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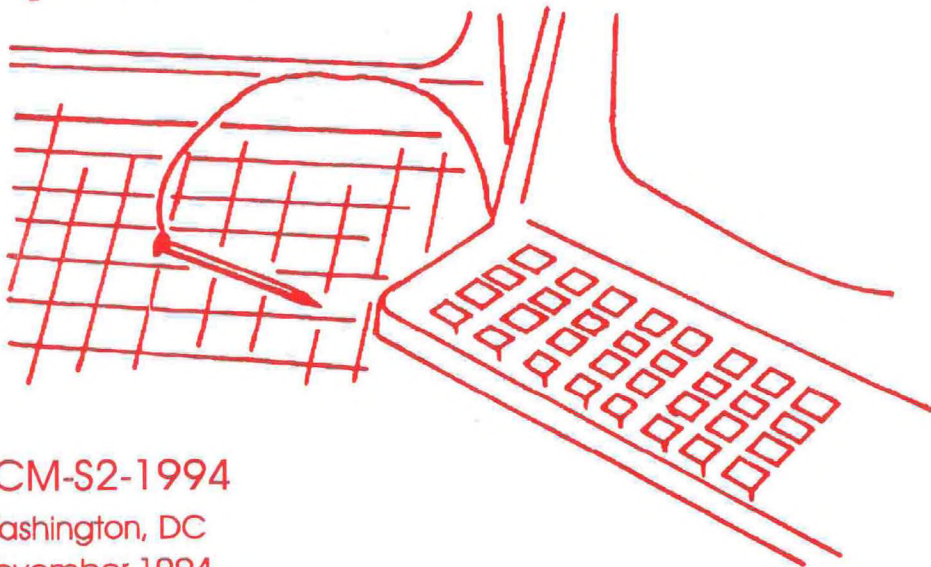
U.S. DEPARTMENT OF COMMERCE/ National Oceanic and Atmospheric Administration

OFCM



OFFICE OF THE FEDERAL COORDINATOR FOR
METEOROLOGICAL SERVICES AND SUPPORTING RESEARCH

Standard Formats for Weather Data Exchange Among Automated Weather Information Systems



FCM-S2-1994
Washington, DC
November 1994

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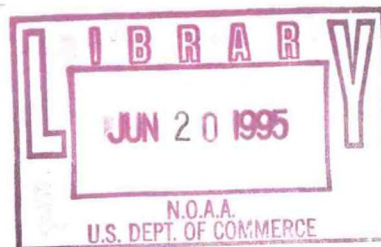
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FOR
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CHANGE AND REVIEW LOG

Use this page to record changes and notices of reviews.

Change Number	Page Numbers	Date Posted	Initials
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FOREWORD

The Office of the Federal Coordinator for Meteorological Services and Supporting Research (OFCM), through its infrastructure of committees and working groups under the Interdepartmental Committee for Meteorological Services and Supporting Research (ICMSSR), prepares standard data formats for weather information and protocols of communications to improve the exchange of information among the Federal agencies and for efficient applications by the users. This document presents an update of standard data formats.

The efforts of the members of the Working Group for Communication Interfaces and Data Exchange (WG/CIDE) in preparing this update are gratefully acknowledged.

A handwritten signature in black ink, appearing to read "Julian M. Wright, Jr.", with a stylized flourish at the end.

Julian M. Wright, Jr.
Federal Coordinator for
Meteorological Services
and Supporting Research



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Standard Formats for Weather Data Exchange
Among
Automated Weather Information Systems

TABLE OF CONTENTS

CHANGE AND REVIEW LOG	ii
FOREWORD	iii
TABLE OF CONTENTS	v
LIST OF FIGURES	vii
LIST OF TABLES	xi
CHAPTER 1. INTRODUCTION	
1.1 Purpose	1-1
1.2 Objective	1-1
1.3 Scope	1-1
1.4 Essential Principles	1-2
CHAPTER 2. GENERAL FORMAT DEFINITION	
2.1 Format Structure	2-1
2.2 Block Format	2-2
2.3 Coordinate System Conventions	2-4
CHAPTER 3. PRODUCT CONTENT	
3.1 Data Categories	3-1
3.2 Mode/Submode Designations	3-1
3.3 Product Format	3-2
3.4 Mode/Submode Combinations	3-2
CHAPTER 4. CONTROL BLOCKS	
4.1 Product Identification Block	4-1
4.2 End of Product Block	4-1
4.3 Classification Block	4-1
4.4 Define Plot Parameters Block	4-1
4.5 Define Datawidth/Fieldwidth Block	4-1
4.6 Product Information Block	4-2
4.7 Line Information Block	4-2
4.8 Map Background Definition Block	4-2
4.9 Set Active Font Block	4-2
4.10 Define Color Palette Block	4-2

CHAPTER 5.	SYSTEMS DATA	
5.1	General Information	5-1
5.2	Binary Data Block	5-1
CHAPTER 6.	FORMATTED BINARY BLOCKS	
6.1	Product Definition Block	6-1
6.2	Satellite Product Definition Block	6-1
6.3	Data Description Block	6-1
6.4	Data Block	6-1
6.5	Presentation of Formatted Binary Data	6-1
6.6	Data Sequence Block	6-3
CHAPTER 7.	VECTOR GRAPHIC BLOCKS	
7.1	Product Definition Block	7-1
7.2	Data Description Blocks	7-1
7.3	Data Blocks	7-2
CHAPTER 8.	ALPHANUMERIC BLOCKS	
8.1	Product Definition Block	8-1
8.2	Data Description Block	8-1
8.3	Data Blocks	8-1
CHAPTER 9.	RASTER SCAN BLOCKS	
9.1	Product Definition Blocks	9-1
9.2	Data Description Blocks	9-1
9.3	Data Blocks	9-2
CHAPTER 10.	GRIDDED DATA BLOCKS	
10.1	Product Definition Block	10-1
10.2	Data Description Block	10-1
10.3	Data Blocks	10-1
10.4	Grid Conventions	10-2
APPENDIX A.	TERMS, DEFINITIONS AND STANDARD VALUES	A-1
A.1	Glossary	A1-1
A.2	Mnemonics	A2-1
APPENDIX B.	REFERENCES	B-1
APPENDIX C.	CODE TABLES	C-1
C.1.	General	C1-1
C.2.	Meteorological Program Codes	C2-1

APPENDIX D.	PRODUCT IDENTIFIER NUMBERS	D-1
D.1.	File Indicators	D1-1
D.2.	Catalog Numbers	D2-1
APPENDIX E.	LOCATION IDENTIFIERS	E-1
APPENDIX F.	EXAMPLES	F-1
F.1.	Vector Graphic Product Structure	F-2
F.2.	Alphanumeric Product	F-5
F.3.	Surface Formatted Binary Product	F-7
F.4.	Upper Air Formatted Binary Product	F-10
F.5.	Unpacked Gridded Data Product	F-13
F.6.	Plot Data Block Using Plot Process Code 2	F-15
F.7.	Satellite Image Product	F-16

LIST OF FIGURES

Figure	Page
2-1 General Block Format	2-6
2-2 General Product Data Set Structure	2-8
4-1 Product Identification Block Format (Mode 1/Submode 1)	4-3
4-2 End of Product Block (1/2)	4-5
4-3 Classification Block (1/3)	4-5
4-4 Define Plot Parameters Block (1/4)	4-6
4-5 Define Datawidth/Fieldwidth Block (1/5)	4-8
4-6 Product Information Block (1/6)	4-9
4-7 Line Information Block (1/7)	4-10
4-8 Map Background Definition Block (1/10)	4-11
4-9 Set Active Font Block (1/11)	4-13
4-10 Define Color Palette Block (1/12)	4-14
5-1 Binary Data Block (2/n)	5-1
6-1 Formatted Binary Product Definition Block (3/20)	6-4
6-2 Formatted Binary Data Description Block, Option 1 (3/21)	6-5
6-3 Formatted Binary Data Description Block, Option 2 (3/22)	6-7
6-4 Formatted Binary Data Block (3/1)	6-9
6-5 Formatted Binary Sequence Block (3/23)	6-10
6-6 Satellite Product Definition Block (3/30)	6-12

7-1	Vector Graphic Product Definition Block (4/20)	7-4
7-2	Define Graphics Data Parameters Product Definition Block (4/30)	7-7
7-3	Absolute Vectors Block (4/1)	7-9
7-4	Relative Vectors Block (4/2)	7-10
7-5	CPC Vectors Block (4/3)	7-11
7-6	Variable Exception Vectors (VEV) Block (4/4)	7-12
7-7	Long/Short Relative Vectors Block (4/5)	7-14
7-8	Point-Slope Vectors Block (4/6)	7-15
7-9	Wind Barbs Vectors Block (4/7)	7-16
7-10	Vector (Arrow) Plot Block (4/10)	7-17
7-11	Center Radius Arc Vectors Block (4/11)	7-19
7-12	Curve Vectors Block (4/12)	7-21
8-1	Alphanumeric Product Definition Block (5/20)	8-3
8-2	Alphanumeric Characters Block (5/1)	8-4
8-3	Plot Data Block (5/2)	8-5
8-4	Wind Barbs Data Block (5/3)	8-7
8-5	Alphanumeric Data Block (5/4)	8-9
9-1	Satellite Product Definition Block (6/20)	9-5
9-2	Pixel Product Definition Block (6/30)	9-8
9-3	Raster Scan Data Block (6/1)	9-10
9-4	Polar/Geosynchronous Image Product Definition Block (6/40)	9-11

9-5	Geosynchronous Image Product Description Block (6/41)	9-14
9-6	Polar Image Product Description Block (6/42)	9-18
10-1	Packed Gridded Data Product Definition Block (7/20)	10-3
10-2	Gridded Data Definition Block Parameters	10-7
10-3	Band Index Data Block (7/1)	10-8

LIST OF TABLES

Table	Page
3-1 Key to Mode/Submode Designations	3-6
3-2 Mode Designations	3-7
3-3 Submode Designations	3-8
3-4 Allowable Mode/Submode Combinations	3-10
A2-1 Symbol, Element and Line Mnemonics	A2-1
A2-2 Data Block Data Code	A2-9
A2-3 Other Mnemonics Used in This Document	A2-12
C1-1 Standard ASCII Code (ANSI X3.4-1977)	C1-1
C2-1 Projection Indicator (PI) Set Codes	C2-1
C2-2 Plot Process Codes	C2-7
C2-3 Grid Indicator (GI) Set Codes	C2-8
C2-4 Units Code (Octal)	C2-11
C2-5 Data Representation Codes	C2-14
C2-6 Character Sets	C2-15
C2-7 Background Names	C2-16
D-1 File Indicators	D1-1
D-2 NWS AWIPS Graphic Product Identifiers	D2-1

CHAPTER 1

INTRODUCTION

1.1. Purpose. This Weather Data Exchange Format Document presents a common set of formats to be used for the presentation of weather data among Federal agencies. The document includes formats which meet current and planned requirements of the National Weather Service (NWS), United States Air Force (USAF), United States Navy (USN), and Federal Aviation Administration (FAA). WMO Sponsored international codes (for example, GRIB, GRID, and BUFR) are not addressed in this document

A potential user should not attempt to apply specific formats without: (1) a thorough knowledge of the format contents, (2) an understanding of the product data set format syntax necessary to organize the data, and (3) an understanding of general techniques as applied to automated computer graphics. Reference to Appendix F during the reading of this document will greatly aid the user in understanding the formats.

1.2. Objective. The objectives of this standard formats document are:

- A. To provide a level of data structuring above the telecommunications that is not dependent on the networking and data link procedures.
- B. To provide a format that will support existing products and message data, both graphic and nongraphic.
- C. To provide a device independent format that will allow for expansion to handle new data structures or graphics devices without having to redefine the general structure of the format.
- D. To provide a format that will be convenient for the host processor to generate and for the receiving hardware to process.
- E. To provide a format that readily allows receivers to bypass data formats not usable or necessary at the receiving station.
- F. To provide a format which is byte oriented with 8 bits per byte (octets).

1.3. Scope. This document specifies the format structure for data transfer, identifies categories of products covered by the formats and defines the formats for each data category to the

byte level. Telecommunications protocols are not covered in this document.

1.4. Essential Principles. In order to facilitate automated processing by computer at the sites being serviced by this format, the following principles must apply:

- A. The defined meaning and size of an element must remain absolutely constant, regardless of the mode/submode block (see Section 2.2, Block Format) in which it appears. Elements which are common to more than one mode/submode block must appear in those blocks as defined:
 - 1. In their defined order.
 - 2. In their defined format.
 - 3. Having constancy of meaning regardless of block type.
- B. The defined field size (in either bits or bytes) for an element must remain constant throughout the code.
- C. Redundancy and duplication shall be avoided. This especially applies to defining "new" elements or new block types (mode/submode) which are nearly a duplication of an existing element or block type. For example: Rather than defining a new grid type code, the existing codes should be used by adding to its definition.
- D. Formats shall be "self-contained" as far as technically feasible. That is, they should carry within the code all that is necessary to decode and use the information without reference to assumed or previously understood rules not contained in this publication.
- E. Format elements must always be general rather than device specific or machine specific. For example, a number that must be represented in floating point format as an element should have field lengths which conform easily to byte and/or byte pair boundaries. The format of such elements should fall naturally into the structure of the block which holds them.

1.4.1. Guidelines. In order to maintain fidelity with Objective A, Section 1.2 with respect to "data structuring above the telecommunications level," it is important to adhere to the following guidelines:

- A. Elements included in this document are present for the purpose of non-telecommunication processing. These

data are the innermost part of an envelope whose outer parts are concerned with telecommunications processing.

- B. Changes or enhancements to the telecommunications sections of the product transmission are completely independent of changes to the formats contained herein. Conversely, changes to these formats should not impact in any way the telecommunications format.

CHAPTER 2

GENERAL FORMAT DEFINITION

2.1. Format Structure. The format structure is constructed with information blocks. Information blocks provide control information and contain data. Figure 2-1 displays the general format of information blocks. A specific grouping of these blocks is used to create a product (see Section 2.1.2.1) and is considered a product data set.

2.1.1. Information Blocks Definition. An information block is a series of bytes identifying, controlling, or containing information used to create products. These blocks are characterized as control blocks, product definition blocks, data description blocks and data blocks.

2.1.1.1. Control Blocks. The control blocks are Product Identification, End of Product and parameter control blocks. The Product Identification Block is a standard block used for all products. Its purpose is to convey the information needed to uniquely identify each product so that appropriate processing routines may be initiated by the receiving system. The End of Product block is a standard block that signifies the end of the product data set. Other control blocks (see Chapter 4) provide product data set wide control of parameters in the data blocks.

2.1.1.2. Product Definition Block. The Product Definition block shall contain all information required to define the nature of the product being transferred (product area, scale, orientation, etc.).

2.1.1.3. Data Description Block. The Data Description block shall contain all information required to describe the contents of the data block(s) that follow (number and type of elements, element arrangement, units, etc.). The data description block shall be used when additional information about the structure and content of the data block(s) is required.

2.1.1.4. Data Block. The Data Block(s) shall contain the data in the format, units, etc., specified by the data description block, if not inherent in the data block itself.

2.1.2. Blocking Conventions. Multiple information blocks are used to create a product.

2.1.2.1. Product Data Set Structure. The product data set components shall be: a Product Identification block; a Product Definition block; one or more sets of control, data description, and data blocks; and each product data set shall be

terminated by an End of Product block. Figure 2-2 displays the general Product Data Set Structure.

2.1.2.2. Block Sequencing. The Product Identification block shall always be the first block in the product data set. The Product Definition Block, when required (see Section 3.4.1) shall immediately follow the Product Identification Block. Define Plot Parameters and Define Data Width/Field Width blocks may be interspersed with the data blocks and may appear anywhere in the product data set after the Product Identification block but before the data to which it applies. Multiple sets of Data Description blocks (when used), followed by one or more Data Blocks, may be used as required by the product originator to define all components of the product.

2.2. Block Format. Each block may contain the following fields: a LENGTH field, the MODE and SUBMODE fields, the DATA field, and a CHECKSUM field. These fields are defined in the notes following Figure 2-1. The LENGTH and CHECKSUM fields provide internal block information. The MODE and SUBMODE fields indicate the general content of the DATA field in the block.

2.2.1. Block Termination. The LENGTH field, if used, identifies the end of the block by providing a count of all byte pairs contained in the block. If the LENGTH field is not used, termination of a block can be accomplished by setting the most significant bit of the last byte in the data field. The originator must be able to guarantee that all other bytes in the data field have a zero in the most significant bit; otherwise, the LENGTH field will be necessary. In the case of text data, ETX plus ETB, or NULL, shall be used to end a block. (See Section 2.2.3.2.B.)

2.2.2. Block Size. Block length shall be variable but shall not exceed 4096 bytes, including the LENGTH and CHECKSUM fields when used. Multiple data blocks shall be used as required by the product originator to conform to the block length restriction and enhance circuit efficiency.

2.2.3. Block Format Conventions. The following general format conventions shall be observed within all blocks:

- A. Bit numbering shall be right to left, starting with zero (the least significant bit).
- B. Byte numbering shall be left to right, starting with byte zero.
- C. All fields in the blocks shall be in one or more bytes unless otherwise specified in the block format or the data description block.

- D. All block formats shall be arranged into two byte pairs with the bytes ordered left to right.
- E. The LENGTH and CHECKSUM fields shall be used as required by the product originator. The presence or absence of the LENGTH and CHECKSUM fields shall be indicated by the flag in the LENGTH field. If the LENGTH and CHECKSUM fields are not used, the two left-most bits in byte zero of the block (i.e., the two most significant bits of the MODE byte) become the flag bits.

2.2.3.1. Graphic Display Information. The data contained in blocks which are display-oriented shall observe the following conventions:

- A. All negative binary data shall be in two's complement form.
- B. Binary data shall be right justified and zero filled.
- C. All data is represented in octal notation unless otherwise noted.

2.2.3.2. Text Information. The data contained in text blocks (e.g. displayable messages) shall observe the following conventions:

- A. All text data shall be seven (7) bit ASCII (ANSI X3.4-1977). Parity, if used, is transparent to these formats, except when the uppermost bit of the last data byte is being used to identify the last byte for recognition of block termination. (See Section 2.2.1.)
- B. Text data shall be left justified within a field and blank filled. When using the text code form, one of two options will be used to terminate the text strings. The first option is to use the null (0) byte as the only termination for all text strings. In this case the characters ETX, ETB, and RS will not be used. The second option will use the RS character to separate records within a text data block. The control character ETB will be used at the end of blocks which are not the final block of a product data set. The character ETX will be the final character of an ASCII block which is the final block in a product data set. The most significant bit of the final byte (ETB or ETX) in the block may also be used for termination of a block when the previous bytes contain zeros in the most significant bit.

2.3. Coordinate System Conventions. Many of the products transmitted in the formats specified in this document use one of three coordinate systems to register and locate features at their proper position on a map or background. Once the coordinate system is selected, that system is then used for all subsequent coordinate references. The user needs to have a thorough understanding of the particular coordinate system being used and the implication that system has on proper data interpretation. The coordinate system in use for a product is indicated by a COORDINATE FLAG code found in the Product Definition Block. The three coordinate systems which can be used are:

Latitude/Longitude
Cartesian
Pixel.

The choice of coordinate systems affects interpretation of the following product registration information (applicable mode/submodes appear in parenthesis):

Reference M,N Coordinates	(4/20, 7/20)
M,N Maximum	(4/30)
M,N Center	(4/30)
M,N Coordinates	(4/1, 4/2, 4/3, 4/4, 4/5, 4/6, 4/7, 4/10, 4/11, 4/12, 5/1, 5/2, 5/3)
Delta M,N	(4/2, 4/5, 5/1)
ISTART, JSTART	(7/20)
IPOLE, JPOLE	(7/20)

The explicit meaning of the coordinate flag remains in effect until changed by a new coordinate flag presented in a new Product Definition Block within the product data set in question.

2.3.1. Latitude/Longitude Coordinate System (Coordinate Flag = 0). With this system, all product registration data use latitude and longitude to position features. All grid coordinate references appear in standard latitude and longitude on earth.

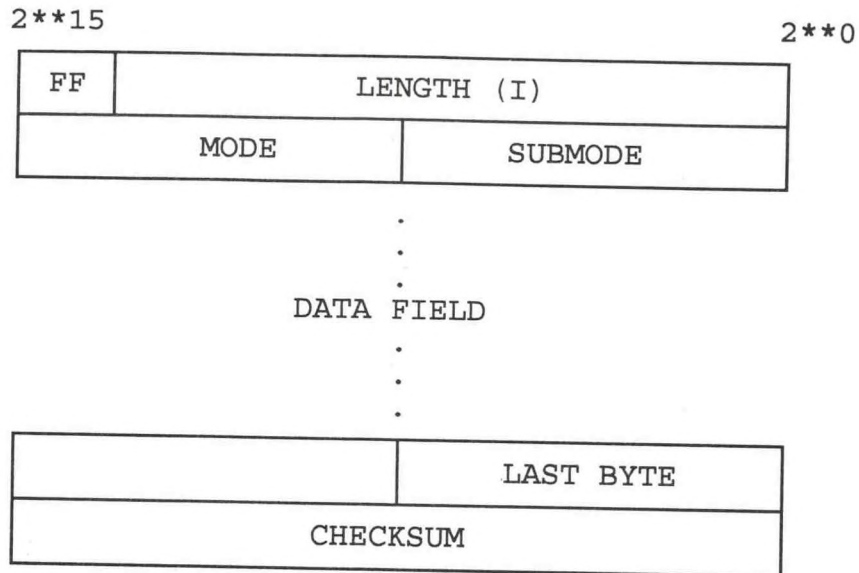
2.3.2. Cartesian Coordinate System (Coordinate Flag = 1). Many of the numerical models used in meteorology use some form of Cartesian coordinate grid system for mathematical manipulations. Because of this, it is convenient to output products with data registered to these Cartesian grid points. The array of points themselves are created projecting the earth onto a flat plane, selecting a coordinate system origin, and defining an array of

uniformly spaced points. The agencies involved in producing the products described in this document each have their own unique Cartesian coordinate grid systems but they are related. Mathematical equations can be used to convert from one system to the other but the user must have basic knowledge concerning the grid system of the source. This information includes:

- Projection
- Grid density
- Indexing conventions
- Origin point
- Location of pole (in Cartesian coordinates)
- Standard longitude
- U,V-Wind component conventions.

Knowing these, the user can properly interpret the coordinate information imbedded in the product.

2.3.3. Pixel Coordinate System (Coordinate Flag = 2). In some cases, it is convenient to send product coordinate information relative to a logical display reference system, called pixel in this case. The origin (0,0) of the logical display space is the lower left corner and the indexing convention follows the right hand rule. Products are described relative to this logical display space in terms of horizontal (I-direction or X-direction) and vertical (J-direction or Y-direction) displacement from the origin. This pixel grid coordinate system can be translated by the user into whatever system needed for product manipulation and display.



NOTES:

1. **FF . Flag:** The Flag field is a two-bit LENGTH/CHECKSUM indicator. Possible combinations of these two bits are:

Flag Bits	LENGTH field	CHECKSUM field
00	YES	YES
01	YES	NO
11	NO	NO

If the most significant Flag bit is one (1), the least significant six bits of the left-hand byte will contain the Mode. The Flag bit combination 10 is not used as an indicator since there will never be a CHECKSUM field if the LENGTH field is not present. Blocks that contain non-text data shall always have a LENGTH field.

2. **LENGTH:** The LENGTH is the total number of two byte pairs in the current block, including the bytes containing the LENGTH and CHECKSUM fields if present.

3. The notation (I) indicates an unsigned integer quantity, e.g., LENGTH (I) indicates the LENGTH is an integer number.

4. **MODE:** The MODE indicator byte is contained in all transmission blocks and tells to the receiver the type of block being transferred. Note that the most significant bit will be a one (1) if LENGTH and CHECKSUM fields are not present.

5. **SUBMODE:** The SUBMODE is used to group each MODE into its logical subdivisions for the purpose of clarity in defining a block of data within a transmission mode.

Figure 2-1. General Block Format; Mode X, Submode Y

NOTES: Figure 2-1 (Cont.)

6. DATA FIELD: The DATA FIELD bytes contain information about the data and/or the data itself. Each block (i.e., MODE and SUBMODE combination) has information defined in this field for specific applications. The DATA FIELD will end on a two byte boundary, with binary data being zero filled and alphanumeric data being blank filled if necessary.

7. CHECKSUM: The CHECKSUM is a 16 bit field containing the two's complement of the arithmetic sum of all 16 bit byte pairs in the block with no end around carry. Adding all the byte pairs in a Mode/Submode that contains a CHECKSUM field will produce a sum equal to zero.

Decimal	Hex	Octal
5	0005	000005
769	0301	001401
86	0056	000126
54	0036	000066
<u>-914</u>	<u>FC6E</u>	<u>176156</u>

00	5
MODE	SUBMODE
YEAR	
SERIAL DAY	
CHECKSUM	

$$\text{CHECKSUM} = -914_{10} = \text{FC6E}_{16} = 176156_8$$

Figure 2-1. (Cont.) General Block Format; Mode X, Submode Y

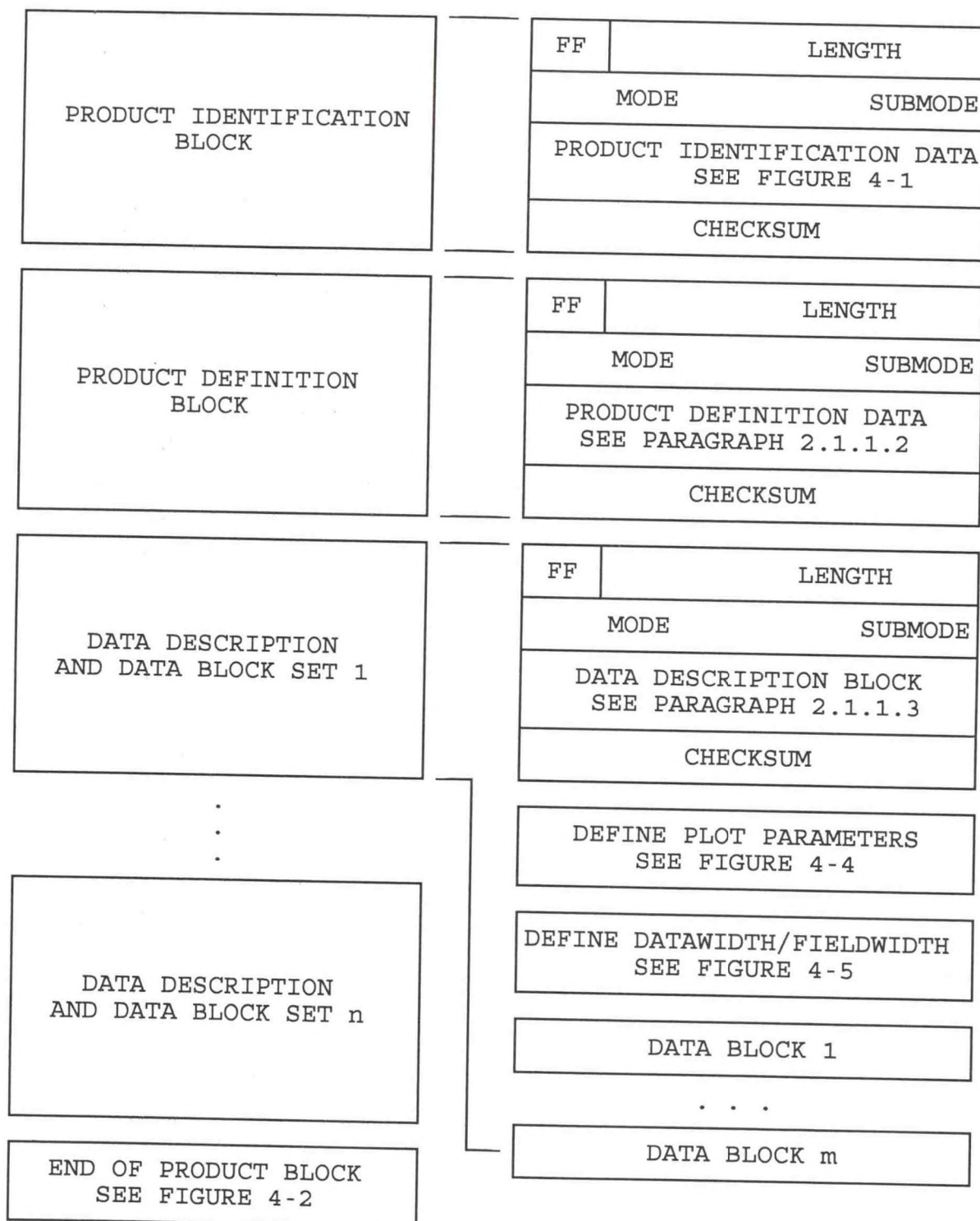


Figure 2-2. General Product Data Set Structure

CHAPTER 3

PRODUCT CONTENT

3.1. Data Categories. The formats contain information blocks of two basic types: 1) product data set control and 2) product data.

3.1.1. Product Data Set Control. The product data set control information includes the blocks for beginning and ending the product data set, for defining parameter values and fields within the product data set, and which contain other product related information. Also, user specific internal system data control is provided for.

3.1.2. Product Data. The product data can be specified by the following categories:

- A. Formatted Binary
- B. Vector Graphic
- C. Alphanumeric
- D. Raster Scan
- E. Gridded

3.1.2.1. Formatted Binary Data. Formatted binary data consists of machine-readable decoded weather observation/forecast data.

3.1.2.2. Vector Graphic Data. Vector graphic data shall be used to describe weather maps/charts. Vector graphic data includes vectors, graphic symbols and geographic background.

3.1.2.3. Alphanumeric Data. Alphanumeric (A/N) data shall be used for man-readable messages consisting of A/N character strings and labels for display products.

3.1.2.4. Raster Scan Data. Raster scan data shall be pixel data describing visual imagery such as satellite pictures, radar pictures, gray level imagery or facsimile images. This data may be in either packed or unpacked form.

3.1.2.5. Gridded Data. Gridded data shall consist of sets of machine readable weather data located at a regular array of grid points.

3.2. Mode/Submode Designations. All format blocks are identified by mode and submode values. These values are represented in octal notation. The key to general mode/submode assignments is found in Table 3.1. In general, mode numbers

represent data categories and submode numbers represent the specific product definition, data description and data blocks within a data category. Currently defined modes and submodes are shown in Tables 3.2 and 3.3; however, new mode/submode combinations shall be added based on agency needs and committee agreement.

3.2.1. Mode Designations. The data categories in Section 3.1.2 are identified by mode numbers. Mode 1 contains control blocks, Mode 2 is for individual user internal system applications, and Modes 3 through 7 are for the product data. See Table 3.2.

3.2.2. Submode Designations. Table 3.3 presents a listing of the submodes within each mode and gives a reference to corresponding figures.

