AGUACEROWX IN-DEPTH GUIDE

# Images, animations and video export

Every image and animation is drawn again at the resolution you pick rather than screenshotted, so text and legends stay crisp on a 4K wall or a phone. This guide covers each export setting, the animation dialog, storm-following camera paths, the canvas lock for broadcast and social sizes, and share links for bundles, workflows and map styles.


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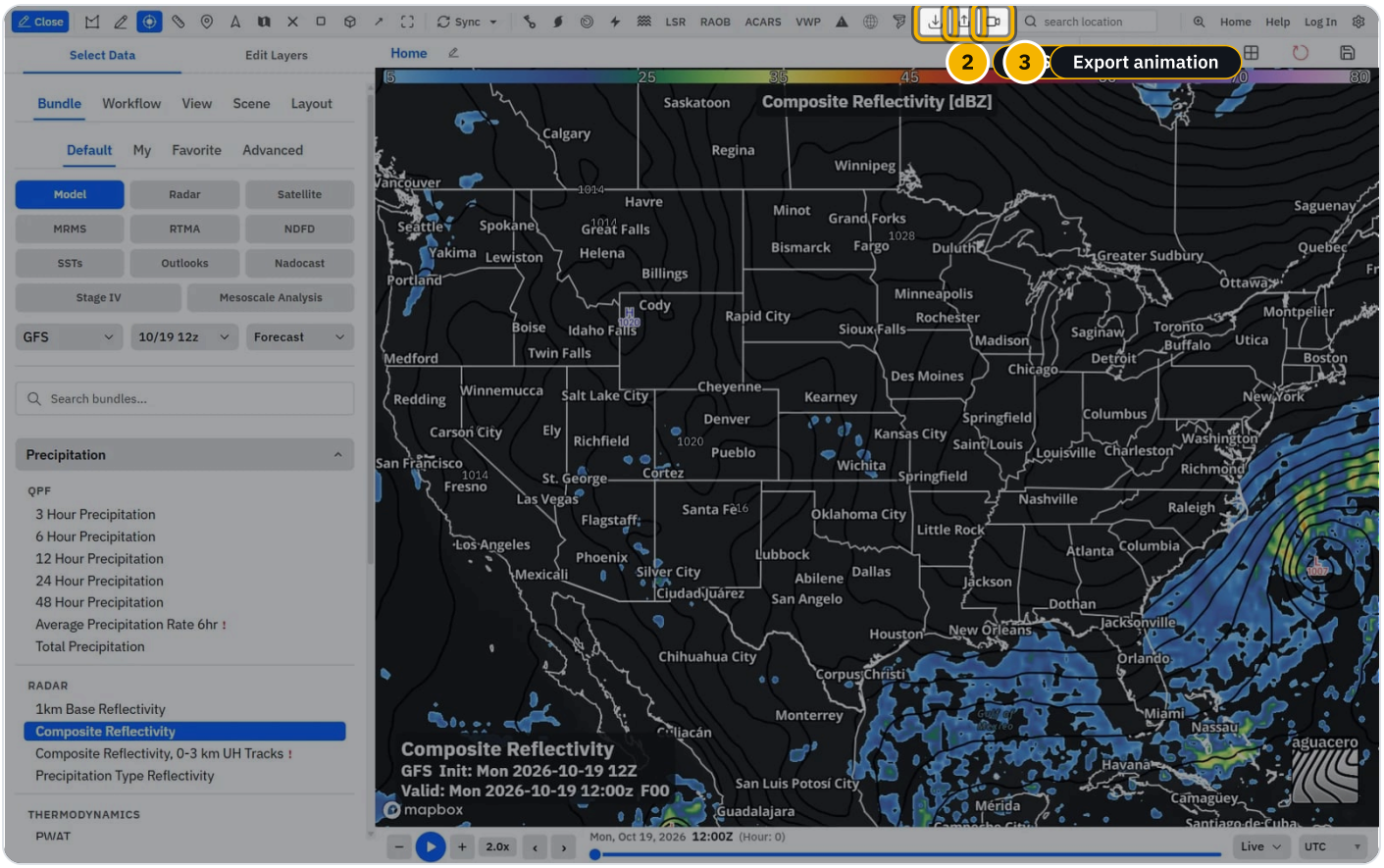
BEFORE YOU START

- The export buttons are on the toolbar: **Download board**, **Share board** and **Export animation**. Right-click the map for **Copy image**, **Download image**, **Generate video** and **Share**.
- Default formats, sizes, quality and timing live in **Settings** → **Media export**. The animation dialog shows the same controls, and changes in either place are saved for next time.
- Exports work on every plan and don’t need an account. Removing the AguaceroWx watermark needs Commercial.
- Export settings save in your browser, and to your account when you’re signed in, so they follow you to other devices.

## 01 Quick start: an image and a loop

Save a board image and an MP4 loop with the default settings in under a minute.

1. Load the data you want and set up the map: zoom, layers, legend and any headers.
2. Click **Download board** on the toolbar. A 1920-pixel-wide PNG of the board downloads.
3. Let the time bar load its frames, then click **Export animation**. The **Customize Animation** dialog opens with 20 frames already picked: the newest 20 for radar and other observed data, or the first 20 of a model run.
4. Click **Generate MP4** and keep the window open while it works.
5. When **MP4 ready** appears, click **Save** to keep the file or **Share** to send it to another app.




