

McIDAS-V Tutorial

Installation and Introduction

updated June 2009 (software version 1.0beta4)

McIDAS-V is a free, open source, visualization and data analysis software package that is the next generation in SSEC's 35-year history of sophisticated McIDAS software packages. McIDAS-V displays weather satellite (including hyperspectral) and other geophysical data in 2- and 3-dimensions. McIDAS-V can also analyze and manipulate the data with its powerful mathematical functions. McIDAS-V is built on SSEC's VisAD and Unidata's IDV libraries, and contains "Bridge" software that enables McIDAS-X users to run their commands and tasks in the McIDAS-V environment. The functionality of SSEC's HYDRA software package is also being integrated into McIDAS-V for viewing and analyzing hyperspectral satellite data.

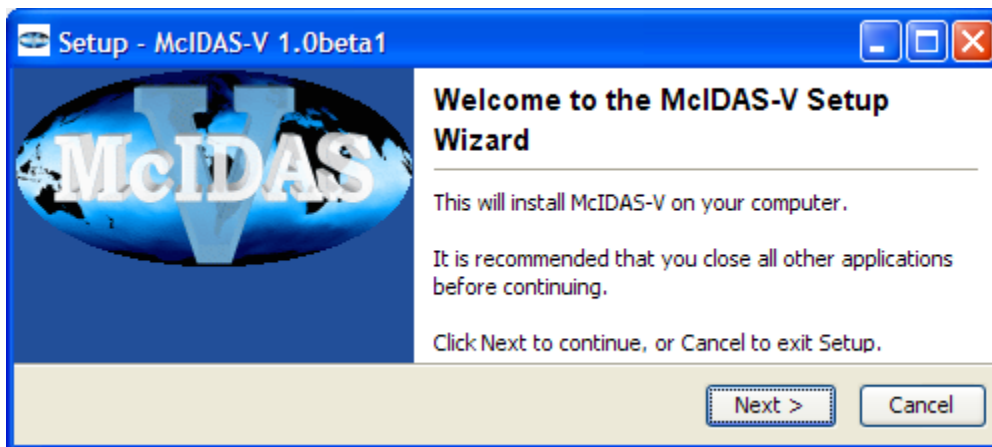
McIDAS-V is currently a beta version of the software, which means that the software may contain bugs and not always work as expected. If you encounter any errors, please send them to the McIDAS Help Desk at mug@ssec.wisc.edu. You will be notified at the startup of McIDAS-V when new versions are available on the McIDAS-V webpage - <http://www.ssec.wisc.edu/mcidas/software/v/>. More training materials are available on the McIDAS-V webpage and in the Getting Started chapter of the McIDAS-V User's Guide, which is available from the Help menu within McIDAS-V.

Installation of McIDAS-V

The installation of McIDAS-V is a simple three step procedure (download, install, and run).

1. Download the appropriate package for your operating system from the McIDAS-V webpage or your DVD. This file is only the installer and can be placed anywhere on your machine. When you run the installer in the next step, you can then indicate where you want McIDAS-V to be installed. The system requirements for McIDAS-V are also listed on the McIDAS-V webpage.
2. Install McIDAS-V by starting the installer by following the instructions appropriate for your operating system:

Mac OS X	mount the .dmg and double-click the installer
Windows	double-click the downloaded .exe file
All other platforms	open a terminal window and run <code>sh ./<installer>.sh</code>



A GUI will walk you through the installation steps and allow you to create a program group and/or desktop icon.

3. Run McIDAS-V by following the instructions appropriate for your operating system:

Mac OS X	Double-click on the McIDAS-V shortcut icon that was created in /Applications.
Windows	Double-click on the McIDAS-V shortcut icon that was created on the Desktop.
All others	At the UNIX prompt from the directory where McIDAS-V was installed, run the command: McIDAS-V/runMcV

Note: By default, McIDAS-V uses 80% of the available memory on your machine. The maximum amount of memory is determined by the operating system. To manually change the amount of memory used by McIDAS-V, edit the **Maximum Heap Size** in the **Advanced** tab of the Preferences by selecting **Edit->Preferences...** from the main menu. The new amount of memory will be saved and used in subsequent sessions. For 32 bit operating systems, it is recommended to set this to no more than 1250 MB. The maximum value for 32 bit operating systems is 1536 MB. If you had a previous alpha version of McIDAS-V installed, it will default to the value used in prior sessions. To change the amount of memory used to a percentage, select the percentage option in the **Advanced** tab of the Preferences by selecting **Edit->Preferences...** from the main menu. The new amount of memory that you enter will be saved and used in subsequent sessions. Exit McIDAS-V and start a new session to use this new memory setting.

