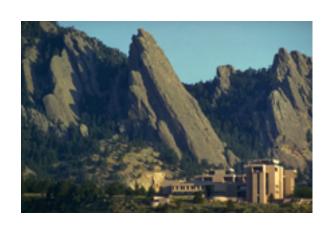
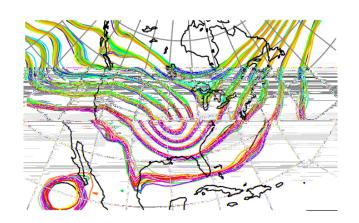


# DART Tutorial Section 23: Location Module Design





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#### **DART Location Modules**

Location type of Model State and Observations are specified by selecting one of the available location modules.

Module Name	Location Specification
threed_sphere (*)	lat, lon, vertical (vert: surface, height, pressure, scale height, level, none)
oned (*)	x (periodic)
annulus	azimuth, radius, vertical (vert: surface, level, height)
channel	x (periodic), y (limited domain), z (infinite)
column	vertical (none, surface, level, pressure, height)
twod	x, y (both periodic)
twod_annulus	azimuth, radius (azimuth boundary options available)
twod_sphere	lat, lon
threed	x,y,z (all periodic)
threed_cartesian	x,y,z

<sup>\*</sup> most commonly used

### Location Module Design

Location Derived Type hides differences between different modules for code that passes locations through but doesn't manipulate the internal values.

All Location Modules have a standard set of routine interfaces, so they can be compiled interchangeably with main DART routines.

## Location Module Required Interfaces

```
public :: location_type, get_location, set_location,
set location missing, is location in region,
query_location, write_location, read location,
interactive location, operator(==), operator(/=),
LocationDims, LocationName, LocationLName,
LocationStorageOrder, LocationUnits,
get_close_type, get_close_init, get_close_obs,
get close state, get close destroy, get dist,
has_vertical_choice, vertical_localization_on,
set vertical, is vertical, convert vertical obs,
convert_vertical state,
                                                   &
get_vertical_localization coord,
set vertical localization coord
```

Some of these may be dummy routines.

Obviously, the low-order models do not have vertical coordinates, yet even the *oned/location\_mod.f90* must have these entry points.

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