The export tools on the toolbar: Download board, Share board and Export animation.

## 02 Where the export tools are

Every export starts from the toolbar, the map's right-click menu or a keyboard shortcut, and always works on the active board.

| TOOLBAR | |
|---|---|
| **Download board** | Saves the board as an image in the format set under **Images**. In a browser it downloads; the desktop app asks where to save it. |
| **Share board** | Makes the image, then opens a sheet with **Share** (your device's share sheet) and **Save**. |
| **Export animation** | Opens **Customize Animation** for an MP4 or GIF. Opening it pauses the time bar. |

| RIGHT-CLICK MENU ON THE MAP | |
|---|---|
| **Copy image** | Copies the board to the clipboard as a PNG. |
| **Download image** | Same as **Download board**. |
| **Generate video** | Same as **Export animation**. |
| **Share** | Same as **Share board**. Shows only on devices that can share files. |

SHORTCUTS

| | |
|---|---|
| `Ctrl` + `Shift` + `D` | Download the board image |
| `Ctrl` + `Shift` + `C` | Copy the board image |
| `Ctrl` + `Shift` + `S` | Share the board image |
| `Ctrl` + `Shift` + `G` | Open the animation export dialog |

TIPS

- Hide the three toolbar buttons in **Settings** → **Toolbar**, and turn the right-click items on or off in **Settings** → **Context menu**.
- Change the shortcuts in **Settings** → **Keyboard shortcuts** under **Board export**.
- Soundings and cross sections have their own animation export, which uses the same settings.

## 03 Download, copy or share the board image

Save a still of the board, put it on the clipboard for a quick paste, or hand it straight to Messages, X, Discord or email.

1. Set the time bar to the frame you want. Any open popups and pinned readouts are included.
2. To save a file, click **Download board** or press `Ctrl` + `Shift` + `D`. The board shows **Saving image…** while it works.
3. To paste it somewhere, press `Ctrl` + `Shift` + `C` or right-click the map and choose **Copy image**, then paste.

4 To send it, click **Share board**. The **Image ready** sheet shows a preview, the file name and its size. Click **Share** to pick an app, or **Save** to keep a copy.

| IMAGE READY SHEET | |
|---|---|
| **Share** | Opens the device share sheet. Only shown when the browser or device can share files. |
| **Save** | Saves the file. In a browser it downloads; the desktop app asks where. |
| **Done** | Closes the sheet. The image isn’t saved unless you clicked **Save** or shared it. |

TIPS

- Files are named from your workflow or bundle name (when you’ve named it), the model and run, and the valid time.
- Copy always makes a PNG, because the clipboard only takes PNG, but it uses the resolution from **Images**.
- On Android, Chrome can’t copy images, so **Copy image** and **Download board** open the sheet instead. Long-press the preview to copy it.

## 04 What ends up in the export

Images and animations show the board as you see it, minus the app around it, redrawn at your export size.

Every export includes:

TIPS

- Every map panel on the board, arranged as on screen. A four-panel board exports as one four-panel image or video.
- The legend, valid time, titles, layer labels and other on-map text from the board's layout.
- The AguaceroWx watermark, where the layout places it.
- Custom headers in the Default appearance, or the broadcast banner in Broadcast appearance, plus alert headers.
- Open feature popups with their leader lines, readouts you pinned by clicking, and the storm tracker readout.
- PGEN forecast drawings.

Exports leave out:

TIPS

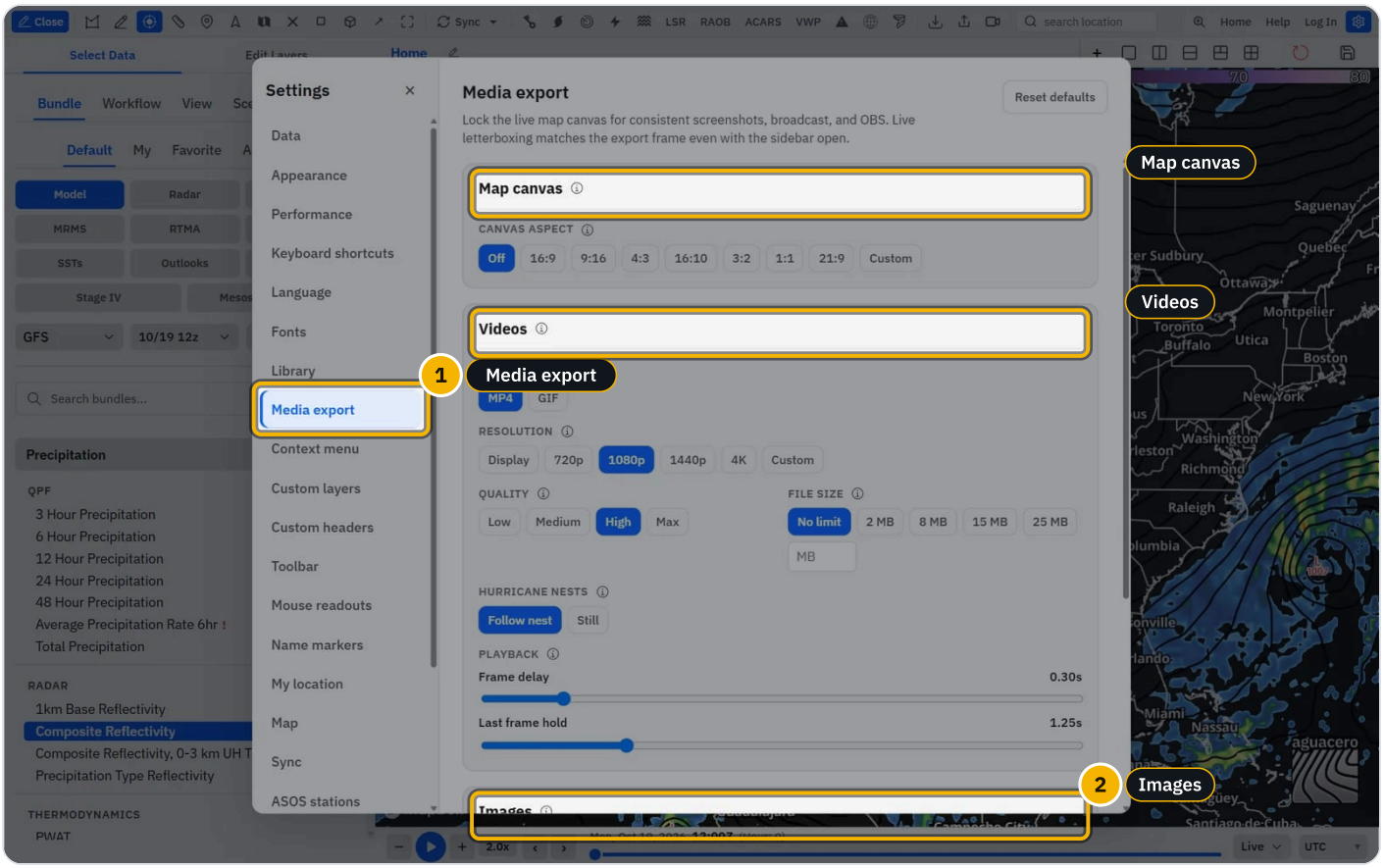
- The readout that follows your mouse. It's live-only; click to pin a readout if you want it in the export.
- The scrolling alerts ticker, which is live-only.
- The toolbar, sidebar, time bar and dialogs.

Turning off the watermark (**Layout** tab → **Watermark** → **Show watermark**) needs Commercial. On other plans, unchecking it opens **Commercial feature** with an **Email us** button.

## 05 Image settings: format, resolution, quality and size cap

The Images group in Settings → Media export controls every still you download, share or copy.

1. Click **Settings** on the toolbar and choose **Media export**.
2. Scroll to **Images** and pick a **Format**, **Resolution**, **Quality** and **File size**.
3. Check the line under the controls for the output size and an estimated file size.




Settings → Media export: Map canvas, Videos and Images.

| IMAGES | |
|---|---|
| **Format** | **PNG** (default) is lossless and best for maps, text and sharp overlays. **JPG** makes smaller files with some softness on text. **WebP** is smaller than JPG at similar quality. Copy always uses PNG. |
| **Resolution** | Output width. **Display** uses the board size times your screen density, never under 1920 px. **720p** is 1280 px wide, **1080p** (default) 1920 px, **1440p** 2560 px and **4K** 3840 px. Height follows the board's shape. |
| **Custom** | Shows **Width** (320–7680 px) and **Height** (180–4320 px). A height that doesn't match the board's shape adds black bars rather than stretching the map. |
| **Quality** | **Low**, **Medium**, **High** or **Max**. For JPG and WebP, a **JPG quality** or **WebP quality** slider (1–100, default 90) sets it exactly. PNG ignores quality. |

| | |
|---|---|
| **File size** | An optional cap for Save and Download: **No limit** (default), **2 MB**, **8 MB**, **15 MB**, **25 MB**, or type 0.5–512 MB. JPG and WebP lower their quality first; PNG scales down if it must. Copy ignores the cap. |

