NASA Funding

Funding of this proposal occurred between July 1991 and July 1994. During the lifetime of this project, quarterly and tri-annual reports were issued. In 1992 and 1993 progress report presentations were given at the annual summer AISRP Workshop in Boulder, CO. Since the full project “An Interactive Interface for NCAR Graphics” was much larger in scope than covered by the size of the NASA grant, the statement of work to be covered by the grant was defined on March 11, 1991 to be a reasonable subset of the total effort. This report, however, will discuss the entire project, since that will have more meaning to the reader.

NCAR Interactive

The goal of the NCAR Interactive project was to create, from existing utilities, a fully integrated scientific visualization environment. To be fully integrated, this environment had to provide a means of reading and writing data, a means of manipulating that data, and a means of visually analyzing the data interactively. It had to be easy to use, work efficiently, and be user-extensible. Furthermore, this environment had to support users with a wide range of skill levels: from users with extensive programming and technical skills to users who have not developed these skills. To respond to these varied needs, we created a set of interfaces which allow for skill levels from the occasional user or novice to the expert user who can go so far as to extend the software.

Integrating interactive data access and manipulation with the visual analysis techniques of NCAR Graphics into one system was deemed to have tremendous benefits to current and future users of NCAR Graphics. This saves users from writing custom data-reading code as a prerequisite for producing graphics. It simplifies and accelerates the process of tailoring a data plot for publication. Users can develop customized plot specifications that can be saved and reused. New users have multiple ways to learn to use NCAR Graphics. Users who develop applications with NCAR Graphics will find the new API to be consistent across utilities and supportive of many interactive demands.

Three major components of the NCAR Interactive system accomplish these goals: a toolkit programming interface library, a text-based data manipulation and graph specification language interpreter, and a “point-and-click” graphical user interface. All of these interfaces accomplish the same result from the user’s point of view, a user-specified display of data.

Functional Specification

You can acquire a PostScript copy of the functional specification of the NCAR interactive project via anonymous ftp from ftp.ucar.edu. The path to the file is ncar/fspec.tar.Z. A copy of this document is attached to this report for your convenience. Any specific questions with respect to Version 4.0 can be sent to ncargproto@ncar.ucar.edu.
Figure 1 shows the various components of the NCAR Interactive system. These components are briefly described below. For a detailed description of the NCAR Interactive system, please refer to the Functional Specification document.

**Figure 1. NCAR Interactive Functional Diagram**

**LLU Description**

The existing Version 3.2 of NCAR Graphics, a set of about 500 low level graphics routines with Fortran and C bindings, will be known as the Low Level Utilities (LLUs) in Version 4.0. The current Version 3.2 Fundamentals manual, which tells how to use this library, will be relabeled "Low Level Utility Fundamentals." This library will continue to be supported to ensure that the many current NCAR Graphics codes spread throughout the research community will continue to run. However, when users generate new codes they will be urged to try one of the new interfaces: the High Level Utilities (HLUs), NCAR Command Language (NCL), or Graphical User Interface (GUI).

**HLU Description**

The toolkit programming interface library builds upon the existing NCAR Graphics low level libraries. The new toolkit library is called the High Level Utilities (HLUs). The HLUs represent a new interface to the NCAR Graphics
library with a great deal of the underlying low-level implementation details hidden from the application programmer.

The main purpose is to extend NCAR Graphics to support the demands of interactive graphics, primarily giving users the ability to change features of the output frame efficiently and quickly. Other features, like being able to retrieve information about the current state of an HLU and retrieving data coordinate information, are built into the HLUs.

Other purposes of the new programming interface to NCAR Graphics are to introduce a new level of interface consistency between utilities and to consolidate most of the existing functionality into a new set of high level utilities that produce the same or better results, but reduce the overall complexity of using the package. This will make learning NCAR Graphics at the programming level much easier. The tool kit has entry points from both FORTRAN and C.

The model chosen to implement the HLUs is essentially a simplified version of the X-Window System Toolkit widget. Many changes have been made to the model, but the main concepts are still valid. This model supports the demands of an interactive environment in which different plots are created and displayed at different times with different data and configurations. The X-Window System Toolkit widget model encapsulates the set of functions that draw a given class of plot with a set of data needed to configure it. These data can be line widths, fill colors, transformation styles, actual data, etc. As is the case for X-Window System widgets, multiple instances of each type of plot object can be created, destroyed, drawn, and reconfigured without affecting any of the other instances. This model also supports derived classes of HLU objects (inheritance) and mixing of separate classes to form new classes.

HLU objects are configured just like X-Window System widgets, with respect to resources. A typical example of an HLU resource name is “NhITxFont”, which sets the font for a Textltem object. Only five functions are needed to use the HLU library: NhlCreate to instantiate an object; NhlDraw to draw it; NhlGetValues to determine the current configuration of the object, NhlSetValues to reconfigure it; and NhlDestroy to get rid of it and free any memory it uses. A unique integer ID is returned by the NhlCreate call for each instance of an object. This ID number is used to identify the object in the remaining functions.

Additional features of an HLU object are its ability to maintain its own transformation and its ability to map screen positions into data coordinates. Each object also knows how much area on the screen it uses and can report its bounding box in frame coordinates. Thus, when objects change size they can automatically scale text and line lengths proportionally. All of these features are necessary for interactive operations.

**HLU Objects**

At release 4.0, the HLU library will contain the following objects:

- **Textltem**: Generic text placement object, supports filled fonts
- **LabelBars**: Generic filled label bar, used by Contour object
- **Legends**: Generic legend that displays both symbols and lines with text, used by XyPlot object
- **Titles**: Positions titles around plots
- **TickMarks**: Draws tick marks around plots in 5 transformation styles (LOG, LINEAR, IRREGULAR, GEOGRAPHIC, and TIME)
- **XyPlot**: Draws curves and symbols, uses Titles, TickMarks, and Legends
- **Contour**: Draws filled contours with and
without maps, automatically generates a LabelBar and TickMarks

MapPlot
Generates maps in any of the 10 standard NCAR Graphics transformations

Workstation
Allows output to be directed to workstations of type NCGM, PostScript, or an X11 window

To be added at release 4.1 are:

Histogram
Creates a histogram plot, uses TickMark object

StreamLine
Creates a streamline with and without maps

Vectors
Creates a vector with and without maps

3D
A set of 3D HLUs (iso-surfaces, surfaces...)

NCL Description

The heart of the system is the data manipulation and graph specification language, called the NCAR Command Language (NCL). NCL provides easy and intuitive access to datasets and allows users to explore and process their data prior to visualization. Since datasets often come in a variety of data formats, grid sizes, grid resolutions, and units, very different datasets often need to be combined, compared, and used at the same time. Currently, specialized applications must be developed to read individual datasets and transform them into a form that is compatible with other datasets being used, as well as with the graphics package being used.

NCL allows different datasets, in different storage formats, to be imported into one uniform and consistent data manipulation environment. The primary data format used internally by NCL is the netCDF data format. NCL doesn’t place any restrictions or conventions on the organization of input netCDF files.

NCL is a complete programming language that provides flexibility and configurability. In NCL, the primary data type is the data file record. A data file record stores one or more variables, dimension information, coordinate variable information, and attribute information as one NCL object. A binary file can be input, then dimension names, variable names, attributes and coordinate variables can be assigned to it using NCL language constructs. The resulting file record can be written to any of the currently supported formats, including netCDF, without writing a single line of source code.

NCL also provides the ability to create and manipulate the HLU graphical objects utilizing the same resources available through the HLU toolkit interface.

NCL’s function set contains built-in data processing and mathematical functions. Users can extend NCL functions to implement custom data processing techniques and custom data ingestion.

NCL commands can be interactively interpreted and executed in line mode. In addition, an API for NCL is under development which provides GUI writers a uniform way to do data access, data manipulation, and visualizations from within their application using NCL scripts. This simplifies the implementation of application-specific GUIs by reducing the amount of design time spent on the visualization code and the data access code.

Data Import/Export

Figure 2 shows an NCL script for the import of a netCDF dataset. Note that variables can be extracted using latitude and longitude ranges rather than numeric indices.
Unique features of NCL

* Special language constructs that support the data model
  coordinate indexing

\[
\begin{align*}
a &= ((/4.3, \ldots), (/3.9, \ldots), \ldots) /) \\
a\&0 &= "\text{lat}"
\end{align*}
\]
\[
\begin{align*}
a/\&1 &= "\text{lon}"
\end{align*}
\]
\[
\begin{align*}
a\&\text{lat} &= (/90, 85, 80, \ldots) /) \\
a\&\text{lon} &= (/\text{-10}, \text{-20}, \text{-30}, \ldots) /) \\
a/\&\text{units} &= "\text{Degrees C}"
\end{align*}
\]
\[
\begin{align*}
b &= a(\text{lon} | (-90:-120)), \text{lat} | (30:60))
\end{align*}
\]

Figure 2. NCL script for array access using coordinates

Visualization Blocks

Figure 3 shows several visualizations created by an NCL script. NCL has a visualization block feature that allows you to easily set the resources of the HLU plot objects. Figure 3 shows a typical visualization block.

GUI Description

The GUI for NCAR Interactive is built on top of NCL, which is built on top of the HLUs. Thus the GUI will provide access to the data access and manipulation tools as well as the visualization specification. The GUI simplifies many of the user’s tasks by providing a “point-and-click” style interface for selecting data, adding data to a plot, and positioning plots within the output frame.

Furthermore, the GUI allows users to “probe” data visualizations by attaching NCL scripts that perform some analytical function to various mouse and key press events, making true data interaction possible.

Figure 4 shows a page layout on which a number of graphical objects have been drawn including three instances of the TextItem object. Each instance can be selected, resized, or have its resources altered.

At Version 4.1, the GUI will also provide editors for color maps, fill patterns, line styles, area masking, map projection specification, and animation in addition to selections of all the available resources.

Hypertext Documentation

All of the Version 4.0 interfaces are being documented on-line in hypertext for search and display access. Figure 5 shows the NCAR Graphics documentation home page accessible via the URL


In the event that this URL address changes between the writing of this report and your attempt to access it, please send e-mail to ncargfx@ncar.ucar.edu requesting the new NCAR Graphics home page URL.
Figure 3. NCL visualization block script and graphics
The Version 4.0 documentation set under development includes:

- **User Guide**
  The User Guide describes the various package interfaces and how to use them.

- **Quick Start Guide**
  The Quick Start Guide is a series of examples that facilitate self training.

- **Reference Manual**
  The Reference Manual describes how the software works. It specifies all NCL functions, their syntax, and the actions they produce. It also specifies all HLU resources (option switches) and how they are set.

- **Low Level Utility Manuals.**
  The low level library manuals, called "NCAR Graphics Fundamentals", "NCAR Graphics Contouring and Mapping Tutorial", and "NCAR GKS-0A User Guide" at release 3.2 of NCAR Graphics have also been converted to hypertext. Figure 6 shows a sample page from the Fundamentals manual.

**Input/Output**
Currently implemented input formats are netCDF, ASCII, and binary. The next set of formats to be implemented will be HDF and GRIB.
Output can be to an X11 window, an NCGM file, or a PostScript file. (The private encoding NCAR CGM format can be replaced by the CGM format through the selection of an environment variable.) All variations of PostScript are supported including mono and color for EPS, EPSI, and standard PostScript. Output can be in landscape or portrait mode.

**Fonts and Symbols**

A high quality set of fonts are available with numerous font options as shown in Figure 7. Since the fonts are stroked, characters can be written at any size or orientation angle. Available fonts include the math symbols and the full set of standard WMO meteorological symbols.

**Figure 7. Text options available in NCAR Graphics**

In addition, a set of symbols for standard weather have been created as shown in Figure 8.

**Figure 8. Creating weather maps with NCAR Graphics special symbols**
System Requirements

NCAR Interactive is intended for use on all UNIX platforms that are popular in universities and other research communities. This includes Suns, SGIs, HPs, IBM's, Digital Alphas, and DECstations. It is also intended for installation on Cray UNICOS systems; however, certain interactive features may not be as useful on heavily loaded Crays. The first release of Version 4.0 may not support all of these systems: Suns and SGIs will be done first. Porting to the other systems will then follow.

Conclusions, Recommendations, and Acknowledgments

NASA funding was instrumental in helping us to complete the first release of an interactive version of NCAR Graphics in a reasonable time frame. NCAR Graphics is a research community resource whose value will be significantly enhanced by the new interactive interfaces. At the time of this writing, NCAR Graphics Version 4.0 is entering the test phase. Release of the software is expected in early 1995.

Version 4.0 will contain a limited but useful set of functionality; however, successive releases of the software are planned which will continue to expand the functionality of the High Level Utilities, the NCAR Command Language, and the Graphical User Interface. Moreover, HLU objects, NCL functions, and GUI functionality are user-extensible so they can grow in whatever direction is necessary to meet the changing needs of future researchers.

Although the creation of an interactive interface for NCAR Graphics was not a basic research project, it was a project that will significantly improve the productivity of the broad research community. It is our recommendation that more projects of this nature should be included in future agency grants. Basic research into new technological areas is very important, but it is also important that those researchers have a set of high quality, extensible, easy-to-use tools to facilitate their research.
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1.1 Introduction

The goal of the NCAR Interactive project is to create, from existing utilities, a fully integrated scientific visualization environment. To be fully integrated, this environment must provide a means of reading and writing data, a means of manipulating that data, and a means of visually analyzing the data interactively. It must be easy to use, work efficiently, and be user-extensible. Furthermore, this environment must support users with a wide range of skill levels: from users with extensive programming and technical skills to users who have not developed these skills.

Integrating interactive data access and manipulation with the visual analysis techniques of NCAR Graphics into one system will have tremendous benefits to current and future users of NCAR Graphics. In many cases, users will no longer need to write custom data-reading code as a prerequisite for producing graphics. The process of tailoring a data plot for a publication will be greatly simplified and accelerated. Users will be able to develop customized plot specifications that can be saved and reused. New users will have multiple ways in which they can learn to use NCAR Graphics. Users who develop applications with NCAR Graphics will find the new API to be consistent across utilities and supportive of many interactive demands.

Three major components of the NCAR Interactive system will accomplish these goals: a toolkit programming interface library, a text-based data manipulation and graph specification language interpreter, and a “point-and-click” graphical user interface. All of these features, from the user’s point of view, accomplish the same result: a user-specified display of data. Figure 1 shows the overall system architecture.
NCAR Interactive overview

FIGURE 1  System Structure

- X Windows Display
- Points and Clicks
- Graphical User Interface
- Data Output and Input Files
  - HDF
  - netCDF
  - ascii
  - binary
- NCL Commands
- X11 Protocol
- NCL Internal Data Model
- NCAR Command Language Interpreter
- Function Calls
- High Level Utilities constructed out of current NCAR Graphics Library with various enhancements
  - 3D Volume
  - Contour
  - Vector
  - Streamline
  - X-Y plot
  - Surface
  - Iso-Surface
- Graphics output files (CGM, NRIF, HDF, ...)

NCAR INTERACTIVE Functional Specification
The toolkit programming interface library needs to be developed from the existing NCAR Graphics code. From now on, this toolkit library is called the High Level Utilities (HLUs). The HLUs will be a new interface to the NCAR Graphics library with a great deal of the underlying low-level implementation details hidden from the application programmer.

The main purpose is to extend NCAR Graphics to support the demands of interactive graphics, primarily giving users the ability to change features of the output frame efficiently and quickly. Other features, like being able to retrieve information about the current state of an HLU and retrieving data coordinate information, need to be built into the HLUs.

Other purposes of the new programming interface to NCAR Graphics are to introduce a new level of interface consistency between utilities and to consolidate most of the existing functionality into a new set of high level utilities that produce the same or better results, but reduce the overall complexity of the package. This will make learning NCAR Graphics at the programming level much easier. The toolkit should have entry points from both FORTRAN and C, but may be written in either language.

The heart of the system is the data manipulation and graph specification language, from now on called the NCAR Command Language (NCL). NCL will allow users to import data from a variety of data formats including ascii files, interactively manipulate the data, and render the data.

Interactive data manipulation includes selecting region-of-interest data, thinning data, interpolating irregular grids to regular grids, performing curve fits, removing corrupted data points, and performing useful transformations such as unit conversion. Because of resource constraints and potential oversights in exactly what type of data manipulation is needed, NCL must allow the user to incorporate customized data
manipulation and data ingestion methods into NCL in the form of user-defined functions.

Data rendering is primarily what NCAR Graphics has done all along. NCL will allow users to generate plots in various styles for 1D, 2D, and 3D data. These plot styles include but should not be limited to line, scatter, contour, histograms, isosurface, streamline, and 3D volume rendering. Capabilities for annotation and labeling are also required. Screen animation capability should be added as soon as possible.

The NCAR Interactive GUI should provide a “point-and-click” abstraction of NCL. Through the use of menu bars, buttons, scale bars, and direct manipulation, the user should be able to easily and intuitively manipulate data and specify plots. The GUI should produce NCL source code as output.

1.2 Guide to this document

This document is a communication tool connecting the programmers assigned to this project and the user community. The decisions this document seeks must be made now; they will affect NCAR Graphics for several years. These decisions concern the design of NCL, the organization and functionality of the HLUs, and the look and feel of the GUI. After the design of this application is finished and coding begins, major alterations in functionality may not be undertaken for years.

Users and programmers share responsibility for this project; they need to communicate clearly and often to complete it successfully. This document describes our current plans, and we need user input to either confirm or alter these plans as soon as possible.

Because different users have different needs and intended uses for this software, this section outlines this document so reviewers can read about the features and functionality that concern them most.
1.2.1 Software and hardware requirements

These sections outline the software libraries, operating systems, and architectures that NCAR Interactive will use. The hardware section also contains a list of the hardware output devices. The software section lists the output file formats used for storing data and graphics.

1.2.2 High Level Utilities

As mentioned, a set of new programming interfaces to the NCAR Graphics utilities is being developed to support this project. This set of interfaces is called the High Level Utilities (HLUs). It is important to distinguish between the NCAR Interactive application and the High Level Utilities programming interface. The NCAR Interactive application uses the HLUs, and the HLUs are just a library that any programmer can use to develop programs.

The HLU sections are mainly meant for programmers who may use the new interfaces to NCAR Graphics to build applications, specifically interactive applications. The features and capabilities of this new API are outlined briefly in the section titled “New programming interface to NCAR Graphics (High Level Utilities)”. A more detailed description of the features provided by each of the HLUs can be found in the section titled “Detailed resource descriptions.”

Since the HLUs are just a toolkit, there are no built-in data access and manipulation routines; application programmers must still read, write, and process data. However, the NCAR Interactive application will have built-in data handling capabilities.

Users who want to understand more about the graphics capabilities of the NCAR Interactive application should read the first section on the High Level Utilities.
1.2.3 NCAR Command Language

The NCAR Command Language (NCL) provides interactive data access and manipulation, a fundamental requirement for interactive visualization systems. The NCL also serves to import and export data in various formats and to configure the output graphics.

It is very important to understand how the command language fits into NCAR Interactive. There are three intended uses of the NCAR command language. First, the command language can serve as a text-based interface to NCAR Interactive when it is not possible to use an X-Window workstation or terminal. Second, scripts written in the command language can be submitted to the NCAR Interactive command language interpreter. The interpreter then executes the submitted script in a batch style mode. Finally, there are two ways the NCAR Command Language fits into the NCAR Interactive graphical user interface. The GUI can generate command language scripts, which can then be used for batch production of visualizations. In addition, scripts can be typed into the GUI, when selecting data, to process selected data or to derive new datasets from several datasets.

Because the command language is such an integral part of the NCAR Interactive application, it is recommended that all intended users of this application read this section. Programmers who are only interested in the High Level Utilities toolkit specification probably don’t need to read the command language specification.

1.2.4 The Graphical User Interface

This section provides a general description of the various GUI components and their functionality. This section describes what users should be able to do using the GUI.
A general interaction and usage model is not provided in this section. This is being developed by presenting GUI prototypes and mock-up to users and responding to their feedback. Describing GUIs in a textual manner is difficult and inefficient at best. As user interface conventions are adopted, they will be added to this document. For the time being, this section serves only as a reference to what the GUI will do. It does not describe how it operates.

Users who are interested only in the GUI for NCAR Interactive should read this section first.
NCAR Interactive must use the utilities defined in the NCAR Graphics 4.0 distribution plus the PolyPaint 3-D rendering source.

NCAR Interactive should operate on the latest versions of operating systems that are available upon release. Currently these include:

- SunOS (4.0.3 and 4.1),
- ULTRIX (4.2)
- UNICOS (6.1)
- AIX (3.1)
- IRIX (3.3)

NI should use the latest versions of X11 and Motif which are currently R5 and 1.1.3 respectively.

The following input data format libraries should be used: netCDF, HDF, CDF, ascii, FORTRAN, and C binary. Perhaps FITS, VIFF (KHOROS), and AVS fields should be supported.

For output, the main format will be CGM. Translation to HDF, Sun raster, NRIF, and X Window dump formats will be supported.
SECTION 3

HARDWARE REQUIREMENTS

NCAR Interactive should port to the following systems which are currently supported for NCAR graphics:

- CRAY Y-mp and CRAY X-MP
- Digital Equipment DECstation
- IBM RISC System/6000
- Silicon Graphics IRIS 4D-series
- Sun-3, Sun-4, and Sun SPARCstation
- HP 9000 series 700 workstations
- Any systems to be added to this list for the Version 4.0 release of NCAR Graphics should also be supported.

Hardware features of high-end workstations, which many of our users may not have, should be a low priority. Since the primary output mechanism will still be CGM and NRIF files, there are no output hardware requirements from the point of view of the NCAR Interactive package.
SECTION 4

New programming interface to NCAR Graphics (High Level Utilities)

4.1 Overview

The High Level Utilities (HLUs) being created as a new interface to NCAR Graphics will not replace the current Fortran interface. The existing Fortran interface will continue to be supported. The new interface will facilitate the development of NCAR Interactive. However, this new interface also has a number of advantages to the end user.

One of the dominant user comments is "NCAR Graphics is hard to learn and use." The reason NCAR Graphics is hard to learn and use is that the various utilities do not have a consistent interface, memorization is often required to know which functions to call in what order, there is too much room for undetected user error, and NCAR Graphics does not accommodate users of multiple skill levels. In fact, current users must be NCAR Graphics experts to produce the simplest data plots.

The primary goal in designing the HLUs is to provide a consistent visualization model to the user. Standard sets of configuration parameters, called resources, will be developed for each HLU and, where applicable, different utilities will share resource names to provide consistency. Objects like titles, tick marks, labels, legends, and label bars will be named consistently.
These sets of configuration parameters will provide much of the capability of the current version of NCAR Graphics utilities, but some of the configurability of an existing utility may not be included in some cases. Users who have extremely specialized needs will still have to use the existing Fortran interface, but users who want to create visualizations easily will be able to do so. The HLUs will include the most commonly used features of the current utilities. The HLUs will not require any changes to existing user code. @ @ @verify!!!

The HLUs will also support the demands of interactive programs. Functions for retrieving graphics state information from an HLU will be provided. For example, every 1D and 2D HLU will be able to transform normalized device coordinate (NDC) pairs into data space coordinate pairs. Also, every HLU will be able to determine if an NDC pair is in its viewport area. These types of functions will facilitate “point-and-click” application development.

4.2 HLU usage

The number one change in the programming interfaces to NCAR Graphics is to introduce the concepts of abstraction and information hiding. The HLUs employ the abstraction that every plot is an object that is created and can be manipulated through a series of argument-setting routines. This allows the HLUs to hide time-consuming data control tasks from the user. For those familiar with X Window programming, the mechanisms for creating and specifying plots will be similar, but far simpler.

The current version of NCAR Graphics treats the data plot as the result of a sequence of function calls. This is not an intuitive model, and users do not learn it easily. It often leaves the user guessing at the way a function call affects the output, and it makes programs extremely hard to alter or extend. Furthermore, current NCAR Graphics requires the user to
manage various internal data structures like work arrays and common blocks. For example, a difficult abstraction is the area map needed by the Areas utility. The user must specify how big this array is, initialize it, and coordinate different utilities that draw into it. This is a very complex task, and it represents a lot of overhead for beginners.

The new HLUs will manage the graphics state of NCAR Graphics on behalf of the user. With the new HLUs, there will be only a few standard functions needed by the user to manipulate the graphics state. The names of these have not been defined, but the following is a list of these functions:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>init</td>
<td>initializes the graphics device.</td>
</tr>
<tr>
<td>create</td>
<td>creates an instantiation of a plot style.</td>
</tr>
<tr>
<td>loaddef</td>
<td>loads defaults from a user-specified defaults file. This allows for plot configuration outside of the program.</td>
</tr>
<tr>
<td>setarg</td>
<td>used to set all single-value resources for a plot style.</td>
</tr>
<tr>
<td>arraysetarg</td>
<td>used to set resources that require arrays.</td>
</tr>
<tr>
<td>getarg</td>
<td>used to retrieve values of resources for a plot style.</td>
</tr>
<tr>
<td>arraygetarg</td>
<td>used to retrieve values of resources that are arrays.</td>
</tr>
<tr>
<td>draw</td>
<td>draws a plot onto the output frame.</td>
</tr>
<tr>
<td>destroy</td>
<td>removes an instantiation of a plot style from the graphics state.</td>
</tr>
<tr>
<td>overlay</td>
<td>assigns one instantiated plot to be the overlay of another.</td>
</tr>
<tr>
<td>update</td>
<td>erases and redraws a graph without advancing the frame.</td>
</tr>
<tr>
<td>frame</td>
<td>erases current output frame and prepares a new one.</td>
</tr>
<tr>
<td>end</td>
<td>closes the graphics device.</td>
</tr>
<tr>
<td>load_defaults</td>
<td>loads a user-specified default resource file.</td>
</tr>
<tr>
<td>dump_defaults</td>
<td>writes all current resources for a given plot style into a defaults file.</td>
</tr>
</tbody>
</table>

These functions will be used as follows: `init` must be called at the beginning of the user's program. The user can then load a defaults file with the `loaddef` function (the syntax of the defaults file is covered later). The defaults file has two main
uses. First, it lets the user customize the default parameters used when plots are created, and second, the user can configure the output of a program by editing the defaults file without recompiling the program.

The user can then create instantiations of the plot styles he wants to use. Create returns a unique id that represents the instantiation of the requested plot style. Each plot id must be thought of as a unique data plot that "knows" how to draw itself based on its input resources.

Next, the user can alter the default configuration of the plot style by calling the setarg function with three pieces of information as parameters: the plot id, the resource name, and the resource value. The setarg function only alters the state of the plot whose plot id was passed to it. The arraysetarg sets resources that are arrays. This is fundamentally different than traditional NCAR Graphics because arguments don't affect a global graphics state but only the graphics state of the instantiated plot.

The overlay function assigns one instantiated plot to a base plot. When a plot is tagged as an overlay, it inherits the data and viewport transformations from the base plot. In some circumstances, some of the overlay plot's resources may be pre-empted by the resources of the base plot.

The display function draws a plot onto the output frame. The display function takes a plot id and draws the plot described by the resources assigned to that plot id. If the plot selected is a base for any other plots, the other plots are drawn at the same time on top of the base plot.

The destroy function removes a plot id from the current list of plot ids and frees any storage space used by the plot. Update forces a redraw of a plot. However, the entire plot is not recomputed; only the portion that has been altered or changed.
If nothing has changed, the plot is merely redrawn. Frame erases the current output frame and prepares a new one. End closes the graphics device.

The load_defaults function allows the user to load a predefined set of default resources to use when creating plots. The dump_defaults function creates a defaults file for any given plot id. The defaults file can then be used again to create the same configuration for the given plot style.

The following is a pseudocode example of what a user program might look like to create a contour plot with a map using default color and contour specifications. Please note that the data-reading functions are commented as user defined functions. Programmers using the HLUs are still responsible for reading, writing, and processing data themselves. If you are interested in the built-in data handling capability, please refer to the “NCAR Command Language Specification.”

```plaintext
init(X11); /* specifies X11 output */
load_defaults("-ethan/defaults"); /* loads default resources */
pid = create(CONTOUR); /* instantiates contour plot */
setarg(pid,Nmp,True); /* turns map on */
setarg(pid,NmpOutlineType,PS); /* sets outline style */
setarg(pid,NmpProjection,OR); /* sets projection style */
zdat = readmydataone(); /* user routine that reads data */
setarg(pid,NcnXdatamin,0.0); /* sets data coordinate boundary */
setarg(pid,NcnXdatamax,180.0); /* sets data coordinate boundary */
setarg(pid,NcnYdatamin,0.0); /* sets data coordinate boundary */
setarg(pid,NcnYdatamax,90.0); /* sets data coordinate boundary */
setarg(pid,NcnZdat,zdat); /* sets data array */
setarg(pid,NcnNumX,30); /* sets dimensionality of data */
setarg(pid,NcnNumY,40); /* sets dimensionality of data */
setarg(pid,NtiMain,"DATASET 1"); /* sets title for frame one */
draw(pid); /* draws plot on screen */
frame(); /* advances the frame */
zdat = readmydatatwo(); /* user defined data-reading func. */
setarg(pid,NcnZdat,zdat); /* resets the data array */
setarg(pid,NtiMain,"DATASET 2"); /* sets title for frame two */
draw(pid); /* draws new plot */
frame(); /* advances final frame */
end(); /* closes graphics device */
```
This example creates two frames of output. After the plot id "pid" has been configured, the next frame only needs to change the resources that have changed—the title and the data array in this case. The two data arrays are assumed to be the same dimension.

The preceding example also demonstrates how the HLUs work. A plot id is returned after the plot is created. Now the configuration of that plot can be changed at will by calling setarg and providing the plot id, the resource name, and the resource value to the setarg function. Since the map projection did not change between draw calls in the example, the second draw does not recompute the map projection; it merely uses the map segment that was computed during the first draw call. The second draw call only computes the new contours from the new data and sets the new title string in the appropriate place.

Another item demonstrated in the example is the load_defaults function. This function reads in a user defaults file. A user defaults file can contain custom default resources. Essentially every resource that can be set with a setarg function can be set in a defaults file. Users can develop sets of defaults files for different visualization applications. Furthermore, resources that are set in a defaults file can be changed without recompiling the application. This allows users to change everything from fonts to colors without recompiling their code. The user defaults file is described later in this section.

This HLU section gives a very brief description of how the HLUs are different from current NCAR Graphics and indicates how they will function. A more in-depth discussion of the utilities and their resources follows.

The concept of a resource is fundamental to understanding the HLUs. In the previous paragraphs, the resource was described as a configuration parameter. Essentially, a resource is a piece
of information used by an HLU to determine how to configure its output. As the example showed, resources can control a variety of configurations. Some resources like fonts, lines, colors, fill patterns, tick marks, titles, tick mark labels, and map settings are set the same and behave the same across similar HLUs. Others, such as resources that specify contour levels for contour plots and resources that set line styles for X-Y plots are different and specific to each HLU.

This HLU section is organized into four parts. The first describes a global resource set. The second describes common basic resources, which are basic objects like fonts, lines, and symbols. The third part discusses common composite resources. These are resources that are built up of the basic objects like tick marks, labels, maps, and titles. The final part describes each of the HLUs in detail, as well as each of the HLU-specific resources. The next figure provides a model to help you visualize the organization of the composite resources and the HLU.
FIGURE 2
Anatomy of a Plot Style

Anatomy of a plot style

- Annotation
- Titles
- Labels
- Label bars & Legends
- Tick marks & Borders
- Segments that share data transformation
  - Overlay plot
  - Map
- Base plot
- Background & Viewport
- Global resources
4.3 **HLU efficiency**

This information is incidental to the current section. It is included because initial reviewers of this functional spec expressed many concerns about efficiency.

