JOB SHEET JS2-3-51
TIME LAPSE FUNCTIONS

INTRODUCTION

Time lapse displays are among the most useful features of the WSR-88D. A time lapse file contains up to 72 products which differ only by product time. Up to three time lapse files may be available for display. A time lapse display can be:

1. Halted and resumed,
2. Speeded up or down,
3. Cycled through once or cycled continuously, or
4. Viewed frame-by-frame (backward or forward).

Time lapse product displays may be altered by:

1. Background map manipulations,
2. Product color manipulations, and
3. Product off/on.

Product resolution deteriorates when the display rate is less than one second. Also, the MAX value, display in the Product/Annotations area, does not change when the display rate is one second or less.

Only one time lapse can be display at a time. A time lapse does not display on a screen quadrant.

This Job Sheet shows how to execute and manipulate a time lapse sequence. Job Sheet JS2-4-26, in the Applications Terminal section, illustrates how to define a Time Lapse function.

OBJECTIVE

Using the Graphic Tablet, you will be able to start, manipulate, and stop a time lapse sequence.

REFERENCES

NWS EHB 6-531-1, USERS GUIDE: PUP/RPGOP, Sections 6.1.3 through 6.1.9 and JS2-3-30.

PROCEDURE

Graphic Tablet

SEQUENCE MANIPULATIONS

1. Select TIME LAPSE 1. **Use the right puck button through Step 19.**

   - The time lapse sequence, pre-defined at the Applications terminal, cycles through once on the right screen.

2. Select CONTINUOUS LOOP.

   - The time lapse sequence cycles continuously until halted, replaced by another product, or another time lapse sequence is selected .

3. Select SPEED UP, several times if necessary, until the time interval between frames is 0.3 seconds.

   - The display rate "0.3" appears at the lower right portion of the PUP screen in the status area. This is the fastest display rate.

   - Note that the data resolution becomes poorer when the display rate is less than one second.

4. Select SPEED DOWN several times until the time interval between frames is 10 seconds.

   - The display rate "10" appears in the status area. This is the slowest display rate.

   - Note the data resolution improves when the display rate is one second or more.

5. Select SPEED UP until the time interval between frames is one second.

   - Note the one second interval is the greatest speed which retains the higher data resolution.

   - Also note that when the display rate is one second or less, the product time updates with each frame, *but the MAX value does not update*.

GRAPHIC TABLET

KEYBOARD | SYMBOLS | USER FUNCTIONS

EDIT COMMANDS

EDIT ANNOT	EDIT ALERT AREA	DELETE ALERT BOX		ADD ALERT BOX	DEL RCTL	ADD RCTL		EDIT RCM PART A		EDIT RCM PART C		57 25	58 26	59 27	60 28	61 29	62 30	63 31	64 32	26	27	28	29	30
EDIT MAP	HIGH DETAIL	! 1	@ 2	# 3	$ 4	% 5	^ 6	& 7	* 8	(9	) 0	+ =	BACK SPACE	51 19	52 20	53 21	54 22	55 23	56 24	21	22	23	24	25
START ERASE	END ERASE	Q	W	E	R	T	Y	U	I	O	P	_ -	RET	45 13	46 14	47 15	48 16	49 17	50 18	16	17	18	19	20
START LINE	END LINE	A	S	D	F	G	H	J	K	L	: ;	" '	UPPER SHIFT	39 7	40 8	41 9	42 10	43 11	44 12	11	12	13	14	15
CANCEL EDIT	EXIT EDIT & SAVE	Z	X	C	V	B	N	M	< ,	> .	? /	SPACE	LOWER SHIFT	33 1	34 2	35 3	36 4	37 5	38 6	6	7	8	9	10

