

Change of variables (interface)

```
class VariableChangeBase {  
public:  
    explicit VariableChangeBase(const eckit::Configuration &);  
    virtual ~VariableChangeBase() {}  
  
    void setInputVariables(const Variables & vars);  
    void setOutputVariables(const Variables & vars);  
  
    virtual void changeVar(const State_ &, State_ &) const = 0;  
    virtual void changeVarInverse(const State_ &, State_ &) const = 0;  
  
    State_ changeVar(const State_ &) const;  
    State_ changeVarInverse(const State_ &) const;  
};
```

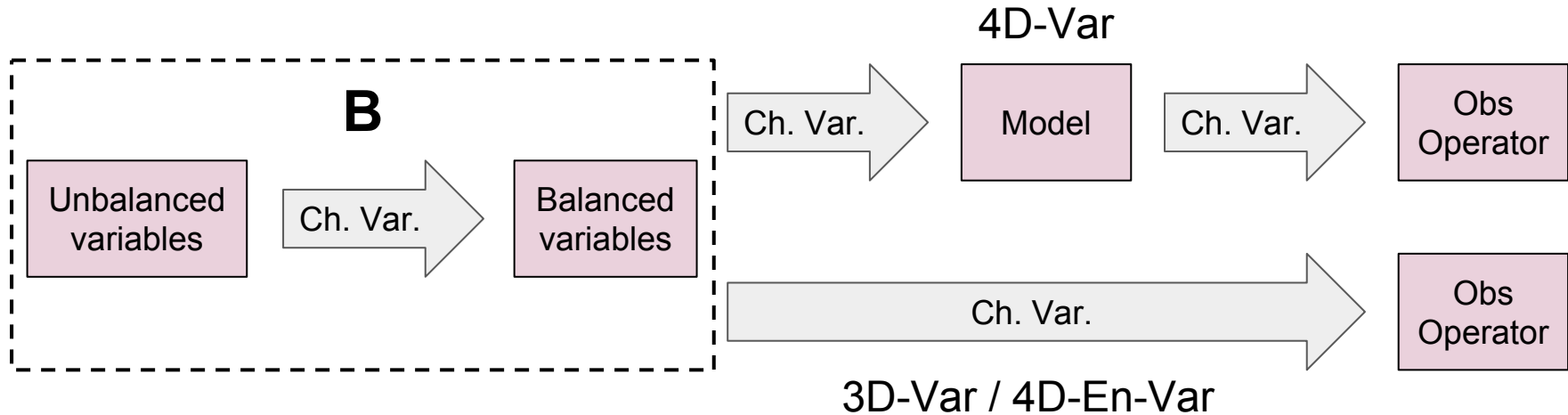
Define input and output variables

- Can also be in constructor
- Might not be needed

Actual change of variables

- Must be implemented

Change of variables (usage)



Note: This is not fully implemented yet (only the 3D route and only partially)

Some change of variables might do nothing: they will be optimized to avoid copies of fields