The efficiency of the HLUs is a very important concern if the HLUs are to adequately support the demands of interactive graphics. Initially, the HLUs will be implemented using the NCAR Graphics 3.0 utilities. Because of this, much of the efficiency is bound by the efficiency of the low-level implementation of NCAR Graphics. However, initial tests show many areas where the HLUs could enhance the efficiency of NCAR Graphics.

The most significant advance in efficiency is gained by segmenting the plot produced by an HLU into the groups listed in Figure 2 on the preceding page. This enables one group to be changed and redrawn without having to recompute the remaining groups. For example, tests show that sub-second response time can be achieved for updating every group except the maps and the base plot of an HLU. This means that changing tick mark style, fonts, labelbars, and legends can be done very quickly.

Other tests show that most of the execution time of an NCAR Graphics program is in the Areas utility. The most common way to slow down an NCAR Graphics program is to only use one area map and draw everything into it. The algorithms used by Areas slow down exponentially as the number of elements in area map grow. Separating the plot into several small area maps speeds execution. In a test example, a color-filled contour plot with a map masking out the land was drawn in two-fifths of the time simply by separating the contour areas from the map areas.
4.4 Resource naming conventions

Resources are grouped by function, so their naming convention reflects this grouping. There are three kinds of resources: common resources, common composite resources, and plot-specific or HLU-specific resources. Common resources are common objects used throughout the HLUs; they cannot be set by users. For example, a common resource is Font—it does nothing by itself. However, when joined with Nti (the titling composite resource) and Main (the main title of the HLU) to form NtiMainFont, this new resource sets the font for the main title of its HLU. The following list shows how the Font common resource is used in different common composite resources.

- NtmLabelFont: Sets font for tick mark labels.
- NlgTitleFont: Sets font for legend title.
- NlbTitleFont: Sets font for label bar title.
- NlgLabelFont: Sets font for labeling items in a legend.

The names of common resources are outlined in section 4.7 and composite resources are outlined in section 4.8. Table 1 below lists the three character codes used to identify the group to which a resource belongs. The three character codes for identifying HLU-specific resources are listed in Table 2.
### Resource naming conventions

**TABLE 1**

Resource naming conventions for common composite resources

<table>
<thead>
<tr>
<th>Prefix</th>
<th>Resource class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nan</td>
<td>Annotation</td>
</tr>
<tr>
<td>Nti</td>
<td>Title</td>
</tr>
<tr>
<td>Ntm</td>
<td>Tick Mark</td>
</tr>
<tr>
<td>Nlb</td>
<td>Label Bar</td>
</tr>
<tr>
<td>Nmp</td>
<td>Map</td>
</tr>
<tr>
<td>NbK</td>
<td>Background</td>
</tr>
<tr>
<td>Nvp</td>
<td>Viewport</td>
</tr>
<tr>
<td>Nlg</td>
<td>Legend</td>
</tr>
<tr>
<td>Nbo</td>
<td>Border</td>
</tr>
<tr>
<td>Ngb</td>
<td>Global</td>
</tr>
</tbody>
</table>

**TABLE 2**

Resource naming conventions for High Level Utilities

<table>
<thead>
<tr>
<th>Prefix</th>
<th>HLU name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ncn</td>
<td>Contour</td>
</tr>
<tr>
<td>Nvr</td>
<td>Vector</td>
</tr>
<tr>
<td>Nsr</td>
<td>Surface</td>
</tr>
<tr>
<td>Nis</td>
<td>Iso-Surface</td>
</tr>
<tr>
<td>Nsl</td>
<td>Streamline</td>
</tr>
<tr>
<td>Npp</td>
<td>PolyPaint</td>
</tr>
<tr>
<td>Nxy</td>
<td>X-Yplot</td>
</tr>
<tr>
<td>Nhs</td>
<td>Histogram</td>
</tr>
<tr>
<td>N3d</td>
<td>Common Surface and Iso-surface</td>
</tr>
</tbody>
</table>
4.5 User defaults file

A function will be available to allow users to load a defaults file when executing their program. The defaults file can contain any of the resources for any of the plot styles. The defaults are used whenever a plot is instantiated with the create function. The user can override the defaults by changing the specific resource with the setarg function, but the user must then recompile the program. By changing resource values in the user defaults file, small changes in plot configuration can be made without recompiling the program. Users can set the resources in the user defaults file by entering the resource name followed by a colon and the value for the resource. The following is what a default resource file might look like for an X-Y plot.

```
NvpX : .10
NvpY : .90
NvpWidth : .80
NvpHeight : .80
NtiMain : Main Title
NtiMainFont : Times-Roman
NtiMainFontSize : .04
NtiX : X-Axis Title
NtiXFont : Times-Roman
NtiY : Y-Axis Title
NtiYFont : Times-Roman
NtiXFontSize : .03
NtiYFontSize : .03
NtmXGroup : True
NtmYGroup : True
NtmXMajorLength : .009
NtmXMinorLength : .0045
NtmXMinorPerMajor : 1
NtmXLabelFont : Times
NtmXLabelFontSize : .02
NtmYMajorLength : .009
NtmYMinorLength : .0045
NtmYMinorPerMajor : 1
NtmYLabelFont : Times-Roman
NtmYLabelFontSize : .02
NtmXStyle : Linear
```
When it is loaded, this example default resource file would configure the viewport, titles, and tick marks for any 1-D or 2-D plot. The following figure is what a plot, created using the above resources, might look like.

![Plot Diagram](image-url)
4.6 Global resources

Global resources are resources used by all instantiated plots. A special plot id value will be assigned to these resources. Users set global resources with the standard NCAR Interactive resource-setting procedure.

4.6.1 Color

A color map of 256 colors is allowed by NCAR Graphics. The HLUs will have the same restriction. Each of these colors will be indexed from 0 to 255. The currently planned color model is RGB. However, HLS and some other color models should be made available as soon as possible. Whenever a color index is set in any plot resource, the index refers to the global color map.

A set of default color maps will be made available when the HLU library is released. These default color maps are in the form of a user defaults file; it can be loaded just like any other defaults file.

Support for 24-bit color should be added as soon as possible.

The following color resources will be included:

4.6.1.1 NgbColor

Switches between indexed color and gray scale colors.

4.6.1.2 NgbColorMap

A color map can be set by passing an array of red, green, and blue as the argument to this resource.

4.6.1.3 NgbColorMapLen

Specifies the number of colors in the color map that is loaded.
4.6.2 Fill patterns

Users will be able to choose from a set of predefined fill patterns. Fill patterns can be chosen with an index number, the same way colors are chosen. Users can select an indexed fill pattern or create their own and add them to the fill pattern list. Areas, like contours, can be assigned both a color and a fill pattern.

The predefined set of fill patterns are indexed, and whenever a fill pattern is set, an index number is placed into the global fill pattern table.

The following fill pattern resources will be included:

4.6.2.1 NgbFillMap

The global resource that contains all valid fill patterns.

4.6.2.2 NgbFillMapLen

The number of currently defined fill patterns in the fill map.
4.7 Common basic resources

This section describes objects that are common to all utilities. These objects include text, color, lines, and fill patterns. These objects and their resources are used by all of the HLUs and by composite resources. Names are given to these resources, but they may change when a resource-naming convention is adopted. Furthermore, these names reflect how the C binding interface will look. The Fortran bindings will be developed after a complete specification of the resources is finished.

When a basic object is used by a composite object, the name of the composite object is inserted into the resource name. For example, LineThickness becomes GridLineThickness when setting the thickness for the composite object grid.

4.7.1 Text

Text is a basic resource that uses subresources to configure the output. The following list of text resources includes a description of the information needed to set them.

4.7.1.1 Font

The output font can be selected by passing a two-character code representing the font type. Currently the fonts can be:

HERSHEY:CARTOGRAPHIC_ROMAN
HERSHEY:CARTOGRAPHIC_GREEK
HERSHEY:SIMPLEX_ROMAN
HERSHEY:SIMPLEX_GREEK
HERSHEY:SIMPLEX_SCRIPT
HERSHEY:COMPLEX_ROMAN
HERSHEY:COMPLEX_GREEK
HERSHEY:COMPLEX_SCRIPT
HERSHEY:COMPLEX_ITALIC
HERSHEY:COMPLEX_CYRILLIC
HERSHEY:DUPLEX_ROMAN
HERSHEY:TRIPLEX_ROMAN
HERSHEY:TRIPLEX_ITALIC
HERSHEY:GOTHIC_GERMAN
HERSHEY:GOTHIC_ENGLISH
4.7.1.2 FontSize

The size of the font is a very tricky thing to specify. For simplicity, only one font sizing model is used in the HLUs. The size for a font is expressed as a fraction of the size of the output frame coordinates. This is how fonts will be sized unless the text being drawn is part of a composite resource.

4.7.1.3 FontAspect

A font’s aspect ratio specifies a character’s width with respect to its height. A value of one means that the height and width of each character are equal. A value of .5 means that the width of each character is half its height.

4.7.1.4 FontThickness

Since all NCAR Graphics fonts are stroked fonts, a line thickness must be set. Just as the font size is represented as a fraction of the output frame coordinates, the line thickness is also set this way.

4.7.1.5 FontColor

Each HLU shares the color map defined as a global resource.

4.7.1.6 TextJust

Text justification does not have anything to do with fonts, but it is an attribute of setting text. Below is a picture with a rectangle drawn around a piece of text. This rectangle is called
the text bounding box. There are nine points on the box: one at each corner, one at the midpoint of each edge, and one in the center. These are the points about which text can be justified.

4.7.1.7 TextPosX & TextPosY

When text location is not automatically set by the utility, a coordinate pair must be specified to set the text. The justification point set with TextJust is positioned at these coordinates. These coordinates are in output frame coordinates.

4.7.1.8 TextAngle

This is an angle, expressed in degrees, by which the text is rotated around the justification point.

4.7.1.9 TextItem

This is the string that is printed onto the output frame. This text string uses the same function codes that have been used in NCAR Graphics in the past. Therefore, a great deal of configurability of the output string is possible. Function codes are discussed in the Plotchar section of the NCAR Graphics, Version 3.00 manual.

4.7.2 Lines

Lines are a bit simpler than fonts. Lines can have color, thickness, dash pattern, and smoothness. The following line resources will be included:
4.7.2.1 LineThickness

Set as a fraction of the size of the output frame.

4.7.2.2 LineDashPattern

Controls the sequence of dash characters used to draw the line. The dash pattern is set in the same way as the Dashchar utility described in the NCAR Graphics Version 2.00 manual.

4.7.2.3 LineDashLength

Controls the length of each dash. This resource is set as a fraction of the output frame size.

4.7.2.4 LineColor

Sets the color of the line in the same way as FontColor.

4.7.2.5 LineSmooth

Turns on and off the line smoothing features described in the NCAR Graphics Version 2.00 manual.

4.7.3 Arrays

Several resources are arrays used throughout the HLUs. There are two ways users can set these resources. One is to use the arraysetarg function discussed previously. The other way is to use a combination of two resources. One resource is the resource name of the array and the other is an index into that array. Every array resource has a specific resource with the word "Index" appended to it. This resource can be set to an index into the main resource being set. For example, the X-Y plot allows the user to have multiple data curves. Each of these curves can have a unique dash pattern. To set the first curve's dash pattern, the NxyLineIndex resource is first set to 1; when the NxyLineDashPattern resource is set, it is set for the first curve only.
4.7.4 Background color

One resource will be included to control background color.

4.7.4.1 NbkColor

Specifies the background color for the plot.

4.7.5 Size and viewport

The following resources will be included to control size and viewport.

4.7.5.1 NvpX and NvpY

Sets the X and Y coordinates for the upper left corner of the viewport in output frame coordinates.

4.7.5.2 NvpWidth and NvpHeight

Sets the width and height of the viewport in output frame coordinates.

4.8 Common composite resources

Common composite resources are resources located in more than one HLU; they are made up of basic resources, lines, text, and colors. Tick marks, tick mark labels, grids, legends, label bars, titles, and maps are all examples of common composite resources.

4.8.1 Tick marks, tick mark labels, and grids

The most common types of tick marks are tick marks for 1D and 2D plots. All of the tick mark resources listed here are for both the X and the Y axis unless otherwise stated.
Each axis can also be divided into sides, (i.e. top, bottom, right, and left). The resources listed in this section are generic, so the top, bottom, left, right and axis have been removed from the resource name. In reality, each resource is prepended with this information. For example, the TickMarkSpacing resource is really four resources called XTTickMarkSpacing, XBTickMarkSpacing, YRTickMarkSpacing, and YLTickMarkSpacing. Separating the resources in this way allows users a great deal of flexibility as they configure the tick marks of their plots.

Since composite resources are generated by an HLU, all of the sizes for text and lines are relative to the maximum viewport range. This is done so that sizes can be more easily judged by the user. Furthermore, the tick mark border is drawn around the viewport and the tick marks share the data transformation of the base plot, or HLU. When tick mark resources accept data values, the underlying data transformation of the HLU is used to map the value to screen coordinates.

There are many ways tick marks can be configured. This section covers resources that affect the output of all styles of tick marks first; it then covers resources specific to certain styles of tick marks. These styles are log, linear, time, and geographic coordinates.

Note that all of the resources in this section apply only to plots produced without maps. Grids, tick marks, and labels for plots using one of the mapping transformations are covered in the Maps section of this document.

To disable tick marks completely, set the TickMode resource to NONE.

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NtmXGroup &amp; NtmYGroup</td>
<td>Groups top and bottom, and right and left axes together.</td>
</tr>
<tr>
<td>NtmMajorLineThickness</td>
<td>Sets line attributes for major tick marks.</td>
</tr>
<tr>
<td>NtmMajorLineColor</td>
<td></td>
</tr>
<tr>
<td>NtmMinorLineThickness</td>
<td>Sets line attributes for minor tick marks.</td>
</tr>
<tr>
<td>------------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>NtmMinorLineColor</td>
<td></td>
</tr>
<tr>
<td>NtmMajorLength &amp;</td>
<td>Sets the major and minor tick mark length.</td>
</tr>
<tr>
<td>NtmMinorLength</td>
<td></td>
</tr>
<tr>
<td>NtmMinorPerMajor</td>
<td>Sets the number of minor tick marks per major tick mark.</td>
</tr>
<tr>
<td>NtmLabelFont</td>
<td></td>
</tr>
<tr>
<td>NtmLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NtmLabelFontAspect</td>
<td></td>
</tr>
<tr>
<td>NtmLabelTextJust</td>
<td></td>
</tr>
<tr>
<td>NtmLabelFontThickness</td>
<td></td>
</tr>
<tr>
<td>NtmLabelTextAngle</td>
<td></td>
</tr>
<tr>
<td>NtmLabelOffset</td>
<td>Displaces the tick mark label justification points from their default position.</td>
</tr>
<tr>
<td>NtmBorder</td>
<td>Defines border style.</td>
</tr>
<tr>
<td>NtmBorderLineDashPattern</td>
<td></td>
</tr>
<tr>
<td>NtmBorderLineColor</td>
<td></td>
</tr>
<tr>
<td>NtmBorderLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NtmBorderLineThickness</td>
<td></td>
</tr>
<tr>
<td>NtmAxisControl</td>
<td>Defines how tick mark axes are drawn.</td>
</tr>
<tr>
<td>NtmAxisLocation</td>
<td>Displaces the tick mark axis up or down, or left or right.</td>
</tr>
<tr>
<td>NtmMajorGrid</td>
<td>Draws a grid connecting major tick marks.</td>
</tr>
<tr>
<td>NtmMajorGridLineDashPattern</td>
<td></td>
</tr>
<tr>
<td>NtmMajorGridLineColor</td>
<td></td>
</tr>
<tr>
<td>NtmMajorGridLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NtmMajorGridLineThickness</td>
<td></td>
</tr>
<tr>
<td>NtmMinorGrid</td>
<td>Draws a grid connecting minor tick marks.</td>
</tr>
<tr>
<td>NtmMinorGridLineDashPattern</td>
<td></td>
</tr>
<tr>
<td>NtmMinorGridLineColor</td>
<td></td>
</tr>
<tr>
<td>NtmMinorGridLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NtmMinorGridLineThickness</td>
<td></td>
</tr>
<tr>
<td>NtmMajorOutwardLength</td>
<td>Specifies portion of major tick mark to be drawn outward.</td>
</tr>
<tr>
<td>NtmMinorOutwardLength</td>
<td>Specifies the portion of the minor tick marks to be drawn outward.</td>
</tr>
<tr>
<td>NtmLabelFormat</td>
<td>Set the numeric format for the tick mark labels.</td>
</tr>
<tr>
<td>NtmLabelFormatExponent</td>
<td>Sets exponent when scientific notation is used.</td>
</tr>
<tr>
<td>NtmLabelFormatFraction</td>
<td>Sets fraction when scientific notation is used.</td>
</tr>
<tr>
<td>NtmStyle</td>
<td>Selects between log, linear, geographic, and time tick mark styles.</td>
</tr>
<tr>
<td>NtmMode</td>
<td>Selects between none, automatic, manual, and explicit tick mark modes.</td>
</tr>
<tr>
<td>NtmMaxTicMarks - Automatic Mode</td>
<td>Sets the maximum number of allowable tick marks.</td>
</tr>
</tbody>
</table>
### 4.8.2 Legends

This section describes the resources that specify a legend. Legends, like label bars (described below), are used as a key to accompany a plot. Legends are very similar to label bars, but they differ in that they define line representations (dash patterns) and symbols rather than fill patterns. Legends can be displayed vertically or horizontally and labels may appear on any side.
The base plot to which the legend belongs provides all of the symbol and line information automatically. For example, an X-Y plot with five curves and five dash patterns will automatically draw those five dash patterns and label them with “curve A,” “curve B,” etc., if the NlgLegend resource for the X-Y plot is turned on. Most of the legend resources are set automatically by the HLU.

If the level of configurability is not adequate, the Annotation HLU can create custom legends with complete configurability by overriding the automatically set resources. Otherwise, the dash patterns and symbols will be drawn in the order they are used by the HLU. Tables 3 and 4 show resources that must be set by the user and that are set automatically by the base plot.

<table>
<thead>
<tr>
<th>NlgLegend</th>
<th>Turns legends on and off.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NlgOrientation</td>
<td>Sets vertical or horizontal ordering of legend elements.</td>
</tr>
<tr>
<td>NlgSymbolOrientation</td>
<td>Sets vertical or horizontal symbol or line.</td>
</tr>
<tr>
<td>Nlgx, Ngy, NlgWidth, NlgHeight</td>
<td>These four resources set the coordinates of the upper left corner, and the width and height of the legend bounding box in output frame coordinates.</td>
</tr>
<tr>
<td>NlgLabelText, NlgLabelFont, NlgLabelFontSize, NlgLabelFontThickness, NlgLabelFontAspect, NlgLabelTextAngle, NlgLabelFontColor</td>
<td>Sets the string and text attributes for each legend element.</td>
</tr>
<tr>
<td>NlgLabelPosition</td>
<td>Places legend labels above, below, to left, or right of legend symbol or dash.</td>
</tr>
</tbody>
</table>
Common composite resources

TABLE 3. Resources not set by the base plot

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NlgTitleText</td>
<td>Sets string for legend box title and associated text attributes.</td>
</tr>
<tr>
<td>NlgTitleFont</td>
<td></td>
</tr>
<tr>
<td>NlgTitleFontSize</td>
<td></td>
</tr>
<tr>
<td>NlgTitleFontThickness</td>
<td></td>
</tr>
<tr>
<td>NlgTitleFontAspect</td>
<td></td>
</tr>
<tr>
<td>NlgTitleTextAngle</td>
<td></td>
</tr>
<tr>
<td>NlgTitleFontColor</td>
<td></td>
</tr>
<tr>
<td>NlgDrawBorder</td>
<td>Draws the bounding box around legend.</td>
</tr>
<tr>
<td>NlgBorderLineDashPattern</td>
<td></td>
</tr>
<tr>
<td>NlgBorderLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NlgBorderLineColor</td>
<td></td>
</tr>
<tr>
<td>NlgBorderLineThickness</td>
<td></td>
</tr>
</tbody>
</table>

TABLE 4. Resources set automatically by the base plot

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NlgElementType</td>
<td>Each item displayed in the legend can be either a symbol or a line. This</td>
</tr>
<tr>
<td>N lgNElements</td>
<td>resource keeps track of which is which and the total number of elements.</td>
</tr>
<tr>
<td>NlgIndex</td>
<td>Selects current legend element when using the index scheme for setting</td>
</tr>
<tr>
<td></td>
<td>resources.</td>
</tr>
<tr>
<td>NlgLineColor</td>
<td>These resources are used when an element is a line.</td>
</tr>
<tr>
<td>NlgDashLineLength</td>
<td></td>
</tr>
<tr>
<td>NlgLineThickness</td>
<td></td>
</tr>
<tr>
<td>NlgDashPattern</td>
<td></td>
</tr>
<tr>
<td>NlgSymbol</td>
<td>These resources are used when an element is a line symbol.</td>
</tr>
<tr>
<td>NlgSymbolColor</td>
<td></td>
</tr>
<tr>
<td>NlgSymbolScaleFactor</td>
<td></td>
</tr>
<tr>
<td>NlgSymbolFillPattern</td>
<td></td>
</tr>
</tbody>
</table>

4.8.3 Label bars

This section describes the resources that specify a label bar object. Label bars are used as a key or legend to accompany a plot. They consist of a rectangular, labeled bar that can be colored and filled with a solid color or patterned lines. The bar may be displayed vertically or horizontally, and labels may appear on any side.

As with the legend resources, the color, number of boxes, and the labels for each box are set by the HLU. Custom label bars can be generated through the Annotation HLU. Table 5 lists the label bar resources.
New programming interface to NCAR Graphics (High Level Utilities)

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NibLabelBar</strong></td>
<td>Turn label bar on and off</td>
</tr>
<tr>
<td><strong>NibOrientation</strong></td>
<td>Horizontal or vertical label bar.</td>
</tr>
<tr>
<td><strong>NibX NibY NibWidth NibHeight</strong></td>
<td>Sets bounding box for label bar.</td>
</tr>
<tr>
<td><strong>NibAreaWidth NibAreaHeight</strong></td>
<td>Sets percentages of NibWidth and NibHeight where labelbar will be drawn.</td>
</tr>
<tr>
<td><strong>NibLabelText</strong></td>
<td>Sets strings for label bar labels and associated text attributes.</td>
</tr>
<tr>
<td><strong>NibLabelFont NibLabelFontColor NibLabelFontSize NibLabelFontAspect NibLabelTextAngle</strong></td>
<td></td>
</tr>
<tr>
<td><strong>NibAlignment</strong></td>
<td>Places labels in middle of box, at left corner, or at right corner.</td>
</tr>
<tr>
<td><strong>NibLabelPosition</strong></td>
<td>Places labels at top, bottom, right, or left of the label bar.</td>
</tr>
<tr>
<td><strong>NibBoxLineColor NibBoxLineThickness NibBoxLineDashPattern NibBoxLineDashLength</strong></td>
<td>Sets the line attributes for boxes surrounding label bar boxes.</td>
</tr>
<tr>
<td><strong>NibTitleText</strong></td>
<td>Sets string and associated text attributes for label box title.</td>
</tr>
<tr>
<td><strong>NibTitleFont NibTitleFontSize NibTitleFontColor NibTitleFontThickness NibTitleFontAspect</strong></td>
<td></td>
</tr>
<tr>
<td><strong>NibDrawPerim NibPerimLineThickness NibPerimLineDashPattern NibPerimLineDashLength NibPerimLineColor</strong></td>
<td>Draws a border around label bar bounding box.</td>
</tr>
</tbody>
</table>
Common composite resources

TABLE 6.

| NlbNboxes | Number of current label bar boxes. |
| NlbBoxFillPattern | Fill pattern and color for each box. |
| NlbBoxIndex | |
| NlbBoxColor | |

4.8.4 Titles

Titles are special kinds of text items in which the position of the text is defaulted to be at some fixed location above, below, right, or left of the plot. The locations of X and Y titles will be guaranteed not to interfere with the tick mark labels. Resources for small adjustments up or down and left or right are provided, as well as a resource for flipping the rotation of a title. This is particularly useful for the Y axis title. It is often a matter of taste how the Y axis title is positioned.

TABLE 7.

| NtiMainText | Sets the main title of a plot. |
| NtiMainFont | |
| NtiMainFontSize | |
| NtiMainColor | |
| NtiMainTextJust | |
| NtiMainFontAspect | |
| NtiMainFontThickness | |
| NtiMainTextAngle | |
| NtiMainXOffset | Displaces title from its default position. |
| NtiMainYOffset | |
| NtiMainPosition | Title can be placed on left, center, or right portion of plot. |
| NtiYAxisText | Controls Y-axis title. |
| NtiYAxisFont | |
| NtiYAxisFontSize | |
| NtiYAxisColor | |
| NtiYAxisTextJust | |
| NtiYAxisFontAspect | |
| NtiYAxisFontThickness | |
| NtiYAxisXOffset | Displaces Y-axis title from its default location. |
| NtiYAxisYOffset | |
TABLE 7.

<table>
<thead>
<tr>
<th>NtiYAxisPosition</th>
<th>Y-axis title can be on left or right side of plot.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NtiXAxisText</td>
<td>Controls X-axis title.</td>
</tr>
<tr>
<td>NtiXAxisFont</td>
<td></td>
</tr>
<tr>
<td>NtiXAxisFontSize</td>
<td></td>
</tr>
<tr>
<td>NtiXAxisColor</td>
<td></td>
</tr>
<tr>
<td>NtiXAxisTextJust</td>
<td></td>
</tr>
<tr>
<td>NtiXAxisFontAspect</td>
<td></td>
</tr>
<tr>
<td>NtiXAxisFontThickness</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Displaces X-axis title from default location.</td>
</tr>
<tr>
<td>NtiXAxisXOffset</td>
<td>X-axis title can be on top or bottom of plot.</td>
</tr>
<tr>
<td>NtiXAxisYOffset</td>
<td></td>
</tr>
</tbody>
</table>

4.8.5 Maps

Maps can only be used in the 2D utilities Contour, Vector, and Streamline. In these utilities, maps can either be on or off.

<table>
<thead>
<tr>
<th>Nmp</th>
<th>Turns on the mapping option.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NmpProjection</td>
<td>Selects the mapping projection.</td>
</tr>
<tr>
<td>NmpTicks</td>
<td>Controls map tick mark attributes.</td>
</tr>
<tr>
<td>NmpTickLength</td>
<td></td>
</tr>
<tr>
<td>NmpTickThickness</td>
<td></td>
</tr>
<tr>
<td>NmpTickColor</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabels</td>
<td>Turns on map tick mark labels.</td>
</tr>
<tr>
<td>NmpTickLabelFont</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelFontColor</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelFontAspect</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelFontThickness</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelTextAngle</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelTextJust</td>
<td></td>
</tr>
<tr>
<td>NmpTickLabelStyle</td>
<td>Chooses between degrees, degrees-minutes, and degrees-minutes-seconds display styles.</td>
</tr>
<tr>
<td>NmpGrid</td>
<td>Sets whether or not to turn on grid (lat and lon lines).</td>
</tr>
<tr>
<td>NmpGridDotSpace</td>
<td>Sets the distance between points used to draw a grid.</td>
</tr>
<tr>
<td>NmpGridSpace</td>
<td>Sets the grid spacing in degrees.</td>
</tr>
<tr>
<td>NmpUserLinesDotDist</td>
<td>Sets the distance between dots along a dotted line drawn by MAPIT.</td>
</tr>
<tr>
<td>NmpPlotterResItn</td>
<td>Sets the width of the target plotter in plotter units.</td>
</tr>
<tr>
<td>NmpUserLinesDashPattern</td>
<td>Sets the dash pattern for lines drawn by the MAPIT utility.</td>
</tr>
</tbody>
</table>

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### Common composite resources

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NmpUserLinesType</td>
<td>Sets the type of line (dotted or dashed) drawn by MAPIT.</td>
</tr>
<tr>
<td>NmpPerimLineDashPattern</td>
<td>Controls how perimeter line is drawn.</td>
</tr>
<tr>
<td>NmpPerimLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NmpPerimLineColor</td>
<td></td>
</tr>
<tr>
<td>NmpPerimLineThickness</td>
<td></td>
</tr>
<tr>
<td>NmpGridLineDashPattern</td>
<td>Controls how map grid line is drawn.</td>
</tr>
<tr>
<td>NmpGridLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NmpGridLineColor</td>
<td></td>
</tr>
<tr>
<td>NmpGridLineThickness</td>
<td></td>
</tr>
<tr>
<td>NmpLimbLineDashPattern</td>
<td>Controls how limb line is drawn.</td>
</tr>
<tr>
<td>NmpLimbLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NmpLimbLineColor</td>
<td></td>
</tr>
<tr>
<td>NmpLimbLineThickness</td>
<td></td>
</tr>
<tr>
<td>NmpCOLineDashPattern</td>
<td>Controls how continental outlines (CO) are drawn.</td>
</tr>
<tr>
<td>NmpCOLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NmpCOLineColor</td>
<td></td>
</tr>
<tr>
<td>NmpCOLineThickness</td>
<td></td>
</tr>
<tr>
<td>NmpUSLineDashPattern</td>
<td>Controls how US outlines are drawn.</td>
</tr>
<tr>
<td>NmpUSLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NmpUSLineThickness</td>
<td></td>
</tr>
<tr>
<td>NmpUSLineColor</td>
<td></td>
</tr>
<tr>
<td>NmpPOLineDashPattern</td>
<td>Controls how political outlines are drawn.</td>
</tr>
<tr>
<td>NmpPOLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NmpPOLineDashThickness</td>
<td></td>
</tr>
<tr>
<td>NmpPOLineColor</td>
<td></td>
</tr>
<tr>
<td>NmpLimbLine</td>
<td>Sets whether or not limb lines should be drawn.</td>
</tr>
<tr>
<td>NmpOutlineType</td>
<td>Sets the type of outlines to use (none, continental, state, etc.).</td>
</tr>
<tr>
<td>NmpOutlines</td>
<td>Sets whether or not outlines are dotted or dashed.</td>
</tr>
<tr>
<td>NmpElliptical</td>
<td>Sets whether or not a map is inscribed within an ellipse.</td>
</tr>
<tr>
<td>NmpLabels</td>
<td>Sets whether or not to label the meridians, the poles, and the equator.</td>
</tr>
<tr>
<td>NmpLabelsFont</td>
<td></td>
</tr>
<tr>
<td>NmpLabelsFontSize</td>
<td></td>
</tr>
<tr>
<td>NmpLabelsFontColor</td>
<td></td>
</tr>
<tr>
<td>NmpLabelsFontThickness</td>
<td></td>
</tr>
<tr>
<td>NmpLabelsFontAspect</td>
<td></td>
</tr>
<tr>
<td>NmpMinVectorLength</td>
<td>Points closer than this value to a previous point are omitted</td>
</tr>
<tr>
<td>NmpPerim</td>
<td>Sets whether or not to draw a perimeter</td>
</tr>
<tr>
<td>NmpSatDistance</td>
<td>Sets how many Earth radii the satellite is from the Earth's center.</td>
</tr>
<tr>
<td>NmpSatSight2Center</td>
<td>Measures the angle between the line to the Earth's center and the line of sight</td>
</tr>
<tr>
<td>NmpSatU2Projection</td>
<td>Measures the angle from the positive U axis to the line OP, where O is the origin, and P is the projection of the desired line of sight</td>
</tr>
</tbody>
</table>
### New programming interface to NCAR Graphics (High Level Utilities)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NmpProjectionOrigin</td>
<td>The coordinates of the origin of projection (latitude, longitude)</td>
</tr>
<tr>
<td>NmpProjectionRotation</td>
<td>Angle of rotation of a projection</td>
</tr>
<tr>
<td>NmpRectLimitType</td>
<td>Sets how to interpret the rectangular limits of a map</td>
</tr>
<tr>
<td>NmpRectLimit1</td>
<td>The rectangular limits of a map. These values depend on the NmpRectLimitType.</td>
</tr>
<tr>
<td>NmpRectLimit2</td>
<td></td>
</tr>
<tr>
<td>NmpRectLimit3</td>
<td></td>
</tr>
<tr>
<td>NmpRectLimit4</td>
<td></td>
</tr>
<tr>
<td>NmpBoundMaskType</td>
<td>Sets whether or not to mask areas in NmpBoundMask when drawing boundaries</td>
</tr>
<tr>
<td>NmpBoundMask</td>
<td>Array of area identifiers to mask or unmask</td>
</tr>
<tr>
<td>NmpBoundMaskSize</td>
<td>Size of the NmpBoundMask array</td>
</tr>
<tr>
<td>NmpGridMaskType</td>
<td>Sets whether or not to mask areas in NmpGridMask when drawing grid lines</td>
</tr>
<tr>
<td>NmpGridMask</td>
<td></td>
</tr>
<tr>
<td>NmpGridMaskSize</td>
<td></td>
</tr>
<tr>
<td>NmpLineMaskType</td>
<td>Sets whether or not to mask areas in NmpLineMask when drawing lines with the MAPIT utility</td>
</tr>
<tr>
<td>NmpLineMask</td>
<td></td>
</tr>
<tr>
<td>NmpLineMaskSize</td>
<td></td>
</tr>
<tr>
<td>NmpAreaFillType</td>
<td>Sets whether or not to mask areas in NmpAreaFill when filling areas</td>
</tr>
<tr>
<td>NmpAreaFill</td>
<td>Array of area identifiers to mask or unmask</td>
</tr>
<tr>
<td>NmpAreaFillSize</td>
<td>Size of the NmpAreaFill array</td>
</tr>
<tr>
<td>NmpAreaFillColor</td>
<td>Array of color table indices specifying the area fill color</td>
</tr>
<tr>
<td>NmpAreaFillPattern</td>
<td>Array of fill flags which determines an area's fill pattern</td>
</tr>
<tr>
<td>NmpLatLabels</td>
<td>Sets whether latitude and longitude labels will be along a constant grid line or at the perimeter of a plot</td>
</tr>
<tr>
<td>NmpLonLabels</td>
<td></td>
</tr>
<tr>
<td>NmpLatLabelConstant</td>
<td>Set the latitude and longitude for labeling a grid</td>
</tr>
<tr>
<td>NmpLonLabelConstant</td>
<td></td>
</tr>
<tr>
<td>NmpLatLabelStyle</td>
<td>Sets the format for latitude and longitude labels</td>
</tr>
<tr>
<td>NmpLonLabelStyle</td>
<td></td>
</tr>
<tr>
<td>NmpLatLabelSpace</td>
<td>Sets the spacing in degrees between labels</td>
</tr>
<tr>
<td>NmpLonLabelSpace</td>
<td></td>
</tr>
<tr>
<td>NmpLatLabelFont</td>
<td>Sets the text characteristics of the grid labels for latitude and longitude</td>
</tr>
<tr>
<td>NmpLonLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NmpLatLabelFontThickness</td>
<td></td>
</tr>
<tr>
<td>NmpLatLabelColor</td>
<td></td>
</tr>
<tr>
<td>NmpLonLabelFontAspect</td>
<td></td>
</tr>
<tr>
<td>NmpLonLabelFont</td>
<td></td>
</tr>
<tr>
<td>NmpLonLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NmpLonLabelFontThickness</td>
<td></td>
</tr>
<tr>
<td>NmpLonLabelColor</td>
<td></td>
</tr>
<tr>
<td>NmpLonLabelFontAspect</td>
<td></td>
</tr>
</tbody>
</table>
4.9 X-Y plot

An X-Y plot is a two-dimensional plot of zero or more curves. The functionality is similar to that of the NCAR Graphics Autograph utility. An X-Y plot can have any number of curves. For each curve, a line style, color, pattern, etc. must be specified or defaulted. These attributes are passed as arrays of attributes. The size of the array arrays is determined by the number of curves in the plot (NxyNumCurves).