PARAMETERS

AZRAN SELECT																				UF1	2	3	4	5
CROSS SECTION SELECT																				CANCEL UF	SPEED DOWN	SPEED UP	FRAME BACK	FRAME FORWARD
RPG																				TIME LAPSE RES/HLT	TIME LAPSE 1	TIME LAPSE 2	TIME LAPSE 3	CONTINUOUS LOOP
TIME																				AUTO RES/HLT	QUAD 1	QUAD 2	RECENTER MAG 1X	RECENTER MAG 2X
DATE																				FULL SCREEN	QUAD 3	QUAD 4	RECENTER MAG 4X	RECENTER MAG 8X
REPEAT COUNT																				CLEAR SCREEN/ QUAD	FILTER	COMBINE DOWN	COMBINE UP	CURSOR HOME DEFINE
END HOUR																				BLINK COLOR LEVEL	RESTORE DISPLAYED PRODUCT	GRAY/COLOR SCALE	CURSOR AUTO/ MANUAL	CURSOR LINK/UNLINK
SLICE/ DURATION																				ALL QUADRANTS	HARD COPY	PRESET CENTER	CURSOR HOME	AZRAN R/ LAT LON/ AZRAN H
CENTER AZIMUTH																				ACK ALERT	CELL TRENDS	VR/SHEAR DISPLAY	CURRENT CROSS SECTION CR	ANNOT'S AN
CENTER RANGE																				HAIL HI	MESO M	TVS TV	STORM TRACK ST	ATTRIBUTE AT
STORM DIRECTION																				ALERT AREA 1 A1	ALERT AREA 2 A2	SWP SW		COMBINED SHEAR CONTOUR SC
STORM SPEED																				OVERLAYS OFF/ON	OVERLAYS ERASE	MAP OVERLAY DELETE	STOP BLINK	PAGE ATTRIBUTE
CONTOUR INTERVAL																								
ALL/ONE SWA																								
MATCH PARA-METERS																								
DEFAULT PARA-METERS																								

DISPLAY FUNCTIONS

PRODUCT OVERLAYS

ELEVATION UP	LOW PRIORITY	DISPLAY PRODUCT	BASE REF R	COMP REF CR	COMP REF CONTOUR CRC	ECHO TOPS COUNTOUR ETC	REF CROSS SECTION RCS	ACK PRODUCT	DISPLAY QUEUED PRODUCT	PRODUCT OFF/ON	MAPS OFF/ON	MAPS ERASE	MAPS FOREGD/ BACKGD	CANCEL HELP
ELEVATION DOWN	REQUEST MAPS		BASE VEL V	STM REL VEL REGION SRR	STM REL VEL MAP SRM	ECHO TOPS ET	VEL CROSS SECTION VCS	PRODUCT BACK	PRODUCT FORWARD	TRANSFER SCREEN PRODUCT	STATE LAT/LON ST	COUNTY CO	HIGHWAY HY	RADAR SITES RS
LOWEST ELEVATION	BLANK TIME DATE	SEND RPG REQ	BASE SPECTRUM WIDTH SW	COMBINED SHEAR CS	COMBINED SHEAR CONTOUR CSC	COMBINED MOMENT CM	SPECTRUM WIDTH CROSS SECTION SCS	NEXRAD UNIT STATUS	CLEAR QUEUE	REDISPLAY LAST PRODUCT	RIVER RV	RIVER BASIN RB	RDA	RANGE RING
DED ASSOC RPG	.13 NM	8 LEVEL	ONE HOUR PRECIP OHP	THREE HOUR PRECIP THP	STORM TOTAL PRECIP STP	USER SELECTABLE PRECIP USP	STORM TRACK STI	TORNADO VORTEX SIGNATURE TVS	RADAR CODED MESSAGE RCM	ALL SWA PRODUCTS	WARNING AREA WA	MIL OPN AREA MO	POLAR GRID	LFM GRID LF
DIAL-UP ASSOC RPG	.27 NM	16 LEVEL	MESO M	SEVERE WEATHER PROBABILITY SWP	WEAK ECHO REGION WER	VERTICALLY INTEGRATED LIQUID VIL	VELOCITY AZIMUTH DISPLAY VAD	HAIL HI	SWA REF SWR	SWA VEL/SRR SWV/SWR	RSTRCTD AREA RA	PRHBTD AREA PA	AIRWAY HIGH AH	CITY CI
RPG 1	.54 NM	HIGH ALT	LAYER COMP REF MAX LRM	LAYER COMP TURB MAX LTM	LAYER COMP REF AVG LRA	LAYER COMP TURB AVG LTA	VAD WIND PROFILE VWP		SWA SPECTRUM WIDTH SWW	SWA SHEAR SWS	NAVAID NA	AIRPORT AP	AIRWAY LOW AL	COUNTY NAMES CN
RPG 2	1.1 NM	MID ALT												
RPG 3	2.2 NM	LOW ALT												

PARAMETERS | PRODUCTS | BACKGROUND MAPS

1 2 3 4 5

6. Select TIME LAPSE RES/HLT.

   - The time lapse display sequence stops, but the time lapse is still **active**. The time lapse remains loaded until the screen is cleared or until another product is called up to replace the time lapse display.

