The following are some important features of the compiler:

**Getting Started with the Compiler**
*Getting Started* explains how to invoke the compiler on the command line or from within an IDE.

**OpenMP* Support**
The compiler supports many OpenMP* features, including most features in the OpenMP* Version 4.0 API specification.

**Intel® Many Integrated Core Architecture**
The Intel compiler supports elements that enable programming for and building binaries to run on the Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

**Compiler Options**
*Compiler Options* provides information about options you can use to affect optimization, code generation, and more.

**Language Reference**
The *Language Reference* provides information on language syntax and semantics, on adherence to various Fortran standards, and on extensions to those standards.

**Fortran Language Extensions**
*Fortran Language Extensions* provides information about how to use additional implementation features, such as creating a Component Object Model server and generating listing and map files, among others.

**Mixed Language Programming**
*Mixed Language Programming* provides information about Fortran and C interoperable procedures and data types, as well as various specifics of mixed-language programming.

**List of Run-Time Error Messages**
*List of Run-Time Error Messages* describes the errors processed by the Intel® Fortran run-time library (RTL).
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The following are some important features of the compiler:

**Getting Started with the Compiler**
Getting Started explains how to invoke the compiler on the command line or from within an IDE.

**OpenMP* Support**
The compiler supports many OpenMP* features, including most features in the OpenMP* Version 4.0 API specification.

**Intel® Many Integrated Core Architecture**
The Intel compiler supports elements that enable programming for and building binaries to run on the Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

**Compiler Options**
Compiler Options provides information about options you can use to affect optimization, code generation, and more.

**Language Reference**
The Language Reference provides information on language syntax and semantics, on adherence to various Fortran standards, and on extensions to those standards.

**Fortran Language Extensions**
Fortran Language Extensions provides information about how to use additional implementation features, such as creating a Component Object Model server and generating listing and map files, among others.

**Mixed Language Programming**
Mixed Language Programming provides information about Fortran and C interoperable procedures and data types, as well as various specifics of mixed-language programming.

**List of Run-Time Error Messages**
List of Run-Time Error Messages describes the errors processed by the Intel® Fortran run-time library (RTL).
Part

Using the Intel® Fortran Compiler, you can compile and generate applications that can run on the Intel® 64 and IA-32 architectures.

Intel® 64 architecture applications can run on the following:

- Windows* operating systems for Intel® 64 architecture-based systems.
- Linux* operating systems for Intel® 64 architecture-based systems.
- OS X* operating systems for Intel® 64 architecture-based systems. (Executables built with the Intel compiler can be combined into universal binaries using the Apple LIPO utility.)

IA-32 architecture applications can run on the following:

- Supported Windows* operating systems
- Supported Linux* operating systems
- Supported OS X* systems

Intel® Many Integrated Core Architecture (Intel® MIC Architecture) focused applications can build on supported Windows* and Linux* operating systems. However, these applications can run only on Intel® 64 architecture-based systems, targeting Intel® MIC Architecture.

Some information that applies to Intel® 64 architecture may also apply to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Unless specified otherwise, assume the information in this document applies to all supported architectures and all operating systems.

You can use the compiler on the command line or in a supported Integrated Development Environment (IDE):

- Microsoft Visual Studio* (Windows* only)
- Eclipse/CDT (Linux* only)
- Xcode (OS X* only)

See the Release Notes for complete information on supported architectures, operating systems, and Integrated Development Environments for this release.
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Notice revision #20110804
Feature Requirements

Some features may require that other products also be installed.

To use these tools and features, you need licensed versions of the tools and you must have an appropriate supported version of the relevant product edition. For more information, check your product release notes.

The following table shows components (tools) and some of the products with which they are included.

<table>
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<tr>
<td>Intel® Trace Analyzer and Collector</td>
<td>Intel® Parallel Studio Cluster Edition</td>
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The following table lists dependent features and their corresponding required products.

For certain compiler options, compilation may fail if the option is specified but the required product is not installed. In this case, remove the option from the command line and recompile.

For more information about requirements for a particular product, see http://www.intel.com/software/products/.

**Feature Requirements**

<table>
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<td>Thread Checking</td>
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<tr>
<td>Trace Analyzing and Collecting</td>
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</tr>
<tr>
<td></td>
<td>Compiler options related to this feature may require a set-up script. For further information, see the documentation supplied with the required product.</td>
</tr>
<tr>
<td>IMSL* material</td>
<td>Intel® Parallel Studio Composer Edition</td>
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<td>You need to purchase and install the IMSL version of the product.</td>
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**Other Tools**

<table>
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<tr>
<td>Privatization of static data for the MPC unified parallel runtime</td>
<td>Appropriate elements of the MultiProcessor Computing (MPC) framework. You need to install the MPC unified parallel runtime. For more information, see <a href="http://mpc.sourceforge.net/">http://mpc.sourceforge.net/</a> .</td>
</tr>
</tbody>
</table>

You should also refer to the Release Notes for this product for detailed information about system requirements, late changes to the products, supported architectures, operating systems, and Integrated Development Environments.
Getting Help and Support

Windows*
Documentation is available from within the version of Microsoft Visual Studio* installed on your system. From the Help menu, choose Intel Compilers and Libraries to view the installed user and reference documentation.

Context-Sensitive Help
You can get information on certain features by using context-sensitive help.

• Press F1 to get an overview of the active pane or window.
• Press F1, or click the ? button in the upper-right corner of the dialog box to get help on the active dialog box.
• Select the keyword and press F1 to get help on a language keyword within your program.

Linux* and OS X*
On both Linux* and OS X*, the documentation has limited integration in the Eclipse/CDT and Xcode. In both cases, the integrated documentation only provides details about where to find the product documentation on your local system.

Intel Software Documentation

Product Website and Support
To find technical support information, to register your product, or to contact Intel, please visit: https://software.intel.com/en-us/support/

At this site, you will find comprehensive product information, including:

• Links to each product, where you will find technical information such as white papers, support, articles, and user forums
• Links to news and events

Release Notes
For detailed information on system requirements, late changes to the products, supported architectures, operating systems, and Integrated Development Environments (IDE) see the Release Notes for this product.

Forums
You can find helpful information in the Intel Software user forums. You can also submit questions to the forums. To see the list of the available forums, go to https://software.intel.com/en-us/forum/.
Related Information

Reference and Tutorial Information
The following commercially published documents provide reference or tutorial information about Fortran:


Intel does not endorse these books or recommend them over other books on the same subjects.

Additional Product Information
For additional technical product information including white papers, forums, and documentation, visit https://software.intel.com/en-us/intel-sdp-home/

Additional Language Information
- For information about the OpenMP* standards, see the OpenMP website at http://www.openmp.org/
- For information about the Fortran standards, visit the Fortran standards technical committee website at http://j3-fortran.org/.
## Notational Conventions

Information in this documentation applies to all supported operating systems and architectures unless otherwise specified.

This documentation uses the following conventions:

- **Notational Conventions**
- **Platform Labels**

### Notational Conventions

<table>
<thead>
<tr>
<th>THIS TYPE</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>THIS TYPE</td>
<td>Indicates statements, data types, directives, and other language keywords. Examples of statement keywords are WRITE, INTEGER, DO, and OPEN.</td>
</tr>
<tr>
<td>this type</td>
<td>Indicates command-line or option arguments, new terms, or emphasized text. Most new terms are defined in the Glossary.</td>
</tr>
<tr>
<td>This type</td>
<td>Indicates a example code.</td>
</tr>
<tr>
<td>This type</td>
<td>Indicates what you type as input.</td>
</tr>
<tr>
<td>This type</td>
<td>Indicates menu names, menu items, button names, dialog window names, and other user-interface items.</td>
</tr>
</tbody>
</table>

### File > Open

Menu names and menu items joined by a greater than (>) sign indicate a sequence of actions. For example, "Click **File > Open**" indicates that in the **File** menu, click **Open** to perform this action.

### {value | value}

Indicates a choice of items or values. You can usually only choose one of the values in the braces.

### [item]

Indicates items that are optional. Brackets are also used in code examples to show arrays.

### item [, item ]...

Indicates that the item preceding the ellipsis (three dots) can be repeated. In some code examples, a horizontal ellipsis means that not all of the statements are shown.

### Intel Fortran

This term refers to the name of the common compiler language supported by the Intel® Fortran Compiler.

### Windows* (or Windows* OS)

These terms refer to all supported Microsoft* Windows* operating systems.
These terms refer to all supported Linux* operating systems.

These terms refer all supported OS X* operating systems.

An asterisk at the end of a word or name indicates it is a third-party product trademark.

This term refers to Windows* options, Linux* options, or OS X* options that can be used by the compiler to compile applications.

The following conventions are used as shortcuts when referencing compiler option names in text:

- Many options have names that are the same on Linux*, OS X*, and Windows*, except that the Windows form starts with an initial / and the Linux and OS X form starts with an initial -. Within text, such option names are shown without the initial character; for example, check.

- Many options have names that are the same on Linux*, OS X*, and Windows*, except that the Windows form starts with an initial Q. Within text, such option names are shown as [Q]option-name.

  For example, if you see a reference to [Q]ip, the Linux* and OS X* form of the option is -ip and the Windows form of the option is /Qip.

- Several compiler options have similar names except that the Linux* and OS X* forms start with an initial q and the Windows form starts with an initial Q. Within text, such option names are shown as [q or Q]option-name.

  For example, if you see a reference to [q or Q]opt-report, the Linux* and OS X* form of the option is -qopt-report and the Windows form of the option is /Qopt-report.

Compiler option names that are more dissimilar are shown in full.

Conventions Used in Compiler Options

A slash before an option name indicates the option is available on Windows*. A dash before an option name indicates the option is available on Linux* and OS X* systems. For example:

Windows* option: /fast
Linux* and OS X* option: -fast
Note: If an option is available on Windows*, Linux*, and OS X* systems, no slash or dash appears in the general description of the option. The slash and dash will only appear where the option syntax is described.

/option:argument or
-option=argument

Indicates that an option requires an argument (parameter). For example, you must specify an argument for the following options:
Windows* option: /Qdiag-error-limit:n
Linux* and OS X* option: -diag-error-limit=n

/option:keyword or
-option=keyword

Indicates that an option requires one of the keyword values.

/option[:keyword] or
-option [=keyword]

Indicates that the option can be used alone or with an optional keyword.

option[n] or option[:n] or option [=n]

Indicates that the option can be used alone or with an optional value; for example, in /Qfnalign[:n] and -falign-functions [=n], the n can be omitted or a valid value can be specified for n.

option[-]

Indicates that a trailing hyphen disables the option; for example, /Qglobal_hoist-disables the Windows* option /Qglobal_hoist.

[no]option or
[no-]option

Indicates that "no" or "no-" preceding an option disables the option. For example:
In the Windows* option /[no]traceback, /traceback enables the option, while /notraceback disables it.
In the Linux* and OS X* option - [no-]global_hoist, -global_hoist enables the option, while -no-global_hoist disables it.
In some options, the "no" appears later in the option name; for example, -fno-alias disables the -falias option.

Conventions Used in Language Reference

This color

Indicates Intel extensions (non-standard features) that may or may not be implemented by other compilers. Features defined by the Fortran 2008 Standard or the OpenMP 4.1 API are shown in black.

Fortran

This term refers to language information that is common to previously supported Fortran standards, Fortran 2008, and the Intel® Fortran Compiler.

Standard Fortran

This term refers to language information that is common to ANSI/ISO Fortran 95, ANSI/ISO Fortran 90, and Intel Fortran.

Fortran 95

This term refers to language features specific to ANSI/ISO Fortran 95.
Fortran 2003
This term refers to language features specific to ANSI/ISO Fortran 2003.

Fortran 2008
This term refers to language features specific to ISO/IEC 1539-1:2010 (Fortran 2008).

integer
This term refers to the INTEGER(KIND=1), INTEGER(KIND=2), INTEGER (INTEGER(KIND=4)), and INTEGER(KIND=8) data types as a group.

real
This term refers to the REAL (REAL(KIND=4)), DOUBLE PRECISION (REAL(KIND=8)), and REAL(KIND=16) data types as a group.

REAL
This term refers to the default data type of objects declared to be REAL. REAL is equivalent to REAL(KIND=4), unless a compiler option specifies otherwise.

complex
This term refers to the COMPLEX (COMPLEX(KIND=4)), DOUBLE COMPLEX (COMPLEX(KIND=8)), and COMPLEX(KIND=16) data types as a group.

logical
This term refers to the LOGICAL(KIND=1), LOGICAL(KIND=2), LOGICAL (LOGICAL(KIND=4)), and LOGICAL(KIND=8) data types as a group.

<Tab>
This symbol indicates a nonprinting tab character.

^  
This symbol indicates a nonprinting blank character.

Platform Labels
A platform is a combination of operating system and central processing unit that provides a distinct environment in which to use a product (in this case, a computer language). An example of a platform is Microsoft* Windows* on processors using IA-32 architecture.

In this documentation, information applies to all supported platforms unless it is otherwise labeled for a specific platform (or platforms).

These labels may be used to identify specific platforms:

L*X  
Applies to Linux* on processors using IA-32 architecture and Intel® 64 architecture.

M*X  
Applies to OS X* on processors using IA-32 architecture and Intel® 64 architecture.

W*S  
Applies to Microsoft Windows* on processors using IA-32 architecture and Intel® 64 architecture.

i32  
Applies to 32-bit operating systems on IA-32 architecture.

i64em  
Applies to 32-bit operating systems on Intel® 64 architecture and Intel® Many Integrated Core Architecture (Intel® MIC Architecture).
| i64em_mic | Applies to 32-bit operating systems on Intel® 64 architecture targeting Intel® Many Integrated Core Architecture (Intel® MIC Architecture). |
Part II

Getting Started

Topics:

- Overview: Getting Started
- Using the Command Line
- Using Microsoft* Visual Studio* (Windows* OS)
- Using Xcode* (OS X*)
You can start using the Intel Fortran Compiler from:

- The Command line
- Microsoft* Visual Studio*
- Xcode*

Each of the above is described in further detail in this section.
Specifying Location of Compiler Components with compilervars File

Before you invoke the compiler, you may need to set certain environment variables that define the location of compiler-related components.

The Intel® Fortran Compiler includes compilervars scripts that you can run to set environment variables.

- On Linux® and OS X®, the file is a shell script called compilervars.sh or compilervars.csh.
- On Windows®, the file is a batch file called compilervars.bat.

The following information is operating system dependent.

Linux® and OS X®:
Set the environment variables before using the compiler. You can use the source command to execute the shell script compilervars.sh or compilervars.csh. You can also type the location of the shell script, beginning with ./.

```bash
//# syntax: source /<install-dir>/bin/compilervars.sh <arg>
./<install-dir>/bin/compilervars.sh <arg>  //# examples: (assuming <install-dir> is /installed/ compiler/) prompt> source /installed/compiler/bin/compilervars.sh ia32
prompt> ./installed/compiler/bin/compilervars.sh ia32

// OR  //# syntax: source /<install-dir>/bin/compilervars.csh <arg>
./<install-dir>/bin/compilervars.csh <arg>  //# examples: (assuming <install-dir> is /installed/ compiler/) prompt> source /installed/compiler/bin/compilervars.csh ia32
prompt> ./installed/compiler/bin/compilervars.csh ia32
```

The environment script file requires an architecture argument <arg>:

- ia32: Compiler and libraries for IA-32 architecture only.
- intel64: Compiler and libraries for Intel® 64 architecture only.

The default install path is /opt/intel/bin/<version>/ if the installation was conducted by the root user, where <version> is the version of the compiler you wish to set the environment for.

If you want the script to run automatically, add the same command to the end of your startup file.

Sample .bash_profile entry for compilervars.sh for IA-32 architecture only:

```bash
# set environment vars for Intel(R) Fortran Compiler
source <install-dir>/bin/compilervars.sh ia32
```

NOTE

Symbolic links are created in the /opt/intel directory at install. The environment variables use symbolic links; however, if two versions of the Intel® Fortran Compiler are installed, the most recently installed version will be symbolically linked.

If the proper environment variables are not set, an error similar to the following will appear when attempting to execute a compiled program:

```
./a.out: error while loading shared libraries:
libimf.so: cannot open shared object file: No such file or directory
```
Windows*:
Under normal circumstances, you do not need to run the compilervars.bat batch file. The Intel® Fortran command-line window sets these variables for you automatically.

For information on using the command-line window see Using the Intel® Command-Line Window.

NOTE
You need to run the batch file if a command-line window is opened without using one of the provided menu items in the Start menu, or if you want to use the compiler from a script of your own.

The batch file inserts the directories used by the Intel® Fortran Compiler at the beginning of the existing paths. Because these directories appear first, they are searched before any directories in the path lists provided by Windows*. This is especially important if the existing path includes directories with files having the same names as those needed by the Intel® Fortran Compiler.

If needed, you can run compilervars.bat each time you begin a session on Windows* systems by specifying it as the initialization file with the PIF Editor.

The batch file takes two arguments:

<install-dir>\bin\compilervars.bat <arg1> [<arg2>]

where <arg1> is one of the following:
- intel64: Compiler and libraries for Intel® 64 architecture only (host and target)
- ia32: Compiler and libraries for IA-32 architecture only (host and target)
- ia32_intel64: Compiler running on IA-32 architecture (host) that generates code for Intel® 64 architecture (target) using Intel® 64 architecture libraries

<arg2>, is optional. If specified, is one of the following:
- vs2015: Microsoft Visual Studio* 2015
- vs2013: Microsoft Visual Studio* 2013
- vs2012: Microsoft Visual Studio* 2012
- vs2010: Microsoft Visual Studio* 2010
- vs2013shell: Microsoft Visual Studio* Shell 2013

NOTE
If <arg2> is not specified, the script uses the version of Visual Studio* that was detected during the installation procedure.

Invoking the Intel® Compiler

Requirements Before Using the Command Line
You may need to set certain environment variables before using the command line. For more information, see Specifying Location of Compiler Components with compilervars File.

Using the Intel® Fortran Compiler from the Command Line
You can invoke the Intel® Fortran Compiler on the command line using the ifort command.
NOTE
For Windows* and OS X* systems, you can also use the compiler from within the integrated development environment (IDE).

For more information on using the Visual Studio* IDE, see Using Microsoft Visual Studio*. For information on using the Xcode* IDE, see Using Xcode*.

The syntax of the ifort command is:

`ifort [options]input_file(s)`

The ifort command can compile and link projects in one step or compile them then link them as a separate step.

In most cases, a single ifort command will invoke both the compiler and linker. You can also use ld (Linux* and OS X*) or link (Windows*) to build libraries of object modules. These commands provide syntax instructions at the command line if you request it with the help (Linux* and OS X*) or /? (Windows*) option.

The ifort command automatically references the appropriate Intel® Fortran Run-Time Libraries when it invokes the linker. To link one or more object files created by the Intel® Fortran compiler, you should use the ifort command instead of the link command.

The ifort command invokes a driver program that is the user interface to the compiler and linker. It accepts a list of command options and file names and directs processing for each file. The driver program does the following:

- Calls the Intel® Fortran Compiler to process Fortran files.
- Passes the linker options to the linker.
- Passes object files created by the compiler to the linker.
- Passes libraries to the linker.
- Calls the linker or librarian to create the executable or library file.

Because the driver calls other software components, error messages may be returned by other components. For instance, the linker may return a message if it cannot resolve a global reference. The watch option can help clarify which component is generating an error.

For a complete listing of compiler options, see the Compiler Options reference.

NOTE
The compiler recognizes Language Extensions for Offloading in the source program by default and builds a heterogeneous binary that runs on both the target and host when any are present. If your program includes these language extensions and you do not want to build a heterogeneous binary, specify the -no-offload compiler option. For more information, see the Programming for Intel® MIC Architecture: Heterogeneous Programming section and the -no-offload compiler option.

NOTE
Windows* systems support characters in Unicode* (multibyte) format; the compiler will process file names containing Unicode* characters.

Syntax Rules
The following rules apply when specifying ifort on the command line:
**Argument** | **Description**
---|---
options | An option is specified by one or more letters preceded by a hyphen (-) for Linux* and OS X* or a slash (/) for Windows*. (You can use a hyphen (-) instead of a slash (/) for Windows*, but this is not the preferred method.)

Options cannot be combined with a single slash or hyphen, you must specify the slash or hyphen for each option specified. For example: /1 /c is correct, but /1c is not.

Options can take arguments in the form of filenames, strings, letters, and numbers. If a string includes spaces, they must be enclosed in quotation marks.

Some options take arguments in the form of filenames, strings, letters, or numbers. Except where otherwise noted, a space between the option and its argument(s) can be entered or combined. For a complete listing of compiler options, see the Compiler Options reference.

Some compiler options are case-sensitive. For example, c and C are two different options.

Option names can be abbreviated, enter as many characters as are needed to uniquely identify the option.

Compiler options remain in effect for the whole compilation unless overridden by a compiler directive.

Certain options accept one or more keyword arguments following the option name on Windows*. To specify multiple keywords, you typically specify the option multiple times. However, some options allow comma-separated keywords. For example:

- Options that use a colon can use an equal sign (=) instead.
- Standard output and standard error can be redirected to a file, avoiding displaying excess text, which will slow down execution; scrolling text in a terminal window on a workstation can cause an I/O bottleneck (increased elapsed time) and use more CPU time. See the examples in the next section.

**NOTE**
Options on the command line apply to all files. In the following example, the -c and -nowarn options apply to both files x.f and y.f:

```
ifort -c x.f -nowarn y.f
```

input file(s) | Multiple files can be specified, using a space as a delimiter. When a file is not in PATH or working directory, specify the directory path before the file name. The filename extension specifies the type of file. See Understanding File Extensions.

Xlinker (Linux* and OS X*) or /link (Windows*) | Unless specified with certain options, the command line will both compile and link the files you specify. To compile without linking, specify the c option.

All compiler options must precede the Xlinker (Linux* and OS X*) or /link (Windows*) options. Options that appear following Xlinker or /link are passed directly to the linker.

**Examples of the ifort Command**

The following command compiles x.for, links, and creates an executable file. This command generates a temporary object file, which is deleted after linking:

```
ifort x.for
```
The following command compiles $x$.for and generates the object file $x.o$ (Linux* and OS X*) or $x.obj$ (Windows*). The $c$ option prevents linking (it does not link the object file into an executable file):

```bash
// (Linux* and OS X*)
ifort -c $x$.for  // (Windows*)
ifort $x$.for /c
```

The following command links $x.o$ or $x.obj$ into an executable file. This command automatically links with the default Intel® Fortran libraries:

```bash
// (Linux* and OS X*)
ifort $x$.o  // (Windows*)
ifort $x$.obj
```

The following command compiles $a$.for, $b$.for, and $c$.for, creating three temporary object files, then linking the object files into an executable file named $a$.out (Linux* and OS X*) or $a.exe$ (Windows*).

```bash
ifort a.for b.for c.for
```

Compile the source files that define modules before the files that reference the modules (in USE statements) when using modules and compile multiple files.

When you use a single `ifort` command, the order in which files are placed on the command line is significant. For example, if the free-form source file `moddef.f90` defines the modules referenced by the file `projmain.f90`, use the following syntax:

```bash
ifort moddef.f90 projmain.f90
```

To specify a particular name for the executable file, specify the option `–o` (Linux* and OS X*) or `/exe` (Windows*):

```bash
// (Linux* and OS X*)
ifort $x$.for –o myprog.out  // (Windows*)
ifort $x$.for /exe:myprog.exe
```

To redirect output to a file and then display the program output (Linux* and OS X*):

```bash
// (Linux* and OS X*)
myprog > results.lis
more results.lis
```

To place standard output into file `one.out` and standard error into file `two.out`:

```bash
// (Windows*)
ifort filenames /options 1>one.out 2>two.out
// OR
ifort filenames /options >one.out 2>two.out
```

To place standard output and standard error into a single file `both.out` (Windows*):

```bash
// (Windows*)
ifort filenames /options 1>both.out 2>&1
// OR
ifort filenames /options >both.out 2>&1
```

**Other Methods for using the Command Line Window to Invoke the Compiler**

- **Using makefiles from the Command Line**: Use makefiles to specify a number of files with various paths and to save this information for multiple compilations. For more information on using makefiles, see **Using Makefiles to Compile Your Application**.

- **Using the devenv command from the Command Line (Windows* only)**: Use `devenv` to set various options for the integrated development environment (IDE) as well as build, clean, and debug projects from the command line. For more information on the `devenv` command, see the `devenv` description in the Microsoft Visual Studio* documentation.

- **Using a batch file from the Command Line**: Use a `.bat` file to consistently execute the compiler with a desired set of options instead of retyping the command each time you need to recompile.
Using the Intel® Command-Line Window

The Intel compiler provides a command-line window with the appropriate environment variables already set. To invoke the compiler from the command line:

- **Windows 8**
  1. From the Start screen, swipe up from the bottom edge, or right-click the screen and click All apps at the bottom-left corner of the screen.
  2. In the Apps screen, scroll to the right until you see the program group for your Intel product.
  3. Click Intel 64 Visual Studio mode or IA-32 Visual Studio mode to open a command window.

- **Windows**
  Click the appropriate mode from the Start menu item for your Intel product under Compiler and Performance Libraries > Command Prompt with Intel Compiler.

The command-line window opens.

You can use any command recognized by the Windows command prompt, plus some additional commands. Because the command-line window runs within the context of Windows®, you can easily switch between the command-line window and other applications for Windows or have multiple instances of the command-line window open simultaneously.

When you are finished working in a command-line window, use the EXIT command to close the window and end the session.

Running Fortran Applications from the Command Line

For programs run from the command line, the operating system searches directories listed in the PATH environment variable to find the requested executable file.

The program can also be run by specifying the complete path of the executable file. On Windows® operating systems, any DLLs you are using must be in the same directory as the executable or in one specified in the path.

Multithreaded Programs

If the program is multithreaded, each thread starts on whichever processor is available at the time. On a computer with one processor, the threads all run in parallel, but not simultaneously; the single processor switches among them. On a computer with multiple processors, the threads can run simultaneously.

Using the -fpscomp filesfromcmd Option

If you specify the fpscomp option with keyword filesfromcmd, the command line that executes the program can include additional filenames to satisfy OPEN statements in the program for which the filename field (FILE specifier) has been left blank. The first filename on the command line is used for the first OPEN statement executed, the second filename for the second OPEN statement, and so on.
NOTE
In the Visual Studio* IDE, you can provide these filenames using Project > Properties. Choose the Debugging category and enter the filenames in the Command Arguments text box.

Each filename on the command line (or in an IDE dialog box) must be separated from the names around it by one or more spaces or tab characters. You can enclose each name in quotation marks ("<filename>"), but this is not required unless the argument contains spaces or tabs. A null argument consists of an empty set of quotation marks with no filename enclosed ('"').

The following example runs the program MYPROG.EXE from the command line:

```
MYPROG "" OUTPUT.DAT
```

Because the first filename argument is null, the first OPEN statement with a blank filename field produces the following message:

```
File name missing or blank - please enter file name
UNIT number ?
```

The number is the unit number specified in the OPEN statement. The filename OUTPUT.DAT is used for the second OPEN statement executed. If additional OPEN statements with blank filename fields are executed, you will be prompted for more filenames.

Instead of using the fpscomp option with keyword filesfromcmd, you can:

- Call the GETARG library routine to return the specified command-line argument. To execute the program in the Visual Studio* IDE, provide the command-line arguments to be passed to the program using Project > Properties. Choose the Debugging category and enter the arguments in the Command Arguments text box.
- On Windows* OS, call the GetOpenFileName Windows* API routine to request the file name using a dialog box.

See Also
fpscomp option

Understanding File Extensions

Input File Extensions
The Intel® Fortran Compiler interprets the type of each input file by the file name extension.

The file extension determines whether a file gets passed to the compiler or to the linker. The following types of files are used with the compiler:

- Files passed to the compiler: .f90, .for, .f, .fpp, .i, .i90, .ftn
  Typical Fortran source files have a file extension of .f90, .for, and .f. When editing your source files, you need to choose the source form, either free-source form or fixed-source form (or a variant of fixed form called tab form). You can use a compiler option to specify the source form used by the source files (see the description for the free or fixed compiler option) or you can use specific file extensions when creating or renaming your files. For example, the compiler assumes that files with an extension of:
  - .f90 or .i90 are free-form source files.
  - .f, .for, .ftn, or .i are fixed-form (or tab-form) files.
- Files passed to the linker: .a, .lib, .obj, .o, .exe, .res, .rbb, .def, .dll
  The most common file extensions and their interpretations are:
### Filename Table

<table>
<thead>
<tr>
<th>Filename</th>
<th>Interpretation</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>file.a (Linux* OS and OS X*)</td>
<td>Object library</td>
<td>Passed to the linker.</td>
</tr>
<tr>
<td>file.lib (Windows* OS)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.f</td>
<td>Fortran fixed-form source</td>
<td>Compiled by the Intel® Fortran compiler.</td>
</tr>
<tr>
<td>file.for</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.frn</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.i</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.fpp</td>
<td>Fortran fixed-form source</td>
<td>Automatically preprocessed by the Intel® Fortran preprocessor fpp; then compiled by the Intel® Fortran compiler.</td>
</tr>
<tr>
<td>On Linux* OS, filenames with the following uppercase extensions:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.FPP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.FOR</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.FTN</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.f90</td>
<td>Fortran free-form source</td>
<td>Compiled by the Intel® Fortran compiler.</td>
</tr>
<tr>
<td>file.i90</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.F90 (Linux* OS and OS X*)</td>
<td>Fortran free-form source</td>
<td>Automatically preprocessed by the Intel® Fortran preprocessor fpp; then compiled by the Intel® Fortran compiler.</td>
</tr>
<tr>
<td>file.s (Linux* OS and OS X*)</td>
<td>Assembly file</td>
<td>Passed to the assembler.</td>
</tr>
<tr>
<td>file.asm (Windows* OS)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>file.o (Linux* OS and OS X*)</td>
<td>Compiled object file</td>
<td>Passed to the linker.</td>
</tr>
<tr>
<td>file.obj (Windows* OS)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

When you compile from the command line, you can use the compiler configuration file to specify default directories for input libraries. To specify additional directories for input files, temporary files, libraries, and for the files used by the assembler and the linker, use compiler options that specify output file and directory names.

### Output File Extensions (Windows* OS)

On Windows* operating systems, many compiler options allow you to specify the name of the output file being created. These compiler options are summarized in the table below.

If you specify only a filename without an extension, a default extension is added for the file being created.

<table>
<thead>
<tr>
<th>Compiler option</th>
<th>Default file extension</th>
</tr>
</thead>
<tbody>
<tr>
<td>/F file</td>
<td>.ASM</td>
</tr>
<tr>
<td>/dll:file</td>
<td>.DLL</td>
</tr>
<tr>
<td>/exe:file</td>
<td>.EXE</td>
</tr>
<tr>
<td>/map:file</td>
<td>.MAP</td>
</tr>
</tbody>
</table>
Using Makefiles to Compile Your Application

This topic describes use of makefiles to compile your application. You can use makefiles to specify a number of files with various paths and to save this information for multiple compilations.

Using Makefiles to Store Information for Compilation on Linux* OS or OS X*

To run make from the command line using the Intel® Fortran Compiler, make sure that /usr/bin and /usr/local/bin are in your PATH environment variable.

If you use the C shell, you can edit your .cshrc file and add the following:

```
setenv PATH /usr/bin:/usr/local/bin:$PATH
```

Then you can compile using the following syntax:

```
make -f yourmakefile
```

where -f is the make command option to specify a particular makefile name.

Using Makefiles to Store Information for Compilation on Windows* OS

To use a makefile to compile your source files, use the nmake command. For example, if your project is your_project.mak, you can use the following syntax:

```
nmake /f [makefile_name.mak] FPP=[compiler_name.exe] LINK32=[linker_name.exe]
```

For example:

```
prompt> nmake /f your_project.mak FPP=ifort.exe LINK32=xilink.exe
```

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/f</td>
<td>The nmake option to specify a makefile.</td>
</tr>
<tr>
<td>your_project.mak</td>
<td>The makefile to use to generate object and executable files.</td>
</tr>
<tr>
<td>FPP</td>
<td>The preprocessor/compiler that will generate object and executable files.</td>
</tr>
<tr>
<td>(The name of this macro may be different for your makefile.)</td>
<td></td>
</tr>
<tr>
<td>LINK32</td>
<td>The linker that will be used.</td>
</tr>
</tbody>
</table>

The nmake command creates object files (.obj) and executable files (.exe) from the information specified in the your_project.mak makefile.

Generating Build Dependencies for Use in a Makefile

Use the gen-dep compiler option to generate build dependencies for a compilation.

Build dependencies include a list of all files included with INCLUDE statements and .mod files accessed with USE statements. The resulting output can be used to create a makefile to with the appropriate dependencies resolved.

Consider a source file that contains the following:

```fortran
module b
  include 'gendep001b.inc'
end module b

program gendep001
```

See Also
Invoking the Intel® Compiler
When you compile the source using the gen-dep option, the following output is produced:

```
b.mod : \  
gendep001.f90 
gendep001.obj : \  
gendep001.f90 gendep001b.inc
```

This output indicates that the generated file `b.mod` depends on the source file `gendep001.f90`. Similarly, the generated file `gendep001.obj` depends on the files `gendep001.f90` and `gendep001b.inc`.
Using Microsoft Visual Studio*

(Windows* OS)

Using Microsoft Visual Studio*

You can use the Intel® Fortran Compiler within the Visual Studio* integrated development environment (IDE) to develop Fortran applications, including static library (.LIB), dynamic link library (.DLL), and main executable (.EXE) applications. This environment makes it easy to create, debug, and execute programs. You can build your source code into several types of programs and libraries, using the IDE or from the command line.

The IDE offers these major advantages:

- Makes application development quicker and easier by providing a visual development environment.
- Provides integration with the native Microsoft Visual Studio* debugger.
- Makes other IDE tools available.

See Also

Performing Common Tasks with Visual Studio*
Using Visual Studio* Windows
Using Breakpoints in the Debugger

Using Visual Studio* Windows

After you start Visual Studio*, a screen similar to the following appears:
This screen shows an open Solution named Console1, a Project named Console1, and the source file Console1.f90 have been opened. The right pane shows the file Console1.f90, opened in the default language-sensitive integrated development environment text editor, which uses different colors to identify the following:

- Source comments (green).
- Fortran standard language elements (blue).
- Other language text (black).

**Solution Explorer View**

The left pane shows the Solution Explorer view, which lets you view different aspects of your solution, such as the source files in your solution. The tabs displayed in Solution Explorer vary depending upon the products installed and the files associated with the current solution. The sample screen shown above shows a Solution tab and a Property Manager tab (not used by Intel® Fortran). To display the Solution Explorer view, select View > Solution Explorer.

To edit a file listed in Solution Explorer, either double-click its file name or select File > Open and specify the file.

The Output window displays compilation and linker messages. To display the Output window, select View > Output. The Output window also links to the build log, if the Generate Build logs option is enabled in Tools > Options > Intel Compilers and Tools > Visual Fortran.

**Creating a New Project**

**Creating a New Project**

When you create a project, Visual Studio* automatically creates a corresponding solution to contain it. To create a new Intel® Fortran project using Visual Studio*:

The hello32 project assumes focus in the Solution Explorer view. The default Visual Studio* solution is also named hello32.

1. Select File > New > Project.
2. In the left pane, click Intel® Visual Fortran to display the Fortran project types. For each project type, available templates are listed in the right pane.
3. Click the appropriate project type (see Understanding Project Types).
4. Accept or specify a project name.
5. Accept or specify the Location for the project directory. Project files will be stored here. If the directory specified does not exist, it will be created.
6. Click OK to complete the new project.

The project and its files appear in the Solution Explorer view. For a COM Server project, you will see a second page with additional user options.

**Adding Source Files**

**To add an existing file to the project:**

1. If not already open, open the project (use the File menu).
2. Select Project > Add Existing Item.
3. In the Add Existing Item dialog box that appears, select the Fortran files to be added to the project.
To add a new file to the project:

1. If not already open, open the project (use the File menu).
2. Select Project > Add New Item.
3. In the Add New Item dialog box that appears, choose the type of file.
4. Specify the file name. Click Open. The file name appears in the Solution Explorer view.
5. Use the Visual Studio* editor to type in source code. Be sure to save your work when you are finished.

Organizing Existing Source Code

If you have existing source code, you should organize it into directories before creating a project, although it is easy to move files and edit your project definitions if you should later decide to reorganize your files.

Working with Fortran Modules

If your program uses Fortran modules, you do not need to explicitly add them to your project; they appear as dependencies (.MOD files).

A module file is a precompiled, binary version of a module definition, stored as a .mod file. When you change the source definition of a module, you can update the .mod file before you rebuild your project. To do this, compile the corresponding source file separately by selecting the file in the Solution Explorer window and selecting Build > Compile. If the module source file is part of your project, you do not need to compile the file separately. When you build your project, the Intel® Fortran Compiler determines what files need to be compiled.

To control the placement of module files in directories, use Project > Properties > Fortran > Output Files > Module Path in the IDE or the compiler option [no]module on the command line. The location you specify is automatically searched for .mod files.

To control the search for module files in directories, select one of the following:

- **In the IDE**
  - Project > Properties > Fortran > Preprocessor > Default Include and Use Path
  - Project > Properties > Fortran > Preprocessor > Ignore Standard Include Path
- **On the Command Line**
  - X or I and assume:source_include compiler options.

For a newly created project (or any other project), the IDE scans the file list for sources that define modules and compiles them before compiling the program units that use them. The IDE automatically scans the added project files for modules specified in USE statements, as well as any INCLUDE statements. It scans the source files for all tools used in building the project.

See Also
Understanding Project Types
I
X
assume

Performing Common Tasks with Visual Studio*

This topic outlines the basic steps for using the Intel® Fortran Compiler with Microsoft Visual Studio*.

Building and Running a Fortran Project

- To build the application, select Build > Build Solution. Any errors will be displayed in the Output Window. Double-click on a message to go to the line in error.
- To run without debugging, select Debug > Start Without Debugging. The console window will remain open after the program exits until you press Enter.
• To run under the debugger, first set a breakpoint at the first executable line of the program by clicking in the gray column to the left of the source line. Then select **Debug > Start**. If the program exits normally, the console window will be closed automatically.

**Converting Compaq* Visual Fortran Projects**

For information on converting projects from Compaq* Visual Fortran to Intel® Fortran, see **Converting Projects**.

**Further Reading**

Documentation is available in Visual Studio* from the **Help** menu.

You can request documentation on Fortran language features, including library routines, using context-sensitive help in the Visual Studio* IDE. In a source window, position the cursor on a language keyword (for example, **INTEGER** or **CONTAINS**) or a library routine (for example, **DATE_AND_TIME** or **SIGNALQQ**) and press the F1 key. This displays the appropriate topic in the documentation.

Similarly, dialog boxes and property pages that are specific to the Intel® Fortran compiler offer context-sensitive help that is accessed by pressing the F1 key.

**See Also**

Creating a New Project
Converting Projects

**Selecting a Version of the Intel® Compiler**

If you have more than one version of the Intel® Fortran Compiler installed, you can choose which version to be used when building applications. You can also select different versions for different target platforms and the version of the compiler you are using. The target platform you select determines the compiler versions that appear in the **Selected** drop-down box.

To select the compiler version:

1. Select **Tools > Options > Intel Compilers and Tools > Visual Fortran > Compilers**.
2. Select a compiler from **Selected compiler**. Click **OK**.

**See Also**

Specifying a Target Platform

**Specifying Fortran File Extensions**

You can specify additional Fortran free format and fixed format file extensions to be recognized as valid file extensions within the IDE. The IDE treats these additional extensions as compilable Fortran source files. You can also remove or modify existing extensions.

When you add a new extension, the IDE checks the registry to determine whether the extension is already associated with a language, tool, or file format. If there is such an association, a message informs you of this and you will not be allowed to add the extension.

**To specify Fortran file extensions:**

1. Open **Tools > Options**.
2. In the left pane, go to **Intel Compilers and Tools > Visual Fortran > General**.
3. Specify one or more Fortran File Extensions, each beginning with a period and separated by semicolons. You can specify extensions for both **Free Format** and **Fixed Format**. Click **OK**.

These new settings take effect the next time you start Visual Studio*.

Use the **Reset** button to restore Fortran file extensions to their default settings.
Using the Intel® Fortran Samples

The Intel® Fortran Compiler installs a number of sample programs. These programming samples illustrate a variety of concepts such as:

- Creating console applications
- Creating QuickWin applications
- Creating Win32 applications
- Using mixed-language support
- Using OpenGL® in Fortran applications

The programming samples are located in the `<install-dir>\Samples\` directory. These samples have associated build files that use the Intel® Fortran Compiler, in command-line mode, to compile and build the Fortran sources.

For further information on the samples and how to use them, use a web browser to open and read the `samples.htm` document in the `\Samples\` folder.

Understanding Solutions, Projects, and Configurations

The Visual Studio® integrated development environment (IDE) consists of one or more projects contained within a solution. A solution can contain multiple projects. For example, if you have several Fortran applications that do different calculations, but are related to the same research application you are working on, you can store all the individual projects in a single solution. Along with a solution file (.sln), the IDE creates a solution user options (.suo) file for storing IDE customization.

The following table summarizes the files created by Visual Studio® when you create a new project:

<table>
<thead>
<tr>
<th>File</th>
<th>Extension</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project Solution file</td>
<td>.sln</td>
<td>Stores solution information, including the projects and items in the solution and their locations on disk.</td>
</tr>
<tr>
<td>Project file</td>
<td>.vfproj</td>
<td>Contains information used to build a single project or subproject.</td>
</tr>
<tr>
<td></td>
<td>.vcproj</td>
<td></td>
</tr>
<tr>
<td></td>
<td>.icproj</td>
<td></td>
</tr>
<tr>
<td>Solution options file</td>
<td>.suo</td>
<td>Contains IDE customization for your solution, based on options you select.</td>
</tr>
</tbody>
</table>

**CAUTION**

Directly modifying these files with a text editor is not supported.

**CAUTION**

Before you open Compaq® Visual Fortran 6.0 projects or Intel® Visual Fortran 7.x projects in Visual Studio®, review the guidelines listed in Converting Projects.

Each project can specify one or more configurations to build from its source files. A configuration specifies such information as the type of application to build, the platform on which it is to run, and the tool settings to use when building. Having multiple configurations lets you extend the scope of a project but still maintain a consistent source code base from which to work.

When you create a new project, Visual Studio® automatically creates Debug and Release (also known as Retail) configurations for you. The default configuration is the Debug configuration. To specify the current configuration, select Configuration Manager from the Build menu.

You can specify build options in the Project > Properties dialog box, for one of the following:
For all configurations (project-wide).
For certain configurations (per configuration).
For certain files (per file).

For example, you can specify certain kinds of compiler optimizations for all configurations in general, but turn them off for certain configurations or certain files.

Once you have specified the files in your project, the configurations that your project is to build, and the tool settings for those configurations, you can build the project with the commands on the Build menu.

NOTE
For a multiple-project solution, make sure that the executable project is designated as the startup project (shown in bold in the Solution Explorer view). If not, right click on the project and select Set as StartUp Project.

See Also
Converting Projects

Navigating Programmatic Components in a Fortran File

You can quickly navigate the code of the file currently open in the source editor using the Tree Navigation Window. The Tree Navigation Window displays the following components of the file as nested, selectable nodes in a tree:

- programs
- modules
- subroutines with signature
- functions with signature
- types
- interfaces

Nodes at each nested level are sorted alphabetically.

Any changes you make to a file, such as adding or deleting a component or changing a signature, are immediately reflected in the tree.

To navigate a file:

1. Select View > Other Windows > Tree Navigation Window.
   The Tree Navigation Window tab appears near the Solution Explorer tab. When no Fortran project is opened, the Tree Navigation Window is empty. When you open a Fortran file in the source editor, all components of the file appear in the window.
2. Select a node in the tree to view the corresponding component in the source editor.
   The cursor appears at the correct location in the file.

Selecting a Configuration

A configuration contains settings that define the final binary output file that you create within a project. It specifies the type of application to build, the platform on which it is to run, and the tool settings to use when building.

Debug and Release Configurations

When you create a new project, Visual Studio* automatically creates the following configurations:
<table>
<thead>
<tr>
<th>Configuration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Debug</strong> configuration</td>
<td>By default, the debug configuration sets project options to include the debugging information in the debug configuration. It also turns off optimizations. Before you can debug an application, you must build a debug configuration for the project.</td>
</tr>
<tr>
<td><strong>Release</strong> (Retail) config</td>
<td>The release configuration does not include the debugging information, and it uses any optimizations that you have chosen.</td>
</tr>
</tbody>
</table>

Use the Visual Studio* **Configuration Manager** to select:

- **Release** or **Debug** configuration for the active solution.
- **Release** or **Debug** configuration for any project within the active solution.
- Target platform for each project.

Multiple configurations allow extending the scope of a project while maintaining a consistent source code base from which to work. The default configuration is the **Debug** configuration. To add, change, or delete a configuration, select **Build > Configuration Manager** from the main menu or use the drop-down box on the main menu bar. Only one configuration can be active at one time. Configurations can be used for the whole solution or for specific projects in the solution.

When you build your project, the currently selected configuration is built, as follows:

- If you selected the debug configuration, a directory called **Debug** contains the output files created by the build for the debug version of your project.
- If you selected the release configuration, a directory called **Release** contains the output files created by the build for the release version of your project.

(You can change the output directory using the **General** category in **Project > Properties**.)

A configuration has the following characteristics:

- **Configuration type**: specifies the type of Fortran application to build.
- **Build options**: specifies the build options, which include the compiler and linker options.

By default, the **Debug** configuration sets project options to include debug symbol information and turns off optimizations. Before you can debug an application, you must build a debug configuration for the project. Although debug and release configurations usually use the same set of source files, the project setting information usually differs. For example, the default debug configuration supplies full debug information and no optimizations, whereas the default release configuration supplies minimal debug information and full optimizations.

To make configuration changes for your project:

1. Choose an active solution in the **Solution Explorer**.
2. Go to **Build > Configuration Manager**.
3. Select a configuration.

**Platform Types**

The platform type sets options required specifically for the selected platform, such as options that the compiler uses for the source files, the libraries that the linker uses for the platform, defined constants, and so on.

**New Configurations**

In addition to the default **Debug** and **Release** configurations, you can also define new configurations within your project. These configurations may use the existing source files in your project, the existing project settings, or other characteristics of existing configurations.
Specifying a Target Platform

You can specify a target platform for a Visual Studio® solution or an individual project within a solution.

1. Select a solution or project in Solution Explorer.
2. Select Build > Configuration Manager.
   
   • Use the Active solution platform drop-down list to specify the target platform for the whole solution.
   
   • Use the Platform column to specify the target platform for an individual project within a solution.
3. To add a platform to the current list of active solution platforms, on the Active solution platform drop-down menu, select <New...>.
4. In the New Solution Platform dialog box that opens, type or select a new platform, such as x64, from the new platform drop-down menu.
5. In Copy settings from: , choose a platform whose settings will be used as a template or choose <Empty>.
6. If you want the platform to be set for the projects within the solution, select Create new project platforms. Click OK.
7. Close the Configuration Manager.

**NOTE**

You can also change target platforms from the Visual Studio® toolbar by selecting a platform from the Solution Platforms drop-down selection.

Removing Target Platforms

You can remove a target platform from the Configuration Manager:

1. Select <Edit...> from the Active solution platform list of options.
2. In the Edit Solutions Platforms dialog that opens, select a platform and click Remove.
3. Click Yes in the confirmation box that appears.

Specifying Path, Library, and Include Directories

You can specify directories that the Visual Studio® project system should search for certain types of files.

To set path, library, and include directories for your Intel® Fortran project environment on a particular machine:

1. Select Tools > Options .
2. In the left pane, select Intel Compilers and Tools > Visual Fortran > Compilers
3. In the right pane, specify directories where the Visual Studio® project system should look for files:
   
   • **Executables**: the directories to be searched for executable files. (Works like the PATH environment variable.)
   
   • **Libraries**: the directories to be searched for libraries. (Works like the LIB environment variable.)
   
   • **Includes**: the directories to be searched for include files. (Works like the INCLUDE environment variable.) You can use macros like $(VSIInstallDir) in directory names. For list of supported macros, see Supported Build Macros.

   Click OK.
Use the **Reset** and **Reset All** buttons to restore original installation settings for Executables, Libraries, and Includes fields. **Reset** restores initial settings for the currently selected compiler; **Reset All** restores initial settings for all compilers listed in the **Selected** drop-down box.

**NOTE**
If you specify `devenv` or `useenv` on the command line to start the IDE, the IDE uses the PATH, INCLUDE, and LIB environment variables as defined for that command line when performing a build. It uses these values instead of the values defined in **Tools** > **Options**.

For more information on the `devenv` command, see the `devenv` description in the Visual Studio* documentation.

For more information on environment variables, see Supported Environment Variables.

See Also
Supported Environment Variables
Supported Build Macros

**Setting Compiler Options in the Visual Studio* IDE Property Pages**

To set compilation and related options for the current project:

1. Select the project name in the **Solution Explorer** view (the project name `Console1` in the sample screen below).
2. In the **Project** menu, select **Properties**.

The Intel® Fortran Compiler also lets you specify compiler options for individual source files. To do this, select the file name and select **View** > **Property Pages**.
NOTE
For convenience, context-sensitive pop-up menus containing commonly used menu options are available by right-clicking on an item (for example, a file name or solution) in the IDE.

Displaying the Options
To display the Fortran compiler option categories, click the Fortran folder in the left pane to display the compiler option categories. The following sample screen shows the compiler options in the General category in the right pane. The selected option within the General category is Suppress Startup Banner, with a default value of Yes. The corresponding command line compiler option is \texttt{nologo}, as shown in the Help text at the bottom of the right pane.

NOTE
As shown in the screenshot below, option values that are different than the compiler defaults are displayed in bold.

![Console1 Property Pages](image)

Changing Option Settings
To change the setting for a compiler option:

1. Select a category and then click the desired option. Click the button at the right of an option line to display the available settings or display a dialog box. Available settings may include \textit{<inherit from project defaults>}, which resets the option value to the compiler default.
2. Select the desired setting and click \texttt{OK}.

To change the configuration (such as from Debug to Release), do one of the following:

- Select a different configuration in the Configuration: drop-down box in the upper-left of the window, or
- Click the Configuration Manager button in the upper-right of the window and reset the configuration in the dialog box that appears.
Fortran Option Categories

The Intel® Fortran compiler options available from the IDE are grouped in categories. Some options appear in multiple categories. Available options in each category may vary, depending the platform you have selected in the Platform box at the top of the dialog box. Options not listed in one of the categories can be typed into the Command Line category window.

Command Line Category

The Command Line category contains the Additional Options field where you can type in an option as you would from the command line. The IDE will process them as part of the Property Pages options for the particular project. For instance, you can use the Command Line category to type in miscellaneous Intel® Fortran compiler options that are not represented in any of the listed categories. If you type in a compiler option that is represented in one of the listed categories, the option you specify in the Command Line category will take precedence and override the equivalent setting in another category.

Supported Build Macros

The Intel® Fortran compiler supports certain build macros for use in the Property Pages dialog boxes associated with a project. Use these macros where character strings are accepted. The macro names are not case-sensitive.

The following table lists macros supported by Visual Studio* that are also supported by the Intel® Fortran Compiler.

<table>
<thead>
<tr>
<th>Macro Name</th>
<th>Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>Configuration name</td>
<td>$(ConfigurationName)</td>
</tr>
<tr>
<td>Platform name</td>
<td>$(PlatformName)</td>
</tr>
<tr>
<td>Intermediate directory</td>
<td>$(IntDir)</td>
</tr>
<tr>
<td>Output directory</td>
<td>$(OutDir)</td>
</tr>
<tr>
<td>Input directory</td>
<td>$(InputDir)</td>
</tr>
<tr>
<td>Input path</td>
<td>$(InputPath)</td>
</tr>
<tr>
<td>Input name</td>
<td>$(InputName)</td>
</tr>
<tr>
<td>Input filename</td>
<td>$(InputFileName)</td>
</tr>
<tr>
<td>Input file extension</td>
<td>$(InputExt)</td>
</tr>
<tr>
<td>Inherit properties</td>
<td>$(Inherit)</td>
</tr>
<tr>
<td>Do not inherit properties</td>
<td>$(NoInherit)</td>
</tr>
<tr>
<td>Project directory</td>
<td>$(ProjectDir)</td>
</tr>
<tr>
<td>Project path</td>
<td>$(ProjectPath)</td>
</tr>
<tr>
<td>Project name</td>
<td>$(ProjectName)</td>
</tr>
<tr>
<td>Project filename</td>
<td>$(ProjectFileName)</td>
</tr>
<tr>
<td>Project file extension</td>
<td>$(ProjectExt)</td>
</tr>
<tr>
<td>Solution directory</td>
<td>$(SolutionDir)</td>
</tr>
<tr>
<td>Solution path</td>
<td>$(SolutionPath)</td>
</tr>
</tbody>
</table>
Macro Name | Format
---|---
Solution name | $(SolutionName)
Solution filename | $(SolutionFileName)
Solution file extension | $(SolutionExt)
Target directory | $(TargetDir)
Target path | $(TargetPath)
Target name | $(TargetName)
Target filename | $(TargetFileName)
Target file extension | $(TargetExt)
Visual Studio* installation directory | $(VSInstallDir)
Visual C++* installation directory | $(VCInstallDir)
.NET Framework directory | $(FrameworkDir)
.NET Framework version | $(FrameworkVersion)
.NET Framework SDK Directory | $(FrameworkSDKDir)

The Intel® Fortran compiler also supports the following macros (not supported by Visual Studio*).  

Macro Name | Format
---|---
Intel® Fortran IDE installation directory | $(IFIDEInstallDir)

For additional information on using build macros, see the Microsoft MSDN* online documentation.

**Using Manifests**

The Intel® Fortran Compiler supports manifests, a Visual Studio* feature. Manifests describe run-time dependencies of a built application. A manifest file can be embedded in the assembly, which is the default behavior, or can be a separate standalone file. You can use the Manifest Tool property pages, which are accessed through Project > Properties, to change project settings that affect the manifest.

**NOTE**
In earlier releases, manifest files were embedded in the assembly, and were not able to be accessed or changed.

**Using Intel® Performance Libraries**

The Intel® Fortran Compiler comes bundled with the Intel® Math Kernel Library (Intel® MKL), one of the Intel® Performance Libraries.

To access the library: using the Libraries > Use Intel Math Kernel Library property.

1. Select the project and open Project > Properties.
2. In the left pane, go to Configuration Properties > Fortran > Libraries.
3. Set the Use Intel Math Kernel Library option to one of the following from the drop-down menu:
• **Parallel:** Use parallel Intel® MKL libraries.
• **Sequential:** Use sequential Intel® MKL libraries.
• **Cluster:** Use cluster Intel® MKL libraries.

For more information, see the Intel® Math Kernel Library documentation.

### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

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**Using Guided Auto Parallelism in Visual Studio***

The Guided Auto Parallelism (GAP) feature helps you locate portions of your serial code that can be parallelized. When you enable analysis using GAP, the compiler guides you to places in your code where you can increase efficiency through automatic parallelization and vectorization.

### Running Analysis on a Project

You can start analysis from the Microsoft Visual Studio* IDE in several ways:

- **From the Tools menu:** Select **Intel Compiler > Guided Auto Parallelism > Run Analysis**....

  Starting analysis in this way results in a one time run for the current project. The default values are taken from **Tools > Options** unless you have chosen to override them in the dialog box.

- **From the Diagnostics property page:** use the **Guided Auto Parallelism Analysis** property.

  Specifically, choose **Project > Properties > Fortran > Diagnostics** and enable analysis using the **Guided Auto Parallelism Analysis** property. Enabling analysis in the property page allows you to run an analysis as part of a normal project **Build** request in Visual Studio*. In this mode, GAP-related settings in **Tools > Options** are ignored, in favor of other GAP-related settings available in the property page.

- **From the context menu:** Right-click and select **Intel Compiler > Guided Auto Parallelism > Run Analysis**....

  This is equivalent to using the **Guided Auto Parallelism > Run Analysis** option on the **Tools** menu.

To receive advice for auto parallelization, be sure that certain property page settings are correct. Select **Project > Properties > Fortran > Optimization** and set **Parallelization** to **Yes** to enable auto-parallelization optimization. You may also need to set the **Optimization** level at option 02 or higher.

### GAP Scenarios

To illustrate how the various Guided Auto Parallelism settings work together, consider the following scenarios:

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>The GAP analysis setting in the property pages is set to Enabled</td>
<td>Analysis always occurs for the project, whenever a regular project build occurs. Other analysis settings specified in the property pages are used. Analysis setting in <strong>Tools &gt; Options</strong> are ignored.</td>
</tr>
</tbody>
</table>
Running Analysis on a File or within a File

Use the right-click Guided Auto Parallelism context menu item to run analysis on the following:

- **Single file**: Select a file and right-click.
- **Function (routine)**: Right-click within the function scope.
- **Range of lines**: Select one or more lines for analysis and right-click.

See Also
- Options: Guided Auto Parallelism dialog box
- Guided Auto Parallelism Overview
- Using Guided Auto Parallelism

Using Code Coverage in Visual Studio*

The code coverage tool provides the ability to determine how much application code is executed when a specific workload is applied to the application. The tool analyzes static profile information generated by the compiler, as well as dynamic profile information generated by running an instrumented form of the application binaries on the workload. The tool can generate a report in HTML-format and export data in both text- and XML-formatted files. The reports can be further customized to show color-coded, annotated source-code listings that distinguish between used and unused code.

To start code coverage:

1. Select **Tools > Intel Compiler > Code Coverage**....
2. Specify settings for the various phases.
3. Click **Run**.

The **Output** window shows the results of the coverage and a general summary of information from the code coverage.

See Also
- Code Coverage dialog box
- Code Coverage Settings dialog box
- Code Coverage Tool

Using Profile Guided Optimization in Visual Studio*

Profile Guided Optimization (PGO) improves application performance by reorganizing code layouts to reduce instruction-cache problems, shrinking code size, and reducing branch misprediction. Profile guided optimization provides information to the compiler about areas of an application that are most frequently executed. By knowing these areas, the compiler is able to be more selective and specific in optimizing the application.

To start profile guided optimization:

1. Choose **Tools > Intel Compiler > Profile Guided Optimization**... .
2. Specify settings for the various phases.
3. Click Run.

The Output windows will show the results of the optimization with a link to the composite log.

See Also
Profile Guided Optimization dialog box
Options: Profile Guided Optimization (PGO) dialog box
Profile-Guided Optimizations Overview

Using Source Editor Enhancements in Visual Studio*
A number of Fortran source editor enhancements are available in Microsoft Visual Studio*.

Modules and Procedures Navigation Bar
A two-part navigation bar, located above the source editor pane, lets you navigate to a specific module (left part) and procedure (right part). To enable the navigation bar, choose Navigation Bar in Tools > Options > Text Editor > Fortran > General.

Source Editor Pane
Smart indenting
Smart indenting automatically indents block constructs (such as IF and DO) and left justifies the corresponding end statement. To enable smart indenting, select it in Tools > Options > Text Editor > Fortran > Tabs.

Code snippet insertion
Code snippet insertion lets you insert a prototype construct (such as DO, WHILE, or MODULE) from a list. Use the right-click context menu Insert Snippet... option to display the list and insert a snippet.

Delimiter matching
Delimiter (brace) matching lets you jump to a matching statement in a block construct (IF...THEN...END IF, DO...END DO). Use Ctrl] to jump. To enable delimiter matching, use Automatic delimiter highlighting in Tools > Options > Text Editor > General.

Call/Callers graph
Call/Caller information can be collected and shown visually in a graph that indicates the call stacks that lead to a unit of code. To enable Call/Callers graph information, change Collect Call/Callers graph information to True in Tools > Options > Text Editor > Fortran > Advanced > Browsing/Navigation.

Fortran Editor Options Page
Use Tools > Options > Text Editor > Fortran > Advanced to view the Fortran Advanced Options page.

Browsing/Navigation section
Collect Object Browser information: Choose this option to enable the display of procedures in your project in a hierarchical tree. Once enabled, you can use View > Object Browser to display your procedures.

NOTE
If the procedures in your project do not show when browsing in My Solution, you can right-click the message (No information. Try browsing a different component set.) and select View Containers as a possible solution.
Disable Database: Choose this option to disable creation of the code browsing database. This may help increase performance on slow machines. If you disable the database, all features that rely on code browsing information will not work.

Enable Find all References: Choose this option to enable display of the location(s) in your code where a symbol is referenced. When this option is enabled, you can use the right-click context menu Find All References option to display a list of references to the selected symbol. Double-click on a reference to find that reference.

Enable Go To Definition: Choose this option to enable quick navigation to an object definition. When this option is enabled, you can use the right-click context menu Go to Definition option to locate where the selected object was declared, opening the associated source file if required. (If you have also enabled Scan system includes, any objects declared in system modules such as IFWINTY cause the associated source for that module to be opened.)

Scan system includes: Choose this option to scan system include files. This option is used with one or more of the following options: Collect Object Browser Information, Enable Find All References, Enable Go To Definition.

Intrinsics section
Enable Intrinsic Parameter Info: Choose this option to enable the display of intrinsic function and subroutine parameter information. When this option is enabled, you can type a name of an intrinsic procedure, followed by an open parenthesis, and information about the procedure and its arguments appears.

Enable Intrinsic Quick Info: Choose this option to enable the display of additional information when the mouse pointer is moved over an intrinsic function or subroutine name.

Miscellaneous section
Enumerate Comment Tasks: Choose this option to enable the display of a list of tasks consisting of source files containing comments. Comments take the form of the ! character, followed by a token such as TO DO. Valid tokens are those listed in Tools > Options > Environment > Task List. When this option is enabled, you can select Comments from the task list using View > Other Windows Task List. Double-click on a comment in the list to jump to its location.

Highlight Matching Tokens: Choose this option to allow identifier highlighting and block delimiter matching. When enabled, this option highlights all references to the identifier under the cursor.

Outlining section
Enable Outlining: Choose this option to allow the collapsing of whole program units. When this option is enabled, you can click the minus (-) or plus (+) symbols for PROGRAM, SUBROUTINE, FUNCTION, MODULE, and BLOCK DATA statements.

Outline Statement Blocks: Choose this option to allow collapsing of block constructs such as IF and DO. You must also choose Enable Outlining.

Creating the Executable Program
When you are ready to create an executable image of your application, use the options on the Build menu. You can:

- Compile a file without linking.
- Build a project or solution.
- Rebuild a project or solution.
- Batch build several configurations of a project.
- Clean a project or solution (which deletes all files created during the Build).
- Select the active solution and configuration.
Edit the project configuration.

When you have completed your project definition, you can build the executable program.

When you select **Build <projectname>** from the **Build** menu (or **Build** toolbar), the integrated development environment (IDE) automatically updates dependencies, compiles and links all files in your project. When you build a project, the IDE processes only the files in the project that have changed since the last build and those files dependent on the changed files. The following example illustrates this.

**NOTE**
To define the build order of projects, right-click on the solution and choose **Properties > Project Dependencies**.

**Example:**

Assume you have multiple projects (A, B, and C) in a solution with the following defined dependencies:

- A depends on B
- B depends on C

If you build A, the build process verifies that B is up-to-date. During verification of B, C is also verified that it is likewise up-to-date. When either, or both, are determined to be out of date, the appropriate build operations will occur to update them. When C and B produce .lib or .dll output, the output of C is linked into B and the output of B is linked into A.

The **Rebuild <project name>** option forces a new compilation of all source files listed for the project.

You either can choose to build a single project, the current project, or multiple project configurations (using the **Batch Build...** option) in one operation. You can also choose to build the entire solution.

You can execute your program from the IDE using **Debug > Start Without Debugging** (Ctrl and F5) or **Debug > Start** (F5). You can also execute your program from the command line prompt.

**Compiling Files In a Project**

You can select and compile individual files in any project in your solution. To do this, select the file in the **Solution Explorer** view. Then, do one of the following:

- Select **Compile** from the **Build** menu (or **Build** toolbar).
- Right-click to display the pop-up menu and select **Compile**.

You can also use **Compile** from the **Build** menu (or **Build** toolbar) options when the source window is active and has input focus.

**Encountering Errors During Compilation**

When the compiler encounters an error in a file, compilation stops and the error is reported. You can change this default behavior and allow compilation to continue despite an error in the current file. When you do this, an error in the current file will cause the compiler to begin compiling the next file.

To enable **Continue on errors** behavior:

1. In **Tools > Options > Intel Compilers and Tools > Visual Fortran**, select the **General** category.
2. Check **Continue on errors** and click **OK**.

To set the maximum number of errors to encounter before compilation stops, choose **Configuration Properties > Fortran > Diagnostics > Error Limit**.

**Performing Parallel Project Builds**

Visual Studio* provides a parallel project build feature, allowing you to build multiple projects within a solution simultaneously, using separate threads. The Visual Studio* IDE initially sets the number of parallel project builds to equal the number of CPUs. To change this setting, do the following:
1. Choose **Tools > Options > Projects and Solutions.**

2. In the **Build and Run** property page, change the number in maximum number of parallel project builds and click **OK.**

For more information on using this feature, see the Microsoft MSDN* documentation.

**Converting and Copying Projects**

**Converting Projects**

Intel® Visual Fortran 10.x projects require conversion to the format used by Intel® Fortran 14.0 and later to be used with Visual Studio* integration. When you open a 10.x project in later versions of Intel® Fortran, a dialog box displays, asking you to confirm the conversion. If you select **No**, the project will not be loaded. If you select **Yes**, the project is converted and opens in the Visual Studio* IDE.

A 10.x project opened in Intel® Visual Fortran 11.0 or later cannot be subsequently opened again in Intel® Visual Fortran 10.x.

11.x projects or later open in Intel® Fortran 14.0 without any conversion.

The following applies to projects that were created with earlier versions of Intel® Visual Fortran or with Compaq* Visual Fortran and require conversion.

Intel® Fortran supports the following types of project conversions:

- Intel® Visual Fortran 7.x projects to Intel® Visual Fortran 8.x (and later) projects.
- Compaq* Visual Fortran 6.x projects to Intel® Visual Fortran 8.x (and later) projects.

Within these major project conversion categories, a number of different conversion scenarios are possible, depending on your version of Microsoft Visual Studio*. For example, a Compaq* Visual Fortran 6.0 project built in the Microsoft Developer Studio* 98 environment can be converted to an Intel® Fortran 14.0 project in the Visual Studio* environment.

Some general conversion principles apply:

- It is good practice to make a copy of the project before doing conversions.
- Intel® Fortran projects are created and built in a particular version of Visual Studio*. If you open the project in a later version of Visual Studio*, you are prompted to convert the solution. Once converted, a solution cannot be used in its previous environment.
- Compaq* Visual Fortran 6.x projects can be converted to Intel® Fortran projects in Visual Studio* 2010, 2012, 2013 or 2015 environments. Fortran-only projects are simpler to convert.
- Project conversion support is provided for Compaq* Visual Fortran Version 6.x only. Compaq* Visual Fortran projects created with earlier versions may not convert correctly.
- Conversion of Compaq* Visual Fortran projects is not supported if you are using the Microsoft Visual Studio* 2013 Shell. Instead, create a new Intel® Fortran project and add your source files to it.
- Fortran source files, resource files, and **MIDL** files lose any custom build step information when converted from Compaq* Visual Fortran to Intel® Fortran. For other file types, custom build steps will be propagated during the project's conversion.
- Conversion of Fortran and C/C++ mixed language projects results in the creation of two separate projects (a Fortran project and a C/C++ project) in a single solution.
- Intel® Fortran projects that are created with a point release (for instance, 14.x) are typically backward compatible to the first release of that number (in this case, 14.0). Projects are not backward-compatible between major release numbers.

**See Also**

**Copying Projects**

**Copying Projects**

You need to follow certain procedures to move a project’s location, whether you copy a project to:

- another disk or directory location on the same system
• another system where the Intel® Fortran Compiler is installed

If you upgrade your operating system version on your current system, you should delete the *.SUO and *.NCB files in each main project directory before you open solutions with the new operating system. It is good practice to clean a solution before moving and copying project files. To do this, select Clean in the Build menu.

To copy an existing Intel® Fortran project to another disk or system:

1. Copy all project files to the new location. You do not need to copy the subdirectories created for each configuration.
   
   Keep the directory hierarchy intact by copying the entire project tree to the new computer. For example, if a project resides in the folder \MyProjects\Projapp on one computer, you can copy the contents of that directory, and all subdirectories, to the \MyProjects\Projapp directory on another computer.

2. Delete the following files from the main directory at the new location. These files are disk- and computer-specific and should not be retained:
   - *.SUO files
   - *.NCB files (if present)

3. If you copied the subdirectories associated with each configuration (for example, Debug and Release), delete the contents of subdirectories at the new location. The files contained in these subdirectories are disk- and computer-specific files and should not be retained. For example, Intel® Fortran module (.MOD) files contained in these subdirectories should be recreated by the compiler, especially if a newer version of Intel® Fortran has been installed.

   **NOTE**
   The internal structure of module files can change between Intel® Fortran releases.

If you copied the project files to the same system or a system running the same platform and major Intel® Fortran version, do the following steps to remove most or all of the files in the configuration subdirectory:

- Open the appropriate solution. In the File menu, either select Open Solution or select Recent Solutions. If you use Open Solution, select the appropriate .SLN file.
- Select Set Active Configuration in the Build menu and select a configuration.
- Select Clean in the Build menu.
- Repeat the previous two steps for other configurations whose subdirectories have been copied.

4. If possible, after copying a project, verify that you can open the project at its new location using the same Fortran version that it was created in. This ensures that the project has been moved successfully and minimizes the chance of conversion problems. If you open the project with a later version of Fortran, the project will be converted and you will not be able to convert the project back. For this reason, making an archive copy of the project files before you start is recommended.

5. View the existing configurations. To view the existing configurations associated with the project, open the solution and view available configurations using the drop-down box at the top of the screen.

6. Check and reset project options.

   Because not all settings are transportable across different disks and systems, you should verify your project settings on the new platform. To verify your project settings:

   a. From the Project menu, choose Properties. The Project Property Pages dialog box appears.
   b. Configure settings as desired. Pay special attention to the following items:
• **General:** Review the directories for intermediate and output files. If you moved the project to a different system, be aware that any absolute directory paths (such as `C:\TEMP` or `\Myproj\TEMP`) will most likely need to be changed. Instead, use relative path directory names (without a leading back slash), such as `Debug`

• **Custom Build Step:** Review for any custom commands that might change between platforms.

• **Pre-build, Pre-link, and Post-build Steps in Build Events:** Review for any custom commands that may have changed.

7. Check your source code for directory paths referenced in `INCLUDE` or similar statements. Visual Studio* provides a multi-file search capability called Find in Files, available from the Edit menu.

### About Fortran Project Types

**Understanding Project Types**

When you create a project in Visual Studio*, you must choose a project type. You need to create a project for each binary executable file to be created. For example, the main Fortran program and a Fortran dynamic-link library (DLL) would each reside in the same solution as separate projects.

The project type specifies what to generate and determines some of the options that the visual development environment sets by default for the project. It determines, for instance, the options that the compiler uses to compile the source files, the static libraries that the linker uses to build the project, and the default locations for output files.

When you select a project type, an Application wizard (AppWizard) is launched, which guides you through project set-up. The AppWizard supplies default settings for both the **Release** and **Debug** Configurations of the project. For more information about configurations, see Understanding Solutions Projects and Configurations and Selecting a Configuration.

The following table lists the available Intel® Fortran Compiler project types. The first four projects listed are main project types, requiring main programs. The last two are library projects, without main programs.

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<thead>
<tr>
<th>Project Type</th>
<th>Key Features</th>
</tr>
</thead>
<tbody>
<tr>
<td>Using Fortran Console Application Projects (.EXE)</td>
<td>Single window main projects without graphics (resembles character-cell applications). Requires no special programming expertise.</td>
</tr>
<tr>
<td>Using Fortran Standard Graphics Application Projects (.EXE)</td>
<td>Single window main projects with graphics. The programming complexity is simple to moderate, depending on the graphics and user interaction used.</td>
</tr>
<tr>
<td>Using Fortran QuickWin Application Projects (.EXE)</td>
<td>Multiple window main projects with graphics. The programming complexity is simple to moderate, depending on the graphics and user interaction used.</td>
</tr>
<tr>
<td>Using Fortran Windowing Application Projects (.EXE)</td>
<td>Multiple window main projects with full graphical interface and access to all Windows* API routines. Requires advanced programming expertise and knowledge of the Calling Windows API Routines.</td>
</tr>
<tr>
<td>Using Fortran Static Library Projects (.LIB)</td>
<td>Library routines to link into .EXE files.</td>
</tr>
<tr>
<td>Project Type</td>
<td>Key Features</td>
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<tr>
<td>--------------------------------------------------</td>
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</tr>
<tr>
<td>Using Fortran Dynamic-Link Library Projects (.DLL)</td>
<td>Library routines to associate during execution.</td>
</tr>
<tr>
<td>Fortran COM Server Overview (.DLL)</td>
<td>Fortran in-process COM server</td>
</tr>
</tbody>
</table>

If you need to use the command line to build your project, you can:

- Use the command line compiler options to specify the project type (see Specifying Project Types with ifort Command Options).
- Create the application from the command line (see Invoking the Intel® Fortran Compiler).

**See Also**
Understanding Solutions, Projects, and Configurations
Selecting a Configuration
Additional Documentation: Creating Fortran Applications that Use Windows® OS Features

**Specifying Project Types with ifort Command Options**
This section provides the ifort command-line options that correspond to Visual Studio® project types.

**Creating Main Project Types**
The first four projects described below are main project types, requiring main programs. You can create any of the following project types with the ifort command:

- To create Console Application Projects, you do not need to specify any options. (If you link separately, specify the link option /subsystem:console.) This is the default project type created.
- To create Standard Graphics Application Projects, specify the libs option with keyword qwins (also sets certain linker options).
- To create QuickWin Application Projects, specify the libs option with keyword qwin (also sets certain linker options).
- To create Windowing Application Projects, specify the winapp option (also sets certain linker options).

**Creating Library Project Types**
The following project types are library projects, without main programs. You can create them with the ifort command:

- To create Dynamic-Link Library Projects, specify the dll option (which sets the libs option with keyword dll).
- To create Static Library Projects:
  - If your application will not call any QuickWin or Standard Graphics routines, specify the libs option with keyword static and c options to create the object files.
  - If your application will call QuickWin routines, specify the libs option with keyword qwin and c options to create the object files.
  - If your application will call Standard Graphics routines, specify the libs option with keyword qwins and c options to create the object files.
  - Use the LIB command to create the library.

**See Also**
Understanding Project Types
Using Fortran Console Application Projects
Using Fortran Standard Graphics Application Projects
Using Fortran QuickWin Application Projects
Using Fortran QuickWin Application Projects
Using Fortran Windowing Application Projects
Using Fortran Dynamic-Link Library Projects
Using Fortran Static Library Projects

Using Fortran Console Application Projects

A Fortran Console application (.EXE) is a character-based Intel® Fortran program that does not require screen graphics output.

Fortran Console projects operate in a single window and let you interact with your program through normal read and write commands. Console applications are better suited to problems that require pure numerical processing rather than graphical output or a graphical user interface. This type of application is also more transportable to other platforms than the other types of application.

Fortran Console applications can be faster than Fortran Standard Graphics or Fortran QuickWin graphics applications, because of the resources required to display graphical output (see Using the Console).

Any graphics routine that your program calls will produce no output, but will return error codes. A program will not automatically exit if such an error occurs, so your code should be written to handle this condition.

With a Fortran Console project, you cannot use the QuickWin functions. However, you can use single- or multi-threaded static libraries, DLLs, and dialog boxes.

As with all Windows* command consoles, you can toggle between console viewing modes by pressing ALT and ENTER.

To create a console application from the IDE:

1. Select the Console Application project type.
2. Select from two templates: Empty project or Main program code, which includes sample code.

See Also
Using the Console

Using Fortran Standard Graphics Application Projects

A Fortran standard graphics application (.EXE) is an Intel® Fortran QuickWin program with graphics that runs in a single QuickWin window. A standard graphics (QuickWin single window, sometimes called single document) application looks similar to an MS-DOS* program when manipulating the graphics hardware directly, without Windows* OS.

A Fortran standard graphics application allows graphics output (such as drawing lines and basic shapes) and other screen functions, such as clearing the screen. Standard Graphics is a subset of QuickWin. You can use all of the QuickWin graphics functions in these projects. You can use dialog boxes with these and all other project types.

You can select displayed text either as a bitmap or as text. Windows* OS provides APIs for loading and unloading bitmap files. Standard graphics applications should be written as multithreaded applications.

Fortran standard graphics (QuickWin single window) applications are normally presented in full-screen mode. The single window can be either full-screen or have window borders and controls available. You can change between these two modes by using ALT and ENTER.

If the resolution selected matches the screen size, the application covers the entire screen; otherwise, scroll bars are present to resize the window. You cannot open additional windows in a standard graphics application. Standard graphics applications have neither a menu bar at the top of the window, nor a status bar at the bottom.

Fortran standard graphics applications are appropriate for problems that:

• Require numerical processing and some graphics.
• Do not require a sophisticated user interface.

To create a standard graphics application using the Visual Studio* IDE:
1. Select the **QuickWin Application** project type.
2. Select the **Standard Graphics Application** template.

When you select the Fortran standard graphics project type, the integrated development environment includes the QuickWin library automatically, which lets you use the graphics functions. When building from the command line, you must specify the `libs` option with keyword `qwins`. You cannot use the run-time functions meant for multiple-window projects if you are building a standard graphics project. You cannot make a Standard Graphics application a DLL.

**See Also**

Additional Documentation: Creating Fortran Applications that Use Windows* OS Features

### Using Fortran QuickWin Application Projects

Fortran QuickWin graphics applications (.EXE) are multi-threaded and are more versatile than standard graphics (QuickWin single window) applications because you can open multiple windows while your project is executing. This multiple window capability is also referred to as multiple-document interface or MDI. Multiple windows can be used in a variety of ways. For example, you might want to generate several graphic plots and be able to switch between them while also having a window for controlling the execution of your program. These windows can be full screen or reduced in size and can be placed in various parts of the screen.

QuickWin library routines let you build applications with a simplified version of the Windows* interface using Intel® Fortran. The QuickWin library provides a rich set of Windows* features, but it does not include the complete Windows* Applications Programming Interface (API). If you need additional capabilities, you must set up a Windows* application to call the Windows* API directly rather than using QuickWin to build your program.

Applications that use a multiple-document interface (MDI) have a menu bar at the top of the window and a status bar at the bottom. The QuickWin library provides a default set of menus and menu items that you can customize with the QuickWin APIs. An application that uses MDI creates many "child" windows within an outer application window. The user area in an MDI application is a child window that appears in the space between the menu bar and status bar of the application window. Your application can have more than one child window open at a time.

Fortran QuickWin applications can use the `IFLOGM` module to access functions to control dialog boxes. These functions allow you to display, initialize, and communicate with special dialog boxes in your application. They are a subset of Windows* API functions, which Windows* OS applications can call directly.

**To create a QuickWin application in Visual Studio***:

1. Select the **QuickWin Application** project type.
2. Select the **QuickWin Application** template in the right pane.

When you select the Fortran QuickWin project type, the IDE includes the QuickWin library automatically, which lets you use the graphics functions.

When building from the command line, you must specify the `libs` compiler option with keyword `qwins` to indicate a QuickWin application.

A QuickWin application covers the entire screen if the resolution selected matches the screen size; otherwise, the window will contain scroll bars.

You cannot make a Fortran QuickWin application a DLL.

**See Also**

Additional Documentation: Creating Fortran Applications that Use Windows* OS Features

### Using Fortran Windowing Application Projects

Fortran Windowing applications (.EXE) are main programs that you create when you choose the Fortran Windowing Application project type. This type of project lets you call the Windows* APIs directly from Intel® Fortran. This provides full access to the Windows* APIs, giving you a larger (and different) set of functions to work with than QuickWin.
Although you can call some of the Windows* APIs from the other project types, Fortran Windowing applications allow you to use the full set of API routines and use certain system features not available for the other project types.

The IFWIN module contains interfaces to the most common Windows APIs. If you include the USE IFWIN statement in your program, the most common Windows* API Routines are available to you. The IFWIN module gives you access to a full range of routines including window management, graphic device interface, system services, multimedia, and remote procedure calls.

Window management routines give your application the means to create and manage a user interface. You can create windows to display output or prompt for input. Graphics Device Interface (GDI) functions provide ways for you to generate graphical output for displays, printers, and other devices. Windows* system functions allow you to manage and monitor resources such as memory, access to files, directories, and I/O devices. System service functions provide features that your application can use to handle special conditions such as errors, event logging, and exception handling.

Using multimedia functions, your application can create documents and presentations that incorporate music, sound effects, and video clips as well as text and graphics. Multimedia functions provide services for audio, video, file I/O, media control, joystick, and timers.

Remote Procedure Calls (RPC) gives you the means to carry out distributed computing, letting applications tap the resources of computers on a network. A distributed application runs as a process in one address space and makes procedure calls that execute in an address space on another computer. You can create distributed applications using RPC, each consisting of a client that presents information to the user and a server that stores, retrieves, and manipulates data as well as handling computing tasks. Shared databases and remote file servers are examples of distributed applications.

See Also
Calling Windows API Routines
Additional Documentation: Creating Fortran Applications that Use Windows* OS Features

Using Fortran Static Library Projects

Fortran static libraries (.LIB) are blocks of code compiled and kept separate from the main part of your program. The Fortran static library is one of the Fortran project types.

To create a static library from the integrated development environment (IDE), select the Static Library project type. To create a static library from the command line, use the c option to suppress linking and use the LIB command.

NOTE
When compiling a static library from the command line, include the c option to suppress linking. Without this option, the compiler generates an error because the library does not contain a main program.

When you create a static library, you are asked to specify whether you want to prevent the insertion of link directives for default libraries. By default, this checkbox is selected, which means insertion of link directives is prevented. Select this option if you plan to use this static library with other Fortran projects. The option prevents the static library from specifying a version of the Fortran run-time library. When the static library is linked with another Fortran project, the Fortran run-time library choice in the other Fortran project is used for the static library as well.

You may decide against selecting this option if you plan to use this static library with C/C++ projects. If you do select it, you need to explicitly name the Fortran run-time library to use in the Linker Additional Dependencies property. You can change your selection after creating the project using the Fortran Disable Default Library Search Rules property.

A static library is a collection of source and object code defined in the Solution Explorer window. The source code is compiled when you build the project. The object code is assembled into a .LIB file without going through a linking process. The name of the project is used as the name of the library file by default. Static libraries offer important advantages in organizing large programs and in sharing routines between several programs. These libraries contain only subprograms, not main programs. A static library file has a .LIB extension and contains object code.
When you associate a static library with a program, any necessary routines are linked from the library into your executable program when it is built. Static libraries are usually kept in their own directories. If you use a static library, only those routines actually needed by the program are incorporated into the executable image (.EXE). This means that your executable image will be smaller than if you included all the routines in the library in your executable image. The Linker determines which routines to include.

Because applications built with a static library all contain the same version of the routines in the library, you can use static libraries to help keep applications current. When you revise the routines in a static library, you can easily update all the applications that use it by relinking the applications.

If you have a library of substantial size, you should maintain it in a dedicated directory. Projects using the library access it during linking.

When you link a project that uses the library, selected object code from the library is linked into that project's executable code to satisfy calls to external procedures. Unnecessary object files are not included.

To debug a static library, you must use a main program that calls the library routines. Both the main program and the static library should have been compiled using the debug option. After compiling and linking is completed, open the Debug menu and choose Go to reach breakpoints, or use the step controls on the Debug toolbar.

**Using Static Libraries**

To add static libraries to a main project in the IDE, use the Add Existing Item... option in the Project menu. You can enter the path and library name with a .LIB extension in the dialog box that appears. If you are using a makefile, you must add the library by editing the makefile for the main project. If you are building your project from the command line, add the library name with a .LIB extension and include the path specification if necessary.

**Using Fortran Dynamic-Link Library Projects**

A dynamic-link library (.DLL) is a source-code library that is compiled and linked to a unit independently of the applications that use it. A DLL shares its code and data address space with a calling application. A DLL contains only subprograms, not main programs.

A DLL offers the organizational advantages of a static library, but with the advantage of a smaller executable file at the expense of a slightly more complex interface. Object code from a DLL is not included in your program's executable file, but is associated as needed in a dynamic manner while the program is executing. More than one program can access a DLL at a time.

When routines in a DLL are called, the routines are loaded into memory at run-time, as they are needed. This is most useful when several applications use a common group of routines. By storing these common routines in a DLL, you reduce the size of each application that calls the DLL. In addition, you can update the routines in the DLL without having to rebuild any of the applications that call the DLL.

With Intel® Fortran, you can use DLLs in two ways:

1. You can build a DLL with your own routines. In Visual Studio*, select Dynamic-link Library as your project type. From the command line, use the DLL option with the ifort command.

2. You can build applications with the run-time library stored in a separate DLL instead of in the main application file. In the integrated development environment, open a solution and do the following:
   - From the Project menu, select Properties to display the project properties dialog box.
   - Click the Fortran folder.
   - Select the Libraries category.
   - In the Runtime Library option, select an option ending with "DLL."

   From the command line, use the libs compiler option with keyword dll to build applications with the run-time library stored in a separate DLL.

**See Also**

Additional Documentation: Creating Fortran Applications that Use Windows* OS Features
Using the Console

On Windows* OS, a console window allows input and output of characters (not graphics).

For example, data written (explicitly or implicitly) by Fortran WRITE (or other) statements to Fortran logical unit 6 display characters on a console window. Similarly, data read by Fortran READ (or other) statements to unit 5 accept keyboard character input.

The console consists of two components:

- The actual console window that shows the characters on the screen.
- The console buffer that contains the characters to be displayed.

If the console screen buffer is larger than the console window, scroll bars are automatically provided. The size of the console screen buffer must be larger (or equal to) the size of the console window. If the buffer is smaller than the size of the console window, an error occurs. For applications that need to display more than a few hundred lines of text, the ability to scroll quickly through the text is important.

Fortran Console applications automatically provide a console. Fortran QuickWin (and Fortran Standard Graphics) applications do not provide a console, but display output and accept input from Fortran statements by using the program window.

The following Fortran Project Types provide an application console window:

<table>
<thead>
<tr>
<th>Project Type</th>
<th>Description of Console Provided</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortran Console</td>
<td>Provides a console window intended to be used for character-cell applications that use text only.</td>
</tr>
<tr>
<td></td>
<td>When running a Fortran Console application from the command prompt, the existing console environment is used. When you run the application from Windows* or Developer Studio* (by selecting Start Without Debugging in the Debug menu), a new console environment is created.</td>
</tr>
<tr>
<td></td>
<td>Basic console use is described in Code Samples of Console Use.</td>
</tr>
<tr>
<td>Fortran QuickWin or Fortran Standard Graphics</td>
<td>Does not provide a console, but output to unit 6 and input to unit 5 are directed to the application program window, which can handle both text and graphics. Because the program window must handle both text and graphics, it is not as efficient as the console for just text-only use. A Fortran QuickWin or Fortran Standard Graphics program window (or child window) provides a console-like window.</td>
</tr>
<tr>
<td>Fortran Windows</td>
<td>Does not provide a console window, but the user can create a console by using Windows* API routines. See Console Use for Fortran Windows* Applications and Fortran DLL Applications.</td>
</tr>
<tr>
<td>Fortran DLL</td>
<td>Does not provide a console window, but the user can create a console by using Win32 routines. See Console Use for Fortran Windows* Applications and Fortran DLL Applications.</td>
</tr>
<tr>
<td>Fortran Static Library</td>
<td>Depends upon the project type of the main application that references the object code in the library (see above project types).</td>
</tr>
</tbody>
</table>

In addition to the Windows* API routines mentioned below, there are other routines related to console use described in the Microsoft Platform SDK* documentation.

**Console Use for Fortran QuickWin and Fortran Standard Graphics Applications**

For a Fortran QuickWin or Fortran Standard Graphics application, because the default program window handles both graphics and text, the use of a QuickWin window may not be very efficient:

- QuickWin windows use lots of memory and therefore have size limitations.
- They can be slow to scroll.
Although you can access the console window using `WRITE` and `READ` (or other) statements, applications that require display of substantial lines of text, consider creating a DLL that creates a separate console window for efficiency. The DLL application needs to call Windows* API routines to allocate the console, display text, accept keyed input, and free the console resources.

Basic use of a console is described in Code Samples of Console Use.

**Console Use for Fortran Windows Applications and Fortran DLL Applications**

With a Fortran Windows* or Fortran DLL application, attempting to write to the console using `WRITE` and `READ` (or other) statements before a console is created results in a run-time error (such as error performing `WRITE`).

A console created by a Fortran DLL is distinct from any application console window associated with the main application. A Fortran DLL application has neither a console nor an application window created for it, so it must create (allocate) its own console using Windows* API routines. When used with a Fortran QuickWin or Fortran Standard Graphics application main program, the Fortran DLL can provide its main application with a very efficient console window for text-only use.

Like a Fortran DLL application, a Fortran Windows application has neither a console nor an application window created for it, so it must create its own console using Windows* API routines. After allocating a console in a Fortran DLL, the handle identifier returned by the `GetStdHandle` Windows* API routine refers to the actual console the DLL creates.

When the Fortran Windows application does create a console window, it is very efficient for text-only use. The handle identifier returned by the `GetStdHandle` Calling Windows* API Routines refers to the actual console the Fortran Windows application creates.

For information about creating a console, see Allocating and Deallocating a Console below.

**Code Samples for Console Use**

The following sections shows sample code for using a console:

- Allocating and Deallocating a Console for Fortran Windows* and DLL Applications.
- Extending Size of the Console Window and Console Buffer for console use in any project type.
- Writing and Reading Characters at a Cursor Position for console use in any project type.

**Allocating and Deallocating a Console**

To create a console, you use the `AllocConsole` routine. When you are done with the console, free its resources with a `FreeConsole` routine. For example, the following code allocates the console, enlarges the buffer size, writes to the screen, waits for any key to be pressed, and deallocates the console:

```fortran
! The following USE statement provides Fortran interfaces to Windows routines
USE IFWIN
! Begin data declarations
   integer lines,length
   logical status
   integer fhandle
   Type(T_COORD) wpos
! Set buffer size variables
   length = 80
   lines = 90
! Begin executable code
! Allocate a console
   status = AllocConsole() ! get a console window of the currently set size
   handle = GetStdHandle(STD_OUTPUT_HANDLE)
   wpos.x = length      ! must be >= currently set console window line length
   wpos.y = lines       ! must be >= currently set console window number of lines
   ! Set a console buffer bigger than the console window. This provides
   ! scroll bars on the console window to scroll through the console buffer
```
status = SetConsoleScreenBufferSize(fhandle, wpos)
! Write to the screen as needed. Add a READ to pause before deallocation
write (*,*) "This is the console output! It might display instructions or data"
write (*,*) ""
write (*,*) "Press any key when done viewing"
read (*,*)
! Deallocate the console to free its resources.
status = FreeConsole()

Calling Windows* API routines is described in Calling Windows* API Routines.
If you are using a DLL, your DLL code will need to create subprograms and export their symbols to the main program.

Basic use of a console is described in Extending Size of the Console Window and Console Buffer and Writing and Reading Characters at a Cursor Position.

Extending the Size of the Console Window and Console Buffer

When you execute a Fortran Console application, the console is already allocated. You can specify the size of the console window, size of the console buffer, and the location of the cursor. If needed, you can extend the size of the console buffer and console window by using the following Windows* API routines:

1. You first need to obtain the handle of the console window using the GetStdHandle routine. For example:

   ! USE statements to include routine interfaces
   use ifqwin
   use ifport
   use ifcore
   use ifwin
   ! Data declarations
   integer fhandle
   logical lstat
   ! Executable code
   fhandle = GetStdHandle(STD_OUTPUT_HANDLE)
   ! ...

2. If needed, you can obtain the size of the:
   - Console window by using the GetConsoleWindowInfo routine.
   - Console buffer by using the GetConsoleScreenBufferInfo routine.

   For example:

   ! USE statements to include routine interfaces
   use ifqwin
   use ifport
   use ifcore
   use ifwin
   ! Data declarations
   integer fhandle
   logical lstat
   Type(T_CONSOLE_SCREEN_BUFFER_INFO) conbuf
   type (T_COORD) _dwSize
   type (T_SMALL_RECT) srWindow
   fhandle = GetStdHandle(STD_OUTPUT_HANDLE)
   ! Executable code to get console buffer size
   lstat = GetConsoleScreenBufferInfo(fhandle, conbuf)
   write (*,*) ""
   write (*,*) "Window coordinates= ", conbuf srWindow
   write (*,*) "Buffer size= ", conbuf.dwSize
   ! ...
3. To set the size of the console window and buffer, use the `SetConsoleWindowInfo` and `SetConsoleScreenBufferSize` routines with the `fhundle` value returned previously:

```fortran
! USE statements to include routine interfaces
use ifqwin
use ifport
use ifcore
use ifwin

! Data declarations
integer nlines, ncols
logical lstat
Type(TCOORD) wpos
Type(T_SMALL_RECT) sr
Type(T_CONSOLE_SCREEN_BUFFER_INFO) cinfo

! Executable code to set console window size
sr.top    =   0
sr.left   =   0
sr.bottom =   40 ! <= console buffer height -1
sr.right  =   60 ! <= console buffer width -1
lstat = SetConsoleWindowInfo(fhandle, .TRUE., sr)

! Executable code to set console buffer size
nlines = 100
ncols  =  80
wpos.x = ncols ! columns >= console window width
wpos.y = nlines ! lines   >= console window height
lstat = SetConsoleScreenBufferSize(fhandle, wpos)
! ...
```

### Writing and Reading Characters at a Cursor Position

You can position the cursor as needed using the `SetConsoleCursorPosition` routine before you write characters to the screen:

```fortran
! Use previous data declarations
! Position and write two lines
  wpos.x = 5 ! 6 characters from left
  wpos.y = 5 ! 6 lines down
  lstat = SetConsoleCursorPosition(fhandle, wpos)
  write(*,*) 'Six across Six down'
! ...
```

You read from the screen at an appropriate place, but usually you should set the cursor relative to the starting screen location:

```fortran
! Use previous and the following data declaration
CHARACTER(Len=50) charin
! Go back to beginning position of screen
  wpos.x = 0 ! 0 characters from left
  wpos.y = 0 ! 0 lines down
  lstat = SetConsoleCursorPosition(fhandle, wpos)
! Position character input at start of line 11
  wpos.x = 0 ! first character from left
  wpos.y = 10 ! 11 lines down
  lstat = SetConsoleCursorPosition(fhandle, wpos)
  read(*,*) charin
! ...
```

For console I/O, you can use Windows* OS routines `WriteConsoleLine` and `ReadConsoleLine` instead of Fortran `WRITE` and `READ` statements.
See Also
Understanding Project Types
Calling Windows API Routines
Using the Console
Code Samples for Console Use
Console Use for Fortran QuickWin and Fortran Standard Graphics Applications
Console Use for Fortran Windows Applications and Fortran DLL Applications
Allocating and Deallocating a Console
Extending the Size of the Console Window and Console Buffer
Writing and Reading Characters at a Cursor Position

Additional Documentation: Creating Fortran Applications that Use Windows* OS Features
A separate document is available that details creating Intel® Fortran applications that use Windows* OS features.
You can find Using Intel® Visual Fortran to Create and Build Windows*-Based Applications on the Intel® Software Documentation Library website at http://software.intel.com/en-us/intel-software-technical-documentation. To get to this document, filter the page for the product suite or the single product.
The document covers the following:
• Creating Fortran Windowing Applications: Windows-based applications use the familiar Windows* interface, complete with tool bars, pull-down menus, dialog boxes, and other features. You can include data entry and mouse control in your application and allow for interaction with programs written in other languages or commercial programs such as Microsoft Excel*.
• Creating and Using Fortran DLLs: A dynamic-link library (DLL) contains one or more subprogram procedures (functions or subroutines) that are compiled, linked, and stored separately from the applications using them. Because the functions or subroutines are separate from the applications using them, they can be shared or replaced easily.
• Using QuickWin: The Intel® Fortran QuickWin run-time library helps you turn graphics programs into simple Windows* applications. Though the full capability of Windows* is not available through QuickWin, QuickWin applications support pixel-based graphics, real-coordinate graphics, text windows, character fonts, user-defined menus, mouse events, and editing (select/copy/paste) of text, graphics, or both.
• Using Dialog Boxes for Application Controls: Dialog boxes are a user-friendly way to solicit application control. As your application executes, you can make a dialog box appear on the screen and the user can click on a dialog box control to enter data or choose what happens next. Using the dialog routines provided with Intel® Fortran, you can add dialog boxes to your application. These routines define dialog boxes and their controls (scroll bars, buttons, and so on), and call your subroutines to respond to user selections.

See Also
Intel® Software Documentation Library

Optimization Reports: Enabling in Visual Studio*
Optimization reports can help you to address vectorization and optimization issues that you may encounter.
When you build a solution or project and the compiler generates optimization diagnostics, you can view optimization reports in the following windows:
• Compiler Optimization Report window, either grouped by loops or in a flat format
• Compiler Inline Report window
• Optimization annotations integrated within the source editor
To enable viewing optimization reports:
1. In your project's property pages, select Configuration Properties > Fortran > Diagnostics.
2. Set a non-default value for any of the following options:
Interprocedural Optimization (IPO) is turned off by default. To view IPO diagnostics, set the property
Fortran > Optimization > Interprocedural Optimization to Single-file or Multi-file.

3. Build your project to generate an optimization report.

When the compiler generates optimization diagnostics, the Compiler Optimization Report and the
Compiler Inline Report windows open, and optimization report annotations appear in the source editor.

NOTE
You can specify how you want optimization reporting to appear with the Optimization Reports dialog box. Access this dialog box by selecting Tools > Options > Intel Compilers and Tools > Optimization Reports.

See Also
Options: Optimization Reports dialog box

Optimization Reports: Viewing
When the compiler generates optimization diagnostics, the Compiler Optimization Report and the
Compiler Inline Report windows open, and optimization report annotations appear in the editor.

Compiler Optimization Report window
The Compiler Optimization Report window displays diagnostics for the following phases of the
optimization report:
- PGO
- LOOP
- PAR
- VEC
- Offload
- OpenMP
- CG

Information appears in this window grouped by loops, or in a flat format. To switch the presentation format,
click the gear button on the toolbar of the window, and uncheck Group by loops.

In addition to sorting information by clicking column headers and resizing columns, you can use the windows
described in the following table:

<table>
<thead>
<tr>
<th>Do This</th>
<th>To Do This</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double-click a diagnostic.</td>
<td>Jump to the corresponding position in the editor.</td>
</tr>
<tr>
<td>Click a link in the Inlined into column.</td>
<td>Jump to the call site of the function where the loop is inlined.</td>
</tr>
<tr>
<td>Expand or collapse a diagnostic in Group by loops view.</td>
<td>View detailed information for the diagnostic.</td>
</tr>
<tr>
<td>Click on a column header.</td>
<td>Sort the information according to that column.</td>
</tr>
<tr>
<td>Do This</td>
<td>To Do This</td>
</tr>
<tr>
<td>---------</td>
<td>-----------</td>
</tr>
<tr>
<td>Click the filter button.</td>
<td>Select a scope by which to filter the diagnostics that appear in the window.</td>
</tr>
<tr>
<td></td>
<td>The title bar of the Compiler Optimization Report window shows the applied filter. Labels on optimization phase filter buttons show how many diagnostics of each phase are in the current scope.</td>
</tr>
<tr>
<td>Click a Compiler Optimization Report window toolbar button corresponding to an optimization report phase.</td>
<td>Turn filtering diagnostics on or off for an optimization phase.</td>
</tr>
<tr>
<td></td>
<td>Labels on optimization phase filter buttons show the total number of diagnostics for each phase.</td>
</tr>
<tr>
<td>Enter text in the search box in the Compiler Optimization Report window toolbar.</td>
<td>Filter diagnostics using the text pattern.</td>
</tr>
<tr>
<td></td>
<td>Diagnostics are filtered when you stop typing. Pressing Enter saves this pattern in the search history.</td>
</tr>
<tr>
<td></td>
<td>To disable filtering, clear the search box.</td>
</tr>
<tr>
<td></td>
<td>To use a pattern from the search history, click on the down arrow next to the search box.</td>
</tr>
</tbody>
</table>

**Compiler Inline Report window**

The Compiler Inline Report window displays diagnostics for the IPO phase of the optimization report.

Information appears in this window in a tree. Each entry in the tree has corresponding information in the right-hand pane under the Properties tab and the Inlining options tab.

You can use the window as described in the following table:

<table>
<thead>
<tr>
<th>Do This</th>
<th>To Do This</th>
</tr>
</thead>
<tbody>
<tr>
<td>Double-click a diagnostic in the tree, or click on the source position link under the Properties tab.</td>
<td>Jump to the corresponding position in the editor.</td>
</tr>
<tr>
<td>Click Just My Code.</td>
<td>Only display functions from your code, filter all records from files that don't belong to the current solution file tree.</td>
</tr>
<tr>
<td>Right-click on a function body in the editor and select Intel Compiler &gt; Show Inline report for function name.</td>
<td>View detailed information for the specified function.</td>
</tr>
<tr>
<td>Right-click on a function body in the editor and select Intel Compiler &gt; Show where function name in inlined.</td>
<td>Show where the specified function is inlined.</td>
</tr>
<tr>
<td>Enter text in the search box in the Compiler Inline Report window toolbar.</td>
<td>Filter diagnostics using the text pattern.</td>
</tr>
<tr>
<td></td>
<td>Diagnostics are filtered when you stop typing. Pressing Enter saves this pattern in the search history.</td>
</tr>
<tr>
<td></td>
<td>To disable filtering, clear the search box.</td>
</tr>
</tbody>
</table>
To use a pattern from the search history, click on the down arrow next to the search box.

**Viewing Optimization Notes in the Editor**

Viewing optimization notes in the editor provides context for the diagnostics that the compiler generates.

1. In Caller Site
2. In Callee Site
3. In Caller and Callee Site

You can use optimization notes as described in the following table:

<table>
<thead>
<tr>
<th>Do This</th>
<th>To Do This</th>
</tr>
</thead>
<tbody>
<tr>
<td>Right-click an optimization note</td>
<td>• Expand or collapse the current optimization note, or all of them.</td>
</tr>
<tr>
<td>Double-click an optimization note heading</td>
<td>• Open the <strong>Optimization Reports</strong> dialog box to adjust settings for optimization report viewing. You can view optimization notes in one of the following locations:</td>
</tr>
<tr>
<td>Double-click a diagnostic detail</td>
<td>• <strong>Caller Site</strong></td>
</tr>
<tr>
<td>Click a hyperlink in the optimization note.</td>
<td>• <strong>Callee Site</strong></td>
</tr>
<tr>
<td>Click the help (?) icon.</td>
<td>• <strong>Caller Site and Callee Site</strong></td>
</tr>
<tr>
<td>Hover the mouse over a collapsed optimization note.</td>
<td>View a detailed tooltip about that optimization note.</td>
</tr>
</tbody>
</table>

**See Also**

Optimization Reports: Enabling in Visual Studio*
qopt-report-phase, Qopt-report-phase

**Dialog Box Help**

**Options: General dialog box**

To access the **General** page, click **Tools > Options** and then select **Intel Compilers and Tools > Visual Fortran > General**. Use this page to specify Fortran File Extensions and Build Options.

**Build Options**

**Continue on Errors**: Check this box to allow compilation to continue regardless of an error in the current file. The compiler will begin compiling the next file. (To set the maximum number of errors to encounter before compilation stops, choose **Configuration Properties > Fortran > Diagnostics > Error Limit**).
**Generate Build Logs:** Check this box to generate build logs.

**Show Environment in Log:** Check this box to show environment variable settings in the log file.

**Fortran File Extensions**
You can specify additional Fortran free format and fixed format file extensions to be recognized as valid file extensions within the IDE. The IDE treats these additional extensions as compilable Fortran source files. You can also remove or modify existing extensions that appear in the list.

When you add a new extension, the IDE checks the registry to determine whether the extension is already associated with a language, tool, or file format. If there is such an association, a message informs you of this and you will not be allowed to add the extension.

**Headers:** Specify one or more file extensions for header files, each beginning with a period and separated by semi-colons.

**Sources:** Specify one or more file extensions for source files, each beginning with a period and separated by semi-colons.

Click **OK** to save your changes.

**Options: Compilers dialog box**
To access the **Compilers** page:

**See Also**
- Selecting a Version of the Intel® Compiler
- Specifying Path, Library, and Include Directories

**Options: Advanced dialog box**
To access the **Advanced** page, expand the **Tools > Options > Text Editor > Intel® Fortran** nodes and select **Advanced**. Here you can specify advanced options for text editing.

**Browsing/Navigation section**
**Collect Object Browser information:** Choose this option to enable the display of procedures in your project in a hierarchical tree. Once enabled, you can use **View > Object Browser** to display your procedures.

**Disable Database:** Choose this option to disable creation of the code browsing database. This may help increase performance on slow machines. When you disable the database, all features that rely on code browsing information do not work.

**Enable Database Saving/Loading:** Choose this option to save collected data to a file on disk so that all source browsing features are available immediately when you open the project. When this option is disabled, the code browsing database is generated via background source parsing, so many features that rely on code browsing information do not work until this process completes. Saving and loading the database requires some additional time when saving and loading the project.

**Enable Find all References:** Choose this option to enable display of the location(s) in your code where a symbol is referenced. When this option is enabled, you can use the right-click context menu **Find All References** option to display a list of references to the selected symbol. Double-click on a reference to find that reference.

**Enable Go To Definition:** Choose this option to enable quick navigation to an object definition. When this option is enabled, you can use the right-click context menu **Go to Definition** option to locate where the selected object was declared, opening the associated source file if required. (If you have also enabled **Scan system includes**, any objects declared in system modules such as IFWINTY cause the associated source for that module to be opened.)
**Scan system includes**: Choose this option to scan system include files. This option is used with one or more of the following options: **Collect Object Browser Information, Enable Find All References, Enable Go To Definition**.

**Intrinsics section**

**Enable Intrinsic Parameter Info**: Choose this option to enable the display of intrinsic function and subroutine parameter information. When this option is enabled, you can type a name of an intrinsic procedure, followed by an open parenthesis, and information about the procedure and its arguments appears.

**Enable Intrinsic Quick Info**: Choose this option to enable the display of additional information when the mouse pointer is moved over an intrinsic function or subroutine name.

**Miscellaneous section**

**Enumerate Comment Tasks**: Choose this option to enable the display of a list of tasks consisting of source files containing comments. Comments take the form of the ! character, followed by a token such as TO DO. Valid tokens are those listed in Tools > Options > Environment > Task List. When this option is enabled, you can select Comments from the task list using View > Other Windows Task List. Double-click on a comment in the list to jump to its location.

**Highlight Matching Tokens**: Choose this option to allow identifier highlighting and block delimiter matching. When enabled, this option highlights all references to the identifier under the cursor.

**Outlining Section**

**Enable Outlining**: Choose this option to allow the collapsing of whole program units. When this option is enabled, you can click the minus (⁻) or plus (⁺) symbols for PROGRAM, SUBROUTINE, FUNCTION, MODULE, and BLOCK DATA statements.

**Outline Statement Blocks**: Choose this option to allow collapsing of block constructs such as IF and DO. You must also choose Enable Outlining.

**Configure Analysis dialog box**

Use the Configure Analysis dialog box to specify settings for Guided Auto Parallelism (GAP) analysis and run the analysis.

To access this dialog box, click Tools > Intel Compiler > Guided Auto Parallelism > Run Analysis...

**Configure Analysis Options**

Scope: Specify the desired scope.

**Level of Analysis**: Specify the desired level of analysis. Choose Simple, Moderate, Maximum, or Extreme.

**Suppress Compiler Warnings**: Check this box to suppress compiler warnings. This adds the option W0 to the compiler command line.

**Suppress remark IDs**: Specify one or more remark IDs to suppress. Use a comma to separate IDs.

**Send remarks to a file**: Check this box to send GAP remarks to a specified text file.

**Remarks file**: Specify the filename where GAP remarks will be sent.

**Save these settings as the default (in Tools -> Options for Guided Auto Parallelism)**: Check this box to save the specified settings as the default settings.

**Show all GAP configuration and informational dialogs**: Check this box to display this dialog box next time.

When you are done specifying settings, click Run Analysis.
See Also
Options: Guided Auto Parallelism dialog box

Options: Guided Auto Parallelism dialog box
Use the Guided Auto Parallelism page to specify settings for Guided Auto Parallelization (GAP) analysis.
To access the Guided Auto Parallelism page click Tools > Options and then select : Intel Compilers and Tools > Visual Fortran > Guided Auto Parallelism.

NOTE
These settings are used when running analysis using Tools > Intel Compiler > Guided Auto Parallelism > Run Analysis on project...

Guided Auto Parallelism Options
Level of Analysis: Specify the desired level of analysis. Choose Simple, Moderate, Maximum, or Extreme.
Suppress compiler warnings: Check this box to suppress compiler warnings. Selection adds option -W0 to the compiler command line.
Suppress Remark IDs: Specify one or more remark IDs to suppress. Use a comma to separate IDs.
Send remarks to a file: Check this box to send GAP remarks to a specified text file.
Remarks file: Specify the filename to send GAP remarks to.
Show all GAP configuration and informational dialogs: Check this box to display additional dialog boxes when you run an analysis.
Reset: Click this button to restore the previously selected settings.

See Also
Using Guided Auto Parallelism in Visual Studio*
Guided Auto Parallelism Overview
Using Guided Auto Parallelism

Profile Guided Optimization dialog box
This topic has information on the following dialog boxes:
• Profile Guided Optimization dialog box
• Application Invocations dialog box
• Edit Command dialog box
• Command dialog box

Profile Guided Optimization dialog box
To access the Profile Guided Optimization dialog box, choose Tools > Intel Compiler > Profile Guided Optimization.
Use the Profile Guided Optimization dialog box to set the options for profile guided optimization.
Phase 1 - Instrument: This phase produces an instrumented object file for the profile guided optimization
The command line compiler option for each optimization instrument you choose appears in Compiler Options.
• Enable Function Ordering in the optimized application: Select this checkbox to enable ordering of static and extern routines using profile information. This optimization specifies the order in which the linker should link the functions of your application. This optimization can improve your application performance by improving code locality and by reducing paging.
• **Enable Static Data Layout in the optimized application:** Select this checkbox to enable ordering of static global data items based on profiling information. This optimization specifies the order in which the linker should link global data of your program. This optimization can improve application performance by improving the locality of static global data, reduce paging of large data sets, and improve data cache use.

• **Instrument with guards for threaded application:** Select this checkbox to produce an instrumented object file that includes the collection of PGO data on applications that use a high level of parallelism.

Selecting an option produces a static profile information file (.spi), but also increases the time needed to do a parallel build.

Deselect the checkbox to skip this phase to save time running profile guided optimization. When you skip this phase, you use the existing profile information when running profile guided optimization. For example, you may want to skip this phase when you change the code to fix a bug and the fix doesn't affect the architecture of the project.

**Phase 2 - Run Instrumented Application(s):** This phase runs the instrumented application produced in the previous phase as well as other applications in the Applications Invocations dialog box. To add a new application or edit an existing application in the list, click Applications Invocations.

Deselect the checkbox to skip this phase to save time running profile guided optimization. When you skip this phase, you do not run the applications in the list when running profile guided optimization. For example, you might want to skip this phase when you change the code to fix a bug and the fix doesn't affect the architecture of the project.

**Phase 3 - Optimize with Profile Data:** This phase performs the profile guided optimization.

Deselect the checkbox to skip this phase.

**Profile Directory:** The directory that contains the profile. Click Edit to edit the profile directory or the Browse button to browse for the profile directory.

**Show this dialog next time:** Deselect this checkbox to run profile guided optimization without displaying this dialog box. The profile guided optimization will use these settings.

**Save Settings:** Click to save your settings.

**Run:** Click to start the profile guided optimization.

**Cancel:** Click to close this dialog box without starting the profile guided optimization.

**Application Invocations dialog box**

To access the Application Invocations dialog box, click Application Invocations... in the Profile Guided Optimization dialog box. Use the Profile Guided Optimization dialog box to configure the application options for your application as well add additional applications when you run profile guided optimization.

The list of applications comes from the debug settings of the Startup Project.

**Merge Environment:** Select this checkbox to merge the application environment with the environment defined by the operating system.

To add, edit, or remove an application, click one of the buttons.

**Add:** Click to add a new application in the Edit Command dialog box.

**Duplicate:** Click after selecting an application to copy its settings so that you can use a different setting.

**Edit:** Click after selecting an application to change its settings in the Edit Command dialog box.

**Delete:** Click to remove the selected application from the list.

**OK:** Click to save the settings and close this dialog box.

**Cancel:** Click to discard the settings and close this dialog box.
Edit Command dialog box
To access the edit command dialog box, click Add or Edit in the Application Invocations dialog box. Use the Edit Command dialog box to add a new or edit an existing application in the Application Invocations dialog box.

Command: Add a new or edit an existing application. Click Edit to open the Command dialog box with a list of macros. Click Browse to navigate to another directory that contains the application.

Command Arguments: Enter the arguments required by the application.

Working Directory: Enter a new or edit the working directory for the application. Click Edit to open the Command dialog box with a list of macros. Click Browse to navigate to working directory of the application.

Environment: Enter the environment variable required by this application.

Merge Environment: Select this checkbox to merge the application environment with the environment defined by the operating system.

Load from Debugging Settings: Click to load the debug settings for this application.

OK: Click to save the settings and close this dialog box.

Cancel: Click to discard the settings and close this dialog box.

Command dialog box
To access the Command dialog box, click Edit in the Edit Command dialog box. Use the Command dialog box to specify or change the macro used in the application to run as part of the profile guided optimization.

Select a macro from the list and then click one of the buttons.

Macro: Click to show or close the list of available macros.

Insert: Click to use the selected macro.

OK: Click to save the settings and close this dialog box.

Cancel: Click to discard the settings and close this dialog box.

See Also
Profile-Guided Optimizations Overview
Using Profile Guided Optimization in Visual Studio
Options: Profile Guided Optimization (PGO) dialog box
Using Function Order Lists, Function Grouping, Function Ordering, and Data Ordering Optimizations

Options: Profile Guided Optimization (PGO) dialog box
Use the Profile Guided Optimization page to specify settings for PGO. To access the Profile guided Optimization page, click Tools > Options and then select Intel Compilers and Tools > Profile Guided Optimization.

Profile Guided Optimization (PGO) Options
Show PGO Dialog: Specify whether to display the Profile Guided Optimization dialog box when you begin PGO.

See Also
Using Profile Guided Optimization in Visual Studio
Profile Guided Optimization dialog box
Profile-Guided Optimizations Overview
Code Coverage dialog box
To access the Code Coverage dialog box, select Tools > Intel Compiler > Code Coverage....
Use the Code Coverage dialog box to set the code coverage feature.

Phase 1 - Instrument: Select this checkbox to compile your code into an instrumented application.
Select the Instrument with guards for threaded application checkbox to produce an instrumented
object file that includes the collection of PGO data on applications that use a high level of parallelism.
The compiler option used is shown in Compiler Options.
Deselect the Phase 1 - Instrument checkbox to skip this phase.

Phase 2 - Run Instrumented Application(s): Select this checkbox to run your instrumented application
as well as other applications.
You can specify the options to run with the applications by choosing the Application Invocations... button
to access the Applications Invocations dialog box.
Deselect the Phase 2 - Run Instrumented Application(s) checkbox to skip this phase.

Phase 3 - Generate Report: Select this checkbox to generate a report with the results of running the
instrumented application.
Choose the Settings... button to access the Code Coverage Settings dialog box to configure the settings.

Profile Directory: Where the profile is stored.
Browse: Button to browse for the profile directory.
Show this dialog next time: Choose this button to access the dialog box when you run profile guided
optimization.
Save Settings: Choose this button to save your settings.
Run: Choose this button to start the profile guided optimization.
Cancel: Choose this button to close this dialog box without starting the profile guided optimization.

See Also
Using Code Coverage in Visual Studio*
Code Coverage Settings dialog box
Code Coverage Tool

Options: Code Coverage dialog box
To access the Code Coverage page, click Tools > Options and then select Intel Compilers and Tools >
Code Coverage.
Use this page to specify settings for code coverage. These settings are used when you run an analysis.

Code Coverage Options
Use the available options to:
• Select colors to be used to show covered and uncovered code.
• Enable or disable the progress meter.
• Set the email address and name of the web page owner.

General
Show Code Coverage Dialog: Specify whether to display the Code Coverage dialog box when you begin
code coverage.

Profmerge Options
Suppress Startup Banner: Specify whether version information is displayed.
Verbose: Specify whether additional informational and warning messages should be displayed.

See Also
Using Code Coverage in Visual Studio*
Code Coverage dialog box
Code Coverage Tool

Code Coverage Settings dialog box
To access the Code Coverage Settings dialog box, choose the Settings button in the Code Coverage dialog box. Use the Code Coverage Settings dialog box to specify settings for the generated report.

Code Coverage options
Ignore Object Unwind Handlers: Set to True to ignore the object unwind handlers.
Show Execution Counts: Set to True to show the dynamic execution counts in the report.
Treat Partially-covered Code As Fully Covered Code: Set to True to treat partially covered code as fully covered code.

Profmerge options
Dump Profile Information: Set to True to include profile information in the report.
Exclude Functions: Enter the functions that will be excluded from the profile. The functions must be separated by a comma (","). A period (".") can be used as a wildcard character in function names.
OK: Click to save your settings and close this dialog box.
Cancel: Click to discard the settings and close this dialog box.

See Also
Code Coverage dialog box
Using Code Coverage in Visual Studio*
Code Coverage Tool

Options: Optimization Reports dialog box
To access the Optimization Reports page, click Tools > Options and then select Intel Compilers and Tools > Optimization Reports. Use this page to specify how you want optimization reporting to appear.

This page, in conjunction with the Diagnostics property page for your project or solution, defines settings for optimization report viewing in Visual Studio*.

General
Always Show Compiler Inline Report: Specify if the Compiler Inline Report appears after building or rebuilding your solution or project when inline diagnostics are present.
Always Show Compiler Optimization Report: Specify if Compiler Optimization Report appears after building or rebuilding your solution or project when optimization diagnostics are present. This option has higher priority than Always Show Compiler Inline Report. If both options are set to True, then this window has focus by default.
Show Optimization Notes in Text Editor Margin: Specify if optimization notes appear in the editor as source code annotations.

Optimization Notes in Text Editor
Collapse by Default: Specify if optimization notes appear expanded or collapsed by default.
Show Optimization Notes: Specify if source code annotations appear in the editor.
Site: Specify where optimization notes appear in the editor. Select from one of the following options:
• Caller Site
• Callee Site
• Caller Site and Callee Site

See Also
Optimization Reports: Enabling in Visual Studio*
Creating an Xcode* Project

The following topic applies to Xcode*.
To create a new Xcode* project:

1. Launch the Xcode* application.
2. Select **File > New > Project...**
   The **Choose a template for your new project** window opens.

3. In the left pane, select **OS X > Application**.
4. Select a template, for example, **Command Line Tool**, and click **Next**.
5. Name your project, for example, **Hello World**, enter a string for **Organization Name** and **Organization Identifier**, and select the C or C++ language. You will be able to change it to Fortran later. Click **Next**.
6. Specify a directory for your project, and optionally select **Create local git repository for this project** to place your project under version control.
7. Click **Create**.
Xcode* creates the named project directory, with an .xcodeproj extension. Your new project directory contains a main.cpp source file, as well as other project files. You can delete main.cpp.

Each Xcode* project has its own Project Editor window that displays project source files, targets, and executables.

**See Also**

Adding a New File

**Selecting the Intel® Compiler**

The following topic applies to Xcode*.

To select the Intel® Fortran Compiler:

1. Select the target you want to change and click **Build Rules**.
2. Add a new rule by clicking **Editor > Add Build Rule** or pressing a + button.
3. Under **Process**, choose **Fortran source files**.
NOTE
If the Intel® compiler does not show up in the drop-down list, it may mean that the Intel® compiler does not support the version of Xcode* that you are using.

To enable the Intel® compiler in Xcode*:

1. Reinstall the compiler. When the installer prompts you to specify a path to Xcode*, specify a path to a supported version of Xcode*.
2. After the install has finished, open a terminal window and change directory to the installation directory for the Intel® compiler IDE integration:
   cd /Library/Application\ Support/Developer/
3. Create a symbolic link for a new, unsupported version of Xcode*:
   sudo ln -s supported_xcode_version unsupported_xcode_version
   For example:
   sudo ln -s 7.1 7.2
4. Restart Xcode*.

4. Under Using, select Intel® Fortran Compiler XE.

   • If you select a tool that does not support the source file type, that source file type will be processed by a later rule that specifies that type.
   • Once you have set a new build rule for the Xcode* to use the Intel® Fortran Compiler for Fortran source files, you can view and adjust the Intel® Fortran Compiler option settings.

See Also
Setting Compiler Options

Adding a New File
The following topic applies to Fortran for Xcode*.

To add a new Fortran file:
1. In the Xcode* Project Editor, select **File > New > File...**.

2. Select **Fortran** in the left pane, and then select **Fortran Fixed Format File** or **Fortran Free Format File** in the upper right pane. Click **Next**.

3. Enter a name for the file, including a Fortran source file extension, such as `.f90`, and select a location for the new file. Click **Create**.

### Building the Target

The following topic applies to Xcode*.

A single project can contain multiple targets; the currently active target determines how your project is built. This topic describes how to build the target using the Xcode* IDE and also documents the build steps using the `xcodebuild` command line utility.

#### Building using the Xcode* IDE

1. Select the target to be built in the project editor under **Targets**.

2. Select **Product > Build**.

   To view the results of your build, click the **Log Navigator** button.

You can change the compilation order of the files in an Xcode* target. This may be necessary to compile Fortran source files that define modules (producing `.MOD` files). These can, in turn, be used by Fortran sources that use the modules. To re-order the files listed under a target’s **Compile Sources**, click a source file and drag it before or after other compilations.

**NOTE**

Xcode* 4.6 is the last major Xcode* release that includes the llvm-gcc compiler and the GDB debugger. Please plan to use the LLVM CLANG Compiler and LLDB debugger in future releases.

#### Building from the Command Line Using the xcodebuild Utility

You can also use the `xcodebuild` utility to build a target. This utility uses the Xcode* project settings to build target projects from the command line. If you have previously configured your Xcode* project to build with the Intel Fortran Compiler ifort, `xcodebuild` invokes that compiler from the command line.

**NOTE**

Starting with Xcode* version 4.3, you must manually download and install the Xcode* command-line tools.

See the Xcode* documentation for details.

To build from the command line:

1. Check that the Xcode* project is configured to use the Intel® Fortran Compiler.

2. Launch a terminal window from the Finder by selecting **Applications > Utilities > Terminal**.

3. Change directories to the directory containing the Xcode* project file (`.xcodeproj`).

4. If you have multiple versions of Xcode*, use the `xcode-select` utility to verify the current Xcode* version.

5. Issue an `xcodebuild` command. For example:

   ```bash
   xcodebuild -project HelloWorld.xcodeproj -target HelloWorld -configuration Debug
   ```

6. Run the program built in the example from the previous step by entering the following:

   ```bash
   ./build/Debug/HelloWorld
   ```

For more information, refer to the `xcodebuild` man page.
**Setting the Executable's Architecture**

Before building a 64-bit executable from within Xcode®, you may need to edit the executable’s target architecture. To change the **Architectures** setting:

- Click the target you want to change in the project editor under **Targets** and select the **Build Settings** tab.
- Under **Architectures**, select the desired architecture.

**NOTE**

The Intel® Fortran Compiler generates code solely for Intel® architectures.

**Building Universal Binaries**

You can build universal binaries, which operate on both IA-32 and Intel® 64 architectures. If you select more than one architecture in your build configuration, a universal binary containing the executables for all the selected architectures is created.

For example, for the **Release** configuration, if you set the architecture property to the value **Standard (32/64-bit Intel)**, then binaries for both the IA-32 and Intel® 64 architectures are created and put into the executable.

**See Also**

Building a Universal Binary from the Command line

**Setting Compiler Options**

The following topic applies to Xcode®.

To use the Xcode® environment to set compiler options, including options specific to Intel® Architecture:

1. Select a target.
2. Under the **Build Settings** tab, click **All**.
3. Scroll down until the list of Intel® Fortran Compiler XE categories.
4. To set an Intel® Fortran Compiler option in the Floating Point category, for example, scroll down to display **Floating Point**.
5. Select a **Setting**, such as **Extend Precision of Single-Precision Constants**, and set the option's state. If the **Quick Help** inspector is visible, information about the selected option appears under **Quick Help**.

The next time you build your project, the selected options are used in the compilation.

**NOTE**
To view the setting that have changed from the established defaults, select the **Levels** button under **Build Settings**.

---

**Running the Executable**

The following topic applies to Xcode*.

Once you have built your Xcode* project, click the **Run** button. This button runs the configuration currently associated with the button. Use the **Scheme Editor** to change the configuration associated with the button.

**TIP**
To open the **Scheme Editor**, select **Product > Scheme... > Edit Scheme**.

The output from the executable is displayed.

**Using Dynamic Libraries**

You can build your Xcode* project with the `-shared-intel` compiler option to link with the Intel dynamic libraries or with the `-openmp` or `-parallel` options, both of which link in `libiomp5.dylib`. If you do this, you need to set the `DYLD_LIBRARY_PATH` environment variable in the Xcode* environment.

To add the environment variable:

1. Open the Scheme Editor and select the **Run** action.
2. On the **Arguments** tab, under **Environment Variables**, click the `+` button.
3. Add `DYLD_LIBRARY_PATH`. Set the value to the full path to the Intel compiler's `/lib` directory.

**NOTE**
If you build your project with the `-shared-intel`, `-openmp`, or `-parallel` compiler option without setting the `DYLD_LIBRARY_PATH` environment variable, a "library not found" error message results at runtime. Depending on your application, the error message may refer to a library other than the one noted in this example:

```
dyld: Library not loaded: libiomp5.dylib
Referenced from: /Users/test/hello_world
Reason: image not found
```

---

**See Also**

- `shared-intel` option
- `qopenmp`, `Qopenmp` option
- `parallel`, `Qparallel` option
Building a Universal Binary from the Command line

The following topic applies to Xcode*.

Consider the following source file, `HelloWorld.f90`.

```fortran
PROGRAM HelloWorld
  IMPLICIT NONE
#if defined( _i386_)
define _PLATFORM_ "IA32"
#elif defined(_x86_64_)
define _PLATFORM_ "Intel(R) 64"
#else
#define _PLATFORM_ "????"
#endif
  WRITE( *, * ) "Hello, ", _PLATFORM_, " World"
END PROGRAM HelloWorld
```

To build a universal binary executable from `HelloWorld.f90`:

1. Initialize the compiler environment by setting the environment variables. You can do this by executing `compilervars.sh` (or `compilervars.csh`) with the `source` command:
   ```bash
   source install-dir/bin/compilervars.sh <arg>
   ```
   where `<arg>` is `ia32` or `intel64`.

2. Invoke the compiler with the `m32` option and generate the object file, `HelloWorld_32`:
   ```bash
   ifort -m32 -o HelloWorld_32 HelloWorld.f90
   ```

3. Invoke the compiler with the `m64` option and generate the object file, `HelloWorld_64`:
   ```bash
   ifort -m64 -o HelloWorld_64 HelloWorld.f90
   ```

4. Use the `lipo` utility to create the universal executable, `HelloWorld`, from the object files, `HelloWorld_32` and `HelloWorld_64`:
   ```bash
   lipo -create -arch i386 HelloWorld_32 -arch x86_64 HelloWorld_64 -output HelloWorld
   ```

To confirm that your process generates the correct result for both architectures, run the `file` utility on your universal binary:

```bash
file HelloWorld
HelloWorld: Mach-O universal binary with 2 architectures
HelloWorld (for architecture i386):Mach-O executable i386
HelloWorld (for architecture x86_64): Mach-O 64-bit executable x86_64
```

**NOTE**
The compiler defines the `_x86_64_` macro on Intel® 64 architecture only. So, if you execute the universal binary, `HelloWorld`, on a system based on Intel® 64 architecture, the output is:

```
Hello, Intel(R) 64 World
```

On a system based on IA-32 architecture, the output is:

```
Hello, IA32 World
```

See Also

Building the Target

Using Intel® Performance Libraries

The following topic applies to Fortran for Xcode*.

The Intel® Fortran Compiler now comes bundled with the Intel® Math Kernel Library. You can access this library in Xcode*, using the **Use Intel® Math Kernel Library** property, located in the **Build Settings > Performance Library Build Components**.
The **Use Intel® Math Kernel Library** property provides the following options in a drop-down menu:

- **None**: Disable use of Intel® Math Kernel Library
- **Use threaded Intel® Math Kernel Library**: Link using the threaded version of the library.
- **Use non-threaded Intel® Math Kernel Library**: Link using the non-threaded version of the library.

For more information, see the Intel® Math Kernel Library documentation.

<table>
<thead>
<tr>
<th>Optimization Notice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel’s compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.</td>
</tr>
</tbody>
</table>

Notice revision #20110804
Part III

Compiler Reference

Topics:

- Compiler Limits
- Using Visual Studio* IDE Automation Objects (Windows* OS)
- Compiler Options
- Floating-point Operations
- Libraries
- Data and I/O
- Mixed Language Programming
- Error Handling
### Compiler Limits

The amount of data storage, the size of arrays, and the total size of executable programs are limited only by the amount of process virtual address space available, as determined by system parameters.

The table below shows the limits to the size and complexity of a single Intel® Fortran program unit and to individual statements contained within it:

<table>
<thead>
<tr>
<th>Language Element</th>
<th>Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Actual number of arguments per CALL or function reference</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Arguments in a function reference in a specification expression</td>
<td>255</td>
</tr>
<tr>
<td>Array dimensions</td>
<td>31 (The Fortran 2008 standard supports a maximum array dimension of 15.)</td>
</tr>
<tr>
<td>Array elements per dimension</td>
<td>$2^{31}-1$ on systems using IA-32 architecture</td>
</tr>
<tr>
<td></td>
<td>$2^{63}-1$ on systems using Intel® 64 architecture</td>
</tr>
<tr>
<td>Character lengths</td>
<td>$2^{31}-1$ on systems using IA-32 architecture</td>
</tr>
<tr>
<td></td>
<td>$2^{63}-1$ on systems using Intel® 64 architecture</td>
</tr>
<tr>
<td>Constants: character and Hollerith</td>
<td>7198</td>
</tr>
<tr>
<td>Constants: characters read in list-directed I/O</td>
<td>2048 characters</td>
</tr>
<tr>
<td>Continuation lines - free form</td>
<td>Depends on line complexity and the number of lexical tokens allowed.</td>
</tr>
<tr>
<td>Continuation lines - fixed form</td>
<td>Depends on line complexity and the number of lexical tokens allowed.</td>
</tr>
<tr>
<td>Data and I/O implied DO nesting</td>
<td>31</td>
</tr>
<tr>
<td>DO, CASE, FORALL, WHERE, and block IF statement nesting (combined)</td>
<td>512</td>
</tr>
<tr>
<td>DO loop index variable</td>
<td>$9,223,372,036,854,775,807= 2^{63}-1$</td>
</tr>
<tr>
<td>Format group nesting</td>
<td>8</td>
</tr>
<tr>
<td>Fortran statement length</td>
<td>2048 characters</td>
</tr>
<tr>
<td>Fortran source line length</td>
<td>fixed form: 72 (or 132 if <code>/extend_source</code> is in effect) characters</td>
</tr>
<tr>
<td></td>
<td>free form: 7200 characters</td>
</tr>
<tr>
<td>INCLUDE file nesting</td>
<td>20 levels</td>
</tr>
<tr>
<td>Language Element</td>
<td>Limit</td>
</tr>
<tr>
<td>-----------------------------------------------------------</td>
<td>---------------------------------------------------------</td>
</tr>
<tr>
<td>Labels in computed or assigned GOTO list</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Lexical tokens per statement</td>
<td>40000</td>
</tr>
<tr>
<td>Named common blocks</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Nesting of array constructor implied DOs</td>
<td>31</td>
</tr>
<tr>
<td>Nesting of input/output implied DOs</td>
<td>31</td>
</tr>
<tr>
<td>Nesting of interface blocks</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Nesting of DO, IF, or CASE constructs</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Nesting of parenthesized formats</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Number of arguments to MIN and MAX</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Number of digits in a numeric constant</td>
<td>Limited by statement length</td>
</tr>
<tr>
<td>Parentheses nesting in expressions</td>
<td>Limited only by memory constraints</td>
</tr>
<tr>
<td>Structure nesting</td>
<td>30</td>
</tr>
<tr>
<td>Symbolic name length</td>
<td>63 characters</td>
</tr>
<tr>
<td>Width field for a numeric edit descriptor</td>
<td>$2^{**15-1}$ on systems using IA-32 architecture</td>
</tr>
<tr>
<td></td>
<td>$2^{**31-1}$ on systems using Intel® 64 architecture</td>
</tr>
<tr>
<td></td>
<td>For limits of other edit descriptor fields, see Forms for Data Edit Descriptors.</td>
</tr>
</tbody>
</table>

See the product Release Notes for more information on memory limits for large data objects.
Using Visual Studio* IDE
Automation Objects (Windows* OS)

This topic briefly describes the Automation interfaces provided by Intel® Visual Fortran. Automation interfaces are programmable objects used to access underlying IDE components and projects to provide experienced developers with a means of automating common tasks and allow a finer degree of control over the IDE and the Fortran projects being used within it.

You can use the Visual Studio* Object Browser (View > Object Browser) to view an object and its associated properties. Open the following in the browser: Browse > Edit Custom Component Set > .NET > Microsoft.VisualStudio.VFProject.

**NOTE**
The objects listed here are provided as an advanced feature for developers who are already familiar with using Automation objects and the Visual Studio* object model.

<table>
<thead>
<tr>
<th>Object</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IVFCollection</td>
<td>Contains the functionality that can be exercised on a collections object.</td>
</tr>
<tr>
<td>VFConfiguration</td>
<td>Programmatically accesses the properties in the General property page of a project's Property Pages dialog box. This object also allows access to the tools used to build this configuration.</td>
</tr>
<tr>
<td>VFCustomBuildTool</td>
<td>Programmatically accesses the properties in the Custom Build Step property page in a project's Property Pages dialog box.</td>
</tr>
<tr>
<td>VFDebugSettings</td>
<td>Contains properties that allow the user to programmatically manipulate the settings in the Debug property page.</td>
</tr>
<tr>
<td>VFFile</td>
<td>Describes the operations that can take place on a file in the active project.</td>
</tr>
<tr>
<td>VFFileConfiguration</td>
<td>Contains build information about a file (VFFile object), including such things as what tool is attached to the file for that configuration.</td>
</tr>
<tr>
<td>VFFilter</td>
<td>Exposes the functionality on a folder in Solution Explorer for an Intel® Visual Fortran project.</td>
</tr>
<tr>
<td>VFFortranCompiler Tool</td>
<td>Exposes the functionality of the IFORT tool.</td>
</tr>
<tr>
<td>VFFortranCompiler Version</td>
<td>Provides access to properties relating to the Intel® Visual Fortran compiler version.</td>
</tr>
<tr>
<td>VFLibrarianTool</td>
<td>Exposes the functionality of the LIB tool.</td>
</tr>
<tr>
<td>VFLinkerTool</td>
<td>Exposes the functionality of the LINK tool.</td>
</tr>
<tr>
<td>VFManifestTool</td>
<td>Programmatically accesses the properties in the Manifest Tool folder of a project's Property Pages dialog box.</td>
</tr>
<tr>
<td>VFMidITool</td>
<td>Programmatically accesses the properties in the MIDL folder of a project's Property Pages dialog box.</td>
</tr>
<tr>
<td>VFPlatform</td>
<td>Provides access to properties relating to supported platforms.</td>
</tr>
</tbody>
</table>
VFPreBuildEventTool
Programmatically accesses the properties on the **Pre-Build Event** property page, in the Build Events folder in a project's Property Pages dialog box.

VFPreLinkEventTool
Programmatically accesses the properties on the **PreLink Event** property page, in the Build Events folder in a project's Property Pages dialog box.

VFPostBuildEventTool
Programmatically accesses the properties on the **Post-Build Event** property page, in the Build Events folder in a project's Property Pages dialog box.

VFProject
Exposes the properties on an Intel® Visual Fortran project

VFResourceCompilerTool
Programmatically accesses the properties in the Resources folder in a project's Property Pages dialog box.

The following example, written in Visual Basic®, demonstrates how to use automation objects to modify the list of available platforms and versions in the Visual Studio® IDE Configuration Manager:

```vbnet
Imports System
Imports EnvDTE
Imports EnvDTE80
Imports System.Diagnostics
Imports Microsoft.VisualStudio.VFProject
Imports System.Collections

Public Module MultiPV
  ' Create a Console application before executing this module
  ' Module demonstrates Multi Platform & Multi Version Automation Support
  ' Variable definition
  Dim Prj As Project          ' VS project
  Dim VFPrj As VFProject     ' Intel VF project
  Dim o As Object             ' Object

  Sub run()
    ' Get the Project
    Prj  = DTE.Solution.Projects.Item(1)    ' VS project
    VFPrj  = Prj.Object                      ' Intel VF project

    ' Get list of Supported platforms
    Dim pList As ArrayList = New ArrayList()    ' list of platforms
    Dim cList As ArrayList = New ArrayList()    ' list of compilers
    Dim i As Integer
    pList  = getSupportedPlatforms()
    For i = 0 To pList.Count - 1
      cList  = getCompilers(pList.Item(i))
      printCompilers(pList.Item(i), cList)
    Next

    ' Add configurations - x64
    For i = 0 To pList.Count - 1
      If pList.Item(i) <> "Win32" Then
        addConfiguration(pList.Item(i))
      End If
    Next

    Dim cfgsList As ArrayList = New ArrayList() ' list of configurations
    cfgsList = getAllConfigurations()

    ' Set compiler
    For i = 0 To pList.Count - 1
      Dim pNm As String
      Dim cvList As ArrayList = New ArrayList()
      pNm = pList.Item(i)
      cvList = getCompilers(pNm)
      printCompilers(pNm, cvList)
    Next
  End Sub
```

10 Intel® Fortran Compiler 16.0 User and Reference Guide
cvList = getCompilerVersions(pNm)
Dim j As Integer
For j = 0 To cvList.Count - 1
    Dim cv As String = cvList.Item(j)
    If SetCmplrForPlatform(pNm, cv) Then
        setActiveCfg(pNm)
        SolutionRebuild()
        Dim sOut As String = GetOutput()
        Dim scv As String = CheckCompiler(sOut)
        MsgBox(pNm + " " + cv + " " + scv)
    End If
Next
Next
End Sub
'
' get context from Output window
Function GetOutput() As String
    Dim win As Window
    Dim w As OutputWindow
    Dim wp As OutputWindowPane
    Dim td As TextDocument
    win = DTE.Windows.Item(Constants.vsWindowKindOutput)
    w = win.Object
    Dim i As Integer
    For i = 1 To w.OutputWindowPanes.Count
        wp = w.OutputWindowPanes.Item(i)
        If wp.Name = "Build" Then
            td = wp.TextDocument
            td.Selection.SelectAll()
            Dim ts As TextSelection = td.Selection
            GetOutput = ts.Text
            Exit Function
        End If
    Next
End Function
Function CheckCompiler(ByVal log As String) As String
    Dim s As String
    Dim beg_ As Integer
    Dim end_ As Integer
    beg_ = log.IndexOf("Compiling with")
    beg_ = log.IndexOf("Intel", beg_)
    end_ = log.IndexOf("]", beg_)
    s = log.Substring(beg_, end_ - beg_ + 1)
    CheckCompiler = s
End Function
Function SetCmplrForPlatform(ByVal plNm As String, ByVal vers As String) As Boolean
    Dim pl As VFPlatform
    Dim cll As IVFCollection
    Dim cvs As IVFCollection
    Dim cv As VFFortranCompilerVersion
    Dim maj As String
    Dim min As String
    Dim ind As Integer
    Try
        ind = vers.IndexOf(",")
        maj = vers.Substring(0, ind)
        min = vers.Substring(ind + 1)
        cll = VFPrj.Platforms
        pl = cll.Item(plNm)
        If pl Is Nothing Then
            MsgBox("Platform " + plNm + " not exist")
        End If
    Catch ex As Exception
        MsgBox(ex.Message)
Exit Function
End If

cvs = pl.FortranCompilerVersions
Dim j As Integer
For j = 1 To cvs.Count
    cv = cvs.Item(j)
    If cv.MajorVersion.ToString() = maj And cv.MinorVersion.ToString() = min Then
        pl.SelectedFortranCompilerVersion = cv
        SetCmplrForPlatform = True
        Exit Function
    End If
Next
MsgBox("Compiler version " + maj + "." + min + " not exist for platform " + plNm)
SetCmplrForPlatform = False
Catch ex As Exception
    SetCmplrForPlatform = False
End Try
End Function

Function getSupportedPlatforms() As ArrayList
    Dim list As ArrayList = New ArrayList()
    Dim pl As VFPlatform
    Dim pls As IVFCollection
    pls = VFPrj.Platforms
    Dim i As Integer
    For i = 1 To pls.Count
        pl = pls.Item(i)
        list.Add(pl.Name)
    Next
    getSupportedPlatforms = list
End Function

Function getCompilers(ByVal plNm As String) As ArrayList
    Dim list As ArrayList = New ArrayList()
    Dim pl As VFPlatform
    Dim pls As IVFCollection
    Dim cvs As IVFCollection
    Dim cv As VFFortranCompilerVersion
    Dim j As Integer
    pls = VFPrj.Platforms
    pl = pls.Item(plNm)
    cvs = pl.FortranCompilerVersions
    For j = 1 To cvs.Count
        cv = cvs.Item(j)
        list.Add(cv.DisplayName)
    Next
    getCompilers = list
End Function

Function getCompilerVersions(ByVal plNm As String) As ArrayList
    Dim list As ArrayList = New ArrayList()
    Dim pl As VFPlatform
    Dim pls As IVFCollection
    Dim cvs As IVFCollection
    Dim cv As VFFortranCompilerVersion
    Dim j As Integer
    pls = VFPrj.Platforms
    pl = pls.Item(plNm)
    cvs = pl.FortranCompilerVersions
    For j = 1 To cvs.Count
        cv = cvs.Item(j)
        Dim vers As String
list.Add(vers)
Next
getCompilerVersions = list
End Function
Sub printCompilers(ByVal plNm As String, ByVal list As ArrayList)
  Dim s As String
  s = "Platform " + plNm + Chr(13)
  Dim i As Integer
  For i = 0 To list.Count - 1
    s += "   " + list.Item(i) + Chr(13)
  Next
  MsgBox(s)
End Sub
Sub addConfiguration(ByVal cfgNm As String)
  Dim cM As ConfigurationManager
  cM = Prj.ConfigurationManager
  cM.AddPlatform(cfgNm, "Win32", True)
End Sub
Function getAllConfigurations() As ArrayList
  Dim list As ArrayList = New ArrayList()
  Dim cM As ConfigurationManager
  Dim i As Integer
  Dim c As Configuration
  cM = Prj.ConfigurationManager
  For i = 1 To cM.Count
    c = cM.Item(i)
    list.Add(c.ConfigurationName + "|" + c.PlatformName)
  Next
  getAllConfigurations = list
End Function
Sub setActiveCfg(ByVal pNm As String)
  Dim scs As SolutionConfigurations = DTE.Solution.SolutionBuild.SolutionConfigurations
  Dim i As Integer
  Dim j As Integer
  For i = 1 To scs.Count
    Dim sc As SolutionConfiguration
    Dim scctxs As SolutionContexts
    sc = scs.Item(i)
    scctxs = sc.SolutionContexts
    For j = 1 To scctxs.Count
      Dim scctx As SolutionContext = scctxs.Item(j)
      If scctx.ConfigurationName = "Debug" And scctx.PlatformName = pNm Then
        sc.Activate()
        Exit Sub
      End If
    Next
  Next
End Sub
Sub SolutionRebuild()
  DTE.Solution.SolutionBuild.Clean(True)
  DTE.Solution.SolutionBuild.Build(True)
End Sub
End Module
Compiler Options

Introduction to Compiler Options
The Intel® Fortran compiler supports many compiler options you can use in your applications.
In this section, we provide the following:
- General information about our compiler options (including lists of new options and lists of deprecated or removed options).
- Information about what we show in each compiler option description, the conventions we use when referring to options, and general rules for compiler option usage in programs.
- A description of each compiler option. The descriptions appear under the option's functional category; within each category, the options are listed in alphabetical order.

New Options
This topic lists the options that provide new functionality in this release.
If no label appears, the option is available on all supported systems.
If "only" appears in the label, the option is only available on the identified system.
For more details on the options, refer to the individual option descriptions.
For information on conventions used in this table, see Notational Conventions.
New compiler options are listed in tables below:

<table>
<thead>
<tr>
<th>Windows* OS Options</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>/fpp-name:name</td>
<td>Lets you specify an alternate preprocessor to use with Fortran.</td>
<td>OFF</td>
</tr>
<tr>
<td>/gen-depshow:</td>
<td>Determines whether certain features are excluded from dependency analysis. Currently, it only applies to intrinsic modules.</td>
<td>/gen-depshow:intr_mod</td>
</tr>
<tr>
<td>[no]intr_mod</td>
<td></td>
<td></td>
</tr>
<tr>
<td>/Qopt-prefetch-issue-excl-hint</td>
<td>Supports the prefetchW instruction in Intel® microarchitecture code name Broadwell and later.</td>
<td>OFF</td>
</tr>
<tr>
<td>/Qprotect-parens</td>
<td>Determines whether the optimizer honors parentheses when expressions are evaluated.</td>
<td>/Qprotect-parens-</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Linux* OS and OS X* Options</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>-fpp-name=name</td>
<td>Lets you specify an alternate preprocessor to use with Fortran.</td>
<td>OFF</td>
</tr>
</tbody>
</table>
### Linux* OS and OS X* Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>-fprotect-parens</td>
<td>Determines whether the optimizer honors parentheses when expressions are evaluated.</td>
<td>-fno-protect-parens</td>
</tr>
<tr>
<td>-fstack-protector-strong</td>
<td>Enables stack overflow security checks for routines with any buffer.</td>
<td>-fno-stack-protector-strong</td>
</tr>
<tr>
<td>-gen-depshow=[no]int_r_mod</td>
<td>Determines whether certain features are excluded from dependency analysis. Currently, it only applies to intrinsic modules.</td>
<td>-gen-depshow=intr_mod</td>
</tr>
<tr>
<td>-gsplit-dwarf (Linux* OS only)</td>
<td>Creates a separate object file containing DWARF debug information.</td>
<td>OFF</td>
</tr>
<tr>
<td>-print-sysroot (Linux* OS only)</td>
<td>Prints the target sysroot directory that is used during compilation.</td>
<td>OFF</td>
</tr>
<tr>
<td>-qopt-prefetch-issue-excl-hint (Linux* OS only)</td>
<td>Supports the prefetchW instruction in Intel® microarchitecture code name Broadwell and later.</td>
<td>OFF</td>
</tr>
</tbody>
</table>

### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

### Deprecated and Removed Compiler Options

This topic lists deprecated and removed compiler options and suggests replacement options, if any are available.

For more information on compiler options, see the detailed descriptions of the individual options in Compiler Option Categories and Descriptions.

### Deprecated Options

Occasionally, compiler options are marked as "deprecated." Deprecated options are still supported in the current release, but are planned to be unsupported in future releases.

The following two tables list options that are currently deprecated.

Note that deprecated options are not limited to these lists.

<table>
<thead>
<tr>
<th>Linux* OS and OS X* Options</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>-axS</td>
<td>-axSSE4.1</td>
</tr>
<tr>
<td>-axT</td>
<td>Linux* OS: -axSSSE3</td>
</tr>
<tr>
<td>Linux* OS and OS X* Options</td>
<td>Suggested Replacement</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td></td>
<td>OS X* on IA-32 architecture: None</td>
</tr>
<tr>
<td></td>
<td>OS X* on Intel® 64 architecture: -axSSSE3</td>
</tr>
<tr>
<td>-cpp</td>
<td>-fpp</td>
</tr>
<tr>
<td>-march=pentiumii</td>
<td>None</td>
</tr>
<tr>
<td>-march=pentiumiii</td>
<td>-march=pentium3</td>
</tr>
<tr>
<td>-mcpu</td>
<td>-mtune</td>
</tr>
<tr>
<td>-msse</td>
<td>-mia32</td>
</tr>
<tr>
<td>-offload</td>
<td>-qoffload</td>
</tr>
<tr>
<td>-offload-attribute-target</td>
<td>-qoffload-attribute-target</td>
</tr>
<tr>
<td>-offload-option</td>
<td>-qoffload-option</td>
</tr>
<tr>
<td>-openmp</td>
<td>-qopenmp</td>
</tr>
<tr>
<td>-openmp-lib</td>
<td>-qopenmp-lib</td>
</tr>
<tr>
<td>-qopenmp-link and -openmp-link</td>
<td>None</td>
</tr>
<tr>
<td>-openmp-offload</td>
<td>-qopenmp-offload</td>
</tr>
<tr>
<td>-openmpP</td>
<td>-qopenmp</td>
</tr>
<tr>
<td>-openmpS</td>
<td>-qopenmp-stubs</td>
</tr>
<tr>
<td>-openmp-simd</td>
<td>-qopenmp-simd</td>
</tr>
<tr>
<td>-openmp-stubs</td>
<td>-qopenmp-stubs</td>
</tr>
<tr>
<td>-openmp-threadprivate</td>
<td>-qopenmp-threadprivate</td>
</tr>
<tr>
<td>-opt-args-in-regs</td>
<td>-qopt-args-in-regs</td>
</tr>
<tr>
<td>-opt-assume-safe-padding</td>
<td>-qopt-assume-safe-padding</td>
</tr>
<tr>
<td>-opt-block-factor</td>
<td>-qopt-block-factor</td>
</tr>
<tr>
<td>-opt-dynamic-align</td>
<td>-qopt-dynamic-align</td>
</tr>
<tr>
<td>-opt-gather-scatter-unroll</td>
<td>-qopt-gather-scatter-unroll</td>
</tr>
<tr>
<td>-opt-jump-tables</td>
<td>-qopt-jump-tables</td>
</tr>
<tr>
<td>-opt-malloc-options</td>
<td>-qopt-malloc-options</td>
</tr>
<tr>
<td>-opt-matmul</td>
<td>-qopt-matmul</td>
</tr>
<tr>
<td>-opt-mem-layout-trans</td>
<td>-qopt-mem-layout-trans</td>
</tr>
<tr>
<td>-opt-multi-version-aggressive</td>
<td>-qopt-multi-version-aggressive</td>
</tr>
<tr>
<td>-opt-prefetch</td>
<td>-qopt-prefetch</td>
</tr>
<tr>
<td>-opt-prefetch-distance</td>
<td>-qopt-prefetch-distance</td>
</tr>
</tbody>
</table>
### Linux* OS and OS X* Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>-opt-ra-region-strategy</td>
<td>-qopt-ra-region-strategy</td>
</tr>
<tr>
<td>-opt-report</td>
<td>-qopt-report</td>
</tr>
<tr>
<td>-opt-report-embed</td>
<td>-qopt-report-embed</td>
</tr>
<tr>
<td>-opt-report-file</td>
<td>-qopt-report-file</td>
</tr>
<tr>
<td>-opt-report-filter</td>
<td>-qopt-report-filter</td>
</tr>
<tr>
<td>-opt-report-format</td>
<td>-qopt-report-format</td>
</tr>
<tr>
<td>-opt-report-help</td>
<td>-qopt-report-help</td>
</tr>
<tr>
<td>-opt-report-per-object</td>
<td>-qopt-report-per-object</td>
</tr>
<tr>
<td>-opt-report-phase</td>
<td>-qopt-report-phase</td>
</tr>
<tr>
<td>-opt-report-routine</td>
<td>-qopt-report-routine</td>
</tr>
<tr>
<td>-opt-streaming-cache-evict</td>
<td>-qopt-streaming-cache-evict</td>
</tr>
<tr>
<td>-opt-streaming-stores</td>
<td>-qopt-streaming-stores</td>
</tr>
<tr>
<td>-opt-subscript-in-range</td>
<td>-qopt-subscript-in-range</td>
</tr>
<tr>
<td>-opt-threads-per-core</td>
<td>-qopt-threads-per-core</td>
</tr>
<tr>
<td>-use-asm</td>
<td>None</td>
</tr>
<tr>
<td>-xS</td>
<td>-xSSE4.1</td>
</tr>
<tr>
<td>-xSSE3_ATOM</td>
<td>-xATOM_SSSE3</td>
</tr>
<tr>
<td>-xSSSE3_ATOM</td>
<td>-xATOM_SSSE3</td>
</tr>
<tr>
<td>-xT</td>
<td>Linux* OS: -xSSSE3</td>
</tr>
<tr>
<td></td>
<td>OS X* on IA-32 architecture: None</td>
</tr>
<tr>
<td></td>
<td>OS X* on Intel® 64 architecture: -xSSSE3</td>
</tr>
<tr>
<td>-[no]zero</td>
<td>-init=[no]zero</td>
</tr>
</tbody>
</table>

### Windows* OS Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>/arch:SSE</td>
<td>/arch:IA32</td>
</tr>
<tr>
<td>/debug:partial</td>
<td>None</td>
</tr>
<tr>
<td>/Ge</td>
<td>/Gs0</td>
</tr>
<tr>
<td>/MDs[d]</td>
<td>None</td>
</tr>
<tr>
<td>/QaxS</td>
<td>/QaxSSE4.1</td>
</tr>
<tr>
<td>/QaxT</td>
<td>/QaxSSSE3</td>
</tr>
<tr>
<td>/QIfist</td>
<td>/Qrcd</td>
</tr>
<tr>
<td>/Qsox</td>
<td>None</td>
</tr>
</tbody>
</table>
### Windows* OS Options

<table>
<thead>
<tr>
<th>Windows* OS Options</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>/Quse-asm</td>
<td>None</td>
</tr>
<tr>
<td>/Qvc9</td>
<td>None</td>
</tr>
<tr>
<td>/QxS</td>
<td>/QxSSE4.1</td>
</tr>
<tr>
<td>/QxSSE3_ATOM</td>
<td>/QxATOM_SSSE3</td>
</tr>
<tr>
<td>/QxSSSE3_ATOM</td>
<td>/QxATOM_SSSE3</td>
</tr>
<tr>
<td>/QxT</td>
<td>/QxSSSE3</td>
</tr>
<tr>
<td>/Qzero[-]</td>
<td>/Qinit:[no]zero</td>
</tr>
<tr>
<td>/unroll</td>
<td>/Qunroll</td>
</tr>
</tbody>
</table>

### Removed Options

Some compiler options are no longer supported and have been removed. If you use one of these options, the compiler issues a warning, ignores the option, and then proceeds with compilation.

The following two tables list options that are no longer supported.

Note that removed options are not limited to these lists.

### Linux* OS and OS X* Options

- **Linux* OS and OS X* Options**
- **Suggested Replacement**

<table>
<thead>
<tr>
<th>Linux* OS and OS X* Options</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>-l</td>
<td>-f66</td>
</tr>
<tr>
<td>-66</td>
<td>-f66</td>
</tr>
<tr>
<td>-automatic</td>
<td>-auto</td>
</tr>
<tr>
<td>-axB</td>
<td>-axSSE2</td>
</tr>
<tr>
<td>-axH</td>
<td>-axSSE4.2</td>
</tr>
<tr>
<td>-axi</td>
<td>None</td>
</tr>
<tr>
<td>-axK</td>
<td>No exact replacement; upgrade to -msse2</td>
</tr>
<tr>
<td>-axM</td>
<td>None</td>
</tr>
<tr>
<td>-axN</td>
<td>Linux* OS: -axSSE2</td>
</tr>
<tr>
<td></td>
<td>OS X*: None</td>
</tr>
<tr>
<td>-axP</td>
<td>Linux* OS: -axSSE3</td>
</tr>
<tr>
<td></td>
<td>OS X* on IA-32 architecture: -axSSE3</td>
</tr>
<tr>
<td></td>
<td>OS X* on Intel® 64 architecture: None</td>
</tr>
<tr>
<td>-axW</td>
<td>-msse2</td>
</tr>
<tr>
<td>-cm</td>
<td>-warn nousage</td>
</tr>
<tr>
<td>-cxxlib-gcc[=dir]</td>
<td>-cxxlib[=dir]</td>
</tr>
<tr>
<td>-cxxlib-icc</td>
<td>None</td>
</tr>
<tr>
<td>-diag-enable=sc</td>
<td>None</td>
</tr>
<tr>
<td><strong>Linux® OS and OS X® Options</strong></td>
<td><strong>Suggested Replacement</strong></td>
</tr>
<tr>
<td>---------------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>-diag-enable=sc-enums</td>
<td>None</td>
</tr>
<tr>
<td>-diag-enable=sc-include</td>
<td>None</td>
</tr>
<tr>
<td>-diag-enable=sc-single-file</td>
<td>None</td>
</tr>
<tr>
<td>-diag-sc-dir</td>
<td>None</td>
</tr>
<tr>
<td>-diag-enable sv[&lt;n&gt;]</td>
<td>-diag-enable sc[&lt;n&gt;]</td>
</tr>
<tr>
<td>-diag-enable sv-include</td>
<td>-diag-enable sc-include</td>
</tr>
<tr>
<td>-diag-sv</td>
<td>-diag-enable sc[&lt;n&gt;]</td>
</tr>
<tr>
<td>-diag-sv-error</td>
<td>-diag-disable warning</td>
</tr>
<tr>
<td>-diag-sv-include</td>
<td>-diag-enable sc-include</td>
</tr>
<tr>
<td>-diag-sv-level</td>
<td>None</td>
</tr>
<tr>
<td>-diag-sv-sup</td>
<td>-diag-disable &lt;v&gt;[,&lt;v2,...]</td>
</tr>
<tr>
<td>-dps</td>
<td>-altparam</td>
</tr>
<tr>
<td>-F</td>
<td>-preprocess-only or -P</td>
</tr>
<tr>
<td>-falign-stack=mode</td>
<td>None; this option is only removed on OS X*</td>
</tr>
<tr>
<td>-fp</td>
<td>-fno-omit-frame-pointer</td>
</tr>
<tr>
<td>-fpstkchk</td>
<td>-fp-stack-check</td>
</tr>
<tr>
<td>-func-groups</td>
<td>-prof-func-groups</td>
</tr>
<tr>
<td>-fvisibility=internal</td>
<td>-fvisibility=hidden</td>
</tr>
<tr>
<td>-i-dynamic</td>
<td>-shared-intel</td>
</tr>
<tr>
<td>-i-static</td>
<td>-static-intel</td>
</tr>
<tr>
<td>-inline-debug-info</td>
<td>-debug inline-debug-info</td>
</tr>
<tr>
<td>-ipo-obj (and -ipo_obj)</td>
<td>None</td>
</tr>
<tr>
<td>-Kpic, -KPIC</td>
<td>-fpic</td>
</tr>
<tr>
<td>-lowercase</td>
<td>-names lowercase</td>
</tr>
<tr>
<td>-mp</td>
<td>-fp-model</td>
</tr>
<tr>
<td>-nobss-init</td>
<td>-no-bss-init</td>
</tr>
<tr>
<td>-no-standard-semantics</td>
<td>No exact replacement; negate specific options separately</td>
</tr>
<tr>
<td>-nus</td>
<td>-assume nounderscore</td>
</tr>
<tr>
<td>-Ob</td>
<td>-inline-level</td>
</tr>
<tr>
<td>-onetrip</td>
<td>-f66</td>
</tr>
<tr>
<td>Linux* OS and OS X* Options</td>
<td>Suggested Replacement</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------</td>
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<tr>
<td>-openmp-lib legacy</td>
<td>None</td>
</tr>
<tr>
<td>-openmp-profile</td>
<td>None</td>
</tr>
<tr>
<td>-openmp-report</td>
<td>-qopt-report -qopt-report-phase=openmp</td>
</tr>
<tr>
<td>-opt-report-level</td>
<td>-qopt-report</td>
</tr>
<tr>
<td>-par-report</td>
<td>-qopt-report -qopt-report-phase=par</td>
</tr>
<tr>
<td>-prefetch</td>
<td>-qopt-prefetch</td>
</tr>
<tr>
<td>-prof-format-32</td>
<td>None</td>
</tr>
<tr>
<td>-prof-gen-sampling</td>
<td>None</td>
</tr>
<tr>
<td>-prof-genx</td>
<td>-prof-gen=srcpos</td>
</tr>
<tr>
<td>-qp</td>
<td>-p</td>
</tr>
<tr>
<td>-qopenmp-report</td>
<td>-qopt-report -qopt-report-phase=openmp</td>
</tr>
<tr>
<td>-rct</td>
<td>None</td>
</tr>
<tr>
<td>-shared-libcxa</td>
<td>-shared-libgcc</td>
</tr>
<tr>
<td>-ssp</td>
<td>None</td>
</tr>
<tr>
<td>-static-libcxa</td>
<td>-static-libgcc</td>
</tr>
<tr>
<td>-syntax</td>
<td>-syntax-only or -fsyntax-only</td>
</tr>
<tr>
<td>-tpp1</td>
<td>None</td>
</tr>
<tr>
<td>-tpp2</td>
<td>-mtune=itanium2</td>
</tr>
<tr>
<td>-tpp5</td>
<td>None</td>
</tr>
<tr>
<td>-tpp6</td>
<td>None</td>
</tr>
<tr>
<td>-tpp7</td>
<td>-mtune=pentium4</td>
</tr>
<tr>
<td>-tprofile</td>
<td>None</td>
</tr>
<tr>
<td>-tune</td>
<td>-x&lt;code&gt;</td>
</tr>
<tr>
<td>-uppercase</td>
<td>-names uppercase</td>
</tr>
<tr>
<td>-us</td>
<td>-assume underscore</td>
</tr>
<tr>
<td>-vec-report</td>
<td>-qopt-report -qopt-report-phase=vec</td>
</tr>
<tr>
<td>-xB</td>
<td>-xsse2</td>
</tr>
<tr>
<td>-xi</td>
<td>None</td>
</tr>
<tr>
<td>-xK</td>
<td>No exact replacement; upgrade to -msse2</td>
</tr>
<tr>
<td>-xM</td>
<td>None</td>
</tr>
<tr>
<td><em><em>Linux</em> OS and OS X</em> Options**</td>
<td><strong>Suggested Replacement</strong></td>
</tr>
<tr>
<td>---------------------------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>–xN</td>
<td>Linux* OS: –xSSE2</td>
</tr>
<tr>
<td></td>
<td>OS X*: None</td>
</tr>
<tr>
<td>–xO</td>
<td>–msse3</td>
</tr>
<tr>
<td>–xP</td>
<td>Linux* OS: –xSSE3</td>
</tr>
<tr>
<td></td>
<td>OS X* on IA-32 architecture: –xSSE3</td>
</tr>
<tr>
<td></td>
<td>OS X* on Intel® 64 architecture: None</td>
</tr>
<tr>
<td>–xW</td>
<td>–msse2</td>
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<table>
<thead>
<tr>
<th><em><em>Windows</em> OS Options</em>*</th>
<th><strong>Suggested Replacement</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>/1</td>
<td>/f66</td>
</tr>
<tr>
<td>/4ccD (and /4ccd)</td>
<td>None</td>
</tr>
<tr>
<td>/4Nb</td>
<td>/check:none</td>
</tr>
<tr>
<td>/4Yb</td>
<td>/check:all</td>
</tr>
<tr>
<td>/architecture</td>
<td>/arch</td>
</tr>
<tr>
<td>/asmattr:none,/noasmattr</td>
<td>/FA</td>
</tr>
<tr>
<td>/asmattr:machine</td>
<td>/FAc</td>
</tr>
<tr>
<td>/asmattr:source</td>
<td>/FAs</td>
</tr>
<tr>
<td>/asmattr:all</td>
<td>/FAc's</td>
</tr>
<tr>
<td>/asmfile</td>
<td>/Fa</td>
</tr>
<tr>
<td>/automatic</td>
<td>/auto</td>
</tr>
<tr>
<td>/cm</td>
<td>/warn:nousage</td>
</tr>
<tr>
<td>/debug:parallel</td>
<td>None</td>
</tr>
<tr>
<td>/Fm</td>
<td>/map</td>
</tr>
<tr>
<td>/G1</td>
<td>None</td>
</tr>
<tr>
<td>/G5</td>
<td>None</td>
</tr>
<tr>
<td>/G6 (or /GB)</td>
<td>None</td>
</tr>
<tr>
<td>/G7</td>
<td>None</td>
</tr>
<tr>
<td>/Gf</td>
<td>/GF</td>
</tr>
<tr>
<td>/ML[d]</td>
<td>Upgrade to /MT[d]</td>
</tr>
<tr>
<td>/Og</td>
<td>/O1, /O2, or /O3</td>
</tr>
<tr>
<td>/Op</td>
<td>/fltconsistency</td>
</tr>
<tr>
<td>/optimize:0,/nooptimize</td>
<td>/Od</td>
</tr>
<tr>
<td>Windows* OS Options</td>
<td>Suggested Replacement</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>/optimize:1, /optimize:2</td>
<td>/O1</td>
</tr>
<tr>
<td>/optimize:3, /optimize:4</td>
<td>/O2</td>
</tr>
<tr>
<td>/optimize:5</td>
<td>/O3</td>
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<tr>
<td>/QaxB</td>
<td>/QaxSSE2</td>
</tr>
<tr>
<td>/QaxH</td>
<td>/QaxSSE4.2</td>
</tr>
<tr>
<td>/Qaxi</td>
<td>None</td>
</tr>
<tr>
<td>/QaxK</td>
<td>Upgrade to /arch:SSE2</td>
</tr>
<tr>
<td>/QaxM</td>
<td>None</td>
</tr>
<tr>
<td>/QaxN</td>
<td>/QaxSSE2</td>
</tr>
<tr>
<td>/QaxP</td>
<td>/QaxSSE3</td>
</tr>
<tr>
<td>/QaxW</td>
<td>/arch:SSE2</td>
</tr>
<tr>
<td>/Qcpp</td>
<td>/fpp</td>
</tr>
<tr>
<td>/Qdiag-enable:sc</td>
<td>None</td>
</tr>
<tr>
<td>/Qdiag-enable:sc-enums</td>
<td>None</td>
</tr>
<tr>
<td>/Qdiag-enable:sc-include</td>
<td>None</td>
</tr>
<tr>
<td>/Qdiag-enable:sc-single-file</td>
<td>None</td>
</tr>
<tr>
<td>/Qdiag-sc-dir</td>
<td>None</td>
</tr>
<tr>
<td>/Qdiag-enable:sv[n]</td>
<td>/Qdiag-enable:sv[n]</td>
</tr>
<tr>
<td>/Qdiag-enable:sv-include</td>
<td>/Qdiag-enable:sv-include</td>
</tr>
<tr>
<td>/Qdiag-sv</td>
<td>/Qdiag-enable:sv[n]</td>
</tr>
<tr>
<td>/Qdiag-sv-error</td>
<td>/Qdiag-disable:warning</td>
</tr>
<tr>
<td>/Qdiag-sv-include</td>
<td>/Qdiag-enable:sc-include</td>
</tr>
<tr>
<td>/Qdiag-sv-level</td>
<td>None</td>
</tr>
<tr>
<td>/Qdiag-sv-sup</td>
<td>/Qdiag-disable:&lt;v&gt;[,&lt;v2,...]</td>
</tr>
<tr>
<td>/Qdps</td>
<td>/altparam</td>
</tr>
<tr>
<td>/Qextend-source</td>
<td>/extend-source</td>
</tr>
<tr>
<td>/Qfpp[0</td>
<td>1</td>
</tr>
<tr>
<td>/Qfpstkchk</td>
<td>/Qfp-stack-check</td>
</tr>
<tr>
<td>/Qinline-debug-info</td>
<td>/debug:inline-debug-info</td>
</tr>
<tr>
<td>/Qipo-obj (and /Qipo_obj)</td>
<td>None</td>
</tr>
<tr>
<td>Windows* OS Options</td>
<td>Suggested Replacement</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>------------------------------------------------------------</td>
</tr>
<tr>
<td>/Qlowercase</td>
<td>/names:lowercase</td>
</tr>
<tr>
<td>/Qonetriq</td>
<td>/f66</td>
</tr>
<tr>
<td>/Qopenmp-lib:legacy</td>
<td>None</td>
</tr>
<tr>
<td>/Qopenmp-link</td>
<td>None</td>
</tr>
<tr>
<td>/Qopenmp-profile</td>
<td>None</td>
</tr>
<tr>
<td>/Qopenmp-report</td>
<td>/Qopt-report /Qopt-report-phase:openmp</td>
</tr>
<tr>
<td>/Qopt-report-level</td>
<td>/Qopt-report</td>
</tr>
<tr>
<td>/Qpar-report</td>
<td>/Qopt-report /Qopt-report-phase:par</td>
</tr>
<tr>
<td>/Qprefetch</td>
<td>/Qopt-prefetch</td>
</tr>
<tr>
<td>/Qprof-format-32</td>
<td>None</td>
</tr>
<tr>
<td>/Qprof-gen-sampling</td>
<td>None</td>
</tr>
<tr>
<td>/Qprof-genx</td>
<td>/Qprof-gen=srcpos</td>
</tr>
<tr>
<td>/Qrct</td>
<td>None</td>
</tr>
<tr>
<td>/Qssp</td>
<td>None</td>
</tr>
<tr>
<td>/Qtprofile</td>
<td>None</td>
</tr>
<tr>
<td>/Quppercase</td>
<td>/names:uppercase</td>
</tr>
<tr>
<td>/Quse-vcdebug</td>
<td>None</td>
</tr>
<tr>
<td>/Qvc6</td>
<td>None</td>
</tr>
<tr>
<td>/Qvc7</td>
<td>None</td>
</tr>
<tr>
<td>/Qvc7.1</td>
<td>None</td>
</tr>
<tr>
<td>/Qvc8</td>
<td>None</td>
</tr>
<tr>
<td>/Qvec-report</td>
<td>/Qopt-report /Qopt-report-phase:vec</td>
</tr>
<tr>
<td>/Qvms</td>
<td>/vms</td>
</tr>
<tr>
<td>/QxB</td>
<td>/QxSSE2</td>
</tr>
<tr>
<td>/Qxi</td>
<td>None</td>
</tr>
<tr>
<td>/QxK</td>
<td>Upgrade to /arch:SSE2</td>
</tr>
<tr>
<td>/QxM</td>
<td>None</td>
</tr>
<tr>
<td>/QxN</td>
<td>/QxSSE2</td>
</tr>
<tr>
<td>/QxO</td>
<td>/arch:SSE3</td>
</tr>
<tr>
<td>/QxP</td>
<td>/QxSSE3</td>
</tr>
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</table>
### Windows* OS Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>/QxW</td>
<td>/arch:SSE2</td>
</tr>
<tr>
<td>/source</td>
<td>/Tf</td>
</tr>
<tr>
<td>/standard-semantics-</td>
<td>No exact replacement; negate specific options separately</td>
</tr>
<tr>
<td>/tune</td>
<td>/Qx&lt;code&gt;</td>
</tr>
<tr>
<td>/unix</td>
<td>None</td>
</tr>
<tr>
<td>/us</td>
<td>/assume:underscore</td>
</tr>
<tr>
<td>/w90, /w95</td>
<td>None</td>
</tr>
<tr>
<td>/Zd</td>
<td>/debug:minimal</td>
</tr>
</tbody>
</table>

### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

### Ways to Display Certain Option Lists

#### Displaying Options Passed to Offload Compilation

This topic only applies to Intel® MIC Architecture.

Certain compiler options are passed to offload compilation automatically.

To display compiler options that are passed to offload compilation after they are specified on the host compilation command line, specify the following option, which is only available on Intel® MIC Architecture:

- `watch=mic-cmd` ! Linux systems
- `/watch:mic-cmd` ! Windows systems

Only options that are automatically passed are displayed. Note that the above option is ignored when you specify option `-mmic` on Linux* systems or option `/Qmic` on Windows* systems.

For more information about the `watch` option, which can also be used to display other information, see `watch`.

Other compiler options are not passed to offload compilation automatically.

If you want to pass additional options to offload compilation, or you would like to override the command line options automatically passed to offload compilation, you must use option `[q or Q]offload-option` to specify the additional or overriding options.

For more information about this option, see `qoffload-option`, `Qoffload-option`.

#### Displaying Online Lists and Functional Groupings

To display a list of all available compiler options, specify option `help` on the command line.
To display functional groupings of compiler options, specify a functional category for option help. For example, to display a list of options that affect diagnostic messages, enter one of the following commands:

```
-hel help diagnostics     ! Linux and OS X systems
/help diagnostics     ! Windows systems
```

For details on other categories you can specify, see help.

Displaying Alphabetical Lists of Compiler Options

In some online help formats, you can see an alphabetical list of all available compiler options by going to the Index in your documentation and doing the following:

- Enter a single dash (-) to see a list of all Linux* OS and OS X* compiler options
- Enter a slash (/) to see a list of all Windows* OS compiler options

Note that some online help formats do not offer an index.

Compiler Option Categories and Descriptions

Compiler Option Descriptions and General Rules

This section includes descriptions of all the current Linux*, OS X*, and Windows* compiler options. The option names are arranged by functional category, and within each category, the options are listed in alphabetical order.

Option Descriptions

Each option description contains the following information:

- The primary name for the option and a short description of the option.
- Architecture Restrictions
  This section only appears if there is a known architecture restriction for the option.
  Restrictions may appear for any of the following architectures:
  - IA-32 architecture
  - Intel® 64 architecture
  - Intel® 64 architecture targeting Intel® Many Integrated Core Architecture (Intel® MIC Architecture)
    Note that within the relevant compiler option descriptions, this architecture will be referred to as:
    Intel® 64 architecture targeting Intel® MIC Architecture

  Certain operating systems are not available on all the above architectures. For the latest information, please check your Release Notes.
- Syntax
  This shows the syntax on Linux* and OS X* systems and the syntax on Windows* systems. If the option has no syntax on one of these systems, that is, the option is not valid on a particular operating system, it will specify "None".
- Arguments
  This shows any arguments (parameters) that are related to the option. If the option has no arguments, it will specify "None".
- Default
  This shows the default setting for the option.
- Description
  This shows the full description of the option. It may also include further information on any applicable arguments.
- IDE Equivalent
This shows information related to the integrated development environment (IDE) Property Pages on Windows*, Linux*, and OS X* systems. It shows on which Property Page the option appears, and under what category it's listed. The Windows* IDE is Microsoft* Visual Studio* .NET; the Linux* IDE is Eclipse*; the OS X* IDE is Xcode*. If the option has no IDE equivalent, it will specify "None". Note that in this release, there is no IDE support for Fortran on Linux*.

- **Alternate Options**
  This lists any options that are synonyms for the described option. If there are no alternate option names, it will show "None".
  Some of the alternate option names are deprecated and may be removed in future releases.
  Many options have an older spelling where underscores ("_") instead of hyphens ("-") connect the main option names. The older spelling is a valid alternate option name.

Some option descriptions may also have the following:

- **Example**
  This shows a short example that includes the option

- **See Also**
  This shows where you can get further information on the option or related options.

### Compiler Option Names in Descriptions

The following conventions are used as shortcuts when referencing compiler option names in descriptions:

- Many options have names that are the same on Linux*, OS X*, and Windows*, except that the Windows form starts with an initial / and the Linux and OS X form starts with an initial -. Within text, such option names are shown without the initial character; for example, check.

- Many options have names that are the same on Linux*, OS X*, and Windows*, except that the Windows form starts with an initial Q. Within text, such option names are shown as [Q]option-name.
  
  For example, if you see a reference to [Q]ip, the Linux* and OS X* form of the option is -ip and the Windows form of the option is /Qip.

- Several compiler options have similar names except that the Linux* and OS X* forms start with an initial q and the Windows form starts with an initial Q. Within text, such option names are shown as [q or Q]option-name.
  
  For example, if you see a reference to [q or Q]opt-report, the Linux* and OS X* form of the option is -qopt-report and the Windows form of the option is /Qopt-report.

Compiler option names that are more dissimilar are shown in full.

### General Rules for Compiler Options

You cannot combine options with a single dash (Linux* and OS X*) or slash (Windows*). For example:

- On Linux* and OS X* systems: This is incorrect: -wc; this is correct: -w -c
- On Windows* systems: This is incorrect: /wc; this is correct: /w /c

All Linux* and OS X* compiler options are case sensitive. Many Windows* options are case sensitive. Some options have different meanings depending on their case; for example, option "c" prevents linking, but option "C" checks for certain conditions at run time.

Options specified on the command line apply to all files named on the command line.

Options can take arguments in the form of file names, strings, letters, or numbers. If a string includes spaces, the string must be enclosed in quotation marks. For example:

- On Linux* and OS X* systems, -dynamic-linker mylink (file name) or -Umacro3 (string)
- On Windows* systems, /Famyfile.s (file name) or /V"version 5.0" (string)

Compiler options can appear in any order.

On Windows* systems, all compiler options must precede /link options, if any, on the command line.
Unless you specify certain options, the command line will both compile and link the files you specify.

You can abbreviate some option names, entering as many characters as are needed to uniquely identify the option.

Certain options accept one or more keyword arguments following the option name. For example, the `arch` option accepts several keywords.

To specify multiple keywords, you typically specify the option multiple times. However, there are exceptions; for example, the following are valid: `-axNB` (Linux*) or `/QaxNB` (Windows*).

**NOTE**

On Windows* systems, you can sometimes use a comma to separate keywords. For example, the following is valid:

```bash
ifort /warn:usage,declarations test.f90
```

On these systems, you can use an equals sign (=) instead of the colon:

```bash
ifort /warn=usage,declarations test.f90
```

Compiler options remain in effect for the whole compilation unless overridden by a compiler directive.

To disable an option, specify the negative form of the option.

On Windows* systems, you can also disable one or more optimization options by specifying option `/Od` last on the command line.

**NOTE**

On Windows* systems, the `/Od` option is part of a mutually-exclusive group of options that includes `/Od`, `/O1`, `/O2`, `/O3`, and `/Ox`. The last of any of these options specified on the command line will override the previous options from this group.

If there are enabling and disabling versions of an option on the command line, the last one on the command line takes precedence.

**Offload Options**

`mmic`, `Qmic`

Builds an application that runs natively on Intel® MIC Architecture. This option only applies to Intel® MIC Architecture.

**Architecture Restrictions**

Only available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

**Linux OS:**

- `mmic`

**OS X:**

None

**Windows OS:**

`/Qmic`
Arguments
None

Default
OFF

The compiler builds a heterogeneous application. You must specify this option to build an application that runs natively on Intel® MIC Architecture.

Description
This option enables the cross compiler to build an application that runs natively on Intel® MIC Architecture. It is only available on the command line. When you use this option, the compiler defines the macro __MIC__.

NOTE
When you specify Windows* option /Qmic, you must specify any other options on the command line in the Linux* form. This is because all other options are passed directly to the native Intel® MIC Architecture compiler, which is a Windows*-hosted Linux* compiler.

IDE Equivalent
None

Alternate Options
None

Example
The following option generates the object file a.out, which only runs on Intel® MIC Architecture:

ifort -mmic hello.f90

The following shows that when you use option /Qmic, you must specify any other options in Linux form:

ifort /Qmic -qopt-report=3 -c example.F90

When debugging applications for Intel® MIC Architecture on Windows* OS, you should use:

ifort /Qmic -g

See Also
Supported Environment Variables
qoffload, Qoffload

Lets you specify the mode for offloading or tell the compiler to ignore language constructs for offloading. This option only applies to Intel® MIC Architecture. Option -q[no-]offload is the replacement option for -[no-]offload, which is deprecated.

Architecture Restrictions
Only available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS:
-qoffload[=keyword]
-qno-offload
OS X:
None

Windows OS:
/Qoffload[:keyword]
/Qoffload-

Arguments

**Keyword**

Specifies the mode for offloading or it disables offloading. Possible values are:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>Tells the compiler to ignore language constructs for offloading. Warnings are issued by the compiler. This is equivalent to the negative form of the option.</td>
</tr>
</tbody>
</table>
| mandatory| Specifies that offloading is mandatory (required). If the target is not available, one of the following occurs:  
  - If no STATUS clause is specified for the OFFLOAD directive, the program fails with an error message.  
  - If the STATUS clause is specified, the program continues execution on the CPU. |
| optional | Specifies that offloading is optional (requested). If the target is not available, the program is executed on the CPU, not the target. |

**Default**

**mandatory**

The compiler recognizes language constructs for offloading if they are specified. If option `-qoffload` (Linux*) or `/Qoffload` (Windows*) is specified with no `keyword`, the default is **mandatory**.

**Description**

This option lets you specify the mode for offloading or tell the compiler to ignore language constructs for offloading.

Option `-q[no-]offload` is the replacement option for `-[no-]offload`, which is deprecated.

If no `-qoffload` (Linux*) or `/Qoffload` (Windows*) option appears on the command line, then OFFLOAD directives are processed and:

- The MANDATORY or OPTIONAL clauses are obeyed if present
- If no MANDATORY or OPTIONAL clause is present, the offload is mandatory

If any of the following appears on the command line, then OFFLOAD directives are ignored:

- Linux* OS: `-qoffload=none` or `-qoffload`  
- Windows* OS: `/offload:none` or `/Qoffload`

However, OpenMP* directives for coprocessor control (for example, `$OMP TARGET`) are recognized if the `[q or Q]openmp` option is specified, regardless of whether or not OFFLOAD directives are recognized or ignored.

If `keyword` **mandatory** or **optional** appears for `[Q]offload`, then OFFLOAD directives are processed and:
• The MANDATORY or OPTIONAL clauses are obeyed, regardless of the -qoffload (Linux*) or /Qoffload (Windows*) keyword
• If no MANDATORY or OPTIONAL clause is present, then the -qoffload (Linux*) or /Qoffload (Windows*) keyword is obeyed

If the STATUS clause is specified for an OFFLOAD directive, it affects run-time behavior.

**IDE Equivalent**

Visual Studio:  **Code Generation > Offload Constructs**

Eclipse: None

Xcode: None

**Alternate Options**

None

**See Also**

qoffload-option, Qoffload-option compiler option

OFFLOAD directive

**Supported Environment Variables**

qoffload-attribute-target, Qoffload-attribute-target

Causes the compiler to flag procedures and data objects in the source file with the offload attribute target(mic). This option only applies to Intel® MIC Architecture. Option -qoffload-attribute-target is the replacement option for -offload-attribute-target, which is deprecated.

**Architecture Restrictions**

Only available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

**Linux OS:**

-qoffload-attribute-target=target-name

**OS X:**

None

**Windows OS:**

/Qoffload-attribute-target:target-name

**Arguments**

**target-name**

Is a specific target. The only supported value for this argument is mic.

**Default**

OFF

The compiler does not flag procedures and data objects in the source file with the offload attribute target(mic).

**Description**

This option causes the compiler to flag procedures and data objects in the source file with the offload attribute target(mic).
This option is similar to using the required individual directive ATTRIBUTES OFFLOAD:MIC to set the attribute target(mic) for all procedures and data objects in the source file.

Individual directive ATTRIBUTES OFFLOAD:MIC embedded in the source takes precedence over this option.

**IDE Equivalent**

None

**Alternate Options**

None

**Example**

The following example shows the \[q\ or Q\]offload-attribute-target option. The module variable t_glob is updated only on the host; the module variable t_priv is updated only on the target. The \[q\ or Q\]offload-attribute-target option is used to flag all of the global procedures and global variables with the target(mic) attribute so individual ATTRIBUTES directives do not need to be inserted in the sources for the global procedures and global variables that are available on both the host and the target.

```
t.F90
=======
program sample
    use m, only : t_glob, glob_func
    integer :: i
    !dir$ offload target(mic) out(i, t_glob)
    i = glob_func()
    write(*, '( "main: t_glob = ",i0," i = ",i0" )') t_glob, i
end program sample

m.F90
=======
module m
    integer :: t_glob = 65
    public :: glob_func
    integer :: t_priv = 43
    private :: priv_func, t_priv
contains
    integer function priv_func ()
      ! Increment on target only
      # ifdef __MIC__
      t_priv = t_priv + 1
      # endif
      priv_func = t_priv / 2
    end function priv_func

    integer function glob_func ()
      integer :: j
      j = priv_func()
      write(*, '( "glob_func: t_priv = ",i0," j = ",i0" )') t_priv, j
      ! Increment on target only#
      # ifdef __MIC__
      t_glob = t_glob + 1
      # endif
      glob_func = t_glob / 2
    end function glob_func
end module m
```

The command-lines for compiling the source files are:
**Linux* OS:**

```bash
$ ifort -c m.F90 -qoffload-attribute-target=mic
$ ifort m.o t.F90 -o t.exe
```

**Windows* OS:**

```bash
$ ifort /c m.F90 /Qoffload-attribute-target:mic
$ ifort m.obj t.F90 /exe:t.exe
```

The output of `t.exe` will look similar to the following:

```plaintext
glob_func: t_priv = 44 j = 22
main: t_glob = 66 i = 33
```

**See Also**

ATTRIBUTES OFFLOAD
Placing Variables and Functions on the Coprocessor

**qoffload-option, Qoffload-option**

Lets you explicitly specify options to be used for the specified target and tool. This option only applies to Intel® MIC Architecture. Option -qoffload-option is the replacement option for -offload-option, which is deprecated.

**Architecture Restrictions**

Only available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

**Linux OS:**

```
-qoffload-option, target, tool,"option-list"
```

**OS X:**

None

**Windows OS:**

```
/Qoffload-option, target, tool,"option-list"
```

**Arguments**

**target**

Is the target architecture. The only supported value for this argument is mic.

**tool**

Is the tool that the `option-list` is associated with. It can be one of the following values: ld, link, as, or compiler.

ld is the linker tool on Linux* OS; link is the linker tool on Windows* OS.

**option-list**

Is one or more options that are specific to the tool. The quotation mark delimiters are required. Each option in the `option-list` must be separated by a space.

For tool compiler, use compiler-specific options; for tool ld, use linker-specific options; for tool as, use assembler-specific options. The options for the tools always use the Linux form even when compiling on Windows.
The compiler does not pass additional options to the separate tools on the target architecture.

Description

This option lets you explicitly specify options to be used for the specified target and tool. It can be specified multiple times on the command line.

When building a heterogeneous application, the driver passes all compiler options specified on the command-line to the host compilation and only certain options to the offload compilation. To see a list of options passed to the offload compilation, specify option watch=mic-cmd.

If you want to pass additional options to the offload compilation, or you would like to override the command line options passed to offload compilation, you must use option [q or Q]offload-option to specify the additional or overriding options.

NOTE

If you specify the options I, L, D, or U with the option [q or Q]offload-option, they override any other I, L, D, and U options that are automatically passed from host to offload compilation.

To achieve the overriding effect, the I, L, D, and U options specified using [q or Q]offload-option are placed ahead of the I, L, D, and U options automatically copied over from the host compilation. All other options specified using [q or Q]offload-option are placed after the options copied over from host to offload compilation.

IDE Equivalent

Visual Studio: Code Generation > Additional Options for MIC Offload Compiler
Eclipse: None
Xcode: None

Alternate Options

None

Example

The following shows a valid example for the compiler tool:
-qoffload-option,mic,compiler, "-O3 -diag-disable 1234 -vec-report2" ! Linux* OS
/Qoffload-option,mic,compiler, "-O3 -diag-disable 1234 -vec-report2" ! Windows* OS

The following shows another example for the compiler tool:
-qoffload-option,mic,compiler, "-O3 -vec-report3" ! Linux* OS
/Qoffload-option,mic,compiler, "-O3 -vec-report3" ! Windows* OS

The following shows a valid example for the Linux* ld tool:
-qoffload-option,mic,ld,"-lmylib -L/my/path"

The following shows a valid example for the Windows* link tool:
/Qoffload-option,mic,link,"--no-undefined "C:\Program Files (x86)\Intel\Composer XE 2015\mk1\lib\mic\libmkl_intel_lp64.a""

Note that when you specify a path containing spaces in the option-list, you must enclose the path in quotes with escape characters (\") so it is interpreted correctly by the compiler.
The following shows a valid example for the Linux* as tool:

```bash
/qoffload-option,mic,as,"<assembler options>"     ! Linux* OS
/Qoffload-option,mic,as,"<assembler options>"     ! Windows* OS
```

The following Linux* example causes the offload compilation to search `-I/my_dir/mic/include` first, and to use `DMY_DEFINE=20` because they override the previously mentioned `-I/my_dir/include and -DMY_DEFINE=10`. The compiler also passes `-L/my_dir/mic/lib -L/my_dir/lib` to the offload ld step:

```bash
ifort -qoffload-option,mic,compiler, "-I/my_dir/include -L/my_dir/lib -DMY_DEFINE=10 -I/my_dir/mic/
include -DMY_DEFINE=20" -offload-option,mic,ld, "-L/my_dir/mic/lib" hello.f
```

The following Linux* example demonstrates how options specified in `-qoffload-option` override options automatically passed from host compilation to offload compilation:

```bash
-qoffload-option,mic,compiler,"-O3 -DMY_DEFINE=MIC" -DMY_DEFINE=HOST -O2
```

`-DMY_DEFINE=HOST -O2` will be used for the host compilation. However, `-DMY_DEFINE=MIC -O3` will override `-O2` and `-DMY_DEFINE=HOST` for the offload compilation.

See Also

watch compiler option
qoffload, Qoffload compiler option

Optimization Options

**falias**

*Determine whether aliasing should be assumed in the program.*

**Syntax**

Linux OS and OS X:

`-falias`

`-fno-alias`

Windows OS:

None

**Arguments**

None

**Default**

`-fno-alias` No aliasing is assumed in the program.

**Description**

This option determines whether aliasing should be assumed in the program.

If you want aliasing to be assumed in the program, specify `-falias`. However, this may affect performance.

**IDE Equivalent**

None

**Alternate Options**

Linux and OS X: None

Windows: `/Oa[-]`
**See Also**

ffnalias compiler option

**fast**

Maximizes speed across the entire program.

**Syntax**

Linux OS and OS X:

- `-fast`

Windows OS:

/`fast`

**Arguments**

None

**Default**

OFF  
The optimizations that maximize speed are not enabled.

**Description**

This option maximizes speed across the entire program.

It sets the following options:

On OS X* systems: `-ipo, -mdynamic-no-pic, -O3, -no-prec-div, -fp-model fast=2, and -xHost`

On Windows* systems: `/O3, /Qipo, /Qprec-div-, /fp:fast=2, and /QxHost`

On Linux* systems: `-ipo, -O3, -no-prec-div, -static, -fp-model fast=2, and -xHost`

On Intel® 64 architecture-based systems that target Intel® MIC Architecture: `[Q]ipo, O3, -no-prec-div`  
(Linux* OS) or `/Qprec-div-` (Windows* OS), `-fp-model fast=2` (Linux* OS) or `/fp:fast=2` (Windows* OS)

When option `fast` is specified, you can override the `[Q]xHost` option setting by specifying a different processor-specific `[Q]x` option on the command line. However, the last option specified on the command line takes precedence.

For example:

- On Linux* OS, if you specify option `-fast -xSSE3`, option `-xSSE3` takes effect. However, if you specify `-xSSE3 -fast`, option `-xHost` takes effect.
- On Windows* OS, if you specify option `/fast /QxSSE3`, option/QxSSE3 takes effect. However, if you specify `/QxSSE3 /fast`, option /QxHost takes effect.

For implications on non-Intel processors, refer to the `[Q]xHost` documentation.

---

**NOTE**

Option `fast` sets some aggressive optimizations that may not be appropriate for all applications. The resulting executable may not run on processor types different from the one on which you compile. You should make sure that you understand the individual optimization options that are enabled by option `fast`. 
IDE Equivalent

None

Alternate Options

None

See Also

fp-model, fp compiler option
xHost, QxHost compiler option
x, Qx compiler option
ffnalias

Specifies that aliasing should be assumed within functions.

Syntax

Linux OS and OS X:

-ffnalias
-fno-fnalias

Windows OS:

None

Arguments

None

Default

-ffnalias

Aliasing is assumed within functions.

Description

This option specifies that aliasing should be assumed within functions.
The -fno-fnalias option specifies that aliasing should not be assumed within functions, but should be assumed across calls.

IDE Equivalent

None

Alternate Options

Linux and OS X: None
See Also
fa1ias compiler option
foptimize-sibling-calls
Determines whether the compiler optimizes tail recursive calls.

Syntax
Linux OS and OS X:
-foptimize-sibling-calls
-fno-optimize-sibling-calls
Windows OS:
None

Arguments
None

Default
-foptimize-sibling-calls
The compiler optimizes tail recursive calls.

Description
This option determines whether the compiler optimizes tail recursive calls. It enables conversion of tail recursion into loops.

If you do not want to optimize tail recursive calls, specify -fno-optimize-sibling-calls.

Tail recursion is a special form of recursion that doesn't use stack space. In tail recursion, a recursive call is converted to a GOTO statement that returns to the beginning of the function. In this case, the return value of the recursive call is only used to be returned. It is not used in another expression. The recursive function is converted into a loop, which prevents modification of the stack space used.

IDE Equivalent
None

Alternate Options
None

fprotect-parens, Qprotect-parens
Determines whether the optimizer honors parentheses when expressions are evaluated.

Syntax
Linux OS and OS X:
-fprotect-parens
-fno-protect-parens
Windows OS:
/Qprotect-parens
/Qprotect-parens-
Arguments
None

Default
-fno-protect-parens  Parentheses are ignored when determining the order of expression evaluation.

or /Qno-protect-parens

Description
This option determines whether the optimizer honors parentheses when determining the order of expression evaluation.

When option -fprotect-parens (Linux* OS and OS X*) or /Qno-protect-parens (Windows* OS) is specified, the optimizer will maintain the order of evaluation imposed by parentheses in the code.

When the option -fno-protect-parens (Linux* OS and OS X*) or /Qno-protect-parens (Windows* OS) is specified, the optimizer may reorder expressions without regard for parentheses if it produces faster executing code.

IDE Equivalent
None

Alternate Options
None

Example
Consider the following expression:
A+(B+C)

By default, the parentheses are ignored and the compiler is free to re-order the operations based on the optimization level, the setting of option -fp-model (Linux* OS and OS X*) or /fp (Windows* OS), etc. to produce faster code. Code that is sensitive to the order of operations may produce different results (such as with some floating-point computations).

However, if -fprotect-parens (Linux* OS and OS X*) or /Qno-protect-parens (Windows* OS) is specified, parentheses around floating-point expressions (including complex floating-point and decimal floating-point) are honored and the expression will be interpreted following the normal precedence rules, that is, B+C will be computed first and then added to A.

This may produce slower code than when parentheses are ignored. If floating-point sensitivity is a specific concern, you should use option -fp-model precise (Linux* OS and OS X*) or /fp:precise (Windows* OS) to ensure precision because it controls all optimizations that may affect precision.

See Also
fp-model, fp compiler option

GF
Enables read-only string-pooling optimization.

Syntax
Linux OS and OS X:
None

Windows OS:
/GF
Arguments

None

Default

OFF

Description

This option enables read only string-pooling optimization.

IDE Equivalent

None

Alternate Options

None

\textit{nolib-inline}

\textit{Disables inline expansion of standard library or intrinsic functions.}

Syntax

\textbf{Linux OS and OS X:}

\texttt{-nolib-inline}

\textbf{Windows OS:}

None

Arguments

None

Default

OFF

The compiler inlines many standard library and intrinsic functions.

Description

This option disables inline expansion of standard library or intrinsic functions. It prevents the unexpected results that can arise from inline expansion of these functions.

IDE Equivalent

None

Alternate Options

None

\textbf{O}

\textit{Specifies the code optimization for applications.}

Syntax

\textbf{Linux OS and OS X:}

\texttt{-O [n]}
Windows OS:
/0 [n]

Arguments
n Is the optimization level. Possible values are 1, 2, or 3. On Linux* and OS X* systems, you can also specify 0.

Default
02 Optimizes for code speed. This default may change depending on which other compiler options are specified. For details, see below.

Description
This option specifies the code optimization for applications.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 (Linux* OS and OS X*)</td>
<td>This is the same as specifying 02.</td>
</tr>
<tr>
<td>00 (Linux OS and OS X)</td>
<td>Disables all optimizations. This option may set other options. This is determined by the compiler, depending on which operating system and architecture you are using. The options that are set may change from release to release. This option causes certain warn options to be ignored. This is the default if you specify option -debug (with no keyword).</td>
</tr>
</tbody>
</table>
| 01 | Enables optimizations for speed and disables some optimizations that increase code size and affect speed. To limit code size, this option:  
  * Enables global optimization; this includes data-flow analysis, code motion, strength reduction and test replacement, split-lifetime analysis, and instruction scheduling.  
  This option may set other options. This is determined by the compiler, depending on which operating system and architecture you are using. The options that are set may change from release to release. The 01 option may improve performance for applications with very large code size, many branches, and execution time not dominated by code within loops. |
| 02 | Enables optimizations for speed. This is the generally recommended optimization level. Vectorization is enabled at 02 and higher levels. On systems using IA-32 architecture: Some basic loop optimizations such as Distribution, Predicate Opt, Interchange, multi-versioning, and scalar replacements are performed. This option also enables:  
  * Inlining of intrinsics  
  * Intra-file interprocedural optimization, which includes:  
    * inlining  
    * constant propagation |
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>• forward substitution</td>
<td></td>
</tr>
<tr>
<td>• routine attribute propagation</td>
<td></td>
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<tr>
<td>• variable address-taken analysis</td>
<td></td>
</tr>
<tr>
<td>• dead static function elimination</td>
<td></td>
</tr>
<tr>
<td>• removal of unreferenced variables</td>
<td></td>
</tr>
<tr>
<td>• The following capabilities for performance gain:</td>
<td></td>
</tr>
<tr>
<td>• constant propagation</td>
<td></td>
</tr>
<tr>
<td>• copy propagation</td>
<td></td>
</tr>
<tr>
<td>• dead-code elimination</td>
<td></td>
</tr>
<tr>
<td>• global register allocation</td>
<td></td>
</tr>
<tr>
<td>• global instruction scheduling and control speculation</td>
<td></td>
</tr>
<tr>
<td>• loop unrolling</td>
<td></td>
</tr>
<tr>
<td>• optimized code selection</td>
<td></td>
</tr>
<tr>
<td>• partial redundancy elimination</td>
<td></td>
</tr>
<tr>
<td>• strength reduction/induction variable simplification</td>
<td></td>
</tr>
<tr>
<td>• variable renaming</td>
<td></td>
</tr>
<tr>
<td>• exception handling optimizations</td>
<td></td>
</tr>
<tr>
<td>• tail recursions</td>
<td></td>
</tr>
<tr>
<td>• peephole optimizations</td>
<td></td>
</tr>
<tr>
<td>• structure assignment lowering and optimizations</td>
<td></td>
</tr>
<tr>
<td>• dead store elimination</td>
<td></td>
</tr>
</tbody>
</table>

This option may set other options, especially options that optimize for code speed. This is determined by the compiler, depending on which operating system and architecture you are using. The options that are set may change from release to release.

On Windows* systems, this option is the same as the O0 option.

On Linux* and OS X* systems, if -g is specified, O2 is turned off and O0 is the default unless O2 (or O1 or O3) is explicitly specified in the command line together with -g.

On Linux systems, the -debug inline-debug-info option will be enabled by default if you compile with optimizations (option -O2 or higher) and debugging is enabled (option -g).

Many routines in the shared libraries are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

Perform O2 optimizations and enables more aggressive loop transformations such as Fusion, Block-Unroll-and-Jam, and collapsing IF statements.

This option may set other options. This is determined by the compiler, depending on which operating system and architecture you are using. The options that are set may change from release to release.

When O3 is used with options -ax or -x (Linux OS) or with options /Qax or /Qx (Windows OS), the compiler performs more aggressive data dependency analysis than for O2, which may result in longer compilation times.
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The O3 optimizations may not cause higher performance unless loop and memory access transformations take place. The optimizations may slow down code in some cases compared to O2 optimizations. The O3 option is recommended for applications that have loops that heavily use floating-point calculations and process large data sets. Many routines in the shared libraries are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.</td>
</tr>
</tbody>
</table>

The last option specified on the command line takes precedence over any others.

**IDE Equivalent**

Visual Studio: **General > Optimization (/Od, /O1, /O2, /O3, /fast)**  
**Optimization > Optimization (/Od, /O1, /O2, /O3, /fast)**  
Eclipse: None  
Xcode: **General > Optimization Level (-0)**

**Alternate Options**

| Option | Linux and OS X: None  
Windows: /Od |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>/O0</td>
<td></td>
</tr>
</tbody>
</table>
| /O2    | Linux and OS X: None  
Windows: /Ox |

**See Also**

Od compiler option  
fltconsistency compiler option  
fast compiler option

**Od**  
*Disables all optimizations.*

**Syntax**

Linux OS and OS X:  
None  

Windows OS:  
/Od

**Arguments**

None

**Default**

OFF  
The compiler performs default optimizations.

**Description**

This option disables all optimizations. It can be used for selective optimizations, such as a combination of /Od and /Ob1 (disables all optimizations, but enables inlining).
This option also causes certain /warn options to be ignored.
On IA-32 architecture, this option sets the /Oy- option.

**IDE Equivalent**
None

**Alternate Options**
Linux and OS X: `-O0`
Windows: `/optimize:0`

**See Also**
- `O` compiler option (see `O0`)

**Ofast**
*Sets certain aggressive options to improve the speed of your application.*

**Syntax**

**Linux OS and OS X:**

```
-Ofast
```

**Windows OS:**

None

**Arguments**
None

**Default**
OFF  
The aggressive optimizations that improve speed are not enabled.

**Description**
This option improves the speed of your application.
It sets compiler options `-O3`, `-no-prec-div`, and `-fp-model fast=2`.
On Linux* systems, this option is provided for compatibility with gcc.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
- `O` compiler option
- `prec-div`, `Qprec-div` compiler option
- `fast` compiler option
- `fp-model`, `fp` compiler option
Os

*Enables optimizations that do not increase code size; it produces smaller code size than O2.*

Syntax

Linux OS and OS X:
- `-Os`

Windows OS:
- `/Os`

Arguments

None

Default

OFF

Optimizations are made for code speed. However, if `O1` is specified, `Os` is the default.

Description

This option enables optimizations that do not increase code size; it produces smaller code size than `O2`. It disables some optimizations that increase code size for a small speed benefit.

This option tells the compiler to favor transformations that reduce code size over transformations that produce maximum performance.

IDE Equivalent

Visual Studio: **Optimization > Favor Size or Speed**

Eclipse: None

Xcode: None

Alternate Options

None

See Also

`O` compiler option

`Ot` compiler option

Ot

*Enables all speed optimizations.*

Syntax

Linux OS and OS X:

None

Windows OS:

`/Ot`

Arguments

None
Default

/0t

Optimizations are made for code speed.
If Od is specified, all optimizations are disabled. If o1 is specified, Os is the default.

Description
This option enables all speed optimizations.

IDE Equivalent
Visual Studio: Optimization > Favor Size or Speed (/0t, /Os)
Eclipse: None
Xcode: None

Alternate Options
None

See Also
O compiler option
Os compiler option

Code Generation Options

arch
_Tells the compiler which features it may target, including which instruction sets it may generate._

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:
-arch code

Windows OS:
/Arch:code

Arguments

code
Indicates to the compiler a feature set that it may target, including which instruction sets it may generate. Many of the following descriptions refer to Intel® Streaming SIMD Extensions (Intel® SSE) and Supplemental Streaming SIMD Extensions (SSSE). Possible values are:

CORE-AVX2 May generate Intel® Advanced Vector Extensions 2 (Intel® AVX2), Intel® AVX, SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.
CORE-AVX-I  May generate the RDRND instruction, Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

AVX  May generate Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

SSE4.2  May generate Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

SSE4.1  May generate Intel® SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

SSSE3  May generate SSSE3 instructions and Intel® SSE3, SSE2, and SSE instructions.

SSE3  May generate Intel® SSE3, SSE2, and SSE instructions.

SSE2  May generate Intel® SSE2 and SSE instructions. This value is only available on Linux* and Windows* systems.

SSE  This option has been deprecated; it is now the same as specifying IA32.

IA32  Generates x86/x87 generic code that is compatible with IA-32 architecture. Disables any default extended instruction settings, and any previously set extended instruction settings. It also disables all feature-specific optimizations and instructions. This value is only available on Linux* and Windows* systems using IA-32 architecture.

Default

Windows and Linux systems:  For more information on the default values, see Arguments above.
SSE2
OS X systems using IA-32  architecture:  SSE3
OS X systems using Intel® 64  architecture:  SSSE3

Description

This option tells the compiler which features it may target, including which instruction sets it may generate. Code generated with these options should execute on any compatible, non-Intel processor with support for the corresponding instruction set.

Options /arch and /Qx are mutually exclusive. If both are specified, the compiler uses the last one specified and generates a warning.

If you specify both the /Qax and /arch options, the compiler will not generate Intel-specific instructions.
For compatibility with Compaq* Visual Fortran, the compiler allows the following keyword values. However, you should use the suggested replacements.

<table>
<thead>
<tr>
<th>Compatibility Value</th>
<th>Suggested Replacement</th>
</tr>
</thead>
<tbody>
<tr>
<td>pn1</td>
<td>-mia32 or /arch:IA32</td>
</tr>
<tr>
<td>pn2</td>
<td>-mia32 or /arch:IA32</td>
</tr>
<tr>
<td>pn3</td>
<td>-mia32 or /arch:IA32</td>
</tr>
<tr>
<td>pn4</td>
<td>-msse2 or /arch:SSE2</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: **Code Generation > Enable Enhanced Instruction Set**

Eclipse: None

Xcode: None

**Alternate Options**

Linux and OS X: `-m`

Windows: None

**See Also**

x, Qx compiler option

xHost, QxHost compiler option

ax, Qax compiler option

arch compiler option

march compiler option

m compiler option

m32, m64, Qm32, Qm64 compiler option

**ax, Qax**

* Tells the compiler to generate multiple, feature-specific auto-dispatch code paths for Intel® processors if there is a performance benefit.

**Architecture Restrictions**

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

**Linux OS and OS X:**

`-axcode`

**Windows OS:**

`/Qaxcode`

**Arguments**

*code* Indicates to the compiler a feature set that it may target, including which instruction sets it may generate. The following descriptions refer to Intel® Streaming SIMD Extensions (Intel® SSE) and Supplemental Streaming SIMD Extensions (SSSE). Possible values are:
COMMON-AVX512 May generate Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Foundation instructions, Intel® AVX-512 Conflict Detection instructions, as well as the instructions enabled with CORE-AVX2.


CORE-AVX512 May generate Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Foundation instructions, Intel® AVX-512 Conflict Detection instructions, Intel® AVX-512 Doubleword and Quadword instructions, Intel® AVX-512 Byte and Word instructions and Intel® AVX-512 Vector Length extensions, as well as the instructions enabled with CORE-AVX2.

CORE-AVX2 May generate Intel® Advanced Vector Extensions 2 (Intel® AVX2), Intel® AVX, SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors.

CORE-AVX-I May generate the RDRND instruction, Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors.

AVX May generate Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors.

SSE4.2 May generate Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors.

SSE4.1 May generate Intel® SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors.

SSSE3 May generate SSSE3 instructions and Intel® SSE3, SSE2, and SSE instructions for Intel® processors. For OS X* systems, this value is only supported on Intel® 64 architecture. This replaces value T, which is deprecated.

SSE3 May generate Intel® SSE3, SSE2, and SSE instructions for Intel® processors. For OS X* systems, this value is only supported on IA-32 architecture.

SSE2 May generate Intel® SSE2 and SSE instructions for Intel® processors. This value is not available on OS X* systems.
Default

OFF  No auto-dispatch code is generated. Feature-specific code is generated and is controlled by the setting of the following compiler options:

- Linux* OS: -m and -x
- Windows* OS: /arch and /Qx
- OS X*: -x

Description

This option tells the compiler to generate multiple, feature-specific auto-dispatch code paths for Intel® processors if there is a performance benefit. It also generates a baseline code path. The Intel feature-specific auto-dispatch path is usually more optimized than the baseline path. Other options, such as O3, control how much optimization is performed on the baseline path.

The baseline code path is determined by the architecture specified by options -m or -x (Linux* OS and OS X*) or options /arch or /Qx (Windows* OS). While there are defaults for the [Q|x] option that depend on the operating system being used, you can specify an architecture and optimization level for the baseline code that is higher or lower than the default. The specified architecture becomes the effective minimum architecture for the baseline code path.

If you specify both the [Q]ax and [Q]x options, the baseline code will only execute on Intel® processors compatible with the setting specified for the [Q]x.

If you specify both the -ax and -m options (Linux OS and OS X) or the /Qax and /arch options (Windows OS), the baseline code will execute on non-Intel processors compatible with the setting specified for the -m or /arch option.

If you specify both the -ax and -march options (Linux OS and OS X), or the /Qax and /arch options (Windows OS), the compiler will not generate Intel-specific instructions.

The [Q]ax option tells the compiler to find opportunities to generate separate versions of functions that take advantage of features of the specified instruction features.

If the compiler finds such an opportunity, it first checks whether generating a feature-specific version of a function is likely to result in a performance gain. If this is the case, the compiler generates both a feature-specific version of a function and a baseline version of the function. At run time, one of the versions is chosen to execute, depending on the Intel® processor in use. In this way, the program can benefit from performance gains on more advanced Intel processors, while still working properly on older processors and non-Intel processors. A non-Intel processor always executes the baseline code path.

You can use more than one of the feature values by combining them. For example, you can specify -axSSE4.1,SSSE3 (Linux OS and OS X) or /QaxSSE4.1,SSSE3 (Windows OS). You cannot combine the old style, deprecated options and the new options. For example, you cannot specify -axSSE4.1,T (Linux OS and OS X) or /QaxSSE4.1,T (Windows OS).

Optimization Notice

Intel’s compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804
IDE Equivalent
Visual Studio: Code Generation > Add Processor-Optimized Code Path
Eclipse: None
Xcode: Optimization > (multiple values)

Alternate Options
None

See Also
x, Qx compiler option
xHost, QxHost compiler option
march compiler option
arch compiler option
m compiler option

fasynchronous-unwind-tables
Determines whether unwind information is precise at an instruction boundary or at a call boundary.

Syntax
Linux OS and OS X:
-fasynchronous-unwind-tables
-fno-asynchronous-unwind-tables

Windows OS:
None

Arguments
None

Default

Intel® 64 architecture: -fasynchronous-unwind-tables
The unwind table generated is precise at an instruction boundary, enabling accurate unwinding at any instruction.

IA-32 architecture: -fno-asynchronous-unwind-tables
The unwind table generated is precise at call boundaries only.

Description
This option determines whether unwind information is precise at an instruction boundary or at a call boundary. The compiler generates an unwind table in DWARF2 or DWARF3 format, depending on which format is supported on your system.

If -fno-asynchronous-unwind-tables is specified, the unwind table is precise at call boundaries only. In this case, the compiler will avoid creating unwind tables for routines such as the following:

- A C++ routine that does not declare objects with destructors and does not contain calls to routines that might throw an exception.
- A C/C++ or Fortran routine compiled without -fexceptions, and on Intel® 64 architecture, without -traceback.
• A C/C++ or Fortran routine compiled with `-fexceptions` that does not contain calls to routines that might throw an exception.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

`fexceptions` compiler option

**fexceptions**

*Enables exception handling table generation.*

**Syntax**

Linux OS and OS X:

- `-fexceptions`
- `-fno-exceptions`

Windows OS:

None

**Arguments**

None

**Default**

`-fno-exceptions`  
Exception handling table generation is disabled.

**Description**

This option enables C++ exception handling table generation, preventing Fortran routines in mixed-language applications from interfering with exception handling between C++ routines. The `-fno-exceptions` option disables C++ exception handling table generation, resulting in smaller code. When this option is used, any use of C++ exception handling constructs (such as try blocks and throw statements) when a Fortran routine is in the call chain will produce an error.

**IDE Equivalent**

None

**Alternate Options**

None

`fomit-frame-pointer, Oy`

*Determines whether EBP is used as a general-purpose register in optimizations.*

**Architecture Restrictions**

Option `/Oy[-]` is only available on IA-32 architecture
Syntax

Linux OS and OS X:
- `fomit-frame-pointer`
- `fno-omit-frame-pointer`

Windows OS:
/`Oy`
/`Oy-`

Arguments
None

Default
- `fomit-frame-pointer` or `/Oy`

EBP is used as a general-purpose register in optimizations. However, on Linux* and OS X* systems, the default is `-fno-omit-frame-pointer` if option `-O0` or `-g` is specified. On Windows* systems, the default is `/Oy-` if option `/Od` is specified.

Description
These options determine whether EBP is used as a general-purpose register in optimizations. Options `-fomit-frame-pointer` and `/Oy` allow this use. Options `-fno-omit-frame-pointer` and `/Oy-` disallow it.

Some debuggers expect EBP to be used as a stack frame pointer, and cannot produce a stack backtrace unless this is so. The `-fno-omit-frame-pointer` and `/Oy-` options direct the compiler to generate code that maintains and uses EBP as a stack frame pointer for all functions so that a debugger can still produce a stack backtrace without doing the following:

- For `-fno-omit-frame-pointer`: turning off optimizations with `-O0`
- For `/Oy-`: turning off `/O1`, `/O2`, or `/O3` optimizations

The `-fno-omit-frame-pointer` option is set when you specify option `-O0` or the `-g` option. The `-fomit-frame-pointer` option is set when you specify option `-O1`, `-O2`, or `-O3`.

The `/Oy` option is set when you specify the `/O1`, `/O2`, or `/O3` option. Option `/Oy-` is set when you specify the `/Od` option.

Using the `-fno-omit-frame-pointer` or `/Oy-` option reduces the number of available general-purpose registers by 1, and can result in slightly less efficient code.

IDE Equivalent
Visual Studio: **Optimization > Omit Frame Pointers**
Eclipse: None
Xcode: **Optimization > Provide Frame Pointer**

Alternate Options
Linux and OS X: `-fp` (this is a deprecated option)
Windows: None

**hotpatch**
*Tells the compiler to prepare a routine for hotpatching.*
Syntax

Linux OS:
-`-hotpatch[=n]`

OS X:
None

Windows OS:
-/hotpatch[:=n]

Arguments

\( n \)

An integer specifying the number of bytes the compiler should add before the function entry point.

Default

OFF

The compiler does not prepare routines for hotpatching.

Description

This option tells the compiler to prepare a routine for hotpatching. The compiler inserts nop padding around function entry points so that the resulting image is hot patchable.

Specifically, the compiler adds nop bytes after each function entry point and enough nop bytes before the function entry point to fit a direct jump instruction on the target architecture.

If \( n \) is specified, it overrides the default number of bytes that the compiler adds before the function entry point.

IDE Equivalent

None

Alternate Options

None

\( m \)

Tell the compiler which features it may target, including which instruction sets it may generate.

Architecture Restrictions

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:

-\( -mcode \)

Windows OS:

None
Arguments

code Indicates to the compiler a feature set that it may target, including which instruction sets it may generate. Many of the following descriptions refer to Intel® Streaming SIMD Extensions (Intel® SSE) and Supplemental Streaming SIMD Extensions (SSSE). Possible values are:

- **avx** May generate Intel® Advanced Vector Extensions (Intel® AVX), SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.
- **sse4.2** May generate Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.
- **sse4.1** May generate Intel® SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.
- **ssse3** May generate SSSE3 instructions and Intel® SSE3, SSE2, and SSE instructions.
- **sse3** May generate Intel® SSE3, SSE2, and SSE instructions.
- **sse2** May generate Intel® SSE2 and SSE instructions. This value is only available on Linux systems.
- **sse** This option has been deprecated; it is now the same as specifying ia32.
- **ia32** Generates x86/x87 generic code that is compatible with IA-32 architecture. Disables any default extended instruction settings, and any previously set extended instruction settings. It also disables all feature-specific optimizations and instructions. This value is only available on Linux* systems using IA-32 architecture.

Default

**Linux* systems:** `-msse2`  
**OS X* systems using IA-32 architecture:** `-msse3`  
**OS X* systems using Intel® 64 architecture:** `-mssse3`  

For more information on the default values, see Arguments above.

Description

This option tells the compiler which features it may target, including which instruction sets it may generate. Code generated with these options should execute on any compatible, non-Intel processor with support for the corresponding instruction set.

Options `-x` and `-m` are mutually exclusive. If both are specified, the compiler uses the last one specified and generates a warning.

**Linux* systems:** For compatibility with gcc, the compiler allows the following options but they have no effect. You will get a warning error, but the instructions associated with the name will not be generated. You should use the suggested replacement options.
gcc Compatibility Option (Linux OS)  |  Suggested Replacement Option
---|---
-mfma  |  -march=core-avx2
-mbmi, -mavx2, -mlzcnt  |  -march=core-avx2
-mmovbe  |  -march=atom -minstruction=movbe
-mcrc32, -maes, -mpclmul, -mpopcnt  |  -march=corei7
-mvzeroupper  |  -march=corei7-avx
-mfsgsbase, -mrdrnd, -mf16c  |  -march=core-avx-i

Many of the above gcc options are not available on Intel® MIC Architecture.

IDE Equivalent
None

Alternate Options
Linux and OS X: None
Windows: /arch

See Also
x, Qx compiler option
xHost, QxHost compiler option
ax, Qax compiler option
arch compiler option
march compiler option
m32, m64, Qm32, Qm64 compiler option
mmic, Qmic compiler option
m32, m64, Qm32, Qm64
Tell the compiler to generate code for a specific architecture.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:

-m32
-m64

Windows OS:

/Qm32
/Qm64

Arguments
None
Default
OFF

The compiler's behavior depends on the host system.

Description
These options tell the compiler to generate code for a specific architecture.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-m32 or /Qm32</td>
<td>Tells the compiler to generate code for IA-32 architecture.</td>
</tr>
<tr>
<td>-m64 or /Qm64</td>
<td>Tells the compiler to generate code for Intel® 64 architecture.</td>
</tr>
</tbody>
</table>

The -m32 and -m64 options are the same as OS X* options -arch i386 and -arch x86_64, respectively. These options are not related to the Intel® Fortran Compiler option arch.

On Linux* systems, these options are provided for compatibility with gcc.

IDE Equivalent
None

Alternate Options
None

march
_Tells the compiler to generate code for processors that support certain features._

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS and OS X:
-march=processor

Windows OS:
None

Arguments
processor
Indicates to the compiler the code it may generate. Possible values are:

- generic
  Generates code for the compiler's default behavior.
- core-avx2
  Generates code for processors that support Intel® Advanced Vector Extensions 2 (Intel® AVX2), Intel® AVX, SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.
Generates code for processors that support the RDRND instruction, Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

Generates code for processors that support Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

Generates code for processors that support Intel® SSE4 Efficient Accelerated String and Text Processing instructions. May also generate code for Intel® SSE4 Vectorizing Compiler and Media Accelerator, Intel® SSE3, SSE2, SSE, and SSSE3 instructions.

Generates code for processors that support MOVBE instructions, depending on the setting of option -minstruction (Linux* OS and OS X*) or /Qinstruction (Windows* OS). May also generate code for SSSE3 instructions and Intel® SSE3, SSE2, and SSE instructions.

Generates code for the Intel® Core™ 2 processor family.

Generates for Intel® Pentium® with MMX technology.

Generates for Intel® Pentium® Pro, Intel Pentium II, and Intel Pentium III processors.

Generates for Intel® Pentium® 4 processors with MMX technology.

Generates code for Intel® Pentium® processors. Value pentium3 is only available on Linux* OS.

If no architecture option is specified, value pentium4 is used by the compiler to generate code.

This option tells the compiler to generate code for processors that support certain features.
If you specify both the -ax and -march options, the compiler will not generate Intel-specific instructions.
Specifying -march=pentium4 sets -mtune=pentium4.
For compatibility, a number of historical processor values are also supported, but the generated code will not differ from the default.
### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

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### IDE Equivalent

None

### Alternate Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Linux</th>
<th>OS X</th>
<th>Windows</th>
</tr>
</thead>
<tbody>
<tr>
<td>-march=pentium3</td>
<td>-xSSE</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>-march=pentium4</td>
<td>-xSSE2</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>-march=pentium-m</td>
<td></td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>-march=core2</td>
<td>-xSSSE3</td>
<td>None</td>
<td>None</td>
</tr>
</tbody>
</table>

### See Also

- xHost, QxHost compiler option
- x, Qx compiler option
- ax, Qax compiler option
- arch compiler option
- minstruction, Qinstruction compiler option
- m compiler option

**masm**

_Tells the compiler to generate the assembler output file using a selected dialect._

### Syntax

**Linux OS:**

- `masm=dialect`

**OS X:**

None

**Windows OS:**

None
Arguments

dialect  
Is the dialect to use for the assembler output file. Possible values are:

att  
Tells the compiler to generate the assembler output file using AT&T* syntax.

intel  
Tells the compiler to generate the assembler output file using Intel syntax.

Default

-masm=att  
The compiler generates the assembler output file using AT&T* syntax.

Description

This option tells the compiler to generate the assembler output file using a selected dialect.

IDE Equivalent

None

Alternate Options

None

minstruction, Qinstruction  
Determines whether MOVBE instructions are generated for certain Intel processors.

Architecture Restrictions

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:

-minstruction=[no]movbe

Windows OS:

/Qinstruction:[no]movbe

Arguments

None

Default

-minstruction=nomovbe  
/or/Qinstruction:nomovbe  
The compiler does not generate MOVBE instructions for Intel® Atom™ processors.

Description

This option determines whether MOVBE instructions are generated for Intel® Atom™ processors. To use this option, you must also specify [Q]xATOM_SSSE3 or [Q]xATOM_SSE4.2.

If -minstruction=movbe or /Qinstruction:movbe is specified, the following occurs:
• MOVBE instructions are generated that are specific to the Intel® Atom™ processor.
• Generated executables can only be run on Intel® Atom™ processors or processors that support Supplemental Streaming SIMD Extensions 3 (Intel® SSSE3) or Intel® Streaming SIMD Extensions 4.2 (Intel® SSE4.2) and MOVBE.

If -minstruction=nomovbe or /Qinstruction:nomovbe is specified, the following occurs:

• The compiler optimizes code for the Intel® Atom™ processor, but it does not generate MOVBE instructions.
• Generated executables can be run on non-Intel® Atom™ processors that support Intel® SSE3 or Intel® SSE4.2.

IDE Equivalent
None

Alternate Options
None

See Also
x, Qx compiler option

mtune
Performs optimizations for specific processors.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS and OS X:
-mtune=processor

Windows OS:
None

Arguments

processor
Is the processor for which the compiler should perform optimizations. Possible values are:

- generic
  Optimizes code for the compiler's default behavior.

- core-avx2
  Optimizes code for processors that support Intel® Advanced Vector Extensions 2 (Intel® AVX2), Intel® AVX, SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

- core-avx-i
  Optimizes code for processors that support the RDRND instruction, Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.
corei7-avx Optimizes code for processors that support Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions.

corei7 Optimizes code for processors that support Intel® SSE4 Efficient Accelerated String and Text Processing instructions. May also generate code for Intel® SSE4 Vectorizing Compiler and Media Accelerator, Intel® SSE3, SSE2, SSE, and SSSE3 instructions.

atom Optimizes code for processors that support MOVBE instructions, depending on the setting of option -minstruction (Linux* OS and OS X*) or /Qinstruction (Windows* OS). May also generate code for SSSE3 instructions and Intel® SSE3, SSE2, and SSE instructions.

core2 Optimizes for the Intel® Core™ 2 processor family, including support for MMX™, Intel® SSE, SSE2, SSE3 and SSSE3 instruction sets.

pentium-mmx Optimizes for Intel® Pentium® with MMX technology.
pentiumpro Optimizes for Intel® Pentium® Pro, Intel Pentium II, and Intel Pentium III processors.
pentium4m Optimizes for Intel® Pentium® 4 processors with MMX technology.
pentium-m Optimizes code for Intel® Pentium® processors. Value pentium3 is only available on Linux* OS.
pentium4 pentium3 pentium

Default
generic Code is generated for the compiler's default behavior.

Description
This option performs optimizations for specific processors.
The resulting executable is backwards compatible and generated code is optimized for specific processors. For example, code generated with -mtune=pentium4 will run correctly on Core2 processors, but it might not run as fast as if it had been generated using -mtune=core2.

The following table shows on which architecture you can use each value.

<table>
<thead>
<tr>
<th>Architecture</th>
<th>IA-32 architecture</th>
<th>Intel® 64 architecture</th>
</tr>
</thead>
<tbody>
<tr>
<td>generic</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>core2</td>
<td>X</td>
<td>X</td>
</tr>
</tbody>
</table>
## Architecture

<table>
<thead>
<tr>
<th>processor Value</th>
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<th>Intel® 64 architecture</th>
</tr>
</thead>
<tbody>
<tr>
<td>pentium</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>pentium-mmx</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>pentiumpro</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>pentium4</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>pentium4m</td>
<td>X</td>
<td></td>
</tr>
</tbody>
</table>

## Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

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## IDE Equivalent

None

## Alternate Options

- `-mtune`  
  - Linux: `-mcpu` (this is a deprecated option)
  - OS X: None
  - Windows: None

## Qpatchable-addresses

_Tells the compiler to generate code such that references to statically assigned addresses can be patched._

## Architecture Restrictions

Only available on Intel® 64 architecture

## Syntax

**Linux OS and OS X:**

None

**Windows OS:**

/Qpatchable-addresses

## Arguments

None
The compiler does not generate patchable addresses.

**Description**
This option tells the compiler to generate code such that references to statically assigned addresses can be patched with arbitrary 64-bit addresses.

Normally, the Windows* OS compiler that runs on Intel® 64 architecture uses 32-bit relative addressing to reference statically allocated code and data. That assumes the code or data is within 2GB of the access point, an assumption that is enforced by the Windows object format.

However, in some patching systems, it is useful to have the ability to replace a global address with some other arbitrary 64-bit address, one that might not be within 2GB of the access point.

This option causes the compiler to avoid 32-bit relative addressing in favor of 64-bit direct addressing so that the addresses can be patched in place without additional code modifications. This option causes code size to increase, and since 32-bit relative addressing is usually more efficient than 64-bit direct addressing, you may see a performance impact.

**IDE Equivalent**
None

**Alternate Options**
None

\texttt{x, Qx}

\textit{Tells the compiler which processor features it may target, including which instruction sets and optimizations it may generate.}

**Architecture Restrictions**
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

- \textbf{Linux OS and OS X:}

  \texttt{-xcode}

- \textbf{Windows OS:}

  \texttt{/Qxcode}

**Arguments**

\textit{code}

Indicates to the compiler a feature set that it may target, including which instruction sets and optimizations it may generate. Many of the following descriptions refer to Intel® Streaming SIMD Extensions (Intel® SSE) and Supplemental Streaming SIMD Extensions (Intel® SSSE). Possible values are:

\texttt{COMMON-AVX512}  May generate Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Foundation instructions, Intel® AVX-512 Conflict Detection instructions, as well as
the instructions enabled with CORE-AVX2. Optimizes for Intel® processors that support Intel® AVX-512 instructions.

**MIC-AVX512**


**CORE-AVX512**

May generate Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Foundation instructions, Intel® AVX-512 Conflict Detection instructions, Intel® AVX-512 Doubleword and Quadword instructions, Intel® AVX-512 Byte and Word instructions and Intel® AVX-512 Vector Length extensions, as well as the instructions enabled with CORE-AVX2. Optimizes for Intel® processors that support Intel® AVX-512 instructions.

**CORE-AVX2**

May generate Intel® Advanced Vector Extensions 2 (Intel® AVX2), Intel® AVX, SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors. Optimizes for Intel® processors that support Intel® AVX2 instructions.

**CORE-AVX-1**

May generate the RDRND instruction, Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors. Optimizes for Intel® processors that support the RDRND instruction.

**AVX**

May generate Intel® Advanced Vector Extensions (Intel® AVX), Intel® SSE4.2, SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors. Optimizes for Intel processors that support Intel® AVX instructions.

**SSE4.2**

May generate Intel® SSE4 Efficient Accelerated String and Text Processing instructions, Intel® SSE4 Vectorizing Compiler and Media Accelerator, and Intel® SSE3, SSE2, SSE, and SSSE3 instructions for Intel® processors. Optimizes for Intel processors that support Intel® SSE4.2 instructions.

**SSE4.1**

May generate Intel® SSE4 Vectorizing Compiler and Media Accelerator instructions for Intel® processors. May generate Intel® SSE4.1, SSE3, SSE2, SSE, and SSSE3 instructions for Intel processors that support Intel® SSE4.1 instructions.
ATOM_SSE4.2 May generate MOVBE instructions for Intel® processors, depending on the setting of option \(\text{minstruction}\) (Linux* OS and OS X*) or \(\text{Qinstruction}\) (Windows* OS). May also generate Intel® SSE4.2, SSE3, SSE2, and SSE instructions for Intel processors. Optimizes for Intel® Atom™ processors that support Intel® SSE4.2 and MOVBE instructions.

ATOM_SSSE3 May generate MOVBE instructions for Intel® processors, depending on the setting of option \(\text{minstruction}\) (Linux* OS and OS X*) or \(\text{Qinstruction}\) (Windows* OS). May also generate SSSE3, Intel® SSE3, SSE2, and SSE instructions for Intel processors. Optimizes for Intel® Atom™ processors that support Intel® SSE3 and MOVBE instructions.

SSE3_ATOM and SSSE3_ATOM These option settings are deprecated. They have the same effect as specifying ATOM_SSSE3.

SSSE3 May generate SSSE3 and Intel® SSE3, SSE2, and SSE instructions for Intel® processors. Optimizes for Intel processors that support SSSE3 instructions. For OS X* systems, this value is only supported on Intel® 64 architecture. This replaces value T, which is deprecated.

SSE3 May generate Intel® SSE3, SSE2, and SSE instructions for Intel® processors. Optimizes for Intel processors that support Intel® SSE3 instructions. For OS X* systems, this value is only supported on IA-32 architecture.

SSE2 May generate Intel® SSE2 and SSE instructions for Intel® processors. Optimizes for Intel processors that support Intel® SSE2 instructions. This value is not available on OS X* systems.

You can also specify \text{Host}. For more information, see option \(\text{Q}x\text{Host}\).

\textbf{Default}

Windows* systems: None
Linux* systems: None
OS X* systems using IA-32 architecture: SSE3
OS X* systems using Intel® 64 architecture: SSSE3

On Windows systems, if neither \(\text{/Qx}\) nor \(\text{/arch}\) is specified, the default is \(\text{/arch:SSE2}\).

On Linux systems, if neither \(-x\) nor \(-m\) is specified, the default is \(-\text{msse2}\).

\textbf{Description}

This option tells the compiler which processor features it may target, including which instruction sets and optimizations it may generate. It also enables optimizations in addition to Intel feature-specific optimizations. The specialized code generated by this option may only run on a subset of Intel® processors.
The resulting executables created from these option values can only be run on Intel® processors that support the indicated instruction set.

The binaries produced by these code values will run on Intel® processors that support the specified features.

Do not use code values to create binaries that will execute on a processor that is not compatible with the targeted processor. The resulting program may fail with an illegal instruction exception or display other unexpected behavior.

Compiling the main program with any of the code values produces binaries that display a fatal run-time error if they are executed on unsupported processors, including all non-Intel processors.

Compiler options \texttt{m} and \texttt{arch} produce binaries that should run on processors not made by Intel that implement the same capabilities as the corresponding Intel® processors.

The \texttt{-x} and \texttt{/Qx} options enable additional optimizations not enabled with options \texttt{-m} or \texttt{/arch} (nor with options \texttt{-ax} and \texttt{/Qax}).

On Windows* systems, options \texttt{/Qx} and \texttt{/arch} are mutually exclusive. If both are specified, the compiler uses the last one specified and generates a warning. Similarly, on Linux* and OS X* systems, options \texttt{-x} and \texttt{-m} are mutually exclusive. If both are specified, the compiler uses the last one specified and generates a warning.

\textbf{NOTE}

All settings except SSE2 do a CPU check.

\begin{table}
\centering
\begin{tabular}{|l|}
\hline
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\hline
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Notice revision \#20110804 \\
\hline
\end{tabular}
\end{table}

\textbf{IDE Equivalent}

Visual Studio: Code Generation > Intel Processor-Specific Optimization

Eclipse: None

Xcode: Optimization > (multiple values)

\textbf{Alternate Options}

None

\textbf{See Also}

\texttt{xHost}, \texttt{QxHost} compiler option
\texttt{ax}, \texttt{Qax} compiler option
\texttt{arch} compiler option
\texttt{march} compiler option
\texttt{minstruction}, \texttt{Qinstruction} compiler option
\texttt{m} compiler option
xHost, QxHost
Tell the compiler to generate instructions for the highest instruction set available on the compilation host processor.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS and OS X:
-xHost

Windows OS:
/QxHost

Arguments
None

Default
Windows* systems: None
Linux* systems: None
OS X* systems using IA-32 architecture: -xSSE3
OS X* systems using Intel® 64 architecture: -xSSSE3

Description
This option tells the compiler to generate instructions for the highest instruction set available on the compilation host processor.

The instructions generated by this compiler option differ depending on the compilation host processor.

The following table describes the effects of specifying the [Q]xHost option and it tells whether the resulting executable will run on processors different from the host processor.

Descriptions in the table refer to Intel® Advanced Vector Extensions 2 (Intel® AVX2), Intel® Advanced Vector Extensions (Intel® AVX), Intel® Streaming SIMD Extensions (Intel® SSE), and Supplemental Streaming SIMD Extensions (SSSE).

<table>
<thead>
<tr>
<th>Instruction Set of Host Processor</th>
<th>Effects When the -xHost or /QxHost Compiler Option is Specified</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel® AVX2</td>
<td>When compiling on Intel® processors:</td>
</tr>
<tr>
<td></td>
<td>Corresponds to option [Q]xCORE-AVX2. The generated executable will not run on non-Intel processors and it will not run on Intel® processors that do not support Intel® AVX2 instructions.</td>
</tr>
<tr>
<td></td>
<td>When compiling on non-Intel processors:</td>
</tr>
<tr>
<td></td>
<td>Corresponds to option -march=core-avx2 (Linux OS and OS X) or /arch:CORE-AVX2 (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least Intel® AVX2 instructions. You may see a run-time error if the run-time processor does not support Intel® AVX2 instructions.</td>
</tr>
</tbody>
</table>

On Windows systems, if neither /Qx nor /arch is specified, the default is /arch:SSE2.

On Linux systems, if neither -x nor -m is specified, the default is -msse2.
<table>
<thead>
<tr>
<th>Instruction Set of Host Processor</th>
<th>Effects When the -xHost or /QxHost Compiler Option is Specified</th>
</tr>
</thead>
</table>
| Intel® AVX                        | When compiling on Intel® processors:  
Corresponds to option \([Q]\)xAVX. The generated executable will not run on non-Intel processors and it will not run on Intel® processors that do not support Intel® AVX instructions.  
When compiling on non-Intel processors:  
Corresponds to option \(-mavx\) (Linux OS and OS X) or \(/arch:AVX\) (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least Intel® AVX instructions. You may see a run-time error if the run-time processor does not support Intel® AVX instructions. |
| Intel® SSE4.2                     | When compiling on Intel® processors:  
Corresponds to option \([Q]\)xSSE4.2. The generated executable will not run on non-Intel processors and it will not run on Intel® processors that do not support Intel® SSE4.2 instructions.  
When compiling on non-Intel processors:  
Corresponds to option \(-msse4.2\) (Linux OS and OS X) or \(/arch:SSE4.2\) (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least Intel® SSE4.2 instructions. You may see a run-time error if the run-time processor does not support Intel® SSE4.2 instructions. |
| Intel® SSE4.1                     | When compiling on Intel® processors:  
Corresponds to option \([Q]\)xSSE4.1. The generated executable will not run on non-Intel processors and it will not run on Intel® processors that do not support Intel® SSE4.1 instructions.  
When compiling on non-Intel processors:  
Corresponds to option \(-msse4.1\) (Linux OS and OS X) or \(/arch:SSE4.1\) (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least Intel® SSE4.1 instructions. You may see a run-time error if the run-time processor does not support Intel® SSE4.1 instructions. |
| SSSE3                            | When compiling on Intel® processors:  
Corresponds to option \([Q]\)xSSSE3. The generated executable will not run on non-Intel processors and it will not run on Intel® processors that do not support SSSE3 instructions.  
When compiling on non-Intel processors:  
Corresponds to option \(-mssse3\) (Linux OS and OS X) or \(/arch:SSSE3\) (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least SSSE3 instructions. You may see a run-time error if the run-time processor does not support SSSE3 instructions. |
| Intel® SSE3                      | When compiling on Intel® processors:  
Corresponds to option \([Q]\)xSSE3. The generated executable will not run on non-Intel processors and it will not run on Intel® processors that do not support Intel® SSE3 instructions.  
When compiling on non-Intel processors:  
Corresponds to option \(-msse3\) (Linux OS and OS X) or \(/arch:SSE3\) (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least SSE3 instructions. You may see a run-time error if the run-time processor does not support SSE3 instructions. |
<table>
<thead>
<tr>
<th>Instruction Set of Host Processor</th>
<th>Effects When the -xHost or /QxHost Compiler Option is Specified</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Corresponds to option -msse3 (Linux OS and OS X) or /arch:SSE3 (Windows OS). The generated executable will run on Intel® processors and non-Intel processors that support at least Intel® SSE3 instructions. You may see a warning run-time error if the run-time processor does not support Intel® SSE3 instructions.</td>
</tr>
<tr>
<td>Intel® SSE2</td>
<td>When compiling on Intel® processors or non-Intel processors: Corresponds to option -msse2 (Linux* OS and OS X*) or /arch:SSE2 (Windows* OS). The generated executable will run on Intel® processors and non-Intel processors that support at least Intel® SSE2 instructions. You may see a run-time error if the run-time processor does not support Intel® SSE2 instructions.</td>
</tr>
</tbody>
</table>

For more information on other settings for option [Q]x, see that option description.

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</tr>
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<td>Notice revision #20110804</td>
</tr>
</tbody>
</table>

IDE Equivalent

Visual Studio: Code Generation > Intel Processor-Specific Optimization

Eclipse: None

Xcode: Code Generation > Intel Processor-Specific Optimization

Alternate Options

None

See Also

x, Qx compiler option
ax, Qax compiler option
m compiler option
arch compiler option

Interprocedural Optimization (IPO) Options

ffat-lto-objects
Determines whether a fat link-time optimization (LTO) object, containing both intermediate language and object code, is generated during an interprocedural optimization compilation (-c -ipo).
Syntax

Linux OS:
-ffat-lto-objects
-fno-fat-lto-objects

OS X:
None

Windows OS:
None

Arguments
None

Default
-ffat-lto-objects

When \(-c \ -ipo\) is specified, the compiler generates a fat link-time optimization (LTO) object that has both a true object and a discardable intermediate language section.

Description

This option determines whether a fat link time optimization (LTO) object, containing both intermediate language and object code, is generated during an interprocedural optimization compilation \((-c \ -ipo)\).

During an interprocedural optimization compilation \((-c \ -ipo)\), the following occurs:

- If you specify \(-ffat-lto-objects\), the compiler generates a fat link-time optimization (LTO) object that has both a true object and a discardable intermediate language section. This enables both link-time optimization (LTO) linking and normal linking.
- If you specify \(-fno-fat-lto-objects\), the compiler generates a fat link-time optimization (LTO) object that only has a discardable intermediate language section; no true object is generated. This option may improve compilation time.

Note that these files will be inserted into archives in the form in which they were created.

This option is provided for compatibility with gcc. For more information about this option, see the gcc documentation.

NOTE

Intel's intermediate language representation is not compatible with gcc's intermediate language representation.

IDE Equivalent

None

Alternate Options

None

See Also

ipo, Qipo compiler option
ip, Qip
Determines whether additional interprocedural optimizations for single-file compilation are enabled.

Syntax

Linux OS and OS X:
- -ip
- -no-ip

Windows OS:
- /Qip
- /Qip-

Arguments
None

Default
OFF

Some limited interprocedural optimizations occur, including inline function expansion for calls to functions defined within the current source file. These optimizations are a subset of full intra-file interprocedural optimizations. Note that this setting is not the same as -no-ip (Linux* OS and OS X*) or /Qip- (Windows* OS).

Description
This option determines whether additional interprocedural optimizations for single-file compilation are enabled.

The [Q]ip option enables additional interprocedural optimizations for single-file compilation.

Options -no-ip (Linux OS and OS X) and /Qip- (Windows OS) may not disable inlining. To ensure that inlining of user-defined functions is disabled, specify -inline-level=0 or -fno-inline (Linux OS and OS X), or specify /Ob0 (Windows OS).

IDE Equivalent
Visual Studio: Optimization > Interprocedural Optimization
Eclipse: None
Xcode: None

Alternate Options
None

See Also
finline-functions compiler option

ip-no-inlining, Qip-no-inlining
Disables full and partial inlining enabled by interprocedural optimization options.

Syntax

Linux OS and OS X:
- -ip-no-inlining
Windows OS:
/Qip-no-inlining

**Arguments**
None

**Default**
OFF

**Description**
Inlining enabled by interprocedural optimization options is performed.

This option disables full and partial inlining enabled by the following interprocedural optimization options:

- On Linux* and OS X* systems: `-ip` or `-ipo`
- On Windows* systems: `/Qip`, `/Qipo`, or `/Ob2`

It has no effect on other interprocedural optimizations.

On Windows systems, this option also has no effect on user-directed inlining specified by option `/Ob1`.

**IDE Equivalent**
None

**Alternate Options**
None

**ip-no-pinlining, Qip-no-pinlining**
Disables partial inlining enabled by interprocedural optimization options.

**Syntax**

**Linux OS and OS X:**
- `-ip-no-pinlining`

**Windows OS:**
- `/Qip-no-pinlining`

**Arguments**
None

**Default**
OFF

**Description**
Inlining enabled by interprocedural optimization options is performed.

This option disables partial inlining enabled by the following interprocedural optimization options:

- On Linux* and OS X* systems: `-ip` or `-ipo`
- On Windows* systems: `/Qip` or `/Qipo`

It has no effect on other interprocedural optimizations.

**IDE Equivalent**
None
Alternate Options
None

ipo, Qipo
Enables interprocedural optimization between files.

Syntax
Linux OS and OS X:
-ipo[n]
-no-ipo

Windows OS:
/Qipo[n]
/Qipo-

Arguments

\( n \) Is an optional integer that specifies the number of object files the compiler should create. The integer must be greater than or equal to 0.

Default
-no-ipo or /Qipo- Multifile interprocedural optimization is not enabled.

Description
This option enables interprocedural optimization between files. This is also called multifile interprocedural optimization (multifile IPO) or Whole Program Optimization (WPO).

When you specify this option, the compiler performs inline function expansion for calls to functions defined in separate files.

You cannot specify the names for the files that are created.

If \( n \) is 0, the compiler decides whether to create one or more object files based on an estimate of the size of the application. It generates one object file for small applications, and two or more object files for large applications.

If \( n \) is greater than 0, the compiler generates \( n \) object files, unless \( n \) exceeds the number of source files \( m \), in which case the compiler generates only \( m \) object files.

If you do not specify \( n \), the default is 0.

IDE Equivalent
Visual Studio: Optimization > Interprocedural Optimization
General > Whole Program Optimization

Eclipse: None
Xcode: None

Alternate Options
None
**ipo-c, Qipo-c**
*Tells the compiler to optimize across multiple files and generate a single object file.*

**Syntax**

*Linux OS and OS X:*

- `-ipo-c`

*Windows OS:*

/`Qipo-c`

**Arguments**

None

**Default**

OFF  
The compiler does not generate a multifile object file.

**Description**

This option tells the compiler to optimize across multiple files and generate a single object file (named `ipo_out.o` on Linux* and OS X* systems; `ipo_out.obj` on Windows* systems).

It performs the same optimizations as the `[Q]ipo` option, but compilation stops before the final link stage, leaving an optimized object file that can be used in further link steps.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

ipo, Qipo compiler option

**ipo-jobs, Qipo-jobs**
*Specifies the number of commands (jobs) to be executed simultaneously during the link phase of Interprocedural Optimization (IPO).*

**Syntax**

*Linux OS and OS X:*

- `-ipo-jobs n`

*Windows OS:*

/`Qipo-jobs:n`

**Arguments**

`n`  
Is the number of commands (jobs) to run simultaneously. The number must be greater than or equal to 1.
**Default**

-ipo-jobs1 or /Qipo-jobs:1

One command (job) is executed in an interprocedural optimization parallel build.

**Description**

This option specifies the number of commands (jobs) to be executed simultaneously during the link phase of Interprocedural Optimization (IPO). It should only be used if the link-time compilation is generating more than one object. In this case, each object is generated by a separate compilation, which can be done in parallel.

This option can be affected by the following compiler options:

- [Q]ipo when applications are large enough that the compiler decides to generate multiple object files.
- [Q]ipo:n when n is greater than 1.
- [Q]ipo-separate

---

**CAUTION**

Be careful when using this option. On a multi-processor system with lots of memory, it can speed application build time. However, if n is greater than the number of processors, or if there is not enough memory to avoid thrashing, this option can increase application build time.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

ipo, Qipo compiler option

ipo-separate, Qipo-separate compiler option

ipo-S, Qipo-S

*Tells the compiler to optimize across multiple files and generate a single assembly file.*

**Syntax**

**Linux OS and OS X:**

-ipo-S

**Windows OS:**

/Qipo-S

**Arguments**

None

**Default**

OFF

The compiler does not generate a multfile assembly file.
**Description**

This option tells the compiler to optimize across multiple files and generate a single assembly file (named ipo_out.s on Linux* and OS X* systems; ipo_out.asm on Windows* systems).

It performs the same optimizations as the [Q]ipo option, but compilation stops before the final link stage, leaving an optimized assembly file that can be used in further link steps.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

ipo, Qipo compiler option

ipo-separate, Qipo-separate

_Tells the compiler to generate one object file for every source file._

**Syntax**

**Linux OS:**

-ipo-separate

**OS X:**

None

**Windows OS:**

/Qipo-separate

**Arguments**

None

**Default**

OFF

The compiler decides whether to create one or more object files.

**Description**

This option tells the compiler to generate one object file for every source file. It overrides any [Q]ipo option specification.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

ipo, Qipo compiler option

**Advanced Optimization Options**
ansi-alias, Qansi-alias
Tells the compiler to assume that the program adheres to Fortran Standard type aliasability rules.

**Syntax**

**Linux OS and OS X:**

- `-ansi-alias`
- `-no-ansi-alias`

**Windows OS:**

- `Qansi-alias`
- `Qansi-alias-`

**Arguments**

None

**Default**

- `-ansi-alias` or `/Qansi-alias`

**Description**

This option tells the compiler to assume that the program adheres to type aliasability rules defined in the Fortran Standard.

For example, an object of type real cannot be accessed as an integer. For information on the rules for data types and data type constants, see "Data Types, Constants, and Variables" in the Language Reference.

This option directs the compiler to assume the following:

- Arrays are not accessed out of arrays' bounds.
- Pointers are not cast to non-pointer types and vice-versa.
- References to objects of two different scalar types cannot alias. For example, an object of type integer cannot alias with an object of type real or an object of type real cannot alias with an object of type double precision.

If your program adheres to the Fortran Standard type aliasability rules, this option enables the compiler to optimize more aggressively. If it doesn't adhere to these rules, then you should disable the option with `-no-ansi-alias` (Linux* OS and OS X*) or `/Qansi-alias-` (Windows* OS) so the compiler does not generate incorrect code.

**IDE Equivalent**

None

**Alternate Options**

None

---

coarray, Qcoarray
Enables the coarray feature.

**Syntax**

**Linux OS:**

- `coarray[-keyword]`
OS X:
None

Windows OS:
/Qcoarray[:keyword]

Arguments

keyword Specifies the memory system where the coarrays will be implemented. Possible values are:

shared Indicates a shared memory system. This is the default.

distributed Indicates a distributed memory system.

coprocessor Indicates a configuration where image 1 is running on the host processor, and other images are run on host processors or Intel® MIC Architecture coprocessors. The configuration file is used to determine where the images will be run; that is, how many on the host processors and how many on the coprocessors. This results in an executable containing code that will replicate itself NUM.Images() more times, ultimately resulting in NUM.Images()+1 running images. This setting is only available on Linux* OS on Intel® 64 architecture.

This setting requires that option -coarray-config-file also be specified.

single Indicates a configuration where the image does not contain self-replication code. This results in an executable with a single running image. This configuration can be useful for debugging purposes, even though there are no inter-image interactions.

Default
OFF Coarrays are not enabled without specifying this option.

Description
This option enables the coarray feature of the Fortran 2008 Standard. It enables any coarray syntax in your program. If this option is not specified, coarray syntax is rejected.

It also tells the driver to link against appropriate libraries, and to create the appropriate executables.

Only one keyword can be in effect. If you specify more than one keyword, the last one specified takes precedence. However, if keyword single is specified anywhere on the command line, it takes precedence.

On Intel® MIC Architecture, this option is only available on Linux* OS.

You can specify option [Q]coarray-num-images to specify the default number of images that can be used to run a coarray executable. If you do not specify that option, you get the number of execution units on the current system.
You can specify the [Q]coarray-config-file option to specify the name of a Message Passing Interface (MPI) configuration file.

Options [Q]coarray-num-images and [Q]coarray-config-file are valid for all keyword values.

**IDE Equivalent**

Visual Studio: **Language > Enable Coarrays**

Eclipse: None

Xcode: None

**Alternate Options**

None

**Example**

The following command runs a coarray program on shared memory using $n$ images:

```plaintext
/Qcoarray /Qcoarray-num-images:n          ! Windows OS
-coarray -coarray-num-images=n           ! Linux OS
```

The following command runs a coarray program on distributed memory using $n$ images:

```plaintext
/Qcoarray:distributed /Qcoarray-num-images:n          ! Windows OS
-coarray=distributed -coarray-num-images=n           ! Linux OS
```

The following command runs a coarray program on shared memory using the MPI configuration file specified by `filename`:

```plaintext
/Qcoarray:shared /Qcoarray-config-file:filename        ! Windows OS
-coarray=shared -coarray-config-file=filename          ! Linux OS
```

The following commands illustrate precedence:

**Linux* OS:**

- `coarray=coprocessor -coarray=shared`          ! shared takes precedence (last one specified)
- `coarray=single -coarray=shared`               ! single takes precedence (single always takes precedence)

**Windows* OS:**

- `/Qcoarray:distributed /Qcoarray:shared`        ! shared takes precedence (last one specified)
- `/Qcoarray:single /Qcoarray:shared`             ! single takes precedence (single always takes precedence)

See Also

coarray-num-images, Qcoarray-num-images compiler option
coarray-config-file, Qcoarray-config-file compiler option

Coarrays

Using Coarrays

coarray-config-file, Qcoarray-config-file

Specifies the name of a Message Passing Interface (MPI) configuration file.

**Syntax**

**Linux OS:**

- `-coarray-config-file=filename`
OS X:
None

Windows OS:
/Qcoarray-config-file:filename

**Arguments**

filename  
Is the name of the MPI configuration file. You can specify a path.

**Default**

OFF  
When coarrays are enabled, the compiler uses default settings for MPI.

**Description**

This option specifies the name of a Message Passing Interface (MPI) configuration file. This file is used by the compiler when coarrays are processed; it configures the MPI for multi-node operations.

On Intel® MIC Architecture, this option is only available on Linux* OS.

This option has no affect unless you also specify the [Q]coarray option, which is required to create the coarray executable.

Note that when a setting is specified in environment variable FOR_COARRAY_CONFIG_FILE, it overrides the compiler option setting.

**IDE Equivalent**

Visual Studio: **Language > MPI Configuration File**
Eclipse: None
Xcode: None

**Alternate Options**

None

**See Also**

cooparray, Qcoarray compiler option

cooparray-num-images, Qcoarray-num-images  
*Specifies the default number of images that can be used to run a coarray executable.*

**Syntax**

Linux OS:
- coarray-num-images=n

OS X:
None

Windows OS:
/Qcoarray-num-images:n
Arguments

n  

Is the default number of images. The limit is determined from the system configuration.

Default

OFF  

The number of images is determined at run-time.

Description

This option specifies the default number of images that can be used to run a coarray executable.

On Intel® MIC Architecture, this option is only available on Linux* OS.

This option has no affect unless you also specify the [Q]coarray option. This option is required to create the coarray executable.

You can specify option [Q]coarray-num-images to specify the default number of images that can be used to run a coarray executable. If you do not specify that option, you get the number of execution units on the current system.

Note that when a setting is specified in environment variable FOR_COARRAY_NUM_IMAGES, it overrides the compiler option setting.

IDE Equivalent

Visual Studio: Language > Coarray Images

Eclipse: None

Xcode: None

Alternate Options

None

See Also

c��array, Qcoarray compiler option

complex-limited-range, Qcomplex-limited-range

Determines whether the use of basic algebraic expansions of some arithmetic operations involving data of type COMPLEX is enabled.

Syntax

Linux OS and OS X:

-complex-limited-range

-no-complex-limited-range

Windows OS:

/Qcomplex-limited-range

/Qcomplex-limited-range-

Arguments

None
Default

-no-complex-limited-range  Basic algebraic expansions of some arithmetic operations involving data of type COMPLEX are disabled.

Description
This option determines whether the use of basic algebraic expansions of some arithmetic operations involving data of type COMPLEX is enabled.

When the option is enabled, this can cause performance improvements in programs that use a lot of COMPLEX arithmetic. However, values at the extremes of the exponent range may not compute correctly.

IDE Equivalent
Visual Studio: Floating point > Limit COMPLEX Range
Eclipse: None
Xcode: Floating point > Limit COMPLEX Range

Alternate Options
None

guide, Qguide
Lets you set a level of guidance for auto-vectorization, auto parallelism, and data transformation.

Syntax
Linux OS and OS X:
-guide [=n]

Windows OS:
/Qguide[:n]

Arguments

n  Is an optional value specifying the level of guidance to be provided.

The values available are 1 through 4. Value 1 indicates a standard level of guidance. Value 4 indicates the most advanced level of guidance. If n is omitted, the default is 4.

Default
OFF  You do not receive guidance about how to improve optimizations for parallelism, vectorization, and data transformation.

Description
This option lets you set a level of guidance (advice) for auto-vectorization, auto parallelism, and data transformation. It causes the compiler to generate messages suggesting ways to improve these optimizations.

When this option is specified, the compiler does not produce any objects or executables.

You must also specify the [Q]parallel option to receive auto parallelism guidance.

You can set levels of guidance for the individual guide optimizations by specifying one of the following options:
[Q]guide-par  Provides guidance for auto parallelism.
[Q]guide-vec  Provides guidance for auto-vectorization.

If you specify the [Q]guide option and also specify one of the options setting a level of guidance for an individual guide optimization, the value set for the individual guide optimization will override the setting specified in [Q]guide.

If you do not specify [Q]guide, but specify one of the options setting a level of guidance for an individual guide optimization, option [Q]guide is enabled with the greatest value passed among any of the three individual guide optimizations specified.

In debug mode, this option has no effect unless option 02 (or higher) is explicitly specified in the same command line.

**NOTE**
The compiler speculatively performs optimizations as part of guide analysis. As a result, when you use guided auto-parallelism options with options that produce vectorization or auto-parallelizer reports (such as option [q or Q]opt-report), the compiler generates "LOOP WAS VECTORIZED" or similar messages as if the compilation was performed with the recommended changes.

When compilation is performed with the [Q]guide option, you should use extra caution when interpreting vectorizer diagnostics and auto-parallelizer diagnostics.

**NOTE**
You can specify [Q]diag-disable to prevent the compiler from issuing one or more diagnostic messages.

**IDE Equivalent**
Visual Studio: Diagnostics > Guided Auto Parallelism Analysis
Eclipse: None
Xcode: Diagnostics > Enable Guided Auto Parallelism Analysis

**Alternate Options**
None

**See Also**
guide-data-trans, Qguide-data-trans compiler option
guide-par, Qguide-par compiler option
guide-vec, Qguide-vec compiler option
guide-file, Qguide-file compiler option
guide-file-append, Qguide-file-append compiler option
guide-opts, Qguide-opts compiler option
diag, Qdiag compiler option
qopt-report, Qopt-report compiler option

**guide-data-trans, Qguide-data-trans**
Lets you set a level of guidance for data transformation.
Syntax

Linux OS and OS X:
-guide-data-trans [=n]

Windows OS:
/Qguide-data-trans [=n]

Arguments

n
Is an optional value specifying the level of guidance to be provided.
The values available are 1 through 4. Value 1 indicates a standard level of
guidance. Value 4 indicates the most advanced level of guidance. If n is
omitted, the default is 4.

Default

OFF You do not receive guidance about how to improve optimizations for data
transformation.

Description

This option lets you set a level of guidance for data transformation. It causes the compiler to generate
messages suggesting ways to improve that optimization.

IDE Equivalent

None

Alternate Options

None

See Also

guide, Qguide compiler option
guide-par, Qguide-par compiler option
guide-vec, Qguide-vec compiler option
guide-file, Qguide-file compiler option

guide-file, Qguide-file
Causes the results of guided auto parallelism to be
output to a file.

Syntax

Linux OS and OS X:
-guide-file [=filename]

Windows OS:
/Qguide-file [=filename]

Arguments

filename
Is the name of the file for output. It can include a path.
Messages that are generated by guided auto parallelism are output to stderr.

This option causes the results of guided auto parallelism to be output to a file. This option is ignored unless you also specify one or more of the following options:

- [Q]guide
- [Q]guide-vec
- [Q]guide-data-trans
- [Q]guide-par

If you do not specify a path, the file is placed in the current working directory. If there is already a file named `filename`, it will be overwritten.

You can include a file extension in `filename`. For example, if `file.txt` is specified, the name of the output file is `file.txt`. If you do not provide a file extension, the name of the file is `filename.guide`.

If you do not specify `filename`, the name of the file is `name-of-the-first-source-file.guide`. This is also the name of the file if the name specified for `filename` conflicts with a source file name provided in the command line.

**NOTE**
If you specify the `[Q]guide-file` option and you also specify option `[Q]guide-file-append`, the last option specified on the command line takes precedence.

**IDE Equivalent**

Visual Studio: **Diagnostics > Emit Guided Auto Parallelism Diagnostics to File**

**Diagnostics > Guided Auto Parallelism Diagnostics File**

Eclipse: None

Xcode: **Diagnostics > Emit Guided Auto Parallelism diagnostics to File**

**Diagnostics > Guided Auto Parallelism Report File**

**Alternate Options**

None

**Example**

The following example shows how to cause guided auto parallelism messages to be output to a file named `my_guided_autopar.guide`:

```bash
-guide-file=my_guided_autopar       ! Linux and OS X systems
/Qguide-file:my_guided_autopar      ! Windows systems
```

**See Also**

guide, Qguide compiler option

guide-file-append, Qguide-file-append compiler option

**guide-file-append, Qguide-file-append**

Causes the results of guided auto parallelism to be appended to a file.
Syntax

Linux OS and OS X:
-guide-file-append[=filename]

Windows OS:
/Qguide-file-append[:filename]

Arguments

date

filename
Is the name of the file to be appended to. It can include a path.

Default

OFF
Messages that are generated by guided auto parallelism are output to stderr.

Description

This option causes the results of guided auto parallelism to be appended to a file.
This option is ignored unless you also specify one or more of the following options:

- [Q]guide
- [Q]guide-vec
- [Q]guide-data-trans
- [Q]guide-par

If you do not specify a path, the compiler looks for filename in the current working directory.
If filename is not found, then a new file with that name is created in the current working directory.
If you do not specify a file extension, the name of the file is filename.guide.
If the name specified for filename conflicts with a source file name provided in the command line, the name of the file is name-of-the-first-source-file.guide.

NOTE

If you specify the [Q]guide-file-append option and you also specify option [Q]guide-file, the last option specified on the command line takes precedence.

IDE Equivalent

None

Alternate Options

None

Example

The following example shows how to cause guided auto parallelism messages to be appended to a file named my_messages.txt:

-guide-file-append=my_messages.txt  ! Linux and OS X systems
/Qguide-file-append=my_messages.txt  ! Windows systems

See Also

guide, Qguide compiler option
guide-file, Qguide-file compiler option
guide-opts, Qguide-opts
Tells the compiler to analyze certain code and generate recommendations that may improve optimizations.

Syntax

Linux OS and OS X:
-guide-opts=string

Windows OS:
/Qguide-opts:string

Arguments

string
Is the text denoting the code to analyze. The string must appear within quotes. It can take one or more of the following forms:

<table>
<thead>
<tr>
<th>Form</th>
</tr>
</thead>
<tbody>
<tr>
<td>filename</td>
</tr>
<tr>
<td>filename, routine</td>
</tr>
<tr>
<td>filename, range [, range]...</td>
</tr>
<tr>
<td>filename, routine, range [, range]...</td>
</tr>
</tbody>
</table>

If you specify more than one of the above forms in a string, a semicolon must appear between each form. If you specify more than one range in a string, a comma must appear between each range. Optional blanks can follow each parameter in the forms above and they can also follow each form in a string.

filename
Specifies the name of a file to be analyzed. It can include a path.

If you do not specify a path, the compiler looks for filename in the current working directory.

routine
Specifies the name of a routine to be analyzed. You can include an identifying argument.

The name, including any argument, must be enclosed in single quotes.

The compiler tries to uniquely identify the routine that corresponds to the specified routine name. It may select multiple routines to analyze, especially if the following is true:

- More than one routine has the specified routine name, so the routine cannot be uniquely identified.
- No argument information has been specified to narrow the number of routines selected as matches.

range
Specifies a range of line numbers to analyze in the file or routine specified. The range must be specified in integers in the form:

first_line_number-last_line_number
Default

OFF

You do not receive guidance on how to improve optimizations. However, if you specify the \([Q]guide\) option, the compiler analyzes and generates recommendations for all the code in an application.

Description

This option tells the compiler to analyze certain code and generate recommendations that may improve optimizations.

This option is ignored unless you also specify one or more of the following options:

• \([Q]guide\)
• \([Q]guide-vec\)
• \([Q]guide-data-trans\)
• \([Q]guide-par\)

When the \([Q]guide-opts\) option is specified, a message is output that includes which parts of the input files are being analyzed. If a routine is selected to be analyzed, the complete routine name will appear in the generated message.

When inlining is involved, you should specify callee line numbers. Generated messages also use callee line numbers.

IDE Equivalent

Visual Studio: **Diagnostics > Guided Auto Parallelism Code Selection Options**

Eclipse: None

Xcode: **Diagnostics > Guided Auto Parallelism Code Selection**

Alternate Options

None

Example

Consider the following:

Linux* OS: -guide-opts="m.f, 1-10; m2.f90, 1-40, 50-90, 100-200; m5.f, 300-400; x.f, 'funca(j)', 22-44, 55-77, 88-99; y.f, 'subrb'"

Windows* OS: /Quide-opts="m.f, 1-10; m2.f90, 1-40, 50-90, 100-200; m5.f, 300-400; x.f, 'funca(j)', 22-44, 55-77, 88-99; y.f, 'subrb'"

The above command causes the following to be analyzed:

<table>
<thead>
<tr>
<th>line numbers 1 to 10</th>
<th>line numbers 1 to 40, 50 to 90, and 100 to 200</th>
</tr>
</thead>
<tbody>
<tr>
<td>file m.f</td>
<td>file m2.f90</td>
</tr>
<tr>
<td>file 300 to 400</td>
<td>file m5.f, line numbers 300 to 400</td>
</tr>
<tr>
<td>file 22 to 44</td>
<td>file x.f, function funca with argument (j)</td>
</tr>
<tr>
<td>file 55 to 77</td>
<td>line numbers 22 to 44, 55 to 77, and 88 to 99</td>
</tr>
<tr>
<td>file 88 to 99</td>
<td>file y.f, subroutine subrb</td>
</tr>
</tbody>
</table>

See Also

guide, Qguide compiler option

guide-data-trans, Qguide-data-trans compiler option

guide-par, Qguide-par compiler option
guide-par, Qguide-par

Lets you set a level of guidance for auto parallelism.

Syntax

Linux OS and OS X:
-guide-par[=n]

Windows OS:
/Qguide-par[=n]

Arguments

n

Is an optional value specifying the level of guidance to be provided.

The values available are 1 through 4. Value 1 indicates a standard level of guidance. Value 4 indicates the most advanced level of guidance. If n is omitted, the default is 4.

Default

OFF

You do not receive guidance about how to improve optimizations for parallelism.

Description

This option lets you set a level of guidance for auto parallelism. It causes the compiler to generate messages suggesting ways to improve that optimization.

You must also specify the [Q]parallel option to receive auto parallelism guidance.

IDE Equivalent

None

Alternate Options

None

See Also

guide, Qguide compiler option
guide-data-trans, Qguide-data-trans compiler option
guide-vec, Qguide-vec compiler option
guide-file, Qguide-file compiler option
guide-profile, Qguide-profile

Specifies a loop profiler data file (or a set of files)
when used with option -guide or /Qguide.

Syntax

Linux OS and OS X:

-guide-profile=filename|dir [, [filename|dir]...]

Windows OS:

/Qguide-profile:filename|dir [, [filename|dir]...]

guide-profile, Qguide-profile

Specifies a loop profiler data file (or a set of files)
when used with option -guide or /Qguide.
Arguments

filename
Is an .xml file created from a loop profiler run.

dir
Is a directory that contains one or more .xml files from a loop profiler run.

Default

OFF
When the [Q]guide option is specified, the guide region is the whole file or the region specified by option [Q]guide-opts.

Description

This option specifies a loop profiler data file (or a set of files) when used with the [Q]guide option.
This option has no effect unless the [Q]guide option has been specified. Option [Q]guide-profile helps you take advantage of the [Q]guide option to more efficiently optimize your applications for auto parallelism and/or vectorization.

The loop profile data file can be collected by using one of the following options:

- [Q]profile-loops
- [Q]profile-functions

When the data is from [Q]profile-loops, the setting of the guide regions will be based upon the hottest loops.
When the data is from [Q]profile-functions, the guide region will be the entire function containing the hottest functions.

If you specify options [Q]guide-opts and [Q]guide-profile, the compiler issues an error message.

IDE Equivalent

None

Alternate Options

None

See Also

guide, Qguide compiler option

guide-vec, Qguide-vec
Lets you set a level of guidance for auto-vectorization.

Syntax

Linux OS and OS X:
-guevec [=n]

Windows OS:
/Qguide-vec[=n]

Arguments

n
Is an optional value specifying the level of guidance to be provided.
The values available are 1 through 4. Value 1 indicates a standard level of guidance. Value 4 indicates the most advanced level of guidance. If \( n \) is omitted, the default is 4.

**Default**

OFF You do not receive guidance about how to improve optimizations for vectorization.

**Description**

This option lets you set a level of guidance for auto-vectorization. It causes the compiler to generate messages suggesting ways to improve that optimization.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

`guide, Qguide` compiler option
`guide-data-trans, Qguide-data-trans` compiler option
`guide-par, Qguide-par` compiler option
`guide-file, Qguide-file` compiler option
`heap-arrays`

*Puts automatic arrays and arrays created for temporary computations on the heap instead of the stack.*

**Syntax**

**Linux OS and OS X:**

`-heap-arrays [size]`

`-no-heap-arrays`

**Windows OS:**

`/heap-arrays[:size]`

`/heap-arrays-`

**Arguments**

\( size \) Is an integer value representing the size of the arrays in kilobytes. Arrays smaller than \( size \) are put on the stack.

**Default**

`-no-heap-arrays` or `/heap-arrays-` The compiler puts automatic arrays and temporary arrays in the stack storage area.

**Description**

This option puts automatic arrays and arrays created for temporary computations on the heap instead of the stack.
When this option is specified, automatic (temporary) arrays that have a compile-time size greater than the value specified for size are put on the heap, rather than on the stack. If the compiler cannot determine the size at compile time, it always puts the automatic array on the heap.

If size is specified, the value is only used when the total size of the temporary array or automatic array can be determined at compile time, using compile-time constants. Any arrays known at compile-time to be larger than size are allocated on the heap instead of the stack. For example, if 10 is specified for size:

- All automatic and temporary arrays equal to or larger than 10 KB are put on the heap.
- All automatic and temporary arrays smaller than 10 KB are put on the stack.

If size is omitted, and the size of the temporary array or automatic array cannot be determined at compile time, it is assumed that the total size is greater than size and the array is allocated on the heap.

IDE Equivalent
Visual Studio: Optimization > Heap Arrays
Eclipse: None
Xcode: Optimization > Heap Arrays

Alternate Options
None

Example
In Fortran, an automatic array gets its size from a run-time expression. For example:

```fortran
RECURSIVE SUBROUTINE F(N)
INTEGER :: N
REAL :: X(N)  ! an automatic array
REAL :: Y(1000) ! an explicit-shape local array on the stack

Array X in the example above is affected by the heap-array option; array Y is not.

Temporary arrays are often created before making a routine call, or when an array operation detects overlap. For example:

integer a(10000)
a(2:) = a(1:ubound(a,dim=1)-1)

In this case, the array assignment uses a temporary intermediate array because there is clearly an overlap between the right hand side and the left hand side of the assignment.

If you specify the heap-arrays option, the compiler creates the temporary array on the heap.

If you specify the heap-arrays option with size 50, the compiler creates the temporary array on the stack. This is because the size of the temporary intermediate array can be determined at compile time (40Kb), and it's size is less than the size value.

In the following example, a contiguous array is created from the array slice declaration and passed on:

call somesub(a(1:10000:2))

If you specify the heap-arrays option, the compiler creates the temporary array on the heap.

If you specify the heap-arrays option with size 25, the compiler creates the temporary array on the stack. This is because the size of the temporary intermediate array at compile time is only 20Kb.

mkl, Qmkl
Tells the compiler to link to certain libraries in the Intel® Math Kernel Library (Intel® MKL). On Windows systems, you must specify this option at compile time.
Syntax

Linux OS and OS X:

-mkl[=lib]

Windows OS:

/Qmkl[=lib]

Arguments

lib Indicates which Intel® MKL library files should be linked. Possible values are:

parallel Tells the compiler to link using the threaded libraries in the Intel® MKL. This is the default if the option is specified with no lib.

sequential Tells the compiler to link using the sequential libraries in the Intel® MKL.

cluster Tells the compiler to link using the cluster-specific libraries and the sequential libraries in the Intel® MKL. Cluster-specific libraries are not available for OS X*.

Default

OFF The compiler does not link to the Intel® MKL.

Description

This option tells the compiler to link to certain libraries in the Intel® Math Kernel Library (Intel® MKL).

On Linux* OS and OS X*, dynamic linking is the default when you specify -mkl. To link with Intel® MKL statically, you must specify:

-mkl -static-intel

On Windows* OS, static linking is the default when you specify /Qmkl. To link with Intel® MKL dynamically, you must specify:

/Qmkl /libs:dll or /Qmkl /MD

For more information about using MKL libraries, see the article in Intel® Developer Zone titled Intel® Math Kernel Library Link Line Advisor.

NOTE

On Windows* OS, this option adds directives to the compiled code, which the linker then reads without further input from the driver. On Linux* OS and OS X, the driver must add the library names explicitly to the link command.
NOTE
If you specify option [Q]mkl or [Q]mkl=parallel, and you also specify option [Q]tbb, the compiler links to the standard threaded version of the Intel® MKL. However, if you specify [Q]mkl or [Q]mkl=parallel, and you also specify option [Q]tbb and option [q or Q]openmp, the compiler links to the OpenMP* threaded version of the Intel® MKL.

### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

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### IDE Equivalent

Visual Studio: Libraries > Use Intel(R) Math Kernel Library

Eclipse: None

Xcode: Libraries > Use Intel(R) Math Kernel Library

### Alternate Options

None

### See Also

- `static-intel` compiler option
- `MD` compiler option
- `libs` compiler option

- `pad`, `Qpad`
  *Enables the changing of the variable and array memory layout.*

### Syntax

**Linux OS and OS X:**

- `-pad`
- `-nopad`

**Windows OS:**

- `/Qpad`
- `/Qpad-`

### Arguments

None
Default

-`nopad` or `/Qpad-`

Variable and array memory layout is performed by default methods.

Description

This option enables the changing of the variable and array memory layout.

This option is effectively not different from the `align` option when applied to structures and derived types. However, the scope of `pad` is greater because it applies also to common blocks, derived types, sequence types, and structures.

IDE Equivalent

None

Alternate Options

None

See Also

`align` compiler option

`qopt-args-in-regs`, `Qopt-args-in-regs`

Determines whether calls to routines are optimized by passing arguments in registers instead of on the stack. Option `-qopt-args-in-regs` is the replacement option for `-opt-args-in-regs`, which is deprecated.

Architecture Restrictions

Only available on IA-32 architecture

Syntax

Linux OS and OS X:

-`qopt-args-in-regs[=keyword]`

Windows OS:

/Qopt-args-in-regs[=keyword]

Arguments

`keyword`

Specifies whether the optimization should be performed and under what conditions. Possible values are:

- **none**
  
The optimization is not performed. No arguments are passed in registers. They are put on the stack.

- **seen**
  
Causes arguments to be passed in registers when they are passed to routines whose definition can be seen in the same compilation unit.

- **all**
  
Causes arguments to be passed in registers, whether they are passed to routines whose definition can be seen in the same compilation unit, or not. This value is only available on Linux* systems.
Arguments are passed in registers when they are passed to routines whose definition is seen in the same compilation unit.

**Description**

This option determines whether calls to routines are optimized by passing arguments in registers instead of on the stack. It also indicates the conditions when the optimization will be performed.

This option can improve performance for Application Binary Interfaces (ABIs) that require arguments to be passed in memory and compiled without interprocedural optimization (IPO).

Note that on Linux* systems, if all is specified, a small overhead may be paid when calling "unseen" routines that have not been compiled with the same option. This is because the call will need to go through a "thunk" to ensure that arguments are placed back on the stack where the callee expects them.

**IDE Equivalent**

None

**Alternate Options**

None

**qopt-assume-safe-padding, Qopt-assume-safe-padding**

Determines whether the compiler assumes that variables and dynamically allocated memory are padded past the end of the object. This option only applies to Intel® MIC Architecture. Option -qopt-assume-safe-padding is the replacement option for -opt-assume-safe-padding, which is deprecated.

**Architecture Restrictions**

Only available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

**Linux OS:**

- `qopt-assume-safe-padding`
- `qno-opt-assume-safe-padding`

**OS X:**

None

**Windows OS:**

/Qopt-assume-safe-padding
/Qopt-assume-safe-padding-

**Arguments**

None
**Default**

-`qno-opt-assume-safe-padding`

or`/Qopt-assume-safe-padding`

The compiler will not assume that variables and dynamically allocated memory are padded past the end of the object. It will adhere to the sizes specified in your program.

**Description**

This option determines whether the compiler assumes that variables and dynamically allocated memory are padded past the end of the object.

When you specify option `q or Q`opt-assume-safe-padding, the compiler assumes that variables and dynamically allocated memory are padded. This means that code can access up to 64 bytes beyond what is specified in your program.

The compiler does not add any padding for static and automatic objects when this option is used, but it assumes that code can access up to 64 bytes beyond the end of the object, wherever the object appears in the program. To satisfy this assumption, you must increase the size of static and automatic objects in your program when you use this option.

This option may improve performance of memory operations.

**IDE Equivalent**

None

**Alternate Options**

None

**qopt-block-factor, Qopt-block-factor**

*Lets you specify a loop blocking factor. Option -qopt-block-factor is the replacement option for -opt-block-factor, which is deprecated.*

**Syntax**

**Linux OS and OS X:**

-`-qopt-block-factor=n`

**Windows OS:**

`/Qopt-block-factor:n`

**Arguments**

`n`  
Is the blocking factor. It must be an integer. The compiler may ignore the blocking factor if the value is 0 or 1.

**Default**

OFF  
The compiler uses default heuristics for loop blocking.

**Description**

This option lets you specify a loop blocking factor.

**IDE Equivalent**

None
Alternate Options
None

qopt-dynamic-align, Qopt-dynamic-align
Enables or disables dynamic data alignment optimizations. Option -qopt-dynamic-align is the replacement option for -opt-dynamic-align, which is deprecated.

Syntax
Linux OS and OS X:
-qopt-dynamic-align
-qno-opt-dynamic-align
Windows OS:
/Qopt-dynamic-align
/Qopt-dynamic-align-

Arguments
None

Default
-qopt-dynamic-align or/Qopt-dynamic-align

The compiler may generate code dynamically dependent on alignment. It may do optimizations based on data location for the best performance. The result of execution on some algorithms may depend on data layout.

Description
This option enables or disables dynamic data alignment optimizations.

If you specify -qno-opt-dynamic-align or /Qopt-dynamic-align-, the compiler generates no code dynamically dependent on alignment. It will not do any optimizations based on data location and results will depend on the data values themselves.

When you specify [q or Q]qopt-dynamic-align, the compiler may implement conditional optimizations based on dynamic alignment of the input data. These dynamic alignment optimizations may result in different bitwise results for aligned and unaligned data with the same values.

Dynamic alignment optimizations can improve the performance of vectorized code, especially for long trip count loops. Disabling such optimizations can decrease performance, but it may improve bitwise reproducibility of results, factoring out data location from possible sources of discrepancy.

IDE Equivalent
None

Alternate Options
None

qopt-gather-scatter-unroll, Qopt-gather-scatter-unroll
Lets you specify an alternative loop unroll sequence for gather and scatter loops on Intel® MIC Architecture. This option only applies to Intel® MIC
Architecture. Option -qopt-gather-scatter-unroll is the replacement option for -opt-gather-scatter-unroll, which is deprecated.

Architecture Restrictions
Only available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

**Linux OS:**
-qopt-gather-scatter-unroll=n
-qno-opt-gather-scatter-unroll

**OS X:**
None

**Windows OS:**
/Qopt-gather-scatter-unroll:n
/Qopt-gather-scatter-unroll-

**Arguments**

\[ n \]

Is the unroll factor for the gather and scatter loops. It must be an integer between 0 and 8. If you specify value 0 for \( n \), it is the same as specifying the negative form of the option.

**Default**

-qno-opt-gather-scatter-unroll or /Qopt-gather-scatter-unroll

The compiler uses default heuristics when unrolling gather and scatter loops.

**Description**

This option lets you specify an alternative loop unroll sequence for gather and scatter loops on Intel® MIC Architecture.

This option may improve performance of gather/scatter operations.

The value of \( n \) that provides the best performance is data-dependent.

In cases where the gather/scatter operation accesses data in a small number of cache-lines (such as 1 or 2), the default sequence (using a small value for \( n \)) works best. In cases where each individual data item falls in a different cache-line, it may be better to use a large value for \( n \).

**IDE Equivalent**

None

**Alternate Options**

None
Example

Normally, on Intel® MIC Architecture, there are no "one-shot" gather/scatter instructions, so the compiler generates a loop to perform complete gather/scatter. By default, the loop looks as follows:

```
L1:
   gather
   jkz L2
   gather
   jknz L1
L2:
```

For some applications, this loop would be faster if it was unrolled; and different applications may benefit from different unroll factors. Also, when the loop is unrolled, adding gather/scatter hint instructions before the loop provides additional benefits.

If you specify option \([-q or Q]opt-gather-scatter-unroll\), the compiler will generate a similar loop unrolled by the number specified in \(n\).

The following example shows what happens when the \(-qopt-gather-scatter-unroll=3 \) (Linux* OS) or \(/Qopt-gather-scatter-unroll:3 \) option (Windows* OS) is specified. Notice that the alternate sequence also generates two gather/scatter hint instructions preceding the loop:

```
gather hint
  gather hint
  nop
L1:
   gather
   jkz L2
   gather |
   gather |  -> the number of gathers specified by \(n\)
   gather |
   jknz L1
L2:
```

\textbf{qopt-jump-tables, Qopt-jump-tables}

Enables or disables generation of jump tables for switch statements. Option \(-qopt-jump-tables\) is the replacement option for \(-opt-jump-tables\), which is deprecated.

Syntax

\textbf{Linux OS and OS X:}

\[-qopt-jump-tables=keyword\]
\[-qno-opt-jump-tables\]

\textbf{Windows OS:}

\[/Qopt-jump-tables:keyword\]
\[/Qopt-jump-tables-\]

Arguments

\textit{keyword}  
Is the instruction for generating jump tables. Possible values are:
never  
Tells the compiler to never generate jump tables. All switch statements are implemented as chains of if-then-elses. This is the same as specifying -qno-opt-jump-tables (Linux* OS and OS X*) or /Qopt-jump-tables- (Windows* OS).

default  
The compiler uses default heuristics to determine when to generate jump tables.

large  
Tells the compiler to generate jump tables up to a certain pre-defined size (64K entries).

n  
Must be an integer. Tells the compiler to generate jump tables up to n entries in size.

Default

-qopt-jump-tables=default or/Qopt-jump-tables:default  
The compiler uses default heuristics to determine when to generate jump tables for switch statements.

Description

This option enables or disables generation of jump tables for switch statements. When the option is enabled, it may improve performance for programs with large switch statements.

IDE Equivalent

None

Alternate Options

None

qopt-malloc-options

Lets you specify an alternate algorithm for malloc(). Option -qopt-malloc-options is the replacement option for -opt-malloc-options, which is deprecated.

Syntax

Linux OS and OS X:
-qopt-malloc-options=n

Windows OS:

None

Arguments

n  
Specifies the algorithm to use for malloc(). Possible values are:

0  
Tells the compiler to use the default algorithm for malloc(). This is the default.
Causes the following adjustments to the malloc() algorithm: 
M_MMAP_MAX=2 and M_TRIM_THRESHOLD=0x10000000.

Causes the following adjustments to the malloc() algorithm: 
M_MMAP_MAX=2 and M_TRIM_THRESHOLD=0x40000000.

Causes the following adjustments to the malloc() algorithm: 
M_MMAP_MAX=0 and M_TRIM_THRESHOLD=-1.

Causes the following adjustments to the malloc() algorithm: 
M_MMAP_MAX=0, M_TRIM_THRESHOLD=-1, M_TOP_PAD=4096.

Default
-qopt-malloc-options=0  The compiler uses the default algorithm when malloc() is called. No call is made to mallopt().

Description
This option lets you specify an alternate algorithm for malloc().

If you specify a non-zero value for n, it causes alternate configuration parameters to be set for how malloc() allocates and frees memory. It tells the compiler to insert calls to mallopt() to adjust these parameters to malloc() for dynamic memory allocation. This may improve speed.

IDE Equivalent
None

Alternate Options
None

See Also
malloc(3) man page
mallopt function (defined in malloc.h)

qopt-matmul, Qopt-matmul
Enables or disables a compiler-generated Matrix Multiply (matmul) library call. Option -qopt-matmul is the replacement option for -opt-matmul, which is deprecated.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS:
-qopt-matmul
-qno-opt-matmul
OS X:
None

Windows OS:
/Qopt-matmul
/Qopt-matmul-

Arguments
None

Default
-qno-opt-matmul
/Qopt-matmul-

The matmul library call optimization does not occur unless this option is enabled or certain other compiler options are specified (see below).

Description
This option enables or disables a compiler-generated Matrix Multiply (MATMUL) library call. The [q or Q]opt-matmul option tells the compiler to identify matrix multiplication loop nests (if any) and replace them with a matmul library call for improved performance. The resulting executable may get additional performance gain on Intel® microprocessors than on non-Intel microprocessors.

This option is enabled by default if options 03 and [Q]parallel are specified. To disable this optimization, specify -qno-opt-matmul or /Qopt-matmul-.

This option has no effect unless option 02 or higher is set.

NOTE
Many routines in the MATMUL library are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

IDE Equivalent
Visual Studio: Optimization > Enable Matrix Multiply Library Call
Eclipse: None
Xcode: None

Alternate Options
None

See Also
O compiler option
qopt-mem-layout-trans, Qopt-mem-layout-trans
Controls the level of memory layout transformations performed by the compiler. Option -qopt-mem-layout-trans is the replacement option for -opt-mem-layout-trans, which is deprecated.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)
Syntax

Linux OS and OS X:
- `qopt-mem-layout-trans[=n]`
- `qno-opt-mem-layout-trans`

Windows OS:
/`Qopt-mem-layout-trans[=n]`
/`Qopt-mem-layout-trans-`

Arguments

\( n \)

Is the level of memory layout transformations. Possible values are:

0
Disables memory layout transformations. This is the same as specifying `qno-opt-mem-layout-trans` (Linux* OS and OS X*) or `/Qopt-mem-layout-trans-` (Windows* OS).

1
Enables basic memory layout transformations.

2
Enables more memory layout transformations. This is the same as specifying `[q or Q]opt-mem-layout-trans` with no argument.

3
Enables aggressive memory layout transformations. You should only use this setting if your system has more than 4GB of physical memory per core.

Default

`qopt-mem-layout-trans=2`
The compiler performs moderate memory layout transformations.

or `/Qopt-mem-layout-trans: 2`

Description

This option controls the level of memory layout transformations performed by the compiler. This option can improve cache reuse and cache locality.

Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

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IDE Equivalent

None
Alternate Options

None

**qopt-multi-version-aggressive, Qopt-multi-version-aggressive**

*Tells the compiler to use aggressive multi-versioning to check for pointer aliasing and scalar replacement. Option -qopt-multi-version-aggressive is the replacement option for -opt-multi-version-aggressive, which is deprecated.*

**Syntax**

**Linux OS and OS X:**

-qopt-multi-version-aggressive
-qno-opt-multi-version-aggressive

**Windows OS:**

/Qopt-multi-version-aggressive
/Qopt-multi-version-aggressive-

**Arguments**

None

**Default**

-qno-opt-multi-version-aggressive or/Qopt-multi-version-aggressive-

The compiler uses default heuristics when checking for pointer aliasing and scalar replacement.

**Description**

This option tells the compiler to use aggressive multi-versioning to check for pointer aliasing and scalar replacement. This option may improve performance.

The performance can be affected by certain options, such as /arch or /Qx (Windows OS) or -m or -x (Linux OS and OS X).

**IDE Equivalent**

None

**Alternate Options**

None

**qopt-prefetch, Qopt-prefetch**

*Enables or disables prefetch insertion optimization. Option -qopt-prefetch is the replacement option for -opt-prefetch, which is deprecated.*

**Syntax**

**Linux OS and OS X:**

-qopt-prefetch [=n]
-qno-opt-prefetch
Windows OS:
/Qopt-prefetch[:n]
/Qopt-prefetch-

Arguments

\( n \)  
Is the level of software prefetching optimization desired. Possible values are:

- \( 0 \)  
Disables software prefetching. This is the same as specifying \(-qno-opt-prefetch\) (Linux* OS and OS X*) or \(/Qopt-prefetch-\) (Windows* OS).

- 1 to 4  
Enables different levels of software prefetching. If you do not specify a value for \( n \), the default is 2. Use lower values to reduce the amount of prefetching.

Default

- \(-qno-opt-prefetch\) or \(/Qopt-prefetch-\)  
Prefetch insertion optimization is disabled.

Description

This option enables or disables prefetch insertion optimization. The goal of prefetching is to reduce cache misses by providing hints to the processor about when data should be loaded into the cache.

On Intel® 64 architecture targeting Intel® MIC Architecture, option \(-qopt-prefetch=3\) (Linux* OS and OS X*) and \(/Qopt-prefetch:3\) (Windows* OS) are enabled by default if option [O2 or higher is set. To disable prefetching at these optimization levels, specify option \(-qno-opt-prefetch\) or \(/Qopt-prefetch-\).

This option enables prefetching when higher optimization levels are specified.

IDE Equivalent

Visual Studio: Optimization > Prefetch Insertion
Eclipse: None
Xcode: Optimization > Enable Prefetch Insertion

Alternate Options

None

See Also

qopt-prefetch-distance, Qopt-prefetch-distance  
compiler option

qopt-prefetch-distance, Qopt-prefetch-distance  
Specifies the prefetch distance to be used for compiler-generated prefetches inside loops. This option only applies to Intel® MIC Architecture. Option -qopt-prefetch-distance is the replacement option for -opt-prefetch-distance, which is deprecated.

Architecture Restrictions

Only available on Intel® 64 architecture targeting Intel® MIC Architecture
Syntax

Linux OS:
-qopt-prefetch-distance=n1[, n2]

OS X:
None

Windows OS:
/Qopt-prefetch-distance:n1[, n2]

Arguments

n1, n2

Is the prefetch distance in terms of the number of (possibly-vectorized) iterations. Possible values are non-negative numbers \( \geq 0 \).

n2 is optional.

\( n1 = 0 \) turns off all compiler issued prefetches from memory to L2. \( n2 = 0 \) turns off all compiler issued prefetches from L2 to L1. If \( n2 \) is specified and \( n1 > 0 \), \( n1 \) should be \( \geq n2 \).

Default

OFF

The compiler uses default heuristics to determine the prefetch distance.

Description

This option specifies the prefetch distance to be used for compiler-generated prefetches inside loops. The unit (\( n1 \) and optionally \( n2 \)) is the number of iterations. If the loop is vectorized by the compiler, the unit is the number of vectorized iterations.

The value of \( n1 \) will be used as the distance for prefetches from memory to L2 (for example, the vprefetch1 instruction). If \( n2 \) is specified, it will be used as the distance for prefetches from L2 to L1 (for example, the vprefetch0 instruction).

This option is ignored if option -qopt-prefetch=0 (Linux* OS) or /Qopt-prefetch:0 (Windows* OS) is specified. On Intel® MIC Architecture, -qopt-prefetch=3 and /Qopt-prefetch:3 is the default at option levels O2 and above.

IDE Equivalent

None

Alternate Options

None

Example

Consider the following Linux* OS examples:
-qopt-prefetch-distance=64,32

The above causes the compiler to use a distance of 64 iterations for memory to L2 prefetches, and a distance of 32 iterations for L2 to L1 prefetches.
-qopt-prefetch-distance=24

The above causes the compiler to use a distance of 24 iterations for memory to L2 prefetches. The distance for L2 to L1 prefetches will be determined by the compiler.
-qopt-prefetch-distance=0,4
The above turns off all memory to L2 prefetches inserted by the compiler inside loops. The compiler will use a distance of 4 iterations for L2 to L1 prefetches.

-qopt-prefetch-distance=16,0

The above causes the compiler to use a distance of 16 iterations for memory to L2 prefetches. No L2 to L1 loop prefetches are issued by the compiler.

See Also
qopt-prefetch, Qopt-prefetch compiler option
PREFETCH and NOPREFETCH directive

qopt-prefetch-issue-excl-hint, Qopt-prefetch-issue-excl-hint
Supports the prefetchW instruction in Intel® microarchitecture code name Broadwell and later.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS:
-qopt-prefetch-issue-excl-hint
OS X:
None
Windows OS:
/Qopt-prefetch-issue-excl-hint

Arguments
None

Default
OFF

The compiler does not support the PREFETCHW instruction for this microarchitecture.

Description
This option supports the PREFETCHW instruction in Intel® microarchitecture code name Broadwell and later. When you specify this option, you must also specify option [q or Q]opt-prefetch.

The prefetch instruction is merely a hint and does not affect program behavior. If executed, this instruction moves data closer to the processor and invalidates any other cached copy in anticipation of the line being written to in the future.

IDE Equivalent
None

Alternate Options
None

See Also
qopt-prefetch, Qopt-prefetch compiler option
Selects the method that the register allocator uses to partition each routine into regions. Option -qopt-ra-region-strategy is the replacement option for -opt-ra-region-strategy, which is deprecated.

**Syntax**

**Linux OS and OS X:**

- `qopt-ra-region-strategy[=keyword]`

**Windows OS:**

/`Qopt-ra-region-strategy[:keyword]`

**Arguments**

`keyword` Is the method used for partitioning. Possible values are:

- `routine` Creates a single region for each routine.
- `block` Partitions each routine into one region per basic block.
- `trace` Partitions each routine into one region per trace.
- `loop` Partitions each routine into one region per loop.
- `default` The compiler determines which method is used for partitioning.

**Default**

- `qopt-ra-region-strategy=default` or `/Qopt-ra-region-strategy:default`

The compiler determines which method is used for partitioning. This is also the default if `keyword` is not specified.

**Description**

This option selects the method that the register allocator uses to partition each routine into regions. When setting `default` is in effect, the compiler attempts to optimize the tradeoff between compile-time performance and generated code performance. This option is only relevant when optimizations are enabled (option `01` or higher).

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

O compiler option
qopt-streaming-cache-evict, Qopt-streaming-cache-evict
Specifies the cache eviction level to be used by the compiler for streaming loads and stores. This option only applies to Intel® MIC Architecture. Option -qopt-streaming-cache-evict is the replacement option for -opt-streaming-cache-evict, which is deprecated.

Architecture Restrictions
Only available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS:
-qopt-streaming-cache-evict [=n]

OS X:
None

Windows OS:
/Qopt-streaming-cache-evict [=n]

Arguments

n
Is a value denoting the cache eviction (clevict) level to use for streaming loads and stores. Possible values are:

0
Tells the compiler to use no cache eviction level.

1
Tells the compiler to use the L1 cache eviction level.

2
Tells the compiler to use the L2 cache eviction level.

3
Tells the compiler to use the L1 and L2 cache eviction level. This is the default if you do not specify n.

Default
2
The compiler uses the L2 cache eviction level.

Description
This option specifies the cache eviction (clevict) level to be used by the compiler for streaming loads and stores.

Depending on the level used, the compiler will generate clevict0 and/or clevict1 instructions that evict the cache-line (corresponding to the load or the store) from the first-level and second-level caches. These cache eviction instructions will be generated after performing the corresponding load/store operation.

For more information on how to mark loads/stores as streaming, see the description of the VECTOR NONTEMPORAL directive.

IDE Equivalent
None

Alternate Options
None
See Also
qopt-threads-per-core, Qopt-threads-per-core compiler option
qopt-streaming-stores, Qopt-streaming-stores compiler option
VECTOR and NOVECTOR directive

qopt-streaming-stores, Qopt-streaming-stores
Enables generation of streaming stores for optimization. Option -qopt-streaming-stores is the replacement option for -opt-streaming-stores, which is deprecated.

Syntax
Linux OS and OS X:
-qopt-streaming-stores=keyword

Windows OS:
/Qopt-streaming-stores:keyword

Arguments
keyword
Specifies whether streaming stores are generated. Possible values are:

always
Enables generation of streaming stores for optimization. The compiler optimizes under the assumption that the application is memory bound.

never
Disables generation of streaming stores for optimization. Normal stores are performed.

auto
Lets the compiler decide which instructions to use.

Default
-qopt-streaming-stores=auto
/Qopt-streaming-stores:auto

The compiler decides whether to use streaming stores or normal stores.

Description
This option enables generation of streaming stores for optimization. This method stores data with instructions that use a non-temporal buffer, which minimizes memory hierarchy pollution.

This option may be useful for applications that can benefit from streaming stores.

IDE Equivalent
None

Alternate Options
None

See Also
ax, Qax compiler option
x, Qx compiler option
qopt-subscript-in-range, Qopt-subscript-in-range
Determines whether the compiler assumes that there are no "large" integers being used or being computed inside loops. Option -qopt-subscript-in-range is the replacement option for -opt-subscript-in-range, which is deprecated.

Syntax

Linux OS and OS X:
- -qopt-subscript-in-range
- -qno-opt-subscript-in-range

Windows OS:
/ Qopt-subscript-in-range
/Qopt-subscript-in-range-

Arguments
None

Default
- -qno-opt-subscript-in-range
_or/Qopt-subscript-in-range-

Description
This option determines whether the compiler assumes that there are no "large" integers being used or being computed inside loops.

If you specify [q or Q]opt-subscript-in-range, the compiler assumes that there are no "large" integers being used or being computed inside loops. A "large" integer is typically > $2^{31}$.

This feature can enable more loop transformations.

IDE Equivalent
None

Alternate Options
None

Example
The following example shows how these options can be useful. Variable m is declared as type integer(kind=8) (64-bits) and all other variables inside the subscript are declared as type integer(kind=4) (32-bits):

```plaintext
A[ i + j + ( n + k) * m ]
```

qopt-threads-per-core, Qopt-threads-per-core
Informs the compiler about the number of hardware threads per core that will be used for an application. This option only applies to Intel® MIC Architecture. Option -qopt-threads-per-core is the replacement option for -opt-threads-per-core, which is deprecated.
Architecture Restrictions
Only available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS:
-qopt-threads-per-core=n
OS X:
None
Windows OS:
/Qopt-threads-per-core: n

Arguments

n
Is the number of hardware threads per core that the compiler should assume that will be used while executing the application. Possible values are 1, 2, 3, or 4.

Default
4
Four hardware threads per core are used for the application.

Description
This option informs the compiler about the number of hardware threads per core that will be used for an application. This enables the compiler to perform better code optimizations (such as instruction scheduling).

You should choose a value for n that is based on how many threads will be used per core while executing the application. For example, if the application is parallelized using OpenMP* API, use the value of n that uses the same number of threads per core as the OpenMP* API affinity setting will use when executing the application code on the Intel® Xeon Phi™ coprocessor.

This option does not affect the number of threads per core that will be used at run time.
Code compiled with this option can run correctly on any (hardware-supported) number of threads per core.

IDE Equivalent
None

Alternate Options
None

See Also
OpenMP* Affinity Specifications

reentrancy
Tells the compiler to generate reentrant code to support a multithreaded application.

Syntax
Linux OS and OS X:
-reentrancy keyword
-noreentrancy
**Windows OS:**

/reentrancy: **keyword**

/noreentrancy

**Arguments**

**keyword**

Specifies details about the program. Possible values are:

- **none**
  Tells the run-time library (RTL) that the program does not rely on threaded or asynchronous reentrancy. The RTL will not guard against such interrupts inside its own critical regions. This is the same as specifying noreentrancy.

- **async**
  Tells the run-time library (RTL) that the program may contain asynchronous (AST) handlers that could call the RTL. This causes the RTL to guard against AST interrupts inside its own critical regions.

- **threaded**
  Tells the run-time library (RTL) that the program is multithreaded, such as programs using the POSIX threads library. This causes the RTL to use thread locking to guard its own critical regions.

**Default**

noreentrancy

The compiler does not generate reentrant code for applications.

**Description**

This option tells the compiler to generate reentrant code to support a multithreaded application. If you do not specify a keyword for reentrancy, it is the same as specifying reentrancy threaded.

To ensure that a threadsafe and/or reentrant run-time library is linked and correctly initialized, option reentrancy threaded should also be used for the link step and for the compilation of the main routine.

Note that if option threads is specified, it sets option reentrancy threaded, since multithreaded code must be reentrant.

**IDE Equivalent**

Visual Studio:  **Code Generation > Generate Reentrant Code**

Eclipse: None

Xcode:  **Code Generation > Generate Reentrant Code**

**Alternate Options**

None

**See Also**

threads compiler option

safe-cray-ptr, Qsafe-cray-ptr

*Tells the compiler that Cray* pointers do not alias other variables.*
Syntax

Linux OS and OS X:

-safecray-ptr

Windows OS:

/Qsafecray-ptr

Arguments

None

Default

OFF

The compiler assumes that Cray pointers alias other variables.

Description

This option tells the compiler that Cray pointers do not alias (that is, do not specify sharing memory with) other variables.

IDE Equivalent

Visual Studio: Data > Assume Cray Pointers Do Not Share Memory Locations

Eclipse: None

Xcode: Data > Assume Cray Pointers Do Not Share Memory Locations

Alternate Options

None

Example

Consider the following:

```fortran
pointer (pb, b)
pb = getstorage()
do i = 1, n
  b(i) = a(i) + 1
endo
```

By default, the compiler assumes that b and a are aliased. To prevent such an assumption, specify the -safecray-ptr (Linux* OS and OS X*) or /Qsafecray-ptr (Windows* OS) option, and the compiler will treat b(i) and a(i) as independent of each other.

However, if the variables are intended to be aliased with Cray pointers, using the option produces incorrect results. In the following example, you should not use the option:

```fortran
pointer (pb, b)
pb = loc(a(2))
do i=1, n
  b(i) = a(i) +1
endo
```

**scalar-rep, Qscalar-rep**

_Enables or disables the scalar replacement optimization done by the compiler as part of loop transformations._
**Syntax**

**Linux OS and OS X:**
- -scalar-rep
- -no-scalar-rep

**Windows OS:**
- /Qscalar-rep
- /Qscalar-rep-

**Arguments**
None

**Default**
- -scalar-rep
  or /Qscalar-rep

  Scalar replacement is performed during loop transformation at optimization levels of O2 and above.

**Description**
This option enables or disables the scalar replacement optimization done by the compiler as part of loop transformations. This option takes effect only if you specify an optimization level of O2 or higher.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
O compiler option

**simd, Qsimd**
Enables or disables compiler interpretation of SIMD directives.

**Syntax**

**Linux OS and OS X:**
- -simd
- -no-simd

**Windows OS:**
- /Qsimd
- /Qsimd-

**Arguments**
None

**Default**
- -simd
  or /Qsimd

  SIMD directives are enabled.
Description
This option enables or disables compiler interpretation of SIMD directives.

To disable interpretation of SIMD directives, specify `-no-simd` (Linux* OS and OS X*) or `/Qsimd-` (Windows* OS). Note that the compiler may still vectorize loops based on its own heuristics (leading to generation of SIMD instructions) even when `-no-simd` (or `/Qsimd-`) is specified.

To disable all compiler vectorization, use the "-no-vec -no-simd" (Linux* OS and OS X*) or "/Qvec- / Qsimd-" (Windows* OS) compiler options. The option `-no-vec` (and `/Qvec-`) disables all auto-vectorization, including vectorization of array notation statements. The option `-no-simd` (and `/Qsimd-`) disables vectorization of loops that have SIMD directives.

NOTE
If you specify option `-mia32` or option `/arch:IA32`, SIMD directives are disabled by default. When you specify option `-mia32` or option `/arch:IA32`, vector instructions cannot be used. Therefore, you cannot explicitly enable SIMD directives by specifying option `/Qsimd`.

IDE Equivalent
None

Alternate Options
None

See Also
vec, Qvec compiler option
unroll, Qunroll
Tells the compiler the maximum number of times to unroll loops.

Syntax
Linux OS and OS X:
- `-unroll[=n]`

Windows OS:
- `/Qunroll[:n]`

Arguments

\[ n \]
Is the maximum number of times a loop can be unrolled. To disable loop unrolling, specify 0.

Default

```
-`unroll`
or `/Qunroll`
```

The compiler uses default heuristics when unrolling loops.

Description
This option tells the compiler the maximum number of times to unroll loops.

If you do not specify \( n \), the optimizer determines how many times loops can be unrolled.
IDE Equivalent
Visual Studio: **Optimization > Loop Unroll Count**
Eclipse: None
Xcode: **Optimization > Loop Unroll Count**

Alternate Options
Linux and OS X: `-funroll-loops`
Windows: `/unroll` (this is a deprecated option)

**unroll-aggressive, Qunroll-aggressive**
_Determines whether the compiler uses more aggressive unrolling for certain loops._

Syntax
Linux OS and OS X:
- `-unroll-aggressive`
- `-no-unroll-aggressive`

Windows OS:
- `/Qunroll-aggressive`
- `/Qunroll-aggressive-`

Arguments
None

Default
- `-no-unroll-aggressive` or `/Qunroll-aggressive-`
The compiler uses default heuristics when unrolling loops.

Description
This option determines whether the compiler uses more aggressive unrolling for certain loops. The positive form of the option may improve performance.
This option enables aggressive, complete unrolling for loops with small constant trip counts.

IDE Equivalent
None

Alternate Options
None

**vec, Qvec**
_Enables or disables vectorization._

Syntax
Linux OS and OS X:
- `-vec`
- `-no-vec`
Windows OS:
/Qvec
/Qvec-

**Arguments**
None

**Default**
-vec Vectorization is enabled if option O2 or higher is in effect.
or /Qvec

**Description**
This option enables or disables vectorization.
To disable vectorization, specify -no-vec (Linux* OS and OS X*) or /Qvec- (Windows* OS).
To disable interpretation of SIMD directives, specify -no-simd (Linux* OS and OS X*) or /Qsimd- (Windows* OS).
To disable all compiler vectorization, use the "-no-vec -no-simd" (Linux* OS and OS X*) or "/Qvec- /Qsimd-" (Windows* OS) compiler options. The option -no-vec (and /Qvec-) disables all auto-vectorization, including vectorization of array notation statements. The option -no-simd (and /Qsimd-) disables vectorization of loops that have SIMD directives.

**NOTE**
Using this option enables vectorization at default optimization levels for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as /arch (Windows OS), -m (Linux OS and OS X), or [Q]x.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
simd, Qsimd compiler option
ax, Qax compiler option
x, Qx compiler option
vec-guard-write, Qvec-guard-write compiler option
vec-threshold, Qvec-threshold compiler option

**vec-guard-write, Qvec-guard-write**
*Tell the compiler to perform a conditional check in a vectorized loop.*

**Syntax**

**Linux OS and OS X:**
-vec-guard-write
-no-vec-guard-write
Windows OS:
/Qvec-guard-write
/Qvec-guard-write-

Arguments
None

Default
-vec-guard-write
or /Qvec-guard-write

Description
This option tells the compiler to perform a conditional check in a vectorized loop. This checking avoids unnecessary stores and may improve performance.

IDE Equivalent
None

Alternate Options
None

vec-threshold, Qvec-threshold
Sets a threshold for the vectorization of loops.

Syntax
Linux OS and OS X:
-vec-threshold[n]

Windows OS:
/Qvec-threshold[[:]:n]

Arguments

$n$

Is an integer whose value is the threshold for the vectorization of loops. Possible values are 0 through 100.

If $n$ is 0, loops get vectorized always, regardless of computation work volume.

If $n$ is 100, loops get vectorized when performance gains are predicted based on the compiler analysis data. Loops get vectorized only if profitable vector-level parallel execution is almost certain.

The intermediate 1 to 99 values represent the percentage probability for profitable speed-up. For example, $n=50$ directs the compiler to vectorize only if there is a 50% probability of the code speeding up if executed in vector form.

Default
-vec-threshold100
or /Qvec-threshold100

Loops get vectorized only if profitable vector-level parallel execution is almost certain. This is also the default if you do not specify $n$. 
Description
This option sets a threshold for the vectorization of loops based on the probability of profitable execution of the vectorized loop in parallel.

This option is useful for loops whose computation work volume cannot be determined at compile-time. The threshold is usually relevant when the loop trip count is unknown at compile-time.

The compiler applies a heuristic that tries to balance the overhead of creating multiple threads versus the amount of work available to be shared amongst the threads.

IDE Equivalent
Visual Studio: Optimization > Threshold For Vectorization
Eclipse: None
Xcode: None

Alternate Options
None

vecabi, Qvecabi
Determines whether the compiler uses the compatibility or legacy vector function application binary interface (ABI).

Syntax
Linux OS and OS X:
-vecabi=keyword

Windows OS:
/Qvecabi:keyword

Arguments
keyword
Specifies which vector function ABI to use. Possible values are:

- legacy
  Tells the compiler to use the legacy vector function ABI.
- compat
  Tells the compiler to use the compatibility vector function ABI.

Default
-vecabi=compat
or/Qvecabi:compat

The compiler uses the compatibility vector function ABI.

Description
This option determines whether the compiler uses the compatibility or legacy vector function application binary interface (ABI).

On Linux* systems, by default, it provides compatibility with gcc's version of the vector function ABI. You must specify keyword legacy if you need to keep the generated vector function binary backward compatible with the vectorized binary generated by the previous version of Intel® compilers.
Profile Guided Optimization (PGO) Options

*finstrument-functions, Qinstrument-functions*

*Determines whether routine entry and exit points are instrumented.*

**Syntax**

**Linux OS and OS X:**

- `finstrument-functions`
- `fno-instrument-functions`

**Windows OS:**

/Qinstrument-functions
/Qinstrument-functions-

**Arguments**

None

**Default**

-fno-instrument-functions  Routine entry and exit points are not instrumented.
or/Qinstrument-functions-

**Description**

This option determines whether routine entry and exit points are instrumented. It may increase execution time.

The following profiling functions are called with the address of the current routine and the address of where the routine was called (its "call site"):  

- **This function is called upon routine entry:**
  - `void __cyg_profile_func_enter (void *this_fn, void *call_site);`
- **This function is called upon routine exit:**
  - `void __cyg_profile_func_exit (void *this_fn, void *call_site);`

These functions can be used to gather more information, such as profiling information or timing information. Note that it is the user's responsibility to provide these profiling functions.

If you specify *-finstrument-functions (Linux* OS and OS X*) or /Qinstrument-functions (Windows* OS), routine inlining is disabled. If you specify *-fno-instrument-functions or /Qinstrument-functions-, inlining is not disabled.

This option is provided for compatibility with gcc.
p
Compiles and links for function profiling with gprof(1).

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS and OS X:
- p

Windows OS:
None

Arguments
None

Default
OFF
Files are compiled and linked without profiling.

Description
This option compiles and links for function profiling with gprof(1).
When you specify this option, inlining is disabled. However, you can override this by specifying directive FORCEINLINE, or a compiler option such as [Q]inline-forceinline.

IDE Equivalent
None

Alternate Options
Linux and OS X: -pg,-qp (this is a deprecated option)
Windows: None

prof-data-order, Qprof-data-order
Enables or disables data ordering if profiling information is enabled.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS:
- prof-data-order
-no-prof-data-order

OS X:
None

Windows OS:
/Qprof-data-order
/Qprof-data-order-

Arguments
None

Default
-no-prof-data-order Data ordering is disabled.
or/Qprof-data-order-

Description
This option enables or disables data ordering if profiling information is enabled. It controls the use of profiling information to order static program data items.

For this option to be effective, you must do the following:
• For instrumentation compilation, you must specify option [Q]prof-gen setting globdata.
• For feedback compilation, you must specify the [Q]prof-use option. You must not use multi-file optimization by specifying options such as [Q]ipo or [Q]ipo-c.

IDE Equivalent
None

Alternate Options
None

See Also
prof-gen, Qprof-gen compiler option
prof-use, Qprof-use compiler option
prof-func-order, Qprof-func-order compiler option

prof-dir, Qprof-dir
Specifies a directory for profiling information output files.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:
-.prof-dir dir

Windows OS:
/Qprof-dir:dir
Arguments

dir

Is the name of the directory. You can specify a relative pathname or an absolute pathname.

Default

OFF

Profiling output files are placed in the directory where the program is compiled.

Description

This option specifies a directory for profiling information output files (*.dyn and *.dpi). The specified directory must already exist.

You should specify this option using the same directory name for both instrumentation and feedback compilations. If you move the .dyn files, you need to specify the new path.

Option /Qprof-dir is equivalent to option /Qcov-dir. If you specify both options, the last option specified on the command line takes precedence.

IDE Equivalent

Visual Studio: Output Files > Profile Directory

Eclipse: None

Xcode: None

Alternate Options

None

prof-file, Qprof-file

Specifies an alternate file name for the profiling summary files.

Architecture Restrictions

Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:

-prof-file filename

Windows OS:

/Qprof-file:filename

Arguments

filename

Is the name of the profiling summary file.

Default

OFF

The profiling summary files have the file name pgopti.*

Description

This option specifies an alternate file name for the profiling summary files. The filename is used as the base name for files created by different profiling passes.
If you add this option to profmerge, the .dpi file will be named `filename.dpi` instead of `pgopti.dpi`.

If you specify this option with option `[Q]prof-use`, the .dpi file will be named `filename.dpi` instead of `pgopti.dpi`.

Option `/Qprof-file` is equivalent to option `/Qcov-file`. If you specify both options, the last option specified on the command line takes precedence.

**NOTE**
When you use option `[Q]prof-file`, you can only specify a file name. If you want to specify a path (relative or absolute) for `filename`, you must also use option `[Q]prof-dir`.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
prof-gen, Qprof-gen compiler option
prof-use, Qprof-use compiler option
prof-dir, Qprof-dir compiler option

**prof-func-groups**
Enables or disables function grouping if profiling information is enabled.

**Architecture Restrictions**
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

**Linux OS:**
- `prof-func-groups`
- `no-prof-func-groups`

**OS X:**
None

**Windows OS:**
None

**Arguments**
None

**Default**
- `no-prof-func-groups` Function grouping is disabled.

**Description**
This option enables or disables function grouping if profiling information is enabled.
A "function grouping" is a profiling optimization in which entire routines are placed either in the cold code section or the hot code section.

If profiling information is enabled by option \texttt{-prof-use}, option \texttt{-prof-func-groups} is set and function grouping is enabled. However, if you explicitly enable \texttt{-prof-func-order}, function ordering is performed instead of function grouping.

If you want to disable function grouping when profiling information is enabled, specify \texttt{-no-prof-func-groups}.

To set the hotness threshold for function grouping, use option \texttt{-prof-hotness-threshold}.

**IDE Equivalent**

None

**See Also**

\texttt{prof-use, Qprof-use} compiler option  
\texttt{prof-func-order, Qprof-func-order} compiler option  
\texttt{prof-hotness-threshold, Qprof-hotness-threshold} compiler option

\texttt{prof-func-order, Qprof-func-order}

Enables or disables function ordering if profiling information is enabled.

**Architecture Restrictions**

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

**Linux OS:**

\texttt{-prof-func-order}  
\texttt{-no-prof-func-order}

**OS X:**

None

**Windows OS:**

\texttt{/Qprof-func-order}  
\texttt{/Qprof-func-order-}

**Arguments**

None

**Default**

\texttt{-no-prof-func-order} Function ordering is disabled.  
\texttt{or/Qprof-func-order-}

**Description**

This option enables or disables function ordering if profiling information is enabled.

For this option to be effective, you must do the following:

- For instrumentation compilation, you must specify option \texttt{[Q]prof-gen setting srcpos}.
- For feedback compilation, you must specify \texttt{[Q]prof-use}. You must not use multi-file optimization by specifying options such as \texttt{[Q]ipo} or \texttt{[Q]ipo-c}. 
If you enable profiling information by specifying option \( Q \)prof-use, option \( Q \)prof-func-groups is set and function grouping is enabled. However, if you explicitly enable the \( Q \)prof-func-order option, function ordering is performed instead of function grouping.

On Linux* systems, this option is only available for Linux linker 2.15.94.0.1, or later.

To set the hotness threshold for function grouping and function ordering, use option \( Q \)prof-hotness-threshold.

**IDE Equivalent**
None

**Alternate Options**
None

**Example**
The following example shows how to use this option on a Windows system:

```bash
ifort /Qprof-gen:globdata file1.f90 file2.f90 /exe:instrumented.exe
  ./instrumented.exe
ifort /Qprof-use /Qprof-func-order file1.f90 file2.f90 /exe:feedback.exe
```

The following example shows how to use this option on a Linux system:

```bash
ifort -prof-gen:globdata file1.f90 file2.f90 -o instrumented
  ./instrumented.exe
ifort -prof-use -prof-func-order file1.f90 file2.f90 -o feedback
```

**See Also**
prof-hotness-threshold, Qprof-hotness-threshold compiler option
prof-gen, Qprof-gen compiler option
prof-use, Qprof-use compiler option
prof-data-order, Qprof-data-order compiler option
prof-func-groups compiler option

**prof-gen, Qprof-gen**
*Produces an instrumented object file that can be used in profile guided optimization.*

**Syntax**

*Linux OS and OS X:*