4.9.1 X-Y plot general parameters

The following parameters represent the arrays of attributes for individual plot curves.

<table>
<thead>
<tr>
<th>NxyNumCurves</th>
<th>Sets the number of curves.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NxyLineNPoints</td>
<td>Sets the number of points for a single curve.</td>
</tr>
</tbody>
</table>

4.9.2 X-Y plot curve parameters arrays

The following parameters are arrays of size NxyNumCurves. Each curve in a plot has one element from each array that specifies a particular curve attribute. For example, if you were plotting 3 curves, curve 1 would be defined by the attributes in the first element of each of the following arrays, and curves 2 and 3 would be defined by the second and third elements.

<table>
<thead>
<tr>
<th>NxyLineStyle</th>
<th>Selects whether to use dashed, labeled or automatic line styles.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NxyLineIndex</td>
<td>Sets the index of the current curve when using the indexed scheme for setting line attributes.</td>
</tr>
<tr>
<td>NxyLineThickness</td>
<td></td>
</tr>
<tr>
<td>NxyLineColor</td>
<td></td>
</tr>
<tr>
<td>NxyLineSmooth</td>
<td></td>
</tr>
<tr>
<td>NxyLineDashPattern</td>
<td></td>
</tr>
<tr>
<td>NxyLineDashLength</td>
<td></td>
</tr>
<tr>
<td>NxyLineLabelText</td>
<td></td>
</tr>
<tr>
<td>NxyLineLabelFont</td>
<td></td>
</tr>
<tr>
<td>NxyLineLabelFontColor</td>
<td></td>
</tr>
<tr>
<td>NxyLineLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NxyLineLabelFontThickness</td>
<td></td>
</tr>
<tr>
<td>NxyLineLabelFontAspect</td>
<td></td>
</tr>
</tbody>
</table>

Sets line label attributes for each curve.
4.9.3 X-Y plot control parameters

These parameters control the display of the plots, such as how to interpret the data with implied coordinates, and how to interpret missing values.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NxyScheme</td>
<td>Specifies whether to interpret attributes as arrays or single values.</td>
</tr>
<tr>
<td>NxyControlPlotType</td>
<td>Specifies the input format of the data arrays.</td>
</tr>
<tr>
<td>NxyYLineN</td>
<td>Specifies the X and Y data arrays where N goes from 1 to NxyNumCurves.</td>
</tr>
<tr>
<td>NxyXLineN</td>
<td>Specifies the dimensioning of the X and Y arrays.</td>
</tr>
<tr>
<td>NxyControlRow</td>
<td>Specifies the data ordering (C or Fortran) for 2D arrays.</td>
</tr>
<tr>
<td>NxyControlOrder</td>
<td>Allows user to graph x as a function of y.</td>
</tr>
<tr>
<td>NxyControlInvert</td>
<td>Allows user to omit curve portions falling outside the grid window.</td>
</tr>
<tr>
<td>NxyControlWindow</td>
<td>Sets the missing values in the data.</td>
</tr>
<tr>
<td>NxyControlXMin</td>
<td>Specifies the minimum X user coordinate.</td>
</tr>
<tr>
<td>NxyControlXMax</td>
<td>Specifies the maximum X user coordinate.</td>
</tr>
<tr>
<td>NxyControlXSmallest</td>
<td>Values less than this value are not considered in the plot calculation if</td>
</tr>
<tr>
<td></td>
<td>NxyControlXmin is set to NxyControlMissingValue.</td>
</tr>
<tr>
<td>NxyControlXLargest</td>
<td>Analogous to NxyControlXSmallest.</td>
</tr>
<tr>
<td>NxyControlYMin</td>
<td>Analogous to the corresponding X parameters.</td>
</tr>
<tr>
<td>NxyControlYMax</td>
<td></td>
</tr>
<tr>
<td>NxyControlYSmallest</td>
<td></td>
</tr>
</tbody>
</table>

4.10 Contour

The contouring HLU should implement the functionality of Conpack without requiring the user to understand the details of coordinating the Ezmap, Gridal, Areas, Plotchar, and Labelbar utilities. This is a draft list of the resources needed to specify a contour plot. The Contour HLU uses all of the common composite resources. The following resources are specific to creating, filling, and drawing contours.
<table>
<thead>
<tr>
<th><strong>NcnDataType</strong></th>
<th>Sets whether input data array is short, long, float or double storage type.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NcnDataGridType</strong></td>
<td>The contouring utility will handle regular, regular sparse, irregularly spaced and randomly spaced data.</td>
</tr>
<tr>
<td><strong>NcnXDim</strong></td>
<td>Specifies whether data array's first or second dimension maps to the X dimension</td>
</tr>
<tr>
<td><strong>NcnXDataDim</strong></td>
<td>Sets number of elements in X direction.</td>
</tr>
<tr>
<td><strong>NcnYDataDim</strong></td>
<td>Sets number of elements in Y direction.</td>
</tr>
<tr>
<td><strong>NcnXDataCord</strong></td>
<td>Array of coordinate values of grid points in X direction.</td>
</tr>
<tr>
<td><strong>NcnYDataCord</strong></td>
<td>Array of coordinate values of grid points in Y direction.</td>
</tr>
<tr>
<td><strong>NcnXDataMin</strong></td>
<td>When grid is regularly spaced these substitute for NcnXDataCord.</td>
</tr>
<tr>
<td><strong>NcnXDataMax</strong></td>
<td>When grid is regularly spaced these substitute for NcnXDataCord.</td>
</tr>
<tr>
<td><strong>NcnYDataMin</strong></td>
<td>When grid is regularly spaced these substitute for NcnYDataCord.</td>
</tr>
<tr>
<td><strong>NcnYDataMax</strong></td>
<td>When grid is regularly spaced these substitute for NcnYDataCord.</td>
</tr>
<tr>
<td><strong>NcnIntervals</strong></td>
<td>Sets the contour intervals for each contour level.</td>
</tr>
<tr>
<td><strong>NcnCIntervalFillPattern</strong></td>
<td>Sets the fill pattern to use for each contour level.</td>
</tr>
<tr>
<td><strong>NcnCIntervalColor</strong></td>
<td>Sets the color index to fill each contour level.</td>
</tr>
<tr>
<td><strong>NcnCLineColor</strong></td>
<td>Sets the color index of each contour line.</td>
</tr>
<tr>
<td><strong>NcnCLineDashPatern</strong></td>
<td>Sets the color index of each contour line.</td>
</tr>
<tr>
<td><strong>NcnCLineThickness</strong></td>
<td>Sets the color index of each contour line.</td>
</tr>
<tr>
<td><strong>NcnCLineSmooth</strong></td>
<td>Sets the color index of each contour line.</td>
</tr>
<tr>
<td><strong>NcnCLineDashLength</strong></td>
<td>Sets the color index of each contour line.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelStyle</strong></td>
<td>Sets contour line label style. Conpack supports 3 ways of labeling contour lines.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelText</strong></td>
<td>Strings to label contour lines with.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelFont</strong></td>
<td>Strings to label contour lines with.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelFontSize</strong></td>
<td>Strings to label contour lines with.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelFontThickness</strong></td>
<td>Strings to label contour lines with.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelFontAspect</strong></td>
<td>Strings to label contour lines with.</td>
</tr>
<tr>
<td><strong>NcnCLineLabelFontColor</strong></td>
<td>Strings to label contour lines with.</td>
</tr>
<tr>
<td><strong>NcnNumCLines</strong></td>
<td>Number of contour lines.</td>
</tr>
<tr>
<td><strong>NcnXStart</strong></td>
<td>Used &quot;clip&quot; X dimension and map a subset of current data into the viewport.</td>
</tr>
<tr>
<td><strong>NcnXEnd</strong></td>
<td>Used &quot;clip&quot; X dimension and map a subset of current data into the viewport.</td>
</tr>
<tr>
<td><strong>NcnYStart</strong></td>
<td>Used &quot;clip&quot; Y dimension and map a subset of current data into the viewport.</td>
</tr>
<tr>
<td><strong>NcnYEnd</strong></td>
<td>Used &quot;clip&quot; Y dimension and map a subset of current data into the viewport.</td>
</tr>
</tbody>
</table>
### New programming interface to NCAR Graphics (High Level Utilities)

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NcnInfoLabelText</td>
<td>String for informational label.</td>
</tr>
<tr>
<td>NcnInfoLabelFont</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelFontColor</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelFontThickness</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelFontAspect</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelTextJust</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelTextPosX</td>
<td></td>
</tr>
<tr>
<td>NcnInfoLabelTextPosY</td>
<td></td>
</tr>
<tr>
<td>NcnHighLow</td>
<td>Turns on and off HighLow informational labels.</td>
</tr>
<tr>
<td>NcnHighText</td>
<td>Strings for High informational label. All of the standard text setting resources are implied.</td>
</tr>
<tr>
<td>NcnHighFont</td>
<td></td>
</tr>
<tr>
<td>NcnHighFontColor</td>
<td></td>
</tr>
<tr>
<td>NcnHighFontSize</td>
<td></td>
</tr>
<tr>
<td>NcnHighFontThickness</td>
<td></td>
</tr>
<tr>
<td>NcnHighFontAspect</td>
<td></td>
</tr>
<tr>
<td>NcnLowText</td>
<td>Strings for Low informational labels.</td>
</tr>
<tr>
<td>NcnLowFont</td>
<td></td>
</tr>
<tr>
<td>NcnLowFontColor</td>
<td></td>
</tr>
<tr>
<td>NcnLowFontSize</td>
<td></td>
</tr>
<tr>
<td>NcnLowFontThickness</td>
<td></td>
</tr>
<tr>
<td>NcnLowFontAspect</td>
<td></td>
</tr>
<tr>
<td>NcnMissingValue</td>
<td>Sets a value that represents missing data points in the data set.</td>
</tr>
<tr>
<td>NcnHLBox</td>
<td>Turns on High Low Box and sets width and height.</td>
</tr>
<tr>
<td>NcnHLBoxWidth</td>
<td></td>
</tr>
<tr>
<td>NcnHLBoxHeight</td>
<td></td>
</tr>
<tr>
<td>NcnHLBoxLineThickness</td>
<td></td>
</tr>
<tr>
<td>NcnHLBoxLineColor</td>
<td></td>
</tr>
<tr>
<td>NcnHLBoxLineDashPattern</td>
<td></td>
</tr>
</tbody>
</table>

### 4.11 Vector

There are two styles available for displaying vector fields: color encoded and length encoded. The first draws all vectors an equal length, but colors them based upon their magnitude. The second style scales the length of the drawn vector to reflect its magnitude relative to the maximum magnitude.

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NvrStyle</td>
<td>Selects between color coded vectors and length encoded vectors</td>
</tr>
<tr>
<td>NvrMaxLength</td>
<td>Sets the length of the maximum magnitude vector in output frame coordinates.</td>
</tr>
<tr>
<td>NvrIntervals</td>
<td>The Intervals resource is an array of values used to determine what color a color encoded vector style should use.</td>
</tr>
<tr>
<td>NvrNumIntervals</td>
<td></td>
</tr>
<tr>
<td>NvrIntervalIndex</td>
<td></td>
</tr>
<tr>
<td>NvrIntervalColor</td>
<td></td>
</tr>
</tbody>
</table>
Streamline

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NvrLineThickness</td>
<td>Sets thickness of vector line segments.</td>
</tr>
<tr>
<td>NvrColor</td>
<td>Used to set the color of vectors when the length encoded vector style is selected.</td>
</tr>
<tr>
<td>NvrLabels</td>
<td>Writes the value of the magnitude of each vector at the tail of the vector.</td>
</tr>
<tr>
<td>NvrLabelFont</td>
<td></td>
</tr>
<tr>
<td>NvrLabelFontSize</td>
<td></td>
</tr>
<tr>
<td>NvrLabelFontColor</td>
<td></td>
</tr>
<tr>
<td>NvrLabelFontAngle</td>
<td></td>
</tr>
<tr>
<td>NvrLabelFontAspect</td>
<td></td>
</tr>
<tr>
<td>NvrLowThreshold</td>
<td>Sets the minimum vector magnitude to be displayed</td>
</tr>
<tr>
<td>NvrHighThreshold</td>
<td>Sets the maximum vector magnitude to be displayed</td>
</tr>
<tr>
<td>NvrDataType</td>
<td>Specifies whether integer or floating point data is being used.</td>
</tr>
<tr>
<td>NvU</td>
<td>Two Dimensional data array for horizontal vector components</td>
</tr>
<tr>
<td>NvV</td>
<td>Two Dimensional data array for vertical vector components</td>
</tr>
<tr>
<td>NvrXDdim</td>
<td>Specifies whether first or second dimension of data array maps to the X direction.</td>
</tr>
<tr>
<td>NvrXDataDim</td>
<td>Number of element in X dimension of data.</td>
</tr>
<tr>
<td>NvrYDataDim</td>
<td>Specifies which dimension of the U/V array maps to the Y dimension.</td>
</tr>
<tr>
<td>NvrXDataCoord</td>
<td>Array of coordinate values for X dimension.</td>
</tr>
<tr>
<td>NvrYDataCoord</td>
<td>Array of coordinate values for Y dimension.</td>
</tr>
<tr>
<td>NvrArrowSize</td>
<td>Sets the size of the arrow drawn on the end of the vectors.</td>
</tr>
<tr>
<td>NvrUMissingValue</td>
<td>Sets the value of missing values for U direction.</td>
</tr>
<tr>
<td>NvrVMissingValue</td>
<td>Sets the values of missing values for V direction.</td>
</tr>
</tbody>
</table>

4.12 Streamline

Streamlines represent the path taken by particles dropped into a flow field. The following are the resources for configuring a streamline plot style.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NslU</td>
<td>Two dimensional horizontal vector component.</td>
</tr>
<tr>
<td>NslV</td>
<td>Two dimensional vertical vector component.</td>
</tr>
<tr>
<td>NslColor</td>
<td>Line attributes for streamlines.</td>
</tr>
<tr>
<td>NslLineThickness</td>
<td></td>
</tr>
<tr>
<td>NslDataType</td>
<td>Specifies whether input data is integer or floating point.</td>
</tr>
</tbody>
</table>
New programming interface to NCAR Graphics (High Level Utilities)

<table>
<thead>
<tr>
<th>NslUMissingValue</th>
<th>Set the value of missing values for the U direction.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NslVMissingValue</td>
<td>Set the value of missing values for the V direction.</td>
</tr>
<tr>
<td>NslXDataCoord</td>
<td>Array of coordinate values for the X dimension.</td>
</tr>
<tr>
<td>NslYDataCoord</td>
<td>Array of coordinate values for the Y dimension.</td>
</tr>
<tr>
<td>NslXDim</td>
<td>Specifies whether first or second dimension of data array maps to the X direction.</td>
</tr>
<tr>
<td>NslXDataDim</td>
<td>Number of elements in X direction of data.</td>
</tr>
<tr>
<td>NslYDataDim</td>
<td>Number of elements in Y direction of data.</td>
</tr>
<tr>
<td>NslArrowSize</td>
<td>Size of arrows drawn on streamline.</td>
</tr>
<tr>
<td>NslSpacing</td>
<td>Controls spacing between streamlines.</td>
</tr>
<tr>
<td>NslStartEligible</td>
<td>Controls which grid boxes are candidates to start a streamline.</td>
</tr>
<tr>
<td>NslStepsPerGridBox</td>
<td>Controls number of sample points per grid box that a streamline passes through.</td>
</tr>
</tbody>
</table>

4.13 Common 3-D resources

The following resources are common to both the Isosurface and Surface utilities.

<table>
<thead>
<tr>
<th>N3dEyePoint</th>
<th>coordinate position of the eye</th>
</tr>
</thead>
<tbody>
<tr>
<td>N3dViewCenter</td>
<td>Coordinates of position looked at</td>
</tr>
<tr>
<td>N3dConstLines</td>
<td>Sets the constant lines (U, U and V, U and V and W, etc.) to be used for drawing a surface</td>
</tr>
<tr>
<td>N3dSkirt</td>
<td>Turns off/on a wall or skirt along the edges of a surface where it intersects the data boundary</td>
</tr>
<tr>
<td>N3dContourHigh</td>
<td>Sets the high, low and interval for drawing contours on a surface</td>
</tr>
<tr>
<td>N3dContourLow</td>
<td></td>
</tr>
<tr>
<td>N3dContourInterval</td>
<td></td>
</tr>
</tbody>
</table>

4.14 Surface

Surface plots are used to create a three-dimensional perspective of two-dimensional data with hidden lines removed. The surface, Z, is a function of the two variables X and Y.
For example, a three-dimensional surface could be created from a two-dimensional array of data where the first array dimension is the X position and the second dimension is the Y position on a Cartesian grid. The value (Z) of each element in the array defines the height of surface for each X and Y coordinate.

The following parameters define the characteristics of the surface such as rotation, surface representation, and viewing angle.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NsrArrayDims</td>
<td>Sets the X and Y data dimensions</td>
</tr>
<tr>
<td>NsrArray</td>
<td>The data array</td>
</tr>
<tr>
<td>NsrArrayRange</td>
<td>Specifies how much of the data set to use or subsample</td>
</tr>
</tbody>
</table>
| NsrArrayXstride
| NsrArrayYstride    | Sets the stride factor by which the utility will sample the data           |
| NsrXcoord
| NsrYcoord          | Arrays of X and Y coordinates, respectively                                 |
| NsrEyePoint        | Position of the viewer's eye                                                |
| NsrViewCenter      | Position the viewer's eye looks at                                           |
| NsrStereo          | Sets whether or not to draw stereo images                                   |
| NsrStereoAngle     | Sets the relative angle between the eyes for stereo images                  |
| NsrStereoType      | Sets how stereo images are placed on frames                                 |
| NsrPlotDirection   | Sets which plotting direction corresponds to the positive Z axis            |
| NsrConstLines      | Sets which lines to use to draw a surface                                   |
| NsrDrSide          | Sets which side of a surface to draw                                        |
| NsrSkirt           | Specifies whether or not to draw a skirt around the object                  |
| NsrSkirtBottom     | Sets the level at which the bottom of a skirt terminates                    |
| NsrNLevels         | Sets the number of levels of constant Z                                     |
| NsrStereoTheta     | Sets the angle in radians between eyes for stereo pairs                     |
| NsrContourHigh
| NsrContourLow
| NsrContourIncrement | Sets the highest and lowest levels of constant Z and the increment between them |
| NsrSpvalFlag       | Controls the use of the special value (NsrSpval)                            |
| NsrSpval           | The real data value used to mark special or missing data                    |
4.15 Isosurface

This section describes the resources that specify an isosurface object. These objects are created by taking a 3D volume of data and specifying a threshold value. A polygon surface is created that intersects values in the data which equal the threshold value.

These surfaces or objects can then be operated upon. For example, a user can change the object’s color, position, or lighting characteristics.

Besides iso-surfaces, this section describes the resources for 3D surfaces generated from 2D data (the Z position is determined by the data value) and volumetric objects (data points are displayed as relative intensities where the intensity is proportional to the data value).

The 3D functionality is divided into two utilities: NCAR Graphics and PolyPaint.

The NCAR Graphics utility will be built on the NCAR Graphics ISOSRF routine which generates isosurfaces from a three-dimensional array.

The need to develop a programming interface to the PolyPaint application has not been confirmed. The interface presented here for PolyPaint is a possibility of what the interface may look like should it be determined that this is a high priority.

The PolyPaint utility will be built on MMM’s PolyPaint application which also generates isosurfaces, but it includes support for color shading, volumetric rendering, and index and true color. PolyPaint also allows the user to control lighting, viewing, and shading.
The resources for 3D surfaces are divided into three sections: NCAR Graphics isosurface resources, common resources between the NCAR Graphics Isosurface utility and PolyPaint, and PolyPaint resources.

<table>
<thead>
<tr>
<th>Resource</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NisConstLines</td>
<td>Specifies which type of iso-surface lines to draw (U, U and V, U and W, U and V and W, etc.)</td>
</tr>
<tr>
<td>NisVisibility</td>
<td>Sets what data is inside and outside a surface</td>
</tr>
<tr>
<td>NisEyePoint</td>
<td>Position of the eye in 3-space</td>
</tr>
<tr>
<td>NisArrayDims</td>
<td>The X, Y, and Z dimensions of the data</td>
</tr>
<tr>
<td>NisArrayRange</td>
<td>Specifies the subset of the data to use</td>
</tr>
<tr>
<td>NisArrayXstride</td>
<td>Specifies how much, if any, data to thin from the data set</td>
</tr>
<tr>
<td>NisArrayYstride</td>
<td></td>
</tr>
<tr>
<td>NisArrayZstride</td>
<td></td>
</tr>
<tr>
<td>NisAxes</td>
<td>Flag for turning on/off the coordinate axes</td>
</tr>
<tr>
<td>NisThreshold</td>
<td>Value which defines the iso-surface</td>
</tr>
<tr>
<td>NisSurfaceData</td>
<td>An array of data from which an iso-surface is computed.</td>
</tr>
<tr>
<td>NisAliasExpon</td>
<td>Sets the alias exponent (depends on the monitor used to display antialiased wire-frames)</td>
</tr>
<tr>
<td>NisAmbient</td>
<td>Sets the ambient light level intensity</td>
</tr>
<tr>
<td>NisXScale</td>
<td>Stretching factors for each axis. This allows the user to stretch and shrink each dimension.</td>
</tr>
<tr>
<td>NisYScale</td>
<td></td>
</tr>
<tr>
<td>NisZScale</td>
<td></td>
</tr>
<tr>
<td>NisObjectBackIntensity</td>
<td>Sets an object's intensity as seen through a transparent object</td>
</tr>
<tr>
<td>NisObjectFrontIntensity</td>
<td>Sets an object's transparency intensity</td>
</tr>
<tr>
<td>NisPerpAxis</td>
<td>Sets the axis which is perpendicular to the base plane</td>
</tr>
<tr>
<td>NisBasePlaneLevel</td>
<td>Sets the level of the base plane</td>
</tr>
<tr>
<td>NisRedLimitMin</td>
<td>Sets the range of brightness associated with the red, green, and blue raster-mapping arrays</td>
</tr>
<tr>
<td>NisRedLimitMax</td>
<td></td>
</tr>
<tr>
<td>NisGreenLimitMin</td>
<td></td>
</tr>
<tr>
<td>NisGreenLimitMax</td>
<td></td>
</tr>
<tr>
<td>NisBlueLimitMin</td>
<td></td>
</tr>
<tr>
<td>NisBlueLimitMax</td>
<td></td>
</tr>
<tr>
<td>NisViewCenter</td>
<td>Sets the center of the object. The imaginary eye looks at this point.</td>
</tr>
<tr>
<td>NisPartitionNumber</td>
<td>Sets the number of color partitions a color table should be divided into</td>
</tr>
<tr>
<td><strong>NisColorSet</strong></td>
<td>Sets the current color partition or the surface color of the next object if using true color. Why not use NgmColorMap resource?</td>
</tr>
<tr>
<td><strong>NisCoordTrans</strong></td>
<td>Specifies the coordinate transformation</td>
</tr>
<tr>
<td><strong>NisCrossSectColorHigh</strong>&lt;br&gt;<strong>NisCrossSectColorLow</strong>&lt;br&gt;<strong>NisCrossSectColorInterval</strong></td>
<td>Resources for cross section coloring</td>
</tr>
<tr>
<td><strong>NisCrossPartition</strong></td>
<td>Sets the color partition to use for index color</td>
</tr>
<tr>
<td><strong>NisVolCutPlane</strong></td>
<td>Sets the level whereby values greater than the level are displayed if NisVolHigher is on, and values less than the level otherwise.</td>
</tr>
<tr>
<td><strong>NisVolHigher</strong></td>
<td>Toggle flag used to determine what values of a surface to display</td>
</tr>
<tr>
<td><strong>NisCuttingPlane</strong></td>
<td>Sets the cutting plane level in a data volume</td>
</tr>
<tr>
<td><strong>NisAxisCutPlane</strong></td>
<td>Sets the axis which is perpendicular to the cutting plane</td>
</tr>
<tr>
<td><strong>NisShadowDarkness</strong></td>
<td>Sets the darkness of a shadow which falls on an object</td>
</tr>
<tr>
<td><strong>NisSpecularReflectionExponent</strong></td>
<td>Sets the brightness of specular highlights</td>
</tr>
<tr>
<td><strong>NisSpecularIntensity</strong></td>
<td>Sets the intensity of specular highlights if using indexed color or the color if using true color</td>
</tr>
<tr>
<td><strong>NisThinSurfaceTransparency</strong></td>
<td>Sets the value of the exponent for thin surface transparency</td>
</tr>
<tr>
<td><strong>NisTransTable</strong></td>
<td>Table for determining which objects are transparent to which other objects</td>
</tr>
<tr>
<td><strong>NisGeoTransformation</strong></td>
<td>Sets the coordinate transformation to use for geographic data</td>
</tr>
<tr>
<td><strong>NisHazeColor</strong></td>
<td>Sets the haze color (true color) or the brightness (indexed color) which an image fades to depending on distance from eye</td>
</tr>
<tr>
<td><strong>NisInnerTransExponent</strong>&lt;br&gt;<strong>NisOuterTransExponent</strong></td>
<td>Define the inner and out exponents used for transparency level in nested shells.</td>
</tr>
<tr>
<td><strong>NisLightNumber</strong></td>
<td>Sets the number of lights in the scene</td>
</tr>
<tr>
<td><strong>NisLightIntensity</strong></td>
<td>Sets the intensity for diffuse lighting of the current light source for index color or the color of the current light source for true color.</td>
</tr>
<tr>
<td><strong>NisLightIndex</strong></td>
<td>Sets the current light source</td>
</tr>
<tr>
<td><strong>NisLightPosition</strong></td>
<td>Sets the coordinates of the current light</td>
</tr>
<tr>
<td><strong>NisMagnification</strong></td>
<td>Sets the amount of object magnification</td>
</tr>
<tr>
<td><strong>NisViewAngle</strong></td>
<td>Sets the viewing angle for enlarging and shrinking an object</td>
</tr>
<tr>
<td><strong>NisColorMidPoint</strong></td>
<td>Sets the midpoint value for the current color partition. This is used for gamma correction.</td>
</tr>
<tr>
<td><strong>NisObjectIndex</strong></td>
<td>Sets the current object</td>
</tr>
<tr>
<td>Variable</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NisPartitionIndex</td>
<td>Sets the current color partition</td>
</tr>
<tr>
<td>NisTransOverlapColor</td>
<td>Sets the color map to use for index color when pixels are overlapped by a transparent object.</td>
</tr>
<tr>
<td>NisRampNumber</td>
<td>Sets the number of color ramps for true color</td>
</tr>
<tr>
<td>NisRampColor</td>
<td>Defines a color ramp for true color applications</td>
</tr>
<tr>
<td>NisRampId</td>
<td>Sets the current data color-coding ramp</td>
</tr>
<tr>
<td>NisRotationAngle</td>
<td>Sets the object rotation</td>
</tr>
<tr>
<td>NisShadowPosition</td>
<td>Sets the Z position of a shadow cast onto a plane</td>
</tr>
<tr>
<td>NisShellLimitLow</td>
<td>Define the surface and intervals of shells</td>
</tr>
<tr>
<td>NisShellLimitHigh</td>
<td></td>
</tr>
<tr>
<td>NisShellLimitInterval</td>
<td></td>
</tr>
<tr>
<td>NisVerticeLimit</td>
<td>Sets the maximum number of vertices a polygon can have</td>
</tr>
<tr>
<td>NisObjectActive</td>
<td>Toggle parameter which determines if an object is active and will be rendered</td>
</tr>
<tr>
<td>NisDataAlternate</td>
<td>Determines whether to use color or main data for cutting plane</td>
</tr>
<tr>
<td>NisPixelAlternate</td>
<td>Sets how to handle transparency (alternating pixels)</td>
</tr>
<tr>
<td>NisAntiAlias</td>
<td>Toggle for turning antialiasing on and off</td>
</tr>
<tr>
<td>NisArrayScale</td>
<td>Toggles between scaling and not scaling the cutting-plane coloring by the values in the cutting-plane array</td>
</tr>
<tr>
<td>NisAutoHaze</td>
<td>Toggles the auto haze calculation</td>
</tr>
<tr>
<td>NisAutoCenter</td>
<td>Determines how to set the center of view</td>
</tr>
<tr>
<td>NisAutoScale</td>
<td>Determines how the view angle is set</td>
</tr>
<tr>
<td>NisSurfaceNormals</td>
<td>Toggles between smooth and faceted surface</td>
</tr>
<tr>
<td>NisBackfaceCull</td>
<td>Toggles backface culling</td>
</tr>
<tr>
<td>NisScaleBySlice</td>
<td>Selects option to scale cross-section coloring by values in an array slice</td>
</tr>
<tr>
<td>NisColorCoding</td>
<td>Sets whether or not to create and use color-coding data when creating polygons</td>
</tr>
<tr>
<td>NisSurfaceColorData</td>
<td>An array of data which is mapped onto an iso-surface.</td>
</tr>
<tr>
<td>NisShellTransparency</td>
<td>Sets whether or not to make transparent shells different colors</td>
</tr>
<tr>
<td>NisLightType</td>
<td>Sets the current light's type (directional/point)</td>
</tr>
<tr>
<td>NisEyeRotation</td>
<td>Toggles ability to rotate the eye position</td>
</tr>
<tr>
<td>NisLightRotation</td>
<td>Toggles ability to rotate the light position</td>
</tr>
<tr>
<td>NisShellLow</td>
<td>Determines whether low or high values are to be on inside of a surface</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NisShading</td>
<td>Sets the shading algorithm (phong/gouraud)</td>
</tr>
<tr>
<td>NisSmallOpaque</td>
<td>Allows user to make smallest shell in nested shells opaque</td>
</tr>
<tr>
<td>NisShadowProjection</td>
<td>Sets how an object’s shadow is projected</td>
</tr>
<tr>
<td>NisCuttingPlaneColor</td>
<td>Toggles between coloring and not coloring the interactive cutting plane</td>
</tr>
<tr>
<td>NisSidewallPlanks</td>
<td>Sets how the side walls are calculated</td>
</tr>
<tr>
<td>NisRasterScale</td>
<td>Sets how to scale the red, green, and blue raster arrays for true color</td>
</tr>
<tr>
<td>NisRasterMap</td>
<td>Sets whether or not to superimpose raster data onto the surface of an object (true color)</td>
</tr>
<tr>
<td>NisSelfTransparency</td>
<td>Sets whether an object should be transparent to itself (index color)</td>
</tr>
<tr>
<td>NisWireShades</td>
<td>Sets whether or not to shade wire frames according to current lighting model</td>
</tr>
<tr>
<td>NisSurfaceFaceUp</td>
<td>Determines whether or not surfaces face up or down surrounding higher and lower values</td>
</tr>
<tr>
<td>NisLightTerminator</td>
<td>Sets the angle for light termination</td>
</tr>
<tr>
<td>NisThinSurface</td>
<td>Toggle for using thin surface transparency</td>
</tr>
<tr>
<td>NisTrueColor</td>
<td>Sets whether to use index or true color</td>
</tr>
<tr>
<td>NisVolhigher</td>
<td>Sets whether to display higher or lower values than NisVolCutPlane</td>
</tr>
<tr>
<td>NisVolAlgorithm</td>
<td>Selects the volumetric algorithm (quick/slow)</td>
</tr>
<tr>
<td>NisSkirt</td>
<td>Sets whether or not to build walls or endcaps</td>
</tr>
<tr>
<td>NisWireFrame</td>
<td>Selects between wire frame or surface rendering</td>
</tr>
<tr>
<td>NisBoundingBox</td>
<td>Sets whether or not to display a bounding box around the data</td>
</tr>
<tr>
<td>NisZoomFactor</td>
<td>Sets how much to zoom in or out on an object</td>
</tr>
<tr>
<td>NisImageType</td>
<td>Sets how to render an image</td>
</tr>
<tr>
<td>Nis2DAxis</td>
<td>Sets the axis perpendicular to the plane in which 2D contours or surfaces are generated</td>
</tr>
<tr>
<td>Nis2DContourLow</td>
<td>Set limits for 2D contours</td>
</tr>
<tr>
<td>Nis2DContourHigh</td>
<td></td>
</tr>
<tr>
<td>Nis2DContourInterval</td>
<td></td>
</tr>
<tr>
<td>Nis2DWidth</td>
<td>Sets the width of 2D contours</td>
</tr>
<tr>
<td>Nis2DLevel</td>
<td>Sets the level in a data volume at which 2D contours or surfaces are generated</td>
</tr>
<tr>
<td>Nis2DPlotLevel</td>
<td>Sets the level at which a 2D surface will be plotted.</td>
</tr>
<tr>
<td>Nis2DSurfaceScale</td>
<td>Sets the amount which data values are scaled in a 2D surface plot</td>
</tr>
</tbody>
</table>
4.16 Histogram

