drop this icon into the plot you will see the projection change immediately:



You can use the *Geographical View* icon as a starting point of your plot generation. Now close the display window and follow the steps below:

- first, visualise your map\_atlantic Geographical View icon
- next, drop your GRIB icon into the plot
- finally, drop your *mslp\_black* contouring icon into the plot

You should get the same plot as above!



# **7 Filtering GRIB fields**

As you could see, your GRIB file contains a lot of different fields, one after the other. This means that to provide animation only for a given parameter you need to filter the GRIB file.

Create a new Grib Filter icon and rename it 'mslp\_filter':



mslp\_filter

Now open its editor and drop your GRIB file into the Data field:

Logstats		G 🗍
	Accepted icons: 🏈	
🖸 Data	ctl_1255.grib	1
Cfspath	OFF	G

Then edit the following parameters:

Param	msl
Step	0/3/6

By doing so you specified that mean sea level pressure for steps 0, 3 and 6 h will be filtered from your GRIB file.

Now right-click **examine** the mslp\_filter icon to see if the filter works and there should be only three fields in the resulting GRIB file.



Next **visualise** the icon, you will see that there are only three mean sea level pressure fields fields there to animate.





# 8 Overlaying fields

Will will overlay 500 hPa geopotential and wind from our GRIB file. In order to do it we need to filter the needed geopotential and wind fields separately. The icons together with the appropriate *Contouring* and *Wind plotting* icons are already prepared for you:



To get an overlay plot execute the following steps:

- First, visualise your map\_atlantic *Geographical View* icon.
- Next, drop your z\_filter and z\_black icons together into the plot (you can select them by either drawing a rectangle around them with the mouse or by pressing down CTRL while you click on them).
- Finally, drop wind\_filter and wind\_arrows together into the plot.

You should see something like this:





## 9 Metview Macro

Macro is Metview's own scripting language. It provides an easy way to manipulate and display meteorological data. It extends the use of Metview as it allows the writing of complex scripts that may run in batch at user defined times.

Metview Macro is a huge topic in itself. Here you will only learn the very basics and see how to reuse your existing icons in Macro. The task to solve here is to write a macro that reproduces the same plot as we generated for the mean sea level pressure animation previously.

First, create a new *Macro* icon. You can right-click within the **Metview Desktop** to obtain a context menu from where the option **Create new Macro** is available.

🔮 Create new <u>I</u> con	Ctrl+N	
≌ Create new <u>F</u> older	Ctrl+Shift+F	
醇 Create new <u>M</u> acro	Ctrl+Shift+M	1.1.1 1.1.1
Create new	•	Macro

Next, edit the Macro and move the cursor to the second line like this:

1	#Metview	Macro
2		

Next, drag your map\_atlantic *Geographical View* icon into the macro editor. You should see that the macro code for the icon (and for its embedded *Coastlines* icon as well) is automatically generated for you:

```
1 #Metview Macro
2 # Importing : /Local/Stockholm/vm/intro/coast_grey
3
4 coast_grey = mcoast(
5
          map_coastline_resolution
                                        :
                                            "low",
 6
          map_coastline_land_shade
                                            "on",
                                        :
 7
          map_coastline_land_shade_colour :
                                                "grey",
 8
          map_coastline_sea_shade :
                                       "on",
9
          map_coastline_sea_shade_colour :
                                                "RGB(0.86,0.94,1)"
10
          )
11
12 # Importing : /Local/Stockholm/vm/intro/map_atlantic
13
14 map_atlantic = geoview(
          map_projection :
15
                               "polar_stereographic",
16
          map area definition :
                                  "corners",
17
                 :
                       [14.02, -56.73, 40.42, 60.66],
          area
18
          map_vertical_longitude :
                                       -20,
19
          coastlines
                      :
                           coast_grey
20
          )
```



Now drag your mslp filter icon into the editor below the existing code. Then also drag mlsp\_black in a similar fashion.

As the last step, you just need to add this line to tell Metview to generate a plot:

```
34 plot(map_atlantic,mslp_filter,mslp_black)
```

When it is finished run the macro by pressing the "play" button in the Macro editors' toolbar:



You should now see your original plot recreated.

This macro could be also run by saving it then right-clicking visualise from the pop-up menu.