```bash
-prof-gen[=keyword[, keyword],...]
-no-prof-gen
```

*Windows OS:*

```bash
/Qprof-gen[:keyword[,keyword],...]
/Qprof-gen-
```

**Arguments**

*keyword*  
Specifies details for the instrumented file. Possible values are:

*default*  
*Produces an instrumented object file. This is the same as specifying the \( Q \)prof-gen option with no keyword.*
srcpos Produces an instrumented object file that includes extra source position information.

globdata Produces an instrumented object file that includes information for global data layout.

[no]threadsafe Produces an instrumented object file that includes the collection of PGO data on applications that use a high level of parallelism. If [Q]prof-gen is specified with no keyword, the default is nothreadsafe.

On Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner), the only valid mode is keyword threadsafe.

Default

-no-prof-gen or /Qprof-gen- Profile generation is disabled.

Description

This option produces an instrumented object file that can be used in profile guided optimization. It gets the execution count of each basic block.

You can specify more than one setting for [Q]prof-gen. For example, you can specify the following:

-prof-gen=scrpos -prof-gen=threadsafe (Linux* OS and OS X*)
-prof-gen=scrpos, threadsafe (this is equivalent to the above)

/Qprof-gen:scrpos /Qprof-gen:threadsafe (Windows* OS)
/Qprof-gen:scrpos, threadsafe (this is equivalent to the above)

If you specify keyword srcpos or globdata, a static profile information file (.spi) is created. These settings may increase the time needed to do a parallel build using -prof-gen, because of contention writing the .spi file.

These options are used in phase 1 of the Profile Guided Optimizer (PGO) to instruct the compiler to produce instrumented code in your object files in preparation for instrumented execution.

When the [Q]prof-gen option is used to produce an instrumented binary file for profile generation, some optimizations are disabled. Those optimizations are not disabled for any subsequent profile-guided compilation with option [Q]prof-use that makes use of the generated profiles.

IDE Equivalent

None

Alternate Options

None

prof-hotness-threshold, Qprof-hotness-threshold

Lets you set the hotness threshold for function grouping and function ordering.

Architecture Restrictions

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)
Syntax

Linux OS:
- `prof-hotness-threshold=n`

OS X:
None

Windows OS:
/Qprof-hotness-threshold: n

Arguments

n Is the hotness threshold. n is a percentage having a value between 0 and 100 inclusive. If you specify 0, there will be no hotness threshold setting in effect for function grouping and function ordering.

Default

OFF The compiler’s default hotness threshold setting of 10 percent is in effect for function grouping and function ordering.

Description

This option lets you set the hotness threshold for function grouping and function ordering.

The "hotness threshold" is the percentage of functions in the application that should be placed in the application's hot region. The hot region is the most frequently executed part of the application. By grouping these functions together into one hot region, they have a greater probability of remaining resident in the instruction cache. This can enhance the application's performance.

For this option to take effect, you must specify option [Q]prof-use and one of the following:

- On Linux systems: `-prof-func-groups` or `-prof-func-order`
- On Windows systems: `/Qprof-func-order`

IDE Equivalent

None

Alternate Options

None

See Also

`prof-use`, `Qprof-use` compiler option
`prof-func-groups` compiler option
`prof-func-order`, `Qprof-func-order` compiler option

`prof-src-dir`, `Qprof-src-dir`  
Determines whether directory information of the source file under compilation is considered when looking up profile data records.

Architecture Restrictions

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)
Syntax

Linux OS and OS X:
- prof-src-dir
- no-prof-src-dir

Windows OS:
/Qprof-src-dir
/Qprof-src-dir-

Arguments
None

Default

[Q]prof-src-dir Directory information is used when looking up profile data records in the .dpi file.

Description

This option determines whether directory information of the source file under compilation is considered when looking up profile data records in the .dpi file. To use this option, you must also specify the [Q]prof-use option.

If the option is enabled, directory information is considered when looking up the profile data records within the .dpi file. You can specify directory information by using one of the following options:

- Linux and OS X: -prof-src-root or -prof-src-root-cwd
- Windows: /Qprof-src-root or /Qprof-src-root-cwd

If the option is disabled, directory information is ignored and only the name of the file is used to find the profile data record.

Note that option [Q]prof-src-dir controls how the names of the user’s source files get represented within the .dyn or .dpi files. Option [Q]prof-dir specifies the location of the .dyn or the .dpi files.

IDE Equivalent
None

Alternate Options
None

See Also
prof-use, Qprof-use compiler option
prof-src-root, Qprof-src-root compiler option
prof-src-root-cwd, Qprof-src-root-cwd compiler option

prof-src-root, Qprof-src-root
Lets you use relative directory paths when looking up profile data and specifies a directory as the base.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture
**Syntax**

**Linux OS and OS X:**
- `prof-src-root=dir`

**Windows OS:**
/`Qprof-src-root:dir`

**Arguments**

`dir`  
Is the base for the relative paths.

**Default**

OFF  
The setting of relevant options determines the path used when looking up profile data records.

**Description**

This option lets you use relative directory paths when looking up profile data in .dpi files. It lets you specify a directory as the base. The paths are relative to a base directory specified during the [Q]prof-gen compilation phase.

This option is available during the following phases of compilation:

- Linux OS and OS X: `-prof-gen` and `-prof-use` phases
- Windows OS: `/Qprof-gen` and `/Qprof-use` phases

When this option is specified during the [Q]prof-gen phase, it stores information into the .dyn or .dpi file. Then, when .dyn files are merged together or the .dpi file is loaded, only the directory information below the root directory is used for forming the lookup key.

When this option is specified during the [Q]prof-use phase, it specifies a root directory that replaces the root directory specified at the [Q]prof-gen phase for forming the lookup keys.

To be effective, this option or option `[Q]prof-src-root-cwd` must be specified during the [Q]prof-gen phase. In addition, if one of these options is not specified, absolute paths are used in the .dpi file.

**IDE Equivalent**

None

**Alternate Options**

None

Consider the initial [Q]prof-gen compilation of the source file `c:\user1\feature_foo\myproject\common\glob.f90` shown below:

**Windows** OS: `ifort /Qprof-gen /Qprof-src-root=c:\user1\feature_foo\myproject -c common\glob.f90`

**Linux** and OS X*: `ifort -prof-gen -prof-src-root=c:\user1\feature_foo\myproject -c common\glob.f90`

For the [Q]prof-use phase, the file `glob.f90` could be moved into the directory `c:\user2\feature_bar\myproject\common\glob.f90` and profile information would be found from the .dpi when using the following:

**Windows** OS: `ifort /Qprof-use /Qprof-src-root=c:\user2\feature_bar\myproject -c common\glob.f90`

**Linux** and OS X*: `ifort -prof-use -prof-src-root=c:\user2\feature_bar\myproject -c common\glob.f90`

If you do not use option `[Q]prof-src-root` during the [Q]prof-gen phase, by default, the [Q]prof-use compilation can only find the profile data if the file is compiled in the `c:\user1\feature_foo\my_project\common` directory.
See Also
prof-gen, Qprof-gen compiler option
prof-use, Qprof-use compiler option
prof-src-dir, Qprof-src-dir compiler option
prof-src-root-cwd, Qprof-src-root-cwd compiler option

prof-src-root-cwd, Qprof-src-root-cwd
Let you use relative directory paths when looking up profile data and specifies the current working directory as the base.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS and OS X:
-prof-src-root-cwd

Windows OS:
/Qprof-src-root-cwd

Arguments
None

Default
OFF

The setting of relevant options determines the path used when looking up profile data records.

Description
This option lets you use relative directory paths when looking up profile data in .dpi files. It specifies the current working directory as the base. To use this option, you must also specify option [Q]prof-use.

This option is available during the following phases of compilation:

- Linux OS and OS X: -prof-gen and -prof-use phases
- Windows OS: /Qprof-gen and /Qprof-use phases

When this option is specified during the [Q]prof-gen phase, it stores information into the .dyn or .dpi file. Then, when .dyn files are merged together or the .dpi file is loaded, only the directory information below the root directory is used for forming the lookup key.

When this option is specified during the [Q]prof-use phase, it specifies a root directory that replaces the root directory specified at the [Q]prof-gen phase for forming the lookup keys.

To be effective, this option or option [Q]prof-src-root must be specified during the [Q]prof-gen phase. In addition, if one of these options is not specified, absolute paths are used in the .dpi file.

IDE Equivalent
None

Alternate Options
None
See Also
prof-gen, Qprof-gen compiler option
prof-use, Qprof-use compiler option
prof-src-dir, Qprof-src-dir compiler option
prof-src-root, Qprof-src-root compiler option

prof-use, Qprof-use
Enables the use of profiling information during optimization.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:
-prof-use[=keyword]
-no-prof-use

Windows OS:
/Qprof-use[::keyword]
/Qprof-use-

Arguments

keyword

- Specifies additional instructions. Possible values are:

  - weighted
    - Tells the profmerge utility to apply a weighting to the .dyn file values when creating the .dpi file to normalize the data counts when the training runs have different execution durations. This argument only has an effect when the compiler invokes the profmerge utility to create the .dpi file. This argument does not have an effect if the .dpi file was previously created without weighting.

  - [no]merge
    - Enables or disables automatic invocation of the profmerge utility. The default is merge. Note that you cannot specify both weighted and nomerge. If you try to specify both values, a warning will be displayed and nomerge takes precedence.

  - default
    - Enables the use of profiling information during optimization. The profmerge utility is invoked by default. This value is the same as specifying [Q]prof-use with no argument.

Default

-no-prof-use or /Qprof-use-

Profiling information is not used during optimization.
Description

This option enables the use of profiling information (including function splitting and function grouping) during optimization. It enables option /QfnSplit (Windows* OS).

This option instructs the compiler to produce a profile-optimized executable and it merges available profiling output files into a pgopti.dpi file.

Note that there is no way to turn off function grouping if you enable it using this option.

To set the hotness threshold for function grouping and function ordering, use option [Q]prof-hotness-threshold.

IDE Equivalent

None

Alternate Options

None

See Also

prof-hotness-threshold, Qprof-hotness-threshold compiler option

prof-value-profiling, Qprof-value-profiling
Controls which values are value profiled.

Architecture Restrictions

Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:
- prof-value-profiling[=keyword]

Windows OS:
/Qprof-value-profiling[:keyword]

Arguments

keyword

Controls which type of value profiling is performed. Possible values are:

none Prevents all types of value profiling.

nodivide Prevents value profiling of non-compile time constants used in division or remainder operations.

noindcall Prevents value profiling of function addresses at indirect call sites.

all Enables all types of value profiling.

You can specify more than one keyword, but they must be separated by commas.

Default

all All value profile types are enabled and value profiling is performed.

Description

This option controls which features are value profiled.
If this option is specified with option \([Q]\)prof-gen, it turns off instrumentation of operations of the specified type. This also prevents feedback of values for the operations.

If this option is specified with option \([Q]\)prof-use, it turns off feedback of values collected of the specified type.

If you specify level 2 or higher for option \([q \text{ or } Q]\)opt-report, the value profiling specialization information will be reported within the PGO optimization report.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

prof-gen, Qprof-gen compiler option
prof-use, Qprof-use compiler option
qopt-report, Qopt-report compiler option

**profile-functions, Qprofile-functions**

Inserts instrumentation calls at a function's entry and exit points.

**Architecture Restrictions**

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

**Linux OS and OS X:**

- `profile-functions`

**Windows OS:**

/Qprofile-functions

**Arguments**

None

**Default**

OFF

No instrumentation calls are inserted at a function's entry and exit points.

**Description**

This option inserts instrumentation calls at a function’s entry and exit points within a single-threaded application to collect the cycles spent within the function to produce reports that can help in identifying code hotspots.

When the instrumented application is run, this option causes the generation of a `loop_prof_funcs_<name>.dump` file, where `<name>` is a timestamp for the run.

The same data values are also dumped into the file `loop_prof_<name>.xml` for use with the data viewer application, unless you turn off the output format by setting the environment variable `INTEL_LOOP_PROF_XML_DUMP` to 0.

**IDE Equivalent**

None
Alternate Options
None

See Also
profile-loops, Qprofile-loops compiler option
profile-loops-report, Qprofile-loops-report compiler option

profile-loops, Qprofile-loops

Inserts instrumentation calls at a function’s entry and exit points, and before and after instrumentable loops.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:

-profile-loops=keyword

Windows OS:

/Qprofile-loops:keyword

Arguments

keyword

Specifies which type of loops should have instrumentation. Possible values are:

inner

Inserts instrumentation before and after inner loops.

outer

Inserts instrumentation before and after outer loops.

all

Inserts instrumentation before and after all loops.

Default

OFF

No instrumentation calls are inserted at a function’s entry and exit points, or before and after instrumentable loop.

Description

This option inserts instrumentation calls at a function’s entry and exit points within a single-threaded application. For unthreaded applications, it also inserts instrumentation before and after instrumentable loops of the type listed in keyword.

When the instrumented application is run, this option causes the generation of a loop_prof_funcs_<name>.dump file and a loop_prof_funcs_<name>.dump file, where <name> is a timestamp for the run.

The same timestamp is used for the loop file and function file. This identifies that the loop data and function data were from the same program run.

The same data values are also dumped into the file loop_prof_<name>.xml for use with the data viewer application, unless you turn off the output format by setting the environment variable INTEL_LOOP_PROF_XML_DUMP to 0.
## IDE Equivalent
None

## Alternate Options
None

## See Also
- profile-functions, Qprofile-functions compiler option
- profile-loops-report, Qprofile-loops-report compiler option

### profile-loops-report, Qprofile-loops-report

Controls the level of detail for the data collected when instrumentation occurs before and after certain loops.

## Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

## Syntax

**Linux OS and OS X:**

```
-profile-loops-report[=n]
```

**Windows OS:**

```
/Qprofile-loops-report[:n]
```

## Arguments

\( n \)

Is a value denoting the level of detail to report. Possible values are:

1. \( n \) Reports the cycle counts on entry and exits of loops. This is the default if \( n \) is not specified.

2. \( n \) Reports the level 1 default details, but also includes the loop min/max and average loop iteration counts. To collect the loop iteration counts, additional instrumentation is inserted. This can increase overhead in the instrumented application and slow performance.

## Default
1

The report shows the cycle counts on entry and exits of loops.

## Description
This option controls the level of detail for the data collected when instrumentation occurs before and after certain loops. To use this option, you must also specify option [Q]profile-loops.

The report appears in file `loop_prof_loops_<name>.dump`, where `<name>` is a timestamp value for the run. The columns listed in the report will be based on the level of detail that was selected during instrumentation.

It is recommended that the same report level be used for all files that are instrumented for the application. If different files of the application were instrumented with different levels, the report will contain all the columns of the highest detail level, but with default values for unavailable fields for files that were instrumented at lower levels.
Qcov-dir
Specifies a directory for profiling information output files that can be used with the codecov or tselect tool.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS and OS X:
None

Windows OS:
/Qcov-dir:dir

Arguments
dir Is the name of the directory.

Default
OFF Profiling output files are placed in the directory where the program is compiled.

Description
This option specifies a directory for profiling information output files (*.dyn and *.dpi) that can be used with the code-coverage tool (codecov) or the test prioritization tool (tselect). The specified directory must already exist.

You should specify this option using the same directory name for both instrumentation and feedback compilations. If you move the .dyn files, you need to specify the new path.

Option /Qcov-dir is equivalent to option /Qprof-dir. If you specify both options, the last option specified on the command line takes precedence.

IDE Equivalent
None

Alternate Options
None

See Also
profile-functions, Qprofile-functions compiler option
profile-loops, Qprofile-loops compiler option
Qcov-gen compiler option
Qcov-file compiler option
Qcov-file
Specifies an alternate file name for the profiling summary files that can be used with the codecov or tselect tool.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:
None

Windows OS:
/Qcov-file:filename

Arguments
filename Is the name of the profiling summary file.

Default
OFF The profiling summary files have the file name pgopti.*.

Description
This option specifies an alternate file name for the profiling summary files. The file name can be used with the code-coverage tool (codecov) or the test prioritization tool (tselect).

The filename is used as the base name for the set of files created by different profiling passes.

If you specify this option with option /Qcov-gen, the .spi and .spl files will be named filename.spi and filename.spl instead of pgopti.spi and pgopti.spl.

Option /Qcov-file is equivalent to option /Qprof-file. If you specify both options, the last option specified on the command line takes precedence.

IDE Equivalent
None

Alternate Options
None

See Also
Qcov-gen compiler option
Qcov-dir compiler option

Qcov-gen
Produces an instrumented object file that can be used with the codecov or tselect tool.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:
None
Windows OS:
/Qcov-gen
/Qcov-gen-

Arguments
None

Default
/Qcov-gen- The instrumented object file is not produced.

Description
This option produces an instrumented object file that can be used with the code-coverage tool (codecov) or the test prioritization tool (tselect). The instrumented code is included in the object file in preparation for instrumented execution.

This option also creates a static profile information file (.spi) that can be used with the codecov or tselect tool.

Option /Qcov-gen should be used to minimize the instrumentation overhead if you are interested in using the instrumentation only for code coverage. You should use /Qprof-gen:srcpos if you intend to use the collected data for code coverage and profile feedback.

IDE Equivalent
None

Alternate Options
None

See Also
Qcov-dir compiler option
Qcov-file compiler option

Qfnsplit
Enables function splitting.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS:
None

OS X:
None

Windows OS:
/Qfnsplit
/Qfnsplit-

Arguments
None
Function splitting is not enabled unless option `/Qprof-use` is also specified.

Description
This option enables function splitting if `/Qprof-use` is also specified. Otherwise, this option has no effect.

It is enabled automatically if you specify `/Qprof-use`. Otherwise, the default is `/Qfnsplit-`, which disables function splitting but leaves function grouping enabled.

To disable function splitting when you use `/Qprof-use`, specify `/Qfnsplit-`.

IDE Equivalent
None

Alternate Options
None

Optimization Report Options

`qopt-report`, `Qopt-report`
*Tells the compiler to generate an optimization report. Option `-qopt-report` is the replacement option for `-opt-report`, which is deprecated.*

Syntax

**Linux OS and OS X:**

`-qopt-report[:n]`

**Windows OS:**

`/Qopt-report[:n]`

Arguments

`n` (Optional) Indicates the level of detail in the report. You can specify values 0 through 5. If you specify zero, no report is generated. For levels `n=1` through `n=5`, each level includes all the information of the previous level, as well as potentially some additional information. Level 5 produces the greatest level of detail. If you do not specify `n`, the default is level 2, which produces a medium level of detail.

Default

**OFF**
No optimization report is generated.

Description

This option tells the compiler to generate a collection of optimization report files, one per object; this is the same output produced by option `[q or Q]opt-report-per-object`. If you prefer another form of output, you can specify option `[q or Q]opt-report-file`.

If you specify a level (`n`) higher than 5, a warning will be displayed and you will get a level 5 report.

When optimization reporting is enabled, the default is `-qopt-report-phase=all` (Linux* OS and OS X*) or `/Qopt-report-phase:all` (Windows* OS).
For a description of the information that each n level provides, see the Example section in option [q or Q]opt-report-phase.

IDE Equivalent
Visual Studio: Diagnostics > Optimization Diagnostic Level
Eclipse: None
Xcode: None

Alternate Options
None

Example
If you only want reports about certain diagnostics, you can use this option with option [q or Q]opt-report-phase. The phase you specify determines which diagnostics you will receive.

For example, the following examples show how to get reports about certain specific diagnostics.

<table>
<thead>
<tr>
<th>To get this specific report</th>
<th>Specify</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto-parallelizer diagnostics</td>
<td>Linux* OS and OS X*: -qopt-report -qopt-report-phase=par</td>
</tr>
<tr>
<td></td>
<td>Windows* OS: /Qopt-report /Qopt-report-phase:par</td>
</tr>
<tr>
<td>OpenMP parallelizer diagnostics</td>
<td>Linux* OS and OS X*: -qopt-report -qopt-report-phase=openmp</td>
</tr>
<tr>
<td></td>
<td>Windows* OS: /Qopt-report /Qopt-report-phase:openmp</td>
</tr>
<tr>
<td>Vectorizer diagnostics</td>
<td>Linux* OS and OS X*: -qopt-report -qopt-report-phase=vec</td>
</tr>
<tr>
<td></td>
<td>Windows* OS: /Qopt-report /Qopt-report-phase:vec</td>
</tr>
</tbody>
</table>

See Also
qopt-report-file, Qopt-report-file compiler option
qopt-report-per-object, Qopt-report-per-object compiler option
qopt-report-phase, Qopt-report-phase compiler option

qopt-report-embed, Qopt-report-embed
Determines whether special loop information annotations will be embedded in the object file and/or the assembly file when it is generated. Option -qopt-report-embed is the replacement option for -opt-report-embed, which is deprecated.

Syntax

Linux OS and OS X:
- qopt-report-embed
- qno-opt-report-embed

Windows OS:
/Qopt-report-embed
Arguments
None

Default
OFF

When an assembly file is being generated, special loop information annotations will not be embedded in the assembly file.

However, if option -g (Linux* OS and OS X*) or /zi (Windows* OS) is specified, special loop information annotations will be embedded in the assembly file unless option -qno-opt-report-embed (Linux OS and OS X) or /Qopt-report-embed- (Windows OS) is specified.

Description
This option determines whether special loop information annotations will be embedded in the object file and/or the assembly file when it is generated. Specify the positive form of the option to include the annotations in the assembly file.

If an object file (or executable) is being generated, the annotations will be embedded in the object file (or executable).

If you use this option, you do not have to specify option [q or Q]opt-report.

Alternate Options
None

See Also
qopt-report, Qopt-report compiler option
qopt-report-file, Qopt-report-file
Specifies that the output for the optimization report goes to a file, stderr, or stdout. Option -qopt-report-file is the replacement option for -opt-report-file, which is deprecated.

Syntax
Linux OS and OS X:
-qopt-report-file=keyword

Windows OS:
/Qopt-report-file:keyword

Arguments

\textit{keyword}

Specifies the output for the report. You can specify one of the following:

\begin{itemize}
  \item \textit{filename}
    \begin{itemize}
      \item Specifies the name of the file where the output should go.
    \end{itemize}
  \item \textit{stderr}
    \begin{itemize}
      \item Indicates that the output should go to stderr.
    \end{itemize}
  \item \textit{stdout}
    \begin{itemize}
      \item Indicates that the output should go to stdout.
    \end{itemize}
\end{itemize}
Default

OFF

No optimization report is generated.

Description

This option specifies that the output for the optimization report goes to a file, stderr, or stdout.

If you use this option, you do not have to specify option [q or Q]opt-report.

When optimization reporting is enabled, the default is -qopt-report-phase=all (Linux* OS and OS X*) or /Qopt-report-phase:all (Windows* OS).

IDE Equivalent

Visual Studio: Diagnostics > Emit Optimization Diagnostics to File

Diagnostics > Optimization Diagnostic File

Eclipse: None

Xcode: None

Alternate Options

None

See Also

qopt-report, Qopt-report compiler option

qopt-report-filter, Qopt-report-filter

Tells the compiler to find the indicated parts of your application, and generate optimization reports for those parts of your application. Option -qopt-report-filter is the replacement option for -opt-report-filter, which is deprecated.

Syntax

Linux OS and OS X:

-qopt-report-filter=string

Windows OS:

/Qopt-report-filter:string

Arguments

string

Is the information to search for. The string must appear within quotes. It can take one or more of the following forms:

- filename
- filename, routine
- filename, range [, range]...
- filename, routine, range [, range]...

If you specify more than one of the above forms in a string, a semicolon must appear between each form. If you specify more than one range in a string, a comma must appear between each range. Optional blanks can follow each parameter in the forms above and they can also follow each form in a string.
filename
Specifies the name of a file to be found. It can include a path.
If you do not specify a path, the compiler looks for the filename in the current working directory.

routine
Specifies the name of a routine to be found. You can include an identifying argument.
The name, including any argument, must be enclosed in single quotes.
The compiler tries to uniquely identify the routine that corresponds to the specified routine name.
It may select multiple routines to analyze, especially if more than one routine has the specified routine name, so the routine cannot be uniquely identified.

range
Specifies a range of line numbers to be found in the file or routine specified. The range must be specified in integers in the form:
first_line_number-last_line_number
The hyphen between the line numbers is required.

Default
OFF
No optimization report is generated.

Description
This option tells the compiler to find the indicated parts of your application, and generate optimization reports for those parts of your application. Optimization reports will only be generated for the routines that contain the specified string.
On Linux* OS and OS X*, if you specify both -qopt-report-routine=string1 and -qopt-report-filter=string2, it is treated as -qopt-report-filter=string1;string2. On Windows* OS, if you specify both /Qopt-report-routine:string1 and /Qopt-report-filter:string2, it is treated as /Qopt-report-filter:string1;string2.
If you use this option, you do not have to specify option [q or Q]opt-report.
When optimization reporting is enabled, the default is -qopt-report-phase=all (Linux* OS and OS X*) or /Qopt-report-phase:all (Windows* OS).

IDE Equivalent
None

Alternate Options
None

See Also
qopt-report, Qopt-report compiler option
qopt-report-format, Qopt-report-format
Specifies the format for an optimization report. Option -qopt-report-format is the replacement option for -opt-report-format, which is deprecated.

Syntax

Linux OS and OS X:
-qopt-report-format=keyword

Windows OS:
/Qopt-report-format:keyword

Arguments

keyword Specifies the format for the report. You can specify one of the following:

text Indicates that the report should be in text format.

vs Indicates that the report should be in Visual Studio* (IDE) format. The Visual Studio IDE uses the information to visualize the optimization report in the context of your program source code.

Default

OFF No optimization report is generated.

Description

This option specifies the format for an optimization report. If you use this option, you must specify either text or vs.

If you do not specify this option and another option causes an optimization report to be generated, the default format is text.

Specifying vs can change where the output goes in the following cases:

• If filename is specified for option [q or Q]opt-report-file, output goes to the specified file.
• If stdout is specified for option [q or Q]opt-report-file, output goes to stdout.
• If stderr is specified for option [q or Q]opt-report-file, output goes to stderr.

If you use this option, you do not have to specify option [q or Q]opt-report.

When optimization reporting is enabled, the default is -qopt-report-phase=all (Linux* OS and OS X*) or /Qopt-report-phase:all (Windows* OS).

IDE Equivalent

None

Alternate Options

None

See Also

qopt-report, Qopt-report compiler option
qopt-report-file, Qopt-report-file compiler option
**qopt-report-help, Qopt-report-help**

Displays the optimizer phases available for report generation and a short description of what is reported at each level. Option -qopt-report-help is the replacement option for -opt-report-help, which is deprecated.

**Syntax**

**Linux OS and OS X:**

-qopt-report-help

**Windows OS:**

/Qopt-report-help

**Arguments**

None

**Default**

OFF No optimization report is generated.

**Description**

This option displays the optimizer phases available for report generation using [q or Q]opt-report-phase, and a short description of what is reported at each level. No compilation is performed.

To indicate where output should go, you can specify one of the following options:

- [q or Q]opt-report-file
- [q or Q]opt-report-per-object

If you use this option, you do not have to specify option [q or Q]opt-report.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

qopt-report, Qopt-report compiler option
qopt-report-phase, Qopt-report-phase compiler option
qopt-report-file, Qopt-report-file compiler option
qopt-report-per-object, Qopt-report-per-object compiler option

**qopt-report-per-object, Qopt-report-per-object**

Tells the compiler that optimization report information should be generated in a separate file for each object. Option -qopt-report-per-object is the replacement option for -opt-report-per-object, which is deprecated.

**Syntax**

**Linux OS and OS X:**

-qopt-report-per-object
Windows OS:
/Qopt-report-per-object

Arguments
None

Default
OFF No optimization report is generated.

Description
This option tells the compiler that optimization report information should be generated in a separate file for each object.

If you specify this option for a single-file Interprocedural Optimization (IPO) compilation, a file with a .optrpt extension is produced for every object file or assembly file that is generated by the compiler. For a single file compilation, one file is produced for each of the multiple true objects in the compilation. The names used are ipo_out1.optrpt, ipo_out2.optrpt, ...ipo_outn.optrpt.

The .optrpt files are written to the target directory of the compilation process. If an object or assembly file is explicitly generated, the corresponding .optrpt file is written to the same directory where the object file is generated. If the object file is just a temporary file and an executable is generated, the corresponding .optrpt files are placed in the directory in which the executable is placed.

If you use this option, you do not have to specify option [q or Q]opt-report.

When optimization reporting is enabled, the default is -qopt-report-phase=all (Linux* OS and OS X*) or /Qopt-report-phase:all (Windows* OS).

IDE Equivalent
None

Alternate Options
None

See Also
qopt-report, Qopt-report compiler option

qopt-report-phase, Qopt-report-phase
Specifies one or more optimizer phases for which optimization reports are generated. Option -qopt-report-phase is the replacement option for -opt-report-phase, which is deprecated.

Syntax

Linux OS and OS X:
-qopt-report-phase=[list]

Windows OS:
/Qopt-report-phase[:list]
Arguments

list  (Optional) Specifies one or more phases to generate reports for. If you specify more than one phase, they must be separated with commas. The values you can specify are:

cg The phase for code generation
ipo The phase for Interprocedural Optimization
loop The phase for loop nest optimization
offload The phase for Intel® MIC Architecture. This phase has no effect if option -no-qoffload or option /Qoffload- is specified. This phase only applies to Intel® MIC Architecture.
openmp The phase for OpenMP
par The phase for auto-parallelization
pgo The phase for Profile Guided Optimization
tcollect The phase for trace collection
vec The phase for vectorization
all All optimizer phases. This is the default if you do not specify list.

Default
OFF No optimization report is generated.

Description
This option specifies one or more optimizer phases for which optimization reports are generated. Note that phase offload causes the compiler to print a report of the input or output of variables that the host sends to the offload target and variables that the host receives from the target.

For certain phases, you also need to specify other options:
• If you specify phase par, you must also specify option [Q]parallel.
• If you specify phase openmp, you must also specify option [q or Q]openmp.

To find all phase possibilities, specify option [q or Q]opt-report-help.

If you use this option, you do not have to specify option [q or Q]opt-report.

However, if you want to get more details for each phase, specify option [q or Q]opt-report along with this option and indicate the level of detail you want by specifying an appropriate value for n. (See also the Example section below.)

When optimization reporting is enabled, the default is -qopt-report-phase=all (Linux* OS and OS X*) or /Qopt-report-phase:all (Windows* OS).

IDE Equivalent
Visual Studio: Diagnostics > Optimization Diagnostic Phase
Eclipse: None
### Example
The following shows examples of the details you may receive when you specify one of the optimizer phases and a particular level \((n)\) for option \([q\ or\ Q]\text{opt-report}\). Note that details may change in future releases.

<table>
<thead>
<tr>
<th>Optimizer phase</th>
<th>The level specified in option ([q\ or\ Q]\text{opt-report})</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cg</td>
<td>1</td>
<td>Generates a list of which intrinsics were lowered and which memcall optimizations were performed.</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Generates level 1 details, values for important inlining command line options, and a list of the routines that were discovered to be dead and eliminated.</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Generates level 2 details, whole program information, the sizes of inlined routines, and the reasons routines were not inlined.</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Generates level 3 details, detailed footnotes on the reasons why routines are not inlined, and what action the user can take to get them inlined.</td>
</tr>
<tr>
<td>ipo</td>
<td>1</td>
<td>For each compiled routine, generates a list of the routines that were inlined into the routine, called directly by the routine, and whose calls were deleted.</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Generates level 1 details, and provides more detail on the metrics and types of references (like prefetch distance, indirect prefetches etc) used in optimizations. Only a few</td>
</tr>
<tr>
<td>Optimizer phase</td>
<td>The level specified in option <code>[q or Q]opt-report</code></td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td><strong>offload</strong></td>
<td>1</td>
<td>Reports the file and line for each CPU offload and offload region.</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Reports variables sent back and forth between the CPU and offload architecture.</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Reports evaluation of length, alloc_if, free_if, and align clauses and assignments to memory locations. Note that the compiler changes default inout variables to either in or out based on usage.</td>
</tr>
<tr>
<td><strong>openmp</strong></td>
<td>1</td>
<td>Reports loops, regions, sections, and tasks successfully parallelized.</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Generates level 1 details, and messages indicating successful handling of MASTER constructs, SINGLE constructs, CRITICAL constructs, ORDERED constructs, ATOMIC directives, and so forth.</td>
</tr>
<tr>
<td><strong>par</strong></td>
<td>1</td>
<td>Reports which loops were parallelized.</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Generates level 1 details, and reports which loops were not parallelized along with a short reason.</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Generates level 2 details, and prints the memory locations that are categorized as private, shared, reduction, etc..</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>For this phase, this is the same as specifying level 3.</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Generates level 4 details, and dependency edges that inhibit parallelization.</td>
</tr>
<tr>
<td><strong>pgo</strong></td>
<td>1</td>
<td>During profile feedback, generates report status of feedback (such as, profile used, no profile available, or unable to use profile) for each routine compiled.</td>
</tr>
<tr>
<td>Optimizer phase</td>
<td>The level specified in option [{q or Q}]opt-report</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>---------------------------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Generates level 1 details, and reports which value profile specializations took place for indirect calls and arithmetic operations.</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Generates level 2 details, and reports which indirect calls had profile data, but did not meet the internal threshold limits for the percentage or execution count.</td>
</tr>
<tr>
<td>tcollect</td>
<td>1</td>
<td>Generates a list of routines and whether each was selected for trace collection.</td>
</tr>
<tr>
<td>vec</td>
<td>1</td>
<td>Reports which loops were vectorized.</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Generates level 1 details and reports which loops were not vectorized along with short reason.</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Generates level 2 details, and vectorizer loop summary information.</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Generates level 3 details, and greater detail about vectorized and non-vectorized loops.</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Generates level 4 details, and details about any proven or assumed data dependences.</td>
</tr>
</tbody>
</table>

**See Also**

qopt-report, Qopt-report compiler option
qopt-report-help, Qopt-report-help compiler option

**qopt-report-routine, Qopt-report-routine**

*Tells the compiler to generate an optimization report for each of the routines whose names contain the specified substring. Option -qopt-report-routine is the replacement option for -opt-report-routine, which is deprecated.*

**Syntax**

**Linux OS and OS X:**

-qopt-report-routine=substring

**Windows OS:**

/Qopt-report-routine:substring
**Arguments**

*substring*  
Is the text (string) to look for.

**Default**

OFF  
No optimization report is generated.

**Description**

This option tells the compiler to generate an optimization report for each of the routines whose names contain the specified substring.

You can also specify a sequence of substrings separated by commas. If you do this, the compiler will generate an optimization report for each of the routines whose name contains one or more of these substrings.

If you use this option, you do not have to specify option \[q or Qopt-report\].

When optimization reporting is enabled, the default is `-qopt-report-phase=all` (Linux* OS and OS X*) or `/Qopt-report-phase:all` (Windows* OS).

**IDE Equivalent**

Visual Studio: *Diagnostics > Optimization Diagnostic Routine*

Eclipse: None

Xcode: None

**Alternate Options**

None

**See Also**

`qopt-report`, `Qopt-report` compiler option

`qopt-report-names`, `Qopt-report-names`  
*Specifies whether mangled or unmangled names should appear in the optimization report.*

**Syntax**

**Linux OS and OS X:**

- `-qopt-report-names=keyword`

**Windows OS:**

- `/Qopt-report-names:keyword`

**Arguments**

*keyword*  
Specifies the form for the names. You can specify one of the following:

- **mangled**  
  Indicates that the optimization report should contain mangled names.

- **unmangled**  
  Indicates that the optimization report should contain unmangled names.
Default

OFF No optimization report is generated.

Description
This option specifies whether mangled or unmangled names should appear in the optimization report. If you use this option, you must specify either mangled or unmangled. If this option is not specified, unmangled names are used by default.

If you specify mangled, encoding (also known as decoration) is added to names in the optimization report. This is appropriate when you want to match annotations with the assembly listing.

If you specify unmangled, no encoding (or decoration) is added to names in the optimization report. This is appropriate when you want to match annotations with the source listing.

If you use this option, you do not have to specify option [q or Q]opt-report.

When optimization reporting is enabled, the default is -qopt-report-phase=all (Linux* OS and OS X*) or /Qopt-report-phase:all (Windows* OS).

IDE Equivalent
None

Alternate Options
None

See Also
qopt-report, Qopt-report compiler option
tcheck, Qtcheck

Enables analysis of threaded applications in some older product versions. This option is not needed for analysis of threaded applications by Intel® Inspector.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS:
-tcheck

OS X:
None

Windows OS:
/Qtcheck

Arguments
None

Default

OFF Threaded applications are not instrumented by the compiler for analysis.
Description
This option enables analysis of threaded applications in some older product versions. This option is not needed for analysis of threaded applications by Intel® Inspector. This option will be removed in a future release.

For more information about the products that include Intel® Inspector, see Feature Requirements.

IDE Equivalent
None

Alternate Options
None

tcollect, Qtcollect
Inserts instrumentation probes calling the Intel® Trace Collector API.

Syntax
Linux OS:
-tcollect[lib]

OS X:
None

Windows OS:
/Qtcollect[:lib]

Arguments
lib
Is one of the Intel® Trace Collector libraries; for example, VT, VTcs, VTmc, or VTfs. If you do not specify lib, the default library is VT.

Default
OFF
Instrumentation probes are not inserted into compiled applications.

Description
This option inserts instrumentation probes calling the Intel® Trace Collector API.

This trace analyzing/collecting feature requires installation of another product. For more information, see Feature Requirements.

This option provides a flexible and convenient way of instrumenting functions of a compiled application. For every function, the entry and exit points are instrumented at compile time to let the Intel® Trace Collector record functions beyond the default MPI calls. For non-MPI applications (for example, threaded or serial), you must ensure that the Intel® Trace Collector is properly initialized (VT_initialize/VT_init).

CAUTION
Be careful with full instrumentation because this feature can produce very large trace files.

IDE Equivalent
None
Alternate Options

None

See Also
tcollect-filter, Qtcollect-filter compiler option

tcollect-filter, Qtcollect-filter

Lets you enable or disable the instrumentation of specified functions.

Syntax

Linux OS:

-tcollect-filter filename

OS X:

None

Windows OS:

/Qtcollect-filter:filename

Arguments

filename

Is a configuration file that lists filters, one per line. Each filter consists of a regular expression string and a switch. Strings with leading or trailing white spaces must be quoted. Other strings do not have to be quoted. The switch value can be ON, on, OFF, or off.

Default

OFF

Functions are not instrumented. However, if option -tcollect (Linux) or /Qtcollect (Windows) is specified, the filter setting is ".* ON" and all functions get instrumented.

Description

This option lets you enable or disable the instrumentation of specified functions.

During instrumentation, the regular expressions in the file are matched against the function names. The switch specifies whether matching functions are to be instrumented or not. Multiple filters are evaluated from top to bottom with increasing precedence.

The names of the functions to match against are formatted as follows:

• The source file name is followed by a colon-separated function name. Source file names should contain the full path, if available. For example:

/home/joe/src/file.f:FOO_bar

• Classes and function names are separated by double colons. For example:

/home/joe/src/file.fpp:app::foo::bar

You can use option [q or Q]opt-report to get a full list of file and function names that the compiler recognizes from the compilation unit. This list can be used as the basis for filtering in the configuration file.

This trace analyzing/collecting feature requires installation of another product. For more information, see Feature Requirements.

IDE Equivalent

None
Alternate Options

None

Consider the following filters in a configuration file:

'.*' OFF '.*vector.*' ON

The above will cause instrumentation of only those functions having the string 'vector' in their names. No other function will be instrumented. Note that reversing the order of the two lines will prevent instrumentation of all functions.

To get a list of the file or routine strings that can be matched by the regular expression filters, generate an optimization report with tcollect information. For example:

Windows OS: ifort /Qtcollect /Qopt-report /Qopt-report-phase:tcollect

Linux OS: ifort -tcollect -qopt-report -qopt-report-phase=tcollect

See Also
tcollect, Qtcollect compiler option
qopt-report, Qopt-report compiler option

OpenMP* Options and Parallel Processing Options

fmpc-privatize

*Enables or disables privatization of all static data for the MultiProcessor Computing environment (MPC) unified parallel runtime.*

Architecture Restrictions

Only available on Intel® 64 architecture

Syntax

Linux OS:
- fmpc-privatize
- fno-mpc-privatize

OS X:
None

Windows OS:
None

Arguments

None

Default

- fno-mpc-privatize

The privatization of all static data for the MPC unified parallel runtime is disabled.

Description

This option enables or disables privatization of all static data for the MultiProcessor Computing environment (MPC) unified parallel runtime.

Option -fmpc-privatize causes calls to extended thread-local-storage (TLS) resolution, run-time routines that are not supported on standard Linux* OS distributions.
This option requires installation of another product. For more information, see Feature Requirements.

**IDE Equivalent**
None

**Alternate Options**
None

**par-affinity, Qpar-affinity**
Specifies thread affinity.

**Syntax**

**Linux OS:**
- par-affinity={[modifier,...]type[,permut] [,offset]

**OS X:**
None

**Windows OS:**
/Qpar-affinity:[modifier,...]type[,permut] [,offset]

**Arguments**

- **modifier**
  Is one of the following values: granularity={fine|thread|core}, [no]respect, [no]verbose, [no]warnings, proclist=proc_list. The default is granularity=core, respect, and noverbose. For information on value proclist, see Thread Affinity Interface.

- **type**
  Indicates the thread affinity. This argument is required and must be one of the following values: compact, disabled, explicit, none, scatter, logical, physical. The default is none. Values logical and physical are deprecated. Use compact and scatter, respectively, with no permute value.

- **permut**
  Is a positive integer. You cannot use this argument with type setting explicit, none, or disabled. The default is 0.

- **offset**
  Is a positive integer. You cannot use this argument with type setting explicit, none, or disabled. The default is 0.

**Default**

OFF
The thread affinity is determined by the run-time environment.

**Description**
This option specifies thread affinity, which binds threads to physical processing units. It has the same effect as environment variable KMP_AFFINITY.

This option overrides the environment variable when both are specified.

This option only has an effect if the following is true:
- You have specified option [Q]parallel or option [q or Q]openmp (or both).
- You are compiling the main program.
IDE Equivalent
None

Alternate Options
None

See Also
parallel, Qparallel compiler option
qopt-report, Qopt-report compiler option
par-num-threads, Qpar-num-threads
Specifies the number of threads to use in a parallel region.

Syntax
Linux OS and OS X:
-par-num-threads=n
Windows OS:
/Qpar-num-threads:n

Arguments
n
Is the number of threads to use. It must be a positive integer.

Default
OFF
The number of threads to use is determined by the run-time environment.

Description
This option specifies the number of threads to use in a parallel region. It has the same effect as environment variable OMP_NUM_THREADS.
This option overrides the environment variable when both are specified.
This option only has an effect if the following is true:
• You have specified option [Q]parallel or option [q or Q]openmp (or both).
• You are compiling the main program.

IDE Equivalent
None

Alternate Options
None

See Also
parallel, Qparallel compiler option
qopt-report, Qopt-report compiler option
par-runtime-control, Qpar-runtime-control
Generates code to perform run-time checks for loops that have symbolic loop bounds.

Syntax
Linux OS and OS X:
-par-runtime-control[n]
-no-par-runtime-control
Windows OS:
/Qpar-runtime-control[n]
/Qpar-runtime-control-

Arguments
n Is a a value denoting what kind of runtime checking to perform. Possible values are:

0 Performs no runtime check based on auto-parallelization. This is the same as specifying \( -\text{no-par-runtime-control} \) (Linux* OS and OS X*) or \( /Q\text{par-runtime-control-} \) (Windows* OS).

1 Generates runtime check code under conservative mode. This is the default if you do not specify \( n \).

2 Generates runtime check code under heuristic mode.

3 Generates runtime check code under aggressive mode.

Default
-no-par-runtime-control or/\text{par-runtime-control-}
The compiler uses default heuristics when checking loops.

Description
This option generates code to perform run-time checks for loops that have symbolic loop bounds.
If the granularity of a loop is greater than the parallelization threshold, the loop will be executed in parallel.
If you do not specify this option, the compiler may not parallelize loops with symbolic loop bounds if the compile-time granularity estimation of a loop can not ensure it is beneficial to parallelize the loop.

NOTE
This option may behave differently on Intel® microprocessors than on non-Intel microprocessors.

IDE Equivalent
None
Alternate Options

None

par-schedule, Qpar-schedule
*Let's you specify a scheduling algorithm for loop iterations.*

Syntax

**Linux OS and OS X:**

```
-par-schedule-keyword[=n]
```

**Windows OS:**

```
/Qpar-schedule-keyword[[:n]]
```

Arguments

**keyword**

Specifies the scheduling algorithm or tuning method. Possible values are:

- **auto**
  - Lets the compiler or run-time system determine the scheduling algorithm.

- **static**
  - Divides iterations into contiguous pieces.

- **static-balanced**
  - Divides iterations into even-sized chunks.

- **static-steal**
  - Divides iterations into even-sized chunks, but allows threads to steal parts of chunks from neighboring threads.

- **dynamic**
  - Gets a set of iterations dynamically.

- **guided**
  - Specifies a minimum number of iterations.

- **guided-analytical**
  - Divides iterations by using exponential distribution or dynamic distribution.

- **runtime**
  - Defers the scheduling decision until run time.

**n**

Is the size of the chunk or the number of iterations for each chunk. This setting can only be specified for static, dynamic, and guided. For more information, see the descriptions of each keyword below.

Default

**static-balanced**

Iterations are divided into even-sized chunks and the chunks are assigned to the threads in the team in a round-robin fashion in the order of the thread number.

Description

This option lets you specify a scheduling algorithm for loop iterations. It specifies how iterations are to be divided among the threads of the team.

This option is only useful when specified with option [Q]parallel.

This option affects performance tuning and can provide better performance during auto-parallelization. It does nothing if it is used with option [q or Q]openmp.
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Q]par-schedule-auto</td>
<td>Lets the compiler or run-time system determine the scheduling algorithm. Any possible mapping may occur for iterations to threads in the team.</td>
</tr>
<tr>
<td>[Q]par-schedule-static</td>
<td>Divides iterations into contiguous pieces (chunks) of size $n$. The chunks are assigned to threads in the team in a round-robin fashion in the order of the thread number. Note that the last chunk to be assigned may have a smaller number of iterations. If no $n$ is specified, the iteration space is divided into chunks that are approximately equal in size, and each thread is assigned at most one chunk.</td>
</tr>
<tr>
<td>[Q]par-schedule-static-balanced</td>
<td>Divides iterations into even-sized chunks. The chunks are assigned to the threads in the team in a round-robin fashion in the order of the thread number.</td>
</tr>
<tr>
<td>[Q]par-schedule-static-steal</td>
<td>Divides iterations into even-sized chunks, but when a thread completes its chunk, it can steal parts of chunks assigned to neighboring threads. Each thread keeps track of $L$ and $U$, which represent the lower and upper bounds of its chunks respectively. Iterations are executed starting from the lower bound, and simultaneously, $L$ is updated to represent the new lower bound.</td>
</tr>
<tr>
<td>[Q]par-schedule-dynamic</td>
<td>Can be used to get a set of iterations dynamically. Assigns iterations to threads in chunks as the threads request them. The thread executes the chunk of iterations, then requests another chunk, until no chunks remain to be assigned. As each thread finishes a piece of the iteration space, it dynamically gets the next set of iterations. Each chunk contains $n$ iterations, except for the last chunk to be assigned, which may have fewer iterations. If no $n$ is specified, the default is 1.</td>
</tr>
<tr>
<td>[Q]par-schedule-guided</td>
<td>Can be used to specify a minimum number of iterations. Assigns iterations to threads in chunks as the threads request them. The thread executes the chunk of iterations, then requests another chunk, until no chunks remain to be assigned. For a chunk of size 1, the size of each chunk is proportional to the number of unassigned iterations divided by the number of threads, decreasing to 1. For an $n$ with value $k$ (greater than 1), the size of each chunk is determined in the same way with the restriction that the chunks do not contain fewer than $k$ iterations (except for the last chunk to be assigned, which may have fewer than $k$ iterations). If no $n$ is specified, the default is 1.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>[Q]par-schedule-guided-analytical</td>
<td>Divides iterations by using exponential distribution or dynamic distribution. The method depends on run-time implementation. Loop bounds are calculated with faster synchronization and chunks are dynamically dispatched at run time by threads in the team.</td>
</tr>
<tr>
<td>[Q]par-schedule-runtime</td>
<td>Defers the scheduling decision until run time. The scheduling algorithm and chunk size are then taken from the setting of environment variable OMP_SCHEDULE.</td>
</tr>
</tbody>
</table>

**NOTE**
This option may behave differently on Intel® microprocessors than on non-Intel microprocessors.

**IDE Equivalent**
None

**Alternate Options**
None

**par-threshold, Qpar-threshold**
Sets a threshold for the auto-parallelization of loops.

**Syntax**

**Linux OS and OS X:**
-par-threshold[n]

**Windows OS:**
/Qpar-threshold[:][n]

**Arguments**

\( n \)

Is an integer whose value is the threshold for the auto-parallelization of loops. Possible values are 0 through 100.

If \( n \) is 0, loops get auto-parallelized always, regardless of computation work volume.

If \( n \) is 100, loops get auto-parallelized when performance gains are predicted based on the compiler analysis data. Loops get auto-parallelized only if profitable parallel execution is almost certain.

The intermediate 1 to 99 values represent the percentage probability for profitable speed-up. For example, \( n=50 \) directs the compiler to parallelize only if there is a 50% probability of the code speeding up if executed in parallel.
Loops get auto-parallelized only if profitable parallel execution is almost certain. This is also the default if you do not specify $n$.

**Description**

This option sets a threshold for the auto-parallelization of loops based on the probability of profitable execution of the loop in parallel. To use this option, you must also specify option \( Q \text{parallel} \).

This option is useful for loops whose computation work volume cannot be determined at compile-time. The threshold is usually relevant when the loop trip count is unknown at compile-time.

The compiler applies a heuristic that tries to balance the overhead of creating multiple threads versus the amount of work available to be shared amongst the threads.

**NOTE**

This option may behave differently on Intel® microprocessors than on non-Intel microprocessors.

**IDE Equivalent**

Visual Studio: **Optimization > Threshold For Auto-Parallelization**

Eclipse: None

Xcode: **Optimization > Threshold For Auto-Parallelization**

**Alternate Options**

None

**parallel, Qparallel**

*Tells the auto-parallelizer to generate multithreaded code for loops that can be safely executed in parallel.*

**Syntax**

**Linux OS and OS X:**

- `-parallel`

**Windows OS:**

- `/Qparallel` (or `/Qpar`)

**Arguments**

None

**Default**

*OFF* Multithreaded code is not generated for loops that can be safely executed in parallel.

**Description**

This option tells the auto-parallelizer to generate multithreaded code for loops that can be safely executed in parallel.

To use this option, you must also specify option `O2` or `O3`.

This option sets option `[q or Q]opt-matmul` if option `O3` is also specified.
NOTE
On OS X* systems, when you enable automatic parallelization, you must also set the
DYLD_LIBRARY_PATH environment variable within Xcode* or an error will be displayed.

NOTE
Using this option enables parallelization for both Intel® microprocessors and non-Intel
microprocessors. The resulting executable may get additional performance gain on Intel
microprocessors than on non-Intel microprocessors. The parallelization can also be affected by certain
options, such as /arch or /Qx (Windows OS) or -m or -x (Linux OS and OS X).

Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for
optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and
SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or
effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-
dependent optimizations in this product are intended for use with Intel microprocessors. Certain
optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to
the applicable product User and Reference Guides for more information regarding the specific instruction
sets covered by this notice.

Notice revision #20110804

IDE Equivalent

Visual Studio: Optimization > Parallelization
Eclipse: None
Xcode: Optimization > Parallelization

Alternate Options

None

See Also
qopt-report, Qopt-report compiler option
par-affinity, Qpar-affinity compiler option
par-num-threads, Qpar-num-threads compiler option
par-runtime-control, Qpar-runtime-control compiler option
par-schedule, Qpar-schedule compiler option
qopt-matmul, Qopt-matmul compiler option
O compiler option
parallel-source-info, Qparallel-source-info

Enables or disables source location emission when
OpenMP* or auto-parallelism code is generated.

Syntax

Linux OS and OS X:

-parallel-source-info[=n]
-no-parallel-source-info
**Windows OS:**

/Qparallel-source-info
/Qparallel-source-info-[:n]

**Arguments**

\( n \)  

Is the level of source location emission. Possible values are:

- **0**  
  Disables the emission of source location information when OpenMP* code or auto-parallelism code is generated. This is the same as specifying `-no-parallel-source-info` (Linux* OS and OS X*) or `/Qparallel-source-info-` (Windows* OS).

- **1**  
  Tells the compiler to emit routine name and line information. This is the same as specifying `[Q]parallel-source-info` with no \( n \).

- **2**  
  Tells the compiler to emit path, file, routine name, and line information.

**Default**

- `-parallel-source-info=1`  
  When OpenMP* code or auto-parallelism code is generated, the routine name and line information is emitted.

**Description**

This option enables or disables source location emission when OpenMP code or auto-parallelism code is generated. It also lets you set the level of emission.

**IDE Equivalent**

None

**Alternate Options**

None

**qopenmp, Qopenmp**

Enables the parallelizer to generate multi-threaded code based on OpenMP* directives. Option `-qopenmp` is the replacement option for `-openmp`, which is deprecated.

**Syntax**

**Linux OS and OS X:**

- `-qopenmp`
- `-qno-openmp`

**Windows OS:**

- `/Qopenmp`
- `/Qopenmp-`
**Arguments**

None

**Default**

- `–qno-openmp` or `/Qopenmp–`

No OpenMP* multi-threaded code is generated by the compiler.

**Description**

This option enables the parallelizer to generate multi-threaded code based on OpenMP* directives. The code can be executed in parallel on both uniprocessor and multiprocessor systems.

If you use this option, multithreaded libraries are used, but option `fpp` is not automatically invoked.

This option sets option automatic.

This option works with any optimization level. Specifying no optimization (`-00` on Linux* OS or `/Od` on Windows* OS) helps to debug OpenMP applications.

To ensure that a threadsafe and/or reentrant run-time library is linked and correctly initialized, option `[q` or `Q]openmp` should also be used for the link step and for the compilation of the main routine.

---

**NOTE**

On OS X* systems, when you enable OpenMP* API, you must also set the DYLD_LIBRARY_PATH environment variable within Xcode* or an error will be displayed.

---

**NOTE**

Options that use OpenMP* API are available for both Intel® microprocessors and non-Intel microprocessors, but these options may perform additional optimizations on Intel® microprocessors than they perform on non-Intel microprocessors. The list of major, user-visible OpenMP constructs and features that may perform differently on Intel® microprocessors versus non-Intel microprocessors include: locks (internal and user visible), the SINGLE construct, barriers (explicit and implicit), parallel loop scheduling, reductions, memory allocation, thread affinity, and binding.

---

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**IDE Equivalent**

Visual Studio: **Language > Process OpenMP Directives**

Eclipse: None

Xcode: None
Alternate Options

Linux and OS X: -fopenmp
Windows: /openmp

See Also
qopenmp-stubs, Qopenmp-stubs compiler option

qopenmp-lib, Qopenmp-lib
Lets you specify an OpenMP* run-time library to use for linking. Option -qopenmp-lib is the replacement option for -openmp-lib, which is deprecated.

Syntax

Linux OS and OS X:
- qopenmp-lib=type

Windows OS:
/ Qopenmp-lib: type

Arguments

<table>
<thead>
<tr>
<th>type</th>
<th>Specifies the type of library to use; it implies compatibility levels. Currently, the only possible value is:</th>
</tr>
</thead>
<tbody>
<tr>
<td>compat</td>
<td>Tells the compiler to use the compatibility OpenMP* run-time library (libiomp). This setting provides compatibility with object files created using Microsoft* and GNU* compilers.</td>
</tr>
</tbody>
</table>

Default

- qopenmp-lib=compat or /Qopenmp-lib:compat

The compiler uses the compatibility OpenMP* run-time library (libiomp).

Description

This option lets you specify an OpenMP* run-time library to use for linking.

The compatibility OpenMP run-time libraries are compatible with object files created using the Microsoft* OpenMP run-time library (vcomp) or the GNU OpenMP run-time library (libgomp).

To use the compatibility OpenMP run-time library, compile and link your application using the compat setting for option [q or Q]openmp-lib. To use this option, you must also specify one of the following compiler options:

- Linux* OS: -qopenmp or -qopenmp-stubs
- Windows* OS: /Qopenmp or /Qopenmp-stubs

On Windows* systems, the compatibility OpenMP* run-time library lets you combine OpenMP* object files compiled with the Microsoft* C/C++ compiler with OpenMP* object files compiled with the Intel® C, Intel® C++, or Intel® Fortran compilers. The linking phase results in a single, coherent copy of the run-time library.

On Linux* systems, the compatibility Intel OpenMP* run-time library lets you combine OpenMP* object files compiled with the GNU* gcc or gfortran compilers with similar OpenMP* object files compiled with the Intel® C, Intel® C++, or Intel® Fortran compilers. The linking phase results in a single, coherent copy of the run-time library.
You cannot link object files generated by the Intel® Fortran compiler to object files compiled by the GNU Fortran compiler, regardless of the presence or absence of the [Q]openmp compiler option. This is because the Fortran run-time libraries are incompatible.

**NOTE**
The compatibility OpenMP run-time library is not compatible with object files created using versions of the Intel compilers earlier than 10.0.

**NOTE**
On Windows* OS, this option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker. On Linux* OS and OS X*, this option is processed by the ifort command that initiates linking, adding library names explicitly to the link command.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
qopenmp, Qopenmp compiler option
qopenmp-stubs, Qopenmp-stubs compiler option

**qopenmp-link**
Controls whether the compiler links to static or dynamic OpenMP* run-time libraries. Option -qopenmp-link is the replacement option for -openmp-link. Both options are deprecated. There is no replacement option.

**Syntax**

**Linux OS and OS X:**
-qopenmp-link=library

**Windows OS:**
None

**Arguments**

<table>
<thead>
<tr>
<th>library</th>
<th>Specifies the OpenMP library to use. Possible values are:</th>
</tr>
</thead>
<tbody>
<tr>
<td>static</td>
<td>Tells the compiler to link to static OpenMP run-time libraries. Note that static OpenMP libraries are deprecated.</td>
</tr>
<tr>
<td>dynamic</td>
<td>Tells the compiler to link to dynamic OpenMP run-time libraries.</td>
</tr>
</tbody>
</table>
Default
-qopenmp-link=dynamic  The compiler links to dynamic OpenMP* run-time libraries. However, if Linux* OS option -static is specified, the compiler links to static OpenMP run-time libraries.

Description
This option controls whether the compiler links to static or dynamic OpenMP* run-time libraries.
To link to the static OpenMP run-time library (RTL) and create a purely static executable, you must specify -qopenmp-link=static. However, we strongly recommend you use the default setting, -qopenmp-link=dynamic.

NOTE
Compiler options -static-intel and -shared-intel (Linux* OS and OS X*) have no effect on which OpenMP run-time library is linked.

NOTE
On Linux* systems, -qopenmp-link=dynamic cannot be used in conjunction with option -static. If you try to specify both options together, an error will be displayed.

NOTE
On Linux systems, the OpenMP runtime library depends on using libpthread and libc (libgcc when compiled with gcc). Libpthread and libc (libgcc) must both be static or both be dynamic. If both libpthread and libc (libgcc) are static, then the static version of the OpenMP runtime should be used. If both libpthread and libc (libgcc) are dynamic, then either the static or dynamic version of the OpenMP runtime may be used.

IDE Equivalent
None

Alternate Options
None

qopenmp-offload, Qopenmp-offload
Enables or disables OpenMP* offloading compilation for the TARGET directives. This option only applies to Intel® MIC Architecture. Option -qopenmp-offload is the replacement option for -openmp-offload, which is deprecated.

Architecture Restrictions
Only available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS:
-qopenmp-offload
-qno-openmp-offload
OS X:
None

Windows OS:
/Qopenmp-offload
/Qopenmp-offload-

Arguments
None

Default
-qno-openmp-offload or /Qopenmp-offload- OpenMP* offloading compilation is disabled. However, if option [q or Q]openmp is specified, the default is ON and OpenMP offloading compilation is enabled.

Description
This option enables or disables OpenMP* offloading compilation for the TARGET directives.
You can also use this option if you want to enable or disable the offloading feature with no impact on other OpenMP* features. In this case, no OpenMP runtime library is needed to link and the compiler does not need to generate OpenMP runtime initialization code.
If you specify this option with the [q or Q]openmp option, it can impact other OpenMP* features.

IDE Equivalent
None

Alternate Options
None

Example
Consider the following:
-qno-openmp -qopenmp-offload ! Linux OS
/Qopenmp- /Qopenmp-offload ! Windows OS

The above is equivalent to specifying only [q or Q]openmp-offload. In this case, only the offload library is linked, not the OpenMP* library, and only the !$OMP directives for TARGET are processed but no other !$OMP directives.

Consider the following:
-qopenmp -qopenmp-offload ! Linux OS
/Qopenmp /Qopenmp-offload ! Windows OS

In this case, the offload library is linked, the OpenMP library is linked, and OpenMP runtime initialization code is generated.

See Also
qopenmp, Qopenmp compiler option
TARGET Directive directive
TARGET DATA directive
TARGET UPDATE directive
**qopenmp-simd, Qopenmp-simd**

*Enables or disables OpenMP* SIMD compilation.*

*Option -qopenmp-simd is the replacement option for -openmp-simd, which is deprecated.*

**Syntax**

**Linux OS:**
- `-qopenmp-simd`
- `-qno-openmp-simd`

**OS X:**
None

**Windows OS:**
- `/Qopenmp-simd`
- `/Qopenmp-simd-`

**Arguments**
None

**Default**

- `-qno-openmp-simd` or `/Qopenmp-simd-`

OpenMP* SIMD compilation is disabled. However, if option `[q or Q]openmp` is specified, the default is ON and OpenMP SIMD compilation is enabled.

**Description**

This option enables or disables OpenMP* SIMD compilation.

You can use this option if you want to enable or disable the SIMD support with no impact on other OpenMP features. In this case, no OpenMP runtime library is needed to link and the compiler does not need to generate OpenMP runtime initialization code.

If you specify this option with the `[q or Q]openmp` option, it can impact other OpenMP features.

**IDE Equivalent**
None

**Alternate Options**
None

**Example**

Consider the following:

```
-qno-openmp -qopenmp-simd    ! Linux OS
/Qopenmp- /Qopenmp-simd      ! Windows OS
```

The above is equivalent to specifying only `[q or Q]openmp-simd`. In this case, only SIMD support is provided, the OpenMP* library is not linked, and only the !$OMP directives related to SIMD are processed.

Consider the following:

```
-qopenmp -qopenmp-simd       ! Linux OS
/Qopenmp /Qopenmp-simd       ! Windows OS
```
In this case, SIMD support is provided, the OpenMP library is linked, and OpenMP runtime initialization code is generated.

**See Also**
qopenmp, Qopenmp compiler option
SIMD Directive (OpenMP* API) directive

**qopenmp-stubs, Qopenmp-stubs**
Enables compilation of OpenMP* programs in sequential mode. Option `-qopenmp-stubs` is the replacement option for `-openmp-stubs`, which is deprecated.

**Syntax**

**Linux OS and OS X:**
- `-qopenmp-stubs`

**Windows OS:**
- `/Qopenmp-stubs`

**Arguments**
None

**Default**
OFF
The library of OpenMP* function stubs is not linked.

**Description**
This option enables compilation of OpenMP* programs in sequential mode. The OpenMP directives are ignored and a stub OpenMP library is linked.

**IDE Equivalent**
Visual Studio: **Language > Process OpenMP Directives**
Eclipse: None
Xcode: **Language > Process OpenMP Directives**

**Alternate Options**
None

**See Also**
qopenmp, Qopenmp compiler option

**qopenmp-threadprivate, Qopenmp-threadprivate**
Lets you specify an OpenMP* threadprivate implementation. Option `-qopenmp-threadprivate` is the replacement option for `-openmp-threadprivate`, which is deprecated.

**Syntax**

**Linux OS:**
- `-qopenmp-threadprivate=type`
OS X:
None

Windows OS:
/Qopenmp-threadprivate:type

Arguments

type

Specifies the type of threadprivate implementation. Possible values are:

- **legacy**
  Tells the compiler to use the legacy OpenMP* threadprivate implementation used in the previous releases of the Intel® compiler. This setting does not provide compatibility with the implementation used by other compilers.

- **compat**
  Tells the compiler to use the compatibility OpenMP* threadprivate implementation based on applying the thread-local attribute to each threadprivate variable. This setting provides compatibility with the implementation provided by the Microsoft* and GNU* compilers.

Default

- `-qopenmp-threadprivate=legacy`
- `/Qopenmp-threadprivate:legacy`

The compiler uses the legacy OpenMP* threadprivate implementation used in the previous releases of the Intel compiler.

Description

This option lets you specify an OpenMP* threadprivate implementation.

The threadprivate implementation of the legacy OpenMP run-time library may not be compatible with object files created using OpenMP run-time libraries supported in other compilers.

To use this option, you must also specify one of the following compiler options:

- Linux* OS: `-qopenmp` or `-qopenmp-stubs`
- Windows* OS: `/Qopenmp` or `/Qopenmp-stubs`

The value specified for this option is independent of the value used for the `[q or Q]openmp-lib` option.

**NOTE**

On Windows* OS, if you specify option `/Qopenmp-threadprivate:compat`, the compiler does not generate threadsafe code for common blocks in an !$OMP THREADPRIVATE directive unless at least one element in the common block is explicitly initialized. For more information, see the article titled: `/Qopenmp-threadprivate:compat` doesn't work with uninitialized threadprivate common blocks, which is located in http://intel.ly/1aHhsjc

**NOTE**

On OS X* systems, legacy is the only type of threadprivate supported. Option `-qopenmp-threadprivate` is not recognized by the compiler.
**Qpar-adjust-stack**

*Tells the compiler to generate code to adjust the stack size for a fiber-based main thread.*

**Syntax**

**Linux OS and OS X:**

None

**Windows OS:**

/Qpar-adjust-stack: *n*

**Arguments**

*n*  
Is the stack size (in bytes) for the fiber-based main thread. It must be a number equal to or greater than zero.

**Default**

/Qpar-adjust-stack: 0  
No adjustment is made to the main thread stack size.

**Description**

This option tells the compiler to generate code to adjust the stack size for a fiber-based main thread. This can reduce the stack size of threads.  
For this option to be effective, you must also specify option /Qparallel.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

parallel, Qparallel compiler option

**Floating-Point Options**

**fast-transcendentals, Qfast-transcendentals**

*Enables the compiler to replace calls to transcendental functions with faster but less precise implementations.*

**Syntax**

**Linux OS and OS X:**

-fast-transcendentals

-no-fast-transcendentals
Windows OS:
/Qfast-transcendentals
/Qfast-transcendentals-

Arguments
None

Default
depends on the setting of -fp- If you do not specify option -[no-]fast-transcendentals or option / Qfast-transcendentals [-]:
or /fp (Windows* OS)

- The default is ON if option -fp-model fast or /fp:fast is specified or is in effect.
- The default is OFF if a value-safe setting is specified for -fp-model or /fp (such as "precise", "source", etc.).

Description
This option enables the compiler to replace calls to transcendental functions with implementations that may be faster but less precise.

It allows the compiler to perform certain optimizations on transcendental functions, such as replacing individual calls to sine in a loop with a single call to a less precise vectorized sine library routine.

This option does not affect explicit Short Vector Math Library (SVML) intrinsics. It only affects scalar calls to the standard math library routines.

You cannot use option -fast-transcendentals with option -fp-model strict and you cannot use option /Qfast-transcendentals with option /fp:strict.

This option determines the setting for the maximum allowable relative error for math library function results (max-error) if none of the following options are specified:

- -fimf-accuracy-bits (Linux* OS and OS X*) or /Qimf-accuracy-bits (Windows* OS)
- -fimf-max-error (Linux OS and OS X) or /Qimf-max-error (Windows OS)
- -fimf-precision (Linux OS and OS X) or /Qimf-precision (Windows OS)

This option enables extra optimization that only applies to Intel® processors.

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IDE Equivalent
None

Alternate Options
None
See Also
fp-model, fp compiler option
fimf-accuracy-bits, Qimf-accuracy-bits compiler option
fimf-max-error, Qimf-max-error compiler option
fimf-precision, Qimf-precision compiler option

fimf-absolute-error, Qimf-absolute-error
Defines the maximum allowable absolute error for math library function results.

Syntax
Linux OS and OS X:
-fimf-absolute-error=value[:funclist]

Windows OS:
/Qimf-absolute-error:value[:funclist]

Arguments
value
Is a positive, floating-point number. Errors in math library function results may exceed the maximum relative error (max-error) setting if the absolute-error is less than or equal to value.
The format for the number is [digits] [.digits] [ { e | E }[sign]digits]

funclist
Is an optional list of one or more math library functions to which the attribute should be applied. If you specify more than one function, they must be separated with commas. Precision-specific variants like sin and sinf are considered different functions, so you would need to use -fimf-absolute-error=0.00001: sin, sinf (or /Qimf-absolute-error: 0.00001: sin, sinf) to specify the maximum allowable absolute error for both the single-precision and double-precision sine functions.
You also can specify the symbol /f to denote single-precision divides, symbol / to denote double-precision divides, symbol /l to denote extended-precision divides, and symbol /q to denote quad-precision divides. For example you can specify -fimf-absolute-error=0.00001:/ or /Qimf-absolute-error: 0.00001:/.

Default
Zero ("0")
An absolute-error setting of 0 means that the function is bound by the relative error setting. This is the default behavior.

Description
This option defines the maximum allowable absolute error for math library function results.
This option can improve run-time performance, but it may decrease the accuracy of results.
This option only affects functions that have zero as a possible return value, such as log, sin, asin, etc.
The relative error requirements for a particular function are determined by options that set the maximum relative error (max-error) and precision. The return value from a function must have a relative error less than the max-error value, or an absolute error less than the absolute-error value.
If you need to define the accuracy for a math function of a certain precision, specify the function name of the precision that you need. For example, if you want double precision, you can specify :sin; if you want single precision, you can specify :sinf, as in -fimf-absolute-error=0.00001:sin or /Qimf-absolute-error:0.00001:sin, or -fimf-absolute-error=0.00001:sqrtf or /Qimf-absolute-error:0.00001:sqrtf.

If you do not specify any function names, then the setting applies to all functions (and to all precisions). However, as soon as you specify an individual function name, the setting applies only to the function of corresponding precision. So, for example, sinf applies only to the single-precision sine function, sin applies only to the double-precision sine function, sinl applies only to the extended-precision sine function, etc.

**NOTE**
Many routines in libraries LIBM (Math Library) and SVML (Short Vector Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

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### IDE Equivalent

None

### Alternate Options

None

### See Also

fimf-accuracy-bits, Qimf-accuracy-bits compiler option
fimf-arch-consistency, Qimf-arch-consistency compiler option
fimf-domain-exclusion, Qimf-domain-exclusion compiler option
fimf-max-error, Qimf-max-error compiler option
fimf-precision, Qimf-precision compiler option

**fimf-accuracy-bits, Qimf-accuracy-bits**

*Defines the relative error for math library function results, including division and square root.*

### Syntax

**Linux OS and OS X:**

- `fimf-accuracy-bits=bits[:funclist]`

**Windows OS:**

/`Qimf-accuracy-bits:bits[:funclist]`
Arguments

bits
Is a positive, floating-point number indicating the number of correct bits the compiler should use.
The format for the number is [digits] [.digits] [ { e | E }[sign]digits].

funclist
Is an optional list of one or more math library functions to which the attribute should be applied. If you specify more than one function, they must be separated with commas. Precision-specific variants like sin and sinf are considered different functions, so you would need to use -fimf-accuracy-bits=23:sin,sinf (or /Qimf-accuracy-bits:23:sin,sinf) to specify the relative error for both the single-precision and double-precision sine functions.
You also can specify the symbol /f to denote single-precision divides, symbol / to denote double-precision divides, symbol /l to denote extended-precision divides, and symbol /q to denote quad-precision divides. For example you can specify -fimf-accuracy-bits=10.0:/f or /Qimf-accuracy-bits:10.0:/f.

Default

-fimf-precision=medium or /Qimf-precision:medium
The compiler uses medium precision when calling math library functions. Note that other options can affect precision; see below for details.

Description

This option defines the relative error, measured by the number of correct bits, for math library function results.
The following formula is used to convert bits into ulps: ulps = 2^{p-1-bits}, where p is the number of the target format mantissa bits (24, 53, and 113 for single, double, and quad precision, respectively).
This option can affect run-time performance and the accuracy of results.
If you need to define the accuracy for a math function of a certain precision, specify the function name of the precision that you need. For example, if you want double precision, you can specify :sin; if you want single precision, you can specify :sinf, as in the following:

- -fimf-accuracy-bits=23:sinf,cosf,logf or /Qimf-accuracy-bits:23:sinf,cosf,logf
- -fimf-accuracy-bits=52:sqrt,,trunc or /Qimf-accuracy-bits:52:sqrt,,trunc
- -fimf-accuracy-bits=10:powf or /Qimf-accuracy-bits:10:powf

If you do not specify any function names, then the setting applies to all functions (and to all precisions). However, as soon as you specify an individual function name, the setting applies only to the function of corresponding precision. So, for example, sinf applies only to the single-precision sine function, sin applies only to the double-precision sine function, sinl applies only to the extended-precision sine function, etc.
There are three options you can use to express the maximum relative error. They are as follows:

- -fimf-precision (Linux* OS and OS X*) or /Qimf-precision (Windows* OS)
- -fimf-max-error (Linux* OS and OS X*) or /Qimf-max-error (Windows* OS)
- -fimf-accuracy-bits (Linux OS and OS X*) or /Qimf-accuracy-bits (Windows OS)

If more than one of these options are specified, the default value for the maximum relative error is determined by the last one specified on the command line.
If none of the above options are specified, the default values for the maximum relative error are determined by the setting of the following options:
- [Q]fast-transcendentals
- [Q]prec-div
- [Q]prec-sqrt
- -fp-model (Linux OS and OS X) or /fp (Windows OS)

**NOTE**
Many routines in libraries LIBM (Math Library) and SVML (Short Vector Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

<table>
<thead>
<tr>
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</tr>
</tbody>
</table>

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**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
fimf-absolute-error, Qimf-absolute-error compiler option
fimf-arch-consistency, Qimf-arch-consistency compiler option
fimf-domain-exclusion, Qimf-domain-exclusion compiler option
fimf-max-error, Qimf-max-error compiler option
fimf-precision, Qimf-precision compiler option

**fimf-arch-consistency, Qimf-arch-consistency**
Ensures that the math library functions produce consistent results across different microarchitectural implementations of the same architecture.

**Syntax**

**Linux OS and OS X:**

-`-fimf-arch-consistency=value[:funclist]`

**Windows OS:**

-/Qimf-arch-consistency:value[:funclist]

**Arguments**

`value` Is one of the logical values "true" or "false".
funclist

Is an optional list of one or more math library functions to which the attribute should be applied. If you specify more than one function, they must be separated with commas. Precision-specific variants like sin and sinf are considered different functions, so you would need to use -fimf-arch-consistency=true:sin,sinf (or /Qimf-arch-consistency:true:sin,sinf) to specify consistent results for both the single-precision and double-precision sine functions.

You also can specify the symbol /f to denote single-precision divides, symbol / to denote double-precision divides, symbol /l to denote extended-precision divides, and symbol /q to denote quad-precision divides. For example you can specify -fimf-arch-consistency=true:/ or /Qimf-arch-consistency:true:/.

Default
false

Implementations of some math library functions may produce slightly different results on implementations of the same architecture.

Description

This option ensures that the math library functions produce consistent results across different microarchitectural implementations of the same architecture (for example, across different microarchitectural implementations of IA-32 architecture). Consistency is only guaranteed for a single binary. Consistency is not guaranteed across different architectures. For example, consistency is not guaranteed across IA-32 architecture and Intel® 64 architecture.

If you need to define the accuracy for a math function of a certain precision, specify the function name of the precision that you need. For example, if you want double precision, you can specify :sin; if you want single precision, you can specify :sinf, as in -fimf-arch-consistency=true: sin or /Qimf-arch-consistency:true:sin or -fimf-arch-consistency=false:sqrtf or /Qimf-arch-consistency:false:sqrtf.

If you do not specify any function names, then the setting applies to all functions (and to all precisions). However, as soon as you specify an individual function name, the setting applies only to the function of corresponding precision. So, for example, sinf applies only to the single-precision sine function, sin applies only to the double-precision sine function, sinl applies only to the extended-precision sine function, etc.

The -fimf-arch-consistency (Linux® OS and OS X®) and /Qimf-arch-consistency (Windows® OS) option may decrease run-time performance, but the option will provide bit-wise consistent results on all Intel® processors and compatible, non-Intel processors, regardless of micro-architecture. This option may not provide bit-wise consistent results between different architectures, for example, between IA-32 and Intel® 64 architectures, or between Intel® 64 architecture and Intel® MIC Architecture.

NOTE

Many routines in libraries LIBM (Math Library) and SVML (Short Vector Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

Optimization Notice

Intel’s compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain
### Optimization Notice

Optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

#### IDE Equivalent

None

#### Alternate Options

None

#### See Also

- `fimf-absolute-error, Qimf-absolute-error` compiler option
- `fimf-accuracy-bits, Qimf-accuracy-bits` compiler option
- `fimf-domain-exclusion, Qimf-domain-exclusion` compiler option
- `fimf-max-error, Qimf-max-error` compiler option
- `fimf-precision, Qimf-precision` compiler option

#### Syntax

**Linux OS and OS X:**

```
-fimf-domain-exclusion=classlist[:funclist]
```

**Windows OS:**

```
/Qimf-domain-exclusion:classlist[:funclist]
```

#### Arguments

`classlist`  

`classlist` is one of the following:

- One or more of the following floating-point value classes you can exclude from the function domain without affecting the correctness of your program. The supported class names are:

  - **extremes**: This class is for values which do not lie within the usual domain of arguments for a given function.
  - **nans**: This means "x=Nan".
  - **infinities**: This means "x=infinities".
  - **denormals**: This means "x=denormal".
  - **zeros**: This means "x=0".

  Each `classlist` element corresponds to a power of two. The exclusion attribute is the logical or of the associated powers of two (that is, a bitmask).
The following shows the current mapping from `classlist` mnemonics to numerical values:

<table>
<thead>
<tr>
<th>classlist</th>
<th>numerical value</th>
</tr>
</thead>
<tbody>
<tr>
<td>extremes</td>
<td>1</td>
</tr>
<tr>
<td>nans</td>
<td>2</td>
</tr>
<tr>
<td>infinities</td>
<td>4</td>
</tr>
<tr>
<td>denormals</td>
<td>8</td>
</tr>
<tr>
<td>zeros</td>
<td>16</td>
</tr>
<tr>
<td>none</td>
<td>0</td>
</tr>
<tr>
<td>all</td>
<td>31</td>
</tr>
<tr>
<td>common</td>
<td>15</td>
</tr>
<tr>
<td>other combinations</td>
<td>bitwise OR of the used values</td>
</tr>
</tbody>
</table>

You must specify the integer value that corresponds to the class that you want to exclude.

Note that on excluded values, unexpected results may occur.

- One of the following short-hand tokens:

  - **none**
    
    This means that none of the supported classes are excluded from the domain. To indicate this token, specify 0, as in `-fimf-domain-exclusion=0` (or `/Qimf-domain-exclusion:0`).

  - **all**
    
    This means that all of the supported classes are excluded from the domain. To indicate this token, specify 31, as in `-fimf-domain-exclusion=31` (or `/Qimf-domain-exclusion:31`).

  - **common**
    
    This is the same as specifying extremes, nans, infinities, denormals. To indicate this token, specify 15 \((1 + 2 + 4 + 8)\), as in `-fimf-domain-exclusion=15` (or `/Qimf-domain-exclusion:15`).

**funclist**

Is an optional list of one or more math library functions to which the attribute should be applied. If you specify more than one function, they must be separated with commas. Precision-specific variants like `sin` and `sinf` are considered different functions, so you would need to use `-fimf-domain-exclusion=4:sin,sinf` (or `/Qimf-domain-exclusion:4:sin,sinf`) to specify infinities for both the single-precision and double-precision sine functions.

You also can specify the symbol `/f` to denote single-precision divides, symbol `/` to denote double-precision divides, symbol `/l` to denote extended-precision divides, and symbol `/q` to denote quad-precision divides. For example, you can specify:

- `-fimf-domain-exclusion=4` or `/Qimf-domain-exclusion:4`
If you don’t specify argument funclist, the domain restrictions apply to all math library functions.

Default
Zero (“0”) The compiler uses default heuristics when calling math library functions.

Description
This option indicates the input arguments domain on which math functions must provide correct results. It specifies that your program will function correctly if the functions specified in funclist do not produce standard conforming results on the number classes.

This option can affect run-time performance and the accuracy of results. As more classes are excluded, faster code sequences can be used.

If you need to define the accuracy for a math function of a certain precision, specify the function name of the precision that you need. For example, if you want double precision, you can specify :sin; if you want single precision, you can specify :sinf, as in -fimf-domain-exclusion=denormals:sin or /Qimf-domain-exclusion:denormals:sin, or -fimf-domain-exclusion=extremes:sqrtf or /Qimf domain-exclusion:extremes:sqrtf.

If you do not specify any function names, then the setting applies to all functions (and to all precisions). However, as soon as you specify an individual function name, the setting applies only to the function of corresponding precision. So, for example, sinf applies only to the single-precision sine function, sin applies only to the double-precision sine function, sinl applies only to the extended-precision sine function, etc.

NOTE
Many routines in libraries LIBM (Math Library) and SVML (Short Vector Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.
Example

Consider the following single-precision sequence for function exp2f:

<table>
<thead>
<tr>
<th>Operation:</th>
<th>y = exp2f(x)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accuracy:</td>
<td>1.014 ulp</td>
</tr>
<tr>
<td>Instructions:</td>
<td>4 (2 without fix-up)</td>
</tr>
</tbody>
</table>

The following shows the 2-instruction sequence without the fix-up:

```
vcvtfxpntps2dq  zmm1 {k1}, zmm0, 0x50 // zmm1 <-- rndToInt(2^24 * x)
vexp223ps       zmm1 {k1}, zmm1            // zmm1 <-- exp2(x)
```

However, the above 2-instruction sequence will not correctly process NaNs. To process NaNs correctly, the following fix-up must be included following the above instruction sequence:

```
vpxord          zmm2, zmm2, zmm2             // zmm2 <-- 0
vfixupnanps     zmm1 {k1}, zmm0, zmm2 {aaaa} // zmm1 <-- QNaN(x) if x is NaN <F>
```

If the `vfixupnanps` instruction is not included, the sequence correctly processes any arguments except NaN values. For example, the following options generate the 2-instruction sequence:

```
-fimf-domain-exclusion=2:exp2f      <- NaN’s are excluded (2 corresponds to NaNs)
-fimf-domain-exclusion=6:exp2f      <- NaN’s and infinities are excluded (4 corresponds to infinities; 2 + 4 = 6)
-fimf-domain-exclusion=7:exp2f      <- NaN’s, infinities, and extremes are excluded (1 corresponds to extremes; 2 + 4 + 1 = 7)
-fimf-domain-exclusion=15:exp2f     <- NaN’s, infinities, extremes, and denormals are excluded (8 corresponds to denormals; 2 + 4 + 1 + 8=15)
```

If the `vfixupnanps` instruction is included, the sequence correctly processes any arguments including NaN values. For example, the following options generate the 4-instruction sequence:

```
-fimf-domain-exclusion=1:exp2f      <- only extremes are excluded (1 corresponds to extremes)
-fimf-domain-exclusion=4:exp2f      <- only infinities are excluded (4 corresponds to infinities)
-fimf-domain-exclusion=8:exp2f      <- only denormals are excluded (8 corresponds to denormals)
-fimf-domain-exclusion=13:exp2f     <- only extremes, infinities and denormals are excluded (1 + 4 + 8 = 13)
```

See Also

`fimf-absolute-error`, `Qimf-absolute-error` compiler option
`fimf-accuracy-bits`, `Qimf-accuracy-bits` compiler option
`fimf-arch-consistency`, `Qimf-arch-consistency` compiler option
`fimf-max-error`, `Qimf-max-error` compiler option
`fimf-precision`, `Qimf-precision` compiler option

`fimf-max-error`, `Qimf-max-error`

Defines the maximum allowable relative error for math library function results, including division and square root.

Syntax

Linux OS and OS X:

```
-fimf-max-error=ulps[:funclist]
```

Windows OS:

```
/Qimf-max-error:ulps[:funclist]
```
Arguments

ulps
Is a positive, floating-point number indicating the maximum allowable relative error the compiler should use.

The format for the number is [digits] [.digits] [ { e | E }[sign]digits].

funclist
Is an optional list of one or more math library functions to which the attribute should be applied. If you specify more than one function, they must be separated with commas. Precision-specific variants like sin and sinf are considered different functions, so you would need to use -fimf-max-error=4.0:sin,sinf (or /Qimf-max-error=4.0:sin,sinf) to specify the maximum allowable relative error for both the single-precision and double-precision sine functions.

You also can specify the symbol /f to denote single-precision divides, symbol / to denote double-precision divides, symbol /l to denote extended-precision divides, and symbol /q to denote quad-precision divides. For example you can specify -fimf-max-error=4.0:/ or /Qimf-max-error:4.0:/. 

Default

-fimf-precision=medium or /Qimf-precision:medium
The compiler uses medium precision when calling math library functions. Note that other options can affect precision; see below for details.

Description

This option defines the maximum allowable relative error, measured in ulps, for math library function results. This option can affect run-time performance and the accuracy of results.

If you need to define the accuracy for a math function of a certain precision, specify the function name of the precision that you need. For example, if you want double precision, you can specify :sin; if you want single precision, you can specify :sinf, as in -fimf-max-error=4.0:sin or /Qimf-max-error:4.0:sin, or -fimf-max-error=4.0:sqrtf or /Qimf-max-error:4.0:sqrtf.

If you do not specify any function names, then the setting applies to all functions (and to all precisions). However, as soon as you specify an individual function name, the setting applies only to the function of corresponding precision. So, for example, sinf applies only to the single-precision sine function, sin applies only to the double-precision sine function, sinl applies only to the extended-precision sine function, etc.

There are three options you can use to express the maximum relative error. They are as follows:

- -fimf-precision (Linux* OS and OS X*) or /Qimf-precision (Windows* OS)
- -fimf-max-error (Linux* OS and OS X*) or /Qimf-max-error (Windows* OS)
- -fimf-accuracy-bits (Linux OS and OS X*) or /Qimf-accuracy-bits (Windows OS)

If more than one of these options are specified, the default value for the maximum relative error is determined by the last one specified on the command line.

If none of the above options are specified, the default values for the maximum relative error are determined by the setting of the following options:

- [Q]fast-transcendentals
- [Q]prec-div
- [Q]prec-sqrt
- -fp-model (Linux OS and OS X) or /fp (Windows OS)
NOTE
Many routines in libraries LIBM (Math Library) and SVML (Short Vector Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

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<thead>
<tr>
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</tr>
<tr>
<td>Notice revision #20110804</td>
</tr>
</tbody>
</table>

IDE Equivalent
None

Alternate Options
None

See Also
fimf-absolute-error, Qimf-absolute-error compiler option
fimf-accuracy-bits, Qimf-accuracy-bits compiler option
fimf-arch-consistency, Qimf-arch-consistency compiler option
fimf-domain-exclusion, Qimf-domain-exclusion compiler option
fimf-precision, Qimf-precision compiler option

**fimf-precision, Qimf-precision**
Lets you specify a level of accuracy (precision) that the compiler should use when determining which math library functions to use.

Syntax

**Linux OS and OS X:**

```
-fimf-precision[=value[:funclist]]
```

**Windows OS:**

```
/Qimf-precision[:value[:funclist]]
```

Arguments

<table>
<thead>
<tr>
<th>value</th>
<th>Is one of the following values denoting the desired accuracy:</th>
</tr>
</thead>
<tbody>
<tr>
<td>high</td>
<td>This is equivalent to max-error = 0.6.</td>
</tr>
<tr>
<td>medium</td>
<td>This is equivalent to max-error = 4; this is the default setting if the option is specified and value is omitted.</td>
</tr>
</tbody>
</table>
This is equivalent to accuracy-bits = 11 for single-precision functions; accuracy-bits = 26 for double-precision functions.

In the above explanations, max-error means option -fimf-max-error (Linux* OS and OS X*) or /Qimf-max-error (Windows* OS); accuracy-bits means option -fimf-accuracy-bits (Linux* OS and OS X*) or /Qimf-accuracy-bits (Windows* OS).

funclist

Is an optional list of one or more math library functions to which the attribute should be applied. If you specify more than one function, they must be separated with commas. Precision-specific variants like sin and sinf are considered different functions, so you would need to use -fimf-precision=high:sin,sinf (or /Qimf-precision=high:sin,sinf) to specify high precision for both the single-precision and double-precision sine functions.

You also can specify the symbol /f to denote single-precision divides, symbol / to denote double-precision divides, symbol /l to denote extended-precision divides, and symbol /q to denote quad-precision divides. For example you can specify -fimf-precision=low:/ or /Qimf-precision:low:/ and -fimf-precision=low:/f or /Qimf-precision:low:/f.

Default

medium

The compiler uses medium precision when calling math library functions. Note that other options can affect precision; see below for details.

Description

This option lets you specify a level of accuracy (precision) that the compiler should use when determining which math library functions to use.

This option can be used to improve run-time performance if reduced accuracy is sufficient for the application, or it can be used to increase the accuracy of math library functions selected by the compiler.

In general, using a lower precision can improve run-time performance and using a higher precision may reduce run-time performance.

If you need to define the accuracy for a math function of a certain precision, specify the function name of the precision that you need. For example, if you want double precision, you can specify :sin; if you want single precision, you can specify :sinf, as in -fimf-precision=low:sin or /Qimf-precision=low:sin, or -fimf-precision=high:sqrtf or /Qimf-precision=high:sqrtf.

If you do not specify any function names, then the setting applies to all functions (and to all precisions). However, as soon as you specify an individual function name, the setting applies only to the function of corresponding precision. So, for example, sinf applies only to the single-precision sine function, sin applies only to the double-precision sine function, sinl applies only to the extended-precision sine function, etc.

There are three options you can use to express the maximum relative error. They are as follows:

- -fimf-precision (Linux* OS and OS X*) or /Qimf-precision (Windows* OS)
- -fimf-max-error (Linux* OS and OS X*) or /Qimf-max-error (Windows* OS)
- -fimf-accuracy-bits (Linux OS and OS X*) or /Qimf-accuracy-bits (Windows OS)

If more than one of these options are specified, the default value for the maximum relative error is determined by the last one specified on the command line.
If none of the above options are specified, the default values for the maximum relative error are determined by the setting of the following options:

- [Q]fast-transcendentals
- [Q]prec-div
- [Q]prec-sqrt
- -fp-model (Linux OS and OS X) or /fp (Windows OS)

**NOTE**

Many routines in libraries LIBM (Math Library) and SVML (Short Vector Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

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<thead>
<tr>
<th>Optimization Notice</th>
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<tr>
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</tr>
<tr>
<td>Notice revision #20110804</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

fimf-absolute-error, Qimf-absolute-error compiler option
fimf-accuracy-bits, Qimf-accuracy-bits compiler option
fimf-arch-consistency, Qimf-arch-consistency compiler option
fimf-domain-exclusion, Qimf-domain-exclusion compiler option
fimf-max-error, Qimf-max-error compiler option
fast-transcendentals, Qfast-transcendentals compiler option
prec-div, Qprec-div compiler option
prec-sqrt, Qprec-sqrt compiler option
fp-model, fp compiler option

**fltconsistency**

Enables improved floating-point consistency.

**Architecture Restrictions**

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

**Syntax**

**Linux OS and OS X:**

- -fltconsistency
-nofltconsistency

**Windows OS:**

/fltconsistency

/nofltconsistency

**Arguments**

None

**Default**

nofltconsistency  

Improved floating-point consistency is not enabled. This setting provides better accuracy and run-time performance at the expense of less consistent floating-point results.

**Description**

This option enables improved floating-point consistency and may slightly reduce execution speed. It limits floating-point optimizations and maintains declared precision. It also disables inlining of math library functions.

Floating-point operations are not reordered and the result of each floating-point operation is stored in the target variable rather than being kept in the floating-point processor for use in a subsequent calculation.

For example, the compiler can change floating-point division computations into multiplication by the reciprocal of the denominator. This change can alter the results of floating-point division computations slightly.

Floating-point intermediate results are kept in full 80 bits internal precision. Additionally, all spills/reloads of the X87 floating point registers are done using the internal formats; this prevents accidental loss of precision due to spill/reload behavior over which you have no control.

Specifying this option has the following effects on program compilation:

- Floating-point user variables are not assigned to registers.
- Floating-point arithmetic comparisons conform to IEEE 754.
- The exact operations specified in the code are performed. For example, division is never changed to multiplication by the reciprocal.
- The compiler performs floating-point operations in the order specified without reassociation.
- The compiler does not perform constant folding on floating-point values. Constant folding also eliminates any multiplication by 1, division by 1, and addition or subtraction of 0. For example, code that adds 0.0 to a number is executed exactly as written. Compile-time floating-point arithmetic is not performed to ensure that floating-point exceptions are also maintained.
- Whenever an expression is spilled, it is spilled as 80 bits (extended precision), not 64 bits (DOUBLE PRECISION). When assignments to type REAL and DOUBLE PRECISION are made, the precision is rounded from 80 bits down to 32 bits (REAL) or 64 bits (DOUBLE PRECISION). When you do not specify /fltconsistency, the extra bits of precision are not always rounded away before the variable is reused.
- Even if vectorization is enabled by the [Q]x option, the compiler does not vectorize reduction loops (loops computing the dot product) and loops with mixed precision types. Similarly, the compiler does not enable certain loop transformations. For example, the compiler does not transform reduction loops to perform partial summation or loop interchange.

This option causes performance degradation relative to using default floating-point optimization flags.

On Windows systems, an alternative is to use the /Qprec option, which should provide better than default floating-point precision while still delivering good floating-point performance.

The recommended method to control the semantics of floating-point calculations is to use option -fp-model (Linux* OS and OS X*) or /fp (Windows* OS).
IDE Equivalent
Visual Studio: None
Eclipse: None
Xcode: **Floating Point > Improve Floating-Point Consistency**

Alternate Options

<table>
<thead>
<tr>
<th>Command</th>
<th>OS</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fltconsistency</td>
<td>Linux and OS X: -mieee-fp</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Windows: None</td>
<td></td>
</tr>
<tr>
<td>nofltconsistency</td>
<td>Linux and OS X: -mno-ieee-fp</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Windows: None</td>
<td></td>
</tr>
</tbody>
</table>

See Also
mp1, Qprec compiler option
fp-model, fp compiler option

fma, Qfma
*Determine whether the compiler generates fused multiply-add (FMA) instructions if such instructions exist on the target processor.*

Syntax

**Linux OS and OS X:**

- `-fma`
- `-no-fma`

**Windows OS:**

- `/Qfma`
- `/Qfma-`

Arguments
None

Default

- `-fma`
- `/Qfma`

If the instructions exist on the target processor, the compiler generates fused multiply-add (FMA) instructions.

However, if you specify `-fp-model strict (Linux* OS and OS X*)` or `/fp:strict (Windows* OS), but do not explicitly specify `-fma` or `/Qfma`, the default is `-no-fma` or `/Qfma-`.

Description

This option determines whether the compiler generates fused multiply-add (FMA) instructions if such instructions exist on the target processor. When the `[Q]fma` option is specified, the compiler may generate FMA instructions for combining multiply and add operations. When the negative form of the `[Q]fma` option is specified, the compiler must generate separate multiply and add instructions with intermediate rounding.

This option has no effect unless setting CORE-AVX2 or higher is specified for option `[Q]x, -march (Linux OS and OS X), or /arch (Windows OS).
IDE Equivalent
None

See Also
fp-model, fp compiler option
x, Qx compiler option
ax, Qax compiler option
march compiler option
arch compiler option

fp-model, fp
Controls the semantics of floating-point calculations.

Syntax
Linux OS and OS X:
-fp-model keyword

Windows OS:
/fp:keyword

Arguments

keyword
Specifies the semantics to be used. Possible values are:

precise
Disables optimizations that are not value-safe on floating-point data and rounds intermediate results to source-defined precision.

fast[=1|2]
Enables more aggressive optimizations on floating-point data.

strict
Enables precise and except, disables contractions, and enables the property that allows modification of the floating-point environment.

source
Rounds intermediate results to source-defined precision.

[no-]except
Determines whether strict floating-point exception semantics are honored.

(Linux* OS and OS X*) or except[-]
(Windows* OS)

Default

-fp-model fast=1
or /fp:fast=1
The compiler uses more aggressive optimizations on floating-point calculations.

Description
This option controls the semantics of floating-point calculations.
The keywords can be considered in groups:

- Group A: precise, fast, strict
• Group B: source
• Group C: except (or the negative form)

You can use more than one keyword. However, the following rules apply:

• You cannot specify fast and except together in the same compilation. You can specify any other combination of group A, group B, and group C. Since fast is the default, you must not specify except without a group A or group B keyword.
• You should specify only one keyword from group A and only one keyword from group B. If you try to specify more than one keyword from either group A or group B, the last (rightmost) one takes effect.
• If you specify except more than once, the last (rightmost) one takes effect.

The floating-point (FP) environment is a collection of registers that control the behavior of FP machine instructions and indicate the current FP status. The floating-point environment may include rounding-mode controls, exception masks, flush-to-zero controls, exception status flags, and other floating-point related features.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-fp-model precise or /fp:precise</td>
<td>Tells the compiler to strictly adhere to value-safe optimizations when implementing floating-point calculations. It disables optimizations that can change the result of floating-point calculations. These semantics ensure the reproducibility of floating-point computations for serial code, including code vectorized or auto-parallelized by the compiler, but they may slow performance. They do not ensure value safety or run-to-run reproducibility of other parallel code. Run-to-run reproducibility for floating-point reductions in OpenMP* code may be obtained for a fixed number of threads through the KMP_DETERMINISTIC_REDUCTION environment variable. For more information about this environment variable, see topic &quot;Supported Environment Variables&quot;. The compiler assumes the default floating-point environment; you are not allowed to modify it. Note that option fp-model precise is converted to fp-model source and option fp:precise is converted to fp:source. Floating-point exception semantics are disabled by default. To enable these semantics, you must also specify -fp-model except or /fp:except. Note that option fp-model precise enables option assume protect-parens, which tells the optimizer to honor parentheses in REAL and COMPLEX expression evaluations by not reassociating operations.</td>
</tr>
<tr>
<td>-fp-model fast[=1</td>
<td>2] or /fp:fast[=1</td>
</tr>
</tbody>
</table>
Option | Description
--- | ---
Specifying fast is the same as specifying fast=1. fast=2 may produce faster and less accurate results.
Floating-point exception semantics are disabled by default and they cannot be enabled because you cannot specify fast and except together in the same compilation. To enable exception semantics, you must explicitly specify another keyword (see other keyword descriptions for details).

- **-fp-model strict or /fp:strict**
  Tells the compiler to strictly adhere to value-safe optimizations when implementing floating-point calculations and enables floating-point exception semantics. This is the strictest floating-point model.
  The compiler does not assume the default floating-point environment; you are allowed to modify it.
  Floating-point exception semantics can be disabled by explicitly specifying -fp-model no-except or /fp:except-.

- **-fp-model source or /fp:source**
  This option causes intermediate results to be rounded to the precision defined in the source code. It also implies keyword precise unless it is overridden by a keyword from Group A.
  The compiler assumes the default floating-point environment; you are not allowed to modify it.
  Note that option fp-model source enables option assume protect-parens, which tells the optimizer to honor parentheses in REAL and COMPLEX expression evaluations by not reassociating operations.

- **-fp-model except or /fp:except**
  Tells the compiler to follow strict floating-point exception semantics.

The **-fp-model** and **/fp** options determine the setting for the maximum allowable relative error for math library function results (max-error) if none of the following options are specified:
- `-fimf-accuracy-bits (Linux* OS and OS X*) or /Qimf-accuracy-bits (Windows* OS)`
- `-fimf-max-error (Linux OS and OS X) or /Qimf-max-error (Windows OS)`
- `-fimf-precision (Linux OS and OS X) or /Qimf-precision (Windows OS)`
- `[Q]fast-transcendentals


**NOTE**
This option cannot be used to change the default (source) precision for the calculation of intermediate results.
NOTE
On Windows and Linux operating systems on IA-32 architecture, the compiler, by default, implements floating-point (FP) arithmetic using SSE2 and SSE instructions. This can cause differences in floating-point results when compared to previous x87 implementations.

Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

IDE Equivalent
Visual Studio: Floating Point > Floating Point Model
Floating Point > Reliable Floating Point Exceptions Model
Eclipse: None
Xcode: Floating Point > Floating Point Model
Floating Point > Reliable Floating Point Exceptions Model

Alternate Options
None

See Also
O compiler option (specifically O0)
Od compiler option
mp1, Qprec compiler option
fimf-absolute-error, Qimf-absolute-error compiler option
fimf-accuracy-bits, Qimf-accuracy-bits compiler option
fimf-max-error, Qimf-max-error compiler option
fimf-precision, Qimf-precision compiler option
fimf-domain-exclusion, Qimf-domain-exclusion compiler option
fast-transcendentals, Qfast-transcendentals compiler option

Supported Environment Variables

The article titled: Consistency of Floating-Point Results using the Intel® Compiler, which is located in http://software.intel.com/en-us/articles/consistency-of-floating-point-results-using-the-intel-compiler/

fp-port, Qfp-port
Rounds floating-point results after floating-point operations.
Syntax

Linux OS and OS X:
- fp-port
- no-fp-port

Windows OS:
/Qfp-port
/Qfp-port-

Arguments
None

Default

-no-fp-port
or/Qfp-port-

The default rounding behavior depends on the compiler's code generation decisions and the precision parameters of the operating system.

Description
This option rounds floating-point results after floating-point operations.

This option is designed to be used with the -mia32 (Linux* OS and OS X*) or /arch:IA32 (Windows* OS) option on a 32-bit compiler. Under those conditions, the compiler implements floating-point calculations using the x87 instruction set, which uses an internal precision that may be higher than the precision specified in the program.

By default, the compiler may keep results of floating-point operations in this higher internal precision. Rounding to program precision occurs at unspecified points. This provides better performance, but the floating-point results are less deterministic. The [Q]fp-port option rounds floating-point results to user-specified precision at assignments and type conversions. This has some impact on speed.

When compiling for newer architectures, the compiler implements floating-point calculations with different instructions, such as Intel® SSE and SSE2. These Intel® Streaming SIMD Extensions round directly to single precision or double precision at every instruction. In these cases, option [Q]fp-port has no effect.

IDE Equivalent
Visual Studio: Floating-Point > Round Floating-Point Results
Eclipse: None
Xcode: Floating-Point > Round Floating-Point Results

Alternate Options
None

See Also
Understanding Floating-point Operations

fp-speculation, Qfp-speculation

Tells the compiler the mode in which to speculate on floating-point operations.

Syntax

Linux OS and OS X:
- fp-speculation=mode
Windows OS:
/Qfp-speculation:mode

Arguments

mode Is the mode for floating-point operations. Possible values are:

- fast Tells the compiler to speculate on floating-point operations.
- safe Tells the compiler to disable speculation if there is a possibility that the speculation may cause a floating-point exception.
- strict Tells the compiler to disable speculation on floating-point operations.
- off This is the same as specifying strict.

Default

-fp-speculation=fast or /Qfp-speculation:fast The compiler speculates on floating-point operations. This is also the behavior when optimizations are enabled. However, if you specify no optimizations (-00 on Linux* OS; /Od on Windows* OS), the default is -fp-speculation=safe (Linux* OS) or /Qfp-speculation:safe (Windows* OS).

Description

This option tells the compiler the mode in which to speculate on floating-point operations. Disabling speculation may prevent the vectorization of some loops containing conditionals. For an example, see this article.

IDE Equivalent

Visual Studio: Floating Point > Floating-Point Speculation
Eclipse: None
Xcode: Floating Point > Floating-Point Speculation

Alternate Options

None

fp-stack-check, Qfp-stack-check

Tells the compiler to generate extra code after every function call to ensure that the floating-point stack is in the expected state.

Syntax

Linux OS and OS X:
-fp-stack-check

Windows OS:
/Qfp-stack-check
Arguments
None

Default
OFF

There is no checking to ensure that the floating-point (FP) stack is in the expected state.

Description
This option tells the compiler to generate extra code after every function call to ensure that the floating-point (FP) stack is in the expected state.

By default, there is no checking. So when the FP stack overflows, a NaN value is put into FP calculations and the program's results differ. Unfortunately, the overflow point can be far away from the point of the actual bug. This option places code that causes an access violation exception immediately after an incorrect call occurs, thus making it easier to locate these issues.

IDE Equivalent
Visual Studio: Floating-Point > Check Floating-point Stack
Eclipse: None
Xcode: Floating-Point > Check Floating-point Stack

Alternate Options
None

fpe
Allows some control over floating-point exception handling for the main program at run-time.

Architecture Restrictions
Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax
Linux OS and OS X:
- fpe \( n \)

Windows OS:
/ fpe : \( n \)

Arguments
\( n \)

Specifies the floating-point exception handling level. Possible values are:

0
Floating-point invalid, divide-by-zero, and overflow exceptions are enabled throughout the application when the main program is compiled with this value. If any such exceptions occur, execution is aborted. This option causes denormalized floating-point results to be set to zero. Underflow results will also be set to zero, unless you override this by explicitly
specifying option -no-ftz or -fp-model precise (Linux* OS and OS X*) or option /Qftz- or /fp:precise (Windows* OS).

Underflow results from SSE instructions, as well as x87 instructions, will be set to zero. By contrast, option [Q]ftz only sets SSE underflow results to zero.

Sets option -fp-speculation=strict (Linux* and OS X*) or /Qfp-speculation:strict (Windows*) for any program unit compiled with -fpe0 (Linux* and OS X*) or /fpe:0 (Windows*). This disables certain optimizations in cases where speculative execution of floating-point operations could lead to floating-point exceptions that would not occur in the absence of speculation. For example, this may prevent the vectorization of some loops containing conditionals.

To get more detailed location information about where the error occurred, use option traceback.

1

All floating-point exceptions are disabled. Underflow results from SSE instructions, as well as x87 instructions, will be set to zero.

3

All floating-point exceptions are disabled. Floating-point underflow is gradual, unless you explicitly specify a compiler option that enables flush-to-zero, such as [Q]ftz, O3, or O2. This setting provides full IEEE support.

Default

-fpe3 or /fpe:3

All floating-point exceptions are disabled. Floating-point underflow is gradual, unless you explicitly specify a compiler option that enables flush-to-zero.

Description

This option allows some control over floating-point exception handling at run-time. This includes whether exceptional floating-point values are allowed and how precisely run-time exceptions are reported.

The fpe option affects how the following conditions are handled:

- When floating-point calculations result in a divide by zero, overflow, or invalid operation.
- When floating-point calculations result in an underflow.
- When a denormalized number or other exceptional number (positive infinity, negative infinity, or a NaN) is present in an arithmetic expression.

When enabled exceptions occur, execution is aborted and the cause of the abort reported to the user. If compiler option traceback is specified at compile time, detailed information about the location of the abort is also reported.

This option does not enable underflow exceptions, input denormal exceptions, or inexact exceptions.
IDE Equivalent

Visual Studio: Floating-Point > Floating-Point Exception Handling
Eclipse: None
Xcode: Floating-Point > Floating-Point Exception Handling

Alternate Options

None

See Also

fpe-all compiler option
ftz, Qftz compiler option
fp-model, fp compiler option
fp-speculation, Qfp-speculation compiler option
traceback compiler option

fpe-all
Allows some control over floating-point exception handling for each routine in a program at run-time.

Architecture Restrictions

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:

-fpe-all=n

Windows OS:

/fpe-all:n

Arguments

n

Specifies the floating-point exception handling level. Possible values are:

0
Floating-point invalid, divide-by-zero, and overflow exceptions are enabled. If any such exceptions occur, execution is aborted. This option sets the [Q]ftz option; therefore underflow results will be set to zero unless you explicitly specify -no-ftz (Linux OS and OS X) or /Qftz- (Windows OS).

To get more detailed location information about where the error occurred, use option traceback.

1
All floating-point exceptions are disabled.

Underflow results from SSE instructions, as well as x87 instructions, will be set to zero.
All floating-point exceptions are disabled. Floating-point underflow is gradual, unless you explicitly specify a compiler option that enables flush-to-zero, such as [Q]ftz, O3, or O2. This setting provides full IEEE support.

**Default**

-fpe-all=3 or /fpe-all:3 or  

All floating-point exceptions are disabled. Floating-point underflow is gradual, unless you explicitly specify a compiler option that enables flush-to-zero.

**Description**

This option allows some control over floating-point exception handling for each routine in a program at runtime. This includes whether exceptional floating-point values are allowed and how precisely run-time exceptions are reported.

The `fpe-all` option affects how the following conditions are handled:

- When floating-point calculations result in a divide by zero, overflow, or invalid operation.
- When floating-point calculations result in an underflow.
- When a denormalized number or other exceptional number (positive infinity, negative infinity, or a NaN) is present in an arithmetic expression.

The current settings of the floating-point exception and status flags are saved on each routine entry and restored on each routine exit. This may incur some performance overhead.

When option `fpe-all` is applied to a main program, it has the same effect as when option `fpe` is applied to the main program.

When enabled exceptions occur, execution is aborted and the cause of the abort reported to the user. If compiler option `traceback` is specified at compile time, detailed information about the location of the abort is also reported.

This option does not enable underflow exceptions, input denormal exceptions, or inexact exceptions.

Option `fpe-all` sets option `assume ieee_fpe_flags`.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

assume compiler option  
fpe compiler option  
ftz, Qftz compiler option  
traceback compiler option

**ftz, Qftz**

Flashes denormal results to zero.

**Syntax**

Linux OS and OS X:

-ftz
-no-ftz

Windows OS:
/Qftz
/Qftz-

Arguments
None

Default
-ftz or /Qftz

Denormal results are flushed to zero.
Every optimization option O level, except O0, sets [Q]ftz.
Value 0 for the [Q]fpe option sets [Q]ftz.

Description
This option flushes denormal results to zero when the application is in the gradual underflow mode. It may improve performance if the denormal values are not critical to your application’s behavior.
The [Q]ftz option has no effect during compile-time optimization.
The [Q]ftz option sets or resets the FTZ and the DAZ hardware flags. If FTZ is ON, denormal results from floating-point calculations will be set to the value zero. If FTZ is OFF, denormal results remain as is. If DAZ is ON, denormal values used as input to floating-point instructions will be treated as zero. If DAZ is OFF, denormal instruction inputs remain as is. Systems using Intel® 64 architecture have both FTZ and DAZ. FTZ and DAZ are not supported on all IA-32 architectures.

When the [Q]ftz option is used in combination with an SSE-enabling option on systems using IA-32 architecture (for example, the [Q]xSSE2 option), the compiler will insert code in the main routine to set FTZ and DAZ. When [Q]ftz is used without such an option, the compiler will insert code to conditionally set FTZ/DAZ based on a run-time processor check. The negative form of option [Q]ftz will prevent the compiler from inserting any code that might set FTZ or DAZ.

Option [Q]ftz only has an effect when the main program is being compiled. It sets the FTZ/DAZ mode for the process. The initial thread and any threads subsequently created by that process will operate in FTZ/DAZ mode.

If this option produces undesirable results of the numerical behavior of your program, you can turn the FTZ/DAZ mode off by using -no-ftz or /Qftz- in the command line while still benefiting from the O3 optimizations.

NOTE
Option [Q]ftz is a performance option. Setting this option does not guarantee that all denormals in a program are flushed to zero. The option only causes denormals generated at run time to be flushed to zero.

IDE Equivalent
Visual Studio: IA-32 architecture: Floating Point > Flush Denormal Results to Zero
Intel® 64 architecture: None
Eclipse: None
Xcode: Floating Point > Flush Denormal Results to Zero

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Alternate Options
None

See Also
x, Qx compiler option
Setting the FTZ and DAZ Flags

Ge
Enables stack-checking for all functions. This is a deprecated option. The replacement option is /Gs0.

Syntax
Linux OS and OS X:
None

Windows OS:
/Ge

Arguments
None

Default
OFF Stack-checking for all functions is disabled.

Description
This option enables stack-checking for all functions.

IDE Equivalent
None

Alternate Options
Linux and OS X: None
Windows: /Gs0

mp1, Qprec
Improves floating-point precision and consistency.

Syntax
Linux OS and OS X:
-mp1

Windows OS:
/Qprec

Arguments
None
Default
OFF

The compiler provides good accuracy and run-time performance at the expense of less consistent floating-point results.

Description
This option improves floating-point consistency. It ensures the out-of-range check of operands of transcendental functions and improves the accuracy of floating-point compares.

This option prevents the compiler from performing optimizations that change NaN comparison semantics and causes all values to be truncated to declared precision before they are used in comparisons. It also causes the compiler to use library routines that give better precision results compared to the X87 transcendental instructions.

This option disables fewer optimizations and has less impact on performance than option fltconsistency.

This option disables fewer optimizations and has less impact on performance than option fltconsistency,-fp-model precise (Linux* OS and OS X*), or option /fp:precise (Windows* OS).

IDE Equivalent
None

Alternate Options
None

See Also
fltconsistency compiler option

pc, Qpc
Enables control of floating-point significand precision.

Syntax
Linux OS and OS X:
-pcn

Windows OS:
/Qpcn

Arguments

\( n \)

Is the floating-point significand precision. Possible values are:

- 32  Rounds the significand to 24 bits (single precision).
- 64  Rounds the significand to 53 bits (double precision).
- 80  Rounds the significand to 64 bits (extended precision).

Default
-pc80  
On Linux* and OS X* systems, the floating-point significand is rounded to 64 bits. On Windows* systems, the floating-point significand is rounded to 53 bits.
**Description**

This option enables control of floating-point significand precision.

Some floating-point algorithms are sensitive to the accuracy of the significand, or fractional part of the floating-point value. For example, iterative operations like division and finding the square root can run faster if you lower the precision with this option.

Note that a change of the default precision control or rounding mode, for example, by using the **[Q]pc32** option or by user intervention, may affect the results returned by some of the mathematical functions.

**IDE Equivalent**

None

**Alternate Options**

None

**prec-div, Qprec-div**

*Improves precision of floating-point divides.*

**Syntax**

**Linux OS and OS X:**

- `prec-div`
- `no-prec-div`

**Windows OS:**

/`Qprec-div`

/`Qprec-div-`

**Arguments**

None

**Default**

- `prec-div`
  
  The compiler uses this method for floating-point divides.

- `no-prec-div`

**Description**

This option improves precision of floating-point divides. It has a slight impact on speed.

With some optimizations, such as `-msse2` (Linux* OS) or `/arch:SSSE2` (Windows* OS), the compiler may change floating-point division computations into multiplication by the reciprocal of the denominator. For example, \( A/B \) is computed as \( A \times (1/B) \) to improve the speed of the computation.

However, sometimes the value produced by this transformation is not as accurate as full IEEE division. When it is important to have fully precise IEEE division, use this option to disable the floating-point division-to-multiplication optimization. The result is more accurate, with some loss of performance.

If you specify `-no-prec-div` (Linux* OS and OS X*) or `/Qprec-div-` (Windows* OS), it enables optimizations that give slightly less precise results than full IEEE division.

**IDE Equivalent**

None
Alternate Options

None

prec-sqrt, Qprec-sqrt

*Improves precision of square root implementations.*

Syntax

Linux OS and OS X:
-prec-sqrt
-no-prec-sqrt

Windows OS:
/Qprec-sqrt
/Qprec-sqrt-

Arguments

None

Default

-no-prec-sqrt
or /Qprec-sqrt-

The compiler uses a faster but less precise implementation of square root. However, the default is -prec-sqrt or /Qprec-sqrt if any of the following options are specified: /Od, /fltconsistency, or /Qprec on Windows* systems; -O0, -fltconsistency, or -mpl on Linux* and OS X* systems.

Description

This option improves precision of square root implementations. It has a slight impact on speed.

This option inhibits any optimizations that can adversely affect the precision of a square root computation. The result is fully precise square root implementations, with some loss of performance.

IDE Equivalent

None

Alternate Options

None

rcd, Qrcd

*Enables fast float-to-integer conversions.*

Syntax

Linux OS and OS X:
-rcd

Windows OS:
/Qrcd

Arguments

None
Floating-point values are truncated when a conversion to an integer is involved.

**Description**

This option enables fast float-to-integer conversions. It can improve the performance of code that requires floating-point-to-integer conversions.

The system default floating-point rounding mode is round-to-nearest. However, the Fortran language requires floating-point values to be truncated when a conversion to an integer is involved. To do this, the compiler must change the rounding mode to truncation before each floating-point-to-integer conversion and change it back afterwards.

This option disables the change to truncation of the rounding mode for all floating-point calculations, including floating point-to-integer conversions. This option can improve performance, but floating-point conversions to integer will not conform to Fortran semantics.

**IDE Equivalent**

None

**Alternate Options**

Linux and OS X: None

Windows: /QIfist (this is a deprecated option)

/recursive

*Tells the compiler that all routines should be compiled for possible recursive execution.*

**Syntax**

Linux OS and OS X:

- recursive
- -norecursive

Windows OS:

/recursive

/norecursive

**Arguments**

None

**Default**

norecursive

*Routines are not compiled for possible recursive execution.*

**Description**

This option tells the compiler that all routines should be compiled for possible recursive execution. It sets the automatic option.

**IDE Equivalent**

Visual Studio: Code Generation > Enable Recursive Routines

Eclipse: None
Xcode: Code Generation > Enable Recursive Routines

Alternate Options
None

See Also
auto compiler option

Inlining Options

finline
* Tells the compiler to inline functions declared with !DIR$ ATTRIBUTES FORCEINLINE. *

Syntax
Linux OS and OS X:
- finline
- fno-inline

Windows OS:
None

Arguments
None

Default
-fno-inline
The compiler does not inline functions declared with !DIR$ ATTRIBUTES FORCEINLINE.

Description
This option tells the compiler to inline functions declared with !DIR$ ATTRIBUTES FORCEINLINE.

IDE Equivalent
None

Alternate Options
Linux and OS X: -inline-level
Windows: /Ob

finline-functions
* Enables function inlining for single file compilation. *

Syntax
Linux OS and OS X:
- finline-functions
- fno-inline-functions

Windows OS:
None
Arguments
None

Default
-finline-functions  Interprocedural optimizations occur. However, if you specify -O0, the default is OFF.

Description
This option enables function inlining for single file compilation. It enables the compiler to perform inline function expansion for calls to functions defined within the current source file.

The compiler applies a heuristic to perform the function expansion. To specify the size of the function to be expanded, use the -finline-limit option.

IDE Equivalent
None

Alternate Options
Linux and OS X: -inline-level=2
Windows: /Ob2

See Also
ip, Qip compiler option
finline-limit compiler option

finline-limit
Lets you specify the maximum size of a function to be inlined.

Syntax
Linux OS and OS X:
-finline-limit=n

Windows OS:
None

Arguments
n  Must be an integer greater than or equal to zero. It is the maximum number of lines the function can have to be considered for inlining.

Default
OFF  The compiler uses default heuristics when inlining functions.

Description
This option lets you specify the maximum size of a function to be inlined. The compiler inlines smaller functions, but this option lets you inline large functions. For example, to indicate a large function, you could specify 100 or 1000 for n.

Note that parts of functions cannot be inlined, only whole functions.
This option is a modification of the -finline-functions option, whose behavior occurs by default.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
finline-functions compiler option

**inline**
Specifies the level of inline function expansion.

**Syntax**
Linux OS and OS X:
None

Windows OS:
/inline[:keyword]

**Arguments**

<table>
<thead>
<tr>
<th>keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>Disables inlining of user-defined functions. This is the same as specifying manual.</td>
</tr>
<tr>
<td>manual</td>
<td>Disables inlining of user-defined functions. Fortran statement functions are always inlined.</td>
</tr>
<tr>
<td>size</td>
<td>Enables inlining of any function. However, the compiler decides which functions are inlined. This option enables interprocedural optimizations and most speed optimizations.</td>
</tr>
<tr>
<td>speed</td>
<td>Enables inlining of any function. This is the same as specifying all.</td>
</tr>
<tr>
<td>all</td>
<td>Enables inlining of any function. However, the compiler decides which functions are inlined. This option enables interprocedural optimizations and all speed optimizations. This is the same as specifying inline with no keyword.</td>
</tr>
</tbody>
</table>

**Default**
OFF

The compiler inlines certain functions by default.

**Description**
This option specifies the level of inline function expansion.
IDE Equivalent
None

Alternate Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Linux and OS X:</th>
<th>Windows:</th>
</tr>
</thead>
<tbody>
<tr>
<td>inline all</td>
<td>None</td>
<td>/Ob2/0t</td>
</tr>
<tr>
<td>inline speed</td>
<td></td>
<td></td>
</tr>
<tr>
<td>inline size</td>
<td>None</td>
<td>/Ob2/0s</td>
</tr>
<tr>
<td>inline manual</td>
<td>None</td>
<td>/Ob0</td>
</tr>
<tr>
<td>inline none</td>
<td>None</td>
<td>/Ob0</td>
</tr>
</tbody>
</table>

See Also
finline-functions compiler option

**inline-factor, Qinline-factor**
Specifies the percentage multiplier that should be applied to all inlining options that define upper limits.

**Syntax**

**Linux OS and OS X:**
- -inline-factor=n
- -no-inline-factor

**Windows OS:**
- /Qinline-factor:n
- /Qinline-factor:

**Arguments**

n Is a positive integer specifying the percentage value. The default value is 100 (a factor of 1).

**Default**

- -inline-factor=100
- or/Qinline-factor:100

**Description**

This option specifies the percentage multiplier that should be applied to all inlining options that define upper limits:

- [Q]inline-max-size
- [Q]inline-max-total-size
- [Q]inline-max-per-routine
- [Q]inline-max-per-compile
The \texttt{inline-factor} option takes the default value for each of the above options and multiplies it by \( n \) divided by 100. For example, if 200 is specified, all inlining options that define upper limits are multiplied by a factor of 2. This option is useful if you do not want to individually increase each option limit.

If you specify \texttt{-no-inline-factor} (Linux* OS and OS X*) or \texttt{/Qinline-factor-} (Windows* OS), the following occurs:

- Every function is considered to be a small or medium function; there are no large functions.
- There is no limit to the size a routine may grow when inline expansion is performed.
- There is no limit to the number of times some routine may be inlined into a particular routine.
- There is no limit to the number of times inlining can be applied to a compilation unit.

To see compiler values for important inlining limits, specify option \texttt{[q or Q]opt-report}.

---

**CAUTION**

When you use this option to increase default limits, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

---

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

- \texttt{inline-max-size}, \texttt{Qinline-max-size} compiler option
- \texttt{inline-max-total-size}, \texttt{Qinline-max-total-size} compiler option
- \texttt{inline-max-per-routine}, \texttt{Qinline-max-per-routine} compiler option
- \texttt{inline-max-per-compile}, \texttt{Qinline-max-per-compile} compiler option
- \texttt{qopt-report}, \texttt{Qopt-report} compiler option
- \texttt{inline-forceinline}, \texttt{Qinline-forceinline}

\textit{Instructs the compiler to force inlining of functions suggested for inlining whenever the compiler is capable doing so.}

**Syntax**

- **Linux OS and OS X:**
  - \texttt{inline-forceinline}

- **Windows OS:**
  - \texttt{/Qinline-forceinline}

**Default**

OFF

The compiler uses default heuristics for inline routine expansion.

**Description**

This option instructs the compiler to force inlining of functions suggested for inlining whenever the compiler is capable doing so.

Without this option, the compiler treats functions declared with an \texttt{INLINE} attribute as merely being recommended for inlining. When this option is used, it is as if they were declared with the directive \texttt{!DIR$ ATTRIBUTES FORCEINLINE}.  

---
To see compiler values for important inlining limits, specify option \([q\ or\ Q]\)opt-report.

**CAUTION**
When you use this option to change the meaning of inline to "forceinline", the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
qopt-report, Qopt-report compiler option
inline-level, Ob
Specifies the level of inline function expansion.

**Syntax**

**Linux OS and OS X:**
- `inline-level=n`

**Windows OS:**
/Ob

**Arguments**

n
Is the inline function expansion level. Possible values are 0, 1, and 2.

**Default**

- `inline-level=2` or `/Ob2`
  This is the default if option O2 is specified or is in effect by default. On Windows* systems, this is also the default if option O3 is specified.

- `inline-level=0` or `/Ob0`
  This is the default if option -O0 (Linux* OS and OS X*) or /Od (Windows* OS) is specified.

**Description**
This option specifies the level of inline function expansion. Inlining procedures can greatly improve the run-time performance of certain programs.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>inline-level=0</code></td>
<td>Enables inlining of any function at the compiler's discretion.</td>
</tr>
<tr>
<td>or <code>/Ob0</code></td>
<td></td>
</tr>
<tr>
<td><code>inline-level=1</code></td>
<td>Enables inlining when an inline keyword or an inline directive is specified.</td>
</tr>
<tr>
<td>or <code>/Ob1</code></td>
<td></td>
</tr>
<tr>
<td><code>inline-level=2</code></td>
<td>Disables inlining of user-defined functions. Note that statement functions are always inlined.</td>
</tr>
<tr>
<td>or <code>/Ob2</code></td>
<td></td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: **Optimization > Inline Function Expansion**

Eclipse: None
Alternate Options
None

See Also
inline compiler option
inline-max-per-compile, Qinline-max-per-compile
Specifies the maximum number of times inlining may be applied to an entire compilation unit.

Syntax
Linux OS and OS X:
-inline-max-per-compile=n
-no-inline-max-per-compile
Windows OS:
/Qinline-max-per-compile=n
/Qinline-max-per-compile-

Arguments
n Is a positive integer that specifies the number of times inlining may be applied.

Default
-no-inline-max-per-compile The compiler uses default heuristics for inline routine expansion.
oR/Qinline-max-per-compile-

Description
This option the maximum number of times inlining may be applied to an entire compilation unit. It limits the number of times that inlining can be applied.

For compilations using Interprocedural Optimizations (IPO), the entire compilation is a compilation unit. For other compilations, a compilation unit is a file.

If you specify -no-inline-max-per-compile (Linux* OS and OS X*) or /Qinline-max-per-compile- (Windows* OS), there is no limit to the number of times inlining may be applied to a compilation unit.

To see compiler values for important inlining limits, specify option [q or Q]opt-report.

CAUTION
When you use this option to increase the default limit, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

IDE Equivalent
None
Alternate Options
None

See Also
inline-factor, Qinline-factor compiler option
qopt-report, Qopt-report compiler option

inline-max-per-routine, Qinline-max-per-routine
Specifies the maximum number of times the inliner may inline into a particular routine.

Syntax

Linux OS and OS X:
-inline-max-per-routine=n
-no-inline-max-per-routine

Windows OS:
/Qinline-max-per-routine=n
/Qinline-max-per-routine-

Arguments

n Is a positive integer that specifies the maximum number of times the inliner may inline into a particular routine.

Default

-no-inline-max-per-routine The compiler uses default heuristics for inline routine expansion.
or/Qinline-max-per-routine-

Description

This option specifies the maximum number of times the inliner may inline into a particular routine. It limits the number of times that inlining can be applied to any routine.

If you specify -no-inline-max-per-routine (Linux* OS and OS X*) or /Qinline-max-per-routine- (Windows* OS), there is no limit to the number of times some routine may be inlined into a particular routine.

To see compiler values for important inlining limits, specify option [q or Q]opt-report.

CAUTION

When you use this option to increase the default limit, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

IDE Equivalent
None

Alternate Options
None
Specifies the lower limit for the size of what the inliner considers to be a large routine.

Syntax

Linux OS and OS X:
- `inline-max-size=n`
- `no-inline-max-size`

Windows OS:
/`Qinline-max-size=n`
/`Qinline-max-size-`

Arguments

`n` Is a positive integer that specifies the minimum size of what the inliner considers to be a large routine.

Default

`inline-max-size` or `/Qinline-max-size`
The compiler sets the maximum size (`n`) dynamically, based on the platform.

Description

This option specifies the lower limit for the size of what the inliner considers to be a large routine (a function or subroutine). The inliner classifies routines as small, medium, or large. This option specifies the boundary between what the inliner considers to be medium and large-size routines.

The inliner prefers to inline small routines. It has a preference against inlining large routines. So, any large routine is highly unlikely to be inlined.

If you specify `no-inline-max-size` (Linux* OS and OS X*) or `/Qinline-max-size-` (Windows* OS), there are no large routines. Every routine is either a small or medium routine.

To see compiler values for important inlining limits, specify option [q or Q]opt-report.

CAUTION

When you use this option to increase the default limit, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

IDE Equivalent

None

Alternate Options

None

See Also

inline-min-size, Qinline-min-size compiler option
inline-factor, Qinline-factor compiler option
**inline-max-total-size, Qinline-max-total-size**  
Specifies how much larger a routine can normally grow when inline expansion is performed.

**Syntax**

**Linux OS and OS X:**
- `-inline-max-total-size=n`
- `-no-inline-max-total-size`

**Windows OS:**
- `/Qinline-max-total-size=n`
- `/Qinline-max-total-size-`

**Arguments**

`n`  
Is a positive integer that specifies the permitted increase in the routine's size when inline expansion is performed.

**Default**

`-no-inline-max-total-size`  
The compiler uses default heuristics for inline routine expansion.  
or `/Qinline-max-total-size-`

**Description**

This option specifies how much larger a routine can normally grow when inline expansion is performed. It limits the potential size of the routine. For example, if 2000 is specified for `n`, the size of any routine will normally not increase by more than 2000.

If you specify `-no-inline-max-total-size` (Linux* OS and OS X*) or `/Qinline-max-total-size-` (Windows* OS), there is no limit to the size a routine may grow when inline expansion is performed.

To see compiler values for important inlining limits, specify option [q or Q]opt-report.

---

**CAUTION**  
When you use this option to increase the default limit, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

inline-factor, Qinline-factor compiler option  
qopt-report, Qopt-report compiler option  

**inline-min-size, Qinline-min-size**  
Specifies the upper limit for the size of what the inliner considers to be a small routine.
**Syntax**

**Linux OS and OS X:**
- `inline-min-size=n`
- `no-inline-min-size`

**Windows OS:**
- `/Qinline-min-size=n`
- `/Qinline-min-size-`

**Arguments**

`n` Is a positive integer that specifies the maximum size of what the inliner considers to be a small routine.

**Default**

- `no-inline-min-size`
  The compiler uses default heuristics for inline routine expansion.

**Description**

This option specifies the upper limit for the size of what the inliner considers to be a small routine (a function or subroutine). The inliner classifies routines as small, medium, or large. This option specifies the boundary between what the inliner considers to be small and medium-size routines.

The inliner has a preference to inline small routines. So, when a routine is smaller than or equal to the specified size, it is very likely to be inlined.

If you specify `no-inline-min-size` (Linux OS and OS X) or `/Qinline-min-size-` (Windows OS), there is no limit to the size of small routines. Every routine is a small routine; there are no medium or large routines.

To see compiler values for important inlining limits, specify option `[q or Q]opt-report`.

**CAUTION**

When you use this option to increase the default limit, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

`inline-max-size`, `Qinline-max-size` compiler option
`qopt-report`, `Qopt-report` compiler option

`Qinline-dllimport`

*Determines whether dllimport functions are inlined.*
Syntax
Linux OS and OS X:
None
Windows OS:
/Qinline-dllimport
/Qinline-dllimport-

Arguments
None

Default
/Qinline-dllimport
The dllimport functions are inlined.

Description
This option determines whether dllimport functions are inlined. To disable dllimport functions from being inlined, specify /Qinline-dllimport-.

IDE Equivalent
None

Alternate Options
None

Output, Debug, and Precompiled Header (PCH) Options

bintext
Places a text string into the object file (.obj) being generated by the compiler.

Syntax
Linux OS and OS X:
None
Windows OS:
/bintext:string
/nobintext

Arguments
string
Is the text string to go into the object file.

Default
/nobintext
No text string is placed in the object file.

Description
This option places a text string into the object file (.obj) being generated by the compiler. The string also gets propagated into the executable file.
For example, this option is useful if you want to place a version number or copyright information into the object and executable.

If the string contains a space or tab, the string must be enclosed by double quotation marks ("."). A backslash (\) must precede any double quotation marks contained within the string.

If the command line contains multiple /bintext options, the last (rightmost) one is used.

**IDE Equivalent**

Visual Studio: **Code Generation > Object Text String**

Eclipse: None

Xcode: None

**Alternate Options**

Linux and OS X: None

Windows: /vstring

**c**

*Prevents linking.*

**Syntax**

Linux OS and OS X:

-c

Windows OS:

/c

**Arguments**

None

**Default**

OFF Linking is performed.

**Description**

This option prevents linking. Compilation stops after the object file is generated.

The compiler generates an object file for each Fortran source file.

**IDE Equivalent**

None

**Alternate Options**

Linux and OS X: None

Windows: /compile-only, /nolink

**debug (Linux* and OS X*)**

*Enables or disables generation of debugging information.*
Syntax

Linux OS and OS X:
-debug [keyword]

Windows OS:
None

Arguments

keyword

Is the type of debugging information to be generated. Possible values are:

none
Disables generation of debugging information.

full or all
Generates complete debugging information.

minimal
Generates line number information for debugging.

[no]emit_column
Determines whether the compiler generates column number information for debugging.

[no]inline-debug-info
Determines whether the compiler generates enhanced debug information for inlined code.

[no]pubnames
Determines whether the compiler generates a DWARF debug_pubnames section.

[no]semantic-stepping
Determines whether the compiler generates enhanced debug information useful for breakpoints and stepping.

[no]variable-locations
Determines whether the compiler generates enhanced debug information useful in finding scalar local variables.

extended
Sets keyword values semantic-stepping and variable-locations.

[no]parallel (Linux only)
Determines whether the compiler generates parallel debug code instrumentations useful for thread data sharing and reentrant call detection.

For information on the non-default settings for these keywords, see the Description section.

Default

varies

Normally, the default is -debug none and no debugging information is generated. However, on Linux* OS, the -debug inline-debug-info option will be enabled by default if you compile with optimizations (option -O2 or higher) and debugging is enabled (option -g).

Description

This option enables or disables generation of debugging information.

Note that if you turn debugging on, optimization is turned off.
Keywords `semantic-stepping`, `inline-debug-info`, `variable-locations`, and `extended` can be used in combination with each other. If conflicting keywords are used in combination, the last one specified on the command line has precedence.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-debug none</td>
<td>Disables generation of debugging information.</td>
</tr>
<tr>
<td>-debug full or -debug all</td>
<td>Generates complete debugging information. It is the same as specifying <code>-debug</code> with no keyword.</td>
</tr>
<tr>
<td>-debug minimal</td>
<td>Generates line number information for debugging.</td>
</tr>
<tr>
<td>-debug emit_column</td>
<td>Generates column number information for debugging.</td>
</tr>
<tr>
<td>-debug inline-debug-info</td>
<td>Generates enhanced debug information for inlined code.</td>
</tr>
<tr>
<td></td>
<td>On inlined functions, symbols are (by default) associated with the caller. This option causes symbols for inlined functions to be associated with the source of the called function.</td>
</tr>
<tr>
<td>-debug pubnames</td>
<td>The compiler generates a DWARF debug_pubnames section. This provides a means to list the names of global objects and functions in a compilation unit.</td>
</tr>
<tr>
<td>-debug semantic-stepping</td>
<td>Generates enhanced debug information useful for breakpoints and stepping. It tells the debugger to stop only at machine instructions that achieve the final effect of a source statement.</td>
</tr>
<tr>
<td></td>
<td>For example, in the case of an assignment statement, this might be a store instruction that assigns a value to a program variable; for a function call, it might be the machine instruction that executes the call. Other instructions generated for those source statements are not displayed during stepping.</td>
</tr>
<tr>
<td></td>
<td>This option has no impact unless optimizations have also been enabled.</td>
</tr>
<tr>
<td>-debug variable-locations</td>
<td>Generates enhanced debug information useful in finding scalar local variables. It uses a feature of the Dwarf object module known as &quot;location lists&quot;.</td>
</tr>
<tr>
<td></td>
<td>This feature allows the run-time locations of local scalar variables to be specified more accurately; that is, whether, at a given position in the code, a variable value is found in memory or a machine register.</td>
</tr>
<tr>
<td>-debug extended</td>
<td>Sets keyword values <code>semantic-stepping</code> and <code>variable-locations</code>. It also tells the compiler to include column numbers in the line information.</td>
</tr>
<tr>
<td>-debug parallel</td>
<td>Generates parallel debug code instrumentations needed for the thread data sharing and reentrant call detection. For this setting to be effective, option <code>-qopenmp</code> must be set.</td>
</tr>
</tbody>
</table>

On Linux* systems, debuggers read debug information from executable images. As a result, information is written to object files and then added to the executable by the linker.

On OS X* systems, debuggers read debug information from object files. As a result, the executables don't contain any debug information. Therefore, if you want to be able to debug on these systems, you must retain the object files.

**IDE Equivalent**

None
**Alternate Options**

For `-debug full`, `-debug all`, **Linux and OS X**: `-g
or `-debug`  
**Windows**: `/debug:full, /debug:all, or /debug`

For `-debug variable-locations`  
**Linux and OS X**: `-fvar-tracking`  
**Windows**: None

For `-debug semantic-stepping`  
**Linux and OS X**: `-fvar-tracking-assignments`  
**Windows**: None

**See Also**

debug (**Windows**) compiler option
qopenmp, Qopenmp compiler option
debug (**Windows**)  
*Enables or disables generation of debugging information.*

**Syntax**

**Linux OS and OS X:**

None

**Windows OS:**

`/debug[:keyword]`

`/nodebug`

**Arguments**

`keyword`  
*Is the type of debugging information to be generated. Possible values are:*

- `none`  
  *Generates no symbol table information.*

- `full` or `all`  
  *Generates complete debugging information.*

- `minimal`  
  *Generates line numbers and minimal debugging information.*

- `partial`  
  *Deprecated. Generates global symbol table information needed for linking.*

- `[no]inline-debug-info`  
  *Determines whether the compiler generates enhanced debug information for inlined code.*

For information on the non-default settings for these keywords, see the Description section.

**Default**

`/debug:none`  
*This is the default on the command line and for a release configuration in the IDE.*

`/debug:full`  
*This is the default for a debug configuration in the IDE.*
**Description**

This option enables or disables generation of debugging information. It is passed to the linker.

Note that if you turn debugging on, optimization is turned off.

If conflicting keywords are used in combination, the last one specified on the command line has precedence.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/debug:none</td>
<td>Disables generation of debugging information. It is the same as specifying /nodebug.</td>
</tr>
<tr>
<td>/debug:full or /debug:all</td>
<td>Generates complete debugging information. It produces symbol table information needed for full symbolic debugging of unoptimized code and global symbol information needed for linking. It is the same as specifying /debug with no keyword. If you specify /debug:full for an application that makes calls to C library routines and you need to debug calls into the C library, you should also specify /dbglibs to request that the appropriate C debug library be linked against.</td>
</tr>
<tr>
<td>/debug:minimal</td>
<td>Generates line number information for debugging. It produces global symbol information needed for linking, but not local symbol table information needed for debugging.</td>
</tr>
<tr>
<td>/debug:partial</td>
<td>Generates global symbol table information needed for linking, but not local symbol table information needed for debugging. This option is deprecated and is not available in the IDE.</td>
</tr>
<tr>
<td>/debug:inline-debug-info</td>
<td>Generates enhanced debug information for inlined code.</td>
</tr>
<tr>
<td></td>
<td>On inlined functions, symbols are (by default) associated with the caller. This option causes symbols for inlined functions to be associated with the source of the called function.</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: **General > Debug Information Format** (/debug:minimal, /debug:full)

Eclipse: None

Xcode: None

**Alternate Options**

For /debug:full or /debug

Linux and OS X: None

Windows: /zi

**See Also**

dbglibs compiler option

Debugging Fortran Programs

debug (Linux* and OS X*) compiler option
**debug-parameters**
*Tells the compiler to generate debug information for PARAMETERs used in a program.*

**Syntax**

**Linux OS and OS X:**

- `debug-parameters [keyword]`
- `nodebug-parameters`

**Windows OS:**

`/debug-parameters[:keyword]`

`/nodebug-parameters`

**Arguments**

*keyword*  
Are the PARAMETERs to generate debug information for. Possible values are:

- *none*  
  Generates no debug information for any PARAMETERs used in the program. This is the same as specifying `nodebug-parameters`.

- *used*  
  Generates debug information for only PARAMETERs that have actually been referenced in the program. This is the default if you do not specify a *keyword*.

- *all*  
  Generates debug information for all PARAMETERs defined in the program.

**Default**

`nodebug-parameters`  
The compiler generates no debug information for any PARAMETERs used in the program. This is the same as specifying *keyword* `none`.

**Description**

This option tells the compiler to generate debug information for PARAMETERs used in a program.

Note that if a .mod file contains PARAMETERs, debug information is only generated for the PARAMETERs that have actually been referenced in the program, even if you specify *keyword* `all`.

**IDE Equivalent**

Visual Studio: **Debugging > Information for PARAMETER Constants**

Eclipse: None

Xcode: **Debug > Information for PARAMETER Constants**

**Alternate Options**

None

**exe**

*Specifies the name for a built program or dynamic-link library.*
Syntax

Linux OS and OS X:
None

Windows OS:
/exe:{filename | dir}

Arguments

filename Is the name for the built program or dynamic-link library.

dir Is the directory where the built program or dynamic-link library should be placed. It can include filename.

Default

OFF The name of the file is the name of the first source file on the command line with file extension .exe, so file.f becomes file.exe.

Description

This option specifies the name for a built program (.EXE) or a dynamic-link library (.DLL).

You can use this option to specify an alternate name for an executable file. This is especially useful when compiling and linking a set of input files. You can use the option to give the resulting file a name other than that of the first input file (source or object) on the command line.

You can use this option to specify an alternate name for an executable file. This is especially useful when compiling and linking a set of input files. You can use the option to give the resulting file a name other than that of the first input file (source or object) on the command line.

IDE Equivalent

None

Alternate Options

Linux and OS X: -o

Windows: /Fe

Example

The following example creates a dynamic-link library file named file.dll (note that you can use /LD in place of /dll):

ifort /dll /exe:file.dll a.f

In the following example (which uses the alternate option /Fe), the command produces an executable file named outfile.exe as a result of compiling and linking three files: one object file and two Fortran source files.

prompt> ifort /Feoutfile.exe file1.obj file2.for file3.for

By default, this command produces an executable file named file1.exe.

See Also

o compiler option

Fa
Specifies that an assembly listing file should be generated.
Syntax

**Linux OS and OS X:**

```
-Fa[filename|dir]
```

**Windows OS:**

```
/Fa[filename|dir]
```

**Arguments**

*filename*  
Is the name of the assembly listing file.

*dir*  
Is the directory where the file should be placed. It can include `filename`.

**Default**

OFF  
No assembly listing file is produced.

**Description**

This option specifies that an assembly listing file should be generated (optionally named `filename`).

If `filename` is not specified, the file name will be the name of the source file with an extension of `.asm`; the file is placed in the current directory.

**IDE Equivalent**

Visual Studio: **Output > ASM Listing Name**

Eclipse: None

Xcode: None

**Alternate Options**

Linux and OS X: `-S`

Windows: `/S`, `/asmfile` (this is a deprecated option)

**FA**

*Specifies the contents of an assembly listing file.*

**Syntax**

**Linux OS and OS X:**

None

**Windows OS:**

```
/FA[specifier]
```

**Arguments**

*specifier*  
Denotes the contents of the assembly listing file. Possible values are `c`, `s`, or `cs`. 
Default

OFF

No source or machine code annotations appear in the assembly listing file, if one is produced.

Description

These options specify what information, in addition to the assembly code, should be generated in the assembly listing file.

To use this option, you must also specify option `/Fa`, which causes an assembly listing to be generated.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>/FA</code></td>
<td>Produces an assembly listing without source or machine code annotations.</td>
</tr>
<tr>
<td><code>/FAc</code></td>
<td>Produces an assembly listing with machine code annotations. The assembly listing file shows the hex machine instructions at the beginning of each line of assembly code. The file cannot be assembled; the file name is the name of the source file with an extension of .cod.</td>
</tr>
<tr>
<td><code>/FAs</code></td>
<td>Produces an assembly listing with source code annotations. The assembly listing file shows the source code as interspersed comments. Note that if you use alternate option <code>-fsource-asm</code>, you must also specify the <code>-S</code> option.</td>
</tr>
<tr>
<td><code>/FAs</code></td>
<td>Produces an assembly listing with source and machine code annotations. The assembly listing file shows the source code as interspersed comments and shows the hex machine instructions at the beginning of each line of assembly code. This file cannot be assembled.</td>
</tr>
</tbody>
</table>

IDE Equivalent

Visual Studio: **Output > Assembler Output**
Eclipse: None
Xcode: None

Alternate Options

`/FAc`  
Linux and OS X: `-fcode-asm`  
Windows: None

`/FAs`  
Linux and OS X: `-fsource-asm`  
Windows: None

`fcode-asm`  
*Produces an assembly listing with machine code annotations.*

Syntax

Linux OS and OS X:  
`-fcode-asm`
Windows OS: None

Arguments
None

Default
OFF No machine code annotations appear in the assembly listing file, if one is produced.

Description
This option produces an assembly listing file with machine code annotations. The assembly listing file shows the hex machine instructions at the beginning of each line of assembly code. The file cannot be assembled; the file name is the name of the source file with an extension of .cod.

To use this option, you must also specify option -s, which causes an assembly listing to be generated.

IDE Equivalent
None

Alternate Options
Linux and OS X: None
Windows: /FAc

See Also
S compiler option

Fd
Lets you specify a name for a program database (PDB) file created by the compiler.

Syntax
Linux OS and OS X:
None

Windows OS:
/Fd[:filename]

Arguments
filename Is the name for the PDB file. It can include a path. If you do not specify a file extension, the extension .pdb is used.

Default
OFF No PDB file is created unless you specify option /zi. If you specify option /zi and /Fd, the default filename is vc\x\0.pdb, where x represents the version of Visual C++, for example vc100.pdb.

Description
This option lets you specify a name for a program database (PDB) file that is created by the compiler.
A program database (PDB) file holds debugging and project state information that allows incremental linking of a Debug configuration of your program. A PDB file is created when you build with option /Zi. Option /Fd has no effect unless you specify option /Zi.

**IDE Equivalent**

Visual Studio: **Output Files > Program Database File Name**

Eclipse: None

Xcode: None

**Alternate Options**

None

**See Also**

`g, Zi, Z7` compiler option

`pdbfile` compiler option

`feliminate-unused-debug-types, Qeliminate-unused-debug-types`

*Controls the debug information emitted for types declared in a compilation unit.*

**Syntax**

Linux OS and OS X:

- `-feliminate-unused-debug-types`
- `-fno-eliminate-unused-debug-types`

Windows OS:

- `/Qeliminate-unused-debug-types`
- `/Qeliminate-unused-debug-types-`

**Arguments**

None

**Default**

- `-feliminate-unused-debug-types`

or `/Qeliminate-unused-debug-types`

**Description**

This option controls the debug information emitted for types declared in a compilation unit.

If you specify `fno-eliminate-unused-debug-types` (Linux and OS X) or `/Qeliminate-unused-debug-types-`, it will cause the compiler to emit debug information for all types present in the sources. This option may cause a large increase in the size of the debug information.

**IDE Equivalent**

None

**Alternate Options**

None
fmerge-constants
Determines whether the compiler and linker attempt to merge identical constants (string constants and floating-point constants) across compilation units.

Syntax

Linux OS:
- fmerge-constants
- fno-merge-constants

OS X:
None

Windows OS:
None

Arguments
None

Default
- fmerge-constants

The compiler and linker attempt to merge identical constants across compilation units if the compiler and linker supports it.

Description

This option determines whether the compiler and linker attempt to merge identical constants (string constants and floating-point constants) across compilation units.

If you do not want the compiler and linker to attempt to merge identical constants across compilation units, specify -fno-merge-constants.

IDE Equivalent
None

Alternate Options
None

fmerge-debug-strings
Causes the compiler to pool strings used in debugging information.

Syntax

Linux OS:
- fmerge-debug-strings
- fno-merge-debug-strings

OS X:
None

Windows OS:
None
Arguments

None

Default

-fmerge-debug-strings The compiler will pool strings used in debugging information.

Description

This option causes the compiler to pool strings used in debugging information. The linker will automatically retain this pooling.

This option can reduce the size of debug information, but it may produce slightly slower compile and link times.

This option is only turned on by default if you are using gcc 4.3 or later, where this setting is also the default, since the generated debug tables require binutils version 2.17 or later to work reliably.

If you do not want the compiler to pool strings used in debugging information, specify option -fno-merge-debug-strings.

IDE Equivalent

None

Alternate Options

None

fsource-asm

Produces an assembly listing with source code annotations.

Syntax

Linux OS and OS X:

-fsource-asm

Windows OS:

None

Arguments

None

Default

OFF No source code annotations appear in the assembly listing file, if one is produced.

Description

This option produces an assembly listing file with source code annotations. The assembly listing file shows the source code as interspersed comments.

To use this option, you must also specify option -s, which causes an assembly listing to be generated.

IDE Equivalent

None
Alternate Options
Linux and OS X: None
Windows: /FAs

See Also
S compiler option

ftrapuv, Qtrapuv
*Initializes stack local variables to an unusual value to aid error detection.*

Syntax

Linux OS and OS X:
-ftrapuv

Windows OS:
/Qtrapuv

Arguments
None

Default
OFF  The compiler does not initialize local variables.

Description
This option initializes stack local variables to an unusual value to aid error detection. Normally, these local variables should be initialized in the application. It also unmasks the floating-point invalid exception. The option sets any uninitialized local variables that are allocated on the stack to a value that is typically interpreted as a very large integer or an invalid address. References to these variables are then likely to cause run-time errors that can help you detect coding errors.

This option sets option -g (Linux* OS and OS X*) and /Zi or /Z7 (Windows* OS), which changes the default optimization level from O2 to -O0 (Linux OS and OS X) or /Od (Windows OS). You can override this effect by explicitly specifying an O option setting.

This option sets option [Q]init snan.

If option O2 and option -ftrapuv (Linux OS and OS X) or /Qtrapuv (Windows OS) are used together, you should specify option -fp-speculation safe (Linux OS and OS X) or /Qfp-speculation:safe (Windows OS) to prevent exceptions resulting from speculated floating-point operations from being trapped.

For more details on using options -ftrapuv and /Qtrapuv with compiler option O, see the article in Intel® Developer Zone titled *Don’t optimize when using -ftrapuv for uninitialized variable detection.*

Another way to detect uninitialized local scalar variables is by specifying keyword uninit for option check.

IDE Equivalent
Visual Studio: Data > Initialize stack variables to an unusual value
Eclipse: None
Xcode: Run-Time > Initialize Stack Variables to an Unusual Value

Alternate Options
None
See Also
- g, Zi, Z7 compiler options
- O compiler option
- check compiler option (see setting uninit)
- init, Qinit compiler option (see setting snan)

Locating Run-Time Errors

**fverbose-asm**

*Produces an assembly listing with compiler comments, including options and version information.*

**Syntax**

**Linux OS and OS X:**

- `-fverbose-asm`
- `-fno-verbose-asm`

**Windows OS:**

None

**Arguments**

None

**Default**

- `-fno-verbose-asm`

  No source code annotations appear in the assembly listing file, if one is produced.

**Description**

This option produces an assembly listing file with compiler comments, including options and version information.

To use this option, you must also specify `-S`, which sets `-fverbose-asm`.

If you do not want this default when you specify `-S`, specify `-fno-verbose-asm`.

**IDE Equivalent**

None

**Alternate Options**

None

See Also

**S compiler option**

**g, Zi, Z7**

*Tells the compiler to generate full debugging information in the object file or a project database (PDB) file.*

**Syntax**

**Linux OS and OS X:**

- `-g`
Windows OS:
/zi
/z7

Arguments
None

Default
OFF No debugging information is produced in the object file or in a PDB file.

Description
Options -g (Linux* OS and OS X*) and /Z7 (Windows* OS) tell the compiler to generate symbolic debugging information in the object file, which increases the size of the object file. The /Zi option (Windows OS) tells the compiler to generate symbolic debugging information in a PDB file.

Two PDB files are created, one by the compiler, and one by the linker:

- vc\x.pdb, where \x represents the version of Visual C++, for example vc100.pdb.
  This file stores all debugging information for the individual OBJ files and resides in the same directory as the project makefile. If you want to change this name, use option /Fd.
- \executablename\pdb
  This file stores all debug information for the .exe file and resides in the debug subdirectory.

Each time it creates a .obj file, the compiler merges debug information into vc\x.pdb.

The linker creates \executablename\pdb, which contains debug information for the project's .exe file. The \executablename\pdb file contains full debug information, including function prototypes, not just the type information found in vc\x.pdb. Both PDB files allow incremental updates. The linker also embeds the path to the .pdb file in the .exe or .dll file that it creates.

The compiler does not support the generation of debugging information in assemblable files. If you specify these options, the resulting object file will contain debugging information, but the assemblable file will not.

These options turn off O2 and make O0 (Linux OS and OS X) or Od (Windows OS) the default unless O2 (or higher) is explicitly specified in the same command line.

On Linux* OS and OS X*, specifying the -g or -O0 option sets the -fno-omit-frame-pointer option. On Linux* OS, the -debug inline-debug-info option will be enabled by default if you compile with optimizations (option -O2 or higher) and debugging is enabled (option -g).

NOTE
When option -g is specified, debugging information is generated in the DWARF Version 3 format. Older versions of some analysis tools may require applications to be built with the -gdwarf-2 option to ensure correct operation.

IDE Equivalent
Visual Studio: General > Debug Information Format (/zi)
Eclipse: None
Xcode: General > Generate Debug Information (-g)
Alternate Options

/zi

Linux and OS X: None
Windows: /debug:full, /debug:all, or /debug

See Also
Fd compiler option
gdwarf compiler option

gdwarf
Lets you specify a DWARF Version format when generating debug information.

Syntax

Linux OS and OS X:
-gdwarf-n

Windows OS:
None

Arguments

n
Is a value denoting the DWARF Version format to use. Possible values are:

2 Generates debug information using the DWARF Version 2 format.

3 Generates debug information using the DWARF Version 3 format.

4 Generates debug information using the DWARF Version 4 format. This setting is only available on Linux* OS.

Default

OFF
No debug information is generated. However, if compiler option -g is specified, debugging information is generated in the DWARF Version 3 format.

Description

This option lets you specify a DWARF Version format when generating debug information.
Note that older versions of some analysis tools may require applications to be built with the -gdwarf-2 option to ensure correct operation.

IDE Equivalent

None

Alternate Options

None

See Also
g, Zi, Z7 compiler option
**grecord-gcc-switches**
*Causes the command line options that were used to invoke the compiler to be appended to the DW_AT_producer attribute in DWARF debugging information.*

**Syntax**

**Linux OS:**
- `grecord-gcc-switches`

**OS X:**
None

**Windows OS:**
None

**Arguments**
None

**Default**
OFF

The command line options that were used to invoke the compiler are not appended to the DW_AT_producer attribute in DWARF debugging information.

**Description**

This option causes the command line options that were used to invoke the compiler to be appended to the DW_AT_producer attribute in DWARF debugging information.

The options are concatenated with whitespace separating them from each other and from the compiler version.

**IDE Equivalent**
None

**Alternate Options**
None

**gsplit-dwarf**
*Creates a separate object file containing DWARF debug information.*

**Architectures**

Not available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

**Linux OS:**
- `gsplit-dwarf`

**OS X:**
None

**Windows OS:**
None
Arguments
None

Default
OFF

No separate object file containing DWARF debug information is created.

Description
This option creates a separate object file containing DWARF debug information. It causes debug information to be split between the generated object (.o) file and the new DWARF object (.dwo) file. The DWARF object file is not used by the linker, so this reduces the amount of debug information the linker must process and it results in a smaller executable file.

For this option to perform correctly, you must use binutils-2.24 or later. To debug the resulting executable, you must use gdb-7.6.1 or later.

NOTE
If you use the split executable with a tool that does not support the split DWARF format, it will behave as though the DWARF debug information is absent.

IDE Equivalent
None

Alternate Options
None

list
Tells the compiler to create a listing of the source file.

Syntax

Linux OS and OS X:
-list[=filename]
-no-list

Windows OS:
/list[=filename]
/list-

Arguments

filename
Is the name of the file for output. It can include a path.

Default

-no-list or /list-
No listing is created for the source file.

Description
This option tells the compiler to create a listing of the source file. The listing contains the following:

- The contents of files included with INCLUDE statements
• A symbol list with a line number cross-reference for each routine
• A list of compiler options used for the current compilation

The contents of the listing can be controlled by specifying option `show`.
The line length of the listing can be specified by using option `list-line-len`.
The page length of the listing can be specified by using option `list-page-len`.
If you do not specify `filename`, the output is written to a file in the same directory as the source. The file name is the name of the source file with an extension of `.lst`.

**IDE Equivalent**

Visual Studio: **Output Files > Source Listing** (/list)
**Output Files > Source Listing File** (/list:[filename])
Eclipse: None
Xcode: None

**Alternate Options**
None

**See Also**
`show` compiler option
`list-line-len` compiler option
`list-page-len` compiler option

**`list-line-len`**

Specifies the line length for the listing generated when option `list` is specified.

**Syntax**

**Linux OS and OS X:**

- `-list-line-len=n`

**Windows OS:**

/`list-line-len:n`

**Arguments**

`n`  
Is a positive integer indicating the number of columns to show in the listing.

**Default**

80  
When a listing is generated, the default line length is 80 columns.

**Description**

This option specifies the line length for the listing generated when option `list` is specified.
If you specify option `list-line-len` and do not specify option `list`, the option is ignored.

**IDE Equivalent**

None
**Alternate Options**
None

**See Also**
list compiler option
list-page-len compiler option

**list-page-len**
Specifies the page length for the listing generated when option list is specified.

**Syntax**

Linux OS and OS X:
- list-page-len=n

Windows OS:
/ list-page-len:n

**Arguments**

n
Is a positive integer indicating the number of lines on a page to show in the listing.

**Default**

60
When a listing is generated, the default page length is 60 lines.

**Description**

This option specifies the page length for the listing generated when option list is specified.
If you specify option list-page-len and do not specify option list, the option is ignored.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
list compiler option
list-line-len compiler option

**map-opts, Qmap-opts**
Maps one or more compiler options to their equivalent on a different operating system.

**Syntax**

Linux OS:
- map-opts

OS X:
None
Windows OS:
/Qmap-opts

Arguments
None

Default
OFF
No platform mappings are performed.

Description
This option maps one or more compiler options to their equivalent on a different operating system. The result is output to stdout.

On Windows systems, the options you provide are presumed to be Windows options, so the options that are output to stdout will be Linux equivalents.

On Linux systems, the options you provide are presumed to be Linux options, so the options that are output to stdout will be Windows equivalents.

The tool can be invoked from the compiler command line or it can be used directly.

No compilation is performed when the option mapping tool is used.

This option is useful if you have both compilers and want to convert scripts or makefiles.

NOTE
Compiler options are mapped to their equivalent on the architecture you are using. For example, if you are using a processor with IA-32 architecture, you will only see equivalent options that are available on processors with IA-32 architecture.

IDE Equivalent
None

Alternate Options
None

Example
The following command line invokes the option mapping tool, which maps the Linux options to Windows-based options, and then outputs the results to stdout:
ifort -map-opts -xP -O2

The following command line invokes the option mapping tool, which maps the Windows options to Linux-based options, and then outputs the results to stdout:
ifort /Qmap-opts /QxP /O2

See Also
Compiler Option Mapping Tool

o
Specifies the name for an output file.
Syntax

Linux OS and OS X:

-o filename

Windows OS:

None

Arguments

filename

Is the name for the output file. The space before filename is optional.

Default

OFF

The compiler uses the default file name for an output file.

Description

This option specifies the name for an output file as follows:

- If -c is specified, it specifies the name of the generated object file.
- If -S is specified, it specifies the name of the generated assembly listing file.
- If -preprocess-only or -P is specified, it specifies the name of the generated preprocessor file.

Otherwise, it specifies the name of the executable file.

IDE Equivalent

None

Alternate Options

Linux and OS X: None

Windows: /exe

See Also

object compiler option
exe compiler option

object

Specifies the name for an object file.

Syntax

Linux OS and OS X:

None

Windows OS:

/object:filename

Arguments

filename

Is the name for the object file. It can be a file name or a directory name. A directory name must be followed by a backslash (\). If a special character appears within the file name or directory name, the file name or directory name must appear within quotes. To be safe, you should consider any non-ASCII numeric character to be a special character.
Default

OFF

An object file has the same name as the name of the first source file and a file extension of .obj.

Description

This option specifies the name for an object file.

If you specify this option and you omit /c or /compile-only, the /object option gives the object file its name.

On Linux and OS X systems, this option is equivalent to specifying option -ofilename-c.

IDE Equivalent

Visual Studio: Output Files > Object File Name
Eclipse: None
Xcode: None

Alternate Options

Linux and OS X: None
Windows: /Fo

Example

The following command shows how to specify a directory:

ifort /object:directorya\ end.f

If you do not add the backslash following a directory name, an executable is created. For example, the following command causes the compiler to create directorya.exe:

ifort /object:directorya end.f

The following commands show how to specify a subdirectory that contains a special character:

ifort /object:"blank subdirectory"\ end.f

ifort /object:"c:\my_directory"\ end.f

See Also

do compiler option

dbfile

Lets you specify the name for a program database (PDB) file created by the linker.

Syntax

Linux OS and OS X:

None

Windows OS:

/pdbfile[:filename]

Arguments

filename Is the name for the PDB file. It can include a path. If you do not specify a file extension, the extension .pdb is used.
Default
OFF  No PDB file is created unless you specify option /zi. If you specify option /zi the default filename is `executablename`.pdb.

Description
This option lets you specify the name for a program database (PDB) file created by the linker. This option does not affect where the compiler outputs debug information.
To use this option, you must also specify option /debug:full or /zi.
If filename is not specified, the default file name used is the name of your file with an extension of .pdb.

IDE Equivalent
None

Alternate Options
None

See Also
g, Zi, Z7 compiler option
debug (Windows*) compiler option
Fd compiler option
print-multi-lib
Prints information about where system libraries should be found.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS and OS X:
-`print-multi-lib`

Windows OS:
None

Arguments
None

Default
OFF  No information is printed unless the option is specified.

Description
This option prints information about where system libraries should be found, but no compilation occurs. On Linux systems, it is provided for compatibility with gcc.

IDE Equivalent
None
Alternate Options
None

Quse-msasm-symbols
*Tells the compiler to use a dollar sign ("$") when producing symbol names.*

**Syntax**

**Linux OS and OS X:**
None

**Windows OS:**
/Quse-msasm-symbols

**Arguments**
None

**Default**
OFF

**Description**
This option tells the compiler to use a dollar sign ("$") when producing symbol names.
Use this option if you require symbols in your .asm files to contain characters that are accepted by the MS assembler.

**IDE Equivalent**
None

**Alternate Options**
None

**S**
*Causes the compiler to compile to an assembly file only and not link.*

**Syntax**

**Linux OS and OS X:**
-S

**Windows OS:**
/S

**Arguments**
None

**Default**
OFF

Normal compilation and linking occur.
Description
This option causes the compiler to compile to an assembly file only and not link.
On Linux* and OS X* systems, the assembly file name has a .s suffix. On Windows* systems, the assembly file name has an .asm suffix.

IDE Equivalent
None

Alternate Options
Linux and OS X: None
Windows: /Fa

See Also
Fa compiler option

show
Controls the contents of the listing generated when option list is specified.

Syntax
Linux OS and OS X:
/show=keyword[, keyword...]

Windows OS:
/show:keyword[, keyword...]

Arguments

keyword
Specifies the contents for the listing. Possible values are:

[n]include Controls whether contents of files added with INCLUDE statements are included when a listing is generated.

[n]map Controls whether a symbol listing with a line number cross-reference for each routine is included when a listing is generated.

[n]options Controls whether a list of compiler options used for the compilation is included when a listing is generated.

Default
include, map, and options When a listing is generated, it contains the contents of INCLUDEd files, a symbol list with a line number cross reference, and a list of compiler options used.

Description
This option controls the contents of the listing generated when option list is specified.
If you specify option show and do not specify option list, the option is ignored.
IDE Equivalent
None

Alternate Options
None

See Also
list compiler option

**use-assemble, Quse-assemble**
Tells the compiler to produce objects through the assembler. This is a deprecated option. There is no replacement option.

Syntax

Linux OS and OS X:
- **-use-assemble**
- **-no-use-assemble**

Windows OS:
- **/Quse-assemble**
- **/Quse-assemble-**

Arguments
None

Default
OFF
The compiler produces objects directly.

Description
This option tells the compiler to produce objects through the assembler.

IDE Equivalent
None

Alternate Options
None

Preprocessor Options

**B**
Specifies a directory that can be used to find include files, libraries, and executables.

Syntax

Linux OS and OS X:
- **Bdir**
Windows OS:
None

Arguments

*dir*  
Is the directory to be used. If necessary, the compiler adds a directory separator character at the end of *dir*.

Default

OFF  
The compiler looks for files in the directories specified in your PATH environment variable.

Description

This option specifies a directory that can be used to find include files, libraries, and executables. The compiler uses *dir* as a prefix.

For include files, the *dir* is converted to `-I/dir/include`. This command is added to the front of the includes passed to the preprocessor.

For libraries, the *dir* is converted to `-L/dir`. This command is added to the front of the standard `-L` inclusions before system libraries are added.

For executables, if *dir* contains the name of a tool, such as `ld` or `as`, the compiler will use it instead of those found in the default directories.

The compiler looks for include files in *dir*/include while library files are looked for in *dir*.

IDE Equivalent

None

Alternate Options

None

**D**

Defines a symbol name that can be associated with an optional value.

Syntax

Linux OS and OS X:

```
-Dname[=value]
```

Windows OS:

```
/Dname[=value]
```

Arguments

*name*  
Is the name of the symbol.

*value*  
Is an optional integer or an optional character string delimited by double quotes; for example, `Dname=string`.  

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Default

noD

Only default symbols or macros are defined.

Description

Defines a symbol name that can be associated with an optional value. This definition is used during preprocessing.

If a value is not specified, name is defined as "1".

If you want to specify more than one definition, you must use separate D options.

If you specify noD, all preprocessor definitions apply only to fpp and not to Intel® Fortran conditional compilation directives. To use this option, you must also specify the fpp option.

CAUTION

On Linux* and OS X* systems, if you are not specifying a value, do not use D for name, because it will conflict with the -DD option.

IDE Equivalent

Visual Studio: General > Preprocessor Definitions
Preprocessor> Preprocessor Definitions
Preprocessor > Preprocessor Definitions to FPP only
Eclipse: None
Xcode: Preprocessor > Preprocessor Definitions
Preprocessor > Preprocessor Definitions to FPP only

Alternate Options

D

Windows: /define:name[=value]

noD

Windows: /nodefine

See Also

Using Predefined Preprocessor Symbols

d-lines, Qd-lines
Compiles debug statements.

Syntax

Linux OS and OS X:

-d-lines

-nod-lines

Windows OS:

/d-lines

/nod-lines

/Qd-lines
Arguments
None

Default

nod-lines

Debug lines are treated as comment lines.

Description
This option compiles debug statements. It specifies that lines in fixed-format files that contain a D in column 1 (debug statements) should be treated as source code.

IDE Equivalent
Visual Studio: **Language > Compile Lines With D in Column 1**
Eclipse: None
Xcode: **Language > Compile Lines With D in Column 1**

Alternate Options
Linux and OS X: `-DD`
Windows: None

E
_Causes the preprocessor to send output to stdout._

Syntax
Linux OS and OS X:

`-E`

Windows OS:

`/E`

Arguments
None

Default

OFF

Preprocessed source files are output to the compiler.

Description
This option causes the preprocessor to send output to stdout. Compilation stops when the files have been preprocessed.

When you specify this option, the compiler’s preprocessor expands your source module and writes the result to stdout. The preprocessed source contains #line directives, which the compiler uses to determine the source file and line number.

IDE Equivalent
None

Alternate Options
None
EP
Causes the preprocessor to send output to stdout, omitting #line directives.

Syntax
Linux OS and OS X:
-EP
Windows OS:
/EP

Arguments
None

Default
OFF
Preprocessed source files are output to the compiler.

Description
This option causes the preprocessor to send output to stdout, omitting #line directives.
If you also specify option preprocess-only, option F, or option E, the preprocessor will write the results (without #line directives) to a file instead of stdout.

IDE Equivalent
None

Alternate Options
None

fpp
Runs the Fortran preprocessor on source files before compilation.

Syntax
Linux OS and OS X:
-fpp
-nofpp
Windows OS:
/fpp
/fpp[:"fpp_option"]
/nofpp

Arguments
fpp_option
Is a Fortran preprocessor (fpp) option; it must start with a slash (/) and appear in quotes. This argument is only allowed on Windows* systems.
**Default**

nofpp  The Fortran preprocessor is not run on files before compilation.

**Description**

This option runs the Fortran preprocessor on source files before they are compiled. If you want to pass fpp options to the Fortran preprocessor, you can use any of the following methods:

- **Use option** `Qoption,fpp,"option"`. This is the recommended method.
- **On Windows* OS**, use this option (fpp) and include the argument `fpp_option` (for example, `fpp:="/macro=no"`).
- **On Linux* OS and OS X***, use option `-Wp,fpp_option` (for example, `-Wp,-macro=no`).

To see a list of all available fpp options, specify one of the following on the command line:

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>fpp -help</code></td>
<td>Linux and OS X systems</td>
</tr>
<tr>
<td><code>fpp /help</code></td>
<td>Windows systems</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: **Preprocessor > Preprocess Source File**

Eclipse: None

Xcode: **Preprocessor > Preprocess Source File**

**Alternate Options**

Linux and OS X: `-cpp` (this is a deprecated option)

Windows: None

**Example**

The following examples show the recommended method of passing fpp options to the Fortran preprocessor:

```plaintext
ifort /fpp /Qoption,fpp,"/macro-no_com" file.f90  ! Disables macro expansion within comments (Windows OS)
ifort -fpp -Qoption,fpp,"-undef" file.f90         ! Undefines all predefined macros (Linux OS and OS X*)
```

**See Also**

- `Qoption` compiler option
- **Using Fortran Preprocessor Options**
- `Wp` compiler option

**fpp-name**

*Let you specify an alternate preprocessor to use with Fortran.*

**Syntax**

**Linux OS and OS X:**

- `-fpp-name=name`

**Windows OS:**

- `/fpp-name:name`
Arguments

name

Is the name of the preprocessor executable. It can include a path. See the description below for more details.

Default

OFF

No preprocessor is run on files before compilation.

Description

This option lets you specify an alternate preprocessor to use with Fortran.

The compiler invokes the user-specified Fortran preprocessor by spawning a command with the following signature:

```
alt_fpp [-D<define>..] [-I<include directory>..] inputfile
```

where `alt_fpp` is the name of the Fortran preprocessor you want to use. Output from the preprocessor goes to STDOUT and will be captured for any further processing.

You can use option `Qoption,fpp,...` to pass options, other than the definitions (`-D xxx`) or include directories (`-I xxx`), to the preprocessor.

You can use option `Qlocation,fpp,...` to specify a directory for supporting tools.

IDE Equivalent

None

Alternate Options

None

See Also

Using the fpp Preprocessor

`fpp` compiler option

`Qoption` compiler option

`Qlocation` compiler option

`gen-dep`

* Tells the compiler to generate build dependencies for the current compilation.*

Syntax

Linux OS and OS X:

```
-gen-dep[=filename]
-no-gen-dep
```

Windows OS:

```
/gen-dep[:filename]
/gen-dep-
```

Arguments

filename

Is the name of the file for output. It can include a path.
If you specify `filename`, it is similar to specifying option `[Q]MFfilename`. If you do not specify `filename`, it is similar to specifying option `[Q]MD or [Q]MMD.

**Default**

`-no-gen-dep` or `/gen-dep-` The compiler does not generate build dependencies for the compilation.

**Description**

This option tells the compiler to generate build dependencies for the current compilation. The build dependencies include a list of all files included with INCLUDE statements or .mod files accessed with USE statements.

If you do not specify `filename`, the dependencies are written to stdout.

You can use option `gen-depformat` to specify the form of the output for the build dependencies generated.

If you specify option `gen-dep` and you do not specify option `gen-depformat`, the output format is in a form acceptable to the make utility.

Note that if option `fpp` is used to process #include files, those files will also appear in the list of build dependencies.

If you want to generate build dependencies but you do not want to compile the sources, you must also specify option `syntax-only`.

**IDE Equivalent**

Visual Studio: **Output Files > Build Dependencies** (/gen-dep)

**Output Files > Emit Build Dependencies to File** (/gen-dep:filename)

**Output Files > Build Dependencies File** (/gen-dep:filename)

Eclipse: None

Xcode: None

**Alternate Options**

`gen-dep` with a `filename` Linux and OS X: `-MF`  
Windows: `/QMF`

`gen-dep` with no `filename` Linux and OS X: `-MD` or `-MMD`  
Windows: `/QMD` or `/QMMD`

**See Also**

gen-depformat compiler option

syntax-only compiler option

**gen-depformat**

Specifies the form for the output generated when option `gen-dep` is specified.

**Syntax**

**Linux OS and OS X:**

`-gen-depformat=form`
Windows OS:
/gen-depformat:form

Arguments

form Is the output form for the list of build dependencies. Possible values are make or nmake.

Default

make The output form for the list of build dependencies is in a form acceptable to the make utility.

Description

This option specifies the form for the output generated when option gen-dep is specified.

If you specify option gen-depformat and do not specify option gen-dep, the option is ignored.

IDE Equivalent

None

Alternate Options

None

See Also
gen-dep compiler option
gen-depshow

Determines whether certain features are excluded from dependency analysis. Currently, it only applies to intrinsic modules.

Syntax

Linux OS and OS X:
-gen-depshow=keyword

Windows OS:
/gen-depshow:keyword

Arguments

keyword Specifies inclusion or exclusion from dependency analysis. Possible values are:

[no]intr_mod Determines whether intrinsic modules are excluded from dependency analysis.

Default

nointr_mod Tells the compiler to exclude Fortran intrinsic modules in dependency analysis.
Description
This option determines whether certain features are excluded from dependency analysis. Currently, it only applies to intrinsic modules.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gen-depshow</td>
<td>Tells the compiler to include Fortran intrinsic modules in dependency analysis.</td>
</tr>
</tbody>
</table>

If you do not specify option gen-dep, the compiler does not generate build dependencies for the compilation. If you specify option gen-depshow and do not specify option gen-dep, the option is ignored.

IDE Equivalent
None

Alternate Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gen-depshow</td>
<td>Linux and OS X: <code>–MMD</code></td>
</tr>
<tr>
<td></td>
<td>Windows: <code>/QMMD</code></td>
</tr>
</tbody>
</table>

See Also
gen-dep compiler option

Specifies an additional directory for the include path.

Syntax

Linux OS and OS X:

```
-1dir
```

Windows OS:

```
/I dir
```

Arguments

`dir` Is the directory to add to the include path.

Default

OFF The default include path is used.

Description

This option specifies an additional directory for the include path, which is searched for module files referenced in USE statements and include files referenced in INCLUDE statements. To specify multiple directories on the command line, repeat the option for each directory you want to add.

For all USE statements and for those INCLUDE statements whose file name does not begin with a device or directory name, the directories are searched in this order:

1. The directory containing the first source file.  
   Note that if `assume nosource_include` is specified, this directory will not be searched.
2. The current working directory where the compilation is taking place (if different from the above directory).
3. Any directory or directories specified using the I option. If multiple directories are specified, they are searched in the order specified on the command line, from left to right.

4. On Linux* and OS X* systems, any directories indicated using environment variable CPATH. On Windows* systems, any directories indicated using environment variable INCLUDE.

This option affects fpp preprocessor behavior and the USE statement.

**IDE Equivalent**

Visual Studio: General > Additional Include Directories (/include)

Preprocessor > Additional Include Directories (/include)

Eclipse: None

Xcode: Preprocessor > Additional Include Directories (/include)

**Alternate Options**

Linux and OS X: None

Windows: /include

**See Also**

X compiler option

assume compiler option

idirafter

*Adds a directory to the second include file search path.*

**Syntax**

Linux OS and OS X:

-idirafterdir

Windows OS:

None

**Arguments**

dir

Is the name of the directory to add.

**Default**

OFF

Include file search paths include certain default directories.

**Description**

This option adds a directory to the second include file search path (after \-I).

**IDE Equivalent**

None

**Alternate Options**

None
**isystem**
Specifies a directory to add to the start of the system include path.

**Architecture Restrictions**
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

Linux OS and OS X:
- `isystem` dir

Windows OS:
None

**Arguments**

`dir` Is the directory to add to the system include path.

**Default**

OFF The default system include path is used.

**Description**
This option specifies a directory to add to the system include path. The compiler searches the specified directory for include files after it searches all directories specified by the `-I` compiler option but before it searches the standard system directories.

On Linux* systems, this option is provided for compatibility with gcc.

**IDE Equivalent**
None

**Alternate Options**
None

**module**
Specifies the directory where module files should be placed when created and where they should be searched for.

**Syntax**

Linux OS and OS X:
- `module` path

Windows OS:
`/module:path`

**Arguments**

`path` Is the directory for module files.
The compiler places module files in the current directory.

**Description**
This option specifies the directory (path) where module (.mod) files should be placed when created and where they should be searched for (USE statement).

**IDE Equivalent**
Visual Studio: **Output > Module Path**
Eclipse: None
Xcode: **Output Files > Module Path**

**Alternate Options**
None

**preprocess-only**
*Causes the Fortran preprocessor to send output to a file.*

**Syntax**

**Linux OS and OS X:**
-preprocess-only

**Windows OS:**
/preprocess-only

**Arguments**
None

**Default**
OFF

Preprocessed source files are output to the compiler.

**Description**
This option causes the Fortran preprocessor to send output to a file.
The source file is preprocessed by the Fortran preprocessor, and the result for each source file is output to a corresponding .i or .i90 file.
Note that the source file is not compiled.

**IDE Equivalent**
None

**Alternate Options**

Linux and OS X: **-P**
Windows: **/P**
u (Windows*)
*Undefines all previously defined preprocessor values.*

**Syntax**

Linux OS and OS X:
None

Windows OS:
/\u

**Arguments**

None

**Default**

OFF  Defined preprocessor values are in effect until they are undefined.

**Description**

This option undefines all previously defined preprocessor values.
To undefine specific preprocessor values, use the /\U option.

**IDE Equivalent**

Visual Studio: **Preprocessor > Undefine All Preprocessor Definitions**
Eclipse: None
Xcode: None

**Alternate Options**

None

**See Also**

U compiler option

**U**
*Undefines any definition currently in effect for the specified symbol.*

**Syntax**

Linux OS and OS X:

- \U name

Windows OS:

/\U name

**Arguments**

name  Is the name of the symbol to be undefined.

**Default**

OFF  Symbol definitions are in effect until they are undefined.
Description
This option undefines any definition currently in effect for the specified symbol.
On Windows systems, use the /u option to undefine all previously defined preprocessor values.

IDE Equivalent
Visual Studio: **Preprocessor > Undefine Preprocessor Definitions**
Eclipse: None
Xcode: **Preprocessor > Undefine Preprocessor Definitions**

Alternate Options
Linux and OS X: None
Windows: /undefined:*name*

See Also
u (Windows*) compiler option

**undef**
*Disables all predefined symbols.*

Syntax
**Linux OS and OS X:**
- undefined

**Windows OS:**
None

Arguments
None

Default
OFF
*Defined symbols are in effect until they are undefined.*

Description
This option disables all predefined symbols.

IDE Equivalent
None

Alternate Options
None

**X**
*Removes standard directories from the include file search path.*

Syntax
**Linux OS and OS X:**
- x
Windows OS:

/X

Arguments
None

Default
OFF

Standard directories are in the include file search path.

Description
This option removes standard directories from the include file search path. It prevents the compiler from searching the default path specified by the CPATH environment variable.

On Linux* and OS X* systems, specifying -X (or -noinclude) prevents the compiler from searching in /usr/include for files specified in an INCLUDE statement.

You can use this option with the i option to prevent the compiler from searching the default path for include files and direct it to use an alternate path.

This option affects fpp preprocessor behavior and the USE statement.

IDE Equivalent
Visual Studio: Preprocessor > Ignore Standard Include Path (/noinclude)
Eclipse: None
Xcode: Preprocessor > Ignore Standard Include Path (/noinclude)

Alternate Options
Linux and OS X: -nostdinc
Windows: /noinclude

See Also
i compiler option

Component Control Options

Qinstall
Specifies the root directory where the compiler installation was performed.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:

-Qinstall
dir

Windows OS:

None
Arguments

\textit{dir} \hspace{2cm} \text{Is the root directory where the installation was performed.}

Default

OFF \hspace{2cm} \text{The default root directory for compiler installation is searched for the compiler.}

Description

This option specifies the root directory where the compiler installation was performed. It is useful if you want to use a different compiler or if you did not use the compilervars shell script to set your environment variables.

IDE Equivalent

None

Alternate Options

None

\texttt{Qlocation}

\textit{Specifies the directory for supporting tools.}

Architecture Restrictions

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner)

Syntax

Linux OS and OS X:

\texttt{-Qlocation,string,dir}

Windows OS:

\texttt{/Qlocation,string,dir}

Arguments

\textit{string} \hspace{2cm} \text{Is the name of the tool.}

\textit{dir} \hspace{2cm} \text{Is the directory (path) where the tool is located.}

Default

OFF \hspace{2cm} \text{The compiler looks for tools in a default area.}

Description

This option specifies the directory for supporting tools.

\textit{string} can be any of the following:

- \textit{f} - Indicates the Intel® Fortran compiler.
- \textit{fpp (or cpp)} - Indicates the Intel® Fortran preprocessor or a user-specified (alternate) Fortran preprocessor.
• asm - Indicates the assembler.
• link - Indicates the linker.
• prof - Indicates the profiler.

On Windows* systems, the following is also available:

• masm - Indicates the Microsoft assembler.

On Linux* and OS X* systems, the following are also available:

• as - Indicates the assembler.
• gas - Indicates the GNU assembler. This setting is for Linux* only.
• ld - Indicates the loader.
• gld - Indicates the GNU loader. This setting is for Linux* only.
• lib - Indicates an additional library.
• crt - Indicates the crt%.o files linked into executables to contain the place to start execution.

On Windows and OS X* systems, you can also specify a tool command name.

The following shows an example on OS X* systems:

- \texttt{-Qlocation,ld,\textasciitilde\textbackslash{}bin}  
  \texttt{\textasciitilde\textbackslash{}bin/ld} for the loader
- \texttt{-Qlocation,ld,\textasciitilde\textbackslash{}bin/gld}  
  \texttt{\textasciitilde\textbackslash{}bin/gld} as the loader

The following shows an example on Windows* systems:

- \texttt{/Qlocation,link,\textasciitilde\textbackslash{}Program Files\tools\link.exe}  
  \texttt{\textasciitilde\textbackslash{}Program Files\tools\link.exe} for the loader
- \texttt{/Qlocation,link,\textasciitilde\textbackslash{}Program Files\tools\my\_link.exe}  
  \texttt{\textasciitilde\textbackslash{}Program Files\tools\my\_link.exe} as the loader

**IDE Equivalent**

None

**Alternate Options**

None

**Example**

The following command provides the path for the fpp tool:

\texttt{ifort -Qlocation,fpp,\textasciitilde\textbackslash{}usr\preproc myprog.f}

**See Also**

\texttt{option} compiler option

\texttt{option}

*Passed options to a specified tool.*

**Architecture Restrictions**

Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family
(formerly code name Knights Corner)

**Syntax**

**Linux OS and OS X:**

\texttt{-Qoption,string,options}

**Windows OS:**

\texttt{/Qoption,string,options}
Arguments

**string**
Is the name of the tool.

**options**
Are one or more comma-separated, valid options for the designated tool.
Note that certain tools may require that options appear within quotation marks (" ").

Default
OFF
No options are passed to tools.

Description
This option passes options to a specified tool.
If an argument contains a space or tab character, you must enclose the entire argument in quotation marks (" "). You must separate multiple arguments with commas.

**string** can be any of the following:

- **fpp** (or **cpp**) - Indicates the Intel® Fortran preprocessor or a user-specified (alternate) Fortran preprocessor.
- **asm** - Indicates the assembler.
- **link** - Indicates the linker.
- **prof** - Indicates the profiler.
- On Windows* systems, the following is also available:
  - **masm** - Indicates the Microsoft assembler.
- On Linux* and OS X* systems, the following are also available:
  - **as** - Indicates the assembler.
  - **gas** - Indicates the GNU assembler.
  - **ld** - Indicates the loader.
  - **gld** - Indicates the GNU loader.
  - **lib** - Indicates an additional library.
  - **crt** - Indicates the crt%.o files linked into executables to contain the place to start execution.

IDE Equivalent
None

Alternate Options
None

Example

**Examples for Linux* and OS X* systems:**
The following example directs the linker to link with an alternative library:

```bash
ifort -Qoption,link,-L.,-Lmylib prog1.f
```

The following example passes a compiler option to the assembler to generate a listing file:

```bash
ifort -Qoption,as,"-as=myprogram.lst" -use-asmyprogram.f90
```

The following option passes an **fpp** option to the Fortran preprocessor:

```bash
ifort -Qoption,fpp,"-fpp=macro=no
```

**Examples for Windows* systems:**
The following example directs the linker to create a memory map when the compiler produces the executable file from the source being compiled:

```bash
ifort /Qoption,link,/map:prog1.map prog1.f
```

The following example passes a compiler option to the assembler:

```bash
ifort /Quse-asm /Qoption,masm,"/WX" myprogram.f90
```

The following option passes an `fpp` option to the Fortran preprocessor:

```bash
ifort /Qoption,fpp,"/fpp:macro=no"
```

**See Also**

`Qlocation` compiler option

**Language Options**

**allow**

*Determines whether the compiler allows certain behaviors.*

**Syntax**

Linux OS and OS X:

```
-allow keyword
```

Windows OS:

```
/allow:keyword
```

**Arguments**

`keyword`

Specifies the behaviors to allow or disallow. Possible values are:

- `[no]fpp_comments`
  
  Determines how the `fpp` preprocessor treats Fortran end-of-line comments in preprocessor directive lines.

**Default**

`fpp_comments`

The compiler recognizes Fortran-style end-of-line comments in preprocessor lines.

**Description**

This option determines whether the compiler allows certain behaviors.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>allow nofpp_comments</code></td>
<td>Tells the compiler to disallow Fortran-style end-of-line comments on preprocessor lines. Comment indicators have no special meaning.</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

None

**Alternate Options**

None
**Example**

Consider the following:

```c
#define MAX_ELEMENTS 100  ! Maximum number of elements
```

By default, the compiler recognizes Fortran-style end-of-line comments on preprocessor lines. Therefore, the line above defines `MAX_ELEMENTS` to be "100" and the rest of the line is ignored. If `allow` `nofpp_comments` is specified, Fortran comment conventions are not used and the comment indicator "!" has no special meaning. So, in the above example, "! Maximum number of elements" is interpreted as part of the value for the `MAX_ELEMENTS` definition.

Option `allow` `nofpp_comments` can be useful when you want to have a Fortran directive as a define value; for example:

```c
#define dline(routname) !dir$ attributes alias:"_routname": routname
```

**altparam**

*Allows alternate syntax (without parentheses) for PARAMETER statements.*

**Syntax**

**Linux OS and OS X:**

- `altparam`
- `noaltparam`

**Windows OS:**

- `/altparam`
- `/noaltparam`

**Arguments**

None

**Default**

`altparam` The alternate syntax for PARAMETER statements is allowed.

**Description**

This option specifies that the alternate syntax for PARAMETER statements is allowed. The alternate syntax is:

```c
PARAMETER c = expr [, c = expr] ...
```

This statement assigns a name to a constant (as does the standard PARAMETER statement), but there are no parentheses surrounding the assignment list.

In this alternative statement, the form of the constant, rather than implicit or explicit typing of the name, determines the data type of the variable.

**IDE Equivalent**

Visual Studio: **Language > Enable Alternate PARAMETER Syntax**

Eclipse: None

Xcode: **Language > Enable Alternate PARAMETER Syntax**

**Alternate Options**

`altparam` Linux and OS X: None
assume
Tells the compiler to make certain assumptions.

Syntax

**Linux OS and OS X:**

```
-assume keyword[, keyword...]
```

**Windows OS:**

```
/assume:keyword[, keyword...]
```

Arguments

*keyword*  
Specifies the assumptions to be made. Possible values are:

- **none**  
  Disables all assume options.

- **[no]bscc**  
  Determines whether the backslash character is treated as a C-style control character syntax in character literals.

- **[no]buffered_io**  
  Determines whether data is immediately read from or written to disk or accumulated in a buffer. For variable length, unformatted files, determines whether data is buffered on input or read directly from disk to user variables.

- **[no]buffered_stdout**  
  Determines whether data is immediately written to the standard output device or accumulated in a buffer.

- **[no]byterecl**  
  Determines whether units for the OPEN statement RECL specifier (record length) value in unformatted files are in bytes or longwords (four-byte units).

- **[no]cc_omp**  
  Determines whether conditional compilation as defined by the OpenMP Fortran API is enabled or disabled.

- **[no]dummy_aliases**  
  Determines whether the compiler assumes that dummy arguments to procedures share memory locations with other dummy arguments or with COMMON variables that are assigned.

- **[no]fpe_summary**  
  Determines whether a floating-point exceptions summary is displayed when a STOP statement is encountered.
<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ieee_fpe_flag</td>
<td>Determines whether the floating-point exception and status flags are saved on routine entry and restored on routine exit.</td>
</tr>
<tr>
<td>minus0</td>
<td>Determines whether the compiler uses Fortran 2003 or Fortran 90/77 standard semantics in the SIGN intrinsic when treating -0.0 and +0.0 as 0.0, and how it writes the value on formatted output.</td>
</tr>
<tr>
<td>old_boz</td>
<td>Determines whether the binary, octal, and hexadecimal constant arguments in intrinsic functions INT, REAL, DBLE, and CMPLX are treated as signed integer constants.</td>
</tr>
<tr>
<td>old_ldout_format</td>
<td>Determines the output of integer and real values in list-directed and namelist-directed output.</td>
</tr>
<tr>
<td>old_logical_l dio</td>
<td>Determines whether NAMELIST and list-directed input accept logical values for numeric IO-list items and numeric values for logical IO-list items.</td>
</tr>
<tr>
<td>old_maxminloc</td>
<td>Determines the results of intrinsics MAXLOC and MINLOC when given an empty array as an argument.</td>
</tr>
<tr>
<td>old_unit_star</td>
<td>Determines whether unit * is treated the same as units 5 and 6, or is distinct.</td>
</tr>
<tr>
<td>old_xor</td>
<td>Determines whether .XOR. is defined by the compiler as an intrinsic operator.</td>
</tr>
<tr>
<td>protect_allocates</td>
<td>Determines whether memory allocation requests using the ALLOCATE statement are protected with critical sections to avoid random timing problems in a multi-threaded environment.</td>
</tr>
<tr>
<td>protect_constants</td>
<td>Determines whether a constant actual argument or a copy of it is passed to a called routine.</td>
</tr>
<tr>
<td>protect_parentheses</td>
<td>Determines whether the optimizer honors parentheses in REAL and COMPLEX expression evaluations by not reassociating operations.</td>
</tr>
<tr>
<td>realloc_lhs</td>
<td>Determines whether allocatable objects on the left-hand side of an assignment are treated according to Fortran 2003 rules or earlier Standard Fortran rules.</td>
</tr>
<tr>
<td>source_include</td>
<td>Determines whether the compiler searches for USE modules and INCLUDE files in the default directory or in the directory where the source file is located.</td>
</tr>
<tr>
<td>std_intent_in</td>
<td>Determines whether the compiler assumes that dummy arguments with the INTENT(IN) attribute in a called procedure are not modified across a call, in accordance with the Fortran standard.</td>
</tr>
</tbody>
</table>
Determine whether to display a negative value that
is not zero but rounds to zero on output with a
leading minus sign.

Determines whether the names of module
procedures are allowed to conflict with user external
symbol names.

Determines whether the VALUE attribute has the
effect as if the actual argument is assigned to a
temporary, and the temporary is then passed to the
called procedure so that subsequent changes to the
value of the dummy argument do not affect the
actual argument, in accordance with the Fortran
standard.

Determines whether the compiler appends an
underscore character to external user-defined
names.

Determines whether the compiler appends two
underscore characters to external user-defined
names.

Determines whether character constants go into
non-read-only memory.

**Default**

**nobscc**

The backslash character is treated as a normal character in character
literals.

**nobuffered_io**

Data in the internal buffer is immediately read from or written (flushed) to
disk (OPEN specifier BUFFERED='NO'). Data read from variable length,
unformatted files is read directly from disk to a user's variables.

If you set the FORT_BUFFERED environment variable to true, the default is
assume buffered_io.

**nobuffered_stdout**

Data is not buffered for the standard output device but instead is written
immediately to the device.

**nobyterecl**

Units for OPEN statement RECL values with unformatted files are in four-
byte (longword) units.

**nocc_omp**

Conditional compilation as defined by the OpenMP Fortran API is disabled
unless option [q or Q]openmp is specified.

If compiler option [q or Q]openmp is specified, the default is assume
cc_omp.

**nodummy_aliases**

Dummy arguments to procedures do not share memory locations with other
dummy arguments or with variables shared through use association, host
association, or common block use.

**nofpe_summary**

Suppresses a summary of floating-point exceptions from being displayed
when a STOP statement is encountered.
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>noieee_fpe Flags</td>
<td>The flags are not saved on routine entry and they are not restored on routine exit.</td>
</tr>
<tr>
<td>nominus0</td>
<td>The compiler uses Fortran 90/77 standard semantics in the SIGN intrinsic to treat -0.0 and +0.0 as 0.0, and writes a value of 0.0 with no sign on formatted output.</td>
</tr>
<tr>
<td>noold_boz</td>
<td>The binary, octal, and hexadecimal constant arguments in intrinsic functions INT, REAL, DBLE, and CMPLX are treated as bit strings that represent a value of the data type of the intrinsic, that is, the bits are not converted.</td>
</tr>
<tr>
<td>old_ldout_format</td>
<td>For list-directed and namelist-directed output, integers are written with a fixed width that is dependent on the integer kind, and zero real values are written using the E format.</td>
</tr>
<tr>
<td>noold_logical_ldio</td>
<td>Tells the compiler that NAMELIST and list-directed input cannot accept logical values (T, F, etc.) for numeric (integer, real, and complex) IO-list items or numeric values for logical IO-list items. If this option is specified and a logical value is given for a numeric item or a numeric value is given for a logical item in NAMELIST and list-directed input, a run-time error will be produced.</td>
</tr>
<tr>
<td>old_maxminloc</td>
<td>MAXLOC and MINLOC return 1 when given an empty array as an argument.</td>
</tr>
<tr>
<td>old_unit_star</td>
<td>The READs or WRITEs to UNIT=* go to stdin or stdout, respectively, even if UNIT=5 or 6 has been connected to another file.</td>
</tr>
<tr>
<td>old_xor</td>
<td>Intrinsic operator .XOR. is defined by the compiler.</td>
</tr>
<tr>
<td>noprotect_allocates</td>
<td>Memory allocation requests using the ALLOCATE statement are not protected with critical sections and may encounter random timing problems in a multi-threaded environment.</td>
</tr>
<tr>
<td>protect_constants</td>
<td>A constant actual argument is passed to a called routine. Any attempt to modify it results in an error.</td>
</tr>
<tr>
<td>noprotect_parentheses</td>
<td>The optimizer reorders REAL and COMPLEX expressions without regard for parentheses by reassociating operations if it produces faster executing code.</td>
</tr>
<tr>
<td>norealloc_lhs</td>
<td>The compiler uses Standard Fortran rules when interpreting assignment statements. The left-hand side is assumed to be allocated with the correct shape to hold the right-hand side. If it is not, incorrect behavior will occur.</td>
</tr>
<tr>
<td>source_include</td>
<td>The compiler searches for USE modules and INCLUDE files in the directory where the source file is located.</td>
</tr>
<tr>
<td>std_intent_in</td>
<td>The compiler assumes that dummy arguments with the INTENT(IN) attribute in a called procedure are not modified across a call, in accordance with the Fortran standard.</td>
</tr>
<tr>
<td>std_minus0_rounding</td>
<td>A negative value that is not zero but rounds to zero on output is displayed with a leading minus sign. For example, the value -0.00000001 in F5.1 format will be displayed as -0.0 rather than as 0.0.</td>
</tr>
<tr>
<td>nostd_mod_proc_name</td>
<td>The compiler allows the names of module procedures to conflict with user external symbol names.</td>
</tr>
</tbody>
</table>
std_value

The compiler assumes that the VALUE attribute has the effect as if the actual argument is assigned to a temporary, and the temporary is then passed to the called procedure so that subsequent changes to the value of the dummy argument do not affect the actual argument, in accordance with the Fortran standard.

Windows: nounderscore
Linux and OS X: underscore

On Windows* systems, the compiler does not append an underscore character to external user-defined names. On Linux* and OS X* systems, the compiler appends an underscore character to external user-defined names.

no2underscores
(Linux and OS X)

The compiler does not append two underscore characters to external user-defined names that contain an embedded underscore.

nowritable-strings

The compiler puts character constants into read-only memory.

Description

This option specifies assumptions to be made by the compiler.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>assume none</td>
<td>Disables all the assume options.</td>
</tr>
<tr>
<td>assume bscc</td>
<td>Tells the compiler to treat the backslash character () as a C-style control (escape) character syntax in character literals. The &quot;bscc&quot; keyword means &quot;BackSlashControlCharacters.&quot;</td>
</tr>
<tr>
<td>assume buffered_io</td>
<td>Tells the compiler to accumulate records in a buffer. This sets the default for opening sequential files to BUFFERED='YES', which also occurs if the FORT_BUFFERED runtime environment variable is specified. When this option is specified, the internal buffer is filled, possibly by many record input statements (READ) or output statements (WRITE), before it is read from disk, or written to disk, by the Fortran run-time system. If a file is opened for direct access, I/O buffering is ignored. Using buffered reads and writes usually makes disk I/O more efficient by handling larger blocks of data on disk less often. However, if you request buffered writes, records not yet written to disk may be lost in the event of a system failure. The OPEN statement BUFFERED specifier applies to a specific logical unit. In contrast, the assume [no]buffered_io option and the FORT_BUFFERED environment variable apply to all Fortran units.</td>
</tr>
<tr>
<td>assume buffered_stdout</td>
<td>Tells the Fortran run-time system to accumulate data for the standard output device in a buffer. When the buffer is full or the user executes a FLUSH on OUTPUT_UNIT in intrinsic module ISO_FORTRAN_ENV, the data is displayed on the standard output unit. Using buffered writes may be a more efficient in time and space but use assume nobuffered_stdout if you want data displayed immediately on the standard output device, like for an input prompt. assume [no]buffered_stdout does not affect and is not affected by assume [no]buffered_io. After compiling with this option, the default blocksize for stdout is 8 KB.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>assume byterecl</td>
<td>Specifies that the units for the OPEN statement RECL specifier (record length) value are in bytes for unformatted data files, not longwords (four-byte units). For formatted files, the RECL value is always in bytes.</td>
</tr>
<tr>
<td></td>
<td>If a file is open for unformatted data and <strong>assume byterecl</strong> is specified, <strong>INQUIRE</strong> returns RECL in bytes; otherwise, it returns RECL in longwords. An <strong>INQUIRE</strong> returns RECL in bytes if the unit is not open.</td>
</tr>
<tr>
<td>assume cc_omp</td>
<td>Enables conditional compilation as defined by the OpenMP Fortran API. That is, when &quot;$space&quot; appears in free-form source or &quot;c$spaces&quot; appears in column 1 of fixed-form source, the rest of the line is accepted as a Fortran line.</td>
</tr>
<tr>
<td>assume dummy_aliases</td>
<td>Tells the compiler that dummy (formal) arguments to procedures share memory locations with other dummy arguments (aliases) or with variables shared through use association, host association, or common block use.</td>
</tr>
<tr>
<td></td>
<td>Specify the option when you compile the called subprogram. The program semantics involved with dummy aliasing do not strictly obey Standard Fortran and they slow performance, so you get better run-time performance if you do not use this option.</td>
</tr>
<tr>
<td></td>
<td>However, if a program depends on dummy aliasing and you do not specify this option, the run-time behavior of the program will be unpredictable. In such programs, the results will depend on the exact optimizations that are performed. In some cases, normal results will occur, but in other cases, results will differ because the values used in computations involving the offending aliases will differ.</td>
</tr>
<tr>
<td>assume fpe_summary</td>
<td>Causes a summary of floating-point exceptions that occurred during program execution to be displayed when a STOP statement is encountered. Counts will be shown for each exception. This is the behavior specified by the Fortran 2003 standard.</td>
</tr>
<tr>
<td></td>
<td>Note that if there is no STOP statement, no summary is displayed.</td>
</tr>
<tr>
<td>assume ieee_fpe_flags</td>
<td>Tells the compiler to save floating-point exception and status flags on routine entry and restore them on routine exit.</td>
</tr>
<tr>
<td></td>
<td>This option can slow runtime performance because it provides extra code to save and restore the floating-point exception and status flags (and the rounding mode) on entry to and exit from every routine compiled with the option.</td>
</tr>
<tr>
<td></td>
<td>This option can be used to get the full Fortran Standard behavior of intrinsic modules IEEE EXCEPTIONS, IEEE ARITHMETIC, and IEEE FEATURES, which require that if a flag is signaling on routine entry, the processor will set it to quiet on entry and restore it to signaling on return. If a flag signals while the routine is executing, it will not be set to quiet on routine exit.</td>
</tr>
<tr>
<td></td>
<td>Options <strong>fpe</strong> and <strong>fpe-all</strong> can be used to set the initial state for which floating-point exceptions will signal.</td>
</tr>
<tr>
<td>assume minus0</td>
<td>Tells the compiler to use Fortran 95 standard semantics for the treatment of the IEEE floating value -0.0 in the <strong>SIGN</strong> intrinsic, which distinguishes the difference between -0.0 and +0.0, and to write a value of -0.0 with a negative sign on formatted output.</td>
</tr>
<tr>
<td>assume old_boz</td>
<td>Tells the compiler that the binary, octal, and hexadecimal constant arguments in intrinsic functions <strong>INT</strong>, <strong>REAL</strong>, <strong>DBLE</strong>, and <strong>CMPLX</strong> should be treated as signed integer constants.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><code>assume noold_ldout_for mat</code></td>
<td>Tells the compiler to use Fortran 2003 standard semantics for output of integer and real values in list-directed and namelist-directed output. Integers are written using an I0 format with a leading blank for spacing. Real and complex values are written using an E or F format with a leading blank for spacing. The format used depends on the magnitude of the value. Values that are zero are written using an F format.</td>
</tr>
<tr>
<td><code>assume old_logical_ldio</code></td>
<td>Logical values are allowed for numeric items and numeric values are allowed for logical items.</td>
</tr>
<tr>
<td><code>assume noold_maxminloc</code></td>
<td>Tells the compiler that MAXLOC and MINLOC should return 0 when given an empty array as an argument. Compared to the default setting (<code>old_maxminloc</code>), this behavior may slow performance because of the extra code needed to check for an empty array argument.</td>
</tr>
<tr>
<td><code>assume noold_unit_star</code></td>
<td>Tells the compiler that READs or WRITEs to UNIT=* go to the file to which UNIT=5 or 6 is connected.</td>
</tr>
<tr>
<td><code>assume noold_xor</code></td>
<td>Prevents the compiler from defining .XOR. as an intrinsic operator. This lets you use .XOR. as a user-defined operator. This is a Fortran 2003 feature.</td>
</tr>
<tr>
<td><code>assume protect_allocates</code></td>
<td>Memory allocation requests using the ALLOCATE statement are protected with critical sections to avoid random timing problems in a multi-threaded environment in some distributions and configurations.</td>
</tr>
<tr>
<td><code>assume noprotect_constants</code></td>
<td>Tells the compiler to pass a copy of a constant actual argument. This copy can be modified by the called routine, even though the Fortran standard prohibits such modification. The calling routine does not see any modification to the constant.</td>
</tr>
<tr>
<td><code>assume protect_parens</code></td>
<td>Tells the optimizer to honor parentheses in REAL and COMPLEX expression evaluations by not reassociating operations. For example, (A+B)+C would not be evaluated as A+(B+C). If <code>assume noprotect_parens</code> is specified, (A+B)+C would be treated the same as A+B+C and could be evaluated as A+(B+C) if it produced faster executing code. Such reassociation could produce different results depending on the sizes and precision of the arguments. For example, in (A+B)+C, if B and C had opposite signs and were very large in magnitude compared to A, A+B could result in the value as B; adding C would result in 0.0. With reassociation, B+C would be 0.0; adding A would result in a non-zero value.</td>
</tr>
<tr>
<td><code>assume realloc_lhs</code></td>
<td>Tells the compiler that when the left-hand side of an assignment is an allocatable object, it should be reallocated to the shape of the right-hand side of the assignment before the assignment occurs. This is the Fortran 2003 definition. This feature may cause extra overhead at run time.</td>
</tr>
<tr>
<td><code>assume nosource_includ e</code></td>
<td>Tells the compiler to search the default directory for module files specified by a USE statement or source files specified by an INCLUDE statement. This option affects fpp preprocessor behavior and the USE statement.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>assume nostd_intent_in</td>
<td>Tells the compiler to assume that dummy arguments with the INTENT(IN) attribute in a called procedure may be modified across a call. This is not in accordance with the Fortran standard.</td>
</tr>
<tr>
<td></td>
<td>If you specify option standard_semantics, it sets option assume std_intent_in.</td>
</tr>
<tr>
<td>assume nostd_minus0_ rounding</td>
<td>Tells the compiler to use pre-Fortran 2008 standard semantics for the treatment of IEEE floating values that are negative, non-zero, and when rounded for display are zero. The value should be printed without a leading minus sign.</td>
</tr>
<tr>
<td></td>
<td>For example, the floating value -0.00000001 when rounded in F5.1 format will be displayed as 0.0. Use assume std_minus0_rounding to use Fortran 2008 standard semantics to display this value as -0.0 when rounded in F5.1 format.</td>
</tr>
<tr>
<td>assume std_mod_proc_name</td>
<td>Tells the compiler to revise the names of module procedures so they do not conflict with user external symbol names. For example, procedure proc in module m would be named m_MP_proc. The Fortran 2003 Standard requires that module procedure names not conflict with other external symbols.</td>
</tr>
<tr>
<td></td>
<td>By default, procedure proc in module m would be named m_mp_proc, which could conflict with a user-defined external name m_mp_proc.</td>
</tr>
<tr>
<td>assume nostd_value</td>
<td>Tells the compiler to use pre-Fortran 2003 standard semantics for the VALUE attribute so that the value of the actual argument is passed to the called procedure, not the address of the actual argument nor the address of a copy of the actual argument.</td>
</tr>
<tr>
<td>assume underscore</td>
<td>Tells the compiler to append an underscore character to external user-defined names: the main program name, named common blocks, BLOCK DATA blocks, global data names in MODULEs, and names implicitly or explicitly declared EXTERNAL. The name of a blank (unnamed) common block remains <em>BLNK</em>_, and Fortran intrinsic names are not affected.</td>
</tr>
<tr>
<td>assume 2underscores (Linux and OS X)</td>
<td>Tells the compiler to append two underscore characters to external user-defined names that contain an embedded underscore: the main program name, named common blocks, BLOCK DATA blocks, global data names in MODULEs, and names implicitly or explicitly declared EXTERNAL. The name of a blank (unnamed) common block remains <em>BLNK</em>_, and Fortran intrinsic names are not affected.</td>
</tr>
<tr>
<td></td>
<td>This option does not affect external names that do not contain an embedded underscore. By default, the compiler only appends one underscore to those names. For example, if you specify assume 2underscores for external names my_program and myprogram, my_program becomes my_program__, but myprogram becomes myprogram_.</td>
</tr>
<tr>
<td>assume writeable-strings</td>
<td>Tells the compiler to put character constants into non-read-only memory.</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: Compatibility > Treat Backslash as Normal Character in Strings (/assume:[no]bscc)

Data > Assume Dummy Arguments Share Memory Locations (/assume:dummy_aliases)
Data > Constant Actual Arguments Can Be Changed (/assume:protect_constants)
Data > Use Bytes as RECL=Unit for Unformatted Files (/assume:byterecl)
Floating Point > Enable IEEE Minus Zero Support (/assume:minus0)
Optimization > I/O Buffering (/assume:buffered_io)
Preprocessor > Default Include and Use Path (/assume:source_include)
Preprocessor > OpenMP Conditional Compilation (/assume:cc_omp)
External Procedures > Append Underscore to External Names (/assume:underscore)
Eclipse: None
Xcode: Optimization > I/O Buffering (-assume [no]buffered_io)
Preprocessor > OpenMP Conditional Compilation (-assume [no]cc_omp)
Preprocessor > Default Include and Use Path (-assume [no]source_include)
Compatibility > Treat Backslash as Normal Character in Strings (-assume [no]bscc)
Data > Assume Dummy Arguments Share Memory Locations (-assume [no]dummy_aliases)
Data > Constant Actual Arguments Can Be Changed (-assume [no]protect_constants)
Data > Use Bytes as RECL=Unit for Unformatted Files (-assume [no]byterecl)
Floating Point > Enable IEEE Minus Zero Support (-assume [no]minus0)
External Procedures > Append Underscore to External Names (-assume [no]underscore)

Alternate Options

assume nobssccl Linux and OS X: -nbs
Windows: /nbs
assume dummy_aliases Linux and OS X: -common-args
Windows: /Qcommon-args
assume protect_parens Linux and OS X: -fprotect-parens
Windows: /Qprotect-parens

See Also
fp-model, fp compiler option
fpe compiler option
fpe-all compiler option
standard-semantics compiler option
Rules for Unformatted Sequential READ Statements

ccdecl
Specifies the type of carriage control used when a file is displayed at a terminal screen.

Syntax
Linux OS and OS X:
-ccdefault keyword
Windows OS:
/ccdefault:keyword

Arguments

Keyword Specifies the carriage-control setting to use. Possible values are:

- none: Tells the compiler to use no carriage control processing.
- default: Tells the compiler to use the default carriage-control setting.
- fortran: Tells the compiler to use normal Fortran interpretation of the first character. For example, the character 0 causes output of a blank line before a record.
- list: Tells the compiler to output one line feed between records.

Default

/ccdefault default The compiler uses the default carriage control setting.

Description

This option specifies the type of carriage control used when a file is displayed at a terminal screen (units 6 and *). It provides the same functionality as using the CARRIAGECONTROL specifier in an OPEN statement.

The default carriage-control setting can be affected by the vms option. If option vms is specified with /ccdefault default, carriage control defaults to normal Fortran interpretation (/ccdefault fortran) if the file is formatted and the unit is connected to a terminal. If option novms (the default) is specified with /ccdefault default, carriage control defaults to list (/ccdefault list).

IDE Equivalent

Visual Studio: Run-time > Default Output Carriage Control
Eclipse: None
Xcode: Run-time > Default Output Carriage Control

Alternate Options

None

check

Checks for certain conditions at run time.

Syntax

Linux OS and OS X:

- -check [keyword[, keyword...]]
- -nocheck

Windows OS:

/(check[:keyword[, keyword...]]
Arguments

Specifies the conditions to check. Possible values are:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>Disables all check options.</td>
</tr>
<tr>
<td>[no]arg_temp_created</td>
<td>Determines whether checking occurs for actual arguments before routine calls.</td>
</tr>
<tr>
<td>[no]assume</td>
<td>Determines whether checking occurs to test that the scalar-Boolean-expression in the ASSUME directive is true, or that the addresses in the ASSUME_ALIGNED directive are aligned on the specified byte boundaries.</td>
</tr>
<tr>
<td>[no]bounds</td>
<td>Determines whether checking occurs for array subscript and character substring expressions.</td>
</tr>
<tr>
<td>[no]format</td>
<td>Determines whether checking occurs for the data type of an item being formatted for output.</td>
</tr>
<tr>
<td>[no]output_conversion</td>
<td>Determines whether checking occurs for the fit of data items within a designated format descriptor field.</td>
</tr>
<tr>
<td>[no]pointers</td>
<td>Determines whether checking occurs for certain disassociated or uninitialized pointers or unallocated allocatable objects.</td>
</tr>
<tr>
<td>[no]stack</td>
<td>Determines whether checking occurs on the stack frame.</td>
</tr>
<tr>
<td>[no]uninit</td>
<td>Determines whether checking occurs for uninitialized variables.</td>
</tr>
<tr>
<td>all</td>
<td>Enables all check options.</td>
</tr>
</tbody>
</table>

Default

nocheck

No checking is performed for run-time failures. Note that if option vms is specified, the defaults are check format and check output_conversion.

Description

This option checks for certain conditions at run time.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>check none</td>
<td>Disables all check options (same as nocheck).</td>
</tr>
<tr>
<td>check arg_temp_created</td>
<td>Enables run-time checking on whether actual arguments are copied into temporary storage before routine calls. If a copy is made at run-time, an informative message is displayed.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>check assume</td>
<td>Enables run-time checking on whether the scalar-Boolean-expression in the ASSUME directive is true and that the addresses in the ASSUME_ALIGNED directive are aligned on the specified byte boundaries. If the test is .FALSE., a run-time error is reported and the execution terminates.</td>
</tr>
<tr>
<td>check bounds</td>
<td>Enables compile-time and run-time checking for array subscript and character substring expressions. An error is reported if the expression is outside the dimension of the array or the length of the string.</td>
</tr>
<tr>
<td></td>
<td>For array bounds, each individual dimension is checked. For arrays that are dummy arguments, only the lower bound is checked for a dimension whose upper bound is specified as * or where the upper and lower bounds are both 1.</td>
</tr>
<tr>
<td></td>
<td>For some intrinsics that specify a DIM= dimension argument, such as LBOUND, an error is reported if the specified dimension is outside the declared rank of the array being operated upon.</td>
</tr>
<tr>
<td></td>
<td>Once the program is debugged, omit this option to reduce executable program size and slightly improve run-time performance.</td>
</tr>
<tr>
<td></td>
<td>It is recommended that you do bounds checking on unoptimized code. If you use option check bounds on optimized code, it may produce misleading messages because registers (not memory locations) are used for bounds values.</td>
</tr>
<tr>
<td>check format</td>
<td>Issues the run-time FORVARMIS fatal error when the data type of an item being formatted for output does not match the format descriptor being used (for example, a REAL*4 item formatted with an I edit descriptor).</td>
</tr>
<tr>
<td></td>
<td>With check noformat, the data item is formatted using the specified descriptor unless the length of the item cannot accommodate the descriptor (for example, it is still an error to pass an INTEGER*2 item to an E edit descriptor).</td>
</tr>
<tr>
<td>check output_conversion</td>
<td>Issues the run-time OUTCONERR continuable error message when a data item is too large to fit in a designated format descriptor field without loss of significant digits. Format truncation occurs, the field is filled with asterisks (*), and execution continues.</td>
</tr>
<tr>
<td>check pointers</td>
<td>Enables run-time checking for disassociated or uninitialized Fortran pointers, unallocated allocatable objects, and integer pointers that are uninitialized.</td>
</tr>
<tr>
<td>check stack</td>
<td>Enables checking on the stack frame. The stack is checked for buffer overruns and buffer underruns. This option also enforces local variables initialization and stack pointer verification.</td>
</tr>
<tr>
<td></td>
<td>This option disables optimization and overrides any optimization level set by option O.</td>
</tr>
<tr>
<td>check uninit</td>
<td>Enables run-time checking for uninitialized variables. If a variable is read before it is written, a run-time error routine will be called. Only local scalar variables of intrinsic type INTEGER, REAL, COMPLEX, and LOGICAL without the SAVE attribute are checked.</td>
</tr>
<tr>
<td>check all</td>
<td>Enables all check options. This is the same as specifying check with no keyword.</td>
</tr>
<tr>
<td></td>
<td>This option disables optimization and overrides any optimization level set by option O.</td>
</tr>
</tbody>
</table>

To get more detailed location information about where an error occurred, use option traceback.
IDE Equivalent

Visual Studio:

**Run-time > Runtime Error Checking** (/nocheck, /check:all, or /xcheck:none)
**Run-time > Check Array and String Bounds** (/check:[no]bounds)
**Run-time > Check Uninitialized Variables** (/check:[no]uninit)
**Run-time > Check Edit Descriptor Data Type** (/check:[no]format)
**Run-time > Check Edit Descriptor Data Size** (/check:[no]output_conversion)
**Run-time > Check For Actual Arguments Using Temporary Storage** (/check:[no]arg_temp_created)
**Run-time > Check For Null Pointers and Allocatable Array References** (/check:[no]pointers)

Eclipse: None

Xcode: Run-time > Runtime Error Checking (-check all, -check none)
**Run-time > Check Array and String Bounds** (-check [no]bounds)
**Run-time > Check Edit Descriptor Data Type** (-check [no]format)
**Run-time > Check Edit Descriptor Data Size** (-check [no]output_conversion)
**Run-time > Check For Actual Arguments Using Temporary Storage** (-check [no]arg_temp_created)
**Run-time > Check for Uninitialized Variables** (-check [no]uninit)
**Run-time > Check For Null Pointers and Allocatable Array References** (/check:[no]pointers)
**Run-time > Check Stack Frame** (/check:[no]stack)

Alternate Options

check none

Linux and OS X: -nocheck
Windows: /nocheck

check bounds

Linux and OS X: -CB
Windows: /CB

check uninit

Linux and OS X: -CU
Windows: /RTCu, /CU

ccheck all

Linux and OS X: -check, -C
Windows: /check, /C

See Also

traceback compiler option
ASSUME directive
ASSUME_ALIGNED directive

extend-source

Specifies the length of the statement field in a fixed-form source file.
Syntax

Linux OS and OS X:
-extend-source [size]
-noextend-source

Windows OS:
/extend-source[:size]
/noextend-source

Arguments

size

Is the length of the statement field in a fixed-form source file. Possible values are: 72, 80, or 132.

Default

72

If you do not specify this option or you specify noextend-source, the statement field ends at column 72.

132

If you specify extend_source without size, the statement field ends at column 132.

Description

This option specifies the size (column number) of the statement field of a source line in a fixed-form source file. This option is valid only for fixed-form files; it is ignored for free-form files.

When size is specified, it is the last column parsed as part of the statement field. Any columns after that are treated as comments.

If you do not specify size, it is the same as specifying extend_source 132.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>extend-source 72</td>
<td>Specifies that the statement field ends at column 72.</td>
</tr>
<tr>
<td>extend-source 80</td>
<td>Specifies that the statement field ends at column 80.</td>
</tr>
<tr>
<td>extend-source 132</td>
<td>Specifies that the statement field ends at column 132.</td>
</tr>
</tbody>
</table>

IDE Equivalent

Visual Studio: Language > Fixed Form Line Length
Eclipse: None
Xcode: Language > Fixed Form Line Length

Alternate Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>extend-source 72</td>
<td>Linux and OS X: -72</td>
</tr>
<tr>
<td></td>
<td>Windows: /4L72</td>
</tr>
<tr>
<td>extend-source 80</td>
<td>Linux and OS X: -80</td>
</tr>
</tbody>
</table>
fixed
Specifies source files are in fixed format.

Syntax
Linux OS and OS X:
- fixed
  - nofixed
Windows OS:
/fixed
/nofixed

Arguments
None

Default
OFF

The source file format is determined from the file extension.

Description
This option specifies source files are in fixed format. If this option is not specified, format is determined as follows:

- Files with an extension of .f90, .F90, or .i90 are free-format source files.
- Files with an extension of .f, .for, .FOR, .ftn, .FTN, .fpp, .FPP, or .i are fixed-format files.

Note that on Linux* and OS X* systems, file names and file extensions are case sensitive.

IDE Equivalent
Visual Studio: Language > Source File Format (/free, /fixed)
Eclipse: None
Xcode: Language > Source File Format (/free, /fixed)

Alternate Options
Linux and OS X: -FI
Windows: /nofree, /FI, /4Nf

free
Specifies source files are in free format.

Syntax
Linux OS and OS X:
- free
-nofree

**Windows OS:**
/free
/nofree

**Arguments**
None

**Default**
OFF  The source file format is determined from the file extension.

**Description**
This option specifies source files are in free format. If this option is not specified, format is determined as follows:

- Files with an extension of .f90, .F90, or .i90 are free-format source files.
- Files with an extension of .f, .for, .FOR, .ftn, or .i are fixed-format files.

**IDE Equivalent**
Visual Studio: **Language > Source File Format (/free, /fixed)**
Eclipse: None
Xcode: **Language > Source File Format (/free, /fixed)**

**Alternate Options**
Linux and OS X: `-FR`
Windows: `/nofixed`, `/FR`, `/4Yf`

**See Also**
`fixed` compiler option

**iface**
Specifies the default calling convention and argument-passing convention for an application.

**Syntax**

**Linux OS and OS X:**
None

**Windows OS:**
`/iface:keyword`

**Arguments**

- **keyword**
  Specifies the calling convention or the argument-passing convention. Possible values are:

  - `default`
    Tells the compiler to use the default calling conventions.
Tells the compiler to use calling conventions C, REFERENCE.

Tells the compiler to use calling conventions compatible with Compaq Visual Fortran*. This value is only available on Windows* systems.

Determines the argument-passing convention for hidden-length character arguments.

Tells the compiler to use calling convention STDCALL.

Tells the compiler to use calling conventions STDCALL, REFERENCE.

The default calling convention is used.

This option specifies the default calling convention and argument-passing convention for an application. The aspects of calling and argument passing controlled by this option are as follows:

- The calling mechanism (C or STDCALL): On IA-32 architecture, these mechanisms differ in how the stack register is adjusted when a procedure call returns. On Intel® 64 architecture, the only calling mechanism available is C; requests for the STDCALL mechanism are ignored.
- The argument passing mechanism (by value or by reference)
- Character-length argument passing (at the end of the argument list or after the argument address)
- The case of external names (uppercase or lowercase)
- The name decoration (prefix and suffix)

You can also use the ATTRIBUTES compiler directive to modify these conventions on an individual basis. Note that the effects of the ATTRIBUTES directive do not always match that of the iface option of the same name.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/iface:default</td>
<td>Tells the compiler to use the default calling conventions. These conventions are as follows:</td>
</tr>
<tr>
<td></td>
<td>• The calling mechanism: C</td>
</tr>
<tr>
<td></td>
<td>• The argument passing mechanism: by reference</td>
</tr>
<tr>
<td></td>
<td>• Character-length argument passing: at end of argument list</td>
</tr>
<tr>
<td></td>
<td>• The external name case: uppercase</td>
</tr>
<tr>
<td></td>
<td>• The name decoration: Underscore prefix on IA-32 architecture, no prefix on Intel® 64 architecture; no suffix</td>
</tr>
<tr>
<td>/iface:cref</td>
<td>Tells the compiler to use the same conventions as /iface:default except that external names are lowercase.</td>
</tr>
<tr>
<td>/iface:cvf</td>
<td>Tells the compiler to use calling conventions compatible with Compaq Visual Fortran* and Microsoft Fortran PowerStation. This option is only available on Windows* systems. These conventions are as follows:</td>
</tr>
<tr>
<td></td>
<td>• The calling mechanism: STDCALL on Windows* systems using IA-32 architecture</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>/iface:mixed_str</td>
<td>Specifies argument-passing conventions for hidden-length character arguments. This option tells the compiler that the hidden length passed for a character argument is to be placed immediately after its corresponding character argument in the argument list. This is the method used by Compaq Visual Fortran®. When porting mixed-language programs that pass character arguments, either this option must be specified correctly or the order of hidden length arguments must be changed in the source code. This option can be used in addition to other /iface options.</td>
</tr>
<tr>
<td>/iface:stdcall</td>
<td>Tells the compiler to use the following conventions:</td>
</tr>
<tr>
<td></td>
<td>• The calling mechanism: STDCALL</td>
</tr>
<tr>
<td></td>
<td>• The argument passing mechanism: by value</td>
</tr>
<tr>
<td></td>
<td>• Character-length argument passing: at the end of the argument list</td>
</tr>
<tr>
<td></td>
<td>• The external name case: uppercase</td>
</tr>
<tr>
<td></td>
<td>• The name decoration: Underscore prefix on IA-32 architecture, no prefix on Intel® 64 architecture. On Windows* systems using IA-32 architecture, @n suffix where n is the number of bytes to be removed from the stack on exit from the procedure. No suffix on other systems.</td>
</tr>
<tr>
<td>/iface:stdref</td>
<td>Tells the compiler to use the same conventions as /iface:stdcall except that argument passing is by reference.</td>
</tr>
</tbody>
</table>

**CAUTION**

On Windows systems, if you specify option /iface:cref, it overrides the default for external names and causes them to be lowercase. It is as if you specified "!dir$ attributes c, reference“ for the external name.

If you specify option /iface:cref and want external names to be uppercase, you must explicitly specify option /names:uppercase.

**CAUTION**

On systems using IA-32 architecture, there must be agreement between the calling program and the called procedure as to which calling mechanism (C or STDCALL) is used, or unpredictable errors may occur. If you change the default mechanism to STDCALL, you must use the ATTRIBUTES DEFAULT directive to reset the calling conventions for any procedure that is:

• Specified as a FINAL procedure for a derived type
• Specified as a USEROPEN procedure in an OPEN statement
• Referenced in a variable format expression
• Specified as a comparison routine passed to the QSORT library routine from module IFPORT
• Used as a dialog callback procedure with the IFLOGM module
• Used as a callback procedure in a call to the IMSL* library
• Called from other contexts or languages that assume the C calling convention

Note that Visual Studio projects that are imported using the Extract Compaq Visual Fortran project items wizard have /iface:cvf applied automatically; this establishes STDCALL as the default convention.

**IDE Equivalent**

Visual Studio: **External Procedures > Calling Convention (/iface:{cref|stdref|stdcall|cvf|default})**

**External Procedures > String Length Argument Passing (/iface:[no]mixed_str_len_arg)**

Eclipse: None

Xcode: None

**Alternate Options**

```
/iface:cvf
```

Linux and OS X: None

Windows: /Gm

```
/iface:mixed_str_len_arg
```

Linux and OS X: -mixed-str-len-arg

Windows: None

```
/iface:nomixed_str_len_arg
```

Linux and OS X: -nomixed-str-len-arg

Windows: None

```
/iface:stdcall
```

Linux and OS X: None

Windows: /Gz

**See Also**

Language Reference: **ATTRIBUTES**

**names**

Specifies how source code identifiers and external names are interpreted.

**Syntax**

Linux OS and OS X:

- `names keyword`

Windows OS:

`/names:keyword`

**Arguments**

`keyword`

Specifies how to interpret the identifiers and external names in source code. Possible values are:

- `lowercase` Causes the compiler to ignore case differences in identifiers and to convert external names to lowercase.
<table>
<thead>
<tr>
<th>Case Sensitivity</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>uppercase</strong></td>
<td>Causes the compiler to ignore case differences in identifiers and to convert external names to uppercase.</td>
</tr>
<tr>
<td><strong>as_is</strong></td>
<td>Causes the compiler to distinguish case differences in identifiers and to preserve the case of external names.</td>
</tr>
</tbody>
</table>

### Default
- **lowercase**
  This is the default on Linux* and OS X* systems. The compiler ignores case differences in identifiers and converts external names to lowercase.
- **uppercase**
  This is the default on Windows* systems. The compiler ignores case differences in identifiers and converts external names to uppercase.

### Description
This option specifies how source code identifiers and external names are interpreted. It can be useful in mixed-language programming.

This naming convention applies whether names are being defined or referenced.

You can use the ALIAS directive to specify an alternate external name to be used when referring to external subprograms.

**CAUTION**
On Windows systems, if you specify option `/iface:cref`, it overrides the default for external names and causes them to be lowercase. It is as if you specified "dir$ attributes c, reference" for the external name.

If you specify option `/iface:cref` and want external names to be uppercase, you must explicitly specify option `/names:uppercase`.

### IDE Equivalent
- **Visual Studio:** *External Procedures > Name Case Interpretation*
- **Eclipse:** None
- **Xcode:** *External Procedures > Name Case Interpretation*

### Alternate Options
None

### See Also
- `iface` compiler option
- ALIAS Directive
- `pad-source`, `Qpad-source`
  *Specifies padding for fixed-form source records.*

### Syntax
**Linux OS and OS X:**
- `-pad-source`
- `-nopad-source`
Windows OS:
/pad-source
/nopad-source
/Qpad-source
/Qpad-source-

Arguments
None

Default
-nopad-source or /Qpad-source

Fixed-form source records are not padded.

Description
This option specifies padding for fixed-form source records. It tells the compiler that fixed-form source lines shorter than the statement field width are to be padded with spaces to the end of the statement field. This affects the interpretation of character and Hollerith literals that are continued across source records.

The default value setting causes a warning message to be displayed if a character or Hollerith literal that ends before the statement field ends is continued onto the next source record. To suppress this warning message, specify setting nousage for option warn.

Specifying [Q]pad-source can prevent warning messages associated with setting usage for option warn.

IDE Equivalent
Visual Studio: Language > Pad Fixed Form Source Lines
Eclipse: None
Xcode: Language > Pad Fixed Form Source Lines

Alternate Options
None

See Also
warn compiler option
stand
Tells the compiler to issue compile-time messages for nonstandard language elements.

Syntax
Linux OS and OS X:
-stand [keyword]
-nostand

Windows OS:
/stand[:keyword]
/nostand
Arguments

*keyword* Specifies the language to use as the standard. Possible values are:

- **none** Issues no messages for nonstandard language elements.
- **f90** Issues messages for language elements that are not standard in Fortran 90.
- **f95** Issues messages for language elements that are not standard in Fortran 95.
- **f03** Issues messages for language elements that are not standard in Fortran 2003.
- **f08** Issues messages for language elements that are not standard in Fortran 2008.
- **f15** Issues messages for language elements that are not standard in draft Fortran 2015.

Default

**nostand** The compiler issues no messages for nonstandard language elements.

Description

This option tells the compiler to issue compile-time messages for nonstandard language elements.

If you do not specify a keyword for `stand`, it is the same as specifying `stand f08`.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>stand none</code></td>
<td>Tells the compiler to issue no messages for nonstandard language elements. This is the same as specifying <code>nostand</code>.</td>
</tr>
<tr>
<td><code>stand f90</code></td>
<td>Tells the compiler to issue messages for language elements that are not standard in Fortran 90.</td>
</tr>
<tr>
<td><code>stand f95</code></td>
<td>Tells the compiler to issue messages for language elements that are not standard in Fortran 95.</td>
</tr>
<tr>
<td><code>stand f03</code></td>
<td>Tells the compiler to issue messages for language elements that are not standard in Fortran 2003.</td>
</tr>
<tr>
<td><code>stand f08</code></td>
<td>Tells the compiler to issue messages for language elements that are not standard in Fortran 2008. This option is set if you specify <code>warn stderrors</code>.</td>
</tr>
<tr>
<td><code>stand f15</code></td>
<td>Tells the compiler to issue messages for language elements that are not standard in draft Fortran 2015.</td>
</tr>
</tbody>
</table>

IDE Equivalent

Visual Studio: **Diagnostics > Warn For Nonstandard Fortran**

Eclipse: None

Xcode: **Diagnostics > Warn For Nonstandard Fortran**
Alternate Options

stand none
Linux and OS X: -nostand
Windows: /nostand, /4Ns

stand f90
Linux and OS X: -std90
Windows: /4Ys

stand f95
Linux and OS X: -std95
Windows: None

stand f03
Linux and OS X: -std03
Windows: None

stand f08
Linux and OS X: -std08, -stand, -std
Windows: /stand

stand f15
Linux and OS X: -std15
Windows: none

See Also
warn compiler option

standard-semantics
Determines whether the current Fortran Standard behavior of the compiler is fully implemented.

Syntax

Linux OS and OS X:
-std-segmentation

Windows OS:
/standard-segmentation

Arguments
None

Default
OFF

The compiler implements most but not all of the current Fortran Standard behavior.

Description

This option determines whether the current Fortran Standard behavior of the compiler is fully implemented.

If you specify option standard-semantics, it enables all of the options that implement the current Fortran Standard behavior of the compiler, which is Fortran 2003 with some Fortran 2008 features.

Option standard-semantics enables option fpscomp logicals and the following settings for option assume: byterecl, fpe_summary, ieee_fpe_flags (if the fp-model option setting is strict or precise), minus0, noold_ldout_format, noold_maxminloc, noold_unit_star, noold_xor, protect_parens, realloc_lhs, std_intent_in, std_minus0_rounding\(^1\), std_mod_proc_name, and std_value\(^1\).
If you specify option standard-semantics and also explicitly specify a different setting for an affected assume option, the value you specify takes effect. It overrides the settings enabled by option standard-semantics.

**IDE Equivalent**

Visual Studio: Language > Enable F2003 Semantics

Eclipse: None

Xcode: None

**Alternate Options**

None

**See Also**

assume compiler option

stand compiler option

syntax-only

*Tells the compiler to check only for correct syntax.*

**Syntax**

**Linux OS and OS X:**

- `-syntax-only`

**Windows OS:**

`/syntax-only`

**Arguments**

None

**Default**

OFF

Normal compilation is performed.

**Description**

This option tells the compiler to check only for correct syntax. It lets you do a quick syntax check of your source file.

Compilation stops after the source file has been parsed. No code is generated, no object file is produced, and some error checking done by the optimizer is bypassed.

Warnings and messages appear on `stderr`.

**IDE Equivalent**

None

**Alternate Options**

Linux: `-y`, `-fsyntax-only`, `-syntax` *(this is a deprecated option)*

OS X: `-y`, `-fsyntax-only`

Windows: `/Zs`

---

¹ This is the default setting for this assume option.
**wrap-margin**

*Provides a way to disable the right margin wrapping that occurs in Fortran list-directed output.*

**Syntax**

**Linux OS:**
- `--wrap-margin`
- `--no-wrap-margin`

**OS X:**
None

**Windows OS:**
- `/wrap-margin`
- `/wrap-margin-`

**Arguments**

None

**Default**

`wrap-margin` The right margin wraps at column 80 if the record length is greater than 80 characters.

**Description**

This option provides a way to disable the right margin wrapping that occurs in Fortran list-directed output. By default, when the record being written becomes longer than 80 characters, the record is wrapped to a new record at what is called the "right margin".

Specify `--no-wrap-margin` (*Linux* OS) or `/wrap-margin-` (*Windows* OS) to disable this behavior.

**IDE Equivalent**

None

**Alternate Options**

None

**Data Options**

**align**

*Tells the compiler how to align certain data items.*

**Syntax**

**Linux OS and OS X:**
- `--align [keyword[, keyword...]]`
- `--noalign`

**Windows OS:**
- `/align[:keyword[, keyword...]]`
- `/noalign`
Arguments

*keyword*

Specifies the data items to align. Possible values are:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>none</td>
<td>Prevents padding bytes anywhere in common blocks and structures.</td>
</tr>
<tr>
<td>array<em>byte</em></td>
<td>Specifies a starting boundary for arrays.</td>
</tr>
<tr>
<td>[no]commons</td>
<td>Affects alignment of common block entities.</td>
</tr>
<tr>
<td>[no]dcommons</td>
<td>Affects alignment of common block entities.</td>
</tr>
<tr>
<td>[no]qcommons</td>
<td>Affects alignment of common block entities.</td>
</tr>
<tr>
<td>[no]zcommons</td>
<td>Affects alignment of common block entities.</td>
</tr>
<tr>
<td>[no]records</td>
<td>Affects alignment of derived-type components and fields of record structures.</td>
</tr>
<tr>
<td>rec<em>nbyte</em></td>
<td>Specifies a size boundary for derived-type components and fields of record structures.</td>
</tr>
<tr>
<td>[no]sequence</td>
<td>Affects alignment of sequenced derived-type components.</td>
</tr>
<tr>
<td>all</td>
<td>Adds padding bytes whenever possible to data items in common blocks and structures.</td>
</tr>
</tbody>
</table>

Default

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>nocommons</td>
<td>Adds no padding bytes for alignment of common blocks.</td>
</tr>
<tr>
<td>nodcommons</td>
<td>Adds no padding bytes for alignment of common blocks.</td>
</tr>
<tr>
<td>noqcommons</td>
<td>Adds no padding bytes for alignment of common blocks.</td>
</tr>
<tr>
<td>nozcommons</td>
<td>Adds no padding bytes for alignment of common blocks.</td>
</tr>
<tr>
<td>records</td>
<td>Aligns derived-type components and record structure fields on default natural boundaries.</td>
</tr>
<tr>
<td>nosequence</td>
<td>Causes derived-type components declared with the SEQUENCE statement to be packed, regardless of current alignment rules set by the user.</td>
</tr>
</tbody>
</table>

By default, no padding is added to common blocks but padding is added to structures.

Description

This option specifies the alignment to use for certain data items. The compiler adds padding bytes to perform the alignment.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>align none</td>
<td>Tells the compiler not to add padding bytes anywhere in common blocks or structures. This is the same as specifying noalign.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>align</td>
<td>Aligns the start of arrays on an ( n )-byte boundary. ( n ) can be 8, 16, 32, 64, 128, or 256. The default value for ( n ) is 8. This affects the starting alignment for all arrays except for arrays in COMMON. Arrays do not have padding between their elements.</td>
</tr>
<tr>
<td>array( n )byte</td>
<td></td>
</tr>
<tr>
<td>align commons</td>
<td>Aligns all common block entities on natural boundaries up to 4 bytes, by adding padding bytes as needed.</td>
</tr>
<tr>
<td></td>
<td>The align nocommons option adds no padding to common blocks. In this case, unaligned data can occur unless the order of data items specified in the COMMON statement places the largest numeric data item first, followed by the next largest numeric data (and so on), followed by any character data.</td>
</tr>
<tr>
<td>align dcommons</td>
<td>Aligns all common block entities on natural boundaries up to 8 bytes, by adding padding bytes as needed.</td>
</tr>
<tr>
<td></td>
<td>This option is useful for applications that use common blocks, unless your application has no unaligned data or, if the application might have unaligned data, all data items are four bytes or smaller. For applications that use common blocks where all data items are four bytes or smaller, you can specify align commons instead of align dcommons.</td>
</tr>
<tr>
<td></td>
<td>The align nodcommons option adds no padding to common blocks.</td>
</tr>
<tr>
<td>align qcommons</td>
<td>Aligns all common block entities on natural boundaries up to 16 bytes, by adding padding bytes as needed.</td>
</tr>
<tr>
<td></td>
<td>This option is useful for applications that use common blocks, unless your application has no unaligned data or, if the application might have unaligned data, all data items are eight bytes or smaller. For applications that use common blocks where all data items are eight bytes or smaller, you can specify align dcommons instead of align qcommons.</td>
</tr>
<tr>
<td></td>
<td>The align noqcommons option adds no padding to common blocks.</td>
</tr>
<tr>
<td>align zcommons</td>
<td>Aligns all common block entities on natural boundaries up to 32 bytes, by adding padding bytes as needed.</td>
</tr>
<tr>
<td></td>
<td>This option is useful for applications that use common blocks, unless your application has no unaligned data or, if the application might have unaligned data, all data items are 16 bytes or smaller. For applications that use common blocks where all data items are 16 bytes or smaller, you can specify align qcommons instead of align zcommons.</td>
</tr>
<tr>
<td></td>
<td>The align nozcommons option adds no padding to common blocks.</td>
</tr>
<tr>
<td>align norecords</td>
<td>Aligns components of derived types and fields within record structures on arbitrary byte boundaries with no padding.</td>
</tr>
<tr>
<td></td>
<td>The align records option requests that multiple data items in record structures and derived-type structures without the SEQUENCE statement be naturally aligned, by adding padding as needed.</td>
</tr>
<tr>
<td>align rec( n )byte</td>
<td>Aligns components of derived types and fields within record structures on the smaller of the size boundary specified (( n )) or the boundary that will naturally align them. ( n ) can be 1, 2, 4, 8, 16, or 32. The default value for ( n ) is 8. When you specify this option, each structure member after the first is stored on either the size of the</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>member type or (n)-byte boundaries, whichever is smaller. For example, to specify 16 bytes as the packing boundary (or alignment constraint) for all structures and unions in the file prog1.f, use the following command: ifort {-align rec16byte</td>
<td>/align:rec16byte} prog1.f</td>
</tr>
<tr>
<td>This option does not affect whether common blocks are naturally aligned or packed.</td>
<td></td>
</tr>
<tr>
<td>align sequence</td>
<td>Aligns components of a derived type declared with the SEQUENCE statement (sequenced components) according to the alignment rules that are currently in use. The default alignment rules are to align unsequenced components on natural boundaries. The align nosequence option requests that sequenced components be packed regardless of any other alignment rules. Note that align none implies align nosequence. If you specify an option for standards checking, align sequence is ignored.</td>
</tr>
<tr>
<td>align all</td>
<td>Tells the compiler to add padding bytes whenever possible to obtain the natural alignment of data items in common blocks, derived types, and record structures. Specifies align dcommons, align records, align nosequence. This is the same as specifying align with no keyword.</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: **Data > Structure Member Alignment** (/align:recnbyte)  
**Data > Common Element Alignment** (/align:[no]commons, /align:[no]dcommons, /align:[no]qcommons, /align:[no]zcommons)  
**Data > SEQUENCE Types Obey Alignment Rules** (/align:[no]sequence)  
**Data > Default Array Alignment** (/align:arraynbyte)  
Eclipse: None  
Xcode: **Data > Structure Member Alignment** (-align rec<1,2,4,8,16,32>byte)  
**Data > SEQUENCE Types Obey Alignment Rules** (-align [no]sequence)  
**Data > Default Array Alignment** (-align array<8,16,32,64,128,256>byte)  

**Alternate Options**

- **align none**  
  Linux and OS X: -noalign  
  Windows: /noalign  
- **align records**  
  Linux and OS X: -align rec16byte, -Zp16  
  Windows: /align:rec16byte, /Zp16  
- **align norecords**  
  Linux and OS X: -Zp1, -align rec1byte  
  Windows: /Zp1, /align:rec1byte  
- **align recnbyte**  
  Linux and OS X: -Zp{1|2|4|8|16}  
  Windows: /Zp{1|2|4|8|16}
align all

Linux and OS X: -align commons-align dcommons-align records-align nosequence

Windows: /align:nocommons,dcommons,records,nosequence

auto
Causes all local, non-SAVEd variables to be allocated to the run-time stack.

Syntax

Linux OS and OS X:
- auto
- noauto

Windows OS:
/auto
/noauto

Arguments
None

Default
-auto-scalar
or /Qauto-scalar

Scalar variables of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL are allocated to the run-time stack. Note that the default changes to auto if one of the following options are specified:
- recursive
- [q or Q]openmp

Description
This option places local variables (scalars and arrays of all types), except those declared as SAVE, on the run-time stack. It is as if the variables were declared with the AUTOMATIC attribute.

It does not affect variables that have the SAVE attribute or ALLOCATABLE attribute, or variables that appear in an EQUIVALENCE statement or in a common block.

This option may provide a performance gain for your program, but if your program depends on variables having the same value as the last time the routine was invoked, your program may not function properly.

If you want to cause variables to be placed in static memory, specify option [Q]save. If you want only scalar variables of certain intrinsic types to be placed on the run-time stack, specify option auto-scalar.

NOTE
On Windows NT* systems, there is a performance penalty for addressing a stack frame that is too large. This penalty may be incurred with /[Q]auto, because arrays are allocated on the stack along with scalars. However, with /Qauto-scalar, you would have to have more than 32K bytes of local scalar variables before you incurred the performance penalty. /Qauto-scalar enables the compiler to make better choices about which variables should be kept in registers during program execution.

IDE Equivalent
Visual Studio: Data > Local Variable Storage
**Alternate Options**

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
</table>
| `auto`   | Linux and OS X: None  
Windows: `/Qauto, /4Ya` |
| `noauto` | Linux and OS X: `-save`  
Windows: `/Qsave, /4Na` |

**See Also**

- `auto-scalar`, `Qauto-scalar` compiler option
- `save`, `Qsave` compiler option

**auto-scalar, Qauto-scalar**

*Causes scalar variables of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL that do not have the SAVE attribute to be allocated to the run-time stack.*

**Syntax**

**Linux OS and OS X:**

- `-auto-scalar`

**Windows OS:**

- `/Qauto-scalar`

**Arguments**

None

**Default**

- `-auto-scalar` or `/Qauto-scalar`

Scalar variables of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL that do not have the SAVE attribute are allocated to the run-time stack. Note that the default changes to `auto` if one of the following options are specified:

- `recursive`
- `[q or Q]openmp`

**Description**

This option causes allocation of scalar variables of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL to the run-time stack. It is as if they were declared with the AUTOMATIC attribute.

It does not affect variables that have the SAVE attribute (which include initialized locals) or that appear in an EQUIVALENCE statement or in a common block.

This option may provide a performance gain for your program, but if your program depends on variables having the same value as the last time the routine was invoked, your program may not function properly. Variables that need to retain their values across subroutine calls should appear in a SAVE statement.

You cannot specify option `save` or `auto` with this option.
NOTE
On Windows NT* systems, there is a performance penalty for addressing a stack frame that is too large. This penalty may be incurred with /Qauto because arrays are allocated on the stack along with scalars. However, with /Qauto-scalar, you would have to have more than 32K bytes of local scalar variables before you incurred the performance penalty. /Qauto-scalar enables the compiler to make better choices about which variables should be kept in registers during program execution.

IDE Equivalent
Visual Studio: Data > Local Variable Storage (/Qsave, /Qauto, /Qauto_scalar)
Eclipse: None
Xcode: None

Alternate Options
None

See Also
auto compiler option
save, Qsave compiler option

convert
Specifies the format of unformatted files containing numeric data.

Syntax
Linux OS and OS X:
-convert keyword

Windows OS:
/convert:keyword

Arguments

keyword
Specifies the format for the unformatted numeric data. Possible values are:

native
Specifies that unformatted data should not be converted.

big_endian
Specifies that the format will be big endian for integer data and big endian IEEE floating-point for real and complex data.

cray
Specifies that the format will be big endian for integer data and CRAY* floating-point for real and complex data.

fdx
(Linux* OS, OS X*)
Specifies that the format will be little endian for integer data, and VAX processor floating-point format F_floating, D_floating, and X_floating for real and complex data.
fgx (Linux OS, OS X) Specifies that the format will be little endian for integer data, and VAX processor floating-point format F_floating, G_floating, and X_floating for real and complex data.

ibm Specifies that the format will be big endian for integer data and IBM* System\370 floating-point format for real and complex data.

little_endian Specifies that the format will be little endian for integer data and little endian IEEE floating-point for real and complex data.

vaxd Specifies that the format will be little endian for integer data, and VAX* processor floating-point format F_floating, D_floating, and H_floating for real and complex data.

vaxg Specifies that the format will be little endian for integer data, and VAX processor floating-point format F_floating, G_floating, and H_floating for real and complex data.

Default

convert native No conversion is performed on unformatted files containing numeric data.

Description

This option specifies the format of unformatted files containing numeric data.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>convert native</td>
<td>Specifies that unformatted data should not be converted.</td>
</tr>
<tr>
<td>convert big_endian</td>
<td>Specifies that the format will be big endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8, and big endian IEEE floating-point for REAL<em>4, REAL</em>8, REAL<em>16, COMPLEX</em>8, COMPLEX<em>16, or COMPLEX</em>32.</td>
</tr>
<tr>
<td>convert cray</td>
<td>Specifies that the format will be big endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8, and CRAY* floating-point for REAL<em>8 or COMPLEX</em>16.</td>
</tr>
<tr>
<td>convert fdx</td>
<td>Specifies that the format will be little endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8, and VAX processor floating-point format F_floating for REAL<em>4 or COMPLEX</em>8, D_floating for REAL<em>8 or COMPLEX</em>16, and X_floating for REAL<em>16 or COMPLEX</em>32.</td>
</tr>
<tr>
<td>convert fgx</td>
<td>Specifies that the format will be little endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8, and VAX processor floating-point format F_floating for REAL<em>4 or COMPLEX</em>8, G_floating for REAL<em>8 or COMPLEX</em>16, and X_floating for REAL<em>16 or COMPLEX</em>32.</td>
</tr>
<tr>
<td>convert ibm</td>
<td>Specifies that the format will be big endian for INTEGER<em>1, INTEGER</em>2, or INTEGER<em>4, and IBM</em> System\370 floating-point format for REAL<em>4 or COMPLEX</em>8 (IBM short 4) and REAL<em>8 or COMPLEX</em>16 (IBM long 8).</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>convert little_endian</td>
<td>Specifies that the format will be little endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8 and little endian IEEE floating-point for REAL<em>4, REAL</em>8, REAL<em>16, COMPLEX</em>8, COMPLEX<em>16, or COMPLEX</em>32.</td>
</tr>
<tr>
<td>convert vaxd</td>
<td>Specifies that the format will be little endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8, and VAX processor floating-point format F_floating for REAL<em>4 or COMPLEX</em>8, D_floating for REAL<em>8 or COMPLEX</em>16, and H_floating for REAL<em>16 or COMPLEX</em>32.</td>
</tr>
<tr>
<td>convert vaxg</td>
<td>Specifies that the format will be little endian for INTEGER<em>1, INTEGER</em>2, INTEGER<em>4, or INTEGER</em>8, and VAX processor floating-point format F_floating for REAL<em>4 or COMPLEX</em>8, G_floating for REAL<em>8 or COMPLEX</em>16, and H_floating for REAL<em>16 or COMPLEX</em>32.</td>
</tr>
</tbody>
</table>

Non-native data conversion works on scalars and arrays of intrinsic types: INTEGER*1, INTEGER*2, INTEGER*4, INTEGER*8, including LOGICAL*1, LOGICAL*2, LOGICAL*4, LOGICAL*8, and REAL*4, REAL*8, REAL*16, including COMPLEX*8, COMPLEX*16, and COMPLEX*32. Conversion does not work inside defined type records on their individual fields. For example:

```fortran
type REC
  integer(8) :: K
  real(8)    :: X
end type REC

type (REC) :: R

write (17) R%K, R%X ! conversion will work on these objects
write (17) R     ! conversion will not work on the fields of this object
```

**IDE Equivalent**

Visual Studio: *Compatibility > Unformatted File Conversion*

Eclipse: None

Xcode: *Compatibility > Unformatted File Conversion*

**Alternate Options**

None

**double-size**

Specifies the default KIND for DOUBLE PRECISION and DOUBLE COMPLEX declarations, constants, functions, and intrinsics.

**Syntax**

**Linux OS and OS X:**

- `double-size` size

**Windows OS:**

`/double-size:size`
Arguments

\textit{size} Specifies the default KIND for DOUBLE PRECISION and DOUBLE COMPLEX declarations, constants, functions, and intrinsics. Possible values are: 64 (KIND=8) or 128 (KIND=16).

Default

64 DOUBLE PRECISION variables are defined as REAL*8 and DOUBLE COMPLEX variables are defined as COMPLEX*16.

Description

This option defines the default KIND for DOUBLE PRECISION and DOUBLE COMPLEX declarations, constants, functions, and intrinsics.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>double-size 64</td>
<td>Defines DOUBLE PRECISION declarations, constants, functions, and intrinsics as REAL(KIND=8) (REAL<em>8) and defines DOUBLE COMPLEX declarations, functions, and intrinsics as COMPLEX(KIND=8) (COMPLEX</em>16).</td>
</tr>
<tr>
<td>double-size 128</td>
<td>Defines DOUBLE PRECISION declarations, constants, functions, and intrinsics as REAL(KIND=16) (REAL<em>16) and defines DOUBLE COMPLEX declarations, functions, and intrinsics as COMPLEX(KIND=16) (COMPLEX</em>32).</td>
</tr>
</tbody>
</table>

The \textit{real-size} option overrides the \textit{double-size} option; for example, on Linux* systems, "-double-size 64 -real-size 128" acts like "-double-size 128 -real-size 128".

IDE Equivalent

Visual Studio: \textbf{Data > Default Double Precision KIND}

Eclipse: None

Xcode: \textbf{Data > Default Double Precision KIND}

Alternate Options

None

dyncom, Qdyncom

Enables dynamic allocation of common blocks at runtime.

Syntax

\textbf{Linux OS and OS X:}

\texttt{-dyncom "common1,common2,..."}

\textbf{Windows OS:}

\texttt{/Qdyncom "common1,common2,..."}

Arguments

\textit{common1,common2,...} Are the names of the common blocks to be dynamically allocated. The list of names must be within quotes.
Default
OFF
Common blocks are not dynamically allocated at run time.

Description
This option enables dynamic allocation of the specified common blocks at run time. For example, to enable
dynamic allocation of common blocks a, b, and c at run time, use this syntax:
The following are some limitations that you should be aware of when using this option:
• An entity in a dynamic common cannot be initialized in a DATA statement.
• Only named common blocks can be designated as dynamic COMMON.
• An entity in a dynamic common block must not be used in an EQUIVALENCE expression with an entity in a
  static common block or a DATA-initialized variable.

IDE Equivalent
Visual Studio: Data > Dynamic Common Blocks
Eclipse: None
Xcode: Data > Dynamic Common Blocks

Alternate Options
None

See Also
Allocating Common Blocks
FOR__SET_FTN_ALLOC

falign-functions, Qfnalign
Tell the compiler to align functions on an optimal
byte boundary.

Syntax
Linux OS and OS X:
-falign-functions=[n]
-fno-align-functions

Windows OS:
/Qfnalign[:n]
/Qfnalign-

Arguments
n
Is the byte boundary for function alignment. Possible values are 2 or 16.

Default
-fno-align-functions or /Qfnalign-
The compiler aligns functions on 2-byte boundaries. This is the same as
specifying -falign-functions=2 (Linux* OS and OS X*) or /Qfnalign:2
(Windows* OS).
**Description**

This option tells the compiler to align functions on an optimal byte boundary. If you do not specify *n*, the compiler aligns the start of functions on 16-byte boundaries.

**IDE Equivalent**

None

**Alternate Options**

None

**falign-stack**

*Tells the compiler the stack alignment to use on entry to routines.*

**Architecture Restrictions**

Only available on IA-32 architecture

**Syntax**

**Linux OS:**

- `falign-stack=mode`

**OS X:**

None

**Windows OS:**

None

**Arguments**

*mode*

Is the method to use for stack alignment. Possible values are:

- `assume-4-byte`
  
  Tells the compiler to assume the stack is aligned on 4-byte boundaries. The compiler can dynamically adjust the stack to 16-byte alignment if needed.

- `maintain-16-byte`
  
  Tells the compiler to not assume any specific stack alignment, but attempt to maintain alignment in case the stack is already aligned. The compiler can dynamically align the stack if needed. This setting is compatible with gcc.

- `assume-16-byte`
  
  Tells the compiler to assume the stack is aligned on 16-byte boundaries and to continue to maintain 16-byte alignment. This setting is compatible with gcc.

**Default**

- `falign-stack=assume-16-byte`

  The compiler assumes the stack is aligned on 16-byte boundaries and continues to maintain 16-byte alignment.

**Description**

This option tells the compiler the stack alignment to use on entry to routines.
IDE Equivalent
None

Alternate Options
None

**fcommon**
*Determines whether the compiler treats common symbols as global definitions.*

**Syntax**

**Linux OS and OS X:**
- `-fcommon`
- `-fno-common`

**Windows OS:**
None

**Arguments**
None

**Default**
- `-fcommon`
  The compiler does not treat common symbols as global definitions.

**Description**
This option determines whether the compiler treats common symbols as global definitions and to allocate memory for each symbol at compile time.

Option `-fno-common` tells the compiler to treat common symbols as global definitions. When using this option, you can only have a common variable declared in one module; otherwise, a link time error will occur for multiple defined symbols.

IDE Equivalent
None

Alternate Options
None

**fkeep-static-consts, Qkeep-static-consts**
*Tells the compiler to preserve allocation of variables that are not referenced in the source.*

**Syntax**

**Linux OS and OS X:**
- `-fkeep-static-consts`
- `-fno-keep-static-consts`

**Windows OS:**
/`Qkeep-static-consts`
/Qkeep-static-consts-

**Arguments**
None

**Default**
-no-keep-static-consts

If a variable is never referenced in a routine, the variable is discarded unless optimizations are disabled by option -O0 (Linux* OS and OS X*) or /Od (Windows* OS).

**Description**
This option tells the compiler to preserve allocation of variables that are not referenced in the source.
The negated form can be useful when optimizations are enabled to reduce the memory usage of static data.

**IDE Equivalent**
None

**Alternate Options**
None

**fmath-errno**
* Tells the compiler that errno can be reliably tested after calls to standard math library functions.*

**Syntax**

**Linux OS and OS X:**

-fmath-errno

-fno-math-errno

**Windows OS:**

None

**Arguments**
None

**Default**

-fno-math-errno

The compiler assumes that the program does not test errno after calls to standard math library functions.

**Description**
This option tells the compiler to assume that the program tests errno after calls to math library functions. This restricts optimization because it causes the compiler to treat most math functions as having side effects.

Option -fno-math-errno tells the compiler to assume that the program does not test errno after calls to math library functions. This frequently allows the compiler to generate faster code. Floating-point code that relies on IEEE exceptions instead of errno to detect errors can safely use this option to improve performance.

**IDE Equivalent**
None
Alternate Options
None

**fminshared**
Specifies that a compilation unit is a component of a main program and should not be linked as part of a shareable object.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

**Linux OS and OS X:**
-fminshared

**Windows OS:**
None

Arguments
None

Default
OFF Source files are compiled together to form a single object file.

Description
This option specifies that a compilation unit is a component of a main program and should not be linked as part of a shareable object.

This option allows the compiler to optimize references to defined symbols without special visibility settings. To ensure that external and common symbol references are optimized, you need to specify visibility hidden or protected by using the `-fvisibility`, `-fvisibility-hidden`, or `-fvisibility-protected` option.

Also, the compiler does not need to generate position-independent code for the main program. It can use absolute addressing, which may reduce the size of the global offset table (GOT) and may reduce memory traffic.

IDE Equivalent
None

Alternate Options
None

See Also
fvisibility compiler option

**fpconstant**
Tells the compiler that single-precision constants assigned to double-precision variables should be evaluated in double precision.
**Syntax**

Linux OS and OS X:
- `-fpconstant`
- `-nofpconstant`

Windows OS:
- `/fpconstant`
- `/nofpconstant`

**Arguments**

None

**Default**

`nofpconstant`

Single-precision constants assigned to double-precision variables are evaluated in single precision according to Fortran 2003 Standard rules.

**Description**

This option tells the compiler that single-precision constants assigned to double-precision variables should be evaluated in double precision.

This is extended precision. It does not comply with the Fortran 2003 standard, which requires that single-precision constants assigned to double-precision variables be evaluated in single precision.

It allows compatibility with FORTRAN 77, where such extended precision was allowed. If this option is not used, certain programs originally created for FORTRAN 77 compilers may show different floating-point results because they rely on the extended precision for single-precision constants assigned to double-precision variables.

**IDE Equivalent**

Visual Studio: **Floating-Point > Extend Precision of Single-Precision Constants**

Eclipse: None

Xcode: **Floating-Point > Extend Precision of Single-Precision Constants**

**Alternate Options**

None

**Example**

In the following example, if you specify `fpconstant`, identical values are assigned to D1 and D2. If you omit `fpconstant`, the compiler will obey the Fortran 2003 Standard and assign a less precise value to D1:

```fortran
REAL (KIND=8) D1, D2
DATA D1 /2.71828182846182/ ! REAL (KIND=4) value expanded to double
DATA D2 /2.71828182846182D0/ ! Double value assigned to double
```

**fpic**

Determines whether the compiler generates position-independent code.
Syntax

Linux OS and OS X:
- *-fpic
- *-fno-pic

Windows OS:
None

Arguments
None

Default
- *-fno-pic

The compiler does not generate position-independent code.

Description

This option determines whether the compiler generates position-independent code.

Option `-fpic` specifies full symbol preemption. Global symbol definitions as well as global symbol references get default (that is, preemptable) visibility unless explicitly specified otherwise.

Option `-fpic` must be used when building shared objects.

This option can also be specified as `-fPIC`.

IDE Equivalent
None

Alternate Options
None

**fpie**

_Tells the compiler to generate position-independent code. The generated code can only be linked into executables._

Syntax

Linux OS:
- `-fpie`

OS X:
None

Windows OS:
None

Arguments
None
The compiler does not generate position-independent code for an executable-only object.

Description
This option tells the compiler to generate position-independent code. It is similar to `-fpic`, but code generated by `-fpie` can only be linked into an executable.

Because the object is linked into an executable, this option causes better optimization of some symbol references.

To ensure that run-time libraries are set up properly for the executable, you should also specify option `-pie` to the compiler driver on the link command line.

Option `-fpie` can also be specified as `-fPIE`.

IDE Equivalent
None

Alternate Options
None

See Also
`fpic` compiler option
`pie` compiler option

`fstack-protector`
Enables or disables stack overflow security checks for certain (or all) routines.

Syntax
Linux OS and OS X:
`-fstack-protector[-keyword]`
`-fno-stack-protector[-keyword]`

Windows OS:
None

Arguments
`keyword`
Possible values are:

- `strong`
  When option `-fstack-protector-strong` is specified, it enables stack overflow security checks for routines with any type of buffer.

- `all`
  When option `-fstack-protector-all` is specified, it enables stack overflow security checks for every routine.

If no `-keyword` is specified, option `-fstack-protector` enables stack overflow security checks for routines with a string buffer.
Default

-fno-stack-protector, -fno-stack-protector-strong
-fno-stack-protector-all

No stack overflow security checks are enabled for the relevant routines.
No stack overflow security checks are enabled for any routines.

Description

This option enables or disables stack overflow security checks for certain (or all) routines. A stack overflow occurs when a program stores more data in a variable on the execution stack than is allocated to the variable. Writing past the end of a string buffer or using an index for an array that is larger than the array bound could cause a stack overflow and security violations.

The -fstack-protector options are provided for compatibility with gcc. They use the gcc/glibc implementation when possible. If the gcc/glibc implementation is not available, they use the Intel implementation.

For an Intel-specific version of this feature, see option -fstack-security-check.

IDE Equivalent

None

Alternate Options

None

See Also

fstack-security-check compiler option
GS compiler option

fstack-security-check
Determines whether the compiler generates code that detects some buffer overruns.

Syntax

Linux OS and OS X:
-fstack-security-check
-fno-stack-security-check

Windows OS:

None

Arguments

None

Default

-fno-stack-security-check The compiler does not detect buffer overruns.

Description

This option determines whether the compiler generates code that detects some buffer overruns that overwrite the return address. This is a common technique for exploiting code that does not enforce buffer size restrictions.

This option always uses an Intel implementation.
For a gcc-compliant version of this feature, see option \texttt{fstack-protector}.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

\texttt{fstack-protector} compiler option

\texttt{GS} compiler option

\texttt{fvisibility}

\textit{Specifies the default visibility for global symbols or the visibility for symbols in a file.}

**Syntax**

\textbf{Linux OS and OS X:}

- \texttt{-fvisibility=keyword}
- \texttt{-fvisibility-\textit{keyword}=filename}

\textbf{Windows OS:}

None

**Arguments**

\textit{keyword} \hspace{1cm} Specifies the visibility setting. Possible values are:

- \texttt{default} \hspace{1cm} Sets visibility to default.
- \texttt{extern} \hspace{1cm} Sets visibility to extern.
- \texttt{hidden} \hspace{1cm} Sets visibility to hidden.
- \texttt{internal} \hspace{1cm} Sets visibility to internal.
- \texttt{protected} \hspace{1cm} Sets visibility to protected. This value is not available on OS X* systems.

\textit{filename} \hspace{1cm} Is the pathname of a file containing the list of symbols whose visibility you want to set. The symbols must be separated by whitespace (spaces, tabs, or newlines).

**Default**

\texttt{-fvisibility=default} \hspace{1cm} The compiler sets visibility of symbols to default.

**Description**

This option specifies the default visibility for global symbols (syntax \texttt{-fvisibility=\textit{keyword}}) or the visibility for symbols in a file (syntax \texttt{-fvisibility-\textit{keyword}=filename}).

Visibility specified by \texttt{-fvisibility-\textit{keyword}=filename} overrides visibility specified by \texttt{-fvisibility=\textit{keyword}} for symbols specified in a file.
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-fvisibility=default</td>
<td>Sets visibility of symbols to default. This means other components can reference the symbol, and the symbol definition can be overridden (preempted) by a definition of the same name in another component.</td>
</tr>
<tr>
<td>-fvisibility-default=filename</td>
<td></td>
</tr>
<tr>
<td>-fvisibility=extern</td>
<td>Sets visibility of symbols to extern. This means the symbol is treated as though it is defined in another component. It also means that the symbol can be overridden by a definition of the same name in another component.</td>
</tr>
<tr>
<td>-fvisibility-extern=filename</td>
<td></td>
</tr>
<tr>
<td>-fvisibility=hidden</td>
<td>Sets visibility of symbols to hidden. This means that other components cannot directly reference the symbol. However, its address may be passed to other components indirectly.</td>
</tr>
<tr>
<td>-fvisibility-hidden=filename</td>
<td></td>
</tr>
<tr>
<td>-fvisibility=internal</td>
<td>Sets visibility of symbols to internal. This means that the symbol cannot be referenced outside its defining component, either directly or indirectly. The affected functions can never be called from another module, including through function pointers.</td>
</tr>
<tr>
<td>-fvisibility-internal=filename</td>
<td></td>
</tr>
<tr>
<td>-fvisibility=protected</td>
<td>Sets visibility of symbols to protected. This means other components can reference the symbol, but it cannot be overridden by a definition of the same name in another component. This value is not available on OS X* systems.</td>
</tr>
<tr>
<td>-fvisibility-protected=filename</td>
<td></td>
</tr>
</tbody>
</table>

If an -fvisibility option is specified more than once on the command line, the last specification takes precedence over any others.

If a symbol appears in more than one visibility filename, the setting with the least visibility takes precedence.

The following shows the precedence of the visibility settings (from greatest to least visibility):

- extern
- default
- protected
- hidden
- internal

Note that extern visibility only applies to functions. If a variable symbol is specified as extern, it is assumed to be default.

**IDE Equivalent**
None

**Alternate Options**
None

**Example**
A file named prot.txt contains symbols a, b, c, d, and e. Consider the following:

- -fvisibility-protected=prot.txt
This option sets protected visibility for all the symbols in the file. It has the same effect as specifying \texttt{fvisibility=protected} in the declaration for each of the symbols.

\textbf{fzero-initialized-in-bss, Qzero-initialized-in-bss}

\textit{Determines whether the compiler places in the DATA section any variables explicitly initialized with zeros.}

\textbf{Syntax}

\textbf{Linux OS and OS X:}

- \texttt{-fzero-initialized-in-bss}
- \texttt{-fno-zero-initialized-in-bss}

\textbf{Windows OS:}

- \texttt{/Qzero-initialized-in-bss}
- \texttt{/Qzero-initialized-in-bss-}

\textbf{Arguments}

None

\textbf{Default}

- \texttt{-fno-zero-initialized-in-bss} or \texttt{/Qzero-initialized-in-bss-}

\textbf{Variables explicitly initialized with zeros are placed in the BSS section. This can save space in the resulting code.}

\textbf{Description}

This option determines whether the compiler places in the DATA section any variables explicitly initialized with zeros.

If option \texttt{-fno-zero-initialized-in-bss (Linux* OS and OS X*)} or \texttt{/Qzero-initialized-in-bss- (Windows* OS)} is specified, the compiler places in the DATA section any variables that are initialized to zero.

\textbf{IDE Equivalent}

Visual Studio: None

Eclipse: None

Xcode: \textbf{Data > Place Zero-Initialized Variables in .bss}

\textbf{Alternate Options}

None

\textbf{Gs}

\textit{Lets you control the threshold at which the stack checking routine is called or not called.}

\textbf{Syntax}

\textbf{Linux OS and OS X:}

None

\textbf{Windows OS:}

- \texttt{/Gs[n]}

\texttt{n}
Arguments

\( n \)  
Is the number of bytes that local variables and compiler temporaries can occupy before stack checking is activated. This is called the *threshold*.

Default

\( /Gs \)  
Stack checking occurs for routines that require more than 4KB (4096 bytes) of stack space. This is also the default if you do not specify \( n \).

Description

This option lets you control the threshold at which the stack checking routine is called or not called. If a routine's local stack allocation exceeds the threshold \( (n) \), the compiler inserts a \( \_\_\text{chkstk}() \) call into the prologue of the routine.

IDE Equivalent

None

Alternate Options

None

GS

Determines whether the compiler generates code that detects some buffer overruns.

Syntax

Linux OS and OS X:

None

Windows OS:

\( /GS \)

\( /GS- \)

Arguments

None

Default

\( /GS- \)  
The compiler does not detect buffer overruns.

Description

This option determines whether the compiler generates code that detects some buffer overruns that overwrite a function's return address, exception handler address, or certain types of parameters.

This option has been added for Microsoft compatibility. It uses the Microsoft implementation.

For more details about option \( /GS \), see the Microsoft documentation.

IDE Equivalent

None

Alternate Options

None
See Also
fstack-security-check compiler option
fstack-protector compiler option

homeparams
Tell the compiler to store parameters passed in
registers to the stack.

Architecture Restrictions
Only available on Intel® 64 architecture

Syntax
Linux OS and OS X:
None

Windows OS:
/homeparams

Arguments
None

Default
OFF
Register parameters are not written to the stack.

Description
This option tells the compiler to store parameters passed in registers to the stack.

IDE Equivalent
None

Alternate Options
None

init, Qinit
Lets you initialize a class of variables to zero or to
signaling NaN.

Architecture Restrictions
[]init keyword snan: Not available on Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor
x100 product family (formerly code name Knights Corner)

Syntax
Linux OS and OS X:
-init=keyword

Windows OS:
/Qinit:keyword
Arguments

keyword Specifies the initial value for a class of variables. Possible values are:

[no]arrays Determines whether the compiler initializes variables that are arrays or scalars. Specifying arrays initializes variables that are arrays or scalars. Specifying noarrays initializes only variables that are scalars. You must also specify either [Q]init snan or [Q]init zero when you specify [Q]init [no]arrays.

[no]snan Determines whether the compiler initializes to signaling NaN all uninitialized variables of intrinsic type REAL or COMPLEX that are saved, local, automatic, or allocated variables.

[no]zero Determines whether the compiler initializes to zero all uninitialized variables of intrinsic type REAL, COMPLEX, INTEGER, or LOGICAL that are saved, local, automatic, or allocated variables.

Option /Qinit:[no]zero replaces option /Qzero[-] (Windows*), and option -init=[no]zero replaces option -[no]zero (Linux* and OS X*).

Default OFF No initializations are performed by default if you do not specify any of these options.

Description

This option lets you initialize a class of variables to zero or to signaling NaN.

If you only specify option -init=zero or -init=snan (Linux* OS and OS X*) or /Qinit:zero or /Qinit:snan (Windows* OS), it affects only scalar variables. To apply the initialization to arrays as well, you must also specify option -init=arrays (Linux* OS and OS X*) or Qinit:arrays (Windows* OS).

If you specify both [Q]init snan and [Q]init zero, then certain variables of REAL and COMPLEX type are initialized to signaling NaN and certain variables of INTEGER and LOGICAL type are initialized to zero.

The following classes of variables are affected by the [Q]init option:

- Variables of intrinsic numeric type, that is, of type COMPLEX, INTEGER, LOGICAL, or REAL, of any KIND
- SAVED scalar or array variables, not in the main program, that are not initialized in the source code
- Local scalars and arrays
- Module variables that are not initialized in the source code
- Automatic arrays
- Variables with the POINTER or ALLOCATABLE attribute
- In a user-defined type, components that have the POINTER or ALLOCATABLE attribute may be initialized with option [Q]init

The following are general restrictions for this option:

- [Q]init snan only affects certain variables of REAL or COMPLEX type.
- You cannot initialize variables in equivalence groups to signaling NaN values.
In an equivalence group, if no member of that equivalence group has an explicit initialization or a default initialization (in the case of a derived type), a variable in that equivalence group can be initialized to zero.

- Derived types, arrays of derived types, and their components will not be initialized.
- Dummy arguments including adjustable arrays will not be initialized.
- Variables in COMMON will not be initialized.

If you specify [Q]init snan, the floating-point exception handling flags will be set to trap signaling NaN and halt so that when such a value is trapped at run-time, the Fortran library can catch the usage, display an error message about a possible uninitialized variable, display a traceback, and stop execution. You can use the debugger to determine where in your code this uninitialized variable is being referenced when execution stops.

Setting the option [Q]init snan implicitly sets the option fpe 0. A compile time warning will occur if you specify both option fpe 3 and option [Q]init snan on the command line. In this case, fpe 3 is ignored.

NOTE
If you build with optimization, the compiler may speculate floating-point operations, assuming the default floating-point environment in which floating-point exceptions are masked. When you add [Q]init snan, this speculation may result in exceptions, unrelated to uninitialized variables, that now get trapped. To avoid this, reduce the optimization level to /O1 or /Od (Windows*), or -O1 or -O0 (Linux* and OS X*) when doing uninitialized variable detection.

If you wish to maintain optimization, you should add option [Q]fp-speculation safe to disable speculation when there is a possibility that the speculation may result in a floating-point exception.

On Intel® 64 architecture targeting the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner), you cannot specify [Q]init [no]snan, since trapping signaling snan is not available.

Use option [Q]save if you wish all variables to be specifically marked as SAVE.

IDE Equivalent

Visual Studio: Data > Initialize Variables to Signaling NaN
Data > Initialize Variables to Zero
Data > Initialize Arrays as well as Scalars
Eclipse: None
Xcode: Data > Initialize Variables to Signaling NaN
Data > Initialize Variables to Zero
Data > Initialize Arrays as well as Scalars

Alternate Options
None

Example

The following example shows how to initialize scalars of intrinsic type REAL and COMPLEX to signaling NaN, and scalars of intrinsic type INTEGER and LOGICAL to zero:

- init=snan,zero               ! Linux and OS X systems
/Qinit:snan,zero              ! Windows systems

The following example shows how to initialize scalars and arrays of intrinsic type REAL and COMPLEX to signaling NaN, and scalars and arrays of intrinsic type INTEGER and LOGICAL to zero:

- init=zero -init=snan -init=arrays       ! Linux and OS X systems
/Qinit:zero /Qinit:snan /Qinit:arrays       ! Windows systems
To see an example of how to use option \texttt{Q\_init} for detection of uninitialized floating-point variables at runtime, see the article titled \textit{Detection of Uninitialized Floating-point Variables in Intel\textsuperscript{\textregistered} Fortran}, which is located in https://software.intel.com/articles/detection-of-uninitialized-floating-point-variables-in-intel-fortran

\textbf{See Also}

\texttbf{O} compiler option
\texttt{fp-speculation, Qfp-speculation} compiler option
\texttt{Explicit-Shape Specifications} for details on automatic arrays and adjustable arrays

\texttt{intconstant}

\textit{Tells the compiler to use FORTRAN 77 semantics to determine the kind parameter for integer constants.}

\textbf{Syntax}

\texttt{Linux OS and OS X:}

\texttt{-intconstant}

\texttt{-nointconstant}

\texttt{Windows OS:}

\texttt{/intconstant}

\texttt{/nointconstant}

\textbf{Arguments}

None

\textbf{Default}

\texttt{nointconstant} \hspace{1cm} The compiler uses the Fortran 2003 default INTEGER type.

\textbf{Description}

This option tells the compiler to use FORTRAN 77 semantics to determine the kind parameter for integer constants.

With FORTRAN 77 semantics, the kind is determined by the value of the constant. All constants are kept internally by the compiler in the highest precision possible. For example, if you specify option \texttt{intconstant}, the compiler stores an integer constant of 14 internally as INTEGER(KIND=8) and converts the constant upon reference to the corresponding proper size. Fortran 2003 specifies that integer constants with no explicit KIND are kept internally in the default INTEGER kind (KIND=4 by default).

Note that the internal precision for floating-point constants is controlled by option \texttt{fpconstant}.

\textbf{IDE Equivalent}

\texttt{Visual Studio: Compatibility > Use F77 Integer Constants}

\texttt{Eclipse: None}

\texttt{Xcode: Compatibility > Use F77 Integer Constants}

\textbf{Alternate Options}

None

\texttt{integer-size}

\textit{ Specifies the default KIND for integer and logical variables.}

Syntax

Linux OS and OS X:
-integer-size size

Windows OS:
/integer-size:size

Arguments

size

Is the size for integer and logical variables. Possible values are: 16, 32, or 64.

Default

integer-size 32

Integer and logical variables are 4 bytes long (INTEGER(KIND=4) and LOGICAL(KIND=4)).

Description

This option specifies the default size (in bits) for integer and logical variables.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>integer-size 16</td>
<td>Makes default integer and logical declarations, constants, functions, and intrinsics 2 bytes long. INTEGER and LOGICAL declarations are treated as (KIND=2). Integer and logical constants of unspecified KIND are evaluated in INTEGER (KIND=2) and LOGICAL(KIND=2)respectively.</td>
</tr>
<tr>
<td>integer-size 32</td>
<td>Makes default integer and logical declarations, constants, functions, and intrinsics 4 bytes long. INTEGER and LOGICAL declarations are treated as (KIND=4). Integer and logical constants of unspecified KIND are evaluated in INTEGER (KIND=4) and LOGICAL(KIND=4)respectively.</td>
</tr>
<tr>
<td>integer-size 64</td>
<td>Makes default integer and logical declarations, constants, functions, and intrinsics 8 bytes long. INTEGER and LOGICAL declarations are treated as (KIND=8). Integer and logical constants of unspecified KIND are evaluated in INTEGER (KIND=8) and LOGICAL(KIND=8)respectively.</td>
</tr>
</tbody>
</table>

IDE Equivalent

Visual Studio: Data > Default Integer KIND

Eclipse: None

Xcode: Data > Default Integer KIND

Alternate Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Linux and OS X:</th>
<th>Windows:</th>
</tr>
</thead>
<tbody>
<tr>
<td>integer-size 16</td>
<td>-i2</td>
<td>/4i2</td>
</tr>
<tr>
<td>integer-size 32</td>
<td>-i4</td>
<td>/4i4</td>
</tr>
<tr>
<td>integer-size 64</td>
<td>-i8</td>
<td>/4i8</td>
</tr>
</tbody>
</table>
**mcmodel**
*Tells the compiler to use a specific memory model to generate code and store data.*

**Architecture Restrictions**
Only available on Intel® 64 architecture

**Syntax**

Linux OS:

- `mcmodel=mem_model`

OS X:
None

Windows OS:
None

**Arguments**

`mem_model` Is the memory model to use. Possible values are:

- **small**
  Tells the compiler to restrict code and data to the first 2GB of address space. All accesses of code and data can be done with Instruction Pointer (IP)-relative addressing.

- **medium**
  Tells the compiler to restrict code to the first 2GB; it places no memory restriction on data. Accesses of code can be done with IP-relative addressing, but accesses of data must be done with absolute addressing.

- **large**
  Places no memory restriction on code or data. All accesses of code and data must be done with absolute addressing.

**Default**

`-mcmodel=small` On systems using Intel® 64 architecture, the compiler restricts code and data to the first 2GB of address space. Instruction Pointer (IP)-relative addressing can be used to access code and data.

**Description**

This option tells the compiler to use a specific memory model to generate code and store data. It can affect code size and performance. If your program has COMMON blocks and local data with a total size smaller than 2GB, `-mcmodel=small` is sufficient. COMMONs larger than 2GB require `-mcmodel=medium` or `-mcmodel=large`. Allocation of memory larger than 2GB can be done with any setting of `-mcmodel`.

IP-relative addressing requires only 32 bits, whereas absolute addressing requires 64-bits. IP-relative addressing is somewhat faster. So, the small memory model has the least impact on performance.
NOTE
When you specify option -mcmodel=medium or -mcmodel=large, it sets option -shared-intel. This ensures that the correct dynamic versions of the Intel run-time libraries are used.
If you specify option -static-intel while -mcmodel=medium or -mcmodel=large is set, an error will be displayed.

IDE Equivalent
None

Alternate Options
None

Example
The following example shows how to compile using -mcmodel:
ifort -shared-intel -mcmodel=medium -o prog prog.f

See Also
shared-intel compiler option
fPIC compiler option
mdynamic-no-pic
Generates code that is not position-independent but has position-independent external references.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS:
None
OS X:
-mdynamic-no-pic
Windows OS:
None

Arguments
None

Default
OFF All references are generated as position independent.

Description
This option generates code that is not position-independent but has position-independent external references.
The generated code is suitable for building executables, but it is not suitable for building shared libraries.
This option may reduce code size and produce more efficient code. It overrides the -fPIC compiler option.
IDE Equivalent
None

Alternate Options
None

See Also
fpic compiler option

no-bss-init, Qnobss-init
*Tells the compiler to place in the DATA section any uninitialized variables and explicitly zero-initialized variables.*

Syntax

Linux OS and OS X:
-no-bss-init

Windows OS:
/Qnobss-init

Arguments
None

Default
OFF

Uninitialized variables and explicitly zero-initialized variables are placed in the BSS section.

Description
This option tells the compiler to place in the DATA section any uninitialized variables and explicitly zero-initialized variables.

IDE Equivalent
None

Alternate Options
None

Qsfalign
*Specifies stack alignment for functions.*

Architecture Restrictions
Only available on IA-32 architecture

Syntax

Linux OS and OS X:
None

Windows OS:
/Qsfalign[n]
Arguments

\textit{n} \hspace{1cm} \text{Is the byte size of aligned variables. Possible values are:}

\begin{itemize}
\item \textbf{8} \hspace{1cm} Specifies that alignment should occur for functions with 8-byte aligned variables. At this setting the compiler aligns the stack to 16 bytes if there is any 16-byte or 8-byte data on the stack. For 8-byte data, the compiler only aligns the stack if the alignment will produce a performance advantage.
\item \textbf{16} \hspace{1cm} Specifies that alignment should occur for functions with 16-byte aligned variables. At this setting, the compiler only aligns the stack for 16-byte data. No attempt is made to align for 8-byte data.
\end{itemize}

Default

/\textit{Qsfalign8} \hspace{1cm} \text{Alignment occurs for functions with 8-byte aligned variables.}

Description

This option specifies stack alignment for functions. It lets you disable the normal optimization that aligns a stack for 8-byte data.

If you do not specify \textit{n}, stack alignment occurs for all functions. If you specify /\textit{Qsfalign8}, no stack alignment occurs for any function.

IDE Equivalent

None

Alternate Options

None

\textit{real-size} \hspace{1cm} \textit{Specifies the default KIND for real and complex declarations, constants, functions, and intrinsics.}

Syntax

\textbf{Linux OS and OS X:}

- \textit{-real-size} \textit{size}

\textbf{Windows OS:}

/\textit{real-size:} \textit{size}

Arguments

\textit{size} \hspace{1cm} \text{Is the size for real and complex declarations, constants, functions, and intrinsics. Possible values are: 32, 64, or 128.}

Default

\textit{real-size} 32 \hspace{1cm} \text{Default real and complex declarations, constants, functions, and intrinsics are 4 bytes long (REAL(KIND=4) and COMPLEX(KIND=4)).}
Description
This option specifies the default size (in bits) for real and complex declarations, constants, functions, and intrinsics.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>real-size 32</td>
<td>Makes default real and complex declarations, constants, functions, and intrinsics 4 bytes long. REAL declarations are treated as single precision REAL (REAL(KIND=4)) and COMPLEX declarations are treated as COMPLEX (COMPLEX(KIND=4)). Real and complex constants of unspecified KIND are evaluated in single precision (KIND=4).</td>
</tr>
<tr>
<td>real-size 64</td>
<td>Makes default real and complex declarations, constants, functions, and intrinsics 8 bytes long. REAL declarations are treated as DOUBLE PRECISION (REAL(KIND=8)) and COMPLEX declarations are treated as DOUBLE COMPLEX (COMPLEX(KIND=8)). Real and complex constants of unspecified KIND are evaluated in double precision (KIND=8).</td>
</tr>
<tr>
<td>real-size 128</td>
<td>Makes default real and complex declarations, constants, functions, and intrinsics 16 bytes long. REAL declarations are treated as extended precision REAL (REAL(KIND=16)); COMPLEX and DOUBLE COMPLEX declarations are treated as extended precision COMPLEX (COMPLEX(KIND=16)). Real and complex constants of unspecified KIND are evaluated in extended precision (KIND=16).</td>
</tr>
</tbody>
</table>

These compiler options can affect the result type of intrinsic procedures, such as CMPLX, FLOAT, REAL, SNGL, and AIMAG, which normally produce single-precision REAL or COMPLEX results. To prevent this effect, you must explicitly declare the kind type for arguments of such intrinsic procedures.

For example, if real-size 64 is specified, the CMPLX intrinsic will produce a result of type DOUBLE COMPLEX (COMPLEX(KIND=8)). To prevent this, you must explicitly declare any real argument to be REAL(KIND=4), and any complex argument to be COMPLEX(KIND=4).

IDE Equivalent
Visual Studio: **Data > Default Real KIND**
Eclipse: None
Xcode: **Data > Default Real KIND**

Alternate Options
real-size 64
Linux and OS X: -r8,-autodouble
Windows: /4R8,/Qautodouble
real-size 128
Linux and OS X: -r16
Windows: /4R16

**save, Qsave**
*Causes variables to be placed in static memory.*

**Syntax**

**Linux OS and OS X:**
-save

**Windows OS:**
/Qsave
### Arguments

None

### Default

- `auto-scalar` or `/Qauto-scalar`

Scalar variables of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL are allocated to the run-time stack. Note that the default changes to `auto` if one of the following options are specified:

- recursive
- `[q or Q]openmp`

### Description

This option saves all variables in static allocation except local variables within a recursive routine and variables declared as AUTOMATIC.

If you want all local, non-SAVEd variables to be allocated to the run-time stack, specify option `automatic`.

### IDE Equivalent

**Visual Studio:** Data > Local Variable Storage

**Eclipse:** None

**Xcode:** Data > Local Variable Storage

### Alternate Options

- **Linux and OS X:** `-noauto`
- **Windows:** `/noauto`, `/4Na`

### See Also

- **auto** compiler option
- **auto-scalar, Qauto-scalar** compiler option
- **zero, Qzero**
  
  Initializes to zero variables of intrinsic type INTEGER, REAL, COMPLEX, or LOGICAL that are not yet initialized. This is a deprecated option. The replacement option is `/Qinit:[no]zero` or `-init=[no]zero`.

### Syntax

**Linux OS and OS X:**

- `-zero`
- `-nozero`

**Windows OS:**

- `/Qzero`
- `/Qzero-`

### Arguments

None
Default

-nozero or /Qzero-  Variables are not initialized to zero.

Description

This option initializes to zero variables of intrinsic type INTEGER, REAL, COMPLEX, or LOGICAL that are not yet initialized.

Use option [Q]save on the command line to make all local variables specifically marked as SAVE.

IDE Equivalent

None

Alternate Options

None

See Also

init, Qinit compiler option (see setting zero)
save, Qsave compiler option

Compiler Diagnostic Options

diag, Qdiag

Controls the display of diagnostic information.

Syntax

Linux OS and OS X:

-diag-type=diag-list

Windows OS:

/Qdiag-type=diag-list

Arguments

type  Is an action to perform on diagnostics. Possible values are:

enable  Enables a diagnostic message or a group of messages. If you specify -diag-enable=all (Linux* OS and OS X*) or /Qdiag-enable:all (Windows* OS), all diagnostic messages shown in diag-list are enabled.

disable  Disables a diagnostic message or a group of messages. If you specify -diag-disable=all (Linux* OS and OS X*) or /Qdiag-disable:all (Windows* OS), all diagnostic messages shown in diag-list are disabled.

error  Tells the compiler to change diagnostics to errors.

warning  Tells the compiler to change diagnostics to warnings.
remark      Tells the compiler to change diagnostics to remarks (comments).

diag-list  Is a diagnostic group or ID value. Possible values are:

driver     Specifies diagnostic messages issued by the compiler driver.

vec        Specifies diagnostic messages issued by the vectorizer.

par        Specifies diagnostic messages issued by the auto-parallelizer (parallel optimizer).

openmp     Specifies diagnostic messages issued by the OpenMP* parallelizer.

warn       Specifies diagnostic messages that have a "warning" severity level.

error      Specifies diagnostic messages that have an "error" severity level.

remark     Specifies diagnostic messages that are remarks or comments.

cpu-dispatch Specifies the CPU dispatch remarks for diagnostic messages. These remarks are enabled by default.

id[,id,...] Specifies the ID number of one or more messages. If you specify more than one message number, they must be separated by commas. There can be no intervening white space between each id.

tag[,tag,...] Specifies the mnemonic name of one or more messages. If you specify more than one mnemonic name, they must be separated by commas. There can be no intervening white space between each tag.

The diagnostic messages generated can be affected by certain options, such as [Q]x, /arch (Windows) or -m (Linux and OS X).

Default

OFF         The compiler issues certain diagnostic messages by default.

Description

This option controls the display of diagnostic information. Diagnostic messages are output to stderr unless the [Q]diag-file option is specified.

To control the diagnostic information reported by the vectorizer, use options [q or Q]opt-report and [q or Q]opt-report-phase, phase vec.

To control the diagnostic information reported by the auto-parallelizer, use options [q or Q]opt-report and [q or Q]opt-report-phase, phase par.
IDE Equivalent

Visual Studio: **Diagnostics > Disable Specific Diagnostics** (/Qdiag-disable:id)

Eclipse: None

Xcode: **Diagnostics > Disable Specific Diagnostics** (-diag-disable id)

Alternate Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Linux and OS X:</th>
<th>Windows:</th>
</tr>
</thead>
</table>

Example

The following example shows how to enable diagnostic IDs 117, 230 and 450:

- `diag-enable=117,230,450` ! Linux and OS X systems
- `/Qdiag-enable:117,230,450` ! Windows systems

The following example shows how to change vectorizer diagnostic messages to warnings:

- `diag-enable=vec -diag-warning=vec` ! Linux and OS X systems
- `/Qdiag-enable:vec /Qdiag-warning:vec` ! Windows systems

Note that you need to enable the vectorizer diagnostics before you can change them to warnings.

The following example shows how to disable all auto-parallelizer diagnostic messages:

- `diag-disable=par` ! Linux and OS X systems
- `/Qdiag-disable:par` ! Windows systems

The following example shows how to change all diagnostic warnings and remarks to errors:

- `diag-error=warn,remark` ! Linux and OS X systems
- `/Qdiag-error:warn,remark` ! Windows systems

The following example shows how to get a list of only vectorization diagnostics:

- `diag-dump diag-disable=all diag-enable=vec` ! Linux and OS X systems
- `/Qdiag-dump /Qdiag-disable:all /Qdiag-enable:vec` ! Windows systems

See Also

diag-dump, Qdiag-dump compiler option
diag-id-numbers, Qdiag-id-numbers compiler option
diag-file, Qdiag-file compiler option
qopt-report, Qopt-report compiler option
x, Qx compiler option
diag-dump, Qdiag-dump
Tells the compiler to print all enabled diagnostic messages and stop compilation.

Syntax

Linux OS and OS X:
-diag-dump

Windows OS:
/Qdiag-dump

Arguments
None

Default
OFF

The compiler issues certain diagnostic messages by default.

Description
This option tells the compiler to print all enabled diagnostic messages and stop compilation. The diagnostic messages are output to stdout.

This option prints the enabled diagnostics from all possible diagnostics that the compiler can issue, including any default diagnostics.

If diag-list is specified for the [Q]diag-enable option, the print out will include the diag-list diagnostics.

IDE Equivalent
None

Alternate Options
None

Example
The following example adds vectorizer diagnostic messages to the printout of default diagnostics:

```
-diag-enable vec -diag-dump
/Qdiag-enable:vec /Qdiag-dump
```

! Linux and OS X systems

! Windows systems

See Also
diag, Qdiag compiler option
diag-error-limit, Qdiag-error-limit
Specifies the maximum number of errors allowed before compilation stops.

Syntax

Linux OS and OS X:
-diag-error-limit=n
-no-diag-error-limit

Windows OS:
/Qdiag-error-limit:n
/Qdiag-error-limit-
Arguments

$n$  
Is the maximum number of error-level or fatal-level compiler errors allowed.

Default

30  
A maximum of 30 error-level and fatal-level messages are allowed.

Description

This option specifies the maximum number of errors allowed before compilation stops. It indicates the maximum number of error-level or fatal-level compiler errors allowed for a file specified on the command line.

If you specify the negative form of the \texttt{[Q]diag-error-limit} option on the command line, there is no limit on the number of errors that are allowed.

If the maximum number of errors is reached, a warning message is issued and the next file (if any) on the command line is compiled.

IDE Equivalent

Visual Studio: \textbf{Diagnostics > Error Limit}  
Eclipse: None  
Xcode: \textbf{Diagnostics > Error Limit}

Alternate Options

Linux and OS X: \texttt{-error-limit} and \texttt{-noerror-limit}  
Windows: \texttt{/error-limit} and \texttt{/noerror-limit}

\texttt{diag-file, Qdiag-file}  
\textit{Causes the results of diagnostic analysis to be output to a file.}

Syntax

Linux OS:

\texttt{-diag-file [=filename]}

OS X:

None

Windows OS:

\texttt{/Qdiag-file[=filename]}

Arguments

\texttt{filename}  
Is the name of the file for output.

Default

OFF  
Diagnostic messages are output to stderr.
Description
This option causes the results of diagnostic analysis to be output to a file. The file is placed in the current working directory.

You can include a file extension in filename. For example, if file.txt is specified, the name of the output file is file.txt. If you do not provide a file extension, the name of the file is filename.diag.

If filename is not specified, the name of the file is name-of-the-first-source-file.diag. This is also the name of the file if the name specified for file conflicts with a source file name provided in the command line.

NOTE
If you specify the [Q]diag-file option and you also specify the [Q]diag-file-append option, the last option specified on the command line takes precedence.

IDE Equivalent
Visual Studio: Diagnostics > Diagnostics File
Eclipse: None
Xcode: Diagnostics > Diagnostics File

Alternate Options
None

Example
The following example shows how to cause diagnostic analysis to be output to a file named my_diagnostics.diag:

Linux systems
-diafile=my_diagnostics

Windows systems
/Qdiafile:my_diagnostics

See Also
diag-file-append, Qdiag-file-append compiler option

diag-file-append, Qdiag-file-append
Causes the results of diagnostic analysis to be appended to a file.

Syntax
Linux OS:
-diafile-append=[filename]

OS X:
None

Windows OS:
/Qdiafile-append[=filename]

Arguments
filename
Is the name of the file to be appended to. It can include a path.
Default

OFF Diagnostic messages are output to stderr.

Description

This option causes the results of diagnostic analysis to be appended to a file. If you do not specify a path, the driver will look for filename in the current working directory.

If filename is not found, then a new file with that name is created in the current working directory. If the name specified for file conflicts with a source file name provided in the command line, the name of the file is name-of-the-first-source-file.diag.

**NOTE**

If you specify the [Q]diag-file-append option and you also specify the [Q]diag-file option, the last option specified on the command line takes precedence.

IDE Equivalent

None

Alternate Options

None

Example

The following example shows how to cause diagnostic analysis to be appended to a file named my_diagnostics.txt:

```bash
-diag-file-append=my_diagnostics.txt       ! Linux systems
/Qdiag-file-append:my_diagnostics.txt      ! Windows systems
```

See Also
diag-file, Qdiag-file compiler option
diag-id-numbers, Qdiag-id-numbers

_Determines whether the compiler displays diagnostic messages by using their ID number values._

Syntax

Linux OS and OS X:

- -diag-id-numbers
- -no-diag-id-numbers

Windows OS:

- /Qdiag-id-numbers
- /Qdiag-id-numbers-

Arguments

None
**Default**

- **-diag-id-numbers**
  The compiler displays diagnostic messages by using their ID number values.

  or/Qdiag-id-numbers

**Description**

This option determines whether the compiler displays diagnostic messages by using their ID number values. If you specify the negative form of the `Qdiag-id-numbers` option, mnemonic names are output for driver diagnostics only.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

diag, Qdiag compiler option

diag-once, Qdiag-once
*Tells the compiler to issue one or more diagnostic messages only once.*

**Syntax**

**Linux OS and OS X:**

- `diag-once id[,id,...]`

  **Windows OS:**

  /Qdiag-once:id[,id,...]

**Arguments**

*id*  
Is the ID number of the diagnostic message. If you specify more than one message number, they must be separated by commas. There can be no intervening white space between each *id*.

**Default**

OFF  
The compiler issues certain diagnostic messages by default.

**Description**

This option tells the compiler to issue one or more diagnostic messages only once.

**IDE Equivalent**

None

**Alternate Options**

None
**gen-interfaces**
*Tells the compiler to generate an interface block for each routine in a source file.*

**Syntax**

**Linux OS and OS X:**

- `gen-interfaces [[no]source]`
- `nogen-interfaces`

**Windows OS:**

/`gen-interfaces[:][no]source`

/`nogen-interfaces`

**Arguments**

None

**Default**

`nogen-interfaces`  
The compiler does not generate interface blocks for routines in a source file.

**Description**

This option tells the compiler to generate an interface block for each routine (that is, for each SUBROUTINE and FUNCTION statement) defined in the source file. The compiler generates two files for each routine, a .mod file and a .f90 file, and places them in the current directory or in the directory specified by the include (-I) or -module option. The .f90 file is the text of the interface block; the .mod file is the interface block compiled into binary form. The .f90 file is for reference only and may not completely represent the generated interface used by the compiler.

If `source` is specified, the compiler creates the `procedure-name__GENmod.f90` as well as the `procedure-name__GENmod.mod` files. If `nosource` is specified, the compiler creates the `procedure-name__GENmod.mod` but not the `procedure-name__GENmod.f90` files. If neither is specified, it is the same as specifying setting `source` for the `gen-interfaces` option.

On Windows* OS, for a Debug configuration in a Visual Studio project, the default is `/warn:interfaces`.

**IDE Equivalent**

None

**Alternate Options**

None

**traceback**
*Tells the compiler to generate extra information in the object file to provide source file traceback information when a severe error occurs at run time.*

**Syntax**

**Linux OS and OS X:**

- `traceback`
- `notraceback`

**Windows OS:**

/`traceback`
/notraceback

**Arguments**
None

**Default**

/notraceback

No extra information is generated in the object file to produce traceback information.

**Description**
This option tells the compiler to generate extra information in the object file to provide source file traceback information when a severe error occurs at run time.

When the severe error occurs, source file, routine name, and line number correlation information is displayed along with call stack hexadecimal addresses (program counter trace).

Note that when a severe error occurs, advanced users can also locate the cause of the error using a map file and the hexadecimal addresses of the stack displayed when the error occurs.

This option increases the size of the executable program, but has no impact on run-time execution speeds. It functions independently of the debug option.

On Windows* systems, `traceback` sets the `/Oy-` option, which forces the compiler to use EBP as the stack frame pointer.

On Windows* systems, the linker places the traceback information in the executable image, in a section named ".trace". To see which sections are in an image, use the command:

```
link -dump -summary your_app_name.exe
```

To see more detailed information, use the command:

```
link -dump -headers your_app_name.exe
```

On Windows* systems, when requesting traceback, you must set Enable Incremental Linking in the VS .NET* IDE Linker Options to No. You must also set Omit Frame Pointers (the `/Oy` option) in the Optimization Options to "No."

On Linux* systems, to display the section headers in the image (including the header for the .trace section, if any), use the command:

```
objdump -h your_app_name.exe
```

On OS X* systems, to display the section headers in the image, use the command:

```
otool -l your_app_name.exe
```

**IDE Equivalent**

Visual Studio: **Run-time > Generate Traceback Information**

Eclipse: None

Xcode: **Run-time > Generate Traceback Information**

**Alternate Options**
None

**warn**

Specifies diagnostic messages to be issued by the compiler.
Syntax

Linux OS and OS X:
- warn [keyword[, keyword...]]
- nowarn

Windows OS:
/warn[:keyword[, keyword...]]
/nowarn

Arguments

_keyword

Specifies the diagnostic messages to be issued. Possible values are:

- none
  Disables all warning messages.
- [no]alignments
  Determines whether warnings occur for data that is not naturally aligned.
- [no]declarations
  Determines whether warnings occur for any undeclared names.
- [no]errors
  Determines whether warnings are changed to errors.
- [no]general
  Determines whether warning messages and informational messages are issued by the compiler.
- [no]ignore_loc
  Determines whether warnings occur when %LOC is stripped from an actual argument.
- [no]interfaces
  Determines whether the compiler checks the interfaces of all SUBROUTINEs called and FUNCTIONs invoked in your compilation against an external set of interface blocks.
- [no]stderrors
  Determines whether warnings about Fortran standard violations are changed to errors.
- [no]truncated_source
  Determines whether warnings occur when source exceeds the maximum column width in fixed-format files.
- [no]uncalled
  Determines whether warnings occur when a statement function is never called
- [no]unused
  Determines whether warnings occur for declared variables that are never used.
- [no]usage
  Determines whether warnings occur for questionable programming practices.
- all
  Enables all warning messages except errors and stderrors.
### Default

- **alignments**
  - Warnings are issued about data that is not naturally aligned.
- **general**
  - All information-level and warning-level messages are enabled.
- **usage**
  - Warnings are issued for questionable programming practices.
- **nodeclarations**
  - No warnings are issued for undeclared names.
- **noerrors**
  - Warning-level messages are not changed to error-level messages.
- **noignore_loc**
  - No warnings are issued when %LOC is stripped from an argument.
- **nointerfaces**
  - The compiler does not check interfaces of SUBROUTINEs called and FUNCTIONs invoked in your compilation against an external set of interface blocks.
- **nostderrors**
  - Warning-level messages about Fortran standards violations are not changed to error-level messages.
- **notruncated_source**
  - No warnings are issued when source exceeds the maximum column width in fixed-format files.
- **nouncalled**
  - No warnings are issued when a statement function is not called.
- **nounused**
  - No warnings are issued for variables that are declared but never used.

### Description

This option specifies the diagnostic messages to be issued by the compiler.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>warn none</strong></td>
<td>Disables all warning messages. This is the same as specifying nowarn.</td>
</tr>
<tr>
<td><strong>warn noalignments</strong></td>
<td>Disables warnings about data that is not naturally aligned.</td>
</tr>
<tr>
<td><strong>warn declarations</strong></td>
<td>Enables warnings about any undeclared names. The compiler will use the default implicit data typing rules for such undeclared names. The IMPLICIT and IMPLICIT NONE statements override this option.</td>
</tr>
<tr>
<td><strong>warn errors</strong></td>
<td>Tells the compiler to change all warning-level messages to error-level messages; this includes warnings about Fortran standards violations.</td>
</tr>
<tr>
<td><strong>warn nogeneral</strong></td>
<td>Disables all informational-level and warning-level diagnostic messages.</td>
</tr>
<tr>
<td><strong>warn ignore_loc</strong></td>
<td>Enables warnings when %LOC is stripped from an actual argument.</td>
</tr>
<tr>
<td><strong>warn interfaces</strong></td>
<td>Tells the compiler to check the interfaces of all SUBROUTINEs called and FUNCTIONs invoked in your compilation against a set of interface blocks stored separately from the source being compiled. The compiler generates a compile-time message if the interface used to invoke a routine does not match the interface defined in a .mod file external to the source (that is, in a .mod generated by option gen-interfaces as opposed to a .mod file USEd in the source). The compiler looks for these .mods in the current directory or</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>in the directory specified by the include (-I) or -module option. If interface mismatches occur, some will result in a compile-time error, others will only generate a warning.</td>
</tr>
<tr>
<td></td>
<td>By default, warn interfaces turns on option gen-interfaces. You can turn off that option by explicitly specifying option /gen-interfaces- (Windows* OS) or -no-gen-interfaces (Linux* OS and OS X*).</td>
</tr>
<tr>
<td>warn stderrors</td>
<td>Tells the compiler to change all warning-level messages about Fortran standards violations to error-level messages. This option sets the std03 option (Fortran 2003 standard). If you want Fortran 95 standards violations to become errors, you must specify options warn stderrors and std95.</td>
</tr>
<tr>
<td>warn truncated_source</td>
<td>Enables warnings when a source line exceeds the maximum column width in fixed-format source files. The maximum column width for fixed-format files is 72, 80, or 132, depending on the setting of the extend-source option. The warn truncated_source option has no effect on truncation; lines that exceed the maximum column width are always truncated. This option does not apply to free-format source files.</td>
</tr>
<tr>
<td>warn uncalled</td>
<td>Enables warnings when a statement function is never called.</td>
</tr>
<tr>
<td>warn unused</td>
<td>Enables warnings for variables that are declared but never used.</td>
</tr>
<tr>
<td>warn nousage</td>
<td>Disables warnings about questionable programming practices. Questionable programming practices, although allowed, often are the result of programming errors; for example: a continued character or Hollerith literal whose first part ends before the statement field and appears to end with trailing spaces. Note that the /pad-source option can prevent this error.</td>
</tr>
<tr>
<td>warn all</td>
<td>This is the same as specifying warn. This option does not set options warn errors or warn stderrors. To enable all the additional checking to be performed and force the severity of the diagnostic messages to be severe enough to not generate an object file, specify warn allwarn errors or warn allwarn stderrors.</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

Visual Studio: General > Compile Time Diagnostics (/warn:=all, /warn:=none)

Diagnostics > Treat Warnings as Errors (/warn:=[no]errors)

Diagnostics > Treat Fortran Standard Warnings as Errors (/warn:=[no]stderrors)

Diagnostics > Compile Time Diagnostics (/warn:all, /warn:=none)

Diagnostics > Warn for Undeclared Symbols (/warn:=[no]declarations)

Diagnostics > Warn for Unused Variables (/warn:=[no]unused)

Diagnostics > Warn When Removing %LOC (/warn:=[no]ignore_loc)

Diagnostics > Warn When Truncating Source Line (/warn:=[no]truncated_source)

Diagnostics > Warn for Unaligned Data (/warn:=[no]alignments)

Diagnostics > Warn for Uncalled Statement Function (/warn:=[no]uncalled)

Diagnostics > Suppress Usage Messages (/warn:=[no]usage)
Diagnostics > Check Routine Interfaces (/warn:[no]interfaces)

Eclipse: None

Xcode: General > Compile Time Diagnostics (-warn all, -warn none)

Diagnostics > Warn For Unaligned Data (-warn [no]alignments)

Diagnostics > Warn For Undeclared Symbols (-warn [no]declarations)

Diagnostics > Treat Warnings as Errors (-warn error)

Diagnostics > Warn When Removing %LOC (-warn [no]ignore_loc)

Diagnostics > Check Routine Interfaces (-warn [no]interfaces)

Diagnostics > Treat Fortran Standard Warnings As Errors (-warn [no]stderrors)

Diagnostics > Warn When Truncating Source Line (-warn [no]truncated_source)

Diagnostics > Warn For Uncalled Routine (-warn [no]uncalled)

Diagnostics > Warn For Unused Variables (-warn [no]unused)

Diagnostics > Suppress Usage Messages (-warn [no]usage)

Alternate Options

warn none
Linux and OS X: -nowarn, -w, -W0, -warn nogeneral
Windows: /nowarn, /w, /W0, /warn:nogeneral

warn declarations
Linux and OS X: -implicitnone, -u
Windows: /4Yd

warn nodeclarations
Linux and OS X: None
Windows: /4Nd

warn general
Linux and OS X: -W1
Windows: /W1

warn nogeneral
Linux and OS X: -W0, -w, -nowarn, -warn none
Windows: /W0, /w, /nowarn, /warn:none

warn stderrors
Linux and OS X: -e90, -e95, -e03
Windows: None

warn all
Linux and OS X: -warn
Windows: /warn (this is a deprecated option)

**WB**

*Turns a compile-time bounds check into a warning.*

**Syntax**

Linux OS and OS X:

- -WB

Windows OS:

/ -WB
Arguments
None

Default
OFF Compile-time bounds checks are errors.

Description
This option turns a compile-time bounds check into a warning.

IDE Equivalent
None

Alternate Options
None

Winline
Warns when a function that is declared as inline is not inlined.

Syntax
Linux OS and OS X:
-Winline

Windows OS:
None

Arguments
None

Default
OFF No warning is produced when a function that is declared as inline is not inlined.

Description
This option warns when a function that is declared as inline is not inlined.

To see diagnostic messages, including a message about why a particular function was not inlined, you should generate an optimization report by specifying option -qopt-report=5.

IDE Equivalent
None

Alternate Options
None

See Also
qopt-report, Qopt-report compiler option

Compatibility Options
**f66**  
*Tells the compiler to apply FORTRAN 66 semantics.*

**Syntax**

*Linux OS and OS X:*

- `-f66`

*Windows OS:*

- `/f66`

**Arguments**

None

**Default**

OFF The compiler applies Fortran 95 semantics.

**Description**

This option tells the compiler to apply FORTRAN 66 semantics when interpreting language features. This causes the following to occur:

- DO loops are always executed at least once
- FORTRAN 66 EXTERNAL statement syntax and semantics are allowed
- If the OPEN statement STATUS specifier is omitted, the default changes to STATUS='NEW' instead of STATUS='UNKNOWN'
- If the OPEN statement BLANK specifier is omitted, the default changes to BLANK='ZERO' instead of BLANK='NULL'

**IDE Equivalent**

Visual Studio: **Language > Enable FORTRAN 66 Semantics**

Eclipse: None

Xcode: **Language > Enable FORTRAN 66 Semantics**

**Alternate Options**

None

---

**f77rtl**  
*Tells the compiler to use the run-time behavior of FORTRAN 77.*

**Syntax**

*Linux OS and OS X:*

- `-f77rtl`
- `-nof77rtl`

*Windows OS:*

- `/f77rtl`
- `/nof77rtl`

**Arguments**

None
Default

nof77rtl  

The compiler uses the run-time behavior of Intel® Fortran.

Description

This option tells the compiler to use the run-time behavior of FORTRAN 77.

Specifying this option controls the following run-time behavior:

• When the unit is not connected to a file, some INQUIRE specifiers will return different values:
  • NUMBER= returns 0
  • ACCESS= returns 'UNKNOWN'
  • BLANK= returns 'UNKNOWN'
  • FORM= returns 'UNKNOWN'
  • PAD= defaults to 'NO' for formatted input.
• NAMELIST and list-directed input of character strings must be delimited by apostrophes or quotes.
• When processing NAMELIST input:
  • Column 1 of each record is skipped.
  • The 's' or 'l' that appears prior to the group-name must appear in column 2 of the input record.

IDE Equivalent

Visual Studio: Compatibility > Enable F77 Run-Time Compatibility

Eclipse: None

Xcode: Compatibility > Enable F77 Run-Time Compatibility

Alternate Options

None

fpscomp

Controls whether certain aspects of the run-time system and semantic language features within the compiler are compatible with Intel® Fortran or Microsoft® Fortran PowerStation.

Syntax

Linux OS and OS X:

-fpscomp [keyword[, keyword...]]

-nofpscomp

Windows OS:

/fpscomp[:keyword[, keyword...]]

/nofpscomp

Arguments

keyword  

Specifies the compatibility that the compiler should follow. Possible values are:

none  

Specifies that no options should be used for compatibility.
[no]filesfromcmd  Determines what compatibility is used when the OPEN statement FILE= specifier is blank.

[no]general      Determines what compatibility is used when semantics differences exist between Fortran PowerStation and Intel® Fortran.

[no]ioformat     Determines what compatibility is used for list-directed formatted and unformatted I/O.

[no]libs         Determines whether the portability library is passed to the linker.

[no]ldio_spacing Determines whether a blank is inserted at run-time after a numeric value before a character value.

[no]logicals     Determines what compatibility is used for representation of LOGICAL values.

all             Specifies that all options should be used for compatibility.

Default

fpscomp libs    The portability library is passed to the linker.

Description

This option controls whether certain aspects of the run-time system and semantic language features within the compiler are compatible with Intel Fortran or Microsoft* Fortran PowerStation.

If you experience problems when porting applications from Fortran PowerStation, specify fpscomp (or fpscomp all). When porting applications from Intel Fortran, use fpscomp none or fpscomp libs (the default).

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fpscomp none</td>
<td>Specifies that no options should be used for compatibility with Fortran PowerStation. This is the same as specifying nofpscomp. Option fpscomp none enables full Intel® Fortran compatibility. If you omit fpscomp, the default is fpscomp libs. You cannot use the fpscomp and vms options in the same command.</td>
</tr>
</tbody>
</table>
| fpscomp filesfromcmd | Specifies Fortran PowerStation behavior when the OPEN statement FILE= specifier is blank (FILE=''). It causes the following actions to be taken at run time:  
  - The program reads a file name from the list of arguments (if any) in the command line that invoked the program. If any of the command-line arguments contain a null string ('"'), the program asks the user for the corresponding file name. Each additional OPEN statement with a blank FILE= specifier reads the next command-line argument.  
  - If there are more nameless OPEN statements than command-line arguments, the program prompts for additional file names.  
  - In a QuickWin application, a "File Select" dialog box appears to request file names. |
To prevent the run-time system from using the file name specified on the command line when the OPEN statement FILE specifier is omitted, specify **fpscomp nofilesfromcmd**. This allows the application of Intel Fortran defaults, such as the FORTn environment variable and the FORT. n file name (where n is the unit number).

The **fpscomp filesfromcmd** option affects the following Fortran features:

- **The OPEN statement FILE specifier**

  For example, assume a program OPENTEST contains the following statements:
  
  OPEN(UNIT = 2, FILE = ' ')
  OPEN(UNIT = 3, FILE = ' ')
  OPEN(UNIT = 4, FILE = ' ')

  The following command line assigns the file TEST.DAT to unit 2, prompts the user for a file name to associate with unit 3, then prompts again for a file name to associate with unit 4:
  
  opentest test.dat " "

- **Implicit file open statements such as the WRITE, READ, and ENDFILE statements**

  Unopened files referred to in READ or WRITE statements are opened implicitly as if there had been an OPEN statement with a name specified as all blanks. The name is read from the command line.

**fpscomp general** Specifies that Fortran PowerStation semantics should be used when a difference exists between Intel Fortran and Fortran PowerStation. The **fpscomp general** option affects the following Fortran features:

- **The BACKSPACE statement:**

  - It allows files opened with ACCESS='APPEND' to be used with the BACKSPACE statement.
  - It allows files opened with ACCESS='DIRECT' to be used with the BACKSPACE statement.

  **Note:** Allowing files that are not opened with sequential access (such as ACCESS='DIRECT') to be used with the BACKSPACE statement violates the Fortran 95 standard and may be removed in the future.

- **The READ statement:**

  - It causes a READ from a formatted file opened for direct access to read records that have the same record type format as Fortran PowerStation. This consists of accounting for the trailing Carriage Return/Line Feed pair (<CR><LF>) that is part of the record. It allows sequential reads from a formatted file opened for direct access.

  **Note:** Allowing files that are not opened with sequential access (such as ACCESS='DIRECT') to be used with the sequential READ statement violates the Fortran 95 standard and may be removed in the future.

  - It allows the last record in a file opened with FORM='FORMATTED' and a record type of STREAM_LF or STREAM_CR that does not end with a proper record terminator (<line feed> or <carriage return>) to be read without producing an error.
  - It allows sequential reads from an unformatted file opened for direct access.
The INQUIRE statement:

- The CARRIAGECONTROL specifier returns the value "UNDEFINED" instead of "UNKNOWN" when the carriage control is not known.
- The NAME specifier returns the file name "UNKNOWN" instead of filling the file name with spaces when the file name is not known.
- The SEQUENTIAL specifier returns the value "YES" instead of "NO" for a direct access formatted file.
- The UNFORMATTED specifier returns the value "NO" instead of "UNKNOWN" when it is not known whether unformatted I/O can be performed to the file.

Note: Returning the value "NO" instead of "UNKNOWN" for this specifier violates the Fortran 95 standard and may be removed in the future.

The OPEN statement:

- If a file is opened with an unspecified STATUS keyword value, and is not named (no FILE specifier), the file is opened as a scratch file.
  For example:
  ```fortran
  OPEN (UNIT = 4)
  ```
- In contrast, when fpscomp nogeneral is in effect with an unspecified STATUS value with no FILE specifier, the FORTn environment variable and the FORT.n file name are used (where n is the unit number).
- If the STATUS value was not specified and if the name of the file is "USER", the file is marked for deletion when it is closed.
- It allows a file to be opened with the APPEND and READONLY characteristics.
- If the default for the CARRIAGECONTROL specifier is assumed, it gives "LIST" carriage control to direct access formatted files instead of "NONE".
- If the default for the CARRIAGECONTROL specifier is assumed and the device type is a terminal file, the file is given the default carriage control value of "FORTRAN" instead of "LIST".
- It gives an opened file the additional default of write sharing.
- It gives the file a default block size of 1024 instead of 8192.
- If the default for the MODE and ACTION specifier is assumed and there was an error opening the file, try opening the file as read only, then write only.
- If a file that is being re-opened has a different file type than the current existing file, an error is returned.
- It gives direct access formatted files the same record type as Fortran PowerStation. This means accounting for the trailing Carriage Return/Line Feed pair (<CR><LF>) that is part of the record.

The STOP statement: It writes the Fortran PowerStation output string and/or returns the same exit condition values.

The WRITE statement:

- Writing to formatted direct files
  When writing to a formatted file opened for direct access, records are written in the same record type format as Fortran PowerStation. This consists of adding the trailing Carriage Return/Line Feed pair (<CR><LF>) that is part of the record.
Option | Description
---|---
| It ignores the CARRIAGECONTROL specifier setting when writing to a formatted direct access file.
| **Interpreting Fortran carriage control characters**
  - When interpreting Fortran carriage control characters during formatted I/O, carriage control sequences are written that are the same as Fortran PowerStation. This is true for the "Space, 0, 1 and + " characters.
| **Performing non-advancing I/O to the terminal**
  - When performing non-advancing I/O to the terminal, output is written in the same format as Fortran PowerStation.
| **Interpreting the backslash (\) and dollar ($) edit descriptors**
  - When interpreting backslash and dollar edit descriptors during formatted I/O, sequences are written the same as Fortran PowerStation.
| **Performing sequential writes**
  - It allows sequential writes from an unformatted file opened for direct access.
  - Note: Allowing files that are not opened with sequential access (such as ACCESS='DIRECT') to be read with the sequential WRITE statement violates the Fortran 95 standard and may be removed in the future.

Specifying `fpscomp general sets fpscomp ldio_spacing`.  
`fpscomp ioformat` specifies that Fortran PowerStation semantic conventions and record formats should be used for list-directed formatted and unformatted I/O. The `fpscomp ioformat` option affects the following Fortran features:

- **The WRITE statement:**
  - For formatted list-directed WRITE statements, formatted internal list-directed WRITE statements, and formatted namelist WRITE statements, the output line, field width values, and the list-directed data type semantics are determined according to the following sample for real constants (N below):
    - For $1 \leq N < 10^7$, use F15.6 for single precision or F24.15 for double.
    - For $N < 1$ or $N \geq 10^7$, use E15.6E2 for single precision or E24.15E3 for double.
    - See the Fortran PowerStation documentation for more detailed information about the other data types affected.
  - For unformatted WRITE statements, the unformatted file semantics are dictated according to the Fortran PowerStation documentation; these semantics are different from the Intel Fortran file format. See the Fortran PowerStation documentation for more detailed information.

The following table summarizes the default output formats for list-directed output with the intrinsic data types:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Output Format with <code>fpscomp noioformat</code></th>
<th>Output Format with <code>fpscomp ioformat</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td>I5</td>
<td>I12</td>
</tr>
<tr>
<td>LOGICAL (all)</td>
<td>L2</td>
<td>L2</td>
</tr>
</tbody>
</table>

---

468
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fpscomp nolibs</td>
<td>Prevents the portability library from being passed to the linker.</td>
</tr>
<tr>
<td>fpscomp</td>
<td>Specifies that at run time a blank should not be inserted after a numeric value before a character value (undelimited character string). This representation is used by Intel Fortran releases before Version 8.0 and by Fortran PowerStation. If you specify <code>fpscomp general</code>, it sets <code>fpscomp ldio_spacing</code>.</td>
</tr>
<tr>
<td>fpscomp ldio_spacing</td>
<td>Specifies that integers with a non-zero value are treated as true, integers with a zero value are treated as false. The literal constant <code>.TRUE.</code> has an integer value of 1, and the literal constant <code>.FALSE.</code> has an integer value of 0. This representation is used by Intel Fortran releases before Version 8.0 and by Fortran PowerStation.</td>
</tr>
</tbody>
</table>

The READ statement:

- For formatted list-directed READ statements, formatted internal list-directed READ statements, and formatted namelist READ statements, the field width values and the list-directed semantics are dictated according to the following sample for real constants (N below):
  - For $1 \leq N < 10^7$, use `F15.6` for single precision or `F24.15` for double.
  - For $N < 1$ or $N \geq 10^7$, use `E15.6E2` for single precision or `E24.15E3` for double.
  - See the Fortran PowerStation documentation for more detailed information about the other data types affected.
- For unformatted READ statements, the unformatted file semantics are dictated according to the Fortran PowerStation documentation; these semantics are different from the Intel Fortran file format. See the Fortran PowerStation documentation for more detailed information.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Output Format with fpscomp noioformat</th>
<th>Output Format with fpscomp ioformat</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER(1)</td>
<td>I5</td>
<td>I12</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>I7</td>
<td>I12</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>I12</td>
<td>I12</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td>I22</td>
<td>I22</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>1PG15.7E2</td>
<td>1PG16.6E2</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>1PG24.15E3</td>
<td>1PG25.15E3</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>(' ',1PG14.7E2, ',', '1PG14.7E2, ') '</td>
<td>(' ',1PG16.6E2, ',', '1PG16.6E2, ') '</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>(' ',1PG23.15E3, ',', '1PG23.15E3, ') '</td>
<td>(' ',1PG25.15E3, ',', '1PG25.15E3, ') '</td>
</tr>
<tr>
<td>CHARACTER</td>
<td>Aw</td>
<td>Aw</td>
</tr>
</tbody>
</table>
The default is fpscomp nologicals, which specifies that odd integer values (low bit one) are treated as true and even integer values (low bit zero) are treated as false.

The literal constant .TRUE. has an integer value of -1, and the literal constant .FALSE. has an integer value of 0. This representation is used by Compaq* Visual Fortran. The internal representation of LOGICAL values is not specified by the Fortran standard. Programs which use integer values in LOGICAL contexts, or which pass LOGICAL values to procedures written in other languages, are non-portable and may not execute correctly. Intel recommends that you avoid coding practices that depend on the internal representation of LOGICAL values.

The fpscomp logical option affects the results of all logical expressions and affects the return value for the following Fortran features:

- The INQUIRE statement specifiers OPENED, IOFOCUS, EXISTS, and NAMED
- The EOF intrinsic function
- The BTEST intrinsic function
- The lexical intrinsic functions LLT, LLE, LGT, and LGE

fpscomp all

Specifies that all options should be used for compatibility with Fortran PowerStation. This is the same as specifying fpscomp with no keyword. Option fpscomp all enables full compatibility with Fortran PowerStation.

IDE Equivalent

Visual Studio: Compatibility > Use Filenames from Command Line (/fpscomp:[no]filesfromcmd)
Compatibility > Use PowerStation I/O Format (/fpscomp:[no]ioformat)
Compatibility > Use PowerStation Portability Library (/fpscomp:[no]libs)
Compatibility > Use PowerStation List-Directed I/O Spacing (/fpscomp:[no]ldio_spacing)
Compatibility > Use PowerStation Logical Values (/fpscomp:[no]logicals)
Compatibility > Use Other PowerStation Run-Time Behavior (/fpscomp:[no]general)
Eclipse: None
Xcode: None

Alternate Options

None

gcc-name

Lets you specify the name of the gcc compiler that should be used to set up the link-time environment, including the location of standard libraries.

Syntax

Linux OS:
-gcc-name=name

OS X:
None

Windows OS:
None
Arguments

name

Is the name of the gcc compiler to use. It can include the path where the gcc compiler is located.

Default

OFF

The compiler uses the PATH setting to find the gcc compiler and resolve environment settings.

Description

This option lets you specify the name of the gcc compiler that should be used to set up the link-time environment, including the location of standard libraries. If you do not specify a path, the compiler will search the PATH settings for the compiler name you provide.

This option is helpful when you are referencing a non-standard gcc installation, or you have multiple gcc installations on your system. The compiler will match gcc version values to the gcc compiler you specify. The C++ equivalent to option -gcc-name is -gxx-name.

IDE Equivalent

None

Alternate Options

None

Example

If the following option is specified, the compiler looks for the gcc compiler named foobar in the PATH setting:

-gcc-name=foobar

If the following option is specified, the compiler looks for the gcc compiler named foobar in the path specified:

-gcc-name=/a/b/foobar

See Also

gxx-name compiler option

gxx-name

Lets you specify the name of the g++ compiler that should be used to set up the link-time environment, including the location of standard libraries.

Syntax

Linux OS:

-gxx-name=name

OS X:

None

Windows OS:

None
Arguments

name  Is the name of the g++ compiler to use. It can include the path where the g++ compiler is located.

Default

OFF  The compiler uses the PATH setting to find the g++ compiler and resolve environment settings.

Description

This option lets you specify the name of the g++ compiler that should be used to set up the link-time environment, including the location of standard libraries. If you do not specify a path, the compiler will search the PATH settings for the compiler name you provide.

This option is helpful if you have multiple gcc++ installations on your system. The compiler will match gcc++ version values to the gcc++ compiler you specify.

The C equivalent to option -gxx-name is -gcc-name.

NOTE

When compiling a C++ file with icc, g++ is used to get the environment.

IDE Equivalent

None

Alternate Options

None

Example

If the following option is specified, the compiler looks for the g++ compiler named foobar in the PATH setting:

-gxx-name=foobar

If the following option is specified, the compiler looks for the g++ compiler named foobar in the path specified:

-gxx-name=/a/b/foobar

See Also

gcc-name compiler option

Qvc

Specifies compatibility with Microsoft* Visual C++ or Microsoft* Visual Studio.

Architecture Restrictions

Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:

None
Windows OS:
/Qvc14
/Qvc12
/Qvc11
/Qvc10

Arguments
None

Default
varies

When the compiler is installed, it detects which version of Visual Studio is on your system. Qvc defaults to the form of the option that is compatible with that version. When multiple versions of Visual Studio are installed, the compiler installation lets you select which version you want to use. In this case, Qvc defaults to the version you choose.

Description
This option specifies compatibility with Microsoft* Visual C++ or Microsoft* Visual Studio.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/Qvc14</td>
<td>Specifies compatibility with Microsoft* Visual Studio 2015.</td>
</tr>
<tr>
<td>/Qvc12</td>
<td>Specifies compatibility with Microsoft* Visual Studio 2013.</td>
</tr>
<tr>
<td>/Qvc11</td>
<td>Specifies compatibility with Microsoft* Visual Studio 2012.</td>
</tr>
<tr>
<td>/Qvc10</td>
<td>Specifies compatibility with Microsoft* Visual Studio 2010.</td>
</tr>
</tbody>
</table>

IDE Equivalent
None

Alternate Options
None

vms
*Causes the run-time system to behave like HP* Fortran on OpenVMS* Alpha systems and VAX* systems (VAX FORTRAN*).

Syntax

Linux OS and OS X:
- vms
- novms

Windows OS:
/vms
Arguments
None

Default
novms

The run-time system follows default Intel® Fortran behavior.

Description
This option causes the run-time system to behave like HP* Fortran on OpenVMS* Alpha systems and VAX* systems (VAX FORTRAN*).

It affects the following language features:

• Certain defaults
  In the absence of other options, vms sets the defaults as check format and check output_conversion.

• Alignment
  Option vms does not affect the alignment of fields in records or items in common blocks. For compatibility with HP Fortran on OpenVMS systems, use align norecords to pack fields of records on the next byte boundary.

• Carriage control default
  If option vms and option ccdefault default are specified, carriage control defaults to FORTRAN if the file is formatted and the unit is connected to a terminal.

• INCLUDE qualifiers
  /LIST and /NOLIST are recognized at the end of the file name in an INCLUDE statement at compile time. If the file name in the INCLUDE statement does not specify the complete path, the path used is the current directory. Note that if vms is not specified, the path used is the directory where the file that contains the INCLUDE statement resides.

• Quotation mark character
  A quotation mark ("”) character is recognized as starting an octal constant ("0..7) instead of a character literal ("...").

• Deleted records in relative files
  When a record in a relative file is deleted, the first byte of that record is set to a known character (currently '@’). Attempts to read that record later result in ATTACCNON errors. The rest of the record (the whole record, if vms is not specified) is set to nulls for unformatted files and spaces for formatted files.

• ENDFILE records
  When an ENDFILE is performed on a sequential unit, an actual 1-byte record containing a Ctrl/Z is written to the file. If vms is not specified, an internal ENDFILE flag is set and the file is truncated. The vms option does not affect ENDFILE on relative files: these files are truncated.

• Implied logical unit numbers
  The vms option enables Intel® Fortran to recognize certain environment variables at run time for ACCEPT, PRINT, and TYPE statements and for READ and WRITE statements that do not specify a unit number (such as READ (*,1000)).

• Treatment of blanks in input
  The vms option causes the defaults for the keyword BLANK in OPEN statements to become 'NULL' for an explicit OPEN and 'ZERO' for an implicit OPEN of an external or internal file.

• OPEN statement effects
Carriage control defaults to FORTRAN if the file is formatted, and the unit is connected to a terminal. Otherwise, carriage control defaults to LIST. The vms option affects the record length for direct access and relative organization files. The buffer size is increased by 1 to accommodate the deleted record character.

- Reading deleted records and ENDFILE records

The run-time direct access READ routine checks the first byte of the retrieved record. If this byte is '@' or NULL ("\0"), then an ATTACCNON error is returned. The run-time sequential access READ routine checks to see if the record it just read is one byte long and contains a Ctrl/Z. If this is true, it returns EOF.

**IDE Equivalent**

Visual Studio: **Compatibility > Enable VMS Compatibility**

Eclipse: None

Xcode: **Compatibility > Enable VMS Compatibility**

**Alternate Options**

None

**See Also**

align compiler option
ccdefault compiler option
check compiler option

**Linking or Linker Options**

4nportlib, 4yportlib

*Determine whether the compiler links to the library of portability routines.*

**Syntax**

**Linux OS and OS X:**

None

**Windows OS:**

/4nportlib
/4yportlib

**Arguments**

None

**Default**

/4yportlib

The library of portability routines is linked during compilation.

**Description**

Option /4yportlib causes the compiler to link to the library of portability routines. This also includes Intel's functions for Microsoft* compatibility.

Option /4nportlib prevents the compiler from linking to the library of portability routines.

**IDE Equivalent**

Visual Studio: **Libraries > Use Portlib Library**

Eclipse: None
**Bdynamic**

*Enables dynamic linking of libraries at run time.*

**Syntax**

**Linux OS:**

-Bdynamic

**OS X:**

None

**Windows OS:**

None

**Arguments**

None

**Default**

OFF  

Limited dynamic linking occurs.

**Description**

This option enables dynamic linking of libraries at run time. Smaller executables are created than with static linking.

This option is placed in the linker command line corresponding to its location on the user command line. It controls the linking behavior of any library that is passed using the command line.

All libraries on the command line following option -Bdynamic are linked dynamically until the end of the command line or until a -Bstatic option is encountered. The -Bstatic option enables static linking of libraries.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

Bstatic compiler option

**Bstatic**

*Enables static linking of a user’s library.*

**Syntax**

**Linux OS:**

-Bstatic
OS X:
None

Windows OS:
None

Arguments
None

Default
OFF

Default static linking occurs.

Description
This option enables static linking of a user's library.

This option is placed in the linker command line corresponding to its location on the user command line. It controls the linking behavior of any library that is passed using the command line.

All libraries on the command line following option -Bstatic are linked statically until the end of the command line or until a -Bdynamic option is encountered. The -Bdynamic option enables dynamic linking of libraries.

IDE Equivalent
None

Alternate Options
None

See Also
Bdynamic compiler option

Bsymblic
Binds references to all global symbols in a program to the definitions within a user's shared library.

Syntax
Linux OS:
-Bsymbolic

OS X:
None

Windows OS:
None

Arguments
None

Default
OFF

When a program is linked to a shared library, it can override the definition within the shared library.
Description
This option binds references to all global symbols in a program to the definitions within a user's shared library.
This option is only meaningful on Executable Linkage Format (ELF) platforms that support shared libraries.

CAUTION
This option can have unintended side-effects of disabling symbol preemption in the shared library.

IDE Equivalent
None

Alternate Options
None

See Also
bsymbolic-functions compiler option

bsymbolic-functions
Binds references to all global function symbols in a program to the definitions within a user's shared library.

Syntax
Linux OS:
-Bsymbolic-functions

OS X:
None

Windows OS:
None

Arguments
None

Default
OFF

When a program is linked to a shared library, it can override the definition within the shared library.

Description
This option binds references to all global function symbols in a program to the definitions within a user's shared library.
This option is only meaningful on Executable Linkage Format (ELF) platforms that support shared libraries.

CAUTION
This option can have unintended side-effects of disabling symbol preemption in the shared library.
IDE Equivalent
None

Alternate Options
None

See Also
Bsymbolic compiler option

cxxlib
Determines whether the compiler links using the C++ run-time libraries provided by gcc.

Syntax
Linux OS and OS X:
-cxxlib
-no-cxxlib

Windows OS:
None

Arguments
None

Default
-no-cxxlib
The compiler uses the default run-time libraries and does not link to any additional C++ run-time libraries.

Description
This option determines whether the compiler links to the standard C++ run-time library (libc++.). It is useful for building mixed Fortran/C++ applications.

IDE Equivalent
None

Alternate Options
None

See Also
gcc-name compiler option

dbglibs
Tells the linker to search for unresolved references in a debug run-time library.

Syntax
Linux OS and OS X:
None

Windows OS:
/dbglibs
/nodbglibs

**Arguments**

None

**Default**

/nodbglibs

The linker does not search for unresolved references in a debug run-time library.

**Description**

This option tells the linker to search for unresolved references in a debug run-time library. This option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker.

The following table shows which options to specify for a debug run-time library:

<table>
<thead>
<tr>
<th>Type of Library</th>
<th>Options Required</th>
<th>Alternate Option</th>
</tr>
</thead>
<tbody>
<tr>
<td>Debug single-threaded</td>
<td>/libs:static</td>
<td>/MLd <em>(this is a deprecated option)</em></td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
<tr>
<td>Debug multithreaded</td>
<td>/libs:static</td>
<td>/MTd</td>
</tr>
<tr>
<td></td>
<td>/threads</td>
<td></td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
<tr>
<td>Multithreaded debug DLLs</td>
<td>/libs:dll</td>
<td>/MDd</td>
</tr>
<tr>
<td></td>
<td>/threads</td>
<td></td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
<tr>
<td>Debug Fortran QuickWin multi-thread applications</td>
<td>/libs:qwin</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
<tr>
<td>Debug Fortran standard graphics (QuickWin single-thread) applications</td>
<td>/libs:qwins</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
</tbody>
</table>

**IDE Equivalent**

None

**Alternate Options**

None

**dll**

Specifies that a program should be linked as a dynamic-link (DLL) library.

**Syntax**

**Linux OS and OS X:**

None

**Windows OS:**

/dll
Arguments
None

Default
OFF
The program is not linked as a dynamic-link (DLL) library.

Description
This option specifies that a program should be linked as a dynamic-link (DLL) library instead of an executable (.exe) file. It overrides any previous specification of run-time routines to be used and enables the /libs:dll option.
If you use this option with the /libs:qwin or /libs:qwins option, the compiler issues a warning.

IDE Equivalent
None

Alternate Options
Linux and OS X: None
Windows: /LD

dynamic-linker
Specifies a dynamic linker other than the default.

Syntax
Linux OS:
-dynamic-linker file

OS X:
None

Windows OS:
None

Arguments
file
Is the name of the dynamic linker to be used.

Default
OFF
The default dynamic linker is used.

Description
This option lets you specify a dynamic linker other than the default.

IDE Equivalent
None

Alternate Options
None
**dynamiclib**
*Invokes the libtool command to generate dynamic libraries.*

**Architecture Restrictions**
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

*Linux OS:*
None

*OS X:*
-dynamiclib

*Windows OS:*
None

**Arguments**
None

**Default**
OFF The compiler produces an executable.

**Description**
This option invokes the `libtool` command to generate dynamic libraries.

When passed this option, the compiler uses the `libtool` command to produce a dynamic library instead of an executable when linking.

To build static libraries, you should specify option `-staticlib` or `libtool -static <objects>`.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
*staticlib* compiler option

**extlnk**
*Specifies file extensions to be passed directly to the linker.*

**Syntax**

*Linux OS and OS X:*
None

*Windows OS:*
/exetlnk:ext
Arguments

`ext`  
Are the file extensions to be passed directly to the linker.

Default

OFF  
Only the file extensions recognized by the compiler are passed to the linker.

Description

This option specifies file extensions (`ext`) to be passed directly to the linker. It is useful if your source file has a nonstandard extension.

You can specify one or more file extensions. A leading period before each extension is optional; for example, `/extlnk:myobj` and `/extlnk:.myobj` are equivalent.

IDE Equivalent

None

Alternate Options

None

F (Windows*)

Specifies the stack reserve amount for the program.

Syntax

Linux OS and OS X:

None

Windows OS:

`/Fn`

Arguments

`n`  
Is the stack reserve amount. It can be specified as a decimal integer or by using a C-style convention for constants (for example, `/F0x1000`).

Default

OFF  
The stack size default is chosen by the operating system.

Description

This option specifies the stack reserve amount for the program. The amount (`n`) is passed to the linker.

Note that the linker property pages have their own option to do this.

IDE Equivalent

None

Alternate Options

None
**F (OS X*)**  
Adds a framework directory to the head of an include file search path.

**Architecture Restrictions**  
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**  
**Linux OS:**  
None  

**OS X:**  
\(-F\textit{dir}\)  

**Windows OS:**  
None

**Arguments**  
\(\textit{dir}\)  
Is the name for the framework directory.

**Default**  
OFF  
The compiler does not add a framework directory to the head of an include file search path.

**Description**  
This option adds a framework directory to the head of an include file search path.

**IDE Equivalent**  
None

**Alternate Options**  
None

**l**  
*Tells the linker to search for a specified library when linking.*

**Syntax**  
**Linux OS and OS X:**  
\(-l\textit{string}\)  

**Windows OS:**  
None

**Arguments**  
\(\textit{string}\)  
Specifies the library (lib\textit{string}) that the linker should search.
**Default**

OFF The linker searches for standard libraries in standard directories.

**Description**

This option tells the linker to search for a specified library when linking.

When resolving references, the linker normally searches for libraries in several standard directories, in directories specified by the `L` option, then in the library specified by the `l` option.

The linker searches and processes libraries and object files in the order they are specified. So, you should specify this option following the last object file it applies to.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

L compiler option

**L**

*Tells the linker to search for libraries in a specified directory before searching the standard directories.*

**Syntax**

Linux OS and OS X:

- `L dir`

Windows OS:

None

**Arguments**

*dir* Is the name of the directory to search for libraries.

**Default**

OFF The linker searches the standard directories for libraries.

**Description**

This option tells the linker to search for libraries in a specified directory before searching for them in the standard directories.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

L compiler option
**libs**
*Tells the compiler which type of run-time library to link to.*

**Syntax**

**Linux OS and OS X:**
None

**Windows OS:**
/\libs[;keyword]

**Arguments**

*keyword*

Specifies the type of run-time library to link to. Possible values are:

- *dll* Specifies a multithreaded, dynamic-link (DLL) library.
- *qwin* Specifies the Fortran QuickWin library.
- *qwins* Specifies the Fortran Standard Graphics library.

**Default**

/\libs

The compiler links to a multithreaded library.

**Description**

This option tells the compiler which type of run-time library to link to.

This option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker.

There are several types of libraries you can link to, depending on which compiler options you specify, as shown in the table below.

If you use the /\libs:dll option and an unresolved reference is found in the DLL, it gets resolved when the program is executed, during program loading, reducing executable program size.

If you use the /\libs:qwin or /\libs:qwins option with the /dll option, the compiler issues a warning.

You cannot use the /\libs:qwin option and options /\libs:dll /threads.

The following table shows which options to specify for different run-time libraries:

<table>
<thead>
<tr>
<th>Type of Library</th>
<th>Options Required</th>
<th>Alternate Option</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multithreaded static</td>
<td>/\libs (or /threads)</td>
<td>/MT</td>
</tr>
<tr>
<td>Debug multithreaded static</td>
<td>/\libs (or /threads)</td>
<td>/MTd and /dbglibs</td>
</tr>
<tr>
<td>Multithreaded DLLs</td>
<td>/\libs:dll</td>
<td>/MD</td>
</tr>
<tr>
<td>Multithreaded debug DLLs</td>
<td>/\libs:dll and /dbglibs</td>
<td>/MDd</td>
</tr>
<tr>
<td>Type of Library</td>
<td>Options Required</td>
<td>Alternate Option</td>
</tr>
<tr>
<td>-----------------------------------------------------</td>
<td>------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>Fortran QuickWin multi-doc applications</td>
<td>/libs:qwin</td>
<td>/MW</td>
</tr>
<tr>
<td>Fortran standard graphics (QuickWin single-doc)</td>
<td>/libs:qwins</td>
<td>/MWs</td>
</tr>
<tr>
<td>Debug Fortran QuickWin multi-doc applications</td>
<td>/libs:qwin</td>
<td>None</td>
</tr>
<tr>
<td>Debug Fortran standard graphics (QuickWin single-doc)</td>
<td>/libs:qwins</td>
<td>None</td>
</tr>
</tbody>
</table>

**NOTE**
This option adds directives to the compiled code, which the linker then reads without further input from the driver.

**NOTE**
Starting with the 13.0 release of the Intel compilers, the Intel® OpenMP* library is provided in DLL form only.

**IDE Equivalent**
- **Visual Studio:** Libraries > Runtime Library (/libs:{dll|qwin|qwins},/threads,/dbglibs)
- **Eclipse:** None
- **Xcode:** None

**Alternate Options**

- `/libs`  
  - Linux and OS X: -threads  
  - Windows: /threads

- `/libs:dll`  
  - Linux and OS X: None  
  - Windows: /MD

- `/libs:qwin`  
  - Linux and OS X: None  
  - Windows: /MW

- `/libs:qwins`  
  - Linux and OS X: None  
  - Windows: /MWs

**See Also**
- threads compiler option
- dbglibs compiler option

**link**
*Passes user-specified options directly to the linker at compile time.*
Syntax

**Linux OS and OS X:**
None

**Windows OS:**
/link

**Arguments**
None

**Default**
OFF

No user-specified options are passed directly to the linker.

**Description**
This option passes user-specified options directly to the linker at compile time. All options that appear following /link are passed directly to the linker.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
Xlinker compiler option

map
*Tells the linker to generate a link map file.*

Syntax

**Linux OS and OS X:**
None

**Windows OS:**
/map[:filename]
/nomap

**Arguments**

*filename* Is the name for the link map file. It can be a file name or a directory name.

**Default**
/nomap

No link map is generated.

**Description**
This option tells the linker to generate a link map file.

**IDE Equivalent**

Visual Studio: **Linker > Debug > Generate Map File**
MD
Tells the linker to search for unresolved references in a multithreaded, dynamic-link run-time library.

Syntax

Linux OS and OS X:
None

Windows OS:
/MD
/MDd

Arguments
None

Default
OFF
The linker searches for unresolved references in a single-threaded, static run-time library.

Description

This option tells the linker to search for unresolved references in a multithreaded, dynamic-link (DLL) run-time library. This is the same as specifying options /libs:dll /threads /dbglibs. You can also specify /MDd, where d indicates a debug version.

This option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker.

IDE Equivalent

Visual Studio: Libraries > Runtime Library

Eclipse: None
Xcode: None

Alternate Options
None

See Also

libs compiler option
threads compiler option

MDs
Tells the linker to search for unresolved references in a single-threaded, dynamic-link run-time library. This is a deprecated option. There is no replacement option.
Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax

Linux OS and OS X:
None

Windows OS:
/MDs
/MDsd

Arguments
None

Default
OFF
The linker searches for unresolved references in a single-threaded, static run-time library.

Description
This option tells the linker to search for unresolved references in a single-threaded, dynamic-link (DLL) run-time library.
You can also specify /MDsd, where d indicates a debug version.

IDE Equivalent
None

Alternate Options
/MDs
Linux and OS X: None
Windows: /libs:dll

See Also
libs compiler option

MT
Tells the linker to search for unresolved references in a multithreaded, static run-time library.

Syntax

Linux OS and OS X:
None

Windows OS:
/MT
/MTd

Arguments
None
**Default**

Systems using Intel® 64 architecture: /MT /norentancy
IA-32 architecture: OFF

On systems using Intel® 64 architecture, the linker searches for unresolved references in a multithreaded, static run-time library.

On systems using IA-32 architecture, the linker searches for unresolved references in a single-threaded, static run-time library.

**Description**

This option tells the linker to search for unresolved references in a multithreaded, static run-time library. This is the same as specifying options /libs:static /threads /norentancy. You can also specify /MTd, where d indicates a debug version.

This option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker.

**IDE Equivalent**

Visual Studio: **Libraries > Runtime Library**

Eclipse: None

Xcode: None

**Alternate Options**

None

**See Also**

Qvc compiler option
libs compiler option
threads compiler option
reentrancy compiler option

nodefaultlibs
Prevents the compiler from using standard libraries when linking.

**Syntax**

Linux OS and OS X:

```
-nodefaultlibs
```

Windows OS:

None

**Arguments**

None

**Default**

OFF

The standard libraries are linked.

**Description**

This option prevents the compiler from using standard libraries when linking.
### nofor-main

Specifies that the main program is not written in Fortran.

**Syntax**

**Linux OS and OS X:**

```
-nofor-main
```

**Windows OS:**

None

**Arguments**

None

**Default**

**OFF**  
The compiler assumes the main program is written in Fortran.

**Description**

This option specifies that the main program is not written in Fortran. It is a link-time option that prevents the compiler from linking `for_main.o` into applications.

For example, if the main program is written in C and calls a Fortran subprogram, specify `-nofor-main` when compiling the program with the `ifort` command.

If you omit this option, the main program must be a Fortran program.

### nostartfiles

Prevents the compiler from using standard startup files when linking.

**Syntax**

**Linux OS and OS X:**

```
-nostartfiles
```

**Windows OS:**

None
Arguments
None

Default
OFF

The compiler uses standard startup files when linking.

Description
This option prevents the compiler from using standard startup files when linking.

IDE Equivalent
None

Alternate Options
None

See Also
nostdlib compiler option

nostdlib
Prevents the compiler from using standard libraries and startup files when linking.

Syntax

Linux OS and OS X:
-nostdlib

Windows OS:
None

Arguments
None

Default
OFF

The compiler uses standard startup files and standard libraries when linking.

Description
This option prevents the compiler from using standard libraries and startup files when linking.
This option is not related to option -stdlib.

IDE Equivalent
None

Alternate Options
None

See Also
nodefaultlibs compiler option
nostartfiles compiler option
pie
Determines whether the compiler generates position-independent code that will be linked into an executable.

Syntax
Linux OS and OS X:
- pie
- no-pie
Windows OS:
None

Arguments
None

Default
varies
On Linux* OS and on OS X* versions less than 10.7, the default is -no-pie.
On OS X* 10.7 or greater, the default is -pie.

Description
This option determines whether the compiler generates position-independent code that will be linked into an executable. To enable generation of position-independent code that will be linked into an executable, specify -pie.
To disable generation of position-independent code that will be linked into an executable, specify -no-pie.

IDE Equivalent
None

Alternate Options
None

See Also
fpic compiler option
pthread
Tells the compiler to use pthreads library for multithreading support.

Syntax
Linux OS and OS X:
- pthread
Windows OS:
None

Arguments
None
Default
OFF

The compiler does not use pthreads library for multithreading support.

Description
Tells the compiler to use pthreads library for multithreading support.

IDE Equivalent
None

Alternate Options
Linux and OS X: -reentrancy threaded
Windows: /reentrancy:threaded

Qimsl
Tells the compiler to link to the IMSL* Fortran Numerical Library*(IMSL* library).

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS and OS X:
None

Windows OS:
/Qimsl

Arguments
None

Default
OFF

The compiler does not link to the IMSL* library.

Description
This option tells the compiler to link to the IMSL* Fortran Numerical Library* (IMSL* library). This option is applicable for users of editions of the Intel® Fortran Compiler product that include the IMSL* libraries.

This option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker.

IDE Equivalent
None

Alternate Options
None
shared
Tells the compiler to produce a dynamic shared object instead of an executable.

Syntax

Linux OS:
-shared

OS X:
None

Windows OS:
None

Arguments
None

Default
OFF The compiler produces an executable.

Description
This option tells the compiler to produce a dynamic shared object (DSO) instead of an executable. This includes linking in all libraries dynamically and passing -shared to the linker.

You must specify option fpic for the compilation of each object file you want to include in the shared library.

IDE Equivalent
None

Alternate Options
None

See Also
dynamiclib compiler option
fpic compiler option
Xlinker compiler option

shared-intel
Causes Intel-provided libraries to be linked in dynamically.

Syntax

Linux OS and OS X:
-shared-intel

Windows OS:
None

Arguments
None
Default

OFF Intel® libraries are linked in statically, with the exception of Intel’s OpenMP* runtime support library, which is linked in dynamically.

Description
This option causes Intel-provided libraries to be linked in dynamically. It is the opposite of -static-intel. This option is processed by the ifort (icc/icpc) command that initiates linking, adding library names explicitly to the link command. If you specify option -mcmmodel=medium or -mcmmodel=large, it sets option -shared-intel.

NOTE
On OS X* systems, when you set "Intel Runtime Libraries" to "Dynamic", you must also set the DYLD_LIBRARY_PATH environment variable within Xcode* or an error will be displayed.

IDE Equivalent
Visual Studio: None
Eclipse: None
Xcode: Runtime > Intel Runtime Libraries

Alternate Options
None

See Also
static-intel compiler option
shared-libgcc
Links the GNU libgcc library dynamically.

Syntax
Linux OS:
-shared-libgcc

OS X:
None

Windows OS:
None

Arguments
None

Default
-shared-libgcc The compiler links the libgcc library dynamically.

Description
This option links the GNU libgcc library dynamically. It is the opposite of option static-libgcc.
This option is processed by the ifort (icc/icpc) command that initiates linking, adding library names explicitly to the link command.

This option is useful when you want to override the default behavior of the static option, which causes all libraries to be linked statically.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
static-libgcc compiler option

**static**
Prevents linking with shared libraries.

**Syntax**

**Linux OS:**
- static

**OS X:**
None

**Windows OS:**
/static

**Arguments**
None

**Default**

Linux: OFF
Windows: varies

On Linux* systems, the compiler links with shared libraries. On Windows* systems, /static is equivalent to option /MT.

**Description**
This option prevents linking with shared libraries. It causes the executable to link all libraries statically.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
MT compiler option
Qvc compiler option
static-intel compiler option

**static-intel**
Causes Intel-provided libraries to be linked in statically.
Syntax
Linux OS and OS X:
- static-intel
Windows OS:
None

Arguments
None

Default
ON

Description
Intel libraries are linked in statically, with the exception of Intel's OpenMP* runtime support library, which is linked in dynamically.

IDE Equivalent
Visual Studio: None
Eclipse: None
Xcode: Runtime > Intel Runtime Libraries

Alternate Options
None

See Also
shared-intel compiler option
static-libgcc
Links the GNU libgcc library statically.

Syntax
Linux OS:
- static-libgcc
OS X:
None
Windows OS:
None

Arguments
None
Default

OFF  The compiler links the GNU libgcc library dynamically.

Description
This option links the GNU libgcc library statically. It is the opposite of option -shared-libgcc.

This option is processed by the ifort (icc/icpc) command that initiates linking, adding library names explicitly
to the link command.

This option is useful when you want to override the default behavior, which causes the library to be linked
dynamically.

IDE Equivalent
None

Alternate Options
None

See Also
shared-libgcc compiler option
static-libstdc++ compiler option

static-libstdc++
Links the GNU libstdc++ library statically.

Syntax

Linux OS:
-<span class="highlight">static-libstdc++</span>

OS X:
None

Windows OS:
None

Arguments
None

Default

OFF  The compiler links the GNU libstdc++ library dynamically.

Description
This option links the GNU libstdc++ library statically. This option is processed by the ifort (icc/icpc)
command that initiates linking, adding library names explicitly to the link command.

This option is useful when you want to override the default behavior, which causes the library to be linked
dynamically.

IDE Equivalent
None
Alternate Options
None

See Also
static-libgcc compiler option

staticlib
Invokes the libtool command to generate static libraries.

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS:
None

OS X:
staticlib

Windows OS:
None

Arguments
None

Default
OFF The compiler produces an executable.

Description
This option invokes the libtool command to generate static libraries. This option is processed by the command that initiates linking, adding library names explicitly to the link command.

When passed this option, the compiler uses the libtool command to produce a static library instead of an executable when linking.

To build dynamic libraries, you should specify option -dynamiclib or libtool -dynamic <objects>.

IDE Equivalent
None

Alternate Options
None

See Also
dynamiclib compiler option

T
Tells the linker to read link commands from a file.
Syntax
Linux OS:
-`T`filename

OS X:
None

Windows OS:
None

Arguments

`filename` Is the name of the file.

Default

OFF The linker does not read link commands from a file.

Description
This option tells the linker to read link commands from a file.

IDE Equivalent

None

Alternate Options

None

threads
*Tells the linker to search for unresolved references in a multithreaded run-time library.*

Syntax
Linux OS and OS X:
-`-threads`
-`-nothreads`

Windows OS:
/`threads`
/`nothreads`

Arguments

None

Default

Windows* OS: `threads` The linker searches for unresolved references in a library that supports enabling thread-safe operation when the `/reentrancy:threaded` option is also specified.
The linker searches for unresolved references in a library that does not support thread-safe operation.

**Description**

This option tells the linker to search for unresolved references in a multithreaded run-time library.

This option sets option reentrancy threaded.

**Windows systems:** The following table shows which options to specify for a multithreaded run-time library.

<table>
<thead>
<tr>
<th>Type of Library</th>
<th>Options Required</th>
<th>Alternate Option</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multithreaded</td>
<td>/libs:static</td>
<td>/MT</td>
</tr>
<tr>
<td></td>
<td>/threads</td>
<td></td>
</tr>
<tr>
<td>Debug multithreaded</td>
<td>/libs:static</td>
<td>/MTd</td>
</tr>
<tr>
<td></td>
<td>/threads</td>
<td></td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
<tr>
<td>Multithreaded DLLs</td>
<td>/libs:dll</td>
<td>/MD</td>
</tr>
<tr>
<td></td>
<td>/threads</td>
<td></td>
</tr>
<tr>
<td>Multithreaded debug DLLs</td>
<td>/libs:dll</td>
<td>/MDd</td>
</tr>
<tr>
<td></td>
<td>/threads</td>
<td></td>
</tr>
<tr>
<td></td>
<td>/dbglibs</td>
<td></td>
</tr>
</tbody>
</table>

To ensure that a threadsafe and/or reentrant run-time library is linked and correctly initialized, option threads should also be used for the link step and for the compilation of the main routine.

**NOTE**

On Windows* OS, this option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker. On Linux* OS and OS X*, this option is processed by the ifort command that initiates linking, adding library names explicitly to the link command.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

reentrancy compiler option

v

*Specifies that driver tool commands should be displayed and executed.*

**Syntax**

**Linux OS and OS X:**

-v [filename]
Windows OS:
None

Arguments

filename Is the name of a source file to be compiled. A space must appear before the file name.

Default
OFF No tool commands are shown.

Description
This option specifies that driver tool commands should be displayed and executed.
If you use this option without specifying a source file name, the compiler displays only the version of the compiler.
If you want to display processing information (pass information and source file names), specify keyword all for the watch option.

IDE Equivalent
None

Alternate Options
Linux and OS X: -watch cmd
Windows: /watch:cmd

See Also
dryrun compiler option
watch compiler option

Wa
Passes options to the assembler for processing.

Syntax
Linux OS and OS X:
-Wa,option1[,option2,...]

Windows OS:
None

Arguments

option Is an assembler option. This option is not processed by the driver and is directly passed to the assembler.

Default
OFF No options are passed to the assembler.
Description
This option passes one or more options to the assembler for processing. If the assembler is not invoked, these options are ignored.

IDE Equivalent
None

Alternate Options
None

\texttt{winapp}
\textit{Tells the compiler to create a graphics or Fortran Windows application and link against the most commonly used libraries.}

Architecture Restrictions
Not available on Intel® 64 architecture targeting Intel® MIC Architecture

Syntax
Linux OS and OS X:
None

Windows OS:
\texttt{/winapp}

Arguments
None

Default
OFF No graphics or Fortran Windows application is created.

Description
This option tells the compiler to create a graphics or Fortran Windows application and link against the most commonly used libraries.
This option is processed by the compiler, which adds directives to the compiled object file that are processed by the linker.

IDE Equivalent
Visual Studio: Libraries > Use Common Windows Libraries
Eclipse: None
Xcode: None

Alternate Options
Linux and OS X: None
Windows: /MG

\texttt{Wl}
\textit{Passes options to the linker for processing.}
Syntax

Linux OS and OS X:
-\texttt{-Wl,option1[,option2,...]}

Windows OS:
None

Arguments

\texttt{option} \quad Is a linker option. This option is not processed by the driver and is directly passed to the linker.

Default

OFF \quad No options are passed to the linker.

Description

This option passes one or more options to the linker for processing. If the linker is not invoked, these options are ignored.

This option is equivalent to specifying option \texttt{-Qoption,link,\textit{options}}.

IDE Equivalent

None

Alternate Options

None

See Also

\texttt{Qoption} compiler option

Wp

Passes options to the preprocessor.

Syntax

Linux OS and OS X:
-\texttt{-Wp,option1[,option2,...]}

Windows OS:
None

Arguments

\texttt{option} \quad Is a preprocessor option. This option is not processed by the driver and is directly passed to the preprocessor.

Default

OFF \quad No options are passed to the preprocessor.

Description

This option passes one or more options to the preprocessor. If the preprocessor is not invoked, these options are ignored.
This option is equivalent to specifying option `-Qoption, fpp, options`.

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
Option compiler option

**Xlinker**
*Passes a linker option directly to the linker.*

**Syntax**

**Linux OS and OS X:**

- `-Xlinker option`

**Windows OS:**

None

**Arguments**

`option` Is a linker option.

**Default**
OFF No options are passed directly to the linker.

**Description**

This option passes a linker option directly to the linker. If `-Xlinker -shared` is specified, only `-shared` is passed to the linker and no special work is done to ensure proper linkage for generating a shared object. `-Xlinker` just takes whatever arguments are supplied and passes them directly to the linker.

If you want to pass compound options to the linker, for example "-L $HOME/lib", you must use the following method:

- `-Xlinker -L -Xlinker $HOME/lib`

**IDE Equivalent**
None

**Alternate Options**
None

**See Also**
shared compiler option
link compiler option

**Miscellaneous Options**
**bigobj**
*Increases the number of sections that an object file can contain.*

**Syntax**

**Linux OS and OS X:**
None

**Windows OS:**
`/bigobj`

**Arguments**
None

**Default**
OFF

An object file can hold up to 65,536 ($2^{16}$) addressable sections.

**Description**
This option increases the number of sections that an object file can contain. It increases the address capacity to 4,294,967,296 ($2^{32}$).

This option may be helpful for .obj files that can hold more sections, such as machine generated code.

**IDE Equivalent**
None

**Alternate Options**
None

**dryrun**
*Specifies that driver tool commands should be shown but not executed.*

**Syntax**

**Linux OS and OS X:**
`-dryrun`

**Windows OS:**
None

**Arguments**
None

**Default**
OFF

No tool commands are shown, but they are executed.

**Description**
This option specifies that driver tool commands should be shown but not executed.

**IDE Equivalent**
None
Alternate Options
None

See Also
v compiler option
dumpmachine

Displays the target machine and operating system configuration.

Syntax
Linux OS and OS X:
-dumpmachine

Windows OS:
None

Arguments
None

Default
OFF

The compiler does not display target machine or operating system information.

Description
This option displays the target machine and operating system configuration. No compilation is performed.

IDE Equivalent
None

Alternate Options
None

extfor

Specifies file extensions to be processed by the compiler as Fortran files.

Syntax
Linux OS and OS X:
None

Windows OS:
/extfor:ext

Arguments
ext

Are the file extensions to be processed as a Fortran file.
Default

OFF

Only the file extensions recognized by the compiler are processed as Fortran files.

Description

This option specifies file extensions (ext) to be processed by the compiler as Fortran files. It is useful if your source file has a nonstandard extension.

You can specify one or more file extensions. A leading period before each extension is optional; for example, /extfor:myf95 and /extfor:.myf95 are equivalent.

IDE Equivalent

None

Alternate Options

None

See Also

Tf Tells the compiler to compile the file as a Fortran source file.

extfpp

Specifies file extensions to be recognized as a file to be preprocessed by the Fortran preprocessor.

Syntax

Linux OS and OS X:

None

Windows OS:

/extfpp:ext

Arguments

ext

Are the file extensions to be preprocessed by the Fortran preprocessor.

Default

OFF

Only the file extensions recognized by the compiler are preprocessed by fpp.

Description

This option specifies file extensions (ext) to be recognized as a file to be preprocessed by the Fortran preprocessor (fpp). It is useful if your source file has a nonstandard extension.

You can specify one or more file extensions. A leading period before each extension is optional; for example, /extfpp:myfpp and /extfpp:.myfpp are equivalent.

IDE Equivalent

None

Alternate Options

None
**global-hoist, Qglobal-hoist**

*Enables certain optimizations that can move memory loads to a point earlier in the program execution than where they appear in the source.*

**Syntax**

**Linux OS and OS X:**

- `-global-hoist`
- `-no-global-hoist`

**Windows OS:**

- `/Qglobal-hoist`
- `/Qglobal-hoist-`

**Arguments**

None

**Default**

- `-global-hoist`
  
  Certain optimizations are enabled that can move memory loads.
  
  or
  
  `/Qglobal-hoist`

**Description**

This option enables certain optimizations that can move memory loads to a point earlier in the program execution than where they appear in the source. In most cases, these optimizations are safe and can improve performance.

The negative form of the option is useful for some applications, such as those that use shared or dynamically mapped memory, which can fail if a load is moved too early in the execution stream (for example, before the memory is mapped).

**IDE Equivalent**

None

**Alternate Options**

None

**help**

*Displays all available compiler options or a category of compiler options.*

**Syntax**

**Linux OS and OS X:**

- `-help[category]`

**Windows OS:**

- `/help[category]`

**Arguments**

*category*  

Is a category or class of options to display. Possible values are:
advanced Displays advanced optimization options that allow fine tuning of compilation or allow control over advanced features of the compiler.

codegen Displays Code Generation options.

compatibility Displays options affecting language compatibility.

component Displays options for component control.

data Displays options related to interpretation of data in programs or the storage of data.

deprecated Displays options that have been deprecated.

diagnostics Displays options that affect diagnostic messages displayed by the compiler.

float Displays options that affect floating-point operations.

help Displays all the available help categories.

inline Displays options that affect inlining.

ipo Displays Interprocedural Optimization (IPO) options.

language Displays options affecting the behavior of the compiler language features.

link Displays linking or linker options.

misc Displays miscellaneous options that do not fit within other categories.

openmp Displays OpenMP and parallel processing options.

opt Displays options that help you optimize code.

output Displays options that provide control over compiler output.

pgo Displays Profile Guided Optimization (PGO) options.

preproc Displays options that affect preprocessing operations.

reports Displays options for optimization reports.

**Default**

OFF No list is displayed unless this compiler option is specified.

**Description**

This option displays all available compiler options or a category of compiler options. If category is not specified, all available compiler options are displayed.
IDE Equivalent
None

Alternate Options
Linux and OS X: None
Windows: /?

libdir
*Controls whether linker options for search libraries are included in object files generated by the compiler.*

Syntax
Linux OS and OS X:
None

Windows OS:
/libdir[:keyword ]
/nolibdir

Arguments

keyword

Specifies the linker search options. Possible values are:

- none
  Prevents any linker search options from being included into the object file. This is the same as specifying /nolibdir.

- [no]automatic
  Determines whether linker search options for libraries automatically determined by the ifort command driver (default libraries) are included in the object file.

- [no]user
  Determines whether linker search options for libraries specified by the OBJCOMMENT source directives are included in the object file.

- all
  Causes linker search options for the following libraries:
  - Libraries automatically determined by the ifort command driver (default libraries)
  - Libraries specified by the OBJCOMMENT directive to be included in the object file
  
  This is the same as specifying /libdir.

Default
/libdir:all

Linker search options for libraries automatically determined by the ifort command driver (default libraries) and libraries specified by the OBJCOMMENT directive are included in the object file.
Description
This option controls whether linker options for search libraries (/DEFAULTLIB:library) are included in object files generated by the compiler.

The linker option /DEFAULTLIB:library adds one library to the list of libraries that the linker searches when resolving references. A library specified with /DEFAULTLIB:library is searched after libraries specified on the command line and before default libraries named in .obj files.

IDE Equivalent
Libraries > Disable OBJCOMMENT Library Name in Object (/libdir:[no]user)
Eclipse: None
Xcode: None

Alternate Options
/libdir:none Linux and OS X: None
Windows: /Zl

logo
Displays the compiler version information.

Syntax
Linux OS and OS X:
-Logo
-nologo

Windows OS:
/logo
/nologo

Arguments
None

Default
Linux* OS and OS X*: nologo The compiler version information is not displayed.
Windows* OS: logo The compiler version information is displayed.

Description
This option displays the startup banner, which contains the following compiler information:

- The name of the compiler and its applicable architecture
- The major and minor version of the compiler, the update number, and the package number (for example, Version 11.1.0.047)
- The specific build and build date (for example, Build <builddate>)
- The copyright date of the software

This option can be placed anywhere on the command line.
IDE Equivalent
Visual Studio: **General > Suppress Startup Banner** (/nologo)
Eclipse: None
Xcode: **General > Show Startup Banner** (-V)

Alternate Options
Linux and OS X: -V
Windows: None

**multiple-processes, MP**
*Creates multiple processes that can be used to compile large numbers of source files at the same time.*

**Syntax**

Linux OS and OS X:
- `multiple-processes=[n]`

Windows OS:
/MP[:n]

**Arguments**

\( n \)
Is the maximum number of processes that the compiler should create.

**Default**

OFF
A single process is used to compile source files.

**Description**
This option creates multiple processes that can be used to compile large numbers of source files at the same time. It can improve performance by reducing the time it takes to compile source files on the command line.

This option causes the compiler to create one or more copies of itself, each in a separate process. These copies simultaneously compile the source files.

If \( n \) is not specified for this option, the default value is as follows:

- On Windows* OS, the value is based on the setting of the NUMBER_OF_PROCESSORS environment variable.
- On Linux* OS and OS X*, the value is 2.

This option applies to compilations, but not to linking or link-time code generation.

**IDE Equivalent**
Visual Studio: **General > Multi-processor Compilation**
Eclipse: None
Xcode: None

Alternate Options
None
**print-sysroot**

*Prints the target sysroot directory that is used during compilation.*

**Architectures**

Not available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

**Linux OS:**

- `print-sysroot`

**OS X:**

None

**Windows OS:**

None

**Arguments**

None

**Default**

OFF

*Nothing is printed.*

**Description**

This option prints the target sysroot directory that is used during compilation.

This is the target sysroot directory that is specified in an environment file or in option `--sysroot`. This option is only effective if a target sysroot has been specified.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

sysroot compiler option

**save-temps, Qsave-temps**

*Tells the compiler to save intermediate files created during compilation.*

**Syntax**

**Linux OS and OS X:**

- `save-temps`
- `no-save-temps`

**Windows OS:**

/-save-temps
/-Qsave-temps/-
Arguments
None

Default
Linux* OS and OS X*: -no-save-temps
Windows* OS: .obj files are saved

On Linux and OS X systems, the compiler deletes intermediate files after compilation is completed. On Windows systems, the compiler saves only intermediate object files after compilation is completed.

Description
This option tells the compiler to save intermediate files created during compilation. The names of the files saved are based on the name of the source file; the files are saved in the current working directory.

If option [Q]save-temps is specified, the following occurs:

- The object .o file (Linux OS and OS X) or .obj file (Windows OS) is saved.
- The assembler .s file (Linux OS and OS X) or .asm file (Windows OS) is saved if you specified the [Q]use-asm option.
- The .i or .i90 file is saved if the fpp preprocessor is invoked.

If -no-save-temps is specified on Linux or OS X systems, the following occurs:

- The .o file is put into /tmp and deleted after calling ld.
- The preprocessed file is not saved after it has been used by the compiler.

If /Qsave-temps- is specified on Windows systems, the following occurs:

- The .obj file is not saved after the linker step.
- The preprocessed file is not saved after it has been used by the compiler.

NOTE
This option only saves intermediate files that are normally created during compilation.

IDE Equivalent
None

Alternate Options
None

Example
If you compile program my_foo.F on a Linux or OS X system and you specify option -save-temps and option -use-asm, the compilation will produce files my_foo.o, my_foo.s, and my_foo.i.

If you compile program my_foo.fpp on a Windows system and you specify option /Qsave-temps and option /Quse-asm, the compilation will produce files my_foo.obj, my_foo.asm, and my_foo.i.

sox
Tells the compiler to save the compilation options and version number in the executable file. It also lets you choose whether to include lists of certain routines.
Syntax

Linux OS:
- sox\[=keyword[,keyword]]
- no-sox

OS X:
None

Windows OS:
None

Arguments

\textit{keyword}

Is the routine information to include. Possible values are:

- \textit{inline}
  
  Includes a list of the routines that were inlined in each object.

- \textit{profile}
  
  Includes a list of the routines that were compiled with the \textit{-prof-use} option and for which the .dpi file had profile information, and an indication for each as to whether the profile information was USED (matched) or IGNORED (mismatched).

Default

- \textit{-no-sox}
  
  The compiler does not save these informational strings in the object file.

Description

This option tells the compiler to save the compilation options and version number in the executable file. It also lets you choose whether to include lists of certain routines. The information is embedded as a string in each object file or assembly output.

If you specify option \textit{sox} with no \textit{keyword}, the compiler saves the compiler options and version number used in the compilation of the objects that make up the executable.

When you specify this option, the size of the executable on disk is increased slightly. Each \textit{keyword} you specify increases the size of the executable. When you link the object files into an executable file, the linker places each of the information strings into the header of the executable. It is then possible to use a tool, such as a strings utility, to determine what options were used to build the executable file.

IDE Equivalent

None

Alternate Options

None

Example

The following commands are equivalent:

- sox=profile  no-sox=inline
- sox=profile,inline
You can use the negative form of the option to disable and reset the option. For example:

- sox=profile -no-sox -sox=inline  ! This means -sox=inline

**See Also**

prof-use, Qprof-use compiler option

docs

Specifies the root directory where headers and libraries are located.

**Architecture Restrictions**

Not available on Intel® 64 architecture targeting Intel® MIC Architecture

**Syntax**

**Linux OS:**

```bash
--sysroot=dir
```

**OS X:**

None

**Windows OS:**

None

**Arguments**

`dir`

Specifies the local directory that contains copies of target libraries in the corresponding subdirectories.

**Default**

Off

The compiler uses default settings to search for headers and libraries.

**Description**

This option specifies the root directory where headers and libraries are located.

For example, if the headers and libraries are normally located in `/usr/include` and `/usr/lib` respectively, `--sysroot=/mydir` will cause the compiler to search in `/mydir/usr/include` and `/mydir/usr/lib` for the headers and libraries.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

**Tf**

*Tells the compiler to compile the file as a Fortran source file.*

**Syntax**

**Linux OS and OS X:**

```bash
-Tf filename
```
Windows OS:
/Tf filename

**Arguments**

*filename* Is the name of the file.

**Default**

OFF Files that do not end in standard Fortran file extensions are not compiled as Fortran files.

**Description**

This option tells the compiler to compile the file as a Fortran source file.

This option is useful when you have a Fortran file with a nonstandard file extension (that is, not one of .F, .FOR, or .F90).

This option assumes the file specified uses fixed source form. If the file uses free source form, you must also specify option `free`.

**IDE Equivalent**

None

**Alternate Options**

None

**See Also**

extfor compiler option
free compiler option

**watch**

*Tells the compiler to display certain information to the console output window.*

**Syntax**

Linux OS and OS X:

-`-watch[=keyword[, keyword...]]`
-`-nowatch`

Windows OS:

`/watch[::keyword[, keyword...]]`
`/nowatch`

**Arguments**

*keyword* Determines what information is displayed. Possible values are:

- `none` Disables cmd and source.
- `[no]cmd` Determines whether driver tool commands are displayed and executed.
Determines whether the name of the file being compiled is displayed.

`mic-cmd` Enables display of compiler options that are passed to the offload compilation. This keyword is only available on Intel® MIC Architecture.

`all` Enables `cmd` and `source`.

**Default**

`nowatch` Pass information and source file names are not displayed to the console output window.

**Description**

Tells the compiler to display processing information (pass information and source file names) to the console output window.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>watch</code></td>
<td>Tells the compiler to display pass information and source file names to the console output window. This is the same as specifying <code>nowatch</code>.</td>
</tr>
<tr>
<td><code>cmd</code></td>
<td>Tells the compiler to display and execute driver tool commands.</td>
</tr>
<tr>
<td><code>source</code></td>
<td>Tells the compiler to display the name of the file being compiled.</td>
</tr>
<tr>
<td><code>mic-cmd</code></td>
<td>Tells the compiler to display the compiler options that are passed to the offload compilation. Only the options that are automatically passed are displayed. If this keyword is specified on an architecture other than Intel® MIC Architecture, results vary. It may be ignored, have no effect, or produce an error.</td>
</tr>
<tr>
<td><code>all</code></td>
<td>Tells the compiler to display pass information and source file names to the console output window. This is the same as specifying <code>watch</code> with no <code>keyword</code>. For heterogeneous compilation, the tool commands for the host and the offload compilations will be displayed.</td>
</tr>
</tbody>
</table>

**IDE Equivalent**

None

**Alternate Options**

`watch cmd` Linux and OS X: `-v`

Windows: None

**See Also**

`qoffload-option`, `Qoffload-option` compiler option

`v` compiler option

`what`

* Tells the compiler to display its detailed version string.
Syntax
Linux OS and OS X:
-what
Windows OS:
/what

Arguments
None

Default
OFF
The version strings are not displayed.

Description
This option tells the compiler to display its detailed version string.

IDE Equivalent
None

Alternate Options
None

Alternate Compiler Options
This topic lists alternate names for compiler options and show the primary option name. Some of the alternate option names are deprecated and may be removed in future releases.
For more information on compiler options, see the detailed descriptions of the individual, primary options.
Some of these options are deprecated. For more information, see Deprecated and Removed Options.

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<td>-mcpu</td>
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<td>Profile Guided Optimization (PGO):</td>
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<td>-qp</td>
<td>-p</td>
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<td>OpenMP* and Parallel Processing Options:</td>
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<td>Floating-Point:</td>
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<td><em><em>Alternate Linux</em> OS and OS X</em> Options**</td>
<td><strong>Primary Option Name</strong></td>
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<td>-debug variable-locations</td>
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<tr>
<td>-fvar-tracking-assignments</td>
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<tr>
<td><strong>Preprocessor:</strong></td>
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</tr>
<tr>
<td>-DD</td>
<td>-d-lines</td>
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<tr>
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<tr>
<td>-nostdinc</td>
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</tr>
<tr>
<td>-80</td>
<td>-extend-source 80</td>
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<td>-132</td>
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</tr>
<tr>
<td>-C</td>
<td>-check all</td>
</tr>
<tr>
<td>-CB</td>
<td>-check bounds</td>
</tr>
<tr>
<td>-common-args</td>
<td>-assume dummy_aliases</td>
</tr>
<tr>
<td>-CU</td>
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</tr>
<tr>
<td>-FI</td>
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</tr>
<tr>
<td>-FR</td>
<td>-free</td>
</tr>
<tr>
<td>-fsyntax-only</td>
<td>-syntax-only</td>
</tr>
<tr>
<td>-mixed-str-len-arg</td>
<td>No equivalent on Linux* or OS X* systems. On Windows* systems, /iface:mixed_str_len_arg</td>
</tr>
<tr>
<td>-nbs</td>
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</tr>
<tr>
<td>-std</td>
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</tr>
<tr>
<td>-std90</td>
<td>-stand f90</td>
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<td>-std95</td>
<td>-stand f95</td>
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<td>-std03</td>
<td>-stand f03</td>
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<td>-y</td>
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<td>-Zp</td>
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<td><strong>Data:</strong></td>
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<td>-autodouble</td>
<td>-real-size 64</td>
</tr>
<tr>
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<tr>
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<td>-i8</td>
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<tr>
<td>-r8</td>
<td>real-size 64</td>
</tr>
<tr>
<td>-r16</td>
<td>real-size 128</td>
</tr>
</tbody>
</table>

#### Compiler Diagnostics:

<table>
<thead>
<tr>
<th>Primary Option Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
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<td>-warn stderrors</td>
</tr>
<tr>
<td>-e95</td>
<td>-warn stderrors</td>
</tr>
<tr>
<td>-e03</td>
<td>-warn stderrors</td>
</tr>
<tr>
<td>-error-limit</td>
<td>diag-error-limit</td>
</tr>
<tr>
<td>-implicitnone</td>
<td>warn declarations</td>
</tr>
<tr>
<td>-u</td>
<td>warn declarations</td>
</tr>
<tr>
<td>-w</td>
<td>warn none or -warn nogeneral</td>
</tr>
<tr>
<td>-W0</td>
<td>warn none or -warn nogeneral</td>
</tr>
<tr>
<td>-W1</td>
<td>warn general</td>
</tr>
</tbody>
</table>

#### Compatibility:

<table>
<thead>
<tr>
<th>Primary Option Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
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<td>-f66</td>
</tr>
<tr>
<td>-onetrip</td>
<td>-f66</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
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<th>Description</th>
</tr>
</thead>
<tbody>
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<td>shared-intel</td>
</tr>
<tr>
<td>-i-static</td>
<td>static-intel</td>
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</tbody>
</table>

### Alternate Windows* OS Options

<table>
<thead>
<tr>
<th>Primary Option Name</th>
<th>Description</th>
</tr>
</thead>
</table>

#### Optimization:

| /Ox                  | /O          |

#### OpenMP* and Parallel Processing Options:

| /openmp             | /Qopenmp    |

#### Floating Point:

| /QIfist             | /Qrcd       |

#### Output, Debug, Precompiled Header (PCH):

<p>| /compile-only       | /c          |
| /Fe                 | /exe        |
| /Fo                 | /object     |
| /nolink             | /c          |
| /pdbfile            | /Fd         |</p>
<table>
<thead>
<tr>
<th>Alternate Windows* OS Options</th>
<th>Primary Option Name</th>
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<tbody>
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<tr>
<td><strong>Preprocessor:</strong></td>
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</tr>
<tr>
<td>/define</td>
<td>/D</td>
</tr>
<tr>
<td>/include</td>
<td>/I</td>
</tr>
<tr>
<td>/ndefine</td>
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</tr>
<tr>
<td>/noinclude</td>
<td>/X</td>
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<tr>
<td>/undefine</td>
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</tr>
<tr>
<td><strong>Language:</strong></td>
<td></td>
</tr>
<tr>
<td>/4L72</td>
<td>-extend-source:72</td>
</tr>
<tr>
<td>/4L80</td>
<td>-extend-source:80</td>
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<tr>
<td>/4L132</td>
<td>-extend-source:132</td>
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<td>/4Naltparam</td>
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<tr>
<td>/4Yaltparam</td>
<td>/altparam</td>
</tr>
<tr>
<td>/4Nf</td>
<td>/fixed</td>
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<tr>
<td>/4Yf</td>
<td>/free</td>
</tr>
<tr>
<td>/4Ns</td>
<td>/stand:none</td>
</tr>
<tr>
<td>/4Ys</td>
<td>/stand:f90</td>
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<tr>
<td>/C</td>
<td>/check:all</td>
</tr>
<tr>
<td>/CB</td>
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<td>/fixed</td>
</tr>
<tr>
<td>/FR</td>
<td>/free</td>
</tr>
<tr>
<td>/Gm</td>
<td>/iface:cvf</td>
</tr>
<tr>
<td>/Gz</td>
<td>/iface:stdcall</td>
</tr>
<tr>
<td>/nbs</td>
<td>/assume:nobcss</td>
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<tr>
<td>/Qcommon-args</td>
<td>/assume:dummy_aliases</td>
</tr>
<tr>
<td>/RTCu</td>
<td>/check:uninit</td>
</tr>
<tr>
<td>/Zp</td>
<td>/align:recnbyte</td>
</tr>
<tr>
<td>/Zs</td>
<td>/syntax-only</td>
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<tr>
<td><strong>Data:</strong></td>
<td></td>
</tr>
<tr>
<td>/4I2</td>
<td>/integer-size:16</td>
</tr>
<tr>
<td>/4I4</td>
<td>/integer-size:32</td>
</tr>
<tr>
<td>/4I8</td>
<td>/integer-size:64</td>
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<tr>
<td>/4Na</td>
<td>/noauto</td>
</tr>
</tbody>
</table>
### Alternate Windows* OS Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Primary Option Name</th>
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<tbody>
<tr>
<td>/4Ya</td>
<td>/auto</td>
</tr>
<tr>
<td>/4R8</td>
<td>/real-size:64</td>
</tr>
<tr>
<td>/4R16</td>
<td>/real-size:128</td>
</tr>
<tr>
<td>/automatic</td>
<td>/auto</td>
</tr>
<tr>
<td>/Qauto</td>
<td>/auto</td>
</tr>
<tr>
<td>/Qautodouble</td>
<td>/real-size:64</td>
</tr>
<tr>
<td>/Zp</td>
<td>/align:recnbyte</td>
</tr>
</tbody>
</table>

### Compiler Diagnostics:

<table>
<thead>
<tr>
<th>Option</th>
<th>Primary Option Name</th>
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<tbody>
<tr>
<td>/4Nd</td>
<td>/warn:nodeclarations</td>
</tr>
<tr>
<td>/4Yd</td>
<td>/warn:declarations</td>
</tr>
<tr>
<td>/error-limit</td>
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<tr>
<td>/w</td>
<td>/warn:nodecl or /warn:nogeneral</td>
</tr>
<tr>
<td>/W0</td>
<td>/warn:nodecl or /warn:nogeneral</td>
</tr>
<tr>
<td>/W1</td>
<td>/warn:general</td>
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</table>

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<tr>
<th>Option</th>
<th>Primary Option Name</th>
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<td>/Qonetrip</td>
<td>/f66</td>
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### Linking or Linker:

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### Miscellaneous:

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<th>Option</th>
<th>Primary Option Name</th>
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<td>/logo</td>
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<tr>
<td>/Z1</td>
<td>/libdir:none</td>
</tr>
</tbody>
</table>
Understanding Floating-point Operations

Programming Tradeoffs in Floating-point Applications

In general, the programming objectives for floating-point applications fall into the following categories:

- **Accuracy**: The application produces results that are close to the correct result.
- **Reproducibility and portability**: The application produces consistent results across different runs, different sets of build options, different compilers, different platforms, and different architectures.
- **Performance**: The application produces fast, efficient code.

Based on the goal of an application, you will need to make tradeoffs among these objectives. For example, if you are developing a 3D graphics engine, then performance may be the most important factor to consider, and reproducibility and accuracy may be your secondary concerns.

The Intel® Fortran Compiler provides several compiler options that allow you to tune your applications based on specific objectives. Broadly speaking, there are the floating-point specific options, such as the `-fp-model` (Linux* and OS X*) or `/fp` (Windows*) option, and the fast-but-low-accuracy options, such as the `[Q]imf-max-error` option. The compiler optimizes and generates code differently when you specify these different compiler options. You should select appropriate compiler options by carefully balancing your programming objectives and making tradeoffs among these objectives. Some of these options may influence the choice of math routines that will be invoked.

Many routines in the `libirc`, `libm`, and `svml` library are more highly optimized for Intel microprocessors than for non-Intel microprocessors.

Using Floating-point Options

Take the following code as an example:

```
Example

REAL(4):: t0, t1, t2
...
t0=t1+t2+4.0+0.1
```

If you specify the `-fp-model extended` (Linux* and OS X*) or `/fp:extended` (Windows*) option in favor of accuracy, the compiler generates the following assembly code:

```
fld  DWORD PTR _t1
fadd DWORD PTR _t2
fadd DWORD PTR _Cnst4.0
fadd DWORD PTR _Cnst0.1
fstp DWORD PTR _t0
```

The above code maximizes accuracy because it utilizes the highest mantissa precision available on the target platform. However, the code might suffer in performance due to the overhead of managing the x87 stack and it might yield results that cannot be reproduced on other platforms that do not have an equivalent extended precision type.
If you specify the `-fp-model source` (Linux* and OS X*) or `/fp:source` (Windows*) option in favor of reproducibility and portability, the compiler generates the following assembly code:

```
movss     xmm0, DWORD PTR _t1
addss     xmm0, DWORD PTR _t2
addss     xmm0, DWORD PTR _Cnst4.0
addss     xmm0, DWORD PTR _Cnst0.1
movss     DWORD PTR _t0, xmm0
```

The above code maximizes portability by preserving the original order of the computation and by using the well-defined IEEE single-precision type for all computations. It is not as accurate as the previous implementation because the intermediate rounding error is greater compared to extended precision. And it is not the highest performance implementation because it does not take advantage of the opportunity to pre-compute \(4.0 + 0.1\).

If you specify the `-fp-model fast` (Linux* and OS X*) or `/fp:fast` (Windows*) option in favor of performance, the compiler generates the following assembly code:

```
movss     xmm0, DWORD PTR _Cnst4.1
addss     xmm0, DWORD PTR _t1
addss     xmm0, DWORD PTR _t2
movss     DWORD PTR _t0, xmm0
```

The above code maximizes performance by using Intel® SSE instructions and pre-computing \(4.0 + 0.1\). It is not as accurate as the first implementation, again due to greater intermediate rounding error. It will not provide reproducible results like the second implementation because it must reorder the addition in order to pre-compute \(4.0 + 0.1\), and you cannot expect that all compilers, on all platforms, at all optimization levels will reorder the addition in the same way.

For many other applications, the considerations may be more complicated.

### Using Fast-but-low-accuracy Options

The fast-but-low-accuracy options provide an easy way to control the accuracy of mathematical functions and utilize performance/accuracy tradeoffs offered by the Intel® Math Libraries. You can specify accuracy, via a command line interface, for all math functions or a selected set of math functions at the level more precise than low, medium or high.

You specify the accuracy requirements as a set of function attributes that the compiler uses for selecting an appropriate function implementation in the math libraries. Examples using the attribute, `max-error`, is presented here. For example, use the following option:

```
-fimf-max-error=2
```

to specify relative error of two ulps (u nit in the l ast p lace) for all single, double, long double, and quad precision functions.

To specify twelve bits of accuracy for a \(\sin\) function, use:

```
-fimf-sin-accuracy-bits=12
```

To specify relative error of ten ulps for a \(\sin\) function, and four ulps for other math functions called in the source file you are compiling, use:

```
-fimf-sin-max-error=10-fimf-max-error=4
```

The Intel® Fortran Compiler defines the default value for the `max-error` attribute depending on the `/fp` option and `/Qfast-transcendentals` settings. In `/fp:fast` mode or if fast but less accurate math functions are explicitly enabled by `/Qfast-transcendentals-`, then the Intel® Fortran Compiler sets `max-error=4.0` for the call. Otherwise, it sets `max-error=0.6`.

### See Also

Using the `-fp-model (/fp) Option

fimf-max-error, Qimf-max-error compiler option
Floating-point Optimizations

Application performance is an important goal of the Intel® Fortran Compiler, even at default optimization levels. A number of optimizations involve transformations that might affect the floating-point behavior of the application, such as evaluation of constant expressions at compile time, hoisting invariant expressions out of loops, or changes in the order of evaluation of expressions. These optimizations usually help the compiler to produce the most efficient code possible. However, the optimizations might be contrary to the floating-point requirements of the application.

Some optimizations are not consistent with strict interpretation of the ANSI or ISO standards for Fortran. Such optimizations can cause differences in rounding and small variations in floating-point results that may be more or less accurate than the ANSI-conformant result.

The Intel® Fortran Compiler provides the -fp-model (Linux* and OS X*) or /fp (Windows*) option, which allows you to control the optimizations performed when you build an application. The option allows you to specify the compiler rules for:

- **Value safety**: Whether the compiler may perform transformations that could affect the result. For example, in the SAFE mode, the compiler won't transform $x/x$ to 1.0 because the value of $x$ at runtime might be a zero or a NaN. The UNSAFE mode is the default.
- **Floating-point expression evaluation**: How the compiler should handle the rounding of intermediate expressions.
- **Floating-point contractions**: Whether the compiler should generate fused multiply-add (FMA) instructions on processors that support them. When enabled, the compiler may generate FMA instructions for combining multiply and add operations; when disabled, the compiler must generate separate multiply and add instructions with intermediate rounding.
- **Floating-point environment access**: Whether the compiler must account for the possibility that the program might access the floating-point environment, either by changing the default floating-point control settings or by reading the floating-point status flags. This is disabled by default. You can use the -fp-model:strict (Linux* and OS X*) or /fp:strict (Windows*) option to enable it.
- **Precise floating-point exceptions**: Whether the compiler should account for the possibility that floating-point operations might produce an exception. This is disabled by default. You can use -fp-model:strict (Linux* and OS X*) or /fp:strict (Windows*) or -fp-model:except (Linux* and OS X*) or /fp:except (Windows*) to enable it.

The following table describes the impact of different keywords of the option on compiler rules and optimizations:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Value Safety</th>
<th>Floating-Point Expression Evaluation</th>
<th>Floating-Point Contractions</th>
<th>Floating-Point Environment Access</th>
<th>Precise Floating-Point Exceptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>precise source</td>
<td>Safe</td>
<td>Source</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>strict</td>
<td>Safe</td>
<td>Source</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>fast=1 (default)</td>
<td>Unsafe</td>
<td>Unknown</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>fast=2</td>
<td>Very unsafe</td>
<td>Unknown</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>except</td>
<td>Unaffected</td>
<td>Unaffected</td>
<td>Unaffected</td>
<td>Unaffected</td>
<td>Yes</td>
</tr>
<tr>
<td>except-</td>
<td>Unaffected</td>
<td>Unaffected</td>
<td>Unaffected</td>
<td>Unaffected</td>
<td>No</td>
</tr>
</tbody>
</table>

**NOTE**
It is illegal to specify the except keyword in an unsafe safety mode.

Based on the objectives of an application, you can choose to use different sets of compiler options and keywords to enable or disable certain optimizations, so that you can get the desired result.
Using the -fp-model (/fp) Option

The -fp-model (Linux* and OS X*) or /fp (Windows*) option allows you to control the optimizations on floating-point data. You can use this option to tune the performance, level of accuracy, or result consistency for floating-point applications across platforms and optimization levels.

For applications that do not require support for denormalized numbers, the -fp-model or /fp option can be combined with the [Q]ftz option to flush denormalized results to zero in order to obtain improved runtime performance on processors based on all Intel® architectures.

You can use keywords to specify the semantics to be used. The keywords specified for this option may influence the choice of math routines that are invoked. Many routines in the libirc, libm, and svml library are more highly optimized for Intel microprocessors than for non-Intel microprocessors. Possible values of the keywords are as follows:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>precise</td>
<td>Enables value-safe optimizations on floating-point data and rounds intermediate results to source-defined precision.</td>
</tr>
<tr>
<td>fast[=1</td>
<td>2]</td>
</tr>
<tr>
<td>strict</td>
<td>Enables precise and except, disables contractions, and enables the property that allows modification of the floating-point environment.</td>
</tr>
<tr>
<td>source</td>
<td>Enables value-safe optimizations on floating-point data and rounds intermediate results to source-defined precision (same as precise keyword).</td>
</tr>
<tr>
<td>[no-]except</td>
<td>Determines whether strict floating-point exception semantics are used. (Linux* and OS X*) or except[-] (Windows*)</td>
</tr>
</tbody>
</table>

The default value of the option is -fp-model fast=1 or /fp:fast=1, which means that the compiler uses more aggressive optimizations on floating-point calculations.

**NOTE**
Using the default option keyword -fp-model fast or /fp:fast, you may get significant differences in your result depending on whether the compiler uses x87 or SSE/AVX instructions to implement floating-point operations. Results are more consistent when the other option keywords are used.

Several examples are provided to illustrate the usage of the keywords. These examples show:

- A small example of source code.

**NOTE**
The same source code is considered in all the included examples.

- The semantics that are used to interpret floating-point calculations in the source code.
- One or more possible ways the compiler may interpret the source code.

**NOTE**
There are several ways the compiler may interpret the code; we show just some of these possibilities.

**-fp-model fast or /fp:fast**
Example source code:
When this option is specified, the compiler applies the following semantics:

- Additions may be performed in any order.
- Intermediate expressions may use single, double, or extended double precision.
- The constant addition may be pre-computed, assuming the default rounding mode.

Using these semantics, some possible ways the compiler may interpret the original code are given below:

### Example

```c
REAL T0, T1, T2;
...
T0 = 4.0E + 0.1E + T1 + T2;
```

### Example

```c
REAL T0, T1, T2;
...
T0 = (T1 + T2) + 4.1E;
```

### -fp-model source or /fp:source

This setting is equivalent to -fp-model precise or /fp:precise on systems based on the Intel® 64 architecture.

#### Source code example

```c
REAL T0, T1, T2;
...
T0 = 4.0E + 0.1E + T1 + T2;
```

When this option is specified, the compiler applies the following semantics:

- Additions are performed in program order.
- Intermediate expressions use the precision specified in the source code, that is, single-precision.
- The constant addition may be pre-computed, assuming the default rounding mode.

Using these semantics, a possible way the compiler may interpret the original code is shown below:

### Example

```c
REAL T0, T1, T2;
...
T0 = ((4.1E + T1) + T2);
```

### -fp-model strict or /fp:strict

#### Source code example

```c
REAL T0, T1, T2;
...
T0 = 4.0E + 0.1E + T1 + T2;
```

When this option is specified, the compiler applies the following semantics:
• Additions are performed in program order
• Intermediate expressions always use source precision in modes other than fast.
• The constant addition is not pre-computed because there is no way to tell what rounding mode will be
  active when the program runs.

Using these semantics, a possible way the compiler may interpret the original code is shown below:

```
Example

REAL T0, T1, T2;
...
T0 = REAL ((((REAL)4.0E + (REAL)0.1E) + (REAL)T1) + (REAL)T2);
```

See Also
fp-model, fp compiler option

See Also
fp-model, fp compiler option

Denormal Numbers

A normalized number is a number for which both the exponent (including bias) and the most significant bit of
the mantissa are non-zero. For such numbers, all the bits of the mantissa contribute to the precision of the
representation.

The smallest normalized single-precision floating-point number greater than zero is about 1.1754943^-38.
Smaller numbers are possible, but those numbers must be represented with a zero exponent and a mantissa
whose leading bit(s) are zero, which leads to a loss of precision. These numbers are called denormalized
numbers or denormals (newer specifications refer to these as subnormal numbers).

Denormal computations use hardware and/or operating system resources to handle denormals; these can
cost hundreds of clock cycles. Denormal computations take much longer to calculate than normal
computations.

There are several ways to avoid denormals and increase the performance of your application:
• Scale the values into the normalized range.
• Use a higher precision data type with a larger range.
• Flush denormals to zero.

See Also
Reducing the Impact of Denormal Exceptions

Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1: Basic Architecture

Institute of Electrical and Electronics Engineers, Inc*. (IEEE) web site for information about the current
floating-point standards and recommendations

Floating-Point Environment

The floating-point environment is a collection of registers that control the behavior of the floating-point
machine instructions and indicate the current floating-point status. The floating-point environment can
include rounding mode controls, exception masks, flush-to-zero (FTZ) controls, exception status flags, and
other floating-point related features.

For example, bit 15 of the MXCSR register enables the flush-to-zero mode, which controls the masked
response to an single-instruction multiple-data (SIMD) floating-point underflow condition.

The floating-point environment affects most floating-point operations; therefore, correct configuration to
meet your specific needs is important. For example, the exception mask bits define which exceptional
conditions will be raised as exceptions by the processor. In general, the default floating-point environment is
set by the operating system. You don’t need to configure the floating-point environment unless the default
floating-point environment does not suit your needs.
There are several methods available if you want to modify the default floating-point environment. For example, you can use inline assembly, compiler built-in functions, library functions, or command line options. Changing the default floating-point environment affects runtime results only. This does not affect any calculations that are pre-computed at compile time.

See Also

Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1: Basic Architecture

Setting the FTZ and DAZ Flags

In Intel® processors, the flush-to-zero (FTZ) and denormals-are-zero (DAZ) flags in the MXCSR register are used to control floating-point calculations. Intel® Streaming SIMD Extensions (Intel® SSE) and Intel® Advanced Vector Extensions (Intel® AVX) instructions, including scalar and vector instructions, benefit from enabling the FTZ and DAZ flags respectively. Floating-point computations using these Intel® SSE and Intel® AVX instructions are accelerated when the FTZ and DAZ flags are enabled and thus the performance of the application improves.

You can use the [Q]ftz option to flush denormal results to zero when the application is in the gradual underflow mode. This option may improve performance if the denormal values are not critical to your application’s behavior. The [Q]ftz option, when applied to the main program, set the FTZ and the DAZ hardware flags. The negative form of the [Q]ftz option leave the flags as they are.

The following table describes how the compiler processes denormal values based on the status of the FTZ and DAZ flags:

<table>
<thead>
<tr>
<th>Flag</th>
<th>When set to ON, the compiler...</th>
<th>When set to OFF, the compiler...</th>
<th>Supported on</th>
</tr>
</thead>
<tbody>
<tr>
<td>FTZ (flush-to-zero)</td>
<td>Sets denormal results from floating-point calculations to zero</td>
<td>Does not change the denormal results</td>
<td>Intel® 64 architectures, and some IA-32 architectures</td>
</tr>
<tr>
<td>DAZ (denormals-are-zero)</td>
<td>Treats denormal values used as input to floating-point instructions as zero</td>
<td>Does not change the denormal instruction inputs</td>
<td>Intel® 64 architecture and some IA-32 architecture</td>
</tr>
</tbody>
</table>

- FTZ and DAZ are not supported on all IA-32 architectures. The FTZ flag is supported only on IA-32 architectures that support Intel® SSE instructions.
- On systems based on the IA-32 and Intel® 64 architectures, FTZ only applies to Intel® SSE and Intel® AVX instructions. Hence, if your application happens to generate denormals using x87 instructions, FTZ does not apply.
- DAZ and FTZ flags are not compatible with IEEE Standard 754, so you should only consider enabling them when strict compliance to the IEEE standard is not required.

Options [Q]ftz are performance options. Setting these options does not guarantee that all denormals in a program are flushed to zero. They only cause denormals generated at run-time to be flushed to zero.

On Intel® 64 and IA-32 systems, the compiler, by default, inserts code into the main routine to set the FTZ and DAZ flags. When [Q]ftz option is used on IA-32 systems with the option –msse2 or /arch:sse2, the compiler will insert code to conditionally set FTZ/DAZ flags based on a run-time processor check. Using the negative form of [Q]ftz will prevent the compiler from inserting any code that might set FTZ or DAZ flags.

When the [Q]ftz option is used in combination with an Intel® SSE-enabling option on systems based on the IA-32 architecture (for example, –msse2 or /arch:sse2), the compiler will insert code in the main routine to set FTZ and DAZ. When option [Q]ftz is used without such an option, the compiler will insert code to conditionally set FTZ or DAZ based on a run-time processor check. The negative form of [Q]ftz will prevent the compiler from inserting any code that might set FTZ or DAZ.

The [Q]ftz option only has an effect when the main program is being compiled. It sets the FTZ/DAZ mode for the process. The initial thread and any threads subsequently created by that process will operate in the FTZ/DAZ mode.
On systems based on the IA-32 and Intel® 64 architectures, every optimization option o level, except o0, sets [Q]ftz.

If this option produces undesirable results of the numerical behavior of your program, you can turn the FTZ/DAZ mode off by using the negative form of [Q]ftz in the command line while still benefitting from the O3 optimizations.

You can set the flags manually by calling the following Intel® Fortran intrinsic:

```
Example
RESULT = FOR_SET_FPE (FOR_M_ABRUPT_UND)
```

**See Also**

Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1: Basic Architecture

**Checking the Floating-point Stack State**

On systems based on the IA-32 architecture, when an application calls a function that returns a floating-point value, the returned floating-point value is supposed to be on the top of the floating-point stack. If the return value is not used, the compiler must pop the value off of the floating-point stack in order to keep the floating-point stack in the correct state.

On systems based on Intel® 64 architecture, floating-point values are usually returned in the xmm0 register. The floating-point stack is used only when the return value is an internal 80-bit floating-point data type on Linux* and OS X* systems.

If the application calls a function without defining or incorrectly defining the function's prototype, the compiler cannot determine if the function must return a floating-point value. Consequently, the return value is not popped off the floating-point stack if it is not used. This can cause the floating-point stack to overflow.

The overflow of the stack results in two undesirable situations:

- A NaN value gets involved in the floating-point calculations
- The program results become unpredictable; the point where the program starts making errors can be arbitrarily far away from the point of the actual error.

For systems based on the IA-32 and Intel® 64 architectures, the [Q]fp-stack-check option checks whether a program makes a correct call to a function that should return a floating-point value. If an incorrect call is detected, the option places a code that marks the incorrect call in the program. The [Q]fp-stack-check option marks the incorrect call and makes it easy to find the error.

**NOTE**

The [Q]fp-stack-check option causes significant code generation after every function/subroutine call to ensure that the floating-point stack is maintained in the correct state. Therefore, using this option slows down the program being compiled. Use the option only as a debugging aid to find floating point stack underflow/overflow problems, which can be otherwise hard to find.

**See Also**

fp-stack-check, Qfp-stack-check compiler option

**Tuning Performance**

**Overview: Tuning Performance**

This section describes several programming guidelines that can help you improve the performance of floating-point applications:

- Avoid exceeding representable ranges during computation; handling these cases can have a performance impact.
• Use REAL variables in single precision format unless the extra precision obtained through DOUBLE or REAL*8 is required because a larger precision formation will also increase memory size and bandwidth requirements. See Using Efficient Data Types section.
• Reduce the impact of denormal exceptions for all supported architectures.
• Avoid mixed data type arithmetic expressions.

See Also
Avoiding Mixed Data Type Arithmetic Expressions
Reducing the Impact of Denormal Exceptions
Using Efficient Data Types

Handling Floating-point Array Operations in a Loop Body

Following the guidelines below will help auto-vectorization of the loop.
• Statements within the loop body may contain float or double operations (typically on arrays). The following arithmetic operations are supported: addition, subtraction, multiplication, division, negation, square root, MAX, MIN, and mathematical functions such as SIN and COS.
• Writing to a single-precision scalar/array and a double scalar/array within the same loop decreases the chance of auto-vectorization due to the differences in the vector length (that is, the number of elements in the vector register) between float and double types. If auto-vectorization fails, try to avoid using mixed data types.

See Also
Programming Guidelines for Vectorization

Reducing the Impact of Denormal Exceptions

Denormalized floating-point values are those that are too small to be represented in the normal manner; that is, the mantissa cannot be left-justified. Denormal values require hardware or operating system interventions to handle the computation, so floating-point computations that result in denormal values may have an adverse impact on performance.

There are several ways to handle denormals to increase the performance of your application:
• Scale the values into the normalized range
• Use a higher precision data type with a larger range
• Flush denormals to zero

For example, you can translate them to normalized numbers by multiplying them using a large scalar number, doing the remaining computations in the normal space, then scaling back down to the denormal range. Consider using this method when the small denormal values benefit the program design.

If you change the type declaration of a variable, you might also need to change associated library calls, unless these are generic. Another strategy that might result in increased performance is to increase the amount of precision of intermediate values using the -fp-model [double|extended] option. However, this strategy might not eliminate all denormal exceptions, so you must experiment with the performance of your application. You should verify that the gain in performance from eliminating denormals is greater than the overhead of using a data type with higher precision and greater dynamic range.

In many cases, denormal numbers can be treated safely as zero without adverse effects on program results. Depending on the target architecture, use flush-to-zero (FTZ) options.

IA-32 and Intel® 64 Architectures

These architectures take advantage of the FTZ (flush-to-zero) and DAZ (denormals-are-zero) capabilities of Intel® Streaming SIMD Extensions (Intel® SSE) instructions.

By default, the Intel® Fortran Compiler inserts code into the main routine to enable FTZ and DAZ at optimization levels higher than O0. To enable FTZ and DAZ at O0, compile the source file containing PROGRAM using compiler option [Q]ftz. When the [Q]ftz option is used on IA-32-based systems with the option -mia32 (Linux* and OS X*) or /arch:IA32 (Windows*), the compiler inserts code to conditionally enable FTZ and DAZ flags based on a run-time processor check.
NOTE
After using flush-to-zero, ensure that your program still gives correct results when treating
denormalized values as zero.

See Also
Setting the FTZ and DAZ Flags
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1: Basic Architecture

Avoiding Mixed Data Type Arithmetic Expressions
Avoid mixing integer and floating-point (REAL) data in the same computation. Expressing all numbers in a
floating-point arithmetic expression (assignment statement) as floating-point values eliminates the need to
convert data between fixed and floating-point formats. Expressing all numbers in an integer arithmetic
expression as integer values also achieves this. This improves run-time performance.

For example, assuming that I and J are both INTEGER variables, expressing a constant number (2.) as an
integer value (2) eliminates the need to convert the data. The following examples demonstrate inefficient
and efficient code.

Examples

<table>
<thead>
<tr>
<th>Inefficient Code Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER I, J</td>
</tr>
<tr>
<td>I = J / 2.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Efficient Code Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER I, J</td>
</tr>
<tr>
<td>I = J / 2</td>
</tr>
</tbody>
</table>

Special Considerations for Auto-Vectorization of the Innermost Loops
Auto-vectorization of an innermost loop packs multiple data elements from consecutive loop iterations into a
vector register, each of which is 128-bit (SSE) or 256 bit (AVX) in size.

Consider a loop that uses different sized data, for example, REAL and DOUBLE PRECISION. For REAL data,
the compiler tries to pack data elements from four (SSE) or eight (AVX) consecutive iterations (32 bits x 4 =
128 bits, 32 bits x 8 = 256 bits). For DOUBLE PRECISION data, the compiler tries to pack data elements
from two (SSE) or four (AVX) consecutive iterations (64 bits x 2 = 128 bits, 64 bits x 4 = 256 bits). Because
of the mismatched number of iterations, the compiler sometimes fails to perform auto-vectorization of the
loop, after trying to automatically remedy the situation.

If your attempt to auto-vectorize an innermost loop fails, it is a good practice to try using the same sized
data. INTEGER and REAL are considered same sized data since both are 32-bit in size.

Examples

<table>
<thead>
<tr>
<th>Example 1: Not auto-vectorizable code</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOUBLE PRECISION A(N), B(N)</td>
</tr>
<tr>
<td>REAL C(N), D(N)</td>
</tr>
<tr>
<td>DO I=1, N</td>
</tr>
<tr>
<td>A(I)=D(I)</td>
</tr>
<tr>
<td>C(I)=B(I)</td>
</tr>
<tr>
<td>ENDDO</td>
</tr>
</tbody>
</table>

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Example 2: Auto-vectorizable after automatic distribution into two loops

```fortran
DOUBLE PRECISION A(N), B(N)
REAL C(N), D(N)
DO I=1, N
   A(I)=B(I)
   C(I)=D(I)
ENDDO
```

Example 3: Auto-vectorizable as one loop

```fortran
REAL A(N), B(N)
REAL C(N), D(N)
DO I=1, N
   A(I)=B(I)
   C(I)=D(I)
ENDDO
```

Using Efficient Data Types

In cases where more than one data type can be used for a variable, consider selecting the data types based on the following hierarchy, listed from most to least efficient:

- Integer
- Single-precision real, expressed explicitly as `REAL`, `REAL (KIND=4)`, or `REAL*4`
- Double-precision real, expressed explicitly as `DOUBLE PRECISION`, `REAL (KIND=8)`, or `REAL*8`
- Extended-precision real, expressed explicitly as `REAL (KIND=16)` or `REAL*16`

**NOTE**

In an arithmetic expression, you should avoid mixing integer and floating-point data.
Creating Static Libraries

Executables generated using static libraries are no different than executables generated from individual source or object files. Because static libraries are not required at runtime, you do not need to include them when you distribute your executable. Linking to a static library is generally faster than linking to individual object files.

When building objects for a static library from the ifort command line, include option c to suppress linking. Without this option, the linker will run and generate an error because the object is not a complete program.

Building a static library (Linux*)

1. Use the c option to generate object files from the source files:
   ```
   ifort -c my_source1.f90 my_source2.f90 my_source3.f90
   ```
2. Use the Intel® xiar tool to create the library file from the object files:
   ```
   ar rc my_lib.a my_source1.o my_source2.o my_source3.o
   ```
3. Compile and link your project with your new library:
   ```
   ifort main.f90 my_lib.a
   ```

If your library file and source files are in different directories, use the -Ldir option to indicate where your library is located:
```
ifort -L/for/libs main.f90 my_lib.a
```  

Building a static library (OS X*)

1. Use the following command line to generate object files and create the library file:
   ```
   ifort -o my_lib.a -staticlib mysource1.f90 mysource2.f90 mysource3.f90
   ```
2. Compile and link your project with your new library:
   ```
   ifort main.f90 my_lib.a
   ```

If your library file and source files are in different directories, use the -Ldir option to indicate where your library is located:
```
ifort -L/for/libs main.f90 my_lib.a
```  

Building a static library (Windows*)

To build a static library from the integrated development environment (IDE), select the Fortran Static Library project type.

To build a static library using the command line:

1. Use option c to generate object files from the source files:
   ```
   ifort /c my_source1.f90 my_source2.f90
   ```
2. Use the Intel® xilib tool to create the library file from the object files:
   ```
   lib /out:my_lib.lib my_source1.obj my_source2.obj
   ```
3. Compile and link your project with your new library:
   ```
   ifort main.f90 my_lib.lib
   ```
Creating Shared Libraries

This topic applies to Linux* and OS X*.

Shared libraries, also referred to as dynamic libraries, are linked differently than static libraries. At compile time, the linker insures that all the necessary symbols are either linked into the executable, or can be linked at runtime from the shared library. Executables compiled from shared libraries are smaller, but the shared libraries must be included with the executable to function correctly. When multiple programs use the same shared library, only one copy of the library is required in memory.

To create a shared library from a Fortran source file, process the files using the ifort command:

- You must specify the -shared option (Linux*) or the -dynamiclib option (OS X*) to create the .so or .dylib file. On Linux* and OS X* operating systems using either IA-32 architecture or Intel® 64 architecture, you must also specify option -fpic for the compilation of each object file you want to include in the shared library.
- You can specify the -o output option to name the output file.
- If you omit the -c option, you will create a shared library (.so file) directly from the command line in a single step.
- If you also omit the -o output option, the file name of the first Fortran file on the command line is used to create the file name of the .so file. You can specify additional options associated with shared library creation.
- If you specify the -c option, you will create an object file (.o file) that you can name with the -o option. To create a shared library, process the .o file with ld, specifying certain options associated with shared library creation.

Creating a Shared Library

There are several ways to create a shared library.

You can create a shared library file with a single ifort command:

- You can create a shared library file with a single ifort command:

  ```
  ifort -shared -fpic octagon.f90 (Linux*)
  ifort -dynamiclib octagon.f90 (OS X*)
  ```

  The -shared or -dynamiclib option is required to create a shared library. The name of the source file is octagon.f90. You can specify multiple source files and object files.

  Because the -o option was omitted, the name of the shared library file is octagon.so (Linux*) or octagon.dylib (OS X*).

  You can use the -static-intel option to force the linker to use the static versions of the Intel-supplied libraries.

  You can also create a shared library file with a combination of ifort and ld (Linux*) or libtool (OS X*) commands:

  First, create the .o file, such as octagon.o in the following example:

  ```
  ifort -c -fpic octagon.f90
  ```

  The file octagon.o is then used as input to the ld (Linux*) or libtool (OS X*) command to create the shared library. The following example shows the command to create a shared library named octagon.so on a Linux* operating system:

  ```
  ld -shared octagon.o \
  -lifport -lifcoremt -lifm -lm -lcxa \
  -lpthread -lirc -lunwind -lc -lirc_s
  ```

  Note the following:

  - When you use ld, you need to list all Intel® Fortran libraries. It is easier and safer to use the ifort command. On OS X*, you would use libtool.
• The -shared option is required to create a shared library. On OS X*, use the -dynamiclib option, and also specify the following: -arch_only i386, -noall_load, -weak_references_mismatches non-weak.

• The name of the object file is octagon.o. You can specify multiple object (.o) files.

• The -lifport option and subsequent options are the standard list of libraries that the ifort command would have otherwise passed to ld or libtool. When you create a shared library, all symbols must be resolved.

It is recommended that you review the output of the -dryrun command to find the names of all the libraries used, to be able to specify them correctly.

If you are using the ifort command to link, you can use the -Qoption command to pass options to the ld linker. (You cannot use -Qoption on the ld command line.)

For more information on relevant compiler options, see the Compiler Options reference.

See also the ld(1) reference page.

Shared Library Restrictions

When creating a shared library with ld, be aware of the following restrictions:

• Shared libraries must not be linked with archive libraries.

  When creating a shared library, you can only depend on other shared libraries for resolving external references. If you need to reference a routine that currently resides in an archive library, put that routine in a separate shared library or include it in the shared library being created. You can specify multiple object (.o) files when creating a shared library.

  To put a routine in a separate shared library, obtain the source or object file for that routine, recompile if necessary, and create a separate shared library. You can specify an object file when recompiling with the ifort command or when creating the shared library with the ld command.

  To include a routine in the shared library being created, put the routine (source or object file) with other source files that make up the shared library and recompile if necessary.

  Now create the shared library, and specify the file containing that routine either during recompilation or when creating the shared library. You can specify an object file when recompiling with the ifort command or when creating the shared library with the ld or libtool command.

• When creating shared libraries, all symbols must be defined (resolved).

  Because all symbols must be defined to ld when you create a shared library, you must specify the shared libraries on the ld command line, including all standard Intel® Fortran libraries. The list of standard Intel® Fortran libraries can be specified by using the -lifport option.

Installing Shared Libraries

Once the shared library is created, it must be installed for private or system-wide use before you run a program that refers to it:

• To install a private shared library (when you are testing, for example), set the environment variable LD_LIBRARY_PATH, as described in ld(1). For OS X*, set the environment variable DYLD_LIBRARY_PATH.

• To install a system-wide shared library, place the shared library file in one of the standard directory paths used by ld or libtool.

Using Shared Libraries on OS X*

On OS X*, it is possible to store path information in shared libraries to perform library searches. The compiler installation changes the path to the installation directory, but you will need to modify these paths if you move the libraries elsewhere. For example, you may want to bundle redistributable Intel libraries with your application, which eliminates the dependency on libraries found on DYLD_LIBRARY_PATH.
If your compilations do not use `DYLD_LIBRARY_PATH` to find libraries, and you distribute executables that depend on shared libraries, then you will need to modify the Intel shared libraries (../lib/*.dylib) using the `install_name_tool` to set the correct path to the shared libraries. This also permits the end-user to launch the application by double-clicking on the executable. The code below will modify each library with the correct absolute path information:

```bash
for i in *.dylib
do
echo -change $i `pwd`/$i
done > changes
for i in *.dylib
do
install_name_tool `cat changes` $i
done
```

You can also use the `install_name_tool` command to set `@executable_path` to change path information for the libraries bundled in your application by changing the path appropriately.

Be sure to recompile your sources after modifying the libraries.

### Calling Library Routines

The following tables show Intel® Fortran library routine groups and the `USE` statement required to include the interface definitions for the routines in that group:

<table>
<thead>
<tr>
<th>Routines</th>
<th>USE statement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Portability</td>
<td>USE IFPORT</td>
</tr>
<tr>
<td>POSIX*</td>
<td>USE IFPOSIX</td>
</tr>
<tr>
<td>Miscellaneous Run-Time</td>
<td>USE IFCORE</td>
</tr>
</tbody>
</table>

The following are Windows only:

<table>
<thead>
<tr>
<th>Routines</th>
<th>USE statement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automation (AUTO) (systems using IA-32 architecture only)</td>
<td>USE IFAUTO</td>
</tr>
<tr>
<td>Component Object Model (COM) (systems using IA-32 architecture only)</td>
<td>USE IFCOM</td>
</tr>
<tr>
<td>Dialog (systems using IA-32 architecture only)</td>
<td>USE IFLOGM</td>
</tr>
<tr>
<td>Graphics</td>
<td>USE IFQWIN</td>
</tr>
<tr>
<td>National Language Support</td>
<td>USE IFNLS</td>
</tr>
<tr>
<td>QuickWin</td>
<td>USE IFQWIN</td>
</tr>
<tr>
<td>Serial port I/O (SPORT) (systems using IA-32 architecture only)</td>
<td>USE IFPORT</td>
</tr>
</tbody>
</table>

**Module Routines Overview** lists topics that provide an overview of the different groups of library routines as well as calling syntax for the routines. For example, add the following `USE` statement before any data declaration statements, such as `IMPLICIT`, `NONE`, or `INTEGER`:

```fortran
USE IFPORT
```

If you want to minimize compile time for source files that use the Intel® Fortran library routines, add the `ONLY` keyword to the `USE` statement. For example:

```fortran
USE IFPORT, only: getenv
```
Using the ONLY keyword limits the number of interfaces for that group of library routines.

To view the actual interface definitions, view the .f90 file that corresponds to the .mod file. For example, if a routine requires a USE IFCORE, locate and use a text editor to view the file ifcore.f90 in the standard INCLUDE directory.

You should avoid copying the actual interface definitions contained in the ifport.f90 (or ifcore.f90, ...) into your program because future versions of Intel® Fortran might change these interface definitions.

Similarly, some of the library interface .f90 files contain USE statements for a subgrouping of routines. However, if you specify a USE statement for such a subgroup, this module name may change in future version of the Intel® Fortran Compiler. Although this will make compilation times faster, it might not be compatible with future versions of the Intel® Fortran Compiler.

See Also
Module Routines Overview

Comparison of Intel® Visual Fortran and Windows* API Routines

This topic only applies to Windows*.

Intel® Visual Fortran provides Fortran language elements (such as intrinsic procedures and statements) that conform to the Fortran Standard. The Intel® Visual Fortran Compiler also provides language elements that are language extensions, including library routines.

The library routines provided by the Intel® Visual Fortran Compiler:

- Are intended to be called from the Fortran language. For example, character arguments are assumed to be Fortran character variables, not null-terminated C strings.
- May have QQ appended at the end of their names to differentiate them from equivalent Windows* routines.
- Are described in the Intel® Visual Fortran Compiler Language Reference online documentation, in the A to Z Reference. The routine description lists the appropriate USE statement needed to include the interface definitions, such as USE IFPORT.
- Call appropriate Windows* system API routines provided with the operating system.
- Are specific to Windows* systems, with one exception: most of the Intel® Fortran Portability Library routines exist on most Linux* systems.

In contrast, the Windows* API routines provided by the Windows* operating system:

- Are intended to be called from the C language. For example, character arguments are assumed to be null-terminated C strings.
- Often have multiple words appended together in their names, such as GetSystemTime.
- Are described in the Platform SDK online documentation. To look up a specific routine, use the Index or Search tabs in HTML Help viewer. The calling format is listed near the top of the page, followed by a description of the routine's arguments. The QuickInfo at the bottom of the Windows* API routine documentation page lists the import library needed.
- Are also specific to Windows*.

Note that the Intel® Visual Fortran Compiler provides interface block definitions that simplify calling Windows* API routines from the Intel® Visual Fortran Compiler (such as allowing you to specify Fortran data arguments as being passed by reference). To obtain these interface definitions, add the USE IFQWIN statement to your program.

There are many groups of Windows* routines (see the Platform SDK and other resources). These routines provide sophisticated window management, memory management, graphics support, threading, security, and networking.

You can access many Windows* API routines from any Fortran application, including Fortran Console and Fortran QuickWin applications. Only the Fortran Windows* application Understanding Project Types provides access to the full set of Win32 routines needed to create GUI applications.

Fortran Console applications are text-only applications. Fortran QuickWin applications allow you to build Windows*-style applications easily, but access only a small subset of the available Windows* API features. Fortran QuickWin applications also allow you to use graphics.
Specifying Consistent Library Types

This topic only applies to Windows*.

There are a number of Visual C++* run-time libraries that offer the same entry points but have different characteristics. The default Visual C++* library is libc.lib, which is single-threaded, non-debug, and static.

The Intel® Visual Fortran and Microsoft* Visual C++* libraries must be the same types. The incompatible types are listed below.

- Mixing single-threaded with multi-threaded versions of the libraries.
- Mixing static and dynamic-link versions of the libraries.
- Mixing debug with non-debug versions of the libraries.

The default Intel® Visual Fortran libraries depend on the project type:

<table>
<thead>
<tr>
<th>Fortran Project Type</th>
<th>Default Libraries Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortran Console</td>
<td>Static, single-threaded libraries ifcore.lib and libc.lib</td>
</tr>
<tr>
<td>Fortran Standard Graphics</td>
<td>Static, multithreaded libraries ifcoremt.lib and libcmt.lib</td>
</tr>
<tr>
<td>Fortran QuickWin</td>
<td>Static, multithreaded libraries ifcoremt.lib and libcmt.lib</td>
</tr>
<tr>
<td>Fortran Windows</td>
<td>Static, multithreaded libraries ifcoremt.lib and libcmt.lib</td>
</tr>
<tr>
<td>Fortran DLL</td>
<td>Dynamic-link libraries ifcoremd and msvcrtd (and their import libraries)</td>
</tr>
<tr>
<td>Fortran Static Library</td>
<td>Static, single-threaded libraries ifcore.lib and libc.lib</td>
</tr>
</tbody>
</table>

Pure Fortran applications can have mismatched types of libraries. One common scenario is a Fortran QuickWin application that links with a Fortran Static library. Fortran QuickWin (and Fortran Standard Graphics) applications must use the static, multithreaded libraries, and by default, Fortran Static libraries are built using static, single-threaded libraries. Because this causes a conflict, the Fortran Static library and the QuickWin application must both be built using static, multithreaded libraries.

Similarly, different C/C++ applications link against different C libraries. If you mix the different types of applications without modifying the defaults, you can get conflicts. The debug version of a library has a letter d appended to its base file name:

- Static, single-threaded: libc.lib and libcd.lib
- Static, multithreaded: libcmt.lib and libcmtd.lib
- Dynamic-link libraries: msvcrtd and msvcrtd.lib

When using a Debug configuration, Visual C++* selects the debug libraries.

The Intel® Visual Fortran Compiler does not select debug libraries for any configuration, but provides settings that allow you to request their use. To specify different types of Fortran libraries in the IDE, select Project > Properties, then select the Libraries category on the Fortran tab:

- To specify static libraries, select the appropriate type of static (non-DLL) library under Run-Time Library (see /libs:static).
- To specify dynamic-link libraries, select the appropriate type of DLL library under Run-Time Library (see /libs:dll).
- To specify multithreaded libraries, select the appropriate type of Multi-thread library under Run-Time Library (see /threads).
To specify the debug libraries, select the appropriate type of Debug library under Run-Time Library (see /[no]dbglibs). If you specify debug libraries (/dbglibs) and also request DLL libraries (/libs:dll), be aware that this combination selects the debug versions of the Fortran DLLs. These Fortran DLL files have been linked against the C debug DLLs.

When you specify QuickWin or Standard Graphics libraries under Run-Time Library, this selection implicitly requests multithreaded libraries.

See also Building Intel® Fortran C Mixed-Language Programs on Windows* Systems.

See Also
Building Intel® Fortran/C Mixed-Language Programs (Windows*)

Redistributing Libraries When Deploying Applications
When you deploy your application to systems that do not have the Intel® Fortran Compiler installed, you need to redistribute certain Intel® libraries to which your application is linked. You can do so in one of the following ways:

• Statically link your application.
  An application built with statically-linked libraries eliminates the need to distribute runtime libraries with the application executable. By linking the application to the static libraries, you are not dependent on the Intel® Fortran or Intel® C/C++ dynamic shared libraries.

• Dynamically link your application.
  If you must build your application with dynamically linked (or shared) compiler libraries, you should address the following concerns:
  • You must build your application with shared or dynamic libraries that are redistributable.
  • Note the directory where the redistributables are installed and how the OS finds them.
  • You should determine which shared or dynamic libraries your application needs.

The information here is only introductory. See the Intel® Developer Zone articles at http://software.intel.com (search for “redistributable libraries”) for everything you need to know to redistribute these libraries.


The redistributable library installation package is available at:


Storing Object Code in Static Libraries
Another way to organize source code used by several projects is to build a static library (for Windows*, .lib and for Linux* and OS X*, .a) containing the object files for the reused procedures. You can create a static library by doing the following:

• From the Microsoft* Visual Studio* integrated development environment (IDE), create and build a Fortran Static Library project type.
From the command line, use the `ar` command (on Linux* and OS X*) or the `LIB` command (Windows*).

After you have created a static library, you can use it as input to other types of Intel® Fortran Compiler projects.

**See Also**

Using Fortran Static Library Projects

### Storing Routines in Shareable Libraries

You can organize the code in your application by storing the executable code for certain routines in a shareable library (.dll for Windows*, .so for Linux*, or .dylib for OS X*). You can then build your applications so that they call these routines from the shareable library.

When routines in a shareable library are called, the routines are loaded into memory at run-time as they are needed. This is most useful when several applications use a common group of routines. By storing these common routines in a shareable library, you reduce the size of each application that calls the library. In addition, you can update the routines in the library without having to rebuild any of the applications that call the library.

### Using the Windows* API Routines

**Including the Intel® Visual Fortran Interface Definitions for Windows* API Routines**

This topic only applies to Windows* OS.

Intel® Fortran provides interface definitions for both the Intel Fortran library routines and most of the Windows* API routines in the standard include directory. Documentation on the Windows API can be found at msdn.microsoft.com.

To include the Windows API interface definitions, do one of the following:

1. Add the statement `USE IFWIN` to include all Windows API routine definitions.
   
   The `USE IFWIN` statement makes all parameters and interfaces for most Windows routines available to your Intel Fortran program. Any program or subprogram that uses the Windows features can include the statement `USE IFWIN`, which is needed in each subprogram that makes Windows API calls.

   Add the `USE` statement before any declaration statements (such as `IMPLICIT NONE or INTEGER`).

2. You can limit the type of parameters and interfaces for Windows applications to make compilation times faster. To do this, include only the subsets of the Windows API needed in multiple `USE` statements (see the file `...\INCLUDE\IFWIN.F90`).

   To locate the specific libraries for the routines being called, view the QuickInfo at the bottom of the routine page in the Windows API documentation at msdn.microsoft.com, which lists the import library name. For example, to call only `GetSystemTime`, you need the interface definitions provided in `kernel32.mod` (binary form). To do this, add the following `USE` statement:

   ```fortran
   USE KERNEL32
   ```

   If you want to further minimize compile time, add the `ONLY` keyword to the `USE` statement. For example:

   ```fortran
   USE KERNEL32, only: GetSystemTime, GetLastError
   ```

### Calling Windows API Routines

This topic describes general information about calling Windows API routines from Intel® Fortran applications. It contains the following information:

- **Calling Windows API Routines Using the Intel Visual Fortran Interface Definitions**
- **Understanding Data Types Differences**
Calling Windows API Routines Using the Intel Visual Fortran Interface Definitions

To call the appropriate Windows API routine after including the Intel Visual Fortran interface definitions, follow these guidelines:

1. Examine the documentation for the appropriate routine in the Windows API (for example, GetSystemTime) to obtain the following information:
   - The number and order of arguments. You will need to declare and initialize each argument variable using the correct data type. In the case of the GetSystemTime routine, a structure (derived type) is passed by reference.
     If character arguments are present, add a null character as a terminator to the character variable before calling the Windows API routine.
   - Whether the routine returns a result (function) or not (subroutine). For example, because the GetSystemTime routine calling format starts with VOID, this routine should be called as a subroutine with a CALL statement.

2. If you are not sure about the data type of arguments or its function return value, you can examine the interface definitions in the appropriate .F90 file in .\INCLUDE\. For example, to view the interface definition for GetSystemTime:
   - In a text editor (such as Notepad), open the file kernel32.f90 from .\INCLUDE\.
   - Search (or Find) the routine name (such as GetSystemTime)
   - View the interface definition and compare it to the description in the Windows API documentation to see how the arguments are represented in Fortran. Take note of how arguments are passed; in some cases, such as when an arbitrary data type is passed by address, you must pass the address of a variable using the LOC intrinsic rather than the variable directly.

3. If one of the arguments is a structure, look up the definition in IFWINTY.F90 in .\INCLUDE\. For example, to view the data type definition for the T_SYSTEMTIME type used in GetSystemTime:
   - In a text editor (such as Notepad), open the file IFWINTY.F90 from .\INCLUDE\.
   - Search (or Find) the data type name (such as T_SYSTEMTIME).
   - View the data type definition and note the field names. In some cases, these will differ slightly from those listed in the Windows API documentation.
   - Define a variable name to use the derived-type definition in your program, such as:

```
TYPE (T_SYSTEMTIME) MYTIME
```

4. Many Windows API routines have an argument or return a value described as a “handle”. This is generally an address-sized integer and must be declared using an appropriate KIND value, typically HANDLE, which automatically provides the correct value for 32- and 64-bit platforms. For example:

```
Integer(HANDLE) :: hwnd
```

Use the variable definition to call the Win32 routine. For example, the completed program follows:

```
! Getsystime.f90 file shows how to call a Windows API routine
! Since the only routine called is GetSystemTime, only include
! interface definitions from kernel32.mod instead of all modules
! included by ifwin.f90. Type definitions are defined in IFWINT1,
! which is used within KERNEL32.
PROGRAM Getsystime
USE KERNEL32
TYPE (T_SYSTEMTIME) MYTIME
CALL GetSystemTime(MYTIME)
WRITE (*,'(A,2I4)') 'Current UTC time hour and minute:', Mytime.wHour, Mytime.wMinute
END PROGRAM
```

You can create a new Fortran Console (or QuickWin) application project, add the code shown above as a source file, build it, and view the result.
Understanding Data Type Differences

Module IFWINTY, which is used by IFWIN and the other Win32 API modules, defines a set of constants for INTEGER and REAL kinds that correspond to many of the type definitions provided in the Windows WINDOWS.H header file. Use these kind values in INTEGER and REAL declarations. The following table gives the correspondence of some of the more common Windows types:

<table>
<thead>
<tr>
<th>Windows Data Type</th>
<th>Equivalent Fortran Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOL, BOOLEAN</td>
<td>INTEGER(BOOL)</td>
</tr>
<tr>
<td>BYTE</td>
<td>INTEGER(BYTE)</td>
</tr>
<tr>
<td>CHAR, CCHAR, UCHAR</td>
<td>CHARACTER or INTEGER(UCHAR)</td>
</tr>
<tr>
<td>DWORD</td>
<td>INTEGER(DWORD)</td>
</tr>
<tr>
<td>ULONG</td>
<td>INTEGER(ULONG)</td>
</tr>
<tr>
<td>SHORT</td>
<td>INTEGER(SHORT)</td>
</tr>
<tr>
<td>LPHANDLE</td>
<td>INTEGER(LPHANDLE)</td>
</tr>
<tr>
<td>PLONG</td>
<td>INTEGER(PLONG)</td>
</tr>
<tr>
<td>DOUBLE</td>
<td>REAL(DOUBLE)</td>
</tr>
</tbody>
</table>

Use the kind constants instead of explicitly specifying the kind as a number, or assuming a default kind.

Note that the Windows BOOL type is not equivalent to Fortran LOGICAL and should not be used with Fortran LOGICAL operators and literal constants. Use the constants TRUE and FALSE, defined in IFWINTY, rather than the Fortran literals .TRUE. and .FALSE., and do not test BOOL values using LOGICAL expressions.

Additional notes about equivalent data types for arguments:

- If an argument is described in the Windows API documentation as a pointer, then the corresponding Fortran interface definition of that argument would have the REFERENCE property (see the ATTRIBUTES). Older interface definitions use the POINTER - Integer and pass the address of the argument, or the LOC intrinsic function.
- Pointer arguments on systems using IA-32 architecture are 32-bit (4 bytes) in length. Pointer arguments on systems using Intel® 64 architecture are 64 bits (8 bytes) in length.
- Be aware that Fortran character variables need to be null-terminated. You can do this by using the C string extension (see C Strings in Character Constants):
  
  ```fortran
  forstring = 'This is a null-terminated string.'//C
  
  You can also concatenate a null using the C_NULL_CHAR constant from intrinsic module ISO_C_BINDING, or CHAR(0):
  ```

  ```fortran
  use, intrinsic :: ISO_C_BINDING
  ...
  forstring = 'This is a null-terminated string'//C_NULL_CHAR
  forstring2 = 'This is another null-terminated string'//CHAR(0)
  
  The structures in WINDOWS.H have been converted to derived types in IFWINTY. Unions in structures are converted to union/maps within the derived type.

  Names of components are generally unchanged. C bitfields do not translate directly to Fortran; collections of bitfields are declared as Fortran INTEGER types and individual bitfields are noted as comments in the source (IFWINTY.F90). To see how a particular Windows declaration was translated to Fortran, read the corresponding declaration in the appropriate .F90 source file in the Include folder.
Supplied Windows* API Modules

The Intel Fortran Compiler provides the following Windows* API modules. These modules correspond to the Windows* import libraries of the same name.

<table>
<thead>
<tr>
<th>Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADVAPI32</td>
</tr>
<tr>
<td>COMCTL32</td>
</tr>
<tr>
<td>COMDLG32</td>
</tr>
<tr>
<td>GDI32</td>
</tr>
<tr>
<td>KERNEL32</td>
</tr>
<tr>
<td>LZ32</td>
</tr>
<tr>
<td>OLE32</td>
</tr>
<tr>
<td>OLEAUT32</td>
</tr>
<tr>
<td>PSAPI</td>
</tr>
<tr>
<td>SCRNSAVE</td>
</tr>
<tr>
<td>SHELL32</td>
</tr>
<tr>
<td>USER32</td>
</tr>
<tr>
<td>VERSION</td>
</tr>
<tr>
<td>WINMM</td>
</tr>
<tr>
<td>WINSPool</td>
</tr>
<tr>
<td>WS2_32</td>
</tr>
<tr>
<td>WSOCK32</td>
</tr>
</tbody>
</table>

Additionally, the IFOPNGL module declares OpenGL routines for Windows OS, with Fortran-specific names.

Math Libraries

The Intel® Fortran Compiler includes these math libraries:

<table>
<thead>
<tr>
<th>Library name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>libimf.a (Linux* and OS X* )</td>
<td>Intel® Math Libraries, in addition to libm.a, the math library provided with gcc*</td>
</tr>
<tr>
<td></td>
<td>Both of these libraries are linked in by default because certain math functions supported by the GNU* math library are not available in the Intel® Math Library. This linking arrangement allows the GNU* users to have all functions available when using ifort, with Intel optimized versions available when supported.</td>
</tr>
<tr>
<td></td>
<td>libimf.a is linked in before libm.a. If you link in libm.a first, it will change the versions of the math functions that are used.</td>
</tr>
<tr>
<td></td>
<td>Many routines in the libimf library are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.</td>
</tr>
</tbody>
</table>


<table>
<thead>
<tr>
<th>Library name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>libm.lib (static library) and libmmd.dll (the DLL version) (Windows*)</td>
<td>Math Libraries provided by Intel. Many routines in the libm library are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.</td>
</tr>
</tbody>
</table>

**NOTE**

It is strongly recommended to use the default rounding mode (round-to-nearest-even) when calling math library transcendental functions and compiling with default optimization or higher. Faster implementations (in terms of latency and/or throughput) of these functions are validated under the default round-to-nearest-even mode. Using other rounding modes may make results generated by these faster implementations less accurate, or set unexpected floating-point status flags. This behavior may be avoided by -no-fast-transcendentals, which disables calls to the faster implementations of math functions, or by -fp-model strict, which warns the compiler that it cannot assume default settings for the floating-point environment.

Many routines in the Intel® Math Library are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

Intel® Math Kernel Library (Intel® MKL) Math library of Fortran routines and functions that perform a wide variety of operations on vectors and matrices. The library also includes fast Fourier transform (fft) functions, as well as vector mathematical and vector statistical functions. For more information, see Using Intel® Performance Libraries and the Intel® Math Kernel Library documentation.

IMSL* Fortran Numerical Library (Windows*) Libraries provided only with certain editions of the Intel® Visual Fortran product. The IMSL* libraries provide a large collection of mathematical and statistical functions accessible from the visual and command line development environments. For more information, see Using the IMSL* Mathematical and Statistical Libraries Overview.

**Optimization Notice**

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804
Data Representation

Data Representation Overview

Intel® Fortran expects numeric data to be in native little endian order, in which the least-significant, right-most zero bit (bit 0) or byte has a lower address than the most-significant, left-most bit (or byte). For information on using nonnative big endian and VAX* floating-point formats, see Supported Native and Nonnative Numeric Formats.

The symbol :A in any figure specifies the address of the byte containing bit 0, which is the starting address of the represented data element.

The following table lists the intrinsic data types used by Intel® Fortran, the storage required, and valid ranges. For information on declaring Fortran intrinsic data types, see Type Declarations. For example, the declaration INTEGER(4) is the same as INTEGER(KIND=4) and INTEGER*4.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Storage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td>1 byte</td>
<td>A BYTE declaration is a signed integer data type equivalent to INTEGER(1).</td>
</tr>
<tr>
<td>INTEGER(1)</td>
<td>1 byte</td>
<td>Signed integer value from -128 to 127.</td>
</tr>
<tr>
<td>INTEGER</td>
<td>See</td>
<td>Signed integer, either INTEGER(2), INTEGER(4), or INTEGER(8). The size</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2), INTEGER(4), and INTEGER(8)</td>
<td>is controlled by the integer-size compiler option.</td>
</tr>
<tr>
<td>INTEGER(1)</td>
<td>1 byte</td>
<td>Signed integer value from -128 to 127.</td>
</tr>
<tr>
<td></td>
<td>(8 bits)</td>
<td>(8 bits)</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>2 bytes</td>
<td>Signed integer value from -32,768 to 32,767.</td>
</tr>
<tr>
<td></td>
<td>(16 bits)</td>
<td>(16 bits)</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>4 bytes</td>
<td>Signed integer value from -2,147,483,648 to 2,147,483,647.</td>
</tr>
<tr>
<td></td>
<td>(32 bits)</td>
<td>(32 bits)</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td>8 bytes</td>
<td>Signed integer value from -9,223,372,036,854,775,808 to</td>
</tr>
<tr>
<td></td>
<td>(64 bits)</td>
<td>9,223,372,036,854,775,807.</td>
</tr>
<tr>
<td>REAL</td>
<td>See</td>
<td>Real floating-point values, either REAL(4), REAL(8), or REAL(16). The size</td>
</tr>
<tr>
<td></td>
<td>REAL(4), INTEGER(8), and INTEGER(16)</td>
<td>is controlled by the real-size compiler option.</td>
</tr>
<tr>
<td>DOUBLE</td>
<td>See</td>
<td>Double precision floating-point values, either REAL(8) or REAL(16). The</td>
</tr>
<tr>
<td>PRECISION</td>
<td>REAL(8) and REAL(16)</td>
<td>size is controlled by the double-size compiler option.</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>4 bytes</td>
<td>Single-precision real floating-point values in IEEE S_floating format</td>
</tr>
<tr>
<td></td>
<td>(32 bits)</td>
<td>ranging from 1.17549435E-38 to 3.40282347E38. Values between 1.17549429E-38</td>
</tr>
<tr>
<td>Data Type</td>
<td>Storage</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>---------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>8 bytes</td>
<td>Double-precision real floating-point values in IEEE T_floating format ranging from 2.2250738585072013D-308 to 1.7976931348623158D308. Values between 2.2250738585072008D-308 and 4.94065645841246544D-324 are denormalized (subnormal).</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>16 bytes</td>
<td>Extended-precision real floating-point values in IEEE-style X_floating format ranging from 6.4751751194380251109244389582276465524996Q-4966 to 1.189731495357231765085759326628007016196477Q4932.</td>
</tr>
<tr>
<td>COMPLEX</td>
<td>See COMPLEX(4), COMPLEX(8), and COMPLEX(16)</td>
<td>Complex floating-point values in a pair of real and imaginary parts that are either REAL(4), REAL(8), or REAL(16). The size is controlled by the real-size compiler option.</td>
</tr>
<tr>
<td>DOUBLE COMPLEX</td>
<td>See COMPLEX(8) and COMPLEX(16)</td>
<td>Double complex floating-point values in a pair of real and imaginary parts that are either REAL(8) or REAL(16). The size is controlled by the double-size compiler option.</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>8 bytes</td>
<td>Single-precision complex floating-point values in a pair of IEEE S_floating format parts: real and imaginary. The real and imaginary parts each range from 1.17549435E-38 to 3.40282347E38. Values between 1.17549429E-38 and 1.40129846E-45 are denormalized (subnormal).</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>16 bytes</td>
<td>Double-precision complex floating-point values in a pair of IEEE T_floating format parts: real and imaginary. The real and imaginary parts each range from 2.2250738585072013D-308 to 1.7976931348623158D308. Values between 2.2250738585072008D-308 and 4.94065645841246544D-324 are denormalized (subnormal).</td>
</tr>
<tr>
<td>COMPLEX(16)</td>
<td>32 bytes</td>
<td>Extended-precision complex floating-point values in a pair of IEEE-style X_floating format parts: real and imaginary. The real and imaginary parts each range from 6.4751751194380251109244389582276465524996Q-4966 to 1.189731495357231765085759326628007016196477Q4932.</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>See LOGICAL(2), LOGICAL(4), and LOGICAL(8)</td>
<td>Logical value, either LOGICAL(2), LOGICAL(4), or LOGICAL(8). The size is controlled by the integer-size compiler option.</td>
</tr>
<tr>
<td>LOGICAL(1)</td>
<td>1 byte</td>
<td>Logical values .TRUE. or .FALSE.</td>
</tr>
<tr>
<td>LOGICAL(2)</td>
<td>2 bytes</td>
<td>Logical values .TRUE. or .FALSE.</td>
</tr>
<tr>
<td>LOGICAL(4)</td>
<td>4 bytes</td>
<td>Logical values .TRUE. or .FALSE.</td>
</tr>
<tr>
<td>LOGICAL(8)</td>
<td>8 bytes</td>
<td>Logical values .TRUE. or .FALSE.</td>
</tr>
</tbody>
</table>
### Data Type Storage Description

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Storage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARACTER</td>
<td>1 byte (8 bits) per character</td>
<td>Character data represented by character code convention. Declarations for Character Types can be in the form CHARACTER(LEN=n) or CHARACTER<em>n, where n is the number of bytes or n is (</em>) to indicate passed-length format.</td>
</tr>
<tr>
<td>HOLLERITH</td>
<td>1 byte (8 bits) per Hollerith character</td>
<td>Hollerith constants.</td>
</tr>
</tbody>
</table>

In addition, you can define Binary Constants.

See these topics:

**See Also**
- Integer Data Representations Overview
- Logical Data Representations
- Character Representation
- Hollerith Representation

### Integer Data Representations

#### Integer Data Representations Overview

The Fortran numeric environment is flexible, which helps make Fortran a strong language for intensive numerical calculations. The Fortran standard purposely leaves the precision of numeric quantities and the method of rounding numeric results unspecified. This allows Fortran to operate efficiently for diverse applications on diverse systems.

The effect of math computations on integers is straightforward:

- **INTEGER(KIND=1) Representation** consist of a maximum positive integer (127), a minimum negative integer (-128), and all integers between them including zero.
- **INTEGER(KIND=2) Representation** consist of a maximum positive integer (32,767), a minimum negative integer (-32,768), and all integers between them including zero.
- **INTEGER(KIND=4) Representation** consist of a maximum positive integer (2,147,483,647), a minimum negative integer (-2,147,483,648), and all integers between them including zero.
- **INTEGER(KIND=8) Representation** consist of a maximum positive integer (9,223,372,036,854,775,807), a minimum negative integer (-9,223,372,036,854,775,808), and all integers between them including zero.

Operations on integers usually result in other integers within this range. Integer computations that produce values too large or too small to be represented in the desired KIND result in the loss of precision. One arithmetic rule to remember is that integer division results in truncation (for example, 8/3 evaluates to 2).

Integer data lengths can be 1, 2, 4, or 8 bytes in length.

The default data size used for an INTEGER data declaration is INTEGER(4) (same as INTEGER(KIND=4)), unless the integer-size 16 option is used to specify INTEGER(2) or the integer-size 64 option is used to specify INTEGER(8).

Integer data is signed with the sign bit being 0 (zero) for positive numbers and 1 for negative numbers.

**INTEGER(KIND=1) Representation**

INTEGER(1) values range from -128 to 127 and are stored in 1 byte, as shown below.

**INTEGER(1) Data Representation**
Integers are stored in a two's complement representation. For example:

\[ +22 = 16 \text{ (hex)} \]
\[ -7 = F9 \text{ (hex)} \]

**INTEGER(KIND=2) Representation**

INTEGER(2) values range from -32,768 to 32,767 and are stored in 2 contiguous bytes, as shown below:

**INTEGER(2) Data Representation**

Integers are stored in a two's complement representation. For example:

\[ +22 = 0016 \text{ (hex)} \]
\[ -7 = FFF9 \text{ (hex)} \]

**INTEGER(KIND=4) Representation**

INTEGER(4) values range from -2,147,483,648 to 2,147,483,647 and are stored in 4 contiguous bytes, as shown below.

**INTEGER(4) Data Representation**

Integers are stored in a two's complement representation.

**INTEGER(KIND=8) Representation**

INTEGER(8) values range from -9,223,372,036,854,775,808 to 9,223,372,036,854,775,807 and are stored in 8 contiguous bytes, as shown below.

**INTEGER(8) Data Representation**

Integers are stored in a two's complement representation.

**Logical Data Representations**

Logical data lengths can be 1, 2, 4, or 8 bytes in length.
The default data size used for a LOGICAL data declaration is LOGICAL(4) (same as LOGICAL(KIND=4)), unless the integer-size 16 compiler option is used to specify LOGICAL(2) or the integer-size 64 compiler option is used to specify LOGICAL(8).

To improve performance on systems using Intel® 64 architecture, use LOGICAL(4) (or LOGICAL(8)) rather than LOGICAL(2) or LOGICAL(1). On systems using IA-32 architecture, use LOGICAL(4) rather than LOGICAL(8), LOGICAL(2), or LOGICAL(1).

LOGICAL(KIND=1) values are stored in 1 byte. In addition to having logical values .TRUE. and .FALSE., LOGICAL(1) data can also have values in the range -128 to 127. Logical variables can also be interpreted as integer data.

In addition to LOGICAL(1), logical values can also be stored in 2 (LOGICAL(2)), 4 (LOGICAL(4)), or 8 (LOGICAL(8)) contiguous bytes, starting on an arbitrary byte boundary.

If the fpscomp nological compiler option is set (the default), the low-order bit determines whether the logical value is true or false. Specify fpscomp logical instead of fpscomp nological to interoperate with procedures written in C for Microsoft® Fortran PowerStation logical values, where 0 (zero) is false and non-zero values are true.

LOGICAL(1), LOGICAL(2), LOGICAL(4), and LOGICAL(8) data representations (when fpscomp nological is specified) appear below.

**LOGICAL(1), LOGICAL(2), LOGICAL(4), and LOGICAL(8) Data Representations**

**Character Representation**
A character string is a contiguous sequence of bytes in memory, as shown below.

**CHARACTER Data Representation**
A character string is specified by two attributes: the address $A$ of the first byte of the string, and the length $L$ of the string in bytes. For Windows* OS, the length $L$ of a string is in the range 1 through $2,147,483,647$ ($2^{31}-1$). For Linux* OS, the length $L$ of a string is in the range 1 through $2,147,483,647$ ($2^{31}-1$) for systems based on IA-32 architecture and in the range 1 through $9,223,720,368,547,758,077$ ($2^{63}-1$) for systems based on Intel® 64 architecture.

**Hollerith Representation**
Hollerith constants are stored internally, one character per byte, as shown below.

**Hollerith Data Representation**

---

**Fortran I/O**
Devices and Files Overview

In Fortran's I/O system, data is stored and transferred among files. All I/O data sources and destinations are considered files.

Devices such as the screen, keyboard, and printer are external files, as are data files stored on a device such as a disk.

Variables in memory can also act as a file on a disk and are typically used to convert ASCII representations of numbers to binary form. When variables are used in this way, they are called internal files.

For more information, see the individual topics in this section.

Logical Devices

Every file, internal or external, is associated with a logical device. You identify the logical device associated with a file by using Unit Specifier (UNIT=). The unit specifier for an internal file is the name of the character variable associated with it. The unit specifier for an external file is one of the following:

- A number you assign with the OPEN statement
- A number assigned by the Intel® Fortran run-time library with the OPEN specifier NEWUNIT=
- A number preconnected as a unit specifier to a device
- An asterisk (*)

The OPEN statement connects a unit number with an external file and allows you to explicitly specify file attributes and run-time options using OPEN statement specifiers. External unit specifiers that are preconnected to certain devices do not have to be opened. External units that you connect are disconnected when program execution terminates or when the unit is closed by a CLOSE statement.

A unit must not be connected to more than one file at a time, and a file must not be connected to more than one unit at a time. You can OPEN an already opened file but only to change some of the I/O options for the connection, not to connect an already opened file or unit to a different unit or file.

You must use a unit specifier for all I/O statements except in the following cases:

- ACCEPT, which always reads from standard input unless the FOR_ACCEPT environment variable is defined.
- INQUIRE by file, which specifies the filename rather than the unit with which the file is associated.
- PRINT, which always writes to standard output unless the FOR_PRINT environment variable is defined.
- READ statements that contain only an I/O list and format specifier, which read from standard input (UNIT=5) unless the FOR_READ environment variable is defined.
- WRITE statements that contain only an I/O list and format specifier, which write to standard output unless the FOR_WRITE environment variable is defined.
- TYPE, which always writes to standard output unless the FOR_TYPE environment variable is defined.

External Files

A unit specifier associated with an external file must be either an integer expression or an asterisk (*). The integer expression must be in the range 0 (zero) to a maximum value of 2,147,483,640. (The predefined parameters FOR_K_PRINT_UNITNO, FOR_K_TYPE_UNITNO, FOR_K_ACCEPT_UNITNO, and FOR_K_READ_UNITNO may not be in that range. For more information, see the Language Reference.)

The following example connects the external file UNDAMP.DAT to unit 10 and writes to it:

```fortran
OPEN (UNIT = 10, FILE = 'UNDAMP.DAT')
WRITE (10, '(A18,\') ' Undamped Motion:'
```

The asterisk (*) unit specifier specifies the keyboard when reading and the screen when writing. The following example uses the asterisk specifier to write to the screen:

```fortran
WRITE (*, '(1X, A30,\') ' Write this to the screen.'
```

Intel Fortran has four units preconnected to external files (devices), as shown in the following table.
Asterisk (*)
None
Always represents the keyboard and screen (unless the appropriate environment variable is defined, such as FOR_READ).

0
FORT0
Initially represents the screen (unless FORT0 is explicitly defined)

5
FORT5
Initially represents the keyboard (unless FORT5 is explicitly defined)

6
FORT6
Initially represents the screen (unless FORT6 is explicitly defined)

The asterisk (*) specifier is the only unit specifier that cannot be reconnected to another file; attempting to close such a unit causes a compile-time error. Units 0, 5, and 6 can be connected to any file with the OPEN statement; if you close one of those units, the file is automatically reconnected to its preconnected device the next time an I/O statement attempts to use that unit.

Intel® Fortran does not support buffering to stdin, and does not buffer to stdout by default unless the assume buffered_stdout option is specified. All I/O to units * and 6 use line buffering by default. Therefore, C and Fortran output to stdout should work well as long as the C code is not performing buffering. If the C code is performing buffering, the C code will have to flush the buffers after each write. For more information on stdout and stdin, see Assigning Files to Logical Units.

You can change these preconnected files by doing one of the following:

- Using an OPEN statement to open unit 5, 6, or 0. When you explicitly OPEN a file for unit 5, 6, or 0, the OPEN statement keywords specify the file-related information to be used instead of the preconnected standard I/O file.
- Setting the appropriate environment variable (FORTn) to redirect I/O to an external file.

To redirect input or output from the standard preconnected files at run time, you can set the appropriate environment variable or use the appropriate shell redirection character in a pipe (such as > or <).

When you omit the file name in the OPEN statement or use an implicit OPEN, you can define the environment variable FORTn to specify the file name for a particular unit number n. An exception to this is when the fpscomp filesfromcmd compiler option is specified.

For example, if you want unit 6 to write to a file instead of standard output, set the environment variable FORT6 to the path and filename to be used before you run the program. If the appropriate environment variable is not defined, a default filename is used, in the form fort.n where n is the logical unit number.

The following example writes to the preconnected unit 6 (the screen), then reconnects unit 6 to an external file and writes to it, and finally reconnects unit 6 to the screen and writes to it:

```fortran
REAL a, b
! Write to the screen (preconnected unit 6).
WRITE(6, '('''This is unit 6'''')')
! Use the OPEN statement to connect unit 6
! to an external file named 'COSINES'.
OPEN (UNIT = 6, FILE = 'COSINES', STATUS = 'NEW')
DO k = 1, 63, 1
  a = k/10
  b = COS (a)
! Write to the file 'COSINES'.
  WRITE (6, 100) a, b
100        FORMAT (F3.1, F5.2)
END DO
! Close it.
```
![Reconnect unit 6 to the screen, by writing to it.](6)

```fortran
WRITE(6, ' ("Cosines completed")')
END
```

### Internal Files

The unit specifier associated with an internal file is a scalar or array character variable:

- If the internal file is a scalar character variable, the file has only one record; its length is equal to that of the variable.
- If the internal file is an array character variable, the file has a record for each element in the array; each record's length is equal to one array element.

Follow these rules when using internal files:

- Use only formatted I/O, including I/O formatted with a format specification, namelist, and list-directed I/O. (List-directed and namelist I/O are treated as sequential formatted I/O.)
- If the character variable is an allocatable array or array part of an allocatable array, the array must be allocated before use as an internal file. If the character variable is a pointer, it must be associated with a target.
- Use only **READ** and **WRITE** statements. You cannot use file connection (OPEN, CLOSE), file positioning (REWIND, BACKSPACE), or file inquiry (INQUIRE) statements with internal files.

You can read and write internal files with FORMAT I/O statements, namelist I/O statements, or list-directed I/O statements exactly as you can external files. Before an I/O statement is executed, internal files are positioned at the beginning of the variable, before the first record.

With internal files, you can use the formatting capabilities of the I/O system to convert values between external character representations and Fortran internal memory representations. Reading from an internal file converts the ASCII representations into numeric, logical, or character representations, and writing to an internal file converts these representations into their ASCII representations.

This feature makes it possible to read a string of characters without knowing its exact format, examine the string, and interpret its contents. It also makes it possible, as in dialog boxes, for the user to enter a string and for your application to interpret it as a number.

If less than an entire record is written to an internal file, the rest of the record is filled with blanks.

In the following example, `str` and `fname` specify internal files:

```fortran
CHARACTER(10) str
INTEGER n1, n2, n3
CHARACTER(14) fname
INTEGER i
str = ' 1   2   3'
! List-directed READ sets n1 = 1, n2 = 2, n3 = 3.
READ(str, *) n1, n2, n3
i = 4
! Formatted WRITE sets fname = 'FM004.DAT'.
WRITE (fname, 200) i
200 FORMAT ('FM', I3.3, '.DAT')
```

### See Also

- **assume** compiler option

### Physical Devices (Windows*)

This topic only applies to Windows* operating systems.
I/O statements that do not refer to a specific file or I/O device read from standard input and write to standard output. Standard input is the keyboard, and standard output is the screen (console). To perform input and output on a physical device other than the keyboard or screen, you specify the device name as the filename to be read from or written to.

Some physical device names are determined by the host operating system; others are recognized by Intel Fortran. Extensions on most device names are ignored.

Filenames for Device I/O

<table>
<thead>
<tr>
<th>Device</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CON</td>
<td>Console (standard output)</td>
</tr>
<tr>
<td>PRN</td>
<td>Printer</td>
</tr>
<tr>
<td>COM1</td>
<td>Serial port #1</td>
</tr>
<tr>
<td>COM2</td>
<td>Serial port #2</td>
</tr>
<tr>
<td>COM3</td>
<td>Serial port #3</td>
</tr>
<tr>
<td>COM4</td>
<td>Serial port #4</td>
</tr>
<tr>
<td>LPT1</td>
<td>Parallel Port #1</td>
</tr>
<tr>
<td>LPT2</td>
<td>Parallel Port #2</td>
</tr>
<tr>
<td>LPT3</td>
<td>Parallel Port #3</td>
</tr>
<tr>
<td>LPT4</td>
<td>Parallel Port #4</td>
</tr>
<tr>
<td>NUL</td>
<td>NULL device. Discards all output; contains no input</td>
</tr>
<tr>
<td>AUX</td>
<td>Serial port #1</td>
</tr>
<tr>
<td>LINE</td>
<td>Serial port #1</td>
</tr>
<tr>
<td>USER</td>
<td>Standard output</td>
</tr>
<tr>
<td>ERR</td>
<td>Standard error</td>
</tr>
<tr>
<td>CONOU</td>
<td>Standard output</td>
</tr>
<tr>
<td>T$</td>
<td>Standard input</td>
</tr>
</tbody>
</table>

**NOTE**

If you use the LINE, USER, or ERR name with an extension, for example, LINE.TXT, Fortran will write to a file rather than to the device.

Examples of opening physical devices as units are:

```
OPEN (UNIT = 4, FILE = 'PRN')
OPEN (UNIT = 7, FILE = 'LPT2', ERR = 100)
```

Types of I/O Statements

The table below lists the Intel Fortran I/O statements:

<table>
<thead>
<tr>
<th>Category and statement name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>File connection</td>
<td></td>
</tr>
<tr>
<td>Category and statement name</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>OPEN</td>
<td>Connects a unit number with an external file and specifies file connection characteristics.</td>
</tr>
<tr>
<td>CLOSE</td>
<td>Disconnects a unit number from an external file.</td>
</tr>
<tr>
<td><strong>File inquiry</strong></td>
<td></td>
</tr>
<tr>
<td>DEFINE FILE</td>
<td>Specifies file characteristics for a direct access relative file and connects the unit number to the file, similar to an OPEN statement. Provided for compatibility with compilers older than FORTRAN-77.</td>
</tr>
<tr>
<td>INQUIRE</td>
<td>Returns information about a named file, a connection to a unit, or the length of an output item list.</td>
</tr>
<tr>
<td><strong>Record position</strong></td>
<td></td>
</tr>
<tr>
<td>BACKSPACE</td>
<td>Moves the record position to the beginning of the previous record (sequential access only).</td>
</tr>
<tr>
<td>DELETE</td>
<td>Marks the record at the current record position in a relative file as deleted (direct access only).</td>
</tr>
<tr>
<td>ENDFILE</td>
<td>Writes an end-of-file marker after the current record (sequential access only).</td>
</tr>
<tr>
<td>FIND</td>
<td>Changes the record position in a direct access file. Provided for compatibility with compilers older than FORTRAN-77.</td>
</tr>
<tr>
<td>REWIND</td>
<td>Sets the record position to the beginning of the file (sequential access only).</td>
</tr>
<tr>
<td><strong>Record input</strong></td>
<td></td>
</tr>
<tr>
<td>READ</td>
<td>Transfers data from an external file record or an internal file to internal storage.</td>
</tr>
<tr>
<td>ACCEPT</td>
<td>Reads input from stdin. Unlike READ, ACCEPT only provides formatted sequential input and does not specify a unit number.</td>
</tr>
<tr>
<td><strong>Record output</strong></td>
<td></td>
</tr>
<tr>
<td>WRITE</td>
<td>Transfers data from internal storage to an external file record or to an internal file.</td>
</tr>
<tr>
<td>REWRITE</td>
<td>Transfers data from internal storage to an external file record at the current record position (direct access relative files only).</td>
</tr>
<tr>
<td>TYPE</td>
<td>Writes record output to stdout.</td>
</tr>
<tr>
<td>PRINT</td>
<td>Transfers data from internal storage to stdout. Unlike WRITE, PRINT only provides formatted sequential output and does not specify a unit number.</td>
</tr>
<tr>
<td>FLUSH</td>
<td>Flushes the contents of an external unit's buffer to its associated file.</td>
</tr>
</tbody>
</table>

In addition to the READ, WRITE, REWRITE, TYPE, and PRINT statements, other I/O record-related statements are limited to a specific file organization. For instance:

- The DELETE statement only applies to relative files. (Detecting deleted records is only available if the `vms` option was specified when the program was compiled.)
- The BACKSPACE statement only applies to sequential files open for sequential access.
- The REWIND statement only applies to sequential files open for sequential access and to direct access files.
- The ENDFILE statement only applies to certain types of sequential files open for sequential access and to direct access files.

The file-related statements (OPEN, INQUIRE, and CLOSE) apply to any relative or sequential file.
Forms of I/O Statements

Each type of record I/O statement can be coded in a variety of forms. The form you select depends on the nature of your data and how you want it treated. When opening a file, specify the form using the FORM specifier.

The following are the forms of I/O statements:

- **Formatted I/O statements** contain explicit format specifiers that are used to control the translation of data from internal (binary) form within a program to external (readable character) form in the records, or vice versa.
- **List-directed and namelist I/O statements** are similar to formatted statements in function. However, they use different mechanisms to control the translation of data: formatted I/O statements use explicit format specifiers, and list-directed and namelist I/O statements use data types.
- **Unformatted I/O statements** do not contain format specifiers and therefore do not translate the data being transferred (important when writing data that will be read later).

Formatted, list-directed, and namelist I/O forms require translation of data from internal (binary) form within a program to external (readable character) form in the records. Consider using unformatted I/O for the following reasons:

- Unformatted data avoids the translation process, so I/O tends to be faster.
- Unformatted data avoids the loss of precision in floating-point numbers when the output data will subsequently be used as input data.
- Unformatted data conserves file storage space (stored in binary form).

To write data to a file using formatted, list-directed, or namelist I/O statements, specify FORM= ’FORMATTED’ when opening the file. To write data to a file using unformatted I/O statements, specify FORM= ’UNFORMATTED’ when opening the file.

Data written using formatted, list-directed, or namelist I/O statements is referred to as **formatted data**. Data written using unformatted I/O statements is referred to as **unformatted data**.

When reading data from a file, you should use the same I/O statement form that was used to write the data to the file. For instance, if data was written to a file with a formatted I/O statement, you should read data from that file with a formatted I/O statement.

Although I/O statement form is usually the same for reading and writing data in a file, a program can read a file containing unformatted data (using unformatted input) and write it to a separate file containing formatted data (using formatted output). Similarly, a program can read a file containing formatted data and write it to a different file containing unformatted data.

You can access records in any sequential or relative file using sequential access. For relative files and certain (fixed-length) sequential files, you can also access records using direct access.

The table below shows categories for the main record I/O statements that can be used in Intel® Fortran programs.

<table>
<thead>
<tr>
<th>File Type, Access, and I/O Form</th>
<th>Available Statements</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>External file, sequential access</strong></td>
<td></td>
</tr>
<tr>
<td>Formatted</td>
<td>READ, WRITE, PRINT, ACCEPT, TYPE, REWRITE</td>
</tr>
<tr>
<td>List-directed</td>
<td>READ, WRITE, PRINT, ACCEPT, TYPE</td>
</tr>
<tr>
<td>Namelist</td>
<td>READ, WRITE, PRINT, ACCEPT, TYPE</td>
</tr>
<tr>
<td>Unformatted</td>
<td>READ, WRITE, REWRITE</td>
</tr>
<tr>
<td><strong>External file, direct access</strong></td>
<td></td>
</tr>
<tr>
<td>Formatted</td>
<td>READ, WRITE, REWRITE</td>
</tr>
<tr>
<td>Unformatted</td>
<td>READ, WRITE, REWRITE</td>
</tr>
<tr>
<td><strong>External file, stream access</strong></td>
<td></td>
</tr>
<tr>
<td>File Type, Access, and I/O Form</td>
<td>Available Statements</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>Formatted</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td>List-directed</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td>Namelist</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td>Unformatted</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td><strong>Internal file</strong></td>
<td></td>
</tr>
<tr>
<td>Formatted</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td>List-directed</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td>Unformatted</td>
<td>None</td>
</tr>
</tbody>
</table>

**NOTE**
You can use the REWRITE statement only for relative files, using direct access.

### Assigning Files to Logical Units
Most I/O operations involve a disk file, keyboard, or screen display. Other devices can also be used:
- Sockets can be read from or written to if a USEROPEN routine (usually written in C) is used to open the socket.
- Pipes opened for read and write access block (wait until data is available) if you issue a READ to an empty pipe.
- Pipes opened for read-only access return EOF if you issue a READ to an empty pipe.

You can access the terminal screen or keyboard by using preconnected files listed in **Logical Devices**.

You can choose to assign files to logical units by using one of the following methods:
- Using default values, such as a preconnected unit
- Supplying a file name (and possibly a directory) in an OPEN statement
- Using environment variables

### Using Default Values
In the following example, the PRINT statement is associated with a preconnected unit (stdout) by default.

```plaintext
PRINT *,100
```

The READ statement associates the logical unit 7 with the file *fort.7* (because the FILE specifier was omitted) by default:

```plaintext
OPEN (UNIT=7,STATUS='NEW')
READ (7,100)
```

### Supplying a File Name in an OPEN Statement
The FILE specifier in an OPEN statement typically specifies only a file name (such as *filnam*) or contains both a directory and file name (such as */usr/proj/filnam*).

For example:

```plaintext
OPEN (UNIT=7, FILE='FILNAM.DAT', STATUS='OLD')
```

The DEFAULTFILE specifier in an OPEN statement typically specifies a pathname that contains only a directory (such as */usr/proj/*) or both a directory and file name (such as */usr/proj/testdata*).

Implied OPEN
Performing an implied OPEN means that the FILE and DEFAULTFILE specifier values are not specified and an environment variable is used, if present. Thus, if you used an implied OPEN, or if the FILE specifier in an OPEN statement did not specify a file name, you can use an environment variable to specify a file name or a pathname that contains both a directory and file name.

Using Environment Variables

You can use shell commands to set the appropriate environment variable to a value that indicates a directory (if needed) and a file name to associate a unit with an external file.

Intel Fortran recognizes environment variables for each logical I/O unit number in the form of FORT_n, where  \( n \) is the logical I/O unit number. If a file name is not specified in the OPEN statement and the corresponding FORT_n environment variable is not set for that unit number, Intel Fortran generates a file name in the form fort.n, where \( n \) is the logical unit number.

Implied Intel Fortran Logical Unit Numbers

The ACCEPT, PRINT, and TYPE statements, and the use of an asterisk (*) in place of a unit number in READ and WRITE statements, do not include an explicit logical unit number.

Each of these Fortran statements uses an implicit internal logical unit number and environment variable. Each environment variable is in turn associated by default with one of the Fortran file names that are associated with standard I/O files. The table below shows these relationships:

<table>
<thead>
<tr>
<th>Intel Fortran statement</th>
<th>Environment variable</th>
<th>Standard I/O file name</th>
</tr>
</thead>
<tbody>
<tr>
<td>READ (*,f) iolist</td>
<td>FOR_READ</td>
<td>stdin</td>
</tr>
<tr>
<td>READ f,iolist</td>
<td>FOR_READ</td>
<td>stdin</td>
</tr>
<tr>
<td>ACCEPT f,iolist</td>
<td>FOR_ACCEPT</td>
<td>stdin</td>
</tr>
<tr>
<td>WRITE (*,f) iolist</td>
<td>FOR_PRINT</td>
<td>stdout</td>
</tr>
<tr>
<td>PRINT f,iolist</td>
<td>FOR_PRINT</td>
<td>stdout</td>
</tr>
<tr>
<td>TYPE f,iolist</td>
<td>FOR_TYPE</td>
<td>stdout</td>
</tr>
<tr>
<td>WRITE(0,f) iolist</td>
<td>FORT0</td>
<td>stderr</td>
</tr>
<tr>
<td>READ(5,f) iolist</td>
<td>FORT5</td>
<td>stdin</td>
</tr>
<tr>
<td>WRITE(6,f) iolist</td>
<td>FORT6</td>
<td>stdout</td>
</tr>
</tbody>
</table>

You can change the file associated with these Intel Fortran environment variables, as you would any other environment variable, by means of the environment variable assignment command. For example:

```
setenv FOR_READ /usr/users/smith/test.dat
```

After executing the preceding command, the environment variable for the READ statement using an asterisk refers to file test.dat in the specified directory.

**NOTE**

The association between the logical unit number and the physical file can occur at run-time. Instead of changing the logical unit numbers specified in the source program, you can change this association at run time to match the needs of the program and the available resources. For example, before running the program, a script file can set the appropriate environment variable or allow the terminal user to type a directory path, file name, or both.
File Organization

File organization refers to the way records are physically arranged on a storage device. This topic describes the two main types of file organization.

Related topics describe the following:

- **Record type** refers to whether records in a file are all the same length, are of varying length, or use other conventions to define where one record ends and another begins. For more information on record types, see Record Types.

- **Record access** refers to the method used to read records from or write records to a file, regardless of its organization. The way a file is organized does not necessarily imply the way in which the records within that file will be accessed. For more information on record access, see File Access and File Structure and Record Access.

Types of File Organization

Fortran supports two types of file organizations:

- Sequential
- Relative

The organization of a file is specified by means of the ORGANIZATION keyword in the OPEN statement. The default file organization is always ORGANIZATION= 'SEQUENTIAL' for an OPEN statement.

You can store sequential files on magnetic tape or disk devices, and can use other peripheral devices, such as terminals, pipes, and line printers as sequential files.

You must store relative files on a disk device.

Sequential File Organization

A sequentially organized file consists of records arranged in the sequence in which they are written to the file (the first record written is the first record in the file, the second record written is the second record in the file, and so on). As a result, records can be added only at the end of the file. Attempting to add records at some place other than the end of the file will result in the file begin truncated at the end of the record just written.

Sequential files are usually read sequentially, starting with the first record in the file. Sequential files with a fixed-length record type that are stored on disk can also be accessed by relative record number (direct access).

Relative File Organization

Within a relative file are numbered positions, called *cells*. These cells are of fixed equal length and are consecutively numbered from 1 to *n*, where 1 is the first cell, and *n* is the last available cell in the file. Each cell either contains a single record or is empty. Records in a relative file are accessed according to cell number. A cell number is a record's relative record number; its location relative to the beginning of the file.

By specifying relative record numbers, you can directly retrieve, add, or delete records regardless of their locations. You can only detect deleted records if you specify option VMS when the program is compiled.

When creating a relative file, use the RECL value to determine the size of the fixed-length cells. Within the cells, you can store records of varying length, as long as their size does not exceed the cell size.

Internal Files and Scratch Files

Intel Fortran also supports internal files and scratch files.
Internal Files
When you use sequential access, you can use an internal file to reference character data in a buffer. The transfer occurs between internal storage spaces (unlike external files), such as between user variables and a character array.

An internal file consists of any of the following:
- Character variable
- Character-array element
- Character array
- Character substring
- Character array section without a vector subscript

Instead of specifying a unit number for the READ or WRITE statement, use an internal file specifier in the form of a character scalar memory reference or a character-array name reference.

An internal file is a designated internal storage space (variable buffer) of characters that is treated as a sequential file of fixed-length records. To perform internal I/O, use formatted and list-directed sequential READ and WRITE statements. You cannot use file-related statements such as OPEN and INQUIRE on an internal file (no unit number is used).

If an internal file is made up of a single character variable, array element, or substring, that file comprises a single record whose length is the same as the length of the character variable, array element, or substring it contains. If an internal file is made up of a character array, that file comprises a sequence of records, with each record consisting of a single array element. The sequence of records in an internal file is determined by the order of subscript progression.

A record in an internal file can be read only if the character variable, array element, or substring comprising the record has been defined (a value has been assigned to the record).

Prior to each READ and WRITE statement, an internal file is always positioned at the beginning of the first record.

Scratch Files
Scratch files are created by specifying STATUS= 'SCRATCH' in an OPEN statement. By default, these temporary files are created by an OPEN statement and are deleted when closed.

File Access and File Structure
Fortran supports three methods of file access:
- Sequential
- Direct
- Stream

Fortran supports three kinds of file structure:
- Formatted
- Unformatted
- Binary

Sequential-access and direct-access files can have any of the three file structures. Stream-access files can have a file structure of formatted or unformatted.

Choosing a File Access and File Structure
Each kind of file has advantages and the best choice depends on the application you are developing:
- Formatted Files
You create a formatted file by opening it with the FORM='FORMATTED' option, or by omitting the FORM parameter when creating a sequential file. The records of a formatted file are stored as ASCII characters. Numbers that would otherwise be stored in binary form are converted to ASCII format. Each record ends with the ASCII carriage return (CR) and/or line feed (LF) characters.

If you need to view a data file's contents, use a formatted file. You can load a formatted file into a text editor and read its contents directly. The numbers will look like numbers and the strings will look like character strings (an unformatted or binary file looks like a set of hexadecimal characters).

- **Unformatted Files**

You create an unformatted file by opening it with the FORM='UNFORMATTED' option, or by omitting the FORM parameter when creating a direct-access file. An unformatted file is a series of records composed of physical blocks. Each record contains a sequence of values stored in a representation that is close to that used in program memory. Little conversion is required during input/output.

The lack of formatting makes these files quicker to access and more compact than files that store the same information in a formatted form. However, if the files contain numbers, you will not be able to read them with a text editor.

- **Binary Files**

You create a binary file by specifying FORM='BINARY'. Binary files are similar to unformatted files, except binary files have no internal record format associated with them.

- **Sequential-Access Files**

Data in sequential files must be accessed in order, one record after the other (unless you change your position in the file with the REWIND or BACKSPACE statements). Some methods of I/O are possible only with sequential files, including nonadvancing I/O, list-directed I/O, and namelist I/O. Internal files also must be sequential files. You must use sequential access for files associated with sequential devices.

A sequential device is a physical storage device that does not allow explicit motion (other than reading or writing). The keyboard, screen, and printer are all sequential devices.

- **Direct-Access Files**

Data in direct-access files can be read or written to in any order. Records are numbered sequentially, starting with record number 1. All records have the length specified by the RECL option in the OPEN statement. Data in direct-access files is accessed by specifying the record you want within the file. If you need random access I/O, use direct-access files. A common example of a random-access application is a database.

- **Stream-Access Files**

Stream-access I/O is a method of accessing a file without reference to a record structure. With stream access, a file is seen as a continuous sequence of bytes and is addressed by a positive integer starting from 1.

To enable stream access, specify ACCESS='STREAM' in the OPEN statement for the file. You can use the STREAM= specifier in the INQUIRE statement to determine if STREAM is listed in the set of possible access methods for the file. A value of YES, NO, or UNKNOWN is returned.

A file enabled for stream access is positioned by file storage units (normally bytes) starting at position 1. To determine the current position, use the POS= specifier in an INQUIRE statement for the unit. You can indicate a required position in a read or write statement with a POS= specifier.

Stream access can be either formatted or unformatted.

When connected for formatted stream access, an external file has the following characteristics:

- The first file storage unit in the file is at position 1. The relationship between positions of successive file storage units is processor dependent; not all positive integers need to correspond to valid positions.
- Some file storage units may contain record markers; this imposes a record structure on the file in addition to its stream structure. If there is no record marker at the end of the file, the final record is incomplete. Writing an empty record with no record marker has no effect.

When connected for unformatted stream access, an external file has the following characteristics:
The first file storage unit in the file is at position 1. The position of each subsequent file storage unit is one greater than that of the preceding file storage unit.

If it is possible to position the file, the file storage units do not need to be read or written in order of their position. For example, you may be able to write the file storage unit at position 2, even though the file storage unit at position 1 has not been written.

Any file storage unit may be read from the file while it is connected to a unit, provided that the file storage unit has been written since the file was created, and a READ statement for this connection is allowed.

You cannot use BACKSPACE in an unformatted stream.

File Records

Files may be composed of records. Each record is one entry in the file. A record can be a line from a terminal or a logical record on a magnetic tape or disk file. All records within one file are of the same type.

In Fortran, the number of bytes transferred to a record must be less than or equal to the record length. One record is transferred for each unformatted READ or WRITE statement. A formatted READ or WRITE statement can transfer more than one record using the slash (/) edit descriptor.

For binary files, a single READ or WRITE statement reads or writes as many records as needed to accommodate the number of bytes being transferred. On output, incomplete formatted records are padded with spaces. Incomplete unformatted and binary records are padded with undefined bytes (zeros).

Record Types

An I/O record is a collection of data items, called fields, which are logically related and are processed as a unit. The record type refers to the convention for storing fields in records.

The record type of the data within a file is not maintained as an attribute of the file. The results of using a record type other than the one used to create the file are indeterminate.

A number of record types are available, as shown in the following table. The table also lists the record overhead. This refers to bytes associated with each record that are used internally by the file system and are not available when a record is read or written. Knowing the record overhead helps when estimating the storage requirements for an application. Although the overhead bytes exist on the storage media, do not include them when specifying the record length with the RECL specifier in an OPEN statement.

<table>
<thead>
<tr>
<th>Record Type</th>
<th>Available File Organizations and Portability Considerations</th>
<th>Record Overhead</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed-length</td>
<td>Relative or sequential file organizations.</td>
<td>None for sequential or for relative if the <strong>vms</strong> option was omitted. One byte for relative if the <strong>vms</strong> option was specified.</td>
</tr>
<tr>
<td>Variable-length</td>
<td>Sequential file organization only. The variable-length record type is generally the most portable record type across multi-vendor platforms.</td>
<td>Eight bytes per record.</td>
</tr>
<tr>
<td>Segmented</td>
<td>Sequential file organization only and only for unformatted sequential access. The segmented record type is unique to Intel Fortran and should not be used for portability with programs written in languages other than Fortran or for places where Intel Fortran is not used. However, because the segmented record type is unique to Intel Fortran products, formatted data in segmented files can be ported across Intel Fortran platforms.</td>
<td>Four bytes per record. One additional padding byte (space) is added if the specified record size is an odd number.</td>
</tr>
<tr>
<td>Stream</td>
<td>Sequential file organization only.</td>
<td>None required.</td>
</tr>
</tbody>
</table>
### Fixed-Length Records

When you specify fixed-length records, you are specifying that all records in the file contain the same number of bytes. When you open a file that is to contain fixed-length records, you must specify the record size using the RECL keyword. A sequentially organized opened file for direct access must contain fixed-length records, to allow the record position in the file to be computed correctly.

For relative files, the layout and overhead of fixed-length records depends upon whether the program accessing the file was compiled using the \texttt{vms} option:

- For relative files where the \texttt{vms} option was omitted (the default), each record has no control information.
- For relative files where the \texttt{vms} option was specified, each record has one byte of control information at the beginning of the record.

The following figures show the record layout of fixed-length records. The first is for all sequential and relative files where the \texttt{vms} option was omitted. The second is for relative files where the \texttt{vms} option was specified.
Variable-Length Records

Variable-length records can contain any number of bytes up to a specified maximum record length, and apply only to sequential files.

Variable-length records are prefixed and suffixed by 4 bytes of control information containing length fields. The trailing length field allows a BACKSPACE request to skip back over records efficiently. The 4-byte integer value stored in each length field indicates the number of data bytes (excluding overhead bytes) in that particular variable-length record.

The character count field of a variable-length record is available when you read the record by issuing a READ statement with a Q format descriptor. You can then use the count field information to determine how many bytes should be in an I/O list.

The following shows the record layout of variable-length records that are less than 2 gigabytes:

```
<table>
<thead>
<tr>
<th>Leading Length Field</th>
<th>User Data</th>
<th>Trailing Length Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Record length (RECL=value)</td>
<td>4</td>
</tr>
</tbody>
</table>
```

For a record length greater than 2,147,483,639 bytes, the record is divided into subrecords. The subrecord can be of any length from 1 to 2,147,483,639, inclusive.

The sign bit of the leading length field indicates whether the record is continued or not. The sign bit of the trailing length field indicates the presence of a preceding subrecord. The position of the sign bit is determined by the endian format of the file.

The following rules describe sign bit values:

- A subrecord that is continued has a leading length field with a sign bit value of 1.
- The last subrecord that makes up a record has a leading length field with a sign bit value of 0.
- A subrecord that has a preceding subrecord has a trailing length field with a sign bit value of 1.
- The first subrecord that makes up a record has a trailing length field with a sign bit value of 0.
- If the value of the sign bit is 1, the length of the record is stored in twos-complement notation.

The following shows the record layout of variable-length records that are greater than 2 gigabytes:
Files written with variable-length records by Intel Fortran programs usually cannot be accessed as text files. Instead, use the Stream_LF record format for text files with records of varying length.

**Segmented Records**

A segmented record is a single logical record consisting of one or more variable-length, unformatted records in a sequentially organized disk file. Unformatted data written to sequentially organized files using sequential access is stored as segmented records by default.

Segmented records are useful when you want to write exceptionally long records but cannot or do not wish to define one long variable-length record, perhaps because virtual memory limitations can prevent program execution. By using smaller, segmented records, you reduce the chance of problems caused by virtual memory limitations on systems on which the program may execute.

For disk files, the segmented record is a single logical record that consists of one or more segments. Each segment is a physical record. A segmented (logical) record can exceed the absolute maximum record length (2.14 billion bytes), but each segment (physical record) individually cannot exceed the maximum record length.

To access an unformatted sequential file that contains segmented records, specify `FORM='UNFORMATTED'` and `RECORDTYPE='SEGMENTED'` when you open the file.

The following shows that the layout of segmented records consists of 4 bytes of control information followed by the user data:
The control information consists of a 2-byte integer record length count (includes the 2 bytes used by the segment identifier), followed by a 2-byte integer segment identifier that identifies this segment as one of the following:

<table>
<thead>
<tr>
<th>Identifier Value</th>
<th>Segment Identified</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>One of the segments between the first and last segments</td>
</tr>
<tr>
<td>1</td>
<td>First segment</td>
</tr>
<tr>
<td>2</td>
<td>Last segment</td>
</tr>
<tr>
<td>3</td>
<td>Only segment</td>
</tr>
</tbody>
</table>

If the specified record length is an odd number, the user data will be padded with a single blank (one byte), but this extra byte is not added to the 2-byte integer record size count.

Avoid the segmented record type when the application requires that the same file be used for programs written in languages other than Intel Fortran and for non-Intel platforms.

Stream File Data

A stream file is not grouped into records and contains no control information. Stream files are used with CARRIAGECONTROL='NONE' and contain character or binary data that is read or written only to the extent of the variables specified on the input or output statement.

The following shows the layout of a stream file:

Stream CR, Stream LF and Stream CRLF Records

Stream_CR, Stream_LF, and Stream_CRLF records are variable-length records whose length is indicated by explicit record terminators embedded in the data, not by a count. These terminators are automatically added when you write records to a stream-type file and are removed when you read records.

Each variety uses either a different 1-byte or 2-byte record terminator:

- Stream_CR files must not contain embedded carriage-return characters because Stream_CR files use only a carriage-return as the terminator.
- Stream_LF files must not contain embedded line-feed (new line) characters because Stream_LF files use only a line-feed (new line) as the terminator. This is the usual operating system text file record type on Linux* OS and OS X* systems.
- Stream_CRLF files must not contain embedded carriage returns or line-feed (new line) characters because Stream_CRLF files use a carriage return/line-feed (new line) pair as the terminator. This is the usual operating system text file record type on Windows* systems.

Guidelines for Choosing a Record Type

Before you choose a record type, consider whether your application will use formatted or unformatted data. If you are using formatted data, you can choose any record type except segmented. If you are using unformatted data, avoid the Stream, Stream_CR, Stream_LF and Stream_CRLF record types.

The segmented record type can only be used for unformatted sequential access with sequential files. You should not use segmented records for files that are read by programs written in languages other than Intel Fortran.
The Stream, Stream_CR, Stream_LF, Stream_CRLF and segmented record types can be used only with sequential files.

The default record type (RECORDTYPE) depends on the values for the ACCESS and FORM specifiers for the OPEN statement. (The RECORDTYPE= specifier is ignored for stream access.)

The record type of the file is not maintained as an attribute of the file. The results of using a record type other than the one used to create the file are indeterminate.

An I/O record is a collection of fields (data items) that are logically related and are usually processed as a unit.

Unless you specify nonadvancing I/O (ADVANCE specifier), each Intel Fortran I/O statement transfers at least one record.

### Specifying the Line Terminator for Formatted Files

Use the FOR_FMT_TERMINATOR environment variable to specify the line terminator value used for Fortran formatted files with no explicit RECORDTYPE= specifier.

The FOR_FMT_TERMINATOR environment variable is processed once at the beginning of program execution. Whatever it specifies for specific units continues for the rest of the execution.

You can specify the numbers of the units to have a specific record terminator. The READ/WRITE statements that use these unit numbers will now use the specified record terminators. Other READ/WRITE statements will work in the usual way.

A RECORDTYPE=specifier on an OPEN statement overrides the value set by FOR_FMT_TERMINATOR. The FOR_FMT_TERMINATOR value is ignored for ACCESS='STREAM' files.

### General Syntax for FOR_FMT_TERMINATOR

The syntax for this environment variable is as follows:

```
FOR_FMT_TERMINATOR=MODE[:ULIST][;MODE[:ULIST]]
```

where:

- **MODE**=CR | LF | CRLF
- **ULIST** = U | ULIST,U
- **U** = decimal | decimal - decimal

- MODE specifies the record terminator to be used. The keyword CR means to terminate records with a carriage return. The keyword LF means to terminate records with a line feed; this is the default on Linux* OS and OS X* systems. The keyword CRLF means to terminate records with a carriage return/line feed pair; this is the default on Windows systems.
- Each list member "U" is a simple unit number or a number of units as a range. The number of list members is limited to 64.
- "decimal" is a non-negative decimal number less than 232.

No spaces are allowed inside the FOR_FMT_TERMINATOR value.

On Linux* systems, the command line for the variable setting in the shell is:

```
Sh: export FOR_FMT_TERMINATOR=MODE:ULIST
```

**NOTE**

The environment variable value should be enclosed in quotes if the semicolon is present.

Example:

The following specifies that all input/output operations on unit numbers 10, 11, and 12 have records terminated with a carriage return/line feed pair:

```
FOR_FMT_TERMINATOR=CRLF:10-12
```
Record Length

Use the RECL specifier to specify the record length.

The units used for specifying record length depend on the form of the data:

- Formatted files (FORM= 'FORMATTED'): Specify the record length in bytes.
- Unformatted files (FORM= 'UNFORMATTED'): Specify the record length in 4-byte units, unless you specify the assume byterecl compiler option to request 1-byte units.

For all but variable-length sequential records on 64-bit addressable systems, the maximum record length is 2.147 billion bytes (2,147,483,647 minus the bytes for record overhead). For variable-length sequential records on 64-bit addressable systems, the theoretical maximum record length is about 17,000 gigabytes. When considering very large record sizes, also consider limiting factors such as system virtual memory.

**NOTE**
The RECL specifier is ignored for stream access.

Record Access

Record access refers to how records will be read from or written to a file, regardless of the file's organization. Record access is specified each time you open a file; it can be different each time. The type of record access permitted is determined by the combination of file organization and record type.

For example, you can do the following:

- Add records to a sequential file with ORGANIZATION= 'SEQUENTIAL' and POSITION= 'APPEND' (or use ACCESS= 'APPEND').
- Add records sequentially by using multiple WRITE statements, close the file, and then open it again with ORGANIZATION= 'SEQUENTIAL' and ACCESS= 'SEQUENTIAL' (or ACCESS= 'DIRECT' if the sequential file has fixed-length records).

Sequential Access

Sequential access transfers records sequentially to or from files or I/O devices such as terminals. You can use sequential I/O with any type of supported file organization and record type.

If you select sequential access mode for files with sequential or relative organization, records are written to or read from the file starting at the beginning of the file and continuing through it, one record after another. A particular record can be retrieved only after all of the records preceding it have been read; new records can be written only at the end of the file.

Direct Access

Direct access transfers records selected by record number to and from either sequential files stored on disk with a fixed-length record type or relative organization files.

If you select direct access mode, you can determine the order in which records are read or written. Each READ or WRITE statement must include the relative record number, indicating the record to be read or written.

You can directly access a sequential disk file only if it contains fixed-length records. Because direct access uses cell numbers to find records, you can enter successive READ or WRITE statements requesting records that either precede or follow previously requested records. For example, the first of the following statements reads record 24; the second reads record 10:

```
READ (12,REC=24) I
READ (12,REC=10) J
```
Stream Access
Stream access transfers bytes from records sequentially until a record terminator is found or a specified number of bytes have been read or written. Formatted stream records are terminated with a new line character; unformatted stream data contains no record terminators. Bytes can be read from or written to a file by byte position, where the first byte of the file is position 1. For example:

| OPEN (UNIT=12, ACCESS='STREAM')
| READ (12) I, J, K  ! start at the first byte of the file
| READ (12, POS=200) X, Y  ! then read staring at byte 200
| READ (12) A, B  ! then read starting where the previous READ stopped

The POS= specifier on INQUIRE can be used to determine the current byte position in the file.

NOTE
The RECORDTYPE= specifier is ignored for stream access.

Limitations of Record Access by File Organization and Record Type
You can use sequential and direct access modes on sequential and relative files. However, direct access to a sequential organization file can only be done if the file resides on disk and contains fixed-length records.

The table below summarizes the types of access permitted for the various combinations of file organizations and record types.

<table>
<thead>
<tr>
<th>Record Type</th>
<th>Sequential Access?</th>
<th>Direct Access?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sequential file organization</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fixed</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Variable</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Segmented</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Stream</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Stream_CR</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Stream_LF</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Stream_CRLF</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Relative file organization</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fixed</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>

NOTE
Direct access and relative files require that the file resides on a disk device.

Record Transfer
I/O statements transfer all data as records. The amount of data that a record can contain depends on the following circumstances:

- With formatted I/O (except for fixed-length records), the number of items in the I/O statement and its associated format specifier jointly determine the amount of data to be transferred.
- With namelist and list-directed output, the items listed in the NAMELIST statement or I/O statement list (in conjunction with the NAMELIST or list-directed formatting rules) determine the amount of data to be transferred.
With unformatted I/O (except for fixed-length records), the I/O statement alone specifies the amount of data to be transferred.

When you specify fixed-length records (RECORDTYPE= 'FIXED'), all records are the same size. If the size of an I/O record being written is less than the record length (RECL), extra bytes are added (padding).

Typically, the data transferred by an I/O statement is read from or written to a single record. It is possible, however, for a single I/O statement to transfer data from or to more than one record, depending on the form of I/O used.

**Input Record Transfer**

When using advancing I/O, if an input statement specifies fewer data fields (less data) than the record contains, the remaining fields are ignored.

If an input statement specifies more data fields than the record contains, one of the following occurs:

- For formatted input using advancing I/O, if the file was opened with PAD='YES', additional fields are read as spaces. If the file is opened with PAD='NO', an error occurs (the input statement should not specify more data fields than the record contains).
- For formatted input using nonadvancing I/O (ADVANCE='NO'), an end-of-record (EOR) condition is returned. If the file was opened with PAD='YES', additional fields are read as spaces.
- For list-directed input, another record is read.
- For NAMELIST input, another record is read.
- For unformatted input, an error occurs.

**Output Record Transfer**

If an output statement specifies fewer data fields than the record contains (less data than required to fill a record), the following occurs:

- With fixed-length records (RECORDTYPE= 'FIXED'), all records are the same size. If the size of an I/O record being written is less than the record length (RECL), extra bytes are added (padding) in the form of spaces (for a formatted record) or zeros (for an unformatted record).
- With other record types, the fields present are written and those omitted are not written (might result in a short record).

If the output statement specifies more data than the record can contain, an error occurs, as follows:

- With formatted or unformatted output using fixed-length records, if the items in the output statement and its associated format specifier result in a number of bytes that exceeds the maximum record length (RECL), an error occurs.
- With formatted or unformatted output not using fixed-length records, if the items in the output statement and its associated format specifier result in a number of bytes that exceeds the maximum record length (RECL), the Intel Fortran RTL attempts to increase the RECL value and write the longer record. To obtain the RECL value, use an INQUIRE statement.
- For list-directed output and namelist output, if the data specified exceeds the maximum record length (RECL), another record is written.

**Specifying Default Pathnames and File Names**

Intel® Fortran provides a number of ways of specifying all or part of a file specification (directory and file name). The following list uses the Linux® pathname /usr/proj/testdata as an example:

- The FILE specifier in an OPEN statement typically specifies only a file name (such as testdata) or contains both a directory and file name (such as /usr/proj/testdata).
- The DEFAULTFILE specifier in an OPEN statement typically specifies a pathname that contains only a directory (such as /usr/proj/) or both a directory and file name (such as /usr/proj/testdata).
- If you used an implied OPEN (described in Assigning Files to Logical Units) or if the FILE specifier in an OPEN statement did not specify a file name, you can use an environment variable to specify a file name or a pathname that contains both a directory and file name.
Examples of Applying Default Pathnames and File Names

For example, for an implied OPEN of unit number 3, Intel Fortran will check the environment variable FORT3. If the environment variable FORT3 is set, its value is used. If it is not set, the system supplies the file name fort.3.

In the following table, assume the current directory is /usr/smith and the I/O uses unit 1, as in the statement READ (1,100).

<table>
<thead>
<tr>
<th>OPEN FILE value</th>
<th>OPEN DEFAULTFILE value</th>
<th>FORT1 environment variable value</th>
<th>Resulting pathname</th>
</tr>
</thead>
<tbody>
<tr>
<td>not specified</td>
<td>not specified</td>
<td>not specified</td>
<td>/usr/smith/fort.1</td>
</tr>
<tr>
<td>not specified</td>
<td>not specified</td>
<td>test.dat</td>
<td>/usr/smith/test.dat</td>
</tr>
<tr>
<td>not specified</td>
<td>not checked</td>
<td>/usr/tmp/t.dat</td>
<td>/usr/tmp/t.dat</td>
</tr>
<tr>
<td>not specified</td>
<td>/tmp</td>
<td>not specified</td>
<td>/tmp/fort.1</td>
</tr>
<tr>
<td>not specified</td>
<td>/tmp</td>
<td>testdata</td>
<td>/tmp/testdata</td>
</tr>
<tr>
<td>not specified</td>
<td>/usr</td>
<td>lib/testdata</td>
<td>/usr/lib/testdata</td>
</tr>
<tr>
<td>file.dat</td>
<td>/usr/group</td>
<td>not checked</td>
<td>/usr/group/file.dat</td>
</tr>
<tr>
<td>/tmp/file.dat</td>
<td>not checked</td>
<td>not checked</td>
<td>/tmp/file.dat</td>
</tr>
<tr>
<td>file.dat</td>
<td>not specified</td>
<td>not checked</td>
<td>/usr/smith/file.dat</td>
</tr>
</tbody>
</table>

When the resulting file pathname begins with a tilde character (~), C-shell-style pathname substitution is used (regardless of what shell is being used), such as a top-level directory (below the root). For additional information on tilde pathname substitution, see csh(1).

Rules for Applying Default Pathnames and File Names

Intel Fortran determines the file name and the directory path based on certain rules. It determines a file name string as follows:

- If the FILE specifier is present, its value is used.
- If the FILE specifier is not present, Intel Fortran examines the corresponding environment variable. If the corresponding environment variable is set, that value is used. If the corresponding environment variable is not set, a file name in the form fort.n is used.

Once Intel Fortran determines the resulting file name string, it determines the directory (which optionally precedes the file name) as follows:

- If the resulting file name string contains an absolute pathname, it is used and the DEFAULTFILE specifier, environment variable, and current directory values are ignored.
- If the resulting file name string does not contain an absolute pathname, Intel Fortran examines the DEFAULTFILE specifier and current directory value: If the corresponding environment variable is set and specifies an absolute pathname, that value is used. Otherwise, the DEFAULTFILE specifier value, if present, is used. If the DEFAULTFILE specifier is not present, Intel Fortran uses the current directory as an absolute pathname.

Opening Files: OPEN Statement

To open a file, you can use a preconnected file (as described in Logical Devices) or can open a file with an OPEN statement. The OPEN statement lets you specify the file connection characteristics and other information.
OPEN Statement Specifiers

The OPEN statement connects a unit number with an external file and allows you to explicitly specify file attributes and run-time options using OPEN statement specifiers. Once you open a file, you should close it before opening it again unless it is a preconnected file.

If you open a unit number that was opened previously (without being closed), one of the following occurs:

- If you specify a file specification that does not match the one specified for the original open, the Intel Fortran run-time system closes the original file and then opens the second file. This resets the current record position for the second file.
- If you specify a file specification that matches the one specified for the original open, the file is reconnected without the internal equivalent of the CLOSE and OPEN. This lets you change one or more OPEN statement run-time specifiers while maintaining the record position context.

You can use the INQUIRE Statement to obtain information about whether or not a file is opened by your program.

Especially when creating a new file using the OPEN statement, examine the defaults (see the description of the OPEN statement in the Intel Fortran Language Reference Manual) or explicitly specify file attributes with the appropriate OPEN statement specifiers.

Specifiers for File and Unit Information

These specifiers identify file and unit information:

- UNIT specifies the logical unit number.
- NEWUNIT specifies that the Intel Fortran run-time library should select an unused logical unit number.
- FILE (or NAME) and DEFAULTFILE specify the directory and/or file name of an external file.
- STATUS or TYPE indicates whether to create a new file, overwrite an existing file, open an existing file, or use a scratch file.
- STATUS or DISPOSE specifies the file existence status after CLOSE.

Specifiers for File and Record Characteristics

These specifiers identify file and record characteristics:

- ORGANIZATION indicates the file organization (sequential or relative).
- RECORDTYPE indicates which record type to use.
- FORM indicates whether records are formatted or unformatted.
- CARRIAGECONTROL indicates the terminal control type.
- RECL or RECORDSIZE specifies the record size.

Specifier for Special File Open Routine

USEROPEN names the routine that will open the file to establish special context that changes the effect of subsequent Intel Fortran I/O statements.

Specifiers for File Access, Processing, and Position

These specifiers identify file access, processing, and position:

- ACCESS indicates the access mode (direct, sequential, or stream).
- SHARED sets file locking for shared access. Indicates that other users can access the same file.
- NOSHARED sets file locking for exclusive access. Indicates that other users who use file locking mechanisms cannot access the same file.
- SHARE specifies shared or exclusive access; for example, SHARE='DENYNONE' or SHARE='DENYRW'.
- POSITION indicates whether to position the file at the beginning of file, before the end-of-file record, or leave it as is (unchanged).
- ACTION or READONLY indicates whether statements will be used to only read records, only write records, or both read and write records.
• MAXREC specifies the maximum record number for direct access.
• ASSOCIATEVARIABLE specifies the variable containing the next record number for direct access.
• ASYNCHRONOUS specifies whether input/output should be performed asynchronously.

**Specifiers for Record Transfer Characteristics**

These specifiers identify record transfer characteristics:

• BLANK indicates whether to ignore blanks in numeric fields.
• DELIM specifies the delimiter character for character constants in list-directed or namelist output.
• PAD, when reading formatted records, indicates whether padding characters should be added if the item list and format specification require more data than the record contains.
• BUFFERED indicates whether buffered or non-buffered I/O should be used.
• BLOCKSIZE specifies the physical I/O buffer or transfer size.
• BUFFERCOUNT specifies the number of physical I/O buffers.
• CONVERT specifies the format of unformatted numeric data.

**Specifiers for Error-Handling Capabilities**

These specifiers are used for error handling:

• ERR specifies a label to branch to if an error occurs.
• IOSTAT specifies the integer variable to receive the error (IOSTAT) number if an error occurs.

**Specifier for File Close Action**

DISPOSE identifies the action to take when the file is closed.

**Specifying File Locations in an OPEN Statement**

You can use the FILE and DEFAULTFILE specifiers of the OPEN statement to specify the complete definition of a particular file to be opened on a logical unit. (The Language Reference Manual describes the OPEN statement in greater detail.)

For example:

```plaintext
OPEN (UNIT=4, FILE='/usr/users/smith/test.dat', STATUS='OLD')
```

The file `test.dat` in directory `/usr/users/smith` is opened on logical unit 4. No defaults are applied, because both the directory and file name were specified. The value of the FILE specifier can be a character constant, variable, or expression.

In the following interactive example, the user supplies the file name and the DEFAULTFILE specifier supplies the default values for the full pathname string. The file to be opened is located in `/usr/users/smith` and is concatenated with the file name typed by the user into the variable DOC:

```plaintext
CHARACTER(LEN=9) DOC
WRITE (6,*) 'Type file name '
READ (5,*) DOC
OPEN (UNIT=2, FILE=DOC, DEFAULTFILE='/usr/users/smith', STATUS='OLD')
```

A slash (backslash on Windows systems) is appended to the end of the default file string if it does not have one.

**Obtaining File Information: INQUIRE Statement**

The INQUIRE statement returns information about a file and has the following forms:

• Inquiry by unit
• Inquiry by file name
• Inquiry by output item list
Inquiry by directory

Inquiry by Unit

An inquiry by unit is usually done for an opened (connected) file. An inquiry by unit causes the Intel® Fortran RTL to check whether the specified unit is connected or not. One of the following occurs, depending on whether the unit is connected or not:

If the unit is connected:

- The EXIST and OPENED specifier variables indicate a true value.
- The pathname and file name are returned in the NAME specifier variable (if the file is named).
- Other information requested on the previously connected file is returned.
- Default values are usually returned for the INQUIRE specifiers also associated with the OPEN statement.
- The RECL value unit for connected formatted files is always 1-byte units. For unformatted files, the RECL unit is 4-byte units, unless you specify the `-assume byterecl` option to request 1-byte units.

If the unit is not connected:

- The OPENED specifier indicates a false value.
- The unit NUMBER specifier variable is returned as a value of -1.
- Any other information returned will be undefined or default values for the various specifiers.

For example, the following INQUIRE statement shows whether unit 3 has a file connected (OPENED specifier) in logical variable I_OPENED, the name (case-sensitive) in character variable I_NAME, and whether the file is opened for READ, WRITE, or READWRITE access in character variable I_ACTION:

```
INQUIRE (3, OPENED=I_OPENED, NAME=I_NAME, ACTION=I_ACTION)
```

Inquiry by File Name

An inquiry by name causes the Intel Fortran RTL to scan its list of open files for a matching file name. One of the following occurs, depending on whether a match occurs or not:

If a match occurs:

- The EXIST and OPENED specifier variables indicate a true value.
- The pathname and file name are returned in the NAME specifier variable.
- The UNIT number is returned in the NUMBER specifier variable.
- Other information requested on the previously connected file is returned.
- Default values are usually returned for the INQUIRE specifiers also associated with the OPEN statement.
- The RECL value unit for connected formatted files is always 1-byte units. For unformatted files, the RECL unit is 4-byte units, unless you specify the `-assume byterecl` option to request 1-byte units.

If no match occurs:

- The OPENED specifier variable indicates a false value.
- The unit NUMBER specifier variable is returned as a value of -1.
- The EXIST specifier variable indicates (true or false) whether the named file exists on the device or not.
- If the file does exist, the NAME specifier variable contains the pathname and file name.
- Any other information returned will be default values for the various specifiers, based on any information specified when calling INQUIRE.

The following INQUIRE statement returns whether the file named log_file is connected in logical variable I_OPEN, whether the file exists in logical variable I_EXIST, and the unit number in integer variable I_NUMBER:

```
INQUIRE (FILE='log_file', OPENED=I_OPEN, EXIST=I_EXIST, NUMBER=I_NUMBER)
```
Inquiry by Output Item List

Unlike inquiry by unit or inquiry by name, inquiry by output item list does not attempt to access any external file. It returns the length of a record for a list of variables that would be used for unformatted WRITE, READ, and REWRITE statements. The following INQUIRE statement returns the maximum record length of the variable list in variable I_RECLENGTH. This variable is then used to specify the RECL value in the OPEN statement:

\[
\text{INQUIRE (IOLENGTH=I_RECLENGTH) A, B, H} \\
\text{OPEN (FILE='test.dat', FORM='UNFORMATTED', RECL=I_RECLENGTH, UNIT=9)}
\]

For an unformatted file, the IOLENGTH value is returned using 4-byte units, unless you specify the -assume byterecl option to request 1-byte units.

Inquiry by Directory

An inquiry by directory verifies that a directory exists.

If the directory exists:
- The EXIST specifier variable indicates a true value.
- The full directory pathname is returned in the DIRSPEC specifier variable.

If the directory does not exist:
- The EXIST specified variable indicates a false value.
- The value of the DIRSPEC specifier variable is unchanged.

For example, the following INQUIRE statement returns the full directory pathname:

\[
\text{LOGICAL ::L_EXISTS} \\
\text{CHARACTER (255)::C_DIRSPEC} \\
\text{INQUIRE (DIRECTORY=".", DIRSPEC=C_DIRSPEC, EXIST=L_EXISTS)}
\]

The following INQUIRE statement verifies that a directory does not exist:

\[
\text{INQUIRE (DIRECTORY="I-DO-NOT-EXIST", EXIST=L_EXISTS)}
\]

Closing Files: CLOSE Statement

Usually, any external file opened should be closed by the same program before it completes. The CLOSE statement flushes any output buffers and disconnects the unit and its external file. You must specify the unit number (UNIT specifier) to be closed.

You can also specify:
- Whether the file should be deleted or kept (STATUS specifier)
- Error handling information (ERR and IOSTAT specifiers)

To delete a file when closing it:
- In the OPEN statement, specify the ACTION keyword (such as ACTION='READ'). Avoid using the READONLY keyword, because a file opened using the READONLY keyword cannot be deleted when it is closed.
- In the CLOSE statement, specify the keyword STATUS='DELETE'.

If you opened an external file and did an inquire by unit, but do not like the default value for the ACCESS specifier, you can close the file and then reopen it, explicitly specifying the ACCESS desired.

Typically, it is not necessary to close preconnected units. Internal files are neither opened nor closed.

Record I/O Statement Specifiers

After you open a file or use a preconnected file, you can use the following statements:
- READ, WRITE, ACCEPT, and PRINT to perform record I/O.
BACKSPACE, ENDFILE, and REWIND to set record position within the file.
DELETE, REWRITE, TYPE, and FIND to perform various operations.

The record I/O statement must use the appropriate record I/O form (formatted, list-directed, namelist, or unformatted).

You can use the following specifiers with the READ and WRITE record I/O statements:
- UNIT specifies the unit number to or from which input or output will occur.
- END specifies a label to branch to if end-of-file occurs; only applies to input statements on sequential files.
- ERR specifies a label to branch to if an error occurs.
- IOSTAT specifies an integer variable to contain the error number if an error occurs.
- FMT specifies a label of a FORMAT statement or character data specifying a FORMAT.
- NML specifies the name of a NAMELIST.
- REC specifies a record number for direct access.

When using nonadvancing I/O, use the ADVANCE, EOR, and SIZE specifiers.

When using the REWRITE statement, you can use the UNIT, FMT, ERR, and IOSTAT specifiers.

File Sharing (Linux* and OS X*)
This topic only applies to Linux* and OS X* operating systems.
Depending on the value specified by the ACTION (or READONLY) specifier in the OPEN statement, the file will be opened by your program for reading, writing, or both reading and writing records. This simply checks that the program itself executes the type of statements intended.

File locking mechanisms allow users to enable or restrict access to a particular file when that file is being accessed by another process.

Intel® Fortran file locking features provide three file access modes:
- Implicit Shared mode, which occurs when no mode is specified. This is also called No Locking.
- Explicit Shared mode, when all cooperating processes have access to a file. This mode is set in the OPEN statement by the SHARED specifier or the SHARE='DENYNONE' specifier.
- Exclusive mode, when only one process has access to a file. This mode is set in the OPEN statement by the NOSHARED specifier or the SHARE='DENYRW' specifier.

The file locking mechanism looks for explicit setting of the corresponding specifier in the OPEN statement. Otherwise, the Fortran run time does not perform any setting or checking for file locking and the process can access the file regardless of the fact that other processes have already opened or locked the file.

Example 1: Implicit Shared Mode (No Locking)
Process 1 opens the file without a specifier, resulting in no locking.
Process 2 now tries to open the file:
- It gains access regardless of the mode it is using.

Example 2: Explicit Shared Mode
Process 1 opens the file with Explicit Shared mode.
Process 2 now tries to open the file:
- If process 2 opens the file with Explicit Shared mode or Implicit Shared (No Locking) mode, it gets access to the file.
- If process 2 opens the file with Exclusive mode, it receives an error.

Example 3: Exclusive Mode
Process 1 opens the file with Exclusive mode.
Process 2 now tries to open the file:

- If process 2 opens the file with Implicit Shared (No Locking) mode, it gets access to the file.
- If process 2 opens the file with Explicit Shared or Exclusive mode, it receives an error.

The Fortran runtime does not coordinate file entry updates during cooperative access. The user needs to coordinate access times among cooperating processes to handle the possibility of simultaneous WRITE and REWRITE statements on the same record positions.

### Specifying the Initial Record Position

When you open a disk file, you can use the OPEN statement POSITION specifier to request one of the following initial record positions within the file:

- The initial position before the first record (POSITION='REWIND')
  
  A sequential access READ or WRITE statement will read or write the first record in the file.

- A point beyond the last record in the file (POSITION='APPEND'), just before the end-of-file record, if one exists
  
  For a new file, this is the initial position before the first record (same as 'REWIND'). You might specify 'APPEND' before you write records to an existing sequential file using sequential access.

- The current position (POSITION='ASIS')
  
  This is usually used only to maintain the current record position when reconnecting a file. The second OPEN specifies the same unit number and specifies the same file name (or omits it), which leaves the file open, retaining the current record position. However, if the second OPEN specifies a different file name for the same unit number, the current file will be closed and the different file will be opened.

The following I/O statements allow you to change the current record position:

- REWIND sets the record position to the initial position before the first record. A sequential access READ or WRITE statement would read or write the first record in the file.

- BACKSPACE sets the record position to the previous record in a file. Using sequential access, if you wrote record 5, issued a BACKSPACE to that unit, and then read from that unit, you would read record 5.

- ENDFILE writes an end-of-file marker. This is typically done after writing records using sequential access just before you close the file.

Unless you use nonadvancing I/O, reading and writing records usually advances the current record position by one record. More than one record might be transferred using a single record I/O statement.

### Advancing and Nonadvancing Record I/O

After you open a file, if you omit the ADVANCE specifier (or specify ADVANCE= 'YES') in READ and WRITE statements, advancing I/O (normal Fortran I/O) will be used for record access. When using advancing I/O:

- Record I/O statements transfer one entire record (or multiple records).
- Record I/O statements advance the current record position to a position before the next record.

You can request nonadvancing I/O for the file by specifying the ADVANCE= 'NO' specifier in a READ and WRITE statement. You can use nonadvancing I/O only for sequential access to external files using formatted I/O (not list-directed or namelist).

When you use nonadvancing I/O, the current record position does not change, and part of the record might be transferred, unlike advancing I/O where one or more entire records are always transferred.

You can alternate between advancing and nonadvancing I/O by specifying different values for the ADVANCE specifier ('YES' and 'NO') in the READ and WRITE record I/O statements.

When reading records with either advancing or nonadvancing I/O, you can use the END specifier to branch to a specified label when the end of the file is read.

Because nonadvancing I/O might not read an entire record, it also supports an EOR specifier to branch to a specified label when the end of the record is read. If you omit the EOR and the IOSTAT specifiers when using nonadvancing I/O, an error results when the end-of-record is read.
When using nonadvancing input, you can use the SIZE specifier to return the number of characters read. For example, in the following READ statement, SIZE=X (where variable X is an integer) returns the number of characters read in X and an end-of-record condition causes a branch to label 700:

```
150 FORMAT (F10.2, F10.2, I6)
READ (UNIT=20, FMT=150, SIZE=X, ADVANCE='NO', EOR=700) A, F, I
```

**User-Supplied OPEN Procedures: USEROPEN Specifier**

You can use the USEROPEN specifier in an OPEN statement to pass control to a routine that directly opens a file. The called routine can use system calls or library routines to open the file and may establish special context that changes the effect of subsequent I/O statements.

The Intel® Fortran Run-Time Library (RTL) I/O support routines call the USEROPEN function in place of the system calls usually used when the file is first opened for I/O. The USEROPEN specifier in an OPEN statement specifies the name of a function to receive control.

The called function must open a file (or pipe) and return the file descriptor of the file (or pipe) it has opened when control is returned to the RTL. The called function may specify different options when it opens the file than a normal OPEN statement would. It may specify a different file.

You can obtain the file descriptor from the Intel® Fortran RTL for a specific unit number by using the PXFFILENO routine.

Although the called function can be written in other languages (such as Fortran), C is usually the best choice for making system calls, such as open or create.

**NOTE**

If your application requires that you use C to perform the file open and close, as well as all record operations, call the appropriate C procedure from the Intel® Fortran program without using the Fortran OPEN statement.

**NOTE**

If a filename has been specified in the OPEN statement that included the USEROPEN specifier, any subsequent CLOSE statement specifying STATUS=DELETE (or DISPOSE=DELETE) only acts on the filename specified in the OPEN statement. If you specified a different filename in the function named in USEROPEN, the CLOSE statement will have no effect on that filename.

**Syntax and Behavior of the USEROPEN Specifier**

The USEROPEN specifier for the OPEN statement has the form:

```
USEROPEN = function-name
```

The function-name represents the name of an external function. In the calling program, the function must be declared in an EXTERNAL statement. For example, the following Intel® Fortran code might be used to call the USEROPEN procedure UOPEN (known to the linker as uopen_

```
EXTERNAL  UOPEN
INTEGER   UOPEN
.
.
.
OPEN (UNIT=10, FILE='/usr/test/data', STATUS='NEW', USEROPEN=UOPEN)
```

During the execution of the OPEN statement, the external procedure called uopen_ receives control. The function opens the file, may perform other operations, and subsequently returns control (with the file descriptor) to the RTL. You can use other system calls or library routines within the USEROPEN function.

In most cases, the USEROPEN function modifies the open flags argument passed by the Intel® Fortran RTL or uses a new value before the open (or create) system call. After the function opens the file, it must return control to the RTL.
If the USEROPEN function is written in C, declare it as a C function that returns a 4-byte integer (int) result to contain the file descriptor.

If the USEROPEN function is written in Fortran, declare it as a FUNCTION with an INTEGER (KIND=4) result, perhaps with an interface block. In any case, the called function must return the file descriptor as a 4-byte integer to the RTL.

The following shows the available arguments and definitions for Linux* OS and OS X*, and then for Windows* OS:

**Linux* OS and OS X* Arguments and Definitions:**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>int uopen_</td>
<td>(1)</td>
</tr>
<tr>
<td>char *file_name,</td>
<td>(2)</td>
</tr>
<tr>
<td>int *open_flags,</td>
<td>(3)</td>
</tr>
<tr>
<td>int *create_mode,</td>
<td>(4)</td>
</tr>
<tr>
<td>int *lun,</td>
<td>(5)</td>
</tr>
<tr>
<td>int file_length);</td>
<td>(6)</td>
</tr>
</tbody>
</table>

On Linux* OS and OS X*, the function definition and the arguments passed from the Intel® Fortran RTL are as follows:

1. The function must be declared as a 4-byte integer (int).
2. Indicates the pathname to be opened; the pathname includes the file name.
3. Indicates the open flags. The open flags are described in the header file /usr/include/sys/file.h or open(2).
4. Indicates the create mode, which is the protection needed when creating a Linux* OS-style file. The create modes are described in open(2).
5. Indicates the logical unit number.
6. Indicates the pathname length (hidden character length argument of the pathname).

**Argument Notes for Linux* OS and OS X*:**
The open system call (see open(2)) requires the passed pathname, the open flags (which define the type access needed, whether the file exists, and so on), and the create mode. The logical unit number specified in the OPEN statement is passed in case the USEROPEN function needs it. The hidden character length of the pathname is also passed.

**Windows* OS Arguments and Definitions:**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>int uopen_</td>
<td>(1)</td>
</tr>
<tr>
<td>char *filename,</td>
<td>(2)</td>
</tr>
<tr>
<td>int *desired_access,</td>
<td>(3)</td>
</tr>
<tr>
<td>int *share_mode,</td>
<td>(4)</td>
</tr>
<tr>
<td>int a_null, /* always 0 */ (5)</td>
<td></td>
</tr>
<tr>
<td>int *flags_attr,</td>
<td>(6)</td>
</tr>
<tr>
<td>int b_null, /* always 0 */ (7)</td>
<td></td>
</tr>
<tr>
<td>int *unit,</td>
<td>(8)</td>
</tr>
<tr>
<td>int *flen);</td>
<td>(9)</td>
</tr>
</tbody>
</table>

On Windows*OS, the function definition and the arguments passed from the Intel® Fortran RTL are as follows:

1. The function must be declared as a 4-byte integer (int).
2. Indicates the pathname to be opened; the pathname includes the file name.
3. Indicates the mode of access. It can be set to read, write, or read/write.
4. Indicates the file protection mode.
5. This is a NULL that is passed as a literal zero by value.
6. This sets flags that specify file modes and several kinds of file features (such as whether to use sequential access or random access, whether to delete on close, etc.)
7. This is a NULL that is passed as a literal zero by value.
8. Indicates the logical unit number.
9. Indicates the pathname length (the hidden character length argument of the pathname).

**Argument Notes for Windows**:  
The argument list for a USEROPEN routine on Windows is very similar to the argument list for the Microsoft Windows function CreateFile. This lets you easily write a USEROPEN routine and pass the input arguments to a call to CreateFile. The CreateFile system call requires the filename, the desired_access, the shared_mode, and the flags_attr. These arguments have been set to reflect the file semantics requested in the OPEN statement. The logical unit number specified in the OPEN statement is passed in case the USEROPEN function needs it. The hidden character length of the pathname is also passed.

On 32-bit Windows, a Fortran USEROPEN function must use the default "C, Reference" calling convention. If you have used the iface compiler option to change the default calling convention to "stdcall" or "cvf", you will need to add a !DIR$ ATTRIBUTES DEFAULT directive in the function source to have it use the correct calling convention.

**Restrictions of Called USEROPEN Functions**  
The Intel® Fortran RTL uses exactly one file descriptor per logical unit, which must be returned by the called function. Because of this, only certain system calls or library routines can be used to open the file.

On Linux* systems, system calls and library routines that do not return a file descriptor include mknod (see mknod(2)) and fopen (see fopen(3)). For example, the fopen routine returns a file pointer instead of a file descriptor.

**Example USEROPEN Program and Function**  
The following Intel® Fortran code calls the USEROPEN function named UOPEN:

```
EXTERNAL UOPEN
INTEGER UOPEN
.
.
OPEN (UNIT=1,FILE='ex1.dat',STATUS='NEW',USEROPEN=UOPEN, ERR=9,IOSTAT=errnum)
```

If UOPEN is a Fortran function, its name is decorated appropriately for Fortran.

Likewise, if UOPEN is a C function, its name is decorated appropriately for C, as long as the following line is included in the above code:

```
!DIR$ ATTRIBUTES C::UOPEN
```

**Compiling and Linking the C and Intel® Fortran Programs**  
Use the icc or icl command to compile the called uopen C function uopen.c, and the ifort command to compile the Intel® Fortran calling program ex1.f. The same ifort command also links both object files by using the appropriate libraries:

```
icc -c uopen.c (Linux* OS)
icl -c uopen.c (Windows* OS)
ifort ex1.f uopen.o
```

**Example Source Code**  
```
program UserOpenSample
IMPLICIT NONE
EXTERNAL UOPEN
INTEGER (4) UOPEN
CHARACTER*10 :: FileName="UOPEN.DAT"
INTEGER*4 :: IOS
Character*255 :: InqFullName
Character*100 :: InqFileName
```
Program the USEROPEN Facility of Open

When the OPEN statement is executed, the USEROPEN function receives control. The function opens the file by calling CreateFile(), performs whatever operations were specified, and subsequently returns control (with the handle returned by CreateFile()) to the calling Fortran program.

```
OPEN(UNIT=10,FILE='UOPEN.DAT',STATUS='REPLACE',USEROPEN=UOPEN, &
IOSTAT=ios, ACTION='READWRITE')
```

The function UKOPEN returns control to the calling Fortran program.

```
IF (ios .EQ. 0)  THEN
   WRITE(*,110) TRIM(FileName), ios
   INQUIRE(10, NAME=InqFullName)
   CALL ParseForFileName(InqFullName,InqFileName)
   IF (InqFileName .NE. FileName) THEN
      WRITE(*,120) TRIM(FileName)
   END IF
ELSE
   WRITE(*,115) TRIM(FileName), ios
   GOTO 9999
END IF
```

```
WRITE(10,*) WriteOutBuffer
REWIND(10)
READ(10,*)  ReadInBuffer
IF (ReadInBuffer .NE. WriteOutBuffer) THEN
   WRITE(*,130) TRIM(FileName)
END IF
CLOSE(10, DISPOSE='DELETE')
WRITE(*,190) TRIM(FileName)
WRITE(*,'(X,"Test of USEROPEN Completed")')
```

```
9999  CONTINUE
END
```

NOTE: The UOPEN function uses the default calling convention, so it matches the Fortran RTL declaration of USEROPEN.

```
! The following function definition and arguments are passed from the Intel Fortran(R) Run-time Library to the function named in USEROPEN:
! The first 7 arguments correspond to the CreateFile() API arguments. The value of these arguments is set according to the caller's OPEN() arguments:
! FILENAME
! Is the address of a null-terminated character string that is the name of the file.
! DESIRED_ACCESS
! Is the desired access (read-write) mode passed by reference.
! SHARE_MODE
```
Is the file sharing mode passed by reference.
A_NULL
Is always null. The Fortran runtime library always passes a NULL
for the pointer to a SECURITY_ATTRIBUTES structure in its
CreateFile() call.
CREATE_DISP
Is the creation disposition specifying what action to take on files
that exist, and what action to take on files that do not exist.
It is passed by reference.
FLAGS_ATTR
Specifies the file attributes and flags for the file. It is passed
by reference.
B_NULL
Is always null. The Fortran runtime library always passes a NULL
for the handle to a template file in its CreateFile() call.

The last 2 arguments are the Fortran unit number and length of the
file name:
UNIT
Is the Fortran unit number on which this OPEN is being done. It is
passed by reference.
FLEN
Is the length of the file name, not counting the terminating null.
It is passed by value.

  INTEGER(4) FUNCTION UOPEN( FILENAME,       
DESIRED_ACCESS, 
SHARE_MODE, 
A_NULL, 
CREATE_DISP, 
FLAGS_ATTR, 
B_NULL, 
UNIT, 
FLEN )

  !DIR$ ATTRIBUTES DEFAULT :: UOPEN
  USE KERNEL32
  IMPLICIT NONE
  INTEGER(4) DESIRED_ACCESS
  INTEGER(4) SHARE_MODE
  INTEGER(4) A_NULL
  INTEGER(4) CREATE_DISP
  INTEGER(4) FLAGS_ATTR
  INTEGER(4) B_NULL
  INTEGER(4) UNIT
  INTEGER(4) FLEN
  CHARACTER*(FLEN) FILENAME
  INTEGER(4) ISTAT
  TYPE(T_SECURITY_ATTRIBUTES), POINTER :: NULL_SEC_ATTR

  140 FORMAT( X, "ERROR: USEROPEN Passed Wrong Unit Number",I)
  ! Sanity check
  IF (UNIT .NE. 10) THEN
    WRITE(*,140) UNIT
  END IF
  ! Write(*,*), "FILENAME=",FILENAME !! prints the full path of the filename
  ! Set the FILE_FLAG_WRITE_THROUGH bit in the flag attributes to CreateFile()
  ! (for whatever reason)
  ! FLAGS_ATTR = FLAGS_ATTR + FILE_FLAG_WRITE_THROUGH
  ! Do the CreateFile() call and return the status to the Fortran rtl
  ISTAT = CreateFile( FILENAME,       
DESIRED_ACCESS, 
            &
SHARE_MODE, &
NULL_SEC_ATTR, &
CREATE_DISP, &
FLAGS_ATTR, &
0 )
if (ISTAT == INVALID_HANDLE_VALUE) then
write(*,*) "Could not open file (error ", GetLastErr() ")"
endif
UOPEN = ISTAT
RETURN
END

!DIR$ ELSE ! LINUX OS or OS X
!+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
! Here is the UOPEN function for Linux OS/OS X:
!
! The UOPEN function is declared to use the cdecl calling convention,
! so it matches the Fortran RTL declaration of a USEROPEN routine.
!
! The following function definition and arguments are passed from the
! Intel(R) Fortran Run-time Library to the function named in USEROPEN:
!
! FILENAME
! Is the address of a null-terminated character string that is
! the name of the file.
! OPEN_FLAGS
! read-write flags (see file.h or open(2)).
! CREATE_MODE
! set if new file (to be created).
! UNIT
! Is the Fortran unit number on which this OPEN is being done. It is
! passed by reference.
! FLEN
! Is the length of the file name, not counting the terminating null.
! It is passed by value.
!+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
INTEGER(4) FUNCTION UOPEN( FILENAME, &
OPEN_FLAGS, &
CREATE_MODE, &
UNIT, &
FLEN )

IMPLICIT NONE
INTEGER(4) OPEN_FLAGS
INTEGER(4) CREATE_MODE
INTEGER(4) UNIT
INTEGER(4) FLEN
CHARACTER*(FLEN) FILENAME
INTEGER(4) ISTAT
!DIR$ ATTRIBUTES C, DECORATE, ALIAS:'open' :: OPEN
external OPEN
INTEGER(4) OPEN
140 FORMAT( X, "ERROR: USEROPEN Passed Wrong Unit Number", I)
! Sanity check
IF (UNIT .NE. 10) THEN
WRITE(*,140) UNIT
END IF
! Call the system OPEN routine
ISTAT = OPEN ( %ref(FILENAME), &
OPEN_FLAGS, &
CREATE_MODE )
UOPEN = ISTAT
!---------------------------------------------------------------
! SUBROUTINE: ParseForFileName
! Takes a full pathname and returns the filename
! with its extension.
!---------------------------------------------------------------
SUBROUTINE ParseForFileName(FullName,FileName)
Character*255 :: FullName
Character*100 :: FileName
Integer :: P
!DIR$ IF DEFINED(_WIN32)
P = INDEX(FullName,'\',.TRUE.)
FileName = FullName(P+1:)
!DIR$ ELSE ! LINUX OS/OS X
P = INDEX(FullName,'/',.TRUE.)
FileName = FullName(P+1:)
!DIR$ ENDIF
END

See Also
PXFFILENO

Microsoft Fortran PowerStation Compatible Files (Windows* OS)
This topic only applies to Windows* OS.
When using the fpscomp option for Microsoft* Fortran PowerStation compatibility, the following types of files are possible:

- Formatted Sequential
- Formatted Direct
- Unformatted Sequential
- Unformatted Direct
- Binary Sequential
- Binary Direct

Formatted Sequential Files
A formatted sequential file is a series of formatted records written sequentially and read in the order in which they appear in the file. Records can vary in length and can be empty. They are separated by carriage return (0D) and line feed (0A) characters as shown in the following figure.

Formatted Records in a Formatted Sequential File

An example of a program writing three records to a formatted sequential file is given below. The resulting file is shown in the following figure.

OPEN (3, FILE='FSEQ')
! FSEQ is a formatted sequential file by default.
WRITE (3, '(A, I3)') 'RECORD', 1
WRITE (3, '()')
Formatted Sequential File

In a formatted direct file, all of the records are the same length and can be written or read in any order. The record size is specified with the RECL option in an OPEN statement and should be equal to or greater than the number of bytes in the longest record.

The carriage return (CR) and line feed (LF) characters are record separators and are not included in the RECL value. Once a direct-access record has been written, you cannot delete it, but you can rewrite it.

During output to a formatted direct file, if data does not completely fill a record, the compiler pads the remaining portion of the record with blank spaces. The blanks ensure that the file contains only completely filled records, all of the same length. During input, the compiler by default also adds filler bytes (blanks) to the input record if the input list and format require more data than the record contains.

You can override the default blank padding on input by setting PAD='NO' in the OPEN statement for the file. If PAD='NO', the input record must contain the amount of data indicated by the input list and format specification. Otherwise, an error occurs. PAD='NO' has no effect on output.

An example of a program writing two records, record one and record three, to a formatted direct file is given below. The result is shown in the following figure.

Formatted Direct File

In a formatted direct file, all of the records are the same length and can be written or read in any order. The record size is specified with the RECL option in an OPEN statement and should be equal to or greater than the number of bytes in the longest record.

The carriage return (CR) and line feed (LF) characters are record separators and are not included in the RECL value. Once a direct-access record has been written, you cannot delete it, but you can rewrite it.

During output to a formatted direct file, if data does not completely fill a record, the compiler pads the remaining portion of the record with blank spaces. The blanks ensure that the file contains only completely filled records, all of the same length. During input, the compiler by default also adds filler bytes (blanks) to the input record if the input list and format require more data than the record contains.

You can override the default blank padding on input by setting PAD='NO' in the OPEN statement for the file. If PAD='NO', the input record must contain the amount of data indicated by the input list and format specification. Otherwise, an error occurs. PAD='NO' has no effect on output.

An example of a program writing two records, record one and record three, to a formatted direct file is given below. The result is shown in the following figure.
Unformatted Sequential Files

Unformatted sequential files are organized slightly differently on different platforms. This section describes unformatted sequential files created by Intel® Fortran when the *fpscomp* option is specified.

The records in an unformatted sequential file can vary in length. Unformatted sequential files are organized in chunks of 130 bytes or less called *physical blocks*. Each physical block consists of the data you send to the file (up to 128 bytes) plus two 1-byte "length bytes" inserted by the compiler. The length bytes indicate where each record begins and ends.

A *logical record* refers to an unformatted record that contains one or more physical blocks. (See the following figure.) Logical records can be as big as you want; the compiler will use as many physical blocks as necessary.

When you create a logical record consisting of more than one physical block, the compiler sets the length byte to 129 to indicate that the data in the current physical block continues on into the next physical block. For example, if you write 140 bytes of data, the logical record has the structure shown in the following figure.

**Logical Record in Unformatted Sequential File**

![Logical Record in Unformatted Sequential File](image)

The first and last bytes in an unformatted sequential file are reserved; the first contains a value of 75, and the last holds a value of 130. Fortran uses these bytes for error checking and end-of-file references.

The following program creates the unformatted sequential file shown in the following figure:

```fortran
! Note: The file is sequential by default
! -1 is FF FF FF FF hexadecimal.
!
CHARACTER xyz(3)
INTEGER(4) idata(35)
DATA      idata /35 * -1/, xyz /'x', 'y', 'z'/
!
! Open the file and write out a 140-byte record:
! 128 bytes (block) + 12 bytes = 140 for IDATA, then 3 bytes for XYZ.
OPEN (3, FILE='UFSEQ',FORM='UNFORMATTED')
WRITE (3) idata
WRITE (3) xyz
CLOSE (3)
END
```

Unformatted Sequential File

![Unformatted Sequential File](image)

- **BOF**: Beginning-of-file byte (75 decimal)
- **EOF**: End-of-file byte (130 decimal)
- **Physical-block-length byte** (0 <= L <= 129)

The first and last bytes in an unformatted sequential file are reserved; the first contains a value of 75, and the last holds a value of 130. Fortran uses these bytes for error checking and end-of-file references.
**Unformatted Direct Files**

An unformatted direct file is a series of unformatted records. You can write or read the records in any order you choose. All records have the same length, given by the RECL specifier in an OPEN statement. No delimiting bytes separate records or otherwise indicate record structure.

You can write a partial record to an unformatted direct file. Intel Fortran pads these records to the fixed record length with ASCII NULL characters. Unwritten records in the file contain undefined data.

The following program creates the sample unformatted direct file shown in the following figure:

```fortran
OPEN (3, FILE='UFDIR', RECL=10, &
 & FORM = 'UNFORMATTED', ACCESS = 'DIRECT')
WRITE (3, REC=3) .TRUE., 'abcdef'
WRITE (3, REC=1) 2049
CLOSE (3)
END
```

**Binary Sequential Files**

A binary sequential file is a series of values written and read in the same order and stored as binary numbers. No record boundaries exist, and no special bytes indicate file structure. Data is read and written without changes in form or length. For any I/O data item, the sequence of bytes in memory is the sequence of bytes in the file.

The next program creates the binary sequential file shown in the following figure:

```fortran
! NOTE: 07 is the bell character
! Sequential is assumed by default.
!
INTEGER(1) bells(4)
CHARACTER(4) wys(3)
CHARACTER(4) cvar
DATA bells /4*7/
DATA cvar /' is '/,wys /'What',' you',' see'/
OPEN (3, FILE='BSEQ',FORM='BINARY')
WRITE (3) wys, cvar
WRITE (3) 'what ', 'you get!'
WRITE (3) bells
CLOSE (3)
END
```

---

**Unformatted Direct File**

<table>
<thead>
<tr>
<th>Record 1</th>
<th>Record 2</th>
<th>Record 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 00 00 00</td>
<td>01 00 00 00</td>
<td>(ASCII) abcde'</td>
</tr>
<tr>
<td>(Hex)</td>
<td>(Hex)</td>
<td>(ASCII)</td>
</tr>
<tr>
<td>01 00 00 00</td>
<td>01 00 00 00</td>
<td>07 07 07 07</td>
</tr>
</tbody>
</table>

**Binary Sequential File**

```
First write: 16 bytes
Second write: 13 bytes
Third write: 4 bytes (bell characters)

1 12 13 16 17 21 22 29 30 33
(ASCII) (ASCII) (ASCII) (ASCII) (Hex)
What you see 07 07 07 07
```
Binary Direct Files

A binary direct file stores records as a series of binary numbers, accessible in any order. Each record in the file has the same length, as specified by the RECL argument to the OPEN statement. You can write partial records to binary direct files; any unused portion of the record will contain undefined data.

A single read or write operation can transfer more data than a record contains by continuing the operation into the next records of the file. Performing such an operation on an unformatted direct file would cause an error. Valid I/O operations for unformatted direct files produce identical results when they are performed on binary direct files, provided the operations do not depend on zero padding in partial records.

The following program creates the binary direct file shown in the following figure:

```fortran
OPEN (3, FILE='BDIR',RECL=10,FORM='BINARY',ACCESS='DIRECT')
WRITE (3, REC=1) 'abcdefghijklmno'
WRITE (3) 4,5
WRITE (3, REC=4) 'pq'
CLOSE (3) END
```

Using Asynchronous I/O

For external files, you can specify that I/O should be asynchronous. By doing this, you allow other statements to execute while an I/O statement is executing.

**NOTE**

In order to execute a program that uses asynchronous I/O on Linux* or OS X* systems, you must explicitly include one of the following compiler command line options when you compile and link your program:

- `-threads`
- `-reentrancy threaded`
- `-openmp`

On Windows* systems, no extra options are needed to execute a program that uses asynchronous I/O.

Using the ASYNCHRONOUS Specifier

Asynchronous I/O is supported for all READ and WRITE operations to external files. However, if you specify asynchronous I/O, you cannot use variable format expressions in formatted I/O operations.

To allow asynchronous I/O for a file, first specify `ASYNCHRONOUS='YES'` in its OPEN statement, then do the same for each READ or WRITE statement that you want to execute in this manner.
Execution of an asynchronous I/O statement initiates a "pending" I/O operation, which can be terminated in the following ways:

- by an explicit WAIT (initno) statement, which performs a wait operation for the specified pending asynchronous data transfer operation
- by a CLOSE statement for the file
- by a file-positioning statement such as REWIND or BACKSPACE
- by an INQUIRE statement for the file

Use the WAIT statement to ensure that the objects used in the asynchronous data transfer statements are not prematurely deallocated. (This is especially important for local stack objects and allocatable objects which may be deallocated before completion of the pending operation.) If you do not specify the wait operation, the program may terminate with an Access violation error. The following example shows use of the WAIT statement:

```plaintext
module mod
   real, allocatable :: X(:)
end module mod

subroutine sbr()
use mod
integer :: Y(500)
!X and Y initialization
allocate (X(500))
call foo1(X, Y)
!asynchronous writing
open(1, asynchronous='yes')
write(1, asynchronous='yes') X, Y
!some computation
call foo2()
!wait operation
wait(1)
!X deallocation
deallocate(X)
!stack allocated object Y will be deallocated when the routine returns
end subroutine sbr
```

You can use the INQUIRE statement with the keyword of ASYNCHRONOUS (ASYNCHRONOUS=specifier) to determine whether asynchronous I/O is allowed. If it is allowed, a value of YES is returned.

Additionally, you can use the INQUIRE statement with the keyword of PENDING (PENDING= specifier) to determine whether previously pending asynchronous data transfers are complete.

If an ID= specifier appears and the specified data transfer operation is complete, the variable specified by PENDING is assigned the value False and the INQUIRE statement performs a wait operation for the specified data transfer.

If the ID= specifier is omitted and all previously pending data transfer operations for the specified unit are complete, the variable specified by PENDING is assigned the value False and the INQUIRE statement performs wait operations for all previously pending data transfers for the specified unit.

Otherwise, the variable specified by PENDING is assigned the value True and no wait operations are performed. Previously pending data transfers remain pending.

**Using the ASYNCHRONOUS Attribute**

A data attribute called ASYNCHRONOUS specifies that a variable may be subject to asynchronous input/output. Assigning this attribute to a variable allows certain optimizations to occur.

**See Also**

Asynchronous Specifier (ASYNCHRONOUS=)  
OPEN: ASYNCHRONOUS Specifier  
INQUIRE: ASYNCHRONOUS Specifier
Programming with Mixed Languages Overview

Mixed-language programming is the process of building programs in which the source code is written in two or more languages. It allows you to:

- Call existing code that is written in another language
- Use procedures that may be difficult to implement in a particular language

In mixed-language programming, a routine written in one language calls a function, procedure, or subroutine written in another language. For example, a Fortran program may need to call an existing shared library or system procedure written in another language.

Although mixed language programming is possible between Intel® Fortran and other languages, the primary focus of this section is programming using Intel® Fortran and C. Mixed language programming between these languages is relatively straightforward for these reasons:

- Fortran implements functions, subroutines, and procedures in approximately the same way as C.
- Fortran provides many standard features to improve interoperability with C. An entity is considered to be interoperable if equivalent declarations are possible in both languages. Interoperability is provided for variables, derived types, and procedures. For more information, see Standard Fortran and C Interoperability.

The following applies to Windows* OS: The Intel® Fortran samples area, created during product installation, contains a number of sample mixed language programs that you can compile and run. For more information, see Using the Intel® Visual Fortran Samples.

Standard Fortran and C Interoperability

The Intel® Fortran Compiler supports the Fortran standardized mechanism for allowing Fortran code to reliably communicate (or interoperate) with C code.

This mechanism includes a group of features for C interoperability, enabling mixed-language programming in a more portable manner.

The Fortran standard discusses interoperability in terms of a "companion C processor." Each Fortran implementation is free to choose which C is its companion. Although the standard explicitly specifies a companion C (not C++) processor, you can use C++, as long as you use features that are compatible with C when interoperating with Fortran.

For Intel® Fortran, the supported C companion is the Intel® C++ Compiler or the Microsoft* Visual C++ Compiler on Windows*, and the Intel® C++ Compiler or gcc* on Linux* and OS X*.

The core principle of interoperability is that something should work the same way in Fortran as it does in C. In terms of interoperability, the following applies:

- Fortran provides a way to reference procedures that are defined by the C programming language or procedures that are described by C prototypes, even if they are not actually defined by means of C.
- Conversely, a procedure defined by a Fortran subprogram can be referenced by a function defined by means of C.
- In addition, you can define global variables that are associated with C variables whose names have external linkage.
- You can also declare Fortran variables, data structures and enumerations that correspond to similar declarations in C.

The following sections describe interoperability requirements for types, variables, procedures, and global data.
Example of Fortran Calling C

The following example calls a C function.

### C Function Prototype Example

```fortran
int C_Library_Function(void* sendbuf, int sendcount, int *recvcounts);
```

### Fortran Module Example

```fortran
module ftn_C_2
    interface
        integer (C_INT) function C_Library_Function &
        (sendbuf, sendcount, recvcounts) &
        BIND(C, name='C_Library_Function')
        use, intrinsic :: ISO_C_BINDING
        implicit none
        type (C_PTR), value :: sendbuf
        integer (C_INT), value :: sendcount
        type (C_PTR), value :: recvcounts
    end function C_Library_Function
end interface
end module ftn_C_2
```

### Fortran Calling Sequence Example

```fortran
use, intrinsic :: ISO_C_BINDING, only: C_INT, C_FLOAT, C_LOC
use ftn_C_2
...
real (C_FLOAT), target :: send(100)
integer (C_INT) :: sendcount
integer (C_INT), ALLOCATABLE, target :: recvcounts(100)
...
ALLOCATE( recvcounts(100) )
...
call C_Library_Function(C_LOC(send), sendcount, &
C_LOC(recvcounts))
...
```

Example of C Calling Fortran

The following example calls a Fortran subroutine called Simulation. This subroutine corresponds to the C void function simulation.

### Fortran Code Example

```fortran
subroutine Simulation(alpha, beta, gamma, delta, arrays) BIND(C)
    use, intrinsic :: ISO_C_BINDING
    implicit none
    integer (C_LONG), value :: alpha
    real (C_DOUBLE), intent(inout) :: beta
    integer (C_LONG), intent(out) :: gamma
    real (C_DOUBLE),dimension(*) ,intent(in) :: delta
    type, BIND(C) :: pass
    integer (C_INT) :: lenc, lenf
    type (C_PTR) :: c, f
    end type pass
    type (pass), intent(inout) :: arrays
    real (C_FLOAT), ALLOCATABLE, target, save :: eta(:)
```
**Fortran Code Example**

```fortran
real (C_FLOAT), pointer :: c_array(:)
...
! Associate c_array with an array allocated in C
call C_F_POINTER (arrays%c, c_array, (/arrays%lenc/) )
...
! Allocate an array and make it available in C
arrays%lenf = 100
ALLOCATE (eta(arrays%lenf))
arrays%f = c_loc(eta)
...
end subroutine Simulation
```

**C Struct declaration Example**

```c
struct pass {int lenc, lenf; float *c, *f;};
```

**C Function Prototype Example**

```c
void simulation(long alpha, double *beta, long *gamma, double delta[], struct pass *arrays);
```

**C Calling sequence Example**

```c
simulation(alpha, &beta, &gamma, delta, &arrays);
```

**Using Standard Fortran Interoperability Syntax for Existing Fortran Extensions**

Before the introduction of the Standard Fortran interoperability features, extensions provided by Intel® Fortran were used to facilitate programming using code written in Fortran and C. The Fortran 2003 standard defined new language features for C interoperability; in many cases, these features can be used instead of existing Intel® Fortran extensions. The following table lists the legacy Intel® Fortran extensions and shows their Standard Fortran equivalents.

**NOTE**

Existing code using legacy extensions will continue to work; however, if you are writing new code, you should use the standard syntax.

<table>
<thead>
<tr>
<th>Legacy Extension</th>
<th>Standard Fortran Interoperability Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATTRIBUTES ALIAS</td>
<td>Use BIND(C,NAME=&quot;alias-name&quot;).</td>
</tr>
<tr>
<td></td>
<td>The BIND(C) syntax also implies ATTRIBUTES DECORATE; the compiler applies whatever name decoration (leading or trailing underscores) that C would use for the name. If the NAME= keyword is omitted, Intel® Fortran will use the Fortran name converted to lowercase on all platforms.</td>
</tr>
<tr>
<td></td>
<td>If the procedure has no arguments, you must indicate that with () when adding BIND.</td>
</tr>
<tr>
<td></td>
<td>All arguments to a routine specified as &quot;interoperable&quot; (with BIND(C)) must themselves be interoperable.</td>
</tr>
<tr>
<td>Legacy Extension</td>
<td>Standard Fortran Interoperability Equivalent</td>
</tr>
<tr>
<td>------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>ATTRIBUTES C</td>
<td>You can also specify BIND(C) on module variables and COMMON blocks. Use BIND(C) (see ALIAS above), which has a similar effect to ATTRIBUTES C except that it does not change the argument passing mechanism to be by-value. Use the Fortran standard VALUE attribute if you need to pass by value. BIND(C) also specifies that small records are passed and returned as function value results the same way C would, which may be different from the Intel® Fortran default. Like ATTRIBUTES C, BIND(C) lowercases the external name and adds any necessary name decoration.</td>
</tr>
<tr>
<td>ATTRIBUTES DECORATE</td>
<td>Typically used with ATTRIBUTES ALIAS. See ATTRIBUTES ALIAS above.</td>
</tr>
<tr>
<td>ATTRIBUTES DEFAULT</td>
<td>Not needed when using BIND(C); the compiler always uses the semantics of the C compiler regardless of the setting of command-line options such as iface.</td>
</tr>
<tr>
<td>ATTRIBUTES EXTERN</td>
<td>Use BIND(C) with a module variable.</td>
</tr>
<tr>
<td>ATTRIBUTES REFERENCE</td>
<td>Not needed when using BIND(C). Typically used with character arguments, or to override the implicit pass-by-value of ATTRIBUTES C.</td>
</tr>
<tr>
<td>ATTRIBUTES STDCALL</td>
<td>No equivalent. The use of STDCALL with BIND(C) is supported in Intel® Fortran and, for Windows* on IA-32 architecture only, it changes the external procedure name and stack conventions. For more information, see ATTRIBUTES C and STDCALL.</td>
</tr>
<tr>
<td>ATTRIBUTES VALUE</td>
<td>Use the Fortran-standard VALUE attribute. This has an additional effect when used with a Fortran procedure; the dummy argument is received by value and then copied to a temporary variable that can be modified within the procedure. Once the procedure exits, the temporary value is discarded.</td>
</tr>
<tr>
<td>ATTRIBUTES VARYING</td>
<td>No equivalent.</td>
</tr>
<tr>
<td>%LOC function</td>
<td>Use the C_LOC function from intrinsic module ISO_C_BINDING, which may be an appropriate substitute for variables. C_FUNLOC is the corresponding function for procedures.</td>
</tr>
<tr>
<td>%VAL function</td>
<td>Declare the argument with the VALUE attribute.</td>
</tr>
<tr>
<td>Legacy Extension</td>
<td>Standard Fortran Interoperability Equivalent</td>
</tr>
<tr>
<td>------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>%REF function</td>
<td>No equivalent; this is the default when BIND(C) is used.</td>
</tr>
</tbody>
</table>

### Standard Tools for Interoperability

**ISO_C_BINDING**

The intrinsic module provides a set of named constants and procedures that can assist you in programming with mixed languages.

#### Using Intrinsic Module Example

```
USE, INTRINSIC::ISO_C_BINDING
```

There are two groups of named constants included in this intrinsic module -- those that hold kind type parameter values for intrinsic types and those that provide a Fortran equivalent to some of the C special characters, including:

<table>
<thead>
<tr>
<th>Named constant</th>
<th>C definition</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>C_NULL_CHAR</td>
<td>null character</td>
<td>'\0'</td>
</tr>
<tr>
<td>C_ALERT</td>
<td>alert</td>
<td>'\a'</td>
</tr>
<tr>
<td>C_BACKSPACE</td>
<td>backspace</td>
<td>'\b'</td>
</tr>
<tr>
<td>C_FORMFEED</td>
<td>form feed</td>
<td>'\f'</td>
</tr>
<tr>
<td>C_NEW_LINE</td>
<td>new line</td>
<td>'\n'</td>
</tr>
<tr>
<td>C_CARRIAGE_RETURN</td>
<td>carriage return</td>
<td>'\r'</td>
</tr>
<tr>
<td>C_HORIZONTAL_TAB</td>
<td>horizontal tab</td>
<td>'\t'</td>
</tr>
<tr>
<td>C_VERTICAL_TAB</td>
<td>vertical tab</td>
<td>'\v'</td>
</tr>
</tbody>
</table>

The procedures included in ISO_C_BINDING are all generic, not specific. They include:

- C_ASSOCIATED
- C_F_POINTER
- C_F_PROCPOINTER
- C_FUNLOC
- C_LOC
- C_SIZEOF

Additionally, ISO_C_BINDING includes the following derived types to interoperate with C pointers:

- C_PTR
- C_FUNPTR
- C_NULL_PTR
- C_NULL_FUNPTR

**BIND(C)**

Fortran 2003 introduced the `language-binding-spec` attribute, using the keyword BIND. The syntax is:

```
BIND(C [, NAME=scalar-default-char-constant-expr])
```
C is the only language name you can specify. Generally, an entity with the BIND(C) attribute behaves as if it were the corresponding entity in the companion C processor.

The optional NAME= specifier allows you to use a different external name than the one the standard prescribes, which is what the companion C processor would do with the Fortran name forced to lowercase. If the C name was mixed-case, specify the mixed-case name here without any name decoration, such as leading underscores. The compiler applies whatever decoration the C processor would with the same name. So NAME= is not a strict replacement for the ALIAS attribute extension, it is more like ALIAS combined with DECORATE.

BIND(C) is not equivalent to ATTRIBUTES C. Although these both downcase the external name, BIND(C) does not imply pass-by-value and has other effects that are different from ATTRIBUTES C.

You can specify ATTRIBUTES STDCALL for an interoperable procedure (a procedure whose declaration includes the BIND(C) language binding attribute). This combination has the following effects for Windows* applications targeting IA-32 architecture:

- The calling mechanism is changed to STDCALL, which affects how the stack is cleaned up on procedure exit.
- The external name from the BIND attribute is suffixed with @n, where n is the number of bytes to be removed from the stack on return.

No other effects from STDCALL, such as pass-by-value, are provided. The Fortran standard VALUE attribute (not ATTRIBUTES VALUE) may be used if desired. For all other platforms, specifying STDCALL with BIND(C) has no effect. For more information, see ATTRIBUTES C and STDCALL.

**BIND(C) on procedures**

BIND(C) is often used on procedures. It can be specified in INTERFACE blocks to specify the interface of an external interoperable procedure, and on any Fortran procedures that you want to make interoperable. For SUBROUTINES and FUNCTIONs, you need to specify BIND(C) after the argument list. For functions, you can specify BIND(C) before or after the RESULT clause. For example:

```fortran
SUBROUTINE INTEROP_SUB (ARG) BIND(C,NAME="InteropSub")
FUNCTION INTEROP_FUN (ARG) BIND(C,NAME="InteropFun") RESULT (IAMFUN)
```

The above includes an external name, which is not required. You can also specify BIND(C) in a PROCEDURE declaration, in which case it appears in the normal list of attributes before the :: separator.

Specifying BIND(C) for procedures results in the following:

- The external name is what the C compiler would use, with the Fortran name lowercased (unless NAME= is specified).
- Arguments are passed and received by reference (unless the VALUE attribute is specified for the argument).
- Only interoperable arguments are allowed.
- No hidden arguments are allowed.
- Function type must be interoperable and function values are returned exactly as the C compiler would (this mainly affects small derived types).

The standard allows for passing character strings to interoperable procedures. You can pass a character argument of default kind (kind C_CHAR is the default in Intel® Fortran); the corresponding dummy argument is an explicit-shape array of single characters. Because no length is passed, you will need to provide the length another way (usually by appending a NUL character on the end.)

The standard does not provide an easy way to write a Fortran interoperable routine that accepts a string from C. You must declare the dummy argument as an array of single characters. You can use the combination of the C_LOC and C_F_POINTER procedures, both defined in intrinsic module ISO_C_BINDING, to "cast" a character array argument to a Fortran pointer to a character string. An example follows:

```fortran
subroutine Interop_sub(arg) BIND(C)
USE, INTRINSIC :: ISO_C_BINDING
CHARACTER, DIMENSION(*) :: ARG
CALL C_F_POINTER(C_LOC(ARG), LCL_ARG) ! Local pointer to argument
CALL C_F_POINTER(C_LOC(ARG), LCL_ARG)
```
In the above, ARG comes in as an assumed-size array of single characters, with no length. The C_F_POINTER subroutine converts a C pointer to a Fortran pointer. C_LOC is used to get a C pointer (of type C_PTR) of the argument and convert it to the Fortran pointer LCL_ARG. The result is that you can use LCL_ARG as a character string.

In the example, LCL_ARG has an explicit length. There is no way to make this pointer the correct length of the incoming string. Use INDEX to find the location of the NUL character, or some other method, to obtain the length and then use that in subsequent references.

See Also
BIND

Interoperating with arguments using C descriptors

These are facilities for interoperable procedure interfaces that specify dummy arguments that are assumed-shape arrays, have assumed character length, or have the ALLOCATABLE, POINTER, or OPTIONAL attributes.

Assumed-rank

An assumed-rank object is a dummy variable whose rank is assumed from its actual argument. This facilitates interoperability with C functions that can accept arguments of arbitrary rank. The intrinsic function, RANK, can be used to obtain the rank of an assumed-rank variable.

A procedure must have an explicit interface if it has a dummy argument that is assumed-rank.

The SHAPE, SIZE, and UBOUND intrinsic functions are defined for an assumed-rank array that is associated with an assumed-size array.

An assumed-rank dummy argument may correspond to an actual argument of any rank. If the actual argument has rank zero, the dummy argument has rank zero; the shape is a zero-sized array and the LBOUND and UBOUND intrinsic functions, with no DIM argument, return zero-sized arrays. If the actual argument has rank greater than zero, the rank and extents of the dummy argument are assumed from the actual argument, including no final extent for an assumed-size array. If the actual argument is an array and the dummy argument has the ALLOCATABLE or POINTER attribute, the bounds of the dummy argument are assumed from the actual argument.

Assumed-type

An assumed-type object is a dummy variable declared as TYPE(*). This simplifies interoperability with C formal parameters of type (void *).

An explicit interface is required for a procedure that has a dummy argument that is assumed-type because an assumed-type dummy argument is polymorphic.

An assumed-type dummy argument must not correspond to an actual argument that is of derived type with type parameters, type-bound procedures, or final subroutines.

CFI_cdesc

A C descriptor is a C structure of type CFI_cdesc that is defined in the file ISO_Fortran_binding.h.

Restrictions for BIND(C)

If BIND(C) is specified for a procedure, each dummy argument must be an interoperable procedure or a variable that is interoperable, assumed shape, assumed rank, assumed type, of assumed character length, or has the ALLOCATABLE or POINTER attribute. If BIND(C) is specified for a function, the function result must be an interoperable scalar variable.

A dummy argument of a procedure that is BIND(C) must not have both the OPTIONAL and VALUE attributes.

A variable that is a dummy argument of a procedure that is BIND(C) must be of interoperable type or assumed type.

A coarray shall not be a dummy argument of a BIND(C) procedure.
The ALLOCATABLE or POINTER attribute must not be specified for a default-initialized dummy argument of a BIND(C) procedure.

**Further Requirements**

Variables with the ASYNCHRONOUS attribute can be used for asynchronous communications between Fortran and C procedures.

When a Fortran procedure that has an INTENT (OUT) allocatable dummy argument is invoked by a C function, and the actual argument in the C function is the address of a C descriptor that describes an allocated allocatable variable, the variable is deallocated on entry to the Fortran procedure. When a C function is invoked from a Fortran procedure via an interface with an INTENT (OUT) allocatable dummy argument, and the actual argument in the reference to the C function is an allocated allocatable variable, the variable is deallocated on invocation (before execution of the C function begins).

**ISO_Fortran_binding.h**

The types, macros, and functions declared in ISO_Fortran_binding.h can be used by a C function to interpret C descriptors and allocate and deallocate objects represented by C descriptors. These provide a means to specify a C prototype that interoperates with a Fortran interface that has an allocatable, assumed character length, assumed-rank, assumed-shape, or data pointer dummy argument.

The ISO_Fortran_binding.h is a C header file that contains these definitions:

- The C structures CFI_cdesc_t and CFI_dim_t
- The typedef definitions for CFI_attribute_t, CFI_index_t, CFI_rank_t, and CFI_type_t
- The macro CFI_CDESC_T and macro definitions that expand to integer constants with various useful values
- The C function prototypes or macro definitions for CFI_address, CFI_allocate, CFI_deallocate, CFI_establish, CFI_is_contiguous, CFI_section, CFI_select_part, and CFI_setpointer. Some of these functions return an error indicator; this is an integer value that indicates whether an error condition was detected. The value zero CFI_SUCCESS indicates that no error condition was detected, and a nonzero value indicates which error condition was detected. The "Macros and typedefs in ISO_Fortran_binding.h" section lists the standard error conditions and the macro names for their corresponding error codes.

In function arguments representing subscripts, bounds, extents, or strides, the ordering of the elements is the same as the ordering of the elements of the dim member of a C descriptor.

**Restrictions on C functions interoperating with Fortran procedures**

Any C function inter-operating with Fortran procedures must meet these restrictions:

- A C descriptor shall not be initialized, updated, or copied other than by calling the functions in ISO_Fortran_binding.h.
- If the address of a C descriptor is a formal parameter that corresponds to a Fortran actual argument or is a C actual argument that corresponds to a Fortran dummy argument,
  - the C descriptor shall not be modified if either the corresponding dummy argument in the Fortran interface has the INTENT(IN) attribute or the C descriptor is for a nonallocatable nonpointer object, and
  - the base_addr member of the C descriptor shall not be accessed before it is given a value if the corresponding dummy argument in the Fortran interface has the POINTER and INTENT(OUT) attributes.

In this context, modification refers to any change to the location or contents of the C descriptor, including establishing and updating. The intent of these restrictions is that the C descriptors will remain intact at all times that they are accessible to an active Fortran procedure, so that the Fortran code is not required to copy them.
Within a C function, an allocatable object shall be allocated or deallocated only by execution of the `CFI_allocate` and `CFI_deallocate` functions. A Fortran pointer can become associated with a target by execution of the CFI allocate function.

Calling `CFI_allocate` or `CFI_deallocate` for a C descriptor changes the allocation status of the Fortran variable it describes and causes the allocation status of any associated allocatable variable to change accordingly.

If the address of an object is the value of a formal parameter that corresponds to a nonpointer dummy argument in a BIND(C) interface, then

- if the dummy argument has the INTENT (IN) attribute, the object must not be defined or become undefined, and
- if the dummy argument has the INTENT (OUT) attribute, the object must not be referenced before it is defined.

When a Fortran object is deallocated, or execution of its host function is completed, or its association status becomes undefined, all C descriptors and C pointers to any part of it become undefined, and any further use of them is undefined behavior.

A C descriptor whose address is a formal parameter that corresponds to a Fortran dummy argument becomes undefined on return from a call to the function from Fortran. If the dummy argument does not have either the TARGET or ASYNCHRONOUS attribute, all C pointers to any part of the object described by the C descriptor become undefined on return from the call, and any further use of them is undefined behavior.

When a Fortran object is deallocated, or execution of its host function is completed, or its association status becomes undefined, all C descriptors and C pointers to any part of it become undefined, and any further use of them is undefined behavior.

If the address of a C descriptor is passed as an actual argument to a Fortran procedure, the C lifetime of the C descriptor shall not end before the return from the procedure call.

If an object is passed to a Fortran procedure as a nonallocatable, nonpointer dummy argument, its lifetime shall not end before the return from the procedure call.

If the lifetime of a C descriptor for an allocatable object that was established by C ends before the program exits, the object shall be unallocated at that time.

If a Fortran pointer becomes associated with a C object, the association status of the Fortran pointer becomes undefined when the lifetime of the C object ends.

**See Also**

C Structures, Typedefs, and Macros for Interoperability

C Structures, Typedefs, and Macros for Interoperability

The C structures `CFI_dim_t` and `CFI_cdesc_t`

`CFI_dim_t` is a typedef name for a C structure. It is used to represent lower bound, extent, and memory stride information for one dimension of an array. `CFI_dim_t` contains at least the following members in any order:

- `CFI_index_t lower_bound` - The value of the lower bound for the dimension being described.
- `CFI_index_t extent` - The value is the number of elements in the dimension being described or -1 for the last dimension of an assumed-size array.
- `CFI_index_t sm` - The value is the memory stride for a dimension; this is the difference in bytes between the addresses of successive elements in the dimension being described.

`CFI_cdesc_t` is a typedef name for a C structure, which contains a flexible array member. The first three members of the structure are `base_addr`, `elem_len`, and `version` in that order. The final member is `dim`. All other members must be between `version` and `dim`, in any order.
void * base_addr – If the object Interoperating with arguments using C descriptors is an unallocated allocatable variable or a pointer that is disassociated, the value is a null pointer. If the object has zero size, the value is not a null pointer but is processor-11 dependent. Otherwise, the value is the base address of the object being described. The base address of a scalar is its C address. The base address of an array is the C address of the first element in Fortran array element order.

size_t elem_len – If the object is a scalar, the value is the storage size in bytes of the object; otherwise, the value is the storage size in bytes of an element of the object.

int version – The value is the value of CFI_VERSION in the source file ISO_Fortran_binding.h that defined the format and meaning of this C descriptor when the descriptor was established.

CFI_rank_t rank – The value is the number of dimensions of the Fortran object being described; if the object is a scalar, the value is zero.

CFI_type_t type – The value is the specifier for the type of the object. Each interoperable intrinsic C type has a specifier. Specifiers are also provided to indicate that the type of the object is an interoperable structure, or is unknown. The macros listed in the table below provide values that correspond to each type code specifier.

Macros for Type Codes

<table>
<thead>
<tr>
<th>Macro name</th>
<th>C Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CFI_type_signed_char</td>
<td>signed char</td>
</tr>
<tr>
<td>CFI_type_short</td>
<td>short int</td>
</tr>
<tr>
<td>CFI_type_int</td>
<td>int</td>
</tr>
<tr>
<td>CFI_type_long</td>
<td>long int</td>
</tr>
<tr>
<td>CFI_type_long_long</td>
<td>long long int</td>
</tr>
<tr>
<td>CFI_type_size_t</td>
<td>size_t</td>
</tr>
<tr>
<td>CFI_type_int8_t</td>
<td>int8_t</td>
</tr>
<tr>
<td>CFI_type_int16_t</td>
<td>int16_t</td>
</tr>
<tr>
<td>CFI_type_int32_t</td>
<td>int32_t</td>
</tr>
<tr>
<td>CFI_type_int64_t</td>
<td>int64_t</td>
</tr>
<tr>
<td>CFI_type_int_least8_t</td>
<td>int_least8_t</td>
</tr>
<tr>
<td>CFI_type_int_least16_t</td>
<td>int_least16_t</td>
</tr>
<tr>
<td>CFI_type_int_least32_t</td>
<td>int_least32_t</td>
</tr>
<tr>
<td>CFI_type_int_least64_t</td>
<td>int_least64_t</td>
</tr>
<tr>
<td>CFI_type_int_fast8_t</td>
<td>int_fast8_t</td>
</tr>
<tr>
<td>CFI_type_int_fast16_t</td>
<td>int_fast16_t</td>
</tr>
<tr>
<td>CFI_type_int_fast32_t</td>
<td>int_fast32_t</td>
</tr>
<tr>
<td>CFI_type_int_fast64_t</td>
<td>int_fast64_t</td>
</tr>
<tr>
<td>CFI_type_intmax_t</td>
<td>intmax_t</td>
</tr>
<tr>
<td>CFI_type intptr_t</td>
<td>intptr_t</td>
</tr>
<tr>
<td>CFI_type_ptrdiff_t</td>
<td>ptrdiff_t</td>
</tr>
<tr>
<td>CFI_type_float</td>
<td>float</td>
</tr>
<tr>
<td>CFI_type_double</td>
<td>double</td>
</tr>
<tr>
<td>CFI_type_long_double</td>
<td>long double</td>
</tr>
<tr>
<td>CFI_type_float_Complex</td>
<td>float _Complex</td>
</tr>
<tr>
<td>CFI_type_double_Complex</td>
<td>double _Complex</td>
</tr>
<tr>
<td>CFI_type_long_double_Complex</td>
<td>long double _Complex</td>
</tr>
<tr>
<td>CFI_type_Bool</td>
<td>_Bool</td>
</tr>
<tr>
<td>CFI_type_char</td>
<td>char</td>
</tr>
<tr>
<td>CFI_type_cptr</td>
<td>void *</td>
</tr>
<tr>
<td>CFI_type_struct</td>
<td>interoperable C structure</td>
</tr>
<tr>
<td>CFI_type_other</td>
<td>not otherwise specified</td>
</tr>
</tbody>
</table>
• The value for CFI_type_other is negative and distinct from all other type specifiers.
• CFI_type_struct specifies a C structure that is interoperable with a Fortran derived type; its value is positive and distinct from all other type specifiers.
• If a C type is not interoperable with a Fortran type and kind supported by the Fortran processor, its macro evaluates to a negative value.
• Otherwise, the value for an intrinsic type is positive.
• CFI_attribute_t attribute - The value is the value of an attribute code that indicates whether the object described is allocatable, a data pointer, or a nonallocatable, nonpointer data object. The values are nonnegative and distinct.

The macros listed in the table below provide values that correspond to each attribute code.

**Macros for Attribute Codes**

<table>
<thead>
<tr>
<th>Macro</th>
<th>Attribute code indicated</th>
</tr>
</thead>
<tbody>
<tr>
<td>CFI_attribute_pointer</td>
<td>data pointer object</td>
</tr>
<tr>
<td>CFI_attribute_allocatable</td>
<td>allocatable object</td>
</tr>
<tr>
<td>CFI_attribute_other</td>
<td>nonallocatable, nonpointer object</td>
</tr>
</tbody>
</table>

• CFI_attribute_pointer specifies a data object with the Fortran POINTER attribute.
• CFI_attribute_allocatable specifies an object with the Fortran ALLOCATABLE attribute.
• CFI_attribute_other specifies a nonallocatable nonpointer object.
• CFI_dim_t dim - The number of elements in the dim array is equal to the rank of the object. Each element of the array contains the lower bound, extent, and memory stride information for the corresponding dimension of the Fortran object.

For a C descriptor of an array pointer or allocatable array, the value of the lower_bound member of each element of the dim member of the descriptor is determined by argument association, allocation, or pointer association. For a C descriptor of a nonallocatable nonpointer object, the value of the lower_bound member of each element of the dim member of the descriptor is zero.

In a C descriptor of an assumed-size array, the extent member of the last element of the dim member has the value -1. The value of elem_len for a Fortran CHARACTER object is equal to the character length times the number of bytes of a single character of that kind. If the kind is C_CHAR, this value will be equal to the character length.

**Macros and typedefs in ISO_Fortran_binding.h**

Except for CFI_CDESC_T, each macro defined in ISO_Fortran_binding.h expands to an integer constant expression that is either a single token or a parenthesized expression that is suitable for use in #if preprocessing directives.

CFI_CDESC_T is a function-like macro that takes one argument, which is the rank of the C descriptor to create, and evaluates to an unqualified type of suitable size and alignment for defining a variable to use as a C descriptor of that rank. The argument shall be an integer constant expression with a value that is greater than or equal to zero and less than or equal to CFI_MAX_RANK. A pointer to a variable declared using CFI_CDESC_T can be cast to CFI_cdesc_t *. A variable declared using CFI_CDESC_T must not have an initializer.

The CFI_CDESC_T macro provides the memory for a C descriptor. The address of an entity declared using the macro is not usable as an actual argument corresponding to a formal parameter of type CFI_cdesc_t * without an explicit cast.

CFI_index_t is a typedef name for a standard signed integer type capable of representing the result of subtracting two pointers.

The CFI_MAX_RANK macro has a value equal to the largest rank supported, i.e., 31. CFI_rank_t is a typedef name for a standard integer type capable of representing the largest supported rank.
The CFI_VERSION macro has a processor-dependent value that encodes the version of the ISO_Fortran_binding.h source file containing this macro. This value is increased if a new version of the source file is incompatible with the previous version.

CFI_attribute_t is a typedef name for a standard integer type capable of representing the values of the attribute codes.

CFI_type_t is a typedef name for a standard integer type capable of representing the values for the supported type specifiers.

The macros in the table below are for use as error codes. The macro CFI_SUCCESS is the integer constant 0. The value of each macro other than CFI_SUCCESS is nonzero and is different from the values of the other error code macros.

### Macros for Error Codes

<table>
<thead>
<tr>
<th>Macro name</th>
<th>Error condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>CFI_SUCCESS</td>
<td>No error detected.</td>
</tr>
<tr>
<td>CFI_ERROR_BASE_ADDR_NULL</td>
<td>The base address member of a C descriptor is a null pointer in a context that requires a non-null pointer value.</td>
</tr>
<tr>
<td>CFI_ERROR_BASE_ADDR_NOT_NULL</td>
<td>The base address member of a C descriptor is not a null pointer in a context that requires a null pointer value.</td>
</tr>
<tr>
<td>CFI_INVALID_ELEM_LEN</td>
<td>The value supplied for the element length member of a C descriptor is not valid.</td>
</tr>
<tr>
<td>CFI_INVALID_RANK</td>
<td>The value supplied for the rank member of a C descriptor is not valid.</td>
</tr>
<tr>
<td>CFI_INVALID_TYPE</td>
<td>The value supplied for the type member of a C descriptor is not valid.</td>
</tr>
<tr>
<td>CFI_INVALID_ATTRIBUTE</td>
<td>The value supplied for the attribute member of a C descriptor is not valid.</td>
</tr>
<tr>
<td>CFI_INVALID_EXTENT</td>
<td>The value supplied for the extent member of a CFI_dim_t structure is not valid.</td>
</tr>
<tr>
<td>CFI_INVALID_DESCRIPTOR</td>
<td>A C descriptor is invalid in some way.</td>
</tr>
<tr>
<td>CFI_ERROR_MEM_ALLOCATION</td>
<td>Memory allocation failed.</td>
</tr>
<tr>
<td>CFI_ERROR_OUT_OF_BOUNDS</td>
<td>A reference is out of bounds.</td>
</tr>
</tbody>
</table>

**See Also**

Interoperating with arguments using C descriptors

**Data Types**

### Data Types Overview

While Fortran and C each support many of the same basic data types, there are no direct correlations. One difference is that Fortran has the concept of "kinds;" C treats these distinct types. For example, consider the Fortran INTEGER type. C has numerous integer types, from short int to long long int, and some specialty types such as intptr_t. These may or may not have corresponding kinds in Fortran. For each of the C integer types that might be interoperable, ISO_C_BINDING declares a named constant (PARAMETER) giving the kind number for the implementation's equivalent INTEGER kind.

Consider the simple C int type. This corresponds to INTEGER(C_INT), where C_INT is defined in ISO_C_BINDING. In Intel® Fortran, the value is always four (4), as a C int corresponds with Fortran INTEGER(4). However, other Fortran implementations may use different kind numbers; using the named constant ensures portability.
Now consider the `intptr_t` type. This is an integer that is large enough to hold a pointer (address). In Intel® Fortran, this is `INTEGER(4)` when building a 32-bit application and `INTEGER(8)` when building a 64-bit application. Intel® Fortran provides different copies of ISO_C_BINDING for various platforms.

Fortran has no unsigned integer types, so there are no constants for C unsigned types. Such types are not interoperable.

If there is a "kind" of C type not supported by the Fortran implementation, the named constant for that type is defined as -1, which will generate a compile-time error if you try to use it.

Similarly, there are constants defined for REAL, COMPLEX, LOGICAL and CHARACTER. For REAL, the standard offers the possibility of a C `long double` type. This is implemented in different ways by various C compilers on various platforms supported by Intel® Fortran.

- **gcc* on 32-bit Linux**: `long double` is an 80-bit floating type, as supported by the X87 instruction set. Intel® Fortran does not support this, so `C_LONG_DOUBLE` is -1.
- **gcc on OS X**: `C_LONG_DOUBLE` is defined as a 128-bit type that is the same as the Intel® Fortran data type `REAL(16)`.
- **64-bit Linux* and Windows***: `long double` is treated the same as `double`, so `C_LONG_DOUBLE` is 8.

To ensure matching, make sure you use the constants for kind values and the corresponding types in C.

LOGICAL and CHARACTER need special treatment for interoperability. The Fortran standard states that LOGICAL corresponds to the (ISO_C_BINDING) C `_Bool` type, and defines a single kind value `C_BOOL`, which is 1 in Intel® Fortran. By default, Intel® Fortran, tests LOGICALs for true/false differently than C does. Where C uses zero for false and not-zero for true, Intel® Fortran defaults to using -1 (all bits set) as true and zero as false. If you are going to use LOGICAL types to interoperate with C, be sure to specify the option `fpscomp[:logicals]`, which changes the interpretation to be C-like. This is included if you use the option `standard-semantics`, which is recommended any time you use Fortran 2003 (or later) features.

In terms of CHARACTER, C does not have character strings. It has arrays of single characters, so this is how you must represent strings in Fortran. There is a kind value defined, `C_CHAR`, corresponding to the C `char` type. Only character variables with length of one (1) are interoperable. For further discussion, see Procedures.

Derived types can also be interoperable. For additional information and restrictions, see Derived Types.

See Also
Procedures
Derived Types
Scalar Types

The commonly used types are included in the following table. The following applies:

- Integer types in Fortran are always signed. In C, integer types may be specified as signed or unsigned, but are signed by default.
- The values of `C_LONG`, `C_SIZE_T`, `C_LONG_DOUBLE`, and `C_LONG_DOUBLE_COMPLEX` are different on different platforms.

<table>
<thead>
<tr>
<th>Named constant from ISO_C_BINDING</th>
<th>C type</th>
<th>Equivalent Fortran type</th>
</tr>
</thead>
<tbody>
<tr>
<td>(kind type parameter if value is positive)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>C_SHORT</td>
<td>short int</td>
<td>INTEGER(KIND=2)</td>
</tr>
<tr>
<td>C_INT</td>
<td>int</td>
<td>INTEGER(KIND=4)</td>
</tr>
<tr>
<td>C_LONG</td>
<td>long int</td>
<td>INTEGER (KIND=4 or 8)</td>
</tr>
<tr>
<td>C_LONG_LONG</td>
<td>long long int</td>
<td>INTEGER(KIND=8)</td>
</tr>
<tr>
<td>C_SIGNED_CHAR</td>
<td>signed char</td>
<td>INTEGER(KIND=1)</td>
</tr>
</tbody>
</table>


Named constant from ISO_C_BINDING

(Kind type parameter if value is positive)

<table>
<thead>
<tr>
<th>C type</th>
<th>Equivalent Fortran type</th>
</tr>
</thead>
<tbody>
<tr>
<td>unsigned char</td>
<td>INTEGER(KIND=4 or 8)</td>
</tr>
<tr>
<td>size_t</td>
<td>INTEGER(KIND=4 or 8)</td>
</tr>
<tr>
<td>int8_t</td>
<td>INTEGER(KIND=1)</td>
</tr>
<tr>
<td>int16_t</td>
<td>INTEGER(KIND=2)</td>
</tr>
<tr>
<td>int32_t</td>
<td>INTEGER(KIND=4)</td>
</tr>
<tr>
<td>int64_t</td>
<td>INTEGER(KIND=8)</td>
</tr>
<tr>
<td>float</td>
<td>REAL(KIND=4)</td>
</tr>
<tr>
<td>double</td>
<td>REAL(KIND=8)</td>
</tr>
<tr>
<td>long double</td>
<td>REAL(KIND=8 or 16)</td>
</tr>
<tr>
<td>float _Complex</td>
<td>COMPLEX(KIND=4)</td>
</tr>
<tr>
<td>double _Complex</td>
<td>COMPLEX(KIND=8)</td>
</tr>
<tr>
<td>long double _Complex</td>
<td>COMPLEX(KIND=8 or 16)</td>
</tr>
<tr>
<td>_Bool</td>
<td>LOGICAL(KIND=1)</td>
</tr>
<tr>
<td>char</td>
<td>CHARACTER(LEN=1)</td>
</tr>
</tbody>
</table>

While there are named constants for all possible C types, every type is not necessarily supported on every processor. Lack of support is indicated by a negative value for the constant in the module.

For a character type to be interoperable, you must either omit the length type parameter or specify it using an initialization expression whose value is one.

Characters

The C language does not have character strings. Instead, it has arrays of single characters, so this is how you must represent a character string in Fortran.

There is a kind value defined, C_CHAR, corresponding to the C char type. However, only character variables with a length of one (1) are interoperable.

The following shows a Fortran program passing a string to a C routine and the C routine calling a Fortran routine with a new string.

Fortran Program Example

```fortran
program demo_character_interop
  use, intrinsic :: iso_c_binding
  implicit none

  interface
  subroutine c_append (string) bind(C)
    character(len=1), dimension(*), intent(in) :: string
  end subroutine c_append
  end interface

  ! Call C routine passing an ordinary character value
  ! The language allows this to match an array of
```
Fortran Program Example

```fortran
! single characters of default kind
call c_append('Intel Fortran'//C_NULL_CHAR)
end program demo_character_interop

subroutine fort_print (string) bind(C)
  use, intrinsic :: iso_c_binding
  implicit none
  ! Must declare argument as an array of single characters
  ! in order to be "interoperable"
  character(len=1), dimension(100), intent(in) :: string
  integer s_len ! Length of string
  character(100), pointer :: string1
  character(100) :: string2
  ! One way to convert the array to a character variable
  call C_F_POINTER(C_LOC(string),string1)
  s_len = INDEX(string1,C_NULL_CHAR) - 1
  print *, string1(1:s_len)
  ! Another way to convert
  string2 = TRANSFER(string,string2) ! May move garbage if source length < 100
  s_len = INDEX(string2,C_NULL_CHAR) - 1
  print *, string2(1:s_len)
end subroutine fort_print
```

C Routine Example

```c
C module (c_append.c):
#include <string.h>
extern void fort_print(char * string); /* Fortran routine */
void c_append (char * string) {
  char mystring[100];
  strcpy(mystring, string);
  strcat(mystring, " interoperates with C");
  /* Call Fortran routine passing new string */
  fort_print (mystring);
  return;
}
```

Pointers

For interoperating with C pointers, the module ISO_C_BINDING contains the derived types C_PTR and C_FUNPTR, which are interoperable with C object and function type pointers, respectively.

These types, as well as certain procedures in the module, provide the mechanism for passing dynamic arrays between the two languages. Because its elements do not need to be contiguous in memory, a Fortran pointer target or assumed-shape array cannot be passed to C. However, you can pass an allocated allocatable array to C, and you can associate an array allocated in C with a Fortran pointer. Additionally, as shown in the following, you can convert a pointer in C format to one in Fortran format.

Fortran Program Example

```fortran
program demo_c_f_pointer
  use, intrinsic :: iso_c_binding
  implicit none
end program demo_c_f_pointer
```
### Fortran Program Example

```fortran
interface
    function make_array(n_elements) bind(C)
        import ! Make iso_c_binding visible here
        type(C_PTR) :: make_array
        integer(C_INT), value, intent(IN) :: n_elements
    end function make_array
end interface

type(C_PTR) :: cptr_to_array
integer(C_INT), pointer :: array(:) => NULL()
n_elements = 3 ! Number of elements

! Call C function to create and populate an array
cptr_to_array = make_array(n_elements)
! Convert to Fortran pointer to array of n_elements elements
call C_F_POINTER (cptr_to_array, array, [n_elements])
! Print value
print *, array

end program demo_c_f_pointer
```

### C Module Example

```c
#include <stdlib.h>
int *make_array(int n_elements) {
    int *parray;
    int i;
    parray = (int*) malloc(n_elements * sizeof(int));
    for (i = 0; i < n_elements; i++) {
        parray[i] = i+1;
    }
    return parray;
}
```

### Derived Types

For a derived type to be interoperable with C, you must specify the BIND attribute, as shown in the following:

#### Specifying BIND Example

```fortran
type, BIND(C) :: MyType
```

Additionally, as shown in the examples that follow, each component must have an interoperable type and interoperable type parameters, must not be a pointer, and must not be allocatable. This allows Fortran and C types to correspond.

#### Interoperable Type and Type Parameter Example

```c
typedef struct {
    int m, n;
    float r;
} MyCtype
```

The above is interoperable with the following:
### Interoperable Type and Type Parameter Example

```fortran
use, intrinsic :: ISO_C_BINDING
type, BIND(C) :: MyFtype
integer(C_INT) :: i, j
real(C_FLOAT) :: s
end type MyFtype
```

The following restrictions apply to a derived type specified with the BIND attribute:

- It cannot have the SEQUENCE attribute
- It cannot be an extended type
- It cannot have type-bound procedures

### Variables

A scalar Fortran variable is interoperable if its type and type parameters are interoperable and it is not a pointer.

An array Fortran variable is interoperable if its type and type parameters are interoperable and it has an explicit shape or assumed size. It interoperates with a C array of the same type, type parameters, and shape, but with subscripts reversed.

For example, a Fortran array declared as `integer :: a(18, 3:7, *)` is interoperable with a C array declared as `int b[][5][18]`.

Scalar variables are interoperable only if their type parameters (kind and length) are interoperable (see above), they are not a coarray, do not have the POINTER or ALLOCATABLE attribute, and if character length is not assumed nor defined by a non-constant expression.

Arrays are interoperable if the base type meets the scalar variable requirements above, if they are explicit shape or assumed-size, and are not zero-sized. Furthermore, assumed-size arrays are interoperable only with C arrays that have no size specified. An allocatable array, coarray, or array pointer is not interoperable.

### Global Data

**Global Data Overview**

A module variable or a common block can interoperate with a C global variable if the Fortran entity uses the BIND attribute and the members of that entity are also interoperable. For example, consider the entities `c_extern, c2, com` and `single` in the following module:

```fortran
module LINK_TO_C_VARS
  use, intrinsic :: ISO_C_BINDING
  integer(C_INT), BIND(C) :: c_extern
  integer(C_LONG) :: c2
  BIND(C, name='myVariable') :: c2
  common /com/ r,s
  real(C_FLOAT) :: r,s,t
  BIND(C) :: /com/, /single/
  common /single/ t
end module LINK_TO_C_VARS
```
These can interoperate with the following C external variables

```c
int cExtern;
long myVariable;
struct {float r, s;} com;
float single;
```

### Accessing Global Parameters Example

```fortran
MODULE Examp
  integer, BIND(C)::idata(20)
  real::rdata(10)
END MODULE
```

In Fortran, a variable can access a global parameter by using the standard **BIND C** attribute.

In the above, two external variables are created (the latter with proper case and decoration): `idata` and `foo_mp_rdata`.

Use the `BIND` attribute to resolve name discrepancies with C.

### Global Variable Statement Example

```fortran
int idata[20]; // declared as global (outside of any function)
```

**Fortran can declare the variable global (COMMON) and other languages can reference it as external**

```fortran
! Fortran declaring PI global
real pi_r
COMMON /pi/ pi_r ! Common Block and variable names
BIND(C)::/pi/
```

Use of `BIND(C)` above means that the name will be appropriately decorated for the target and made lowercase.

**In C, the variable is referenced as an external with the statement**

```c
//C code with external reference to pi
extern float pi;
```

Note that the global name C references is the name of the Fortran common block (`pi`), not the name of a variable within a common block (`pi_r`). Therefore, you cannot use blank common (unnamed) to make data accessible between C and Fortran.

**See Also**

**BIND Statement and Attribute**: Specifies that an object is interoperable with C and has external linkage.

**COMMON**

To reference C structures from Fortran common blocks and vice versa, you must take into account how common blocks and structures differ in their methods of storing member variables in memory. Fortran places common block variables into memory in order as close together as possible, with the following rules:

- A single BYTE, INTEGER(1), LOGICAL(1), or CHARACTER variable in common block list begins immediately following the previous variable or array in memory.
- All other types of single variables begin at the next even address immediately following the previous variable or array in memory.
- All arrays of variables begin on the next even address immediately following the previous variable or array in memory, except for CHARACTER arrays which always follow immediately after the previous variable or array.
All common blocks begin on a four-byte aligned address.

Because of these rules, you must consider the alignment of C structure elements with Fortran common block elements. Specifically, you should ensure interoperability either by making all variables exactly equivalent types and kinds in both languages (using only 4-byte and 8-byte data types in both languages simplifies this) or by using the C pack pragmas in the C code around the C structure. This makes C data packing compatible with Fortran data packing.

As an example, suppose your Fortran code has a common block named `Really`, as shown:

```fortran
USE, INTRINSIC::ISO_C_BINDING
REAL (C_float)::x,y,z(6)
REAL (C_double)::ydbl
COMMON, BIND(C) / Really / x, y, z(6), ydbl
```

You can access this data structure from your C code with the following external data structures.

```c
#pragma pack(2)
extern struct {
    float x, y, z[6];
    double ydbl;
} Really;
#pragma pack()
```

To restore the original packing, you must add `#pragma pack()` at the end of the C structure.

You can also access C structures from Fortran by creating common blocks that correspond to those structures. This is the reverse case from that shown above. However, the implementation is the same; after common blocks and structures have been defined and given a common address (name), and, assuming the alignment in memory has been accounted for, both languages share the same memory locations for the variables.

Once you have accounted for alignment and padding, you can give C access to an entire common block or set of common blocks. Alternatively, you can pass individual members of a Fortran common block in an argument list, just as you can any other data item.

**Procedures**

For a Fortran procedure to be interoperable with C, it must have an explicit interface and be declared with the `BIND` attribute, as shown in the following:

```fortran
function Func(i, j, k, l, m) BIND(C)
```

In the case of a function, the result must be scalar and interoperable.

A procedure has an associated binding label, which is global in scope. This label is the name recognized by the C processor and is, by default, the lower-case version of the Fortran name (plus any needed leading or trailing underscores). For example, the above function has the binding label `func`. You can specify an alternative binding label as follows:

```fortran
function Func(i, j, k, l, m) BIND(C, name='myC_Func')
```

All dummy arguments must be interoperable. Furthermore, you must ensure that either the Fortran routine uses the `VALUE` attribute for scalar dummy arguments, or that the C routine receives these scalar arguments as pointers to the scalar values. Consider the following call to this C function:
Call to C Function Example

```c
int c_func(int x, int *y);
```

As shown here, the interface for the Fortran call to `c_func` must have `x` passed with the `VALUE` attribute. `y` should not have the `VALUE` attribute, since it is received as a pointer:

### Fortran Call Example

```fortran
interface
  integer (C_INT) function C_Func(x, y) BIND(C)
  use, intrinsic :: ISO_C_BINDING
  implicit none
  integer (C_INT), value :: x
  integer (C_INT) :: y
  end function C_Func
end interface
```

Alternatively, the declaration for `y` can be specified as a `C_PTR` passed by value:

### Passing Pointer by Value Example

```fortran
type (C_PTR), value :: y
```

### Platform Specifics

**Summary of Mixed-Language Issues**

There are important differences in Fortran and C/C++ mixed-language programming; for instance, argument passing, naming conventions, and other interface issues must be thoughtfully and consistently reconciled between any two languages to prevent program failure and indeterminate results. However, the advantages of mixed-language programming often make the extra effort worthwhile.

A summary of major Fortran and C/C++ mixed-language issues follows:

- Generally, Fortran/C programs are mixed to allow one language to use existing code written in the other. Either Fortran or C can call the other, so the main routine can be in either language. On Linux* and OS X* systems, if Fortran is not the main routine, the `-nofor-main` compiler option must be specified on the `ifort` command line that links the application.

- When the main program is written in Fortran, the Fortran compiler automatically creates any code needed to initialize the Fortran Run-time Library (RTL). The RTL provides the Fortran environment for input/output and exception handling. When the main program is written in C/C++, the C main program needs to call `for_rtl_init_` to initialize the Fortran RTL and `for_rtl_finish_` at the end of the C main program to shut down the Fortran RTL gracefully. With the Fortran RTL initialized, Fortran I/O and error handling will work correctly even when C/C++ routines are called.

- For mixed-language applications, the Intel® Fortran main program can call subprograms written in C/C++ if the appropriate calling conventions are used.

  To use the same Microsoft* visual development environment for multiple languages, you must have the same version of the visual development environment for your languages.

- On Linux* and OS X* systems, Fortran adds an underscore to the end of external names; C does not.

- Fortran changes the case of external names to lowercase on Linux* and OS X* and to uppercase on Windows*; C leaves them in their original case.

- By default, Fortran passes data by reference; C by value. In both languages, the other method can be specified.
NOTE
It is possible to override some default Fortran behavior by using BIND(C) specifier. This is the preferred method. You can also override default Fortran behavior by using ATTRIBUTES and ALIAS.

- Fortran subroutines are equivalent to C void routines.
- Fortran requires that the length of strings be passed; C is able to calculate the length based on the presence of a trailing null. Therefore, if Fortran is passing a string to a C routine, that string needs to be terminated by a null; for example:
  "mystring"c or StringVar // CHAR(0)
- For COMPLEX, REAL*16, CHARACTER, derived types and ALLOCATABLE or array data types, Fortran adds a hidden first argument to contain function return values.
- On Linux®, the -fexceptions option enables C++ exception handling table generation, preventing Fortran routines in mixed-language applications from interfering with exception handling between C++ routines.
- For more information on debugging mixed language programs on Windows®, see Debugging Mixed-Language Programs.

Calling Subprograms from the Main Program (Windows*)
In mixed-language applications, an Intel® Visual Fortran main program can call subprograms written in a variety of languages. Conversely, an Intel® Visual Fortran subprogram (including those contained within a DLL or static library) can be called from a main program written in another language.

Windows® projects support a single language; therefore, code for each language must exist in its own project.

This topic summarizes mixed language compatibility with Intel® Visual Fortran for both managed code and unmanaged code. Managed code is architecture-independent code that runs under the control of the Microsoft® .NET Common Language Runtime Environment; unmanaged code is native, architecture-specific code.

Mixed-language applications can supply programs in a variety of formats:

<table>
<thead>
<tr>
<th>Format</th>
<th>Created by</th>
<th>Callable by:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compiled objects (.OBJ) and</td>
<td>Intel® Visual Fortran, Intel® C++, Microsoft</td>
<td>Intel® Visual Fortran, Intel® C++, Microsoft</td>
</tr>
<tr>
<td>static libraries (.LIB)</td>
<td>Visual C++ (unmanaged)</td>
<td>Visual C++ (unmanaged)</td>
</tr>
<tr>
<td>NOTE</td>
<td>Objects and libraries must be link-compatible</td>
<td></td>
</tr>
<tr>
<td></td>
<td>and not have conflicting names in their</td>
<td></td>
</tr>
<tr>
<td></td>
<td>language support libraries</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Visual C++* (unmanaged), Microsoft Visual Basic*</td>
<td>Visual C++* (both managed and unmanaged),</td>
</tr>
<tr>
<td></td>
<td>(unmanaged), many more</td>
<td>Microsoft Visual Basic* (managed and unmanaged),</td>
</tr>
<tr>
<td></td>
<td></td>
<td>many others</td>
</tr>
<tr>
<td>.NET managed code assembly</td>
<td>Microsoft Visual C++ .NET, Microsoft Visual</td>
<td>Intel® Visual Fortran (with interface</td>
</tr>
<tr>
<td></td>
<td>Basic .NET, other .NET languages</td>
<td>generated by Fortran Module Wizard), .NET</td>
</tr>
<tr>
<td></td>
<td></td>
<td>languages</td>
</tr>
</tbody>
</table>

Passing Arguments in Mixed-Language Programming
By default, Fortran programs pass arguments by reference; that is, they pass a pointer to each actual argument rather than the value of the argument. C programs typically pass arguments by value. Consider the following:
• When a Fortran program calls a C function, the C function's formal arguments must be declared as pointers to the appropriate data type.
• When a C program calls a Fortran subprogram, each actual argument must be specified explicitly as a pointer.

You can pass data between Fortran and C/C++ using argument lists just as you can within each language (for example, the argument list \( a, b \) and \( c \) in `CALL MYSUB(a,b,c)`). There are two ways to pass individual arguments:

• *By value*, which passes the argument's value.
• *By reference*, which passes the address of the arguments. On systems based on IA-32 architecture, Fortran, C, and C++ use 4-byte addresses. On systems based on Intel® 64 architecture, these languages use 8-byte addresses.

You need to make sure that for every call, the calling program and the called routine agree on how each argument is passed. Otherwise, the called routine receives bad data.

The Fortran technique for passing arguments changes depending on the calling convention specified. By default, Fortran passes all data by reference (except the hidden length argument of strings, which is passed by value).

On Windows® systems using IA-32 architecture only, you can alter the default calling convention. You can use either the `/iface:stdcall` option (stdcall) or the `/iface:cvf` option (Compaq® and Powerstation compatibility) to change the default calling convention, or the VALUE or C attributes in an explicit interface using the ATTRIBUTES directive. For more information on the ATTRIBUTES directive, see the Intel® Fortran Language Reference.

Both options cause the routine compiled and routines that it calls to have a `@<n>` appended to the external symbol name, where \( n \) is the number of bytes of all parameters. Both options assume that any routine called from a Fortran routine compiled this way will do its own stack cleanup, "callee pops." `/iface:cvf` also changes the way that CHARACTER variables are passed. With `/iface:cvf`, CHARACTER variables are passed as address/length pairs (that is, `/iface:mixed_str_len_arg`).

See Also
Handling Fortran Array Pointers and Allocatable Arrays

Stack Considerations in Calling Conventions (Windows®)

In the C calling convention, which is the default, the calling routine always adjusts the stack immediately after the called routine returns control. This produces slightly larger object code because the code that restores the stack must exist at every point a procedure is called.

**NOTE**
For 32-bit applications, use of the STDCALL calling convention means that the called procedure controls the stack. The code to restore the stack resides in the called procedure, so the code needs to appear only once. For 64-bit applications, the stack adjustment and @n name suffix features of STDCALL are not used.

The C calling convention makes calling with a variable number of arguments possible. In the C calling convention, the caller cleans up the stack, so it is possible to write a routine with a variable number of arguments. Therefore, the return point has the same address relative to the frame pointer, regardless of how many arguments are actually passed. Because of this, when the calling routine controls the stack, it knows how many arguments it passed, how big they are and where they reside in the stack. It can skip passing an argument and still keep track.

You can call routines with a variable number of arguments by including the ATTRIBUTES C option in your interface to a routine.

**Naming Conventions**
Naming conventions are as follows:
• A leading (prefix) underscore for Windows* operating systems based on IA-32 architecture; no underscores for Windows* operating systems based on other architectures.
• A trailing (postfix) underscore for all Linux* operating systems
• Leading and trailing underscores for all OS X* operating systems

C/C++ Naming Conventions

By default, the Fortran compiler converts function and subprogram names to lower case for Linux* and OS X* and upper case for Windows*. The C compiler never performs case conversion. A C procedure called from a Fortran program must, therefore, be named using the appropriate case.

C++ uses the same calling convention and argument-passing techniques as C, but naming conventions differ because of C++ decoration of external symbols. When the C++ code resides in a .cpp file, C++ name decoration semantics are applied to external names, often resulting in linker errors. The extern "C" syntax makes it possible for a C++ module to share data and routines with other languages by causing C++ to drop name decoration.

The following example declares prn as an external function using the C naming convention. This declaration appears in C++ source code:

```cpp
extern "C" { void prn(); }
```

To call functions written in Fortran, declare the function as you would in C and use a "C" linkage specification. For example, to call the Fortran function FACT from C++, declare it as follows:

```cpp
extern "C" { int fact(int* n); }
```

The extern "C" syntax can be used to adjust a call from C++ to other languages, or to change the naming convention of C++ routines called from other languages. However, extern "C" can only be used from within C++. If the C++ code does not use extern "C" and cannot be changed, you can call C++ routines only by determining the name decoration and generating it from the other language. Such an approach should only be used as a last resort, because the decoration scheme is not guaranteed to remain the same between versions.

When using extern "C" in a C++ program, keep in mind the following restrictions:

• You cannot declare a member function with extern "C".
• You can specify extern "C" for only one instance of an overloaded function; all other instances of an overloaded function have C++ linkage.

Compiling and Linking Intel® Fortran/C Programs

Your application can contain both C and Fortran source files. If your main program is a Fortran source file (myprog.for) that calls a routine written in C (cfunc.c), you can use the following sequence of commands to build your application.

Linux* and OS X*:

```bash
icc -c cfunc.c
ifort -o myprog myprog.for cfunc.o
```

Windows*:

```bash
icl /c cfunc.c
ifort myprog.for cfunc.obj
/link /out:myprog.exe
```

The `icc` or `icl` command for Intel® C++ or the `cl` command (for Microsoft Visual C++) compiles `cfunc.c`. The `-c` or `/c` option specifies that the linker is not called. This command creates `cfunc.o` (Linux* and OS X*) or `cfunc.obj` (Windows*).

The `ifort` command compiles `myprog.for` and links `cfunc.o` (Linux* and OS X*) or `cfunc.obj` (Windows*) with the object file created from `myprog.for` to create the executable.

Additionally, on Linux* and OS X* systems, you may need to specify one or more of the following options:

• Use the `-cxxlib` compiler option to tell the compiler to link using the C++ run-time libraries. By default, C++ libraries are not linked with Fortran applications.
• Use the -fexceptions compiler option to enable C++ exception handling table generation so C++ programs can handle C++ exceptions when there are calls to Fortran routines on the call stack. This option causes additional information to be added to the object file that is required during C++ exception handling. By default, mixed Fortran/C++ applications abort in the Fortran code if a C++ exception is thrown.

• Use the -nofor_main compiler option if your C/C++ program contains the main() entry point and is calling an Intel® Fortran subprogram, as shown in the following:

```bash
icc -c cmain.c
ifort -nofor_main cmain.o fsub.f90
```

For more information about compiling and linking Intel® Fortran and C++ programs on Windows* operating systems, and the libraries used, see Specifying Consistent Library Types.

**Building Intel® Fortran/C Mixed-Language Programs (Windows*)**

When you understand and reconcile the calling, naming and argument passing conventions between Fortran and C, you are ready to build an application.

If you are using Microsoft Visual C++* or Intel® C++, you can edit, compile and debug your code within the Microsoft integrated development environment. If you are using another C compiler, you can edit your code within the integrated development environment and either build the Fortran/C program on the command line or add the compiled C .OBJ file to your Fortran project in the Microsoft IDE.

As an example of building from the command line, if you have a main C program CMAIN.C that calls Fortran subroutines contained in FORSUBS.F90, you can create the CMAIN application with the following commands:

```bash
icl /c cmain.c
ifort cmain.obj forsubs.f90
```

Intel® Visual Fortran accepts an object file for the main program written in C and compiled by the C compiler. The compiler compiles the .F90 file and then has the linker create an executable file under the name CMAIN.EXE using the two object files.

Either compiler (C or Fortran) can do the linking, regardless of which language the main program is written in; however, if you use the Fortran compiler first, you must include LIBIFCORE.LIB and IFCONSOL.LIB with the C compiler, and you may experience some difficulty with the version of the runtime library used by the C compiler. For these reasons, you may prefer to use the C compiler first or specify your project settings for both Fortran and C so there is agreement on the C library to link against, making sure that your application links against only one copy of the C library.

If you are using the IDE to build your application, Fortran uses Fortran and C libraries depending on the information specified in the Fortran folder in Project > Properties (Project Settings dialog box). You can also specify linker settings with the Linker folder in the Project Settings dialog box.

In the Fortran folder, within the Libraries property page, the RunTime Library category determines the libraries selected.

<table>
<thead>
<tr>
<th>RunTime Library</th>
<th>Fortran Link Library Used</th>
<th>C Link Library Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Debug Single-Threaded</td>
<td>libifcore.lib</td>
<td>libcmtld.lib</td>
</tr>
<tr>
<td>Multithreaded</td>
<td>libifcoremt.lib</td>
<td>libcmt.lib</td>
</tr>
<tr>
<td>Debug Multithreaded</td>
<td>libifcoremt.lib</td>
<td>libcmtld.lib</td>
</tr>
<tr>
<td>Debug Single-Threaded DLL</td>
<td>libifcoretd.lib (libifcoretd.dll)</td>
<td>msvcrtd.lib (msvcrtd.dll)</td>
</tr>
<tr>
<td>Multithreaded DLL</td>
<td>libifcoremd.lib (libifcoremd.dll)</td>
<td>msvcrtd.lib (msvcrtd.dll)</td>
</tr>
<tr>
<td>Debug Multithreaded DLL</td>
<td>libifcoremd.dll (libifcoremd.dll)</td>
<td>msvcrtd.lib (msvcrtd.dll)</td>
</tr>
</tbody>
</table>

For example, select Debug Multi-threaded DLL in the Run-time Library list to specify that DLL (/libs:DLL), multi-threaded (/threads), and debug (/dbglibs) libraries should be linked against, namely Fortran import library libifcoremd.dll and its DLL library libifcoremd.dll and C/C++ import library msvcrtd.lib and its DLL library msvcrtd.dll.
A mixed language solution containing a Fortran library project should have **Disable Default Library Search Rules** set to No in the IDE. To check this setting, choose **Project > Properties** and then choose the Libraries category. If you change the **Disable Default Library Search Rules** setting to Yes, you will need to explicitly add the needed runtime libraries to the non-Fortran project. If you are adding libraries explicitly, make sure you add **IFCONSOL.LIB** to the libraries of the non-Fortran project. This library is needed to perform almost any kind of I/O with Intel® Visual Fortran.

When you have a C++ main program and a Fortran library subproject, you need to manually add the library path to the Intel® Visual Fortran LIB folder. You only need to do this once per user. To add the path, choose **Tools > Options > Projects and Solutions > VC++ Directories**. Use the **Show directories for:** dropdown item to select Library files. Add the path to the displayed list.

The way Microsoft Visual C++* chooses libraries is also based upon the **Project > Properties** item, but within the **C/C++** tab. In the **Code Generation** category, the run-time library item lists the following C libraries:

<table>
<thead>
<tr>
<th>Menu Item Selected</th>
<th>CL Option or Project Type</th>
<th>Default Library Specified in Object File</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multithreaded</td>
<td>/MTd</td>
<td>libcmt.lib</td>
</tr>
<tr>
<td>Multithreaded DLL</td>
<td>/MD</td>
<td>msvcrt.lib (msvcrnn.dll)</td>
</tr>
<tr>
<td>Debug Multithreaded</td>
<td>/MTd</td>
<td>libcmtld.lib</td>
</tr>
<tr>
<td>Debug Multithreaded</td>
<td>/MDd</td>
<td>msvcrtd.lib (msvcrtd.dll)</td>
</tr>
</tbody>
</table>

You must take care to choose the same type of run-time libraries in both your Fortran and C project. For example, if you select Multithreaded DLL in your Fortran project, you must select Multithreaded DLL in your C project. Otherwise, when your build your mixed Fortran/C application, you will receive errors from the Linker regarding undefined and/or duplicate symbols.

If you are using Microsoft Visual C++* or Intel® C++ , the Microsoft integrated development environment can build mixed Fortran/C applications transparently, with no special directives or steps on your part. You can edit and browse your C and Fortran programs with appropriate syntax coloring for the language. You need to place your Fortran source files into a Fortran project and your C/C++ files into a Visual C++* project.

When you debug a mixed Visual C++/Fortran application, the debugger will adjust to the code type as it steps through: the C or Fortran expression evaluator will be selected automatically based on the code being debugged, and the stack window will show Fortran data types for Fortran procedures and C data types for C procedures.

**Implementation Specifics**

**Fortran Module Naming Conventions**

Fortran module entities (data and procedures) have external names that differ from other external entities. Module names use the convention:

```
modulename_mp_entity_(Linux* OS and OS* X)
 MODULENAME_mp_ENTITY(Windows* OS)
```

*modulename* is the name of the module. For Windows* operating systems, the name is uppercase by default. *entity* is the name of the module procedure or module data contained within *MODULENAME*. For Windows* operating systems, *ENTITY* is uppercase by default.

*mp* is the separator between the module and entity names and is always lowercase (except when the *assume std_mod_proc_name compiler option or standard-semantics compiler option is used*).

For example:

```fortran
MODULE mymod
  INTEGER a
  CONTAINS
```

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This results in the following symbols being defined in the compiled object file on Linux* operating systems. (On OS X* operating systems, the symbols would begin with an underscore.)

mymod_mp_a_
mymod_mp_b_

The following symbols are defined in the compiled object file on Windows* operating systems based on IA-32 architecture:

_MYMOD_mp_A
_MYMOD_mp_B

On Windows* operating systems based on Intel® 64 architecture, there is no beginning underscore.

**Handling Fortran Array Pointers and Allocatable Arrays**

When a Standard Fortran array pointer or array is passed to another language, either its descriptor or its base address can be passed.

The following affects how Standard Fortran array pointers and arrays are passed:

- The ATTRIBUTES properties in effect
- The INTERFACE, if any, of the procedure they are passed to

If the INTERFACE declares the array pointer or array with deferred shape (for example, ARRAY(:)), its descriptor is passed. If the INTERFACE declares the array pointer or array with fixed shape, or if there is no interface, the array pointer or array is passed by base address as a contiguous array, which is like passing the first element of an array for contiguous array slices.

Use of the REFERENCE attribute on an array has no effect. Additionally, the VALUE attribute cannot be used with array arguments.

When you pass a Fortran array pointer or an array by descriptor to a non-Fortran routine, that routine needs to know how to interpret the descriptor. Part of the descriptor is a pointer to address space, such as a C pointer, and part of it is a description of the pointer or array properties, such as its rank, stride, and bounds.

For information about the Intel Fortran array descriptor format, see Handling Fortran Array Descriptors.

Standard Fortran array pointers and assumed-shape arrays are passed by passing the address of the array descriptor.

Standard Fortran pointers that point to scalar data contain the address of the data and are not passed by descriptor.

**Handling Fortran Array Descriptors**

For cases where Standard Fortran needs to keep track of more than a pointer memory address, the Intel® Fortran Compiler uses an array descriptor, which stores the details of how an array is organized.

When using an explicit interface (by association or procedure interface block), the compiler generates a descriptor for the following types of array arguments:

- Fortran array pointers
- Assumed-shape arrays
- Allocatable arrays
- Coarrays
- Class objects

Certain types of arguments do not use a descriptor, even when an appropriate explicit interface is provided. For example, explicit-shape and assumed-size arrays do not use a descriptor. In contrast, array pointers and allocatable arrays use descriptors regardless of whether they are used as arguments.
When calling between Intel® Fortran and C/C++, use an \textit{implicit} interface, which allows the array argument to be passed \textit{without} an Intel® Fortran descriptor. However, for cases where the called routine needs the information in the Intel® Fortran descriptor, declare the routine with an \textit{explicit} interface and specify the dummy array as either an assumed-shape array or with the pointer attribute.

You can associate a Fortran array pointer with any piece of memory, organized in any way desired (as long as it is "rectangular" in terms of array bounds). You can also pass Fortran array pointers to the C language, and have it correctly interpret the descriptor to obtain the information it needs.

The downside to using array descriptors is that it can increase the opportunity for errors. Additionally, the corresponding code is not portable. Specifically:

- If the descriptor is not defined correctly, the program may access the wrong memory address, possibly causing a General Protection Fault.
- Array descriptor formats are specific to each Fortran compiler. Code that uses array descriptors is not portable to other compilers or platforms.
- The array descriptor format may change in the future.
- If the descriptor was built by the compiler, it cannot be modified by the user. Changing fields of existing descriptors is illegal.

The components of the current Intel® Fortran array descriptor on systems using IA-32 architecture are as follows:

- Bytes 0 to 3 contain the base address.
- Bytes 4 to 7 contain the size of a single element of the array.
- Bytes 8 to 11 are reserved and should not be explicitly set.
- Bytes 12 to 15 contain a set of flags used to store information about the array. This includes:
  - bit 1 (0x01): array is defined -- set if the array has been defined (storage allocated).
  - bit 2 (0x02): no deallocation allowed -- set if the array pointed to cannot be deallocated (that is, it is an explicit array target).
  - bit 3 (0x04): array is contiguous -- set if the array pointed to is a contiguous whole array or slice.
  - bit 8 (0x80): set if the array pointed to is \texttt{ALLOCATABLE}.
  - Other bits are reserved.
- Bytes 16 to 19 contain the number of dimensions (rank) of the array.
- Bytes 20 to 23 are reserved and should not be explicitly set.
- The remaining bytes contain information about each dimension (up to 31). Each dimension is described by a set of three 4-byte entities:
  - The number of elements (extent).
  - The distance between the starting address of two successive elements in this dimension, in bytes.
  - The lower bound.

An array of rank one requires three additional 4-byte entities for a total of nine 4-byte entities (6 + 3*1) and ends at byte 35. An array of rank seven is described in a total of twenty-seven 4-byte entities (6 + 3*7) and ends at byte 107.

Consider the Following Declaration

```fortran
 integer,target :: a(10,10)
 integer,pointer :: p(:,:,)
 p => a(9:1,-2,1:9:3)
 call f(p)
 ...```

The descriptor for actual argument \texttt{p} would contain the following values:

- Bytes 0 to 3 contain the base address (assigned at run-time).
- Bytes 4 to 7 are set to 4 (size of a single element).
- Bytes 8 to 11 are reserved.
- Bytes 12 to 15 contain 3 (array is defined and deallocation is not allowed).
- Bytes 16 to 19 contain 2 (rank).
Bytes 20 to 23 are reserved.

Bytes 24 to 35 contain information for the first dimension, as follows:
- 5 (extent).
- -8 (distance between elements).
- 9 (the lower bound).

For the second dimension, bytes 36 to 47 contain:
- 3 (extent).
- 120 (distance between elements).
- 1 (the lower bound).

Byte 47 is the last byte for this example.

**NOTE**
The format for the descriptor on systems using Intel® 64 architecture is identical to that on systems using IA-32 architecture, except that all fields are 8-bytes long, instead of 4-bytes.

**Returning Character Data Types**

A discrepancy occurs when working with C and Fortran character strings: C strings are null-terminated while Fortran strings have known lengths. A C routine that returns a character string will be returning a pointer to a null-terminated string. A Fortran routine will not have any knowledge of the string's length.

If a Fortran routine is returning a string to a C program, the Fortran program must null-terminate the string.

**Example of Returning Character Types from C to Fortran**

The following shows the Fortran code that declares interfaces to a C routine and calls the C routine. In the example, the pointer returned by the C routine can be passed along to another C routine. However, it is not usable by Fortran as-is since Fortran has no knowledge of the string's length.

```fortran
program FCallsCReturnsCptr
use, intrinsic :: iso_c_binding

! declare the interfaces to the C routines
interface
  type(C_PTR)function my_croutine1 ( input) bind(c)
    import
    integer(c_int), value :: input
  end function my_croutine1
end interface

subroutine my_cprint( string ) bind(c)
  import c_ptr
  type(C_PTR), value :: string
end subroutine my_cprint
end interface

! This program declares a C program that returns a char*
! calls it, and has to pass that return value along to
! a different c program because type(c_ptr) is limited
! in a pure Fortran program.
program FCallsCReturnsCptr
use, intrinsic :: iso_c_binding

! declare the interfaces to the C routines
interface
  type(C_PTR)function my_croutine1 ( input) bind(c)
    import
    integer(c_int), value :: input
  end function my_croutine1
end interface

subroutine my_cprint( string ) bind(c)
  import c_ptr
  type(C_PTR), value :: string
end subroutine my_cprint
end interface
```
The example above shows the C code used to call a Fortran routine. The Fortran routine returns a string that is then printed by the C program. As shown in the example, it is relatively straightforward to pass a string back to C from Fortran. Additionally, the string can be easily used by the C program because it is NULL-terminated.

In the above example, the following restrictions and behaviors apply:

- The function's length and result do not appear in the call statement; they are added by the compiler.
- The called routine must copy the result string into the location specified by `result`; it must not copy more than `length` characters.
- If fewer than `length` characters are returned, the return location should be padded on the right with blanks; Fortran does not use zeros to terminate strings.
- The called procedure is type `void`.

**Example of Returning Character Types from Fortran to C**

The following shows the C code used to call a Fortran routine; the Fortran routine returns a string that is then printed by the C program.
Called Fortran Routine Example

```fortran
function GetFortranWords bind(c, name="GetFortranWords")
use, intrinsic :: iso_c_binding
type(C_ptr) :: GetFortranWords
character*30 returnval

returnval = "I like to type words!" // char(0)

GetFortranWords = C_LOC(returnval)
return
end
```

Legacy Extensions

**ATTRIBUTES**

Standard Fortran provides a syntax for interoperating with C, including applying the appropriate naming conventions. You can use BIND(C) for interoperability with C, instead of specifying ATTRIBUTES options.

The ATTRIBUTES options (also known as properties) C, STDCALL (Windows* only), REFERENCE, VALUE affect the calling convention of routines. You can specify:

- The C, STDCALL, and REFERENCE properties for an entire routine.
- The VALUE and REFERENCE properties for individual arguments.

By default, Fortran passes all data by reference (except the hidden length argument of strings, which is passed by value). If the C (or, for Windows*, STDCALL) option is used, the default changes to passing almost all data except arrays by value. However, in addition to the calling-convention options C and STDCALL, you can specify argument options, VALUE and REFERENCE, to pass arguments by value or by reference, regardless of the calling convention option. Arrays can only be passed by reference.

Different Fortran calling conventions can be specified by declaring the Fortran procedure to have certain attributes.

The following table summarizes the effect of the most common Fortran calling convention directives.

**Calling Conventions for ATTRIBUTES Options**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Default</th>
<th>C</th>
<th>C, REFERENCE</th>
<th>STDCALL (Windows* IA-32 architecture)</th>
<th>STDCALL, REFERENCE (Windows* IA-32 architecture)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scalar</td>
<td>Reference</td>
<td>Value</td>
<td>Reference</td>
<td>Value</td>
<td>Reference</td>
</tr>
<tr>
<td>Scalar [value]</td>
<td>Value</td>
<td>Value</td>
<td>Value</td>
<td>Value</td>
<td>Value</td>
</tr>
<tr>
<td>Scalar [reference]</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
</tr>
<tr>
<td>String</td>
<td>Reference, either Len:End or Len:Mixed</td>
<td>String(1:1)</td>
<td>Reference, either Len:End or Len:Mixed</td>
<td>String(1:1)</td>
<td>String(1:1)</td>
</tr>
<tr>
<td>Argument</td>
<td>Default</td>
<td>C</td>
<td>C, REFERENCE</td>
<td>STDCALL (Windows* IA-32 architecture)</td>
<td>STDCALL, REFERENCE (Windows* IA-32 architecture)</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------------</td>
<td>-----------------------------</td>
<td>-----------------------------</td>
<td>--------------------------------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>String [value]</td>
<td>Error</td>
<td>String(1:1)</td>
<td>String(1:1)</td>
<td>String(1:1)</td>
<td>String(1:1)</td>
</tr>
<tr>
<td>Array</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
</tr>
<tr>
<td>Array [value]</td>
<td>Error</td>
<td>Error</td>
<td>Error</td>
<td>Error</td>
<td>Error</td>
</tr>
<tr>
<td>Array [reference]</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
</tr>
<tr>
<td>Derived Type</td>
<td>Reference</td>
<td>Value, size dependent</td>
<td>Reference</td>
<td>Value, size dependent</td>
<td>Reference</td>
</tr>
<tr>
<td>Derived Type [value]</td>
<td>Value, size dependent</td>
<td>Value, size dependent</td>
<td>Value, size dependent</td>
<td>Value, size dependent</td>
<td>Value, size dependent</td>
</tr>
<tr>
<td>Derived Type [reference]</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
<td>Reference</td>
</tr>
<tr>
<td>F90 Pointer</td>
<td>Descriptor</td>
<td>Descriptor</td>
<td>Descriptor</td>
<td>Descriptor</td>
<td>Descriptor</td>
</tr>
<tr>
<td>F90 Pointer [value]</td>
<td>Error</td>
<td>Error</td>
<td>Error</td>
<td>Error</td>
<td>Error</td>
</tr>
<tr>
<td>F90 Pointer [reference]</td>
<td>Descriptor</td>
<td>Descriptor</td>
<td>Descriptor</td>
<td>Descriptor</td>
<td>Descriptor</td>
</tr>
</tbody>
</table>

**Naming Conventions**

Prefix

- (Windows* operating systems using IA-32 architecture, OS X* operating systems)
  - none for all others

Suffix

- none (Windows*)
  - _ (Linux*, OS X*)

Case

- Upper Case (Windows*)
  - Lower Case
The terms in the above table mean the following:

<table>
<thead>
<tr>
<th>Argument</th>
<th>Default</th>
<th>C</th>
<th>C, REFERENCE</th>
<th>STDCALL (Windows* IA-32 architecture)</th>
<th>STDCALL, REFERENCE (Windows* IA-32 architecture)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lower Case (Linux*, OS X*)</td>
<td>Caller</td>
<td>Caller</td>
<td>Caller</td>
<td>Callee</td>
<td>Callee</td>
</tr>
</tbody>
</table>

Stack Cleanup

The terms in the above table mean the following:

- **[value]** Argument assigned the VALUE attribute.
- **[reference]** Argument assigned the REFERENCE attribute.
- **Value** The argument value is pushed on the stack. All values are padded to the next 4-byte boundary.
- **Reference** On systems using IA-32 architecture, the 4-byte argument address is pushed on the stack.
  - On systems using Intel® 64 architecture, the 8-byte argument address is pushed on the stack.
  - For certain string arguments:
    - **Len:End** applies when `-nomixed-str-len-arg` (Linux* and OS X*) or `/iface:nomixed_str_len_arg` (Windows*) is set. The length of the string is pushed (by value) on the stack after all of the other arguments. This is the default.
    - **Len: Mixed** applies when `-mixed-str-len-arg` (Linux* and OS X*) or `/iface:mixed_str_len_arg` (Windows*) is set. The length of the string is pushed (by value) on the stack immediately after the address of the beginning of the string.
- **No Len or Len: Mixed**
  - **No Len** applies when `-nomixed-str-len-arg` (Linux* and OS X*) or `/iface:nomixed_str_len_arg` (Windows*) is set. The length of the string is not available to the called procedure. This is the default.
  - **Len: Mixed** applies when `-mixed-str-len-arg` (Linux* and OS X*) or `/iface:mixed_str_len_arg` (Windows*) is set. The length of the string is pushed (by value) on the stack immediately after the address of the beginning of the string.
- **No Len** For string arguments, the length of the string is not available to the called procedure.
- **String(1:1)** For string arguments, the first character is converted to INTEGER(4) as in ICHAR(string(1:1)) and pushed on the stack by value.
- **Error** Produces a compiler error.
- **Descriptor** On systems using IA-32 architecture, the 4-byte address of the array descriptor.
  - On systems using Intel® 64 architecture, the 8-byte address of the array descriptor.
- **@n** On systems using IA-32 architecture, the at sign (@) followed by the number of bytes (in decimal) required for the argument list.
- **Size dependent**
  - **Size** On systems using IA-32 architecture, derived-type arguments specified by value are passed as follows:
    - **Arguments from 1 to 4 bytes are passed by value.**
• Arguments from 5 to 8 bytes are passed by value in two registers (two arguments).
• Arguments more than 8 bytes provide value semantics by passing a temporary storage address by reference.

Upper Case Procedure name in all uppercase.
Lower Case Procedure name in all lowercase.
Callee The procedure being called is responsible for removing arguments from the stack before returning to the caller.
Caller The procedure doing the call is responsible for removing arguments from the stack after the call is over.

You can use the BIND(C, name=<string>) attribute to resolve discrepancies with C. Alternatively, the ALIAS option can be used with any other Fortran calling-convention option to preserve mixed-case names. +

For Windows* operating systems, the compiler option /iface also establishes some default argument passing conventions. The /iface compiler option has the following choices:

<table>
<thead>
<tr>
<th>Option</th>
<th>How are arguments passed?</th>
<th>Append @n to names on systems using IA-32 architecture?</th>
<th>Who cleans up stack?</th>
<th>Varargs support?</th>
</tr>
</thead>
<tbody>
<tr>
<td>/iface:cr</td>
<td>By reference</td>
<td>No</td>
<td>Caller</td>
<td>Yes</td>
</tr>
<tr>
<td>/iface:st</td>
<td>By reference</td>
<td>Yes</td>
<td>Callee</td>
<td>No</td>
</tr>
<tr>
<td>/iface:de</td>
<td>By reference</td>
<td>No</td>
<td>Caller</td>
<td>Yes</td>
</tr>
<tr>
<td>/iface:c</td>
<td>By value</td>
<td>No</td>
<td>Caller</td>
<td>Yes</td>
</tr>
<tr>
<td>/iface:st</td>
<td>By value</td>
<td>Yes</td>
<td>Callee</td>
<td>No</td>
</tr>
<tr>
<td>/iface:cv</td>
<td>By reference</td>
<td>Yes</td>
<td>Callee</td>
<td>No</td>
</tr>
</tbody>
</table>

**NOTE**
The following applies to Windows*: When interfacing to the Windows* graphical user interface or making API calls, you will typically use STDCALL.

**ALIAS**
Use the ALIAS option for the ATTRIBUTES directive if the name of a routine appears as mixed-case in C and you need to preserve the case.

To use the ALIAS option, place the name in quotation marks exactly as it is to appear in the object file.
This example uses DECORATE to automatically reconcile external name declaration for the target platform. Using the DECORATE option in combination with the ALIAS option specifies that the external name specified in ALIAS should have the correct prefix and postfix decorations for the calling mechanism in effect.

**Compiler Options**

**Using the -nofor_main Compiler Option (Linux* and OS X*)**

Intel® Fortran subprograms can be called by C/C++ main programs. Use the -nofor_main compiler option if your C/C++ program contains the main() entry point and is calling an Intel® Fortran subprogram.
Error Handling

Handling Compile Time Errors

Understanding Errors During the Build Process
The Intel® Fortran Compiler identifies syntax errors and violations of language rules in the source program.

Compiler Diagnostic Messages
These messages describe diagnostics that are reported during the processing of the source file. Compiler diagnostic messages usually provide enough information for you to determine the cause of an error and correct it. These messages generally have the following format:

```
filename(linenum): severity #error number: message
```

<table>
<thead>
<tr>
<th>Diagnostic</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>filename</td>
<td>Indicates the name of the source file currently being processed.</td>
</tr>
<tr>
<td>linenum</td>
<td>Indicates the source line where the compiler detects the condition.</td>
</tr>
<tr>
<td>severity</td>
<td>Indicates the severity of the diagnostic message: Warning, Error, or Fatal error.</td>
</tr>
<tr>
<td>message</td>
<td>Describes the problem.</td>
</tr>
</tbody>
</table>

**Error Message Example**

```
echar.for(7): error #6321: An unterminated block exits.
     DO I=1,5
      ------^ |
```

The pointer (-----^) indicates the place on the source program line where the error was found, in this case where an END DO statement was omitted.

To view the passes as they execute on the command line, specify the watch option.

**NOTE**

You can perform compile-time procedure interface checking between routines with no explicit interfaces present. To do this, generate a module containing the interface for each compiled routine using the gen-interfaces option and check implicit interfaces using the warn[:]interfaces option.

Controlling Compiler Diagnostic Warning and Error Messages
You can use a number of compiler options to control the diagnostic messages issued by the compiler. For example, compiler option WB turns compile time bounds errors into warnings. To control compiler diagnostic messages (such as warning messages), use the warn option. This option controls warnings issued by the compiler and supports a wide range of keywords. Some of these are as follows:

- **[no]alignments**: Determines whether warnings occur for data that is not naturally aligned.
• [no]declarations: Determines whether warnings occur for any undeclared symbols.
• [no]errors: Determines whether warnings are changed to errors.
• [no]general: Determines whether warning messages and informational messages are issued by the compiler.
• [no]interfaces: Determines whether warnings about the interfaces for all called SUBROUTINES and invoked FUNCTIONS are issued by the compiler.
• [no]stderrors: Determines whether warnings about Fortran standard violations are changed to errors.
• [no]truncated_source: Determines whether warnings occur when source exceeds the maximum column width in fixed-format files.

For more information, see the warn compiler option.

You can also control the display of diagnostic information with variations of the [Q]diag compiler option. This compiler option accepts numerous arguments and values, allowing you wide control over displayed diagnostic messages and reports.

Some of the most common variations include the following:

<table>
<thead>
<tr>
<th>Linux* and OS X*</th>
<th>Windows*</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-diag-enable =list /Qdiag-enable:list</td>
<td>Enables a diagnostic message or a group of messages</td>
<td></td>
</tr>
<tr>
<td>-diag-disable =list /Qdiag-disable:list</td>
<td>Disables a diagnostic message or a group of messages</td>
<td></td>
</tr>
<tr>
<td>-diag-warning =list /Qdiag-warning:list</td>
<td>Tells the compiler to change diagnostics to warnings</td>
<td></td>
</tr>
<tr>
<td>-diag-error =list /Qdiag-error:list</td>
<td>Tells the compiler to change diagnostics to errors</td>
<td></td>
</tr>
<tr>
<td>-diag-remark =list /Qdiag-remark:list</td>
<td>Tells the compiler to change diagnostics to remarks (comments)</td>
<td></td>
</tr>
</tbody>
</table>

The list items can be specific diagnostic IDs, one of the keywords warn, remark, or error, or a keyword specifying a certain group (par, vec, driver, cpu-dispatch). For more information, see [Q]diag.

Additionally, you can use the following related options:

<table>
<thead>
<tr>
<th>Linux* and OS X*</th>
<th>Windows*</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-diag-dump /Qdiag-dump</td>
<td>Tells the compiler to print all enabled diagnostic messages and stop compilation.</td>
<td></td>
</tr>
<tr>
<td>-diag-file=[file] /Qdiag-file:[file]</td>
<td>Causes the results of diagnostic analysis to be output to a file.</td>
<td></td>
</tr>
<tr>
<td>-diag-error-limit=n /Qdiag-error-limit:n</td>
<td>Specifies the maximum number of errors allowed before compilation stops.</td>
<td></td>
</tr>
</tbody>
</table>

**Linker Diagnostic Errors**

If the linker detects any errors while linking object modules, it displays messages about their cause and severity. If any errors occur, the linker does not produce an executable file. Linker messages are descriptive, and you do not normally need additional information to determine the specific error.

To view the libraries being passed to the linker on the command line, specify the watch option.
Error Severity Levels

Comment Messages

These messages indicate valid but inadvisable use of the language being compiled. The compiler displays comments by default. You can suppress comment messages with the `warn[:nousage` option.

Comment messages do not terminate translation or linking, they do not interfere with any output files either. Some examples of the comment messages are:

- Null CASE construct
- The use of a non-integer DO loop variable or expression
- Terminating a DO loop with a statement other than CONTINUE or ENDDO

Warning Messages

These messages report valid but questionable use of the language being compiled. The compiler displays warnings by default. You can suppress warning messages by using the `nowarn` option. Warnings do not stop translation or linking. Warnings do not interfere with any output files. Some representative warning messages are:

- constant truncated - precision too great
- non-blank characters beyond column 72 ignored
- Hollerith size exceeds that required by the context

Error Messages

These messages report syntactic or semantic misuse of Fortran. Errors suppress object code for the file containing the error and prevent linking, but they do not stop the compiler from scanning for any other errors. Some typical examples of error messages are:

- line exceeds 132 characters
- unbalanced parenthesis
- incomplete string

Fatal Errors

Fatal messages indicate environmental problems. Fatal error conditions stop translation, assembly, and linking. If a fatal error ends compilation, the compiler displays a termination message on standard error output. Some representative fatal error messages are:

- Disk is full, no space to write object file
- Too many segments, object format cannot support this many segments

Using the Command Line

If you are using the command line, messages are written to the standard error output file. When using the command line:

- Make sure that the appropriate environment variables have been set by executing the `compilervars.sh` (Linux* and OS X*) or `compilervars.bat` (Windows*) file. For example, this `.bat` file sets the environment variables for the include and library directory paths. For Windows*, these environment variables are preset if you use the Fortran Command Prompt window in the Intel® Visual Fortran program folder. For a list of environment variables used by the `ifort` command during compilation, see Supported Environment Variables.
- Specify the libraries to be linked against using compiler options.
- You can specify libraries (include the path, if needed) as file names on the command line.

Using the Visual Studio IDE (Windows*)

If you are using the Microsoft® Visual Studio® integrated development environment (IDE), compiler and linker errors are displayed in the Build pane of the Output window. To display the Output window, choose View > Other Windows > Output. You can also use the Task List window (View > Other Windows > Task List) to view display links to problems encountered during the build process. Click these tasks to jump to code that caused build problems. You can also check the Build log for more information.
To quickly locate the source line causing the error, follow these steps:

1. Double-click the error message text in the **Build** pane of the **Output** window.
   - or -
2. Press **F8**. The editor window appears with a marker in the left margin that identifies the line causing the error. You can continue to press **F8** to scroll through additional errors.

After you have corrected any compiler errors reported during the previous build, choose **Build project name** from the **Build** menu. The build engine recompiles only those files that have changed, or which refer to changed include or module files. If all files in your project compile without errors, the build engine links the object files and libraries to create your program or library.

You can force the build engine to recompile all source files in the project by selecting **Rebuild project name** from the **Build** menu. This is useful to verify that all of your source code is clean, especially if you are using a makefile, or if you use a new set of compiler options for all of the files in your project.

When using the IDE:

- Make sure that you have specified the correct path, library, and include directories. For more information, see Specifying Path Library and Include Directories.
- If a compiler option is not available through **Project > Properties** in the Intel® Fortran Property pages, you can type the option in the Command Line category. Use the lower part of the window under **Additional Options**, just as you would using the command line. For example, you can enter the linker option `/link /DEFAULTLIB` to specify an additional library.

**See Also**
 Specifying Path, Library, and Include Directories  
Supported Environment Variables  
warn compiler option  
diag, Qdiag compiler option

**Handling Run-Time Errors**

**Understanding Run-Time Errors**

During execution, your program may encounter errors or exception conditions. These conditions can result from any of the following:

- Errors that occur during I/O operations.
- Invalid input data.
- Argument errors in calls to the mathematical library.
- Arithmetic errors.
- Other system-detected errors.

The Intel® Fortran Run-Time Library (RTL) generates appropriate messages and takes action to recover from errors whenever possible.

For a description of each Intel® Fortran run-time error message, see List of Run-Time Error Messages.

There are a few tools and aids that are useful when an application fails and you need to diagnose the error. Compiler-generated machine code listings and linker-generated map files can help you understand the effects of compiler optimizations and to see how your application is laid out in memory. They may help you interpret the information provided in a stack trace at the time of the error. See Generating Listing and Map Files.
Forcing a Core Dump for Severe Errors

You can force a core dump for severe errors that do not usually cause a core file to be created. Before running the program, set the DECFORT_DUMP_FLAG environment variable to any of the common TRUE values (Y, y, Yes, yEs, True, and so forth) to cause severe errors to create a core file. For instance, the following C shell command sets the DECFORT_DUMP_FLAG environment variable:

```
setenv decfort_dump_flag y
```

The core file is written to the current directory and can be examined using a debugger.

NOTE

If you requested a core file to be created on severe errors and you do not get one when expected, the problem might be that your process limit for the allowable size of a core file is set too low (or to zero). See the man page for your shell for information on setting process limits. For example, the C shell command limit (with no arguments) will report your current settings, and `limit coredumpsize unlimited` will raise the allowable limit to your current system maximum.

See Also

Run-Time Default Error Processing
Run-Time Message Display and Format
Values Returned at Program Termination
Methods of Handling Errors
Using the END, EOR, and ERR Branch Specifiers
Using the IOSTAT Specifier and Fortran Exit Codes
Locating Run-Time Errors
List of Run-Time Error Messages
Generating Listing and Map Files
Signal Handling (Linux* and OS X* only)
Overriding the Default Run-Time Library Exception Handler
Using Traceback Information Overview and related topics

Run-Time Default Error Processing

The Intel® Fortran run-time system processes a number of errors that can occur during program execution. A default action is defined for each error recognized by the Intel® Fortran run-time system. The default actions described throughout this section occur unless overridden by explicit error-processing methods.

The way in which the Intel® Fortran run-time system actually processes errors depends upon the following factors:

- The severity of the error. For instance, the program usually continues executing when an error message with a severity level of warning or info (informational) is detected.
- For certain errors associated with I/O statements, whether or not an I/O error-handling specifier was specified.
- For certain errors, whether or not the default action of an associated signal was changed.
- For certain errors related to arithmetic operations (including floating-point exceptions), compilation options can determine whether the error is reported and the severity of the reported error.

How arithmetic exception conditions are reported and handled depends on the cause of the exception and how the program was compiled. Unless the program was compiled to handle exceptions, the exception might not be reported until after the instruction that caused the exception condition.

See Also

Run-Time Message Display and Format
Values Returned at Program Termination
Locating Run-Time Errors
Using Traceback Information Overview
Data Representation Overview

See Also
Advanced Exception and Termination Handling Overview
Setting Compiler Options in the Visual Studio* IDE Property Pages

Run-Time Message Display and Format

When errors occur during execution (run time) of a program, the Intel® Visual Fortran run-time system issues diagnostic messages.

The location where Fortran run-time messages are displayed depends on the Understanding Project Types:

<table>
<thead>
<tr>
<th>Project Type</th>
<th>Where Messages Appear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortran Console applications</td>
<td>Run-time error messages are displayed on the standard error device (unless redirected).</td>
</tr>
<tr>
<td>Fortran QuickWin and Fortran Standard Graphics applications</td>
<td>Run-time error messages are displayed in a separate QuickWin message box.</td>
</tr>
<tr>
<td>Fortran Windows applications</td>
<td>Run-time error messages are displayed in a separate message box.</td>
</tr>
</tbody>
</table>

Fortran run-time messages have the following format:

```
forrtl: severity (number): message-text
```

where:

- **forrtl**: Identifies the source as the Intel® Fortran run-time system (Run-Time Library or RTL).
- **severity**: The severity levels are: severe, error, warning, or info
- **number**: This is the message number; see also the Using the IOSTAT Specifier and Fortran Exit Codes for I/O statements.
- **message-text**: Explains the event that caused the message.

The following table explains the severity levels of run-time messages, in the order of greatest to least severity. The severity of the run-time error message determines whether program execution continues:

<table>
<thead>
<tr>
<th>Severity</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>severe</td>
<td>Must be corrected. The program's execution is terminated when the error is encountered unless the program's I/O statements use the END, EOR, or ERR branch specifiers to transfer control, perhaps to a routine that uses the IOSTAT specifier. (See Using the END EOR and ERR Branch Specifiers and Using the IOSTAT Specifier and Fortran Exit Codes and Methods of Handling Errors.) For severe errors, stack trace information is produced by default, unless the environment variable FOR_DISABLE_STACK_TRACE is set. If the command line option traceback is specified, the stack trace information contains program counters set to symbolic information. Otherwise, the information contains merely hexadecimal program counter information. In some cases stack trace information is also produced by the compiled code at run-time to provide details about the creation of array temporaries. <strong>If FOR_DISABLE_STACK_TRACE is set, no stack trace information is produced.</strong></td>
</tr>
<tr>
<td>error</td>
<td>Should be corrected. The program might continue execution, but the output from this execution might be incorrect.</td>
</tr>
</tbody>
</table>
For errors of severity type error, stack trace information is produced by default, unless the environment variable \texttt{FOR_DISABLE_STACK_TRACE} is set. If the command line option \texttt{traceback} is specified, the stack trace information contains program counters set to symbolic information. Otherwise, the information contains merely hexadecimal program counter information.

In some cases stack trace information is also produced by the compiled code at run-time to provide details about the creation of array temporaries.

If \texttt{FOR_DISABLE_STACK_TRACE} is set, no stack trace information is produced.

\textbf{warning} \hspace{1em} Should be investigated. The program continues execution, but output from this execution might be incorrect.

\textbf{info} \hspace{1em} For informational purposes only; the program continues.

For a description of each Intel® Fortran run-time error message, see \textit{Run-Time Default Error Processing} and related topics.

The following example applies to Linux* and to OS X*:

In some cases, stack trace information is produced by the compiled code at run time to provide details about the creation of array temporaries.

If \texttt{FOR_DISABLE_STACK_TRACE} is set, no stack trace information is produced.

The following program generates an error at line 12:

\begin{verbatim}
program ovf
real*4 x(5),y(5)
integer*4 i
  x(1) = -1e32
  x(2) = 1e38
  x(3) = 1e38
  x(4) = 1e38
  x(5) = -36.0
  do i=1,5
     y(i) = 100.0*(x(i))
  print *, 'x = ', x(i), ' x*100.0 = ',y(i)
  end do
end
\end{verbatim}

The following command line produces stack trace information for the program executable.

\begin{verbatim}
> ifort -O0 -fpe0 -traceback ovf.f90 -o ovf.exe
> ovf.exe
\end{verbatim}

\begin{verbatim}
x = -1.000000000000E+32  x*100.0
   = -1.000000000000E+34
forrtl: error (72): floating overflow
\end{verbatim}

\begin{tabular}{|c|c|c|c|c|}
\hline
Image & PC & Routine & Line & Source \\
\hline
ovf.exe & 08049E4A & MAIN__ & 14 & ovf.f90 \\
ovf.exe & 08049F08 & Unknown & Unknown & Unknown \\
ovf.exe & 400B3507 & Unknown & Unknown & Unknown \\
ovf.exe & 08049C51 & Unknown & Unknown & Unknown \\
\hline
\end{tabular}

\textit{Abort}
The following suppresses stack trace information because the \texttt{FOR\_DISABLE\_STACK\_TRACE} environment variable is set.

\begin{verbatim}
> setenv FOR\_DISABLE\_STACK\_TRACE true > ovf.exe
\end{verbatim}

\begin{verbatim}
x = -1.0000000E+32  x*100.0 = -1.0000000E+34

forrtl: error (72): floating overflow
Abort
\end{verbatim}

### Run-Time Library Message Catalog File Location

The libifcore, libirc, and libm run-time libraries ship message catalogs. When a message by one of these libraries is to be displayed, the library searches for its message catalog in a directory specified by either the \texttt{NLSPATH} (Linux* and OS X*), or \texttt{%PATH%} (Windows*) environment variable. If the message catalog cannot be found, the message is displayed in English.

The names of the three message catalogs are as follows:

| Library  | Message Catalogs and Related Text Message Files | Linux* and OS X* | Windows*
|----------|-----------------------------------------------|------------------|---------
| libifcore | ifcore_msg.cat                                | ifcore_msg.msg    | ifcore_msg.dll |
|          | related text message files                     |                   | ifcore_msg.mc  |
| libirc   | irc_msg.cat                                    | irc_msg.msg       | irc_msg.dll    |
|          | related text message files                     |                   | irc_msg.mc     |
| libm     | libm.cat                                       | libm.msg          | libmUI.dll     |
|          | related text message files                     |                   | libmUI.mc      |

### See Also

- Understanding Project Types
- Using the IOSTAT Specifier and Fortran Exit Codes
- Using the END, EOR, and ERR Branch Specifiers
- Methods of Handling Errors
- Run-Time Default Error Processing

### Values Returned at Program Termination

An Intel\textsuperscript{®} Fortran program can terminate in a number of ways. On Linux* and OS X*, values are returned to the shell.

- The program runs to normal completion. A value of zero is returned.
- The program stops with a \texttt{STOP} statement. If an integer stop-code is specified, a status equal to the code is returned; if no stop-code is specified, a status of zero is returned.
- The program stops because of a signal that is caught but does not allow the program to continue. A value of '1' is returned.
- The program stops because of a severe run-time error. The error number for that run-time error is returned. See Understanding Run-Time Errors and related topics.
- The program stops with a \texttt{CALL EXIT} statement. The value passed to EXIT is returned.

---

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The program stops with a CALL ABORT statement. A value of '134' is returned.

See Also
Understanding Run-Time Errors

Methods of Handling Errors
Whenever possible, the Intel® Fortran RTL does certain error handling, such as generating appropriate messages and taking necessary action to recover from errors. You can explicitly supplement or override default actions by using the following methods:

- To transfer control to error-handling code within the program, use the END, EOR, and ERR branch specifiers in I/O statements. See Using the END EOR and ERR Branch Specifiers.
- To identify Fortran-specific I/O errors based on the value of Intel® Fortran RTL error codes, use the I/O status specifier (IOSTAT) in I/O statements (or call the ERRSNS subroutine). See Using the IOSTAT Specifier and Fortran Exit Codes.
- Obtain system-level error codes by using the appropriate library routines.
- For certain error conditions, use the signal handling facility to change the default action to be taken.

See Also
Using the IOSTAT Specifier and Fortran Exit Codes
Using the END, EOR, and ERR Branch Specifiers

Using the END, EOR, and ERR Branch Specifiers
When a severe error occurs during Intel® Fortran program execution, the default action is to display an error message and terminate the program. To override this default action, there are three branch specifiers you can use in I/O statements to transfer control to a specified point in the program:

- The END branch specifier handles an end-of-file condition.
- The EOR branch specifier handles an end-of-record condition for non-advancing reads.
- The ERR branch specifier handles all error conditions.

If you use the END, EOR, or ERR branch specifiers, no error message is displayed and execution continues at the designated statement, usually an error-handling routine.

You might encounter an unexpected error that the error-handling routine cannot handle. In this case, do one of the following:

- Modify the error-handling routine to display the error message number.
- Remove the END, EOR, or ERR branch specifiers from the I/O statement that causes the error.

After you modify the source code, compile, link, and run the program to display the error message. For example:

```fortran
READ (8,50,ERR=400)
```

If any severe error occurs during execution of this statement, the Intel® Visual Fortran RTL transfers control to the statement at label 400. Similarly, you can use the END specifier to handle an end-of-file condition that might otherwise be treated as an error. For example:

```fortran
READ (12,70,END=550)
```

When using non-advancing I/O, use the EOR specifier to handle the end-of-record condition. For example:

```fortran
150 FORMAT (F10.2, F10.2, I6)
      READ (UNIT=20, FMT=150, SIZE=X, ADVANCE='NO', EOR=700) A, F, I
```

You can also use ERR as a specifier in an OPEN, CLOSE, or INQUIRE statement. For example:

```fortran
OPEN (UNIT=10, FILE='FILENAME', STATUS='OLD', ERR=999)
```

If an error is detected during execution of this OPEN statement, control transfers to the statement at label 999.
Using the IOSTAT Specifier and Fortran Exit Codes

You can use the IOSTAT specifier to continue program execution after an I/O error and to return information about I/O operations. Certain errors are not returned in IOSTAT.

The IOSTAT specifier can supplement or replace the END, EOR, and ERR branch transfers.

Execution of an I/O statement containing the IOSTAT specifier suppresses the display of an error message and defines the specified integer variable, array element, or scalar field reference as one of the following, which is returned as an exit code if the program terminates:

- A value of `-2' if an end-of-record condition occurs with non-advancing reads.
- A value of `-1' if an end-of-file condition occurs.
- A value of '0' for normal completion (not an error condition, end-of-file, or end-of-record condition).
- A positive integer value if an error condition occurs. (This value is one of the Fortran-specific IOSTAT numbers listed in the run-time error message. See List of Run-Time Error Messages, which lists the messages.)

Following the execution of the I/O statement and assignment of an IOSTAT value, control transfers to the END, EOR, or ERR statement label, if any. If there is no control transfer, normal execution continues.

You can include the `for_iosdef.for' file in your program to obtain symbolic definitions for the values of IOSTAT.

The following example uses the IOSTAT specifier and the `for_iosdef.for' file to handle an OPEN statement error (in the FILE specifier).