@@@To be added.

4.17 Annotation

The Annotation utility should allow the user to add text, lines, and shapes to any CGM frame. Users should be able to develop custom lines and fill patterns. The annotation utility will also be able to draw label bars and legends to meet customized demands.
SECTION 5

NCAR Command Language Specification

5.1 Introduction to NCL

The NCAR Command Language (NCL) will support the needs of users who want to conduct interactive data exploration and analysis. NCL uses the following model for interactive data analysis: data are selected and read from a file, data are processed, a visualization specification is made, then the visualization is rendered. To provide true interaction, NCL must allow the user to return to any of the previous steps in this model at any time.

Easy and intuitive access to datasets is a fundamental prerequisite for interactive data exploration, analysis, and visualization. Since datasets often come in a variety of data formats, grid sizes, grid resolution, and units, very different datasets often need to be combined, compared, and used at the same time. Currently, specialized applications must be developed to read individual datasets and transform them into a form that is compatible with other datasets being used, as well as with the graphics package being used.

NCL allows different datasets to be imported into one uniform and consistent data manipulation environment. The primary data format used by NCL is the netCDF data format. This network-and-architecture-transparent format has the ability to store multiple data types of multiple dimensions. Furthermore, the netCDF file contains information describing its content. For example, a given variable can have information about the units it is stored in, missing values, valid data ranges, etc. This general information facilitates the development of a powerful generalized data manipulation environment like NCL. For
more information on netCDF, consult the *netCDF User's Guide*. For a good understanding of NCL, you should be familiar with netCDF and basic programming language concepts.

Easy and intuitive output specification is also a prerequisite for interactive data analysis and exploration. NCL has built-in defaults for quick and accurate visualization of data. The defaults can also be customized by the user in the form of a user defaults file. Furthermore, visualization specifications can be entered and altered at the command line.

This section of the NCAR Interactive functional specification is organized into four sections. The first section presents the NCL syntax and describes the semantics of the language. The second section describes the visualization specification process. The third section outlines the set of built-in data manipulation functions provided with NCL. The fourth section describes the requirements for user extension of the NCL function set.

### 5.2 Language overview

NCL can be thought of as a complete programming language. It has types, variables, operators, expressions, conditional statements, and loops. NCL also has features that are not found in common programming languages. These additional features handle manipulation of metadata and the configuration of the output graphics. NCL can operate in three modes. The first mode of operation is as an interactive command line interpreter where every statement is executed immediately after the user enters a command or expression. The second mode of operation is as a batch command interpreter where an entire NCL script is read in at one time and executed. The third mode is intended to facilitate the batch production of large quantities of output visualizations either for data exploration or video production. NCL is not meant to be a replacement for
programming in other structured languages, but it is meant to provide an integrated environment where data can be selected, manipulated and visualized interactively without requiring compilation.

5.2.1 NCL data model

As explained earlier, one dominant problem in handling scientific data is handling the data’s metadata, the information that describes the data. Some common metadata items are units, dimensionality, variable names, valid ranges, data minimums and maximums, missing values, coordinate indices, and brief textual descriptions. Much of this information is extremely useful for creating informative visualizations of the data. The goal of NCL’s data handling capability is to manage the metadata in a convenient and straightforward fashion. The data model used in the netCDF datafile format is an ideal candidate for NCL’s internal data representation. NetCDF provides a common interface for storing multi-dimensional data and its associated metadata.

The primary model of data in NCL is the netCDF data file model. This does not mean that the only format supported by NCL is netCDF, but simply that the abstraction NCL uses to represent data is the same. Most other data formats can be mapped into the netCDF model and therefore used in NCL. NCL data is divided into files that each contain named variables, named dimensions, and attributes. The attributes are file attributes that describe the file; they can provide a title, a file history, etc. The variables are multidimensional arrays with each dimension named. Each variable can have attributes as well. These are attributes like the valid range of the variable, the units, the long name of the variable and other descriptive information. A data file can have as many variables and attributes as the user desires.

Another property of the NCL data model is the concept of the coordinate variable. A coordinate variable, by definition, has
the same name as its dimension. It holds the coordinates for that dimension. For example, a coordinate variable for the dimension *lat* would hold the coordinates in degrees latitude of each integer index. All of these features make up the NCL data model. Special syntactic constructs have been included in NCL to handle some of these features.

```
file1@title = "Temperature"  creates file attribute title and assigns it the string "Temperature"
file1.a = var1                assigns var1 to file1 and renames it a.
file1.a@units = "Degrees C"  creates variable attribute units and assigns it the string "Degrees C".
file1!0 = "lat"              renames the first dimension of file1 to "lat".
file1&lat = [90,45,0,-45,-90] creates the coordinate variable for the dimension called lat if file1.
```

### 5.2.2 NCL data types

In NCL, there is only one abstract data type, the *file* record. The file record is similar to the record type in pascal, the structure in C, and the common block in FORTRAN. The NCL file record holds variables, dimension names, variable and file attributes, missing value values, etc. A file record can hold any number of these items with any number of primitive data types. The NCL record is called a file record because everything held by a file record can be written into one netCDF file. When ascii or binary files are created from file records, a separate descriptor file is created in which all of the metadata for the variables in the file record are stored. The descriptor file also describes the organization of the data in the binary or ascii file. Similar procedures are used to map the file record to other storage formats. The NCL file record allows the user to group variables and other related information logically and conveniently.
The other items like the attributes, the coordinate variables, and dimensions should be thought of as fields of a record and not types of their own. These are all elements of the data model NCL will use. Variables are all array type variables, with scalars being arrays of one dimension of size one. Variables, attributes, and coordinate variables can be one of the following primary data types: `float`, `double`, `short`, `long`, `character`, or `byte` scalar value or multi-dimensional array. Dimension names are of type character. File types have no primary type because they are just a symbolic representation of the file. The only operations that can be performed on a file type are assignment, passing file record variables as parameters to functions, and adding and deleting variables, attributes and dimensions from file records.

Variables can exist without being associated with a file record. These variables are called variables in memory. They can be assigned to a file, as the examples in the previous section show.

### 5.2.3 Variables and data selection

NCL variables are, in many ways, just like variables in other programming languages; they are symbolic representations of either scalar values or arrays. In NCL, variables must begin with a letter and can have any combination of characters and numbers making up the rest of the name. The following is an example of an instantiation of an NCL variable. The prompt "ncl>" represents the command line prompt provided by the NCL interpreter.

```ncl>
var_1 = 5
```

As expected, the scalar integer 5 is assigned to the variable "var_1" in memory. To instantiate a variable and associate it with a file record, the filename is prepended to the variable name. For example:

```ncl>
file1.var_1 = 5
```
Now the value 5 is assigned to the variable "var_1" in the file "file1". To add another variable to the file record "file1", the new variable name is appended to the file record name. For example:

```
nccl> file1.var_2 = 5.0
```

Now the scalar float value 5.0 is assigned to the variable "var_2" in the file "file1". An array of values can also be assigned to a variable. For example, the following three examples create a one, two, and three-dimensional array respectively:

```
nccl> a = [1, 2, 3]
ncl> b = [1, 2, 3; 4, 5, 6]
ncl> c = [[1, 2, 3; 4, 5, 6]; [7, 8, 9; 10, 11, 12]]
```

Array "a" is a one-dimensional array of integers of size three in memory. Array "b" is a 2x3 two-dimensional array of integers in memory, and array "c" is a 2x2x3 three-dimensional array of integers in memory. In the above examples, each group of consecutive numbers separated by commas is an individual row of the array. Rows are separated by semicolons. Therefore array b is a 2x3 array because there are two rows with three elements each.

### 5.2.3.1 Standard array indexing

NCL provides three basic types of array indexing, the first of which is discussed here and referred to as standard array indexing. The array indexing presented here is in many ways similar to how standard programming languages implement array indexing. The other types are specific to NCL and provide the user different ways to work with and select their data. The reasons for having three different types of array indexing is to provide alternatives to the user that offer an easier and more intuitive way to select data. NCL arrays are ordered using "row by column" ordering. NCL's standard array indexing is similar to FX/8 FORTRAN. This means that both individual elements and ranges can be indexed. Array indexes
begin at zero and end at \( n-1 \) where \( n \) is the size of the array. The following are examples of NCL's array indexing.

Example 1)
\[
\begin{align*}
\text{ncl} &\triangleright \text{print}(a) \\
(0) &\ 1 \\
(1) &\ 2 \\
(2) &\ 3 \\
\end{align*}
\]

Example 2)
\[
\begin{align*}
\text{ncl} &\triangleright \text{print}(b) \\
(0,0) &\ 1 \\
(0,1) &\ 2 \\
(0,2) &\ 3 \\
(1,0) &\ 4 \\
(1,1) &\ 5 \\
(1,2) &\ 6 \\
\end{align*}
\]

Example 3)
\[
\begin{align*}
\text{ncl} &\triangleright \text{print}(c) \\
(0,0,0) &\ 1 \\
(0,0,1) &\ 2 \\
(0,0,2) &\ 3 \\
(0,1,0) &\ 4 \\
(0,1,1) &\ 5 \\
(0,1,2) &\ 6 \\
(1,0,0) &\ 7 \\
(1,0,1) &\ 8 \\
(1,0,2) &\ 9 \\
(1,1,0) &\ 10 \\
(1,1,1) &\ 11 \\
(1,1,2) &\ 12 \\
\end{align*}
\]

Examples 1, 2, and 3 show references to the entire arrays. When a variable is referenced by name without any indices, the entire array is referenced. The print command can be thought of as a procedure in NCL and the variables are passed to the procedure as parameters. Additional information about procedures appears later in this document. Also shown here are the indices of each of the elements in the array. This should be helpful for understanding the rest of the examples.

Example 4)
\[
\begin{align*}
\text{ncl} &\triangleright \text{print}(a[1]) \\
(0) &\ 2 \\
\end{align*}
\]
Example 5)
ncl> print(b[0][2])
   (0) 3

Example 6)
ncl> print(c[1][1][1])
   (0) 11

Examples 4 through 6 show how individual elements of each of the example arrays can be indexed. Since variable "a" is one-dimensional, only one index is needed. Similarly for the three-dimensional array "c", three indices are needed to select one element from the array.

Example 7)
ncl> print(b[1])
   (0) 4
   (1) 5
   (2) 6

Example 7 demonstrates how arrays are indexed when the number of subscripts is less than the number of dimensions. NCL uses the rule that when there is no index for a particular dimension, the entire dimension is selected. As shown, example 7 indexes the entire second row of "b".

Example 8)
ncl> print(a[0:1])
   (0) 1
   (1) 2

Example 9)
ncl> print(a[1:*])
   (0) 2
   (1) 3

Example 10)
ncl> print(a[*:1])
   (0) 1
   (1) 2

Examples 8 through 10 demonstrate various ways in which ranges of dimensions can be specified. Example 8 shows how a start and end index is specified. In examples 9 and 10, the "*" means to select everything from either the start index to the
end as in example 9, or to select everything from the beginning to the end index as in example 10.

Example 11)
```ncl
ncl> print(c[0][0:1])
(0,0) 1
(0,1) 2
(1,0) 4
(1,1) 5
```

Example 11 shows all three indexing methods. In the first dimension, only the first row is selected. In the second dimension, everything is selected and in the third dimension, the first two elements are selected. Since there are only two dimensions with more than one element selected, the resulting array is a two-dimensional array.

### 5.2.3.2 NCL specific array indexing

Additional details about the NCL data model are needed before discussing NCL-specific array indexing. As mentioned earlier, the NCL data model is a virtual representation of the netCDF model of scientific data. One important netCDF concept is the concept of the coordinate variable and the ability to name variable dimensions (see the *NetCDF User's Guide*).

NetCDF provides a mechanism for naming dimensions. For example, if a data file contains one independent variable, such as temperature, and if temperature is defined over latitude, longitude, altitude, and time, netCDF allows the user to name each of these dimensions. Therefore, one possible naming scheme is to call the dimensions, "lat," "lon," "level," and "time." It is most likely apparent to the owner of this data that latitude and longitude are coordinates in degrees, level is in millibars, and time is in hours. These are coordinates, and for someone familiar with their data, using these coordinates could provide a more convenient way to index their data than the previously described integer indexing scheme.
The netCDF file defines a coordinate variable to be a variable that has the same name as a dimension. This variable holds the coordinates of each element in the data array. The following example NCL script is provided for clarification. (This example shows some functions that have not yet been discussed in this document).

```
ncl> addfile("T.cdf","NETCDF")
ncl> inquire
FILE VARIABLE DIMENSION DIM NAMES
T.cdf temp 8x10x33x36 [frtime][level][lat][lon]
T.cdf lat 33 [lat]
T.cdf lon 36 [lon]
T.cdf level 10 [level]
T.cdf ftime 8 [ftime]
ncl> print(T&level)
FileRead reading 40 bytes. Please wait...read successful
(0) 1000.000000
(1) 850.000000
(2) 700.000000
(3) 500.000000
(4) 400.000000
(5) 300.000000
(6) 250.000000
(7) 200.000000
(8) 150.000000
(9) 100.000000
ncl> a = T.temp[ * ][3]
```

This example loads the netCDF file "T" into NCL. Then the inquire procedure prints out the currently defined variables. This file contains five variables, four of which are coordinate variables by definition. The print procedure prints out the values of the "level" coordinate variable. The resulting printout shows how the integer indexes map to the coordinate values.

Now for the sake of example, suppose that the user wants to select the temperature at every latitude, longitude, and forecast time, but only wants to look at values that correspond to the 500mb pressure level. With only standard integer indexing available, the user would have to figure out which integer index corresponds to the correct pressure level. Certainly
printing out the coordinate variable level provides this information, but this is an extra unneeded step.

The solution to this problem is the second type of NCL array indexing, called coordinate indexing. The following is an example of this type of indexing:

```
ncl> a = T.temp[ * ]{ 500 }
```

Essentially this performs the same selection as shown in the previous example. The only difference is that "curly" style brackets (braces) are used in place of the square brackets. The use of the braces instructs NCL to choose the integer index based on the coordinate value entered.

In this example, NCL finds the integer index, 3, for the coordinate value 500 in the "level" coordinate variable. There is a simple rule for choosing the index when the coordinate given is not an exact coordinate value. NCL finds the coordinate value above and below the given value and chooses the closest one. This is only the case when one coordinate value is given. If a coordinate value range is specified, then all coordinate values within the range are selected. As with integer indexing, a range of values can be specified:

```
ncl> a = T.temp[ * ]{ 700 : 200 }
ncl> b = T.temp[ * ][ 2 : 7 ]
```

The above examples are equivalent selections. Providing the coordinates values allows a more intuitive understanding of the part of the data being selected. The second example uses the integer indices to perform the selection. This method really doesn’t convey any useful information about the selection operation on the data.

This second type of indexing scheme allows users to take advantage of the coordinate variable feature of the netCDF model to select data by the coordinate it is defined in, rather than the integer coordinates the array is defined in. This indexing scheme is called NCL coordinate variable indexing.
The third and final indexing type is a variation on the previously mentioned indexing schemes. In both the previous schemes, the variable subscripts had to be listed in the order in which they are defined in the netCDF file. This final scheme allows the subscripts to be listed in any order. In some cases this may be the most intuitive way to select data from a NCL file record or memory variable. The following is the same selection as the previous example using the third type of indexing, which is called named indexing.

```
ncl> a = T.temp{ level 1 700 : 200 }
ncl> b = T.temp[ level 1 2 : 7 ]
```

Named indexing allows the user to use the dimension name to specify the dimension that the subscript indexes. The rule for braces is the same as the preceding indexing schemes. The difference is that in each subscript, the name of the dimension is listed followed by the pipe symbol (|). All dimensions that are not subscripted are selected over their entire ranges by default.

### 5.2.3.3 Accessing and Assigning Metadata Values

Several language constructs have been introduced in the NCL language to handle the management of metadata like dimension names, coordinate variables and variable attributes.

The operator ‘!’ is used to select dimensions. There are two possible uses of this operator. First, ‘!’ can be used to retrieve dimension names for variables or files. The following are examples of this use.

**Example 1)**
```
ncl> print(file1.var|0)  
(0)|"lat"
   ncl> print(file1.var|1)  
(0)|"lon"
   ncl> print(file1.var|2)  
Error: file1.var only has two dimensions!
```

**Example 2)**
ncl> file1.var!0 = "latitude"

Example 3)
  ncl> print(file1.var!0)
     (0)"latitude"

Example 4)
  ncl> print( [file1!0 , file1!1 , file1!2 ])
     (0) "time"
     (1) "lon"
     (2) "latitude"
  ncl> print( [ file1.var!0 , file1.var!1 ])
     (0) "latitude"
     (1) "lon"

Example 1 above prints out the dimensions of the variable var in the file file1. Example 2 renames the first dimension of variable var to latitude. Example 3 shows the changed dimension name. Finally, example 3 shows how the file dimension name has been updated to reflect the name change. When the ‘!’ operator is followed by an integer value, the integer represents the number of the dimension to access. Note the difference between the first dimension of the variable var and the first dimension of the file file1. Variables that are members of a file record use dimensions defined in the file, but they do not necessarily use the dimensions in the same order as they are defined in the file. In this example variable var is a two dimensional array of lat by lon in row/column order. The ordering of the dimensions in the variable var reflect the ordering of the data. The ordering of the dimensions in the file file1 simply represent the order in which the dimensions were defined. In any event, changing the name of a dimension either at the file level or the variable level causes the dimension names of all variables using that dimension to be changed.

Dimension sizes can not be changed ever. Dimension sizes can be defined using the built-in function varcreate, which creates a new variable with dimension and size information as input. Dimension size information can be listed using the built-in
function **dimsiz**e, which returns the size given the file or variable name and the dimension name.

The second use of the ‘!’ operator is to place the dimension name after the operator. Example 2 would appear as follows:

```ncl
ncl> file1.var!lat = "latitude"
```

This redefines the dimension name **lat** to **latitude** just as example two did.

Another construct added to the NCL is the ‘&’ operator which allows users to associate a coordinate variable with a dimension. The following example associates an array of coordinate values with the dimension named **latitude**.

```ncl
ncl> file1.var&latitude = [-90.0, -80.0, -70.0 ... 90.0]
```

The operator ‘&’ must be followed by a valid dimension name for the file or variable appearing before it. Furthermore the dimension size of the coordinate array must be the same as the valid dimension. If these two conditions are met the array becomes the coordinate array for every variable in the file containing the dimension. The following ncl statement accomplishes the exact same operation as the above statement since dimensions and coordinate variables are global to the file record.

```ncl
ncl> file1&latitude = [-90.0, -80.0, -70.0 ... 90.0]
```

The final construct introduced in ncl for accessing metadata is the ‘@’ operator. It is used to assign attributes to variables and file. Its syntax is very similar to the ‘!’ and ‘&’ operators.

```ncl
ncl> file1@title = "This is the main title attribute"
```

The above assigns the string “This is the main title attribute” to the file attribute **title**. If the attribute title was not previously defined, it is added to the files attribute list. If the attribute was defined the old title is over written with the new one. What ever the string following ‘@’ is, is the name of the attribute. If
a variable instead of a file precedes the ‘@’ then the attribute is a variable attribute. For example:

```
ncl> file1.var@units = "Degrees C"
ncl> print(file.var@units)
(0) Degrees C
```

The above example creates the attribute units and assigns the string “Degrees C.” The print command shows how to access attributes.

### 5.2.4 NCL expressions and operators

NCL expressions are quite similar to expressions in traditional programming languages. By definition, an expression is anything that returns a value and a type. References to variables and constants are expressions. Subscripts are also expressions, as are functions and parameters to functions.

The following are all examples of expressions:

```
a[0]
2.0
a * 2.0
"Hello World"
a!0
a&lat
```

There are 20 operators in the NCL language. Table 1 lists all 20 operators. These operators are separated into hierarchical precedence groups. The operators at the top of the list are the highest precedence, and the operators at the bottom are the lowest precedence. When operators are members of the same precedence group, a left-to-right rule is used to evaluate the expression. For example, A*B/C would evaluate A*B first and then divide the result by C. A-B/C would evaluate B/C first (because division is in a higher precedence group than subtraction), then subtract the result from A. This is consistent with standard programming languages. To force a particular order of execution left and right parentheses are used. (A-B)/C, as expected, would compute A-B and divide the result by C.
### TABLE 8

#### NCL Operators

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Operation</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>Unary Negative</td>
<td>Unary</td>
</tr>
<tr>
<td>+</td>
<td>Unary Positive (Absolute Value)</td>
<td>Unary</td>
</tr>
<tr>
<td>NOT</td>
<td>Logical Not</td>
<td>Unary</td>
</tr>
<tr>
<td>^</td>
<td>Exponentiation</td>
<td>Algebraic</td>
</tr>
<tr>
<td>*</td>
<td>Multiplication</td>
<td>Algebraic</td>
</tr>
<tr>
<td>/</td>
<td>Division</td>
<td>Algebraic</td>
</tr>
<tr>
<td>#</td>
<td>Matrix Multiplication</td>
<td>Algebraic</td>
</tr>
<tr>
<td>%</td>
<td>Modulo</td>
<td>Algebraic</td>
</tr>
<tr>
<td>+</td>
<td>Addition</td>
<td>Algebraic</td>
</tr>
<tr>
<td>-</td>
<td>Subtraction</td>
<td>Algebraic</td>
</tr>
<tr>
<td>&lt;</td>
<td>Less Than Selection</td>
<td>Algebraic</td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater Than Selection</td>
<td>Algebraic</td>
</tr>
<tr>
<td>LE</td>
<td>Less Than or Equal To</td>
<td>Relational</td>
</tr>
<tr>
<td>LT</td>
<td>Less Than</td>
<td>Relational</td>
</tr>
<tr>
<td>GT</td>
<td>Greater Than</td>
<td>Relational</td>
</tr>
<tr>
<td>GE</td>
<td>Greater Than or Equal To</td>
<td>Relational</td>
</tr>
<tr>
<td>NE</td>
<td>Not Equal To</td>
<td>Relational</td>
</tr>
<tr>
<td>EQ</td>
<td>Equal To</td>
<td>Relational</td>
</tr>
<tr>
<td>AND</td>
<td>Logical And</td>
<td>Relational</td>
</tr>
<tr>
<td>OR</td>
<td>Logical Or</td>
<td>Relational</td>
</tr>
</tbody>
</table>

The operators can be divided into three classes: Unary, Relational and Algebraic. Unary operators require only one operand and produce either a variable data type or a Boolean data type as a result. Boolean types were not included in the data type section because there is no netCDF representation of a Boolean variable type. However, an expression can yield a Boolean type in an expression where Relational operators compare two operands. The Algebraic operator type takes two operands and produces a result type that can be assigned to an
NCL variable. Table 2 outlines result types for each operator based on operand data types.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Left Operand Type</th>
<th>Right Operand Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>=</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>n/a</td>
</tr>
<tr>
<td></td>
<td>Character</td>
<td>Character</td>
<td></td>
</tr>
<tr>
<td></td>
<td>File</td>
<td>File</td>
<td></td>
</tr>
<tr>
<td><code>^</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>*</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>/</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td></td>
<td>Numeric Type</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td><code>%</code></td>
<td>Integer Only</td>
<td>Integer Only</td>
<td>Integer</td>
</tr>
<tr>
<td><code>#</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>+</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>-</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>&lt;</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>&gt;</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Numeric Type</td>
</tr>
<tr>
<td><code>LE</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>LT</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>GE</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>GT</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>EQ</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>NE</code></td>
<td>Numeric Type</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>NOT</code></td>
<td>n/a</td>
<td>Boolean</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>-</code></td>
<td>n/a</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>+</code></td>
<td>n/a</td>
<td>Numeric Type</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>OR</code></td>
<td>Boolean</td>
<td>Boolean</td>
<td>Boolean</td>
</tr>
<tr>
<td><code>AND</code></td>
<td>Boolean</td>
<td>Boolean</td>
<td>Boolean</td>
</tr>
</tbody>
</table>

Note that no operators operate on file types other than the assignment operator. When operand types are not identical, NCL attempts to implicitly coerce the operands to be matching
types. Table 3 shows the types can be coerced and what types they can be coerced to.

<table>
<thead>
<tr>
<th>Type</th>
<th>Coercible To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short</td>
<td>Long</td>
</tr>
<tr>
<td></td>
<td>Float</td>
</tr>
<tr>
<td></td>
<td>Double</td>
</tr>
<tr>
<td>Long</td>
<td>Float</td>
</tr>
<tr>
<td></td>
<td>Double</td>
</tr>
<tr>
<td>Float</td>
<td>Double</td>
</tr>
</tbody>
</table>

Any combinations not appearing in this table will result in error messages. There is one exception to the coercion rule. When the right operand of the division operator is an integer, the operand is not coerced because integer division is used.

In NCL, operands can be multidimensional; if \(a\) and \(b\) are arrays of equal dimensions and dimension sizes, then \(a \times b\) multiples every element in \(a\) by the corresponding element in \(b\). Similarly, if \(a\) is an array and \(b\) is a scalar, then \(a \times b\) multiplies every element in \(a\) by the value of \(b\). Operands of an algebraic and relational operator must have identical dimensions, or one of the operands must have one dimension of size one. Relational operators work in the same fashion. The conditional expression \(a \leq b\) is only true when every element in \(a\) is less than its corresponding value in \(b\). The only exception to this rule is for the \# operator, which requires two dimensional arrays where \(a\)'s dimension sizes are \(m\) by \(n\) and \(b\)'s are \(n\) by \(m\).