   - Although you are viewing a single product, it is in the time lapse file.

7. Select FRAME FORWARD.

   - The time lapse sequence advances one frame each time FRAME FORWARD is selected.

8. Select FRAME BACK.

   - The time lapse display sequences back one frame each time FRAME BACK is selected.

9. Select TIME LAPSE RES/HLT.

   - The time lapse sequence starts up again. This is a toggle function.

10. Select TIME LAPSE 2.

    - Time Lapse 2 replaces Time Lapse 1 and cycles once.

11. Select CONTINUOUS LOOP.

    - The time lapse sequence cycles continuously until halted or replaced.

GRAPHIC TABLET

KEYBOARD | SYMBOLS | USER FUNCTIONS

EDIT COMMANDS

EDIT ANNOT	EDIT ALERT AREA	DELETE ALERT BOX		ADD ALERT BOX		DEL RCTL	ADD RCTL		EDIT RCM PART A		EDIT RCM PART C		57 25	58 26	59 27	60 28	61 29	62 30	63 31	64 32	26	27	28	29	30
EDIT MAP	HIGH DETAIL	! 1	@ 2	# 3	$ 4	% 5	^ 6	& 7	* 8	(9	) 0	+ =	BACK SPACE	51 19	52 20	53 21	54 22	55 23	56 24	21	22	23	24	25
START ERASE	END ERASE	Q	W	E	R	T	Y	U	I	O	P	_ -	RET	45 13	46 14	47 15	48 16	49 17	50 18	16	17	18	19	20
START LINE	END LINE	A	S	D	F	G	H	J	K	L	: ;	" '	UPPER SHIFT	39 7	40 8	41 9	42 10	43 11	44 12	11	12	13	14	15
CANCEL EDIT	EXIT EDIT & SAVE	Z	X	C	V	B	N	M	< ,	> .	? /	SPACE	LOWER SHIFT	33 1	34 2	35 3	36 4	37 5	38 6	6	7	8	9	10

PARAMETERS

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CROSS SECTION SELECT																					CANCEL UF	SPEED DOWN	SPEED UP	FRAME BACK	FRAME FORWARD
RPG																					TIME LAPSE RES/HLT	TIME LAPSE 1	TIME LAPSE 2	TIME LAPSE 3	CONTINUOUS LOOP
TIME																					AUTO RES/HLT	QUAD 1	QUAD 2	RECENTER MAG 1X	RECENTER MAG 2X
DATE																					FULL SCREEN	QUAD 3	QUAD 4	RECENTER MAG 4X	RECENTER MAG 8X
REPEAT COUNT																					CLEAR SCREEN/ QUAD	FILTER	COMBINE DOWN	COMBINE UP	CURSOR HOME DEFINE
END HOUR																					BLINK COLOR LEVEL	RESTORE DISPLAYED PRODUCT	GRAY/COLOR SCALE	CURSOR AUTO/ MANUAL	CURSOR LINK/UNLINK
SLICE/ DURATION																					ALL QUADRANTS	HARD COPY	PRESET CENTER	CURSOR HOME	AZRAN R/ LAT LON/ AZRAN H
CENTER AZIMUTH																					ACK ALERT	CELL TRENDS	VR/SHEAR DISPLAY	CURRENT CROSS SECTION CR	ANNOT'S AN
CENTER RANGE																					HAIL HI	MESO M	TVS TV	STORM TRACK ST	ATTRIBUTE AT
STORM DIRECTION																					ALERT AREA 1 A1	ALERT AREA 2 A2	SWP SW		COMBINED SHEAR CONTOUR SC
STORM SPEED																					OVERLAYS OFF/ON	OVERLAYS ERASE	MAP OVERLAY DELETE	STOP BLINK	PAGE ATTRIBUTE
CONTOUR INTERVAL																									
ALL/ONE SWA																									
MATCH PARA- METERS																									
DEFAULT PARA- METERS																									