```
Error Handling OPEN Statement File Name Example

CHARACTER(LEN=40) :: FILNM
INCLUDE 'for_iosdef.for'
DO I=1,4      FILNM = ''
  WRITE (6,*)  'Type file name '
  READ (5,*) FILNM
  OPEN (UNIT=1, FILE=FILNM, STATUS='OLD', IOSTAT=IERR, ERR=100)
  WRITE (6,*) 'Opening file: ', FILNM
  !       (process the input file)
  CLOSE (UNIT=1)
  STOP
100  IF (IERR .EQ. FOR$IOS_FILOMEO) THEN
    WRITE (6,*) 'File: ', FILNM, ' does not exist '
  ELSE IF (IERR .EQ. FOR$IOS_FILOMNAM) THEN
    WRITE (6,*) 'File: ', FILNM, ' was bad, enter new file name'
  ELSE
    PRINT *, 'Unrecoverable error, code =', IERR
    STOP
  END IF
END DO
!  (for loop)
END PROGRAM
```

Another way to obtain information about an error is the ERRSNS subroutine, which allows you to obtain the last I/O system error code associated with an Intel® Fortran RTL error (see the Intel® Fortran Language Reference).

See Also
List of Run-Time Error Messages

Locating Run-Time Errors

This topic provides some guidelines for locating the cause of exceptions and run-time errors. Intel® Fortran run-time error messages do not usually indicate the exact source location causing the error. The following compiler options are related to handling errors and exceptions:
The -check [keyword] (Linux* and OS X*) or /check[:keyword] (Windows*) option generates extra code to catch certain conditions at run time. For example, if you specify the keyword bounds, the debugger will catch and stop at array or character string bounds errors. You can specify the keyword bounds to generate code to perform compile-time and run-time checks on array subscript and character substring expressions. An error is reported if the expression is outside the dimension of the array or the length of the string. The keyword of uninit generates code for dynamic checks of uninitialized variables. If a variable is read before written, a run-time error routine will be called. The noformat and nooutput_conversion keywords reduce the severity level of the associated run-time error to allow program continuation. The pointers keyword generates code to test for disassociated pointers and unallocateable arrays.

The following check[:pointers] option examples result in various output messages.

### Example: Allocatable variable not allocated
```
real, allocatable:: a(:)
!
 allocate(a(4))  ! if a is unallocated, the next statement gets an error with "check
 pointers"
 a=17
 print  *,a
 end
```

Output 1:
```
Output 1:
forrtl: severe (408): fort: (8): Attempt to fetch from allocatable variable A when it is not
allocated
```

### Example: Unassociated Pointer
```
real, pointer:: a(:)
allocate(a(5))
 a=17
 print  *,a
 deallocate(a) ! once a is deallocated, the next statement gets an error with "check
 pointers"
 a=20
 print  *,a
end
```

Output 2:
```
Output 2:
 17.00000 17.00000 17.00000 17.00000 17.00000
forrtl: severe (408): fort: (7): Attempt to use pointer A when it is not associated with a target
```

### Example: Cray pointer with zero value
```
pointer(p,a)
real, target:: b
!
p=loc(b)  ! if integer pointer p has no address assigned to it,
!
  b=17.  ! the next statement gets an error with "check pointers"
!
print  *,a
end
```

Output 3:
```
Output 3:
forrtl: severe (408): fort: (9): Attempt to use pointee A when its corresponding integer pointer P
has the value zero
```

The traceback option generates extra information in the object file to provide source file traceback information when a severe error occurs at run time. This simplifies the task of locating the cause of severe run-time errors. Without the traceback option, you could try to locate the cause of the error using a map file and the hexadecimal addresses of the stack displayed when a severe error occurs. Certain traceback-related information accompanies severe run-time errors, as described in Using Traceback Information Overview.
The `fpe` option controls the handling of floating-point arithmetic exceptions (IEEE arithmetic) at run time. If you specify the `-fpe[:3]` compiler option, all floating-point exceptions are disabled, allowing IEEE exceptional values and program continuation. In contrast, specifying `-fpe[:0]` stops execution when an exceptional value (such as a NaN) is generated, when floating overflow or divide by zero occur, or when attempting to use a denormalized number, which usually allows you to localize the cause of the error. It also forces underflow to zero.

- The `warn` and `nowarn` options control compile-time warning messages, which, in some circumstances, can help determine the cause of a run-time error.

- On Linux* and on OS X*, the `-fexceptions` option enables C++ exception handling table generation, preventing Fortran routines in mixed-language applications from interfering with exception handling between C++ routines.

- On Windows*, the Compilation Diagnostics Options in the IDE control compile-time diagnostic messages, which, in some circumstances can help determine the cause of a run-time error.

**See Also**

Understanding Run-Time Errors

Using Traceback Information Overview

**List of Run-Time Error Messages**

This section lists the errors processed by the compiler run-time library (RTL). For each error, the table provides the error number, the severity code, error message text, condition symbol name, and a detailed description of the error.

To define the condition symbol values (PARAMETER statements) in your program, include the following file:

```
for_iosdef.for
```

As described in the table, the severity of the message determines which of the following occurs:

- with `info` and `warning`, program execution continues
- with `error`, the results may be incorrect
- with `severe`, program execution stops (unless a recovery method is specified)

In the last case, to prevent program termination, you must include either an appropriate I/O error-handling specifier and recompile or, for certain errors, change the default action of a signal before you run the program again.

In the following table, the first column lists error numbers returned to IOSTAT variables when an I/O error is detected.

The first line of the second column provides the message as it is displayed (following `fortl:`), including the severity level, message number, and the message text. The following lines of the second column contain the status condition symbol (such as `FOR$IOS_INCRECTYP`) and an explanation of the message.

<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>severe (1): Not a Fortran-specific error</strong>&lt;br&gt;FOR$IOS_NOTFORSPE. An error in the user program or in the RTL was not an Intel® Fortran-specific error and was not reportable through any other Intel® Fortran run-time messages.</td>
</tr>
<tr>
<td>8</td>
<td><strong>severe (8): Internal consistency check failure</strong>&lt;br&gt;FOR$IOS_BUG_CHECK. Internal error. Please check that the program is correct. Recompile if an error existed in the program. If this error persists, submit a problem report.</td>
</tr>
<tr>
<td>9</td>
<td><strong>severe (9): Permission to access file denied</strong>&lt;br&gt;FOR$IOS_PERACCFIL. Check the permissions of the specified file and whether the network device is mapped and available. Make sure the correct file and device was being accessed. Change the protection, specific file, or process used before rerunning the program.</td>
</tr>
<tr>
<td>10</td>
<td><strong>severe (10): Cannot overwrite existing file</strong></td>
</tr>
</tbody>
</table>
FOR$IOS_CANOVEEX. Specified file xxx already exists when OPEN statement specified STATUS='NEW' (create new file) using I/O unit x. Make sure correct file name, directory path, unit, and so forth were specified in the source program. Decide whether to:

- Rename or remove the existing file before rerunning the program.
- Modify the source file to specify different file specification, I/O unit, or OPEN statement STATUS.

11

**info (11): Unit not connected**

FOR$IOS_UNINOTCON. The specified unit was not open at the time of the attempted I/O operation. Check if correct unit number was specified. If appropriate, use an OPEN statement to explicitly open the file (connect the file to the unit number).

17

**severe (17): Syntax error in NAMELIST input**

FOR$IOS_SYNERRNAM. The syntax of input to a namelist-directed READ statement was incorrect.

18

**severe (18): Too many values for NAMELIST variable**

FOR$IOS_TOOMANVAL. An attempt was made to assign too many values to a variable during a namelist READ statement.

19

**severe (19): Invalid reference to variable in NAMELIST input**

FOR$IOS_INVREFVAR. One of the following conditions occurred:

- The variable was not a member of the namelist group.
- An attempt was made to subscript a scalar variable.
- A subscript of the array variable was out-of-bounds.
- An array variable was specified with too many or too few subscripts for the variable.
- An attempt was made to specify a substring of a non-character variable or array name.
- A substring specifier of the character variable was out-of-bounds.
- A subscript or substring specifier of the variable was not an integer constant.
- An attempt was made to specify a substring by using an unsubscripted array variable.

20

**severe (20): REWIND error**

FOR$IOS_REWERR. One of the following conditions occurred:

- The file was not a sequential file.
- The file was not opened for sequential or append access.
- The Intel® Fortran RTL I/O system detected an error condition during execution of a REWIND statement.

21

**severe (21): Duplicate file specifications**

FOR$IOS_DUPFILSPE. Multiple attempts were made to specify file attributes without an intervening close operation. A DEFINE FILE statement was followed by another DEFINE FILE statement or an OPEN statement.

22

**severe (22): Input record too long**

FOR$IOS_INPRECTOO. A record was read that exceeded the explicit or default record length specified when the file was opened. To read the file, use an OPEN statement with a RECL=value (record length) of the appropriate size.

23

**severe (23): BACKSPACE error**

FOR$IOS_BACERR. The Intel® Fortran RTL I/O system detected an error condition during execution of a BACKSPACE statement.
Severe (24): End-of-file during read

FOR$IOS_ENDDURREA. One of the following conditions occurred:

- An Intel® Fortran RTL I/O system end-of-file condition was encountered during execution of a READ statement that did not contain an END, ERR, or IOSTAT specification.
- An end-of-file record written by the ENDFILE statement was encountered during execution of a READ statement that did not contain an END, ERR, or IOSTAT specification.
- An attempt was made to read past the end of an internal file character string or array during execution of a READ statement that did not contain an END, ERR, or IOSTAT specification.

This error is returned by END and ERRSNS.

Severe (25): Record number outside range

FOR$IOS_RECNUMOUT. A direct access READ, WRITE, or FIND statement specified a record number outside the range specified when the file was opened.

Severe (26): OPEN or DEFINE FILE required

FOR$IOS_OPEDEFFREQ. A direct access READ, WRITE, or FIND statement was attempted for a file when no prior DEFINE FILE or OPEN statement with ACCESS='DIRECT' was performed for that file.

Severe (27): Too many records in I/O statement

FOR$IOS_TOOMANREC. An attempt was made to do one of the following:

- Read or write more than one record with an ENCODE or DECODE statement.
- Write more records than existed.

Severe (28): CLOSE error

FOR$IOS_CLOERR. An error condition was detected by the Intel® Fortran RTL I/O system during execution of a CLOSE statement.

Severe (29): File not found

FOR$IOS_FILNOTFOU. A file with the specified name could not be found during an OPEN operation.

Severe (30): Open failure

FOR$IOS_OPEFAI. An error was detected by the Intel® Fortran RTL I/O system while attempting to open a file in an OPEN, INQUIRE, or other I/O statement. This message is issued when the error condition is not one of the more common conditions for which specific error messages are provided. It can occur when an OPEN operation was attempted for one of the following:

- Segmented file that was not on a disk or a raw magnetic tape
- Standard I/O file that had been closed

Severe (31): Mixed file access modes

FOR$IOS_MIXFILACC. An attempt was made to use any of the following combinations:

- Formatted and unformatted operations on the same unit
- An invalid combination of access modes on a unit, such as direct and sequential
- An Intel® Fortran RTL I/O statement on a logical unit that was opened by a program coded in another language

Severe (32): Invalid logical unit number

FOR$IOS_INVLOGUNI. A logical unit number greater than 2,147,483,647 or less than zero was used in an I/O statement.
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
</table>
| 33     | **severe (33): ENDFILE error**  
FOR$IOS_ENDFILERR. One of the following conditions occurred:  
• The file was not a sequential organization file with variable-length records.  
• The file was not opened for sequential, append, or direct access.  
• An unformatted file did not contain segmented records.  
• The Intel® Fortran RTL I/O system detected an error during execution of an ENDFILE statement. |
| 34     | **severe (34): Unit already open**  
FOR$IOS_UNIALROPE. A DEFINE FILE statement specified a logical unit that was already opened. |
| 35     | **severe (35): Segmented record format error**  
FOR$IOS_SEGRECFOR. An invalid segmented record control data word was detected in an unformatted sequential file. The file was probably either created with RECORDTYPE='FIXED' or 'VARIABLE' in effect, or was created by a program written in a language other than Fortran or Standard Fortran. |
| 36     | **severe (36): Attempt to access non-existent record**  
FOR$IOS_ATTACCNON. A direct-access READ or FIND statement attempted to access beyond the end of a relative file (or a sequential file on disk with fixed-length records) or access a record that was previously deleted from a relative file. |
| 37     | **severe (37): Inconsistent record length**  
FOR$IOS_INCRECLEN. An attempt was made to open a direct access file without specifying a record length. |
| 38     | **severe (38): Error during write**  
FOR$IOS_ERRDURWRI. The Intel® Fortran RTL I/O system detected an error condition during execution of a WRITE statement. |
| 39     | **severe (39): Error during read**  
FOR$IOS_ERRDURREA. The Intel® Fortran RTL I/O system detected an error condition during execution of a READ statement. |
| 40     | **severe (40): Recursive I/O operation**  
FOR$IOS_RECIO_OPE. While processing an I/O statement for a logical unit, another I/O operation on the same logical unit was attempted, such as a function subprogram that performs I/O to the same logical unit that was referenced in an expression in an I/O list or variable format expression. |
| 41     | **severe (41): Insufficient virtual memory**  
FOR$IOS_INSVIRMEM. The Intel® Fortran RTL attempted to exceed its available virtual memory while dynamically allocating space. To overcome this problem, investigate increasing the data limit. Before you try to run this program again, wait until the new system resources take effect.  

**NOTE**  
This error can be returned by STAT in an ALLOCATE or a DEALLOCATE statement. |
<p>| 42     | <strong>severe (42): No such device</strong> |</p>
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td><strong>severe (43): File name specification error</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FILNAMESPE. A pathname or file name given to an OPEN or INQUIRE statement was not acceptable to the Intel® Fortran RTL I/O system.</td>
</tr>
<tr>
<td>44</td>
<td><strong>severe (44): Inconsistent record type</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_INCRECTYP. The RECORDTYPE value in an OPEN statement did not match the record type attribute of the existing file that was opened.</td>
</tr>
<tr>
<td>45</td>
<td><strong>severe (45): Keyword value error in OPEN statement</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_KEYVALERR. An improper value was specified for an OPEN or CLOSE statement specifier requiring a value.</td>
</tr>
<tr>
<td>46</td>
<td><strong>severe (46): Inconsistent OPEN/CLOSE parameters</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_INCOPECLO. Specifications in an OPEN or CLOSE statement were inconsistent. Some invalid combinations follow:</td>
</tr>
<tr>
<td></td>
<td>• READONLY or ACTION='READ' with STATUS='NEW' or STATUS='SCRATCH'</td>
</tr>
<tr>
<td></td>
<td>• READONLY with STATUS='REPLACE', ACTION='WRITE', or ACTION='READWRITE'</td>
</tr>
<tr>
<td></td>
<td>• ACCESS='APPEND' with READONLY, ACTION='READ', STATUS='NEW', or STATUS='SCRATCH'</td>
</tr>
<tr>
<td></td>
<td>• DISPOSE='SAVE', 'PRINT', or 'SUBMIT' with STATUS='SCRATCH'</td>
</tr>
<tr>
<td></td>
<td>• DISPOSE='DELETE' with READONLY</td>
</tr>
<tr>
<td></td>
<td>• CLOSE statement STATUS='DELETE' with OPEN statement READONLY</td>
</tr>
<tr>
<td></td>
<td>• ACCESS='DIRECT' with POSITION='APPEND' or 'ASIS'</td>
</tr>
<tr>
<td>47</td>
<td><strong>severe (47): Write to READONLY file</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_WRIREAFIL. A write operation was attempted to a file that was declared ACTION='READ' or READONLY in the OPEN statement that is currently in effect.</td>
</tr>
<tr>
<td>48</td>
<td><strong>severe (48): Invalid argument to Fortran Run-Time Library</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_INVARGFOR. The compiler passed an invalid or improperly coded argument to the Intel® Fortran RTL. This can occur if the compiler is newer than the RTL in use.</td>
</tr>
<tr>
<td>51</td>
<td><strong>severe (51): Inconsistent file organization</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_INCFILORG. The file organization specified in an OPEN statement did not match the organization of the existing file.</td>
</tr>
<tr>
<td>53</td>
<td><strong>severe (53): No current record</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_NO_CURREC. Attempted to execute a REWRITE statement to rewrite a record when the current record was undefined. To define the current record, execute a successful READ statement. You can optionally perform an INQUIRE statement on the logical unit after the READ statement and before the REWRITE statement. No other operations on the logical unit may be performed between the READ and REWRITE statements.</td>
</tr>
<tr>
<td>55</td>
<td><strong>severe (55): DELETE error</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_DELERR. An error condition was detected by the Intel® Fortran RTL I/O system during execution of a DELETE statement.</td>
</tr>
<tr>
<td>57</td>
<td><strong>severe (57): FIND error</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FINERR. The Intel® Fortran RTL I/O system detected an error condition during execution of a FIND statement.</td>
</tr>
<tr>
<td>Number</td>
<td>Severity Level, Number, and Message Text; Condition Symbol and Explanation</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>58</td>
<td>info (58): Format syntax error at or near xx</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FMTSYN. Check the statement containing xx, a character substring from the format</td>
</tr>
<tr>
<td></td>
<td>string, for a format syntax error. For more information, see the FORMAT</td>
</tr>
<tr>
<td></td>
<td>statement.</td>
</tr>
<tr>
<td>59</td>
<td>severe (59): List-directed I/O syntax error</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_LISIO_SYN. The data in a list-directed input record had an invalid format, or the type</td>
</tr>
<tr>
<td></td>
<td>of the constant was incompatible with the corresponding variable. The value of the variable was</td>
</tr>
<tr>
<td></td>
<td>unchanged.</td>
</tr>
<tr>
<td></td>
<td><strong>NOTE</strong></td>
</tr>
<tr>
<td></td>
<td>Note: The ERR transfer is taken after completion of the I/O statement for error number</td>
</tr>
<tr>
<td></td>
<td>59. The resulting file status and record position are the same as if no error had occurred.</td>
</tr>
<tr>
<td></td>
<td>However, other I/O errors take the ERR transfer as soon as the error is detected, so file</td>
</tr>
<tr>
<td></td>
<td>status and record position are undefined.</td>
</tr>
<tr>
<td>60</td>
<td>severe (60): Infinite format loop</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_INFFORLOO. The format associated with an I/O statement that included an I/O list</td>
</tr>
<tr>
<td></td>
<td>had no field descriptors to use in transferring those values.</td>
</tr>
<tr>
<td>61</td>
<td>severe or info (61): Format/variable-type mismatch</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FORVARMIS. An attempt was made either to read or write a real variable with an</td>
</tr>
<tr>
<td></td>
<td>integer field descriptor (I, L, O, Z, B), or to read or write an integer or logical variable with</td>
</tr>
<tr>
<td></td>
<td>a real field descriptor (D, E, or F). To suppress this error message, see the description of</td>
</tr>
</tbody>
</table>
|        | check[:]
oformat.                                                      |
|        | **NOTE**                                                               |
|        | Note: The severity depends on the check[:]keywords option used during the |
|        | compilation command. The ERR transfer is taken after completion of the I/O statement |
|        | for error numbers 61, 63, 64, and 68. The resulting file status and record position are the |
|        | same as if no error had occurred. However, other I/O errors take the ERR transfer as |
|        | soon as the error is detected, so file status and record position are undefined. |
| 62     | severe (62): Syntax error in format                                     |
|        | FOR$IOS_SYNERFFOR. A syntax error was encountered while the RTL was processing a format |
|        | stored in an array or character variable.                              |
| 63     | error or info (63): Output conversion error                            |
|        | FOR$IOS_OUTCONERR. During a formatted output operation, the value of a particular number |
|        | could not be output in the specified field length without loss of significant digits. When this |
|        | situation is encountered, the overflowed field is filled with asterisks to indicate the error in the |
|        | output record. If no ERR address has been defined for this error, the program continues after |
|        | the error message is displayed. To suppress this error message, see the description of |
|        | check[:]
ooutput_conversion.                                           |
<p>|        | <strong>NOTE</strong>                                                               |
|        | Note: The severity depends on the check[:]keywords option used during the |
|        | compilation command. The ERR transfer is taken after completion of the I/O statement |
|        | for error numbers 61, 63, 64, and 68. The resulting file status and record position are the |
|        | same as if no error had occurred. However, other I/O errors take the ERR transfer as |
|        | soon as the error is detected, so file status and record position are undefined. |</p>
<table>
<thead>
<tr>
<th>Number</th>
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</tr>
</thead>
<tbody>
<tr>
<td>64</td>
<td><strong>severe (64): Input conversion error</strong>&lt;br&gt;FOR$IOS_INPCONERR. During a formatted input operation, an invalid character was detected in an input field, or the input value overflowed the range representable in the input variable. The value of the variable was set to zero.</td>
</tr>
</tbody>
</table>

**NOTE**<br>The ERR transfer is taken after completion of the I/O statement for error numbers 61, 63, 64, and 68. The resulting file status and record position are the same as if no error had occurred. However, other I/O errors take the ERR transfer as soon as the error is detected, so file status and record position are undefined.

| 65     | **error (65): Floating invalid**<br>FOR$IOS_FLTINV. During an arithmetic operation, the floating-point values used in a calculation were invalid for the type of operation requested or invalid exceptional values. For example, the error can occur if you request a log of the floating-point values 0.0 or a negative number. For certain arithmetic expressions, specifying the `check[:]:nopower` option can suppress this message. |

| 66     | **severe (66): Output statement overflows record**<br>FOR$IOS_OUTSTAOVE. An output statement attempted to transfer more data than would fit in the maximum record size. |

| 67     | **severe (67): Input statement requires too much data**<br>FOR$IOS_INPSTAREQ. Attempted to read more data than exists in a record with an unformatted `READ` statement or with a formatted sequential `READ` statement from a file opened with a `PAD='NO'` specifier. |

| 68     | **severe (68): Variable format expression value error**<br>FOR$IOS_VFEVALERR. The value of a variable format expression was not within the range acceptable for its intended use; for example, a field width was less than or equal to zero. A value of 1 was assumed, except for a P edit descriptor, for which a value of zero was assumed. |

**NOTE**<br>The ERR transfer is taken after completion of the I/O statement for error numbers 61, 63, 64, and 68. The resulting file status and record position are the same as if no error had occurred. However, other I/O errors take the ERR transfer as soon as the error is detected, so file status and record position are undefined.

| 69     | **error (69): Process interrupted (SIGINT)**<br>FOR$IOS_SIGINT. The process received the signal `SIGINT`. Determine source of this interrupt signal (described in `signal(3)`). |

| 70     | **severe (70): Integer overflow**<br>FOR$IOS_INTOVF. During an arithmetic operation, an integer value exceeded byte, word, or longword range. The result of the operation was the correct low-order part. Consider specifying a larger integer data size (modify source program or, for an `INTEGER` declaration, possibly use the `integer-size[:]:size` option). |

<p>| 71     | <strong>severe (71): Integer divide by zero</strong>&lt;br&gt;FOR$IOS_INTDIV. During an integer arithmetic operation, an attempt was made to divide by zero. The result of the operation was set to the dividend, which is equivalent to division by 1. |</p>
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>72^1</td>
<td><strong>error (72): Floating overflow</strong>&lt;br&gt;FOR$IOS_FLTOVF. During an arithmetic operation, a floating-point value exceeded the largest representable value for that data type. See Data Representation Overview for ranges of the various data types.</td>
</tr>
<tr>
<td>73^1</td>
<td><strong>error (73): Floating divide by zero</strong>&lt;br&gt;FOR$IOS_FLTDIV. During a floating-point arithmetic operation, an attempt was made to divide by zero.</td>
</tr>
<tr>
<td>74^1</td>
<td><strong>error (74): Floating underflow</strong>&lt;br&gt;FOR$IOS_FLTUND. During an arithmetic operation, a floating-point value became less than the smallest finite value for that data type. Depending on the values of the fpe[n] option, the underflowed result was either set to zero or allowed to gradually underflow. See the Data Representation Overview for ranges of the various data types.</td>
</tr>
<tr>
<td>75^1</td>
<td><strong>error (75): Floating point exception</strong>&lt;br&gt;FOR$IOS_SIGFPE. A floating-point exception occurred. Possible causes include:&lt;br&gt;• Division by zero.&lt;br&gt;• Overflow.&lt;br&gt;• An invalid operation, such as subtraction of infinite values, multiplication of zero by infinity without signs), division of zero by zero or infinity by infinity.&lt;br&gt;• Conversion of floating-point to fixed-point format when an overflow prevents conversion.</td>
</tr>
<tr>
<td>76^1</td>
<td><strong>error (76): IOT trap signal</strong>&lt;br&gt;FOR$IOS_SIGIOT. Core dump file created. Examine core dump for possible cause of this IOT signal.</td>
</tr>
<tr>
<td>77^1</td>
<td><strong>severe (77): Subscript out of range</strong>&lt;br&gt;FOR$IOS_SUBRNG. An array reference was detected outside the declared array bounds.</td>
</tr>
<tr>
<td>78^1</td>
<td><strong>error (78): Process killed</strong>&lt;br&gt;FOR$IOS_SIGTERM. The process received a signal requesting termination of this process. Determine the source of this software termination signal.</td>
</tr>
<tr>
<td>79^1</td>
<td><strong>error (79): Process quit</strong>&lt;br&gt;FOR$IOS_SIGQUIT. The process received a signal requesting termination of itself. Determine the source of this quit signal.</td>
</tr>
<tr>
<td>90^1</td>
<td><strong>info (90): INQUIRE of internal unit-number is always an error (NOTE: unit identifies a file)</strong>&lt;br&gt;FOR$IOS_IOSTAT_INTERNAL. The file name specified for an INQUIRE statement is an internal unit-number.</td>
</tr>
<tr>
<td>91^1</td>
<td><strong>info (91): INQUIRE of internal unit-number is always an error (NOTE: unit does not identify a file)</strong>&lt;br&gt;FOR$IOS_IOSTAT_INTERNAL_UNIT. The unit number specified for an INQUIRE statement is an internal unit-number.</td>
</tr>
<tr>
<td>95^1</td>
<td><strong>info (95): Floating-point conversion failed</strong>&lt;br&gt;FOR$IOS_FLOCONFAI. The attempted unformatted read or write of nonnative floating-point data failed because the floating-point value:&lt;br&gt;• Exceeded the allowable maximum value for the equivalent native format and was set equal to infinity (plus or minus).</td>
</tr>
</tbody>
</table>
• Was infinity (plus or minus) and was set to infinity (plus or minus).
• Was invalid and was set to not a number (NaN).

Very small numbers are set to zero (0). This error could be caused by the specified nonnative floating-point format not matching the floating-point format found in the specified file. Check the following:
• The correct file was specified.
• The record layout matches the format Intel® Fortran is expecting.
• The ranges for the data being used (see Data Representation Overview).
• The correct nonnative floating-point data format was specified (see Supported Native and Nonnative Numeric Formats).

96 info (96): F_UFMTENDIAN environment variable was ignored: erroneous syntax
FOR$IOS_UFMTENDIAN. Syntax for specifying whether little endian or big endian conversion is performed for a given Fortran unit was incorrect. Even though the program will run, the results might not be correct if you do not change the value of F_UFMTENDIAN. For correct syntax, see Environment Variable F_UFMTENDIAN Method.

98 Severe (98): cannot allocate memory for the file buffer - out of memory
FOR_S_NOMEMFORIO. This error often occurs during a file I-O operation such as OPEN, READ, or WRITE. Either increase the amount of memory available to the program, or reduce its demand.

106 Severe (106): FORT_BLOCKSIZE environment variable has erroneous syntax
FOR_S_INVBLOCKSIZE. Syntax for specifying the default block size value was incorrect. For correct syntax, see Environment Variable FORT_BLOCKSIZE.

107 Severe (107): FORT_BUFFERCOUNT environment variable has erroneous syntax
FOR_S_INVBUFRCNT. Syntax for specifying the default buffer count value was incorrect. For correct syntax, see Environment Variable FORT_BUFFERCOUNT.

108 Severe (108): Cannot stat file
FOR$IOS_CANSTAFILE. Make sure correct file and unit were specified.

109 info (109): stream data transfer statement is not allowed to an unopened unit
FOR$IOS_SIONOTOPEN. Stream data transfer statement is not allowed to an unopened unit.

118 severe (118): The 'RECL=' value in an OPEN statement exceeds the maximum allowed for the file's record type.
FOR$IOS_MAX_FXD_RECL. The 'RECL=' value in an OPEN statement is too large for the file’s record type.

119 severe (119): The FORT_BUFFERING_THRESHOLD environment variable has erroneous syntax
FOR$ IOS_INVTHRESHOLD. If specified, the FORT_BUFFERING_THRESHOLD environment variable must be an integer value greater than zero and less than 2147483647.

120 severe (120): Operation requires seek ability
FOR$IOS_OPERREQSEE. Attempted an operation on a file that requires the ability to perform seek operations on that file. Make sure the correct unit, directory path, and file were specified.

124 severe (124): Invalid command supplied to EXECUTE_COMMAND_LINE
FOR$ IOS_INVCMDECL. The command line passed to the EXECUTE_COMMAND_LINE intrinsic is invalid.
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
</table>

**NOTE**
This error can be returned by CMDSTAT in an EXECUTE_COMMAND_LINE statement.

134  **No associated message**
Program was terminated internally through abort().

138  **severe (138): Array index out of bounds**
FOR$IOS_BRK_RANGE. An array subscript is outside the dimensioned boundaries of that array. Recompile with the `check[:bounds` option set.

139  **severe: (139): Array index out of bounds for index nn**
FOR$IOS_BRK_RANGE2. An array subscript is outside the dimensioned boundaries of that array. Recompile with the `check[: bounds` option set.

140  **error (140): Floating inexact**
FOR$IOS_FLTINE. A floating-point arithmetic or conversion operation gave a result that differs from the mathematically exact result. This trap is reported if the rounded result of an IEEE operation is not exact.

144  **severe (144): Reserved operand**
FOR$IOS_ROPRAND. The Intel® Fortran RTL encountered a reserved operand while executing your program. Please report the problem to Intel.

145  **severe (145): Assertion error**
FOR$IOS_ASSERTERR. The Intel® Fortran RTL encountered an assertion error. Please report the problem to Intel.

146  **severe (146): Null pointer error**
FOR$IOS_NULPTRERR. Attempted to use a pointer that does not contain an address. Modify the source program, recompile, and relink.

147  **severe (147): Stack overflow**
FOR$IOS_STKOVF. The Intel® Fortran RTL encountered a stack overflow while executing your program.

148  **severe (148): String length error**
FOR$IOS_STRLENERR. During a string operation, an integer value appears in a context where the value of the integer is outside the permissible string length range. Recompile with the `check[: bounds` option.

149  **severe (149): Substring error**
FOR$IOS_SUBSTRERR. An array subscript is outside the dimensioned boundaries of an array. Recompile with the `check[: bounds` option.

150  **severe (150): Range error**
FOR$IOS_RANGEERR. An integer value appears in a context where the value of the integer is outside the permissible range.

151  **severe (151): Allocatable array is already allocated**
FOR$IOS_INVREALLOC. An allocatable array must not already be allocated when you attempt to allocate it. You must deallocate the array before it can again be allocated.
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>152</td>
<td>severe (152): Unresolved contention for Intel Fortran RTL global resource</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_RESACQFAI. Failed to acquire an Intel® Fortran RTL global resource for a reentrant routine. For a multithreaded program, the requested global resource is held by a different thread in your program. For a program using asynchronous handlers, the requested global resource is held by the calling part of the program (such as main program) and your asynchronous handler attempted to acquire the same global resource.</td>
</tr>
<tr>
<td>153</td>
<td>severe (153): Allocatable array or pointer is not allocated</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_INVDEALLOC. A Standard Fortran allocatable array or pointer must already be allocated when you attempt to deallocate it. You must allocate the array or pointer before it can again be deallocated.</td>
</tr>
<tr>
<td>154</td>
<td>severe(154): Array index out of bounds</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_RANGE. An array subscript is outside the dimensioned boundaries of that array. Recompile with the check[:bounds option set.</td>
</tr>
<tr>
<td>155</td>
<td>severe(155): Array index out of bounds for index nn</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_RANGE2. An array subscript is outside the dimensioned boundaries of that array. Recompile with the check[:bounds option set.</td>
</tr>
<tr>
<td>156</td>
<td>severe(156): GENTRAP code = hex dec</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_DEF_GENTRAP. The Intel® Fortran RTL has detected an unknown GENTRAP code. The cause is most likely a software problem due to memory corruption, or software signaling an exception with an incorrect exception code. Try recompiling with the check[:bounds option set to see if that finds the problem.</td>
</tr>
<tr>
<td>157</td>
<td>severe(157): Program Exception - access violation</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_ACCVIO. The program tried to read from or write to a virtual address for which it does not have the appropriate access. Try recompiling with the check[:bounds option set, to see if the problem is an out-of-bounds memory reference or a argument mismatch that causes data to be treated as an address.</td>
</tr>
<tr>
<td></td>
<td>Other causes of this error include:</td>
</tr>
<tr>
<td></td>
<td>• Mismatches in C vs. STDCALL calling mechanisms, causing the stack to become corrupted.</td>
</tr>
<tr>
<td></td>
<td>• References to unallocated pointers.</td>
</tr>
<tr>
<td></td>
<td>• Attempting to access a protected (for example, read-only) address.</td>
</tr>
<tr>
<td>158</td>
<td>severe(158): Program Exception - datatype misalignment</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_DTYPE_MISALIGN. The Intel® Fortran RTL has detected data that is not aligned on a natural boundary for the data type specified. For example, a REAL(8) data item aligned on natural boundaries has an address that is a multiple of 8. To ensure naturally aligned data, use the align option.</td>
</tr>
<tr>
<td></td>
<td>This is an operating system error. See your operating system documentation for more information.</td>
</tr>
<tr>
<td>Number</td>
<td>Severity Level, Number, and Message Text; Condition Symbol and Explanation</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>1591</td>
<td><strong>severe(159): Program Exception - breakpoint</strong>&lt;br&gt;FOR$IOS_PGM_BPT. The Intel® Fortran RTL has encountered a breakpoint in the program. This is an operating system error. See your operating system documentation for more information.</td>
</tr>
<tr>
<td>1601</td>
<td><strong>severe(160): Program Exception - single step</strong>&lt;br&gt;FOR$IOS_PGM_SS. A trace trap or other single-instruction mechanism has signaled that one instruction has been executed. This is an operating system error. See your operating system documentation for more information.</td>
</tr>
<tr>
<td>1611</td>
<td><strong>severe(161): Program Exception - array bounds exceeded</strong>&lt;br&gt;FOR$IOS_PGM_BOUNDS. The program tried to access an array element that is outside the specified boundaries of the array. Recompile with the check[:bounds option set.</td>
</tr>
<tr>
<td>1621</td>
<td><strong>severe(162): Program Exception - denormal floating-point operand</strong>&lt;br&gt;FOR$IOS_PGM_DENORM. A floating-point arithmetic or conversion operation has a denormalized number as an operand. A denormalized number is smaller than the lowest value in the normal range for the data type specified. See Data Representation Overview for ranges for floating-point types. Either locate and correct the source code causing the denormalized value or, if a denormalized value is acceptable, specify a different value for the fpe compiler option to allow program continuation.</td>
</tr>
<tr>
<td>1631</td>
<td><strong>severe(163): Program Exception - floating stack check</strong>&lt;br&gt;FOR$IOS_PGM_FLTSTK. During a floating-point operation, the floating-point register stack on systems using IA-32 architecture overflowed or underflowed. This is a fatal exception. The most likely cause is calling a REAL function as if it were an INTEGER function or subroutine, or calling an INTEGER function or subroutine as if it were a REAL function. Carefully check that the calling code and routine being called agree as to how the routine is declared. If you are unable to resolve the issue, please send a problem report with an example to Intel.</td>
</tr>
<tr>
<td>1641</td>
<td><strong>severe(164): Program Exception - integer divide by zero</strong>&lt;br&gt;FOR$IOS_PGM_INTDIV. During an integer arithmetic operation, an attempt was made to divide by zero. Locate and correct the source code causing the integer divide by zero.</td>
</tr>
<tr>
<td>1651</td>
<td><strong>severe(165): Program Exception - integer overflow</strong>&lt;br&gt;FOR$IOS_PGM_INTOVF. During an arithmetic operation, an integer value exceeded the largest representable value for that data type. See Data Representation Overview for ranges for INTEGER types.</td>
</tr>
<tr>
<td>1661</td>
<td><strong>severe(166): Program Exception - privileged instruction</strong>&lt;br&gt;FOR$IOS_PGM_PRIVINST. The program tried to execute an instruction whose operation is not allowed in the current machine mode. This is an operating system error. See your operating system documentation for more information.</td>
</tr>
<tr>
<td>1671</td>
<td><strong>severe(167): Program Exception - in page error</strong>&lt;br&gt;FOR$IOS_PGM_INPGERR. The program tried to access a page that was not present, so the system was unable to load the page. For example, this error might occur if a network connection was lost while trying to run a program over the network.</td>
</tr>
<tr>
<td>Number</td>
<td>Severity Level, Number, and Message Text; Condition Symbol and Explanation</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| 168    | severe(168): Program Exception - illegal instruction
FOR$IOS_PGM_ILLINST. The program tried to execute an invalid instruction. This is an operating system error. See your operating system documentation for more information. |
| 169    | severe(169): Program Exception - noncontinuable exception
FOR$IOS_PGM_NOCONTEXCP. The program tried to continue execution after a noncontinuable exception occurred. This is an operating system error. See your operating system documentation for more information. |
| 170    | severe(170): Program Exception - stack overflow
FOR$IOS_PGM_STKOVF. The Intel® Fortran RTL has detected a stack overflow while executing your program. See your Release Notes for information on how to increase stack size. |
| 171    | severe(171): Program Exception - invalid disposition
FOR$IOS_PGM_INVDISP. An exception handler returned an invalid disposition to the exception dispatcher. Programmers using a high-level language should never encounter this exception. This is an operating system error. See your operating system documentation for more information. |
| 172    | severe(172): Program Exception - exception code = hex dec
FOR$IOS_PGM_EXCP_CODE. The Intel® Fortran RTL has detected an unknown exception code. This is an operating system error. See your operating system documentation for more information. |
| 173    | severe(173): A pointer passed to DEALLOCATE points to an array that cannot be deallocated
FOR$IOS_INVDEALLOC2. A pointer that was passed to DEALLOCATE pointed to an explicit array, an array slice, or some other type of memory that could not be deallocated in a DEALLOCATE statement. Only whole arrays previous allocated with an ALLOCATE statement may be validly passed to DEALLOCATE. |

**NOTE**
This error can be returned by STAT in a DEALLOCATE statement.

| 174    | severe (174): SIGSEGV, message-text
FOR$IOS_SIGSEGV. One of two possible messages occurs for this error number: |
|--------|--------------------------------------------------------------------------|
|        | • severe (174): SIGSEGV, segmentation fault occurred
This message indicates that the program attempted an invalid memory reference. Check the program for possible errors. |
|        | • severe (174): SIGSEGV, possible program stack overflow occurred
The following explanatory text also appears: |
<p>|        | Program requirements exceed current stacksize resource limit. |</p>
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>175</td>
<td>severe(175): DATE argument to DATE_AND_TIME is too short (LEN=n), required LEN=8</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_SHORTDATEARG. The number of characters associated with the DATE argument to the DATE_AND_TIME intrinsic was shorter than the required length. You must increase the number of characters passed in for this argument to be at least eight characters in length. Verify that the TIME and ZONE arguments also meet their minimum lengths.</td>
</tr>
<tr>
<td>176</td>
<td>severe(176): TIME argument to DATE_AND_TIME is too short (LEN=n), required LEN=10</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_SHORTTIMEARG. The number of characters associated with the TIME argument to the DATE_AND_TIME intrinsic was shorter than the required length. You must increase the number of characters passed in for this argument to be at least ten characters in length. Verify that the DATE and ZONE arguments also meet their minimum lengths.</td>
</tr>
<tr>
<td>177</td>
<td>severe(177): ZONE argument to DATE_AND_TIME is too short (LEN=n), required LEN=5</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_SHORTZONEARG. The number of characters associated with the ZONE argument to the DATE_AND_TIME intrinsic was shorter than the required length. You must increase the number of characters passed in for this argument to be at least five characters in length. Verify that the DATE and TIME arguments also meet their minimum lengths.</td>
</tr>
<tr>
<td>178</td>
<td>severe(178): Divide by zero</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_DIV. A floating-point or integer divide-by-zero exception occurred.</td>
</tr>
<tr>
<td>179</td>
<td>severe(179): Cannot allocate array - overflow on array size calculation</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_ARRSIZEOVF. An attempt to dynamically allocate storage for an array failed because the required storage size exceeds addressable memory.</td>
</tr>
<tr>
<td></td>
<td><strong>NOTE</strong> This error can be returned by STAT in an ALLOCATE statement.</td>
</tr>
<tr>
<td>182</td>
<td>severe (182): floating invalid - possible uninitialized real/complex variable.</td>
</tr>
<tr>
<td></td>
<td>FOR$ IOS_FLTINV_UNINIT. An invalid floating-point operation failed invalid – likely caused by an uninitialized real/complex variable.</td>
</tr>
<tr>
<td>194</td>
<td>severe (194): Run-Time Check Failure. The variable `%s` is being used in `%s` without being defined.</td>
</tr>
<tr>
<td></td>
<td>FOR$ IOS_RTC_UNINIT_USE_SRC. The named variable in the named source file is being used without first being initialized.</td>
</tr>
<tr>
<td>256</td>
<td>severe (256): Unformatted I/O to unit open for formatted transfers</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_UNFIO_FMT. Attempted unformatted I/O to a unit where the OPEN statement (FORM specifier) indicated the file was formatted. Check that the correct unit (file) was specified. If the FORM specifier was not present in the OPEN statement and the file contains unformatted data, specify FORM='UNFORMATTED' in the OPEN statement. Otherwise, if appropriate, use formatted I/O (such as list-directed or namelist I/O).</td>
</tr>
<tr>
<td>257</td>
<td>severe (257): Formatted I/O to unit open for unformatted transfers</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FMTIO_UNF. Attempted formatted I/O (such as list-directed or namelist I/O) to a unit where the OPEN statement indicated the file was unformatted (FORM specifier). Check that the correct unit (file) was specified. If the FORM specifier was not present in the OPEN statement and the file contains formatted data, specify FORM='FORMATTED' in the OPEN statement. Otherwise, if appropriate, use unformatted I/O.</td>
</tr>
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</tr>
<tr>
<td>259</td>
<td><strong>severe (259): Sequential-access I/O to unit open for direct access</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_SEQIO_DIR. The OPEN statement for this unit number specified direct access and the I/O statement specifies sequential access. Check the OPEN statement and make sure the I/O statement uses the correct unit number and type of access.</td>
</tr>
<tr>
<td>264</td>
<td><strong>severe (264): operation requires file to be on disk or tape</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_OPEREQDIS. Attempted to use a BACKSPACE statement on such devices as a terminal.</td>
</tr>
<tr>
<td>265</td>
<td><strong>severe (265): operation requires sequential file organization and access</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_OPEREQSEQ. Attempted to use a BACKSPACE statement on a file whose organization was not sequential or whose access was not sequential. A BACKSPACE statement can only be used for sequential files opened for sequential access.</td>
</tr>
<tr>
<td>266</td>
<td><strong>error (266): Fortran abort routine called</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_PROABOUSE. The program called the abort routine to terminate itself.</td>
</tr>
<tr>
<td>268</td>
<td><strong>severe (268): End of record during read</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_ENDRECDUR. An end-of-record condition was encountered during execution of a non-advancing I/O READ statement that did not specify the EOR branch specifier.</td>
</tr>
<tr>
<td>296</td>
<td><strong>info(296): nn floating inexact traps</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FLOINEEXC. The total number of floating-point inexact data traps encountered during program execution was $nn$. This summary message appears at program completion.</td>
</tr>
<tr>
<td>297</td>
<td><strong>info (297): nn floating invalid traps</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FLOINVEXC. The total number of floating-point invalid data traps encountered during program execution was $nn$. This summary message appears at program completion.</td>
</tr>
<tr>
<td>298</td>
<td><strong>info (298): nn floating overflow traps</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FLOOVFEXC. The total number of floating-point overflow traps encountered during program execution was $nn$. This summary message appears at program completion.</td>
</tr>
<tr>
<td>299</td>
<td><strong>info (299): nn floating divide-by-zero traps</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FLODIV0EXC. The total number of floating-point divide-by-zero traps encountered during program execution was $nn$. This summary message appears at program completion.</td>
</tr>
<tr>
<td>300</td>
<td><strong>info (300): nn floating underflow traps</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_FLOUNDEXC. The total number of floating-point underflow traps encountered during program execution was $nn$. This summary message appears at program completion.</td>
</tr>
<tr>
<td>529</td>
<td><strong>Info (529): Attempt to close a unit which was not open.</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_SYNERRNAM. The unit number specified on a CLOSE statement is not currently open.</td>
</tr>
<tr>
<td>540</td>
<td><strong>severe (540): Array or substring subscript expression out of range</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6096. An expression used to index an array was smaller than the lower dimension bound or larger than the upper dimension bound.</td>
</tr>
<tr>
<td>541</td>
<td><strong>severe (541): CHARACTER substring expression out of range</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6097. An expression used to index a character substring was illegal.</td>
</tr>
<tr>
<td>542</td>
<td><strong>severe (542): Label not found in assigned GOTO list</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6098. The label assigned to the integer-variable name was not specified in the label list of the assigned GOTO statement.</td>
</tr>
<tr>
<td>Number</td>
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<tr>
<td>--------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>543</td>
<td><strong>severe (543): INTEGER arithmetic overflow</strong>&lt;br&gt;FOR$IOS_F6099. This error occurs whenever integer arithmetic results in overflow.</td>
</tr>
<tr>
<td>544</td>
<td><strong>severe (544): INTEGER overflow on input</strong>&lt;br&gt;FOR$IOS_F6100. An integer item exceeded the legal size limits.&lt;br&gt;• An INTEGER (1) item must be in the range -127 to 128.&lt;br&gt;• An INTEGER (2) item must be in the range -32,767 to 32,768.&lt;br&gt;• An INTEGER (4) item must be in the range -2,147,483,647 to 2,147,483,648.</td>
</tr>
<tr>
<td>545</td>
<td><strong>severe (545): Invalid INTEGER</strong>&lt;br&gt;FOR$IOS_F6101. Either an illegal character appeared as part of an integer, or a numeric character larger than the radix was used in an alternate radix specifier.</td>
</tr>
<tr>
<td>546</td>
<td><strong>severe (546): REAL indefinite (uninitialized or previous error)</strong>&lt;br&gt;FOR$IOS_F6102. An invalid real number was read from a file, an internal variable, or the console. This can happen if an invalid number is generated by passing an illegal argument to an intrinsic function -- for example, $SQRT(-1)$ or $ASIN(2)$. If the invalid result is written and then later read, the error will be generated.</td>
</tr>
<tr>
<td>547</td>
<td><strong>severe (547): Invalid REAL</strong>&lt;br&gt;FOR$IOS_F103. An illegal character appeared as part of a real number.</td>
</tr>
<tr>
<td>548</td>
<td><strong>severe (548): REAL math overflow</strong>&lt;br&gt;FOR$IOS_F6104. A real value was too large. Floating-point overflows in either direct or emulated mode generate NaN (Not-A-Number) exceptions, which appear in the output field as asterisks (*) or the letters NAN.</td>
</tr>
<tr>
<td>550</td>
<td><strong>severe (550): INTEGER assignment overflow</strong>&lt;br&gt;FOR$IOS_F6106. This error occurs when assignment to an integer is out of range.</td>
</tr>
<tr>
<td>551</td>
<td><strong>severe (551): Formatted I/O not consistent with OPEN options</strong>&lt;br&gt;FOR$IOS_F6200. The program tried to perform formatted I/O on a unit opened with FORM='UNFORMATTED' or FORM='BINARY'.</td>
</tr>
<tr>
<td>552</td>
<td><strong>severe (552): List-directed I/O not consistent with OPEN options</strong>&lt;br&gt;FOR$IOS_F6201. The program tried to perform list-directed I/O on a file that was not opened with FORM='FORMATTED' and ACCESS='SEQUENTIAL'.</td>
</tr>
<tr>
<td>553</td>
<td><strong>severe (553): Terminal I/O not consistent with OPEN options</strong>&lt;br&gt;FOR$IOS_F6202. When a special device such as CON, LPT1, or PRN is opened in an OPEN statement, its access must be sequential and its format must be either formatted or binary. By default ACCESS='SEQUENTIAL' and FORM='FORMATTED' in OPEN statements.&lt;br&gt;To generate this error the device's OPEN statement must contain an option not appropriate for a terminal device, such as ACCESS='DIRECT' or FORM='UNFORMATTED'.</td>
</tr>
<tr>
<td>554</td>
<td><strong>severe (554): Direct I/O not consistent with OPEN options</strong>&lt;br&gt;FOR$IOS_F6203. A REC= option was included in a statement that transferred data to a file that was opened with the ACCESS='SEQUENTIAL' option.</td>
</tr>
<tr>
<td>555</td>
<td><strong>severe (555): Unformatted I/O not consistent with OPEN options</strong>&lt;br&gt;FOR$IOS_F6204. If a file is opened with FORM='FORMATTED', unformatted or binary data transfer is prohibited.</td>
</tr>
<tr>
<td>Number</td>
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</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>556</td>
<td><strong>severe (556): A edit descriptor expected for CHARACTER</strong>&lt;br&gt;FOR$IOS_F6205. The A edit descriptor was not specified when a character data item was read or written using formatted I/O.</td>
</tr>
<tr>
<td>557</td>
<td><strong>severe (557): E, F, D, or G edit descriptor expected for REAL</strong>&lt;br&gt;FOR$IOS_F6206. The E, F, D, or G edit descriptor was not specified when a real data item was read or written using formatted I/O.</td>
</tr>
<tr>
<td>558</td>
<td><strong>severe (558): I edit descriptor expected for INTEGER</strong>&lt;br&gt;FOR$IOS_F6207. The I edit descriptor was not specified when an integer data item was read or written using formatted I/O.</td>
</tr>
<tr>
<td>559</td>
<td><strong>severe (559): L edit descriptor expected for LOGICAL</strong>&lt;br&gt;FOR$IOS_F6208. The L edit descriptor was not specified when a logical data item was read or written using formatted I/O.</td>
</tr>
<tr>
<td>560</td>
<td><strong>severe (560): File already open: parameter mismatch</strong>&lt;br&gt;FOR$IOS_F6209. An OPEN statement specified a connection between a unit and a filename that was already in effect. In this case, only the BLANK= option can have a different setting.</td>
</tr>
<tr>
<td>561</td>
<td><strong>severe (561): Namelist I/O not consistent with OPEN options</strong>&lt;br&gt;FOR$IOS_F6210. The program tried to perform namelist I/O on a file that was not opened with FORM='FORMATTED' and ACCESS='SEQUENTIAL'.</td>
</tr>
<tr>
<td>562</td>
<td><strong>severe (562): IOFOCUS option illegal with non-window unit</strong>&lt;br&gt;FOR$IOS_F6211. IOFOCUS was specified in an OPEN or INQUIRE statement for a non-window unit. The IOFOCUS option can only be used when the unit opened or inquired about is a QuickWin child window.</td>
</tr>
<tr>
<td>563</td>
<td><strong>severe (563): IOFOCUS option illegal without QuickWin</strong>&lt;br&gt;FOR$IOS_F6212. IOFOCUS was specified in an OPEN or INQUIRE statement for a non-QuickWin application. The IOFOCUS option can only be used when the unit opened or inquired about is a QuickWin child window.</td>
</tr>
<tr>
<td>564</td>
<td><strong>severe (564): TITLE illegal with non-window unit</strong>&lt;br&gt;FOR$IOS_F6213. TITLE was specified in an OPEN or INQUIRE statement for a non-window unit. The TITLE option can only be used when the unit opened or inquired about is a QuickWin child window.</td>
</tr>
<tr>
<td>565</td>
<td><strong>severe (565): TITLE illegal without QuickWin</strong>&lt;br&gt;FOR$IOS_F6214. TITLE was specified in an OPEN or INQUIRE statement for a non-QuickWin application. The TITLE option can only be used when the unit opened or inquired about is a QuickWin child window.</td>
</tr>
<tr>
<td>566</td>
<td><strong>severe (566): KEEP illegal for scratch file</strong>&lt;br&gt;FOR$IOS_F6300. STATUS='KEEP' was specified for a scratch file; this is illegal because scratch files are automatically deleted at program termination.</td>
</tr>
<tr>
<td>567</td>
<td><strong>severe (567): SCRATCH illegal for named file</strong>&lt;br&gt;FOR$IOS_F6301. STATUS='SCRATCH' should not be used in a statement that includes a filename.</td>
</tr>
<tr>
<td>568</td>
<td><strong>severe (568): Multiple radix specifiers</strong></td>
</tr>
</tbody>
</table>
FOR$IOS_F6302. More than one alternate radix for numeric I/O was specified. F6302 can indicate an error in spacing or a mismatched format for data of different radices.

569 severe (569): Illegal radix specifier
FOR$IOS_F6303. A radix specifier was not between 2 and 36, inclusive. Alternate radix constants must be of the form n#ddd... where n is a radix from 2 to 36 inclusive and ddd... are digits with values less than the radix. For example, 3#12 and 34#7AX are valid constants with valid radix specifiers. 245#7A and 39#12 do not have valid radix specifiers and generate error 569 if input.

570 severe (570): Illegal STATUS value
FOR$IOS_F6304. An illegal value was used with the STATUS option.
STATUS accepts the following values:
- 'KEEP' or 'DELETE' when used with CLOSE statements
- 'OLD', 'NEW', 'SCRATCH', or 'UNKNOWN' when used with OPEN statements

571 severe (571): Illegal MODE value
FOR$IOS_F6305. An illegal value was used with the MODE option.
MODE accepts the values 'READ', 'WRITE', or 'READWRITE'.

572 severe (572): Illegal ACCESS value
FOR$IOS_F6306. An illegal value was used with the ACCESS option.
ACCESS accepts the values 'SEQUENTIAL' and 'DIRECT'.

573 severe (573): Illegal BLANK value
FOR$IOS_F6307. An illegal value was used with the BLANK option.
BLANK accepts the values 'NULL' and 'ZERO'.

574 severe (574): Illegal FORM value
FOR$IOS_F6308. An illegal value was used with the FORM option.
FORM accepts the following values: 'FORMATTED', 'UNFORMATTED', and 'BINARY'.

575 severe (575): Illegal SHARE value
FOR$IOS_F6309. An illegal value was used with the SHARE option.
SHARE accepts the values 'COMPAT', 'DENYRW', 'DENYWR', 'DENYRD', and 'DENYNONE'.

577 severe (577): Illegal record number
FOR$IOS_F6311. An invalid number was specified as the record number for a direct-access file. The first valid record number for direct-access files is 1.

578 severe (578): No unit number associated with *
FOR$IOS_F6312. In an INQUIRE statement, the NUMBER option was specified for the file associated with * (console).

580 severe (580): Illegal unit number
FOR$IOS_F6314. An illegal unit number was specified.
Legal unit numbers can range from 0 through 2**31-1, inclusive.

581 severe (581): Illegal RECL value
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<tbody>
<tr>
<td>582</td>
<td>severe (582): Array already allocated</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6315. A negative or zero record length was specified for a direct file. The smallest valid record length for direct files is 1.</td>
</tr>
<tr>
<td>583</td>
<td>severe (583): Array size zero or negative</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6316. The program attempted to ALLOCATE an already allocated array.</td>
</tr>
<tr>
<td>584</td>
<td>severe (584): Non–HUGE array exceeds 64K</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6317. The size specified for an array in an ALLOCATE statement must be greater than zero.</td>
</tr>
<tr>
<td>585</td>
<td>severe (585): Array not allocated</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6318. The program attempted to DEALLOCATE an array that was never allocated.</td>
</tr>
<tr>
<td>586</td>
<td>severe (586): BACKSPACE illegal on terminal device</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6400. A BACKSPACE statement specified a unit connected to a terminal device such as a terminal or printer.</td>
</tr>
<tr>
<td>587</td>
<td>severe (587): EOF illegal on terminal device</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6401. An EOF intrinsic function specified a unit connected to a terminal device such as a terminal or printer.</td>
</tr>
<tr>
<td>588</td>
<td>severe (588): ENDFILE illegal on terminal device</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6402. An ENDFILE statement specified a unit connected to a terminal device such as a terminal or printer.</td>
</tr>
<tr>
<td>589</td>
<td>severe (589): REWIND illegal on terminal device</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6403. A REWIND statement specified a unit connected to a terminal device such as a terminal or printer.</td>
</tr>
<tr>
<td>590</td>
<td>severe (590): DELETE illegal for read-only file</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6404. A CLOSE statement specified STATUS='DELETE' for a read-only file.</td>
</tr>
<tr>
<td>591</td>
<td>severe (591): External I/O illegal beyond end of file</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6405. The program tried to access a file after executing an ENDFILE statement or after it encountered the end-of-file record during a read operation. A BACKSPACE, REWIND, or OPEN statement must be used to reposition the file before execution of any I/O statement that transfers data.</td>
</tr>
<tr>
<td>592</td>
<td>severe (592): Truncation error: file closed</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6406.</td>
</tr>
<tr>
<td>593</td>
<td>severe (593): Terminal buffer overflow</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6407. More than 131 characters were input to a record of a unit connected to the terminal (keyboard). Note that the operating system may impose additional limits on the number of characters that can be input to the terminal in a single record.</td>
</tr>
<tr>
<td>594</td>
<td>severe (594): Comma delimiter disabled after left repositioning</td>
</tr>
<tr>
<td>Number</td>
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<tr>
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</tr>
<tr>
<td>FOR$IOS_F6408.</td>
<td>If you have record lengths that exceed the buffer size associated with the record, (for instance, the record is a file with the buffer set by BLOCKSIZE in the OPEN statement), either you should not do left tabbing within the record, or you should not use commas as field delimiters. This is because commas are disabled as input field delimiters if left tabbing leaves the record positioned in a previous buffer.</td>
</tr>
<tr>
<td>FOR$IOS_F6413.</td>
<td>The program tried to connect an already connected file to a new unit. A file can be connected to only one unit at a time.</td>
</tr>
<tr>
<td>FOR$IOS_F6415.</td>
<td>An OPEN statement specified STATUS='NEW' for a file that already exists.</td>
</tr>
<tr>
<td>FOR$IOS_F6416.</td>
<td>An OPEN statement specified STATUS='OLD' for a specified file or a directory path that does not exist.</td>
</tr>
<tr>
<td>FOR$IOS_F6417.</td>
<td>The program exceeded the number of open files the operating system allows.</td>
</tr>
<tr>
<td>FOR$IOS_F6418.</td>
<td>The program exceeded the number of units that can be connected at one time. Units are connected with the OPEN statement.</td>
</tr>
<tr>
<td>FOR$IOS_F6419.</td>
<td>The file was opened with FORM='UNFORMATTED' and ACCESS='SEQUENTIAL', but its internal physical structure was incorrect or inconsistent. Possible causes: the file was created in another mode or by a non-Fortran program.</td>
</tr>
<tr>
<td>FOR$IOS_F6420.</td>
<td>A statement such as BACKSPACE or ENDFILE specified a file that had not yet been opened. (The READ and WRITE statements do not cause this problem because they prompt you for a file if the file has not been opened yet.)</td>
</tr>
</tbody>
</table>

For example, consider you have a file LONG.DAT that is one continuous record with data fields separated by commas. You then set the buffer associated with the file to 512 bytes, read more than one buffer size of data, tab left to data in the previous buffer, and attempt to read further data, as follows:

```fortran
INTEGER value(300)
OPEN (1, FILE = 'LONG.DAT', BLOCKSIZE = 512)s
READ (1, 100) (value(i), i = 1, 300)s
100 FORMAT (290I2, TL50, 10I2)
```

In this case, error 594 occurs.

**severe (599): File already connected to a different unit**

**severe (600): Access not allowed**

**severe (601): File already exists**

**severe (602): File not found**

**severe (603): Too many open files**

**severe (604): Too many units connected**

**severe (605): Illegal structure for unformatted file**

**severe (606): Unknown unit number**

**severe (607): File read-only or locked against writing**
FOR$IOS_F6421. The program tried to transfer data to a file that was opened in read-only mode or locked against writing.

The error message may indicate a **CLOSE** error when the fault is actually coming from **WRITE**. This is because the error is not discovered until the program tries to write buffered data when it closes the file.

### Severe (608): No space left on device

FOR$IOS_F6422. The program tried to transfer data to a file residing on a device (such as a hard disk) that was out of storage space.

### Severe (609): Too many threads

FOR$IOS_F6423. Too many threads were active simultaneously. At most, 32 threads can be active at one time. Close any unnecessary processes or child windows within your application.

### Severe (610): Invalid argument

FOR$IOS_F6424.

### Severe (611): BACKSPACE illegal for SEQUENTIAL write-only files

FOR$IOS_F6425. The **BACKSPACE** statement is not allowed in files opened with **MODE='WRITE'** (write-only status) because **BACKSPACE** requires reading the previous record in the file to provide positioning.

Resolve the problem by giving the file read access or by avoiding the **BACKSPACE** statement.

Note that the **REWIND** statement is valid for files opened as write-only.

### Severe (612): File not open for reading or file locked

FOR$IOS_F6500. The program tried to read from a file that was not opened for reading or was locked.

### Severe (613): End of file encountered

FOR$IOS_F6501. The program tried to read more data than the file contains.

### Severe (614): Positive integer expected in repeat field

FOR$IOS_F6502. When the **i*c** form is used in list-directed input, the **i** must be a positive integer. For example, consider the following statement:

```fortran
READ(*,*) a, b
```

Input 2*56.7 is accepted, but input 2.1*56.7 returns error 614.

### Severe (615): Multiple repeat field

FOR$IOS_F6503. In list-directed input of the form **i*c**, an extra repeat field was used. For example, consider the following:

```fortran
READ(*,*) I, J, K
```

Input of 2*1*3 returns this error. The 2*1 means send two values, each 1; the *3 is an error.

### Severe (616): Invalid number in input

FOR$IOS_F6504. Some of the values in a list-directed input record were not numeric. For example, consider the following:

```fortran
READ(*,*) I, J
```

The preceding statement would cause this error if the input were: 123 'abc'.

### Severe (617): Invalid string in input

FOR$IOS_F6505. A string item was not enclosed in single quotation marks.
618 **severe (618): Comma missing in COMPLEX input**

FOR$IOS_F6506. When using list-directed input, the real and imaginary components of a complex number were not separated by a comma.

619 **severe (619): T or F expected in LOGICAL read**

FOR$IOS_F6507. The wrong format was used for the input field for logical data.

The input field for logical data consists of optional blanks, followed by an optional decimal point, followed by a T for true or F for false. The T or F may be followed by additional characters in the field, so that .TRUE. and .FALSE. are acceptable input forms.

620 **severe (620): Too many bytes read from unformatted record**

FOR$IOS_F6508. The program tried to read more data from an unformatted file than the current record contained. If the program was reading from an unformatted direct file, it tried to read more than the fixed record length as specified by the `RECL` option. If the program was reading from an unformatted sequential file, it tried to read more data than was written to the record.

621 **severe (621): H or apostrophe edit descriptor illegal on input**

FOR$IOS_F6509. Hollerith (H) or apostrophe edit descriptors were encountered in a format used by a `READ` statement.

622 **severe (622): Illegal character in hexadecimal input**

FOR$IOS_F6510. The input field contained a character that was not hexadecimal.

Legal hexadecimal characters are 0 - 9 and A - F.

623 **severe (623): Variable name not found**

FOR$IOS_F6511. A name encountered on input from a namelist record is not declared in the corresponding `NAMELIST` statement.

624 **severe (624): Invalid NAMELIST input format**

FOR$IOS_F6512. The input record is not in the correct form for `NAMELIST` input.

625 **severe (625): Wrong number of array dimensions**

FOR$IOS_F6513. In `NAMELIST` input, an array name was qualified with a different number of subscripts than its declaration, or a non-array name was qualified.

626 **severe (626): Array subscript exceeds allocated area**

FOR$IOS_F6514. A subscript was specified in `NAMELIST` input which exceeded the declared dimensions of the array.

627 **severe (627): Invalid subrange in NAMELIST input**

FOR$IOS_F6515. A character item in namelist input was qualified with a subrange that did not meet the requirement that $1 <= e1 <= e2 <= len$ (where "len" is the length of the character item, "e1" is the leftmost position of the substring, and "e2" is the rightmost position of the substring).

628 **severe (628): Substring range specified on non-CHARACTER item**

FOR$IOS_F6516. A non-CHARACTER item in namelist input was qualified with a substring range.

629 **severe (629): Internal file overflow**

FOR$IOS_F6600. The program either overflowed an internal-file record or tried to write to a record beyond the end of an internal file.

630 **severe (630): Direct record overflow**
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>631</td>
<td><strong>severe (631): Numeric field bigger than record size</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6601. The program tried to write more than the number of bytes specified in the RECL option to an individual record of a direct-access file.</td>
</tr>
<tr>
<td>632</td>
<td><strong>severe (632): Heap space limit exceeded</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6700. The program ran out of heap space. The ALLOCATE statement and various internal functions allocate memory from the heap. This error will be generated when the last of the heap space is used up.</td>
</tr>
<tr>
<td>633</td>
<td><strong>severe (633): Scratch file name limit exceeded</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6701. The program exhausted the template used to generate unique scratch-file names. The maximum number of scratch files that can be open at one time is 26.</td>
</tr>
<tr>
<td>634</td>
<td><strong>severe (634): D field exceeds W field in ES edit descriptor</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6970. The specified decimal length ( d ) exceeds the specified total field width ( w ) in an ES edit descriptor.</td>
</tr>
<tr>
<td>635</td>
<td><strong>severe (635): D field exceeds W field in EN edit descriptor</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6971. The specified decimal length ( d ) exceeds the specified total field width ( w ) in an EN edit descriptor.</td>
</tr>
<tr>
<td>636</td>
<td><strong>severe (636): Exponent of 0 not allowed in format</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6972.</td>
</tr>
<tr>
<td>637</td>
<td><strong>severe (637): Integer expected in format</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6980. An edit descriptor lacked a required integer value. For example, consider the following:</td>
</tr>
<tr>
<td></td>
<td>```fortran</td>
</tr>
<tr>
<td></td>
<td>WRITE(*, 100) I, J</td>
</tr>
<tr>
<td></td>
<td>100 FORMAT (I2, TL, I2)</td>
</tr>
<tr>
<td></td>
<td>```fortran</td>
</tr>
<tr>
<td></td>
<td>The preceding code will cause this error because an integer is expected after ( TL ).</td>
</tr>
<tr>
<td>638</td>
<td><strong>severe (638): Initial left parenthesis expected in format</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6981. A format did not begin with a left parenthesis ( ( ( ).</td>
</tr>
<tr>
<td>639</td>
<td><strong>severe (639): Positive integer expected in format</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6982. A zero or negative integer value was used in a format.</td>
</tr>
<tr>
<td></td>
<td>Negative integer values can appear only with the ( P ) edit descriptor. Integer values of 0 can appear only in the ( d ) and ( m ) fields of numeric edit descriptors.</td>
</tr>
<tr>
<td>640</td>
<td><strong>severe (640): Repeat count on nonrepeatable descriptor</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6983. One or more ( BN, BZ, S, SS, SP, T, TL, TR, /, $, :, or apostrophe ('') ) edit descriptors had repeat counts associated with them.</td>
</tr>
<tr>
<td>641</td>
<td><strong>severe (641): Integer expected preceding H, X, or P edit descriptor</strong></td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6984. An integer did not precede a (nonrepeatable) ( H, X, ) or ( P ) edit descriptor. The correct formats for these descriptors are ( n_i ), ( nx ), and ( kp ), respectively, where ( n ) is a positive integer and ( k ) is an optionally signed integer.</td>
</tr>
<tr>
<td>642</td>
<td><strong>severe (642): N or Z expected after B in format</strong></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Severity Level, Number, and Message Text; Condition Symbol and Explanation

 FOR$IOS_F6985. To control interpretation of embedded and trailing blanks within numeric input fields, you must specify BN (to ignore them) or BZ (to interpret them as zeros).

643  severe (643): Format nesting limit exceeded
 FOR$IOS_F6986. More than sixteen sets of parentheses were nested inside the main level of parentheses in a format.

644  severe (644): '.' expected in format
 FOR$IOS_F6987. No period appeared between the $ and d fields of a D, E, F, or G edit descriptor.

645  severe (645): Unexpected end of format
 FOR$IOS_F6988. An incomplete format was used.
 Improperly matched parentheses, an unfinished Hollerith (H) descriptor, or another incomplete descriptor specification can cause this error.

646  severe (646): Unexpected character in format
 FOR$IOS_F6989. A character that cannot be interpreted as part of a valid edit descriptor was used in a format. For example, consider the following:

```plaintext
WRITE(*, 100) I, J
100 FORMAT (I2, TL4.5, I2)
```

The code will generate this error because TL4.5 is not a valid edit descriptor. An integer must follow TL.

647  severe (647): M field exceeds W field in I edit descriptor
 FOR$IOS_F6990. In syntax Iw.m, the value of m cannot exceed the value of w.

648  severe (648): Integer out of range in format
 FOR$IOS_F6991. An integer value specified in an edit descriptor was too large to represent as a 4-byte integer.

649  severe (649): format not set by ASSIGN
 FOR$IOS_F6992. The format specifier in a READ, WRITE, or PRINT statement was an integer variable, but an ASSIGN statement did not properly assign it the statement label of a FORMAT statement in the same program unit.

650  severe (650): Separator expected in format
 FOR$IOS_F6993. Within format specifications, edit descriptors must be separated by commas or slashes (/).

651  severe (651): %c or $: nonstandard edit descriptor in format
 FOR$IOS_F6994.

652  severe (652): Z: nonstandard edit descriptor in format
 FOR$IOS_F6995. Z is not a standard edit descriptor in format.
 If you want to transfer hexadecimal values, you must use the edit descriptor form Zw\.m], where w is the field width and m is the minimum number of digits that must be in the field (including leading zeros).

653  severe (653): DOS graphics not supported under Windows NT
 FOR$IOS_F6996.

654  severe (654): Graphics error
<table>
<thead>
<tr>
<th>Number</th>
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</tr>
</thead>
<tbody>
<tr>
<td>655</td>
<td>severe (655): Using QuickWin is illegal in console application</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6998. A call to QuickWin from a console application was encountered during execution.</td>
</tr>
<tr>
<td>656</td>
<td>severe (656): Illegal 'ADVANCE' value</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6999. The ADVANCE option can only take the values 'YES' and 'NO'. ADVANCE='YES' is the default. ADVANCE is a READ statement option.</td>
</tr>
<tr>
<td>657</td>
<td>severe (657): DIM argument to SIZE out of range</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6702. The argument specified for DIM must be greater than or equal to 1, and less than or equal to the number of dimensions in the specified array. Consider the following:</td>
</tr>
<tr>
<td></td>
<td>```</td>
</tr>
<tr>
<td></td>
<td>i = SIZE (array, DIM = dim)</td>
</tr>
<tr>
<td></td>
<td>```</td>
</tr>
<tr>
<td></td>
<td>In this case, 1 &lt;= dim &lt;= n, where n is the number of dimensions in array.</td>
</tr>
<tr>
<td>658</td>
<td>severe (657): Undefined POINTER used as argument to ASSOCIATED function</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6703. A POINTER used as an argument to the ASSOCIATED function must be defined; that is, assigned to a target, allocated, or nullified.</td>
</tr>
<tr>
<td>659</td>
<td>severe (659): Reference to uninitialized POINTER</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6704. Except in an assignment statement, a pointer must not be referenced until it has been initialized: assigned to a target, allocated or nullified.</td>
</tr>
<tr>
<td>660</td>
<td>severe (660): Reference to POINTER which is not associated</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6705. Except in an assignment statement and certain procedure references, a pointer must not be referenced until it has been associated: either assigned to a target or allocated.</td>
</tr>
<tr>
<td>661</td>
<td>severe (661): Reference to uninitialized POINTER 'pointer'</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6706. Except in an assignment statement, a pointer must not be referenced until it has been initialized: assigned to a target, allocated or nullified.</td>
</tr>
<tr>
<td>662</td>
<td>severe (662): reference to POINTER 'pointer' which is not associated</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6707. Except in an assignment statement and certain procedure references, a pointer must not be referenced until it has been associated: either assigned to a target or allocated.</td>
</tr>
<tr>
<td>663</td>
<td>severe (663): Out of range: substring starting position 'pos' is less than 1</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6708. A substring starting position must be a positive integer variable or expression that indicates a position in the string: at least 1 and no greater than the length of the string.</td>
</tr>
<tr>
<td>664</td>
<td>severe (664): Out of range: substring ending position 'pos' is greater than string length 'len'</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6709. A substring ending position must be a positive integer variable or expression that indicates a position in the string: at least 1 and no greater than the length of the string.</td>
</tr>
<tr>
<td>665</td>
<td>severe (665): Subscript 'n' of 'str' (value 'val') is out of range ('first:last')</td>
</tr>
<tr>
<td></td>
<td>FOR$IOS_F6710. The subscript for a substring within a string is not a valid string position: at least 1 and no greater than the length of the string.</td>
</tr>
<tr>
<td>666</td>
<td>severe (666): Subscript 'n' of 'str' (value 'val') is out of range ('first:*')</td>
</tr>
</tbody>
</table>
FOR$IOS_F6711. The subscript for a substring within a string is not a valid string position: at least 1 and no greater than the length of the string.

667 severe (667): VECTOR argument to PACK has incompatible character length
FOR$IOS_F6712. The character length of elements in the VECTOR argument to PACK is not the same as the character length of elements in the array to be packed.

668 severe (668): VECTOR argument to PACK is too small
FOR$IOS_F6713. The VECTOR argument to PACK must have at least as many elements as there are true elements in MASK (the array that controls packing).

669 severe (669): SOURCE and PAD arguments to RESHAPE have different character lengths
FOR$IOS_F6714. The character length of elements in the SOURCE and PAD arguments to PACK must be the same.

670 severe (670): Element 'n' of SHAPE argument to RESHAPE is negative
FOR$IOS_F6715. The SHAPE vector specifies the shape of the reshaped array. Since an array cannot have a negative dimension, SHAPE cannot have a negative element.

671 severe (671): SOURCE too small for specified SHAPE in RESHAPE, and no PAD
FOR$IOS_F6716. If there is no PAD array, the SOURCE argument to RESHAPE must have enough elements to make an array of the shape specified by SHAPE.

672 severe (672): Out of memory
FOR$IOS_F6717. The system ran out of memory while trying to make the array specified by RESHAPE. If possible, reset your virtual memory size through the Windows* Control Panel, or close unnecessary applications and deallocate all allocated arrays that are no longer needed.

673 severe (673): SHAPE and ORDER arguments to RESHAPE have different sizes ('size1' and 'size2')
FOR$IOS_F6718. ORDER specifies the order of the array dimensions given in SHAPE, and they must be vectors of the same size.

674 severe (674): Element 'n' of ORDER argument to RESHAPE is out of range ('range')
FOR$IOS_F6719. The ORDER argument specifies the order of the dimensions of the reshaped array, and it must be a permuted list of (1, 2, ..., n) where n is the highest dimension in the reshaped array.

675 severe (675): Value 'val' occurs twice in ORDER argument to RESHAPE
FOR$IOS_F6720. The ORDER vector specifies the order of the dimensions of the reshaped array, and it must be a permuted list of (1, 2, ..., n) where n is the highest dimension in the reshaped array. No dimension can occur twice.

676 severe (676): Impossible nextelt overflow in RESHAPE
FOR$IOS_F6721.

677 severe (677): Invalid value 'dim' for argument DIM for SPREAD of rank 'rank' source
FOR$IOS_F6722. The argument specified for DIM to SPREAD must be greater than or equal to 1, and less than or equal to one larger than the number of dimensions (rank) of SOURCE.
Consider the following statement:

```
result = SPREAD (SOURCE= array, DIM = dim, NCOPIES = k)
```

In this case, $1 <= dim <= n+1$, where $n$ is the number of dimensions in array.
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>678</td>
<td><strong>severe (678): Complex zero raised to power zero</strong>&lt;br&gt;FOR$IOS_F6723. Zero of any type (complex, real, or integer) cannot be raised to zero power.</td>
</tr>
<tr>
<td>679</td>
<td><strong>severe (679): Complex zero raised to negative power</strong>&lt;br&gt;FOR$IOS_F6724. Zero of any type (complex, real, or integer) cannot be raised to a negative power. Raising to a negative power inverts the operand.</td>
</tr>
<tr>
<td>680</td>
<td><strong>severe (680): Impossible error in NAMLIST input</strong>&lt;br&gt;FOR$IOS_F6725.</td>
</tr>
<tr>
<td>681</td>
<td><strong>severe (681): DIM argument to CSHIFT ('dim') is out of range</strong>&lt;br&gt;FOR$IOS_F6726. The optional argument DIM specifies the dimension along which to perform the circular shift, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array to be shifted. That is, $1 \leq DIM \leq n$, where $n$ is the number of dimensions in the array to be shifted.</td>
</tr>
<tr>
<td>682</td>
<td><strong>severe (682): DIM argument ('dim') to CSHIFT is out of range (1:'n')</strong>&lt;br&gt;FOR$IOS_F6727. The optional argument DIM specifies the dimension along which to perform the circular shift, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array to be shifted. That is, $1 \leq DIM \leq n$, where $n$ is the number of dimensions in the array to be shifted.</td>
</tr>
<tr>
<td>683</td>
<td><strong>severe (683): Shape mismatch (dimension 'dim') between ARRAY and SHIFT in CSHIFT</strong>&lt;br&gt;FOR$IOS_F6728. The SHIFT argument to CSHIFT must be either scalar or an array one dimension smaller than the shifted array. If an array, the shape of the SHIFT must conform to the shape of the array being shifted in every dimension except the one being shifted along.</td>
</tr>
<tr>
<td>684</td>
<td><strong>severe (684): Internal error - bad arguments to CSHIFT_CA</strong>&lt;br&gt;FOR$IOS_F6729.</td>
</tr>
<tr>
<td>685</td>
<td><strong>severe (685): Internal error - bad arguments to CSHIFT_CAA</strong>&lt;br&gt;FOR$IOS_F6730.</td>
</tr>
<tr>
<td>686</td>
<td><strong>severe (686): DATE argument to DATE_AND_TIME is too short (LEN='len')</strong>&lt;br&gt;FOR$IOS_F6731. The character DATE argument must have a length of at least eight to contain the complete value.</td>
</tr>
<tr>
<td>687</td>
<td><strong>severe (687): TIME argument to DATE_AND_TIME is too short (LEN='len')</strong>&lt;br&gt;FOR$IOS_F6732. The character TIME argument must have a length of at least ten to contain the complete value.</td>
</tr>
<tr>
<td>688</td>
<td><strong>severe (688): ZONE argument to DATE_AND_TIME is too short (LEN='len')</strong>&lt;br&gt;FOR$IOS_F6733. The character ZONE argument must have a length of at least five to contain the complete value.</td>
</tr>
<tr>
<td>689</td>
<td><strong>severe (689): VALUES argument to DATE_AND_TIME is too small ('size' elements)</strong>&lt;br&gt;FOR$IOS_F6734. The integer VALUES argument must be a one-dimensional array with a size of at least eight to hold all returned values.</td>
</tr>
<tr>
<td>690</td>
<td><strong>severe (690): Out of range: DIM argument to COUNT has value 'dim'</strong>&lt;br&gt;FOR$IOS_F6735. The optional argument DIM specifies the dimension along which to count true elements of MASK, and must be greater than or equal to 1 and less than or equal to the number of dimensions in MASK. That is, $1 \leq DIM \leq n$, where $n$ is the number of dimensions in MASK.</td>
</tr>
<tr>
<td>Number</td>
<td>Severity Level, Number, and Message Text; Condition Symbol and Explanation</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>691</td>
<td><strong>severe (691): Out of range: DIM argument to COUNT has value 'dim' with MASK of rank 'rank'</strong>&lt;br&gt;FOR$IOS_F6736. The optional argument DIM specifies the dimension along which to count true elements of MASK, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) in MASK. That is, $1 &lt;= DIM &lt;= n$, where n is the number of dimensions in MASK.</td>
</tr>
<tr>
<td>692</td>
<td><strong>severe (692): Out of range: DIM argument to PRODUCT has value 'dim'</strong>&lt;br&gt;FOR$IOS_F6737. The optional argument DIM specifies the dimension along which to compute the product of elements in an array, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, $1 &lt;= DIM &lt;= n$, where n is the number of dimensions in array holding the elements to be multiplied.</td>
</tr>
<tr>
<td>693</td>
<td><strong>severe (693): Out of range: DIM argument to PRODUCT has value 'dim' with ARRAY of rank 'rank'</strong>&lt;br&gt;FOR$IOS_F6738. The optional argument DIM specifies the dimension along which to compute the product of elements in an array, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) of the array. That is, $1 &lt;= DIM &lt;= n$, where n is the number of dimensions in array holding the elements to be multiplied.</td>
</tr>
<tr>
<td>694</td>
<td><strong>severe (694): Out of range: DIM argument to SUM has value 'dim' with ARRAY of rank 'rank'</strong>&lt;br&gt;FOR$IOS_F6739. The optional argument DIM specifies the dimension along which to sum the elements of an array, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) of the array. That is, $1 &lt;= DIM &lt;= n$, where n is the number of dimensions in array holding the elements to be summed.</td>
</tr>
<tr>
<td>695</td>
<td><strong>severe (695): Real zero raised to zero power</strong>&lt;br&gt;FOR$IOS_F6740. Zero of any type (real, complex, or integer) cannot be raised to zero power.</td>
</tr>
<tr>
<td>696</td>
<td><strong>severe (696): Real zero raised to negative power</strong>&lt;br&gt;FOR$IOS_F6741. Zero of any type (real, complex, or integer) cannot be raised to a negative power. Raising to a negative power inverts the operand.</td>
</tr>
<tr>
<td>697</td>
<td><strong>severe (697): Out of range: DIM argument to SUM has value 'dim'</strong>&lt;br&gt;FOR$IOS_F6742. The optional argument DIM specifies the dimension along which to sum the elements of an array, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, $1 &lt;= DIM &lt;= n$, where n is the number of dimensions in array holding the elements to be summed.</td>
</tr>
<tr>
<td>698</td>
<td><strong>severe (698): DIM argument ('dim') to EOSHIFT is out of range (1:'n')</strong>&lt;br&gt;FOR$IOS_F6743. The optional argument DIM specifies the dimension along which to perform an end-off shift in an array, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, $1 &lt;= DIM &lt;= n$, where n is the number of dimensions in array holding the elements to be shifted.</td>
</tr>
<tr>
<td>699</td>
<td><strong>severe (699): Shape mismatch (dimension 'dim') between ARRAY and BOUNDARY in EOSHIFT</strong>&lt;br&gt;FOR$IOS_F6744. The BOUNDARY argument to EOSHIFT must be either scalar or an array one dimension smaller than the shifted array. If an array, the shape of the BOUNDARY must conform to the shape of the array being shifted in every dimension except the one being shifted along.</td>
</tr>
<tr>
<td>700</td>
<td><strong>severe (700): DIM argument to EOSHIFT is out of range ('dim')</strong></td>
</tr>
</tbody>
</table>
The optional argument $\text{DIM}$ specifies the dimension along which to perform an end-off shift in an array, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, $1 \leq \text{DIM} \leq n$, where $n$ is the number of dimensions in array holding the elements to be shifted.

701 severe (701): Shape mismatch (dimension 'dim') between ARRAY and SHIFT in EOSHIFT

FOR$I\text{OS}_F6745$. The $\text{SHIFT}$ argument to EOSHIFT must be either scalar or an array one dimension smaller than the shifted array. If an array, the shape of the $\text{SHIFT}$ must conform to the shape of the array being shifted in every dimension except the one being shifted along.

702 severe (702): BOUNDARY argument to EOSHIFT has wrong LEN ('len1 instead of len2')

FOR$I\text{OS}_F6746$. The character length of elements in the BOUNDARY argument and in the array being end-off shifted must be the same.

703 severe (703): BOUNDARY has LEN 'len' instead of 'len' to EOSHIFT

FOR$I\text{OS}_F6747$. 

704 severe (704): Internal error - bad arguments to EOSHIFT

FOR$I\text{OS}_F6748$. 

705 severe (705): GETARG: value of argument 'num' is out of range

FOR$I\text{OS}_F6750$. The value used for the number of the command-line argument to retrieve with GETARG must be 0 or a positive integer. If the number of the argument to be retrieved is greater than the actual number of arguments, blanks are returned, but no error occurs.

706 severe (706): FLUSH: value of LUNIT 'num' is out of range

FOR$I\text{OS}_F6751$. The unit number specifying which I/O unit to flush to its associated file must be an integer between 0 and $2^{31}-1$, inclusive. If the unit number is valid, but the unit is not opened, error F6752 is generated.

707 severe (707): FLUSH: Unit 'n' is not connected

FOR$I\text{OS}_F6752$. The I/O unit specified to be flushed to its associated file is not connected to a file.

708 severe (708): Invalid string length ('len') to ICHAR

FOR$I\text{OS}_F6753$. The character argument to ICHAR must have length of one.

709 severe (709): Invalid string length ('len') to IACHAR

FOR$I\text{OS}_F6754$. The character argument to IACHAR must have length of one.

710 severe (710): Integer zero raised to negative power

FOR$I\text{OS}_F6755$. Zero of any type (integer, real, or complex) cannot be raised to a negative power. Raising to a negative power inverts the operand.

711 severe (711): INTEGER zero raised to zero power

FOR$I\text{OS}_F6756$. Zero of any type (integer, real, or complex) cannot be raised to zero power.

712 severe (712): SIZE argument ('size') to ISHFTC intrinsic out of range

FOR$I\text{OS}_F6757$. The argument $\text{SIZE}$ must be positive and must not exceed the bit size of the integer being shifted. The bit size of this integer can be determined with the function $\text{BIT\_SIZE}$. 

713 severe (713): SHIFT argument ('shift') to ISHFTC intrinsic out of range
FOR$IOS_F6758. The argument \texttt{SHIFT} to \texttt{ISHFTC} must be an integer whose absolute value is less than or equal to the number of bits being shifted: either all bits in the number being shifted or a subset specified by the optional argument \texttt{SIZE}.

714 severe (714): Out of range: DIM argument to LBOUND has value 'dim' FOR$IOS_F6759. The optional argument \texttt{DIM} specifies the dimension whose lower bound is to be returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, $1 \leq \text{DIM} \leq n$, where $n$ is the number of dimensions in array.

715 severe (715): Out of range: DIM argument ('dim') to LBOUND greater than ARRAY rank 'rank' FOR$IOS_F6760. The optional argument \texttt{DIM} specifies the dimension whose lower bound is to be returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) in the array. That is, $1 \leq \text{DIM} \leq n$, where $n$ is the number of dimensions in array.

716 severe (716): Out of range: DIM argument to MAXVAL has value 'dim' FOR$IOS_F6761. The optional argument \texttt{DIM} specifies the dimension along which maximum values are returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, $1 \leq \text{DIM} \leq n$, where $n$ is the number of dimensions in array.

717 severe (717): Out of range: DIM argument to MAXVAL has value 'dim' with ARRAY of rank 'rank' FOR$IOS_F6762. The optional argument \texttt{DIM} specifies the dimension along which maximum values are returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) in the array. That is, $1 \leq \text{DIM} \leq n$, where $n$ is the number of dimensions in array.

718 severe (718): Cannot allocate temporary array -- out of memory FOR$IOS_F6763. There is not enough memory space to hold a temporary array.

Dynamic memory allocation is limited by several factors, including swap file size and memory requirements of other applications that are running. If you encounter an unexpectedly low limit, you might need to reset your virtual memory size through the Windows Control Panel or redefine the swap file size. Allocated arrays that are no longer needed should be deallocated.

719 severe (719): Attempt to DEALLOCATE part of a larger object FOR$IOS_F6764. An attempt was made to \texttt{DEALLOCATE} a pointer to an array subsection or an element within a derived type. The whole data object must be deallocated; parts cannot be deallocated.

720 severe (720): Pointer in DEALLOCATE is ASSOCIATED with an ALLOCATABLE array FOR$IOS_F6765. Deallocating a pointer associated with an allocatable target is illegal. Instead, deallocate the target the pointer points to, which frees memory and disassociates the pointer.

721 severe (721): Attempt to DEALLOCATE an object which was not allocated FOR$IOS_F6766. You cannot deallocate an array unless it has been previously allocated. You cannot deallocate a pointer whose target was not created by allocation. The intrinsic function \texttt{ALLOCATED} can be used to determine whether an allocatable array is currently allocated.

722 severe (722): Cannot ALLOCATE scalar POINTER -- out of memory FOR$IOS_F6767. There is not enough memory space to allocate the pointer.
<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
</table>

Dynamic memory allocation is limited by several factors, including swap file size and memory requirements of other applications that are running. If you encounter an unexpectedly low limit, you might need to reset your virtual memory size through the Windows Control Panel or redefine the swap file size. Allocated arrays that are no longer needed should be deallocated.

723 **severe (723): DEALLOCATE: object not allocated/associated**

FOR$IOS_F6768. You cannot deallocate an array unless it has been previously allocated. You cannot deallocate a pointer whose target was not created by allocation, or a pointer that has undefined association status.

The intrinsic function `ALLOCATED` can be used to determine whether an allocatable array is currently allocated.

724 **severe (724): Cannot ALLOCATE POINTER array -- out of memory**

FOR$IOS_F6769. There is not enough memory space to allocate the `POINTER` array.

Dynamic memory allocation is limited by several factors, including swap file size and memory requirements of other applications that are running. If you encounter an unexpectedly low limit, you might need to reset your virtual memory size through the Windows Control Panel or redefine the swap file size. Allocated arrays that are no longer needed should be deallocated.

725 **severe (725): DEALLOCATE: Array not allocated**

FOR$IOS_F6770. It is illegal to `DEALLOCATE` an array that is not allocated. You can check the allocation status of an array before deallocating with the `ALLOCATED` function.

726 **severe (726): DEALLOCATE: Character array not allocated**

FOR$IOS_F6771. It is illegal to `DEALLOCATE` an array that is not allocated. You can check the allocation status of an array before deallocating with the `ALLOCATED` function.

727 **severe (727): Cannot ALLOCATE allocatable array -- out of memory**

FOR$IOS_F6772. There is not enough memory space to hold the array.

Dynamic memory allocation is limited by several factors, including swap file size and memory requirements of other applications that are running. If you encounter an unexpectedly low limit, you might need to reset your virtual memory size through the Windows Control Panel or redefine the swap file size. Allocated arrays that are no longer needed should be deallocated.

An automatic data object is an object that is declared in a procedure subprogram or interface, is not a dummy argument, and depends on a nonconstant expression. For example:

```
SUBROUTINE  EXAMPLE (N)
  DIMENSION A (N, 5), B(10*N)
```

The arrays A and B in the example are automatic data objects.

728 **severe (728): Cannot allocate automatic object -- out of memory**

FOR$IOS_F6773. There is not enough memory space to hold the automatic data object.

Dynamic memory allocation is limited by several factors, including swap file size and memory requirements of other applications that are running. If you encounter an unexpectedly low limit, you might need to reset your virtual memory size through the Windows Control Panel or redefine the swap file size. Allocated arrays that are no longer needed should be deallocated.

729 **severe (729): DEALLOCATE failure: ALLOCATABLE array is not ALLOCATED**

FOR$IOS_F6774. It is illegal to `DEALLOCATE` an array that is not allocated. You can check the allocation status of an array before deallocating with the `ALLOCATED` function.

730 **severe (730): Out of range: DIM argument to MINVAL has value 'dim'**
FOR$IOS_F6775. The optional argument DIM specifies the dimension along which minimum values are returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, 1 <= DIM <= n, where n is the number of dimensions in array.

731 severe (731): Out of range: DIM argument to MINVAL has value 'dim' with ARRAY of rank 'rank'

FOR$IOS_F6776. The optional argument DIM specifies the dimension along which minimum values are returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) in the array. That is, 1 <= DIM <= n, where n is the number of dimensions in array.

732 severe (732): P argument to MOD is double precision zero

FOR$IOS_F6777. MOD(A, P) is computed as A - INT(A, P) * P. P cannot be zero.

733 severe (733): P argument to MOD is integer zero

FOR$IOS_F6778. MOD(A, P) is computed as A - INT(A, P) * P. P cannot be zero.

734 severe (734): P argument to MOD is real zero

FOR$IOS_F6779. MOD(A, P) is computed as A - INT(A, P) * P. P cannot be zero.

735 severe (735): P argument to MODULO is real zero

FOR$IOS_F6780. MODULO(A, P) for real numbers is computed as A - FLOOR(A, P) * P. So, P cannot be zero.

736 severe (736): P argument to MODULO is zero

FOR$IOS_F6781. In the function, MODULO(A, P), P cannot be zero.

737 severe (737): Argument S to NEAREST is zero

FOR$IOS_F6782. The sign of the S argument to NEAREST(X, S) determines the direction of the search for the nearest number to X, and cannot be zero.

738 severe (738): Heap storage exhausted

FOR$IOS_F6783.

739 severe (739): PUT argument to RANDOM_SEED is too small

FOR$IOS_F6784. The integer array PUT must be greater than or equal to the number of integers the processor uses to set the seed value. This number can be determined by calling RANDOM_SEED with the SIZE argument. For example:

```
INTEGER, ALLOCATABLE SEED
CALL RANDOM_SEED( )        ! initialize processor
CALL RANDOM_SEED(SIZE = K) ! get size of seed
ALLOCATE SEED(K)            ! allocate array
CALL RANDOM_SEED(PUT = SEED) ! set the seed
```

NOTE
RANDOM_SEED can be called with at most one argument at a time.

740 severe (740): GET argument to RANDOM_SEED is too small
FOR$IOS_F6785. The integer array GET must be greater than or equal to the number of integers the processor uses to set the seed value. This number can be determined by calling RANDOM_SEED with the SIZE argument. For example:

```fortran
INTEGER, ALLOCATABLE SEED
CALL RANDOM_SEED( )           ! initialize processor
CALL RANDOM_SEED(SIZE = K)    ! get size of seed
ALLOCATE SEED(K)              ! allocate array
CALL RANDOM_SEED(GET = SEED)  ! get the seed
```

**NOTE**

RANDOM_SEED can be called with at most one argument at a time.

<table>
<thead>
<tr>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>741</strong> severe (741): Recursive I/O reference</td>
</tr>
<tr>
<td>FOR$IOS_F6786.</td>
</tr>
<tr>
<td><strong>742</strong> severe (742): Argument to SHAPE intrinsic is not PRESENT</td>
</tr>
<tr>
<td>FOR$IOS_F6787.</td>
</tr>
<tr>
<td><strong>743</strong> severe (743): Out of range: DIM argument to UBOUND had value 'dim'</td>
</tr>
<tr>
<td>FOR$IOS_F6788. The optional argument DIM specifies the dimension whose upper bound is to be returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions in the array. That is, 1 &lt;= DIM &lt;= n, where n is the number of dimensions in array.</td>
</tr>
<tr>
<td><strong>744</strong> severe (744): DIM argument ('dim') to UBOUND greater than ARRAY rank 'rank'</td>
</tr>
<tr>
<td>FOR$IOS_F6789. The optional argument DIM specifies the dimension whose upper bound is to be returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) in the array. That is, 1 &lt;= DIM &lt;= n, where n is the number of dimensions in array.</td>
</tr>
<tr>
<td><strong>745</strong> severe (745): Out of range: UBOUND of assumed-size array with DIM==rank ('rank')</td>
</tr>
<tr>
<td>FOR$IOS_F6790. The optional argument DIM specifies the dimension whose upper bound is to be returned.</td>
</tr>
<tr>
<td>An assumed-size array is a dummy argument in a subroutine or function, and the upper bound of its last dimension is determined by the size of actual array passed to it. Assumed-size arrays have no determined shape, and you cannot use UBOUND to determine the extent of the last dimension. You can use UBOUND to determine the upper bound of one of the fixed dimensions, in which case you must pass the dimension number along with the array name.</td>
</tr>
<tr>
<td><strong>746</strong> severe (746): Out of range: DIM argument ('dim') to UBOUND greater than ARRAY rank</td>
</tr>
<tr>
<td>FOR$IOS_F6791. The optional argument DIM specifies the dimension whose upper bound is to be returned, and must be greater than or equal to 1 and less than or equal to the number of dimensions (rank) in the array. That is, 1 &lt;= DIM &lt;= n, where n is the number of dimensions in array.</td>
</tr>
<tr>
<td><strong>747</strong> severe (747): Shape mismatch: Dimension 'shape' extents are 'ext1' and 'ext2'</td>
</tr>
<tr>
<td>FOR$IOS_F6792.</td>
</tr>
<tr>
<td><strong>748</strong> severe (748): Illegal POSITION value</td>
</tr>
<tr>
<td>FOR$IOS_F6793. An illegal value was used with the POSITION specifier.</td>
</tr>
</tbody>
</table>

POSITION accepts the following values:
• 'ASIS' (the default)
• 'REWRIND' - on Fortran I/O systems, this is the same as 'ASIS'
• 'APPEND'

749 severe (749): Illegal ACTION value
FOR$IOS_F6794. An illegal value was used with the ACTION specifier.
ACTION accepts the following values:
• 'READ'
• 'WRITE'
• 'READWRITE' - the default

750 severe (750): DELIM= specifier not allowed for an UNFORMATTED file
FOR$IOS_F6795. The DELIM specifier is only allowed for files connected for formatted data transfer. It is used to delimit character constants in list-directed an namelist output.

751 severe (751): Illegal DELIM value
FOR$IOS_F6796. An illegal value was used with the DELIM specifier.
DELIM accepts the following values:
• 'APOSTROPHE'
• 'QUOTE'
• 'NONE' - the default

752 severe (752): PAD= specifier not allowed for an UNFORMATTED file
FOR$IOS_F6797. The PAD specifier is only allowed for formatted input records. It indicates whether the formatted input record is padded with blanks when an input list and format specification requires more data than the record contains.

753 severe (753): Illegal PAD= value
FOR$IOS_F6798. An illegal value was used with the PAD specifier.
PAD accepts the following values:
• 'NO'
• 'YES' - the default

754 severe (754): Illegal CARRIAGECONTROL=value
FOR$IOS_F6799. An illegal value was used with the CARRIAGECONTROL specifier.
CARRIAGECONTROL accepts the following values:
• 'FORTRAN' - default if the unit is connected to a terminal or console
• 'LIST' - default for formatted files
• 'NONE' - default for unformatted files

755 severe (755): SIZE= specifier only allowed with ADVANCE='NO'
FOR$IOS_F6800. The SIZE specifier can only appear in a formatted, sequential READ statement that has the specifier ADVANCE='NO' (indicating non-advancing input).

756 severe (756): Illegal character in binary input
FOR$IOS_F6801.
### Signal Handling (Linux® and OS X® only)

A **signal** is an abnormal event generated by one of various sources, such as:

- A user of a terminal.
- Program or hardware error.
- Request of another program.
- When a process is stopped to allow access to the control terminal.

You can optionally set certain events to issue signals, for example:

- When a process resumes after being stopped
- When the status of a child process changes
- When input is ready at the terminal

Some signals terminate the receiving process if no action is taken (optionally creating a **core** file), while others are simply ignored unless the process has requested otherwise.

Except for certain signals, calling the **signal** or **sigaction** routine allows specified signals to be ignored or causes an interrupt (transfer of control) to the location of a user-written signal handler.

You can establish one of the following actions for a signal with a call to **signal**:

- Ignore the specified signal (identified by number).
- Use the default action for the specified signal, which can reset a previously established action.
- Transfer control from the specified signal to a procedure to receive the signal, specified by name.

Calling the **signal** routine lets you change the action for a signal, such as intercepting an operating system signal and preventing the process from being stopped.

The table below shows the signals that the Intel® Fortran RTL arranges to catch when a program is started:

<table>
<thead>
<tr>
<th>Number</th>
<th>Severity Level, Number, and Message Text; Condition Symbol and Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>757</td>
<td><strong>severe</strong> (757): Illegal character in octal input FOR$IOS_F6802.</td>
</tr>
<tr>
<td>758</td>
<td><strong>severe</strong> (758): End of record encountered FOR$IOS_F6803.</td>
</tr>
<tr>
<td>759</td>
<td><strong>severe</strong> (759): Illegal subscript in namelist input record FOR$IOS_F6804.</td>
</tr>
</tbody>
</table>

**Footnotes:**

1 Identifies errors not returned by IOSTAT.
Calling the `signal` routine (specifying the numbers for these signals) results in overwriting the signal-handling facility set up by the Intel® Fortran RTL. The only way to restore the default action is to save the returned value from the first call to `signal`.

When using a debugger, it may be necessary to enter a command to allow the Intel® Fortran RTL to receive and handle the appropriate signals.

**Overriding the Default Run-Time Library Exception Handler**

To override the default run-time library exception handler on Linux* and OS* X, your application must call `signal` to change the action for the signal of interest.

For example, assume that you want to change the signal action to cause your application to call `abort()` and generate a core file.

The following example adds a function named `clear_signal_` to call `signal()` and change the action for the `SIGABRT` signal:

```c
#include <signal.h>

void clear_signal_() { signal (SIGABRT, SIG_DFL); }

int myabort_() {
    abort();
    return 0;
}
```

A call to the `clear_signal_` local routine must be added to main. Make sure that the call appears before any call to the local `myabort_` routine:

```fortran
program aborts
  integer i

  call clear_signal()

  i = 3
  if (i < 5) then
    call myabort()
  end if
end
```

**Advanced Exception and Termination Handling**

**Advanced Exception and Termination Handling Overview**

This section provides information about exception and termination handling issues.

To employ some of the exception handling techniques presented, you will need a C language compiler, which has support for `try-except` constructs or some other form of support for structured exception handling.

**See Also**

- General Default Exception Handling
- Default Console Event Handling
- General Default Termination Handling
- Handlers for the Application (Project) Types
- Providing Your Own Exception/Termination Handler

**General Default Exception Handling**

The Intel® Visual Fortran run-time system provides minimal default support for exception handling, console event handling, and application termination rundown.
The default exception handling support provided depends on the type of application (project type) being developed:

- A default exception handler is included with Fortran Console, Fortran QuickWin, and Fortran Standard Graphics applications.
- No default exception handler is included with Fortran Windows or Fortran DLL applications or with C Console applications that contain Fortran procedures.

When you use the default exception handler, all events are enabled. You cannot connect or disconnect individual events from the default Fortran exception handler. However, you can disable the Fortran exception handler, and enable your own. To disable the exception handler, set the `FOR_IGNORE_EXCEPTIONS` environment variable to TRUE.

Most exceptions captured by the Intel® Visual Fortran default handler are dealt with as severe errors. When an exception occurs, the Fortran run-time system will display an error message and traceback output as described in Understanding Run-Time Errors. A run-time error with a severe error (as described in Run-Time Message Display and Format) causes the Intel® Visual Fortran run-time system to terminate the application. Most I/O programming errors are also severe and will terminate an application.

I/O programming errors are not exceptions and cannot be caught by an exception handler. An unhandled I/O programming error is reported through a different mechanism in the Intel® Visual Fortran run-time system. Regardless of the application (project) type, unhandled I/O programming error will generate an error message and traceback output.

**See Also**

Run-Time Message Display and Format
Understanding Run-Time Errors
Understanding Project Types

**Default Console Event Handling**

When the Fortran run-time system is initialized, it establishes a default console event handler through the `SetConsoleCtrlHandler` Windows API routine. The default handler will respond to the following event types:

- `CTRL_C_EVENT`
- `CTRL_BREAK_EVENT`
- `CTRL_CLOSE_EVENT`

These event types will result in an orderly program abort with an appropriate diagnostic message. To disable this default call to `SetConsoleCtrlHandler`, set an environment variable named `FOR_DISABLE_CONSOLE_CTRL_HANDLER` to the value YES (Y or y), or TRUE (T or t), or a number greater than zero.

Other console events such as a `CTRL_LOGOFF_EVENT` or `CTRL_SHUTDOWN_EVENT` are not handled by the default handler. The handler is notified of these events but returns FALSE to the operating system. This allows an Intel® Visual Fortran application activated as a Windows® service to continue execution when a user logs off.

**See Also**

Establishing Console Event Handlers

**General Default Termination Handling**

When a Fortran Console, Fortran QuickWin, or Fortran Standard Graphics application terminates execution, either by normal termination or due to a severe error or exception, the following actions are taken by the Fortran run-time system:

- Any Open files are closed and the requested `DISPOSITION` operations are performed.
- With a QuickWin application, any open QuickWin windows are closed.
- The C run-time `exit()` routine is called with the status code to return to the operating system. The C run-time `exit()` routine will call the Windows API routine `ExitProcess` to terminate the process. (See `crt0dat.c` in the C run-time sources).
In a Fortran DLL or Fortran Windows* application, any unhandled I/O programming errors will cause the following actions:

- Any Open files are closed and the requested DISPOSITION operations are performed.
- The C run-time exit() routine is called with the status code to return to the operating system. The C run-time exit() routine will call the Windows API routine ExitProcess to terminate the process. (See _crt0dat.c in the C run-time sources.)

Any unhandled exceptions that occur in a Fortran DLL or Fortran Windows application will have application dependent behavior. Since there is no Fortran default handler present, the behavior depends on what you provide for a handler. If you do not explicitly provide a handler, the default mechanisms provided in your main program will determine the behavior. In a Fortran Windows* application, the C run-time system will terminate the application.

Handlers for the Application (Project) Types

To understand how Intel® Fortran handlers are incorporated into your application, and how you might incorporate your own handlers, you should understand how each application type is constructed. This section describes handlers for the various application (project) types.

Fortran Console Applications

Fortran Console applications resemble C applications, with the Intel® Fortran run-time system providing the C main() function.

The entry point for a console application is specified as the C library’s mainCRTStartup() routine (see module _crt0.c in the C run-time sources). This initializes the C run-time system, wraps the Fortran run-time system main() in a try-except construct using the C run-time’s exception filter (_XcptFilter()), and calls the Fortran run-time system main() routine in run-time module _for_main.c. In simplified form, it looks like this:

```c
mainCRTStartup() {
    C initialization code here
    _try {
        more initialization code here
        mainret = main();    /* calls Fortran run-time main() */
        exit(mainret)
    } _except ( _XcptFilter() )
        { _exit ( GetExceptionCode() ) }
}
```

In the Fortran run-time system, main() initializes the Fortran run-time system (if not already initialized), wraps a try-except construct around MAIN__ (the entry point to the Fortran code) with a filter expression that invokes the Fortran run-time system default handler on exceptions, and calls MAIN__. It also wraps a try-finally construct around all of this so run-time system clean up gets done (with for_rtl_finish_) when the program exits. In simplified form, it looks like this:

```c
main() {
    _try {
        _try {
            for_rtl_init()
            MAIN__
        } _except ( expression-invoking-fortran-default-handler )
            { }
    } _finally { for_rtl_finish() }
}
```

In the Fortran code, symbol MAIN__ is the entry point called by the run-time system’s main() routine. MAIN__ has the code to do any further run-time initialization or checks. For example, if the user compiled with the non-default fpe[:]0 option, there would be a call to FOR_SET_FPE to tell the run-time system how to setup/react to floating-point exceptions.
Fortran QuickWin and Standard Graphics Applications

A Fortran QuickWin (including Fortran Standard Graphics) application is a specialized windows application where Intel® Visual Fortran provides the WinMain() function.

The entry point for a QuickWin application is specified as the C library WinMainCRTStartup() routine (see module crt0.c in the C run-time sources). This gets the C run-time initialized, wraps the Intel® Visual Fortran defined WinMain() in a try-except construct using the C run-time exception filter (_XcptFilter()) and calls the Intel® Visual Fortran defined WinMain() routine. In simplified form, it looks like this:

```c
WinMainCRTStartup() {
    C initialization code here
    __try {
        more initialization code here
        mainret = WinMain()      /* calls qwin library WinMain() */
        exit(mainret)
    } __except ( _XcptFilter() )
            { _exit ( GetExceptionCode() ) }
}
```

In the QuickWin library, WinMain() performs some initialization specific to QuickWin, creates a new thread which begins execution at QWINForkMain, and then sits in a message loop directing the action. The message loop is wrapped in a try-except-finally construct which invokes the Fortran run-time system default handler if an exception occurs, and calls for_rtl_finish_ at exit. QWINForkMain() running in the other thread calls the Fortran run-time system main(), which in turn calls MAIN__. In simplified form, it looks like this:

```c
WinMain() {
    Initialization code here
    BeginThreadEx (... , QWINForkMain, ...) 
    __try {
        __try {
            the message loop...
            for_rtl_finish()
            return (msg.wParam)    
        } __except ( expression-invoking-default-fortran-handler )
            { }
        } __finally {
            for_rtl_finish()
            return (msg.wParam)
        }
    }
}
```

QWINForkMain resembles the following:

```c
QWINForkMain() {
    main()      /* calls the CVF rtl main() which calls MAIN__ */
    cleanup and exit...
}
```

The routines main() and MAIN__ are the same as previously described for a Fortran Console application.

Fortran DLL Applications

A Fortran DLL is a collection of one or more routines that you generally call from some other main program. As such, the routines execute in the structure and environment created by the code which calls into the DLL. You can provide DLL initialization through a DllMain() function, but you probably would control general application initialization from the main program.

There are no automatic provisions for any exception handler in a DLL. There is no environment initialization except what you provide. Of course, if your main application is also written in Fortran, you will get the default Fortran handlers provided by that application type.
Fortran Windows* Applications

A Fortran Windows* application has as its entry point WinMainCRTStartup() and each user writes the code for the WinMain function declaration and interface. Examples are provided to show how to do this in Fortran code. The compiler still generates symbol MAIN__ with the initialization code in place, but nothing calls MAIN__. Also, nothing connects up to the run-time system’s main() so there’s no try-except construct to hook in the default Intel® Fortran handler, and no run-time system initialization or cleanup. In simplified form, it looks like this:

```fortran
WinMainCRTStartup() {
  C initialization code
  __try {
    more initialization code
    mainret = WinMain()   /* calls the user's WinMain() */
    exit(mainret)
  } __except (_XcptFilter()) {
    _exit (GetExceptionCode())
  }
}
```

The Fortran code contains:

```fortran
integer(4) function WinMain( HANDLE, HANDLE, LPSTR, int )
  ...
  ! whatever Fortran the user codes here...
  ...
end
```

See Also

for_rtl_finish_
FOR_SET_FPE

Providing Your Own Exception/Termination Handler

For Fortran Console, Fortran QuickWin, and Fortran Standard Graphics applications, the default exception and termination handlers are probably sufficient to meet most needs. As described in Handlers for the Application (Project) Types, Fortran DLL and Fortran Windows* applications do not have default handlers. Whenever the default exception and termination handlers do not meet all your needs, consider providing your own handler. This is really a question you need to answer for each specific application. Some examples:

- Suppose your application creates some files during the course of its execution and you do not want to leave them on the disk if an unexpected error or exception occurs. The default termination actions only cause the files to be closed if you specifically opened them with DISPOSE='DELETE'. But suppose you do not want them deleted under normal termination. If an unexpected event occurs, you need to get control so you can clean up these files as needed.
- Perhaps your application can recover from a particular situation, for example, an integer divide-by-zero operation. You want to gain control if that exception occurs and deal with it.
- Perhaps you just want to output an application-specific error message when an exception occurs.
- You are building a Fortran DLL to run under a Visual Basic* GUI and you do not want the DLL to crash the application if an exception occurs in the DLL.
- Your code takes a lock on a global resource and you want to be sure and release the resource if an unexpected event occurs.

The list of possibilities is endless and only the application developer can anticipate particular needs.

The most general way to establish your own handler is to use Windows* structured exception handling capabilities (SEH). For lighter-weight exception handling requirements, you can use SIGNALQQ.

See Also

Using SIGNALQQ
SIGNALQQ
Handlers for the Application (Project) Types
Establishing Console Event Handlers
Using Windows* Structured Exception Handling (SEH) Overview
List of Run-Time Error Messages

Using Windows* Structured Exception Handling (SEH)

Using Windows* Structured Exception Handling (SEH) Overview

Windows* provides a robust exception and termination handling mechanism called Structured Exception Handling (SEH). Structured exception handling requires support in both the operating system and compilers. Unfortunately, Intel® Fortran does not include extensions for SEH support, but you can still take advantage of this powerful tool. By introducing a bit of C code in your application, you can use SEH to meet your exception handling needs.

A good reference on this subject is Chapter 16 in the book Advanced Windows (Third Edition) by Jeffrey Richter.

Custom Handlers for Fortran Console, Fortran QuickWin, and Fortran Standard Graphics Applications

Fortran Console and Fortran QuickWin (and Fortran Standard Graphics) applications have the full benefit of the Fortran default exception and error handling processing facilities. You may, however, want to supplement or replace the default facilities.

Custom Handlers for Fortran DLL Applications

There are two aspects to creating custom handlers for Fortran DLL applications:

- Containing errors and exceptions
- Enabling floating-point traps

Containing Errors and Exceptions in Fortran DLLs

If you are building a Fortran DLL and intend to call it from a main program written in some other language, you want to be careful that errors and exceptions in the DLL do not crash your main application.

Here are a few basic principles to keep in mind if you are building a Fortran DLL:

- Construct your library routines so that they return a status to the caller and let the caller decide what to do.
- To return an expected status to the caller, you need to be defensive in your library code, so consider these other principles:
- Where it makes sense, have the library code check input arguments passed in from the caller to make sure they are valid for whatever the library routine is going to do with them. For example, suppose the routine implements some numerical algorithm that has a valid domain of inputs it can act on and still produce well defined behavior. You can check the input arguments before you execute the algorithm and avoid unexpected behavior that might otherwise result (like unexpected floating-point exceptions). You might use Fortran intrinsic procedures like ISNAN and FP_CLASS to detect exceptional IEEE numbers. Your DLL code needs to return a status to the caller indicating the problem and let the caller take the appropriate action (gracefully shut down the application, try again with different input, etc.).
- In your library code, always check the success or failure of calls to I/O routines and dynamic memory allocation/deallocation. In Fortran, the I/O statements have optional ERR, END, EOR, and IOSTAT arguments that you can use to determine if the I/O requested was successful. Dynamic memory ALLOCATE and DEALLOCATE statements have an optional STAT specifier that allows you to obtain the status of the dynamic memory allocation/deallocation and prevent program termination.
- If you do not specify an action to take on an error, the Fortran run-time system has no choice but to deal with the error as an unhandled severe error and terminate the program. For a specific example of using IOSTAT and ERR to deal gracefully with an OPEN statement that gets a file-not-found error, see Using the IOSTAT Specifier and Fortran Exit Codes. You can do the same sort of thing in your code, but just return the status back to your Visual Basic* or other non-Fortran main program and let it decide what to do.
- Try to write your DLL code so unexpected program exceptions cannot occur, but devise a strategy for
dealing with unexpected exceptions if they do happen. The most effective alternative for dealing with an
exception is to use Windows Structured Exception Handling support to gain control when an exception
happens. Wrap all your DLL routine calls in C try/except constructs and have the except() filter
expression call a routine you define which determines how to respond.

**Enabling Floating-Point Traps in Fortran DLLs**

Before you can worry about how you will handle a floating-point trap condition occurring in a DLL, you have
to consider the problem of unmasking those traps so they can occur. If you are compiling with fpe[:3] and
polling the floating-point status word to check for exceptions, you do not have to worry about the problem of
unmasking traps. You do not want traps unmasked in that case.

If your strategy is to compile with fpe[:0] and allow traps on floating-point exceptions, you need to take
action to unmask the traps in the floating-point control word because most other languages mask traps by
default.

Recall that a Fortran Console or Fortran QuickWin (or Standard Graphics) application would have unmasked
traps for you automatically because the Fortran run-time system provides the main program and calls your
MAIN__ which executes some prolog code before the actual application code starts. You do not have that in a
Fortran DLL called by some other language. Different languages establish different initial environments. You
must provide the desired initial environment yourself.

**See Also**

ISNAN
FP_CLASS
ALLOCATE
DEALLOCATE

*Custom Handlers for Fortran Windows* Applications

Fortran Windows* applications are not hooked up to the Fortran default exception handling processing
facilities. Fortran Windows* applications are considered to be an area devoted to full customization, and the
Fortran run-time system tries to "stay out of the way," so you can do whatever you want in your code.

**Establishing Console Event Handlers**

Control-C event handling is basically not reliable due to the threaded nature of processes executing on the
Windows operating systems. Depending on what is happening at the instant a user types the Control-C, an
event handler may or may not get the opportunity to execute. In any case, there are two ways to establish a
handler if you want to do so. You can use the Windows* API routine SetConsoleCtrlHandler directly or
you can use SIGNALQQ to establish a handler for the C SIGINT or SIGBREAK signals.

The Fortran run-time system establishes a console event handler through a call to SetConsoleCtrlHandler as part of its run-time initialization processing. See Default Console Event Handling for a description of this
handler's behavior.

If you call SetConsoleCtrlHandler to establish your own event handler, your handler will be called first on
console events.

If you establish a handler through SIGNALQQ with SIGINT or SIGBREAK, the C run-time system will establish
its own internal handler for console events through a call to SetConsoleCtrlHandler, and it will record
your routine as the desired action to take upon occurrence of an event. When an event is delivered to the C
run-time handler, it will reset the action for the signal to SIG_DFL and then call your handler routine.

You must call SIGNALQQ again to reset the action to your routine if you want to continue from the control
event. Your handler is called with the signal code (either SIGINT or SIGBREAK) as the argument. After your
routine returns to the C run-time event handler, the C handler will return the value TRUE to the operating
system indicating the event has been handled.

**See Also**

SIGNALQQ
Default Console Event Handling

Using SIGNALQQ

For lightweight exception handling requirements, a handler established with SIGNALQQ may meet your needs. This section describes how signal handling with SIGNALQQ works in detail and also how the Fortran run-time routine GETEXCEPTIONPTRSQQ works.

Reference is made to C run-time sources provided with Microsoft* Visual C++. The discussion is worth reviewing even if you do not have Visual C++ available.

C-Style Signal Handling Overview

Many Fortran applications were developed on UNIX* systems where C-style signal handling was the usual way of dealing with exceptions. When ported to Windows*, these applications can continue to use the C signal interface. SIGNALQQ will work with any application type using pure Fortran or mixed Fortran and C code.

SIGNALQQ is just a Fortran jacket to the C run-time signal() function. When you call SIGNALQQ, you are actually registering your signal handler (or action) for a particular signal with the C run-time system. The C run-time system simply stores your handler (or action) in an internal exception action table or variable where it associates your handler with the desired signal. The operating system has no knowledge of this association.

If you have Visual C++ available, you can look at the code for the C run-time signal routine in ...

MICROSOFT VISUAL STUDIO .NET\VC7\CRT\SRC\WINSIG.C and see how the table is managed. The table itself is defined and initialized in source file WINXFLTR.C, available in the same folder. When a signal occurs, the C run-time system checks its internal table to see if you have registered a handler for the particular signal. It calls your routine if you have assigned a handler.

Signal is Really SEH Again

Notice that it is the C run-time system that calls your handler when a signal occurs, not the operating system. So how did the C run-time get the exception delivered to it? Recall that the entry point of your image is either mainCRTStartup or WinMainCRTStartup, depending on the application type. Refer to Handlers for the Application (Project) Types and look at these entry points (or look at source file Crt0.c in the C run-time sources). Notice that they wrap a try-except construct around a call to either main() or WinMain() and that the filter expression associated with the __except construct calls a function _XcptFilter. _XcptFilter is passed two arguments which are the operating system supplied exception information.

When an exception occurs, the operating system looks at the list of exception filters and, starting with the inner most nested try-except construct, evaluates except filter expressions until it finds one which does not return EXCEPTION_CONTINUE_SEARCH. If your application type includes main from the Fortran run-time system and thus the except construct associated with main, the Fortran run-time filter will be evaluated before the C run-time filter. The Fortran filter expression will check to see if you have established your own handler with SIGNALQQ. If it finds there is such a handler, or if you have set the environment variable FOR_IGNORE_EXCEPTIONS, it will return EXCEPTION_CONTINUE_SEARCH to allow the C run-time exception filter the opportunity to deal with the exception and find your handler. If you have not established your own handler or set the environment variable, the Fortran run-time will perform its default exception handling processing.

The C filter function, _XcptFilter, compares the exception code from the operating system with its mapping of operating system exceptions to C signal codes. If it finds a match in the table, it uses the exception action entry in the table corresponding to the signal code. This is the same table where your SIGNALQQ handler is recorded as the action for the requested signal code. If you have established a handler, it will be called from _XcptFilter. Before your handler is called, _XcptFilter resets the specified action for the signal to SIG_DFL in the exception action table. If you try to continue from the exception and you want your handler invoked on the next occurrence of the signal, you must call SIGNALQQ again to reestablish your handler as the action for that signal. When your handler routine is finished executing and returns to
_XcptFilter, the value EXCEPTION_CONTINUE_EXECUTION is returned to the operating system by _XcptFilter. The operating system will then resume execution at the point of the exception. If you do not want to continue execution, your handler should take appropriate action to shut down the application.

Not every operating system exception code maps to a C signal code. You can see the mapping in source WINXFLTR.C if you have it. Here is the list if you do not have WINXFLTR.C:

<table>
<thead>
<tr>
<th>Operating System Exception Code</th>
<th>C Signal Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATUS_ACCESS_VIOLATION</td>
<td>SIGSEGV</td>
</tr>
<tr>
<td>STATUS_ILLEGAL_INSTRUCTION</td>
<td>SIGILL</td>
</tr>
<tr>
<td>STATUS_PRIVILEGED_INSTRUCTION</td>
<td>SIGILL</td>
</tr>
<tr>
<td>STATUS_FLOAT_DENORMAL_OPERAND</td>
<td>SIGFPE</td>
</tr>
<tr>
<td>STATUS_FLOAT_DIVIDE_BY_ZERO</td>
<td>SIGFPE</td>
</tr>
<tr>
<td>STATUS_FLOAT_INEXACT_RESULT</td>
<td>SIGFPE</td>
</tr>
<tr>
<td>STATUS_FLOAT_INVALID_OPERATION</td>
<td>SIGFPE</td>
</tr>
<tr>
<td>STATUS_FLOAT_OVERFLOW</td>
<td>SIGFPE</td>
</tr>
<tr>
<td>STATUS_FLOAT_STACK_CHECK</td>
<td>SIGFPE</td>
</tr>
<tr>
<td>STATUS_FLOAT_UNDERFLOW</td>
<td>SIGFPE</td>
</tr>
</tbody>
</table>

How GETEXCEPTIONPTRSQQ Works

When the C run-time exception filter function _XcptFilter calls your handler that you established with SIGNALQQ, the only argument passed to your handler is the C signal number. The C run-time system also saves a pointer to the exception information supplied by the operating system. This pointer is named _pxcptinfoptrs and you can retrieve it through the Fortran run-time routine GETEXCEPTIONPTRSQQ (W*32). See C header file signal.h for the public definition of _pxcptinfoptrs.

The value returned by GETEXCEPTIONPTRSQQ can be used in your handler routine to generate a traceback with TRACEBACKQQ. GETEXCEPTIONPTRSQQ just returns _pxcptinfoptrs. This pointer is only valid while you are executing within the evaluation of the C run-time filter function _XcptFilter because the exception information is on the program stack, so do not use GETEXCEPTIONPTRSQQ in any other context.

The Using the Intel® Visual Fortran Samples folder, created during product installation, contains a sample program called GETEPPTRS, which demonstrates use of GETEXCEPTIONPTRSQQ.

See Also

Using the Intel® Fortran Samples
GETEXCEPTIONPTRSQQ (W*32)
Handlers for the Application (Project) Types
SIGNALQQ
Part IV

Language Reference

Topics:

• Overview: Language Reference
• New Language Features
• Program Elements and Source Forms
• Data Types, Constants, and Variables
• Expressions and Assignment Statements
• Specification Statements
• Dynamic Allocation
• Execution Control
• Program Units and Procedures
• Intrinsic Procedures
• Data Transfer I/O Statements
• I/O Formatting
• File Operation I/O Statements
• Compilation Control Lines and Statements
• Directive Enhanced Compilation
• Scope and Association
• Deleted and Obsolescent Language Features
• Additional Language Features
• Additional Character Sets
• Data Representation Models
• Run-Time Library Routines
• Summary of Language Extensions
• A to Z Reference
• Glossary
This document contains the complete description of the Intel® Fortran programming language, which includes Fortran 2003, Fortran 95, Fortran 90, and some Fortran 2008 language features. It contains information on language syntax and semantics, on adherence to various Fortran standards, and on extensions to those standards.

This manual is intended for experienced applications programmers who have a basic understanding of Fortran concepts and the Fortran 2003 and Standard Fortran language.

Some familiarity with your operating system is helpful. This manual is not a Fortran or programming tutorial.

This document covers the following topics:

- Program Elements and Source Forms
  This topic describes program elements, the Fortran standard character set, and source forms.
- Data Types, Constants, and Variables
  This topic describes intrinsic and derived data types, constants, variables (scalars and arrays), and substrings.
- Expressions and Assignment Statements
  This topic summarizes Fortran expressions and assignment statements, which are used to define or redefine variables.
- Specification Statements
  This topic summarizes specification statements, which are used to declare the attributes of data objects.
- Dynamic Allocation
  This topic summarizes statements used in dynamic allocation: ALLOCATE, DEALLOCATE, and NULLIFY. It also describes the effects of allocation and deallocation.
- Execution Control
  This topic summarizes constructs and statements that can transfer control within a program.
- Program Units and Procedures
  This topic describes program units (including modules), subroutines and functions, and procedure interfaces.
- Intrinsic Procedures
  This topic describes argument keywords used in intrinsic procedures and provides an overview of intrinsic procedures.
- Data Transfer I/O Statements
  This topic summarizes data transfer input/output (I/O) statements.
- I/O Formatting
  This topic describes the rules for I/O formatting.
- File Operation I/O Statements
  This topic summarizes auxiliary I/O statements you can use to perform file operations.
- Compilation Control Statements
  This topic summarizes compilation control statements INCLUDE and OPTIONS.
- Directive Enhanced Compilation
  This topic describes general directives and OpenMP® Fortran compiler directives.
- Scope and Association
This topic describes scope, which refers to the area in which a name is recognized, and association, which is the language concept that allows different names to refer to the same entity in a particular region of a program.

- Deleted and Obsolescent Language Features
  This topic describes deleted features in Fortran 2003 and obsolescent language features in Fortran 2003.

- Additional Language Features
  This topic describes some statements and language features supported for programs written in older versions of Fortran.

- Additional Character Sets
  This topic describes the additional character sets available on Windows*, Linux*, and OS X* systems.

- Data Representation Models
  This topic describes data representation models for numeric intrinsic functions.

- Run-Time Library Routines
  This topic summarizes the many run-time library routines.

- Summary of Language Extensions
  This topic summarizes Intel Fortran extensions to the Fortran 2003 Standard.

- A to Z Reference
  This topic contains language summary tables and descriptions of all Intel® Fortran statements, intrinsics, directives, and module library routines, which are listed in alphabetical order.

- Glossary
  This topic contains abbreviated definitions of some commonly used terms in this manual.

Other books in this documentation set provide details about the features of the compilers, how to improve the run-time performance of Fortran programs, floating-point support, and compiler options.

For information on conventions used in this document, see Conventions.

For a summary of the latest Fortran 2003 features in this release, see Fortran 2003 Features.

For a summary of Fortran 2008 features in this release, see Fortran 2008 Features.
New Language Features

The major new features for this release are as follows:

- **BLOCK_LOOP and NOBLOCK_LOOP directives**
  Enable or disable loop blocking for the immediately following nested DO loops. For more information, see BLOCK_LOOP and NOBLOCK_LOOP.

- **ATTRIBUTES FASTMEM directive**
  Enables High Band Width (HBW) memory allocation for an allocated object. This directive option only applies to Intel® MIC Architecture and it is only available for Linux* OS. For more information, see ATTRIBUTES FASTMEM.

- **FOR__SET_FTN_ALLOC routine**
  Lets you specify your own routine to dynamically allocate common blocks. For more information, see FOR__SET_FTN_ALLOC.

- **TARGET ENTER DATA directive (OpenMP* API)**
  Specifies that variables are mapped to a device data environment. This directive only applies to Intel® MIC Architecture. For more information, see TARGET ENTER DATA.

- **TARGET EXIT DATA directive (OpenMP* API)**
  Specifies that variables are unmapped from a device data environment. This directive only applies to Intel® MIC Architecture. For more information, see TARGET EXIT DATA.

For a summary of Fortran 2003 features, see Fortran 2003 Features.

For a summary of new Fortran 2008 features, see Fortran 2008 Features.

For a summary of new draft Fortran 2015 features, see Draft Fortran 2015 Features.

For information on new compiler options in this release, see New Options in the Compiler Options reference.
Program Units

A Fortran program consists of one or more program units. A program unit is usually a sequence of statements that define the data environment and the steps necessary to perform calculations; it is terminated by an END statement.

A program unit can be either a main program, an external subprogram, a module, a submodule, or a block data program unit. An executable program contains one main program, and, optionally, any number of the other kinds of program units. Program units can be separately compiled.

An external subprogram is a function or subroutine that is not contained within a main program, a module, a submodule, or another subprogram. It defines a procedure to be performed and can be invoked from other program units of the Fortran program. Modules, submodules, and block data program units are not executable, so they are not considered to be procedures. (Modules and submodules can contain module procedures, though, which are executable.)

Modules contain definitions that can be made accessible to other program units: data and type definitions, definitions of procedures (called module subprograms), and procedure interfaces. Module subprograms can be either functions or subroutines. They can be invoked by other module subprograms in the module, or by other program units that access the module.

A submodule extends a module or another submodule. It can contain the definitions of procedures declared in a module or submodule.

A block data program unit specifies initial values for data objects in named common blocks. In Standard Fortran, this type of program unit can be replaced by a module program unit.

Main programs, external subprograms, and module subprograms can contain internal subprograms. The entity that contains the internal subprogram is its host. Internal subprograms can be invoked only by their host or by other internal subprograms in the same host. Internal subprograms must not contain internal subprograms.

The following sections discuss Statements, Names, and Keywords.

See Also
Program Units and Procedures Overview

Statements

Program statements are grouped into two general classes: executable and nonexecutable. An executable statement specifies an action to be performed. A nonexecutable statement describes program attributes, such as the arrangement and characteristics of data, as well as editing and data-conversion information.

Order of Statements in a Program Unit

The following figure shows the required order of statements in a Fortran program unit. In this figure, vertical lines separate statement types that can be interspersed. For example, you can intersperse DATA statements with executable constructs.

Horizontal lines indicate statement types that cannot be interspersed. For example, you cannot intersperse DATA statements with CONTAINS statements.
PUBLIC and PRIVATE statements are only allowed in the scoping units of modules. In Standard Fortran, NAMELIST statements can appear only among specification statements. However, Intel® Fortran allows them to also appear among executable statements.

The following table shows other statements restricted from different types of scoping units.

**Statements Restricted in Scoping Units**

<table>
<thead>
<tr>
<th>Scoping Unit</th>
<th>Restricted Statements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main program</td>
<td>ENTRY, IMPORT, and RETURN statements</td>
</tr>
<tr>
<td>Module&lt;sup&gt;1&lt;/sup&gt;</td>
<td>ENTRY, FORMAT, IMPORT, OPTIONAL, and INTENT statements, statement functions, and executable statements</td>
</tr>
</tbody>
</table>
### Scoping Unit

<table>
<thead>
<tr>
<th>Scoping Unit</th>
<th>Restricted Statements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Submodule(^1)</td>
<td>ENTRY, FORMAT, IMPORT, OPTIONAL, and INTENT statements, statement functions, and executable statements</td>
</tr>
<tr>
<td>Block data program unit</td>
<td>CONTAINS, ENTRY, IMPORT, and FORMAT statements, interface blocks, statement functions, and executable statements</td>
</tr>
<tr>
<td>Internal subprogram</td>
<td>CONTAINS, IMPORT, and ENTRY statements</td>
</tr>
<tr>
<td>Interface body</td>
<td>CONTAINS, DATA, ENTRY, IMPORT(^2), SAVE, and FORMAT statements, statement functions, and executable statements</td>
</tr>
<tr>
<td>BLOCK construct</td>
<td>CONTAINS, DATA, ENTRY, and IMPORT statements, statement functions, and these specification statements: COMMON, EQUIVALENCE, IMPLICIT, INTENT (or its equivalent attribute), NAMELIST, OPTIONAL (or its equivalent attribute), and VALUE (or its equivalent attribute)</td>
</tr>
</tbody>
</table>

\(^1\) The scoping unit of a module does not include any module subprograms that the module contains.

\(^2\) An IMPORT statement can appear only in an interface body that is not a separate module procedure interface body.

### Keywords

A keyword can either be a part of the syntax of a statement (statement keyword), or it can be the name of a dummy argument (argument keyword). Examples of statement keywords are WRITE, INTEGER, DO, and OPEN. Examples of argument keywords are arguments to the intrinsic functions.

In the intrinsic function UNPACK \((\text{vector}, \text{mask}, \text{field})\), for example, \(\text{vector}, \text{mask},\) and \(\text{field}\) are argument keywords. They are dummy argument names, and any variable may be substituted in their place. Dummy argument names and real argument names are discussed in topic Program Units and Procedures.

Keywords are not reserved. The compiler recognizes keywords by their context. For example, a program can have an array named IF, read, or Goto, even though this is not good programming practice. The only exception is the keyword PARAMETER. If you plan to use variable names beginning with PARAMETER in an assignment statement, you need to use compiler option altparam.

Using keyword names for variables makes programs harder to read and understand. For readability, and to reduce the possibility of hard-to-find bugs, avoid using names that look like parts of Fortran statements. Rules that describe the context in which a keyword is recognized are discussed in topic Program Units and Procedures.

Argument keywords are a feature of Standard Fortran that let you specify dummy argument names when calling intrinsic procedures, or anywhere an interface (either implicit or explicit) is defined. Using argument keywords can make a program more readable and easy to follow. This is described more fully in topic Program Units and Procedures. The syntax statements in the A-Z Reference show the dummy keywords you can use for each Fortran procedure.

### See Also

Scope for details on scoping units

altparam

Program Units and Procedures Overview
Names

Names identify entities within a Fortran program unit (such as variables, function results, common blocks, named constants, procedures, program units, namelist groups, and dummy arguments). In FORTRAN 77, names were called "symbolic names".

A name can contain letters, digits, underscores ( _ ), and the dollar sign ($) special character. The first character must be a letter or a dollar sign.

In Fortran 2003, a name can contain up to 63 characters.

The length of a module name (in MODULE and USE statements) may be restricted by your file system.

NOTE
Be careful when defining names that contain dollar signs. A dollar sign can be a symbol for command or symbol substitution in various shell and utility commands.

In an executable program, the names of the following entities are global and must be unique in the entire program:

- Program units
- External procedures
- Common blocks
- Modules

Examples

The following examples demonstrate valid and invalid names

Valid Names

NUMBER
FIND_IT
X

Invalid Names

5Q Begins with a numeral.
B.4 Contains a special character other than _ or $.
_EXPRESSION Begins with an underscore.

The following are all valid examples of using names:

 INTEGER (SHORT) K !K names an integer variable
 SUBROUTINE EXAMPLE !EXAMPLE names the subroutine
 LABEL: DO I = 1,N !LABEL names the DO block

Character Sets

Intel® Fortran supports the following characters:

- The Fortran 2003 character set which consists of the following:
  - All uppercase and lowercase letters (A through Z and a through z)
  - The numerals 0 through 9
  - The underscore ( _ )
- The following special characters:
<table>
<thead>
<tr>
<th>Character</th>
<th>Name</th>
<th>Character</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>blank or &lt;Tab&gt;</td>
<td>Blank (space) or tab</td>
<td>;</td>
<td>Semicolon</td>
</tr>
<tr>
<td>=</td>
<td>Equal sign</td>
<td>!</td>
<td>Exclamation point</td>
</tr>
<tr>
<td>+</td>
<td>Plus sign</td>
<td>&quot;</td>
<td>Quotation mark or quote</td>
</tr>
<tr>
<td>-</td>
<td>Minus sign</td>
<td>%</td>
<td>Percent sign</td>
</tr>
<tr>
<td>*</td>
<td>Asterisk</td>
<td>&amp;</td>
<td>Ampersand</td>
</tr>
<tr>
<td>/</td>
<td>Slash</td>
<td>~</td>
<td>Tilde</td>
</tr>
<tr>
<td>\</td>
<td>Backslash</td>
<td>&lt;</td>
<td>Less than</td>
</tr>
<tr>
<td>(</td>
<td>Left parenthesis</td>
<td>&gt;</td>
<td>Greater than</td>
</tr>
<tr>
<td>)</td>
<td>Right parenthesis</td>
<td>?</td>
<td>Question mark</td>
</tr>
<tr>
<td>[</td>
<td>Left square bracket</td>
<td>'</td>
<td>Apostrophe</td>
</tr>
<tr>
<td>]</td>
<td>Right square bracket</td>
<td>`</td>
<td>Grave accent</td>
</tr>
<tr>
<td>{</td>
<td>Left curly bracket</td>
<td>^</td>
<td>Circumflex accent</td>
</tr>
<tr>
<td>}</td>
<td>Right curly bracket</td>
<td></td>
<td></td>
</tr>
<tr>
<td>,</td>
<td>Comma</td>
<td>$</td>
<td>Dollar sign (currency symbol)</td>
</tr>
<tr>
<td>.</td>
<td>Period or decimal point</td>
<td>#</td>
<td>Number sign</td>
</tr>
<tr>
<td>;</td>
<td>Colon</td>
<td>@</td>
<td>Commercial at</td>
</tr>
</tbody>
</table>

### Other printable characters

Printable characters include the tab character (09 hex), ASCII characters with codes in the range 20(hex) through 7E(hex), and characters in certain special character sets.

Printable characters that are not in the Standard Fortran character set can only appear in comments, character constants, Hollerith constants, character string edit descriptors, and input/output records.

Uppercase and lowercase letters are treated as equivalent when used to specify program behavior (except in character constants and Hollerith constants).

### See Also

Data Types, Constants, and Variables Overview for further details on character sets and default character types

Character and Key Code Charts for Windows*

ASCII Character Set for Linux* and OS X*

### Source Forms

Within a program, source code can be in free, fixed, or tab form. Fixed or tab forms must not be mixed with free form in the same source program, but different source forms can be used in different source programs.

All source forms allow lowercase characters to be used as an alternative to uppercase characters.

Several characters are indicators in source code (unless they appear within a comment or a Hollerith or character constant). The following are rules for indicators in all source forms:

- **Comment indicator**

  A comment indicator can precede the first statement of a program unit and appear anywhere within a program unit. If the comment indicator appears within a source line, the comment extends to the end of the line.
An all blank line is also a comment line.
Comments have no effect on the interpretation of the program unit.
For more information, see comment indicators in free source form, or fixed and tab source forms.

- **Statement separator**

  More than one statement (or partial statement) can appear on a single source line if a statement separator is placed between the statements. The statement separator is a semicolon character (;).

  Consecutive semicolons (with or without intervening blanks) are considered to be one semicolon.

  If a semicolon is the first character on a line, the last character on a line, or the last character before a comment, it is ignored.

- **Continuation indicator**

  A statement can be continued for more than one line by placing a continuation indicator on the line. Intel Fortran allows at least 511 continuation lines for a fixed or tab source program and at least 255 continuation lines for a free form source program.

  Comments can occur within a continued statement, but comment lines cannot be continued.

  For more information, see continuation indicators in free source form, or fixed and tab source forms.

The following table summarizes characters used as indicators in source forms.

### Indicators in Source Forms

<table>
<thead>
<tr>
<th>Source Item</th>
<th>Indicator</th>
<th>Source Form</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comment</td>
<td>!</td>
<td>All forms</td>
<td>Anywhere in source code</td>
</tr>
<tr>
<td>Comment line</td>
<td>!</td>
<td>Free</td>
<td>At the beginning of the source line</td>
</tr>
<tr>
<td></td>
<td>!, C, or *</td>
<td>Fixed</td>
<td>In column 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tab</td>
<td>In column 1</td>
</tr>
<tr>
<td>Continuation line</td>
<td>&amp;</td>
<td>Free</td>
<td>At the end of the source line</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Fixed</td>
<td>In column 6</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tab</td>
<td>After the first tab</td>
</tr>
<tr>
<td>Statement separator</td>
<td>;</td>
<td>All forms</td>
<td>Between statements on the same line</td>
</tr>
<tr>
<td>Statement label</td>
<td>1 to 5 decimal digits</td>
<td>Free</td>
<td>Before a statement</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Fixed</td>
<td>In columns 1 through 5</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tab</td>
<td>Before the first tab</td>
</tr>
<tr>
<td>A debugging statement</td>
<td>D</td>
<td>Fixed</td>
<td>In column 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tab</td>
<td>In column 1</td>
</tr>
</tbody>
</table>

1. If the character appears in a Hollerith or character constant, it is not an indicator and is ignored.
2. For fixed or tab source form, at least 511 continuation lines are allowed. For free source form, at least 255 continuation lines are allowed.
3. Fixed and tab forms only.
Source form and line length can be changed at any time by using the FREEFORM, NOFREEFORM, or FIXEDFORMLINESIZE directives. The change remains in effect until the end of the file, or until changed again.

You can also select free source form by using compiler option free.

Source code can be written so that it is useable for all source forms.

**Statement Labels**

A statement label (or statement number) identifies a statement so that other statements can refer to it, either to get information or to transfer control. A label can precede any statement that is not part of another statement.

A statement label must be one to five decimal digits long; blanks and leading zeros are ignored. An all-zero statement label is invalid, and a blank statement cannot be labeled.

Labeled FORMAT and labeled executable statements are the only statements that can be referred to by other statement. FORMAT statements are referred to only in the format specifier of an I/O statement or in an ASSIGN statement. Two statements within a scoping unit cannot have the same label.

**See Also**

free

**Free Source Form**

In free source form, statements are not limited to specific positions on a source line. In Standard Fortran, a free form source line can contain from 0 to 132 characters. Intel® Fortran allows the line to be of any length.

Blank characters are significant in free source form. The following are rules for blank characters:

- Blank characters must not appear in lexical tokens, except within a character context. For example, there can be no blanks between the exponentiation operator **. Blank characters can be used freely between lexical tokens to improve legibility.
- Blank characters must be used to separate names, constants, or labels from adjacent keywords, names, constants, or labels. For example, consider the following statements:

  ```fortran
  INTEGER NUM
  GO TO 40
  20 DO K=1,8
  ```

  The blanks are required after INTEGER, TO, 20, and DO.
- Some adjacent keywords must have one or more blank characters between them. Others do not require any; for example, BLOCK DATA can also be spelled BLOCKDATA. The following list shows which keywords have optional or required blanks:

<table>
<thead>
<tr>
<th>Optional Blanks</th>
<th>Required Blanks</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLOCK DATA</td>
<td>CASE DEFAULT</td>
</tr>
<tr>
<td>DOUBLE COMPLEX</td>
<td>DO WHILE</td>
</tr>
<tr>
<td>DOUBLE PRECISION</td>
<td>IMPLICIT type-specifier</td>
</tr>
<tr>
<td>ELSE IF</td>
<td>IMPLICIT NONE</td>
</tr>
<tr>
<td>ELSE WHERE</td>
<td>INTERFACE ASSIGNMENT</td>
</tr>
<tr>
<td>END ASSOCIATE</td>
<td>INTERFACE OPERATOR</td>
</tr>
<tr>
<td>END BLOCK</td>
<td>MODULE PROCEDURE</td>
</tr>
<tr>
<td>END BLOCK DATA</td>
<td>RECURSIVE FUNCTION</td>
</tr>
<tr>
<td>END DO</td>
<td>RECURSIVE SUBROUTINE</td>
</tr>
<tr>
<td>END ENUM</td>
<td>RECURSIVE type-specifier FUNCTION</td>
</tr>
<tr>
<td>Optional Blanks</td>
<td>Required Blanks</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------</td>
</tr>
<tr>
<td>END FILE</td>
<td>type-specifier FUNCTION</td>
</tr>
<tr>
<td>END FOR ALL</td>
<td>type-specifier RECURSIVE FUNCTION</td>
</tr>
<tr>
<td>END FUNCTION</td>
<td></td>
</tr>
<tr>
<td>END IF</td>
<td></td>
</tr>
<tr>
<td>END INTERFACE</td>
<td></td>
</tr>
<tr>
<td>END MODULE</td>
<td></td>
</tr>
<tr>
<td>END PROGRAM</td>
<td></td>
</tr>
<tr>
<td>END SELECT</td>
<td></td>
</tr>
<tr>
<td>END SUBMODULE</td>
<td></td>
</tr>
<tr>
<td>END SUBROUTINE</td>
<td></td>
</tr>
<tr>
<td>END TYPE</td>
<td></td>
</tr>
<tr>
<td>END WHERE</td>
<td></td>
</tr>
<tr>
<td>GO TO</td>
<td></td>
</tr>
<tr>
<td>IN OUT</td>
<td></td>
</tr>
<tr>
<td>SELECT CASE</td>
<td></td>
</tr>
<tr>
<td>SELECT TYPE</td>
<td></td>
</tr>
</tbody>
</table>

For information on statement separators (;) in all forms, see Source Forms.

**Comment Indicator**

In free source form, the exclamation point character (!) indicates a comment if it is within a source line, or a comment line if it is the first character in a source line.

**Continuation Indicator**

In free source form, the ampersand character (&) indicates a continuation line (unless it appears in a Hollerith or character constant, or within a comment). The continuation line is the first noncomment line following the ampersand. Although Standard Fortran permits up to 256 continuation lines in free-form programs, Intel® Fortran allows up to 511 continuation lines.

The following shows a continued statement:

```plaintext
TCOSH(Y) = EXP(Y) + &    ! The initial statement line
    EXP(-Y)                ! A continuation line
```

If the first nonblank character on the next noncomment line is an ampersand, the statement continues at the character following the ampersand. For example, the preceding example can be written as follows:

```plaintext
TCOSH(Y) = EXP(Y) + &
          EXP(-Y)
```

If a lexical token must be continued, the first nonblank character on the next noncomment line must be an ampersand followed immediately by the rest of the token. For example:

```plaintext
TCOSH(Y) = EXP(Y) + EXP(-Y)
          &P(-Y)
```
If you continue a character constant, an ampersand must be the first non-blank character of the continued line; the statement continues with the next character following the ampersand. For example:

```
ADVERTISER = "Davis, O'Brien, Chalmers & Peter & son"
ARCHITECT = "O'Connor, Emerson, and Davis & Associates"
```

If the ampersand is omitted on the continued line, the statement continues with the first non-blank character in the continued line. So, in the preceding example, the whitespace before "Associates" would be ignored.

The ampersand cannot be the only nonblank character in a line, or the only nonblank character before a comment; an ampersand in a comment is ignored.

**See Also**

*Source Forms* for details on the general rules for all source forms

**Fixed and Tab Source Forms**

In the Fortran standard, fixed source form is identified as obsolescent.

In fixed and tab source forms, there are restrictions on where a statement can appear within a line.

By default, a statement can extend to character position 72. In this case, any text following position 72 is ignored and no warning message is printed. You can specify compiler option extend-source to extend source lines to character position 132.

Except in a character context, blanks are not significant and can be used freely throughout the program for maximum legibility.

Some Fortran compilers use blanks to pad short source lines out to 72 characters. By default, Intel® Fortran does not. If portability is a concern, you can use the concatenation operator to prevent source lines from being padded by other Fortran compilers (see the example in "Continuation Indicator" below) or you can force short source lines to be padded by using compiler option pad-source.

**Comment Indicator**

In fixed and tab source forms, the exclamation point character (!) indicates a comment if it is within a source line. (It must not appear in column 6 of a fixed form line; that column is reserved for a continuation indicator.)

The letter C (or c), an asterisk (*), or an exclamation point (!) indicates a comment line when it appears in column 1 of a source line.

**Continuation Indicator**

In fixed and tab source forms, a continuation line is indicated by one of the following:

- For fixed form: Any character (except a zero or blank) in column 6 of a source line
- For tab form: Any digit (except zero) after the first tab

The compiler considers the characters following the continuation indicator to be part of the previous line.

Although Standard Fortran permits up to 19 continuation lines in a fixed-form program, Intel® Fortran allows up to 511 continuation lines.

If a zero or blank is used as a continuation indicator, the compiler considers the line to be an initial line of a Fortran statement.

The statement label field of a continuation line must be blank (except in the case of a debugging statement).

When long character or Hollerith constants are continued across lines, portability problems can occur. Use the concatenation operator to avoid such problems. For example:

```
PRINT *, 'This is a very long character constant '/
   + 'which is safely continued across lines'
```
Use this same method when initializing data with long character or Hollerith constants. For example:

```
CHARACTER(*) LONG_CONST
PARAMETER (LONG_CONST = 'This is a very long '//' + 'character constant which is safely continued '//' + 'across lines')
CHARACTER*100 LONG_VAL
DATA LONG_VAL /LONG_CONST/
```

Hollerith constants must be converted to character constants before using the concatenation method of line continuation.

The Fortran Standard requires that, within a program unit, the END statement cannot be continued, and no other statement in the program unit can have an initial line that appears to be the program unit END statement. In these instances, Intel Fortran produces warnings when standards checking is requested.

**Debugging Statement Indicator**

In fixed and tab source forms, the statement label field can contain a statement label, a comment indicator, or a debugging statement indicator.

The letter D indicates a debugging statement when it appears in column 1 of a source line. The initial line of the debugging statement can contain a statement label in the remaining columns of the statement label field.

If a debugging statement is continued onto more than one line, every continuation line must begin with a D and a continuation indicator.

By default, the compiler treats debugging statements as comments. However, you can specify compiler option d-lines to force the compiler to treat debugging statements as source text to be compiled.

**See Also**

Fixed-Format Lines
Tab-Format Lines
Source Forms for details on the general rules for all source forms
d-lines, Qd-lines
extend-source
pad-source, Qpad-source

**Fixed-Format Lines**

In fixed source form, a source line has columns divided into fields for statement labels, continuation indicators, statement text, and sequence numbers. Each column represents a single character.

The column positions for each field follow:

<table>
<thead>
<tr>
<th>Field</th>
<th>Column</th>
</tr>
</thead>
<tbody>
<tr>
<td>Statement label</td>
<td>1 through 5</td>
</tr>
<tr>
<td>Continuation indicator</td>
<td>6</td>
</tr>
<tr>
<td>Statement</td>
<td>7 through 72 (or 132 with compiler option extend-source)</td>
</tr>
<tr>
<td>Sequence number</td>
<td>73 through 80</td>
</tr>
</tbody>
</table>

By default, a sequence number or other identifying information can appear in columns 73 through 80 of any fixed-format line in an Intel® Fortran program. The compiler ignores the characters in this field.

If you extend the statement field to position 132, the sequence number field does not exist.
NOTE
If you use the sequence number field, do not use tabs anywhere in the source line, or the compiler may interpret the sequence numbers as part of the statement field in your program.

See Also
Source Forms
Fixed and Tab Source Forms
extend-source

Tab-Format Lines
In tab source form, you can specify a statement label field, a continuation indicator field, and a statement field, but not a sequence number field.
The following figure shows equivalent source lines coded with tab and fixed source form.

Line Formatting Example

The statement label field precedes the first tab character. The continuation indicator field and statement field follow the first tab character.
The continuation indicator is any nonzero digit. The statement field can contain any Fortran statement. A Fortran statement cannot start with a digit.
If a statement is continued, a continuation indicator must be the first character (following the first tab) on the continuation line.
Many text editors and terminals advance the terminal print carriage to a predefined print position when you press the <Tab> key. However, the Intel® Fortran compiler does not interpret the tab character in this way. It treats the tab character in a statement field the same way it treats a blank character. In the source listing that the compiler produces, the tab causes the character that follows to be printed at the next tab stop (usually located at columns 9, 17, 25, 33, and so on).
NOTE
If you use the sequence number field, do not use tabs anywhere in the source line, or the compiler may interpret the sequence numbers as part of the statement field in your program.

See Also
Source Forms for details on the general rules for all source forms
Fixed and Tab Source Forms for details on the general rules for fixed and tab source forms

Source Code Useable for All Source Forms
To write source code that is useable for all source forms (free, fixed, or tab), follow these rules:

<table>
<thead>
<tr>
<th>Blanks</th>
<th>Treat as significant (see Free Source Form).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Statement labels</td>
<td>Place in column positions 1 through 5 (or before the first tab character).</td>
</tr>
<tr>
<td>Statements</td>
<td>Start in column position 7 (or after the first tab character).</td>
</tr>
<tr>
<td>Comment indicator</td>
<td>Use only !. Place anywhere except in column position 6 (or immediately after the first tab character).</td>
</tr>
<tr>
<td>Continuation indicator</td>
<td>Use only &amp;. Place in column position 73 of the initial line and each continuation line, and in column 6 of each continuation line (no tab character can precede the ampersand in column 6).</td>
</tr>
</tbody>
</table>

The following example is valid for all source forms:

```
Column:
12345678... 73

! Define the user function MY_SIN
DOUBLE PRECISION FUNCTION MY_SIN(X)
  MY_SIN = X - X**3/FACTOR(3) + X**5/FACTOR(5) &
  - X**7/FACTOR(7)
CONTAINS
  INTEGER FUNCTION FACTOR(N)
  FACTOR = 1
  DO 10 I = N, 1, -1
       10 FACTOR = FACTOR * I
END FUNCTION FACTOR
END FUNCTION MY_SIN
```
Data Types, Constants, and Variables

Data Types, Constants, and Variables Overview

Each constant, variable, array, expression, or function reference in a Fortran statement has a data type. The data type of these items can be inherent in their construction, implied by convention, or explicitly declared. Each data type has the following properties:

• A name
  The names of the intrinsic data types are predefined, while the names of derived types are defined in derived-type definitions. Data objects (constants, variables, or parts of constants or variables) are declared using the name of the data type.

• A set of associated values
  Each data type has a set of valid values. Integer and real data types have a range of valid values. Complex and derived types have sets of values that are combinations of the values of their individual components.

• A way to represent constant values for the data type
  A constant is a data object with a fixed value that cannot be changed during program execution. The value of a constant can be a numeric value, a logical value, or a character string.

A constant that does not have a name is a literal constant. A literal constant must be of intrinsic type and it cannot be array-valued.

A constant that has a name is a named constant. A named constant can be of any type, including derived type, and it can be array-valued. A named constant has the PARAMETER attribute and is specified in a type declaration statement or PARAMETER statement.

• A set of operations to manipulate and interpret these values
  The data type of a variable determines the operations that can be used to manipulate it. Besides intrinsic operators and operations, you can also define operators and operations.

See Also
Type Declarations
Defined Operations
PARAMETER
Expressions for details on valid operations for data types

Intrinsic Data Types

Intel® Fortran provides the following intrinsic data types:

• INTEGER
  The following kind parameters are available for data of type integer:

  • INTEGER([KIND=]1) or INTEGER*1
  • INTEGER([KIND=]2) or INTEGER*2
  • INTEGER([KIND=]4) or INTEGER*4
  • INTEGER([KIND=]8) or INTEGER*8

• REAL
  The following kind parameters are available for data of type real:

  • REAL([KIND=]4) or REAL*4
• REAL([KIND=]8) or REAL*8
• REAL([KIND=]16) or REAL*16
• DOUBLE PRECISION
  No kind parameter is permitted for data declared with type DOUBLE PRECISION. This data type is the same as REAL([KIND=]8).
• COMPLEX
  The following kind parameters are available for data of type complex:
  • COMPLEX([KIND=]4) or COMPLEX*8
  • COMPLEX([KIND=]8) or COMPLEX*16
  • COMPLEX([KIND=]16) or COMPLEX*32
• DOUBLE COMPLEX
  No kind parameter is permitted for data declared with type DOUBLE COMPLEX. This data type is the same as COMPLEX([KIND=]8).
• LOGICAL
  The following kind parameters are available for data of type logical:
  • LOGICAL([KIND=]1) or LOGICAL*1
  • LOGICAL([KIND=]2) or LOGICAL*2
  • LOGICAL([KIND=]4) or LOGICAL*4
  • LOGICAL([KIND=]8) or LOGICAL*8
• CHARACTER
  There is one kind parameter available for data of type character: CHARACTER([KIND=]1).
• BYTE
  This is a 1-byte value; the data type is equivalent to INTEGER([KIND=]1).

The intrinsic function KIND can be used to determine the kind type parameter of a representation method. For more portable programs, you should not use the forms INTEGER([KIND=]n) or REAL([KIND=]n). You should instead define a PARAMETER constant using the SELECTED_INT_KIND or SELECTED_REAL_KIND function, whichever is appropriate. For example, the following statements define a PARAMETER constant for an INTEGER kind that has 9 digits:

```fortran
INTEGER, PARAMETER :: MY_INT_KIND = SELECTED_INT_KIND(9)
...
INTEGER(MY_INT_KIND) :: J
...
```

Note that the syntax :: is used in type declaration statements.

The following sections describe the intrinsic data types and forms for literal constants for each type.

See Also
KIND intrinsic function
Declarations for Noncharacter Types for details on declaration statements for intrinsic data types
Declarations for Character Types for details on declaration statements for intrinsic data types
Expressions for details on operations for intrinsic data types
Storage Units and Storage Sequence for details on storage requirements for intrinsic data types

Integer Data Types
Integer data types can be specified as follows:

```fortran
INTEGER
INTEGER([KIND=]n)
INTEGER*n
```

\[ n \] is an initialization expression that evaluates to kind 1, 2, 4, or 8.
If a kind parameter is specified, the integer has the kind specified. If a kind parameter is not specified, integer constants are interpreted as follows:

- If the integer constant is within the default integer kind range, the kind is default integer.
- If the integer constant is outside the default integer kind range, the kind of the integer constant is the smallest integer kind that holds the constant.

Default integer is affected by compiler option integer-size, the INTEGER compiler directive, and the OPTIONS statement.

The intrinsic inquiry function KIND returns the kind type parameter, if you do not know it. You can use the intrinsic function SELECTED_INT_KIND to find the kind values that provide a given range of integer values. The decimal exponent range is returned by the intrinsic function RANGE.

**Examples**

The following examples show ways an integer variable can be declared.

An entity-oriented example is:

```
INTEGER, DIMENSION(:), POINTER :: days, hours
INTEGER(2), POINTER :: k, limit
INTEGER(1), DIMENSION(10) :: min
```

An attribute-oriented example is:

```
INTEGER days, hours
INTEGER(2) k, limit
INTEGER(1) min
DIMENSION days(:), hours(:), min (10)
POINTER days, hours, k, limit
```

An integer can be used in certain cases when a logical value is expected, such as in a logical expression evaluating a condition, as in the following:

```
INTEGER I, X
READ (*,*) I
IF (I) THEN
  X = 1
END IF
```

**See Also**

Integer Constants
integer-size

**Integer Constants**

An integer constant is a whole number with no decimal point. It can have a leading sign and is interpreted as a decimal number.

Integer constants take the following form:

```
[s]n[n...][ _k]
```

- \(s\) Is a sign; required if negative (-), optional if positive (+).
- \(n\) Is a decimal digit (0 through 9). Any leading zeros are ignored.
- \(k\) Is the optional kind parameter: 1 for INTEGER(1), 2 for INTEGER(2), 4 for INTEGER(4), or 8 for INTEGER(8). It must be preceded by an underscore ( _ ).

An unsigned constant is assumed to be nonnegative.

Integer constants are interpreted as decimal values (base 10) by default. To specify a constant that is not in base 10, use the following extension syntax:

```
[s] [[base] #] nnn...
```
\[ s \]

Is an optional plus (+) or minus (-) sign.

\[ base \]

Is any constant from 2 through 36.

If \( base \) is omitted but \# is specified, the integer is interpreted in base 16. If both \( base \) and \# are omitted, the integer is interpreted in base 10.

For bases 11 through 36, the letters A through Z represent numbers greater than 9. For example, for base 36, A represents 10, B represents 11, C represents 12, and so on, through Z, which represents 35. The case of the letters is not significant.

The value of \( nnn \) cannot be bigger than \( 2^{**31}-1 \). The value is extended with zeroes on the left or truncated on the left to make it the correct size. A minus sign for \( s \) negates the value.

Note that compiler option integer-size can affect the KIND type parameter of INTEGER data and integer constants.

**Examples**

**Valid Integer (base 10) Constants**

0

-127

+32123

47_2

**Invalid Integer (base 10) Constants**

9999999999999999999 Number too large.

3.14 Decimal point not allowed; this is a valid REAL constant.

32,767 Comma not allowed.

33_3 3 is not a valid kind type for integers.

The following seven integers are all assigned a value equal to 3,994,575 decimal:

\[
\begin{align*}
I &= 2\#1111001111001111001111 \\
m &= 7\#45644664 \\
J &= +8\#17171717 \\
K &= #3CF3CF \\
n &= +17\#2DE110 \\
L &= 3994575 \\
index &= 36\#2DM8F
\end{align*}
\]

The following seven integers are all assigned a value equal to -3,994,575 decimal:

\[
\begin{align*}
I &= -2\#1111001111001111001111 \\
m &= -7\#45644664 \\
J &= -8\#17171717 \\
K &= -#3CF3CF \\
n &= -17\#2DE110 \\
L &= -3994575 \\
index &= -36\#2DM8F
\end{align*}
\]
You can use integer constants to assign values to data. The following table shows assignments to different data and lists the integer and hexadecimal values in the data:

<table>
<thead>
<tr>
<th>Fortran Assignment</th>
<th>Integer Value in Data</th>
<th>Hexadecimal Value in Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGICAL(1)X</td>
<td>X = -128</td>
<td>-128</td>
</tr>
<tr>
<td>INTEGER(1)X</td>
<td>X = 127</td>
<td>127</td>
</tr>
<tr>
<td></td>
<td>X = 255</td>
<td>-1</td>
</tr>
<tr>
<td>LOGICAL(2)X</td>
<td>X = 255</td>
<td>255</td>
</tr>
<tr>
<td>INTEGER(2)X</td>
<td>X = -32768</td>
<td>-32768</td>
</tr>
<tr>
<td></td>
<td>X = 32767</td>
<td>32767</td>
</tr>
<tr>
<td></td>
<td>X = 65535</td>
<td>-1</td>
</tr>
</tbody>
</table>

See Also

Numeric Expressions
integer-size

Real Data Types

Real data types can be specified as follows:

REAL

REAL([KIND=]n)

REAL* n

DOUBLE PRECISION

n

Is an initialization expression that evaluates to kind 4, 8, or 16.

If a kind parameter is specified, the real constant has the kind specified. If a kind parameter is not specified, the kind is default real.

Default real is affected by compiler options specifying real size and by the REAL directive.

The default KIND for DOUBLE PRECISION is affected by compiler option double-size. If this compiler option is not specified, default DOUBLE PRECISION is REAL(8).

No kind parameter is permitted for data declared with type DOUBLE PRECISION.

The intrinsic inquiry function KIND returns the kind type parameter. The intrinsic inquiry function RANGE returns the decimal exponent range, and the intrinsic function PRECISION returns the decimal precision. You can use the intrinsic function SELECTED_REAL_KIND to find the kind values that provide a given precision and exponent range.

Examples

The following examples show how real variables can be declared.

An entity-oriented example is:

```
REAL (KIND = high), OPTIONAL :: testval
REAL, SAVE :: a(10), b(20,30)
```

An attribute-oriented example is:

```
REAL (KIND = high) testval
REAL a(10), b(20,30)
OPTIONAL testval
SAVE a, b
```
See Also
General Rules for Real Constants
REAL(4) Constants
REAL(8) or DOUBLE PRECISION Constants
REAL(16) Constants
real-size

General Rules for Real Constants

A real constant approximates the value of a mathematical real number. The value of the constant can be positive, zero, or negative.

The following is the general form of a real constant with no exponent part:

\[ s[n...] \] \_k

A real constant with an exponent part has one of the following forms:

\[ s[n...]E[s]nn... \] \_k
\[ s[n...]D[s]nn... \]
\[ s[n...]Q[s]nn... \]

- \( s \) is a sign; required if negative (-), optional if positive (+).
- \( n \) is a decimal digit (0 through 9). A decimal point must appear if the real constant has no exponent part.
- \( k \) is the optional kind parameter: 4 for REAL(4), 8 for REAL(8), or 16 for REAL(16). It must be preceded by an underscore ( _ ).

Description

Leading zeros (zeros to the left of the first nonzero digit) are ignored in counting significant digits. For example, in the constant 0.00001234567, all of the nonzero digits, and none of the zeros, are significant. (See the following sections for the number of significant digits each kind type parameter typically has).

The exponent represents a power of 10 by which the preceding real or integer constant is to be multiplied (for example, 1.0E6 represents the value 1.0 * 10**6).

A real constant with no exponent part and no kind type parameter is (by default) a single-precision (REAL(4)) constant. You can change the default behavior by specifying compiler option fpconstant.

If the real constant has no exponent part, a decimal point must appear in the string (anywhere before the optional kind parameter). If there is an exponent part, a decimal point is optional in the string preceding the exponent part; the exponent part must not contain a decimal point.

The exponent letter E denotes a single-precision real (REAL(4)) constant, unless the optional kind parameter specifies otherwise. For example, -9.E2_8 is a double-precision constant (which can also be written as -9.D2).

The exponent letter D denotes a double-precision real (REAL(8)) constant.

The exponent letter Q denotes a quad-precision real (REAL(16)) constant.

A minus sign must appear before a negative real constant; a plus sign is optional before a positive constant. Similarly, a minus sign must appear between the exponent letter (E, D, or Q) and a negative exponent, whereas a plus sign is optional between the exponent letter and a positive exponent.

If the real constant includes an exponent letter, the exponent field cannot be omitted, but it can be zero.

To specify a real constant using both an exponent letter and a kind parameter, the exponent letter must be E, and the kind parameter must follow the exponent part.
See Also
fpconstant

REAL(4) Constants
A single-precision REAL constant occupies four bytes of memory. The number of digits is unlimited, but typically only the leftmost seven digits are significant.
IEEE* S_floating format is used.
Note that compiler option real-size can affect REAL data.

Examples
Valid REAL(4) Constants
3.14159
3.14159_4
621712._4
-.00127
+5.0E3
2E-3_4

Invalid REAL(4) Constants
1,234,567.  Commas not allowed.
325E-47    Too small for REAL; this is a valid DOUBLE PRECISION constant.
-47.E47    Too large for REAL; this is a valid DOUBLE PRECISION constant.
625._6     6 is not a valid kind for reals.
100        Decimal point missing; this is a valid integer constant.
$25.00     Special character not allowed.

See Also
General Rules for Real Constants
real-size
Compiler Reference ... Data and I/O section: Data Representation

REAL(8) or DOUBLE PRECISION Constants
A REAL(8) or DOUBLE PRECISION constant has more than twice the accuracy of a REAL(4) number, and greater range.
A REAL(8) or DOUBLE PRECISION constant occupies eight bytes of memory. The number of digits that precede the exponent is unlimited, but typically only the leftmost 15 digits are significant.
IEEE T_floating format is used.
Note that compiler option double-size can affect DOUBLE PRECISION data.
The default KIND for DOUBLE PRECISION is affected by compiler option double-size.
Examples
Valid REAL(8) or DOUBLE PRECISION Constants
123456789D+5
123456789E+5_8
+2.7843D00
-.522D-12
2E200_8
2.3_8
3.4E7_8

Invalid REAL(8) or DOUBLE PRECISION Constants
-.25D0_2
2 is not a valid kind for reals.
+2.7182812846182
No D exponent designator is present; this is a valid single-precision constant.
123456789.D400
Too large for any double-precision format.
123456789.D-400
Too small for any double-precision format.

See Also
General Rules for Real Constants
double-size
Compiler Reference ... Data and I/O section: Data Representation

REAL(16) Constants
A REAL(16) constant has more than four times the accuracy of a REAL(4) number, and a greater range.
A REAL(16) constant occupies 16 bytes of memory. The number of digits that precede the exponent is unlimited, but typically only the leftmost 33 digits are significant.
IEEE X_floating format is used.

Examples
Valid REAL(16) Constants
123456789Q4000
-1.23Q-400
+2.72Q0
1.88_16

Invalid REAL(16) Constants
1.Q5000
Too large.
1.Q-5000
Too small.

See Also
General Rules for Real Constants
Compiler Reference ... Data and I/O section: Data Representation
Complex Data Types

Complex data types can be specified as follows:

```
COMPLEX
COMPLEX([KIND=]n)
COMPLEX*s
DOUBLE COMPLEX
```

- \( n \) is an initialization expression that evaluates to kind 4, 8, or 16.
- \( s \) is 8, 16, or 32. COMPLEX(4) is specified as COMPLEX*8; COMPLEX(8) is specified as COMPLEX*16; COMPLEX(16) is specified as COMPLEX*32.

If a kind parameter is specified, the complex constant has the kind specified. If no kind parameter is specified, the kind of both parts is default real, and the constant is of type default complex.

Default real is affected by compiler option real-size and by the REAL directive.

The default KIND for DOUBLE COMPLEX is affected by compiler option double-size. If the compiler option is not specified, default DOUBLE COMPLEX is COMPLEX(8).

No kind parameter is permitted for data declared with type DOUBLE COMPLEX.

Examples

The following examples show how complex variables can be declared.

An entity-oriented example is:

```
COMPLEX (4), DIMENSION (8) :: cz, cq
```

An attribute-oriented example is:

```
COMPLEX(4) cz, cq
DIMENSION(8) cz, cq
```

See Also

General Rules for Complex Constants
COMPLEX(4) Constants
COMPLEX(8) or DOUBLE COMPLEX Constants

General Rules for Complex Constants

A complex constant approximates the value of a mathematical complex number. The constant is a pair of real or integer values, separated by a comma, and enclosed in parentheses. The first constant represents the real part of that number; the second constant represents the imaginary part.

The following is the general form of a complex constant:

\((c, c)\)

- \( c \) is as follows:
  - For COMPLEX(4) constants, \( c \) is an integer or REAL(4) constant.
  - For COMPLEX(8) constants, \( c \) is an integer, REAL(4) constant, or DOUBLE PRECISION (REAL(8)) constant. At least one of the pair must be DOUBLE PRECISION.
  - For COMPLEX(16) constants, \( c \) is an integer, REAL(4) constant, REAL(8) constant, or REAL(16) constant. At least one of the pair must be a REAL(16) constant.

Note that the comma and parentheses are required.
**COMPLEX(4) Constants**

A COMPLEX(4) constant is a pair of integer or single-precision real constants that represent a complex number.

A COMPLEX(4) constant occupies eight bytes of memory and is interpreted as a complex number.

If the real and imaginary part of a complex literal constant are both real, the kind parameter value is that of the part with the greater decimal precision.

The rules for REAL(4) constants apply to REAL(4) constants used in COMPLEX constants. (See General Rules for Complex Constants and REAL(4) Constants for the rules on forming REAL(4) constants.)

The REAL(4) constants in a COMPLEX constant have IEEE S_floating format.

Note that compiler option real-size can affect REAL data.

**Examples**

**Valid COMPLEX(4) Constants**

- (1.7039, -1.70391)
- (44.36_4, -12.2E16_4)
- (+12739E3, 0.)
- (1, 2)

**Invalid COMPLEX(4) Constants**

- (1.23, )
  - Missing second integer or single-precision real constant.
- (1.0, 2H12)
  - Hollerith constant not allowed.

**See Also**

General Rules for Complex Constants
real-size

**COMPLEX(8) or DOUBLE COMPLEX Constants**

A COMPLEX(8) or DOUBLE COMPLEX constant is a pair of constants that represents a complex number. One of the pair must be a double-precision real constant, the other can be an integer, single-precision real, or double-precision real constant.

A COMPLEX(8) or DOUBLE COMPLEX constant occupies 16 bytes of memory and is interpreted as a complex number.

The rules for DOUBLE PRECISION (REAL(8)) constants also apply to the double precision portion of COMPLEX(8) or DOUBLE COMPLEX constants. (See General Rules for Complex Constants and REAL(8) or DOUBLE PRECISION Constants for the rules on forming DOUBLE PRECISION constants.)

The DOUBLE PRECISION constants in a COMPLEX(8) or DOUBLE COMPLEX constant have IEEE T_floating format.

The default KIND for DOUBLE COMPLEX is affected by compiler option double-size.

**Examples**

**Valid COMPLEX(8) or DOUBLE COMPLEX Constants**

- (1.7039, -1.7039D0)
- (547.3E0_8, -1.44_8)
- (1.7039E0, -1.7039D0)
Invalid COMPLEX(8) or DOUBLE COMPLEX Constants

(1.23D0,)
Second constant missing.

(1D1,2H12)
Hollerith constants not allowed.

(1,1.2)
Neither constant is DOUBLE PRECISION; this is a valid single-precision constant.

See Also
General Rules for Complex Constants
double-size

COMPLEX(16) Constants
A COMPLEX(16) constant is a pair of constants that represents a complex number. One of the pair must be a REAL(16) constant, the other can be an integer, single-precision real, double-precision real, or REAL(16) constant.

A COMPLEX(16) constant occupies 32 bytes of memory and is interpreted as a complex number.

The rules for REAL(16) constants apply to REAL(16) constants used in COMPLEX constants. (See General Rules for Complex Constants and REAL(16) Constants for the rules on forming REAL(16) constants.)

The REAL(16) constants in a COMPLEX constant have IEEE X_floating format.

Note that compiler option real-size can affect REAL data.

Examples

Valid COMPLEX(16) Constants

(1.7039,-1.7039Q2)

(547.3E0_16,-1.44)

(+12739D3,0.Q0)

Invalid COMPLEX(16) Constants

(1.23Q0,)
Second constant missing.

(1D1,2H12)
Hollerith constants not allowed.

(1.7039E0,-1.7039D0)
Neither constant is REAL(16); this is a valid double-precision constant.

See Also
General Rules for Complex Constants
real-size

Logical Data Types
Logical data types can be specified as follows:

LOGICAL
LOGICAL([KIND=]n)
LOGICAL*

n Is an initialization expression that evaluates to kind 1, 2, 4, or 8.
If a kind parameter is specified, the logical constant has the kind specified. If no kind parameter is specified, the kind of the constant is default logical.

**Examples**

The following examples show how logical variables can be declared.

An entity-oriented example is:

```fortran
LOGICAL, ALLOCATABLE :: flag1, flag2
LOGICAL (KIND = byte), SAVE :: doit, dont
```

An attribute-oriented example is:

```fortran
LOGICAL flag1, flag2
LOGICAL (KIND = byte) doit, dont
ALLOCATABLE flag1, flag2
SAVE doit, dont
```

**See Also**

Logical Constants

### Logical Constants

A logical constant represents only the logical values true or false, and takes one of the following forms:

- `.TRUE.[_k]`
- `.FALSE.[_k]`

`k` is the optional kind parameter: 1 for LOGICAL(1), 2 for LOGICAL(2), 4 for LOGICAL(4), or 8 for LOGICAL(8). It must be preceded by an underscore ( `_ `).

The numeric value of `.TRUE. and `.FALSE. can be -1 and 0 or 1 and 0 depending on compiler option fpscomp [no]logicals. Logical data can take on integer data values. Logical data type ranges correspond to their comparable integer data type ranges. For example, the LOGICAL(2) range is the same as the INTEGER(2) range.

### Character Data Type

The character data type can be specified as follows:

```fortran
CHARACTER
CHARACTER([LEN=] len)
CHARACTER(LEN= len, KIND= n)
CHARACTER(len, [KIND=] n)
CHARACTER(KIND= n [, LEN= len])
CHARACTER* len [,]
```

`n` is an initialization expression that evaluates to kind 1.

`len` is a string length (not a kind). For more information, see Declaration Statements for Character Types.

If no kind type parameter is specified, the kind of the constant is default character.

On Windows systems, several Multi-Byte Character Set (MBCS) functions are available to manipulate special non-English characters.

**See Also**

Character Constants

C Strings in Character Constants
Character Substrings
Character Data Type

Character Constants

A character constant is a character string enclosed in delimiters (apostrophes or quotation marks). It takes one of the following forms:

\[[k_]\[ch...]' [C]
\[[k_][ch...]' [C]

- \(k\) is the optional kind parameter: 1 (the default). It must be followed by an underscore (\(_\)). Note that in character constants, the kind must precede the constant.

- \(ch\) is an ASCII character.

- \(C\) is a C string specifier. C strings can be used to define strings with nonprintable characters. For more information, see C Strings in Character Constants.

Description

The value of a character constant is the string of characters between the delimiters. The value does not include the delimiters, but does include all blanks or tabs within the delimiters.

If a character constant is delimited by apostrophes, use two consecutive apostrophes (\(''\)) to place an apostrophe character in the character constant.

Similarly, if a character constant is delimited by quotation marks, use two consecutive quotation marks (\(""\)) to place a quotation mark character in the character constant.

The length of the character constant is the number of characters between the delimiters, but two consecutive delimiters are counted as one character.

The length of a character constant must be in the range of 0 to 7188. Each character occupies one byte of memory.

If a character constant appears in a numeric context (such as an expression on the right side of an arithmetic assignment statement), it is considered a Hollerith constant.

A zero-length character constant is represented by two consecutive apostrophes or quotation marks.

Examples

**Valid Character Constants**

"WHAT KIND TYPE?"
'TODAY'S DATE IS: '
"The average is:"

Invalid Character Constants

'HEADINGS
'Map Number:'

No trailing apostrophe.
Beginning delimiter does not match ending delimiter.

See Also

Declarations for Character Types
C Strings in Character Constants

String values in the C language are terminated with null characters (CHAR(0)) and can contain nonprintable characters (such as backspace).

Nonprintable characters are specified by escape sequences. An escape sequence is denoted by using the backslash (\) as an escape character, followed by a single character indicating the nonprintable character desired.

This type of string is specified by using a standard string constant followed by the character C. The standard string constant is then interpreted as a C-language constant. Backslashes are treated as escapes, and a null character is automatically appended to the end of the string (even if the string already ends in a null character).

The following table shows the escape sequences that are allowed in character constants:

### C-Style Escape Sequences

<table>
<thead>
<tr>
<th>Escape Sequence</th>
<th>Represents</th>
</tr>
</thead>
<tbody>
<tr>
<td>\a or \A</td>
<td>A bell</td>
</tr>
<tr>
<td>\b or \B</td>
<td>A backspace</td>
</tr>
<tr>
<td>\f or \F</td>
<td>A formfeed</td>
</tr>
<tr>
<td>\n or \N</td>
<td>A new line</td>
</tr>
<tr>
<td>\r or \R</td>
<td>A carriage return</td>
</tr>
<tr>
<td>\t or \T</td>
<td>A horizontal tab</td>
</tr>
<tr>
<td>\v or \V</td>
<td>A vertical tab</td>
</tr>
<tr>
<td>\xhh or \Xhh</td>
<td>A hexadecimal bit pattern</td>
</tr>
<tr>
<td>\ooo</td>
<td>An octal bit pattern</td>
</tr>
<tr>
<td>\0</td>
<td>A null character</td>
</tr>
<tr>
<td>\</td>
<td>A backslash</td>
</tr>
</tbody>
</table>

If a string contains an escape sequence that isn’t in this table, the backslash is ignored.

A C string must also be a valid Fortran string. If the string is delimited by apostrophes, apostrophes in the string itself must be represented by two consecutive apostrophes (’’).

For example, the escape sequence \’string causes a compiler error because Fortran interprets the apostrophe as the end of the string. The correct form is \’’string.

If the string is delimited by quotation marks, quotation marks in the string itself must be represented by two consecutive quotation marks (“”).

The sequences \ooo and \xhh allow any ASCII character to be given as a one- to three-digit octal or a one- to two-digit hexadecimal character code. Each octal digit must be in the range 0 to 7, and each hexadecimal digit must be in the range 0 to F. For example, the C strings ‘\010’C and ‘\x08’C both represent a backspace character followed by a null character.

The C string ‘\abcd’C is equivalent to the string ‘\abcd’ with a null character appended. The string ‘’C represents the ASCII null character.

Character Substrings

A character substring is a contiguous segment of a character string. It takes one of the following forms:

v ([e1]:[e2])

a (s [, s] . . . ) ([e1]:[e2])
\( v \) is a character scalar constant, or the name of a character scalar variable or character structure component.

\( e_1 \) is a scalar integer (or other numeric) expression specifying the leftmost character position of the substring; the starting point.

\( e_2 \) is a scalar integer (or other numeric) expression specifying the rightmost character position of the substring; the ending point.

\( a \) is the name of a character array.

\( s \) is a subscript expression.

Both \( e_1 \) and \( e_2 \) must be within the range 1,2, ..., \( len \), where \( len \) is the length of the parent character string. If \( e_1 \) exceeds \( e_2 \), the substring has length zero.

Description

Character positions within the parent character string are numbered from left to right, beginning at 1.

If the value of the numeric expression \( e_1 \) or \( e_2 \) is not of type integer, it is converted to integer before use (any fractional parts are truncated).

If \( e_1 \) is omitted, the default is 1. If \( e_2 \) is omitted, the default is \( len \). For example, \( \text{NAMES}(1,3)(:7) \) specifies the substring starting with the first character position and ending with the seventh character position of the character array element \( \text{NAMES}(1,3) \).

Examples

Consider the following example:

```
CHARACTER*8 C, LABEL
LABEL = 'XVERSUSY'
C = LABEL(2:7)
```

\( \text{LABEL}(2:7) \) specifies the substring starting with the second character position and ending with the seventh character position of the character variable assigned to \( \text{LABEL} \), so \( C \) has the value 'VERSUS'.

Consider the following example:

```
TYPE ORGANIZATION
  INTEGER ID
  CHARACTER*35 NAME
END TYPE ORGANIZATION
TYPE(ORGANIZATION) DIRECTOR
CHARACTER*25 BRANCH, STATE(50)
```

The following are valid substrings based on this example:

```
BRANCH(3:15) ! parent string is a scalar variable
STATE(20) (1:3) ! parent string is an array element
DIRECTOR\NAME(:) ! parent string is a structure component
```

Consider the following example:

```
CHARACTER(*), PARAMETER :: MY_BRANCH = "CHAPTER 204"
CHARACTER(3) BRANCH_CHAP
BRANCH_CHAP = MY_BRANCH(9:11) ! parent string is a character constant
```

\( \text{BRANCH} \text{\_CHAP} \) is a character string of length 3 that has the value '204'.

See Also

Arrays
Array Elements
Structure Components
Derived Data Types
You can create derived data types from intrinsic data types or previously defined derived types.
A derived type is resolved into "ultimate" components that are either of intrinsic type or are pointers.
The set of values for a specific derived type consists of all possible sequences of component values permitted
by the definition of that derived type. Structure constructors are used to specify values of derived types.
Nonintrinsic assignment for derived-type entities must be defined by a subroutine with an ASSIGNMENT
interface. Any operation on derived-type entities must be defined by a function with an OPERATOR interface.
Arguments and function values can be of any intrinsic or derived type.
A derived type can be parameterized by type parameters. Each type parameter is defined to be either a kind
or a length type parameter, and can have a default value.

See Also
Derived-Type Assignment Statements
Defining Generic Operators for details on OPERATOR interfaces
Defining Generic Assignment for details on ASSIGNMENT interfaces
TYPE Statement (Derived Types)
Parameterized Derived-Type Declarations
Record Structures for details on record structures

Derived-Type Definition Overview
A derived-type definition specifies the name of a user-defined type and the types of its components. For
more information on the syntax of a derived-type definition, see TYPE. For more information on derived-type
definitions for polymorphic objects, see CLASS.

Default Initialization
Default initialization occurs if initialization appears in a derived-type component definition.
The specified initialization of the component will apply even if the definition is PRIVATE.
Default initialization applies to dummy arguments with INTENT(OUT). It does not imply the derived-type
component has the SAVE attribute.
Explicit initialization in a type declaration statement overrides default initialization.
To specify default initialization of an array component, use a constant expression that includes one of the
following:
• An array constructor
• A single scalar that becomes the value of each array element
Pointers can have an association status of associated, disassociated, or undefined. If no default initialization
status is specified, the status of the pointer is undefined. To specify disassociated status for a pointer
component, use =>NULL( ).

Examples
You do not have to specify initialization for each component of a derived type. For example:

```
TYPE REPORT
   CHARACTER (LEN=20) REPORT_NAME
   INTEGER DAY
   CHARACTER (LEN=3) MONTH
   INTEGER :: YEAR = 1995 ! Only component with default initialization
END TYPE REPORT
```

Consider the following:

```
TYPE (REPORT), PARAMETER :: NOV_REPORT = REPORT ("Sales", 15, "NOV", 1996)
```
In this case, the explicit initialization in the type declaration statement overrides the YEAR component of NOV_REPORT.

The default initial value of a component can also be overridden by default initialization specified in the type definition. For example:

```plaintext
TYPE MGR_REPORT
  TYPE (REPORT) :: STATUS = NOV_REPORT
  INTEGER NUM
END TYPE MGR_REPORT

TYPE (MGR_REPORT) STARTUP
```

In this case, the STATUS component of STARTUP gets its initial value from NOV_REPORT, overriding the initialization for the YEAR component.

### Procedure Pointers as Derived-Type Components

A component of derived type can be a procedure pointer. A procedure pointer component definition takes the following form:

```plaintext
PROCEDURE ([ proc-interface ], proc-attr [, proc-attr]... :: proc-decl-list
```

- **proc-interface** (Optional) Is the name of an interface or a type specifier.
- **proc-attr** Is one of the following attributes:
  - PUBLIC
  - PRIVATE
  - POINTER (required)
  - NOPASS or PASS [ (arg-name) ]
    where arg-name is the name of a dummy argument.
    PASS and NOPASS refer to passed-object dummy arguments. They are mutually exclusive. You can only specify one or the other in a proc-attr list, not both.
    If you specify NOPASS, procedures will not have have passed-object dummy arguments. NOPASS is required if the interface is implicit.
    The PASS attribute can be used to confirm the default (as the first argument), The NOPASS attribute prevents passing the object as an argument.
- **proc-decl-list** Is one or more of the following:
  - procedure-name [= null-init]
    where null-init is a reference to intrinsic function NULL with no arguments.
    If => null-init appears, the procedure must have the POINTER attribute.

### Examples

The following example defines a type that represents a list of procedures with the same interface, which can be called at some future time:

```plaintext
TYPE PROCEDURE_LIST
  PROCEDURE (PROC_INTERFACE), POINTER :: PROC
  TYPE (PROCEDURE_LIST), POINTER :: NEXT => NULL()
END TYPE PROCEDURE_LIST

ABSTRACT INTERFACE
  SUBROUTINE PROC_INTERFACE
    ...
  END SUBROUTINE PROC_INTERFACE
END INTERFACE
```
A procedure pointer can be pointer-assigned to a procedure pointer variable, invoked directly, or passed as an actual argument. For example:

```fortran
TYPE (PROCEDURE_LIST) :: a, b(6)
PROCEDURE (PROC_INTERFACE), POINTER :: R
...
R => a%PROC
CALL SUBROUTINE_NEXT(a%PROC)
CALL b(i)%PROC
```

**Type-Bound Procedures**

In a derived-type definition, you can optionally specify a type-bound-procedure-part, which consists of a CONTAINS statement, optionally followed by a PRIVATE statement, and one or more procedure binding statements. Specific, GENERIC, and FINAL procedure bindings are defined below.

A *type-bound-procedure-part* in a derived-type definition takes the following form:

```fortran
CONTAINS
[PRIVATE]
proc-binding-stmt
[ proc-binding-stmt]...
```

*proc-binding-stmt* is one of the following:

- *specific-binding*
- *generic-binding*
- *final-binding*

The default accessibility of type-bound procedures is public even if the components are private. You can change this by including the PRIVATE statement following the CONTAINS statement.

**specific-binding**

A specific type-bound procedure binds a procedure to a type or it specifies a deferred binding to an abstract type. It takes the following form:

```fortran
PROCEDURE [ (interface-name) ] [ [ , binding-attr-list ] :: ] binding-name [ => procedure-name ]
```

*interface-name* (Optional) Is the interface for the procedure. It must be the name of an abstract interface or a procedure that has an explicit interface. *interface-name* can only be specified if the binding has the DEFERRED attribute.

*binding-attr-list* (Optional) Is one or more of the following. The same attribute can only appear once for the same binding:

- **PASS**
  
  Defines the "passed-object dummy argument" of the procedure.

- **NOPASS**
  
  Indicates that the procedure has no passed-object dummy argument. Use this keyword if the procedure pointer component has an implicit interface or has no arguments. PASS and NOPASS can not both be specified for the same binding.

- **access-spec**
  
  Is the PUBLIC or PRIVATE attribute.

- **NON_OVERRIDABLE**
  
  Determines whether a binding can be overridden in an extended type. You must not specify NON_OVERRIDABLE for a binding with the DEFERRED attribute.

- **DEFERRED**
  
  Indicates the binding is deferred.
Indicates that the procedure is deferred. Deferred bindings must only be specified for derived-type definitions with the ABSTRACT attribute. A procedure with the DEFERRED binding attribute must specify an interface_name. An overriding binding can have the DEFERRED attribute only if the binding it overrides is deferred. The NON_OVERRIDABLE and DEFERRED binding attributes must not both be specified for the same procedure.

**binding-name**

Is the name of the type-bound procedure. It is referred to in the same way as a component of a type.

**procedure-name**

(Optional) Is the name of the actual procedure which implements binding-name. It is the name of an accessible module procedure or an external procedure that has an explicit interface. It defines the interface for the procedure, and the procedure to be executed when the procedure is referenced.

If neither =>procedure-name nor interface-name appears, the procedure-name is the same as the binding-name. If =>procedure-name appears, you must specify the double-colon separator and you must not specify an interface-name.

In general, the invoking variable, the passed-object dummy argument, is passed as an additional argument. By default, this is the first dummy argument of the actual procedure. So, the first argument in the argument list becomes the second argument, etc.

A passed-object dummy argument can be changed by declaring the type-bound procedure with the PASS(arg-name) attribute. In this case, the variable is passed as the named argument. The PASS attribute can also be used to confirm the default as the first argument. The NOPASS attribute prevents passing the object as an argument.

Consider the following:

```fortran
TYPE MY_TYPE
  ...  ! Component declarations
CONTAINS
  PROCEDURE :: PROC1 => MY_PROC
  PROCEDURE :: PROC2
END TYPE MY_TYPE
```

This binds MY_PROC with the PROC1.

If B is a scalar variable of type MY_TYPE, an example of a type-bound call is:

```fortran
CALL B%PROC1(C, D)
```

When PASS is in effect, the call passes B to the first argument of the procedure, C to the second argument, and D to the third argument.

### generic-binding

A generic type-bound procedure defines a generic interface that is bound to the type. It takes the following form:

```fortran
GENERIC [ , access-spec ] :: generic-spec => binding-name1 [ , binding-name2]...
```

- **access-spec**
  
  Is the PUBLIC or PRIVATE attribute. Only one can be specified.

- **generic-spec**
  
  Is an explicit INTERFACE statement using one of the following:
  
  - **generic-name**
    
    The generic-name cannot be the name of a nongeneric binding of the type. For more information, see Defining Generic Names for Procedures.
  
  - **OPERATOR (op)**
    
    Type-bound generic operators cannot have the NOPASS attribute. The dynamic type of the passed-object dummy argument determines which actual procedure is called. For more information, see Defining Generic Operators.
  
  - **ASSIGNMENT (=)**
    
    See Defining Generic Assignment.
The same \textit{generic-spec} can be used in several generic bindings within a single derived-type definition. In this case, every occurrence of the same \textit{generic-spec} must have the same accessibility.

\textit{binding-name1, binding-name2, ...} Is the name of the type-bound procedure. Each specific binding-name must have the passed-object dummy argument.

Consider the following:

```fortran
TYPE MY_TYPE2
...
CONTAINS
  PROCEDURE :: MYPROC => MYPROC1
  PROCEDURE, PASS(C) :: UPROC => UPROC1
  GENERIC :: OPERATOR(+) => MYPROC, UPROC
END TYPE MY_TYPE2
...
TYPE, EXTENDS(MY_TYPE2) :: MY_TYPE3
...
CONTAINS
  PROCEDURE :: MYPROC => MYPROC2
  PROCEDURE, PASS(C) :: UPROC => UPROC2
END TYPE MY_TYPE3
```

The type MY_TYPE3 inherits the generic operator `+`. Invoking the generic (`+`) invokes the specific type-bound procedure. For entities of type MY_TYPE3, that invokes the overriding actual procedure (MYPROC2 or UPROC2).

\textit{final-binding}

An extensible derived type can have one or more "final subroutines" associated with it. A final subroutine can be executed to perform clean-up operations after a data entity of that type is finalized (ceases to exist).

A finalization procedure defines one or more final subroutines that are bound to the type. It takes the following form:

```fortran
FINAL [ :: ] sub1 [, sub2]...
```

\textit{sub1, sub2, ...} Is a final subroutine, which is a module procedure with exactly one dummy argument of the derived type. The dummy argument cannot be INTENT(OUT), it cannot be optional, and it cannot be a pointer or allocatable. All array shape and length type parameters are assumed.

A final subroutine must not have a dummy argument with the same kind type parameters and rank as the dummy argument of another final subroutine of the type.

You cannot specify a subroutine that was previously specified as a final subroutine for the derived type.

The following example declares two module subroutines to be final:

```fortran
TYPE MY_TYPE
...
! Component declarations
CONTAINS
  FINAL :: CLEAN1, CLEAN2
END TYPE MY_TYPE
```

\textbf{See Also}

TYPE Statement (Derived Types)
Passed-Object Dummy Arguments

\textbf{Type Extension}

Type extension lets you create new derived types by extending pre-existing derived types.

Any derived type can be extended using the \texttt{EXTENDS} keyword, except for types with the \texttt{SEQUENCE} or \texttt{BIND(C)} attributes. \texttt{SEQUENCE} types and \texttt{BIND(C)} types (as well as intrinsic types) are non-extensible.
The extended type either inherits or overrides each type-bound procedure of the parent type. An overriding procedure must be compatible with the parent procedure; in particular, each dummy argument must have the same type except for the passed-object dummy argument which must have the new type. A type-bound procedure that is declared to be NON_OVERRIDABLE cannot be overridden during type extension.

The extended type inherits all the components and parameters of the parent type and they are known by the same name. The extended type can also specify additional components.

For example, consider the following derived-type definition:

```fortran
TYPE PERSON_INFO
    INTEGER :: AGE
    CHARACTER (LEN = 60) :: NAME
END TYPE PERSON_INFO
```

Derived type PERSON_INFO (the parent type) can be extended to create a new type as follows:

```fortran
TYPE, EXTENDS (PERSON_INFO) :: EMPLOYEE_DATA
    INTEGER :: ID
    REAL :: SALARY
END TYPE EMPLOYEE_DATA
```

Extended type EMPLOYEE_DATA inherits all the components in type PERSON_INFO, as well as additional components ID and SALARY.

See Also

TYPE Statement (Derived Types)
Passed-Object Dummy Arguments

Parameterized Derived-Type Declarations

A derived type is parameterized if the derived TYPE statement has type parameter names or it inherits any type parameters.

The type parameters must be listed in the type definition. You must specify a type and you must specify whether they are KIND or LEN parameters. A type parameter definition takes the following form:

```fortran
INTEGER [kind-selector], type-param-attr-spec :: type-param-decl-list
```

- kind-selector (Optional) Is one of the kind type parameter numbers allowed for integer data types. For more information, see Integer Data Types.
- type-param-attr-spec Is KIND or LEN.
- type-param-decl-list Is one or more of the following separated by commas:
  - type-param-name [= init-spec]
  - type-param-name

- type-param-name Is the name of the type parameter. Each type-param-name must match one of the type-param-name parameters listed in the derived TYPE statement.
- init-spec (Optional) Must be a scalar integer initialization expression.

If init-spec is specified, the type parameter has a default value that is specified by the expression init-spec. If necessary, the value of init-spec is converted to an integer value of the same kind as the type parameter in accordance with the rules of intrinsic assignment.

Explicit values for the type parameters are normally specified when an object of the parameter type is declared.

Within the type definition, kind type parameters may be used in constant expressions and specification expressions. Length type parameters may be used in specification expressions but not in constant expressions. The type parameters need not be used anywhere in the derived type.

Kind type parameters also participate in generic resolution Unambiguous Generic Procedure References. A single generic can include two specific procedures that have interfaces distinguished only by the value of a kind type parameter of a dummy argument.
An explicit interface is required if a parameterized derived type is used as a dummy argument. In a SELECT TYPE construct, the kind type parameter values of a type guard statement must be the same as those of the dynamic type of the selector. A BIND(C) type and a SEQUENCE type must not have type parameters.

Advantages to Using This Feature

Adding type parameters to a derived type allows you to declare objects of similar types that differ depending on the kind and length parameters used in the object declaration. For example, the type definition `matrix` below has two type parameters, a kind parameter \( k \) and a length parameter \( b \).

```fortran
TYPE matrix ( k, b )
  INTEGER, KIND :: k = 4
  INTEGER (8), LEN :: b
  REAL (k) :: element (b,b)
END TYPE matrix
```

The user can declare a matrix named `square` of 10 by 10 elements of REAL(8) with the following declaration:

```fortran
TYPE (matrix (8, 10)) :: square
```

The user can declare another matrix named `big_square` of 100 by 100 elements of REAL(4) with the following declaration:

```fortran
TYPE (matrix (10)) :: square    ! k defaults to 4
```

See Also

Parameterized TYPE Statements

SELECT TYPE

SEQUENCE

Parameterized TYPE Statements

A derived type-spec (see Type Declarations) in a parameterized type declaration has the general form:

```
type-name [ ( type-param-spec-list ) ]
```

- `type-name` is an accessible derived type.
- `type-param-spec-list` is one or more of the following separate by commas:
  - `[ keyword = ] type-param-value`
  - `keyword` is the name of a type parameter for the type `type-name`.
  - `type-param-value` is a scalar integer expression or an asterisk "*" or a colon ".:"

A `type-param-spec-list` must appear only if the type is parameterized. There must be at most one `type-param-spec` corresponding to each parameter of the type. If a type parameter does not have a default value, there must be a `type-param-spec` corresponding to that type parameter.

The following topics in this section include cumulative examples demonstrating various kinds of parameterized TYPE statements.

Examples

Consider the following:

```fortran
TYPE matrix (k, d1, d2)
  INTEGER, KIND :: k = kind (0.0)                  ! k has a default value
  INTEGER (selected_int_kind (12)), LEN :: d1, d2  ! Non-default kind for d1
  REAL (k) :: element (d1 ,d2)                     ! Non-default kind for d1
END TYPE
```

```fortran
! dim is an integer variable
TYPE(matrix(k = KIND(0d0), d1=200+5, d2=dim)) :: my_matrix1
! k has a default value and so the type-param-spec can be omitted
```
Each keyword must be the name of one of the parameters of the type. Similar to keyword arguments in procedure calls, "keyword=" can be omitted only if "keyword=" has been omitted for each preceding type parameter. If a keyword appears, the value corresponds to the type parameter named by the keyword. If keywords do not appear, the value corresponds to type parameters in type parameter order. If necessary, the value is converted according to the rules of intrinsic assignment to a value of the same kind as the type parameter.

**See Also**

Parameterized Derived-Type Declarations

Structure Constructors for Parameterized Derived Types

A type-param-spec-list must be given when constructing a parameterized derived type. See Parameterized TYPE Statements.

The syntax takes the following form:

```
derived-type-spec ([ comp-spec-list ])
```

*derived-type-spec* is a derived type-spec. See Type Declarations for details on type specifications.

*comp-spec-list* is a list of one or more component specifications.

**Example**

```
Matrix (kind (0.0),1,3) :: my_matrix
my_matrix = matrix (kind (0.0),1,3) ((1.0,2.0,3.0))
```

**See Also**

Parameterized Derived-Type Declarations

Parameterized TYPE Statements

Structure Constructors

**Type Parameter Order for Parameterized Derived Types**

The type parameter order of a non-extended type is the order of the type parameter list in the derived type definition. The type parameter order of an extended type consists of the order of its parent type followed by the order of the type parameter list in the derived type definition.

A type parameter declared in an extended type must not have the same name as any accessible component or type parameter of its parent type.

**Examples**

Consider the following:

```
Type :: t1 (k1,k2)
   Integer, kind :: k1,k2
   Real(k1) :: a(k2)
End type

Type, extends (t1) :: t2(k3)
   Integer, kind :: k3
   Logical(k3) flag
End type
```

The type parameter order for type *t1* is *k1*, then *k2*.

The type parameter order for type *t2* is *k1*, then *k2*, then *k3*. 
Deferred-Length Type Parameters for Parameterized Derived Types

Similar to deferred character lengths and deferred array bounds, the length type parameters of a derived type can be deferred. A deferred-length type parameter is specified when type-param-value in the type-param-spec is a colon (":").

A derived type object with a deferred-length type parameter must have an ALLOCATABLE or POINTER attribute. The value of a deferred type parameter is deferred until allocation or association.

When the dummy argument is allocatable or a pointer, the actual argument must have deferred the same type parameters as the dummy argument.

```
TYPE(matrix(k=KIND(0.0), d1= :, d2= :)), pointer :: my_mtrx_ptr, my_mtrx_alloc
TYPE(matrix(KIND(0.0), 100, 200)), target :: my_mtrx_tgt
TYPE(matrix(KIND(0.0), 1, 2)) :: my_mtrx_src

my_mtrx_ptr => my_mtrx_tgt  ! Gets values from target
! my_mtrx_ptr has d1= 100 and d2 = 200.

ALLOCATE(matrix(KIND(0.0), 10, 20) :: my_mtrx_alloc)  ! Gets values from allocation
! my_mtrx_alloc has d1=10 and d2=20
DEALLOCATE(my_mtrx_alloc)

ALLOCATE(my_mtrx_alloc, source=my_mtrx_src)  ! Gets values from allocation
! my_mtrx_alloc has d1=1 and d2=2
```

All non-deferred type parameter values of the declared type of the pointer object that correspond to non-deferred type parameters of the pointer target must agree. If a pointer object has non-deferred type parameters that correspond to deferred type parameters of a pointer target, the pointer target must not have undefined association status.

Deferred type parameters of functions, including function procedure pointers, have no values. Instead, they indicate that those type parameters of the function result will be determined by execution of the function, if it returns an allocated allocatable result or an associated pointer result.

If an ALLOCATE statement specifies a derived type object with deferred type parameters, it must either have the derived-type specification or a source-expr (a scalar expression). The kind type parameter values and the non-deferred length type parameter values in the derived-type specification or source-expr must be the same as the corresponding values of the derived type object.

```
TYPE(matrix(k=KIND(0.0), d1= 100, d2= :)), pointer :: my_mtrx_alloc
TYPE(matrix(KIND(0.0), 1, 2)) :: my_mtrx_src

ALLOCATE(my_mtrx_alloc, source=my_mtrx_src)  ! Illegal - d1 is not deferred
! my_mtrx_src must have the same value for d1
```

See Also
Parameterized Derived-Type Declarations
Parameterized TYPE Statements
ALLOCATE
ALLOCATABLE
POINTER - Fortran
Assumed-Length Type Parameters for Parameterized Derived Types

The length type parameter is assumed when an asterisk is used as a type-param-value in a type-param-spec. An asterisk may be used only in the declaration of a dummy argument, in the associate name in a SELECT TYPE statement, or in the allocation of a dummy argument. The value is taken from that of the actual argument.

```
Type(matrix(KIND(0d0), 10, :)), pointer :: y(:)
Call print_matrix(y)
...
Subroutine print_matrix(x)
   ! d1 here is assumed and its value '10' is obtained from the actual argument
   Type(matrix(k=KIND(0d0), d1=*, d2=:), pointer :: x(:)
   ALLOCATE(matrix(KIND(0.0), *, 10) :: x(10))
...
End Subroutine
```

All length type parameters of the dummy argument must be assumed for a final subroutine. All length type parameters of the first dummy argument to a user-defined I/O subroutine must be assumed. All of the length type parameters of a passed-object dummy argument must be assumed. In a SELECT TYPE construct, each length type parameter in a type-guard-stmt must be assumed.

Array Constructors

If type-spec in an array constructor specifies a parameterized derived type, all ac-value expressions in the array constructor must be of that derived type and must have the same kind type parameter values as specified by type-spec. Also, type-spec specifies the declared type and type parameters of the array constructor.

Each ac-value expression in the array constructor must be compatible with intrinsic assignment to a variable of this type and type parameter. Each value is converted to the type parameters of the array constructor in accordance with the rules of intrinsic assignment.

If type-spec is omitted, each ac-value expression in the array constructor must have the same length type parameters; in which case, the declared type and type parameters of the array constructor are those of the ac-value expressions.

Type Parameter Inquiry

The value of a derived-type parameter can be accessed from outside the type definition, using the same notation as component access.

```
print *, 'No: of Rows =', my_matrix%d1
print *, 'No: of Columns =', my_matrix%d2
```

Unlike components, a type parameter inquiry cannot be used on the left-hand side of an assignment, and type parameters are effectively always public. The value of a deferred type parameter of an unallocated allocatable, or of a pointer that is not associated with a target, is undefined and must not be inquired about. The length type parameters of an optional dummy argument that is not present must not be the subject of an inquiry.

The type parameters of intrinsic types can also be inquired using this syntax. The result is always scalar, even if the object is an array.

```
REAL(selected_real_kind(10,20)) :: z(100)
.. PRINT *, z%kind ! A single value is printed
```

This is same as calling KIND(z). However, the type parameter inquiry can be used even when the intrinsic function is not available.
Do i=1, (len - ch%len)/2
...
! The inquiry ch%len cannot be replaced with len(ch) since len is the
! name of a dummy argument

See Also
Parameterized Derived-Type Declarations
Parameterized TYPE Statements
SELECT TYPE

Structure Components
A reference to a component of a derived-type structure takes the following form:
parent [%component [(s-list)]] ... %component [(s-list)]

parent
Is the name of a scalar or array of derived type. The percent sign (%) is called a component selector.

component
Is the name of a component of the immediately preceding parent or component.

s-list
Is a list of one or more subscripts. If the list contains subscript triplets or vector subscripts, the reference is to an array section.

Each subscript must be a scalar integer (or other numeric) expression with a value that is within the bounds of its dimension.
The number of subscripts in any s-list must equal the rank of the immediately preceding parent or component.

Description
Each parent or component (except the rightmost) must be of derived type.

The parent or one of the components can have nonzero rank (be an array). Any component to the right of a parent or component of nonzero rank must not have the POINTER attribute.

The rank of the structure component is the rank of the part (parent or component) with nonzero rank (if any); otherwise, the rank is zero. The type and type parameters (if any) of a structure component are those of the rightmost part name.

The structure component must not be referenced or defined before the declaration of the parent object.

If the parent object has the INTENT, TARGET, or PARAMETER attribute, the structure component also has the attribute.

Examples
The following example shows a derived-type definition with two components:

```fortran
TYPE EMPLOYEE
  INTEGER ID
  CHARACTER(LEN=40) NAME
END TYPE EMPLOYEE
```

The following shows how to declare CONTRACT to be of type EMPLOYEE:

```fortran
TYPE(EMPLOYEE) :: CONTRACT
```

Note that both examples started with the keyword TYPE. The first (initial) statement of a derived-type definition is called a derived-type statement, while the statement that declares a derived-type object is called a TYPE statement.

The following example shows how to reference component ID of parent structure CONTRACT:

```fortran
CONTRACT%ID
```
The following example shows a derived type with a component that is a previously defined type:

```fortran
TYPE DOT
    REAL X, Y
END TYPE DOT

TYPE SCREEN
    TYPE(DOT) C, D
END TYPE SCREEN
```

The following declares a variable of type SCREEN:

```fortran
TYPE(SCREEN) M
```

Variable M has components M%C and M%D (both of type DOT); M%C has components M%C%X and M%C %Y of type REAL.

The following example shows a derived type with a component that is an array:

```fortran
TYPE CAR_INFO
    INTEGER YEAR
    CHARACTER(LEN=15), DIMENSION(10) :: MAKER
    CHARACTER(LEN=10) MODEL, BODY_TYPE*8
    REAL PRICE
END TYPE

TYPE(CAR_INFO) MY_CAR
```

Note that MODEL has a character length of 10, but BODY_TYPE has a character length of 8. You can assign a value to a component of a structure; for example:

```fortran
MY_CAR%YEAR = 1985
```

The following shows an array structure component:

```fortran
MY_CAR%MAKER
```

In the preceding example, if a subscript list (or substring) was appended to MAKER, the reference would not be to an array structure component, but to an array element or section.

Consider the following:

```fortran
MY_CAR%MAKER(2) (4:10)
```

In this case, the component is substring 4 to 10 of the second element of array MAKER.

Consider the following:

```fortran
TYPE CHARGE
    INTEGER PARTS(40)
    REAL LABOR
    REAL MILEAGE
END TYPE CHARGE

TYPE(CHARGE) MONTH
TYPE(CHARGE) YEAR(12)
```

Some valid array references for this type follow:

```fortran
MONTH%PARTS(I) ! An array element
MONTH%PARTS(I:K) ! An array section
YEAR(I)%PARTS ! An array structure component (a whole array)
YEAR(J)%PARTS(I) ! An array element
YEAR(J)%PARTS(I:K) ! An array section
YEAR(J:K)%PARTS(I) ! An array section
YEAR%PARTS(I) ! An array section
```
The following example shows a derived type with a pointer component that is of the type being defined:

```
TYPE NUMBER
  INTEGER NUM
END TYPE
```

```
TYPE(NUMBER), POINTER :: START_NUM => NULL( )
TYPE(NUMBER), POINTER :: NEXT_NUM => NULL( )
END TYPE
```

A type such as this can be used to construct linked lists of objects of type NUMBER. Note that the pointers are given the default initialization status of disassociated.

The following example shows a private type:

```
TYPE, PRIVATE :: SYMBOL
  LOGICAL TEST
  CHARACTER(LEN=50) EXPLANATION
END TYPE SYMBOL
```

This type is private to the module. The module can be used by another scoping unit, but type SYMBOL is not available.

**See Also**

Array Elements for details on references to array elements

Array Sections for details on references to array sections

Modules and Module Procedures for examples of derived types in modules

**Structure Constructors**

A structure constructor lets you specify scalar values of a derived type. It takes the following form:

```
d-name (comp-spec)
```

- **d-name**
  - Is the name of the derived type. It cannot be an abstract type.

- **comp-spec**
  - Is a component specification. Only one `comp-spec` can be specified for a component. However, you can specify more than one `comp-spec` in a constructor. A component specification takes the following form:
    
    `[keyword=] comp-data-source`

- **keyword**
  - Is the name of a component of the derived type `d-name`.

- **comp-data-source**
  - Is one of the following:
    
    - `expr`
    - `data-target`
    - `proc-target`

  - **expr**
    - Is an expression specifying component values. The values must agree in number and order with the components of the derived type. If necessary, values are converted (according to the rules of assignment), to agree with their corresponding components in type and kind parameters.

  - **data-target**
    - Is a data pointer component. It must have the same rank as its corresponding component.

  - **proc-target**
    - Is a procedure pointer component.

**Description**

A structure constructor must not appear before its derived type is defined.
If `keyword= appears, any `expr` is assigned to the component named by the keyword. If `keyword= is omitted, each `comp-data-source` is assigned to the corresponding component in component order. The `keyword= can be omitted from a `comp-spec` only if the `keyword=` has been omitted from each preceding `comp-spec` in the constructor, if any.

If a component of the derived type is an array, the shape in the expression list must conform to the shape of the component array.

If a component of the derived type is a pointer, the value in the expression list must evaluate to an object that would be a valid target in a pointer assignment statement. (A constant is not a valid target in a pointer assignment statement.)

If all the values in a structure constructor are constant expressions, the constructor is a derived-type constant expression.

The type name and all components of the type for which a `comp-spec` appears must be accessible in the scoping unit containing the structure constructor.

For a pointer component, the corresponding `comp-data-source` must be an allowable `data-target` or `proc-target` for such a pointer in a pointer assignment statement. If the `comp-data-source` is a pointer, the association of the component is that of the pointer; otherwise, the component is pointer-associated with the `comp-data-source`.

If a component with default initialization has no corresponding `comp-data-source`, then the default initialization is applied to that component.

If a component of a derived type is allocatable, the corresponding constructor expression must either be a reference to the intrinsic function NULL with no arguments or an allocatable entity of the same rank, or it must evaluate to an entity of the same rank.

If the expression is a reference to the intrinsic function NULL, the corresponding component of the constructor has a status of unallocated.

If the expression is an allocatable entity, the corresponding component of the constructor has the same allocation status as that allocatable entity. If the entity is allocated, the constructor component has the same dynamic type, bounds, and value. If a length parameter of the component is deferred, its value is the same as the corresponding parameter of the expression. Otherwise the corresponding component of the constructor has an allocation status of allocated and has the same bounds and value as the expression.

**Examples**

Consider the following derived-type definition:

```fortran
TYPE EMPLOYEE
  INTEGER ID
  CHARACTER(LEN=40) NAME
END TYPE EMPLOYEE
```

This can be used to produce the following structure constructor:

```fortran
EMPLOYEE(3472, "John Doe")
```

The following example shows a type with a component of derived type:

```fortran
TYPE ITEM
  REAL COST
  CHARACTER(LEN=30) SUPPLIER
  CHARACTER(LEN=20) ITEM_NAME
END TYPE ITEM
```

```fortran
TYPE PRODUCE
  REAL MARKUP
  TYPE(ITEM) FRUIT
END TYPE PRODUCE
```
In this case, you must use an embedded structure constructor to specify the values of that component; for example:

```
PRODUCE(.70, ITEM (.25, "Daniels", "apple"))
```

See Also

Pointer Assignments
Procedure Pointers

**Binary, Octal, Hexadecimal, and Hollerith Constants**

Binary, octal, hexadecimal, and Hollerith constants are nondecimal constants. They have no intrinsic data type, but assume a numeric data type depending on their use.

Standard Fortran allows unsigned binary, octal, and hexadecimal constants to be used in DATA statements; the constant must correspond to an integer scalar variable.

In Intel® Fortran, binary, octal, hexadecimal, and Hollerith constants can appear wherever numeric constants are allowed.

See Also

Determining the Data Type of Nondecimal Constants

**Binary Constants**

A binary constant is an alternative way to represent a numeric constant. A binary constant takes one of the following forms:

- `B'd[d...]'
- `B"d[d...]"

`d` is a binary (base 2) digit (0 or 1).

You can specify up to 128 binary digits in a binary constant.

**Examples**

**Valid Binary Constants**

- `B'0101110'
- `B"1"

**Invalid Binary Constants**

- `B'0112'
  The character 2 is invalid.
- `B10011'
  No apostrophe after the B.
- "1000001"
  No B before the first quotation mark.

See Also

Alternative Syntax for Binary, Octal, and Hexadecimal Constants

**Octal Constants**

An octal constant is an alternative way to represent numeric constants. An octal constant takes one of the following forms:

- `O'd[d...]'
- `O"d[d...]"


Is an octal (base 8) digit (0 through 7).

You can specify up to 128 bits (43 octal digits) in octal constants.

**Examples**

**Valid Octal Constants**

O'07737'

O"1"

**Invalid Octal Constants**

O'7782'  
The character 8 is invalid.

O7772'  
No apostrophe after the O.

"0737"  
No O before the first quotation mark.

**See Also**

Alternative Syntax for Binary, Octal, and Hexadecimal Constants

**Hexadecimal Constants**

A hexadecimal constant is an alternative way to represent numeric constants. A hexadecimal constant takes one of the following forms:

Z'd[d...]'

Z"d[d...]"

\(d\)  
Is a hexadecimal (base 16) digit (0 through 9, or an uppercase or lowercase letter in the range of A to F).

You can specify up to 128 bits (32 hexadecimal digits) in hexadecimal constants.

**Examples**

**Valid Hexadecimal Constants**

Z'AF9730'

Z"FFABC"

Z'84'

**Invalid Hexadecimal Constants**

Z'999.'  
Decimal not allowed.

ZF9"  
No quotation mark after the Z.

**See Also**

Alternative Syntax for Binary, Octal, and Hexadecimal Constants

**Hollerith Constants**

A Hollerith constant is a string of printable ASCII characters preceded by the letter H. Before the H, there must be an unsigned, nonzero default integer constant stating the number of characters in the string (including blanks and tabs).

Hollerith constants are strings of 1 to 2000 characters. They are stored as byte strings, one character per byte.
Examples

Valid Hollerith Constants

16HTODAY'S DATE IS:

1HB

4H ABC

Invalid Hollerith Constants

3HABCD  Wrong number of characters.

0H  Hollerith constants must contain at least one character.

Determining the Data Type of Nondecimal Constants

Binary, octal, hexadecimal, and Hollerith constants have no intrinsic data type. In most cases, the default integer data type is assumed.

However, these constants can assume a numeric data type depending on their use. When the constant is used with a binary operator (including the assignment operator), the data type of the constant is the data type of the other operand. For example:

<table>
<thead>
<tr>
<th>Statement</th>
<th>Data Type of Constant</th>
<th>Length of Constant (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER(2) ICOUNT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>INTEGER(4) JCOUNT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>INTEGER(4) N</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REAL(8) DOUBLE</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REAL(4) RAFFIA, RALPHA</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RAFFIA = B'100110011111010011'</td>
<td>REAL(4)</td>
<td>4</td>
</tr>
<tr>
<td>RAFFIA = Z'99AF2'</td>
<td>REAL(4)</td>
<td>4</td>
</tr>
<tr>
<td>RALPHA = 4HABCD</td>
<td>REAL(4)</td>
<td>4</td>
</tr>
<tr>
<td>DOUBLE = B'11111111110011001010'</td>
<td>REAL(8)</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE = Z'FFF99A'</td>
<td>REAL(8)</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE = 8HABCDEFGH</td>
<td>REAL(8)</td>
<td>8</td>
</tr>
<tr>
<td>JCOUNT = ICOUNT + B'011101101111'</td>
<td>INTEGER(2)</td>
<td>2</td>
</tr>
<tr>
<td>JCOUNT = ICOUNT + O'777'</td>
<td>INTEGER(2)</td>
<td>2</td>
</tr>
<tr>
<td>JCOUNT = ICOUNT + 2HXY</td>
<td>INTEGER(2)</td>
<td>2</td>
</tr>
<tr>
<td>IF (N .EQ. B'1010100') GO TO 10</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>IF (N .EQ. O'123') GO TO 10</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>IF (N. EQ. 1HZ) GO TO 10</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
</tbody>
</table>
When a specific data type (generally integer) is required, that type is assumed for the constant. For example:

<table>
<thead>
<tr>
<th>Statement</th>
<th>Data Type of Constant</th>
<th>Length of Constant (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y(IX) = Y(O'15') + 3.</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>Y(IX) = Y(1HA) + 3.</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
</tbody>
</table>

When a nondecimal constant is used as an actual argument, the following occurs:

- For binary, octal, and hexadecimal constants, if the value fits in a default integer, that integer kind is used. Otherwise, the smallest integer kind large enough to hold the value is used.
- For Hollerith constants, a numeric data type of sufficient size to hold the length of the constant is assumed.

For example:

<table>
<thead>
<tr>
<th>Statement</th>
<th>Data Type of Constant</th>
<th>Length of Constant (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALL APAC(Z'34BC2')</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>CALL APAC(9HABCDEFGHI)</td>
<td>REAL(16)</td>
<td>9</td>
</tr>
</tbody>
</table>

When a binary, octal, or hexadecimal constant is used in any other context, the default integer data type is assumed. In the following examples, default integer is INTEGER(4):

<table>
<thead>
<tr>
<th>Statement</th>
<th>Data Type of Constant</th>
<th>Length of Constant (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (Z'AF77') 1,2,3</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>IF (2HAB) 1,2,3</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>I = O'7777' - Z'A39'</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>I = 1HC - 1HA</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>J = NOT. O'73777'</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>J = NOT. 1HB</td>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
</tbody>
</table>

1 When two typeless constants are used in an operation, they both take default integer type.

When nondecimal constants are not the same length as the length implied by a data type, the following occurs:

- Binary, octal, and hexadecimal constants
  These constants can specify up to 16 bytes of data. When the length of the constant is less than the length implied by the data type, the leftmost digits have a value of zero.
  When the length of the constant is greater than the length implied by the data type, the constant is truncated on the left. An error results if any nonzero digits are truncated.
  The Data Type Storage Requirements table lists the number of bytes that each data type requires.
- Hollerith constants
  When the length of the constant is less than the length implied by the data type, blanks are appended to the constant on the right.
  When the length of the constant is greater than the length implied by the data type, the constant is truncated on the right. If any characters other than blank characters are truncated, a warning occurs.
  Each Hollerith character occupies one byte of memory.
Enumerations and Enumerators

An enumeration defines the name of a group of related values and the name of each value within the group. It takes the following form:

```
ENUM, BIND(C)
   ENUMERATOR [ :: ] c1 [ = expr][, c2 [ = expr]]...
   [ENUMERATOR [ :: ] c3 [ = expr][, c4 [ = expr]]...]
END ENUM
```

- `c1`, `c2`, `c3`, `c4` Is the name of the enumerator being defined.
- `expr` Is an optional scalar integer initialization expression specifying the value for the enumerator.

If `=` appears in an enumerator, a double-colon separator must appear before the enumerator or list of enumerators.

The compiler ensures that the integer kind declared for the enumerator is compatible with the integer type used by the corresponding C enumeration. The processor uses the same representation for the types declared by all C enumeration specifiers that specify the same values in the same order.

An enumerator is treated as if it were explicitly declared with the PARAMETER attribute.

The order in which the enumerators appear in an enumerator definition is significant.

If you do not explicitly assign each enumerator a value by specifying an `expr`, the compiler assigns a value according to the following rules:

- If the enumerator is the first enumerator in the enumerator definition, the enumerator has the value 0.
- If the enumerator is not the first enumerator in the enumerator definition, its value is the result of adding one to the value of the immediately preceding enumerator in the enumerator definition.

You can define the enumerators in multiple ENUMERATOR statements or in one ENUMERATOR statement. The order in which the enumerators are declared in an enumeration definition is significant, but the number of ENUMERATOR statements is not.

Examples

The following example shows an enumeration definition:

```
ENUM, BIND(C)
   ENUMERATOR ORANGE
   ENUMERATOR :: RED = 5, BLUE = 7
   ENUMERATOR GREEN
END ENUM
```

The kind type parameter for this enumeration is processor dependent, but the processor must select a kind sufficient to represent the values of the enumerators.

The order of the enumerators is significant if the values are not assigned explicitly. In the above example, the value of ORANGE becomes defined as a named constant with the value zero and the value of GREEN becomes defined as a named constant with the value 8. Note that if RED was the enumerator preceding GREEN, the value of GREEN would be 6 rather than 8.

The following declaration may be considered to be equivalent to the above enumeration definition:

```
INTEGER(SELECTED_INT_KIND(4)), PARAMETER :: ORANGE = 0, RED = 5, BLUE = 7, GREEN = 8
```

An entity of the same kind type parameter value can be declared using the intrinsic function KIND with one of the enumerators as its argument, for example:

```
INTEGER(KIND(BLUE)) :: X
```
Variables
A variable is a data object whose value can be changed (defined or redefined) at any point in a program. A variable can be any of the following:

- A scalar
  A scalar is a single object that has a single value; it can be of any intrinsic or derived (user-defined) type.

- An array
  An array is a collection of scalar elements of any intrinsic or derived type. All elements must have the same type and kind parameters.

- A subobject designator
  A subobject is part of an object. The following are subobjects:
  - An array element
  - An array section
  - A structure component
  - A character substring
  For example, B(3) is a subobject (array element) designator for array B. A subobject cannot be a variable if its parent object is a constant.

The name of a variable is associated with a single storage location. A designator is a name followed by zero or more component selectors, complex part selectors, array section selectors, array element selectors, image selectors, and substring selectors.

Variables are classified by data type, as constants are. The data type of a variable indicates the type of data it contains, including its precision, and implies its storage requirements. When data of any type is assigned to a variable, it is converted to the data type of the variable (if necessary).

A variable is defined when you give it a value. A variable can be defined before program execution by a DATA statement or a type declaration statement. During program execution, variables can be defined or redefined in assignment statements and input statements, or undefined (for example, if an I/O error occurs). When a variable is undefined, its value is unpredictable.

When a variable becomes undefined, all variables associated by storage association also become undefined. An object with subobjects, such as an array, can only be defined when all of its subobjects are defined. Conversely, when at least one of its subobjects are undefined, the object itself, such as an array or derived type, is undefined.

This section also discusses the Data Types of Scalar Variables and Arrays.

See Also
Type Declarations
DATA
Data Type of Numeric Expressions
Storage Association for details on storage association of variables

Data Types of Scalar Variables
The data type of a scalar variable can be explicitly declared in a type declaration statement. If no type is declared, the variable has an implicit data type based on predefined typing rules or definitions in an IMPLICIT statement.

An explicit declaration of data type takes precedence over any implicit type. Implicit type specified in an IMPLICIT statement takes precedence over predefined typing rules.

See Also
Specification of Data Type
Implicit Typing Rules
Specification of Data Type

Type declaration statements explicitly specify the data type of scalar variables. For example, the following statements associate VAR1 with a 16-byte complex storage location, and VAR2 with an 8-byte double-precision storage location:

```
COMPLEX(8) VAR1
REAL(8) VAR2
```

**NOTE**
If no kind parameter is specified for a data type, the default kind is used. The default kind can be affected by compiler options that affect the size of variables.

You can explicitly specify the data type of a scalar variable only once.

If no explicit data type specification appears, any variable with a name that begins with the letter in the range specified in the IMPLICIT statement becomes the data type of the variable.

Character type declaration statements specify that given variables represent character values with the length specified. For example, the following statements associate the variable names INLINE, NAME, and NUMBER with storage locations containing character data of lengths 72, 12, and 9, respectively:

```
CHARACTER*72 INLINE
CHARACTER NAME*12, NUMBER*9
```

In single subprograms, assumed-length character arguments can be used to process character strings with different lengths. The assumed-length character argument has its length specified with an asterisk, for example:

```
CHARACTER*(*) CHARDUMMY
```

The argument CHARDUMMY assumes the length of the actual argument.

See Also
Type Declarations
Assumed-Length Character Arguments
IMPLICIT
Declarations for Character Types

Implicit Typing Rules

By default, all scalar variables with names beginning with I, J, K, L, M, or N are assumed to be default integer variables. Scalar variables with names beginning with any other letter are assumed to be default real variables. For example:

<table>
<thead>
<tr>
<th>Real Variables</th>
<th>Integer Variables</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALPHA</td>
<td>JCOUNT</td>
</tr>
<tr>
<td>BETA</td>
<td>ITEM_1</td>
</tr>
<tr>
<td>TOTAL_NUM</td>
<td>NTOTAL</td>
</tr>
</tbody>
</table>

Names beginning with a dollar sign ($) are implicitly INTEGER.

You can override the default data type implied in a name by specifying data type in either an IMPLICIT statement or a type declaration statement.

See Also
Type Declarations
IMPLICIT
**Arrays**

An array is a set of scalar elements that have the same type and kind parameters. Any object that is declared with an array specification is an array. Arrays can be declared by using a type declaration statement, or by using a `DIMENSION`, `COMMON`, `ALLOCATABLE`, `POINTER`, or `TARGET` statement.

An array can be referenced by element (using subscripts), by section (using a section subscript list), or as a whole. A subscript list (appended to the array name) indicates which array element or array section is being referenced.

A section subscript list consists of subscripts, subscript triplets, or vector subscripts. At least one subscript in the list must be a subscript triplet or vector subscript.

When an array name without any subscripts appears in an intrinsic operation (for example, addition), the operation applies to the whole array (all elements in the array).

An array has the following properties:

- **Data type**
  An array can have any intrinsic or derived type. The data type of an array (like any other variable) is specified in a type declaration statement or implied by the first letter of its name. All elements of the array have the same type and kind parameters. If a value assigned to an individual array element is not the same as the type of the array, it is converted to the array's type.

- **Rank**
  The rank of an array is the number of dimensions in the array. An array can have up to 31 dimensions. A rank-one array represents a column of data (a vector), a rank-two array represents a table of data arranged in columns and rows (a matrix), a rank-three array represents a table of data on multiple pages (or planes), and so forth.

- **Bounds**
  Arrays have a lower and upper bound in each dimension. These bounds determine the range of values that can be used as subscripts for the dimension. The value of either bound can be positive, negative, or zero.

  The bounds of a dimension are defined in an array specification.

- **Size**
  The size of an array is the total number of elements in the array (the product of the array's extents).

  The extent is the total number of elements in a particular dimension. It is determined as follows: upper bound - lower bound + 1. If the value of any of an array's extents is zero, the array has a size of zero.

- **Shape**
  The shape of an array is determined by its rank and extents, and can be represented as a rank-one array (vector) where each element is the extent of the corresponding dimension.

  Two arrays with the same shape are said to be conformable. A scalar is conformable to an array of any shape.

The name and rank of an array must be specified when the array is declared. The extent of each dimension can be constant, but does not need to be. The extents can vary during program execution if the array is a dummy argument array, an automatic array, an array pointer, or an allocatable array.

A whole array is referenced by the array name. Individual elements in a named array are referenced by a scalar subscript or list of scalar subscripts (if there is more than one dimension). A section of a named array is referenced by a section subscript.

This section also discusses:

- Whole Arrays
- Array Elements
- Array Sections
- Array Constructors
Examples

The following are examples of valid array declarations:

<table>
<thead>
<tr>
<th>Array Declaration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIMENSION A(10, 2, 3)</td>
<td>DIMENSION statement</td>
</tr>
<tr>
<td>ALLOCATABLE B(:, :)</td>
<td>ALLOCATABLE statement</td>
</tr>
<tr>
<td>POINTER C(:, :, :)</td>
<td>POINTER statement</td>
</tr>
<tr>
<td>REAL, DIMENSION (2, 5) :: D</td>
<td>Type declaration with</td>
</tr>
<tr>
<td></td>
<td>DIMENSION attribute</td>
</tr>
</tbody>
</table>

Consider the following array declaration:

```
INTEGER L(2:11,3)
```

The properties of array L are as follows:

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data type</td>
<td>INTEGER</td>
</tr>
<tr>
<td>Rank</td>
<td>2 (two dimensions)</td>
</tr>
<tr>
<td>Bounds</td>
<td>First dimension: 2 to 11</td>
</tr>
<tr>
<td></td>
<td>Second dimension: 1 to 3</td>
</tr>
<tr>
<td>Size</td>
<td>30; the product of the extents: 10 x 3</td>
</tr>
<tr>
<td>Shape</td>
<td>(/10,3/) (or 10 by 3); a vector of the extents 10 and 3</td>
</tr>
</tbody>
</table>

The following example shows other valid ways to declare this array:

```
DIMENSION L(2:11,3)
INTEGER, DIMENSION(2:11,3) :: L
COMMON L(2:11,3)
```

The following example shows references to array elements, array sections, and a whole array:

```
REAL B(10)           ! Declares a rank-one array with 10 elements

INTEGER C(5,8)       ! Declares a rank-two array with 5 elements in
                      !    dimension one and 8 elements in dimension two
...
B(3) = 5.0           ! Reference to an array element
B(2:5) = 1.0         ! Reference to an array section consisting of
                      !    elements: B(2), B(3), B(4), B(5)
...
C(4,8) = I           ! Reference to an array element
C(1:3,3:4) = J       ! Reference to an array section consisting of
                      !    elements: C(1,3) C(1,4)
                      !    C(2,3) C(2,4)
                      !    C(3,3) C(3,4)
B = 99               ! Reference to a whole array consisting of
                      !    elements: B(1), B(2), B(3), B(4), B(5),
                      !    B(6), B(7), B(8), B(9), and B(10)
```

See Also

DIMENSION
Intrinsic Data Types
Derived Data Types
Declarations for Arrays for details on array specifications
Categories of Intrinsic Functions for details on intrinsic functions that perform array operations
Whole Arrays

A whole array is a named array; it is either a named constant or a variable. It is referenced by using the array name (without any subscripts).

If a whole array appears in a nonexecutable statement, the statement applies to the entire array. For example:

```
INTEGER, DIMENSION(2:11,3) :: L   ! Specifies the type and
!    dimensions of array L
```

If a whole array appears in an executable statement, the statement applies to all of the elements in the array. For example:

```
L = 10       ! The value 10 is assigned to all the
!   elements in array L
WRITE *, L   ! Prints all the elements in array L
```

Array Elements

An array element is one of the scalar data items that make up an array. A subscript list (appended to the array or array component) determines which element is being referred to. A reference to an array element takes the following form:

```
array(subscript-list)
```

- **array** Is the name of the array.
- **subscript-list** Is a list of one or more subscripts separated by commas. The number of subscripts must equal the rank of the array. Each subscript must be a scalar integer (or other numeric) expression with a value that is within the bounds of its dimension.

Description

Each array element inherits the type, kind type parameter, and certain attributes (INTENT, PARAMETER, and TARGET) of the parent array. An array element cannot inherit the POINTER attribute.

If an array element is of type character, it can be followed by a substring range in parentheses; for example:

```
ARRAY_D(1,2) (1:3)    ! Elements are substrings of length 3
```

However, by convention, such an object is considered to be a substring rather than an array element.

The following are some valid array element references for an array declared as REAL B(10,20): B(1,3), B(10,10), and B(5,8).

You can use functions and array elements as subscripts. For example:

```
REAL A(3, 3)
REAL B(3, 3), C(89), R
B(2, 2) = 4.5                       ! Assigns the value 4.5 to element B(2, 2)
R = 7.0                             
C(INT*C + 1) = 2.0                   ! Element 15 of C = 2.0
A(1,2) = B(INT(C(15)), INT(SQRT))   ! Element A(1,2) = element B(2,2) = 4.5
```

For information on forms for array specifications, see Declaration Statements for Arrays.

Array Element Order

The elements of an array form a sequence known as array element order. The position of an element in this sequence is its subscript order value.

The elements of an array are stored as a linear sequence of values. A one-dimensional array is stored with its first element in the first storage location and its last element in the last storage location of the sequence. A multidimensional array is stored so that the leftmost subscripts vary most rapidly. This is called the order of subscript progression.
The following figure shows array storage in one, two, and three dimensions:

**Array Storage**

For example, in two-dimensional array BAN, element BAN(1,2) has a subscript order value of 4; in three-dimensional array BOS, element BOS(1,1,1) has a subscript order value of 1.

In an array section, the subscript order of the elements is their order within the section itself. For example, if an array is declared as B(20), the section B(4:19:4) consists of elements B(4), B(8), B(12), and B(16). The subscript order value of B(4) in the array section is 1; the subscript order value of B(12) in the section is 3.

**See Also**
- Array Association
- Character Constants for details on substrings
- Structure Components for details on arrays as structure components
- Storage Association for details on storage sequence association
Array Sections

An array section is a portion of an array that is an array itself. It is an array subobject. A section subscript list (appended to the array or array component) determines which portion is being referred to. A reference to an array section takes the following form:

```
array(sect-subscript-list)
```

- `array` is the name of the array.
- `sect-subscript-list` is a list of one or more section subscripts (subscripts, subscript triplets, or vector subscripts) indicating a set of elements along a particular dimension.

At least one of the items in the section subscript list must be a subscript triplet or vector subscript. A subscript triplet specifies array elements in increasing or decreasing order at a given stride. A vector subscript specifies elements in any order.

Each subscript and subscript triplet must be a scalar integer (or other numeric) expression. Each vector subscript must be a rank-one integer expression.

Description

If no section subscript list is specified, the rank and shape of the array section is the same as the parent array.

Otherwise, the rank of the array section is the number of vector subscripts and subscript triplets that appear in the list. Its shape is a rank-one array where each element is the number of integer values in the sequence indicated by the corresponding subscript triplet or vector subscript.

If any of these sequences is empty, the array section has a size of zero. The subscript order of the elements of an array section is that of the array object that the array section represents.

Each array section inherits the type, kind type parameter, and certain attributes (INTENT, PARAMETER, and TARGET) of the parent array. An array section cannot inherit the POINTER attribute.

If an array (or array component) is of type character, it can be followed by a substring range in parentheses. Consider the following declaration:

```
CHARACTER(LEN=15) C(10,10)
```

In this case, an array section referenced as C(:, :) (1:3) is an array of shape (10,10), whose elements are substrings of length 3 of the corresponding elements of C.

The following shows valid references to array sections. Note that the syntax (/.../) denotes an array constructor.

```
REAL, DIMENSION(20) :: B
...
PRINT *, B(2:20:5)  ! The section consists of elements
       !   B(2), B(7), B(12), and B(17)
K = (/3, 1, 4/)
B(K) = 0.0    ! Section B(K) is a rank-one array with shape (3) and
       !   size 3. (0.0 is assigned to B(1), B(3), and B(4).)
```

See Also

- INTENT attribute
- PARAMETER attribute
- TARGET Statement attribute
- Array Constructors
- Character Substrings
- Structure Components for details on array sections as structure components
Subscript Triplets

A subscript triplet is a set of three values representing the lower bound of the array section, the upper bound of the array section, and the increment (stride) between them. It takes the following form:

[first-bound] : [last-bound] [:stride]

**first-bound**
Is a scalar integer (or other numeric) expression representing the first value in the subscript sequence. If omitted, the declared lower bound of the dimension is used.

**last-bound**
Is a scalar integer (or other numeric) expression representing the last value in the subscript sequence. If omitted, the declared upper bound of the dimension is used.

When indicating sections of an assumed-size array, this subscript must be specified.

**stride**
Is a scalar integer (or other numeric) expression representing the increment between successive subscripts in the sequence. It must have a nonzero value. If it is omitted, it is assumed to be 1.

The stride has the following effects:

- If the stride is positive, the subscript range starts with the first subscript and is incremented by the value of the stride, until the largest value less than or equal to the second subscript is attained.

  For example, if an array has been declared as B(6,3,2), the array section specified as B(2:4,1:2,2) is a rank-two array with shape (3,2) and size 6. It consists of the following six elements:

  \[
  \begin{array}{ll}
  B(2,1,2) & B(2,2,2) \\
  B(3,1,2) & B(3,2,2) \\
  B(4,1,2) & B(4,2,2) \\
  \end{array}
  \]

  If the first subscript is greater than the second subscript, the range is empty.

- If the stride is negative, the subscript range starts with the value of the first subscript and is decremented by the absolute value of the stride, until the smallest value greater than or equal to the second subscript is attained.

  For example, if an array has been declared as A(15), the array section specified as A(10:3:-2) is a rank-one array with shape (4) and size 4. It consists of the following four elements:

  \[
  \begin{array}{llll}
  A(10) & A(8) & A(6) & A(4) \\
  \end{array}
  \]

  If the second subscript is greater than the first subscript, the range is empty.

If a range specified by the stride is empty, the array section has a size of zero.

A subscript in a subscript triplet need not be within the declared bounds for that dimension if all values used to select the array elements are within the declared bounds. For example, if an array has been declared as A(15), the array section specified as A(4:16:10) is valid. The section is a rank-one array with shape (2) and size 2. It consists of elements A(4) and A(14).

If the subscript triplet does not specify bounds or stride, but only a colon (:), the entire declared range for the dimension is used.

If you leave out all subscripts, the section defaults to the entire extent in that dimension. For example:

```
REAL A(10)
A(1:5:2) = 3.0 ! Sets elements A(1), A(3), A(5) to 3.0
A(:5:2) = 3.0 ! Same as the previous statement
             ! because the lower bound defaults to 1
A(2::3) = 3.0 ! Sets elements A(2), A(5), A(8) to 3.0
             ! The upper bound defaults to 10
A(7:9) = 3.0 ! Sets elements A(7), A(8), A(9) to 3.0
```
! The stride defaults to 1
A(:, ) = 3.0       ! Same as A = 3.0; sets all elements of
    !   A to 3.0

See Also
Array Sections

Vector Subscripts

A vector subscript is a one-dimensional (rank one) array of integer values (within the declared bounds for
the dimension) that selects a section of a whole (parent) array. The elements in the section do not have to
be in order and the section can contain duplicate values.

For example, A is a rank-two array of shape (4,6). B and C are rank-one arrays of shape (2) and (3),
respectively, with the following values:

B = (/1,4/)           ! Syntax (/.../) denotes an array constructor
C = (/2,1,1/)         ! This constructor produces a many-one array section

Array section A(3,B) consists of elements A(3,1) and A(3,4). Array section A(C,1) consists of elements
A(2,1), A(1,1), and A(1,1). Array section A(B,C) consists of the following elements:

A(1,2)    A(1,1)    A(1,1)
A(4,2)    A(4,1)    A(4,1)

An array section with a vector subscript that has two or more elements with the same value is called a
many-one array section. For example:

REAL A(3, 3), B(4)
INTEGER K(4)
! Vector K has repeated values
K = (/3, 1, 1, 2/)
! Sets all elements of A to 5.0
A = 5.0
B = A(3, K)

The array section A(3,K) consists of the elements:

A(3, 3)  A(3, 1)  A(3, 1)  A(3, 2)

A many-one section must not appear on the left of the equal sign in an assignment statement, or as an input
item in a READ statement.

The following assignments to C also show examples of vector subscripts:

INTEGER A(2), B(2), C(2)
...
B    = (/1,2/)
C(B) = A(B)
C    = A(/1,2/)

An array section with a vector subscript must not be any of the following:

• An internal file
• An actual argument associated with a dummy array that is defined or redefined (if the INTENT attribute is
  specified, it must be INTENT(IN))
• The target in a pointer assignment statement

If the sequence specified by the vector subscript is empty, the array section has a size of zero.

See Also
Array Sections
Array Constructors

Array Constructors

An array constructor can be used to create and assign values to rank-one arrays and array constants. An
array constructor takes one of the following forms:
ac-spec

Is one of the following:

type-spec ::

or

[type-spec ::] ac-value-list

type-spec

Is a type specifier.

ac-value-list

Is a list of one or more expressions or implied-DO loops.

An implied-DO loop in an array constructor takes the following form:

(ac-value-list, do-variable = expr1, expr2 [, expr3])

do-variable

Is the name of a scalar integer variable. Its scope is that of the implied-DO loop.

expr

Is a scalar integer expression. The expr1 and expr2 specify a range of values for the loop; expr3 specifies the stride. The expr3 must be a nonzero value; if it is omitted, it is assumed to be 1.

Description

If type-spec is omitted, each ac-value-list expression must have the same type and kind type parameters, and the same length parameters. In this case, the array constructed has the same type as the ac-value-list expressions.

If type-spec appears, it specifies the type and type parameters of the array constructor. Each ac-value-list expression must be compatible with intrinsic assignment to a variable of this type and type parameters. Each value is converted to the type parameters of the array constructor in accordance with the rules of intrinsic assignment.

If type-spec specifies an intrinsic type, each ac-value-list expression must be of an intrinsic type that conforms with a variable of type-type-spec.

If type-spec specifies a derived type, all ac-value-list expressions must be of that derived type and must have the same kind type parameter values as specified by type-spec.

If the sequence of values specified by the array constructor is empty (an empty array expression or the implied-DO loop produces no values), the rank-one array has a size of zero.

An ac-value is interpreted as follows:

<table>
<thead>
<tr>
<th>Form of ac-value</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>A scalar expression</td>
<td>Its value is an element of the new array.</td>
</tr>
<tr>
<td>An array expression</td>
<td>The values of the elements in the expression (in array element order) are the corresponding sequence of elements in the new array.</td>
</tr>
<tr>
<td>An implied-DO loop</td>
<td>It is expanded to form a list of array elements under control of the DO variable (like a DO construct).</td>
</tr>
</tbody>
</table>

The following shows the three forms of an ac-value:

C1 = (/4, 8, 7, 6/) ! A scalar expression
C2 = (/B(I, 1:5), B(I:J, 7:9)/!) ! An array expression
C3 = (/(I, I=1, 4)/) ! An implied-DO loop
You can also mix these forms, for example:

\[ C_4 = (\#/4, A(1:5), (I, I=1, 4), 7/) \]

If every expression in an array constructor is a constant expression, the array constructor is a constant expression.

If \textit{type-spec} is omitted, Intel® Fortran allows the character expressions to be of different character lengths. The length of the resultant character array is the maximum of the lengths of the individual character expressions. For example:

\begin{verbatim}
print *, len ( ('/a','ab','abc','d'/) )
print *,'+'+//('/a','ab','abc','d')//!'--'
\end{verbatim}

This causes the following to be displayed:

\begin{verbatim}
3
++a --++ab --++abc--++d --
\end{verbatim}

If an implied-DO loop is contained within another implied-DO loop (nested), they cannot have the same DO variable (\textit{do-variable}).

To define arrays of more than one dimension, use the \texttt{RESHAPE} intrinsic function.

The following are alternative forms for array constructors:

- Square brackets (instead of parentheses and slashes) to enclose array constructors; for example, the following two array constructors are equivalent:

\begin{verbatim}
INTEGER C(4)
C = (/4,8,7,6/)
C = [4,8,7,6]
\end{verbatim}

- A colon-separated triplet (instead of an implied-DO loop) to specify a range of values and a stride; for example, the following two array constructors are equivalent:

\begin{verbatim}
INTEGER D(3)
D = (/1:5:2/)  ! Triplet form - also [1:5:2]
D = (/(I, I=1, 5, 2)/)  ! implied-DO loop form
\end{verbatim}

The stride is optional; it defaults to 1. For example, the following two array constructors are equivalent:

\begin{verbatim}
INTEGER E(5)
E = (/1:5/)  ! Triplet form with default stride - also [1:5]
E = (/(I, I=1, 5)/)  ! implied-DO loop form
\end{verbatim}

\textbf{Examples}

The following example shows an array constructor using an implied-DO loop:

\begin{verbatim}
INTEGER ARRAY_C(10)
ARRAY_C = (/(I, I=30, 48, 2)/)
\end{verbatim}

The values of \texttt{ARRAY_C} are the even numbers 30 through 48.

Implied-DO expressions and values can be mixed in the value list of an array constructor. For example:

\begin{verbatim}
INTEGER A(10)
A = (/1, 0, (I, I = -1, -6, -1), -7, -8 /)
! Mixed values and implied-DO in value list.
\end{verbatim}

This example sets the elements of \texttt{A} to the values, in order, 1, 0, -1, -2, -3, -4, -5, -6, -7, -8.

The following example shows an array constructor of derived type that uses a structure constructor:

\begin{verbatim}
TYPE EMPLOYEE
  INTEGER ID
  CHARACTER(LEN=30) NAME
END TYPE EMPLOYEE

TYPE(EMPLOYEE) CC_4T(4)
CC_4T = (/EMPLOYEE(2732,"JONES"), EMPLOYEE(0217,"LEE"),
          EMPLOYEE(1889,"RYAN"), EMPLOYEE(4339,"EMERSON")/)
\end{verbatim}
The following example shows how the RESHAPE intrinsic function can be used to create a multidimensional array:

```
E = (/2.3, 4.7, 6.6/)
D = RESHAPE(SOURCE = (/3.5, (/2.0, 1.0/), E/), SHAPE = (/2,3/))
```

D is a rank-two array with shape (2,3) containing the following elements:

```
  3.5  1.0  4.7
  2.0  2.3  6.6
```

The following shows another example:

```fortran
INTEGER B(2,3), C(8)
! Assign values to a (2,3) array.
B = RESHAPE((/1, 2, 3, 4, 5, 6/),(/2,3/))
! Convert B to a vector before assigning values to
! vector C.
C = (/ 0, RESHAPE(B,(/6/)), 7 /)
```

Consider the following derived-type definition:

```
TYPE EMPLOYEE
  INTEGER AGE
  CHARACTER (LEN = 60) NAME
END TYPE EMPLOYEE
```

The following equivalent lines use the above type to construct a derived-type array value:

```
(// EMPLOYEE (45, 'OLIVER'), EMPLOYEE (30, 'ONEIL') //)
```

The following example shows an array constructor that specifies a length type parameter:

```
(// CHARACTER(LEN=8) :: 'Andrews', 'Donahue', 'Dehenney', 'Washington' //)
```

In this constructor, without the type specification, Intel® Fortran makes all of the array elements length 10, that is, as long as the longest character element.

**See Also**

Execution Control Overview  
Subscript Triplets  
Derived Data Types  
Structure Constructors  
Array Elements for details on array element order  
Array Assignment Statements for details on another way to assign values to arrays  
Declarations for Arrays for details on array specifications

**Coarrays**

Coarrays and synchronization constructs are defined by the Fortran 2008 Standard and are implemented as Intel® Fortran extensions that support parallel programming using a Single Program Multiple Data (SPMD) model. These features are not available on OS X* systems.

You must specify compiler option `[-Q]coarray` to enable coarrays in your program.

A Fortran program containing coarrays is interpreted as if it were replicated a fixed number of times and all copies were executed asynchronously.

Each replication is called an "image", and each image has its own set of data objects. The number of images is set at run-time, but it can also be set by a compiler option or an environment variable.

The array syntax of Fortran is extended with additional trailing subscripts in square brackets to provide a clear representation of references to data that is spread across images. References without square brackets are to local data, so source code that can run independently is uncluttered. Any appearance of square brackets indicates communication between images.
Usually, each image resides on one processor. However, several images may share a processor and one image can execute on a cluster.

**Examples**

Consider the following statement:

```plaintext
real, dimension(500), codimension[*] :: a,b
```

This statement declares two objects a and b, each as a coarray. A coarray always has the same shape on each image. In this case, each image has two real coarrays of size 500.

Consider that an image executes the following statement:

```plaintext
a(:) = b(:)[q]
```

In this case, the coarray b on image q is copied into coarray a on the executing image.

**See Also**

Image Control Statements  
Coarrays  
Using Coarrays

**Image Selectors**

An image selector determines the image index for a coindexed object. It takes the following form:

```
[cosubscript-list ]
```

<table>
<thead>
<tr>
<th>cosubscript-list</th>
</tr>
</thead>
</table>

 Is a scalar integer expression; its value must be within the cobounds for its codimension. The number of cosubscripts must be equal to the corank of the object. If the lower bound is not specified, it is assumed to be 1.

Considering the cobounds and bounds, respectively, the cosubscript list in an image selector determines the image index in the same way that a subscript list in an array element determines the subscript order value.

An image selector must specify an image index value that is not greater than the number of images.

**Examples**

Assume that there are 16 images and the coarray C is declared as follows:

```plaintext
REAL :: C(15)[5,*]
```

C(:,[1,4]) is valid because it selects image 16, but C(:,[2,4]) is invalid because it selects image 17.

**See Also**

Coarrays

**Deferred-Coshape Coarrays**

A deferred-coshape(allocatable) coarray has cobounds that are determined by allocation or argument association.

An allocatable coarray has the ALLOCATABLE attribute and a deferred-coshape specification.

A deferred-coshape specification is indicated by a colon (:).

The corank of an allocatable coarray is equal to the number of colons in its deferred-coshape specification.

The cobounds of an unallocated allocatable coarray are undefined. No part of such a coarray can be referenced or defined; however, the coarray may appear as an argument to an intrinsic inquiry function.

The cobounds of an allocated allocatable coarray are those specified when the coarray is allocated.

The cobounds of an allocatable coarray are unaffected by any subsequent redefinition or undefined of the variables on which the cobounds' expressions depend.
Explicit-Coshape Coarrays

An explicit-coshape coarray is a named coarray that has its corank and cobounds declared by an explicit-coshape specification.

An explicit-coshape specification takes the following form:

\[
[[\text{lower-cobound}:] \text{upper-cobound}, \] ... [\text{lower-cobound}:] *
\]

- \(lc\) is a specification expression indicating the lower cobound of the coarray. The expression can have a positive, negative, or zero value. If necessary, the value is converted to integer type.
  
  If the lower bound is not specified, it is assumed to be 1.

- \(uc\) is a specification expression indicating the upper cobound of the coarray. The expression can have a positive, negative, or zero value. If necessary, the value is converted to integer type. The upper cobound must not be less than the lower cobound (\(lc\), if specified).

A nonallocatable coarray must have a coarray specification (coarray-spec) that is an explicit-coshape specification.

The corank is equal to one plus the number of upper cobounds.

A lower cobound or upper cobound that is not a constant expression must appear only in a subprogram or interface body.

If an explicit-coshape coarray is a local variable of a subprogram and has cobounds that are not constant expressions, the cobounds are determined on entry to a procedure defined by the subprogram, by evaluating the cobounds expressions. The cobounds of such a coarray are unaffected by the redefinition or undefinition of any variable during execution of the procedure.

The values of each lower cobound and upper cobound determine the cobounds of the coarray along a particular codimension. The cosubscript range of the coarray in that codimension is the set of integer values between and including the lower and upper cobounds.

Examples

The following are examples of variables with coarray specifications (coarray-specs):

- \(A\) \([*]\)
- \(AA\) \([2:*]\)
- \(B\) \([2, \, 3, \, *]\)
- \(C\) \([3:5, \, -2:7, \, *]\)

See Also

Coarrays

Referencing Coarray Images

Data on other images is normally referenced by cosubscripts enclosed in square brackets.

For coarray images, each set of cosubscripts maps to an image index, which is an integer between one and the number of images, in the same way as a set of array subscripts maps to a position in array element order.

To find the image index for each image, specify intrinsic function \(\text{THIS\_IMAGE}()\) with no arguments.

To find the set of subscript indices that corresponds to the current image for a coarray \(z\), specify \(\text{THIS\_IMAGE}(z)\).

To find the image index that corresponds to a set of cosubscript indices \(\text{sub}\) for a coarray \(z\), specify intrinsic function \(\text{IMAGE\_INDEX}(z, \text{sub})\).

To find the number of images, specify intrinsic function \(\text{NUM\_IMAGES}\).
Specifying Data Objects for Coarray Images

Each image has its own set of data objects, all of which can be accessed in the normal way.

The rank, bounds, extents, size, and shape of a whole coarray are provided by the data in parentheses in its declaration or allocation. Its corank, cobounds, and coextents are provided by the data in square brackets in its declaration or allocation. Any subobject of the coarray that is a coarray has the same corank, cobounds, and coextents. The cosize of a coarray is always equal to the number of images.

Objects can be declared with codimensions in square brackets immediately following dimensions in parentheses or in place of them, for example:

```fortran
real :: a[*], d[*]                   ! Scalar coarrays
real, dimension(50), codimension[50,*] :: x ! An array coarray
integer :: n(100)[*]
character :: b(40)[40,0:*]
type(para) :: w[30,*]
```

Unless the coarray is allocatable, the form for the dimensions in square brackets is the same as that for dimensions in parentheses in an assumed-size array.

The total number of subscripts plus cosubscripts is limited to 31. Note that the Fortran 2008 Standard limits the total number of subscripts plus cosubscripts to 15.

You can address a coarray on another image by using subscripts in square brackets following any subscripts in parentheses, for example:

```fortran
b(6)[4,7] = n(6)[4]
e[4] = c
b(:,[3,4]) = c[2]
```

Any object whose designator includes square brackets is called a coindexed object. Each subscript in square brackets must be a scalar integer expression.

Subscripts in parentheses must be used whenever the parent array has nonzero rank. For example, for a(:, [2,3], you cannot specify a[2,3].

See Also
NUM_IMAGES
Expressions and Assignment Statements

Expressions

An expression represents either a data reference or a computation, and is formed from operators, operands, and parentheses. The result of an expression is either a scalar value or an array of scalar values.

If the value of an expression is of intrinsic type, it has a kind type parameter. (If the value is of intrinsic type CHARACTER, it also has a length parameter.) If the value of an expression is of derived type, it has no kind type parameter.

An operand is a scalar or array. An operator can be either intrinsic or defined. An intrinsic operator is known to the compiler and is always available to any program unit. A defined operator is described explicitly by a user in a function subprogram and is available to each program unit that uses the subprogram.

The simplest form of an expression (a primary) can be any of the following:

- A constant; for example, 4.2
- A subobject of a constant; for example, 'LMNOP' (2:4)
- A variable; for example, VAR_1
- A structure constructor; for example, EMPLOYEE(3472, "JOHN DOE")
- An array constructor; for example, (/12.0,16.0/)
- A function reference; for example, COS(X)
- Another expression in parentheses; for example, (I+5)

Any variable or function reference used as an operand in an expression must be defined at the time the reference is executed. If the operand is a pointer, it must be associated with a target object that is defined. An integer operand must be defined with an integer value rather than a statement label value. All of the characters in a character data object reference must be defined.

When a reference to an array or an array section is made, all of the selected elements must be defined. When a structure is referenced, all of the components must be defined.

In an expression that has intrinsic operators with an array as an operand, the operation is performed on each element of the array. In expressions with more than one array operand, the arrays must be conformable (they must have the same shape). The operation is applied to corresponding elements of the arrays, and the result is an array of the same shape (the same rank and extents) as the operands.

In an expression that has intrinsic operators with a pointer as an operand, the operation is performed on the value of the target associated with the pointer.

For defined operators, operations on arrays and pointers are determined by the procedure defining the operation.

A scalar is conformable with any array. If one operand of an expression is an array and another operand is a scalar, it is as if the value of the scalar were replicated to form an array of the same shape as the array operand. The result is an array of the same shape as the array operand.

The following sections describe numeric, character, relational, and logical expressions; defined operations; a summary of operator precedence; and initialization and specification expressions.

See Also

Arrays
Derived Data Types
Defining Generic Operators for details on function subprograms that define operators
POINTER - Fortran statement for details on pointers
Numeric Expressions

Numeric expressions express numeric computations, and are formed with numeric operands and numeric operators. The evaluation of a numeric operation yields a single numeric value.

The term numeric includes logical data, because logical data is treated as integer data when used in a numeric context. The default for .TRUE. is -1; .FALSE. is 0. Note that the default can change if compiler option fpscomp logicals is used.

Numeric operators specify computations to be performed on the values of numeric operands. The result is a scalar numeric value or an array whose elements are scalar numeric values. The following are numeric operators:

<table>
<thead>
<tr>
<th>Operator</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>**</td>
<td>Exponentiation</td>
</tr>
<tr>
<td>*</td>
<td>Multiplication</td>
</tr>
<tr>
<td>/</td>
<td>Division</td>
</tr>
<tr>
<td>+</td>
<td>Addition or unary plus (identity)</td>
</tr>
<tr>
<td>-</td>
<td>Subtraction or unary minus (negation)</td>
</tr>
</tbody>
</table>

Unary operators operate on a single operand. Binary operators operate on a pair of operands. The plus and minus operators can be unary or binary. When they are unary operators, the plus or minus operators precede a single operand and denote a positive (identity) or negative (negation) value, respectively. The exponentiation, multiplication, and division operators are binary operators.

Valid numeric operations must have results that are defined by the arithmetic used by the processor. For example, raising a negative-valued base to a real power is invalid.

Numeric expressions are evaluated in an order determined by a precedence associated with each operator, as follows (see also Summary of Operator Precedence):

<table>
<thead>
<tr>
<th>Operator</th>
<th>Precedence</th>
</tr>
</thead>
<tbody>
<tr>
<td>**</td>
<td>Highest</td>
</tr>
<tr>
<td>* and /</td>
<td></td>
</tr>
<tr>
<td>Unary + and -</td>
<td></td>
</tr>
<tr>
<td>Binary + and -</td>
<td>Lowest</td>
</tr>
</tbody>
</table>

Operators with equal precedence are evaluated in left-to-right order. However, exponentiation is evaluated from right to left. For example, A**B**C is evaluated as A**(B**C). B**C is evaluated first, then A is raised to the resulting power.

Normally, two operators cannot appear together. However, Intel® Fortran allows two consecutive operators if the second operator is a plus or minus.

Examples

In the following example, the exponentiation operator is evaluated first because it takes precedence over the multiplication operator:

A**B*C is evaluated as (A**B) *C

Ordinarily, the exponentiation operator would be evaluated first in the following example. However, because Intel Fortran allows the combination of the exponentiation and minus operators, the exponentiation operator is not evaluated until the minus operator is evaluated:

A**-B*C is evaluated as A**(- (B*C))

Note that the multiplication operator is evaluated first, since it takes precedence over the minus operator.
When consecutive operators are used with constants, the unary plus or minus before the constant is treated the same as any other operator. This can produce unexpected results. In the following example, the multiplication operator is evaluated first, since it takes precedence over the minus operator:

\[ X/-15.0*Y \] is evaluated as \[ X/-(15.0*Y) \]

**See Also**

fpscomp

**Using Parentheses in Numeric Expressions**

You can use parentheses to force a particular order of evaluation. When part of an expression is enclosed in parentheses, that part is evaluated first. The resulting value is used in the evaluation of the remainder of the expression.

In the following examples, the numbers below the operators indicate a possible order of evaluation. Alternative evaluation orders are possible in the first three examples because they contain operators of equal precedence that are not enclosed in parentheses. In these cases, the compiler is free to evaluate operators of equal precedence in any order, as long as the result is the same as the result gained by the algebraic left-to-right order of evaluation.

```
4 + 3 * 2 - 6/2   = 7
  ^  ^  ^  ^
  2  1  4  3
(4 + 3) * 2 - 6/2   = 11
  ^  ^  ^  ^
  1  2  4  3
(4 + 3 * 2 - 6)/2   = 2
  ^  ^  ^  ^
  2  1  3  4
((4 + 3) * 2 - 6)/2   = 4
  ^  ^  ^  ^
  1  2  3  4
```

Expressions within parentheses are evaluated according to the normal order of precedence. In expressions containing nested parentheses, the innermost parentheses are evaluated first.

Nonessential parentheses do not affect expression evaluation, as shown in the following example:

```
4 + (3 * 2) - (6/2)
  ^  ^  ^
  4  3  2
```

However, using parentheses to specify the evaluation order is often important in high-accuracy numerical computations. In such computations, evaluation orders that are algebraically equivalent may not be computationally equivalent when processed by a computer (because of the way intermediate results are rounded off).

Parentheses can be used in argument lists to force a given argument to be treated as an expression, rather than as the address of a memory item.

**Data Type of Numeric Expressions**

If every operand in a numeric expression is of the same data type, the result is also of that type.

If operands of different data types are combined in an expression, the evaluation of that expression and the data type of the resulting value depend on the ranking associated with each data type. The following table shows the ranking assigned to each data type:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Ranking</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGICAL(1) and BYTE</td>
<td>Lowest</td>
</tr>
<tr>
<td>LOGICAL(2)</td>
<td></td>
</tr>
<tr>
<td>LOGICAL(4)</td>
<td></td>
</tr>
<tr>
<td>LOGICAL(8)</td>
<td></td>
</tr>
</tbody>
</table>
The data type of the value produced by an operation on two numeric operands of different data types is the data type of the highest-ranking operand in the operation. For example, the value resulting from an operation on an integer and a real operand is of real type. However, an operation involving a COMPLEX(4) or COMPLEX(8) data type and a DOUBLE PRECISION data type produces a COMPLEX(8) result.

The data type of an expression is the data type of the result of the last operation in that expression, and is determined according to the following conventions:

- **Integer operations**: Integer operations are performed only on integer operands. (Logical entities used in a numeric context are treated as integers.) In integer arithmetic, any fraction resulting from division is truncated, not rounded. For example, the result of 9/10 is 0, not 1.

- **Real operations**: Real operations are performed only on real operands or combinations of real, integer, and logical operands. Any integer operands present are converted to real data type by giving each a fractional part equal to zero. The expression is then evaluated using real arithmetic. However, in the statement \( Y = (I \div J) \times X \), an integer division operation is performed on \( I \) and \( J \), and a real multiplication is performed on that result and \( X \).

If one operand is a higher-precision real (REAL(8) or REAL(16)) type, the other operand is converted to that higher-precision real type before the expression is evaluated.

When a single-precision real operand is converted to a double-precision real operand, low-order binary digits are set to zero. This conversion does not increase accuracy; conversion of a decimal number does not produce a succession of decimal zeros. For example, a REAL variable having the value 0.3333333 is converted to approximately 0.3333333134651184D0. It is not converted to either 0.3333333000000000D0 or 0.3333333333333333D0.

- **Complex operations**: In operations that contain any complex operands, integer operands are converted to real type, as previously described. The resulting single-precision or double-precision operand is designated as the real part of a complex number and the imaginary part is assigned a value of zero. The expression is then evaluated using complex arithmetic and the resulting value is of complex type. Operations involving a COMPLEX(4) or COMPLEX(8) operand and a DOUBLE PRECISION operand are performed as COMPLEX(8) operations; the DOUBLE PRECISION operand is not rounded.

These rules also generally apply to numeric operations in which one of the operands is a constant. However, if a real or complex constant is used in a higher-precision expression, additional precision will be retained for the constant. The effect is as if a DOUBLE PRECISION (REAL(8)) or REAL(16) representation of the constant were given. For example, the expression 1.0D0 + 0.3333333 is treated as if it is 1.0D0 + dble(0.3333333).
**Character Expressions**

A character expression consists of a character operator (//) that concatenates two operands of type character. The evaluation of a character expression produces a single value of that type.

The result of a character expression is a character string whose value is the value of the left character operand concatenated to the value of the right operand. The length of a character expression is the sum of the lengths of the values of the operands. For example, the value of the character expression 'AB'//'CDE' is 'ABCDE', which has a length of five.

Parentheses do not affect the evaluation of a character expression; for example, the following character expressions are equivalent:

- ('ABC'//'DE')//'F'
- 'ABC'//('DE'//'F')
- 'ABC'//'DE'//'F'

Each of these expressions has the value 'ABCDEF'.

If a character operand in a character expression contains blanks, the blanks are included in the value of the character expression. For example, 'ABC '//'DE'//'F ' has a value of 'ABC D EF '.

**Relational Expressions**

A relational expression consists of two or more expressions whose values are compared to determine whether the relationship stated by the relational operator is satisfied. The following are relational operators:

<table>
<thead>
<tr>
<th>Operator</th>
<th>Relationship</th>
</tr>
</thead>
<tbody>
<tr>
<td>.LT. or &lt;</td>
<td>Less than</td>
</tr>
<tr>
<td>.LE. or &lt;=</td>
<td>Less than or equal to</td>
</tr>
<tr>
<td>.EQ. or ==</td>
<td>Equal to</td>
</tr>
<tr>
<td>.NE. or /=</td>
<td>Not equal to</td>
</tr>
<tr>
<td>.GT. or &gt;</td>
<td>Greater than</td>
</tr>
<tr>
<td>.GE. or &gt;=</td>
<td>Greater than or equal to</td>
</tr>
</tbody>
</table>

The result of the relational expression is .TRUE. if the relation specified by the operator is satisfied; the result is .FALSE. if the relation specified by the operator is not satisfied.

Relational operators are of equal precedence. Numeric operators and the character operator // have a higher precedence than relational operators.

In a numeric relational expression, the operands are numeric expressions. Consider the following example:

APPLE+PEACH > PEAR+ORANGE

This expression states that the sum of APPLE and PEACH is greater than the sum of PEAR and ORANGE. If this relationship is valid, the value of the expression is .TRUE.; if not, the value is .FALSE.

Operands of type complex can only be compared using the equal operator (== or .EQ.) or the not equal operator (/= or .NE.). Complex entities are equal if their corresponding real and imaginary parts are both equal.

In a character relational expression, the operands are character expressions. In character relational expressions, less than (< or .LT.) means the character value precedes in the ASCII collating sequence, and greater than (> or .GT.) means the character value follows in the ASCII collating sequence. For example:

- 'AB'//'ZZZ' .LT. 'CCCCC'

This expression states that 'ABZZZ' is less than 'CCCCC'. In this case, the relation specified by the operator is satisfied, so the result is .TRUE..
Character operands are compared one character at a time, in order, starting with the first character of each operand. If the two character operands are not the same length, the shorter one is padded on the right with blanks until the lengths are equal; for example:

```
'ABC' .EQ. 'ABC  
'AB' .LT. 'C'
```

The first relational expression has the value .TRUE. even though the lengths of the expressions are not equal, and the second has the value .TRUE. even though 'AB' is longer than 'C'.

A relational expression can compare two numeric expressions of different data types. In this case, the value of the expression with the lower-ranking data type is converted to the higher-ranking data type before the comparison is made.

See Also
Data Type of Numeric Expressions

Logical Expressions
A logical expression consists of one or more logical operators and logical, numeric, or relational operands. The following are logical operators:

<table>
<thead>
<tr>
<th>Operator</th>
<th>Example</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>.AND.</td>
<td>A .AND. B</td>
<td>Logical conjunction: the expression is true if both A and B are true.</td>
</tr>
<tr>
<td>.OR.</td>
<td>A .OR. B</td>
<td>Logical disjunction (inclusive OR): the expression is true if either A, B, or both, are true.</td>
</tr>
<tr>
<td>.NEQV.</td>
<td>A .NEQV. B</td>
<td>Logical inequivalence (exclusive OR): the expression is true if either A or B is true, but false if both are true.</td>
</tr>
<tr>
<td>.XOR.</td>
<td>A .XOR. B</td>
<td>Same as .NEQV.</td>
</tr>
<tr>
<td>.EQV.</td>
<td>A .EQV. B</td>
<td>Logical equivalence: the expression is true if both A and B are true, or both are false.</td>
</tr>
<tr>
<td>.NOT.</td>
<td>.NOT. A</td>
<td>Logical negation: the expression is true if A is false and false if A is true.</td>
</tr>
</tbody>
</table>

1 .NOT. is a unary operator.

Periods cannot appear consecutively except when the second operator is .NOT. For example, the following logical expression is valid:

```
A+B/(A-1) .AND. .NOT. D+B/(D-1)
```

Data Types Resulting from Logical Operations
Logical operations on logical operands produce single logical values (.TRUE. or .FALSE.) of logical type.

Logical operations on integers produce single values of integer type. The operation is carried out bit-by-bit on corresponding bits of the internal (binary) representation of the integer operands.

Logical operations on a combination of integer and logical values also produce single values of integer type. The operation first converts logical values to integers, then operates as it does with integers.

Logical operations cannot be performed on other data types.
Evaluation of Logical Expressions

Logical expressions are evaluated according to the precedence of their operators. Consider the following expression:

\[ A*B + C*ABC = X*Y + DM/ZZ \quad \text{AND} \quad \text{.NOT.} \quad K*B > TT \]

This expression is evaluated in the following sequence:

\[ ((A*B) + (C*ABC)) = ((X*Y) + (DM/ZZ)) \quad \text{AND} \quad \text{.NOT.} \quad ((K*B) > TT) \]

As with numeric expressions, you can use parentheses to alter the sequence of evaluation.

When operators have equal precedence, the compiler can evaluate them in any order, as long as the result is the same as the result gained by the algebraic left-to-right order of evaluation (except for exponentiation, which is evaluated from right to left).

You should not write logical expressions whose results might depend on the evaluation order of subexpressions. The compiler is free to evaluate subexpressions in any order. In the following example, either \((A(I)+1.0)\) or \(B(I)*2.0\) could be evaluated first:

\[ (A(I)+1.0) \quad \text{GT} \quad B(I)*2.0 \]

Some subexpressions might not be evaluated if the compiler can determine the result by testing other subexpressions in the logical expression. Consider the following expression:

\[ A \quad \text{AND} \quad (F(X,Y) \quad \text{GT} \quad 2.0) \quad \text{AND} \quad B \]

If the compiler evaluates \(A\) first, and \(A\) is false, the compiler might determine that the expression is false and might not call the subprogram \(F(X,Y)\).

See Also

Summary of Operator Precedence

Defined Operations

When operators are defined for functions, the functions can then be referenced as defined operations.

The operators are defined by using a generic interface block specifying OPERATOR, followed by the defined operator (in parentheses).

A defined operation is not an intrinsic operation. However, you can use a defined operation to extend the meaning of an intrinsic operator.

For defined unary operations, the function must contain one argument. For defined binary operations, the function must contain two arguments.

Interpretation of the operation is provided by the function that defines the operation.

A Standard Fortran defined operator can contain up to 31 letters, and is enclosed in periods (.). Its name cannot be the same name as any of the following:

- The intrinsic operators (.\text{NOT.}, .\text{AND.}, .\text{OR.}, .\text{XOR.}, .\text{EQV.}, .\text{NEQV.}, .\text{EQ.}, .\text{NE.}, .\text{GT.}, .\text{GE.}, .\text{LT.}, and .\text{LE.})
- The logical literal constants (.\text{TRUE.} or .\text{FALSE.})

An intrinsic operator can be followed by a defined unary operator.

The result of a defined operation can have any type. The type of the result (and its value) must be specified by the defining function.

Examples

The following examples show expressions containing defined operators:

\[ \text{.COMPLEMENT.} \quad A \]
\[ X \quad \text{PLUS.} \quad Y \quad \text{PLUS.} \quad Z \]
\[ M \quad \text{MINUS.} \quad N \]

See Also

Defining Generic Operators
Summary of Operator Precedence

The following table shows the precedence of all intrinsic and defined operators:

<table>
<thead>
<tr>
<th>Category</th>
<th>Operator</th>
<th>Precedence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defined Unary Operators</td>
<td>Highest</td>
<td></td>
</tr>
<tr>
<td>Numeric</td>
<td>**</td>
<td></td>
</tr>
<tr>
<td>Numeric</td>
<td>* or /</td>
<td></td>
</tr>
<tr>
<td>Numeric</td>
<td>Unary + or -</td>
<td></td>
</tr>
<tr>
<td>Numeric</td>
<td>Binary + or -</td>
<td></td>
</tr>
<tr>
<td>Character</td>
<td>//</td>
<td></td>
</tr>
<tr>
<td>Relational</td>
<td>.EQ., .NE., .LT., .LE., .GT., .GE., =, /=, &lt;, &lt;=, &gt;, &gt;=</td>
<td></td>
</tr>
<tr>
<td>Logical</td>
<td>.NOT.</td>
<td></td>
</tr>
<tr>
<td>Logical</td>
<td>.AND.</td>
<td></td>
</tr>
<tr>
<td>Logical</td>
<td>.OR.</td>
<td></td>
</tr>
<tr>
<td>Logical</td>
<td>.XOR., .EQV., .NEQV.</td>
<td></td>
</tr>
<tr>
<td>Defined Binary Operators</td>
<td>Lowest</td>
<td></td>
</tr>
</tbody>
</table>

Initialization and Specification Expressions

An initialization expression is an expression that is evaluated when a program is compiled. It can be used as a kind type parameter, a named constant, or to specify an initial value for an entity.

A specification expression is a scalar, integer expression that is restricted specifications such as length type parameters and array bounds.

Initialization and specification expressions can appear in specification statements, with some restrictions.

Initialization Expressions

An initialization expression is an expression that you can use as a kind type parameter, a named constant, or to specify an initial value for an entity. It is evaluated when a program is compiled.

In an initialization expression, each operation is intrinsic and each primary is one of the following:

- A constant or subobject of a constant
- An array constructor where each element and each scalar integer expression of each implied-DO is an initialization expression
- A structure constructor where each component specification corresponding to an allocatable component is a reference to the transformational intrinsic function NULL, and each other component specification is an initialization expression
- A reference to an elemental standard intrinsic function, where each argument is an initialization expression
- A reference to a transformational standard intrinsic function other than NULL, where each argument is an initialization expression
- A reference to the transformational intrinsic function NULL that does not have an argument with a type parameter that is one of the following:
  - Assumed
  - Defined by an expression that is not an initialization expression
- A specification inquiry where each designator or function argument is one of the following:
  - An initialization expression
  - A variable whose properties inquired about are not assumed, deferred, or defined by an expression that is not an initialization expression
- A kind type parameter of the derived type being defined
- A DO variable within an array constructor where each scalar integer expression of the corresponding DO loop is an initialization expression
- Another initialization expression enclosed in parentheses, where each subscript, section subscript, substring starting and ending point, and type parameter value is an initialization expression

If an initialization expression invokes an inquiry function for a type parameter or an array bound of an object, the type parameter or array bound must be specified in a prior specification statement (or to the left of the inquiry function in the same statement). The previous specification cannot be in the same entity declaration.

**Examples**

**Valid Initialization Expressions**

- `-1 + 3`
- `SIZE(B)` ! B is a named constant
- `?_2`
- `INT(J, 4)` ! J is a named constant
- `SELECTED_INT_KIND (2)`

**Invalid Initialization Expressions**

- `SUM(A)` Not an allowed function.
- `A/4.1 - K**1.2` Exponential does not have integer power (A and K are named constants).
- `HUGE(4.0)` Argument is not an integer.

**See Also**

Array Constructors
Specification Expressions
Structure Constructors
Intrinsic Procedures Overview

**Specification Expressions**

A specification expression is a restricted scalar integer expression that you can use in specifications such as length type parameters and array bounds.

In a restricted expression, each operation is intrinsic and each primary is one of the following:

- A constant or subobject of a constant
- An object designator with a base object that is one of the following:
  - A dummy argument that does not have the OPTIONAL or INTENT (OUT) attribute
  - In a common block
  - Made accessible by use or host association
• A local variable of the procedure containing the BLOCK construct in which the restricted expression appears
• A local variable of an outer BLOCK construct containing the BLOCK construct in which the restricted expression appears
• An array constructor where each element and each scalar integer expression of each Do loop is a restricted expression
• A structure constructor whose components are restricted expression
• A specification inquiry where each designator or function argument is a restricted expression or a variable whose properties inquired about are not one of the following:
  • Dependent on the upper bound of the last dimension of an assumed-size array
  • Deferred
  • Defined by an expression that is not a restricted expression
• A specification inquiry that is a constant expression
• A reference to the intrinsic function PRESENT
• A reference to any other intrinsic function where each argument is a restricted expression
• A reference to a specification function where each argument is a restricted expression
• A type parameter of the derived type being defined
• A DO variable within an array constructor, where each scalar integer expression of the corresponding implied-DO is a restricted expression
• A restricted expression enclosed in parentheses, where each subscript, section subscript, substring starting and ending point, and type parameter value is a restricted expression, and where any final subroutine that is invoked is pure

A specification inquiry is a reference to one of the following:

• Array inquiry function ALLOCATED, COSHAPE, IMAGE_INDEX, IS_CONTIGUOUS, LBOUND, LCOREBOUND, PRESENT, RANK, SHAPE, SIZE, or UBOUND
• Numeric inquiry function DIGITS, EPSILON, HUGE, ILEN, MAXEXPONENT, MINEXPONENT, PRECISION, RADIX, RANGE, SIZE, SIZEOF, STORAGE_SIZE, or TINY
• Character inquiry function LEN or NEW_LINE
• Bit inquiry function BIT SIZE
• Kind inquiry function KIND
• A type parameter inquiry
• IEEE inquiry function IEEE_SUPPORT_DATATYPE, IEEE_SUPPORT_DENORMAL, IEEE_SUPPORT_DIVIDE, IEEE_SUPPORT_INF, IEEE_SUPPORT_IO, IEEE_SUPPORT_NAN, IEEE_SUPPORT_ROUNDING, IEEE_SUPPORT_SQRT, IEEE_SUPPORT_STANDARD, or IEEE_SUPPORT_UNDERFLOW_CONTROL from the intrinsic module IEEE_ARITHMETIC
• IEEE inquiry function IEEE_SUPPORT_FLAG or IEE_SUPPORT_HALTING from the intrinsic module IEEE_EXCEPTIONS
• The function IEEE_SUPPORT from the intrinsic module ISO_C_BINDING

*Specification functions* can be used in specification expressions to determine the attributes of data objects.

A function is a specification function if it is a pure function, does not have a dummy procedure argument, and is not one of the following:

• An standard intrinsic function
• An internal function
• A statement function
• Defined as RECURSIVE

**NOTE**
The requirement that specification functions be pure ensures that they cannot have side effects that could affect other objects being declared in the same specification.
The restriction that specification functions cannot be internal ensures that they cannot use host association to inquire about other objects being declared in the same specification. The restriction against recursion prevents the creation of a new instance of a procedure during construction of that procedure.

Evaluation of a specification expression must not directly or indirectly cause invocation of a procedure defined by the subprogram in which it appears.

A variable in a specification expression must have its type and type parameters (if any) specified in one of the following ways:

- By a previous declaration in the same scoping unit
- By the implicit typing rules currently in effect for the scoping unit
- By host or use association

If a variable in a specification expression is typed by the implicit typing rules, its appearance in any subsequent type declaration statement must confirm the implied type and type parameters.

If a specification expression includes a specification inquiry that depends on a type parameter or an array bound of an entity specified in the same specification statement, the type parameter or array bound must be specified in a previous specification statement (or to the left of the inquiry function in the same statement). The previous specification cannot be in the same entity declaration. If a specification expression includes a reference to the value of an element of an array specified in the same specification statement, the array must be completely specified in previous declarations.

In a specification expression, the number of arguments for a function reference is limited to 255.

**Examples**

The following shows valid specification expressions:

<table>
<thead>
<tr>
<th>Expression</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAX(I) + J</td>
<td>I and J are scalar integer variables</td>
</tr>
<tr>
<td>UBOUND(ARRAY_B,20)</td>
<td>ARRAY_B is an assumed-shape dummy array</td>
</tr>
</tbody>
</table>

**See Also**

- Array Constructors
- Structure Constructors
- Initialization Expressions
- Intrinsic Procedures Overview
- Implicit Typing Rules
- Use and Host Association Overview
- PURE

**Assignments**

An assignment causes variables to be defined or redefined.

Assignment is specified by the following:

- An **intrinsic assignment statement**
  This lets you assign a value to a nonpointer variable.
- A **defined assignment statement**
  This lets you specify an assignment operation.
- **pointer assignment**
  This lets you associate a pointer with a target.
- **masked array assignment**
  This kind of assignment is denoted by a WHERE construct or statement. It lets you perform an array operation on selected elements in an array.
- **element array assignment**
This kind of assignment is denoted by a `FORALL` construct or statement. It is a generalization of masked array assignment. It allows more general array shapes to be assigned, especially if it is used in construct form.

Note that the `ASSIGN` statement assigns a label to an integer variable. It is discussed elsewhere.

**Intrinsic Assignment Statements**

Intrinsic assignment is used to assign a value to a nonpointer variable. In the case of pointers, intrinsic assignment is used to assign a value to the target associated with the pointer variable. The value assigned to the variable (or target) is determined by evaluation of the expression to the right of the equal sign.

An intrinsic assignment statement takes the following form:

```
variable = expression
```

- `variable` is the name of a scalar or array of intrinsic or derived type (with no defined assignment). The array cannot be an assumed-size array, and neither the scalar nor the array can be declared with the `PARAMETER` or `INTENT(IN)` attribute.
- `expression` is of intrinsic type or the same derived type as `variable`. Its shape must conform with `variable`. If necessary, it is converted to the same type and kind as `variable`.

**Description**

Before a value is assigned to the variable, the expression part of the assignment statement and any expressions within the variable are evaluated. No definition of expressions in the variable can affect or be affected by the evaluation of the expression part of the assignment statement.

**NOTE**

When the run-time system assigns a value to a scalar integer or character variable and the variable is shorter than the value being assigned, the assigned value may be truncated and significant bits (or characters) lost. This truncation can occur without warning, and can cause the run-time system to pass incorrect information back to the program.

The following rules apply to intrinsic assignment statements:

- The variable and expression must be conformable unless the variable is an allocatable array that has the same rank as the expression, and is neither a coarray nor a coindexed object.
- If the expression is an array, then the variable must also be an array.
- If the variable is polymorphic, it must be allocatable. It must not be a coarray. The polymorphic variable must be type compatible with the expression. Otherwise, the declared types of the variable and expression must conform.
- If the variable is a pointer, it must be associated with a definable target. The shape of the target and expression must conform and their type and kind parameters must match.
- If the variable is of type character, the expression must have the same kind type parameter.
- If the variable is of derived type:
  - Each kind type parameter of the variable must have the same value as the corresponding kind type parameter of the expression.
  - Each length type parameter of the variable must have the same value as the corresponding type parameter of the expression unless the variable is an allocatable array and its corresponding type parameter is deferred.
  - If the variable is a coindexed object, each deferred-length type parameter must have the same value as the corresponding type parameter of the expression. Also, the variable must not be polymorphic, and it must not have an allocatable ultimate component.
The following sections discuss numeric, logical, character, derived-type, and array intrinsic assignment.

See Also
Arrays
POINTER - Fortran
Derived Data Types
Defining Generic Assignment for details on subroutine subprograms that define assignment

Numeric Assignment Statements
For numeric assignment statements, the variable and expression must be numeric type.
The expression must yield a value that conforms to the range requirements of the variable. For example, a real expression that produces a value greater than 32767 is invalid if the entity on the left of the equal sign is an INTEGER(2) variable.

Significance can be lost if an INTEGER(4) value, which can exactly represent values of approximately the range -2*10**9 to +2*10**9, is converted to REAL(4) (including the real part of a complex constant), which is accurate to only about seven digits.

If the variable has the same data type as that of the expression on the right, the statement assigns the value directly. If the data types are different, the value of the expression is converted to the data type of the variable before it is assigned.

The following table summarizes the data conversion rules for numeric assignment statements.

<table>
<thead>
<tr>
<th>Scalar Memory Reference (V)</th>
<th>Expression (E)</th>
<th>Integer, Logical or Real</th>
<th>Complex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integer or Logical</td>
<td>V = INT(E)</td>
<td>V = INT(REAL(E))</td>
<td>Imaginary part of E is not used.</td>
</tr>
<tr>
<td>REAL (KIND=4)</td>
<td>V = REAL(E)</td>
<td>V = REAL(REAL(E))</td>
<td>Imaginary part of E is not used.</td>
</tr>
<tr>
<td>REAL (KIND=8)</td>
<td>V = DBLE(E)</td>
<td>V = DBLE(REAL(E))</td>
<td>Imaginary part of E is not used.</td>
</tr>
<tr>
<td>REAL (KIND=16)</td>
<td>V = QEXT(E)</td>
<td>V = QEXT(REAL(E))</td>
<td>Imaginary part of E is not used.</td>
</tr>
<tr>
<td>COMPLEX (KIND=4)</td>
<td>V = CMPLX(REAL(E), 0.0)</td>
<td>V = CMPLX(REAL(REAL(E)), REAL(AIMAG(E)))</td>
<td></td>
</tr>
<tr>
<td>COMPLEX (KIND=8)</td>
<td>V = CMPLX(DBLE(E), 0.0)</td>
<td>V = CMPLX(DBLE(REAL(E)), DBLE(AIMAG(E)))</td>
<td></td>
</tr>
<tr>
<td>COMPLEX (KIND=16)</td>
<td>V = CMPLX(QEXT(E), 0.0)</td>
<td>V = CMPLX(QEXT(REAL(E)), QEXT(AIMAG(E)))</td>
<td></td>
</tr>
</tbody>
</table>

Examples
Valid Numeric Assignment Statements

BETA = -1./(2.*X) + A*A/(4.*(X*X))
PI = 3.14159
SUM = SUM + 1.
ARRAY_A = ARRAY_B + ARRAY_C + SCALAR_I  ! Valid if all arrays conform in shape

Invalid Numeric Assignment Statements

3.14 = A - B  Entity on the left must be a variable.
ICOUNT = A/B(3:7)  Implicitly typed data types do not match.
SCALAR_I = ARRAY_A(:)  Shapes do not match.

See Also
INT
REAL Function
DBLE
QEXT
CMPLX
AIMAG

Logical Assignment Statements

For logical assignment statements, the variable must be of logical type and the expression can be of logical or numeric type.

If necessary, the expression is converted to the same type and kind as the variable.

Examples

The following examples demonstrate valid logical assignment statements:

PAGEND = .FALSE.
PRNTOK = LINE .LE. 132 .AND. .NOT. PAGEND
ABIG = A.GT.B .AND. A.GT.C .AND. A.GT.D
LOGICAL_VAR = 123  ! Moves binary value of 123 to LOGICAL_VAR

Character Assignment Statements

For character assignment statements, the variable and expression must be of character type and have the same kind parameter.

The variable and expression can have different lengths. If the length of the expression is greater than the length of the variable, the character expression is truncated on the right. If the length of the expression is less than the length of the variable, the character expression is filled on the right with blank characters.

If you assign a value to a character substring, you do not affect character positions in any part of the character scalar variable not included in the substring. If a character position outside of the substring has a value previously assigned, it remains unchanged. If the character position is undefined, it remains undefined.

Examples

Valid Character Assignment Statements. (All variables are of type character.)

FILE = 'PROG2'
REVOL(1) = 'MAR'//'CIA'
LOCA(3:8) = 'PLANT5'
TEXT(I,J+1)(2:N-1) = NAME//X

Invalid Character Assignment Statements

'ABC' = CHARS  Left element must be a character variable, array element, or substring reference.
Derived-Type Assignment Statements

In derived-type assignment statements, the variable and expression must be of the same derived type. There must be no accessible interface block with defined assignment for objects of this derived type.

The derived-type assignment is performed as if each component of the expression is assigned to the corresponding component of the variable. Pointer assignment is performed for pointer components, and intrinsic assignment is performed for nonpointer components.

Examples

The following example shows derived-type assignment:

```fortran
TYPE DATE
   LOGICAL(1) DAY, MONTH
   INTEGER(2) YEAR
END TYPE DATE

TYPE(DATE) TODAY, THIS_WEEK(7)
TYPE APPOINTMENT
...
   TYPE(DATE) APP_DATE
END TYPE

TYPE(APPOINTMENT) MEETING

DO I = 1,7
   CALL GET_DATE(TODAY)
   THIS_WEEK(I) = TODAY
END DO
MEETING%APP_DATE = TODAY
```

See Also

Derived Data Types
Pointer Assignments

Array Assignment Statements

Array assignment is permitted when the array expression on the right has the same shape as the array variable on the left, or the expression on the right is a scalar.

If the expression is a scalar, and the variable is an array, the scalar value is assigned to every element of the array.

If the expression is an array, the variable must also be an array. The array element values of the expression are assigned (element by element) to corresponding elements of the array variable.

A many-one array section is a vector-valued subscript that has two or more elements with the same value. In intrinsic assignment, the variable cannot be a many-one array section because the result of the assignment is undefined.

Examples

In the following example, X and Y are arrays of the same shape:

```fortran
X = Y
```
The corresponding elements of \( Y \) are assigned to those of \( X \) element by element; the first element of \( Y \) is assigned to the first element of \( X \), and so forth. The processor can perform the element-by-element assignment in any order.

The following example shows a scalar assigned to an array:

\[
B(C+1:N, C) = 0
\]

This sets the elements \( B(C+1,C), B(C+2,C), ..., B(N,C) \) to zero.

The following example causes the values of the elements of array \( A \) to be reversed:

\[
\text{REAL } A(20)
\]

\[
... \\
A(1:20) = A(20:1:-1)
\]

**See Also**

Arrays
Array Constructors
WHERE for details on masked array assignment
FORALL for details on element array assignment

**Defined Assignment Statements**

Defined assignment specifies an assignment operation. It is defined by a subroutine subprogram containing a generic interface block that specifies ASSIGNMENT(=). The subroutine is specified in a SUBROUTINE or ENTRY statement that has two nonoptional dummy arguments.

Defined elemental assignment is indicated by specifying ELEMENTAL in the SUBROUTINE statement.

The dummy arguments represent the variable and expression, in that order. The rank (and shape, if either or both are arrays), type, and kind parameters of the variable and expression in the assignment statement must match those of the corresponding dummy arguments.

The dummy arguments must not both be numeric, or of type logical or character with the same kind parameter.

If the variable in an elemental assignment is an array, the defined assignment is performed element-by-element, in any order, on corresponding elements of the variable and expression. If the expression is scalar, it is treated as if it were an array of the same shape as the variable with every element of the array equal to the scalar value of the expression.

**See Also**

Subroutines Overview
Derived Data Types
Defining Generic Assignment for details on subroutine subprograms that define assignment
Numeric Expressions for details on intrinsic operations
Character Expressions for details on intrinsic operations

**Pointer Assignments**

In ordinary assignment involving pointers, the pointer is an alias for its target. In pointer assignment, the pointer is associated with a target. If the target is undefined or disassociated, the pointer acquires the same status as the target. Pointer assignment has the following form:

\[
\text{pointer-object}
\]

\[
[s\text{-spec}] \rightarrow \text{target}
\]

**pointer-object**

Is a variable name or structure component declared with the POINTER attribute.

**s-spec**

Is a shape specification consisting of bounds information in the form "[lower-bound]:" or "[lower-bound] : upper-bound".
**Description**

If the target is a variable, it must have the POINTER or TARGET attribute, or be a subobject whose parent object has the TARGET attribute.

If the target is an expression, the result must be a pointer.

If the target is not a pointer (it has the TARGET attribute), the pointer object is associated with the target.

If the target is a pointer (it has the POINTER attribute), its status determines the status of the pointer object, as follows:
- If the pointer is associated, the pointer object is associated with the same object as the target
- If the pointer is disassociated, the pointer object becomes disassociated
- If the pointer is undefined, the pointer object becomes undefined

A pointer must not be referenced or defined unless it is associated with a target that can be referenced or defined.

When pointer assignment occurs, any previous association between the pointer object and a target is terminated.

Pointers can also be assigned for a pointer structure component by execution of a derived-type intrinsic assignment statement or a defined assignment statement.

Pointers can also become associated by using the ALLOCATE statement to allocate the pointer.

Pointers can become disassociated by deallocation, nullification of the pointer (using the DEALLOCATE or NULLIFY statements), or by reference to the NULL intrinsic function.

Pointer assignment for arrays allows lower bounds to be specified. The specified lower bounds can be any scalar integer expressions.

Remapping of the elements of a rank-one array is permitted. The mapping is in array-element order and the target array must be large enough. The specified bounds may be any scalar integer expressions.

**Examples**

The following are examples of pointer assignments:

```fortran
HOUR => MINUTES(1:60)  ! target is an array
M_YEAR => MY_CAR%YEAR   ! target is a structure component
NEW_ROW%RIGHT => CURRENT_ROW  ! pointer object is a structure component
PTR => M              ! target is a variable
POINTER_C => NULL ()   ! reference to NULL intrinsic
```

The following example shows a target as a pointer:

```fortran
INTEGER, POINTER :: P, N
INTEGER, TARGET :: M
INTEGER S
M = 14
N => M             ! N is associated with M
P => N             ! P is associated with M through N
S = P + 5
```

The value assigned to S is 19 (14 + 5).

You can use the intrinsic function **ASSOCIATED** to find out if a pointer is associated with a target or if two pointers are associated with the same target. For example:

```fortran
REAL C (:), D(:), E(:)
POINTER C, D
TARGET E
```
LOGICAL STATUS
! Pointer assignment.
C => E
! Pointer assignment.
D => E
! Returns TRUE; C is associated.
STATUS = ASSOCIATED (C)
! Returns TRUE; C is associated with E.
STATUS = ASSOCIATED (C, E)
! Returns TRUE; C and D are associated with the
! same target.
STATUS = ASSOCIATED (C, D)

The following example shows how to specify lower bounds on a pointer:
REAL, TARGET :: A(4,4)
POINTER P
P (0:,0:) => A            ! LBOUND (P) == [0,0]
    ! UBOUND (P) == [3,3]

The following example shows pointer remapping of the elements of a rank-one array:
REAL, TARGET :: V(100)
POINTER P
INTEGER N
P(1:N,1:2*N) => V(1:2*N*N)

See Also
Arrays
ALLOCATE
DEALLOCATE
NULLIFY
NULL
POINTER - Fortran
TARGET Statement
Defined Assignment Statements
Intrinsic Assignment Statements for details on derived-type intrinsic assignments
Specification Statements

Specification Statements Overview

A specification statement is a nonexecutable statement that declares the attributes of data objects. In Fortran 2003 and Standard Fortran, many of the attributes that can be defined in specification statements can also be optionally specified in type declaration statements.

The following are specification statements:

- **Type Declarations**
  Explicitly specify the properties (for example: data type, rank, and extent) for data objects or functions.
- **ALLOCATABLE attribute and statement**
  Specifies that an array is an allocatable array with a deferred shape. The shape of an allocatable array is determined when an ALLOCATE statement is executed, dynamically allocating space for the array.
- **ASYNCHRONOUS attribute and statement**
  Specifies that a variable can be used for asynchronous input and output.
- **AUTOMATIC and STATIC attributes and statements**
  Control the storage allocation of variables in subprograms.
- **BIND attribute and statement**
  Specifies that an object is interoperable with C and has external linkage.
- **CODIMENSION attribute and statement**
  Specifies that an entity is a coarray.
- **COMMON statement**
  Defines one or more contiguous areas, or blocks, of physical storage (called common blocks) that can be accessed by any of the scoping units in an executable program. COMMON statements also define the order in which variables and arrays are stored in each common block, which can prevent misaligned data items.
- **CONTIGUOUS attribute and statement**
  Specifies that the target of a pointer or an assumed-sized array is contiguous.
- **DATA statement**
  Assigns initial values to variables before program execution.
- **DIMENSION attribute and statement**
  Specifies that an object is an array, and defines the shape of the array.
- **EQUIVALENCE statement**
  Specifies that a storage area is shared by two or more objects in a program unit. This causes total or partial storage association of the objects that share the storage area.
- **EXTERNAL attribute and statement**
  Allows an external or dummy procedure to be used as an actual argument.
- **IMPLICIT statement**
  Overrides the default implicit typing rules for names.
- **INTENT attribute and statement**
  Specifies the intended use of one or more dummy arguments.
- **INTRINSIC attribute and statement**
  Allows the specific name of an intrinsic procedure to be used as an actual argument. Certain specific function names cannot be used. For more information, see Intrinsic Functions Not Allowed as Actual Arguments.
• **NAMELIST statement**
  Associates a name with a list of variables. This group name can be referenced in some input/output operations.

• **OPTIONAL attribute and statement**
  Allows dummy arguments to be omitted in a procedure reference.

• **PARAMETER attribute and statement**
  Defines a named constant.

• **POINTER attribute and statement**
  Specifies that an object or a procedure is a pointer (a dynamic variable).

• **PRIVATE and PUBLIC and attributes and statements**
  Specifies the accessibility of entities in a module. (These attributes are also called accessibility attributes.)

• **PROTECTED attribute and statement**
  Specifies limitations on the use of module entities.

• **SAVE attribute and statement**
  Causes the values and definition of objects to be retained after execution of a RETURN or END statement in a subprogram.

• **TARGET attribute and statement**
  Specifies that an object can become the target of a pointer.

• **VALUE attribute and statement**
  Specifies a type of argument association for a dummy argument.

• **VOLATILE attribute and statement**
  Specifies that the value of an object is entirely unpredictable, based on information local to the current program unit.

**See Also**

- BLOCK DATA
- PROGRAM
- Derived Data Types
- DATA
- Initialization Expressions
- Intrinsic Data Types
- Implicit Typing Rules
- Specification of Data Type

**Type Declarations**

**Declarations for Noncharacter Types**

The following table shows the data types that can appear in noncharacter type declarations.

<table>
<thead>
<tr>
<th>Noncharacter Data Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE¹</td>
</tr>
<tr>
<td>LOGICAL²</td>
</tr>
<tr>
<td>LOGICAL([KIND=]1) (or LOGICAL*1)</td>
</tr>
<tr>
<td>LOGICAL([KIND=]2) (or LOGICAL*2)</td>
</tr>
<tr>
<td>LOGICAL([KIND=]4) (or LOGICAL*4)</td>
</tr>
<tr>
<td>LOGICAL([KIND=]8) (or LOGICAL*8)</td>
</tr>
</tbody>
</table>
Noncharacter Data Types

INTEGER\(^3\)
- INTEGER\([\text{KIND=}1]\) (or INTEGER*1)
- INTEGER\([\text{KIND=}2]\) (or INTEGER*2)
- INTEGER\([\text{KIND=}4]\) (or INTEGER*4)
- INTEGER\([\text{KIND=}8]\) (or INTEGER*8)

REAL\(^4\)
- REAL\([\text{KIND=}4]\) (or REAL*4)
- DOUBLE PRECISION (REAL\([\text{KIND=}8]\) or REAL*8)
- REAL\([\text{KIND=}16]\) (or REAL*16)

COMPLEX\(^5\)
- COMPLEX\([\text{KIND=}4]\) (or COMPLEX*8)
- DOUBLE COMPLEX (COMPLEX\([\text{KIND=}8]\) or COMPLEX*16)
- COMPLEX\([\text{KIND=}16]\) (or COMPLEX*32)

1. Same as INTEGER(1).
2. This is treated as default logical.
3. This is treated as default integer.
4. This is treated as default real.
5. This is treated as default complex.

In noncharacter type declarations, you can optionally specify the name of the data object or function as v*n, where n is the length (in bytes) of v. The length specified overrides the length implied by the data type. The value for n must be a valid length for the type of v. The type specifiers BYTE, DOUBLE PRECISION, and DOUBLE COMPLEX have one valid length, so the n specifier is invalid for them.

For an array specification, the n must be placed immediately following the array name; for example, in an INTEGER declaration, IVEC*2(10) is an INTEGER(2) array of 10 elements.

Note that certain compiler options can affect the defaults for numeric and logical data types.

Examples

In a noncharacter type declaration, a subsequent kind parameter overrides any initial kind parameter. For example, consider the following statements:

```fortran
INTEGER(KIND=2) I, J, K, M12*4, Q, IVEC*4(10)
REAL(KIND=8) WX1, WXZ, WX3*4, WX5, WX6*4
REAL(KIND=8) PI/3.14159E0/, E/2.72E0/, QARRAY(10)/5*0.0, 5*1.0/
```

In the first statement, M12*4 and IVEC*4 override the KIND=2 specification. In the second statement, WX3*4 and WX6*4 override the KIND=8 specification. In the third statement, QARRAY is initialized with implicit conversion of the REAL(4) constants to a REAL(8) data type.

See Also
Type Declarations for details on the general form and rules for type declarations

Declarations for Character Types

A CHARACTER type specifier can be immediately followed by the length of the character object or function. It takes one of the following forms:
**Keyword Forms**

CHARACTER ([LEN=]len])
CHARACTER ([LEN=]len [, [KIND=]n])]
CHARACTER ([KIND=n [, LEN=len])]

**Nonkeyword Form**

CHARACTER*len[,]  

*len Is a length type parameter. It can have one of the following values:
- A scalar integer expression
- *
- :

The following rules also apply:
- In keyword forms
  The *len* is a specification expression, an asterisk (*), or a colon (:). If no length is specified, the default length is 1.
  If the length evaluates to a negative value, the length of the character entity is zero.
- In nonkeyword form
  The *len* is a specification expression or an asterisk enclosed in parentheses, or a scalar integer literal constant (with no kind parameter). The comma is permitted only if no double colon (::) appears in the type declaration statement.
  This form can also (optionally) be specified following the name of the data object or function (v*len). In this case, the length specified overrides any length following the CHARACTER type specifier.

The largest valid value for *len* in both forms is 2**31-1 on IA-32 architecture; 2**63-1 on Intel® 64 architecture. Negative values are treated as zero.

*n* Is a scalar integer initialization expression specifying a valid kind parameter. Currently the only kind available is 1.

**Description**

An automatic object can appear in a character declaration. The object cannot be a dummy argument, and its length must be declared with a specification expression that is not a constant expression.

The length specified for a character-valued statement function or statement function dummy argument of type character must be an integer constant expression.

When an asterisk length specification *(*) is used for a function name or dummy argument, it assumes the length of the corresponding function reference or actual argument. Similarly, when an asterisk length specification is used for a named constant, the name assumes the length of the actual constant it represents.

For example, STRING assumes a 9-byte length in the following statements:

```
CHARACTER*(*) STRING  
PARAMETER (STRING = 'VALUE IS:')
```

A function name must not be declared with a * length unless it is of type CHARACTER and is the name of the result of an external function or the name of a dummy function.

A function name declared with a * length must not be an array, a pointer, recursive, elemental, or pure.
If the CHARACTER type declaration statement specifies a colon (:) length, the length type parameter is a deferred type parameter. An entity or component with a deferred type parameter must specify the ALLOCATABLE or POINTER attribute. A deferred type parameter is a length type parameter whose value can change during execution of the program.

The nonkeyword form is considered obsolescent in the Fortran standard.

**Examples**

In the following example, the character string last_name is given a length of 20:

```
CHARACTER (LEN=20) last_name
```

In the following example, stri is given a length of 12, while the other two variables retain a length of 8.

```
CHARACTER *8 strg, strh, stri*12
```

In the following example, a dummy argument strh will assume the length of the associated actual argument, while the other two variables retain a length of 8:

```
CHARACTER *8 strg, strh(*), stri
```

The following examples show ways to specify strings of known length:

```
CHARACTER*32 string1
CHARACTER string2*32
```

The following examples show ways to specify strings of unknown length:

```
CHARACTER string3*(*)
CHARACTER*(*) string4
```

The following example declares an array NAMES containing 100 32-character elements, an array SOCSEC containing 100 9-character elements, and a variable NAMETY that is 10 characters long and has an initial value of 'ABCDEFGHJI'.

```
CHARACTER*32 NAMES(100),SOCSEC(100)*9,NAMETY*10 /'ABCDEFGHJI'/
```

The following example includes a CHARACTER statement declaring two 8-character variables, LAST and FIRST.

```
INTEGER, PARAMETER :: LENGTH=4
CHARACTER*(4+LENGTH) LAST, FIRST
```

The following example shows a CHARACTER statement declaring an array LETTER containing 26 one-character elements. It also declares a dummy argument BUBBLE that has a passed length defined by the calling program.

```
CHARACTER LETTER(26), BUBBLE*(*)
```

In the following example, NAME2 is an automatic object:

```
SUBROUTINE AUTO_NAME(NAME1)
  CHARACTER(LEN = *) NAME1
  CHARACTER(LEN = LEN(NAME1)) NAME2
```

The following example shows the handling of a deferred-length CHARACTER variables:

```
CHARACTER(:), ALLOCATABLE :: namea
namea = 'XYZ'                   ! Allocates namea as length 3 with value 'XYZ'
DEALLOCATE (namea)
ALLOCATE (CHARACTER(10)::namea) ! Allocates namea as length 10, no value
namea = 'ABCDEF'                ! Reallocates namea to length 6 with value 'ABCDEF'
```

**See Also**

Obsolescent Language Features in the Fortran Standard
Data Types of Scalar Variables
Assumed-Length Character Arguments for details on asterisk length specifications
**Type Declarations** for details on the general form and rules for type declaration statements

**Declarations for Derived Types**

A derived-type declaration specifies the properties of objects and functions of derived (user-defined) type. The derived type must be defined before you can specify objects of that type in a TYPE type declaration. An object of derived type must not have the PUBLIC attribute if its type is PRIVATE. A structure constructor specifies values for derived-type objects.

**Examples**

The following are examples of derived-type declarations:

```
TYPE(EMPLOYEE) CONTRACT
...
TYPE(SETS), DIMENSION(:,::), ALLOCATABLE :: SUBSET_1
```

The following example shows a public type with private components:

```
TYPE LIST_ITEMS
  PRIVATE
  ...
  TYPE(LIST_ITEMS), POINTER :: NEXT, PREVIOUS
END TYPE LIST_ITEMS
```

**See Also**

TYPE Statement (Derived Types)
Use and Host Association Overview
PUBLIC
PRIVATE Statement
Structure Constructors
Type Declarations for details on the general form and rules for type declarations

**Declarations for Arrays**

An array declaration (or array declarator) declares the shape of an array. It takes the following form:

```
(a-spec)
```

**a-spec**

Is one of the following array specifications:

- Explicit-shape
- Assumed-shape
- Assumed-size
- Deferred-shape
- Assumed-rank

The array specification can be appended to the name of the array when the array is declared.

**Examples**

The following examples show array declarations:

```
SUBROUTINE SUB(N, C, D, Z)
  REAL, DIMENSION(N, 15) :: IARRY       ! An explicit-shape array
  REAL C(:,), D(0:)                   ! An assumed-shape array
  REAL, POINTER :: B(:,::)            ! A deferred-shape array pointer
  REAL, ALLOCATABLE, DIMENSION(::) :: K ! A deferred-shape allocatable array
  REAL :: Z(N,*)                      ! An assumed-size array
END SUBROUTINE SUB
```

**See Also**

Type Declarations for details on the general form and rules for type declaration statements
Explicit-Shape Specifications

An explicit-shape array is declared with explicit values for the bounds in each dimension of the array. An explicit-shape specification takes the following form:

\[
([dl:] \ du[, [dl:] \ du] ...)\]

- \( dl \) is a specification expression indicating the lower bound of the dimension. The expression can have a positive, negative, or zero value. If necessary, the value is converted to integer type. If the lower bound is not specified, it is assumed to be 1.

- \( du \) is a specification expression indicating the upper bound of the dimension. The expression can have a positive, negative, or zero value. If necessary, the value is converted to integer type.

The bounds can be specified as constant or nonconstant expressions, as follows:

- If the bounds are constant expressions, the subscript range of the array in a dimension is the set of integer values between and including the lower and upper bounds. If the lower bound is greater than the upper bound, the range is empty, the extent in that dimension is zero, and the array has a size of zero.

- If the bounds are nonconstant expressions, the array must be declared in a procedure. The bounds can have different values each time the procedure is executed, since they are determined when the procedure is entered.

The bounds are not affected by any redefinition or undefinition of the variables in the specification expression that occurs while the procedure is executing.

The following explicit-shape arrays can specify nonconstant bounds:

- An automatic array (the array is a local variable)
- An adjustable array (the array is a dummy argument to a subprogram)

The following are examples of explicit-shape specifications:

```
INTEGER I(3:8, -2:5)         ! Rank-two array; range of dimension one is 3 to 8, range of dimension two is -2 to 5
...                          !
SUBROUTINE SUB(A, B, C)
  INTEGER :: B, C
  REAL, DIMENSION(B:C) :: A  ! Rank-one array; range is B to C
```

Consider the following:

```
INTEGER M(10, 10, 10)
INTEGER K(-3:6, 4:13, 0:9)
```

M and K are both explicit-shape arrays with a rank of 3, a size of 1000, and the same shape (10,10,10). Array M uses the default lower bound of 1 for each of its dimensions. So, when it is declared only the upper bound needs to be specified. Each of the dimensions of array K has a lower bound other than the default, and the lower bounds as well as the upper bounds are declared.

Automatic Arrays

An automatic array is an explicit-shape array that is a local variable. Automatic arrays are only allowed in function and subroutine subprograms, and are declared in the specification part of the subprogram. At least one bound of an automatic array must be a nonconstant specification expression. The bounds are determined when the subprogram is called.

The following example shows automatic arrays:

```
SUBROUTINE SUB1 (A, B)
  INTEGER A, B, LOWER
  COMMON /BOUND/ LOWER
  ...
  INTEGER AUTO_ARRAY1(B)
  ...
  INTEGER AUTO_ARRAY2(LOWER:B)
```
...  
  INTEGER AUTO_ARRAY3(20, B*A/2)
END SUBROUTINE

Consider the following:
SUBROUTINE EXAMPLE (N, R1, R2)
  DIMENSION A (N, 5), B(10*N)
...
  N = IFIX(R1) + IFIX(R2)

When the subroutine is called, the arrays A and B are dimensioned on entry into the subroutine with the value of the passed variable N. Later changes to the value of N have no effect on the dimensions of array A or B.

Adjustable Arrays

An adjustable array is an explicit-shape array that is a dummy argument to a subprogram. At least one bound of an adjustable array must be a nonconstant specification expression. The bounds are determined when the subprogram is called.

The array specification can contain integer variables that are either dummy arguments or variables in a common block.

When the subprogram is entered, each dummy argument specified in the bounds must be associated with an actual argument. If the specification includes a variable in a common block, the variable must have a defined value. The array specification is evaluated using the values of the actual arguments, as well as any constants or common block variables that appear in the specification.

The size of the adjustable array must be less than or equal to the size of the array that is its corresponding actual argument.

To avoid possible errors in subscript evaluation, make sure that the bounds expressions used to declare multidimensional adjustable arrays match the bounds as declared by the caller.

In the following example, the function computes the sum of the elements of a rank-two array. Notice how the dummy arguments M and N control the iteration:

FUNCTION THE_SUM(A, M, N)
  DIMENSION A(M, N)
  SUMX = 0.0
  DO J = 1, N
    DO I = 1, M
      SUMX = SUMX + A(I, J)
    END DO
  END DO
  THE_SUM = SUMX
END FUNCTION

The following are examples of calls on THE_SUM:
DIMENSION A1(10,35), A2(3,56)
SUM1 = THE_SUM(A1,10,35)
SUM2 = THE_SUM(A2,3,56)

The following example shows how the array bounds determined when the procedure is entered do not change during execution:
DIMENSION ARRAY(9,5)
L = 9
M = 5
CALL SUB(ARRAY,L,M)
END

SUBROUTINE SUB(X,I,J)
  DIMENSION X(-I/2:I/2,J)
The assignments to I and J do not affect the declaration of adjustable array X as X(-4:4,5) on entry to subroutine SUB.

**See Also**
Specification Expressions

**Assumed-Shape Specifications**
An assumed-shape array is a dummy argument array that assumes the shape of its associated actual argument array. An assumed-shape specification takes the following form:

\[ ([dl];[, [dl];] ...) \]

*dl* is a specification expression indicating the lower bound of the dimension. The expression can have a positive, negative, or zero value. If necessary, the value is converted to integer type. If the lower bound is not specified, it is assumed to be 1.

The rank of the array is the number of colons (:) specified.

The value of the upper bound is the extent of the corresponding dimension of the associated actual argument array + *lower-bound* - 1.

**Examples**
The following is an example of an assumed-shape specification:

```
INTERFACE
  SUBROUTINE SUB(M)
    INTEGER M(:, 1:, 5:)
  END SUBROUTINE
END INTERFACE

INTEGER L(20, 5:25, 10)
CALL SUB(L)
```

Array M has the same extents as array L, but array M has bounds (1:20, 1:21, 5:14).

Note that an explicit interface is required when calling a routine that expects an assumed-shape or pointer array.

Consider the following:

```
SUBROUTINE ASSUMED(A)
  REAL A(:, :, :)
END SUBROUTINE
```

Array A has rank 3, indicated by the three colons (:) separated by commas (,). However, the extent of each dimension is unspecified. When the subroutine is called, A takes its shape from the array passed to it. For example, consider the following:

```
REAL X (4, 7, 9)
...  
CALL ASSUMED(X)
```

This gives A the dimensions (4, 7, 9). The actual array and the assumed-shape array must have the same rank.
Consider the following:

```fortran
SUBROUTINE ASSUMED(A)
    REAL A(3:, 0:, -2:)
    ...
```

If the subroutine is called with the same actual array `X(4, 7, 9)`, as in the previous example, the lower and upper bounds of `A` would be:

```
A(3:6, 0:6, -2:6)
```

## Assumed-Size Specifications

An **assumed-size array** is a dummy argument array that assumes the size (only) of its associated actual argument array; the rank and extents can differ for the actual and dummy arrays. An assumed-size specification takes the following form:

```
([expli-shape-spec,] [expli-shape-spec,] ... [dl:] *)
```

- `expli-shape-spec` is an explicit-shape specification.
- `dl` is a specification expression indicating the lower bound of the dimension. The expression can have a positive, negative, or zero value. If necessary, the value is converted to integer type. If the lower bound is not specified, it is assumed to be 1.
- `*` is the upper bound of the last dimension.

The rank of the array is the number of explicit-shape specifications plus 1.

The size of the array is assumed from the actual argument associated with the assumed-size dummy array as follows:

- If the actual argument is an array of type other than default character, the size of the dummy array is the size of the actual array.
- If the actual argument is an array element of type other than default character, the size of the dummy array is `a + 1 - s`, where `s` is the subscript order value and `a` is the size of the actual array.
- If the actual argument is a default character array, array element, or array element substring, and it begins at character storage unit `b` of an array with `n` character storage units, the size of the dummy array is as follows:
  
  ```fortran
  MAX(INT((n + 1 - b)/y), 0)
  ```

  The `y` is the length of an element of the dummy array.

An assumed-size array can only be used as a whole array reference in the following cases:

- When it is an actual argument in a procedure reference that does not require the shape
- In the intrinsic function `LBOUND`

Because the actual size of an assumed-size array is unknown, an assumed-size array cannot be used as any of the following in an I/O statement:

- An array name in the I/O list
- A unit identifier for an internal file
- A run-time format specifier

### Examples

The following is an example of an assumed-size specification:

```fortran
SUBROUTINE SUB(A, N)
    REAL A, N
    DIMENSION A(1:N, *)
    ...
```
The following example shows that you can specify lower bounds for any of the dimensions of an assumed-size array, including the last:

```fortran
SUBROUTINE ASSUME(A)
  REAL A(-4:-2, 4:6, 3:*)
END SUBROUTINE
```

See Also
Array Elements
Assumed-Rank Specifications
An assumed-rank array is declared with array bounds.
You declare an assumed-rank object (a dummy variable) by using DIMENSION(..) or (..)array bounds in its declaration.
Its rank is assumed from its effective argument, which means it is passed by descriptor.
An assumed-rank entity must not have the CODIMENSION or VALUE attribute. It can have the CONTIGUOUS attribute.
An assumed-rank variable name must not appear in a designator or expression except as one of the following:
- An actual argument corresponding to a dummy argument that is assumed-rank
- The argument of the C_LOC function in the ISO_C_BINDING intrinsic module
- The first argument in a reference to an intrinsic inquiry function
If an assumed-size or nonallocatable, nonpointer, assumed-rank array is an actual argument corresponding to a dummy argument that is an INTENT(OUT) assumed-rank array, it must not be polymorphic, finalizable, of a type with an allocatable ultimate component, or of a type for which default initialization is specified.
You can find the rank of an assumed-rank object by using the RANK intrinsic.
If a procedure has an assumed-rank argument, the procedure must have an explicit interface.
When an assumed-rank object is passed from Fortran to a BIND(C) routine, it is passed by C descriptor. A Fortran procedure that has the BIND(C) language-binding-spec attribute will also receive an assumed-rank object by C descriptor.

Examples
The following shows an assumed-rank object:

```fortran
SUBROUTINE sub (foo, bar)
  ! As sub does not have BIND, foo and bar are passed by "normal" descriptor
  REAL, DIMENSION(..) :: foo
  INTEGER :: bar(..)

  INTERFACE
    SUBROUTINE csub (baz) BIND(C)
      REAL, DIMENSION(..) :: baz
    END SUBROUTINE
  END INTERFACE

  CALL baz(foo) ! Passed by C descriptor
END SUBROUTINE
```

See Also
Argument Association
RANK
Deferred-Shape Specifications
A deferred-shape array is an array pointer or an allocatable array.
The array specification contains a colon (:) for each dimension of the array. No bounds are specified. The bounds (and shape) of allocatable arrays and array pointers are determined when space is allocated for the array during program execution.
An array pointer is an array declared with the POINTER attribute. Its bounds and shape are determined when it is associated with a target by pointer assignment, or when the pointer is allocated by execution of an ALLOCATE statement.

In pointer assignment, the lower bound of each dimension of the array pointer is the result of the LBOUND intrinsic function applied to the corresponding dimension of the target. The upper bound of each dimension is the result of the UBOUND intrinsic function applied to the corresponding dimension of the target.

A pointer dummy argument can be associated only with a pointer actual argument. An actual argument that is a pointer can be associated with a nonpointer dummy argument.

A function result can be declared to have the pointer attribute.

An allocatable array is declared with the ALLOCATABLE attribute. Its bounds and shape are determined when the array is allocated by execution of an ALLOCATE statement.

Examples

The following are examples of deferred-shape specifications:

```fortran
REAL, ALLOCATABLE :: A(:, :) ! Allocatable array
REAL, POINTER :: C(:,), D (:,:, :) ! Array pointers
```

If a deferred-shape array is declared in a DIMENSION or TARGET statement, it must be given the ALLOCATABLE or POINTER attribute in another statement. For example:

```fortran
DIMENSION P(:, :, :)
POINTER P
TARGET B(:, :)
ALLOCATABLE B
```

If the deferred-shape array is an array of pointers, its size, shape, and bounds are set in an ALLOCATE statement or in the pointer assignment statement when the pointer is associated with an allocated target. A pointer and its target must have the same rank.

For example:

```fortran
REAL, POINTER :: A(:, :,), B(:,), C(:, :)
INTEGER, ALLOCATABLE :: I(:)
REAL, ALLOCATABLE, TARGET :: D(:,,:), E(:)
...
ALLOCATE (A(2, 3), I(5), D(SIZE(I), 12), E(98))
C => D ! Pointer assignment statement
B => E(25:56) ! Pointer assignment to a section of a target
```

See Also
POINTER - Fortran
ALLOCATABLE
ALLOCATE
Pointer Assignments
LBOUND
UBOUND

Effects of Equivalency and Interaction with COMMON Statements

Making Arrays Equivalent

When you make an element of one array equivalent to an element of another array, the EQUIVALENCE statement also sets equivalences between the other elements of the two arrays. Thus, if the first elements of two equal-sized arrays are made equivalent, both arrays share the same storage. If the third element of a 7-element array is made equivalent to the first element of another array, the last five elements of the first array overlap the first five elements of the second array.
Two or more elements of the same array should not be associated with each other in one or more EQUIVALENCE statements. For example, you cannot use an EQUIVALENCE statement to associate the first element of one array with the first element of another array, and then attempt to associate the fourth element of the first array with the seventh element of the other array.

Consider the following example:

```fortran
DIMENSION TABLE (2,2), TRIPLE (2,2,2)
EQUIVALENCE (TABLE(2,2), TRIPLE(1,2,2))
```

These statements cause the entire array TABLE to share part of the storage allocated to TRIPLE. The following table shows how these statements align the arrays:

### Equivalence of Array Storage

<table>
<thead>
<tr>
<th>Array TRIPLE</th>
<th>Element Number</th>
<th>Array TABLE</th>
<th>Element Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRIPLE(1,1,1)</td>
<td>1</td>
<td>TABLE(1,1)</td>
<td>1</td>
</tr>
<tr>
<td>TRIPLE(2,1,1)</td>
<td>2</td>
<td>TABLE(2,1)</td>
<td>2</td>
</tr>
<tr>
<td>TRIPLE(1,2,1)</td>
<td>3</td>
<td>TABLE(1,2)</td>
<td>3</td>
</tr>
<tr>
<td>TRIPLE(2,2,1)</td>
<td>4</td>
<td>TABLE(2,2)</td>
<td>4</td>
</tr>
<tr>
<td>TRIPLE(1,1,2)</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TRIPLE(2,1,2)</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TRIPLE(1,2,2)</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TRIPLE(2,2,2)</td>
<td>8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Each of the following statements also aligns the two arrays as shown in the above table:

```fortran
EQUIVALENCE (TABLE, TRIPLE(2,2,1))
EQUIVALENCE (TRIPLE(1,1,2), TABLE(2,1))
```

You can also make arrays equivalent with nonunity lower bounds. For example, an array defined as A(2:3,4) is a sequence of eight values. A reference to A(2,2) refers to the third element in the sequence. To make array A(2:3,4) share storage with array B(2:4,4), you can use the following statement:

```fortran
EQUIVALENCE (A(3,4), B(2,4))
```

The entire array A shares part of the storage allocated to array B. The following table shows how these statements align the arrays. The arrays can also be aligned by the following statements:

```fortran
EQUIVALENCE (A, B(4,1))
EQUIVALENCE (B(3,2), A(2,2))
```

### Equivalence of Arrays with Nonunity Lower Bounds

<table>
<thead>
<tr>
<th>Array B</th>
<th>Element Number</th>
<th>Array A</th>
<th>Element Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>B(2,1)</td>
<td>1</td>
<td>A(2,1)</td>
<td>1</td>
</tr>
<tr>
<td>B(3,1)</td>
<td>2</td>
<td>A(3,1)</td>
<td>2</td>
</tr>
<tr>
<td>B(4,1)</td>
<td>3</td>
<td>A(2,2)</td>
<td>3</td>
</tr>
<tr>
<td>B(2,2)</td>
<td>4</td>
<td>A(3,2)</td>
<td>4</td>
</tr>
<tr>
<td>B(3,2)</td>
<td>5</td>
<td>A(2,3)</td>
<td>5</td>
</tr>
<tr>
<td>B(4,2)</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B(2,3)</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Array B</td>
<td>Array A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td>--------------</td>
<td>--------</td>
<td>--------</td>
</tr>
<tr>
<td>Array Element</td>
<td>Element Number</td>
<td>Array Element</td>
<td>Element Number</td>
</tr>
<tr>
<td>B(3,3)</td>
<td>8</td>
<td>A(3,3)</td>
<td>6</td>
</tr>
<tr>
<td>B(4,3)</td>
<td>9</td>
<td>A(2,4)</td>
<td>7</td>
</tr>
<tr>
<td>B(2,4)</td>
<td>10</td>
<td>A(3,4)</td>
<td>8</td>
</tr>
<tr>
<td>B(3,4)</td>
<td>11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>B(4,4)</td>
<td>12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Only in the EQUIVALENCE statement can you identify an array element with a single subscript (the linear element number), even though the array was defined as multidimensional. For example, the following statements align the two arrays as shown in the above table:

```
DIMENSION B(2:4,1:4), A(2:3,1:4)
EQUIVALENCE(B(6), A(4))
```

**Making Substrings Equivalent**

When you make one character substring equivalent to another character substring, the EQUIVALENCE statement also sets associations between the other corresponding characters in the character entities; for example:

```
CHARACTER NAME*16, ID*9
EQUIVALENCE(NAME(10:13), ID(2:5))
```
These statements cause character variables NAME and ID to share space (see the following figure). The arrays can also be aligned by the following statement:

```europeans
EQUIVALENCE(NAME(9:9), ID(1:1))
```

**Equivalence of Substrings**

<table>
<thead>
<tr>
<th>NAME</th>
<th>Character Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
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<tr>
<td>3</td>
<td></td>
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<td>10</td>
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<td>11</td>
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<td>12</td>
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<td>14</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ID</th>
<th>Character Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
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<td>4</td>
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<td>7</td>
<td></td>
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<td>8</td>
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<tr>
<td>9</td>
<td></td>
</tr>
</tbody>
</table>

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If the character substring references are array elements, the EQUIVALENCE statement sets associations between the other corresponding characters in the complete arrays.
Character elements of arrays can overlap at any character position. For example, the following statements cause character arrays FIELDS and STAR to share storage (see the following figure).

```fortran
CHARACTER FIELDS(100)*4, STAR(5)*5
EQUIVALENCE(FIELDS(1)(2:4), STAR(2)(3:5))
```

**Equivalence of Character Arrays**

<table>
<thead>
<tr>
<th>Character Position</th>
<th>Subscript</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
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<tr>
<td>4</td>
<td>4</td>
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<td>5</td>
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<tr>
<td>6</td>
<td>1</td>
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<tr>
<td>7</td>
<td>2</td>
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<td>8</td>
<td>3</td>
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<tr>
<td>9</td>
<td>4</td>
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<tr>
<td>10</td>
<td>5</td>
</tr>
</tbody>
</table>

**FIELDS**

<table>
<thead>
<tr>
<th>Subscript</th>
<th>Character Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
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<td>4</td>
<td>4</td>
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<tr>
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<tr>
<td>6</td>
<td>1</td>
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<tr>
<td>7</td>
<td>2</td>
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<td>8</td>
<td>3</td>
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<tr>
<td>9</td>
<td>4</td>
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<tr>
<td>10</td>
<td>5</td>
</tr>
</tbody>
</table>
The EQUIVALENCE statement cannot assign the same storage location to two or more substrings that start at different character positions in the same character variable or character array. The EQUIVALENCE statement also cannot assign memory locations in a way that is inconsistent with the normal linear storage of character variables and arrays.

**EQUIVALENCE and COMMON Interaction**

A common block can extend beyond its original boundaries if variables or arrays are associated with entities stored in the common block. However, a common block can only extend beyond its last element; the extended portion cannot precede the first element in the block.

**Examples**

The following two figures demonstrate valid and invalid extensions of the common block, respectively.

**A Valid Extension of a Common Block**

![Diagram of a valid extension of a common block](image)

**An Invalid Extension of a Common Block**

![Diagram of an invalid extension of a common block](image)

The second example is invalid because the extended portion, B(1), precedes the first element of the common block.

The following example shows a valid EQUIVALENCE statement and an invalid EQUIVALENCE statement in the context of a common block.

