

MARS buildRules

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purpose

- Construct the MARS tree, i.e. describe how the data is arranged internally.
- Has a massive impact in MARS:
 - On the performance of the whole system
 - Any mistakes can be devastating
 - Test your changes on a scratch server before putting it in production!!!
- Don't start from scratch, look at the ECMWF buildRules (or SMHI ones published in Confluence)

Basic constructs

<code>#</code>	comments
<code>include</code>	Include a snippet from an external file
<code>\$keyword\$</code>	keyword as a string
<code>%keyword%</code>	keyword as an integer
<code>"someString" 'some string'</code>	a string
<code>fail "message"</code>	fail with error message "message", sent back to the client. Typically used in an "otherwise" clause
<code>cluster <keyword string></code>	Insert keyword or string into the layout "name"
<code>push <keyword string></code>	Used in function to return something (a keyword, a string, an object)
<code>functionName()</code>	function call
<code>node <nodeType>(args)</code>	Insert a node of type "nodeType", can be a tree node or a leaf node

Advanced constructs

```
function <name>  
  Block function  
end function
```

Define a function

```
select <keyword>  
  when <keyword_value>  
    Block when  
  end when  
  ...  
  otherwise  
    Block otherwise  
  end otherwise  
end select
```

Works like a “case” construct, otherwise to catch everything else

```
if <condition> then  
  Block if  
else  
  Block else  
end if
```

Classic if else construct

operators

<code>==, !=, <, >, <=, >=</code>	Classic comparators
<code>&& </code>	Classic boolean operator
<code>+</code>	Concatenate (keyword) strings

Live session