NCL uses "lazy" evaluation to evaluate relational expression. This means that as soon as enough terms in a Boolean expression have been evaluated to evaluate the complete expression, the expression is evaluated. Consider the following expression:
( a LE b) and ( c GT d) or ( m NE 0)

If and only if the first term, a LE b, evaluates to true does the second term, c GT d, get evaluated. Similarly, if and only if the first two terms evaluate to false does the third term get evaluated. This is what is meant by "lazy" evaluation.

5.2.4.1 Expressions Containing Missing Values

There is one attribute that NCL absolutely depends on. The name of this attribute is "FillValue." This attribute is a number of the same data type as its variable that fills data points where the values at that point are missing. NCL uses this attribute to exclude any data points containing this value from expressions. Excluding missing values from being used in expressions is very computationally expensive but also important. Special effort will be made in the design to focus on this problem. When missing values occur in expressions the result of the expression will have a default missing value set at every point where a missing value occurred in the variables used to compute the expression. Most likely there will be a commandline option for turning this feature on and off. When turned off the most efficient expression evaluation will be used. Deleting the "FillValue" attribute has the same effect. This must be done if attempting to fill in missing values otherwise the missing values are excluded from the expression that's trying to fill them.

5.2.4.2 Expressions and Metadata

The handling of metadata in expressions presents some problems. Consider the following example where file records east and north contain vector variables \( U \) and \( V \) respectively. The variable \( c \) ends up being the total wind speed at every point in the variables \( U \) and \( V \).

\[
c = \sqrt{\text{east.}\!U^2 + \text{north.}\!V^2}
\]
If $east.U$ has an attribute called $longname$ which is set to "eastward wind component" and $north.V$ has also has an attribute called $longname$ which is set to "northward wind component." Obviously neither of these attributes is applicable to the new variable $c$. Similarly the attributes $valid\_range$, $valid\_min$, $valid\_max$ and $scale\_factor$ are not valid for the variable $c$. There is also no guarantee or check, when computing an expression, that the coordinate variables and the dimension names are the same between all variable in an expression. The only constraint placed on variable in an expression is that the dimension sizes be the same.

The solution to this problem is when two or more variables are used in an expression the coordinate values and dimension names from the first variable in the expression are used and attribute are not propagated in to the result. If there is only one variable in an expression then just the coordinate variable and dimension name information is propagated. In either case all attribute information is not propagated except the "$_FillValue$" attribute which is a special reserved attribute. If the variables making up the expression contain more than one "$_FillValue$" value then the default "$_FillValue$" value for the result type is used to fill in the missing values in the result. This is not an ideal solution but is the only one that can be applied universally to all expressions and variables.

If the user wish to use the coordinate variable and dimension names from a variable, other than the first one in the expression, they must use another operator that would allow them to choose from which variable in an expression to copy dimension name and coordinate variable information into the result. Attributes would still not be copied because more often than not attributes change in expressions. An example of an operator to do this kind of selection follows.

```ncl
ncl> a = file1.var - file2.var'
```

```ncl
ncl> print(a!O)
(0) "lat"
```

```ncl
ncl> print(file2.var!O)
```

```ncl
ncl> print(file2.var!O)
```
5.2.5 Functions and procedures

In NCL, the difference between functions and procedures is that functions return a value and procedures don't. Functions are expressions and can therefore be used in an expression. The syntax of function and procedure calls is the same throughout. The name of the function or procedure is followed by a parameter list. A parameter list has individual arguments separated by commas and enclosed in parentheses.

```ncl
function(param1, param2, param3)
```

Parameters in NCL are passed by reference only. This means that a function and procedure can change the value and have that change reflected in the variable after the function or procedure has ended. Below are examples of calling functions and procedures.

```ncl
ncl> writefile("/u/ethan/mydata.cdf", file1)
ncl> a = sin(file1.a)
```

The first example is a procedure that writes the file record file1. The second is a function that returns the sin of the variable file1.a.

The syntax for defining NCL functions and procedures requires the keywords `function` or `procedure`, followed by the name of the function or procedure, which is followed by a parameter declarations list. The body of the function or procedure needs to be enclosed by a `begin` and an `end`. The following are examples of function and procedure definitions.

```ncl
function sqrt(x) begin
    sqrt = x ^ .5
end

procedure sqrt(x,y) begin
```

NCAR Interactive Functional Specification
\[ y = x^{.5} \]

end

The first example defines a function called \textit{sqrt}. For functions, the function name is used to assign the return value. The second example shows how a procedure can be used to accomplish the same task. In both examples, a very simplified parameter declaration list is used. The format of the parameter declaration list can be very complex. In the two examples, the most general format was used.

When the parameter list only contains the names of the parameters, any type and size of variable can be passed. This is helpful when designing generic functions that operate on arbitrarily sized arrays of any type. However, the previous examples would have problems with character, byte, or file type data. When defining parameters, information about the parameters' type and dimensionality can optionally be included in the parameters declaration list. The following example shows some of the ways to specify this information.

\begin{verbatim}
function min( x : numeric )
function min( x : double )
function min(x[*]:double)
function min(x[10][10]:double)
\end{verbatim}

The first example, uses the keyword \textit{numeric} to specify the parameter to be of any numeric type. In the second example, the parameter \( x \) can still have any dimension but it must be a double or coercible to a double. As table 3 showed, any numeric type is coercible to a double, so this effectively forces the function \( \text{min} \) to operate on numeric types only. The third example further constrains the input parameter by forcing it to be a one-dimensional variable.

To the right of the parameter name, a list of subscript-like items can be appended to the parameter name. These items express the desired dimensionality of the parameter. When an
asterisk appears between square brackets, the dimension can be any size. When a number is provided, the parameter is constrained to have a given size, as in the fourth example where the parameter \( x \) must be a two-dimensional variable with dimensions of size 10.

When this information is provided in the definition of a function, NCL verifies that any parameters passed to the function are of the appropriate type, dimensionality, and size. Therefore, if a user-defined function requires arrays of strings of a certain size, NCL can check the parameters passed to the function. When none of this information is provided, no checking is done.

There are two types of functions and procedures: those that are written in NCL, and those that are written in C or FORTRAN. From the user’s point of view, they function the same. However, there are some things that functions and procedures written in C and FORTRAN can do that those written in NCL can’t. To demonstrate this, consider the function \( \text{min} \) that returns the minimum of an array. An NCL function definition for \( \text{min} \) would look something like the following example.

\[
\text{function min} \ (x) \\
\text{begin} \\
\quad \text{min} = 9e99 \\
\quad \text{do i=0,totalsize(x)} \\
\quad \quad \text{if x[i] LT min then min = x[i] endif} \\
\quad \text{endo} \\
\text{end}
\]

The difference comes when the parameter \( x \) is more than one dimension. NCL has no way to handle indexing of an array with an arbitrary number of dimensions. This doesn’t mean that NCL functions won’t accept parameters with an arbitrary number of dimensions, it just means that can not index these arrays automatically. The following NCL function will convert Fahrenheit to Celsius on arbitrarily sized arrays.

\[
\text{function f2c} \ (x) \\
\text{begin}
\]

NCAR Interactive Functional Specification
`f2c = (x - 32) * 5 / 9`

Functions written in C or FORTRAN are defined differently. The details of an external function definition are covered in Section 5.5, "User extension to function set."

### 5.2.6 NCL flow control

NCL is equipped with loops and conditional statements for flow control. There are two kinds of loops: do loops and while loops. The syntax for a do loop is:

```ncl
    do i = 0,99,2  
      x = x + i  
    endo
```

```ncl
    do i = 0,99  
      x = x + 1  
      y = x / i  
    endo
```

The first example is a one-statement loop that loops on the variable `i` at steps of 2 and executes the statement `x = x + i`. The `endo` keyword is necessary to instruct NCL that the last statement in the loop has been reached. The second example shows how to create a list of statements to execute at every loop iteration. This is essentially an extension of the first case.

The syntax for a while loop is:

```ncl
    while( i LT 99)  
      x = x +1  
      y = x/i  
      i = i+1  
    endwhile
```

The `if` statement in NCL behaves just like `if` statements in other languages. The syntax is:

```ncl
    if ((( i LT 99) and (y[i] GT i)))then  
      x = x + 1  
      y[i] = x/i  
    else  
      x = x -1  
    endif
```
The keyword if is followed by a Boolean expression followed by the keyword then and a statement or statement list. At the end of the statement either an else or an endif keyword is needed. As in other languages, “lazy” evaluation of conditional expressions is used. In the above example this means that as soon as the first term of the conditional expression evaluates to false, the second conditional term is skipped because the entire expression evaluates to false. In the above example this means an potential error condition can be avoided by ordering the conditional terms from left to right.

5.3 Visualization Specification Block

The visualization specification block is the part of NCL the controls the graphics. It lets the user define a style of output plot and assign a name to it. When the user wants to display data in the plot style, the user calls the built-in procedures assigndata with the data and display with the name of the visualization specification block.

The contents of the visualization block are parameters to the graphics device. These parameters are the same as the resources for the HLUs defined in Section 4 of this document. For this example, actual HLU resources are not used; These are just examples.

```plaintext
visblk ncar mycontour {
    NgbPlotStyle : CONTOUR
    NmpMap: True
    NmpOutline: PS
    NmpProjection: OR
    NvpX : .1
    NvpY : .1
    NvpWidth: .8
    NvpHeight : .8
}
```

The name of the block defined above is mycontour. The keyword ncar sets the graphics library to use. At first release only NCAR Graphics and PolyPaint will be supported. In the
future, other graphics libraries may be added. The syntax of the statements within the block is completely different than the rest of NCL. The syntax depends on the library chosen. For NCAR Graphics, the syntax is: resource name first, followed by a colon, followed by the value to set the resource to. For PolyPaint, the syntax will be based on the application command interface (aci) already implemented for PolyPaint. NCL does not even look at the region between the braces; it is simply encoded into strings and passed to the graphics library for parsing. It is therefore possible for different graphics libraries to implement their parameter setting differently.

It is sometimes necessary to add or change the parameters in a visualization block. A special built-in procedure called set is used to accomplish this. For example, to set the data ranges and transformation, the following script could be used.

```ncl
set ( mycontour, "Title", "Dataset 1"")
set ( mycontour, "NcnXDataMin", -180);
set ( mycontour, "NcnXDataMax", 180)
set ( mycontour, "NcnYDataMin", -90)
set ( mycontour, "NcnYDataMax", 90)
set ( mycontour, "NcnXDimName", "lon" )
set ( mycontour, "NcnYDimName", "lat" )
assigndata(mycontour, file1.var1(levell1000)(ftime10) );
display(mycontour)
frame
```

The next example shows how a sequence of frames could be created using NCL. In this example the same data are always plotted, but a new center of projection is provided for each iteration. This gives the effect of rotation around the globe. The display procedure does not require a data parameter because the data have already been specified in the assigndata call.

```ncl
vsblk mycontour {

}
set(mycontour,"NmpCenterLat", 0)
set(mycontour,"NmpCenterLon",0)
assigndata(mycontour, file1.var1(levell1000)(ftime10) );
display(mycontour)
```
This example shows how a visualization block can be changed and updated using NCL. These kinds of features should help in the production of animations.

5.4 Builtin functions and procedures

This section list some examples of built-in functions that will be available when NCL is released. Built-in functions are functions that are compiled and linked to NCL. Because of this built-in functions have no parsing overhead that functions written in NCL source have and have no data flow overhead for external functions. Furthermore, built-in functions have access to the NCL symbol table and can therefore accomplish a wider variety of tasks. This section represents an incomplete list.

5.4.1 GENERAL FUNCTIONS AND PROCEDURES

5.4.1.1 List - ls

The ls command provides the user with a listing of a directory. The user must provide the pathname to the desired directory.

```
ncI> ls("~ethan/datafiles")
aH.cdf
nT.cdf
...
```

5.4.1.2 Change directory - cd

The cd command changes NCL's current working directory of NCL.
5.4.1.3 Read formatted ASCII file - readfascii

The `readfascii` function reads formatted ascii into an NCL variable. This is used when the ascii file has a regular format, meaning each number has a constant number of characters, each column is separated by a constant number of white space characters, and rows are separated by a one-character delimiter. The user must specify the pathname of the file, the number of dimensions, the size of each dimension, and a format string.

```
ncl> var1 = readfascii("/ul/ethan/d.cdr",2,[2,4],"F4")
```

The ascii file for the preceding example could either:

```
5.000 1.000
3.000 10.00
1.000 22.00
2.000 30.00
```

or:

```
5.000 1.000
3.000 10.00
1.000 22.00
2.000 30.00
```

The resulting NCL array will be indexed as follows regardless of the type of file organization. NCL will read each number in order until it reaches an end of line. Based on the dimension number and size information, NCL automatically determines the appropriate index for each number. The following is a printout of the variable defined above.

```
ncl> print(var1)
(0,0) 5.0
(0,1) 1.0
(0,2) 3.0
(0,3) 10.0
(1,0) 1.0
(1,1) 22.0
```
5.4.1.4 Read binary fortran file - readbfortran

The readbfortran function reads a variable from a FORTRAN binary file. The user must specify the pathname, the number of dimensions, and the size of the dimensions. When readfortran is used, the order of the dimension sizes are in column-by-row ordering.

```
ncl> var1 = readbfortran("/u1/ethan/f.bin",4,[[100,100,5,5]])
```

5.4.1.5 Read binary C file - readbc

Analogous to readbfortran, except it reads from a C binary file. The dimension sizes are in row-by-column ordering.

5.4.1.6 Read cray binary file - readcrayb

Reads and converts a file stored in Cray binary format.

5.4.1.7 Add NetCDF File - addnetfile

Since netCDF files easily map into the NCL data model, the addnetfile procedure will directly add a file record to the currently defined file record list.

5.4.1.8 Remove file - rmfile

Removes a file from the file record list.

5.4.1.9 Inquire about current variables - inquire

Prints out the contents of the current file record and variable list. Information about every variable in every file record is displayed.
5.4.1.10  Inquire about a specific variable - varinquire

Prints out the metadata information pertaining to a specific variable. These data include dimensions, sizes, storage types, and other associated attributes.

5.4.1.11  Write files - write, writeascii, writefort

Writes a variable to a file. write writes to a netCDF file. writeascii creates an ascii file for the data and a descriptor file for the variable's meta-data. writefort creates the same descriptor file, but the data file is in fortran binary.

5.4.1.12  Write a file record - writefile, writeasciifile, writefortfile

Writes a file record to a file.

5.4.1.13  Variable total size - size

Returns the total size of a variable or expression.

5.4.1.14  Dimension size - dimsize

Returns the dimension size for a dimension.

5.4.1.15  Variable minimum and maximum - min and max

Returns the minimum or maximum of an entire variable.

5.4.1.16  Remove variable - rmvar

Undefines a variable and frees memory used by that variable.

5.4.1.17  Render display - display

Built-in entry point to the graphics libraries. display takes a visualization specification block name and draws it onto the output frame.
5.4.1.18 Assign data to visualization block - assigndata

Assigns data to a visualization block. These data are the data to plot. Resources in the visualization specification block set which dimension names in the data variable are used to select the spatial dimensions of the variable.

5.4.1.19 Create a plot overlay - overlay

`overlay` coordinates the plotting of two or more plots. The plots must be members of the same graphics library. The procedure takes two visualization block names. The first is called the base and the second is called the overlay. When one plot is an overlay, it inherits the viewport and data transformations of the base. When the base is displayed using the display procedure, the overlay plots will be drawn in the order in which the overlay procedure was called.

5.4.1.20 clear

Takes a visualization block name and clears the area of the output frame used by that plot.

5.4.1.21 quit

Exits NCL. If any variable has been changed or created, NCL will warn the user with a prompt that asks if they really want to quit.

5.4.1.22 loadscript

Loads and executes a script from a file. The file can contain function definitions, visualization blocks, and data manipulation commands.

5.4.1.23 Load a defaults file - loaddefs

Loads a user defaults file. This file is described in Section 4 of this document, the High Level Utilities. The user defaults file
stores default resources for creating plots. To use the defaults file the user must call `load_defs` and provide a pathname to the file. Then any subsequent visualization specification blocks will use the defaults specified in the currently loaded file. The currently loaded defaults file can be changed without affecting the current visualization blocks. Once a visualization block is created, all of the applicable defaults are loaded and stored with the visualization specification block named.

5.4.1.24 Set prompt - `setprompt`

Changes the default prompt string from "ncl>" to some user specified string.

5.4.1.25 Read from keyboard - `getstring`

Retrieves a line of text from the keyboard.

5.4.1.26 Read a number from keyboard - `getnum`

Retrieves a number from the keyboard.

5.4.2 Built-in math functions

A wide range of mathematical data manipulation functions will be supported on first release.

5.4.2.1 Trigonometric functions

All trigonometric functions on a standard scientific calculator should be implemented.

5.4.2.2 Curve fitting

A least squares curve fit will be provided
5.4.2.3 Grid interpolation

Functions for interpolation from an irregular grid to a regular grid should be available, as well as interpolation from a regular grid of one size to the size and resolution of another.

5.4.2.4 Statistics

To be added.

5.5 User extension to function set

Users must be allowed to extend the function set. Some likely extensions are customized data ingestion methods and customized data manipulation functions. Users should be able to write their own functions in C or Fortran and be able to follow step-by-step instructions to add their function to the command language set. Addition of these functions should not require the user to have their own copy of the NCL executable in their home directory. This would unnecessarily waste user disk space.

Most likely, a support application called nclexend will be built for allowing the user to add to the function set. This application will prompt the user for a list of source files, include files, and libraries. An NCL function or procedure declaration also needs to be entered. Finally, the parameters from the NCL declaration need to be mapped into the C or FORTRAN function parameters. Since the NCL data model is different than the data model used in C and FORTRAN, the user must provide information about what part of the function's parameters will be passed to the C or FORTRAN function. For example, each variable in NCL holds all of the following information:

<table>
<thead>
<tr>
<th>name</th>
<th>Name of variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>datatype</td>
<td>Datatype of variable</td>
</tr>
<tr>
<td>value</td>
<td>Actual value of variable</td>
</tr>
<tr>
<td>ndims</td>
<td>Number of dimensions</td>
</tr>
</tbody>
</table>
The following example demonstrates what adding a C function to the NCL function set might involve. Consider the function \textit{min} written in C:

```c
float min(var, size)
    float var[];
    int size;
{
    int i;
    float value = 9.9e99;
    for (i=0; i<size; i++)
        if(var[i] < value) value = var[i];
    return(value);
}
```

To add this function to the command set, the user must run the special application to add it. First the user is prompted for the NCL function declaration that will correspond to this function. It may look something like this:

```ncl
function min(x:numeric)
```

The next step is to provide the pathname of the source file, any include files and any libraries needed.

The user must next enter the function or procedure name, the number of arguments, and the types of each argument. The user must then choose which parts of the input NCL parameters map to each parameter in the source function. For the current example, the only two parts of the input parameter \textit{x} that need to be mapped to the source interface are the \textit{value} and the \textit{totalsize} fields. The user must specify that the \textit{value}
part of the parameter \( x \) maps to the source parameter \( \text{var} \), and the \text{totalsize} part of the \( x \) parameter maps to the \text{size} parameter in the source function. A GUI will be provided so little to no memorization is needed to provide this information.

Once this information has been entered, the \text{nclexextend} application will compile the source into a module callable by NCL. This module will communicate with the NCL command interpreter either through sockets or through remote procedure calls. This is not the most efficient way of passing data but it allows the user code and the NCL application code to be separate entities and portable at the same time.

Users who want to maintain the same efficiency that the built-in functions have, can compile their functions directly into the NCL source. This, however, requires either the system administrator to reinstall the NCL software or the user to maintain their own copy of the NCL executable in their home directory. This procedure will not be outlined until a more thorough design has been completed. Having two options for extending NCL will provide systems and site administrators the flexibility to make their own policies in this matter.
User interface requirements and design

NCAR Interactive’s proposed Graphical User Interface (GUI) is a plot tool, an interactive program that allows users to make frames of single or multiple plots. This tool should also allow users to explore their data graphically. The GUI should be a WYSIWYG tool for producing publication-quality graphics.

This section of the functional specification has five main parts. The first is a complete description of the requirements for the user interface: what the user interface must be able to do. The second part is an initial design specification of the user interface: how we intend to provide the functionality specified in the requirements section. This document specifies the GUI design because the user interface defines the functionality of the entire application. The third part addresses style considerations that must be taken into account for a GUI. The fourth part describes how to use defaults files. The fifth part describes the use of Color Palettes.

6.1 Functional specification of NCAR Interactive’s GUI

The functional specification of NCAR Interactive’s GUI can be organized into some general requirements. First, the GUI must be usable by a wide variety of users with diverse graphical requirements. Second, it must be standardized so users of other similar applications will find it intuitive. Third, it must allow the user to simply create plots and specify information for those plots including the data specification for that plot. Lastly, it must allow the user to explore data in an intuitive manner.
6.1.1 Usability of NCAR Interactive’s GUI

A user interface communicates information from the program to the user and communicates information from the user to the program. If the user interface does not perform these functions in a clear and concise manner, the application will be useless. Therefore, the primary objective of NCAR Interactive’s GUI is to communicate its information clearly and in a straightforward manner. Likewise, user interaction with the program should be equally straightforward; it does no good to display the information clearly if the user can’t make modifications in a clear way.

Complicating this task is the fact that NCAR Interactive must be able to service a wide variety of tasks for users with different skill levels. NCAR Interactive’s user interface should allow a novice user to create a simple plot. Likewise, it should allow a more sophisticated user to create extremely complex plots. The user interface should be a useful tool for both levels of users. To accomplish this goal, the interface should generally have two levels. Initially, it should only request the bare minimum information necessary to create a plot; however, it should have a second level that displays every single piece of configurable information. This model allows the novice user to use the system without becoming overburdened with excess information. Also, it is more reasonable to require a user who wants to do more sophisticated plots to learn more about the application.

6.1.2 Adhering to standards

The primary requirements of the GUI for NCAR Interactive is that it be intuitive and easy to use. To accomplish this, the GUI should strictly comply with the Motif Style Guide since it will be a Motif application. Also, additional standards for text entry and accelerator keys need to be defined. This is extremely important since this GUI will most likely be only the first of a number of GUIs written to support NCAR Graphics. The
decisions made in this area should be used in later GUIs as well, so users of this application will not need to learn conflicting methods to use this package. It is critical that good long-range decisions be made at this early stage of the interface design.

6.1.3 Plot and data specification

As a plot builder/viewer, the GUI must make it easy for users to specify the information needed to create plots. This includes using scrollbars, dialogs, and menus to input information. Users find it much easier to choose their desired values from options, than to have to remember the value and then type it in. This also includes deciding on reasonable defaults for these values so the beginning user can simply let things default. Also, to support the wide range of NCAR Graphics users, it should be possible for users to customize default values for each of these fields.

Data specification has nearly the same requirements as plot specification. In fact, the ability for the users to specify their own set of defaults is even more important in this context because of the incredibly wide variety of data formats. Since it would be next to impossible for NCAR Interactive's GUI to anticipate all the different data requirements, NCAR Interactive will allow users a limited ability to configure this. However, it is still vitally important for NCAR Interactive to come up with data defaults that make sense for most users so novice users can still use the program.

6.1.4 Data exploration

Data exploration is one of the other main goals of this application. By using the interactive capabilities of an X interface, it should be possible for the user to specify regions of data directly, by simply pointing at a region of interest on a plot. The application should make this type of interaction simple and easy to use. The user should be able to use...
techniques such as these to view data points from the plot or set data points in the plot.

6.2 Initial design specification for NCAR Interactive’s GUI

It is often useful to separate the different functions of an application into separate windows of a GUI. For NCAR Interactive, we will initially organize the interface with the following five windows:

- main window
- plot specification window
- data specification and manipulation window
- region selection and data viewing window
- help window

Consider the descriptions of these windows as descriptions of the GUI’s functionality; the windows will probably not look like this when NCAR Interactive is released.

The main window controls the application, allows the user to manipulate the layout of plots, and is eventually used to display the plots in a single frame. The plot specification window sets the characteristics of each plot (such as line width, color, etc.). The data specification and manipulation window allows the user to specify variables to display in each plot. In addition to spatial coordinates, it is possible to specify a sequence of data (often called timesteps) for each plot. It also allows the user to modify and create variables. The region selection and data viewing window is used when the user selects points or areas on the main window when the frame is being displayed. It allows the user to interactively view the data within the selected region and to apply that region selection to other variables. (This will be explained further later.) The help window provides descriptions of the application to aid the user’s understanding.
6.2.1 Main window

Figure 3 shows that the main window contains a menu bar, a work area, and a small control panel area.

![Diagram of main window]

Each of these components support the three basic functions of the main window. The main window is used to interactively set the layout of the output frame, to display the frame, and to allow annotation of the frame.

To do this, the main window will have three distinct user states. The first state is the plot layout mode. In this state, the user should be able to directly manipulate plots within the frame. The second state is the plot display mode. In this state, the main window will allow the user to view the plots on the screen and interactively explore the data being displayed in each plot. The third state is the frame annotation mode. In this
mode, the user can draw anything in the window using point-and-click drawing tools. Additionally, it will be possible for the user to have multiple occurrences of the main window.

6.2.1.1 Menu bar

The menu bar will have three submenus: the File menu, the Edit menu, and the Help menu. The File menu contains buttons that perform actions that apply to the entire application like saving the current state. The Edit menu is usually only used during plot layout mode; it contains the buttons necessary to bring up the plot specification window and the data specification and manipulation window. The Help menu is used to bring up the help window in one of its many different states.

6.2.1.1.1 File menu

The File menu contains the following buttons that perform the stated functions:

1. New  
   Completely clears all data and plot specifications currently in application, allowing the user to start over.

2. Open...  
   Reads in a previously saved session.

3. Load Defaults...  
   Loads in a global plot defaults file.

4. Save  
   Saves the current session.

5. Save As...  
   Saves the current session in a specific filename.

6. Print...  
   Prints the current plot and allows the user to specify print parameters before actually printing.

7. Exit  
   Exits the application.

6.2.1.1.2 Edit menu

All of the options in this menu automatically put the main window into plot layout mode; each option then performs the stated function:

1. New Plot  
   Creates a square bounding box in the workspace that represents the extent of a new plot. It also brings up the plot specification window with the new plot selected.
2. Change Plot
Brings up the plot specification window with the selected plot. This button is inactive if there is no plot currently selected.

3. Delete Plot
Deletes the currently selected plot. Before it does this, it brings up a dialog box to inform the user that this is a destructive action to insure that the user doesn’t destroy a plot accidentally.

4. Copy Plot
Copies the currently selected plot. First it puts up another bounding box to represent the new plot and then brings up the plot specification window with the new plot.

5. Undo
Reverses the last action of the user. Actions that are not reversible must first warn the user of that fact.

6. Overlay...
Brings up a dialog box that allows the user to select a base plot for the new overlay from the current plots. It also allows the user to select one of the current plots for an overlay of the base plot or allow the user to create a new plot to be used as the overlay plot.

7. Edit Data
Brings up the data specification and manipulation window.

6.2.1.1.3 Help menu

The Help menu contains buttons to access the help facility:

1. On Context
Turns the cursor into a question mark, allowing users to click on the item they don’t understand. The help window comes up and displays the appropriate help screen.

2. On Window
Displays the help window with the help screen that is appropriate for the main window in question.

3. On Help
Displays the help window with the help screen that describes the help interface in question.

4. On Keys
Displays the help window with the help screen that describes the accelerator keys and mouse actions in question.

5. On Version
Displays the help window with the help screen that contains version information on the application in question.

6.2.1.2 Work area

The work area of the main window has two basic functions. It is used to manipulate the plot bounding boxes when the main window is in plot layout mode, and it is used to display the
plots when the main window is in plot display mode. It will be a virtual area. In other words, users can use as much space as they want in the work area, if they want to use more area than is currently visible due to the size of the window, scroll bars will be provided.

6.2.1.3 Control panel area

The control panel area is in the upper right corner of the main window. It has two different controls. The first is a toggle box that toggles the main window between plot layout mode, plot display mode, and frame annotation mode. The second control is a frame advance control. It will allow the user to move forward and backward through all of the plots as a group.

6.2.1.4 Plot layout mode

In this state, the user can move and resize plots. Each plot within the output frame will be represented by a bounding box. The bounding box should textually display minimal information about the plot. Users will be able to directly change the size and placement of each bounding box, thereby changing the size and placement of the actual plot when it is visualized.

The user will be able to directly manipulate attributes of each plot by selecting the plot with M1 (mouse button 1) and then selecting the Change Plot button from the Edit menu, which would bring up the plot specification window for the selected plot. There will also be a keyboard accelerator associated with the Change Plot menu option; this will allow users to bring up the plot specification window for a selected plot without having to use the mouse. Additionally, it will be possible for the user to simply double-click with M1 on the plot they wish to edit to bring up the plot specification window. This redundancy is useful to make the application as user-friendly as possible.
The user will be able to specify and modify the data associated with each plot by using the data specification and manipulation window. This window will be brought up by a variety of methods similar to those used in the plot specification window. First, the user can select any single plot with M1 and then select the Edit Data button from the Edit menu to bring up the data specification and manipulation window for the selected plot. There will also be a keyboard accelerator associated with the Edit Data menu option. Also, it will be possible for the user to simply double-click with M2 (mouse button 2) on the plot for which they wish to modify the data. Again, all this redundancy makes the application easier to use.

6.2.1.5  Plot display mode

In this state, the plot or plots within the output frame will be displayed. It also will allow the user to move forward and backward through timesteps of the plots. In addition, the user will be able to change the timestep for specific plots, leaving the rest of the plots on the same timestep.

It will also be possible to interactively explore the data while in this mode by selecting data regions with the mouse. This will be accomplished by users selecting the region they are interested in, or by simply clicking on the single data point they are interested in. The main window will work in conjunction with the region selection and data viewing window to show the values of the variables in the selected region and allow additional region selection tools.

6.2.1.6  Frame annotation mode

In this state, the plots within the output frame are displayed as a reference point for the annotation. It allows the user to add any text or supported graphics to the output. This annotation will show within the window until deleted; it does not depend upon the particular frame currently being viewed. It can be
thought of as a colored transparency placed over everything else.

6.2.2 Plot specification window

The plot specification window (Figure 4) will be used to set the characteristics of the specified plot. It will be displayed when the user specifies a plot to edit and then uses one of the actions described earlier to bring up the plot specification window.

The plot specification window is a dynamic window. Each occurrence of it may look slightly different. This is to accommodate the many varieties of plots the user can create.
The user will be able to change the name and set the type of plot from within the plot specification window, but the exact characteristics that are configurable from within the plot specification window will depend upon the plot type the user selects, since different plot types have different configuration options. Additionally, a Data Input button will be available at all times. This button will bring up the data specification and manipulation window for the currently selected plot.

There will also be a toggle button available for the user to select extended resources. This will allow the user to toggle between the original state of the window and the extended resources state of the window. When the window first comes up, it will allow configuration of basic plot resources that are most often changed by users. When the user selects the extended resources state of the window, it allows the user to configure all plot resources. Because there are so many plot resources, and because many of them are difficult to understand and used only infrequently, this model will hide the more obscure resources from the user until they really need or want to manipulate them. It is hoped that this will keep the application easy to use for beginners while still allowing more experienced users the ability to do more complex things.

