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1 function compare_inputs_value, value0, value1, tagname
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11 same = array_equal(value0, value1) ;; first do quick check
12 if ~(same) then begin ;; Now check to see if things are close
13   s = (n_elements(value0) EQ n_elements(value1))
14   if (s) then begin
15     case strlowcase(tagname) of
16       'phi': tol = 3.0*!dior ;; 5 degree tolerance
17       'taa': tol = 3.0*!dior ;; 5 degree tolerance
18       'lifetime': tol = min([value0,value1]) * 0.05 ;; 5% tolerance
19       'endtime': tol = min([value0,value1]) * 0.05 ;; 5% tolerance
20       'temperature': tol = 1.*(value0 NE 0)*(value1 NE 0) ; 1 deg unless one = 0
21       'outeredge': tol = min([value0,value1]) * 0.05 ;; 5% tolerance
22       'longitude': tol = 1*!dior
23       'latitude': tol = 1*!dior
24       'stickcoef': tol = 0.01
25       'accom_factor': tol = 0.01
26       'kappa': tol = 0.1
27       'diffusionlimit': tol = min([value0,value1]) * 0.01
28     else: stop
29   endcase
30   same = (max(abs(value0-value1)) LT tol)
31   endif else same = 0 ;; different number of elements
32 endif
33
34 return, same
35
36 end
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41 function compare_inputs, input0temp, input1temp, verbose=verbose
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51 if (verbose EQ !null) then verbose = 0

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52 input0 = (isa(input0temp, 'string')) ? inputs_restore(input0temp) : input0temp
53 input1 = (isa(input1temp, 'string')) ? inputs_restore(input1temp) : input1temp
54
55 ;; Check top level structure
56 t0 = tag_names(input0) & t1 = tag_names(input1)
57 q0 = sort(t0) & q1 = sort(t1)
58
59 same = 1
60 if (array_equal(t0[q0], t1[q1])) then begin
61 ;; Compare next level down
62 i = 0
63 while ((i LT n_elements(t0)) and (same)) do begin
64 if (~strcmp(t0[q0[i]], t1[q1[i]])) then stop
65 struct0 = input0.(q0[i]) & struct1 = input1.(q1[i])
66 s0 = tag_names(struct0) & s1 = tag_names(struct1)
67 w0 = sort(s0) & w1 = sort(s1)
68
69 if (array_equal(s0[w0], s1[w1])) then begin
70 ;; Compare values of each tag
71 j = 0
72 while ((j LT n_elements(s0)) and (same)) do begin
73 if (~strcmp(s0[w0[j]], s1[w1[j]])) then stop
74
75 ;; make sure types are the same, lengths are the same, values are the same
76 value0 = struct0.(w0[j]) & value1 = struct1.(w1[j])
77 type0 = size(value0, /type) & type1 = size(value1, /type)
78 case (1) of
79 (type0 NE type1): same = 0
80 (type0 EQ 10): $ ;; value0 and value1 are pointers
81   same = compare_inputs_value(*value0, *value1, s0[w0[j]])
82 (type0 EQ 4) or (type0 EQ 5): $ ;; value0 and value1 are floats
83   same = compare_inputs_value(value0, value1, s0[w0[j]])
84   else: same = array_equal(value0, value1) ;; byte or integer
85 endcase
86 if (~same and verbose) then print, 'failed at ' + s0[w0[j]], xxx
87 j++
88 endwhile
89 i++
90 endif else begin
91   same = 0
92   if (verbose) then print, 'failed at ' + t0[q0[i]], xxx
93   endelse
94 endwhile
95 endif else begin
96   same = 0
97   if (verbose) then begin
98     q = strcmp(t0[q0], t1[q1])
99     w = where(q EQ 0, nw)
100     print, 'Failed at Top Level', xxx
101     for i=0, nw-1 do $

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103     print, ' input0.' + t0[q0[w[i]]] + ' ; input1.' + t1[q1[w[i]]], xxx
104     endif
105     endelse
106     107 return, same
108
109 end
```