

## UNIX commands

ls	list the contents of a directory
ls -l	list the content of a directory with more details
mkdir <directory>	create the directory <directory>
cd <directory>	change to the directory <directory>
cd ..	move back one directory
cp <file1> <file2>	copy the file <file1> into <file2>
mv <file1> <file2>	move the file <file1> to <file2>
rm <file>	remove the file <file>
rmdir <directory>	delete the directory <directory>
man <command>	display the manual page for <command>
module load netcdf	load the netcdf commands to use
module load ferret	load ferret
module load name	load the module "name" to use its commands
vi <file>	read the content of the file <file>
vimdiff <file1> <file2>	show the differences between files <file1> and <file2>
pwd	show current directory
tar -czvf file.tar.gz file	compress one or multiple files into file.tar.gz
tar -xzvf file.tar.gz	extract the compressed file file.tar.gz
./name	execute the executable called name
qsub scriptname	submits a script to the queuing system
qdel #	cancel the submitted job number # from the queue
qstat	show queued jobs
qstat -u zName	show only your queued jobs

### Inside vi

ESC, then :q!	Quit without saving
ESC, then :wq	Quit with saving
ESC, then i	Get in insert mode to edit text
ESC, then /word	Search content for word
ESC, then :%	Go to end of document
ESC, then :0	Go to beginning of document
ESC, then :set nu	Add line numbers
ESC, then :#	Go to line number #

N.B.: If inside vimdiff, you have 2 files opened, so you need to quit vi twice.

## Ferret commands

<code>use file.nc</code>	Use the variables in the file.nc
<code>show data</code>	List the data which is available
<code>list &lt;variable&gt;</code>	List the values of <variable>
<code>plot &lt;variable&gt;</code>	Produce a line plot of <variable>
<code>shade &lt;variable&gt;</code>	Produce a shade plot of <variable>
<code>fill &lt;variable&gt;</code>	Produce a filled plot of <variable>
<code>contour &lt;variable&gt;</code>	Produce a contour plot of <variable>
<code>@ave, @max, @min</code>	Average, max, min for a variable dimension
<code>show transform</code>	List the possible transformations
<code>/levels=(-inf) (min,max,dl) (inf)</code>	Set colorbar levels between min and max every dl. (-inf) and (+inf) says to fill in the values under min and above max
<code>ylimits=min:max:delta xlimits=min:max:delta</code>	Define the axis. To reverse an axis put the higher number as min (e.g. <code>ylimits=1000:0:100</code> plots y from 1000 to 0 with ticks every 100)
<code>/title="Figure title"</code>	Change the title of the plot
<code>go land</code>	Add land contour
<code>go script</code>	Run your ferret script script.jnl
<code>d=#</code>	Look for variable in the opened file number # (add as a dimension for variable read)
<code>frame/file=myfile.gif</code>	Save plot as a gif
<code>let sum = a+b</code>	Create a variable sum which is the sum of a and b
<code>/palette=color_palette</code>	Change the color scheme of the figure (e.g.: <code>blue_darkred</code> , <code>white_centered</code> , <code>blue_green_yellow</code> , <code>blue_green</code> , <code>blue_darkorange</code> , <code>land_sea</code> )
<code>set window 2</code>	Open new figure window
<code>cancel mode logo</code>	Don't show ferret info on plot (upper right corner)
<code>exit or q</code>	Exit ferret

N.B.: When there is a / in front, you add after the plotting type and before the variable.

### Example:

```
fill/YLIMITS=1000:0:100/LEVELS=(-inf) (-3,3,0.15) (inf)/palette=blue_darkred/title="Zonal wind velocity at 146.3W (m/s)" u[i=39,l=@ave]
```

(one line)

This would produce a fill plot with the y axis from 1000 to 0 with ticks every 100, colour levels from -3 to 3 every 0.15, fill in to the lowest (highest) colours for the data under the minimum (above the maximum), change the colour palette for blue to red, change the title and define the variable to plot as u at index i=39 and the average of the l dimension.