DISPLAY FUNCTIONS

PRODUCT OVERLAYS

ELEVATION UP	LOW PRIORITY	DISPLAY PRODUCT	BASE REF R	COMP REF CR	COMP REF CONTOUR CRC	ECHO TOPS COUNTOUR ETC	REF CROSS SECTION RCS	ACK PRODUCT	DISPLAY QUEUED PRODUCT	PRODUCT OFF/ON	MAPS OFF/ON	MAPS ERASE	MAPS FOREGD/ BACKGD	CANCEL HELP
ELEVATION DOWN	REQUEST MAPS		BASE VEL V	STM REL VEL REGION SRR	STM REL VEL MAP SRM	ECHO TOPS ET	VEL CROSS SECTION VCS	PRODUCT BACK	PRODUCT FORWARD	TRANSFER SCREEN PRODUCT	STATE LAT/LON ST	COUNTY CO	HIGHWAY HY	RADAR SITES RS
LOWEST ELEVATION	BLANK TIME DATE	SEND RPG REQ	BASE SPECTRUM WIDTH SW	COMBINED SHEAR CS	COMBINED SHEAR CONTOUR CSC	COMBINED MOMENT CM	SPECTRUM WIDTH CROSS SECTION SCS	NEXRAD UNIT STATUS	CLEAR QUEUE	REDISPLAY LAST PRODUCT	RIVER RV	RIVER BASIN RB	RDA	RANGE RING
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DIAL-UP ASSOC RPG	.27 NM	16 LEVEL	MESO M	SEVERE WEATHER PROBABILITY SWP	WEAK ECHO REGION WER	VERTICALLY INTEGRATED LIQUID VIL	VELOCITY AZIMUTH DISPLAY VAD	HAIL HI	SWA REF SWR	SWA VEL/SRR SWV/SWR	RSTRCTD AREA RA	PRHBTD AREA PA	AIRWAY HIGH AH	CITY CI
RPG 1	.54 NM	HIGH ALT	LAYER COMP REF MAX LRM	LAYER COMP TURB MAX LTM	LAYER COMP REF AVG LRA	LAYER COMP TURB AVG LTA	VAD WIND PROFILE VWP		SWA SPECTRUM WIDTH SWW	SWA SHEAR SWS	NAVAID NA	AIRPORT AP	AIRWAY LOW AL	COUNTY NAMES CN
RPG 2	1.1 NM	MID ALT												
RPG 3	2.2 NM	LOW ALT												

PARAMETERS | PRODUCTS | BACKGROUND MAPS

6, 9 8 7 11 10

PRODUCT MANIPULATIONS IN TIME LAPSE

Background Maps

12. Select HIGHWAY.

- The highway map displays on the time lapse product as the looping continues.

13. Select MAP OVERLAY DELETE.

14. Select HIGHWAY.

- The highway map disappears from the time lapse product.

- Other Background map manipulations (MAPS ERASE, MAPS FOREGD/BACKGD) may be executed as indicated by Job Sheet JS2-3-30 while in time lapse continuous loop.

- **NOTE:** Remember a defined time lapse is a file of products and not a single product. Therefore you cannot select boxes, other than Vr Shear, in the PRODUCT OVERLAYS area to display over a time lapse. The points selected for a Vr/Shear calculation must be defined on each product before Time Lapse mode is initiated, and is only available for high-resolution Time Lapses(i.e., slower than or equal to 1.0 frame/second).

Color Manipulations

15. Select GRAY/COLOR SCALE.

- The product color scheme changes to gray shades or a different color scheme throughout the looping.

16. Select GRAY/COLOR SCALE again.

- The default product color scheme returns. This is a toggle function.

- Other color functions (FILTER, COMBINE DOWN, COMBINE UP, BLINK COLOR LEVEL, STOP BLINK) may be executed as indicated by Job Sheets in future lessons JS2-3-52, JS2-3-53, JS2-3-54, and JS2-3-55.

GRAPHIC TABLET

KEYBOARD | SYMBOLS | USER FUNCTIONS

EDIT COMMANDS

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START ERASE	END ERASE	Q	W	E	R	T	Y	U	I	O	P	_ -	RET	45 13	46 14	47 15	48 16	49 17	50 18	16	17	18	19	20
START LINE	END LINE	A	S	D	F	G	H	J	K	L	: ;	" '	UPPER SHIFT	39 7	40 8	41 9	42 10	43 11	44 12	11	12	13	14	15
CANCEL EDIT	EXIT EDIT & SAVE	Z	X	C	V	B	N	M	< ,	> .	? /	SPACE	LOWER SHIFT	33 1	34 2	35 3	36 4	37 5	38 6	6	7	8	9	10