Welcome Window

Upon initial startup, the McIDAS-V Welcome Window will be displayed.

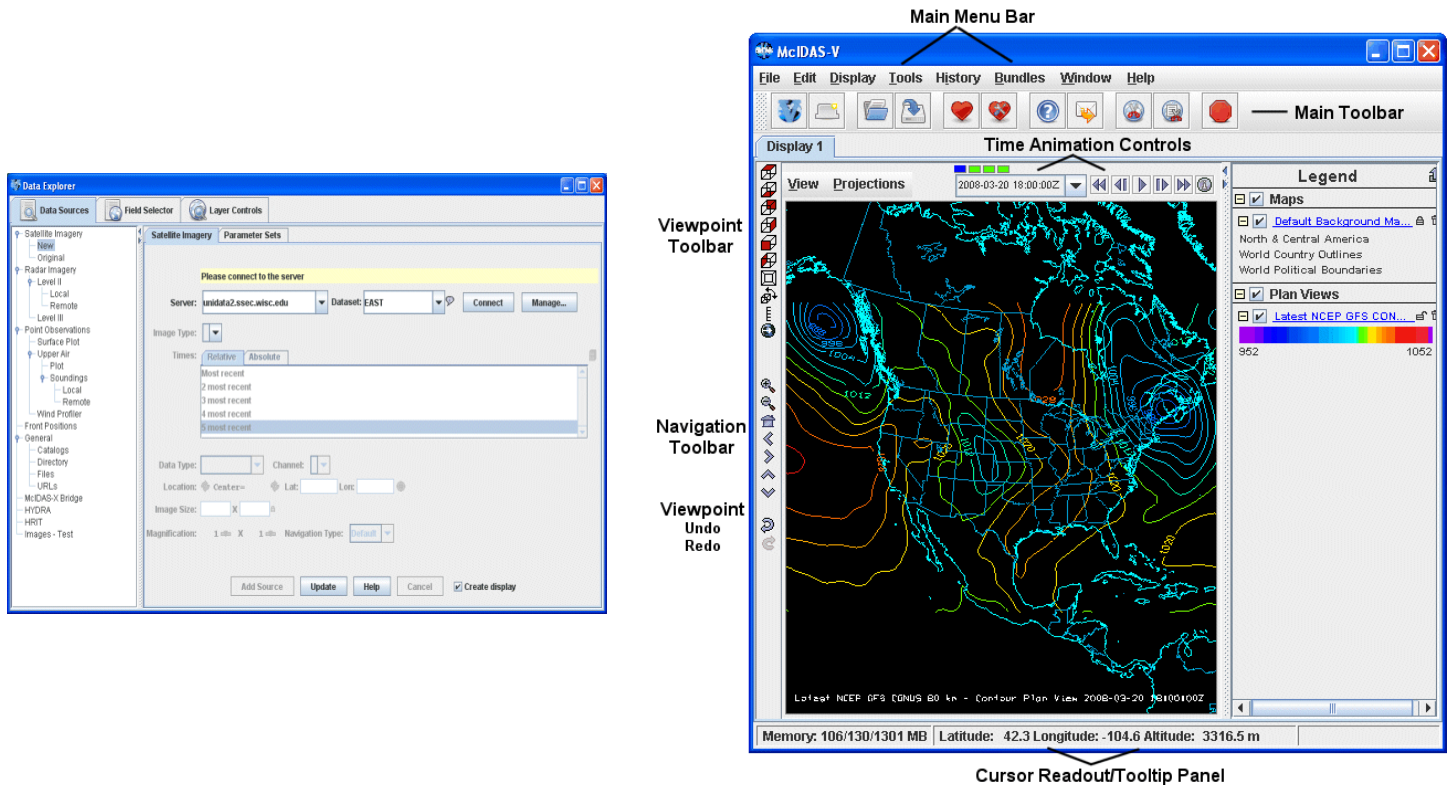


Please be sure to read this IMPORTANT NOTICE. Because McIDAS-V utilizes the latest developments in Java 3D programming and video driver updates, it is often necessary to update video drivers to solve some seemingly unrelated performance problems. Do not assume that because you have a new machine, you have the latest drivers. We have found brand new machines with drivers that are more than five years old!