3.3. Product Format. A product data set is formed to create a product. A complete product shall consist of all information required to describe a bounded group of related data. A product data set contains the product identification, definition, data description and data blocks (the format specified in Chapter 2) as necessary to create the desired product. The product definition block identifies the type of product (e.g., alphanumeric message, graphic display, or satellite image, etc.). Data descriptions and data blocks from any data category may be included in a single product data set if that data is needed for the product (e.g., alphanumeric labels applied to a graphic product). A representative example of a vector graphic product is found in Appendix F, Example No. 1.

3.4. Mode/Submode Combinations. As a rule, the mode/submode designations for a product data category will not be mixed with designations for a different product data category. For example, vector graphic data and gridded data will not appear in the data set defining one product.

3.4.1. Required and Optional Blocks. The following shows the required and optional blocks for each of the product data categories.

3.4.1.1. Systems Data Category

A. Required Blocks

Mode 1/Submode 1
Mode 2/User defined Submode
Mode 1/Submode 2

B. Optional Blocks

Mode 1/Submode 3

3.4.1.2. Formatted Binary Product Data Category

A. Required Blocks

Mode 1/Submode 1
Mode 3/Submode 1
Mode 1/Submode 2

B. Optional Blocks

Mode 1/Submode 3
Mode 1/Submode 6
Mode 1/Submode 10
Mode 3/Submode 20
Mode 3/Submode 21
Mode 3/Submode 22
Mode 3/Submode 23
Mode 3/Submode 30

C. Note: Mode 3/Submode 21 or Mode 3/Submode 22 is required if the format of the data presented in Mode 3/Submode 1 has not been specified external to the product by mutual agreement of the exchanging agencies controlling the weather information systems involved in the data exchange.

3.4.1.3. Vector Graphic Product Data Category

A. Required Blocks

Mode 1/Submode 1
Mode 1/Submode 2
One of the following:
Mode 4/Submode 20
Mode 4/Submode 30

One or more of any selected one of the following:

Mode 4/Submode 1
Mode 4/Submode 2
Mode 4/Submode 3
Mode 4/Submode 5
Mode 4/Submode 6

B. Optional Blocks

Mode 1/Submode 3
Mode 1/Submode 4
Mode 1/Submode 6
Mode 1/Submode 7
Mode 1/Submode 10
Mode 1/Submode 11
Mode 1/Submode 12

Mode 4/Submode 4
Mode 4/Submode 7
Mode 4/Submode 10
Mode 4/Submode 11
Mode 4/Submode 12
Mode 5/Submode 1
Mode 5/Submode 2
Mode 5/Submode 3

3.4.1.4. Alphanumeric Product Data Category

A. Required Blocks

Mode 1/Submode 1
Mode 5/Submode 4
Mode 1/Submode 2

B. Optional Blocks

Mode 1/Submode 3
Mode 5/Submode 20

3.4.1.5. Raster Product Data Category

A. Required Blocks

Mode 1/Submode 1
One or both of the following:
Mode 6/Submode 20
Mode 6/Submode 30
Or both of the following:
Mode 6/Submode 40
Mode 6/Submode 41
Or both of the following:
Mode 6/Submode 40
Mode 6/Submode 42
Mode 6/Submode 1
Mode 1/Submode 2

B. Optional Blocks

Mode 1/Submode 3
Mode 1/Submode 5
Mode 1/Submode 10
Mode 1/Submode 12

C. Note: Mode 1/Submode 5 is required if the data presented in Mode 6/Submode 1 has not been specified external to the product as a default datawidth and fieldwidth by mutual agreement of the exchanging agencies controlling the weather information systems involved in the data exchange.

3.4.1.6. Gridded (Packed) Product Data Category

A. Required Blocks

Mode 1/Submode 1
Mode 7/Submode 20
Mode 7/Submode 1
Mode 1/Submode 2

B. Optional Blocks

Mode 1/Submode 3
Mode 1/Submode 5
Mode 1/Submode 6
Mode 1/Submode 10

C. Note: Mode 1/Submode 5 is required if the data presented in Mode 7/Submode 1 has not been specified external to the product as a default datawidth and fieldwidth by mutual agreement of the exchanging agencies controlling the weather information systems involved in the data exchange.

3.4.1.7. Gridded (Unpacked) Product Data Category

A. Required Blocks

Mode 1/Submode 1
Mode 7/Submode 20
Mode 3/Submode 1
Mode 1/Submode 2

B. Optional Blocks

Mode 1/Submode 3
Mode 1/Submode 6
Mode 1/Submode 10
Mode 3/Submode 21

3.4.2. Allowable Mode/Submode Combinations. Table 3.4 summarizes the allowable combinations of defined modes and submodes for the various mode designations.

Table 3-1 Key to Mode/Submode Designations

<u>Number (Octal)</u>	<u>Type of Information</u>
Modes 001-002	Product Control/Internal System Data
Submodes 001-012	Control or Data Blocks
Modes 003-077	Product Type (only 3-7 are currently assigned)
Submodes 001-017	Data Blocks (DB)
020, 030, ..., 070	Product Definition Blocks (PDB)
021-027, 031-037, ..., 071-077	Data Description Blocks (DDB) associated with PDB, (e.g., 21-27 => 20)
100-377	Unassigned, to be designated if the assigned ranges are exhausted.

Table 3-2. Assigned Mode Designations

<u>Mode</u> (Octal)	<u>Definition</u>
001	Product Data Set Control
002	Systems Data
003	Formatted Binary*
004	Vector Graphic
005	Alphanumeric
006	Raster Scan
007	Gridded*

*Note: Packed gridded data is accommodated under Mode 7, unpacked gridded data is accommodated under Mode 3.

Table 3-3. Assigned Submode Designations

<u>Description</u>	<u>Submode (Octal)</u>	<u>Figure No.</u>
Mode 1 Product Data Set Control		
Product Identification Block	1	4-1
End of Product Block	2	4-2
Classification Block	3	4-3
Define Plot Parameters Block	4	4-4
Define Datawidth/Fieldwidth Block	5	4-5
Product Information Block	6	4-6
Line Information Block	7	4-7
Map Background Definition Block	10	4-8
Set Active Font Block	11	4-9
Define Color Palette Block	12	4-10
Mode 2 Systems Data		
Binary Data Blocks	User Definable	5-1
Mode 3 Formatted Binary		
Formatted Binary Product Definition Block	20	6-1
Formatted Binary Data Description Block, Option 1	21	6-2
Formatted Binary Data Description Block, Option 2	22	6-3
Formatted Binary Data Block	1	6-4
Formatted Binary Sequence Block	23	6-5
Satellite Product definition Block	30	6-6
Mode 4 Vector Graphic		
Graphics Product Definition Block	20	7-1
Define Graphics Parameters Block	30	7-2
Absolute Vectors	1	7-3
Relative Vectors	2	7-4
CPC Vectors Block	3	7-5
Variable Exception Vectors (VEV) Block	4	7-6
Long/Short Relative Vectors Block	5	7-7
Point/Slope Vectors Block	6	7-8
Wind Barbs Vectors Block	7	7-9
Vector (Arrow) Plot Block	10	7-10
Center Radius Arc Vectors Block	11	7-11
Curve Vectors Block	12	7-12

Table 3-3. (Cont.) Assigned Submode Designations

<u>Description</u>	<u>Submode</u> (Octal)	<u>Figure No.</u>
<i>Mode 5 Alphanumeric</i>		
Alphanumeric Product Definition Block	20	8-1
Alphanumeric Character Block	1	8-2
Data Plot Block	2	8-3
Wind Barbs Data Block	3	8-4
Alphanumeric Data Block	4	8-5
<i>Mode 6 Raster Scan</i>		
Satellite Product Definition Block	20	9-1
Pixel Product Definition Block	30	9-2
Raster Scan Data Block	1	9-3
Polar/Geosynchronous Image Product Definition Block	40	9-4
Geosynchronous Image Data Description Block	41	9-5
Polar Image Data Description Block	42	9-6
<i>Mode 7 Gridded</i>		
Gridded Product Definition Block	20	10-1
Band Index Data Block*	1	10-3
*Packed gridded products. See Chapter 10.		

Table 3-4. Allowable Mode/Submode Combinations

<u>Mode</u> <u>Submode</u>	<u>Product Data Category</u>					
	<u>Systems</u>	<u>Formatted</u> <u>Binary</u>	<u>Vector</u> <u>Graphic</u>	<u>A/N</u>	<u>Raster</u>	<u>Gridded</u>
Product Data Set Control						
1/1	r	r	r	r	r	r
1/2	r	r	r	r	r	r
1/3	o	o	o	o	o	o
1/4					o	
1/5					o	
1/6		o	o		o	o (1)
1/7			o			o
1/10		o	o		o	o
1/11			o			
1/12			o		o	
Systems Data						
2/User Defined	r					
Formatted Binary						
3/1		r				
3/20		o				r (2)
3/21		o				
3/22		o (4)				o (2)
3/23		o				
3/30		o				
Vector Graphic						
4/1			r (3)			
4/2			r (3)			
4/3			r (3)			
4/4			o			
4/5			r (3)			
4/6			r (3)			
4/7			o			
4/10			o			
4/11			o			
4/12			o			
4/20			r (3)			
4/30			r (3)			

Table 3-4. (Cont.) Allowable Mode/Submode Combinations

<u>Mode</u> <u>Submode</u>	<u>Product Data Category</u>			
	<u>Systems</u>	<u>Formatted</u> <u>Binary</u>	<u>Vector</u> <u>Graphic</u>	<u>A/N Raster</u> <u>Gridded</u>
Alphanumeric				
5/1			o	
5/2			o	
5/3			o	
5/4				r
5/20				o
Raster Scan				
6/1				r
6/20				r (5)
6/30				r (5)
6/40				r (5)
6/41				r (5)
6/42				r (5)
Gridded (Packed)				
7/1				r (1)
7/20				r
Gridded (Unpacked)				
3/1				r (2)
7/20				r
3/21				o (2)

NOTES:

- r - Mode/submode is required
- o - Mode/submode is optional

- (1) - Used in packed gridded products.
- (2) - Used in unpacked gridded products.
- (3) - Only one of these mode/submodes will be used.
- (4) - Used in formatted mixed products.
- (5) - For a non-satellite image, only 6/30 shall be used.
For a satellite image, either; 6/20 or 6/30 or both,
or 6/40 and 6/41, or 6/40 and 6/42 shall be used.

CHAPTER 4

CONTROL BLOCKS

4.1. Product Identification Block. This block is required for all data types and shall be formatted as shown in Figure 4-1. The data field shall identify the origin of the product, the classification, retention time, product identifier, and file time. These fields shall be as defined in Figure 4-1 except as otherwise noted below or under individual data type format discussions.

4.2. End of Product Block. The End of Product Block format is shown in Figure 4-2. This block shall be standard for all data types.

4.3. Classification Block. The Classification Block format is shown in Figure 4-3. This block shall be used if additional information regarding the classification of the product data set (other than that information provided in the CLASSIFICATION byte of the Product Identification Block - Figure 4-1) is required.

4.4. Define Plot Parameters Block. This block shall be formatted as shown in Figure 4-4. When used, the fields required will be filled and all other fields will be either zero or blank filled, unless the length is used to foreshorten the block when the latter fields are not needed. IF LENGTH is not used, the full format is required. The Define Plot Parameters Block may be used prior to any data block to indicate the settings of display parameters. Once set, the parameters remain in that state until superseded by another Define Plot Parameters Block.

4.5. Define Datawidth/Fieldwidth Block. The Define Datawidth/Fieldwidth Block shall be formatted as shown in Figure 4-5. It may be used to redefine the number of bits allocated to (field width) and used by (data width) each data element in the specified mode/submode. The following rules shall apply to the use of this block:

A. Redefined Datawidth/Fieldwidth values shall not apply to the LENGTH, MODE, SUBMODE, CHECKSUM, or other informational elements in the specified Mode/Submode, i.e., redefined values apply only to the data itself.

B. Redefined values shall remain in effect for all subsequent blocks with the specified Mode/Submode until reset by another Define Datawidth/Fieldwidth Block or End of Product Block, whichever comes first in the product data set sequence.

C. The Define Datawidth/Fieldwidth Block may be inserted anywhere in the product data set but applies only to the blocks that immediately follow it in the product data set sequence.

D. Each block may be used to redefine values for one Mode/Submode. Additional blocks may be used, as required, to redefine values for additional mode/submode blocks. However, these blocks must be inserted immediately before the Mode/Submode to which the redefined Fieldwidth and Datawidth apply.

4.6. Product Information Block. The Product Information Block shall be formatted as shown in Figure 4-6. Use of this block allows entry of the product base date and time, and also the identifier program of the model which was used to generate the product. With appropriate use of the LENGTH, the Base Date/Time may appear alone in the block. This block is intended to appear only once within any product.

4.7. Line Information Block. The Line Information Block shall be formatted as shown in Figure 4-7. It is intended to be used optionally preceding any type of vector block. When the Line Information Block is present, it assigns a labeling value to the displayable line. This block must immediately precede the vector block which it describes. The definition it established remains in effect only for the vector block which immediately follows it.

4.8. Map Background Definition Block. The Map Background Definition Block shall be formatted as shown in Figure 4-8. It is intended to be used optionally to permit the user to map the product pixel coordinates to earth coordinates. This block must precede the vector, raster, or gridded blocks which it locates.

4.9. Set Active Font Block. The Set Active Font Block shall be formatted as shown in Figure 4-9. It is intended to be used optionally to permit the user to designate the active character set. This block must precede the vector blocks which are affected by it.

4.10. Define Color Palette Block. The Define Color Palette Block shall be formatted as shown in Figure 4-10. It is intended to be used optionally to permit the user to map the display colors required to correctly display a color modified vector graphic product or a color modified raster graphic product (which could include a raster image with overlaid vector products). The color palette permits the assignment of specific colors, including shades of gray, to each pixel.

FF	LENGTH (I)	
	001	001
	CHARACTER 1	CHARACTER 2
	CHARACTER 3	CHARACTER 4
	CLASSIFICATION	RETENTION TIME
	FILE INDICATOR	CHARACTER 2
	CHARACTER 3	CHARACTER 4
	CHARACTER 5	CHARACTER 6
	CHARACTER 7	CHARACTER 8
	CHARACTER 9	CHARACTER 10
	YEAR	
	MONTH	DAY
	HOURL	MINUTE
	CHARACTER 11	CHARACTER 12
	CHARACTER 13	CHARACTER 14
	CHARACTER 15	CHARACTER 16
	CHECKSUM	

Originator Identification

Product Identifier

Product File Time

Product Identifier Continuation

Figure 4-1. Product Identification Block; Mode 1, Submode 1

NOTES: Figure 4-1: Product Identification Block; Mode 1, Submode 1

1. If Length is not used, Product File Time is the last field.
2. Originator Identification: A four character identifier of the facility that generates or compiles the product.
3. CLASSIFICATION: The classification code is a single ASCII character defining the classification for this product as follows:

U = Unclassified
C = Confidential
S = Secret
T = Top Secret
E = Encrypt for Transmission Only (EFTO)

If additional information is required, a classification Block shall be used. (Section 4.3.)

4. RETENTION TIME: The RETENTION TIME is the default time, in days, the system shall use to retain the product before purging it. This byte will contain 377 (octal) or all binary zeros when this value is not furnished.

5. Product Identifier: The FILE INDICATOR byte plus the succeeding nine ASCII character bytes contain the Product Identifier. The FILE INDICATOR byte (an 8 bit binary value) specifies the naming convention used to identify the product. The Product Identifier is defined as follows:

Characters/ bytes	Definition
1	File Indicator determines originating agency. See Appendix D, Table D-1.
2-10	Determined by originating agency

6. Product File Time: The Product File Time shall consist of a full century year (16 bit integer), month, day, hour, and minute (8 bit integers). It represents a means of further identifying products with identical Product Identifiers. Unless otherwise specified, this time shall be the date/time the product was generated.

7. Product Identifier Continuation: This optional field is used for product sets which require additional characters for identification. The LENGTH field is required to be present if this field is to be used.

Figure 4-1. (Cont.) Product Identification Block; Mode 1, Submode 1

FF	LENGTH (I)	
001		002
CHECKSUM		

Figure 4-2. End of Product Block; Mode 1, Submode 2

FF	LENGTH (I)	
001		003
CHARACTER 1		CHARACTER 2
CHARACTER 3		CHARACTER 4
.		
.		
.		
		LAST CHARACTER
CHECKSUM		

NOTES: Figure 4-3

1. CHARACTER: The information in ASCII code.
2. This block follows the rules for non-graphic blocks. See Section 2.2.3.2.

Figure 4-3. Classification Block; Mode 1, Submode 3

FF	LENGTH (I)	
	001	004
Z	ZOOM THRESHOLD	ZOOM FACTOR
	PLOT COLOR	BACKGROUND COLOR
	LINE CHARACTER	LINE WIDTH
	CHARACTER 1	CHARACTER 2
	CHARACTER 3	CHARACTER 4
	LOGICAL FILL (R/L)	FILL PATTERN NO.
	CHECKSUM	

] Line Mnemonic

NOTES:

1. Z: Zoom Disable: If Z=1, the displayable data will be invariant in display size regardless of zoom selection. If Z=0 displayed data are sized according to zoom selection.

2. ZOOM THRESHOLD: The ZOOM THRESHOLD is the minimum magnification that may be applied to the product within the constraints of the data density from which the product was built. This value is the denominator of the fractional area of the entire viewing space. Currently assigned codes (decimal) which are representative of the zoom value are:

- 00 - Display at all zoom levels (default)
- 01 - Display at 1X or higher magnification
- 02 - Display at 2X or higher magnification
- 03 - Display at 3X or higher magnification
- .
- .
- 16 - Display at 16X or higher magnification

3. ZOOM FACTOR: An optional zoom (magnification) factor to be assigned to strings selectively at a local level. These values range from 0-255 (decimal).

- 0 - No zoom (default)
- 1 - 1X
- 2 - 2X
- 3 - 3X
- .
- .

Figure 4-4. Define Plot Parameters Block; Mode 1, Submode 4

NOTES: Figure 4-4 (Cont.):

4. PLOT COLOR and BACKGROUND COLOR: These values range from 0 to 255 (decimal). Application of National Institute of Standards and Technologies (NIST) color standards is to be determined.

5. LINE CHARACTER: Assigned values are:

- 0 - Continuous (default)
- 1 - Dotted line (alternate pixels)
- 2 - Dashed line (short dashes)
- 3 - Dashed line (long dashes)
- 4 - Dotted line (every 4th pixel)
- 5 - Symbolic line

6. LINE WIDTH: This value indicates the thickness of line in pixels.

7. Line Mnemonic: Line mnemonics are specified in Tables A2-1 and A2-2.

8. LOGICAL FILL (R/L): A flag which indicates whether fill is to be done on the Right or on the Left side of the vector string as it proceeds. If no fill is to be used, this value is set to zero (the default value). Numbers in the range 1 to 127 indicate fill is to be made on the right. Numbers in the range 128 to 255 indicate fill is to be made on the left. Numbers may be chosen within each range to specify a fill algorithm or manner of execution.

9. FILL PATTERN NO.: A preassigned value which specifies the type of pattern to be used in the fill area. A value of zero is used if no fill is being specified (the default value). Pattern numbers are to be assigned by inter-agency agreement.

10. Values defined by this submode are effective on all subsequent modes until redefined.

11. This block can be shortened by using a LENGTH value less than the maximum number of byte pairs shown in the figure. The fields past the LENGTH count will be truncated and the information they control not changed.

Figure 4-4. (Cont.) Define Plot Parameters Block; Mode 1,
Submode 4

FF	LENGTH (I)		
001		005	
f	FIELDWIDTH	d	DATAWIDTH
MODE		SUBMODE	
CHECKSUM			

NOTES:

1. *f*: If this bit is set, the data will be continuous and cross byte and byte/pair boundaries.
2. *FIELDWIDTH*: An integer number that defines the number of bits allocated to each data element in the specified mode/submode. The legal range is 1 through 16 (decimal).
3. *d*: When this bit is set, the data will be left justified in the field defined by *FIELDWIDTH*; i.e., empty spaces will trail the data.
4. *DATAWIDTH*: An integer number that defines the number of bits used by the actual data within the *FIELDWIDTH*. The legal range is 1 through *FIELDWIDTH*.
Example: If the data are three bits wide and are repeated every four bits, then *FIELDWIDTH* = 4, *DATAWIDTH* = 3.
5. *MODE* and *SUBMODE*: The mode and submode to which the redefined fieldwidth and datawidth apply.

Figure 4-5. Define Datawidth/Fieldwidth Block; Mode 1, Submode 5

FF	LENGTH (I)	
	001	006
	CHARACTER 1 HOUR	CHARACTER 2 (HH)
	CHARACTER 3 DATE	CHARACTER 4 (DD)
	CHARACTER 5 MONTH	CHARACTER 6 (MM)
	CHARACTER 7 YEAR	CHARACTER 8 (YY)
	CHARACTER 1	CHARACTER 2
	CHARACTER 3	CHARACTER 4
	.	
	.	
	.	
		LAST CHARACTER
	CHECKSUM	

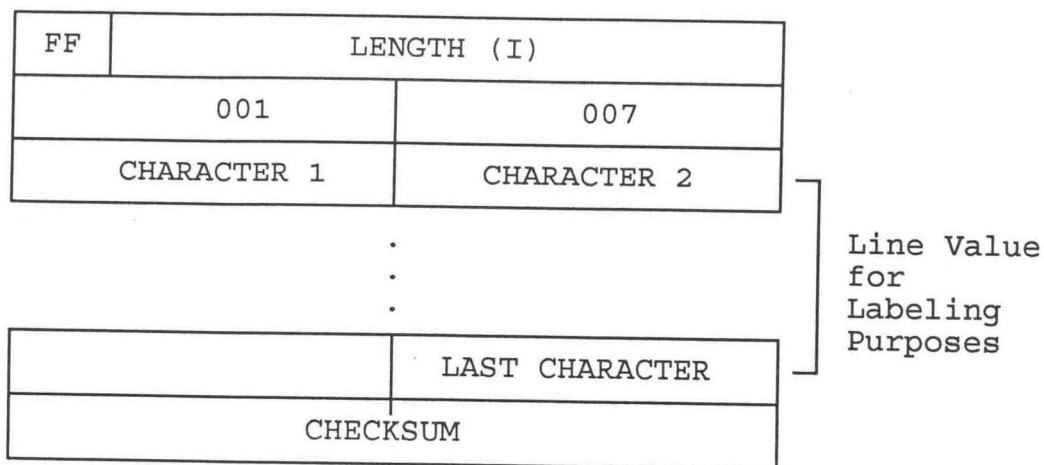
Base Date/Time

Originating
Model
or
Program

NOTES:

1. *Base Date/Time:* An eight character ASCII field which specifies the Greenwich Mean Time the product is based on. Characters 1 and 2 give the two digit hour of the 24 hour clock. Characters 3 and 4 are the two digit date of the month. Characters 5 and 6 are the two digit month in the range 01-12. Characters 7 and 8 give the units and tens digit of the year. This is always an eight character field.
2. *Originating Model or Program.* A variable length string of ASCII characters used to specify the process which generated the product. If LENGTH field has been shortened in the block, then this field is omitted entirely.
3. This block should appear only once with a product.

Figure 4-6. Product Information Block; Mode 1, Submode 6



NOTES:

1. Line Value of Labeling Purposes: A variable length string of ASCII characters which assigns a value (label) to the vector string which follows this block. Only the required number of characters to hold the label will be used. If there are an odd number of characters, the final character will be blank. The line label assigned by this block will remain in force only for the vector block which immediately follows it. If another vector block follows the first with no preceding Line Information Block, it will be assumed to be an unlabeled line.
2. This block is assumed to precede any vector block which is required to be labeled as part of the line display process.

Figure 4-7. Line Information Block; Mode 1, Submode 7

FF	LENGTH (I)	
001		010
COORDINATE FLAG		COUNT OF REF PNT
UPPER LEFT CORNER LATITUDE		
UPPER LEFT CORNER LONGITUDE		
UPPER RIGHT CORNER LATITUDE		
UPPER RIGHT CORNER LONGITUDE		
LOWER RIGHT CORNER LATITUDE		
LOWER RIGHT CORNER LONGITUDE		
LOWER LEFT CORNER LATITUDE		
LOWER LEFT CORNER LONGITUDE		
VERTICAL MERIDIAN		
STANDARD LATITUDE OF THE PROJECTION		
SECOND STANDARD LATITUDE		
CHARACTER 1	CHARACTER 2	
CHARACTER 3	CHARACTER 4	
CHARACTER 5	CHARACTER 6	
NULL	NULL	
CHECKSUM		

Coordinates
for
Map
Background

6 - Byte
Background
Name

Figure 4-8. Map Background Definition Block;
Mode 1, Submode 10

NOTES: Figure 4-8:

1. COORDINATE FLAG: Coordinate System Indicator:

<u>Flag</u>	<u>M =</u>	<u>N =</u>
0	Latitude	Longitude
Not 0	Not defined	Not defined

2. COUNT OF REFERENCE POINTS: The number of points for defining the coordinate system.

3. LATITUDE/LONGITUDE of the four corner points in the sequence of upper left, upper right, lower right, and lower left. The values are hundreds of degrees of north latitude or west longitude.

4. SECOND STANDARD LATITUDE: This value is for use with those projections that require two standard latitudes. If not applicable, use 99.99 degrees.

5. CHARACTERS 1-n: The ASCII characters that make up the background name as defined in Table C2-7, Background Names.

Figure 4-8. (Cont.) Map Background Definition Block;
Mode 1, Submode 10

FF	LENGTH (I)	
001		011
CHARACTER 1		CHARACTER 2
CHARACTER 3		CHARACTER 4
NULL		NULL
CHECKSUM		

4-Byte
Font Name

NOTES:

1. This mode is used to designate the active character set. This remains in effect for all text plotting commands until another Set Active Font block is encountered.
2. Font Name: The Name of the font set which is a 4-byte ASCII character name.

Figure 4-9. Set Active Font Block; Mode 1, Submode 11

FF	LENGTH (I)	
001		012
PIXEL VALUE BASE		
PIXEL VALUE OFFSET		RED COMPONENT
GREEN COMPONENT		BLUE COMPONENT
.		
.		
.		
CHECKSUM		

NOTES:

1. Pixel Value Base and Pixel Value Offset: The Pixel Value Base shall be added to the Pixel Value Offset to form a Pixel Value. This is used to define color maps for pixel depths greater than 8 bits. The Pixel Value Base shall be zero for products with depths of eight bits or less.
2. Pixel Value Offset and Components: The Pixel Value Offset and Red, Blue, and Green Components shall define one entry in the color palette for the product, and may be repeated as necessary.
3. There shall be as many color palette entries as are needed (up to the block size limitation). If necessary, the DEFINE COLOR PALETTE block shall be repeated.
4. If a DEFINE COLOR PALETTE block is not present in a product block sequence, images shall be interpreted to be grayscale and the PLOT COLOR, BACKGROUND COLOR, and LINE WIDTH entries of the DEFINE PLOT PARAMETERS block (Mode 1, Submode 4) shall be ignored.
5. If a DEFINE COLOR PALETTE block is present in a product block sequence, the PLOT COLOR, BACKGROUND COLOR, and LINE WIDTH fields of the Mode 1, Submode 4 block will be used overriding the color defaults of succeeding product blocks [(4,1), (4,5), (5,1), (5,2), and (5,3)] as follows:

Mode 4 Submode 1 (4,1) and Mode 4 Submode 5 (4,5) - For single-color vectors, PLOT COLOR (1,4) overrides the default color of the line or fill area. For two-color line styles (e.g., the mnemonic SFA), PLOT COLOR (1,4) redefines the first color while BACKGROUND COLOR (1,4) redefines the second. The LINE WIDTH (1,4) may affect the drawn width of the line. The LINE WIDTH affects the line width of solid and dashed lines. The LINE WIDTH does not affect the line width of symbolic lines types identified as "Fronts."

Figure 4-10. Define Color Palette Block; Mode 1, Submode 12

Notes: Figure 4-10 (Cont.)

Mode 5 Submode 1 (5,1) - The PLOT COLOR (1,4) changes the color of the plotted text, while the BACKGROUND COLOR (1,4) affects the color of the blanking.

Mode 5 Submode 2 (5,2) - The PLOT COLOR (1,4) changes the color of the plotted text or symbol, while the BACKGROUND COLOR (1,4) affects the color of blanking.

Mode 5 Submode 3 (5,3) - The PLOT COLOR (1,4) changes the color of the plotted wind barb, while the BACKGROUND (1,4) affects the color of the blanking.

Figure 4-10 (Cont.). Define Color Palette Block;
Mode 1, Submode 12

CHAPTER 5

SYSTEMS DATA

5.1. General Information. This mode is provided to support the transmission of system or application binary data. The submodes are user definable internally within the user system and not intended for any other agency use.

5.2. Binary Data Block. The format for this block is depicted in Figure 5-1. No Product Definition or Data Description blocks are necessary with this data block.

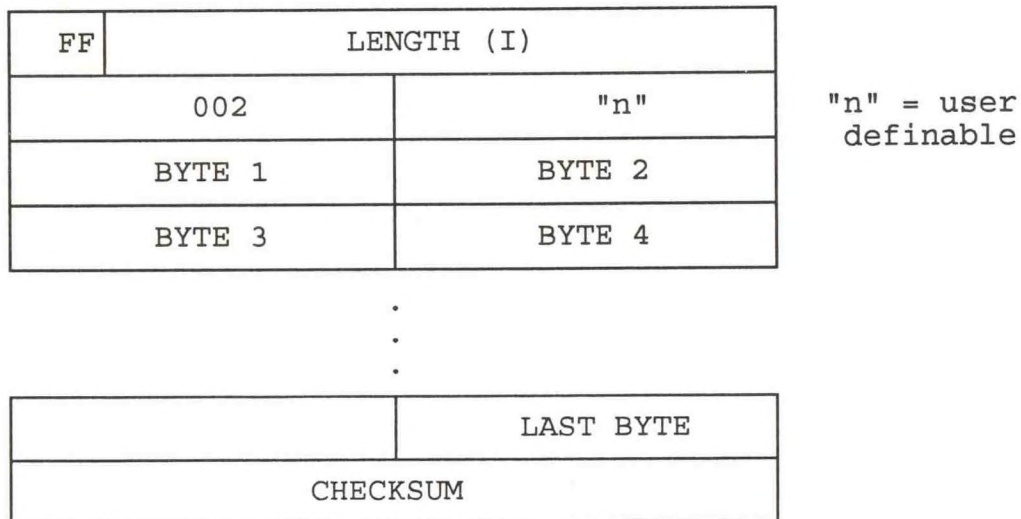


Figure 5-1. Binary Data Block; Mode 2, Submode "n"

CHAPTER 6

FORMATTED BINARY BLOCKS

6.1. Product Definition Block. This block shall be an 18 byte block, including the LENGTH and CHECKSUM fields. The specific format and content shall be as shown in Figure 6-1.

