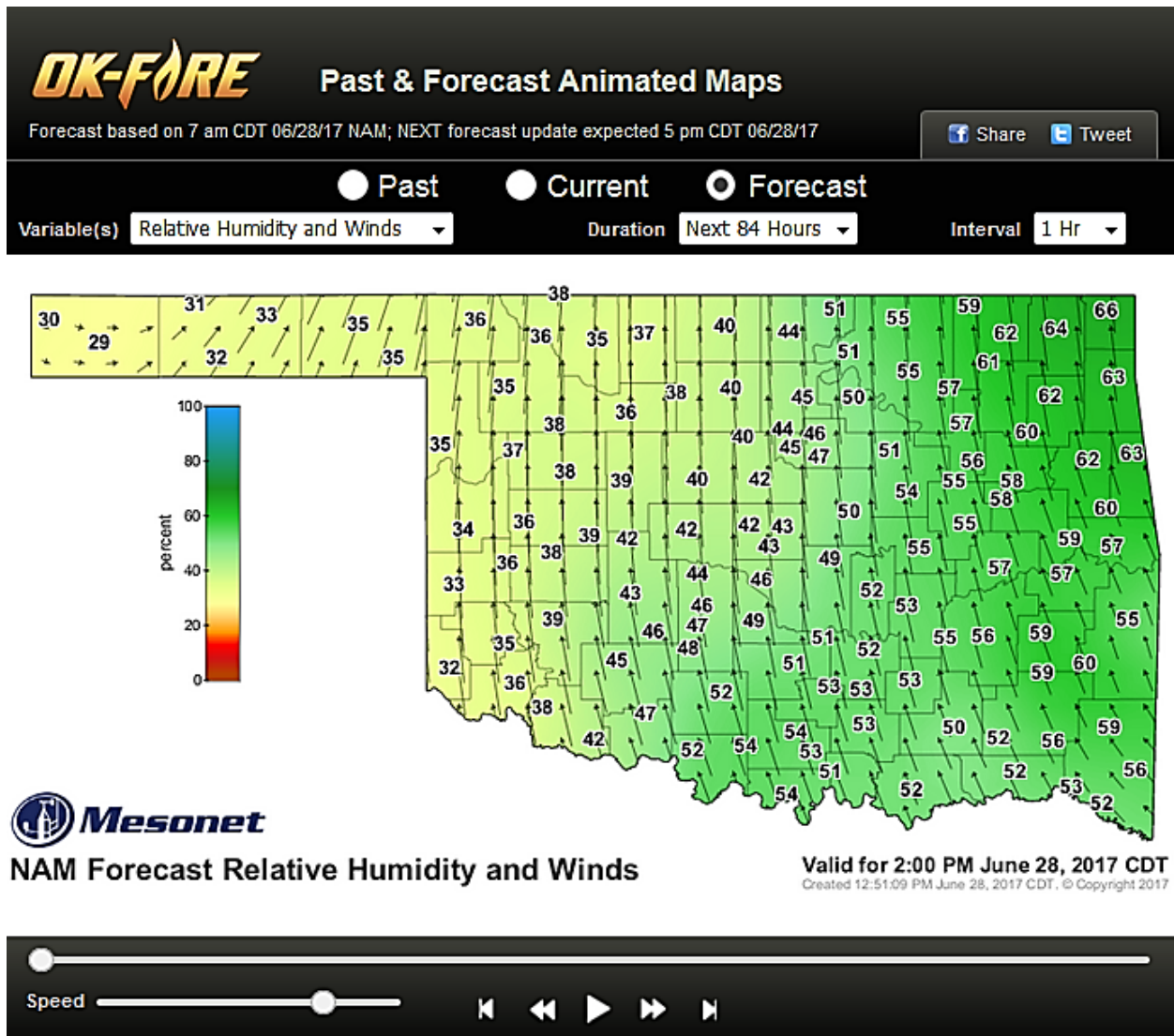


Past & Forecast Animated Maps

This section of OK-FIRE is accessible via the left menu link entitled, “Past & Forecast Animated Maps”. It allows the user to animate the map of any available variable (from the pull-down menu) over past periods of time, look at the current map of any available variable, or animate the map of any available variable over the 84-hour NAM forecast period.



