

API Changes							
Method name	Old value (630rp1)	New value (700)	Marked backward compatible in 630rp1	Interface (630rp1)	Interface (700)	Rationale for change	Impact
Added Arguments							
ESMF_Initialize	N/A	logappendflag	Yes	16.4.1	16.4.1	Allow overwriting of existing logs	No impact
ESMF_RegridWeightGen	N/A	lineType	No	23.3.1	24.3.1	Allow specification of the path of the boundaries of cells on a sphere used for calculating regrid weights	No impact
ESMF_RegridWeightGen	N/A	ignoreDegenerate	No	23.3.1	24.3.1	Allow user to skip cells which collapse to a point instead of returning an error	No impact
ESMF_RegridWeightGen	N/A	useSrcCornerFlag	No	23.3.1	24.3.1	Use the corner coordinates from the source file instead of the center coordinates for weight generation	No impact
ESMF_RegridWeightGen	N/A	useDstCornerFlag	No	23.3.1	24.3.1	Use the corner coordinates from the destination file instead of the center coordinates for weight generation	No impact
ESMF_RegridWeightGen	N/A	lineType	No	23.3.2	24.3.2	Allow specification of the path of the boundaries of cells on a sphere used for calculating regrid weights	No impact
ESMF_RegridWeightGen	N/A	ignoreDegenerate	No	23.3.2	24.3.2	Allow user to skip cells which collapse to a point instead of returning an error	No impact
ESMF_FieldBundleDestroy	N/A	noGarbage	Yes	24.5.7	25.5.7	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No impact
ESMF_FieldBundleRegrid	N/A	termorderflag	Yes	24.5.20	25.5.21	Provide control over partial sums needed for bit-for-bit reproducibility	No impact
ESMF_FieldBundleRegridStore	N/A	lineType	Yes	24.5.22	25.5.23	Allow specification of the path of the boundaries of cells on a sphere used for calculating regrid weights	No impact
ESMF_FieldBundleRegridStore	N/A	normType	Yes	24.5.22	25.5.23	Allows the user to adjust the conservative weights to include the destination fraction	No impact
ESMF_FieldBundleRegridStore	N/A	ignoreDegenerate	Yes	24.5.22	25.5.23	Allow user to skip cells which collapse to a point instead of returning an error	No impact
ESMF_FieldBundleSMM	N/A	termorderflag	Yes	24.5.29	25.5.30	Provide control over partial sums needed for bit-for-bit reproducibility	No impact
ESMF_FieldDestroy	N/A	noGarbage	Yes	25.6.25	26.6.25	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No impact
ESMF_FieldRedistStore	N/A	ignoreUnmatchedIndices	Yes	25.6.54	26.6.55	Allow redistribution between source or destination Arrays that contain elements that don't appear on the other side.	No impact
ESMF_FieldRedistStore	N/A	ignoreUnmatchedIndices	Yes	25.6.55	26.6.56	Allow redistribution between source or destination Arrays that contain elements that don't appear on the other side.	No impact

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ESMF_FieldSMMStore	N/A	ignoreUnmatchedIndices	Yes	25.6.64	26.6.65	Allow sparse matrices to contain elements with indices that do not have a match within the source or destination Array.	No impact
ESMF_FieldSMMStore	N/A	transposeRoutehandle	Yes	25.6.64	26.6.65	Support the transposed operation	No impact
ESMF_FieldSMMStore	N/A	ignoreUnmatchedIndices	Yes	25.6.65	25.6.66	Allow sparse matrices to contain elements with indices that do not have a match within the source or destination Array.	No impact
ESMF_FieldSMMStore	N/A	transposeRoutehandle	Yes	25.6.65	26.6.66	Support the transposed operation	No impact
ESMF_ArrayBundleDestroy	N/A	noGarbage	Yes	26.5.7	27.5.7	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No impact
ESMF_ArrayBundleSMM	N/A	termorderflag	Yes	26.5.22	27.5.23	Provide control over partial sums needed for bit-for-bit reproducibility	No impact
ESMF_ArrayCreate	N/A	indexflag	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayCreate	N/A	computationalEdgeLWidth	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayCreate	N/A	computationalEdgeUWidth	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayCreate	N/A	computationalLWidth	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayCreate	N/A	computationalUWidth	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayCreate	N/A	totalLWidth	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayCreate	N/A	totalUWidth	Yes	27.5.9	28.5.10	Alignment with the other ESMF_ArrayCreate() methods, was missed before.	No impact
ESMF_ArrayDestroy	N/A	noGarbage	Yes	27.5.15	28.5.16	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No impact
ESMF_ArrayRedistStore	N/A	ignoreUnmatchedIndices	Yes	27.5.28	28.5.30	Support situations where not all elements between source and destination arrays match	No impact
