

RELEASE NOTES - OPUP BUILD 5.0

Enhancements and Change Information in OPUP Build 5.0

This page contains the enhancement and change information occurring with OPUP Build 5.0 software. The release of OPUP Build 5.0 is projected for Spring 2004. The remainder of the document contains minor problems along with workarounds, solutions, and explanations of how some functionality works.

Unfortunately, the manner in which adaptation data is handled has changed between Build 4 and Build 5. Therefore, there is no way to automatically merge forward any adaptation data that you may have previously modified in Build 4. It is suggested that you print or manually copy the contents of your RPS lists, alert category selections, and any other modified parameters before you load Build 5. We are aware of the hardship that this may cause and are actively addressing a fix to this problem in Build 6.

OPUP Software Build 5.0 provides the following enhancements:

- Request and display the new Mesocyclone Rapid Update (MRU) product.
- Request and display the new Tornado Vortex Signature Rapid Update (TRU) product.
- Support new elevation angles associated with the new VCPs 12 and 121.
- Increase the number of products allowed on an RPS list to 50.
- Allow “wild cards” to request multiple elevation angle products.
- Support for the transfer of NITF, NEXRAD, and PNG format data via the LAN to OPSII. (Large and Medium Configuration OPUPs, ONLY).

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1 Dial Issues

1.1 Dial Access Restrictions

Problem: The current dial RPG drop down dialog box contains a listing of all WSR-88D RPGs regardless of whether or not the individual OPUP has dial access. Each OPUP is ONLY granted dial access to the same RPG(s) that the legacy PUP had access to.

Solution: In a future build, the sorting routines will be updated to limit the entries in the dial RPG listing to those RPGs the OPUP has been granted dial access for.

1.2 1.2 Dial Manager Errors in System Log

Problem: If a dial OTR is made for MRU using the 'all elevations' wildcard. The following message is received from the Dial Manager and posted in system status log: "The dial manager did not expect to receive this many products. Tracking products received for purposes of terminating connection may be wrong." However all the requested products are processed and received at the OPUP. This message is not clear and has no impact on the user or OPUP system.

Solution: In the next build release, this message will not be displayed in the System Status Log.

1.3 Dial Dot Not Displayed on Network Map

Problem: When the OPUP user sends an OTR to a non-associated RPG or the auto-dial function initiates a dial out process, the Status and Control Network Map does not display the dial (blue) dot for the RPG that it is dialing.

Solution: This issue is being addressed in a future build.

2 Product Requests

2.1 Dial OTR for SRM Defaults to an Operator Specified Storm Motion (0/0)

Problem: When using the Product Display GUI to accomplish a dial OTR for an SRM or SRR product, the initial settings for storm speed and direction are set at 0/0. The default setting should be the “vector average of all identified storms.” The RPG routinely generates the SRM with storm speed and direction being the vector average of all identified storms. The RPG will only honor a request from a Class 2 user if the product is routinely generated. The RPG responds to the dial SRM OTR with 0/0 with an RRM saying “Product Not Generated”.

This issue does not occur when sending a Dial OTR via the 'Product Request GUI (from the Status and Control window), it occurs only when using Product Display GUI.

Solution: The workaround is to select the radio button “vector average of all currently identified storms” to request the SRM product generated routinely by the RPG.

2.2 Too Many Products Allowed in OTR Group

Problem: When using Product Request to send an OTR for a group of products, if the number of products is 27 or more, the request is not sent and the result is a logical error "Event Posting failed with Return Code -54" is entered in the Status Log.

This error occurs because we are sending OTRs via the event message (while RPS lists are sent via LB messages). The Event messages have a maximum specified length of 512 bytes, which is exceeded with large OTR requests.

Solution: This problem is scheduled to be fixed in Build 6. The fix action is to limit the number of products allowed in an OTR.

3 Odds and Ends

3.1 Tool Tip Needed When GUI Already Active.

Each login is limited to a single instance of the Product Display and Status and Control GUIs.

Problem: If the login user has an instance of a GUI active and selects the launch button for that GUI, there is no feed back that informs the operator that the GUI is already active. The system just sets there and the operator is, left to guess why the launch selection was not successful.

Solution: In Build 6, a Tool-tip will be added to inform the operator that the application being selected is already running (possibly in another workspace).

3.2 Must Use Landscape when Printing System Status.

Problem: When printing the System Status Log, the Portrait option does not correctly reformat the information to fit within the margins of an 8.5 inch (narrow) page width.