Note that the latest NAM forecast information is shown below the OK-FIRE logo near the top of the page. It shows the current forecast being used and when the next 6-hour update is expected.

The default settings when one enters this page are the FORECAST mode with the RH and Winds (most useful map for wildland fire management) as the “Variable(s)” selection. In addition, the full 84-hours of the NAM forecast are selected for the “Duration” and the “Interval” between maps as 1-hour.

Time Mode

Note you can select either “Past” to animate maps over past periods of time, “Current” to see current maps, or “Forecast” to animate maps over the NAM forecast period:

OK-FARE Past & Forecast Animated Maps
Forecast based on 7 am CDT 06/28/17 NAM; NEXT forecast update expected 5 pm CDT 06/28/17

Past Current Forecast

Variable(s) Relative Humidity and Winds Duration Next 84 Hours Interval 1 Hr

Variable(s)

Once you have chosen a time mode, you can look at the “Variable(s)” pull-down menu to see what variables are available for animation; variables not available for display in that time mode appear in lighter font and cannot be selected. Click on the variable(s) desired to animate. This example is using the PAST time mode:

OK-FARE Past & Forecast Animated Maps
Forecast based on 7 am CDT 06/28/17 NAM; NEXT forecast update expected 5 pm CDT 06/28/17

Past Current Forecast

Variable(s) Relative Humidity and Winds Duration Past 24 Hrs Interval 1 Hr

- Relative Humidity and Winds
- 10-m Winds
- Air Temperature
- Relative Humidity
- Past 1-hr RH Change
- Past 3-hr RH Change
- Maximum RH Since Midnight
- 1-hr Precipitation
- Cloud Cover
- Dispersion Conditions & Winds**
- Fire Weather Conditions
- Inversion Conditions
- Burning Index
- Spread Component
- Energy Release Component
- Ignition Component
- 1-hr Dead Fuel Moisture
- 10-hr Dead Fuel Moisture
- 100-hr Dead Fuel Moisture

