

Interactive comment on “Albany/FELIX: a parallel, scalable and robust, finite element, first-order Stokes approximation ice sheet solver built for advanced analysis” by I. Kalashnikova et al.

D. Lunt

d.j.lunt@bristol.ac.uk

Received and published: 23 December 2014

Dear authors,

In my role as Executive editor of GMD, I would like to bring to your attention our Editorial:

http://www.geoscientific-model-development.net/gmd_journal_white_paper.pdf

<http://www.geosci-model-dev.net/6/1233/2013/gmd-6-1233-2013.html>

This highlights some requirements of papers published in GMD, which is also available on the GMD website in the ‘Manuscript Types’ section:

C2777

Full Screen / Esc

Printer-friendly Version

Interactive Discussion

Discussion Paper



http://www.geoscientific-model-development.net/submission/manuscript_types.html

In particular, please note that for your paper, the following requirements have not been met in the Discussions paper – please correct this in your revised submission to GMD.

“– The paper must be accompanied by the code, or means of accessing the code, for the purpose of peer-review. If the code is normally distributed in a way which could compromise the anonymity of the referees, then the code must be made available to the editor. The referee/editor is not required to review the code in any way, but they may do so if they so wish. “

“– All papers must include a section at the end of the paper entitled "Code availability". In this section, instructions for obtaining the code (e.g. from a supplement, or from a website) should be included; alternatively, contact information should be given where the code can be obtained on request, or the reasons why the code is not available should be clearly stated. ”

“– All papers must include a model name and ****version number**** (or other unique identifier) in the title. ”

Yours,

Dan Lunt

Interactive comment on Geosci. Model Dev. Discuss., 7, 8079, 2014.

GMDD

7, C2777–C2778, 2014

Interactive
Comment

Full Screen / Esc

Printer-friendly Version

Interactive Discussion

Discussion Paper