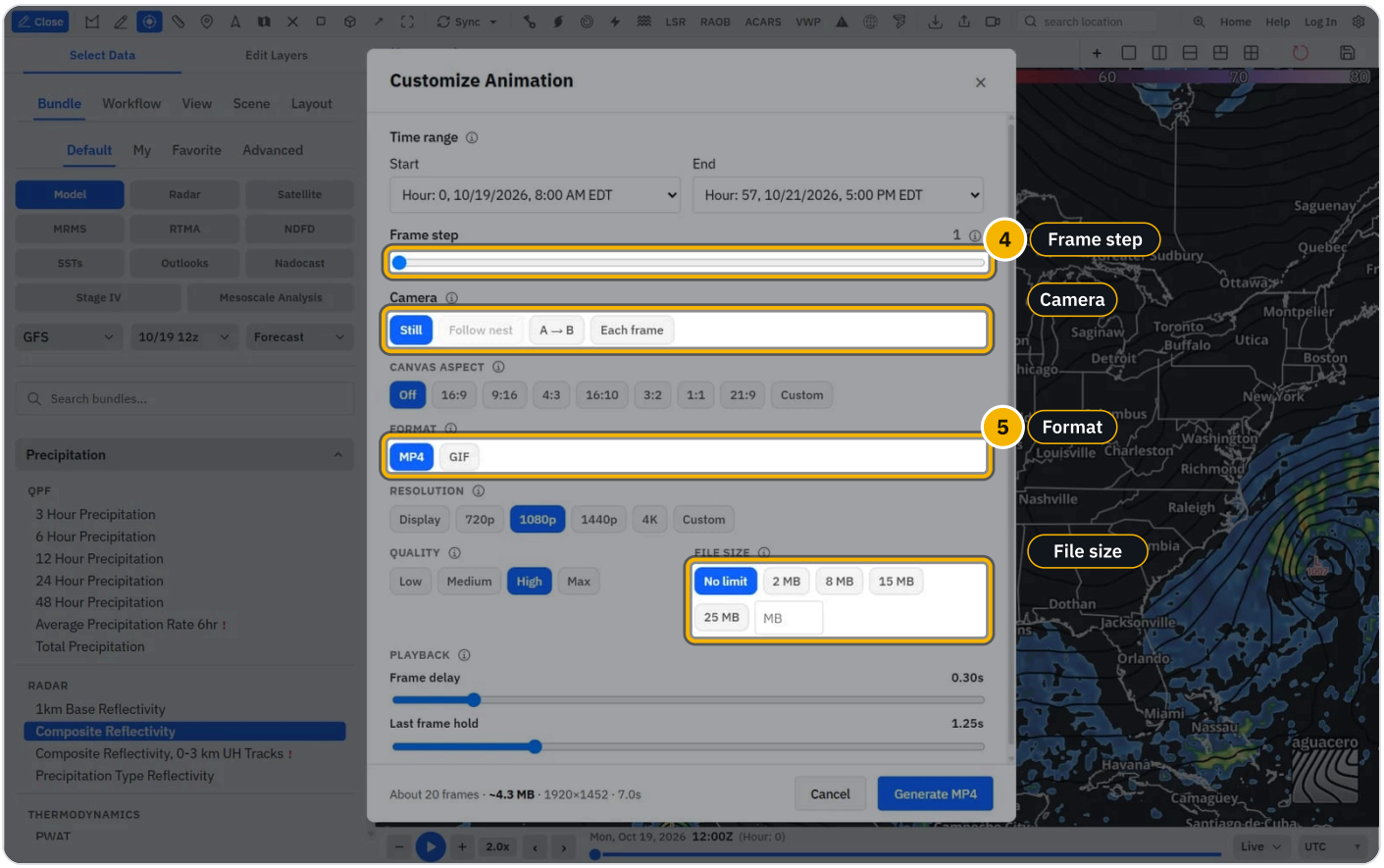
TIPS

- **Reset defaults** at the top of the panel puts every Media export setting back: MP4, 1080p, High, no size cap, and PNG for images.

## 06 Export an animation (MP4 or GIF)

Customize Animation turns the frames on the time bar into a video or GIF. Pick the range, skip frames, and check the size before you generate.

1. Load the data and wait until the time bar has its frames. With no frames, the app says **No data available for GIF creation**.
2. Click **Export animation**, press `Ctrl` + `Shift` + `G`, or right-click the map and choose **Generate video**.
3. Under **Time range**, pick the **Start** and **End** frames.
4. Drag **Frame step** to use every frame (1) or skip some (2 = every other frame).
5. Check the **Format**, **Resolution**, **Quality**, **File size** and **Playback** settings, and the estimate at the bottom.
6. Click **Generate MP4** (or **Generate GIF**). A progress bar shows each frame being captured. Keep the window open.
7. On the **MP4 ready** or **GIF ready** screen, click **Save** or **Share**. **Done** closes it without saving.




Customize Animation: time range, frame step, camera and output settings, with the size estimate at the bottom.

| CUSTOMIZE ANIMATION | |
|---|---|
| **Start** | The first frame. Model times show the forecast hour and date. For radar, satellite and other observed data, the default range ends at the newest frame; for models it starts at the first hour. The default range is 20 frames. |
| **End** | The last frame. Times before **Start** can't be picked. |
| **Frame step** | 1 uses every time, 2 every other time, and so on, up to half the range. Fewer frames make smaller files. |
| **Last N runs** | Replaces the time range in **Trend** view. Slide to pick how many recent runs to animate, oldest to newest; at least 2, default up to 10. |
| **N models** | Replaces the time range in **Compare** view. The animation cycles through every model on the time bar. There's no frame step here. |

| | |
|---|---|
| **Camera** | **Still**, **Follow nest**, **A → B** or **Each frame**. See “Storm-following and camera-path video”. |
| **Canvas aspect** | The map canvas lock, also in the dialog so you can frame the video before you generate. See “Lock the map to 16:9, 9:16 or another frame”. |
| **Cancel Generation** | Stops the export after you confirm **Cancel export generation?**. |

TIPS

- When the export finishes, the map goes back to the time and camera it had before.
- With the controls popped out into their own window, the video is made in the map window; keep both windows open.

