

Code clean-up etc.



- remove hard-wired vegetation types, isoilm=9
- clobber_height needed (ACCESS), or better way to do this?
- carbon switch?
- check on consistency of soil albedo with permanent ice distribution
- checks on what code is executed at start/restart (first_call, ktau=1, ktau_gl=1)
- audit of max/min bounds throughout code
- cansto=oldcansto; reconcile offline and ACCESS versions
- move hard-wired constants to parameter file (YPW/Chris)
- removal of fes from define_types and offline initialisation
- single-site, multi-patch (currently crashes – fix)
- Conductance not passed back to UM (impact on dust scheme)
- Ordering of parameter values in *_NVG namelist arrays
- Writing code revision number into log file at run time (ready)
- Revision of recommended start dump for ACCESS cases



Code: improved flexibility



- froot constant for all veg types in ACCESS – make veg type dependent
- hydraulic redistribution, option to specify which vegetation types implemented for (current default is OFF)



Code: new capability



- CASA-CNP spinup for offline
- CASA-CNP implementation for ACCESS
- MPI version for offline (ready, documented, benchmark tests done?)
- SLI scheme



Bringing other versions into repository

- Mk3L interface
- Code required for LIS?
- CCAM unlikely in near future