6.2. Satellite Product Definition Block. This block shall be a 22 byte block, including the LENGTH and CHECKSUM fields. This block is designed to define data organized by orbit. The specific format and content shall be as shown in Figure 6-6.

6.3. Data Description Block. The Formatted Binary Data Description blocks, (Option 1 and Option 2) shown in Figure 6-2 and in Figure 6-3, act as data interpretation tables for the data in the following binary data block(s). They describe the data in the Formatted Binary Data block(s) in sufficient detail to allow the receiver to use the data. The length of the description blocks shall depend on the number of repeating data sections required to define the product. (See Note 3 for Figure 6-2 or Figure 6-3.)

6.4. Data Block. The Formatted Binary Data block shall be formatted as shown in Figure 6-4. The data field shall be formatted as specified in the Formatted Binary Data Description blocks, Option 1 or Option 2, whichever is appropriate.

6.5. Presentation of Formatted Binary Data. While the data description blocks serve as data interpretation tables for the data block(s) which may follow, there are a number of ways for presentation of element data in the formatted binary data block. Most element data lends itself to numeric (binary) presentation (e.g., temperature, heights, etc.) while other element data lends itself to presentation as ASCII characters (e.g., station ICAO call letters, present weather). Agencies have some flexibility in choosing an element data presentation method and the user of these products needs to be aware of the method or methods being employed. The following are examples of possible implementations.

A. WMO Block and Station Number: The data description block would show two element mnemonics, one for WMO Block Number (BLK) and one for WMO Station Number (STN). These data could be presented in the data block as 2- and 3-byte ASCII characters or as 1- and 2-byte numeric characters. The user can determine the method of presentation by testing on the "Number of Bytes per Element" - byte in the description block.

B. Present Weather: The data description block would show one of the three present weather mnemonics (WW1, WW2, WW3). The data could be presented in the data block as a numeric code value, following the WMO WW numbering scheme (0-99), or as ASCII characters using the accepted meteorological abbreviations (e.g., RW, K, etc.). The numeric presentation can be done in one byte in the data block but the ASCII presentation must be done in three bytes. Once again, the user can determine the method of presentation by testing on the "Number of Bytes per Element" - byte in the data description block.

C. Barometric Characteristic: The data description block would show BC as the element mnemonic. Table A2-2 shows that the data would be reported in ASCII form as BCO through BC8, corresponding to the nine possible reported code values (0 through 8). This ASCII presentation would require three bytes in the data block. The actual code value of 0 through 8 could also be reported as a one-byte numeric value, scaled with a multiplier of one and additive constant of zero. The USAF has chosen a third method using a special data block data code of 160 through 168 (decimal) numeric (see Table A2-2), which also take one byte in the data block. However, this code is not considered to be a scaled numeric value, therefore, the multiplier mantissa and characteristic and additive constant are all zero. This logic can be used to determine the method of presentation.

D. Cloud Amount: The data description block could show CTA (total cloud amount), L1A - L4A (layer cloud amount), C1A - C3A (layer cloud amount), CLA, CMA, CHA (low, middle, and high cloud amount), or SKY (sky cover). The data could be presented in the data block as a three-character ASCII string (CAM, CLR, SCT, BKN, OVC, OBS, CAO - CA9). The data could also be presented as a one-byte numeric value indicating the eighths or tenths of cloud cover or as a percent of cover, with units code and scaling factor being the discriminator. The USAF has chosen a third method using a special data block data code of 149 through 159 (decimal) numeric (see Table A2-2), which also takes one byte in the data block. As with barometric characteristic, this USAF code is not considered to be a scaled numeric value, therefore, the multiplier mantissa and characteristic and additive constant are all zero.

E. Cloud Type, Past Weather, Ship Direction: The data description block could show CLT, CMT, CHT, CT, C1T, C2T, C3T, L1T - L4T, PWX, SD, or SDD for these elements. The data could be shown in three bytes in the data block as ASCII characters, as listed in Table A2-1. The USAF has chosen special data block data codes, which take one byte in the data block, for reporting the element value (Table

A2-2). As with the other special data block data codes, these codes are not considered to be scaled numeric values so the multiplier mantissas and characteristics and additive constants are all zero.

6.5.1. Formatted Mixed Data. The Formatted Binary Data Description Block, Option 2 (Figure 6-3), has been provided to handle the transfer of Profiler and Profiler-related data among both Government and non-Government agencies. It permits mixed numerical representations (two's complement integer, ASCII, IEEE floating point, etc.) and array lengths within the same data block. This means that a data producer can send header information, data elements, and data arrays; use any defined data representation; and send data in any order.

6.6. Data Sequence Block. The Formatted Binary Sequence Block saves needless repeating of Formatted Binary Data Description Blocks within a mix of types of Formatted Binary Data Blocks.

The Data Sequence Block (Mode 3, Submode 23), Figure 6-5, preceded Data Description Blocks (Mode 3, Submode 21) which precede a repeating mix of types of Data Blocks (Mode 3, Submode 1). The Data Sequence Block describes sequences of Data Blocks which follow matched to the corresponding Data Description Blocks for each type Data Block.

FF	LENGTH (I)	
	003	020
	CHARACTER 1	CHARACTER 2
	CHARACTER 3	CHARACTER 4
WMO BLOCK NUMBER (I)		
STATION NUMBER (I)		
LATITUDE I		
LONGITUDE I		
CHECKSUM		

Station Call
Letters
(ICAO)

NOTES:

1. Station Call Letters: The International Civil Aviation Organization (ICAO) identification of the originator station.
2. WMO BLOCK NUMBER: A two digit identifier of a section of the earth based on a system developed by the World Meteorological Organization (WMO).
3. STATION NUMBER: A three digit station identification within the region identified by the WMO BLOCK NUMBER.
4. LATITUDE, LONGITUDE I: Latitude and Longitude must be multiplied by .01 to get the actual value. Negative latitude indicates South, negative longitude indicates East.

Figure 6-1 Formatted Binary Product Definition Block;
Mode 3, Submode 20

FF	LENGTH (I)	
003		021
NUMBER OF ELEMENTS		# OF BYTES/SECTION
NUMBER OF SECTIONS		
CHARACTER 1	CHARACTER 2	
CHARACTER 3	CHARACTER 4	
START BYTE	# BYTES/ELEMENT	
UNUSED (ZEROES)	UNITS CODE	
MULT. MANTISSA	MULT. CHAR.	
ADDITIVE CONSTANT		
CHARACTER 1		
Repeated bytes		
ADDITIVE CONSTANT		
CHECKSUM		

Element
Mnemonic

NOTES: This block is also used for unpacked gridded products.

1. NUMBER OF ELEMENTS: The number of elements contained in each section of the data block. This field indicates the number of 12 byte repeating sections in the data description block.

2. NUMBER OF BYTES/SECTION: Total number of bytes contained in a repeating section. This is the number of bytes that must be skipped to read a given element from each repeating section.

3. NUMBER OF SECTIONS: The total number of repeating sections in the data block.

Figure 6-2 Formatted Binary Data Description Block,
Option 1; Mode 3, Submode 21

NOTES: Figure 6-2 (con't).

4. **ELEMENT MNEMONIC:** A character set that identifies the element being described. Tables A2-1 and A2-2 (Appendix A) contain the mnemonics lists.
5. **START BYTE:** The byte number in the data block where the first occurrence of the element can be found. Succeeding occurrences of the element can be found by successively adding the number of bytes per section to the start byte number.
6. **NUMBER OF BYTES/ELEMENT:** The number of bytes in the data block occupied by the element.
7. **UNITS CODE:** A code specifying the units of the data elements. The list of units codes is found in Table C2-4 (Appendix C).
8. **MULTIPLIER MANTISSA:** Integer constant to be multiplied by the element value to obtain the actual value of the element. Used in conjunction with the multiplier characteristic.
9. **MULTIPLIER CHARACTERISTIC:** Exponent of 10 to be used with the multiplier mantissa to obtain the true value of the element.
10. **ADDITIVE CONSTANT:** Integer constant to be added to the element value to obtain the true value of the element.
11. The ninth through twentieth bytes are repeated for each element in the data type being transmitted. These 12 bytes may be repeated for up to 256 parameters (0-255). The actual number of 12 byte fields required depends on the data being transmitted.
12. The actual value of the element is calculated as shown below:

$$\begin{aligned} \text{Actual Value} = & \text{Element Value} * \text{Mult. Mantissa} * 10^{\text{Mult.Char.}} \\ & + \text{Additive Constant} \end{aligned}$$

Figure 6-2 (Cont.) Formatted Binary Data Description Block,
Option 1; Mode 3, Submode 21

FF	LENGTH (I)	
003		022
NUMBER OF ELEMENT SETS		
NUMBER OF BYTES/SECTION		
NUMBER OF SECTIONS		
CHARACTER 1		CHARACTER 2
CHARACTER 3		CHARACTER 4
START BYTE		
NUMBER OF BYTES/ELEMENT SET		
NUMBER OF BYTES/ELEMENT		
DATA REP. CODE		UNITS CODE
MULT. MANTISSA		MULT. CHAR.
ADDITIVE CONSTANT		
CHARACTER 1		
Repeated descriptor bytes		
ADDITIVE CONSTANT		
CHECKSUM		

ELEMENT
SET
MNEMONIC

NOTES: Figure 6-3: This block is used for formatted mixed data such as two's complement integer, ASCII, IEEE floating point, etc. and array lengths.

1. NUMBER OF ELEMENT SETS: The number of element sets (an element set is either one element or an array of elements) contained in each repeating section of the data block(s). This field indicates the number of 16 byte repeating descriptors in the data description block.

Figure 6-3 Formatted Binary Data Description Block,
Option 2; Mode 3, Submode 22

NOTES: Figure 6-3 (Cont.):

2. **NUMBER OF BYTES/SECTION:** Total number of bytes contained in a repeating section. This is the number of bytes that must be skipped to read the first element of a given element set from each repeating section.

3. **NUMBER OF SECTIONS:** The total number of repeating sections in the data block(s).

The remaining parts of the data description block are the repeating descriptors described in Note 1.

4. **ELEMENT SET MNEMONIC:** A four-character set that identifies the element set being described. Tables A2-1 and A2-2 of the reference contain these mnemonics.

5. **START BYTE:** The byte number in the data block where the first occurrence of the element set can be found. Succeeding occurrences of the element set can be found by successively adding the number of bytes per section to the start byte number.

6. **NUMBER OF BYTES/ELEMENT SET:** The number of bytes in the data block occupied by the element set.

7. **NUMBER OF BYTES/ELEMENT:** The number of bytes in the data block occupied by each element of the set. (If this is equal to the **NUMBER OF BYTES/ELEMENT SET**, then this element is not an array.)

8. **DATA REPRESENTATION CODE:** A code specifying the representation type of the element. Table C2-5 (Appendix C) lists the codes. Examples of data representation are two's complement integer, Floating point, or ASCII.

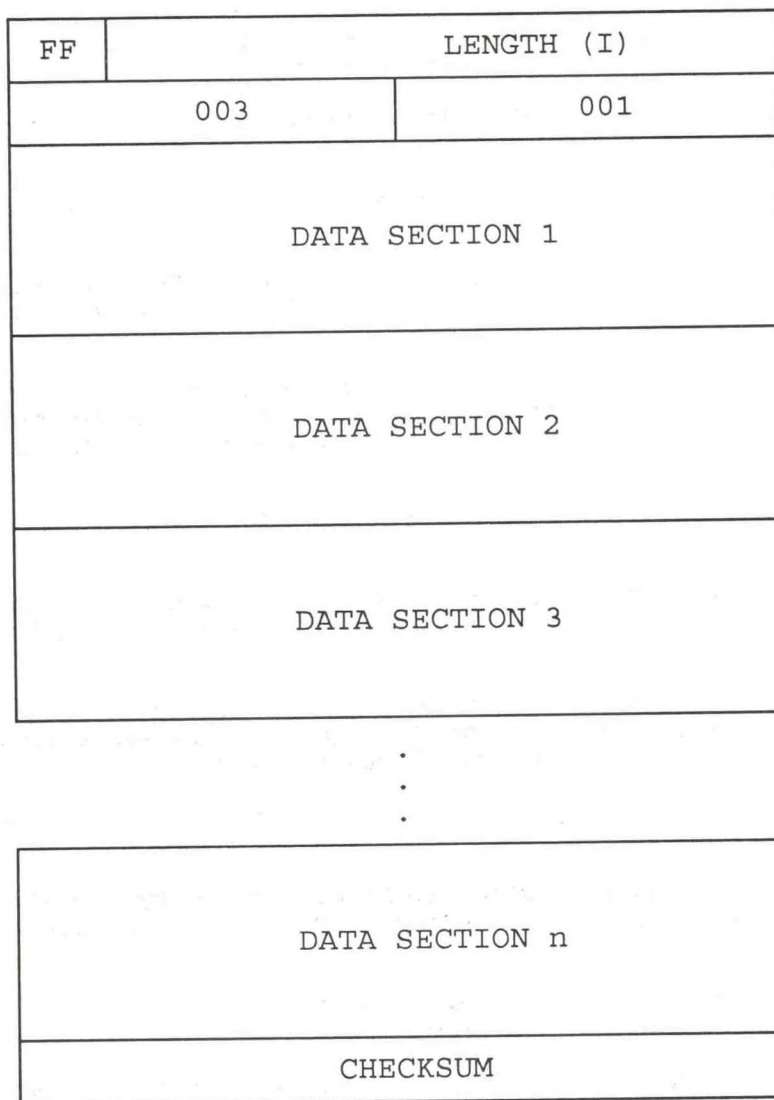
9. **UNITS CODE:** A code specifying the units of the data elements. Table C2-4 (Appendix C) contains these codes.

10. **MULTIPLIER MANTISSA:** Integer constant to be multiplied by the element value to obtain the actual value of the element. Used in conjunction with the multiplier characteristic.

11. **MULTIPLIER CHARACTERISTIC:** Exponent of 10 to be used with the multiplier mantissa to obtain the true value of the element.

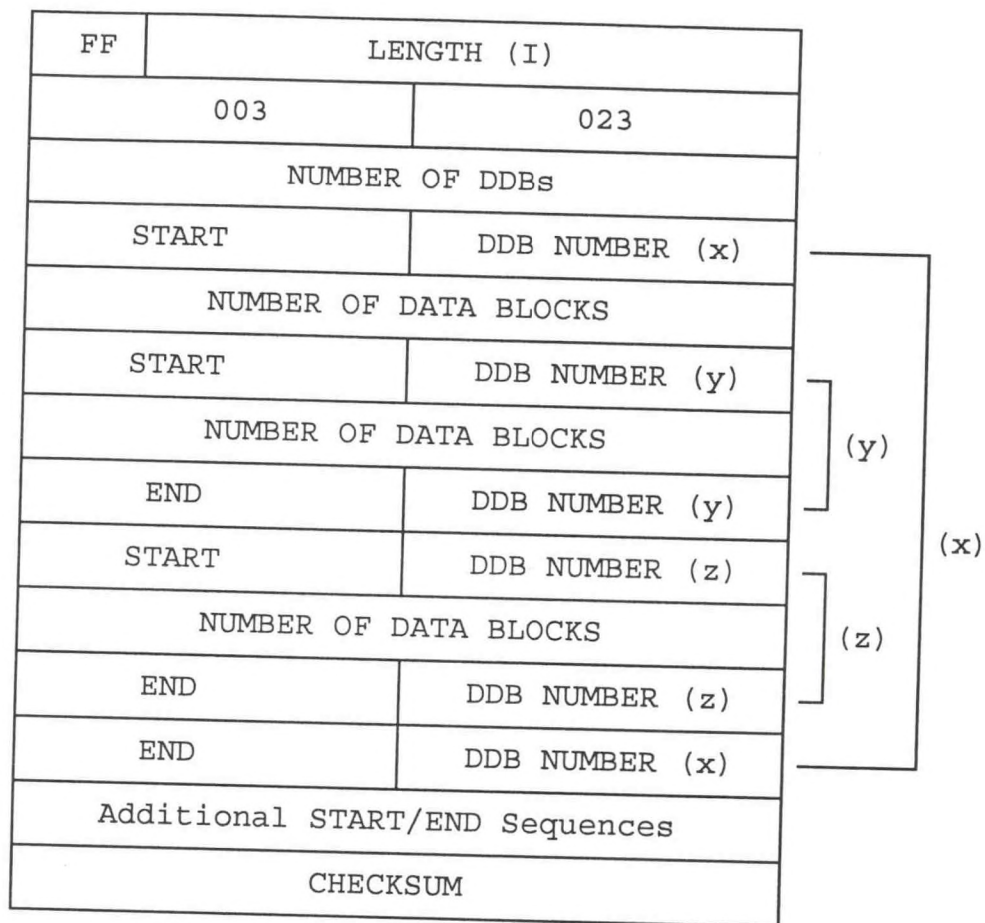
12. **ADDITIVE CONSTANT:** Integer constant to be added to the element value to obtain the true value of the element.

Figure 6-3 Formatted Binary Data Description Block,
Option 2; Mode 3, Submode 22



NOTE: This block is also used for unpacked gridded data.

Figure 6-4 Formatted Binary Data Block; Mode 3, Submode 1



NOTES:

1. NUMBER OF DDBs: The total number of Formatted Binary Data Description Blocks (DDB) (Mode 3, Submode 21) immediately following the Data Sequence Block. (This number also corresponds to the number of Formatted Binary Data Block (Mode 3, Submode 1) types which follow.)
2. START/END: Indicator for DDB sequence start or end. START = 173 (octal) (ASCII left brace). END = 175 (octal) (ASCII right brace). Each START indicator for a sequence (e.g., sequence x, sequence y, etc.) must have a matching END indicator. See Note 1.
3. DDB NUMBER: Relative number identifying this DDB within the total DDB set (e.g., DDB NUMBER two of five. The DDB NUMBER is two; the NUMBER OF DDBs is five).

Figure 6-5. Formatted Binary Sequence Block; Mode 3, Submode 23

NOTES: Figure 6-5 (Cont.)

4. **NUMBER OF DATA BLOCKS:** The total number of Formatted Binary Data Blocks (Mode 3, Submode 1) included within this sequence (x), (y), (z), etc. The number of data blocks is specified in the **NUMBER OF DATA BLOCKS** byte pair immediately following the **START/DDB NUMBER** byte pair for each sequence. The referenced Data Blocks' content correspond to the DDB for this sequence.

5. The **START/END** sequence is the key to using the Data Sequence Block. Six bytes define each sequence: **START** (173 octal), **DDB NUMBER** (x), **NUMBER OF DATA BLOCKS**, **END** (175 octal), **DDB NUMBER** (x). Depending on this six byte ordering for sequences (x), (y), (z), etc., one can describe sequential or nested Data Block repeat patterns. (Describing sequential or nested patterns is like computer program Do Loops.)

6. For example, in Figure 6-5, the **START/END** sequence (y) and (z) are nested sequentially within **START/END** sequence (x). Specifically, Figure 6-5 describes sending the first type (x) data block, sequentially followed by a specified number of (y) type data blocks, sequentially followed by a specified number of (z) type data blocks. The data block pattern begins again with the next (x) type data block continuing in the manner previously described until the Data Sequence Block is satisfied. (If desired, and End of Product Block (Mode 1, Submode 2) could immediately terminate the sequence.)

Figure 6-5. (Cont.) Formatted Binary Sequence Block;
Mode 3, Submode 23

FF	LENGTH (I)	
003		030
SATELLITE SERIES		
SATELLITE ID NUMBER		
START ORBIT 1		START ORBIT 2
START ORBIT 3		START ORBIT 4
END ORBIT NUMBER		
START TIME : DAY OF YEAR		
START TIME:HOURL		START TIME:MINUTE
END TIME:HOURL		END TIME:MINUTE
CHECKSUM		

NOTES:

1. SATELLITE SERIES: Two letter satellite ID in ASCII coded format.
2. SATELLITE ID NUMBER: Two numeric characters in ASCII coded format. This is the numeric code corresponding to SATELLITE SERIES. The following table cross-references SATELLITE SERIES to SATELLITE ID NUMBER:

NOAA SATELLITE SERIES	Corresponding SATELLITE ID NUMBER
TN	01
NA	02
NC	04
NE	06
NF	07
NG	08
NH	09
NI	10
NJ	11

Figure 6-6. Satellite Product Definition Block:
Mode 3, Submode 30

NOTES: Figure 6-6 (Cont.)

Air Force DMSP S/C ID	NESDIS S/C ID for DMSP SATELLITES
8541	01
9543	02
0542	03

For DMSP satellites, NESDIS S/C ID is inserted in SATELLITE SERIES (word 3) and SATELLITE ID NUMBER (word 4).

3. START ORBIT - 4 Character ASCII.

For TOVS, use the Superswath number from first data record.

For DMSP, use the orbit number from the first data record.

4. END ORBIT NUMBER - 2 Character ASCII (numeric - modulo 100). Use Superswath number (or Orbit Number for DMSP) from last sounding record.

5. START TIME : DAY OF YEAR - Julian Day in two byte integer. Use start date from first sounding record.

6. START TIME : HOUR - One byte integer.

7. START TIME : MINUTE - One byte integer.

8. END TIME : HOUR - One byte integer from last sounding record.

9. END TIME : MINUTE - One byte integer from last sounding record.

Figure 6-6. (Cont.) Satellite Product Definition Block:
Mode 3, Submode 30

CHAPTER 7

VECTOR GRAPHIC BLOCKS

7.1. Product Definition Blocks. One of the following product definition blocks (the Vector Graphic Product Definition Block or the Define Graphics Parameters Product Definition Block) must be used to define the product. A product data set contains only one of the Product Definition blocks.

7.1.1. Vector Graphic Product Definition Block. The specific format and information content shall be as shown in Figure 7.1. Most vector graphic data is transmitted so that each point can be registered to its true earth location (latitude/longitude) or to Cartesian coordinates. Specifically, the earth locatable vector graphic data applies to the vector lines (isopleths, geopolitical lines and latitude/longitude lines), data plots, and wind barbs, and line labels. Other data to further describe the product, such as legends, are registered with respect to product locations (e.g., upper left hand corner) rather than to earth locations. This data may include line labels and legends.

7.1.1.1. Product Area. The AREA CODE and SCALE elements define the area of the product to the display device. The AREA CODE shall specify the number and location of the point(s) used to define the product area. When one point is used, the SCALE must also be used for area definition.

7.1.1.2. Registration. Registration to the display device may be accomplished by applying the reference latitudes and longitudes in accordance with the AREA CODE specification. Registration of the product to background information is accomplished through the PI set. If PI=0, the appropriate background data is sent with the product or the product is not geographical in nature. Otherwise background data resident in the receiving system is to be used.

7.1.2. Define Graphics Parameters Product Definition Block. This block shall be formatted as shown in Figure 7-2. This product definition block is similar to the Vector Graphic Product Definition Block except that it contains additional information to allow contouring at the user site. Normalized values of a contour are provided to allow calculation of successive contours.

7.2. Data Description Blocks. No data description blocks are currently used for the Vector Graphic products.

7.3. Data Blocks. The Vector Graphic data blocks shall be formatted as shown in Figures 7-3 through 7-10 defined in the following sections.

7.3.1. Absolute Vectors Block. This block shall be formatted as shown in Figure 7-3. Each block shall contain coordinates of the vector end points that define one line on the product. If the length of the line requires more vectors than can be contained in a single block, additional blocks shall be used with the starting M/N coordinates set to the last M/N coordinate of the proceeding block. One or more data blocks may follow, as required to define all lines on the product.

7.3.2. Relative Vectors Block. This block shall be formatted as shown in Figure 7-4. Each block shall contain vector pairs (with coordinates as specified by the coordinate flag in the product definition block) that define one line on the product. This block is used to transmit lines consisting of only short vectors, i.e., vectors for which the vector deltas can be put in one byte. If the length of the line requires more vectors than can be contained in a single block, additional blocks shall be used with the starting M/N coordinates set to the last M/N coordinate of the proceeding block. One or more data blocks may follow as required, to define all lines on the product.

7.3.3. "Calcomp Pen Command" (CPC) Vectors Block. This block shall be formatted as shown in Figure 7-5. This block contains a series of three bit direction vectors of unit length. If the length of the line requires more vectors than can be contained in a single block, additional blocks shall be used with the starting M/N coordinates set to the last M/N coordinate of the proceeding block. One or more data blocks may follow as required, to define all lines on the product.

7.3.4. Variable Exception Vectors (VEV) Block. This block shall be formatted as shown in Figure 7-6. The format provides a convenient method of packing vector graphic lines to conserve transmission time. Each vector graphic line is defined by a series of vectors whose lengths are given by the Increment Length (IL) and whose directions are given by changes dictated by the VEV data bits. The direction of the first increment in the vector graphic line is given by the initial direction (IDV) element. Starting with the most significant bit in the first byte of the VEV data bits, each bit represents either a trend (continue in the same direction) or an exception movement (change in direction) along successive vector increments. If the bit is zero (0), the movement is along the direction last established as the current trend direction. Initially, this is the direction defined by the initial direction element. For bit zero (0) and all other even numbered bits, if the bit is one, then the movement is turned counterclockwise by a 45 degree increment and the new direction is established as the current trend direction.

For bit one (1), and all successive odd-numbered bits, if the bit is one (1), then movement is turned clockwise 45 degrees and established as the new trend direction. This cycle continues until the bit count indicated by the VEV bit count element is exhausted.

7.3.5. Long/Short Relative Vectors Block. This block shall be formatted as shown in Figure 7-7. Each block shall contain vector pairs that define one line on the product. If the length of the line requires more vectors than can be contained in a single block, additional blocks shall be used with the M and N coordinate set to the end point of the last vector in the proceeding block. One or more additional blocks may follow, as required, to define all lines on the product. This block is used to transmit lines consisting of both vectors that can be put into one byte and vectors that require 16 bits.

7.3.6. Point-Slope Vectors Block. This block shall be formatted as shown in Figure 7-8. This block provides the minimum amount of information to draw a straight line. The information for only one line is sent with each block. One or more additional blocks may follow to define more lines on a product.

7.3.7. Wind Barbs Vectors Block. This block shall be formatted as shown in Figure 7-9. The block is used to transmit wind direction and speed in symbolic form. Multiple wind barbs may be transmitted in a single block. Additional blocks may be used, as required, to transmit all wind barbs associated with a product.

7.3.8. Vector (Arrow) Plot Block. This block shall be formatted as shown in Figure 7-10. This block contains a code for drawing arrows and numerical values at point locations on a product. One or more data blocks may follow to define all arrows on a product.

7.3.9. Center Radius Arc Vector Block. This block shall be formatted as shown in Figure 7-11. Each block contains joined continuous arcs. Each arc consists of a center point, a starting coordinate, and an ending coordinate. Therefore, the radius may vary from arc to arc. Each vector carries a "clockwise" flag which determines whether the arc is drawn clockwise or counter-clockwise from the first coordinate to the second coordinate. Also, each vector contains a beam flag so that selected arcs may remain blank on display.

7.3.10. Curve Vectors Block. This block shall be formatted as shown in Figure 7-12. Each block contains joined continuous arcs. Each arc consists of three coordinate points which must be curve fitted when displayed. Each vector contains a beam flag so that selected arcs may remain blank on display.

FF	LENGTH (I)	
004		020
PI SET		COORDINATE FLAG
SCALE FACTOR		
AREA CODE		LABEL CODE
REFERENCE M COORDINATE		
REFERENCE N COORDINATE		
REFERENCE M COORDINATE		
REFERENCE N COORDINATE		
REFERENCE M COORDINATE		
REFERENCE N COORDINATE		
MONTH		DAY
HOUR		MINUTE
MONTH		DAY
HOUR		MINUTE
CHECKSUM		

Valid Time

End of Valid Period

Figure 7-1. Vector Graphic Product Definition Block;
Mode 4, Submode 20

NOTES: Figure 7-1:

1. **PI SET:** The PI SET defines the background projection on which the product is valid. The codes are shown in Table C2-1. If a product is not associated with a background field, PI SET will be zero filled.

2. **COORDINATE FLAG:** Coordinate System Indicator as follows:

<u>Flag</u>	<u>M =</u>	<u>N =</u>	
0	Latitude	Longitude	(Earth surface grid in latitude and longitude coordinates)
1	I	J	(Cartesian coordinates of the earth's surface)
2	X	Y	(Pixel coordinates of the product background projection)

3. **SCALE FACTOR:** The Scale Factor is the real world map scale in millions. The first byte contains the integer part and the second byte contains the fraction.

4. **AREA CODE:** The AREA CODE is an integer code that defines the relative product reference point(s) and scheme used to define the geographical area and product orientation. The currently defined codes are:

11 - One (1) reference point is used to define the upper left corner of the product.

12 - One (1) reference point is used to define the lower left corner of the product.

13 - One (1) reference point is used to define the center of the product.

21 - Two (2) reference points are used to define the upper left and upper right corners of the product.

22 - Two (2) reference points are used to define the lower left and upper right corners of the product.

23 - Two (2) reference points are used to define the upper left and center of the product.

24 - Two (2) reference points are used. The first reference point gives the coordinates of the lower left corner of the product in units of the grid from which it was extracted. The second set of reference coordinates will give the maximum horizontal and maximum vertical size of the product in pixels (M maximum and N maximum).

25 - Same as code 24 except the reference point is located at the center of the product.

33 - Three (3) reference points are used to define the upper left, upper right, and lower right corners of the product.

Figure 7-1. (Cont.) Vector Graphic Product Definition
Block; Mode 4, Submode 20

NOTES: Figure 7-1 (Cont.):

34 - Two (2) reference points are used to define the lower left and upper right corners, respectively, of the product with respect to orientation the product would have if viewed on a display screen, and the third reference point defines the upper right corner of the logical display device.

When only one reference point is required, this block is shortened by two byte pairs; when two reference points are required the block is shortened by one byte pair.

5. LABEL CODE: If LABEL CODE = 0, the label to be used with the product is not a standard label and the label will be sent in an alphanumeric block. For interagency use this field will be zero. If a standard label is to be used, the LABEL CODE will contain a code for that label. Label codes are user definable and unique to each system.

6. Reference Coordinates: The Reference Coordinates uniquely define the boundary and orientation of the product. M and N are determined by the COORDINATE FLAG above. If given in latitude/longitude, values will be in hundredths of a degree. If given in I/J or X/Y coordinates, values will be integers. These reference points will be in the order specified by the area code (e.g., for area code 33, the first point defines the upper left corner, the second the upper right corner and the third the lower right corner.)

7. Valid Time: The Valid Time is the time for which the product is valid. For analysis products, the valid time will be the time the data used to generate the product was observed. For forecast products, the valid time will be either the time in the future for which the forecast is valid or the start of the time period for which the forecast is valid. The End of Valid Period time indicates the termination time of the valid period. If the day element of the End of Valid Period is zero, the product is valid only at the valid time. If not, the product is valid for the period given.