## 07 Video settings: format, resolution, quality and file size

These controls appear in Settings → Media export → Videos and in the animation dialog. Changing them in one place changes both.

| VIDEOS | |
|---|---|
| **Format** | **MP4** (default) is smaller and sharper, and best for social posts. **GIF** helps where video uploads are blocked. Scene and tour exports use this too. |
| **Resolution** | **Display**, **720p** (1280 px wide, good for X, Discord and Slack), **1080p** (1920 px, default), **1440p** (2560 px), **4K** (3840 px, large files) or **Custom**. Maps are re-rendered at this size, not screenshotted. |
| **Custom** | **Width** 320–7680 px and **Height** 180–4320 px. A height that doesn’t match the board adds black bars. |
| **Quality** | **Low** (35), **Medium** (60), **High** (80, default) or **Max** (100). Higher uses more bitrate in MP4 and finer sampling in GIF. |

| | |
|---|---|
| **File size** | A cap, not a target: **No limit** (default), **2 MB**, **8 MB**, **15 MB**, **25 MB**, or type 0.5–512 MB. When the cap is lower than what the quality needs, the cap wins. A capped MP4 is re-encoded if the first pass comes out too big. A capped GIF uses coarser sampling, then a smaller frame, until the estimate fits. |
| **Hurricane nests** | Settings only. **Follow nest** (default) or **Still**. See “Storm-following and camera-path video”. |

TIPS

- MP4 adds extra keyframes on weather loops so each new radar or model frame stays sharp.
- Typical upload limits: Discord 8–10 MB, autoplay on X about 15 MB, Instagram about 100 MB.
- In the desktop app, a very large MP4 may be encoded a little smaller to avoid running out of memory. The progress text says so when it happens.

## 08 Frame delay and last-frame hold

Two sliders under Playback set how fast the animation plays and how long it pauses on the last frame before it starts over.

PLAYBACK

| | |
|---|---|
| **Frame delay** | How long each frame stays on screen. 0.05–2.00 s in 0.05 s steps; default 0.30 s. |
| **Last frame hold** | How long the final frame stays up before the loop restarts. 0.10–5.00 s; default 1.25 s. |

Length = (frames − 1) × Frame delay + Last frame hold. Twenty frames at the defaults run about 7 seconds. The estimate at the bottom of the dialog shows the length.