PARAMETERS

AZRAN SELECT																						UF1	2	3	4	5
CROSS SECTION SELECT																						CANCEL UF	SPEED DOWN	SPEED UP	FRAME BACK	FRAME FORWARD
RPG																						TIME LAPSE RES/HLT	TIME LAPSE 1	TIME LAPSE 2	TIME LAPSE 3	CONTINUOUS LOOP
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REPEAT COUNT																						CLEAR SCREEN/ QUAD	FILTER	COMBINE DOWN	COMBINE UP	CURSOR HOME DEFINE
END HOUR																						BLINK COLOR LEVEL	RESTORE DISPLAYED PRODUCT	COLOR SCALE	CURSOR AUTO/ MANUAL	CURSOR LINK/UNLINK
SLICE/ DURATION																						ALL QUADRANTS	HARD COPY	PRESET CENTER	CURSOR HOME	AZRAN R/ LAT LON/ AZRAN H
CENTER AZIMUTH																						ACK ALERT	CELL TRENDS	VR/SHEAR DISPLAY	CURRENT CROSS SECTION CR	ANNOT'S AN
CENTER RANGE																						HAIL HI	MESO M	TVS TV	STORM TRACK ST	ATTRIBUTE AT
STORM DIRECTION																						ALERT AREA 1 A1	ALERT AREA 2 A2	SWP SW		COMBINED SHEAR CONTOUR SC
STORM SPEED																						OVERLAYS OFF/ON	OVERLAYS ERASE	MAP OVERLAY DELETE	STOP BLINK	PAGE ATTRIBUTE
CONTOUR INTERVAL																										
ALL/ONE SWA																										
MATCH PARA-METERS																										
DEFAULT PARA-METERS																										

DISPLAY FUNCTIONS

PRODUCT OVERLAYS

15

16

13

ELEVATION UP	LOW PRIORITY	DISPLAY PRODUCT	BASE REF R	COMP REF CR	COMP REF CONTOUR CRC	ECHO TOPS COUNTOUR ETC	REF CROSS SECTION RCS	ACK PRODUCT	DISPLAY QUEUED PRODUCT	PRODUCT OFF/ON	MAPS OFF/ON	MAPS ERASE	MAPS FOREGD/ BACKGD	CANCEL HELP
ELEVATION DOWN	REQUEST MAPS		BASE VEL V	STM REL VEL REGION SRR	STM REL VEL MAP SRM	ECHO TOPS ET	VEL CROSS SECTION VCS	PRODUCT BACK	PRODUCT FORWARD	TRANSFER SCREEN PRODUCT	STATE LAT/LON ST	COUNTY CO	HIGHWAY HY	RADAR SITES RS
LOWEST ELEVATION	BLANK TIME DATE	SEND RPG REQ	BASE SPECTRUM WIDTH SW	COMBINED SHEAR CS	COMBINED SHEAR CONTOUR CSC	COMBINED MOMENT CM	SPECTRUM WIDTH CROSS SECTION SCS	NEXRAD UNIT STATUS	CLEAR QUEUE	REDISPLAY LAST PRODUCT	RIVER RV	RIVER BASIN RB	RDA	RANGE RING
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RPG 2	1.1 NM	MID ALT												
RPG 3	2.2 NM	LOW ALT												

14

12

PARAMETERS | PRODUCTS | BACKGROUND MAPS

Product off/on

17. Select PRODUCT OFF/ON

- The product disappears from the screen leaving only background information for the time lapse.

18. Select PRODUCT OFF/ON

- The product reappears.

NOTE: Because a time lapse is a file containing a number of products, you cannot manipulate it using the other dark blue boxes in the Products Area. You cannot TRANSFER SCREEN PRODUCT. Why don't you need PRODUCT FORWARD or PRODUCT BACK?

END PRODUCT MANIPULATIONS

19. Select CLEAR SCREEN/QUAD.

- The time lapse sequence is replaced by a blank product screen.

20. Select TIME LAPSE 1 for the left screen and perform various sequence and product manipulations until you feel comfortable using time lapse.

END

GRAPHIC TABLET

KEYBOARD | SYMBOLS | USER FUNCTIONS

EDIT COMMANDS

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DISPLAY FUNCTIONS

PRODUCT OVERLAYS

20

19

17

18

ELEVATION UP	LOW PRIORITY	DISPLAY PRODUCT	BASE REF R	COMP REF CR	COMP REF CONTOUR CRC	ECHO TOPS COUNTOUR ETC	REF CROSS SECTION RCS	ACK PRODUCT	DISPLAY QUEUED PRODUCT	PRODUCT OFF/ON	MAPS OFF/ON	MAPS ERASE	MAPS FOREGD/ BACKGD	CANCEL HELP
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