ESMF_ArrayRedistStore	N/A	transposeRoutehandle	Yes	27.5.28	28.5.30	Support the transposed operation	No impact
ESMF_ArrayRedistStore	N/A	ignoreUnmatchedIndices	Yes	27.5.29	28.5.31	Support situations where not all elements between source and destination arrays match	No impact
ESMF_ArrayRedistStore	N/A	transposeRoutehandle	Yes	27.5.29	28.5.31	Support the transposed operation	No impact
ESMF_ArraySMMStore	N/A	ignoreUnmatchedIndices	Yes	27.5.35	28.5.37	Support situations where not all elements between source and destination arrays match	No impact
ESMF_ArraySMMStore	N/A	transposeRoutehandle	Yes	27.5.35	28.5.37	Support the transposed operation	No impact
ESMF_ArraySMMStore	N/A	ignoreUnmatchedIndices	Yes	27.5.36	28.5.38	Support situations where not all elements between source and destination arrays match	No impact

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ESMF_ArraySMMStore	N/A	transposeRoutehandle	Yes	27.5.36	28.5.38	Support the transposed operation	No impact
ESMF_GridCreate	N/A	indexflag	No	30.6.13	31.6.13	Consistency with other ESMF_GridCreate() interfaces.	The default setting has changed. The previous behavior can be restored by adding indexflag=ESMF_INDEX_GLOBAL.
ESMF_GridCreate	N/A	indexflag	No	30.6.14	31.6.14	Consistency with other ESMF_GridCreate() interfaces.	The default setting has changed. The previous behavior can be restored by adding indexflag=ESMF_INDEX_GLOBAL.
ESMF_GridDestroy	N/A	noGarbage	Yes	30.6.24	31.6.26	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No impact
ESMF_GridMatch	N/A	global	No	30.6.42	31.6.47	Allow user to easily do the match across the PETs in the current VM.	No impact
ESMF_LocStreamCreate	N/A	coordSys	No	31.3.9	32.4.9	Consistency with other grid create interfaces.	No impact
ESMF_LocStreamCreate	N/A	vm	No	31.3.9	32.4.9	Allow the object to be created on a different VM than the current VM.	No impact
ESMF_LocStreamCreate	N/A	coordSys	No	31.3.10	32.4.10	Consistency with other grid create interfaces.	No impact
ESMF_LocStreamCreate	N/A	coordSys	No	31.3.11	32.4.11	Consistency with other grid create interfaces.	No impact
ESMF_LocStreamCreate	N/A	coordSys	No	31.3.12	32.4.13	Consistency with other grid create interfaces.	No impact
ESMF_LocStreamGet	N/A	coordSys	No	31.3.14	32.4.16	Provide capability for user to get coordSys information.	No impact
ESMF_LocStreamGetKey	N/A	isPresent	No	31.3.17	32.4.19	Indicate if a key with a particular name is contained in the LocStream.	No impact
ESMF_MeshGet	N/A	ownedElemCoords	No	32.4.12	33.4.12	Output a list of element coordinates owned by the PET.	No Impact
ESMF_DistGridDestroy	N/A	noGarbage	Yes	34.6.11	35.6.11	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No Impact
ESMF_DistGridGetDefault	N/A	deCount	Yes	34.6.12	35.6.12	Simplify access to information the number of DEs	No Impact
ESMF_DistGridGetDefault	N/A	connectionCount	Yes	34.6.12	35.6.12	Allow user to access information about connections between tiles.	No Impact
ESMF_DistGridGetDefault	N/A	connectionList	Yes	34.6.12	35.6.12	Allow user to access information about connections between tiles.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.9	39.11.9	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.10	39.11.10	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.11	39.11.11	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.12	39.11.12	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact

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ESMF_AttributeGet	N/A	attnestflag	No	38.11.13	39.11.13	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.14	39.11.14	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.15	39.11.15	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.16	39.11.16	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.17	39.11.17	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.18	39.11.18	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.19	39.11.19	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.20	39.11.20	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.21	39.11.21	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttributeGet	N/A	attnestflag	No	38.11.22	39.11.22	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttGetAttPack	N/A	attnestflag	No	38.11.23	39.11.23	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_AttGetAttPack	N/A	attnestflag	No	38.11.24	39.11.24	Allow user to specify if they want to search through the Attribute hierarchy when retrieving an Attribute.	No Impact
ESMF_TimePrint	N/A	preString	No	41.4.14	42.4.14	Support prepending a user supplied string to the output.	No impact.