Figure 7-1. (Cont.) Vector Graphic Product Definition
Block; Mode 4, Submode 20

FF	LENGTH (I)	
004		030
PI SET		COORDINATE FLAG
SCALE FACTOR		
LONGITUDE X (HUNDREDTHS OF DEGREES)		
CONTOUR INTERVAL (I)		
CONTOUR INTERVAL (FRACTION)		
CONTOUR ORIGIN (I)		
CONTOUR ORIGIN (FRACTION)		
M MAXIMUM (I)		
N MAXIMUM (I)		
M CENTER		N CENTER
UNITS CODE		NCHAR (TITLE)
CHARACTER 1		CHARACTER 2
.		
.		
.		
		LAST CHARACTER
CHECKSUM		

Figure 7-2. Define Graphics Parameters Product Definition Block; Mode 4, Submode 30

NOTES: Figure 7-2:

1. **PI SET:** The PI SET defines the background projection on which the product is valid. Currently defined codes are shown in Table C2-1.

2. **COORDINATE FLAG:** Coordinate System Indicator as follows:

<u>Flag</u>	<u>M =</u>	<u>N =</u>	
0	Latitude	Longitude	(An earth surface grid in latitude and longitude coordinates.)
1	I	J	(Cartesian coordinates of the earth's surface.)
2	X	Y	(Pixel coordinates of the product background projection.)

3. **SCALE FACTOR:** The Scale Factor is the real world map scale in millions. The first byte contains the integer part and the second byte contains the fraction.

4. **LONGITUDE X:** This is the longitude of the meridian perpendicular to the base of the product and extending from the base of the product to the pole. Longitude X may be outside of the product boundaries. Table C2-1 shows the Longitude X for the defined PI Sets (map projection). Longitude X is given in hundredths of degrees and must therefore be multiplied by .01 to obtain the true value.

5. **CONTOUR INTERVAL and CONTOUR ORIGIN:** The CONTOUR INTERVAL (CI) and CONTOUR ORIGIN (CO) are used to relate the Band Index (BI) value of the first contour in the product to the value of other contours in the product as follows:

$$\text{Value} = \text{BI} * \text{CI} + \text{CO}$$

The BI is sent in the Data Block.

6. **M,N Maximum:** The maximum horizontal and vertical size of the product. The type of coordinates are determined by the COORDINATE FLAG above.

7. **M,N CENTER:** The coordinates of the center of the product in units of the grid from which the product was originally extracted.

8. **UNITS CODE:** A code specifying the units of the contours in the product. The list of units is found in Table C2-4.

9. **NCHAR:** The number of characters in the product title.

10. **CHARACTERS 1-n:** The ASCII characters that make up the product title.

Figure 7-2. (Cont.) Define Graphics Parameters Product Definition Block; Mode 4, Submode 30

FF	LENGTH (I)	
	004	001
	M COORDINATE	
	N COORDINATE	
	M COORDINATE (1)	
B	N COORDINATE (1)	
	M COORDINATE (2)	
B	N COORDINATE (2)	
	.	
	.	
	.	
	M COORDINATE (n)	
B	N COORDINATE (n)	
	CHECKSUM	

NOTES:

1. *M,N COORDINATE:* First set of coordinates of the line. M and N are determined by the COORDINATE FLAG in the Product Definition Block.
2. *M,N COORDINATES (n):* Successive coordinates which form the line.
3. *B = Beam Flag:* If B=0, pen is up (beam off), and a new line starts. If B=1, pen is down (beam on), and a line is drawn between the coordinate pairs.

Figure 7-3. Absolute Vectors Block; Mode 4, Submode 1

FF	LENGTH (I)	
	004	002
M COORDINATE		
N COORDINATE		
	DELTA M(1)	DELTA N(1)
	DELTA M(2)	DELTA N(2)
	DELTA M(3)	DELTA N(3)
	.	.
	.	.
	.	.
	DELTA M(n)	DELTA N(n)
CHECKSUM		

NOTES:

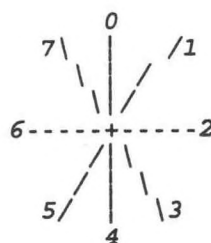
1. *M,N COORDINATE: Defines vector string starting point. M and N are determined by the COORDINATE FLAG in the Product Definition Block.*
2. *DELTA M,N Values: Successive values are added algebraically to the last computed M, N coordinate position to produce a series of vectors defining a line. The positive direction for M values is to the right, negative to the left. The positive direction for N values is up, negative is down. Negative values are entered in 2's complement notation.*

Figure 7-4. Relative Vectors Block; Mode 4, Submode 2

FF	LENGTH (I)	
004		003
M COORDINATE		
N COORDINATE		
VECTOR COUNT (I)		
CPC VECTORS		
.		
.		
.		
CHECKSUM		

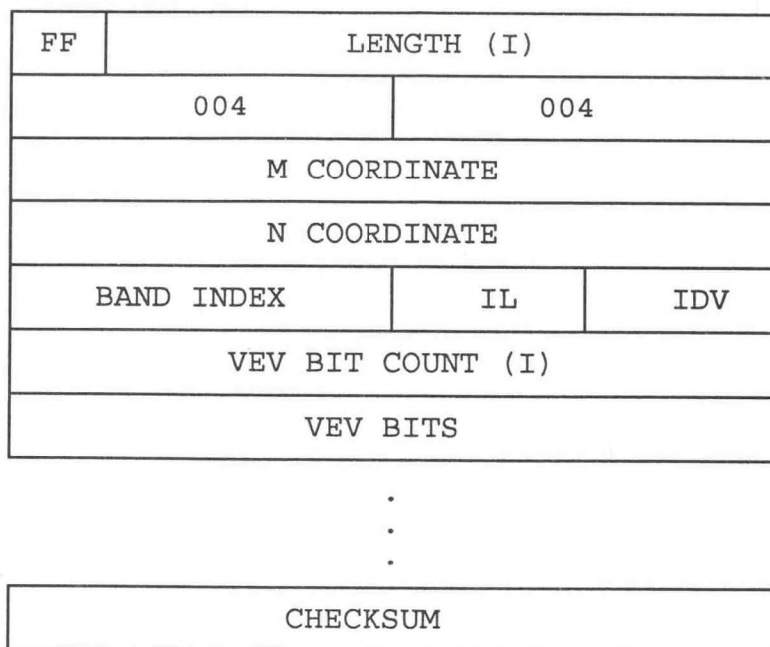
NOTES:

1. *M,N COORDINATE:* Defines vector string starting point. *M* and *N* are determined by the *COORDINATE FLAG* in the *Product Definition Block*.
2. *VECTOR COUNT:* Number of vectors following.
3. *CPC Vectors:* Successive fields containing values defining the vector direction corresponding to the sketch below. The field width is variable depending on the *Define Datawidth/Fieldwidth Block*. The data width = 3. If there is no *Datawidth/Fieldwidth Block*, the default bit configuration is five 3 bit vectors, right justified in one byte pair, with the left bit equal to 0. To end on a byte pair boundary the last two bytes are zero filled if necessary.



4. The vector length is one pixel.

Figure 7-5. CPC Vectors Block; Mode 4, Submode 3



NOTES:

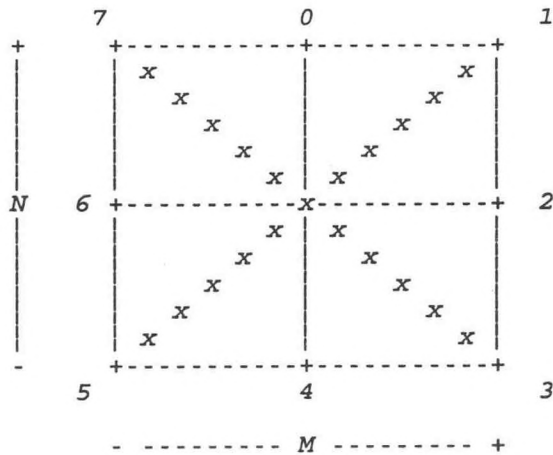
1. *M,N COORDINATE:* Defines vector string starting point. M and N are determined by the COORDINATE FLAG in the Product Definition Block.
2. *BAND INDEX:* The BAND INDEX (BI) is the normalized value of a contour or line, where $BI = (Value - Origin) / Interval$. If BI is not used this field will contain 377 octal (all one bits).
3. *IL = Increment Length:* IL is the indicator for the incremental vector length (e.g., 1=1 pixel, 2=2, 3=3, ..., 7=7).

Figure 7-6. Variable Exception Vectors (VEV) Block;
Mode 4, Submode 4

NOTES Figure 7-6 (Cont.).

4. IDV = Initial Direction Vector: IDV values are 0 through 7 as represented in the sketch below:

Direction vector definition:



5. VEV BIT COUNT: The number of data bits following.

6. VEV BITS: The string of bits determining the VEV vectors. If this bit string does not fill the last byte pair, the remaining bits are set to zero to end on a byte pair boundary.

Figure 7-6. (Cont.) Variable Exception Vectors (VEV) Block;
Mode 4, Submode 4

FF	LENGTH (I)		
004		005	
M COORDINATE			
N COORDINATE			
1	DELTA M	B	DELTA N

.

.

.

OR

0X	X	DELTA M
0X	B	DELTA N

.

.

.

CHECKSUM

NOTES:

1. *M, N COORDINATE:* Defines vector string starting points. M and N are determined by the COORDINATE FLAG in the Product Definition Block.
2. *Left-most Bit:* If the left-most bit = 1, the DELTA M and N are short (contained in one byte) vector values. If the left-most bit = 0, the DELTA M and N are long (each contained in two bytes) vector values.
3. *B = Beam Flag:* If B=1, no line is drawn between coordinate pairs. If B=0, the line is drawn.
4. *X:* This bit not used.
5. *DELTA M, N:* Each successive delta value is added algebraically to the last computed M, N coordinate position to produce a series of vectors defining a line. The positive direction for M values is to the right, negative is to the left. The positive direction for N values is up, negative is down. Negative values are entered in two's complement notation.

Figure 7-7. Long/Short Relative Vectors Block;
Mode 4, Submode 5

FF	LENGTH (I)	
004		006
M COORDINATE		
N COORDINATE		
VECTOR LENGTH		
SLOPE		OCT
CHECKSUM		

NOTES:

1. *M,N COORDINATE:* Defines vector string starting point. M and N are defined by the COORDINATE FLAG in the Product Definition Block.

2. *VECTOR LENGTH:* VECTOR LENGTH is the larger of the absolute values of the delta M and delta N differences for the two points between which the line is to be drawn.

3. *SLOPE:* SLOPE is the fractional value of the ratio (shorter delta)/(longer delta). This value is multiplied by 2^{**12} .

4. *OCT:* OCT is a four bit field and contains the value for an octant defined in the following sketch:

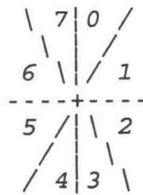


Figure 7-8. Point-Slope Vectors Block; Mode 4, Submode 6

FF	LENGTH (I)			
004			007	
SHAFT LENGTH			UNUSED	
M COORDINATE (1)				
N COORDINATE (1)				
DIRECTION	H	5kt	10 kt	50 kt
M COORDINATE (2)				
N COORDINATE (2)				
DIRECTION	H	5kt	10 kt	50 kt

.

.

M COORDINATE (n)				
N COORDINATE (n)				
DIRECTION	H	5kt	10 kt	50 kt
CHECKSUM				

NOTES:

1. **SHAFT LENGTH:** Number of pixels for the shaft line (from base to first barb).
2. **M,N COORDINATE:** Position of the base of the shaft. M and N are determined by the COORDINATE FLAG in the Product Definition Block.
3. **DIRECTION:** A six bit field containing an integer number in tens of degrees. It specifies the screen direction from which the wind is blowing. (Top of display screen is 0 degrees.)
4. **H = HEMISPHERE:** A one bit field where H=0 represents the Northern Hemisphere. H=1 represents the Southern Hemisphere.
5. **5Kt:** A one bit field indicating the number of five knot flags.
6. **10Kt:** A four bit field containing the number of ten knot flags.
7. **50Kt:** A four bit field containing the number of fifty knot flags.

Figure 7-9. Wind Barbs Vectors Block; Mode 4, Submode 7

FF	LENGTH (I)	
004		010
M COORDINATE (1)		
N COORDINATE (1)		
CODE		DIRECTION
ARROW LENGTH		VALUE
M COORDINATE (2)		
N COORDINATE (2)		
CODE		DIRECTION
ARROW LENGTH		VALUE

·
·
·

M COORDINATE (n)		
N COORDINATE (n)		
CODE		DIRECTION
ARROW LENGTH		VALUE
CHECKSUM		

Figure 7-10 Vector (Arrow) Plot Block; Mode 4, Submode 10

NOTES: Figure 7-10:

1. *M,N COORDINATE:* The coordinate where the arrow and/or value is to be centered. *M* and *N* are determined by the *COORDINATE FLAG* in the *Product Definition Block*.

2. *CODE:* An integer value defining the type of information to be plotted. The currently defined codes are:

Code

- | | | |
|---|--------|--|
| 1 | --o--> | Arrow through point <i>M,N</i> |
| 2 | o--> | Arrow from point <i>M,N</i> |
| 3 | -->o | Arrow to point <i>M,N</i> |
| 4 | -21--> | Arrow with <i>VALUE</i> plotted at <i>M,N</i> |
| 5 | 22o--> | Arrow from <i>M,N</i> with <i>VALUE</i> plotted left of <i>M,N</i> |
| 6 | -->o41 | Arrow to <i>M,N</i> with <i>VALUE</i> plotted to right of <i>M,N</i> |
| 7 | -----> | Vector of length (in pixels) |

3. *DIRECTION:* The arrow direction in tens of degrees, relative to display device screen. (Top of screen is 0 degrees.)

4. *ARROW LENGTH:* The length of the arrow in pixels for *CODEs* 1 through 6.

5. *VALUE:* An integer value to be plotted for *CODEs* 4, 5 and 6. If *CODE* = 7, the *VALUE* contains the length of the vector in pixels.

Figure 7-10. (Cont.) Vector (Arrow) Plot Block; Mode 4,
Submode 10

FF	LENGTH (I)	
	004	011
	CENTER M COORDINATE (1)	
C	CENTER N COORDINATE (1)	
	1ST M COORDINATE (1)	
	1ST N COORDINATE (1)	
	2ND M COORDINATE (1)	
B	2ND N COORDINATE (1)	

.

.

.

	CENTER M COORDINATE (n)	
C	CENTER N COORDINATE (n)	
	2ND M COORDINATE (n)	
B	2ND N COORDINATE (n)	
	CHECKSUM	

Arc 1

Arc n
starting
from 2ND
coordinate
n-1

Notes:

1. **CENTER M,N COORDINATE:** Coordinate of the center point from which the circular arc will be drawn which connects the two end points at the specified coordinates.

2. **M,N COORDINATE:** logical pairings of these coordinates enable more than one arc to be connected end to end if more than two coordinates (M,N pairs) appear in the block. The minimum entry in the block is one center coordinate and two coordinates following, for the initial arc. For each additional arc which is to be connected to the preceding arc, a center coordinate followed by a single M,N coordinate pair is supplied. The displayed arc will connect the last coordinate with the coordinate just supplied.

Figure 7-11. Center Radius Arc Vectors Block;
Mode 4, Submode 11

Notes: Figure 7-11 (Cont.)

3. C: A single bit flag which indicates whether the arc is to be drawn clockwise or counter-clockwise. If $C = 1$, the arc will be drawn clockwise. Otherwise, $C = 0$ and the arc is drawn counter-clockwise.

4. B: A single bit blank vector flag. If $B = 1$, the arc drawn from the previous coordinate to the coordinate holding $B = 1$ is left blank (not visible). If $B = 0$, the arc is displayed normally.

Figure 7-11 (Cont.). Center Radius Arc Vectors Block;
Mode 4, Submode 11

FF	LENGTH (I)	
004		012
1ST M COORDINATE		
1ST N COORDINATE		
2ND M COORDINATE		
B	2ND N COORDINATE	
3RD M COORDINATE		
B	3RD N COORDINATE	
.		
.		
.		
n-1 M COORDINATE		
B	n-1 N COORDINATE	
nth M COORDINATE		
B	nth N COORDINATE	
CHECKSUM		

Minimum
Coordi-
nates
Required

Notes:

1. *M,N COORDINATE:* Coordinate points through which the generated curves must be fitted. A minimum of three coordinate points must appear in the block. If additional coordinates are supplied, continuous curves will be fitted to the points until the nth coordinate is included in the curve.
2. *B:* A single bit blank vector flag. If $B = 1$, the section of the curve drawn from the previous coordinate to the coordinate holding $B = 1$ is left blank (not visible). If $B = 0$, the curve section between the previous coordinate and the coordinate with $B = 0$ is displayed normally.

Figure 7-12. Curve Vectors Block; Mode 4, Submode 12

CHAPTER 8

ALPHANUMERIC BLOCKS

8.1. Product Definition Block. This block shall be a variable length block including the LENGTH and CHECKSUM when used. The format shall be as shown in Figure 8-1. This block is optional. An example of an application would be to provide additional routing information for alphanumeric messages.

8.2. Data Description Block. This block is not currently used for alphanumeric data.

8.3. Data Blocks. The Alphanumeric data blocks shall be formatted as shown in Figures 8-2 through 8-5. These blocks are defined in the following paragraphs.

8.3.1. Alphanumeric Characters Block. This block shall be formatted as shown in Figure 8-2. This block is used to transmit textual information to be placed on displayed products (e.g., graphics products). Each block shall transmit one complete string of ASCII characters, including control characters. This block will normally be used to transmit nonstandard product labels/legends or variable information to be placed in a standard label/legend.

8.3.2. Plot Data Block. This block shall be formatted as shown in Figure 8-3. This block is used to transmit alphanumeric characters to be displayed at a specific location on a product in a specified format. Each block may be used to transmit labels for one or more lines on the product. It may be used to transmit weather symbols (such as thunderstorm symbols) that are to be displayed at a specified location on the product. The block may transmit any number of symbols as long as they are all to be displayed in the same size and color. The display format to be used is specified by a plot code. The Plot Process Code options are listed in Table C2-2.

8.3.3. Wind Barbs Data Block. This block shall be formatted as shown in Figure 8-4. The block is used to transmit wind direction and speed observations or forecasts to place a wind barb symbol at the specified location on the product. Multiple wind barbs may be transmitted in a single block. Additional blocks may be used, as required, to transmit all wind barbs associated with a product.

8.3.4. Alphanumeric Data Block. This block shall be formatted as shown in Figure 8-5. The data field shall contain an even number of ASCII characters which comprise all or part of the message text. All man-readable messages not intended for display shall use this block. The block follows the conventions for non-graphic data outlined in Section 2.2.3.2.

FF	LENGTH (I)	
005		020
CHARACTER 1		CHARACTER 2
CHARACTER 3		CHARACTER 4
CHARACTER 5		CHARACTER 6

.

.

.

	LAST CHARACTER
CHECKSUM	

NOTES:

1. CHARACTERS: The CHARACTER fields may be used to define additional information concerning the alphanumeric blocks. The block contains an even number of ASCII characters. This block follows the conventions for non-graphic data outlined in Section 2.2.3.2.

Figure 8-1. Alphanumeric Product Definition Block;
Mode 5, Submode 20

FF		LENGTH (I)	
005		001	
M COORDINATE			
N COORDINATE			
DELTA M		DELTA N	
B	R	CHAR. SIZE	CHARACTER 1
CHARACTER 2			CHARACTER 3
CHARACTER 4			CHARACTER 5
.			
.			
.			
CHARACTER n-1		CHARACTER n	
CHECKSUM			

NOTES: Figure 8.2:

1. **M,N COORDINATE:** The M and N coordinate element identifies the starting position of the textual string. It references the lower left corner of the first character in the string. M and N are determined by the COORDINATE FLAG in the Product Definition Block.
2. **DELTA M, N:** The DELTA M and DELTA N identify the start point of the first character in the string at some desired distance from the M and N coordinate element. The distance remains fixed despite whatever zoom value is used.
3. **B = Block Mode:** The Block Mode is the indicator for the blanking area covered by a character. If B = 1, a rectangular display area is cleared beneath the standard generated character. If B = 0, the character is displayed normally unless R = 1.
4. **R = Reverse Block Mode:** The Reverse Block Mode is an indicator for reverse video (negative image). R = 0 is for normal image. R = 1 is the same as B = 1, except the display polarity is reversed.
5. **CHAR SIZE:** Defines the height/width of a character relative to the standard character set size. Zero indicates standard character set size of the display device. If the element is non-zero, it represents a multiplicative factor applied to the standard character set size, e.g., 0 = 5 x 7, 1 = 10 x 14, 2 = 15 x 21, etc.

Figure 8-2. Alphanumeric Characters Block; Mode 5, Submode 1

FF		LENGTH (I)	
005		002	
B	R	CHAR SIZE	PLOT PROCESS CODE
M COORDINATE (1)			
N COORDINATE (1)			
CHARACTER 1		CHARACTER 2	
CHARACTER 3		CHARACTER 4	

·
·
·

CHARACTER n-1	CHARACTER n
M COORDINATE (m)	
N COORDINATE (m)	
CHARACTER 1	CHARACTER 2

·
·
·

CHARACTER n-1	CHARACTER n
CHECKSUM	

Figure 8-3. Plot Data Block; Mode 5, Submode 2

NOTES: Figure 8.3:

1. **B = Block Mode:** The Block Mode is the indicator for the blanking area covered by a character. If $B = 1$, a rectangular display area is cleared beneath the standard generated character. If $B = 0$, the character is displayed normally unless $R = 1$.
2. **R = Reverse Block Mode:** The Reverse Block Mode is an indicator for reverse video (negative image). $R = 0$ is for normal image. $R = 1$ is the same as $B = 1$, except the display polarity is reversed.
3. **CHAR SIZE:** Defines the height/width of a character relative to the standard character set size. Zero indicates standard character set size of the display device. If the element is nonzero, it represents a multiplicative factor applied to the standard character set size, e.g., $0 = 5 \times 7$, $1 = 10 \times 14$, $2 = 15 \times 21$, etc.
4. **PLOT PROCESS CODE:** This octal code specifies the processing required to interpret and display the characters 1 through n contained in the block. The PLOT PROCESS CODES are found in Table C2-2.
5. **M, N COORDINATE:** Specifies the geographical point about which the data is to be plotted. M and N are determined by the coordinate flag in the Product Definition Block.
6. **Characters 1 through N:** The ASCII character string representing the alphanumeric characters or weather symbols as defined by the Plot Process Code.

Figure 8-3. (Cont.) Plot Data Block; Mode 5, Submode 2

FF	LENGTH (I)	
005		003
SHAFT LENGTH		BLANKING FLAG
M COORDINATE (1)		
N COORDINATE (1)		
DIRECTION (1)		
SPEED (1)		
GUST (1)		HEMISPHERE (1)

•
•
•

M COORDINATE (n)		
N COORDINATE (n)		
DIRECTION (n)		
SPEED (n)		
GUST (n)		HEMISPHERE (n)
CHECKSUM		

Figure 8-4. Wind Barbs Data Block; Mode 5, Submode 3

NOTES: Figure 8.4:

1. **SHAFT LENGTH:** The number of pixels for the shaft line (from base to first barb).
2. **BLANKING FLAG:** An indicator for blanking the area covered by the wind barb character. If left-most bit is set (i.e., a "1") the area is blanked, if the left-most bit is off (i.e., a "0") blanking is not done.
3. **M,N COORDINATES:** Defines the location of the base of the wind barb shaft. M and N are determined by the **COORDINATE FLAG** in the Product Definition Block.
4. **DIRECTION:** An integer number in whole degrees. It specifies the direction from which the wind is blowing.
5. **SPEED:** An integer number in whole knots.
6. **GUST:** An integer number in whole knots.
7. **HEMISPHERE:** An indicator for Northern or Southern Hemisphere. If the right-most bit is set (1), the wind flags go to the left of the shaft (Southern Hemisphere) as viewed from the head of the shaft. If not set (0), the flags go to the right of the shaft (Northern Hemisphere).

Figure 8-4. (Cont.) Wind Barbs Data Block; Mode 5,
Submode 3

FF	LENGTH (I)	
005		004
CHARACTER 1		CHARACTER 2
CHARACTER 3		CHARACTER 4
CHARACTER n-1	B	ETB, ETX or NULL
CHECKSUM		

NOTES:

1. **CHARACTERS:** The data field is an even number of ASCII characters (both alphanumeric and control characters).
2. **B:** The use of this field is optional. It is only used with the ETB/ETX option. See Section 2.2.3.2.B. If B (high order bit) = 1, this byte contains the last character of the data set.
3. **ETB, ETX, or Null:** If the "Null Termination" option (see Section 2.2.3.2.B) is used, then Null will appear as the only valid termination character for the alphanumeric string. If the ETB/ETX option is used, then the following conventions will apply. The last byte in the block contains the ASCII control character ETB if the block is not the final block in the product data set. The last byte is ASCII control character ETX if the block is the last block in the Product Data Set. See Section 2.2.3.2.

Figure 8-5. Alphanumeric Data Block; Mode 5, Submode 4

CHAPTER 9

RASTER SCAN BLOCKS

9.1. Product Definition Blocks.

9.1.1. Satellite Product Definition Block. This block shall be formatted as shown in Figure 9-1. This block may be used to define all raster scan products that are in the form of visual imagery, i.e., satellite data as opposed to facsimile products.

9.1.2. Pixel Product Definition Block. This block shall be formatted as shown in Figure 9-2. This block shall be used for all non-satellite raster scan products (such as radar or facsimile). This block may also be used for satellite products in addition to, with, or instead of the Satellite Product Definition Block. The data may be packed to conserve transmission time. The algorithm used to pack the data shall be indicated by the pack code.

9.1.3. Polar/Geosynchronous Image Product Definition Block. This block shall be formatted as shown in Figure 9-4. This block identifies the image as a geosynchronous or polar satellite image. It identifies the image extents and organization used for extraction and display. This block identifies reference attributes common to both geosynchronous and polar satellite images.

9.2. Data Description Blocks.

9.2.1. Geosynchronous Image Data Description Block. This block shall be formatted as shown in Figure 9-5. This block identifies reference attributes specific to geosynchronous image products. It is used to establish an earth reference frame in the context of the image product described by the Image Product Definition Block (Mode 6/Submode 40). This block is also used to identify the type of sensor and data included.

To determine the earth location of points on a geostationary image for the purpose of overlaying meteorological symbols such as wind barbs or geopolitical information such as a state boundary it is necessary to be able to compute the line and pixel of the image that corresponds to a given point on the surface of the earth. This involves determining the location of the satellite in orbit and the earth point that the sensor was directed at and relating these to the earth latitude/longitude of the point and the image scanline/pixel. For more information see Earth Location Equations prepared for NASA, Goddard Space Flight Center by Westinghouse Electric Corporation (NASA Contract Number

NAS 5-23582.) The following parameters provide the information required that is not included in the image Product Definition Block (Mode 06/Submode 40.)

9.2.2. Polar Image Data Description Block. This block shall be formatted as shown in Figure 9-6. This block identifies reference attributes specific to polar image products. It is used to establish an earth reference frame in the context of the image product described by the Image Product Definition Block (Mode 6/Submode 40). This block is also used to identify the type of sensor and data included.

To determine the earth location of points on a polar orbiting satellite image for the purpose of overlaying meteorological symbols or geographical information it is necessary to compute the line and pixel of an image that relates to a given point on the Earth's surface. This involves determining the location of the satellite and the location where the sensor of the satellite was pointing when a particular sample was taken. These calculations involve relating the orbital mechanics of the satellite, the dynamics of the sensors motion and the rotational dynamics of the earth to the scanlines and pixels of the image.

9.3. Data Blocks.

9.3.1. Raster Scan Data Block

This Raster Scan Data block shall be formatted as shown in Figure 9-3. All raster scan products shall use this format with the XROW, YCOL, and RESOLUTION fields set to one (all bits on) if not used. The origin is 0,0. Pixel data in the data field shall be packed as specified by the pack code and arranged as specified by the pack code in the Product Definition block. The currently defined packing algorithms are described in succeeding sections.

9.3.1.1. Block Organization.

9.3.1.1.1. AFGWC Packing Scheme. Each data block shall contain a field giving the row and column location of the first pixel in the block and the resolution of the data, followed by a data field containing the pixel data. Succeeding pixels for the remainder of the scan line proceed as specified by the scan code. For multi-bit deep raster scan products, the pixel data shall consist of a pixel value for each pixel location. For single bit deep raster scan products, the pixel data shall specify state (on or off). The pixel data shall be organized in the data field as a continuous string of bits. The number of bits per pixel shall be specified by the matrix code, i.e., matrix code 01, 11, 21, 41 indicate one bit pixels, 04, 14, 24, 44, represent four bit pixels, etc.

9.3.1.1.2. National Weather Service Packing Scheme.
 Products packed in accordance with this scheme shall have the XROW, YCOL, and the resolution elements zero (0) filled. The data field shall be organized such that the pixel data is given in 8-bit bytes and packed within the bytes as follows:

Bit 7 and Bit 6	These bits are never used.
Bit 5 and Bit 4	These two bits determine the type of data described in the byte as follows:
	00 = Number of consecutive pixels in the line in the ON (white) state.
	01 = Number of consecutive pixels in the OFF (black) state.
	10 = Unpacked pixel data.
	11 = Recorder control character.
Bit 3 thru Bit 0	These bits contain the pixel count, unpacked pixel data, or the control character's lower half. For pixel count, the bits give the number of pixels OFF or ON in groups of four pixels, as indicated by bits 2 and 3. For unpacked pixel data, they give the state (ON and OFF) of the next four pixels in the scan line. If the byte contains the end-of-scan (EOS) control character, bits 4 through 7 are off. If the byte contains the end-of-map (EOM) character, bits 4 and 5 are off and bits 6 and 7 are on.

One byte of the packed pixel data stream can represent, at most, sixty (4*15) pixels of all white or all black data (i.e., UU001111 or UU011111). If bits two and three are the same in two, and at most three, consecutive bytes (e.g., two or three bytes containing UU00, or two or three bytes containing UU01), then the pixel count in the second byte represents multiples of sixteen, and the third, if present, represents multiples of sixteen squared. For example:

UU001010 UU000101 UU000001 = $10 + (5 * 16) + (1 * 256)$
 = 346 groups = 1384 white pixels (346*4)

UU000111 UU010011 UU011100 UU110000 = 7 groups of white,
 3 + (12 * 16) groups of black, and end of scan = 28 white
 pixels, 1780 black pixels and end of scan

Each block will contain one or more scan lines of the product (or partial lines) as required to fill the data block. Each complete scan line will be followed by an end-of-scan (EOS) sequence (UU110000). If a scan line is not completed before the last byte of a data block, the scan information will continue in the next block and the data shall be treated as if it had been in the same block. If an EOS is encountered before the end of a scan line, then the remainder of the scan line is white, and the next byte begins the next scan line. The final EOS for the product will be followed by an end-of-map (EOM) sequence (UU110011). If the EOM sequence is reached before the end of a data block, the remainder of the block will be filled with EOM sequences and the next block will be the End of Product block.

