

9 Create a New Localization for a Non-Local Case

1. You need to create a new localization for a non-local case if you are building one from scratch, or if you are updating an existing non-local case that has an older localization. WDTB will provide localization updates for all its courses, but if you want your non-local cases customized with your local customization, then you will still need to complete this section. If you have not customized your WES (Section 6 and Section 8), the localization you create will contain all the AWIPS default settings for color tables, templates, etc.

Note: If you try to use an old localization on a newer version of AWIPS associated with a new WES install, you will have problems.

2. Before running `mainScript.csh`, back up the localization if it exists:

e.g. `cd /data/awips/1998Apr08/localizationDataSets`

e.g. `mv BMX BMX.ob82`

3. `cd /awips/fxa/data/localization/scripts` and run `mainScript.csh` on the new localization you are about to create.

e.g. `mainScript.csh BMX BMX`

Note: You will be prompted to enter your case name and verify it is correct.

4. If you are customizing your WES from your AWIPS, then backup the `customColorMaps.nc` file in your case, and copy the `customColorMaps.nc` file from the `storagefiles` directory into the `workFiles` directory in your case. If you are not customizing your WES from your AWIPS, then skip to step 7.

e.g. `cd /data/awips/1998Apr08/workFiles`

e.g. `mv customColorMaps.nc customColorMaps.nc.orig`

e.g. `cp`

`/awips/fxa/WEScustomization/storagefiles/customColorMaps.nc .`

5. After `mainScript.csh` is done, `cd /awips/fxa/WEScustomization/storagefiles`

6. Copy any `colorMaps.nc` and `*.bcx` files from the `/awips/fixa/WEScustomization/storagefiles` directory to your new localization in `<data_case>/localizationDataSets/XXX`, where `<data_case>` is the new case (e.g. 1998Apr08) and XXX is the new localization (e.g. BMX).
7. Start D2D with the new localization to verify your localization works and any customizations were successfully applied. If your localization was successful then try running a simulation to test creating a warning with WarnGen.
8. Once you have verified all your customizations took effect, you can easily create a new localization for any CWA in this case (e.g. FFC) by running `mainScript.csh` (step 3 with FFC for example) and following steps 5 and 6 (using FFC for example).

e.g. `mainScript.csh FFC FFC`

9. To create a new localization with no customization changes (i.e. you skipped Sections 6 and 8) on any new case (e.g. `/data/awips/1998May31` Albany, NY event at ALY), all you need to do is back up the old localization (step 2 using ALY) and run `mainScript.csh` (step 3 using ALY).
10. To create a new localization with customization changes (i.e. you completed Sections 6 and 8) on another case outside your CWA (e.g. `/data/awips/1998May31` Albany, NY event at ALY), perform the following:
 - Back up the customization directories in the case (step 5 in Section 8 using `/data/awips/1998May31`),
 - Make symbolic links in the data case that point to the appropriate directories in WEScustomization (step 6 in Section 8 using `/data/awips/1998May31`),
 - Verify the links (step 7 in Section 8 using `/data/awips/1998May31`),
 - Back up the old localization (step 2 in Section 9 using ALY),
 - Run `mainScript.csh` (step 3 in Section 9 using ALY),
 - Copy files into the new localization (steps 4, 5 and 6 in Section 9).
11. If you have completed all sections to this point, you are done with customizing the WES8.3 installation.