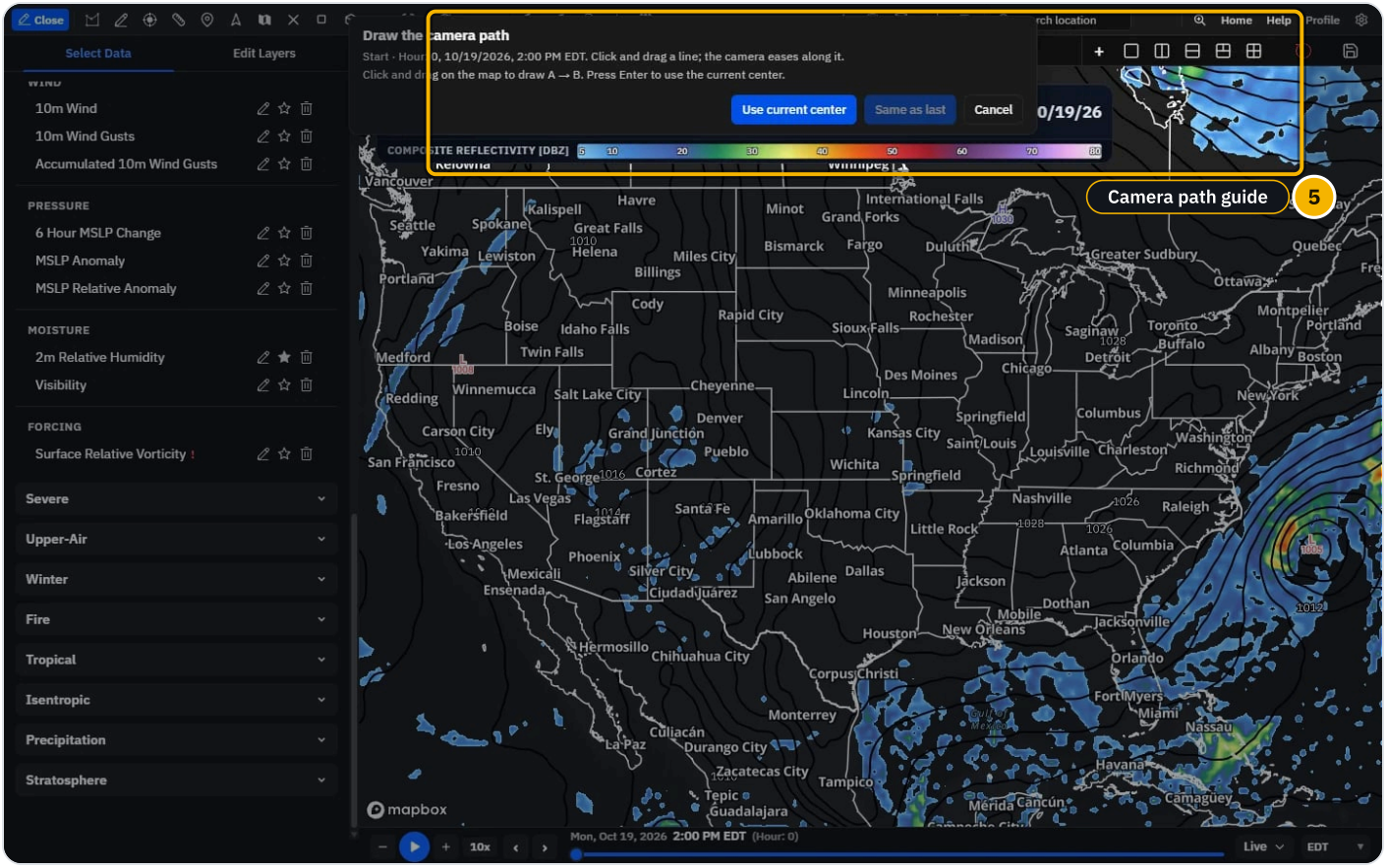
TIPS

- GIFs repeat forever; there's no loop count setting. MP4 files have no loop setting either: whether they repeat is up to the player or site.
- For fast-changing radar, try 0.10–0.15 s. For model loops you want people to read, try 0.40–0.60 s.
- Frame delay and Last frame hold don't apply to scene and tour exports, which record in real time.

## 09 Storm-following and camera-path video

Make the camera move during an animation: keep a hurricane model's nest centered, glide along a line you draw, or set the center of every frame by hand.

1. Set the zoom and bearing you want; the camera keeps them as it moves.
2. Click **Export animation** and set the time range.
3. Under **Camera**, choose **A → B** or **Each frame**. The button changes to **Set camera · MP4** (or **Set camera · GIF**).
4. Click **Set camera · MP4**. The dialog hides and a bar at the top of the screen guides you.
5. For **A → B**, press on the map where the camera should start and drag to where it should end, then release. Or pan the map and press `Enter` to use its center.
6. For **Each frame**, the map steps through your frames. Click the map to set each frame's center, or use **Use current center** and **Same as last**.
7. The export starts as soon as the path is set.




Setting an A → B camera path: drag a line across the map.

| CAMERA | |
|---|---|
| **Still** | The camera doesn't move. |
| **Follow nest** | Each frame pans to that hour's nest center. Needs an HWRF, HAFS or HMON layer on the board; otherwise the button is disabled and reads **Turn on HWRF, HAFS, or HMON to follow the nest**. Chosen automatically for those models while **Hurricane nests** is on **Follow nest**. |
| **A → B** | The camera eases along a straight line from A to B over the whole animation. Needs at least two frames. |
| **Each frame** | You set a center for every frame. Good for following a storm that turns. |

| CAMERA PATH BAR | |
|---|---|
| **Use current center** | Uses the map's current center for this point. Same as `Enter`. |
| **Same as last** | **Each frame** only: reuses the previous frame's center. |
| **Cancel** | Goes back to the dialog. Same as `Esc`. |

**TIPS**

- Choosing **Follow nest** or **Still** in the dialog also changes **Hurricane nests** in **Settings** → **Media export**.
- A camera path you draw overrides nest following for that export.

The **Camera** row is hidden in **Compare** view and when the controls are popped out into their own window, because the path is set on the live map.

## 10 Lock the map to 16:9, 9:16 or another frame

The canvas lock letterboxes the live map to a fixed shape, so what you see, what OBS captures and what you export all share one frame, even with the sidebar open.

1. Open **Settings** → **Media export**. Under **Map canvas**, click a shape under **Canvas aspect**, such as **16:9**.
2. The map shrinks to that shape with bars around it. The line under the controls shows the live canvas size.
3. For OBS or another capture tool, pick a **Resolution lock** such as **1080p** to pin the canvas to exact pixels.
4. Click **Off** to let the map fill the window again.

| CANVAS ASPECT | |
|---|---|
| **Off** | Default. The map fills the window. |
| **16:9** | HD, broadcast and YouTube. |
| **9:16** | Vertical: stories, Shorts and Reels. |

| | |
|---|---|
| **4:3** | Classic TV and many still graphics. |
| **16:10** | Common desktop screens and some broadcast. |
| **3:2** | Photo and some still graphics. |
| **1:1** | Square. |
| **21:9** | Ultrawide. |
| **Custom** | Type **Width** : **Height**, each 1–64. |

| RESOLUTION LOCK | |
|---|---|
| **Fit** | Default. Keeps the shape; the size follows the space available. |
| **720p** | 1280×720 at 16:9. Pins exact pixels when the window is big enough. |
| **1080p** | 1920×1080 at 16:9, the usual OBS scene size. |
| **1440p** | 2560×1440 at 16:9. |
| **4K** | 3840×2160 at 16:9. |
| **Custom** | Type **Width** and **Height** in screen (CSS) pixels. Changing one updates the other to keep the shape. |

TIPS

- Wide shapes keep the preset's width (1920 at 1080p) and set the height from the shape. Tall shapes use that number as the height (1080×1920 for 9:16 at 1080p), and 1:1 uses the preset's height (1080×1080).
- If the window is smaller than the locked size, the canvas scales down to fit and the line says "window is smaller than …".
- The resolution lock sets the live canvas. The file size is still set by **Resolution** under **Videos** and **Images**.
- The same controls are in the animation dialog and on the **Layout** tab under **Canvas aspect**. Layouts saved while an aspect is set switch the map back to it when you load them.
- In the mobile layout, the lock isn't applied to the live map, so exports made there use the full map.