9.3.1.2. Block Length.

9.3.1.2.1. Air Force Global Weather Central (AFGWC) Packing Scheme. Data blocks will be of fixed length for a given product as determined by the number of pixels required to define one complete scan line of the product. Data block length shall be variable from one product to another depending on the size of the product. For example, one product may be a 512 x 512 bit array and another may be a 1024 x 1024 x 6 array.

9.3.1.2.2 National Weather Service Packing Scheme. Data blocks will be of fixed length for a given product. For example, NWS pixel products are blocked into 960 byte strings. Each block may contain any number of complete or partial scan lines as required to fill the block. Data block length will be variable from one product to another.

FF	LENGTH (I)	
006		020
PI SET		GI SET
SATELLITE ID		
LONGITUDE X		
RESOLUTION CODE		DATA TYPE
X MAX		
Y MAX		
ENHANCE MAX		ENHANCE MIN
ENHANCE ID		LENGTH (MM)
X CENTER		Y CENTER
LATITUDE		
LONGITUDE		
NCHAR		CHARACTER 1
CHARACTER 2		CHARACTER 3
CHARACTER 4		CHARACTER 5
.		
.		
.		
CHARACTER n-1		CHARACTER n
CHECKSUM		

Figure 9-1. Satellite Product Definition Block;
Mode 6, Submode 20

NOTES: Figure 9-1:

1. **PI SET:** The PI SET defines the background projection on which the product is valid. The currently defined codes are shown in Table C2-1. If a product is not associated with a background, PI SET will be zero (0) filled.
2. **GI SET:** The Grid Indicator defines the grid on which the data is valid. Currently defined codes are shown in Table C2-3. If a product is not associated with a GI SET, this field will be zero (0) filled.
3. **SATELLITE IDENTIFICATION:** Two ASCII characters that identify the satellite from which the product was produced. The first character identifies the agency. Currently assigned values are:

- A - Air Force
- C - China
- E - European
- I - Indian
- J - Japan
- N - NOAA
- R - Russian
- S - NASA
- V - Navy

The second byte may contain a letter or number to designate a specific satellite.

4. **LONGITUDE X:** This is the longitude of the meridian perpendicular to the base of the product and extending from the base of the product to the pole. Longitude X may be outside of the product boundaries. Table C2-1 shows the Longitude X for the defined PI Sets (map projection).
5. **RESOLUTION CODE:** This element specifies the resolution of the satellite data in the product in tenths of nautical miles, i.e., the resolution must be multiplied by .1 to obtain the actual value.
6. **DATA TYPE:** An integer code that specifies the type of satellite data contained in the product. The currently defined codes are:
 - 0 = Visual (VIS) only
 - 1 = Infrared (IR) only
 - 2 = Alternating lines of IR/VIS both day or both night
 - 3 = Alternating bytes IR/VIS both day or both night
 - 4 = Alternating lines of night and day both IR or both VIS
 - 5 = Alternating bytes of night and day both IR or both VIS
 - 6 = Microwave
 - 7 = Water Vapor
7. **XMAX and YMAX:** The maximum horizontal (XMAX) and vertical (YMAX) size of the product in pixels.
8. **ENHANCE MAX and MIN:** The limits of the gray scale referenced by ENHANCE ID.
9. **ENHANCE ID:** An enhancement identification which points to a table of gray scales or an algorithm. Some values are common for interagency use and some are user defined.

Figure 9-1. (Cont.) Satellite Product Definition Block;
Mode 6, Submode 20

NOTES: Figure 9-1 (Cont.):

10. LENGTH: Length of each scan line in the product in tens of minutes of arc, i.e., length must be multiplied by ten to obtain the actual value.

11. X,Y CENTER: The coordinates of the center of the product in units of the grid from which the product was extracted.

12. LATITUDE and LONGITUDE: The latitude and longitude of the center of the product in hundredths of degree, i.e., latitude and longitude must be multiplied by .01 to obtain the actual value.

13. NCHAR: The number of characters contained in the product title that follows.

14. CHARACTERS 1-n: The ASCII characters that make up the product title.

Figure 9-1. (Cont.) Satellite Product Definition Block;
Mode 6, Submode 20

FF	LENGTH (I)	
006		030
PI SET		MATRIX CODE
SCAN CODE		----- PACK CODE
CHECKSUM		

NOTES: Figure 9.2:

1. PI SET: The PI SET defines the background projection on which the product is valid. The currently defined codes are shown in Table C2-1. If a product is not associated with a background, PI SET will be zero (0) filled.

2. MATRIX CODE: A code defining the dimensions of the pixel array being sent in the product. Currently defined codes are:

01 - 512 x 512 x 1	11 - 1024 x 1024 x 1
02 - 512 x 512 x 2	12 - 1024 x 1024 x 2
03 - 512 x 512 x 3	13 - 1024 x 1024 x 3
04 - 512 x 512 x 4	14 - 1024 x 1024 x 4
05 - 512 x 512 x 5	15 - 1024 x 1024 x 5
06 - 512 x 512 x 6	16 - 1024 x 1024 x 6
07 - 512 x 512 x 7	17 - 1024 x 1024 x 7
10 - 512 x 512 x 8	20 - 1024 x 1024 x 8
21 - 2048 x 2048 x 1	41 - 4096 x 4096 x 1
22 - 2048 x 2048 x 2	42 - 4096 x 4096 x 2
23 - 2048 x 2048 x 3	43 - 4096 x 4096 x 3
24 - 2048 x 2048 x 4	44 - 4096 x 4096 x 4
25 - 2048 x 2048 x 5	45 - 4096 x 4096 x 5
26 - 2048 x 2048 x 6	46 - 4096 x 4096 x 6
27 - 2048 x 2048 x 7	47 - 4096 x 4096 x 7
30 - 2048 x 2048 x 8	50 - 4096 x 4096 x 8

63 - 1728 x n x 1 where n is dependent on the size of the product. In this case the number of data blocks must be counted during processing to determine n.

0 - M x N x 1 where M and N are dependent on the size of the product. In this case, M will be specified by the resolution element in the data block and the number of data blocks must be counted during processing to determine N.

Figure 9-2. Pixel Product Definition Block;
Mode 6, Submode 30

NOTES: Figure 9.2:

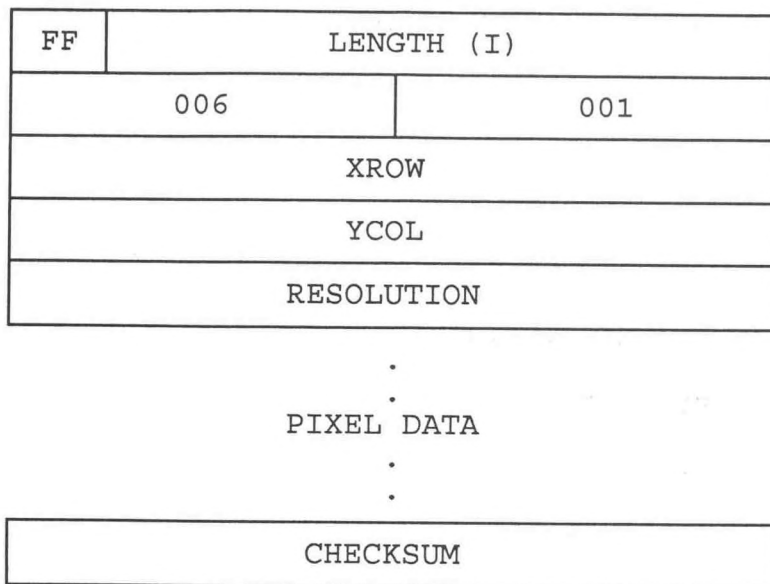
3. SCAN CODE: Used to indicate the order in which the raster scan pixels are arranged in the data block. The currently used scan codes are:

- 1 - Data are arranged in the data block such that pixels are defined row by row (raster scan) from the upper left corner.
- 2 - Data are arranged in the data block such that the pixels are defined row by row (bottom up raster scan) from the lower left corner.

4. PACK CODE: A code defining the algorithm which was used to pack the product. Currently defined codes are:

- 0 - Pixels are unpacked, i.e., each byte contains one pixel.
- 1 - Pixels are packed in accordance with the AFGWC packing scheme. See Section 9.3.1.1.
- 2 - Pixels are packed as specified by the Define Datawidth/Fieldwidth block. See Mode 1, Submode 5.
- 128 - Pixels are packed in accordance with the National Weather Service See Section 9.3.1.2.

Figure 9-2. (Cont.) Pixel Product Definition Block;
Mode 6, Submode 30



NOTES:

1. **XROW and YCOL:** The row and column number, within the product, where the first pixel in the data block is located. For example, 0,0 specifies the first pixel is in row 0, column 0 while 36,492 specifies the first pixel is in row 36, column 492. This location is referenced to the scan direction indicated by the scan code, i.e., for top down scan sequence, 0,0 specifies the upper left corner while 36,492 specifies the 36th row from the top and the 492nd column from the left.
2. **RESOLUTION:** The number of pixels per scan line.
3. **PIXEL DATA:** The value, or state, of each pixel in the scan line.

Figure 9-3. Raster Scan Data Block; Mode 6, Submode 1

FF	LENGTH (I)	
	006	040
—	START PIXEL	
—	START SCANLINE	
—	STOP PIXEL	
—	STOP SCANLINE	
	SATELLITE ID CHAR 1	SATELLITE ID CHAR 2
	SATELLITE ID CHAR 3	SATELLITE ID CHAR 4
	SATELLITE ID CHAR 5	SATELLITE ID CHAR 6
	SENSOR TYPE CHAR 1	SENSOR TYPE CHAR 2
	SENSOR TYPE CHAR 3	SENSOR TYPE CHAR 4
	SENSOR TYPE CHAR 5	SENSOR CHANNEL
	IMAGE BASE RESOLUTION	
	IMAGE DECIMATION	
	PALETTE FLAG	COLOR DEPTH
—	START SCANLINE OF COMPLETE IMAGE	
—	REFERENCE SCANLINE TIME	
	SCAN CODE	PACK CODE
	CHECKSUM	

Figure 9-4. Polar/Geosynchronous Image Product Definition Block; Mode 6, Submode 40

NOTES: Figure 9-4:

DEFINE SPECIFIC IMAGE TO BE DISPLAYED

1. START PIXEL: Left most pixel in a scanline for the requested image.
Range 0..15,999.

2. START SCANLINE: Upper most scanline of the requested image.
Range 0..15,999.

3. STOP PIXEL: Right most pixel of the requested image.
Range START PIXEL + 1..16,000.

4. STOP SCANLINE: Lower right corner where requested image ends.
Range START SCANLINE + 1..16,000.

5. SATELLITE ID CHARACTERS 1..6: A six character identifier of the satellite. May be blank filled.

e.g. WX0000..WX9999 = DMSP
 NA0000..NA9999 = TIROS
 GOESEb..GOESWb = GOES

6. SENSOR TYPE CHARACTERS 1..6: Identifies the sensor on the satellite the image represents. May be blank filled.

e.g. AVHRR = TIROS
 VISSR = GOES
 OLS, SSM/I, SSM/T = DMSP

7. SENSOR CHANNEL: Identifies the particular sensor of the sensor type from the satellite for this image, e.g.:

Visual = 1
Infrared = 2
AVHRR = 1..5
SSM/I = 1..7

IMAGE RESOLUTION

8. IMAGE BASE RESOLUTION: Identifies the base resolution of the satellite sensor. Units of 0.01 nautical miles.

e.g. 150 for DMSP SMOOTH (1.5 nm)
 30 for DMSP FINE (0.3 nm)

9. IMAGE DECIMATION: Identifies the scale relative to the base resolution of this image, e.g. a "2" indicates that every other original pixel has been deleted so the apparent resolution of the displayed image is one-half the original resolution. A negative number indicates pixel replication, e.g. a "-2" indicates that original pixels and scanlines have been replicated.

e.g. base resolution = 150
 image decimation = 2
 apparent resolution = 300 (3.0 nm)
e.g. base resolution = 150
 image decimation = -2
 apparent resolution = 75 (0.75 nm)

Figure 9-4. (Cont.) Polar/Geosynchronous Image Product
Definition Block; Mode 6, Submode 40

NOTES: Figure 9-4 (Cont.):

COLOR SPECIFIC

10. PALETTE FLAG: Identifies whether a user specified color palette data block (Mode 1, Submode 12) is provided in the image product.

No Palette = 0 Palette is included = 1

11. COLOR DEPTH: The number of times the Color Palette Block (Mode 1, Submode 12) is repeated. This implicitly defines the maximum number of colors required for the product since each Color Palette Block can describe up to 256 colors or gray shades.

DESCRIBES ENTIRE IMAGE

12. START SCANLINE OF COMPLETE IMAGE: The first scanline of the entire pass from which this image was extracted. The pixel number will begin with zero for all images, but for some satellites the first scanline transmitted may be greater than zero. Range = 0 ... 15,999.

13. REFERENCE SCANLINE TIME: The time of the first scanline in the pass from which this image was extracted. The format is DDDHHMM where the fields are in the following ranges:

DDD = Day Range 0 ... 365

HH = Hour Range 0 ... 23

MM = Minute Range 0 ... 59

The integer number can be "unpacked" by taking the integer value of successive divisions.

e.g. 2750551 = 275th day, 0551 GMT
Day = INT (2750551 / 10000) = 275

14. SCAN CODE: Used to define the sequence of the transmitted image pixels arriving at the site. This describes how to reorder the pixels so an observer in space facing the north pole would see the image. Range 0 ... 3

North Oriented, Unmirrored Image = 0

South Oriented, Unmirrored Image = 1

North Oriented, Mirrored Image = 2

South Oriented, Mirrored Image = 3

ADDITIONAL PACKING INFORMATION

15. PACK CODE: Used to indicate the data packing algorithm, if any. See existing pack code description in Mode 6, Submode 30 for current packing schemes.

Figure 9-4. (Cont.) Polar/Geosynchronous Image Product
Definition Block; Mode 6, Submode 40

FF	LENGTH (I)	
006		041
MNEMONIC CHARACTR 1		MNEMONIC CHARACTR 2
MNEMONIC CHARACTR 3		MNEMONIC CHARACTR 4
DATA REPRESENT CODE		UNITS CODE
MULTIPLIER MANTISSA		MULT CHARACTERISTIC
ADDITIVE CONSTANT		
LONGITUDE SUBPOINT		
LATITUDE SUBPOINT		
ALPHA		
DELTA		
ZETA		
ETA		
RHO		

Figure 9-5. Geosynchronous Image Product Description Block;
Mode 6, Submode 41

PC
W
SUBPOINT SCANLINE
SUBPOINT PIXEL
GEOCENTRIC ALTITUDE
CHECKSUM

NOTES: Figure 9-5:

DATA TYPE

1. **MNEMONIC:** A four character, left justified, set that identifies the type of data that is being represented by the image. Table A2-1 contains the mnemonic list.

DATA REPRESENTATION

2. **DATA REPRESENTATION CODE:** A code specifying the representation type of the data. Table C2-5 contains the codes. Examples of data representation are two's complement integer or floating point.

3. **UNITS CODE:** A code specifying the units of data. Table C2-4 contains these codes.

4. **MULTIPLIER MANTISSA:** Integer constant to be multiplied by the pixel value to obtain the actual value of the data point. Used in conjunction with the multiplier characteristic. See Figure 6-2, Note 12.

5. **MULTIPLIER CHARACTERISTIC:** Exponent of 10 to be used with the multiplier mantissa to obtain the true value of the data point.

Figure 9-5. (Cont.) Geosynchronous Image Product
Description Block; Mode 6, Submode 41

NOTES: Figure 9-5 (Cont.):

SATELLITE LOCATION ABOVE EARTH

6. ADDITIVE CONSTANT: Integer constant to be added to the element value to obtain the true value of the data point.
7. LONGITUDE SUBPOINT: The longitudinal point between the satellite and the center of the earth. This value is used to determine the location in space of the satellite. The value is the longitudinal angle in radians. Range $-\pi$... $+\pi$, positive values indicate eastern hemisphere; negative values indicate western hemisphere.
8. LATITUDE SUBPOINT: The latitudinal point between the satellite and the center of the earth. This value is used to determine the location in space of the satellite. The value is the latitudinal angle in radians. Range $-\pi/2$... $+\pi/2$, positive values indicate northern hemisphere; negative values indicate southern hemisphere.

SATELLITE SPIN AXIS ORIENTATION

The ALPHA and DELTA values are with reference to a line from the center of the sun through the center of the earth, the inertial reference system. The combination of ALPHA and DELTA define the spin axis of the geostationary satellite.

9. ALPHA: The right ascension of the satellite spin axis. One of two parameters, given in radians, that define the orientation of the satellite spin axis relative to the initial reference system. Range 0 ... 2π . Integer $\times 10^6$.
10. DELTA: Declination of the satellite spin axis. One of two parameters, given in radians, that define the orientation of the satellite spin axis relative to the initial reference system. Range 0 ... 2π . Integer $\times 10^6$.

SATELLITE SENSOR ALIGNMENT

The ZETA, ETA, and RHO values correct for satellite yaw, pitch, and roll. The values account for and correct for instrument mounting and residual spacecraft errors.

11. ZETA: Line bias, given in radians, that defines an angle between an image reference line and the intersection of the image field of view and the satellite spin plane. It is analogous to pitch in an aircraft. Range 0 ... $\pi/2$. Integer $\times 10^6$.
12. ETA: Skew bias, given in radians, that defines an angle between field of view plane and the satellite spin vector. It is analogous to yaw in an aircraft. Range 0 ... π . Integer $\times 10^6$.
13. RHO: Element bias, given in radians, that defines a shift in the image in the east-west (the spin plane) direction. It is analogous to roll in an aircraft. Range 0 ... π . Integer $\times 10^6$.

Figure 9-5. (Cont.) Geosynchronous Image Product
Description Block; Mode 6, Submode 41

NOTES: Figure 9-5 (Cont.):

ADDITIONAL POSITIONING VECTORS

14. PC: The absolute magnitude, given in nautical miles, of the satellite position vector relative to the inertial reference system. Generated from Chebychev polynomials, they are sent from the satellite during each transmission. Range is 0 23,000.

15. W (Greenwich Hour Angle): Angular distance, given in 0.001 radians, from a reference line drawn from the center of the earth to the center of the sun at the time of the Vernal Equinox (spring) to the Greenwich Meridian. Range 0 ... 2 pi.

IMAGE PARAMETERS AT SATELLITE SUBPOINT

16. SUBPOINT SCANLINE: Scanline of the image corresponding to the satellite subpoint (point on earth intersected by the line from center of earth to satellite). It is used to relate scanlines to earth coordinates. Range 0 ... 182,200.

17. SUBPOINT PIXEL: Pixel of the image corresponding to the satellite subpoint. It is used to relate pixels to earth coordinates. Range 0 ... 382,300.

18. GEOCENTRIC ALTITUDE: The geocentric altitude of the satellite above the earth's surface defined in units of r , the distance from the center of the earth to the average earth's mean sea level. It is used to calculate view vector of the satellite. The value should be 6.611 for a geostationary satellite. Integer $\times 10^6$.

Figure 9-5. (Cont.) Geosynchronous Image Product
Description Block; Mode 6, Submode 41

FF	LENGTH (I)	
	006	042
	MNEMONIC CHARACTER 1	MNEMONIC CHARACTER 2
	MNEMONIC CHARACTER 3	MNEMONIC CHARACTER 4
	DATA REPRESENT CODE	UNITS CODE
	MULTIPLIER MANTISSA	MULT CHARACTERISTIC
	ADDITIVE CONSTANT	
	POLAR INCLINATION	
	SEMI MAJOR AXIS	
	SCAN RATE	
	REVOLUTION NUMBER	
.		.
.		.
.		.

Figure 9-6. Polar Image Product Description Block;
Mode 6, Submode 42

ASCENDING LONGITUDE
ANOMALISTIC MEAN MOTION
RELATIVE EARTH ROTATION RATE
ARGUMENT OF PERIGEE
ECCENTRICITY OF ORBIT

Figure 9-6. (Cont.) Polar Image Product Description Block;
Mode 6, Submode 42

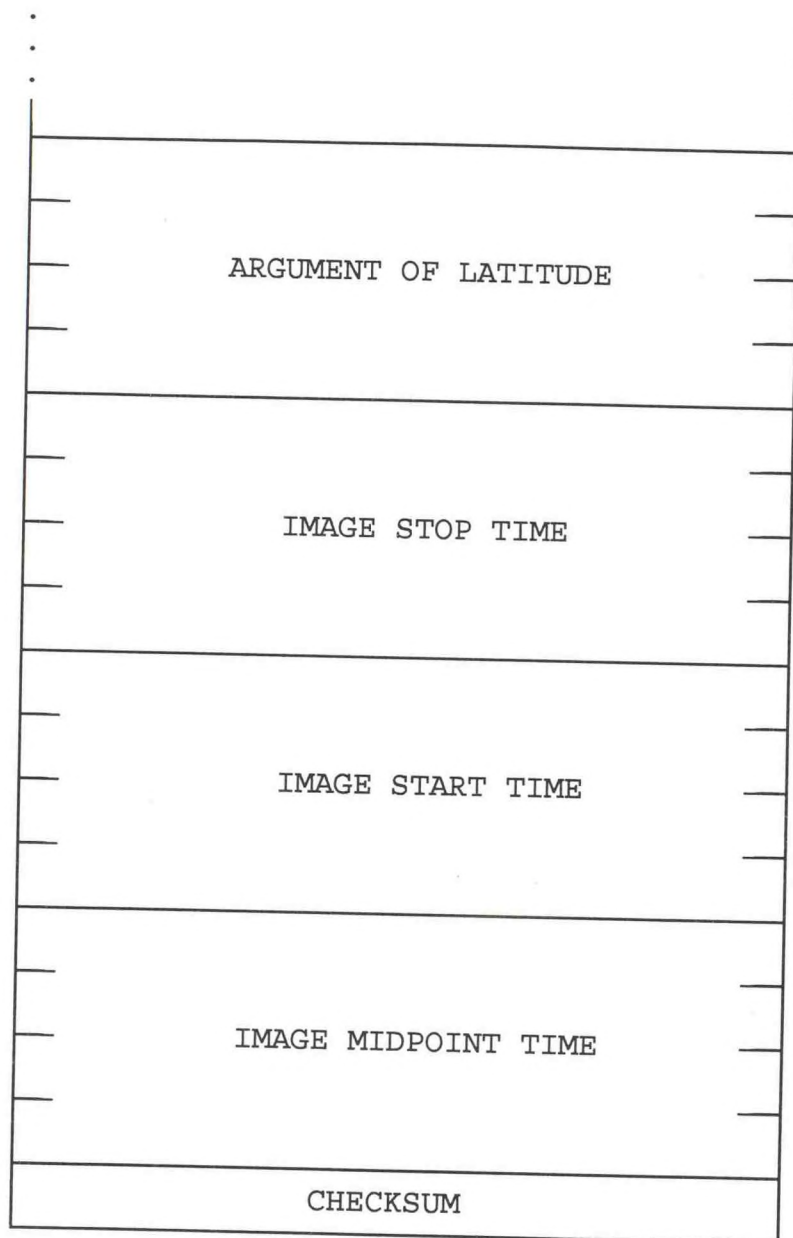


Figure 9-6. (Cont.) Polar Image Product Description Block;
Mode 6, Submode 42

NOTES: Figure 9-6:

DATA TYPE

1. **MNEMONIC:** A four character, left justified, set that identifies the type of data that is being represented by the image. Table A2-1 contains the mnemonic list.

DATA REPRESENTATION

2. **DATA REPRESENTATION CODE:** A code specifying the representation type of the data. Table C2-5 contains the codes. Examples of data representation are two's complement integer or floating point.

3. **UNITS CODE:** A code specifying the units of data. Table C2-4 contains these codes.

4. **MULTIPLIER MANTISSA:** Integer constant to be multiplied by the pixel value to obtain the actual value of the data point. Used in conjunction with the multiplier characteristic. See Figure 6-2, Note 12.

5. **MULTIPLIER CHARACTERISTIC:** Exponent of 10 to be used with the multiplier mantissa to obtain the true value of the data point.

6. **ADDITIVE CONSTANT:** Integer constant to be added to the element value to obtain the true value of the data point.

ORBITAL INFORMATION WITH RESPECT TO THE EARTH

7. **POLAR INCLINATION:** The angular measure from the orbital plane of the satellite to the equatorial plane of the earth. The value is the angle in radians. Range 0 ... π . Integer $\times 10^6$.

8. **SEMI MAJOR AXIS:** One-half the length of a chord which passes through the foci of an ellipse. This is used to determine perigee and apogee of the satellite's orbit. Earth radii. Integer $\times 10^6$.

SATELLITE INFORMATION

9. **SCAN RATE:** The average number of scans per second of the earth made by the line scanner. This number is used to determine the linear distance between scanlines.

10. **REVOLUTION NUMBER:** The orbit number of the satellite since launch used to determine the ephemeris set for the image.

ADDITIONAL ORBITAL INFORMATION

11. **ASCENDING LONGITUDE:** The longitude at which a northerly travelling satellite crosses the equatorial plane with respect to the line pointing from the earth to the center of the sun during the vernal equinox. One of the basic elements that defines the orbit. The value is an angle in radians. Range 0 ... 2π . Integer $\times 10^6$.

12. **ANOMALISTIC MEAN MOTION:** The number of orbits that a satellite makes in a 24 hour day. Another of the basic elements that is used to define the orbit of the satellite. This value varies with orbital decay and perturbations. The value is in radians per minute. Integer $\times 10^9$.

Figure 9-6. (Cont.) Polar Image Product Description Block;
Mode 6, Submode 42

NOTES: Figure 9-6 (Cont.):

13. RELATIVE EARTH ROTATIONAL RATE (Nodal Regression): The rate of rotation of the earth with respect to the satellite. Used to determine the orbit of the satellite. The value is in radians per minute. Integer $\times 10^9$.

14. ARGUMENT OF PERIGEE: The number of degree the perigee is from ascending longitude. Fixes orientation of ellipse with respect to Aries. Also used to define the orbit of the satellite. The value is an angle in radians. Range 0 .. 2π . Integer $\times 10^6$.

15. ECCENTRICITY OF ORBIT: The eccentricity of elliptical path of the satellite orbit. Generally defined as c/a where c is the distance from the center of the ellipse to a foci and a is the intercept along the major axis. The eccentricity indicates the shape of the ellipse. Used also to define the orbit of the satellite. Range 0 .. 1. Integer $\times 10^9$.

16. ARGUMENT OF LATITUDE: The number of degrees from the ascending node to the location of the satellite when the ephemeris data was generated. Position of satellite with respect to the ascending node. The value is an angle in radians. Range $-\pi/2$... $\pi/2$. Integer $\times 10^6$.

SATELLITE TIMING INFORMATION

17. IMAGE STOP TIME: The delta time from the midpoint time to the time at which the sampling for this image was completed. The units are fractions of a day. The range is 0..1 where 1 is a day. Integer $\times 10^9$.

18. IMAGE START TIME: The delta time at which the sampling for the image was started to the midpoint time of this image. The units are fractions of a day. The range is 0..1 where 1 is a day. Integer $\times 10^9$.

19. IMAGE MIDPOINT TIME: The time of the central scanline in the requested image. The format of this field is yyddd.dddd... where yy is the year, ddd is the julian day, and .dddd... is the fractional part of the julian day. Integer $\times 10^6$.

Figure 9-6. (Cont.) Polar Image Product Description Block;
Mode 6, Submode 42

CHAPTER 10

GRIDDED DATA BLOCKS

10.1. Product Definition Block. The Gridded Data Product Definition Block shall be formatted as shown in Figure 10-1. Gridded data may be transmitted in packed or unpacked format, and as latitude/ longitude or I/J grid data, as determined by the product originator.

10.2. Data Description Block. The data description block for unpacked Gridded Data products shall be in the format shown for Formatted Binary Data products in Figure 6-2. No data description block is used for packed Gridded Data products. The following conventions shall apply to the Gridded Data data description block when used.

10.2.1. Length and Arrangement of Block. Each element being transmitted in the data block shall be described in the ninth through twentieth bytes and succeeding twelve byte sections. The sections shall be in the same order as the elements appear in the element sets of the data block. The length of the data description block shall be sufficient to describe one or more elements, as required by the originator of the product.

10.3. Data Blocks. Due to the significant differences in formal requirements for packed and unpacked Gridded Data products, different data blocks are used.

10.3.1. Unpacked Gridded Data Block. The unpacked Gridded Data data block(s) for both latitude/longitude Gridded Data products and I/J Gridded Data products shall be formatted as shown for Formatted Binary Data in Figure 6-4. The data field of the block shall be formatted as specified in Section 10.2.1 The data field within the data block shall contain element sets aligned end-to-end as shown in Figure 6-4.

10.3.2. Band Index Data Block. This block applies to packed Gridded Data products. Each data block will be used to transmit all grid points in a product for each parameter (e.g., temperature, pressure). One or more additional data blocks may be transmitted sequentially to define all parameters in the product. Blocks shall be formatted as shown in Figure 10-3.

10.3.2.1. Data Unpacking Method. In order to discuss unpacking the data, the method and terms involved in packing the scaled integer grid value must be defined. One constant is chosen and included for each type of data field. This constant is divided into each grid value during the packing process in order to reduce the number of least significant digits. Use of

this Multiplier Constant (termed MC in the explanation) produces a value called the Band Index (BI). Thus for any given grid point value (GV):

$$BI = (GV) / MC$$

A first order difference value is then calculated between consecutive Band Index Values:

$$\Delta BI_n = BI_{n+1} - BI_n$$

Note that BI_1 and ΔBI_1 are given in the Gridded Data Product Definition Block. Now second order derivatives are computed from the first order differences:

$$\Delta^2 BI = \Delta BI_{n+1} - \Delta BI_n$$

The data part of the data block consists entirely of $\Delta^2 BI$, $\Delta^2 BI_{p-2}$ for a data field with p data points. During packing, the ΔBI computed between the last element of each row and the first element of the next row is computed using the next element directly above rather than beginning at the left side of the next row. Therefore, the scanning computation proceeds left-to-right for the 1st, 3rd,, rows and right-to-left for the 2nd, 4th,, rows. Decoding grid point value n, then, is done as:

$$GV_n = (BI_{n-1} + \Delta BI_{n-2} + \Delta^2 BI_{n-2}) * MC$$

10.4. Grid Conventions. The three key agencies capable of producing gridded products in accordance with these formats are National Weather Service, the Air Force, and the Navy. Each uses the same basic grid system but employs different (I,J) indexing conventions. Thus, it is important to know the originator of the gridded product, the specific grid being employed, and its relative indexing convention. This information must be used to properly interpret data related to or defined by COORDINATE FLAG = 1 (see Figures 7-1, 7-2, and 10-1). The designation of the COORDINATE FLAG determines the units for all coordinate data in data blocks that follow it. The originator of the product can be determined from the FILE INDICATOR in the Product Identification Block. Specific details concerning gridded products and indexing conventions should be obtained from the agency originating the product.