Solution: This printing problem is being addressed in Build 6.

3.3 Map Editor Problem With Circle and Rectangle

Problem: Map edits created with the 'Both Maps' selection feature of the map editor are not displayed. When circles and rectangles are added to a background map using the 'Both Maps' editing feature, some of these items may not be displayed on the low or high detail map.

Solution: The map editor function is being updated in Build 6.

3.4 Power Save Feature Overrides Screen Saver.

The current operating System setting enables the Power Save feature (Standby Mode) after 30 minutes of no operator interaction.

Problem: Regardless of the Screen Saver implementation time setting, the Power Save feature places the monitor in Standby after 30 minutes of no operator interaction. The Power Save feature is not required and negates the ability to adjust the screen saver lock-out beyond 30 minutes.

Solution: The Power Save feature is disabled in Build 6.

3.5 Large OPUP: OPUP Manager - OPUP Admin Tool

Problem: When loading Build 5.0 on a large OPUP, the workstation list in the Netscape: OPUP Manager Add New Workstation window may cause confusion. The first entry line for new workstations is incorrectly labeled as “2”, although it is the first entry line to use when adding a new workstation.

Solution: The display server Hostname, IP-Address, and Ethernet-Address must be entered first. Additional workstations are then entered beginning on line 2 with the first workstation. After Software Build 5.0 has been successfully loaded, new workstations are added via a straightforward listing of 1 through 10.

3.6 Delete Workstation Does Not Work.

The OPUP Workstation menu structure provides for the addition and deletion (removal) of OPUP workstations. In Build 5, however, the Delete Workstation process DOES NOT execute properly and disables the Add Workstation function.

Problem: The Delete Workstation process should remove all workstation identification parameters from internal OPUP tables. However there is a bug in this process that does not completely remove the identification data from the tables. This “leftover” information is then erroneously applied to any new workstation that is being added. The result is the data in the OPUP tables does not match the workstation-specific data and therefore the OPUP server software cannot establish communication with the workstation.

Solution: DO NOT USE the DELETE WORKSTATION button. The software bug is scheduled to be fixed in Build 6.

3.7 Assign RPGs to the AOR Sort List.

The OPUP provides three sort routines (Dedicated, AOR, and All Others) to more easily specify a source RPG.

Problem: The OPUP’s AOR sort listing on the Product Display, Product Request, and Auto Dial GUIs do not contain all the desired RPGs.

Solution: The procedure provided at Attachment 1 identifies those RPGs desired for listing in the AOR sort.

Attachment 1

Procedure to Add RPGs to AOR Sort

1. Log in as opupmgr.
2. Launch the OPUP Manager Main Menu.
3. Select the OPUP Software Menu button. The OPUP Software Menu is displayed.
4. Select the Stop OPUP button. Then select Yes when ask if you are sure you want to stop the OPUP software. When displayed, close the OPUP Manager Stop OPUP feedback window.
5. Select the Edit OPUP Adaptation Data Button. The Edit RPG Information from List ... menu is displayed.
6. Select the desired RPG from the scrollable listing, then select the Edit button. The specific dial information for the selected RPG is displayed in an editable window.
7. Copy the information assigned in the RPG Dial Line 1 Information area into the corresponding fields in RPG Dial Line 2 Information area.
8. Select Save button. The screen is refreshed back to the Edit RPG Information from List ... menu.
9. Reselect the SAME RPG that was selected in Step 6.
10. Select the Edit Button. Check the entries to ensure all entries were saved correctly.
11. Select the Save and Exit button at the bottom of the menu. This process will take approximately 1 minute. The OPUP Manager Edit Adapt Configuration Restart OPUP screen is displayed. Select the Return to Main Menu button.

NOTE: If additional RPGs need to be assigned as AOR RPGs, repeat Steps 3 through 11 for each desired RPG.

12. Select the OPUP Software Menu button. The OPUP Software Menu is displayed.
13. Select the Stop OPUP button. Then select Yes when ask if you are sure you want to stop the OPUP software. When displayed, close the OPUP Manager Stop OPUP feedback window.
14. After the OPUP processes are stopped, select the Start OPUP button. Select Yes when asked if you are sure you want to start the OPUP processes.
15. Select the Return to Main Menu button. The OPUP will return to an operational state in approximately 2 minutes.