The Defaults button will be described in "Default files" on page 114.
6.2.3 Data specification and manipulation window

The data specification and manipulation window (Figure 5) will be used to set the data inputs for each plot. It will be used to specify the data to be used within the selected plot. It will be displayed when the user specifies a plot and then uses one of the actions described in the main window section.

The data specification and manipulation window has two basic functions. First, it allows the user to manipulate data by reading data in from a file or by actually creating data. Second, it associates this data with a given plot. Since both of these functions will take place in the same window, the data
specification and manipulation window can come up in one of two states. If there is no currently selected plot, the data specification and manipulation window will come up partially inactive. The part of the window used for importing data will be available, but the portion of the window that is used for associating that data with a plot will be inactive.

6.2.3.1 Defining data

To allow the user to read data into the GUI, the user will use the Add Data button in the data specification and manipulation window. This will bring up a data selection box (Figure 6) which looks similar to the Motif file selection box. This
window will enable the user to select files in the same way as the Motif file selection box, but it will also display the variables contained within each datafile (as long as the file is in a known format). From here the user can simply select variables from the window to import into the GUI. After the variables are imported, they can be associated with a plot.

The user can also create his own variables. This is done by pressing the Define Variable button. This will bring up a window with an interactive NCL session. Each variable that is currently defined within the GUI will be available to the NCL session, and any variable instantiated while in the NCL session can be imported to the GUI.

6.2.3.2 Associating data with a plot

Once data has been imported into the GUI, it is available to be used within a plot. To do this, the user must have a plot selected. The name of the selected plot will be displayed in the upper left corner of the data specification and manipulation window. Then the user can select the variables they want displayed in the selected plot from the list of current variables. Once this is done, the dimensions of the variable will be shown in the scrolled window below the variables. The GUI will either determine the dimension names from the data, or the user will be prompted to provide dimension names. Then the user can bind each dimension of the data to a spacial dimension of the plot, or the user can specify any given dimension to remain static. Once the user has successfully bound the X and Y axis (and Z for 3-D plots) the data can be plotted.

The user can also use only particular ranges of the variables' dimensions. To do this, they would select the Edit Data Range button on the line of the dimension they would like to modify.
Initial design specification for NCAR Interactive’s GUI

This will bring up the data range window (Figure 7), which allows the user to sort each dimension and select any contiguous range of the dimension to be used in the plot. By default, the plot uses the entire range of each dimension.

The data range window shows the minimum and maximum value that exists within the dimension in the upper right corner. In the lower right corner, the user can use the Option menu to determine if and how the data is sorted. On the left side of this window, the user can use the scrolled lists to select the data range to be used in the current dimension by selecting the maximum and minimum values to be used.

6.2.4 Region selection and data viewing window

The region selection and data viewing window (Figure 8) will be used in conjunction with the main window during plot
display mode. It will be used to view the data values that are currently being displayed in each plot. It will allow the user to rubber-band a region within the main window and allow the user to see the actual data values at the selected regions. There will be a Format button in this window that will bring up a window that will allow the user to specify the format in which to display the variable values.

Additionally, if the user double-clicks on a value, the user should be allowed to edit that value by either replacing it with the defined missing value in the data, or by any value they enter. The user will be allowed to have multiple instances of the region selection and data viewing window. Each instance will correspond to a different bounded region of the frame. This will allow the user to compare different regions of data.
6.2.5 Help window

The help window (Figure 9) allows users to receive help on any aspect of the application. The top portion of the window will contain a scrolled list of help topics available on the application. The bottom portion of the window will contain a scrolled text window with the text for the currently selected help topic.

With this type of configuration, users will be able to browse through the help screens simply by clicking on topics that interest them. Likewise, if they are having problems with a particular portion of the application, they can press the On Context button in the Help menu of the main window. This will change the cursor to a “?” and allow them to click on the item they are having problems with. Once this has been done, the help topic associated with that portion of the application.
will automatically be selected in the help window. The Help on Help button within the help window automatically selects the help topic associated with the help window.

6.3 Style considerations

This section of the document will be used to indicate our choices for an NCAR Graphics GUI style guide. This will be in addition to the Motif Style guide for GUIs written in Motif. These choices may need to be modified in the future to support other toolkits such as the Open Look widget set. At this time, we are adopting all the behavior restrictions described in the Motif Style guide as well as the following button bindings, key bindings, key accelerators, and mouse actions.

6.3.1 Button bindings

To be added after showing prototypes to users.

6.3.2 Key bindings

To be added after showing prototypes to users.

6.3.3 Key accelerators

To be added after showing prototypes to users.

6.3.4 Mouse actions

To be added after showing prototypes to users.

6.4 Default files

Default files are extremely important to the use of NCAR Interactive. By using the GUI, the user will be able to create and load default files that can also be used with NCL and the HLUs.
The user will be able to load a general defaults file that will apply to all plots he creates from that time forward. This is called the global defaults file. The user will also be able to load a defaults file directly into the specification of a single plot. This is known as a plot-specific defaults file. With this approach, the user can find a defaults file that works best for most of his plot resources (global), and then use the specific defaults file to change particular resources for a specific plot.

6.4.1 Global defaults

The main window is the part of the GUI that will deal with the global defaults files. From the main window, the user will be able to load a global defaults file by using the Load Defaults button in the File menu. This will only be necessary if the user doesn’t like the “system defaults” that will come with NCAR Interactive. The global defaults will only apply to the current main window. In other words, if the user wants multiple main windows, each one will have its own global defaults.

6.4.2 Specific defaults

The plot specification window is the part of the GUI that will deal with the specific defaults files. From the plot specification window, the user will be able to load a defaults file into the current plot specification window. This will update all the resources in the current window to reflect the new defaults. Additionally, the user can take the current configuration of the window and write it out as a defaults file.

6.5 Color palettes

To be filled in after prototyping.
User interface requirements and design
SECTION 7

Detailed Resource Descriptions

This section contains useful detailed descriptions and diagrams of the resources listed in Section 4 (High Level Utilities). This section has not been updated with the most current information on contour, vector, and streamline resources. This section will not continually keep pace with the evolution of NCAR Interactive code, but it will be updated when the code is frozen for each release.

7.1 Tick Marks, Tick Mark Labels and Grids

These resources are shared by all 2D utilities and can be used to control tick mark configuration.

7.1.1 NtmXGroup & NtmYGroup

These resources allow the user to combine both top and bottom or left and right tick mark configurations so that only one set of resources for each axis is needed. When these resources are set, only the left and bottom tick mark resources are used to configure the tick marks.

7.1.2 NtmMajorLineThickness & NtmMinorLineThickness

This sets the line thickness for the major and minor ticks. Since tick marks belong to a given viewport, the thickness is set as a fraction of the maximum viewport range.

7.1.3 NtmMajorLength & NtmMinorLength

Sets the length of the tick marks. This length is expressed as a fraction of the maximum viewport range.
7.1.4 NtmMajorLineColor & NtmMinorLineColor

Sets the tick mark line color to a specific color index.

7.1.5 NtmMinorPerMajor

Sets the number of minor tick marks per major tick mark.

7.1.6 NtmLabelFont

Specifies what font to use for tickmark labeling. Related resources are:

- NtmLabelFontSize
- NtmLabelFontAspect
- NtmLabelFontColor
- NtmLabelTextJust
- NtmFontThickness
- NtmLabelTextAngle

7.1.7 NtmLabelOffset

This is the distance as a fraction of the maximum viewport range, where all of the label justification points for the axis are placed.

![Diagram showing default and offset justification points](image-url)
7.1.8 NtmBorder

Specifies how the plot or graph is outlined. The outline settings should be:

- none
- perimeter (4 sides)
- Two-sided (left and bottom axes)
- Two-sided (Top and bottom axes)
- Two-sided (left and right axes)
- Two-sided (left and top axes)
- Two-sided (right and top axes)
- Two-sided (right and bottom axes)
- Three-sided (no bottom axis)
- Three-sided (no left axis)
- Three-sided (no top axis)
- Three-sided (no right axis)

The following resource configure the border:

- NtmBorderLineDashPattern
- NtmBorderLineColor
- NtmBorderLineDashLength
- NtmBorderLineThickness

7.1.9 NtmAxisControl

Specifies characteristics of an axis. The settings are

- Do not draw line portion of axis, only draw tick marks
- Do draw line portion of axis and tick marks

7.1.10 NtmAxisLocation

Specifies the location to move an axis as a fraction of the viewport range. This parameter is useful for moving the
bottom axis, for example, to the center of the viewport and plotting a curve that intersects the x axis for some value of y.

\[
\text{NtmYRAxisLocation} = -50\%
\]

\[
\{ \text{NtmXTAxisLocation} = -50\% \}
\]

7.1.11 NtmMajorGrid

Switches on the grid option. A grid is drawn connecting major tick marks on opposite sides of the plot.

The following configure the major grid lines:

- NtmMajorGridLineDashPattern
- NtmMajorGridLineDashLength
- NtmMajorGridLineColor
- NtmMajorGridLineThickness

7.1.12 NtmMinorGrid

Switches on the grid option. A grid is drawn connecting minor tick marks on opposite sides of the plot.
The following configure the minor grid lines:

- NtmMinorGridLineDashPattern
- NtmMinorGridLineDashLength
- NtmMinorGridLineColor
- NtmMinorGridLineThickness

### 7.1.13 NtmMajorOutwardLength

Specifies the length of the outward portion of the major tick marks as a fraction of NtmMajorLength. The following shows this.

```
0% 50% 100%
```

### 7.1.14 NtmMinorOutwardLength

Same as NtmMarkMajorOutwardLength.

### 7.1.15 NtmLabelFormat

Specifies the type of axis labeling for linear-style plots.

- None
- Use scientific notation [-] [i] [.] [f] x 10 e
- Use exponential notation
- Use no-exponent notation ("normal" numbers)

### 7.1.16 NtmLabelFormatExponent

This parameter is used to specify the value of the exponent and length of $i$ above.

- Any float value is the valid range
- Otherwise NCAR Graphics decides default value
7.1.17 NtmLabelFormatFraction

This parameter is used to specify the length of $f$ above.

Any float value is the valid range
NCAR Graphics decides the default value

7.1.18 NtmStyle

Tick marks come in a variety of flavors; therefore a tick mark style resource is needed to distinguish between the types. Four basic styles are found in tick marks, log, linear, time and geographic tick marks. Log and linear tick marks are fairly straightforward. However, time and geographic tick marks are not. Time tick marks display units of time, everything from minutes to years. Geographic tick marks display units of degrees, minutes, and seconds as well as north, south, east, and
west. Below are examples of the various types of tick marks.

Linear tick marks

Log tick marks

Geographic tick marks

Time tick marks
Since time and geographic tick marks are special the resource names have either NtmGeo or NtmTime in front of the resource name. Log and Linear tick marks share the same resources. The following list of resources covers Log and Linear specific resources first and then Time and Geographic. Each heading lists what mode the resource can be used in. When no mode is provided in the heading then the resource can be used in any mode.

7.1.19 NtmMode

There are four modes that tick marks can operate in. In automatic mode tick marks are picked automatically. In manual, the start end and spacing are specified by the user. In explicit, an array of values in data coordinates is provided by the user, and a tick mark is placed at every data point in the array. This provides a way of completely customizing the tick marks. The final mode is none, where no tickmark are drawn at all. A separate tick mark mode is needed for each axis in the plot.

7.1.20 NtmMaxTicMarks - Automatic Mode

This is used when the tick marks are in automatic mode. It represents the maximum allowable tick marks. Most likely the actual number of tick marks will be less.

7.1.21 NtmStart - Manual Mode

Used when in manual mode. Sets the starting point for the major tick marks. If this is less than the minimum data point for the viewport, the viewport data mapping is not changed and the first tick mark will appear at the first tick location where s*n > datamin. Where s is the spacing between major tick marks and n is an integer multiplier representing the number of the tickmark. If the start is greater than or equal to
the minimum data point in the viewport, then the tick marks begin at NtmStart.

7.1.22 NtmEnd - Manual Mode
Sets the ending point for the major tick marks. The conditions for where the ending tickmark is placed are the reverse of the starting point.

7.1.23 NtmSpacing - Manual Mode
Sets the interval between major tick marks.

7.1.24 NtmSpacingType - Manual Mode
Specifies what method is used to compute positions of the major tick marks. In the examples below $i$ is the tickmark number, with zero being the first and the last one satisfies the following condition $\text{MajorTick}_i \leq \text{end}$. Start, spacing and end are NtmStart, NtmEnd and NtmSpacing.

$$\text{MajorTick}_i = \text{start} + \text{spacing} \times i$$
$$\text{MajorTick}_i = \text{start} + \text{spacing} \times 10^i$$
$$\text{MajorTick}_i = \text{start} + (\text{spacing})^i$$

7.1.25 NtmMinorStart - Manual Mode
Sets the beginning point for minor tick marks. The default is that the minors start at the same point as the major tick marks.

7.1.26 NtmMinorEnd - Manual Mode
Sets the ending point for the minor tick marks.

7.1.27 NtmValues - Explicit Mode
This is the resource for the explicit mode of tick mark operation. NtmValues is an array of data points where tick
marks are drawn. NtmValueIndex can be used to index individual elements of the NtmValue array.

7.1.28 NtmNumTicks - Explicit Mode

This is the number of array elements provided in the Ntm marks array.

7.1.29 NtmLabelsText - Explicit Mode

This is an array of strings used to label each of the tick mark values provided by the NtmValue resource. NCAR Graphics function code may be encoded into the string to provide configurability of the output string. If a Null string is present no label will appear for the corresponding tick mark. NtmLabelIndex indexes the NtmLabelsText array.

7.1.30 NtmMappingOrder

Specifies an increasing or decreasing mapping order on the axis.

7.1.31 NtmGeoTickStyle

When geographic labeling style is selected there are several styles for representing geographic coordinates. First, is degrees only. In this case every tickmark is labeled with a real number representing degrees and an N,S,W or E depending on what the NtmGeoAxis parameter is set to for the axis. Second the real number of degrees is converted to an integer number of degrees followed by the number of minutes, followed by an N,S,W or E. Finally, a degrees, minutes, and seconds display.

When geographic tickmark style is used, it is possible that the tick start is greater in value than the end. This happens when the start and end wrap around. This may be limited to the HLU being used
This tickmark style can only be used with non-mapped plots. See the mapping composite resource for labeling mapped plots.

7.1.32 NtmGeoTickAxis

For each axis whether the axis is latitude or longitude is specified.

7.1.33 NtmTimeTickStyle

When time labeling style is selected, several styles can be labelled. The first thing set is what the units are that separate major tick marks. These can be seconds, minutes, hours, days, weeks, months, and years.

The time tick style is very difficult to specify since various formats can be used to express time.

The simplest case is when the input data is regularly spaced time indices. For this case a base time for the first data element and a time spacing need to be specified.

The hardest case is when the input data is irregularly spaced and some user convention has been used to specify the time coordinates of the data.

7.1.34 NtmTimeDataBase

This is the time in year, month, day, hour, minute, and seconds. This value corresponds to the left corner of the viewport for the X-axis and the bottom corner for the Y-axis. This is not the first tickmark value. This option can be used when data is regularly spaced. Even for Automatic mode time tick generation NtmTimeDataBase and NtmTimeDataSpacing must be set.
7.1.35 NtmTimeDataSpacing

The amount of time between each data point.

7.1.36 NtmTimeTickStart - Manual

The time value in year, month, day, hour, minute and seconds of the first tickmark.

7.1.37 NtmTimeTickEnd - Manual Mode

Ending time value.

7.1.38 NtmTimeTickSpacing - Manual Mode

Spacing of tick marks in years, months, days, hours, minutes and seconds.

7.1.39 Explicit Mode Time Ticks

Explicit mode time tick marks rely heavily on the 2D data transformation used by the HLU. Further research on how time coordinates are used for irregular and regularly spaced data is needed. Explicit mode requires an array of data coordinates which represent locations to place tick marks. Data coordinates that make up 2D data transformations are usually real vaul numbers. Converting from some user convention to the data transformation does not appear to be trivial at this time.

7.2 LEGENDS

See legend description in the Annotation section.

7.3 LABELBARS

See labelbar description in the Annotation section.
7.4 TITLES

Titles are special kinds of text items in which the position of the text is defaulted to be at some fixed location, above, below, right or left of the plot. In the case of X and Y titles the location of the title will be guaranteed not to interfere with the tickmark labels. Resources for small adjustments up/down and left/right are provided as well as a resource for flipping the rotation of a title. This is particularly useful for the Y axis title. It is often a matter of taste how the Y axis title is positioned. The following subsections list only resources for Main titles. This is because the same type of resources are used for X and Y titles.

7.4.1 NtiMainText

Sets text used to create main title. NCAR Graphics function codes can be used to configure output string. See NCAR Graphics 3.0 Manual.

The following resources set the remaining attributes for the main title:

- NtiMainFont
- NtiMainFontSize
- NtiMainColor
- NtiMainTextJust
- NtiMainFontAspect
- NtiMainFontThickness
- NtiMainTextAngle
7.4.2 NtiMainXOffset

Moves the title from its default position by some offset in the X direction. This value is a percentage of the X axis of the viewport.

A negative offset is to left and a positive is to the right.

7.4.3 NtiMainYOffset

Moves the title from its default position by some offset in the Y direction. This value is a percentage of the Y axis of the viewport.

7.4.4 NtiMainPosition

Can be set to top or bottom for main titles and X Axis. For Y titles it can be left or right.

7.5 MAPS

Maps can only be used in the 2D utilities CONTOUR, VECTOR and STREAMLINE. In these utilities maps can either be on or off.
The following resources define the layout and projection of a map.

7.5.1 Nmp

Turns on and off the map options.

7.5.2 NmpProjection

This attribute determines which type of projection is used to display a map. The value of NmpProjection can be one of ten types. See the NCAR Graphics User’s Guide Version 2.00 (pp. 206-210) for a detailed description of these map types.

LC - Lambert conformal
ST - Stereographic
OR - Orthographic
LE - Lamber equal area
GN - Gnomonic
AE - Azimuthal equidistant
SV - Satellite-view
CE - Cylindrical equidistant
ME - Mercator
MO - Mollweide-type

The default is CE.
7.5.3 NmpTicks

This turns on and off the map tick mark option. When on tick marks are drawn around the perimeter of the map where grid lines intersect the perimeter.

Related resources are:
- NmpTickLength
- NmpTickThickness
- NmpTickColor

7.5.4 NmpTickLabels

This turns on and off the labeling of the map tick marks.

Related resources are:
- NmpTickLabelFont
- NmpTickLabelFontColor
- NmpTickLabelFontSize
- NmpTickLabelFontAspect
- NmpTickLabelFontThickness
- NmpTickLabelFontTextAngle
- NmpTickLabelTextJust

7.5.5 NmpTickLabelStyle

Select different ways of labeling geographical tick marks. There are three styles to choose from: Degrees only, degrees and minutes, and degrees, minutes and seconds.

7.5.6 NmpGrid

This attribute specifies whether or not to turn the grid on. The grid consists of latitude and longitude lines at spacing specified by NmpGridSpace.

The default is “on”.
7.5.7  **NmpGridDotSpace**

This parameter specifies the distance between points used to draw a grid in degrees. The default is 1.0. The values must fall between .001 and 10.

7.5.8  **NmpGridSpace**

This parameter specifies the grid spacing in degrees. A zero will turn the grid off. The default is 10 degrees. See the NmpGridDashPattern attribute for the dash pattern definition of the grid lines.

7.5.9  **NmpUserLinesDotDist**

This attribute specifies the distance between dots along a dotted line drawn by MAPIT.

The default value is 12 (out of 4096).

7.5.10  **NmpPlotterReslttn**

This attribute specifies the width of the target plotter in plotter units. The value is used for calculating distances, for example. The default is 4096.

7.5.11  **NmpUserLinesDashPattern**

This attribute specifies the dash pattern to use for lines drawn by the MAPIT utility. It is a 16-bit value. The default is 21845 (0101010101010101 binary).

7.5.12  **NmpUserLinesType**

This is a parameter which specifies whether or not lines drawn by the MAPIT utility will be dotted or solid. Dotted lines are affected by the NmpUserLinesDotDist attribute and solid lines are determined by the NmpUserLinesDashPattern attribute.
The value is either “dotted” or “solid”. The default is “solid”.

7.5.13 NmpPerimLineDashPattern

This sets the line attributes for the map perimeter.

Related resources are:
NmpPerimLineDashLength
NmpPerimLineColor
NmpPerimLineThickness

7.5.14 NmpGridLineDashPattern

This sets the line attributes for the latitude and longitude grid lines.

Related resources are:
NmpGridLineDashLength
NmpGridLineColor
NmpGridLineThickness

7.5.15 NmpLimbLineDashPattern

This sets the line attributes for the limb lines.

Related resources are:
NmpLimbLineDashLength
NmpLimbLineColor
NmpLimbLineThickness

7.5.16 NmpCOLineDashPattern

This sets the line attributes for the Continental Outlines.

Related resources are:
NmpCOLineDashLength
NmpCoLineColr
NmpCOLineThickness
7.5.17 NmpUSLineDashPattern

Sets the line attributes for the US state outlines.

Related resources are:
NmpUSLineDashLength
NmpUSLineThickness
NmpUSLineColor

7.5.18 NmpPOLineDashPattern

Sets the line attributes for the political country outlines.

Related resources are:
NmpPOLineDashLength
NmpPOLineThickness
NmpPOLineColor

7.5.19 NmpLimbLine

This is a boolean parameter which is either “on” or “off”. “on” specifies that a limb line should be drawn on the map; “off” specifies that it should not. The default is “on”.

7.5.20 NmpOutlineType

This parameter determines the types of outlines used in a map.

NO - No outlines are generated
CO - Continental outlines are generated
US - U.S. state outlines are used.
PS - Continental, international, and U.S. state outlines are used.
PO - Continental and international outlines are generated.
7.5.21 NmpOutlines

This parameter specifies whether or not outline dashpatterns are on or off.

7.5.22 NmpElliptical

This parameter allows a user to create a map inscribed within an ellipse. The bounds of the ellipse are set by the normal rectangular perimeter. This parameter can be either “on” or “off”. The default is “off”.

7.5.23 NmpLabels

This parameter determines whether or not to label the meridians, the poles, and the equator.

The value may be “on” or “off”. “on” is the default.

Related resources are:

- NmpLabelsFont
- NmpLabelsFontSize
- NmpLabelsFontColor
- NmpLabelsFontThickness
- NmpLabelsFontAspect

7.5.24 NmpMinVectorLength

Points closer than this value to a previous point are omitted. The default value is 4 (out of 4096).

7.5.25 NmpPerim

This attribute specifies whether or not to draw a perimeter around a map. The default is “on”.
7.5.26 NmpSatDistance

This parameter determines how many Earth radii the satellite is from the center of the earth.

7.5.27 NmpSatSight2Center

When NmpSatDistance is > 1, this parameter measures the angle between the line to the center of the earth and the line of sight. If this value is 0, the projection shows the earth as seen by a satellite looking straight down (the “basic view”).

The default value is 90.

7.5.28 NmpSatU2Projection

When NmpSatSight2Center is non-zero, this parameter measures the angle from the positive u axis of the basic view to the line OP, where O is the origin of the basic view, and P is the projection of the desired line of sight. This value is positive when measured counter clockwise.

7.5.29 NmpProjectionOrigin

This is an array of 2 elements which specify the coordinates of the origin of projection. The first element is the Latitude and the second is the longitude.

The default value is 0, 0.

7.5.30 NmpProjectionRotation

This is the angle of rotation of a projection. The default value is 0.
7.5.31 NmpRectLimitType

This parameter specifies how to interpret the rectangular limits (NmpRectLimit1, NmpRectLimit2, NmpRectLimit3, NmpRectLimit4) of a map. The type can be one of the following: MAX, CORNERS, LIMITS, ANGLES, EXPLICIT.

MAX - The maximum useful area produced by the projection is plotted. The limit parameters are not used.

CORNERS - (Limit1, Limit2) and (Limit3, Limit4) represent opposite corners of the map. The Limits represent coordinates in latitude and longitude.

LIMITS - The limits 1-4 specify the min and max values of U and the min and max values of V respectively.

ANGLES - Limits 1-4 represent positive angles in degrees which define the angular distances from a point on the map to the left, right, bottom, and top edges of the map, respectively.

EXPLICIT - Limits 1-4 are two-element arrays giving the latitudes and longitudes in degrees of the four corners of a map.

For a detailed explanation of these parameters, see the discussion of the MAPSET parameters in the EZMAP section of the NCAR Graphics User's Guide Version 2.00.

7.5.32 NmpRectLimit1

see above

7.5.33 NmpRectLimit2

see above
7.5.34 \texttt{NmpRectLimit3}

see above

7.5.35 \texttt{NmpRectLimit4}

see above

7.5.36 \texttt{NmpBoundMask} \texttt{NmpBoundMaskSize} \texttt{NmpBoundMaskType}

These three parameters specify what map boundaries to mask. \texttt{NmpBoundMask} is an array (size \texttt{NmpBoundMaskSize}) of map area identifiers which are masked out if \texttt{NmpBoundType} is "masked", or it is an array of map area identifiers which are not masked (everything else is) if \texttt{NmpBoundType} is "unmasked".

In this manner, if the user wants to mask out the boundaries around Cuba, for example, \texttt{NmpBoundMask} would equal 602, \texttt{NmpBoundMaskSize} would equal 1, and \texttt{NmpBoundMaskType} would equal "masked".

If, on the other hand, the user wants to mask out everything except Cuba, \texttt{NmpBoundMaskType} would equal "unmasked".

7.5.37 \texttt{NmpGridMask} \texttt{NmpGridMaskSize} \texttt{NmpGridMaskType}

These three parameters specify what areas grid lines will be masked or unmasked over. These parameters work in the same fashion as the \texttt{NmpBoundMask} parameters, except grid lines are masked instead of political boundaries.

7.5.38 \texttt{NmpLineMask} \texttt{NmpLineMaskSize} \texttt{NmpLineMaskType}

These three parameters specify what areas lines drawn by the user will be masked or unmasked over. These parameters work
in the same fashion as the NmpBoundMask parameters, except user lines are masked instead of political boundaries.

7.5.39 NmpAreaFill NmpAreaFillSize NmpAreaFillType NmpAreaFillColor NmpAreaFillPattern

These fill parameters are similar to the above masking parameters except that the color of the fill areas and the pattern of the fill are supplied in the NmpAreaFillColor and the NmpAreaFillPattern arrays, respectively. The size of these arrays is NmpAreaFillSize.

NmpAreaFill is an array of map area identifiers which specify areas to be filled (if NmpAreaFillType is “fill”) or areas not to be filled (if NmpAreaFillType is “nofill”).

NmpAreaFillColor is an array of indices into a color table which specifies the color of each area. If no color array is provided, the high level utility will automatically generate one.

NmpAreaFillPattern is an array of fill flags. Each element in the array takes on one of the following values:

1 solid

2 parallel lines

3 criss-crossed orthogonal lines

4 lines at varying angles and spacings

5 dots? circles? other other shapes or patterns?

1 is the default.

7.5.40 NmpLatLabels, NmpLonLabels

These parameters detail how to label longitude and latitude lines on a map projection.
If, for example, your map projection is a complete globe with the center of projection at 0 degrees longitude and 0 degrees latitude, the latitude lines will intersect the perimeter at several locations around the globe. The longitude lines, on the other hand, will intersect the perimeter at only two points on the projection: the North and South Poles.

Labeling the latitude lines where they intersect the perimeter of the globe is not a problem, but labeling the longitude lines at the perimeter intersection is; all the labels will overlap at the poles.

Two labeling schemes are provided to address this problem: labeling on the perimeter where the grid lines intersect the perimeter and labeling on the map along a line of constant latitude or longitude. This latter method allows the user to pick the equator, for example, as a line of constant latitude along which the longitude labels will appear. In this manner, the user can label the latitude lines at the perimeter and the longitude lines along the equator or some other line of latitude.

This resource specifies which labeling method to use for the latitude and longitude labels, respectively. Either resource (NmpLatLabels, NmpLonLabels) can have any of these values.

“off” - turn off labeling

“perimeter” - label at the point where the grid line intersects the perimeter

“constant_grid” - label along a constant grid line

7.5.41 NmpLatLabelConstant, NmpLonLabelConstant

These parameters are used only when a NmpLatLabels or NmpLonLabels are set to the “constant_grid” type. If NmpLatLabels is “constant_grid”, then NmpLatLabelConstant
should be set to the value of constant LONGITUDE along which the latitude labels will appear.

Likewise, if NmpLonLabels is set to "constant_grid", then NmpLonLabelConstant should be set to the value of constant LATITUDE along which the longitude labels will appear.

The NmpLatLabelConstant can be any valid real longitude value (-180.,+180.), and the NmpLonLabelConstant can be any valid real latitude value (-90., +90.).

0. is the default for both parameters.

7.5.42 NmpLatLabelStyle, NmpLonLabelStyle

These parameters specify the format for latitude and longitude labels. They may be in one of three formats.

"degrees" - The label is a real number in degrees

"minutes" - The real number of degrees is converted to an integer number of degrees followed by the number of minutes.

"seconds" - A degrees, minutes, seconds display.

The default is "degrees".

7.5.43 NmpLatLabelSpace, NmpLonLabelSpace

These parameters set the spacing in degrees between labels. The default is the NmpGridSpace value.

7.5.44 NmpLatLabelFont, NmpLatLabelFontSize, NmpLatLabelFontThickness, NmpLatLabelColor, NmpLatLabelFontAspect, NmpLonLabelFont, NmpLonLabelFontSize, NmpLonLabelFontThickness,
NmpLonLabelColor, NmpLonLabelFontAspect

These parameters set the characteristics of the text, such as size, color, font, etc. These attributes are analogous to the corresponding text resources. ges are 1.

7.5.45 Miscellaneous

A MAPIT function and Great Circle function will need to be provided for drawing lines and arcs between points.

7.6 XY PLOT

An XY plot is a two-dimensional plot of zero or more curves. The functionality is similar to that found in the NCAR Graphics Autograph utility.

An XY plot can have any number of curves. For each curve, a line style, color, pattern, etc. must be specified or defaulted. These attributes are passed as arrays of attributes. The size of the array is determined by the number of curves in the plot (NxyNumCurves).

7.6.1 XY Plot General Parameters

The following parameters represent the arrays of attributes for plot curves.

7.6.1.1 NxyNumCurves

This is an integer which specifies the number of curves which will be plotted.

1 is the default value.
7.6.2 XY Plot Curve Parameters Arrays

The following parameters are arrays of size NxyNumCurves. If using the array scheme for defining curves. Each curve in a plot has one element from each array which specifies a particular curve attribute. For example, if you were plotting 3 curves, curve 1 would be defined by the attributes in the first element of each of the following arrays, curve 2 and 3 would be defined by the second and third elements, respectively.

If using the index scheme for defining curves, the following parameters effect a single curve which is specified by the NxyLineIndex parameter.

7.6.2.1 NxyLineStyle

This attribute specifies the types of curves to use in an XY plot. The three possible types are Auto, Dashed, and Labeled.

If Auto (the default) is chosen, then XYPLOT HLU will automatically generate curves which are solid lines interrupted periodically by a letter of the alphabet.

If Dashed is chosen, then the user must pass a dash pattern, which is defined below. The XYPLOT HLU will use this dash pattern to represent the plot curve.

If Labeled is chosen, then the user must pass a string which represents the line label. This attribute is also defined below. The XYPLOT HLU will use the string pattern to represent the plot curve.