## Model outputs

Output File Name	Content
com_expname.yyyy.nc	All ocean outputs for year yyyy
sals_expname.nc	Surface albedo
sc##_expname.nc	Cloud at sigma level ##
sclc_expname.nc	Convective cloud
scl_d_expname.nc	Total cloud
sclh_expname.nc	High cloud
scli_expname.nc	Liquid cloud fraction
scll_expname.nc	Low cloud
sclm_expname.nc	Middle cloud
sevp_expname.nc	Evaporation (mm/day)
sfw1_expname.nc	Fresh water flux : Precip-Evap (mm/day)
sfw2_expname.nc	Fresh water flux : Ice water A (mm/day)
sfw3_expname.nc	Fresh water flux : Ice water B (mm/day)
sfw4_expname.nc	Fresh water flux : River outflow (mm/day)
sg##_expname.nc	Geopotential height at pressure level ##
sgro_expname.nc	Monthly ice growth (m)
shfl_expname.nc	Sensible heat flux ( $W/m^2$ )
sicd_expname.nc	Ice depth * concentration (m)
sich_expname.nc	Ice advection (m)
sico_expname.nc	Ice concentration
sicu_expname.nc	Ice zonal velocity (m/s)
sicv_expname.nc	Ice meridional velocity (m/s)
sinr_expname.nc	Interception (mm/day)
sire_expname.nc	Ice redistribution (m)
sisf_expname.nc	Ice-ocean salt flux (m)
sitf_expname.nc	Ice-ocean heat flux ( $W/m^2$ )
siwp_expname.nc	Ice water path ( $kg/m^2$ )
sl##_expname.nc	Latent heat at sigma level ## ( $K/day$ )
slwp_expname.nc	Liquid water path ( $kg/m^2$ )
sper_expname.nc	Soil percolation (mm/day)
spev_expname.nc	Potential evaporation (mm/day)
spmc_expname.nc	Moisture puddles (mm)
spsl_expname.nc	Mean sea-level pressure (hPa)
spwc_expname.nc	Precipitable water (mm)
sq##_expname.nc	Specific humidity at pressure level ## ( $kg/kg$ )
sr##_expname.nc	Relative humidity at pressure level ##
sref_expname.nc	Effective radius for liquid clouds ( $\mu m$ )
srev_expname.nc	Rain evaporation (mm/day)
srgc_expname.nc	Net LW ground clear ( $W/m^2$ )
srgd_expname.nc	Downward LW ground ( $W/m^2$ )
srgn_expname.nc	Net LW at ground ( $W/m^2$ )
srnc_expname.nc	Convective rainfall (mm/day)

srnd_expname.nc	Precipitation (mm/day)
srtc_expname.nc	LW out clear sky ( $W/m^2$ )
srtu_expname.nc	LW out at top ( $W/m^2$ )
srun_expname.nc	Runoff (mm/day)
ssev_expname.nc	Scaling evap (mm/day)
ssgc_expname.nc	Net SW ground clear ( $W/m^2$ )
ssgd_expname.nc	Downward SW ground ( $W/m^2$ )
ssgn_expname.nc	Net SW at ground ( $W/m^2$ )
ssid_expname.nc	Sea-ice depth (m)
ssnd_expname.nc	Snow depth (cm)
ssno_expname.nc	Snowfall (mm/day)
ssoc_expname.nc	SW out clear sky ( $W/m^2$ )
ssot_expname.nc	SW out at top ( $W/m^2$ )
sssb_expname.nc	Snow sublimation (mm/day)
st##_expname.nc	Temperature at pressure level ## (K)
stax_expname.nc	Surface stress east ( $N/m^2$ )
stay_expname.nc	Surface stress north ( $N/m^2$ )
stb2_expname.nc	Soil temp level 2 (K)
stb3_expname.nc	Soil temp lowest level (K)
stgf_expname.nc	Vegetation ground temp (K)
stgg_expname.nc	Bare ground temp (K)
sthd_expname.nc	Mean daily max temp (K)
sthf_expname.nc	Vegetation ground Tmax (K)
sthg_expname.nc	Bare ground Tmax (K)
sthm_expname.nc	Extreme max temp (K)
stld_expname.nc	Mean daily min temp (K)
stlf_expname.nc	Vegetation ground Tmin (K)
stlg_expname.nc	Bare ground Tmin (K)
stlm_expname.nc	Extreme min temp (K)
stsc_expname.nc	Screen temperature (K)
stsu_expname.nc	Surface Temperature (K)
su##_expname.nc	Zonal wind at pressure level ## (m/s)
sv##_expname.nc	Meridional wind at pressure level ## (m/s)
svmo_expname.nc	Surface wind speed (m/s)
swdf_expname.nc	Divergence removed by rheology ( $s^{-1}$ )
swfb_expname.nc	Soil moisture lower
swfg_expname.nc	Soil moisture upper
swls_expname.nc	Ice residual divergence ( $s^{-1}$ )

N.B.: LW = Long Wave  
SW = Short Wave