ESMF_TimePrint	N/A	unit	No	41.4.14	42.4.14	Support writing the output to an internal unit (Fortran string).	No impact.
ESMF_ClockPrint	N/A	preString	No	43.5.16	44.5.17	Support prepending a user supplied string to the output.	No impact.
ESMF_ClockPrint	N/A	unit	No	43.5.16	44.5.17	Support writing the output to an internal unit (Fortran string).	No impact.
ESMF_LogOpen	N/A	appendflag	No	46.7.9	47.7.10	Support control over appending to existing log or not.	No impact.
ESMF_DELayoutDestroy	N/A	noGarbage	Yes	47.6.6	48.6.6	Allow an object to be completely destroyed without leaving a remnant in the garbage collection.	No impact

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ESMF_VMGetPetLocalInfo	N/A	accDeviceCount	Yes	48.5.17	49.5.17	Provide access to information about available accelerator devices.	No impact
Changed Arguments							
ESMF_ArrayBundleRead	file	fileName	No	26.5.15	27.5.16	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_ArrayBundleWrite	file	fileName	No	26.5.26	27.5.27	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_ArrayRead	file	fileName	No	27.5.25	28.5.27	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_ArrayWrite	file	fileName	No	27.5.38	28.5.40	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_FieldBundleRead	file	fileName	No	24.5.15	25.5.16	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_FieldBundleWrite	file	fileName	No	24.5.34	25.5.35	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_FieldRead	file	fileName	No	25.6.51	26.6.52	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_FieldWrite	file	fileName	No	25.6.67	26.6.70	Consistency with other I/O calls	If a keyword was used for this argument, it must be changed.
ESMF_MeshCreate	filetypeflag	fileFormat	No	32.4.8	33.4.8	Consistency across create from file methods.	If the keyword for this argument was used, it must be changed.
Removed Arguments							
ESMF_LocStreamCreate	coordKeyNames	N/A	No	31.3.7	32.4.7	The use of standard key names for coordinate variables has made this input obsolete.	If this argument is used, it must now be removed.
ESMF_LocStreamCreate	coordKeyNames	N/A	No	31.3.8	32.4.8	The use of standard key names for coordinate variables has made this input obsolete.	If this argument is used, it must now be removed.
ESMF_LocStreamCreate	destroyDistgrid	N/A	No	31.3.9	32.4.9	The implementation now takes care of destroying internally created objects automatically.	If this argument is used, it must now be removed.
Argument Intent/Optional Changes							
ESMF_LocStreamGetKey	N/A	localIDE	No	31.3.18 intent(in)	32.4.20 intent(in), optional	Consistency across interfaces. Defaulting to zero.	No impact
ESMF_LocStreamGetBounds	N/A	localIDE	No	31.3.19 intent(in)	32.4.17 intent(in), optional	Consistency across interfaces. Defaulting to zero.	No impact
ESMF_LocStreamPrint	N/A	locstream	No	31.3.20 intent(inout)	32.4.22 intent(in)	Fix incorrectly specified intent.	No impact.
ESMF_LocStreamValidate	N/A	locstream	No	31.3.21 intent(inout)	32.4.23 intent(in)	Fix incorrectly specified intent.	No impact.
ESMF_LogClose	N/A	log	Yes	46.7.4 intent(inout)	47.7.4 intent(inout), optional	Support closing the default log.	No impact
keywordEnforcer Added							
ESMF_LocStreamAddKey	N/A	N/A	No	31.3.4	32.4.4	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamAddKey	N/A	N/A	No	31.3.5	32.4.5	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.