FF	LENGTH (I)	
007		020
PI SET		GI SET
SCALE FACTOR		
COORDINATE FLAG		UNITS CODE
SCALE EXPONENT		MULTIPLIER CONST.
FIRST BAND INDEX VALUE		
FIRST DELTA BI IN FIELD		
NUMBER OF COLUMNS		
NUMBER OF ROWS		
* REFERENCE M COORDINATE/M MAXIMUM		
* REFERENCE N COORDINATE/N MAXIMUM		
* I START		
* J START		
MONTH		DAY
HOUR		MINUTE
MONTH		DAY
HOUR		MINUTE
I POLE		
J POLE		
RE/D		
LONGITUDE X		
* REF. CODE/GML		SCAN CODE
CHECKSUM		

* indicates
fields are
redefined when
COORDINATE FLAG
= 2

Product
Valid
Time

End of
Product
Valid Time

Figure 10-1. Gridded Data Product Definition Block;
Mode 7, Submode 20

NOTES: Figure 10.1:

1. **PI SET:** The PI SET defines the background projection on which the product is valid. The currently defined codes are shown in Table C2-1 (Appendix C). If a product is not associated with a background, PI SET will be zero (0) filled.
2. **GI SET:** The Grid Indicator defines the grid on which the data is valid. Currently defined codes are shown in Table C2-3. If a product is not associated with a GI SET, the field will be zero (0) filled.
3. **SCALE FACTOR and SCALE FACTOR FRACTION:** The real world map scale in millions. The first byte contains the integer part, the second byte contains the fraction.
4. **COORDINATE FLAG:** Coordinate System Indicator as follows:

<u>Flag</u>	<u>M =</u>	<u>N =</u>	
0	Latitude	Longitude	(An earth surface grid in latitude and longitude coordinates.)
1	I	J	(Cartesian coordinates of the earth's surface.)
2	X	Y	(Pixel coordinates of the product background projection.)
5. **UNITS CODE:** A code specifying the units of the data elements. The list of units codes is found in Table C2-4 (Appendix C).
6. **SCALE EXPONENT:** The number of binary digits scaling which the unpacked integer carries. For example, the Fortran statement $GV = \text{FLOAT}(\text{IGRID}(J)/2^{**SE})$ will convert an unpacked grid value from IGRID(J) into the real parameter value GV.
7. **MULTIPLIER CONSTANT (MC):** The value that each grid value has been divided by to reduce the number of least significant digits. For Example, if SE = Scale Exponent, and MC = Multiplier Constant, the FORTRAN statement $GV = \text{FLOAT}(\text{IGRID}(J)/2^{**SE}) * MC$ will convert an unpacked grid value from IGRID(J) into the real parameter GV.
8. **FIRST BAND INDEX VALUE (BI):** This is the Band Index Value at the first grid point. $BI(1) = \text{FIX}(GV(1)/\text{FLOAT}(MC))/2^{**SE}$. In other words, the value of the first grid point is modified by the Multiplier Constant and Scale Exponent to reduce the number of bits required to store the number in integer format.

Figure 10-1. (Cont.) Gridded Data Product Definition Block;
Mode 7, Submode 20

NOTES: Figure 10.1 (Cont.):

9. FIRST DELTA BI IN FIELD (DI): The difference between the first two BI's.
 $\Delta BI(1) = BI(2) - BI(1)$.
The variables BI, MC and SE are described in Notes 6, 7, and 8. The theory is described in Section 10.3.2.1. When unpacking the grid, the value (GV) of the first grid point is given by the FORTRAN statement:
 $GV(1) = \text{FLOAT}(BI/2^{**}SE)*MC$
and the first DELTA BI value is given by the FORTRAN statement:
 $DBI(1) = \text{FLOAT}(D1/2^{**}SE)*MC$.
The second grid point is
 $GV(2) = GV(1) + DBI(1)$.
The second DELTA BI value is
 $DBI(2) = DBI(1) + \text{FLOAT}(D2BI(1)/2^{**}SE)*MC$.
The third grid point is
 $GV(3) = GV(2) + DBI(2)$.
From then on
 $DBI(n-1) = DBI(n-2) + \text{FLOAT}(D2BI(n-2)/2^{**}SE)*MC$ and
 $GV(n) = GV(n-1) + DBI(n-1)$
where DBI is the computed DELTA BI value and D2BI is the DELTA squared BI value from Mode 7, Submode 1.
10. NUMBER OF COLUMNS: The number of horizontal grids in the grid data area.
11. NUMBER OF ROWS: The number of vertical grids in the grid data area.
12. REFERENCE M and N COORDINATE/M and N MAXIMUM: For COORDINATE FLAG = 0 or 1, these reference coordinates shall specify the first grid point for which data is transmitted and may represent any point in the grid system, usually one of the four corners. M and N are determined by the REFERENCE CODE. For COORDINATE FLAG = 2, these reference coordinates specify the M and N maximum pixel values respectively of the graphic background area within which the data grid is to be superimposed. See Figure 10-2.
13. ISTART, JSTART: For COORDINATE FLAG = 0 or 1, these values designate the starting grid coordinate of the first grid point in the first row. If COORDINATE FLAG = 2, ISTART will be the number of pixels from the left edge of the displayable graphic area to the left-most column of the gridded data field. JSTART will be the number of pixels from the bottom edge of the graphic area to the lower-most row of the gridded field. See Figure 10-2. The grid points proceed row-wise left-to-right NCOLS, then to the next row above and proceed right-to-left and so on up to NROWS.
14. Product/End of Product Valid Time. The Product Valid Time is the time for which the transmitted data is valid or the start time of the valid period. If the 'DAY' element of the End of Product Valid Time is zero (0), the product is valid only at the Product Valid Time. For observed data, the valid time approximates, or may be identical to, the product generation time.

Figure 10-1. (Cont.) Gridded Data Product Definition Block;
Mode 7, Submode 20

NOTES: Figure 10.1 (Cont.):

15. IPOLE/JPOLE: For Polar Stereographic projections, the IPOLE/JPOLE fields define the horizontal and vertical grid distances respectively, from the pole to the lower left corner of the product. For Mercator projections, the IPOLE defines the East-West grid system distance from the Greenwich meridian to the meridian that passes through the lower left corner of the product, and JPOLE defines the North-South grid system from the equator to the bottom of the product. For both Polar Stereographic and Mercator projections, the IPOLE/JPOLE grid distances are the number of grid mesh intervals for the product's mesh indicated by the GI Set code.

16. RE/D: For gridded products on polar stereographic background projections, this specifies the effective number of grid lengths from the pole to the equator on the plane of the projection. It is derived by dividing the distance from the pole to the equator by the length. The grid length depends on the product's grid mesh, indicated by the GI Set code. For gridded products on Mercator background projections, RE/D will be set to zero. The actual entry is scaled by 2^{**6} .

17. LONGITUDE X: This is the longitude of the meridian perpendicular to the base of the product and extending from the base of the product to the pole. Longitude X may be outside of the product boundaries. Table C2-1 shows the Longitude X for the defined PI Sets (map projection).

18. REFERENCE CODE: If COORDINATE FLAG = 0 or 1, this code indicates where, in the grid, the reference coordinates are located. The currently used reference codes are:

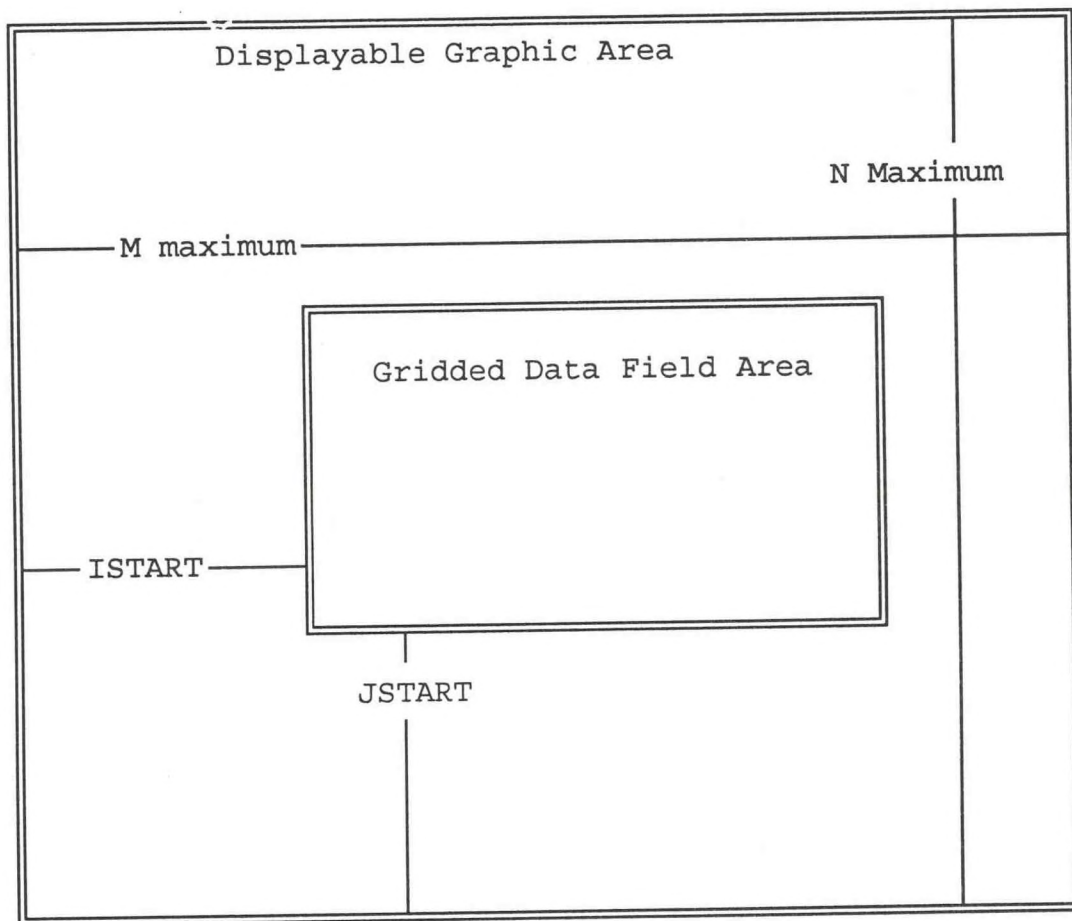
- 1 - Reference coordinates are located in the upper left corner of the grid.
- 2 - Reference coordinates are located in the lower left corner of the grid.

If COORDINATE FLAG = 2, this single byte field will specify the GRID MESH LENGTH (GML) of the grid field. GML is defined to be the number of pixels between adjacent grid points along all columns and rows. All pixel distances reference the displayable graphic area.

19. SCAN CODE: This code is used to indicate the order in which the data for the grid points appear in the data block. The currently used scan codes are:

- 1 - Data are arranged in the data block such that the grid is defined row by row (raster scan) from the upper left corner.
- 2 - Data are arranged in the data block such that the grid is defined row by row (bottom up raster scan) from the lower left corner.

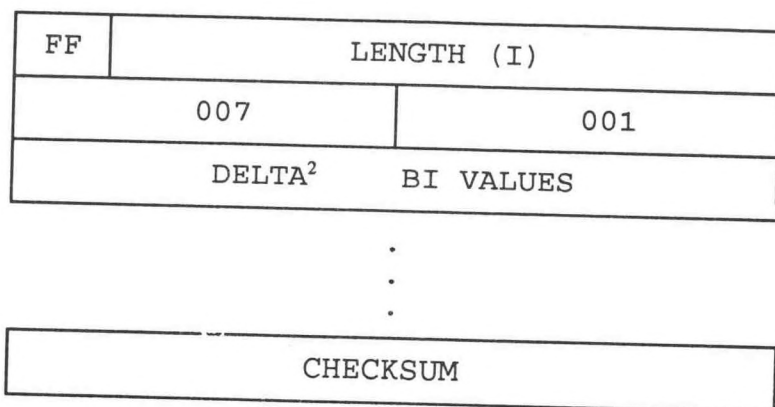
Figure 10-1. (Cont.) Gridded Data Product Definition Block;
Mode 7, Submode 20



Notes:

M Maximum and N Maximum, as used here, are encoded in the Gridded Data Product Definition Block as the Reference M and N coordinate, respectively. These values represent the width and height, respectively, of the entire graphic display area in pixels. Two parameters may link the pixel resolution (size) with actual distance on the earth's surface. The first is PI SET, which may define the Displayable Graphic Area (M Maximum by N Maximum) as being a precise geographical background. The second link is the SCALE FACTOR, which defines the Displayable Graphic Area in terms of an actual map scale. Note that when COORDINATE FLAG is 2, the ISTART, JSTART, REFERENCE M, REFERENCE N, and REFERENCE CODE (GML) are all given in terms of pixel values.

Figure 10-2. Gridded Data Definition Block Parameters when
COORDINATE FLAG = 2



NOTES:

1. DELTA² BI VALUES: These values are the second derivative of the Band Index Values. The field width is set by the Define Datawidth/Fieldwidth Block (Mode 1, Submode 5). The default is 8 bits (one byte).

Figure 10-3. Band Index Data Block; Mode 7, Submode 1

APPENDIX A

TERMS, DEFINITIONS AND STANDARD VALUES

Page

A1-1

Table A2-1 Symbol, Element, and Line Mnemonics A2-1

Table A2-2 Data Block Data Code with Corresponding Mnemonics A2-9

Table A2-3 Other Mnemonics Used in this Document A2-12

APPENDIX A - SECTION 1

Glossary

Accuracy	The degree of conformity of a measured or calculated value to some recognized standard or specified value.
Analysis	The process of interpreting and collating independent data to obtain a comprehensive definition of the state of the environment.
Block	A string of records, a string of words, or a character string, formed for technical or logic reasons to be treated as an entity.
Byte	Eight contiguous bits (an octet).
Call Letters	A location identifier expressed as a string of alphabetic characters.
Code	A set of items, such as abbreviations, numbers, or string of alphanumeric characters, that represent the members of another set of items. For example, the PI SET is a code that represents the geographical background to be used with a product. The term is also used to describe a string of alphanumeric characters whose structure conveys meaningful information as in weather reporting codes.
Decode	To convert data by reversing the effect of encoding.
Element	The smallest intelligible component of a product, e.g., wind speed, wind direction, a four character mnemonic that defines a parameter, symbol, etc.
Element Set	A collection of two or more elements related to a component of a product, e.g., a weather observation (report), group of vectors describing a graphic line, etc.
Environment	A general term describing three physical areas: the terrestrial environment (the earth itself), the atmospheric environment (the area above the surface of the earth where weather phenomena occur), and the space environment (the area extending from approximately the bottom of the ionosphere to the sun).

Encode	To convert data by the use of a code or a code character set in such a manner that reconversion to the original form is possible.
Field	A bounded collection of data. This term will normally be used with a descriptive adjective that defines the nature of the field, e.g., Gridded Data Field, product identification field, etc.
File Time	The date and time (zulu) a message is made available for transmission purposes.
Flag	A bit, combination of bits, or a character, used to indicate a class of information, a step in a program, or some classification of a value (commonly used for branching).
Forecast	A prediction of the future state of the environment.
Grid	A system of uniformly spaced points referenced to the physical surface of the earth. A grid may be in the form of uniformly spaced latitude and longitude points with the spacing expressed in degrees or in the form of an array of points with rows designated by an integer (I), columns designated by an integer (J), and spacing expressed in nautical miles, kilometers, or some other appropriate linear distance. The latter form of grid is usually referred to as an I/J grid.
I/J Grid	I/J Grid is an array of points in a mapped representation of the earth surface and spaced at a uniform interval in the map. The points are referenced by an integer row number (I) and column number (J). There is a unique algorithm for reference to latitude/longitude from I/J depending on the map transformation formula (i.e., polar stereographic, mercator, Lambert conformal, etc.) and there is an algorithm for determining the true earth distance between grid points (which will in general vary over the map).
Image	The visual depiction of information (e.g., a satellite picture or a vector graphic product displayed on a CRT).
Level	A surface above the surface of the earth defined by the locus of points of equal atmospheric pressure. It is used in connection with upper air data which is reported at altitudes dependent on

the atmospheric pressure. A level is therefore a surface on which the pressure is everywhere the same.

Location Identifier	A number, or string, of A/N characters that identifies a geographic location (a shorthand notation for name of the location). Location identifiers are assigned by several different organizations (WMO, ICAO, etc.).
Model	An automated set of analysis or forecast algorithms that simulates the dynamics of the environment.
Observation	A collection of information describing weather conditions at a specified location within a specified area.
Octet	Eight contiguous bits (byte).
Precision	A measure of the ability to distinguish between nearly equal values. The degree of mutual agreement between individual measurements, namely repeatability and reproducibility.
Product	A collection of information (element sets) that completely defines a bounded group of related information.
Record	A collection of related data or words treated as a unit, e.g., a synoptic observation.
Rounding	<p>When a figure is to be rounded to fewer digits than the total number available, the procedure should be as follows:</p> <ol style="list-style-type: none">When the first digit discarded is less than five, the last digit retained should not be changed.When the first digit discarded is five or greater, the last figure retained should be increased by one unit.
Set	A finite or infinite number of objects of any kind, or entities, (of components) or concepts, that have a given property or properties in common.

APPENDIX A - SECTION 2

MNEMONICS

Table A2-1 Symbol, Element, and Line Mnemonics

Use Code:

- 1 = Formatted binary or satellite element mnemonic (appearing in Mode 3/Submode 21 or 30).
- 2 = Formatted binary data block symbol mnemonic (appearing in Mode 3/Submode 1).
- 3 = Vector graphic line mnemonic (appearing in Mode 1/Submode 4).
- 4 = Vector graphic symbol mnemonic (appearing in Mode 5/Submode 2).
- 5 = Gridded element mnemonic (appearing in Mode 3/Submode 21 and Mode 6/Submode 41 or 42).
- 6 = Formatted binary element mnemonic (appearing in Mode 3/Submode 22).

<u>Mnemonic</u>	<u>Use</u>	<u>Description</u>
A	2,4	Hail
ABA	6	Antenna Beam Azimuth
ABE	6	Antenna Beam Elevation
ABH	3,5	Absolute Humidity
ABN	6	Antenna Beam Notation
AC	2,4	Altostratus
ACC	4	Anticyclonic Circulation Center
ACC	2,4	Altostratus Castellanus (USAF only)
ACS	2/4	Altostratus Standing Lenticular
ACZ	3	Anticyclonic Wind Shear Zone
AET	3,5	Aerosol Type
AG	3	Age
AGE	1,5	Snow Age
AH1-AH6	3	Arrowhead Style (6 styles)
ALB	1	Surface albedo
ALT	1,5	Altimeter Setting
AMI	6	Acquisition Mode Identification
AMX	1,5	Amount of Obscuration
ANC	4	Anticyclonic Circulation Center (USAF only)
AOA	3	Axis of Advection
AS	2,4	Altostratus
AUX	3	Auxiliary Upper Level Contour
AW	2,4	Hail Shower
AZR	1,5	Hail Diameter
BC	1	Barometric Characteristic
BCO-BC8	2,4	Barometric Characteristic Trace Code
BD	2,4	Blowing Dust/Sand
BDP	5	Boundary Layer Dewpoint Depression
BDS	2,4	Dust Storm/Sand Storm
BDT	3,5	Boundary Layer Top
BKN	2,4	Broken (Sky Condition)
BLK	1	WMO Block Number

BPOS	1	Beam position
BS	2, 4	Blowing Snow
BSH	2, 4	Blowing Snow-High
BSIZ	1	Box and mini-box sizes for Sounding data
BSL	2, 4	Blowing Snow-Low
B11	3	Ceiling less than 1,000 ft and/or Visibility less than 1 mile (area outline)
CA	3, 5	Cloud Amount
CD	3, 5	Cloud Density
CAL	1	ICAO Call Letters
CAM	2, 4	Cloud Amount Missing
CAT	3	Clear Air Turbulence Outline
CAO-CA9	2, 4	Cloud Amount
CB	2, 4	Cumulonimbus
CB3	2, 4	Cumulonimbus without Anvil
CB9	2, 4	Cumulonimbus with Anvil
CC	2, 4	Cirrocumulus
CCT	3, 5	Climatological Temperature
CCW	?	Climatological Wind
CDB	1, 3, 5	Cloud Base
CDP	4	Cold Pool
CDT	1, 3, 5	Cloud Top
CFA	3	Cold Front-Aloft
CFG	3	Cold Frontogenesis
CFS	3	Cold Front-Surface
CFX	3	Cold Frontolysis
CHA	1, 5	High Cloud Amount
CHH	1, 5	High Cloud Height
CHT	1	High Cloud Type
CI	2, 4	Cirrus
CIG	1, 3, 5	Ceiling Height
CLA	1, 5	Low Cloud Amount
CLH	1, 5	Low Cloud Height
CLQ	6	Integrated Cloud Liquid
CLR	2, 4	Clear (Sky Condition)
CLT	1	Low Cloud Type
CLW	3, 5	Cloud Water
CMA	1, 5	Middle Cloud Amount
CMH	1, 5	Middle Cloud Height
CMT	1	Middle Cloud Height
CRF	1	Composite Reflectivity
CS	2, 4	Cirrostratus
CT	1	Cloud Type
CTA	1, 5	Total Cloud Amount (USAF only)
CTR	1	Counter
CU	2, 4	Cumulus
CVA	3	Thunderstorm or Convective Area Outline
CVG	3	Convergence Area Outline
CVL	3	Convergence Line
CYC	4	Cyclonic Circulation Center
C1A	1, 5	First Cloud Layer Amount
C1B	1, 5	Contrail Base 1
C1C	1, 5	Contrail Top 1
C1H	1, 5	First Cloud Layer Height
C1T	1	First Cloud Layer Type
C2A	1, 5	Second Cloud Layer Amount
C2B	1, 5	Contrail Base 2
C2C	1, 5	Contrail Top 2
C2H	1, 5	Second Cloud Layer Height
C2T	1	Second Cloud Layer Type
C3A	1, 5	Third Cloud Layer Amount

C3H	1, 5	Third Cloud Layer Height
C3T	1	Third Cloud Layer Type
C33	3	Ceiling less than 3,000 ft and/or Visibility less than 3 miles (area outline)
D	2, 4	Dust/Sand - Slight
DAY	1	Day of the Month
DD	2, 4	Dust Devil
DFG	6	Digitally Filtered Ground clutter removal gates
DIP	6	Data Integration Period
DIR	1, 5, 6	Wind Direction
DIV	3, 5	Divergence
DL1-DL7	3	Dashed Line (seven colors)
DPD	1, 3, 5	Dewpoint Depression
DPT	1, 3, 5, 6	Dewpoint Temperature
DRY	3	Dry Line
DVL	3, 5	D-Value
D10	3	Ceiling less than 10,000 ft (area outline)
ELV	6	Elevation (msl meters)
EPT	5	Equivalent Potential Temperature
ETP	1	Echo Tops
E1B	3, 5	Contrail Engine Type 1, Base
E1I	3, 5	Contrail Engine Type 1, Intensity
E1T	3, 5	Contrail Engine Type 1, Top
E2B	3, 5	Contrail Engine Type 2, Base
E2I	3, 5	Contrail Engine Type 2, Intensity
E2T	3, 5	Contrail Engine Type 2, Top
E3B	3, 5	Contrail Engine Type 3, Base
E3I	3, 5	Contrail Engine Type 3, Intensity
E3T	3, 5	Contrail Engine Type 3, Top
E4B	3, 5	Contrail Engine Type 4, Base
E4I	3, 5	Contrail Engine Type 4, Intensity
E4T	3, 5	Contrail Engine Type 4, Top
F	2, 4	Fog/Ice Fog
FGD	6	Radial distance to center of first radar gate (meters)
FGH	6	Height (vertical) to center of first gate (meters)
FLAG	1	Flag
FNL	2, 4	Funnel Cloud
FPH	2, 4	Fog during past hour
FWD	3, 5	Fallout Winds
GF	2, 4	Ground Fog
GMH	6	Geometric heights
GPH	1, 3, 5, 6	Geopotential Height
GST	1	Wind Gust
H	2, 4	Haze
HFIL	3	Hatched Fills
HGT	1, 3, 5	Altitude (Height)
HI	4	High Pressure/Height Center
HR	1, 6	Hour
HRN	4	Hurricane, Northern Hemisphere
HRS	4	Hurricane, Southern Hemisphere
HSS	3	Horizontal Speed Shear
HTF	3	Height Fall Area Outline
I	3	Icing
IAG	3, 5	Ice Age
ICA	5	Rain Flag
ICB	3, 5	Icing Base

ICD	3,5	Ice Edge
ICE	3	Ice Cover
ICG	3	Icing Area Outline
ICI	3,5	Icing Intensity
ICL	4	Clear Icing - Light
ICM	4	Clear Icing - Moderate
ICP	3,5	Icing Top
ICS	4	Clear Icing - Severe
ICT	4	Clear Icing - Trace
ICW	5	Cloud Water
ICY	3,5	Icing Type
ID	1	Identification of DMSP satellite
IDT	6	Instrument Dwell Time
IEF	5	Ice Edge
IF	2,4	Ice Fog (USAF only)
IHV	5	85 GHz Horizontal Polarity Variance
IIA	5	Ice Age
IIC	5	ICE Concentration
IML	4	Mixed Icing - Light
IMM	4	Mixed Icing - Moderate
IMS	4	Mixed Icing - Severe
IMT	4	Mixed Icing - Trace
INS	4	Shear/Instability Line
IP	2,4	Ice Pellets
IPW	2,4	Ice Pellet Shower
IPZ	2,4	Ice Prisms
IRA	5	Rain Rate
IRL	4	Rime Icing - Light
IRM	4	Rime Icing - Moderate
IRS	4	Rime Icing - Severe
IRT	4	Rime Icing - Trace
ISC	5	Surface Type
ISM	5	Soil Moisture
IST	5	Surface Temperature Over Land
ISW	5	Surface Wind Over Ocean
IWV	5	Water Vapor
IVH	3,5	Inversion Height
IVV	5	85 GHz Vertical Polarity Variance
JLH	1	Julian Hour
K	2,4	Smoke
L	2,4	Drizzle/Moderate Drizzle
L+	2,4	Heavy Drizzle
L-	2,4	Light Drizzle
LAT	1,6	Latitude
LES	3	Less than 2/8 Cloud Cover (area outline)
LO	4	Low Pressure/Height Center
LON	1,6	Longitude
LPH	2,4	Drizzle during past hour
LTG	2,4	Lightning
LWC	3,5	Liquid Water
L1A-L4A	1	Cloud Amount Layer 1-4 (4 layers) (USAF only)
L1H-1	1	Cloud Height Layer 1-4 (4 layers) (USAF only)
L1T-L4T	1	Cloud Type Layer 1-4 (4 layers) (USAF only)
MDV	3,5	Medium Range D-Value
MN	1,6	Minute
MNS	4	Minus Sign
MO	6	
MON	1	Month

MRV	1	Mean Radial Velocity
MSC	1	Mesocyclone
MW1-MW3	1	Maximum Wind Level 1-3 (3 levels)
MXR	3,5	Mixing Ratio
NRG	6	Number of Range Gates
NS	2,4	Nimbostratus
NSA	6	Number of Spectral Averages
NUL	6	Null, or fields to be ignored
OBS	2,4	Obscured (Sky Condition)
OFA	3	Occluded Front-Aloft
OFG	3	Occluded Frontogenesis
OFS	3	Occluded Front-Surface
OFX	3	Occluded Frontolysis
OHP	1	1 Hour Precipitation Accumulation
OPF	6	Center operating frequency
OVC	2,4	Overcast (Sky Condition)
OVV	3,5	Omega/Vertical Velocity
OZ	1	Ozone
PCT	3,5	Precipitation Category
PC3	1	Pressure Characteristic - 3 hr
PI	3,5	Precipitation Intensity
PKG	1	Peak Gust
PLS	4	Plus Sign
PNN	6	Processing Node Name
PP	1,3	Barometric tendency (3-hour pressure change)
PPP	1,3	Sea Level Pressure
PPW	1,5,6	Precipitable Water
PRP	6	Pulse Repetition Period
PRS	1,5,6	Pressure
PRST	1	Tropopause Pressure
PT	3,5	Potential Temperature
PVA	3	Positive Vorticity Advection Line
PWB	2,4	Past Weather - Blowing Dust or Snow
PWD	3,5	Wind Direction (Reference Pi Grid)
PWF	2,4	Past Weather - Fog
PWL	2,4	Past Weather - Drizzle
PWR	2,4	Past Weather - Rain
PWS	2,4	Past Weather - Snow
PWT	2,4	Past Weather - Thunderstorm
PWW	2,4	Past Weather - Showers
PWX	1	Past Weather
PY	3,5	Precipitation Type
QPF	3,5	Quantitative Precipitation Forecast
QQ1-QQ9	4,6	Special Symbol 1-9 (defined by originator of product)
QVC	3,5	Q-Vector Convergence
QVT	3,5	Q-Vector
R	2,4	Rain/Moderate Rain
R+	2,4	Heavy Rain
R-	2,4	Light Rain
RAM	6	Radar Acquisition Mode
RCS	1	Cross Section Reflectivity
RDG	3	Ridge Axis
REF	1	Reflectivity
REV #	1	Orbit number
RH	3,5	Relative Humidity
RMV	6	Radar Mean Velocity

RNL	6	Radar Noise Level estimate
RPH	2,4	Rain During Past Hour
RPW	6	Radar Pulse Width
RR	3,5	Rain Rate
RS	2,4	Rain and Snow Mixed
RSD	6	Radar Spectral Data values
RSI	6	Radar Sampling Interval
RSN	6	Radar Site Name
RSP	6	Radar Signal Power
RSW	2,4	Showers of Rain and Snow Mixed
RVV	6	Radar velocity variance
RW	2,4	Rain Showers
R06	1,3,5	6-Hour Precipitation Amount
R12	3,5	12-Hour Precipitation Amount
R24	1,3,5	24-Hour Precipitation Amount
S	2,4	Snow/Moderate Snow
S+	2,4	Heavy Snow
S-	2,4	Light Snow
SC	2,4	Stratocumulus
SCID	1	Satellite ID
SCT	2,4	Scattered (Sky Condition)
SD	1	Ship Direction (USAF Only)
SDD	1	Ship Direction
SDH	3,5	Ditch Headings
SDP	4	Subtropical Depression
SDR	3,5	Sea Direction
SDO-SD8	2,4	Ship Direction 0-8 (9 values: becalmed & 8 points of compass clockwise from NE)
SEC	1	Second
SFA	3	Stationary Front - Aloft
SFG	3	Stationary Frontogenesis
SFIL	3	Solid Fills
SFS	3	Stationary Front - Surface
SFX	3	Stationary Frontolysis
SG	2,4	Snow Grains (USAF only)
SGR	2,4	Snow Grains
SH	3,5	Specific Humidity
SHT	3,5	Sea Height
SIM	3,5	Soil Moisture
SKY	1,5	Sky Cover (Total Cloud Amount)
SL1-SL7	3	Solid Line 1-7 (7 colors)
SNC	3,5	Snow Cover
SNO	3,5	Snow Depth
SNR	6	Signal-to-noise ratios
SNW	3,5	Snow Water
SOA	3	Stationary Occluded Front - Aloft
SOS	3	Stationary Occluded Front - Surface
SOX	3	Stationary Occluded Frontolysis
SPD	1,3,5,6	Wind Speed
SPH	2,4	Snow During Past Hour
SPL	6	Minimum signal power used in scaling
SPW	6	Maximum signal power used in scaling
SQL	2,4	Squalls
SRM	1	Storm Relative Mean Radial Velocity
SRN	6	Software Revision Number
SRP	6	Standard Reporting Period
SS	1	Storm Structure
SSH	3,5	Swell Height
SSN	4	Subtropical Storm - Northern Hemisphere
SSP	3,5	Sea Period
SSS	1,3,5	Sea Surface Temperature

