
Subject: Re: Very tricky NetCDF "bug"

Posted by [Fabzi](#) on Sat, 15 Dec 2012 17:29:12 GMT

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Hi Chris,

On 12/15/2012 06:22 AM, Chris Torrence wrote:

> Presumably, within the NetCDF4 library, there are two different code
> paths, one for "no stride" (i.e. stride=1) and the other for stride=N.
> It's probably not checking to see if you pass in stride=1, but is just
> going straight to the "slower" stride code.

Yes, that's what I was thinking. It's not really "a bug", but it's just
that my process completely froze and it was really hard to find the
bottleneck...

> So, in short, I would recommend putting a check into your pro code,
> and only pass in the stride when you absolutely have to.
Yes, that's what I did.

Thanks,

Fab