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ESMF_LocStreamAddKey	N/A	N/A	No	31.3.6	32.4.6	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamCreate	N/A	N/A	No	31.3.7	32.4.7	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamCreate	N/A	N/A	No	31.3.8	32.4.8	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamCreate	N/A	N/A	No	31.3.9	32.4.9	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamCreate	N/A	N/A	No	31.3.10	32.4.10	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamCreate	N/A	N/A	No	31.3.11	32.4.11	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamCreate	N/A	N/A	No	31.3.12	32.4.13	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamDestroy	N/A	N/A	No	31.3.13	32.4.15	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamGet	N/A	N/A	No	31.3.14	32.4.16	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamGetBounds	N/A	N/A	No	31.3.19	32.4.17	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamGetKey	N/A	N/A	No	31.3.15	32.4.18	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamGetKey	N/A	N/A	No	31.3.17	32.4.19	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamGetKey	N/A	N/A	No	31.3.18	32.4.20	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamPrint	N/A	N/A	No	31.3.20	32.4.22	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LocStreamValidate	N/A	N/A	No	31.3.21	32.4.23	Working toward backward compatibility of the ESMF_LocStream class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_TimePrint	N/A	N/A	No	41.4.14	42.4.14	The interface was modified (additional optional arguments). As a consequence user code is impacted, and it makes sense to introduce keyword enforcement at the same time.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_ClockPrint	N/A	N/A	No	43.5.16	44.5.17	The interface was modified (additional optional arguments). As a consequence user code is impacted, and it makes sense to introduce keyword enforcement at the same time.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LogOpen	N/A	N/A	No	46.7.9	47.7.10	Working toward backward compatibility of the ESMF_Log class.	If keywords are not used for the optional arguments, they must now be introduced.
ESMF_LogSet	N/A	N/A	No	46.7.10	47.7.12	Working toward backward compatibility of the ESMF_Log class.	If keywords are not used for the optional arguments, they must now be introduced.

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Added Methods							
ESMF_GridComplsCreated	N/A	N/A	N/A	N/A	17.4.10	A method to test whether an object has been created.	No impact.
ESMF_CplComplsCreated	N/A	N/A	N/A	N/A	18.4.10	A method to test whether an object has been created.	No impact.
ESMF_SciComplsCreated	N/A	N/A	N/A	N/A	19.4.7	A method to test whether an object has been created.	No impact.
ESMF_StatelsCreated	N/A	N/A	N/A	N/A	21.7.11	A method to test whether an object has been created.	No impact.
ESMF_FileRegrid	N/A	N/A	N/A	N/A	24.3.3	A method to regrid data from one file to another.	No impact.
ESMF_FieldBundleIsCreated	N/A	N/A	N/A	N/A	25.5.14	A method to test whether an object has been created.	No impact.
ESMF_FieldFill	N/A	N/A	N/A	N/A	26.6.43	Offer a simple way to fill in field data.	No impact.
ESMF_FieldIsCreated	N/A	N/A	N/A	N/A	26.6.67	A method to test whether an object has been created.	No impact.
ESMF_FieldSet	N/A	N/A	N/A	N/A	26.6.69	Allow to change field settings, like the "name".	No impact.
ESMF_ArrayBundleIsCreated	N/A	N/A	N/A	N/A	27.5.14	A method to test whether an object has been created.	No impact.
ESMF_ArrayIsCreated	N/A	N/A	N/A	N/A	28.5.25	A method to test whether an object has been created.	No impact.
ESMF_LocalArrayIsCreated	N/A	N/A	N/A	N/A	29.3.11	A method to test whether an object has been created.	No impact.
ESMF_GridCreate1PeriDimUfrm	N/A	N/A	N/A	N/A	31.6.24	Short cut method to create a grid object and fill in the coordinates at the same time.	No impact.
ESMF_GridCreateNoPeriDimUfrm	N/A	N/A	N/A	N/A	31.6.25	Short cut method to create a grid object and fill in the coordinates at the same time.	No impact.
ESMF_GridGetCoordInfo	N/A	N/A	N/A	N/A	31.6.40	A method to determine whether coordinates have been added for a specific stagger location.	No impact.
ESMF_GridGetItemInfo	N/A	N/A	N/A	N/A	31.6.44	A method to determine whether an item has been added for a specific stagger location.	No impact.
ESMF_GridIsCreated	N/A	N/A	N/A	N/A	31.6.46	A method to test whether an object has been created.	No impact.
ESMF_StaggerLocGet	N/A	N/A	N/A	N/A	31.7.1	A method to determine position of stagger location.	No impact.
ESMF_LocStreamCreate	N/A	N/A	N/A	N/A	32.4.12	Allow a LocStream to be created from an existing LocStream, but on a different DistGrid.	No impact.