ST	2,4	Stratus
STF	3,5	Stream Function Value
STI	1	Storm Tracking Information
STM	3,5	Streamline
STN	1	WMO Station Number
STP	1	Storm Total Precipitation Accumulation
SV	1	Ship Speed (USAF only)
SVH	6	Maximum spectral value over all spectra
SVL	6	Minimum spectral value over all spectra
SVV	1	Ship Speed
SW	2,4	Snow Showers
SWD	3,5	Swell Direction
SWH	3,5	Wave Height
SWP	3,5	Swell Period
SWT	1,3,5	SWEAT Index
S06	1,3,5	6-Hour Snowfall Amount
T	2,4	Thunderstorm
TA	2,4	Thunderstorm with Hail
TBB	6	Brightness temperatures
TBE	3,5	Turbulence Base
TBI	3,5	Turbulence Intensity
TBL	4	Turbulence - Light
TBM	4	Turbulence - Moderate
TBS	4	Turbulence - Severe
TBT	3,5	Turbulence Top
TCN	4	Tropical Cyclone - Northern Hemisphere
TCS	4	Tropical Cyclone - Southern Hemisphere
TCU	2,4	Towering Cumulus
TCV	3,5	Thunderstorm Coverage
TDA	6	Number of time domain averages (coherent averages)
TDP	4	Tropical Depression
THK	3,5	Thickness
THP	1	Three Hour Precipitation Accumulation
THW	3,5	Total Water
TI	3,5	Thunderstorm Intensity
TIR	3,5	IR Transmissivity
TMP	1,3,5,6	Temperature
TMPB	1	Brightness Temperature
TPM	1	Mean Temperature
TPS	1	Skin (surface) temperature
TMPT	1	Tropopause temperature
TMT	3,5	Thunderstorms Max Tops
TPB	3,5	Brightness Temperature
TPH	2,4	Thunderstorm During Past Hour
TP1-TP3	1,3	Tropopause Level 1-3 (3 levels)
TPP	6	Tropopause height
TRO	3	Trough Axis
TRP	4	Triple Point
TRS	2,4	Thunderstorm with Rain and Snow Mixed
TRW	2,4	Thunderstorm with Rainshower
TR7	3	700 mb Temperature Ridge
TSD	6	Time Series Data
TSP	6	Number of time series points (= FFT points)
TSN	4	Tropical Storm - Northern Hemisphere
TSS	4	Tropical Storm - Southern Hemisphere
TSW	2,4	Thunderstorm with Snowshower
TTN	1,3,5	Minimum Temperature
TTX	1,3,5	Maximum Temperature
TVS	1	Tornado Vortex Signature
TXT	6	Informational text messages

UAM	1	User Alert Message
UWC	5,6	U Wind Component
VAB	3,5	Volcanic Ash Base
VAD	1	Velocity Azimuth Display
VAI	3,5	Volcanic Ash Intensity
VAT	3,5	Volcanic Ash Top
VGS	6	Vertical inter-range gate spacing (center to center)
VGW	6	Vertical range gate width (meters)
VIL	1	Vertical Integrated Liquid
VIR	3,5	IR Visibility
VIS	1,3,5	Visibility
VMC	4	Vorticity Maximum
VRT	3,5	Vorticity
VWC	5,6	V Wind Component
WBC	4	Wind Barb - 100 knots
WBI	4	Wind Barb - 1 or 2 knots
WBL	4	Wind Barb - 50 knots
WBV	4	Wind Barb - 5 knots
WBX	4	Wind Barb - 10 knots
WDM	2,4	Wind Direction Missing
WET	3	Non-Convective or Intermittent Precipitation (area outline)
WFA	3	Warm Front-Aloft
WFG	3	Warm Frontogenesis
WFS	3	Warm Front - Surface
WFX	3	Warm Frontolysis
WMP	4	Warm Pool
WMIX	1	Water vapor mixing ratio
WNC	2,4	Calm Wind
WPH	2,4	Showers During Past Hour
WSM	2,4	Wind Speed Missing
WV	5	Water Vapor
WVD	1	Wave Direction
WVH	1	Wave Height
WW1	1,5	Primary Present Weather
WW2	1,5	Secondary Present Weather
WW34	1,5	Tertiary Present Weather
WWC	6	W (vertical) wind component
XTRA	1	Spare elements or field (some data elements not returned by every satellite)
YR	1	Year
ZANL	1	Zenith angle, local
ZANS	1	Zenith angle, solar
ZL	2,4	Freezing Drizzle
ZPH	2,4	Freezing Precipitation During Last Hour
ZR	2,4	Freezing Rain
ZZ1-ZZ9	1,3,5,6	Special Parameter 1-9 (9 parameters)

APPENDIX A - SECTION 2

MNEMONICS

Table A2-2. Data Block Data Code with Corresponding Mnemonics

NOTE: Formatted binary products originating from the USAF do not use mnemonics in the formatted binary data block (Use Code 2 in Table A2-1). Certain formatted binary element mnemonics use a binary data block code, making data binary in Mode 3/Submode 1. The following shows the element description mnemonic (which could appear in Mode 3/Submode 21), the data block data code (which could then appear in Mode 3/Submode 1), and the mnemonic to which that data code corresponds.

	Data Description Mnemonic	Data Block Data Code	Corre- sponding Mnemonic
Barometric Characteristic	BC		
0 - Rising then falling		160	BC0
1 - Rising then steady		161	BC1
2 - Rising		162	BC2
3 - Falling or steady, then rising		163	BC3
4 - Steady		164	BC4
5 - Falling then rising		165	BC5
6 - Falling then steady		166	BC6
7 - Falling		167	BC7
8 - Steady or rising, then falling		168	BC8
Cloud Amount Total	CTA		
M - Missing		149	CAM
0 - No Clouds (Airways clear)		150	CA0, CLR
1 - One tenth		151	CA1
2 - Two to three tenths (Airways scattered)		152	CA2, SCT
3 - Four tenths		153	CA3
4 - Five tenths		154	CA4
5 - Six tenths		155	CA5
6 - Seven to eight tenths (Airways broken)		156	CA6, BKN
7 - Nine tenths		157	CA7
8 - Ten tenths (Airways overcast)		158	CA8, OVC
9 - Obscured		159	CA9, OBS

Present Weather

Present Weather (primary)
 Present Weather (secondary)
 Present Weather (tertiary)

WW1
 WW2
 WW3

No Weather Reportable	000	
Smoke	004	K
Haze	005	H
Dust/Sand	006	D
Blowing Dust/Sand	007	BD
Dust Devil	008	DD
Lightning	013	LTG
Thunderstorm	017	T
Squalls	018	SQL
Funnel Cloud	019	FNL
Drizzle during past hour	020	LPH
Rain during past hour	021	RPH
Snow during past hour	022	SPH
Freezing precipitation during last hour	024	ZPH
Showers during past hour	025	WPH
Fog during past hour	028	FPH
Thunderstorm during past hour	029	TPH
Dust Storm/Sand Storm	031	BDS
Blowing Snow	038	BS
Ground Fog	044	GF
Fog	045	F
Ice Fog	049	IF
Drizzle, light	051	L-
Drizzle, moderate	053	L
Drizzle, heavy	055	L+
Freezing Drizzle	056	ZL
Rain, light	061	R-
Rain, moderate	063	R
Rain, heavy	065	R+
Freezing Rain	066	ZR
Rain and Snow Mixed	068	RS
Snow, light	071	S-
Snow, moderate	073	S
Snow, heavy	075	S+
Ice Prisms	076	IPZ
Snow Grains	077	SG, SGR
Ice Pellets	079	IP
Rain Showers	080	RW
Showers of Rain and Snow Mixed	083	RSW
Snow Showers	085	SW
Ice Pellet Shower	087	IPW
Hail Shower	089	AW
Thunderstorm with Rainshower	093	TRW
Thunderstorm with Snowshower	094	TSW
Thunderstorm with Rain and Snow Mixed	095	TRS
Thunderstorm with Hail	096	TA

Cloud Type

Cloud Type Layer 1	L1T
Cloud Type Layer 2	L2T
Cloud Type Layer 3	L3T
Cloud Type Layer 4	L4T

Cloud Type (layer 1 - 4) Codes

Cumulus (low cloud 1,8)	111	CU
Towering Cumulus (low cloud 2)	112	TCU
Cumulonimbus without Anvil (low cloud 3)	113	CB, CB3
Stratocumulus (low cloud 4,5)	114	SC
Stratus (low cloud 6,7)	116	ST
Cumulonimbus with Anvil (low cloud 9)	119	CB, CB9
Altostratus (middle cloud 1)	121	AS
Nimbostratus (middle cloud 2)	122	NS
Alto cumulus (middle Cloud 3,5,6,7,9)	123	AC
Alto cumulus Standing Lenticular (middle cloud 4)	124	ACS
Alto cumulus Castellanus (middle cloud 8)	128	ACC
Cirrus (high cloud 1,2,3,4)	131	CI
Cirrostratus (high cloud 5,6,7,8)	135	CS
Cirrocumulus (high cloud 9)	139	CC
Past Weather	PWX	
Blowing dust or snow	103	PWB
Fog	104	PWF
Drizzle	105	PWL
Rain	106	PWR
Snow	107	PWS
Showers	108	PWW
Thunderstorm	109	PWT
Ship Direction	SD	
Becalmed	170	SDO
NE	171	SD1
E	172	SD2
SE	173	SD3
S	174	SD4
SW	175	SD5
W	176	SD6
NW	177	SD7
N	178	SD8
Missing Wind Direction	186	WDM
Missing Wind Speed	188	WSM

APPENDIX A - SECTION 2

MNEMONICS

Table A2-3. Other Mnemonics Used in this Document

AFGWC	Air Force Global Weather Central
ANSI	American National Standards Institute
ASCII	American Standard Code for Information Interchange
AWS	Air Weather Service
A/N	Alphanumeric
BI	Band Index
CPC	Calcomp Pen Command
CPU	Central Processing Unit
DB	Data Blocks
DDB	Data Description Block
EOM	End of Map
EOS	End of Scan
ETB	End of Text Block
ETX	End of Text
FAA	Federal Aviation Administration
FF	Flag (2-bit indicator)
GI	Grid Indicator
GMT	Greenwich Mean Time
GV	Grid Value
H	Hemisphere
ICAO	International Civil Aviation Organization
IDV	Initial Direction (Vector)
I/J	Cartesian Coordinate Set (reference earth surface)
IL	Increment Length (Vector)
IPOLE/JPOLE	Grid Coordinates of the North or South Pole
LAT/LON	Latitude/Longitude Coordinates
MC	Multiplier Constant
M/N	Generalized Coordinate Set
NIST	National Institute of Standards and Technology
NCHAR	Number of Characters (in product title)
NWS	National Weather Service
OCT	Octant

PDB	Product Definition Block
PI	Projection (map) Indicator
PI SET	Projection Indicator Set. A code that defines the background geographic projection on which the transmitted product is valid. The PI SET provides the means by which products can be registered to geography.
RE/D	Effective Number of Grid Points from Pole to Equator
VEV	Variable Exception Vector
WMO	World Meteorological Organization
XMAX	Maximum Horizontal Size
XROW/YCOL	Pixel Coordinates for Scan Lines
X/Y	Pixel Coordinate Set (reference display area)
YMAX	Maximum Vertical Size
Z	Greenwich Mean Time (GMT)
Z	Zoom Disable Indicator

APPENDIX B

REFERENCES

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APPENDIX C
CODE TABLES

		Page
SECTION 1	GENERAL	
Table C1-1	Standard ASCII Code	C1-1
SECTION 2	METEOROLOGICAL PROGRAM CODES	
Table C2-1	Projection Indicator (PI) Set Codes	C2-1
Table C2-2	Plot Process Codes	C2-7
Table C2-3	Grid Indicator (GI) Set Codes	C2-8
Table C2-4	Units Code (Octal)	C2-
Table C2-5	Data Representation Codes	C2-
Table C2-6	Character Sets	C2-
Table C2-7	Background Names	C2

APPENDIX C - SECTION 1

GENERAL

Table C1-1. Standard ASCII Code

<u>Octal</u>	<u>Hexadecimal</u>	<u>Mnemonic</u>	<u>Meaning</u>
000	00	NUL	Null
001	01	SOH	Start of Heading
002	02	STX	Start of Text
003	03	ETX	End of Text
004	04	EOT	End of Transmission
005	05	ENQ	Enquiry
006	06	ACK	Acknowledge
007	07	BEL	Bell
010	08	BS	Backspace
011	09	HT	Horizontal Tabulation
012	0A	LF	Line Feed
013	0B	VT	Vertical Tabulation
014	0C	FF	Form Feed
015	0D	CR	Carriage Return
016	0E	SO	Shift Out
017	0F	SI	Shift In
020	10	DLE	Data Link Escape
021	11	DC1	Device Control 1
022	12	DC2	Device Control 2
023	13	DC3	Device Control 3
024	14	DC4	Device Control 4
025	15	NAK	Negative Acknowledge
026	16	SYN	Synchronous Idle
027	17	ETB	End of Transmission Block
030	18	CAN	Cancel
031	19	EM	End of Medium
032	1A	SUB	Substitute
033	1B	ESC	Escape
034	1C	FS	File Separator
035	1D	GS	Group Separator
036	1E	RS	Record Separator
037	1F	US	Unit Separator

040	20	SP	Space (nonprinting)
041	21	!	Exclamation Point
042	22	"	Quotation Marks (Diaeresis)
043	23	#	Number Sign (Note 1)
044	24	\$	Dollar Sign
045	25	%	Percent Sign
046	26	&	Ampersand
047	27	'	Apostrophe (Closing single quote, Acute Accent)
050	28	(Opening Parenthesis
051	29)	Closing Parenthesis
052	2A	*	Asterisk
053	2B	+	Plus
054	2C	,	Comma (Cedilla)
055	2D	-	Hyphen (Minus)
056	2E	.	Period (Decimal Point)
057	2F	/	Slant
060	30	0	Digit
061	31	1	Digit
062	32	2	Digit
063	33	3	Digit
064	34	4	Digit
065	35	5	Digit
066	36	6	Digit
067	37	7	Digit
070	38	8	Digit
071	39	9	Digit
072	3A	:	Colon
073	3B	;	Semicolon
074	3C	<	Less Than
075	3D	=	Equals
076	3E	>	Greater Than
077	3F	?	Question Mark
100	40	@	Commercial At (Note 1)
101	41	A	Upper Case Latin Letter
102	42	B	Upper Case Latin Letter
103	43	C	Upper Case Latin Letter
104	44	D	Upper Case Latin Letter
105	45	E	Upper Case Latin Letter
106	46	F	Upper Case Latin Letter
107	47	G	Upper Case Latin Letter

110	48	H	Upper Case Latin Letter
111	49	I	Upper Case Latin Letter
112	4A	J	Upper Case Latin Letter
113	4B	K	Upper Case Latin Letter
114	4C	L	Upper Case Latin Letter
115	4D	M	Upper Case Latin Letter
116	4E	N	Upper Case Latin Letter
117	4F	O	Upper Case Latin Letter
120	50	P	Upper Case Latin Letter
121	51	Q	Upper Case Latin Letter
122	52	R	Upper Case Latin Letter
123	53	S	Upper Case Latin Letter
124	54	T	Upper Case Latin Letter
125	55	U	Upper Case Latin Letter
126	56	V	Upper Case Latin Letter
127	57	W	Upper Case Latin Letter
130	58	X	Upper Case Latin Letter
131	59	Y	Upper Case Latin Letter
132	5A	Z	Upper Case Latin Letter
133	5B	[Opening Bracket (Note 1)
134	5C	\	Reverse Slant (Note 1)
135	5D]	Closing Bracket (Note 1)
136	5E	^	Circumflex (Note 1)
137	5F	_	Underline
140	60	'	Opening Single Quotation Mark (Grave Accent) (Note 1)
141	61	a	Lower Case Latin Letter
142	62	b	Lower Case Latin Letter
143	63	c	Lower Case Latin Letter
144	64	d	Lower Case Latin Letter
145	65	e	Lower Case Latin Letter
146	66	f	Lower Case Latin Letter
147	67	g	Lower Case Latin Letter
150	68	h	Lower Case Latin Letter
151	69	i	Lower Case Latin Letter
152	6A	j	Lower Case Latin Letter
153	6B	k	Lower Case Latin Letter
154	6C	l	Lower Case Latin Letter
155	6D	m	Lower Case Latin Letter
156	6E	n	Lower Case Latin Letter
157	6F	o	Lower Case Latin Letter

160	70	p	Lower Case Latin Letter
161	71	q	Lower Case Latin Letter
162	72	r	Lower Case Latin Letter
163	73	s	Lower Case Latin Letter
164	74	t	Lower Case Latin Letter
165	75	u	Lower Case Latin Letter
166	76	v	Lower Case Latin Letter
167	77	w	Lower Case Latin Letter
170	78	x	Lower Case Latin Letter
171	79	y	Lower Case Latin Letter
172	7A	z	Lower Case Latin Letter
173	7B	{	Opening Brace (Note 1)
174	7C		Vertical Line (Note 1)
175	7D	}	Closing Brace (Note 1)
176	7E	~	Tilde (Note 1)
177	7F	DEL	Delete

NOTE 1: Should be checked for international exchange.

APPENDIX C - Section 2

METEOROLOGICAL PROGRAM CODES

Table C2-1. Projection Indicator (PI) Set Codes

NOTES:

1. Projection reference latitudes are 60N for Northern Hemisphere polar stereographic and 22.5N and 22.5S for Mercator.
2. Projection (polar stereographic, Mercator), Longitude X (except Mercator), and ASCII Descriptor for the LAWC PI Set Codes will be determined by mutual agreement between the exchanging agencies controlling the weather information systems involved in the data exchange.
3. The following linear size ratios apply for polar stereographic;
 - Hemispheric = 6:1
 - Continental/Oceanic = 3:1
 - Regional Window = 2:1
 - Subwindow = 1:1
4. The following linear size ratios apply for Mercator:
 - Tropical Continental/Ocean = 3:1
 - Regional Window = 2:1
 - Subwindow = 1:1
5. Lower left corner points are in units of the USAF AFGWC whole mesh Satellite Global Data Base (SGDB) grid. The area coverage of the hemispheric projections are always 49 x 49 whole mesh SGDB grid points. The Continental/Ocean are always 25 x 25. The Regional are always 17 x 17. The Subwindows are 9 x 9. The SGDB grid point values can be converted to NMC and FNOC whole mesh grid point values.

PI SET CODE	DESCRIPTION	PROJECTION	LONG X	LOWER LEFT CORNER POINT ROW	ASCII POINT COLUMN	DES- CRIPTOR
00	No Background					
1	N. Hemisphere US	Polar Stereographic	80W	9	57	XW
2	N. Hemisphere Europe	Polar Stereographic	10E	57	57	XN

3	N. Hemisphere Pacific	Polar Stereographic	170W	9	9	XP
4	N. Hemisphere Asia	Polar Stereographic	100E	57	9	XE
5	S. Hemisphere	Polar Stereographic	100E	9	57	XS
6 - 9 (Not Assigned)						
10	Cont/Ocean N. America	Polar Stereographic	80W	17	57	NA
11	Cont/Ocean Atlantic (US)	Polar Stereographic	80W	29	53	NT
12	Cont/Ocean Atlantic (Europe)	Polar Stereographic	10E	53	53	EW
13	Cont/Ocean Eurasia	Polar Stereographic	10E	57	36	AS
14	Cont/Ocean N.W. Pacific	Polar Stereographic	170W	9	9	PQ
15	Cont/Ocean N.E. Pacific	Polar Stereographic	170W	9	25	PN
16	Cont/Ocean Far East	Polar Stereographic	100E	33	9	FE
17 - 30 (Not Assigned)						
31	Regional Window Caribbean	Mercator		69	19	CA
32	Regional Window Tropical Hawaiian Islands	Mercator		47	19	TR
33	Regional Window Marianas	Mercator		31	19	MY
34	Regional Window S.E. Asia	Mercator		25	19	ID
35 - 39 (Not Assigned)						
40	Regional Window CONUS	Polar Stereographic	80W	21	55	US

41	Regional Window East US	Polar Stereographic	80W	25	57	UE
42	Regional Window West US	Polar Stereographic	80W	17	57	UW
43	Regional Window North US	Polar Stereographic	80W	17	49	UN
44	Regional Window Canada	Polar Stereographic	80W	25	49	CN
45	Regional Window Europe	Polar Stereographic	10E	52	39	EU
46	Regional Window East Asia	Polar Stereographic	100E	33	12	JN
47	Regional Window Alaska	Polar Stereographic	170W	18	27	AQ
48	Regional Window Hawaii	Polar Stereographic	170W	7	31	PA
49	Regional Window Azores	Polar Stereographic	10E	49	50	AZ
50 - 59 (Not Assigned)						
60	Tropical Cont/Ocean Indian Ocean	Mercator		9	27	IO
61	Tropical Cont/Ocean W. Pacific	Mercator		31	27	PW
62	Tropical Cont/Ocean E. Pacific	Mercator		53	27	PZ
63	Tropical Cont/Ocean W. Hemisphere	Mercator		63	27	SA
64	Tropical Cont/Ocean Atlantic	Mercator		73	27	ST
65	Tropical Cont/Ocean Africa	Mercator		90	27	AF
66 - 69 (Not Assigned)						
70	Subwindow US (N.W.)	Polar Stereographic	80W	21	47	UM

71	Subwindow US (West)	Polar Stereographic	80W	19	50	UA
72	Subwindow US (Mountain)	Polar Stereographic	80W	22	50	UC
73	Subwindow US (S.W.)	Polar Stereographic	80W	22	53	UX
74	Subwindow US (N. Central)	Polar Stereographic	80W	25	50	UD
75	Subwindow US (S. Central)	Polar Stereographic	80W	25	53	UL
76	Subwindow US (East)	Polar Stereographic	80W	28	52	UO
77	Subwindow US (N.E.)	Polar Stereographic	80W	31	51	UP
78	Subwindow US (S.E.)	Polar Stereographic	80W	28	55	UF
79	Subwindow US (N.E. Pacific)	Polar Stereographic	80W	18	45	UB
80	Subwindow W. Europe	Polar Stereographic	10E	48	38	UK
81	Subwindow Iceland	Polar Stereographic	10E	44	40	IL
82	Subwindow Spain	Polar Stereographic	10E	51	40	SP
83	Subwindow Italy	Polar Stereographic	10E	51	36	IY
84	Subwindow Turkey	Polar Stereographic	10E	51	31	TU
85	Subwindow USSR	Polar Stereographic	10E	45	32	RS
86 - 89 (Not Assigned)						
90	Subwindow Alaska	Polar Stereographic	170W	22	31	AK
91	Subwindow Alaska (Arctic)	Polar Stereographic	170W	26	27	AC

92	Subwindow Alaska (NW Canada)	Polar Stereographic	170W	26	35	AY
93	Subwindow Alaska (Gulf)	Polar Stereographic	170W	18	35	GA
94	Subwindow Alaska (Bering Sea)	Polar Stereographic	170W	18	27	LU
95 - 99 (Not Assigned)						
100	Subwindow Hawaii	Polar Stereographic	170W	7	34	HW
101	Subwindow Hawaii (NW)	Polar Stereographic	170W	16	31	HF
102	Subwindow Hawaii (NE)	Polar Stereographic	170W	16	39	HG
103	Subwindow Hawaii (E)	Polar Stereographic	170W	7	39	HH
104	Subwindow Hawaii (W)	Polar Stereographic	170W	7	31	HI
105 - 109 (Not Assigned)						
110	Subwindow Korea	Polar Stereographic	100E	30	15	KO
111	Subwindow Japan	Polar Stereographic	100E	27	17	JP
112	Subwindow Okinawa	Polar Stereographic	100E	28	12	EC
113	Subwindow Asia (E USSR)	Polar Stereographic	100E	33	20	MK
114	Subwindow Asia (NW Pacific)	Polar Stereographic	100E	25	20	JH
115	Subwindow Asia (W Cen Pacific)	Polar Stereographic	100E	25	12	JK
116	Subwindow Asia (China)	Polar Stereographic	100E	33	12	CI
117 - 119 (Not Assigned)						

120	Subwindow Lajes	Polar Stereographic	10E	49	46	LJ
121	Subwindow Lajes (NW Atlantic)	Polar Stereographic	10E	41	50	NF
122	Subwindow Lajes (Iceland)	Polar Stereographic	10E	41	42	GL
123	Subwindow Lajes (NE Atlantic)	Polar Stereographic	10E	49	42	PO
124	Subwindow Lajes (NC Atlantic)	Polar Stereographic	10E	49	50	AX
125 - 129 (Not Assigned)						
130	Subwindow Panama	Mercator		72	14	PM
131	Subwindow Gulf of Mexico	Mercator		70	12	GX
132	Subwindow Tropical Hawaii	Mercator		51	13	HT
133	Subwindow Guam	Mercator		35	14	GM
134	Subwindow S. China Sea	Mercator		27	14	SS
135	Subwindow Philippine Sea	Mercator		32	11	PH
136 - 149 (Not Assigned)						
150	LAWC #1					
151	LAWC #2					
152	LAWC #3					
153 - 254 (Not Assigned)						
255	Background will be defined by a Mode 04/Submode 21 Block					

APPENDIX C - Section 2

METEOROLOGICAL PROGRAM CODES

Table C2-2. Plot Process Codes

Code
Value
Octal Meaning

- 0 The character data within the block represent alphanumeric characters to be displayed as a label or character string. The label or string is to be placed with the lower left corner of the first character at the location specified by the M,N Coordinate. There shall be only one M,N Coordinate pair and one set of alphanumeric characters in the plot data block.
- 1 The character data within the block are to be interpreted as mnemonics for weather symbols to be displayed on the product. Each symbol is to be placed with the lower left corner of the symbol at the location specified by the M,N coordinate. Each mnemonic will be four ASCII characters in length, left justified and blank filled, and the data plot block may contain any number of coordinates and mnemonics (511 is the maximum due to the 4096-byte block length restriction). The weather symbol mnemonics and their definition are shown in Table A2-1.
- 2 Multiple sets of coordinates and character data will appear in the plot data block (see Appendix F, Example 6.) In the first set, M COORDINATE (1) is set to the displayable rotation angle of the character data which appears in the other data sets of character data. Rotation of the data for display is done in a clockwise manner. N COORDINATE (1) in the first set gives the character justification of the displayable symbols. Justification values are assigned as follows:

0	Default device justification
1	Top/left
2	Center/left
3	Bottom/left
4	Top/center
5	Center/center
6	Bottom/center
7	Top/right
8	Center/right
9	Bottom/right

The four ASCII Characters in the first character string designate the character set which will be used to display the characters given in the other character strings. These set designations are listed in Table C2-6. Each character string starting with the second is terminated with Null (if the Null Termination option is used) or ETX. See Section 2.2.3.2.B.

Example 6 in Appendix F illustrates the use of the Plot Data Block using Plot Process Code 2.

APPENDIX C - Section 2

METEOROLOGICAL PROGRAM CODES

Table C2-3. Grid Indicator (GI) Set Codes

NOTES:

1. Grids are defined for every regional window background map (see Table C2-2). The last two digits of the GI Set Code are identical to the PI Set Code (31-49) for the corresponding regional window background map. The hundred digit in the GI Set Code gives the grid mesh (e.g., Whole Mesh = 0, 1/2 Mesh = 1, 1/8 Mesh = 2).
2. The array size for each GI Set Code is given in USAF AFGWC Satellite Global Data Base mesh units (whole, half, eighth). These units can be converted to NMC and FNMOC corresponding mesh units.
3. Projection reference latitudes are 60N for Northern Hemisphere polar stereographic and 22.5N and 22.5S for Mercator. The Mesh Lengths are true at these latitudes.
4. See AFGWC/TN - 79/003, Map Projections and Grid Systems for Meteorological Applications, March 1981, for a complete discussion of grid systems and their relation to various map projections.
5. Knowing the mesh size, the location of the pole on that grid mesh, and the grid point of the lower left corner of the product, one can determine IPOLE/ JPOLE as used in Mode 7/Submode 20.

<u>GI SET CODE</u>	<u>GRID MESH</u>	<u>DESCRIPTION</u>	<u>ARRAY SIZE</u>	<u>MESH LENGTH</u>
031	Whole	Caribbean	17 x 17	3.71 degrees
032	Whole	Tropical Hawaiian Islands	17 x 17	3.71 degrees longitude
033	Whole	Marianas	17 x 17	3.71 degrees longitude
034	Whole	S. E. Asia	17 x 17	3.71 degrees longitude
035 - 039 (Not Assigned)				
040	Whole	Continental US	17 x 17	381 km
041	Whole	East US	17 x 17	381 km
042	Whole	West US	17 x 17	381 km
043	Whole	North US	17 x 17	381 km
044	Whole	Canada	17 x 17	381 km
045	Whole	Europe	17 x 17	381 km
046	Whole	Asia	17 x 17	381 km
047	Whole	Alaska	17 x 17	381 km
048	Whole	Hawaii	17 x 17	381 km

049	Whole	Azores	17 x 17	381 km
050 - 130 (Not Assigned)				
131	1/2	Caribbean	33 x 33	1.86 degrees longitude
132	1/2	Tropical Hawaiian Islands	33 x 33	1.86 degrees longitude
133	1/2	Marianas	33 x 33	1.86 degrees longitude
134	1/2	S.E. Asia	33 x 33	1.86 degrees longitude
135 - 139 (Not Assigned)				
140	1/2	Continental US	33 x 33	190.5 km
141	1/2	East US	33 x 33	190.5 km
142	1/2	West US	33 x 33	190.5 km
143	1/2	North US	33 x 33	190.5 km
144	1/2	Canada	33 x 33	190.5 km
145	1/2	Europe	33 x 33	190.5 km
146	1/2	Asia	33 x 33	190.5 km
147	1/2	Alaska	33 x 33	190.5 km
148	1/2	Hawaii	33 x 33	190.5 km
149	1/2	Azores	33 x 33	190.5 km
150 - 230 (Not Assigned)				
231	1/8	Caribbean	129 x 129	.464 degrees longitude
232	1/8	Tropical Hawaiian Islands	129 x 129	.464 degrees longitude
233	1/8	Marianas	129 x 129	.464 degrees longitude
234	1/8	Philippines	129 x 129	.464 degrees longitude
235 - 239 (Not Assigned)				
240	1/8	Continental US	129 x 129	47.62 km
241	1/8	East US	129 x 129	47.62 km
242	1/8	West US	129 x 129	47.62 km
243	1/8	North US	129 x 129	47.62 km
244	1/8	Canada	129 x 129	47.62 km
245	1/8	Europe	129 x 129	47.62 km
246	1/8	Asia	129 x 129	47.62 km

247	1/8	Alaska	129 x 129	47.62 km
248	1/8	Hawaii	129 x 129	47.62 km
249	1/8	Azores	129 x 129	47.62 km
250 - 256 (Not Assigned)				

APPENDIX C SECTION 2

Table C2-4. UNITS CODE (OCTAL)

NOTES:

1. * = Multiplied by
2. ** = Raised to the power of
3. / = Divided by or per
4. Unit symbols shown in the symbol column are the preferred International Standard symbols which correspond to the Federal and American National Standards. Non ISO symbols correspond to practice that does not conflict with ISO, ANSI, and Federal practice.
5. Code units 15, 43, 46, and 74 have not been changed to conform with the ISO, ANSI, Federal and DOD standards and practice. These will probably be changed in future editions of this document to conform with metric practice.