## 11 Read the size estimate and warnings

Before you generate, the dialog estimates the frame count, file size, pixel size and length, and warns when a file is likely too big for where you're posting it.

The estimate at the bottom of the animation and scene export dialogs reads like "About 20 frames · ~6.2 MB · 1920×1080 · 7.0s". "(held to your limit)" after the size means the **File size** cap is holding it down. It's an estimate; the real size shows next to the file name when the file is ready.

A warning appears under the estimate when the file is likely to be too big:

TIPS

- GIF over 8 MB: "Some apps (Discord, iMessage) cap GIFs around 8–10 MB."
- GIF over 15 MB: "GIFs over ~15 MB often fail on Discord, Slack, or X. Try MP4, fewer frames, or a smaller size."
- GIF over 100 MB: "This GIF will be too large for most social platforms. Prefer MP4 or lower resolution."
- MP4 over 10 MB: "Discord's free upload limit is 10 MB; 8 MB is a safer target."
- MP4 over 25 MB: "Videos over 25 MB may not autoplay on X or upload on Discord without Nitro."
- MP4 over 100 MB: "Over 100 MB — Instagram and Facebook may compress this heavily."
- MP4 over 512 MB: "Over the 512 MB X/Twitter video limit. Lower resolution, quality, or duration."

## 12 Share a link to a bundle, workflow or map style

Instead of a picture, send a link that opens your saved bundle, workflow or map style live in the other person's app.

1. Save the bundle, workflow or map style with **Private Bundle?**, **Private Workflow?** or **Private map style?** turned off.
2. Click **Copy share link** in the save dialog, or right-click the bundle or workflow in the sidebar list and choose **Copy bundle link** or **Copy workflow link**.
3. For a map style, right-click it in the **Map style** menu and choose **Copy map style link**.
4. The button reads **Copied link**. Paste the link into a message, post or email.

A bundle link loads the bundle on the recipient's active panel with everything you saved in it: layers and styles, plus the map, viewpoint, alerts, name markers or layout if you chose to save them. A workflow link loads the whole workflow: every board, panel and bundle. A map style link applies your saved basemap and map customizations; custom overlays are never shared.

In a browser, the link first offers **Open in desktop app** or **Continue in browser**. Recipients must be signed in; if they aren't, they go to the sign-in page and come back to the link after. Workflow links need Professional or higher on the recipient's account, and so do map styles with a custom Mapbox style or custom overlays; otherwise the recipient sees an upgrade window.

If the item is private, deleted or out of reach, the recipient sees "This bundle is not available. It may be private, was deleted, or you do not have access." (or the same for a workflow or map style).

TIPS

- Links don't expire. They open the latest saved version, so recipients see your edits after you save over the item.
- Making the item private, or deleting it, stops the link from working.
- A private item shows **Make public to copy share link** in the right-click menu instead.
- A map style that holds your Mapbox access token must stay private, so it can't be shared.

## 13 Scene and tour exports CREATOR

Scenes and viewpoint tours export from their own Export button and record the live map as it plays, with transitions and camera moves.

Scene and tour exports use **Format**, **Resolution**, **Quality** and **File size** from these settings, but record in real time: MP4 at 30 frames per second and GIF at 20. **Frame delay** and **Last frame hold** don't apply. The file downloads straight away, named after the scene or tour.

## 14 Recipe: a radar loop for Discord and X under 8 MB

A crisp two-hour radar loop that uploads anywhere without being recompressed.

1. Load a radar bundle and set the time bar's loop length to 2 hours. Zoom to the storms and pin any readouts you want shown.
2. Open **Settings** → **Media export**. Under **Videos**, pick **MP4**, **1080p**, **High** and **8 MB**. Set **Frame delay** to **0.15** s and **Last frame hold** to **1.50** s.
3. Click **Export animation**. The range already ends at the newest scan. Leave **Frame step** at **1**.
4. Check the estimate at the bottom. If it says "(held to your limit)" and you want more sharpness, switch to **720p** or raise **Frame step** to **2**.
5. Click **Generate MP4**, then **Share** on the **MP4 ready** screen, or **Save** and upload the file.

## 15 Recipe: a 9:16 vertical clip for Shorts, Reels and TikTok

Frame the map for a phone screen while you work, then export a 1080×1920 video.

