[SED]

Interactive
comment

Interactive comment on "GHOST: Geoscientific Hollow Sphere Tesselation" *by* Cedric Thieulot

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Dear Reviewer,

thank you for your positive feedback.

I hereunder reply to your 3 main points:

The manuscript explains the theory behind the code GHOST, but does not explain how to use it in practice. I think it would be useful to most interested readers if the author would consider adding a short section about the actual use of the code. Maybe something similar to section 3 of the manual that is provided with the code itself (which should also be referred to in the manuscript).

I agree and will add a section in the manual giving an example of how one could use it.

The manuscript provides a nice comparison between three different spherical shell grids, but a conclusive discussion about which grid performs best (which might depend on specific circumstances) is not provided (I guess a grid spacing that is as equal as possible is one criterion). Interested readers might find it useful to read about the author's conclusion on that maybe in the discussion section.

I agree there too and will add a small paragraph on this topic in the discussion section.

The author could also consider ensuring the long-term availability of the code by providing a DOI to the code itself (or to a specific version). Zenodo (https://zenodo.org) has, for example, an option to easily link an existing GitHub account and provide a DOI. Also, citing a number (in the title or text) for the specific code version discussed in the manuscript might be helpful.

I have generated a v1.0 release and I have linked my github account to Zenodo. This version has been attributed a DOI and will be explicitly mentioned in the manual and the revised article. https://doi.org/10.5281/zenodo.1245533

Best regards,

Cedric.

Interactive comment on Solid Earth Discuss., https://doi.org/10.5194/se-2018-7, 2018.