ESMF_LocStreamCreate	N/A	N/A	N/A	N/A	32.4.14	Create a LocStream with coordinates read from a file.	No impact.
ESMF_LocStreamIsCreated	N/A	N/A	N/A	N/A	32.4.21	A method to test whether an object has been created.	No impact.
ESMF_MeshIsCreated	N/A	N/A	N/A	N/A	33.4.13	A method to test whether an object has been created.	No impact.
ESMF_XGridIsCreated	N/A	N/A	N/A	N/A	34.6.6	A method to test whether an object has been created.	No impact.
ESMF_DistGridIsCreated	N/A	N/A	N/A	N/A	35.6.15	A method to test whether an object has been created.	No impact.
ESMF_RouteHandleIsCreated	N/A	N/A	N/A	N/A	36.5.1	A method to test whether an object has been created.	No impact.
ESMF_CalendarIsCreated	N/A	N/A	N/A	N/A	41.5.9	A method to test whether an object has been created.	No impact.

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ESMF_ClockIsCreated	N/A	N/A	N/A	N/A	44.5.12	A method to test whether an object has been created.	No impact.
ESMF_AlarmIsCreated	N/A	N/A	N/A	N/A	45.6.10	A method to test whether an object has been created.	No impact.
ESMF_ConfigIsCreated	N/A	N/A	N/A	N/A	46.3.12	A method to test whether an object has been created.	No impact.
ESMF_LogGet	N/A	N/A	N/A	N/A	47.7.9	A method to query information about an ESMF Log object.	No impact.
ESMF_LogOpen	N/A	N/A	N/A	N/A	47.7.11	A method that allows the default ESMF Log to be associated with a specific filename.	No impact.
ESMF_DELayoutIsCreated	N/A	N/A	N/A	N/A	48.6.8	A method to test whether an object has been created.	No impact.
ESMF_VMIsCreated	N/A	N/A	N/A	N/A	49.5.20	A method to test whether an object has been created.	No impact.
ESMF_UtilString2Int	N/A	N/A	N/A	N/A	50.4.7	A function to convert a decimal string to an integer value.	No impact.
ESMF_UtilStringLowerCase	N/A	N/A	N/A	N/A	50.4.8	A function to change a string to all lower case characters.	No impact.
ESMF_UtilStringUpperCase	N/A	N/A	N/A	N/A	50.4.9	A function to change a string to all upper case characters.	No impact.
Removed Methods							
ESMF_LocStreamGetKey	N/A	N/A	No	31.3.16	N/A	Unified this entry point into one of the other overloads of the ESMF_LocStreamGetKey interface	No impact.
Changed Methods							
ESMF_LocStreamGet	N/A	ESMF_LocStreamGetBounds	No	31.3.19	32.4.17	Alignment with other classes.	Code that uses this overload of the ESMF_LocStreamGet interface must be changed to use the new ESMF_LocStreamGetBounds interface.
Changed Argument Defaults							
ESMF_GridCreate	indexflag=ESMF_INDEX_GLOBAL	indexflag=ESMF_INDEX_DELOCAL	No	30.6.11	31.6.11	Consistency across Grid create interfaces.	If code was not specifically setting the indexflag argument, and identical behavior as before is desired, it now needs to set indexflag=ESMF_INDEX_GLOBAL.
ESMF_MeshCreate	coordsys=ESMF_COORDSYS_CART	coordsys=ESMF_COORDSYS_SPH_DEG	No	32.4.6	33.4.6	Consistency with Grid create and LocStream create interfaces.	If code was not specifically setting the coordsys argument, and identical behavior as before is desired, it now needs to set coordsys=ESMF_COORDSYS_CART.
ESMF_MeshCreate	coordsys=ESMF_COORDSYS_CART	coordsys=ESMF_COORDSYS_SPH_DEG	No	32.4.7	33.4.7	Consistency with Grid create and LocStream create interfaces.	If code was not specifically setting the coordsys argument, and identical behavior as before is desired, it now needs to set coordsys=ESMF_COORDSYS_CART.
ESMF_MeshCreate	convertToDual=.true.	convertToDual=.false.	No	32.4.8	33.4.8	Default should be to create mesh as described in file.	If code was not specifically setting the convertToDual argument, and identical behavior as before is desired, it now needs to set convertToDual=.true..