

# Supplemental Information for the 2020 Build 19.0 Tropical Cyclone Operations Plan

The following information is including with the RPG Build 19.0 kit. It is included here so that its contents are at the forefront of thought ahead of a tropical cyclone event.

The QPE Rate Task (i.e., qperate) Can Fail Under Certain Large Coverage, High Precipitation Events

**Problem:** Late in Build 19.0 Beta Testing during Hurricane Isaias, the QPE Rate task (i.e., qperate) failed at a beta site due to its CPU usage exceeding the 50% threshold limit. Analysis indicates that the task failed during a large coverage, high precipitation event and was related to the new QPE functionality, R(A), added in Build 19.0. If the qperate task fails, QPE products will stop being generated. This does not impact the generation of PPS products.

**Workaround:** For sites anticipating hurricane type events, turn off R(A) in RPG adaptation data. The change will take effect on the next volume. For all other sites and events, if the task failure occurs, turn off R(A) and restart the RPG software to clear the task failure.

The switch for R(A) can be toggled on/off in RPG adaptation data by selecting **RPG Products --> Algorithms --> Dual-Pol Precip.** The switch for R(A) is the third item listed under the **Dual-Pol Precip** menu. Unlock the menu using the URC LOCA password, then toggle **Switch for R(A)** to Off and select **Save**.

If the qperate task has failed, the RPG software must be restarted by selecting **RPG Control --> Startup** then **Yes** to confirm.

**Solution:** This will be corrected in a future software build.