<u>CODE UNITS</u>	<u>SYMBOL</u>	
0 = Degrees Fahrenheit	°F	
1 = Degrees Kelvin	°K	
2 = Degrees Celsius	°C	
3 = Meters	m	
4 = Meters per Second	m/s	
5 = Knots	Kts	
6 = Miles per Hour	mph	
7 = Hectopascals (Millibars)	hPa	(mbar)
10 = Centimeters	cm	
11 = Meters per Second Squared	m/s ²	(m/s**2)
12 = Feet	ft	
13 = Geopotential Meter	m _{gp}	
14 = Seconds	s	
15 = Gram-calories per square centimeter per day	g.cal/cm ² /d	(g*cal/cm**2/d)
16 = Nautical Miles per Day	NM/d	
17 = Centimeters per Second	cm/s	
20 = Probability Code		
21 = Hectopascals per Second	hPa/s	(mbar/s)
22 = Per Second	1/s	
23 = Dimensionless		
24 = Percent	%	
25 = Meters Squared per Second	m ² /s	(m**2/s)
26 = Kilograms per Square Meter	kg/m ²	(kg/m**2)
27 = Kilograms per Square Meter per Second	kg/m ² /s	(kg/m**2/s)

<u>CODE</u>	<u>UNITS</u>	<u>SYMBOL</u>	
30	= Hectopascals per Meter	hPa/m	(mbar/m)
31	= Percent per Meter	%/m	
32	= Degrees Kelvin per Meter	°K/m2	
33	= Watts per Square Meter	W/m ²	(W/m**2)
34	= Degrees Kelvin per Second	°K/s	
35	= Degrees per 10 (Compass)	°/10	
36	= Degrees Celsius per 10 ⁴ Square Kilometers	°C/10 ⁴ km ²	(°C/10**4 km**2)
37	= Degrees (Compass Direction)	°	
40	= Centimeters Squared per Second	cm ² /s	(cm**2/s)
41	= Degrees Celsius per 100 feet (Gradient)	°C/100ft	
42	= Degrees Celsius per 100 Km (horizontal gradient)	°C/100 km	
43	= Gram-Calories per Square Centimeter per hour	g.cal/cm ² /h	(g*cal/cm**2/h)
44	= Refractive N Units		
45	= Meters Squared per 3 times 10 ¹⁵	m ² /3.10 ¹⁵	(m**2/3*10**15)
46	= Microbars Per Second	ubar/s	
47	= Millimeters	mm	
50	= Kilometers	km	
51	= Inches	in	
52	= Yards	yd	
53	= Statute Miles	mi	
54	= Nautical Miles	NM	
55	= Degrees of Latitude or Longitude	Lat, Lon	
56	= Eights		
57	= Square Kilometers	km ²	(km**2)
60	= Square Statute Miles	mi ²	(mi**2)
61	= Mean Solar Minutes	min	
62	= Mean Solar Hours	h	
63	= Mean Solar Days	d	
64	= Months	mo	
65	= Years	yr	
66	= Per Second times 10 to the minus fifth power	1/s.10 ⁻⁵	(1/s)*10**-5
67	= Kilometers per Hour	km/h	
70	= Degrees of Latitude or Longitude per Day	Lat/d, Lon/d	
71	= Grams	g	
72	= Kilograms	kg	
73	= Grams per Cubic Centimeter	g/cm ³	(g/cm**3)
74	= Langleys	ly	
75	= Grams per Kilogram	g/kg	
76	= Millimeters per Hour	mm/h	
77	= Dobson units	m atm-cm	

CODE UNITS

100 = Degrees of Latitude * 100
101 = Degrees of Longitude * 100
102 = Number of micro-seconds
103 = Velocity Variance
104 = Velocity
105 = Per degree Kelvin

SYMBOL

Lat.100
Lon.100
s/(10⁶)
(cm/s)²
cm/s
1/°K

APPENDIX C - SECTION 2

METEOROLOGICAL PROGRAM CODES

Table C2-5. Data Representation Codes

<u>CODE</u> (Octal)	<u>DEFINITION</u>
0	Two's complement integer (Scaled by a multiplier characteristic power of 10)
1	IEEE Floating point
2	ASCII (7 bit ANSI X3.4-1977)
3	Two's complement integer (Scaled by a multiplier characteristic power of 2)

APPENDIX C - SECTION 2

METEOROLOGICAL PROGRAM CODES

Table C2-6. Character Sets

Each table entry defines both a typeface and a matrix of numeric values and corresponding symbols.

<u>Character Set</u>	<u>Description</u>
AFOS	AFOS Standard Character Set, Programmer's Reference Guide, Graphic Display Module, Publication No. WDL-TR7676A, Environmental Systems, Ford Aerospace and Communications Corp.
0000	Proportional-spaced character set
0001	Proportional-spaced character set without serif
0040	Fixed-space character set
0042	"Hollow" or Outlined character set
0054	Inclined or italic character set

APPENDIX C - SECTION 2
METEOROLOGICAL PROGRAM CODES

Table C2-7. Background Names

<u>Name</u>	<u>Description</u>
PNHE01	Northern Hemisphere
PNAM01	AFOS Northern America
PNAM02	AWIPS Supernational (CONUS)
PNUS01	United States

APPENDIX D
PRODUCT IDENTIFIER

Table D1-1

File Indicators

Table D2-1

NWS AWIPS Graphic Product Identifiers

APPENDIX D

PRODUCT IDENTIFIER

Table D-1. File Indicators

<u>Number</u>	<u>Description</u>
000 to 100	Determined by interagency agreement.
101 to 107	Assigned to Air Force
110 to 115	Assigned to NWS
116 to 123	Assigned to FAA
124 to 132	Assigned to Navy
133 to 176	Not Assigned
177	Internal Use Only
200 to 377	Not Assigned

APPENDIX D

PRODUCT IDENTIFIER

Table D-2. NWS AWIPS Graphic Product Identifiers

Character	Description
2	"P"
3	Forecast Model or Run
	A = Aviation Model B = Eta Model F = LFM (ERL MOS) H = Hurricane I = Manual Output L = LFM (ERL) M = MRF R = RGL (RAFS) S = RGL (RAFS Perfect Prog) T = TDL/Trajectory X = unknown or undefined
4-5	01 thru 95 = Level of Atmosphere (x10) in Hectopascals (hPa) 99 = 1000 MB AI = Air Properties at Surface of Earth or Ocean LW = Land/Water Properties at Surface of Earth HL = High Level Aviation LL = Low Level Aviation FL = Level of Zero Degree Centigrade Isotherm SF = Surface OC = Ocean Surface SL = Mean Sea Level MW = Level of Maximum Wind TR = Level of Tropopause BL = Boundary Layer K5 = 1000 MB to 500 MB S5 = Surface to 500 MB A5 = 850 MB to 500 MB NA = Not Applicable If the type of meteorological parameter (Characters 11 to 16) is "WNDZ" for wind on a constant elevation or "TMPZ" for temperature on a constant elevation, then the level code is 01 thru 99 = Elevation in thousands of feet, e.g. , 18 equals 18,000 feet.
6-8	Forecast Delta Time
	RANGE UNITS FOR EXAMPLE
	000-199 Hour 036 = 36-hour forecast 200-299 12 Hours 220 = 240-hour = 10-day forecast 300-399 Month 306 = 6 Months 400-499 Year 430 = 30 Years 999 The delta time is unknown or not applicable

Character Description

9-10 Geographic Area (Map Background)

SH = Southern Hemisphere (Mercator)
NH = Northern Hemisphere (Polar Stereographic)
EH = Eastern Hemisphere (Mercator)
WH = Western Hemisphere (Mercator)
PA = Pacific (Mercator)
AH = Atlantic (Mercator)
CN = CONUS National (Polar Stereographic)
AN = Alaska National (Polar Stereographic)
HN = Hawaii National (Mercator)
PN = Puerto Rico National (Polar Stereographic)
EC = Eastern CONUS Regional (Lambert Conformal)
WC = Western CONUS Regional (Lambert Conformal)
AR = Alaska Regional (Polar Stereographic)
HR = Hawaii Regional (Mercator)
PR = Puerto Rico Regional (Mercator)
LO = Local Area (Lambert Conformal)
FO = Forecast Office Area (Local Stereographic)

11-16 Meteorological or Oceanographic Parameter

Left-justified character string with NULL (binary zero) fill.

AIRSTG = AIR STAGNATION
DRY1 = DROUGHT/HEAT SEVERITY MAP #1
DRY2 = DROUGHT/HEAT SEVERITY MAP #2
DRY3 = DROUGHT/HEAT SEVERITY MAP #3
DRY4 = DROUGHT/HEAT SEVERITY MAP #4
DRYCH1 = DROUGHT/HEAT SEVERITY CHART #1
DRYCH2 = DROUGHT/HEAT SEVERITY CHART #2
DRYCH3 = DROUGHT/HEAT SEVERITY CHART #3
DRYCH4 = DROUGHT/HEAT SEVERITY CHART #4
DRYHY1 = HYDROLOGIC CONDITIONS MAP #1
DRYHY2 = HYDROLOGIC CONDITIONS MAP #2
FNT = FRONTS
HGT = HEIGHT OF CONSTANT-PRESSURE SFC
HGTAN = HEIGHT-ANOMALY
IXK = K-INDEX
IXL = LIFTED INDEX
IXL4 = 4-LAYER LIFTED INDEX
MAXMIN = MAX OR MIN TEMPS
MAXT = MAX TEMPERATURE
MAXTAN = MAX TEMP - ANOMALY (FOR 5-DAY PERIOD)
MAXTNR = MAX TEMP - NORMAL (FOR 5-DAY PERIOD)
MENTAN = MEAN TEMP - ANOMALY CLASSES (FOR 5-DAY PERIOD)
MENTNR = MEAN TEMP - NORMAL (FOR 5-DAY PERIOD)
MINT = MIN TEMPERATURE
MINTAN = MIN TEMP - ANOMALY (FOR 5-DAY PERIOD)
MINTNR = MIN TEMP - NORMAL (FOR 5-DAY PERIOD)
MOIST = MOISTURE CONVERGENCE
PCPTOT = PCPN TOTAL - CLASSES (FOR 5-DAY PERIOD)
PCPNR = PCPN - NORMAL (FOR 5-DAY PERIOD)
PCPXSV = EXCLSV RAIN OTLK.
PCPWTR = PRECIPITABLE WATER
PCP3MO = PCPN - ANOMALY PROB (FOR 3-MONTH PERIOD)
POSV4 = MOS PROB SVR WX
POTST = MOS PROB THUNDERSTORM
POP = MOS PROB PRECIP
POPT = MOS CATEGORICAL POPT
PRS = PRESSURE

PRSCHG = PRESSURE CHANGE
 QP6 = PRECIP AMOUNT (6-HOUR ACCUM)
 QP12 = PRECIP AMOUNT (12-HOUR ACCUM)
 RDR = RADAR
 RH = RELATIVE HUMIDITY
 RHMEAN = RELATIVE HUMIDITY - MEAN
 SIGWX = SIGNIFICANT WEATHER
 SNOCOV = SNOW COVER
 SNOFAL = SNOW FALL
 SNOHVV = HEAVY SNOW
 STRLIN = STREAMLINE
 THK = THICKNESS (HEIGHT DIFFERENCE)
 TJDEW = TRAJECTORY DEWPOINT
 TJPARE = TRAJECTORY PARCEL-EAST
 TJPARW = TRAJECTORY PARCEL-WEST
 TJTMP = TRAJECTORY TEMPERATURE
 TMP = TEMPERATURE
 TMPZ = TEMPERATURE ON CONSTANT ELEVATION LEVEL
 TMP3MO = TEMPERATURE - ANOMALY PROB (FOR 3 -MONTH PERIOD)
 VOT = VORTICITY
 VOTGEO = GEOSTROPHIC VORTICITY
 VVEL = VERTICAL VELOCITY
 VWS = VERTICAL WIND SHEAR
 WAVDIR = OCN PRIMARY WAVE DIRECTION
 WAVHGT = OCN SIGNIF WAVE HGT
 WAVPER = OCN PRIMARY WAVE PERIOD
 WNDPLT = WIND (PLOTS)
 WNDATL = WIND (PLOTS) - ATLANTIC
 WNDPAC = WIND (PLOTS) - PACIFIC
 WND = WIND
 WNDGEO = GEOSTROPHIC WIND
 WNDZ = WIND ON CONSTANT ELEVATION LEVEL
 WXDEP = WEATHER DEPICTION
 WXDEPC = WEATHER DEPICTION - CONTOURS

APPENDIX E

LOCATION IDENTIFIERS

1. Location Identifiers. 7350.5Y, U.S. Department of Transportation, Federal Aviation Administration, Air Traffic Operations Service: Washington, D.C.
2. NOAA/NWS Location Identifiers. Communications Handbook No. 5, U.S. Department of Commerce, National Oceanic and Atmospheric Administration, National Weather Service: Washington, D.C.

APPENDIX F

EXAMPLES

- No. 1 - Vector Graphic Product Structure
- No. 2 - Alphanumeric Product
- No. 3 - Surface Formatted Binary Product
- No. 4 - Upper Air Formatted Binary Product
- No. 5 - Unpacked Gridded Data Product
- No. 6 - Plot Data Block Using Plot Process Code 2
- No. 7 - Satellite Image Product

APPENDIX F

Example No. 1 - Vector Graphic Product Structure

NOTES

Mode 01, Submode 01	Product Identification Block	1
Mode 04, Submode 20	Vector Graphic Product Definition Block	2
Mode 01, Submode 04	Define Plot Parameters Block	3
Mode 04, Submode 02	Relative Vectors Block for Temperature Contour 1	4
.		
.		
.		
Mode 04, Submode 02	Relative Vectors Block for Temperature Contour n	4
Mode 05, Submode 03	Line Labels Character Block for Temperature Contours 1-n	5
Mode 01, Submode 04	Define Plot Parameters Block	6
Mode 04, Submode 02	Relative Vectors Block for Pressure Contour 1	7
.		
.		
.		
Mode 04, Submode 02	Relative Vectors Block for Pressure Contour m	7
Mode 05, Submode 03	Line Labels Character Block for Pressure Contours 1-m	8
Mode 01, Submode 04	Define Plot Parameters Block	9
Mode 04, Submode 02	Relative Vectors Block for Cold Front	10

Example No. 1 (Cont.). Vector Graphic Product Structure

NOTES

Mode 05, Submode 03	Line Labels Character Block for Cold Front	11
Mode 01, Submode 04	Define Plot Parameters Block	12
Mode 05, Submode 06	Wind Barbs Data Plot	13
Mode 01, Submode 04	Define Plot Parameters Block	14
Mode 05, Submode 02	Data Plot Block for Station 1	15

.

Mode 05, Submode 02	Data Plot Block for Station 1	15
Mode 01, Submode 04	Define Plot Parameters Block	16
Mode 05, Submode 05	Weather Symbols Block	17
Mode 01, Submode 04	Define Plot Parameters Block	18
Mode 05, Submode 01	Alphanumeric Characters Block for line 1	19

.

Mode 05, Submode 01	Alphanumeric Characters Block for line k	19
Mode 01, Submode 02	End Of Product Block	20

Example No. 1 (Cont.). Vector Graphic Product Structure

NOTES:

1. Identifies the product.
2. Gives product related information.
3. Set up parameters for plotting temperature contours, e.g., line character - dashed, line color - red.
4. Transmits vectors defining temperature contours 1-n.
5. Transmits labels to be associated with temperature contours.
6. Set up parameters for plotting pressure contours, e.g., line character - solid, line color - blue.
7. Transmits vectors defining pressure contours 1-m.
8. Transmits labels to be associated with pressure contours.
9. Set up parameters for plotting cold front, e.g., line character - symbolic, line color - blue.
10. Transmits vectors defining cold front line.
11. Transmits labels to be associated with cold front.
12. Set up parameters for plotting wind barbs, e.g., line character - reset, line color - green.
13. Transmits wind barbs.
14. Set up parameters for plotting station plots, e.g., line color - orange.
15. Transmits data plots for stations 1-1.
16. Set up parameters for plotting weather symbols, e.g., line color - red.
17. Transmits weather symbols to be plotted.
18. Set up parameters for plotting product legend, e.g., line color - black.
19. Transmits data for product legend.
20. Termination for product.

APPENDIX F

Example No. 2 - Alphanumeric Product

MODE 01 SUBMODE 01
PRODUCT
IDENTIFICATION
BLOCK

PRODUCT
IDENTIFICATION
BLOCK

01 LENGTH	
001	001
K	A
W	N
U	000
PRODUCT IDENTIFIER "AA" PLUS MANOP NUMBER (10 bytes) FILE TIME (6 bytes)	

MODE 05 SUBMODE 04
ALPHANUMERIC
DATA BLOCK #1

MANOP HEADER

305	004
S	A
U	S
2	4
K	A
W	N
2	2
1	2
0	0
ASCII CR	ASCII LF
K	0
F	F
ASCII SPACE	CHR 1
CHR 2	CHR 3

MESSAGE 1 SUBSET
IDENTIFIER
MESSAGE 1 TEXT

MESSAGE 2 SUBSET
IDENTIFIER

:	
CHR L-1	CHR L
ASCII RS	ASCII CR
ASCII LF	K
B	L
V	ASCII SPACE
CHR 1	CHR 2
:	
CHR M	ASCII RS
ASCII CR	ASCII LF
ASCII ETB	ASCII SPACE

END OF TEXT FOR
MESSAGE K

NOTE: New Mode 05 Submode 04 required because next message would cause block length to exceed 4096 characters.

Example No. 2 (Cont.) - Alphanumeric Product

MODE 05 SUBMODE 04
ALPHANUMERIC
DATA BLOCK #2

MESSAGE K+1 SUBSET
IDENTIFIER

END OF TEST FOR
MESSAGE J

MODE 01 SUBMODE 02
END OF PRODUCT
BLOCK

305	004
K	B
A	B
ASCII SPACE	CHR 1
.	
.	
CHR N	ASCII RS
ASCII CR	ASCII LF
ASCII ETX	ASCII SPACE

301	002
-----	-----

APPENDIX F

Example No. 3 Surface Formatted Binary Product

MODE 01 SUBMODE 01
PRODUCT
IDENTIFICATION
BLOCK

PRODUCT
IDENTIFICATION
BLOCK

01	LENGTH
001	001
K	G
W	C
U	000
G	F
S	A
U	S
0	1
ASCII SPACE ASCII SPACE	
1982	
2	5
12	00

MODE 03 SUBMODE 21
FORMATTED BINARY
DATA DESCRIPTION
BLOCK

FIXED DATA
DESCRIPTORS

ELEMENT #1
DESCRIPTION

ELEMENT #2
DESCRIPTORS

ELEMENT #K
DESCRIPTORS

01	LENGTH
003	021
K=# OF ELEMENTS PER SET	# OF BYTES IN ELEMENT SET
M = # OF ELEMENT SETS	
C	A
L	ASCII SPACE
4	4
0	23 (octal)
0	0
0	
P	P
P	ASCII SPACE
10 (octal)	2
0	7
1	-1
0	
:	
:	
W	W
1	ASCII SPACE
START BYTE	2
0	23 (octal)
0	0
0	

Example No. 3 (Cont.) - Surface Formatted Binary Product

MODE 03 SUBMODE 01
FORMATTED BINARY
DATA BLOCK #1

ELEMENT 1 FOR
STATION 1
ELEMENT 2

:

ELEMENT K
ELEMENT 1 FOR
STATION 2
ELEMENT 2

:

ELEMENT K

:

ELEMENT 1 FOR
STATION N
ELEMENT 2

:

ELEMENT K

01 LENGTH	
003	001
K	B
L	V
10241	
:	
:	
	17
K	B
O	S
10113	
:	
:	
	00
:	
:	
K	O
F	F
10264	
:	
:	
	93

Note: New Mode 03 Submode 01 required because next set of data would cause block length to exceed 4096 bytes.

MODE 03 SUBMODE 01
FORMATTED BINARY
DATA BLOCK #2

ELEMENT 1 FOR
STATION N+1
ELEMENT 2

:

ELEMENT K

:

01 LENGTH	
003	001
K	S
T	L
10245	
:	
:	
	17
:	
:	

Example No. 3 (Cont.) - Surface Formatted Binary Product

:
 :
 ELEMENT 1 FOR
 STATION M
 ELEMENT 2

:
 :
 ELEMENT K

MODE 01 SUBMODE 02
 END OF PRODUCT
 BLOCK

:	
K	O
K	C
10151	
:	
:	
	00
301	002

APPENDIX F

Example No. 4 Upper Air Formatted Binary Product

MODE 01 SUBMODE 01
PRODUCT
IDENTIFICATION
BLOCK

PRODUCT
IDENTIFICATION
BLOCK

01 LENGTH	
001	001
K	G
W	C
U	000
G	F
U	W
U	S
0	4
ASCII SPACE ASCII SPACE	
1982	
6	20
12	00

MODE 03 SUBMODE 20
PRODUCT
DEFINITION
BLOCK

01 LENGTH	
003	020
ASCII SPACE	ASCII SPACE
ASCII SPACE	ASCII SPACE
72	
202	

MODE 03 SUBMODE 21
FORMATTED BINARY
DATA DESCRIPTION
BLOCK

FIXED DATA
DESCRIPTORS

ELEMENT #1
DESCRIPTORS

ELEMENT #2
DESCRIPTORS

ELEMENT #3
DESCRIPTORS

01 LENGTH	
003	021
6	10
40	
P	R
S	ASCII SPACE
4	2
0	7
1	0
0	
G	P
H	ASCII SPACE
6	2
0	13 (octal)
1	1
0	
T	M
P	ASCII SPACE
8	2
0	2
1	-1
0	

Example No. 4 (Cont.) Upper Air Formatted Binary Product

ELEMENT #4
DESCRIPTORS

ELEMENT #5
DESCRIPTORS

ELEMENT #6
DESCRIPTORS

MODE 03 SUBMODE 01
FORMATTED BINARY
DATA BLOCK #1

LEVEL 1

ELEMENT 2

ELEMENT 40

D	P
D	ASCII SPACE
10	2
0	2
1	-1
0	
S	P
D	ASCII SPACE
12	1
0	5
1	0
0	
D	I
R	ASCII SPACE
13	1
0	37 (octal)
1	1
0	

01	LENGTH
003	001
980	
0	
215	
25	
8	27
900	
80	
182	
50	
15	30
:	
:	
100	
1620	
-400	
(all binary ones)	
85	03

Example No. 4 (Cont.) Upper Air Formatted Binary Product

MODE 03 SUBMODE 21
FORMATTED BINARY
DATA DESCRIPTION
BLOCK

REPORTED
SIGNIFICANT
LEVEL DATA

01	LENGTH	
003		021
3		6
	1	
M		W
1		ASCII SPACE
4		2
0		13 (octal)
1		1
	0	
T		P
1		ASCII SPACE
6		2
0		13 (octal)
1		1
	0	
P		P
W		ASCII SPACE
8		2
0		51 (octal)
1		-2
	0	

MODE 03 SUBMODE 01
FORMATTED BINARY
DATA BLOCK #1

ELEMENT #1
ELEMENT #2
ELEMENT #3

01	LENGTH	
003		001
	885	
	1176	
	255	

MODE 01 SUBMODE 02
END OF PRODUCT
BLOCK

301	002
-----	-----

APPENDIX F

Example No. 5 Unpacked Gridded Data Product

MODE 01 SUBMODE 01
PRODUCT
IDENTIFICATION
BLOCK

PRODUCT
IDENTIFICATION
BLOCK

01	LENGTH	
001		001
K		G
W		C
U		000
G		X
P		G
N		A
4		5
T		A
FILE TIME (6 BYTES)		

MODE 07 SUBMODE 20
GRIDDED PRODUCT
DEFINITION
BLOCK

01	LENGTH	
007		020
011		141
SCALE FACTOR		
001		002
ZERO FILLED		ZERO FILLED
ZERO FILLED		
ZERO FILLED		
NUMBER OF COLUMNS (M)		
NUMBER OF ROWS (L)		
REFERENCE I COORDINATE		
REFERENCE J COORDINATE		
BEGIN VALID PERIOD		
(4 BYTES)		
END VALID PERIOD		
(4 BYTES)		
I POLE		
J POLE		
RE/D		
LONGITUDE X		
002		002

MODE 03 SUBMODE 21
FORMATTED BINARY
& UNPACKED UGDF
DATA DESCRIPTION
BLOCK

01	LENGTH	
003		021
001		002
# OF ELEMENT SETS (MxL)		
T		M
P		ASCII SPACE
004		002
ZERO FILLED		002
001		-001
000		

Example No. 5 (Cont.) Unpacked Gridded Data Product

MODE 03 SUBMODE 01
FORMATTED BINARY
& UNPACKED UGDF
DATA BLOCK 1

01	LENGTH	
	003	001
TEMP POINT I(1)/J(1)		
TEMP POINT I(2)/J(1)		
.		
.		
TMP FOR POINT I(N)/J(K)		

MODE 03 SUBMODE 01
FORMATTED BINARY
& UNPACKED UGDF
DATA BLOCK 2

01	LENGTH	
	003	001
TEMP POINT I(N+1)/J(K)		
.		
.		
.		
.		
.		
TEMP POINT I(M)/J(L)		

MODE 03 SUBMODE 01
FORMATTED BINARY
& UNPACKED UGDF
DATA BLOCK 2

MODE 01 SUBMODE 02
END OF PRODUCT
BLOCK

301	002
-----	-----

APPENDIX F

Example No. 6 Plot Data Block Using Plot Process Code 2

MODE 05 SUBMODE 02 ALPHANUMERIC DATA BLOCK FOR PRODUCT REQUEST

01	LENGTH
005	002
B R CHR SIZ	2
M COORD (1)	= ROT ANGLE
N COORD (1)	= CHAR JUST
CHARACT SET	CHR 2
CHR 3	CHR 4
M COORDINATE (2)	
N COORDINATE (2)	
CHR 1	CHR 2
:	
:	
CHR n-1	CHR n
M COORDINATE (n)	
N COORDINATE (n)	
CHR 1	CHR 2
:	
:	
CHR n-1	CHR n
CHECKSUM	

APPENDIX F

Example No. 7 Satellite Image Product

SAMPLE GEOSYNCHRONOUS IMAGE PRODUCT

MODE 01 SUBMODE 01
PRODUCT ID BLOCK

MODE 6 SUBMODE 40
POLAR/GEOSYNCHRONOUS
IMAGE PRODUCT DEFINITION BLOCK

MODE 6 SUBMODE 41
GEOSYNCHRONOUS IMAGE
DATA DESCRIPTION BLOCK

MODE 1 SUBMODE 05
DEFINE DATAWIDTH/
FIELDWIDTH BLOCK

MODE 6 SUBMODE 01
RASTER SCAN DATA BLOCK

MODE 6 SUBMODE 01
RASTER SCAN DATA BLOCK

·
·
·

MODE 01 SUBMODE 02
END OF PRODUCT BLOCK

SAMPLE POLAR ORBITER IMAGE PRODUCT

MODE 01 SUBMODE 01
PRODUCT ID BLOCK

MODE 6 SUBMODE 40
POLAR/GEOSYNCHRONOUS
IMAGE PRODUCT DEFINITION BLOCK

MODE 6 SUBMODE 42
POLAR IMAGE
DATA DESCRIPTION BLOCK

MODE 1 SUBMODE 05
DEFINE DATAWIDTH/
FIELDWIDTH BLOCK

MODE 6 SUBMODE 01
RASTER SCAN DATA BLOCK

MODE 6 SUBMODE 01
RASTER SCAN DATA BLOCK

·
·
·

MODE 01 SUBMODE 02
END OF PRODUCT BLOCK

SAMPLE GEOSYNCHRONOUS IMAGE PRODUCT
WITH COLOR PALETTE INFORMATION

MODE 01 SUBMODE 01
PRODUCT ID BLOCK

MODE 06 SUBMODE 40
POLAR/GEOSYNCHRONOUS
IMAGE PRODUCT DEFINITION BLOCK

MODE 06 SUBMODE 41
GEOSYNCHRONOUS IMAGE
DATA DESCRIPTION BLOCK

MODE 01 SUBMODE 05
DEFINE DATAWIDTH/
FIELDWIDTH BLOCK

MODE 01 SUBMODE 12
DEFINE COLOR PALETTE BLOCK

MODE 06 SUBMODE 01
RASTER SCAN DATA BLOCK

MODE 06 SUBMODE 01
RASTER SCAN DATA BLOCK

·
·
·

MODE 01 SUBMODE 02
END OF PRODUCT BLOCK

SAMPLE POLAR ORBITER IMAGE PRODUCT
WITH COLOR PALETTE INFORMATION

MODE 01 SUBMODE 01
PRODUCT ID BLOCK

MODE 06 SUBMODE 40
POLAR/GEOSYNCHRONOUS
IMAGE PRODUCT DEFINITION BLOCK

MODE 06 SUBMODE 42
POLAR IMAGE
DATA DESCRIPTION BLOCK

MODE 01 SUBMODE 05
DEFINE DATAWIDTH/
FIELDWIDTH BLOCK

MODE 01 SUBMODE 12
DEFINE COLOR PALETTE BLOCK

MODE 06 SUBMODE 01
RASTER SCAN DATA BLOCK

MODE 06 SUBMODE 01
RASTER SCAN DATA BLOCK

·
·
·

MODE 01 SUBMODE 02
END OF PRODUCT BLOCK

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