```
1 ! This file is include in all .F90 files and contains very important
    definitions. Infact GOTM will not compile when this file is not ! in a correct format.
 4 ! KBK 20000220
 6 #define PATH_MAX
                                  255
    #define stderr
    #define stdout
10
11 ! Handy for writing
12 #define STDOUT write(stdout,*)
13 #define STDERR write(stderr,*)
14 #define LEVEL0 STDERR
15 #define LEVEL1 STDERR '
#define LEVEL1 SIDERR ' ',
Hefine LEVEL2 STDERR ' ',
#define LEVEL3 STDERR ' ',
#define LEVEL4 STDERR ' ',
#define FATAL STDERR 'FATAL ERROR: ',
21 #define LINE "-----
22
23
    ! Shapes for variables
24 #define POINT
25 #define Z_SHAPE
26 #define T_SHAPE
27 #define XY_SHAPE
28 #define XYT_SHAPE
                                         3
29 #define XYZT_SHAPE
    #define RAWBINARY
                                         0
32 #define ASCII
33 #define NETCĐF
34 #define GRAĐS
35 #define OPENĐX
36
37
    ! For easier reading
38 #define READING 0
39 #define WRITING 1
40
    ! To avoid dividing by zero
42 #define SMALL 1e-8
43
44 ! What precision will we use in this compilation
45 #define SINGLE
46 #undef SINGLE
48 #ifdef SINGLE
51 #define _ZERO_ 0.0
52 #define _HALF_ 0.5
53 #define _ONE_ 1.0
54 #else
##LS8
55 #define REALTYPE real(kind=selected_real_kind(13))
66 !#define MPI_REALTYPE MPI_DOUBLE_PRECISION
57 #define _ZERO_ 0.0d0
58 #define _HALF_ 0.5d0
59 #define _ONE_ 1.0d0
60 #andif
60 #endif
61
62 ! Definition to write NetCDF output reals as single or double precision:
63 #ifdef _NCDF_SAVE_DOUBLE_
64 #define NCDF_FLOAT_PRECISION NF90_DOUBLE
65 #define NCDF_REAL real(kind=selected_real_kind(13))
66 #else
67 #define NCDF_FLOAT_PRECISION NF90_REAL
68 #define NCDF_REAL real(kind=selected_real_kind(6))
69 #endif
71 ! non-local fluxes
72 #undef NONLOCAL
73
74 ! KPP turbulence model
74: KPF LUBUTENCE MODEL
75 #define KPP_SHEAR
76 #define KPP_INTERNAL_WAVE
77 #define KPP_CONVEC
78 #undef KPP_DDMIX
79 #undef KPP_TWOPOINT_REF
80 #define KPP_IP_FC
81 #undef KPP_CLIP_GS
    #define KPP_SALINITY
83
```