After reading the notice in the Welcome window, click **Quit** to close the window, or click **Start McIDAS-V** to close the window and start McIDAS-V. Once McIDAS-V has been started, this window will not appear again.

Introduction to McIDAS-V windows

There are two main windows in the McIDAS-V application - the **Data Explorer** window and the **Main Display** window. Other windows may appear when needed.



Data Explorer (shown on the left)

The Data Explorer window is central to McIDAS-V. It is used to choose data sources and parameters to display, the kinds of displays to make, and times of data to display. The first time McIDAS-V starts up, the Data Explorer defaults to the Satellite Imagery Chooser. This chooser, along with several others, uses remote ADDE (Abstract Data Distribution Environment) servers to access data. McIDAS-V comes with a pre-configured list of several available free servers which contain real-time and archived atmospheric datasets.

Main Display (shown on the right)

The **Main Display** window includes the McIDAS-V display panels, legend, time animation controls, view point controls for 3D displays, icons to zoom and pan, menus to control views and projections, and the main McIDAS-V menu. Clicking the question mark icon in the Main Toolbar brings up the McIDAS-V User's Guide, which has both a table of contents and a search function.

Common Usage Scenario

To create displays of data with McIDAS-V, the common usage scenario is:

- Choosing the source of data (local files, remote servers, etc.)
- Selecting parameters and display type
- Creating the display
- Controlling the display

Introduction to McIDAS-V controls

1. Load the **Intro-Bundle.mcvz** bundle to display NCEP GFS data in the **Main Display** window.
 - a. In the **Main Menu Bar** in the **Main Display** window of McIDAS-V, select **File -> Open File...**
 - b. In the file browser, “Look In” the location where you downloaded the data files for this tutorial, select **Intro-Bundle.mcvz** and click **Open**.
 - c. When prompted, select *Replace Session* to replace the current window with the contents of the bundle and click **OK**.
 - d. Under “Confirm Layer/Data Removal” uncheck the *Always Ask* box and click **Remove all layers/data**.
 - e. Select *Write to temporary directory*, check *Don't show this again*, and click **OK**.

The **Main Display** will change to a view from the south, and two new 3D Surfaces will be listed in the Legend in the right panel of the **Main Display** window. The two surfaces are an isosurface of a constant wind speed of 50 m/s, and a color-shaded image over topography.

2. Click and drag the right mouse button to rotate the display. Use the navigation controls listed on the last page of this document or the navigation controls on the left side of the **Main Display** to zoom in and out, and “move through” the data.
3. Toggle the 3D surfaces on and off in the display by clicking the checkbox next to each item in the **Legend** on the right side of the **Main Display** window.
4. Click on the name of each item in the **Legend** to bring up the *Layer Controls* to change the color table or the isosurface values.
5. Use the **Time Animation** controls at the top of the image to loop through the images, or step through them one by one.

Zooming, Panning, and Rotating Controls

Zooming	Panning	Rotating
	Mouse	
<p>Shift-Left Drag: Select a region by pressing the <i>Shift</i> key and dragging the left mouse button.</p> <p>Shift-Right Drag: Hold <i>Shift</i> key and drag the right mouse button. Moving up zooms in, moving down zooms out.</p>	<p>Control-Right Mouse Drag: Hold <i>Control</i> key and drag right mouse to pan.</p>	<p>Right Mouse Drag: Drag right mouse to rotate.</p>
	Scroll Wheel	
<p>Scroll Wheel-Up: Zoom Out.</p> <p>Scroll Wheel-Down: Zoom In.</p>		<p>Control-Scroll Wheel-Up/Down: Rotate clockwise/counter clockwise.</p> <p>Shift-Scroll Wheel-Up/Down: Rotate forward/backward clockwise.</p>
	Arrow Keys	
<p>Shift-Up: Zoom In.</p> <p>Shift-Down: Zoom Out.</p>	<p>Control-Up arrow: Pan Down.</p> <p>Control-Down arrow: Pan Up.</p> <p>Control-Right arrow: Pan Left.</p> <p>Control-Left arrow: Pan Right.</p>	<p>Left/Right arrow: Rotate around vertical axis.</p> <p>Up/Down arrow: Rotate around horizontal axis.</p> <p>Shift-Left/Right arrow: Rotate Clockwise/Counterclockwise.</p>