36 32

32 51 48 43 50 57 63 56 60 55 62 58

45 52 46 51 55 57 54 53 54 59 60

49 56 46 51 61 57 56 54 48 54 50

49 53 47 45 51 57 56 54 50 57 50

41 53 47 47 55 49 53 60 54 59 59 59

3 49 50 47 52 54 55 53 56 64 53

48 50 56 52 51 54 53 55 54 53

5 52 58 55 57 53 60 57 52

46 60 58 56 51 53 60 62 63 57

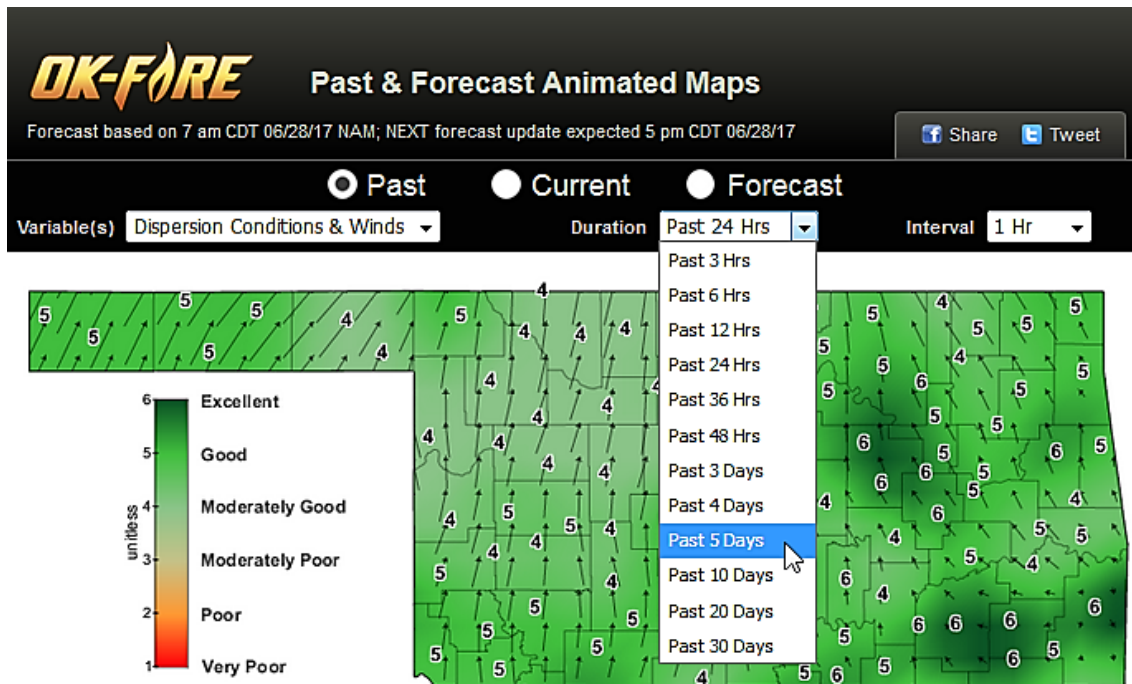
49 56 56 52 56 60 62 63 57

1:00 PM June 27, 2017 CDT
Created 1:04:40 PM June 27, 2017 CDT. © Copyright 2017

Speed

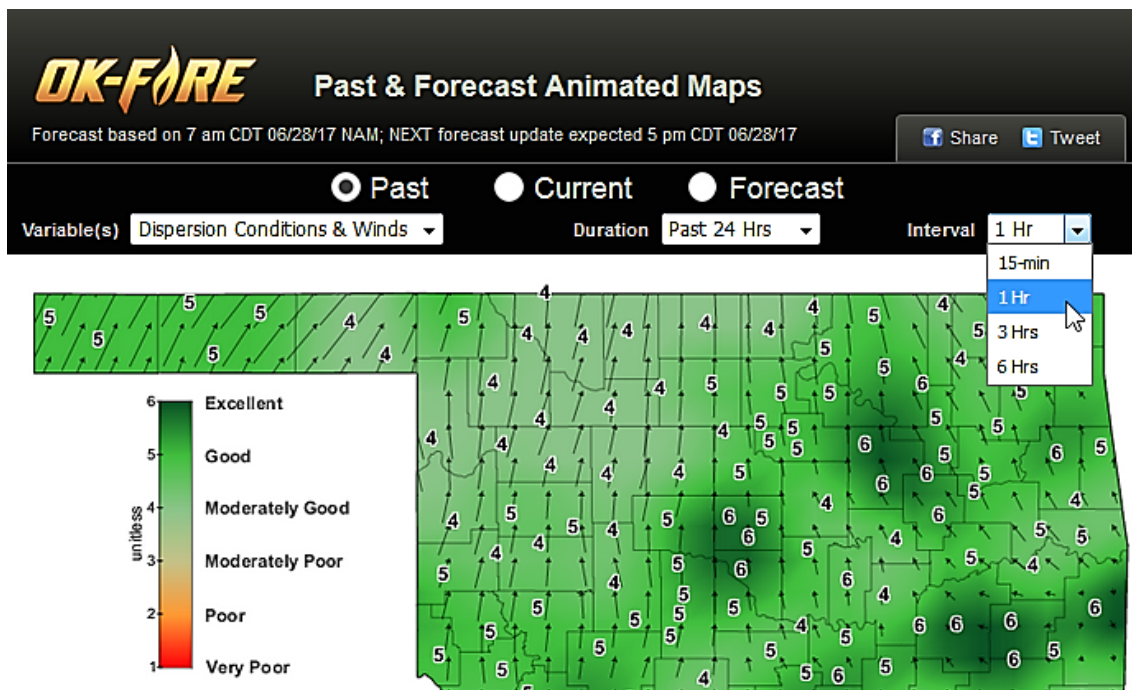
Duration

Once you have chosen the variable, you can access the “Duration” pull-down menu to select over what period you’d like to run the animation:



Interval

Finally, you can then select the “Interval” in which you’d like to run the animation (how far apart in time each “frame” of the movie is):

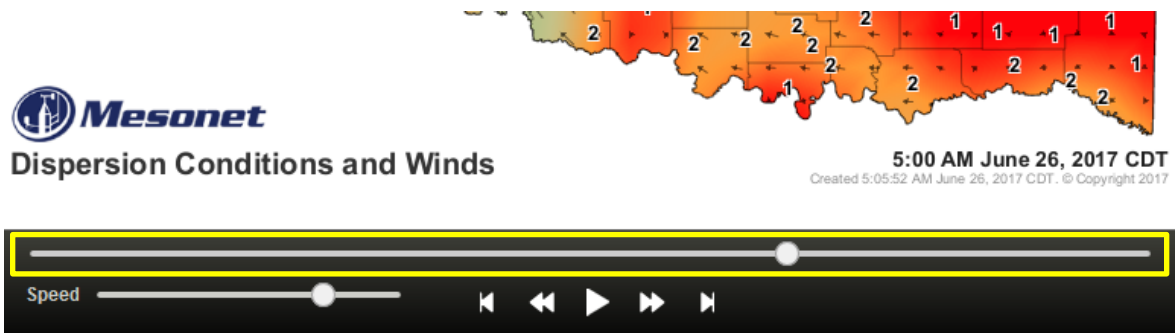


How to Run the Animation

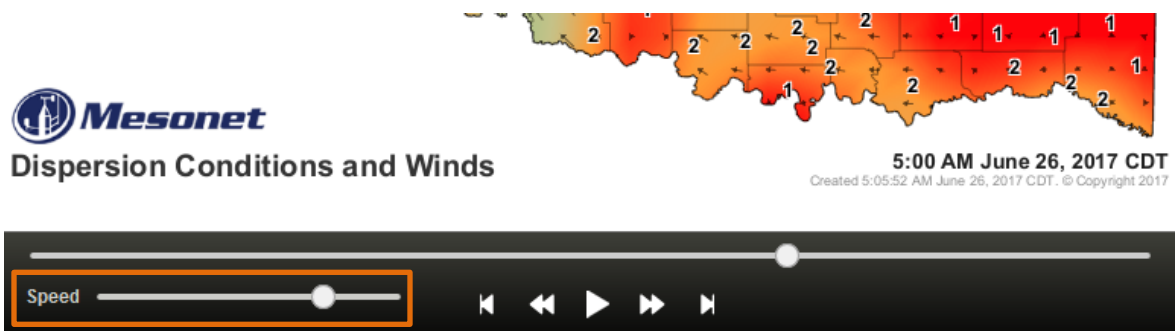
When you have chosen your parameters for the animation, you will use the bottom controls underneath the map for the animation. Press the PLAY button (middle button below encircled in orange below) to start the animation. This is a toggle, so you can hit it again to pause the animation.



The top sliding bar (enclosed in yellow below) is a progress bar with the solid circle showing you how far along in the animation you are.



You can also adjust the speed of the animation by moving the solid circle on the sliding bar to the right of "Speed". See enclosed area in orange below:



Finally, to jump to the **first frame** of the animation, click on the first of the five buttons in the middle (enclosed in yellow below). To go to the **last frame** of the animation, click on the last button. To run the animation manually one frame at a time, click on the second button to go **backward in time one map at a time** and click on the fourth button to go **forward in time one map at a time**:

