

## GammaLib - Action #1322

### Add write() save() methods to GCTAAeff2D

09/10/2014 02:09 PM - Lu Chia-Chun

<b>Status:</b>	Closed	<b>Start date:</b>	09/10/2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>	Lu Chia-Chun	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.50 hour
<b>Target version:</b>	00-09-00		
<b>Description</b> add write() save() table() table(table)  I also move filename() from .cpp to .hpp and make it an inline function, In parallel to similar functionalities in GCTAPsf2D <a href="https://github.com/chiachun/gammlib/tree/Improve_GCTAAeff2D_io">https://github.com/chiachun/gammlib/tree/Improve_GCTAAeff2D_io</a>			

#### History

##### #1 - 09/10/2014 02:39 PM - Knödlseider Jürgen

- Description updated

- Target version set to 00-09-00

I'm about to merge this in.

There were also some changes in GCTAResponseIrf, GCTAPointing and GCTAAeffArf that were not related to this issue (some of them were linked to safe thresholds, that were nowhere used however, and there was an addition of 360.0 in the pointing). I removed those before the merge.

If you add features, please make sure that every feature gets a well described and defined issue, otherwise we will loose track of the changes.

##### #2 - 09/10/2014 02:45 PM - Lu Chia-Chun

Hi Juergen,

the 360 in GCTAPointing is due to this issue

<https://cta-redmine.irap.omp.eu/issues/1312>

For others, I don't remember! I have to compare the codes the know why I did them.

##### #3 - 09/10/2014 02:53 PM - Lu Chia-Chun

Hi Juergen,

I checked it. Except the 360 in GCTAPointing, others are not meant to be committed. I forgot to compare the code before I committed my change. Sorry!

**#4 - 09/10/2014 02:58 PM - Knödseder Jürgen**

No worries. I just commented again #1312. I'm not yet convinced that we should do this change ...

**#5 - 09/10/2014 03:09 PM - Knödseder Jürgen**

- *Status changed from Pull request to Closed*
- *Assigned To set to Lu Chia-Chun*
- *% Done changed from 90 to 100*
- *Remaining (hours) changed from 0.5 to 0.0*

Merged into devel.