1. In **Settings** → **Media export** → **Map canvas**, click **9:16**. The map becomes a tall frame in the middle of the window.
2. Pan and zoom so the area you're covering fills the tall frame. Leave room at the top and bottom for the platform's captions and buttons.
3. Under **Videos**, pick **MP4** and **Custom**, then type **1080** for **Width**. The height follows the 9:16 frame (1920).
4. Click **Export animation**, set the range and **Frame delay**, and click **Generate MP4**.
5. Set **Canvas aspect** back to **Off** when you're done.

TIPS

- With 9:16 locked, **1080p** means 1920 pixels wide, which would make a 1920×3413 file. Use **Custom** width 1080 for standard vertical video.

## 16 Recipe: a hurricane model loop that follows the storm

Keep the storm centered through a whole HAFS or HWRF run while the map stays at your zoom and angle.

1. Load a HAFS, HWRF or HMON bundle for the storm and zoom in to the inner core. Tilt or rotate the map if you like.
2. Click **Export animation**. **Camera** shows **Follow nest** selected, as long as **Hurricane nests** in **Settings → Media export** is on **Follow nest** (the default).
3. Set **Start** and **End** to the hours you want. Raise **Frame step** to skip hours on a long run.
4. Click **Generate MP4**. Each frame pans to that hour's nest center.

TIPS

- For a radar loop or a model without a nest, use **A → B** and drag along the storm's path, or **Each frame** to click its center on every frame.

## 17 Where export settings are saved

Media export settings save as you change them, with no save button.

TIPS

- Every setting in **Settings** → **Media export**, including changes you make in the animation and scene export dialogs, is saved in this browser right away, and to your account when you're signed in, so it follows you to other devices.
- The watermark is part of the board's layout, on the **Layout** tab.
- **A** → **B** and **Each frame** camera paths are used for one export and not saved. **Hurricane nests** is saved.
- Exported files go where your browser saves downloads, or where you choose in the desktop app. Nothing is kept online.
- Share links point to the saved bundle, workflow or map style in your library.

## 18 Common questions

Answers to the export questions we get most.

### Why does my export look different from the screen?

Exports are drawn again at your **Resolution** (1920 px wide by default) instead of copying the screen, so they're sharper, and the shape matches the board. A **Custom** height that doesn't match the board adds black bars. Hover readouts and the alerts ticker are live-only and left out. To make the screen and the file match exactly, lock the shape under **Map canvas**.

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### Why is my GIF so big?

GIF stores every frame as a full picture with no video compression, so it grows fast with size and frame count. Use **MP4** if you can. Otherwise pick **720p**, a lower **Quality**, a **File size** cap such as **8 MB**, a higher **Frame step**, or a shorter range. The estimate warns you before you generate.

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### My MP4 export failed or says "Try GIF instead". What can I do?

MP4s are made with your browser's built-in H.264 video encoder. "Video encoding is not supported in this browser" means the browser has none; update it, use the desktop app, or export a GIF. "Browser refuses to encode at …" means the size is too large for it; pick a lower **Resolution**.

### The MP4 plays on my computer but not on an older phone or player. Why?

Very large videos, such as 4K or custom sizes, can be beyond what older devices decode. **1080p** or **720p** plays almost everywhere.

### I clicked Done and nothing saved. Where's my file?

On the **MP4 ready**, **GIF ready** or **Image ready** screen, the file is saved only when you click **Save** or share it. **Done** closes the screen. Export it again and click **Save**.

### Why don't I see a Share button?

**Share** shows only when your browser or device can share files, which most phones and some desktop browsers can. Elsewhere, use **Save** and attach the file.

### Copy to clipboard failed. Why?

Some browsers block image copying, and Chrome on Android can't copy images at all (the app opens the save sheet instead). If you see "Could not copy to clipboard", use **Download board**.

### Can I remove the AguaceroWx watermark?

On Commercial, yes: uncheck **Show watermark** under **Watermark** on the **Layout** tab. On other plans it stays on exports, and you can move it with the layout's position settings.

### Is there a limit on how long an export can be?

Exports have no plan limit of their own. An animation can use every frame on the time bar. How far back radar, satellite and MRMS loops go depends on your plan: 1-hour loops on Free, up to 24 hours (NEXRAD 4 h) on Enthusiast, and 12–24 hours on Professional and up.

### Why are Follow nest or A → B greyed out, or the Camera row missing?

**Follow nest** needs an HWRF, HAFS or HMON layer on the board. **A → B** needs at least two frames. The whole **Camera** row is hidden in **Compare** view and when the controls are popped out into their own window.

### Can I export WebM, a transparent video, or set a loop count?

No. Animations export as MP4 or GIF, and stills as PNG, JPG or WebP. WebM is an upload format for custom headers and scene media. GIFs always loop forever.

### I set 9:16 on my phone, but the export isn’t vertical. Why?

The canvas lock isn’t applied in the mobile layout, so exports made there use the full map. Make vertical exports on a computer or a larger screen.

### Someone says my shared link doesn’t open. What should I check?

Make sure the item is saved and not private, and that they’re signed in. Workflow links also need Professional on their account. If you made the item private, make it public again and the same link works. If you deleted it, save it again and send the new link.

### Does a multi-panel board export as one image?

Yes. Every map panel on the board is drawn into one image or video, in the same arrangement as on screen.