```language
COMMON A, B, C
DIMENSION D(3)
EQUIVALENCE(B, D(1)) ! Valid, because common block is extended ! from the end.

COMMON A, B, C
DIMENSION D(3)
EQUIVALENCE(B, D(3)) ! Invalid, because D(1) would extend common ! block to precede A's location.
```
Dynamic Allocation Overview

Data objects can be static or dynamic. If a data object is static, a fixed amount of memory storage is created for it at compile time and is not freed until the program exits. If a data object is dynamic, memory storage for the object can be created (allocated), altered, or freed (deallocated) as a program executes.

Pointers, classes, deferred length character, allocatable scalars and arrays, and automatic arrays are dynamic data objects.

No storage space is created for a pointer until it is allocated with an ALLOCATE statement or until it is assigned to a allocated target. The storage space allocated is uninitialized.

A pointer can be dynamically disassociated from a target by using a NULLIFY statement.

An ALLOCATE statement can also be used to create storage for an allocatable array. A DEALLOCATE statement can be used to free the storage space reserved in a previous ALLOCATE statement. It also causes any pointers to become disassociated.

Automatic arrays differ from allocatable arrays in that they are automatically allocated and deallocated whenever you enter or leave a procedure, respectively.

NOTE
Dynamic memory allocation is limited by several factors, including swap file size and memory requirements of other applications that are running. Dynamic allocations that are too large or otherwise attempt to use the protected memory of other applications result in General Protection Fault errors. If you encounter an unexpectedly low limit, you might need to reset your virtual memory size through the Control Panel or redefine the swap file size.

Some programming techniques can help minimize memory requirements, such as using one large array instead of two or more individual arrays. Allocated arrays that are no longer needed should be deallocated.

See Also
Pointer Assignments
Explicit-Shape Specifications
NULL intrinsic function, which can also be used to disassociate a pointer
TARGET Statement

Effects of Allocation

Allocation of Allocatable Variables

The status of an allocatable variable becomes "allocated" under the following conditions:

- If it is allocated by an ALLOCATE statement
- If it is allocated during assignment
- If it is allocated by the intrinsic subroutine MOVE_ALLOC

An allocatable variable with allocated status can be referenced, defined, or deallocated; allocating it causes an error condition in the ALLOCATE statement. The intrinsic function ALLOCATED returns TRUE for such a variable.
The status of an allocatable variable becomes "unallocated" under the following conditions:

- If it is not allocated
- If it is deallocated
- If it is unallocated by the intrinsic subroutine MOVE_ALLOC

An allocatable variable with unallocated status must not be referenced or defined. It must not be supplied as an actual argument corresponding to a nonallocatable dummy argument, except to certain intrinsic inquiry functions. It can be allocated with the ALLOCATE statement. Deallocation it causes an error condition in the DEALLOCATE statement. The intrinsic function ALLOCATED returns FALSE for such a variable.

At the beginning of execution of a program, allocatable variables are unallocated.

When the allocation status of an allocatable variable changes, the allocation status of any associated allocatable variable also changes accordingly. Allocation of an allocatable variable establishes values for the deferred type parameters of all associated allocatable variables.

An unsaved allocatable local variable of a procedure has a status of unallocated at the beginning of each invocation of the procedure. An unsaved local variable of a construct has a status of unallocated at the beginning of each execution of the construct.

When an object of derived type is created by an ALLOCATE statement, any allocatable ultimate components have an allocation status of unallocated unless the SOURCE= specifier appears and the corresponding component of the SOURCE= expression is allocated.

The intrinsic function ALLOCATED can be used to determine whether a variable is allocated or unallocated.

**Allocation of Allocatable Arrays**

The bounds (and shape) of an allocatable array are determined when it is allocated. Subsequent redefinition or undefined of any entities in the bound expressions does not affect the array specification.

If the lower bound is greater than the upper bound, that dimension has an extent of zero, and the array has a size of zero. If the lower bound is omitted, it is assumed to be 1.

When an array is allocated, it is definable. If you try to allocate a currently allocated allocatable array, an error occurs.

If an allocatable variable is a coarray, the corank is declared, but the cobounds are determined when it is allocated.

The intrinsic function ALLOCATED can be used to determine whether an allocatable array is currently allocated; for example:

```fortran
REAL, ALLOCATABLE :: E(:, :)   
...
IF (.NOT. ALLOCATED(E)) ALLOCATE(E(2:4, 7))
```

**Allocation Status**

During program execution, the allocation status of an allocatable array is one of the following:

- Not currently allocated
  - The array was never allocated or the last operation on it was a deallocation. Such an array must not be referenced or defined.
- Currently allocated
  - The array was allocated by an ALLOCATE statement. Such an array can be referenced, defined, or deallocated.

If an allocatable array has the SAVE attribute, it has an initial status of "not currently allocated". If the array is then allocated, its status changes to "currently allocated". It keeps that status until the array is deallocated.

If an allocatable array does not have the SAVE attribute, it has the status of "not currently allocated" at the beginning of each invocation of the procedure. If the array's status changes to "currently allocated", it is deallocated if the procedure is terminated by execution of a RETURN or END statement.
Example: Allocating Virtual Memory

The following example shows a program that performs virtual memory allocation. This program uses Fortran standard-conforming statements instead of calling an operating system memory allocation routine.

```fortran
! Program accepts an integer and displays square root values

INTEGER(4) :: N
READ (5,*) N                         ! Reads an integer value
CALL MAT(N)
END

! Subroutine MAT uses the typed integer value to display the square
! root values of numbers from 1 to N (the number read)

SUBROUTINE MAT(N)
REAL(4), ALLOCATABLE :: SQR(:)       ! Declares SQR as a one-dimensional allocatable array
ALLOCATE (SQR(N))                    ! Allocates array SQR
DO J=1,N
   SQR(J) = SQRT(FLOATJ(J))          ! FLOATJ converts integer to REAL
ENDDO
WRITE (6,*) SQR                      ! Displays calculated values
DEALLOCATE (SQR)                     ! Deallocates array SQR
END SUBROUTINE MAT

See Also
ALLOCATED
ALLOCATE

Allocation of Pointer Targets

When a pointer is allocated, the pointer is associated with a target and can be used to reference or define the target. (The target can be an array or a scalar, depending on how the pointer was declared.)

Other pointers can become associated with the pointer target (or part of the pointer target) by pointer assignment.

In contrast to allocatable arrays, a pointer can be allocated a new target even if it is currently associated with a target. The previous association is broken and the pointer is then associated with the new target.

If the previous target was created by allocation, it becomes inaccessible unless it can still be referred to by other pointers that are currently associated with it.

The intrinsic function ASSOCIATED can be used to determine whether a pointer is currently associated with a target. (The association status of the pointer must be defined.) For example:

```fortran
REAL, TARGET :: TAR(0:50)
REAL, POINTER :: PTR(:)
PTR => TAR
...
IF (ASSOCIATED(PTR,TAR))...

See Also
POINTER - Fortran
Pointer Assignments
ASSOCIATED

Effects of Deallocation
Deallocation of Allocatable Variables

Deallocation of an unallocated allocatable variable causes an error condition in the DEALLOCATE statement. Deallocating an allocatable variable with the TARGET attribute causes the pointer association status of any pointer associated with it to become undefined.

When the execution of a procedure is terminated by execution of a RETURN or END statement, an unsaved allocatable local variable of the procedure retains its allocation and definition status if it is a function result variable or a subobject of one; otherwise, it is deallocated.

If an executable construct references a function whose result is either allocatable or a structure with a subobject that is allocatable, and the function reference is executed, an allocatable result and any subobject that is an allocated allocatable entity in the result returned by the function is deallocated after execution of the innermost executable construct containing the reference.

If a function whose result is either allocatable or a structure with an allocatable subobject is referenced in the specification part of a scoping unit, and the function reference is executed, an allocatable result and any subobject that is an allocated allocatable entity in the result returned by the function is deallocated before execution of the executable constructs of the scoping unit.

When a procedure is invoked, any allocated allocatable object that is an actual argument corresponding to an INTENT (OUT) allocatable dummy argument is deallocated. Any allocated allocatable object that is a subobject of an actual argument corresponding to an INTENT (OUT) dummy argument is deallocated.

When an intrinsic assignment statement is executed, any noncoarray allocated allocatable subobject of the variable is deallocated before the assignment takes place.

When a variable of derived type is deallocated, any allocated allocatable subobject is deallocated.

If an allocatable component is a subobject of a finalizable object, that object is finalized before the component is automatically deallocated.

The effect of automatic deallocation is the same as that of a DEALLOCATE statement without a dealloc-opt argument.

When a DEALLOCATE statement is executed for which an object is a coarray, there is an implicit synchronization of all images. On each image, execution of the segment following the statement is delayed until all other images have executed the same statement the same number of times. If the coarray is a dummy argument, its ultimate argument must be the same coarray on every image.

There is also an implicit synchronization of all images in association with the deallocation of a coarray or coarray subcomponent caused by the execution of a RETURN or END statement.

The intrinsic function ALLOCATED can be used to determine whether a variable is allocated or unallocated.

Consider the following example:

```fortran
SUBROUTINE PROCESS
    REAL, ALLOCATABLE :: TEMP(:)
    REAL, ALLOCATABLE, SAVE :: X(:)
    ...
END SUBROUTINE PROCESS
```

Upon return from subroutine PROCESS, the allocation status of X is preserved because X has the SAVE attribute. TEMP does not have the SAVE attribute, so it will be deallocated if it was allocated. On the next invocation of PROCESS, TEMP will have an allocation status of unallocated.

Deallocation of Allocatable Arrays

If the DEALLOCATE statement specifies an array that is not currently allocated, an error occurs.

If an allocatable array with the TARGET attribute is deallocated, the association status of any pointer associated with it becomes undefined.

If a RETURN or END statement terminates a procedure, an allocatable array has one of the following allocation statuses:

- It keeps its previous allocation and association status if the following is true:
• It has the SAVE attribute.
• It is in the scoping unit of a module that is accessed by another scoping unit which is currently executing.
• It is accessible by host association.
• It remains allocated if it is accessed by use association.
• Otherwise, its allocation status is deallocated.

The intrinsic function ALLOCATED can be used to determine whether an allocatable array is currently allocated; for example:

```fortran
SUBROUTINE TEST
  REAL, ALLOCATABLE, SAVE :: F(:,:)
  REAL, ALLOCATABLE :: E(:,,:,:)
  ...
  IF (.NOT. ALLOCATED(E)) ALLOCATE(E(2:4,7,14))
END SUBROUTINE TEST
```

Note that when subroutine TEST is exited, the allocation status of F is maintained because F has the SAVE attribute. Since E does not have the SAVE attribute, it is deallocated. On the next invocation of TEST, E will have the status of "not currently allocated".

See Also
Use and Host Association Overview
TARGET Statement
RETURN
END
SAVE

Deallocation of Pointer Targets

A pointer must not be deallocated unless it has a defined association status. If the DEALLOCATE statement specifies a pointer that has undefined association status, or a pointer whose target was not created by allocation, an error occurs.

A pointer must not be deallocated if it is associated with an allocatable array, or it is associated with a portion of an object (such as an array element or an array section).

If a pointer is deallocated, the association status of any other pointer associated with the target (or portion of the target) becomes undefined.

Execution of a RETURN or END statement in a subprogram causes the pointer association status of any pointer declared (or accessed) in the procedure to become undefined, unless any of the following applies to the pointer:

• It has the SAVE attribute.
• It is in the scoping unit of a module that is accessed by another scoping unit which is currently executing.
• It is accessible by host association.
• It is in blank common.
• It is in a named common block that appears in another scoping unit that is currently executing.
• It is the return value of a function declared with the POINTER attribute.

If the association status of a pointer becomes undefined, it cannot subsequently be referenced or defined.

Examples

The following example shows deallocation of a pointer:

```fortran
INTEGER ERR
REAL, POINTER :: PTR_A(:)
...
ALLOCATE (PTR_A(10), STAT=ERR)
...
DEALLOCATE(PTR_A)
```
See Also
POINTER - Fortran
COMMON
NULL
Use and Host Association Overview
TARGET Statement
RETURN
END
SAVE
Execution Control Overview

Execution of a program consists of the asynchronous execution of the program in a fixed number of one or more of its images. Each image has its own execution environment, including floating-point status, a set of data objects, input/output units, and procedure pointers.

A program normally executes statements in the order in which they are written. Executable control constructs and statements, and procedure invocations, modify this normal execution by transferring control to another statement in the program, or by selecting blocks (groups) of constructs and statements for execution or repetition.

Procedures may be invoked by the CALL statement (subroutine), during expression evaluation (function), or as part of data definition and handling (user-defined operators and FINAL procedures). There are many ways to define a procedure: for example, external, internal, contained, type-bound, defined operator or assignment, and module. All procedures have one entry point; procedures usually return to their caller.

The control constructs ASSOCIATE, CASE, DO, IF, and SELECT TYPE contain blocks and can be named. The name must be a unique identifier in the scoping unit, and must appear on the initial line and terminal line of the construct. On the initial line, the name is separated from the statement keyword by a colon (:).

A block can contain any executable Fortran statement except an END statement. You can transfer control out of a block, but you cannot transfer control into another block.

DO loops cannot partially overlap blocks. The DO statement and its terminal statement must appear together in a statement block.

The following are execution control statements or constructs:

- **ASSOCIATE construct**
  Creates a temporary association between a named entity and a variable or the value of an expression. The association lasts for the duration of the block.

- **BLOCK construct**
  Executes a block of statements or constructs that can contain declarations.

- **CALL statement**
  Transfers control to a subroutine subprogram.

- **CASE construct**
  Conditionally executes one block of constructs or statements depending on the value of a scalar expression in a SELECT CASE statement.

- **CONTINUE statement**
  Primarily used to terminate a labeled DO construct when the construct would otherwise end improperly with either a GO TO, arithmetic IF, or other prohibited control statement.

- **CRITICAL construct**
  Limits execution of a block to one image at a time.

- **DO construct**
  Controls the repeated execution of a block of statements or constructs. The following statements are used in DO constructs:
    - **DO CONCURRENT statement**
      Specifies that there are no data dependencies between the iterations of a DO loop.
    - **DO WHILE statement**
      Executes the range of a DO construct while a specified condition remains true.
• CYCLE statement
  Interrupts the current execution cycle of the innermost (or named) DO construct.

• EXIT statement
  Terminates execution of a DO construct

• END statement
  Marks the end of a program unit.

• IF construct and IF statement
  The IF construct conditionally executes one block of statements or constructs. The IF statement conditionally executes one statement. The decision to transfer control or to execute the statement or block is based on the evaluation of a logical expression within the IF statement or construct.

• PAUSE statement
  Temporarily suspends program execution until the user or system resumes execution.

These statements are deleted features in the Fortran Standard. Intel® Fortran fully supports features deleted in the Fortran Standard.

• RETURN statement
  Transfers control from a subprogram to the calling program unit.

• SELECT TYPE construct
  Selects for execution at most one of its constituent blocks based on the dynamic type of an expression specified.

• STOP and ERROR STOP statement
  The STOP statement terminates program execution before the end of the program unit. The ERROR STOP statement initiates error termination of execution.

Branch Statements Overview

Branching affects the normal execution sequence by transferring control to a labeled statement in the same scoping unit. The transfer statement is called the branch statement, while the statement to which the transfer is made is called the branch target statement.

Any executable statement can be a branch target statement, except for the following:

• CASE statement
• ELSE statement
• ELSE IF statement

Certain restrictions apply to the following statements:

<table>
<thead>
<tr>
<th>Statement</th>
<th>Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>DO terminal statement</td>
<td>The branch must be taken from within its nonblock DO construct(^1).</td>
</tr>
<tr>
<td>END DO</td>
<td>The branch must be taken from within its block DO construct.</td>
</tr>
<tr>
<td>END IF</td>
<td>The branch should be taken from within its IF construct(^2).</td>
</tr>
<tr>
<td>END SELECT</td>
<td>The branch must be taken from within its SELECT CASE construct or within its SELECT TYPE construct.</td>
</tr>
</tbody>
</table>

\(^1\) If the terminal statement is shared by more than one nonblock DO construct, the branch can only be taken from within the innermost DO construct

\(^2\) You can branch to an END IF statement from outside the IF construct; this is a deleted feature in the Fortran Standard. Intel® Fortran fully supports features deleted in the Fortran Standard.

The following are branch statements:
- **GOTO - Unconditional** statement  
  Transfers control to the same branch target statement every time it executes.

- **GOTO - COMPUTED** statement  
  Transfers control to one of a set of labeled branch target statements based on the value of an expression.

- **ASSIGN and assigned GO TO statements**  
  Assigns a label to an integer variable. Subsequently, this variable can be used as a branch target statement by an assigned GO TO statement or as a format specifier in a formatted input/output statement.

  These statements are deleted features in Fortran 95. Intel® Fortran fully supports features deleted in Fortran 95.

- **IF - Arithmetic** statement  
  Conditionally transfers control to one of three statements, based on the value of an arithmetic expression.

**See Also**  
IF Construct  
CASE  
Execution Control Overview

### Effects of DO Constructs

#### Iteration Loop Control

DO iteration loop control takes the following form:

```fortran
do-var = expr1, expr2 [, expr3]
```

**do-var**  
Is the name of a scalar variable of type integer or real. It cannot be the name of an array element or structure component.

**expr**  
Is a scalar numeric expression of type integer, logical, or real. If it is not the same type as *do-var*, it is converted to that type.

**Description**

A DO variable or expression of type real is a deleted feature in the Fortran Standard. Intel® Fortran fully supports features deleted in the Fortran Standard.

The following steps are performed in iteration loop control:

1. The expressions *expr1*, *expr2*, and *expr3* are evaluated to respectively determine the initial, terminal, and increment parameters.  
   The increment parameter (*expr3*) is optional and must not be zero. If an increment parameter is not specified, it is assumed to be of type default integer with a value of 1.

2. The DO variable (*do-var*) becomes defined with the value of the initial parameter (*expr1*).

3. The iteration count is determined as follows:

   ```fortran
   MAX(INT({expr2 - expr1 + expr3}/expr3), 0)
   ```

   The iteration count is zero if either of the following is true:

   ```fortran
   expr1 > expr2 and expr3 > 0  
   expr1 < expr2 and expr3 < 0
   ```

4. The iteration count is tested. If the iteration count is zero, the loop terminates and the DO construct becomes inactive. (Compiler option f66 can affect this.) If the iteration count is nonzero, the range of the loop is executed.

5. The iteration count is decremented by one, and the DO variable is incremented by the value of the increment parameter, if any.
After termination, the DO variable retains its last value (the one it had when the iteration count was tested and found to be zero).

The DO variable must not be redefined or become undefined during execution of the DO range.

If you change variables in the initial, terminal, or increment expressions during execution of the DO construct, it does not affect the iteration count. The iteration count is fixed each time the DO construct is entered.

**Examples**

The following example specifies 25 iterations:

```fortran
DO 100 K=1,50,2
```

K=49 during the final iteration, K=51 after the loop.

The following example specifies 27 iterations:

```fortran
DO 350 J=50,-2,-2
```

J=-2 during the final iteration, J=-4 after the loop.

The following example specifies 9 iterations:

```fortran
DO NUMBER=5,40,4
```

NUMBER=37 during the final iteration, NUMBER=41 after the loop. The terminating statement of this DO loop must be END DO.

**See Also**

Deleted and Obsolescent Language Features for details on obsolescent features in Standard Fortran, as well as features deleted in Standard Fortran f66.

**Nested DO Constructs**

A DO construct can contain one or more complete DO constructs (loops). The range of an inner nested DO construct must lie completely within the range of the next outer DO construct. Nested nonblock DO constructs can share a labeled terminal statement.

The following figure shows correctly and incorrectly nested DO constructs:

In a nested DO construct, you can transfer control from an inner construct to an outer construct. However, you cannot transfer control from an outer construct to an inner construct.

If two or more nested DO constructs share the same terminal statement, you can transfer control to that statement only from within the range of the innermost construct. Any other transfer to that statement constitutes a transfer from an outer construct to an inner construct, because the shared statement is part of the range of the innermost construct.

When the nested DO constructs contain no statements between the DO statements in the nest of DO constructs, the nest is called "perfectly nested". When perfectly nested DO constructs are modified by a COLLAPSE clause in any of these OpenMP* directives:

- !$OMP DISTRIBUTE
- !$OMP DO
- !$OMP SIMD

There are restrictions on which general compiler directives (see General Compiler Directives) and OpenMP Fortran compiler directives (see OpenMP Fortran Compiler Directives) can appear before the DO statements in the nested DO construct:

- Any OpenMP or general directives that are allowed to affect DO loops are allowed prior to the first DO loop of the "perfectly nested" DO construct.
• It is an error if any of these directives are between any of the perfectly nested DO loop statements for the loops affected by the COLLAPSE clause.

Examples

In the following example, COLLAPSE (1) on affects the DO I loop. Therefore general directives before the DO J loop, which is at level 2, are allowed:

```
!$OMP SIMD collapse (1)
!dir$ prefetch  ...  ! this is allowed since it is before the start
   ! of the perfectly nested DO construct

do i = ...
   !dir$ loop count ...  ! this is allowed since collapse only applies
   ! to the i-loop, not the j-loop
      do j = _
         enddo                ! end for j-loop
      enddo                ! end for i-loop
enddo                     ! end for i-loop
```

In the following example, COLLAPSE (2) affects the DO I loop and the DO J loop but not the DO k loop.

```
!$OMP SIMD collapse (2)
!dir$ prefetch  ...  ! this is allowed since it is before the start
   ! of the perfectly nested DO construct

do i = ...
   do j = _
      !dir$ loop count ...  ! this is allowed since collapse only applies to
      ! the i-loop and the j-loop, not the k-loop
         do k= ...
            enddo                ! end for k-loop
         enddo                ! end for j-loop
      enddo                ! end for i-loop
enddo                 ! end for j-loop
enddo                     ! end for i-loop
```

In the following example, COLLAPSE (2) affects the DO I loop and the DO J loop so there can be no directives before the DO J loop.

```
!$OMP SIMD collapse (2)
!dir$ prefetch  ...  ! this is allowed since it is before the start
   ! of the perfectly nested DO construct

do i = ...
   !dir$ loop count ...  ! this is not allowed: it is breaks the perfectness
   ! of the i-loop and the nj-loop collapsing
      do j = _
         enddo                ! end for j-loop
      enddo                ! end for i-loop
enddo                     ! end for i-loop
```

See Also
DISTRIBUTE
DO Directive
SIMD Directive (OpenMP* API)
Rules for General Directives that Affect DO Loops

Extended Range

A DO construct has an extended range if both of the following are true:
• The DO construct contains a control statement that transfers control out of the construct.
• Another control statement returns control back into the construct after execution of one or more statements.

The range of the construct is extended to include all executable statements between the destination statement of the first transfer and the statement that returns control to the construct.

The following rules apply to a DO construct with extended range:
• A transfer into the range of a DO statement is permitted only if the transfer is made from the extended range of that DO statement.
• The extended range of a DO statement must not change the control variable of the DO statement.

The following figure shows valid and invalid extended range control transfers:

Control Transfers and Extended Range

Image Control Statements

Execution of an image control statement divides the execution sequence on an image into segments. The following are image control statements:

• The SYNC ALL statement
• The SYNC IMAGES statement
• The SYNC MEMORY statement
• An ALLOCATE or DEALLOCATE statement that has a coarray allocatable object
• The CRITICAL or END CRITICAL statement
• The LOCK or UNLOCK statement
• Any statement that completes execution of a block or procedure and which results in the implicit deallocation of a coarray
• The STOP statement
• The END statement of a main program

A SYNC MEMORY statement is executed for all image control statements except CRITICAL, END CRITICAL, LOCK, and UNLOCK.

During an execution of a statement that invokes more than one procedure, at most one invocation can cause execution of an image control statement other than CRITICAL or END CRITICAL.

See Also
Execution Segments for Images

STAT= and ERRMSG= Specifiers in Image Control Statements

If the STAT= specifier appears, successful execution of the LOCK, SYNC ALL, SYNC IMAGES, SYNC MEMORY, or UNLOCK statement causes the specified variable to become defined with the value zero.

If the STAT= specifier appears in a SYNC ALL or SYNC IMAGES statement and execution of one of these statements involves synchronization with an image that has initiated termination, the variable becomes defined with the value of the constant STAT_STOPPED_IMAGE in the intrinsic module ISO_FORTRAN_ENV, and the effect of executing the statement is otherwise the same as that of executing the SYNC_MEMORY statement. If any other error condition occurs during execution of one of these statements, the variable becomes defined with a processor-dependent positive integer value that is different from the value of STAT_STOPPED_IMAGE.

If the STAT= specifier appears in a LOCK statement and the lock variable is locked by the executing image, the specified variable becomes defined with the value of STAT_LOCKED. If the STAT= specifier appears in an UNLOCK statement and the lock variable has the value unlocked, the variable specified by the STAT= specifier becomes defined with the value of STAT_UNLOCKED. If the STAT= specifier appears in an UNLOCK statement and the lock variable is locked by a different image, the specified variable becomes defined with the value STAT_LOCKED_OTHER_IMAGE. The named constants STAT_LOCKED, STAT_UNLOCKED, and STAT_LOCKED_OTHER_IMAGE are defined in the intrinsic module ISO_FORTRAN_ENV.

If any other error condition occurs during execution of a LOCK or UNLOCK statement, the specified variable becomes defined with a positive integer value that is different from STAT_LOCKED, STAT_UNLOCKED, and STAT_LOCKED_OTHER_IMAGE.

If an error condition occurs during execution of a LOCK, SYNC ALL, SYNC IMAGES, SYNC MEMORY, or UNLOCK statement that does not contain the STAT= specifier, error termination is initiated.
If an ERRMSG= specifier appears in a LOCK, SYNC ALL, SYNC IMAGES, SYNC MEMORY, or UNLOCK statement, and an error condition occurs during execution of that statement, the processor shall assign an explanatory message to the specified variable. If no such condition occurs, the processor shall not change the value of the variable.

The set of error conditions that can occur in an image control statement is processor dependent.

**Execution Segments for Images**

On each image, a segment is the sequence of statements executed before the first execution of an image control statement, between the execution of two image control statements, or after the last execution of an image control statement.

The segment executed immediately before the execution of an image control statement includes the evaluation of all expressions within that image control statement.

A coarray can be referenced or defined by execution of an atomic subroutine during the execution of a segment that is unordered, relative to the execution of a segment in which the coarray is referenced or defined by execution of an atomic subroutine. Otherwise, the following rules apply:

- If a variable is defined on an image in a segment, it must not be referenced, defined, or become undefined in a segment on another image unless the segments are ordered.
- If the allocation of an allocatable subobject of a coarray or the pointer association of a pointer subobject of a coarray is changed on an image in a segment, that subobject must not be referenced or defined in a segment on another image unless the segments are ordered.
- If a procedure invocation on image P is in execution in segments Pi, Pi+1, ..., Pk and defines a noncoarray dummy argument, the effective argument must not be referenced, defined, or become undefined on another image Q in a segment Qj unless Qj precedes Pi or succeeds Pk (because a copy of the actual argument may be passed to the procedure).

Incorrect sequencing of image control statements can suspend execution indefinitely. For example, one image might be executing a SYNC ALL statement while another is executing an ALLOCATE statement for a coarray.

**See Also**

Image Control Statements
Program Units and Procedures Overview

A Fortran program consists of one or more program units. There are four types of program units:

- **Main program**
  The program unit that denotes the beginning of execution. It may or may not have a PROGRAM statement as its first statement.

- **External procedures**
  Program units that are either user-written functions or subroutines.

- **Modules and submodules**
  Program units that contain declarations, type definitions, procedures, or interfaces that can be shared by other program units. A module can be extended by one or more program units called submodules. A submodule can in turn be extended by one or more submodules.

- **Block data program units**
  Program units that provide initial values for variables in named common blocks.

A program unit does not have to contain executable statements; for example, it can be a module containing interface blocks for subroutines.

A procedure can be invoked during program execution to perform a specific task. It specifies the EXTERNAL attribute for all procedure entities in the procedure declaration list. A procedure declaration is denoted by a PROCEDURE statement.

There are several kinds of procedures, as follows:

<table>
<thead>
<tr>
<th>Kind of Procedure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>External Procedure</td>
<td>A procedure that is not part of any other program unit.</td>
</tr>
<tr>
<td>Module Procedure</td>
<td>A procedure defined within a module.</td>
</tr>
<tr>
<td>Internal Procedure[^1]</td>
<td>A procedure (other than a statement function) contained within a main program, function, or subroutine.</td>
</tr>
<tr>
<td>Intrinsic Procedure</td>
<td>A procedure defined by the Fortran language.</td>
</tr>
<tr>
<td>Dummy Procedure</td>
<td>A dummy argument specified as a procedure or appearing in a procedure reference. A dummy procedure with the POINTER attribute is a dummy procedure pointer.</td>
</tr>
<tr>
<td>Procedure Pointer</td>
<td>A procedure that has the EXTERNAL and POINTER attributes. It may be pointer associated with an external procedure, a module procedure, an intrinsic procedure, or a dummy procedure that is not a procedure pointer.</td>
</tr>
<tr>
<td>Statement function</td>
<td>A computing procedure defined by a single statement.</td>
</tr>
</tbody>
</table>

[^1] The program unit that contains an internal procedure is called its *host*. 
A function is invoked in an expression using the name of the function or a defined operator. It returns a single value (function result) that is used to evaluate the expression.

A subroutine is invoked in a CALL statement or by a defined assignment statement. It does not directly return a value, but values can be passed back to the calling program unit through arguments (or variables) known to the calling program.

Recursion (direct or indirect) is permitted for functions and subroutines.

A procedure interface refers to the properties of a procedure that interact with or are of concern to the calling program. A procedure interface can be explicitly defined in interface blocks. All program units, except block data program units, can contain interface blocks.

See Also
Program Units
Intrinsic Procedures Overview
Scope
RECURSIVE

Main Program
A main program is a program unit whose first statement is not a SUBROUTINE, FUNCTION, MODULE, SUBMODULE, or BLOCK DATA statement. Program execution always begins with the first executable statement in the main program, so there must be exactly one main program unit in every executable program. For more information, see PROGRAM.

Procedure Characteristics
The characteristics of a procedure are as follows:

- Whether it is classified as a function or subroutine
- The characteristics of its result value if it is a function
- The characteristics of its dummy arguments
- Whether it is pure
- Whether it is impure
- Whether it is elemental
- Whether it has the BIND attribute

Characteristics of Dummy Arguments
Each dummy argument has the characteristic that it is a dummy data object, a dummy procedure, or an asterisk indicating an alternate return indicator.

The characteristics of a dummy data object are as follows:

- Its type and type parameters (if any)
- Its shape
- Its intent
- Its corank
- Its codimensions
- Whether it is optional
- Whether it is allocatable
- Whether it has the ASYNCHRONOUS, CONTIGUOUS, VALUE, or VOLATILE attribute
- Whether it is a pointer or a target
- Whether it is polymorphic
- Whether or not it is assumed rank or assumed type
If a type parameter of an object or a bound of an array is not a constant expression, a characteristic is the exact dependence on the entities in the expression. Another characteristic is whether a shape, size, or type parameter is assumed or deferred.

The characteristics of a dummy procedure are as follows:

- Whether it is optional
- The explicitness of its interface
- Its characteristics as a procedure if the interface is explicit
- Whether it is a pointer

**Characteristics of Function Results**

The characteristics of a function result are as follows:

- Its type, type parameters (if any), and rank
- Whether it is allocatable
- Whether it has the CONTIGUOUS attribute
- Whether it is a pointer
- Whether it is a procedure pointer
- Whether it is polymorphic

If a function result is an array that is not allocatable or a pointer, a characteristic is its shape.

If a type parameter of a function result or a bound of a function result array is not a constant expression, a characteristic is the exact dependence on the entities in the expression.

If type parameters of a function result are deferred, a characteristic is which parameters are deferred. Another characteristic is whether the length of a character function result is assumed.

**Modules and Module Procedures**

A module program unit contains specifications and definitions that can be made accessible to other program units. There are two types of modules, intrinsic and nonintrinsic. Intrinsic modules are included in the Fortran library; nonintrinsic modules are user-defined.

For the module to be accessible, the other program units must reference its name in a USE statement, and the module entities must be public. This module reference lets the program unit access the public definitions, specifications, and procedures in the module. Entities in a module are public by default, unless the USE statement specifies otherwise or the PRIVATE attribute is specified for the module entities.

A module reference causes use association between the using program unit and the entities in the module.

A submodule extends a module or another submodule. It provides additional structuring facilities for modules. Data objects and procedure pointers declared in a module implicitly have the SAVE attribute.

For more information on module program units, see **MODULE**. For more information about submodule program units, see **SUBMODULE**.

A module procedure is a procedure declared and defined in a module, between its CONTAINS and END statements. For more information, see **MODULE PROCEDURE**.

**See Also**

PRIVATE Statement
PUBLIC
Use and Host Association Overview

**Separate Module Procedures**

A *separate module procedure* is a module procedure that is declared in a *separate interface body*. To denote separate module procedures, you must specify the keyword MODULE as a prefix in the initial statement of both of the following:
• A separate module procedure body
• A separate interface body

The interface block that contains the separate interface body must be nonabstract.

A separate interface body can be declared in a module or a submodule. The corresponding separate module procedure may be defined (implemented) in the same module or submodule or a descendent of the module or submodule. A separate module procedure can only be defined once.

Usually, the separate interface body is specified in a module and the separate module procedure is defined in a descendent submodule.

In the following example, FOO is a separate module procedure whose interface is specified in module M while the procedure body is defined in submodule A:

```fortran
module M
  type tt
    real r
  end type tt

  interface
    real module function FOO (arg)
      type(tt), intent(in) :: arg
    end function FOO
  end interface
end module M

submodule (M) A
  contains
    real module function FOO (arg) result(res)
      type(tt), intent(in) :: arg
      res = arg%r
    end function FOO
  end submodule A
```

A separate module procedure is accessible by use association only if its interface body is declared in a module and it is public (for example, FOO in the above example). If a separate module interface is declared in a submodule, the module procedure is only accessible in that submodule or its descendent submodules.

A separate module procedure interface body (either in a module or submodule) has access to entities in its host through host association.

**NOTE**

For an interface body that is not a separate interface body, IMPORT statements are required to make entities accessible by host association. However, IMPORT statements are not permitted in a separate interface body.

The initial statement of a separate module procedure body can take one of the two following forms:

**• MODULE appears as a prefix for a FUNCTION or SUBROUTINE statement**

The following shows an example using this form:

```fortran
submodule (M) A
  contains
    real module function foo (arg) result(res)
      type(tt), intent(in) :: arg
      res = arg%r
    end function foo
  end submodule A
```

With this form, a separate module procedure must specify the same characteristics and dummy argument names as its corresponding separate interface body.
They must both be functions or subroutines; they must both be pure or not; they must both be elemental or not. The characteristics of its dummy arguments and the characteristics of the function result must also be the same.

RECURSIVE can appear only if RECURSIVE appears as a prefix in the corresponding separate interface body.

Note that the restrictions of matching dummy argument names and matching PURE and RECURSIVE specifications only apply to separate module procedures. For an external procedure, the procedure definition and its interface body can differ with regard to dummy argument names, to whether it is pure, and to whether it is recursive.

A procedure defined in a submodule with the BIND attribute cannot have a binding label (that is, BIND(C, NAME="a-binding-label") unless it is a separate module procedure and its interface is declared in the ancestor module. The binding label specified in a separate module procedure definition must match the binding label specified in the separate interface body.

For this form, the result variable name for a function is determined by the FUNCTION statement in the module subprogram. The result variable name in the interface is ignored.

**MODULE PROCEDURE statement**

This has the following form:

```
MODULE PROCEDURE procedure-name
  [specification-part]
  [execution-part]
  [internal-subprogram-part]
END [PROCEDURE [procedure-name]]
```

The following shows an example using this form:

```fortran
submodule (M) A
contains
  module procedure foo
    foo = arg%r
  end procedure foo
end submodule A
```

This syntax avoids the redeclaration of the function or subroutine in the separate module procedure definition and just takes the characteristics, dummy argument names, and the function result variable name from the separate interface body.

A separate module procedure does not have to be defined. The separate module procedure interface can be used to specify an explicit interface; however, the procedure must not be called.

**NOTE**

Two modules cannot have USE statements that reference each other because circular reference is not allowed. However, you can solve that problem by putting at least one side of the USEs in submodules. This is because submodules cannot be referenced by use association and the USE statements in submodules are effectively hidden.

**Examples**

See the examples in **SUBMODULE**.

**See Also**

MODULE

SUBMODULE

**Intrinsic Modules**

Intrinsic modules, like other module program units, contain specifications and definitions that can be made accessible to other program units. The intrinsic modules are part of the Fortran library.

An intrinsic module is specified in a USE statement, as follows:
USE, INTRINSIC :: mod-name [, rename-list] ...
USE, INTRINSIC :: mod-name, ONLY : [, only-list]

mod-name
Is the name of the intrinsic module.
ename-list
See the description in USE.

only-list
See the description in USE.

Procedures and types defined in an intrinsic module are not themselves intrinsic.

An intrinsic module can have the same name as other global entities, such as program units, common
blocks, or external procedures. A scoping unit must not be able to access both an intrinsic module and a non-
intrinsic module with the same name.

The following intrinsic modules are included in the Fortran library: ISO_C_BINDING, ISO_FORTRAN_ENV,
and IEEE Intrinsic Modules.

ISO_C_BINDING Module

The ISO_C_BINDING intrinsic module provides access to data entities that are useful in mixed-language
programming. It takes the following form:

USE, INTRINSIC :: ISO_C_BINDING

This intrinsic module provides access to the following data entities:

- Named Constants
- Derived Types
  - Derived type C_PTR is interoperable with any C object pointer type. Derived type C_FUNPTR is
    interoperable with any C function pointer type.
- Intrinsic Module Procedures

See Also
Standard Tools for Interoperability

Named Constants

The ISO_C_BINDING named constants represent kind type parameters of data representations compatible
with C types.

Intrinsic-Type Constants

The following table shows interoperable Fortran types and C Types.

<table>
<thead>
<tr>
<th>Fortran Type</th>
<th>Named Constant for the KIND</th>
<th>C Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>C_INT</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>C_SHORT</td>
<td>short int</td>
</tr>
<tr>
<td></td>
<td>C_LONG</td>
<td>long int</td>
</tr>
<tr>
<td></td>
<td>C_LONG_LONG</td>
<td>long long int</td>
</tr>
<tr>
<td></td>
<td>C_SIGNED_CHAR</td>
<td>signed char, unsigned char</td>
</tr>
<tr>
<td></td>
<td>C_SIZE_T</td>
<td>size_t</td>
</tr>
<tr>
<td></td>
<td>C_INT8_T</td>
<td>int8_t</td>
</tr>
<tr>
<td></td>
<td>C_INT16_T</td>
<td>int16_t</td>
</tr>
<tr>
<td>Fortran Type</td>
<td>Named Constant for the KIND</td>
<td>C Type</td>
</tr>
<tr>
<td>-------------</td>
<td>-----------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>C_INT32_T</td>
<td></td>
<td>int32_t</td>
</tr>
<tr>
<td>C_INT64_T</td>
<td></td>
<td>int64_t</td>
</tr>
<tr>
<td>C_INT_LEAST8_T</td>
<td></td>
<td>int_least8_t</td>
</tr>
<tr>
<td>C_INT_LEAST16_T</td>
<td></td>
<td>int_least16_t</td>
</tr>
<tr>
<td>C_INT_LEAST32_T</td>
<td></td>
<td>int_least32_t</td>
</tr>
<tr>
<td>C_INT_LEAST64_T</td>
<td></td>
<td>int_least64_t</td>
</tr>
<tr>
<td>C_INT_FAST8_T</td>
<td></td>
<td>int_fast8_t</td>
</tr>
<tr>
<td>C_INT_FAST16_T</td>
<td></td>
<td>int_fast16_t</td>
</tr>
<tr>
<td>C_INT_FAST32_T</td>
<td></td>
<td>int_fast32_t</td>
</tr>
<tr>
<td>C_INT_FAST64_T</td>
<td></td>
<td>int_fast64_t</td>
</tr>
<tr>
<td>C_INTPTR_T</td>
<td></td>
<td>intptr_t</td>
</tr>
<tr>
<td>C_INTMAX_T</td>
<td></td>
<td>intmax_t</td>
</tr>
</tbody>
</table>

**REAL**

| C_FLOAT | float |
| C_DOUBLE | double |
| C_LONG_DOUBLE | long double |

**COMPLEX**

| C_FLOAT_COMPLEX | float _Complex |
| C_DOUBLE_COMPLEX | double _Complex |
| C_LONG_DOUBLE_COMPLEX | long double _Complex |

**LOGICAL**¹

| C_BOOL | _Bool |

**CHARACTER**²

| C_CHAR | char |

¹ Use compiler option fpscomp logicals so that .TRUE. is 1 and .FALSE. is 0 as defined for C's _Bool.

² For character type, the length type parameter must be omitted or it must be specified by an initialization expression whose value is one.

For example, an integer type with the kind type parameter C_LONG is interoperable with the C integer type "long" or any C type derived from "long".

The value of C_INT will be a valid value for an integer kind type parameter on the processor. The values for the other integer named constants (C_INT*) will be a valid value for an integer kind type parameter on the processor, if any, or one of the following:

- -1 if the C processor defines the corresponding C type and there is no interoperating Fortran processor kind
- -2 if the C processor does not define the corresponding C type

The values of C_FLOAT, C_DOUBLE, and C_LONGDOUBLE will be a valid value for a real kind type parameter on the processor, if any, or one of the following:

- -1 if the C processor's type does not have a precision equal to the precision of any of the Fortran processor's real kinds
- -2 if the C processor's type does not have a range equal to the range of any of the Fortran processor's real kinds
-3 if the C processor’s type has neither the precision or range equal to the precision or range of any of the Fortran processor’s real kinds
-4 if there is no interoperating Fortran processor or kind for other reasons

The values of C_FLOAT_COMPLEX, C_DOUBLE_COMPLEX, and C_LONG_DOUBLE_COMPLEX will be the same as those of C_FLOAT, C_DOUBLE, and C_LONG_DOUBLE, respectively.

The value of C_BOOL will be a valid value for a logical kind parameter on the processor, if any, or -1.

The value of C_CHAR is the character kind.

### Character Constants

The following table shows interoperable named constants and C characters:

<table>
<thead>
<tr>
<th>Fortran Named Constant</th>
<th>Definition</th>
<th>C Character</th>
</tr>
</thead>
<tbody>
<tr>
<td>C_NULL_CHAR</td>
<td>null character</td>
<td>\0</td>
</tr>
<tr>
<td>C_ALERT</td>
<td>alert</td>
<td>\a</td>
</tr>
<tr>
<td>C_BACKSPACE</td>
<td>backspace</td>
<td>\b</td>
</tr>
<tr>
<td>C_FORM_FEED</td>
<td>form feed</td>
<td>\f</td>
</tr>
<tr>
<td>C_NEW_LINE</td>
<td>new line</td>
<td>\n</td>
</tr>
<tr>
<td>C_CARRIAGE_RETURN</td>
<td>carriage return</td>
<td>\r</td>
</tr>
<tr>
<td>C_HORIZONTAL_TAB</td>
<td>horizontal tab</td>
<td>\t</td>
</tr>
<tr>
<td>C_VERTICAL_TAB</td>
<td>vertical tab</td>
<td>\v</td>
</tr>
</tbody>
</table>

### Derived-Type Constants

The constant C_NULL_PTR is of type C_PTR; it has the value of a C null data pointer. The constant C_NULL_FUNPTR is of type C_FUNPTR; it has the value of a C null function pointer.

### Intrinsic Module Procedures

The following procedures are provided with the ISO_C_BINDING intrinsic module:
- C_ASSOCIATED
- C_F_POINTER
- C_F_PROCPOINTER
- C_FUNLOC
- C_LOC
- C_SIZEOF

None of the procedures are pure.

### ISO_FORTRAN_ENV Module

The ISO_FORTRAN_ENV intrinsic module provides information about the Fortran run-time environment. It takes the following form:

```
USE, INTRINSIC :: ISO_FORTRAN_ENV
```

This intrinsic module provides the following named constants you can use to get information on the Fortran environment. They are all scalars of type default integer.
<table>
<thead>
<tr>
<th>Named Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATOMIC_INT_KIND</td>
<td>Is the kind type parameter used when defining integer variables used in atomic operations.</td>
</tr>
<tr>
<td>ATOMIC_LOGICAL_KIND</td>
<td>Is the kind type parameter used when defining logical variables used in atomic operations.</td>
</tr>
<tr>
<td>CHARACTER_KINDS</td>
<td>Is the kind type parameter supported by the processor that is used when defining variables of type character. This is a default integer array constant. The rank of the array is one, its lower bound is one, and its size is the number of character kinds supported. In Intel® Fortran, its value is [1].</td>
</tr>
<tr>
<td>CHARACTER_STORAGE_SIZE</td>
<td>Is the size of the character storage unit expressed in bits.</td>
</tr>
<tr>
<td>ERROR_UNIT</td>
<td>Identifies the preconnected external unit used for error reporting.</td>
</tr>
<tr>
<td>FILE_STORAGE_SIZE</td>
<td>Is the size of the file storage unit expressed in bits. To use this constant, compiler option assume byterecl must be enabled.</td>
</tr>
<tr>
<td>INPUT_UNIT</td>
<td>Identifies the preconnected external unit as the one specified by an asterisk in a READ statement. To use this constant, compiler option assume noold_unit_star must be enabled.</td>
</tr>
<tr>
<td>INT8</td>
<td>Are the kind type parameters that specify an INTEGER type whose storage size is 8 bits, 16 bits, 32 bits, and 64 bits, respectively. If, for any of these constants, the processor supports more than one kind of that size, the kind value is determined by the processor. If the processor supports no kind of a particular size, that constant is equal to (-2) if the processor supports a kind with larger size; otherwise, (-1). In Intel Fortran, their respective values are 1, 2, 4, and 8.</td>
</tr>
<tr>
<td>INT16</td>
<td></td>
</tr>
<tr>
<td>INT32</td>
<td></td>
</tr>
<tr>
<td>INT64</td>
<td></td>
</tr>
<tr>
<td>INTEGER_KINDS</td>
<td>Is the kind type parameter supported by the processor that is used when defining variables of type integer. This is a default integer array constant. The rank of the array is one, its lower bound is one, and its size is the number of integer kinds supported. In Intel Fortran its value is [1, 2, 4, 8].</td>
</tr>
<tr>
<td>IOSTAT_END</td>
<td>Is the value assigned to the variable specified in an IOSTAT= specifier if an end-of-file condition occurs during execution of an input/output statement and no error condition occurs.</td>
</tr>
<tr>
<td>IOSTAT_EOR</td>
<td>Is the value assigned to the variable specified in an IOSTAT= specifier if an end-of-record condition occurs during execution of an input/output statement and no error condition occurs.</td>
</tr>
<tr>
<td>IOSTAT_INQUIRE_INTERNAL_UNIT</td>
<td>Is the value assigned to the variable specified in an IOSTAT= specifier in an INQUIRE statement if the unit number identifies an internal unit. This is a negative value, indicating an error condition.</td>
</tr>
<tr>
<td>Named Constant</td>
<td>Definition</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LOGICAL_KINDS</td>
<td>Is the kind type parameter supported by the processor that is used when defining variables of type logical. This is a default integer array constant. The rank of the array is one, its lower bound is one, and its size is the number of logical kinds supported. In Intel® Fortran its value is ([1, 2, 4, 8]).</td>
</tr>
<tr>
<td>NUMERIC_STORAGE_SIZE</td>
<td>Is the size of the numeric storage unit expressed in bits.</td>
</tr>
<tr>
<td>OUTPUT_UNIT</td>
<td>Identifies the preconnected external unit as the one specified by an asterisk in a WRITE statement. To use this constant, compiler option assume noold_unit_star must be enabled.</td>
</tr>
<tr>
<td>REAL_KINDS</td>
<td>Is the kind type parameter supported by the processor that is used when defining variables of type real. This is a default integer array constant. The rank of the array is one, its lower bound is one, and its size is the number of real kinds supported. In Intel Fortran its value is ([4, 8, 16]).</td>
</tr>
<tr>
<td>REAL32</td>
<td>Are the kind type parameters that specify a real type whose storage size is 32 bits, 64 bits, and 128 bits, respectively. If, for any of these constants, the processor supports more than one kind of that size, the kind value is determined by the processor. If the processor supports no kind of a particular size, that constant is equal to -2 if the processor supports kinds of a larger size; otherwise, -1. In Intel Fortran, their respective values are 4, 8, and 16.</td>
</tr>
<tr>
<td>REAL64</td>
<td></td>
</tr>
<tr>
<td>REAL128</td>
<td></td>
</tr>
<tr>
<td>STAT_LOCKED</td>
<td>The value assigned to the variable specified in a STAT= specifier of a LOCK statement if the lock variable is locked by the executing image.</td>
</tr>
<tr>
<td>STAT_LOCKED_OTHER_IMAGE</td>
<td>The value assigned to the variable specified in a STAT= specifier of an UNLOCK statement if the lock variable is locked by another image.</td>
</tr>
<tr>
<td>STAT_STOPPED_IMAGE</td>
<td>The value assigned to the variable specified in a STAT= specifier of a statement if execution of the statement requires synchronization with an image that has initiated termination of execution (ALLOCATE, DEALLOCATE, LOCK, SYNC ALL, SYNC IMAGES, SYNC MEMORY, or UNLOCK).</td>
</tr>
<tr>
<td>STAT_UNLOCKED</td>
<td>The value assigned to the variable specified in a STAT= specifier of an UNLOCK statement if the lock variable is unlocked.</td>
</tr>
</tbody>
</table>

The ISO_FORTRAN_ENV intrinsic module provides the following derived type:

LOCK_TYPE

This is a derived type with private components; none of the components can be allocatable or a pointer. It is an extensible type with no type parameters. It does not have the BIND (C) attribute or type parameters, and is not a sequence type. All components have default initialization.
A scalar variable of type LOCK_TYPE is a lock variable. A lock variable can have one of two states: locked or unlocked. The unlocked state is represented by the one value that is the initial value of a LOCK_TYPE variable. The locked state is represented by all other values. The value of a lock variable can be changed with the LOCK and UNLOCK statements.

A named variable of type LOCK_TYPE must be a coarray. A named variable with a noncoarray sub-component of type LOCK_TYPE must also be a coarray.

A lock variable must not appear in a variable definition context except as the lock-variable in a LOCK or UNLOCK statement, as an allocatable object, or as an actual argument in a reference to a procedure with an explicit interface where the corresponding dummy argument has INTENT (INOUT).

A variable with a subobject of type LOCK_TYPE must not appear in a variable definition context except as an allocatable object or as an actual argument in a reference to a procedure with an explicit interface where the corresponding dummy argument has INTENT (INOUT).

IEEE Intrinsic Modules and Procedures

Intel® Fortran includes IEEE intrinsic modules that support IEEE arithmetic and exception handling. The modules contain derived data types that include named constants for controlling the level of support, and intrinsic module procedures.

To include an IEEE module in your program, specify the intrinsic module name in a USE statement; for example:

USE, INTRINSIC :: IEEE_ARITHMETIC

You must include the INTRINSIC attribute or the processor will look for a non-intrinsic module. Once you include a module, all related intrinsic procedures are defined.

The following three IEEE intrinsic modules are described in this section:

- IEEE_ARITHMETIC
- IEEE_EXCEPTIONS
- IEEE_FEATURES

Determining Availability of IEEE Features

Before using a particular IEEE feature, you can determine whether your processor supports it by using the IEEE inquiry functions (listed in Table 1).

For example:

- To determine whether IEEE arithmetic is available for a particular kind of real, use intrinsic module function IEEE_SUPPORT_DATATYPE.
- To determine whether you can change a rounding mode, use intrinsic module function IEEE_SUPPORT_ROUNDING.
- To determine whether a divide operation will be supported with the accuracy specified by the IEEE standard, use intrinsic module function IEEE_SUPPORT_DIVIDE.
- To determine whether you can control halting after an exception has occurred, use intrinsic module function IEEE_SUPPORT_HALTING.
- To determine which exceptions are supported in a scoping unit, use intrinsic module function IEEE_SUPPORT_FLAG.
- To determine whether all IEEE features are supported, use intrinsic module function IEEE_SUPPORT_STANDARD.

Restrictions for IEEE Intrinsic Procedures

The following intrinsic procedures can only be invoked if IEEE_SUPPORT_DATATYPE is true for their arguments:

| IEEE_CLASS | IEEE_SUPPORT_DENORMAL |
IEEE_ARITHMETIC Intrinsic Module

The IEEE_ARITHMETIC module contains derived data types that include named constants for controlling the level of support, and intrinsic module procedures.

The derived types in the intrinsic modules have components that are private. The IEEE_ARITHMETIC intrinsic module supports IEEE arithmetic and features. It defines the following derived types:

- IEEE_CLASS_TYPE: Identifies a class of floating-point values. Its values are the following named constants:
IEEE_SIGNALING_NAN | IEEE_NEGATIVE_NORMAL
---|---
IEEE_QUIET_NAN | IEEE_POSITIVE_DENORMAL
IEEE_POSITIVE_INF | IEEE_NEGATIVE_DENORMAL
IEEE_NEGATIVE_INF | IEEE_POSITIVE_ZERO
IEEE_POSITIVE_NORMAL | IEEE_NEGATIVE_ZERO
IEEE_OTHER_VALUE

• IEEE_ROUND_TYPE: Identifies a rounding mode. Its values are the following named constants:

| IEEE_NEAREST | IEEE_TO_ZERO
---|---
IEEE_UP | IEEE_OTHER¹
IEEE_DOWN | ¹ Specifies the rounding mode does not conform to the IEEE standard.

The IEEE_ARITHMETIC intrinsic module also defines the following operators:

- Elemental operator `=` for two values of one of the above types to return true if the values are the same; otherwise, false.
- Elemental operator `=/` for two values of one of the above types to return true if the values differ; otherwise, false.

The IEEE_ARITHMETIC module includes support for IEEE_EXCEPTIONS module, and public entities in IEEE_EXCEPTIONS module are also public in the IEEE_ARITHMETIC module.

To see a summary of all the IEEE_ARITHMETIC intrinsic procedures, see IEEE Intrinsic Modules Quick Reference Tables.

### IEEE_EXCEPTIONS Intrinsic Module

The IEEE_EXCEPTIONS module contains derived data types that include named constants for controlling the level of support, and intrinsic module procedures.

The derived types in the intrinsic modules have components that are private. The IEEE_EXCEPTIONS intrinsic module supports the setting, clearing, saving, restoring, or testing of exception flags. It defines the following derived types:

- IEEE_FLAG_TYPE: Identifies an exception flag for errors that occur during an IEEE arithmetic operation or assignment. Its values are the following named constants:

| IEEE_INVALID | IEEE_DIVIDE_BY_ZERO
---|---
IEEE_OVERFLOW | IEEE_INEXACT
IEEE_UNDERFLOW |

Each of the above exceptions has a flag whose value is either quiet or signaling. The initial value is quiet and it signals when the associated exception occurs. To determine the value of a flag, use intrinsic module subroutine IEEE_GET_FLAG. To change the status for a flag, use intrinsic module subroutine IEEE_SET_FLAG or IEEE_SET_STATUS.

If a flag is signaling on entry to a procedure, the processor sets it to quiet on entry and restores it to signaling on return.

If a flag is quiet on entry to a procedure with access to modules IEEE_ARITHMETIC or IEEE_EXCEPTIONS, and is signaling on return, the processor will not restore it to quiet.

The IEEE_FLAG_TYPE module also defines the following named array constants:

- IEEE_USUAL=([IEEE_OVERFLOW,IEEE_DIVIDE_BY_ZERO, IEEE_INVALID])
- IEEE_ALL=([IEEE_USUAL,IEEE_UNDERFLOW,IEEE_INEXACT])
• **IEEE_STATUS_TYPE**: Saves the current floating-point status.

The **IEEE_ARITHMETIC** module includes support for **IEEE_EXCEPTIONS** module, and public entities in **IEEE_EXCEPTIONS** module are also public in the **IEEE_ARITHMETIC** module.

To see a summary of all the **IEEE_EXCEPTIONS** intrinsic procedures, see *IEEE Intrinsic Modules Quick Reference Tables*

**IEEE_FEATURES Intrinsic Module**

The **IEEE_FEATURES** module contains derived data types that include named constants for controlling the level of support, and intrinsic module procedures.

The derived types in the intrinsic modules have components that are private. The **IEEE_FEATURES** intrinsic module supports specification of essential IEEE features. It defines the following derived types:

• **IEEE_FEATURES_TYPE**: Specifies IEEE features. Its values are the following named constants:

<table>
<thead>
<tr>
<th>Derived Type</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE_DATATYPE</td>
<td>IEEE_INF</td>
</tr>
<tr>
<td>IEEE_DIVIDE</td>
<td>IEEE_NAN</td>
</tr>
<tr>
<td>IEEE_ROUNDING</td>
<td>IEEE_INEXACT_FLAG</td>
</tr>
<tr>
<td>IEEE_SQRT</td>
<td>IEEE_INVALID_FLAG</td>
</tr>
<tr>
<td>IEEE_DENORMAL</td>
<td>IEEE_UNDERFLOW_FLAG</td>
</tr>
<tr>
<td>IEEE_HALTING</td>
<td></td>
</tr>
</tbody>
</table>

• **IEEE_STATUS_TYPE**: Saves the current floating-point status.

**IEEE Intrinsic Modules Quick Reference Tables**

This topic contains quick reference tables showing categories of IEEE intrinsic modules, a summary of the **IEEE_ARITHMETIC** intrinsic procedures, and a summary of the **IEEE_EXCEPTIONS** intrinsic procedures.

**Categories of Intrinsic Module Functions**

<table>
<thead>
<tr>
<th>Category</th>
<th>Sub-category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE</td>
<td>Arithmetic</td>
<td>Test IEEE values or provide features:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_CLASS, IEEE_COPY_SIGN, IEEE_IS_FINITE,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_IS_NAN, IEEE_IS_NORMAL, IEEE_IS_NEGATIVE,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_LOGB, IEEE_NEXT_AFTER, IEEE_Rem, IEEE_RINT,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SCALB, IEEE_UNORDERED, IEEE_VALUE</td>
</tr>
<tr>
<td></td>
<td>Inquiry</td>
<td>Returns whether the processor supports certain</td>
</tr>
<tr>
<td></td>
<td></td>
<td>exceptions or IEEE features:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_DATATYPE,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_DENORMAL, IEEE_SUPPORT_DIVIDE,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_FLAG, IEEE_SUPPORT_HALTING,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_INF, IEEE_SUPPORT_IO,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_NAN, IEEE_SUPPORT_ROUNDING,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_SQRT, IEEE_SUPPORT_STANDARD,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SUPPORT_UNDERFLOW_CONTROL</td>
</tr>
<tr>
<td></td>
<td>Transformational</td>
<td>Returns the kind type parameter of an IEEE value:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IEEE_SELECTED_REAL_KIND</td>
</tr>
</tbody>
</table>

**Summary of IEEE_ARITHMETIC Procedures**

<table>
<thead>
<tr>
<th>Procedure</th>
<th>Class</th>
<th>Value Returned or Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE_CLASS (X)</td>
<td>E</td>
<td>The IEEE class</td>
</tr>
<tr>
<td>Procedure</td>
<td>Class</td>
<td>Value Returned or Result</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>IEEE_COPY_SIGN (X, Y)</td>
<td>E</td>
<td>An argument with a copied sign; the IEEE copysign function</td>
</tr>
<tr>
<td>IEEE_GET_ROUNDING_MODE (ROUND_VALUE)</td>
<td>SI</td>
<td>The current IEEE rounding mode</td>
</tr>
<tr>
<td>IEEE_GET_UNDERFLOW_MODE (GRADUAL)</td>
<td>SI</td>
<td>The current underflow mode</td>
</tr>
<tr>
<td>IEEE_ISFINITE (X)</td>
<td>E</td>
<td>Whether a value is finite</td>
</tr>
<tr>
<td>IEEE_ISNAN (X)</td>
<td>E</td>
<td>Whether a value is NaN</td>
</tr>
<tr>
<td>IEEE_ISNEGATIVE (X)</td>
<td>E</td>
<td>Whether a value is negative</td>
</tr>
<tr>
<td>IEEE_ISNORMAL (X)</td>
<td>E</td>
<td>Whether a value is normal</td>
</tr>
<tr>
<td>IEEE_LOGB (X)</td>
<td>E</td>
<td>An exponent in IEEE floating-point format; the IEEE logb function</td>
</tr>
<tr>
<td>IEEE_NEXT_AFTER (X, Y)</td>
<td>E</td>
<td>The next representable value after X toward Y; the IEEE nextafter function</td>
</tr>
<tr>
<td>IEEE_REM (X, Y)</td>
<td>E</td>
<td>The result of a remainder operation; the IEEE rem function</td>
</tr>
<tr>
<td>IEEE_RINT (X)</td>
<td>E</td>
<td>An integer value rounded according to the current rounding mode</td>
</tr>
<tr>
<td>IEEE_Scab (X, I)</td>
<td>E</td>
<td>The value of X multiplied by 2**I; the IEEE scalb function</td>
</tr>
<tr>
<td>IEEE_SELECTED_REAL_KIND ([P] [, R])</td>
<td>T</td>
<td>The kind type parameter for an IEEE real</td>
</tr>
<tr>
<td>IEEE_SET_ROUNDING_MODE (ROUND_VALUE)</td>
<td>SI</td>
<td>Sets the IEEE rounding mode</td>
</tr>
<tr>
<td>IEEE_SET_UNDERFLOW_MODE (GRADUAL)</td>
<td>SI</td>
<td>Sets the current underflow mode</td>
</tr>
<tr>
<td>IEEE_SUPPORT_DATATYPE ([X])</td>
<td>I</td>
<td>Whether IEEE arithmetic is supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_DENORMAL ([X])</td>
<td>I</td>
<td>Whether denormalized numbers are supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_DIVIDE ([X])</td>
<td>I</td>
<td>Whether divide accuracy compares to IEEE standard</td>
</tr>
<tr>
<td>IEEE_SUPPORT_INF ([X])</td>
<td>I</td>
<td>Whether IEEE infinities are supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_IO ([X])</td>
<td>I</td>
<td>Whether IEEE base conversion rounding is supported during formatted I/O</td>
</tr>
<tr>
<td>IEEE_SUPPORT_NAN ([X])</td>
<td>I</td>
<td>Whether IEEE Not-A-Number is supported</td>
</tr>
<tr>
<td>Procedure</td>
<td>Class</td>
<td>Value Returned or Result</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>IEEE_SUPPORT_ROUNDING ([ROUND_VALUE [, X]])</td>
<td>I</td>
<td>Whether a particular rounding mode is supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_SQRT ([X])</td>
<td>I</td>
<td>Whether IEEE square root is supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_STANDARD ([X])</td>
<td>I</td>
<td>Whether all IEEE capabilities are supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_UNDERFLOW_CONTROL(X)</td>
<td>I</td>
<td>Whether control of underflow mode is supported</td>
</tr>
<tr>
<td>IEEE_UNORDERED (X, Y)</td>
<td>E</td>
<td>Whether one or both arguments are NaN; the IEEE unordered function</td>
</tr>
<tr>
<td>IEEE_VALUE (X, CLASS)</td>
<td>E</td>
<td>An IEEE value</td>
</tr>
</tbody>
</table>

**Key to Classes**
- E-Elemental function
- I-Inquiry
- SI-Impure Subroutine
- T-Transformational

**Summary of IEEE_EXCEPTIONS Procedures**

<table>
<thead>
<tr>
<th>Procedure</th>
<th>Class</th>
<th>Value Returned or Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE_GET_FLAG (FLAG, FLAG_VALUE)</td>
<td>ES</td>
<td>Whether an exception flag is signalling</td>
</tr>
<tr>
<td>IEEE_GET_HALTING_MODE (FLAG, HALTING)</td>
<td>ES</td>
<td>The current halting mode for an exception</td>
</tr>
<tr>
<td>IEEE_GET_STATUS (STATUS_VALUE)</td>
<td>SI</td>
<td>The current state of the floating-point environment</td>
</tr>
<tr>
<td>IEEE_SET_FLAG (FLAG, FLAG_VALUE)</td>
<td>SP</td>
<td>Assigns a value to an exception flag</td>
</tr>
<tr>
<td>IEEE_SET_HALTING_MODE (FLAG, HALTING)</td>
<td>SP</td>
<td>Controls the halting mode after an exception</td>
</tr>
<tr>
<td>IEEE_SET_STATUS (STATUS_VALUE)</td>
<td>SI</td>
<td>Restores the state of the floating-point environment</td>
</tr>
<tr>
<td>IEEE_SUPPORT_FLAG (FLAG [, X])</td>
<td>I</td>
<td>Whether an exception is supported</td>
</tr>
<tr>
<td>IEEE_SUPPORT_HALTING (FLAG)</td>
<td>I</td>
<td>Whether halting after and exception is supported</td>
</tr>
</tbody>
</table>

**Key to Classes**
- ES-Elemental subroutine
- I-Inquiry
- SI-Impure Subroutine
- SP-Pure Subroutine
Block Data Program Units Overview

A block data program unit provides initial values for nonpointer variables in named common blocks. For more information, see BLOCK DATA.

Examples

An example of a block data program unit follows:

```fortran
BLOCK DATA WORK
  COMMON /WRKCOM/ A, B, C (10,10)
  DATA A /1.0/, B /2.0/, C /100*0.0/
END BLOCK DATA WORK
```

Functions, Subroutines, and Statement Functions

Functions, subroutines, and statement functions are user-written subprograms that perform computing procedures. The computing procedure can be either a series of arithmetic operations or a series of Fortran statements. A single subprogram can perform a computing procedure in several places in a program, to avoid duplicating a series of operations or statements in each place.

The following table shows the statements that define these subprograms, and how control is transferred to the subprogram:

<table>
<thead>
<tr>
<th>Subprogram</th>
<th>Defining Statements</th>
<th>Control Transfer Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>Function</td>
<td>FUNCTION or ENTRY</td>
<td>Function reference¹</td>
</tr>
<tr>
<td>Subroutine</td>
<td>SUBROUTINE or ENTRY</td>
<td>CALL statement²</td>
</tr>
<tr>
<td>Statement function</td>
<td>Statement function definition</td>
<td>Function reference</td>
</tr>
</tbody>
</table>

¹ A function can also be invoked by a defined operation (see Defining Generic Operators).
² A subroutine can also be invoked by a defined assignment (see Defining Generic Assignment).

A function reference is used in an expression to invoke a function; it consists of the function name and its actual arguments. The function reference returns a value to the calling expression that is used to evaluate the expression.

See Also
ENTRY
CALL

General Rules for Function and Subroutine Subprograms

A subprogram can be an external, module, or internal subprogram. The END statement for an internal or module subprogram must be END SUBROUTINE [name] for a subroutine, or END FUNCTION [name] for a function. In an external subprogram, the SUBROUTINE and FUNCTION keywords are optional.

If a subprogram name appears after the END statement, it must be the same as the name specified in the SUBROUTINE or FUNCTION statement.

Function and subroutine subprograms can change the values of their arguments, and the calling program can use the changed values.

A SUBROUTINE or FUNCTION statement can be optionally preceded by an OPTIONS statement.

Dummy arguments (except for dummy pointers or dummy procedures) can be specified with an intent and can be made optional.

See Also
RECURSIVE
PURE
Recursive Procedures
A recursive procedure is a function or subroutine that references itself, either directly or indirectly. For more information, see RECURSIVE.

Pure Procedures
A pure procedure is a user-defined procedure that has no side effects. For more information, see PURE.

Impure Procedures
An impure procedure is a user-defined procedure that has side effects. For more information, see IMPURE.

Elemental Procedures
An elemental procedure is a user-defined procedure defined on scalar arguments that may be called with array arguments. An elemental procedure is pure unless you specify that it is impure. For more information, see PURE, ELEMENTAL, and IMPURE.

Functions Overview
A function subprogram is invoked in an expression and returns a single value (a function result) that is used to evaluate the expression. For more information, see FUNCTION.

RESULT Keyword Overview
If you use the RESULT keyword in a FUNCTION statement, you can specify a local variable name for the function result. For more information, see RESULT.

Function References
Functions are invoked by a function reference in an expression or by a defined operation.

A function reference takes the following form:

$$\text{fun} \ ([\text{a-arg}, \text{a-arg}] \ldots)$$

- $\text{fun}$ is the name of the function subprogram or a procedure pointer.
- $\text{a-arg}$ is an actual argument optionally preceded by [keyword=], where $\text{keyword}$ is the name of a dummy argument in the explicit interface for the function. The keyword is assigned a value when the procedure is invoked.

Each actual argument must be a variable, an expression, or the name of a procedure. (It must not be the name of an internal procedure, statement function, or the generic name of a procedure.)

Description
When a function is referenced, each actual argument is associated with the corresponding dummy argument by its position in the argument list or by the name of its keyword. The arguments must agree in type and kind parameters.
Execution of the function produces a result that is assigned to the function name or to the result name, depending on whether the RESULT keyword was specified.

The program unit uses the result value to complete the evaluation of the expression containing the function reference.

If positional arguments and argument keywords are specified, the argument keywords must appear last in the actual argument list.

If a dummy argument is optional, the actual argument can be omitted.

If a dummy argument is specified with the INTENT attribute, its use may be limited. A dummy argument whose intent is not specified is subject to the limitations of its associated actual argument.

An actual argument associated with a dummy procedure must be the specific name of a procedure, or be another dummy procedure. Certain specific intrinsic function names must not be used as actual arguments (see table Specific Functions Not Allowed as Actual Arguments in Intrinsic Procedures Overview).

Examples
Consider the following example:

<table>
<thead>
<tr>
<th>X = 2.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>NEW_COS = COS(X) ! A function reference</td>
</tr>
</tbody>
</table>

Intrinsic function COS calculates the cosine of 2.0. The value -0.4161468 is returned (in place of COS(X)) and assigned to NEW_COS.

See Also
INTENT
Defining Generic Operators
Dummy Procedure Arguments
Intrinsic Procedures Overview
Optional Arguments
RESULT
FUNCTION
Argument Association in Procedures for details on procedure arguments

Subroutines Overview
A subroutine subprogram is invoked in a CALL statement or by a defined assignment statement, and does not return a particular value. For more information, see SUBROUTINE.

Statement Functions Overview
A statement function is a procedure defined by a single statement in the same program unit in which the procedure is referenced. For more information, see Statement Function.

Entry Points in Subprograms
The ENTRY statement provides multiple entry points within a subprogram. It is not executable and must precede any CONTAINS statement (if any) within the subprogram. For more information on the ENTRY statement, see ENTRY.

Entry Points in Function Subprograms
If the ENTRY statement is contained in a function subprogram, it defines an additional function. The name of the function is the name specified in the ENTRY statement, and its result variable is the entry name or the name specified by RESULT (if any).
If the entry result variable has the same characteristics as the FUNCTION statement's result variable, their result variables identify the same variable, even if they have different names. Otherwise, the result variables are storage associated and must all be nonpointer scalars of intrinsic type, in one of the following groups:

<table>
<thead>
<tr>
<th>Group</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>default integer, default real, double precision real, default complex, double complex, or default logical</td>
</tr>
<tr>
<td>2</td>
<td>REAL(16) and COMPLEX(16)</td>
</tr>
<tr>
<td>3</td>
<td>default character (with identical lengths)</td>
</tr>
</tbody>
</table>

All entry names within a function subprogram are associated with the name of the function subprogram. Therefore, defining any entry name or the name of the function subprogram defines all the associated names with the same data type. All associated names with different data types become undefined.

If RESULT is specified in the ENTRY statement and RECURSIVE is specified in the FUNCTION statement, the interface of the function defined by the ENTRY statement is explicit within the function subprogram.

**Examples**

The following example shows a function subprogram that computes the hyperbolic functions SINH, COSH, and TANH:

```fortran
REAL FUNCTION TANH(X)
    TSINH(Y) = EXP(Y) - EXP(-Y)
    TCOSH(Y) = EXP(Y) + EXP(-Y)
    TANH = TSINH(X)/TCOSH(X)
RETURN
END

ENTRY SINH(X)
    SINH = TSINH(X)/2.0
RETURN
END

ENTRY COSH(X)
    COSH = TCOSH(X)/2.0
RETURN
END
```

**See Also**

RESULT

**Entry Points in Subroutine Subprograms**

If the ENTRY statement is contained in a subroutine subprogram, it defines an additional subroutine. The name of the subroutine is the name specified in the ENTRY statement.

If RECURSIVE is specified on the SUBROUTINE statement, the interface of the subroutine defined by the ENTRY statement is explicit within the subroutine subprogram.

**Examples**

The following example shows a main program calling a subroutine containing an ENTRY statement:

```fortran
PROGRAM TEST
    ...
    CALL SUBA(A, B, C) ! A, B, and C are actual arguments
    ...
    ! passed to entry point SUBA
END

SUBROUTINE SUB(X, Y, Z)
    ...
ENTRY SUBA(Q, R, S) ! Q, R, and S are dummy arguments
    ...
    ! Execution starts with this statement
END SUBROUTINE
```
The following example shows an ENTRY statement specifying alternate returns:

```
CALL SUBC(M, N, *100, *200, P)
...
SUBROUTINE SUB(K, *, *)
  ...
ENTRY SUBC(J, K, *, *, X)
  ...
RETURN 1
RETURN 2
END
```

Note that the CALL statement for entry point SUBC includes actual alternate return arguments. The RETURN 1 statement transfers control to statement label 100 and the RETURN 2 statement transfers control to statement label 200 in the calling program.

**External Procedures**

External procedures are user-written functions or subroutines. They are located outside of the main program and can't be part of any other program unit.

External procedures can be invoked by the main program or any procedure of an executable program.

External procedures can include internal subprograms (defining internal procedures). Internal subprograms are placed after a CONTAINS statement.

An external procedure can reference itself (directly or indirectly).

The interface of an external procedure is implicit unless an interface block is supplied for the procedure.

**See Also**

*Functions, Subroutines, and Statement Functions*

*Procedure Interfaces*

**Internal Procedures**

Internal procedures are functions or subroutines that follow a CONTAINS statement in a program unit. The program unit in which the internal procedure appears is called its **host**.

Internal procedures can appear in the main program, in an external subprogram, or in a module subprogram.

An internal procedure takes the following form:

```
CONTAINS
  internal-subprogram
  [internal-subprogram] ...
```

*internal-subprogram* is a function or subroutine subprogram that defines the procedure. An internal subprogram must not contain any other internal subprograms.

**Description**

Internal procedures are the same as external procedures, except for the following:

- Only the host program unit can use an internal procedure.
- An internal procedure has access to host entities by host association; that is, names declared in the host program unit are useable within the internal procedure.
- In Standard Fortran, the name of an internal procedure must not be passed as an argument to another procedure. However, Intel® Fortran allows an internal procedure name to be passed as an actual argument to another procedure.
An internal procedure must not contain an ENTRY statement.

An internal procedure can reference itself (directly or indirectly); it can be referenced in the execution part of its host and in the execution part of any internal procedure contained in the same host (including itself).

The interface of an internal procedure is always explicit.

Examples

The following example shows an internal procedure:

```fortran
PROGRAM COLOR_GUIDE
    ...
    CONTAINS
    FUNCTION HUE(BLUE) ! An internal procedure
        ...
    END FUNCTION HUE
END PROGRAM
```

The following example program contains an internal subroutine `find`, which performs calculations that the main program then prints. The variables `a`, `b`, and `c` declared in the host program are also known to the internal subroutine.

```fortran
program INTERNAL
    ! shows use of internal subroutine and CONTAINS statement
    real a,b,c
    call find
    print *, c
contains
    subroutine find
        read *, a,b
        c = sqrt(a**2 + b**2)
    end subroutine find
end
```

See Also

Functions, Subroutines, and Statement Functions
Use and Host Association Overview
Procedure Interfaces
CONTAINS

Argument Association in Procedures

Procedure arguments provide a way for different program units to access the same data.

When a procedure is referenced in an executable program, the program unit invoking the procedure can use one or more actual arguments to pass values to the procedure's dummy arguments. The dummy arguments are associated with their corresponding actual arguments when control passes to the subprogram.

In general, when control is returned to the calling program unit, the last value assigned to a dummy argument is assigned to the corresponding actual argument.

An actual argument can be a variable, expression, or procedure name. The type and kind parameters, and rank of the actual argument must match those of its associated dummy argument.

A dummy argument is either a dummy data object, a dummy procedure, or an alternate return specifier (*). Except for alternate return specifiers, dummy arguments can be optional.

If argument keywords are not used, argument association is positional. The first dummy argument becomes associated with the first actual argument, and so on. If argument keywords are used, arguments are associated by the keyword name, so actual arguments can be in a different order than dummy arguments.

A keyword is required for an argument only if a preceding optional argument is omitted or if the argument sequence is changed.

A scalar dummy argument can be associated with only a scalar actual argument.
If a dummy argument is an array, it must be no larger than the array that is the actual argument. You can use adjustable arrays to process arrays of different sizes in a single subprogram.

An actual argument associated with a dummy argument that is allocatable or a pointer must have the same type parameters as the dummy argument.

A dummy argument referenced as a subprogram must be associated with an actual argument that has been declared EXTERNAL or INTRINSIC in the calling routine.

If a scalar dummy argument is of type character, its length must not be greater than the length of its associated actual argument.

If the character dummy argument's length is specified as *(*) (assumed length), it uses the length of the associated actual argument.

Once an actual argument has been associated with a dummy argument, no action can be taken that affects the value or availability of the actual argument, except indirectly through the dummy argument. For example, if the following statement is specified:

```
CALL SUB_A (B(2:6), B(4:10))
```

B(4:6) must not be defined, redefined, or become undefined through either dummy argument, since it is associated with both arguments. However, B(2:3) is definable through the first argument, and B(7:10) is definable through the second argument.

Similarly, if any part of the actual argument is defined through a dummy argument, the actual argument can only be referenced through that dummy argument during execution of the procedure. For example, if the following statements are specified:

```fortran
MODULE MOD_A
  REAL :: A, B, C, D
END MODULE MOD_A

PROGRAM TEST
  USE MOD_A
  CALL SUB_1 (B)
  ...
END PROGRAM TEST

SUBROUTINE SUB_1 (F)
  USE MOD_A
  ...
  WRITE (*,*) F
END SUBROUTINE SUB_1
```

Variable B must not be directly referenced during the execution of SUB_1 because it is being defined through dummy argument F. However, B can be indirectly referenced through F (and directly referenced when SUB_1 completes execution).

The ultimate argument is the effective argument if the effective argument is not a dummy argument or a subobject of a dummy argument. If the effective argument is a dummy argument, the ultimate argument is the ultimate argument of that dummy argument. If the effective argument is a subobject of a dummy argument, the ultimate argument is the corresponding subobject of the ultimate argument of that dummy argument.

Consider the following sequence of subroutine calls:

```fortran
INTEGER :: X(100)
CALL SUBA (X)
...
SUBROUTINE SUBA(A)
INTEGER :: A(:)
CALL SUBB (A(1:5), A(5:1:-1))
...
SUBROUTINE SUBB(B, C)
INTEGER :: B(:), C(:)
```
The ultimate argument of B is X(1:5). The ultimate argument of C is X(5:1:-1), which is not the same object as the ultimate argument of B.

The following sections provide more details on arguments:

- Optional arguments
- The different kinds of arguments:
  - Array arguments
  - Pointer arguments
  - Passed-Object Dummy Arguments
  - Assumed-length character arguments
  - Character constant and Hollerith arguments
  - Alternate return arguments
  - Dummy procedure arguments
  - Coarray Dummy Arguments
- References to generic procedures
- References to non-Fortran procedures (%REF, %VAL, and %LOC)

See Also
CALL for details on argument keywords in subroutine references
Function References for details on argument keywords in function references

Optional Arguments

Dummy arguments can be made optional if they are declared with the OPTIONAL attribute. In this case, an actual argument does not have to be supplied for it in a procedure reference.

If argument keywords are not used, argument association is positional. The first dummy argument becomes associated with the first actual argument, and so on. If argument keywords are used, arguments are associated by the keyword name, so actual arguments can be in a different order than dummy arguments. A keyword is required for an argument only if a preceding optional argument is omitted or if the argument sequence is changed.

Positional arguments (if any) must appear first in an actual argument list, followed by keyword arguments (if any). If an optional argument is the last positional argument, it can simply be omitted if desired.

However, if the optional argument is to be omitted but it is not the last positional argument, keyword arguments must be used for any subsequent arguments in the list.

Optional arguments must have explicit procedure interfaces so that appropriate argument associations can be made.

The PRESENT intrinsic function can be used to determine if an actual argument is associated with an optional dummy argument in a particular reference.

A dummy argument or an entity that is host associated with a dummy argument is not present if any of the following are true for the dummy argument:

- It does not correspond to an actual argument.
- It corresponds to an actual argument that is not present.
- It does not have the ALLOCATABLE or POINTER attribute, and corresponds to one of the following:
  - An actual argument that has the ALLOCATABLE attribute and is not allocated
  - An actual argument that has the POINTER attribute and is disassociated

The following example shows optional arguments:

```fortran
PROGRAM RESULT
TEST_RESULT = LGFUNC(A, B=D)
...
CONTAINS
  FUNCTION LGFUNC(G, H, B)
    OPTIONAL H, B
```
In the function reference, A is a positional argument associated with required dummy argument G. The second actual argument D is associated with optional dummy argument B by its keyword name (B). No actual argument is associated with optional argument H.

The following shows another example:

```fortran
! Arguments can be passed out of order, but must be
! associated with the correct dummy argument.
CALL EXT1 (Z=C, X=A, Y=B)
... END

SUBROUTINE EXT1(X,Y,Z)
REAL X, Y
REAL, OPTIONAL :: Z
...
END SUBROUTINE
```

In this case, argument A is associated with dummy argument X by explicit assignment. Once EXT1 executes and returns, A is no longer associated with X, B is no longer associated with Y, and C is no longer associated with Z.

If you pass an omitted dummy argument as the actual argument to a procedure, the corresponding dummy argument is considered to be omitted as well. This applies to both intrinsic and non-intrinsic procedures. For example:

```fortran
CALL SUB1()
CONTAINS
  SUBROUTINE SUB1(B)
  LOGICAL, OPTIONAL :: B
  PRINT *, INDEX('Fortran','r',BACK=B) ! Prints 3
  CALL SUB2(B) ! Same as CALL SUB2()
  END SUBROUTINE SUB1
  
  SUBROUTINE SUB2(C)
  LOGICAL, OPTIONAL :: C
  PRINT *, PRESENT(C) ! Prints F
  END SUBROUTINE SUB2
END
```

See Also

| OPTIONAL
| PRESENT

Argument Association in Procedures for details on general rules for procedure argument association

CALL for details on argument keywords in subroutine references

Function References for details on argument keywords in function references

Array Arguments

Arrays are sequences of elements. Each element of an actual array is associated with the element of the dummy array that has the same position in array element order.

If the dummy argument is an explicit-shape or assumed-size array, the size of the dummy argument array must not exceed the size of the actual argument array.

The type and kind parameters of an explicit-shape or assumed-size dummy argument must match the type and kind parameters of the actual argument, but their ranks need not match.
If the dummy argument is an assumed-shape array, the size of the dummy argument array is equal to the size of the actual argument array. The associated actual argument must not be an assumed-size array or a scalar (including a designator for an array element or an array element substring).

If the actual argument is an array section with a vector subscript, the associated dummy argument must not be defined and it must not have the INTENT (OUT), INTENT (INOUT), VOLATILE, or ASYNCHRONOUS attribute.

If an actual argument is an array section or an assumed-shape array, and the corresponding dummy argument has either the VOLATILE or ASYNCHRONOUS attribute, that dummy argument must be an assumed-shape array.

If an actual argument is a pointer array, and the corresponding dummy argument has either the VOLATILE or ASYNCHRONOUS attribute, that dummy argument must be an assumed-shape array or a pointer array.

The declaration of an array used as a dummy argument can specify the lower bound of the array.

If a dummy argument is allocatable, the actual argument must be allocatable and the type parameters and ranks must agree. An example of an allocatable function with allocatable arrays appears in FUNCTION.

Dummy argument arrays declared as assumed-shape, deferred-shape, or pointer arrays require an explicit interface visible to the caller.

**See Also**

Arrays
Array Association
Argument Association in Procedures for details on general rules for procedure argument association
Array Elements for details on array element order
Explicit-Shape Specifications for details on explicit-shape arrays
Assumed-Shape Specifications for details on assumed-shape arrays
Assumed-Size Specifications for details on assumed-size arrays

**Pointer Arguments**

An argument is a pointer if it is declared with the POINTER attribute.

When a procedure is invoked, the dummy argument pointer receives the pointer association status of the actual argument. If the actual argument is currently associated, the dummy argument becomes associated with the same target.

The pointer association status of the dummy argument can change during the execution of the procedure, and any such changes are reflected in the actual argument.

If both the dummy and actual arguments are pointers, an explicit interface is required.

A dummy argument that is a pointer can be associated only with an actual argument that is a pointer. However, an actual argument that is a pointer can be associated with a nonpointer dummy argument. In this case, the actual argument is associated with a target and the dummy argument, through argument association, also becomes associated with that target.

If the dummy argument does not have the TARGET or POINTER attribute, any pointers associated with the actual argument do not become associated with the corresponding dummy argument when the procedure is invoked.

If the dummy argument has the TARGET attribute, and is either a scalar or assumed-shape array, and the corresponding actual argument has the TARGET attribute but is not an array section with a vector subscript, the following occurs:

- Any pointer associated with the actual argument becomes associated with the corresponding dummy argument when the procedure is invoked.
- Any pointers associated with the dummy argument remain associated with the actual argument when execution of the procedure completes.

If the dummy argument has the TARGET attribute, and is an explicit-shape or assumed-size array, and the corresponding actual argument has the TARGET attribute but is not an array section with a vector subscript, association of actual and corresponding dummy arguments when the procedure is invoked or when execution is completed is processor dependent.
If the dummy argument has the TARGET attribute and the corresponding actual argument does not have that attribute or is an array section with a vector subscript, any pointer associated with the dummy argument becomes undefined when execution of the procedure completes.

See Also
POINTER - Fortran
Pointer Assignments
TARGET Statement
Argument Association in Procedures for details on general rules for procedure argument association

Passed-Object Dummy Arguments
A procedure component or a binding procedure (type-bound procedure) can be declared to have a passed-object dummy argument. This kind of argument is associated with a special actual argument, which is not explicitly written in the actual argument list. The appropriate actual argument is then added to the argument list.

A passed-object dummy argument must be a scalar. It must not be a pointer, must not be allocatable, and all its length type parameters must be assumed. Its declared type must be the type in which the component or binding procedure appears.

The passed-object dummy argument must be a scalar, nonpointer, nonallocatable dummy data object. Its declared type must be the type in which the component or binding appears. All of its length type parameters must be assumed.

The determination of the passed-object dummy argument depends on the following:

- The PASS and NOPASS attributes specified or in effect
- The interface of the procedure component or binding procedure

The following rules apply to PASS and NOPASS:

- PASS and NOPASS are mutually exclusive. You can only specify one of these attributes for the same procedure component or binding.
- If you specify PASS (arg-name), dummy argument arg-name is the passed-object dummy argument. The interface of the procedure pointer component or binding procedure must have a dummy argument named arg-name.
- If NOPASS is specified, there is no passed-object dummy argument.
- NOPASS must be specified if the procedure component or binding procedure has an implicit interface.
- If you do not specify PASS or NOPASS, or you specify PASS without arg-name, the first dummy argument of a procedure pointer component or binding procedure is the passed-object dummy argument. In this case, there must be at least one dummy argument.

See Also
TYPE Statement (Derived Types)
Passed-Object Dummy Arguments

Assumed-Length Character Arguments
An assumed-length character argument is a dummy argument that assumes the length attribute of its corresponding actual argument. An asterisk (*) specifies the length of the dummy character argument.

A character array dummy argument can also have an assumed length. The length of each element in the dummy argument is the length of the elements in the actual argument. The assumed length and the array declarator together determine the size of the assumed-length character array.

The following example shows an assumed-length character argument:

```fortran
INTEGER FUNCTION ICMAX(CVAR)
    CHARACTER*(*) CVAR
    ICMAX = 1
    DO I=2,LEN(CVAR)
        IF (CVAR(I:I) .GT. CVAR(ICMAX:ICMAX)) ICMAX=I
    END DO
END FUNCTION ICMAX
```
The function ICMAX finds the position of the character with the highest ASCII code value. It uses the length of the assumed-length character argument to control the iteration. Intrinsic function LEN determines the length of the argument.

The length of the dummy argument is determined each time control transfers to the function. The length of the actual argument can be the length of a character variable, array element, substring, or expression. Each of the following function references specifies a different length for the dummy argument:

```
CHARACTER VAR*10, CARRAY(3,5)*20
...
I1 = ICMAX(VAR)
I2 = ICMAX(CARRAY(2,2))
I3 = ICMAX(VAR(3:8))
I4 = ICMAX(CARRAY(1,3)(5:15))
I5 = ICMAX(VAR(3:4)//CARRAY(3,5))
```

See Also
LEN
Argument Association in Procedures for details on general rules for procedure argument association

Character Constant and Hollerith Arguments

If an actual argument is a character constant (for example, 'ABCD'), the corresponding dummy argument must be of type character. If an actual argument is a Hollerith constant (for example, 4HABCD), the corresponding dummy argument must have a numeric data type.

The following example shows character and Hollerith constants being used as actual arguments:

```
SUBROUTINE S(CHARSUB, HOLLSUB, A, B)
EXTERNAL CHARSUB, HOLLSUB
...
CALL CHARSUB(A, 'STRING')
CALL HOLLSUB(B, 6HSTRING)
```

The subroutines CHARSUB and HOLLSUB are themselves dummy arguments of the subroutine S. Therefore, the actual argument 'STRING' in the call to CHARSUB must correspond to a character dummy argument, and the actual argument 6HSTRING in the call to HOLLSUB must correspond to a numeric dummy argument.

See Also
Argument Association in Procedures for details on general rules for procedure argument association

Alternate Return Arguments

Alternate return (dummy) arguments can appear in a subroutine argument list. They cause execution to transfer to a labeled statement rather than to the statement immediately following the statement that called the routine. The alternate return is indicated by an asterisk (*). (An alternate return is an obsolescent feature in Standard Fortran.)

There can be any number of alternate returns in a subroutine argument list, and they can be in any position in the list.

An actual argument associated with an alternate return dummy argument is called an alternate return specifier; it is indicated by an asterisk (*) or ampersand (&) followed by the label of an executable branch target statement in the same scoping unit as the CALL statement.

Alternate returns cannot be declared optional.

You can also use the RETURN statement to specify alternate returns.
The following example shows alternate return actual and dummy arguments:

```fortran
CALL MINN(X, Y, *300, *250, Z)
...
SUBROUTINE MINN(A, B, *, *, C)
```

See Also
Argument Association in Procedures for details on general rules for procedure argument association
SUBROUTINE
CALL
RETURN
Deleted and Obsolescent Language Features for details on obsolescent features in Standard Fortran

 Dummy Procedure Arguments

If an actual argument is a procedure, its corresponding dummy argument is a dummy procedure. Dummy procedures can appear in function or subroutine subprograms.

The actual argument must be the specific name of an external, module, intrinsic, or another dummy procedure. If the specific name is also a generic name, only the specific name is associated with the dummy argument. Not all specific intrinsic procedures can appear as actual arguments. (For more information, see table Specific Functions Not Allowed as Actual Arguments in Intrinsic Procedures Overview.)

The actual argument and corresponding dummy procedure must both be subroutines or both be functions.

If the interface of the dummy procedure is explicit, the type and kind parameters, and rank of the associated actual procedure must be the same as that of the dummy procedure.

If the interface of the dummy procedure is implicit and the procedure is referenced as a subroutine, the actual argument must be a subroutine or a dummy procedure.

If the interface of the dummy procedure is implicit and the procedure is referenced as a function or is explicitly typed, the actual argument must be a function or a dummy procedure.

Dummy procedures can be declared optional, but they must not be declared with an intent.

The following is an example of a procedure used as an argument:

```fortran
REAL FUNCTION LGFUNC(BAR)
  INTERFACE
    REAL FUNCTION BAR(Y)
      REAL, INTENT(IN) :: Y
    END
  END INTERFACE
  ...
LGFUNC = BAR(2.0)
...
END FUNCTION LGFUNC
```

See Also
Argument Association in Procedures for details on general rules for procedure argument association

 Coarray Dummy Arguments

If a dummy argument is a coarray, the corresponding actual argument must be a coarray and must have the VOLATILE attribute if and only if the dummy argument has the VOLATILE attribute.

If a dummy argument is an array coarray that has the CONTIGUOUS attribute or is not of assumed shape, the corresponding actual argument must be simply contiguous.
Examples

When a procedure is invoked on a particular image, each dummy coarray is associated with its ultimate argument on the image. During the execution of the procedure, this image can access the coarray corresponding to the ultimate argument on any other image. For example, consider the following:

```fortran
INTERFACE
   SUBROUTINE MY_SUB(Y)
      REAL :: Y[*]
   END SUBROUTINE MY_SUB
END INTERFACE
...
REAL :: B(700)[*]
...
CALL MY_SUB(B(10))
```

When subroutine `MY_SUB` is invoked, the executing image has access through the syntax `Y[P]` to `B(10)` on image `P`.

Each invocation of a procedure with a nonallocatable coarray dummy argument establishes a dummy coarray for the image with its own bounds and cobounds. During the execution of the procedure, this image may use its own bounds and cobounds to access the coarray corresponding to the ultimate argument on any other image. For example, consider the following:

```fortran
INTERFACE
   SUBROUTINE MY_SUB(Y,I)
      INTEGER :: I
      REAL :: Y(I,I)[I,*]
   END SUBROUTINE MY_SUB
END INTERFACE
...
REAL :: B(1000)[*]
...
CALL MY_SUB(B,10)
```

When subroutine `MY_SUB` is invoked, the executing image has access through the syntax `Y(1,2)[3,4]` to `B(11)` on the image with image index 33.

See Also

Image Control Statements

References to Generic Procedures

Generic procedures are procedures with different specific names that can be accessed under one generic (common) name. In FORTRAN 77, generic procedures were limited to intrinsic procedures. In the current Fortran standard, you can use generic interface blocks to specify generic properties for intrinsic and user-defined procedures.

If you refer to a procedure by using its generic name, the selection of the specific routine is based on the number of arguments and the type and kind parameters, and rank of each argument.

All procedures given the same generic name must be subroutines, or all must be functions. Any two must differ enough so that any invocation of the procedure is unambiguous.

The following sections describe references to generic intrinsic functions and show an example of using intrinsic function names.

See Also

Unambiguous Generic Procedure References
Intrinsic Procedures Overview
Resolving Procedure References
Defining Generic Names for Procedures for details on user-defined generic procedures
References to Generic Intrinsic Functions

The generic intrinsic function name COS lists six specific intrinsic functions that calculate cosines: COS, DCOS, QCOS, CCOS, CDCOS, and CQCOS. These functions return different values: REAL(4), REAL(8), REAL(16), COMPLEX(4), COMPLEX(8), and COMPLEX(16) respectively.

If you invoke the cosine function by using the generic name COS, the compiler selects the appropriate routine based on the arguments that you specify. For example, if the argument is REAL(4), COS is selected; if it is REAL(8), DCOS is selected; and if it is COMPLEX(4), CCOS is selected.

You can also explicitly refer to a particular routine. For example, you can invoke the double-precision cosine function by specifying DCOS.

Procedure selection occurs independently for each generic reference, so you can use a generic reference repeatedly in the same program unit to access different intrinsic procedures.

You cannot use generic function names to select intrinsic procedures if you use them as follows:

- The name of a statement function
- A dummy argument name, a common block name, or a variable or array name

When an intrinsic function is passed as an actual argument to a procedure, its specific name must be used, and when called, its arguments must be scalar. Not all specific intrinsic functions can appear as actual arguments. (For more information, see table Specific Functions Not Allowed as Actual Arguments in Intrinsic Procedures Overview.)

A reference to a generic intrinsic procedure name in a program unit does not prevent use of the name for other purposes elsewhere in the program.

Normally, an intrinsic procedure name refers to the Fortran library procedure with that name. However, the name can refer to a user-defined procedure when the name appears in an EXTERNAL statement.

NOTE
If you call an intrinsic procedure by using the wrong number of arguments or an incorrect argument type, the compiler assumes you are referring to an external procedure. For example, intrinsic procedure SIN requires one argument; if you specify two arguments, such as SIN(10,4), the compiler assumes SIN is external and not intrinsic.

The data type of an intrinsic procedure does not change if you use an IMPLICIT statement to change the implied data type rules.

Intrinsic and user-defined procedures cannot have the same name if they appear in the same program unit.

Examples

The following example shows the local and global properties of an intrinsic function name. It uses the name SIN in different procedures as follows:

- The name of a statement function
- The generic name of an intrinsic function
- The specific name of an intrinsic function
- The name of a user-defined function

Using and Redefining an Intrinsic Function Name

! Compare ways of computing sine
PROGRAM SINES
    DOUBLE PRECISION X, PI
    PARAMETER (PI=3.141592653589793238D0)
    COMMON V(3)
!
! Define SIN as a statement function
    SIN(X) = COS(PI/2-X)
    print *, "Way of computing SIN(X)"
    print *
print *, "      X       Statement   Intrinsic   Intrinsic     User's "
print *, "              function      DSIN       SIN as arg     SIN "
print *
DO X = -PI, PI, PI/2
   CALL COMPUT(X)
END DO
! References the statement function SIN
WRITE (6,100) X, SIN(X), V
END
100      FORMAT (5F12.7)
END

SUBROUTINE COMPUT(Y)
DOUBLE PRECISION Y
! Use intrinsic function SIN - double-precision DSIN will be passed as an actual argument
INTRINSIC SIN
COMMON V(3)
! Makes the generic name SIN reference the double-precision sine DSIN
V(1) = SIN(Y)
! Use intrinsic function SIN as an actual argument - will pass DSIN
CALL SUB(REAL(Y),SIN)
END

SUBROUTINE SUB(A,S)
! Declare SIN as name of a user function
EXTERNAL SIN
! Declare SIN as type DOUBLE PRECISION
DOUBLE PRECISION SIN
COMMON V(3)
! Evaluate intrinsic function SIN passed as the dummy argument
V(2) = S(A)
! Evaluate user-defined SIN function
V(3) = SIN(A)
END

! Define the user SIN function
DOUBLE PRECISION FUNCTION SIN(X)
INTEGER FACTOR
   SIN = X - X**3/FACTOR(3) + X**5/FACTOR(5) - X**7/FACTOR(7)
END

! Compute the factorial of N
INTEGER FUNCTION FACTOR(N)
   FACTOR = 1
   DO I=N,1,-1
      FACTOR = FACTOR * I
   END DO
END
The statement function named SIN is defined in terms of the generic function name COS. Because the argument of COS is double precision, the double-precision cosine function is evaluated. The statement function SIN is itself single precision.

The statement function SIN is called.

The name SIN is declared intrinsic so that the single-precision intrinsic sine function can be passed as an actual argument at 5.

The generic function name SIN is used to refer to the double-precision sine function.

The single-precision intrinsic sine function is used as an actual argument.

The name SIN is declared a user-defined function name.

The type of SIN is declared double precision.

The single-precision sine function passed at 5 is evaluated.

The user-defined SIN function is evaluated.

The user-defined SIN function is defined as a simple Taylor series using a user-defined function FACTOR to compute the factorial function.

See Also
  EXTERNAL
  INTRINSIC
  Intrinsic Procedures Overview
  Names for details on the scope of names

References to Elemental Intrinsic Procedures

An elemental intrinsic procedure has scalar dummy arguments that can be called with scalar or array actual arguments. If actual arguments are array-valued, they must have the same shape. There are many elemental intrinsic functions, but only one elemental intrinsic subroutine (MVBITS).

If the actual arguments are scalar, the result is scalar. If the actual arguments are array-valued, the scalar-valued procedure is applied element-by-element to the actual argument, resulting in an array that has the same shape as the actual argument.

The values of the elements of the resulting array are the same as if the scalar-valued procedure had been applied separately to the corresponding elements of each argument.

For example, if A and B are arrays of shape (5,6), MAX(A, 0.0, B) is an array expression of shape (5,6) whose elements have the value MAX(A(i, j), 0.0, B(i, j)), where i = 1, 2,..., 5, and j = 1, 2,..., 6.

A reference to an elemental intrinsic procedure is an elemental reference if one or more actual arguments are arrays and all array arguments have the same shape.

Examples

Consider the following:

```fortran
REAL, DIMENSION (2) :: a, b
a(1) = 4; a(2) = 9
b = SQRT(a) ! sets b(1) = SQRT(a(1)), and b(2) = SQRT(a(2))
```

See Also
  Arrays
  Intrinsic Procedures Overview for details on elemental procedures
References to Non-Fortran Procedures

When a procedure is called, Fortran (by default) passes the address of the actual argument, and its length if it is of type character. To call non-Fortran procedures, you may need to pass the actual arguments in a form different from that used by Fortran.

The built-in functions %REF and %VAL let you change the form of an actual argument. You must specify these functions in the actual argument list of a CALL statement or function reference. You cannot use them in any other context.

%LOC computes the internal address of a storage item.

Procedure Interfaces

Every procedure has an interface, which consists of the name and characteristics of a procedure, the name and characteristics of each dummy argument, and the generic identifier (if any) by which the procedure can be referenced. The characteristics of a procedure are fixed, but the remainder of the interface can change in different scoping units.

If these properties are all known within the scope of the calling program, the procedure interface is explicit; otherwise it is implicit (deduced from its reference and declaration). The following table shows which procedures have implicit or explicit interfaces:

<table>
<thead>
<tr>
<th>Kind of Procedure</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>External procedure</td>
<td>Implicit</td>
</tr>
<tr>
<td>Module procedure</td>
<td>Explicit</td>
</tr>
<tr>
<td>Internal procedure</td>
<td>Explicit</td>
</tr>
<tr>
<td>Intrinsic procedure</td>
<td>Explicit</td>
</tr>
<tr>
<td>Dummy procedure</td>
<td>Implicit</td>
</tr>
<tr>
<td>Statement function</td>
<td>Implicit</td>
</tr>
</tbody>
</table>

1 This kind of procedure is explicit in a scoping unit other than its own if an interface body for the procedure is supplied or is accessible.

The interface of a recursive subroutine or function is explicit within the subprogram that defines it.

An explicit interface can appear in a procedure's definition, in an interface block, or both. (Internal procedures must not appear in an interface block.)

An abstract interface lets you give a name to a set of characteristics and argument keyword names that create an explicit interface to a procedure. It does not declare any actual procedure to have those characteristics.

You can use a procedure declaration statement to declare procedure pointers, dummy procedures, and external procedures. It specifies the EXTERNAL attribute for all procedure entities in the procedure declaration list.

You can use the IMPORT statement to make host entities accessible in the interface body of an interface block.

You can specify the ALLOCATABLE, OPTIONAL, or POINTER attributes for a dummy argument in a procedure interface that has the BIND attribute.

Examples

An example of an interface block follows:

```
INTERFACE
  SUBROUTINE Ext1 (x, y, z)
  REAL, DIMENSION (100,100) :: x, y, z
END SUBROUTINE Ext1
```
SUBROUTINE Ext2 (x, z)
  REAL x
  COMPLEX (KIND = 4) z (2000)
END SUBROUTINE Ext2

FUNCTION Ext3 (p, q)
  LOGICAL Ext3
  INTEGER p (1000)
  LOGICAL q (1000)
END FUNCTION Ext3
END INTERFACE

See Also
INTERFACE
ABSTRACT INTERFACE
PROCEDURE
IMPORT

Procedures that Require Explicit Interfaces

When a procedure is referenced, it must have an explicit interface in the following cases:

- If a reference to the procedure appears in one of the following:
  - An actual argument that is specified with a keyword
  - In a context that requires it to be PURE
- If the procedure has a dummy argument that is one of the following:
  - An object that has the ALLOCATABLE, ASYNCHRONOUS, OPTIONAL, POINTER, TARGET, VALUE, or VOLATILE attribute
  - An assumed-shape array
  - A polymorphic object (an object declared with a CLASS statement)
  - A coarray (an object declared with a CODIMENSION attribute or statement)
  - An object of a parameterized derived type
  - An object of assumed-rank or assumed-type
- If the procedure has any of the following:
  - A result that is an array, or a pointer, or is allocatable (functions only)
  - A result whose length is neither assumed nor a constant (character functions only)
- If a reference to the procedure appears as follows:
  - With an argument keyword
  - As a reference by its generic name
  - As a defined assignment (subroutines only)
  - In an expression as a defined operator (functions only)
  - In a context that requires it to be pure
- If the procedure is elemental
- If the procedure has the BIND attribute

Statement functions do not require an explicit interface.

See Also
Argument Association in Procedures
Array Arguments
Pointer Arguments
CALL for details on argument keywords in subroutine references
Function References for details on argument keywords in function references
PURE
ELEMENTAL
Explicit and Abstract Interfaces

An explicit interface defines characteristics for external or dummy procedures. It can also be used to define a generic name for procedures, a new operator for functions, and a new form of assignment for subroutines. For more information, see INTERFACE.

An abstract interface defines a subprogram whose name can be used in a PROCEDURE declaration statement to declare subprograms with identical arguments and characteristics. For more information, see ABSTRACT INTERFACE and PROCEDURE.

Defining Generic Names for Procedures

An interface block can be used to specify a generic name to reference all of the procedures within the interface block.

The initial line for such an interface block takes the following form:

```
INTERFACE generic-name
```

```
generic-name
```

Is the generic name. It can be the same as any of the procedure names in the interface block, or the same as any accessible generic name (including a generic intrinsic name).

A generic name can be the same as a derived-type name. In this case, all of the procedures in the interface block must be functions.

This kind of interface block can be used to extend or redefine a generic intrinsic procedure.

The procedures that are given the generic name must be the same kind of subprogram: all must be functions, or all must be subroutines.

Any procedure reference involving a generic procedure name must be resolvable to one specific procedure; it must be unambiguous. For more information, see Unambiguous Generic Procedure References.

The following is an example of a procedure interface block defining a generic name:

```
INTERFACE GROUP_SUBS
  SUBROUTINE INTEGER_SUB (A, B)
    INTEGER, INTENT(INOUT) :: A, B
  END SUBROUTINE INTEGER_SUB
  SUBROUTINE REAL_SUB (A, B)
    REAL, INTENT(INOUT) :: A, B
  END SUBROUTINE REAL_SUB
  SUBROUTINE COMPLEX_SUB (A, B)
    COMPLEX, INTENT(INOUT) :: A, B
  END SUBROUTINE COMPLEX_SUB
END INTERFACE
```

The three subroutines can be referenced by their individual specific names or by the group name GROUP_SUBS.

The following example shows a reference to INTEGER_SUB:

```
INTEGER V1, V2
CALL GROUP_SUBS (V1, V2)
```

Consider the following:

```
INTERFACE LINE_EQUATION
  SUBROUTINE REAL_LINE_EQ(X1,Y1,X2,Y2,M,B)
  END SUBROUTINE REAL_LINE_EQ
END INTERFACE
```

```
SUBROUTINE REAL_LINE_EQ(X1,Y1,X2,Y2,M,B)
```

```
INTEGER V1, V2
CALL GROUP_SUBS (V1, V2)
```

```
In this example, LINE_EQUATION is the generic name which can be used for either REAL_LINE_EQ or INT_LINE_EQ. Fortran selects the appropriate subroutine according to the nature of the arguments passed to LINE_EQUATION. Even when a generic name exists, you can always invoke a procedure by its specific name. In the previous example, you can call REAL_LINE_EQ by its specific name (REAL_LINE_EQ), or its generic name LINE_EQUATION.

See Also
INTERFACE statement for details on interface blocks

Defining Generic Operators

An interface block can be used to define a generic operator. The only procedures allowed in the interface block are functions that can be referenced as defined operations.

The initial line for such an interface block takes the following form:

```
INTERFACE OPERATOR (op)
```

Is one of the following:

- A defined unary operator (one argument)
- A defined binary operator (two arguments)
- An extended intrinsic operator (number of arguments must be consistent with the intrinsic uses of that operator)

The functions within the interface block must have one or two nonoptional arguments with intent IN, and the function result must not be of type character with assumed length. A defined operation is treated as a reference to the function.

The following shows the form (and an example) of a defined unary and defined binary operation:

<table>
<thead>
<tr>
<th>Operation</th>
<th>Form</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defined Unary</td>
<td>.defined-operator. operand1</td>
<td>.MINUS. C</td>
</tr>
<tr>
<td>Defined Binary</td>
<td>operand2 .defined-operator. operand3</td>
<td>B .MINUS. C</td>
</tr>
</tbody>
</table>

1 The operand corresponds to the function's dummy argument.
2 The left operand corresponds to the first dummy argument of the function.
3 The right operand corresponds to the second argument.

For intrinsic operator symbols, the generic properties include the intrinsic operations they represent. Both forms of each relational operator have the same interpretation, so extending one form (such as >=) defines both forms (>= and .GE.).

The following is an example of a procedure interface block defining a new operator:

```
INTERFACE OPERATOR(.BAR.)
  FUNCTION BAR(A_1)
    INTEGER, INTENT(IN) :: A_1
    INTEGER :: BAR
  END FUNCTION BAR
END INTERFACE
```
The following example shows a way to reference function BAR by using the new operator:

```
INTEGER B
I = 4 + (.BAR. B)
```

The following is an example of a procedure interface block with a defined operator extending an existing operator:

```
INTERFACE OPERATOR(+)
  FUNCTION LGFUNC (A, B)
    LOGICAL, INTENT(IN) :: A(:), B(SIZE(A))
    LOGICAL :: LGFUNC(SIZE(A))
  END FUNCTION LGFUNC
END INTERFACE
```

The following example shows two equivalent ways to reference function LGFUNC:

```
LOGICAL, DIMENSION(1:10) :: C, D, E
N = 10
E = LGFUNC(C(1:N), D(1:N))
E = C(1:N) + D(1:N)
```

See Also

- INTENT
- INTERFACE for details on interface blocks
- Expressions for details on intrinsic operators
- Defined Operations for details on defined operators and operations

Defining Generic Assignment

An interface block can be used to define generic assignment. The only procedures allowed in the interface block are subroutines that can be referenced as defined assignments.

The initial line for such an interface block takes the following form:

```
INTERFACE ASSIGNMENT (=)
```

The subroutines within the interface block must have two nonoptional arguments, the first with intent OUT or INOUT, and the second with intent IN.

A defined assignment is treated as a reference to a subroutine. The left side of the assignment corresponds to the first dummy argument of the subroutine; the right side of the assignment corresponds to the second argument.

The ASSIGNMENT keyword extends or redefines an assignment operation if both sides of the equal sign are of the same derived type.

Defined elemental assignment is indicated by specifying ELEMENTAL in the SUBROUTINE statement.

Any procedure reference involving generic assignment must be resolvable to one specific procedure; it must be unambiguous. For more information, see Unambiguous Generic Procedure References.

The following is an example of a procedure interface block defining assignment:

```
INTERFACE ASSIGNMENT (=)
  SUBROUTINE BIT_TO_NUMERIC (NUM, BIT)
    INTEGER, INTENT(OUT) :: NUM
    LOGICAL, INTENT(IN)  :: BIT(:)
  END SUBROUTINE BIT_TO_NUMERIC

  SUBROUTINE CHAR_TO_STRING (STR, CHAR)
    USE STRING_MODULE   ! Contains definition of type STRING
    TYPE(STRING), INTENT(OUT) :: STR   ! A variable-length string
    CHARACTER(*), INTENT(IN)  :: CHAR
  END SUBROUTINE CHAR_TO_STRING
END INTERFACE
```
The following example shows two equivalent ways to reference subroutine BIT_TO_NUMERIC:

```
CALL BIT_TO_NUMERIC(X, (NUM(I:J)))
X = NUM(I:J)
```

The following example shows two equivalent ways to reference subroutine CHAR_TO_STRING:

```
CALL CHAR_TO_STRING(CH, '432C')
CH = '432C'
```

See Also
Defined Assignment Statements
INTENT
INTERFACE for details on interface blocks

Interoperability of Procedures and Procedure Interfaces

A Fortran procedure is interoperable if it has the BIND attribute.

A Fortran procedure interface is interoperable with a C function prototype if the following is true:

- The interface has the BIND attribute
- One of the following is true:
  - The interface describes a function whose result variable is a scalar that is interoperable with the result of the prototype.
  - The interface describes a subroutine and the prototype has a result type of void.
- The number of dummy arguments of the interface is equal to the number of formal parameters of the prototype.
- Any dummy argument with the VALUE attribute is interoperable with the corresponding formal parameter of the prototype.
- Any dummy argument without the VALUE attribute corresponds to a formal parameter of the prototype that is of a pointer type, and one of the following is true:
  - The dummy argument is interoperable with an entity of the referenced type of the formal parameter.
  - The dummy argument is a nonallocatable nonpointer variable of type CHARACTER with assumed character length and the formal parameter is a pointer to the C descriptor descriptor CFI_cdesc_t.
  - The dummy argument is allocatable, assumed-shape, assumed-rank, or a pointer without the CONTIGUOUS attribute, and the formal parameter is a pointer to the C descriptor descriptor CFI_cdesc_t.
  - The dummy argument is assumed-type and not allocatable, assumed-shape, assumed-rank, or a pointer, and the formal parameter is a pointer to void.
- Each allocatable or pointer dummy argument of type CHARACTER has deferred character length.
- The prototype does not have variable arguments as denoted by an ellipsis (...).

In an invocation of an interoperable procedure whose Fortran interface has an assumed-shape or assumed-rank dummy argument with the CONTIGUOUS attribute, the associated effective argument can be an array that is not contiguous or it can be the address of a C descriptor for such an array.

If the procedure is invoked from Fortran or the procedure is a Fortran procedure, the Fortran processor will handle the difference in contiguity.

If the procedure is invoked from C or the procedure is a C procedure, the C code within the procedure must be able to handle the situation of receiving a discontiguous argument.

An actual argument that is absent in a reference to an interoperable procedure is indicated by a corresponding formal parameter with the value of a null pointer. An optional dummy argument that is absent in a reference to an interoperable procedure from a C function is indicated by a corresponding argument with the value of a null pointer.

The following rules also apply:

- C functions must not invoke a function pointer whose value is the result of a reference to C_FUNLOC with a noninteroperable argument.
When passing an argument to a C procedure where the corresponding C formal parameter is a C descriptor, Fortran must pass a C descriptor and, on return, ensure that any updates to the C descriptor are reflected in Fortran.

If the interface specifies that the dummy argument is CONTIGUOUS, the passed argument (and the C descriptor’s description of that argument, if relevant) must be contiguous.

A Fortran procedure with BIND(C) that has a dummy argument that is assumed-length CHARACTER or is allocatable, assumed-shape, assumed-rank, or a pointer without CONTIGUOUS must accept that argument as a C descriptor and make sure that on return, the C descriptor reflects any changes made to the argument during execution of the Fortran procedure.

A Fortran procedure with one of the following arguments must accept that argument as a C descriptor and make sure that on return, the C descriptor reflects any changes made to the argument during execution of the Fortran procedure:

- A dummy argument that is assumed-length CHARACTER
- A dummy argument that is allocatable, assumed-shape, assumed-rank, or a pointer without CONTIGUOUS

**Procedure Pointers**

A procedure pointer has the POINTER attribute and points to a procedure instead of a data object. It can be associated with an external procedure, a module procedure, an intrinsic procedure, or a dummy procedure that is not a procedure pointer. It can have an implicit or explicit interface, but the interface cannot be generic or elemental.

A procedure pointer can be one of the following:

- A named pointer (described below)
- A derived-type component (See Procedure Pointers as Derived-Type Components.)

**Procedure Pointers as Named Pointers**

You can declare a procedure pointer in a procedure declaration statement by including the POINTER attribute. For example:

```fortran
PROCEDURE(QUARK), POINTER :: Q => NULL()
```

The above declares Q to be a procedure pointer with interface QUARK; it also initializes Q to be a disassociated pointer.

A named procedure pointer can also be declared by specifying the POINTER attribute in addition to the normal procedure declaration.

The following example uses a type declaration statement to declare a procedure pointer:

```fortran
POINTER :: MyP
INTERFACE
  SUBROUTINE MyP(c,d)
    REAL, INTENT(INOUT) :: c
    REAL, INTENT(IN) :: d
  END SUBROUTINE MyP
END INTERFACE
REAL, EXTERNAL, POINTER :: MyR
```

The above specifies that MyP is a pointer to a subroutine with an explicit interface. It also specifies that MyR is a pointer to a scalar REAL function with an implicit interface.

Note that in a type declaration statement, you must specify the EXTERNAL attribute as well as the POINTER attribute when declaring the procedure pointer.

**See Also**

INTERFACE
ABSTRACT INTERFACE
PROCEDURE
Intrinsic Procedures

Intrinsic Procedures Overview

Intrinsic procedures are functions and subroutines that are included in the Fortran library. There are four classes of these intrinsic procedures, as follows:

- Elemental procedures

  These procedures have scalar dummy arguments that can be called with scalar or array actual arguments. There are many elemental intrinsic functions and one elemental intrinsic subroutine (MVBITS).

  If the arguments are all scalar, the result is scalar. If an actual argument is array-valued, the intrinsic procedure is applied to each element of the actual argument, resulting in an array that has the same shape as the actual argument.

  If there is more than one array-valued argument, they must all have the same shape.

  Many algorithms involving arrays can now be written conveniently as a series of computations with whole arrays. For example, consider the following:

  ```fortran
  a = b + c
  ...               ! a, b, c, and s are all arrays of similar shape
  s = sum(a)
  ```

  The above statements can replace entire DO loops.

- Inquiry functions

  These functions have results that depend on the properties of their principal argument, not the value of the argument (the argument value can be undefined).

- Transformational functions

  These functions have one or more array-valued dummy or actual arguments, an array result, or both. The intrinsic function is not applied elementally to an array-valued actual argument; instead it changes (transforms) the argument array into another array.

- Nonelemental procedures

  These procedures must be called with only scalar arguments; they return scalar results. All subroutines (except MVBITS) are nonelemental.

An atomic subroutine is an intrinsic subroutine that performs an action on a variable (its ATOM argument) atomically. When an atomic subroutine is executed, it is as if the subroutine were executed instantaneously without overlapping other atomic actions that might occur asynchronously.

Intrinsic procedures are invoked the same way as other procedures, and follow the same rules of argument association.

The intrinsic procedures have generic (or common) names, and many of the intrinsic functions have specific names. (Some intrinsic functions are both generic and specific.)

In general, generic functions accept arguments of more than one data type; the data type of the result is the same as that of the arguments in the function reference. For elemental functions with more than one argument, all arguments must be of the same type (except for the function MERGE).
When an intrinsic function is passed as an actual argument to a procedure, its specific name must be used, and when called, its arguments must be scalar. Some specific intrinsic functions are not allowed as actual arguments in all circumstances. The following table lists specific functions that cannot be passed as actual arguments or as targets in procedure pointer assignment statements.

**Specific Intrinsic Functions Not Allowed as Actual Arguments**

| AIMAX0 | FLOATJ | JFIX | MAX0 |
| AIMIN0 | FLOATK | JIDINT | MAX1 |
| AJMAX0 | FP_CLASS | JIFIX | MIN0 |
| AJMIN0 | HFIX | JINT | MIN1 |
| AKMAX0 | IADDR | JIQINT | NARGS |
| AKMIN0 | IARGC | JMAX0 | QCMLPX |
| AMAX0 | ICHAR | JMAX1 | QEXT |
| AMAX1 | IDINT | JMIN0 | QEXTD |
| AMIN0 | IFIX | JMIN1 | QMAX1 |
| AMIN1 | IIDINT | JNUM | QMIN1 |
| CHAR | IIFIX | JZEXT | QNUM |
| CMPLX | IINT | KIDINT | QREAL |
| DBLE | IIQINT | KIFIX | RAN |
| DBLEQ | IJINT | KINT | RANF |
| DCMPLX | IMAX0 | KIQINT | REAL |
| DFLOT1 | IMAX1 | KMAX0 | RNUM |
| DFLOTJ | IMIN0 | KMAX1 | SECNDS |
| DFLOTK | IMIN1 | KMIN0 | SHIFTL |
| DMAX1 | INT | KMIN1 | SHIFTR |
| DMIN1 | INT1 | KNUM | SNGL |
| DNUM | INT2 | KZEXT | SNGLQ |
| DREAL | INT4 | LGE | ZEXT |
| DSHIFTL | INT8 | LGT |
| DSHIFTR | NUM | LLE |
| FLOAT | IQINT | LLT |
| FLOATJ | IZEXT | LOC |

Note that none of the intrinsic subroutines can be passed as actual arguments or as targets in procedure pointer assignment statements.

The A to Z Reference contains the descriptions of all intrinsics listed in alphabetical order. Each reference entry indicates whether the procedure is inquiry, elemental, transformational, or nonelemental, and whether it is a function or a subroutine.

**See Also**
Argument Association in Procedures
MERGE
Optional Arguments
Data Representation Models
References to Generic Intrinsic Functions
References to Elemental Intrinsic Procedures

Argument Keywords in Intrinsic Procedures

For all intrinsic procedures, the arguments shown are the names you must use as keywords when using the keyword form for actual arguments. For example, a reference to function CMPLX(X, Y, KIND) can be written as follows:

Using positional arguments: CMPLX(F, G, L)
Using argument keywords: CMPLX(KIND=L, Y=G, X=F)

1 Note that argument keywords can be written in any order.

Some argument keywords are optional (denoted by square brackets). The following describes some of the most commonly used optional arguments:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BACK</td>
<td>Specifies that a string scan is to be in reverse order (right to left).</td>
</tr>
<tr>
<td>DIM</td>
<td>Specifies a selected dimension of an array argument.</td>
</tr>
<tr>
<td>KIND</td>
<td>Specifies the kind type parameter of the function result.</td>
</tr>
<tr>
<td>MASK</td>
<td>Specifies that a mask can be applied to the elements of the argument array to exclude the elements that are not to be involved in an operation.</td>
</tr>
</tbody>
</table>

Examples

The syntax for the DATE_AND_TIME intrinsic subroutine shows four optional positional arguments: DATE, TIME, ZONE, and VALUES. The following shows some valid ways to specify these arguments:

```
! Keyword example
CALL DATE_AND_TIME (ZONE=Z)

! Positional example
CALL DATE_AND_TIME (DATE, TIME, ZONE)
```

See Also
CALL for details on argument keywords in subroutine references
Function References for details on argument keywords in function references
Argument Association in Procedures

Overview of Bit Functions

Integer data types are represented internally in binary two’s complement notation. Bit positions in the binary representation are numbered from right (least significant bit) to left (most significant bit); the rightmost bit position is numbered 0.

The intrinsic functions IAND, IOR, IEOR, and NOT operate on all of the bits of their argument (or arguments). Bit 0 of the result comes from applying the specified logical operation to bit 0 of the argument. Bit 1 of the result comes from applying the specified logical operation to bit 1 of the argument, and so on for all of the bits of the result.

The functions ISHFT and ISHFTC shift binary patterns.

The functions IBSET, IBCLR, BTEST, and IBITS and the subroutine MVBITS operate on bit fields.
A bit field is a contiguous group of bits within a binary pattern. Bit fields are specified by a starting bit position and a length. A bit field must be entirely contained in its source operand.

For example, the integer 47 is represented by the following:

<table>
<thead>
<tr>
<th>Binary pattern:</th>
<th>0...0101111</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit position:</td>
<td>n...6543210</td>
</tr>
</tbody>
</table>

Where \( n \) is the number of bit positions in the numeric storage unit.

You can refer to the bit field contained in bits 3 through 6 by specifying a starting position of 3 and a length of 4.

Negative integers are represented in two's complement notation. For example, the integer -47 is represented by the following:

<table>
<thead>
<tr>
<th>Binary pattern:</th>
<th>1...1010001</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit position:</td>
<td>n...6543210</td>
</tr>
</tbody>
</table>

Where \( n \) is the number of bit positions in the numeric storage unit.

The value of bit position \( n \) is as follows:

- 1 for a negative number
- 0 for a non-negative number

All the high-order bits in the pattern from the last significant bit of the value up to bit \( n \) are the same as bit \( n \).

IBITS and MVBITS operate on general bit fields. Both the starting position of a bit field and its length are arguments to these intrinsics. IBSET, IBCLR, and BTEST operate on 1-bit fields. They do not require a length argument.

For IBSET, IBCLR, and BTEST, the bit position range is as follows:

- 0 to 63 for INTEGER(8) and LOGICAL(8)
- 0 to 31 for INTEGER(4) and LOGICAL(4)
- 0 to 15 for INTEGER(2) and LOGICAL(2)
- 0 to 7 for BYTE, INTEGER(1), and LOGICAL(1)

For IBITS, the bit position can be any number. The length range is 0 to 63 on Intel® 64 architecture; 0 to 31 on IA-32 architecture.

The following example shows IBSET, IBCLR, and BTEST:

```fortran
I = 4
J = IBSET (I, 5)
PRINT *, 'J = ', J
K = IBCLR (J, 2)
PRINT *, 'K = ', K
PRINT *, 'Bit 2 of K is ', BTEST(K, 2)
END
```

The results are: \( J = 36 \), \( K = 32 \), and Bit 2 of \( K \) is F.

For optimum selection of performance and memory requirements, Intel® Fortran provides the following integer data types:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Storage Required (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER(1)</td>
<td>1</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
</tbody>
</table>
The bit manipulation functions each have a generic form that operates on all of these integer types and a specific form for each type.

When you specify the intrinsic functions that refer to bit positions or that shift binary patterns within a storage unit, be careful that you do not create a value that is outside the range of integers representable by the data type. If you shift by an amount greater than or equal to the size of the object you’re shifting, the result is 0.

Consider the following:

```fortran
INTEGER(2) I,J
I = 1
J = 17
I = ISHFT(I,J)
```

The variables I and J have INTEGER(2) type. Therefore, the generic function ISHFT maps to the specific function IISHFT, which returns an INTEGER(2) result. INTEGER(2) results must be in the range -32768 to 32767, but the value 1, shifted left 17 positions, yields the binary pattern 1 followed by 17 zeros, which represents the integer 131072. In this case, the result in I is 0.

The previous example would be valid if I was INTEGER(4), because ISHFT would then map to the specific function JISHFT, which returns an INTEGER(4) value.

If ISHFT is called with a constant first argument, the result will either be the default integer size or the smallest integer size that can contain the first argument, whichever is larger.

### Categories and Lists of Intrinsic Procedures

This section describes the categories of generic intrinsic functions (including a summarizing table) and lists the intrinsic subroutines.

Intrinsic procedures are fully described (in alphabetical order) in the A to Z Reference.

### Categories of Intrinsic Functions

Generic intrinsic functions can be divided into categories, as shown in the following table:

<table>
<thead>
<tr>
<th>Category</th>
<th>Subcategory</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Numeric</td>
<td>Computation</td>
<td>Elemental functions that perform type conversions or simple numeric operations: ABS, AIMAG, AINT, AMAX0, AMIN0, ANINT, CEILING, CMPLX, CONJG, DBLE, DCMPLX, DFLOAT, DIM, DNUM, DPROD, DREAL, FLOOR, IFIX, IMAG, INT, JNUN, KNUM MAX, MAX1, MIN, MIN1, MOD, MODULO, NINT, QCPLAX, QEXT, QFLOAT, QNUM, QREAL, REAL, RNUM, SIGN, SNGL, ZEXT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Nonelemental function that provides a pseudorandom number: RAN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Elemental function that generates a random number: RANF</td>
</tr>
<tr>
<td>Category</td>
<td>Subcategory</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Manipulation</td>
<td>1</td>
<td>Elemental functions that return values related to the components of the model values associated with the actual value of the argument: EXPONENT, FRACTION, NEAREST, RRSPACING, SCALE, SET_EXPONENT, SPACING</td>
</tr>
<tr>
<td>Inquiry</td>
<td>1</td>
<td>Functions that return scalar values from the models associated with the type and kind parameters of their arguments: DIGITS, EPSILON, HUGE, ILEN, MAXEXPONENT, MINEXPONENT, PRECISION, RADIX, RANGE, SIZEOF, TINY</td>
</tr>
<tr>
<td>Transformational</td>
<td></td>
<td>Functions that perform vector and matrix multiplication: DOT_PRODUCT, MATMUL</td>
</tr>
<tr>
<td>System</td>
<td></td>
<td>Functions that return information about a process or processor: MCLOCK, SECNDS</td>
</tr>
<tr>
<td>Kind type</td>
<td></td>
<td>Functions that return kind type parameters: KIND, SELECTED_CHAR_KIND, SELECTED_INT_KIND, SELECTED_REAL_KIND</td>
</tr>
<tr>
<td>Mathematical</td>
<td></td>
<td>Elemental functions that perform mathematical operations: ACOS, ACOSD, ACOSH, ASIN, ASIND, ASINH, ATAN, ATAN2, ATAN2D, ATAND, ATANH, BESSEL_J0, BESSEL_J1, BESSEL_JN, BESSEL_Y0, BESSEL_Y1, BESSEL_YN, COS, COSD, COSH, COTAN, COTAND, EXP, GAMMA, HYPOT, LOG, LOG10, LOG_GAMMA, SIN, SIND, SINH, SQRT, TAN, TAND, TANH</td>
</tr>
<tr>
<td>Bit</td>
<td>Manipulation</td>
<td>Elemental functions that perform bit operations, such as single-bit processing, logical and shift operations, and allowing bit subfields to be referenced: AND, BGE, BGT, BLE, BLT, BTEST, DSHIFTL, DSHIFTR, IAND, IBCHNG, IBCLR, IBITS, IBSET, Ieor, IOR, ISHA, IHC, ISHFT, ISHTC, ISHL, IXOR, LSHIFT, MASKL, MASKR, MERGE_BITS, NOT, OR, RSHIFT, SHIFTA, SHIFTL, SHIFTR, XOR</td>
</tr>
<tr>
<td>Category</td>
<td>Subcategory</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Inquiry</td>
<td>Function that lets you determine bit size and storage size: BIT_SIZE, STORAGE_SIZE</td>
<td></td>
</tr>
<tr>
<td>Representation</td>
<td>Elemental functions that return information on bit representation of integers: LEADZ, POPCNT, POPPAR, TRAILZ</td>
<td></td>
</tr>
<tr>
<td>Character</td>
<td>Comparison</td>
<td>Elemental functions that make a lexical comparison of the character-string arguments and return a default logical result: LGE, LGT, LLE, LLT</td>
</tr>
<tr>
<td>Conversion</td>
<td>Elemental functions that take character arguments and return integer, ASCII, or character values: ACHAR, CHAR, IACHAR, ICHAR</td>
<td></td>
</tr>
<tr>
<td>String handling</td>
<td>Functions that perform operations on character strings, return lengths of arguments, and search for certain arguments: Elemental: ADJUSTL, ADJUSTR, INDEX, LEN_TRIM, SCAN, VERIFY; Nonelemental: REPEAT, TRIM</td>
<td></td>
</tr>
<tr>
<td>Inquiry</td>
<td>Functions that return the length of an argument or information about command-line arguments: COMMAND_ARGUMENT_COUNT, IARG, IARGC, LEN, NARGS, NUMARG</td>
<td></td>
</tr>
<tr>
<td>Array</td>
<td>Construction</td>
<td>Functions that construct new arrays from the elements of existing arrays: Elemental: MERGE; Nonelemental: PACK, SPREAD, UNPACK</td>
</tr>
<tr>
<td>Inquiry</td>
<td>Functions that let you determine if an array argument is allocated, and return the size or shape of an array, and the lower and upper bounds of subscripts along each dimension: ALLOCATED, IS_CONTIGUOUS, LBOUND, RANK, SHAPE, SIZE, UBOUND</td>
<td></td>
</tr>
<tr>
<td>Location</td>
<td>Transformational functions that find the geometric locations of the maximum and minimum values of an array: MAXLOC, MINLOC</td>
<td></td>
</tr>
<tr>
<td>Category</td>
<td>Subcategory</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Manipulation</td>
<td></td>
<td>Transformational functions that shift an array, transpose an array, or change the shape of an array: CSHIFT, EOSHIFT, RESHAPE, TRANSPOSE</td>
</tr>
<tr>
<td>Reduction</td>
<td></td>
<td>Transformational functions that perform operations on arrays. The functions &quot;reduce&quot; elements of a whole array to produce a scalar result, or they can be applied to a specific dimension of an array to produce a result array with a rank reduced by one: ALL, ANY, COUNT, IALL, IANY, IPARITY, MAXVAL, MINVAL, NORM2, PARITY, PRODUCT, SUM</td>
</tr>
<tr>
<td>Coarray</td>
<td>Inquiry</td>
<td>Functions that convert cosubscripts or return lower or upper cobounds: IMAGE_INDEX, LCOBOUND, UCOBOUND</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Functions that return the number of images or cosubscripts: NUM.Images, THIS_IMAGE</td>
</tr>
<tr>
<td>Polymorphic</td>
<td>Inquiry</td>
<td>Functions that let you determine the dynamic type of an object: EXTENDS_TYPE_OF, SAME_TYPE_AS</td>
</tr>
<tr>
<td>Miscellaneous</td>
<td></td>
<td>Functions that do the following:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Check for pointer association (ASSOCIATED)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return an address (BADDRESS or IADDR)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return the size of a level of the memory cache (CACHESIZE)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Check for end-of-file (EOF)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return error functions (ERF, ERFC, and ERFC_SCALED)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return the class of a floating-point argument (FP_CLASS)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return the INTEGER KIND that will hold an address (INT_PTR_KIND)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Test for Not-a-Number values (ISNAN)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return the internal address of a storage item (LOC)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return a logical value of an argument (LOGICAL)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Allocate memory (MALLOC)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Return a new line character (NEW_LINE)</td>
</tr>
</tbody>
</table>
All of the numeric manipulation, and many of the numeric inquiry functions are defined by the model sets for integers and reals.

The value of the argument does not have to be defined.

For more information on bit functions, see Bit functions.

The Intel® Fortran processor character set is ASCII, so ACHAR = CHAR and IACHAR = ICHAR.

The following table summarizes the generic intrinsic functions and indicates whether they are elemental, inquiry, or transformational functions. Optional arguments are shown within square brackets.

Some intrinsic functions are specific with no generic association. These functions are listed below.

### Summary of Generic Intrinsic Functions

<table>
<thead>
<tr>
<th>Generic Function</th>
<th>Class</th>
<th>Value Returned</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS (A)</td>
<td>E</td>
<td>The absolute value of an argument</td>
</tr>
<tr>
<td>ACHAR (I [,KIND])</td>
<td>E</td>
<td>The character in the specified position of the ASCII character set</td>
</tr>
<tr>
<td>ACOS (X)</td>
<td>E</td>
<td>The arccosine (in radians) of the argument</td>
</tr>
<tr>
<td>ACOSD (X)</td>
<td>E</td>
<td>The arccosine (in degrees) of the argument</td>
</tr>
<tr>
<td>ACOSH (X)</td>
<td>E</td>
<td>The hyperbolic arccosine of the argument</td>
</tr>
<tr>
<td>ADJUSTL (STRING)</td>
<td>E</td>
<td>The specified string with leading blanks removed and placed at the end of the string</td>
</tr>
<tr>
<td>ADJUSTR (STRING)</td>
<td>E</td>
<td>The specified string with trailing blanks removed and placed at the beginning of the string</td>
</tr>
<tr>
<td>AIMAG (Z)</td>
<td>E</td>
<td>The imaginary part of a complex argument</td>
</tr>
<tr>
<td>AINT (A [,KIND])</td>
<td>E</td>
<td>A real value truncated to a whole number</td>
</tr>
<tr>
<td>ALL (MASK [,DIM])</td>
<td>T</td>
<td>.TRUE. if all elements of the masked array are true</td>
</tr>
<tr>
<td>ALLOCATED ([ARRAY=]array)</td>
<td>I</td>
<td>The allocation status of the argument array or scalar</td>
</tr>
</tbody>
</table>

1 All of the numeric manipulation, and many of the numeric inquiry functions are defined by the model sets for integers and reals.

2 The value of the argument does not have to be defined.

3 For more information on bit functions, see Bit functions.

4 The Intel® Fortran processor character set is ASCII, so ACHAR = CHAR and IACHAR = ICHAR.
<table>
<thead>
<tr>
<th>Generic Function</th>
<th>Class</th>
<th>Value Returned</th>
</tr>
</thead>
<tbody>
<tr>
<td>AMAX0 (A1, A2 [, A3,...])</td>
<td>E</td>
<td>The maximum value in a list of integers (returned as a real value)</td>
</tr>
<tr>
<td>AMIN0 (A1, A2 [, A3,...])</td>
<td>E</td>
<td>The minimum value in a list of integers (returned as a real value)</td>
</tr>
<tr>
<td>AND (I, J)</td>
<td>E</td>
<td>See IAND</td>
</tr>
<tr>
<td>ANINT (A [, KIND])</td>
<td>E</td>
<td>A real value rounded to a whole number</td>
</tr>
<tr>
<td>ANY (MASK [, DIM])</td>
<td>T</td>
<td>.TRUE. if any elements of the masked array are true</td>
</tr>
<tr>
<td>ASIN (X)</td>
<td>E</td>
<td>The arcsine (in radians) of the argument</td>
</tr>
<tr>
<td>ASIND (X)</td>
<td>E</td>
<td>The arcsine (in degrees) of the argument</td>
</tr>
<tr>
<td>ASINH (X)</td>
<td>E</td>
<td>The hyperbolic arcsine of the argument</td>
</tr>
<tr>
<td>ASSOCIATED (POINTER [,TARGET])</td>
<td>I</td>
<td>.TRUE. if the pointer argument is associated or the pointer is associated with the specified target</td>
</tr>
<tr>
<td>ATAN (X)</td>
<td>E</td>
<td>The arctangent (in radians) of the argument</td>
</tr>
<tr>
<td>ATAN2 (Y, X)</td>
<td>E</td>
<td>The arctangent (in radians) of the arguments</td>
</tr>
<tr>
<td>ATAN2D (Y, X)</td>
<td>E</td>
<td>The arctangent (in degrees) of the arguments</td>
</tr>
<tr>
<td>ATAND (X)</td>
<td>E</td>
<td>The arctangent (in degrees) of the argument</td>
</tr>
<tr>
<td>ATANH (X)</td>
<td>E</td>
<td>The hyperbolic arctangent of the argument</td>
</tr>
<tr>
<td>BADDRESS (X)</td>
<td>I</td>
<td>The address of the argument</td>
</tr>
<tr>
<td>BESSEL_J0 (X)</td>
<td>E</td>
<td>A Bessel function of the first kind, order 0</td>
</tr>
<tr>
<td>BESSEL_J1 (X)</td>
<td>E</td>
<td>A Bessel function of the first kind, order 1</td>
</tr>
<tr>
<td>BESSEL_JN (N, X)</td>
<td>E</td>
<td>A Bessel function of the first kind, order N</td>
</tr>
<tr>
<td>BESSEL_JN (N1, N2, X)</td>
<td>T</td>
<td>A Bessel function of the first kind</td>
</tr>
<tr>
<td>BESSEL_Y0 (X)</td>
<td>E</td>
<td>A Bessel function of the second kind, order 0</td>
</tr>
<tr>
<td>BESSEL_Y1 (X)</td>
<td>E</td>
<td>A Bessel function of the second kind, order 1</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>BESSEL_YN (N, X)</td>
<td>E</td>
<td>A Bessel function of the second kind, order N</td>
</tr>
<tr>
<td>BESSEL_YN (N1, N2, X)</td>
<td>T</td>
<td>A Bessel function of the second kind</td>
</tr>
<tr>
<td>BGE (I, J)</td>
<td>E</td>
<td>Bitwise greater than or equal to</td>
</tr>
<tr>
<td>BGT (I, J)</td>
<td>E</td>
<td>Bitwise greater than</td>
</tr>
<tr>
<td>BIT_SIZE (I)</td>
<td>I</td>
<td>The number of bits (s) in the bit model</td>
</tr>
<tr>
<td>BLE (I, J)</td>
<td>E</td>
<td>Bitwise less than or equal to</td>
</tr>
<tr>
<td>BLT (I, J)</td>
<td>E</td>
<td>Bitwise less than</td>
</tr>
<tr>
<td>BTEST (I, POS)</td>
<td>E</td>
<td>.TRUE. if the specified position of argument I is one</td>
</tr>
<tr>
<td>CEILING (A [,KIND])</td>
<td>E</td>
<td>The smallest integer greater than or equal to the argument value</td>
</tr>
<tr>
<td>CHAR (I [,KIND])</td>
<td>E</td>
<td>The character in the specified position of the processor character set</td>
</tr>
<tr>
<td>COMMAND_ARGUMENT_COUNT ()</td>
<td>I</td>
<td>The number of command arguments</td>
</tr>
<tr>
<td>CONJG (Z)</td>
<td>E</td>
<td>The conjugate of a complex number</td>
</tr>
<tr>
<td>COS (X)</td>
<td>E</td>
<td>The cosine of the argument, which is in radians</td>
</tr>
<tr>
<td>COSD (X)</td>
<td>E</td>
<td>The cosine of the argument, which is in degrees</td>
</tr>
<tr>
<td>COSH (X)</td>
<td>E</td>
<td>The hyperbolic cosine of the argument</td>
</tr>
<tr>
<td>COTAN (X)</td>
<td>E</td>
<td>The cotangent of the argument, which is in radians</td>
</tr>
<tr>
<td>COTAND (X)</td>
<td>E</td>
<td>The cotangent of the argument, which is in degrees</td>
</tr>
<tr>
<td>COUNT (MASK [,DIM] [,KIND] )</td>
<td>T</td>
<td>The number of .TRUE. elements in the argument array</td>
</tr>
<tr>
<td>CSHIFT (ARRAY, SHIFT [,DIM])</td>
<td>T</td>
<td>An array that has the elements of the argument array circularly shifted</td>
</tr>
<tr>
<td>DBLE (A)</td>
<td>E</td>
<td>The corresponding double precision value of the argument</td>
</tr>
<tr>
<td>DFLOAT (A)</td>
<td>E</td>
<td>The corresponding double precision value of the integer argument</td>
</tr>
<tr>
<td>DIGITS (X)</td>
<td>I</td>
<td>The number of significant digits in the model for the argument</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>----------------</td>
</tr>
<tr>
<td>DIM (X, Y)</td>
<td>E</td>
<td>The positive difference between the two arguments</td>
</tr>
<tr>
<td>DOT_PRODUCT (VECTOR_A, VECTOR_B)</td>
<td>T</td>
<td>The dot product of two rank-one arrays (also called a vector multiply function)</td>
</tr>
<tr>
<td>DREAL (A)</td>
<td>E</td>
<td>The corresponding double-precision value of the double complex argument</td>
</tr>
<tr>
<td>DSHIFTL (ILEFT, IRIGHT, ISHIFT)</td>
<td>E</td>
<td>The upper (leftmost) 64 bits of a left-shifted 128-bit integer</td>
</tr>
<tr>
<td>DSHIFTR (ILEFT, IRIGHT, ISHIFT)</td>
<td>E</td>
<td>The lower (rightmost) 64 bits of a right-shifted 128-bit integer</td>
</tr>
<tr>
<td>EOF (A)</td>
<td>I</td>
<td>.TRUE. or .FALSE. depending on whether a file is beyond the end-of-file record</td>
</tr>
<tr>
<td>EOSHIFT (ARRAY, SHIFT [,BOUNDARY] [,DIM])</td>
<td>T</td>
<td>An array that has the elements of the argument array end-off shifted</td>
</tr>
<tr>
<td>EPSILON (X)</td>
<td>I</td>
<td>The number that is almost negligible when compared to one</td>
</tr>
<tr>
<td>ERF (X)</td>
<td>E</td>
<td>The error function of an argument</td>
</tr>
<tr>
<td>ERFC (X)</td>
<td>E</td>
<td>The complementary error function of an argument</td>
</tr>
<tr>
<td>ERFC_SCALED (X)</td>
<td>E</td>
<td>The scaled complementary error function of an argument</td>
</tr>
<tr>
<td>EXP (X)</td>
<td>E</td>
<td>The exponential $e^x$ for the argument x</td>
</tr>
<tr>
<td>EXPONENT (X)</td>
<td>E</td>
<td>The value of the exponent part of a real argument</td>
</tr>
<tr>
<td>EXTENDS_TYPE_OF (A, MOLD)</td>
<td>I</td>
<td>Whether one dynamic type is an extension of another dynamic type.</td>
</tr>
<tr>
<td>FLOAT (X)</td>
<td>E</td>
<td>The corresponding real value of the integer argument</td>
</tr>
<tr>
<td>FLOOR (A [,KIND])</td>
<td>E</td>
<td>The largest integer less than or equal to the argument value</td>
</tr>
<tr>
<td>FP_CLASS (X)</td>
<td>E</td>
<td>The class of the IEEE floating-point argument</td>
</tr>
<tr>
<td>FRACTION (X)</td>
<td>E</td>
<td>The fractional part of a real argument</td>
</tr>
<tr>
<td>GAMMA (X)</td>
<td>E</td>
<td>A gamma function</td>
</tr>
<tr>
<td>HUGE (X)</td>
<td>I</td>
<td>The largest number in the model for the argument</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>HYPOT (X, Y)</td>
<td>E</td>
<td>A Euclidean distance function</td>
</tr>
<tr>
<td>IACHAR (C [,KIND])</td>
<td>E</td>
<td>The position of the specified character in the ASCII character set</td>
</tr>
<tr>
<td>IADDR (X)</td>
<td>E</td>
<td>See BADDRESS</td>
</tr>
<tr>
<td>IAND (I, J)</td>
<td>E</td>
<td>The logical AND of the two arguments</td>
</tr>
<tr>
<td>IALL (ARRAY, DIM [, MASK]) or</td>
<td>T</td>
<td>The result of a bitwise AND operation</td>
</tr>
<tr>
<td>IALL (ARRAY [, MASK])</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IANY (ARRAY, DIM [, MASK]) or</td>
<td>T</td>
<td>The result of a bitwise OR operation</td>
</tr>
<tr>
<td>IANY (ARRAY [, MASK])</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IBCLR (I, POS)</td>
<td>E</td>
<td>The specified position of argument I cleared (set to zero)</td>
</tr>
<tr>
<td>IBCHNG (I, POS)</td>
<td>E</td>
<td>The reversed value of a specified bit</td>
</tr>
<tr>
<td>IBITS (I, POS, LEN)</td>
<td>E</td>
<td>The specified substring of bits of argument I</td>
</tr>
<tr>
<td>IBSET (I, POS)</td>
<td>E</td>
<td>The specified bit in argument I set to one</td>
</tr>
<tr>
<td>ICHAR (C [, KIND])</td>
<td>E</td>
<td>The position of the specified character in the processor character set</td>
</tr>
<tr>
<td>IEOR (I, J)</td>
<td>E</td>
<td>The logical exclusive OR of the corresponding bit arguments</td>
</tr>
<tr>
<td>IFIX (X)</td>
<td>E</td>
<td>The corresponding integer value of the real argument rounded as if it were an implied conversion in an assignment</td>
</tr>
<tr>
<td>ILEN (I)</td>
<td>I</td>
<td>The length (in bits) in the two's complement representation of an integer</td>
</tr>
<tr>
<td>IMAG (Z)</td>
<td>E</td>
<td>See AIMAG</td>
</tr>
<tr>
<td>IMAGE_INDEX (COARRAY, SUB)</td>
<td>I</td>
<td>The index of the corresponding image</td>
</tr>
<tr>
<td>INDEX (STRING, SUBSTRING [, BACK] [,KIND])</td>
<td>E</td>
<td>The position of the specified substring in a character expression</td>
</tr>
<tr>
<td>INT (A [, KIND])</td>
<td>E</td>
<td>The corresponding integer value (truncated) of the argument</td>
</tr>
<tr>
<td>IOR (I, J)</td>
<td>E</td>
<td>The logical inclusive OR of the corresponding bit arguments</td>
</tr>
<tr>
<td>IPARITY (ARRAY, DIM [, MASK]) or IPARITY (ARRAY [, MASK])</td>
<td>T</td>
<td>The result of a bitwise exclusive OR operation</td>
</tr>
<tr>
<td>IS_CONTIGUOUS (ARRAY)</td>
<td>I</td>
<td>The contiguity of an array</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>IS_IOSTAT_END (I)</td>
<td>E</td>
<td>.TRUE. for an end-of-file condition</td>
</tr>
<tr>
<td>IS_IOSTAT_EOR (I)</td>
<td>E</td>
<td>.TRUE. for an end-of-record condition</td>
</tr>
<tr>
<td>ISHA (I, SHIFT)</td>
<td>E</td>
<td>Argument I shifted left or right by a specified number of bits</td>
</tr>
<tr>
<td>ISHC (I, SHIFT)</td>
<td>E</td>
<td>Argument I rotated left or right by a specified number of bits</td>
</tr>
<tr>
<td>ISHFT (I, SHIFT)</td>
<td>E</td>
<td>The logical end-off shift of the bits in argument I</td>
</tr>
<tr>
<td>ISHTFC (I, SHIFT [,SIZE])</td>
<td>E</td>
<td>The logical circular shift of the bits in argument I</td>
</tr>
<tr>
<td>ISHL (I, SHIFT)</td>
<td>E</td>
<td>Argument I logically shifted left or right by a specified number of bits</td>
</tr>
<tr>
<td>ISNAN (X)</td>
<td>E</td>
<td>Tests for Not-a-Number (NaN) values</td>
</tr>
<tr>
<td>IXOR (I, J)</td>
<td>E</td>
<td>See IEOR</td>
</tr>
<tr>
<td>KIND (X)</td>
<td>I</td>
<td>The kind type parameter of the argument</td>
</tr>
<tr>
<td>LBOUND (ARRAY [,DIM] [,KIND])</td>
<td>I</td>
<td>The lower bounds of an array (or one of its dimensions)</td>
</tr>
<tr>
<td>LEADZ (I)</td>
<td>E</td>
<td>The number of leading zero bits in an integer</td>
</tr>
<tr>
<td>LEN (STRING [,KIND])</td>
<td>I</td>
<td>The length (number of characters) of the argument character string</td>
</tr>
<tr>
<td>LEN_TRIM (STRING [,KIND])</td>
<td>E</td>
<td>The length of the specified string without trailing blanks</td>
</tr>
<tr>
<td>LGE (STRING_A, STRING_B)</td>
<td>E</td>
<td>A logical value determined by a &gt; or = comparison of the arguments</td>
</tr>
<tr>
<td>LGT (STRING_A, STRING_B)</td>
<td>E</td>
<td>A logical value determined by a &gt; comparison of the arguments</td>
</tr>
<tr>
<td>LLE (STRING_A, STRING_B)</td>
<td>E</td>
<td>A logical value determined by a &lt; or = comparison of the arguments</td>
</tr>
<tr>
<td>LLT (STRING_A, STRING_B)</td>
<td>E</td>
<td>A logical value determined by a &lt; comparison of the arguments</td>
</tr>
<tr>
<td>LOC (A)</td>
<td>I</td>
<td>The internal address of the argument.</td>
</tr>
<tr>
<td>LOG (X)</td>
<td>E</td>
<td>The natural logarithm of the argument.</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LOG10 (X)</td>
<td>E</td>
<td>The common logarithm (base 10) of the argument</td>
</tr>
<tr>
<td>LOG_GAMMA (X)</td>
<td>E</td>
<td>The logarithm of the absolute value of the gamma function</td>
</tr>
<tr>
<td>LOGICAL (L [,KIND])</td>
<td>E</td>
<td>The logical value of the argument converted to a logical of type KIND</td>
</tr>
<tr>
<td>LSHIFT (I, POSITIVE_SHIFT)</td>
<td>E</td>
<td>See ISHFT</td>
</tr>
<tr>
<td>LSHFT (I, POSITIVE_SHIFT)</td>
<td>E</td>
<td>Same as LSHIFT; see ISHFT</td>
</tr>
<tr>
<td>MALLOC (I)</td>
<td>E</td>
<td>The starting address for the block of memory allocated</td>
</tr>
<tr>
<td>MASKL (I [,KIND])</td>
<td>E</td>
<td>A left-justified mask</td>
</tr>
<tr>
<td>MASKR (I [,KIND])</td>
<td>E</td>
<td>A right-justified mask</td>
</tr>
<tr>
<td>MATMUL (MATRIX_A, MATRIX_B)</td>
<td>T</td>
<td>The result of matrix multiplication (also called a matrix multiply function)</td>
</tr>
<tr>
<td>MAX (A1, A2 [, A3,...])</td>
<td>E</td>
<td>The maximum value in the set of arguments</td>
</tr>
<tr>
<td>MAX1 (A1, A2 [, A3,...])</td>
<td>E</td>
<td>The maximum value in the set of real arguments (returned as an integer)</td>
</tr>
<tr>
<td>MAXEXPONENT (X)</td>
<td>I</td>
<td>The maximum exponent in the model for the argument</td>
</tr>
<tr>
<td>MAXLOC (ARRAY [,DIM] [,MASK] [,KIND])</td>
<td>T</td>
<td>The rank-one array that has the location of the maximum element in the argument array</td>
</tr>
<tr>
<td>MAXVAL (ARRAY [,DIM] [,MASK])</td>
<td>T</td>
<td>The maximum value of the elements in the argument array</td>
</tr>
<tr>
<td>MERGE (TSOURCE, FSOURCE, MASK)</td>
<td>E</td>
<td>An array that is the combination of two conformable arrays (under a mask)</td>
</tr>
<tr>
<td>MERGE_BITS (I, J, MASK)</td>
<td>E</td>
<td>The merge of bits under a mask</td>
</tr>
<tr>
<td>MIN (A1, A2 [, A3,...])</td>
<td>E</td>
<td>The minimum value in the set of arguments</td>
</tr>
<tr>
<td>MIN1 (A1, A2 [, A3,...])</td>
<td>E</td>
<td>The minimum value in the set of real arguments (returned as an integer)</td>
</tr>
<tr>
<td>MINEXPONENT (X)</td>
<td>I</td>
<td>The minimum exponent in the model for the argument</td>
</tr>
<tr>
<td>MINLOC (ARRAY [,DIM] [,MASK] [,KIND])</td>
<td>T</td>
<td>The rank-one array that has the location of the minimum element in the argument array</td>
</tr>
<tr>
<td>MINVAL (ARRAY [,DIM] [,MASK])</td>
<td>T</td>
<td>The minimum value of the elements in the argument array</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>----------------</td>
</tr>
<tr>
<td>MOD (A, P)</td>
<td>E</td>
<td>The remainder of the arguments (has the sign of the first argument)</td>
</tr>
<tr>
<td>MODULO (A, P)</td>
<td>E</td>
<td>The modulo of the arguments (has the sign of the second argument)</td>
</tr>
<tr>
<td>NEAREST (X, S)</td>
<td>E</td>
<td>The nearest different machine-representable number in a given direction</td>
</tr>
<tr>
<td>NEW_LINE (A)</td>
<td>I</td>
<td>A new line character</td>
</tr>
<tr>
<td>NINT (A [,KIND])</td>
<td>E</td>
<td>A real value rounded to the nearest integer</td>
</tr>
<tr>
<td>NORM2 (X [,DIM])</td>
<td>T</td>
<td>The L2 norm of an array</td>
</tr>
<tr>
<td>NOT (I)</td>
<td>E</td>
<td>The logical complement of the argument</td>
</tr>
<tr>
<td>NULL ([MOLD])</td>
<td>T</td>
<td>A disassociated pointer</td>
</tr>
<tr>
<td>NUM_IMAGES ()</td>
<td>T</td>
<td>The number of images</td>
</tr>
<tr>
<td>OR (I, J)</td>
<td>E</td>
<td>See IOR</td>
</tr>
<tr>
<td>PACK (ARRAY, MASK [,VECTOR])</td>
<td>T</td>
<td>A packed array of rank one (under a mask)</td>
</tr>
<tr>
<td>PARITY (MASK [, DIM])</td>
<td>T</td>
<td>The result of an exclusive OR operation</td>
</tr>
<tr>
<td>POPCNT (I)</td>
<td>E</td>
<td>The number of 1 bits in the integer argument</td>
</tr>
<tr>
<td>POPPAR (I)</td>
<td>E</td>
<td>The parity of the integer argument</td>
</tr>
<tr>
<td>PRECISION (X)</td>
<td>I</td>
<td>The decimal precision (real or complex) of the argument</td>
</tr>
<tr>
<td>PRESENT (A)</td>
<td>I</td>
<td>.TRUE. if an actual argument has been provided for an optional dummy argument</td>
</tr>
<tr>
<td>PRODUCT (ARRAY [,DIM] [,MASK])</td>
<td>T</td>
<td>The product of the elements of the argument array</td>
</tr>
<tr>
<td>QEXT (A)</td>
<td>E</td>
<td>The corresponding REAL(16) precision value of the argument</td>
</tr>
<tr>
<td>QFLOAT (A)</td>
<td>E</td>
<td>The corresponding REAL(16) precision value of the integer argument</td>
</tr>
<tr>
<td>RADIX (X)</td>
<td>I</td>
<td>The base of the model for the argument</td>
</tr>
<tr>
<td>RANGE (X)</td>
<td>I</td>
<td>The decimal exponent range of the model for the argument</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>RANF ()</td>
<td>E</td>
<td>A random number between 0.0 and RAND_MAX</td>
</tr>
<tr>
<td>RANK (A)</td>
<td>I</td>
<td>The rank of a data object</td>
</tr>
<tr>
<td>REAL (A [, KIND])</td>
<td>E</td>
<td>The corresponding real value of the argument</td>
</tr>
<tr>
<td>REPEAT (STRING, NCOPIES)</td>
<td>T</td>
<td>The concatenation of zero or more copies of the specified string</td>
</tr>
<tr>
<td>RESHAPE (SOURCE, SHAPE [,PAD] [,ORDER])</td>
<td>T</td>
<td>An array that has a different shape than the argument array, but the same elements</td>
</tr>
<tr>
<td>RRSPACING (X)</td>
<td>E</td>
<td>The reciprocal of the relative spacing near the argument</td>
</tr>
<tr>
<td>RSHIFT (I, NEGATIVE_SHIFT)</td>
<td>E</td>
<td>See ISHFT</td>
</tr>
<tr>
<td>RSHFT (I, NEGATIVE_SHIFT)</td>
<td>E</td>
<td>Same as RSHIFT; see ISHFT</td>
</tr>
<tr>
<td>SAME_TYPE_AS (A, B)</td>
<td>I</td>
<td>Whether two dynamic types are the same.</td>
</tr>
<tr>
<td>SCALE (X, I)</td>
<td>E</td>
<td>The value of the exponent part (of the model for the argument) changed by a specified value</td>
</tr>
<tr>
<td>SCAN (STRING, SET [,BACK] [,KIND])</td>
<td>E</td>
<td>The position of the specified character (or set of characters) within a string</td>
</tr>
<tr>
<td>SELECTED_CHAR_KIND (NAME)</td>
<td>T</td>
<td>The value of the kind type parameter of the character set named by the argument</td>
</tr>
<tr>
<td>SELECTED_INT_KIND (R)</td>
<td>T</td>
<td>The integer kind parameter of the argument</td>
</tr>
<tr>
<td>SELECTED_REAL_KIND ([P] [,R])</td>
<td>T</td>
<td>The real kind parameter of the argument; one of the optional arguments must be specified</td>
</tr>
<tr>
<td>SET_EXPONENT (X, I)</td>
<td>E</td>
<td>The value of the exponent part (of the model for the argument) set to a specified value</td>
</tr>
<tr>
<td>SHAPE (SOURCE [,KIND])</td>
<td>I</td>
<td>The shape (rank and extents) of an array or scalar</td>
</tr>
<tr>
<td>SHIFTA (I, SHIFT)</td>
<td>E</td>
<td>A right shift with fill</td>
</tr>
<tr>
<td>SHIFTL (I, SHIFT)</td>
<td>E</td>
<td>Argument IVALUE shifted left by a specified number of bits</td>
</tr>
<tr>
<td>SHIFTR (I, SHIFT)</td>
<td>E</td>
<td>Argument IVALUE shifted right by a specified number of bits</td>
</tr>
<tr>
<td>SIGN (A, B)</td>
<td>E</td>
<td>A value with the sign transferred from its second argument</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>----------------</td>
</tr>
<tr>
<td>SIN (X)</td>
<td>E</td>
<td>The sine of the argument, which is in radians</td>
</tr>
<tr>
<td>SIND (X)</td>
<td>E</td>
<td>The sine of the argument, which is in degrees</td>
</tr>
<tr>
<td>SINH (X)</td>
<td>E</td>
<td>The hyperbolic sine of the argument</td>
</tr>
<tr>
<td>SIZE (ARRAY [,DIM] [,KIND])</td>
<td>I</td>
<td>The size (total number of elements) of the argument array (or one of its dimensions)</td>
</tr>
<tr>
<td>SIZEOF (X)</td>
<td>I</td>
<td>The bytes of storage used by the argument</td>
</tr>
<tr>
<td>SNGL (X)</td>
<td>E</td>
<td>The corresponding real value of the argument</td>
</tr>
<tr>
<td>SPACING (X)</td>
<td>E</td>
<td>The value of the absolute spacing of model numbers near the argument</td>
</tr>
<tr>
<td>SPREAD (SOURCE, DIM, NCOPIES)</td>
<td>T</td>
<td>A replicated array that has an added dimension</td>
</tr>
<tr>
<td>SQRT (X)</td>
<td>E</td>
<td>The square root of the argument</td>
</tr>
<tr>
<td>STORAGE_SIZE (A [,KIND])</td>
<td>I</td>
<td>The storage size in bits</td>
</tr>
<tr>
<td>SUM (ARRAY [,DIM] [,MASK])</td>
<td>T</td>
<td>The sum of the elements of the argument array</td>
</tr>
<tr>
<td>TAN (X)</td>
<td>E</td>
<td>The tangent of the argument, which is in radians</td>
</tr>
<tr>
<td>TAND (X)</td>
<td>E</td>
<td>The tangent of the argument, which is in degrees</td>
</tr>
<tr>
<td>TANH (X)</td>
<td>E</td>
<td>The hyperbolic tangent of the argument</td>
</tr>
<tr>
<td>THIS_IMAGE ([COARRAY [, DIM]])</td>
<td>T</td>
<td>The index of the invoking image or the cosubscripts for the image</td>
</tr>
<tr>
<td>TINY (X)</td>
<td>I</td>
<td>The smallest positive number in the model for the argument</td>
</tr>
<tr>
<td>TRAILZ (I)</td>
<td>E</td>
<td>The number of trailing zero bits in an integer</td>
</tr>
<tr>
<td>TRANSFER (SOURCE, MOLD [,SIZE])</td>
<td>T</td>
<td>The bit pattern of SOURCE converted to the type and kind parameters of MOLD</td>
</tr>
<tr>
<td>TRANSPOSE (MATRIX)</td>
<td>T</td>
<td>The matrix transpose for the rank-two argument array</td>
</tr>
<tr>
<td>TRIM (STRING)</td>
<td>T</td>
<td>The argument with trailing blanks removed</td>
</tr>
<tr>
<td>UBOUND (ARRAY [,DIM] [,KIND])</td>
<td>I</td>
<td>The upper bounds of an array (or one of its dimensions)</td>
</tr>
</tbody>
</table>
The following table lists specific functions that have no generic function associated with them and indicates whether they are elemental, nonelemental, or inquiry functions. Optional arguments are shown within square brackets.

### Specific Functions with No Generic Association

<table>
<thead>
<tr>
<th>Generic Function</th>
<th>Class</th>
<th>Value Returned</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNPACK (VECTOR, MASK, FIELD)</td>
<td>T</td>
<td>An array (under a mask) unpacked from a rank-one array</td>
</tr>
<tr>
<td>VERIFY (STRING, SET [,BACK] [,KIND])</td>
<td>E</td>
<td>The position of the first character in a string that does not appear in the given set of characters</td>
</tr>
<tr>
<td>XOR (I, J)</td>
<td>E</td>
<td>See IER</td>
</tr>
<tr>
<td>ZEXT (X [,KIND])</td>
<td>E</td>
<td>A zero-extended value of the argument</td>
</tr>
</tbody>
</table>

### Key to Classes

- **E-Elemental**
- **I-Inquiry**
- **T-Transformational**

The following table lists specific functions that have no generic function associated with them and indicates whether they are elemental, nonelemental, or inquiry functions. Optional arguments are shown within square brackets.

### Specific Functions with No Generic Association

<table>
<thead>
<tr>
<th>Generic Function</th>
<th>Class</th>
<th>Value Returned</th>
</tr>
</thead>
<tbody>
<tr>
<td>CACHESIZE (N)</td>
<td>I</td>
<td>The size of a level of the memory cache</td>
</tr>
<tr>
<td>CMPLX (X [,Y] [,KIND])</td>
<td>E</td>
<td>The corresponding complex value of the argument</td>
</tr>
<tr>
<td>DCMPLX (X, Y)</td>
<td>E</td>
<td>The corresponding double complex value of the argument</td>
</tr>
<tr>
<td>DNUM (I)</td>
<td>E</td>
<td>The corresponding REAL(8) value of a character string</td>
</tr>
<tr>
<td>DPROD (X, Y)</td>
<td>E</td>
<td>The double-precision product of two real arguments</td>
</tr>
<tr>
<td>DREAL (A)</td>
<td>E</td>
<td>The corresponding double-precision value of the double-complex argument</td>
</tr>
<tr>
<td>IARG ( )</td>
<td>I</td>
<td>See IARGC</td>
</tr>
<tr>
<td>IARGC ( )</td>
<td>I</td>
<td>The index of the last command-line argument</td>
</tr>
<tr>
<td>INT_PTR_KIND ( )</td>
<td>I</td>
<td>The INTEGER kind that will hold an address</td>
</tr>
<tr>
<td>INUM (I)</td>
<td>E</td>
<td>The corresponding INTEGER(2) value of a character string</td>
</tr>
<tr>
<td>JNUM (I)</td>
<td>E</td>
<td>The corresponding INTEGER(4) value of a character string</td>
</tr>
<tr>
<td>KNUM (I)</td>
<td>E</td>
<td>The corresponding INTEGER(8) value of a character string</td>
</tr>
<tr>
<td>Generic Function</td>
<td>Class</td>
<td>Value Returned</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------</td>
<td>--------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MCLOCK ( )</td>
<td>I</td>
<td>The sum of the current process's user time and the user and system time of all its child processes.</td>
</tr>
<tr>
<td>NARGS ( )</td>
<td>I</td>
<td>The total number of command-line arguments, including the command</td>
</tr>
<tr>
<td>NUMARG ( )</td>
<td>I</td>
<td>See IARGC</td>
</tr>
<tr>
<td>QCMPLX (X, Y)</td>
<td>E</td>
<td>The corresponding COMPLEX(16) value of the argument</td>
</tr>
<tr>
<td>QNUM (I)</td>
<td>E</td>
<td>The corresponding REAL(16) value of a character string</td>
</tr>
<tr>
<td>QREAL (A)</td>
<td>E</td>
<td>The corresponding REAL(16) value of the real part of a COMPLEX(16) argument</td>
</tr>
<tr>
<td>RAN (I)</td>
<td>N</td>
<td>The next number from a sequence of pseudorandom numbers (uniformly distributed in the range 0 to 1)</td>
</tr>
<tr>
<td>RNUM (I)</td>
<td>E</td>
<td>The corresponding REAL(4) value of a character string</td>
</tr>
<tr>
<td>SECNDS (X)</td>
<td>E</td>
<td>The system time of day (or elapsed time) as a floating-point value in seconds</td>
</tr>
</tbody>
</table>

**Key to Classes**

- E-Elemental
- I-Inquiry
- N-Nonelemental

**Intrinsic Subroutines**

The following table lists the intrinsic subroutines. Optional arguments are shown within square brackets. All these subroutines are nonelemental except for MVBITS. None of the intrinsic subroutines can be passed as actual arguments.

**Intrinsic Subroutines**

<table>
<thead>
<tr>
<th>Subroutine</th>
<th>Value Returned or Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATOMIC_DEFINE (atom, value)</td>
<td>Defines a variable atomically.</td>
</tr>
<tr>
<td>ATOMIC_REF (value, atom)</td>
<td>Lets you reference a variable atomically.</td>
</tr>
<tr>
<td>CPU_TIME (time)</td>
<td>The processor time in seconds</td>
</tr>
<tr>
<td>DATE (buf)</td>
<td>The ASCII representation of the current date (in dd-mmm-yy form)</td>
</tr>
<tr>
<td>DATE_AND_TIME ([date] [,time] [,zone] [,values])</td>
<td>Date and time information from the real-time clock</td>
</tr>
<tr>
<td>ERRSNS ([io_err] [,sys_err] [,stat] [,unit] [,cond])</td>
<td>Information about the most recently detected error condition</td>
</tr>
<tr>
<td>Subroutine</td>
<td>Value Returned or Result</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-----------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EXECUTE_COMMAND_LINE (command [, wait,</td>
<td>The command line is executed.</td>
</tr>
<tr>
<td>exitstat, cmdstat, cmdmsg])</td>
<td></td>
</tr>
<tr>
<td>EXIT ([status])</td>
<td>Image exit status is optionally returned; the program is terminated, all files closed,</td>
</tr>
<tr>
<td></td>
<td>and control is returned to the operating system.</td>
</tr>
<tr>
<td>FREE (a)</td>
<td>Frees memory that is currently allocated.</td>
</tr>
<tr>
<td>GETARG (n, buffer [,status])</td>
<td>The specified command line argument (where the command itself is argument number zero)</td>
</tr>
<tr>
<td>GET_COMMAND ([command, length, status])</td>
<td>The entire command that was used to invoke the program</td>
</tr>
<tr>
<td>GET_COMMAND_ARGUMENT (n [, value, length,</td>
<td>A command line argument of the command that invoked the program</td>
</tr>
<tr>
<td>status])</td>
<td></td>
</tr>
<tr>
<td>GET_ENVIRONMENT_VARIABLE (name [, value,</td>
<td>The value of an environment variable</td>
</tr>
<tr>
<td>length, status, trim_name])</td>
<td></td>
</tr>
<tr>
<td>IDATE (i, j, k)</td>
<td>Three integer values representing the current month, day, and year</td>
</tr>
<tr>
<td>MM_PREFETCH (address [,hint] [,fault] [,exclusive])</td>
<td>Data from the specified address on one memory cache line</td>
</tr>
<tr>
<td>MOVE_ALLOC (from, to)</td>
<td>An allocation is moved from one allocatable object to another.</td>
</tr>
<tr>
<td>MVBITS (from, frompos, len, to, topos)¹</td>
<td>A sequence of bits (bit field) is copied from one location to another.</td>
</tr>
<tr>
<td>RANDOM_NUMBER (harvest)</td>
<td>A pseudorandom number taken from a sequence of pseudorandom numbers uniformly</td>
</tr>
<tr>
<td></td>
<td>distributed within the range 0.0 to 1.0</td>
</tr>
<tr>
<td>RANDOM_SEED ([size] [,put] [,get])</td>
<td>The initialization or retrieval of the pseudorandom number generator seed value</td>
</tr>
<tr>
<td>RANDU (i1, i2, x)</td>
<td>A pseudorandom number as a single-precision value (within the range 0.0 to 1.0)</td>
</tr>
<tr>
<td>SYSTEM_CLOCK ([count] [,count_rate]</td>
<td>Data from the processors real-time clock</td>
</tr>
<tr>
<td></td>
<td>[count_max])</td>
</tr>
<tr>
<td>TIME (buf)</td>
<td>The ASCII representation of the current time (in hh:mm:ss form)</td>
</tr>
</tbody>
</table>

¹ An elemental subroutine
Data Transfer I/O Statements

Data Transfer I/O Statements Overview

Input/Output (I/O) statements can be used for data transfer, file connection, file inquiry, and file positioning. This section discusses data transfer and contains information on the following topics:

- An overview of records and files
- Components of data transfer statements
- Data transfer input statements:
  - READ
    Data can be input from external sequential or direct-access records, or from internal records.
  - ACCEPT
    This statement is the same as a formatted, sequential READ statement, except that an ACCEPT statement must never be connected to user-specified I/O units.
- Data transfer output statements:
  - WRITE
    Data can be output to external sequential or direct-access records, or to internal records.
  - PRINT and TYPE
    The PRINT statement is the same as a formatted, sequential WRITE statement, except that the PRINT statement must never transfer data to user-specified I/O units.
    TYPE is a synonym for PRINT. All forms and rules for the PRINT statement also apply to the TYPE statement.
  - REWRITE
    It rewrites the current record and it can be formatted or unformatted.

File connection, file inquiry, and file positioning I/O statements are discussed in File Operation I/O Statements.

Records and Files

A record is a sequence of values or a sequence of characters. There are three kinds of Fortran records, as follows:

- Formatted
  A record containing formatted data that requires translation from internal to external form. Formatted I/O statements have explicit format specifiers (which can specify list-directed formatting) or namelist specifiers (for namelist formatting). Only formatted I/O statements can read formatted data.
- Unformatted
  A record containing unformatted data that is not translated from internal form. An unformatted record can also contain no data. The internal representation of unformatted data is processor-dependent. Only unformatted I/O statements can read unformatted data.
- Endfile
  The last record of a file. An endfile record can be explicitly written to a sequential file by an ENDFILE statement.

A file is a sequence of records. There are two types of Fortran files, as follows:
External

A file that exists in a medium (such as computer disks or terminals) external to the executable program.

Records in an external file must be either all formatted or all unformatted. There are two ways to access records in external files: sequential and direct access.

In sequential access, records are processed in the order in which they appear in the file. In direct access, records are selected by record number, so they can be processed in any order.

Internal

Memory (internal storage) that behaves like a file. This type of file provides a way to transfer and convert data in memory from one format to another. The contents of these files are stored as scalar character variables.

See Also

Unit Specifier (UNIT=)

Components of Data Transfer Statements

Data transfer statements take one of the following forms:

- `io-keyword (io-control-list) [io-list]`
- `io-keyword format [, io-list]`

`io-keyword`

Is one of the following: ACCEPT, PRINT (or TYPE), READ, REWRITE, or WRITE.

`io-control-list`

Is one or more of the following input/output (I/O) control specifiers:

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[UNIT=]io-unit</td>
<td>The I/O unit to act upon.</td>
</tr>
<tr>
<td>[FMT=]format</td>
<td>The format (explicit or list-directed) to use for data editing. If explicit, the keyword form must appear.</td>
</tr>
<tr>
<td>[NML=]group</td>
<td>A namelist specifier.</td>
</tr>
<tr>
<td>ADVANCE</td>
<td>Changes the record number used for direct-access I/O.</td>
</tr>
<tr>
<td>ERR</td>
<td>Error flag.</td>
</tr>
<tr>
<td>END</td>
<td>End-of-record flag.</td>
</tr>
<tr>
<td>IOMSG</td>
<td>Message flag.</td>
</tr>
<tr>
<td>IOSTAT</td>
<td>End-of-file flag.</td>
</tr>
<tr>
<td>POS</td>
<td>Position flag.</td>
</tr>
<tr>
<td>REC</td>
<td>Record flag.</td>
</tr>
</tbody>
</table>

`io-list`

Is an I/O list, which can contain variables (except for assumed-size arrays) or implied-DO lists. Output statements can contain constants or expressions.

`format`

Is the nonkeyword form of a control-list format specifier (no FMT=).

If a format specifier ([FMT=]format) or namelist specifier ([NML=]group) is present, the data transfer statement is called a formatted I/O statement; otherwise, it is an unformatted I/O statement.

If a record specifier (REC=) is present, the data transfer statement is a direct-access I/O statement; otherwise, it is a sequential-access I/O statement.

If an error, end-of-record, or end-of-file condition occurs during data transfer, file positioning and execution are affected, and certain control-list specifiers (if present) become defined. (For more information, see Branch Specifiers.)

Following sections describe the I/O control list and I/O lists.

I/O Control List

The I/O control list specifies one or more of the following:

- The I/O unit to act upon ([UNIT=]io-unit)
  
  This specifier must be present; the rest are optional.
- The format (explicit or list-directed) to use for data editing; if explicit, the keyword form must appear ([FMT=]
• The namelist group name to act upon ([NML=]group)
• The number of a record to access (REC=)
• The name of a variable that contains the completion status of an I/O operation (IOSTAT=)
• The label of the statement that receives control if an error (ERR=), end-of-file (END=), or end-of-record (EOR=) condition occurs
• Whether you want to use advancing or nonadvancing I/O (ADVANCE=)
• The number of characters read from a record (SIZE=)
• Whether you want to use asynchronous or synchronous I/O (ASYNCHRONOUS=)
• The identifier for a pending data transfer operation (ID=)
• The identifier for the file position in file storage units in a stream file (POS=)
• The name of a variable that contains an error message (IOMSG=)

No control specifier can appear more than once, and the list must not contain both a format specifier and namelist group name specifier.

Control specifiers can take any of the following forms:

• Keyword form
  When the keyword form (for example, UNIT=io-unit) is used for all control-list specifiers in an I/O statement, the specifiers can appear in any order.

• Nonkeyword form
  When the nonkeyword form (for example, io-unit) is used for all control-list specifiers in an I/O statement, the io-unit specifier must be the first item in the control list. If a format specifier or namelist group name specifier is used, it must immediately follow the io-unit specifier.

• Mixed form
  When a mix of keyword and nonkeyword forms is used for control-list specifiers in an I/O statement, the nonkeyword values must appear first. Once a keyword form of a specifier is used, all specifiers to the right must also be keyword forms.

**Unit Specifier (UNIT=)**

The unit specifier identifies the I/O unit to be accessed. It takes the following form:

[Unit=]io-unit

For external files, it identifies a logical unit and is one of the following:

• A scalar integer expression that refers to a specific file, I/O device, or pipe. If necessary, the value is converted to integer data type before use. The integer is in the range 0 through 2,147,483,643. Note that the predefined parameters FOR_K_PRINT_UNITNO, FOR_K_TYPE_UNITNO, FOR_K_ACCEPT_UNITNO, and FOR_K_READ_UNITNO may not be in that range.

  Units 5, 6, and 0 are associated with preconnected units.

• An asterisk (*). This is the default (or implicit) external unit, which is preconnected for formatted sequential access. You can also preconnect files by using an environment variable.

For internal files, it identifies a scalar or array character variable that is an internal file. An internal file is designated internal storage space (a variable buffer) that is used with formatted (including list-directed) sequential READ and WRITE statements.

The io-unit must be specified in a control list. If the keyword UNIT is omitted, the io-unit must be first in the control list.

A unit number is assigned either explicitly through an OPEN statement or implicitly by the system. If a READ statement implicitly opens a file, the file’s status is STATUS='OLD'. If a WRITE statement implicitly opens a file, the file’s status is STATUS='UNKNOWN'.

If the internal file is a scalar character variable, the file has only one record; its length is equal to that of the variable.
If the internal file is an array character variable, the file has a record for each element in the array; each record’s length is equal to one array element.

An internal file can be read only if the variable has been defined and a value assigned to each record in the file. If the variable representing the internal file is a pointer, it must be associated; if the variable is an allocatable array, it must be currently allocated.

Before data transfer, an internal file is always positioned at the beginning of the first character of the first record.

**See Also**

**OPEN**

**Format Specifier (FMT=)**

The format specifier indicates the format to use for data editing. It takes the following form:

```
[FMT=] format
```

is one of the following:

- The statement label of a FORMAT statement
  - The FORMAT statement must be in the same scoping unit as the data transfer statement.
- An asterisk (*), indicating list-directed formatting
- A scalar default integer variable that has been assigned the label of a FORMAT statement (through an ASSIGN statement)
  - The FORMAT statement must be in the same scoping unit as the data transfer statement.
- A character expression (which can be an array or character constant) containing the run-time format
  - A default character expression must evaluate to a valid format specification. If the expression is an array, it is treated as if all the elements of the array were specified in array element order and were concatenated.
- The name of a numeric array (or array element) containing the format

If the keyword FMT is omitted, the format specifier must be the second specifier in the control list; the io-unit specifier must be first.

If a format specifier appears in a control list, a namelist group specifier must not appear.

**See Also**

**FORMAT**

**Interaction Between Format Specifications and I/O Lists**

**Rules for List-Directed Sequential READ Statements** for details on list-directed input

**Rules for List-Directed Sequential WRITE Statements** for details on list-directed output

**Namelist Specifier (NML=)**

The namelist specifier indicates namelist formatting and identifies the namelist group for data transfer. It takes the following form:

```
[NML=] group
```

is the name of a namelist group previously declared in a `NAMELIST` statement.

If the keyword NML is omitted, the namelist specifier must be the second specifier in the control list; the io-unit specifier must be first.

If a namelist specifier appears in a control list, a format specifier must *not* appear.
**See Also**
*Rules for Namelist Sequential READ Statement* for details on namelist input
*Rules for Namelist Sequential WRITE Statements* for details on namelist output
READ Statement
WRITE Statement

**Record Specifier (REC=)**
The record specifier identifies the number of the record for data transfer in a file connected for direct access. It takes the following form:

```
REC=r
```

*r* is a scalar numeric expression indicating the record number. The value of the expression must be greater than or equal to 1, and less than or equal to the maximum number of records allowed in the file.

If necessary, the value is converted to integer data type before use.

If REC is present, no END specifier, * format specifier, or namelist group name can appear in the same control list.

**See Also**
*Alternative Syntax for a Record Specifier*

**I/O Status Specifier (IOSTAT=)**
The I/O status specifier designates a variable to store a value indicating the status of a data transfer operation. It takes the following form:

```
IOSTAT=i-var
```

*i-var* is a scalar integer variable. When a data transfer statement is executed, *i-var* is set to one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A positive integer</td>
<td>Indicating an error condition occurred.</td>
</tr>
<tr>
<td>A negative integer</td>
<td>Indicating an end-of-file or end-of-record condition occurred. The negative integers differ depending on which condition occurred.</td>
</tr>
<tr>
<td>Zero</td>
<td>Indicating no error, end-of-file, or end-of-record condition occurred.</td>
</tr>
</tbody>
</table>

Execution continues with the statement following the data transfer statement, or the statement identified by a branch specifier (if any).

An end-of-file condition occurs only during execution of a sequential READ statement; an end-of-record condition occurs only during execution of a nonadvancing READ statement.

**See Also**
*List of Run-Time Error Messages*
CLOSE
READ Statement
WRITE Statement
Branch Specifiers (END=, EOR=, ERR=)

A branch specifier identifies a branch target statement that receives control if an error, end-of-file, or end-of-record condition occurs. There are three branch specifiers, taking the following forms:

ERR=label
END=label
EOR=label

label Is the label of the branch target statement that receives control when the specified condition occurs.
The branch target statement must be in the same scoping unit as the data transfer statement.

The following rules apply to these specifiers:

- **ERR**
  The error specifier can appear in a sequential access READ or WRITE statement, a direct-access READ statement, or a REWRITE statement.
  If an error condition occurs, the position of the file is indeterminate, and execution of the statement terminates.
  If IOSTAT was specified, the IOSTAT variable becomes defined as a positive integer value. If SIZE was specified (in a nonadvancing READ statement), the SIZE variable becomes defined as an integer value. If a label was specified, execution continues with the labeled statement.

- **END**
  The end-of-file specifier can appear only in a sequential access READ statement.
  An end-of-file condition occurs when no more records exist in a file during a sequential read, or when an end-of-file record produced by the ENDFILE statement is encountered. End-of-file conditions do not occur in direct-access READ statements.
  If an end-of-file condition occurs, the file is positioned after the end-of-file record, and execution of the statement terminates.
  If IOSTAT was specified, the IOSTAT variable becomes defined as a negative integer value. If a label was specified, execution continues with the labeled statement.

- **EOR**
  The end-of-record specifier can appear only in a formatted, sequential access READ statement that has the specifier ADVANCE='NO'(nonadvancing input).
  An end-of-record condition occurs when a nonadvancing READ statement tries to transfer data from a position after the end of a record.
  If an end-of-record condition occurs, the file is positioned after the current record, and execution of the statement terminates.
  If IOSTAT was specified, the IOSTAT variable becomes defined as a negative integer value. If PAD='YES' was specified for file connection, the record is padded with blanks (as necessary) to satisfy the input item list and the corresponding data edit descriptor. If SIZE was specified, the SIZE variable becomes defined as an integer value. If a label was specified, execution continues with the labeled statement.

If one of the conditions occurs, no branch specifier appears in the control list, but an IOSTAT specifier appears, execution continues with the statement following the I/O statement. If neither a branch specifier nor an IOSTAT specifier appears, the program terminates.

**See Also**

I/O Status Specifier (IOSTAT=)
Branch Statements Overview

Compiler Reference section: *Error Handling* for details on error processing
Advance Specifier (ADVANCE=)
The advance specifier determines whether nonadvancing I/O occurs for a data transfer statement. It takes the following form:

ADVANCE=c-expr

c-expr

Is a scalar character expression that evaluates to 'YES' for advancing I/O or 'NO' for nonadvancing I/O. The default value is 'YES'.

Trailing blanks in the expression are ignored. The values specified are without regard to case.

The ADVANCE specifier can appear only in a formatted, sequential data transfer statement that specifies an external unit. It must not be specified for list-directed or namelist data transfer.

Advancing I/O always positions a file at the end of a record, unless an error condition occurs. Nonadvancing I/O can position a file at a character position within the current record.

See Also
Compiler Reference: Data and I/O: Fortran I/O: Advancing and Nonadvancing Record I/O

Asynchronous Specifier (ASYNCHRONOUS=)
The asynchronous specifier determines whether asynchronous I/O occurs for a data transfer statement. It takes the following form:

ASYNCHRONOUS=i-expr

i-expr

Is a scalar character initialization expression that evaluates to 'YES' for asynchronous I/O or 'NO' for synchronous I/O. The value 'YES' should not appear unless the data transfer statement specifies a file unit number for io-unit. The default value is 'NO'.

Trailing blanks in the expression are ignored. The values specified are without regard to case.

Asynchronous I/O is permitted only for external files opened with an OPEN statement that specifies ASYNCHRONOUS='YES'.

When an asynchronous I/O statement is executed, the pending I/O storage sequence for the data transfer operation is defined to be:

- The set of storage units specified by the I/O item list or by the NML= specifier
- The storage units specified by the SIZE= specifier

Character Count Specifier (SIZE=)
The character count specifier defines a variable to contain the count of the characters transferred by data edit descriptors during execution of the current input statement. It takes the following form:

SIZE=i-var

i-var

Is a scalar integer variable.

If PAD='YES' was specified for file connection, blanks inserted as padding are not counted.

For input statements, the SIZE= specifier can appear only in a formatted, sequential READ statement that has the specifier ADVANCE='NO' (nonadvancing input). It must not be specified for list-directed or namelist data transfer.

For asynchronous nonadvancing input, the storage units specified in the SIZE= specifier become defined with the count of the characters transferred when the corresponding wait operation is executed.

ID Specifier (ID=)
The ID specifier identifies a pending data transfer operation for a specified unit. It takes the following form:
ID=id-var

The ID specifier is a scalar integer variable to be used as an identifier. This specifier can only be used if the value of ASYNCHRONOUS=i-expr is "YES".

If an ID specifier is used in a data transfer statement, a wait operation is performed for the operation. If it is omitted, wait operations are performed for all pending data transfers for the specified unit.

If an error occurs during the execution of a data transfer statement containing an ID specifier, the variable specified becomes undefined.

In an INQUIRE statement, the ID= specifier identifies a pending asynchronous data transfer. It is used with the PENDING specifier to determine whether a specific asynchronous pending data transfer is completed.

**POS Specifier (POS=)**

The POS specifier identifies the file position in file storage units in a stream file (ACCESS='STREAM'). It takes the following form:

POS=p

p

Is a scalar integer expression that specifies the file position. It can only be specified on a file opened for stream access. If omitted, the stream I/O occurs starting at the next file position after the current file position.

Each file storage unit has a unique file position, represented by a positive integer. The first file storage unit is a file at file position 1. The position of each subsequent file storage unit is one greater than that of its preceding file storage unit.

For a formatted file, the file storage unit is an eight-bit byte. For an unformatted file, the file storage unit is an eight-bit byte (if option assume byterecl is specified) or a 32-bit word (if option assume nobyterecl, the default, is specified).

**I/O Message Specifier (IOMSG=)**

The I/O message specifier designates a variable to contain the message to be returned when an I/O error occurs. It takes the following form:

IOMSG=msg-var

msg-var

Is a scalar default character variable.

If an error (ERR=), end-of-file (END=), or end-of-record (EOR=) condition occurs during execution of an I/O statement, msg-var is assigned an explanatory message.

If no error occurs, the value of the variable remains unchanged.

**I/O Lists**

In a data transfer statement, the I/O list specifies the entities whose values will be transferred. An input list is made up of implied-do lists and simple lists of variables (except for assumed-size arrays). An output list is made up of implied-do lists, expressions, and simple lists of variables (except for assumed-size arrays).

In input statements, the I/O list cannot contain constants and expressions because these do not specify named memory locations that can be referenced later in the program.

However, constants and expressions can appear in the I/O lists for output statements because the compiler can use temporary memory locations to hold these values during the execution of the I/O statement.

If an input item is a pointer, it must be currently associated with a definable target; data is transferred from the file to the associated target. If an output item is a pointer, it must be currently associated with a target; data is transferred from the target to the file.
If an input or output item is an array, it is treated as if the elements (if any) were specified in array element order. For example, if ARRAY_A is an array of shape (2,1), the following input statements are equivalent:

```plaintext
READ *, ARRAY_A
READ *, ARRAY_A(1,1), ARRAY_A(2,1)
```

However, no element of that array can affect the value of any expression in the input list, nor can any element appear more than once in an input list. For example, the following input statements are invalid:

```plaintext
INTEGER B(50)
...
READ *, B(B)
READ *, B(B(1):B(10))
```

If an input or output item is an allocatable array, it must be currently allocated.

If an input or output item is a derived type, the following rules apply:

- Any derived-type component must be in the scoping unit containing the I/O statement.
- The derived type must not have a pointer component.
- In a formatted I/O statement, a derived type is treated as if all of the components of the structure were specified in the same order as in the derived-type definition.
- In an unformatted I/O statement, a derived type is treated as a single object.

**See Also**

Simple List Items in I/O Lists
Implied-DO Lists in I/O Lists

**Simple List Items in I/O Lists**

In a data transfer statement, a simple list of items takes the following form:

```plaintext
item [, item] ...
```

`item` is one of the following:

- For input statements: a variable name
  - The variable must not be an assumed-size array, unless one of the following appears in the last dimension: a subscript, a vector subscript, or a section subscript specifying an upper bound.
- For output statements: a variable name, expression, or constant
  - Any expression must not attempt further I/O operations on the same logical unit. For example, it must not refer to a function subprogram that performs I/O on the same logical unit.

The data transfer statement assigns values to (or transfers values from) the list items in the order in which the items appear, from left to right.

When multiple array names are used in the I/O list of an unformatted input or output statement, only one record is read or written, regardless of how many array name references appear in the list.

**Examples**

The following example shows a simple I/O list:

```plaintext
WRITE (6,10) J, K(3), 4, (L+4)/2, N
```

When you use an array name reference in an I/O list, an input statement reads enough data to fill every item of the array. An output statement writes all of the values in the array.

Data transfer begins with the initial item of the array and proceeds in the order of subscript progression, with the leftmost subscript varying most rapidly. The following statement defines a two-dimensional array:

```plaintext
DIMENSION ARRAY(3,3)
```

If the name ARRAY appears with no subscripts in a READ statement, that statement assigns values from the input record(s) to ARRAY(1,1), ARRAY(2,1), ARRAY(3,1), ARRAY(1,2), and so on through ARRAY(3,3).
An input record contains the following values:

1,3,721.73

The following example shows how variables in the I/O list can be used in array subscripts later in the list:

```fortran
DIMENSION ARRAY(3,3)
...
READ (1,30) J, K, ARRAY(J,K)
```

When the READ statement is executed, the first input value is assigned to J and the second to K, establishing the subscript values for ARRAY(J,K). The value 721.73 is then assigned to ARRAY(1,3). Note that the variables must appear before their use as array subscripts.

Consider the following derived-type definition and structure declaration:

```fortran
TYPE EMPLOYEE
  INTEGER ID
  CHARACTER(LEN=40) NAME
END TYPE EMPLOYEE
...
TYPE(EMPLOYEE) :: CONTRACT   ! A structure of type EMPLOYEE
```

The following statements are equivalent:

```fortran
READ *, CONTRACT
READ *, CONTRACT%ID, CONTRACT%NAME
```

The following shows more examples:

```fortran
! A variable and array element in iolist:
REAL b(99)
READ (*, 300) n, b(n) ! n and b(n) are the iolist
300 FORMAT (I2, F10.5) ! FORMAT statement telling what form the input data has

! A derived type and type element in iolist:
TYPE YOUR_DATA
  REAL a
  CHARACTER(30) info
  COMPLEX cx
END TYPE YOUR_DATA
TYPE (YOUR_DATA) yd1, yd2
yd1.a = 2.3
yd1.info = "This is a type demo."
yd2.cx = (3.0, 4.0)
yd2.cx = (4.5, 6.7)
! The iolist follows the WRITE (*,500).
WRITE (*, 500) yd1, yd2.cx
! The format statement tells how the iolist will be output.
500 FORMAT (F5.3, A21, F5.2, ',', F5.2, ' yd2.cx = (', F5.2, ',', F5.2, ' )')
! The output looks like:
! 2.300This is a type demo 3.00, 4.00 yd2.cx = ( 4.50, 6.70 )
```

The following example uses an array and an array section:

```fortran
! An array in the iolist:
INTEGER handle(5)
DATA handle / 5*0 /
WRITE (*, 99) handle
99 FORMAT (5I5)
! An array section in the iolist.
WRITE (*, 100) handle(2:3)
100 FORMAT (2I5)
```
The following shows another example:

```fortran
PRINT *, '(I5)', 2*3 ! The iolist is the expression 2*3.
```

The following example uses a namelist:

```fortran
! Namelist I/O:
    INTEGER int1
    LOGICAL log1
    REAL r1
    CHARACTER (20) char20
    NAMELIST /mylist/ int1, log1, r1, char20
int1 = 1
log1 = .TRUE.
r1 = 1.0
char20 = 'NAMELIST demo'
OPEN (UNIT = 4, FILE = 'MYFILE.DAT', DELIM = 'APOSTROPHE')
WRITE (UNIT = 4, NML = mylist)
! Writes the following:
! &MYLIST
! INT1 = 1,
! LOG1 = T,
! R1 = 1.000000,
! CHAR20 = 'NAMELIST demo'
! /
REWIND(4)
READ (4, mylist)
```

See Also

- I/O Lists for details on the general rules for I/O lists
- Implied-DO Lists in I/O Lists

Implied-DO Lists in I/O Lists

In a data transfer statement, an implied-DO list acts as though it were a part of an I/O statement within a DO loop. It takes the following form:

```
(list, do-var = expr 1, expr 2 [, expr 3])
```

- **list** Is a list of variables, expressions, or constants (see Simple List Items in I/O Lists).
- **do-var** Is the name of a scalar integer or real variable. The variable must not be one of the input items in *list*.
- **expr** Are scalar numeric expressions of type integer or real. They do not all have to be the same type, or the same type as the DO variable.

The implied-DO loop is initiated, executed, and terminated in the same way as a DO construct.

The *list* is the range of the implied-DO loop. Items in that list can refer to *do-var*, but they must not change the value of *do-var*.

Two nested implied-DO lists must not have the same (or an associated) DO variable.

Use an implied-DO list to do the following:

- Specify iteration of part of an I/O list
- Transfer part of an array
- Transfer array items in a sequence different from the order of subscript progression

If the I/O statement containing an implied-DO list terminates abnormally (with an END, EOR, or ERR branch or with an IOSTAT value other than zero), the DO variable becomes undefined.
Examples

The following two output statements are equivalent:

- WRITE (3,200) (A,B,C, I=1,3)   ! An implied-DO list

The following example shows nested implied-DO lists. Execution of the innermost list is repeated most often:

- WRITE (6,150) ((FORM(K,L), L=1,10), K=1,10,2)

The inner DO loop is executed 10 times for each iteration of the outer loop; the second subscript (L) advances from 1 through 10 for each increment of the first subscript (K). This is the reverse of the normal array element order. Note that K is incremented by 2, so only the odd-numbered rows of the array are output.

In the following example, the entire list of the implied-DO list (P(1), Q(1,1), Q(1,2)...,Q(1,10)) are read before I is incremented to 2:

- READ (5,999) (P(I), (Q(I,J), J=1,10), I=1,5)

The following example uses fixed subscripts and subscripts that vary according to the implied-DO list:

- READ (3,5555) (BOX(1,J), J=1,10)

Input values are assigned to BOX(1,1) through BOX(1,10), but other elements of the array are not affected.

The following example shows how a DO variable can be output directly:

- WRITE (6,1111) (I, I=1,20)

Integers 1 through 20 are written.

Consider the following:

```fortran
INTEGER mydata(25)
READ (10, 9000) (mydata(I), I=6,10,1)
9000  FORMAT (5I3)
```

In this example, the `io/list` specifies to put the input data into elements 6 through 10 of the array called `mydata`. The third value in the implied-DO loop, the increment, is optional. If you leave it out, the increment value defaults to 1.

See Also

Execution Control Overview
I/O Lists for details on the general rules for I/O lists

Forms for READ Statements

Forms for Sequential READ Statements

Sequential READ statements transfer input data from external sequential-access records. The statements can be formatted with format specifiers (which can use list-directed formatting) or namelist specifiers (for namelist formatting), or they can be unformatted.

A sequential READ statement takes one of the following forms:

**Formatted:**

- READ form [, io-list]
**Formatted - List-Directed:**

```
READ * [, io-list]
```

**Formatted - Namelist:**

```
READ nml
```

**Unformatted:**

```
```

**See Also**

READ Statement
I/O Control List
I/O Lists

**Rules for Formatted Sequential READ Statements**

Formatted, sequential READ statements translate data from character to binary form by using format specifications for editing (if any). The translated data is assigned to the entities in the I/O list in the order in which the entities appear, from left to right.

Values can be transferred to objects of intrinsic or derived types. For derived types, values of intrinsic types are transferred to the components of intrinsic types that ultimately make up these structured objects.

For data transfer, the file must be positioned so that the record read is a formatted record or an end-of-file record.

If the number of I/O list items is less than the number of fields in an input record, the statement ignores the excess fields.

If the number of I/O list items is greater than the number of fields in an input record, the input record is padded with blanks. However, if PAD='NO' was specified for file connection, the input list and file specification must not require more characters from the record than it contains. If more characters are required and nonadvancing input is in effect, an end-of-record condition occurs.

If the file is connected for unformatted I/O, formatted data transfer is prohibited.

**Examples**

The following example shows formatted, sequential READ statements:

```
READ (*, '(B)', ADVANCE='NO') C
READ (FMT="(E2.4)", UNIT=6, IOSTAT=IO_STATUS) A, B, C
```

**See Also**

READ Statement
Forms for Sequential READ Statements

**Rules for List-Directed Sequential READ Statements**

List-directed, sequential READ statements translate data from character to binary form by using the data types of the corresponding I/O list item to determine the form of the data. The translated data is then assigned to the entities in the I/O list in the order in which they appear, from left to right.

If a slash ( / ) is encountered during execution, the READ statement is terminated, and any remaining input list items are unchanged.

If the file is connected for unformatted I/O, list-directed data transfer is prohibited.
List-Directed Records

A list-directed external record consists of a sequence of values and value separators. A value can be any of the following:

- A constant

  Each constant must be a literal constant of type integer, real, complex, logical, or character; or a nondelimited character string. Binary, octal, hexadecimal, Hollerith, and named constants are not permitted.

  In general, the form of the constant must be acceptable for the type of the list item. The data type of the constant determines the data type of the value and the translation from external to internal form. The following rules also apply:

  - A numeric list item can correspond only to a numeric constant, and a character list item can correspond only to a character constant. If the data types of a numeric list element and its corresponding numeric constant do not match, conversion is performed according to the rules for arithmetic assignment (see the table in Numeric Assignment Statements).
  
  - A complex constant has the form of a pair of real or integer constants separated by a comma and enclosed in parentheses. Blanks can appear between the opening parenthesis and the first constant, before and after the separating comma, and between the second constant and the closing parenthesis.
  
  - A logical constant represents true values (.TRUE. or any value beginning with T, .T, t, or .t) or false values (.FALSE. or any value beginning with F, .F, f, or .f).

  A character string does not need delimiting apostrophes or quotation marks if the corresponding I/O list item is of type default character, and the following is true:

    - The character string does not contain a blank, comma (,), or slash (/).
    - The character string is not continued across a record boundary.
    - The first nonblank character in the string is not an apostrophe or a quotation mark.
    - The leading character is not a string of digits followed by an asterisk.

  A nondelimited character string is terminated by the first blank, comma, slash, or end-of-record encountered. Apostrophes and quotation marks within nondelimited character strings are transferred as is.

- A null value

  A null value is specified by two consecutive value separators (such as,,) or a nonblank initial value separator. (A value separator before the end of the record does not signify a null value.)

  A null value indicates that the corresponding list element remains unchanged. A null value can represent an entire complex constant, but cannot be used for either part of a complex constant.

  - A repetition of a null value (r*) or a constant (r*constant), where r is an unsigned, nonzero, integer literal constant with no kind parameter, and no embedded blanks.

  A value separator is any number of blanks, or a comma or slash, preceded or followed by any number of blanks. When any of these appear in a character constant, they are considered part of the constant, not value separators.

  The end of a record is equivalent to a blank character, except when it occurs in a character constant. In this case, the end of the record is ignored, and the character constant is continued with the next record (the last character in the previous record is immediately followed by the first character of the next record).

  Blanks at the beginning of a record are ignored unless they are part of a character constant continued from the previous record. In this case, the blanks at the beginning of the record are considered part of the constant.
Examples

Suppose the following statements are specified:

```plaintext
CHARACTER*14 C
DOUBLE PRECISION T
COMPLEX D,E
LOGICAL L,M
READ (1,*) I,R,D,E,L,M,J,K,S,T,C,A,B
```

Then suppose the following external record is read:

```plaintext
4 6.3 (3.4,4.2), (3, 2 ), T,F,,3*14.6,'ABC,DEF/GHI''JK'/
```

The following values are assigned to the I/O list items:

<table>
<thead>
<tr>
<th>I/O List Item</th>
<th>Value Assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>4</td>
</tr>
<tr>
<td>R</td>
<td>6.3</td>
</tr>
<tr>
<td>D</td>
<td>(3.4,4.2)</td>
</tr>
<tr>
<td>E</td>
<td>(3.0,2.0)</td>
</tr>
<tr>
<td>L</td>
<td>.TRUE.</td>
</tr>
<tr>
<td>M</td>
<td>.FALSE.</td>
</tr>
<tr>
<td>J</td>
<td>Unchanged</td>
</tr>
<tr>
<td>K</td>
<td>14</td>
</tr>
<tr>
<td>S</td>
<td>14.6</td>
</tr>
<tr>
<td>T</td>
<td>14.6D0</td>
</tr>
<tr>
<td>C</td>
<td>ABC,DEF/GHI' JK</td>
</tr>
<tr>
<td>A</td>
<td>Unchanged</td>
</tr>
<tr>
<td>B</td>
<td>Unchanged</td>
</tr>
</tbody>
</table>

The following example shows list-directed input and output:

```plaintext
REAL    a
INTEGER i
COMPLEX c
LOGICAL up, down
DATA a /2358.2E-8/, i /91585/, c /(705.60,819.60)/
DATA up /.TRUE./, down /.FALSE./
OPEN (UNIT = 9, FILE = 'listout', STATUS = 'NEW')
WRITE  (9, *) a, i
WRITE  (9, *) c, up, down
REWIND (9)
READ   (9, *) a, i
READ   (9, *) c, up, down
WRITE  (*, *) a, i
WRITE  (*, *) c, up, down
END
```

The preceding program produces the following output:

```plaintext
2.3582001E-05     91585
(705.6000,819.6000) T F
```
See Also
READ Statement
Forms for Sequential READ Statements
Intrinsic Data Types for details on the literal constant forms of intrinsic data types
Rules for List-Directed Sequential WRITE Statements for details on list-directed output

Rules for Namelist Sequential READ Statement

Namelist, sequential READ statements translate data from external to internal form by using the data types of the objects in the corresponding NAMELIST statement to determine the form of the data. The translated data is assigned to the specified objects in the namelist group in the order in which they appear, from left to right.

If a slash ( / ) is encountered during execution, the READ statement is terminated, and any remaining input list items are unchanged. An ampersand (&) encountered during input is treated the same as a slash (/).

If the file is connected for unformatted I/O, namelist data transfer is prohibited.

Namelist Records

A namelist external record takes the following form:
&group-nameobject = value [, object = value] .../

\texttt{group-name} Is the name of the group containing the objects to be given values. The name must have been previously defined in a NAMELIST statement in the scoping unit. The name cannot contain embedded blanks and must be contained within a single record.

\texttt{object} Is the name (or subobject designator) of an entity defined in the NAMELIST declaration of the group name. The object name must not contain embedded blanks except within the parentheses of a subscript or substring specifier. Each object must be contained in a single record.

\texttt{value} Is any of the following:

\begin{itemize}
  \item A constant
    
    Each constant must be a literal constant of type integer, real, complex, logical, or character; or a nondelimited character string. Binary, octal, hexadecimal, Hollerith, and named constants are not permitted.
    
    In general, the form of the constant must be acceptable for the type of the list item. The data type of the constant determines the data type of the value and the translation from external to internal form. The following rules also apply:
    
    \begin{itemize}
      \item A numeric list item can correspond only to a numeric constant, and a character list item can correspond only to a character constant. If the data types of a numeric list element and its corresponding numeric constant do not match, conversion is performed according to the rules for arithmetic assignment (see the table in Numeric Assignment Statements). Logical list items and logical constants are not considered numeric, unless the compiler option assume old_logical ldio is specified.
    \end{itemize}
\end{itemize}
• A complex constant has the form of a pair of real or integer constants separated by a comma and enclosed in parentheses. Blanks can appear between the opening parenthesis and the first constant, before and after the separating comma, and between the second constant and the closing parenthesis.

• A logical constant represents true values (.TRUE. or any value beginning with T, .T, t, or .t) or false values (.FALSE. or any value beginning with F, .F, f, or .f).

A character string does not need delimiting apostrophes or quotation marks if the corresponding NAMELIST item is of type default character, and the following is true:

• The character string does not contain a blank, comma (,), slash (/), exclamation point(!), ampersand (&), dollar sign ($), left parenthesis, equal sign (=), percent sign (%), or period (.).

The character string is not continued across a record boundary.

• The first nonblank character in the string is not an apostrophe or a quotation mark.

• The leading characters are not a string of digits followed by an asterisk.

A nondelimited character string is terminated by the first blank, comma, slash, end-of-record, exclamation, ampersand, or dollar sign encountered. Apostrophes and quotation marks within nondelimited character strings are transferred as is.

If an equal sign, percent sign, or period is encountered while scanning for a nondelimited character string, the string is treated as a variable name (or part of one) and not as a nondelimited character string.

• A null value

A null value is specified by two consecutive value separators (such as two adjacent commas ",," ) or a nonblank initial value separator. (A value separator before the end of the record does not signify a null value.)

A null value indicates that the corresponding list element remains unchanged. A null value can represent an entire complex constant, but cannot be used for either part of a complex constant.

• A repetition of a null value (r*) or a constant (r*constant), where r is an unsigned, nonzero, integer literal constant with no kind parameter, and no embedded blanks.

Blanks can precede or follow the beginning ampersand (&), follow the group name, precede or follow the equal sign, or precede the terminating slash.

Comments (beginning with ! only) can appear anywhere in namelist input. The comment extends to the end of the source line.

If an entity appears more than once within the input record for a namelist data transfer, the last value is the one that is used.

If there is more than one object = value pair, they must be separated by value separators.

A value separator is any number of blanks, or a comma or slash, preceded or followed by any number of blanks. When any of these appear in a character constant, they are considered part of the constant, not value separators.
The end of a record is equivalent to a blank character, except when it occurs in a character constant. In this case, the end of the record is ignored, and the character constant is continued with the next record (the last character in the previous record is immediately followed by the first character of the next record).

Blanks at the beginning of a record are ignored unless they are part of a character constant continued from the previous record. In this case, the blanks at the beginning of the record are considered part of the constant.

When the name in the input record is an array variable or a variable of derived type, the effect is as if the variable represented were expanded into a sequence of scalar list items of intrinsic data types. Each input value following the equal sign must comply with format specifications for the intrinsic type of the list item in the corresponding position in the expanded sequence.

The number of values following the equal sign must be equal to or less than the number of list items in the expanded sequence. In the latter case (less than), the effect is as if null values have been added to match any remaining list items in the expanded sequence.

In Intel® Fortran, a list of values may follow the equal sign when the object is a single array element. In this case, values are assigned to the specified array element and subsequent elements, in element sequence order. For example, suppose the following input is read:

```
&ELEM
ARRAY_A(3)=34.54, 45.34, 87.63, 3*20.00
/
```

New values are assigned only to array `ARRAY_A` elements 3 through 8. The other element values are unchanged.

Prompting for Namelist Group Information

During execution of a program containing a namelist READ statement, you can specify a question mark character (?) or a question mark character preceded by an equal sign (=?) to get information about the namelist group. The ? or =? must follow one or more blanks.

If specified for a unit capable of both input and output, the ? causes display of the group name and the objects in that group. The =? causes display of the group name, objects within that group, and the current values for those objects (in namelist output form). If specified for another type of unit, the symbols are ignored.

For example, consider the following statements:

```
NAMELIST /NLIST/ A,B,C
REAL A /1.5/
INTEGER B /2/
CHARACTER*5 C /'ABCDE'/
READ (5,NML=NLIST)
WRITE (6,NML=NLIST)
END
```

During execution, if a blank followed by ? is entered on a terminal device, the following values are displayed:

```
&NLIST
  A
  B
  C
/
```

If a blank followed by =? is entered, the following values are displayed:

```
&NLIST
  A  =   1.500000,
  B  =           2,
  C  = ABCDE
/
```
Examples

Suppose the following statements are specified:

```
NAMELIST /CONTROL/ TITLE, RESET, START, STOP, INTERVAL
CHARACTER*10 TITLE
REAL(KIND=8) START, STOP
LOGICAL(KIND=4) RESET
INTEGER(KIND=4) INTERVAL
READ (UNIT=1, NML=CONTROL)
```

The NAMELIST statement associates the group name CONTROL with a list of five objects. The corresponding READ statement reads the following input data from unit 1:

```
&CONTROL
    TITLE='TESTT002AA',
    INTERVAL=1,
    RESET=.TRUE.,
    START=10.2,
    STOP =14.5
/
```

The following values are assigned to objects in group CONTROL:

<table>
<thead>
<tr>
<th>Namelist Object</th>
<th>Value Assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td>TITLE</td>
<td>TESTT002AA</td>
</tr>
<tr>
<td>RESET</td>
<td>T</td>
</tr>
<tr>
<td>START</td>
<td>10.2</td>
</tr>
<tr>
<td>STOP</td>
<td>14.5</td>
</tr>
<tr>
<td>INTERVAL</td>
<td>1</td>
</tr>
</tbody>
</table>

It is not necessary to assign values to all of the objects declared in the corresponding NAMELIST group. If a namelist object does not appear in the input statement, its value (if any) is unchanged.

Similarly, when character substrings and array elements are specified, only the values of the specified variable substrings and array elements are changed. For example, suppose the following input is read:

```
&CONTROL TITLE(9:10)='BB' /
```

The new value for TITLE is TESTT002BB; only the last two characters in the variable change.

The following example shows an array as an object:

```
DIMENSION ARRAY_A(20)
NAMELIST /ELEM/ ARRAY_A
READ (UNIT=1, NML=ELEM)
```

Suppose the following input is read:

```
&ELEM
    ARRAY_A=1.1, 1.2,, 1.4
/
```

The following values are assigned to the ARRAY_A elements:

<table>
<thead>
<tr>
<th>Array Element</th>
<th>Value Assigned</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARRAY_A(1)</td>
<td>1.1</td>
</tr>
<tr>
<td>ARRAY_A(2)</td>
<td>1.2</td>
</tr>
<tr>
<td>ARRAY_A(3)</td>
<td>Unchanged</td>
</tr>
</tbody>
</table>
Nondelimited character strings that are written out by using a NAMELIST write may not be read in as expected by a corresponding NAMELIST read. Consider the following:

```
NAMELIST/TEST/ CHARR
CHARACTER*3 CHARR(4)
DATA CHARR/'AAA', 'BBB', 'CCC', 'DDD'/
OPEN (UNIT=1, FILE='NMLTEST.DAT')
WRITE (1, NML=TEST)
END
```

The output file NMLTEST.DAT will contain:

```
&TEST CHARR   = AAABBBCCCDDD/
```

If an attempt is then made to read the data in NMLTEST.DAT with a NAMELIST read using nondelimited character strings, as follows:

```
NAMELIST/TEST/ CHARR
CHARACTER*3 CHARR(4)
DATA CHARR/4*'   '/
OPEN (UNIT=1, FILE='NMLTEST.DAT')
READ (1, NML=TEST)
PRINT *, 'CHARR read in >', CHARR(1),'<  >', CHARR(2),'<  >', CHARR(3), '<  >', CHARR(4), '<'
END
```

The result is the following:

```
CHARR read in >AAA<  >  <  >  <  >  <
```

See Also

NAMELIST
Alternative Form for Namelist External Records
Rules for Formatted Sequential READ Statements
Rules for Namelist Sequential WRITE Statements

Rules for Unformatted Sequential READ Statements

Unformatted, sequential READ statements transfer binary data (without translation) between the current record and the entities specified in the I/O list. The value transferred from the file is called a field. Only one record is read.

Objects of intrinsic or derived types can be transferred.

For data transfer, the file must be positioned so that the record read is an unformatted record or an end-of-file record.

The unformatted, sequential READ statement reads a single record. Each field value in the record must be of the same type as the corresponding entity in the input list, unless the field value is real or complex.

If the field value is real or complex, one complex field value can correspond to two real list entities, or two real values can correspond to one complex list entity. The corresponding values and entities must have the same kind parameter.

If the number of I/O list items is less than or equal to the number of fields in an input record, the READ statement ignores the excess fields. If the number of I/O list items is greater than the number of fields in an input record, an error occurs.

If a READ statement contains no I/O list, it skips over one full record, positioning the file to read the following record on the next execution of a READ statement.

If the file is connected for formatted, list-directed, or namelist I/O, unformatted data transfer is prohibited.
You have previously been able to buffer the output (WRITEs) of variable length, unformatted, sequential files, by specifying certain values for an OPEN statement, environment variable, or compiler option. You can now do the same buffering for input (READs) of records. To enable buffering for the input of records, you can specify any of the following:

- BUFFERED=YES in the file's OPEN statement
- Value YES (Y or y), or TRUE (T or t), or a number > 0 for the environment variable FORT_BUFFERED
- Setting `buffered_io` for the `assume` option

When any of the above are specified, the Fortran Runtime Library buffers all input records from variable length, unformatted, sequential files, regardless of the size of the records in the file. In addition, if the environment variable FORT_BUFFERING_THRESHOLD has a positive value \( n \), the following occurs:

- I/O list items with a size \( \leq n \) are buffered and are moved one at a time from the runtime buffer to the I/O list item
- I/O list items with a size \( > n \) are not buffered and are moved one at a time from the file to the I/O list item

**Determining the Size of I/O Buffers**

If both the block size and the buffer count have been specified with positive values, their product determines the size in bytes of the buffer for that I/O unit. If neither is specified, the default size of the buffer is 8KB (8192 bytes). This is the initial size of the I/O buffer; the buffer may be expanded to hold a larger record.

If block size is not specified, the following occurs:

- The block size defaults to 128KB
- If the buffer count is not specified, it defaults to 1
- The initial default buffer size is 8KB
- If buffer count is specified, then the initial default buffer size is (8KB \( \times \) buffercount)

If a block size is specified, the following occurs:

- The block size is the specified value, rounded up to 512-byte boundary
- If the buffer count is not specified, it defaults to 1
- The initial default buffer size is the block size, rounded up to 512-byte boundary
- If buffer count is specified, then the initial default buffer size is (block size \( \times \) buffer count)

**Optimizing for Time or Space**

When reading variable length, unformatted sequential records, the runtime system may optimize for time or for space.

This optimization decision is made during runtime on a record-by-record basis using specifications made by the program and the length of a given record. That is, one record may be optimized for time while another record from the same file may be optimized for space.

The default behavior when reading records of this type whose length exceeds the specified block size, is to not buffer the input records. You can override this default behavior by requesting that the input be buffered.

The following table shows the relationship between a file's specified block size and the length of its variable length records. Note that the length of the individual record is the key:

<table>
<thead>
<tr>
<th>Buffering</th>
<th>record length ( \geq ) block size</th>
<th>record length &lt; block size</th>
</tr>
</thead>
<tbody>
<tr>
<td>buffering unspecified</td>
<td>Optimizes for space</td>
<td>Optimizes for time</td>
</tr>
<tr>
<td>OPEN (BUFFERED='YES')</td>
<td>Optimizes for time</td>
<td>Optimizes for time</td>
</tr>
<tr>
<td>OPEN (BUFFERED='NO')</td>
<td>Optimizes for space</td>
<td>Optimizes for time</td>
</tr>
</tbody>
</table>

If an input record's length is *less than or equal to* the specified block size, then by default, the runtime system always optimizes for time rather than for space and the input is buffered.
If an input record's length is greater than the specified block size, then the following occurs:

- By default, the runtime system always optimizes for space rather than time and the input is not buffered.
- If you request buffering of input, then the runtime system optimizes for time and the input is buffered.
- If you request no buffering of input, then the runtime system optimizes for space rather than time and the input is not buffered.
- If you request dynamic buffering of input, the runtime system optimizes based on the size of the I/O list item and some items are buffered and some are not.

**Optimizing for time:**

Traditionally, optimizing for time comes at the expense of using more memory.

When the runtime system optimizes for time, it buffers input. It reads as much data as possible during one disk access into the runtime's internal buffer, extending it if necessary to hold the file's largest record. Fields within the record are then moved to the user space in response to READs from the file. Typically, minimizing file accesses is faster.

However, there are circumstances when optimizing for space can actually be faster than optimizing for time. For example, consider you are reading records whose length exceeds the block size and the data is being read into a contiguous array. Reading this huge array directly into a user's space is going to be faster than reading it first into the runtime system's internal buffer, then moving the data to the user's space. In this case, it is better to optimize for space; that is, you should not buffer the input record.

On the other hand, if the READ is being done into non-contiguous elements of an array, the traditional method of optimizing for time becomes a huge win. Data being read into non-contiguous array elements must be moved, or read, into the user's space one element at a time. In this case, you always want to optimize for time; that is, you should buffer the input data.

If you are reading large, variable length, unformatted records, you should try both buffered and unbuffered I/O to determine which delivers the better performance.

**Optimizing for space:**

Traditionally, optimizing for space comes at the expense of time.

When the runtime system optimizes for space, it wants to avoid creating a huge internal buffer in order to hold a "very large" record. The size of a "very large" record is clearly subjective, but the rule of thumb here is whether or not a record's size is greater than the specified block size.

If this is the case, the runtime system will read one field at a time from the record, directly into the I/O list items. The optimal record for this optimization is one whose record length exceeds the default block size of 128 KB (or a user-specified block size) and contains "very large" fields.

Note that because fields are read one at a time from the file to the user space, very large records that contain very small fields may see a serious performance issue. In these cases, it may be better to buffer the input. If you are reading large, variable length, unformatted records, you should try both buffered and unbuffered I/O to determine which delivers the better performance.

**Optimizing unformatted sequential input based on field size - dynamic buffering:**

Dynamic buffering is a hybrid solution that chooses the time/space trade-off on a per field basis. The decision is based on a "field size threshold" supplied by the user, deciding, for every field in every record in the file, regardless of the record length, whether or not to buffer a field from the file to the I/O list item. The runtime system can do this because it knows the size of a field that is being requested before actually attempting to read the field.

When a READ statement is first executed, a read from the file is issued to fill the buffer, regardless of its size. This is necessary so that the runtime system can extract the record size from the first length control field. (Each unformatted sequential record has 4-byte leading and trailing record lengths to facilitate reading both forwards and backwards in the file.) From that point on, dynamic buffering decides whether or not to buffer a field or to read it directly from the file to the I/O list item. If the buffer holds the beginning portion of a large field, it will be moved to the start of the I/O list item and the remainder will be read directly from the file.
The following table shows the various buffering options for unformatted, sequential input:

<table>
<thead>
<tr>
<th>Buffering Option</th>
<th>How do I get this?</th>
<th>What happens?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-buffered</td>
<td>You get this kind of buffering by default, or by specifying:</td>
<td>When non-buffered is in effect:</td>
</tr>
<tr>
<td></td>
<td>• OPEN (BUFFERED=NO)</td>
<td>• The runtime system does not re-allocate its buffer to accommodate large records.</td>
</tr>
<tr>
<td></td>
<td>• FORT_BUFFERED=NO</td>
<td>• Records with lengths &gt; the block size:</td>
</tr>
<tr>
<td></td>
<td>• assume nobuffered_io</td>
<td>• Are not buffered.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• All fields are moved one at a time from the file to the I/O list item.</td>
</tr>
<tr>
<td>Buffered</td>
<td>You get this kind of buffering by specifying:</td>
<td>When buffered is in effect:</td>
</tr>
<tr>
<td></td>
<td>• OPEN (BUFFERED=YES)</td>
<td>• The runtime system re-allocates its buffer to accommodate the largest record read.</td>
</tr>
<tr>
<td></td>
<td>• FORT_BUFFERED=YES</td>
<td>• All input records are buffered.</td>
</tr>
<tr>
<td></td>
<td>• assume buffered_io</td>
<td>• All fields are moved one at a time from the buffer to the I/O list item.</td>
</tr>
<tr>
<td>Dynamic buffering</td>
<td>You get this kind of buffering by specifying:</td>
<td>When dynamic buffering is in effect:</td>
</tr>
<tr>
<td></td>
<td>• FORT_BUFFERING_THRESHOLD D=n and one of -</td>
<td>• The runtime system does not re-allocate its buffer to accommodate large records.</td>
</tr>
<tr>
<td></td>
<td>• OPEN (BUFFERED=YES)</td>
<td>• All fields with a size &lt;= n are buffered and are moved one at a time from the buffer to the I/O list item.</td>
</tr>
<tr>
<td></td>
<td>• FORT_BUFFERED=YES</td>
<td>• Fields with a size &gt; n are not buffered and are moved one at a time from the file to the I/O list item.</td>
</tr>
<tr>
<td></td>
<td>• assume buffered_io</td>
<td></td>
</tr>
</tbody>
</table>

**Examples**

The following example shows an unformatted, sequential READ statement:

```plaintext
READ (UNIT=6, IOSTAT=IO_STATUS) A, B, C
```

**See Also**

READ Statement  
Forms for Sequential READ Statements
Record Types

Forms for Direct-Access READ Statements

Direct-access READ statements transfer input data from external records with direct access. (The attributes of a direct-access file are established by the OPEN statement.)

A direct-access READ statement can be formatted or unformatted, and takes one of the following forms:

**Formatted:**

```
```

**Unformatted:**

```
```

See Also

READ Statement
I/O Control List
I/O Lists

Rules for Formatted Direct-Access READ Statements

Formatted, direct-access READ statements translate data from character to binary form by using format specifications for editing (if any). The translated data is assigned to the entities in the I/O list in the order in which the entities appear, from left to right.

Values can be transferred to objects of intrinsic or derived types. For derived types, values of intrinsic types are transferred to the components of intrinsic types that ultimately make up these structured objects.

For data transfer, the file must be positioned so that the record read is a formatted record or an end-of-file record.

If the number of I/O list items is less than the number of fields in an input record, the statement ignores the excess fields.

If the number of I/O list items is greater than the number of fields in an input record, the input record is padded with blanks. However, if PAD='NO' was specified for file connection, the input list and file specification must not require more characters from the record than it contains. If more characters are required and nonadvancing input is in effect, an end-of-record condition occurs.

If the format specification specifies another record, the record number is increased by one as each subsequent record is read by that input statement.

Examples

The following example shows a formatted, direct-access READ statement:

```
READ (2, REC=35, FMT=10) (NUM(K), K=1,10)
```

Rules for Unformatted Direct-Access READ Statements

Unformatted, direct-access READ statements transfer binary data (without translation) between the current record and the entities specified in the I/O list. Only one record is read.

Objects of intrinsic or derived types can be transferred.

For data transfer, the file must be positioned so that the record read is an unformatted record or an end-of-file record.

The unformatted, direct-access READ statement reads a single record. Each value in the record must be of the same type as the corresponding entity in the input list, unless the value is real or complex.

If the value is real or complex, one complex value can correspond to two real list entities, or two real values can correspond to one complex list entity. The corresponding values and entities must have the same kind parameter.
If the number of I/O list items is less than the number of fields in an input record, the statement ignores the excess fields. If the number of I/O list items is greater than the number of fields in an input record, an error occurs.

If the file is connected for formatted, list-directed, or namelist I/O, unformatted data transfer is prohibited.

**Examples**

The following example shows unformatted, direct-access READ statements:

```plaintext
READ (1, REC=10) LIST(1), LIST(8)
READ (4, REC=58, IOSTAT=I, ERR=500) (RHO(N), N=1,5)
```

**Forms for Stream READ Statements**

The forms for stream READ statements take the same forms as sequential READ statements. A POS specifier may be present to specify at what file position the READ will start.

You can impose a record structure on a formatted, sequential stream by using a new-line character as a record terminator (see intrinsic function `NEW_LINE`). There is no record structure in an unformatted, sequential stream.

The INQUIRE statement can be used with the POS specifier to determine the current file position in a stream file.

**Examples**

The following example shows stream READ statements:

```plaintext
READ (12 ) I  !stream reading without POS= specifier
READ (12,POS=10) J !stream reading with POS= specifier
```

**See Also**

NEW_LINE

**Forms and Rules for Internal READ Statements**

Internal READ statements transfer input data from an internal file.

An internal READ statement can only be formatted. It must include format specifiers (which can use list-directed formatting). Namelist formatting is also permitted.

An internal READ statement takes one of the following forms:

```plaintext
READ (iunit, format [, nml-group] [, iostat] [, err] [, end] [, iomsg]) [io-list]
```

For more information on syntax, see READ.

Formatted, internal READ statements translate data from character to binary form by using format specifications for editing (if any). The translated data is assigned to the entities in the I/O list in the order in which the entities appear, from left to right.

This form of READ statement behaves as if the format begins with a BN edit descriptor. (You can override this behavior by explicitly specifying the BZ edit descriptor.)

Values can be transferred to objects of intrinsic or derived types. For derived types, values of intrinsic types are transferred to the components of intrinsic types that ultimately make up these structured objects.

Before data transfer occurs, the file is positioned at the beginning of the first record. This record becomes the current record.

If the number of I/O list items is less than the number of fields in an input record, the statement ignores the excess fields.

If the number of I/O list items is greater than the number of fields in an input record, the input record is padded with blanks. However, if PAD='NO' was specified for file connection, the input list and file specification must not require more characters from the record than it contains.

In list-directed and namelist formatting, character strings have no delimiters.
Examples

The following program segment reads a record and examines the first character to determine whether the remaining data should be interpreted as decimal, octal, or hexadecimal. It then uses internal READ statements to make appropriate conversions from character string representations to binary.

```fortran
INTEGER IVAL
CHARACTER TYPE, RECORD*80
CHARACTER*(*) AFMT, IFMT, OFMT, ZFMT
PARAMETER (AFMT='(Q,A)', IFMT= '(I10)', OFMT= '(O11)', & ZFMT= '(Z8)')
ACCEPT AFMT, ILEN, RECORD
TYPE = RECORD(1:1)
IF (TYPE .EQ. 'D') THEN
   READ (RECORD(2:MIN(ILEN, 11)), IFMT) IVAL
ELSE IF (TYPE .EQ. 'O') THEN
   READ (RECORD(2:MIN(ILEN, 12)), OFMT) IVAL
ELSE IF (TYPE .EQ. 'X') THEN
   READ (RECORD(2:MIN(ILEN, 9)),ZFMT) IVAL
ELSE
   PRINT *, 'ERROR'
END IF
END
```

See Also

I/O Control List
I/O Lists
Rules for List-Directed Sequential READ Statements for details on list-directed input
Rules for Namelist Sequential READ Statement for details on namelist input

Forms for WRITE Statements

Forms for Sequential WRITE Statements

Sequential WRITE statements transfer output data to external sequential access records. The statements can be formatted by using format specifiers (which can use list-directed formatting) or namelist specifiers (for namelist formatting), or they can be unformatted.

A sequential WRITE statement takes one of the following forms:

**Formatted:**

```
```

**Formatted - List-Directed:**

```
```

**Formatted - Namelist:**

```
```

**Unformatted:**

```
```
Rules for Formatted Sequential WRITE Statements

Formatted, sequential WRITE statements translate data from binary to character form by using format specifications for editing (if any). The translated data is written to an external file that is connected for sequential access.

Values can be transferred from objects of intrinsic or derived types. For derived types, values of intrinsic types are transferred from the components of intrinsic types that ultimately make up these structured objects.

The output list and format specification must not specify more characters for a record than the record size. (Record size is specified by RECL in an OPEN statement.)

If the file is connected for unformatted I/O, formatted data transfer is prohibited.

Examples

The following example shows formatted, sequential WRITE statements:

```
WRITE (UNIT=8, FMT='(B)', ADVANCE='NO') C
WRITE (*, "(F6.5)", ERR=25, IOSTAT=IO_STATUS) A, B, C
```

See Also
- WRITE Statement
- Forms for Sequential WRITE Statements

Rules for List-Directed Sequential WRITE Statements

List-directed, sequential WRITE statements transfer data from binary to character form by using the data types of the corresponding I/O list item to determine the form of the data. The translated data is then written to an external file.

In general, values transferred as output have the same forms as values transferred as input. However, there is no guarantee that a REAL internal value transferred as output and then transferred as input as a REAL value will be the same internal value.

The following table shows the default output formats for each intrinsic data type:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Output Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td>I5</td>
</tr>
<tr>
<td>LOGICAL(1)</td>
<td>L2</td>
</tr>
<tr>
<td>LOGICAL(2)</td>
<td>L2</td>
</tr>
<tr>
<td>LOGICAL(4)</td>
<td>L2</td>
</tr>
<tr>
<td>LOGICAL(8)</td>
<td>L2</td>
</tr>
<tr>
<td>INTEGER(1)</td>
<td>I5</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>I7</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>I12</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td>I22</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>1PG15.7E2</td>
</tr>
<tr>
<td>Data Type</td>
<td>Output Format</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>1PG24.15E3</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>1PG43.33E4</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>'(',1PG14.7E2,',',1PG14.7E2,')'</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>'(',1PG23.15E3,',',1PG23.15E3,')'</td>
</tr>
<tr>
<td>COMPLEX(16)</td>
<td>'(',1PG42.33E4,',',1PG42.33E4,')'</td>
</tr>
<tr>
<td>CHARACTER</td>
<td>Aw</td>
</tr>
</tbody>
</table>

1 Where w is the length of the character expression.

2 If option assume noold_ldout_format is in effect, the compiler uses Fortran 2003 standard semantics for output of integer and real values in list-directed and namelisted-directed output. This means that for real and complex values, the output is in E or F format depending on the magnitude of the value. For more information, see the description of option assume.

By default, character constants are not delimited by apostrophes or quotation marks, and each internal apostrophe or quotation mark is represented externally by one apostrophe or quotation mark.

This behavior can be changed by the DELIM specifier (in an OPEN statement) as follows:

- If the file is opened with the DELIM='QUOTE' specifier, character constants are delimited by quotation marks and each internal quotation mark is represented externally by two consecutive quotation marks.
- If the file is opened with the DELIM='APOSTROPHE' specifier, character constants are delimited by apostrophes and each internal apostrophe is represented externally by two consecutive apostrophes.

Each output statement writes one or more complete records.

A literal character constant or complex constant can be longer than an entire record. For complex constants, the end of the record can occur between the comma and the imaginary part, if the imaginary part and closing right parenthesis cannot fit in the current record. For literal constants that are longer than an entire record, the constant is continued onto as many records as necessary.

Each output record begins with a blank character for carriage control.

Slashes, octal values, null values, and repeated forms of values are not output.

If the file is connected for unformatted I/O, list-directed data transfer is prohibited.

**Examples**

Suppose the following statements are specified:

```fortran
DIMENSION A(4)
DATA A/4*3.4/
WRITE (1,*), 'ARRAY VALUES FOLLOW'
WRITE (1,*), A, 4
```

The following records are then written to external unit 1:

```
ARRAY VALUES FOLLOW
3.400000  3.400000  3.400000  3.400000  4
```

The following shows another example:

```fortran
INTEGER i, j
REAL a, b
LOGICAL on, off
CHARACTER(20) c
DATA i /123456/, j /500/, a /28.22/, b / .0015555/
DATA on /.TRUE./, off/.FALSE./
DATA c /'Here''s a string'/
WRITE (*, *) i, j
```
\begin{verbatim}
WRITE (*, *)  a, b, on, off
WRITE (*, *)  c
END
\end{verbatim}

The preceding example produces the following output:

\begin{verbatim}
  123456         500
  28.22000      1.5555E-03 T F
Here's a string
\end{verbatim}

\section*{See Also}

\textbf{Rules for Formatted Sequential WRITE Statements}

\textbf{Rules for List-Directed Sequential READ Statements} for details on list-directed input

\section*{Rules for Namelist Sequential WRITE Statements}

Namelist, sequential WRITE statements translate data from internal to external form by using the data types of the objects in the corresponding NAMELIST statement to determine the form of the data. The translated data is then written to an external file.

In general, values transferred as output have the same forms as values transferred as input. However, there is no guarantee that a REAL internal value transferred as output and then transferred as input as a REAL value will be the same internal value.

By default, character constants are not delimited by apostrophes or quotation marks, and each internal apostrophe or quotation mark is represented externally by one apostrophe or quotation mark.

This behavior can be changed by the DELIM specifier (in an OPEN statement) as follows:

- If the file is opened with the DELIM='QUOTE' specifier, character constants are delimited by quotation marks and each internal quotation mark is represented externally by two consecutive quotation marks.
- If the file is opened with the DELIM='APOSTROPHE' specifier, character constants are delimited by apostrophes and each internal apostrophe is represented externally by two consecutive apostrophes.

Each output statement writes one or more complete records.

A literal character constant or complex constant can be longer than an entire record. In the case of complex constants, the end of the record can occur between the comma and the imaginary part, if the imaginary part and closing right parenthesis cannot fit in the current record.

Each output record begins with a blank character for carriage control, except for literal character constants that are continued from the previous record.

Slashes, octal values, null values, and repeated forms of values are not output.

If the file is connected for unformatted I/O, namelist data transfer is prohibited.

\section*{Examples}

Consider the following statements:

\begin{verbatim}
CHARACTER*19 NAME(2)/2*' '/
REAL PITCH, ROLL, YAW, POSITION(3)
LOGICAL DIAGNOSTICS
INTEGER ITERATIONS
TYPE MYTYPE
    INTEGER X
    REAL Y
    CHARACTER(5)Z
END TYPE MYTYPE
TYPE(MYTYPE) :: TYPEVAR = MYTYPE(1,2.0,'ABCDE')
NAMELIST /PARAM/ NAME, PITCH, ROLL, TYPEVAR, YAW, POSITION, &
    DIAGNOSTICS, ITERATIONS
... READ (UNIT=1,NML=PARAM)
WRITE (UNIT=2,NML=PARAM)
\end{verbatim}
Suppose the following input is read:

```fortran
&PARAM
    NAME(2)(10:)='HEISENBERG',
    PITCH=5.0, YAW=0.0, ROLL=5.0,
    DIAGNOSTICS=.TRUE.,
    ITERATIONS=10
/
```

The following is then written to the file connected to unit 2:

```fortran
&PARAM
NAME    = '                         ', '        HEISENBERG',
PITCH   =    5.000000,
ROLL    =    5.000000,
TYPEVAR = 1, 2.0, 'ABCDE'
YAW     =   0.0000000E+00,
POSITION        = 3*0.0000000E+00,
DIAGNOSTICS     = T,
ITERATIONS      =                10
/
```

Note that character values are not enclosed in apostrophes unless the output file is opened with `DELIM='APOSTROPHE'`. The value of `POSITION` is not defined in the namelist input, so the current value of `POSITION` is written.

The following example declares a number of variables, which are placed in a namelist, initialized, and then written to the screen with namelist I/O:

```fortran
INTEGER(1) int1
INTEGER    int2, int3, array(3)
LOGICAL(1) log1
LOGICAL log2, log3
REAL    real1
REAL(8) real2
COMPLEX z1, z2
CHARACTER(1)  char1
CHARACTER(10) char2

NAMELIST /example/ int1, int2, int3, log1, log2, log3, 
            &
            real1, real2, z1, z2, char1, char2, array

int1     = 11
int2     = 12
int3     = 14
log1     = .TRUE.
log2     = .TRUE.
log3     = .TRUE.
real1    = 24.0
real2    = 28.0d0
z1       = (38.0,0.0)
z2       = (316.0d0,0.0d0)
char1    = 'A'
char2    = '0123456789'
array(1) = 41
array(2) = 42
array(3) = 43
WRITE (*, example)
```

The preceding example produces the following output:

```fortran
&EXAMPLE
INT1 =   11,
INT2 =          12,
```
INT3 = 14,
LOG1 = T,
LOG2 = T,
LOG3 = T,
REAL1 = 24.00000,
REAL2 = 28.0000000000000,
Z1 = (38.00000,0.0000000E+00),
Z2 = (316.0000,0.0000000E+00),
CHAR1 = A,
CHAR2 = 0123456789,
ARRAY = 41, 42, 43
/

See Also
NAMELIST
Rules for Formatted Sequential WRITE Statements
Rules for Namelist Sequential READ Statement

Rules for Unformatted Sequential WRITE Statements
Unformatted, sequential WRITE statements transfer binary data (without translation) between the entities specified in the I/O list and the current record. Only one record is written.

Objects of intrinsic or derived types can be transferred.
This form of WRITE statement writes exactly one record. If there is no I/O item list, the statement writes one null record.
If the file is connected for formatted, list-directed, or namelist I/O, unformatted data transfer is prohibited.
For a discussion of I/O buffering, see Rules for Unformatted Sequential READ Statements.

Examples
The following example shows an unformatted, sequential WRITE statement:

```
WRITE (UNIT=6, IOSTAT=IO_STATUS) A, B, C
```

Forms for Direct-Access WRITE Statements
Direct-access WRITE statements transfer output data to external records with direct access. (The attributes of a direct-access file are established by the OPEN statement.)

A direct-access WRITE statement can be formatted or unformatted, and takes one of the following forms:

**Formatted:**

```
```

**Unformatted:**

```
```

See Also
WRITE Statement
I/O Control List
I/O Lists

Rules for Formatted Direct-Access WRITE Statements

Formatted, direct-access WRITE statements translate data from binary to character form by using format specifications for editing (if any). The translated data is written to an external file that is connected for direct access.
Values can be transferred from objects of intrinsic or derived types. For derived types, values of intrinsic types are transferred from the components of intrinsic types that ultimately make up these structured objects.

If the values specified by the I/O list do not fill a record, blank characters are added to fill the record. If the I/O list specifies too many characters for the record, an error occurs.

If the format specification specifies another record, the record number is increased by one as each subsequent record is written by that output statement.

**Examples**

The following example shows a formatted, direct-access WRITE statement:

```fortran
WRITE (2, REC=35, FMT=10) (NUM(K), K=1,10)
```

**Rules for Unformatted Direct-Access WRITE Statements**

Unformatted, direct-access WRITE statements transfer binary data (without translation) between the entities specified in the I/O list and the current record. Only one record is written.

Objects of intrinsic or derived types can be transferred.

If the values specified by the I/O list do not fill a record, blank characters are added to fill the record. If the I/O list specifies too many characters for the record, an error occurs.

If the file is connected for formatted, list-directed, or namelist I/O, unformatted data transfer is prohibited.

**Examples**

The following example shows unformatted, direct-access WRITE statements:

```fortran
WRITE (1, REC=10) LIST(1), LIST(8)
WRITE (4, REC=58, IOSTAT=K, ERR=500) (RHO(N), N=1,5)
```

**Forms for Stream WRITE Statements**

The forms for stream WRITE statements take the same forms as sequential WRITE statements. A POS specifier may be present to specify at what file position the WRITE will start.

You can impose a record structure on a formatted, sequential stream by using a new-line character as a record terminator (see intrinsic function NEW_LINE). There is no record structure in an unformatted, sequential stream.

The INQUIRE statement can be used with the POS specifier to determine the current file position in a stream file.

**See Also**

NEW_LINE

**Forms and Rules for Internal WRITE Statements**

Internal WRITE statements transfer output data to an internal file.

An internal WRITE statement can only be formatted. It must include format specifiers (which can use list-directed formatting). Namelist formatting is also permitted.

An internal WRITE statement takes one of the following forms:

```fortran
WRITE (iunit, format [, iostat] [, err] [, iomsg]) [io-list]
WRITE (iunit, nml-group [, iostat] [, err] [, iomsg]) [io-list]
```

For more information on syntax, see WRITE.

Formatted, internal WRITE statements translate data from binary to character form by using format specifications for editing (if any). The translated data is written to an internal file.
Values can be transferred from objects of intrinsic or derived types. For derived types, values of intrinsic types are transferred from the components of intrinsic types that ultimately make up these structured objects.

If the number of characters written in a record is less than the length of the record, the rest of the record is filled with blanks. The number of characters to be written must not exceed the length of the record.

Character constants are not delimited by apostrophes or quotation marks, and each internal apostrophe or quotation mark is represented externally by one apostrophe or quotation mark.

**Examples**

The following example shows an internal WRITE statement:

```
INTEGER J, K, STAT_VALUE
CHARACTER*50 CHAR_50
...
WRITE (FMT=*, UNIT=CHAR_50, IOSTAT=STAT_VALUE) J, K
```

**See Also**

I/O Control List
I/O Lists
Rules for List-Directed Sequential WRITE Statements for details on list-directed output
Rules for Namelist Sequential WRITE Statements for details on namelist output

**User-Defined Derived-Type I/O**

**User-Defined Derived-Type I/O Overview**

By default, when a derived-type object is in a formatted I/O statement, it is treated as if all of its components were specified in the component order. The components must be accessible in the scope of the I/O statement and they cannot be pointers or allocatables. In an unformatted I/O statement, a derived-type object is treated as a single value in a processor-dependent form.

User-defined derived-type I/O lets you replace the default I/O processing for a derived-type object. For both unformatted and formatted I/O, a procedures can be invoked that will handle the I/O of the derived type. This is similar to defined operators and defined assignment.

For formatted I/O, the replacement occurs for list-directed formatting, namelist formatting, and for an explicit format with the DT edit descriptor. Other edit descriptors in the explicit format do not have any effect on user-defined I/O.

A procedure can be associated with defined I/O through generic bindings or generic interface blocks. The procedure must conform to the interface that specifies its characteristics. It cannot directly or indirectly use OpenMP* constructs. A defined I/O procedure can also call itself recursively.

An I/O statement that includes a derived-type object and causes a defined I/O procedure to be invoked is called a parent I/O statement. An I/O statement that is executed while a parent statement is being processed, and specifies the unit passed to a defined I/O procedure, is called a child I/O statement.

A defined I/O procedure can be invoked as a parent I/O statement for an external or internal file opened for sequential, direct, or stream access.

This section also has information about how to resolve user-defined I/O procedure references.

**Specifying the User-Defined Derived Type**

**DT Edit Descriptor in User-Defined I/O**

The DT edit descriptor passes a character string and integer array to a defined I/O procedure. It takes the following form:

```
DT [string] [(v-list)]
```
The _string_ is a default character literal constant delimited by single quotes (' ') or double quotes (" "); no kind parameter can be specified. Its length is the number of characters between the delimiters; two consecutive delimiters are counted as one character. If _string_ is not specified, a character string of length zero is passed.

The _v-list_ is a list of one or more signed or unsigned integer literal constants; no kind parameter can be specified. If _v-list_ is not specified, an integer array of length zero is passed.

A DT edit descriptor must correspond to a list item of a derived type. Also, there should be an accessible interface to a corresponding defined FORMATTED I/O procedure for that derived type.

In a format statement, if the last closing parenthesis of the format string is reached and there are no effective items left, then format processing terminates. But, if there are more items to be processed, then format control reverts to the beginning of the format item which was terminated by the next-to-last right parenthesis.

If there is no such preceding right parenthesis, it reverts to the first left parenthesis of the format specification. During this format reversion, the right parenthesis that is part of a DT edit descriptor is not considered as the next-to-last parenthesis. For example, consider the following:

```fortran
write (10, '(F10.3, I5, 'DT "sample" (1, 2) )' ) 10.1, 3, obj1, 4.7, 1, obj2
```

In the above case, format control reverts to the left parenthesis before F10.3 and not to DT.

### Examples

The following are valid ways to specify the DT edit descriptor:

- DT
- DT "z8, i4, e10.2"
- DT (1, -1, +1000)
- DT 'my type' (0)

### Associating a Procedure with Defined I/O

#### Defined I/O Procedures

For a particular derived type and a particular set of kind-type parameter values, there are four possible sets of characteristics for defined I/O procedures: formatted input, formatted output, unformatted input, and unformatted output.

To specify that an I/O procedure should be used for derived-type I/O, specify one of the following with a defined-io-generic-spec:

- A generic binding
- An interface block

A defined-io-generic-spec is one of the following statements:

- READ (FORMATTED)
- READ (UNFORMATTED)
- WRITE (FORMATTED)
- WRITE (UNFORMATTED)

#### Generic Bindings

User-defined I/O procedures can be type-bound procedures that use a defined-io-generic-spec (see Defined I/O Procedures).

Consider the following:

```fortran
TYPE LIST
  TYPE(NODE), POINTER :: FIRST
CONTAINS
  PROCEDURE :: FMTREAD => LIST_FMTREAD
  PROCEDURE :: FMTWRITE => LIST_FMTWRITE
```

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In the above, LIST_FMTREAD and LIST_FMTWRITE are the type-bound defined I/O procedures. If an object of type LIST is an effective item in a formatted READ statement, LIST_FMTREAD will be called to perform the read operation.

See Also
Type-Bound Procedures
Resolving Defined I/O Procedure References

Generic Interface Block

A generic interface block can be used to associate procedures with defined I/O. The generic identifier should be the defined-io-generic-spec (see Defined I/O Procedures). This is the only option for sequence or BIND(C) types.

Consider the following:

```fortran
MODULE EXAMPLE

TYPE LIST
  INTEGER :: X
END TYPE

INTERFACE READ (FORMATTED)
  MODULE PROCEDURE R1
END INTERFACE

CONTAINS

  SUBROUTINE R1 (DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG)
    CLASS(LIST), INTENT(INOUT) :: DTV
    INTEGER, INTENT(IN) :: UNIT
    CHARACTER(*), INTENT(IN) :: IOTYPE
    INTEGER, INTENT(IN) :: V_LIST(:)
    INTEGER, INTENT(OUT) :: IOSTAT
    CHARACTER(*), INTENT(INOUT) :: IOMSG
    READ (UNIT, FMT=*, IOSTAT=IOSTAT, IOMSG=IOMSG) DTV%X
  END SUBROUTINE R1

END MODULE EXAMPLE
```

In the above, R1 is the READ (FORMATTED) defined I/O procedure. If an object of type LIST is an effective item in a formatted READ statement, R1 will be called.

See Also
TYPE Statement (Derived Types)
Defining Generic Names for Procedures

Characteristics of Defined I/O Procedures

Shown below are the four interfaces that specify the characteristics of the user-defined I/O procedures. The actual specific procedure names and the names of the dummy arguments in these interfaces are arbitrary. The following names are used in the interfaces:

- `dtv-type-spec` is one of the following:
  - TYPE(`d-name`) for a sequence or BIND(C) type
  - CLASS(`d-name`) for an extensible type
d-name is the name of the derived type. It cannot be an abstract type. All length type parameters of the derived type must be assumed.

var
Is a scalar of the derived type. For output, it holds the value to be written. For input, it will be altered in accordance with the values read.

unit
Is the scalar integer value of the I/O unit on which input or output is taking place. It is a negative number for an internal file or for an external unit that is a NEWUNIT value. It is a processor-dependent number (which may be negative) for the '*-' unit.

iotype
Is the value 'LISTDIRECTED', 'NAMELIST', or 'DT'//string, where string is the character string from the DT edit descriptor.

vlist
Is a rank-one assumed-shape integer array whose value comes from the parenthetical list of integers from the DT edit descriptor. For list-directed formatting and namelist formatting, vlist is a zero-sized integer array.

iostat
Is a scalar integer variable that must be given a positive value if an error condition occurs. If an end-of-file or end-of-record condition occurs, it must be given the value IOSTAT_END or IOSTAT_EOR (from the intrinsic module ISO_FORTRAN_ENV). In all other cases, it must be given the value zero.

iomsg
Is an assumed-length scalar character variable that must be set to an explanatory message if iostat is given a nonzero value. Otherwise, it must not be altered.

The following interfaces specify the characteristics of the user-defined I/O procedures:

SUBROUTINE my_read_formatted (var,unit,iotype,vlist,iostat,iomsg)
dtv-type-spec,INTENT(INOUT) :: var
INTEGER,INTENT(IN) :: unit
CHARACTER(*),INTENT(IN) :: iotype
INTEGER,INTENT(IN) :: vlist(:)
INTEGER,INTENT(OUT) :: iostat
CHARACTER(*),INTENT(INOUT) :: iomsg
END

SUBROUTINE my_read_unformatted (var,unit,iostat,iomsg)
dtv-type-spec,INTENT(INOUT) :: var
INTEGER,INTENT(IN) :: unit
INTEGER,INTENT(OUT) :: iostat
CHARACTER(*),INTENT(INOUT) :: iomsg
END

SUBROUTINE my_write_formatted (var,unit,iotype,vlist,iostat,iomsg)
dtv-type-spec,INTENT(IN) :: var
INTEGER,INTENT(IN) :: unit
CHARACTER(*),INTENT(IN) :: iotype
INTEGER,INTENT(IN) :: vlist(:)
INTEGER,INTENT(OUT) :: iostat
CHARACTER(*),INTENT(INOUT) :: iomsg
END

SUBROUTINE my_write_unformatted (var,unit,iostat,iomsg)
dtv-type-spec,INTENT(IN) :: var
See Also
ISO_FORTRAN_ENV Module

Defined I/O Data Transfers

The following rules apply to defined I/O data transfers:

- During execution of a defined I/O procedure, there must be no I/O for an external unit except for the unit argument. However, I/O is permitted for internal files.
- You cannot use user-defined I/O in combination with asynchronous I/O.
- No file-positioning commands are permitted in the defined I/O procedure. OPEN, CLOSE, BACKSPACE, ENDFILE, and REWIND statements will not be executed. Any ADVANCE= specifier in a child statement is ignored.
- A record positioning edit descriptor, such as TL and TR, used on the unit by a child data transfer statement will not cause the record position to be positioned before the record position at the time the defined I/O procedure was invoked.
- A child data transfer statement must not specify the ID=, POS=, or REC= specifier in an I/O control list.
- The file position on entry is treated as a left tab limit and there is no record termination on return. However, a child statement with slash (/) edit descriptor, or explicit record termination by a list-directed child I/O, is allowed.
- If the unit is associated with an external file (for example, non-negative, or equal to one of the constants ERROR_UNIT, INPUT_UNIT, or OUTPUT_UNIT from the intrinsic module ISO_FORTRAN_ENV), the current settings for the pad mode, sign mode, etc., can be discovered by using INQUIRE with PAD=, SIGN=, etc. on the unit argument.

Note that INQUIRE must not be used if the unit is an internal unit passed to a user-defined derived-type I/O procedure from a parent I/O statement. When an internal unit is used with the INQUIRE statement, an error condition will occur, and the variable specified in an IOSTAT= specifier in the INQUIRE statement will be assigned the value IOSTAT_INQUIRE_INTERNAL_UNIT from the intrinsic module ISO_FORTRAN_ENV.

See Also
ISO_FORTRAN_ENV Module
User-Defined Derived-Type I/O Overview

Resolving Defined I/O Procedure References

A generic interface for defined I/O of a derived-type object is one that has both of the following:

- A defined-io-generic-spec that is appropriate to the READ or WRITE direction and the form (formatted or unformatted) of the data transfer (see Defined IO Procedures, Generic Bindings, and Generic Interface Block).
- A specific interface whose var argument is compatible with the derived-type item.

Within the scope of a defined-io-generic-spec, if two procedures have that generic identifier, they must be distinguishable.

For defined I/O procedures, only the var argument corresponds to something explicitly written in the program, so it is the var that must be distinguishable.

Because var arguments are required to be scalar, they cannot differ in rank. So, the var must be distinguishable in the type and kind type parameters.

You cannot have two procedures with the same defined-io-generic-spec.

See Also
Characteristics of Defined I/O Procedures
Recursive Defined I/O

A defined I/O procedure can invoke itself indirectly. It can have an I/O statement that includes a derived-type object that results in the invocation of the same procedure. In this case, the defined I/O procedure must be declared RECURSIVE.

Consider the following:

```fortran
MODULE LIST_MODULE
  IMPLICIT NONE
  TYPE NODE
    ! This type declaration represents a singly-linked list that also
    ! contains a user-defined i/o procedure. The name of the procedure
    ! is arbitrary, but the order of arguments must conform to the
    ! standard definition.
    INTEGER :: VALUE = -1
    TYPE(NODE), POINTER :: NEXT_NODE => NULL()
  CONTAINS
    PROCEDURE :: PWF
      GENERIC :: WRITE(FORMATTED) => PWF ! <=== GENERIC BINDING.
  END TYPE NODE
  CONTAINS
    RECURSIVE SUBROUTINE PWF( DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG )
      ! These arguments are defined in the standard.
      CLASS(NODE), INTENT(IN) :: DTV
      INTEGER, INTENT(IN) :: UNIT
      CHARACTER(LEN=*) :: IOTYPE
      INTEGER, DIMENSION(:), INTENT(IN) :: V_LIST
      INTEGER :: IOSTAT
      CHARACTER(LEN=*) :: IOMSG
      ! The following is a child i/o statement that is called when user-defined i/o
      ! statement is invoked.
      WRITE( UNIT=UNIT, FMT='(I9)', IOSTAT=IOSTAT ) DTV%VALUE
      PRINT *, ASSOCIATED(DTV%NEXT_NODE)
      IF(IOSTAT /= 0)RETURN
      ! It is possible to recursively call the user-defined i/o routine.
      IF(ASSOCIATED(DTV%NEXT_NODE)
        WRITE(UNIT=UNIT, FMT='(/,DT)', IOSTAT=IOSTAT) DTV%NEXT_NODE
      END IF
    END SUBROUTINE PWF
  END MODULE LIST_MODULE

PROGRAM LISTE
  USE LIST_MODULE
  IMPLICIT NONE
  INTEGER :: UNIT, IOSTAT, I
  TYPE(NODE), POINTER :: CUR, TO_PRINT
  ! Create the linked list
  ALLOCATE(CUR)
  CUR % VALUE = 999
  ALLOCATE(TO_PRINT)
  TO_PRINT => CUR
  DO I = 1,10
```

---

The module `LIST_MODULE` defines a type `NODE` that represents a singly-linked list. The module also contains a recursive subroutine `PWF` that prints the value of the current node and recursively calls itself on the next node if it exists. The program `LISTE` creates a linked list by allocating nodes and calling the `PWF` subroutine to print the list.
ALLOCATE(CUR%NEXT_NODE)
CUR % VALUE = I
CUR => CUR%NEXT_NODE
END DO
CUR % NEXT_NODE => NULL()
! END CREATION OF LINKED LIST

DO I = 1,15
  IF(ASSOCIATED(TO_PRINT)) THEN
    PRINT *, I, TO_PRINT%VALUE
    TO_PRINT => TO_PRINT % NEXT_NODE
  END IF
END DO

! Call the user-defined i/o routine with dt format descriptor.
WRITE( UNIT=UNIT, FMT='(DT)', IOSTAT=IOSTAT ) CUR
END PROGRAM LISTE

See Also
RECURSIVE

Examples of User-Defined Derived-Type I/O

Example 1
The following example shows formatted defined I/O using the DT edit descriptor and both generic type-bound and explicit interface procedures:

MODULE TYPES
  TYPE T
    INTEGER :: K(10)
  CONTAINS

! a generic type-bound procedure
  PROCEDURE :: UDIO_READ_ARRAY
    GENERIC :: READ (FORMATTED) => UDIO_READ_ARRAY
  END TYPE T

! an explicit interface
  INTERFACE WRITE(FORMATTED)
    MODULE PROCEDURE UDIO_WRITE_ARRAY
  END INTERFACE
  CONTAINS
  SUBROUTINE UDIO_READ_ARRAY (DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG)
    CLASS(T), INTENT(INOUT) :: DTV
    INTEGER, INTENT(IN) :: UNIT
    CHARACTER(*), INTENT(IN) :: IOTYPE
    INTEGER, INTENT(IN) :: V_LIST (:)
    INTEGER, INTENT(OUT) :: IOSTAT
    CHARACTER(*), INTENT(INOUT) :: IOMSG
    ! This is the child I/O that gets performed when the procedure
    ! is called from a parent I/O - it uses list-directed input to read
    ! the array K
    READ (UNIT, FMT=*, IOSTAT=IOSTAT, IOMSG=IOMSG) DTV%K
  END SUBROUTINE UDIO_READ_ARRAY

  SUBROUTINE UDIO_WRITE_ARRAY (DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG)
    CLASS(T), INTENT(IN) :: DTV
INTEGER, INTENT(IN) :: UNIT
CHARACTER(*), INTENT(IN) :: IOTYPE
INTEGER, INTENT(IN) :: V_LIST (:)
INTEGER, INTENT(OUT) :: IOSTAT
CHARACTER(*), INTENT(INOUT) :: IOMSG

! This is the child I/O that gets performed when the procedure
! is called from a parent I/O – it uses list-directed output to write
! the array K

WRITE (UNIT, FMT=*, IOSTAT=IOSTAT, IOMSG=IOMSG) DTV%K

END SUBROUTINE UDIO_WRITE_ARRAY

END MODULE TYPES

PROGRAM TEST1
USE TYPES
TYPE (T) :: V
INTEGER :: COUNTCHAR
OPEN (1, FILE='TEST.INPUT', FORM='FORMATTED')
READ (1, FMT='(DT)', ADVANCE='NO', SIZE=COUNTCHAR) V
CLOSE(UNIT=1)
WRITE(6, '(DT)') V
END PROGRAM TEST1

Consider that procedure UDIO_READ_ARRAY reads an input file named TEST.INPUT that contains the following:
1, 3, 5, 7, 9, 2, 4, 6, 8, 10

In this case, the program TEST1 in procedure UDIO_WRITE_ARRAY prints:

<p>| | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
<td>5</td>
<td>7</td>
<td>9</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Example 2

The following example shows list-directed formatted output and user-defined I/O:

MODULE M
TYPE T
  REAL, POINTER :: R (:)
CONTAINS
  PROCEDURE :: UDIO_WRITE_LD
  GENERIC :: WRITE(FORMATTED) => UDIO_WRITE_LD
END TYPE T

CONTAINS
SUBROUTINE UDIO_WRITE_LD (DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG)
  CLASS(T), INTENT(IN) :: DTV
  INTEGER, INTENT(IN) :: UNIT
  CHARACTER(LEN=*) , INTENT(IN) :: IOTYPE
  INTEGER, INTENT(IN) :: V_LIST (:)
  INTEGER, INTENT(OUT) :: IOSTAT
  CHARACTER(LEN=*) , INTENT(INOUT) :: IOMSG
  IOSTAT = 0
  PRINT *, SIZE (DTV%R)
  WRITE (UNIT, *) DTV%R
END SUBROUTINE UDIO_WRITE_LD
END MODULE M
PROGRAM TEST2
  USE M
  TYPE (T) :: X
  REAL, TARGET :: V (3)
  V = [ SIN (1.0), COS (1.0), TAN (1.0) ]
  X = T (R=V)
  PRINT *, X
END PROGRAM TEST2

TEST2 should print "3 0.8414710 0.5403023 1.557408".

Example 3
The following example shows user-defined derived-type NAMELIST input/output:

! PROGRAM: udio_nml_read_write.f90
!
! This program tests NAMELIST READ and WRITE. In the WRITE subroutine, there
! are FORMATTED WRITES as well as NAMELIST WRITES.
!
MODULE UDIO
  TYPE MYDT
    INTEGER F1
    INTEGER F2
  CONTAINS
    PROCEDURE :: MYSUBROUTINE
      GENERIC :: READ (FORMATTED) => MYSUBROUTINE
  END TYPE MYDT

INTERFACE WRITE (FORMATTED)
  MODULE PROCEDURE :: WRITESUBROUTINE
END INTERFACE

CONTAINS

SUBROUTINE WRITESUBROUTINE (DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG)
  CLASS (MYDT), INTENT(IN) :: DTV
  INTEGER*4, INTENT(IN) :: UNIT
  CHARACTER (LEN=*), INTENT(IN) :: IOTYPE
  INTEGER, INTENT(IN) :: V_LIST(:)
  INTEGER*4, INTENT(OUT) :: IOSTAT
  CHARACTER (LEN=*), INTENT(INOUT) :: IOMSG
  INTEGER I, J
  NAMELIST /SUBRT_NML/ I, J
  I=DTV%F1
  J=DTV%F2
  WRITE (UNIT, '(A,2I5.2)', IOSTAT=IOSTAT) IOTYPE, DTV%F1, DTV%F2
  WRITE (UNIT, NML=SUBRT_NML)
END SUBROUTINE WRITESUBROUTINE

SUBROUTINE MYSUBROUTINE (DTV, UNIT, IOTYPE, V_LIST, IOSTAT, IOMSG)
  CLASS (MYDT), INTENT(INOUT) :: DTV
  INTEGER*4, INTENT(IN) :: UNIT
  CHARACTER (LEN=*), INTENT(IN) :: IOTYPE
  INTEGER, INTENT(IN) :: V_LIST(:)
  INTEGER*4, INTENT(OUT) :: IOSTAT
  CHARACTER (LEN=*), INTENT(INOUT) :: IOMSG

! X and Y are aliases for DTV%F1 and DTV%F2 since field references
! cannot be referenced in a NAMELIST statement

    INTEGER X, Y
    NAMELIST /SUBRT_NML/ X, Y

    READ (UNIT, *) DTV%F1, DTV%F2
    X = DTV%F1
    Y = DTV%F2
    READ (UNIT, NML=SUBRT_NML, IOSTAT=IOSTAT)

END SUBROUTINE MYSUBROUTINE

END MODULE UDIO

PROGRAM UDIO_PROGRAM
    USE UDIO
    TYPE (MYDT) :: MYDTV
    INTEGER        :: A, B
    NAMELIST /MAIN_NML/ A, MYDTV, B

    OPEN (10, FILE='udio_nml_read_write.in')
    READ (10, NML=MAIN_NML)
    WRITE (6, NML=MAIN_NML)
    CLOSE (10)

END PROGRAM UDIO_PROGRAM

The following shows input file 'udio_nml_read_write.in' on unit 10 read by MYSUBROUTINE:

&MAIN_NML
A=100
MYDTV=20 30
&SUBRT_NML
X=20
Y=30/
/B=200/

The following shows output to unit 6 by WRITESUBROUTINE:

&MAIN_NML
A       =         100,
MYDTV=NAMELIST   20   30
&SUBRT_NML
I       =          20,
J       =          30
/B       =         200
/

Example 4
The following example shows user-defined derived-type UNFORMATTED input/output:

! PROGRAM: udio_unformatted_1.f90

! This test first writes unformatted data to a file via user-defined derived type output
! and then reads the data from the file via user-defined derived type input.
!
MODULE UNFORMATTED
TYPE UNFORMATTED_TYPE
  INTEGER   :: I
  CHARACTER*25 :: CHAR
END TYPE UNFORMATTED_TYPE

CONTAINS
  PROCEDURE :: MY_UNFMT_WRITE
  GENERIC :: WRITE (UNFORMATTED) => MY_UNFMT_WRITE
END TYPE UNFORMATTED_TYPE

INTERFACE READ (UNFORMATTED)
  MODULE PROCEDURE :: MY_UNFMT_READ
END INTERFACE

CONTAINS
  SUBROUTINE MY_UNFMT_WRITE (DTV, UNIT, IOSTAT, IOMSG)
    CLASS (UNFORMATTED_TYPE), INTENT(IN) :: DTV
    INTEGER,     INTENT(IN) :: UNIT
    INTEGER,     INTENT(OUT) :: IOSTAT
    CHARACTER(LEN=*), INTENT(INOUT) :: IOMSG
    WRITE (UNIT=UNIT, IOSTAT=IOSTAT, IOMSG=IOMSG) DTV%I+1, DTV%CHAR
  END SUBROUTINE MY_UNFMT_WRITE

  SUBROUTINE MY_UNFMT_READ (DTV, UNIT, IOSTAT, IOMSG)
    CLASS (UNFORMATTED_TYPE), INTENT(INOUT) :: DTV
    INTEGER,     INTENT(IN) :: UNIT
    INTEGER,     INTENT(OUT) :: IOSTAT
    CHARACTER (LEN=*), INTENT(INOUT) :: IOMSG
    READ (UNIT=UNIT, IOSTAT=IOSTAT, IOMSG=IOMSG) DTV%I, DTV%CHAR
    DTV%I = 1-DTV%I
  END SUBROUTINE MY_UNFMT_READ
END MODULE UNFORMATTED

PROGRAM UNFORMATTED_WRITE_PROGRAM
  USE UNFORMATTED
  TYPE (UNFORMATTED_TYPE) :: READ_UNFORMATTED (1,2), UNFORMATTED_OBJECT (3:3,0:1)
  INTEGER :: IOSTAT   CHARACTER (LEN=100) :: IOMSG
  UNFORMATTED_OBJECT (3, 1) = UNFORMATTED_TYPE (I=71, CHAR='HELLO WORLD. ')
  UNFORMATTED_OBJECT (3, 0) = UNFORMATTED_TYPE (I=72, CHAR='WORLD HELLO. ')
  OPEN (UNIT=71, FILE='MYUNFORMATTED_DATA.DAT', FORM='UNFORMATTED')
  WRITE (UNIT=71) UNFORMATTED_OBJECT
  CLOSE (UNIT=71)
  OPEN (UNIT=77, FILE='MYUNFORMATTED_DATA.DAT', FORM='UNFORMATTED')
  READ (UNIT=77) READ_UNFORMATTED
  CLOSE (UNIT=77)
  PRINT *, -READ_UNFORMATTED (:,1:2)%I .EQ. UNFORMATTED_OBJECT%I
  PRINT *, READ_UNFORMATTED%CHAR .EQ. UNFORMATTED_OBJECT%CHAR
END PROGRAM UNFORMATTED_WRITE_PROGRAM

The following shows output to unit * from program UNFORMATTED_WRITE_PROGRAM:
T T
T T
I/O Formatting

I/O Formatting Overview

A format appearing in an input or output (I/O) statement specifies the form of data being transferred and the data conversion (editing) required to achieve that form. The format specified can be explicit or implicit.

Explicit format is indicated in a format specification that appears in a FORMAT statement or a character expression (the expression must evaluate to a valid format specification).

The format specification contains edit descriptors, which can be data edit descriptors, control edit descriptors, or string edit descriptors.

Implicit format is determined by the processor and is specified using list-directed or namelist formatting.

List-directed formatting is specified with an asterisk (*); namelist formatting is specified with a namelist group name.

List-directed formatting can be specified for advancing sequential files and internal files. Namelist formatting can be specified only for advancing sequential files.

See Also

Rules for List-Directed Sequential READ Statements for details on list-directed input
Rules for List-Directed Sequential WRITE Statements for details on list-directed output
Rules for Namelist Sequential READ Statement for details on namelist input
Rules for Namelist Sequential WRITE Statements for details on namelist output

Format Specifications

A format specification can appear in a FORMAT statement or character expression. In a FORMAT statement, it is preceded by the keyword FORMAT. A format specification takes one of the following forms:

( [format-items format-items, ])
( [format-items, ] unlimited-format-item)

format-items Is format-items [[,] format-item]...

where format-item is one of the following:

[r] data-edit-desc
control-edit-desc
char-string-edit-desc
[r] (format-items)

r (Optional) Is an integer literal constant. This is called a repeat specification. The range of r is 1 through 2147483647 (2**31-1). If r is omitted, it is assumed to be 1.

data-edit-desc Is one of the data edit descriptors: I, B, O, Z, F, E, EN, ES, D, DT, G, L, or A.

A repeat specification can precede any data edit descriptor.

control-edit-desc Is one of the control edit descriptors: T, TL, TR, X, S, SP, SS, BN, BZ, P, :, /, $, \, and Q.

A repeat specification can precede the slash (/) edit descriptor.
char-string-edit-desc Is one of the string edit descriptors: H, 'c', and "c", where c is a character constant.

unlimited-format-item Is * (format-items). The * indicates an unlimited repeat count.

If more than one edit descriptor is specified, they must be separated by commas or slashes (/).

A comma can be omitted in the following cases:

- Between a P edit descriptor and an immediately following F, E, EN, ES, D, or G edit descriptor
- Before a slash (/) edit descriptor when the optional repeat specification is not present
- After a slash (/) edit descriptor
- Before or after a colon (:) edit descriptor

Description

A FORMAT statement must be labeled.

Named constants are not permitted in format specifications.

If the associated I/O statement contains an I/O list, the format specification must contain at least one data edit descriptor or the control edit descriptor Q.

Blank characters can precede the initial left parenthesis, and additional blanks can appear anywhere within the format specification. These blanks have no meaning unless they are within a character string edit descriptor.

When a formatted input statement is executed, the setting of the BLANK specifier (for the relevant logical unit) determines the interpretation of blanks within the specification. If the BN or BZ edit descriptors are specified for a formatted input statement, they supersede the default interpretation of blanks. (For more information on BLANK defaults, see BLANK Specifier in OPEN statements.)

For formatted input, use the comma as an external field separator. The comma terminates the input of fields (for noncharacter data types) that are shorter than the number of characters expected. It can also designate null (zero-length) fields.

The first character of a record transmitted to a line printer or terminal is typically used for carriage control; it is not printed. The first character of such a record should be a blank, 0, 1, $, +, or ASCII NUL. Any other character is treated as a blank.

A format specification cannot specify more output characters than the external record can contain. For example, a line printer record cannot contain more than 133 characters, including the carriage control character.

The following table summarizes the edit descriptors that can be used in format specifications.

<table>
<thead>
<tr>
<th>Code</th>
<th>Form</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>A[w]</td>
<td>Transfers character or Hollerith values.</td>
</tr>
<tr>
<td>B</td>
<td>Bw[.m]</td>
<td>Transfers binary values.</td>
</tr>
<tr>
<td>BN</td>
<td>BN</td>
<td>Ignores embedded and trailing blanks in a numeric input field.</td>
</tr>
<tr>
<td>BZ</td>
<td>BZ</td>
<td>Treats embedded and trailing blanks in a numeric input field as zeros.</td>
</tr>
<tr>
<td>D</td>
<td>Dw.d</td>
<td>Transfers real values with D exponents.</td>
</tr>
<tr>
<td>Code</td>
<td>Form</td>
<td>Effect</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>DT</td>
<td>DT [string] [(v-list)]</td>
<td>Passes a character string and integer array to a defined I/O procedure.</td>
</tr>
<tr>
<td>E</td>
<td>Ew.d[Ee]</td>
<td>Transfers real values with E exponents.</td>
</tr>
<tr>
<td>EN</td>
<td>ENw.d[Ee]</td>
<td>Transfers real values with engineering notation.</td>
</tr>
<tr>
<td>ES</td>
<td>ESw.d[Ee]</td>
<td>Transfers real values with scientific notation.</td>
</tr>
<tr>
<td>F</td>
<td>Fw.d</td>
<td>Transfers real values with no exponent.</td>
</tr>
<tr>
<td>G</td>
<td>Gw.d[Ee]</td>
<td>Transfers values of all intrinsic types.</td>
</tr>
<tr>
<td>H</td>
<td>nHch[ch...]</td>
<td>Transfers characters following the H edit descriptor to an output record.</td>
</tr>
<tr>
<td>I</td>
<td>Iw[.m]</td>
<td>Transfers decimal integer values.</td>
</tr>
<tr>
<td>L</td>
<td>Lw</td>
<td>Transfers logical values: on input, transfers characters; on output, transfers T or F.</td>
</tr>
<tr>
<td>O</td>
<td>Ow[.m]</td>
<td>Transfers octal values.</td>
</tr>
<tr>
<td>P</td>
<td>kP</td>
<td>Interprets certain real numbers with a specified scale factor.</td>
</tr>
<tr>
<td>Q</td>
<td>Q</td>
<td>Returns the number of characters remaining in an input record.</td>
</tr>
<tr>
<td>S</td>
<td>S</td>
<td>Reinvokes optional plus sign (+) in numeric output fields; counters the action of SP and SS.</td>
</tr>
<tr>
<td>SP</td>
<td>SP</td>
<td>Writes optional plus sign (+) into numeric output fields.</td>
</tr>
<tr>
<td>SS</td>
<td>SS</td>
<td>Suppresses optional plus sign (+) in numeric output fields.</td>
</tr>
<tr>
<td>T</td>
<td>Tn</td>
<td>Tabs to specified position.</td>
</tr>
<tr>
<td>TL</td>
<td>TLn</td>
<td>Tabs left the specified number of positions.</td>
</tr>
<tr>
<td>TR</td>
<td>TRn</td>
<td>Tabs right the specified number of positions.</td>
</tr>
<tr>
<td>X</td>
<td>nX</td>
<td>Skips the specified number of positions.</td>
</tr>
<tr>
<td>Z</td>
<td>Zw[.m]</td>
<td>Transfers hexadecimal values.</td>
</tr>
</tbody>
</table>
Character Format Specifications

In data transfer I/O statements, a format specifier ([FMT=]format) can be a character expression that is a character array, character array element, or character constant. This type of format is also called a run-time format because it can be constructed or altered during program execution.

The expression must evaluate to a character string whose leading part is a valid format specification (including the enclosing parentheses).

If the expression is a character array element, the format specification must be contained entirely within that element.

If the expression is a character array, the format specification can continue past the first element into subsequent consecutive elements.

If the expression is a character constant delimited by apostrophes, use two consecutive apostrophes ("'" ) to represent an apostrophe character in the format specification; for example:

```
PRINT "("NUM can''t be a real number")"
```

Similarly, if the expression is a character constant delimited by quotation marks, use two consecutive quotation marks ("" ) to represent a quotation mark character in the format specification.

To avoid using consecutive apostrophes or quotation marks, you can put the character constant in an I/O list instead of a format specification, as follows:

```
PRINT "(A)", "NUM can't be a real number"
```

The following shows another character format specification:

```
WRITE (6, "'(I12, I4, I12)'") I, J, K
```

In the following example, the format specification changes with each iteration of the DO loop:

```
SUBROUTINE PRINT(TABLE)
REAL TABLE(10,5)
CHARACTER*5 FORCHR(0:5), RPAR*1, FBIG, FMED, FSML
DATA FORCHR(0), RPAR /'(',')'/
DATA FBIG,FMED,FSML /'F8.2,','F9.4,','F9.6,'/
DO I=1,10
DO J=1,5
IF (TABLE(I,J) .GE. 100.) THEN
    FORCHR(J) = FBIG
ELSE IF (TABLE(I,J) .GT. 0.1) THEN
    FORCHR(J) = FMED
```

1 These delimiters can also be quotation marks ("" ).
The DATA statement assigns a left parenthesis to character array element FORCHR(0), and (for later use) a right parenthesis and three F edit descriptors to character variables.

Next, the proper F edit descriptors are selected for inclusion in the format specification. The selection is based on the magnitude of the individual elements of array TABLE.

A right parenthesis is added to the format specification just before the WRITE statement uses it.

**NOTE**

Format specifications stored in arrays are recompiled at run time each time they are used. If a Hollerith or character run-time format is used in a READ statement to read data into the format itself, that data is not copied back into the original array, and the array is unavailable for subsequent use as a run-time format specification.

### Examples

The following example shows a format specification:

```fortran
WRITE (*, 9000) int1, real1(3), char1
9000 FORMAT (I5, 3F4.5, A16)
! I5, 3F5.2, A16 is the format list.
```

The following shows a format example using a character expression:

```fortran
WRITE (*, '(I5, 3F5.2, A16)')iolist
! I5, 3F5.2, A16 is the format list.
```

In the following example, the format list is put into an 80-character variable called MYLIST:

```fortran
CHARACTER(80) MYLIST
MYLIST = '(I5, 3F5.2, A16)'
WRITE (*, MYLIST) iolist
```

Consider the following two-dimensional array:

1  2  3
4  5  6

In this case, the elements are stored in memory in the order: 1, 4, 2, 5, 3, 6 as follows:

```fortran
CHARACTER(6) array(3)
DATA array / '(I5', ',3F5.2', ',A16)' /
WRITE (*, array) iolist
```

In the following example, the WRITE statement uses the character array element array(2) as the format specifier for data transfer:

```fortran
CHARACTER(80) array(5)
array(2) = '(I5, 3F5.2, A16)'
WRITE (*, array(2)) iolist
```

### See Also

Data Edit Descriptors  
Control Edit Descriptors  
Character Constant Editing
Data Edit Descriptors

A data edit descriptor causes the transfer or conversion of data to or from its internal representation. The part of a record that is input or output and formatted with data edit descriptors (or character string edit descriptors) is called a *field*.

Forms for Data Edit Descriptors

A data edit descriptor takes one of the following forms:

\[\text{[r]c}\]
\[\text{[r]cw}\]
\[\text{[r]cw.m}\]
\[\text{[r]cw.d}\]
\[\text{[r]cw.d[Ee]}\]

- \(r\) is a repeat specification. The range of \(r\) is 1 through 2147483647 (2**31-1). If \(r\) is omitted, it is assumed to be 1.
- \(c\) is one of the following format codes: I, B, O, Z, F, E, EN, ES, D, G, L, or A.
- \(w\) is the total number of digits in the field (the field width). If omitted, the system applies default values (see Default Widths for Data Edit Descriptors). The range of \(w\) is 1 through 2147483647 (2**31-1) on Intel® 64 architecture; 1 through 32767 (2**15-1) on IA-32 architecture. For I, B, O, Z, and F, the range can start at zero.
- \(m\) is the minimum number of digits that must be in the field (including leading zeros). The range of \(m\) is 0 through 32767 (2**15-1) on Intel® 64 architecture; 0 through 255 (2**8-1) on IA-32 architecture.
- \(d\) is the number of digits to the right of the decimal point (the significant digits). The range of \(d\) is 0 through 32767 (2**15-1) on Intel® 64 architecture; 0 through 255 (2**8-1) on IA-32 architecture. The number of significant digits is affected if a scale factor is specified for the data edit descriptor.
- \(E\) identifies an exponent field.
- \(e\) is the number of digits in the exponent. The range of \(e\) is 1 through 32767 (2**15-1) on Intel® 64 architecture; 1 through 255 (2**8-1) on IA-32 architecture.

Description

Standard Fortran allows the field width to be omitted only for the A descriptor. However, Intel® Fortran allows the field width to be omitted for any data edit descriptor.

The \(r\), \(w\), \(m\), \(d\), and \(e\) must all be positive, unsigned, integer literal constants; or variable format expressions -- no kind parameter can be specified. They must not be named constants.

Actual useful ranges for \(r\), \(w\), \(m\), \(d\), and \(e\) may be constrained by record sizes (RECL) and the file system.

The data edit descriptors have the following specific forms:
Integer: $Iw[m], Bw[m], Ow[m], \text{ and } Zw[m]$  
Real and complex: $Fw.d, Ew.d[Ee], ENw.d[Ee], ESw.d[Ee], Dw.d, \text{ and } Gw.d[Ee]$  
Logical: $Lw$  
Character: $A[w]$  

The $d$ must be specified with F, E, D, and G field descriptors even if $d$ is zero. The decimal point is also required. You must specify both $w$ and $d$, or omit them both.

A repeat specification can simplify formatting. For example, the following two statements are equivalent:

```
20 FORMAT (E12.4, E12.4, E12.4, I5, I5, I5, I5)
20 FORMAT (3E12.4, 4I5)
```

Examples

```plaintext
! This WRITE outputs three integers, each in a five-space field
! and four reals in pairs of F7.2 and F5.2 values.
INTEGER(2) int1, int2, int3
REAL(4) r1, r2, r3, r4
DATA int1, int2, int3 /143, 62, 999/
DATA r1, r2, r3, r4 /2458.32, 43.78, 664.55, 73.8/
WRITE (*,9000) int1, int2, int3, r1, r2, r3, r4
9000 FORMAT (3I5, 2(1X, F7.2, 1X, F5.2))
```

The following output is produced from the above code:

```
143  62  999 2458.32 43.78  664.55 73.80
```

See Also

- General Rules for Numeric Editing
- Nested and Group Repeat Specifications

General Rules for Numeric Editing

The following rules apply to input and output data for numeric editing (data edit descriptors I, B, O, Z, F, E, EN, ES, D, and G).

Rules for Input Processing

Leading blanks in the external field are ignored. If BLANK='NULL' is in effect (or the BN edit descriptor has been specified) embedded and trailing blanks are ignored; otherwise, they are treated as zeros. An all-blank field is treated as a value of zero.

The following table shows how blanks are interpreted by default:

<table>
<thead>
<tr>
<th>Type of Unit or File</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>An explicitly OPENed unit</td>
<td>BLANK='NULL'</td>
</tr>
<tr>
<td>An internal file</td>
<td>BLANK='NULL'</td>
</tr>
<tr>
<td>A preconnected file¹</td>
<td>BLANK='NULL'</td>
</tr>
</tbody>
</table>

¹ For interactive input from preconnected files, you should explicitly specify the BN or BZ edit descriptor to ensure desired behavior.

A minus sign must precede a negative value in an external field; a plus sign is optional before a positive value.

In input records, constants can include any valid kind parameter. Named constants are not permitted.
If the data field in a record contains fewer than \( w \) characters, an input statement will read characters from the next data field in the record. You can prevent this by padding the short field with blanks or zeros, or by using commas to separate the input data. The comma terminates the data field, and can also be used to designate null (zero-length) fields. For more information, see Terminating Short Fields of Input Data.

**Rules for Output Processing**

The field width \( w \) must be large enough to include any leading plus or minus sign, and any decimal point or exponent. For example, the field width for an E data edit descriptor must be large enough to contain the following:

- For positive numbers: \( d + 5 \) or \( d + e + 3 \) characters
- For negative numbers: \( d + 6 \) or \( d + e + 4 \) characters

A positive or zero value (zero is allowed for I, B, O, Z, F, and G descriptors) can have a plus sign, depending on which sign edit descriptor is in effect. If a value is negative, the leftmost nonblank character is a minus sign.

If the value is smaller than the field width specified, leading blanks are inserted (the value is right-justified). If the value is too large for the field width specified, the entire output field is filled with asterisks (*).

When the value of the field width is zero, the compiler selects the smallest possible positive actual field width that does not result in the field being filled with asterisks.

**See Also**

Forms for Data Edit Descriptors
Format Specifications

**Integer Editing**

Integer editing is controlled by the I (decimal), B (binary), O (octal), and Z (hexadecimal) data edit descriptors.

**I Editing**

The I edit descriptor transfers decimal integer values. It takes the following form:

\[ Iw[,m] \]

The value of \( m \) (the minimum number of digits in the constant) must not exceed the value of \( w \) (the field width), unless \( w \) is zero. The \( m \) has no effect on input, only output.

The specified I/O list item must be of type integer; logical and real items are also allowed if the compiler option check format is not specified.

The G edit descriptor can be used to edit integer data; it follows the same rules as \( Iw \).

**Rules for Input Processing**

On input, the I data edit descriptor transfers \( w \) characters from an external field and assigns their integer value to the corresponding I/O list item. The external field data must be an integer constant. \( w \) must not be zero.

If the value exceeds the range of the corresponding input list item, an error occurs.

The following shows input using the I edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>I4</td>
<td>2788</td>
<td>2788</td>
</tr>
<tr>
<td>I3</td>
<td>-26</td>
<td>-26</td>
</tr>
<tr>
<td>I9</td>
<td>^^^^^^312</td>
<td>312</td>
</tr>
</tbody>
</table>
Rules for Output Processing

On output, the I data edit descriptor transfers the value of the corresponding I/O list item, right-justified, to an external field that is \( w \) characters long.

The field consists of zero or more blanks, followed by a sign (a plus sign is optional for positive values, a minus sign is required for negative values), followed by an unsigned integer constant with no leading zeros.

If \( m \) is specified, the unsigned integer constant will have at least \( m \) digits, padded with leading zeros if necessary.

If the output list item has the value zero, and \( m \) is zero, the external field is filled with blanks; if \( w \) is also zero, the external field is one blank.

If \( w \) is zero, the external field has the minimum number of characters necessary to represent the value, left justifying the value with no leading blanks. If both \( w \) and \( m \) are zero and the internal value is zero, the external field is one blank.

The following shows output using the I edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>I3</td>
<td>284</td>
<td>284</td>
</tr>
<tr>
<td>I4</td>
<td>-284</td>
<td>-284</td>
</tr>
<tr>
<td>I4</td>
<td>0</td>
<td>^^^0</td>
</tr>
<tr>
<td>I5</td>
<td>174</td>
<td>^174</td>
</tr>
<tr>
<td>I2</td>
<td>3244</td>
<td>**</td>
</tr>
<tr>
<td>I3</td>
<td>-473</td>
<td>***</td>
</tr>
<tr>
<td>I7</td>
<td>29.812</td>
<td>An error; the decimal point is invalid</td>
</tr>
<tr>
<td>I4.0</td>
<td>0</td>
<td>^^^</td>
</tr>
<tr>
<td>I4.2</td>
<td>1</td>
<td>^01</td>
</tr>
<tr>
<td>I4.4</td>
<td>1</td>
<td>0001</td>
</tr>
<tr>
<td>I0</td>
<td>-473</td>
<td>-473</td>
</tr>
<tr>
<td>I0.4</td>
<td>242</td>
<td>0242</td>
</tr>
</tbody>
</table>

See Also

Forms for Data Edit Descriptors
General Rules for Numeric Editing

B Editing

The B data edit descriptor transfers binary (base 2) values. It takes the following form:

\[ B^w[m] \]

The value of \( m \) (the minimum number of digits in the constant) must not exceed the value of \( w \) (the field width), unless \( w \) is zero. The \( m \) has no effect on input, only output.

The specified I/O list item can be of type integer, real, or logical.

Rules for Input Processing

On input, the B data edit descriptor transfers \( w \) characters from an external field and assigns their binary value to the corresponding I/O list item. The external field must contain only binary digits (0 or 1) or blanks. \( w \) must not be zero.

If \( w \) is zero, the external field has the minimum number of characters necessary to represent the value. If both \( w \) and \( m \) are zero and the internal value is zero, the external field is one blank.

If the value exceeds the range of the corresponding input list item, an error occurs.
The following shows input using the B edit descriptor:

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>B4</td>
<td>1001</td>
<td>9</td>
</tr>
<tr>
<td>B1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>B2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>B0</td>
<td>11</td>
<td>1011</td>
</tr>
</tbody>
</table>

**Rules for Output Processing**

On output, the B data edit descriptor transfers the binary value of the corresponding I/O list item, right-justified, to an external field that is \( w \) characters long.

The field consists of zero or more blanks, followed by an unsigned integer constant (consisting of binary digits) with no leading zeros. A negative value is transferred in internal form.

If \( m \) is specified, the unsigned integer constant must have at least \( m \) digits. If necessary, it is padded with leading zeros.

If \( m \) is zero, and the output list item has the value zero, the external field is filled with blanks.

The following shows output using the B edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>B4</td>
<td>9</td>
<td>1001</td>
</tr>
<tr>
<td>B2</td>
<td>0</td>
<td>^0</td>
</tr>
</tbody>
</table>

**See Also**

- Forms for Data Edit Descriptors
- General Rules for Numeric Editing

**O Editing**

The O data edit descriptor transfers octal (base 8) values. It takes the following form:

\[ Ow[.m] \]

The value of \( m \) (the minimum number of digits in the constant) must not exceed the value of \( w \) (the field width), unless \( w \) is zero. The \( m \) has no effect on input, only output.

The specified I/O list item can be of type integer, real, or logical.

**Rules for Input Processing**

On input, the O data edit descriptor transfers \( w \) characters from an external field and assigns their octal value to the corresponding I/O list item. The external field must contain only octal digits (0 through 7) or blanks. \( w \) must not be zero.

If \( w \) is zero, the external field has the minimum number of characters necessary to represent the value. If both \( w \) and \( m \) are zero and the internal value is zero, the external field is one blank.

If the value exceeds the range of the corresponding input list item, an error occurs.

The following shows input using the O edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>05</td>
<td>32767</td>
<td>32767</td>
</tr>
<tr>
<td>04</td>
<td>16234</td>
<td>1623</td>
</tr>
<tr>
<td>03</td>
<td>9^</td>
<td>An error; the 9 is invalid in octal notation</td>
</tr>
<tr>
<td>00</td>
<td>11</td>
<td>13</td>
</tr>
</tbody>
</table>

**Rules for Output Processing**

On output, the O data edit descriptor transfers the octal value of the corresponding I/O list item, right-justified, to an external field that is \( w \) characters long.
The field consists of zero or more blanks, followed by an unsigned integer constant (consisting of octal digits) with no leading zeros. A negative value is transferred in internal form without a leading minus sign.

If \( m \) is specified, the unsigned integer constant must have at least \( m \) digits. If necessary, it is padded with leading zeros.

If \( m \) is zero, and the output list item has the value zero, the external field is filled with blanks.

The following shows output using the \( O \) edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>06</td>
<td>32767</td>
<td>^77777</td>
</tr>
<tr>
<td>012</td>
<td>-32767</td>
<td>^37777700001</td>
</tr>
<tr>
<td>02</td>
<td>14261</td>
<td>**</td>
</tr>
<tr>
<td>04</td>
<td>27</td>
<td>^^33</td>
</tr>
<tr>
<td>05</td>
<td>10.5</td>
<td>41050</td>
</tr>
<tr>
<td>04.2</td>
<td>7</td>
<td>^^07</td>
</tr>
<tr>
<td>04.4</td>
<td>7</td>
<td>0007</td>
</tr>
</tbody>
</table>

**See Also**

Forms for Data Edit Descriptors  
General Rules for Numeric Editing  

**Z Editing**

The \( Z \) data edit descriptor transfers hexadecimal (base 16) values. It takes the following form:

\[
Zw[m]
\]

The value of \( m \) (the minimum number of digits in the constant) must not exceed the value of \( w \) (the field width), unless \( w \) is zero. The \( m \) has no effect on input, only output.

The specified I/O list item can be of type integer, real, or logical.

**Rules for Input Processing**

On input, the \( Z \) data edit descriptor transfers \( w \) characters from an external field and assigns their hexadecimal value to the corresponding I/O list item. The external field must contain only hexadecimal digits (0 through 9 and A (a) through F(f)) or blanks. \( w \) must not be zero.

If \( w \) is zero, the external field has the minimum number of characters necessary to represent the value. If both \( w \) and \( m \) are zero and the internal value is zero, the external field is one blank.

If the value exceeds the range of the corresponding input list item, an error occurs.

The following shows input using the \( Z \) edit descriptor:

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>23</td>
<td>A94</td>
<td>A94</td>
</tr>
<tr>
<td>25</td>
<td>A23DEF</td>
<td>A23DE</td>
</tr>
<tr>
<td>25</td>
<td>95.AF2</td>
<td>An error; the decimal point is invalid</td>
</tr>
<tr>
<td>20</td>
<td>42</td>
<td>2A</td>
</tr>
</tbody>
</table>

**Rules for Output Processing**

On output, the \( Z \) data edit descriptor transfers the hexadecimal value of the corresponding I/O list item, right-justified, to an external field that is \( w \) characters long.

The field consists of zero or more blanks, followed by an unsigned integer constant (consisting of hexadecimal digits) with no leading zeros. A negative value is transferred in internal form without a leading minus sign.

If \( m \) is specified, the unsigned integer constant must have at least \( m \) digits. If necessary, it is padded with leading zeros.

If \( m \) is zero, and the output list item has the value zero, the external field is filled with blanks.

---

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---
The following shows output using the Z edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z4</td>
<td>32767</td>
<td>7FFF</td>
</tr>
<tr>
<td>Z9</td>
<td>-32767</td>
<td>^FFFF8001</td>
</tr>
<tr>
<td>Z2</td>
<td>16</td>
<td>10</td>
</tr>
<tr>
<td>Z4</td>
<td>-10.5</td>
<td>****</td>
</tr>
<tr>
<td>Z3.3</td>
<td>2708</td>
<td>A94</td>
</tr>
<tr>
<td>Z6.4</td>
<td>2708</td>
<td>^0A94</td>
</tr>
</tbody>
</table>

See Also
Forms for Data Edit Descriptors
General Rules for Numeric Editing

Real and Complex Editing

Real and complex editing is controlled by the F, E, D, EN, ES, and G data edit descriptors.
If no field width (w) is specified for a real data edit descriptor, the system supplies default values.
Real data edit descriptors can be affected by specified scale factors.

NOTE
Do not use the real data edit descriptors when attempting to parse textual input. These descriptors accept some forms that are purely textual as valid numeric input values. For example, input values T and F are treated as values -1.0 and 0.0, respectively, for .TRUE. and .FALSE.

See Also
Forms for Data Edit Descriptors
General Rules for Numeric Editing
Scale-Factor Editing (P)
Default Widths for Data Edit Descriptors for details on system default values for data edit descriptors

F Editing

The F data edit descriptor transfers real values. It takes the following form:

Fw.d

The value of d (the number of places after the decimal point) must not exceed the value of w (the field width) unless w is zero. When w is zero, the processor selects the field width. On input, w must not be zero.
The specified I/O list item must be of type real, or it must be the real or imaginary part of a complex type.

Rules for Input Processing

On input, the F data edit descriptor transfers w characters from an external field and assigns their real value to the corresponding I/O list item. The external field data must be an integer or real constant.

An input field is one of the following:
- An IEEE exception specification
- An optional sign, followed by a string of one or more digits optionally containing a decimal symbol; any blanks are interpreted as zeros.

The basic form can be followed by an exponent in one of the following forms:
- A sign followed by one or more digits
- An E or D followed by zero or more blanks, followed by an optional sign and one or more digits
An exponent containing a D is processed in the same way as an exponent containing an E.
If the input field contains only an exponent letter or decimal point, it is treated as a zero value.

If the input field does not contain a decimal point or an exponent, it is treated as a real number of \( w \) digits, with \( d \) digits to the right of the decimal point. (Leading zeros are added, if necessary.)

If the input field contains a decimal point, the location of that decimal point overrides the location specified by the F descriptor.

If the field contains an exponent, that exponent is used to establish the magnitude of the value before it is assigned to the list element.

An input field that is an IEEE exception specification consists of optional blanks, followed by either of the following:

- An optional sign, followed by the string 'INF' or the string 'INFINITY'; this is an IEEE infinity
  
  This form can not be used if the processor does not support IEEE infinities for the input variable.

- An optional sign, followed by the string 'NAN', optionally followed by zero or more alphanumeric characters enclosed in parentheses, optionally followed by blanks; this is an IEEE Nan
  
  This form can not be used if the processor does not support IEEE Nans for the input variable.

The NaN value is a quiet NaN if the only nonblank characters in the field are 'NAN' or 'NAN(').

The following shows input using the F edit descriptor:

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>F8.5</td>
<td>123456789</td>
<td>123.45678</td>
</tr>
<tr>
<td>F8.5</td>
<td>-1234.567</td>
<td>-1234.56</td>
</tr>
<tr>
<td>F8.5</td>
<td>24.77E+2</td>
<td>2477.0</td>
</tr>
<tr>
<td>F5.2</td>
<td>1234567.89</td>
<td>123.45</td>
</tr>
</tbody>
</table>

**Rules for Output Processing**

On output, the F data edit descriptor transfers the real value of the corresponding I/O list item, right-justified and rounded to \( d \) decimal positions, to an external field that is \( w \) characters long.

For an internal value that is an IEEE infinity, the output field consists of blanks, if needed, followed by a sign (optional if the value is positive and descriptor SP is not in effect), followed by the letters 'Inf' or 'Infinity', right justified within the field.

If \( w \) is less than 3, the field is filled with asterisks; otherwise, if \( w \) is less than 8, 'Inf' is produced.

For an internal value that is an IEEE NaN, the output field consists of blanks, if necessary, followed by the letters 'NaN' and optionally followed by one to \( w-5 \) alphanumeric characters enclosed in parentheses, right justified within the field.

If \( w \) is less than 3, the field is filled with asterisks.

For an internal value that is neither an IEEE infinity nor an IEEE NaN, the \( w \) must be greater than or equal to \( d+3 \) to allow for the following:

- A sign (optional if the value is positive and descriptor SP is not in effect)
- At least one digit to the left of the decimal point
- The decimal point
- The \( d \) digits to the right of the decimal point

A negative value that is not zero but rounds to zero on output is displayed with a leading minus sign. For example, the value -0.00000001 in F5.1 format will be displayed as -0.0 rather than as 0.0. The setting of compiler option assume [no]std_minus0_rounding can affect this behavior.

The following shows output using the F edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>F8.5</td>
<td>2.3547188</td>
<td>^2.35472</td>
</tr>
<tr>
<td>F9.3</td>
<td>8789.7361</td>
<td>^8789.736</td>
</tr>
<tr>
<td>F2.1</td>
<td>51.44</td>
<td>**</td>
</tr>
</tbody>
</table>
### E and D Editing

The E and D data edit descriptors transfer real values in exponential form. They take the following form:

**Ew.d[Ee]**

**Dw.d**

For the E edit descriptor, the value of \(d\) (the number of places after the decimal point) plus \(e\) (the number of digits in the exponent) must not exceed the value of \(w\) (the field width).

For the D edit descriptor, the value of \(d\) must not exceed the value of \(w\).

The specified I/O list item must be of type real, or it must be the real or imaginary part of a complex type.

### Rules for Input Processing

On input, the E and D data edit descriptors transfer \(w\) characters from an external field and assigns their real value to the corresponding I/O list item. The E and D descriptors interpret and assign input data in the same way as the F data edit descriptor.

The following shows input using the E and D edit descriptors (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>E9.3</td>
<td>734.432E3</td>
<td>734432.0</td>
</tr>
<tr>
<td>E12.4</td>
<td>^1022.43E</td>
<td>1022.43E-6</td>
</tr>
<tr>
<td>E15.3</td>
<td>52.3759663^</td>
<td>52.3759663</td>
</tr>
<tr>
<td>E12.5</td>
<td>210.5271D+10</td>
<td>210.5271E10</td>
</tr>
<tr>
<td>BZ,D10.2</td>
<td>12345^</td>
<td>1234500.0D0</td>
</tr>
<tr>
<td>D10.2</td>
<td>^123.45^</td>
<td>123.45D0</td>
</tr>
<tr>
<td>D15.3</td>
<td>367.4981763D+04</td>
<td>3.674981763D+06</td>
</tr>
</tbody>
</table>

If the I/O list item is single-precision real, the E edit descriptor treats the D exponent indicator as an E indicator.

### Rules for Output Processing

On output, the E and D data edit descriptors transfer the real value of the corresponding I/O list item, right-justified and rounded to \(d\) decimal positions, to an external field that is \(w\) characters long.

The \(w\) should be greater than or equal to \(d+7\) to allow for the following:

- A sign (optional if the value is positive and descriptor SP is not in effect)
- An optional zero to the left of the decimal point
- The decimal point
- The \(d\) digits to the right of the decimal point
- The exponent

The exponent takes one of the following forms:

<table>
<thead>
<tr>
<th>Edit Descriptor</th>
<th>Absolute Value of Exponent</th>
<th>Positive Form of Exponent</th>
<th>Negative Form of Exponent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ew.d</td>
<td>(</td>
<td>\exp</td>
<td>) 99</td>
</tr>
</tbody>
</table>
The exponent field width (e) is optional for the E edit descriptor; if omitted, the default value is 2. If e is specified, the w should be greater than or equal to d+e+5.

NOTE
The w can be as small as d + 5 or d + e + 3, if the optional fields for the sign and the zero are omitted.

For an internal value that is an IEEE infinity or an IEEE NaN, the form of the output field is the same as for Fw.d.

A negative value that is not zero but rounds to zero on output is displayed with a leading minus sign. For example, the value -0.01 in "-5P,E20.5" format will be displayed as -0.00 rather than as 0.00. The setting of compiler option assume [no]std_minus0_rounding can affect this behavior.

The following shows output using the E and D edit descriptors (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>E11.2</td>
<td>475867.222</td>
<td>^^^0.48E+06</td>
</tr>
<tr>
<td>E11.5</td>
<td>475867.222</td>
<td>0.475878E+06</td>
</tr>
<tr>
<td>E12.3</td>
<td>0.00069</td>
<td>^^^0.690E</td>
</tr>
<tr>
<td>E10.3</td>
<td>-0.5555</td>
<td>^^^-0.556E+00</td>
</tr>
<tr>
<td>E5.3</td>
<td>56.12</td>
<td>*****</td>
</tr>
<tr>
<td>E14.5E4</td>
<td>-1.001</td>
<td>^-0.10010E+0001</td>
</tr>
<tr>
<td>E13.3E6</td>
<td>0.000123</td>
<td>0.123E-000003</td>
</tr>
<tr>
<td>D14.3</td>
<td>0.0363</td>
<td>^^^^^0.363D-01</td>
</tr>
<tr>
<td>D23.12</td>
<td>5413.87625793</td>
<td>^^^^^0.541387625793D+04</td>
</tr>
<tr>
<td>D9.6</td>
<td>1.2</td>
<td>**********</td>
</tr>
</tbody>
</table>

See Also
Forms for Data Edit Descriptors
General Rules for Numeric Editing
Scale-Factor Editing (P)
assume

EN Editing
The EN data edit descriptor transfers values by using engineering notation. It takes the following form:

ENw.d[Ee]

The value of d (the number of places after the decimal point) plus e (the number of digits in the exponent) must not exceed the value of w (the field width).

The specified I/O list item must be of type real, or it must be the real or imaginary part of a complex type.
Rules for Input Processing

On input, the EN data edit descriptor transfers \( w \) characters from an external field and assigns their real value to the corresponding I/O list item. The EN descriptor interprets and assigns input data in the same way as the F data edit descriptor.

The following shows input using the EN edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>EN11.3</td>
<td>^^5.321E+00</td>
<td>5.32100</td>
</tr>
<tr>
<td>EN11.3</td>
<td>-600.00E-03</td>
<td>-.60000</td>
</tr>
<tr>
<td>EN12.3</td>
<td>^^^3.150E-03</td>
<td>00315</td>
</tr>
<tr>
<td>EN12.3</td>
<td>^^^3.829E+03</td>
<td>3829.0</td>
</tr>
</tbody>
</table>

Rules for Output Processing

On output, the EN data edit descriptor transfers the real value of the corresponding I/O list item, right-justified and rounded to \( d \) decimal positions, to an external field that is \( w \) characters long. The real value is output in engineering notation, where the decimal exponent is divisible by 3 and the absolute value of the significand is greater than or equal to 1 and less than 1000 (unless the output value is zero).

The \( w \) should be greater than or equal to \( d+9 \) to allow for the following:

- A sign (optional if the value is positive and descriptor SP is not in effect)
- One to three digits to the left of the decimal point
- The decimal point
- The \( d \) digits to the right of the decimal point
- The exponent

The exponent takes one of the following forms:

<table>
<thead>
<tr>
<th>Edit Descriptor</th>
<th>Absolute Value of Exponent</th>
<th>Positive Form of Exponent</th>
<th>Negative Form of Exponent</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENw.d</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>99</td>
<td></td>
<td>E+nn</td>
<td>E-nn</td>
</tr>
<tr>
<td>99 &lt;</td>
<td>exp</td>
<td>999</td>
<td>+nnn</td>
</tr>
<tr>
<td>ENw.dEe</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>exp</td>
<td>10(^e) - 1</td>
<td>E+n_1n_2...n_e</td>
</tr>
</tbody>
</table>

If an exponent exceeds its specified or implied width, or the number of characters produced exceeds the field width, the entire field of width \( w \) is filled with asterisks. However, the field width is not filled with asterisks if the field width is exceeded when optional characters are omitted.

The exponent field width \((e)\) is optional; if omitted, the default value is 2. If \( e \) is specified, the \( w \) should be greater than or equal to \( d + e + 5 \).

For an internal value that is an IEEE infinity or an IEEE NaN, the form of the output field is the same as for Fw.d.

The following shows output using the EN edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>EN11.2</td>
<td>475867.222</td>
<td>^475.87E+03</td>
</tr>
<tr>
<td>EN11.5</td>
<td>475867.222</td>
<td>*</td>
</tr>
<tr>
<td>EN12.3</td>
<td>0.00069</td>
<td>^690.000E-06</td>
</tr>
<tr>
<td>EN10.3</td>
<td>-0.5555</td>
<td>*</td>
</tr>
<tr>
<td>EN11.2</td>
<td>0.0</td>
<td>^000.000E-03</td>
</tr>
</tbody>
</table>

See Also

Forms for Data Edit Descriptors
General Rules for Numeric Editing
ES Editing

The ES data edit descriptor transfers values by using scientific notation. It takes the following form:

ESw.d[|Ee|

The value of \(d\) (the number of places after the decimal point) plus \(e\) (the number of digits in the exponent) must not exceed the value of \(w\) (the field width).

The specified I/O list item must be of type real, or it must be the real or imaginary part of a complex type.

Rules for Input Processing

On input, the ES data edit descriptor transfers \(w\) characters from an external field and assigns their real value to the corresponding I/O list item. The ES descriptor interprets and assigns input data in the same way as the F data edit descriptor.

The following shows input using the ES edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ES11.3</td>
<td>^^5.321E+00</td>
<td>5.32100</td>
</tr>
<tr>
<td>ES11.3</td>
<td>-.000E-03</td>
<td>-.60000</td>
</tr>
<tr>
<td>ES12.3</td>
<td>^^^3.150E-03</td>
<td>.00315</td>
</tr>
<tr>
<td>ES12.3</td>
<td>^^^3.829E+03</td>
<td>3829.0</td>
</tr>
</tbody>
</table>

Rules for Output Processing

On output, the ES data edit descriptor transfers the real value of the corresponding I/O list item, right-justified and rounded to \(d\) decimal positions, to an external field that is \(w\) characters long. The real value is output in scientific notation, where the absolute value of the significand is greater than or equal to 1 and less than 10 (unless the output value is zero).

The \(w\) should be greater than or equal to \(d+7\) to allow for the following:

- A sign (optional if the value is positive and descriptor SP is not in effect)
- One digit to the left of the decimal point
- The decimal point
- The \(d\) digits to the right of the decimal point
- The exponent

The exponent takes one of the following forms:

<table>
<thead>
<tr>
<th>Edit Descriptor</th>
<th>Absolute Value of Exponent</th>
<th>Positive Form of Exponent</th>
<th>Negative Form of Exponent</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESw.d</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>99</td>
<td>E+nn</td>
<td>E-nn</td>
<td></td>
</tr>
<tr>
<td>99 &lt;</td>
<td>exp</td>
<td>999</td>
<td>+nnn</td>
</tr>
<tr>
<td>ESw.dEe</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>exp</td>
<td>10^n - 1</td>
<td>E+n_1n_2...n_e</td>
</tr>
</tbody>
</table>

If an exponent exceeds its specified or implied width, or the number of characters produced exceeds the field width, the entire field of width \(w\) is filled with asterisks. However, the field width is not filled with asterisks if the field width is exceeded when optional characters are omitted.

The exponent field width (\(e\)) is optional; if omitted, the default value is 2. If \(e\) is specified, the \(w\) should be greater than or equal to \(d + e + 5\).

For an internal value that is an IEEE infinity or an IEEE NaN, the form of the output field is the same as for Fw.d.

The following shows output using the ES edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>ES11.2</td>
<td>473214.356</td>
<td>^^4.73E+05</td>
</tr>
<tr>
<td>ES11.5</td>
<td>473214.356</td>
<td>4.73214E+05</td>
</tr>
</tbody>
</table>
See Also
Forms for Data Edit Descriptors
General Rules for Numeric Editing

G Editing

The G data edit descriptor generally transfers values of real type, but it can be used to transfer values of any intrinsic type. It takes the following form:

\[ \text{Gw.d[Ee]} \]

The value of \( d \) (the number of places after the decimal point) plus \( e \) (the number of digits in the exponent) must not exceed the value of \( w \) (the field width), unless \( w \) is zero. If \( w \) is zero, you can only specify forms G0 or G0.d.

When \( w \) is zero, the processor selects the field width. On input, \( w \) must not be zero.

The specified I/O list item can be of any intrinsic type.

When used to specify I/O for integer, logical, or character data, the edit descriptor follows the same rules as Iw, Lw, and Aw, respectively, and \( d \) and \( e \) have no effect.

Rules for Real Input Processing

On input, the G data edit descriptor transfers \( w \) characters from an external field and assigns their real value to the corresponding I/O list item. The G descriptor interprets and assigns input data in the same way as the F data edit descriptor.

Rules for Real Output Processing

The form in which the value is written depends on the magnitude of the internal value being edited. \( N \) is the magnitude of the internal value and \( r \) is the rounding mode value defined in the table below. If \( 0 < N < 0.1 - r \times 10^{-d-1} \) or \( N >= 10^d - r \), or \( N \) is identically 0 and \( d \) is 0, Gw.d output editing is the same as k PEw.d output editing and Gw.d Ee output editing is the same as k PEw.d Ee output editing, where \( k \) is the scale factor. If \( 0.1 - r \times 10^{-d-1} \leq N < 10^d - r \) or \( N \) is identically 0 and \( d \) is not zero, the scale factor has no effect, and the value of \( N \) determines the editing as follows:

<table>
<thead>
<tr>
<th>Data Magnitude</th>
<th>Effective Conversion</th>
</tr>
</thead>
<tbody>
<tr>
<td>( N = 0 )</td>
<td>F(w - n).(d -1), n('b')</td>
</tr>
<tr>
<td>( 0.1 - r \times 10^{-d-1} \leq N &lt; 1 - r \times 10^{-d} )</td>
<td>F(w - n).d, n('b')</td>
</tr>
<tr>
<td>( 1 - r \times 10^{-d} \leq N &lt; 10 - r \times 10^{d+1} )</td>
<td>F(w - n).(d -1), n('b')</td>
</tr>
<tr>
<td>( 10 - r \times 10^{d+1} \leq N &lt; 100 - r \times 10^{d+2} )</td>
<td>F(w - n).(d -2), n('b')</td>
</tr>
<tr>
<td>.</td>
<td>.</td>
</tr>
<tr>
<td>.</td>
<td>.</td>
</tr>
<tr>
<td>( 10^{-2} - r \times 10^{-2} \leq N &lt; 10^{-1} - r \times 10^{-1} )</td>
<td>F(w - n).1, n('b')</td>
</tr>
<tr>
<td>( 10^{-1} - r \times 10^{-1} \leq N &lt; 10^{-d} - r )</td>
<td>(w - n).0, n('b')</td>
</tr>
</tbody>
</table>

The 'b' is a blank following the numeric data representation. For Gw.d, n('b') is 4 blanks. For Gw.dEe, n('b') is \( e+2 \) blanks.

The \( r \) is defined for each I/O rounding mode as follows:
Rounding Mode | r
---|---
COMPATIBLE | 0.5
NEAREST | 0.5 if the higher value is even
| -0.5 if the lower value is even
UP | 1
DOWN | 0
ZERO | 1 if the internal value is negative
| 0 if the internal value is positive

Note that the scale factor has no effect on output unless the magnitude of the datum to be edited is outside the range that permits effective use of F editing.

The \( w \) should be greater than or equal to \( d + 7 \) to allow for the following:

- A sign (optional if the value is positive and descriptor SP is not in effect)
- One digit to the left of the decimal point
- The decimal point
- The \( d \) digits to the right of the decimal point
- The 4-digit or \( e + 2 \)-digit exponent

If \( e \) is specified, the \( w \) should be greater than or equal to \( d + e + 5 \).

If an exponent exceeds its specified or implied width, or the number of characters produced exceeds the field width, the entire field of width \( w \) is filled with asterisks. However, the field width is not filled with asterisks if the field width is exceeded when optional characters are omitted.

For an internal value that is an IEEE infinity or an IEEE NaN, the form of the output field is the same as for Fw.d.

The following shows output using the G edit descriptor and compares it to output using equivalent F editing (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Value</th>
<th>Format</th>
<th>Output with G</th>
<th>Format</th>
<th>Output with F</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.01234567</td>
<td>G13.6</td>
<td>^0.123457E-01</td>
<td>F13.6</td>
<td>^^^^^0.012346</td>
</tr>
<tr>
<td>-0.12345678</td>
<td>G13.6</td>
<td>-0.123457++++</td>
<td>F13.6</td>
<td>^^^^^-0.123457</td>
</tr>
<tr>
<td>1.23456789</td>
<td>G13.6</td>
<td>^1.23457++++</td>
<td>F13.6</td>
<td>^^^^^1.234568</td>
</tr>
<tr>
<td>12.34567890</td>
<td>G13.6</td>
<td>^12.3457++++</td>
<td>F13.6</td>
<td>^^^^^12.345679</td>
</tr>
<tr>
<td>123.45678901</td>
<td>G13.6</td>
<td>^123.457++++</td>
<td>F13.6</td>
<td>^123.456789</td>
</tr>
<tr>
<td>-1234.56789012</td>
<td>G13.6</td>
<td>^-1234.57++++</td>
<td>F13.6</td>
<td>^-1234.567890</td>
</tr>
<tr>
<td>12345.67890123</td>
<td>G13.6</td>
<td>^12345.7++++</td>
<td>F13.6</td>
<td>^12345.678901</td>
</tr>
<tr>
<td>123456.78901234</td>
<td>G13.6</td>
<td>^123457++++</td>
<td>F13.6</td>
<td>123456.789012</td>
</tr>
<tr>
<td>-1234567.89012345</td>
<td>G13.6</td>
<td>^-123457E+07</td>
<td>F13.6</td>
<td>***************</td>
</tr>
</tbody>
</table>

See Also
Forms for Data Edit Descriptors
General Rules for Numeric Editing
I Editing
Logical Editing (L)
Character Editing (A)
Scale-Factor Editing (P)

Complex Editing
A complex value is an ordered pair of real values. Complex editing is specified by a pair of real edit descriptors, using any combination of the forms: Fw.d, Ew.d[EE], Dw.d, Ew.d[EE], ESw.d[EE], or Gw.d[EE].
Rules for Input Processing

On input, the two successive fields are read and assigned to the corresponding complex I/O list item as its real and imaginary part, respectively.

The following shows input using complex editing:

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>F8.5,F8.5</td>
<td>1234567812345.67</td>
<td>123.45678, 12345.67</td>
</tr>
<tr>
<td>E9.1,F9.3</td>
<td>734.432E8123456789</td>
<td>734.432E8, 123456.789</td>
</tr>
</tbody>
</table>

Rules for Output Processing

On output, the two parts of the complex value are transferred under the control of repeated or successive real edit descriptors. The two parts are transferred consecutively without punctuation or blanks, unless control or character string edit descriptors are specified between the pair of real edit descriptors.

The following shows output using complex editing (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>2F8.5</td>
<td>2.3547188, 3.456732</td>
<td>^2.35472 ^3.45673</td>
</tr>
<tr>
<td>E9.2,'^',^',E5.3</td>
<td>47587.222, 56.123</td>
<td>^0.48E+06 ^,*****</td>
</tr>
</tbody>
</table>

See Also
Forms for Data Edit Descriptors
General Rules for Numeric Editing
General Rules for Complex Constants for details on complex constants

Logical Editing (L)

The L data edit descriptor transfers logical values. It takes the following form:

Lw

The specified I/O list item must be of type logical or integer.

The G edit descriptor can be used to edit logical data; it follows the same rules as Lw.

Rules for Input Processing

On input, the L data edit descriptor transfers w characters from an external field and assigns their logical value to the corresponding I/O list item. The value assigned depends on the external field data, as follows:

- .TRUE. is assigned if the first nonblank character is .T, T, .t, or t. The logical constant .TRUE. is an acceptable input form.
- .FALSE. is assigned if the first nonblank character is .F, F, .f, or f, or the entire field is filled with blanks. The logical constant .FALSE. is an acceptable input form.

If an other value appears in the external field, an error occurs.

Rules for Output Processing

On output, the L data edit descriptor transfers the following to an external field that is w characters long: w - 1 blanks, followed by a T or F (if the value is .TRUE. or .FALSE., respectively).

The following shows output using the L edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>L5</td>
<td>.TRUE.</td>
<td>^^^^T</td>
</tr>
<tr>
<td>L1</td>
<td>.FALSE.</td>
<td>F</td>
</tr>
</tbody>
</table>

See Also
Forms for Data Edit Descriptors
Character Editing (A)
The A data edit descriptor transfers character or Hollerith values. It takes the following form:

A[w]

If the corresponding I/O list item is of type character, character data is transferred. If the list item is of any other type, Hollerith data is transferred.

The G edit descriptor can be used to edit character data; it follows the same rules as A[w].

Rules for Input Processing
On input, the A data edit descriptor transfers w characters from an external field and assigns them to the corresponding I/O list item.

The maximum number of characters that can be stored depends on the size of the I/O list item, as follows:

• For character data, the maximum size is the length of the corresponding I/O list item.
• For noncharacter data, the maximum size depends on the data type, as shown in the following table:

<table>
<thead>
<tr>
<th>I/O List Element</th>
<th>Maximum Number of Characters</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL(1) or LOGICAL*1</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL(2) or LOGICAL*2</td>
<td>2</td>
</tr>
<tr>
<td>LOGICAL(4) or LOGICAL*4</td>
<td>4</td>
</tr>
<tr>
<td>LOGICAL(8) or LOGICAL*8</td>
<td>8</td>
</tr>
<tr>
<td>INTEGER(1) or INTEGER*1</td>
<td>1</td>
</tr>
<tr>
<td>INTEGER(2) or INTEGER*2</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER(4) or INTEGER*4</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER(8) or INTEGER*8</td>
<td>8</td>
</tr>
<tr>
<td>REAL(4) or REAL*4</td>
<td>4</td>
</tr>
<tr>
<td>DOUBLE PRECISION</td>
<td>8</td>
</tr>
<tr>
<td>REAL(8) or REAL*8</td>
<td>8</td>
</tr>
<tr>
<td>REAL(16) or REAL*16</td>
<td>16</td>
</tr>
<tr>
<td>COMPLEX(4) or COMPLEX*81</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE COMPLEX1</td>
<td>16</td>
</tr>
<tr>
<td>COMPLEX(8) or COMPLEX*161</td>
<td>16</td>
</tr>
<tr>
<td>COMPLEX(16) or COMPLEX*321</td>
<td>32</td>
</tr>
</tbody>
</table>

Complex values are treated as pairs of real numbers, so complex editing requires a pair of edit descriptors. (See Complex Editing.)

If w is equal to or greater than the length (len) of the input item, the rightmost characters are assigned to that item. The leftmost excess characters are ignored.

If w is less than len, or less than the number of characters that can be stored, w characters are assigned to the list item, left-justified, and followed by trailing blanks.
The following shows input using the A edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
<th>Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>#</td>
<td>CHARACTER (LEN=1)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>E^#</td>
<td>CHARACTER (LEN=3)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>PAGE^#</td>
<td>CHARACTER (LEN=6)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>PAGE^#^^</td>
<td>CHARACTER (LEN=8)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>#</td>
<td>LOGICAL(1)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>^#</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>GE^#</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>A6</td>
<td>PAGE^#</td>
<td>PAGE^#^^</td>
<td>REAL(8)</td>
</tr>
</tbody>
</table>

Rules for Output Processing

On output, the A data edit descriptor transfers the contents of the corresponding I/O list item to an external field that is \( w \) characters long.

If \( w \) is greater than the size of the list item, the data is transferred to the output field, right-justified, with leading blanks. If \( w \) is less than or equal to the size of the list item, the leftmost \( w \) characters are transferred.

The following shows output using the A edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>A5</td>
<td>OHMS</td>
<td>^OHMS</td>
</tr>
<tr>
<td>A5</td>
<td>VOLTS</td>
<td>VOLTS</td>
</tr>
<tr>
<td>A5</td>
<td>AMPERES</td>
<td>AMPER</td>
</tr>
</tbody>
</table>

See Also

Forms for Data Edit Descriptors

Defined I/O Editing (DT)

The DT edit descriptor passes a character string and integer array to a defined I/O procedure. It takes the following form:

\[
\text{DT } [\text{string}] [(\text{v-list})]
\]

For more information on this edit descriptor, see DT Edit Descriptor in User-Defined I/O.

Default Widths for Data Edit Descriptors

If \( w \) (the field width) is omitted for the data edit descriptors, the system applies default values. For the real data edit descriptors, the system also applies default values for \( d \) (the number of characters to the right of the decimal point), and \( e \) (the number of characters in the exponent).

