

Silo - Feature # 1280: Permit empty silo mesh/var objects

Status:	Resolved	Priority:	Normal
Author:	Mark Miller	Category:	
Created:	12/17/2012	Assigned to:	Mark Miller
Updated:	01/17/2013	Due date:	
Impact:	4 - High		
Expected Use:	3 - Occasional		
OS:	All		
Support Group:	Any		
Subject:	Permit empty silo mesh/var objects		
Description:	<p>This is requested by Brian Rjuijin</p> <p>This comes up at scale with namespaces. We can no longer really handle an arbitrary collection 'empty' blocks without employing some problem sized data structure to indicate which blocks are empty.</p> <p>However, if we remove logic in silo library to explicitly exclude zero-sized meshes and variables (I don't think that logic is there for any useful purpose other than we just didn't think this was a good idea at the time -- I mean it certainly won't hurt a Silo file to have empty mesh and variable objects in it) and then ensure VisIt plugin will deal with these empty silo objects in the same way it no deals with the 'EMPTY' case in the multi-block object (it returns a NULL for GetMesh and GetVar format calls).</p>		

History

01/09/2013 12:31 pm - Mark Miller

- Assigned to set to Mark Miller

- Target version set to 4.9

- Impact changed from 3 - Medium to 4 - High

This is critical to Brian and so am making a dash to get into 4.9.

01/17/2013 07:47 pm - Mark Miller

- Status changed from New to Resolved

I added a test to test `_empty_` silo objects. These are silo objects that can be referenced from a multi-block object but which have no data. The drivers needed adjustment to avert possible attempts to dereference null pointers plus a myriad of tiny fixes to ensure working.