7.6.2.2 NxyLineIndex

This attribute specifies the index of the current curve in an array of curve data. When setting other resources, such as line thickness or color, these resources will apply to the line/curve specified by the NxyLineIndex. When using this indexed scheme to change the attributes of other curves, the
NxyLineIndex must be changed to the corresponding curve number before setting the attributes for another curve.

The default value is 1, the first element of an array of curve data.

Related resources are:
- NxyLineThickness
- NxyLineColor
- NxyLineSmooth
- NxyLineDashPattern
- NxyLineDashLength

7.6.2.3 NxyLineLabelText

This is an array that holds the line labels for each curve. If nothing is set and line labeling is turned on then the curve are labeled by their order in the list of curves.

- NxyLineLabelFont
- NxyLineLabelFontSize
- NxyLineLabelFontThickness
- NxyLineLabelAspect
- NxyLineLabelFontColor

7.6.3 XY Plot Control Parameters

These parameters control the display of the plots, such as how to interpret the data with implied coordinates, and how to interpret missing values. Some of these parameters will be arrays of values when using the array scheme for defining curves, and some will be scalar values when using the indexed scheme for defining curves.

7.6.3.1 NxyScheme

This parameter determines how the attribute resources are interpreted - either as arrays or single values.

If NxyScheme is "array", then the attribute resources, such as NxyLineLabelText and NxyLineLabelFontColor, are treated as arrays of size NxyNumCurves. Each element of the array
Detailed Resource Descriptions

will apply to a separate curve. i.e. the first element applies to the first curve and so on.

If NxyScheme is "index", then the attribute resources are treated as single values. The value of NxyLineIndex determines which curve or line the attribute resources apply to.

7.6.3.2 NxyControlPlotType

This parameter specifies the format of the input data.

The data can be in one of six formats.

1. The data is one or more singly dimensioned arrays (one per curve) of Y data values. The X coordinates are implied; they go from 1 to the number of points defining a curve. Each of the Y arrays has a size of NxyLineNpoints.

   Curve Y1
   Curve Y2
   Curve Yn

   Number of Points

   2. The data is one or more singly dimensioned arrays (one per curve) of Y data values, as above, and one singly dimensioned...
array of X data values. In this plot type, all of the curves share the same X data points but different Y data values.

3. The data is one doubly dimensioned array of Y data values. One dimension of the array is size NxyLineNpoints, and the other is NxyNumCurves. As in case 1 above, the X data is implied.
4. The data is one double dimensioned array of Y data values, as above, and one singly dimensioned array of X data values.

5. This data format is 2 doubly dimensioned arrays of X and Y data. Both arrays are dimensioned NxyLineNpoints by NxyCurveNum.
6. This data format consists of arrays of XY pairs. In this case there is one curve per array, but each array can have a different number of points. Each array is 2 dimensional, where one dimension is the number of points and one dimension is 2 (X and Y).

7.6.3.3 \( N_{xyYLine1}, N_{xyXLine1}, N_{xyYline2}, N_{xyXLine2}, \ldots N_{xyYlineN}, N_{xyXlineN} \)

These parameters are the X and Y data arrays. Their dimensions and ordering depend upon the value of \( N_{xyControlPlotType}, N_{xyControlRows}, \) and \( N_{xyControlOrder} \).

Depending on the value of \( N_{xyControlPlotType} \), \( N \) may range from 1 to \( N_{xyNumCurves} \).

For example, if \( N_{xyNumCurves} = 3 \), and \( N_{xyControlPlotType} = 2 \), then there will be four data arrays defined:

- \( N_{xyXLine1} \) - the X data points shared between all three curves
NxyYLine1, NxyYLine2, NxyYLine3 - the three Y arrays for each curve.

7.6.3.4 NxyControlRow

This specifies the dimensioning of curve data that has two dimensions (except for case 6 above).

1 the first dimension is curve number and the second is the point number.

2 the first dimension is the point number and the second is the curve number.

1 is the default.

7.6.3.5 NxyControlOrder

This parameter specifies what order the two-dimensional data is stored in, Fortran or C.

C - the last dimension varies fastest.

Fortran - the first dimension varies fastest.

The default is C. ??????

7.6.3.6 NxyControlInvert

This attribute allows the user to graph x as a function of y

0 normal graph

1 lets x = f(y) and thus invert the graph

0 default value

7.6.3.7 NxyControlWindow

This attribute allows user to omit curve portions falling outside the grid window.
0 No omission
1 Omit portions outside the grid window
0 default value

7.6.3.8 NxyControlMissingValue

This parameter defines missing values in data.
1.E36 is the default, but it can be assigned any value.

7.6.3.9 NxyControlXMin

Specifies the minimum X user coordinate.

NxyControlMissingValue - Autograph calculates the minimum for each graph

float value - specifies the minimum value to use.

NxyControlMissingValue is the default value

7.6.3.10 NxyControlXMax

Specifies the maximum X user coordinate.

Valid values and default are analogous to NxyControlXMin

7.6.3.11 NxyControlXSmallest

If NxyControlXMin is NxyControlMissingValue and therefore the XY PLOT HLU computes the minimum value, values less than NxyControlXSmallest will not be considered in the computation.

any float value is valid

NxyControlMissingValue is the default value (XY PLOT HLU computes it).
7.6.3.12 NxyControlXLargest

Analogous to NxyControlXSmaallest.

7.6.3.13 NxyControlYMin NxyControlYMax
NxyControlYSmaallest NxyControlYLargest

The Y parameters are all analogous to the X parameters above.

7.7 CONTOUR

The contouring HLU should essentially implement the functionality of CONPACK without requiring the user to understand a lot of the messy details involved with coordinating the EZMAP, GRIDAL, AREAS, PLOTCHAR and LABELBAR utilities. This is a draft list of the resources needed to specify a contour plot. The CONTOUR HLU uses all of the common composite resources listed in section 4.3. The resources listed here are specific to creating, filling and drawing contours.

7.7.1 NcnDataType

Specifies whether the input array is integer, float or double.

7.7.2 NcnXDataGridType & NcnYDataGridType

The contouring utility will handle regular, non-cartesian regularly spaced, irregularly spaced and randomly spaced data. Regular grids can be defined as grids where each coordinate pair can be calculated by evaluating the following functions.

\[
\begin{align*}
X\text{Coordinate} &= X_0 + i \times \frac{(X_n - X_0)}{nx} \\
Y\text{Coordinate} &= Y_0 + j \times \frac{(Y_n - Y_0)}{ny}
\end{align*}
\]
Non-cartesion regularly space grids are grids where there are not regular linear steps but the steps represent some linear function. An example of this kind of grid is a vertical profile of the atmosphere where the Y direction varies as a log scale of pressure. Coordinate values for non-cartesian regular grids can be computed by the following types of equations.

\[
\begin{align*}
X\text{Coordinate} &= FX(i) \\
Y\text{Coordinate} &= FY(j)
\end{align*}
\]

For random and irregular spaced grids are grids where there are no functional relationships between the coordinates that can be used to calculate the coordinates. The difference between random and irregular is that all points for a given Y index share the same X coordinate value and all points for a given X index share the same Y coordinate value.

### 7.7.3 NcnXDataDim

Specifies which dimension of the data array should be mapped to the X dimension of the output frame.

### 7.7.4 NcnYDataDim

Specifies which dimension of the data array should be mapped to the Y dimension of the output frame.

### 7.7.5 NcnXDataCord & NcnYDataCord

These are not used differently based on the type of grid. The resource is not used for regular grids. Instead the NcnXDataMax, NcnXDataMin, NcnYDataMax, and NcnYDataMin. For any other type of grid these hold all of the coordinate values for each index or in the case of random grids all of the coordinates for each point.
7.7.6 NcnXDataMax & NcnXDataMin
For regular grid, these set the beginning and ending X coordinates.

7.7.7 NcnYDataMax & NcnYDataMin
For regular grids, these set the beginning and ending of the Y data coordinates.

7.7.8 NcnXStart
Used to specify the minimum coordinate that will be visible. This is the data point that maps to the left side of the viewport.

7.7.9 NcnXEnd
Used to specify the maximum coordinate that will be visible. This is the data point that maps to the right side of the viewport.

7.7.10 NcnYStart
Used to specify the minimum coordinate that will be visible in the Y direction. This is the bottom of the viewport.

7.7.11 NcnYEnd
Used to specify the minimum coordinate that will be visible in the Y direction. This is the bottom of the viewport.

7.7.12 NcnIntervals
Array of contour intervals. If this is unset intervals will automatically be picked.
7.7.13 NcnCIntervalFillPattern

Fill pattern for each interval.

7.7.14 NcnCIntervalColor

Fill color indices for each contour interval.

7.7.15 NcnCLine

Array of line attributes for each contour line. If an interval's line attributes are not set then no contour line will be drawn.

NcnCLineColor
NcnCLineDashPattern
NcnCLineThickness
NcnCLineSmooth
NcnCLineDashLength
NcnCLineLabelStyle

7.7.16 NcnCLineLabels

Array of labels used to annotate each contour line. If label resources are not set then no labels are drawn for that contour line.

NcnCLineLabelText
NcnCLineLabelFont
NcnCLineLabelFontSize
NcnCLineLabelFontThickness
NcnCLineLabelFontAspect
NcnCLineLabelFontColor

7.7.17 NcnNumCLines

Total number of contour lines.

7.7.18 NcnInfoLabelText

Informative label and associated attributes.
Detailed Resource Descriptions

NcnInfoLabelFont
NcnInfoLabelFontColor
NcnInfoLabelFontSize
NcnInfoLabelFontThickness
NcnInfoLabelFontAspect
NcnInfoLabelTextJust
NcnInfoLabelTextPosX
NcnInfoLabelTextPosY

7.7.19 NcnHighLow

Turns on and off High/Low labels.

7.7.20 NcnHighText

Sets a string to be printed at every high point.

NcnHighText
NcnHighFont
NcnHighFontColor
NcnHighFontSize
NcnHighFontThickness
NcnHighFontAspect

7.7.21 NcnLowText

Sets a string to be printed at every low point.

NcnLowFont
NcnLowFontColor
NcnLowFontSize
NcnLowFontThickness
NcnLowFontAspect

7.7.22 NcnMissingValue

No contours will be drawn

7.7.23 NcnHLBox

Turns high low label boxes off or on.

NcnHLBoxWidth
NcnHLBoxHeight
7.8 **VECTOR**

To Be Added.

7.9 **STREAMLINE**

To Be Added.

7.10 **Common 3D Resources**

These resources are common between the iso-surface and the surface utilities. Setting these resources precludes the setting of the corresponding surface and iso-surface resources unless the user wants them to differ between the two utilities.

7.10.1 **N3dEyePoint**

This attribute specifies the x,y,z coordinate position of the viewer's eye. This value should be outside the data space.

7.10.2 **N3dViewCenter**

This attribute specifies the coordinate position looked at. It should be inside the data space.

7.10.3 **N3dContLines**

This sets the constant lines to be used for drawing a surface. Valid values are:
Detailed Resource Descriptions

U - draw lines of constant u
V - draw lines of constant v
W - draw lines of constant w
U and V - draw lines of constant u and v
U and W - draw lines of constant u and w
V and W - draw lines of constant v and w
U and V and W - draw lines of constant u and v and w

7.10.4 N3dSkirt

This attribute specifies whether or not to draw a skirt or wall along the edges of a surface where it intersects the data boundary.

It can be either “on” or “off”

7.10.5 N3dContourHigh, N3dContourLow, N3dContourInterval

These parameters set the high and low values in which constant lines are generated. The N3dContourInterval sets the interval between the high and low values at which the lines are calculated.

7.11 SURFACE

Surface plots are used to create a three-dimensional perspective of two-dimensional data with hidden lines removed. The surface, Z, is a function of two variables, X and Y.

For example, a three-dimensional surface could be created from a two-dimensional array of data where the first array dimension is the X position and the second dimension is the Y.
position in a Cartesian grid. The value (Z) of each element in the array defines the height of the surface for each X and Y coordinate.

The following parameters define the characteristics of the surface such as rotation, surface representation, and viewing angle.

7.11.1 **NsrArrayDims**

This parameter specifies the X, Y dimensions of the data. This is an integer array of size 2.

7.11.2 **NsrArray**

This parameter is the data array which is dimensioned by NsrArrayDims.

7.11.3 **NsrArrayRange**

This parameter specifies the valid array range. It is an integer array of size 4. The first 2 array locations hold the lower left hand corner array indices, and the second 2 hold the array indices of the back right corner.

This allows the user to subsample data rather than use the entire data set.

The default value is the entire data set i.e. the array is 0, 0, xdim-1, ydim-1.

7.11.4 **NsrArrayXstride, NsrArrayYstride**

In a 2 dimensional data set it may be desirable to sample every other point or every third or fifth point for example. These parameters allow the user to specify the stride factor in each dimension.
Setting NsrufArrayXstride to 3 for example, forces this high level utility to sample every third data point in a the X direction.

The default is to sample every data point, therefore the parameters are initially set to 1.

By sampling down the data, the computations will run faster but your surface will be more coarse. This method of data downsizing is effective for preliminary viewing of data. Later, when exact viewing parameters are set, the user may want to view the entire data set.

7.11.5 NsrXcoord NsrYcoord

These are singly dimensioned arrays which contain the X and Y coordinates, respectively, of the points in a surface approximation. The units are in the same units as the data array.

These coordinate arrays allow the user to scale the data.

The size of the X coordinate array is the X dimension of the data array, and the size of the Y coordinate array is the Y dimension of the data array.

7.11.6 NsrEyepoint

This parameter specifies the xyz coordinate which determines the position of the viewers eye.

This coordinate should be outside the data space.

7.11.7 NsrViewCenter

This parameter specifies the xyz coordinate which determines the point looked at by the eye. This coordinate should be inside the data space.
The distance between the eye and the point looked at should be 5 to 10 times the size of the data space block.

7.11.8 NsrStereo

This parameter is a flag to indicate if stereo pairs should be drawn.

A value of “on” indicates that the utility should draw stereo images, and a value of “off” indicates that it should not. “off” is the default.

When “off” is the flag value, the utility draws one image, when the flag is on, two images are drawn and are affected by the NsrStereoAngle parameter.

7.11.9 NsrStereoAngle

This parameter determines the relative angle between the eyes for stereo images. A value of 1.0 (the default) produces the standard separation. A negative angle reverses the images.

7.11.10 NsrStereoType

This parameter determines how stereo images are placed on frames. The parameter may have 3 values: “Alternate”, “Blank”, or “Same”.

“Alternate” specifies that the stereo images should be put on separate frames, but slightly offset.

“Blank” specifies that a blank frame should be created between the two stereo images. This is the default.

“Same” specifies that both stereo images should appear on the same frame.
7.11.11 NsrPlotDirection

This parameter determines which plotting direction corresponds to the positive Z coordinates. This parameter may be either "Cine" or "Comic". "Cine" is the default. Changing these parameters will rotate the surface 90 degrees.

"Cine" specifies that +Z is in the vertical plotting direction.

"Comic" specifies that +Z is in the horizontal plotting directions.

7.11.12 NsrConstLines

With this resource, users control the way the lines which represent the surface are drawn. The user can choose lines of constant U, V, W, or any combination thereof.

"U" Draw Lines of constant U.

"V" Draw Lines of constant V.

"W" Draw Lines of constant W.

"UV" Draw Lines of constant U and V.

"UW" Draw Lines of constant U and W.

"VW" Draw Lines of constant V and W.

"UVW" Draw Lines of constant U, V, and W.

"UV" is the default value.

7.11.13 NsrDrSide

This parameter specifies which sides of a surface to draw.

"Upper" Draw upper side of surface.

"Both" Draw both sides.
"Lower" Draw lower side.

"Both" Default value.

7.11.14 NsrSkirt

This flag specifies whether or not to draw a skirt around the object. A skirt is a wall which extends from the edge of the surface to a level defined by NsrSkirtBottom.

"on" Draw a skirt. "off" Do not draw a skirt.

"off" is the default value.

7.11.15 NsrSkirtBottom

This is a real value which sets the level at which the bottom of a skirt (if NsrSkirt is on") terminates. It can be thought of as the height of the skirt.

0. is the default value

7.11.16 NsrNLevels

This parameter determines the number of levels of constant Z. This must be an integer value greater than or equal to 0 and less than or equal to 40. The default is 6. The more levels you choose, the more dense the surface will be.

Note that you need to set NsrConstLines to include "W" so that levels of constant Z are drawn.

7.11.17 NsrStereoTheta

This parameter sets the angle in radians between eyes for stereo pairs.

.02 is the default value.
7.11.18 NsrContourLow NsrContourHigh NsrContourInterval

These parameters determine the highest and lowest levels of constant Z and the increment between them. 0. is the default value for all. These parameters allow the user to slice off part of the image in the Z direction and control the number of Z level contours.

If any of these parameters are 0., a nice value is generated automatically.

7.11.19 NsrSpvalFlag

This parameter controls the use of NsrSpval.

“off” Do not use NsrSpval.

“on” Use NsrSpval. No lines are drawn to data points in Z that are equal to NsrSpval.

“off” is the default value.

7.11.20 NsrSpval

This is the real data value used to mark special or missing data. If NsrSpvalFlag is “on”, no lines are drawn to data points in Z that are equal to this parameter.

0. is the default value.

7.12 ISO-SURFACE

This section describes the resources which specify an iso-surface object. These objects are created by taking a 3D volume of data and specifying a threshold value. A polygon surface is created which intersects values in the data which equal the threshold value.
These surfaces or objects can then be operated upon. For example, a user can change the objects color, position, or lighting characteristics.

Besides iso-surfaces, this section describes the resources for 3D surfaces generated from 2D data (the z position is determined by the data value) and volumetric objects (data points are displayed as relative intensities where the intensity is proportional to the data value).

The 3D functionality is broken into two utilities: NCAR Graphics and PolyPaint.

The NCAR Graphics utility will be built upon the NCAR Graphics ISOSRF routine which generates iso-surfaces from a three-dimensional array.

The need to develop a programming interface to the PolyPaint application has not been confirmed. The interface presented here for PolyPaint is a possibility of what the interface may look like should it be determined that this is a high priority.

The PolyPaint utility will be built upon MMM’s PolyPaint application which also generates iso-surfaces, but it includes support for color shading, volumetric rendering, and index and true color. PolyPaint also allows the user to control lighting, viewing, and shading.

The resources for 3D surfaces are divided into three sections: NCAR Graphics iso-surface resources, common resources between NCAR Graphics Iso-surface and PolyPaint, and PolyPaint resources.

7.12.1 NCAR Graphics Iso-surface Resources

These resources are associated with the NCAR Graphics HLU and not the PolyPaint application.
7.12.1.1 NisConstLines

This parameter is used to determine which types of iso-surface lines to draw.

With this resource, users control the way the lines which represent the iso-surface are drawn. The user can choose lines of constant U, V, W, or any combination thereof.

“U” Draw Lines of constant U.

“V” Draw Lines of constant V.

“W” Draw Lines of constant W.

“UV” Draw Lines of constant U and V.

“UW” Draw Lines of constant U and W.

“VW” Draw Lines of constant V and W.

“UVW” Draw Lines of constant U, V, and W.

“UVW” is the default value.

7.12.1.2 NisVisibility

This parameter determines what data is inside and outside a surface.

“inside” - Data values greater than the threshold are assumed inside the surface.

“outside” - Data values less than the threshold are assumed outside the surface.

“inside” is the default value.

7.12.2 Common Resources between NCAR Graphics Iso-surface
and PolyPaint

The following resources are shared between the NCAR Graphics Iso-surface HLU and the PolyPaint application.

7.12.2.1 NisSurfaceData

This resource specifies the data array which defines the surface.

7.12.2.2 NisEyepoint

This is a floating point array with one dimension of size 3, and it holds the position of the eye in 3 space. The data is considered to be in a box with opposite corners at (1,1,1) and (xdim, ydim, zdim). The eye point should be outside of this box. NCAR Graphics documentation recommends (5*xdim, 3.5*ydim, 2.0*zdim).

Since the user's array size may be different for every application, a default value could be specified as a factor of the maximum array indices. i.e. 5.0, 3.5, 2.0.

By changing the eyepoint, the user can adjust the angle or position from which the iso-surface is viewed. This allows the user to look at the object from any direction.

7.12.2.3 NisArrayDims

This parameter specifies the X, Y, and Z dimensions of the data. This is an integer array of size 3.

7.12.2.4 NisArrayRange

This parameter specifies the valid array range. It is an integer array of size 6. The first 3 array locations hold the front lower left hand corner array indices and the second 3 hold the back upper right array indices.
This allows the user to subsample data rather than use the entire data set.

The default value is the entire data set i.e. the array is 0,0,0, xdim-1, ydim-1, zdim-1.

7.12.2.5 NisArrayXstride NisArrayYstride NisArrayZstride

In a 3 dimensional data set it may be desirable to sample every other point or every third or fifth point for example. These parameters allow the user to specify the stride factor in each dimension.

Setting NisArrayXstride to 3 for example, forces this high level utility to sample every third data point in the X direction.

The default is to sample every data point, therefore the parameters are initially set to 1.

By sampling down the data, the computations will run faster but your iso-surface will be more coarse. This method of data downsizing is effective for preliminary viewing of data. Later, when exact viewing parameters are set, the user may want to view the entire data set.

7.12.2.6 NisAxes

This is an integer parameter to control whether or not the axes should be displayed.

“on” - Draw Axes “off” - Do Not Draw Axes

“on” - default value

7.12.2.7 NisThreshold

The parameter specifies the surfacer threshold. This value defines the iso-surface. A surface is drawn through points in a volume which equal this value.
The range must be a valid data value.

Min, or Max, Average, none - default value

7.12.3 PolyPaint Resources

The following resources or parameters and their definitions are taken from the Version 3.0 PolyPaint User Manual. These resources apply to the a proposed PolyPaint API that is consistent with the NCAR Graphics HLU concept.

Some of the resources apply only to index or true color settings. Index color uses a table of color values to determine the color of each point of an object. Normally a table has 256 entries. User's are allowed to divide a color table into several (up to 19) partitions. In this way, a separate partition can be used to color each object in a scene.

True color is different in that rgb values are used for each point of an object rather than an index into a color table.

How the final image is displayed depends on the color system of the display device. If the device is a true color device, it can display any color at any point on the screen. If the device is an index color device, there is a color table for that device, and it is used to display the image.

See appendix B of the PolyPaint User Manual Version 3.0 for a more complete description of the difference between index and true color.

7.12.3.1 NisAliasExpon

This parameter specifies the alias exponent. The floating point value sets the nonlinear color mixing exponent of anti-aliasing. It is a real value between 0. and 1.

.75 default value
Detailed Resource Descriptions

The value will depend on the monitor used to display antialiased wire-frames. A value of 1 is linear.

7.12.3.2 NisAmbient

This parameter specifies the ambient light level intensity.

This can be either an intensity for index color or rgb values for true color.

0. or 0,0,0 are the default values.

7.12.3.3 NisXScale NisYScale NisZScale

These parameters specify the scale factors for each axis, and they allow the user to stretch and shrink an object in three directions.

1. is default value for each direction.

7.12.3.4 NisObjectBackIntensity

This parameter specifies an object’s intensity as seen through a transparent object.

The parameter range is a real value between 0 and 1.

0. is the default value.

7.12.3.5 NisObjectFrontIntensity

This parameter specifies an object’s transparency intensity. When this number is low and NisObjectBackIntensity is close to 1, the object looks very transparent; when this number is close to 1 and NisObjectBackIntensity is small, the object looks nearly opaque. This does not apply to thin-surface transparency.

The parameter range is a real value between 0 and 1.

1.0 is the default value.
7.12.3.6  NisPerpAxis

This parameter sets the axis which is perpendicular to the base plane. The base plane is a flat, rectangular object created with the position and orientation selected by a NisPerpAxis and NisBasePlaneLevel. The value may be the X, Y, or Z axes. "Z" is the default value.

7.12.3.7  NisBasePlaneLevel

This parameter sets the level where the base plane is calculated. The level is \( <= nx, ny, \) or \( nz \), depending on the perpendicular axis.

1 is the default value.

7.12.3.8  NisRedLimitMin NisRedLimitMax NisGreenLimitMin NisGreenLimitMax NisBlueLimitMin NisBlueLimitMax

These parameters set the range of brightness associated with the red, green, and blue raster-mapping arrays, respectively.

Min and Max real values between 0. and 1.

Min=0., Max=1. are the default values.

7.12.3.9  NisViewCenter

This parameter specifies the xyz coordinates of an object's center. This is the position where the imaginary eye is looking. Its units are the same as the eye position.

.5,.5,.5 are the default coordinates.

7.12.3.10  NisPartitionNumber

This parameter specifies the number of color partitions a color table should be divided into. The more partitions a table is divided into, the fewer the number of colors in each partition.
This means that the dark to light difference from one index to another is greater.

This resource applies to index color only.

This is an integer value between 1 and 19. The default is 1.

7.12.3.11 NisColorSet

This parameter sets the color of the current partition when using index color or the surface color of the next object rendered if using true color.

If you are using index color, NisColorSet is a one dimensional array of size 6. The first 3 array locations hold the low values for red, green, and blue, and the last 3 locations hold the respective high values.

These values are real numbers between 0 and 1.0., 0., 0., 1., 1., and 1. are the default values.

If you are using true color, NisColorSet is a one dimensional array of size 3. The first location holds a real number which specifies the amount of red in the object's surface color. The next two array locations hold the specifications for the amount of green and blue respectively.

These values are also real numbers between 0 and 1.1., 1., 1., and 1. are the default values.

7.12.3.12 NisCoordTrans

This parameter specifies the coordinate transformation. It can be either: cartesian, cylindrical, spherical, or auxiliary

Cartesian is the default value

7.12.3.13 NisCrossSectColorHigh NisCrossSectColorLow
NisCrossSectColorInterval

These resource is used to set parameters for cross section coloring for true color. Colors are assigned to a color ramp with the high end of the ramp assigned to NisCrossSectColorHigh and the low end assigned to NisCrossSectColorLow. If NisCrossSectColorInterval is 0, the coloring will be continuous, otherwise, constant colors will be assigned to ranges of width NisCrossSectColorInterval.

The defaults for the above three parameters are 0., 0., and 0..

7.12.3.14 NisCrossPartition

This parameter sets the color partition that the cross section will use for index color. It is an integer between 1 and the number of partitions available.

1 is the default value.

7.12.3.15 NisVolCutPlane

This parameter sets the level whereby values greater than the level are displayed if NisVolHigher is on, and values less than level otherwise.

0. is the default value

7.12.3.16 NisVolHigher

This is a toggle flag which is used in conjunction with the NisCutPlane parameter to determine what values of a surface to display.

The flag may be “on” or “off”.

“On” is the default.
7.12.3.17 NisCuttingPlane

This integer parameter specifies the cutting plane in a data volume. The value specified determines the level at which to create a cutting plane.

The range is 1 to nx, ny, or nz depending on the cutting plane orientation.

7.12.3.18 NisAxisCutPlane

This parameter specifies the axis which is perpendicular to the cutting plane. The parameter may be X, Y, or Z corresponding to the X, Y, or Z axes respectively.

Z is the default value.

7.12.3.19 NisShadowDarkness

This parameter sets the darkness of the shadow which falls on objects. It is a real value between 0. and 1.

0. is the default value.

7.12.3.20 NisSpecularReflectionExponent

This real parameter determines the brightness of specular highlights. The larger the value the shinier the surface. Large exponents create little, bright highlights while small exponents create larger, more dispersed highlights.

5.0 is the default value.

7.12.3.21 NisSpecularIntensity

This parameter determines the intensity of specular highlights if using indexed color or the color if using true color.

It is a real value between 0. and 1. for indexed color, otherwise it is an RGB triple between 0. and 1. for true color.
0. (index) or 0.,0.,0. (true) are the default values.

### 7.12.3.22 NisThinSurfaceTransparency

This real parameter sets the value of the exponent for thin-surface transparency. The value of 0. is opaque.

1. is the default value.

### 7.12.3.23 NisTransTable

This parameter sets the transparency table for a current object, and is used to determine which objects are transparent to which other objects.

This is a two dimensional array where the first dimension contains an object number and the second dimension contains a toggle flag. 1 signifies that the current object is transparent to the object specified by object number. A 0 signifies that the current object is not transparent to the object specified by object number.

The default toggle flag is 0.

### 7.12.3.24 NisGeoTransformation

This parameter sets the coordinate transformation to use for geographical data.

Possible values are: Cartesian, wrap around globe, Equatorial Mercator Projection, or Sinusoidal projection

Cartesian is the default value.

### 7.12.3.25 NisHazeColor

This parameter specifies the haze color (true color) or brightness (indexed color) which the image fades to depending on distance from the eye.
If toggle autohaze is on, the background color is used as the haze color.

This is a single real value between 0. and 1. if indexed color is used. Otherwise, it is an RGB triple, between 0. and 1.

0 (indexed) or 0.,0.,0. (true) are the default values

7.12.3.26 NisInnerTransExponent NisOuterTransExponent

These two parameters define the inner and outer exponents used for the transparency level in nested shells. This allows the user to specify the relative intensities of the innermost and outermost shells. The exponents used for transparent shells vary linearly between the inner and outer exponents.

The parameters’ ranges are real values between 0. and 1.

1. is the default.

7.12.3.27 NisLightNumber

This parameter specifies the number of lights in the scene. It is an integer value which is less than or equal to the maximum number of lights allowed.

1 is the default.

7.12.3.28 NisLightIntensity

This parameter sets the intensity for diffuse lighting of the current light source for index color. Otherwise, it specifies color of the current light source with an rgb triple.

Real value between 0. and 1. for index color RGB values between 0. and 1. for true color

1. (index), and 1.,1.,1. (true) are the default values.
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7.12.3.29 NisLightIndex

This integer parameter specifies the current light source. It is a positive integer less than or equal to the maximum number of lights allowed.

1 is the default value.

7.12.3.30 NisLightPosition

This parameter specifies the coordinates of the current light. It is a one dimensional array of size three and holds the x, y, and z coordinates respectively.

10.,10.,10 is the default position.

7.12.3.31 NisMagnification

This parameter sets the amount of object magnification. It is a real value between 1.0 and 5.0.

1.5 is the default value.

7.12.3.32 NisViewAngle

This real parameter sets the view angle for enlarging and shrinking an object. It is a real value between 0. and 90. The larger the value, the smaller the object will appear.

6.0 is the default value.

7.12.3.33 NisColorMidPoint

This parameter sets the midpoint value for the current color partition. Color partitions may vary nonlinearly by specifying the midpoint value of the partition. This is used for gamma correction.

Valid values are real numbers from 0. to 1.
The default is .5.

7.12.3.34 NisObjectIndex

This integer parameter specifies the current object identifier. The identifier ranges between 1 and 10.

1 is the default value.

7.12.3.35 NisPartitionIndex

This integer parameter sets the current color partition.

1 default value

7.12.3.36 NisTransOverlapColor

This parameter specifies an identifier of a color map to use for index color when pixels are overlapped by a transparent object. This is useful for mixing the colors of a front and rear object to create a realistic transparency effect.

1 is the default value.

7.12.3.37 NisRampNumber

This parameter specifies the number of color ramps for the true color option. It is an integer between 1 and 19.

1 is the default.