These defaults are based on the data type of the I/O list item, and are listed in the following table:

<table>
<thead>
<tr>
<th>Edit Descriptor</th>
<th>Data Type of I/O List Item</th>
<th>( w )</th>
</tr>
</thead>
<tbody>
<tr>
<td>I, B, O, Z, G</td>
<td>BYTE</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>INTEGER(1), LOGICAL(1)</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2), LOGICAL(2)</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>INTEGER(4), LOGICAL(4)</td>
<td>12</td>
</tr>
<tr>
<td></td>
<td>INTEGER(8), LOGICAL(8)</td>
<td>23</td>
</tr>
<tr>
<td>O, Z</td>
<td>REAL(4)</td>
<td>12</td>
</tr>
</tbody>
</table>
Terminating Short Fields of Input Data

On input, an edit descriptor such as Fw.d specifies that \( w \) characters (the field width) are to be read from the external field.

If the field contains fewer than \( w \) characters, the input statement will read characters from the next data field in the record. You can prevent this by padding the short field with blanks or zeros, or by using commas to separate the input data.

Padding Short Fields

You can use the OPEN statement specifier PAD='YES' to indicate blank padding for short fields of input data. However, blanks can be interpreted as blanks or zeros, depending on which default behavior is in effect at the time. Consider the following:

```fortran
READ (2, '(I5)') J
```

If 3 is input for \( J \), the value of \( J \) will be 30000 or 3 depending on which default behavior is in effect (BLANK='NULL' or BLANK='ZERO'). This can give unexpected results.

To ensure that the desired behavior is in effect, explicitly specify the BN or BZ edit descriptor. For example, the following ensures that blanks are interpreted as blanks (and not as zeros):

```fortran
READ (2, '(BN, I5)') J
```
Using Commas to Separate Input Data

You can use a comma to terminate a short data field. The comma has no effect on the \( d \) part (the number of characters to the right of the decimal point) of the specification.

The comma overrides the \( w \) specified for the I, B, O, Z, F, E, D, EN, ES, G, and L edit descriptors. For example, suppose the following statements are executed:

```
READ (5,100) I,J,A,B
100  FORMAT (2I6,2F10.2)
```

Suppose a record containing the following values is read:

```
1, -2, 1.0, 35
```

The following assignments occur:

```
I = 1  
J = -2  
A = 1.0  
B = 0.35
```

A comma can only terminate fields less than \( w \) characters long. If a comma follows a field of \( w \) or more characters, the comma is considered part of the next field.

A null (zero-length) field is designated by two successive commas, or by a comma after a field of \( w \) characters. Depending on the field descriptor specified, the resulting value assigned is 0, 0.0, 0.0D0, 0.0Q0, or .FALSE..  

See Also

General Rules for Numeric Editing

Control Edit Descriptors

A control edit descriptor either directly determines how text is displayed or affects the conversions performed by subsequent data edit descriptors.

Forms for Control Edit Descriptors

A control edit descriptor takes one of the following forms:

\( c \)  
\( cn \)  
\( nc \)  
\( c \)  
\( n \)

Is one of the following format codes: T, TL, TR, X, S, SP, SS, BN, BZ, P, RU, RD, RZ, RN, RC, RP, DC, DP, :, /, \, $, and Q.

Is a number of character positions. It must be a positive integer literal constant or a variable format expression. No kind parameter can be specified. It cannot be a named constant.

The range of \( n \) is 1 through 2147483647 (2**31-1) on Intel® 64 architecture; 1 through 32767 (2**15-1) on IA-32 architecture. Actual useful ranges may be constrained by record sizes (RECL) and the file system.

Description

In general, control edit descriptors are nonrepeatable. The only exception is the slash (/) edit descriptor, which can be preceded by a repeat specification or a * indicating an unlimited repeat count.

The control edit descriptors have the following specific forms:
The P edit descriptor is an exception to the general control edit descriptor syntax. It is preceded by a scale factor, rather than a character position specifier.

Control edit descriptors can be grouped in parentheses and preceded by a group repeat specification.

See Also
Nested and Group Repeat Specifications
Format Specifications

Positional Editing
The T, TL, TR, and X edit descriptors specify the position where the next character is transferred to or from a record.

On output, these descriptors do not themselves cause characters to be transferred and do not affect the length of the record. If characters are transferred to positions at or after the position specified by one of these descriptors, positions skipped and not previously filled are filled with blanks. The result is as if the entire record was initially filled with blanks.

The TR and X edit descriptors produce the same results.

See Also
Forms for Control Edit Descriptors

T Editing
The T edit descriptor specifies a character position in an I/O record. It takes the following form:

Tn

The n is a positive integer literal constant (with no kind parameter) indicating the character position of the record, relative to the left tab limit.

On input, the T descriptor positions the external record at the character position specified by \( n \). On output, the T descriptor indicates that data transfer begins at the \( n \)th character position of the external record.

Examples
In the following examples, the symbol \(^\) represents a nonprinting blank character.

Suppose a file has a record containing the value ABC\(^\)\(^\)\(^\)XYZ, and the following statements are executed:

```
READ (11,10) VALUE1, VALUE2
10   FORMAT (T7,A3,T1,A3)
```

The values read first are XYZ, then ABC.

Suppose the following statements are executed:

```
PRINT 25
25   FORMAT (T51,'COLUMN 2',T21,'COLUMN 1')
```
Note that the first character of the record printed was reserved as a control character.

See Also
Printing of Formatted Records

TL Editing
The TL edit descriptor specifies a character position to the left of the current position in an I/O record. It takes the following form:

TLn
The n is a positive integer literal constant (with no kind parameter) indicating the nth character position to the left of the current character.
If n is greater than or equal to the current position, the next character accessed is the first character of the record.

TR Editing
The TR edit descriptor specifies a character position to the right of the current position in an I/O record. It takes the following form:

TRn
The n is a positive integer literal constant (with no kind parameter) indicating the nth character position to the right of the current character.

X Editing
The X edit descriptor specifies a character position to the right of the current position in an I/O record. It takes the following form:

nX
The n is a positive integer literal constant (with no kind parameter) indicating the nth character position to the right of the current character.
On output, the X edit descriptor does not output any characters when it appears at the end of a format specification; for example:

WRITE (6,99) K
99 FORMAT (^K=,'I6,5X)

Note that the symbol ^ represents a nonprinting blank character. This example writes a record of only 9 characters. To cause n trailing blanks to be output at the end of a record, specify a format of n('^').

Sign Editing
The SP, SS and S edit descriptors control the output of the optional plus (+) sign within numeric output fields. These descriptors have no effect during execution of input statements.
These specifiers correspond to the SIGN= specifier values PLUS, SUPPRESS, and PROCESSOR_DEFINED, respectively.
Within a format specification, a sign editing descriptor affects all subsequent I, F, E, EN, ES, D, and G descriptors until another sign editing descriptor occurs.

Examples

| INTEGER i |
| REAL r |
The following statements write:

```plaintext
! 251 +251 251 +251 251
i = 251
WRITE (*, 100) i, i, i, i, i
100 FORMAT (I5, SP, I5, SS, I5, SP, I5, S, I5)
```

The following statements write:

```plaintext
! 0.673E+4 +.673E+4 +0.673E+4 +.673E+4 +0.673E+4
r = 67.3E2
WRITE (*, 200) r, r, r, r, r
200 FORMAT (E8.3E1, 1X, SP, E8.3E1, SS, E8.3E1, 1X, SP, &
            E8.3E1, S, E8.3E1)
```

See Also
Forms for Control Edit Descriptors

**SP Editing**
The SP edit descriptor causes the processor to produce a plus sign in any subsequent position where it would be otherwise optional. It takes the following form:

SP

**SS Editing**
The SS edit descriptor causes the processor to *suppress* a plus sign in any subsequent position where it would be otherwise optional. It takes the following form:

SS

**S Editing**
The S edit descriptor restores the plus sign as optional for all subsequent positive numeric fields. It takes the following form:

S

The S edit descriptor restores to the processor the discretion of producing plus characters on an optional basis.

**Blank Editing**
The BN and BZ descriptors control the interpretation of embedded and trailing blanks within numeric input fields. These descriptors have no effect during execution of output statements.

Within a format specification, a blank editing descriptor affects all subsequent I, B, O, Z, F, E, EN, ES, D, and G descriptors until another blank editing descriptor occurs.

The blank editing descriptors override the effect of the BLANK specifier during execution of a particular input data transfer statement. (For more information, see the BLANK specifier in OPEN statements.)

See Also
Forms for Control Edit Descriptors

**BN Editing**
The BN edit descriptor causes the processor to *ignore* all embedded and trailing blanks in numeric input fields. It takes the following form:

BN

The input field is treated as if all blanks have been removed and the remainder of the field is right-justified. An all-blank field is treated as zero.
Examples

If an input field formatted as a six-digit integer (I6) contains '2 3 4', it is interpreted as ' 234'.

Consider the following code:

```
READ (*, 100) n
100 FORMAT (BN, I6)
```

If you enter any one of the following three records and terminate by pressing Enter, the READ statement interprets that record as the value 123:

```
123
123
123  456
```

Because the repeatable edit descriptor associated with the I/O list item n is I6, only the first six characters of each record are read (three blanks followed by 123 for the first record, and 123 followed by three blanks for the last two records). Because blanks are ignored, all three records are interpreted as 123.

The following example shows the effect of BN editing with an input record that has fewer characters than the number of characters specified by the edit descriptors and `iolist`. Suppose you enter 123 and press Enter in response to the following READ statement:

```
READ (*, '(I6)') n
```

The I/O system is looking for six characters to interpret as an integer number. You have entered only three, so the first thing the I/O system does is to pad the record 123 on the right with three blanks. With BN editing in effect, the nonblank characters (123) are right-aligned, so the record is equal to 123.

BZ Editing

The BZ edit descriptor causes the processor to interpret all embedded and trailing blanks in numeric input fields as zeros. It takes the following form:

```
BZ
```

Examples

The input field ' 23 4 ' is interpreted as ' 23040'. If ' 23 4 ' is entered, the formatter adds one blank to pad the input to the six-digit integer format (I6), but this extra space is ignored, and the input is interpreted as '2304 '. The blanks following the E or D in real-number input are ignored, regardless of the form of blank interpretation in effect.

Suppose you enter 123 and press Enter in response to the following READ statement:

```
READ (*, '(I6)') n
```

The I/O system is looking for six characters to interpret as an integer number. You have entered only three, so the first thing the I/O system does is to pad the record 123 on the right with three blanks. If BZ editing is in effect, those three blanks are interpreted as zeros, and the record is equal to 123000.

Round Editing

The RU, RD, RZ, RN, RC, and RP edit descriptors temporarily change the I/O rounding mode for a connection. These specifiers correspond to the ROUND= specifier values UP, DOWN, ZERO, NEAREST, COMPATIBLE, and PROCESSOR DEFINED, respectively.

The I/O rounding mode affects the conversion of real and complex values in formatted I/O. It affects only D, E, EN, ES, F, and G editing.

Each descriptor continues to be in effect until a different round editing descriptor is encountered or until the end of the current I/O statement.

See Also

Forms for Control Edit Descriptors
RU Editing
The RU edit descriptor causes rounding to the smallest value that is greater than or equal to the original value. It takes the following form:

RU

RD Editing
The RD edit descriptor causes rounding to the largest representable value that is less than or equal to the original value. It takes the following form:

RD

RZ Editing
The RZ edit descriptor causes rounding to the value closest to the original value, but not greater in magnitude. It takes the following form:

RZ

RN Editing
The RN edit descriptor causes rounding to the closer of the two nearest representable values, if one is closer than the other. If both values are equally close then the even value is chosen. It takes the following form:

RN

RC Editing
The RC edit descriptor causes rounding to the closer of the two nearest representable values. If the value is halfway between the two values, the one chosen is the one farther from zero. It takes the following form:

RC

RP Editing
The RP edit descriptor causes rounding to be determined by the default settings in the processor, which may correspond to one of the other modes. It takes the following form:

RP

Decimal Editing
The DC and DP edit descriptors temporarily change the decimal edit mode for a connection. These specifiers correspond to the DECIMAL= specifier values COMMA and POINT, respectively. The decimal editing mode controls the representation of the decimal symbol during conversion of real and complex values in formatted I/O. It affects only D, E, EN, ES, F, and G editing. Each descriptor continues to be in effect until a different decimal editing descriptor is encountered or until the end of the current I/O statement.

See Also
Forms for Control Edit Descriptors

DC Editing
The DC edit descriptor changes the decimal editing mode for a connection to a decimal comma. It takes the following form:

DC

Note that during list-directed I/O, a semicolon is used as a value separator in place of a comma.
**DP Editing**

The DP edit descriptor causes rounding to be determined by the default settings in the processor, which may correspond to one of the other modes. It takes the following form:

\[ \text{DP} \]

**Scale-Factor Editing (P)**

The P edit descriptor specifies a scale factor, which moves the location of the decimal point in real values and the two real parts of complex values. It takes the following form:

\[ kP \]

The \( k \) is a signed (sign is optional if positive), integer literal constant specifying the number of positions, to the left or right, that the decimal point is to move (the scale factor). The range of \( k \) is -128 to 127.

At the beginning of a formatted I/O statement, the value of the scale factor is zero. If a scale editing descriptor is specified, the scale factor is set to the new value, which affects all subsequent real edit descriptors until another scale editing descriptor occurs.

To reinstate a scale factor of zero, you must explicitly specify \( 0P \).

Format reversion does not affect the scale factor. (For more information on format reversion, see Interaction Between Format Specifications and I/O Lists.)

**Rules for Input Processing**

On input, a positive scale factor moves the decimal point to the left, and a negative scale factor moves the decimal point to the right. (On output, the effect is the reverse.)

On input, when an input field using an F, E, D, EN, ES, or G real edit descriptor contains an explicit exponent, the scale factor has no effect. Otherwise, the internal value of the corresponding I/O list item is equal to the external field data multiplied by \( 10^{-k} \). For example, a 2P scale factor multiplies an input value by .01, moving the decimal point two places to the left. A -2P scale factor multiplies an input value by 100, moving the decimal point two places to the right.

The following shows input using the P edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Input</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>3PE10.5</td>
<td>^^^37.614^</td>
<td>.037614</td>
</tr>
<tr>
<td>3PE10.5</td>
<td>^^37.614E2</td>
<td>3761.4</td>
</tr>
<tr>
<td>-3PE10.5</td>
<td>^^^^37.614</td>
<td>37614.0</td>
</tr>
</tbody>
</table>

The scale factor must precede the first real edit descriptor associated with it, but it need not immediately precede the descriptor. For example, the following all have the same effect:

\[ (3P, I6, F6.3, E8.1) \]
\[ (I6, 3P, F6.3, E8.1) \]
\[ (I6, 3PF6.3, E8.1) \]

Note that if the scale factor immediately precedes the associated real edit descriptor, the comma separator is optional.

**Rules for Output Processing**

On output, a positive scale factor moves the decimal point to the right, and a negative scale factor moves the decimal point to the left. (On input, the effect is the reverse.)

On output, the effect of the scale factor depends on which kind of real editing is associated with it, as follows:

- For F editing, the external value equals the internal value of the I/O list item multiplied by \( 10^k \). This changes the magnitude of the data.
- For E and D editing, the external decimal field of the I/O list item is multiplied by \( 10^k \), and \( k \) is subtracted from the exponent. This changes the form of the data.
A positive scale factor decreases the exponent; a negative scale factor increases the exponent.

For a positive scale factor, \( k \) must be less than \( d + 2 \) or an output conversion error occurs.

- For G editing, the scale factor has no effect if the magnitude of the data to be output is within the effective range of the descriptor (the G descriptor supplies its own scaling).

  If the magnitude of the data field is outside G descriptor range, E editing is used, and the scale factor has the same effect as E output editing.

- For EN and ES editing, the scale factor has no effect.

The following shows output using the P edit descriptor (the symbol ^ represents a nonprinting blank character):

<table>
<thead>
<tr>
<th>Format</th>
<th>Value</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>1PE12.3</td>
<td>-270.139</td>
<td>^^-2.701E+02</td>
</tr>
<tr>
<td>1P,E12.2</td>
<td>-270.139</td>
<td>^^^-2.70E+02</td>
</tr>
<tr>
<td>-1PE12.2</td>
<td>-270.139</td>
<td>^^^-0.03E+04</td>
</tr>
</tbody>
</table>

**Examples**

The following shows a FORMAT statement containing a scale factor:

```plaintext
DIMENSION A(6)
DO 10 I=1,6
  A(I) = 25.
  WRITE (6, 100) A
100  FORMAT(' ', F8.2, 2PF8.2, F8.2)
```

The preceding statements produce the following results:

```
25.00  2500.00  2500.00
2500.00  2500.00  2500.00
```

The following code uses scale-factor editing when reading:

```plaintext
READ (*, 100) a, b, c, d
100  FORMAT (F10.6, 1P, F10.6, F10.6, -2P, F10.6)
```

The program's output is:

```
12.340      1.234      1.234   1234.000
12.340      1.234      1.234   1234.000
12340.000  12340.000  12340.000  12340.000
```

The next code shows scale-factor editing when writing:

```plaintext
a = 12.34

WRITE (*, 100) a, a, a, a, a
100  FORMAT (IX, F9.4, E11.4E2, 1P, F9.4, E11.4E2, &
          & -2P, F9.4, E11.4E2)
```

This program's output is:

```
12.3400 0.1234E+02 123.4000 1.2340E+01  0.1234 0.0012E+04
```
Slash Editing (/)

The slash edit descriptor terminates data transfer for the current record and starts data transfer for a new record. It takes the following form:

\[ [r] / \]

The \( r \) is a repeat specification. It must be a positive default integer literal constant; no kind parameter can be specified.

The range of \( r \) is 1 through 2147483647 (2**31-1) on Intel® 64 architecture; 1 through 32767 (2**15-1) on IA-32 architecture. If \( r \) is omitted, it is assumed to be 1.

Multiple slashes cause the system to skip input records or to output blank records, as follows:

- When \( n \) consecutive slashes appear between two edit descriptors, \( n - 1 \) records are skipped on input, or \( n - 1 \) blank records are output. The first slash terminates the current record. The second slash terminates the first skipped or blank record, and so on.
- When \( n \) consecutive slashes appear at the beginning or end of a format specification, \( n \) records are skipped or \( n \) blank records are output, because the opening and closing parentheses of the format specification are themselves a record initiator and terminator, respectively. For example, suppose the following statements are specified:

```fortran
WRITE (6,99)
99 FORMAT ('1','T51','HEADING LINE'//T51,'SUBHEADING LINE'//)
```

The following lines are written:

<table>
<thead>
<tr>
<th>Column 50, top of page</th>
<th>HEADING LINE</th>
</tr>
</thead>
<tbody>
<tr>
<td>(blank line)</td>
<td>SUBHEADING LINE</td>
</tr>
<tr>
<td>(blank line)</td>
<td></td>
</tr>
<tr>
<td>(blank line)</td>
<td></td>
</tr>
</tbody>
</table>

Note that the first character of the record printed was reserved as a control character (see Printing of Formatted Records).

Examples

The following statements write spreadsheet column and row labels:

```fortran
WRITE (*,100)
100 FORMAT ('   A     B     C     D     E'                             &
&        /,' 1',/,' 2',/,' 3',/,' 4',/,' 5')
```

This example generates the following output:

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

See Also

Forms for Control Edit Descriptors

Colon Editing (:)

The colon edit descriptor terminates format control if no more items are in the I/O list.
**Examples**

Suppose the following statements are specified:

```fortran
PRINT 1,3
PRINT 2,13
1 FORMAT (' I=',I2,' J=',I2)
2 FORMAT (' K=',I2,:, ' L=',I2)
```

The following lines are written (the symbol ^ represents a nonprinting blank character):

```fortran
I=^3^J=
K=13
```

The following example writes a = 3.20 b = .99

```fortran
REAL a, b, c, d
DATA a /3.2/, b /.9871515/
WRITE (*, 100) a, b
100 FORMAT (' a=', F5.2, :, ' b=', F5.2, :, &
        ' c=', F5.2, :, ' d=', F5.2)
END
```

See Also

Forms for Control Edit Descriptors

**Dollar-Sign ($) and Backslash ( \ ) Editing**

The dollar sign and backslash edit descriptors modify the output of carriage control specified by the first character of the record. They only affect carriage control for formatted files, and have no effect on input.

If the first character of the record is a blank or a plus sign (+), the dollar sign and backslash descriptors suppress carriage return (after printing the record).

For terminal device I/O, when this trailing carriage return is suppressed, a response follows output on the same line. For example, suppose the following statements are specified:

The following prompt is displayed:

```
ENTER RADIUS VALUE
```

Any response (for example, "12.") is then displayed on the same line:

```
ENTER RADIUS VALUE 12.
```

If the first character of the record is 0, 1, or ASCII NUL, the dollar sign and backslash descriptors have no effect.

Consider the following:

This example advances two lines, prompts for input, awaits input on the same line as the prompt, and prints the input.

The following shows the same example using Fortran standard constructs:

See Also

Forms for Control Edit Descriptors

**Character Count Editing (Q)**

The character count edit descriptor returns the remaining number of characters in the current input record. The corresponding I/O list item must be of type integer or logical. For example, suppose the following statements are specified:

```fortran
READ (4,1000) XRAY, KK, NCHRS, (ICHR(I), I=1,NCHRS)
1000 FORMAT (E15.7,I4,Q,(80A1))
```

Two fields are read into variables XRAY and KK. The number of characters remaining in the record is stored in NCHRS, and exactly that many characters are read into the array ICHR. (This instruction can fail if the record is longer than 80 characters.)
If you place the character count descriptor first in a format specification, you can determine the length of an input record.

On output, the character count edit descriptor causes the corresponding I/O list item to be skipped.

**Examples**

Consider the following:

```fortran
CHARACTER ICHAR(80)
READ (4, 1000) XRAY, K, NCHAR, (ICHAR(I), I= 1, NCHAR)
1000 FORMAT (E15.7, I4, Q, 80A1)
```

The preceding input statement reads the variables XRAY and K. The number of characters remaining in the record is NCHAR, specified by the Q edit descriptor. The array ICHAR is then filled by reading exactly the number of characters left in the record. (Note that this instruction will fail if NCHAR is greater than 80, the length of the array ICHAR.) By placing Q in the format specification, you can determine the actual length of an input record.

Note that the length returned by Q is the number of characters left in the record, not the number of reals or integers or other data types. The length returned by Q can be used immediately after it is read and can be used later in the same format statement or in a variable format expression. (See Variable Format Expressions.)

Assume the file Q.DAT contains:

```
1234.567Hello, Q Edit
```

The following program reads in the number REAL1, determines the characters left in the record, and reads those into STR:

```fortran
CHARACTER STR(80)
INTEGER LENGTH
REAL REAL1
OPEN (UNIT = 10, FILE = 'Q.DAT')
100 FORMAT (F8.3, Q, 80A1)
READ (10, 100) REAL1, LENGTH, (STR(I), I=1, LENGTH)
WRITE(*,'(F8.3,2X,I2,2X,<LENGTH>A1)') REAL1, LENGTH, (STR(I), &
& I= 1, LENGTH)
END
```

The output on the screen is:

```
1234.567  13  Hello, Q Edit
```

A READ statement that contains only a Q edit descriptor advances the file to the next record. For example, consider that Q.DAT contains the following data:

```
abcdefg
abcd
```

Consider it is then READ with the following statements:

```fortran
OPEN (10, FILE = "Q.DAT")
READ(10, 100) LENGTH
100 FORMAT(Q)
WRITE(*,'(I2)') LENGTH
READ(10, 100) LENGTH
WRITE(*,'(I2)') LENGTH
END
```

The output to the screen would be:

```
7
4
```

**See Also**

Forms for Control Edit Descriptors
**Character String Edit Descriptors**

Character string edit descriptors control the output of character strings. The character string edit descriptors are the **character constant** and **H** edit descriptor.

Although no string edit descriptor can be preceded by a repeat specification, a parenthesized group of string edit descriptors can be preceded by a repeat specification or a * indicating an unlimited repeat count.

**See Also**

**Nested and Group Repeat Specifications**

**Character Constant Editing**

The character constant edit descriptor causes a character string to be output to an external record. It takes one of the following forms:

- `'string'`
- `"string"

The **string** is a character literal constant; no kind parameter can be specified. Its length is the number of characters between the delimiters; two consecutive delimiters are counted as one character.

To include an apostrophe in a character constant that is enclosed by apostrophes, place two consecutive apostrophes (``) in the format specification; for example:

```plaintext
50   FORMAT ("TODAY''S DATE IS:"',I2,'/',I2,'/',I2)
```

Note that the symbol ^ represents a nonprinting blank character.

Similarly, to include a quotation mark in a character constant that is enclosed by quotation marks, place two consecutive quotation marks (``) in the format specification.

On input, the character constant edit descriptor transfers length of string characters to the edit descriptor.

**Examples**

Consider the following '(3I5)' format in the WRITE statement:

```plaintext
WRITE (10, '(3I5)') I1, I2, I3
```

This is equivalent to:

```plaintext
WRITE (10, 100) I1, I2, I3
100   FORMAT( 3I5)
```

The following shows another example:

```plaintext
! These WRITE statements both output ABC'DEF
! (The leading blank is a carriage-control character).
   WRITE (*, 970)
   WRITE (*, '" ABC''''DEF"')
   WRITE (*, '" ABC"''DEF"')
!
   The following WRITE also outputs ABC'DEF. No carriage-
! control character is necessary for list-directed I/O.
   WRITE (*,*) 'ABC''DEF'
```

Alternatively, if the delimiter is quotation marks, the apostrophe in the character constant ABC'DEF requires no special treatment:

```plaintext
WRITE (*,*) "ABC'DEF"
```

**See Also**

**Character Constants**

**Format Specifications**
H Editing

The H edit descriptor transfers data between the external record and the H edit descriptor itself. The H edit descriptor is a deleted feature in the Fortran Standard. Intel® Fortran fully supports features deleted in the Fortran Standard.

An H edit descriptor has the form of a Hollerith constant, as follows:

\[ n \text{H} \text{string} \]

- \( n \) is an unsigned, positive default integer literal constant (with no kind parameter) indicating the number of characters in \( \text{string} \) (including blanks and tabs).
- The range of \( n \) is 1 through 2147483647 (\( 2^{31} \)-1) on Intel® 64 architecture; 1 through 32767 (\( 2^{15} \)-1) on IA-32 architecture. Actual useful ranges may be constrained by record sizes (RECL) and the file system.

- \( \text{string} \) is a string of printable ASCII characters.

On input, the H edit descriptor transfers \( n \) characters from the external field to the edit descriptor. The first character appears immediately after the letter H. Any characters in the edit descriptor before input are replaced by the input characters. If the edit descriptor appears in a FORMAT statement, the replaced characters are preserved for future uses of that FORMAT statement; otherwise, the replacement is discarded.

On output, the H edit descriptor causes \( n \) characters following the letter H to be output to an external record.

Examples

```
! These WRITE statements both print "Don't misspell 'Hollerith'"
! (The leading blanks are carriage-control characters).
! Hollerith formatting does not require you to embed additional
! single quotation marks as shown in the second example.
! WRITE (*, 960)
960 FORMAT (27H Don't misspell 'Hollerith')
WRITE (*, 961)
961 FORMAT (' Don''t misspell ''Hollerith''')
```

See Also

Deleted and Obsolescent Language Features
Format Specifications

Nested and Group Repeat Specifications

Format specifications can include nested format specifications enclosed in parentheses; for example:

```
15 FORMAT (E7.2,I8,12,(A5,16))
35 FORMAT (A6,(L8(312)),A)
```

A group repeat specification can precede a nested group of edit descriptors; it can be an unsigned integer literal constant, a variable format expression, or * to indicate an unlimited repeat count. For example, the following statements are equivalent, and the second statement shows a group repeat specification:

```
50 FORMAT (I8,18,F8.3,E15.7,F8.3,E15.7,I5,I5)
50 FORMAT (2I8,3(F8.3,E15.7),2I5)
```

If a nested group does not show a repeat count, a default count of 1 is assumed.

Normally, the string edit descriptors and control edit descriptors cannot be repeated (except for slash), but any of these descriptors can be enclosed in parentheses and preceded by a group repeat specification. For example, the following statements are valid:

```
76 FORMAT ('MONTHLY',3('TOTAL'))
100 FORMAT (I8,4(T7),A4)
```
Each of the following can be used to read data at the end of an input record into N elements of array A:

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>read (10,‘(&lt;N&gt;F8.2)’) A(1:N)</code></td>
<td>Variable format expression</td>
</tr>
<tr>
<td><code>read(10,’(*F8.2)’) A(1:N)</code></td>
<td>Unlimited repeat count</td>
</tr>
</tbody>
</table>

**See Also**

- Character String Edit Descriptors
- Control Edit Descriptors
- Forms for Data Edit Descriptors for details on repeat specifications for data edit descriptors
- Interaction Between Format Specifications and I/O Lists for details on group repeat specifications and format reversion

**Variable Format Expressions**

A variable format expression is a numeric expression enclosed in angle brackets (`< >`) that can be used in a FORMAT statement or in a character format specification.

The numeric expression can be any valid Fortran expression, including function calls and references to dummy arguments.

If the expression is not of type integer, it is converted to integer type before being used.

If the value of a variable format expression does not obey the restrictions on magnitude applying to its use in the format, an error occurs.

Variable format expressions cannot be used with the H edit descriptor, and they are not allowed in character format specifications that are not character constant expressions.

Variable format expressions are evaluated each time they are encountered in the scan of the format. If the value of the variable used in the expression changes during the execution of the I/O statement, the new value is used the next time the format item containing the expression is processed.

**Examples**

Consider the following statement:

```fortran
FORMAT (I<J+1>)
```

When the format is scanned, the preceding statement performs an I (integer) data transfer with a field width of J+1. The expression is reevaluated each time it is encountered in the normal format scan.

Consider the following statements:

```fortran
DIMENSION A(5)
DATA A/1.,2.,3.,4.,5./

DO 10 I=1,10
  WRITE (6,100) I
100   FORMAT (I<MAX(I,5)>)
10 CONTINUE

DO 20 I=1,5
  WRITE (6,101) (A(I), J=1,I)
101   FORMAT (<I>F10.<I-1>)
20 CONTINUE
END
```

On execution, these statements produce the following output:

```
1
2
3
4
5
6
7
```
The following shows another example:

```fortran
WRITE(6,20) INT1
20     FORMAT(I<MAX(20,5)>)
WRITE(6,FMT=30) REAL2(10), REAL3
30     FORMAT(<J+K>X, <2*M>F8.3)
```

The value of the expression is reevaluated each time an input/output item is processed during the execution of the READ, WRITE, or PRINT statement. For example:

```fortran
INTEGER width, value
width=2
READ (*,10) width, value
10     FORMAT(I1, I <width>)
PRINT *, value
END
```

When given input 3123, the program will print 123 and not 12.

**See Also**

*Interaction Between Format Specifications and I/O Lists* for details on the synchronization of I/O lists with formats

### Printing of Formatted Records

On output, if a file was opened with CARRIAGECONTROL='FORTRAN' in effect or the file is being processed by the `fortpr` format utility, the first character of a record transmitted to a line printer or terminal is typically a character that is not printed, but used to control vertical spacing.

The following table lists the valid control characters for printing:

**Control Characters for Printing**

<table>
<thead>
<tr>
<th>Character</th>
<th>Meaning</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>Overprinting</td>
<td>Outputs the record (at the current position in the current line) and a carriage return.</td>
</tr>
<tr>
<td>-</td>
<td>One line feed</td>
<td>Outputs the record (at the beginning of the following line) and a carriage return.</td>
</tr>
<tr>
<td>0</td>
<td>Two line feeds</td>
<td>Outputs the record (after skipping a line) and a carriage return.</td>
</tr>
<tr>
<td>1</td>
<td>Next page</td>
<td>Outputs the record (at the beginning of a new page) and a carriage return.</td>
</tr>
<tr>
<td>$</td>
<td>Prompting</td>
<td>Outputs the record (at the beginning of the following line), but no carriage return.</td>
</tr>
</tbody>
</table>
### Interaction Between Format Specifications and I/O Lists

Format control begins with the execution of a formatted I/O statement. Each action of format control depends on information provided jointly by the next item in the I/O list (if one exists) and the next edit descriptor in the format specification.

Both the I/O list and the format specification are interpreted from left to right, unless repeat specifications or implied-DO lists appear.

If an I/O list specifies at least one list item, at least one data edit descriptor (I, B, O, Z, F, E, EN, ES, D, G, L, or A) or the Q edit descriptor must appear in the format specification; otherwise, an error occurs.

Each data edit descriptor (or Q edit descriptor) corresponds to one item in the I/O list, except that an I/O list item of type complex requires the interpretation of two F, E, EN, ES, D, or G edit descriptors. No I/O list item corresponds to a control edit descriptor (X, P, T, TL, TR, SP, SS, S, BN, BZ, $, or :), or a character string edit descriptor (H and character constants). For character string edit descriptors, data transfer occurs directly between the external record and the format specification.

When format control encounters a data edit descriptor in a format specification, it determines whether there is a corresponding I/O list item specified. If there is such an item, it is transferred under control of the edit descriptor, and then format control proceeds. If there is no corresponding I/O list item, format control terminates.

If there are no other I/O list items to be processed, format control also terminates when the following occurs:

- A colon edit descriptor is encountered.
- The end of the format specification is reached.

If additional I/O list items remain, part or all of the format specification is reused in format reversion.

In format reversion, the current record is terminated and a new one is initiated. Format control then reverts to one of the following (in order) and continues from that point:

1. The group repeat specification whose opening parenthesis matches the next-to-last closing parenthesis of the format specification
2. The initial opening parenthesis of the format specification

Format reversion has no effect on the scale factor (P), the sign control edit descriptors (S, SP, or SS), or the blank interpretation edit descriptors (BN or BZ).

### Examples

The data in file FOR002.DAT is to be processed 2 records at a time. Each record starts with a number to be put into an element of a vector B, followed by 5 numbers to be put in a row in matrix A.

FOR002.DAT contains the following data:

```
001 0101 0102 0103 0104 0105
002 0201 0202 0203 0204 0205
003 0301 0302 0303 0304 0305
004 0401 0402 0403 0404 0405
005 0501 0502 0503 0504 0505
006 0601 0602 0603 0604 0605
007 0701 0702 0703 0704 0705
```
The following example shows how several different format specifications interact with I/O lists to process data in file FOR002.DAT:

**Interaction Between Format Specifications and I/O Lists**

```
INTEGER I, J, A(2,5), B(2)
OPEN (unit=2, access='sequential', file='FOR002.DAT')

READ (2,100) (B(I), (A(I,J), J=1,5), I=1,2)  
100   FORMAT (2 (I3, X, 5(I4,X), /) )  
      WRITE (6,999) B, ((A(I,J),J=1,5),I=1,2)  
999   FORMAT (' B is ', 2(I3, X), ';  A is', /  
            (' ', 5 (I4, X)) )
      READ (2,200) (B(I), (A(I,J), J=1,5), I=1,2)  
200   FORMAT (2 (I3, X, 5(I4,X), :/) ) 
      WRITE (6,999) B, ((A(I,J),J=1,5),I=1,2)  
      READ (2,300) (B(I), (A(I,J), J=1,5), I=1,2)  
300   FORMAT ( (I3, X, 5(I4,X)) ) 
      WRITE (6,999) B, ((A(I,J),J=1,5),I=1,2)  
      READ (2,400) (B(I), (A(I,J), J=1,5), I=1,2)  
400   FORMAT ( I3, X, 5(I4,X) )
```
This statement reads B(1); then A(1,1) through A(1,5); then B(2) and A(2,1) through A(2,5).

The first record read (starting with 001) starts the processing of the I/O list.

There are two records, each in the format I3, X, 5(I4, X). The slash (/) forces the reading of the second record after A(1,5) is processed. It also forces the reading of the third record after A(2,5) is processed; no data is taken from that record.

This statement produces the following output:

\[
\begin{array}{c}
B \\
\end{array}
\begin{array}{c}
is \\
1 & 2 \\
\end{array}
\begin{array}{c}
A \\
101 & 102 & 103 & 104 & 105 & 201 & 202 & 203 & 204 & 205
\end{array}
\]

This statement reads the record starting with 004. The slash (/) forces the reading of the next record after A(1,5) is processed. The colon (:) stops the reading after A(2,5) is processed, but before the slash (/) forces another read.

This statement produces the following output:

\[
\begin{array}{c}
B \\
\end{array}
\begin{array}{c}
is \\
4 & 5 \\
\end{array}
\begin{array}{c}
A \\
401 & 402 & 403 & 404 & 405 & 501 & 502 & 503 & 504 & 505
\end{array}
\]

This statement reads the record starting with 006. After A(1,5) is processed, format reversion causes the next record to be read and starts format processing at the left parenthesis before the I3.

This statement produces the following output:

\[
\begin{array}{c}
B \\
\end{array}
\begin{array}{c}
is \\
6 & 7 \\
\end{array}
\begin{array}{c}
A \\
601 & 602 & 603 & 604 & 605 & 701 & 702 & 703 & 704 & 705
\end{array}
\]

This statement reads the record starting with 008. After A(1,5) is processed, format reversion causes the next record to be read and starts format processing at the left parenthesis before the I4.

This statement produces the following output:

\[
\begin{array}{c}
B \\
\end{array}
\begin{array}{c}
is \\
8 & 90 \\
\end{array}
\begin{array}{c}
A \\
801 & 802 & 803 & 804 & 805 & 9010 & 9020 & 9030 & 9040 & 100
\end{array}
\]

The record 009 0901 0902 0903 0904 0905 is processed with I4 as "009 " for B(2), which is 90. X skips the next "0". Then "901 " is processed for A(2,1), which is 9010, "902 " for A(2,2), "903 " for A(2,3), and "904 " for A(2,4). The repeat specification of 5 is now exhausted and the format ends. Format reversion causes another record to be read and starts format processing at the left parenthesis before the I4, so "010 " is read for A(2,5), which is 100.

See Also
Data Edit Descriptors
Control Edit Descriptors
Character Count Editing (Q)
Character String Edit Descriptors
Scale-Factor Editing (P)
File Operation I/O Statements Overview

The following are file connection, inquiry, and positioning I/O statements:

- **BACKSPACE**
  Positions a sequential file at the beginning of the preceding record, making it available for subsequent I/O processing.

- **CLOSE**
  Terminates the connection between a logical unit and a file or device.

- **DELETE**
  Deletes a record from a relative file.

- **ENDFILE**
  Writes an end-of-file record to a sequential file and positions the file after this record (the terminal point). For direct access files, truncates the file after the current record.

- **FLUSH**
  Causes data written to a file to become available to other processes or causes data written to a file outside of Fortran to be accessible to a READ statement.

- **INQUIRE**
  Requests information on the status of specified properties of a file or logical unit. For more information on specifiers you can use in INQUIRE statements, see INQUIRE Statement Specifiers.

- **OPEN**
  Connects a Fortran logical unit to a file or device; declares attributes for read and write operations. For more information on specifiers you can use in OPEN statements, see OPEN Statement Specifiers.

- **REWIND**
  Positions a sequential or direct access file at the beginning of the file (the initial point).

- **WAIT**
  Performs a wait operation for a specified pending asynchronous data transfer operation.

The following table summarizes I/O statement specifiers:

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Values</th>
<th>Description</th>
<th>Used with:</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCESS=access</td>
<td>'SEQUENTIAL', 'DIRECT', 'STREAM', or 'APPEND'</td>
<td>Specifies the method of file access.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>ACTION=permission</td>
<td>'READ', 'WRITE' or 'READWRITE' (default is 'READWRITE')</td>
<td>Specifies file I/O mode.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>ADVANCE=c-expr</td>
<td>'NO' or 'YES' (default is 'YES')</td>
<td>Specifies formatted sequential data input as advancing, or non-advancing.</td>
<td>READ</td>
</tr>
<tr>
<td>Specifier</td>
<td>Values</td>
<td>Description</td>
<td>Used with:</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>ASSOCIATEVARIABLE=var</td>
<td>Integer variable</td>
<td>Specifies a variable to be updated to reflect the record number of the next sequential record in the file.</td>
<td>OPEN</td>
</tr>
<tr>
<td>ASYNCHRONOUS=async</td>
<td>'YES' or 'NO' (default is 'NO')</td>
<td>Specifies whether or not the I/O is done asynchronously</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>BINARY=bin</td>
<td>'NO' or 'YES'</td>
<td>Returns whether file format is binary.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>BLANK=blank_control</td>
<td>'NULL' or 'ZERO' (default is 'NULL')</td>
<td>Specifies whether blanks are ignored in numeric fields or interpreted as zeros.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>BLOCKSIZE=blocksize</td>
<td>Positive integer variable or expression</td>
<td>Specifies or returns the internal buffer size used in I/O.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>BUFFERCOUNT=bc</td>
<td>Numeric expression</td>
<td>Specifies the number of buffers to be associated with the unit for multibuffered I/O.</td>
<td>OPEN</td>
</tr>
<tr>
<td>BUFFERED=bf</td>
<td>'YES' or 'NO' (default is 'NO')</td>
<td>Specifies run-time library behavior following WRITE operations.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>CARRIAGECONTROL=control</td>
<td>'FORTRAN', 'LIST', or 'NONE'</td>
<td>Specifies carriage control processing.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>CONVERT=form</td>
<td>'LITTLE_ENDIAN', 'BIG_ENDIAN', 'CRAY', 'FDX', 'FGX', 'IBM', 'VAXD', 'VAXG', or 'NATIVE' (default is 'NATIVE')</td>
<td>Specifies a numeric format for unformatted data.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>DEFAULTFILE=var</td>
<td>Character expression</td>
<td>Specifies a default file pathname string.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>DELIM=delimiter</td>
<td>'APOSTROPHE', 'QUOTE' or 'NONE' (default is 'NONE')</td>
<td>Specifies the delimiting character for list-directed or namelist data.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>DIRECT=dir</td>
<td>'NO' or 'YES'</td>
<td>Returns whether file is connected for direct access.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>DISPOSE=dis (or DISP=dis)</td>
<td>'KEEP', 'SAVE', 'DELETE', 'PRINT', 'PRINT/DELETE', 'SUBMIT', or 'SUBMIT/DELETE'</td>
<td>Specifies the status of a file after the unit is closed.</td>
<td>OPEN, CLOSE</td>
</tr>
<tr>
<td>Specifier</td>
<td>Values</td>
<td>Description</td>
<td>Used with:</td>
</tr>
<tr>
<td>-------------</td>
<td>------------------------------------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>formatlist</td>
<td>Character variable or expression</td>
<td>Lists edit descriptors. Used in FORMAT statements and format specifiers (the FMT=fmt option) to describe the format of data.</td>
<td>FORMAT, PRINT, READ, WRITE</td>
</tr>
<tr>
<td>END=endlabel</td>
<td>Integer between 1 and 99999</td>
<td>When an end of file is encountered, transfers control to the statement whose label is specified.</td>
<td>READ</td>
</tr>
<tr>
<td>EOR=eorlabel</td>
<td>Integer between 1 and 99999</td>
<td>When an end of record is encountered, transfers to the statement whose label is specified.</td>
<td>READ</td>
</tr>
<tr>
<td>ERR=errlabel</td>
<td>Integer between 1 and 99999</td>
<td>Specifies the label of an executable statement where execution is transferred after an I/O error.</td>
<td>All except PRINT</td>
</tr>
<tr>
<td>EXIST=ex</td>
<td>.TRUE. or .FALSE.</td>
<td>Returns whether a file exists and can be opened.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>FILE=file(or NAME=name)</td>
<td>Character variable or expression. Length and format of the name are determined by the operating system</td>
<td>Specifies the name of a file</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>[FMT=]fmt</td>
<td>Character variable or expression</td>
<td>Specifies an editlist to use to format data.</td>
<td>PRINT, READ, WRITE</td>
</tr>
<tr>
<td>FORM=form</td>
<td>'FORMATTED', 'UNFORMATTED', or 'BINARY'</td>
<td>Specifies a file's format.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>FORMATTED=fmt</td>
<td>'NO' or 'YES'</td>
<td>Returns whether a file is connected for formatted data transfer.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>IOFOCUS=iof</td>
<td>.TRUE. or .FALSE.</td>
<td>Specifies whether a unit is the active window in a QuickWin application.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>iolist</td>
<td>List of variables of any type, character expression, or NAMELIST</td>
<td>Specifies items to be input or output.</td>
<td>PRINT, READ, WRITE</td>
</tr>
<tr>
<td>Specifier</td>
<td>Values</td>
<td>Description</td>
<td>Used with:</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>IOSTAT=istat</td>
<td>Integer variable</td>
<td>Specifies a variable whose value indicates whether an I/O error has occurred.</td>
<td>All except PRINT</td>
</tr>
<tr>
<td>MAXREC=var</td>
<td>Numeric expression</td>
<td>Specifies the maximum number of records that can be transferred to or from a direct access file.</td>
<td>OPEN</td>
</tr>
<tr>
<td>MODE=permission</td>
<td>'READ', 'WRITE' or 'READWRITE' (default is 'READWRITE')</td>
<td>Same as ACTION.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>NAMED=var</td>
<td>.TRUE. or .FALSE.</td>
<td>Returns whether a file is named.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>NEWUNIT=u-var</td>
<td>Scalar integer variable</td>
<td>Is assigned an unused unit number that is automatically chosen. It is always a negative integer.</td>
<td>OPEN</td>
</tr>
<tr>
<td>NEXTREC=nr</td>
<td>Integer variable</td>
<td>Returns where the next record can be read or written in a file.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>[NML=]nmIspec</td>
<td>Namelist name</td>
<td>Specifies a namelist group to be input or output.</td>
<td>PRINT, READ, WRITE</td>
</tr>
<tr>
<td>NUMBER=num</td>
<td>Integer variable</td>
<td>Returns the number of the unit connected to a file.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>OPENED=od</td>
<td>.TRUE. or .FALSE.</td>
<td>Returns whether a file is connected.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>ORGANIZATION=org</td>
<td>'SEQUENTIAL' or 'RELATIVE' (default is 'SEQUENTIAL')</td>
<td>Specifies the internal organization of a file.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>PAD=pad_switch</td>
<td>'YES' or 'NO' (default is 'YES')</td>
<td>Specifies whether an input record is padded with blanks when the input list or format requires more data than the record holds, or whether the input record is required to contain the data indicated.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>POS=pos</td>
<td>Positive integer</td>
<td>Specifies the file storage unit position in a stream file.</td>
<td>INQUIRE, READ, WRITE</td>
</tr>
<tr>
<td>POSITION=file_pos</td>
<td>'ASIS', 'REWIND' or 'APPEND' (default is 'ASIS')</td>
<td>Specifies position in a file.</td>
<td>INQUIRE, OPEN</td>
</tr>
</tbody>
</table>
## I/O Specifiers

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Values</th>
<th>Description</th>
<th>Used with:</th>
</tr>
</thead>
<tbody>
<tr>
<td>READ=rd</td>
<td>'NO' or 'YES'</td>
<td>Returns whether a file can be read.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>READONLY</td>
<td></td>
<td>Specifies that only READ statements can refer to this connection.</td>
<td>OPEN</td>
</tr>
<tr>
<td>READWRITE=rdwr</td>
<td>'NO' or 'YES'</td>
<td>Returns whether a file can be both read and written to.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>REC=rec</td>
<td>Positive integer variable or expression</td>
<td>Specifies the first (or only) record of a file to be read from, or written to.</td>
<td>READ, WRITE</td>
</tr>
<tr>
<td>RECL=length(RECORDSIZE=length)</td>
<td>Positive integer variable or expression</td>
<td>Specifies the record length in direct access files, or the maximum record length in sequential files.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>RECORDTYPE=typ</td>
<td>'FIXED', 'VARIABLE', 'SEGMENTED', 'STREAM', 'STREAM_LF', or 'STREAM_CR'</td>
<td>Specifies the type of records in a file.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>SEQUENTIAL=seq</td>
<td>'NO' or 'YES'</td>
<td>Returns whether file is connected for sequential access.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>SHARE=share</td>
<td>'COMPAT', 'DENYNONE', 'DENYWR', 'DENYRD', or 'DENYRW' (default is 'DENYNONE')</td>
<td>Controls how other processes can simultaneously access a file on networked systems.</td>
<td>INQUIRE, OPEN</td>
</tr>
<tr>
<td>SHARED</td>
<td></td>
<td>Specifies that a file is connected for shared access by more than one program executing simultaneously.</td>
<td>OPEN</td>
</tr>
<tr>
<td>SIZE=size</td>
<td>Integer variable</td>
<td>Returns the number of characters read in a nonadvancing READ before an end-of-record condition occurred.</td>
<td>READ</td>
</tr>
<tr>
<td>STATUS=status(TYPE=status)</td>
<td>'OLD', 'NEW', 'UNKNOWN' or 'SCRATCH' (default is 'UNKNOWN')</td>
<td>Specifies the status of a file on opening and/or closing.</td>
<td>CLOSE, OPEN</td>
</tr>
<tr>
<td>TITLE=name</td>
<td>Character expression</td>
<td>Specifies the name of a child window in a QuickWin application.</td>
<td>OPEN</td>
</tr>
</tbody>
</table>
### I/O Specifiers

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Values</th>
<th>Description</th>
<th>Used with:</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNFORMATTED=unf</td>
<td>'NO' or 'YES'</td>
<td>Returns whether a file is connected for unformatted data transfer.</td>
<td>INQUIRE</td>
</tr>
<tr>
<td>[UNIT=]unitspec</td>
<td>Integer variable or expression</td>
<td>Specifies the unit to which a file is connected.</td>
<td>All except PRINT</td>
</tr>
<tr>
<td>USEROPEN=fname</td>
<td>Name of a user-written function</td>
<td>Specifies an external function that controls the opening of a file.</td>
<td>OPEN</td>
</tr>
<tr>
<td>WRITE=rd</td>
<td>'NO' or 'YES'</td>
<td>Returns whether a file can be written to.</td>
<td>INQUIRE</td>
</tr>
</tbody>
</table>

**See Also**

- Data Transfer I/O Statements Overview
- I/O Control List for details on control specifiers

### INQUIRE Statement Specifiers

The INQUIRE statement returns information on the status of specified properties of a file or logical unit. For more information, see INQUIRE.

The following table lists the INQUIRE statement specifiers and contains links to their descriptions:

<table>
<thead>
<tr>
<th>ACCESS</th>
<th>DELIM</th>
<th>NEXTREC</th>
<th>RECL</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACTION</td>
<td>DIRECT</td>
<td>NUMBER</td>
<td>RECORDTYPE</td>
</tr>
<tr>
<td>ASYNCHRONOUS</td>
<td>ENCODING</td>
<td>OPENED</td>
<td>ROUND</td>
</tr>
<tr>
<td>BINARY</td>
<td>EXIST</td>
<td>ORGANIZATION</td>
<td>SEQUENTIAL</td>
</tr>
<tr>
<td>BLANK</td>
<td>FORM</td>
<td>PAD</td>
<td>SHARE</td>
</tr>
<tr>
<td>BLOCKSIZE</td>
<td>FORMATTED</td>
<td>PENDING</td>
<td>SIGN</td>
</tr>
<tr>
<td>BUFFERED</td>
<td>IOFOCUS</td>
<td>POS</td>
<td>SIZE</td>
</tr>
<tr>
<td>CARRIAGECONTROL</td>
<td>MODE</td>
<td>POSITION</td>
<td>UNFORMATTED</td>
</tr>
<tr>
<td>CONVERT</td>
<td>NAME</td>
<td>READ</td>
<td>WRITE</td>
</tr>
<tr>
<td>DECIMAL</td>
<td>NAMED</td>
<td>READWRITE</td>
<td></td>
</tr>
</tbody>
</table>

**See Also**

- Unit Specifier (UNIT=)
- Branch Specifiers (END=, EOR=, ERR=)
- ID Specifier (ID=)
- I/O Message Specifier (IOMSG=)
- I/O Status Specifier (IOSTAT=)
- OPEN: RECL Specifier
- OPEN: FILE Specifier
- OPEN: DEFAULTFILE Specifier
INQUIRE: ACCESS Specifier
The ACCESS specifier asks how a file is connected. It takes the following form:

\[ \text{ACCESS} = acc \]

\[ acc \]

Is a scalar default character variable that is assigned one of the following values:

| 'SEQUENTIAL'   | If the file is connected for sequential access |
| 'STREAM'      | If the file is connected for stream access   |
| 'DIRECT'      | If the file is connected for direct access   |
| 'UNDEFINED'   | If the file is not connected                 |

INQUIRE: ACTION Specifier
The ACTION specifier asks which I/O operations are allowed for a file. It takes the following form:

\[ \text{ACTION} = act \]

\[ act \]

Is a scalar default character variable that is assigned one of the following values:

| 'READ'       | If the file is connected for input only       |
| 'WRITE'      | If the file is connected for output only      |
| 'READWRITE'  | If the file is connected for both input and output |
| 'UNDEFINED'  | If the file is not connected                  |

INQUIRE: ASYNCHRONOUS Specifier
The ASYNCHRONOUS specifier asks whether asynchronous I/O is in effect. It takes the following form:

\[ \text{ASYNCHRONOUS} = asyn \]

\[ asyn \]

Is a scalar default character variable that is assigned one of the following values:

| 'NO'          | If the file or unit is connected and asynchronous input/output is not in effect. |
| 'YES'         | If the file or unit is connected and asynchronous input/output is in effect.     |
| 'UNKNOWN'     | If the file or unit is not connected.                                            |
**INQUIRE: BINARY Specifier (W*S)**

The BINARY specifier asks whether a file is connected to a binary file. It takes the following form:

\[ \text{BINARY} = \text{bin} \]

<table>
<thead>
<tr>
<th>bin</th>
<th>Is a scalar default character variable that is assigned one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'YES'</td>
<td>If the file is connected to a binary file</td>
</tr>
<tr>
<td>'NO'</td>
<td>If the file is connected to a nonbinary file</td>
</tr>
<tr>
<td>'UNKNOWN'</td>
<td>If the file is not connected</td>
</tr>
</tbody>
</table>

**INQUIRE: BLANK Specifier**

The BLANK specifier asks what type of blank control is in effect for a file. It takes the following form:

\[ \text{BLANK} = \text{blnk} \]

<table>
<thead>
<tr>
<th>blnk</th>
<th>Is a scalar default character variable that is assigned one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'NULL'</td>
<td>If null blank control is in effect for the file</td>
</tr>
<tr>
<td>'ZERO'</td>
<td>If zero blank control is in effect for the file</td>
</tr>
<tr>
<td>'UNDEFINED'</td>
<td>If the file is not connected, or it is not connected for formatted data transfer</td>
</tr>
</tbody>
</table>

**INQUIRE: BLOCKSIZE Specifier**

The BLOCKSIZE specifier asks about the physical I/O transfer size. It takes the following form:

\[ \text{BLOCKSIZE} = \text{bks} \]

<table>
<thead>
<tr>
<th>bks</th>
<th>Is a scalar integer variable.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The ( \text{bks} ) is assigned the current size of the physical I/O transfer. If the unit or file is not connected, the value assigned is zero.</td>
</tr>
</tbody>
</table>

**INQUIRE: BUFFERED Specifier**

The BUFFERED specifier asks whether run-time buffering is in effect. It takes the following form:

\[ \text{BUFFERED} = \text{bf} \]

<table>
<thead>
<tr>
<th>bf</th>
<th>Is a scalar default character variable that is assigned one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'NO'</td>
<td>If the file or unit is connected and buffering is not in effect.</td>
</tr>
<tr>
<td>'YES'</td>
<td>If the file or unit is connected and buffering is in effect.</td>
</tr>
</tbody>
</table>
### INQUIRE: CARRIAGECONTROL Specifier

The CARRIAGECONTROL specifier asks what type of carriage control is in effect for a file. It takes the following form:

\[ \text{CARRIAGECONTROL} = \text{cc} \]

- \( cc \) is a scalar default character variable that is assigned one of the following values:
  - `'FORTRAN'` if the file is connected with Fortran carriage control in effect
  - `'LIST'` if the file is connected with implied carriage control in effect
  - `'NONE'` if the file is connected with no carriage control in effect
  - `'UNKNOWN'` if the file is not connected

### INQUIRE: CONVERT Specifier

The CONVERT specifier asks what type of data conversion is in effect for a file. It takes the following form:

\[ \text{CONVERT} = \text{fm} \]

- \( fm \) is a scalar default character variable that is assigned one of the following values:
  - `'LITTLE_ENDIAN'` if the file is connected with little endian integer and IEEE* floating-point data conversion in effect
  - `'BIG_ENDIAN'` if the file is connected with big endian integer and IEEE floating-point data conversion in effect
  - `'CRAY'` if the file is connected with big endian integer and CRAY* floating-point data conversion in effect
  - `'FDX'` if the file is connected with little endian integer and VAX* processor F_floating, D_floating, and IEEE X_floating data conversion in effect
  - `'FGX'` if the file is connected with little endian integer and VAX processor F_floating, G_floating, and IEEE X_floating data conversion in effect
'IBM'  If the file is connected with big endian integer and IBM* System\370 floating-point data conversion in effect

'VAXD'  If the file is connected with little endian integer and VAX processor F_floating, D_floating, and H_floating in effect

'VAXG'  If the file is connected with little endian integer and VAX processor F_floating, G_floating, and H_floating in effect

'NATIVE'  If the file is connected with no data conversion in effect

'UNKNOWN'  If the file or unit is not connected for unformatted data transfer

**INQUIRE: DECIMAL Specifier**

The DECIMAL specifier asks which decimal editing mode is in effect for a file connection. It takes the following form:

\[
\text{DECIMAL} = \text{dmode}
\]

\(dmode\)  Is a scalar default character variable that is assigned one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'COMMA'</td>
<td>If a decimal comma is used during decimal editing mode.</td>
</tr>
<tr>
<td>'POINT'</td>
<td>If a decimal point is used during decimal editing mode.</td>
</tr>
<tr>
<td>'UNDEFINED'</td>
<td>If there is no connection or if the connection is not for formatted I/O.</td>
</tr>
</tbody>
</table>

**INQUIRE: DELIM Specifier**

The DELIM specifier asks how character constants are delimited in list-directed and namelist output. It takes the following form:

\[
\text{DELIM} = \text{del}
\]

\(del\)  Is a scalar default character variable that is assigned one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'APOSTROPHE'</td>
<td>If apostrophes are used to delimit character constants in list-directed and namelist output</td>
</tr>
<tr>
<td>'QUOTE'</td>
<td>If quotation marks are used to delimit character constants in list-directed and namelist output</td>
</tr>
</tbody>
</table>
'NONE'  If no delimiters are used
'UNDEFINED'  If the file is not connected, or is not connected for formatted data transfer

INQUIRE: DIRECT Specifier
The DIRECT specifier asks whether a file is connected for direct access. It takes the following form:

DIRECT = dir

dir
Is a scalar default character variable that is assigned one of the following values:

'YES'  If the file is connected for direct access
'NO'  If the file is not connected for direct access
'UNKNOWN'  If the file is not connected

INQUIRE: ENCODING Specifier
The ENCODING specifier asks what type of encoding is in effect for a file. It takes the following form:

ENCODING = enc

enc
Is a scalar default character expression that is assigned one of the following values:

'UTF-8'  If the file is connected with UTF-8 encoding in effect.
'UNDEFINED'  If the file is connected for unformatted I/O.
'UNKNOWN'  If the processor is unable to determine the encoding form of the file.

INQUIRE: EXIST Specifier
The EXIST specifier asks whether a file exists and can be opened. It takes the following form:

EXIST = ex

ex
Is a scalar default logical variable that is assigned one of the following values:

.TRUE.  If the specified file exists and can be opened, or if the specified unit exists
.FALSE.  If the specified file or unit does not exist or if the file exists but cannot be opened

The unit exists if it is a number in the range allowed by the processor.
INQUIRE: FORM Specifier

The FORM specifier asks whether a file is connected for formatted, unformatted, or binary (W*S) data transfer. It takes the following form:

FORM = fm

fm

Is a scalar default character variable that is assigned one of the following values:

| 'FORMATTED' | If the file is connected for formatted data transfer |
| 'UNFORMATTED' | If the file is connected for unformatted data transfer |
| 'BINARY' | If the file is connected for binary data transfer |
| 'UNDEFINED' | If the file is not connected |

INQUIRE: FORMATTED Specifier

The FORMATTED specifier asks whether a file is connected for formatted data transfer. It takes the following form:

FORMATTED = fmt

fmt

Is a scalar default character variable that is assigned one of the following values:

| 'YES' | If the file is connected for formatted data transfer |
| 'NO' | If the file is not connected for formatted data transfer |
| 'UNKNOWN' | If the processor cannot determine whether the file is connected for formatted data transfer |

INQUIRE: IOFOCUS Specifier (W*S)

The IOFOCUS specifier asks if the indicated unit is the active window in a QuickWin application. It takes the following form:

IOFOCUS = iof

iof

Is a scalar default logical variable that is assigned one of the following values:

| .TRUE. | If the specified unit is the active window in a QuickWin application |
| .FALSE. | If the specified unit is not the active window in a QuickWin application |

If unit '*' is specified, the default is .FALSE.; otherwise, the default is .TRUE..
A value of .TRUE. causes a call to FOCUSQQ immediately before any READ, WRITE, or PRINT statement to that window.

If you use this specifier with a non-Windows application, an error occurs.

**INQUIRE: MODE Specifier**

MODE is a nonstandard synonym for ACTION.

**INQUIRE: NAME Specifier**

The NAME specifier returns the name of a file. It takes the following form:

\[
NAME = nme
\]

\(nme\) is a scalar default character variable that is assigned the name of the file to which the unit is connected. If the file does not have a name, \(nme\) is undefined.

The value assigned to \(nme\) is not necessarily the same as the value given in the FILE specifier. However, the value that is assigned is always valid for use with the FILE specifier in an OPEN statement, unless the value has been truncated in a way that makes it unacceptable. (Values are truncated if the declaration of \(nme\) is too small to contain the entire value.)

**NOTE**

The FILE and NAME specifiers are synonyms when used with the OPEN statement, but not when used with the INQUIRE statement.

**See Also**

*The appropriate manual in your operating system documentation set* for details on the maximum size of file pathnames

**INQUIRE: NAMED Specifier**

The NAMED specifier asks whether a file is named. It takes the following form:

\[
NAMED = nmd
\]

\(nmd\) is a scalar default logical variable that is assigned one of the following values:

<table>
<thead>
<tr>
<th>.TRUE.</th>
<th>If the file has a name</th>
</tr>
</thead>
<tbody>
<tr>
<td>.FALSE.</td>
<td>If the file does not have a name</td>
</tr>
</tbody>
</table>

**INQUIRE: NEXTREC Specifier**

The NEXTREC specifier asks where the next record can be read or written in a file connected for direct access. It takes the following form:

\[
NEXTREC = nr
\]

\(nr\) is a scalar integer variable that is assigned a value as follows:

- If the file is connected for direct access and a record \((r)\) was previously read or written, the value assigned is \(r + 1\).
- If no record has been read or written, the value assigned is 1.
• If the file is not connected for direct access, or if the file position cannot be determined because of an error condition, the value assigned is zero.
• If the file is connected for direct access and a REWIND has been performed on the file, the value assigned is 1.

**INQUIRE: NUMBER Specifier**
The NUMBER specifier asks the number of the unit connected to a file. It takes the following form:
NUMBER = num

num Is a scalar integer variable.
The num is assigned the number of the unit currently connected to the specified file. If there is no unit connected to the file, the value assigned is -1.

**INQUIRE: OPENED Specifier**
The OPENED specifier asks whether a file is connected. It takes the following form:
OPENED = od

od Is a scalar default logical variable that is assigned one of the following values:

| .TRUE. | If the specified file or unit is connected |
| .FALSE. | If the specified file or unit is not connected |

**INQUIRE: ORGANIZATION Specifier**
The ORGANIZATION specifier asks how the file is organized. It takes the following form:
ORGANIZATION = org

org Is a scalar default character variable that is assigned one of the following values:

| 'SEQUENTIAL' | If the file is a sequential file |
| 'RELATIVE' | If the file is a relative file |
| 'UNKNOWN' | If the processor cannot determine the file's organization |

**INQUIRE: PAD Specifier**
The PAD specifier asks whether blank padding was specified for the file. It takes the following form:
PAD = pd

pd Is a scalar default character variable that is assigned one of the following values:

| 'NO' | If the file or unit was connected with PAD='NO' |
'YES' If the file or unit is not connected, or it was connected with PAD='YES'

### INQUIRE: PENDING Specifier

The PENDING specifier asks whether previously pending asynchronous data transfers are complete. A data transfer is previously pending if it is not complete at the beginning of execution of the INQUIRE statement. It takes the following form:

```plaintext
PENDING = pnd
```

*pnd* is a scalar default logical variable that is assigned the value .TRUE. or .FALSE..

The value is assigned as follows:

- If an ID specifier appears in the INQUIRE statement, the following occurs:
  - If the data transfer specified by ID is complete, then variable *pnd* is set to .FALSE. and INQUIRE performs the WAIT operation for the specified data transfer.
  - If the data transfer specified by ID is not complete, then variable *pnd* is set to .TRUE. and no WAIT operation is performed. The previously pending data transfer remains pending after the execution of the INQUIRE statement.
- If an ID specifier does not appear in the INQUIRE statement, the following occurs:
  - If all previously pending data transfers for the specified unit are complete, then variable *pnd* is set to .FALSE. and the INQUIRE statement performs WAIT operations for all previously pending data transfers for the specified unit.
  - If there are data transfers for the specified unit that are not complete, then variable *pnd* is set to .TRUE. and no WAIT operations are performed. The previously pending data transfers remain pending after the execution of the INQUIRE statement.

### See Also

ID Specifier (ID=)

INQUIRE

### INQUIRE: POS Specifier

The POS specifier identifies the file position in file storage units in a stream file. It takes the following form:

```plaintext
POS = p
```

*p* is a scalar integer variable that is assigned the number of the file storage unit immediately following the current position of a file connected for stream access (ACCESS='STREAM').

If the file is positioned at its terminal position, *p* is assigned a value one greater than the number of the highest-numbered file storage unit in the file.

If the file is not connected for stream access or if the position of the file is indeterminate because of previous error conditions, *p* is assigned the value one.

### INQUIRE: POSITION Specifier

The POSITION specifier asks the position of the file. It takes the following form:

```plaintext
POSITION = pos
```

*pos* is a scalar default character variable that is assigned one of the following values:
INQUIRE: READ Specifier

The READ specifier asks whether a file can be read. It takes the following form:

\[ \text{READ} = rd \]

\( rd \)

Is a scalar default character variable that is assigned one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'YES'</td>
<td>If the file can be read</td>
</tr>
<tr>
<td>'NO'</td>
<td>If the file cannot be read</td>
</tr>
<tr>
<td>'UNKNOWN'</td>
<td>If the processor cannot determine whether the file can be read</td>
</tr>
</tbody>
</table>

INQUIRE: READWRITE Specifier

The READWRITE specifier asks whether a file can be both read and written to. It takes the following form:

\[ \text{READWRITE} = rdwr \]

\( rdwr \)

Is a scalar default character variable that is assigned one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'YES'</td>
<td>If the file can be both read and written to</td>
</tr>
<tr>
<td>'NO'</td>
<td>If the file cannot be both read and written to</td>
</tr>
<tr>
<td>'UNKNOWN'</td>
<td>If the processor cannot determine whether the file can be both read and written to</td>
</tr>
</tbody>
</table>

INQUIRE: RECL Specifier

The RECL specifier asks the maximum record length for a file. It takes the following form:

\[ \text{RECL} = rcl \]

\( rcl \)

Is a scalar integer variable that is assigned a value as follows:
If the file or unit is connected, the value assigned is the maximum record length allowed.

If the file does not exist, or is not connected, the value assigned is zero.

The assigned value is expressed in 4-byte units if the file is currently (or was previously) connected for unformatted data transfer; otherwise, the value is expressed in bytes.

**INQUIRE: RECORDTYPE Specifier**

The RECORDTYPE specifier asks which type of records are in a file. It takes the following form:

```
RECORDTYPE = rtype
```

<table>
<thead>
<tr>
<th>rtype</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'FIXED'</td>
<td>If the file is connected for fixed-length records</td>
</tr>
<tr>
<td>'VARIABLE'</td>
<td>If the file is connected for variable-length records</td>
</tr>
<tr>
<td>'SEGMENTED'</td>
<td>If the file is connected for unformatted sequential data transfer using segmented records</td>
</tr>
<tr>
<td>'STREAM'</td>
<td>If the file's records are not terminated</td>
</tr>
<tr>
<td>'STREAM_CR'</td>
<td>If the file's records are terminated with a carriage return</td>
</tr>
<tr>
<td>'STREAM_LF'</td>
<td>If the file's records are terminated with a line feed</td>
</tr>
<tr>
<td>'STREAM_CRLF'</td>
<td>If the file's records are terminated with a carriage return/line feed pair</td>
</tr>
<tr>
<td>'UNKNOWN'</td>
<td>If the file is not connected</td>
</tr>
</tbody>
</table>

**INQUIRE: ROUND Specifier**

The ROUND specifier asks which rounding mode is in effect for a file connection. It takes the following form:

```
ROUND = rmode
```

<table>
<thead>
<tr>
<th>rmode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'UP'</td>
<td>If the I/O rounding is set to the smallest representable value that is greater than or equal to the original value.</td>
</tr>
<tr>
<td>'DOWN'</td>
<td>If the I/O rounding is set to the largest representable value that is less than or equal to the original value.</td>
</tr>
</tbody>
</table>
### INQUIRE: SEQUENTIAL Specifier
The SEQUENTIAL specifier asks whether a file is connected for sequential access. It takes the following form:

**SEQUENTIAL = seq**

*seq*  
Is a scalar default character variable that is assigned one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'YES'</td>
<td>If the file is connected for sequential access</td>
</tr>
<tr>
<td>'NO'</td>
<td>If the file is not connected for sequential access</td>
</tr>
<tr>
<td>'UNKNOWN'</td>
<td>If the processor cannot determine whether the file is connected for sequential access</td>
</tr>
</tbody>
</table>

### INQUIRE: SHARE Specifier
The SHARE specifier asks the current share status of a file or unit. It takes the following form:

**SHARE = shr**

*shr*  
Is a scalar default character variable.

On Windows* systems, this variable is assigned one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'DENYRW'</td>
<td>If the file is connected for deny-read/write mode</td>
</tr>
<tr>
<td>'DENYWR'</td>
<td>If the file is connected for deny-write mode</td>
</tr>
</tbody>
</table>
'DENYRD' If the file is connected for deny-read mode

'DENYNONE' If the file is connected for deny-none mode

'UNKNOWN' If the file or unit is not connected

On Linux* and OS X* systems, this variable is assigned one of the following values:

'DENYRW' If the file is connected for exclusive access

'DENYNONE' If the file is connected for shared access

'NODENY' If the file is connected with default locking

'UNKNOWN' If the file or unit is not connected

INQUIRE: SIGN Specifier
The SIGN specifier asks what treatment for plus signs is in effect during a connection. It takes the following form:

SIGN = sn

sn Is a scalar default character expression that is assigned one of the following values:

'PLUS' If the file is connected with addition of plus signs in effect.

'SUPPRESS' If the file is connected with suppression of plus signs in effect.

'PROCESSOR_DEFINED' If the file is connected with plus signs added at the discretion of the processor.

'UNDEFINED' If there is no connection, or if the connection is not for formatted input/output.

INQUIRE: SIZE Specifier
The SIZE specifier asks the size of a file in file storage units. It takes the following form:

SIZE = sz

sz Is a scalar integer variable.

The sz variable is assigned the size of the file in file storage units. If the file size cannot be determined, the variable is assigned the value -1.

For a file that is connected for stream access, the file size is the number of the highest-numbered file storage unit in the file.
For a file that is connected for sequential or direct access, the file size may be different from the number of storage units implied by the data in the records; the exact relationship is processor-dependent.

**INQUIRE: UNFORMATTED Specifier**

The UNFORMATTED specifier asks whether a file is connected for unformatted data transfer. It takes the following form:

\[ \text{UNFORMATTED} = \text{unf} \]

Is a scalar default character variable that is assigned one of the following values:

- 'YES' If the file is connected for unformatted data transfer
- 'NO' If the file is not connected for unformatted data transfer
- 'UNKNOWN' If the processor cannot determine whether the file is connected for unformatted data transfer

**INQUIRE: WRITE Specifier**

The WRITE specifier asks whether a file can be written to. It takes the following form:

\[ \text{WRITE} = \text{wr} \]

Is a scalar default character variable that is assigned one of the following values:

- 'YES' If the file can be written to
- 'NO' If the file cannot be written to
- 'UNKNOWN' If the processor cannot determine whether the file can be written to

**OPEN Statement Specifiers**

The OPEN statement connects an external file to a unit, creates a new file and connects it to a unit, creates a preconnected file, or changes certain properties of a connection. For more information, see OPEN.

The following table summarizes the OPEN statement specifiers and contains links to their descriptions:

**OPEN Statement Specifiers and Values**

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Values</th>
<th>Function</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCESS</td>
<td>'DIRECT'</td>
<td>Access mode</td>
<td>'SEQUENTIAL'</td>
</tr>
<tr>
<td></td>
<td>'SEQUENTIAL'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'STREAM'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'APPEND'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACTION</td>
<td>'READ'</td>
<td>File access</td>
<td>'READWRITE'</td>
</tr>
<tr>
<td>(or MODE)</td>
<td>'WRITE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Specifier</td>
<td>Values</td>
<td>Function</td>
<td>Default</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------</td>
<td>--------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>SPECIFIER</td>
<td>'READWRITE'</td>
<td>Next direct access record</td>
<td>No default</td>
</tr>
<tr>
<td>ASSOCIATEVARIABLE</td>
<td>var</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ASYNCHRONOUS</td>
<td>'YES'</td>
<td>Asynchronous I/O</td>
<td>'NO'</td>
</tr>
<tr>
<td></td>
<td>'NO'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>BLANK</td>
<td>'NULL'</td>
<td>Interpretation of blanks</td>
<td>'NULL'</td>
</tr>
<tr>
<td></td>
<td>'ZERO'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>BLOCKSIZE</td>
<td>n_expr</td>
<td>Physical I/O transfer size</td>
<td>131,072 bytes</td>
</tr>
<tr>
<td>BUFFERCOUNT</td>
<td>n_expr</td>
<td>Number of I/O buffers</td>
<td>One</td>
</tr>
<tr>
<td>BUFFERED</td>
<td>'YES'</td>
<td>Buffering for WRITE operations; buffering for READ operations on variable length, unformatted, input records</td>
<td>'NO'</td>
</tr>
<tr>
<td></td>
<td>'NO'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CARRIAGECONTROL</td>
<td>'FORTRAN'</td>
<td>Print control</td>
<td>Formatted: 'LIST'² Unformatted: 'NONE'</td>
</tr>
<tr>
<td></td>
<td>'LIST'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'NONE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CONVERT</td>
<td>'LITTLE_ENDIAN'</td>
<td>Numeric format specification</td>
<td>'NATIVE'</td>
</tr>
<tr>
<td></td>
<td>'BIG_ENDIAN'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'CRAY'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'FDX'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'FGX'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'IBM'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'VAXD'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'VAXG'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'NATIVE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DECIMAL</td>
<td>'COMMA'</td>
<td>Decimal edit mode</td>
<td>'POINT'</td>
</tr>
<tr>
<td></td>
<td>'POINT'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DEFAULTFILE</td>
<td>c_expr</td>
<td>Default file pathname</td>
<td>Current working directory</td>
</tr>
<tr>
<td>DELIM</td>
<td>'APOSTROPHE'</td>
<td>Delimiter for character constants</td>
<td>'NONE'</td>
</tr>
<tr>
<td></td>
<td>'QUOTE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'NONE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DISPOSE(or DISP)</td>
<td>'KEEP' or 'SAVE'</td>
<td>File disposition at close</td>
<td>'KEEP'</td>
</tr>
<tr>
<td></td>
<td>'DELETE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'PRINT'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'PRINT/DELETE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'SUBMIT'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Specifier</td>
<td>Values</td>
<td>Function</td>
<td>Default</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------</td>
<td>-----------------------------------------------</td>
<td>--------------------------------</td>
</tr>
<tr>
<td>ENCODING</td>
<td>'UTF-8'</td>
<td>Encoding form for a file</td>
<td>'DEFAULT'</td>
</tr>
<tr>
<td></td>
<td>'DEFAULT'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ERR</td>
<td>label</td>
<td>Error transfer control</td>
<td>No default</td>
</tr>
<tr>
<td>FILE(or NAME)</td>
<td>c_expr</td>
<td>File pathname (file name)</td>
<td>for n.3</td>
</tr>
<tr>
<td>FORM</td>
<td>'FORMATTED'</td>
<td>Format type</td>
<td>Depends on ACCESS setting</td>
</tr>
<tr>
<td></td>
<td>'UNFORMATTED'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'BINARY'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IFOCUS</td>
<td>.TRUE. .FALSE.</td>
<td>Active window in QuickWin application</td>
<td>.TRUE.</td>
</tr>
<tr>
<td>IOSTAT</td>
<td>var</td>
<td>I/O status</td>
<td>No default</td>
</tr>
<tr>
<td>MAXREC</td>
<td>n_expr</td>
<td>Direct access record limit</td>
<td>No limit</td>
</tr>
<tr>
<td>NEWUNIT</td>
<td>var</td>
<td>Returns automatically chosen, unused, unit number</td>
<td>No default</td>
</tr>
<tr>
<td>NOSHARED</td>
<td>No value</td>
<td>File sharing disallowed</td>
<td>L<em>X, M</em>X: SHARED W*32: Not shared</td>
</tr>
<tr>
<td>ORGANIZATION</td>
<td>'SEQUENTIAL'</td>
<td>File organization</td>
<td>'SEQUENTIAL'</td>
</tr>
<tr>
<td></td>
<td>'RELATIVE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PAD</td>
<td>'YES' .NO</td>
<td>Record padding</td>
<td>'YES'</td>
</tr>
<tr>
<td>POSITION</td>
<td>'ASIS' .REWIND .APPEND</td>
<td>File positioning</td>
<td>'ASIS'</td>
</tr>
<tr>
<td>READONLY</td>
<td>No value</td>
<td>Write protection</td>
<td>No default</td>
</tr>
<tr>
<td>RECL</td>
<td>n_expr</td>
<td>Record length</td>
<td>Depends on RECORDTYPE,ORGANIZATION, and FORM settings</td>
</tr>
<tr>
<td></td>
<td>(or RECORDSIZE)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>RECORDTYPE</td>
<td>'FIXED'</td>
<td>Record type</td>
<td>Depends on ORGANIZATION, CARRIAGECONTROL, ACCESS, and FORM settings</td>
</tr>
<tr>
<td></td>
<td>'VARIABLE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'SEGMENTED'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'STREAM'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'STREAM_CR'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'STREAM_LF'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ROUND</td>
<td>'UP' .DOWN</td>
<td>Rounding mode</td>
<td>'PROCESSOR_DEFINED'</td>
</tr>
<tr>
<td>Specifier</td>
<td>Values</td>
<td>Function</td>
<td>Default</td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------------------------</td>
<td>------------</td>
<td>---------------</td>
</tr>
<tr>
<td></td>
<td>'ZERO'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'NEAREST'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'COMPATIBLE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'PROCESSOR_DEFINED'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SHARE</td>
<td>'DENYRW'</td>
<td>File locking</td>
<td>'DENYWR' 7</td>
</tr>
<tr>
<td></td>
<td>'DENYWR'5</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'DENYRD'6</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'DENYNONE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SHAREED</td>
<td>No value</td>
<td>File sharing allowed</td>
<td>L<em>X, M</em>X: SHARED</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>W*S: Not shared</td>
</tr>
<tr>
<td>SIGN</td>
<td>'PLUS'</td>
<td>Plus sign mode</td>
<td>'PROCESSOR_DEFINED'</td>
</tr>
<tr>
<td></td>
<td>'SUPPRESS'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'PROCESSOR_DEFINED'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>STATUS(or TYPE)</td>
<td>'OLD'</td>
<td>File status at open</td>
<td>'UNKNOWN' 8</td>
</tr>
<tr>
<td></td>
<td>'NEW'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'SCRATCH'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'REPLACE'</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>'UNKNOWN'</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TITLE</td>
<td>c_expr</td>
<td>Title for child window in QuickWin application</td>
<td>No default</td>
</tr>
<tr>
<td>UNIT</td>
<td>n_expr</td>
<td>Logical unit number</td>
<td>No default; an io-unit must be specified</td>
</tr>
<tr>
<td>USEROPEN</td>
<td>func</td>
<td>User program option</td>
<td>No default</td>
</tr>
</tbody>
</table>

1 The default is also 'NO' when reading variable length, unformatted records whose length exceeds that of the block size specified for the file.

2 If you use the compiler option specifying OpenVMS defaults, and the unit is connected to a terminal, the default is 'FORTRAN'.

3 n is the unit number.

4 If unit '*' is specified, the default is .FALSE.; otherwise, the default is .TRUE.. 

5 On Linux* and OS X* systems, the default depends only on the FORM setting.

6 W*S

7 The default differs under certain conditions (see SHARE Specifier).

8 The default differs under certain conditions (see STATUS Specifier).

**Key to Values**

- c_expr: A scalar default character expression
- func: An external function
- label: A statement label
- n_expr: A scalar numeric expression
- var: A scalar integer variable
See Also
INQUIRE Statement Specifiers for details on using the INQUIRE statement to get file attributes of existing files

OPEN: ACCESS Specifier
The ACCESS specifier indicates the access method for the connection of the file. It takes the following form:
ACCESS = acc

<table>
<thead>
<tr>
<th>acc</th>
<th>Is a scalar default character expression that evaluates to one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'DIRECT'</td>
<td>Indicates direct access.</td>
</tr>
<tr>
<td>'SEQUENTIAL'</td>
<td>Indicates sequential access.</td>
</tr>
<tr>
<td>'STREAM'</td>
<td>Indicates stream access, where the file storage units of the file are accessible sequentially or by position.</td>
</tr>
<tr>
<td>'APPEND'</td>
<td>Indicates sequential access, but the file is positioned at the end-of-file record.</td>
</tr>
</tbody>
</table>

The default is 'SEQUENTIAL'.
There are limitations on record access by file organization and record type.

OPEN: ACTION Specifier
The ACTION specifier indicates the allowed I/O operations for the file connection. It takes the following form:
ACTION = act

<table>
<thead>
<tr>
<th>act</th>
<th>Is a scalar default character expression that evaluates to one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'READ'</td>
<td>Indicates that only READ statements can refer to this connection.</td>
</tr>
<tr>
<td>'WRITE'</td>
<td>Indicates that only WRITE, DELETE, and ENDFILE statements can refer to this connection.</td>
</tr>
<tr>
<td>'READWRITE'</td>
<td>Indicates that READ, WRITE, DELETE, and ENDFILE statements can refer to this connection.</td>
</tr>
</tbody>
</table>

The default is 'READWRITE'.
However, if compiler option fpscomp general is specified on the command line and action is omitted, the system first attempts to open the file with 'READWRITE'. If this fails, the system tries to open the file again, first using 'READ', then using 'WRITE'.

Note that in this case, omitting action is not the same as specifying ACTION='READWRITE'. If you specify ACTION='READWRITE' and the file cannot be opened for both read and write access, the attempt to open the file fails. You can use the INQUIRE statement to determine the actual access mode selected.

See Also
fpscomp
**OPEN: ASSOCIATEVARIABLE Specifier**

The ASSOCIATEVARIABLE specifier indicates a variable that is updated after each direct access I/O operation, to reflect the record number of the next sequential record in the file. It takes the following form:

```
ASSOCIATEVARIABLE = asv
```

*asv* Is a scalar integer variable. It cannot be a dummy argument to the routine in which the OPEN statement appears.

Direct access READs, direct access WRITEs, and the FIND, DELETE, and REWRITE statements can affect the value of *asv*.

This specifier is valid only for direct access; it is ignored for other access modes.

**OPEN: ASYNCHRONOUS Specifier**

The ASYNCHRONOUS specifier indicates whether asynchronous I/O is allowed for a unit. It takes the following form:

```
ASYNCHRONOUS = asyn
```

*asyn* Is a scalar expression of type default character that evaluates to one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'YES'</td>
<td>Indicates that asynchronous I/O is allowed for a unit.</td>
</tr>
<tr>
<td>'NO'</td>
<td>Indicates that asynchronous I/O is not allowed for a unit.</td>
</tr>
</tbody>
</table>

The default is 'NO'.

**OPEN: BLANK Specifier**

The BLANK specifier indicates how blanks are interpreted in a file. It takes the following form:

```
BLANK = blnk
```

*blnk* Is a scalar default character expression that evaluates to one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'NULL'</td>
<td>Indicates all blanks are ignored, except for an all-blank field (which has a value of zero).</td>
</tr>
<tr>
<td>'ZERO'</td>
<td>Indicates all blanks (other than leading blanks) are treated as zeros.</td>
</tr>
</tbody>
</table>

The default is 'NULL' (for explicitly OPENed files, preconnected files, and internal files). If you specify compiler option f66 (or OPTIONS/NOF77), the default is 'ZERO'.

If the BN or BZ edit descriptors are specified for a formatted input statement, they supersede the default interpretation of blanks.

**See Also**

Blank Editing for details on the BN and BZ edit descriptors

f66

**OPEN: BLOCKSIZE Specifier**

The BLOCKSIZE specifier indicates the physical I/O transfer size in bytes for the file. It takes the following form:
BLOCKSIZE = bks

*bks* is a scalar numeric expression. If necessary, the value is converted to integer data type before use.

If you specify a nonzero number for *bks*, it is rounded up to a multiple of 512 byte blocks. The maximum valid value of BLOCKSIZE is 2147467264.

If you do not specify BLOCKSIZE or you specify zero for *bks*, the default value of 128 KB (131,072 bytes) is assumed. However, if you compile with the `assume buffered_stdout` option, the default blocksize for `stdout` is 8 KB.

The default BLOCKSIZE value can be changed by using the FORT_BLOCKSIZE environment variable or by specifying the BLOCKSIZE parameter on the unit's OPEN. The BLOCKSIZE value can be changed for `stdout` by re-opening the unit corresponding to `stdout` with an explicit BLOCKSIZE parameter; for example:

```
OPEN(6,ACCESS='SEQUENTIAL',FORM='FORMATTED',BUFFERED='YES',BLOCKSIZE=1048576)
```

**OPEN: BUFFERCOUNT Specifier**

The BUFFERCOUNT specifier indicates the number of buffers to be associated with the unit for multibuffered I/O. It takes the following form:

```
BUFFERCOUNT = bc
```

*bc* is a scalar numeric expression in the range 1 through 127. If necessary, the value is converted to integer data type before use.

The BLOCKSIZE specifier determines the size of each buffer. For example, if BUFFERCOUNT=3 and BLOCKSIZE=2048, the total number of bytes allocated for buffers is 3*2048, or 6144 bytes.

If you do not specify BUFFERCOUNT or you specify zero for *bc*, the default is 1.

**See Also**

OPEN: BLOCKSIZE Specifier

OPEN: BUFFERED Specifier

**OPEN: BUFFERED Specifier**

The BUFFERED specifier indicates run-time library behavior for READ and WRITE operations. Buffering of input records only applies to variable length, unformatted records. This specifier takes the following form:

```
BUFFERED = bf
```

*bf* is a scalar default character expression that evaluates to one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'NO'</td>
<td>For WRITE operations: Requests that the run-time library send output data to the file system after each operation. For READ operations on variable length, unformatted files: Requests that the run-time library transfer input data directly from disk to user variables for each operation.</td>
</tr>
<tr>
<td>'YES'</td>
<td>Requests that the run-time library accumulate data in its internal buffer, possibly across several READ or WRITE operations, before the data is transferred to, or from, the file system.</td>
</tr>
</tbody>
</table>
Buffering may improve run-time performance for output-intensive applications.

The default is 'NO' for buffering output. The default is also 'NO' when reading variable length, unformatted records whose length exceeds that of the block size specified for the file.

If BUFFERED='YES' is specified, the request may or may not be honored, depending on the device and other file or connection characteristics.

For direct access, you should specify BUFFERED='YES', although using direct-access I/O to a network file system may be much slower.

If both BLOCKSIZE and BUFFERCOUNT for OPEN have been specified with positive values, their product determines the size in bytes of the buffer for that I/O unit. Otherwise, the default size of the internal buffer is 8 KB (8192 bytes).

NOTE
On Windows systems, the default size of the internal buffer is 1024 bytes if compiler option fpscomp general is used.

The internal buffer will grow to hold the largest single record but will never shrink.

See Also
Rules for Unformatted Sequential READ Statements

OPEN: CARRIAGECONTROL Specifier

The CARRIAGECONTROL specifier indicates the type of carriage control used when a file is displayed at a terminal. It takes the following form:

CARRIAGECONTROL = cc

<table>
<thead>
<tr>
<th>cc</th>
<th>Is a scalar default character expression that evaluates to one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'FORTRAN'</td>
<td>Indicates normal Fortran interpretation of the first character.</td>
</tr>
<tr>
<td>'LIST'</td>
<td>Indicates one line feed between records.</td>
</tr>
<tr>
<td>'NONE'</td>
<td>Indicates no carriage control processing.</td>
</tr>
</tbody>
</table>

The default for binary (W*S) and unformatted files is 'NONE'. The default for formatted files is 'LIST'. However, if you specify compiler option vms or fpscomp general, and the unit is connected to a terminal, the default is 'FORTRAN'.

On output, if a file was opened with CARRIAGECONTROL='FORTRAN' in effect or the file was processed by the fortp3 format utility, the first character of a record transmitted to a line printer or terminal is typically a character that is not printed, but is used to control vertical spacing.

See Also
Printing of Formatted Records for details on valid control characters for printing
vms compiler option
fpscomp compiler option
OPEN: CONVERT Specifier

The CONVERT specifier indicates a nonnative numeric format for unformatted data. It takes the following form:

\[
\text{CONVERT} = \text{fm}
\]

\( \text{fm} \)

Is a scalar default character expression that evaluates to one of the following values:

<table>
<thead>
<tr>
<th>specifier</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'LITTLE_ENDIAN'</td>
<td>Little endian integer data (^2) and IEEE(^*) floating-point data. (^3)</td>
</tr>
<tr>
<td>'BIG_ENDIAN'</td>
<td>Big endian integer data (^2) and IEEE floating-point data. (^3)</td>
</tr>
<tr>
<td>'CRAY'</td>
<td>Big endian integer data (^2) and CRAY(^*) floating-point data of size REAL(8) or COMPLEX(8).</td>
</tr>
<tr>
<td>'FDX'</td>
<td>Little endian integer data (^2) and VAX(^*) processor floating-point data of format F(<em>{\text{floating}}) for REAL(4) or COMPLEX(4), D(</em>{\text{floating}}) for size REAL(8) or COMPLEX(8), and IEEE X(_{\text{floating}}) for REAL(16) or COMPLEX(16).</td>
</tr>
<tr>
<td>'FGX'</td>
<td>Little endian integer data (^2) and VAX processor floating-point data of format F(<em>{\text{floating}}) for REAL(4) or COMPLEX(4), G(</em>{\text{floating}}) for size REAL(8) or COMPLEX(8), and IEEE X(_{\text{floating}}) for REAL(16) or COMPLEX(16).</td>
</tr>
<tr>
<td>'IBM'</td>
<td>Big endian integer data (^2) and IBM(^*) System(^370) floating-point data of size REAL(4) or COMPLEX(4) (IBM short 4), and size REAL(8) or COMPLEX(8) (IBM long 8).</td>
</tr>
<tr>
<td>'VAXD'</td>
<td>Little endian integer data (^2) and VAX processor floating-point data of format F(<em>{\text{floating}}) for size REAL(4) or COMPLEX(4), D(</em>{\text{floating}}) for size REAL(8) or COMPLEX(8), and H(_{\text{floating}}) for REAL(16) or COMPLEX(16).</td>
</tr>
<tr>
<td>'VAXG'</td>
<td>Little endian integer data (^2) and VAX processor floating-point data of format F(<em>{\text{floating}}) for size REAL(4) or COMPLEX(4), G(</em>{\text{floating}}) for size REAL(8) or COMPLEX(8), and H(_{\text{floating}}) for REAL(16) or COMPLEX(16).</td>
</tr>
<tr>
<td>'NATIVE'</td>
<td>No data conversion. This is the default.</td>
</tr>
</tbody>
</table>
1 INTEGER(1) data is the same for little endian and big endian.

2 Of the appropriate size: INTEGER(1), INTEGER(2), INTEGER(4), or INTEGER(8)

3 Of the appropriate size and type: REAL(4), REAL(8), REAL(16), COMPLEX(4), COMPLEX(8), or COMPLEX(16)

You can use CONVERT to specify multiple formats in a single program, usually one format for each specified unit number.

When reading a nonnative format, the nonnative format on disk is converted to native format in memory. If a converted nonnative value is outside the range of the native data type, a run-time message appears.

There are other ways to specify numeric format for unformatted files: you can specify an environment variable, compiler option convert, or OPTIONS/CONVERT. The following shows the order of precedence:

<table>
<thead>
<tr>
<th>Method Used</th>
<th>Precedence</th>
</tr>
</thead>
<tbody>
<tr>
<td>An environment variable</td>
<td>Highest</td>
</tr>
<tr>
<td>OPEN (CONVERT=)</td>
<td>.</td>
</tr>
<tr>
<td>OPTIONS/CONVERT</td>
<td>.</td>
</tr>
<tr>
<td>The convert compiler option</td>
<td>Lowest</td>
</tr>
</tbody>
</table>

Compiler option convert and OPTIONS/CONVERT affect all unit numbers used by the program, while environment variables and OPEN (CONVERT=) affect specific unit numbers.

The following example shows how to code the OPEN statement to read unformatted CRAY numeric data from unit 15, which might be processed and possibly written in native little endian format to unit 20:

```fortran
OPEN (CONVERT='CRAY', FILE='graph3.dat', FORM='UNFORMATTED', UNIT=15)
... OPEN (FILE='graph3_native.dat', FORM='UNFORMATTED', UNIT=20)
```

See Also

Data Types, Constants, and Variables Overview for details on supported ranges for data types

convert

OPEN: DECIMAL Specifier

The DECIMAL specifier controls the representation of the decimal symbol for a connection. It takes the following form:

```
DECIMAL = dmode
```

*dmode* Is a scalar default character expression that evaluates to one of the following values:

| 'COMMA' | Indicates that a decimal comma should be used for decimal editing mode. |
| 'POINT' | Indicates that a decimal point should be used for decimal editing mode. |

The default decimal editing mode is 'POINT'.

You can only use this specifier for a formatted I/O connection.

When the mode is DECIMAL='COMMA', all floating-point output will produce a decimal comma instead of a decimal point, and all floating-point input will expect a decimal comma.

If you specify DECIMAL='COMMA', you must use a semicolon delimiter in list-directed input.
The decimal editing mode can be temporarily changed within a READ or WRITE statement by the corresponding DC and DP edit descriptors.

**OPEN: DEFAULTFILE Specifier**

The DEFAULTFILE specifier indicates a default file pathname string. It takes the following form:

\[
\text{DEFAULTFILE} = \text{def}
\]

\text{def} 

Is a character expression indicating a default file pathname string.

The default file pathname string is used primarily when accepting file pathnames interactively. File pathnames known to a user program normally appear in the FILE specifier.

DEFAULTFILE supplies a value to the Fortran I/O system that is prefixed to the name that appears in FILE. If \text{def} does not end in a slash (/), a slash is added.

If DEFAULTFILE is omitted, the Fortran I/O system uses the current working directory.

**OPEN: DELIM Specifier**

The DELIM specifier indicates what characters (if any) are used to delimit character constants in list-directed and namelist output. It takes the following form:

\[
\text{DELIM} = \text{del}
\]

\text{del} 

Is a scalar default character expression that evaluates to one of the following values:

\begin{align*}
\text{'APOSTROPHE'} & \quad \text{Indicates apostrophes delimit character constants. All internal apostrophes are doubled.} \\
\text{'QUOTE'} & \quad \text{Indicates quotation marks delimit character constants. All internal quotation marks are doubled.} \\
\text{'NONE'} & \quad \text{Indicates character constants have no delimiters. No internal apostrophes or quotation marks are doubled.}
\end{align*}

The default is 'NONE'.

The DELIM specifier is only allowed for files connected for formatted data transfer; it is ignored during input.

**OPEN: DISPOSE Specifier**

The DISPOSE (or DISP) specifier indicates the status of the file after the unit is closed. It takes one of the following forms:

\[
\text{DISPOSE} = \text{dis}
\]

\text{DISP} = \text{dis}

\text{dis} 

Is a scalar default character expression that evaluates to one of the following values:

\begin{align*}
\text{'KEEP'} \text{ or 'SAVE'} & \quad \text{Retains the file after the unit closes.}
\end{align*}
'DELETE'
Deletes the file after the unit closes.

'PRINT' ¹
Submits the file to the line printer spooler and retains it.

'PRINT/DELETE' ¹
Submits the file to the line printer spooler and then deletes it.

'SUBMIT'
Forks a process to execute the file.

'SUBMIT/DELETE'
Forks a process to execute the file, and then deletes the file after the fork is completed.

¹ Use only on sequential files.

The default is 'DELETE' for scratch files. For all other files, the default is 'KEEP'.

**OPEN: ENCODING Specifier**

The ENCODING specifier indicates the encoding form for a file. It takes the following form:

ENCODING = enc

enc
Is a scalar default character expression that evaluates to one of the following values:

'UTF-8'
Indicates that the encoding form of the file is UTF-8 (a unicode file). All characters therein are of ISO 10646 character type, as specified by ISO/IEC 10646-1:2000.

This value must not be specified if the processor does not support the ISO 10646 character type.

'DEFAULT'
Indicates that the encoding form of the file is determined by the processor.

The default is 'DEFAULT'.

You can only use this specifier for a formatted I/O connection.

**OPEN: FILE Specifier**

The FILE specifier indicates the name of the file to be connected to the unit. It takes the following form:

FILE = name

name
Is a character or numeric expression.

The name can be any pathname allowed by the operating system.

Any trailing blanks in the name are ignored.

If the following conditions occur:

- FILE is omitted
The unit is not connected to a file

\textbf{STATUS='SCRATCH' is not specified}

The corresponding \texttt{FORTn} environment variable is not set for the unit number

then Intel® Fortran generates a file name in the form fort\texttt{.n}, where \texttt{n} is the logical unit number. On Windows systems, if compiler option \texttt{fpscomp general} is specified, omitting \texttt{FILE} implies \texttt{STATUS='SCRATCH'}.

If the file name is stored in a numeric scalar or array, the name must consist of ASCII characters terminated by an ASCII null character (zero byte). However, if it is stored in a character scalar or array, it must not contain a zero byte.

On Windows systems, if the filename is 'USER' or 'CON', input and output are directed to the console.

In a Windows® QuickWin application, you can specify \texttt{FILE='USER'} to open a child window. All subsequent I/O statements directed to that unit appear in the child window.

On Windows systems, the \texttt{name} can be blank (\texttt{FILE=' '}) if the compatibility compiler option \texttt{fpscomp filesfromcmd} is specified. If the \texttt{name} is blank, the following occurs:

1. The program reads a filename from the list of arguments (if any) in the command line that started the program. If the argument is a null or blank string (""), you are prompted for the corresponding filename. Each successive OPEN statement that specifies a blank name reads the next following command-line argument.

2. If no command-line arguments are specified or there are no more arguments in the list, you are prompted for additional filenames.

Assume the following command line started the program \texttt{MYPROG} (note that quotation marks (""") are used):

\texttt{myprog first.fil " " third.txt}

\texttt{MYPROG} contains four OPEN statements with blank filenames, in the following order:

\begin{verbatim}
OPEN (2, FILE = ' ')
OPEN (4, FILE = ' ')
OPEN (5, FILE = ' ')
OPEN (10, FILE = ' ')
\end{verbatim}

Unit 2 is associated with the file \texttt{FIRST.FIL}. Because a blank argument was specified on the command line for the second filename, the OPEN statement for unit 4 produces the following prompt:

\texttt{Filename missing or blank - Please enter name UNIT 4?}

Unit 5 is associated with the file \texttt{THIRD.TXT}. Because no fourth file was specified on the command line, the OPEN statement for unit 10 produces the following prompt:

\texttt{Filename missing or blank - Please enter name UNIT 10?}

\textbf{See Also}

\texttt{fpscomp}

\textbf{OPEN: FORM Specifier}

The FORM specifier indicates whether the file is being connected for formatted, unformatted, or binary (W*S) data transfer. It takes the following form:

\texttt{FORM = \textit{fm}}

\texttt{fm}

Is a scalar default character expression that evaluates to one of the following values:

\begin{tabular}{ll}
\textbf{`FORMATTED'} & Indicates formatted data transfer \\
\textbf{`UNFORMATTED'} & Indicates unformatted data transfer \\
\textbf{`BINARY'} & Indicates binary data transfer \\
\end{tabular}

The default is 'FORMATTED' for sequential access files, and 'UNFORMATTED' for direct access files.
The data is stored and retrieved in a file according to the file's access (set by the `ACCESS` specifier) and the form of the data the file contains.

A *formatted file* is a sequence of formatted records. Formatted records are a series of ASCII characters terminated by an end-of-record mark (a carriage return and line feed sequence). The records in a formatted direct-access file must all be the same length. The records in a formatted sequential file can have varying lengths. All internal files must be formatted.

An *unformatted file* is a sequence of unformatted records. An unformatted record is a sequence of values. Unformatted direct files contain only this data, and each record is padded to a fixed length with undefined bytes. Unformatted sequential files contain the data plus information that indicates the boundaries of each record.

*Binary sequential files* are sequences of bytes with no internal structure. There are no records. The file contains only the information specified as I/O list items in WRITE statements referring to the file.

*Binary direct files* have very little structure. A record length is assigned by the RECL specifier in an OPEN statement. This establishes record boundaries, which are used only for repositioning and padding before and after read and write operations and during BACKSPACE operations. Record boundaries do not restrict the number of bytes that can be transferred during a read or write operation. If an I/O operation attempts to read or write more values than are contained in a record, the read or write operation is continued on the next record.

**OPEN: IOFOCUS Specifier (W*S)**

The IOFOCUS specifier indicates whether a particular unit is the active window in a QuickWin application. It takes the following form:

```
IOFOCUS = iof
```

`iof` is a scalar default logical expression that evaluates to one of the following values:

| `.TRUE.` | Indicates the QuickWin child window is the active window |
| `.FALSE.` | Indicates the QuickWin child window is not the active window |

If unit `*` is specified, the default is `.FALSE.`; otherwise, the default is `.TRUE.`.

A value of `.TRUE.` causes a call to FOCUSQQ immediately before any READ, WRITE, or PRINT statement to that window. OUTTEXT, OUTGTEXT, or any other graphics routine call does not cause the focus to shift.

**OPEN: MAXREC Specifier**

The MAXREC specifier indicates the maximum number of records that can be transferred from or to a direct access file while the file is connected. It takes the following form:

```
MAXREC = mr
```

`mr` is a scalar numeric expression. If necessary, the value is converted to integer data type before use.

The default is an unlimited number of records.

**OPEN: MODE Specifier**

MODE is a nonstandard synonym for ACTION.

**OPEN: NAME Specifier**

NAME is a nonstandard synonym for FILE.
OPEN: NEWUNIT Specifier

The NEWUNIT specifier opens a file on an unused unit number that is automatically chosen. It also returns the unit number that was chosen. It takes the following form:

`NEWUNIT = u-var`

`u-var` is a scalar integer variable that is assigned the automatically chosen unit number. It is always a negative integer.

If the OPEN is successful, `u-var` can be used in subsequent I/O statements to access the connected file. If an error occurs during execution of the OPEN statement containing the `NEWUNIT=` specifier, the processor does not change the value of the variable.

OPEN: NOSHARED Specifier

The NOSHARED specifier indicates that the file is connected for exclusive access by the program. It takes the following form:

`NOSHARED`

OPEN: ORGANIZATION Specifier

The ORGANIZATION specifier indicates the internal organization of the file. It takes the following form:

`ORGANIZATION = org`

`org` is a scalar default character expression that evaluates to one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'SEQUENTIAL'</td>
<td>Indicates a sequential file.</td>
</tr>
<tr>
<td>'RELATIVE'</td>
<td>Indicates a relative file.</td>
</tr>
</tbody>
</table>

The default is 'SEQUENTIAL'.

OPEN: PAD Specifier

The PAD specifier indicates whether a formatted input record is padded with blanks when an input list and format specification requires more data than the record contains.

The PAD specifier takes the following form:

`PAD = pd`

`pd` is a scalar default character expression that evaluates to one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'YES'</td>
<td>Indicates the record will be padded with blanks when necessary.</td>
</tr>
<tr>
<td>'NO'</td>
<td>Indicates the record will not be padded with blanks. The input record must contain the data required by the input list and format specification.</td>
</tr>
</tbody>
</table>

The default is 'YES'.

This behavior is different from FORTRAN 77, which never pads short records with blanks. For example, consider the following:

```fortran
READ (5,'(I5)') J
```
If you enter 123 followed by a carriage return, FORTRAN 77 turns the I5 into an I3 and J is assigned 123. However, Intel® Fortran pads the 123 with 2 blanks unless you explicitly open the unit with PAD='NO'. You can override blank padding by explicitly specifying the BN edit descriptor. The PAD specifier is ignored during output.

**OPEN: POSITION Specifier**

The POSITION specifier indicates the position of a file connected for sequential access. It takes the following form:

```plaintext
POSITION = pos
```

`pos` is a scalar default character expression that evaluates to one of the following values:

- `'ASIS'` Indicates the file position is unchanged if the file exists and is already connected. The position is unspecified if the file exists but is not connected.
- `'REWIND'` Indicates the file is positioned at its initial point.
- `'APPEND'` Indicates the file is positioned at its terminal point (or before its end-of-file record, if any).

The default is 'ASIS'. (On Fortran I/O systems, this is the same as 'REWIND'.)

A new file (whether specified as new explicitly or by default) is always positioned at its initial point.

In addition to the POSITION specifier, you can use position statements. The BACKSPACE statement positions a file back one record. The REWIND statement positions a file at its initial point. The ENDFILE statement writes an end-of-file record at the current position and positions the file after it. Note that ENDFILE does not go the end of an existing file, but creates an end-of-file where it is.

**OPEN: READONLY Specifier**

The READONLY specifier indicates only READ statements can refer to this connection. It takes the following form:

```plaintext
READONLY
```

READONLY is similar to specifying ACTION='READ', but READONLY prevents deletion of the file if it is closed with STATUS='DELETE' in effect.

The Fortran I/O system's default privileges for file access are READWRITE. If access is denied, the I/O system automatically retries accessing the file for READ access.

However, if you use compiler option vms, the I/O system does not retry accessing for READ access. So, runtime I/O errors can occur if the file protection does not permit WRITE access. To prevent such errors, if you wish to read a file for which you do not have write access, specify READONLY.

**OPEN: RECL Specifier**

The RECL specifier indicates the length of each record in a file connected for direct access, or the maximum length of a record in a file connected for sequential access.

The RECL specifier takes the following form:

```plaintext
RECL = rl
```
\( rl \) is a positive numeric expression indicating the length of records in the file. If necessary, the value is converted to integer data type before use.

If the file is connected for formatted data transfer, the value must be expressed in bytes (characters). Otherwise, the value is expressed in 4-byte units (longwords). If the file is connected for unformatted data transfer, the value can be expressed in bytes if compiler option assume byterecl is specified.

Except for segmented records, the \( rl \) is the length for record data only, it does not include space for control information. If \( rl \) is too large, you can exhaust your program's virtual memory resources trying to create room for the record.

The length specified is interpreted depending on the type of records in the connected file, as follows:

- For segmented records, \( RECL \) indicates the maximum length for any segment (including the four bytes of control information).
- For fixed-length records, \( RECL \) indicates the size of each record; it must be specified. If the records are unformatted, the size must be expressed as an even multiple of four.
- You can use the \( RECL \) specifier in an INQUIRE statement to get the record length before opening the file.
- For variable-length records, \( RECL \) indicates the maximum length for any record.

If you read a fixed-length file with a record length different from the one used to create the file, indeterminate results can occur.

The maximum length for \( rl \) depends on the record type and the setting of the \( CARRIAGECONTROL \) specifier, as shown in the following table:

### Maximum Record Lengths (RECL)

<table>
<thead>
<tr>
<th>Record Type</th>
<th>CARRIAGECONTROL</th>
<th>Formatted (size in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed-length</td>
<td>'NONE'</td>
<td>2147483647 (2**31-1)</td>
</tr>
<tr>
<td>Variable-length</td>
<td>'NONE'</td>
<td>2147483640 (2**31-8)</td>
</tr>
<tr>
<td>Segmented</td>
<td>'NONE'</td>
<td>32764 (2**15-4)</td>
</tr>
<tr>
<td>Stream</td>
<td>'NONE'</td>
<td>2147483647 (2**31-1)</td>
</tr>
<tr>
<td>Stream_CR</td>
<td>'LIST'</td>
<td>2147483647 (2**31-1)</td>
</tr>
<tr>
<td>Stream_LF</td>
<td>'LIST'</td>
<td>2147483647 (2**31-1)</td>
</tr>
<tr>
<td></td>
<td>'FORTRAN'</td>
<td>2147483646 (2**31-2)</td>
</tr>
</tbody>
</table>

1 Subtract 1 if compiler option vms is used.

The default value depends on the setting of the \( RECORDTYPE \) specifier, as shown in the following table:

### Default Record Lengths (RECL)

<table>
<thead>
<tr>
<th>RECORDTYPE</th>
<th>RECL value</th>
</tr>
</thead>
<tbody>
<tr>
<td>'FIXED'</td>
<td>None; value must be explicitly specified.</td>
</tr>
<tr>
<td>All other settings</td>
<td>132 bytes for formatted records; 510 longwords for unformatted records.</td>
</tr>
</tbody>
</table>

1 To change the default record length values, you can use environment variable FORT_FMT_RECL or FORT_UFMT_RECL.

For formatted records with other than \( RECORDTYPE='FIXED' \), the default RECL is 132.

There is a property of list-directed sequential WRITE statements called the right margin. If you do not specify RECL as an OPEN statement specifier or in environmental variable FORT_FMT_RECL, the right margin value defaults to 80. When RECL is specified, the right margin is set to the value of RECL. If the length of a
list-directed sequential WRITE exceeds the value of the right margin value, the remaining characters will wrap to the next line. Therefore, writing 100 characters will produce two lines of output, and writing 180 characters will produce three lines of output. You can turn off the right margin using the wrap-margin compiler option or the FORT_FMT_NO_WRAP_MARGIN environment variable.

See Also
assume
vms
Record Transfer

**OPEN: RECORDSIZE Specifier**

RECORDSIZE is a nonstandard synonym for RECL.

**OPEN: RECORDTYPE Specifier**

The RECORDTYPE specifier indicates the type of records in a file. It takes the following form:

```
RECORDTYPE = typ
```

<table>
<thead>
<tr>
<th>typ</th>
<th>Is a scalar default character expression that evaluates to one of the following values:</th>
</tr>
</thead>
<tbody>
<tr>
<td>'FIXED'</td>
<td>Indicates fixed-length records.</td>
</tr>
<tr>
<td>'VARIABLE'</td>
<td>Indicates variable-length records.</td>
</tr>
<tr>
<td>'SEGMENTED'</td>
<td>Indicates segmented records.</td>
</tr>
<tr>
<td>'STREAM'</td>
<td>Indicates stream-type variable length data with no record terminators.</td>
</tr>
<tr>
<td>'STREAM_LF'</td>
<td>Indicates stream-type variable length records, terminated with a line feed.</td>
</tr>
<tr>
<td>'STREAM_CR'</td>
<td>Indicates stream-type variable length records, terminated with a carriage return.</td>
</tr>
<tr>
<td>'STREAM_CRLF'</td>
<td>Indicates stream-type variable length records, terminated with a carriage return/line feed pair.</td>
</tr>
</tbody>
</table>

When you open a file, default record types are as follows:

<table>
<thead>
<tr>
<th>typ</th>
<th>For relative files</th>
<th>For direct access sequential files</th>
<th>For formatted sequential access files on Linux* and OS X* systems</th>
<th>For formatted sequential access files on Windows systems</th>
<th>For unformatted sequential access files</th>
</tr>
</thead>
<tbody>
<tr>
<td>'FIXED'</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>'FIXED'</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>'STREAM_LF'</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>'STREAM_CRLF'</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>'VARIABLE'</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A segmented record is a logical record consisting of segments that are physical records. Since the length of a segmented record can be greater than 65,535 bytes, only use segmented records for unformatted sequential access to disk or raw magnetic tape files.
Files containing segmented records can be accessed only by unformatted sequential data transfer statements.

If an output statement does not specify a full record for a file containing fixed-length records, the following occurs:

- In formatted files, the record is filled with blanks
- In unformatted files, the record is filled with zeros

**OPEN: ROUND Specifier**

The ROUND specifier indicates the I/O rounding mode for the duration of a connection. It takes the following form:

```
ROUND = rmode
```

`rmode` is a scalar default character expression that evaluates to one of the following values:

- `'UP'`: The smallest representable value that is greater than or equal to the original value.
- `'DOWN'`: The largest representable value that is less than or equal to the original value.
- `'ZERO'`: The value closest to the original value, but no greater in magnitude than the original value.
- `'NEAREST'`: The closer of the two nearest representable values, if one is closer than the other.
  
  If the two nearest representable values are equidistant from the original value, the processor determines which one of them is chosen.
  
  On processors that support IEEE rounding on conversions, NEAREST corresponds to round to nearest, as specified in the IEEE International Standard.
- `'COMPATIBLE'`: The closer of the two nearest representable values. If the value is halfway between the two values, the one chosen is the one farther from zero.
- `'PROCESSOR_DEFINED'`: The value is determined by the default settings in the processor, which may correspond to one of the other modes.

The default I/O rounding mode is 'PROCESSOR_DEFINED'.

You can only use this specifier for a formatted I/O connection.

The rounding mode can be temporarily changed within a READ or WRITE statement by the corresponding RU, RD, RZ, RN, RC, and RP edit descriptors.


**OPEN: SHARE Specifier**

The SHARE specifier indicates whether file locking is implemented while the unit is open. It takes the following form:

\[
\text{SHARE} = shr
\]

*shr*  
Is a scalar default character expression.

On Windows* systems, this expression evaluates to one of the following values:

- **'DENYRW'** Indicates deny-read/write mode. No other process can open the file.
- **'DENYWR'** Indicates deny-write mode. No process can open the file with write access.
- **'DENYRD'** Indicates deny-read mode. No process can open the file with read access.
- **'DENYNONE'** Indicates deny-none mode. Any process can open the file in any mode.

On Linux* and OS X* systems, this expression evaluates to one of the following values:

- **'DENYRW'** Indicates exclusive access for cooperating processes.
- **'DENYNONE'** Indicates shared access for cooperating processes.

On Windows systems, the default is 'DENYWR'. However, if you specify compiler option fpscomp general or the SHARED specifier, the default is 'DENYNONE'.

On Linux and OS X systems, no restrictions are applied to file opening if you do not use a locking mechanism.

'COMPAT' is accepted for compatibility with previous versions. It is equivalent to 'DENYNONE'.

Use the ACCESS specifier in an INQUIRE statement to determine the access permission for a file.

Be careful not to permit other users to perform operations that might cause problems. For example, if you open a file intending only to read from it, and want no other user to write to it while you have it open, you could open it with ACTION='READ' and SHARE='DENYRW'. Other users would not be able to open it with ACTION='WRITE' and change the file.

Suppose you want several users to read a file, and you want to make sure no user updates the file while anyone is reading it. First, determine what type of access to the file you want to allow the original user. Because you want the initial user to read the file only, that user should open the file with ACTION='READ'. Next, determine what type of access the initial user should allow other users; in this case, other users should be able only to read the file. The first user should open the file with SHARE='DENYWR'. Other users can also open the same file with ACTION='READ' and SHARE='DENYWR'.

**See Also**

fpscomp

**OPEN: SHARED Specifier**

The SHARED specifier indicates that the file is connected for shared access by more than one program executing simultaneously. It takes the following form:
SHARED
On Linux* and OS X* systems, shared access is the default for the Fortran I/O system. On Windows* systems, it is the default if SHARED or compiler option fpscomp general is specified.

See Also
fpscomp

OPEN: SIGN Specifier
The SIGN specifier controls the optional plus characters in formatted numeric output created during the connection. It takes the following form:
SIGN = sn

Is a scalar default character expression that evaluates to one of the following values:

- **'PLUS'**: Indicates that the processor should produce a plus sign in any subsequent position where it would be otherwise optional. This has the same effect as the SP edit descriptor.
- **'SUPPRESS'**: Indicates that the processor should suppress a plus sign in any subsequent position where it would be otherwise optional. This has the same effect as the SS edit descriptor.
- **'PROCESSOR_DEFINED'**: Indicates that the processor determines whether a plus sign is added in any subsequent position where it would be otherwise optional. This has the same effect as the S edit descriptor.

The default is 'PROCESSOR_DEFINED'.
The setting can be overwritten by a SIGN= specifier in a WRITE statement.

OPEN: STATUS Specifier
The STATUS specifier indicates the status of a file when it is opened. It takes the following form:
STATUS = sta

Is a scalar default character expression that evaluates to one of the following values:

- **'OLD'**: Indicates an existing file.
- **'NEW'**: Indicates a new file; if the file already exists, an error occurs. Once the file is created, its status changes to 'OLD'.
<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'SCRATCH'</td>
<td>Indicates a new file that is unnamed (called a scratch file). When the file is closed or the program terminates, the scratch file is deleted.</td>
</tr>
<tr>
<td>'REPLACE'</td>
<td>Indicates the file replaces another. If the file to be replaced exists, it is deleted and a new file is created with the same name. If the file to be replaced does not exist, a new file is created and its status changes to 'OLD'.</td>
</tr>
<tr>
<td>'UNKNOWN'</td>
<td>Indicates the file may or may not exist. If the file does not exist, a new file is created and its status changes to 'OLD'.</td>
</tr>
</tbody>
</table>

Scratch files go into a temporary directory and are visible while they are open. Scratch files are deleted when the unit is closed or when the program terminates normally, whichever occurs first.

To specify the path for scratch files, you can use one of the following environment variables:

- On Windows* OS: FORT_TMPDIR, TMP, or TEMP, searched in that order
- On Linux* OS and OS X*: FORT_TMPDIR or TMPDIR, searched in that order

If no environment variable is defined, the default is the current directory.

The default is 'UNKNOWN'. This is also the default if you implicitly open a file by using WRITE. However, if you implicitly open a file using READ, the default is 'OLD'. If you specify compiler option f66 (or OPTIONS/NOF77), the default is 'NEW'.

**NOTE**
The STATUS specifier can also appear in CLOSE statements to indicate the file's status after it is closed. However, in CLOSE statements the STATUS values are the same as those listed for the DISPOSE specifier.

**See Also**
f66

**OPEN: TITLE Specifier (W*S)**
The TITLE specifier indicates the name of a child window in a QuickWin application. It takes the following form:

```
TITLE = name
```

*name* is a character expression.

If TITLE is specified in a non-Quickwin application, a run-time error occurs.

**OPEN: TYPE Specifier**
TYPE is a nonstandard synonym for STATUS.
OPEN: USEROPEN Specifier

The USEROPEN specifier lets you pass control to a routine that directly opens a file. The file can use system calls or library routines to establish a special context that changes the effect of subsequent Fortran I/O statements.

The USEROPEN specifier takes the following form:

USEROPEN = function-name

function-name

Is the name of an external function of type INTEGER(INT_PTR_KIND()) on Windows and INTEGER(4) on Linux and OS X. The external function can be written in Fortran, C, or other languages.

If the function is written in Fortran, do not execute a Fortran OPEN statement to open the file named in USEROPEN.

The Intel® Fortran Run-time Library (RTL) I/O support routines call the function named in USEROPEN in place of the system calls normally used when the file is first opened for I/O.

On Windows* systems, the Fortran RTL normally calls CreateFile( ) to open a file. When USEROPEN is specified, the called function opens the file (or pipe, etc.) by using CreateFile( ) and returns the handle of the file (return value from CreateFile( )) when it returns control to the calling Fortran program.

On Linux* and OS X* systems, the Fortran RTL normally calls the open function to open a file. When USEROPEN is specified, the called function opens the file by calling open and returns the file descriptor of the file when it returns control to the calling Fortran program.

When opening the file, the called function usually specifies options different from those provided by a normal Fortran OPEN statement.

NOTE
You may get unexpected results if you specify OPEN with a filename and a USEROPEN specifier that opens a different filename, and then use a CLOSE statement with STATUS=DELETE (or DISPOSE=DELETE). In this case, the run-time library assumes you want to delete the file named in the OPEN statement, not the one you specified in the USEROPEN function. For more information about how to use the USEROPEN specifier, see User-Supplied OPEN Procedures/USEROPEN Specifier.

Examples

The following shows an example on Linux and OS X systems and an example on Windows systems.

Example on Linux and OS X systems:

```fortran
PROGRAM UserOpenMain
IMPLICIT NONE

EXTERNAL      UOPEN
INTEGER(4)    UOPEN

CHARACTER(10) :: FileName="UOPEN.DAT"
INTEGER       :: IOS
CHARACTER(255):: InqFullName
CHARACTER(100):: InqFileName
INTEGER       :: InqLun
CHARACTER(30) :: WriteOutBuffer="Write_One_Record_to_the_File."
CHARACTER(30) :: ReadInBuffer = "??????????????????????????????"

110 FORMAT( X,"FortranMain: ",A," Created (iostat=",I0,""
115 FORMAT( X,"FortranMain: ",A," : Creation Failed (iostat=",I0,""
120 FORMAT( X,"FortranMain: ",A," : ERROR: INQUIRE Returned Wrong FileName"
130 FORMAT( X,"FortranMain: ",A," : ERROR: ReadIn and WriteOut Buffers Do Not Match"
```
WRITE(*,'(X,"FortranMain: Test the USEROPEN Facility of Open")')

OPEN(UNIT=10,FILE='UOPEN.DAT',STATUS='REPLACE',USEROPEN=UOPEN, &
IOSTAT=ios, ACTION='READWRITE')

! When the OPEN statement is executed, the uopen_ function receives control.
! The uopen_ function opens the file by calling open(), and subsequently
! returns control with the handle returned by open().

IF (IOS .EQ. 0) THEN
  WRITE(*,110) TRIM(FileName), IOS
  INQUIRE(10, NAME=InqFullName)
  CALL ParseForFileName(InqFullName,InqFileName)
  IF (InqFileName .NE. FileName) THEN
    WRITE(*,120) TRIM(FileName)
  END IF
ELSE
  WRITE(*,115) TRIM(FileName), IOS
  GOTO 9999
END IF

WRITE(10,*) WriteOutBuffer
REWIND(10)
READ(10,*) ReadInBuffer
IF (ReadinBuffer .NE. WriteOutbuffer) THEN
  WRITE(*,130) TRIM(FileName)
END IF
CLOSE(10)
WRITE(*,'(X,"FortranMain: Test of USEROPEN Completed")')

9999 CONTINUE
END

!---------------------------------------------------------------
! SUBROUTINE: ParseForFileName
! Takes a full pathname and returns the filename
! with its extension.
!---------------------------------------------------------------
SUBROUTINE ParseForFileName(FullName,FileName)
CHARACTER(255):: FullName
CHARACTER(255):: FileName
INTEGER       :: P

P = INDEX(FullName,'/','',.TRUE.)
FileName = FullName(P+1:)
END

#include <stdio.h>
#include <stdlib.h>
#include <fcntl.h>

// File: UserOpen_Sub.c
//
// This routine opens a file using data passed from the Intel(c) Fortran OPEN statement.
//
#include <sys/types.h>
#include <sys/stat.h>
#include <sys/file.h>
#include <errno.h>

int uopen_ ( char *file_name,   /* access read: name of the file to open (null terminated) * /
    int *open_flags,  /* access read: READ/WR ITE, see file.h or open(2) */
    int *create_mode, /* access read: set if the file is to be created */
    int *unit_num,    /* access read: logical unit number to be opened */
    int filenam_len ) /* access read: number of characters in file_name */
{
    /*
    ** The returned value is the following:
    **    value >= 0 is a valid file descriptor
    **    value < 0 is an error
    */
    int return_value;

    printf(" %s: Opening FILENAME = %s\n", __FILE__, file_name);
    printf(" %s: open_flags = 0x%8.8x\n", __FILE__, *open_flags);
    if ( *open_flags & O_CREAT ) {
        printf(" %s: the file is being created, create_mode = 0x%8.8x\n", __FILE__, *create_mode);
    }

    printf(" %s: open() ", __FILE__);
    return_value = open(file_name, *open_flags, *create_mode);
    if (return_value < 0) {
        printf("FAILED.\n");
    } else {
        printf("SUCCEEDED.\n");
    }
}

return (return_value);
} /* end of uopen_() */

Example on Windows systems:

In the calling Fortran program, the function named in USEROPEN must first be declared in an EXTERNAL statement. For example, the following Fortran code might be used to call the USEROPEN procedure UOPEN:

```
IMPLICIT INTEGER (A-Z)
EXTERNAL UOPEN
INTEGER(INT_PTR_KIND()) UOPEN
...
OPEN(UNIT=10,FILE='UOPEN.DAT',STATUS='NEW',USEROPEN=UOPEN)
```

When the OPEN statement is executed, the UOPEN function receives control. The function opens the file by calling CreateFile( ), performs whatever operations were specified, and subsequently returns control (with the handle returned by CreateFile( )) to the calling Fortran program.

Here is what the UOPEN function might look like:

```
INTEGER(INT_PTR_KIND()) FUNCTION UOPEN( FILENAME, &
    DESIRED_ACCESS, &
    SHARE_MODE, &
    A_NULL, &
    CREATE_DISP, &
    FLAGS_ATTR, &
    B_NULL, &
    UNIT, &
    FLEN )

!DIR$ ATTRIBUTES C, ALIAS:'UOPEN' :: UOPEN
!DIR$ ATTRIBUTES REFERENCE :: FILENAME
!DIR$ ATTRIBUTES REFERENCE :: DESIRED_ACCESS
```
USE IFWIN
IMPLICIT INTEGER (A-Z)
CHARACTER*(FLEN) FILENAME
TYPE(T_SECURITY_ATTRIBUTES), POINTER :: NULL_SEC_ATTR

! Set the FILE_FLAG_WRITE_THROUGH bit in the flag attributes to CreateFile( )
! (for whatever reason)
FLAGS_ATTR = FLAGS_ATTR + FILE_FLAG_WRITE_THROUGH

! Do the CreateFile( ) call and return the status to the Fortran rtl
STS = CreateFile( FILENAME,             
                 DESIRED_ACCESS,       
                 SHARE_MODE,           
                 NULL_SEC_ATTR,        
                 CREATE_DISP,          
                 FLAGS_ATTR,           
                 0 )

UOPEN = STS
RETURN
END

The UOPEN function is declared to use the cdecl calling convention, so it matches the Fortran rtl declaration of a useropen routine.

The following function definition and arguments are passed from the Intel Fortran Run-time Library to the function named in USEROPEN:

```
INTEGER(INT_PTR_KIND()) FUNCTION UOPEN( FILENAME,       
     DESIRED_ACCESS, 
     SHARE_MODE,     
     A_NULL,         
     CREATE_DISP,    
     FLAGS_ATTR,     
     B_NULL,         
     UNIT,           
     FLEN )

!DIR$ ATTRIBUTES C, ALIAS:_UOPEN' :: UOPEN
!DIR$ ATTRIBUTES REFERENCE :: DESIRED_ACCESS
!DIR$ ATTRIBUTES REFERENCE :: SHARE_MODE
!DIR$ ATTRIBUTES REFERENCE :: CREATE_DISP
!DIR$ ATTRIBUTES REFERENCE :: FLAGS_ATTR
!DIR$ ATTRIBUTES REFERENCE :: UNIT
```

The first 7 arguments correspond to the CreateFile( ) api arguments. The value of these arguments is set according the caller's OPEN( ) arguments:

FILENAME
Is the address of a null terminated character string that is the name of the file.

DESIRED_ACCESS
Is the desired access (read-write) mode passed by reference.

SHARE_MODE
Is the file sharing mode passed by reference.
<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A_NULL</td>
<td>Is always null. The Fortran runtime library always passes a NULL for the pointer to a SECURITY_ATTRIBUTES structure in its CreateFile() call.</td>
</tr>
<tr>
<td>CREATE_DISP</td>
<td>Is the creation disposition specifying what action to take on files that exist, and what action to take on files that do not exist. It is passed by reference.</td>
</tr>
<tr>
<td>FLAGS_ATTR</td>
<td>Specifies the file attributes and flags for the file. It is passed by reference.</td>
</tr>
<tr>
<td>B_NULL</td>
<td>Is always null. The Fortran runtime library always passes a NULL for the handle to a template file in its CreateFile() call.</td>
</tr>
</tbody>
</table>

The last 2 arguments are the Fortran unit number and length of the file name:

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNIT</td>
<td>Is the Fortran unit number on which this OPEN is being done. It is passed by reference.</td>
</tr>
<tr>
<td>FLEN</td>
<td>Is the length of the file name, not counting the terminating null, and passed by value.</td>
</tr>
</tbody>
</table>
In addition to specifying options on the compiler command line, you can specify the following lines and statements in a program unit to influence compilation:

- **The INCLUDE Line**
  Incorporates external source code into programs.
- **The OPTIONS Statement**
  Sets options usually specified in the compiler command line. OPTIONS statement settings override command line options.
Directive Enhanced Compilation Overview

Directive enhanced compilation is performed by using compiler directives. Compiler directives are special commands that let you perform various tasks during compilation. They are similar to compiler options, but can provide more control within your program.

Compiler directives are preceded by a special prefix that identifies them to the compiler.

See Also
Syntax Rules for Compiler Directives
General Compiler Directives
OpenMP* Fortran Compiler Directives
OFFLOAD Compiler Directives

Syntax Rules for Compiler Directives

The following syntax rules apply to all general and OpenMP* Fortran compiler directives. You must follow these rules precisely to compile your program properly and obtain meaningful results.

A directive prefix (tag) takes one of the following forms:

General compiler directives: !DIR$

OpenMP Fortran compiler directives: !$OMP

The following prefix forms can be used in place of !DIR$: cDIR$, cDEC$, or !MS$, where c is one of the following: C (or c), !, or *.

The following prefix forms can be used in place of !$OMP: c$OMP, where c is one of the following: C (or c), !, or *.

The following are source form rules for directive prefixes:

- In fixed and tab source forms, prefixes begin with !, C (or c), or *.
  - The prefix must appear in columns 1 through 5; column 6 must be a blank or a tab (except for prefix !MS $). From column 7 on, blanks are insignificant, so the directive can be positioned anywhere on the line after column 6.
- In free source form, prefixes begin with !.
  - The prefix can appear in any column, but it cannot be preceded by any nonblank, nontab characters on the same line.
- In all source forms, directives spelled with two keywords can be separated by an optional space; for example, "LOOP COUNT" and "LOOPCOUNT" are both valid spellings for the same directive. However, when a directive name is preceded by the prefix "NO", this is not considered to be two keywords. For example, "NO DECLARE" is not a valid spelling; the only valid spelling for this directive is "NODECLAIM".

A compiler directive ends in column 72 (or column 132, if compiler option extend-source is specified).

General compiler directives and OpenMP Fortran directives can be continued in the same way as Fortran statements can be continued:

- In fixed form, the first line of the directive {initial line} has the directive prefix is in columns 1 through 5 and has a blank, a tab, or a zero in column 6; each continued line of the directive has the directive prefix in columns 1 through 5 and has a character other than a blank, a tab, or a zero in column 6.
• In free form, the initial line of the directive ends with an ampersand followed by an optional comment beginning with an exclamation point. Each continued line of the directive has the directive prefix optionally preceded by blanks or tabs, followed by an ampersand optionally preceded by blanks or tabs.

A comment beginning with an ! can follow a compiler directive on the same line.

Additional Fortran statements (or directives) cannot appear on the same line as the compiler directive.

Compiler directives cannot appear within a continued Fortran statement.

Blank common used in a compiler directive is specified by two slashes (/ /).

If the source line starts with a valid directive prefix but the directive is not recognized, the compiler displays an informational message and ignores the line.

General Compiler Directives

Intel® Fortran provides several general-purpose compiler directives to perform tasks during compilation. You do not need to specify a compiler option to enable general directives.

The following general compiler directives are available:

• **ALIAS**
  Specifies an alternate external name to be used when referring to external subprograms.

• **ASSUME**
  Provides heuristic information to the compiler optimizer.

• **ASSUME_ALIGNED**
  Specifies that an entity in memory is aligned.

• **ATTRIBUTES**
  Specifies properties for data objects and procedures.

• **BLOCK_LOOP and NOBLOCK_LOOP**
  Enables or disables loop blocking for the immediately following nested DO loops.

• **DECLARE and NODECLARE**
  Generates or disables warnings for variables that have been used but not declared.

• **DEFINE and UNDEFINE**
  Defines (or undefines) a symbolic variable whose existence (or value) can be tested during conditional compilation.

• **DISTRIBUTE POINT**
  Suggests a location at which a DO loop may be split.

• **FIXEDFORMLINESIZE**
  Sets the line length for fixed-form source code.

• **FMA and NOFMA**
  Enables (or disables) the compiler to allow generation of fused multiply-add (FMA) instructions, also known as floating-point contractions.

• **FREEFORM and NOFREEFORM**
  Specifies free-format or fixed-format source code.

• **IDENT**
  Specifies an identifier for an object module.

• **IF and IF DEFINED**
  Specifies a conditional compilation construct.

• **INLINE, FORCEINLINE, NOINLINE**
  Tell the compiler to perform the specified inlining on routines within statements or DO loops.

• **INTEGER**
  Specifies the default integer kind.
• **IVDEP**  
  Assists the compiler's dependence analysis of iterative DO loops.

• **LOOP COUNT**  
  Specifies the typical trip count for a DO loop; this assists the optimizer.

• **MESSAGE**  
  Specifies a character string to be sent to the standard output device during the first compiler pass.

• **NOFUSION**  
  Prevents a loop from fusing with adjacent loops.

• **OBJCOMMENT**  
  Specifies a library search path in an object file.

• **OPTIMIZE and NOOPTIMIZE**  
  Enables or disables optimizations for the program unit.

• **OPTIONS**  
  Affects data alignment and warnings about data alignment.

• **PACK**  
  Specifies the memory alignment of derived-type items.

• **PARALLEL and NOPARALLEL**  
  Facilitates or prevents auto-parallelization by assisting the compiler's dependence analysis of the immediately following DO loop.

• **PREFETCH and NOPREFETCH**  
  Enables or disables hint to the compiler to prefetch data from memory.

• **PSECT**  
  Modifies certain characteristics of a common block.

• **REAL**  
  Specifies the default real kind.

• **SIMD**  
  Requires and controls SIMD vectorization of loops.

• **STRICT and NOSTRICT**  
  Disables or enables language features not found in the language standard specified on the command line.

• **UNROLL and NOUNROLL**  
  Tells the compiler's optimizer how many times to unroll a DO loop or disables the unrolling of a DO loop.

• **UNROLL_AND_JAM and NOUNROLL_AND_JAM**  
  Enables or disables loop unrolling and jamming.

• **VECTOR and NOVECTOR**  
  Overrides default heuristics for vectorization of DO loops.

### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

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### See Also

**Syntax Rules for Compiler Directives**  
**Rules for General Directives that Affect DO Loops**
Rules for Placement of Directives

Directives can have different effects depending on placement:

- Some directives affect the next statement only.
- Some directives can appear only at the beginning of a scope and affect the rest of that scope.
- Some directives affect the statements starting at that point in the source and continue until changed by another directive or until the end of the scope containing the directive.

The scope can be a contained procedure or a program unit. A program unit is a main program, an external subroutine or function, a module, or a block data program unit. A directive does not affect modules invoked with the USE statement in the program unit that contains it, but it does affect INCLUDE statements that follow the directive.

Certain directives may appear before program units or between program units in a source file. These directives affect only the next program unit that lexically follows the directive. The effect of the directive ceases at the end of the affected program unit. For example:

```fortran
!dir$ integer:2
program m
integer k
print *, kind(k), kind(42) ! this prints 2, 2 which means the directive took effect
end

subroutine sub()
integer kk
print *, kind(kk), kind(-42) ! this prints 4, 4 because the INTEGER:2 directive has no effect here
end
```

The following directives have this behavior:

- ALIAS
- ATTRIBUTES
- DECLARE and NODECLARE
- DEFINE and UNDEFINE
- FIXEDFORMLINESIZE
- FREEFORM and NOFREEFORM
- IDENT
- INTEGER
- OPTIMIZE and NOOPTIMIZE
- PACK
- PREFETCH
- PSECT
- REAL
- STRICT and NOSTRICT

Other rules may apply to these directives. For more information, see the description of each directive.

Rules for General Directives that Affect DO Loops

This table lists the general directives that affect DO loops:

<table>
<thead>
<tr>
<th>Directive</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLOCK_LOOP</td>
<td>NOPARALLEL</td>
</tr>
<tr>
<td>DISTRIBUTE POINT</td>
<td>NOUNROLL</td>
</tr>
<tr>
<td>FORCEINLINE</td>
<td>NOUNROLL_AND_JAM</td>
</tr>
<tr>
<td>INLINE</td>
<td>NOVECTOR</td>
</tr>
</tbody>
</table>
The PREFETCH and NOPREFETCH directives also affect DO loops, but they are only available on Intel® MIC Architecture.

The following rules apply to all of the general directives:

- The directive must precede the DO statement for each DO loop it affects. The DO statement can be any of the following:
  - A counted DO loop
  - A DO WHILE loop
  - A DO CONCURRENT loop
- No source code lines, other than the following, can be placed between the directive statement and the DO statement:
  - One of the other general directives that affect DO loops
  - An OpenMP* Fortran PARALLEL DO directive
  - Comment lines
  - Blank lines

Other rules may apply to these directives. For more information, see the description of each directive.

**See Also**
PREFETCH and NOPREFETCH

Rules for Loop Directives that Affect Array Assignment Statements

**Rules for Loop Directives that Affect Array Assignment Statements**

When certain loop directives precede an array assignment statement, they affect the implicit loops that are generated by the compiler.

The following loop directives can affect array assignment statements:

<table>
<thead>
<tr>
<th>Directive</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>BLOCK_LOOP</td>
<td>NOPARALLEL</td>
</tr>
<tr>
<td>DISTRIBUTE POINT</td>
<td>NOUNROLL</td>
</tr>
<tr>
<td>FORCEINLINE</td>
<td>NOUNROLL_AND_JAM</td>
</tr>
<tr>
<td>INLINE</td>
<td>NOVECTOR</td>
</tr>
<tr>
<td>IVDEP</td>
<td>PARALLEL</td>
</tr>
<tr>
<td>LOOP COUNT</td>
<td>SIMD</td>
</tr>
<tr>
<td>NOBLOCK_LOOP</td>
<td>UNROLL</td>
</tr>
<tr>
<td>NOFUSION</td>
<td>UNROLL_AND_JAM</td>
</tr>
<tr>
<td>NOINLINE</td>
<td>VECTOR</td>
</tr>
</tbody>
</table>

The PREFETCH and NOPREFETCH directives also affect array assignment statements, but they are only available on Intel® MIC Architecture.

Usually only one of the general directives can precede the array assignment statement (one-dimensional-array = expression) to affect it. The BLOCK_LOOP and NOBLOCK_LOOP directives may precede array assignment statements with any rank variable on the left-hand-side of the assignment.

Other rules may apply to the general directives. For more information, see the description of each directive.
**Examples**

Consider the following:

```fortran
REAL A(10), B(10)
...
!DIR$ IVDEP
A = B + 3
```

This has the same effect as writing the following explicit loop:

```fortran
!DIR$ IVDEP
DO I = 1, 10
   A (I) = B (I) + 3
END DO
```

**See Also**

PREFETCH and NOPREFETCH

Rules for General Directives that Affect DO Loops

**OpenMP* Fortran Compiler Directives**

Intel® Fortran provides OpenMP* Fortran compiler directives that comply with most of OpenMP Fortran Application Program Interface (API) specification Version 4.0 and some of Version 4.1. The user-defined reduction feature of OpenMP 4.0 is not yet implemented.

To use these directives, you must specify compiler option `[q or Q]openmp`.

Options that use OpenMP* are available for both Intel® microprocessors and non-Intel microprocessors, but these options may perform additional optimizations on Intel® microprocessors than they perform on non-Intel microprocessors. The list of major, user-visible OpenMP constructs and features that may perform differently on Intel® microprocessors vs. non-Intel microprocessors includes: locks (internal and user visible), the SINGLE construct, barriers (explicit and implicit), parallel loop scheduling, reductions, memory allocation, thread affinity, and binding.

This section discusses clauses used in multiple OpenMP* Fortran directives, conditional compilation rules, nesting and binding rules, and the following directives:

- **ATOMIC directive**
  Specifies that a specific memory location is to be updated atomically.

- **BARRIER directive**
  Synchronizes all the threads in a team.

- **CANCEL directive**
  Requests cancellation of the innermost enclosing region of the type specified, and causes the encountering implicit or explicit task to proceed to the end of the canceled construct.

- **CANCELLATION POINT directive**
  Defines a point at which implicit or explicit tasks check to see if cancellation has been requested for the innermost enclosing region of the type specified.

- **CRITICAL directive**
  Restricts access for a block of code to only one thread at a time.

- **DECLARE SIMD directive**
  Generates a SIMD procedure.

- **DECLARE TARGET directive**
  Causes the creation of a device-specific version of a named routine that can be called from a target region. This directive only applies to Intel® MIC Architecture.

- **DISTRIBUTE directive**
  Specifies that loop iterations will be executed by thread teams in the context of their implicit tasks.

- **DISTRIBUTE PARALLEL DO directive**
  Specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.
• **DISTRIBUTE PARALLEL DO SIMD directive**
  Specifies a loop that will be executed in parallel by multiple threads that are members of multiple teams. It will be executed concurrently using SIMD instructions.

• **DISTRIBUTE SIMD**
  Specifies a loop that will be distributed across the master threads of the teams region. It will be executed concurrently using SIMD instructions.

• **DO directive**
  Specifies that the iterations of the immediately following DO loop must be executed in parallel.

• **DO SIMD directive**
  Specifies a loop that can be executed concurrently using SIMD instructions.

• **FLUSH directive**
  Specifies synchronization points where the threads in a team must have a consistent view of memory.

• **MASTER directive**
  Specifies a block of code to be executed by the master thread of the team.

• **ORDERED directive**
  Specifies a block of code that the threads in a team must execute in the natural order of the loop iterations.

• **PARALLEL directive**
  Defines a parallel region.

• **PARALLEL DO directive**
  Defines a parallel region that contains a single DO directive.

• **PARALLEL DO SIMD directive**
  Specifies a loop that can be executed concurrently using SIMD instructions. It provides a shortcut for specifying a PARALLEL construct containing one SIMD loop construct and no other statement.

• **PARALLEL SECTIONS directive**
  Defines a parallel region that contains a single SECTIONS directive.

• **PARALLEL WORKSHARE directive**
  Defines a parallel region that contains a single WORKSHARE directive.

• **SECTIONS directive**
  Specifies that the enclosed SECTION directives define blocks of code to be divided among threads in a team.

• **SIMD directive**
  Requires and controls SIMD vectorization of loops.

• **SINGLE directive**
  Specifies a block of code to be executed by only one thread in a team at a time.

• **TARGET directive**
  Creates a device data environment and executes the construct on the same device. This directive only applies to Intel® MIC Architecture.

• **TARGET DATA directive**
  Creates a device data environment for the extent of the region. This directive only applies to Intel® MIC Architecture.

• **TARGET ENTER DATA**
  Specifies that variables are mapped to a device data environment. This directive only applies to Intel® MIC Architecture.

• **TARGET EXIT DATA**
  Specifies that variables are unmapped from a device data environment. This directive only applies to Intel® MIC Architecture.

• **TARGET TEAMS**
  Creates a device data environment and executes the construct on the same device. It also creates a league of thread teams with the master thread in each team executing the structured block. This directive only applies to Intel® MIC Architecture.
• **TARGET TEAMS DISTRIBUTE**
  Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.

• **TARGET TEAMS DISTRIBUTE PARALLEL DO**
  Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.

• **TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD**
  Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. The loop will be distributed across the teams, which will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.

• **TARGET TEAMS DISTRIBUTE SIMD**
  Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct. It will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.

• **TARGET UPDATE directive**
  Makes the list items in the device data environment consistent with their corresponding original list items. This directive only applies to Intel® MIC Architecture.

• **TASK directive**
  Defines a task region.

• **TASKGROUP directive**
  Specifies a wait for the completion of all child tasks of the current task and all of their descendant tasks.

• **TASKWAIT directive**
  Specifies a wait on the completion of child tasks generated since the beginning of the current task.

• **TASKYIELD directive**
  Specifies that the current task can be suspended at this point in favor of execution of a different task.

• **TEAMS**
  Creates a group of thread teams to be used in a parallel region.

• **TEAMS DISTRIBUTE**
  Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct.

• **TEAMS DISTRIBUTE PARALLEL DO**
  Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.

• **TEAMS DISTRIBUTE PARALLEL DO SIMD**
  Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams. The loop will be distributed across the master threads of the teams region, which will be executed concurrently using SIMD instructions.

• **TEAMS DISTRIBUTE SIMD**
  Creates a league of thread teams to execute the structured block in the master thread of each team. It also specifies a loop that will be distributed across the master threads of the teams region. The loop will be executed concurrently using SIMD instructions.

• **THREADPRIVATE directive**
  Makes named common blocks private to each thread, but global within the thread.

• **WORKSHARE directive**
  Divides the work of executing a block of statements or constructs into separate units.
The OpenMP parallel directives can be grouped into the categories. For more information about the categories for these directives, see OpenMP* Directives Summary.

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See Also
Syntax Rules for Compiler Directives
qopenmp, Qopenmp compiler option
Clauses Used in Multiple OpenMP* Fortran Directives
The OpenMP web site http://www.openmp.org/

Clauses Used in Multiple OpenMP* Fortran Directives

This topic summarizes clauses that are used in more than one OpenMP* Fortran directive.

Other clauses (or keywords) are available for some OpenMP* Fortran directives. For more information, see each directive description.

Some of the OpenMP* Fortran directives have clauses (or options) you can specify to control the scope attributes of variables for the duration of the directive.

Data Scope Attribute Clauses

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEFAULT</td>
<td>Lets you specify a scope for all variables in the lexical extent of a parallel region.</td>
</tr>
<tr>
<td>FIRSTPRIVATE</td>
<td>Provides a superset of the functionality provided by the PRIVATE clause. It declares one or more variables to be private to each thread in a team, and initializes each of them with the value of the corresponding original variable.</td>
</tr>
<tr>
<td>LASTPRIVATE</td>
<td>Provides a superset of the functionality provided by the PRIVATE clause. It declares one or more variables to be private to an implicit task, and causes the corresponding original variable to be updated after the end of the region.</td>
</tr>
<tr>
<td>LINEAR</td>
<td>Specifies that all variables in a list are private to a SIMD task and that they have a linear relationship within the iteration space of a loop.</td>
</tr>
<tr>
<td>PRIVATE</td>
<td>Declares one or more variables to be private to each thread in a team.</td>
</tr>
<tr>
<td>REDUCTION</td>
<td>Performs a reduction operation on the specified variables.</td>
</tr>
<tr>
<td>SHARED</td>
<td>Specifies variables that will be shared by all the threads in a team.</td>
</tr>
</tbody>
</table>

The data copying clauses let you copy data values from private or threadprivate variables in one implicit task or thread to the corresponding variables in other implicit tasks or threads in the team.
Data Copying Clauses

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COPYIN</td>
<td>Specifies that the data in the master thread of the team is to be copied to the thread private copies of the common block at the beginning of the parallel region.</td>
</tr>
<tr>
<td>COPYPRIVATE</td>
<td>Uses a private variable to broadcast a value, or a pointer to a shared object, from one member of a team to the other members. The COPYPRIVATE clause can only appear in the END SINGLE directive.</td>
</tr>
</tbody>
</table>

The data motion clause MAP is used in OpenMP* Fortran TARGET directives. This data motion clause does not modify the values of any of the internal control variables (ICVs).

List items that appear in this data motion clause may have corresponding new list items created in the device data environment that is associated with the construct. If a new list item is created, a new list item of the same type, kind, and rank is allocated. The initial value of the new list item is undefined.

The original list items and new list items may share storage. This means that data races can occur. Data races are caused by unintended sharing of data; for example, when WRITEs to either item by one task or device are followed by a READ of the other item by another task or device without intervening synchronization.

Data Motion Clause

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAP</td>
<td>Maps a variable from the data environment of the current task to the data environment of the device associated with the construct.</td>
</tr>
</tbody>
</table>

The following are other clauses that can be used in more than one OpenMP* Fortran directive.

Miscellaneous Clauses

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALIGNED</td>
<td>Specifies that all variables in a list are aligned.</td>
</tr>
<tr>
<td>COLLAPSE</td>
<td>Specifies how many loops are associated with the loop construct.</td>
</tr>
<tr>
<td>DEPEND</td>
<td>Enforces additional constraints on the scheduling of a task by enabling dependences between sibling tasks in the task region.</td>
</tr>
<tr>
<td>DEVICE</td>
<td>Specifies the target device for certain TARGET directives.</td>
</tr>
<tr>
<td>IF</td>
<td>Specifies a conditional expression. If the expression evaluates to .FALSE., the construct is not executed.</td>
</tr>
<tr>
<td>NOWAIT</td>
<td>Specifies that threads may resume execution before the execution of the region completes.</td>
</tr>
</tbody>
</table>

Conditional Compilation Rules

The OpenMP* Fortran API lets you conditionally compile Intel® Fortran statements if you use the appropriate directive prefix.

The prefix depends on which source form you are using, although !$ is valid in all forms.

The prefix must be followed by a valid Intel Fortran statement on the same line.
Free Source Form

The free source form conditional compilation prefix is !$. This prefix can appear in any column as long as it is preceded only by white space. It must appear as a single word with no intervening white space. Free-form source rules apply to the directive line.

Initial lines must have a space after the prefix. Continued lines must have an ampersand as the last nonblank character on the line. Continuation lines can have an ampersand after the prefix with optional white space before and after the ampersand.

Fixed Source Form

For fixed source form programs, the conditional compilation prefix is one of the following: !$, C$ (or c$), or *$.

The prefix must start in column one and appear as a single string with no intervening white space. Fixed-form source rules apply to the directive line.

After the prefix is replaced with two spaces, initial lines must have a space or zero in column six, and continuation lines must have a character other than a space or zero in column six. For example, the following forms for specifying conditional compilation are equivalent:

```
c23456789
!$ IAM = OMP_GET_THREAD_NUM( ) +
!$ INDEX
#IFDEF _OPENMP
IAM = OMP_GET_THREAD_NUM( ) +
INDEX
#ENDIF
```

Nesting and Binding Rules

This section describes the dynamic nesting and binding rules for OpenMP Fortran API directives.

Binding Rules

The following rules apply to dynamic binding:

- The DO, SECTIONS, SINGLE, MASTER, and BARRIER directives bind to the dynamically enclosing PARALLEL directive, if one exists.
- The ORDERED directive binds to the dynamically enclosing DO directive.
- The ATOMIC directive enforces exclusive access with respect to ATOMIC directives in all threads, not just the current team.
- The CRITICAL directive enforces exclusive access with respect to CRITICAL directives in all threads, not just the current team.
- A directive can never bind to any directive outside the closest enclosing PARALLEL directive.

Nesting Rules

The following rules apply to dynamic nesting:

- A PARALLEL directive dynamically inside another PARALLEL directive logically establishes a new team, which is composed of only the current thread unless nested parallelism is enabled.
- DO, SECTIONS, and SINGLE directives that bind to the same PARALLEL directive are not allowed to be nested one inside the other.
- DO, SECTIONS, and SINGLE directives are not permitted in the dynamic extent of CRITICAL and MASTER directives.
- BARRIER directives are not permitted in the dynamic extent of DO, SECTIONS, SINGLE, MASTER, and CRITICAL directives.
- MASTER directives are not permitted in the dynamic extent of DO, SECTIONS, and SINGLE directives.
• ORDERED sections are not allowed in the dynamic extent of CRITICAL sections.
• Any directive set that is legal when executed dynamically inside a PARALLEL region is also legal when executed outside a parallel region. When executed dynamically outside a user-specified parallel region, the directive is executed with respect to a team composed of only the master thread.

Examples

The following example shows nested PARALLEL regions:

```fortran
!$OMP PARALLEL DEFAULT(SHARED)
!$OMP DO
  DO I =1, N
  !$OMP PARALLEL SHARED(I,N)
  !$OMP DO
    DO J =1, N
      CALL WORK(I,J)
    END DO
  !$OMP END PARALLEL
  END DO
!$OMP END PARALLEL
```

Note that the inner and outer DO directives bind to different PARALLEL regions.

The following example shows a variation of the preceding example:

```fortran
!$OMP PARALLEL DEFAULT(SHARED)
!$OMP DO
  DO I =1, N
    CALL SOME_WORK(I,N)
  END DO
!$OMP END PARALLEL
...
SUBROUTINE SOME_WORK(I,N)
!
!$OMP PARALLEL DEFAULT(SHARED)
!$OMP DO
  DO J =1, N
    CALL WORK(I,J)
  END DO
!$OMP END PARALLEL
RETURN
END
```

OFFLOAD Compiler Directives

Intel® Fortran provides several OFFLOAD compiler directives to perform offloading tasks during compilation. These directives are recognized by default; there is a command line option to tell the compiler to ignore them. These directives only apply to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

The following OFFLOAD compiler directives are available:

- **OFFLOAD**
  Enables statements to execute on the target.

- **OFFLOAD BEGIN** and **END OFFLOAD**
  Enables a group of statements to execute on the target.

- **OFFLOAD_TRANSFER**
  Initiates asynchronous data transfer, or initiates and completes synchronous data transfer.

- **OFFLOAD_WAIT**
  Specifies a wait for a previously initiated asynchronous activity.
### Equivalent Compiler Options

Some compiler directives and compiler options have the same effect, as shown in the table below. However, compiler directives can be turned on and off throughout a program, while compiler options remain in effect for the whole compilation unless overridden by a compiler directive.

The following table shows compiler directives and equivalent command-line compiler options:

<table>
<thead>
<tr>
<th>Compiler Directive</th>
<th>Equivalent Command-Line Compiler Option</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECLARE</td>
<td>-warn declarations (Linux* OS and OS X*)</td>
</tr>
<tr>
<td></td>
<td>/warn:declarations (Windows* OS)</td>
</tr>
<tr>
<td>NODEDECLARE</td>
<td>-warn nodeclarations (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/warn:nodeclarations (Windows OS)</td>
</tr>
<tr>
<td>DEFINE name</td>
<td>-D name (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/D name (Windows OS)</td>
</tr>
<tr>
<td>FIXEDFORMLINESIZE:length</td>
<td>-extend-source [size] (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/extend-source[:size] (Windows OS)</td>
</tr>
<tr>
<td>FREEFORM</td>
<td>-free or -nofixed (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/free or /nofixed (Windows OS)</td>
</tr>
<tr>
<td>NOFREEFORM</td>
<td>-nofree or -fixed (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/nofree or /fixed (Windows OS)</td>
</tr>
<tr>
<td>INTEGER:size</td>
<td>-integer_size size (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/integer_size:size (Windows OS)</td>
</tr>
<tr>
<td>OBJCOMMENT</td>
<td>/libdir:user (Windows OS)</td>
</tr>
<tr>
<td>OPTIMIZE[: n ]</td>
<td>-on (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
<td>/on (Windows OS)</td>
</tr>
<tr>
<td>NOOPTIMIZE</td>
<td>-O0 (Linux OS and OS X)</td>
</tr>
<tr>
<td></td>
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Scope and Association

Scope and Association Overview

Program entities are identified by names, labels, input/output unit numbers, operator symbols, or assignment symbols. For example, a variable, a derived type, or a subroutine is identified by its name. Scope refers to the area in which a name is recognized. A scoping unit is the program or part of a program in which a name is defined or known. It can be any of the following:

- An entire executable program
- A single scoping unit
- A single statement (or part of a statement)

The region of the program in which a name is known and accessible is referred to as the scope of that name. These different scopes allow the same name to be used for different things in different regions of the program.

Association is the language concept that allows different names to refer to the same entity in a particular region of a program.

See Also
Scope
Unambiguous Generic Procedure References
Resolving Procedure References
Association

Scope

Program entities have the following kinds of scope (as shown in the table below):

- **Global**
  
  Entities that are accessible throughout an executable program. The name of a global entity must be unique. It cannot be used to identify any other global entity in the same executable program.

- **Scoping unit (Local scope)**
  
  Entities that are declared within a scoping unit. These entities are local to that scoping unit. The names of local entities are divided into classes (see the table below).

A *scoping unit* is one of the following:

- A derived-type definition
- A procedure interface body (excluding any derived-type definitions and interface bodies contained within it)
- A program unit or subprogram (excluding any derived-type definitions, interface bodies, and subprograms contained within it)

A scoping unit that immediately surrounds another scoping unit is called the host scoping unit. Named entities within the host scoping unit are accessible to the nested scoping unit by host association. (For information about host association, see Use and Host Association.)

Once an entity is declared in a scoping unit, its name can be used throughout that scoping unit. An entity declared in another scoping unit is a different entity even if it has the same name and properties.

Within a scoping unit, a local entity name that is not generic must be unique within its class. However, the name of a local entity in one class can be used to identify a local entity of another class.
Within a scoping unit, a generic name can be the same as any one of the procedure names in the interface block.

A component name has the same scope as the derived type of which it is a component. It can appear only within a component designator of a structure of that type.

For information on interactions between local and global names, see the table below.

- **Statement**

Entities that are accessible only within a statement or part of a statement; such entities cannot be referenced in subsequent statements.

The name of a statement entity can also be the name of a global or local entity in the same scoping unit; in this case, the name is interpreted within the statement as that of the statement entity.

### Scope of Program Entities

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<tr>
<td>Intrinsic assignment</td>
<td>Global(^4)</td>
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</table>
Names of common blocks can also be used to identify local entities.

If an intrinsic procedure is not used in a scoping unit, its name can be used as a local entity within that scoping unit. For example, if intrinsic function COS is not used in a program unit, COS can be used as a local variable there.

The DO variable in an implied-DO list of an I/O list has local scope.

The scope of the assignment symbol (=) is global, but it can identify additional operations (see Defining Generic Assignment).

Scoping units can contain other scoping units. For example, the following shows six scoping units:

```plaintext
MODULE MOD_1                    ! Scoping unit 1
...                          ! Scoping unit 1
CONTAINS                        ! Scoping unit 1
  FUNCTION FIRST                !   Scoping unit 2
  TYPE NAME                   !     Scoping unit 3
  ...                         !     Scoping unit 3
  END TYPE NAME               !     Scoping unit 3
  ...                         !   Scoping unit 2
  CONTAINS                      !   Scoping unit 2
  SUBROUTINE SUB_B            !       Scoping unit 4
  TYPE PROCESS              !         Scoping unit 5
  ...                       !         Scoping unit 5
  END TYPE PROCESS          !         Scoping unit 5
  INTERFACE                 !         Scoping unit 5
  SUBROUTINE SUB_A        !           Scoping unit 6
  ...                     !           Scoping unit 6
  END SUBROUTINE SUB_A    !           Scoping unit 6
  END INTERFACE             !         Scoping unit 5
  END SUBROUTINE SUB_B        !       Scoping unit 4
  END FUNCTION   FIRST          !   Scoping unit 2
END MODULE                      ! Scoping unit 1
```

See Also

Derived Data Types
Defining Generic Names for Procedures
Intrinsic Procedures Overview
Program Units and Procedures Overview
Use and Host Association Overview
Defining Generic Operators
Defining Generic Assignment
PRIVATE Statement
PUBLIC

Unambiguous Generic Procedure References

When a generic procedure reference is made, a specific procedure is invoked. If the following rules are used, the generic reference will be unambiguous:

- Two dummy arguments are said to be distinguishable if any of the following are true:
  - One is a procedure and the other is a data object
  - One has the ALLOCATABLE attribute and the other has the POINTER attribute without INTENT (IN)
  - They are both data objects or both known to be functions, and they have different type and kind parameters, or different rank
• One is a function with nonzero rank and the other is not known to be a function
• Within a scoping unit, two procedures that have the same generic name must both be subroutines (or both be functions). One of the procedures must have a nonoptional dummy argument that is one of the following:
  • Not present by position or argument keyword in the other argument list
  • Is present, but is distinguishable from the dummy argument in the other argument list
• Within a scoping unit, two procedures that have the same generic operator must both have the same number of arguments or both define assignment. One of the procedures must have a dummy argument that corresponds by position in the argument list to a dummy argument of the other procedure that dummy argument of the other procedure that is distinguishable from the dummy argument in the other argument list.

When an interface block extends an intrinsic procedure, operator, or assignment, the rules apply as if the intrinsic consists of a collection of specific procedures, one for each allowed set of arguments.

When a generic procedure is accessed from a module, the rules apply to all the specific versions, even if some of them are inaccessible by their specific names.

See Also
Defining Generic Names for Procedures for details on generic procedure names

Resolving Procedure References
The procedure name in a procedure reference is either established to be generic or specific, or is not established. The rules for resolving a procedure reference differ depending on whether the procedure is established and how it is established.

This section discusses the following topics:
• References to Generic Names
• References to Specific Names
• References to Nonestablished Names

References to Generic Names
Within a scoping unit, a procedure name is established to be generic if any of the following is true:
• The scoping unit contains an interface block with that procedure name.
• The procedure name matches the name of a generic intrinsic procedure, and it is specified with the INTRINSIC attribute in that scoping unit.
• The procedure name is established to be generic in a module, and the scoping unit contains a USE statement making that procedure name accessible.
• The scoping unit contains no declarations for that procedure name, but the procedure name is established to be generic in a host scoping unit.

To resolve a reference to a procedure name established to be generic, the following rules are used in the order shown:

1. If an interface block with that procedure name appears in one of the following, the reference is to the specific procedure providing that interface:
   a. The scoping unit that contains the reference
   b. A module made accessible by a USE statement in the scoping unit

   The reference must be consistent with one of the specific interfaces of the interface block.

2. If the procedure name is specified with the INTRINSIC attribute in one of the following, the reference is to that intrinsic procedure:
   a. The same scoping unit
   b. A module made accessible by a USE statement in the scoping unit

   The reference must be consistent with the interface of that intrinsic procedure.
3. If the following is true, the reference is resolved by applying rules 1 and 2 to the host scoping unit:
   a. The procedure name is established to be generic in the host scoping unit
   b. There is agreement between the scoping unit and the host scoping unit as to whether the
      procedure is a function or subroutine name.

4. If none of the preceding rules apply, the reference must be to the generic intrinsic procedure with that
   name. The reference must be consistent with the interface of that intrinsic procedure.

Examples

The following example shows how a module can define three separate procedures, and a main program give
them a generic name DUP through an interface block. Although the main program calls all three by the
generic name, there is no ambiguity since the arguments are of different data types, and DUP is a function
rather than a subroutine. The module UN_MOD must give each procedure a different name.

```fortran
MODULE UN_MOD
  !
  CONTAINS
    subroutine dup1(x,y)
      real x,y
      print *, ' Real arguments', x, y
      end subroutine dup1

    subroutine dup2(m,n)
      integer m,n
      print *, ' Integer arguments', m, n
      end subroutine dup2

    character function dup3 (z)
    character(len=2) z
    dup3 = 'String argument '// z
    end function dup3

END MODULE

PROGRAM UNCLEAR
  ! shows how to use generic procedure references

  USE UN_MOD
  INTERFACE DUP
    MODULE PROCEDURE dup1, dup2, dup3
  END INTERFACE

  real a,b
  integer c,d
  character (len=2) state

  a = 1.5
  b = 2.32
  c = 5
  d = 47
  state = 'WA'

  call dup(a,b)
  call dup(c,d)
  print *, dup(state)       !actual output is 'S' only

END PROGRAM
```

Note that the function DUP3 only prints one character, since module UN_MOD specifies no length parameter
for the function result.
If the dummy arguments x and y for DUP were declared as integers instead of reals, then any calls to DUP would be ambiguous. If this is the case, a compile-time error results.

The subroutine definitions, DUP1, DUP2, and DUP3, must have different names. The generic name is specified in the first line of the interface block, and in the example is DUP.

References to Specific Names

In a scoping unit, a procedure name is established to be specific if it is not established to be generic and any of the following is true:

- The scoping unit contains an interface body with that procedure name.
- The scoping unit contains an internal procedure, module procedure, or statement function with that procedure name.
- The procedure name is the same as the name of a generic intrinsic procedure, and it is specified with the INTRINSIC attribute in that scoping unit.
- The procedure name is specified with the EXTERNAL attribute in that scoping unit.
- The procedure name is established to be specific in a module, and the scoping unit contains a USE statement making that procedure name accessible.
- The scoping unit contains no declarations for that procedure name, but the procedure name is established to be specific in a host scoping unit.

To resolve a reference to a procedure name established to be specific, the following rules are used in the order shown:

1. If either of the following is true, the dummy argument is a dummy procedure and the reference is to that dummy procedure:
   a. The scoping unit is a subprogram, and it contains an interface body with that procedure name.
   b. The procedure name has been declared EXTERNAL, and the procedure name is a dummy argument of that subprogram.

   The procedure invoked by the reference is the one supplied as the corresponding actual argument.

2. If the scoping unit contains an interface body or the procedure name has been declared EXTERNAL, and Rule 1 does not apply, the reference is to an external procedure with that name.

3. If the scoping unit contains an internal procedure or statement function with that procedure name, the reference is to that entity.

4. If the procedure name has been declared INTRINSIC in the scoping unit, the reference is to the intrinsic procedure with that name.

5. If the scoping unit contains a USE statement that makes the name of a module procedure accessible, the reference is to that procedure. (The USE statement allows renaming, so the name referenced may differ from the name of the module procedure.)

6. If none of the preceding rules apply, the reference is resolved by applying these rules to the host scoping unit.

References to Nonestablished Names

In a scoping unit, a procedure name is not established if it is not determined to be generic or specific.

To resolve a reference to a procedure name that is not established, the following rules are used in the order shown:

1. If both of the following are true, the dummy argument is a dummy procedure and the reference is to that dummy procedure:
   a. The scoping unit is a subprogram.
   b. The procedure name is a dummy argument of that subprogram.

   The procedure invoked by the reference is the one supplied as the corresponding actual argument.

2. If both of the following are true, the procedure is an intrinsic procedure and the reference is to that intrinsic procedure:
   a. The procedure name matches the name of an intrinsic procedure.
b. There is agreement between the intrinsic procedure definition and the reference of the name as a function or subroutine.

3. If neither of the preceding rules apply, the reference is to an external procedure with that name.

See Also
Function References
USE
CALL for details on subroutine references
Defining Generic Names for Procedures for details on generic procedure names

Association
Association allows different program units to access the same value through different names. Entities are associated when each is associated with the same storage location.

There are four kinds of association:

- Name association
- Pointer association
- Storage association
- Inheritance association

The following example shows name, pointer, and storage association between an external program unit and an external procedure.

Example of Name, Pointer, and Storage Association

```
! Scoping Unit 1: An external program unit

REAL A, B(4)
REAL, POINTER :: M(:)
REAL, TARGET :: N(12)
COMMON /COM/...
EQUIVALENCE (A, B(1))        ! Storage association between A and B(1)
M => N                       ! Pointer association
CALL P (actual-arg,...)
...

! Scoping Unit 2: An external procedure

SUBROUTINE P (dummy-arg,...)  ! Name and storage association between
                               ! these arguments and the calling
                               ! routine's arguments in scoping unit 1
COMMON /COM/...              ! Storage association with common block COM
                               ! in scoping unit 1
REAL Y
CALL Q (actual-arg,...)
CONTAINS
  SUBROUTINE Q (dummy-arg,...) ! Name and storage association between
                              ! these arguments and the calling
                              ! routine's arguments in host procedure
                              ! P (subprogram Q has host association
                              ! with procedure P)
  Y = 2.0*(Y-1.0)       ! Name association with Y in host procedure P
...
```

The following example shows inheritance association:

```
TYPE POINT                  ! A base type
REAL :: X, Y
```
END TYPE POINT

TYPE, EXTENDS(POINT) :: COLOR_POINT   ! An extension of TYPE(POINT)
   ! Components X and Y, and component name POINT,
   ! are inherited from the parent type POINT
INTEGER :: COLOR
END TYPE COLOR_POINT

Name Association
Name association allows an entity to be accessed from different scoping units by the same name or by different names. There are five types of name association: argument, use, host, linkage, and construct.

Argument Association
Arguments are the values passed to and from functions and subroutines through calling program argument lists.

Execution of a procedure reference establishes argument association between an actual argument and its corresponding dummy argument. The name of a dummy argument can be different from the name of its associated actual argument (if any).

When the procedure completes execution, the argument association is terminated. A dummy argument of that procedure can be associated with an entirely different actual argument in a subsequent invocation of the procedure.

Association Between Actual Arguments and Dummy Data Objects
A scalar dummy argument of a nonelemental procedure can be associated only with a scalar actual argument.

If the actual argument is scalar, the corresponding dummy argument must be scalar unless the actual argument is of type default character, of type character with the C character kind, or is an element or substring of an element of an array that is not an assumed-shape or pointer array. If the procedure is nonelemental and is referenced by a generic name or as a defined operator or defined assignment, the ranks of the actual arguments and corresponding dummy arguments must agree.

If a scalar dummy argument is of type default character, the length of the dummy argument must be less than or equal to the length of the actual argument. The dummy argument becomes associated with the leftmost len characters of the actual argument. If an array dummy argument is of type default character and is not assumed shape, it becomes associated with the leftmost characters of the actual argument element sequence and it must not extend beyond the end of that sequence.

If a dummy argument is not allocatable and is not a pointer, it must be type compatible with the associated actual argument. If a dummy argument is allocatable or a pointer, the associated actual argument must be polymorphic if and only if the dummy argument is polymorphic, and the declared type of the actual argument must be the same as the declared type of the dummy argument.

If the dummy argument is a pointer, the actual argument must be a pointer and the nondeferred type parameters and ranks must agree. If a dummy argument is allocatable, the actual argument must be allocatable and the nondeferred type parameters and ranks must agree. The actual argument can have an allocation status of unallocated.

At the invocation of the procedure, the pointer association status of an actual argument associated with a pointer dummy argument becomes undefined if the dummy argument has INTENT(OUT).

The dynamic type of a polymorphic, allocatable, or pointer dummy argument can change as a result of execution of an allocate statement or pointer assignment in the subprogram. Because of this, the corresponding actual argument needs to be polymorphic and have a declared type that is the same as the declared type of the dummy argument, or an extension of that type.

The values of assumed type parameters of a dummy argument are assumed from the corresponding type parameters of the associated actual argument.
Except in references to intrinsic inquiry functions, if the dummy argument is not a pointer and the corresponding actual argument is a pointer, the actual argument must be associated with a target and the dummy argument becomes associated with that target.

Except in references to intrinsic inquiry functions, if the dummy argument is not allocatable and the actual argument is allocatable, the actual argument must be allocated.

If the dummy argument has the VALUE attribute, it becomes associated with a definable anonymous data object whose initial value is that of the actual argument. Subsequent changes to the value or definition status of the dummy argument do not affect the actual argument.

If the dummy argument does not have the TARGET or POINTER attribute, any pointers associated with the actual argument do not become associated with the corresponding dummy argument on invocation of the procedure.

If the dummy argument has the TARGET attribute, does not have the VALUE attribute, and is either a scalar or an assumed-shape array, and the corresponding actual argument has the TARGET attribute but is not an array section with a vector subscript then the following is true:

- Any pointers associated with the actual argument become associated with the corresponding dummy argument on invocation of the procedure.
- When execution of the procedure completes, any pointers that do not become undefined and are associated with the dummy argument remain associated with the actual argument.

Any pointers associated with the dummy argument become undefined when execution of the procedure completes in these cases:

- If the dummy argument has the TARGET attribute and the corresponding actual argument does not have the TARGET attribute, or is an array section with a vector subscript.
- If the dummy argument has the TARGET attribute and the VALUE attribute.

If a nonpointer dummy argument has INTENT (OUT) or INTENT (INOUT), the actual argument must be definable. If a dummy argument has INTENT (OUT), the corresponding actual argument becomes undefined at the time the association is established, except for components of an object of derived type for which default initialization has been specified. If the dummy argument is not polymorphic and the type of the actual argument is an extension type of the type of the dummy argument, only the part of the actual argument that is of the same type as the dummy argument becomes undefined.

**Association Between Actual Arguments and Dummy Procedure Entities**

If a dummy argument is a procedure pointer, the associated actual argument must be a procedure pointer, a reference to a function that returns a procedure pointer, or a reference to the NULL intrinsic function.

If a dummy argument is a dummy procedure without the POINTER attribute, the associated actual argument must be the specific name of an external, module, dummy, or intrinsic procedure, an associated procedure pointer, or a reference to a function that returns an associated procedure pointer. If the specific name is also a generic name, only the specific procedure is associated with the dummy argument.

For generic declarations, a dummy argument is type, kind, and rank compatible with another dummy argument if following is true:

- The first is type compatible with the second
- The kind type parameters of the first have the same values as the corresponding kind type parameters of the second
- Both have the same rank or either is assumed-rank

If an external procedure name or a dummy procedure name is used as an actual argument, its interface must be explicit or it must be explicitly declared to have the EXTERNAL attribute.

If the interface of the dummy argument is explicit, the procedure characteristics must be the same for the associated actual argument and the corresponding dummy argument, except that a pure actual argument can be associated with a dummy argument that is not pure and an elemental intrinsic actual procedure can be associated with a dummy procedure that is prohibited from being elemental.
If the interface of the dummy argument is implicit and either the name of the dummy argument is explicitly typed or it is referenced as a function, the dummy argument must not be referenced as a subroutine and the actual argument must be a function, function procedure pointer, or dummy procedure.

If the interface of the dummy argument is implicit and a reference to it appears as a subroutine reference, the actual argument must be a subroutine, subroutine procedure pointer, or dummy procedure.

An assumed-rank dummy argument can correspond to an actual argument of any rank. If the actual argument has rank zero (is a scaler), the dummy argument has rank zero; the shape is a zero-sized array and the LBOUND and UBOUND intrinsic functions, with no DIM argument, return zero-sized arrays. If the actual argument has rank greater than zero, the rank and extents of the dummy argument are assumed from the actual argument, including the lack of a final extent in the case of an assumed-size array. If the actual argument is an array and the dummy argument is allocatable or a pointer, the bounds of the dummy argument are assumed from the actual argument.

An assumed-type dummy argument must not correspond to an actual argument that is of a derived type that has type parameters, type-bound procedures, or final subroutines.

Association For C Interoperability

When a Fortran procedure that has an INTENT(OUT) allocatable dummy argument is invoked by a C function, and the actual argument in the C function is the address of a C descriptor that describes an allocated allocatable variable, the variable is deallocated upon entry to the Fortran procedure.

When a C function is invoked from a Fortran procedure by means of an interface with an INTENT(OUT) allocatable dummy argument, and the actual argument in the reference to the C function is an allocated allocatable variable, the variable is deallocated on invocation (before execution of the C function begins).

See Also

Argument Association in Procedures
Procedure Characteristics

Use and Host Association Overview

Use association allows the entities in a module to be accessible to other scoping units. Host association allows the entities in a host scoping unit to be accessible to an internal subprogram, a module subprogram, or submodule program.

Use association and host association remain in effect throughout the execution of the executable program.

An interface body does not access named entities by host association, but it can access entities by use association.

Examples

The following example shows host and use association:

```fortran
MODULE SHARE_DATA
  REAL Y, Z
END MODULE

PROGRAM DEMO
  USE SHARE_DATA             ! All entities in SHARE_DATA are available
  REAL B, Q                  ! through use association.
  ...
  CALL CONS (Y)              ! Y is a local entity (dummy argument).
CONTAINS
  SUBROUTINE CONS (Y)        ! Y is a local entity (dummy argument).
    REAL C, Y
    ...
    Y = B + C + Q + Z        ! B and Q are available through host association.
    ...
  END SUBROUTINE CONS       ! C is a local entity, explicitly declared.
  ...
END PROGRAM DEMO
```
Use Association

Use association allows the entities in a module to be accessible to other scoping units. This association remains in effect throughout the execution of the program. The mechanism for use association is the USE statement. The USE statement provides access to all public entities in the module, unless ONLY is specified. In this case, only the entities named in the ONLY list can be accessed.

If an entity that is accessed by use association has the same nongeneric name as a host entity, the host entity is inaccessible. A name that appears in the scoping unit as an external name in an EXTERNAL statement is a global name, and any entity of the host that has this as its nongeneric name is inaccessible.

For more information on rules that apply to use association, see the USE statement.

Host Association

Host association allows the entities in a host scoping unit to be accessible to an internal subprogram, a module subprogram, or submodule program. This association remains in effect throughout the execution of the program.

The following also have access to entities from its host:

- A module procedure interface body
- A derived-type definition
- An interface body that is not a separate interface body has access by means of host association to the named entities from its host that are made accessible by IMPORT statements in the interface body.

The accessed entities are known by the same name and have the same attributes as in the host, except that a local entity can have the ASYNCHRONOUS attribute even if the host entity does not, and a noncoarray local entity can have the VOLATILE attribute even if the host entity does not. The accessed entities can be named data objects, derived types, abstract interfaces, procedures, generic identifiers, and namelist groups.

Entities that are local to a procedure are not accessible to its host.

The following are considered local identifiers within a scoping unit, so they are not accessible to their hosts:

- A function name in a statement function, an entity declaration in a type declaration statement, or the name of an entity declared by an interface body, unless any of these are global identifiers.
- An object name in an entity declaration in a type declaration statement or a POINTER, SAVE, ALLOCATABLE, or TARGET statement.
- A type name in a derived type statement.
- A procedure pointer that has the EXTERNAL attribute.
- The name of a variable that is wholly or partially initialized in a DATA statement.
- The name of an object that is wholly or partially initialized in an EQUIVALENCE statement.
- A namelist group name in a NAMELIST statement.
- A generic name in a generic specification in an INTERFACE statement.
- The name of a named construct.
- The name of a dummy argument in a FUNCTION, SUBROUTINE, or ENTRY statement, or a statement function.
- A named constant defined in a PARAMETER statement.
- An array name in a DIMENSION statement.
- A variable name in a common block object in a COMMON statement.
• A result name in a FUNCTION or ENTRY statement.
• An intrinsic procedure name in an INTRINSIC statement.

A name that appears in an ASYNCHRONOUS or VOLATILE statement is not necessarily the name of a local variable. In an internal or module procedure, if a variable that is accessible via host association is specified in an ASYNCHRONOUS or VOLATILE statement, that host variable is given the ASYNCHRONOUS or VOLATILE attribute in the local scope.

If an intrinsic procedure is accessed by means of host association, it must be established to be intrinsic in the host scoping unit by one of the following methods:

• It must be explicitly given the INTRINSIC attribute.
• It must be invoked as an intrinsic procedure.
• It must be accessed from a module or from its host where it is established to be intrinsic.

If a procedure gains access to a pointer by host association, the association of the pointer with a target that is current at the time the procedure is invoked remains current within the procedure. This pointer association can be changed within the procedure. After execution of the procedure, the pointer association remains current, unless the execution caused the target to become undefined. If this occurs, the host associated pointer becomes undefined.

NOTE
Implicit declarations can cause problems for host association. It is recommended that you use IMPLICIT NONE in both the host and the contained procedure, and that you explicitly declare all entities.

When all entities are explicitly declared, local declarations override host declarations, and host declarations that are not overridden are available in the contained procedure.

Examples
The following example shows how a host and an internal procedure can use host-associated entities:

```
program INTERNAL
  ! shows use of internal subroutine and CONTAINS statement
  real a,b,c
  call find
  print *, c
contains
  subroutine find
    read *, a,b
    c = sqrt(a**2 + b**2)
  end subroutine find
end
```

In this case, the variables a, b, and c are available to the internal subroutine find through host association. They do not have to be passed as arguments to the internal procedure. In fact, if they are, they become local variables to the subroutine and hide the variables declared in the host program.

Conversely, the host program knows the value of c, when it returns from the internal subroutine that has defined c.

See Also
Use Association Scope for details on entities with local scope

Linkage Association
Linkage association occurs between the following:

• A module variable that has the BIND attribute and the C variable with which it interoperates
A Fortran common block and the C variable with which it interoperates

This association remains in effect throughout the execution of the program.

**See Also**

USE
Host Association
Scope for details on entities with local scope

**Construct Association**

Construct association establishes an association between each selector and the corresponding associate name of an ASSOCIATE or SELECT TYPE construct.

If the selector is allocatable, it must be allocated. The associate name is associated with the data object and does not have the ALLOCATABLE attribute.

If the selector has the POINTER attribute, it must be associated, The associate name is associated with the target of the pointer and does not have the POINTER attribute.

If the selector is a variable other than an array section having a vector subscript, the association is with the data object specified by the selector; otherwise, the association is with the value of the selector expression, which is evaluated before the execution of the block.

Each associate name remains associated with the corresponding selector throughout the execution of the executed block. Within the block, each selector is known by and can be accessed by the corresponding associate name. When the construct is terminated, the association is terminated.

**See Also**

USE
Host Association
Scope for details on entities with local scope

**Pointer Association**

A pointer can be associated with a target. At different times during the execution of a program, a pointer can be undefined, associated with different targets, or be disassociated. The initial association status of a pointer is undefined. A pointer can become associated by the following:

- By pointer assignment (pointer => target)
  The target must be associated, or specified with the TARGET attribute. If the target is allocatable, it must be currently allocated.
- By allocation (successful execution of an ALLOCATE statement)
  The ALLOCATE statement must reference the pointer.

A pointer becomes disassociated if any of the following occur:

- The pointer is nullified by a NULLIFY statement.
- The pointer is deallocated by a DEALLOCATE statement.
- The pointer is assigned a disassociated pointer (or the NULL intrinsic function).
- The pointer is an ultimate component of an object of a type for which default initialization is specified for the component and one of the following is true:
  - A procedure is invoked with this object as an actual argument corresponding to a nonpointer, nonallocatable, dummy argument with INTENT (OUT).
  - A procedure is invoked with this object as an unsaved, nonpointer, nonallocatable local object that is not accessed by use or host association.
  - This object is allocated.

When a pointer is associated with a target, the definition status of the pointer is defined or undefined, depending on the definition status of the target. A target is undefined in the following cases:

- If it was never allocated
• If it is not deallocated through the pointer
• If a RETURN or END statement causes it to become undefined

If a pointer is associated with a definable target, the definition status of the pointer can be defined or undefined, according to the rules for a variable.

The association status of a pointer becomes undefined when a DO CONCURRENT construct is terminated and the pointer’s association status was changed in more than one iteration of the construct.

If the association status of a pointer is disassociated or undefined, the pointer must not be referenced or deallocated.

Whatever its association status, a pointer can always be nullified, allocated, or associated with a target. When a pointer is nullified, it is disassociated. When a pointer is allocated, it becomes associated, but is undefined. When a pointer is associated with a target, its association and definition status are determined by its target.

See Also
Pointer Assignments
NULL
Dynamic Allocation Overview for details on the ALLOCATE, DEALLOCATE, and NULLIFY statements

Storage Association

Storage association describes the relationships that exist among data objects. It is the association of two or more data objects that occurs when two or more storage sequences share (or are aligned with) one or more storage units. Storage sequences are used to describe relationships among variables, common blocks, and result variables.

See Also
Storage Units and Storage Sequence
Array Association

Storage Units and Storage Sequence

A storage unit is a fixed unit of physical memory allocated to certain data. A storage sequence is a sequence of storage units. The size of a storage sequence is the number of storage units in the storage sequence. A storage unit can be numeric, character, or unspecified.

A nonpointer scalar of type default real, integer, or logical occupies one numeric storage unit. A nonpointer scalar of type double precision real or default complex occupies two contiguous numeric storage units. In Intel Fortran, one numeric storage unit corresponds to 4 bytes of memory.

A nonpointer scalar of type default character with character length 1 occupies one character storage unit. A nonpointer scalar of type double precision real or default complex occupies two contiguous numeric storage units. In Intel Fortran, one character storage unit corresponds to 1 byte of memory.

A nonpointer scalar of type default character with character length len occupies len contiguous character storage units. In Intel Fortran, one character storage unit corresponds to 1 byte of memory.

A nonpointer scalar of nondefault data type occupies a single unspecified storage unit. The number of bytes corresponding to the unspecified storage unit differs depending on the data type.

The following table lists the storage requirements (in bytes) for the intrinsic data types:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Storage Requirements (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>2, 4, or 8¹</td>
</tr>
<tr>
<td>LOGICAL(1)</td>
<td>1</td>
</tr>
<tr>
<td>LOGICAL(2)</td>
<td>2</td>
</tr>
<tr>
<td>LOGICAL(4)</td>
<td>4</td>
</tr>
</tbody>
</table>

¹ Depending on the data type.
<table>
<thead>
<tr>
<th>Data Type</th>
<th>Storage Requirements (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGICAL(8)</td>
<td>8</td>
</tr>
<tr>
<td>INTEGER</td>
<td>2, 4, or 8 ¹</td>
</tr>
<tr>
<td>INTEGER(1)</td>
<td>1</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>2</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>4</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td>8</td>
</tr>
<tr>
<td>REAL</td>
<td>4, 8, or 16 ²</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>4</td>
</tr>
<tr>
<td>DOUBLE PRECISION</td>
<td>8</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>8</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>16</td>
</tr>
<tr>
<td>COMPLEX</td>
<td>8, 16, or 32 ²</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>8</td>
</tr>
<tr>
<td>DOUBLE COMPLEX</td>
<td>16</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>16</td>
</tr>
<tr>
<td>COMPLEX(16)</td>
<td>32</td>
</tr>
<tr>
<td>CHARACTER</td>
<td>1</td>
</tr>
<tr>
<td>CHARACTER*len</td>
<td>len ³</td>
</tr>
<tr>
<td>CHARACTER*(*</td>
<td>assumed-length ⁴</td>
</tr>
</tbody>
</table>

¹ Depending on default integer, LOGICAL and INTEGER can have 2, 4, or 8 bytes. The default allocation is four bytes.
² Depending on default real, REAL can have 4, 8, or 16 bytes and COMPLEX can have 8, 16, or 32 bytes. The default allocations are four bytes for REAL and eight bytes for COMPLEX.
³ The value of len is the number of characters specified. The largest valid value is 2**31-1 on IA-32 architecture; 2**63-1 on Intel® 64 architecture. Negative values are treated as zero.
⁴ The assumed-length format *(*) applies to dummy arguments, PARAMETER statements, or character functions, and indicates that the length of the actual argument or function is used. (See Assumed-Length Character Arguments.)

A nonpointer scalar of sequence derived type occupies a sequence of storage sequences corresponding to the components of the structure, in the order they occur in the derived-type definition. (A sequence derived type has a SEQUENCE statement.)

A pointer occupies a single unspecified storage unit that is different from that of any nonpointer object and is different for each combination of type, type parameters, and rank.

The definition status and value of a data object affects the definition status and value of any storage-associated entity.

When two objects occupy the same storage sequence, they are totally storage-associated. When two objects occupy parts of the same storage sequence, they are partially associated. An EQUIVALENCE statement, a COMMON statement, or an ENTRY statement can cause total or partial storage association of storage sequences.

**See Also**
Assumed-Length Character Arguments
COMMON
Entry Points in Subprograms
EQUIVALENCE

Array Association
A nonpointer array occupies a sequence of contiguous storage sequences, one for each array element, in array element order.

Two or more arrays are associated when each one is associated with the same storage location. They are partially associated when part of the storage associated with one array is the same as part or all of the storage associated with another array.

If arrays with different data types are associated (or partially associated) with the same storage location, and the value of one array is defined (for example, by assignment), the value of the other array becomes undefined. This happens because an element of an array is considered defined only if the storage associated with it contains data of the same type as the array name.

An array element, array section, or whole array is defined by a DATA statement before program execution. (The array properties must be declared in a previous specification statement.) During program execution, array elements and sections are defined by an assignment or input statement, and entire arrays are defined by input statements.

See Also
Arrays
DATA
Array Elements for details on array element order

Inheritance Association

_Inheritance association_ occurs between components of a parent component and components inherited by type extension into an extended type.

This association is not affected by the accessibility of the inherited components.

See Also
Storage Association
Pointer Association
Deleted and Obsolescent Language Features

Fortran 90 identified some FORTRAN 77 features to be obsolescent. Fortran 95 and Fortran 2003 deleted some Fortran 90 features, and identified some Fortran 90 language features to be obsolescent. Fortran 2008 has also identified some earlier standard language features to be obsolescent. Features considered obsolescent may be removed from future revisions of the Fortran Standard.

To have these features flagged, you can specify compiler option stand.

NOTE
Intel® Fortran fully supports features identified as deleted from or obsolescent in the Fortran Standard.

See Also
stand

Deleted Language Features in Fortran 2003 and Fortran 95

Some language features, considered redundant in FORTRAN 77, are not included in Fortran 95 or Fortran 2003. However, they are still fully supported by Intel® Fortran.

In the examples below, both forms are supported by Intel® Fortran, but the Fortran 2003 Standard only supports the second form:

- ASSIGN and assigned GO TO statements

The ASSIGN statement, when assigning a label for use with the assigned GO TO statement, can be replaced by assigning the integer value of the label to an integer variable; the assigned GO TO statement can then be replaced by an IF statement that tests the integer variable for various values and then goes to the label that represents that value. For example, replace:

```
ASSIGN 10 TO J
...
ASSIGN 20 TO J
...
GO TO J
```

with:

```
J = 10
...
J = 20
...
IF (J .EQ. 10) THEN
    GO TO 10
ELSE IF (J .EQ. 20) THEN
    GO TO 20
END IF
```

- Assigned FORMAT specifier
The assigned FORMAT specifier sets an integer variable to the label of a FORMAT statement and then the integer variable is used in an I/O statement instead of the FORMAT label. You can replace the integer variable with a character variable whose value is the contents of the FORMAT statement, and then use the character variable in the I/O statement as the format. For example, replace:

```fortran
ASSIGN 1000 TO IFMT
...
WRITE (6, IFMT) X, Y
...
1000     FORMAT (2E10.2)
```

with:

```fortran
CHARACTER(20) :: IFMT = "(2E10.2)"
...
WRITE (6, IFMT) X, Y
```

- **Branching to an END IF statement from outside its IF block**

The END IF statement can no longer be a target of a GO TO statement that is outside the IF block that ends with that END IF statement. Use a CONTINUE statement after the END IF as the target of the GO TO statement. For example, replace:

```fortran
IF ...
   GO TO 100
ELSE IF ...
100  END IF
```

with:

```fortran
IF ...
   GO TO 100
ELSE IF ...
END IF
100  CONTINUE
```

- **H edit descriptor**

Replace the H edit descriptor of the form \(n\)Hcharacters with "characters". Remember to double any quotes or apostrophes in the string characters.

- **PAUSE statement**

The PAUSE statement displays a character string on the standard output device and then suspends program execution until any character is typed on the standard input device. You can replace the PAUSE statement with a WRITE statement followed by a READ statement. For example, replace:

```fortran
PAUSE " don't forget to buy milk"
```

with:

```fortran
WRITE (6, ") " don't forget to buy milk"
READ (5, ") ! no io-list is necessary, the input is ignored
```

- **Real and double precision DO control variables and DO loop control expressions**

REAL variables of any KIND can no longer be used as DO loop control variables and expressions. You can replace such DO loops with the appropriate DO WHILE loop that explicitly initializes, increments, and tests the REAL variable. For example, replace:

```fortran
DO X = 0.1, 0.5, 0.01
...
END DO
```

with:

```fortran
X = 0.1
DO WHILE (X .LE. 0.5)
   ...
   X = X + 0.01
END DO
```

- **Vertical format control**
Formatted output to certain printing output units used to result in the first character of each record being interpreted as controlling vertical spacing on the unit. There is no standard way to detect whether output to such a unit should result in such vertical format control and no way to specify that it should be applied. The effect can be achieved by post-processing a formatted file after it is created to interpret the first character as some form of control character. This is left to the user.

Intel Fortran flags these features if you specify compiler option stand.

See Also
Obsolescent Language Features in the Fortran Standard
stand compiler option

Obsolescent Language Features in the Fortran Standard
Some language features, considered redundant in Fortran 90 are identified as obsolescent in Fortran 2008, Fortran 2003 and Fortran 95.
Intel® Fortran flags these features if you specify compiler option stand.
Other methods are suggested to achieve the functionality of the following obsolescent features:

- ENTRY statement
  To replace this functionality, it is recommended that you use multiple module procedures that can access shared data in the module.
- Alternate returns (labels in an argument list)
  To replace this functionality, it is recommended that you use an integer variable to return a value to the calling program, and let the calling program use a CASE construct to test the value and perform operations.
- Arithmetic IF
  To replace this functionality, it is recommended that you use an IF statement or construct.
- Assumed-length character functions
  To replace this functionality, it is recommended that you use one of the following:
  - An automatic character-length function, where the length of the function result is declared in a specification expression
  - A subroutine whose arguments correspond to the function result and the function arguments
  Dummy arguments of a function can still have assumed character length; this feature is not obsolescent.
- CHARACTER*(*) form of CHARACTER declaration
  To replace this functionality, it is recommended that you use the Fortran 90 forms of specifying a length selector in CHARACTER declarations (see Declaration Statements for Character Types).
- Computed GO TO statement
  To replace this functionality, it is recommended that you use a CASE construct.
- DATA statements among executable statements
  This functionality has been included since FORTRAN 66, but is considered to be a potential source of errors.
- Fixed source form
  Newer methods of entering data have made this source form obsolescent and error-prone.
  The recommended method for coding is to use free source form.
- Shared DO termination and termination on a statement other than END DO or CONTINUE
  To replace this functionality, it is recommended that you use an END DO statement or a CONTINUE statement.
- Statement functions
  To replace this functionality, it is recommended that you use an internal function.
Additional Language Features

Overview

To facilitate compatibility with older versions of Fortran, Intel® Fortran provides the following additional language features:

- The DEFINE FILE statement
- The ENCODE and DECODE statements
- The FIND statement
- The INTERFACE TO statement
- FORTRAN 66 Interpretation of the EXTERNAL Statement
- An alternative syntax for the PARAMETER statement
- The VIRTUAL statement
- An alternative syntax for octal and hexadecimal constants
- An alternative syntax for a record specifier
- An alternate syntax for the DELETE statement
- An alternative form for namelist external records
- The integer POINTER statement
- Record structures

These language features are particularly useful in porting older Fortran programs to Standard Fortran. However, you should avoid using them in new programs on these systems, and in new programs for which portability to other Standard Fortran implementations is important.

FORTRAN-66 Interpretation of the EXTERNAL Statement

If you specify compiler option f66, the EXTERNAL statement is interpreted in the way that was specified by the FORTRAN IV (FORTRAN-66) standard. This interpretation became incompatible with FORTRAN 77 and later revisions of the Fortran standard.

The FORTRAN-66 interpretation of the EXTERNAL statement combines the functionality of the INTRINSIC statement with that of the EXTERNAL statement.

This lets you use subprograms as arguments to other subprograms. The subprograms to be used as arguments can be either user-supplied procedures or Fortran intrinsic procedures.

The FORTRAN-66 EXTERNAL statement takes the following form:

EXTERNAL [\*]v [\*, [\*]v] ...

* Specifies that a user-supplied external procedure is to be used instead of a Fortran intrinsic procedure having the same name. This modifier is not standard FORTRAN-66, but was an extension in some FORTRAN-66 compilers, and provides the FORTRAN 77 meaning of EXTERNAL where required.

v Is the name of a subprogram or the name of a dummy argument associated with the name of a subprogram.
Description
The FORTRAN-66 EXTERNAL statement declares that each name in its list is an external procedure name. Such a name can then be used as an actual argument to a subprogram, which then can use the corresponding dummy argument in a function reference or CALL statement.

However, when used as an argument, a complete function reference represents a value, not a subprogram name; for example, SQRT(B) in CALL SUBR(A, SQRT(B), C). Therefore, it does not need to be defined in an EXTERNAL statement. Note that the incomplete reference SQRT would need to be defined in an EXTERNAL statement.

Examples
The following example, when compiled with compiler option f66, shows the FORTRAN-66 EXTERNAL statement:

<table>
<thead>
<tr>
<th>Main Program</th>
<th>Subprograms</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXTERNAL SIN, COS, &quot;TAN&quot;, SINDEG</td>
<td>SUBROUTINE TRIG(X,F,Y)</td>
</tr>
<tr>
<td></td>
<td>Y = F(X)</td>
</tr>
<tr>
<td></td>
<td>RETURN</td>
</tr>
<tr>
<td></td>
<td>END</td>
</tr>
<tr>
<td>CALL TRIG(ANGLE, SIN, SINE)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>CALL TRIG(ANGLE, COS, COSINE)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>CALL TRIG(ANGLE, TAN, TANGNT)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>CALL TRIG(ANGLED, SINDEG, SINE)</td>
<td></td>
</tr>
</tbody>
</table>

The CALL statements pass the name of a function to the subroutine TRIG. The function reference F(X) subsequently invokes the function in the second statement of TRIG. Depending on which CALL statement invoked TRIG, the second statement is equivalent to one of the following:

- Y = SIN(X)
- Y = COS(X)
- Y = TAN(X)
- Y = SINDEG(X)

The functions SIN and COS are examples of trigonometric functions supplied in the Fortran intrinsic procedure library. The function TAN is also supplied in the library, but the asterisk (*) in the EXTERNAL statement specifies that the user-supplied function be used, instead of the intrinsic function. The function SINDEG is also a user-supplied function. Because no library function has the same name, no asterisk is required.

See Also
f66

Alternative Syntax for the PARAMETER Statement
The PARAMETER statement discussed here is similar to the one discussed in PARAMETER; they both assign a name to a constant. However, this PARAMETER statement differs from the other one in the following ways:

- Its list is not bounded with parentheses.
- The form of the constant, rather than implicit or explicit typing of the name, determines the data type of the variable.

This PARAMETER statement takes the following form:
PARAMETER $c = expr [, c = expr] ...$

$c$ Is the name of the constant.

$expr$ Is an initialization expression. It can be of any data type.

**Description**

Each name $c$ becomes a constant and is defined as the value of expression $expr$. Once a name is defined as a constant, it can appear in any position in which a constant is allowed. The effect is the same as if the constant were written there instead of the name.

The name of a constant cannot appear as part of another constant, except as the real or imaginary part of a complex constant. For example:

| PARAMETER I=3           | ! Not allowed |
| PARAMETER M=I.25        | ! Not allowed |
| PARAMETER N=(1.703, I)  | ! Allowed    |

The name used in the PARAMETER statement identifies only the name's corresponding constant in that program unit. Such a name can be defined only once in PARAMETER statements within the same program unit.

The name of a constant assumes the data type of its corresponding constant expression. The data type of a parameter constant cannot be specified in a type declaration statement. Nor does the initial letter of the constant's name implicitly affect its data type.

**Examples**

The following are valid examples of this form of the PARAMETER statement:

| PARAMETER PI=3.1415927, DPI=3.141592653589793238D0 |
| PARAMETER PIOV2=PI/2, DPIOV2=DPI/2                   |
| PARAMETER FLAG=.TRUE., LONGNAME='A STRING OF 25 CHARACTERS' |

**See Also**

PARAMETER for details on compile-time constant expressions

**Alternative Syntax for Binary, Octal, and Hexadecimal Constants**

In Intel® Fortran, you can use an alternative syntax for binary, octal, and hexadecimal constants. The following table shows the alternative syntax and equivalents:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Alternative Syntax</th>
<th>Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Binary</td>
<td>'0..1'B</td>
<td>B'0..1'</td>
</tr>
<tr>
<td>Octal</td>
<td>'0..7'O</td>
<td>O'0..7'</td>
</tr>
<tr>
<td>Hexadecimal</td>
<td>'0..F'X</td>
<td>Z'0..F'</td>
</tr>
<tr>
<td></td>
<td>X'0..F'</td>
<td></td>
</tr>
</tbody>
</table>

You can use a quotation mark (") in place of an apostrophe in all the above syntax forms.

For information on the # syntax for integers not in base 10, see Integer Constants.

**See Also**

Binary Constants
Octal Constants
Hexadecimal Constants
**Alternative Syntax for a Record Specifier**

In Intel® Fortran, you can specify the following form for a record specifier in an I/O control list:

'r

r

Is a numeric expression with a value that represents the position of the record to be accessed using direct access I/O.

The value must be greater than or equal to 1, and less than or equal to the maximum number of records allowed in the file. If necessary, a record number is converted to integer data type before being used.

If this nonkeyword form is used in an I/O control list, it must immediately follow the nonkeyword form of the io-unit specifier.

**Alternative Syntax for the DELETE Statement**

In Intel® Fortran, you can specify the following form of the DELETE statement when deleting records from a relative file:

DELETE (io-unit 'r [, ERR=label] [, IOSTAT=i-var])

io-unit

Is the number of the logical unit containing the record to be deleted.

r

Is the positional number of the record to be deleted.

label

Is the label of an executable statement that receives control if an error condition occurs.

i-var

Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

This form deletes the direct access record specified by r.

**See Also**

DELETE

**Alternative Form for Namelist External Records**

In Intel® Fortran, you can use the following form for an external record:

$group-nameobject = value [object = value] ...$[END]

group-name

Is the name of the group containing the objects to be given values. The name must have been previously defined in a NAMELIST statement in the scoping unit.

object

Is the name (or subobject designator) of an entity defined in the NAMELIST declaration of the group name. The object name must not contain embedded blanks, but it can be preceded or followed by blanks.

value

Is a null value, a constant (or list of constants), a repetition of constants in the form r*c, or a repetition of null values in the form r*.

If more than one object=value or more than one value is specified, they must be separated by value separators.

A value separator is any number of blanks, or a comma or slash, preceded or followed by any number of blanks.
See Also
NAMELIST
Rules for Namelist Sequential READ Statement for details on namelist input
Rules for Namelist Sequential WRITE Statements for details on namelist output

Record Structures

The record structure was defined in earlier versions of Intel® Fortran as a language extension. It is still supported, although its functionality has been replaced by Standard Fortran derived data types. Record structures in existing code can be easily converted to Standard Fortran derived type structures for portability, but can also be left in their old form. In most cases, an Intel Fortran record and a Standard Fortran derived type can be used interchangeably.

Intel Fortran record structures are similar to Standard Fortran derived types.

A record structure is an aggregate entity containing one or more elements. (Record elements are also called fields or components.) You can use records when you need to declare and operate on multi-field data structures in your programs.

Creating a record is a two-step process:
1. You must define the form of the record with a multistatement structure declaration.
2. You must use a RECORD statement to declare the record as an entity with a name. (More than one RECORD statement can refer to a given structure.)

Examples

Intel Fortran record structures, using only intrinsic types, easily convert to Standard Fortran derived types. The conversion can be as simple as replacing the keyword STRUCTURE with TYPE and removing slash (/) marks. The following shows an example conversion:

<table>
<thead>
<tr>
<th>Record Structure</th>
<th>Standard Fortran Derived-Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRUCTURE /employee_name/</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*25 last_name</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*15 first_name</td>
<td></td>
</tr>
<tr>
<td>END STRUCTURE</td>
<td></td>
</tr>
<tr>
<td>STRUCTURE /employee_addr/</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*20 street_name</td>
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</tr>
<tr>
<td>INTEGER(2) street_number</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) apt_number</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*20 city</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*2 state</td>
<td></td>
</tr>
<tr>
<td>INTEGER(4) zip</td>
<td></td>
</tr>
<tr>
<td>END STRUCTURE</td>
<td></td>
</tr>
<tr>
<td>TYPE employee_name</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*25 last_name</td>
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</tr>
<tr>
<td>CHARACTER*15 first_name</td>
<td></td>
</tr>
<tr>
<td>END TYPE</td>
<td></td>
</tr>
<tr>
<td>TYPE employee_addr</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*20 street_name</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) street_number</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) apt_number</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*20 city</td>
<td></td>
</tr>
<tr>
<td>CHARACTER*2 state</td>
<td></td>
</tr>
<tr>
<td>INTEGER(4) zip</td>
<td></td>
</tr>
<tr>
<td>END TYPE</td>
<td></td>
</tr>
</tbody>
</table>

The record structures can be used as subordinate record variables within another record, such as the employee_data record. The equivalent Standard Fortran derived type would use the derived-type objects as components in a similar manner, as shown below:

<table>
<thead>
<tr>
<th>Record Structure</th>
<th>Standard Fortran Derived-Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>STRUCTURE /employee_data/</td>
<td></td>
</tr>
<tr>
<td>RECORD /employee_name/ name</td>
<td></td>
</tr>
<tr>
<td>RECORD /employee_addr/ addr</td>
<td></td>
</tr>
<tr>
<td>INTEGER(4) telephone</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) date_of_birth</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) date_of_hire</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) social_security(3)</td>
<td></td>
</tr>
<tr>
<td>TYPE employee_data</td>
<td></td>
</tr>
<tr>
<td>TYPE (employee_name) name</td>
<td></td>
</tr>
<tr>
<td>TYPE (employee_addr) addr</td>
<td></td>
</tr>
<tr>
<td>INTEGER(4) telephone</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) date_of_birth</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) date_of_hire</td>
<td></td>
</tr>
<tr>
<td>INTEGER(2) social_security(3)</td>
<td></td>
</tr>
</tbody>
</table>


**Record Structure**

<table>
<thead>
<tr>
<th>Standard Fortran Derived-Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGICAL(2) married</td>
</tr>
<tr>
<td>INTEGER(2) dependents</td>
</tr>
<tr>
<td>END STRUCTURE</td>
</tr>
<tr>
<td>LOGICAL(2) married</td>
</tr>
<tr>
<td>INTEGER(2) dependents</td>
</tr>
<tr>
<td>END TYPE</td>
</tr>
</tbody>
</table>

**See Also**

RECORD

**Structure Declarations**

A *structure declaration* defines the field names, types of data within fields, and order and alignment of fields within a record. Fields and structures can be initialized, but records cannot be initialized. For more information, see STRUCTURE.

**See Also**

Type Declarations within Record Structures

Substructure Declarations

UNION and END UNION

**Type Declarations within Record Structures**

The syntax of a type declaration within a record structure is identical to that of a normal Fortran type statement.

The following rules and behavior apply to type declarations in record structures:

- %FILL can be specified in place of a field name to leave space in a record for purposes such as alignment. This creates an unnamed field.
  
  %FILL can have an array specification; for example:
  
  ```fortran
  INTEGER %FILL (2,2)
  ```

  Unnamed fields cannot be initialized. For example, the following statement is invalid and generates an error message:
  
  ```fortran
  INTEGER %FILL /1980/
  ```

- Initial values can be supplied in field declaration statements. Unnamed fields cannot be initialized; they are always undefined.
- Field names must always be given explicit data types. The IMPLICIT statement does not affect field declarations.
- Any required array dimensions must be specified in the field declaration statements. DIMENSION statements cannot be used to define field names.
- Adjustable or assumed sized arrays and assumed-length CHARACTER declarations are not allowed in field declarations.

**Substructure Declarations**

A field within a structure can itself be a structured item composed of other fields, other structures, or both. You can declare a substructure in two ways:

- By nesting structure declarations within other structure or union declarations (with the limitation that you cannot refer to a structure inside itself at any level of nesting).
  
  One or more field names must be defined in the STRUCTURE statement for the substructure, because all fields in a structure must be named. In this case, the substructure is being used as a field within a structure or union.

  Field names within the same declaration nesting level must be unique, but an inner structure declaration can include field names used in an outer structure declaration without conflict.

- By using a RECORD statement that specifies another previously defined record structure, thereby including it in the structure being declared.
References to Record Fields

References to record fields must correspond to the kind of field being referenced. Aggregate field references refer to composite structures (and substructures). Scalar field references refer to singular data items, such as variables.

An operation on a record can involve one or more fields.

Record field references take one of the following forms:

**Aggregate Field Reference:**

```
record-name [.aggregate-field-name] ...
```

**Scalar Field Reference:**

```
record-name [.aggregate-field-name] ... .scalar-field-name
```

- `record-name` is the name used in a RECORD statement to identify a record.
- `aggregate-field-name` is the name of a field that is a substructure (a record or a nested structure declaration) within the record structure identified by the record name.
- `scalar-field-name` is the name of a data item (having a data type) defined within a structure declaration.

Description

Records and record fields cannot be used in DATA statements, but individual fields can be initialized in the STRUCTURE definition.

An automatic array cannot be a record field.

A scalar field reference consists of the name of a record (as specified in a RECORD statement) and zero or more levels of aggregate field names followed by the name of a scalar field. A scalar field reference refers to a single data item (having a data type) and can be treated like a normal reference to a Fortran variable or array element.

You can use scalar field references in statement functions and in executable statements. However, they cannot be used in COMMON, SAVE, NAMELIST, or EQUIVALENCE statements, or as the control variable in an indexed DO-loop.

Type conversion rules for scalar field references are the same as those for variables and array elements.

An aggregate field reference consists of the name of a record (as specified in a RECORD statement) and zero or more levels of aggregate field names.

You can only assign an aggregate field to another aggregate field (record = record) if the records have the same structure. Intel® Fortran supports no other operations (such as arithmetic or comparison) on aggregate fields.

Intel Fortran requires qualification on all levels. While some languages allow omission of aggregate field names when there is no ambiguity as to which field is intended, Intel Fortran requires all aggregate field names to be included in references.

You can use aggregate field references in unformatted I/O statements; one I/O record is written no matter how many aggregate and array name references appear in the I/O list. You cannot use aggregate field references in formatted, namelist, and list-directed I/O statements.
You can use aggregate field references as actual arguments and record dummy arguments. The declaration of the dummy record in the subprogram must match the form of the aggregate field reference passed by the calling program unit; each structure must have the same number and types of fields in the same order. The order of map fields within a union declaration is irrelevant.

Records are passed by reference. Aggregate field references are treated like normal variables. You can use adjustable arrays in RECORD statements that are used as dummy arguments.

Examples

The following examples show record and field references. Consider the following structure declarations:

Structure DATE:

```fortran
STRUCTURE /DATE/
  INTEGER*1 DAY, MONTH
  INTEGER*2 YEAR
STRUCTURE
```

Structure APPOINTMENT:

```fortran
STRUCTURE /APPOINTMENT/
  RECORD /DATE/      APP_DATE
  STRUCTURE /TIME/   APP_TIME(2)
    INTEGER*1 HOUR, MINUTE
  END STRUCTURE
  CHARACTER*20     APP_MEMO(4)
  LOGICAL*1        APP_FLAG
END STRUCTURE
```

The following RECORD statement creates a variable named NEXT_APP and a 10-element array named APP_LIST. Both the variable and each element of the array take the form of the structure APPOINTMENT.

```fortran
RECORD /APPOINTMENT/    NEXT_APP, APP_LIST(10)
```

Each of the following examples of record and field references are derived from the previous structure declarations and RECORD statement:

**Aggregate Field References**

- The record NEXT_APP:
  ```fortran
  NEXT_APP
  ```

- The field APP_DATE, a 4-byte array field in the record array APP_LIST(3):
  ```fortran
  APP_LIST(3).APP_DATE
  ```

**Scalar Field References**

- The field APP_FLAG, a LOGICAL field of the record NEXT_APP:
  ```fortran
  NEXT_APP.APP_FLAG
  ```

- The first character of APP_MEMO(1), a CHARACTER*20 field of the record NEXT_APP:
  ```fortran
  NEXT_APP.APP_MEMO(1)(1:1)
  ```

**NOTE**

Because periods are used in record references to separate fields, you should avoid using relational operators (.EQ., .XOR.), logical constants (.TRUE., .FALSE.), and logical expressions (.AND., .NOT., .OR.) as field names in structure declarations. Dots can also be used instead of % to separate fields of a derived type.

Consider the following example:

```fortran
module mod
  type T1_t
    integer :: i
  end type
end module
```
end type T1_t
type T2_t
  type (T1_t) :: eq
  integer    :: i
end type T2_t

interface operator (.eq.)
  module procedure eq_func
end interface operator (.eq.)
contains
  function eq_func(t2, i) result (rslt)
    type(T2_t), intent (in) :: t2
    integer,    intent (in) :: i
    rslt = t2%eq%i + i
  end function eq_func
end module mod

use mod
type (T2_t) :: t2
integer    :: i
   t2%eq%i = 0
t2%i     = -10
   i       = -10
   print *, t2.eq.i, (t2).eq.i
end

In this case, the reference "t2.eq.i" prints 0. The reference "(t2).eq.i" will invoke eq_func and will print -10.

**See Also**
- [RECORD](#)
- [STRUCTURE and END STRUCTURE](#) for details on structure declarations
- [UNION and END UNION](#) for details on UNION and MAP statements

**Aggregate Assignment**

For aggregate assignment statements, the variable and expression must have the same structure as the aggregate they reference.

The aggregate assignment statement assigns the value of each field of the aggregate on the right of an equal sign to the corresponding field of the aggregate on the left. Both aggregates must be declared with the same structure.

**Examples**

The following example shows valid aggregate assignments:

```fortran
STRUCTURE /DATE/
  INTEGER*1 DAY, MONTH
  INTEGER*2 YEAR
END STRUCTURE

RECORD /DATE/ TODAY, THIS_WEEK(7)
STRUCTURE /APPOINTMENT/
  ...
  RECORD /DATE/ APP_DATE
END STRUCTURE

RECORD /APPOINTMENT/ MEETING

DO I = 1,7
  CALL GET_DATE (TODAY)
  THIS_WEEK(I) = TODAY
```

...
THIS_WEEK(I).DAY = TODAY.DAY + 1
END DO
MEETING.APP_DATE = TODAY
Additional Character Sets

Additional Character Sets Overview
This topic contains information about the following additional character sets:

- Character and Key Code Charts for Windows* OS
- The ASCII Character Set for Linux* OS and OS X*

See Also
Character Sets for details on the Standard Fortran character set

Character and Key Code Charts for Windows*
This topic contains the ASCII and ANSI character code charts, and the Key code charts that are available on Windows* OS.

ASCII Character Codes for Windows*
The ASCII character code charts contain the decimal and hexadecimal values of the extended ASCII (American Standards Committee for Information Interchange) character set. The extended character set includes the ASCII character set (Chart 1) and 128 other characters for graphics and line drawing (Chart 2), often called the "IBM* character set".
### ASCII Character Codes Chart 1 (W*S)

<table>
<thead>
<tr>
<th>Ctrl</th>
<th>Dec</th>
<th>Hex</th>
<th>Chat</th>
<th>Code</th>
<th>Dec</th>
<th>Hex</th>
<th>Chat</th>
<th>Code</th>
<th>Dec</th>
<th>Hex</th>
<th>Chat</th>
<th>Code</th>
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</thead>
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<td>7F</td>
<td>\</td>
<td>1048</td>
<td></td>
</tr>
</tbody>
</table>

† ASCII code 127 has the code DEL. Under MS-DOS, this code has the same effect as ASCII 8 (BS). The DEL code can be generated by the CTRL + BS key.
# ASCII Character Codes Chart 2: IBM* Character Set (W*S)

<table>
<thead>
<tr>
<th>Dec</th>
<th>Hex</th>
<th>Char</th>
<th>Dec</th>
<th>Hex</th>
<th>Char</th>
<th>Dec</th>
<th>Hex</th>
<th>Char</th>
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<td>ù</td>
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<td>a</td>
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<td>a</td>
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<td>82</td>
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<td>á</td>
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</tr>
</tbody>
</table>

## ANSI Character Codes for Windows*

The ANSI character code chart lists the extended character set of most of the programs used by Windows* operating systems. The codes of the ANSI (American National Standards Institute) character set from 32 through 126 are displayable characters from the ASCII character set. The ANSI characters displayed as solid blocks are undefined characters and may appear differently on output devices.
Key Codes for Windows*

Some keys, such as function keys, cursor keys, and ALT+KEY combinations, have no ASCII code. When a
key is pressed, a microprocessor within the keyboard generates an "extended scan code" of two bytes.

The first (low-order) byte contains the ASCII code, if any. The second (high-order) byte has the scan code--a
unique code generated by the keyboard when a key is either pressed or released. Because the extended scan
code is more extensive than the standard ASCII code, programs can use it to identify keys which do not have
an ASCII code.

For more details on key codes, see:
- Key Codes Chart 1
- Key Codes Chart 2
## Key Codes Chart 1 (W*S)

<table>
<thead>
<tr>
<th>Key</th>
<th>Scan Code</th>
<th>ASCII or Extended</th>
<th>ASCII or Extended with X25</th>
<th>ASCII or Extended with X32</th>
<th>ASCII or Extended with All</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Dec</td>
<td>Hex</td>
<td></td>
<td>Dec</td>
<td>Hex</td>
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<td>7</td>
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<td>12</td>
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<td>22</td>
<td>3</td>
<td>22</td>
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<td>23</td>
</tr>
<tr>
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<td>30</td>
<td>24</td>
<td>3</td>
<td>24</td>
</tr>
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<td>31</td>
<td>25</td>
<td>3</td>
<td>25</td>
</tr>
<tr>
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<td>3</td>
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</tr>
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<td>33</td>
<td>27</td>
<td>3</td>
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<td>34</td>
<td>34</td>
<td>28</td>
<td>3</td>
<td>28</td>
</tr>
</tbody>
</table>
### ASCII Character Set for Linux* and OS X*

This topic describes the ASCII character set that is available on Linux* and OS X* operating systems. The ASCII character set contains characters with decimal values 0 through 127. The first half of each of the numbered columns identifies the character as you would enter it on a terminal or as you would see it on a printer. Except for SP and HT, the characters with names are nonprintable. In the figure, the characters with names are defined as follows:

- **NUL**: Null
- **SOH**: Start of Heading
- **STX**: Start of Text
- **ETX**: End of Text
- **EOT**: End of Transmission
- **ENQ**: Enquiry

For more details, please refer to the ASCII character set chart provided.
<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
<th>Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACK</td>
<td>Acknowledge</td>
<td>ETB</td>
<td>End of Transmission Block</td>
</tr>
<tr>
<td>BEL</td>
<td>Bell</td>
<td>CAN</td>
<td>Cancel</td>
</tr>
<tr>
<td>BS</td>
<td>Backspace</td>
<td>EM</td>
<td>End of Medium</td>
</tr>
<tr>
<td>HT</td>
<td>Horizontal Tab</td>
<td>SUB</td>
<td>Substitute</td>
</tr>
<tr>
<td>LF</td>
<td>Line Feed</td>
<td>ESC</td>
<td>Escape</td>
</tr>
<tr>
<td>VT</td>
<td>Vertical Tab</td>
<td>FS</td>
<td>File Separator</td>
</tr>
<tr>
<td>FF</td>
<td>Form Feed</td>
<td>GS</td>
<td>Group Separator</td>
</tr>
<tr>
<td>CR</td>
<td>Carriage Return</td>
<td>RS</td>
<td>Record Separator</td>
</tr>
<tr>
<td>SO</td>
<td>Shift Out</td>
<td>US</td>
<td>Unit Separator</td>
</tr>
<tr>
<td>SI</td>
<td>Shift In</td>
<td>SP</td>
<td>Space</td>
</tr>
<tr>
<td>DLE</td>
<td>Data Link Escape</td>
<td>DEL</td>
<td>Delete</td>
</tr>
</tbody>
</table>

The remaining half of each column identifies the character by the binary value of the byte; the value is stated in three radices—octal, decimal, and hexadecimal. For example, the uppercase letter A has, under ASCII conventions, a storage value of hexadecimal 41 (a bit configuration of 01000001), equivalent to 101 in octal notation and 65 in decimal notation.

**ASCII Character Set (L*X, M*X)**
Data Representation Models

Several of the numeric intrinsic functions are defined by a model set for integers (for each intrinsic kind used) and reals (for each real kind used). The bit functions are defined by a model set for bits (binary digits).

The following intrinsic functions provide information on the data representation models:

<table>
<thead>
<tr>
<th>Intrinsic function</th>
<th>Model</th>
<th>Value returned</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIT_SIZE</td>
<td>Bit</td>
<td>The number of bits (s) in the bit model</td>
</tr>
<tr>
<td>DIGITS</td>
<td>Integer or Real</td>
<td>The number of significant digits in the model for the argument</td>
</tr>
<tr>
<td>EPSILON</td>
<td>Real</td>
<td>The number that is almost negligible when compared to one</td>
</tr>
<tr>
<td>EXPONENT</td>
<td>Real</td>
<td>The value of the exponent part of a real argument</td>
</tr>
<tr>
<td>FRACTION</td>
<td>Real</td>
<td>The fractional part of a real argument</td>
</tr>
<tr>
<td>HUGE</td>
<td>Integer or Real</td>
<td>The largest number in the model for the argument</td>
</tr>
<tr>
<td>MAXEXponent</td>
<td>Real</td>
<td>The maximum exponent in the model for the argument</td>
</tr>
<tr>
<td>MINEXponent</td>
<td>Real</td>
<td>The minimum exponent in the model for the argument</td>
</tr>
<tr>
<td>NEAREST</td>
<td>Real</td>
<td>The nearest different machine-representable number in a given direction</td>
</tr>
<tr>
<td>PRECISION</td>
<td>Real</td>
<td>The decimal precision (real or complex) of the argument</td>
</tr>
<tr>
<td>RADIX</td>
<td>Integer or Real</td>
<td>The base of the model for the argument</td>
</tr>
<tr>
<td>RANGE</td>
<td>Integer or Real</td>
<td>The decimal exponent range of the model for the argument</td>
</tr>
<tr>
<td>RRSPACING</td>
<td>Real</td>
<td>The reciprocal of the relative spacing near the argument</td>
</tr>
<tr>
<td>SCALE</td>
<td>Real</td>
<td>The value of the exponent part (of the model for the argument) changed by a specified value</td>
</tr>
<tr>
<td>SET_EXPONENT</td>
<td>Real</td>
<td>The value of the exponent part (of the model for the argument) set to a specified value</td>
</tr>
<tr>
<td>Intrinsic function</td>
<td>Model</td>
<td>Value returned</td>
</tr>
<tr>
<td>--------------------</td>
<td>--------</td>
<td>----------------------------------------------------</td>
</tr>
<tr>
<td>SPACING</td>
<td>Real</td>
<td>The value of the absolute spacing of model numbers near the argument</td>
</tr>
<tr>
<td>TINY</td>
<td>Real</td>
<td>The smallest positive number in the model for the argument</td>
</tr>
</tbody>
</table>

For more information on the range of values for each data type (and kind), see the Data and I/O in the Compiler Reference.

This appendix discusses the following topics:

- The model for Integer Data
- The model for Real Data
- The model for Bit Data

### Model for Integer Data

In general, the model set for integers is defined as follows:

\[
i = s \times \sum_{k=1}^{q} w_k \times r^{k-1}
\]

The following values apply to this model set:

- \( i \) is the integer value.
- \( s \) is the sign (either +1 or -1).
- \( q \) is the number of digits (a positive integer).
- \( r \) is the radix (an integer greater than 1).
- \( w_k \) is a nonnegative number less than \( r \).

The model for INTEGER(4) follows:

\[
i = s \times \sum_{k=1}^{31} w_k \times 2^{k-1}
\]

The following example shows the general integer model for \( i = -20 \) using a base \( r \) of 2:

\[
i = (-1) \times (0 \times 2^0 + 0 \times 2^1 + 1 \times 2^2 + 0 \times 2^3 + 1 \times 2^4)
\]

\[
i = (-1) \times (4 + 16)
\]

\[
i = -1 \times 20
\]

\[
i = -20
\]

### Model for Real Data

The model set for reals, in general, is defined as one of the following:

\[
x = 0
\]
The following values apply to this model set:

- \( x \) is the real value.
- \( s \) is the sign (either +1 or -1).
- \( b \) is the base (real radix; an integer greater than 1; \( b = 2 \) in Intel® Fortran).
- \( p \) is the number of mantissa digits (an integer greater than 1). The number of digits differs depending on the real format, as follows:

<table>
<thead>
<tr>
<th>Format</th>
<th>Type</th>
<th>Digits</th>
</tr>
</thead>
<tbody>
<tr>
<td>REAL(4)</td>
<td>IEEE S_floating</td>
<td>24</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>IEEE T_floating</td>
<td>53</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>IEEE X_floating</td>
<td>113</td>
</tr>
</tbody>
</table>

- \( e \) is an integer in the range \( e_{\text{min}} \) to \( e_{\text{max}} \) inclusive. This range differs depending on the real format, as follows:

<table>
<thead>
<tr>
<th>Format</th>
<th>Type</th>
<th>( e_{\text{min}} )</th>
<th>( e_{\text{max}} )</th>
</tr>
</thead>
<tbody>
<tr>
<td>REAL(4)</td>
<td>IEEE S_floating</td>
<td>-125</td>
<td>128</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>IEEE T_floating</td>
<td>-1021</td>
<td>1024</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>IEEE X_floating</td>
<td>-16381</td>
<td>16384</td>
</tr>
</tbody>
</table>

- \( f_k \) is a nonnegative number less than \( b \) (\( f_1 \) is also nonzero).

For \( x = 0 \), its exponent \( e \) and digits \( f_k \) are defined to be zero.

The model set for single-precision real (REAL(4)) is defined as one of the following:

\[
x = 0
\]

\[
x = s \times 2^e \times \left( 1/2 + \sum_{k=2}^{24} f_k \times 2^{-k} \right), -125 \leq e \leq 128
\]

The following example shows the general real model for \( x = 20.0 \) using a base (\( b \)) of 2:

\[
x = 1 \times 2^5 \times (1 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3})
\]

\[
x = 1 \times 32 \times (0.5 + 0.125)
\]

\[
x = 32 \times (0.625)
\]

\[
x = 20.0
\]

**Model for Bit Data**

The model set for bits (binary digits) interprets a binary digit \( w \) located at position \( k \) of a nonnegative integer scalar object based on a model nonnegative integer defined by the following:

\[
j = \sum_{k=0}^{s-1} w_k \times 2^k
\]
The following values apply to this model set:

- $j$ is the integer value.
- $s$ is the number of bits (the length of a sequence of bits).
- $w_k$ is a bit value of 0 or 1. This defines a sequence of bits $w_{s-1}...w_0$, with $w_{s-1}$ the leftmost bit and $w_0$ the rightmost bit. The positions of bits in the sequence are numbered from right to left, with the position of the rightmost bit being zero.

The interpretation of a negative integer as a sequence of bits is processor dependent.

The inquiry function BIT_SIZE provides the value of the parameter $s$ of the model.

The following example shows the bit model for $j = 1001$ (integer 9) using a bit number ($s$) of 4:

```
1 0 0 1
↓ ↓ ↓ ↓
ws−1 ws−2 ws−1 w0
```

\[
\begin{align*}
j &= (w_0 \times 2^0) + (w_1 \times 2^1) + (w_2 \times 2^2) + (w_3 \times 2^3) \\
&= 1 + 0 + 0 + 8 \\
&= 9
\end{align*}
\]

**See Also**

BIT_SIZE

**Bit Sequence Comparisons**

When bit sequences of unequal length are compared, the shorter sequence is padded with zero bits on the left, so that it is the same length as the longer sequence.

Bit sequences are compared from left to right, one bit at a time, until unequal bits are found, or until all bits have been compared and found to be equal.

If unequal bits are found, the sequence with zero in the unequal position is considered to be less than the sequence with one in the unequal position. Otherwise the sequences are considered to be equal.
Module Routines Overview

Intel® Fortran provides library modules containing the following routines:

- Routines that help you write programs for graphics, QuickWin, and other applications (in modules IFQWIN, IFLOGM, and IFCORE):
  - QuickWin routines (W*S)
  - Graphics routines (W*S)
  - Dialog routines (W*S)
  - Miscellaneous run-time routines
- Routines systems that help you write programs using Component Object Model (COM) and Automation servers (in modules IFCOM and IFAUTO):
  - COM routines (W*S)
  - AUTO routines (W*S)
- Portability routines that help you port your programs to or from other systems, or help you perform basic I/O to serial ports on Windows* systems (in module IFPORT).
- National Language Support routines that help you write foreign language programs for international markets (in module IFNLS). These routines are only available on Windows* systems.
- POSIX routines that help you write Fortran programs that comply with the POSIX* Standard (in module IFPOSIX).
- ESTABLISHQQ lets you specify a routine to handle Run-Time Library (RTL) errors (in module IFESTABLISH).
- FOR__SET_FTN_ALLOC lets you specify a user-defined routine to dynamically allocate commons. The caller of FOR__SET_FTN_ALLOC must include module IFCOMMONALLOC.

When you include the statement USE module-name in your program, these library routines are automatically linked to your program if called.

You can restrict what is accessed from a USE module by adding ONLY clauses to the USE statement.

Note that routines that are only available on Windows, including routines that are labeled as (W*S), are not available on Intel® MIC Architecture.

See Also
USE

Overview of NLS and MCBS Routines (Windows* OS)

The NLS and MCBS routines are only available on Windows* systems. These library routines for handling extended and multibyte character sets are divided into three categories:

- Locale Setting and Inquiry routines to set locales (local code sets) and inquire about their current settings
  - At program startup, the current language and country setting is retrieved from the operating system. The user can change this setting through the Control Panel Regional Settings icon. The current codepage is also retrieved from the system.
  - There is a system default console codepage and a system default Windows codepage. Console programs retrieve the system console codepage, while Windows programs (including QuickWin applications) retrieve the system Windows codepage.
The NLS Library provides routines to determine the current locale (local code set), to return parameters of the current locale, to provide a list of all the system supported locales, and to set the locale to another language, country and/or codepage. These routines are summarized in the following table. Note that the locales and codepages set with these routines affect only the program or console that calls the routine. They do not change the system defaults or affect other programs or consoles.

- **NLS Formatting routines to format dates, currency, and numbers**

You can set time, date, currency and number formats from the Control Panel, by clicking on the Regional Settings icon. The NLS Library also provides formatting routines for the current locale. These routines are summarized in the following table. These routines return strings in the current codepage, set by default at program start or by NLSSetLocale.

All the formatting routines return the number of bytes in the formatted string (not the number of characters, which can vary if multibyte characters are included). If the output string is longer than the formatted string, the output string is blank padded. If the output string is shorter than the formatted string, an error occurs, NLS$ErrorInsufficientBuffer is returned, and nothing is written to the output string.

- **Multibyte Character Set (MBCS) routines for using multi-byte characters**

Examples of multibyte character sets are Japanese, Korean, and Chinese.

- The MBCS inquiry routines provide information on the maximum length of multibyte characters, the length, number and position of multibyte characters in strings, and whether a multibyte character is a leading or trailing byte. These routines are summarized in the following table. The NLS library provides a parameter, MBLenMax, defined in the NLS module to be the longest length (in bytes) of any character, in any codepage. This parameter can be useful in comparisons and tests. To determine the maximum character length of the current codepage, use the MBCurMax function.

- There are four MBCS conversion routines. Two convert Japan Industry Standard (JIS) characters to Microsoft Kanji characters or vice versa. Two convert between a codepage multibyte character string and a Unicode string.

- There are several MBCS Fortran equivalent routines. They are the exact equivalents of Fortran intrinsic routines except that the MBCS equivalents allow character strings to contain multibyte characters.

**Examples**

The following example uses Locale Setting and Inquiry routines:

```fortran
USE IFNLS
INTEGER(4) strlen, status
CHARACTER(40) str

strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME1, str)
print *, str ! prints Monday
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME2, str)
print *, str ! prints Tuesday
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME3, str)
print *, str ! prints Wednesday

! Change locale to Spanish, Mexico
status = NLSSetLocale("Spanish", "Mexico")
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME1, str)
print *, str ! prints lunes
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME2, str)
print *, str ! prints martes
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME3, str)
print *, str ! prints miércoles
END
```

The following example uses NLS Formatting routines:

```fortran
USE IFNLS
INTEGER(4) strlen, status
CHARACTER(40) str

strlen = NLSFormatTime(str)
print *, str ! prints 11:42:24 AM
strlen = NLSFormatDate(str, flags= NLS$LongDate)
print *, str ! prints Friday, July 14, 2000
```

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status =
strlen =
print *,
print *,

NLSSetLocale ("Spanish", "Mexico")
NLSFormatTime(str)
str
! prints
11:42:24
str
! prints viernes 14 de julio de 2000

The following example uses Multibyte Character Set (MBCS) inquiry routines:

USE IFNLS
CHARACTER(4) str
INTEGER status
status = NLSSetLocale ("Japan")
str = " ·, " ¿"
PRINT '(1X,''String by char = '',\)'
DO i = 1, len(str)
PRINT '(A2,\)',str(i:i)
END DO
PRINT '(/,1X,''MBLead = '',\)'
DO i = 1, len(str)
PRINT '(L2,\)',mblead(str(i:i))
END DO
PRINT '(/,1X,''String as whole = '',A,\)',str
PRINT '(/,1X,''MBStrLead = '',\)'
DO i = 1, len(str)
PRINT '(L1,\)',MBStrLead(str,i)
END DO
END
This code produces the following output for str = · , " ¿

The following example uses Multibyte Character Set (MBCS) Fortran equivalent routines:

USE IFNLS
INTEGER(4) i, len(7), infotype(7)
CHARACTER(10) str(7)
LOGICAL(4) log4
data infotype / NLS$LI_SDAYNAME1, NLS$LI_SDAYNAME2, &
& NLS$LI_SDAYNAME3, NLS$LI_SDAYNAME4, &
& NLS$LI_SDAYNAME5, NLS$LI_SDAYNAME6, &
& NLS$LI_SDAYNAME7 /
WRITE(*,*) 'NLSGetLocaleInfo'
WRITE(*,*) '----------------'
WRITE(*,*) ' '
WRITE(*,*) 'Getting the names of the days of the week...'
DO i = 1, 7
len(i) = NLSGetLocaleInfo(infotype(i), str(i))
WRITE(*, 11) 'len/str/hex = ', len(i), str(i), str(i)
END DO
11 FORMAT (1X, A, I2, 2X, A10, 2X, '[', Z20, ']')
WRITE(*,*) ' '
WRITE(*,*) 'Lexically comparing the names of the days...'
DO i = 1, 6
log4 = MBLGE(str(i), str(i+1), NLS$IgnoreCase)
WRITE(*, 12) 'Is day ', i, ' GT day ', i+1, '? Answer = ', log4
END DO
12 FORMAT (1X, A, I1, A, I1, A, L1)

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This code produces the following output when the locale is Japan:

```
WRITE(*,*) ' '
WRITE(*,*) 'Done.'
END
```

```
NLSGetLocaleInfo
----------

Getting the names of the days of the week...
len/str/hex = 6 月曜日 [8C8E976A93FA20202020]
len/str/hex = 6 火曜日 [88CE976A93FA20202020]
len/str/hex = 6 水曜日 [9085976A93FA20202020]
len/str/hex = 6 木曜日 [96D976A93FA20202020]
len/str/hex = 6 金曜日 [88E0976A93FA20202020]
len/str/hex = 6 土曜日 [9379976A93FA20202020]
len/str/hex = 6 日曜日 [89FA976A93FA20202020]

Lexically comparing the names of the days...
Is day 1 GT day 2? Answer = T
Is day 2 GT day 3? Answer = F
Is day 3 GT day 4? Answer = F
Is day 4 GT day 5? Answer = T
Is day 5 GT day 6? Answer = F
Is day 6 GT day 7? Answer = F

Done.
```

See Also

- National Language Support Library Routines (W*S)
- Standard Fortran Routines That Handle MBCS Characters (Windows* OS)

USE

**Standard Fortran Routines That Handle MBCS Characters (Windows* OS)**

This section describes Fortran routines that work as usual even if MBCS characters are included in strings. Because a space can never be a lead or tail byte, many routines that deal with spaces work as expected on strings containing MBCS characters. Such functions include:

- ADJUSTL (string)
- ADJUSTR (string)
- TRIM (string)

Some routines work with the computer collating sequence to return a character in a certain position in the sequence or the position in the sequence of a certain character. These functions are not dependent on a particular collating sequence. (You should note, however, that elsewhere in this manual the ASCII collating sequence is mentioned in reference to these functions.) Such functions use position and c values between 0 and 255 (inclusive) and include:

- ACHAR (position)
- CHAR (position[,kind ])
- IACHAR (c)
- ICHAR (c)
Because Fortran uses character lengths instead of NULLs to indicate the length of a string, some functions work solely from the length of the string, and not with the contents of the string. This function works as usual on strings containing MBCS characters, and include:

REPEAT (string, ncopies)

Overview of Portability Routines
This section summarizes portability routines.

Information Retrieval Routines
Information retrieval routines return information about system commands, command-line arguments, environment variables, and process or user information.

Group, user, and process ID are INTEGER(4) variables. Login name and host name are character variables. The functions GETGID and GETUID are provided for portability, but always return 1.

Process Control Routines
Process control routines control the operation of a process or subprocess. You can wait for a subprocess to complete with either SLEEP or ALARM, monitor its progress and send signals via KILL, and stop its execution with ABORT.

In spite of its name, KILL does not necessarily stop execution of a program. Rather, the routine signaled could include a handler routine that examines the signal and takes appropriate action depending on the code passed.

Note that when you use SYSTEM, commands are run in a separate shell. Defaults set with the SYSTEM function, such as current working directory or environment variables, do not affect the environment the calling program runs in.

The portability library does not include the FORK routine. On Linux* and OS X* systems, FORK creates a duplicate image of the parent process. Child and parent processes each have their own copies of resources, and become independent from one another.

On Windows* systems, you can create a child process (called a thread), but both parent and child processes share the same address space and share system resources. If you need to create another process, use the CreateProcessWindows API routine.

Numeric Values and Conversion Routines
Numeric values and conversion routines are available for calculating Bessel functions, data type conversion, and generating random numbers. Some of these functions have equivalents in Standard Fortran, in which case the standard Fortran routines should be used.

Data object conversion can be accomplished by using the INT intrinsic function instead of LONG or SHORT. The intrinsic subroutines RANDOM_NUMBER and RANDOM_SEED perform the same functions as the random number functions listed in the table showing numeric values and conversion routines.

Other bit manipulation functions such as AND, XOR, OR, LSHIFT, and RSHIFT are intrinsic functions. You do not need the IFPORT module to access them. Standard Fortran includes many bit operation routines, which are listed in the Bit Operation and Representation Routines table.

Input and Output Routines
The portability library contains routines that change file properties, read and write characters and buffers, and change the offset position in a file. These input and output routines can be used with standard Fortran input or output statements such as READ or WRITE on the same files, provided that you take into account the following:
• When used with direct files, after an fseek, getc, or putc operation, the record number is the number of the next whole record. Any subsequent normal Fortran I/O to that unit occurs at the next whole record. For example, if you seek to absolute location 1 of a file whose record length is 10, the nextrec returned by an inquire would be 2. If you seek to absolute location 10, nextrec would still return 2.
• On units with carriagecontrol='forTRAN' (the default), putc and fprintf characters are treated as carriage control characters if they appear in column 1.
• On sequentially formatted units, the C string "\n"c, which represents the carriage return/line feed escape sequence, is written as char(13) (carriage return) and char(10) (line feed), instead of just line feed, or char(10). On input, the sequence 13 followed by 10 is returned as just 10. (The length of character string "\n"c is 1 character, whose ASCII value, indicated by ichar("\n"c), is 10.)
• Reading and writing is in a raw form for direct files. Separators between records can be read and overwritten. Therefore, be careful if you continue using the file as a direct file.

I/O errors arising from the use of these routines result in an Intel® Fortran run-time error.

Some portability file I/O routines have equivalents in Standard Fortran. For example, you could use the access function to check a file specified by name for accessibility according to mode. It tests a file for read, write, or execute permission, as well as checking to see if the file exists. It works on the file attributes as they exist on disk, not as a program's open statement specifies them.

Instead of access, you can use the inquire statement with the action specifier to check for similar information. (The access function always returns 0 for read permission on FAT files, meaning that all files have read permission.)

Date and Time Routines
Various date and time routines are available to determine system time, or convert it to local time, Greenwich Mean Time, arrays of date and time elements, or an ASCII character string.

date and time are available as either a function or subroutine. Because of the name duplication, if your programs do not include the use ifport statement, each separately compiled program unit can use only one of these versions. For example, if a program calls the subroutine time once, it cannot also use time as a function.

Standard Fortran includes date and time intrinsic subroutines. For more information, see date_and_time.

Error Handling Routines
Error handling routines detect and report errors.

IERRNO error codes are analogous to errno on Linux* and OS X* systems. The IFPORT module provides parameter definitions for many of UNIX's errno names, found typically in errno.h on UNIX systems.

IERRNO is updated only when an error occurs. For example, if a call to the getc function results in an error, but two subsequent calls to putc succeed, a call to ierrno returns the error for the getc call. Examine IERRNO immediately after returning from one of the portability library routines. Other Standard Fortran routines might also change the value to an undefined value.

If your application uses multithreading, remember that IERRNO is set on a per-thread basis.

System, Drive, or Directory Control and Inquiry Routines
You can retrieve information about devices, directories, and files with the functions listed below. File names can be long file names or UNC file names. A forward slash in a path name is treated as a backslash. All path names can contain drive specifications.

Standard Fortran provides the inquire statement, which returns detailed file information either by file name or unit number. Use inquire as an equivalent to fstat, lstat, or stat. Lstat and stat return the same information; stat is the preferred function.
Serial Port Routines (Windows* only)
The serial port I/O (SPORT_xxx) routines help you perform basic input and output to serial ports. These routines are available only on systems using IA-32 architecture.

Additional Routines
You can also use portability routines for program call and control, keyboards and speakers, file management, arrays, floating-point inquiry and control, IEEE* functionality, and other miscellaneous uses.

**NOTE**
On Windows* systems, all portability routines that take path names also accept long file names or UNC (Universal Naming Convention) file names. A forward slash in a path name is treated as a backslash. All path names can contain drive specifications as well as MBCS (multiple-byte character set) characters.

See Also
Portability Library Routines
Overview of Serial Port I/O Routines (Windows* OS)

Overview of Serial Port I/O Routines (Windows* OS)
The serial port I/O (SPORT_xxx) routines help you perform basic input and output to serial ports. These routines are available only on Windows* systems.

The programming model is much the same as a normal file except the user does a connect (SPORT_CONNECT, SPORT_CONNECT_EX) and release (SPORT_RELEASE) to the port instead of an open and close of a file.

Two types of read and write operations (as determined in a mode on the connect call) are provided:

- Read and write arbitrary data from/to the port using SPORT_READ_DATA and SPORT_WRITE_DATA.
- Read and writes line-terminated data using SPORT_READ_LINE and SPORT_WRITE_LINE.

Once any I/O operation has been requested on the port, an additional thread is started that keeps a read outstanding on the port so that data will not be missed.

The SPORT_SET_STATE, SPORT_SET_STATE_EX, and SPORT_SET_TIMEOUTS (W*32 W*64) routines allow you to set basic port parameters such as baud rate, stop bits, timeouts, and so on. Additionally, you can call SPORT_GET_HANDLE to return the Windows* handle to the port so that you can call Windows* Communication Functions to implement additional needs.

Calling the Serial Port I/O Routines
The SPORT_xxx routines are functions that return an error status:

- An error status of 0 (zero) indicates success
- Other values are Windows* error values that indicate an error

As described in the calling syntax, these routines require the following USE statement:

```
USE IFPORT
```

The USE IFPORT statement includes the routine definitions in the compilation. You may also need to add a USE IFWINITY statement to your program because some Windows* constants may be required that are typically defined in the IFWINITY module.

Many arguments are optional. If a constant is used where an argument is both input and output, a probe for writeability is done before the output. Thus, in many cases, a constant may be used without creating a temporary variable. It should be noted, however, that doing so may not be compatible with all Fortran implementations.
Run-Time Behavior of the Serial Port I/O Routines

To help ensure that data overruns do not occur, the SPORT_xxx run-time support creates a separate thread that maintains an outstanding read to the connected port. This thread is started when any read or write operation is performed to the port using the affiliated read/write routine. As such, port parameters must not be changed after you have started reading or writing to the port. Instead, you should set up the port parameters after connecting to the port and then leave them unchanged until after the port has been released.

If the parameters of the port must be changed more dynamically, use the SPORT_CANCEL_IO routine to ensure that no I/O is in progress. Additionally, that call will kill the helper thread so that it will automatically pick up the new, correct, parameters when it restarts during the next I/O operation.

Serial Port Usage

Depending upon the application, serial port programming can be very simple or very complex. The SPORT_xxx routines are intended to provide a level of support that will help the user implement simple applications as well as providing a foundation that can be used for more complex applications. Users needing to implement full serial port protocols (such as a PPP/SLIP implementation or some other complex protocol) should use the Windows* Communication Functions directly to achieve the detailed level of control needed in those cases. Simple tasks, such as communicating with a terminal or some other data collection device are well suited for implementations using the SPORT_xxx routines.

You should first familiarize yourself with the hardware connection to the serial device. Typical connections used today involve either a 9 pin/wire connector or a 25 pin/wire connector. Many cables do not implement all 9 or 25 connections in order to save on costs. For certain applications these subset cables may work just fine but others may require the full 9 or 25 connections. All cables will implement the Receive/SendData signals as well as the SignalGround. Without these signals, there can be no data transfer. There are two other categories of important signals:

- Signals used for flow control

  Flow control signals tell the device/computer on the other end of the cable that data may be sent or that they should wait. Typically, the RequestToSend/ClearToSend signals are used for this purpose. Other signals such as DataSetReady or DataTerminalReady may also be used. Make sure that the cable used implements all the signals required by your hardware/software solution. Special characters (normally as XON/XOFF) may also be used to control the flow of data instead of or in addition to the hardware signals. Check your specific application to see what cabling is needed.

- Signals that indicate status or state of a modem or phone connection.

  These signals may not be required if the connection between the computer and the device is direct and not through a modem. This signals typically convey information such as the state of the carrier (CarrierDetect) or if the phone line is ringing (Ring). Again, make sure the cable used implements all the signals required for your application.

After the correct physical connection has been set up the programmer must become familiar with the data protocol used to communicate with the remote device/system.

Many simple devices terminate parcels of data with a "record terminator" (often a carriage return or line feed character). Other devices may simply send data in fixed length packets or packets containing some sort of count information. The two types of I/O routines provided by the SPORT_xxx support (line oriented using SPORT_READ_LINE and SPORT_WRITE_LINE or transfer raw data using SPORT_READ_DATA and SPORT_WRITE_DATA) can handle these two types of data transfer. The programmer must become familiar with the particular application to determine which type of I/O is more appropriate to use.

The SPORT_xxx routines call Windows* routines. For example, the SPORT_SET_STATE routine calls the routine SetCommState, which uses the DCB Communications Structure.

See Also

Portability Library Routines for a list of the SPORT routines
**OpenMP® Fortran Routines Overview**

The following table summarizes the OpenMP® Fortran API run-time library routines you can use for directed parallel decomposition. These routines are all external procedures.

To use these routines, you must add a USE OMP_LIB statement to the program unit containing the routine.

Options that use OpenMP® are available for both Intel® microprocessors and non-Intel microprocessors, but these options may perform additional optimizations on Intel® microprocessors than they perform on non-Intel microprocessors. The list of major, user-visible OpenMP constructs and features that may perform differently on Intel® microprocessors vs. non-Intel microprocessors includes: locks (internal and user visible), the SINGLE construct, barriers (explicit and implicit), parallel loop scheduling, reductions, memory allocation, thread affinity, and binding.

**Summary of OpenMP Fortran Parallel Routines**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OMP_GET_DEFAULT_DEVICE</td>
<td>Gets the value of the internal control variable (ICV) named default-device-var, which determines the default device number.</td>
</tr>
<tr>
<td>OMP_GET_DEVICE_NUM</td>
<td>Gets the value of the internal control variable (ICV) named device-num-var, which determines the default device number.</td>
</tr>
<tr>
<td>OMP_GET_NUM_DEVICES</td>
<td>Gets the number of target devices.</td>
</tr>
<tr>
<td>OMP_GET_NUM_TEAMS</td>
<td>Gets the number of teams in the current parallel region.</td>
</tr>
<tr>
<td>OMP_GET_TEAM_NUM</td>
<td>Gets the team number of the calling thread.</td>
</tr>
<tr>
<td>OMP_SET_DEFAULT_DEVICE</td>
<td>Sets the value of the internal control variable (ICV) named default-device-var, which determines the default device number.</td>
</tr>
<tr>
<td>OMP_SET_DEVICE_NUM</td>
<td>Sets the value of the internal control variable (ICV) named device-num-var, which determines the default device number.</td>
</tr>
<tr>
<td>OMP_SET_NUM_THREADS</td>
<td>Sets the number of threads to use for the next parallel region.</td>
</tr>
<tr>
<td>OMP_GET_NUM_THREADS</td>
<td>Gets the number of threads currently in the team executing the parallel region from which the routine is called.</td>
</tr>
<tr>
<td>OMP_GET_MAX_THREADS</td>
<td>Gets the maximum value that can be returned by calls to the OMP_GET_NUM_THREADS function.</td>
</tr>
<tr>
<td>OMP_GET_THREAD_NUM</td>
<td>Gets the thread number, within the team, in the range from zero to OMP_GET_NUM_THREADS minus one.</td>
</tr>
<tr>
<td>OMP_GET_NUM_PROCS</td>
<td>Gets the number of processors that are available to the program.</td>
</tr>
<tr>
<td>OMP_IN_PARALLEL</td>
<td>Informs whether or not the current region is an active region (executing in parallel).</td>
</tr>
<tr>
<td>OMP_SET_DYNAMIC</td>
<td>Enables or disables dynamic adjustment of the number of threads available for execution of parallel regions.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OMP_GET_DYNAMIC</td>
<td>Informs whether or not dynamic thread adjustment is enabled.</td>
</tr>
<tr>
<td>OMP_SET_NESTED</td>
<td>Enables or disables nested parallelism.</td>
</tr>
<tr>
<td>OMP_GET_NESTED</td>
<td>Informs whether or not nested parallelism is enabled.</td>
</tr>
<tr>
<td>OMP_INIT_LOCK</td>
<td>Initializes a lock to be used in subsequent calls.</td>
</tr>
<tr>
<td>OMP_DESTROY_LOCK</td>
<td>Disassociates a lock variable from any locks.</td>
</tr>
<tr>
<td>OMP_SET_LOCK</td>
<td>Makes the executing thread wait until the specified lock is available.</td>
</tr>
<tr>
<td>OMP_UNSET_LOCK</td>
<td>Releases the executing thread from ownership of a lock.</td>
</tr>
<tr>
<td>OMP_TEST_LOCK</td>
<td>Tries to set the lock associated with a lock variable.</td>
</tr>
<tr>
<td>OMP_INIT_NEST_LOCK</td>
<td>Initializes a nested lock for use in subsequent calls.</td>
</tr>
<tr>
<td>OMPDESTROY_NEST_LOCK</td>
<td>Disassociates a lock variable from a nested lock.</td>
</tr>
<tr>
<td>OMP_SET_NEST_LOCK</td>
<td>Makes the executing thread wait until the specified nested lock is available, or if the thread already owns the lock, increments its nesting count.</td>
</tr>
<tr>
<td>OMP_UNSET_NEST_LOCK</td>
<td>Decrements the nesting count for the lock variable and releases the executing thread from ownership if the nesting count is zero.</td>
</tr>
<tr>
<td>OMP_TEST_NEST_LOCK</td>
<td>Tries to set the nested lock associated with a lock variable.</td>
</tr>
<tr>
<td>OMP_GET_WTIME</td>
<td>Returns a double-precision value equal to the elapsed wallclock time (in seconds) relative to an arbitrary reference time.</td>
</tr>
<tr>
<td>OMP_GETWTICK</td>
<td>Returns a double-precision value equal to the number of seconds between successive clock ticks.</td>
</tr>
</tbody>
</table>

**Intel® Fortran Extensions:**

- **KMP_PLACE_THREADS**
  Simplifies the specification of the number of cores and threads per core used by an OpenMP application, as an alternative to writing explicit affinity settings or a process affinity mask.

- **KMP_GET_STACKSIZE_S**
  Returns the number of bytes that will be allocated for each parallel thread to use as its private stack.

- **KMP_SET_STACKSIZE_S**
  Sets the number of bytes that will be allocated for each parallel thread to use as its private stack.

- **KMP_GET_BLOCKTIME**
  Returns the number of milliseconds that a thread should wait, after completing the execution of a parallel region, before sleeping.

- **KMP_SET_BLOCKTIME**
  Sets the number of milliseconds that a thread should wait, after completing the execution of a parallel region, before sleeping.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KMP_MALLOC</td>
<td>Allocates a memory block of a specified size (in bytes) from the thread-local heap.</td>
</tr>
<tr>
<td>KMP_CALLOC</td>
<td>Allocates an array of a specified number of elements and size from the thread-local heap.</td>
</tr>
<tr>
<td>KMP_REALLOC</td>
<td>Reallocates a memory block at a specified address and of a specified size from the thread-local heap.</td>
</tr>
<tr>
<td>KMP_FREE</td>
<td>Frees a memory block at a specified address from the thread-local heap.</td>
</tr>
</tbody>
</table>

1 For backwards compatibility, this can also be specified as KMP_GET_STACKSIZE.
2 For backwards compatibility, this can also be specified as KMP_SET_STACKSIZE.

For more information on a specific routine, see the appropriate reference page; for example, for more information on OMP_SET_LOCK, see `omp_set_lock(3f)`.

See Also
OpenMP* Fortran Compiler Directives
OpenMP* Run-time Library Routines
Summary of Language Extensions

This appendix summarizes the Intel® Fortran language extensions to the ANSI/ISO Fortran 2003 Standard. Most extensions are available on all supported operating systems. However, some extensions are limited to one or more platforms. If an extension is limited, it is labeled.

Extensions related to the following topics are discussed:

- Source Forms
- Names
- Character Sets
- Intrinsic Data Types
- Constants
- Expressions and Assignment
- Specification Statements
- Execution Control
- Compilation Control Statements
- Built-In Functions
- I/O Statements
- I/O Formatting
- File Operation Statements
- Compiler Directives
- Intrinsic Procedures
- Additional Language Features
- Run-Time Library Routines

Language Extensions: Source Forms

The following are extensions to the methods and rules for source forms:

- Tab-formatting as a method to code lines
- The letter D as a debugging statement indicator in column 1 of fixed or tab source form
- An optional statement field width of 132 columns for fixed or tab source form
- An optional sequence number field for fixed source form
- Up to 511 continuation lines in a source program

Language Extensions: Names

As an extension, the dollar sign ($) is a valid character in names, and can be the first character.

Language Extensions: Character Sets

The following are extensions to the standard character set:

- The Tab (<Tab>) character (see Character Sets)
Language Extensions: Intrinsic Data Types

The following are data-type extensions:

<table>
<thead>
<tr>
<th>Type</th>
<th>INTEGER*1</th>
<th>INTEGER*2</th>
<th>INTEGER*4</th>
<th>INTEGER*8</th>
<th>INTEGER*16</th>
<th>INTEGER*32</th>
<th>COMPLEX*8</th>
<th>COMPLEX*16</th>
<th>COMPLEX*32</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DOUBLE COMPLEX</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>COMPLEX*8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LOGICAL*1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>COMPLEX*16</td>
<td></td>
</tr>
<tr>
<td>LOGICAL*2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>COMPLEX*32</td>
<td></td>
</tr>
<tr>
<td>LOGICAL*4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>REAL*4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LOGICAL*8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>REAL*8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

See Also
Intrinsic Data Types

Language Extensions: Constants

Hollerith constants are allowed as an extension. C Strings are allowed as extensions in character constants.

Language Extensions: Expressions and Assignment

When operands of different intrinsic data types are combined in expressions, conversions are performed as necessary (see Data Type of Numeric Expressions).

Binary, octal, hexadecimal, and Hollerith constants can appear wherever numeric constants are allowed.

The following are extensions allowed in logical expressions:

- .XOR. as a synonym for .NEQV.
- Integers as valid logical items
- Logical operators applied to integers bit-by-bit

Language Extensions: Specification Statements

The following specification attributes and statements are extensions:

- AUTOMATIC attribute and statement
- STATIC attribute and statement

Language Extensions: Execution Control

The following control statements are extensions:

- ASSIGN
- Assigned GO TO
- PAUSE
These are older Fortran features that have been deleted in Fortran 2003 and Fortran 95. Intel® Fortran fully supports these features.

**Language Extensions: Compilation Control Lines and Statements**
The following line option and statement are extensions that can influence compilation:
- \([/\[NO\]LIST\]), which can be specified in an INCLUDE line
- The OPTIONS statement

**Language Extensions: Built-In Functions**
The following built-in functions are extensions:
- %VAL, %REF, and %LOC, which facilitate references to non-Fortran procedures
- %FILL, which can be used in record structure type definitions

**Language Extensions: I/O Statements**
The following I/O statements are extensions:
- The ACCEPT statement
- The WRITE statement
- The TYPE statement, which is a synonym for the PRINT statement

**Language Extensions: I/O Formatting**
The following are extensions allowed in I/O Formatting:
- The Q edit descriptor
- The dollar sign (\$) edit descriptor and carriage-control character
- The backslash (\) edit descriptor
- The ASCII NUL carriage-control character
- Variable format expressions
- The H edit descriptor
  - This is an older Fortran feature that has been deleted in Fortran 95. Intel® Fortran fully supports this feature.

**Language Extensions: File Operation Statements**
The following statement specifiers and statements are extensions:
- CLOSED statement specifiers:
  - STATUS values: 'SAVE' (as a synonym for 'KEEP'), 'PRINT', 'PRINT/DELETE', 'SUBMIT', 'SUBMIT/DELETE'
  - DISPOSE (or DISP)
- DELETE statement
- INQUIRE statement specifiers:
  - BINARY (W*S)
  - BLOCKSIZE
  - BUFFERED
  - CARRIAGECONTROL
CONVERT
DEFAULTFILE
FORM values: 'UNKNOWN', 'BINARY' (W*S)
IOWOCUS (W*S)
MODE as a synonym for ACTION
ORGANIZATION
RECORDTYPE
SHARE (W*S)

See also INQUIRE Statement.

OPEN statement specifiers:

ACCESS values: 'APPEND'
ASSOCIATEVARIABLE
BLOCKSIZE
BUFFERCOUNT
BUFFERED
CARRIAGECONTROL
CONVERT
DEFAULTFILE
DISPOSE (or DISP)
FORM value: 'BINARY' (W*S)
IOWOCUS (W*S)
MAXREC
MODE as a synonym for ACTION
NAME as a synonym for FILE
NOSHARED
ORGANIZATION
READONLY
RECORDSIZE as a synonym for RECL
RECORDTYPE
SHARE (W*S)
SHARED
TITLE (W*S)
TYPE as a synonym for STATUS
USEROPEN

See also OPEN Statement.

Language Extensions: Compiler Directives

The following General Directives are extensions:

ALIAS
ASSUME
ASSUME_ALIGNED
ATTRIBUTES
BLOCK_LOOP and NOBLOCK_LOOP
DECLARE and NODECLARE
DEFINE and UNDEFINE
DISTRIBUTE POINT
FIXEDFORMLINESIZE
FMA and NOFMA
FORCEINLINE
FREEFORM and NOFREEFORM
The following OFFLOAD Compiler Directives are extensions:

- OFFLOAD
- BEGIN OFFLOAD and END OFFLOAD
- OFFLOAD_TRANSFER
- OFFLOAD_WAIT

### Language Extensions: Intrinsic Procedures

The following intrinsic procedures are extensions available on all platforms:

<table>
<thead>
<tr>
<th>A to D</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACOSD</td>
</tr>
<tr>
<td>AIMIN0</td>
</tr>
<tr>
<td>AJMAX0</td>
</tr>
<tr>
<td>AJMIN0</td>
</tr>
<tr>
<td>AKMAX0</td>
</tr>
<tr>
<td>AKMIN0</td>
</tr>
<tr>
<td>AND</td>
</tr>
<tr>
<td>ASINH</td>
</tr>
<tr>
<td>ATAN2D</td>
</tr>
<tr>
<td>ATAND</td>
</tr>
<tr>
<td>BABS</td>
</tr>
<tr>
<td>BADRESS</td>
</tr>
</tbody>
</table>


<table>
<thead>
<tr>
<th>BBCLR</th>
<th>CDABS</th>
<th>DASIND</th>
<th>DIMAG</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBITS</td>
<td>CDCOS</td>
<td>DASINH</td>
<td>DNUM</td>
</tr>
<tr>
<td>BBSET</td>
<td>CDEXP</td>
<td>DATAN2D</td>
<td>DREAL</td>
</tr>
<tr>
<td>AIMAX0</td>
<td>CDLOG</td>
<td>DATAND</td>
<td>DSHIFTL</td>
</tr>
<tr>
<td>BBTEST</td>
<td>CDSIN</td>
<td>DATAN</td>
<td>DSHIFTR</td>
</tr>
<tr>
<td>BDIM</td>
<td>CDSQRT</td>
<td>COTAN</td>
<td>DSIND</td>
</tr>
<tr>
<td>BIAND</td>
<td>CDTAN</td>
<td>DATE</td>
<td>DTAND</td>
</tr>
</tbody>
</table>

**E to I**

<table>
<thead>
<tr>
<th>EOF</th>
<th>HMOD</th>
<th>IIDNNT</th>
<th>IMVBITS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERRSNS</td>
<td>HMVBITS</td>
<td>IIEOR</td>
<td>ININT</td>
</tr>
<tr>
<td>EXIT</td>
<td>HNOT</td>
<td>IIFIX</td>
<td>INOT</td>
</tr>
<tr>
<td>FLOATI</td>
<td>HSHIFT</td>
<td>IINT</td>
<td>INT1</td>
</tr>
<tr>
<td>FLOATJ</td>
<td>HSHIFTC</td>
<td>IIOR</td>
<td>INT2</td>
</tr>
<tr>
<td>FLOATK</td>
<td>HSIGN</td>
<td>IIQINT</td>
<td>INT4</td>
</tr>
<tr>
<td>FP_CLASS</td>
<td>HTEST</td>
<td>IIQNNT</td>
<td>INT8</td>
</tr>
<tr>
<td>FREE</td>
<td>IADDR</td>
<td>IISHFT</td>
<td>INT_PTR_KIND</td>
</tr>
<tr>
<td>GETARG</td>
<td>IARG</td>
<td>IISHFTC</td>
<td>INUM</td>
</tr>
<tr>
<td>HABS</td>
<td>IARGC</td>
<td>IISIGN</td>
<td>IQINT</td>
</tr>
<tr>
<td>HBCLR</td>
<td>IBCHNG</td>
<td>IIXOR</td>
<td>IQNINT</td>
</tr>
<tr>
<td>HBITS</td>
<td>IDATE</td>
<td>IJINT</td>
<td>ISHA</td>
</tr>
<tr>
<td>HBSET</td>
<td>IIABS</td>
<td>ILEN</td>
<td>ISHC</td>
</tr>
<tr>
<td>HDIM</td>
<td>IIAND</td>
<td>IMAG</td>
<td>ISHL</td>
</tr>
<tr>
<td>HFIX</td>
<td>IIBCLR</td>
<td>IMAX0</td>
<td>ISNAN</td>
</tr>
<tr>
<td>HIAND</td>
<td>IIBITS</td>
<td>IMAX1</td>
<td>IXOR</td>
</tr>
<tr>
<td>HIEOR</td>
<td>IIBSET</td>
<td>IMIN0</td>
<td>IZEXT</td>
</tr>
<tr>
<td>HIOR</td>
<td>IIDIM</td>
<td>IMIN1</td>
<td></td>
</tr>
<tr>
<td>HIXOR</td>
<td>IIDINT</td>
<td>IMOD</td>
<td></td>
</tr>
</tbody>
</table>

**J to P**

<table>
<thead>
<tr>
<th>JFIX</th>
<th>JISIGN</th>
<th>KIBSET</th>
<th>KMOD</th>
</tr>
</thead>
<tbody>
<tr>
<td>JIABS</td>
<td>JIXOR</td>
<td>KIDIM</td>
<td>KMVBITS</td>
</tr>
<tr>
<td>JIAND</td>
<td>JMAX0</td>
<td>KIDINT</td>
<td>KNINT</td>
</tr>
<tr>
<td>JIBCLR</td>
<td>JMAX1</td>
<td>KIDNNT</td>
<td>KNOT</td>
</tr>
<tr>
<td>JIBITS</td>
<td>JMIN0</td>
<td>KIEOR</td>
<td>KNUM</td>
</tr>
<tr>
<td>JIBSET</td>
<td>JMIN1</td>
<td>KIFIX</td>
<td>KZEXT</td>
</tr>
<tr>
<td>JIDIM</td>
<td>JMOD</td>
<td>KINT</td>
<td>LOC</td>
</tr>
</tbody>
</table>
Language Extensions: Additional Language Features

The following are language extensions that facilitate compatibility with other versions of Fortran:

- **DEFINE FILE** statement
- **ENCODE** and **DECODE** statements
- **FIND** statement
- The **INTERFACE TO** statement
- **FORTRAN 66 Interpretation** of the EXTERNAL statement
An alternative syntax for the PARAMETER statement
VIRTUAL statement
AND, OR, XOR, IMAG, LSHIFT, RSHIFT intrinsics (see the A to Z Reference)
An alternative syntax for octal and hexadecimal constants
An alternative syntax for an I/O record specifier
An alternate syntax for the DELETE statement
An alternative form for namelist external records
The integer POINTER statement
Record structures

Language Extensions: Run-Time Library Routines

The following run-time library routines are available as extensions:

- Module routines
- OpenMP* Fortran routines
A to Z Reference Overview

This section contains the following:

- **Language Summary Tables**
  - This section organizes the Fortran functions, subroutines, and statements by the operations they perform. You can use the tables to locate a particular routine for a particular task.
  - The descriptions of all Fortran statements, intrinsics, directives, and module library routines, which are listed in alphabetical order.
    - In the description of routines, pointers and handles are INTEGER(4) on IA-32 architecture and INTEGER(8) on Intel® 64 architecture.

The Fortran compiler understands statements and intrinsic functions in your program without any additional information, such as that provided in modules.

However, modules must be included in programs that contain the following routines:

- **Quickwin routines and graphics routines (W*S)**
  - These routines require a USE IFQWIN statement to include the library and graphics modules.

- **Portability routines**
  - It is recommended that you specify USE IFPORT when accessing routines in the portability library.

- **Serial port I/O routines**
  - These routines require a USE IFPORT statement to access the portability library. These routines are only available on Windows® systems.

- **NLS routines (W*S)**
  - These routines require a USE IFNLS statement to access the NLS library.

- **POSIX* routines**
  - These routines require a USE IFPOSIX statement to access the POSIX library.

- **Dialog routines (W*S)**
  - These routines require a USE IFLOGM statement to access the dialog library.

- **Component Object Module (COM) routines (W*S)**
  - These routines require a USE IFCOM statement to access the COM library.

- **Automation server routines (W*S)**
  - These routines require a USE IFAUTO statement to access the AUTO library.

- **Miscellaneous Run-Time Routines**
  - Most of these routines require a USE IFCORE statement to obtain the proper interfaces.

Whenever required, these USE module statements are prominent in the *A to Z Reference*.

In addition to the appropriate USE statement, for some routines you must specify the types of libraries to be used when linking.

Language Summary Tables

Statements for Program Unit Calls and Definitions

The following table lists statements used for program unit definition and procedure call and return.
### Statements Affecting Variables
The following table lists statements that affect variables.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUTOMATIC</td>
<td>Declares a variable on the stack, rather than at a static memory location.</td>
</tr>
<tr>
<td>BYTE</td>
<td>Specifies variables as the BYTE data type; BYTE is equivalent to INTEGER(1).</td>
</tr>
<tr>
<td>CHARACTER</td>
<td>Specifies variables as the CHARACTER data type.</td>
</tr>
<tr>
<td>CODIMENSION</td>
<td>Specifies that an entity is a coarray and specifies its corank and cobounds, if any.</td>
</tr>
<tr>
<td>COMPLEX</td>
<td>Specifies variables as the COMPLEX data type.</td>
</tr>
<tr>
<td>DATA</td>
<td>Assigns initial values to variables.</td>
</tr>
<tr>
<td>DIMENSION</td>
<td>Specifies that an entity is an array and specifies its rank and bounds.</td>
</tr>
<tr>
<td>DOUBLE COMPLEX</td>
<td>Specifies variables as the DOUBLE COMPLEX data type, equivalent to COMPLEX(8).</td>
</tr>
</tbody>
</table>
### Name List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DOUBLE PRECISION</td>
<td>Specifies variables as the DOUBLE-PRECISION real data type, equivalent to REAL(8).</td>
</tr>
<tr>
<td>EQUIVALENCE</td>
<td>Specifies that two or more variables or arrays share the same memory location.</td>
</tr>
<tr>
<td>IMPLICIT</td>
<td>Specifies the default types for variables and functions.</td>
</tr>
<tr>
<td>INTEGER</td>
<td>Specifies variables as the INTEGER data type.</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>Specifies variables as the LOGICAL data type.</td>
</tr>
<tr>
<td>MAP</td>
<td>Within a UNION statement, delimits a group of variable type declarations that are to be ordered contiguously within memory.</td>
</tr>
<tr>
<td>NAMELIST</td>
<td>Declares a group name for a set of variables to be read or written in a single statement.</td>
</tr>
<tr>
<td>PARAMETER</td>
<td>Equates a constant expression with a name.</td>
</tr>
<tr>
<td>PROTECTED</td>
<td>Specifies limitations on the use of module entities.</td>
</tr>
<tr>
<td>REAL</td>
<td>Specifies variables as the REAL data type.</td>
</tr>
<tr>
<td>RECORD</td>
<td>Declares one or more variables of a user-defined structure type.</td>
</tr>
<tr>
<td>SAVE</td>
<td>Causes variables to retain their values between invocations of the procedure in which they are defined.</td>
</tr>
<tr>
<td>STATIC</td>
<td>Declares a variable is in a static memory location, rather than on the stack.</td>
</tr>
<tr>
<td>STRUCTURE</td>
<td>Defines a new variable type, composed of a collection of other variable types.</td>
</tr>
<tr>
<td>TYPE</td>
<td>Defines a new variable type, composed of a collection of other variable types.</td>
</tr>
<tr>
<td>UNION</td>
<td>Within a structure, causes two or more maps to occupy the same memory locations.</td>
</tr>
<tr>
<td>VOLATILE</td>
<td>Specifies that the value of an object is totally unpredictable based on information available to the current program unit.</td>
</tr>
</tbody>
</table>

### Statements for Input and Output

The following table lists statements used for input and output.

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCEPT</td>
<td>Statement</td>
<td>Similar to a formatted, sequential READ statement.</td>
</tr>
<tr>
<td>BACKSPACE</td>
<td>Statement</td>
<td>Positions a file to the beginning of the previous record.</td>
</tr>
<tr>
<td>CLOSE</td>
<td>Statement</td>
<td>Disconnects the specified unit.</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DELETE</td>
<td>Statement</td>
<td>Deletes a record from a relative file.</td>
</tr>
<tr>
<td>ENDFILE</td>
<td>Statement</td>
<td>Writes an end-of-file record or truncates a file.</td>
</tr>
<tr>
<td>FLUSH</td>
<td>Statement</td>
<td>Causes data written to a file to become available to other processes or causes data written to a file outside of Fortran to be accessible to a READ statement.</td>
</tr>
<tr>
<td>INQUIRE</td>
<td>Statement</td>
<td>Returns the properties of a file or unit.</td>
</tr>
<tr>
<td>OPEN</td>
<td>Statement</td>
<td>Associates a unit number with an external device or file.</td>
</tr>
<tr>
<td>PRINT(or TYPE)</td>
<td>Statement</td>
<td>Displays data on the screen.</td>
</tr>
<tr>
<td>READ</td>
<td>Statement</td>
<td>Transfers data from a file to the items in an I/O list.</td>
</tr>
<tr>
<td>REWIND</td>
<td>Statement</td>
<td>Repositions a file to its first record.</td>
</tr>
<tr>
<td>REWRITE</td>
<td>Statement</td>
<td>Rewrites the current record.</td>
</tr>
<tr>
<td>WRITE</td>
<td>Statement</td>
<td>Transfers data from the items in an I/O list to a file</td>
</tr>
</tbody>
</table>

**Compiler Directives**

The following tables list available compiler directives.

Some directives may perform differently on Intel® microprocessors than on non-Intel microprocessors.

Each general directive name is preceded by the prefix cDIR$ (or cDEC$), where c is one of the following: !, C (or c), or *; for example, !DIR$ ALIAS).

Each OpenMP® Fortran directive name is preceded by the prefix c$OMP, where c is one of the following: !, C (or c), or *; for example, !$OMP ATOMIC.

Each OFFLOAD directive name is preceded by the prefix cDIR$, where c is one of the following: !, C (or c), or *; for example, !DIR$ OFFLOAD_TRANSFER.

**General Directives**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALIAS</td>
<td>Specifies an alternate external name to be used when referring to an external subprogram.</td>
</tr>
<tr>
<td>ASSUME</td>
<td>Provides heuristic information to the compiler optimizer.</td>
</tr>
<tr>
<td>ASSUME_ALIGNED</td>
<td>Specifies that an entity in memory is aligned.</td>
</tr>
<tr>
<td>ATTRIBUTES</td>
<td>Applies attributes to variables and procedures.</td>
</tr>
<tr>
<td>BLOCK_LOOP</td>
<td>Enables loop blocking for the immediately following nested DO loops.</td>
</tr>
<tr>
<td>DECLARE</td>
<td>Generates warning messages for undeclared variables.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DEFINE</td>
<td>Creates a variable whose existence can be tested during conditional compilation.</td>
</tr>
<tr>
<td>DISTRIBUTE POINT</td>
<td>Suggests a location at which a DO loop may be split.</td>
</tr>
<tr>
<td>ELSE</td>
<td>Marks the beginning of an alternative conditional-compilation block to an IF directive construct.</td>
</tr>
<tr>
<td>ELSEIF</td>
<td>Marks the beginning of an alternative conditional-compilation block to an IF directive construct.</td>
</tr>
<tr>
<td>ENDIF</td>
<td>Marks the end of a conditional-compilation block.</td>
</tr>
<tr>
<td>FIXEDFORMLINESIZE</td>
<td>Sets fixed-form line length. This directive has no effect on freeform code.</td>
</tr>
<tr>
<td>FMA</td>
<td>Tells the compiler to allow generation of fused multiply-add (FMA) instructions, also known as floating-point contractions.</td>
</tr>
<tr>
<td>FORCEINLINE</td>
<td>Specifies that a routine should be inlined whenever the compiler can do so.</td>
</tr>
<tr>
<td>FREEFORM</td>
<td>Uses freeform format for source code.</td>
</tr>
<tr>
<td>IDENT</td>
<td>Specifies an identifier for an object module.</td>
</tr>
<tr>
<td>IF</td>
<td>Marks the beginning of a conditional-compilation block.</td>
</tr>
<tr>
<td>IF DEFINED</td>
<td>Marks the beginning of a conditional-compilation block.</td>
</tr>
<tr>
<td>INLINE</td>
<td>Specifies that the routines can be inlined.</td>
</tr>
<tr>
<td>INTEGER</td>
<td>Selects default integer size.</td>
</tr>
<tr>
<td>IVDEP</td>
<td>Assists the compiler's dependence analysis of iterative DO loops.</td>
</tr>
<tr>
<td>LOOP COUNT</td>
<td>Specifies the typical trip loop count for a DO loop; this assists the optimizer.</td>
</tr>
<tr>
<td>MESSAGE</td>
<td>Sends a character string to the standard output device.</td>
</tr>
<tr>
<td>NOBLOCK_LOOP</td>
<td>Disables loop blocking for the immediately following nested DO loops.</td>
</tr>
<tr>
<td>NODEDECLARE</td>
<td>(Default) Turns off warning messages for undeclared variables.</td>
</tr>
<tr>
<td>NOFMA</td>
<td>Disables the generation of FMA instructions.</td>
</tr>
<tr>
<td>NOFREEFORM</td>
<td>(Default) Uses standard FORTRAN 77 code formatting column rules.</td>
</tr>
<tr>
<td>NOFUSION</td>
<td>Prevents a loop from fusing with adjacent loops.</td>
</tr>
<tr>
<td>NOINLINE</td>
<td>Specifies that a routine should not be inlined.</td>
</tr>
<tr>
<td>NOPARALLEL</td>
<td>Disables auto-parallelization for an immediately following DO loop.</td>
</tr>
</tbody>
</table>
### OpenMP* Fortran Directives

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATOMIC</td>
<td>Specifies that a specific memory location is to be updated atomically.</td>
</tr>
<tr>
<td>BARRIER</td>
<td>Synchronizes all the threads in a team.</td>
</tr>
</tbody>
</table>

---

To use the following directives, you must specify compiler option [q or Q]openmp. For more information, refer to the option description in the Compiler Options reference.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CANCEL</td>
<td>Requests cancellation of the innermost enclosing region of the type specified, and causes the encountering implicit or explicit task to proceed to the end of the canceled construct.</td>
</tr>
<tr>
<td>CANCELLATION POINT</td>
<td>Defines a point at which implicit or explicit tasks check to see if cancellation has been requested for the innermost enclosing region of the type specified.</td>
</tr>
<tr>
<td>CRITICAL</td>
<td>Restricts access for a block of code to only one thread at a time.</td>
</tr>
<tr>
<td>DECLARE SIMD</td>
<td>Generates a SIMD procedure.</td>
</tr>
<tr>
<td>DECLARE TARGET</td>
<td>Specifies that named variables, common blocks, functions, and subroutines are mapped to a device.</td>
</tr>
<tr>
<td>DISTRIBUTE</td>
<td>Specifies that loop iterations will be executed by thread teams in the context of their implicit tasks.</td>
</tr>
<tr>
<td>DISTRIBUTE PARALLEL DO</td>
<td>Specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.</td>
</tr>
<tr>
<td>DISTRIBUTE PARALLEL DO SIMD</td>
<td>Specifies a loop that will be executed in parallel by multiple threads that are members of multiple teams. It will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>DISTRIBUTE SIMD</td>
<td>Specifies a loop that will be distributed across the master threads of the teams region. It will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>DO</td>
<td>Specifies that the iterations of the immediately following DO loop must be executed in parallel.</td>
</tr>
<tr>
<td>DO SIMD</td>
<td>Specifies a loop that can be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>FLUSH</td>
<td>Specifies synchronization points where the implementation must have a consistent view of memory.</td>
</tr>
<tr>
<td>MASTER</td>
<td>Specifies a block of code to be executed by the master thread of the team.</td>
</tr>
<tr>
<td>ORDERED</td>
<td>Specifies a block of code to be executed sequentially.</td>
</tr>
<tr>
<td>PARALLEL</td>
<td>Defines a parallel region.</td>
</tr>
<tr>
<td>PARALLEL DO</td>
<td>Defines a parallel region that contains a single DO directive.</td>
</tr>
<tr>
<td>PARALLEL DO SIMD</td>
<td>Specifies a loop that can be executed concurrently using SIMD instructions. It provides a shortcut for specifying a PARALLEL construct containing one SIMD loop construct and no other statement.</td>
</tr>
<tr>
<td>PARALLEL SECTIONS</td>
<td>Defines a parallel region that contains SECTIONS directives.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PARALLEL WORKSHARE</td>
<td>Defines a parallel region that contains a single WORKSHARE directive.</td>
</tr>
<tr>
<td>SECTION</td>
<td>Appears within a SECTIONS directive construct to indicate a block (section) of code. It is optional for the first block of code within the SECTIONS directive construct.</td>
</tr>
<tr>
<td>SECTIONS</td>
<td>Specifies a block of code to be divided among threads in a team (a worksharing area).</td>
</tr>
<tr>
<td>SIMD</td>
<td>Requires and controls SIMD vectorization of loops.</td>
</tr>
<tr>
<td>SINGLE</td>
<td>Specifies a block of code to be executed by only one thread in a team.</td>
</tr>
<tr>
<td>TARGET</td>
<td>Creates a device data environment and executes the construct on the same device.</td>
</tr>
<tr>
<td>TARGET DATA</td>
<td>Creates a device data environment for the extent of the region.</td>
</tr>
<tr>
<td>TARGET ENTER DATA</td>
<td>Specifies that variables are mapped to a device data environment.</td>
</tr>
<tr>
<td>TARGET EXIT DATA</td>
<td>Specifies that variables are unmapped from a device data environment.</td>
</tr>
<tr>
<td>TARGET TEAMS</td>
<td>Creates a device data environment and executes the construct on the same device. It also creates a league of thread teams with the master thread in each team executing the structured block. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE</td>
<td>Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE PARALLEL DO</td>
<td>Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD</td>
<td>Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. The loop will be distributed across the teams, which will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE SIMD</td>
<td>Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>TARGET UPDATE</td>
<td>Makes the list items in the device data environment consistent with their corresponding original list items.</td>
</tr>
<tr>
<td>TASK</td>
<td>Defines a task region.</td>
</tr>
<tr>
<td>TASKGROUP</td>
<td>Specifies a wait for the completion of all child tasks of the current task and all of their descendant tasks.</td>
</tr>
<tr>
<td>TASKWAIT</td>
<td>Specifies a wait on the completion of child tasks generated since the beginning of the current task.</td>
</tr>
<tr>
<td>TASKYIELD</td>
<td>Specifies that the current task can be suspended in favor of execution of a different task.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE</td>
<td>Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE PARALLEL DO</td>
<td>Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE PARALLEL DO SIMD</td>
<td>Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams. The loop will be distributed across the master threads of the teams region, which will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE SIMD</td>
<td>Creates a league of thread teams to execute the structured block in the master thread of each team. It also specifies a loop that will be distributed across the master threads of the teams region. The loop will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>THREADPRIVATE</td>
<td>Makes named common blocks private to a thread but global within the thread.</td>
</tr>
<tr>
<td>WORKSHARE</td>
<td>Divides the work of executing a block of statements or constructs into separate units.</td>
</tr>
</tbody>
</table>

**OFFLOAD Directives**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFFLOAD</td>
<td>Enables statements to execute on the target.</td>
</tr>
<tr>
<td>OFFLOAD BEGIN and END OFFLOAD</td>
<td>Enables a group of statements to execute on the target.</td>
</tr>
</tbody>
</table>
**Program Control Statements**

The following table lists statements that affect program control.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CASE</td>
<td>Within a SELECT CASE structure, marks a block of statements that are executed if an associated value matches the SELECT CASE expression.</td>
</tr>
<tr>
<td>CONTINUE</td>
<td>Often used as the target of GOTO or as the terminal statement in a DO loop; performs no operation.</td>
</tr>
<tr>
<td>CYCLE</td>
<td>Advances control to the end statement of a DO loop; the intervening loop statements are not executed.</td>
</tr>
<tr>
<td>DO</td>
<td>Marks the beginning of a loop construct. Statements through and including the ending statement may be executed repeatedly.</td>
</tr>
<tr>
<td>DO WHILE</td>
<td>Evaluates statements in the DO WHILE loop, through and including the ending statement, until a logical condition becomes .FALSE..</td>
</tr>
<tr>
<td>ELSE</td>
<td>Marks an optional branch in an IF construct.</td>
</tr>
<tr>
<td>ELSE IF</td>
<td>Marks an optional branch in an IF construct.</td>
</tr>
<tr>
<td>ELSEWHERE</td>
<td>Marks an optional branch in a WHERE construct.</td>
</tr>
<tr>
<td>END</td>
<td>Marks the end of a program unit.</td>
</tr>
<tr>
<td>END DO</td>
<td>Marks the end of a series of statements following a DO or DO WHILE statement.</td>
</tr>
<tr>
<td>END FORALL</td>
<td>Marks the end of a series of statements following a block FORALL statement.</td>
</tr>
</tbody>
</table>

**Optimization Notice**

Intel’s compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

**See Also**

qopenmp, Qopenmp
### Name | Description
--- | ---
END IF | Marks the end of a series of statements following a block IF statement.
END SELECT | Marks the end of a SELECT CASE statement.
END WHERE | Marks the end of a series of statements following a block WHERE statement.
EXIT | Terminates execution of a DO construct. Execution continues with the first statement that follows.
FORALL | Indicates a loop construct where the output from one iteration cannot change the input to another.
GOTO | Transfers control to a specified part of the program.
IF | Controls conditional execution of other statements.
PAUSE | Suspends program execution and, optionally, executes operating-system commands.
SELECT CASE | Transfers program control to a block of statements, determined by a controlling argument.
STOP | Terminates program execution.
WHERE | Controls conditional execution of array assignments and elemental function calls.

### Inquiry Intrinsic Functions

The following table lists inquiry intrinsic functions.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALLOCATED</td>
<td>Determines whether an allocatable variable is allocated.</td>
</tr>
<tr>
<td>ASSOCIATED</td>
<td>Determines if a pointer is associated or if two pointers are associated with the same target.</td>
</tr>
<tr>
<td>BIT_SIZE</td>
<td>Returns the number of bits in an integer type.</td>
</tr>
<tr>
<td>CACHESIZE</td>
<td>Returns the size of a level of the memory cache.</td>
</tr>
<tr>
<td>COMMAND_ARGUMENT_COUNT</td>
<td>Returns the number of command-line arguments.</td>
</tr>
<tr>
<td>DIGITS</td>
<td>Returns number of significant digits for data of the same type as the argument.</td>
</tr>
<tr>
<td>EOF</td>
<td>Determines whether a file is at or beyond the end-of-file record.</td>
</tr>
<tr>
<td>EPSILON</td>
<td>Returns the smallest positive number that when added to one produces a number greater than one for data of the same type as the argument.</td>
</tr>
<tr>
<td>HUGE</td>
<td>Returns the largest number that can be represented by numbers of the type of the argument.</td>
</tr>
<tr>
<td>IARGC</td>
<td>Returns the index of the last command-line argument.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>INT_PTR_KIND</td>
<td>Returns the INTEGER KIND that will hold an address.</td>
</tr>
<tr>
<td>KIND</td>
<td>Returns the value of the kind parameter of the argument.</td>
</tr>
<tr>
<td>LBOUND</td>
<td>Returns the lower bounds for all dimensions of an array, or the lower bound for a specified dimension.</td>
</tr>
<tr>
<td>LEN</td>
<td>Returns the length of a character expression.</td>
</tr>
<tr>
<td>LOC</td>
<td>Returns the address of the argument.</td>
</tr>
<tr>
<td>MAXEXPONENT</td>
<td>Returns the largest positive decimal exponent for data of the same type as the argument.</td>
</tr>
<tr>
<td>MINEXPONENT</td>
<td>Returns the largest negative decimal exponent for data of the same type as the argument.</td>
</tr>
<tr>
<td>NARGS</td>
<td>Returns the total number of command-line arguments, including the command.</td>
</tr>
<tr>
<td>PRECISION</td>
<td>Returns the number of significant digits for data of the same type as the argument.</td>
</tr>
<tr>
<td>PRESENT</td>
<td>Determines whether an optional argument is present.</td>
</tr>
<tr>
<td>RADIX</td>
<td>Returns the base for data of the same type as the argument.</td>
</tr>
<tr>
<td>RANGE</td>
<td>Returns the decimal exponent range for data of the same type as the argument.</td>
</tr>
<tr>
<td>SELECTED_INT_KIND</td>
<td>Returns the value of the kind parameter of integers in range $r$.</td>
</tr>
<tr>
<td>SELECTED_REAL_KIND</td>
<td>Returns the value of the kind parameter of reals with (optional) first argument digits and (optional) second argument exponent range. At least one optional argument is required.</td>
</tr>
<tr>
<td>SHAPE</td>
<td>Returns the shape of an array or scalar argument.</td>
</tr>
<tr>
<td>SIZEOF</td>
<td>Returns the number of bytes of storage used by the argument.</td>
</tr>
<tr>
<td>TINY</td>
<td>Returns the smallest positive number that can be represented by numbers of type the argument.</td>
</tr>
<tr>
<td>UBOUND</td>
<td>Returns the upper bounds for all dimensions of an array, or the upper bound for a specified dimension.</td>
</tr>
</tbody>
</table>

**Random Number Intrinsic Procedures**

The following table lists random number intrinsic procedures.

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAN</td>
<td>Intrinsic function</td>
<td>Returns the next number from a sequence of pseudorandom numbers of uniform distribution over the range 0 to 1.</td>
</tr>
</tbody>
</table>
RANF

Intrinsic function
Generates a random number between 0.0 and RAND_MAX.

RANDOM_NUMBER

Intrinsic subroutine
Returns a pseudorandom real value greater than or equal to zero and less than one.

RANDOM_SEED

Intrinsic subroutine
Changes the starting point of RANDOM_NUMBER; takes one or no arguments.

RANDU

Intrinsic subroutine
Computes a pseudorandom number as a single-precision value.

The portability routines RANF, RANDOM, and SEED also supply this functionality.

Date and Time Intrinsic Subroutines
The following table lists date and time intrinsic subroutines.

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU_TIME</td>
<td>Intrinsic subroutine</td>
<td>Returns the processor time in seconds.</td>
</tr>
<tr>
<td>DATE</td>
<td>Intrinsic subroutine</td>
<td>Returns the ASCII representation of the current date (in dd-mmm-yy form).</td>
</tr>
<tr>
<td>DATE_AND_TIME</td>
<td>Intrinsic subroutine</td>
<td>Returns the date and time. This is the preferred procedure for date and time.</td>
</tr>
<tr>
<td>IDATE</td>
<td>Intrinsic subroutine</td>
<td>Returns three integer values representing the current month, day, and year.</td>
</tr>
<tr>
<td>SYSTEM_CLOCK</td>
<td>Intrinsic subroutine</td>
<td>Returns data from the system clock.</td>
</tr>
<tr>
<td>TIME</td>
<td>Intrinsic subroutine</td>
<td>Returns the ASCII representation of the current time (in hh:mm:ss form).</td>
</tr>
</tbody>
</table>

The portability routines GETDAT, GETTIM, SETDAT, and SETTIM also supply this functionality.

Keyboard and Speaker Library Routines
The following table lists keyboard and speaker library routines.

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GETCHARQQ</td>
<td>Run-time Function</td>
<td>Returns the next keyboard keystroke.</td>
</tr>
<tr>
<td>BEEPQQ</td>
<td>Portability subroutine</td>
<td>Sounds the speaker for a specified duration in milliseconds at a specified frequency in Hertz.</td>
</tr>
<tr>
<td>GETSTRQQ</td>
<td>Run-time function</td>
<td>Reads a character string from the keyboard using buffered input.</td>
</tr>
</tbody>
</table>
### Statements and Intrinsic Procedures for Memory Allocation and Deallocation

The following table lists statements and intrinsic procedures that are used for memory allocation and deallocation.

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALLOCATE</td>
<td>Statement</td>
<td>Dynamically establishes allocatable array dimensions.</td>
</tr>
<tr>
<td>ALLOCATED</td>
<td>Intrinsic Function</td>
<td>Determines whether an allocatable array is allocated.</td>
</tr>
<tr>
<td>DEALLOCATE</td>
<td>Statement</td>
<td>Frees the storage space previously reserved in an ALLOCATE statement.</td>
</tr>
<tr>
<td>FREE</td>
<td>Intrinsic Subroutine</td>
<td>Frees the memory block specified by the integer pointer argument.</td>
</tr>
<tr>
<td>MALLOC</td>
<td>Intrinsic Function</td>
<td>Allocates a memory block of size bytes and returns an integer pointer to the block.</td>
</tr>
<tr>
<td>MOVE_ALLOC</td>
<td>Intrinsic Subroutine</td>
<td>Moves an allocation from one allocatable object to another.</td>
</tr>
</tbody>
</table>

### Intrinsic Functions for Arrays

The following table lists intrinsic functions for arrays.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALL</td>
<td>Determines whether all array values meet the conditions in a mask along a (optional) dimension.</td>
</tr>
<tr>
<td>ANY</td>
<td>Determines whether any array values meet the conditions in a mask along a (optional) dimension.</td>
</tr>
<tr>
<td>COUNT</td>
<td>Counts the number of array elements that meet the conditions in a mask along a (optional) dimension.</td>
</tr>
<tr>
<td>CSHIFT</td>
<td>Performs a circular shift along a (optional) dimension.</td>
</tr>
<tr>
<td>DIMENSION</td>
<td>Specifies that an entity is an array and specifies its rank and bounds.</td>
</tr>
<tr>
<td>DOT_PRODUCT</td>
<td>Performs dot-product multiplication on vectors (one-dimensional arrays).</td>
</tr>
<tr>
<td>EOSHIFT</td>
<td>Shifts elements off one end of array along a (optional) dimension and copies (optional) boundary values in other end.</td>
</tr>
<tr>
<td>LBOUND</td>
<td>Returns lower dimensional bounds of an array along a (optional) dimension.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LCOBOUND</td>
<td>Returns the lower cobounds of a coarray.</td>
</tr>
<tr>
<td>MATMUL</td>
<td>Performs matrix multiplication on matrices (two-dimensional arrays).</td>
</tr>
<tr>
<td>MAXLOC</td>
<td>Returns the location of the maximum value in an array meeting conditions in a (optional) mask along a (optional) dimension.</td>
</tr>
<tr>
<td>MAXVAL</td>
<td>Returns the maximum value in an array along a (optional) dimension that meets conditions in a (optional) mask.</td>
</tr>
<tr>
<td>MERGE</td>
<td>Merges two arrays according to conditions in a mask.</td>
</tr>
<tr>
<td>MINLOC</td>
<td>Returns the location of the minimum value in an array meeting conditions in a (optional) mask along a (optional) dimension.</td>
</tr>
<tr>
<td>MINVAL</td>
<td>Returns the minimum value in an array along a (optional) dimension that meets conditions in a (optional) mask.</td>
</tr>
<tr>
<td>PACK</td>
<td>Packs an array into a vector (one-dimensional array) of a (optional) size using a mask.</td>
</tr>
<tr>
<td>PRODUCT</td>
<td>Returns product of elements of an array along a (optional) dimension that meet conditions in a (optional) mask.</td>
</tr>
<tr>
<td>RESHAPE</td>
<td>Reshapes an array with (optional) subscript order, padded with (optional) array elements.</td>
</tr>
<tr>
<td>SHAPE</td>
<td>Returns the shape of an array.</td>
</tr>
<tr>
<td>SIZE</td>
<td>Returns the extent of an array along a (optional) dimension.</td>
</tr>
<tr>
<td>SPREAD</td>
<td>Replicates an array by adding a dimension.</td>
</tr>
<tr>
<td>SUM</td>
<td>Sums array elements along a (optional) dimension that meet conditions of an (optional) mask.</td>
</tr>
<tr>
<td>TRANSPOSE</td>
<td>Transposes a two-dimensional array.</td>
</tr>
<tr>
<td>UBOUND</td>
<td>Returns upper dimensional bounds of an array along a (optional) dimension.</td>
</tr>
<tr>
<td>UCOBOUND</td>
<td>Returns the upper cobounds of a coarray.</td>
</tr>
<tr>
<td>UNPACK</td>
<td>Unpacks a vector (one-dimensional array) into an array under a mask padding with values from a field.</td>
</tr>
</tbody>
</table>

**Intrinsic Functions for Numeric and Type Conversion**

The following table lists intrinsic functions for numeric and type conversion.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABS</td>
<td>Returns the absolute value of the argument.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>AIMAG</td>
<td>Returns imaginary part of complex number $z$.</td>
</tr>
<tr>
<td>AINT</td>
<td>Truncates the argument to a whole number of a specified (optional) kind.</td>
</tr>
<tr>
<td>AMAX0</td>
<td>Returns largest value among integer arguments as real.</td>
</tr>
<tr>
<td>AMIN0</td>
<td>Returns smallest value among integer arguments as real.</td>
</tr>
<tr>
<td>ANINT</td>
<td>Rounds to the nearest whole number of a specified (optional) kind.</td>
</tr>
<tr>
<td>CEILING</td>
<td>Returns smallest integer greater than the argument.</td>
</tr>
<tr>
<td>CMPLX</td>
<td>Converts the first argument and (optional) second argument to complex of a (optional) kind.</td>
</tr>
<tr>
<td>CONJG</td>
<td>Returns the conjugate of a complex number.</td>
</tr>
<tr>
<td>DBLE</td>
<td>Converts the argument to double precision type.</td>
</tr>
<tr>
<td>DCMPLX</td>
<td>Converts the argument to double complex type.</td>
</tr>
<tr>
<td>DFLOAT</td>
<td>Converts an integer to double precision type.</td>
</tr>
<tr>
<td>DIM</td>
<td>Returns the first argument minus the second argument if positive; else 0.</td>
</tr>
<tr>
<td>DPROD</td>
<td>Returns double-precision product of two single precision arguments.</td>
</tr>
<tr>
<td>FLOAT</td>
<td>Converts the argument to REAL(4).</td>
</tr>
<tr>
<td>FLOOR</td>
<td>Returns the greatest integer less than or equal to the argument.</td>
</tr>
<tr>
<td>IFIX</td>
<td>Converts a single-precision real argument to an integer argument by truncating.</td>
</tr>
<tr>
<td>IMAG</td>
<td>Same as AIMAG.</td>
</tr>
<tr>
<td>INT</td>
<td>Converts a value to integer type.</td>
</tr>
<tr>
<td>LOGICAL</td>
<td>Converts between logical arguments of (optional) kind.</td>
</tr>
<tr>
<td>MAX</td>
<td>Returns largest value among arguments.</td>
</tr>
<tr>
<td>MAX1</td>
<td>Returns largest value among real arguments as integer.</td>
</tr>
<tr>
<td>MIN</td>
<td>Returns smallest value among arguments.</td>
</tr>
<tr>
<td>MIN1</td>
<td>Returns smallest value among real arguments as integer</td>
</tr>
<tr>
<td>MOD</td>
<td>Returns the remainder of the first argument divided by the second argument.</td>
</tr>
<tr>
<td>MODULO</td>
<td>Returns the first argument modulo the second argument.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>NINT</td>
<td>Returns the nearest integer to the argument.</td>
</tr>
<tr>
<td>REAL</td>
<td>Converts a value to real type.</td>
</tr>
<tr>
<td>SIGN</td>
<td>Returns absolute value of the first argument times the sign of the second argument.</td>
</tr>
<tr>
<td>SNGL</td>
<td>Converts a double-precision argument to single-precision real type.</td>
</tr>
<tr>
<td>TRANSFER</td>
<td>Transforms first argument into type of second argument with (optional) size if an array.</td>
</tr>
<tr>
<td>ZEXT</td>
<td>Extends the argument with zeros.</td>
</tr>
</tbody>
</table>

**Trigonometric, Exponential, Root, and Logarithmic Intrinsic Procedures**

The following table lists intrinsic procedures for trigonometric, exponential, root, and logarithmic operations.

**NOTE**
Many routines in the LIBM library (Math Library) are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACOS</td>
<td>Returns the arccosine of the argument, expressed in radians between 0 and pi.</td>
</tr>
<tr>
<td>ACOSD</td>
<td>Returns the arccosine of the argument, expressed in degrees between 0 and 180.</td>
</tr>
<tr>
<td>ALOG</td>
<td>Returns natural log of the argument.</td>
</tr>
<tr>
<td>ALOG10</td>
<td>Returns common log (base 10) of the argument.</td>
</tr>
<tr>
<td>ASIN</td>
<td>Returns the arcsine of the argument, expressed in radians between ±pi/2.</td>
</tr>
<tr>
<td>ASIND</td>
<td>Returns the arcsine of the argument, expressed in degrees between ±90°.</td>
</tr>
<tr>
<td>ATAN</td>
<td>Returns the arctangent of the argument, expressed in radians between ±pi/2.</td>
</tr>
<tr>
<td>ATAND</td>
<td>Returns the arctangent of the argument, expressed in degrees between ±90°.</td>
</tr>
<tr>
<td>ATAN2</td>
<td>Returns the arctangent of the first argument divided by the second argument, expressed in radians between ±pi.</td>
</tr>
<tr>
<td>ATAN2D</td>
<td>Returns the arctangent of the first argument divided by the second argument, expressed in degrees between ±180°.</td>
</tr>
<tr>
<td>CCOS</td>
<td>Returns complex cosine of the argument.</td>
</tr>
<tr>
<td>CDCOS</td>
<td>Returns the double-precision complex cosine of the argument.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------------------</td>
</tr>
<tr>
<td>CDEXP</td>
<td>Returns double-precision complex exponential value of the argument.</td>
</tr>
<tr>
<td>CDLOG</td>
<td>Returns the double-precision complex natural log of the argument.</td>
</tr>
<tr>
<td>CDSIN</td>
<td>Returns the double-precision complex sine of the argument.</td>
</tr>
<tr>
<td>CDSQRT</td>
<td>Returns the double-precision complex square root of the argument.</td>
</tr>
<tr>
<td>CEXP</td>
<td>Returns the complex exponential value of the argument.</td>
</tr>
<tr>
<td>CLOG</td>
<td>Returns the complex natural log of the argument.</td>
</tr>
<tr>
<td>COS</td>
<td>Returns the cosine of the argument, which is in radians.</td>
</tr>
<tr>
<td>COSD</td>
<td>Returns the cosine of the argument, which is in degrees.</td>
</tr>
<tr>
<td>COSH</td>
<td>Returns the hyperbolic cosine of the argument.</td>
</tr>
<tr>
<td>COTAN</td>
<td>Returns the cotangent of the argument, which is in radians.</td>
</tr>
<tr>
<td>COTAND</td>
<td>Returns the cotangent of the argument, which is in degrees.</td>
</tr>
<tr>
<td>CSIN</td>
<td>Returns the complex sine of the argument.</td>
</tr>
<tr>
<td>CSQRT</td>
<td>Returns the complex square root of the argument.</td>
</tr>
<tr>
<td>DACOS</td>
<td>Returns the double-precision arccosine of the argument radians between 0 and pi.</td>
</tr>
<tr>
<td>DACOSD</td>
<td>Returns the arccosine of the argument in degrees between 0 and 180.</td>
</tr>
<tr>
<td>DASIN</td>
<td>Returns the double-precision arcsine of the argument in radians between ±pi/2.</td>
</tr>
<tr>
<td>DASIND</td>
<td>Returns the double-precision arcsine of the argument degrees between ±90°.</td>
</tr>
<tr>
<td>DATAN</td>
<td>Returns the double-precision arctangent of the argument radians between ±pi/2.</td>
</tr>
<tr>
<td>DATAND</td>
<td>Returns the double-precision arctangent of the argument degrees between ±90°.</td>
</tr>
<tr>
<td>DATAN2</td>
<td>Returns the double-precision arctangent of the first argument divided by the second argument, expressed in radians between ±pi.</td>
</tr>
<tr>
<td>DATAN2D</td>
<td>Returns the double-precision arctangent of the first argument divided by the second argument, expressed in degrees between ±180°.</td>
</tr>
<tr>
<td>DCOS</td>
<td>Returns the double-precision cosine of the argument, which is in radians.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DCOSD</td>
<td>Returns the double-precision cosine of the argument, which is in degrees.</td>
</tr>
<tr>
<td>DCOSH</td>
<td>Returns the double-precision hyperbolic cosine of the argument.</td>
</tr>
<tr>
<td>DCOTAN</td>
<td>Returns the double-precision cotangent of the argument.</td>
</tr>
<tr>
<td>DEXP</td>
<td>Returns the double-precision exponential value of the argument.</td>
</tr>
<tr>
<td>DLOG</td>
<td>Returns the double-precision natural log of the argument.</td>
</tr>
<tr>
<td>DLOG10</td>
<td>Returns the double-precision common log (base 10) of the argument.</td>
</tr>
<tr>
<td>DSIN</td>
<td>Returns the double-precision sin of the argument, which is in radians.</td>
</tr>
<tr>
<td>DSIND</td>
<td>Returns the double-precision sin of the argument, which is in degrees.</td>
</tr>
<tr>
<td>DSINH</td>
<td>Returns the double-precision hyperbolic sine of the argument.</td>
</tr>
<tr>
<td>DSQRT</td>
<td>Returns the double-precision square root of the argument.</td>
</tr>
<tr>
<td>DTAN</td>
<td>Returns the double-precision tangent of the argument, which is in radians.</td>
</tr>
<tr>
<td>DTAND</td>
<td>Returns the double-precision tangent of the argument, which is in degrees.</td>
</tr>
<tr>
<td>DTANH</td>
<td>Returns the double-precision hyperbolic tangent of the argument.</td>
</tr>
<tr>
<td>EXP</td>
<td>Returns the exponential value of the argument.</td>
</tr>
<tr>
<td>LOG</td>
<td>Returns the natural log of the argument.</td>
</tr>
<tr>
<td>LOG10</td>
<td>Returns the common log (base 10) of the argument.</td>
</tr>
<tr>
<td>SIN</td>
<td>Returns the sine of the argument, which is in radians.</td>
</tr>
<tr>
<td>SIND</td>
<td>Returns the sine of the argument, which is in degrees.</td>
</tr>
<tr>
<td>SINH</td>
<td>Returns the hyperbolic sine of the argument.</td>
</tr>
<tr>
<td>SQRT</td>
<td>Returns the square root of the argument.</td>
</tr>
<tr>
<td>TAN</td>
<td>Returns the tangent of the argument, which is in radians.</td>
</tr>
<tr>
<td>TAND</td>
<td>Returns the tangent of the argument, which is in degrees.</td>
</tr>
<tr>
<td>TANH</td>
<td>Returns the hyperbolic tangent of the argument.</td>
</tr>
</tbody>
</table>
Intrinsic Functions for Floating-Point Inquiry and Control

The following table lists intrinsic functions for floating-point inquiry and control. Certain functions (EXPONENT, FRACTION, NEAREST, RRSPACING, SCALE, SET_EXPONENT, and SPACING) return values related to components of the model set of real numbers. For a description of this model, see the Model for Real Data.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIGITS</td>
<td>Returns number of significant digits for data of the same type as the argument.</td>
</tr>
<tr>
<td>EPSILON</td>
<td>Returns the smallest positive number that when added to one produces a number greater than one for data of the same type as the argument.</td>
</tr>
<tr>
<td>EXPONENT</td>
<td>Returns the exponent part of the representation of x.</td>
</tr>
<tr>
<td>FRACTION</td>
<td>Returns the fractional part of the representation of the argument.</td>
</tr>
<tr>
<td>HUGE</td>
<td>Returns largest number that can be represented by data of type the argument.</td>
</tr>
<tr>
<td>MAXEXponent</td>
<td>Returns the largest positive decimal exponent for data of the same type as the argument.</td>
</tr>
<tr>
<td>MINEXponent</td>
<td>Returns the largest negative decimal exponent for data of the same type as the argument.</td>
</tr>
<tr>
<td>NEAREST</td>
<td>Returns the nearest different machine representable number to the first argument in the direction of the sign of the second argument.</td>
</tr>
<tr>
<td>PRECISION</td>
<td>Returns the number of significant digits for data of the same type as the argument.</td>
</tr>
<tr>
<td>RADIX</td>
<td>Returns the base for data of the same type as the argument.</td>
</tr>
<tr>
<td>RANGE</td>
<td>Returns the decimal exponent range for data of the same type as the argument.</td>
</tr>
<tr>
<td>RRSPACING</td>
<td>Returns the reciprocal of the relative spacing of numbers near the argument.</td>
</tr>
<tr>
<td>SCALE</td>
<td>Multiplies the first argument by 2 raised to the power of the second argument.</td>
</tr>
<tr>
<td>SET_EXPONENT</td>
<td>Returns a number whose fractional part is the first argument and whose exponential part is the second argument.</td>
</tr>
<tr>
<td>SPACING</td>
<td>Returns the absolute spacing of numbers near the argument.</td>
</tr>
<tr>
<td>TINY</td>
<td>Returns smallest positive number that can be represented by data of type of the argument.</td>
</tr>
</tbody>
</table>

The portability routines GETCONTROLFPQQ, GETSTATUSFPQQ, LCWRQQ, SCWRQQ, SETCONTROLFPQQ, and SSWRQQ also supply this functionality.
### Character Intrinsic Functions

The following table lists character intrinsic functions.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACHAR</td>
<td>Returns character in a specified position in the ASCII character set.</td>
</tr>
<tr>
<td>ADJUSTL</td>
<td>Adjusts left, removing leading blanks and inserting trailing blanks.</td>
</tr>
<tr>
<td>ADJUSTR</td>
<td>Adjusts right, removing trailing blanks and inserting leading blanks.</td>
</tr>
<tr>
<td>CHAR</td>
<td>Returns character in a specified position in the processor's character set.</td>
</tr>
<tr>
<td>IACHAR</td>
<td>Returns the position of the argument in the ASCII character set.</td>
</tr>
<tr>
<td>ICHAR</td>
<td>Returns the position of the argument in the processor's character set.</td>
</tr>
<tr>
<td>INDEX</td>
<td>Returns the starting position of a substring in a string, leftmost or (optional) rightmost occurrence.</td>
</tr>
<tr>
<td>LEN</td>
<td>Returns the size of the argument.</td>
</tr>
<tr>
<td>LEN_TRIM</td>
<td>Returns the number of characters in the argument, not counting trailing blanks.</td>
</tr>
<tr>
<td>LGE</td>
<td>Tests whether the first argument is greater than or equal to the second argument, based on the ASCII collating sequence.</td>
</tr>
<tr>
<td>LGT</td>
<td>Tests whether the first argument is greater than the second argument, based on the ASCII collating sequence.</td>
</tr>
<tr>
<td>LLE</td>
<td>Tests whether the first argument is less than or equal to the second argument, based on the ASCII collating sequence.</td>
</tr>
<tr>
<td>LLT</td>
<td>Tests whether the first argument is less than the second argument, based on the ASCII collating sequence.</td>
</tr>
<tr>
<td>REPEAT</td>
<td>Concatenates multiple copies of a string.</td>
</tr>
<tr>
<td>SCAN</td>
<td>Scans a string for any characters in a set and returns leftmost or (optional) rightmost position where a match is found.</td>
</tr>
<tr>
<td>TRIM</td>
<td>Removes trailing blanks from a string.</td>
</tr>
<tr>
<td>VERIFY</td>
<td>Returns the position of the leftmost or (optional) rightmost character in the argument string not in a set, or zero if all characters in the set are present.</td>
</tr>
</tbody>
</table>

### Intrinsic Procedures for Bit Operation and Representation

The following tables list intrinsic procedures for bit operation and representation.
<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIT_SIZE</td>
<td>Intrinsic Function</td>
<td>Returns the number of bits in integers of the type the argument.</td>
</tr>
<tr>
<td>BTEST</td>
<td>Intrinsic Function</td>
<td>Tests a bit in a position of the argument; true if bit is 1.</td>
</tr>
<tr>
<td>IAND</td>
<td>Intrinsic Function</td>
<td>Performs a logical AND.</td>
</tr>
<tr>
<td>IBCHNG</td>
<td>Intrinsic Function</td>
<td>Reverses value of bit in a position of the argument.</td>
</tr>
<tr>
<td>IBCLR</td>
<td>Intrinsic Function</td>
<td>Clears the bit in a position of the argument to zero.</td>
</tr>
<tr>
<td>IBITS</td>
<td>Intrinsic Function</td>
<td>Extracts a sequence of bits of length from the argument starting in a position.</td>
</tr>
<tr>
<td>IBSET</td>
<td>Intrinsic Function</td>
<td>Sets the bit in a position of the argument to one.</td>
</tr>
<tr>
<td>IEOR</td>
<td>Intrinsic Function</td>
<td>Performs an exclusive OR.</td>
</tr>
<tr>
<td>IOR</td>
<td>Intrinsic Function</td>
<td>Performs an inclusive OR.</td>
</tr>
<tr>
<td>ISHA</td>
<td>Intrinsic Function</td>
<td>Shifts the argument arithmetically left or right by shift bits; left if shift positive, right if shift negative. Zeros shifted in from the right, ones shifted in from the left.</td>
</tr>
<tr>
<td>ISHC</td>
<td>Intrinsic Function</td>
<td>Performs a circular shift of the argument left or right by shift bits; left if shift positive, right if shift negative. No bits lost.</td>
</tr>
<tr>
<td>ISHFT</td>
<td>Intrinsic Function</td>
<td>Shifts the argument logically left or right by shift bits; left if shift positive, right if shift negative. Zeros shifted in from opposite end.</td>
</tr>
<tr>
<td>ISHFTC</td>
<td>Intrinsic Function</td>
<td>Performs a circular shift of the rightmost bits of (optional) size by shift bits. No bits lost.</td>
</tr>
</tbody>
</table>
### ISHL
- **Procedure Type**: Intrinsic Function
- **Description**: Shifts the argument logically left or right by shift bits. Zeros shifted in from opposite end.

### MVBITS
- **Procedure Type**: Intrinsic Subroutine
- **Description**: Copies a sequence of bits from one integer to another.

### NOT
- **Procedure Type**: Intrinsic Function
- **Description**: Performs a logical complement.

### Bit Representation

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEADZ</td>
<td>Intrinsic Function</td>
<td>Returns leading zero bits in an integer.</td>
</tr>
<tr>
<td>POPCNT</td>
<td>Intrinsic Function</td>
<td>Returns number of 1 bits in an integer.</td>
</tr>
<tr>
<td>POPPAR</td>
<td>Intrinsic Function</td>
<td>Returns the parity of an integer.</td>
</tr>
<tr>
<td>TRAILZ</td>
<td>Intrinsic Function</td>
<td>Returns trailing zero bits in an integer.</td>
</tr>
</tbody>
</table>

### QuickWin Library Routines (W*S)

The following table lists Quickwin library routines.

**Note**: Programs that use these routines must access the appropriate library with USE IFQWIN. These routines are restricted to Windows* systems.

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABOUTBOXQQ</td>
<td>Function</td>
<td>Adds an About Box with customized text.</td>
</tr>
<tr>
<td>APPENDMENUQQ</td>
<td>Function</td>
<td>Appends a menu item.</td>
</tr>
<tr>
<td>CLICKMENUQQ</td>
<td>Function</td>
<td>Sends menu click messages to the application window.</td>
</tr>
<tr>
<td>DELETEMENUQQ</td>
<td>Function</td>
<td>Deletes a menu item.</td>
</tr>
<tr>
<td>FOCUSQQ</td>
<td>Function</td>
<td>Makes a child window active, and gives focus to the child window.</td>
</tr>
<tr>
<td>GETACTIVEQQ</td>
<td>Function</td>
<td>Gets the unit number of the active child window.</td>
</tr>
<tr>
<td>GETEXITQQ</td>
<td>Function</td>
<td>Gets the setting for a QuickWin application's exit behavior.</td>
</tr>
<tr>
<td>GETHWNDQQ</td>
<td>Function</td>
<td>Gets the true windows handle from window with the specified unit number.</td>
</tr>
<tr>
<td>GETWINDOWCONFIG</td>
<td>Function</td>
<td>Returns the current window's properties.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GETWSIZEQQ</td>
<td>Function</td>
<td>Gets the size of the child or frame window.</td>
</tr>
<tr>
<td>GETUNITQQ</td>
<td>Function</td>
<td>Gets the unit number corresponding to the specified windows handle. Inverse of GETHWNDQQ.</td>
</tr>
<tr>
<td>INCHARRQQ</td>
<td>Function</td>
<td>Reads a keyboard input and return its ASCII value.</td>
</tr>
<tr>
<td>INITIALSETTINGS</td>
<td>Function</td>
<td>Controls initial menu settings and initial frame window settings.</td>
</tr>
<tr>
<td>INQFOCUSQQ</td>
<td>Function</td>
<td>Determines which window is active and has the focus.</td>
</tr>
<tr>
<td>INSERTMENUQQ</td>
<td>Function</td>
<td>Inserts a menu item.</td>
</tr>
<tr>
<td>INTEGRERTORGB</td>
<td>Subroutine</td>
<td>Converts a true color value into its red, green and blue components.</td>
</tr>
<tr>
<td>MESSAGEBOXQQ</td>
<td>Function</td>
<td>Displays a message box.</td>
</tr>
<tr>
<td>MODIFYMENUFLAGSQQ</td>
<td>Function</td>
<td>Modifies a menu item state.</td>
</tr>
<tr>
<td>MODIFYMENUROUTINEQQ</td>
<td>Function</td>
<td>Modifies a menu item's callback routine.</td>
</tr>
<tr>
<td>MODIFYMENUSTRINGQQ</td>
<td>Function</td>
<td>Changes a menu item's text string.</td>
</tr>
<tr>
<td>PASSDIRKEYSQQ</td>
<td>Function</td>
<td>Determines the behavior of direction and page keys.</td>
</tr>
<tr>
<td>REGISTERMOUSEEVENT</td>
<td>Function</td>
<td>Registers the application-defined routines to be called on mouse events.</td>
</tr>
<tr>
<td>RGBTOINTEGER</td>
<td>Function</td>
<td>Converts a trio of red, green and blue values to a true color value for use with RGB functions and subroutines.</td>
</tr>
<tr>
<td>SETACTIVEQQ</td>
<td>Function</td>
<td>Makes the specified window the current active window without giving it the focus.</td>
</tr>
<tr>
<td>SETEXITQQ</td>
<td>Function</td>
<td>Sets a QuickWin application's exit behavior.</td>
</tr>
<tr>
<td>SETMESSAGEQQ</td>
<td>Subroutine</td>
<td>Changes any QuickWin message, including status bar messages, state messages and dialog box messages.</td>
</tr>
<tr>
<td>SETMOUSECURSOR</td>
<td>Function</td>
<td>Sets the mouse cursor for the window in focus.</td>
</tr>
<tr>
<td>SETWINDOWCONFIG</td>
<td>Function</td>
<td>Configures the current window's properties.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SETWINDOWMENUQQ</td>
<td>Function</td>
<td>Sets the Window menu to which current child window names will be appended.</td>
</tr>
<tr>
<td>SETWSIZEQQ</td>
<td>Function</td>
<td>Sets the size of the child or frame window.</td>
</tr>
<tr>
<td>UNREGISTERMOUSEEVENT</td>
<td>Function</td>
<td>Removes the callback routine registered by REGISTERMOUSEEVENT.</td>
</tr>
<tr>
<td>WAITONMOUSEEVENT</td>
<td>Function</td>
<td>Blocks return until a mouse event occurs.</td>
</tr>
</tbody>
</table>

**Graphics Library Routines (W*S)**

The following table lists library routines for graphics. Programs that use these routines must access the appropriate library with USE IFQWIN. These routines are restricted to Windows* systems.

