

AIPS MEMO NO. 23

TO : Eric Greisen  
FROM : Arnold Rots  
SUBJECT: New AIPS Code  
DATE : 8 December 1982

It would be nice if we could get a comprehensive memo describing the new directory structure, the procedures for inserting and testing new code, and the procedure for communicating such changes. It also would be nice to have more test verbs.

Since I'm a bit confused about how to communicate changes, I use this vehicle for doing so.

I have copied into the CVAX:[VLA] area all code that I have been working on over the past few months. You will find there :

-A version of AUT that facilitates the following test verbs:

HI as T1VERB  
TVXFR as T2VERB  
TVDICO as T3VERB  
TVMOVIE as T4VERB

- New versions of HI and NEWLUT (Jim Torson's Intensity/Hue display) with its INPUTS and HELP files (T1VERB).
- TVXFR: a verb that allows extensive interactive fiddling with the TV display, and its INPUTS and HELP files (T2VERB).
- TVDICO: a verb that stores a copy of the TV screen on disk, to be transferred to the DICOMED, with its INPUTS and HELP files (T3VERB).
- TVMOVIE: a verb to load up to 16\*NGRAY 124x124 subsections of map cube planes into the TV memory (with annotation) and to run a movie on them, with its INPUTS and HELP files (T4VERB).
- TVERBS.MEM: a memo I wrote on the use of the previous three verbs and some PDP 11/44 tasks to do the transfer from a VAX to the DICOMED, adding captions, mosaicing, etc. (by the way, we can also make DICOMED pictures here from C'ville - that is, if CVAX is not going up and down like a yoyo as it did this afternoon).
- HANSM: a task to Hanning smooth a transposed map cube, with its INPUTS and HELP files.
- A new version of MOMNT, with its INPUTS and HELP files.
- A copy of our current WHATSNEW file.

On September 2, 1982, I requested some new adverbs; the expanded

list now looks like this :

SMOTH : BMAJ2, BMIN2, BPA2  
KONTR : ANSCAL, DASPEN(20), STARPOS(C\*8), SPEED  
HI : ICHAN, HCHAN  
TVDICO : DICOMED(C\*8)  
TVMOVIE : NFRAMES

In addition to this, I would appreciate the default of DOVECT being set to -1.

Finally, it really would be helpful if the spectral line items will be included in the map headers by the next update, so I can finalize my spectral line stuff. Also, please get GEOM to accept larger angles.

cc.: Tim Cornwell  
Ron Ekers  
Ed Fomalont