7.12.3.38 NisRampColor

This is an array of 7 real values. This array defines a linear color ramp for true color applications. The first 3 values are the low values for red, green, and blue. The next 3 values are the high values for red, green, and blue. The last value is the relative minimum of color data for the ramp.
Data from the color data array whose values range between the value specified by the relative minimum and the value of the relative minimum in the next color segment are colored using the linear coloring ramp.

0 is the default for each array value.

7.12.3.39 NisRampId

This parameter specifies the current data color-coding ramp.

1 is the default value

7.12.3.40 NisRotationAngle

This real parameter specifies the value of object rotation. The range of the angle is between 0. and 180.

15. is the default value.

7.12.3.41 NisShadowPosition

This real parameter specifies the Z position of a shadow cast onto a plane.

1.0 is the default value

7.12.3.42 NisShellLimitLow NisShellLimitHigh NisShellLimitInterval

These real parameters define the surface and intervals of shells. The shells are equal-valued surfaces for values ranging from NisShellLimitLow to NisShellLimitHigh at intervals of NisShellLimitInterval.

0., 0., 0. are the default values respectively.
7.12.3.43 NisVerticeLimit

This parameter specifies the maximum number of vertices a polygon can have. It is an integer between 3 and 7.

Limiting the vertices always increases the number of polygons and the demand for memory. For some purposes, such as hardware rendering, it may be necessary to limit the number of vertices per polygon.

7 is the default.

7.12.3.44 NisObjectActive

This is a toggle parameter which determines whether or not an object is active and will be rendered. The value may be “on” or “off”.

“off” - do not render current object. “on” - do.

“on” is the default value.

7.12.3.45 NisDataAlternate

This parameter determines whether to use the color or main data for the cutting plane and cross section.

0 Use color data to color the cutting plane and cross section.

1 Use main data.

1 is the default value.

7.12.3.46 NisPixelAlternate

This specifies how to handle transparency. If this toggle is on, then objects will be superimposed by alternating pixels, otherwise the standard method will be used. Valid values are “on” or “off”.

“off” is the default.
7.12.3.47 NisAntiAlias

This parameter toggles anti aliasing for shaded wire-frames. If it is on, the stair-stepped aliasing effect of a raster screen can be reduced. If the wire-frames are not shaded, they cannot be anti-aliased.

“on” is the default

7.12.3.48 NisArrayScale

This parameter toggles between scaling or not scaling the cutting-plane coloring by the values in the cutting-plane array.

“on” use array scaling “off” do not use array scaling

“on” is the default.

7.12.3.49 NisAutoHaze

This parameter toggles auto haze calculation. It will either be set automatically as the background color, or the user may manually enter the haze color.

“auto” - Automatically calculate haze color in true color
“manual” - Manually set haze coloring

“auto” is the default value

7.12.3.50 NisAutoCenter

This parameter toggles how to set the center of view.

“auto” - Automatically set the center of view “manual” - Manually set the center of view

“auto” is the default.

7.12.3.51 NisAutoScale

This parameter determines how the view angle is set.
"auto" - Automatically set the angle of view.

"manual" - Manually set the angle of view.

"auto" is the default.

### 7.12.3.52 NisSurfaceNormals

This parameter toggles between a smooth surface (surface normals are averaged) and a faceted surface (no averaging).

"smooth" - smooth surface "faceted" - faceted surface

"smooth" is the default.

### 7.12.3.53 NisBackfaceCull

This parameter toggles backface culling. This determines whether or not to render both sides of a surface. The parameter may be "on" or "off".

"on" - Render the backs of backward-facing polygons "off" - Do not

"off" is the default.

### 7.12.3.54 NisScaleBySlice

This parameter selects the option to scale cross-section coloring by the values in an array slice. The value may be "yes" or "no".

"on" - Scale cross-section coloring by the values in the array slice "off" - Do not

"off" is the default.

### 7.12.3.55 NisColorCoding

This parameter specifies whether or not to create and use color-coding data when creating polygons.
"on" - Use color-coding data "off" - Do not
"off" is the default.

7.12.3.56 NisSurfaceColorData

This parameter specifies the data to use for mapping color onto a surface. This is not a color table. This is the data used to determine which colors to use. The size of this array should be the same as NisSurfaceData.

7.12.3.57 NisShellTransparency

This parameter specifies whether or not to make transparent shells different colors, according to their contour values, using data color-coding ramps for true color, or make transparent shells different colors by assigning them consecutive partition numbers for index color.

"on" - Option is on
"off" - Option is off
"off" is the default

7.12.3.58 NisLightType

This parameter determines the current light's type.

"directional" - The current light source is directional only; light comes in from an infinite distance.

"point" - The current light source is a point source at a finite distance. The brightness of a point source decreases as the square of the distance.

"directional" is the default.

7.12.3.59 NisEyeRotation

This parameter toggles the ability to rotate the eye position.
Detailed Resource Descriptions

“on” - Rotate eye position “off” - Do not
“on” is the default.

7.12.3.60 NisLightRotation
This parameter toggles the ability to rotate the light positions.
“on” - Rotate light position “off” - Do not
“on” is the default.

7.12.3.61 NisShellLow
This parameter determines whether low or high values are assumed to be on the inside of a surface. This ultimately determines the order of rendering.
“on” Low values are assumed to be on the inside
“off” High values are assumed to be on the inside
“off” is the default

7.12.3.62 NisShading
This parameter specifies the shading algorithm.
“phong” - Use surface-normal (Phong) interpolation
“gouraud” - Use Gouraud shading
“gouraud” is the default.

7.12.3.63 NisSmallOpaque
This parameter allows the user to make the smallest shell in nested shells opaque or transparent.
“on” - Make the smallest shell opaque
“off” - Make the smallest shell transparent
ISO-SURFACE

“off” is the default.

7.12.3.64 NisShadowProjection

This parameter specifies how an object’s shadow is projected.

“perpendicular” - Shadows are projected perpendicularly
“bylight” - Shadows are projected according to the position of
the light source

“bylight” is the default

7.12.3.65 NisCuttingPlaneColor

This parameter toggles between coloring and not coloring the
interactive cutting plane.

“on” - Color it “off” - Do not color it

“off” is the default

7.12.3.66 NisSidewallPlanks

This parameter determines how the side walls are calculated.
Side walls are the edges where a polygon intersects with the
data field edge. See the NisSkirt resource below.

“planks” - Use long, plank-shaped polygons for side walls. this
option is more efficient than “squares” but it may lead to
rendering errors. “squares” - Use square polygons for side
walls

“squares” is the default.

7.12.3.67 NisRasterScale

This parameter selects how to scale the red, green, and blue
raster data arrays for true color.

“independent” - Scale the raster data arrays independently,
scaling each array relative to its own max and min “
relative" - Scale the arrays relative the max and min for all three arrays

"relative" is the default

7.12.3.68 NisRasterMap

This parameter selects whether or not to superimpose raster data onto the surface of an object (true color option).

"on" - Superimpose raster data onto the surface "off" - Do not

"off" is the default

7.12.3.69 NisSelfTransparency

This parameter specifies whether or not the current object should be transparent to itself for index color. If this parameter is "on" any portion of the object being rendered that lies behind is treated as a back object to the portion of the object in front. If it is "off", any portion behind another portion is not seen.

"on" Make the current object transparent to itself "off" - Do not

"off" is the default.

7.12.3.70 NisWireShades

This parameter specifies whether or not to shade wire frames according to the current lighting model.

"on" - Shade wire frames "off" - Do not

"on" is the default

7.12.3.71 NisSurfaceFaceUp

This parameter determines whether or not surfaces face up surrounding higher values or down surrounding lower values.
“up” - Surfaces face up surrounding higher values “down” - Surfaces face down surrounding lower values
“up” is the default.

7.12.3.72 NisLightTerminator

This parameter selects between a 90 or 180-degree terminator for the current light source. A 180-degree terminator results in the most realistic lighting for one light source.

90 degrees produces harsh lighting, whereas 180 degrees provides a scattering effect similar to that of the atmosphere.

“180” degree “90” degree

“180” is the default

7.12.3.73 NisThinSurface

This parameter toggles between using or not using thin-surface transparency.

“on” - Use thin-surface transparency “off” - Do not

“off” is the default.

7.12.3.74 NisTrueColor

This specifies whether to use true color or index color calculations. On an 8-bit system, true color will be simulated by using a dithering algorithm.

“true” - Use true (24-bit) color “index” - Use index (8-bit) color

“index” is the default
7.12.3.75 NisVolhigher

This parameter specifies whether to display higher or lower values than the cutoff value (NisVolCutPlane) in volumetric rendering.

“high” - Display higher values “low” - Display lower values

“high” is the default

7.12.3.76 NisVolAlgorithm

This parameter selects the volumetric algorithm to use.

“quick” - Use the quick algorithm. This method is faster, but it can create striped effects when the data are seen from certain angles.

“slow” - Use the slow algorithm. This method is slower, but it uses a random-dithering algorithm which produces better results.

“slow” is the default

7.12.3.77 NisSkirt

This parameter specifies whether or not to build walls or endcaps to close off 3D contour surfaces when they intersect the edge of a data volume.

“on” - Build the walls “off” - Do not

“on” is the default

7.12.3.78 NisWireFrame

This parameter selects between wire frame or surface rendering.

“on” - Render objects as wire frames “off” - Render objects as surfaces
"off" is the default

7.12.3.79 NisBoundingBox

This parameter controls whether or not a bounding box is displayed around a data volume.

"on" - Turn on the bounding box  "off" - Turn off the bounding box

"off" is the default

7.12.3.80 NisImageType

This parameter specifies how to render an image. It may be an iso-surface image, an iso-surface stereo image, a volumetric image, or a volumetric image in stereo.

"iso" - Render an iso-surface image

"stereo-iso" - Render an iso-surface stereo image

"volume" - Render a volumetric image

"stereo-volume" - Render a volumetric image in stereo

"iso" is the default.

7.12.3.81 NisZoomFactor

This parameter specifies how much to zoom in or out on an object.

Positive values cause an object to be rerendered larger, and negative values cause an object to be rerendered smaller.

7.12.3.82 Nis2DAxis

This parameter specifies the axis (X, Y, or Z) perpendicular to the plane in which 2D contours or surfaces are generated.
“X” - Use the X axis
“Y” - Use the Y axis
“Z” - Use the Z axis
“Z” is the default

7.12.3.83 Nis2DContourLow Nis2DContourHigh
Nis2DContourInterval

These parameters set the limits for 2D contours. Contours are generated from the data beginning with the value specified by the low argument up to the value specified by the high argument in increments specified by the interval argument.

0. is the default low value. 1. is the default high value. .1 is the default interval value.

7.12.3.84 Nis2DWidth

This parameter sets the width of 2D contours. The real value is a fraction of the data interval in the direction of the current 2D axis.

.3 is the default value.

7.12.3.85 Nis2DLevel

This specifies the level within the data volume at which 2D contours or surfaces are generated.

This is an integer between 1 and nx, ny, or nz, depending on the current 2D axis.

1 is the default.

7.12.3.86 Nis2DPlotLevel

This sets the level at which a 2D surface will be plotted.
It is an integer between 1 and nz.
1.0 is the default.

7.12.3.87 Nis2DSurfaceScale

This real parameter specifies the amount which data values are scaled in a 2D surface plot. In 2D plots, a polygon set is created from two-dimensional data in which z positions depend on data values.
1.0 is the default.

7.13 Annotation

7.13.1 LEGENDS

This section describes the resources which specify a legend object. Legends, like label bars (described below) are used as a key to accompany a plot. Legends are very similar to label bars, but they differ in that they define line representations (dash patterns) and symbols rather than fill patterns. Legends can be displayed vertically or horizontally, and labels may appear on any side.

7.13.1.1 NlgLegend

Turns on and of legend.

7.13.1.2 NlgOrientation

This integer resource specifies whether to create a vertical or horizontal row/column of legend symbols/lines. A value of 0 specifies horizontal and non-0 vertical. The default value is 0.

7.13.1.3 NlgSymbolOrientation

This integer resource specifies whether to create a vertical or horizontal symbol or dash-line pattern. A value of 0 specifies
horizontal and non-0 vertical. This resource is different from NiLegendOrientation in that it specifies the orientation of the individual symbols rather than the orientation relative to another symbol.

The default value is 0.

7.13.1.4 Nlx Nly Nlwidth Nlheight

These real resources define the position coordinates of a rectangular area in which the legend, including its labels, are displayed. They are the X coordinates of the left and right edges of the area and the Y coordinates of the top and bottom edges respectively.

These real values are between 0. and 1. inclusive and represent a fraction of the plotter frame.

7.13.1.5 NlgElementType NlgNElements

Each element in the legend is either a dashed line or a symbol. This resource sets the type and NlgNelements keeps track of the total number of elements in the legend. These resources can be set automatically by the HLU. For example, an X-Yplot with multiple curves fills in the legend with the dash patterns, symbols and curve labels it uses.

7.13.1.6 NlgIndex

This specifies the index of the current legend element when using an indexed scheme for defining legends. Legend attributes will only apply to the element selected by NlgIndex.

The default value is 1, the first element.

7.13.1.7 NlgDashPattern

Sets the dash pattern for elements that are line segments in the NlgElementType array.
7.13.1.8  NlgSymbol

For elements that are symbols this sets the symbol attributes.

NlgSymbolScaleFactor
NlgSymbolColor
NlgSymbolFillPattern

The resource NlgIndex can be used to index individual symbols.

7.13.1.9  NlgLabelText

This is an array of strings which holds the labels which appear as annotation on the legend. The array size is NlgNsymbols, and there can be one label per symbol.

The labels have the standard "subresources" which are defined for generic text:

NlgLabelFont
NlgLabelFontSize
NlgLabelFontAspect
NlgLabelFontThickness
NlgLabelFontColor
NlgLabelTextJust
NlgLabelTextAngle

The resource NlgIndex can be used to index individual label text strings.

7.13.1.10  NlgLabelPosition

This integer resource specifies where the label sits with respect to its corresponding symbol.

0 symbol is unlabeled 1 labels are below a horizontal symbol or to the right of a vertical symbol

2 "above" "left" " 
Detailed Resource Descriptions

3 labels are repeated on both sides of a symbol

7.13.1.11 NlgTitleText

This is the legend's title. This resource will have “subresources” such as those used to define generic text:

- NlgTitleFont
- NlgTitleFontSize
- NlgTitleFontAspect
- NlgTitleFontThickness
- NlgTitleFontColor
- NlgTitleTextJust
- NlgTitleXOffset
- NlgTitleYOffset
- NlgTitleTextAngle

The default value is no title.

7.13.1.12 NlgDrawBorder

This resource is an integer flag which specifies whether or not a box should be drawn around the legend. A value of 0 specifies that a box should not be drawn, and a value not equal to 0 specifies that one should. 0 is the default value.

This resource will have “subresources” such as those used to define the generic line:

- NlgBorderLineThickness
- NlgBorderDashPattern
- NlgBorderDashLength
- NlgBorderLineColor
- NlgBorderLineSmooth

7.13.2 LABELBARS

This section describes the resources which specify a label bar object. Label bars are used as a key to accompany a plot. They consist of a rectangular labeled bar which can be colored and filled solid or with patterned lines. Labelbars are different from Legends in that Legends define symbols and line representations, whereas Label bars define fill patterns.
A labelbar may be displayed vertically or horizontally and labels may appear on any side.

7.13.2.1 NlbLabelBar

Turns label bar on and off.

7.13.3 NlbOrientation

This integer resource specifies whether to create a vertical or horizontal bar. A value of 0 specifies horizontal and non-0 vertical. The default value is 0.

7.13.4 Nlbx Nlby Nlbwidth Nlbheight

These real resources define the position coordinates of a rectangular area in which the bar and its labels are displayed. They are the X coordinates of the top left edges of the area and the width and height of that area.

These real values are between 0. and 1. inclusive and represent a fraction of the plotter frame.

7.13.5 NlbNboxes

This is an integer resource which specifies the number or partitions or boxes into which the label bar is divided. All the boxes are of equal size and are filled with a pattern described below. Each box may have a unique color, pattern, and label.

The resource NlbBoxIndex can be used to index individual fill boxes.

7.13.6 NlbAreaWidth NlbAreaHeight

These resources specify what fraction of the label bar area is filled with a color or pattern. The unfilled area can be used for labels.
The range for these real resources is between 0. and 1. inclusive. The resources specify the fraction of the width and the height of the box, respectively.

7.13.7 NlbFillPattern

This integer resource specifies the pattern in the filled portion of a box. The fill pattern is referenced from the global fillpattern map.

7.13.8 NlbBoxColor

This specifies an integer array of indices into the color map described below. The size of the array is NlbNboxes. This array is used to determine the color of the box (solid color or line color depending on the fill pattern).

7.13.9 NlbLabelText

This is an array of strings which holds the labels which appear as annotation on the label bar. The array should be 1 of 3 sizes depending on how the user wants the labels to align with the boxes (below). If the alignment flag is 0, then the size is the same as the number of boxes in the bar. If the alignment flag is 1, the array size is one less than the number of boxes, and if the alignment flag is 2, then the size is one greater than the number of boxes.

The labels have the standard “subresources” which are defined for generic text:

NlbLabelFont
NlbLabelFontSize
NlbLabelFontAspect
NlbLabelFontThickness
NlbLabelFontColor
NlbLabelTextJust
NlbLabelXOffset
NlbLabelYOffset
NlbLabelTextAngle
The resource NlbBoxIndex can be used to index* individual text strings.

7.13.10 NlbAlignment

This integer resource specifies how to align the labels to the boxes.

0 Align one label per box

1 Align labels with division between boxes

2 Align first label with the beginning of the bar, the last label with the end of the bar, and the rest of the labels to the divisions between the boxes.

*note that the label array (above) must be a different size in each case.

7.13.11 NlbLabelPosition

This integer resource specifies where the label sits with respect to the box.

0 Bar is unlabeled

1 labels are below a horizontal bar or to the right of a vertical bar

2 "above" "left"

3 labels are repeated on both sides of a bar

7.13.12 NlbBoxLineColor

The above resources determine the color of the label box and the labels respectively. Their values must be an integer color index greater than or equal to 0. The index maps into the color table described below.
Detailed Resource Descriptions

7.13.13 NlbTitleText

This is the label bar’s title. This resource will have “subresources” such as those used to define generic text:

- NlbTitleFont
- NlbTitleFontSize
- NlbTitleFontAspect
- NlbTitleFontThickness
- NlbTitleFontColor
- NlbTitleTextJust
- NlbTitleXOffset
- NlbTitleYOffset
- NlbTitleTextAngle

The default value is no title.

7.13.14 NlbDrawPerim

This resource is an integer flag which specifies whether or not a box should be drawn around the labels and color bar. A value of 0 specifies that a box should not be drawn, and a value not equal to 0 specifies that one should. 0 is the default value.

This resource will have “subresources” such as those used to define generic line:

- NlbPerimLineThickness
- NlbPerimDashPattern
- NlbPerimDashLength
- NlbPerimLineColor
SECTION 8

GLOSSARY

1D:
Class of plot styles where is drawn by a line or symbol. Data is one dimensional array.

2D:
Class of plot styles where data points are in grid format. Data is a two dimensional cartesian grid.

3D:
Class of plot where data is defined with three spacial coordinates. Data is represented either as a three dimensional cartesian grid or random 3D points.

Annotation:
Any marking, line, text or fill area not belonging to a graph.

API:
Application Programmers Interface.

Control Panel:
A window that is displayed for the purpose of entering plot specifications graphically.

Color Map:
Array of Red, Green and Blue values. Used to specify colors used by a given instantiation of a Plot Style.
Coordinate Variable:

An NCL variable that has the same name and size as a dimension. This variable contains the coordinates for that dimension. For example, a coordinate variable for the dimension “longitude” contains a value in degrees longitude for each index in the dimension.

Coordinate Space:

Made up of all of the ranges of the coordinate variables of a variable. The coordinate space for a latitude by longitude grid over the whole world is [90..-90] x [180..-180]. This means that all data points of the variable are in this space. See Index Space.

DSMW:

Data Selection and Manipulation Window.

Data Sequence:

Input data as selected from the DSMW. The data is organized into spacial dimensions and timesteps. Each spacial dimension represents an axis on the output plot. The timesteps are other dimensions which are stepped through individually in a sequence. The Data Sequence describes how to step through the input data, in what order and over what ranges.

Device Independent Coordinates:

Coordinates of the Output Frame. They run from 0,0 in the upper left corner of the Output Frame to 1,1 at the lower right corner of the Output Frame.

Fill Pattern:

Pattern which fills areas. Contours and other color regions can be filled with a pattern. Rather than just a color.
Font:

Text style.

Font Size:

Relative Size of font. Usually specified as percentage of Maximum Viewport Range.

Frame:

See Output Frame.

Graph:

Data plotted in a given plot style with associated tick marks, color bars and labels.

Graph Extent:

Bounding box in Device independent coordinates the contains the entire graph.

High Level Utility:

API for creating a Graph in a certain Plot Style.

Index Space:

This is related to Coordinate Space. Index Space is the integer index space defined by all of the dimensions of a variable. If a variable has 5 elements in one dimension and 6 in a second dimension he index space is 5x6. All data points lie within these coordinates. Every variable has an index space.

Labels:

Any textual labeling belonging to a graph. (note. does not include annotation)
Label Bar: 'Bar containing Colors or Fill Patterns with Labels showing how color or Fill Patterns are mapped to data.'

Layout and Display Screen:

For the GUI version of NI this is the area where the user can interactive specify the layout of the Output Frame. The user can size and position the plot viewports. When the Output Frame is rendered this area of the GUI becomes the Display Screen.

Line Thickness:

Relative thickness of a drawn line. Usually specified as percentage of Maximum Viewport Range.

Main Title:

Main Title for plot appearing above or below Viewport.

Maximum Viewport Range:

Largest of X and Y edges of Viewport.

NCL:

NCAR Command Language.

NCL Data File Record:

The main composite data type of the NCL language. It represents one netCDF file of one or more variables. Each variable can have zero or more attributes associated with it.

NCL Variables:

Multidimensional variables in float, double, short, long or character data types.
Output Frame:

Window in which one or more graphs are plotted.

Plot:

The visual representation of data in a given Plot Style.

Plot Border:

Border drawn around the viewport. The Tick Marks extend from the plot border.

Plot Parameters:

Another term for Plot Resources

Plot Resources:

Piece of information used to configure the output of a high level utility.

Plot Specific Menu:

Each plot style has a unique set of menu for graphically specifying the visualization.

Plot Style:

Technique of visualization. XYPlot, Contour, Vector, Stream Line, Surface, Iso-Surface, CoPlot, 3D volume, etc...

Screen Coordinates:

Device Dependent coordinates for pixels on the screen.

Spacial Dimension:

Part of a data sequence. This is a dimension that is tied to an axis of the plot.
GLOSSARY

Static Dimension:
Part of a data sequence. It is a dimension that does not change.

Tick Mark:
Small line, drawn from the Plot Frame inward or outward, that marks a data value. Tick Mark are usually spaced at regular intervals along the Plot Frame.

Timestep:
See Timestep Dimension.

Timestep Dimension:
Part of a data sequence. This dimension is stepped through in some user specified fashion. Each step represents a new output frame.

Top Level Menu:
Main menu for GUI of NI.

User Coordinates:
World Coordinates.

Variable Attributes:
Descriptive information about the variable. Often the units of the variable, the range of the variable what values are missing values.

Viewport:
The portion of the output frame in which data is plotted. One or viewports can be specified for each output frame. An output frame with more than one viewport contains more than one graph.
Window:

Area of screen enclosing the Output Frame.

Window Coordinates:

These are the coordinates of the window with respect to Screen Coordinates.

World Coordinates:

Coordinates in data units. For 2D World Coordinates map onto the entire range of the Viewport. For 3D World Coordinates define a cube which is then projected on to the viewport.

X-axis Title:

Title for X-axis of 1d and 2d plots. Appears on top or bottom of viewport.

Y-axis Title:

Title for Y-axis of 1d and 2d plots. Appears on left or right of viewport.

Anti-aliasing:

A method for reducing the jagged appearance of lines.

Backface Culling:

This is an efficiency method which eliminates the processing of rear parts (polygons) of an object which are obstructed by the forward parts of an object. This effectively reduces the size of the final geometry.

Color Partition:

When using index color, color maps (usually with 256 entries) are used to color points on the screen. These color maps can be
divided into separated sections or partitions so that different objects can in effect have separate color maps. The more partitions a color map has, the less smooth the shading becomes.

Color Ramp:

This is the term used to describe a color table for true color systems. A color ramp is defined by a low red, green, and blue value; and a high red, green, and blue value. A linear color ramp is calculated between these values.

Endcaps:

See side walls.

Index Color:

Index coloring method uses a lookup table to determine the color of a point. Usually these tables contain 256 entries/colors.

Light Terminators:

These are specified in degrees and can currently be either 90 or 180. These parameters determine at what angle the light has zero intensity. I.e. light terminates at either 90 or 180 degrees from the line of light, where the line is defined by a light’s direction and its position. 90 degrees provides harsh lighting whereas 180 degrees provides a scattering effect similar to that of the atmosphere.

Nested Shells:

Sets of iso-surfaces which enclose one another. Nested shells are defined by minimum, maximum, and interval values. The minimum is the threshold for the inner-most shell, the maximum is the threshold for the outer-most shell, and the interval determines the spacing between shells.
Object and Object Identifier:

Objects are surfaces generated and displayed by PolyPaint. PolyPaint allows 10 objects to exist, each with a unique integer identifier.

Side Walls:

These are surfaces which can be turned on or off. These surfaces delineate the boundary of an iso-surface with the edge of a data volume. Also known as endcaps.

Specular Highlights:

Small areas of bright light which make an object look shiny.

True color:

The true coloring method stores the red, green, and blue values of each point on the screen in memory, where each point may take on a different color.

View Angle:

The angle which determines how narrow or broad the background appears in relation to the object being viewed. A small view angle specifies that the background is a small part of the displayed image, where as a large view angle includes a large portion of the background in a scene. Therefore, reducing the view angle effectively enlarges the image for a fixed size display window.

Volumetric Rendering:

This style of rendering displays points in a volume of data as relative intensities. The intensity of each point of data is proportional to the value of the data at that point.
SECTION 9  NCL SYNTAX

9.1 BASIC SYMBOLS

<basic_symbol> ::= <identifier> | <denotation> | <delimiter>
<identifier> ::= letter ((letter | digit)* [''] (letter | digit))*
  | letter ((letter | digit)* [''] (letter | digit)) '.' letter
  | letter ((letter | digit)* [''] (letter | digit)) '@' letter
  | letter ((letter | digit)* [''] (letter | digit)) ':'
  | letter ((letter | digit)* [''] (letter | digit)) '

<letter> ::= 'A' - 'Z' | 'a' - 'z'
<digit> ::= '0' - '9'
<denotation> ::= <integer> | <real> | <string> | <array>
<integer> ::= <digit>+
<real> ::= <digit>+( '.' <digit>* | <digit> '.' <digit>*)+
           | <real>e['+' | '-' ]<integer>
<string> ::= "" <anychar> ""
<array> ::= '[' <row_list> ']
)row_list ::= <row> | <row_list> ',' <row>
<row> ::= '[' <expression> (',', <expression>)) * ']
<delimiter> ::= <special> | <keyword>
<special> ::= '!' | '+' | '-' | '#' | '/' | '|' | '%' | '<' | '>' | '='
<keyword> ::= <special>
9.2 PROGRAM STRUCTURE

<program> ::= <block>
<block> ::= 'begin' <statement_list> 'end'
<statement_list> ::= <statement>
| <statement> '_' <statement_list>
<statement> ::= <assignment>
| <if>
| <block>
| <procedure>
| <loop>
| <visblk>
<loop> ::= <do>
| <while>
<do> ::= 'do' <var> '=' <expression> ',' <expression> [',',
| <expression>] <statement_list> 'endo'
<while> ::= 'while' <expression> <statement_list> 'endwhile'
<if> ::= 'if' <expression> 'then' <statement_list> 'endif'
| 'if' <expression> 'then' <statement_list> 'else' <statement>
  'endif'
<procedure> ::= <name>
| <name> '(' <parameter_list> ')'
<proc_def> ::= 'procedure' <name> '(' <para_def_list> ')' <block>
<para_def_list> ::= <name> [<dimsizelist>] ':' <typename>
EXPRESSIONS

1 <name> [<dimsizelist>] ':' <tynename> ';
<para_def_list>
<dimsizelist> ::= [' digit+ '] | [' '*' '] | [' digit+ '] <dimsizelist>
<parameter_list> ::= <expression>
1 <expression> ',' <parameter_list>
<visblk> ::= <utilityname> <plotname> '{' <anychar> '}'
<plotname> ::= <identifier>
<utilityname> ::= <identifier>

9.3 EXPRESSIONS

<expression> ::= <assignment>
1 <disjunction>
<assignment> ::= <name> '=' <expression>
<disjunction> ::= <conjunction>
1 <disjunction> 'OR' <conjunction>
1 <disjunction> 'XOR' <conjunction>
<conjunction> ::= <comparison>
1 <conjunction> 'AND' <comparison>
<comparison> ::= <relation>
1 <relation> <eqop> <relation>
<eqop> ::= 'EQ'
1 'NE'
<relation> ::= <sum>
1 <sum> <relop> <sum>
<relop> ::= 'LE'
1 'LT'
1 'GT'
1 'GE'
<sum> ::= <term>
1 <sum> <addop> <term>
<addop> ::= '+'
1 '-'
NCL SYNTAX

| '<' |
| '>' |

<term> ::= <expfactor> | <term> <mulop> <expfactor>

<mulop> ::= '*'
| '#' |
| '/' |
| '%' |

<expfactor> ::= <factor>
| <expfactor> <expop> <factor>

<expop> ::= '^'

<factor> ::= <primary>
| <unop> <factor>

<unop> ::= '+'
| '-' |
| 'NOT' |

<primary> ::= <denotation>
| <name>
| '(' <expression> ')' |
| <block> |
| <function> |

:name> ::= <identifier>
| <identifier> <subscript_list>

<subscript_list> ::= <subscript>
| <subscript> <subscript_list>

<subscript> ::= '[' <expression> ']' 
| '[' <expression> ':' <expression> ']' 
| '[' '*' ':' <expression> ']' 
| '[' '*' '-' <expression> ']' 
| '[' '*' '-' <expression> ']' 
| '[' '*' '+' <expression> ']' 
| '[' '*' '+' <expression> ']' 
| '[' '*' '+' <expression> ']' 
| '[' '*' '+' <expression> ']'
EXPRESSIONS

1 '{ <identifier> 'l' <expression> ': ' '* ' }}'
1 '{ <identifier> 'l' '* ' : <expression> ' }
<function> ::= <name> '(' <parameter_list> ')' 
<fun_def> ::= 'function' <name> '(' '<para_def_list> ')' <block>
**Interactive Interface for NCAR Graphics**

**Bill Buzbee, Bob Lackman, Ethan Alpert**

**National Center for Atmospheric Research**
P.O. Box 3000
Boulder, CO 80301

**National Aeronautics and Space Administration - OSSA**
Washington, D.C. 20546-0001

**Universities Space Research Association**
10227 Wincopin Circle, Suite 212
Columbia, MD 21044

**Technical Monitor: J. Hollis, Code 930**

**Unclassified-Unlimited**
Report is available from the NASA Center for AeroSpace Information, 800 Elkridge Landing Road, Linthicum Heights, MD 21090; (301) 621-0390.

**Interactive graphics, NCAR command language, High-level Utilities**

**Unclassified**

**Unclassified**

**Unclassified**

**Unlimited**