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC, ARC_W</td>
<td>Functions</td>
<td>Draws an arc.</td>
</tr>
<tr>
<td>CLEARSCREEN</td>
<td>Subroutine</td>
<td>Clears the screen, viewport, or text window.</td>
</tr>
<tr>
<td>DISPLAYCURSOR</td>
<td>Function</td>
<td>Turns the cursor off and on.</td>
</tr>
<tr>
<td>ELLIPSE, ELLIPSE_W</td>
<td>Functions</td>
<td>Draws an ellipse or circle.</td>
</tr>
<tr>
<td>FLOODFILL, FLOODFILL_W</td>
<td>Functions</td>
<td>Fills an enclosed area of the screen with the current color index, using the current fill mask.</td>
</tr>
<tr>
<td>FLOODFILLRGB, FLOODFILLRGB_W</td>
<td>Functions</td>
<td>Fills an enclosed area of the screen with the current RGB color, using the current fill mask.</td>
</tr>
<tr>
<td>GETARCINFO</td>
<td>Function</td>
<td>Determines the end points of the most recently drawn arc or pie.</td>
</tr>
<tr>
<td>GETBKCOLOR</td>
<td>Function</td>
<td>Returns the current background color index.</td>
</tr>
<tr>
<td>GETBKCOLORRGB</td>
<td>Function</td>
<td>Returns the current background RGB color.</td>
</tr>
<tr>
<td>GETCOLOR</td>
<td>Function</td>
<td>Returns the current color index.</td>
</tr>
<tr>
<td>GETCOLORRGB</td>
<td>Function</td>
<td>Returns the current RGB color.</td>
</tr>
<tr>
<td>GetCurrentPOSITION,</td>
<td>Subroutines</td>
<td>Returns the coordinates of the current graphics-output position.</td>
</tr>
<tr>
<td>GETCURRENTPOSITION_W</td>
<td></td>
<td></td>
</tr>
<tr>
<td>GETFILLMASK</td>
<td>Subroutine</td>
<td>Returns the current fill mask.</td>
</tr>
<tr>
<td>GETFONTINFO</td>
<td>Function</td>
<td>Returns the current font characteristics.</td>
</tr>
<tr>
<td>GETGTEXTEXTENT</td>
<td>Function</td>
<td>Determines the width of the specified text in the current font.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GETGTEXTROTATION</td>
<td>Function</td>
<td>Get the current text rotation angle.</td>
</tr>
<tr>
<td>GETIMAGE, GETIMAGE_W</td>
<td>Subroutines</td>
<td>Stores a screen image in memory.</td>
</tr>
<tr>
<td>GETLINESTYLE</td>
<td>Function</td>
<td>Returns the current line style.</td>
</tr>
<tr>
<td>GETLINEWIDTHQQ</td>
<td>Function</td>
<td>Returns the current line width or the line width set by the last call to SETLINEWIDTHQQ.</td>
</tr>
<tr>
<td>GETPHYSCOORD</td>
<td>Subroutine</td>
<td>Converts viewport coordinates to physical coordinates.</td>
</tr>
<tr>
<td>GETPIXEL, GETPIXEL_W</td>
<td>Functions</td>
<td>Returns a pixel's color index.</td>
</tr>
<tr>
<td>GETPIXELRGB, GETPIXELRGB_W</td>
<td>Functions</td>
<td>Returns a pixel's RGB color.</td>
</tr>
<tr>
<td>GETPIXELS</td>
<td>Function</td>
<td>Returns the color indices of multiple pixels.</td>
</tr>
<tr>
<td>GETPIXELSRGB</td>
<td>Function</td>
<td>Returns the RGB colors of multiple pixels.</td>
</tr>
<tr>
<td>GETTEXTCOLOR</td>
<td>Function</td>
<td>Returns the current text color index.</td>
</tr>
<tr>
<td>GETTEXTCOLORRGB</td>
<td>Function</td>
<td>Returns the current text RGB color.</td>
</tr>
<tr>
<td>GETTEXTPOSITION</td>
<td>Subroutine</td>
<td>Returns the current text-output position.</td>
</tr>
<tr>
<td>GETTEXTWINDOW</td>
<td>Subroutine</td>
<td>Returns the boundaries of the current text window.</td>
</tr>
<tr>
<td>GETVIEWCOORD, GETVIEWCOORD_W</td>
<td>Subroutines</td>
<td>Converts physical or window coordinates to viewport coordinates.</td>
</tr>
<tr>
<td>GETWINDOWCOORD</td>
<td>Subroutine</td>
<td>Converts viewport coordinates to window coordinates.</td>
</tr>
<tr>
<td>GETWRITEMODE</td>
<td>Function</td>
<td>Returns the logical write mode for lines.</td>
</tr>
<tr>
<td>GRSTATUS</td>
<td>Function</td>
<td>Returns the status (success or failure) of the most recently called graphics routine.</td>
</tr>
<tr>
<td>IMAGESIZE, IMAGESIZE_W</td>
<td>Functions</td>
<td>Returns image size in bytes.</td>
</tr>
<tr>
<td>INITIALIZEFONTS</td>
<td>Function</td>
<td>Initializes the font library.</td>
</tr>
<tr>
<td>LINETO, LINETO_W</td>
<td>Functions</td>
<td>Draws a line from the current position to a specified point.</td>
</tr>
<tr>
<td>LINETOAR</td>
<td>Function</td>
<td>Draws a line between points in one array and corresponding points in another array.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LINETOAREX</td>
<td>Function</td>
<td>Similar to LINETOAR, but also lets you specify color and line style.</td>
</tr>
<tr>
<td>LOADIMAGE, LOADIMAGE_W</td>
<td>Functions</td>
<td>Reads a Windows bitmap file (.BMP) and displays it at the specified location.</td>
</tr>
<tr>
<td>MOVETO, MOVETO_W</td>
<td>Subroutines</td>
<td>Moves the current position to the specified point.</td>
</tr>
<tr>
<td>OUTGTEXT</td>
<td>Subroutine</td>
<td>Sends text in the current font to the screen at the current position.</td>
</tr>
<tr>
<td>OUTTEXT</td>
<td>Subroutine</td>
<td>Sends text to the screen at the current position.</td>
</tr>
<tr>
<td>PIE, PIE_W</td>
<td>Functions</td>
<td>Draws a pie slice.</td>
</tr>
<tr>
<td>POLYBEZIER, POLYBEZIER_W</td>
<td>Functions</td>
<td>Draws one or more Bezier curves.</td>
</tr>
<tr>
<td>POLYBEZIERTO, POLYBEZIERTO_W</td>
<td>Functions</td>
<td>Draws one or more Bezier curves.</td>
</tr>
<tr>
<td>POLYGON, POLYGON_W</td>
<td>Functions</td>
<td>Draws a polygon.</td>
</tr>
<tr>
<td>POLYLINEQQ</td>
<td>Function</td>
<td>Draws a line between successive points in an array.</td>
</tr>
<tr>
<td>PUTIMAGE, PUTIMAGE_W</td>
<td>Subroutines</td>
<td>Retrieves an image from memory and displays it.</td>
</tr>
<tr>
<td>RECTANGLE, RECTANGLE_W</td>
<td>Functions</td>
<td>Draws a rectangle.</td>
</tr>
<tr>
<td>REMAPALLPALETTERGB</td>
<td>Function</td>
<td>Remaps a set of RGB color values to indices recognized by the current video configuration.</td>
</tr>
<tr>
<td>REMAPPALETTERGB</td>
<td>Function</td>
<td>Remaps a single RGB color value to a color index.</td>
</tr>
<tr>
<td>SAVEIMAGE, SAVEIMAGE_W</td>
<td>Functions</td>
<td>Captures a screen image and saves it as a Windows bitmap file.</td>
</tr>
<tr>
<td>SCROLLTEXTWINDOW</td>
<td>Subroutine</td>
<td>Scrolls the contents of a text window.</td>
</tr>
<tr>
<td>SETBKCOLOR</td>
<td>Function</td>
<td>Sets the current background color.</td>
</tr>
<tr>
<td>SETBKCOLORRRGB</td>
<td>Function</td>
<td>Sets the current background color to a direct color value rather than an index to a defined palette.</td>
</tr>
<tr>
<td>SETCLIPRGN</td>
<td>Subroutine</td>
<td>Limits graphics output to a part of the screen.</td>
</tr>
<tr>
<td>SETCOLOR</td>
<td>Function</td>
<td>Sets the current color to a new color index.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SETCOLORRGB</td>
<td>Function</td>
<td>Sets the current color to a direct color value rather than an index to a defined palette.</td>
</tr>
<tr>
<td>SETFILLMASK</td>
<td>Subroutine</td>
<td>Changes the current fill mask to a new pattern.</td>
</tr>
<tr>
<td>SETFONT</td>
<td>Function</td>
<td>Finds a single font matching the specified characteristics and assigns it to OUTGTEXT.</td>
</tr>
<tr>
<td>SETGTEXTROTATION</td>
<td>Subroutine</td>
<td>Sets the direction in which text is written to the specified angle.</td>
</tr>
<tr>
<td>SETLINESTYLE</td>
<td>Subroutine</td>
<td>Changes the current line style.</td>
</tr>
<tr>
<td>SETLINEWIDTHQQ</td>
<td>Subroutine</td>
<td>Sets the width of a solid line drawn using any of the supported graphics functions.</td>
</tr>
<tr>
<td>SETPIXEL, SETPIXEL_W</td>
<td>Functions</td>
<td>Sets color of a pixel at a specified location.</td>
</tr>
<tr>
<td>SETPIXELRGB, SETPIXELRGB_W</td>
<td>Functions</td>
<td>Sets RGB color of a pixel at a specified location.</td>
</tr>
<tr>
<td>SETPIXELS</td>
<td>Subroutine</td>
<td>Sets the color indices of multiple pixels.</td>
</tr>
<tr>
<td>SETPIXELSRGB</td>
<td>Subroutine</td>
<td>Sets the RGB color of multiple pixels.</td>
</tr>
<tr>
<td>SETTEXTCOLOR</td>
<td>Function</td>
<td>Sets the current text color to a new color index.</td>
</tr>
<tr>
<td>SETTEXTCOLORRGB</td>
<td>Function</td>
<td>Sets the current text color to a direct color value rather than an index to a defined palette.</td>
</tr>
<tr>
<td>SETTEXTCURSOR</td>
<td>Function</td>
<td>Sets the height and width of the text cursor for the window in focus.</td>
</tr>
<tr>
<td>SETTEXTPosition</td>
<td>Subroutine</td>
<td>Changes the current text position.</td>
</tr>
<tr>
<td>SETTEXTWINDOW</td>
<td>Subroutine</td>
<td>Sets the current text display window.</td>
</tr>
<tr>
<td>SETVIEWORG</td>
<td>Subroutine</td>
<td>Positions the viewport coordinate origin.</td>
</tr>
<tr>
<td>SETVIEWPORT</td>
<td>Subroutine</td>
<td>Defines the size and screen position of the viewport.</td>
</tr>
<tr>
<td>SETWINDOW</td>
<td>Function</td>
<td>Defines the window coordinate system.</td>
</tr>
<tr>
<td>SETWRITEMODE</td>
<td>Function</td>
<td>Changes the current logical write mode for lines.</td>
</tr>
<tr>
<td>WRAPON</td>
<td>Function</td>
<td>Turns line wrapping on or off.</td>
</tr>
</tbody>
</table>
Portability Library Routines

The following tables list library routines for portability.

If you have programs that use these routines, it is recommended that they access the portability library with USE IFPORT.

Some routines in this library can be called with different sets of arguments, and some can be used as a function or a subroutine. In these cases, the arguments and calling mechanism determine the meaning of the routine. The IFPORT module contains generic interface blocks that give procedure definitions for these routines.


## Information Retrieval

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FOR_IFCORE_VERSION</td>
<td>Function</td>
<td>Returns the version of the Fortran run-time library (ifcore).</td>
</tr>
<tr>
<td>FOR_IFPORT_VERSION</td>
<td>Function</td>
<td>Returns the version of the Fortran portability library (ifport).</td>
</tr>
<tr>
<td>FSTAT</td>
<td>Function</td>
<td>Returns information about a logical file unit.</td>
</tr>
<tr>
<td>GETCWD</td>
<td>Function</td>
<td>Returns the pathname of the current working directory.</td>
</tr>
<tr>
<td>GETENV</td>
<td>Subroutine</td>
<td>Searches the environment for a given string and returns its value if found.</td>
</tr>
<tr>
<td>GETGID</td>
<td>Function</td>
<td>Returns the group ID of the user.</td>
</tr>
<tr>
<td>GETLOG</td>
<td>Subroutine</td>
<td>Returns the user's login name.</td>
</tr>
<tr>
<td>GETPID</td>
<td>Function</td>
<td>Returns the process ID of the process.</td>
</tr>
<tr>
<td>GETUID</td>
<td>Function</td>
<td>Returns the user ID of the user of the process.</td>
</tr>
<tr>
<td>HOSTNAM¹</td>
<td>Function</td>
<td>Returns the name of the user's host.</td>
</tr>
<tr>
<td>ISATTY</td>
<td>Function</td>
<td>Checks whether a logical unit number is a terminal.</td>
</tr>
<tr>
<td>LSTAT</td>
<td>Function</td>
<td>Returns information about a named file. STAT is the preferred form of this function.</td>
</tr>
<tr>
<td>RENAME</td>
<td>Function</td>
<td>Renames a file.</td>
</tr>
<tr>
<td>STAT</td>
<td>Function</td>
<td>Returns information about a named file.</td>
</tr>
<tr>
<td>UNLINK</td>
<td>Function</td>
<td>Deletes the file given by path.</td>
</tr>
</tbody>
</table>
### Process Control

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABORT</td>
<td>Subroutine</td>
<td>Stops execution of the current process, clears I/O buffers, and writes a string to external unit 0.</td>
</tr>
<tr>
<td>ALARM</td>
<td>Function</td>
<td>Executes an external subroutine after waiting a specified number of seconds.</td>
</tr>
<tr>
<td>KILL</td>
<td>Function</td>
<td>Sends a signal code to the process given by ID.</td>
</tr>
<tr>
<td>SIGNAL</td>
<td>Function</td>
<td>Changes the action for signal.</td>
</tr>
<tr>
<td>SLEEP</td>
<td>Subroutine</td>
<td>Suspends program execution for a specified number of seconds.</td>
</tr>
<tr>
<td>SYSTEM</td>
<td>Function</td>
<td>Executes a command in a separate shell.</td>
</tr>
</tbody>
</table>

### Numeric Values and Conversion

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BESJ0, BESJ1, BESJN, BESY0, BESY1, BESYN</td>
<td>Functions</td>
<td>Return single-precision values of Bessel functions of the first and second kind of orders 1, 2, and n, respectively.</td>
</tr>
<tr>
<td>BIC, BIS</td>
<td>Subroutines</td>
<td>Perform bit level clear, set, and test for integers.</td>
</tr>
<tr>
<td>BIT</td>
<td>Function</td>
<td>Performs bit level clear, set, and test for integers.</td>
</tr>
<tr>
<td>CDFLOAT</td>
<td>Function</td>
<td>Converts a COMPLEX(4) argument to DOUBLE PRECISION type.</td>
</tr>
<tr>
<td>COMPLINT, COMPLREAL, COMPLLOG</td>
<td>Functions</td>
<td>Return a BIT-WISE complement or logical .NOT. of the argument.</td>
</tr>
<tr>
<td>CSMG</td>
<td>Function</td>
<td>Performs an effective BIT-WISE store under mask.</td>
</tr>
<tr>
<td>DBESJ0, DBESJ1, DBESJN, DBESY0, DBESY1, DBESYN</td>
<td>Functions</td>
<td>Return double-precision values of Bessel functions of the first and second kind of orders 1, 2, and n, respectively.</td>
</tr>
<tr>
<td>DFLOATI, DFLOATJ, DFLOATK</td>
<td>Functions</td>
<td>Convert an integer to double-precision real type.</td>
</tr>
<tr>
<td>DRAND, DRANDM</td>
<td>Functions</td>
<td>Return random numbers between 0.0 and 1.0.</td>
</tr>
<tr>
<td>DRANSET</td>
<td>Subroutine</td>
<td>Sets the seed for the random number generator.</td>
</tr>
<tr>
<td>IDFLOAT</td>
<td>Function</td>
<td>Converts an INTEGER(4) argument to double-precision real type.</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>IFLOATI, IFLOATJ</td>
<td>Functions</td>
<td>Convert an integer to single-precision real type.</td>
</tr>
<tr>
<td>INMAX</td>
<td>Function</td>
<td>Returns the maximum positive value for an integer.</td>
</tr>
<tr>
<td>INTC</td>
<td>Function</td>
<td>Converts an INTEGER(4) argument to INTEGER(2) type.</td>
</tr>
<tr>
<td>IRAND, IRANDM</td>
<td>Functions</td>
<td>Return a positive integer in the range 0 through 2<strong>31-1 or 2</strong>15-1 if called without an argument.</td>
</tr>
<tr>
<td>IRANGET</td>
<td>Subroutine</td>
<td>Returns the current seed.</td>
</tr>
<tr>
<td>IRANSET</td>
<td>Subroutine</td>
<td>Sets the seed for the random number generator.</td>
</tr>
<tr>
<td>JABS</td>
<td>Function</td>
<td>Computes an absolute value.</td>
</tr>
<tr>
<td>LONG</td>
<td>Function</td>
<td>Converts an INTEGER(2) argument to INTEGER(4) type.</td>
</tr>
<tr>
<td>QRANSET</td>
<td>Subroutine</td>
<td>Sets the seed for a sequence of pseudo-random numbers.</td>
</tr>
<tr>
<td>RAND, RANDOM²</td>
<td>Functions</td>
<td>Return random values in the range 0 through 1.0.</td>
</tr>
<tr>
<td>RANF</td>
<td>Function</td>
<td>Generates a random number between 0.0 and RAND_MAX.</td>
</tr>
<tr>
<td>RANGET</td>
<td>Subroutine</td>
<td>Returns the current seed.</td>
</tr>
<tr>
<td>RANSET</td>
<td>Subroutine</td>
<td>Sets the seed for the random number generator.</td>
</tr>
<tr>
<td>SEED</td>
<td>Subroutine</td>
<td>Changes the starting point of RANDOM.</td>
</tr>
<tr>
<td>SHORT</td>
<td>Function</td>
<td>Converts an INTEGER(4) argument to INTEGER(2) type.</td>
</tr>
<tr>
<td>SRAND</td>
<td>Subroutine</td>
<td>Seeds the random number generator used with IRAND and RAND.</td>
</tr>
</tbody>
</table>

**Input and Output**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCESS</td>
<td>Function</td>
<td>Checks a file for accessibility according to mode.</td>
</tr>
<tr>
<td>CHMOD</td>
<td>Function</td>
<td>Changes file attributes.</td>
</tr>
<tr>
<td>FGETC</td>
<td>Function</td>
<td>Reads a character from an external unit.</td>
</tr>
<tr>
<td>FLUSH</td>
<td>Function</td>
<td>Flushes the buffer for an external unit to its associated file.</td>
</tr>
<tr>
<td>FPUTC</td>
<td>Function</td>
<td>Writes a character to an external unit.</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>----------------</td>
<td>-----------------------------------------</td>
</tr>
<tr>
<td>FSEEK</td>
<td>Subroutine</td>
<td>Repositions a file on an external unit.</td>
</tr>
<tr>
<td>FTELL, FTELLI8</td>
<td>Function</td>
<td>Return the offset, in bytes, from the beginning of the file.</td>
</tr>
<tr>
<td>GETC</td>
<td>Function</td>
<td>Reads a character from unit 5.</td>
</tr>
<tr>
<td>GETPOS, GETPOSI8</td>
<td>Functions</td>
<td>Return the offset, in bytes, from the beginning of the file.</td>
</tr>
<tr>
<td>PUTC</td>
<td>Function</td>
<td>Writes a character to unit 6.</td>
</tr>
</tbody>
</table>

**Date and Time**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLOCK</td>
<td>Function</td>
<td>Returns current time in HH:MM:SS format using a 24-hour clock.</td>
</tr>
<tr>
<td>CLOCKX</td>
<td>Subroutine</td>
<td>Returns the processor clock to the nearest microsecond.</td>
</tr>
<tr>
<td>CTIME</td>
<td>Function</td>
<td>Converts system time to a 24-character ASCII string.</td>
</tr>
<tr>
<td>DATE³</td>
<td>Subroutine or Function</td>
<td>Returns the current system date.</td>
</tr>
<tr>
<td>DATE4</td>
<td>Subroutine</td>
<td>Returns the current system date.</td>
</tr>
<tr>
<td>DCLOCK</td>
<td>Function</td>
<td>Returns the elapsed time in seconds since the start of the current process.</td>
</tr>
<tr>
<td>DTIME</td>
<td>Function</td>
<td>Returns CPU time since later of (1) start of program, or (2) most recent call to DTIME.</td>
</tr>
<tr>
<td>ETIME</td>
<td>Function</td>
<td>Returns elapsed CPU time since the start of program execution.</td>
</tr>
<tr>
<td>FDATE</td>
<td>Subroutine or Function</td>
<td>Returns the current date and time as an ASCII string.</td>
</tr>
<tr>
<td>GETDAT</td>
<td>Subroutine</td>
<td>Returns the date.</td>
</tr>
<tr>
<td>GETTIM</td>
<td>Subroutine</td>
<td>Returns the time.</td>
</tr>
<tr>
<td>GMTIME</td>
<td>Subroutine</td>
<td>Returns Greenwich Mean Time as a 9-element integer array.</td>
</tr>
<tr>
<td>IDATE³</td>
<td>Subroutine</td>
<td>Returns the date either as one 3-element array or three scalar parameters (month, day, year).</td>
</tr>
<tr>
<td>IDATE4</td>
<td>Subroutine</td>
<td>Returns the date either as one 3-element array or three scalar parameters (month, day, year).</td>
</tr>
<tr>
<td>ITIME</td>
<td>Subroutine</td>
<td>Returns current time as a 3-element array (hour, minute, second).</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>JDATE³</td>
<td>Function</td>
<td>Returns current date as an 8-character string with the Julian date.</td>
</tr>
<tr>
<td>JDATE⁴</td>
<td>Function</td>
<td>Returns current date as a 10-character string with the Julian date.</td>
</tr>
<tr>
<td>LTIME</td>
<td>Subroutine</td>
<td>Returns local time as a 9-element integer array.</td>
</tr>
<tr>
<td>RTC</td>
<td>Function</td>
<td>Returns number of seconds since 00:00:00 GMT, Jan 1, 1970.</td>
</tr>
<tr>
<td>SECONDS</td>
<td>Function</td>
<td>Returns number of seconds since midnight, less the value of its argument.</td>
</tr>
<tr>
<td>SETDAT</td>
<td>Function</td>
<td>Sets the date.</td>
</tr>
<tr>
<td>SETTIM</td>
<td>Function</td>
<td>Sets the time.</td>
</tr>
<tr>
<td>TIME</td>
<td>Subroutine or Function</td>
<td>As a subroutine, returns time formatted as HH:MM:SS; as a function, returns time in seconds since 00:00:00 GMT, Jan 1, 1970.</td>
</tr>
<tr>
<td>TIMEF</td>
<td>Function</td>
<td>Returns the number of seconds since the first time this function was called (or zero).</td>
</tr>
</tbody>
</table>

**Error Handling**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GETLASTERROR</td>
<td>Function</td>
<td>Returns the last error set.</td>
</tr>
<tr>
<td>GETLASTERRORQQ</td>
<td>Function</td>
<td>Returns the last error set by a run-time function or subroutine.</td>
</tr>
<tr>
<td>IERRORNO</td>
<td>Function</td>
<td>Returns the last code error.</td>
</tr>
<tr>
<td>SETERRORMODEQQ</td>
<td>Subroutine</td>
<td>Sets the mode for handling critical errors.</td>
</tr>
</tbody>
</table>

**Program Control**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAISEQQ</td>
<td>Function</td>
<td>Sends an interrupt to the executing program, simulating an interrupt from the operating system.</td>
</tr>
<tr>
<td>RUNQQ</td>
<td>Function</td>
<td>Calls another program and waits for it to execute.</td>
</tr>
<tr>
<td>SIGNALQQ</td>
<td>Function</td>
<td>Controls signal handling.</td>
</tr>
<tr>
<td>SLEEPQQ</td>
<td>Subroutine</td>
<td>Delays execution of the program for the specified time.</td>
</tr>
</tbody>
</table>
### System, Drive, and Directory

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHDIR</td>
<td>Function</td>
<td>Changes the current working directory.</td>
</tr>
<tr>
<td>CHANGEDIRQQ</td>
<td>Function</td>
<td>Makes the specified directory the current (default) directory.</td>
</tr>
<tr>
<td>CHANGEDRIVEQQ</td>
<td>Function</td>
<td>Makes the specified drive the current drive.</td>
</tr>
<tr>
<td>DELDIRQQ</td>
<td>Function</td>
<td>Deletes a specified directory.</td>
</tr>
<tr>
<td>GETDRIVEDIRQQ</td>
<td>Function</td>
<td>Returns the current drive and directory path.</td>
</tr>
<tr>
<td>GETDRIVESIZEQQ</td>
<td>Function</td>
<td>Gets the size of the specified drive.</td>
</tr>
<tr>
<td>GETDRIVESQQ</td>
<td>Function</td>
<td>Reports the drives available to the system.</td>
</tr>
<tr>
<td>GETENVQQ</td>
<td>Function</td>
<td>Gets a value from the current environment.</td>
</tr>
<tr>
<td>MADEDIRQQ</td>
<td>Function</td>
<td>Makes a directory with the specified directory name.</td>
</tr>
<tr>
<td>SETENVQQ</td>
<td>Function</td>
<td>Adds a new environment variable, or sets the value of an existing one.</td>
</tr>
<tr>
<td>SYSTEMQQ</td>
<td>Function</td>
<td>Executes a command by passing a command string to the operating system's command interpreter.</td>
</tr>
</tbody>
</table>

### Speaker

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BEEPQQ</td>
<td>Subroutine</td>
<td>Sounds the speaker for a specified duration in milliseconds at a specified frequency in Hertz.</td>
</tr>
</tbody>
</table>

### File Management

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DELFILESQQ</td>
<td>Function</td>
<td>Deletes the specified files in a specified directory.</td>
</tr>
<tr>
<td>FINDFILEQQ</td>
<td>Function</td>
<td>Searches for a file in the directories specified in the PATH environment variable.</td>
</tr>
<tr>
<td>FULLPATHQQ</td>
<td>Function</td>
<td>Returns the full path for a specified file or directory.</td>
</tr>
<tr>
<td>GETFILEINFOQQ</td>
<td>Function</td>
<td>Returns information about files with names that match a request string.</td>
</tr>
<tr>
<td>PACKTIMEQQ</td>
<td>Subroutine</td>
<td>Packs time values for use by SETFILETIMEQQ.</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>----------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>RENAMEFILEQQ</td>
<td>Function</td>
<td>Renames a file.</td>
</tr>
<tr>
<td>SETFILEACCESSQQ</td>
<td>Function</td>
<td>Sets file-access mode for the specified file.</td>
</tr>
<tr>
<td>SETFILETIMEQQ</td>
<td>Function</td>
<td>Sets modification time for a given file.</td>
</tr>
<tr>
<td>SPLITPATHQQ</td>
<td>Function</td>
<td>Breaks a full path into four components.</td>
</tr>
<tr>
<td>UNPACKTIMEQQ</td>
<td>Subroutine</td>
<td>Unpacks a file's packed time and date value into its component parts.</td>
</tr>
</tbody>
</table>

**Arrays**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSEARCHQQ</td>
<td>Function</td>
<td>Performs a binary search for a specified element on a sorted one-dimensional array of non-structure data types (derived types are not allowed).</td>
</tr>
<tr>
<td>SORTQQ</td>
<td>Subroutine</td>
<td>Sorts a one-dimensional array of non-structure data types (derived types are not allowed).</td>
</tr>
</tbody>
</table>

**Floating-Point Inquiry and Control**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLEARSTATUSFPQQ</td>
<td>Subroutine</td>
<td>Clears the exception flags in the floating-point processor status word.</td>
</tr>
<tr>
<td>GETCONTROLFPQQ</td>
<td>Subroutine</td>
<td>Returns the value of the floating-point processor control word.</td>
</tr>
<tr>
<td>GETSTATUSFPQQ</td>
<td>Subroutine</td>
<td>Returns the value of the floating-point processor status word.</td>
</tr>
<tr>
<td>LCWRQQ</td>
<td>Subroutine</td>
<td>Same as SETCONTROLFPQQ.</td>
</tr>
<tr>
<td>SCWRQQ</td>
<td>Subroutine</td>
<td>Same as GETCONTROLFPQQ.</td>
</tr>
<tr>
<td>SETCONTROLFPQQ</td>
<td>Subroutine</td>
<td>Sets the value of the floating-point processor control word.</td>
</tr>
<tr>
<td>SSWRQQ</td>
<td>Subroutine</td>
<td>Same as GETSTATUSFPQQ.</td>
</tr>
</tbody>
</table>

**IEEE Functionality**

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE_FLAGS</td>
<td>Function</td>
<td>Sets, gets, or clears IEEE flags.</td>
</tr>
<tr>
<td>IEEE_HANDLER</td>
<td>Function</td>
<td>Establishes a handler for IEEE exceptions.</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>----------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SPORT_CANCEL_IO</td>
<td>Function</td>
<td>Cancels any I/O in progress to the specified port.</td>
</tr>
<tr>
<td>SPORT_CONNECT</td>
<td>Function</td>
<td>Establishes the connection to a serial port and defines certain usage parameters.</td>
</tr>
<tr>
<td>SPORT_CONNECT_EX</td>
<td>Function</td>
<td>Establishes the connection to a serial port, defines certain usage parameters, and defines the size of the internal buffer for data reception.</td>
</tr>
<tr>
<td>SPORT_GET_HANDLE</td>
<td>Function</td>
<td>Returns the Windows* handle associated with the communications port.</td>
</tr>
<tr>
<td>SPORT_GET_STATE</td>
<td>Function</td>
<td>Returns the baud rate, parity, data bits, and stop bit settings of the communications port.</td>
</tr>
<tr>
<td>SPORT_GET_STATE_EX</td>
<td>Function</td>
<td>Returns the baud rate, parity, data bits setting, stop bits, and other settings of the communications port.</td>
</tr>
<tr>
<td>SPORT_GET_TIMEOUTS</td>
<td>Function</td>
<td>Returns the user selectable timeouts for the serial port.</td>
</tr>
<tr>
<td>SPORT_PEEK_DATA</td>
<td>Function</td>
<td>Returns information about the availability of input data.</td>
</tr>
<tr>
<td>SPORT_PEEK_LINE</td>
<td>Function</td>
<td>Returns information about the availability of input records.</td>
</tr>
<tr>
<td>SPORT_PURGE</td>
<td>Function</td>
<td>Executes a purge function on the specified port.</td>
</tr>
<tr>
<td>SPORT_READ_DATA</td>
<td>Function</td>
<td>Reads available data from the port specified.</td>
</tr>
<tr>
<td>SPORT_READ_LINE</td>
<td>Function</td>
<td>Reads a record from the port specified.</td>
</tr>
<tr>
<td>SPORT_RELEASE</td>
<td>Function</td>
<td>Releases a serial port that has previously been connected.</td>
</tr>
<tr>
<td>SPORT_SET_STATE</td>
<td>Function</td>
<td>Sets the baud rate, parity, data bits and stop bit settings of the communications port.</td>
</tr>
<tr>
<td>SPORT_SET_STATE_EX</td>
<td>Function</td>
<td>Sets the baud rate, parity, data bits setting, stop bits, and other settings of the communications port.</td>
</tr>
<tr>
<td>SPORT_SET_TIMEOUTS</td>
<td>Function</td>
<td>Sets the user selectable timeouts for the serial port.</td>
</tr>
<tr>
<td>SPORT_SHOW_STATE</td>
<td>Function</td>
<td>Displays the state of a port.</td>
</tr>
</tbody>
</table>
### SPORT_SPECIAL_FUNC
- **Procedure Type**: Function
- **Description**: Executes a communications function on a specified port.

### SPORT_WRITE_DATA
- **Procedure Type**: Function
- **Description**: Outputs data to a specified port.

### SPORT_WRITE_LINE
- **Procedure Type**: Function
- **Description**: Outputs data to a specified port and follows it with a record terminator.

### Miscellaneous

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LNBLNK</td>
<td>Function</td>
<td>Returns the index of the last non-blank character in a string.</td>
</tr>
<tr>
<td>QSORT</td>
<td>Subroutine</td>
<td>Returns a sorted version of a one-dimensional array of a specified number of elements of a named size.</td>
</tr>
<tr>
<td>RINDEX</td>
<td>Function</td>
<td>Returns the index of the last occurrence of a substring in a string.</td>
</tr>
<tr>
<td>SCANENV</td>
<td>Subroutine</td>
<td>Scans the environment for the value of an environment variable.</td>
</tr>
<tr>
<td>TTYNAM</td>
<td>Subroutine</td>
<td>Checks whether a logical unit is a terminal.</td>
</tr>
</tbody>
</table>

1 This routine can also be specified as HOSTNM.
2 There is also a RANDOM subroutine in the portability library.
3 The two-digit year return value of DATE, IDATE, and JDATE may cause problems with the year 2000. Use the intrinsic subroutine DATE_AND_TIME instead.
4 W*S

### National Language Support Library Routines (W*S)

The following table lists library routines for National Language Support (NLS).

Programs that use these routines must access the NLS library with USE IFNLS. These routines are restricted to Windows* systems.

Routine names are shown in mixed case to make the names easier to understand. When writing your applications, you can use any case.

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MBCharLen</td>
<td>Function</td>
<td>Returns the length of the first multibyte character in a string.</td>
</tr>
<tr>
<td>MBConvertMBToUnicode</td>
<td>Function</td>
<td>Converts a character string from a multibyte codepage to a Unicode string.</td>
</tr>
<tr>
<td>MBConvertUnicodeToMB</td>
<td>Function</td>
<td>Converts a Unicode string to a multibyte character string of the current codepage.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>--------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MBCurMax</td>
<td>Function</td>
<td>Returns the longest possible multibyte character for the current codepage.</td>
</tr>
<tr>
<td>MBINCHARQQ</td>
<td>Function</td>
<td>Same as INCHARQQ, but can read a single multibyte character at once.</td>
</tr>
<tr>
<td>MBINDEX</td>
<td>Function</td>
<td>Same as INDEX, except that multibyte characters can be included in its arguments.</td>
</tr>
<tr>
<td>MBJISToJMS</td>
<td>Function</td>
<td>Converts a Japan Industry Standard (JIS) character to a Kanji (Shift JIS or JMS) character.</td>
</tr>
<tr>
<td>MBJMSToJIS</td>
<td>Function</td>
<td>Converts a Kanji (Shift JIS or JMS) character to a Japan Industry Standard (JIS) character.</td>
</tr>
<tr>
<td>MBLead</td>
<td>Function</td>
<td>Determines whether a given character is the first byte of a multibyte character.</td>
</tr>
<tr>
<td>MBLen</td>
<td>Function</td>
<td>Returns the number of multibyte characters in a string, including trailing spaces.</td>
</tr>
<tr>
<td>MBLen_Trim</td>
<td>Function</td>
<td>Returns the number of multibyte characters in a string, not including trailing spaces.</td>
</tr>
<tr>
<td>MBLGE, MBLGT, MBLLE, MBLLT, MBLEQ, MBLNE</td>
<td>Function</td>
<td>Same as LGE, LGT, LLE, and LLT, and the logical operators .EQ. and .NE., except that multibyte characters can be included in their arguments.</td>
</tr>
<tr>
<td>MBNext</td>
<td>Function</td>
<td>Returns the string position of the first byte of the multibyte character immediately after the given string position.</td>
</tr>
<tr>
<td>MBPrev</td>
<td>Function</td>
<td>Returns the string position of the first byte of the multibyte character immediately before the given string position.</td>
</tr>
<tr>
<td>MBSCAN</td>
<td>Function</td>
<td>Same as SCAN, except that multibyte characters can be included in its arguments.</td>
</tr>
<tr>
<td>MBStrLead</td>
<td>Function</td>
<td>Performs a context sensitive test to determine whether a given byte in a character string is a lead byte.</td>
</tr>
<tr>
<td>MBVERIFY</td>
<td>Function</td>
<td>Same as VERIFY, except that multibyte characters can be included in its arguments.</td>
</tr>
</tbody>
</table>
**POSIX* Library Procedures**

The following table lists library procedures for POSIX*.

Programs that use POSIX procedures must access the appropriate libraries with USE IFPOSIX. The IPX nnnn routines are functions; the PXF nnnn routines are subroutines, except for the routines named PXFIS nnnn and PXFWIF nnnn.

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NLSEnumCodepages</td>
<td>Function</td>
<td>Returns an array of valid codepages for the current console.</td>
</tr>
<tr>
<td>NLSEnumLocales</td>
<td>Function</td>
<td>Returns an array of locales (language/country combinations) installed on the system.</td>
</tr>
<tr>
<td>NLSFormatCurrency</td>
<td>Function</td>
<td>Formats a currency number according to conventions of the current locale (language/country).</td>
</tr>
<tr>
<td>NLSFormatDate</td>
<td>Function</td>
<td>Formats a date according to conventions of the current locale (language/country).</td>
</tr>
<tr>
<td>NLSFormatNumber</td>
<td>Function</td>
<td>Formats a number according to conventions of the current locale (language/country).</td>
</tr>
<tr>
<td>NLSFormatTime</td>
<td>Function</td>
<td>Formats a time according to conventions of the current locale (language/country).</td>
</tr>
<tr>
<td>NLSGetEnvironmentCodepage</td>
<td>Function</td>
<td>Returns the current codepage for the system Window or console.</td>
</tr>
<tr>
<td>NLSGetLocale</td>
<td>Subroutine</td>
<td>Returns the current language, country, and/or codepage.</td>
</tr>
<tr>
<td>NLSGetLocaleInfo</td>
<td>Function</td>
<td>Returns information about the current locale.</td>
</tr>
<tr>
<td>NLSSetEnvironmentCodepage</td>
<td>Function</td>
<td>Sets the codepage for the console.</td>
</tr>
<tr>
<td>NLSSetLocale</td>
<td>Function</td>
<td>Sets the current language, country, and codepage.</td>
</tr>
</tbody>
</table>

**POSIX* Library Procedures**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IPXFARGC</td>
<td>Returns the index of the last command-line argument.</td>
</tr>
<tr>
<td>IPXFCONST</td>
<td>Returns the value associated with a constant defined in the C POSIX standard.</td>
</tr>
<tr>
<td>IPXFLENTTRIM</td>
<td>Returns the index of the last non-blank character in an input string.</td>
</tr>
<tr>
<td>IPXFWEXITSTATUS¹</td>
<td>Returns the exit code of a child process.</td>
</tr>
<tr>
<td>IPXFWSTOPSIG¹</td>
<td>Returns the number of the signal that caused a child process to stop.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>IPXFWTERMSIG&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Returns the number of the signal that caused a child process to terminate.</td>
</tr>
<tr>
<td>PXF(type)GET</td>
<td>Gets the value stored in a component (or field) of a structure.</td>
</tr>
<tr>
<td>PXF(type)SET</td>
<td>Sets the value of a component (or field) of a structure.</td>
</tr>
<tr>
<td>PXFA(type)GET</td>
<td>Gets the array values stored in a component (or field) of a structure.</td>
</tr>
<tr>
<td>PXFA(type)SET</td>
<td>Sets the value of an array component (or field) of a structure.</td>
</tr>
<tr>
<td>PXFACCESS</td>
<td>Determines the accessibility of a file.</td>
</tr>
<tr>
<td>PXFALARM</td>
<td>Schedules an alarm.</td>
</tr>
<tr>
<td>PXFALLSUBHANDLE</td>
<td>Calls the associated subroutine.</td>
</tr>
<tr>
<td>PXFCFGETISPEED&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Returns the input baud rate from a termios structure.</td>
</tr>
<tr>
<td>PXFCFGETOSPEED&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Returns the output baud rate from a termios structure.</td>
</tr>
<tr>
<td>PXFCFSETISPEED&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Sets the input baud rate in a termios structure.</td>
</tr>
<tr>
<td>PXFCFSETOSPEED&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Sets the output baud rate in a termios structure.</td>
</tr>
<tr>
<td>PXFCHDIR</td>
<td>Changes the current working directory.</td>
</tr>
<tr>
<td>PXFCHMOD</td>
<td>Changes the ownership mode of the file.</td>
</tr>
<tr>
<td>PXFCHOWN&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Changes the owner and group of a file.</td>
</tr>
<tr>
<td>PXFCLEARENV</td>
<td>Clears the process environment.</td>
</tr>
<tr>
<td>PXFCLOSE</td>
<td>Closes the file associated with the descriptor.</td>
</tr>
<tr>
<td>PXFCLOSEDIR</td>
<td>Closes the directory stream.</td>
</tr>
<tr>
<td>PXFCNTL&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Manipulates an open file descriptor.</td>
</tr>
<tr>
<td>PXFCSTAT</td>
<td>Returns the value associated with a constant.</td>
</tr>
<tr>
<td>PXFCREAR</td>
<td>Creates a new file or rewrites an existing file.</td>
</tr>
<tr>
<td>PXFCTERMID&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Generates a terminal pathname.</td>
</tr>
<tr>
<td>PXFDUP, PXFDUP2</td>
<td>Duplicates an existing file descriptor.</td>
</tr>
<tr>
<td>PXFE(type)GET</td>
<td>Gets the value stored in an array element component (or field) of a structure.</td>
</tr>
<tr>
<td>PXFE(type)SET</td>
<td>Sets the value of an array element component (or field) of a structure.</td>
</tr>
<tr>
<td>PXFEXECV, PXFEXECVE, PXFEXECVP</td>
<td>Executes a new process by passing command-line arguments.</td>
</tr>
<tr>
<td>PXFEXIT, PXFFASTEXIT</td>
<td>Exits from a process.</td>
</tr>
<tr>
<td>PXFFDOPEN</td>
<td>Opens an external unit.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PXFFFLUSH</td>
<td>Flushes a file directly to disk.</td>
</tr>
<tr>
<td>PXFFGETC</td>
<td>Reads a character from a file.</td>
</tr>
<tr>
<td>PXFFILENO</td>
<td>Returns the file descriptor associated with a specified unit.</td>
</tr>
<tr>
<td>PXFFORK</td>
<td>Creates a child process that differs from the parent process only in its PID.</td>
</tr>
<tr>
<td>PXFFPATHCONF</td>
<td>Gets the value for a configuration option of an opened file.</td>
</tr>
<tr>
<td>PXFFPUTC</td>
<td>Writes a character to a file.</td>
</tr>
<tr>
<td>PXFFFSEEK</td>
<td>Modifies a file position.</td>
</tr>
<tr>
<td>PXFFSTAT</td>
<td>Gets a file's status information.</td>
</tr>
<tr>
<td>PXFFTELL</td>
<td>Returns the relative position in bytes from the beginning of the file.</td>
</tr>
<tr>
<td>PXFGETARG</td>
<td>Gets the specified command-line argument.</td>
</tr>
<tr>
<td>PXFGETC</td>
<td>Reads a character from standard input unit 5.</td>
</tr>
<tr>
<td>PXFGETCWD</td>
<td>Returns the path of the current working directory.</td>
</tr>
<tr>
<td>PXFGETEGID</td>
<td>Gets the effective group ID of the current process.</td>
</tr>
<tr>
<td>PXFGETENV</td>
<td>Gets the setting of an environment variable.</td>
</tr>
<tr>
<td>PXFGETEUID</td>
<td>Gets the effective user ID of the current process.</td>
</tr>
<tr>
<td>PXFGETGID</td>
<td>Gets the real group ID of the current process.</td>
</tr>
<tr>
<td>PXFGETGRGID</td>
<td>Gets group information for the specified GID.</td>
</tr>
<tr>
<td>PXFGETGRNAM</td>
<td>Gets group information for the named group.</td>
</tr>
<tr>
<td>PXFGETGROUPS</td>
<td>Gets supplementary group IDs.</td>
</tr>
<tr>
<td>PXFGETLOGIN</td>
<td>Gets the name of the user.</td>
</tr>
<tr>
<td>PXFGETPGRP</td>
<td>Gets the process group ID of the calling process.</td>
</tr>
<tr>
<td>PXFGETPID</td>
<td>Gets the process ID of the calling process.</td>
</tr>
<tr>
<td>PXFGETPPID</td>
<td>Gets the process ID of the parent of the calling process.</td>
</tr>
<tr>
<td>PXFGETPWNAM</td>
<td>Gets password information for a specified name.</td>
</tr>
<tr>
<td>PXFGETPWUID</td>
<td>Gets password information for a specified UID.</td>
</tr>
<tr>
<td>PXFGETSUBHANDLE</td>
<td>Returns a subroutine handle for a subroutine.</td>
</tr>
<tr>
<td>PXFGETUID</td>
<td>Gets the real user ID of the current process.</td>
</tr>
<tr>
<td>PXFISATTY</td>
<td>Tests whether a file descriptor is connected to a terminal.</td>
</tr>
<tr>
<td>PXFISBLK</td>
<td>Tests for a block special file.</td>
</tr>
<tr>
<td>PXFISCHR</td>
<td>Tests for a character file.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PXFISCONST</td>
<td>Tests whether a string is a valid constant name.</td>
</tr>
<tr>
<td>PXFISDIR</td>
<td>Tests whether a file is a directory.</td>
</tr>
<tr>
<td>PXFISFIFO</td>
<td>Tests whether a file is a special FIFO file.</td>
</tr>
<tr>
<td>PXFISREG</td>
<td>Tests whether a file is a regular file.</td>
</tr>
<tr>
<td>PXFKILL</td>
<td>Sends a signal to a specified process.</td>
</tr>
<tr>
<td>PXFLINK</td>
<td>Creates a link to a file or directory.</td>
</tr>
<tr>
<td>PXFLLOCALTIME</td>
<td>Converts a given elapsed time in seconds to local time.</td>
</tr>
<tr>
<td>PXFLSEEK</td>
<td>Positions a file a specified distance in bytes.</td>
</tr>
<tr>
<td>PXFMKDIR</td>
<td>Creates a new directory.</td>
</tr>
<tr>
<td>PXFMKFIFO</td>
<td>Creates a new FIFO.</td>
</tr>
<tr>
<td>PXFOPEN</td>
<td>Opens or creates a file.</td>
</tr>
<tr>
<td>PXFOPENDIR</td>
<td>Opens a directory and associates a stream with it.</td>
</tr>
<tr>
<td>PXFPATHCONF</td>
<td>Gets the value for a configuration option of an opened file.</td>
</tr>
<tr>
<td>PXFPAUSE</td>
<td>Suspends process execution.</td>
</tr>
<tr>
<td>PXFPIPE</td>
<td>Creates a communications pipe between two processes.</td>
</tr>
<tr>
<td>PXFPOSIXIO</td>
<td>Sets the current value of the POSIX I/O flag.</td>
</tr>
<tr>
<td>PXFPUTC</td>
<td>Outputs a character to logical unit 6 (stdout).</td>
</tr>
<tr>
<td>PXFREAD</td>
<td>Reads from a file.</td>
</tr>
<tr>
<td>PXFREADDIR</td>
<td>Reads the current directory entry.</td>
</tr>
<tr>
<td>PXFRENAME</td>
<td>Changes the name of a file.</td>
</tr>
<tr>
<td>PXFREWINDDIR</td>
<td>Resets the position of the stream to the beginning of the directory.</td>
</tr>
<tr>
<td>PXFRMDIR</td>
<td>Removes a directory.</td>
</tr>
<tr>
<td>PXFSETENV</td>
<td>Adds a new environment variable or sets the value of an environment variable.</td>
</tr>
<tr>
<td>PXFSETGID</td>
<td>Sets the effective group ID of the current process.</td>
</tr>
<tr>
<td>PXFSETPGID</td>
<td>Sets the process group ID.</td>
</tr>
<tr>
<td>PXFSETSID</td>
<td>Creates a session and sets the process group ID.</td>
</tr>
<tr>
<td>PXFSETUID</td>
<td>Sets the effective user ID of the current process.</td>
</tr>
<tr>
<td>PXFSIGACTION</td>
<td>Changes the action associated with a specific signal.</td>
</tr>
<tr>
<td>PXFSIGADDSET</td>
<td>Adds a signal to a signal set.</td>
</tr>
<tr>
<td>PXFSIGDELSET</td>
<td>Deletes a signal from a signal set.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PXFSIGEMPTYSET</td>
<td>Empties a signal set.</td>
</tr>
<tr>
<td>PXFSIGFILLSET</td>
<td>Fills a signal set.</td>
</tr>
<tr>
<td>PXFSIGISMEMBER</td>
<td>Tests whether a signal is a member of a signal set.</td>
</tr>
<tr>
<td>PXFSIGPENDING</td>
<td>Examines pending signals.</td>
</tr>
<tr>
<td>PXFSIGPROCMASK</td>
<td>Changes the list of currently blocked signals.</td>
</tr>
<tr>
<td>PXFSIGSUSPEND</td>
<td>Suspends the process until a signal is received.</td>
</tr>
<tr>
<td>PXFSLEEP</td>
<td>Forces the process to sleep.</td>
</tr>
<tr>
<td>PXFSTAT</td>
<td>Gets a file's status information.</td>
</tr>
<tr>
<td>PXFSTRUCTCOPY</td>
<td>Copies the contents of one structure to another.</td>
</tr>
<tr>
<td>PXFSTRUCTCREATE</td>
<td>Creates an instance of the specified structure.</td>
</tr>
<tr>
<td>PXFSTRUCTFREE</td>
<td>Deletes the instance of a structure.</td>
</tr>
<tr>
<td>PXFSYSCONF</td>
<td>Gets values for system limits or options.</td>
</tr>
<tr>
<td>PXFTCDDRRAIN</td>
<td>Waits until all output written has been transmitted.</td>
</tr>
<tr>
<td>PXFTCFLOW</td>
<td>Suspends the transmission or reception of data.</td>
</tr>
<tr>
<td>PXFTCFLUSH</td>
<td>Discards terminal input data, output data, or both.</td>
</tr>
<tr>
<td>PXFTCGETATTR</td>
<td>Reads current terminal settings.</td>
</tr>
<tr>
<td>PXFTCGETPGRP</td>
<td>Gets the foreground process group ID associated with the terminal.</td>
</tr>
<tr>
<td>PXFTCSENDBREAK</td>
<td>Sends a break to the terminal.</td>
</tr>
<tr>
<td>PXFTCSETATTR</td>
<td>Writes new terminal settings.</td>
</tr>
<tr>
<td>PXFTCSETPGRP</td>
<td>Sets the foreground process group associated with the terminal.</td>
</tr>
<tr>
<td>PXFTIME</td>
<td>Gets the system time.</td>
</tr>
<tr>
<td>PXFTIMES</td>
<td>Gets process times.</td>
</tr>
<tr>
<td>PXFTTYNAM</td>
<td>Gets the terminal pathname.</td>
</tr>
<tr>
<td>PXFUCOMPARE</td>
<td>Compares two unsigned integers.</td>
</tr>
<tr>
<td>PXFUMASK</td>
<td>Sets a new file creation mask and gets the previous one.</td>
</tr>
<tr>
<td>PXFUNAME</td>
<td>Gets the operation system name.</td>
</tr>
<tr>
<td>PXFUNLINK</td>
<td>Removes a directory entry.</td>
</tr>
<tr>
<td>PXFUTIME</td>
<td>Sets file access and modification times.</td>
</tr>
<tr>
<td>PXFWAIT</td>
<td>Waits for a child process.</td>
</tr>
<tr>
<td>PXFWAITPID</td>
<td>Waits for a specific PID.</td>
</tr>
<tr>
<td>PXFWIFEXITED</td>
<td>Determines if a child process has exited.</td>
</tr>
<tr>
<td>PXFWIFSIGNALED</td>
<td>Determines if a child process has exited because of a signal.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
</tr>
<tr>
<td>-----------------</td>
<td>--------------</td>
</tr>
<tr>
<td>PXFWIFSTOPPED¹</td>
<td></td>
</tr>
<tr>
<td>PXFWRITE</td>
<td></td>
</tr>
<tr>
<td>L<em>X, M</em>X</td>
<td></td>
</tr>
</tbody>
</table>

**Dialog Library Routines (W*S)**

The following table lists routines from the dialog library.

Programs that use these routines must access the Dialog library with USE IFLOGM. These routines are restricted to Windows* systems.

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DLGEXIT</td>
<td>Subroutine</td>
<td>Closes an open dialog.</td>
</tr>
<tr>
<td>DLGFLUSH</td>
<td>Subroutine</td>
<td>Updates the display of a dialog box.</td>
</tr>
<tr>
<td>DLGGET</td>
<td>Function</td>
<td>Retrieves values of dialog control variables.</td>
</tr>
<tr>
<td>DLGGETCHAR</td>
<td>Function</td>
<td>Retrieves values of dialog control variables of type Character.</td>
</tr>
<tr>
<td>DLGGETINT</td>
<td>Function</td>
<td>Retrieves values of dialog control variables of type Integer.</td>
</tr>
<tr>
<td>DLGGETLOG</td>
<td>Function</td>
<td>Retrieves values of dialog control variables of type Logical.</td>
</tr>
<tr>
<td>DLGINIT</td>
<td>Function</td>
<td>Initializes a dialog.</td>
</tr>
<tr>
<td>DLGINITWITHRESOURCEHANDLE</td>
<td>Function</td>
<td>Initializes a dialog.</td>
</tr>
<tr>
<td>DLGISDLGMESSAGE</td>
<td>Function</td>
<td>Determines whether a message is intended for a modeless dialog box and, if it is, processes it.</td>
</tr>
<tr>
<td>DLGISDLGMESSAGEWITHDLG</td>
<td>Function</td>
<td>Determines whether a message is intended for a specific modeless dialog box and, if it is, processes it.</td>
</tr>
<tr>
<td>DLMODAL</td>
<td>Function</td>
<td>Displays a dialog and processes dialog selections from user.</td>
</tr>
<tr>
<td>DLMODALWITHPARENT</td>
<td>Function</td>
<td>Displays a dialog in a specific parent window and processes dialog selections from user.</td>
</tr>
<tr>
<td>DLMODELESS</td>
<td>Function</td>
<td>Displays a modeless dialog box.</td>
</tr>
<tr>
<td>DLGSNDCTRLMESSAGE</td>
<td>Function</td>
<td>Sends a message to a dialog box control.</td>
</tr>
<tr>
<td>DLGSET</td>
<td>Function</td>
<td>Assigns values to dialog control variables.</td>
</tr>
<tr>
<td>DLGSETCHAR</td>
<td>Function</td>
<td>Assigns values to dialog control variables of type Character.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DLGSETCTRLEVENTHANDLER</td>
<td>Function</td>
<td>Assigns your own event handlers to ActiveX controls in a dialog box.</td>
</tr>
<tr>
<td>DLGSETINT</td>
<td>Function</td>
<td>Assigns values to dialog control variables of type Integer.</td>
</tr>
<tr>
<td>DLGSETLOG</td>
<td>Function</td>
<td>Assigns values to dialog control variables of type Logical.</td>
</tr>
<tr>
<td>DLGSETRETURN</td>
<td>Subroutine</td>
<td>Sets the return value for DLGMODAL.</td>
</tr>
<tr>
<td>DLGSETSUB</td>
<td>Function</td>
<td>Assigns procedures (callback routines) to dialog controls.</td>
</tr>
<tr>
<td>DLGSETTITLE</td>
<td>Subroutine</td>
<td>Sets the title of a dialog box.</td>
</tr>
<tr>
<td>DLGUNINIT</td>
<td>Subroutine</td>
<td>Deallocates memory occupied by an initialized dialog.</td>
</tr>
</tbody>
</table>

**See Also**

Additional Documentation: Creating Fortran Applications that Use Windows* OS Features

**COM and Automation Library Routines (W*S)**

The following tables list COM and Automation library routines.

Programs that use COM routines must access the appropriate libraries with USE IFCOM. Programs that use automation routines must access the appropriate libraries with USE IFAUTO. Some procedures also require the USE IFWINTY module.

The COM and Automation routines are restricted to Windows* systems.

Routine names are shown in mixed case to make the names easier to understand. When writing your applications, you can use any case.

**Component Object Model (COM) Procedures (USE IFCOM)**

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMAddObjectReference</td>
<td>Function</td>
<td>Adds a reference to an object's interface.</td>
</tr>
<tr>
<td>COMCLSIDFromProgID¹</td>
<td>Subroutine</td>
<td>Passes a programmatic identifier and returns the corresponding class identifier.</td>
</tr>
<tr>
<td>COMCLSIDFromString¹</td>
<td>Subroutine</td>
<td>Passes a class identifier string and returns the corresponding class identifier.</td>
</tr>
<tr>
<td>COMCreateObject¹</td>
<td>Subroutine</td>
<td>A generic routine that executes either COMCreateObjectByProgID or COMCreateObjectByGUID.</td>
</tr>
<tr>
<td>COMCreateObjectByGUID¹</td>
<td>Subroutine</td>
<td>Passes a class identifier, creates an instance of an object, and returns a pointer to the object's interface.</td>
</tr>
<tr>
<td>Name</td>
<td>Routine Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>--------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>COMCreateObjectByProgID</td>
<td>Subroutine</td>
<td>Passes a programmatic identifier, creates an instance of an object, and returns a pointer to the object’s IDispatch interface.</td>
</tr>
<tr>
<td>COMGetActiveObjectByGUID</td>
<td>Subroutine</td>
<td>Passes a class identifier and returns a pointer to the interface of a currently active object.</td>
</tr>
<tr>
<td>COMGetActiveObjectByProgID</td>
<td>Subroutine</td>
<td>Passes a programmatic identifier and returns a pointer to the IDispatch interface of a currently active object.</td>
</tr>
<tr>
<td>COMGetFileObject</td>
<td>Subroutine</td>
<td>Passes a file name and returns a pointer to the IDispatch interface of an Automation object that can manipulate the file.</td>
</tr>
<tr>
<td>COMInitialize</td>
<td>Subroutine</td>
<td>Initializes the COM library.</td>
</tr>
<tr>
<td>COMIsEqualGUID</td>
<td>Function</td>
<td>Determines whether two GUIDs are the same.</td>
</tr>
<tr>
<td>COMQueryInterface</td>
<td>Subroutine</td>
<td>Passes an interface identifier and returns a pointer to an object's interface.</td>
</tr>
<tr>
<td>COMReleaseObject</td>
<td>Function</td>
<td>Indicates that the program is done with a reference to an object’s interface.</td>
</tr>
<tr>
<td>COMStringFromGUID</td>
<td>Subroutine</td>
<td>Passes a GUID and returns a string of printable characters.</td>
</tr>
<tr>
<td>COMUninitialize</td>
<td>Subroutine</td>
<td>Uninitializes the COM library.</td>
</tr>
</tbody>
</table>

**Automation Server Procedures (USE IFAUTO)**

<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUTOAddArg</td>
<td>Subroutine</td>
<td>Passes an argument name and value and adds the argument to the argument list data structure.</td>
</tr>
<tr>
<td>AUTOAllocateInvokeArgs</td>
<td>Function</td>
<td>Allocates an argument list data structure that holds the arguments to be passed to AUTOInvoke.</td>
</tr>
<tr>
<td>AUTOAllocateInvokeArgs</td>
<td>Subroutine</td>
<td>Deallocates an argument list data structure.</td>
</tr>
<tr>
<td>AUTODEallocateInvokeArgs</td>
<td>Subroutine</td>
<td></td>
</tr>
<tr>
<td>AUTOGGetExceptInfo</td>
<td>Subroutine</td>
<td>Retrieves the exception information when a method has returned an exception status.</td>
</tr>
<tr>
<td>AUTOGGetProperty</td>
<td>Function</td>
<td>Passes the name or identifier of the property and gets the value of the Automation object’s property.</td>
</tr>
</tbody>
</table>

1 Intel® Fortran Compiler 16.0 User and Reference Guide
<table>
<thead>
<tr>
<th>Name</th>
<th>Routine Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUTOGetPropertyByID</td>
<td>Function</td>
<td>Passes the member ID of the property and gets the value of the Automation object’s property into the argument list's first argument.</td>
</tr>
<tr>
<td>AUTOGetPropertyInvokeArgs</td>
<td>Function</td>
<td>Passes an argument list data structure and gets the value of the Automation object’s property specified in the argument list's first argument.</td>
</tr>
<tr>
<td>AUTOInvoke</td>
<td>Function</td>
<td>Passes the name or identifier of an object's method and an argument list data structure and invokes the method with the passed arguments.</td>
</tr>
<tr>
<td>AUTOSetProperty</td>
<td>Function</td>
<td>Passes the name or identifier of the property and a value, and sets the value of the Automation object’s property.</td>
</tr>
<tr>
<td>AUTOSetPropertyByID</td>
<td>Function</td>
<td>Passes the member ID of the property and sets the value of the Automation object’s property, using the argument list's first argument.</td>
</tr>
<tr>
<td>AUTOSetPropertyInvokeArgs</td>
<td>Function</td>
<td>Passes an argument list data structure and sets the value of the Automation object’s property specified in the argument list's first argument.</td>
</tr>
</tbody>
</table>

1These routines also require USE IFWINTY.

**Miscellaneous Run-Time Library Routines**

The following table lists miscellaneous run-time library routines.
Programs that use most of these routines should contain a USE IFCORE statement to obtain the proper interfaces to these routines.

<table>
<thead>
<tr>
<th>Name</th>
<th>Procedure Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMITQQ</td>
<td>Function</td>
<td>Forces the operating system to execute any pending write operations for a file.</td>
</tr>
<tr>
<td>FOR_DESCRIPTOR_ASSIGN</td>
<td>Subroutine</td>
<td>Creates an array descriptor in memory.</td>
</tr>
<tr>
<td>FOR_GET_FPE</td>
<td>Function</td>
<td>Returns the current settings of floating-point exception flags.</td>
</tr>
<tr>
<td>for_rtl_finish_</td>
<td>Function</td>
<td>Cleans up the Fortran run-time environment.</td>
</tr>
<tr>
<td>for_rtl_init_</td>
<td>Function</td>
<td>Initializes the Fortran run-time environment.</td>
</tr>
<tr>
<td>Name</td>
<td>Procedure Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FOR_SET_FPE</td>
<td>Function</td>
<td>Sets the floating-point exception flags.</td>
</tr>
<tr>
<td>FOR__SET_FTN_ALLOC</td>
<td>Function</td>
<td>Tells the Fortran Run-Time Library (RTL) to use a user-defined routine to dynamically allocate commons.</td>
</tr>
<tr>
<td>FOR_SET_REENTRANCY</td>
<td>Function</td>
<td>Controls the type of reentrancy protection that the Fortran Run-Time Library (RTL) exhibits.</td>
</tr>
<tr>
<td>GERROR</td>
<td>Subroutine</td>
<td>Returns a message for the last error detected by a Fortran runtime routine.</td>
</tr>
<tr>
<td>GETCHARQQ</td>
<td>Function</td>
<td>Returns the next keystroke.</td>
</tr>
<tr>
<td>GETEXCEPTIONPTRSQQ</td>
<td>Function</td>
<td>Returns a pointer to C run-time exception information pointers appropriate for use in signal handlers established with SIGNALQQ or direct calls to the C rtl signal() routine.</td>
</tr>
<tr>
<td>GETSTRQQ</td>
<td>Function</td>
<td>Reads a character string from the keyboard using buffered input.</td>
</tr>
<tr>
<td>PEEKCHARQQ</td>
<td>Function</td>
<td>Checks the buffer to see if a keystroke is waiting.</td>
</tr>
<tr>
<td>PERROR</td>
<td>Subroutine</td>
<td>Sends a message to the standard error stream, preceded by a specified string, for the last detected error.</td>
</tr>
<tr>
<td>TRACEBACKQQ</td>
<td>Subroutine</td>
<td>Provides traceback information.</td>
</tr>
</tbody>
</table>

1 W*S

2 You do not need a USE IFCORE statement for this routine.

---

### A to B

#### ABORT

**Portability Subroutine:** Flushes and closes I/O buffers, and terminates program execution.

**Module**

USE IFPORT

**Syntax**

CALL ABORT,[string]
string (Input; optional) Character(*). Allows you to specify an abort message at program termination. When ABORT is called, "abort:" is written to external unit 0, followed by string. If omitted, the default message written to external unit 0 is "abort: Fortran Abort Called."

This subroutine causes the program to terminate and an exit code value of 134 is returned to the program that launched it.

Example

USE IFPORT
!The following prints "abort: Fortran Abort Called"
CALL ABORT
!The following prints "abort: Out of here!"
Call ABORT ("Out of here!")

See Also
EXIT Statement
STOP and ERROR STOP

ABOUTBOXQQ (W*S)

QuickWin Function: Specifies the information displayed in the message box that appears when the user selects the About command from a QuickWin application's Help menu.

Module
USE IFQWIN

Syntax
result=ABOUTBOXQQ(cstring)

cstring (Input; output) Character(*). Null-terminated C string.

Results
The value of the result is INTEGER(4). It is zero if successful; otherwise, nonzero.
If your program does not call ABOUTBOXQQ, the QuickWin run-time library supplies a default string.

Example

USE IFQWIN
INTEGER(4) dummy
! Set the About box message
dummy = ABOUTBOXQQ ('Matrix Multiplier\r\nVersion 1.0'C)

ABS

Elemental Intrinsic Function (Generic): Computes an absolute value.

Syntax
result=ABS(a)

a (Input) Must be of type integer, real, or complex.
Results

The result has the same type and kind type parameter as \( a \) except if \( a \) is complex value, the result type is real. If \( a \) is an integer or real value, the value of the result is \(| a|\); if \( a \) is a complex value \((X, Y)\), the result is the real value \(\text{SQRT}(X^2 + Y^2)\).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BABS</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIABS(^1)</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IABS(^2)</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIABS</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>ABS</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DABS</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QABS</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CABS(^3)</td>
<td>COMPLEX(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>CDABS(^4)</td>
<td>COMPLEX(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>CQABS</td>
<td>COMPLEX(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

\(^1\)Or HABS.
\(^2\)Or JIABS. For compatibility with older versions of Fortran, IABS can also be specified as a generic function, which allows integer arguments of any kind and produces a result of type default INTEGER.
\(^3\)The setting of compiler options specifying real size can affect CABS, making CABS generic, which allows a complex argument of any kind to produce a result of default REAL.
\(^4\)This function can also be specified as ZABS.

Example

ABS (-7.4) has the value 7.4.

ABS ((6.0, 8.0)) has the value 10.0.

The following ABS.F90 program calculates two square roots, retaining the sign:

```fortran
REAL mag(2), sgn(2), result(2)
WRITE (*, '(A)') ' Enter two signed magnitudes: '
READ (*, *) mag
sgn = SIGN((/1.0, 1.0/), mag) ! transfer the signs to 1.0s
result = SQRT (ABS (mag)) ! Restore the sign by multiplying by -1 or +1:
result = result * sgn
WRITE (*, *) result
END
```

**ABSTRACT INTERFACE**

**Statement:** Defines an abstract interface.

**Syntax**

```
ABSTRACT INTERFACE
    [interface-body]...
END INTERFACE
```
interface-body

Is one or more function or subroutine subprograms or a procedure pointer. A function must end with END FUNCTION and a subroutine must end with END SUBROUTINE.

The subprogram must not contain a statement function or a DATA, ENTRY, or FORMAT statement; an entry name can be used as a procedure name. The subprogram can contain a USE statement.

Description

An abstract interface block defines an interface whose name can be used in a PROCEDURE declaration statement to declare subprograms with identical arguments and characteristics.

An abstract interface block cannot contain a PROCEDURE statement or a MODULE PROCEDURE statement. Interface blocks can appear in the specification part of the program unit that invokes the external or dummy procedure.

An interface block must not appear in a block data program unit.

An interface block comprises its own scoping unit, and does not inherit anything from its host through host association.

The function or subroutine named in the interface-body cannot have the same name as a keyword that specifies an intrinsic type.

To make an interface block available to multiple program units (through a USE statement), place the interface block in a module.

Example

Previously, within an interface block, you needed to individually declare subroutines and functions that had the same argument keywords and characteristics. For example:

```fortran
INTERFACE
  SUBROUTINE SUB_ONE (X)
    REAL, INTENT(IN) :: X
  END SUBROUTINE SUB_ONE
  SUBROUTINE SUB_TWO (X)
    REAL, INTENT(IN) :: X
  END SUBROUTINE SUB_TWO
  ...
END INTERFACE
```

Now you can use an abstract interface to specify a subprogram name for these identical arguments and characteristics. For example:

```fortran
ABSTRACT INTERFACE
  SUBROUTINE TEMPLATE (X)
    REAL, INTENT(IN) :: X
  END SUBROUTINE TEMPLATE
END INTERFACE
```

You can then use the subprogram in the abstract interface as a template in a PROCEDURE statement to declare procedures. For example:

```fortran
PROCEDURE (TEMPLATE) :: SUB_ONE, SUB_TWO, ...
```

See Also

INTERFACE
PROCEDURE
FUNCTION
SUBROUTINE
Procedure Interfaces
Use and Host Association Overview

**ACCEPT**

**Statement:** Transfers input data.

**Syntax**

Formatted:

```
ACCEPT form[, io-list]
```

Formatted - List-Directed:

```
ACCEPT *[io-list]
```

Formatted - Namelist:

```
ACCEPT nml
```

- `form` Is the nonkeyword form of a format specifier (no FMT=).
- `io-list` Is an I/O list.
- `*` Is the format specifier indicating list-directed formatting.
- `nml` Is the nonkeyword form of a namelist specifier (no NML=) indicating namelist formatting.

The ACCEPT statement is the same as a formatted, sequential READ statement, except that an ACCEPT statement must never be connected to user-specified I/O units. You can override this restriction by using environment variable FOR_ACCEPT.

**Example**

In the following example, character data is read from the implicit unit and binary values are assigned to each of the five elements of array CHARAR:

```
CHARACTER*10 CHARAR(5)
ACCEPT 200, CHARAR
200 FORMAT (5A10)
```

**ACCESS Function**

**Portability Function:** Determines if a file exists and how it can be accessed.

**Module**

USE IFPORT

**Syntax**

```
result = ACCESS(name, mode)
```

- `name` (Input) Character*(*). Name of the file whose accessibility is to be determined.
- `mode` (Input) Character*(*). Modes of accessibility to check for. Must be a character string of length one or greater containing only the characters "r", "w", "x", or "" (a blank). These characters are interpreted as follows.

<table>
<thead>
<tr>
<th>Character</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>r</td>
<td>Tests for read permission</td>
</tr>
<tr>
<td>Character</td>
<td>Meaning</td>
</tr>
<tr>
<td>-----------</td>
<td>---------</td>
</tr>
<tr>
<td>w</td>
<td>Tests for write permission</td>
</tr>
<tr>
<td>x</td>
<td>Tests for execute permission. On Windows* systems, the extension of name must be .COM, .EXE, .BAT, .CMD, .PL, .KSH, or .CSH.</td>
</tr>
<tr>
<td>(blank)</td>
<td>Tests for existence</td>
</tr>
</tbody>
</table>

The characters within mode can appear in any order or combination. For example, wrx and r are legal forms of mode and represent the same set of inquiries.

Results

The value of the result is INTEGER(4). It is zero if all inquiries specified by mode are true. If either argument is invalid, or if the file cannot be accessed in all of the modes specified, one of the following error codes is returned:

- EACCES: Access denied; the file's permission setting does not allow the specified access
- EINVAL: The mode argument is invalid
- ENOENT: File or path not found

For a list of error codes, see IERNO.

The name argument can contain either forward or backward slashes for path separators.

On Windows* systems, all files are readable. A test for read permission always returns 0.

Example

```fortran
use ifport
!
!
J = ACCESS ("DATAFILE.TXT", "rw")
PRINT *, J
!
!
J = ACCESS ("DATAFILE.TXT","x")
PRINT *, J
```

See Also

INQUIRE
GETFILEINFO

ACHAR

**Elemental Intrinsic Function (Generic):** Returns the character in a specified position of the ASCII character set, even if the processor's default character set is different. It is the inverse of the IACHAR function. In Intel Fortran, ACHAR is equivalent to the CHAR function.

Syntax

```fortran
result = ACHAR (i [, kind])
```

i  
(Input) Is of type integer.
kind

(Input; optional) Must be a scalar integer initialization expression.

Results

The result type is character with length 1. If \textit{kind} is present, the kind parameter of the result is that specified by \textit{kind}; otherwise, the kind parameter of the result is that of default character. If the processor cannot represent the result value in the kind of the result, the result is undefined.

If \( i \) has a value within the range 0 to 127, the result is the character in position \( i \) of the ASCII character set; otherwise, it is processor defined. \textsc{achar} (\textsc{iachar}(C)) has the value C for any character C capable of representation in the default character set. For a complete list of ASCII character codes, see Character and Key Code Charts.

Example

\textsc{achar} (71) has the value 'G'.
\textsc{achar} (63) has the value '?'.

See Also

\textsc{char}
\textsc{iachar}
\textsc{ichar}

ACOS

\textbf{Elemental Intrinsic Function (Generic)}: Produces the arccosine of \( x \).

Syntax

\[
\text{result} = \text{ACOS} \ (x)
\]

\( x \)

(Input) Must be of type real. The \(| x |\) must be less than or equal to 1.

Results

The result type and \textit{kind} is the same as \( x \) and is expressed in radians. The value lies in the range 0 to \( \pi \).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACOS (^1)</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DACOS (^1)</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QACOS(^2)</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

\(^1\)The setting of compiler options specifying real size can affect ACOS and DACOS.

\(^2\)Or QARCOS.

Example

ACOS (0.68032123) has the value .8225955.

ACOSD

\textbf{Elemental Intrinsic Function (Generic)}: Produces the arccosine of \( x \).

Syntax

\[
\text{result} = \text{ACOSD} \ (x)
\]
\( x \) (Input) Must be of type real. The \(|x|\) must be less than or equal to 1.

**Results**

The result type and kind is the same as \( x \) and is expressed in degrees. The value lies in the range \(-90\) to \(90\) degrees.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACOSD (^1)</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DACOSD (^1)</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QACOSD</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

\(^1\)The setting of compiler options specifying real size can affect ACOSD and DACOSD.

**Example**

ACOSD \((0.886579)\) has the value 27.55354.

**ACOSH**

*Elemental Intrinsic Function (Generic)*: Produces the hyperbolic arccosine of \( x \).

**Syntax**

\[
\text{result} = \text{ACOSH} (x)
\]

\( x \) (Input) Must be of type real and must be greater than or equal to 1.

**Results**

The result type and kind is the same as \( x \).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACOSH (^1)</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DACOSH (^1)</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QACOSH</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

\(^1\)The setting of compiler options specifying real size can affect ACOSH and DACOSH.

**Example**

ACOSH \((1.0)\) has the value 0.0.

ACOSH \((180.0)\) has the value 5.8861.

**ADJUSTL**

*Elemental Intrinsic Function (Generic)*: Adjusts a character string to the left, removing leading blanks and inserting trailing blanks.

**Syntax**

\[
\text{result} = \text{ADJUSTL} (\text{string})
\]
string  (Input) Must be of type character.

Results
The result type is character with the same length and kind parameter as string. The value of the result is the same as string, except that any leading blanks have been removed and inserted as trailing blanks.

Example

```fortran
CHARACTER(16) STRING
STRING= ADJUSTL(' Fortran 90 ') ! returns 'Fortran 90
ADJUSTL (' SUMMERTIME') ! has the value 'SUMMERTIME
```

See Also
ADJUSTR

ADJUSTR

**Elemental Intrinsic Function (Generic):** Adjusts a character string to the right, removing trailing blanks and inserting leading blanks.

Syntax

```fortran
result = ADJUSTR (string)
```

string  (Input) Must be of type character.

Results
The result type is character with the same length and kind parameter as string.

The value of the result is the same as string, except that any trailing blanks have been removed and inserted as leading blanks.

Example

```fortran
CHARACTER(16) STRING
STRING= ADJUSTR(' Fortran 90 ') ! returns '     Fortran 90'
ADJUSTR (' SUMMERTIME ') ! has the value '    SUMMERTIME'
```

See Also
ADJUSTL

AIMAG

**Elemental Intrinsic Function (Generic):** Returns the imaginary part of a complex number. This function can also be specified as IMAG.

Syntax

```fortran
result = AIMAG (z)
```

z  (Input) Must be of type complex.

Results
The result type is real with the same kind parameter as z. If z has the value (x, y), the result has the value y.
Specific Name | Argument Type | Result Type |
--- | --- | --- |
AIMAG | COMPLEX(4) | REAL(4) |
DIMAG | COMPLEX(8) | REAL(8) |
QIMAG | COMPLEX(16) | REAL(16) |

1The setting of compiler options specifying real size can affect AIMAG.

To return the real part of complex numbers, use REAL.

Example

AIMAG ((4.0, 5.0)) has the value 5.0.

The program AIMAG.F90 applies the quadratic formula to a polynomial and allows for complex results:

```fortran
REAL a, b, c
COMPLEX ans1, ans2, d
WRITE (*, 100)
100 FORMAT (' Enter A, b, and c of the polynomial ax**2 + bx + c: ')
READ (*, *) a, b, c
d = CSQRT (CMPLX (b**2 - 4.0*a*c))  ! d is either:
   ! 0.0 + i root, or
   ! root + i 0.0
ans1 = (-b + d) / (2.0 * a)
ans2 = (-b + d) / (2.0 * a)
WRITE (*, 200)
200 FORMAT (/ ' The roots are:' /)
WRITE (*, 300) REAL(ans1), AIMAG(ans1), &
   REAL(ans2), AIMAG(ans2)
300 FORMAT (' X = ', F10.5, ' + i', F10.5)
END
```

See Also

CONJG
DBLE

AIMT

Elemental Intrinsic Function (Generic): Truncates a value to a whole number.

Syntax

```
result = AIMT (a [,kind])
```

- **a**  
  (Input) Must be of type real.

- **kind**  
  (Input; optional) Must be a scalar integer initialization expression.

Results

The result type is real. If **kind** is present, the kind parameter of the result is that specified by **kind**; otherwise, the kind parameter is that of **a**.

The result is defined as the largest integer whose magnitude does not exceed the magnitude of **a** and whose sign is the same as that of **a**. If |a| is less than 1, AIMT(a) has the value zero.
Specific Name | Argument Type | Result Type |
---|---|---|
AINT \(^1\) | REAL(4) | REAL(4) |
DINT \(^1\) | REAL(8) | REAL(8) |
QINT | REAL(16) | REAL(16) |

\(^1\)The setting of compiler options specifying real size can affect AINT and DINT.

To round rather than truncate, use ANINT.

**Example**

AINT (3.678) has the value 3.0.

AINT (-1.375) has the value -1.0.

```fortran
REAL r1, r2
REAL(8) r3(2)
r1 = AINT(2.6) ! returns the value 2.0
r2 = AINT(-2.6) ! returns the value -2.0
r3 = AINT((/1.3, 1.9/), KIND = 8) ! returns the values
! (1.0D0, 1.0D0)
```

**See Also**

ANINT

**ALARM**

*Portability Function*: Causes a subroutine to begin execution after a specified amount of time has elapsed.

**Module**

USE IFPORT

**Syntax**

```fortran
result = ALARM (time, proc)
```

*result*  
(Input) Integer. Specifies the time delay, in seconds, between the call to ALARM and the time when *proc* is to begin execution. If *time* is 0, the alarm is turned off and no routine is called.

*time*  
(Input) Integer. Specifies the time delay, in seconds, between the call to ALARM and the time when *proc* is to begin execution. If *time* is 0, the alarm is turned off and no routine is called.

*proc*  
(Input) Name of the procedure to call. The procedure takes no arguments and must be declared EXTERNAL.

**Results**

The return value is INTEGER(4). It is zero if no alarm is pending. If an alarm is pending (has already been set by a previous call to ALARM), it returns the number of seconds remaining until the previously set alarm is to go off, rounded up to the nearest second.

After ALARM is called and the timer starts, the calling program continues for *time* seconds. The calling program then suspends and calls *proc*, which runs in another thread. When *proc* finishes, the alarm thread terminates, the original thread resumes, and the calling program resets the alarm. Once the alarm goes off, it is disabled until set again.

If *proc* performs I/O or otherwise uses the Fortran library, you need to compile it with one of the multithread libraries.

The thread that *proc* runs in has a higher priority than any other thread in the process. All other threads are essentially suspended until *proc* terminates, or is blocked on some other event, such as I/O.
No alarms can occur after the main process ends. If the main program finishes or any thread executes an EXIT call, than any pending alarm is deactivated before it has a chance to run.

Example

USE IFPORT
INTEGER(4) numsec, istat
EXTERNAL subprog
numsec = 4
write *, "subprog will begin in ", numsec, " seconds"
ISTAT = ALARM (numsec, subprog)

See Also
RUNQQ

ALIAS Directive

**General Compiler Directive**: Declares alternate external names for external subprograms.

**Syntax**

```
!DIR$ ALIAS internal-name,external-name
```

- `internal-name`: The name of the entity as used in the current program unit. It can be a procedure name, a COMMON block name, a module variable that is initialized, or a PARAMETER in a module.
- `external-name`: A name or a character constant, delimited by apostrophes or quotation marks.

If a name is specified, the name (in uppercase) is used as the external name for the specified `internal-name`. If a character constant is specified, it is used as is; the string is not changed to uppercase, nor are blanks removed.

The ALIAS directive affects only the external name used for references to the specified `internal-name`. Names that are not acceptable to the linker will cause link-time errors.

**See Also**
ATTRIBUTES ALIAS
ATTRIBUTES DECORATE
ATTRIBUTES DEFAULT
General Compiler Directives
Syntax Rules for Compiler Directives

**ALIGNED Clause**

**Parallel Directive Clause**: Specifies that all variables in a list are aligned.

**Syntax**

```
ALIGNED (list [:n])
```

- `list`: Is the name of one or more variables. Each name must be separated by a comma. Any variable that appears in `list` cannot appear in more than one ALIGNED clause.
must be a constant positive integer expression; it indicates the number of bytes for the alignment. If \( n \) is not specified, the compiler uses the default alignment specified for SIMD instructions on the target platform.

The ALIGNED clause overrides efficiency heuristics in the optimizer. It instructs the compiler to use aligned data movement instructions for all array references. This clause disables all the advanced alignment optimizations of the compiler, such as determining alignment properties from the program context or using dynamic loop peeling to make references aligned.

**NOTE**

Be careful when using the ALIGNED clause. Instructing the compiler to implement all array references with aligned data movement instructions will cause a runtime exception if some of the access patterns are actually unaligned.

### ALL

**Transformational Intrinsic Function (Generic):**

Determines if all values are true in an entire array or in a specified dimension of an array.

**Syntax**

\[
\text{result} = \text{ALL} \ (\text{mask} \ [,\ DIM])
\]

**mask**

(Input) Must be a logical array.

**dim**

(Input; optional) Must be a scalar integer with a value in the range 1 to \( n \), where \( n \) is the rank of \( \text{mask} \).

**Results**

The result is an array or a scalar of type logical.

The result is a scalar if \( \text{dim} \) is omitted or \( \text{mask} \) has rank one. A scalar result is true only if all elements of \( \text{mask} \) are true, or \( \text{mask} \) has size zero. The result has the value false if any element of \( \text{mask} \) is false.

An array result has the same type and kind parameters as \( \text{mask} \), and a rank that is one less than \( \text{mask} \). Its shape is \((d_1, d_2, \ldots, d_{\text{dim}-1}, d_{\text{dim}+1}, \ldots, d_n)\), where \((d_1, d_2, \ldots, d_n)\) is the shape of \( \text{mask} \).

Each element in an array result is true only if all elements in the one dimensional array defined by \( \text{mask}(s_1, s_2, \ldots, s_{\text{dim}-1}, : , s_{\text{dim}+1}, \ldots, s_n) \) are true.

**Example**

```fortran
LOGICAL mask( 2, 3), AR1(3), AR2(2)
mask = RESHAPE((/.TRUE., .TRUE., .FALSE., .TRUE., .FALSE., & .FALSE./),(/2,3/))

! mask is true false false
! true true false
AR1 = ALL(mask,DIM = 1) ! evaluates the elements column by column yielding [true false false]
AR2 = ALL(mask,DIM = 2) ! evaluates the elements row by row yielding [false false].
```

**ALL ((/TRUE., .FALSE., .TRUE./))** has the value false because some elements of MASK are not true.

**ALL ((/TRUE., .TRUE., .TRUE./))** has the value true because all elements of MASK are true.

**A is the array**

```
[ 1 5 7 ]
[ 3 6 8 ]
```
and B is the array

\[
\begin{bmatrix}
0 & 5 & 7 \\
2 & 6 & 9 \\
\end{bmatrix}
\]

ALL (A .EQ. B, DIM=1) tests to see if all elements in each column of A are equal to the elements in the corresponding column of B. The result has the value (false, true, false) because only the second column has elements that are all equal.

ALL (A .EQ. B, DIM=2) tests to see if all elements in each row of A are equal to the elements in the corresponding row of B. The result has the value (false, false) because each row has some elements that are not equal.

**See Also**

ANY  
COUNT

**ALLOCATABLE**

**Statement and Attribute:** Specifies that an object is an allocatable array with a deferred shape. The shape of an allocatable array is determined when an ALLOCATE statement is executed, dynamically allocating space for the array. Character objects may have deferred length which is determined when the object is allocated.

**Syntax**

The ALLOCATABLE attribute can be specified in a type declaration statement or an ALLOCATABLE statement, and takes one of the following forms:

**Type Declaration Statement:**

\[
type, [att-ls,] ALLOCATABLE [, att-ls] :: a[(d-spec)] [[coarray-spec]][, a[(d-spec)] [[coarray-spec]]...\]

**Statement:**

\[
ALLOCATABLE [::] a[(d-spec)] [[coarray-spec]][, a[(d-spec)] [[coarray-spec]]...\]

- **type**
  - Is a data type specifier.
- **att-ls**
  - Is an optional list of attribute specifiers.
- **a**
  - Is the name of the allocatable object.
- **d-spec**
  - Is a deferred-shape specification (:: [: , :] ...), where each colon represents a dimension of the array or a deferred-coshape specification.
- **coarray-spec**
  - Is a deferred-coshape specification. The left bracket and right bracket are required.

**Description**

A character object declaration uses LEN=: to indicate it is deferred length.

If the array is given the DIMENSION attribute elsewhere in the program, it must be declared as a deferred-shape array.

When the allocatable object is no longer needed, it can be deallocated by execution of a DEALLOCATE statement.

An allocatable object cannot be specified in a COMMON, EQUIVALENCE, DATA, or NAMELIST statement.
Allocatable objects are not saved by default. If you want to retain the values of an allocatable object across procedure calls, you must specify the SAVE attribute for the object.

**Example**

! Method for creating and allocating deferred-shape objects.

```fortran
INTEGER, ALLOCATABLE :: matrix(:,:)
REAL, ALLOCATABLE :: vector(:)
CHARACTER, ALLOCATABLE :: c1
CHARACTER(LEN=:), ALLOCATABLE :: c2, c3(:)

ALLOCATE(matrix(3,5),vector(-2:N+2))
ALLOCATE(c1)
ALLOCATE(character(len=5) :: c2)
ALLOCATE(character(len=3) :: c3(2:4))
...
```

The following example shows a type declaration statement specifying the ALLOCATABLE attribute:

```fortran
REAL, ALLOCATABLE :: Z(:, :, :)
```

The following is an example of the ALLOCATABLE statement:

```fortran
REAL A, B(:)
ALLOCATABLE :: A(:,:), B
```

**See Also**

Type Declarations  
Array Declarations  
DEALLOCATE  
Allocate of Allocatable Arrays  
Type Declarations

**ALLOCATE**

*Statement:* Dynamically creates storage for allocatable variables and pointer targets.

**Syntax**

```
ALLOCATE ([type::] object[(s-spec)] [, object[(s-spec,s-spec)...]] ... [[coarray-spec]...[, alloc-opt])
```

- **type**  
  Is a data type specifier. If specified, the kind type parameters of each object must be the same as the corresponding type parameter values.

- **object**  
  Is the object to be allocated. It is a variable name or structure component, and must be a pointer or an allocatable object. The object can be of type character with zero length.

- **s-spec**  
  Is an array shape specification in the form [lower-bound:]upper-bound. Each bound must be a scalar integer expression. The number of shape specifications must be the same as the rank of the object.

- **coarray-spec**  
  Is a coarray shape specification in the form:
  
  ```
  [[[lower-bound:] upper-bound, ] ... [lower-bound:] *
  ```
The brackets around coarray-spec are required. A coarray shape specification can only appear if the object is a coarray. The number of coarray specifications must be one less than the corank of the coarray object.

alloc-opt

(Output) Is one of the following:

STAT=stat-var  stat-var is a scalar integer variable in which the status of the allocation is stored.

ERRMSG=err-var err-var is a scalar default character value in which an error condition is stored if such a condition occurs.

SOURCE=source-expr  source-expr is an expression that is scalar or has the same rank as object. If source-expr is specified, type cannot be specified and each object must have the same rank as source-expr.

MOLD=source-expr

Description

The storage space allocated is uninitialized unless SOURCE= is specified.

A bound in s-spec must not be an expression containing an array inquiry function whose argument is any allocatable object in the same ALLOCATE statement; for example, the following is not permitted:

```fortran
INTEGER ERR
INTEGER, ALLOCATABLE :: A(:,), B(:)
...
ALLOCATE(A(10:25), B(SIZE(A)), STAT=ERR)  ! A is invalid as an argument to function SIZE
```

If object is an array, s-spec must appear or source-expr must appear and have the same rank as object. If object is scalar, no s-spec should appear.

If a STAT= variable, ERRMSG= variable, or source-expr is specified, it must not be allocated in the ALLOCATE statement in which it appears; nor can they depend on the value, bounds, length type parameters, allocation status, or association status of any object in the same ALLOCATE statement.

If the allocation is successful for STAT= or ERRMSG=, the variable is set to zero. If the allocation is not successful, an error condition occurs, and the variable is set to a positive integer value (representing the run-time error); the ERRMSG= variable contains the error condition.

If no STAT= variable is specified and an error condition occurs, program execution terminates.

If the allocation is successful and source-expr is specified, the dynamic type and value of the allocated object becomes that of the source expression. If the value of a non-deferred length type parameter of object is different from the value of the corresponding type parameter of source-expr, an error condition occurs.

If any object has a deferred type parameter, is unlimited polymorphic, or is of ABSTRACT type, either type or source-expr must appear.

If object is a coarray, source-expr must not have a dynamic type of C_PTR, C_FUNPTR, or LOCK_TYPE, or have a subcomponent whose dynamic type is LOCK_TYPE. The object cannot be a coindexed object.

When an ALLOCATE statement is executed for an object that is a coarray, there is an implicit synchronization of all images. On each image, execution of the segment following the statement is delayed until all other images have executed the same statement the same number of times.

If an ALLOCATE or DEALLOCATE statement with a coarray allocatable object is executed when one or more images has initiated termination of execution, the STAT= variable becomes defined with the processor-dependent positive integer value of the constant STAT_STOPPED_IMAGE from the intrinsic module ISO_FORTRAN_ENV.
If any other error condition occurs during execution of the ALLOCATE or DEALLOCATE statement, the STAT= variable becomes defined with a processor-dependent positive integer value different from STAT_STOPPED_IMAGE.

If MOLD= appears and source-expr is a variable, its value does not have to be defined.

To release the storage for an object, use DEALLOCATE.

To determine whether an allocatable object is currently allocated, use the ALLOCATED intrinsic function.

To determine whether a pointer is currently associated with a target, use the ASSOCIATED intrinsic function.

**Example**

```fortran
!Method for creating and allocating deferred shape arrays.
INTEGER, ALLOCATABLE:: matrix(:, :)
REAL, ALLOCATABLE:: vector(:)

... 
ALLOCATE (matrix(3, 5), vector(-2:N+2))

... 
```

The following shows another example of the ALLOCATE statement:

```fortran
INTEGER J, N, ALLOC_ERR
REAL, ALLOCATABLE :: A(:), B(:, :)
...
ALLOCATE(A(0:80), B(-3:J+1, N), STAT = ALLOC_ERR)
```

The above example allocates the scalar objects s and t to be 15 by 25 matrices with the value of r.

Consider the following:

```fortran
REAL(KIND=8) :: r(15, 25)
REAL(KIND=8), ALLOCATABLE :: s(:, :), t(:, :)
...
ALLOCATE(s, SOURCE=r)
ALLOCATE(t, SOURCE=r)
```

The above example allocates s and t to be 15 by 25 arrays with the value of r.

See Also

- ALLOCATABLE
- ALLOCATED
- DEALLOCATE
- ASSOCIATED
- POINTER - Fortran
- Dynamic Allocation Overview
- Pointer Assignments

### ALLOCATED

**Inquiry Intrinsic Function (Generic):** Indicates whether an allocatable array or allocatable scalar is currently allocated.

**Syntax**

```fortran
result = ALLOCATED ([ARRAY=]array)
result = ALLOCATED ([SCALAR=]scalar)
```

- **array** (Input) Must be an allocatable array.
- **scalar** (Input) Must be an allocatable scalar.
Results

The result is a scalar of type default logical.

The result has the value true if argument array or scalar is currently allocated, false if the argument is not currently allocated, or undefined if its allocation status is undefined.

NOTE

When the argument keyword ARRAY is used, array must be an allocatable array. When the argument keyword SCALAR is used, scalar must be an allocatable scalar.

Example

```fortran
REAL, ALLOCATABLE :: A(:)
...
IF (.NOT. ALLOCATED(A)) ALLOCATE (A (5))
```

Consider the following:

```fortran
REAL, ALLOCATABLE, DIMENSION (:,:,:) :: E
PRINT *, ALLOCATED (E)       ! Returns the value false
ALLOCATE (E (12, 15, 20))
PRINT *, ALLOCATED (E)       ! Returns the value true
```

See Also

ALLOCATABLE
ALLOCATE
DEALLOCATE
Arrays
Dynamic Allocation Overview

ANINT

Elemental Intrinsic Function (Generic): Calculates the nearest whole number.

Syntax

```
result = ANINT (a[,kind] )
```

- **a**  
  (Input) Must be of type real.

- **kind**  
  (Input; optional) Must be a scalar integer initialization expression.

Results

The result type is real. If kind is present, the kind parameter is that specified by kind; otherwise, the kind parameter is that of a. If a is greater than zero, ANINT (a) has the value AINT (a + 0.5); if a is less than or equal to zero, ANINT (a) has the value AINT (a - 0.5).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
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<tr>
<td>QNINT</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

¹The setting of compiler options specifying real size can affect ANINT and DNINT.

To truncate rather than round, use AINT.
Example

ANINT (3.456) has the value 3.0.
ANINT (-2.798) has the value -3.0.

Consider the following:

```fortran
REAL r1, r2
r1 = ANINT(2.6)     ! returns the value 3.0
r2 = ANINT(-2.6)    ! returns the value -3.0
```

! Calculates and adds tax to a purchase amount.

```fortran
REAL amount, taxrate, tax, total

taxrate = 0.081
amount = 12.99

tax = ANINT (amount * taxrate * 100.0) / 100.0
total = amount + tax

WRITE (*, 100) amount, tax, total

100  FORMAT ( 1X, 'AMOUNT', F7.2 /
       + 1X, 'TAX ', F7.2 /
       + 1X, 'TOTAL ', F7.2)
END
```

See Also

NINT

ANY

**Transformational Intrinsic Function (Generic):** Determines if any value is true in an entire array or in a specified dimension of an array.

**Syntax**

```fortran
result = ANY (mask [, dim])
```

- **mask**
  - (Input) Must be a logical array.

- **dim**
  - (Input; optional) Must be a scalar integer expression with a value in the range 1 to n, where n is the rank of mask.

**Results**

The result is an array or a scalar of type logical.

The result is a scalar if dim is omitted or mask has rank one. A scalar result is true if any elements of mask are true. The result has the value false if no element of mask is true, or mask has size zero.

An array result has the same type and kind parameters as mask, and a rank that is one less than mask. Its shape is (d_1, d_2, ..., d_{dim-1}, d_{dim+1} ..., d_n), where (d_1, d_2, ..., d_n) is the shape of mask.

Each element in an array result is true if any elements in the one dimensional array defined by mask(s_1, s_2, ..., s_{dim-1}, :, s_{dim+1}, ..., s_n) are true.

**Example**

```fortran
LOGICAL mask( 2, 3), AR1(3), AR2(2)
logical, parameter :: T = .true.
logical, parameter :: F = .false.
DATA mask /T, T, F, T, F, F/
! mask is true false false
!
AR1 = ANY(mask,DIM = 1) ! evaluates the elements column by
```
ANY ($(./.FALSE., ./.FALSE., ./TRUE./)) has the value true because one element is true.

A is the array

```
[ 1  5  7 ]
[ 3  6  8 ]
```

and B is the array

```
[ 0  5  7 ]
[ 2  6  9 ]
```

ANY (A .EQ. B, DIM=1) tests to see if any elements in each column of A are equal to the elements in the corresponding column of B. The result has the value (false, true, true) because the second and third columns have at least one element that is equal.

ANY (A .EQ. B, DIM=2) tests to see if any elements in each row of A are equal to the elements in the corresponding row of B. The result has the value (true, true) because each row has at least one element that is equal.

**See Also**

ALL
COUNT

**APPENDMENUQQ (W*S)**

*QuickWin Function:* Appends a menu item to the end of a menu and registers its callback subroutine.

**Module**

USE IFQWIN

**Syntax**

```
result = APPENDMENUQQ (menuID, flags, text, routine)
```

- `menuID`  
  (Input) INTEGER(4). Identifies the menu to which the item is appended, starting with 1 as the leftmost menu.

- `flags`  
  (Input) INTEGER(4). Constant indicating the menu state. Flags can be combined with an inclusive OR (see the Results section below). The following constants are available:
  - $MENUGRAYED - Disables and grays out the menu item.
  - $MENUDISABLED - Disables but does not gray out the menu item.
  - $MENUENABLED - Enables the menu item.
  - $MENUSEPARATOR - Draws a separator bar.
  - $MENUCHECKED - Puts a check by the menu item.
  - $MENUUNCHECKED - Removes the check by the menu item.

- `text`  
  (Input) Character*(*) . Menu item name. Must be a null-terminated C string, for example, 'WORDS OF TEXT'.

- `routine`  
  (Input) EXTERNAL. Callback subroutine that is called if the menu item is selected. All routines take a single LOGICAL parameter that indicates whether the menu item is checked or not. You can assign the following predefined routines to menus:
• WINPRINT - Prints the program.
• WINSAVE - Saves the program.
• WINEXIT - Terminates the program.
• WINSELECTTEXT - Selects text from the current window.
• WINSELECTGRAPHICS - Selects graphics from the current window.
• WINSELECTALL - Selects the entire contents of the current window.
• WININPUT - Brings to the top the child window requesting input and makes it the current window.
• WINCOPY - Copies the selected text and/or graphics from the current window to the Clipboard.
• WINPASTE - Allows the user to paste Clipboard contents (text only) to the current text window of the active window during a READ.
• WINCLEARPASTE - Clears the paste buffer.
• WINSIZETO FIT - Sizes output to fit window.
• WINFULLSCREEN - Displays output in full screen.
• WINSTATE - Toggles between pause and resume states of text output.
• WINCASCADE - Cascades active windows.
• WINTILE - Tiles active windows.
• WINARRANGE - Arranges icons.
• WINSTATUS - Enables a status bar.
• WININDEX - Displays the index for QuickWin help.
• WINUSING - Displays information on how to use Help.
• WINABOUT - Displays information about the current QuickWin application.
• NUL - No callback routine.

Results
The result type is logical. It is .TRUE. if successful; otherwise, .FALSE..

You do not need to specify a menu item number, because APPENDMENUQQ always adds the new item to the bottom of the menu list. If there is no item yet for a menu, your appended item is treated as the top-level menu item (shown on the menu bar), and text becomes the menu title. APPENDMENUQQ ignores the callback routine for a top-level menu item if there are any other menu items in the menu. In this case, you can set routine to NUL.

If you want to insert a menu item into a menu rather than append to the bottom of the menu list, use INSERTMENUQQ.

The constants available for flags can be combined with an inclusive OR where reasonable, for example $MENUCHECKED .OR. $MENUENABLED. Some combinations do not make sense, such as $MENUENABLED and $MENUDISABLED, and lead to undefined behavior.

You can create quick-access keys in the text strings you pass to APPENDMENUQQ as text by placing an ampersand (&) before the letter you want underlined. For example, to add a Print menu item with the r underlined, text should be "P&rint". Quick-access keys allow users of your program to activate that menu item with the key combination ALT+QUICK-ACCESS-KEY (ALT+R in the example) as an alternative to selecting the item with the mouse.

Example

```
USE IFQWIN
LOGICAL(4) result
CHARACTER(25) str
...
! Append two items to the bottom of the first (FILE) menu
```
str = '&Add to File Menu'! 'A' is a quick-access key
result = APPENDMENUQQ(1, $MENUENABLED, str, WINSTATUS)
str = 'Menu Item &2b'! '2' is a quick-access key
result = APPENDMENUQQ(1, $MENUENABLED, str, WINCASCADE)
! Append an item to the bottom of the second (EDIT) menu
str = 'Add to Second &Menu'! 'M' is a quick-access key
result = APPENDMENUQQ(2, $MENUENABLED, str, WINTILE)

See Also
INSERTMENUQQ (W*S)
DELETEMENUQQ (W*S)
MODIFYMENUFLAGSQQ (W*S)
MODIFYMENUROUTINEQQ (W*S)
MODIFYMENUSTRINGQQ (W*S)
ARC, ARC_W (W*S)

Graphics Functions: Draw elliptical arcs using the
current graphics color.

Module
USE IFQWIN

Syntax
result = ARC (x1, y1, x2, y2, x3, y3, x4, y4)
result = ARC_W (wx1, wy1, wx2, wy2, wx3, wy3, wx4, wy4)

x1, y1  (Input) INTEGER(2). Viewport coordinates for upper-left corner of bounding rectangle.

x2, y2  (Input) INTEGER(2). Viewport coordinates for lower-right corner of bounding rectangle.

x3, y3  (Input) INTEGER(2). Viewport coordinates of start vector.

x4, y4  (Input) INTEGER(2). Viewport coordinates of end vector.

wx1, wy1 (Input) REAL(8). Window coordinates for upper-left corner of bounding rectangle.

wx2, wy2 (Input) REAL(8). Window coordinates for lower-right corner of bounding rectangle.

wx3, wy3 (Input) REAL(8). Window coordinates of start vector.

wx4, wy4 (Input) REAL(8). Window coordinates of end vector.

Results
The result type is INTEGER(2). It is nonzero if successful; otherwise, 0. If the arc is clipped or partially out of
bounds, the arc is considered successfully drawn and the return is 1. If the arc is drawn completely out of
bounds, the return is 0.

The center of the arc is the center of the bounding rectangle defined by the points (x1, y1) and (x2, y2) for
ARC and (wx1, wy1) and (wx2, wy2) for ARC_W.
The arc starts where it intersects an imaginary line extending from the center of the arc through \((x_3, y_3)\) for ARC and \((wx_3, wy_3)\) for ARC_W. It is drawn counterclockwise about the center of the arc, ending where it intersects an imaginary line extending from the center of the arc through \((x_4, y_4)\) for ARC and \((wx_4, wy_4)\) for ARC_W.

ARC uses the view-coordinate system. ARC_W uses the window-coordinate system. In each case, the arc is drawn using the current color.

**NOTE**

The ARC routine described here is a QuickWin graphics routine. If you are trying to use the Microsoft Platform SDK version of the Arc routine by including the IFWIN module, you need to specify the routine name as MSFWIN$Arc.

**Example**

This program draws the arc shown below.

```
USE IFQWIN
INTEGER(2) status, x1, y1, x2, y2, x3, y3, x4, y4

x1 = 80; y1 = 50
x2 = 240; y2 = 150
x3 = 120; y3 = 75
x4 = 90; y4 = 180
status = ARC( x1, y1, x2, y2, x3, y3, x4, y4 )
END
```

**ASIN**

*Elemental Intrinsic Function (Generic):* Produces the arcsine of an argument.

**Syntax**

\[
\text{result} = \text{ASIN}(\, x \,)
\]

*x*  
(Input) Must be of type real. The \(|x|\) must be less than or equal to 1.

**Results**

The result type and kind is the same as \(x\) and is expressed in radians. The value lies in the range \(-\pi/2\) to \(\pi/2\).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASIN</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DASIN</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
</tbody>
</table>
Example

ASIN (0.79345021) has the value 0.9164571.

ASIND

*Elemental Intrinsic Function (Generic): Produces the arcsine of x.*

**Syntax**

\[
result = \text{ASIND} \ (x)
\]

\(x\) (Input) Must be of type real. The \(|x|\) must be less than or equal to 1.

**Results**

The result type and kind is the same as \(x\) and is expressed in degrees. The value lies in the range \(-90\) to \(90\) degrees.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASIND</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DASIND</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QASIND</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

Example

ASIND (0.2467590) has the value 14.28581.

ASINH

*Elemental Intrinsic Function (Generic): Produces the hyperbolic arcsine of x.*

**Syntax**

\[
result = \text{ASINH} \ (x)
\]

\(x\) (Input) Must be of type real.

**Results**

The result type and kind is the same as \(x\).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASINH</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DASINH</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QASINH</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

Example

ASINH (1.0) has the value -0.88137.

ASINH (180.0) has the value 5.88611.
**ASSIGN - Label Assignment**

**Statement:** Assigns a statement label value to an integer variable. This feature has been deleted in the Fortran Standard. Intel® Fortran fully supports features deleted in the Fortran Standard.

**Syntax**

```
ASSIGN label TO var
```

- `label` Is the label of a branch target or FORMAT statement in the same scoping unit as the ASSIGN statement.
- `var` Is a scalar integer variable.

When an ASSIGN statement is executed, the statement label is assigned to the integer variable. The variable is then undefined as an integer variable and can only be used as a label (unless it is later redefined with an integer value).

The ASSIGN statement must be executed before the statements in which the assigned variable is used.

Indirect branching through integer variables makes program flow difficult to read, especially if the integer variable is also used in arithmetic operations. Using these statements permits inconsistent usage of the integer variable, and can be an obscure source of error. The ASSIGN statement was used to simulate internal procedures, which now can be coded directly.

**Example**

The value of a label is not the same as its number; instead, the label is identified by a number assigned by the compiler. In the following example, 400 is the label number (not the value) of IVBL:

```
ASSIGN 400 TO IVBL
```

Variables used in ASSIGN statements are not defined as integers. If you want to use a variable defined by an ASSIGN statement in an arithmetic expression, you must first define the variable by a computational assignment statement or by a READ statement, as in the following example:

```
IVBL = 400
```

The following example shows ASSIGN statements:

```
INTEGER ERROR
...
ASSIGN 10 TO NSTART
ASSIGN 99999 TO KSTOP
ASSIGN 250 TO ERROR
```

Note that NSTART and KSTOP are integer variables implicitly, but ERROR must be previously declared as an integer variable.

The following statement associates the variable NUMBER with the statement label 100:

```
ASSIGN 100 TO NUMBER
```

If an arithmetic operation is subsequently performed on variable NUMBER (such as follows), the run-time behavior is unpredictable:

```
NUMBER = NUMBER + 1
```

To return NUMBER to the status of an integer variable, you can use the following statement:

```
NUMBER = 10
```

This statement dissociates NUMBER from statement 100 and assigns it an integer value of 10. Once NUMBER is returned to its integer variable status, it can no longer be used in an assigned GO TO statement.
Assignment(=) - Defined Assignment

**Statement:** An interface block that defines generic assignment. The only procedures allowed in the interface block are subroutines that can be referenced as defined assignments.

**Syntax**
The initial line for such an interface block takes the following form:

```fortran
INTERFACE ASSIGNMENT (=)
```

**Description**
The subroutines within the interface block must have two nonoptional arguments, the first with intent OUT or INOUT, and the second with intent IN.

A defined assignment is treated as a reference to a subroutine. The left side of the assignment corresponds to the first dummy argument of the subroutine; the right side of the assignment corresponds to the second argument.

The `ASSIGNMENT` keyword extends or redefines an assignment operation if both sides of the equal sign are of the same derived type.

Defined elemental assignment is indicated by specifying `ELEMENTAL` in the `SUBROUTINE` statement.

Any procedure reference involving generic assignment must be resolvable to one specific procedure; it must be unambiguous. For more information, see Unambiguous Generic Procedure References.

**Example**
The following is an example of a procedure interface block defining assignment:

```fortran
INTERFACE ASSIGNMENT (=)
   SUBROUTINE BIT_TO_NUMERIC (NUM, BIT)
      INTEGER, INTENT(OUT) :: NUM
      LOGICAL, INTENT(IN)  :: BIT(:)
   END SUBROUTINE BIT_TO_NUMERIC

   SUBROUTINE CHAR_TO_STRING (STR, CHAR)
      USE STRING_MODULE                    ! Contains definition of type STRING
      TYPE(STRING), INTENT(OUT) :: STR     ! A variable-length string
      CHARACTER(*), INTENT(IN)  :: CHAR
   END SUBROUTINE CHAR_TO_STRING
END INTERFACE
```

The following example shows two equivalent ways to reference subroutine `BIT_TO_NUMERIC`:

```fortran
CALL BIT_TO_NUMERIC(X, (NUM(I:J)))
X = NUM(I:J)
```

The following example shows two equivalent ways to reference subroutine `CHAR_TO_STRING`:

```fortran
CALL CHAR_TO_STRING(CH, '432C')
CH = '432C'
```

The following is an example of a declaration and reference to a defined assignment:

```fortran
!Converting circle data to interval data.
module mod1
  TYPE CIRCLE
     REAL radius, center_point(2)
  END TYPE CIRCLE
END MODULE MOD1
```
TYPE INTERVAL
  REAL lower_bound, upper_bound
END TYPE INTERVAL
CONTAINS
  SUBROUTINE circle_to_interval(I,C)
    type (interval),INTENT(OUT)::I
    type (circle),INTENT(IN)::C
    !Project circle center onto the x=-axis
    !Note: the length of the interval is the diameter of the circle
    I%lower_bound = C%center_point(1) - C%radius
    I%upper_bound = C%center_point(1) + C%radius
  END SUBROUTINE circle_to_interval
end module mod1

PROGRAM assign
  use mod1
  TYPE(CIRCLE) circle1
  TYPE(INTERVAL) interval1
  INTERFACE ASSIGNMENT(=)
    module procedure circle_to_interval
  END INTERFACE
  !Begin executable part of program
  circle1%radius = 2.5
  circle1%center_point = (/3.0,5.0/)
  interval1 = circle1
  ...
END PROGRAM

See Also
INTERFACE
Assignments

Assignment - Intrinsic Computational

Statement: Assigns a value to a nonpointer variable. In the case of pointers, intrinsic assignment is used to assign a value to the target associated with the pointer variable. The value assigned to the variable (or target) is determined by evaluation of the expression to the right of the equal sign.

Syntax
variable=expression

variable

expression

Is the name of a scalar or array of intrinsic or derived type (with no defined assignment). The array cannot be an assumed-size array, and neither the scalar nor the array can be declared with the PARAMETER or INTENT(IN) attribute.

expression

Is of intrinsic type or the same derived type as variable. Its shape must conform with variable. If necessary, it is converted to the same type and kind as variable.

Description
Before a value is assigned to the variable, the expression part of the assignment statement and any expressions within the variable are evaluated. No definition of expressions in the variable can affect or be affected by the evaluation of the expression part of the assignment statement.
NOTE
When the run-time system assigns a value to a scalar integer or character variable and the variable is shorter than the value being assigned, the assigned value may be truncated and significant bits (or characters) lost. This truncation can occur without warning, and can cause the run-time system to pass incorrect information back to the program.

If the variable is a pointer, it must be associated with a definable target. The shape of the target and expression must conform and their type and kind parameters must match.

If the IDIR$ NOSTRICT compiler directive (the default) is in effect, then you can assign a character expression to a noncharacter variable, and a noncharacter variable or array element (but not an expression) to a character variable.

Example

```fortran
REAL a, b, c
LOGICAL abigger
CHARACTER(16) assertion
  c  = .01
  a  = SQRT (c)
  b  = c**2
  assertion = 'a > b'
  abigger  = (a .GT. b)
  WRITE (*, 100) a, b
100 FORMAT (' a =', F7.4, ' b =', F7.4)
    IF (abigger) THEN
      WRITE (*, *) assertion, ' is true.'
    ELSE
      WRITE (*, *) assertion, ' is false.'
    END IF
END
```

The program above has the following output:
```
  a =    .1000     b =   .0001         a > b is true.
```

The following code shows legal and illegal assignment statements:
```
INTEGER i, j
REAL rone(4), rtwo(4), x, y
COMPLEX z
CHARACTER name6(6), name8(8)
  i    = 4
  x    = 2.0
  z    = (3.0, 4.0)
  rone(1) = 4.0
  rone(2) = 3.0
  rone(3) = 2.0
  rone(4) = 1.0
  name8 = 'Hello,'
  name8 = x + 1.0; int = name8//'test'; y = rone
```

! The following assignment statements are legal:
```
i    = rone(2); j = rone(i); j = x
y    = x; y = z; y = rone(3); rtwo = rone; rtwo = 4.7
name6 = name8
```

! The following assignment statements are illegal:
```
name6 = x + 1.0; int = name8//'test'; y = rone
END
```
ASSOCIATE

**Statement:** Marks the beginning of an ASSOCIATE construct. The ASSOCIATE construct creates a temporary association between a named entity and a variable or the value of an expression. The association lasts for the duration of the block.

**Syntax**

```
[name:] ASSOCIATE (assoc-entity[, assoc-entity]...)

    block

END ASSOCIATE [name]
```

- **name** (Optional) Is the name of the ASSOCIATE construct.
- **assoc-entity**
  - **associate-name** => **selector**
    - **associate-name** Is an identifier that becomes associated with the selector. It becomes the associating entity. The identifier name must be unique within the construct.
    - **selector** Is an expression or variable. It becomes the associated entity.
- **block** Is a sequence of zero or more statements or constructs.

**Description**

If a construct name is specified at the beginning of an ASSOCIATE statement, the same name must appear in the corresponding END ASSOCIATE statement. The same construct name must not be used for different named constructs in the same scoping unit. If no name is specified at the beginning of an ASSOCIATE statement, you cannot specify one following the END ASSOCIATE statement.

During execution of the block within the construct, each **associate-name** identifies an entity, which is associated with the corresponding **selector**. The associating entity assumes the declared type and type parameters of the selector.

You can only branch to an END ASSOCIATE statement from within its ASSOCIATE construct.

Within an ASSOCIATE construct, each associating entity has the same rank as its associated selector. The lower bound of each dimension is the result of the intrinsic function LBOUND applied to the corresponding dimension of selector. The upper bound of each dimension is one less than the sum of the lower bound and the extent.

If the selector has the ALLOCATABLE attribute, it must be allocated. The associating entity is associated with the associated entity and does not have the ALLOCATABLE attribute. If the selector has the POINTER attribute, it must be associated. The associating entity is associated with the target of the pointer and does not have the POINTER attribute. If the selector has the TARGET, VOLATILE, or ASYNCHRONOUS attribute, an associating entity that is a variable has those attributes.

This construct is useful when you want to simplify multiple accesses to a variable that has a lengthy description; for example, if the variable contains multiple subscripts and component names.
Example
The following shows an expression as a selector:

```
ASSOCIATE (O => (A-F)**2 + (B+G)**2)
  PRINT *, SQRT (O)
END ASSOCIATE
```

The following shows association with an array section:

```
ASSOCIATE (ARRAY => AB % D (I, :) % X)
  ARRAY (3) = ARRAY (1) + ARRAY (2)
END ASSOCIATE
```

Without the ASSOCIATE construct, this is what you would need to write:

```
AB % D (I, 3) % X = AB % D (I, 1) % X + AB % D (I, 2) % X
```

ASSOCIATED

**Inquiry Intrinsic Function (Generic):** Returns the association status of its pointer argument or indicates whether the pointer is associated with the target.

**Syntax**

```
result = ASSOCIATED (pointer [, target])
```

- `pointer` *(Input)* Must be a pointer. It can be of any data type. The pointer association status must be defined.
- `target` *(Input; optional)* Must be a pointer or target. If it is a pointer, the pointer association status must be defined.

**Results**

The result is a scalar of type default logical. The setting of compiler options specifying integer size can affect this function.

If only `pointer` appears, the result is true if it is currently associated with a target; otherwise, the result is false.

If `target` also appears and is a target, the result is true if `pointer` is currently associated with `target`; otherwise, the result is false.

If `target` is a pointer, the result is true if both `pointer` and `target` are currently associated with the same target; otherwise, the result is false. (If either `pointer` or `target` is disassociated, the result is false.)

Example

```
REAL C (:), D(:), E(5)
POINTER C, D
TARGET E
LOGICAL STATUS
C => E                       ! pointer assignment
D => E                       ! pointer assignment
STATUS = ASSOCIATED(C)       ! returns TRUE; C is associated
STATUS = ASSOCIATED(C, E)    ! returns TRUE; C is associated with E
STATUS = ASSOCIATED (C, D)   ! returns TRUE; C and D are associated
                             ! with the same target
```
Consider the following:

```fortran
REAL, TARGET, DIMENSION (0:50) :: TAR
REAL, POINTER, DIMENSION (:) :: PTR
PTR => TAR
PRINT *, ASSOCIATED (PTR, TAR)      ! Returns the value true
```

The subscript range for PTR is 0:50. Consider the following pointer assignment statements:

```fortran
(1) PTR => TAR (:)
(2) PTR => TAR (0:50)
(3) PTR => TAR (0:49)
```

For statements 1 and 2, ASSOCIATED (PTR, TAR) is true because TAR has not changed (the subscript range for PTR in both cases is 1:51, following the rules for deferred-shape arrays). For statement 3, ASSOCIATED (PTR, TAR) is false because the upper bound of TAR has changed.

Consider the following:

```fortran
REAL, POINTER, DIMENSION (:) :: PTR2, PTR3
ALLOCATE (PTR2 (0:15))
PTR3 => PTR2
PRINT *, ASSOCIATED (PTR2, PTR3)       ! Returns the value true
...
NULLIFY (PTR2)
NULLIFY (PTR3)
PRINT *, ASSOCIATED (PTR2, PTR3)       ! Returns the value false
```

See Also

- ALLOCATED
- POINTER - Fortran
- TARGET Statement
- Pointer Assignments

ASSUME

**General Compiler Directive:** Provides heuristic information to the compiler optimizer.

**Syntax**

```fortran
!DIR$ ASSUME (scalar-Boolean-expression)
```

*scalar-Boolean-expression* is any expression that evaluates to .TRUE. or .FALSE. at run-time.

The *scalar-Boolean-expression* is presumed to be true and may be used by the optimizer to generate better code.

If the check assume option is specified and *scalar-Boolean-expression* does not evaluate to .TRUE. at run-time, an error message is displayed and execution is aborted.

**Example**

In the example below, the compiler is told that A is aligned on a 32-byte boundary using the ASSUME_ALIGNED directive. The ASSUME directive says that the length of the first dimension of A is a multiple of 8. Therefore the optimizer knows that A(I,J+1) and A(I,J-1) are 0 mod 64 bytes away from A(I,J) and are therefore also aligned on 32-byte boundaries. This information helps the optimizer in generating efficiently vectorized code for these loops.

```fortran
SUBROUTINE F (A, NX,NY,I1,I2,J1,J2)
REAL (8) :: A (NX,NY)
!DIR$ ASSUME_ALIGNED A:32
!DIR$ ASSUME (MOD(NX,8) .EQ. 0) ! ensure that the first array access in the loop is aligned
!DIR$ ASSUME (MOD(I1,8) .EQ. 1)
```
DO J=J1,J2
  DO I=I1,I2
    A(I,J) = A(I,J) + A(I,J+1) + A(I,J-1)
  ENDDO
ENDDO
END SUBROUTINE F

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
ASSUME_ALIGNED directive
check compiler option (setting assume)

ASSUME_ALIGNED
General Compiler Directive: Specifies that an entity in memory is aligned.

Syntax
!DIR$ ASSUME_ALIGNED address1:n1 [, address2:n2]...

address
A memory reference. It can be of any data type, kind, or rank. It cannot be any of the following:
  • An entity in COMMON (or an entity EQUIVALENCEd to something in COMMON)
  • A component of a variable of derived type or a record field reference
  • An entity accessed by use or host association

n
A positive integer initialization expression. Its value must be a power of 2 between 1 and 256, that is, 1, 2, 4, 8, 16, 32, 64, 128, 256. It specifies the memory alignment in bytes of address.

If you specify more than one address:n item, they must be separated by a comma.
If address is a Cray POINTER or it has the POINTER attribute, it is the POINTER and not the pointee or the TARGET that is assumed aligned.
If the check assume option is specified and address is not aligned on an n-byte boundary at run-time, an error message is displayed and execution is aborted.
For more information, see the example in the description of the ASSUME directive.

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
ATTRIBUTES ALIGN
ASSUME directive
check compiler option

ASYNCRONOUS
Statement and Attribute: Specifies that a variable can be used for asynchronous input and output.

Syntax
The ASYNCRONOUS attribute can be specified in a type declaration statement or an ASYNCRONOUS statement, and takes one of the following forms:
Type Declaration Statement:

type, [att-ls,] ASYNCHRONOUS [, att-ls] :: var [, var] ...

Statement:

ASYNCHRONOUS [:] var [, var] ...

type Is a data type specifier.

att-ls Is an optional list of attribute specifiers.

var Is the name of a variable.

Description

Asynchronous I/O, or non-blocking I/O, allows a program to continue processing data while the I/O operation is performed in the background.

A variable can have the ASYNCHRONOUS attribute in a particular scoping unit without necessarily having it in other scoping units. If an object has the ASYNCHRONOUS attribute, then all of its subobjects also have the ASYNCHRONOUS attribute.

The ASYNCHRONOUS attribute can also be implied by use of a variable in an asynchronous READ or WRITE statement.

You can specify variables that are used for asynchronous communication, such as with Message Passing Interface Standard (MPI). Asynchronous communication has the following restrictions:

- For input, a pending communication affector must not be referenced, become defined, become undefined, become associated with a dummy argument that has the VALUE attribute, or have its pointer association status changed.
- For output, a pending communication affector must not be redefined, become undefined, or have its pointer association status changed.

Examples

The following example shows how the ASYNCHRONOUS attribute can be applied in an OPEN and READ statement.

```fortran
program test
  integer, asynchronous, dimension(100) :: array
  open (unit=1,file='asynch.dat',asynchronous='YES',&
    form='unformatted')
  write (1) (i,i=1,100)
  rewind (1)
  read (1,asynchronous='YES') array
  wait(1)
  write (*,*) array(1:10)
end
```

See Also

Type Declarations
Compatible Attributes

ATAN

Elemental Intrinsic Function (Generic): Produces the arctangent of an argument.

Syntax

result = ATAN (x)
(Input) Must be of type real.

Results
The result type and kind is the same as x and is expressed in radians. The value lies in the range -\pi/2 to \pi/2.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATAN</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DATAN</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QATAN</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

Example
ATAN (1.5874993) has the value 1.008666.

**ATAN2**

Elemental Intrinsic Function (Generic): Produces an arctangent (inverse tangent). The result is the principal value of the argument of the nonzero complex number (x, y).

Syntax

\[
\text{result} = \text{ATAN2}(y, x)
\]

\(y\) (Input) Must be of type real.

\(x\) (Input) Must have the same type and kind parameters as y. If y has the value zero, x cannot have the value zero.

Results
The result type and kind is the same as x and is expressed in radians. The value lies in the range -\pi <= ATAN2 (y, x) <= \pi.

If x is not zero, the result is approximately equal to the value of arctan \((y/ x)\).

If y > zero, the result is positive.

If y < zero, the result is negative.

If y is zero and x > zero, the result is y (so for x>0, ATAN2 ((+0.0), x) is +0.0 and ATAN2 ((-0.0), x) is -0.0).

If y is a positive real zero and x < zero, the result is pi.

If y is a negative real zero and x < zero, the result is -pi.

If x is a positive real zero, the result is pi/2.

If y is a negative real zero, the result is -pi/2.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATAN2</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DATAN2</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QATAN2</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>
Example

ATAN2 (2.679676, 1.0) has the value 1.213623.

If Y is an array that has the value

\[
\begin{bmatrix}
  1 & 1 \\
  -1 & -1 \\
\end{bmatrix}
\]

and X is an array that has the value

\[
\begin{bmatrix}
  -1 & 1 \\
  -1 & 1 \\
\end{bmatrix},
\]

then ATAN2 (Y, X) is

\[
\begin{bmatrix}
  \frac{3\pi}{4} & \frac{\pi}{4} \\
  -\frac{3\pi}{4} & -\frac{\pi}{4} \\
\end{bmatrix}
\]

ATAN2D

Elemental Intrinsic Function (Generic): Produces an arctangent. The result is the principal value of the argument of the nonzero complex number (x, y).

Syntax

\[
\text{result} = \text{ATAN2D} (y, x)
\]

- \( y \) (Input) Must be of type real.
- \( x \) (Input) Must have the same type and kind parameters as \( y \). If \( y \) has the value zero, \( x \) cannot have the value zero.

Results

The result type and kind is the same as \( x \) and is expressed in degrees. The value lies in the range -180 degrees to 180 degrees. If \( x \) zero, the result is approximately equal to the value of arctan (y/ x).

If \( y > 0 \), the result is positive.
If \( y < 0 \), the result is negative.
If \( y = 0 \), the result is zero (if \( x > 0 \)) or 180 degrees (if \( x < 0 \)).
If \( x = 0 \), the absolute value of the result is 90 degrees.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATAN2D</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DATAN2D</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QATAN2D</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

Example

ATAN2D (2.679676, 1.0) has the value 69.53546.
**ATAND**

*Elemental Intrinsic Function (Generic):* Produces the arctangent of \( x \).

**Syntax**

\[ \text{result} = \text{ATAND} \ (x) \]

\( x \)  
(Input) Must be of type real and must be greater than or equal to zero.

**Results**

The result type and kind is the same as \( x \) and is expressed in degrees.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATAND</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DATAND</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QATAND</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

ATAND (0.0874679) has the value 4.998819.

**ATANH**

*Elemental Intrinsic Function (Generic):* Produces the hyperbolic arctangent of \( x \).

**Syntax**

\[ \text{result} = \text{ATANH} \ (x) \]

\( x \)  
(Input) Must be of type real, where \( |x| \) is less than or equal to 1.

**Results**

The result type and kind is the same as \( x \). The value lies in the range -1.0 to 1.0.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATANH</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DATANH</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QATANH</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

ATANH (-0.77) has the value -1.02033.

ATANH (0.5) has the value 0.549306.

**ATOMIC**

*OpenMP* Fortran Compiler Directive: Ensures that a specific memory location is updated atomically; this prevents the possibility of multiple threads simultaneously reading and writing the specific memory location.
Syntax

!$OMP ATOMIC [type-clause[[,] clause]] -or- !$OMP ATOMIC [clause[[,] type-clause]]
    block
!$OMP END ATOMIC

type-clause  (Optional) Is one of the following:
    • CAPTURE
      If !$OMP ATOMIC CAPTURE is specified, block is either one update-statement and one capture-statement in either order, or one capture-statement followed by one write-statement in that order.
    • READ
      If !$OMP ATOMIC READ is specified, block is a capture-statement.
    • WRITE
      If !$OMP ATOMIC WRITE is specified, block is a write-statement.
    • UPDATE
      If !$OMP ATOMIC UPDATE is specified, block is an update-statement.

For details on the effects of these clauses, see the table in the Description section.

clause  (Optional) Is the following:
    • SEQ_CST
      Forces the atomically performed operation to include an implicit flush operation without a list. For details on the effects of this clause, see the table in the Description section.

capture-statement  Is an expression in the form \( v = x \).

write-statement  Is an expression in the form \( x = expr \).

update-statement  Is an expression with one of the following forms:

    - \( x = x \ \text{operator} \ expr \)
    - \( x = expr \ \text{operator} \ x \)
    - \( x = \text{intrinsic} \ (x, expr\text{-list}) \)
    - \( x = \text{intrinsic} \ (expr\text{-list}, x) \)

The following rules apply:

    - Operators in \( expr \) must have precedence equal to or greater than the precedence of operator.
    - \( x \ \text{operator} \ expr \) must be mathematically equivalent to \( x \ \text{operator} \ (expr) \). This requirement is satisfied if the operators in \( expr \) have precedence greater than \( operator \), or by using parentheses around \( expr \) or subexpressions of \( expr \).
    - \( expr \ \text{operator} x \) must be mathematically equivalent to \( (expr) \ \text{operator} x \). This requirement is satisfied if the operators in \( expr \) have precedence equal to or greater than \( operator \), or by using parentheses around \( expr \) or subexpressions of \( expr \).
    - All assignments must be intrinsic assignments.
$x, v$

Are scalar variables of intrinsic type. During execution of an atomic region, all references to storage location $x$ must specify the same storage location. $v$ must not access the same storage location as $x$.

$\text{expr, expr-list}$

The $\text{expr}$ is a scalar expression. The $\text{expr-list}$ is a comma-separated, non-empty list of scalar expressions. They must not access the same storage location as $x$.

If intrinsic is IAND, IOR, or IEOR, only one expression can appear in expr-list.

$\text{operator}$

Is one of the following intrinsic operators: $+, *, -, /, \text{AND}, \text{OR}, \text{EQV}$, or $\text{NEQV}$.

intrinsic

Is one of the following intrinsic procedures: MAX, MIN, IAND, IOR, or IEOR.

The binding thread set for an ATOMIC construct is all threads. Atomic regions enforce exclusive access with respect to other atomic regions that access the same storage location $x$ among all the threads in the program without regard to the teams to which the threads belong.

If !$OMP \text{ ATOMIC}$ is specified with no type-clause or no clause, it is the same as specifying !$OMP \text{ ATOMIC UPDATE}$.

If !$OMP \text{ ATOMIC CAPTURE}$ is specified, you must include an !$OMP \text{ END ATOMIC}$ directive following the block. Otherwise, the !$OMP \text{ END ATOMIC}$ directive is optional.

Note that the following restriction applies to the ATOMIC directive:

• All atomic accesses to the storage locations designated by $x$ throughout the program must have the same type and type parameters.

The following table describes what happens when you specify one of the clauses in an ATOMIC construct.

<table>
<thead>
<tr>
<th>Clause</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAPTURE</td>
<td>Causes an atomic update of the location designated by $x$ using the designated operator or intrinsic while also capturing the original or final value of the location designated by $x$ in $v$. The following rules also apply:</td>
</tr>
<tr>
<td></td>
<td>• The original or final value of the location designated by $x$ is written in the location designated by $v$, depending on the form of the ATOMIC construct, structured block, or statements, following the usual language semantics.</td>
</tr>
<tr>
<td></td>
<td>• Only the read and write of the location designated by $x$ are performed mutually atomically.</td>
</tr>
<tr>
<td></td>
<td>• The evaluation of $\text{expr}$ or $\text{expr-list}$, and the write to the location designated by $v$ do not need to be atomic with respect to the read or write of the location designated by $x$.</td>
</tr>
<tr>
<td></td>
<td>No task scheduling points are allowed between the read and the write of the location designated by $x$.</td>
</tr>
<tr>
<td>Clause</td>
<td>Result</td>
</tr>
<tr>
<td>---------</td>
<td>--------</td>
</tr>
<tr>
<td>READ</td>
<td>Causes an atomic read of the location designated by $x$ regardless of the native machine word size.</td>
</tr>
<tr>
<td>SEQ_CST</td>
<td>Causes the atomically performed operation to include an implicit flush operation without a list. If this clause is specified, the construct is a <em>sequentially consistent atomic construct</em>. Unlike non-sequentially consistent atomic constructs, sequentially consistent atomic constructs preserve the interleaving (sequentially consistent) behavior of correct, data-race-free programs. However, they are not designed to replace the FLUSH directive as a mechanism to enforce ordering for non-sequentially consistent atomic constructs, and attempts to do so require extreme caution. For example, a sequentially consistent atomic write construct may appear to be reordered with a subsequent non-sequentially consistent atomic write construct, since such reordering would not be observable by a correct program if the second write were outside an ATOMIC directive.</td>
</tr>
</tbody>
</table>
| UPDATE  | Causes an atomic update of the location designated by $x$ using the designated operator or intrinsic. The following rules also apply:  
• The evaluation of *expr* or *expr-list* need not be atomic with respect to the read or write of the location designated by $x$.  
• No task scheduling points are allowed between the read and the write of the location designated by $x$. |  |
| WRITE   | Causes an atomic write of the location designated by $x$ regardless of the native machine word size. |  |

Any combination of two or more of these atomic constructs enforces mutually exclusive access to the locations designated by $x$.

A race condition exists when two unsynchronized threads access the same shared variable with at least one thread modifying the variable; this can cause unpredictable results. To avoid race conditions, all accesses of the locations designated by $x$ that could potentially occur in parallel must be protected with an ATOMIC construct.

Atomic regions do not guarantee exclusive access with respect to any accesses outside of atomic regions to the same storage location $x$ even if those accesses occur during a CRITICAL or ORDERED region, while an OpenMP lock is owned by the executing task, or during the execution of a REDUCTION clause. However, other OpenMP* synchronization can ensure the desired exclusive access. For example, a BARRIER directive following a series of atomic updates to $x$ guarantees that subsequent accesses do not form a race condition with the atomic accesses.
Example

The following example shows a way to avoid race conditions by using ATOMIC to protect all simultaneous updates of the location by multiple threads.

Since the ATOMIC directive below applies only to the statement immediately following it, elements of Y are not updated atomically.

```fortran
REAL FUNCTION FOO1(I)
    INTEGER I
    FOO1 = 1.0 * I
    RETURN
END FUNCTION FOO1

REAL FUNCTION FOO2(I)
    INTEGER I
    FOO2 = 2.0 * I
    RETURN
END FUNCTION FOO2

SUBROUTINE SUB(X, Y, INDEX, N)
    REAL X(*), Y(*)
    INTEGER INDEX(*), N
    INTEGER I
    !$OMP PARALLEL DO SHARED(X, Y, INDEX, N)
    DO I=1,N
        !$OMP ATOMIC UPDATE
        X(INDEX(I)) = X(INDEX(I)) + FOO1(I)
        Y(I) = Y(I) + FOO2(I)
    ENDDO
    !$OMP END PARALLEL
END SUBROUTINE SUB

PROGRAM ATOMIC_DEMO
    REAL X(1000), Y(10000)
    INTEGER INDEX(10000)
    INTEGER I
    DO I=1,10000
        INDEX(I) = MOD(I, 1000) + 1
        Y(I) = 0.0
    ENDDO
    DO I = 1,1000
        X(I) = 0.0
    ENDDO
    CALL SUB(X, Y, INDEX, 10000)
END PROGRAM ATOMIC_DEMO
```

The following non-conforming example demonstrates the restriction on the ATOMIC construct:

```fortran
SUBROUTINE ATOMIC_INCORRECT()
    INTEGER:: I
    REAL:: R
    EQUIVALENCE(I,R)
    !$OMP PARALLEL
    !$OMP ATOMIC UPDATE
    I = I + 1
    !$OMP ATOMIC UPDATE
    R = R + 1.0
    !$OMP END PARALLEL
    ! The above is incorrect because I and R reference the same location
    ! but have different types
END SUBROUTINE ATOMIC_INCORRECT
```
**See Also**
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
CRITICAL Directive
ORDERED
BARRIER
FLUSH Directive
REDUCTION
Parallel Processing Model for information about Binding Sets

**ATOMIC_DEFINE**

*Intrinsic Subroutine (Generic):* Defines a variable atomically.

**Syntax**

```fortran
CALL ATOMIC_DEFINE (atom, value)
```

*atom*  
(Output) Must be a scalar coarray or coindexed object and of type integer with kind ATOMIC_INT_KIND or of type logical with kind ATOMIC_LOGICAL_KIND. If its kind is the same as that of value or its type is logical, it becomes defined with the value of value. Otherwise, it becomes defined with the value of INT(VALUE, ATOMIC_INT_KIND).

ATOMIC_INT_KIND and ATOMIC_LOGICAL_KIND are named constants in the intrinsic module ISO_FORTRAN_ENV.

*value*  
(Input) Must be a scalar and of the same type as atom.

**Example**

Consider the following:

```fortran
CALL ATOMIC_DEFINE (N [9], 7)
```

This causes N on image 9 to become defined with the value 7.

**See Also**
ISO_FORTRAN_ENV Module

**ATOMIC_REF**

*Intrinsic Subroutine (Generic):* Lets you reference a variable atomically.

**Syntax**

```fortran
CALL ATOMIC_REF (value, atom)
```

*value*  
(Output) Must be a scalar and of the same type as atom. If its kind is the same as that of atom or its type is logical, it becomes defined with the value of atom. Otherwise, it is defined with the value of INT(ATOM, KIND (VALUE)).

*atom*  
(Input) Must be a scalar coarray or coindexed object and of type integer with kind ATOMIC_INT_KIND or of type logical with kind ATOMIC_LOGICAL_KIND.
Example
Consider the following:

```fortran
CALL ATOMIC_REF (SOL, I [9])
```

This causes SOL to become defined with the value of I on image 9.

See Also
ISO_FORTRAN_ENV Module

ATTRIBUTES

**General Compiler Directive:** Declares properties for specified variables.

**Syntax**

```fortran
!DIR$ ATTRIBUTES att[,att]...:: object[,object]...
```

**att**

Is one of the following options (or properties):

| att                              | ALIAS | DLLEXPORT | NOINLINE | ALIGN | DLLIMPORT | OFFLOAD | ALLOCATABLE | EXTERN | OPTIMIZATION_PARAMETER | ALLOW_NULL | FASTMEM | REFERENCE | ARRAY_VISUALIZER | FORCEINLINE | STDCALL | C | IGNORE_LOC | VALUE | CONCURRENCY_SAFE | INLINE | VARYING | CVF | MIXED_STR_LEN_ARG | VECTOR | DECORATE | NO_ARG_CHECK | DEFAULT | NOCLONE |
|---------------------------------|-------|-----------|----------|-------|-----------|---------|-------------|--------|------------------------|------------|---------|-----------|-----------------|-------------|---------|---|-----------|-------|----------|-----------|---------|---------|
| ALIAS                           |       |           |          | ALIGN |           |         | ALLOCATABLE  | EXTERN | OPTIMIZATION_PARAMETER | ALLOW_NULL | FASTMEM | REFERENCE | ARRAY_VISUALIZER | FORCEINLINE | STDCALL | C | IGNORE_LOC | VALUE | CONCURRENCY_SAFE | INLINE | VARYING | CVF | MIXED_STR_LEN_ARG | VECTOR | DECORATE | NO_ARG_CHECK | DEFAULT | NOCLONE |
| DLLEXPORT                       |       |           |          | DLLIMPORT |         |         |            |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| NOINLINE                        |       |           |          |         |          |         |             |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| ALIGN                           |       |           |          |         |          |         |             |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| DLLIMPORT                       |       |           |          |         |          |         |             |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| ALLOCATABLE                     |       |           |          |         |          |         |             |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| EXTERN                          |       |           |          |         |          |         |             |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| OPTIMIZATION_PARAMETER         |       |           |          |         |          |         |             |        |                        |            |         |           |                 |             |         |   |           |       |          |           |         |         |
| ALLOW_NULL                      |       |           |          |         |          |         |             |        |                        | FASTMEM    |         | REFERENCE |                 |             |         |   |           |       |          |           |         |         |
| ARRAY_VISUALIZER               |       |           |          |         |          |         |             |        |                        | FORCEINLINE |         | STDCALL   |                 |             |         |   |           |       |          |           |         |         |
| C                               |       |           |          |         |          |         |             |        |                        | IGNORE_LOC |         | VALUE     |                 |             |         |   |           |       |          |           |         |         |
| CONCURRENCY_SAFE               |       |           |          |         |          |         |             |        |                        | INLINE     |         | VARYING   |                 |             |         |   |           |       |          |           |         |         |
| CVF                             |       |           |          |         |          |         |             |        |                        | MIXED_STR_LEN_ARG |         | VECTOR    |                 |             |         |   |           |       |          |           |         |         |
| DECORATE                       |       |           |          |         |          |         |             |        |                        | NO_ARG_CHECK |         |          |                 |             |         |   |           |       |          |           |         |         |
| DEFAULT                         |       |           |          |         |          |         |             |        |                        | NOCLONE    |         |          |                 |             |         |   |           |       |          |           |         |         |

**object**

Is the name of a data object or procedure.

The following table shows which ATTRIBUTES options can be used with various objects:

<table>
<thead>
<tr>
<th>Option</th>
<th>Variable and Array Declarations</th>
<th>Common Block Names 1</th>
<th>Subprogram Specification and EXTERNAL Statements</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALIAS</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>ALIGN</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>ALLOCATABLE</td>
<td>Yes²</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>ALLOW_NULL</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Option</td>
<td>Variable and Array Declarations</td>
<td>Common Block Names ¹</td>
<td>Subprogram Specification and EXTERNAL Statements</td>
</tr>
<tr>
<td>------------------------</td>
<td>----------------------------------</td>
<td>----------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>ARRAY_VISUALIZER</td>
<td>Yes ²</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>C</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>CONCURRENCY_SAFE</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>CVF</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>DECORATE</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>DEFAULT</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>DLLEXPORT</td>
<td>Yes ³</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>DLLIMPORT</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>EXTERN</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>FASTMEM</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>FORCEINLINE</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>IGNORE_LOC</td>
<td>Yes ⁴</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>INLINE</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>MIXED_STR_LEN_ARG</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>NO_ARG_CHECK</td>
<td>Yes</td>
<td>No</td>
<td>Yes ⁵</td>
</tr>
<tr>
<td>NOCLONE</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>NOINLINE</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>OFFLOAD</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>OPTIMIZATION_PARAMETER</td>
<td>No</td>
<td>No</td>
<td>Yes ⁵, ⁶</td>
</tr>
<tr>
<td>REFERENCE</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>STDCALL</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>VALUE</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>VARYING</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>VECTOR</td>
<td>No</td>
<td>No</td>
<td>Yes ⁵</td>
</tr>
</tbody>
</table>

¹A common block name is specified as [/]common-block-name[/]
²This option can only be applied to arrays.
³Module-level variables and arrays only.
⁴This option can only be applied to INTERFACE blocks.
⁵This option cannot be applied to EXTERNAL statements.
⁶This option can be applied to named main programs.
These options can be used in function and subroutine definitions, in type declarations, and with the INTERFACE and ENTRY statements.

Options applied to entities available through use or host association are in effect during the association. For example, consider the following:

```fortran
MODULE MOD1
  INTERFACE
    SUBROUTINE NEW_SUB
      !DIR$ ATTRIBUTES C, ALIAS:'othername' :: NEW_SUB
      END SUBROUTINE
  END INTERFACE

  CONTAINS
    SUBROUTINE SUB2
      CALL NEW_SUB
    END SUBROUTINE
  END MODULE
```

In this case, the call to NEW_SUB within SUB2 uses the C and ALIAS options specified in the interface block.

Options C, STDCALL, REFERENCE, VALUE, and VARYING affect the calling conventions of routines:

- You can specify C, STDCALL, REFERENCE, and VARYING for an entire routine.
- You can specify VALUE and REFERENCE for individual arguments.

### Examples

```fortran
INTERFACE
  SUBROUTINE For_Sub (I)
    !DIR$ ATTRIBUTES C, ALIAS:'_For_Sub' :: For_Sub
    INTEGER I
  END SUBROUTINE For_Sub
END INTERFACE
```

You can assign more than one option to multiple variables with the same compiler directive. All assigned options apply to all specified variables. For example:

```fortran
!DIR$ ATTRIBUTES REFERENCE, VARYING, C :: A, B, C
```

In this case, the variables `A`, `B`, and `C` are assigned the REFERENCE, VARYING, and C options. The only restriction on the number of options and variables is that the entire compiler directive must fit on one line.

The identifier of the variable or procedure that is assigned one or more options must be a simple name. It cannot include initialization or array dimensions. For example, the following is not allowed:

```fortran
!DIR$ ATTRIBUTES C :: A(10)  ! This is illegal.
```

The following shows another example:

```fortran
SUBROUTINE ARRAYTEST(arr)
  !DIR$ ATTRIBUTES DLLEXPORT :: ARRAYTEST
  REAL(4) arr(3, 7)
  INTEGER i, j
  DO i = 1, 3
    DO j = 1, 7
      arr (i, j) = 11.0 * i + j
    END DO
  END DO
END SUBROUTINE
```

### See Also

- General Compiler Directives
- Syntax Rules for Compiler Directives
- Programming with Mixed Languages Overview
ATTRIBUTES ALIAS

The ATTRIBUTES directive option ALIAS specifies an alternate external name to be used when referring to external subprograms.

Syntax

!DIR$ ATTRIBUTES ALIAS: external-name:: subprogram

external-name  Is a character constant delimited by apostrophes or quotation marks. The character constant is used as is; the string is not changed to uppercase, nor are blanks removed.

subprogram  Is an external subprogram.

The ALIAS option overrides the C (and STDCALL) option. If both C and ALIAS are specified for a subprogram, the subprogram is given the C calling convention, but not the C naming convention. It instead receives the name given for ALIAS, with no modifications.

ALIAS cannot be used with internal procedures, and it cannot be applied to dummy arguments.

The following example gives the subroutine happy the name "_OtherName@4" outside this scoping unit:

```
INTERFACE
  SUBROUTINE happy(i)
    !DIR$ ATTRIBUTES STDCALL, DECORATE, ALIAS:'OtherName' :: happy
    INTEGER i
  END SUBROUTINE
END INTERFACE
```

!DIR$ ATTRIBUTES ALIAS has the same effect as the !DIR$ ALIAS directive.

See Also

ATTRIBUTES

Syntax Rules for Compiler Directives

ATTRIBUTES ALIGN

The ATTRIBUTES directive option ALIGN specifies the byte alignment for variables and for allocatable or pointer components of derived types.

Syntax

!DIR$ ATTRIBUTES ALIGN: n:: object

n  Is the number of bytes for the minimum alignment boundary.

For allocatable objects, the boundary value must be a power of 2 between 1 and 16384, such as 1, 2, 4, 8, 16, 32, 64, 128, and so on.

For non-allocatable objects, the boundary value must be a power of 2 between 1 and 64 on Windows* systems, between 1 and 2**16 on Linux* systems, or between 1 and 2**12 on OS X* systems.

object  Is the variable or the allocatable or pointer component of a derived type to be aligned.

Objects that can be aligned by this directive include static local variables, automatic variables, module variables, dynamically allocated arrays, allocatable array components of derived types, and the start of common blocks. This directive cannot be used to align variables within common blocks.

If you specify directive !DIR$ ATTRIBUTES ALIGN on an object with the ALLOCATABLE or POINTER attribute, an ALLOCATE statement will attempt to use that alignment when the memory is allocated.
For allocatable or pointer components of derived types, the directive must appear within the derived-type TYPE...END TYPE block.

If the TYPE is an extended type, the directive cannot reference a component in the parent type.

**Example**

Consider the following:

```fortran
TYPE EXAMPLE
  !DIR$ ATTRIBUTES ALIGN : 64 :: R_alloc
  REAL, ALLOCATABLE :: R_alloc ( : )
  REAL :: R_scalar
  INTEGER :: I_nonalloc(25)
END TYPE EXAMPLE

TYPE (EXAMPLE) :: MyVar

ALLOCATE (MyVar%R_alloc(1000)) ! Memory is allocated aligned at a 64-byte boundary
```

Note that it is valid to give the ALIGN:64 attribute to component R_alloc, but not to component R_scalar or to component I_nonalloc.

The following example shows that the name of a common block may optionally be enclosed in slashes:

```fortran
!DIR$ ATTRIBUTES ALIGN: n :: /common_name/
```

**See Also**

ATTRIBUTES

ASSUMEAligned

align compiler option (see setting array|byte)

**Syntax Rules for Compiler Directives**

**ATTRIBUTES ALLOCATABLE**

The ATTRIBUTES directive option ALLOCATABLE is provided for compatibility with older programs. It lets you delay allocation of storage for a particular declared entity until some point at run time when you explicitly call a routine that dynamically allocates storage for the entity.

**Syntax**

```fortran
!DIR$ ATTRIBUTES ALLOCATABLE :: entity
```

entity Is the name of the entity that should have allocation delayed.

The recommended method for dynamically allocating storage is to use the ALLOCATABLE statement or attribute.

**See Also**

ATTRIBUTES

Syntax Rules for Compiler Directives

**ATTRIBUTES ALLOW_NULL**

The ATTRIBUTES directive option ALLOW_NULL enables a corresponding dummy argument to pass a NULL pointer (defined by a zero or the NULL intrinsic) by value for the argument.

**Syntax**

```fortran
!DIR$ ATTRIBUTES ALLOW_NULL :: arg
```
ARG

Is the name of the argument.

ALLOW_NULL is only valid if ATTRIBUTES REFERENCE is also specified; otherwise, it has no effect.

See Also
ATTRIBUTES
Syntax Rules for Compiler Directives

ATTRIBUTES ARRAY_VISUALIZER (W*S)
The ATTRIBUTES directive option ARRAY_VISUALIZER enables more efficient memory sharing between the application and the Intel® Array Visualizer library.

Syntax

!DIR$ ATTRIBUTES ARRAY_VISUALIZER :: array

array

Is the array to be used with the Intel® Array Visualizer library.

The following example shows a way to use this directive option to improve the performance of the call:

```
real(4), allocatable :: MyArray(:, :)
!DIR$ ATTRIBUTES array_visualizer :: MyArray
```

See Also
ATTRIBUTES
Syntax Rules for Compiler Directives

ATTRIBUTES C and STDCALL
The ATTRIBUTES directive options C and STDCALL specify procedure calling, naming, and argument passing conventions.

Syntax

!DIR$ ATTRIBUTES C :: object[, object] ...

!DIR$ ATTRIBUTES STDCALL :: object[, object] ...

object

Is the name of a data object or procedure.

On Windows* systems on IA-32 architecture, C and STDCALL have slightly different meanings; on all other platforms, STDCALL is treated as C.

When applied to a subprogram, these options define the subprogram as having a specific set of calling conventions. The effects depend on whether or not the subprogram is interoperable (has the BIND attribute).

For interoperable subprograms with the BIND attribute, ATTRIBUTES STDCALL has the following effects for subprograms in applications targeting Windows systems on IA-32 architecture:

- The STDCALL calling convention is used where the called subprogram cleans up the stack at exit.
- The external name has @n appended, where n is the number of bytes of arguments pushed on the stack.

No other effects of ATTRIBUTES STDCALL are applied for interoperable subprograms. If pass-by-value is desired for a dummy argument to an interoperable subprogram, the Fortran standard VALUE attribute should be specified for that argument.

For platforms other than Windows systems on IA-32 architecture, ATTRIBUTES STDCALL has no effect on interoperable subprograms. You should not specify ATTRIBUTES C for interoperable subprograms.

The following table and subsequent text summarizes the differences between the calling conventions for subprograms that are not interoperable:
<table>
<thead>
<tr>
<th>Convention</th>
<th>C ¹</th>
<th>STDCALL ¹</th>
<th>Default ²</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arguments passed by value</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Case of external subprogram names</td>
<td>L<em>X, M</em>X: Lowercase W*S: Lowercase</td>
<td>L<em>X, M</em>X: Lowercase W*S: Lowercase</td>
<td>L<em>X, M</em>X: Lowercase W*S: Uppercase</td>
</tr>
<tr>
<td>L<em>X, M</em>X only:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trailing underscore added</td>
<td>No</td>
<td>No</td>
<td>Yes³</td>
</tr>
<tr>
<td>M*X only:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leading underscore added</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>W*S only:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leading underscore added</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes⁴</td>
</tr>
<tr>
<td>Number of argument bytes added to name</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Caller stack cleanup</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Variable number of arguments</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
</tr>
</tbody>
</table>

¹ STDCALL is treated as C on Linux* OS, OS X*, and on Windows* OS on Intel® 64 architecture.
² The Intel® Fortran calling convention
³ On Linux* OS, if there are one or more underscores in the external name, two trailing underscores are added; if there are no underscores, one is added.
⁴ IA-32 architecture only

If C or STDCALL is specified for a subprogram, arguments (except for arrays and characters) are passed by value. Subprograms using standard Fortran conventions pass arguments by reference.

On IA-32 architecture, an underscore (_ ) is placed at the beginning of the external name of a subprogram. If STDCALL is specified, an at sign (@) followed by the number of argument bytes being passed is placed at the end of the name. For example, a subprogram named SUB1 that has three INTEGER(4) arguments and is defined with STDCALL is assigned the external name _sub1@12.

Character arguments are passed as follows:
- By default, hidden lengths are put at the end of the argument list.
  - On Windows* systems using IA-32 architecture, you can get Compaq* Visual Fortran default behavior by specifying compiler option iface.
- If C or STDCALL (only) is specified:
  - On all systems, the first character of the string is passed (and padded with zeros out to INTEGER(4) length).
- If C or STDCALL is specified, and REFERENCE is specified for the argument:
  - On all systems, the string is passed with no length.
- If C or STDCALL is specified, and REFERENCE is specified for the routine (but REFERENCE is not specified for the argument, if any):
  - On all systems, the string is passed with the length.
ATTRIBUTES CONCURRENCY_SAFE
The ATTRIBUTES directive option
CONCURRENCY_SAFE specifies that there are no
unacceptable side effects and no illegal (or improperly
synchronized) memory access interferences among
multiple invocations of a routine or between an
invocation of the specified routine and other
statements in the program if they were executed
concurrently.

Syntax

!DIR$ ATTRIBUTES CONCURRENCY_SAFE [(: clause) :: routine-name-list

clause
Is one of the following:

• profitable
• cost (int-cycle-count)

int-cycle-count
Is an integer scalar constant expression.

routine-name-list
Is a comma-separated list of function and subroutine names.

When a CONCURRENCY_SAFE routine is called from parallelized code, you can ignore assumed cross-block or
cross-iteration dependencies and side effects of calling the specified routine from parallelized code.

The profitable clause indicates that the loops or blocks that contain calls to the routine can be safely
executed in parallel if the loop or blocks are legal to be parallelized; that is, if it is profitable to parallelize
them.

The cost clause indicates the execution cycles of the routine where the compiler can perform parallelization
profitability analysis while compiling its enclosing loops or blocks.

The attribute can appear in the declaration of the routine; for example:

function f(x)
!DIR$ attributes concurrency_safe :: f

The attribute can also appear in the code of the caller; for example:

main m
integer f
external f
!dir$ attributes concurrency_safe :: f   ! or it could be in an interface block describing f
...
Print *, f(x)

NOTE
For every routine named in routine-name-list, you should ensure that any possible side effects are
acceptable or expected, and the memory access interferences are properly synchronized.
ATTRIBUTES CVF
The ATTRIBUTES direction option CVF tells the compiler to use calling conventions compatible with Compaq Visual Fortran* and Microsoft Fortran PowerStation.

Syntax
!DIR$ ATTRIBUTES CVF :: object[, object] ...

object Is the name of a data object or procedure.

The conventions that are used are as follows:

• The calling mechanism: STDCALL on Windows* systems using IA-32 architecture
• The argument passing mechanism: by reference
• Character-length argument passing: following the argument address
• The external name case: uppercase
• The name decoration: Underscore prefix on IA-32 architecture, no prefix on Intel® 64 architecture. On Windows* systems using IA-32 architecture, @n suffix where n is the number of bytes to be removed from the stack on exit from the procedure. No suffix on other systems.

See Also
ATTRIBUTES
Syntax Rules for Compiler Directives

ATTRIBUTES DECORATE
The ATTRIBUTES directive option DECORATE specifies that the external name used in !DIR$ ALIAS or !DIR$ ATTRIBUTES ALIAS should have the prefix and postfix decorations performed on it that are associated with the platform and calling mechanism that is in effect. These are the same decorations performed on the procedure name when ALIAS is not specified, except that, on Linux* and OS X* systems, DECORATE does not add a trailing underscore signifying a Fortran procedure.

Syntax
!DIR$ ATTRIBUTES DECORATE :: exname

exname Is an external name.

The case of the ALIAS external name is not modified.

If ALIAS is not specified, this option has no effect.

See Also
ATTRIBUTES
Syntax Rules for Compiler Directives
ATTRIBUTES ALIAS
ATTRIBUTES C and STDCALL
ATTRIBUTES DEFAULT
The ATTRIBUTES directive option DEFAULT overrides certain compiler options that can affect external routine and COMMON block declarations.

Syntax

```
c!DIR$ ATTRIBUTES DEFAULT :: entity
```

`entity` Is an external procedure, a COMMON block, a module variable that is initialized, or a PARAMETER in a module.

It specifies that the compiler should ignore compiler options that change the default conventions for external symbol naming and argument passing for routines and COMMON blocks (such as names, assume underscore, assume 2underscores on Linux systems, and iface on Windows* systems).

This option can be combined with other ATTRIBUTES options, such as STDCALL, C, REFERENCE, ALIAS, etc. to specify properties different from the compiler defaults.

This option is useful when declaring INTERFACE blocks for external routines, since it prevents compiler options from changing calling or naming conventions.

See Also

ATTRIBUTES
Syntax Rules for Compiler Directives
iface
names
assume

ATTRIBUTES DLLEXPORT and DLLIMPORT
The ATTRIBUTES directive options DLLEXPORT and DLLIMPORT define a dynamic-link library's interface for processes that use them. The options can be assigned to module variables, COMMON blocks, and procedures. These directive options are available on Windows* and OS X* systems.

Syntax

```
!DIR$ ATTRIBUTES DLLEXPORT :: object[, object] ...
!DIR$ ATTRIBUTES DLLIMPORT :: object[, object] ...
```

`object` Is the name of a module variable, COMMON block, or procedure. The name of a COMMON block must be enclosed in slashes.

DLLEXPORT and DLLIMPORT define the interface for the following dynamic-link libraries:

- DLL on Windows* OS
- DYLIB on OS X*

DLLEXPORT specifies that procedures or data are being exported to other applications or dynamic libraries. This causes the compiler to produce efficient code; for example, eliminating the need on Windows OS for a module definition (.def) file to export symbols.

DLLEXPORT should be specified in the routine to which it applies. If the routine's implementation is in a submodule, specify DLLEXPORT in the parent module's INTERFACE block for the routine. If MODULE PROCEDURE is used in the submodule, the DLLEXPORT attribute will be inherited; otherwise you must also specify DLLEXPORT in the submodule routine.

Symbols defined in a DLL are imported by programs that use them. On Windows* OS, the program must link with the DLL import library (.lib).
The DLLIMPORT option is used inside the program unit that imports the symbol. DLLIMPORT is specified in a declaration, not a definition, since you cannot define a symbol you are importing.

**See Also**

ATTRIBUTES
Syntax Rules for Compiler Directives

ATTRIBUTES EXTERN
The ATTRIBUTES directive option EXTERN specifies that a variable is allocated in another source file. EXTERN can be used in global variable declarations, but it must not be applied to dummy arguments.

**Syntax**

```fortran
!DIR$ ATTRIBUTES EXTERN :: var
```

*var* is the variable to be allocated.

This option must be used when accessing variables declared in other languages.

**See Also**

ATTRIBUTES
Syntax Rules for Compiler Directives

ATTRIBUTES FASTMEM
The ATTRIBUTES directive option FASTMEM enables High Band Width (HBW) memory allocation for an allocated object. This directive option only applies to Intel® MIC Architecture and it is only available for Linux® OS.

**Syntax**

```fortran
!DIR$ ATTRIBUTES FASTMEM :: object
```

*object* is an allocatable array. It cannot be a local variable, a common block, or an array that will be allocated on the stack.

FASTMEM enables High Band Width (HBW) memory allocation for an allocated object at runtime.

When the specified object is allocated using the ALLOCATE statement at runtime, the Fortran Run-Time Library (RTL) allocates the memory in HBW memory. When the specified object is deallocated using the DEALLOCATE statement at runtime, the Fortran RTL deallocates the memory in HBW memory.

If the hardware is not available to allocate the object to High Band Width (HBW) memory, or if enough HBW memory is not available to satisfy the allocation, then allocation is performed using non-HBW memory.

When you use this directive in a program, you must specify the following on the compiler or linker command line:

```
-lmemkind
```

If the libraries required for HBW memory support are not linked successfully, no warning will be given but the application will still run correctly using non-HBW memory in place of HBW memory.

The following example shows a way to use this directive option to allocate High Band Width (HBW) memory:

```fortran
real, allocatable :: X (:,:)
!dir$ attributes fastmem :: X
...
allocate (X(100,100))
```
You can use ATTRIBUTES option ALIGN with FASTMEM, for example:

```fortran
!DIR$ ATTRIBUTES FASTMEM, ALIGN:64 :: A
ALLOCATE ( A(1000), STAT= integer-variable )
...
DEALLOCATE ( A )
```

**See Also**

ATTRIBUTES

Syntax Rules for Compiler Directives

ATTRIBUTES ALIGN

Using HBW Memory

**ATTRIBUTES INLINE, NOINLINE, and FORCEINLINE**

The ATTRIBUTES directive options INLINE, NOINLINE, and FORCEINLINE can be used to control inlining decisions made by the compiler. You should place the directive option in the procedure whose inlining you want to influence.

**Syntax**

The INLINE option specifies that a function or subroutine can be inlined. The inlining can be ignored by the compiler if inline heuristics determine it may have a negative impact on performance or will cause too much of an increase in code size.

```fortran
!DIR$ ATTRIBUTES INLINE :: procedure
```

*procedure* is the function or subroutine that can be inlined.

The NOINLINE option disables inlining of a function.

```fortran
!DIR$ ATTRIBUTES NOINLINE :: procedure
```

*procedure* is the function or subroutine that must not be inlined.

The FORCEINLINE option specifies that a function or subroutine must be inlined unless it will cause errors.

```fortran
!DIR$ ATTRIBUTES FORCEINLINE :: procedure
```

*procedure* is the function or subroutine that must be inlined.

**See Also**

ATTRIBUTES

Syntax Rules for Compiler Directives

**ATTRIBUTES IGNORE_LOC**

The ATTRIBUTES directive option IGNORE_LOC enables %LOC to be stripped from an argument.

**Syntax**

```fortran
!DIR$ ATTRIBUTES IGNORE_LOC :: arg
```

*arg* is the name of an argument.

IGNORE_LOC is only valid if ATTRIBUTES REFERENCE is also specified; otherwise, it has no effect.

**See Also**

ATTRIBUTES
**ATTRIBUTES MIXED_STR_LEN_ARG and NOMIXED_STR_LEN_ARG**

These ATTRIBUTES directive options specify where hidden lengths for character arguments and character-valued functions should be placed. MIXED_STR_LEN_ARG specifies that hidden lengths for character arguments and character-valued functions should be placed immediately following the argument address in the argument list. NOMIXED_STR_LEN_ARG specifies that these hidden lengths should be placed in sequential order at the end of the argument list.

**Syntax**

```
!DIR$ ATTRIBUTES MIXED_STR_LEN_ARG :: args
!DIR$ ATTRIBUTES NOMIXED_STR_LEN_ARG :: args
```

`args` Is a list of arguments.

The default is NOMIXED_STR_LEN_ARG. However, if you specify compiler option `/iface:CVF` or `/iface:mixed_str_len_arg` (Windows* OS), or compiler option `-mixed-str-len-arg` (Linux* OS and OS X*), the default is MIXED_STR_LEN_ARG.

**See Also**

ATTRIBUTES directive

Syntax Rules for Compiler Directives

iface compiler option

**ATTRIBUTES NO_ARG_CHECK**

The ATTRIBUTES directive option NO_ARG_CHECK specifies that type and shape matching rules related to explicit interfaces are to be ignored. This permits the construction of an INTERFACE block for an external procedure or a module procedure that accepts an argument of any type or shape; for example, a memory copying routine.

**Syntax**

```
!DIR$ ATTRIBUTES NO_ARG_CHECK :: object
```

`object` Is the name of an argument or procedure.

NO_ARG_CHECK can appear only in an INTERFACE block for a non-generic procedure or in a module procedure. It can be applied to an individual dummy argument name or to the routine name, in which case the option is applied to all dummy arguments in that interface.

NO_ARG_CHECK cannot be used for procedures with the PURE or ELEMENTAL prefix.

**See Also**

ATTRIBUTES

Syntax Rules for Compiler Directives
ATTRIBUTES NOCLONE

The ATTRIBUTES directive option NOCLONE can be used to prevent a procedure from being considered for cloning, which is a mechanism performed by interprocedural constant propagation that produces specialized copies of the procedure.

Syntax

!DIR$ ATTRIBUTES NOCLONE :: procedure

procedure Is a function or subroutine that can be inlined.

Note that if you specify ATTRIBUTES NOINLINE, it does not prevent this cloning.

See Also

ATTRIBUTES
Syntax Rules for Compiler Directives
ATTRIBUTES INLINE, NOINLINE, and FORCEINLINE

ATTRIBUTES OFFLOAD

The ATTRIBUTES directive option OFFLOAD ensures that variables, COMMON blocks, and procedures are available on the target. This directive option only applies to Intel® MIC Architecture.

Syntax

!DIR$ ATTRIBUTES OFFLOAD: target-name:: object-name

target-name Is a specific target. The only supported value for this argument is MIC.

object-name Is the name of a procedure, or a variable, or a COMMON block name (enclosed in slashes).

The statement following an OFFLOAD directive is converted into an outlined function that runs on the coprocessor. This code is permitted to call other procedures. To ensure that these called procedures are also available on the coprocessor, they should also include the ATTRIBUTES OFFLOAD:MIC directive.

All procedures in the program are always compiled for the CPU and are available to be called on the CPU. However, only procedures that include the ATTRIBUTES OFFLOAD:MIC directive are available to be called by offloaded code, and only these procedures can be called on the coprocessor.

Global variables and COMMON blocks are treated in a similar fashion. All global variables are always present in the CPU code. But only global variables and COMMON blocks declared with the ATTRIBUTES OFFLOAD:MIC directive are compiled into the code offloaded to the coprocessor. If an data object in a named COMMON block is given the OFFLOAD:MIC attribute, the entire named COMMON block is given the OFFLOAD:MIC attribute.

Compiling only procedures and data explicitly marked with the ATTRIBUTES OFFLOAD:MIC directive into the Intel® MIC Architecture binary ensures that the code on the coprocessor is as small as possible.

The compiler issues warnings for procedures and data referenced within offloaded code that do not include the ATTRIBUTES OFFLOAD:MIC directive.

NOTE

The definition and all declarations of a variable or procedure with the ATTRIBUTES OFFLOAD:MIC directive must be consistent with each other across all compilation units.
Example

```fortran
module m
   !dir$ attributes offload:mic :: global
   integer :: global = 55
end module m

!dir$ attributes offload:mic :: foo
function foo ()
   use m
   integer :: foo
   global = global + 1
   foo = global
end function foo

program main
   use m
   integer :: i

   !dir$ attributes offload:mic :: foo
   integer :: foo

   !dir$ offload target(mic) in(global) out(i, global)
   i = foo()

   write(*, '( " global = ", i0, " I = ", i0)' )  global, i
end program main
```

Calling function foo() within an offloaded construct requires adding the ATTRIBUTES OFFLOAD:MIC directive within both the calling routine's scope and the function definition/scope for foo() itself.

See Also

ATTRIBUTES
Syntax Rules for Compiler Directives
OFFLOAD_TRANSFER
OFFLOAD_WAIT
OFFLOAD

ATTRIBUTES OPTIMIZATION_PARAMETER

The ATTRIBUTES directive option

OPTIMIZATION_PARAMETER passes certain information about a procedure or main program to the optimizer.

Syntax

```
!DIR$ ATTRIBUTES OPTIMIZATION_PARAMETER: string::{ procedure-name | named-main-program}
```

string

Is a character constant that is passed to the optimizer. The constant must be delimited by apostrophes or quotation marks, and it may have one of the following values:

- **TARGET_ARCH= cpu**
  
  Tells the compiler to generate code specialized for a particular processor. For the list of cpus you can specify, see option [Q|x].

- **INLINE_MAX_PER_ROUTINE= n**
  
  Specifies the maximum number of times the inliner may inline into the procedure. The n is one of the following:
• A non-negative scalar integer constant (>=0) that specifies the maximum number of times the inliner may inline into the procedure. If you specify zero, no inlining is done into the routine.
• The keyword UNLIMITED, which means that there is no limit to the number of times the inliner may inline into the procedure.

For more information, see option \[Q\]inline-max-per-routine.

• \[Q\]inline-max-total-size= \(n\)

Specifies how much larger a routine can normally grow when inline expansion is performed. The \(n\) is one of the following:

• A non-negative scalar integer constant (>=0) that specifies the permitted increase in the routine's size when inline expansion is performed. If you specify zero, no inlining is done into the routine.
• The keyword UNLIMITED, which means that there is no limit to the size a routine may grow when inline expansion is performed.

For more information, see option \[Q\]inline-max-total-size.

procedure-name
Is the name of a procedure.

named-main-program
Is the name of a main program

Description
The characters in string can appear in any combination of uppercase and lowercase. The following rules also apply to string:

• If string does not contain an equal sign (=), then the entire value of string is converted to lowercase before being passed to the optimizer.
• If string contains an equal sign, then all characters to the left of the equal sign are converted to lowercase before all of string is passed to the optimizer.

Characters to the right of the equal sign are not converted to lowercase since their value may be case sensitive to the optimizer, for example "target_arch=AVX".

You can specify multiple ATTRIBUTES OPTIMIZATION_PARAMETER directives for one procedure or one main program.

For the named procedure or main program, the values specified for ATTRIBUTES OPTIMIZATION_PARAMETER override any settings specified for the following compiler options:

• \[Q\]x, \(-m\), and \(/arch\)
• \[Q\]inline-max-per-routine
• \[Q\]inline-max-total-size

Example
Consider the two attributes optimization_parameter directives in the following code:

```fortran
function f (x)
!dir$ attributes optimization_parameter: "inline_max_per_routine=10" :: f
!dir$ attributes optimization_parameter: "inline_max_total_size=2000" :: f
real :: f, x
...
```

The two directives have the same effect as if the function F had been compiled with "/Qinline-max-per-routine:10 /Qinline-max-total-size:2000" on Windows* or with "-inline-max-per-routine=10 -inline-max-total-size=2000" on Linux* or OS X*, that is, inlining will not increase the size of F by more than 2000 and the inliner will not inline routines into F more than 10 times.
See Also
ATTRIBUTES
Syntax Rules for Compiler Directives
x, Qx compiler option
inline-max-per-routine, Qinline-max-per-routine compiler option
inline-max-total-size, Qinline-max-total-size compiler option

ATTRIBUTES REFERENCE and VALUE
The ATTRIBUTES directive options REFERENCE and VALUE specify how a dummy argument is to be passed.

Syntax
!DIR$ ATTRIBUTES REFERENCE :: arg
!DIR$ ATTRIBUTES VALUE :: arg

arg Is the name of a dummy argument.

REFERENCE specifies a dummy argument's memory location is to be passed instead of the argument's value.

VALUE specifies a dummy argument's value is to be passed instead of the argument's memory location.

When VALUE is specified for a dummy argument, the actual argument passed to it can be of a different type. If necessary, type conversion is performed before the subprogram is called.

When a complex (KIND=4 or KIND=8) argument is passed by value, two floating-point arguments (one containing the real part, the other containing the imaginary part) are passed by immediate value.

Character values, substrings, assumed-size arrays, and adjustable arrays cannot be passed by value.

If REFERENCE (only) is specified for a character argument, the string is passed with no length.

If REFERENCE is specified for a character argument, and C (or STDCALL) has been specified for the routine, the string is passed with no length. This is true even if REFERENCE is also specified for the routine.

If REFERENCE and C (or STDCALL) are specified for a routine, but REFERENCE has not been specified for the argument, the string is passed with the length.

VALUE is the default if the C or STDCALL option is specified in the subprogram definition.

In the following example integer x is passed by value:

```fortran
SUBROUTINE Subr (x)
INTEGER x
!DIR$ ATTRIBUTES VALUE :: x
```

See Also
ATTRIBUTES C and STDCALL
ATTRIBUTES
Syntax Rules for Compiler Directives

Mixed Language Programming: Adjusting Calling Conventions in Mixed-Language Programming Overview

ATTRIBUTES VARYING
The ATTRIBUTES directive option VARYING allows a Fortran routine to call a C/C++ routine with a variable number of arguments.

Syntax
!DIR$ ATTRIBUTES VARYING :: var[, var] ...
**var**

Is a variable representing a C/C++ routine that takes a variable number of arguments.

This attribute can be used in an interface block to create an explicit interface for a C/C++ routine or it can be used on a variable declared EXTERN that represents a C/C++ routine. When the routine is called from the Fortran code, a variable number of arguments can be specified.

This attribute cannot be used with a Fortran routine declaration.

If ATTRIBUTES VARYING is specified, the C calling convention must also be used, either implicitly or explicitly.

All actual arguments in the routine call are passed to the called routine, regardless of the number of dummy arguments specified in the interface. If the called routine tries to access a dummy argument that has no matching actual argument, it causes a user error and the program may fail unpredictably.

**See Also**

ATTRIBUTES

Syntax Rules for Compiler Directives

**ATTRIBUTES VECTOR**

The ATTRIBUTES directive option VECTOR tells the compiler to vectorize the specified function or subroutine.

**Syntax**

```
!DIR$ ATTRIBUTES [att [, att]...] VECTOR [:clause] [, att]...] :: routine-name
```

- **att**
  
  Is an ATTRIBUTES directive option. For a list of possible directive options, see the description of argument att in ATTRIBUTES.

- **clause**
  
  Is one or more of the following optional clauses:

  - **LINEAR** (`var1:step1 [, var2:step2]...`)
    
    - **var**
      
      Is a scalar variable that is a dummy argument in the specified routine.
    
    - **step**
      
      Is a compile-time positive, integer constant expression.

    Tells the compiler that for each consecutive invocation of the routine in a serial execution, the value of var1 is incremented by step1, var2 is incremented by step2, and so on.

    If more than one step is specified for a particular var, a compile-time error occurs.

    Multiple LINEAR clauses are merged as a union.

  - **[NO]MASK**

    Determines whether the compiler generates a masked vector version of the routine.

  - **PROCESSOR (cpuid)** (an Intel® language extension)

  - **UNIFORM** (`arg [, arg]...`)

   - **arg**
     
     Is a scalar variable that is a dummy argument in the specified routine.
Tells the compiler that the values of the specified arguments can be broadcasted to all iterations as a performance optimization.

Multiple UNIFORM clauses are merged as a union.

- **VECTORLENGTH \((n, n)\)...**

  \(n\) is a vector length (VL). It must be an integer, scalar constant expression that is a power of 2; the value must be 2, 4, 8, or 16. If you specify more than one \(n\), the compiler will choose the VL from the values specified.

Tells the compiler that each routine invocation at the call site should execute the computation equivalent to \(n\) times the scalar function execution.

The VECTORLENGTH and VECTORLENGTHFOR clauses are mutually exclusive. You cannot use the VECTORLENGTH clause with the VECTORLENGTHFOR clause, and vice versa.

Multiple VECTORLENGTH clauses cause a syntax error.

- **VECTORLENGTHFOR (data-type)**

  data-type is one of the following intrinsic data types:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Fortran Intrinsic Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>Default INTEGER</td>
</tr>
<tr>
<td>INTEGER(1)</td>
<td>INTEGER (KIND=1)</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>INTEGER (KIND=2)</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>INTEGER (KIND=4)</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td>INTEGER (KIND=8)</td>
</tr>
<tr>
<td>REAL</td>
<td>Default REAL</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>REAL (KIND=4)</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>REAL (KIND=8)</td>
</tr>
<tr>
<td>COMPLEX</td>
<td>Default COMPLEX</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>COMPLEX (KIND=4)</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>COMPLEX (KIND=8)</td>
</tr>
</tbody>
</table>

Causes each iteration in the vector loop to execute the computation equivalent to \(n\) iterations of scalar loop execution where \(n\) is computed from size_of_vector_register/sizeof(data_type).

For example, VECTORLENGTHFOR (REAL (KIND=4)) results in \(n=4\) for SSE2 to SSE4.2 targets (packed float operations available on 128-bit XMM registers) and \(n=8\) for AVX target (packed float operations available on 256-bit YMM registers). VECTORLENGTHFOR(INTEGER (KIND=4)) results in \(n=4\) for SSE2 to AVX targets.
The VECTORLENGTHFOR and VECTORLENGTH clauses are mutually exclusive. You cannot use the VECTORLENGTHFOR clause with the VECTORLENGTH clause, and vice versa.

Multiple VECTORLENGTHFOR clauses cause a syntax error.

Without explicit VECTORLENGTH and VECTORLENGTHFOR clauses, the compiler will choose a VECTORLENGTH using its own cost model. Misclassification of variables into PRIVATE, FIRSTPRIVATE, LASTPRIVATE, LINEAR, and REDUCTION, or the lack of appropriate classification of variables, may lead to unintended consequences such as runtime failures and/or incorrect results.

*routine-name* is the name of a routine (a function or subroutine). It must be the enclosing routine or the routine immediately following the directive.

If you specify more than one clause, they must be separated by commas and enclosed in parentheses.

When you specify the ATTRIBUTES VECTOR directive, the compiler provides data parallel semantics by combining with the vectorized operations or loops at the call site. When multiple instances of the vector declaration are invoked in a parallel context, the execution order among them is not sequenced. If you specify one or more clauses, they affect the data parallel semantics provided by the compiler.

If you specify the ATTRIBUTES VECTOR directive with no VECTORLENGTH clause, a default VECTORLENGTH is computed based on efficiency heuristics of the vectorizer and the following:

- The return type of the function, if the function has a return type.
- The data type of the first non-scalar argument (that is, the first argument that is specified in the scalar clause), if any.
- Default integer type, if neither of the above is supplied.

If you do not explicitly specify a VECTORLENGTH clause, the compiler will choose a VECTORLENGTH using its own cost model.

If you specify the ATTRIBUTES VECTOR directive with no clause, the compiler will generate vector code based on compiler efficiency heuristics and whatever processor compiler options are specified.

The VECTOR attribute implies the C attribute, so that when you specify the VECTOR attribute on a routine, the C attribute is automatically also set on the same routine. This changes how the routine name is decorated and how arguments are passed.

**NOTE**

You should ensure that any possible side effects for the specified routine-name are acceptable or expected, and the memory access interferences are properly synchronized.

The Fortran Standard keyword ELEMENTAL specifies that a procedure written with scalar arguments can be extended to conforming array arguments by processing the array elements one at a time in any order. The ATTRIBUTES VECTOR directive tells the optimizer to produce versions of the procedure *routine-name* that execute with contiguous slices of the array arguments as defined by the VECTORLENGTH clause in an "elemental" fashion. *routine-name* does not need to be defined as ELEMENTAL to be given the VECTOR attribute.

The VECTOR attribute causes the compiler to generate a short vector form of the procedure, which can perform the procedure's operation on multiple elements of its array arguments in a single invocation. The short vector version may be able to perform multiple operations as fast as the regular implementation performs a single operation by using the vector instruction set in the CPU.
In addition, when invoked from an OMP construct, the compiler may assign different copies of the elemental procedures to different threads, executing them concurrently. The end result is that your data parallel operation executes on the CPU using both the parallelism available in the multiple cores and the parallelism available in the vector instruction set. If the short vector procedure is called inside a parallel loop or an auto-parallelized loop that is vectorized, you can achieve both vector-level and thread-level parallelism.

The INTENT(OUT) or INTENT(INOUT) attribute is not allowed for arguments of a procedure with the VECTOR attribute since the VECTOR attribute forces the procedure to receive its arguments by value.

The Intel C/C++ compiler built-in function __intel_simd_lane() may be helpful in removing certain performance penalties caused by non-unit stride vector access. Consider the following:

```fortran
interface
! returns a number between 0 and vectorlength - 1 that reflects the current "lane id" within the SIMD vector
! __intel_simd_lane() will return zero if the loop is not vectorized
  function for_simd_lane () bind (C, name = "__intel_simd_lane")
    integer (kind=4) :: for_simd_lane
    !DEC$ attributes known_intrinsic, default :: for_simd_lane
    end function for_simd_lane
end interface
```

For more details, see the Intel C++ documentation.

---

**Optimization Notice**

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

---

**Example**

The ATTRIBUTES VECTOR directive must be accessible in the caller, either via an INTERFACE block or by USE association.

The following shows an example of an external function with an INTERFACE block:

```fortran
The ATTRIBUTES VECTOR directive can be brought into the caller by USE association if the vector function is a module procedure; for example:

You can specify more than one SCALAR or LINEAR clause in an ATTRIBUTES VECTOR directive. For example, all of the following are valid:

The three directives above are equivalent to specifying a single, continued, directive in fixed-form source, as follows:

**See Also**

ATTRIBUTES

Syntax Rules for Compiler Directives

**AUTOAddArg (W*S)**

**AUTO Subroutine:** Passes an argument name and value and adds the argument to the argument list data structure.
Module
USE IFAUTO
USE IFWINTY

Syntax
CALL AUTOAddArg (invoke_args, name, value [, intent_arg ] [, type ])

invoke_args
The argument list data structure. Must be of type INTEGER(INT_PTR_KIND( )).

name
The argument's name of type CHARACTER(*)..

value
The argument's value. Must be of type INTEGER(1), INTEGER(2), INTEGER(4), REAL(4), REAL(8), LOGICAL(2), CHARACTER(*), or a single dimension array of one of these types. Can also be of type VARIANT, which is defined in the IFWINTY module.

intent_arg
Indicates the intended use of the argument by the called method. Must be one of the following constants defined in the IFAUTO module:

- AUTO_ARG_IN: The argument's value is read by the called method, but not written. This is the default value if intent_arg is not specified.
- AUTO_ARG_OUT: The argument's value is written by the called method, but not read.
- AUTO_ARG_INOUT: The argument's value is read and written by the called method.

When the value of intent_arg is AUTO_ARG_OUT or AUTO_ARG_INOUT, the variable used in the value argument should be declared using the VOLATILE attribute. This is because the value of the variable will be changed by the subsequent call to AUTOInvoke. The compiler's global optimizations need to know that the value can change unexpectedly.

type
The variant type of the argument. Must be one of the following constants defined in the IFWINTY module:

<table>
<thead>
<tr>
<th>VARIANT Type</th>
<th>Value Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>VT_I1</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>VT_I2</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>VT_I4</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_R4</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>VT_R8</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_CY</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_DATE</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_BSTR</td>
<td>CHARACTER(*)</td>
</tr>
<tr>
<td>VT_DISPATCH</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_ERROR</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_BOOL</td>
<td>LOGICAL(2)</td>
</tr>
<tr>
<td>VARIANT Type</td>
<td>Value Type</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------</td>
</tr>
<tr>
<td>VT_VARIANT</td>
<td>TYPE(VARIANT)</td>
</tr>
<tr>
<td>VT_UNKNOWN</td>
<td>INTEGER(4)</td>
</tr>
</tbody>
</table>

**Example**

See the example in COMInitialize.

**AUTOAllocateInvokeArgs (W*S)**

**AUTO Function**: Allocates an argument list data structure that holds the arguments to be passed to AUTOInvoke.

**Module**

USE IFAUTO

**Syntax**

```plaintext
result = AUTOAllocateInvokeArgs( )
```

**Results**

The value returned is an argument list data structure of type INTEGER(INT_PTR_KIND()).

**Example**

See the example in COMInitialize.

**AUTODeallocateInvokeArgs (W*S)**

**AUTO Subroutine**: Deallocates an argument list data structure.

**Module**

USE IFAUTO

**Syntax**

```plaintext
CALL AUTODeallocateInvokeArgs (invoke_args)
```

`invoke_args` The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

**Example**

See the example in COMInitialize.

**AUTOGetExceptInfo (W*S)**

**AUTO Subroutine**: Retrieves the exception information when a method has returned an exception status.

**Module**

USE IFAUTO
Syntax

CALL AUTOGetExceptInfo (invoke_args, code, source, description, h_file, h_context, scode)

invoke_args The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

code An output argument that returns the error code. Must be of type INTEGER(2).

source An output argument that returns a human-readable name of the source of the exception. Must be of type CHARACTER(*)

description An output argument that returns a human-readable description of the error. Must be of type CHARACTER(*)

h_file An output argument that returns the fully qualified path of a Help file with more information about the error. Must be of type CHARACTER(*)

h_context An output argument that returns the Help context of the topic within the Help file. Must be of type INTEGER(4).

scode An output argument that returns an SCODE describing the error. Must be of type INTEGER(4).

AUTOGetProperty (W*S)

AUTO Function: Passes the name or identifier of the property and gets the value of the automation object's property.

Module

USE IFAUTO
USE IFWINTY

Syntax

result = AUTOGetProperty (idispatch, id, value[, type])

idispatch The object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

id The argument’s name of type CHARACTER(*), or its member ID of type INTEGER(4).

value An output argument that returns the argument’s value. Must be of type INTEGER(2), INTEGER(4), REAL(4), REAL(8), LOGICAL(2), LOGICAL(4), CHARACTER(*), or a single dimension array of one of these types.

type The variant type of the requested argument. Must be one of the following constants defined in the IFWINTY module:

<table>
<thead>
<tr>
<th>VARIANT Type</th>
<th>Value Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>VT_I2</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>VT_I4</td>
<td>INTEGER(4)</td>
</tr>
</tbody>
</table>
### VARIANT Type

<table>
<thead>
<tr>
<th>VT_R4</th>
<th>REAL(4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>VT_R8</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_CY</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_DATE</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_BSTR</td>
<td>CHARACTER*(*))</td>
</tr>
<tr>
<td>VT_DISPATCH</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_ERROR</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_BOOL</td>
<td>LOGICAL(2)</td>
</tr>
<tr>
<td>VT_UNKNOWN</td>
<td>INTEGER(4)</td>
</tr>
</tbody>
</table>

### Results

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(4).

---

**AUTOGetPropertyByID (W*S)**

**AUTO Function:** Passes the member ID of the property and gets the value of the automation object’s property into the argument list’s first argument.

#### Module

USE IFAUTO

#### Syntax

```plaintext
result = AUTOGetPropertyByID (idispatch, memid, invoke_args)
```

- **idispatch**
  The object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

- **memid**
  Member ID of the property. Must be of type INTEGER(4).

- **invoke_args**
  The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

#### Results

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(4).

---

**AUTOGetPropertyInvokeArgs (W*S)**

**AUTO Function:** Passes an argument list data structure and gets the value of the automation object’s property specified in the argument list’s first argument.

#### Module

USE IFAUTO
Syntax

Result = AUTOGetPropertyInvokeArgs (idispatch, invoke_args)

idispatch            The object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

invoke_args         The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

Results

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(INT_PTR_KIND()).

AUTOInvoke (W*S)

**AUTO Function:** Passes the name or identifier of an object’s method and an argument list data structure and invokes the method with the passed arguments.

Module

USE IFAUTO

Syntax

Result = AUTOInvoke (idispatch, id, invoke_args)

idispatch            The object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

id               The argument’s name of type CHARACTER*(*) or its member ID of type INTEGER(4).

invoke_args         The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

Results

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(4).

Example

See the example in COMInitialize.

AUTOMATIC

**Statement and Attribute:** Controls the storage allocation of variables in subprograms (as does STATIC). Variables declared as AUTOMATIC and allocated in memory reside in the stack storage area, rather than at a static memory location.

Syntax

The AUTOMATIC attribute can be specified in a type declaration statement or an AUTOMATIC statement, and takes one of the following forms:

**Type Declaration Statement:**

type, [att-ls,] AUTOMATIC [, att-ls] :: v[, v] ...

**Statement:**

AUTOMATIC [::] v[, v] ...
**type**

Is a data type specifier.

**att-1s**

Is an optional list of attribute specifiers.

**v**

Is the name of a variable or an array specification. It can be of any type.

AUTOMATIC declarations only affect how data is allocated in storage.

If you want to retain definitions of variables upon reentry to subprograms, you must use the SAVE attribute.

Automatic variables can reduce memory use because only the variables currently being used are allocated to memory.

Automatic variables allow possible recursion. With recursion, a subprogram can call itself (directly or indirectly), and resulting values are available upon a subsequent call or return to the subprogram. For recursion to occur, RECURSIVE must be specified in one of the following ways:

- As a keyword in a FUNCTION or SUBROUTINE statement
- As a compiler option
- As an option in an OPTIONS statement

By default, the compiler allocates local scalar variables on the stack. Other non-allocatable variables of non-recursive subprograms are allocated in static storage by default. This default can be changed through compiler options. Appropriate use of the SAVE attribute may be required if your program assumes that local variables retain their definition across subprogram calls.

To change the default for variables, specify them as AUTOMATIC or specify RECURSIVE (in one of the ways mentioned above).

To override any compiler option that may affect variables, explicitly specify the variables as AUTOMATIC.

**NOTE**

Variables that are data-initialized, and variables in COMMON and SAVE statements are always static. This is regardless of whether a compiler option specifies recursion.

A variable cannot be specified as AUTOMATIC more than once in the same scoping unit.

If the variable is a pointer, AUTOMATIC applies only to the pointer itself, not to any associated target.

Some variables cannot be specified as AUTOMATIC. The following table shows these restrictions:

<table>
<thead>
<tr>
<th>Variable</th>
<th>AUTOMATIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dummy argument</td>
<td>No</td>
</tr>
<tr>
<td>Automatic object</td>
<td>No</td>
</tr>
<tr>
<td>Common block item</td>
<td>No</td>
</tr>
<tr>
<td>Use-associated item</td>
<td>No</td>
</tr>
<tr>
<td>Function result</td>
<td>No</td>
</tr>
<tr>
<td>Component of a derived type</td>
<td>No</td>
</tr>
</tbody>
</table>

If a variable is in a module's outer scope, it cannot be specified as AUTOMATIC.

**Example**

The following example shows a type declaration statement specifying the AUTOMATIC attribute:

```plaintext
REAL, AUTOMATIC :: A, B, C
```
The following example uses an AUTOMATIC statement:

```fortran
... CONTAINS
INTEGER FUNCTION REDO_FUNC
  INTEGER I, J(10), K
  REAL C, D, E(30)
  AUTOMATIC I, J, K(20)
  STATIC C, D, E
...
END FUNCTION
... C       In this example, all variables within the program unit
C       are saved, except for "var1" and "var3". These are
C       explicitly declared in an AUTOMATIC statement, and thus have
C       memory locations on the stack:
  SUBROUTINE DoIt (arg1, arg2)
    INTEGER(4) arg1, arg2
    INTEGER(4) var1, var2, var3, var4
    SAVE
    AUTOMATIC var1, var3
  C       var2 and var4 are saved
```

**See Also**

STATIC
SAVE
Type Declarations
Type Declarations
RECURSIVE
OPTIONS Statement
POINTER - Fortran
Modules and Module Procedures
recursive

**AUTOSetProperty (W*S)**

**AUTO Function**: Passes the name or identifier of the property and a value, and sets the value of the automation object’s property.

**Module**

USE IFAUTO
USE IFWINTY

**Syntax**

```fortran
result = AUTOSetProperty (idispatch, id, value[, type])
```

- **idispatch**: The object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).
- **id**: The argument’s name of type CHARACTER(*) or its member ID of type INTEGER(4).
- **value**: The argument’s value. Must be of type INTEGER(2), INTEGER(4), REAL(4), REAL(8), LOGICAL(2), LOGICAL(4), CHARACTER(*), or a single dimension array of one of these types.
**type**

The variant type of the argument. Must be one of the following constants defined in the IFWINTY module:

<table>
<thead>
<tr>
<th>VARIANT Type</th>
<th>Value Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>VT_I2</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>VT_I4</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_R4</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>VT_R8</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_CY</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_DATE</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>VT_BSTR</td>
<td>CHARACTER(*)</td>
</tr>
<tr>
<td>VT_DISPATCH</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_ERROR</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>VT_BOOL</td>
<td>LOGICAL(2)</td>
</tr>
<tr>
<td>VT_UNKNOWN</td>
<td>INTEGER(4)</td>
</tr>
</tbody>
</table>

**Results**

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(4).

**AUTOSetPropertyByID (W*S)**

**AUTO Function:** Passes the member ID of the property and sets the value of the automation object's property into the argument list's first argument.

**Module**

USE IFAUTO

**Syntax**

\[
\text{result} = \text{AUTOSetPropertyByID} (\text{idispatch, memid, invoke_args})
\]

**idispatch**

The object's IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

**memid**

Member ID of the property. Must be of type INTEGER(4).

**invoke_args**

The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

**Results**

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(4).
**AUTOSetPropertyInvokeArgs (W*S)**

**AUTO Function:** Passes an argument list data structure and sets the value of the automation object's property specified in the argument list's first argument.

**Module**

USE IFAUTO

**Syntax**

result = AUTOSetPropertyInvokeArgs (idispatch, invoke_args)

idispatch The object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

invoke_args The argument list data structure. Must be of type INTEGER(INT_PTR_KIND()).

**Results**

Returns an HRESULT describing the status of the operation. Must be of type INTEGER(4).

**BACKSPACE**

**Statement:** Positions a sequential file at the beginning of the preceding record, making it available for subsequent I/O processing. It takes one of the following forms:

**Syntax**

BACKSPACE ([UNIT=] io-unit[, ERR=label] [, IOMSG=msg-var] [, IOSTAT=i-var])

BACKSPACE io-unit

io-unit (Input) Is an external unit specifier.

label Is the label of the branch target statement that receives control if an error occurs.

msg-var (Output) Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs.

i-var (Output) Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

**Description**

The I/O unit number must specify an open file on disk or magnetic tape.

Backspacing from the current record \( n \) is performed by rewinding to the start of the file and then performing \( n - 1 \) successive READs to reach the previous record.

A BACKSPACE statement must not be specified for a file that is open for direct or append access, because \( n \) is not available to the Fortran I/O system.

BACKSPACE cannot be used to skip over records that have been written using list-directed or namelist formatting.

If a file is already positioned at the beginning of a file, a BACKSPACE statement has no effect.
If the file is positioned between the last record and the end-of-file record, BACKSPACE positions the file at the start of the last record.

### Example

```plaintext
BACKSPACE 5  
BACKSPACE (5)  
BACKSPACE lunit  
BACKSPACE (UNIT = lunit, ERR = 30, IOSTAT = ios)
```

The following statement repositions the file connected to I/O unit 4 back to the preceding record:

```plaintext
BACKSPACE 4
```

Consider the following statement:

```plaintext
BACKSPACE (UNIT=9, IOSTAT=IOS, ERR=10)
```

This statement positions the file connected to unit 9 back to the preceding record. If an error occurs, control is transferred to the statement labeled 10, and a positive integer is stored in variable IOS.

### See Also

REWIND  
ENDFILE  
Data Transfer I/O Statements Overview  
Branch Specifiers (END=, EOR=, ERR=)

### BADDRESS

**Inquiry Intrinsic Function (Generic):** Returns the address of an argument. This function cannot be passed as an actual argument. This function can also be specified as IADDR.

#### Syntax

```plaintext
result = BADDRESS (x)
```

- `x` is a variable, an array or record field reference, a procedure, or a constant; it can be of any data type. It must not be the name of a statement function. If it is a pointer, it must be defined and associated with a target.

#### Results

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The value of the result represents the address of the data object or, in the case of pointers, the address of its associated target. If the argument is not valid, the result is undefined.

### Example

```plaintext
PROGRAM batest  
   INTEGER X(5), I  
   DO I=1, 5  
      PRINT *, BADDRESS(X(I))  
   END DO  
END
```
BARRIER

OpenMP* Fortran Compiler Directive:
Synthesizes all the threads in a team. It causes each thread to wait until all of the other threads in the team have reached the barrier.

Syntax

 !$OMP BARRIER

The binding thread set for a BARRIER construct is the current team. A barrier region binds to the innermost enclosing parallel region.

Each barrier region must be encountered by all threads in a team or by none at all, unless cancellation has been requested for the innermost enclosing parallel region.

The barrier region must also be encountered in the same order by all threads in a team.

Example

INTEGER K
K = 17

 !$OMP PARALLEL SHARED (K) NUM_THREADS (2)
 IF (OMP_GET_THREAD_NUM() == 0) THEN
   X = 5
 ELSE
   ! The following read access of K creates a race condition
   PRINT *,"1: THREAD# ", OMP_GET_THREAD_NUM (), "K = ", K
 ENDIF

 ! This barrier contains implicit flushes on all threads, as well as a thread 
 ! synchronization: this guarantees that the value 5 will be printed by 
 ! both PRINT 2 and PRINT 3 below.

 !$OMP BARRIER

 IF (OMP_GET_THREAD_NUM() == 0) THEN
   PRINT *,"2: THREAD# ", OMP_GET_THREAD_NUM (), "K = ", K
 ELSE
   PRINT *,"3: THREAD# ", OMP_GET_THREAD_NUM (), "K = ", K
 ENDIF
 !$OMP END PARALLEL

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
Nesting and Binding Rules
Parallel Processing Model for information about Binding Sets

BEEPQ

Portability Subroutine: Sounds the speaker at the specified frequency for the specified duration in milliseconds.

Module

USE IFPORT
Syntax
CALL BEEPQQ (frequency, duration)

frequency (Input) INTEGER(4). Frequency of the tone in Hz.
duration (Input) INTEGER(4). Length of the beep in milliseconds.

BEEPQQ does not return until the sound terminates.

Example
USE IFPORT
INTEGER(4) frequency, duration
frequency = 4000
duration = 1000
CALL BEEPQQ(frequency, duration)

See Also
SLEEPQQ
BESJ0, BESJ1, BESJN, BESY0, BESY1, BESYN

Portability Functions: Compute the single-precision values of Bessel functions of the first and second kinds.

Module
USE IFPORT

Syntax
result = BESJ0 (value)
result = BESJ1 (value)
result = BESJN (n, value)
result = BESY0 (posvalue)
result = BESY1 (posvalue)
result = BESYN (n, value)

value (Input) REAL(4). Independent variable for a Bessel function.
n (Input) INTEGER(4). Specifies the order of the selected Bessel function computation.
posvalue (Input) REAL(4). Independent variable for a Bessel function. Must be greater than or equal to zero.

Results
BESJ0, BESJ1, and BESJN return Bessel functions of the first kind, orders 0, 1, and n, respectively, with the independent variable posvalue.
BESY0, BESY1, and BESYN return Bessel functions of the second kind, orders 0, 1, and n, respectively, with the independent variable posvalue.

Negative arguments cause BESY0, BESY1, and BESYN to return QNAN.
Bessel functions are explained more fully in most mathematics reference books, such as the *Handbook of Mathematical Functions* (Abramowitz and Stegun. Washington: U.S. Government Printing Office, 1964). These functions are commonly used in the mathematics of electromagnetic wave theory.

See the descriptions of the BESSEL_* functions, if you need to use quad-precision (REAL(16)).

**See Also**
DBESJ0, DBESJ1, DBESJN, DBESY0, DBESY1, DBESYN

---

**BESSEL_J0**

*Elemental Intrinsic Function (Generic): Computes a Bessel function of the first kind, order 0.*

**Syntax**

\[
\text{result} = \text{BESSEL}_J0 (x)
\]

- \( x \) (Input) Must be of type real.

**Results**

The result type and kind is the same as \( x \).

The result has a value equal to a processor-dependent approximation to the Bessel function of the first kind and order zero of \( x \).

**Example**

BESSEL_J0 (1.0) has the approximate value 0.765.

---

**BESSEL_J1**

*Elemental Intrinsic Function (Generic): Computes a Bessel function of the first kind, order 1.*

**Syntax**

\[
\text{result} = \text{BESSEL}_J1 (x)
\]

- \( x \) (Input) Must be of type real.

**Results**

The result type and kind is the same as \( x \).

The result has a value equal to a processor-dependent approximation to the Bessel function of the first kind and order 1 of \( x \).

**Example**

BESSEL_J1 (1.0) has the approximate value 0.440.

---

**BESSEL_JN**

*Elemental and Transformational Intrinsic Functions (Generic): Compute Bessel functions of the first kind.*

**Syntax**

- Elemental function: \( \text{result} = \text{BESSEL}_JN (n, x) \)
- Transformational function: \( \text{result} = \text{BESSEL}_JN (n1, n2, x) \)
$n$, $n_1$, $n_2$  
(Input) Must be of type integer and nonnegative.

$x$  
(Input) Must be of type real.

**Results**

The result type and kind is the same as $x$.

The result of `BESSEL_JN (n, x)` is scalar. The result value of `BESSEL_JN (n, x)` is a processor-dependent approximation to the Bessel function of the first kind and order $n$ of $x$.

The result of `BESSEL_JN (n1, n2, x)` is a rank-one array with extent MAX ($n_2 - n_1 + 1$, 0). Element $i$ of the result value of `BESSEL_JN (n1, n2, x)` is a processor-dependent approximation to the Bessel function of the first kind and order $n_1 + i - 1$ of $x$.

**Example**

`BESSEL_JN (2, 1.0)` has the approximate value 0.115.

Consider the following program `Bessel.f90`:

```fortran
real :: z (6) = [0:5]/5.          ! 0.0 through 1.0 by 0.2
print *, z
print *, bessel_jn (2, 1.0)      ! scalar argument, answer about 0.115
print *, bessel_jn (1, z)          ! elemental
print *, bessel_jn (1, 4, 1.0)  ! orders 1 thru 4 on a scalar
end
```

Compile `bessel.f90` and execute the result:

```
> ifort Bessel.f90 -o Bessel
> bessel
```

The above commands produce the following result:

```
0.0000000E+00  0.2000000      0.4000000      0.6000000      0.8000000      1.000000
0.1149035
0.0000000E+00  9.9500835E-02  0.1960266      0.2867010      0.3688421      0.4400506
0.4400506      0.1149035      1.9563355E-02  2.4766389E-03
```

**BESSEL_Y0**

*Elemental Intrinsic Function (Generic): Computes a Bessel function of the second kind, order 0.*

**Syntax**

```fortran
result = BESSEL_Y0 (x)
```

$x$  
(Input) Must be of type real with a value greater than zero.

**Results**

The result type and kind is the same as $x$.

The result has a value equal to a processor-dependent approximation to the Bessel function of the second kind and order zero of $x$.

**Example**

`BESSEL_Y0 (1.0)` has the approximate value 0.088.
BESSEL_Y1

Elemental Intrinsic Function (Generic): Computes a Bessel function of the second kind, order 1.

Syntax

\[
\text{result} = \text{BESSEL_Y1} \ (x)
\]

\(x\) (Input) Must be of type real with a value greater than zero.

Results

The result type and kind is the same as \(x\).
The result has a value equal to a processor-dependent approximation to the Bessel function of the second kind and order 1 of \(x\).

Example

BESSEL_Y1 (1.0) has the approximate value -0.781.

BESSEL_YN

Elemental and Transformational Intrinsic Functions (Generic): Compute Bessel functions of the second kind.

Syntax

Elemental function: \[
\text{result} = \text{BESSEL_YN} \ (n, x)
\]

Transformational function: \[
\text{result} = \text{BESSEL_YN} \ (n1, n2, x)
\]

\(n, n1, n2\) (Input) Must be of type integer and nonnegative.

\(x\) (Input) Must be of type real with a value greater than zero.

Results

The result type and kind is the same as \(x\).
The result of BESSEL_YN \((n, x)\) is scalar. The result value of BESSEL_YN \((n, x)\) is a processor-dependent approximation to the Bessel function of the second kind and order \(n\) of \(x\).
The result of BESSEL_YN \((n1, n2, x)\) is a rank-one array with extent \(\text{MAX}(n2 - n1 + 1, 0)\). Element \(i\) of the result value of BESSEL_YN \((n1, n2, x)\) is a processor-dependent approximation to the Bessel function of the second kind and order \(n1 + i - 1\) of \(x\).

Example

BESSEL_YN (2, 1.0) has the approximate value -1.651.

BGE

Elemental Intrinsic Function (Generic): Performs a bitwise greater than or equal to on its arguments.

Syntax

\[
\text{result} = \text{BGE} \ (i, j)
\]
(Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.

If the kinds of $i$ and $j$ do not match, the value with the smaller kind is extended with zeros on the left and the larger kind is used for the operation and the result.

**Results**

The result is true if the sequence of bits represented by $i$ is greater than or equal to the sequence of bits represented by $j$, according to the method of bit sequence comparison in *Bit Sequence Comparisons*; otherwise, the result is false.

The interpretation of a binary, octal, or hexadecimal literal constant as a sequence of bits is described in *Binary, Octal, Hexadecimal, and Hollerith Constants*.

The model for the interpretation of an integer value as a sequence of bits is shown in *Model for Bit Data*.

**Example**

If BIT_SIZE ($J$) has the value 8, BGE (Z'FF', $J$) has the value true for any value of $J$. BGE (0, -1) has the value false.

**See Also**

BIT_SIZE

**BGT**

**Elemental Intrinsic Function (Generic):** Performs a bitwise greater than on its arguments.

**Syntax**

```fortran
result = BGT (i, j)
```

$i$  
(Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.

$j$  
(Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.

If the kinds of $i$ and $j$ do not match, the value with the smaller kind is extended with zeros on the left and the larger kind is used for the operation and the result.

**Results**

The result is true if the sequence of bits represented by $i$ is greater than the sequence of bits represented by $j$, according to the method of bit sequence comparison in *Bit Sequence Comparisons*; otherwise, the result is false.

The interpretation of a binary, octal, or hexadecimal literal constant as a sequence of bits is described in *Binary, Octal, Hexadecimal, and Hollerith Constants*.

The model for the interpretation of an integer value as a sequence of bits is shown in *Model for Bit Data*.

**Example**

BGT (Z'FF', Z'FC') has the value true. BGT (0, -2) has the value false.
**BIC, BIS**

*Portability Subroutines:* Perform a bit-level set and clear for integers.

**Module**

USE IFPORT

**Syntax**

CALL BIC (bitnum, target)
CALL BIS (bitnum, target)

**Example**

Consider the following:

```fortran
USE IFPORT
integer(4) bitnum, target_i4
integer(8) target_i8

target_i4 = Z'AAAA'
bitnum = 1
call BIC(bitnum, target_i4)
target_i8 = Z'FFFFFFFF00000000'
bitnum = 40
call BIC(bitnum, target_i8)
bitnum = 0
call BIS(bitnum, target_i4)
bitnum = 1
call BIS(bitnum, target_i8)
print '(" integer*4 result ",Z)', target_i4
print '(" integer*8 result ",Z)', target_i8
end
```

**See Also**

BIT

**BIND**

*Statement and Attribute:* Specifies that an object is interoperable with C and has external linkage.

**Syntax**

The BIND attribute can be specified in a type declaration statement or a BIND statement, and takes one of the following forms:

**Type Declaration Statement:**

```fortran
  type, [att-ls, ] BIND (C [, NAME=ext-name]) [ , att-ls ] :: object
```

**Statement:**

```fortran
  BIND (C [, NAME=ext-name]) [ :: ] object
```
**Type**

Is a data type specifier.

**att-ls**

Is an optional list of attribute specifiers.

**ext-name**

Is a character scalar initialization expression that can be used to construct the external name.

**object**

Is the name of a variable or common block.

**Description**

If a common block is specified in a BIND statement, it must be specified with the same binding label in each scoping unit in which it is declared.

For variables and common blocks, BIND also implies the SAVE attribute, which may be explicitly confirmed with SAVE.

A variable given the BIND attribute (or declared in a BIND statement) must appear in the specification part of a module. You cannot specify BIND for a subroutine local variable or a variable in a main program.

The BIND attribute is similar to directive !DIR$ ATTRIBUTES C as follows:

- The compiler applies the same naming rules, that is, names are lowercase (unless NAME= specifies otherwise).
- The compiler applies the appropriate platform decoration, such as a leading underscore.

However, procedure argument passing differs. When BIND is specified, procedure arguments are passed by reference unless the VALUE attribute is also specified.

The BIND attribute can optionally be used in a PROCEDURE, SUBROUTINE, or FUNCTION declaration. It must be used in an ENUM declaration.

**Example**

The following example shows the BIND attribute used in a type declaration statement, a statement, and a SUBROUTINE statement.

```fortran
INTEGER, BIND(C) :: SOMEVAR
BIND(C,NAME='SharedCommon') :: /SHAREDCOMMON/
SUBROUTINE FOOBAR, BIND(C, NAME='FooBar')
...
END SUBROUTINE
```

**See Also**

Modules and Module Procedures
Type Declarations
Type Declarations
Pointer Assignments
FUNCTION
SUBROUTINE
PROCEDURE
Enumerations and Enumerators

**BIT**

*Portability Function:* Performs a bit-level test for integers.
Module
USE IFPORT

Syntax
result = BIT (bitnum, source)

bitnum (Input) INTEGER(4). Bit number to test. Must be in the range 0 (least significant bit) to 31 (most significant bit).

source (Input) INTEGER(4) or INTEGER(8). Variable being tested.

Results
The result type is logical. It is .TRUE. if bit bitnum of source is 1; otherwise, .FALSE..

See Also
BIC, BIS

BIT_SIZE
Inquiry Intrinsic Function (Generic): Returns the number of bits in an integer type.

Syntax
result = BIT_SIZE (i)

i (Input) Must be of type integer or of type logical (which is treated as an integer).

Results
The result is a scalar integer with the same kind parameter as i. The result value is the number of bits (s) defined by the bit model for integers with the kind parameter of the argument. For information on the bit model, see Model for Bit Data.

Example
BIT_SIZE (1_2) has the value 16 because the KIND=2 integer type contains 16 bits.

See Also
BTEST IBCLR IBITS IBSET

BLE
Elemental Intrinsic Function (Generic): Performs a bitwise less than or equal to on its arguments.

Syntax
result = BLE (i,j)

i (Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.
j  (Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.

If the kinds of i and j do not match, the value with the smaller kind is extended with zeros on the left and the larger kind is used for the operation and the result.

**Results**

The result is true if the sequence of bits represented by i is less than or equal to the sequence of bits represented by j, according to the method of bit sequence comparison in Bit Sequence Comparisons; otherwise, the result is false.

The interpretation of a binary, octal, or hexadecimal literal constant as a sequence of bits is described in Binary, Octal, Hexadecimal, and Hollerith Constants.

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

**Example**

BLE (0, J) has the value true for any value of J. BLE (-2, 0) has the value false.

**BLOCK**

* Marks the beginning of a BLOCK construct. The BLOCK construct executes a block of statements or constructs that can contain declarations.

**Syntax**

```
[name:] BLOCK
  [specification-part]
  block
END BLOCK [name]
```

* name  (Optional) Is the name of the BLOCK construct.

* specification-part  (Optional) Is one or more specification statements, except for the following:
  * COMMON
  * FUNCTION (outside of an INTERFACE block)
  * EQUIVALENCE
  * IMPLICIT
  * INTENT (or its equivalent attribute)
  * MODULE
  * NAMELIST
  * OPTIONAL (or its equivalent attribute)
  * SUBROUTINE (outside of an INTERFACE block)
  * VALUE (or its equivalent attribute)
  * Statement functions

* block  Is a sequence of zero or more statements or constructs, except for the following:
  * CONTAINS (outside of a TYPE definition)
  * ENTRY
  * IMPORT (outside of a TYPE definition)
  * Statement functions
Description

A BLOCK construct is itself a scoping unit. Entities declared in a BLOCK construct are local to the BLOCK construct and are accessible only in that construct and in any contained constructs. A local entity in a block construct hides any entity with the same name in its host scope. No transfer of control into a block from outside the block is allowed, except for the return from a procedure call. Transfers within a block or out of the block are allowed.

If a construct name is specified at the beginning of a BLOCK statement, the same name must appear in the corresponding END BLOCK statement. The same construct name must not be used for different named constructs in the same scoping unit. If no name is specified at the beginning of a BLOCK statement, you cannot specify one following the END BLOCK statement.

You can only branch to an END BLOCK statement from within its BLOCK construct.

A BLOCK construct cannot appear inside a structured block of an OpenMP* directive.

The SAVE attribute specifies that a local variable of a BLOCK construct retains its association status, allocation status, definition status, and value after termination of the construct unless it is a pointer and its target becomes undefined. If the BLOCK construct contains a SAVE statement, the SAVE statement cannot specify the name of a common block. A SAVE statement outside a BLOCK construct does not affect variables local to the BLOCK construct, because a SAVE statement affects variables in its scoping unit which excludes nested scoping units in it.

The statements specified within the specification-part are evaluated in a processor-dependent order, followed by execution of block. When execution exits block, all non-SAVEd automatic and allocatable local variables are deallocated.

Example

The following shows a BLOCK construct:

```
block
  integer :: i
  real :: a(n)
  do i = 1,n
    a(i) = i
  end do
  ...
end block
```

When control exits the bottom of the BLOCK, local variables i and a revert to their meaning outside the block.

The following example shows two nested BLOCK constructs where the inner BLOCK construct has the construct name INNER and the outer one does not have a name:

```
BLOCK
  ...
INNER: BLOCK
  ...
END BLOCK INNER
  ...
END BLOCK
```

In the following example, the appearance and the reference of the FORMAT statement are legal:

```
PROGRAM MAIN
  WRITE(6, FMT=10)
  ...
  BLOCK
    10 FORMAT("Hello")
```

Implicit typing is not affected by BLOCK constructs. In the following example, even if NSQP only appears in the two BLOCK constructs, the scope of NSQP is the whole subroutine S:

```
SUBROUTINE S(N)
  ...
  IF (N>0) THEN
    BLOCK
      NSQP = CEILING(SQRT(DBLE(N)))
    END BLOCK
  END IF
  ...
  IF (N>0) THEN
    BLOCK
      PRINT *,NSQP
    END BLOCK
  END IF
END SUBROUTINE S
```

**BLOCK DATA**

**Statement:** Identifies a block-data program unit, which provides initial values for variables in named common blocks.

**Syntax**

```
BLOCK DATA [name]
  [specification-part]
END [BLOCK DATA[name]]
```

- `name` is the name of the block data program unit.
- `specification-part` is one or more of the following statements:
  - COMMON
  - DATA
  - Derived-type definition
  - DIMENSION
  - EQUIVALENCE
  - IMPLICIT
  - INTRINSIC
  - PARAMETER
  - POINTER
  - RECORD
  - SAVE
  - STATIC
  - TARGET
  - USE

<table>
<thead>
<tr>
<th>COMMON</th>
<th>INTRINSIC</th>
<th>STATIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATA</td>
<td>PARAMETER</td>
<td>TARGET</td>
</tr>
<tr>
<td>Derived-type definition</td>
<td>POINTER</td>
<td>Type declaration ²</td>
</tr>
<tr>
<td>DIMENSION</td>
<td>RECORD¹</td>
<td>USE ³</td>
</tr>
<tr>
<td>EQUIVALENCE</td>
<td>Record structure declaration¹</td>
<td></td>
</tr>
<tr>
<td>IMPLICIT</td>
<td>SAVE</td>
<td></td>
</tr>
</tbody>
</table>

¹ For more information, see RECORD statement and record structure declarations.

² Can only contain attributes: DIMENSION, INTRINSIC, PARAMETER, POINTER, SAVE, STATIC, or TARGET.

³ Allows access to only named constants.
Description

A block data program unit need not be named, but there can only be one unnamed block data program unit in an executable program.

If a name follows the END statement, it must be the same as the name specified in the BLOCK DATA statement.

An interface block must not appear in a block data program unit and a block data program unit must not contain any executable statements.

If a DATA statement initializes any variable in a named common block, the block data program unit must have a complete set of specification statements establishing the common block. However, all of the variables in the block do not have to be initialized.

A block data program unit can establish and define initial values for more than one common block, but a given common block can appear in only one block data program unit in an executable program.

The name of a block data program unit can appear in the EXTERNAL statement of a different program unit to force a search of object libraries for the block data program unit at link time.

Example

The following shows a block data program unit:

```
BLOCK DATA BLKDAT
   INTEGER S,X
   LOGICAL T,W
   DOUBLE PRECISION U
   DIMENSION R(3)
   COMMON /AREA1/R,S,U,T /AREA2/W,X,Y
   DATA R/1.0,2*2.0/, T/.FALSE./, U/0.214537D-7/, W/.TRUE./, Y/3.5/
END
```

The following shows another example:

```
C     Main Program
CHARACTER(LEN=10) family
INTEGER a, b, c, d, e
REAL X(10), Y(4)
COMMON/Lakes/a,b,c,d,e,family/Blk2/x,y
...
C     The following block-data subprogram initializes
C     the named common block /Lakes/: 
C
BLOCK DATA InitLakes
   COMMON /Lakes/ erie, huron, michigan, ontario, +
       superior, fname
   DATA erie, huron, michigan, ontario, superior /1, 2, 3, 4, 5/
   CHARACTER(LEN=10) fname/'GreatLakes'/
   INTEGER erie, huron, michigan, ontario, superior
END
```

See Also

COMMON
DATA
EXTERNAL
Program Units and Procedures Overview
**BLOCK_LOOP and NOBLOCK_LOOP**

**General Compiler Directives:** Enables or disables loop blocking for the immediately following nested DO loops. BLOCK_LOOP enables loop blocking for the nested loops. NOBLOCK_LOOP disables loop blocking for the nested loops.

**Syntax**

```
!DIR$ BLOCK_LOOP [clause [,] clause]...
```

```
!DIR$ NOBLOCK_LOOP
```

clause  

<table>
<thead>
<tr>
<th>Is one or more of the following:</th>
</tr>
</thead>
<tbody>
<tr>
<td>• FACTOR(expr)</td>
</tr>
<tr>
<td>expr</td>
</tr>
<tr>
<td>Is a positive scalar constant integer expression representing the blocking factor for the specified loops.</td>
</tr>
</tbody>
</table>

This clause is optional. If the FACTOR clause is not present, the blocking factor will be determined based on processor type and memory access patterns and will be applied to the specified levels in the nested loop following the directive.

At most only one FACTOR clause can appear in a BLOCK_LOOP directive.

<table>
<thead>
<tr>
<th>• LEVEL(level [, level]...)</th>
</tr>
</thead>
<tbody>
<tr>
<td>level</td>
</tr>
<tr>
<td>Is specified in the form:</td>
</tr>
<tr>
<td>const1 or const1:const2</td>
</tr>
<tr>
<td>where const1 is a positive integer constant $m \leq 8$ representing the loop at level $m$, where the immediate following loop is level 1.</td>
</tr>
<tr>
<td>The const2 is a positive integer constant $n \leq 8$ representing the loop at level $n$, where $n &gt; m$: const1:const2 represents the nested loops from level const1 through const2.</td>
</tr>
</tbody>
</table>

This clause is optional. If the LEVEL clause is not present, the specified blocking factor is applied to all levels of the immediately following nested loops.

At most only one LEVEL clause can appear in a BLOCK_LOOP directive.

The clauses can be specified in any order. If you do not specify any clause, the compiler chooses the best blocking factor to apply to all levels of the immediately following nested loop.

The BLOCK_LOOP directive lets you exert greater control over optimizations on a specific DO loop inside a nested DO loop.

Using a technique called loop blocking, the BLOCK_LOOP directive separates large iteration counted DO loops into smaller iteration groups. Execution of these smaller groups can increase the efficiency of cache space use and augment performance.

If there is no LEVEL and FACTOR clause, the blocking factor will be determined based on the processor's type and memory access patterns and it will apply to all the levels in the nested loops following this directive.
You can use the NOBLOCK_LOOP directive to tune the performance by disabling loop blocking for nested loops.

**NOTE**
The loop-carried dependence is ignored during the processing of BLOCK_LOOP directives.

### Example

```
!dir$ block_loop factor(256) level(1)       ! applies blocking factor 256 to
!dir$ block_loop factor(512) level(2)       ! the top level loop in the following
 !dir$ block_loop factor(256) level(2)      ! nested loop and blocking factor 512 to
 !dir$ block_loop factor(512) level(1)       ! the 2nd level (1st nested) loop

!dir$ block_loop factor(256) level(2)       ! levels can be specified in any order
!dir$ block_loop factor(512) level(1)       ! adjacent loops can be specified as a range

!dir$ block_loop factor (256)     ! the blocking factor applies to all levels of loop nest
!dir$ block_loop                  ! the blocking factor will be determined based on
 !dir$ noblock_loop                ! None of the levels in the nested loop following this
 !None of the levels in the nested loop following this
 ! directive will have a blocking factor applied
```

**Consider the following:**

```
!dir$ block_loop factor(256) level(1:2)
do  j = 1,n
   f = 0
   do  i =1,n
      f = f + a (i) * b (i)
   enddo
   c(j) = c(j) + f
enddo

The above code produces the following result after loop blocking:
do jj=1,n/256+1
   do ii = 1,n/256+1
      do j = (jj-1)*256+1, min(jj*256, n)
         f = 0
         do i = (ii-1)*256+1, min(ii*256,n)
            f = f + a(i) * b(i)
         enddo
         c(j) = c(j) + f
      enddo
   enddo
enddo
```

### See Also

- General Compiler Directives
- Syntax Rules for Compiler Directives
- Rules for General Directives that Affect DO Loops
- Rules for Loop Directives that Affect Array Assignment Statements
- Nested DO DO Constructs
**BLT**

*Elemental Intrinsic Function (Generic): Performs a bitwise less than on its arguments.*

**Syntax**

\[ \text{result} = \text{BLT} \(i, j\) } \]

\(i\)  
(Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.

\(j\)  
(Input) Must be of type integer or a binary, octal, or hexadecimal literal constant.

If the kinds of \(i\) and \(j\) do not match, the value with the smaller kind is extended with zeros on the left and the larger kind is used for the operation and the result.

**Results**

The result is true if the sequence of bits represented by \(i\) is less than the sequence of bits represented by \(j\), according to the method of bit sequence comparison in *Bit Sequence Comparisons*; otherwise, the result is false.

The interpretation of a binary, octal, or hexadecimal literal constant as a sequence of bits is described in *Binary, Octal, Hexadecimal, and Hollerith Constants*.

The model for the interpretation of an integer value as a sequence of bits is shown in *Model for Bit Data*.

**Example**

BLT \((0, 2)\) has the value true. BLT \((Z'FF', Z'FC')\) has the value false.

**BSEARCHQQ**

*Portability Function: Performs a binary search of a sorted one-dimensional array for a specified element. The array elements cannot be derived types or structures.*

**Module**

USE IFPORT

**Syntax**

\[ \text{result} = \text{BSEARCHQQ} \(\text{adrkey}, \text{adrarray}, \text{length}, \text{size}\) } \]

\(\text{adrkey}\)  
(Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Address of the variable containing the element to be found (returned by LOC).

\(\text{adrarray}\)  
(Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Address of the array (returned by LOC).

\(\text{length}\)  
(Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Number of elements in the array.

\(\text{size}\)  
(Input) INTEGER(4). Positive constant less than 32,767 that specifies the kind of array to be sorted. The following constants, defined in *IFPORT.F90*, specify type and kind for numeric arrays:
<table>
<thead>
<tr>
<th>Constant</th>
<th>Type of array</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRT$INTEGER1</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>SRT$INTEGER2</td>
<td>INTEGER(2) or equivalent</td>
</tr>
<tr>
<td>SRT$INTEGER4</td>
<td>INTEGER(4) or equivalent</td>
</tr>
<tr>
<td>SRT$INTEGER8</td>
<td>INTEGER(8) or equivalent</td>
</tr>
<tr>
<td>SRT$REAL4</td>
<td>REAL(4) or equivalent</td>
</tr>
<tr>
<td>SRT$REAL8</td>
<td>REAL(8) or equivalent</td>
</tr>
<tr>
<td>SRT$REAL16</td>
<td>REAL(16) or equivalent</td>
</tr>
</tbody>
</table>

If the value provided in `size` is not a symbolic constant and is less than 32,767, the array is assumed to be a character array with `size` characters per element.

**Results**

The result type is INTEGER(4). It is an array index of the matched entry, or 0 if the entry is not found.

The array must be sorted in ascending order before being searched.

---

**CAUTION**

The location of the array and the element to be found must both be passed by address using the LOC function. This defeats Fortran type checking, so you must make certain that the `length` and `size` arguments are correct, and that `size` is the same for the element to be found and the array searched.

If you pass invalid arguments, BSEARCHQQ attempts to search random parts of memory. If the memory it attempts to search is not allocated to the current process, the program is halted, and you receive a General Protection Violation message.

---

**Example**

```fortran
USE IFPORT
INTEGER(4) array(10), length
INTEGER(4) result, target
length = SIZE(array)
...
result = BSEARCHQQ(LOC(target),LOC(array),length,SRT$INTEGER4)
```

**See Also**

SORTQQ
LOC

**BTEST**

*Elemental Intrinsic Function (Generic): Tests a bit of an integer argument.*

**Syntax**

```fortran
result = BTEST (i,pos)
```

*i*  
(Input) Must be of type integer or of type logical (which is treated as an integer).
pos

(Input) Must be of type integer. It must not be negative and it must be less than BIT_SIZE(i).

The rightmost (least significant) bit of i is in position 0.

Results

The result type is default logical.

The result is true if bit pos of i has the value 1. The result is false if pos has the value zero. For more information, see Bit Functions.

For information on the model for the interpretation of an integer value as a sequence of bits, see Model for Bit Data.

The setting of compiler options specifying integer size can affect this function.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBTEST</td>
<td>INTEGER(1)</td>
<td>LOGICAL(1)</td>
</tr>
<tr>
<td>BITEST(^1)</td>
<td>INTEGER(2)</td>
<td>LOGICAL(2)</td>
</tr>
<tr>
<td>BTEST (^2)</td>
<td>INTEGER(4)</td>
<td>LOGICAL(4)</td>
</tr>
<tr>
<td>BKTEST</td>
<td>INTEGER(8)</td>
<td>LOGICAL(8)</td>
</tr>
</tbody>
</table>

\(^1\) Or HTEST

\(^2\) Or BJTEST

Example

BTEST (9, 3) has the value true.

If A has the value

\[
\begin{bmatrix}
  1 & 2 \\
  3 & 4 \\
\end{bmatrix}
\]

the value of BTEST (A, 2) is

\[
\begin{bmatrix}
  \text{false} & \text{false} \\
  \text{false} & \text{true} \\
\end{bmatrix}
\]

and the value of BTEST (2, A) is

\[
\begin{bmatrix}
  \text{true} & \text{false} \\
  \text{false} & \text{false} \\
\end{bmatrix}
\]

The following shows more examples:

<table>
<thead>
<tr>
<th>Function reference</th>
<th>Value of (i)</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>BTEST ((i,2))</td>
<td>00011100 01111000</td>
<td>.FALSE.</td>
</tr>
<tr>
<td>BTEST ((i,3))</td>
<td>00011100 01111000</td>
<td>.TRUE.</td>
</tr>
</tbody>
</table>

The following shows another example:

INTEGER(1) i(2)
LOGICAL result(2)
i(1) = 2#10101010
i(2) = 2#01010101
result = BTEST(i, (/3,2/)) ! returns (.TRUE.,.TRUE.)
write(*,*) result
BYTE

**Statement:** Specifies the BYTE data type, which is equivalent to INTEGER(1).

**Example**

```fortran
BYTE count, matrix(4, 4) / 4*1, 4*2, 4*4, 4*8 /
BYTE num  / 10 /
```

**See Also**

INTEGER Statement
Integer Data Types

---

C to D

---

C_ASSOCIATED

**Intrinsic Module Inquiry function (Generic):** Indicates the association status of one argument, or whether two arguments are associated with the same entity.

**Module**

USE, INTRINSIC :: ISO_C_BINDING

**Syntax**

```fortran
result = C_ASSOCIATED(c_ptr_1[, c_ptr_2])
```

- **c_ptr_1** (Input) Is a scalar of derived type C_PTR or C_FUNPTR.
- **c_ptr_2** (Optional; input) Is a scalar of the same type as **c_ptr_1**.

**Results**

The result is a scalar of type default logical. The result value is one of the following:

- If only **c_ptr_1** is specified, the result is false if **c_ptr_1** is a C null pointer; otherwise, the result is true.
- If **c_ptr_2** is specified, the result is false if **c_ptr_1** is a C null pointer. The result is true if **c_ptr_1** is equal to **c_ptr_2**; otherwise, the result is false.

**See Also**

Intrinsic Modules
ISO_C_BINDING Module
**C_F_POINTER**

**Intrinsic Module Subroutine:** Associates a pointer with the target of a C pointer and specifies its shape.

**Module**

USE, INTRINSIC :: ISO_C_BINDING

**Syntax**

CALL C_F_POINTER(cptr, fptr [,shape])

- **cptr** (Input) Is a scalar of derived type C_PTR. Its value is the C address of an interoperable data entity, or the result of a reference to function C_LOC with a noninteroperable argument. If the value of **cptr** is the C address of a Fortran variable, it must have the TARGET attribute.

- **fptr** (Output) Is a pointer. If it is an array, **shape** must be specified.

- **shape** (Optional, input) Must be of type integer and rank one. Its size equals the rank of **fptr**.

If the value of **cptr** is the C address of an interoperable data entity, **fptr** must be a pointer with type and type parameters interoperable with the type of the entity. In this case, **fptr** becomes pointer-associated with the target of **cptr**.

If **fptr** is an array, it has the shape specified by **shape** and each lower bound is 1.

If the value of **cptr** is the result of a reference to C_LOC with a noninteroperable argument **x**, the following rules apply:

- C_LOC argument **x** (or its target) must not have been deallocated or have become undefined due to the execution of a RETURN or END statement since the reference to C_LOC.
- **fptr** is a scalar pointer with the same type and type parameters as **x**. **fptr** becomes pointer-associated with **x**, or it becomes pointer-associated with its target if **x** is a pointer.

**See Also**

Intrinsic Modules
ISO_C_BINDING Module
C_LOC

**C_F_PROCPOINTER**

**Intrinsic Module Subroutine:** Associates a Fortran procedure pointer with the target of a C function pointer.

**Module**

USE, INTRINSIC :: ISO_C_BINDING

**Syntax**

CALL C_F_POINTER(cptr, fptr)

- **cptr** (Input) Is a scalar of derived type C_FUNPTR. Its value is the C address of a procedure.

- **fptr** (Output) Is a Fortran procedure pointer. It becomes pointer-associated with the target of **cptr**.
Example

The following Fortran subroutine can be called from a C program that passes a pointer to a C function to be called:

```fortran
SUBROUTINE CallIt (cp) BIND(C)
USE, INTRINSIC :: ISO_C_BINDING
TYPE(C_FUNPTR), INTENT(IN) :: cp
ABSTRACT INTERFACE
  SUBROUTINE Add_Int (i) BIND(C)
  IMPORT
  INTEGER(C_INT), INTENT(INOUT) :: i
  END SUBROUTINE Add_Int
END INTERFACE
PROCEDURE(Add_Int), POINTER :: fp
INTEGER(C_INT) :: j
CALL C_F_PROCPOINTER (cp, fp)
j = 1
CALL fp(j)
...
```

See Also

Intrinsic Modules
ISO_C_BINDING Module
Procedure Pointers
PROCEDURE

**C_FUNLOC**

*Intrinsic Module Inquiry function (Generic):*

*Returns the C address of a function pointer.*

**Module**

USE, INTRINSIC :: ISO_C_BINDING

**Syntax**

```fortran
result = C_FUNLOC(x)
```

*x*  
(Input) Is a procedure or a Fortran pointer of type INTEGER associated with a procedure. If *x* is a procedure pointer, it must be associated. *x* cannot be a coindexed object.

**Results**

The result is a scalar of derived type C_FUNPTR. The result value represents the C address of the argument.

See Also

Intrinsic Modules
ISO_C_BINDING Module

**C_LOC**

*Intrinsic Module Inquiry function (Generic):*

*Returns the C address of an argument.*

**Module**

USE, INTRINSIC :: ISO_C_BINDING
Syntax

```fortran
result = C_LOC(x)
```

- **x** (Input) Is one of the following:
  - An interoperable variable that has the TARGET attribute; if the variable is an array, it does not have to be interoperable
  - An interoperable, allocatable, variable that is allocated, has the TARGET attribute, and is not an array of size zero; if the variable is an array, it does not have to be interoperable
  - An associated, interoperable scalar pointer
  - A scalar that has no length type parameters and is one of the following:
    - A nonallocatable, nonpointer variable that has the TARGET attribute
    - An allocatable variable that is allocated and has the TARGET attribute
    - An associated pointer

Results

The result is a scalar of derived type C_PTR. The result value represents the C address of the argument.

The result is a value that can be used as an actual CPTR argument in a call to procedure C_F_POINTER where `fptr` has attributes that allow the pointer assignment `fptr=>x`. Such a call to C_F_POINTER has the effect of the pointer assignment `fptr=>x`.

If `x` is a scalar, the result is determined as if C_PTR were a derived type containing a scalar pointer component `PX` of the type and type parameters of `x` and the pointer assignment CPTR%PX=>x were executed.

If `x` is an array, the result is determined as if C_PTR were a derived type containing a scalar pointer component `PX` of the type and type parameters of `x` and the pointer assignment CPTR%PX to the first element of `x` were executed.

See Also

Intrinsic Modules
ISO_C_BINDING Module
C_F_POINTER

C_SIZEOF

**Intrinsic Module Inquiry function (Generic):**

`Returns the number of bytes of storage used by the argument. It cannot be passed as an actual argument nor used in a constant expression.`

Module

```fortran
USE, INTRINSIC :: ISO_C_BINDING
```

Syntax

```fortran
result = C_SIZEOF(x)
```

- **x** (Input) Is an interoperable data entity of any type. It must not be an assumed-size array.

Results

The result is a scalar of type INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. If `x` is scalar, the result value is the size of `x` in bytes. If `x` is an array, the result value is the size of a single element of `x` multiplied by the number of elements in `x`. 
Example
Consider the following:

```fortran
INTEGER(4) :: S
INTEGER(4) :: T(3)
C_SIZEOF(S) ! has the value 4
C_SIZEOF(T) ! has the value 12
```

See Also
Intrinsic Modules
ISO_C_BINDING Module
SIZEOF

CACHESIZE

**Inquiry Intrinsic Function (Generic): Returns the size of a level of the memory cache.**

**Syntax**

```fortran
result = CACHESIZE (n)
```

*n* (Input) Must be scalar and of type integer.

**Results**

The result type and kind is the same as *n*. The result value is the number of kilobytes in the level *n* memory cache.

*n* = 1 specifies the first level cache; *n* = 2 specifies the second level cache; etc. If cache level *n* does not exist, the result value is 0.

Example

CACHESIZE(1) returns 16 for a processor with a 16KB first level memory cache.

CALL

**Statement:** Transfers control to a subroutine subprogram.

**Syntax**

```fortran
CALL sub([ (a-arg[,a-arg]... ] )]
```

$sub$ Is the name of the subroutine subprogram or other external procedure, or a dummy argument associated with a subroutine subprogram or other external procedure.

*a-arg* Is an actual argument optionally preceded by [keyword=], where keyword is the name of a dummy argument in the explicit interface for the subroutine. The keyword is assigned a value when the procedure is invoked.

Each actual argument must be a variable, an expression, the name of a procedure, or an alternate return specifier. (It must not be the name of an internal procedure, statement function, or the generic name of a procedure.)
An alternate return specifier is an asterisk (*), or ampersand (&) followed by the label of an executable branch target statement in the same scoping unit as the CALL statement. (An alternate return is an obsolescent feature in Standard Fortran.)

**Description**

When the CALL statement is executed, any expressions in the actual argument list are evaluated, then control is passed to the first executable statement or construct in the subroutine. When the subroutine finishes executing, control returns to the next executable statement following the CALL statement, or to a statement identified by an alternate return label (if any).

If an argument list appears, each actual argument is associated with the corresponding dummy argument by its position in the argument list or by the name of its keyword. The arguments must agree in type and kind parameters.

If positional arguments and argument keywords are specified, the argument keywords must appear last in the actual argument list.

If a dummy argument is optional, the actual argument can be omitted.

An actual argument associated with a dummy procedure must be the specific name of a procedure, or be another dummy procedure. Certain specific intrinsic function names must not be used as actual arguments (see table Specific Functions Not Allowed as Actual Arguments in Intrinsic Procedures Overview).

The procedure invoked by the CALL statement must be a subroutine subprogram and not a function. Calling a function as if it were a subroutine can cause unpredictable results.

**Example**

The following example shows valid CALL statements:

```fortran
CALL CURVE(BASE,3.14159+X,Y,LIMIT,R(LT+2))
CALL PNTOUT(A,N,'ABCD')
CALL EXIT
CALL MULT(A,B,*10,*20,C) ! The asterisks and ampersands denote alternate returns
CALL SUBA(X,&30,&50,Y)
```

The following example shows a subroutine with argument keywords:

```fortran
PROGRAM KEYWORD_EXAMPLE

INTERFACE
  SUBROUTINE TEST_C(I, L, J, KYWD2, D, F, KYWD1)
  INTEGER I, L(20), J, KYWD1
  REAL, OPTIONAL :: D, F
  COMPLEX KYWD2
  ...
  END SUBROUTINE TEST_C
END INTERFACE

INTEGER I, J, K
INTEGER L(20)
COMPLEX Z1
CALL TEST_C(I, L, J, KYWD1 = K, KYWD2 = Z1)
...
```

The first three actual arguments are associated with their corresponding dummy arguments by position. The argument keywords are associated by keyword name, so they can appear in any order.

Note that the interface to subroutine TEST has two optional arguments that have been omitted in the CALL statement.

The following shows another example of a subroutine call with argument keywords:

```fortran
CALL TEST(X, Y, N, EQUALITIES = Q, XSTART = X0)
```
The first three arguments are associated by position.

The following shows another example:

```fortran
!Variations on a subroutine call
REAL S,T,X
INTRINSIC NINT
S=1.5
T=2.5
X=14.7
!This calls SUB1 using keywords. NINT is an intrinsic function.
CALL SUB1(B=X,C=S*T,FUNC=NINT,A=4.0)
!Here is the same call using an implicit reference
CALL SUB1(4.0,X,S*T,NINT)
CONTAINS
  SUBROUTINE sub1(a,b,c,func)
  INTEGER func
  REAL a,b,c
  PRINT *, a,b,c, func(b)
  END SUBROUTINE
END
```

See Also

- SUBROUTINE
- CONTAINS
- RECURSIVE
- USE

Program Units and Procedures Overview

**CANCEL**

*OpenMP Fortran Compiler Directive*: Requests cancellation of the innermost enclosing region of the construct specified, and causes the encountering implicit or explicit task to proceed to the end of the canceled construct.

**Syntax**

```fortran
!$OMP CANCEL construct-clause [[,] if-clause]
```

- **construct-clause**: Is one of the following:
  - DO
  - PARALLEL
  - SECTIONS
  - TASKGROUP

- **if-clause**: (Optional) IF (expression)

The binding thread set of a CANCEL construct is the current team. The cancel region binds to the innermost enclosing construct of the type corresponding to the `construct-clause` specified in the directive specifying the innermost DO, PARALLEL, SECTIONS, or TASKGROUP construct.

This is a stand-alone directive, so there are some restrictions on its placement within a program:

- It can only be placed at a point where a Fortran executable statement is allowed.
- It cannot be used as the action statement in an IF statement, or as the executable statement following a label, if the label is referenced in the program.
If `construct-clause` is TASKGROUP, the CANCEL construct must be closely nested inside a TASK construct. Otherwise, the CANCEL construct must be closely nested inside an OpenMP construct that matches the type specified in `construct-clause`.

The CANCEL construct requests cancellation of the innermost enclosing region of the type specified. The request is checked at a cancellation point. When a cancellation is observed, execution jumps to the end of the canceled region.

Cancellation points are implied at certain locations, as follows:

- Implicit barriers
- BARRIER regions
- CANCEL regions
- CANCELLATION POINT regions

When cancellation of tasks occurs with a CANCEL TASKGROUP construct, the encountering task jumps to the end of its task region and is considered complete. Any task that belongs to the innermost enclosing taskgroup and has already begun execution, must run to completion or run until a cancellation point is reached. Any task that belongs to the innermost enclosing taskgroup and has not begun execution may be discarded and considered completed.

When cancellation occurs for a PARALLEL region, each thread of the binding thread set resumes execution at the end of the canceled region and any tasks that have been created by a TASK construct and their descendants are canceled according to the above taskgroup cancellation semantics.

When cancellation occurs for a DO or SECTIONS region, each thread of the binding thread set resumes execution at the end of the canceled region but no task cancellation occurs.

A DO construct that is being canceled must not have a NOWAIT or an ORDERED clause. A SECTIONS construct that is being canceled must not have a NOWAIT clause.

The behavior for concurrent cancellation of a region and a region nested within it is unspecified.

**NOTE**

You must release locks and similar data structures that can cause a deadlock when a CANCEL construct is encountered; blocked threads cannot be canceled.

If the canceled construct contains a REDUCTION or LASTPRIVATE clause, the final value of the REDUCTION or LASTPRIVATE variable is undefined.

All private objects or subobjects with the ALLOCATABLE attribute that are allocated inside the canceled construct are deallocated.

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
CANCELLATION POINT
Parallel Processing Model for information about Binding Sets

CANCELLATION POINT

OpenMP* Fortran Compiler Directive: Defines a point at which implicit or explicit tasks check to see if cancellation has been requested for the innermost enclosing region of the type specified. This construct does not implement a synchronization between threads or tasks.

**Syntax**

```fortran
!$OMP CANCELLATION POINT construct-clause
```
construct-clause is one of the following:

- **DO**
- **PARALLEL**
- **SECTIONS**
- **TASKGROUP**

This is a stand-alone directive, so there are some restrictions on its placement within a program:

- It can only be placed at a point where a Fortran executable statement is allowed.
- It cannot be used as the action statement in an IF statement, or as the executable statement following a label, if the label is referenced in the program.

A CANCELLATION POINT region binds to the current task region.

If `construct-clause` is TASKGROUP, the CANCELLATION POINT construct must be closely nested inside a TASK construct. Otherwise, the CANCELLATION POINT construct must be closely nested inside an OpenMP construct that matches the type specified by the `construct-clause`.

When an implicit or explicit task reaches a user-defined cancellation point, the task immediately checks for cancellation of the region specified in the clause and performs cancellation of this region if cancellation is observed. If the clause specified is TASKGROUP then the current task region is canceled.

An OpenMP program with orphaned CANCELLATION POINT constructs is non-conforming.

**See Also**

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
CANCEL

**CASE**

**Statement:** Marks the beginning of a CASE construct. A CASE construct conditionally executes one block of constructs or statements depending on the value of a scalar expression in a SELECT CASE statement.

**Syntax**

```
[name:] SELECT CASE (expr)
[CASE (case-value [, case-value] ...) [name]]
   block]...
[CASE DEFAULT [name]]
   block]
END SELECT [name]
```

- `name` is the name of the CASE construct.
- `expr` is a scalar expression of type integer, logical, or character (enclosed in parentheses). Evaluation of this expression results in a value called the case index.
- `case-value` is one or more scalar integer, logical, or character initialization expressions enclosed in parentheses. Each `case-value` must be of the same type and kind parameter as `expr`. If the type is character, `case-value` and `expr` can be of different lengths, but their kind parameter must be the same.
Integer and character expressions can be expressed as a range of case values, taking one of the following forms:

\[
\text{low:high} \\
\text{low:} \\
\text{:high}
\]

Case values must not overlap.

**block**

Is a sequence of zero or more statements or constructs.

**Description**

If a construct name is specified in a SELECT CASE statement, the same name must appear in the corresponding END SELECT statement. The same construct name can optionally appear in any CASE statement in the construct. The same construct name must not be used for different named constructs in the same scoping unit.

The case expression (\( expr \)) is evaluated first. The resulting case index is compared to the case values to find a matching value (there can only be one). When a match occurs, the block following the matching case value is executed and the construct terminates.

The following rules determine whether a match occurs:

- When the case value is a single value (no colon appears), a match occurs as follows:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>A Match Occurs If:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Logical</td>
<td>case-index \ .EQV. case-value</td>
</tr>
<tr>
<td>Integer or Character</td>
<td>case-index = = case-value</td>
</tr>
</tbody>
</table>

- When the case value is a range of values (a colon appears), a match depends on the range specified, as follows:

<table>
<thead>
<tr>
<th>Range</th>
<th>A Match Occurs If:</th>
</tr>
</thead>
<tbody>
<tr>
<td>low : high</td>
<td>case-index \ &gt;= low</td>
</tr>
<tr>
<td>: high</td>
<td>case-index \ &lt;= high</td>
</tr>
<tr>
<td>low : : high</td>
<td>low \ &lt;= case-index \ &lt;= high</td>
</tr>
</tbody>
</table>

The following are all valid case values:

\[
\begin{align*}
\text{CASE (1, 4, 7, 11:14, 22)} & \quad \text{! Individual values as specified:} \quad 1, 4, 7, 11, 12, 13, 14, 22 \\
\text{CASE (-1)} & \quad \text{! All values less than zero} \\
\text{CASE (0)} & \quad \text{! Only zero} \\
\text{CASE (1:) & \quad \text{! All values above zero}
\end{align*}
\]

If no match occurs but a CASE DEFAULT statement is present, the block following that statement is executed and the construct terminates.

If no match occurs and no CASE DEFAULT statement is present, no block is executed, the construct terminates, and control passes to the next executable statement or construct following the END SELECT statement.
The following figure shows the flow of control in a CASE construct:

**Flow of Control in CASE Constructs**

You cannot use branching statements to transfer control to a CASE statement. However, branching to a SELECT CASE statement is allowed. Branching to the END SELECT statement is allowed only from within the CASE construct.

**Example**

The following are examples of CASE constructs:

```fortran
INTEGER FUNCTION STATUS_CODE (I)
   INTEGER I
   CHECK_STATUS: SELECT CASE (I)
   CASE (:-1)
      STATUS_CODE = -1
   CASE (0)
      STATUS_CODE = 0
   CASE (1:)
      STATUS_CODE = 1
   END SELECT CHECK_STATUS
END FUNCTION STATUS_CODE

SELECT CASE (J)
   CASE (1, 3:7, 9) ! Values: 1, 3, 4, 5, 6, 7, 9
      CALL SUB_A
   CASE DEFAULT
      CALL SUB_B
   END SELECT

The following three examples are equivalent:

1. SELECT CASE (ITEST .EQ. 1)
   CASE (.TRUE.)
      CALL SUB1()
   CASE (.FALSE.)
      CALL SUB2()
   END SELECT

2. SELECT CASE (ITEST)
   CASE DEFAULT
      CALL SUB2()
   CASE (1)
      CALL SUB1()
   END SELECT

3. IF (ITEST .EQ. 1) THEN
   CALL SUB1()
   ELSE
      CALL SUB2()
   END IF

The following shows another example:

CHARACTER*1 cmdchar
GET_ANSWER: SELECT CASE (cmdchar)
   CASE ('0')
      WRITE (*, *) "Must retrieve one to nine files"
   CASE ('1':'9')
      CALL RetrieveNumFiles (cmdchar)
   CASE ('A', 'a')
```
CALL AddEntry
CASE ('D', 'd')
   CALL DeleteEntry
CASE ('H', 'h')
   CALL Help
CASE DEFAULT
   WRITE (*, *) "Command not recognized; please use H for help"
END SELECT GET_ANSWER

See Also
Execution Control Overview

CDFLOAT

**Portability Function:** Converts a COMPLEX(4) argument to double-precision real type.

**Module**

USE IFPORT

**Syntax**

\[ \text{result} = \text{CDFLOAT} \left( \text{input} \right) \]

**input** (Input) COMPLEX(4). The value to be converted.

**Results**

The result type is REAL(8).

CEILING

**Elemental Intrinsic Function (Generic):** Returns the smallest integer greater than or equal to its argument.

**Syntax**

\[ \text{result} = \text{CEILING} \left( a[,kind] \right) \]

**a** (Input) Must be of type real.

**kind** (Input; optional) Must be a scalar integer initialization expression.

**Results**

The result type is integer. If **kind** is present, the kind parameter of the result is that specified by **kind**; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The value of the result is equal to the smallest integer greater than or equal to **a**.

The setting of compiler options specifying integer size can affect this function.

**Example**

CEILING (4.8) has the value 5.
CEILING (-2.55) has the value -2.0.
The following shows another example:

```fortran
INTEGER I, IARRAY(2)
I = CEILING(8.01) ! returns 9
I = CEILING(-8.01) ! returns -8
IARRAY = CEILING((/8.01,-5.6/)) ! returns (9, -5)
```

**See Also**
FLOOR

**CFI_address**

*C function prototype:* Returns the C address of an object described by a C descriptor.

**Syntax**

```c
void *CFI_address (const CFI_cdesc_t *dv,
                     const CFI_index_t subscripts[]);
```

**Formal Parameters:**

- **dv**
  - The address of a C descriptor describing the object. The object must not be an unallocated allocatable variable or a pointer that is not associated.

- **subscripts**
  - A null pointer or the address of an array of type `CFI_index_t`. If the object is an array, `subscripts` must be the address of an array of type `CFI_index_t` with at least `n` elements, where `n` is the rank of the object. The value of `subscripts[i]` must be within the bounds of dimension `i` specified by the `dim` member of the C descriptor.

**Result Value**

If the object is an array of rank `n`, the result is the C address of the element of the object that the first `n` elements of the `subscripts` argument would specify if used as subscripts. If the object is scalar, the result is its C address.

**Example**

If `dv` is the address of a C descriptor for the Fortran array `A` declared as follows:

```fortran
REAL(C_FLOAT) :: A(100, 100)
```

then the following code calculates the C address of `A(5, 10)`:

```c
CFI_index_t subscripts[2];
float *address;
subscripts[0] = 4;
subscripts[1] = 9;
address = (float *) CFI_address(dv, subscripts);
```

**See Also**
C Structures, Typedefs, and Macros for Interoperability
Interoperating with arguments using C descriptors

**CFI_allocate**

*C function prototype:* Allocates memory for an object described by a C descriptor.
Syntax

```c
int CFI_allocate (CFI_cdesc_t *dv,
    const CFI_index_t lower_bounds[],
    const CFI_index_t upper_bounds[],
    size_t elem_len);
```

Formal Parameters:

dv  
The address of a C descriptor specifying the rank and type of the object. The base_addr member of the C descriptor is a null pointer. If the type is not a character type, the `elem_len` member must specify the element length. The attribute member must have a value of `CFI_attribute_allocatable` or `CFI_attribute_pointer`.

lower_bounds  
The address of an array with at least `dv->rank` elements. The first `dv->rank` elements of `lower_bounds` provide the lower Fortran bounds for each corresponding dimension of the object.

upper_bounds  
The address of an array with at least `dv->rank` elements. The first `dv->rank` elements of `upper_bounds` provide the upper Fortran bounds for each corresponding dimension of the object.

elem_len  
If the type specified in the C descriptor type is a Fortran character type, the value of `elem_len` is the storage size in bytes of an element of the object; otherwise, `elem_len` is ignored.

Description

Successful execution of CFI_allocate allocates memory for the object described by the C descriptor with the address `dv` using the same mechanism as the Fortran ALLOCATE statement, and assigns the address of that memory to `dv->base_addr`.

The first `dv->rank` elements of the `lower_bounds` and `upper_bounds` arguments provide the lower and upper Fortran bounds, respectively, for each corresponding dimension of the object. The supplied lower and upper bounds override any current dimension information in the C descriptor. If the rank is zero, the `lower_bounds` and `upper_bounds` arguments are ignored.

If the type specified in the C descriptor is a character type, the supplied element length overrides the current element-length information in the descriptor.

If an error is detected, the C descriptor is not modified.

Result Value

The result is an error indicator.

Example

If `dv` is the address of a C descriptor for the Fortran array A declared as follows:

```
REAL, ALLOCATABLE :: A(:, :)
```

and the array is not allocated, the following code allocates it to be of shape [100, 500]:

```c
cfi_index_t lower[2], upper[2];
int ind;
lower[0] = 1; lower[1] = 1;
upper[0] = 100; upper[1] = 500;
ind = CFI_allocate(dv, lower, upper, 0);
```

See Also

ALLOCATE
C Structures, Typedefs, and Macros for Interoperability
Interoperating with arguments using C descriptors

**CFI_deallocate**

*C function prototype:* Deallocates memory for an object described by a C descriptor.

### Syntax

```c
int CFI_deallocate (CFI_cdesc_t *dv);
```

### Formal Parameters:

- **dv**
  
  The address of a C descriptor describing the object. It must have been allocated using the same mechanism as the Fortran ALLOCATE statement. If the object is a pointer, it must be associated with a target satisfying the conditions for successful deallocation by the Fortran DEALLOCATE statement.

### Description

Successful execution of CFI_deallocate deallocates memory for the object using the same mechanism as the Fortran DEALLOCATE statement, and the `base_addr` member of the C descriptor becomes a null pointer.

If an error is detected, the C descriptor is not modified.

### Result Value

The result is an error indicator.

### Example

If `dv` is the address of a C descriptor for the Fortran array `A` declared as follows:

```fortran
REAL, ALLOCATABLE :: A(:, :)
```

and the array is allocated, the following code deallocates it:

```c
int ind;
ind = CFI_deallocate(dv);
```

### See Also

- ALLOCATE
- DEALLOCATE
- Interoperating with arguments using C descriptors

**CFI_establish**

*C function prototype:* Establishes a C descriptor.

### Syntax

```c
int CFI_establish(CFI_cdesc_t *dv, void *base_addr, CFI_attribute_t attribute, CFI_type_t type, size_t elem_len, CFI_rank_t rank, const CFI_index_t extents[]);
```

### Formal Parameters:

- **dv**
  
  The address of a C descriptor describing the object. It must have been allocated using the same mechanism as the Fortran ALLOCATE statement. If the object is a pointer, it must be associated with a target satisfying the conditions for successful deallocation by the Fortran DEALLOCATE statement.
**dv**

The address of a data object large enough to hold a C descriptor of the rank specified by `rank`. It must not have the same value as either a C formal parameter that corresponds to a Fortran actual argument or a C actual argument that corresponds to a Fortran dummy argument. It must not be the address of a C descriptor that describes an allocated allocatable object.

**base_addr**

A null pointer or the base address of the object to be described. If it is not a null pointer, it must be the address of a contiguous storage sequence that is appropriately aligned for an object of the type specified by `type`.

**attribute**

One of the attribute codes in Table "Macros for attribute codes" in C Typedefs and Macros for interoperability. If it is `CFI_attribute_allocatable`, `base_addr` must be a null pointer.

**type**

One of the type codes in Table "Macros for type codes" in C Typedefs and Macros for interoperability.

**elem_len**

If the type is `CFI_type_struct`, `CFI_type_other`, or a Fortran character type code, `elem_len` must be greater than zero and equal to the storage size in bytes of an element of the object. Otherwise, `type` is ignored.

**rank**

A value in the range $0 \leq rank \leq CFI_MAX_RANK$. It specifies the rank of the object.

**extents**

This is ignored if rank is equal to zero or if `base_addr` is a null pointer. Otherwise, it must be the address of an array with rank elements; the value of each element must be nonnegative, and `extents[i]` specifies the extent of dimension $i$ of the object.

**Description**

Successful execution of `CFI_establish` updates the object with the address `dv` to be an established C descriptor for a nonallocatable nonpointer data object of known shape, an unallocated allocatable object, or a data pointer.

If `base_addr` is not a null pointer, it is the address for a nonallocatable entity that is a scalar or a contiguous array. If the attribute argument has the value `CFI_attribute_pointer`, the lower bounds of the object described by `dv` are set to zero. If `base_addr` is a null pointer, the established C descriptor is for an unallocated allocatable, a disassociated pointer, or is a C descriptor that has the attribute `CFI_attribute_other` but does not describe a data object. If `base_addr` is the C address of a Fortran data object, the `type` and `elem_len` arguments must be consistent with the type and type parameters of the Fortran data object.

The remaining properties of the object are given by the other arguments.

`CFI_establish` is used to initialize a C descriptor declared in C with `CFI_CDESC_T` before passing it to any other functions as an actual argument, in order to set the rank, attribute, type and element length.

A C descriptor with attribute `CFI_attribute_other` and a `base_addr` that is a null pointer can be used as the argument result in calls to `CFI_section` or `CFI_select_part`, which will produce a C descriptor for a nonallocatable nonpointer data object.

If an error is detected, the object with the address `dv` is not modified.

**Result Value**

The result is an error indicator.
Example

The following code fragment establishes a C descriptor for an unallocated rank-one allocatable array that can be passed to Fortran for allocation there:

```c
CFI_rank_t rank;
CFI_CDESC_T(1) field;
int ind;
rank = 1;
ind = CFI_establish((CFI_cdesc_t *)&field, NULL,
CFI_attribute_allocatable,
CFI_type_double, 0, rank, NULL);
```

If the following Fortran type definition is specified:

```fortran
TYPE, BIND(C) :: T
REAL(C_DOUBLE) :: X
COMPLEX(C_DOUBLE_COMPLEX) :: Y
END TYPE
```

and a Fortran subprogram that has an assumed-shape dummy argument of type T, the following code fragment creates a descriptor `a_fortran` for an array of size 100 that can be used as the actual argument in an invocation of the subprogram from C:

```c
typedef struct {double x; double _Complex y;} t;
t a_c[100];
CFI_CDESC_T(1) a_fortran;
int ind;
CFI_index_t extent[1];
extent[0] = 100;
ind = CFI_establish((CFI_cdesc_t *)&a_fortran, a_c,
CFI_attribute_other,
CFI_type_struct, sizeof(t), 1, extent);
```

See Also

C Structures, Typedefs, and Macros for Interoperability
Interoperating with arguments using C descriptors

**CFI_is_contiguous**

*C function prototype:* Tests contiguity of an array.

**Syntax**

```
int CFI_is_contiguous(const CFI_cdesc_t *dv);
```

**Formal Parameters:**

- `dv` The address of a C descriptor describing an array. The `base_addr` member of the C descriptor must not be a null pointer.

**Result Value**

The value of the result is 1 if the array described by `dv` is contiguous; otherwise, 0.

Since assumed-size and allocatable arrays are always contiguous, the result of CFI_is_contiguous on a C descriptor for such an array is 1.

See Also

C Structures, Typedefs, and Macros for Interoperability
Interoperating with arguments using C descriptors

**CFI_section**

**C function prototype:** Updates a C descriptor for an array section for which each element is an element of a given array.

**Syntax**

```c
int CFI_section(CFI_cdesc_t *result, const CFI_cdesc_t *source,
                 const CFI_index_t lower_bounds[],
                 const CFI_index_t upper_bounds[],
                 const CFI_index_t strides[]);
```

**Formal Parameters:**

- **result**
  
  The address of a C descriptor with rank equal to the rank of `source` minus the number of zero `strides`. The attribute member must have the value `CFI_attribute_other` or `CFI_attribute_pointer`. If the value of `result` is the same as either a C formal parameter that corresponds to a Fortran actual argument or a C actual argument that corresponds to a Fortran dummy argument, the attribute member must have the value `CFI_attribute_pointer`.

  Successful execution of `CFI_section` updates the `base_addr` and `dim` members of the C descriptor with the address result to describe the array section determined by `source`, `lower_bounds`, `upper_bounds`, and `strides`, as follows:

  - The array section is equivalent to the Fortran array section `SOURCE(sectsub1, sectsub2, ... sectsubn)`, where `SOURCE` is the array described by `source`, `n` is the rank of that array, and `sectsubi` is the subscript `loweri` if `stridesi` is zero, and the section subscript `loweri : upperi : stridesi` otherwise.
  
  - The value of `loweri` is the lower bound of dimension `i` of `SOURCE` if `lower_bounds` is a null pointer and `lower_bounds[i]` otherwise.
  
  - The value of `upperi` is the upper bound of dimension `i` of `SOURCE` if `upper_bounds` is a null pointer and `upper_bounds[i]` otherwise.
  
  - The value of `stridesi` is 1 if `strides` is a null pointer and `strides[i]` otherwise. If `strides` has the value zero, `loweri` must have the same value as `upperi`.

- **source**

  The address of a C descriptor that describes a nonallocatable nonpointer array, an allocated allocatable array, or an associated array pointer. The `elem_len` and `type` members of `source` must have the same values as the corresponding members of `result`.

- **lower_bounds**

  A null pointer or the address of an array with at least `source->rank` elements. If it is not a null pointer, and `stridesi` is zero or `(upperi - lower_bounds[i] + stridesi)/stridesi > 0`, the value of `lower_bounds[i]` must be within the bounds of dimension `i` of `SOURCE`.

- **upper_bounds**

  A null pointer or the address of an array with at least `source->rank` elements. If `source` describes an assumed-size array, `upper_bounds` must not be a null pointer. If it is not a null pointer and `stridesi` is zero or `(upper_bounds[i] - loweri + stridesi)/stridesi > 0`, the value of `upper_bounds[i]` must be within the bounds of dimension `i` of `SOURCE`. 

strides

A null pointer or the address of an array with at least source->rank elements.

If an error is detected, the C descriptor with the address result is not modified.

**Result Value**

The result is an error indicator.

**Example**

If source is already the address of a C descriptor for the rank-one Fortran array A, the lower bounds of A are equal to 1, and the lower bounds in the C descriptor are equal to 0, the following code fragment establishes a new C descriptor section and updates it to describe the array section A(3::5):

```c
CFI_index_t lower[1], strides[1];
CFI_CDESC_T(1) section;
int ind;
lower[0] = 2;
strides[0] = 5;
ind = CFI_establish((CFI_cdesc_t *)&section, NULL,
CFI_attribute_other,
CFI_type_float, 0, 1, NULL);
ind = CFI_section((CFI_cdesc_t *)&section, source,
lower, NULL, strides);
```

If source is already the address of a C descriptor for a rank-two Fortran assumed-shape array A with lower bounds equal to 1, the following code fragment establishes a C descriptor and updates it to describe the rank-one array section A(:, 42):

```c
CFI_index_t lower[2], upper[2], strides[2];
CFI_CDESC_T(1) section;
int ind;
lower[0] = source->dim[0].lower_bound;
upper[0] = source->dim[0].lower_bound + source->dim[0].extent - 1;
strides[0] = 1;
strides[1] = 0;
ind = CFI_establish((CFI_cdesc_t *)&section, NULL,
CFI_attribute_other,
CFI_type_float, 0, 1, NULL);
ind = CFI_section((CFI_cdesc_t *)&section, source,
lower, upper, strides);
```

**See Also**

C Structures, Typedefs, and Macros for Interoperability
Interoperating with arguments using C descriptors

**CFI_select_part**

*C function prototype:* Updates a C descriptor for an array section for which each element is a part of the corresponding element of an array.

**Syntax**

```c
int CFI_select_part(CFI_cdesc_t *result, const CFI_cdesc_t *source,
size_t displacement, size_t elem_len);
```

**Formal Parameters:**
result

The address of a C descriptor; result->rank must have the same value as source->rank and result->attribute must have the value CFI_attribute_other or CFI_attribute_pointer. If the address specified by result is the value of a C formal parameter that corresponds to a Fortran actual argument or of a C actual argument that corresponds to a Fortran dummy argument, result->attribute must have the value CFI_attribute_pointer. The value of result->type specifies the type of the array section.

source

The address of a C descriptor for a nonallocatable nonpointer array, an allocated allocatable array, or an associated array pointer.

displacement

A value \(0 \leq \text{displacement} < \text{source}->\text{elem_len} - 1\), and the sum of the displacement and the size in bytes of an element of the array section must be less than or equal to source->elem_len. The address displacement bytes greater than the value of source->base_addr is the base of the array section and must be appropriately aligned for an object of the type of the array section.

elem_len

A value equal to the storage size in bytes of an element of the array section if result->type specifies a Fortran character type; otherwise, elem_len is ignored.

Description

Successful execution of CFI_select_part updates the base_addr, dim, and elem_len members of the C descriptor with the address result for an array section for which each element is a part of the corresponding element of the array described by the C descriptor with the address source. The part must be a component of a structure, a substring, or the real or imaginary part of a complex value.

If an error is detected, the C descriptor with the address result is not modified.

Result Value

The result is an error indicator.

Example

If source is already the address of a C descriptor for the Fortran array A declared as follows:

```fortran
TYPE, BIND(C) :: T
REAL(C_DOUBLE) :: X
COMPLEX(C_DOUBLE_COMPLEX) :: Y
END TYPE
TYPE(T) A(100)
```

then the following code fragment establishes a C descriptor for the array A%Y:

```c
typedef struct {
  double x; double _Complex y;
} t;
CFI_CDESC_T(1) component;
CFI_cdesc_t * comp_cdesc = (CFI_cdesc_t *)&component;
CFI_index_t extent[] = {100};
(void)CFI_establish(comp_cdesc, NULL, CFI_attribute_other,
  CFI_type_double_Complex,
  sizeof(double _Complex), 1, extent);
(void)CFI_select_part(comp_cdesc, source, offsetof(t,y), 0);
```

See Also

C Structures, Typedefs, and Macros for Interoperability
Interoperating with arguments using C descriptors

CFI_setpointer

**C function prototype:** Updates a C descriptor for a Fortran pointer to be associated with the whole of a given object or to be disassociated.

**Syntax**

```c
int CFI_setpointer(CFI_cdesc_t *result, CFI_cdesc_t *source, const CFI_index_t lower_bounds[]);
```

**Formal Parameters:**

- `result`:
  The address of a C descriptor for a Fortran pointer. It is updated using information from the `source` and `lower_bounds` arguments.

- `source`:
  A null pointer or the address of a C descriptor for a nonallocatable nonpointer data object, an allocated allocatable object, or a data pointer object. If `source` is not a null pointer, the corresponding values of the `elem_len`, `rank`, and `type` members must be the same in the C descriptors with the addresses `source` and `result`.

- `lower_bounds`:
  If `source` is not a null pointer and `source->rank` is nonzero, `lower_bounds` must be a null pointer or the address of an array with at least `source->rank` elements.

**Description**

Successful execution of `CFI_setpointer` updates the `base_addr` and `dim` members of the C descriptor with the address result as follows:

- If `source` is a null pointer or the address of a C descriptor for a disassociated pointer, the updated C descriptor describes a disassociated pointer.
- Otherwise, the C descriptor with the address result becomes a C descriptor for the object described by the C descriptor with the address source, except that if `source->rank` is nonzero and `lower_bounds` is not a null pointer, the lower bounds are replaced by the values of the first `source->rank` elements of the `lower_bounds` array.

**Result Value**

The result is an error indicator.

**Example**

If `ptr` is already the address of a C descriptor for an array pointer of rank 1, the following code updates it to be a C descriptor for a pointer to the same array with lower bound 0:

```c
CFI_index_t lower_bounds[1];
int ind;
lower_bounds[0] = 0;
ind = CFI_setpointer(ptr, ptr, lower_bounds);
```

**See Also**

- C Structures, Typedefs, and Macros for Interoperability
- Interoperating with arguments using C descriptors
CHANGEDIRQQ

*Portability Function:* Makes the specified directory the current, default directory.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{CHANGEDIRQQ} (\text{dir})
\]

\[
\text{dir} \quad \text{(Input) Character*(*). Directory to be made the current directory.}
\]

**Results**

The result type is LOGICAL(4). It is .TRUE. if successful; otherwise, .FALSE..

If you do not specify a drive in the \texttt{dir} string, the named directory on the current drive becomes the current directory. If you specify a drive in \texttt{dir}, the named directory on the specified drive becomes the current directory.

**Example**

```fortran
USE IFPORT
LOGICAL(4) status
status = CHANGEDIRQQ('d:\fps90\bin'))
! We are now CCed to 'd:\fps90\bin'
status = CHANGEDIRQQ('bessel'))
! We are now CCed to 'd:\fps90\bin\bessel'
```

**See Also**

GETDRIVEDIRQQ
MAKEDIRQQ
DELDIRQQ
CHANGEDRIVEQQ

CHANGEDRIVEQQ

*Portability Function:* Makes the specified drive the current, default drive.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{CHANGEDRIVEQQ} (\text{drive})
\]

\[
\text{drive} \quad \text{(Input) Character*(*). String beginning with the drive letter.}
\]

**Results**

The result type is LOGICAL(4). On Windows* systems, the result is .TRUE. if successful; otherwise, .FALSE.

On Linux* and OS X* systems, the result is always .FALSE..

Because drives are identified by a single alphabetic character, CHANGEDRIVEQQ examines only the first character of \texttt{drive}. The drive letter can be uppercase or lowercase.

CHANGEDRIVEQQ changes only the current drive. The current directory on the specified drive becomes the new current directory. If no current directory has been established on that drive, the root directory of the specified drive becomes the new current directory.
Example

```fortran
USE IFPORT
LOGICAL(4) status
status = CHANGEDRIVEQQ('d')
```

See Also

GETDRIVESQQ
GETDRIVESIZEQQ
GETDRIVEDIRQQ
CHANGEDIRQQ

CHAR

**Elemental Intrinsic Function (Generic):** Returns the character in the specified position of the processor's character set. It is the inverse of the function ICHAR.

**Syntax**

```fortran
result = CHAR (i[,kind])
```

- **i** (Input) Must be of type integer with a value in the range 0 to \( n - 1 \), where \( n \) is the number of characters in the processor's character set.
- **kind** (Input; optional) Must be a scalar integer initialization expression.

**Results**

The result is of type character with length 1. If **kind** is present, the kind parameter of the result is that specified by **kind**; otherwise, the kind parameter of the result is that of default character. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The result is the character in position \( i \) of the processor's character set. ICHAR(CHAR( \( i, \) **kind**( c ))) has the value \( I \) for 0 to \( n - 1 \) and CHAR(ICHAR( c ), **kind**( c )) has the value \( c \) for any character \( c \) capable of representation in the processor.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>INTEGER(1)</td>
<td>CHARACTER</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2)</td>
<td>CHARACTER</td>
</tr>
<tr>
<td></td>
<td>INTEGER(4)</td>
<td>CHARACTER</td>
</tr>
<tr>
<td></td>
<td>INTEGER(8)</td>
<td>CHARACTER</td>
</tr>
</tbody>
</table>

\(^1\)This specific function cannot be passed as an actual argument.

Example

CHAR (76) has the value 'L'.
CHAR (94) has the value '^'.

See Also

ACHAR
IACHAR
ICHAR
Character and Key Code Charts for Windows*
**CHARACTER**

**Statement:** Specifies the CHARACTER data type.

**Syntax**

```
CHARACTER
CHARACTER([KIND=] n)
CHARACTER*len
```

- **n** Is kind 1.
- **len** Is a string length (not a kind). For more information, see Declaration Statements for Character Types.

If no kind type parameter is specified, the kind of the constant is default character.

**Example**

```
C
C   Length of wt and vs is 10, city is 80, and ch is 1
C
CHARACTER wt*10, city*80, ch
CHARACTER (LEN = 10), PRIVATE :: vs
CHARACTER(*), private :: arg !declares a dummy argument
C   name and plume are ten-element character arrays
C   of length 20
   CHARACTER name(10)*20
   CHARACTER(len=20), dimension(10):: plume
C
C   Length of susan, patty, and dotty are 2, alice is 12, jane is a 79-member array of length 2
C
   CHARACTER(2) susan, patty, alice*12, dotty, jane(79)
```

**See Also**
Character Data Type
Character Constants
Character Substrings
C Strings in Character Constants
Declarations for Character Types

**CHDIR**

**Portability Function:** Changes the default directory.

**Module**

```
USE IFPORT
```

**Syntax**

```
result = CHDIR(dir_name)
```

- **dir_name** (Input) Character*(*) . Name of a directory to become the default directory.

**Results**

The result type is INTEGER(4). It returns zero if the directory was changed successfully; otherwise, an error code. Possible error codes are:
**ENOENT**: The named directory does not exist.

**ENOTDIR**: The `dir_name` parameter is not a directory.

### Example

```fortran
use ifport
integer(4) istatus, enoent, enotdir
character(255) newdir
character(300) prompt, errmsg

prompt = 'Please enter directory name: '
10   write(*,*) TRIM(prompt)
read *, newdir
ISTATUS = CHDIR(newdir)
select case (istatus)
  case (2)  ! ENOENT
    errmsg = 'The directory '//TRIM(newdir)//' does not exist'
  case (20) ! ENOTDIR
    errmsg = TRIM(newdir)//' is not a directory'
  case (0) ! NO error
    goto 40
  case default
    write (errmsg,*) 'Error with code ', istatus
  end select
write(*,*) TRIM(errmsg)
goto 10
40    write(*,*) 'Default directory successfully changed.'
end
```

### See Also

CHANGEDIRQQ

**CHMOD**

**Portability Function**: Changes the access mode of a file.

**Module**

USE IFPORT

**Syntax**

```fortran
result = CHMOD (name, mode)
```

*name* (Input) Character*(*)

Name of the file whose access mode is to be changed. Must have a single path.

*mode* (Input) Character*(*)

File permission: either Read, Write, or Execute. The `mode` parameter can be either symbolic or absolute. An absolute mode is specified with an octal number, consisting of any combination of the following permission bits ORed together:

<table>
<thead>
<tr>
<th>Permission bit</th>
<th>Description</th>
<th>Action</th>
</tr>
</thead>
</table>
| 4000           | Set user ID on execution | W*S: Ignored; never true  
<p>|                |             | L<em>X, M</em>X: Settable |</p>
<table>
<thead>
<tr>
<th>Permission bit</th>
<th>Description</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>2000</td>
<td>Set group ID on execution</td>
<td>W*S: Ignored; never true</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L<em>X, M</em>X: Settable</td>
</tr>
<tr>
<td>1000</td>
<td>Sticky bit</td>
<td>W*S: Ignored; never true</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L<em>X, M</em>X: Settable</td>
</tr>
<tr>
<td>0400</td>
<td>Read by owner</td>
<td>W*S: Ignored; always true</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L<em>X, M</em>X: Settable</td>
</tr>
<tr>
<td>0200</td>
<td>Write by owner</td>
<td>Settable</td>
</tr>
<tr>
<td>0100</td>
<td>Execute by owner</td>
<td>W*S: Ignored; based on file name extension</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L<em>X, M</em>X: Settable</td>
</tr>
<tr>
<td>0040, 0020, 0010</td>
<td>Read, Write, Execute by group</td>
<td>W*S: Ignored; assumes owner permissions</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L<em>X, M</em>X: Settable</td>
</tr>
<tr>
<td>0004, 0002, 0001</td>
<td>Read, Write, Execute by others</td>
<td>W*S: Ignored; assumes owner permissions</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L<em>X, M</em>X: Settable</td>
</tr>
</tbody>
</table>

The following regular expression represents a symbolic mode:

```
[ugoa][+-=] [rwxXst]*
```

On Windows* systems, "[ugoa]" is ignored. On Linux* and OS X* systems, a combination of the letters "ugoa" control which users' access to the file will be changed:

- **u**: The user who owns the file
- **g**: Other users in the group that owns the file
- **o**: Other users not in the group that owns the file
- **a**: All users

"[+ - =]" indicates the operation to carry out:

- **+**: Add the permission
- **-**: Remove the permission
- **=**: Absolutely set the permission

"[rwxXst]" indicates the permission to add, subtract, or set. On Windows systems, only "w" is significant and affects write permission; all other letters are ignored. On Linux and OS X systems, all letters are significant.
Results

The result type is INTEGER(4). It is zero if the mode was changed successfully; otherwise, an error code. Possible error codes are:

- ENOENT: The specified file was not found.
- EINVAL: The mode argument is invalid.
- EPERM: Permission denied; the file’s mode cannot be changed.

Example

USE IFPORT

integer(4) I,Istatus
I = ACCESS ("DATAFILE.TXT", "w")
if (i) then
   ISTATUS = CHMOD ("datafile.txt", "+w")
end if
I = ACCESS ("DATAFILE.TXT","w")
print *, i

See Also
SETFILEACCESSQQ

CLASS

Statement: Declares a polymorphic object. It takes one of the following forms:

Syntax

CLASS (name) att-list :: v-list
CLASS (*) att-list :: v-list

name

att-list

Is the name of the extensible derived data type.

v-list

Is one or more attribute specifiers. These are the same attribute specifiers allowed for a derived-type TYPE statement.

Is the name of one or more data objects or functions. The name can optionally be followed by any of the following:

- An array specification, if the object is an array.
  In a function declaration, an array must be a deferred-shape array if it has the POINTER attribute; otherwise, it must be an explicit-shape array.
- A character length, if the object is of type character.
- A coarray specification, if the object is a coarray.
- An initialization expression preceded by an = or, for pointer objects, => NULL( ).

Description

A polymorphic object can have differing types during program execution.

The type of the object at a particular point during execution of a program is its dynamic type.

The declared type of a data entity is the type that it is declared to have, either explicitly or implicitly.

If CLASS (*) is specified, it denotes an unlimited polymorphic object. An unlimited polymorphic entity is not declared to have a type. It is not considered to have the same declared type as any other entity, including another unlimited polymorphic entity.
An entity declared with the CLASS keyword must be a dummy argument or have the ALLOCATABLE or POINTER attribute.

A polymorphic entity that is not an unlimited polymorphic entity is type compatible with entities of the same declared type or any of its extensions. Even though an unlimited polymorphic entity is not considered to have a declared type, it is type compatible with all entities. An entity is said to be type compatible with a type if it is type compatible with entities of that type.

A polymorphic allocatable object can be allocated to be of any type with which it is type compatible. During program execution, a polymorphic pointer or dummy argument can be associated with objects with which it is type compatible.

See Also
Type Declarations
TYPE Statement (Derived Types)

CLEARSCREEN (W*S)

*Graphics Subroutine: Erases the target area and fills it with the current background color.*

**Module**

USE IFQWIN

**Syntax**

CALL CLEARSCREEN (area)

area  
(Input) INTEGER(4). Identifies the target area. Must be one of the following symbolic constants (defined in IFQWIN.F90):

- $GCLEARSCREEN - Clears the entire screen.
- $GVIEWPORT - Clears only the current viewport.
- $GWINDOW - Clears only the current text window (set with SETTEXTWINDOW).

All pixels in the target area are set to the color specified with SETBKCOLORRGB. The default color is black.

**Example**

USE IFQWIN
CALL CLEARSCREEN($GCLEARSCREEN)

See Also
GETBKCOLORRGB (W*S)  
SETBKCOLORRGB (W*S)  
SETTEXTWINDOW (W*S)  
SETVIEWPORT (W*S)

CLEARSTATUSFPQQ

*Portability Subroutine: Clears the exception flags in the floating-point processor status word.*

**Module**

USE IFPORT

**Syntax**

CALL CLEARSTATUSFPQQ()
Description

The floating-point status word indicates which floating-point exception conditions have occurred. Intel® Fortran initially clears (sets to 0) all floating-point status flags, but as exceptions occur, the status flags accumulate until the program clears the flags again. CLEARSTATUSFPQQ will clear the flags.

CLEARSTATUSFPQQ is appropriate for use in applications that poll the floating-point status register as the method for detecting a floating-point exception has occurred.

For a full description of the floating-point status word, exceptions, and error handling, see *Floating-Point Operations*: Floating-Point Environment.

Example

```
! Program to demonstrate CLEARSTATUSFPQQ.
! This program uses polling to detect that a
! floating-point exception has occurred.
! So, build this console application with the default
! floating-point exception behavior, fpe3.
! You need to specify compiler option /debug or /Od (Windows)
! or -O0 (Linux) to get the correct results.
!
! PROGRAM CLEARFP

USE IFPORT

REAL*4 A,B,C
INTEGER*2 STS

A = 2.0E0
B = 0.0E0

! Poll and display initial floating point status
CALL GETSTATUSFPQQ(STS)
WRITE(*,'(1X,A,Z4.4)') 'Initial fp status = ',STS

! Cause a divide-by-zero exception
! Poll and display the new floating-point status
C = A/B
CALL GETSTATUSFPQQ(STS)
WRITE(*,'(1X,A,Z4.4)') 'After div-by-zero fp status = ',STS

! If a divide by zero error occurred, clear the floating-point
! status register so future exceptions can be detected.
IF ((STS .AND. FPSW$ZERODIVIDE) > 0) THEN
   CALL CLEARSTATUSFPQQ()
   CALL GETSTATUSFPQQ(STS)
   WRITE(*,'(1X,A,Z4.4)') 'After CLEARSTATUSFPQQ fp status = ',STS
ENDIF

END
```

This program is available in the online samples.

See Also

GETSTATUSFPQQ (W*S)
SETCONTROLFPQQ
GETCONTROLFPQQ
SIGNALQQ
CLICKMENUQQ (W*S)

**QuickWin Function:** Simulates the effect of clicking or selecting a menu command. The QuickWin application responds as though the user had clicked or selected the command.

**Module**
USE IFQWIN

**Syntax**

```fortran
result = CLICKMENUQQ (item)
```

**item** (Input) INTEGER(4). Constant that represents the command selected from the Window menu. Must be one of the following symbolic constants (defined in IFQWIN.F90):

- QWIN$STATUS - Status command
- QWIN$TILE - Tile command
- QWIN$CASCADE - Cascade command
- QWIN$ARRANGE - Arrange Icons command

**Results**
The result type is INTEGER(4). The result is zero if successful; otherwise, nonzero.

**See Also**
REGISTERMOUSEEVENT (W*S)
UNREGISTERMOUSEEVENT (W*S)
WAITONMOUSEEVENT (W*S)

CLOCK

**Portability Function:** Converts a system time into an 8-character ASCII string.

**Module**
USE IFPORT

**Syntax**

```fortran
result = CLOCK()
```

**Results**
The result type is character with a length of 8. The result is the current time in the form hh:mm:ss, using a 24-hour clock.

**Example**

```fortran
USE IFPORT
character(8) whatimeisit
whatimeisit = CLOCK()
pdint *, 'The current time is ',whatimeisit
```

**See Also**
DATE_AND_TIME
CLOCKX

*Portability Subroutine:* Returns the processor clock in units of microseconds.

**Module**

USE IFPORT

**Syntax**

CALL CLOCKX (clock)

clock  

(Input) REAL(8). The current time.

On Windows systems, this subroutine has millisecond precision, and the last three digits of the returned value are not significant.

CLOSE

*Statement:* Disconnects a file from a unit.

**Syntax**

CLOSE ( [UNIT=] io-unit[, {STATUS | DISPOSE | DISP} = p] [, ERR= label] [, IOMSG=msg-var] [, IOSTAT=i-var])

io-unit

(Input) an external unit specifier.

p

(Input) a scalar default character expression indicating the status of the file after it is closed. It has one of the following values:

- 'KEEP' or 'SAVE' - Retains the file after the unit closes.
- 'DELETE' - Deletes the file after the unit closes (unless OPEN(READONLY) is in effect).
- 'PRINT' - Submits the file to the line print spooler, then retains it (sequential files only).
- 'PRINT/DELETE' - Submits the file to the line print spooler, then deletes it (sequential files only).
- 'SUBMIT' - Forks a process to execute the file.
- 'SUBMIT/DELETE' - Forks a process to execute the file, then deletes the file after the fork is completed.

The default is 'DELETE' for Windows* QuickWin applications and for scratch files. For all other files, the default is 'KEEP'.

Scratch files are temporary and are always deleted upon normal program termination; specifying STATUS='KEEP' for scratch files causes a run-time error.

For Windows* QuickWin applications, STATUS='KEEP' causes the child window to remain on the screen even after the unit closes. The default status is 'DELETE', which removes the child window from the screen.

label

Is the label of the branch target statement that receives control if an error occurs.

msg-var

(Output) Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs.
i-var

(Output) Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

Description

The CLOSE statement specifiers can appear in any order. An I/O unit must be specified, but the UNIT= keyword is optional if the unit specifier is the first item in the I/O control list.

The status specified in the CLOSE statement supersedes the status specified in the OPEN statement, except that a file opened as a scratch file cannot be saved, printed, or submitted, and a file opened for read-only access cannot be deleted.

If a CLOSE statement is specified for a unit that is not open, it has no effect.

You do not need to explicitly close open files. Normal program termination closes each file according to its default status. The CLOSE statement does not have to appear in the same program unit that opened the file.

Closing unit 0 automatically reconnects unit 0 to the keyboard and screen. Closing units 5 and 6 automatically reconnects those units to the keyboard or screen, respectively. Closing the asterisk (*) unit causes a compile-time error. In Windows QuickWin applications, use CLOSE with unit 0, 5, or 6 to close the default window. If all of these units have been detached from the console (through an explicit OPEN), you must close one of these units beforehand to reestablish its connection with the console. You can then close the reconnect unit to close the default window.

If a parameter of the CLOSE statement is an expression that calls a function, that function must not cause an I/O operation or the EOF intrinsic function to be executed, because the results are unpredictable.

NOTE

You may get unexpected results if you specify OPEN with a filename and a USEROPEN specifier that opens a different filename, and then use a CLOSE statement with STATUS=DELETE (or DISPOSE=DELETE). In this case, the run-time library assumes you want to delete the file named in the OPEN statement, not the one you specified in the USEROPEN function. For more information about how to use the USEROPEN specifier, see User-Supplied OPEN Procedures/USEROPEN Specifier.

Example

C    Close and discard file:

    CLOSE (7, STATUS = 'DELETE')

Consider the following statement:

    CLOSE (UNIT=J, STATUS='DELETE', ERR=99)

This statement closes the file connected to unit J and deletes it. If an error occurs, control is transferred to the statement labeled 99.

See Also

Data Transfer I/O Statements Overview
Branch Specifiers (END=, EOR=, ERR=)

CMPLX

Elemental Intrinsic Function (Specific): Converts the argument to complex type. This function cannot be passed as an actual argument.

Syntax

result = CMPLX (x[,y] [,kind])
x  (Input) Must be of type integer, real, or complex.

y  (Input; optional) Must be of type integer or real. It must not be present if x is of type complex.

kind  (Input; optional) Must be a scalar integer initialization expression.

Results
The result type is complex. If kind is present, the kind parameter is that specified by kind; otherwise, the kind parameter is that of default real type.

If only one noncomplex argument appears, it is converted into the real part of the result value and zero is assigned to the imaginary part. If y is not specified and x is complex, the result value is CMPLX(REAL(x), AIMAG(x)).

If two noncomplex arguments appear, the complex value is produced by converting the first argument into the real part of the value, and converting the second argument into the imaginary part.

CMPLX(x, y, kind) has the complex value whose real part is REAL(x, kind) and whose imaginary part is REAL(y, kind).

The setting of compiler options specifying real size can affect this function.

If the argument is a boz-constant, the result is affected by the assume old-boz option. The default option setting, noold-boz, treats the argument as a bit string that represents a value of the data type of the intrinsic, that is, the bits are not converted. If setting old-boz is specified, the argument is treated as a signed integer and the bits are converted.

Example
CMPLX (-3) has the value (-3.0, 0.0).
CMPLX (4.1, 2.3) has the value (4.1, 2.3).

The following shows another example:

```
COMPLEX z1, z2
COMPLEX(8) z3
z1 = CMPLX(3) ! returns the value 3.0 + i 0.0
z2 = CMPLX(3,4) ! returns the value 3.0 + i 4.0
z3 = CMPLX(3,4,8) ! returns a COMPLEX(8) value 3.0D0 + i 4.0D0
```

See Also
DCMPLX
FLOAT
INT
IFIX
REAL Function
SNGL

CODIMENSION
Statement and Attribute: Specifies that an entity is a coarray, and specifies its corank and cobounds, if any.

Syntax
The CODIMENSION attribute can be specified in a type declaration statement or a CODIMENSION statement, and takes one of the following forms:
Type Declaration Statement:

type, [att-ls,] CODIMENSION [coarray-spec] :: var-list [(array-spec)]...

type, [att-ls,] var-list [(array-spec)] [coarray-spec]...

Statement:
CODIMENSION [:] var-list [coarray-spec]...

type Is a data type specifier.

att-ls Is an optional list of attribute specifiers.

coarray-spec Is an allocatable (deferred-coshape) coarray or an explicit-coshape coarray.

var-list Is a list of variable names, separated by commas.

Description

In Intel® Fortran, the sum of the rank and corank of an entity must not exceed 31. The Fortran 2008 Standard allows a combined rank of up to 15.

A coarray must be a component or a variable that is not a function result.

A coarray must not be of type C_PTR or C_FUNPTR.

An entity whose type has a coarray ultimate component must be a nonpointer nonallocatable scalar, must not be a coarray, and must not be a function result.

A coarray or an object with a coarray ultimate component must be a dummy argument or have the ALLOCATABLE or SAVE attribute.

A coarray must not be a dummy argument of a procedure that has a BIND attribute.

A coarray can be a derived type with pointer or allocatable components. The target of such a pointer component is always on the same image as the pointer.

Examples

Explicit-shape coarrays that are not dummy arguments must have the SAVE attribute. Because of this, automatic coarrays are not allowed. For example, coarray TASK in the following code is not valid:

```fortran
SUBROUTINE SUBA(I,C,D)
INTEGER :: I
REAL :: C(I)*, D(I)
REAL :: TASK(I)* ! Not permitted
```

The following lines show valid examples of CODIMENSION attribute specifications:

```fortran
REAL, CODIMENSION[3,*] :: B(:, ) ! Assumed-shape coarray
REAL R(50,50)[0:5,*] ! Explicit-shape coarray
REAL, CODIMENSION[*] :: A ! Scalar coarray
REAL, CODIMENSION[*,],ALLOCATABLE :: C(:, :) ! Allocatable coarray
```

COLLAPSE Clause

**Parallel Directive Clause:** Specifies how many loops are associated with a loop construct.

Syntax

```
COLLAPSE (n)
```

n Must be a constant positive scalar integer expression.
If \( n \) is greater than one, the iterations of all associated loops are collapsed into one larger iteration, which is then divided according to the SCHEDULE clause. The sequential execution of the iterations in all associated loops determines the order of the iterations in the collapsed iteration. The associated loops must be perfectly nested, that is, there must be no intervening code or any OpenMP* directive between any two loops.

The iteration count for each associated loop is computed before entry to the outermost loop. If execution of any associated loop changes any of the values used to compute any of the iteration counts, then the behavior is unspecified. The integer kind used to compute the iteration count for the collapsed loop is implementation defined.

If COLLAPSE is not specified, the only loop that is associated with the loop construct is the one that immediately follows the construct.

At most one COLLAPSE clause can appear in a directive that allows the clause.

See Nested DO Constructs for restrictions on perfectly nested loops using COLLAPSE.

**COMAddObjectReference (W*S)**

**COM Function:** Adds a reference to an object’s interface.

**Module**

USE IFCOM

**Syntax**

```fortran
result = COMAddObjectReference (iunknown)
```

- `iunknown` An IUnKnown interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

**Results**

The result type is INTEGER(4). It is the object's current reference count.

**See Also**

IUnknown::AddRef in the Microsoft* Platform SDK

**COMCLSIDFromProgID (W*S)**

**COM Subroutine:** Passes a programmatic identifier and returns the corresponding class identifier.

**Module**

USE IFCOM
USE IFWINTY

**Syntax**

```fortran
CALL COMCLSIDFromProgID (prog_id, clsid, status)
```

- `prog_id` The programmatic identifier of type CHARACTER*(*)
- `clsid` The class identifier corresponding to the programmatic identifier. Must be of type GUID, which is defined in the IFWINTY module.
status

The status of the operation. It can be any status returned by CLSIDFromProgID. Must be of type INTEGER(4).

See Also

CLSIDFromProgID in the Microsoft* Platform SDK

COMCLSIDFromString (W*S)

COM Subroutine: Passes a class identifier string and returns the corresponding class identifier.

Module

USE IFCOM
USE IFWINTY

Syntax

CALL COMCLSIDFromString (string, clsid, status)

string

The class identifier string of type CHARACTER*(*)

clsid

The class identifier corresponding to the identifier string. Must be of type GUID, which is defined in the IFWINTY module.

status

The status of the operation. It can be any status returned by CLSIDFromString. Must be of type INTEGER(4).

See Also

CLSIDFromString in the Microsoft* Platform SDK

COMCreateObject (W*S)

COM Subroutine: A generic routine that executes either COMCreateObjectByProgID or COMCreateObjectByGUID.

Module

USE IFCOM
USE IFWINTY

Description

Your application obtains its first pointer to an object’s interface by calling COMCreateObject. It creates a new instance of an object class and returns a pointer to it.

See Also

COMCreateObjectByGUID (W*S)
COMCreateObjectByProgID (W*S)

COMCreateObjectByGUID (W*S)

COM Subroutine: Passes a class identifier, creates an instance of an object, and returns a pointer to the object's interface.

Module

USE IFCOM
USE IFWINTY

Syntax
CALL COMCreateObjectByGUID (clsid, clsctx, iid, interface, status)

clsid
The class identifier of the class of object to be created. Must be of type
GUID, which is defined in the IFWINTY module.

clsctx
Lets you restrict the types of servers used for the object. Must be of type
INTEGER(4). Must be one of the CLSCTX_* constants defined in the
IFWINTY module.

iid
The interface identifier of the interface being requested. Must be of type
GUID, which is defined in the IFWINTY module.

interface
An output argument that returns the object’s interface pointer. Must be of
type INTEGER(INT_PTR_KIND()).

status
The status of the operation. It can be any status returned by
CoCreateInstance. Must be of type INTEGER(4).

See Also
CoCreateInstance in the Microsoft® Platform SDK
Using the Intel(R) Fortran Module Wizard (COM Client) in Key Features: Fortran Language Extensions

COMCreateObjectByProgID (W*S)

COM Subroutine: Passes a programmatic identifier,
creates an instance of an object, and returns a pointer
to the object’s IDispatch interface.

Module
USE IFCOM

Syntax
CALL COMCreateObjectByProgID (prog_id, idispatch, status)

prog_id
The programmatic identifier of type CHARACTER*(*)

idispatch
An output argument that returns the object’s IDispatch interface pointer.
Must be of type INTEGER(INT_PTR_KIND()).

status
The status of the operation. It can be any status returned by
CLSIDFromProgID or CoCreateInstance. Must be of type INTEGER(4).

See Also
COMCLSIDFromProgID (W*S)
CoCreateInstance in the OLE section of the Microsoft® Platform SDK
Using the Intel(R) Fortran Module Wizard (COM Client) in Key Features: Fortran Language Extensions

COMGetActiveObjectByGUID (W*S)

COM Subroutine: Passes a class identifier and
returns a pointer to the interface of a currently active
object.
Module
USE IFCOM
USE IFWINTY

Syntax
CALL COMGetActiveObjectByGUID (clsid, iid, interface, status)

clsid
The class identifier of the class of object to be found. Must be of type GUID, which is defined in the IFWINTY module.

iid
The interface identifier of the interface being requested. Must be of type GUID, which is defined in the IFWINTY module.

interface
An output argument that returns the object's interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

status
The status of the operation. It can be any status returned by GetActiveObject. Must be of type INTEGER(4).

See Also
GetActiveObject in the Microsoft* Platform SDK

COMGetActiveObjectByProgID (W*S)

COM Subroutine: Passes a programmatic identifier and returns a pointer to the IDispatch interface of a currently active object.

Module
USE IFCOM

Syntax
CALL COMGetActiveObjectByProgID (prog_id, idispatch, status)

prog_id
The programmatic identifier of type CHARACTER*(*)

idispatch
An output argument that returns the object's IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

status
The status of the operation. It can be any status returned by CLSIDFromProgID or GetActiveObject. Must be of type INTEGER(4).

Example
See the example in COMInitialize.

See Also
CLSIDFromProgID and GetActiveObject in the Microsoft* Platform SDK

COMGetFileObject (W*S)

COM Subroutine: Passes a file name and returns a pointer to the IDispatch interface of an automation object that can manipulate the file.

Module
USE IFCOM
CALL COMGetFileObject (filename, idispatch, status)

filename       The path of the file of type CHARACTER(*).
idispatch      An output argument that returns the object’s IDispatch interface pointer. Must be of type INTEGER(INT_PTR_KIND()).
status         The status of the operation. It can be any status returned by the CreateBindCtx or MkParseDisplayName routines, or the IMoniker::BindToObject method. Must be of type INTEGER(4).

See Also
CreateBindCtx, MkParseDisplayName, and IMoniker::BindToObject in the Microsoft* Platform SDK

COMInitialize (W*S)
COM Subroutine: Initializes the COM library.

Module
USE IFCOM

Syntax
CALL COMInitialize (status)

status       The status of the operation. It can be any status returned by OleInitialize. Must be of type INTEGER(4).

You must use this routine to initialize the COM library before calling any other COM or AUTO routine.

Example
Consider the following:

program COMInitExample
  use ifwin
  use ifcom
  use ifauto
  implicit none

  ! Variables
  integer(4) word_app
  integer(4) status
  integer(INT_PTR_KIND()) invoke_args

  call COMInitialize(status)

  ! Call GetActiveObject to get a reference to a running MS WORD application
  call COMGetActiveObjectByProgID("Word.Application", word_app, status)
  if (status >= 0) then
    ! Print the active document
    invoke_args = AutoAllocateInvokeArgs()
    call AutoAddArg(invoke_args, "Copies", 2)
    status = AutoInvoke(word_app, "PrintOut", invoke_args)
    call AutoDeallocateInvokeArgs(invoke_args)
    ! Release the reference
    status = COMReleaseObject(word_app)
See Also
OleInitialize in the Microsoft* Platform SDK

COMIsEqualGUID (W*S)
COM Function: Determines whether two globally unique identifiers (GUIDs) are the same.

Module
USE IFCOM
USE IFWINTY

Syntax
result = COMIsEqualGUID (guid1, guid2)

guid1 The first GUID. Must be of type GUID, which is defined in the IFWINTY module. It can be any type of GUID, including a class identifier (CLSID), or an interface identifier (IID).

guid2 The second GUID, which will be compared to guid1. It must be the same type of GUID as guid1. For example, if guid1 is a CLSID, guid2 must also be a CLSID.

Results
The result type is LOGICAL(4). The result is .TRUE. if the two GUIDs are the same; otherwise, .FALSE.

See Also
IsEqualGUID in the Microsoft* Platform SDK

COMMAND_ARGUMENT_COUNT
Inquiry Intrinsic Function (Generic): Returns the number of command arguments.

Syntax
result = COMMAND_ARGUMENT_COUNT ()

Results
The result is a scalar of type default integer. The result value is equal to the number of command arguments available. If there are no command arguments available, the result is 0. The command name does not count as one of the command arguments.

Example
Consider the following:

program echo_command_line
integer i, cnt, len, status
character c*30, b*100

call get_command (b, len, status)
if (status .ne. 0) then
If the above program is invoked with the command line "echo_command_line.exe -o 42 -a hello b", the following is displayed:

```fortran
command line = echo_command_line.exe -o 42 -a hello b
command name = echo_command_line.exe
number of command arguments = 5
command arg 1 = -o
command arg 2 = 42
command arg 3 = -a
command arg 4 = hello
command arg 5 = b
command line processed
```

See Also
GETARG
NARGS
IARGC
GET_COMMAND
GET_COMMAND_ARGUMENT

COMMITQQ

**Run-Time Function:** Forces the operating system to execute any pending write operations for the file associated with a specified unit to the file's physical device.

**Module**
USE IFCORE

**Syntax**
```
result = COMMITQQ (unit)
```
**unit**  
(Input) INTEGER(4). A Fortran logical unit attached to a file to be flushed from cache memory to a physical device.

**Results**

The result type is LOGICAL(4). If an open unit number is supplied, .TRUE. is returned and uncommitted records (if any) are written. If an unopened unit number is supplied, .FALSE. is returned.

Data written to files on physical devices is often initially written into operating-system buffers and then written to the device when the operating system is ready. Data in the buffer is automatically flushed to disk when the file is closed. However, if the program or the computer crashes before the data is transferred from buffers, the data can be lost. COMMITQQ tells the operating system to write any cached data intended for a file on a physical device to that device immediately. This is called flushing the file.

COMMITQQ is most useful when you want to be certain that no loss of data occurs at a critical point in your program; for example, after a long calculation has concluded and you have written the results to a file, or after the user has entered a group of data items, or if you are on a network with more than one program sharing the same file. Flushing a file to disk provides the benefits of closing and reopening the file without the delay.

**Example**

```fortran
USE IFCORE
INTEGER unit / 10 /
INTEGER len
CHARACTER(80) stuff
OPEN(unit, FILE='COMMITQQ.TST', ACCESS='Sequential')
DO WHILE (.TRUE.)
    WRITE (*, '(A, \)') 'Enter some data (Hit RETURN to &
    exit): '
    len = GETSTRQQ (stuff)
    IF (len .EQ. 0) EXIT
    WRITE (unit, *) stuff
    IF (.NOT. COMMITQQ(unit)) WRITE (*,*) 'Failed'
END DO
CLOSE (unit)
END
```

**See Also**

PRINT  
WRITE Statement

**COMMON**

**Statement:** Defines one or more contiguous areas, or blocks, of physical storage (called common blocks) that can be accessed by any of the scoping units in an executable program. COMMON statements also define the order in which variables and arrays are stored in each common block, which can prevent misaligned data items.

**Syntax**

```fortran
COMMON [ /[cname]/ ] var-list[[,] /[cname]/ var-list]...
```

**cname**  
(Optional) Is the name of the common block. The name can be omitted for blank common (//).

**var-list**  
Is a list of variable names, separated by commas.
The variable must not be a dummy argument, allocatable array, automatic object, function, function result, a variable with the BIND attribute, or entry to a procedure. It must not have the PARAMETER attribute. If an object of derived type is specified, it must be a sequence type or a type with the BIND attribute.

**Description**

Common blocks can be named or unnamed (a *blank common*).

A common block is a global entity, and must not have the same name as any other global entity in the program, such as a subroutine or function.

Any common block name (or blank common) can appear more than once in one or more COMMON statements in a program unit. The list following each successive appearance of the same common block name is treated as a continuation of the list for the block associated with that name. Consider the following COMMON statements:

```
COMMON /glenn/ lovell, armstrong, aldrin
COMMON /     / shepard, grissom, carpenter
COMMON /glenn/ borman, anders
COMMON /young/ mcdiivitt, white, conrad
COMMON schirra, cooper
```

They are equivalent to these COMMON statements:

```
COMMON /glenn/ lovell, armstrong, aldrin, borman, anders
COMMON         shepard, grissom, carpenter, schirra, cooper
COMMON /young/ mcdiivitt, white, conrad
```

A variable can appear in only one common block within a scoping unit.

A common block object must **not** be one of the following:

- A dummy argument
- A result variable
- An allocatable variable
- A derived-type object with an ultimate component that is allocatable
- A procedure pointer
- An automatic object
- A variable with the BIND attribute
- An unlimited polymorphic pointer
- A coarray

If an array is specified, it can be followed by an explicit-shape array specification, each bound of which must be a constant specification expression. Such an array must not have the POINTER attribute.

A pointer can only be associated with pointers of the same type and kind parameters, and rank.

An object with the TARGET attribute can only be associated with another object with the TARGET attribute and the same type and kind parameters.

A nonpointer can only be associated with another nonpointer, but association depends on their types, as follows:

<table>
<thead>
<tr>
<th>Type of Variable</th>
<th>Type of Associated Variable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intrinsic numeric (^1) or numeric sequence (^2)</td>
<td>Can be of any of these types</td>
</tr>
<tr>
<td>Default character or character sequence (^2)</td>
<td>Can be of either of these types</td>
</tr>
<tr>
<td>Any other intrinsic type</td>
<td>Must have the same type and kind parameters</td>
</tr>
<tr>
<td>Type of Variable</td>
<td>Type of Associated Variable</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>Any other sequence type</td>
<td>Must have the same type</td>
</tr>
</tbody>
</table>

1. Default integer, default real, double precision real, default complex, double complex, or default logical.
2. If an object of numeric sequence or character sequence type appears in a common block, it is as if the individual components were enumerated directly in the common list.

So, variables can be associated if they are of different numeric type. For example, the following is valid:

```plaintext
INTEGER A(20)
REAL Y(20)
COMMON /QUANTA/ A, Y
```

When common blocks from different program units have the same name, they share the same storage area when the units are combined into an executable program.

Entities are assigned storage in common blocks on a one-for-one basis. So, the data type of entities assigned by a COMMON statement in one program unit should agree with the data type of entities placed in a common block by another program unit. For example:

<table>
<thead>
<tr>
<th>Program Unit A</th>
<th>Program Unit B</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMON CENTS</td>
<td>INTEGER(2) MONEY</td>
</tr>
<tr>
<td></td>
<td>COMMON MONEY</td>
</tr>
</tbody>
</table>

When these program units are combined into an executable program, incorrect results can occur if the 2-byte integer variable MONEY is made to correspond to the lower-addressed two bytes of the real variable CENTS.

Named common blocks must be declared to have the same size in each program unit. Blank common can have different lengths in different program units.

**NOTE**

If a common block is initialized by a DATA statement, the module containing the initialization must declare the common block to be its maximum defined length.

This limitation does not apply if you compile all source modules together.

**Example**

```plaintext
PROGRAM MyProg
COMMON i, j, x, k(10)
COMMON /mycom/ a(3)
... END 
SUBROUTINE MySub
COMMON ps, mn, z, idum(10)
COMMON /mycom/ a(3)
... END
```

In the following example, the COMMON statement in the main program puts HEAT and X in blank common, and KILO and Q in a named common block, BLK1:
The COMMON statement in the subroutine makes ALFA and BET share the same storage location as HEAT and X in blank common. It makes LIMA and R share the same storage location as KILO and Q in BLK1.

The following example shows how a COMMON statement can be used to declare arrays:

```
COMMON / MIXED / SPOTTED(100), STRIPED(50,50)
```

The following example shows a valid association between subroutines in different program units. The object lists agree in number, type, and kind of data objects:

```
SUBROUTINE unit1
  REAL(8) x(5)
  INTEGER J
  CHARACTER str*12
  TYPE(member) club(50)
  COMMON / blocka / x, j, str, club
...
SUBROUTINE unit2
  REAL(8) z(5)
  INTEGER m
  CHARACTER chr*12
  TYPE(member) myclub(50)
  COMMON / blocka / z, m, chr, myclub
...
```

See also the example for BLOCK DATA.

**See Also**

BLOCK DATA
DATA
MODULE
EQUIVALENCE
Specification Expressions
Storage Association
Specification Expressions

**COMPLEX Statement**

*Statement:* Specifies the COMPLEX data type.

**Syntax**

- `COMPLEX`
- `COMPLEX([KIND=] n)`
- `COMPLEX* s`
- `DOUBLE COMPLEX`
n Is kind 4, 8, or 16.
s Is 8, 16, or 32. COMPLEX(4) is specified as COMPLEX*8; COMPLEX(8) is specified as COMPLEX*16; COMPLEX(16) is specified as COMPLEX*32.

If a kind parameter is specified, the complex constant has the kind specified. If no kind parameter is specified, the kind of both parts is default real, and the constant is of type default complex.

DOUBLE COMPLEX is COMPLEX(8). No kind parameter is permitted for data declared with type DOUBLE COMPLEX.

Example

```
COMPLEX ch
COMPLEX (KIND=4),PRIVATE :: zz, yy !equivalent to COMPLEX*8 zz, yy
COMPLEX(8) ax, by !equivalent to COMPLEX*16 ax, by
COMPLEX (kind(4)) y(10)
complex (kind=8) x, z(10)
```

See Also
DOUBLE COMPLEX
Complex Data Types
COMPLEX(4) Constants
COMPLEX(4) Constants
Data Types, Constants, and Variables Overview

**COMPLINT, COMPLREAL, COMPLLOG**

*Portability Functions:* Return a BIT-WISE complement or logical .NOT. of the argument.

**Module**

USE IFPORT

**Syntax**

```
result = COMPLINT (intval)
result = COMPREAL (realval)
result = COMPLLOG (logval)
```

*intval* (Input) INTEGER(4).

*realval* (Input) REAL(4).

*logval* (Input) LOGICAL(4).

**Results**

The result is INTEGER(4) for COMPLINT, REAL(4) for COMPREAL and LOGICAL(4) for COMPLLOG with a value that is the bitwise complement of the argument.

**COMQueryInterface (W*S)**

*COM Subroutine:* Passes an interface identifier and returns a pointer to an object's interface.

**Module**

USE IFCOM
CALL COMQueryInterface (iunknown, iid, interface, status)

**iunknown**
An IUnknown interface pointer. Must be of type INTEGER(4).

**iid**
The interface identifier of the interface being requested. Must be of type GUID, which is defined in the IFWINTY module.

**interface**
An output argument that returns the object's interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

**status**
The status of the operation. It can be any status returned by the IUnknown method QueryInterface. Must be of type INTEGER(4).

**See Also**
IUnknown::QueryInterface in the Microsoft* Platform SDK
Using the Intel(R) Fortran Module Wizard (COM Client) in Key Features: Fortran Language Extensions

**COMReleaseObject (W*S)**

**COM Function**: Indicates that the program is done with a reference to an object's interface.

**Module**
USE IFCOM

**Syntax**
result = COMReleaseObject (iunknown)

**iunknown**
An IUnknown interface pointer. Must be of type INTEGER(INT_PTR_KIND()).

**Results**
The result type is INTEGER(4). It is the object's current reference count.

**Example**
See the example in COMInitialize.

**COMStringFromGUID (W*S)**

**COM Subroutine**: Passes a globally unique identifier (GUID) and returns a string of printable characters.

**Module**
USE IFCOM
USE IFWINTY

**Syntax**
CALL COMStringFromGUID (guid,string,status)
The GUID to be converted. Must be of type GUID, which is defined in the IFWINTY module. It can be any type of GUID, including a class identifier (CLSID), or an interface identifier (IID).

A character variable of type CHARACTER*(*) that receives the string representation of the GUID. The length of the character variable should be at least 38.

The status of the operation. If the string is too small to contain the string representation of the GUID, the value is zero. Otherwise, the value is the number of characters in the string representation of the GUID. Must be of type INTEGER(4).

The string representation of a GUID has a format like that of the following:
[c200e360-38c5-11ce-ae62-08002b2b79ef]
where the successive fields break the GUID into the form DWORD-WORD-WORD-WORD-WORD.DWORD covering the 128-bit GUID. The string includes enclosing braces, which are an OLE convention.

See Also
StringFromGUID2 in the Microsoft* Platform SDK

COMUninitialize (W*S)

COM Subroutine: Uninitializes the COM library.

Module
USE IFCOM

Syntax
CALL COMUninitialize( )
When using COM routines, this must be the last routine called.

Example
See the example in COMInitialize.

CONJG

Elemental Intrinsic Function (Generic): Calculates the conjugate of a complex number.

Syntax
result = CONJG (z)

z (Input) Must be of type complex.

Results
The result type and kind is the same as z. If z has the value (x, y), the result has the value (x, -y).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONJG</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>DCONJG</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>Specific Name</td>
<td>Argument Type</td>
<td>Result Type</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>QCONJG</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>

**Example**

CONJG ((2.0, 3.0)) has the value (2.0, -3.0).

CONJG ((1.0, -4.2)) has the value (1.0, 4.2).

The following shows another example:

```fortran
COMPLEX z1
COMPLEX(8) z2
z1 = CONJG((3.0, 5.6))  ! returns (3.0, -5.6)
z2 = DCONJG((3.0D0, 5.6D0))  ! returns (3.0D0, -5.6D0)
```

**See Also**

AIMAG

**CONTAINS**

**Statement:** Separates the body of a main program, module, submodule, or external subprogram from any internal or module procedures it may contain, or it introduces the type-bound procedure part of a derived-type definition. It is not executable.

**Syntax**

```fortran
CONTAINS
```

Any number of internal procedures can follow a CONTAINS statement, but a CONTAINS statement cannot appear in the internal procedures themselves.

An empty CONTAINS section is allowed.

**Example**

```fortran
PROGRAM OUTER
  REAL, DIMENSION(10) :: A
  . . .
  CALL INNER (A)
CONTAINS
  SUBROUTINE INNER (B)
  REAL, DIMENSION(10) :: B
  . . .
  END SUBROUTINE INNER
END PROGRAM OUTER
```

**See Also**

Internal Procedures
Modules and Module Procedures
Main Program

**CONTIGUOUS**

**Statement and Attribute:** Specifies that the target of a pointer or an assumed-sized array is contiguous.

**Syntax**

The CONTIGUOUS attribute can be specified in a type declaration statement or an CONTIGUOUS statement, and takes one of the following forms:
Type Declaration Statement:

type, [att-ls], CONTIGUOUS [, att-ls] :: object [, object] ...

Statement:

CONTIGUOUS [:] object [, object] ...

type
Is a data type specifier.

att-ls
Is an optional list of attribute specifiers.

object
Is an assumed-shape array or an array pointer.

Description

This attribute explicitly indicates that an assumed-shape array is contiguous or that a pointer will only be associated with a contiguous object.

An entity can be contiguous even if CONTIGUOUS is not specified. An object is contiguous if it is one of the following:

• An object with the CONTIGUOUS attribute
• A nonpointer whole array that is not assumed-shape
• An assumed-shape array that is argument associated with an array that is contiguous
• An array allocated by an ALLOCATE statement
• An pointer associated with a contiguous target
• A nonzero-sized array section in which the following is true:
  • Its base object is contiguous.
  • It does not have a vector subscript.
  • The elements of the section, in array element order, are a subset of the base object elements that are consecutive in array element order.
  • If the array is of type character and a substring-range appears, the substring-range specifies all of the characters of the parent-string.
  • Only its final reference to a structure component, if any, has nonzero rank
  • It is not the real or imaginary part of an array of type complex.

An object is not contiguous if it is an array subobject, and all of the following are true:

• The object has two or more elements.
• The elements of the object in array element order are not consecutive in the elements of the base object.
• The object is not of type character with length zero.
• The object is not of a derived type that has no ultimate components other than zero-sized arrays and characters with length zero.

The CONTIGUOUS attribute can make it easier to enable optimizations that rely on the memory layout of an object occupying a contiguous block of memory.

Examples

The following examples show valid CONTIGUOUS statements:

REAL, CONTIGUOUS, DIMENSION(:, :) :: A
REAL, POINTER, CONTIGUOUS :: MY_POINTER(:)

See Also

Type Declarations
Compatible Attributes
CONTINUE

**Statement:** Primarily used to terminate a labeled DO construct when the construct would otherwise end improperly with either a GO TO, arithmetic IF, or other prohibited control statement.

**Syntax**

```fortran
CONTINUE
```

The statement by itself does nothing and has no effect on program results or execution sequence.

**Example**

The following example shows a CONTINUE statement:

```fortran
DO 150 I = 1,40
  40  Y = Y + 1
      Z = COS(Y)
      PRINT *, Z
      IF (Y .LT. 30) GO TO 150
      GO TO 40
150  CONTINUE
```

The following shows another example:

```fortran
DIMENSION narray(10)
DO 100 n = 1, 10
  narray(n) = 120
100  CONTINUE
```

**See Also**

END DO

DO Statement

Execution Control Overview

**COPYIN Clause**

**Parallel Directive Clause:** Specifies that the data in the master thread of the team is to be copied to the thread private copies of the common block at the beginning of the parallel region.

**Syntax**

```fortran
COPYIN (list)
```

*list* is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).

The COPYIN clause applies only to common blocks declared as THREADPRIVATE.

You do not need to specify the whole THREADPRIVATE common block; you can specify named variables within the common block.
COPYPRIVATE Clause

Parallel Directive Clause: Uses a private variable to broadcast a value, or a pointer to a shared object, from one member of a team to the other members. The COPYPRIVATE clause can only appear in the END SINGLE directive.

Syntax

COPYPRIVATE (list)

list

Is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).

Variables in the list must not appear in a PRIVATE or FIRSTPRIVATE clause for the SINGLE directive construct. A dummy argument that is a pointer with the INTENT (IN) attribute must not appear in a COPYPRIVATE clause.

If the directive is encountered in the dynamic extent of a parallel region, variables in the list must be private in the enclosing context.

If a common block is specified, it must be declared as THREADPRIVATE; the effect is the same as if the variable names in its common block object list were specified.

The effect of the COPYPRIVATE clause on the variables in its list occurs after the execution of the code enclosed within the SINGLE construct, and before any threads in the team have left the barrier at the end of the construct.

COS

Elemental Intrinsic Function (Generic): Produces the cosine of an argument.

Syntax

result = COS (x)

x

(Input) Must be of type real or complex. It must be in radians and is treated as modulo 2*pi.

If x is of type complex, its real part is regarded as a value in radians.

Results

The result type and kind is the same as x.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>COS</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DCOS</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QCOS</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CCOS ¹</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>CDCOS²</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>CQCOS</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>
The setting of compiler options specifying real size can affect CCOS.

This function can also be specified as ZCOS.

Example

COS (2.0) has the value -0.4161468.

COS (0.567745) has the value 0.8431157.

COSD

*Elemental Intrinsic Function (Generic): Produces the cosine of x.*

**Syntax**

```
result = COSD (x)
```

*x*  
(Input) Must be of type real. It must be in degrees and is treated as modulo 360.

**Results**

The result type and kind is the same as *x*.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>COSD</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DCOSD</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QCOSD</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

Example

COSD (2.0) has the value 0.9993908.

COSD (30.4) has the value 0.8625137.

COSH

*Elemental Intrinsic Function (Generic): Produces a hyperbolic cosine.*

**Syntax**

```
result = COSH (x)
```

*x*  
(Input) Must be of type real.

**Results**

The result type and kind is the same as *x*.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>COSH</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DCOSH</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>Specific Name</td>
<td>Argument Type</td>
<td>Result Type</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>QCOSH</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

COSH (2.0) has the value 3.762196.
COSH (0.65893) has the value 1.225064.

**COTAN**

*Elemental Intrinsic Function (Generic):* Produces the cotangent of \( x \).

**Syntax**

\[
\text{result} = \text{COTAN} \ (\text{x})
\]

\( x \)  
(Input) Must be of type real; it cannot be zero. It must be in radians and is treated as modulo \( 2\pi \).

**Results**

The result type and kind is the same as \( x \).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>COTAN</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DCOTAN</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QCOTAN</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

COTAN (2.0) has the value -4.576575E-01.
COTAN (0.6) has the value 1.461696.

**COTAND**

*Elemental Intrinsic Function (Generic):* Produces the cotangent of \( x \).

**Syntax**

\[
\text{result} = \text{COTAND} \ (\text{x})
\]

\( x \)  
(Input) Must be of type real. It must be in degrees and is treated as modulo 360.

**Results**

The result type and kind is the same as \( x \).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>COTAND</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DCOTAND</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QCOTAND</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>
Example
COTAND (2.0) has the value 0.2863625E+02.
COTAND (0.6) has the value 0.9548947E+02.

COUNT
Transformational Intrinsic Function (Generic):
Counts the number of true elements in an entire array or in a specified dimension of an array.

Syntax
result = COUNT (mask[,dim][, kind])

mask (Input) Must be a logical array.
dim (Input; optional) Must be a scalar integer expression with a value in the range 1 to n, where n is the rank of mask.
kind (Input; optional) Must be a scalar integer initialization expression.

Results
The result is an array or a scalar of type integer. If kind is present, the kind parameter of the result is that specified by kind; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The result is a scalar if dim is omitted or mask has rank one. A scalar result has a value equal to the number of true elements of mask. If mask has size zero, the result is zero.

An array result has a rank that is one less than mask, and shape (d_1, d_2, ..., d_{dim-1}, d_{dim+1}, ..., d_n), where (d_1, d_2, ..., d_n) is the shape of mask.

Each element in an array result equals the number of elements that are true in the one dimensional array defined by mask(s_1, s_2, ..., s_{dim-1}, :, s_{dim+1}, ..., s_n).

Example
COUNT ((/ .TRUE., .FALSE., .TRUE./)) has the value 2 because two elements are true.
COUNT ((/ .TRUE., .TRUE., .TRUE./)) has the value 3 because three elements are true.

A is the array

\[
\begin{bmatrix}
1 & 5 & 7 \\
3 & 6 & 8 \\
\end{bmatrix}
\]

and B is the array

\[
\begin{bmatrix}
0 & 5 & 7 \\
2 & 6 & 9 \\
\end{bmatrix}
\]

COUNT (A .NE. B, DIM=1) tests to see how many elements in each column of A are not equal to the elements in the corresponding column of B. The result has the value (2, 0, 1) because:

- The first column of A and B have 2 elements that are not equal.
- The second column of A and B have 0 elements that are not equal.
- The third column of A and B have 1 element that is not equal.

COUNT (A .NE. B, DIM=2) tests to see how many elements in each row of A are not equal to the elements in the corresponding row of B. The result has the value (1, 2) because:

- The first row of A and B have 1 element that is not equal.
• The second row of A and B have 2 elements that are not equal.

The following shows another example:

```fortran
LOGICAL mask (2, 3)
INTEGER AR1(3), AR2(2), I
mask = RESHAPE((/ .TRUE., .TRUE., .FALSE., .TRUE., &
                .FALSE., .FALSE./), (/2,3/))
!
! mask is the array   true false false
!                     true true false
AR1 = COUNT(mask,DIM=1) ! counts true elements by
! column yielding [2 1 0]
AR2 = COUNT(mask,DIM=2) ! counts true elements by row
! yielding [1 2]
I = COUNT( mask)        ! returns 3
```

See Also
ALL
ANY

**CPU_TIME**

**Intrinsic Subroutine (Generic):** Returns a processor-dependent approximation of the processor time in seconds. Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

```fortran
CALL CPU_TIME (time)
```

time (Output) Must be scalar and of type real.

The time returned is summed over all active threads. The result is the sum (in units of seconds) of the current process's user time and the user and system time of all its child processes, if any.

If a meaningful time cannot be returned, a processor-dependent negative value is returned.

**NOTE**

If you want to estimate performance or scaling of multithreaded applications, you should use intrinsic subroutine SYSTEM_CLOCK or portability function DCLOCK. Both of these routines return the elapsed time from a single clock.

**Example**

Consider the following:

```fortran
REAL time_begin, time_end
...
CALL CPU_TIME ( time_begin )
!
! task to be timed
!
CALL CPU_TIME ( time_end )
WRITE (*,*) 'Time of operation was ', time_end - time_begin, ' seconds'
```

See Also
DCLOCK
SYSTEM_CLOCK
CRITICAL Directive

OpenMP* Fortran Compiler Directive: Restricts access to a block of code to only one thread at a time.

Syntax

```fortran
!$OMP CRITICAL [(name)]
   block
!$OMP END CRITICAL [(name)]
```

- **name**: Is the name of the critical section.
- **block**: Is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

The binding thread set for a CRITICAL construct is all threads in the contention group. Region execution is restricted to a single thread at a time among all threads in the contention group, without regard to the teams to which the threads belong.

A thread waits at the beginning of a critical section until no other thread in the team is executing a critical section having the same name. All unnamed CRITICAL directives map to the same name.

If a name is specified in the CRITICAL directive, the same name must appear in the corresponding END CRITICAL directive. If no name appears in the CRITICAL directive, no name can appear in the corresponding END CRITICAL directive.

Critical section names are global entities of the program. If the name specified conflicts with any other entity, the behavior of the program is undefined.

Example

The following example shows a queuing model in which a task is dequeued and worked on. To guard against multiple threads dequeuing the same task, the dequeuing operation is placed in a critical section.

Because there are two independent queues in this example, each queue is protected by CRITICAL directives having different names, XAXIS and YAXIS, respectively:

```fortran
!$OMP PARALLEL DEFAULT(PRIVATE) SHARED(X,Y)
   !$OMP CRITICAL(XAXIS)
   CALL DEQUEUE(IX_NEXT, X)
   !$OMP END CRITICAL(XAXIS)
   CALL WORK(IX_NEXT, X)
   !$OMP CRITICAL(YAXIS)
   CALL DEQUEUE(IY_NEXT,Y)
   !$OMP END CRITICAL(YAXIS)
   CALL WORK(IY_NEXT,Y)
!$OMP END PARALLEL
```

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
Parallel Processing Model for information about Binding Sets

CRITICAL Statement

**Statement**: Marks the beginning of a CRITICAL construct. A CRITICAL construct limits execution of a block to one image at a time.

Syntax

```
[name:] CRITICAL
```
END CRITICAL [name]

(name) Is the name of the CRITICAL construct.

block

Is a sequence of zero or more statements or constructs.

**Description**

If a construct name is specified in a CRITICAL statement, the same name must appear in the corresponding END CRITICAL statement. If no name is specified at the beginning of a CRITICAL statement, you cannot specify one following the END CRITICAL statement. The same construct name must not be used for different named constructs in the same scoping unit.

The block of a CRITICAL construct must not contain a RETURN statement or an image control statement.

A branch within a CRITICAL construct must not have a branch target that is outside the construct.

Execution of the CRITICAL construct is completed when execution of its block is completed. A procedure that is invoked, directly or indirectly, from a CRITICAL construct must not execute an image control statement.

The processor ensures that once an image has commenced executing block, no other image can start executing block until this image has completed executing block. The image must not execute an image control statement during the execution of block. The sequence of executed statements is therefore a segment. If image S is the next to execute the construct after image N, the segment on image N precedes the segment on image S.

If more than one image executes the block of a CRITICAL construct, its execution by one image always precedes or succeeds its execution by another image. Normally no other statement ordering is needed.

**Example**

Consider the following example:

```fortran
CONA: CRITICAL
END CRITICAL CONA
```

The definition of MY_COUNTER [1] by a particular image will always precede the reference to the same variable by the next image to execute the block.

The following example shows a way to share a large number of tasks among images:

```fortran
INTEGER :: NUMBER_TASKS[*], TASK
IF (THIS_IMAGE() == 1) READ(*,*) NUMBER_TASKS
SYNC ALL
DO
    CRITICAL
        TASK = NUMBER_TASKS[1]
        NUMBER_TASKS[1] = TASK - 1
    END CRITICAL
    IF (TASK > 0) THEN
        ELSE
            EXIT
    END IF
END DO
SYNC ALL
```

**See Also**

Image Control Statements
Coarrays
Using Coarrays
**CSHIFT**

Transformational Intrinsic Function (Generic):
Performs a circular shift on a rank-one array, or performs circular shifts on all the complete rank-one sections (vectors) along a given dimension of an array of rank two or greater.

**Syntax**
Elements shifted off one end are inserted at the other end. Different sections can be shifted by different amounts and in different directions.

```
result = CSHIFT (array, shift [,dim])
```

- **array** (Input) Array whose elements are to be shifted. It can be of any data type.
- **shift** (Input) The number of positions shifted. Must be a scalar integer or an array with a rank that is one less than `array`, and shape `(d1, d2, ..., d_{dim-1}, d_{dim+1}, ..., dn)`, where `(d1, d2, ..., dn)` is the shape of `array`.
- **dim** (Input; optional) Optional dimension along which to perform the shift. Must be a scalar integer with a value in the range 1 to n, where n is the rank of `array`. If `dim` is omitted, it is assumed to be 1.

**Results**
The result is an array with the same type and kind parameters, and shape as `array`.

If `array` has rank one, element i of the result is `array(1 + MODULO (i + shift - 1, SIZE (array)))`. (The same shift is applied to each element.)

If `array` has rank greater than one, each section `(s_1, s_2, ..., s_{dim-1}, : , s_{dim+1}, ..., s_n)` of the result is shifted as follows:
- By the value of `shift`, if `shift` is scalar
- According to the corresponding value in `shift(s_1, s_2, ..., s_{dim-1}, s_{dim+1}, ..., s_n)`, if `shift` is an array

The value of `shift` determines the amount and direction of the circular shift. A positive `shift` value causes a shift to the left (in rows) or up (in columns). A negative `shift` value causes a shift to the right (in rows) or down (in columns). A zero `shift` value causes no shift.

**Example**

V is the array `(1, 2, 3, 4, 5, 6).

CSHIFT (V, SHIFT=2) shifts the elements in V circularly to the left by 2 positions, producing the value `(3, 4, 5, 6, 1, 2)`. 1 and 2 are shifted off the beginning and inserted at the end.

CSHIFT (V, SHIFT= -2) shifts the elements in V circularly to the right by 2 positions, producing the value `(5, 6, 1, 2, 3, 4)`. 5 and 6 are shifted off the end and inserted at the beginning.

M is the array

```
[ 1 2 3 ]
[ 4 5 6 ]
[ 7 8 9 ]
```

CSHIFT (M, SHIFT = 1, DIM = 2) produces the result

```
[ 2 3 1 ]
[ 5 6 4 ]
[ 8 9 7 ]
```

Each element in rows 1, 2, and 3 is shifted to the left by 1 position. The elements shifted off the beginning are inserted at the end.
CSHIFT (M, SHIFT = -1, DIM = 1) produces the result

\[
\begin{bmatrix}
7 & 8 & 9 \\
1 & 2 & 3 \\
4 & 5 & 6 \\
\end{bmatrix}
\]

Each element in columns 1, 2, and 3 is shifted down by 1 position. The elements shifted off the end are inserted at the beginning.

CSHIFT (M, SHIFT = (/1, -1, 0/), DIM = 2) produces the result

\[
\begin{bmatrix}
2 & 3 & 1 \\
6 & 4 & 5 \\
7 & 8 & 9 \\
\end{bmatrix}
\]

Each element in row 1 is shifted to the left by 1 position; each element in row 2 is shifted to the right by 1 position; no element in row 3 is shifted at all.

The following shows another example:

INTEGER array (3, 3), AR1(3, 3), AR2 (3, 3)
DATA array /1, 4, 7, 2, 5, 8, 3, 6, 9/

! array is  
! 1 2 3  
! 4 5 6  
! 7 8 9  
!AR1 = CSHIFT(array, 1, DIM = 1) ! shifts all columns  
! by 1 yielding  
! 4 5 6  
! 7 8 9  
! 1 2 3  

AR2=CSHIFT(array,shift=/-1, 1, 0/),DIM=2) ! shifts each row separately  
! by the amount in  
! shift yielding  
! 3 1 2  
! 5 6 4  
! 7 8 9  

See Also
EOSHIFT
ISHFT
ISHFTC

CSMG

**Portability Function:** Performs an effective **BIT-WISE** store under mask.

**Module**
USE IFPORT

**Syntax**
result = CSMG (x, y, z)

\[x, y, z\] (Input) INTEGER(4).

**Results**
The result type is INTEGER(4). The result is equal to the following expression:

\[(x \& z) \mid (y \& \neg z)\]
where "&" is a bitwise AND operation, | - bitwise OR, ~ - bitwise NOT.

The function returns the value based on the following rule: when a bit in \( z \) is 1, the output bit is taken from \( x \). When a bit in \( z \) is zero, the corresponding output bit is taken from \( y \).

### CTIME

**Portability Function:** Converts a system time into a 24-character ASCII string.

**Module**

USE IFPORT

**Syntax**

```fortran
result = CTIME (stime)
```

**stime**

(Input) INTEGER(4). An elapsed time in seconds since 00:00:00 Greenwich mean time, January 1, 1970.

**Results**

The result is a value in the form Mon Jan 31 04:37:23 1994. Hours are expressed using a 24-hour clock.

The value of \( stime \) can be determined by calling the TIME function. CTIME(TIME( )) returns the current time and date.

**Example**

```fortran
USE IFPORT
character (24) systime
systime = CTIME (TIME( ))
p想办法 *, 'Current date and time is ',systime
```

**See Also**

DATE_AND_TIME

### CYCLE

**Statement:** Interrupts the current execution cycle of the innermost (or named) DO construct.

**Syntax**

```fortran
CYCLE [name]
```

**name**

(Optional) Is the name of the DO construct.

**Description**

When a CYCLE statement is executed, the following occurs:

1. The current execution cycle of the named (or innermost) DO construct is terminated. If a DO construct name is specified, the CYCLE statement must be within the range of that construct.
2. The iteration count (if any) is decremented by 1.
3. The DO variable (if any) is incremented by the value of the increment parameter (if any).

Any executable statements following the CYCLE statement (including a labeled terminal statement) are not executed.

A CYCLE statement can be labeled, but it cannot be used to terminate a DO construct.
Execution of a CYCLE statement that belongs to a DO CONCURRENT construct completes execution of that iteration of the construct.

**Example**

The following example shows a CYCLE statement:

```fortran
DO I = 1, 10
   A(I) = C + D(I)
   IF (D(I) < 0) CYCLE    ! If true, the next statement is omitted
   A(I) = 0               ! from the loop and the loop is tested again.
END DO
```

The following shows another example:

```fortran
sample_loop: do i = 1, 5
   print *, i
   if (i .gt. 3) cycle sample_loop
   print *, i
end do sample_loop
print *,'done!'
```

!output:

```
!     1
!     1
!     2
!     2
!     3
!     3
!     4
!     5
!     done!
```

**See Also**

DO Statement

DO WHILE

Execution Control Overview

**DATA**

**Statement**: Assigns initial values to variables before program execution.

**Syntax**

```
DATA var-list /clist/ [[,] var-list /clist/]...
```

- **var-list**: Is a list of variables or implied-DO lists, separated by commas.
  
  Subscript expressions and expressions in substring references must be initialization expressions.

  An implied-DO list in a DATA statement takes the following form:
  
  `( do-list, var= expr1, expr2[, expr3] )`

- **do-list**: Is a list of one or more array elements, substrings, scalar structure components, or implied-DO lists, separated by commas. Any array elements or scalar structure components must not have a constant parent.

- **var**: Is the name of a scalar integer variable (the implied-DO variable).

- **expr**: Is a list of variables or implied-DO lists, separated by commas.
clist

Is a list of variables or implied-DO lists, separated by commas.

A constant can be specified in the form r*constant, where r is a repeat specification. It is a nonnegative scalar integer constant (with no kind parameter). If it is a named constant, it must have been declared previously in the scoping unit or made accessible through use or host association. If r is omitted, it is assumed to be 1.

Description

A variable can be initialized only once in an executable program. A variable that appears in a DATA statement and is typed implicitly can appear in a subsequent type declaration which may change the implicit typing.

The number of constants in c-list must equal the number of variables in var-list. The constants are assigned to the variables in the order in which they appear (from left to right).

The following objects cannot be initialized in a DATA statement:

- A dummy argument
- A function
- A function result
- An automatic object
- An allocatable array
- A variable that is accessible by use or host association
- A variable in a named common block (unless the DATA statement is in a block data program unit)
- A variable in blank common

Except for variables in named COMMON blocks, a named variable has the SAVE attribute if any part of it is initialized in a DATA statement. You can confirm this property by specifying the variable in a SAVE statement or a type declaration statement containing the SAVE attribute.

When an unsubscripted array name appears in a DATA statement, values are assigned to every element of that array in the order of subscript progression. If the associated constant list does not contain enough values to fill the array, a warning is issued and the remaining array elements become undefined.

Array element values can be initialized in three ways: by name, by element, or by an implied-DO list (interpreted in the same way as a DO construct).

The following conversion rules and restrictions apply to variable and constant list items:

- If the constant and the variable are both of numeric type, the following conversion occurs:
  - The constant value is converted to the data type of the variable being initialized, if necessary.
  - When a binary, octal, or hexadecimal constant is assigned to a variable or array element, the number of digits that can be assigned depends on the data type of the data item. If the constant contains fewer digits than the capacity of the variable or array element, the constant is extended on the left with zeros. If the constant contains more digits than can be stored, the constant is truncated on the left. An error results if any nonzero digits are truncated.
  - If the constant and the variable are both of character type, the following conversion occurs:
    - If the length of the constant is less than the length of the variable, the rightmost character positions of the variable are initialized with blank characters.
    - If the length of the constant is greater than the length of the variable, the character constant is truncated on the right.
  - If the constant is of numeric type and the variable is of character type, the following restrictions apply:
    - The character variable must have a length of one character.
    - The constant must be an integer, binary, octal, or hexadecimal constant, and must have a value in the range 0 through 255.
When the constant and variable conform to these restrictions, the variable is initialized with the character that has the ASCII code specified by the constant. (This lets you initialize a character object to any 8-bit ASCII code.)

- If the constant is a Hollerith or character constant, and the variable is a numeric variable or numeric array element, the number of characters that can be assigned depends on the data type of the data item.
  
  If the Hollerith or character constant contains fewer characters than the capacity of the variable or array element, the constant is extended on the right with blank characters. If the constant contains more characters than can be stored, the constant is truncated on the right.

**Example**

The following example shows the three ways that DATA statements can initialize array element values:

```plaintext
DIMENSION A(10,10)
DATA A/100*1.0/    ! initialization by name
DATA A(1,1), A(10,1), A(3,3) /2*2.5, 2.0/ ! initialization by element
DATA ((A(I,J), I=1,5,2), J=1,5) /15*1.0/  ! initialization by implied-DO list
```

The following example shows DATA statements containing structure components:

```plaintext
TYPE EMPLOYEE
  INTEGER ID
  CHARACTER(LEN=40) NAME
END TYPE EMPLOYEE

TYPE(EMPLOYEE) MAN_NAME, CON_NAME
DATA MAN_NAME / EMPLOYEE(417, 'Henry Adams') /
DATA CON_NAME%ID, CON_NAME%NAME /891, "David James"
```

In the following example, the first DATA statement assigns zero to all 10 elements of array A, and four asterisks followed by two blanks to the character variable STARS:

```plaintext
INTEGER A(10,10), B(10)
CHARACTER BELL, TAB, LF, FF, STARS*6
DATA A,STARS /10*0,'****'/
DATA BELL,TAB,LF,FF /7,9,10,12/
DATA (B(I), I=1,10,2) /5*1/
```

In this case, the second DATA statement assigns ASCII control character codes to the character variables BELL, TAB, LF, and FF. The last DATA statement uses an implied-DO list to assign the value 1 to the odd-numbered elements in the array B.

The following shows another example:

```plaintext
INTEGER n, order, alpha, list(100)
REAL coef(4), eps(2),
  pi(5), x(5,5)
CHARACTER*12 help
COMPLEX*8 cstuff
DATA  n /0/, order /3/
DATA  alpha '/'A'/
DATA  coef /1.0, 2*3.0, 1.0/, eps(1) /.00001/
DATA  cstuff /(-1.0, -1.0)/
!  The following example initializes diagonal and below in
!  a 5x5 matrix:
DATA  ((x(j,i), i=1,j), j=1,5) / 15*1.0 / 
DATA  pi / 5*3.14159 / 
DATA  list / 100*0 / 
DATA  help(1:4), help(5:8), help(9:12) /3*'HELP'/
```

Consider the following:

```plaintext
CHARACTER (LEN = 10) NAME
INTEGER, DIMENSION (0:9) :: MILES
REAL, DIMENSION (100, 100) :: SKEW
TYPE (MEMBER) MYNAME, YOURS
```
In this example, the character variable NAME is initialized with the value JOHN DOE with two trailing blanks to fill out the declared length of the variable. The ten elements of MILES are initialized to zero. The two-dimensional array SKEW is initialized so that its lower triangle is zero and its upper triangle is one. The structures MYNAME and YOURS are declared using the derived type MEMBER. The derived-type variable MYNAME is initialized by a structure constructor. The derived-type variable YOURS is initialized by supplying a separate value for each component.

The first DATA statement in the previous example could also be written as:

```fortran
DATA name / 'JOHN DOE' /  
DATA miles / 10*0 / 
```

A pointer can be initialized as disassociated by using a DATA statement. For example:

```fortran
INTEGER, POINTER :: P  
DATA P/NULL( )/ 
END 
```

### See Also
- CHARACTER
- INTEGER Statement
- REAL Statement
- COMPLEX Statement
- COMMON
- Data Types, Constants, and Variables Overview
- I/O Lists
- Derived Data Types
- Allocating Common Blocks in section: Fortran Language Extensions

### DATE Intrinsic Procedure

**Intrinsic Subroutine (Generic):** Returns the current date as set within the system. DATE can be used as an intrinsic subroutine or as a portability routine. It is an intrinsic procedure unless you specify USE IFPORT. Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

```
CALL DATE (buf) 
```  

**buf**

(Output) Is a variable, array, or array element of any data type, or a character substring. It must contain at least nine bytes of storage.

The date is returned as a 9-byte ASCII character string taking the form dd-mmm-yy, where:

- dd is the 2-digit date
- mmm is the 3-letter month
- yy is the last two digits of the year

If **buf** is of numeric type and smaller than 9 bytes, data corruption can occur.
If *buf* is of character type, its associated length is passed to the subroutine. If *buf* is smaller than 9 bytes, the subroutine truncates the date to fit in the specified length. If an array of type character is passed, the subroutine stores the date in the first array element, using the element length, not the length of the entire array.

CAUTION
The two-digit year return value may cause problems with the year 2000. Use DATE_AND_TIME instead.

Example

```fortran
CHARACTER*1 DAY(9)
...
CALL DATE (DAY)
```

The length of the first array element in CHARACTER array *DAY* is passed to the DATE subroutine. The subroutine then truncates the date to fit into the 1-character element, producing an incorrect result.

See Also

DATE_AND_TIME

DATE Portability Routine

**DATE Portability Routine**

*Portability Function or Subroutine:* Returns the current system date. DATE can be used as a portability routine or as an intrinsic procedure. It is an intrinsic procedure unless you specify USE IFPORT.

Module

USE IFPORT

Syntax

**Function Syntax:**

```fortran
result = DATE( )
```

**Subroutine Syntax:**

```fortran
CALL DATE (dstring)
```

*dstring* (Output) CHARACTER. Is a variable or array containing at least nine bytes of storage.

DATE in its function form returns a CHARACTER string of length 8 in the form mm/dd/yy, where mm, dd, and yy are two-digit representations of the month, day, and year, respectively. DATE in its subroutine form returns *dstring* in the form dd-mmm-yy, where dd is a two-digit representation of the current day of the month, mmm is a three-character abbreviation for the current month (for example, Jan) and yy are the last two digits of the current year.

CAUTION
The two-digit year return value may cause problems with the year 2000. Use DATE_AND_TIME instead.
Example

USE IFPORT
!If today's date is March 02, 2000, the following
!code prints "02-Mar-00"
CHARACTER(9) TODAY
CALL DATE(TODAY)
PRINT *, TODAY
!The next line prints "03/02/00"
PRINT *, DATE( )

See Also
DATE_AND_TIME
DATE Intrinsic Procedure

DATE4

Portability Subroutine: Returns the current system
date.

Module
USE IFPORT

Syntax
CALL DATE4 (datestr)

Output) CHARACTER. Is a variable or array containing at least eleven bytes of storage.

This subroutine returns datestr in the form dd-mmm-yyyy, where dd is a two-digit representation of the current day of the month, mmm is a three-character abbreviation for the current month (for example, Jan) and yyyy are the four digits of the current year.

DATE_AND_TIME

Intrinsic Subroutine (Generic): Returns character and binary data on the real-time clock and date.
Intrinsic subroutines cannot be passed as actual arguments.

Syntax
CALL DATE_AND_TIME ( [date] [,time] [,zone] [,values] )

Date
(Output; optional) Must be scalar and of type default character; its length must be at least 8 to contain the complete value. Its leftmost 8 characters are set to a value of the form CCYMMDD, where:

<table>
<thead>
<tr>
<th>CC</th>
<th>YY</th>
<th>MM</th>
<th>DD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Is the century</td>
<td>Is the year within the century</td>
<td>Is the month within the year</td>
<td>Is the day within the month</td>
</tr>
</tbody>
</table>

Time
(Output; optional) Must be scalar and of type default character; its length must be at least 10 to contain the complete value. Its leftmost 10 characters are set to a value of the form hhmmss.sss, where:
<table>
<thead>
<tr>
<th>hh</th>
<th>Is the hour of the day</th>
</tr>
</thead>
<tbody>
<tr>
<td>mm</td>
<td>Is the minutes of the hour</td>
</tr>
<tr>
<td>ss.sss</td>
<td>Is the seconds and milliseconds of the minute</td>
</tr>
</tbody>
</table>

**zone**

(Output; optional) Must be scalar and of type default character; its length must be at least 5 to contain the complete value. Its leftmost 5 characters are set to a value of the form +hhmm or -hhmm, where *hh* and *mm* are the time difference with respect to Coordinated Universal Time (UTC) in hours and parts of an hour expressed in minutes, respectively.

UTC is also known as Greenwich Mean Time.

**values**

(Output; optional) Must be of type integer. One-dimensional array with size of at least 8. The values returned in `values` are as follows:

| values(1) | Is the 4-digit year |
| values(2) | Is the month of the year |
| values(3) | Is the day of the month |
| values(4) | Is the time difference with respect to Coordinated Universal Time (UTC) in minutes |
| values(5) | Is the hour of the day (range 0 to 23) - local time |
| values(6) | Is the minutes of the hour (range 0 to 59) - local time |
| values(7) | Is the seconds of the minute (range 0 to 59) - local time |
| values(8) | Is the milliseconds of the second (range 0 to 999) - local time |

**Example**

Consider the following example executed on 2000 March 28 at 11:04:14.5:

```fortran
INTEGER DATE_TIME (8)
CHARACTER (LEN = 12) REAL_CLOCK (3)
CALL DATE_AND_TIME (REAL_CLOCK (1), REAL_CLOCK (2), &
                     REAL_CLOCK (3), DATE_TIME)
```

This assigns the value "20000328" to REAL_CLOCK (1), the value "110414.500" to REAL_CLOCK (2), and the value "-0500" to REAL_CLOCK (3). The following values are assigned to DATE_TIME: 2000, 3, 28, -300, 11, 4, 14, and 500.

The following shows another example:

```fortran
CHARACTER(10) t
CHARACTER(5) z
CALL DATE_AND_TIME(TIME = t, ZONE = z)
```

**See Also**

GETDAT
GETTIM
IDATE Intrinsic Procedure
FDATE
TIME Intrinsic Procedure
ITIME
RTC
CLOCK

DBESJ0, DBESJ1, DBESJN, DBESY0, DBESY1, DBESYN

Portability Functions: Compute the double-precision values of Bessel functions of the first and second kinds.

Module
USE IFPORT

Syntax
result = DBESJ0 (value)
result = DBESJ1 (value)
result = DBESJN (n, value)
result = DBESY0 (posvalue)
result = DBESY1 (posvalue)
result = DBESYN (n, posvalue)

value (Input) REAL(8). Independent variable for a Bessel function.

n (Input) INTEGER(4). Specifies the order of the selected Bessel function computation.

posvalue (Input) REAL(8). Independent variable for a Bessel function. Must be greater than or equal to zero.

Results
DBESJ0, DBESJ1, and DBESJN return Bessel functions of the first kind, orders 0, 1, and n, respectively, with the independent variable value.

DBESY0, DBESY1, and DBESYN return Bessel functions of the second kind, orders 0, 1, and n, respectively, with the independent variable posvalue.

Negative arguments cause DBESY0, DBESY1, and DBESYN to return a huge negative value.

Bessel functions are explained more fully in most mathematics reference books, such as the Handbook of Mathematical Functions (Abramowitz and Stegun. Washington: U.S. Government Printing Office, 1964). These functions are commonly used in the mathematics of electromagnetic wave theory.

See the descriptions of the BESSEL_* functions, if you need to use quad-precision (REAL(16)).

Example
USE IFPORT
real(8) besnum, besout
10 read *, besnum
besout = dbesj0(besnum)
print *, 'result is ',besout
goto 10
end
**See Also**
BESJ0, BESJ1, BESJN, BESY0, BESY1, BESYN

**DBLE**

**Elemental Intrinsic Function (Generic):** Converts a number to double-precision real type.

**Syntax**

\[ \text{result} = \text{DBLE} \left( \text{a} \right) \]

\( \text{a} \)  \hspace{1cm} \text{(Input) Must be of type integer, real, or complex.}

**Results**

The result type is double precision real (by default, REAL(8) or REAL*8). Functions that cause conversion of one data type to another type have the same effect as the implied conversion in assignment statements.

If \( \text{a} \) is of type double precision, the result is the value of the \( \text{a} \) with no conversion (DBLE( \( \text{a} \) ) = \( \text{a} \)).

If \( \text{a} \) is of type integer or real, the result has as much precision of the significant part of \( \text{a} \) as a double precision value can contain.

If \( \text{a} \) is of type complex, the result has as much precision of the significant part of the real part of \( \text{a} \) as a double precision value can contain.

<table>
<thead>
<tr>
<th>Specific Name (^1)</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER(1)</td>
<td></td>
<td>REAL(8)</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td></td>
<td>REAL(8)</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td></td>
<td>REAL(8)</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td></td>
<td>REAL(8)</td>
</tr>
<tr>
<td>DBLE(^2)</td>
<td>REAL(4)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td></td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>DBLEQ</td>
<td>REAL(16)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(4)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(16)</td>
<td>REAL(8)</td>
</tr>
</tbody>
</table>

\(^1\) These specific functions cannot be passed as actual arguments.

\(^2\) The setting of compiler options specifying double size can affect DBLE.

If the argument is a boz-constant, the result is affected by the assume old-boz option. The default option setting, noold-boz, treats the argument as a bit string that represents a value of the data type of the intrinsic, that is, the bits are not converted. If setting old-boz is specified, the argument is treated as a signed integer and the bits are converted.

**Example**

DBLE (4) has the value 4.0.

DBLE ((3.4, 2.0)) has the value 3.4.

**See Also**
FLOAT
SNGL
REAL Function
CMPLX

DCLOCK
**Portability Function:** Returns the elapsed time in seconds since the start of the current process.

**Module**
USE IFPORT

**Syntax**
result = DCLOCK()

**Results**
The result type is REAL(8). This routine provides accurate timing to the nearest millisecond (Windows* OS) or to the nearest microsecond (Linux* OS and OS X*), taking into account the frequency of the processor where the current process is running.

Note that the first call to DCLOCK performs calibration.

**Example**
USE IFPORT
DOUBLE PRECISION START_TIME, STOP_TIME
START_CLOCK = DCLOCK()
CALL FOO()
STOP_CLOCK = DCLOCK()
PRINT *, 'foo took:', STOP_CLOCK - START_CLOCK, 'seconds.'

**See Also**
DATE_AND_TIME
CPU_TIME

DCMPLX
**Elemental Intrinsic Function (Specific):** Converts the argument to double complex type. This function cannot be passed as an actual argument.

**Syntax**
result = DCMPLX (x[,y])

- **x**
  (Input) Must be of type integer, real, or complex.

- **y**
  (Input; optional) Must be of type integer or real. It must not be present if x is of type complex.

**Results**
The result type is double complex (COMPLEX(8) or COMPLEX*16).

If only one noncomplex argument appears, it is converted into the real part of the result value and zero is assigned to the imaginary part. If y is not specified and x is complex, the result value is CMPLX(REAL( x), AIMAG( x)).

If two noncomplex arguments appear, the complex value is produced by converting the first argument into the real part of the value, and converting the second argument into the imaginary part.
DCMPLX( x, y) has the complex value whose real part is REAL( x, KIND=8) and whose imaginary part is REAL( y, KIND=8).

Example

DCMPLX (-3) has the value (-3.0, 0.0).
DCMPLX (4.1, 2.3) has the value (4.1, 2.3).

See Also
CMPLX
FLOAT
INT
IFIX
REAL Function
SNGL

DEALLOCATE

Statement: Frees the storage allocated for allocatable variables and nonprocedure pointer targets (and causes the pointers to become disassociated).

Syntax

DEALLOCATE (object[], object)...[, dealloc-opt])

object

Is a structure component or the name of a variable, and must be a pointer or allocatable variable.

dealloc-opt

(Output) Is one of the following:

STAT=stat-var  stat-var is a scalar integer variable in which the status of the deallocation is stored.

ERRMSG=err-var  err-var is a scalar default character value in which an error condition is stored if such a condition occurs.

Description

If a STAT= variable or ERRMSG= variable is specified, it must not be deallocated in the DEALLOCATE statement in which it appears. If the deallocation is successful, the variable is set to zero. If the deallocation is not successful, an error condition occurs, and the variable is set to a positive integer value (representing the run-time error); the ERRMSG= variable contains the error condition. If no STAT= variable is specified and an error condition occurs, program execution terminates.

If an ALLOCATE or DEALLOCATE statement with a coarray allocatable object is executed when one or more images has initiated termination of execution, the STAT= variable becomes defined with the processor-dependent positive integer value of the constant STAT_STOPPED_IMAGE from the intrinsic module ISO_FORTRAN_ENV.

If any other error condition occurs during execution of the ALLOCATE or DEALLOCATE statement, the STAT= variable becomes defined with a processor-dependent positive integer value different from STAT_STOPPED_IMAGE.

It is recommended that all explicitly allocated storage be explicitly deallocated when it is no longer needed.

To disassociate a pointer that was not associated with the ALLOCATE statement, use the NULLIFY statement.

For a list of run-time errors, see Error Handling in the Compiler Reference.
Example

The following example shows deallocation of an allocatable array:

```
INTEGER ALLOC_ERR
REAL, ALLOCATABLE :: A(:), B(:,:)
...
ALLOCATE (A(10), B(-2:8,1:5))
...
DEALLOCATE(A, B, STAT = ALLOC_ERR)
```

The following shows another example:

```
INTEGER, ALLOCATABLE :: dataset(:,:,)
INTEGER reactor, level, points, error
DATA reactor, level, points / 10, 50, 10 /
ALLOCATE (dataset(1:reactor,1:level,1:points), STAT = error)
DEALLOCATE (dataset, STAT = error)
```

See Also

ALLOCATE
NULLIFY
Arrays
Dynamic Allocation Overview

DECLARE and NODEDECLARE

**General Compiler Directives:** DECLARE generates warnings for variables that have been used but have not been declared (like the IMPLICIT NONE statement). NODEDECLARE (the default) disables these warnings.

Syntax

```
!DIR$ DECLARE

!DIR$ NODECLARE
```

The DECLARE directive is primarily a debugging tool that locates variables that have not been properly initialized, or that have been defined but never used.

See Also

IMPLICIT
General Compiler Directives
Syntax Rules for Compiler Directives
Equivalent Compiler Options

DECLARE SIMD

**OpenMP* Fortran Compiler Directive:** Creates a version of a function that can process multiple arguments using Single Instruction Multiple Data (SIMD) instructions from a single invocation from a SIMD loop.

Syntax

```
!$OMP DECLARE SIMD(routine-name) [clause[,, clause]... ]
```
**routine-name**

Is the name of a routine (a function or subroutine). It cannot be a generic name; it must be a specific name. It also cannot be a procedure pointer or an entry name.

**clause**

Is an optional vectorization clause. It can be one or more of the following:

- **ALIGNED (list [:n])**
- **INBRANCH | NOTINBRANCH**

The **INBRANCH** clause specifies that the routine must always be called from inside a conditional statement of a SIMD loop.

The **NOTINBRANCH** clause specifies that the routine must never be called from inside a conditional statement of a SIMD loop.

If neither clause is specified, then the routine may or may not be called from inside a conditional statement of a SIMD loop.

You can only specify **INBRANCH** or **NOTINBRANCH**; you cannot specify both.

- **LINEAR (linear-list[: linear-step])**
- **PROCESSOR (cpuid) (an Intel® language extension)**
- **SIMDLEN(n)**

Specifies the number of concurrent arguments \( n \) for the SIMD version of **routine-name**. The \( n \) must be a constant positive integer expression.

If **SIMDLEN** is not specified, the number of concurrent arguments for the **routine-name** is implementation defined.

Only one **SIMDLEN** clause can appear in a **DECLARE SIMD** directive.

- **UNIFORM(list)**

Tells the compiler that the values of the specified arguments have an invariant value for all concurrent invocations of the routine in the execution of a single SIMD loop.

The **list** is one or more scalar variables that are dummy arguments in the specified routine.

Multiple **UNIFORM** clauses are merged as a union.

The **DECLARE SIMD** construct enables the creation of SIMD versions of the specified subroutine or function. You can use multiple **DECLARE SIMD** constructs in a single procedure to produce more than one SIMD version of a procedure. These versions can be used to process multiple arguments from a single invocation from a SIMD loop concurrently.

When **routine-name** is executed, it cannot have any side-effects that would change its execution for concurrent iterations of a SIMD chunk. When the routine is called from a SIMD loop, it cannot cause the execution of any OpenMP® Fortran construct.

If a **DECLARE SIMD** directive is specified for a routine name with explicit interface and for the definition of the routine, they must match. Otherwise, the result is unspecified.

You cannot use procedure pointers to access routines created by the **DECLARE SIMD** directive.

You can only specify a particular variable in at most one instance of a **UNIFORM** or **LINEAR** clause.

**See Also**

OpenMP® Fortran Compiler Directives  
Syntax Rules for Compiler Directives
DECLARE TARGET

OpenMP* Fortran Compiler Directive: Specifies that named variables, common blocks, functions, and subroutines are mapped to a device. This directive only applies to Intel® MIC Architecture.

Syntax

```fortran
!$OMP DECLARE TARGET [(list)]
```

*list* is a list of one or more variables, functions, subroutines, or common blocks. If you specify more than one *list* item, they must be separated by commas. A common block name must appear between slashes (/ /); you cannot specify a blank common block. The specified *list* items can be used inside a target region that executes on the device.

If the *list* item is a function or subroutine, it must not be a generic name, procedure pointer, or entry name. A device-specific version of the routine is created that can be called from a target region.

If the *list* item is a variable:

- It is mapped to a corresponding variable in the device data environment. If the variable is initialized, the corresponding variable in the device data environment is initialized with the same value.
- It can only appear in the scope in which it is declared.
- It must be declared in the Fortran scope of a module, or it must have the SAVE attribute (explicitly or implicitly).

You cannot specify the following variables in the DECLARE TARGET directive:

- A THREADPRIVATE variable
- A variable that is part of another variable (for example, an element in an array or a field of a structure)
- A variable that is an element of a common block
- A variable that appears in an EQUIVALENCE statement

If the *list* item is a common block:

- It must be declared to be a common block in the same scoping unit in which the DECLARE TARGET directive appears.
- If the DECLARE TARGET directive specifying the common block name appears in one program unit, a DECLARE TARGET directive must also appear in every other program unit that contains a COMMON statement specifying the same common block name. The directive must appear after the last relevant COMMON statement in the program unit.

If you specify *list*, this directive can only appear in a specification part of a subroutine, function, program, or module.

If you do not specify *list*, the directive must appear in the specification part of the relevant subroutine, function, or interface block.

If a DECLARE TARGET directive is specified in an interface block for a procedure, it must match a DECLARE TARGET directive in the definition of the procedure.

If a procedure is declared in a procedure declaration statement, any DECLARE TARGET directive containing the procedure name must appear in the same specification part.

The following additional rules apply to variables and common blocks:
• The DECLARE TARGET directive must appear in the declaration section of a scoping unit in which the common block or variable is declared.
• If a variable or common block is declared with the BIND attribute, the corresponding C entities must also be specified in a DECLARE TARGET directive in the C program.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

DECODE
Statement: Translates data from character to internal form. It is comparable to using internal files in formatted sequential READ statements.

Syntax

```
DECODE (c,f,b[, IOSTAT=i-var] [, ERR=label]) [io-list]
```

- **c**
  Is a scalar integer expression. It is the number of characters to be translated to internal form.

- **f**
  Is a format identifier. An error occurs if more than one record is specified.

- **b**
  Is a scalar or array reference. If b is an array reference, its elements are processed in the order of subscript progression. b contains the characters to be translated to internal form.

- **i-var**
  Is a scalar integer variable that is defined as a positive integer if an error occurs and as zero if no error occurs (see I/O Status Specifier).

- **label**
  Is the label of an executable statement that receives control if an error occurs.

- **io-list**
  Is an I/O list. An I/O list is either an implied-DO list or a simple list of variables (except for assumed-size arrays). The list receives the data after translation to internal form.

The interaction between the format specifier and the I/O list is the same as for a formatted I/O statement.

The number of characters that the DECODE statement can translate depends on the data type of b. For example, an INTEGER(2) array can contain two characters per element, so that the maximum number of characters is twice the number of elements in that array.

The maximum number of characters a character variable or character array element can contain is the length of the character variable or character array element.

The maximum number of characters a character array can contain is the length of each element multiplied by the number of elements.

Example

In the following example, the DECODE statement translates the 12 characters in A to integer form (as specified by the FORMAT statement):

```
DIMENSION K(3)
CHARACTER*12 A,B
DATA A/'123456789012'/
DECODE(12,100,A) K
100 FORMAT(3I4)
```
The 12 characters are stored in array K:

K(1) = 1234  
K(2) = 5678  
K(3) = 9012

See Also
READ Statement
WRITE Statement
ENCODE

DEFAULT Clause

**Parallel Directive Clause:** Lets you specify a scope for all variables in the lexical extent of a parallel region.

**Syntax**

```
DEFAULT (PRIVATE | FIRSTPRIVATE | SHARED | NONE)
```

The specifications have the following effects:

- **PRIVATE** - Makes all named objects in the lexical extent of the parallel region, including common block variables but excluding THREADPRIVATE variables, private to a thread as if you explicitly listed each variable in a PRIVATE clause.
- **FIRSTPRIVATE** - Makes all variables in the construct that have implicitly determined data-sharing attributes firstprivate as if you explicitly listed each variable in a FIRSTPRIVATE clause.
- **SHARED** - Makes all named objects in the lexical extent of the parallel region shared among the threads in a team, as if you explicitly listed each variable in a SHARED clause. If you do not specify a DEFAULT clause, this is the default.
- **NONE** - Specifies that there is no implicit default as to whether variables are PRIVATE or SHARED. In this case, you must specify the PRIVATE, SHARED, FIRSTPRIVATE, LASTPRIVATE, or REDUCTION property of each variable you use in the lexical extent of the parallel region.

You can specify only one DEFAULT clause in a PARALLEL directive. You can exclude variables from a defined default by using the PRIVATE, SHARED, FIRSTPRIVATE, LASTPRIVATE, or REDUCTION clauses.

Variables in THREADPRIVATE common blocks are not affected by this clause.

**DEFINE and UNDEFINE**

**General Compiler Directives:** DEFINE creates a symbolic variable whose existence or value can be tested during conditional compilation. UNDEFINE removes a defined symbol.

**Syntax**

```
!DIR$ DEFINE name[ = val]  
!DIR$ UNDEFINE name
```

- `name` is the name of the variable.
- `val` is an INTEGER(4). The value assigned to `name`.

DEFINE creates and UNDEFINE removes symbols for use with the IF (or IF DEFINED) compiler directive. Symbols defined with DEFINE directive are local to the directive. They cannot be declared in the Fortran program.

Because Fortran programs cannot access the named variables, the names can duplicate Fortran keywords, intrinsic functions, or user-defined names without conflict.
To test whether a symbol has been defined, use the IF DEFINED (name) directive. You can assign an integer value to a defined symbol. To test the assigned value of name, use the IF directive. IF test expressions can contain most logical and arithmetic operators.

Attempting to undefine a symbol that has not been defined produces a compiler warning.

The DEFINE and UNDEFINE directives can appear anywhere in a program, enabling and disabling symbol definitions.

Example

```plaintext
!DIR$ DEFINE testflag
!DIR$ IF DEFINED (testflag)
   write (*,*) 'Compiling first line'
!DIR$ ELSE
   write (*,*) 'Compiling second line'
!DIR$ ENDIF
!DIR$ UNDEFINE testflag
```

See Also

IF Directive Construct
General Compiler Directives
Syntax Rules for Compiler Directives

**DEFINE FILE**

*Statement:* Establishes the size and structure of files with relative organization and associates them with a logical unit number.

**Syntax**

```
DEFINE FILE u(m,n,U,asv) [,u(m,n,U,asv)] ...
```

- **u**
  - Is a scalar integer constant or variable that specifies the logical unit number.

- **m**
  - Is a scalar integer constant or variable that specifies the number of records in the file.

- **n**
  - Is a scalar integer constant or variable that specifies the length of each record in 16-bit words (2 bytes).

- **U**
  - Specifies that the file is unformatted (binary); this is the only acceptable entry in this position.

- **asv**
  - Is a scalar integer variable, called the associated variable of the file. At the end of each direct access I/O operation, the record number of the next higher numbered record in the file is assigned to asv; asv must not be a dummy argument.

The DEFINE FILE statement is comparable to the OPEN statement. In situations where you can use the OPEN statement, OPEN is the preferable mechanism for creating and opening files.

The DEFINE FILE statement specifies that a file containing m fixed-length records, each composed of n 16-bit words, exists (or will exist) on the specified logical unit. The records in the file are numbered sequentially from 1 through m.
A DEFINE FILE statement does not itself open a file. However, the statement must be executed before the first direct access I/O statement referring to the specified file. The file is opened when the I/O statement is executed.

If this I/O statement is a WRITE statement, a direct access sequential file is opened, or created if necessary.

If the I/O statement is a READ or FIND statement, an existing file is opened, unless the specified file does not exist. If a file does not exist, an error occurs.

The DEFINE FILE statement establishes the variable asv as the associated variable of a file. At the end of each direct access I/O operation, the Fortran I/O system places in asv the record number of the record immediately following the one just read or written.

The associated variable always points to the next sequential record in the file (unless the associated variable is redefined by an assignment, input, or FIND statement). So, direct access I/O statements can perform sequential processing on the file by using the associated variable of the file as the record number specifier.

Example

```
DEFINE FILE 3(1000,48,U,NREC)
```

In this example, the DEFINE FILE statement specifies that the logical unit 3 is to be connected to a file of 1000 fixed-length records; each record is forty-eight 16-bit words long. The records are numbered sequentially from 1 through 1000 and are unformatted.

After each direct access I/O operation on this file, the integer variable NREC will contain the record number of the record immediately following the record just processed.

**See Also**

OPEN

DELDIRQQ

**Portability Function:** Deletes a specified directory.

**Module**

USE IFPORT

**Syntax**

```
result = DELDIRQQ (dir)
```

```
dir (Input) Character*(*). String containing the path of the directory to be deleted.
```

**Results**

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The directory to be deleted must be empty. It cannot be the current directory, the root directory, or a directory currently in use by another process.

**Example**

See the example for GETDRIVEDIRQQ.

**See Also**

GETDRIVEDIRQQ
GETDRIVEDIRQQ
MAKEDIRQQ
CHANGEDIRQQ
CHANGEDRIVEQQ
UNLINK
DELETE

**Statement:** Deletes a record from a relative file.

**Syntax**

```
DELETE ([UNIT=] io-unit[, REC=r][, ERR=label] [, IOSTAT=i-var])
```

- **io-unit**
  - Is an external unit specifier.

- **r**
  - Is a scalar numeric expression indicating the record number to be deleted.

- **label**
  - Is the label of the branch target statement that receives control if an error occurs.

- **i-var**
  - Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

In a relative file, the DELETE statement deletes the direct access record specified by `r`. If `REC=r` is omitted, the current record is deleted. When the direct access record is deleted, any associated variable is set to the next record number.

The DELETE statement logically removes the appropriate record from the specified file by locating the record and marking it as a deleted record. It then frees the position formerly occupied by the deleted record so that a new record can be written at that position.

**NOTE**

You must use compiler option vms for READs to detect that a record has been deleted.

**Example**

The following statement deletes the fifth record in the file connected to I/O unit 10:

```
DELETE (10, REC=5)
```

Suppose the following statement is specified:

```
DELETE (UNIT=9, REC=10, IOSTAT=IOS, ERR=20)
```

The tenth record in the file connected to unit 9 is deleted. If an error occurs, control is transferred to the statement labeled 20, and a positive integer is stored in the variable IOS.

**See Also**

Data Transfer I/O Statements Overview  
Branch Specifiers (END=, EOR=, ERR=)  
vms

**DELETEMENUQQ (W*S)**

**QuickWin Function:** Deletes a menu item from a QuickWin menu.

**Module**

USE IFQWIN

**Syntax**

```
result = DELETEMENUQQ (menuID, itemID)
```
**menuID**
(Input) INTEGER(4). Identifies the menu that contains the menu item to be deleted, starting with 1 as the leftmost menu.

**itemID**
(Input) INTEGER(4). Identifies the menu item to be deleted, starting with 0 as the top menu item.

**Results**
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

**Example**

```fortran
USE IFQWIN
LOGICAL(4) result
CHARACTER(25) str
str = 'Add to EDIT Menu'C  ! Append to 2nd menu
result = APPENDMENUQQ(2, $MENUENABLED, str, WINSTATUS)
! Delete third item (EXIT) from menu 1 (FILE)
result = DELETEMENUQQ(1, 3)
! Delete entire fifth menu (WINDOW)
result = DELETEMENUQQ(5, 0)
END
```

**See Also**
APPENDMENUQQ (W*S)
INSERTMENUQQ (W*S)
MODIFYMENUFLAGSQQ (W*S)
MODIFYMENUROUTINEQQ (W*S)
MODIFYMENUSTRINGQQ (W*S)

**DELFFILESQQ**

**Portability Function:** Deletes all files matching the name specification, which can contain wildcards (* and ?).

**Module**
USE IFPORT

**Syntax**

```fortran
result = DELFILESQQ (files)
```

**files**
(Input) Character*(*) . Files to be deleted. Can contain wildcards (* and ?).

**Results**
The result type is INTEGER(2). The result is the number of files deleted.

You can use wildcards to delete more than one file at a time. DELFILESQQ does not delete directories or system, hidden, or read-only files. Use this function with caution because it can delete many files at once. If a file is in use by another process (for example, if it is open in another process), it cannot be deleted.

**Example**

```fortran
USE IFPORT
USE IFCORE
INTEGER(4) len, count
CHARACTER(80) file
CHARACTER(1) ch
WRITE(*,*) "Enter names of files to delete: 
```
len = GETSTRQQ(file)
IF (file(1:len) .EQ. '*.*') THEN
  WRITE(*,*) "Are you sure (Y/N)?"
  ch = GETCHARQQ()
  IF ((ch .NE. 'Y') .AND. (ch .NE. 'y')) STOP
END IF
count = DELFILESQQ(file)
WRITE(*,*) "Deleted ", count, " files."
END

See Also
FINDFILEQQ

DEPEND Clause

Parallel Directive Clause: Enforces additional constraints on the scheduling of a task by enabling dependences between sibling tasks in the task region.

Syntax

DEPEND (dependence-type : list)

dependence-type

Can be any one of the following clauses: IN, OUT, or INOUT.

For IN, the generated task will be a dependent task of all previously generated sibling tasks that reference at least one of the list items in an OUT or INOUT clause.

For OUT and INOUT, the generated task will be a dependent task of all previously generated sibling tasks that reference at least one of the list items in an IN, OUT, or INOUT clause.

list

Is one or more variables or non-zero length array sections. Any list items used in a DEPEND clause of the same task or sibling tasks must indicate identical storage or disjoint storage.

Note that this enforced task dependence establishes a synchronization of accesses to each list item performed by a dependent task, with respect to accesses to the same list item performed by any previous tasks. You must properly synchronize access with respect to other concurrent accesses to each list item.

If a DEPEND clause appears in a TARGET or TARGET UPDATE directive, it is treated as if it had appeared on the implicit task construct that encloses the TARGET construct.

DEVICE Clause

Parallel Directive Clause: Specifies the target device for a coprocessor control directive like TARGET.

Syntax

DEVICE (integer-expression)

integer-expression

Is an integer expression. It must evaluate to a positive scalar integer value.

At most one DEVICE clause can appear in a directive that allows the clause.

If DEVICE is not specified, the default device is determined by the internal control variable (ICV) named device-num-var.
**DFLOAT**

*Elemental Intrinsic Function (Generic):* Converts an integer to double-precision real type.

**Syntax**

\[
\text{result} = \text{DFLOAT} (a)
\]

\[a\] (Input) Must be of type integer.

**Results**

The result type is double-precision real (by default, REAL(8) or REAL*8). Functions that cause conversion of one data type to another type have the same effect as the implied conversion in assignment statements.

<table>
<thead>
<tr>
<th>Specific Name 1</th>
<th>Argument Type</th>
<th>Result Type 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>DFLOATI</td>
<td>INTEGER(1)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>DFLOATJ</td>
<td>INTEGER(2)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>DFLOATK</td>
<td>INTEGER(4)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>DFLOATKI</td>
<td>INTEGER(8)</td>
<td>REAL(8)</td>
</tr>
</tbody>
</table>

1 These specific functions cannot be passed as actual arguments.

2 The setting of compiler options specifying double size can affect DFLOAT.

**Example**

DFLOAT (-4) has the value -4.0.

**See Also**

REAL Function

**DFLOATI, DFLOATJ, DFLOATK**

*Portability Functions:* Convert an integer to double-precision real type.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{DFLOATI} (i)
\]

\[
\text{result} = \text{DFLOATJ} (j)
\]

\[
\text{result} = \text{DFLOATK} (k)
\]

\[i\] (Input) Must be of type INTEGER(2).

\[j\] (Input) Must be of type INTEGER(4).

\[k\] (Input) Must be of type INTEGER(8).

**Results**

The result type is double-precision real (REAL(8) or REAL*8).
See Also
DFLOAT

DIGITS
Inquiry Intrinsic Function (Generic): Returns the number of significant digits for numbers of the same type and kind parameters as the argument.

Syntax
result = DIGITS (x)

x  (Input) Must be of type integer or real; it can be scalar or array valued.

Results
The result is a scalar of type default integer.
The result has the value $q$ if $x$ is of type integer; it has the value $p$ if $x$ is of type real. Integer parameter $q$ is defined in Model for Integer Data; real parameter $p$ is defined in Model for Real Data.

Example
If $x$ is of type REAL(4), DIGITS(x) has the value 24.

See Also
EXPONENT
RADIX
FRACTION
Data Representation Models

DIM
Elemental Intrinsic Function (Generic): Returns the difference between two numbers (if the difference is positive).

Syntax
result = DIM (x, y)

x  (Input) Must be of type integer or real.

y  (Input) Must have the same type and kind parameters as x.

Results
The result type and kind is the same as $x$. The value of the result is $x - y$ if $x$ is greater than $y$; otherwise, the value of the result is zero.
The setting of compiler options specifying integer size can affect this function.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BDIM</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIDIM¹</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IDIM²</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIDIM</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>Specific Name</td>
<td>Argument type</td>
<td>Result Type</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>DIM</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DDIM</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QDIM</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

1Or HDIM.
2Or JIDIM. For compatibility, IDIM can also be specified as a generic function for integer types.

**Example**

DIM (6, 2) has the value 4.

DIM (-4.0, 3.0) has the value 0.0.

The following shows another example:

```fortran
INTEGER i
REAL r
REAL(8) d
i = IDIM(10, 5)  ! returns 5
r = DIM (-5.1, 3.7)  ! returns 0.0
d = DDIM (10.0D0, -5.0D0)  ! returns 15.0D0
```

**See Also**

Argument Keywords in Intrinsic Procedures

**DIMENSION**

*Statement and Attribute:* Specifies that an object is an array, and defines the shape of the array.

**Syntax**

The DIMENSION attribute can be specified in a type declaration statement or a DIMENSION statement, and takes one of the following forms:

**Type Declaration Statement:**

```
| type, [att-ls], DIMENSION (a-spec) [, att-ls] :: a[(a-spec)][, a[(a-spec)] ] ... |
```

**Statement:**

```
| DIMENSION [::]a(a-spec) [, a(a-spec) ] ... |
```

- `type` Is a data type specifier.
- `att-ls` Is an optional list of attribute specifiers.
- `a-spec` Is an array specification. It can be any of the following:
  - An explicit-shape specification; for example, a(10,10)
  - An assumed-shape specification; for example, a(:)
  - A deferred-shape specification; for example, a(:,;)
  - An assumed-size specification; for example, a(10,*)
  - An assumed-rank specification; for example, a(..)

For more information on array specifications, see Declaration Statements for Arrays.

In a type declaration statement, any array specification following an array overrides any array specification following DIMENSION.

---

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Description

The DIMENSION attribute allocates a number of storage elements to each array named, one storage element to each array element in each dimension. The size of each storage element is determined by the data type of the array.

The total number of storage elements assigned to an array is equal to the number produced by multiplying together the number of elements in each dimension in the array specification. For example, the following statement defines ARRAY as having 16 real elements of 4 bytes each and defines MATRIX as having 125 integer elements of 4 bytes each:

```
DIMENSION ARRAY(4,4), MATRIX(5,5,5)
```

An array can also be declared in the following statements: ALLOCATABLE, AUTOMATIC, COMMON, POINTER, STATIC, TARGET.

Example

The following examples show type declaration statements specifying the DIMENSION attribute:

```fortran
REAL, DIMENSION(10, 10) :: A, B, C(10, 15)  ! Specification following C
                      ! overrides the one following
                      ! DIMENSION
REAL(8), DIMENSION(5,-2:2) :: A,B,C
```

The following are examples of the DIMENSION statement:

```
DIMENSION BOTTOM(12,24,10)
DIMENSION X(5,5,5), Y(4,85), Z(100)
DIMENSION MARK(4,4,4)
SUBROUTINE APROC(A1,A2,N1,N2,N3)
                   DIMENSION A1(N1:N2), A2(N3:*)
CHARACTER(LEN = 20) D
DIMENSION A(15), B(15, 40), C(-5:8, 7), D(15)
```

You can also declare arrays by using type and ALLOCATABLE statements, for example:

```fortran
INTEGER A(2,0:2)
COMPLEX F
ALLOCATABLE F(:,;)
REAL(8), ALLOCATABLE, DIMENSION( :, :, : ) :: E
```

You can specify both the upper and lower dimension bounds. If, for example, one array contains data from experiments numbered 28 through 112, you could dimension the array as follows:

```
DIMENSION experiment(28:112)
```

Then, to refer to the data from experiment 72, you would reference experiment(72).

Array elements are stored in column-major order: the leftmost subscript is incremented first when the array is mapped into contiguous memory addresses. For example, consider the following statements:

```
INTEGER(2) a(2, 0:2)
DATA a /1, 2, 3, 4, 5, 6/
```

These are equivalent to:

```
INTEGER(2) a
DIMENSION a(2, 0:2)
DATA a /1, 2, 3, 4, 5, 6/
```

If a is placed at location 1000 in memory, the preceding DATA statement produces the following mapping.
The following DIMENSION statement defines an assumed-size array in a subprogram:

```fortran
DIMENSION data (19,*
```

At execution time, the array data is given the size of the corresponding array in the calling program.

The following program fragment dimensions two arrays:

```fortran
SUBROUTINE Subr (matrix, rows, vector)
REAL MATRIX, VECTOR
INTEGER ROWS
DIMENSION MATRIX (ROWS,*), VECTOR (10),
+  LOCAL (2,4,8)
MATRIX (1,1) = VECTOR (5)
```

### See Also

- ALLOCATE
- Declarations for Arrays
- Arrays

#### DISPLAYCURSOR (W'S)

**Graphics Function:** Controls cursor visibility.

**Module**

USE IFQWIN

**Syntax**

```fortran
result = DISPLAYCURSOR (toggle)
```

`toggle` (Input) INTEGER(2). Constant that defines the cursor state. Has two possible values:

- `$GCURSOROFF` - Makes the cursor invisible regardless of its current shape and mode.
- `$GCURSORON` - Makes the cursor always visible in graphics mode.

**Results**

The result type is INTEGER(2). The result is the previous value of `toggle`.

Cursor settings hold only for the currently active child window. You need to call DISPLAYCURSOR for each window in which you want the cursor to be visible.

A call to SETWINDOWCONFIG turns off the cursor.
**See Also**

SETTEXTCURSOR (W*S)

SETWINDOWCONFIG (W*S)

**DISTRIBUTE**

*OpenMP* Fortran Compiler Directive: Specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a `teams` construct.

**Syntax**

```
!$OMP DISTRIBUTE [clause[, clause]...]  
   do-loop  
   !$OMP END DISTRIBUTE
```

clause Is one of the following:

- `COLLAPSE (n)`
- `DIST_SCHEDULE (kind [, chunk-size])`

Specifies how iterations are divided.

The `kind` must be `STATIC` (see `SCHEDULE` in DO Directive).

The `chunk-size` must be a positive scalar integer expression. If specified, iterations are divided into chunks of size `chunk-size`. Chunks are assigned round-robin to the teams of the parallel region in the order of the team numbers.

When no `chunk-size` is specified, iterations are divided into chunks that are approximately equal in size. In this case, at most one chunk is distributed to each team of the parallel region.

- `FIRSTPRIVATE (list)`
- `PRIVATE (list)`

do-loop Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

If an END DO directive follows a DO construct in which several loop statements share a DO termination statement, then the directive can only be specified for the outermost of these DO statements. The DISTRIBUTE construct inherits the restrictions of the loop construct.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

If more than one loop is associated with the DISTRIBUTE construct, then the iteration s of all associated loops are collapsed into one larger iteration space. The sequential execution of the iterations in all associated loops determines the order of the iterations in the collapsed iteration space.

You cannot branch out of a DO loop associated with a DISTRIBUTE directive.
The binding thread set for a DISTRIBUTE construct is the set of master threads created by a TEAMS construct. A DISTRIBUTE region binds to the innermost enclosing team's parallel region. Only the threads that execute the binding team's parallel region participate in the execution of the loop iterations. A DISTRIBUTE construct must be closely nested in a team's region.

If used, the END DISTRIBUTE directive must appear immediately after the end of the loop. If you do not specify an END DISTRIBUTE directive, an END DISTRIBUTE directive is assumed at the end of the do-loop.

The DISTRIBUTE construct is associated with loop iterations that follow the directive. The iterations are distributed across the master threads of all teams that execute the team's parallel region to which the DISTRIBUTE region binds.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
DO Directive
TEAMS
Parallel Processing Model for information about Binding Sets

DISTRIBUTE PARALLEL DO

OpenMP* Fortran Compiler Directive: Specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.

Syntax

```
!$OMP DISTRIBUTE PARALLEL DO [clause[[,] clause]... ]
        do-loop
[!$OMP END DISTRIBUTE PARALLEL DO]
```

clause

Can be any of the clauses accepted by the DISTRIBUTE or PARALLEL DO directives with identical meanings and restrictions.

do-loop

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

If the END DISTRIBUTE PARALLEL DO directive is not specified, an END DISTRIBUTE PARALLEL DO directive is assumed at the end of do-loop.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
DISTRIBUTE PARALLEL DO SIMD

OpenMP* Fortran Compiler Directive: Specifies a loop that will be executed in parallel by multiple threads that are members of multiple teams. It will be executed concurrently using SIMD instructions.

Syntax

```fortran
$OMP DISTRIBUTE PARALLEL DO SIMD [clause[,] clause]...
```

do-loop

```fortran
$OMP END DISTRIBUTE PARALLEL DO SIMD
```

clause

Can be any of the clauses accepted by the DISTRIBUTE or PARALLEL DO SIMD directives with identical meanings and restrictions.

do-loop

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

If the END DISTRIBUTE PARALLEL DO SIMD directive is not specified, an END DISTRIBUTE PARALLEL DO SIMD directive is assumed at the end of do-loop.

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

DISTRIBUTE POINT

General Compiler Directive: Specifies loop distribution. It suggests a location at which a DO loop can be split.

Syntax

```fortran
!DIR$ DISTRIBUTE POINT
```

Loop distribution causes large loops to be distributed (split) into smaller ones. The resulting loops contain a subset of the instructions from the initial loop. Loop distribution can enable software pipelining to be applied to more loops. It can also reduce register pressure and improve both instruction and data cache use.

If the directive is placed before a loop, the compiler will determine where to distribute; data dependencies are observed.

If the directive is placed inside a loop, the distribution is performed after the directive and any loop-carried dependencies are ignored. Currently only one distribute directive is supported if the directive is placed inside the loop.

Example

```fortran
!DIR$ DISTRIBUTE POINT
  do i = 1, m
```
b(i) = a(i) + 1 
.....
c(i) = a(i) + b(i) ! Compiler will decide
! where to distribute.
! Data dependencies are
! observed
.....
d(i) = c(i) + 1 
enddo 
do i = 1, m 
b(i) = a(i) + 1 
.....
!DIR$ DISTRIBUTE POINT
  call sub(a, n)! Distribution will start here,
  ! ignoring all loop-carried
  ! dependencies
c(i) = a(i) + b(i) 
.....
d(i) = c(i) + 1 
enddo 

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops

DISTRIBUTE SIMD

OpenMP* Fortran Compiler Directive: Specifies a loop that will be distributed across the master threads of the teams region. It will be executed concurrently using SIMD instructions.

Syntax

!$OMP DISTRIBUTE SIMD [clause[, clause]... ]
do-loop
![$OMP END DISTRIBUTE SIMD]

clause
Can be any of the clauses accepted by the DISTRIBUTE or SIMD directives with identical meanings and restrictions.

do-loop
Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

If the END DISTRIBUTE SIMD directive is not specified, an END DISTRIBUTE SIMD directive is assumed at the end of do-loop.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

**DLGEXIT (W*S)**

Dialog Subroutine: Closes an open dialog box.

**Module**

USE IFLOGM

**Syntax**

CALL DLGEXIT (dlg)

*dlg*  
(Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

If you want to exit a dialog box on a condition other than the user selecting the OK or Cancel button, you need to include a call to DLGEXIT from within your callback routine. DLGEXIT saves the data associated with the dialog box controls and then closes the dialog box. The dialog box is exited after DLGEXIT has returned control back to the dialog manager, not immediately after the call to DLGEXIT.

**Example**

SUBROUTINE EXITSUB (dlg, exit_button_id, callbacktype)
USE IFLOGM
TYPE (DIALOG) dlg
INTEGER exit_button_id, callbacktype
...
CALL DLGEXIT (dlg)

**See Also**

DLGSETRETURN (W*S)  
DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)  
DLGMODAL, DLGMODALWITHPARENT (W*S)  
DLGMODELESS (W*S)  

**DLGFLUSH (W*S)**

Dialog Subroutine: Updates the display of a dialog box.

**Module**

USE IFLOGM

**Syntax**

CALL DLGFLUSH (dlg[, flushall])

*dlg*  
(Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

*flushall*  
(Input; optional) Logical. If .FALSE. (the default), then only the controls that the dialog routines have marked as changed are updated. If .TRUE., all controls are updated with the state of the controls as known by the dialog routines. Normally, you would not set flushall to .TRUE..

When your application calls DLGSET to change a property of a control in a dialog box, the change is not immediately reflected in the displayed dialog box. Changes are applied when the dialog box is first displayed, and then after every dialog callback to the user’s code.
This design expects that, after a call to DLGMODAL or DLGMODELESS, every call to DLGSET will be made from within a callback routine, and that the callback routine finishes quickly. This is true most of the time.

However, there may be cases where you want to change a control outside of a dialog callback, or from within a loop in a dialog callback.

In these cases, DLGFLUSH is required, but is not always sufficient, to update the dialog display. DLGFLUSH sends pending Windows* system messages to the dialog box and the controls that it contains. However, many display changes do not appear until after the program reads and processes these messages. A loop that processes the pending messages may be required; for example:

```fortran
use IFWINTY
use USER32
use IFLOGM
logical lNotQuit, lret
integer iret
TYPE (T_MSG) mesg
lNotQuit = .TRUE.
do while (lNotQuit .AND. (PeekMessage(mesg, 0, 0, 0, PM_NOREMOVE) <> 0))
   lNotQuit = GetMessage(mesg, NULL, 0, 0)
   if (lNotQuit) then
      if (DLGISDLGMESSAGE(mesg) .EQV. .FALSE) then
         lret = TranslateMessage(mesg)
         iret = DispatchMessage(mesg)
      end if
   end if
end do
```

See Also
DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)
DLGMODELESS (W*S)
DLGSET, DLGSETINT, DLGSETLOG, DLGSETCHAR (W*S)
DLGSETSUB (W*S)

**DLGGET, DLGGETINT, DLGGETLOG, DLGGETCHAR (W*S)**

*Dialog Functions*: Return the state of the dialog control variable.

**Module**

USE IFLOGM

**Syntax**

```fortran
result = DLGGET (dlg, controlid, value[, index])
result = DLGGETINT (dlg, controlid, value[, index])
result = DLGGETLOG (dlg, controlid, value[, index])
result = DLGGETCHAR (dlg, controlid, value[, index])
```

**dlg**

(Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

**controlid**

(Input) Integer. Specifies the identifier of a control within the dialog box. Can be either the symbolic name for the control or the identifier number, both listed in the Include file (with extension .FD).
value  (Output) Integer, logical, or character. The value of the control's variable.

index  (Input; optional) Integer. Specifies the control variable whose value is retrieved. Necessary if the control has more than one variable of the same data type and you do not want to get the value of the default for that type.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, the result is .FALSE..

Use the DLGGET functions to retrieve the values of variables associated with your dialog box controls. Each control has at least one of the integer, logical, or character variable associated with it, but not necessarily all. For information about the location of a document that contains lists of index variables for each control type, see Additional Documentation: Creating Fortran Applications that Use Windows* OS Features.

You can use DLGGET to retrieve the value of any variable. You can also use DLGGETINT to retrieve an integer value, or DLGGETLOG and DLGGETCHAR to retrieve logical and character values, respectively. If you use DLGGET, you do not have to worry about matching the function to the variable type. If you use the wrong function type for a variable or try to retrieve a variable type that is not available, the DLGGET functions return .FALSE..

If two or more controls have the same controlid, you cannot use these controls in a DLGGET operation. In this case the function returns .FALSE..

The dialog box does not need to be open to access its control variables.

Example
USE IFLOGM
INCLUDE "THISDLG.FD"
TYPE (DIALOG)  dlg
INTEGER        val
LOGICAL        retlog, is_checked
CHARACTER(256) text ...
retlog = DLGGET (dlg, IDC_CHECKBOX1, is_checked, dlg_status)
retlog = DLGGET (dlg, IDC_SCROLLBAR2, val, dlg_range)
retlog = DLGGET (dlg, IDC_STATIC_TEXT1, text, dlg_title)
...

See Also
DLGSET, DLGSETINT, DLGSETLOG, DLGSETCHAR (W*S)
DLGSETSUB (W*S)
DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)
DLGMODELESS (W*S)

DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
Dialog Functions: Initialize a dialog box.

Module
USE IFLOGM

Syntax
result = DLGINIT (id, dlg)
result = DLGINITWITHRESOURCEHANDLE (id, hinst, dlg)
id (Input) INTEGER(4). Dialog identifier. Can be either the symbolic name for the dialog or the identifier number, both listed in the Include file (with extension .FD).

dlg (Output) Derived type dialog. Contains dialog box parameters.

hinst (Input) INTEGER(HANDLE). Handle of the module instance in which the dialog resource can be found. INTEGER(HANDLE) is INTEGER(4) on IA-32 architecture and INTEGER(8) on Intel® 64 architecture.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, the result is .FALSE..

DLGINIT must be called to initialize a dialog box before it can be used with DLGMODAL, DLGMODELESS, or any other dialog function.

DLGINIT will only search for the dialog box resource in the main application. For example, it will not find a dialog box resource that has been built into a dynamic link library.

DLGINITWITHRESOURCEHANDLE can be used when the dialog resource is not in the main application. If the dialog resource is in a dynamic link library (DLL), hinst must be the value passed as the first argument to the DLLMAIN procedure.

Dialogs can be used from any application, including console, QuickWin, and Windows* applications.

Example

USE IFLOGM
INCLUDE 'DLG1.FD'
LOGICAL retlog
type (DIALOG) thisdlg
...
retlog = DLGINIT (IDD_DLG3, thisdlg)
IF (.not. retlog) THEN
  WRITE (*,*), 'ERROR: dialog not found'
ELSE
  ...

See Also
DLGEXIT (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)
DLGMODELESS (W*S)
DLGUNINIT (W*S)

DLGISDLGMESSAGE, DLGISDLGMESSAGEWITHDLG (W*S)

Dialog Functions: Determine whether the specified message is intended for one of the currently displayed modeless dialog boxes, or a specific dialog box.

Module
USE IFLOGM

Syntax
result = DLGISDLGMESSAGE (msg)
result = DLGISDLGMESSAGEWITHDLG (msg, dlg)

msg (Input) Derived type T_MSG. Contains a Windows message.
Derived type `dialog`. Contains dialog box parameters. The components of the type `dialog` are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

**Results**

The result type is LOGICAL(4). The result is .TRUE. if the message is processed by the dialog box. Otherwise, the result is .FALSE. and the message should be further processed.

`DLGISDLGMESSAGE` must be called in the message loop of Windows applications that display a modeless dialog box using `DLGMODELESS`. `DLGISDLGMESSAGE` determines whether the message is intended for one of the currently displayed modeless dialog boxes. If it is, it passes the message to the dialog box to be processed.

`DLGISDLGMESSAGEWITHDLG` specifies a particular dialog box to check. Use `DLGISDLGMESSAGEWITHDLG` when the message loop is in a main application and the currently active modeless dialog box was created by a DLL.

**Example**

```fortran
use IFLOGM
include 'resource.fd'
type (DIALOG) dlg
type (T_MSG) mesg
integer*4 ret
logical*4 lret
...
! Create the main dialog box and set up the controls and callbacks
lret = DlgInit(IDD_THERM_DIALOG, dlg)
lret = DlgSetSub(dlg, IDD_THERM_DIALOG, ThermSub)
...
lret = DlgModeless(dlg, nCmdShow)
...
! Read and process messages
do while( GetMessage (mesg, NULL, 0, 0) /= 0 )
! Note that DlgIsDlgMessage must be called in order to give
! the dialog box first chance at the message.
if ( DlgIsDlgMessage(mesg) .EQV. .FALSE. ) then
  lret = TranslateMessage( mesg )
  ret  = DispatchMessage( mesg )
end if
end do
! Cleanup dialog box memory and exit the application
call DlgUninit(dlg)
WinMain = mesg%wParam
return
```

**See Also**

`DLGMODELESS (W*S)`

`DLGMODAL, DLGMODALWITHPARENT (W*S)`

**Dialog Functions:** Display a dialog box and process user control selections made within the box.

**Module**

USE IFLOGM

**Syntax**

```fortran
result = DLGMODAL (dlg)
```
result = DLGMODAL (dlg, hwndParent)

dlg

(Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

hwndParent

(Input) Integer. Specifies the parent window for the dialog box. If omitted, the value is determined in this order:

1. If DLGMODAL is called from the callback of a modal or modeless dialog box, then that dialog box is the parent window.
2. If it is a QuickWin or Standard Graphics application, then the frame window is the parent window.
3. The Windows* desktop window is the parent window.

Results

The result type is INTEGER(4). By default, if successful, it returns the identifier of the control that caused the dialog to exit; otherwise, it returns -1. The return value can be changed with the DLGSETRETURN subroutine.

During execution, DLGMODAL displays a dialog box and then waits for user control selections. When a control selection is made, the callback routine, if any, of the selected control (set with DLGSETSUB) is called. The dialog remains active until an exit control is executed: either the default exit associated with the OK and Cancel buttons, or DLGEXIT within your own control callbacks. DLGMODAL does not return a value until the dialog box is exited.

The default return value for DLGMODAL is the identifier of the control that caused it to exit (for example, IDOK for the OK button and IDCANCEL for the Cancel button). You can specify your own return value with DLGSETRETURN from within one of your dialog control callback routines. You should not specify -1 as your return value, because this is the error value DLGMODAL returns if it cannot open the dialog.

Use DLGMODALWITHPARENT when you want the parent window to be other than the default value (see argument hwndParent above). In particular, in an SDI or MDI Windows application, you may want the parent window to be the main application window. The parent window is disabled for user input while the modal dialog box is displayed.

Example

USE IFLOGM
INCLUDE "MYDLG.FD"
INTEGER return
TYPE (DIALOG) mydialog
...
return = DLGMODAL (mydialog)
...

See Also

DLGSETRETURN (W*S)
DLGSETSUB (W*S)
DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGEXIT (W*S)

DLGMODELESS (W*S)

*Dialog Function: Displays a modeless dialog box.*

Module

USE IFLOGM
Syntax

result = DLGMODELESS (dlg[, nCmdShow, hwndParent])

dlg (Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user. The variable passed to this function must remain in memory for the duration of the dialog box, that is from the DLGINIT call through the DLGUNINIT call.

The variable can be declared as global data in a module, as a variable with the STATIC attribute, or in a calling procedure that is active for the duration of the dialog box. It must not be an AUTOMATIC variable in the procedure that calls DLGMODELESS.

nCmdShow (Input) Integer. Specifies how the dialog box is to be shown. It must be one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW_HIDE</td>
<td>Hides the dialog box.</td>
</tr>
<tr>
<td>SW_MINIMIZE</td>
<td>Minimizes the dialog box.</td>
</tr>
<tr>
<td>SW_RESTORE</td>
<td>Activates and displays the dialog box. If the dialog box is minimized or maximized, the Windows system restores it to its original size and position.</td>
</tr>
<tr>
<td>SW_SHOW</td>
<td>Activates the dialog box and displays it in its current size and position.</td>
</tr>
<tr>
<td>SW_SHOWMAXIMIZED</td>
<td>Activates the dialog box and displays it as a maximized window.</td>
</tr>
<tr>
<td>SW_SHOWMINIMIZED</td>
<td>Activates the dialog box and displays it as an icon.</td>
</tr>
<tr>
<td>SW_SHOWMINNOACTIVE</td>
<td>Displays the dialog box as an icon. The window that is currently active remains active.</td>
</tr>
<tr>
<td>SW_SHOWNA</td>
<td>Displays the dialog box in its current state. The window that is currently active remains active.</td>
</tr>
<tr>
<td>SW_SHOWNOACTIVATE</td>
<td>Displays the dialog box in its most recent size and position. The window that is currently active remains active.</td>
</tr>
<tr>
<td>SW_SHOWNORMAL</td>
<td>Activates and displays the dialog box. If the dialog box is minimized or maximized, the Windows system restores it to its original size and position.</td>
</tr>
</tbody>
</table>

The default value is SW_SHOWNORMAL.
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hwndParent

(Input) Integer. Specifies the parent window for the dialog box. The default
value is determined in this order:
1.
2.

If DLGMODELESS is called from a callback of a modeless dialog box,
then that dialog box is the parent window.
The Windows desktop window is the parent window.

Results
The result type is LOGICAL(4). The value is .TRUE. if the function successfully displays the dialog box.
Otherwise the result is .FALSE..
During execution, DLGMODELESS displays a modeless dialog box and returns control to the calling
application. The dialog box remains active until DLGEXIT is called, either explicitly or as the result of the
invocation of a default button callback.
DLGMODELESS is typically used in a Windows application. The application must contain a message loop that
processes Windows messages. The message loop must call DLGISDLGMESSAGE for each message. See the
example below in the Example section. Multiple modeless dialog boxes can be displayed at the same time. A
modal dialog box can be displayed from a modeless dialog box by calling DLGMODAL from a modeless dialog
callback. However, DLGMODELESS cannot be called from a modal dialog box callback.
DLGMODELESS also can be used in a Console, DLL, or LIB project. However, the requirements remain that
the application must contain a message loop and must call DLGISDLGMESSAGE for each message. For an
example of calling DLGMODELESS in a DLL project, see the Dllprgrs sample in the ...\SAMPLES
\DIALOGfolder.
Use the DLG_INIT callback with DLGSETSUB to perform processing immediately after the dialog box is
created and before it is displayed, and to perform processing immediately before the dialog box is destroyed.

Example
use IFLOGM
include 'resource.fd'
type (DIALOG) dlg
type (T_MSG)
mesg
integer*4 ret
logical*4 lret
...
! Create the main dialog box and set up the controls and callbacks
lret = DlgInit(IDD_THERM_DIALOG, dlg)
lret = DlgSetSub(dlg, IDD_THERM_DIALOG, ThermSub)
...
lret = DlgModeless(dlg, nCmdShow)
...
! Read and process messsages
do while( GetMessage (mesg, NULL, 0, 0) )
! Note that DlgIsDlgMessage must be called in order to give
! the dialog box first chance at the message.
if ( DlgIsDlgMessage(mesg) .EQV. .FALSE. ) then
lret = TranslateMessage( mesg )
ret = DispatchMessage( mesg )
end if
end do
! Cleanup dialog box memory and exit the application
call DlgUninit(dlg)
WinMain = mesg%wParam
return

See Also
DLGSETSUB (W*S)

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DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGEXIT (W*S)
DLGISDLGMESSAGE, DLGISDLGMESSAGEWITHDLG (W*S)

**DLGSENDCTRLMESSAGE (W*S)**

*Dialog Function:* Sends a Windows message to a dialog box control.

**Module**

USE IFLOGM

**Syntax**

```fortran
result = DLGSENDCTRLMESSAGE (dlg, controlid, msg, wparam, lparam)
```

- **dlg** *(Input)* Derived type `dialog`. Contains dialog box parameters. The components of the type `dialog` are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

- **controlid** *(Input)* Integer. Specifies the identifier of the control within the dialog box. Can be either the symbolic name for the control or the identifier number, both listed in the Include file (with extension .FD).

- **msg** *(Input)* Integer. Derived type `T_MSG`. Specifies the message to be sent.

- **wparam** *(Input)* Integer. Specifies additional message specific information.

- **lparam** *(Input)* Integer. Specifies additional message specific information.

**Results**

The result type is INTEGER(4). The value specifies the result of the message processing and depends upon the message sent.

The dialog box must be currently active by a call to DLGMODAL or DLGMODELESS. This function does not return until the message has been processed by the control.

**Example**

```fortran
use IFLOGM
include 'resource.fd'
type (dialog)    dlg
integer          callbacktype
integer          cref
integer          iret
if (callbacktype == dlg_init) then
    ! Change the color of the Progress bar to red
    ! NOTE: The following message succeeds only if Internet Explorer 4.0
    ! or later is installed
    cref = Z'FF'   ! Red
    iret = DlgSendCtrlMessage(dlg, IDC_PROGRESS1, PBM_SETBARCOLOR, 0, cref)
endif
```

**See Also**

DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGSETSUB (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)
DLGMODELESS (W*S)
DLGSET, DLGSETINT, DLGSETLOG, DLGSETCHAR (WS)

Dialog Functions: Set the values of dialog control variables.

Module

USE IFLOGM

Syntax

result = DLGSET (dlg, controlid, value[, index])
result = DLGSETINT (dlg, controlid, value[, index])
result = DLGSETLOG (dlg, controlid, value[, index])
result = DLGSETCHAR (dlg, controlid, value[, index])

dlg (Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

controlid (Input) Integer. Specifies the identifier of a control within the dialog box. Can be either the symbolic name for the control or the identifier number, both listed in the Include file (with extension .FD).

value (Input) Integer, logical, or character. The value of the control's variable.

index (Input; optional) Integer. Specifies the control variable whose value is set. Necessary if the control has more than one variable of the same data type and you do not want to set the value of the default for that type.

Results

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, the result is .FALSE..

Use the DLGSET functions to set the values of variables associated with your dialog box controls. Each control has at least one of the integer, logical, or character variables associated with it, but not necessarily all. For information about the location of a document that contains lists of index variables for each control type, see Additional Documentation: Creating Fortran Applications that Use Windows* OS Features.

You can use DLGSET to set any control variable. You can also use DLGSETINT to set an integer variable, or DLGSETLOG and DLGSETCHAR to set logical and character values, respectively. If you use DLGSET, you do not have to worry about matching the function to the variable type. If you use the wrong function type for a variable or try to set a variable type that is not available, the DLGSET functions return .FALSE..

Calling DLGSET does not cause a callback routine to be called for the changing value of a control. In particular, when inside a callback, performing a DLGSET on a control does not cause the associated callback for that control to be called. Callbacks are invoked automatically only by user action on the controls in the dialog box. If the callback routine needs to be called, you can call it manually after the DLGSET is executed.

If two or more controls have the same controlid, you cannot use these controls in a DLGSET operation. In this case the function returns .FALSE..

Example

USE IFLOGM
INCLUDE "DLGRADAR.FD"
TYPE (DIALOG) dlg
LOGICAL retlog
...
retlog = DLGSET (dlg, IDC_SCROLLBAR1, 400, dlg_range)
retlog = DLGSET (dlg, IDC_CHECKBOX1, .FALSE., dlg_status)
retlog = DLGSET (dlg, IDC_RADIOBUTTON1, "Hot Button", dlg_title)

See Also
DLGSETSUB (W*S)
DLGGET, DLGGETINT, DLGGETLOG, DLGGETCHAR (W*S)

DLGSETCTRLEVENTHANDLER (W*S)

Dialog Function: Assigns user-written event handlers to ActiveX controls in a dialog box.

Module
USE IFLOGM

Syntax
result = DLGSETCTRLEVENTHANDLER (dlg, controlid, handler, dispid[, iid])

dlg (Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

controlid (Input) Integer. Specifies the identifier of a control within the dialog box. Can be the symbolic name for the control or the identifier number, both listed in the include (with extension .FD) file.

handler (Input) Name of the routine to be called when the event occurs. It must be declared EXTERNAL.

dispid (Input) Integer. Specifies the member id of the method in the event interface that identifies the event.

iid (Input; optional) Derived type GUID, which is defined in the IFWINTY module. Specifies the interface identifier of the source (event) interface. If omitted, the default source interface of the ActiveX control is used.

Results
The result type is INTEGER(4). The result is an HRESULT describing the status of the operation.

When the ActiveX control event occurs, the handler associated with the event is called. You call DLGSETCTRLEVENTHANDLER to specify the handler to be called.

The events supported by an ActiveX control and the interfaces of the handlers are determined by the ActiveX control.

You can find this information in one of the following ways:

- By reading the documentation of the ActiveX control.
- By using a tool that lets you examine the type information of the ActiveX control; such as the OLE-COM Object Viewer.
- By using the Fortran Module Wizard to generate a module that contains Fortran interfaces to the ActiveX control, and examining the generated module.

The handler that you define in your application must have the interface that the ActiveX control expects, including calling convention and parameter passing mechanisms. Otherwise, your application will likely crash in unexpected ways because of the application's stack getting corrupted.
Note that an object is always the first parameter in an event handler. This object value is a pointer to the control’s source (event) interface, not the IDispatch pointer of the control. You can use DLGGET with the DLG_IDDISPATCH index to retrieve the control’s IDispatch pointer.

Example

USE IFLOGM
ret = DlgSetCtrlEventHandler(             &
dlg,                         & ! Identifies the control
IDC_ACTIVEMOVIECONTROL1,     & ! Identifies the control
ReadyStateChange,            & ! Name of the event handling routine
-609,                        & ! Member id of the ActiveMovie's
& !   control ReadyStateChange event.
IID_DActiveMovieEvents2 )          & ! Identifier of the source (event) interface.

See Also
DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGGET, DLGGETINT, DLGGETLOG, DLGGETCHAR (W*S)
DLGMODEAL, DLGMODEALWITHPARENT (W*S)
DLGMOELESS (W*S)
DLGSETSUB (W*S)

DLGSETRETURN (W*S)

Dialog Subroutine: Sets the return value for the DLGMODAL function from within a callback subroutine.

Module
USE IFLOGM

Syntax
CALL DLGSETRETURN (dlg, retval)

dlg                        (Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

retval                    (Input) Integer. Specifies the return value for DLGMODAL upon exiting.

DLGSETRETURN overrides the default return value with retval. You can set your own value as a means of determining the condition under which the dialog box was closed. The default return value for an error condition is -1, so you should not use -1 as your return value.

DLGSETRETURN should be called from within a callback routine, and is generally used with DLGEXIT, which causes the dialog box to be exited from a control callback rather than the user selecting the OK or Cancel button.

Example

SUBROUTINE SETRETSUB (dlg, button_id, callbacktype)
USE IFLOGM
INCLUDE "MYDLG.FD"
TYPE (DIALOG) dlg
LOGICAL     is_checked, retlog
INTEGER     return, button_id, callbacktype
...
retlog = DLGGET(dlg, IDC_CHECKBOX4, is_checked, dlg_state)
IF (is_checked) THEN
   return = 999
ELSE
    return = -999
END IF
CALL DLGSETRETURN (dlg, return)
CALL DLGEXIT (dlg)
END SUBROUTINE SETRETSUB

See Also
DLGEXIT (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)

DLGSETSUB (W*S)
Dialog Function: Assigns your own callback subroutines to dialog controls and to the dialog box.

Module
USE IFLOGM

Syntax
result = DLGSETSUB (dlg, controlid, value[, index])

dlg
    (Input) Derived type dialog. Contains dialog box parameters. The components of the type dialog are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

controlid
    (Input) Integer. Specifies the identifier of a control within the dialog box. Can be the symbolic name for the control or the identifier number, both listed in the include (with extension .FD) file, or it can be the identifier of the dialog box.

value
    (Input) EXTERNAL. Name of the routine to be called when the callback event occurs.

index
    (Input; optional) Integer. Specifies which callback routine is executed when the callback event occurs. Necessary if the control has more than one callback routine.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

When a callback event occurs (for example, when you select a control), the callback routine associated with that callback event is called. You use DLGSETSUB to specify the subroutine to be called. All callback routines should have the following interface:

SUBROUTINE callbackname( dlg, control_id, callbacktype)

!DIR$ ATTRIBUTES DEFAULT :: callbackname

callbackname
    Is the name of the callback routine.

dlg
    Refers to the dialog box and allows the callback to change values of the dialog controls.

control_id
    Is the name of the control that caused the callback.
**callbacktype**

(Input; optional) Integer. Specifies which callback routine is executed when the callback event occurs. Necessary if the control has more than one callback routine.

The *control_id* and *callbacktype* parameters let you write a single subroutine that can be used with multiple callbacks from more than one control. Typically, you do this for controls comprising a logical group. You can also associate more than one callback routine with the same control, but you must use then use *index* parameter to indicate which callback routine to use.

The *control_id* can also be the identifier of the dialog box. The dialog box supports two *callbacktypes*, DLG_INIT and DLG_SIZECHANGE. The DLG_INIT callback is executed immediately after the dialog box is created with *callbacktype* DLG_INIT, and immediately before the dialog box is destroyed with *callbacktype* DLG_DESTROY. DLG_SIZECHANGE is called when the size of a dialog is changed.

Callback routines for a control are called after the value of the control has been updated based on the user's action.

If two or more controls have the same *controlid*, you cannot use these controls in a DLGSETSUB operation. In this case, the function returns .FALSE..

**Example**

```
USE IFLOGM
INCLUDE "MYDLG.FD"
TYPE (dialog) mydialog
LOGICAL retlog
INTEGER return
EXTERNAL RADIOSUB
retlog = DLGINIT(IDD_mydlg, mydialog)
retlog = DLGSETSUB (mydialog, IDC_RADIO_BUTTON1, RADIOSUB)
retlog = DLGSETSUB (mydialog, IDC_RADIO_BUTTON2, RADIOSUB)
return = DLGMODAL(mydialog)
END

SUBROUTINE RADIOSUB( dlg, id, callbacktype )
  !DIR$ ATTRIBUTES DEFAULT :: radiosub
  USE IFLOGM
  TYPE (dialog) dlg
  INTEGER id, callbacktype
  INCLUDE 'MYDLG.FD'
  CHARACTER(256) text
  LOGICAL retlog
  SELECT CASE (id)
    CASE (IDC_RADIO_BUTTON1)
      ! Radio button 1 selected by user so
      ! change text accordingly
      text = 'Statistics Package A'
      retlog = DLGSET( dlg, IDC_STATICTEXT1, text )
    CASE (IDC_RADIO_BUTTON2)
      ! Radio button 2 selected by user so
      ! change text accordingly
      text = 'Statistics Package B'
      retlog = DLGSET( dlg, IDC_STATICTEXT1, text )
  END SELECT
END SUBROUTINE RADIOSUB
```

**See Also**

DLGSET, DLGSETINT, DLGSETLOG, DLGSETCHAR (W*S)
DLGGET, DLGGETINT, DLGGETLOG, DLGGETCHAR (W*S)
DLGSETTITLE (W*S)

*Dialog Subroutine: Sets the title of a dialog box.*

**Module**

USE IFLOGM

**Syntax**

CALL DLGSETTITLE (dlg, title)

*dlg* 
(Input) Derived type *dialog*. Contains dialog box parameters. The components of the type *dialog* are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

*title* 
(Input) Character*(*). Specifies text to be the title of the dialog box.

Use this routine when you want to specify the title for a dialog box.

**Example**

USE IFLOGM
INCLUDE "MYDLG.FD"
TYPE (DIALOG) mydialog
LOGICAL retlog
...
retlog = DLGINIT(IDD_mydlg, mydialog)
...
CALL DLGSETTITLE(mydialog, "New Title")
...

**See Also**

DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)
DLGMODELESS (W*S)

DLGUNINIT (W*S)

*Dialog Subroutine: Deallocates memory associated with an initialized dialog.*

**Module**

USE IFLOGM

**Syntax**

CALL DLGUNINIT (dlg)

*dlg* 
(Input) Derived type *dialog*. Contains dialog box parameters. The components of the type *dialog* are defined with the PRIVATE attribute, and cannot be changed or individually accessed by the user.

You should call DLGUNINIT when a dialog that was successfully initialized by DLGINIT is no longer needed. DLGUNINIT should only be called on a dialog initialized with DLGINIT. If it is called on an uninitialized dialog or one that has already been deallocated with DLGUNINIT, the result is undefined.

**Example**

USE IFLOGM
INCLUDE "MYDLG.FD"
TYPE (DIALOG) mydialog
LOGICAL          retlog
...
retlog = DLGINIT(IDD_mydlg, mydialog)
...
CALL DLGUNINIT (mydialog)
END

See Also
DLGINIT, DLGINITWITHRESOURCEHANDLE (W*S)
DLGMODAL, DLGMODALWITHPARENT (W*S)
DLGMODELESS (W*S)
DLGEXIT (W*S)

DNUM

Elemental Intrinsic Function (Specific): Converts a character string to a REAL(8) value. This function cannot be passed as an actual argument.

Syntax
result = DNUM (i)

i             (Input) Must be of type character.

Results
The result type is REAL(8). The result value is the double-precision real value represented by the character string i.

Example
DNUM ("3.14159") has the value 3.14159 of type REAL(8).

The following sets x to 311.0:

CHARACTER(3) i
DOUBLE PRECISION x
i = "311"
x = DNUM(i)

DO Statement

Statement: Marks the beginning of a DO construct. The DO construct controls the repeated execution of a block of statements or constructs. This repeated execution is called a loop.

Syntax
A DO construct takes one of the following forms:

Block Form:
[name:] DO [label[, ] ] [loop-control]
    block
[label] term-stmt

Nonblock Form:
DO label [,] [loop-control]
    block
[label] ex-term-stmt
**name**  
(Optional) Is the name of the DO construct.

**label**  
(Optional) Is a statement label identifying the terminal statement.

**loop-control**  
Is one of the following:
- a loop iteration (see Iteration Loop Control)
- WHILE (see the DO WHILE statement)
- CONCURRENT (see the DO CONCURRENT statement)

**block**  
Is a sequence of zero or more statements or constructs that make up the DO range.

**term-stmt**  
Is the terminal statement for the block form of the construct.

**ex-term-stmt**  
Is the terminal statement for the nonblock form of the construct.

**Description**
The terminal statement (**term-stmt**) for a block DO construct is an END DO or CONTINUE statement. If the block DO statement contains a label, the terminal statement must be identified with the same label. If no label appears, the terminal statement must be an END DO statement.

If a construct name is specified in a block DO statement, the same name must appear in the terminal END DO statement. If no construct name is specified in the block DO statement, no name can appear in the terminal END DO statement.

The terminal statement (**ex-term-stmt**) for a nonblock DO construct is an executable statement (or construct) that is identified by the label specified in the nonblock DO statement. A nonblock DO construct can share a terminal statement with another nonblock DO construct. A block DO construct cannot share a terminal statement.

The following cannot be terminal statements for nonblock DO constructs:
- CONTINUE (allowed if it is a shared terminal statement)
- CYCLE
- END (for a program or subprogram)
- EXIT
- GO TO (unconditional or assigned)
- Arithmetic IF
- RETURN
- STOP

The nonblock DO construct is an obsolescent feature in Standard Fortran.

**Example**
The following example shows a simple block DO construct (contains no iteration count or DO WHILE statement):

```fortran
DO
    READ *, N
    IF (N == 0) STOP
    CALL SUBN
END DO
```

The DO block executes repeatedly until the value of zero is read. Then the DO construct terminates.
The following example shows a named block DO construct:

```
LOOP_1: DO I = 1, N
    A(I) = C * B(I)
END DO LOOP_1
```

The following example shows a nonblock DO construct with a shared terminal statement:

```
DO 20 I = 1, N
    DO 20 J = 1 + I, N
    20 RESULT(I,J) = 1.0 / REAL(I + J)
```

The following two program fragments are also examples of DO statements:

```
C   Initialize the even elements of a 20-element real array
C      DIMENSION array(20)
      DO j = 2, 20, 2
          array(j) = 12.0
      END DO
C
C   Perform a function 11 times
C      DO k = -30, -60, -3
          int = j / 3
          isb = -9 - k
          array(isb) = MyFunc(int)
      END DO
```

The following shows the final value of a DO variable (in this case 11):

```
DO j = 1, 10
    WRITE (*, '(I5)') j
END DO
WRITE (*, '(I5)') j
```

See Also
DO WHILE
CYCLE
EXIT Statement
DO WHILE
Execution Control Overview

**DO Directive**

**OpenMP* Fortran Compiler Directive:** Specifies that the iterations of the immediately following DO loop must be executed in parallel.

**Syntax**

```
!$OMP DO [clause[, ] clause] ... ]
    do_loop
[!$OMP END DO [NOWAIT]]
```

clause Is one of the following:
- COLLAPSE (n)
- FIRSTPRIVATE (list)
- LASTPRIVATE (list)
- ORDERED
Must be used if ordered sections are contained in the dynamic extent of
the DO directive. For more information about ordered sections, see the
ORDERED directive.

- PRIVATE (list)
- REDUCTION (operator | intrinsic : list)
- SCHEDULE (type[, chunk])

Specifies how iterations of the DO loop are divided among the threads of
the team. chunk must be a positive scalar integer expression. The
following four types are permitted, three of which allow the optional
parameter chunk:

<table>
<thead>
<tr>
<th>Type</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATIC</td>
<td>Divides iterations into contiguous pieces by dividing the number of</td>
</tr>
<tr>
<td></td>
<td>iterations by the number of threads in the team. Each piece is then</td>
</tr>
<tr>
<td></td>
<td>dispatched to a thread before loop execution begins.</td>
</tr>
<tr>
<td></td>
<td>If chunk is specified, iterations are divided into pieces of a size</td>
</tr>
<tr>
<td></td>
<td>specified by chunk. The pieces are statically dispatched to threads</td>
</tr>
<tr>
<td></td>
<td>in the team in a round-robin fashion in the order of the thread number.</td>
</tr>
<tr>
<td>DYNAMIC</td>
<td>Can be used to get a set of iterations dynamically. It defaults to 1</td>
</tr>
<tr>
<td></td>
<td>unless chunk is specified.</td>
</tr>
<tr>
<td></td>
<td>If chunk is specified, the iterations are broken into pieces of a size</td>
</tr>
<tr>
<td></td>
<td>specified by chunk. As each thread finishes a piece of the iteration</td>
</tr>
<tr>
<td></td>
<td>space, it dynamically gets the next set of iterations.</td>
</tr>
<tr>
<td>GUIDED</td>
<td>Can be used to specify a minimum number of iterations. It defaults to 1</td>
</tr>
<tr>
<td></td>
<td>unless chunk is specified.</td>
</tr>
<tr>
<td></td>
<td>If chunk is specified, the chunk size is reduced exponentially with</td>
</tr>
<tr>
<td></td>
<td>each succeeding dispatch. The chunk specifies the minimum number of</td>
</tr>
<tr>
<td></td>
<td>iterations to dispatch each time. If there are less than chunk</td>
</tr>
<tr>
<td></td>
<td>iterations remaining, the rest are dispatched.</td>
</tr>
<tr>
<td>AUTO(^1)</td>
<td>Delegates the scheduling decision until compile time or run time.</td>
</tr>
<tr>
<td></td>
<td>The schedule is processor</td>
</tr>
</tbody>
</table>
**Type** | **Effect**
---|---
| dependent. The programmer gives the implementation the freedom to choose any possible mapping of iterations to threads in the team. | RUNTIME

Defers the scheduling decision until run time. You can choose a schedule type and chunk size at run time by using the environment variable OMP_SCHEDULE.

1No chunk is permitted for this type.

If the SCHEDULE clause is not used, the default schedule type is STATIC.

**do_loop**

Is a DO iteration (an iterative DO loop). It cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

You cannot branch out of a DO loop associated with a DO directive.

The binding thread set for a DO construct is the current team. A DO loop region binds to the innermost enclosing parallel region.

If used, the END DO directive must appear immediately after the end of the loop. If you do not specify an END DO directive, an END DO directive is assumed at the end of the DO loop.

If you specify NOWAIT in the END DO directive, threads do not synchronize at the end of the parallel loop. Threads that finish early proceed straight to the instruction following the loop without waiting for the other members of the team to finish the DO directive.

Parallel DO loop control variables are block-level entities within the DO loop. If the loop control variable also appears in the LASTPRIVATE list of the parallel DO, it is copied out to a variable of the same name in the enclosing PARALLEL region. The variable in the enclosing PARALLEL region must be SHARED if it is specified in the LASTPRIVATE list of a DO directive.

Only a single SCHEDULE, COLLAPSE, or ORDERED clause can appear in a DO directive.

DO directives must be encountered by all threads in a team or by none at all. It must also be encountered in the same order by all threads in a team.

**Example**

In the following example, the loop iteration variable is private by default, and it is not necessary to explicitly declare it. The END DO directive is optional:

```
!$OMP PARALLEL
!$OMP DO
   DO I=1,N
      B(I) = (A(I) + A(I-1)) / 2.0
   END DO
!$OMP END DO
!$OMP END PARALLEL
```
If there are multiple independent loops within a parallel region, you can use the NOWAIT option to avoid the implied BARRIER at the end of the DO directive, as follows:

```fortran
!$OMP PARALLEL
!$OMP DO
DO I=2,N
   B(I) = (A(I) + A(I-1)) / 2.0
END DO
!$OMP END DO NOWAIT
!$OMP DO
DO I=1,M
   Y(I) = SQRT(Z(I))
END DO
!$OMP END DO NOWAIT
!$OMP END PARALLEL
```

Correct execution sometimes depends on the value that the last iteration of a loop assigns to a variable. Such programs must list all such variables as arguments to a LASTPRIVATE clause so that the values of the variables are the same as when the loop is executed sequentially, as follows:

```fortran
!$OMP PARALLEL
!$OMP DO LASTPRIVATE(I)
DO I=1,N
   A(I) = B(I) + C(I)
END DO
!$OMP END PARALLEL
CALL REVERSE(I)
```

In this case, the value of I at the end of the parallel region equals N+1, as in the sequential case.

Ordered sections are useful for sequentially ordering the output from work that is done in parallel. Assuming that a reentrant I/O library exists, the following program prints out the indexes in sequential order:

```fortran
!$OMP DO ORDERED SCHEDULE(DYNAMIC)
DO I=LB,UB,ST
   CALL WORK(I)
END DO
... 
SUBROUTINE WORK(K)
!$OMP ORDERED
   WRITE(*,*) K
!$OMP END ORDERED
```

In the next example, the loops over J1 and J2 are collapsed and their iteration space is executed by all threads of the current team:

```fortran
!$OMP DO COLLAPSE(2) PRIVATE(J1, J2, J3)
DO J1 = J1_L, J1_U, J1_S
   DO J2 = J2_L, J2_U, J2_S
      DO J3 = J3_L, J3_U, J3_S
         CALL BAR(A, J1, J2, J3)
      ENDDO
   ENDDO
ENO.DO
!$OMP END DO
```

See Also
OpenMP Fortran Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Parallel Processing Model for information about Binding Sets
DO CONCURRENT

**Statement:** Specifies that there are no data dependencies between the iterations of a DO loop. It takes the following form:

**Syntax**

```
[name:] DO[, ] CONCURRENT forall-header
   block
[END DO [name]]
```

- **name** (Optional) Is the name of the DO CONCURRENT construct.
- **forall-header**
  - Is ( [ type :: ] forall-spec [, mask-expr ] )
- **type** (Optional) Is an integer data type.
- **forall-spec** Is an assignment using a triplet specification in the form `index-name = forall-limit : forall-limit [ : forall-step]`
- **index-name** Is a named scalar variable of type integer. It becomes defined when the index-name value set is evaluated. It has the scope of the construct.
- **forall-limit** Is a scalar integer expression.
- **forall-step** (Optional) Is a scalar integer expression.
- **mask-expr** (Optional) Is a mask expression that is scalar and of type logical.
- **block** Is a sequence of zero or more statements or constructs that make up the DO range.

If a construct name is specified in a DO CONCURRENT statement, the same name must appear in a terminal END DO statement. If no construct name is specified in the DO CONCURRENT statement, no name can appear in the terminal END DO statement, if one is specified.

The DO CONCURRENT range is executed for every active combination of the `index-name` values.

Each execution of the range is an iteration. The executions can occur in any order.

If END DO is specified, it terminates the construct. If END DO is not specified, when all of the iterations have completed execution, the loop terminates, and the DO construct becomes inactive.

When the DO CONCURRENT construct terminates, a variable that is defined or becomes undefined during more than one iteration of the construct becomes undefined.

Execution of a CYCLE statement that belongs to a DO CONCURRENT construct completes execution of that iteration of the construct.

A branch within a DO CONCURRENT construct must not have a branch target that is outside the construct.

If **type** appears, the `index-name` has the specified type and type parameters. Otherwise, it has the type and type parameters that it would have if it were the name of a variable in the innermost executable construct or scoping unit.

If **type** does not appear, the `index-name` must not be the same as a local identifier, an accessible global identifier, or an identifier of an outer construct entity, except for a common block name or a scalar variable name.

The `index-name` of a contained FORALL or DO CONCURRENT construct must not be the same as an `index-name` of any of its containing FORALL or DO CONCURRENT constructs.
The following cannot appear in a DO CONCURRENT construct:

- A RETURN statement
- An image control statement
- A reference to a nonpure procedure
- A reference to module IEEE_EXCEPTIONS procedure IEEE_GET_FLAG, IEEE_SET_HALTING_MODE, or IEEE_GET_HALTING_MODE

An EXIT statement must not appear within a DO CONCURRENT construct if it belongs to that construct or an outer construct.

The following are additional rules for DO CONCURRENT constructs:

- A variable that is referenced in an iteration must be previously defined during that iteration, or it must not be defined or become undefined during any other iteration.
  
  A variable that is defined or becomes undefined by more than one iteration becomes undefined when the loop terminates.
- An allocatable object that is allocated in more than one iteration must be subsequently deallocated during the same iteration in which it was allocated.
  
  An object that is allocated or deallocated in only one iteration must not be referenced, allocated, deallocated, defined, or become undefined in a different iteration.
- A pointer that is referenced in an iteration must have been pointer associated previously during that iteration, or it must not have its pointer association changed during any iteration.
  
  A pointer that has its pointer association changed in more than one iteration has an association status of undefined when the construct terminates.
- An input/output statement must not write data to a file record or position in one iteration and read from the same record or position in a different iteration.
- Records written by output statements in the range of the loop to a sequential-access file appear in the file in an indeterminate order.

The restrictions on referencing variables defined in an iteration of a DO CONCURRENT construct also apply to any procedure invoked within the loop.

These restrictions ensure no interdependencies occur that might affect code optimizations.

Note that if compiler option -parallel (Linux* OS and OS X*) or /Qparallel (Windows* OS) is specified, the compiler will attempt to parallelize the construct.

**Example**

The following shows a DO CONCURRENT construct:

```fortran
REAL :: Q
DO CONCURRENT (I = 1:N)
  Q = B(I) + C(I)
  D(I) = Q + SIN(Q) + 2
END DO
```

**DO SIMD**

*OpenMP* Fortran Compiler Directive: Specifies a loop that can be executed concurrently using SIMD instructions.

**Syntax**

```
!$OMP DO SIMD [clause[, clause] ... ]
  do-loop
  [!$OMP END DO SIMD[NOWAIT]]
```
Can be any of the clauses accepted by the **DO** or **SIMD** directives.

**do-loop**

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

You cannot branch out of a DO loop associated with a DO SIMD directive.

If the END DO SIMD directive is not specified, an END DO SIMD directive is assumed at the end of *do-loop*. You can specify the NOWAIT clause to avoid the implied barrier at the end of a loop construct.

The DO SIMD construct converts the associated DO loop to a SIMD loop in a way that is consistent with any clauses that apply to the SIMD construct. The resulting SIMD chunks and any remaining iterations will be distributed across the implicit tasks of the parallel region in a way that is consistent with any clauses that apply to the DO construct.

**See Also**

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

**DO WHILE**

*Statement:* Executes the range of a DO construct while a specified condition remains true.

**Syntax**

```
[name:] DO [label[, ]] WHILE (expr)
   block
[END DO [name]]
```

*name* (Optional) Is the name of the DO WHILE construct.

*label* (Optional) Is a label specifying an executable statement in the same program unit.

*expr* Is a scalar logical (test) expression enclosed in parentheses.

*block* Is a sequence of zero or more statements or constructs that make up the DO range.

**Description**

If a construct name is specified in a DO WHILE statement, the same name must appear in a terminal END DO statement. If no construct name is specified in the DO WHILE statement, no name can appear in the terminal END DO statement, if one is specified.

Before each execution of the DO range, the logical expression is evaluated. If it is true, the statements in the body of the loop are executed. If it is false, the DO construct terminates and control transfers to the statement following the loop.
If END DO is specified, it terminates the construct. If END DO is not specified, when all of the iterations have completed execution, the loop terminates, and the DO construct becomes inactive.

If no label appears in a DO WHILE statement, the DO WHILE loop must be terminated with an END DO statement.

You can transfer control out of a DO WHILE loop but not into a loop from elsewhere in the program.

**Example**

The following example shows a DO WHILE statement:

```plaintext
CHARACTER*132 LINE
...
I = 1
DO WHILE (LINE(I:I) .EQ. ' ')
   I = I + 1
END DO
```

The following examples show required and optional END DO statements:

<table>
<thead>
<tr>
<th>Required</th>
<th>Optional</th>
</tr>
</thead>
<tbody>
<tr>
<td>DO WHILE (I .GT. J)</td>
<td>DO 10 WHILE (I .GT. J)</td>
</tr>
<tr>
<td>ARRAY(I,J) = 1.0</td>
<td>ARRAY(I,J) = 1.0</td>
</tr>
<tr>
<td>I = I - 1</td>
<td>I = I - 1</td>
</tr>
<tr>
<td>END DO</td>
<td>10 END DO</td>
</tr>
</tbody>
</table>

The following shows another example:

```plaintext
CHARACTER(1) input
input = ' '  
DO WHILE ((input .NE. 'n') .AND. (input .NE. 'y'))
   WRITE (*, '(A)') 'Enter y or n: '
   READ (*, '(A)') input
END DO
```

**See Also**

CONTINUE
CYCLE
EXIT Statement
DO Statement
Execution Control Overview

**DOT_PRODUCT**

**Transformational Intrinsic Function (Generic):**
Performs dot-product multiplication of numeric or logical vectors (rank-one arrays).

**Syntax**

result = DOT_PRODUCT (vector_a, vector_b)

vector_a (Input) Must be a rank-one array of numeric (integer, real, or complex) or logical type.

vector_b (Input) Must be a rank-one array of numeric type if vector_a is of numeric type, or of logical type if vector_a is of logical type. It must be the same size as vector_a.

**Results**

The result is a scalar whose type depends on the types of vector_a and vector_b.

If vector_a is of type integer or real, the result value is SUM ( vector_a* vector_b ).
If \( \text{vector}_a \) is of type complex, the result value is \( \text{SUM} \left( \text{CONJG} \left( \text{vector}_a \right) \times \text{vector}_b \right) \).

If \( \text{vector}_a \) is of type logical, the result has the value \( \text{ANY} \left( \text{vector}_a \land \text{vector}_b \right) \).

If either rank-one array has size zero, the result is zero if the array is of numeric type, and false if the array is of logical type.

**Example**

\[
\text{DOT\_PRODUCT} \left( (1, 2, 3) /, (3, 4, 5) / \right) \text{ has the value } 26, \text{ calculated as follows:}
\]

\[
(1 \times 3) + (2 \times 4) + (3 \times 5) = 26
\]

\[
\text{DOT\_PRODUCT} \left( (1.0, 2.0), (2.0, 3.0) /, (1.0, 1.0), (1.0, 4.0) / \right) \text{ has the value } (17.0, 4.0).
\]

\[
\text{DOT\_PRODUCT} \left( (.\text{TRUE}., .\text{FALSE}. /), (.\text{FALSE}., .\text{TRUE}. /) \right) \text{ has the value false.}
\]

The following shows another example:

\[
\text{I} = \text{DOT\_PRODUCT}\{ (1,2,3), (4,5,6) \} \text{ ! returns}
\]

\[
! \text{ the value } 32
\]

**See Also**

PRODUCT
MATMUL
TRANSPOSE

**DOUBLE COMPLEX**

*Statement:* Specifies the DOUBLE COMPLEX data type.

**Syntax**

\[
\text{DOUBLE COMPLEX}
\]

A COMPLEX(8) or DOUBLE COMPLEX constant is a pair of constants that represents a complex number. One of the pair must be a double-precision real constant, the other can be an integer, single-precision real, or double-precision real constant.

A COMPLEX(8) or DOUBLE COMPLEX constant occupies 16 bytes of memory and is interpreted as a complex number.

The rules for DOUBLE PRECISION (REAL(8)) constants also apply to the double precision portion of COMPLEX(KIND=8) or DOUBLE COMPLEX constants. (For more information, see REAL and DOUBLE PRECISION.)

The DOUBLE PRECISION constants in a COMPLEX(8) or DOUBLE COMPLEX constant have IEEE* T\text{\_floating} format.

**Example**

\[
\text{DOUBLE COMPLEX} \text{ vector, arrays(7,29)}
\]

\[
\text{DOUBLE COMPLEX} \text{ pi, pi2 /3.141592654, 6.283185308/}
\]

**Valid COMPLEX(8) or DOUBLE COMPLEX constants**

\[
(547.3\text{E}_0, 1.44 \_8)
\]

\[
(1.7039\text{E}0, -1.7039\text{D}0)
\]

\[
(+12739\text{D}3, 0.\text{D}0)
\]

**Invalid COMPLEX(8) or DOUBLE COMPLEX constants**

\[
(1.23\text{D}0,)
\]

Second constant missing.
Hollerith constants not allowed.

Neither constant is DOUBLE PRECISION; this is a valid single-precision real constant.

See Also
General Rules for Complex Constants
DOUBLE PRECISION
Complex Data Types
DOUBLE PRECISION
REAL Statement

DOUBLE PRECISION

Statement: Specifies the DOUBLE PRECISION data type.

Syntax
DOUBLE PRECISION

A REAL(8) or DOUBLE PRECISION constant has more than twice the accuracy of a REAL(4) number, and greater range.

A REAL(8) or DOUBLE PRECISION constant occupies eight bytes of memory. The number of digits that precede the exponent is unlimited, but typically only the leftmost 15 digits are significant.

IEEE* T_floating format is used.

For more information, see General Rules for Real Constants.

Example
DOUBLE PRECISION varnam
DOUBLE PRECISION,PRIVATE :: zz

Valid REAL(8) or DOUBLE PRECISION constants

123456789D+5
123456789E+5_8
+2.7843D00
-.522D-12
2E200_8
2.3_8
3.4E7_8

Invalid REAL(8) or DOUBLE PRECISION constants

-.25D0_2 2 is not a valid kind type for reals.
+2.7182812846182 No D exponent designator is present; this is a valid single-precision constant.
123456789.D400 Too large for any double-precision format.
123456789.D-400 Too small for any double-precision format.
DPROD

*Elemental Intrinsic Function (Specific): Produces a higher precision product. This is a specific function that has no generic function associated with it.*

**Syntax**

```fortran
result = DPROD (x, y)
```

- `x` *(Input)* Must be of type REAL(4) or REAL(8).
- `y` *(Input)* Must have the same type and kind parameters as `x`.

**Results**

If `x` and `y` are of type REAL(4), the result type is double-precision real (REAL(8) or REAL*8). If `x` and `y` are of type REAL(8), the result type is REAL(16). The result value is equal to `x` * `y`.

The setting of compiler options specifying real size can affect this function.

**Example**

- DPROD (2.0, -4.0) has the value -8.00D0.
- DPROD (5.0D0, 3.0D0) has the value 15.00Q0.

The following shows another example:

```fortran
REAL(4) e
REAL(8) d

e = 123456.7
d = 123456.7D0

! DPROD (e,e) returns 15241557546.4944
! DPROD (d,d) returns 15241556774.8899992813874268904328
```

DRAND, DRANDM

*Portability Functions: Return double-precision random numbers in the range 0.0 to 1.0, not including the end points.*

**Module**

```fortran
USE IFPORT
```

**Syntax**

```fortran
result = DRAND (iflag)
result = DRANDM (iflag)
```

- `iflag` *(Input)* INTEGER(4). Controls the way the random number is selected.

**Results**

The result type is REAL(8). DRAND and DRANDM return random numbers in the range 0.0 to 1.0, not including the end points.
<table>
<thead>
<tr>
<th>Value of iflag</th>
<th>Selection process</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The generator is restarted and the first random value is selected.</td>
</tr>
<tr>
<td>0</td>
<td>The next random number in the sequence is selected.</td>
</tr>
<tr>
<td>Otherwise</td>
<td>The generator is reseeded using iflag, then restarted, and the first random value is selected.</td>
</tr>
</tbody>
</table>

There is no difference between DRAND and DRANDM. Both functions are included to insure portability of existing code that references one or both of them.

The intrinsic functions RANDOM_NUMBER and RANDOM_SEED provide the same functionality and they are the recommended functions to use when writing programs to generate random numbers.

**Example**

```fortran
USE IFPORT
REAL(8) num
INTEGER(4) f
f=1
CALL print_rand
f=0
CALL print_rand
f=22
CALL print_rand
CONTAINS
  SUBROUTINE print_rand
    num = drand(f)
    print *, 'f= ',f,':',num
  END SUBROUTINE
END
```

**See Also**

RANDOM_NUMBER
RANDOM_SEED

**DRANSET**

*Portability Subroutine:* Sets the seed for the random number generator.

**Module**

USE IFPORT

**Syntax**

```fortran
CALL DRANSET (seed)
```

*seed* (Input) REAL(8). The reset value for the seed.

**See Also**

RANGET
**DREAL**

*Elemental Intrinsic Function (Specific):* Converts the real part of a double complex argument to double-precision type. This is a specific function that has no generic function associated with it. It cannot be passed as an actual argument.

**Syntax**

\[
\text{result} = \text{DREAL} (a)
\]

*a*  
(Input) Must be of type double complex (COMPLEX(8) or COMPLEX*16).

**Results**

The result type is double precision real (REAL(8) or REAL*8).

**Example**

DREAL ((2.0d0, 3.0d0)) has the value 2.0d0.

**See Also**

REAL Function

**DSHIFTL**

*Elemental Intrinsic Function (Specific):* Selects the left 64 bits after shifting a 128-bit integer value to the left. This function cannot be passed as an actual argument.

**Syntax**

\[
\text{result} = \text{DSHIFTL} (\text{ileft}, \text{iright}, \text{ishift})
\]

*ileft*  
(Input) INTEGER(8).

*iright*  
(Input) INTEGER(8).

*ishift*  
(Input) INTEGER(8). Must be nonnegative and less than or equal to 64. This is the shift count.

**Results**

The result type is INTEGER(8). The result value is the 64-bit value starting at bit \(128 - \text{ishift}\) of the 128-bit concatenation of the values of *ileft* and *iright*.

**Example**

Consider the following:

```
INTEGER(8) ILEFT / Z'111122221111222' /  
INTEGER(8) IRIGHT / Z'FFFFFFFFFFFFF' /  
PRINT *, DSHIFTL (ILEFT, IRIGHT, 16_8) ! prints 1306643199093243919
```

**DSHIFTR**

*Elemental Intrinsic Function (Specific):* Selects the left 64 bits after shifting a 128-bit integer value to the right. This function cannot be passed as an actual argument.
Syntax
result = DSHIFTR (ileft, iright, ishift)

ileft (Input) INTEGER(8).
iright (Input) INTEGER(8).
isshift (Input) INTEGER(8). Must be nonnegative and less than or equal to 64. This is the shift count.

Results
The result type is INTEGER(8). The result value is the 64-bit value starting at bit 64 + ishift of the 128-bit concatenation of the values of ileft and iright.

Example
Consider the following:

```
INTEGER(8) ILEFT / Z'111122221111222' /
INTEGER(8) IRIGHT / Z'FFFFFFFFFFFFF' /
PRINT *, DSHIFTR (ILEFT, IRIGHT, 16_8)  ! prints 1306606910610341887
```

DTIME
**Portability Function:** Returns the elapsed CPU time since the start of program execution when first called, and the elapsed execution time since the last call to DTIME thereafter.

Module
USE IFPORT

Syntax
result = DTIME (tarray)

tarray (Output) REAL(4). A rank one array with two elements:

- `tarray(1)` - Elapsed user time, which is time spent executing user code. This value includes time running protected Windows subsystem code.
- `tarray(2)` - Elapsed system time, which is time spent executing privileged code (code in the Windows Executive).

Results
The result type is REAL(4). The result is the total CPU time, which is the sum of `tarray(1)` and `tarray(2)`. If an error occurs, -1 is returned.

Example
```
USE IFPORT
REAL(4) I, TA(2)
I = DTIME(TA)
WRITE(*,*) 'Program has been running for', I, 'seconds.'
WRITE(*,*) ' This includes', TA(1), 'seconds of user time and', &
& 'TA(2), 'seconds of system time.'
```

See Also
DATE_AND_TIME
CPU_TIME
ELEMENTAL

Keyword: Asserts that a user-defined procedure is defined on scalar arguments that may be called with array arguments. An elemental procedure may be a pure procedure or an impure procedure.

Description
To specify an elemental procedure, use this keyword in a FUNCTION or SUBROUTINE statement.

An explicit interface must be visible to the caller of an ELEMENTAL procedure.

An elemental procedure can be passed an array, which is acted upon one element at a time.

For functions, the result must be scalar; it cannot have the POINTER or ALLOCATABLE attribute.

Dummy arguments have the following restrictions:

- They must be scalar.
- They cannot have the POINTER or ALLOCATABLE attribute.
- They (or their subobjects) cannot appear in a specification expression except as an argument to one of the intrinsic functions BIT_SIZE, LEN, KIND, or the numeric inquiry functions.
- They cannot be *.
- They cannot be dummy procedures.

If the actual arguments are all scalar, the result is scalar. If the actual arguments are array valued, the values of the elements (if any) of the result are the same as if the function or subroutine had been applied separately, in any order, to corresponding elements of each array actual argument.

Elemental procedures are pure procedures and all rules that apply to pure procedures also apply to elemental procedures, unless you specify that the elemental procedure is IMPURE. In that case, the rules for pure procedures do not apply.

Example
Consider the following:

```
MIN (A, 0, B) ! A and B are arrays of shape (S, T)
```

In this case, the elemental reference to the MIN intrinsic function is an array expression whose elements have the following values:

```
MIN (A(I,J), 0, B(I,J)), I = 1, 2, ..., S, J = 1, 2, ..., T
```

See Also
FUNCTION
SUBROUTINE
Procedures that Require Explicit Interfaces
Optional Arguments

ELLIPSE, ELLIPSE_W (W*S)

Graphics Functions: Draw a circle or an ellipse using the current graphics color.

Module
USE IFQWIN
Syntax

result = ELLIPSE (control, x1, y1, x2, y2)
result = ELLIPSE_W (control, wx1, wy1, wx2, wy2)

control  (Input) INTEGER(2). Fill flag. Can be one of the following symbolic constants:
  • $GFILLINTERIOR - Fills the figure using the current color and fill mask.
  • $GBORDER - Does not fill the figure.

x1, y1   (Input) INTEGER(2). Viewport coordinates for upper-left corner of bounding rectangle.

x2, y2   (Input) INTEGER(2). Viewport coordinates for lower-right corner of bounding rectangle.

wx1, wy1 (Input) REAL(8). Window coordinates for upper-left corner of bounding rectangle.

wx2, wy2 (Input) REAL(8). Window coordinates for lower-right corner of bounding rectangle.

Results

The result type is INTEGER(2). The result is nonzero if successful; otherwise, 0. If the ellipse is clipped or partially out of bounds, the ellipse is considered successfully drawn, and the return is 1. If the ellipse is drawn completely out of bounds, the return is 0.

The border is drawn in the current color and line style.

When you use ELLIPSE, the center of the ellipse is the center of the bounding rectangle defined by the viewport-coordinate points (x1, y1) and (x2, y2). When you use ELLIPSE_W, the center of the ellipse is the center of the bounding rectangle defined by the window-coordinate points (wx1, wy1) and (wx2, wy2). If the bounding-rectangle arguments define a point or a vertical or horizontal line, no figure is drawn.

The control option given by $GFILLINTERIOR is equivalent to a subsequent call to the FLOODFILLRGB function using the center of the ellipse as the start point and the current color (set by SETCOLORRGB) as the boundary color.

NOTE
The ELLIPSE routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the Ellipse routine by including the IFWIN module, you need to specify the routine name as MSFWIN$Ellipse.

Example

The following program draws the shape shown below.

! compile as QuickWin or Standard Graphics application
USE IFQWIN
INTEGER(2) dummy, x1, y1, x2, y2
x1 = 80;  y1 = 50
x2 = 240; y2 = 150
dummy = ELLIPSE( $GFILLINTERIOR, x1, y1, x2, y2 )
END
See Also
ARC, ARC_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
GRSTATUS (W*S)
LINETO, LINETO_W (W*S)
PIE, PIE_W (W*S)
POLYGON, POLYGON_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)
SETCOLORRGB (W*S)
SETFILLMASK (W*S)

ELSE Statement
Statement: Marks an optional branch in an IF Construct.

See Also
See IF Construct.

ELSE Directive
Statement: Marks an optional branch in an IF Directive Construct.

See Also
See IF Directive Construct.

ELSEIF Directive
Statement: Marks an optional branch in an IF Directive Construct.

See Also
See IF Directive Construct.

ELSE IF
Statement: Marks an optional branch in an IF Construct.

See Also
See IF Construct.

ELSE WHERE
Statement: Marks the beginning of an ELSE WHERE block within a WHERE construct.

Syntax
[name:]WHERE (mask-expr1)
WHERE (mask-expr2) [name]  
  [where-body-stmt]...
[ELSE WHERE(mask-expr2) [name]  
  [where-body-stmt]...
[ELSE WHERE[name]  
  [where-body-stmt]...
END WHERE [name]

name  
  Is the name of the WHERE construct.

mask-expr1, mask-expr2  
  Are logical array expressions (called mask expressions).

where-body-stmt  
  Is one of the following:
  • An assignment statement of the form: array variable = array expression.
  
  The assignment can be a defined assignment only if the routine implementing the defined assignment is elemental.
  • A WHERE statement or construct

Description

Every assignment statement following the ELSE WHERE is executed as if it were a WHERE statement with "NOT. mask-expr1". If ELSE WHERE specifies "mask-expr2", it is executed as "(NOT. mask-expr1) .AND. mask-expr2" during the processing of the ELSE WHERE statement.

Example

WHERE (pressure <= 1.0)  
  pressure = pressure + inc_pressure  
  temp = temp - 5.0  
ELSEWHERE  
  raining = .TRUE.  
END WHERE

The variables temp, pressure, and raining are all arrays.

See Also

WHERE

ENCODE

Statement: Translates data from internal (binary) form to character form. It is comparable to using internal files in formatted sequential WRITE statements.

Syntax

ENCODE (c,f,b[, IOSTAT=i-var] [, ERR=label]) [io-list]

c  
  Is a scalar integer expression. It is the number of characters to be translated to internal form.

f  
  Is a format identifier. An error occurs if more than one record is specified.

b  
  Is a scalar or array reference. If b is an array reference, its elements are processed in the order of subscript progression.
The number of characters that the ENCODE statement can translate depends on the data type of \( b \). For example, an INTEGER(2) array can contain two characters per element, so that the maximum number of characters is twice the number of elements in that array.

The maximum number of characters a character variable or character array element can contain is the length of the character variable or character array element.

The maximum number of characters a character array can contain is the length of each element multiplied by the number of elements.

Example

Consider the following:

```plaintext
DIMENSION K(3)
CHARACTER*12 A,B
DATA A/'123456789012'/
DECODE(12,100,A) K
100 FORMAT(3I4)
   ENCODE(12,100,B) K(3), K(2), K(1)
```

The DECODE statement stores the 12 characters into array K:

\[
\begin{align*}
K(1) &= 1234 \\
K(2) &= 5678 \\
K(3) &= 9012
\end{align*}
\]

The ENCODE statement translates the values K(3), K(2), and K(1) to character form and stores the characters in the character variable B.:  

\[
B = '901256781234'
\]

See Also

READ Statement
WRITE Statement
DECODE

END Statement: Marks the end of a program unit. It takes one of the following forms:

Syntax

```
END [PROGRAM [program-name]]
END [FUNCTION [function-name]]
END [SUBROUTINE [subroutine-name]]
```
In main programs, function subprograms, and subroutine subprograms, END statements are executable and can be branch target statements. If control reaches the END statement in these program units, the following occurs:

- In a main program, execution of the program terminates.
- In a function or subroutine subprogram, a RETURN statement is implicitly executed.

The END statement cannot be continued in a program unit, and no other statement in the program unit can have an initial line that appears to be the program unit END statement.

The END statements in a module or block data program unit are nonexecutable.

Example

C An END statement must be the last statement in a program unit:
C
PROGRAM MyProg
 WRITE (*, '("Hello, world!")')
 END
C
C An example of a named subroutine
C
SUBROUTINE EXT1 (X,Y,Z)
   Real, Dimension (100,100) :: X, Y, Z
 END SUBROUTINE EXT1

See Also
Program Units and Procedures Overview
Branch Statements Overview

END DO
Statement: Marks the end of a DO or DO WHILE loop.

Syntax
END DO

Description
There must be a matching END DO statement for every DO or DO WHILE statement that does not contain a label reference.

An END DO statement can terminate only one DO or DO WHILE statement. If you name the DO or DO WHILE statement, the END DO statement can specify the same name.

Example
The following examples both produce the same output:

DO ivar = 1, 10
   PRINT ivar
END DO
ivar = 0
do2: DO WHILE (ivar .LT. 10)
   ivar = ivar + 1
   PRINT ivar
END DO do2
See Also
DO Statement
DO WHILE
CONTINUE

ENDIF Directive

Statement: Marks the end of an IF Directive Construct.

See Also
See IF Directive Construct.

END IF

Statement: Marks the end of an IF Construct.

See Also
See IF Construct.

ENDFILE

Statement: For sequential files, writes an end-of-file record to the file and positions the file after this record (the terminal point). For direct access files, truncates the file after the current record.

Syntax
It can have either of the following forms:

ENDFILE ([UNIT=} io-unit] [, ERR=label] [, IOMSG=msg-var] [, IOSTAT=i-var])
ENDFILE io-unit

io-unit
  (Input) Is an external unit specifier.

label
  Is the label of the branch target statement that receives control if an error occurs.

msg-var
  (Output) Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs.

i-var
  (Output) Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

Description
If the unit specified in the ENDFILE statement is not open, the default file is opened for unformatted output.

An end-of-file record can be written only to files with sequential organization that are accessed as formatted-sequential or unformatted-segmented sequential files. An ENDFILE performed on a direct access file always truncates the file.

End-of-file records should not be written in files that are read by programs written in a language other than Fortran.

NOTE
If you use compiler option vms and an ENDFILE is performed on a sequential unit, an actual one byte record containing a CTRL+Z is written to the file. If this option is not specified, an internal ENDFILE flag is set and the file is truncated. The option does not affect ENDFILE on relative files; such files are truncated.
If a parameter of the ENDFILE statement is an expression that calls a function, that function must not cause an I/O statement or the EOF intrinsic function to be executed, because unpredictable results can occur.

**Example**

The following statement writes an end-of-file record to I/O unit 2:

```
ENDFILE 2
```

Suppose the following statement is specified:

```
ENDFILE (UNIT=9, IOSTAT=IOS, ERR=10)
```

An end-of-file record is written to the file connected to unit 9. If an error occurs, control is transferred to the statement labeled 10, and a positive integer is stored in variable `IOS`.

The following shows another example:

```
WRITE (6, *) x
ENDFILE 6
REWIND 6
READ (6, *) y
```

**See Also**

BACKSPACE
REWIND
Data Transfer I/O Statements Overview
Branch Specifiers (END=, EOR=, ERR=)

**END FORALL**

**Statement:** Marks the end of a FORALL construct.

**See Also**
See FORALL.

**END INTERFACE**

**Statement:** Marks the end of an INTERFACE block.

**See Also**
See INTERFACE.

**END TYPE**

**Statement:** Specifies the end of a derived type TYPE statement.

**See Also**
See TYPE Statement (Derived Types).

**END WHERE**

**Statement:** Marks the end of a WHERE construct.

**Example**

```
WHERE (pressure <= 1.0)
   pressure = pressure + inc_pressure
   temp = temp - 5.0
ELSEWHERE
   raining = .TRUE.
END WHERE
```

Note that the variables `temp`, `pressure`, and `raining` are all arrays.
See Also
See WHERE.

ENTRY

**Statement:** Provides one or more entry points within a subprogram. It is not executable and must precede any CONTAINS statement (if any) within the subprogram.

**Syntax**

ENTRY name[ ( [d-arg[,d-arg]]... ) ] [RESULT (r-name)]

- **name** Is the name of an entry point. If RESULT is specified, this entry name must not appear in any specification statement in the scoping unit of the function subprogram.
- **d-arg** (Optional) Is a dummy argument. The dummy argument can be an alternate return indicator (*) if the ENTRY statement is within a subroutine subprogram.
- **r-name** (Optional) Is the name of a function result. This name must not be the same as the name of the entry point, or the name of any other function or function result. This parameter can only be specified for function subprograms.

**Description**

ENTRY statements can only appear in external procedures or module procedures.

An ENTRY statement must not appear in a CASE, DO, IF, FORALL, or WHERE construct, or a nonblock DO loop.

When the ENTRY statement appears in a subroutine subprogram, it is referenced by a CALL statement. When the ENTRY statement appears in a function subprogram, it is referenced by a function reference.

An entry name within a function subprogram can appear in a type declaration statement.

Within the subprogram containing the ENTRY statement, the entry name must not appear as a dummy argument in the FUNCTION or SUBROUTINE statement, and it must not appear in an EXTERNAL or INTRINSIC statement. For example, neither of the following are valid:

1. SUBROUTINE SUB(E)
   
   ENTRY E
   
   ...

2. SUBROUTINE SUB
   
   EXTERNAL E
   
   ENTRY E
   
   ...

The procedure defined by an ENTRY statement can reference itself if the function or subroutine was defined as RECURSIVE.

Dummy arguments can be used in ENTRY statements even if they differ in order, number, type and kind parameters, and name from the dummy arguments used in the FUNCTION, SUBROUTINE, and other ENTRY statements in the same subprogram. However, each reference to a function, subroutine, or entry must use an actual argument list that agrees in order, number, and type with the dummy argument list in the corresponding FUNCTION, SUBROUTINE, or ENTRY statement.
Dummy arguments can be referred to only in executable statements that follow the first SUBROUTINE, FUNCTION, or ENTRY statement in which the dummy argument is specified. If a dummy argument is not currently associated with an actual argument, the dummy argument is undefined and cannot be referenced. Arguments do not retain their association from one reference of a subprogram to another.

Example

C  This fragment writes a message indicating whether num is positive or negative
C  IF (num .GE. 0) THEN
   CALL Sign
ELSE
   CALL Negative
END IF
END SUBROUTINE Sign
   WRITE (*, *) 'It''s positive.'
RETURN
ENTRY Negative
   WRITE (*, *) 'It''s negative.'
RETURN
END SUBROUTINE

See Also
Program Units and Procedures Overview
Entry Points in Function Subprograms

EOF

Inquiry Intrinsic Function (Generic): Checks whether a file is at or beyond the end-of-file record.

Syntax
result = EOF (unit)

unit  (Input) Must be of type integer. It represents a unit specifier corresponding to an open file. It cannot be zero unless you have reconnected unit zero to a unit other than the screen or keyboard.

Results
The result type is default logical. The value of the result is .TRUE. if the file connected to unit is at or beyond the end-of-file record; otherwise, .FALSE..

Example

!  Creates a file of random numbers, reads them back
REAL x, total
INTEGER count
OPEN (1, FILE = 'TEST.DAT')
DO I = 1, 20
   CALL RANDOM_NUMBER(x)
   WRITE (1, '(F6.3)') x * 100.0
END DO
CLOSE(1)
OPEN (1, FILE = 'TEST.DAT')
DO WHILE (.NOT. EOF(1))
   count = count + 1
   READ (1, *) value
total = total + value
END DO
100 IF (count.GT.0) THEN
    WRITE (*,*) 'Average is: ', total / count
ELSE
    WRITE (*,*) 'Input file is empty'
END IF
STOP
END

See Also
ENDFILE
BACKSPACE
REWIND

EOSHIFT

Transformational Intrinsic Function (Generic):
Performs an end-off shift on a rank-one array, or
performs end-off shifts on all the complete rank-one
sections along a given dimension of an array of rank
two or greater. Elements are shifted off at one end of
a section and copies of a boundary value are filled in
at the other end. Different sections can have different
boundary values and can be shifted by different
amounts and in different directions.

Syntax
result = EOSHIFT (array, shift [,boundary][,dim])

array
  (Input) Must be an array (of any data type).

shift
  (Input) Must be a scalar integer or an array with a rank that is one less
  than array, and shape (d1, d2, ..., dim+1, ..., dn), where (d1, d2, ...,
dn) is the shape of array.

boundary
  (Input; optional) Must have the same type and kind parameters as array. It
  must be a scalar or an array with a rank that is one less than array, and
  shape (d1, d2, ..., dim+1, ..., dn). The boundary specifies a value to
  replace spaces left by the shifting procedure.
  If boundary is not specified, it is assumed to have the following default
  values (depending on the data type of array):

<table>
<thead>
<tr>
<th>array Type</th>
<th>boundary Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integer</td>
<td>0</td>
</tr>
<tr>
<td>Real</td>
<td>0.0</td>
</tr>
<tr>
<td>Complex</td>
<td>(0.0, 0.0)</td>
</tr>
<tr>
<td>Logical</td>
<td>false</td>
</tr>
<tr>
<td>Character(len)</td>
<td>len blanks</td>
</tr>
</tbody>
</table>

dim
  (Input; optional) Must be a scalar integer with a value in the range 1 to n,
  where n is the rank of array. If dim is omitted, it is assumed to be 1.
Results

The result is an array with the same type and kind parameters, and shape as array.

If array has rank one, the same shift is applied to each element. If an element is shifted off one end of the array, the boundary value is placed at the other end the array.

If array has rank greater than one, each section \((s_1, s_2, ..., s_{dim-1}, :, s_{dim+1}, ..., s_n)\) of the result is shifted as follows:

- By the value of shift, if shift is scalar
- According to the corresponding value in \(shift(s_1, s_2, ..., s_{dim-1}, s_{dim+1}, ..., s_n)\), if shift is an array

If an element is shifted off one end of a section, the boundary value is placed at the other end of the section.

The value of shift determines the amount and direction of the end-off shift. A positive shift value causes a shift to the left (in rows) or up (in columns). A negative shift value causes a shift to the right (in rows) or down (in columns).

Example

V is the integer array \((1, 2, 3, 4, 5, 6)\).

EOSHIFT (V, SHIFT=2) shifts the elements in V to the left by 2 positions, producing the value \((3, 4, 5, 6, 0, 0)\). 1 and 2 are shifted off the beginning and two elements with the default BOUNDARY value are placed at the end.

EOSHIFT (V, SHIFT= -3, BOUNDARY= 99) shifts the elements in V to the right by 3 positions, producing the value \((99, 99, 99, 1, 2, 3)\). 4, 5, and 6 are shifted off the end and three elements with BOUNDARY value 99 are placed at the beginning.

M is the CHARACTER(LEN=1) array

\[
\begin{bmatrix}
1 & 2 & 3 \\
4 & 5 & 6 \\
7 & 8 & 9 \\
\end{bmatrix}
\]

EOSHIFT (M, SHIFT = 1, BOUNDARY = '*', DIM = 2) produces the result

\[
\begin{bmatrix}
2 & 3 & * \\
5 & 6 & * \\
8 & 9 & * \\
\end{bmatrix}
\]

Each element in rows 1, 2, and 3 is shifted to the left by 1 position. This causes the first element in each row to be shifted off the beginning, and the BOUNDARY value to be placed at the end.

EOSHIFT (M, SHIFT = -1, DIM = 1) produces the result

\[
\begin{bmatrix}
^ & ^ & ^ \\
1 & 2 & 3 \\
4 & 5 & 6 \\
\end{bmatrix}
\]

Each element in columns 1, 2, and 3 is shifted down by 1 position. This causes the last element in each column to be shifted off the end and the BOUNDARY value (the default character boundary value <space>, represented by "^") to be placed at the beginning.

EOSHIFT (M, SHIFT = (/1, -1, 0/), BOUNDARY = (/ '*', '?', '/' /), DIM = 2) produces the result

\[
\begin{bmatrix}
2 & 3 & * \\
? & 4 & 5 \\
7 & 8 & 9 \\
\end{bmatrix}
\]

Each element in row 1 is shifted to the left by 1 position, causing the first element to be shifted off the beginning and the BOUNDARY value * to be placed at the end. Each element in row 2 is shifted to the right by 1 position, causing the last element to be shifted off the end and the BOUNDARY value ? to be placed at the beginning. No element in row 3 is shifted at all, so the specified BOUNDARY value is not used.
The following shows another example:

```fortran
INTEGER shift(3)
CHARACTER(1) array(3, 3), AR1(3, 3)
array = RESHAPE (('/A', 'D', 'G', 'B', 'E', 'H', &
   'C', 'F', 'I'/), (/3,3/))
! array is A B C
!             D E F
!             G H I
shift = (-1, 1, 0/)
AR1 = EOSHIFT (array, shift, BOUNDARY = (/**','?','#'/), DIM= 2)
! returns         * A B
!             E F ?
!             G H I
```

**See Also**
CSHIFT
ISHFT
ISHFTC
TRANSPOSE

**Epsilon**

*Inquiry Intrinsic Function (Generic)*: Returns a positive model number that is almost negligible compared to unity in the model representing real numbers.

**Syntax**

result = EPSILON (x)

x (Input) Must be of type real; it can be scalar or array valued.

**Results**

The result is a scalar of the same type and kind parameters as x. The result has the value \( b^{1-p} \). Parameters \( b \) and \( p \) are defined in Model for Real Data.

EPSILON makes it easy to select a \( \delta \) for algorithms (such as root locators) that search until the calculation is within \( \delta \) of an estimate. If \( \delta \) is too small (smaller than the decimal resolution of the data type), the algorithm might never halt. By scaling the value returned by EPSILON to the estimate, you obtain a \( \delta \) that ensures search termination.

**Example**

If \( x \) is of type REAL(4), EPSILON (X) has the value \( 2^{-23} \).

**See Also**
PRECISION
TINY

**Data Representation Models**

**EQUIVALENCE**

*Statement*: Specifies that a storage area is shared by two or more objects in a program unit. This causes total or partial storage association of the objects that share the storage area.

**Syntax**

EQUIVALENCE (equiv-list) [,(equiv-list)]...
equiv-list Is a list of two or more variable names, array elements, or substrings, separated by commas (also called an equivalence set). If an object of derived type is specified, it must be a sequence type. Objects cannot have the TARGET attribute.

Each expression in a subscript or a substring reference must be an integer initialization expression. A substring must not have a length of zero.

Description

The following objects cannot be specified in EQUIVALENCE statements:

- A dummy argument
- An allocatable variable
- An automatic object
- A pointer
- An object of nonsequence derived type
- A derived-type object that has an allocatable or pointer component at any level
- A component of a derived-type object
- A function, entry, or result name
- A named constant
- A structure component
- A subobject of any of the above objects
- A coarray
- An object with either the DLLIMPORT or DLLEXPORT attribute
- A variable with the BIND attribute
- A variable in a common block that has the BIND attribute

The EQUIVALENCE statement causes all of the entities in one parenthesized list to be allocated storage beginning at the same storage location.

If an equivalence object has the PROTECTED attribute, all of the objects in the equivalence set must have the PROTECTED attribute.

Association of objects depends on their types, as follows:

<table>
<thead>
<tr>
<th>Type of Object</th>
<th>Type of Associated Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intrinsic numeric ^1 or numeric sequence</td>
<td>Can be of any of these types</td>
</tr>
<tr>
<td>Default character or character sequence</td>
<td>Can be of either of these types ^2</td>
</tr>
<tr>
<td>Any other intrinsic type</td>
<td>Must have the same type and kind parameters</td>
</tr>
<tr>
<td>Any other sequence type</td>
<td>Must have the same type</td>
</tr>
</tbody>
</table>

^1 Default integer, default real, double precision real, default complex, double complex, or default logical.

^2 The lengths do not have to be equal.

So, objects can be associated if they are of different numeric type. For example, the following is valid:

```
INTEGER A(20)
REAL Y(20)
EQUIVALENCE (A, Y)
```

Objects of default character do not need to have the same length. The following example associates character variable D with the last 4 (of the 6) characters of character array F:

```
CHARACTER (LEN=4) D
CHARACTER (LEN=3) F (2)
EQUIVALENCE (D, F (1) (3:))
```
Entities having different data types can be associated because multiple components of one data type can share storage with a single component of a higher-ranked data type. For example, if you make an integer variable equivalent to a complex variable, the integer variable shares storage with the real part of the complex variable.

The same storage unit cannot occur more than once in a storage sequence, and consecutive storage units cannot be specified in a way that would make them nonconsecutive.

Intel® Fortran lets you associate character and noncharacter entities, for example:

```fortran
CHARACTER*1 char1(10)
REAL reala, realb
EQUIVALENCE (reala, char1(1))
EQUIVALENCE (realb, char1(2))
```

EQUIVALENCE statements require only the first subscript of a multidimensional array (unless the STRICT compiler directive is in effect). For example, the array declaration `var(3,3), var(4)` could appear in an EQUIVALENCE statement. The reference is to the fourth element of the array (`var(1,2)`), not to the beginning of the fourth row or column.

If you use the STRICT directive, the following rules apply to the kinds of variables and arrays that you can associate:

- If an EQUIVALENCE object is default integer, default real, double-precision real, default complex, default logical, or a sequenced derived type of all numeric or logical components, all objects in the EQUIVALENCE statement must be one of these types, though it is not necessary that they be the same type.
- If an EQUIVALENCE object is default character or a sequenced derived type of all character components, all objects in the EQUIVALENCE statement must be one of these types. The lengths do not need to be the same.
- If an EQUIVALENCE object is a sequenced derived type that is not purely numeric or purely character, all objects in the EQUIVALENCE statement must be the same derived type.
- If an EQUIVALENCE object is an intrinsic type other than the default (for example, INTEGER(1)), all objects in the EQUIVALENCE statement must be the same type and kind.

**Example**

The following EQUIVALENCE statement is invalid because it specifies the same storage unit for `X(1)` and `X(2)`:

```fortran
REAL, DIMENSION(2) :: X
REAL :: Y
EQUIVALENCE (X(1), Y), (X(2), Y)
```

The following EQUIVALENCE statement is invalid because `A(1)` and `A(2)` will not be consecutive:

```fortran
REAL A(2)
DOUBLE PRECISION D(2)
EQUIVALENCE (A(1), D(1)), (A(2), D(2))
```

In the following example, the EQUIVALENCE statement causes the four elements of the integer array `IARR` to share the same storage as that of the double-precision variable `DVAR`:

```fortran
DOUBLE PRECISION DVAR
INTEGER(KIND=2) IARR(4)
EQUIVALENCE (DVAR, IARR(1))
```

In the following example, the EQUIVALENCE statement causes the first character of the character variables `KEY` and `STAR` to share the same storage location. The character variable `STAR` is equivalent to the substring `KEY(1:10)`.

```fortran
CHARACTER KEY*16, STAR*10
EQUIVALENCE (KEY, STAR)
```
The following shows another example:

```plaintext
CHARACTER name, first, middle, last
DIMENSION name(60), first(20), middle(20), last(20)
EQUIVALENCE (name(1), first(1)), (name(21), middle(1))
EQUIVALENCE (name(41), last(1))
```

Consider the following:

```plaintext
CHARACTER (LEN = 4) :: a, b
CHARACTER (LEN = 3) :: c(2)
EQUIVALENCE (a, c(1)), (b, c(2))
```

This causes the following alignment:

```
1  2  3  4  5  6  7
a(1:1) a(2:2) a(3:3) a(4:4) b(1:1) b(2:2) b(3:3) b(4:4)
c(1)(1:1) c(1)(2:2) c(1)(3:3) c(2)(1:1) c(2)(2:2) c(2)(3:3)
```

Note that the fourth element of `a`, the first element of `b`, and the first element of `c(2)` share the same storage unit.

**See Also**
- Initialization Expressions
- Derived Data Types
- Storage Association
- STRICT and NOSTRICT

**ERF**

*Elemental Intrinsic Function (Generic):* Returns the error function of an argument.

**Syntax**

```plaintext
result = ERF (x)
```

`x` (Input) Must be of type real.

**Results**

The result type and kind is the same as `x`. The result is in the range -1 to 1.

ERF returns the error function of `x` defined as follows:

```
\frac{2}{\sqrt{\pi}} \int_{0}^{x} e^{-t^2} dt
```

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERF</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DERF</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QERF</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

ERF (1.0) has the value 0.842700794.

**See Also**
- ERFC
**ERFC**

*Elemental Intrinsic Function (Generic): Returns the complementary error function of an argument.*

**Syntax**

```fortran
result = ERFC (x)
```

- **x**: (Input) Must be of type real.

**Results**

The result type and kind is the same as `x`. The result is in the range 0 to 2.

`ERFC` returns `1 - ERF(x)` and is defined as follows:

\[
\frac{2}{\sqrt{\pi}} \int_x^\infty e^{-t^2} dt
\]

`ERFC` is provided because of the extreme loss of relative accuracy if `ERF(x)` is called for large `x` and the result is subtracted from 1.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERFC</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DERFC</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QERFC</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

`ERFC (1.0)` has the value 0.1572992057.

**See Also**

ERF

**ERFC_SCALED**

*Elemental Intrinsic Function (Generic): Returns the scaled complementary error function of an argument.*

**Syntax**

```fortran
result = ERFC_SCALED (x)
```

- **x**: (Input) Must be of type real.

**Results**

The result type and kind are the same as `x`. The result has a value equal to a processor-dependent approximation to the exponentially-scaled complementary error function of

\[
\exp \left( x^2 \right) \frac{2}{\sqrt{x}} \int_x^\infty \exp \left( -t^2 \right) dt
\]
NOTE

The complementary error function is asymptotic to \( \exp\left(-X^2\right)/\left(X \sqrt{\pi}\right) \). As such, it underflows for \( X > \infty \) when using IEEE single precision arithmetic. The exponentially-scaled complementary error function is asymptotic to \( 1/\left(X \sqrt{\pi}\right) \). As such, it does not underflow until \( X > \text{HUGE}(X)/\sqrt{\pi} \).

Example

ERFC_SCALED (20.0) has the approximate value 0.02817434874.

See Also

ERFC

ERRSNS

Intrinsic Subroutine (Generic): Returns information about the most recently detected I/O system error condition. Intrinsic subroutines cannot be passed as actual arguments.

Syntax

CALL ERRSNS ([io_err] [, sys_err] [, stat] [, unit] [, cond])

io_err (Output; Optional) Is an integer variable or array element that stores the most recent Run-Time Library error number that occurred during program execution. For a listing of error numbers, see Compiler Reference: Error Handling.

A zero indicates no error has occurred since the last call to ERRSNS or since the start of program execution.

sys_err (Output; Optional) Is an integer variable or array element that stores the most recent system error number associated with io_err. This code is one of the following:

- On Windows* systems, it is the value returned by GETLASTERROR() at the time of the error.
- On Linux* and OS X* systems, it is an errno value. (See errno(2).)

stat (Output; Optional) Is an integer variable or array element that stores a status value that occurred during program execution. This value is always set to zero.

unit (Output; Optional) Is an integer variable or array element that stores the logical unit number, if the last error was an I/O error.

cond (Output; Optional) Is an integer variable or array element that stores the actual processor value. This value is always set to zero.

If you specify INTEGER(2) arguments, only the low-order 16 bits of information are returned or adjacent data can be overwritten. Because of this, it is best to use INTEGER(4) arguments.

The saved error information is set to zero after each call to ERRSNS.
Example
Any of the arguments can be omitted. For example, the following is valid:

CALL ERRSNS (SYS_ERR=I1, STAT=I2, UNIT=I4)

ESTABLISHQQ
Portability Function: Lets you specify a routine to handle errors detected by the Run-Time Library (RTL). It lets you take appropriate steps in addition to the RTL's error-handling behavior, or it lets you replace that behavior.

Module
USE IFESTABLISH

Syntax
result = ESTABLISHQQ (handler_routine, context, prev_handler, prev_context)

handler_routine (Input) Is of type "procedure(establishqq_handler)", which is defined in module IFESTABLISH. This is the routine that will handle errors detected by the RTL.

context (Input) INTEGER(INT_PTR_KIND()). This is the way you pass information to the handler routine for use when it is called. It can be data or a pointer to a block of data.

prev_handler (Optional; output) Is of type "procedure(establishqq_handler), pointer, intent(out), optional", which is defined in module IFESTABLISH. This is the previous handler routine, if any.

prev_context (Optional; output) INTEGER(INT_PTR_KIND()). This is the context specified for the previous handler routine, if any; otherwise, zero.

Results
The result type for ESTABLISHQQ is LOGICAL(4). It indicates whether the handler was successfully established. .TRUE. means it was established successfully; .FALSE. means it was not.

The handler routine is called when an error occurs. The result for the handler is set by your code in the handler. .TRUE. means that the error has been handled and the application should not issue an error message. .FALSE. means that the application should issue an error message and continue as if there had never been a handler.

After you specify ESTABLISHQQ and an error occurs, the following input arguments are set up by the RTL when it calls the handler routine:

error_code
This is the error code number from IOSTAT.

continuable
This specifies whether a condition is continuable. The value is .TRUE. if the application can continue from the error. In this case, the handler can return .TRUE. or .FALSE. to determine what should happen.

If you want to terminate the application, the handler should specify the STOP statement.
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message_string

This is the error message as contructed by the RTL.
For example:
"forrtl: severe (408): fort: (2): Subscript #1 of the
array ..."

context

This is the context you specified for
ESTABLISHQQ.

If you want to handle errors using a C/C++ handler, use the ISO_C_BINDINGS module features to call the
C/C++ routine.

Example
! Compile with "-fpe0 -check bounds".
!
program example
use ifestablish
implicit none
procedure(establishqq_handler), pointer :: old_handler_1
procedure(establishqq_handler), pointer :: old_handler_2
procedure(establishqq_handler), pointer :: old_handler_3
procedure(establishqq_handler)
:: my_handler_1
procedure(establishqq_handler)
:: my_handler_2
procedure(establishqq_handler)
:: my_handler_3
logical
integer(INT_PTR_KIND())
real,
volatile
integer, volatile

::
::
::
::

ret
old_context, my_context = 0
x,y,z
i, eleven, a(10)

my_context = 1
eleven = 11
! Test that handlers can be established and restored.
!
old_handler_1 => null()
print *, "== Establish first handler"
ret = ESTABLISHQQ(my_handler_1, my_context, old_handler_1, old_context)
if (associated(old_handler_1)) then
print *, "** Unexpected old handler on first ESTABLISH **"
ret = old_handler_1(100, .true., "call number one", 1 )
print *, "back from call of old handler with", ret
else
print *,"== Got expected NULL old handler"
end if
print *,"== Violate array bounds; expect first handler"
i = a(eleven)
! Establish second handler
!
old_handler_2 => null()
print *, "== Establish second handler"
ret = ESTABLISHQQ(my_handler_2, my_context, old_handler_2, old_context)
if (associated(old_handler_2)) then
print *, "== Expect first handler as old handler"

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ret = old_handler_2(100, .true., "call number one", 1 )

else
    print *,"** Unexpectedly didn't get first handler as old handler **"
end if

print *,"== Violate array bounds; expect second handler"
i = a(eleven)

! Establish third handler
!
old_handler_3 => null()
print *, "== Establish third handler"
ret = ESTABLISHQQ(my_handler_3, my_context, old_handler_3, old_context)
!print *, "Got return value ", ret, "old context", old_context

if (associated(old_handler_3)) then
    print *, "== Expect second handler as old handler"
    ret = old_handler_3(100, .true., "call number one", 1 )
    !print *, "back from call of old handler with", ret
else
    print *,"** Unexpectedly didn't get second handler as old handler **"
end if

print *,"== Violate array bounds; expect third handler"
i = a(eleven)

! Put back old handlers in stack-wise order, testing.
!
ret = ESTABLISHQQ(old_handler_3, old_context)
print *,"== Violate array bounds; expect second handler"
i = a(eleven)

ret = ESTABLISHQQ(old_handler_2, old_context)
print *,"== Violate array bounds; expect first handler"
i = a(eleven)

ret = ESTABLISHQQ(old_handler_1, old_context)
print *,"== Violate array bounds; expect no handler and exit"
i = a(eleven)
end

function my_handler_1 (error_code, continuable, message_string, context)
    use, intrinsic :: iso_c_binding
    implicit none
    logical :: my_handler_1

    ! Arguments
    !
    integer, intent(in) :: error_code               ! RTL error code from IOSTAT table
    logical, intent(in) :: continuable              ! True if condition is continuable
    character(*) , intent(in) :: message_string      ! Formatted message string a la ERRMSG/IOMSG
    integer(INT_PTR_KIND()) , intent(in) :: context  ! Address-sized integer passed in to call

    my_handler_1 = .TRUE. ! Continue by default

    if (context == 1) then
        print *, "    Handler 1, continue"
    end if

else if (context == 2) then
  print *, "    Handler 1, continue"

else if (context == 3) then
  print *, "    Handler 1, code should be 73: ", error_code
  if (continuable) then
    print *, "      - is continuable (** an error! **)"
  else
    print *, "      - not continuable"
  end if
  ! We will return .TRUE., asking to continue, but because this is not
  ! a continuable error, the application will exit.
  else
    print *, "    ** Error -- wrong context value"  
  end if
  
return
end function my_handler_1

function my_handler_2 (error_code, continuable, message_string, context)
  use, intrinsic :: iso_c_binding
  implicit none
  logical :: my_handler_2

  ! Arguments
  !
  integer, intent(in) :: error_code             ! RTL error code from IOSTAT table
  logical, intent(in) :: continuable            ! True if condition is continuable
  character(*), intent(in) :: message_string    ! Formatted message string a la ERRMSG/IOMSG
  integer(INT_PTR_KIND()), intent(in) :: context    ! Address-sized integer passed in to call
                                                      ! ESTABLISHQQ, for whatever purpose
                                                      ! the programmer desires

  if (context == 1) then
    print *, "    Handler 2, continue"
    my_handler_2 = .TRUE. ! Continue
  else if (context == 2) then
    print *, "    Handler 2, exit"
    my_handler_2 = .FALSE. ! Exit
  end if
  return
end function my_handler_2

function my_handler_3 (error_code, continuable, message_string, context)
  use, intrinsic :: iso_c_binding
  implicit none

  ! Arguments
  !
  logical :: my_handler_3
  integer, intent(in) :: error_code             ! RTL error code from IOSTAT table
  logical, intent(in) :: continuable            ! True if condition is continuable
  character(*), intent(in) :: message_string    ! Formatted message string a la ERRMSG/IOMSG
  integer(INT_PTR_KIND()), intent(in) :: context    ! Address-sized integer passed in to call
                                                      ! ESTABLISHQQ, for whatever purpose
                                                      ! the programmer desires
if (context == 1) then
  print *, "    Handler 3, continue"
else if (context == 2) then
  print *, "    Handler 3, error is ", error_code, message_string
end if
my_handler_3 = .TRUE. ! Continue
return
end function my_handler_3

See Also
ISO_C_BINDING Module

ETIME

Portability Function: On single processor systems, returns the elapsed CPU time, in seconds, of the process that calls it. On multi-core or multi-processor systems, returns the elapsed wall-clock time, in seconds.

Module
USE IFPORT

Syntax
result = ETIME (array)

array
  (Output) REAL(4). Must be a rank one array with two elements:
  
  - array(1) - Elapsed user time, which is time spent executing user code. This value includes time running protected Windows subsystem code. On single processors, ETIME returns the elapsed CPU time, in seconds, of the process that calls it. On multiple processors, ETIME returns the elapsed wall-clock time, in seconds.
  
  - array(2) - Elapsed system time, which is time spent executing privileged code (code in the Windows Executive) on single processors; on multiple processors, this value is zero.

Results
The result type is REAL(4). The result is the total CPU time, which is the sum of array(1) and array(2).

Example
USE IFPORT
REAL(4) I, TA(2)
I = ETIME(TA)
write(*) 'Program has used', I, 'seconds of CPU time.'
write(*) ' This includes', TA(1), 'seconds of user time and', &
& TA(2), 'seconds of system time.'

See Also
DATE_AND_TIME

EXECUTE_COMMAND_LINE

Intrinsic Subroutine: Executes a command line.
Syntax

CALL EXECUTE_COMMAND_LINE (command [, wait, exitstat, cmdstat, cmdmsg])

command (Input) Must be a scalar of type default character. It is the command line to be executed. The interpretation is processor dependent.

wait (Input; optional) Must be a scalar of type logical. If wait is present with the value FALSE and the processor supports asynchronous execution of the command, the command is executed asynchronously; otherwise it is executed synchronously.

exitstat (Inout; optional) Must be a scalar of type integer. If the command is executed synchronously, exitstat is assigned the value of the processor-dependent exit status of the executed command. Otherwise, the value of exitstat is unchanged.

cmdstat (Output; optional) Must be a scalar of type integer. It is assigned one of the following values:

- -1 if the processor does not support command line execution
- A processor-dependent positive value if an error condition occurs
- -2 if no error condition occurs but wait is present with the value FALSE and the processor does not support asynchronous execution.
- 0 otherwise

cmdmsg (Inout; optional) Must be a scalar of type default character. If an error condition occurs, cmdmsg is assigned a processor-dependent explanatory message. Otherwise, cmdmsg is unchanged.

Description

When command is executed synchronously, EXECUTE_COMMAND_LINE returns after the command line has completed execution. Otherwise, EXECUTE_COMMAND_LINE returns without waiting.

If a condition occurs that would assign a nonzero value to cmdstat but cmdstat is not present, execution is terminated.

NOTE

If the application has a standard console window, command output will appear in that window. On Windows* OS, if the application does not have a console window, including QuickWin applications, command output will not be shown.

Example

INTEGER :: CSTAT, ESTAT
CHARACTER(100) :: CMSG
CALL EXECUTE_COMMAND_LINE ("dir > dir.txt", EXITSTAT=ESTAT, &
   CMDSTAT=CSTAT, CMDSMGS=CMSG)
IF (CSTAT > 0) THEN
   PRINT *, "Command execution failed with error ", TRIM(CMSG)
ELSE IF (CSTAT < 0) THEN
   PRINT *, "Command execution not supported"
ELSE
   PRINT *, "Command completed with status ", ESTAT
END IF
END
In the above example, EXECUTE_COMMAND_LINE is called to execute a "dir" command with output redirected to a file. Since the WAIT argument was omitted, the call waits for the command to complete and the command's exit status is returned in ESTAT. If the command cannot be executed, the error message returned in CMSG is displayed, but note that this is not based on the success or failure of the command itself.

**EXIT Statement**

**Statement:** Terminates execution of a DO loop or a BLOCK construct.

**Syntax**

```fortran
EXIT [name]
```

*name* (Optional) Is the name of the DO loop or BLOCK construct.

**Description**

The EXIT statement causes execution of a DO loop or a named BLOCK construct to be terminated. If *name* is specified, the EXIT statement must be within the range of that named construct. Otherwise, the EXIT statement must be within a DO loop and it exits the innermost DO within which it appears.

If a DO loop is terminated, any inner DO loops are also terminated and the DO control variables retain their last value. If a non-DO construct is terminated, any DO loops inside that construct are also terminated.

An EXIT statement must not appear within a CRITICAL or DO CONCURRENT construct if it belongs to that construct or an outer construct.

**Example**

The following example shows an EXIT statement:

```fortran
LOOP_A : DO I = 1, 15
    N = N + 1
    IF (N > I) EXIT LOOP_A
END DO LOOP_A
```

The following shows another example:

```fortran
INTEGER numpoints, point
REAL datarray(1000), sum
sum = 0.0
DO point = 1, 1000
    sum = sum + datarray(point)
    IF (datarray(point+1) .EQ. 0.0) EXIT
END DO
```

The following shows another example:

```fortran
DO I=1,N
    MyBlock:  BLOCK
        REAL :: T
        T = A(I) + B(I)
        IF (T == 0.0) EXIT MyBlock
        C(I) = T + SQRT(T)
    END BLOCK
END DO
```

**See Also**

DO Statement
DO WHILE
EXIT Subroutine

_Intrinsic Subroutine (Generic):_ Terminates program execution, closes all files, and returns control to the operating system. Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

```fortran
CALL EXIT [( [status] )]
```

*status* (Output; optional) Is an integer argument you can use to specify the image exit-status value.

The exit-status value may not be accessible after program termination in some application environments.

**Example**

```fortran
INTEGER(4) exvalue
! all is well, exit with 1
   exvalue = 1
   CALL EXIT(exvalue)
! all is not well, exit with diagnostic -4
   exvalue = -4
   CALL EXIT(exvalue)
! give no diagnostic, just exit
   CALL EXIT ( )
```

**See Also**

END
ABORT

**EXP**

_Ellemental Intrinsic Function (Generic):_ Computes an exponential value.

**Syntax**

```fortran
result = EXP (x)
```

*x* (Input) Must be of type real or complex.

**Results**

The result type and kind is the same as *x*. The value of the result is $e^x$. If *x* is of type complex, its imaginary part is regarded as a value in radians.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXP</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DEXP</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QEXP</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CEXP</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>CDEXP</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>CQEXP</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>

1The setting of compiler options specifying real size can affect CEXP.
Specific Name | Argument Type | Result Type
---|---|---
\(^2\)This function can also be specified as ZEXP.

**Example**

EXP (2.0) has the value 7.389056.

EXP (1.3) has the value 3.669297.

The following shows another example:

```fortran
! Given initial size and growth rate,
! calculates the size of a colony at a given time.
REAL sizei, sizef, time, rate
sizei = 10000.0
time = 40.5
rate = 0.0875
sizef = sizei * EXP (rate * time)
WRITE (*, 100) sizef
100 FORMAT (' The final size is ', E12.6)
END
```

**See Also**

LOG

**EXPONENT**

*Elemental Intrinsic Function (Generic):* Returns the exponent part of the argument when represented as a model number.

**Syntax**

```fortran
result = EXPONENT (x)
```

\(x\) (Input) must be of type real.

**Results**

The result type is default integer. If \(x\) is not equal to zero, the result value is the exponent part of \(x\). The exponent must be within default integer range; otherwise, the result is undefined.

If \(x\) is zero, the exponent of \(x\) is zero. For more information on the exponent part (\(e\)) in the real model, see [Model for Real Data](#).

**Example**

EXPONENT (2.0) has the value 2.

If 4.1 is a REAL(4) value, EXPONENT (4.1) has the value 3.

The following shows another example:

```fortran
REAL(4) r1, r2
REAL(8) r3, r4
r1 = 1.0
r2 = 123456.7
r3 = 1.0d0
r4 = 123456789123456.7
write(*,*) EXPONENT(r1) ! prints 1
write(*,*) EXPONENT(r2) ! prints 17
write(*,*) EXPONENT(r3) ! prints 1
write(*,*) EXPONENT(r4) ! prints 47
END
```
See Also
DIGITS
RADIX
FRACTION
MAXEXPONENT
MINEXPONENT
Data Representation Models

EXTENDS_TYPE_OF

Inquiry Intrinsic Function (Generic): Inquires whether the dynamic type of an object is an extension type of the dynamic type of another object.

Syntax

\[
\text{result} = \text{EXTENDS\_TYPE\_OF} (a, \text{mold})
\]

\(a\) (Input) Is an object of extensible type. If it is a pointer, it must not have an undefined association status.

\(\text{mold}\) (Input) Is an object of extensible type. If it is a pointer, it must not have an undefined association status.

Results

The result type is default logical scalar.

The following determines the result value:

- If \(\text{mold}\) is unlimited polymorphic and is a disassociated pointer or an unallocated allocatable, the result is .TRUE..
- If \(a\) is unlimited polymorphic and is a disassociated pointer or an unallocated allocatable, the result is .FALSE..
- If the dynamic type of \(a\) or \(\text{mold}\) is extensible, the result is true only if the dynamic type of \(a\) is an extension type of the dynamic type of \(\text{mold}\).

Otherwise, the result is processor dependent.

EXTERNAL

Statement and Attribute: Allows an external procedure, a dummy procedure, a procedure pointer, or a block data subprogram to be used as an actual argument. (To specify intrinsic procedures as actual arguments, use the INTRINSIC attribute.)

Syntax

The EXTERNAL attribute can be specified in a type declaration statement or an EXTERNAL statement, and takes one of the following forms:

Type Declaration Statement:

\[
\text{type}, [\text{att-ils}], \text{EXTERNAL} [, \text{att-ils}] :: \text{ex-pro[, ex-pro]}...
\]

Statement:

\[
\text{EXTERNAL} \ [::] \text{ex-pro[, ex-pro]}...
\]

\(\text{type}\) Is a data type specifier.
**att-ls**
Is an optional list of attribute specifiers.

**ex-pro**
Is the name of an external (user-supplied) procedure, a dummy procedure, a procedure pointer, or block data subprogram.

**Description**
In a type declaration statement, only functions can be declared EXTERNAL. However, you can use the EXTERNAL statement to declare subroutines and block data program units, as well as functions, to be external.

The name declared EXTERNAL is assumed to be the name of an external procedure, even if the name is the same as that of an intrinsic procedure. For example, if SIN is declared with the EXTERNAL attribute, all subsequent references to SIN are to a user-supplied function named SIN, not to the intrinsic function of the same name.

You can include the name of a block data program unit in the EXTERNAL statement to force a search of the object module libraries for the block data program unit at link time. However, the name of the block data program unit must not be used in a type declaration statement.

If you want to describe a routine with greater detail, use the INTERFACE statement. This statement automatically declares a routine as EXTERNAL, and provides information on result types and argument types.

A procedure that has both the EXTERNAL and POINTER attributes is a procedure pointer.

**Example**
The following example shows type declaration statements specifying the EXTERNAL attribute:

```fortran
PROGRAM TEST
...
INTEGER, EXTERNAL :: BETA
LOGICAL, EXTERNAL :: COS
...
CALL SUB(BETA)       ! External function BETA is an actual argument
```

You can use a name specified in an EXTERNAL statement as an actual argument to a subprogram, and the subprogram can then use the corresponding dummy argument in a function reference or a CALL statement; for example:

```fortran
EXTERNAL FACET
CALL BAR(FACET)
SUBROUTINE BAR(F)
EXTERNAL F
CALL F(2)
```

Used as an argument, a complete function reference represents a value, not a subprogram; for example, `FUNC(B)` represents a value in the following statement:

```fortran
CALL SUBR(A, FUNC(B), C)
```

The following shows another example:

```fortran
EXTERNAL MyFunc, MySub
C MyFunc and MySub are arguments to Calc
   CALL Calc (MyFunc, MySub)
C Example of a user-defined function replacing an intrinsic
C EXTERNAL SIN
   x = SIN (a, 4.2, 37)
```

**See Also**

INTRINSIC
Program Units and Procedures Overview
**FDATE**

*Portability Function and Subroutine: Returns the current date and time as an ASCII string.*

**Module**

USE IFPORT

**Syntax**

**Function Syntax**

result = FDATE()

**Subroutine Syntax:**

CALL FDATE ( [string] )

*string* (Output; optional) Character*(*). It is returned as a 24-character string in the form:

```
Mon Jan 31 04:37:23 2001
```

Any value in *string* before the call is destroyed.

**Results**

The result of the function FDATE and the value of *string* returned by the subroutine FDATE(*string*) are identical. Newline and NULL are not included in the string.

When you use FDATE as a function, declare it as:

```
CHARACTER*24 FDATE
```

**Example**

USE IFPORT
CHARACTER*24 today
!
CALL FDATE(today)
write (*,*), 'Today is ', today
!
write (*,*), 'Today is ', fdate()

**See Also**

DATE_AND_TIME

**FGGETC**

*Portability Function: Reads the next available character from a file specified by a Fortran unit number.*

**Module**

USE IFPORT

**Syntax**

result = FGGETC (lunit, char)
lunit  (Input) INTEGER(4). Unit number of a file. Must be currently connected to a file when the function is called.

char  (Output) CHARACTER*1. Next available character in the file. If lunit is connected to a console device, then no characters are returned until the Enter key is pressed.

Results
The result type is INTEGER(4). The result is zero if the read is successful, or -1 if an end-of-file is detected. A positive value is either a system error code or a Fortran I/O error code, such as:
EINVAL: The specified unit is invalid (either not already open, or an invalid unit number).

If you use WRITE, READ, or any other Fortran I/O statements with lunit, be sure to read Portability Routines.

Example
USE IFPORT
CHARACTER inchar
INTEGER istatus
istatus = FGETC(5,inchar)
PRINT *, inchar
END

See Also
GETCHARQQ
READ Statement

FIND
Statement: Positions a direct access file at a particular record and sets the associated variable of the file to that record number. It is comparable to a direct access READ statement with no I/O list, and it can open an existing file. No data transfer takes place.

Syntax
FIND ([UNIT=] io-unit, REC= r[, ERR= label] [, IOSTAT= i-var])
FIND (io-unit 'r [, ERR=label] [, IOSTAT=i-var])

io-unit  Is a logical unit number. It must refer to a relative organization file (see Unit Specifier).

r  Is the direct access record number. It cannot be less than one or greater than the number of records defined for the file (see Record Specifier).

label  Is the label of the executable statement that receives control if an error occurs.

i-var  Is a scalar integer variable that is defined as a positive integer if an error occurs, and as zero if no error occurs (see I/O Status Specifier).

Example
In the following example, the FIND statement positions logical unit 1 at the first record in the file. The file's associated variable is set to one:

FIND(1, REC=1)
In the following example, the FIND statement positions the file at the record identified by the content of INDX. The file's associated variable is set to the value of INDX:

```
FIND(4, REC=INDX)
```

**See Also**
- Record Specifier (REC=)
- Record Specifier (REC=)

**FINDFILEQQ**

*Portability Function:* Searches for a specified file in the directories listed in the path contained in the environment variable.

**Module**

```
USE IFPORT
```

**Syntax**

```
result = FINDFILEQQ (filename, varname, pathbuf)
```

**filename**

*(Input)* Character*(*). Name of the file to be found.

**varname**

*(Input)* Character*(*). Name of an environment variable containing the path to be searched.

**pathbuf**

*(Output)* Character*(*). Buffer to receive the full path of the file found.

**Results**

The result type is INTEGER(4). The result is the length of the string containing the full path of the found file returned in *pathbuf*, or 0 if no file is found.

**Example**

```
USE IFPORT
CHARACTER(256) pathname
INTEGER(4) pathlen
pathlen = FINDFILEQQ("libfmt.lib", "LIB", pathname)
WRITE (*,*) pathname
END
```

**See Also**

- FULLPATHQQ
- GETFILEINFOQQ
- SPLITPATHQQ

**FIRSTPRIVATE**

*Parallel Directive Clause:* Provides a superset of the functionality provided by the PRIVATE clause. It declares one or more variables to be private to each thread in a team, and initializes each of them with the value of the corresponding original variable.

**Syntax**

```
FIRSTPRIVATE (list)
```
list

Is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).

Variables that appear in a FIRSTPRIVATE list are subject to PRIVATE clause semantics. In addition, private (local) copies of each variable in the different threads are initialized to the value the variable had upon entering the parallel region.

To avoid race conditions, which are caused by unintended sharing of data, concurrent updates of the original variable must be synchronized with the read of the original variable that occurs as a result of the FIRSTPRIVATE clause.

If the original variable has the POINTER attribute, the new variable receives the same association status of the original variable as if by pointer assignment.

If the original variable does not have the POINTER attribute, initialization of the new variable occurs as if by intrinsic assignment, unless the original variable has the allocation status of "not currently allocated". In this case, the new variable also has the status of "not currently unallocated".

The following are restrictions for the FIRSTPRIVATE clause:

- A variable that is part of another variable (as an array or structure element) must not appear in a FIRSTPRIVATE clause.
- A variable that is private within a parallel region must not appear in a FIRSTPRIVATE clause in a worksharing construct if any of the worksharing regions arising from the worksharing construct ever bind to any of the parallel regions arising from the parallel construct.
- A variable that appears in a REDUCTION clause of a PARALLEL construct must not appear in a FIRSTPRIVATE clause in a worksharing or task construct if any of the worksharing or task regions arising from the worksharing or task construct ever bind to any of the parallel regions arising from the parallel construct.
- A variable that appears in a REDUCTION clause in a WORKSHARE construct must not appear in a FIRSTPRIVATE clause in a task construct encountered during execution of any of the worksharing regions arising from the worksharing construct.
- Assumed-size arrays must not appear in a PRIVATE clause.
- Variables that appear in NAMELIST statements, in variable format expressions, and in expressions for statement function definitions, must not appear in a PRIVATE clause.

NOTE
If a variable appears in both FIRSTPRIVATE and LASTPRIVATE clauses, the update required for LASTPRIVATE occurs after all initializations for FIRSTPRIVATE.

Example
Consider the following:

A = 3
B = 4
!$OMP PARALLEL PRIVATE(A) FIRSTPRIVATE(B)

In this case, variable A has an undefined value at the beginning of the parallel region. However, variable B has the value 4, which was specified in the serial region preceding the parallel region.

See Also
PRIVATE Clause
LASTPRIVATE
**FIXEDFORMLINESIZE**

*General Compiler Directive:* Sets the line length for fixed-form Fortran source code.

**Syntax**

```
!DIR$ FIXEDFORMLINESIZE:{72 | 80 | 132}
```

You can set FIXEDFORMLINESIZE to 72 (the default), 80, or 132 characters. The FIXEDFORMLINESIZE setting remains in effect until the end of the file, or until it is reset.

The FIXEDFORMLINESIZE directive sets the source-code line length in include files, but not in USE modules, which are compiled separately. If an include file resets the line length, the change does not affect the host file.

This directive has no effect on free-form source code.

**Example**

```
!DIR$ NOFREEFORM
!DIR$ FIXEDFORMLINESIZE:132
   WRITE (*,*) 'Sentence that goes beyond the 72nd column without continuation.'
```

**See Also**
FREEFORM and NOFREEFORM
General Compiler Directives
Syntax Rules for Compiler Directives
Equivalent Compiler Options

---

**FLOAT**

*Elemental Intrinsic Function (Generic):* Converts an integer to REAL(4).

**See Also**
REAL Function

---

**FLOODFILL, FLOODFILL_W (W*S)**

*Graphics Functions:* Fill an area using the current color index and fill mask.

**Module**
USE IFQWIN

**Syntax**

```
result = FLOODFILL (x, y, bcolor)
result = FLOODFILL_W (wx, wy, bcolor)
```

- **x, y** (Input) INTEGER(2). Viewport coordinates for fill starting point.
- **bcolor** (Input) INTEGER(2). Color index of the boundary color.
- **wx, wy** (Input) REAL(8). Window coordinates for fill starting point.
Results

The result type is INTEGER(2). The result is a nonzero value if successful; otherwise, 0 (occurs if the fill could not be completed, or if the starting point lies on a pixel with the boundary color bcolor, or if the starting point lies outside the clipping region).

FLOODFILL begins filling at the viewport-coordinate point (x,y). FLOODFILL_W begins filling at the window-coordinate point (wx,wy). The fill color used by FLOODFILL and FLOODFILL_W is set by SETCOLOR. You can obtain the current fill color index by calling GETCOLOR. These functions allow access only to the colors in the palette (256 or less). To access all available colors on a VGA (262,144 colors) or a true color system, use the RGB functions FLOODFILLRGB and FLOODFILLRGB_W.

If the starting point lies inside a figure, the interior is filled; if it lies outside a figure, the background is filled. In both cases, the fill color is the current graphics color index set by SETCOLOR. The starting point must be inside or outside the figure, not on the figure boundary itself. Filling occurs in all directions, stopping at pixels of the boundary color bcolor.

NOTE

The FLOODFILL routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the FloodFill routine by including the IFWIN module, you need to specify the routine name as MSFWIN$FloodFill.

Example

USE IFQWIN
INTEGER(2) status, bcolor, red, blue
INTEGER(2) x1, y1, x2, y2, xinterior, yinterior
x1 = 80; y1 = 50
x2 = 240; y2 = 150
red = 4
blue = 1
status = SETCOLOR(red)
status = RECTANGLE( $GBORDER, x1, y1, x2, y2 )
bcolor = GETCOLOR() status = SETCOLOR (blue)
xinterior = 160; yinterior = 100
status = FLOODFILL (xinterior, yinterior, bcolor)
END

See Also

FLOODFILLRGB, FLOODFILLRGB_W (W*S)
ELLIPSE, ELLIPSE_W (W*S)
GETCOLOR (W*S)
GETFILLMASK (W*S)
GRSTATUS (W*S)
PIE, PIE_W (W*S)
SETCLIPRGN (W*S)
SETCOLOR (W*S)
SETFILLMASK (W*S)

FLOODFILLRGB, FLOODFILLRGB_W (W*S)

Graphics Functions: Fill an area using the current Red-Green-Blue (RGB) color and fill mask.

Module

USE IFQWIN
Syntax

\[
\text{result} = \text{FLOODFILLRGB} (x, y, \text{color}) \\
\text{result} = \text{FLOODFILLRGB}_W (wx, wy, \text{color})
\]

- **x, y** (Input) INTEGER(2). Viewport coordinates for fill starting point.
- **color** (Input) INTEGER(4). RGB value of the boundary color.
- **wx, wy** (Input) REAL(8). Window coordinates for fill starting point.

Results

The result type is INTEGER(4). The result is a nonzero value if successful; otherwise, 0 (occurs if the fill could not be completed, or if the starting point lies on a pixel with the boundary color \text{color}, or if the starting point lies outside the clipping region).

FLOODFILLRGB begins filling at the viewport-coordinate point (x, y). FLOODFILLRGB_W begins filling at the window-coordinate point (wx, wy). The fill color used by FLOODFILLRGB and FLOODFILLRGB_W is set by SETCOLORRGB. You can obtain the current fill color by calling GETCOLORRGB.

If the starting point lies inside a figure, the interior is filled; if it lies outside a figure, the background is filled. In both cases, the fill color is the current color set by SETCOLORRGB. The starting point must be inside or outside the figure, not on the figure boundary itself. Filling occurs in all directions, stopping at pixels of the boundary color \text{color}.

Example

```fortran
! Build as a QuickWin or Standard Graphics App.
USE IPQWIN
INTEGER(2) status
INTEGER(4) result, bcolor
INTEGER(2) x1, y1, x2, y2, xinterior, yinterior
x1 = 80; y1 = 50
x2 = 240; y2 = 150
result = SETCOLORRGB(Z'008080') ! red
status = RECTANGLE($GBORDER, x1, y1, x2, y2 )
bcolor = GETCOLORRGB( )
result = SETCOLORRGB (Z'FF0000') ! blue
xinterior = 160; yinterior = 100
result = FLOODFILLRGB (xinterior, yinterior, bcolor)
END
```

See Also

ELLIPSE, ELLIPSE_W (W*S)  
FLOODFILL, FLOODFILL_W (W*S)  
GETCOLORRGB (W*S)  
GETFILLMASK (W*S)  
GRSTATUS (W*S)  
PIE, PIE_W (W*S)  
SETCLIPRGN (W*S)  
SETCOLORRGB (W*S)  
SETFILLMASK (W*S)

FLOOR

*Elemental Intrinsic Function (Generic):* Returns the greatest integer less than or equal to its argument.
Syntax

\[
\text{result} = \text{FLOOR} \left( a[\text{kind}] \right)
\]

\(\text{a} \quad \) (Input) Must be of type real.

\(\text{kind} \quad \) (Input; optional) Must be a scalar integer initialization expression.

Results

The result type is integer. If \(\text{kind}\) is present, the kind parameter of the result is that specified by \(\text{kind}\); otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The value of the result is equal to the greatest integer less than or equal to \(\text{a}\).

The setting of compiler options specifying integer size can affect this function.

Example

FLOOR (4.8) has the value 4.

FLOOR (-5.6) has the value -6.

The following shows another example:

\[
\begin{align*}
\text{I} &= \text{FLOOR}(3.1) \quad \text{! returns 3} \\
\text{I} &= \text{FLOOR}(-3.1) \quad \text{! returns -4}
\end{align*}
\]

See Also

CEILING

FLUSH Directive

OpenMP* Fortran Compiler Directive: Identifies synchronization points at which the threads in a team must provide a consistent view of memory.

Syntax

\[
\text{!$OMP FLUSH } [(\text{list})]
\]

\(\text{list} \quad \) Is the name of one or more variables to be flushed. Names must be separated by commas.

The binding thread set for a FLUSH construct is the encountering thread.

The FLUSH directive must appear at the precise point in the code at which the synchronization is required. To avoid flushing all variables, specify a \(\text{list}\).

Thread-visible variables are written back to memory at the point at which this directive appears. Modifications to thread-visible variables are visible to all threads after this point. Subsequent reads of thread-visible variables fetch the latest copy of the data.

Thread-visible variables include the following data items:

- Globally visible variables (common blocks and modules)
- Local variables that do not have the SAVE attribute but have had their address taken and saved or have had their address passed to another subprogram
- Local variables that do not have the SAVE attribute that are declared shared in a parallel region within the subprogram
- Dummy arguments
- All pointer dereferences

The FLUSH directive is implied for the following directives (unless the NOWAIT keyword is used):
- ATOMIC and END ATOMIC
- BARRIER
- CRITICAL and END CRITICAL
- END DO
- END PARALLEL
- END SECTIONS
- END SINGLE
- END WORKSHARE
- ORDERED and END ORDERED
- PARALLEL and END PARALLEL
- PARALLEL DO and END PARALLEL DO
- PARALLEL SECTIONS and END PARALLEL SECTIONS
- TARGET
- TARGET DATA
- TARGET ENTER DATA on entry
- TARGET EXIT DATA on exit
- TARGET UPDATE on entry if TO is present and on exit if FROM is present

**Example**

The following example uses the FLUSH directive for point-to-point synchronization between pairs of threads:

```fortran
!$OMP PARALLEL DEFAULT(PRIVATE) SHARED(ISYNC)
   IAM = OMP_GET_THREAD_NUM()
   ISYNC(IAM) = 0
!$OMP BARRIER
   CALL WORK()
   C I AM DONE WITH MY WORK, SYNCHRONIZE WITH MY NEIGHBOR
   ISYNC(IAM) = 1
!$OMP FLUSH(ISYNC)
   C WAIT TILL NEIGHBOR IS DONE
   DO WHILE (ISYNC(NEIGH) .EQ. 0)
     !$OMP FLUSH(ISYNC)
     END DO
!$OMP END PARALLEL
```

**See Also**

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
Parallel Processing Model for information about Binding Sets

**FLUSH Statement**

**Statement:** Causes data written to a file to become available to other processes or causes data written to a file outside of Fortran to be accessible to a READ statement. It takes one of the following forms:

**Syntax**

```
FLUSH([UNIT=]io-unit [, ERR=label] [, IOMSG=msg-var] [IOSTAT=i-var])
```

**FLUSH io-unit**

- `io-unit` (Input) Is an external unit specifier.

- `label` (Input) Is the label of the branch target statement that receives control if an error occurs.
msg-var  (Output) Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs.

i-var  (Output) Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

The FLUSH statement specifiers can appear in any order. An I/O unit must be specified, but the UNIT= keyword is optional if the unit specifier is the first item in the I/O control list.

This statement has no effect on file position.

**FLUSH Subroutine**

*Portability Subroutine:* Flushes the contents of an external unit buffer into its associated file.

**Module**

USE IFPORT

**Syntax**

CALL FLUSH (lunit)

**lunit**  (Input) INTEGER(4). Number of the external unit to be flushed. Must be currently connected to a file when the subroutine is called. This routine is thread-safe, and locks the associated stream before I/O is performed.

**NOTE**

The flush is performed in a non-blocking mode. In this mode, the command may return before the physical write is completed. If you want to use a blocking mode of FLUSH use COMMITQQ.

**See Also**

COMMITQQ

**FMA and NOFMA**

*General Compiler Directives:* FMA tells the compiler to allow generation of fused multiply-add (FMA) instructions, also known as floating-point contractions. NOFMA disables the generation of FMA instructions.

**Syntax**

!DIR$ FMA

!DIR$ NOFMA

These directives affect the current program unit but they also apply to subsequent program units in the source file, unless and until a program unit containing another FMA or NOFMA directive is encountered.

Once a NOFMA directive has been specified, it is in effect from that point forward. The setting impacts later routines in the source file. For example, consider that the following are in the same source file:

```fortran
real function fms_mul2( a, b, c, d)
  implicit none
  real :: a, b, c, d
  ! the default !dir$ fma leads to fma generation:
  ! this is transformed into FMS(a,b,FMA(c,d,0))
!dir$ nofma
```

![Image](https://via.placeholder.com/150)
The NOFMA directive specified in `fms_mul2` will also impact the routine `fms_mul`. You must explicitly specify the FMA directive to override the effect of the NOFMA directive.

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
fma, Qfma compiler option
fp-model, fp compiler option

**FOCUSQQ (W*S)**

*QuickWin Function:* Sets focus to the window with the specified unit number.

**Module**

USE IFQWIN

**Syntax**

```
result = FOCUSQQ (iunit)
```

*iunit* (Input) INTEGER(4). Unit number of the window to which the focus is set. Unit numbers 0, 5, and 6 refer to the default startup window.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, nonzero.

Units 0, 5, and 6 refer to the default window only if the program does not specifically open them. If these units have been opened and connected to windows, they are automatically reconnected to the console once they are closed.

Unlike SETACTIVEQQ, FOCUSQQ brings the specified unit to the foreground. Note that the window with the focus is not necessarily the active window (the one that receives graphical output). A window can be made active without getting the focus by calling SETACTIVEQQ.

A window has focus when it is given the focus by FOCUSQQ, when it is selected by a mouse click, or when an I/O operation other than a graphics operation is performed on it, unless the window was opened with IOFOCUS=.FALSE.. The IOFOCUS specifier determines whether a window receives focus when an I/O statement is executed on that unit. For example:

```fortran
OPEN (UNIT = 10, FILE = 'USER', IOFOCUS = .TRUE.)
```

By default IOFOCUS=.TRUE., except for child windows opened with as unit *. If IOFOCUS=.TRUE., the child window receives focus prior to each READ, WRITE, PRINT, or OUTTEXT. Calls to graphics functions (such as OUTGTEXT and ARC) do not cause the focus to shift.

See Also
SETACTIVEQQ (W*S)
INQFOCUSQQ (W*S)
FOR__SET_FTN_ALLOC

Run-Time Function: Lets you specify your own routine to dynamically allocate common blocks. This function is especially useful when you are sharing libraries.

Syntax

\[
\text{result} = \text{FOR__SET_FTN_ALLOC}(\text{alloc\_routine})
\]

\text{alloc\_routine}  
(Input) Character. Is the name of a user-defined allocation routine. The routine takes the same arguments as the routine prototype \_FTN_ALLOC, which is defined in module IFCORE. For more information on \_FTN_ALLOC and its arguments, see Allocating Common Blocks.

Results

The result has the same type as the type of the argument. The return value is a pointer to the previous allocation routine you specified for allocation of COMMONs, or to a null pointer if you did not specify a previous allocation routine.

The caller of FOR__SET_FTN_ALLOC must include a USE IFCOMMONALLOC statement. The allocation routine should include ISO_C_BINDING so it can correctly declare the arguments.

This function takes precedence over \_FTN_ALLOC.

Example

The following shows an example of a user-defined routine that can be used with FOR__SET_FTN_ALLOC.

Note that you must compile the program using option \([Q] \text{dyncom}\) to name the commons you want to be dynamically allocated.

```fortran
! User's allocation routine
!
subroutine my_Fortran_alloc_routine (mem, size, name)
  use, intrinsic :: ISO_C_BINDING
  implicit none
  type(C_PTR), intent(OUT) :: mem
  integer(C_INT), intent(INOUT) :: size
  character, dimension(*), intent(IN) :: name
  ! Users would put their allocation code here. This example text
  ! does not contain code to allocate memory.
end subroutine my_Fortran_alloc_routine

! This routine uses module IFCOMMONALLOC to swap allocation
! routines for dynamic COMMONs.
!
subroutine swap_alloc_routines( for_old )
  use ifcommonalloc
  use, intrinsic :: ISO_C_BINDING
  implicit none
  logical for_old
  ! The routine to use, defined above.
  !
  procedure(alloc_rtn) :: my_Fortran_alloc_routine
```

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! Where to save the old one.
! type(C_FUNPTR) :: saved_alloc_routine

! Do the swap
!
print *, "my_Fortran_alloc_routine"
if (for_old) then
    saved_alloc_routine = set_ftn_alloc( C_FUNLOC(my_Fortran_alloc_routine) )
else
    saved_alloc_routine = set_ftn_alloc( saved_alloc_routine )
end if
end subroutine swap_alloc_routines

! Routines with dynamic commons would go here

! The main program doesn't need to know about module IFCOMMONALLOC.
!
program main
    implicit none

    ! Dynamic commons in routines first called in this region will use the
    ! default allocation method.
    swap_alloc_routines( .true. )

    ! Dynamic commons in routines first called in this region will use
    ! my_Fortran_alloc_routine.
    swap_alloc_routines( .false. )

    ! Dynamic commons in routines first called in this region will use the
    ! default allocation method.
end program main

See Also
Allocating Common Blocks
dyncom, Qdyncom compiler option
ISO_C_BINDING

FOR_DESCRIPTOR_ASSIGN (W*S)

Run-Time Subroutine: Creates an array descriptor in memory.

Module

USE IFCORE

Syntax

CALL FOR_DESCRIPTOR_ASSIGN (dp, base, size, reserved, rank, dims_info)

dp

(Input) A Fortran pointer to an array; the array can be of any data type.
base
(Input) INTEGER(4) or INTEGER(8). The base address of the data being described by dp.

Note that a Fortran pointer describes both the location and type of the data item.

size
(Input) INTEGER(4). The size of the data type; for example, 4 for INTEGER(4).

reserved
(Input) INTEGER(4). A logical bitwise OR combination of the following constants, which are defined in IFCORE.F90:

- FOR_DESCRIPTOR_ARRAY_DEFINED - Specifies whether the array pointed to has been allocated or associated. If the bit is set, the array has been allocated or associated.
- FOR_DESCRIPTOR_ARRAY_NODEALLOC - Specifies whether the array points to something that can be deallocated by a call to DEALLOCATE, or whether it points to something that cannot be deallocated. For example:

```fortran
integer, pointer :: p(:)
integer, target :: t
p => t   ! t cannot be deallocated
allocate(p(10)) ! t can be deallocated
```

If the bit is set, the array cannot be deallocated.
- FOR_DESCRIPTOR_ARRAY_CONTIGUOUS - Specifies whether the array pointed to is completely contiguous in memory or whether it is a slice that is not contiguous. If the bit is set, the array is contiguous.

rank
(Input) INTEGER(4). The rank of the array pointed to.

dims_info
(Input) An array of derived type FOR_DIMS_INFO; you must specify a rank for this array. The derived type FOR_DIMS_INFO is defined in IFCORE.F90 as follows:

```fortran
TYPE FOR_DIMS_INFO
  INTEGER(4) LOWERBOUND  !Lower bound for the dimension
  INTEGER(4) UPPERBOUND  !Upper bound for the dimension
  INTEGER(4) STRIDE      !Stride for the dimension
END TYPE FOR_DIMS_INFO
```

The FOR_DESCRIPTOR_ASSIGN routine is similar to a Fortran pointer assignment, but gives you more control over the assignment, allowing, for example, assignment to any location in memory.

You can also use this routine to create an array that can be used from both Fortran or C.

Example

```fortran
use IFCORE
common/c_array/ array
real(8) array(5,5)
external  init_array
external  c_print_array
real(8),pointer :: p_array(:,:)
type(FOR_DIMS_INFO) dims_info(2)
call init_array()

do i=1,5
  do j=1,5
    print *,i,j, array(i,j)
  end do
end do
```
end do
end do

dims_info(1)%LOWERBOUND = 11
 dims_info(1)%UPPERBOUND = 15
 dims_info(1)%STRIDE = 1

dims_info(2)%LOWERBOUND = -5
 dims_info(2)%UPPERBOUND = -1
 dims_info(2)%STRIDE = 1

call FOR_DESCRIPTOR_ASSIGN(p_array, &
 LOC(array), &
 SIZEOF(array(1,1)), &
 FOR_DESCRIPTOR_ARRAY_DEFINED .or. &
 FOR_DESCRIPTOR_ARRAY_NODEALLOC .or. &
 FOR_DESCRIPTOR_ARRAY_CONTIGUOUS, &
 2, &
 dims_info )

p_array = p_array + 1
 call c_print_array()
end

The following shows the C program containing init_array and c_print_array:

#include <stdio.h>
#if !defined(_WIN32) && !defined(_WIN64)
define C_ARRAY c_array_
define INIT_ARRAY init_array_
define C_PRINT_ARRAY c_print_array_
#endif
double C_ARRAY[5][5];
void INIT_ARRAY(void);
void C_PRINT_ARRAY(void);
void INIT_ARRAY(void) {
    int i,j;
    for(i=0;i<5;i++)
        for(j=0;j<5;j++)
            C_ARRAY[i][j] = j + 10*i;
}
void C_PRINT_ARRAY(void) {
    int i,j;
    for(i=0;i<5;i++){
        for(j=0;j<5;j++)
            printf("%f ", C_ARRAY[i][j]);
        printf("\n");
    }
}

See Also
POINTER - Fortran

FOR_GET_FPE

Run-Time Function: Returns the current settings of floating-point exception flags. This routine can be called from a C or Fortran program.
Module
USE IFCORE
Syntax
result = FOR_GET_FPE()

Results
The result type is INTEGER(4). The return value represents the settings of the current floating-point exception flags. The meanings of the bits are defined in the IFPORT module file.
This function is not available on Intel® 64 architecture, targeting Intel® MIC Architecture.
To set floating-point exception flags after program initialization, use FOR_SET_FPE.

Example
USE IFCORE
INTEGER*4 FPE_FLAGS
FPE_FLAGS = FOR_GET_FPE()

See Also
FOR_SET_FPE

FOR_IFCORE_VERSION
Portability Function: Returns the version of the Fortran run-time library (ifcore).

Module
USE IFPORT
Syntax
result = FOR_IFCORE_VERSION (string)

string (Output) Character*(*)]. The version information for the Fortran run-time library (ifcore).

Results
The result type is INTEGER(4). The result is non-zero if successful; otherwise, zero.
If string is not long enough to contain the version information, the result is truncated on the right. If string is longer than the version information, the result is blank-padded on the right. The result may contain multiple blank or ASCII tab characters.

Example
Consider the following:
program what_ifcore
  use ifport
  integer :: res
  character*56 :: str
  res = for_ifcore_version( str )
  print ("(3A)"), "", str, ""
end program what_ifcore
FOR_IFPORT_VERSION

Portability Function: Returns the version of the Fortran portability library (ifport).

Module

USE IFPORT

Syntax

result = FOR_IFPORT_VERSION (string)

string (Output) Character*(*) . The version information for the Fortran portability library (ifport).

Results

The result type is INTEGER(4). The result is non-zero if successful; otherwise, zero.

If string is not long enough to contain the version information, the result is truncated on the right. If string is longer than the version information, the result is blank-padded on the right. The result may contain multiple blank or ASCII tab characters.

Example

Consider the following:

program what_ifport
  use ifport
  integer :: res
  character*56 :: str

  res = for_ifport_version( str )
  print ("(3A)"), ",", str, ""
end program what_ifport

The above example will produce a result similar to the following, depending on spacing and the actual version information:

'Intel Fortran portability library V16.0-001 May 27 2014 '  

for_rtl_finish_

Run-Time Function: Cleans up the Fortran run-time environment; for example, flushing buffers and closing files. It also issues messages about floating-point exceptions, if any occur.

Syntax

This routine should be called from a C main program; it is invoked by default from a Fortran main program.

result = for_rtl_finish_ ( )

Results

The result is an I/O status value. For information on these status values, see Error Handling: Using the IOSTAT Value and Fortran Exit Codes.

To initialize the Fortran run-time environment, use function for_rtl_init_. 
**Example**

Consider the following C code:

```c
int io_status;
int for_rtl_finish_();
io_status = for_rtl_finish_();
```

**See Also**

for_rtl_init_

**for_rtl_init_**

**Run-Time Subroutine:** Initializes the Fortran run-time environment and causes Fortran procedures and subroutines to behave the same as when called from a Fortran main program. On Linux* OS and OS X*, it also establishes handlers and floating-point exception handling.

**Syntax**

This routine should be called from a C main program; it is invoked by default from a Fortran main program.

CALL for_rtl_init_ (argcount, actarg)

_argcount_ Is a command-line parameter describing the argument count.

_actarg_ Is a command-line parameter describing the actual arguments.

To clean up the Fortran run-time environment, use function for_rtl_finish_.

**Example**

Consider the following C code:

```c
int argc;
char **argv;
void for_rtl_init_ (int *, char **);
for_rtl_init_ (&argc, argv);
```

**See Also**

for_rtl_finish_

**FOR_SET_FPE**

**Run-Time Function:** Sets the floating-point exception flags. This routine can be called from a C or Fortran program.

**Module**

USE IFCORE

**Syntax**

result = FOR_SET_FPE (a)

_a_ Must be of type INTEGER(4). It contains bit flags controlling floating-point exception trapping, reporting, and result handling.

**Results**

The result type is INTEGER(4). The return value represents the previous settings of the floating-point exception flags. The meanings of the bits are defined in the IFCORE module file.
This function is not available on Intel® 64 architecture, targeting Intel® MIC Architecture.

To get the current settings of the floating-point exception flags, use FOR_GET_FPE.

**Example**

```fortran
USE IFCORE
INTEGER*4 OLD_FPE_FLAGS, NEW_FPE_FLAGS
OLD_FPE_FLAGS = FOR_SET_FPE (NEW_FPE_FLAGS)

The following example program is compiled without any fpe options. However, it uses calls to for_set_fpe to enable the same flags as when compiling with option fpe:0. The new flags can be verified by compiling the program with option -fpe:0.

```
toggle = "ON"
else
  toggle = "OFF"
endif
write(*,*) " FPE_TRAP_DIV0 :", toggle

if ( IAND(fpe_flags, FPE_M_TRAP_INV) .ne. 0 ) then
  toggle = "ON"
else
  toggle = "OFF"
endif
write(*,*) " FPE_TRAP_INV :", toggle

if ( IAND(fpe_flags, FPE_M_ABRUPT_UND) .ne. 0 ) then
  toggle = "ON"
else
  toggle = "OFF"
endif
write(*,*) " FPE_ABRUPT_UND :", toggle

if ( IAND(fpe_flags, FPE_M_ABRUPT_OVF) .ne. 0 ) then
  toggle = "ON"
else
  toggle = "OFF"
endif
write(*,*) " FPE_ABRUPT_OVF :", toggle

if ( IAND(fpe_flags, FPE_M_ABRUPT_DIV0) .ne. 0 ) then
  toggle = "ON"
else
  toggle = "OFF"
endif
write(*,*) " FPE_ABRUPT_DIV0 :", toggle

if ( IAND(fpe_flags, FPE_M_ABRUPT_INV) .ne. 0 ) then ! ABRUPT_INV
  toggle = "ON"
else
  toggle = "OFF"
endif
write(*,*) " FPE_ABRUPT_INV :", toggle, "  (ftz related)"
end subroutine PRINT_FPE_FLAGS

The following shows the output from the above program:

>ifort set_fpe_sample01.f90
>set_fpe_sample01.exe

The original FPE FLAGS were:
FPE FLAGS = 0X00000000 B'00000000000000000000000000000000
  FPE_TRAP_UND :OFF
  FPE_TRAP_OVF :OFF
  FPE_TRAP_DIV0 :OFF
  FPE_TRAP_INV :OFF
  FPE_ABRUPT_UND :OFF
The new FPE FLAGS are:
FPE FLAGS = 0X0011000F B'00000000000100010000000000001111
FPE_TRAP_UND :ON
FPE_TRAP_OVF :ON
FPE_TRAP_DIV0 :ON
FPE_TRAP_INV :ON
FPE_ABRUPT_UND :ON
FPE_ABRUPT_OVF :OFF
FPE_ABRUPT_DIV0 :ON
FPE_ABRUPT_INV :OFF
FPE_ABRUPT_DMZ :ON (ftz related)

The following example builds a library that has to have a particular setting of the fpe flags internally, and has to work with user programs built with any combination of the fpe flags.

!-- file USE.F90 starts here

subroutine use_denorms
use, intrinsic :: ieee_arithmetic
use ifcore
use, intrinsic :: ieee_features, only: ieee_denormal
implicit none
!--- Declaration for use in example code
    real, volatile :: x, y
    integer i
!--- End declarations for example code
integer(4) :: orig_flags, off_flags, not_flags, new_flags

if (ieee_support_denormal()) then
  print *, "Denormals already supported"
else
  orig_flags = for_get_fpe()
  off_flags = IOR(FPE_M_ABRUPT_UND, FPE_M_ABRUPT_DMZ)
  off_flags = IOR(off_flags, FPE_M_TRAP_UND)
  off_flags = IOR(off_flags, FPE_M_MSG_UND)
  not_flags = NOT(off_flags) ! "INOT" is the 16-bit version!

  new_flags = IAND(orig_flags, not_flags)
  orig_flags = for_set_fpe(new_flags)

  if (ieee_support_denormal()) then
    print *, "Denormals are now supported"
  else
    print *, "Error: Denormals still not supported after FOR_SET_FPE call"
  end if
end if

!-- Begin example of user code using denorms

1      FORMAT(1X,Z)
2      FORMAT("Use denormals",1X,E40.25)

      x = 0.0
      y = tiny(x)
! Print as real values
!  print 2, x, y

! Expect non-zero numbers
!  do i = 1, 20
    y = y / 2.0
    print 1,y
  enddo
!--- End example of user code using denoms

end subroutine use_denoms
!--- end of file USE.F90

!--- File FLUSH.F90 starts here

subroutine flush_denorms
  use, intrinsic :: ieee_arithmetic
  use ifcore
  use, intrinsic :: ieee_features
  implicit none

  !--- Declaration for use in example code
  real, volatile ::     x, y
  integer  i
  !--- End declarations for example code

  integer(4) :: orig_flags, off_flags, new_flags

  if (ieee_support_denormal()) then
    print *, "Denormals already supported; turn off"
    orig_flags = for_get_fpe()

    off_flags = IOR(FPE_M_ABRUPT_UND, FPE_M_ABRUPT_DMZ)
    off_flags = IOR(off_flags,        FPE_M_TRAP_UND)
    off_flags = IOR(off_flags,        FPE_M_MSG_UND)

    new_flags  = IOR(orig_flags, off_flags)
    orig_flags = for_set_fpe(new_flags)

    if (ieee_support_denormal()) then
      print *, "Error: Denormals still supported after FOR_SET_FPE call"
    else
      print *, "Denormals are now NOT supported, should flush to zero"
    end if
  else
    print *, "Denormals already not supported"
  end if

 !--- Begin example of user code doing flush-to-zero

1      FORMAT(1X,Z)
2      FORMAT("Flush to zero",1X,E40.25)

  x = 0.0
  y = tiny(x)

  ! Print as real values
  !
print 2, x, y
!
!
do i = 1, 20
   y = y / 2.0
   print 1,y
endo

!-- End example of user code doing flush-to-zero

end subroutine flush_denoms
!
!-- end of file FLUSH.F90

!-- File MAIN.F90 starts here
program example
implicit none

   call use_denoms  ! Will use denoms
   call flush_denoms ! Will flush
   call use_denoms  ! Will also flush, but WON'T use denoms!

end program example
!
!-- end of file MAIN.F90

You can specify the following lines to compile and link the above program:

ifort -c -fpic -no-ftz -fpe3 use.f90
ifort -c -fpic -ftz flush.f90
ifort -c -fpic main.f90
ifort -o main.exe main.o use.o flush.o

**FOR_SET_REENTRANCY**

*Run-Time Function:* Controls the type of reentrancy protection that the Fortran Run-Time Library (RTL) exhibits. *This routine can be called from a C or Fortran program.*

**Module**

USE IFCORE

**Syntax**

result = FOR_SET_REENTRANCY (mode)

**mode**

Must be of type INTEGER(4) and contain one of the following options:

<table>
<thead>
<tr>
<th>FOR_K_REENTRANCY</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>NONE</em></td>
<td>Tells the Fortran RTL to perform simple locking around critical sections of RTL code. This type of reentrancy should be used when the Fortran RTL will not be reentered due to asynchronous system traps (ASTs) or threads within the application.</td>
</tr>
<tr>
<td><em>ASYNCH</em></td>
<td>Tells the Fortran RTL to perform simple locking and disables ASTs around critical sections of RTL code. This type of reentrancy should be used when the application contains AST handlers that call the Fortran RTL.</td>
</tr>
</tbody>
</table>
FOR_K_REENTRANCY
_THREADED
Tells the Fortran RTL to perform thread locking. This type of reentrancy should be used in multithreaded applications.

FOR_K_REENTRANCY
_INFO
Tells the Fortran RTL to return the current reentrancy mode.

Results
The result type is INTEGER(4). The return value represents the previous setting of the Fortran Run-Time Library reentrancy mode, unless the argument is FOR_K_REENTRANCY_INFO, in which case the return value represents the current setting.

You must be using an RTL that supports the level of reentrancy you desire. For example, FOR_SET_REENTRANCY ignores a request for thread protection (FOR_K_REENTRANCY_THREADED) if you do not build your program with the thread-safe RTL.

Example

```fortran
PROGRAM SETREENT
USE IFCORE
INTEGER*4  MODE
CHARACTER*10 REENT_TXT(3) /'NONE    ','ASYNCH  ','THREADED'/:  
PRINT*, 'Setting Reentrancy mode to ', REENT_TXT(MODE+1)
MODE = FOR_SET_REENTRANCY(FOR_K_REENTRANCY_NONE)
PRINT*, 'Previous Reentrancy mode was ', REENT_TXT(MODE+1)
MODE = FOR_SET_REENTRANCY(FOR_K_REENTRANCY_INFO)
PRINT*, 'Current Reentrancy mode is ', REENT_TXT(MODE+1)
END
```

FORALL

**Statement and Construct:** The FORALL statement and construct is an element-by-element generalization of the masked array assignment in the WHERE statement and construct. It allows more general array shapes to be assigned, especially in construct form.

**Syntax**

**Statement:**

```
FORALL (triplet-spec[, triplet-spec] ...[, mask-expr]) assign-stmt
```

**Construct:**

```
[name:] FORALL (triplet-spec[, triplet-spec] ...[, mask-expr])
  forall-body-stmt
  [forall-body-stmt]...
END FORALL [name]
```

**triplet-spec**

Is a triplet specification with the following form:

```
subscript-name= subscript-1: subscript-2[: stride]
```

The **subscript-name** is a scalar of type integer. It is valid only within the scope of the FORALL; its value is undefined on completion of the FORALL.

The **subscripts** and **stride** cannot contain a reference to any subscript-name in triplet-spec.
The stride cannot be zero. If it is omitted, the default value is 1.

Evaluation of an expression in a triplet specification must not affect the result of evaluating any other expression in another triplet specification.

desc

Is a logical array expression (called the mask expression). If it is omitted, the value .TRUE. is assumed. The mask expression can reference the subscript name in triplet-spec.

triplet-spec

Is a triplet specification with the following form:

```
subscript-name= subscript-1: subscript-2[: stride]
```

The subscript-name is a scalar of type integer. It is valid only within the scope of the FORALL; its value is undefined on completion of the FORALL.

The subscripts and stride cannot contain a reference to any subscript-name in triplet-spec.

The stride cannot be zero. If it is omitted, the default value is 1.

Evaluation of an expression in a triplet specification must not affect the result of evaluating any other expression in another triplet specification.

Description

If a construct name is specified in the FORALL statement, the same name must appear in the corresponding END FORALL statement.

A FORALL statement is executed by first evaluating all bounds and stride expressions in the triplet specifications, giving a set of values for each subscript name. The FORALL assignment statement is executed for all combinations of subscript name values for which the mask expression is true.

The FORALL assignment statement is executed as if all expressions (on both sides of the assignment) are completely evaluated before any part of the left side is changed. Valid values are assigned to corresponding elements of the array being assigned to. No element of an array can be assigned a value more than once.

A FORALL construct is executed as if it were multiple FORALL statements, with the same triplet specifications and mask expressions. Each statement in the FORALL body is executed completely before execution begins on the next FORALL body statement.

Any procedure referenced in the mask expression or FORALL assignment statement must be pure.

Pure functions can be used in the mask expression or called directly in a FORALL statement. Pure subroutines cannot be called directly in a FORALL statement, but can be called from other pure procedures.

Example

The following example, which is not expressible using array syntax, sets diagonal elements of an array to 1:

```fortran
REAL, DIMENSION(N, N) :: A
FORALL (I=1:N) A(I, I) = 1
```

Consider the following:

```fortran
FORALL(I = 1:N, J = 1:N, A(I, J) .NE. 0.0) B(I, J) = 1.0 / A(I, J)
```

This statement takes the reciprocal of each nonzero element of array A(1:N, 1:N) and assigns it to the corresponding element of array B. Elements of A that are zero do not have their reciprocal taken, and no assignments are made to corresponding elements of B.

Every array assignment statement and WHERE statement can be written as a FORALL statement, but some FORALL statements cannot be written using just array syntax. For example, the preceding FORALL statement is equivalent to the following:

```fortran
WHERE(A /= 0.0) B = 1.0 / A
```
However, the following FORALL example cannot be written using just array syntax:

```fortran
FORALL(I = 1:N, J = 1:N) H(I, J) = 1.0/REAL(I + J - 1)
```

This statement sets array element $H(I, J)$ to the value $1.0/REAL(I + J - 1)$ for values of $I$ and $J$ between 1 and $N$.

Consider the following:

```fortran
TYPE MONARCH
  INTEGER, POINTER :: P
END TYPE MONARCH

TYPE(MONARCH), DIMENSION(8) :: PATTERN
INTEGER, DIMENSION(8), TARGET :: OBJECT

FORALL(J=1:8) PATTERN(J)%P => OBJECT(1+IEOR(J-1,2))
```

This FORALL statement causes elements 1 through 8 of array PATTERN to point to elements 3, 4, 1, 2, 7, 8, 5, and 6, respectively, of OBJECT. IEOR can be referenced here because it is pure.

The following example shows a FORALL construct:

```fortran
FORALL(I = 3:N + 1, J = 3:N + 1)
  C(I, J) = C(I, J + 2) + C(I, J - 2) + C(I + 2, J) + C(I - 2, J)
  D(I, J) = C(I, J)
END FORALL
```

The assignment to array D uses the values of C computed in the first statement in the construct, not the values before the construct began execution.

**See Also**

WHERE

**FORMAT**

**Statement:** Specifies the form of data being transferred and the data conversion (editing) required to achieve that form.

**Syntax**

```fortran
FORMAT (format-list)
```

*format-list* is a list of one or more of the following edit descriptors, separated by commas or slashes (/):

- **Data edit descriptors:** I, B, O, Z, F, E, EN, ES, D, G, L, and A.
- **Control edit descriptors:** T, TL, TR, X, S, SP, SS, BN, BZ, P, :, /, $, \, and Q.
- **String edit descriptors:** H, 'c', and "c", where c is a character constant.

A comma can be omitted in the following cases:

- Between a P edit descriptor and an immediately following F, E, EN, ES, D, or G edit descriptor
- Before a slash (/) edit descriptor when the optional repeat specification is not present
- After a slash (/) edit descriptor
- Before or after a colon (:) edit descriptor
Data Edit Descriptors

<table>
<thead>
<tr>
<th>Code</th>
<th>Form ¹</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>A[w]</td>
<td>Transfers character or Hollerith values.</td>
</tr>
<tr>
<td>B</td>
<td>Bw[.m]</td>
<td>Transfers binary values.</td>
</tr>
<tr>
<td>Code</td>
<td>Form</td>
<td>Effect</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>D</td>
<td>Dw.d</td>
<td>Transfers real values with D exponents.</td>
</tr>
<tr>
<td>E</td>
<td>Ew.d[Ee]</td>
<td>Transfers real values with E exponents.</td>
</tr>
<tr>
<td>EN</td>
<td>ENw.d[Ee]</td>
<td>Transfers real values with engineering notation.</td>
</tr>
<tr>
<td>ES</td>
<td>ESw.d[Ee]</td>
<td>Transfers real values with scientific notation.</td>
</tr>
<tr>
<td>F</td>
<td>Fw.d</td>
<td>Transfers real values with no exponent.</td>
</tr>
<tr>
<td>G</td>
<td>Gw.d[Ee]</td>
<td>Transfers values of all intrinsic types.</td>
</tr>
<tr>
<td>I</td>
<td>Iw.[.m]</td>
<td>Transfers decimal integer values.</td>
</tr>
<tr>
<td>L</td>
<td>Lw</td>
<td>Transfers logical values: on input, transfers characters; on output, transfers T or F.</td>
</tr>
<tr>
<td>O</td>
<td>Ow.[.m]</td>
<td>Transfers octal values.</td>
</tr>
<tr>
<td>Z</td>
<td>Zw.[.m]</td>
<td>Transfers hexadecimal values.</td>
</tr>
</tbody>
</table>

1. \( w \) is the field width.
2. \( m \) is the minimum number of digits that must be in the field (including zeros).
3. \( d \) is the number of digits to the right of the decimal point.
4. \( E \) is the exponent field.
5. \( e \) is the number of digits in the exponent.

### Control Edit Descriptors

<table>
<thead>
<tr>
<th>Code</th>
<th>Form</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>BN</td>
<td>BN</td>
<td>Ignores embedded and trailing blanks in a numeric input field.</td>
</tr>
<tr>
<td>BZ</td>
<td>BZ</td>
<td>Treats embedded and trailing blanks in a numeric input field as zeros.</td>
</tr>
<tr>
<td>P</td>
<td>kP</td>
<td>Interprets certain real numbers with a specified scale factor.</td>
</tr>
<tr>
<td>Q</td>
<td>Q</td>
<td>Returns the number of characters remaining in an input record.</td>
</tr>
<tr>
<td>S</td>
<td>S</td>
<td>Reinvokes optional plus sign (+) in numeric output fields; counters the action of SP and SS.</td>
</tr>
<tr>
<td>SP</td>
<td>SP</td>
<td>Writes optional plus sign (+) into numeric output fields.</td>
</tr>
</tbody>
</table>
### String Edit Descriptors

<table>
<thead>
<tr>
<th>Code</th>
<th>Form</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>H</td>
<td>nHch[ch...]</td>
<td>Transfers characters following the H edit descriptor to an output record.</td>
</tr>
<tr>
<td>'c'</td>
<td>'c'</td>
<td>Transfers the character literal constant (between the delimiters) to an output record.</td>
</tr>
</tbody>
</table>

2 These delimiters can also be quotation marks (").
**FP_CLASS**

*Elemental Intrinsic Function (Generic):* Returns the class of an IEEE* real (S_floating, T_floating, or X_floating) argument. This function cannot be passed as an actual argument.

**Syntax**

\[
\text{result} = \text{FP_CLASS} (x)
\]

\(x\) (Input) Must be of type real.

**Results**

The result type is INTEGER(4). The return value is one of the following:

<table>
<thead>
<tr>
<th>Class of Argument</th>
<th>Return Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signaling NaN</td>
<td>FOR_K_FP_SNAN</td>
</tr>
<tr>
<td>Quiet NaN</td>
<td>FOR_K_FP_QNAN</td>
</tr>
<tr>
<td>Positive Infinity</td>
<td>FOR_K_FP_POS_INF</td>
</tr>
<tr>
<td>Negative Infinity</td>
<td>FOR_K_FP_NEG_INF</td>
</tr>
<tr>
<td>Positive Normalized Number</td>
<td>FOR_K_FP_POS_NORM</td>
</tr>
<tr>
<td>Negative Normalized Number</td>
<td>FOR_K_FP_NEG_NORM</td>
</tr>
<tr>
<td>Positive Denormalized Number</td>
<td>FOR_K_FP_POS_DENORM</td>
</tr>
<tr>
<td>Negative Denormalized Number</td>
<td>FOR_K_FP_NEG_DENORM</td>
</tr>
<tr>
<td>Positive Zero</td>
<td>FOR_K_FP_POS_ZERO</td>
</tr>
<tr>
<td>Negative Zero</td>
<td>FOR_K_FP_NEG_ZERO</td>
</tr>
</tbody>
</table>

The preceding return values are defined in file for_fpclass.for.

**Example**

FP_CLASS (4.0_8) has the value 4 (FOR_K_FP_POS_NORM).

**FPUTC**

*Portability Function:* Writes a character to the file specified by a Fortran external unit, bypassing normal Fortran input/output.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{FPUTC} (\text{lunit}, \text{char})
\]

\(\text{lunit}\) (Input) INTEGER(4). Unit number of a file.

\(\text{char}\) (Output) Character*(*) Variable whose value is to be written to the file corresponding to \(\text{lunit}\).
**Results**

The result type is INTEGER(4). The result is zero if the write was successful; otherwise, an error code, such as:

EINVAL - The specified unit is invalid (either not already open, or an invalid unit number)

If you use WRITE, READ, or any other Fortran I/O statements with `lunit`, be sure to read Input and Output Routines in Overview of Portability Routines.

**Example**

```fortran
use IFPORT
integer*4 lunit, i4
character*26 string
character*1 char1
lunit = 1
open (lunit, file = 'fputc.dat')
do i = 1,26
   char1 = char(123-i)
   i4 = fputc(1,char1) ! make valid writes
   if (i4.ne.0) iflag = 1
enddo
rewind (1)
read (1,'(a)') string
print *, string
```

**See Also**

I/O Formatting Overview

**FRACTION**

**Elemental Intrinsic Function (Generic):** Returns the fractional part of the model representation of the argument value.

**Syntax**

```
result = FRACTION(x)
```

- `x` (Input) Must be of type real.

**Results**

The result type and kind is the same as `x`. The result has the value `x * b^e`. Parameters `b` and `e` are defined in Model for Real Data. If `x` has the value zero, the result has the value zero.

**Example**

If 3.0 is a REAL(4) value, `FRACTION(3.0)` has the value 0.75.

The following shows another example:

```fortran
REAL result
result = FRACTION(3.0) ! returns 0.75
result = FRACTION(1024.0) ! returns 0.5
```

**See Also**

DIGITS
RADIX
EXPONENT
Data Representation Models
**FREE**

*Intrinsic Subroutine (Specific):* Frees a block of memory that is currently allocated. **Intrinsic subroutines cannot be passed as actual arguments.**

**Syntax**

```
CALL FREE (addr)
```

`addr` (Input) Must be of type `INTEGER(4)` on IA-32 architecture; `INTEGER(8)` on Intel® 64 architecture. This value is the starting address of the memory block to be freed, previously allocated by `MALLOC`.

If the freed address was not previously allocated by `MALLOC`, or if an address is freed more than once, results are unpredictable.

**Example**

```
INTEGER(4) SIZE
REAL(4) STORAGE(*)
POINTER (ADDR, STORAGE) ! ADDR will point to STORAGE
SIZE = 1024 ! Size in bytes
ADDR = MALLOC(SIZE) ! Allocate the memory
CALL FREE(ADDR) ! Free it
```

**FREEFORM and NOFREEFORM**

*General Compiler Directives:* `FREEFORM` specifies that source code is in free-form format. `NOFREEFORM` specifies that source code is in fixed-form format.

**Syntax**

```
!DIR$ FREEFORM
!DIR$ NOFREEFORM
```

When the `FREEFORM` or `NOFREEFORM` directives are used, they remain in effect for the remainder of the program unit, or until the opposite directive is used. When in effect, they apply to include files, but do not affect `USE` modules, which are compiled separately.

**See Also**

Source Forms  
General Compiler Directives  
Syntax Rules for Compiler Directives  
free  
Equivalent Compiler Options

**FSEEK**

*Portability Function:* Repositions a file specified by a Fortran external unit.

**Module**

```
USE IFPORT
```

**Syntax**

```
result = FSEEK (lunit, offset, from)
```
lunit 
(Input) INTEGER(4). External unit number of a file.

offset 
(Input) INTEGER(4) or INTEGER(8). Offset in bytes, relative to from, that is to be the new location of the file marker.

from 
(Input) INTEGER(4). A position in the file. It must be one of the following:

<table>
<thead>
<tr>
<th>Value</th>
<th>Variable</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SEEK_SET</td>
<td>Positions the file relative to the beginning of the file.</td>
</tr>
<tr>
<td>1</td>
<td>SEEK_CUR</td>
<td>Positions the file relative to the current position.</td>
</tr>
<tr>
<td>2</td>
<td>SEEK_END</td>
<td>Positions the file relative to the end of the file.</td>
</tr>
</tbody>
</table>

Results
The result type is INTEGER(4). The result is zero if the repositioning was successful; otherwise, an error code, such as:
EINVAL: The specified unit is invalid (either not already open, or an invalid unit number), or the from parameter is invalid.
The file specified in lunit must be open.

Example
USE IFPORT
integer(4) istat, offset, ipos
character ichar
OPEN (unit=1,file='datfile.dat')
offset = 5
ipos = 0
istat=fseek(1,offset,ipos)
if (.NOT. stat) then
   istat=fgetc(1,ichar)
   print *, 'data is ',ichar
end if

FSTAT
Portability Function: Returns detailed information about a file specified by a external unit number.

Module
USE IFPORT

Syntax
result = FSTAT (lunit, statb)
lunit 
(Input) INTEGER(4). External unit number of the file to examine.
(Output) INTEGER(4) or INTEGER(8). One-dimensional array of size 12; where the system information is stored. The elements of `statb` contain the following values:

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
<th>Values or Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>statb(1)</td>
<td>Device the file resides on</td>
<td>W*S: Always 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(2)</td>
<td>File inode number</td>
<td>W*S: Always 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(3)</td>
<td>Access mode of the file</td>
<td>See the table in Results</td>
</tr>
<tr>
<td>statb(4)</td>
<td>Number of hard links to the file</td>
<td>W*S: Always 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(5)</td>
<td>User ID of owner</td>
<td>W*S: Always 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(6)</td>
<td>Group ID of owner</td>
<td>W*S: Always 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(7)</td>
<td>Raw device the file resides on</td>
<td>W*S: Always 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(8)</td>
<td>Size of the file</td>
<td></td>
</tr>
<tr>
<td>statb(9)</td>
<td>Time when the file was last accessed(^1)</td>
<td>W*S: Only available on non-FAT file systems; undefined on FAT systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(10)</td>
<td>Time when the file was last modified(^1)</td>
<td></td>
</tr>
<tr>
<td>statb(11)</td>
<td>Time of last file status change(^1)</td>
<td>W*S: Same as stat(10)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
<tr>
<td>statb(12)</td>
<td>Blocksize for file system I/O operations</td>
<td>W*S: Always 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>L*X: System dependent</td>
</tr>
</tbody>
</table>
The result type is INTEGER(4). The result is zero if successful; otherwise, returns an error code equal to EINVAL (lunit is not a valid unit number, or is not open).

The access mode (the third element of statb) is a bitmap consisting of an IOR of the following constants:

<table>
<thead>
<tr>
<th>Symbolic name</th>
<th>Constant</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>S_IFMT</td>
<td>O'0170000'</td>
<td>Type of file</td>
<td></td>
</tr>
<tr>
<td>S_IFDIR</td>
<td>O'0040000'</td>
<td>Directory</td>
<td></td>
</tr>
<tr>
<td>S_IFCHR</td>
<td>O'0020000'</td>
<td>Character special</td>
<td>Never set on Windows* systems</td>
</tr>
<tr>
<td>S_IFBLK</td>
<td>O'0060000'</td>
<td>Block special</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IFREG</td>
<td>O'0100000'</td>
<td>Regular</td>
<td></td>
</tr>
<tr>
<td>S_IFLNK</td>
<td>O'0120000'</td>
<td>Symbolic link</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IFSOCK</td>
<td>O'0140000'</td>
<td>Socket</td>
<td></td>
</tr>
<tr>
<td>S_ISUID</td>
<td>O'0004000'</td>
<td>Set user ID on execution</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_ISGID</td>
<td>O'0002000'</td>
<td>Set group ID on execution</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_ISVTX</td>
<td>O'0001000'</td>
<td>Save swapped text</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IRWXU</td>
<td>O'0000700'</td>
<td>Owner's file permissions</td>
<td></td>
</tr>
<tr>
<td>S_IRUSR, S_IREAD</td>
<td>O'0000400'</td>
<td>Owner's read permission</td>
<td>Always true on Windows systems</td>
</tr>
<tr>
<td>S_IWUSR, S_IWRITE</td>
<td>O'0000200'</td>
<td>Owner's write permission</td>
<td></td>
</tr>
<tr>
<td>S_IXUSR, S_IEXEC</td>
<td>O'0000100'</td>
<td>Owner's execute permission</td>
<td>Based on file extension (.EXE, .COM, .CMD, or .BAT)</td>
</tr>
<tr>
<td>S_IRWXG</td>
<td>O'0000070'</td>
<td>Group's file permissions</td>
<td>Same as S_IRWXU on Windows systems</td>
</tr>
<tr>
<td>S_IRGRP</td>
<td>O'0000040'</td>
<td>Group's read permission</td>
<td>Same as S_IRUSR on Windows systems</td>
</tr>
<tr>
<td>S_IWGRP</td>
<td>O'0000020'</td>
<td>Group's write permission</td>
<td>Same as S_IWUSR on Windows systems</td>
</tr>
<tr>
<td>Symbolic name</td>
<td>Constant</td>
<td>Description</td>
<td>Notes</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------</td>
<td>------------------------</td>
<td>--------------------------------------------</td>
</tr>
<tr>
<td>S_IXGRP</td>
<td>O'0000010'</td>
<td>Group's execute</td>
<td>Same as S_IXUSR on Windows systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td>permission</td>
<td></td>
</tr>
<tr>
<td>S_IRWXO</td>
<td>O'0000007'</td>
<td>Other's file permissions</td>
<td>Same as S_IRWXU on Windows systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>S_IROTH</td>
<td>O'0000004'</td>
<td>Other's read permission</td>
<td>Same as S_IRUSR on Windows systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>S_IWOTH</td>
<td>O'0000002'</td>
<td>Other's write permission</td>
<td>Same as S_IWUSR on Windows systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>S_IXOTH</td>
<td>O'0000001'</td>
<td>Other's execute</td>
<td>Same as S_IXUSR on Windows systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td>permission</td>
<td></td>
</tr>
</tbody>
</table>

STAT returns the same information as FSTAT, but accesses files by name instead of external unit number.

**Example**

USE IFPORT
integer(4) statarray(12), istat
OPEN (unit=1,file='datfile.dat')
ISTAT = FSTAT (1, statarray)
if (.NOT. istat) then
    print *, statarray
end if

**See Also**

INQUIRE
STAT

**FTELL, FTELLI8**

*Portability Functions:* Return the current position of a file.

**Module**

USE IFPORT

**Syntax**

result = FTELL (lunit)
result = FTELLI8 (lunit)

lunit (Input) INTEGER(4). External unit number of a file.

**Results**

The result type is INTEGER(4) for FTELL; INTEGER(8) for FTELLI8. The result is the offset, in bytes, from the beginning of the file. A negative value indicates an error, which is the negation of the IERRNO error code. The following is an example of an error code:

EINVAL: lunit is not a valid unit number, or is not open.

**FULLPATHQQ**

*Portability Function:* Returns the full path for a specified file or directory.
39
Module
USE IFPORT

Syntax
result = FULLPATHQQ (name,pathbuf)
(Input) Character*(*). Item for which you want the full path. Can be the
name of a file in the current directory, a relative directory or file name, or a
network uniform naming convention (UNC) path.

name

pathbuf

(Output) Character*(*). Buffer to receive full path of the item specified in

name.

Results
The result type is INTEGER(4). The result is the length of the full path in bytes, or 0 if the function fails. This
function does not verify that the resulting path and file name are valid nor that they exist.
The length of the full path depends upon how deeply the directories are nested on the drive you are using. If
the full path is longer than the character buffer provided to return it ( pathbuf), FULLPATHQQ returns only
that portion of the path that fits into the buffer.
Check the length of the path before using the string returned in pathbuf. If the longest full path you are likely
to encounter does not fit into the buffer you are using, allocate a larger character buffer. You can allocate the
largest possible path buffer with the following statements:

USE IFPORT
CHARACTER($MAXPATH) pathbuf
$MAXPATH is a symbolic constant defined in IFPORT.F90 as 260.

Example
USE IFPORT
USE IFCORE
CHARACTER($MAXPATH) buf
CHARACTER(3)
drive
CHARACTER(256)
dir
CHARACTER(256)
name
CHARACTER(256)
ext
CHARACTER(256)
file
INTEGER(4)
len
DO WHILE (.TRUE.)
WRITE (*,*)
WRITE (*,'(A, \)') ' Enter filename (Hit &
RETURN to exit): '
len = GETSTRQQ(file)
IF (len .EQ. 0) EXIT
len = FULLPATHQQ(file, buf)
IF (len .GT. 0) THEN
WRITE (*,*) buf(:len)
ELSE
WRITE (*,*) 'Can''t get full path'
EXIT
END IF
!
!

Split path
WRITE (*,*)
len = SPLITPATHQQ(buf, drive, dir, name, ext)
IF (len .NE. 0) THEN

1403


WRITE (*, 900) ' Drive: ', drive
WRITE (*, 900) ' Directory: ', dir(1:len)
WRITE (*, 900) ' Name: ', name
WRITE (*, 900) ' Extension: ', ext
ELSE
WRITE (*, *) 'Can''t split path'
END IF
END DO
900 FORMAT (A, A)
END

See Also
SPLITPATHQQ

FUNCTION
Statement: The initial statement of a function subprogram. A function subprogram is invoked in an expression and returns a single value (a function result) that is used to evaluate the expression.

Syntax

[prefix [prefix]] FUNCTION name ([([d-arg-list])]) [suffix]

   [specification-part]
   [execution-part]

[CONTAINS
   [internal-subprogram-part]]
END [FUNCTION [name]]

prefix

(Optional) Is any of the following:

- A data type specifier
- ELEMENTAL
  Acts on one array element at a time. This is a restricted form of pure procedure.
- IMPURE
  Asserts that the procedure has side effects.
- MODULE
  Indicates a separate module procedure. See separate module procedures.
- PURE
  Asserts that the procedure has no side effects.
- RECURSIVE
  Permits direct recursion to occur. If a function is directly recursive and array valued, RESULT must also be specified.

At most one of each of the above can be specified. You cannot specify both ELEMENTAL and RECURSIVE. You cannot specify both PURE and IMPURE. You cannot specify ELEMENTAL if lang-binding is specified in suffix.

name

Is the name of the function. If RESULT is specified, the function name must not appear in any specification statement in the scoping unit of the function subprogram.
The function name can be followed by the length of the data type. The
length is specified by an asterisk (*) followed by any unsigned, nonzero
integer that is a valid length for the function's type. For example, REAL
FUNCTION LGFUNC*8 (Y, Z) specifies the function result as REAL(8) (or
REAL*8).

This optional length specification is not permitted if the length has already
been specified following the keyword CHARACTER.

**d-arg-list**

(Optional) Is a list of one or more dummy arguments.

If there are no dummy arguments and no RESULT variable, the parentheses
can be omitted. For example, the following is valid:

```plaintext
FUNCTION F
```

**suffix**

(Optional) Takes one of the following forms:

```
[RESULT (r-name)] lang-binding
lang-binding [RESULT (r-name)]
```

- **r-name** (Optional) Is the name of the function result. This
  name must not be the same as the function name.

- **lang-binding** Takes the following form:
  ```
  BIND (C [, NAME=ext-name])
  ```

- **ext-name** Is a character scalar initialization
  expression that can be used to
  construct the external name.

**specification-part**

Is one or more specification statements, except for the following:

- INTENT (or its equivalent attribute)
- OPTIONAL (or its equivalent attribute)
- PUBLIC and PRIVATE (or their equivalent attributes)

An automatic object must not appear in a specification statement. If a SAVE
statement is specified, it has no effect.

**execution-part**

Is one or more executable constructs or statements, except for ENTRY or
RETURN statements.

**internal-subprogram-part**

Is one or more internal subprograms (defining internal procedures). The
internal-subprogram-part is preceded by a CONTAINS statement.

**Description**

The type and kind parameters (if any) of the function's result can be defined in the FUNCTION statement or
in a type declaration statement within the function subprogram, but not both. If no type is specified, the type
is determined by implicit typing rules in effect for the function subprogram.

Execution begins with the first executable construct or statement following the FUNCTION statement. Control
returns to the calling program unit once the END statement (or a RETURN statement) is executed.

If you specify CHARACTER(LEN=*) as the type of the function, the function assumes the length declared for
it in the program unit that invokes it. This type of the resulting character function can have different lengths
when it is invoked by different program units.
If the length is specified as an integer constant, the value must agree with the length of the function specified in the program unit that invokes the function. If no length is specified, a length of 1 is assumed.

If the function is array-valued or a pointer, the declarations within the function must state these attributes for the function result name. The specification of the function result attributes, dummy argument attributes, and the information in the procedure heading collectively define the interface of the function.

The value of the result variable is returned by the function when it completes execution. Certain rules apply depending on whether the result is a pointer, as follows:

- If the result is a pointer, its allocation status must be determined before the function completes execution. The function must associate a target with the pointer, or cause the pointer to be explicitly disassociated from a target.
  
  The shape of the value returned by the function is determined by the shape of the result variable when the function completes execution.

- If the result is not a pointer, its value must be defined before the function completes execution. If the result is an array, all the elements must be defined. If the result is a derived-type structure, all the components must be defined.

A function subprogram cannot contain a BLOCK DATA statement, a PROGRAM statement, a MODULE statement, or a SUBMODULE statement. A function can contain SUBROUTINE and FUNCTION statements to define internal procedures. ENTRY statements can be included to provide multiple entry points to the subprogram.

Example

The following example uses the Newton-Raphson iteration method \( F(X) = \cosh(X) + \cos(X) - A = 0 \) to get the root of the function:

```fortran
FUNCTION ROOT(A)
    X  = 1.0
    DO
        EX = EXP(X)
        EMINX = 1./EX
        ROOT  = X - ((EX+EMINX)*.5+COS(X)-A)/((EX-EMINX)*.5-SIN(X))
        IF (ABS((X-ROOT)/ROOT) .LT. 1E-6) RETURN
        X  = ROOT
    END DO
END
```

In the preceding example, the following formula is calculated repeatedly until the difference between \( X_i \) and \( X_{i+1} \) is less than 1.0E-6:

\[
X_{i+1} = X_i - \frac{\cos(X_i) + \cos(X_i) - A}{\sinh(X_i) - \sin(X_i)}
\]

The following example shows an assumed-length character function:

```fortran
CHARACTER*(*) FUNCTION REDO(CARG)
    CHARACTER*1 CARG
    DO I=1,LEN(REDO)
        REDO(I:I) = CARG
    END DO
RETURN
END FUNCTION
```

This function returns the value of its argument, repeated to fill the length of the function.
Within any given program unit, all references to an assumed-length character function must have the same length. In the following example, the REDO function has a length of 1000:

```
CHARACTER*1000 REDO, MANYAS, MANYZS
MANYAS = REDO('A')
MANYZS = REDO('Z')
```

Another program unit within the executable program can specify a different length. For example, the following REDO function has a length of 2:

```
CHARACTER HOLD*6, REDO*2
HOLD = REDO('A')//REDO('B')//REDO('C')
```

The following example shows a dynamic array-valued function:

```
FUNCTION SUB (N)
    REAL, DIMENSION(N) :: SUB
    ...
END FUNCTION
```

The following shows another example:

```
INTEGER Divby2
10 PRINT *, 'Enter a number'
    READ *, i
    Print *, Divby2(i)
    GOTO 10
END
C
C     This is the function definition
C
INTEGER FUNCTION Divby2 (num)
    Divby2=num / 2
END FUNCTION
```

The following example shows an allocatable function with allocatable arguments:

```
MODULE AP
CONTAINS

FUNCTION ADD_VEC(P1,P2)
    ! Function to add two allocatable arrays of possibly differing lengths.
    ! The arrays may be thought of as polynomials (coefficients)
    REAL, ALLOCATABLE :: ADD_VEC(:), P1(:), P2(:)

    ! This function returns an allocatable array whose length is set to
    ! the length of the larger input array.
    ALLOCATE(ADD_VEC(MAX(SIZE(P1), SIZE(P2))))
    M = MIN(SIZE(P1), SIZE(P2))
    ! Add up to the shorter input array size
    ADD_VEC(:M) = P1(:M) + P2(:M)
    ! Use the larger input array elements afterwards (from P1 or P2)
    IF(SIZE(P1) > M) THEN
        ADD_VEC(M+1:) = P1(M+1:)
    ELSE IF(SIZE(P2) > M) THEN
        ADD_VEC(M+1:) = P2(M+1:)
    ENDIF
    END FUNCTION
END MODULE

PROGRAM TEST
USE AP
REAL, ALLOCATABLE :: P(:), Q(:), R(:), S(:)
ALLOCATE(P(3))
ALLOCATE(Q(2))
ALLOCATE(R(3))
ALLOCATE(S(3))

! Notice that P and Q differ in length
P = (/4,2,1/)  ! P = X**2 + 2X + 4
Q = (/1,1/)    ! Q = X - 1
PRINT *, 'Result should be:  3.000000       3.000000       1.000000'
PRINT *, 'Coefficients are: ', ADD_VEC(P, Q) ! X**2 + 3X + 3

P = (/1,1,1/)  ! P = X**2 + X + 1
R = (/2,2,2/)  ! R = 2X**2 + 2X + 2
S = (/3,3,3/)  ! S = 3X**2 + 3X + 3
PRINT *, 'Result should be:  6.000000       6.000000       6.000000'
PRINT *, 'Coefficients are: ', ADD_VEC(ADD_VEC(P,R), S)
END

See Also
ENTRY
SUBROUTINE
PURE
ELEMENTAL
RESULT Keyword Overview
Function References
Program Units and Procedures Overview
General Rules for Function and Subroutine Subprograms

G

GAMMA

Elemental Intrinsic Function (Generic): Returns the gamma value of its argument.

Syntax
result = GAMMA (x)

x      (Input) Must be of type real. It must not be zero or a negative number.

Results
The result type and kind are the same as x.
The result has a value equal to a processor-dependent approximation to the gamma function of x,

\[ \Gamma(X) = \begin{cases} \int_0^\infty t^{X-1} \exp(-t) \, dt & X > 0 \\ \int_0^\infty t^{X-1} \exp(-t) - \sum_{k=0}^{\infty} \left( \frac{(-t)^k}{k!} \right) \, dt & -n-1 < X < -n, \, n \text{ an integer} \geq 0 \end{cases} \]

Example
GAMMA (1.0) has the approximate value 1.000.
**GERROR**

**Run-Time Subroutine:** Returns a message for the last error detected by a Fortran run-time routine.

**Module**

USE IFCORE

**Syntax**

CALL GERROR (string)

string (Output) Character*(*) Message corresponding to the last detected error.

The last detected error does not necessarily correspond to the most recent function call. The compiler resets string only when another error occurs.

**Example**

USE IFCORE
character*40 errtext
character char1
integer*4 iflag, i4
.. !Open unit 1 here
i4=fgetc(1,char1)
if (i4) then
    iflag = 1
    Call GERROR (errtext)
    print *, errtext
end if

**See Also**

PEROR
IERRNO

**GETACTIVEQQ (W*S)**

**QuickWin Function:** Returns the unit number of the currently active child window.

**Module**

USE IFQWIN

**Syntax**

result = GETACTIVEQQ()

**Results**

The result type is INTEGER(4). The result is the unit number of the currently active window. If no child window is active, it returns the parameter QWIN$NOACTIVEWINDOW (defined in IFQWIN.F90).

**See Also**

SETACTIVEQQ (W*S)
GETHWNDQQ (W*S)

**GETARCINFO (W*S)**

**Graphics Function:** Determines the endpoints (in viewport coordinates) of the most recently drawn arc or pie.
Module
USE IFQWIN

Syntax
result = GETARCINFO (lpstart, lpend, lppaint)

lpstart  (Output) Derived type xycoord. Viewport coordinates of the starting point of the arc.
lpend   (Output) Derived type xycoord. Viewport coordinates of the end point of the arc.
lppaint (Output) Derived type xycoord. Viewport coordinates of the point at which the fill begins.

Results
The result type is INTEGER(2). The result is nonzero if successful. The result is zero if neither the ARC nor the PIE function has been successfully called since the last time CLEARSCREEN or SETWINDOWCONFIG was successfully called, or since a new viewport was selected.

GETARCINFO updates the lpstart and lpend xycoord derived types to contain the endpoints (in viewport coordinates) of the arc drawn by the most recent call to the ARC or PIE functions. The xycoord derived type, defined in IFQWIN.F90, is:

```fortran
TYPE xycoord
  INTEGER(2) xcoord
  INTEGER(2) ycoord
END TYPE xycoord
```

The returned value in lppaint specifies a point from which a pie can be filled. You can use this to fill a pie in a color different from the border color. After a call to GETARCINFO, change colors using SETCOLORRGB. Use the new color, along with the coordinates in lppaint, as arguments for the FLOODFILLRGB function.

Example
USE IFQWIN
INTEGER(2) status, x1, y1, x2, y2, x3, y3, x4, y4
TYPE (xycoord) xystart, xyend, xyfillpt
x1 = 80; y1 = 50
x2 = 240; y2 = 150
x3 = 120; y3 = 80
x4 = 90; y4 = 180
status = ARC(x1, y1, x2, y2, x3, y3, x4, y4)
status = GETARCINFO(xystart, xyend, xyfillpt)
END

See Also
ARC, ARC_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
GETCOLORRGB (W*S)
GRSTATUS (W*S)
PIE, PIE_W (W*S)
SETCOLORRGB (W*S)
**GETARG**

**Intrinsic Subroutine:** Returns the specified command-line argument (where the command itself is argument number zero). Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

```fortran
CALL GETARG (n, buffer[, status])
```

- **n** (Input) Must be a scalar of type integer. This value is the position of the command-line argument to retrieve. The command itself is argument number 0.

- **buffer** (Output) Must be a scalar of type default character. Its value is the returned command-line argument.

- **status** (Output; optional) Must be a scalar of type integer. If specified, its value is the returned completion status.

  If there were no errors, **status** returns the number of characters in the retrieved command-line argument before truncation or blank-padding. (That is, **status** is the original number of characters in the command-line argument.) Errors return a value of -1. Errors include specifying an argument position less than 0 or greater than the value returned by IARGC.

GETARG returns the \( n \)th command-line argument. If \( n \) is zero, the name of the executing program file is returned.

GETARG returns command-line arguments as they were entered. There is no case conversion.

If the command-line argument is shorter than **buffer**, GETARG pads **buffer** on the right with blanks. If the argument is longer than **buffer**, GETARG truncates the argument on the right. If there is an error, GETARG fills **buffer** with blanks.

**Example**

Assume a command-line invocation of `PROG1 -g -c -a`, and that **buffer** is at least five characters long. The following calls to GETARG return the corresponding arguments in **buffer** and **status**:

<table>
<thead>
<tr>
<th>Statement</th>
<th>String returned in <strong>buffer</strong></th>
<th>Length returned in <strong>status</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>CALL GETARG (0, buffer, status)</td>
<td>PROG1</td>
<td>5</td>
</tr>
<tr>
<td>CALL GETARG (1, buffer)</td>
<td>-g</td>
<td>undefined</td>
</tr>
<tr>
<td>CALL GETARG (2, buffer, status)</td>
<td>-c</td>
<td>2</td>
</tr>
<tr>
<td>CALL GETARG (3, buffer)</td>
<td>-a</td>
<td>undefined</td>
</tr>
<tr>
<td>CALL GETARG (4, buffer, status)</td>
<td>all blanks</td>
<td>-1</td>
</tr>
</tbody>
</table>

**See Also**

NARGS
IARGC
COMMAND_ARGUMENT_COUNT
GET_COMMAND
GET_COMMAND_ARGUMENT
GETBKCOLOR (W*S)

*Graphics Function:* Returns the current background color index for both text and graphics output.

**Module**

USE IFQWIN

**Syntax**

\[
\text{result} = \text{GETBKCOLOR}( )
\]

**Results**

The result type is INTEGER(4). The result is the current background color index.

GETBKCOLOR returns the current background color index for both text and graphics, as set with SETBKCOLOR. The color index of text over the background color is set with SETTEXTCOLOR and returned with GETTEXTCOLOR. The color index of graphics over the background color is set with SETCOLOR and returned with GETCOLOR. These non-RGB color functions use color indexes, not true color values, and limit the user to colors in the palette, at most 256. For access to all system colors, use SETBKCOLORRGB, SETCOLORRGB, and SETTEXTCOLORRGB.

Generally, INTEGER(4) color arguments refer to color values and INTEGER(2) color arguments refer to color indexes. The two exceptions are GETBKCOLOR and SETBKCOLOR. The default background index is 0, which is associated with black unless the user remaps the palette with REMAPPALETTERGB.

**NOTE**

The GETBKCOLOR routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the GetBkColor routine by including the IFWIN module, you need to specify the routine name as MSFWIN$GetBkColor.

**Example**

USE IFQWIN
INTEGER(4) bcindex
bcindex = GETBKCOLOR()

**See Also**

GETBKCOLORRGB (W*S)
SETBKCOLOR (W*S)
GETCOLOR (W*S)
GETTEXTCOLOR (W*S)
REMAPALLPALETTERGB, REMAPPALETTERGB (W*S)

GETBKCOLORRGB (W*S)

*Graphics Function:* Returns the current background Red-Green-Blue (RGB) color value for both text and graphics.

**Module**

USE IFQWIN

**Syntax**

\[
\text{result} = \text{GETBKCOLORRGB}( )
\]
Results

The result type is INTEGER(4). The result is the RGB value of the current background color for both text and graphics.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you retrieve with GETBKCOLORRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

```
   Bit  31 (MSB)  24  23  16  15  8  7  0
   RGB  0 0 0 0 0 0 0 0 B B B B B B G G G G G G R R R R R R R R
```

Larger numbers correspond to stronger color intensity with binary 11111111 (hex FF) the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

GETBKCOLORRGB returns the RGB color value of the current background for both text and graphics, set with SETBKCOLORRGB. The RGB color value of text over the background color (used by text functions such as OUTTEXT, WRITE, and PRINT) is set with SETTEXTCOLORRGB and returned with GETTEXTCOLORRGB. The RGB color value of graphics over the background color (used by graphics functions such as ARC, OUTGTEXT, and FLOODFILLRGB) is set with SETCOLORRGB and returned with GETCOLORRGB.

SETBKCOLORRGB (and the other RGB color selection functions SETCOLORRGB and SETTEXTCOLORRGB) sets the color to a value chosen from the entire available range. The non-RGB color functions (SETBKCOLOR, SETCOLOR, and SETTEXTCOLOR) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

Example

```fortran
! Build as a QuickWin or Standard Graphics App.
USE IFQWIN
INTEGER(4) back, fore, oldcolor
INTEGER(2) status, x1, y1, x2, y2
x1 = 80; y1 = 50
x2 = 240; y2 = 150
oldcolor = SETCOLORRGB(Z'FF') ! red
! reverse the screen
back = GETBKCOLORRGB()
fore = GETCOLORRGB()
oldcolor = SETBKCOLORRGB(fore)
oldcolor = SETCOLORRGB(back)
CALL CLEARSCREEN ($GCLEARSCREEN)
status = ELLIPSE($GBORDER, x1, y1, x2, y2)
END
```

See Also
GETCOLORRGB (W*S)
GETTEXTCOLORRGB (W*S)
SETBKCOLORRGB (W*S)
GETBKCOLOR (W*S)

GETC

Portability Function: Reads the next available character from external unit 5, which is normally connected to the console.
Module
USE IFPORT

Syntax
result = GETC (char)

(char) Character*( ). First character typed at the keyboard after the call to GETC. If unit 5 is connected to a console device, then no characters are returned until the Enter key is pressed.

Results
The result type is INTEGER(4). The result is zero if successful, or -1 if an end-of-file was detected.

Example
use IFPORT
character ans, errtxt*40
print *, 'Enter a character: '
ISTAT = GETC (ans)
if (istat) then
  call gerror(errtxt)
end if

See Also
GETCHARQQ
GETSTRQQ

GETCHARQQ

Run-Time Function: Returns the next keystroke.

Module
USE IFCORE

Syntax
result = GETCHARQQ( )

Results
The result type is character with length 1. The result is the character representing the key that was pressed. The value can be any ASCII character.

If the key pressed is represented by a single ASCII character, GETCHARQQ returns the character. If the key pressed is a function or direction key, a hex Z'00' or Z'E0' is returned. If you need to know which function or direction was pressed, call GETCHARQQ a second time to get the extended code for the key.

If there is no keystroke waiting in the keyboard buffer, GETCHARQQ waits until there is one, and then returns it. Compare this to the function PEEKCHARQQ, which returns .TRUE. if there is a character waiting in the keyboard buffer, and .FALSE. if not. You can use PEEKCHARQQ to determine if GETCHARQQ should be called. This can prevent a program from hanging while GETCHARQQ waits for a keystroke that isn't there. Note that PEEKCHARQQ is only supported in console applications.

If your application is a QuickWin or Standard Graphics application, you may want to put a call to PASSDIRKEYSQQ in your program. This will enable the program to get characters that would otherwise be trapped. These extra characters are described in PASSDIRKEYSQQ.

Note that the GETCHARQQ routine used in a console application is a different routine than the one used in a QuickWin or Standard Graphics application. The GETCHARQQ used with a console application does not trap characters that are used in QuickWin for a special purpose, such as scrolling. Console applications do not need, and cannot use PASSDIRKEYSQQ.
Example

! Program to demonstrate GETCHARQQ
USE IFQCORE
CHARACTER(1) key / 'A' /
PARAMETER (ESC = 27)
PARAMETER (NOREP = 0)
WRITE (*,*) ' Type a key: (or q to quit)'
! Read keys until ESC or q is pressed
DO WHILE (ICHAR (key) .NE. ESC)
  key = GETCHARQQ()
  ! Some extended keys have no ASCII representation
  IF(ICHAR(key) .EQ. NOREP) THEN
    key = GETCHARQQ()
    WRITE (*, 900) 'Not ASCII. Char = NA'
    WRITE (*,*)
  ELSE
    WRITE (*,900) 'ASCII. Char = '
    WRITE (*,901) key
    END IF
  IF (key .EQ. 'q' ) THEN
    EXIT
  END IF
END DO
900 FORMAT (1X, A, )
901 FORMAT (A)
END

See Also
PEEKCHARQQ
GETSTRQQ
INCHARQQ (W*S)
MBINCHARQQ (W*S)
GETC
FGETC
PASSDIRKEYSQQ (W*S)

GETCOLOR (W*S)

Graphics Function: Returns the current graphics color index.

Module
USE IFQWIN

Syntax
result = GETCOLOR( )

Results
The result type is INTEGER(2). The result is the current color index, if successful; otherwise, -1.
GETCOLOR returns the current color index used for graphics over the background color as set with SETCOLOR. The background color index is set with SETBKCOLOR and returned with GETBKCOLOR. The color index of text over the background color is set with SETTEXTCOLOR and returned with GETTEXTCOLOR. These non-RGB color functions use color indexes, not true color values, and limit the user to colors in the palette, at most 256. For access to all system colors, use SETCOLORRGB, SETBKCOLORRGB, and SETTEXTCOLORRGB.
Example

! Program to demonstrate GETCOLOR
PROGRAM COLORS
USE IFQWIN
INTEGER(2) loop, loop1, status, color
LOGICAL(4) winstat
REAL rnd1, rnd2, xnum, ynum
type (windowconfig) wc
status = SETCOLOR(INT2(0))
! Color random pixels with 15 different colors
DO loop1 = 1, 15
    color = INT2(MOD(GETCOLOR() +1, 16))
    status = SETCOLOR (color) ! Set to next color
    DO loop = 1, 75
        ! Set color of random spot, normalized to be on screen
        CALL RANDOM(rnd1)
        CALL RANDOM(rnd2)
        winstat = GETWINDOWCONFIG(wc)
        xnum = wc%numxpixels
        ynum = wc%numypixels
        status = &
            SETPIXEL(INT2(rnd1*xnum+1),INT2(rnd2*ynum))
        status = &
            SETPIXEL(INT2(rnd1*xnum),INT2(rnd2*ynum+1))
        status = &
            SETPIXEL(INT2(rnd1*xnum-1),INT2(rnd2*ynum))
        status = &
            SETPIXEL(INT2(rnd1*xnum),INT2(rnd2*ynum-1))
    END DO
END DO
END

See Also
GETCOLORRGB (W*S)
GETBKCOLOR (W*S)
GETTEXTCOLOR (W*S)
SETCOLOR (W*S)

GETCOLORRGB (W*S)

*Graphics Function:* Returns the current graphics color Red-Green-Blue (RGB) value (used by graphics functions such as ARC, ELLIPSE, and FLOODFILLRGB).

Module

USE IFQWIN

Syntax

result = GETCOLORRGB( )

Results

The result type is INTEGER(4). The result is the RGB value of the current graphics color.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you retrieve with GETCOLORRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:
Larger numbers correspond to stronger color intensity with binary 111111 (hex FF) the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

GETCOLORRGB returns the RGB color value of graphics over the background color (used by graphics functions such as ARC, ELLIPSE, and FLOODFILLRGB), set with SETCOLORRGB. GETBKCOLORRGB returns the RGB color value of the current background for both text and graphics, set with SETBKCOLORRGB. GETTEXTCOLORRGB returns the RGB color value of text over the background color (used by text functions such as OUTTEXT, WRITE, and PRINT), set with SETTEXTCOLORRGB.

SETCOLORRGB (and the other RGB color selection functions SETBKCOLORRGB and SETTEXTCOLORRGB) sets the color to a value chosen from the entire available range. The non-RGB color functions (SETCOLOR, SETBKCOLOR, and SETTEXTCOLOR) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

**Example**

! Build as a QuickWin or Standard Graphics App.
USE IPQWIN
INTEGER(2) numfonts
INTEGER(4) fore, oldcolor
numfonts = INITIALIZEFONTS ( )
oldcolor = SETCOLORRGB(Z'FF')  ! set graphics color to red
fore = GETCOLORRGB()
oldcolor = SETBKCOLORRGB(fore) ! set background to graphics color
CALL CLEARSCREEN($GCLEARSCREEN)
oldcolor = SETCOLORRGB (Z'FF0000')  ! set graphics color to blue
CALL OUTGTEXT("hello, world")
END

**See Also**
GETBKCOLORRGB (W*S)
GETTEXTCOLORRGB (W*S)
SETCOLORRGB (W*S)
GETCOLOR (W*S)

**GET_COMMAND**

_Intrinsic Subroutine:_ Returns the entire command that was used to invoke the program.

**Syntax**

CALL GET_COMMAND ([command, length, status])

command (Output; optional) Must be a scalar of type default character. If specified, its value is the entire command that was used to invoke the program. If the command cannot be determined, its value is all blanks.
length (Output; optional) Must be a scalar of type integer. If specified, its value is the significant length of the command that was used to invoke the program. This length includes trailing blanks, but it does not include any truncation or padding used in the command. If the command length cannot be determined, its value is zero.

status (Output; optional) Must be a scalar of type integer. If specified, its value is -1 if the command argument is present and has a length less than the significant length of the command. If the command cannot be retrieved, its value is positive; otherwise, it is assigned the value zero.

Example
See the example in COMMAND_ARGUMENT_COUNT.

See Also
GETARG
NARGS
IARGC
COMMAND_ARGUMENT_COUNT
GET_COMMAND_ARGUMENT

GET_COMMAND_ARGUMENT
Intrinsic Subroutine: Returns a command line argument of the command that invoked the program. Intrinsic subroutines cannot be passed as actual arguments.

Syntax
CALL GET_COMMAND_ARGUMENT (number[, value, length, status])

number (Input) Must be a scalar of type integer. It must be non-negative and less than or equal to the value returned by the COMMAND_ARGUMENT_COUNT function. Its value is the position of the command-line argument to retrieve. The command itself is argument number zero.

value (Output; optional) Must be a scalar of type default character. If specified, its value is the returned command-line argument or all blanks if the value is unknown.

length (Output; optional) Must be a scalar of type integer. If specified, its value is the length of the returned command-line argument or zero if the length of the argument is unknown. This length includes significant trailing blanks. It does not include any truncation or padding that occurs when the argument is assigned to the value argument.

status (Output; optional) Must be a scalar of type integer. If specified, its value is the returned completion status. It is assigned the value -1 if the value argument is present and has a length less than the significant length of the command argument specified by number. It is assigned a processor-dependent positive value if the argument retrieval fails. Otherwise, it is assigned the value zero.

GET_COMMAND_ARGUMENT returns command-line arguments as they were entered. There is no case conversion.
Example
See the example in COMMAND_ARGUMENT_COUNT.

See Also
GETARG
NARGS
IARGS
COMMAND_ARGUMENT_COUNT
GET_COMMAND

GETCONTROLFPQQ
Portability Subroutine: Returns the floating-point processor control word.

Module
USE IFPORT

Syntax
CALL GETCONTROLFPQQ (controlword)

controlword (Output) INTEGER(2). Floating-point processor control word.

The floating-point control word is a bit flag that controls various modes of
the floating-point coprocessor.

The control word can be any of the following constants (defined in
IFPORT.F90):

<table>
<thead>
<tr>
<th>Parameter name</th>
<th>Hex value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FPCW$MCW_IC</td>
<td>Z'1000'</td>
<td>Infinity control mask</td>
</tr>
<tr>
<td>FPCW$AFFINE</td>
<td>Z'1000'</td>
<td>Affine infinity</td>
</tr>
<tr>
<td>FPCW$PROJECTIVE</td>
<td>Z'0000'</td>
<td>Projective infinity</td>
</tr>
<tr>
<td>FPCW$MCW_PC</td>
<td>Z'0300'</td>
<td>Precision control mask</td>
</tr>
<tr>
<td>FPCW$64</td>
<td>Z'0300'</td>
<td>64-bit precision</td>
</tr>
<tr>
<td>FPCW$53</td>
<td>Z'0200'</td>
<td>53-bit precision</td>
</tr>
<tr>
<td>FPCW$24</td>
<td>Z'0000'</td>
<td>24-bit precision</td>
</tr>
<tr>
<td>FPCW$MCW_RC</td>
<td>Z'0C00'</td>
<td>Rounding control mask</td>
</tr>
<tr>
<td>FPCW$CHOP</td>
<td>Z'0C00'</td>
<td>Truncate</td>
</tr>
<tr>
<td>FPCW$UP</td>
<td>Z'0800'</td>
<td>Round up</td>
</tr>
<tr>
<td>FPCW$DOWN</td>
<td>Z'0400'</td>
<td>Round down</td>
</tr>
<tr>
<td>FPCW$NEAR</td>
<td>Z'0000'</td>
<td>Round to nearest</td>
</tr>
<tr>
<td>FPCW$MCW_EM</td>
<td>Z'003F'</td>
<td>Exception mask</td>
</tr>
<tr>
<td>Parameter name</td>
<td>Hex value</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------</td>
<td>---------------------------------------</td>
</tr>
<tr>
<td>FPCW$INVALID</td>
<td>Z'0001'</td>
<td>Allow invalid numbers</td>
</tr>
<tr>
<td>FPCW$DENORMAL</td>
<td>Z'0002'</td>
<td>Allow denormals (very small numbers)</td>
</tr>
<tr>
<td>FPCW$ZERODIVIDE</td>
<td>Z'0004'</td>
<td>Allow divide by zero</td>
</tr>
<tr>
<td>FPCW$OVERFLOW</td>
<td>Z'0008'</td>
<td>Allow overflow</td>
</tr>
<tr>
<td>FPCW$UNDERFLOW</td>
<td>Z'0010'</td>
<td>Allow underflow</td>
</tr>
<tr>
<td>FPCW$INEXACT</td>
<td>Z'0020'</td>
<td>Allow inexact precision</td>
</tr>
</tbody>
</table>

An exception is disabled if its control bit is set to 1. An exception is enabled if its control bit is cleared to 0. Exceptions can be disabled by setting the control bits to 1 with SETCONTROLFPQQ.

If an exception is disabled, it does not cause an interrupt when it occurs. Instead, floating-point processes generate an appropriate special value (NaN or signed infinity), but the program continues.

You can find out which exceptions (if any) occurred by calling GETSTATUSFPQQ. If errors on floating-point exceptions are enabled (by clearing the control bits to 0 with SETCONTROLFPQQ), the operating system generates an interrupt when the exception occurs. By default, these interrupts cause run-time errors, but you can capture the interrupts with SIGNALQQ and branch to your own error-handling routines.

You can use GETCONTROLFPQQ to retrieve the current control word and SETCONTROLFPQQ to change the control word. Most users do not need to change the default settings.

**Example**

```fortran
USE IFPORT
INTEGER(2) control
CALL GETCONTROLFPQQ (control)
  ! if not rounding down
  IF (IAND(control, FPCW$DOWN) .NE. FPCW$DOWN) THEN
    control = IAND(control, NOT(FPCW$MCW_RC)) ! clear all
      ! rounding
    control = IOR(control, FPCW$DOWN)         ! set to
      ! round down
  CALL SETCONTROLFPQQ(control)
END IF
END
```

**See Also**

- SETCONTROLFPQQ
- GETSTATUSFPQQ (W*S)
- SIGNALQQ
- CLEARSTATUSFPQQ

**GETCURRENTPOSITION, GETCURRENTPOSITION_W (W*S)**

*Graphics Subroutines:* Return the coordinates of the current graphics position.

**Module**

USE IFQWIN

**Syntax**

CALL GETCURRENTPOSITION (s)
CALL GETCURRENTPOSITION_W (s)

s (Output) Derived type xycoord. Viewport coordinates of current graphics position. The derived type xycoord is defined in IFQWIN.F90 as follows:

```
TYPE xycoord
  INTEGER(2) xcoord   ! x-coordinate
  INTEGER(2) ycoord   ! y-coordinate
END TYPE xycoord
```

LINETO, MOVETO, and OUTGTEXT all change the current graphics position. It is in the center of the screen when a window is created.

Graphics output starts at the current graphics position returned by GETCURRENTPOSITION or GETCURRENTPOSITION_W. This position is not related to normal text output (from OUTTEXT or WRITE, for example), which begins at the current text position (see SETTEXTPOSITION). It does, however, affect graphics text output from OUTGTEXT.

Example

```
! Program to demonstrate GETCURRENTPOSITION
USE IFQWIN
TYPE (xycoord) position
INTEGER(2) result
result = LINETO(INT2(300), INT2(200))
CALL GETCURRENTPOSITION( position )
IF (position%xcoord .GT. 50) THEN
  CALL MOVETO(INT2(50), position%ycoord, position)
  WRITE(*,*) "Text unaffected by graphics position"
END IF
result = LINETO(INT2(300), INT2(200))
END
```

See Also

LINETO, LINETO_W (W*S)
MOVETO, MOVETO_W (W*S)
OUTGTEXT (W*S)
SETTEXTPOSITION (W*S)
GETTEXTPOSITION (W*S)

GETCWD

*Portability Function: Returns the path of the current working directory.*

Module

USE IFPORT

Syntax

```
result = GETCWD (dirname)
```

dirname (Output) Character (*(*). Name of the current working directory path, including drive letter.

Results

The result type is INTEGER(4). The result is zero if successful; otherwise, an error code.
Example

USE IFPORT
  character*30 dirname
!  variable dirname must be long enough to hold entire string
integer(4) istat
  ISTAT = GETCWD (dirname)
  IF (ISTAT == 0) write *, 'Current directory is ',dirname

See Also
GETDRIVEDIRQQ

GETDAT

Portability Subroutine: Returns the date.

Module
USE IFPORT

Syntax

CALL GETDAT (iyr, imon, iday)

iyr  (Output) INTEGER(4) or INTEGER(2). Year (xxxxAD).
imon (Output) INTEGER(4) or INTEGER(2). Month (1-12).
iday (Output) INTEGER(4) or INTEGER(2). Day of the month (1-31).

This subroutine is thread-safe.

All arguments must be of the same integer kind, that is, all must be INTEGER(2) or all must be INTEGER(4). If INTEGER(2) arguments are passed, you must specify USE IFPORT.

Example

! Program to demonstrate GETDAT and GETTIM
USE IFPORT
INTEGER(4) tmpday, tmpmonth, tmpyear
INTEGER(4) tmphour, tmpminute, tmpsecond, tmphund
CHARACTER(1) mer
  CALL GETDAT(tmpyear, tmpmonth, tmpday)
  CALL GETTIM(tmphour, tmpminute, tmpsecond, tmphund)
  IF (tmphour .GT. 12) THEN
    mer = 'p'
    tmphour = tmphour - 12
  ELSE
    mer = 'a'
  END IF
  WRITE (*, 900) tmpmonth, tmpday, tmpyear
  900  FORMAT(I2, '/', I2.2, '/', I4.4)
  WRITE (*, 901) tmphour, tmpminute, tmpsecond, tmphund, mer
  901  FORMAT(I2, ':', I2.2, ':', I2.2, ':', I2.2, ' ',&
                   A, 'm')
END

See Also
GETTIM
SETDAT
SETTIM
DATE Portability Routine
GETDRIVEDIRQQ

Portability Function: Returns the path of the current working directory on a specified drive.

Module
USE IFPORT

Syntax
result = GETDRIVEDIRQQ (drivedir)

drivedir (Input; output) Character*(*) On input, the drive whose current working directory path is to be returned. On output, the string containing the current directory on that drive in the form d:\dir.

Results
The result type is INTEGER(4). The result is the length (in bytes) of the full path of the directory on the specified drive. Zero is returned if the path is longer than the size of the character buffer drivedir.

You specify the drive from which to return the current working directory by putting the drive letter into drivedir before calling GETDRIVEDIRQQ. To make sure you get information about the current drive, put the symbolic constant FILE$CURDRIVE (defined in IFPORT.F90) into drivedir.

Because drives are identified by a single alphabetic character, GETDRIVEDIRQQ examines only the first letter of drivedir. For instance, if drivedir contains the path c:\fps90\bin, GETDRIVEDIRQQ (drivedir) returns the current working directory on drive C and disregards the rest of the path. The drive letter can be uppercase or lowercase.

The length of the path returned depends on how deeply the directories are nested on the drive specified in drivedir. If the full path is longer than the length of drivedir, GETDRIVEDIRQQ returns only the portion of the path that fits into drivedir. If you are likely to encounter a long path, allocate a buffer of size $MAXPATH ($MAXPATH = 260).

On Linux* and OS X* systems, the function gets a path only when symbolic constant FILE$CURDRIVE has been applied to drivedir.

Example

! Program to demonstrate GETDRIVEDIRQQ
USE IFPORT
CHARACTER($MAXPATH) dir
INTEGER(4) length
! Get current directory
dir = FILE$CURDRIVE
length = GETDRIVEDIRQQ(dir)
IF (length.GT.0) THEN
  WRITE ('*','(A)') 'Current directory is: ' dir
ELSE
  WRITE ('*','(A)') 'Failed to get current directory'
END IF
END

See Also
CHANGEDRIVEQQ
CHANGEDIRQQ
GETDRIVESIZEQQ
GETDRIVESQQ
GETLASTERRORQQ
SPLITPATHQQ

**GETDRIVESIZEQQ**

*Portability Function:* Returns the total size of the specified drive and space available on it.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{GETDRIVESIZEQQ}(\text{drive, total, avail})
\]

- **drive** (Input) Character*(*) String containing the letter of the drive to get information about.
- **total** (Output) INTEGER(4) or INTEGER(4), DIMENSION(2) or INTEGER(8). Total number of bytes on the drive.
- **avail** (Output) INTEGER(4) or INTEGER(4), DIMENSION(2) or INTEGER(8). Number of bytes of available space on the drive.

**Results**

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The data types and dimension (if any) specified for the total and avail arguments must be the same. Specifying an array of two INTEGER(4) elements, or an INTEGER(8) argument, allows drive sizes larger than 2147483647 to be returned.

If an array of two INTEGER(4) elements is specified, the least-significant 32 bits are returned in the first element, the most-significant 32 bits in the second element. If an INTEGER(4) scalar is specified, the least-significant 32 bits are returned.

Because drives are identified by a single alphabetic character, GETDRIVESIZEQQ examines only the first letter of drive. The drive letter can be uppercase or lowercase. You can use the constant FILE$CURDRIVE (defined in IFPORT.F90) to get the size of the current drive.

If GETDRIVESIZEQQ fails, use GETLASTERRORQQ to determine the reason.

**Example**

```fortran
! Program to demonstrate GETDRIVESQQ and GETDRIVESIZEQQ
USE IFPORT
CHARACTER(26) drives
CHARACTER(1) adrive
LOGICAL(4) status
INTEGER(4) total, avail
INTEGER(2) i
! Get the list of drives
drives = GETDRIVESQQ()
WRITE (*,'(A, A)') 'Drives available: ', drives
!
! Cycle through them for free space and write to console
DO i = 1, 26
  adrive = drives(i:i)
  status = .FALSE.
  WRITE (*,'(A, A, A, \)') 'Drive ', CHAR(i + 64), ':'
```

---

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IF (adrive .NE. ' ') THEN
  status = GETDRIVESIZEQQ(adrive, total, avail)
END IF
IF (status) THEN
  WRITE (*,*) avail, ' of ', total, ' bytes free.'
ELSE
  WRITE (*,*) 'Not available'
END IF
END DO
END

See Also
GETLASTERRORQQ
GETDRIVESQQ
GETDRIVEDIRQQ
CHANGEDRIVEQQ
CHANGEDIRQQ

GETDRIVESQQ

**Portability Function:** Reports which drives are available to the system.

**Module**
USE IFPORT

**Syntax**
result = GETDRIVESQQ( )

**Results**
The result type is character with length 26. It is the positional character string containing the letters of the drives available in the system.

The returned string contains letters for drives that are available, and blanks for drives that are not available. For example, on a system with A, C, and D drives, the string 'A CD' is returned.

On Linux* and OS X* systems, the function returns a string filled with spaces.

**Example**
See the example for GETDRIVESIZEQQ.

**See Also**
GETDRIVEDIRQQ
GETDRIVESIZEQQ
CHANGEDRIVEQQ

GETENV

**Portability Subroutine:** Returns the value of an environment variable.

**Module**
USE IFPORT

**Syntax**
CALL GETENV (ename, evalue)
**ename**

(Input) Character*(*)*. Environment variable to search for.

**evalue**

(Output) Character*(*)*. Value found for ename. Blank if ename is not found.

**Example**

use IFPORT
character*40 libname
CALL GETENV ("LIB",libname)
TYPE *, "The LIB variable points to ",libname

**See Also**

GETENVQQ

GET_ENVIRONMENT_VARIABLE

**Intrinsic Subroutine**: Gets the value of an environment variable.

**Syntax**

CALL GET_ENVIRONMENT_VARIABLE (name [,value,length,status,trim_name])

**name**

(Input) Must be a scalar of type default character. It is the name of the environment variable.

**value**

(Output; optional) Must be a scalar of type default character. If specified, it is assigned the value of the environment variable specified by name. If the environment variable does not exist, value is assigned all blanks.

**length**

(Output; optional) Must be a scalar of type integer. If specified, its value is the length of the environment variable, if it exists; otherwise, length is set to 0.

**status**

(Output; optional) Must be a scalar of type integer. If specified, it is assigned a value of 0 if the environment variable exists and either has no value or its value is successfully assigned to value.

It is assigned a value of -1 if the value argument is present and has a length less than the significant length of the environment variable value. It is assigned a value of 1 if the environment variable does not exist. For other error conditions, it is assigned a processor-dependent value greater than 2.

**trim_name**

(Input; optional) Must be a scalar of type logical. If the value is FALSE, then trailing blanks in name are considered significant. Otherwise, they are not considered part of the environment variable's name.

**Example**

The following program asks for the name of an environment variable. If the environment variable exists in the program's environment, it prints out its value:

```fortran
program print_env_var
character name*20, val*40
integer len, status
write (*,*) 'enter the name of the environment variable'
read (*,*) name
call get_environment_variable (name, val, len, status, .true.)
if (status .ge. 2) then
    write (*,*) 'get_environment_variable failed: status = ', status
```
stop
end if
if (status .eq. 1) then
    write (*,*) 'env var does not exist'
    stop
end if
if (status .eq. -1) then
    write (*,*) 'env var length = ', len, ' truncated to 40'
    len = 40
end if
if (len .eq. 0) then
    write (*,*) 'env var exists but has no value'
    stop
end if
write (*,*) 'env var value = ', val (1:len)
end

When the above program is invoked, the following line is displayed:

enter the name of the environment variable

The following shows an example of what could be displayed if you enter "HOME".

- On a Linux* or OS X* system:
  env var value = /home/our_space/usr4
- On a Windows* system:
  env var value = C:/

The following shows an example of what could be displayed if you enter "PATH".

- On a Linux or OS X system:
  env var length = 307 truncated to 40
  env var value = /site/our_space/usr4/progs/build_area
- On a Windows system:
  env var length = 829 truncated to 40
  env var value = C:\OUR_SPACE\BUILD_AREA\build_objects\path

GETENVQQ

**Portability Function:** Returns the value of an environment variable.

**Module**

USE IFPORT

**Syntax**

```
result = GETENVQQ (varname, value)
```

- **varname** (Input) Character*(*). Name of environment variable.
- **value** (Output) Character*(*). Value of the specified environment variable, in uppercase.

**Results**

The result type is INTEGER(4). The result is the length of the string returned in value. Zero is returned if the given variable is not defined.

GETENVQQ searches the list of environment variables for an entry corresponding to varname. Environment variables define the environment in which a process executes. For example, the LIB environment variable defines the default search path for libraries to be linked with a program.
Note that some environment variables may exist only on a per-process basis and may not be present at the command-line level.

GETENVQVQ uses the C runtime routine getenv and SETENVQVQ uses the C runtime routine _putenv. From the C documentation:

getenv and _putenv use the copy of the environment pointed to by the global variable _environ to access the environment. getenv operates only on the data structures accessible to the run-time library and not on the environment segment created for the process by the operating system.

In a program that uses the main function, _environ is initialized at program startup to settings taken from the operating system’s environment.

Changes made outside the program by the console SET command, for example, SET MY_VAR=ABCDE, will be reflected by GETENVQVQ.

GETENVQVQ and SETENVQVQ will not work properly with the Windows* APIs GetEnvironmentVariable and SetEnvironmentVariable.

Example

! Program to demonstrate GETENVQVQ and SETENVQVQ
USE IFPORT
USE IFCORE
INTEGER(4) lenv, lval
CHARACTER(80) env, val, enval
WRITE (*,900) ' Enter environment variable name to create, &
    modify, or delete: '
lenv = GETSTRQVQ(env)
IF (lenv .EQ. 0) STOP
WRITE (*,900) ' Value of variable (ENTER to delete): '
lval = GETSTRQVQ(val)
IF (lval .EQ. 0) val = ' '
enval = env(1:lenv) // '=' // val(1:lval)
IF (SETENVQVQ(enval)) THEN
  lval = GETENVQVQ(env(1:lenv), val)
  IF (lval .EQ. 0) THEN
    WRITE (*,')' 'Can''t get environment variable'
  ELSE IF (lval .GT. LEN(val)) THEN
    WRITE (*',') 'Buffer too small'
  ELSE
    WRITE (*',') 'Length: ', lval
  END IF
ELSE
  WRITE (*',') 'Can''t set environment variable'
END IF
900  FORMAT (A, 
END

See Also
SETENVQVQ
GETLASTERRORQVQ
GETEXCEPTIONPTRQVQ (W*S)

Run-Time Function: Returns a pointer to C run-time exception information pointers appropriate for use in signal handlers established with SIGNALQVQ or direct calls to the C rtl signal( ) routine.

Module
USE IFCORE
Syntax

```fortran
result = GETEXCEPTIONPTRSQQ()
```

Results

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The return value is the address of a data structure whose members are pointers to exception information captured by the C runtime at the time of an exception. This result value can then be used as the `eptr` argument to routine `TRACEBACKQQ` to generate a stack trace from a user-defined handler or to inspect the exception context record directly.

Calling `GETEXCEPTIONPTRSQQ` is only valid within a user-defined handler that was established with `SIGNALQQ` or a direct call to the C rtl `signal( )` function.

For a full description of exceptions and error handling, see Compiler Reference: Error Handling.

Example

```fortran
PROGRAM SIGTEST
USE IFCORE
...
R3 = 0.0E0
STS = SIGNALQQ(MY_HANDLER)
! Cause a divide by zero exception
R1 = 3.0E0/R3
...
END
INTEGER(4) FUNCTION MY_HANDLER(SIGNUM,EXCNUM)
USE IFCORE
...
EPTRS = GETEXCEPTIONPTRSQQ()
...
CALL TRACEBACKQQ("Application SIGFPE error!",USER_EXIT_CODE=-1,EPTR=EPTRS)
...
MY_HANDLER = 1
END
```

See Also

- `TRACEBACKQQ`
- `GETSTATUSFPQQ (W*S)`
- `CLEARSTATUSFPQQ`
- `SETCONTROLFPQQ`
- `GETCONTROLFPQQ`
- `SIGNALQQ`
- `GETEXITQQ (W*S)`

QuickWin Function: Returns the setting for a QuickWin application's exit behavior.

Module

```fortran
USE IFQWIN
```

Syntax

```fortran
result = GETEXITQQ()
```

Results

The result type is INTEGER(4). The result is exit mode with one of the following constants (defined in `IFQWIN.F90`):
• **QWIN$EXITPROMPT** - Displays a message box that reads "Program exited with exit status \( n \). Exit Window?", where \( n \) is the exit status from the program.

  If you choose Yes, the application closes the window and terminates. If you choose No, the dialog box disappears and you can manipulate the window as usual. You must then close the window manually.

• **QWIN$EXITNOPERSIST** - Terminates the application without displaying a message box.

• **QWIN$EXITPERSIST** - Leaves the application open without displaying a message box.

The default for both QuickWin and Console Graphics applications is QWIN$EXITPROMPT.

### Example

```fortran
! Program to demonstrate GETEXITQQ
USE IFQWIN
INTEGER i
i = GETEXITQQ()
SELECT CASE (i)
CASE (QWIN$EXITPROMPT)
  WRITE(*, *) "Prompt on exit."
CASE (QWIN$EXITNOPERSIST)
  WRITE(*, *) "Exit and close."
CASE (QWIN$EXITPERSIST)
  WRITE(*, *) "Exit and leave open."
END SELECT
END
```

### See Also

SETEXITQQ

### GETFILEINFOQQ

**Portability Function:** Returns information about the specified file. File names can contain wildcards (* and ?).

### Module

USE IFPORT

### Syntax

```
result = GETFILEINFOQQ (files, buffer, handle)
```

**files**

(Input) Character*(*). Name or pattern of files you are searching for. Can include a full path and wildcards (* and ?).

**buffer**

(Output) Derived type FILE$INFO or derived type FILE$INFOI8. Information about a file that matches the search criteria in files. The derived type FILE$INFO is defined in IFPORT.F90 as follows:

```
TYPE FILE$INFO
  INTEGER(4) CREATION ! CREATION TIME (-1 on FAT)
  INTEGER(4) LASTWRITE ! LAST WRITE TO FILE
  INTEGER(4) LASTACCESS ! LAST ACCESS (-1 on FAT)
  INTEGER(4) LENGTH ! LENGTH OF FILE
  INTEGER(4) PERMIT ! FILE ACCESS MODE
  CHARACTER(255) NAME ! FILE NAME
END TYPE FILE$INFO
```
The derived type file$INFO is defined in ifport.f90 as follows:

```fortran
TYPE FILE$INFO
  INTEGER(4) CREATION       ! CREATION TIME (-1 on FAT)
  INTEGER(4) LASTWRITE      ! LAST WRITE TO FILE
  INTEGER(4) LASTACCESS     ! LAST ACCESS (-1 on FAT)
  INTEGER(8) LENGTH         ! LENGTH OF FILE
  INTEGER(4) PERMIT         ! FILE ACCESS MODE
  CHARACTER(255) NAME       ! FILE NAME
END TYPE FILE$INFO
```

Handle

(Input; output) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Control mechanism. One of the following constants, defined in IFPORT.F90:

- FILE$FIRST - First matching file found.
- FILE$LAST - Previous file was the last valid file.
- FILE$ERROR - No matching file found.

Results

The result type is INTEGER(4). The result is the nonblank length of the file name if a match was found, or 0 if no matching files were found.

To get information about one or more files, set the handle to FILE$FIRST and call GETFILEINFOQQ. This will return information about the first file which matches the name and return a handle. If the program wants more files, it should call GETFILEINFOQQ with the handle. GETFILEINFOQQ must be called with the handle until GETFILEINFOQQ sets handle to FILE$LAST, or system resources may be lost.

The derived-type element variables FILE$INFO%CREATION, FILE$INFO%LASTWRITE, and FILE$INFO%LASTACCESS contain packed date and time information that indicates when the file was created, last written to, and last accessed, respectively.

To break the time and date into component parts, call UNPACKTIMEQQ. FILE$INFO%LENGTH contains the length of the file in bytes. FILE$INFO%PERMIT contains a set of bit flags describing access information about the file as follows:

<table>
<thead>
<tr>
<th>Bit flag</th>
<th>Access information for the file</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILE$ARCHIVE</td>
<td>Marked as having been copied to a backup device.</td>
</tr>
<tr>
<td>FILE$DIR</td>
<td>A subdirectory of the current directory. Each MS-DOS* directory contains two special files, &quot;.&quot; and &quot;...&quot;. These are directory aliases created by MS-DOS for use in relative directory notation. The first refers to the current directory, and the second refers to the current directory's parent directory.</td>
</tr>
<tr>
<td>FILE$HIDDEN</td>
<td>Hidden. It does not appear in the directory list you request from the command line, the Microsoft* visual development environment browser, or File Manager.</td>
</tr>
<tr>
<td>FILE$READONLY</td>
<td>Write-protected. You can read the file, but you cannot make changes to it.</td>
</tr>
<tr>
<td>FILE$SYSTEM</td>
<td>Used by the operating system.</td>
</tr>
</tbody>
</table>
Bit flag | Access information for the file
---|---
FILE$VOLUME | A logical volume, or partition, on a physical disk drive. This type of file appears only in the root directory of a physical device.

You can use the constant FILE$NORMAL to check that all bit flags are set to 0. If the derived-type element variable FILE$INFO%PERMIT is equal to FILE$NORMAL, the file has no special attributes. The variable FILE$INFO%NAME contains the short name of the file, not the full path of the file.

If an error occurs, call GETLASTERROR to retrieve the error message, such as:

- ERR$NOENT: The file or path specified was not found.
- ERR$NOMEM: Not enough memory is available to execute the command, the available memory has been corrupted, or an invalid block exists, indicating that the process making the call was not allocated properly.

**Example**

```fortran
USE IFPORT
USE IFCORE
   CALL SHOWPERMISSION( )
END

! SUBROUTINE to demonstrate GETFILEINFO
SUBROUTINE SHOWPERMISSION( )
USE IFPORT
   CHARACTER(80) files
   INTEGER(KIND=INT_PTR_KIND( )) handle
   INTEGER(4) length
   CHARACTER(5) permit
   TYPE (FILE$INFO) info
   WRITE (*, 900) ' Enter wildcard of files to view: '
   900 FORMAT (A, ")
   length = GETSTRQ(files)
   handle = FILE$FIRST
   DO WHILE (.TRUE.)
      length = GETFILEINFOQ(files, info, handle)
      IF ((handle .EQ. FILE$LAST) .OR. &
         (handle .EQ. FILE$ERROR)) THEN
         SELECT CASE (GETLASTERRORQ( ))
            CASE (ERR$NOMEM)
               WRITE (*,*) 'Out of memory'
            CASE (ERR$NOENT)
               EXIT
            CASE DEFAULT
               WRITE (*,*) 'Invalid file or path name'
         END SELECT
      END IF
      permit = ' ']
      IF ((info%permit .AND. FILE$HIDDEN) .NE. 0) &
         permit(1:1) = 'H'
      IF ((info%permit .AND. FILE$SYSTEM) .NE. 0) &
         permit(2:2) = 'S'
      IF ((info%permit .AND. FILE$READONLY) .NE. 0) &
         permit(3:3) = 'R'
      IF ((info%permit .AND. FILE$ARCHIVE) .NE. 0) &
         permit(4:4) = 'A'
   END DO
```

---

1432
IF ((info%permit .AND. FILE$DIR) .NE. 0) & permit(5:5) = 'D'
WRITE (*, 9000) info%name, info%length, permit
9000 FORMAT (1X, A5, I9, ' ',A6)
END DO
END SUBROUTINE

See Also
SETFILEACCESSQQ
SETFILETIMEQQ
UNPACKTIMEQQ

GETFILLMASK (W*S)

Graphics Subroutine: Returns the current pattern used to fill shapes.

Module
USE IFQWIN

Syntax
CALL GETFILLMASK (mask)

mask (Output) INTEGER(1). One-dimensional array of length 8.

There are 8 bytes in mask, and each of the 8 bits in each byte represents a pixel, creating an 8x8 pattern. The first element (byte) of mask becomes the top 8 bits of the pattern, and the eighth element (byte) of mask becomes the bottom 8 bits.

During a fill operation, pixels with a bit value of 1 are set to the current graphics color, while pixels with a bit value of 0 are unchanged. The current graphics color is set with SETCOLORRGB or SETCOLOR. The 8-byte mask is replicated over the entire fill area. If no fill mask is set (with SETFILLMASK), or if the mask is all ones, solid current color is used in fill operations.

The fill mask controls the fill pattern for graphics routines (FLOODFILLRGB, PIE, ELLIPSE, POLYGON, and RECTANGLE).

Example
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(1) style(8). array(8)
INTEGER(2) i
style = 0
style(1) = Z'F'
style(3) = Z'F'
style(5) = Z'F'
style(7) = Z'F'
CALL SETFILLMASK (style)
...
CALL GETFILLMASK (array)
WRITE (*, *) 'Fill mask in bits: '
DO i = 1, 8
  WRITE (*, '(B8)') array(i)
END DO
END

See Also
ELLIPSE, ELLIPSE_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
PIE, PIE_W (W*S)
POLYGON, POLYGON_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)
SETFILLMASK (W*S)

GETFONTINFO (W*S)

*Graphics Function:* Returns the current font characteristics.

**Module**
USE IFQWIN

**Syntax**
result = GETFONTINFO (font)

*font (Output)* Derived type FONTINFO. Set of characteristics of the current font. The FONTINFO derived type is defined in IFQWIN.F90 as follows:

<table>
<thead>
<tr>
<th>INTEGER(4) type</th>
<th>! 1 = truetype, 0 = bit map</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER(4) ascent</td>
<td>! Pixel distance from top to baseline</td>
</tr>
<tr>
<td>INTEGER(4) pixwidth</td>
<td>! Character width in pixels, 0=proportional</td>
</tr>
<tr>
<td>INTEGER(4) pixheight</td>
<td>! Character height in pixels</td>
</tr>
<tr>
<td>INTEGER(4) avgwidth</td>
<td>! Average character width in pixels</td>
</tr>
<tr>
<td>CHARACTER(81) filename</td>
<td>! File name including path</td>
</tr>
<tr>
<td>CHARACTER(32) facename</td>
<td>! Font name</td>
</tr>
<tr>
<td>LOGICAL(1) italic</td>
<td>! .TRUE. if current font formatted italic</td>
</tr>
<tr>
<td>LOGICAL(1) emphasized</td>
<td>! .TRUE. if current font formatted bold</td>
</tr>
<tr>
<td>LOGICAL(1) underline</td>
<td>! .TRUE. if current font formatted underlined</td>
</tr>
</tbody>
</table>

**Results**
The result type is INTEGER(2). The result is zero if successful; otherwise, -1.

You must initialize fonts with INITIALIZEFONTS before calling any font-related function, including GETFONTINFO.

**Example**

! Build as QuickWin or Standard Graphics
USE IFQWIN

  TYPE (FONTINFO) info
  INTEGER(2) numfonts, return, line_spacing
  numfonts = INITIALIZEFONTS ( )
  return = GETFONTINFO(info)
  line_spacing = info%pixheight + 2

END

**See Also**
GETGTEXTEXTENT (W*S)
GETGTEXTROTATION (W*S)
GRSTATUS (W*S)
OUTGTEXT (W*S)
INITIALIZEFONTS (W*S)
SETFONT (W*S)

GETGID

**Portability Function:** Returns the group ID of the user of a process.

**Module**
USE IFPORT

**Syntax**

```
result = GETGID()
```

**Results**

The result type is INTEGER(4). The result corresponds to the primary group of the user under whose identity the program is running. The result is returned as follows:

- On Windows* systems, this function returns the last subauthority of the security identifier for the process. This is unique on a local machine and unique within a domain for domain accounts.
  - Note that on Windows systems, domain accounts and local accounts can overlap.
- On Linux* and OS X* systems, this function returns the group identity for the current process.

**Example**

```
USE IFPORT
ISTAT = GETGID()
```

GETGTEXTEXTENT (W*S)

**Graphics Function:** Returns the width in pixels that would be required to print a given string of text (including any trailing blanks) with OUTGTEXT using the current font.

**Module**
USE IFQWIN

**Syntax**

```
result = GETGTEXTEXTENT (text)
```

- `text` (Input) Character*. Text to be analyzed.

**Results**

The result type is INTEGER(2). The result is the width of `text` in pixels if successful; otherwise, -1 (for example, if fonts have not been initialized with INITIALIZEFONTS).

This function is useful for determining the size of text that uses proportionally spaced fonts. You must initialize fonts with INITIALIZEFONTS before calling any font-related function, including GETGTEXTEXTENT.

**Example**

```
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(2) status, pwidth
CHARACTER(80) text
status = INITIALIZEFONTS()
```
See Also
GETFONTINFO (W*S)
OUTGTEXT (W*S)
SETFONT (W*S)
INITIALIZEFONTS (W*S)
GETGTEXTROTATION (W*S)

GETGTEXTROTATION (W*S)

*Graphics Function:* Returns the current orientation of the font text output by OUTGTEXT.

**Module**
USE IFQWIN

**Syntax**

```
result = GETGTEXTROTATION ( )
```

**Results**

The result type is INTEGER(4). It is the current orientation of the font text output in tenths of degrees. Horizontal is 0°, and angles increase counterclockwise so that 900 tenths of degrees (90°) is straight up, 1800 tenths of degrees (180°) is upside-down and left, 2700 tenths of degrees (270°) is straight down, and so forth.

The orientation for text output with OUTGTEXT is set with SETGTEXTROTATION.

**Example**

```
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER ang
REAL rang
ang = GETGTEXTROTATION ( )
rang = FLOAT(ang)/10.0
WRITE(*,*) "Text tilt in degrees is: ", rang
END
```

See Also
OUTGTEXT (W*S)
SETFONT (W*S)
SETGTEXTROTATION (W*S)

GETHWNDQQ (W*S)

*QuickWin Function:* Converts a window unit number into a Windows* handle.

**Module**
USE IFQWIN

**Syntax**

```
result = GETHWNDQQ (unit)
```
unit (Input) INTEGER(4). The window unit number. If unit is set to QWIN $FRAMEWINDOW (defined in IFQWIN.F90), the handle of the frame window is returned.

Results
The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The result is a true Windows handle to the window. If unit is not open, it returns -1.

See Also
GETACTIVEQQ (W*S)
GETUNITQQ (W*S)
SETACTIVEQQ (W*S)

GETIMAGE, GETIMAGE_W (W*S)
Graphics Subroutines: Store the screen image defined by a specified bounding rectangle.

Module
USE IFQWIN

Syntax
CALL GETIMAGE (x1, y1, x2, y2, image)
CALL GETIMAGE_W (wx1, wy1, wx2, wy2, image)

x1, y1 (Input) INTEGER(2). Viewport coordinates for upper-left corner of bounding rectangle.
x2, y2 (Input) INTEGER(2). Viewport coordinates for lower-right corner of bounding rectangle.
wx1, wy1 (Input) REAL(8). Window coordinates for upper-left corner of bounding rectangle.
wx2, wy2 (Input) REAL(8). Window coordinates for lower-right corner of bounding rectangle.
image (Output) INTEGER(1). Array of single-byte integers. Stored image buffer.

GETIMAGE defines the bounding rectangle in viewport-coordinate points (x1, y1) and (x2, y2).
GETIMAGE_W defines the bounding rectangle in window-coordinate points (wx1, wy1) and (wx2, wy2).

The buffer used to store the image must be large enough to hold it. You can determine the image size by calling IMAGESIZE at run time, or by using the formula described under IMAGESIZE. After you have determined the image size, you can dimension the buffer accordingly.

Example
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(1), ALLOCATABLE:: buffer (:)
INTEGER(2) status, x, y, error
INTEGER(4) imsize
x = 50
y = 30
status = ELLIPSE ($GFILLINTERIOR, INT2(x-15), 
                   INT2(y-15), INT2(x+15), INT2(y+15))
imsize = IMAGESIZE (INT2(x-16), INT2(y-16), &
         INT2( x+16), INT2(y+16))
ALLOCATE(buffer (imsize), STAT = error)
IF (error .NE. 0) THEN
   STOP 'ERROR: Insufficient memory'
END IF
CALL GETIMAGE (INT2(x-16), INT2(y-16), &
         INT2( x+16), INT2(y+16), buffer)
END

See Also
IMAGESIZE, IMAGESIZE_W (W*S)
PUTIMAGE, PUTIMAGE_W (W*S)

GETLASTERROR

Portability Function: Returns the last error set.

Module
USE IFPORT

Syntax
result = GETLASTERROR( )

Results
The result type is INTEGER(4). The result is the integer corresponding to the last run-time error value that was set.

For example, if you use an ERR= specifier in an I/O statement, your program will not abort if an error occurs. GETLASTERROR provides a way to determine what the error condition was, with a better degree of certainty than just examining errno. Your application can then take appropriate action based upon the error number.

GETLASTERRORQQ

Portability Function: Returns the last error set by a run-time procedure.

Module
USE IFPORT

Syntax
result = GETLASTERRORQQ( )

Results
The result type is INTEGER(4). The result is the most recent error code generated by a run-time procedure. Library functions that return a logical or integer value sometimes also provide an error code that identifies the cause of errors. GETLASTERRORQQ retrieves the most recent error message. The error constants are defined in IFPORT.F90. The following table shows some library routines and the errors each routine produces:

<table>
<thead>
<tr>
<th>Library routine</th>
<th>Errors produced</th>
</tr>
</thead>
<tbody>
<tr>
<td>BEEPQQ</td>
<td>no error</td>
</tr>
<tr>
<td>BSEARCHQQ</td>
<td>ERR$INVAL</td>
</tr>
<tr>
<td>Library routine</td>
<td>Errors produced</td>
</tr>
<tr>
<td>--------------------</td>
<td>------------------------------------------------------</td>
</tr>
<tr>
<td>CHANGEDIRQQ</td>
<td>ERR$NOMEM, ERR$NOENT</td>
</tr>
<tr>
<td>CHANGEDRIVEQQ</td>
<td>ERR$INVAL, ERR$NOENT</td>
</tr>
<tr>
<td>COMMITQQ</td>
<td>ERR$BADF</td>
</tr>
<tr>
<td>DELDIRQQ</td>
<td>ERR$NOMEM, ERR$ACCES, ERR$NOENT</td>
</tr>
<tr>
<td>DELFILESQQ</td>
<td>ERR$NOMEM, ERR$ACCES, ERR$NOENT, ERR$INVAL</td>
</tr>
<tr>
<td>FINDFILEQQ</td>
<td>ERR$NOMEM, ERR$NOENT</td>
</tr>
<tr>
<td>FULLPATHQQ</td>
<td>ERR$NOMEM, ERR$INVAL</td>
</tr>
<tr>
<td>GETCHARQQ</td>
<td>no error</td>
</tr>
<tr>
<td>GETDRIVEDIRQQ</td>
<td>ERR$NOMEM, ERR$RANGE</td>
</tr>
<tr>
<td>GETDRIVESIZEQQ</td>
<td>ERR$INVAL, ERR$NOENT</td>
</tr>
<tr>
<td>GETDRIVESQQ</td>
<td>no error</td>
</tr>
<tr>
<td>GETENVQQ</td>
<td>ERR$NOMEM, ERR$NOENT</td>
</tr>
<tr>
<td>GETFILEINFOQQ</td>
<td>ERR$NOMEM, ERR$NOENT, ERR$INVAL</td>
</tr>
<tr>
<td>GETLASTERRORQQ</td>
<td>no error</td>
</tr>
<tr>
<td>GETSTRQQ</td>
<td>no error</td>
</tr>
<tr>
<td>MAKEDIRQQ</td>
<td>ERR$NOMEM, ERR$ACCES, ERR$EXIST, ERR$NOENT</td>
</tr>
<tr>
<td>PACKTIMEQQ</td>
<td>no error</td>
</tr>
<tr>
<td>PEEKCHARQQ</td>
<td>no error</td>
</tr>
<tr>
<td>RENAMENAMEFILEQQ</td>
<td>ERR$NOMEM, ERR$ACCES, ERR$NOENT, ERR$XDEV</td>
</tr>
<tr>
<td>RUNQQ</td>
<td>ERR$NOMEM, ERR$2BIG, ERR$INVAL, ERR$NOENT, ERR$NOEXEC</td>
</tr>
<tr>
<td>SETERRORMODEQQ</td>
<td>no error</td>
</tr>
<tr>
<td>SETENVQQ</td>
<td>ERR$NOMEM, ERR$INVAL</td>
</tr>
<tr>
<td>SETFILEACCESSQQ</td>
<td>ERR$NOMEM, ERR$INVAL, ERR$ACCES</td>
</tr>
<tr>
<td>SETFILETIMEQQ</td>
<td>ERR$NOMEM, ERR$ACCES, ERR$INVAL, ERR$MFILE, ERR$NOENT</td>
</tr>
<tr>
<td>SLEEPQQ</td>
<td>no error</td>
</tr>
<tr>
<td>SORTQQ</td>
<td>ERR$INVAL</td>
</tr>
<tr>
<td>SPLITPATHQQ</td>
<td>ERR$NOMEM, ERR$INVAL</td>
</tr>
<tr>
<td>SYSTEMQQ</td>
<td>ERR$NOMEM, ERR$2BIG, ERR$NOENT, ERR$NOEXEC</td>
</tr>
<tr>
<td>UNPACKTIMEQQ</td>
<td>no error</td>
</tr>
</tbody>
</table>
GETLINESTYLE (W*S)

Graphics Function: Returns the current graphics line style.

Module
USE IFQWIN

Syntax
result = GETLINESTYLE( )

Results
The result type is INTEGER(2). The result is the current line style.

GETLINESTYLE retrieves the mask (line style) used for line drawing. The mask is a 16-bit number, where each bit represents a pixel in the line being drawn.

If a bit is 1, the corresponding pixel is colored according to the current graphics color and logical write mode; if a bit is 0, the corresponding pixel is left unchanged. The mask is repeated for the entire length of the line. The default mask is Z'FFFF' (a solid line). A dashed line can be represented by Z'FF00' (long dashes) or Z'F0F0' (short dashes).

The line style is set with SETLINESTYLE. The current graphics color is set with SETCOLORRGB or SETCOLOR. SETWRITEMODE affects how the line is displayed.

The line style retrieved by GETLINESTYLE affects the drawing of straight lines as in LINETO, POLYGON and RECTANGLE, but not the drawing of curved lines as in ARC, ELLIPSE or PIE.

Example
! Build as Graphics
USE IFQWIN
INTEGER(2) lstyle
lstyle = GETLINESTYLE()
WRITE (*, 100) lstyle, lstyle
100 FORMAT (1X, 'Line mask in Hex ', Z4, ' and binary ', B16)
END

See Also
LINETO, LINETO_W (W*S)
POLYGON, POLYGON_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)
SETCOLORRGB (W*S)
SETFILLMASK (W*S)
SETLINESTYLE (W*S)
SETWRITEMODE (W*S)

GETLINEWIDTHQQ (W*S)

Graphics Function: Gets the current line width or the line width set by the last call to SETLINEWIDTHQQ.

Module
USE IFQWIN

Syntax
result = GETLINEWIDTHQQ( )
Results
The result is of type INTEGER(4). It contains the current width of the line in pixels.
If there is no call to SETLINEWIDTHQQ in the program (or on that particular graphics window), it returns 1.
(The default width of a line drawn by any graphics routine is 1 pixel.)

See Also
SETLINEWIDTHQQ (W*S)

GETLOG
Portability Subroutine: Returns the user's login name.

Module
USE IFPORT

Syntax
CALL GETLOG (name)

name (Output) Character*(*). User's login name.

The login name must be less than or equal to 64 characters. If the login name is longer than 64 characters, it
is truncated. The actual parameter corresponding to name should be long enough to hold the login name. If
the supplied actual parameter is too short to hold the login name, the login name is truncated.
If the login name is shorter than the actual parameter corresponding to name, the login name is padded with
blanks at the end, until it reaches the length of the actual parameter.
If the login name cannot be determined, all blanks are returned.

Example
use IFPORT
character*20 username
CALL GETLOG (username)
print *, "You logged in as ",username

GETPHYSCOORD (W*S)
Graphics Subroutine: Translates viewport coordinates to physical coordinates.

Module
USE IFQWIN

Syntax
CALL GETPHYSCOORD (x, y, s)

x, y (Input) INTEGER(2). Viewport coordinates to be translated to physical coordinates.
(Output) Derived type xycoord. Physical coordinates of the input viewport position. The xycoord derived type is defined in IFQWIN.F90 as follows:

```fortran
TYPE xycoord
  INTEGER(2) xcoord   ! x-coordinate
  INTEGER(2) ycoord   ! y-coordinate
END TYPE xycoord
```

Physical coordinates refer to the physical screen. Viewport coordinates refer to an area of the screen defined as the viewport with SETVIEWPORT. Both take integer coordinate values. Window coordinates refer to a window sized with SETWINDOW or SETWSIZEQQ. Window coordinates are floating-point values and allow easy scaling of data to the window area.

**Example**

```fortran
! Program to demonstrate GETPHYSCOORD, GETVIEWCOORD,
! and GETWINDOWCOORD. Build as QuickWin or Standard
! Graphics
USE IFQWIN
TYPE (xycoord)  viewxy, physxy
TYPE (wxycoord) windxy
CALL SETVIEWPORT(INT2(80), INT2(50), &
                   INT2(240), INT2(150))

! Get viewport equivalent of point (100, 90)
CALL GETVIEWCOORD (INT2(100), INT2(90), viewxy)

! Get physical equivalent of viewport coordinates
CALL GETPHYSCOORD (viewxy%xcoord, viewxy%ycoord, &
                    physxy)

! Get physical equivalent of viewport coordinates
CALL GETWINDOWCOORD (viewxy%xcoord, viewxy%ycoord, &
                      windxy)

! Write viewport coordinates
WRITE (*,*) viewxy%xcoord, viewxy%ycoord
! Write physical coordinates
WRITE (*,*) physxy%xcoord, physxy%ycoord
! Write window coordinates
WRITE (*,*) windxy%wx, windxy%wy
END
```

**See Also**

GETVIEWCOORD, GETVIEWCOORD_W (W*S)
GETWINDOWCOORD (W*S)
SETCLIPRGN (W*S)
SETVIEWPORT (W*S)

**GETPID**

*Portability Function:* Returns the process ID of the current process.

**Module**

USE IFPORT

**Syntax**

```fortran
result = GETPID()
```
Results
The result type is INTEGER(4). The result is the process ID number of the current process.

Example
USE IFPORT
INTEGER(4) istat
istat = GETPID()

GETPIXEL, GETPIXEL_W (W*S)

Graphics Functions: Return the color index of the pixel at a specified location.

Module
USE IFQWIN

Syntax
result = GETPIXEL (x, y)
result = GETPIXEL_W (wx, wy)

x, y (Input) INTEGER(2). Viewport coordinates for pixel position.
wx, wy (Input) REAL(8). Window coordinates for pixel position.

Results
The result type is INTEGER(2). The result is the pixel color index if successful; otherwise, -1 (if the pixel lies outside the clipping region, for example).

Color routines without the RGB suffix, such as GETPIXEL, use color indexes, not true color values, and limit you to colors in the palette, at most 256. To access all system colors, use SETPIXELRGB to specify an explicit Red-Green-Blue value and retrieve the value with GETPIXELRGB.

NOTE
The GETPIXEL routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the GetPixel routine by including the IFWIN module, you need to specify the routine name as MSFWIN$GetPixel.

See Also
GETPIXELRGB, GETPIXELRGB_W (W*S)
GRSTATUS (W*S)
REMAPALLPALETTERGB, REMAPPALETTERGB (W*S)
SETCOLOR (W*S)
GETPIXELS (W*S)
SETPIXEL, SETPIXEL_W (W*S)

GETPIXELRGB, GETPIXELRGB_W (W*S)

Graphics Functions: Return the Red-Green-Blue (RGB) color value of the pixel at a specified location.

Module
USE IFQWIN
Syntax

\[
\text{result} = \text{GETPIXELRGB} \; (x, y)
\]
\[
\text{result} = \text{GETPIXELRGB} \; (wx, wy)
\]

\(x, \; y\) 

(Input) INTEGER(2). Viewport coordinates for pixel position.

\(wx, \; wy\) 

(Input) REAL(8). Window coordinates for pixel position.

Results

The result type is INTEGER(4). The result is the pixel’s current RGB color value.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you retrieve with GETPIXELRGB, red is the rightmost byte, followed by green and blue. The RGB value’s internal structure is as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0 0 B B B B B B G G G G G G G R R R R R R R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Larger numbers correspond to stronger color intensity with binary 1111111 (hex ‘Z’FF’) the maximum for each of the three components. For example, ‘Z’0000FF’ yields full-intensity red, ‘Z’00FF00’ full-intensity green, ‘Z’FF0000’ full-intensity blue, and ‘Z’FFFFFF’ full-intensity for all three, resulting in bright white.

GETPIXELRGB returns the true color value of the pixel, set with SETPIXELRGB, SETCOLORRGB, SETBKCOLORRGB, or SETTEXTCOLORRGB, depending on the pixel’s position and the current configuration of the screen.

SETPIXELRGB (and the other RGB color selection functions SETCOLORRGB, SETBKCOLORRGB, and SETTEXTCOLORRGB) sets colors to a color value chosen from the entire available range. The non-RGB color functions (SETPIEXELS, SETCOLOR, SETBKCOLOR, and SETTEXTCOLOR) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit Red-Green-Blue (RGB) value with an RGB color function, rather than a palette index with a non-RGB color function.

Example

! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(4) pixcolor, rseed
INTEGER(2) status
REAL rnd1, rnd2
LOGICAL(4) winstat
TYPE (windowconfig) wc
CALL GETTIM (status, status, status, INT2(rseed))
CALL SEED (rseed)
CALL RANDOM (rnd1)
CALL RANDOM (rnd2)
!
! Get the color index of a random pixel, normalized to
! be in the window. Then set current color to that
! pixel color.
!
winstat = GETWINDOWCONFIG(wc)
xnum = wc%numxpixels
ynum = wc%numypixels
pixcolor = GETPIXELRGB( INT2( rnd1*xnum ), INT2( rnd2*ynum ))
status = SETCOLORRGB (pixcolor)
END
See Also
SETPIXELRGB, SETPIXELRGB_W (W*S)
GETPIXELRGB (W*S)
SETPIXELRGB (W*S)
GETPIXEL, GETPIXEL_W (W*S)

GETPIXELS (W*S)

**Graphics Subroutine:** Returns the color indexes of multiple pixels.

Module
USE IFQWIN

Syntax
CALL GETPIXELS (n,x,y,color)

n (Input) INTEGER(4). Number of pixels to get. Sets the number of elements in the other arguments.

x, y (Input) INTEGER(2). Parallel arrays containing viewport coordinates of pixels to get.

color (Output) INTEGER(2). Array to be filled with the color indexes of the pixels at x and y.

GETPIXELS fills in the array color with color indexes of the pixels specified by the two input arrays x and y. These arrays are parallel: the first element in each of the three arrays refers to a single pixel, the second element refers to the next pixel, and so on.

If the pixel is outside the clipping region, the value placed in the color array is undefined. Calls to GETPIXELS with n less than 1 are ignored. GETPIXELS is a much faster way to acquire multiple pixel color indexes than individual calls to GETPIXEL.

The range of possible pixel color index values is determined by the current video mode and palette, at most 256 colors. To access all system colors you need to specify an explicit Red-Green-Blue (RGB) value with an RGB color function such as SETPIXELRGB and retrieve the value with GETPIXELRGB, rather than a palette index with a non-RGB color function.

See Also
GETPIXELRGB (W*S)
SETPIXELRGB (W*S)
GETPIXEL, GETPIXEL_W (W*S)
SETPIXELS (W*S)

GETPIXELRGB (W*S)

**Graphics Subroutine:** Returns the Red-Green-Blue (RGB) color values of multiple pixels.

Module
USE IFQWIN

Syntax
CALL GETPIXELRGB (n,x,y,color)
GETPIXELS fills in the array *color* with the RGB color values of the pixels specified by the two input arrays *x* and *y*. These arrays are parallel: the first element in each of the three arrays refers to a single pixel, the second element refers to the next pixel, and so on.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the values you retrieve with GETPIXELSRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

```
+----------------+----------------+----------------+
<table>
<thead>
<tr>
<th>Bit</th>
<th>Bit</th>
<th>Bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>24</td>
<td>16</td>
</tr>
<tr>
<td>MSB</td>
<td>(MSB)</td>
<td>(MSB)</td>
</tr>
<tr>
<td>23</td>
<td>23</td>
<td>23</td>
</tr>
<tr>
<td>22</td>
<td>22</td>
<td>22</td>
</tr>
<tr>
<td>21</td>
<td>21</td>
<td>21</td>
</tr>
</tbody>
</table>
```

Larger numbers correspond to stronger color intensity with binary 11111111 (hex Z'FF') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFFFF' full-intensity for all three, resulting in bright white.

GETPIXELSRGB is a much faster way to acquire multiple pixel RGB colors than individual calls to GETPIXELRGB. GETPIXELSRGB returns an array of true color values of multiple pixels, set with SETPIXELSRGB, SETCOLORRGB, SETBKCOLORRGB, or SETTEXTCOLORRGB, depending on the pixels' positions and the current configuration of the screen.

SETPIXELSRGB (and the other RGB color selection functions SETCOLORRGB, SETBKCOLORRGB, and SETTEXTCOLORRGB) sets colors to a color value chosen from the entire available range. The non-RGB color functions (SETPIXELS, SETCOLOR, SETBKCOLOR, and SETTEXTCOLOR) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

**Example**

```fortran
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(4) color(50), result
INTEGER(2) x(50), y(50), status
TYPE (xycoord) pos
result = SETCOLORRGB(Z'FF')
CALL MOVETO(INT2(0), INT2(0), pos)
status = LINETO(INT2(100), INT2(200))
! Get 50 pixels at line 30 in viewport
DO i = 1, 50
   x(i) = i-1
   y(i) = 30
END DO
CALL GETPIXELSRGB(300, x, y, color)
! Move down 30 pixels and redisplay pixels
DO i = 1, 50
   y(i) = y(i) + 30
```
CALL SETPIXELSRGB (50, x, y, color)

See Also
SETPIXELSRGB (W*S)  
GETPIXELRGB, GETPIXELRGB_W (W*S)  
GETPIXELS (W*S)  
SETPIXELS (W*S)  

GETPOS, GETPOSI8

Module
USE IFPORT

Syntax
result = GETPOS (lunit)
result = GETPOSI8 (lunit)

lunit (Input) INTEGER(4). External unit number of a file. The value must be in the range 0 to 100 and the file must be connected.

Results
The result type is INTEGER(4) for GETPOS; INTEGER(8) for GETPOSI8. The result is the offset, in bytes, from the beginning of the file. If an error occurs, the result value is -1 and the following error code is returned in errno:
EINVAL: lunit is not a valid unit number, or is not open.
These functions are equivalent to FTELL, FTELLI8.

GETSTATUSFPQQ (W*S)

Portability Subroutine: Returns the floating-point processor status word.

Module
USE IFPORT

Syntax
CALL GETSTATUSFPQQ (status)

status (Output) INTEGER(2). Floating-point processor status word.

The floating-point status word shows whether various floating-point exception conditions have occurred. The compiler initially clears (sets to 0) all status flags, but after an exception occurs it does not reset the flags before performing additional floating-point operations. A status flag with a value of one thus shows there has been at least one occurrence of the corresponding exception. The following table lists the status flags and their values:

<table>
<thead>
<tr>
<th>Parameter name</th>
<th>Hex value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FPSW$MSW_EM</td>
<td>Z'003F'</td>
<td>Status Mask (set all flags to 1)</td>
</tr>
<tr>
<td>Parameter name</td>
<td>Hex value</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>FPSW$INVALID</td>
<td>Z'0001'</td>
<td>An invalid result occurred</td>
</tr>
<tr>
<td>FPSW$DENORMAL</td>
<td>Z'0002'</td>
<td>A denormal (very small number) occurred</td>
</tr>
<tr>
<td>FPSW$ZERODIVIDE</td>
<td>Z'0004'</td>
<td>A divide by zero occurred</td>
</tr>
<tr>
<td>FPSW$OVERFLOW</td>
<td>Z'0008'</td>
<td>An overflow occurred</td>
</tr>
<tr>
<td>FPSW$UNDERFLOW</td>
<td>Z'0010'</td>
<td>An underflow occurred</td>
</tr>
<tr>
<td>FPSW$INEXACT</td>
<td>Z'0020'</td>
<td>Inexact precision occurred</td>
</tr>
</tbody>
</table>

You can use a logical comparison on the status word returned by GETSTATUSFPQQ to determine which of the six floating-point exceptions listed in the table has occurred.

An exception is disabled if its control bit is set to 1. An exception is enabled if its control bit is cleared to 0. By default, all exception traps are disabled. Exceptions can be enabled and disabled by clearing and setting the flags with SETCONTROLFPQQ. You can use GETCONTROLFPQQ to determine which exceptions are currently enabled and disabled.

If an exception is disabled, it does not cause an interrupt when it occurs. Instead, floating-point processes generate an appropriate special value (NaN or signed infinity), but the program continues. You can find out which exceptions (if any) occurred by calling GETSTATUSFPQQ.

If errors on floating-point exceptions are enabled (by clearing the flags to 0 with SETCONTROLFPQQ), the operating system generates an interrupt when the exception occurs. By default, these interrupts cause runtime errors, but you can capture the interrupts with SIGNALQQ and branch to your own error-handling routines.

Example

```fortran
! Program to demonstrate GETSTATUSFPQQ
USE IFPORT
INTEGER(2) status
CALL GETSTATUSFPQQ(status)
! check for divide by zero
IF (IAND(status, FPSW$ZERODIVIDE) .NE. 0) THEN
    WRITE (*,*) 'Divide by zero occurred. Look &
    for NaN or signed infinity in resultant data.'
END IF
END
```

See Also

SETCONTROLFPQQ
GETCONTROLFPQQ
SIGNALQQ
CLEARSTATUSFPQQ

GETSTRQQ

*Run-Time Function:* Reads a character string from the keyboard using buffered input.

Module

USE IFCORE

Syntax

result = GETSTRQQ (buffer)
buffer (Output) Character*(*). Character string returned from keyboard, padded on the right with blanks.

Results
The result type is INTEGER(4). The result is the number of characters placed in buffer.
The function does not complete until you press Return or Enter.

Example

```fortran
! Program to demonstrate GETSTRQQ
USE IFCORE
USE IFPORT
INTEGER(4) length, result
CHARACTER(80) prog, args
WRITE (*, '(A, ', I4, ')') 'Enter program to run: ', prog
length = GETSTRQQ (prog)
WRITE (*, '(A, ', I4, ')') 'Enter arguments: ', args
length = GETSTRQQ (args)
result = RUNQQ (prog, args)
IF (result .EQ. -1) THEN
  WRITE (*, *) 'Couldn''t run program'
ELSE
  WRITE (*, '(A, ', Z4, ')') 'Return code : ', result, 'h'
END IF
END
```

See Also
READ Statement
GETCHARQQ
PEEKCHARQQ
GETTEXTCOLOR (W*S)

**Graphics Function:** Returns the current text color index.

Module
USE IFQWIN

Syntax

```fortran
result = GETTEXTCOLOR( )
```

Results
The result type is INTEGER(2). It is the current text color index.

GETTEXTCOLOR returns the text color index set by SETTEXTCOLOR. SETTEXTCOLOR affects text output with OUTTEXT, WRITE, and PRINT. The background color index is set with SETBKCOLOR and returned with GETBKCOLOR. The color index of graphics over the background color is set with SETCOLOR and returned with GETCOLOR. These non-RGB color functions use color indexes, not true color values, and limit the user to colors in the palette, at most 256. To access all system colors, use SETTEXTCOLORRGB, SETBKCOLORRGB, and SETCOLORRGB.
The default text color index is 15, which is associated with white unless the user remaps the palette.
NOTE
The GETTEXTCOLOR routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the GetTextColor routine by including the IFWIN module, you need to specify the routine name as MSFWIN$GetTextColor.

See Also
OUTTEXT (W*S)
REMAPALLPALETTERGB, REMAPPALETTERGB (W*S)
SETCOLOR (W*S)
SETTEXTCOLOR (W*S)

GETTEXTCOLORRGB (W*S)

Graphics Function: Returns the Red-Green-Blue (RGB) value of the current text color (used with OUTTEXT, WRITE and PRINT).

Module
USE IFQWIN

Syntax
result = GETTEXTCOLORRGB( )

Results
The result type is INTEGER(4). It is the RGB value of the current text color.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you retrieve with GETTEXTCOLORRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0</td>
<td>B B B B B B</td>
<td>G G G G G G</td>
<td>R R R R R R</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Larger numbers correspond to stronger color intensity with binary (hex Z'FF') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

GETTEXTCOLORRGB returns the RGB color value of text over the background color (used by text functions such as OUTTEXT, WRITE, and PRINT), set with SETTEXTCOLORRGB. The RGB color value used for graphics is set and returned with SETCOLORRGB and GETCOLORRGB. SETCOLORRGB controls the color used by the graphics function OUTGTEXT, while SETTEXTCOLORRGB controls the color used by all other text output functions. The RGB background color value for both text and graphics is set and returned with SETBKCOLORRGB and GETBKCOLORRGB.

SETTEXTCOLORRGB (and the other RGB color selection functions SETBKCOLORRGB, and SETCOLORRGB) sets the color to a color value chosen from the entire available range. The non-RGB color functions (SETTEXTCOLOR, SETBKCOLOR, and SETCOLOR) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

Example

! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(4) oldtextc, oldbackc, temp
TYPE (rccoord) curpos
!

! Save color settings
oldtextc = GETTEXTCOLORRGB()
oldbackc = GETBKCOLORRGB()
CALL CLEARSCREEN( $GCLEARSCREEN )
!

! Reset colors
temp = SETTEXTCOLORRGB(Z'00FFFF')  ! full red + full green
     ! = full yellow text
temp = SETBKCOLORRGB(Z'FF0000')    ! blue background
CALL SETTEXTPOSITION( INT2(4), INT2(15), curpos)
CALL OUTTEXT( 'Hello, world')
!

! Restore colors
temp = SETTEXTCOLORRGB(oldtextc)
temp = SETBKCOLORRGB(oldbackc)
END

See Also
SETTEXTCOLORRGB (W*S)
GETBKCOLORRGB (W*S)
GETCOLORRGB (W*S)
GETTEXTCOLOR (W*S)

GETTEXTPOSITION (W*S)

Graphics Subroutine: Returns the current text position.

Module
USE IFQWIN

Syntax
CALL GETTEXTPOSITION (s)

s

(Output) Derived type rccoord. Current text position. The derived type
rccoord is defined in IFQWIN.F90 as follows:

TYPE rccoord
  INTEGER(2) row  ! Row coordinate
  INTEGER(2) col  ! Column coordinate
END TYPE rccoord

The text position given by coordinates (1, 1) is defined as the upper-left corner of the text window. Text output from the OUTTEXT function (and WRITE and PRINT statements) begins at the current text position. Font text is not affected by the current text position. Graphics output, including OUTGTEXT output, begins at the current graphics output position, which is a separate position returned by GETCURRENTPOSITION.

Example
!

! Build as QuickWin or Standard Graphics
USE IFQWIN
  TYPE (rccoord) textpos
CALL GETTEXTPOSITION (textpos)
END

See Also
GETTEXTPOSITION (W*S)
GETCURRENTPOSITION, GETCURRENTPOSITION_W (W*S)
OUTTEXT (W*S)
WRITE Statement
SETTEXTWINDOW (W*S)

GETTEXTWINDOW (W*S)

*Graphics Subroutine: Finds the boundaries of the current text window.*

**Module**

USE IFQWIN

**Syntax**

CALL GETTEXTWINDOW (r1, c1, r2, c2)

- **r1, c1** (Output) INTEGER(2). Row and column coordinates for upper-left corner of the text window.
- **r2, c2** (Output) INTEGER(2). Row and column coordinates for lower-right corner of the text window.

Output from OUTTEXT and WRITE is limited to the text window. By default, this is the entire window, unless the text window is redefined by SETTEXTWINDOW.

The window defined by SETTEXTWINDOW has no effect on output from OUTGTEXT.

**Example**

```fortran
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(2) top, left, bottom, right
DO i = 1, 10
   WRITE(*,*) "Hello, world"
END DO
! Save text window position
CALL GETTEXTWINDOW (top, left, bottom, right)
! Scroll text window down seven lines
CALL SCROLLTEXTWINDOW (INT2(-7))
! Restore text window
CALL SETTEXTWINDOW (top, left, bottom, right)
WRITE(*,*) "At beginning again"
END
```

**See Also**

GETTEXTPOSITION (W*S)
OUTTEXT (W*S)
WRITE Statement
SCROLLTEXTWINDOW (W*S)
SETTEXTPOSITION (W*S)
SETTEXTWINDOW (W*S)
WRAPON (W*S)

GETTIM

*Portability Subroutine: Returns the time.*

**Module**

USE IFPORT

**Syntax**

CALL GETTIM (ihr, imin, isec, i100th)


Output) INTEGER(4) or INTEGER(2). Hour (0-23).

(Output) INTEGER(4) or INTEGER(2). Minute (0-59).

(Output) INTEGER(4) or INTEGER(2). Second (0-59).

(Output) INTEGER(4) or INTEGER(2). Hundredths of a second (0-99).

All arguments must be of the same integer kind, that is, all must be INTEGER(2) or all must be INTEGER(4).
If INTEGER(2) arguments are passed, you must specify USE IFPORT.

Example

See the example in GETDAT.

See Also

GETDAT
SETDAT
SETTIM
CLOCK
CTIME
DTIME
ETIME
GMTIME
ITIME
LTIME
RTC
SECONDS Portability Routine
TIME Portability Routine
TIMEF
GETTIMEOFDAY

Portability Subroutine: Returns seconds and microseconds since 00:00 Jan 1, 1970.

Module

USE IFPORT

Syntax

CALL GETTIMEOFDAY (ret, err)

ret

(Output) INTEGER(4). One-dimensional array with 2 elements used to contain numeric time data. The elements of ret are returned as follows:

<table>
<thead>
<tr>
<th>Element</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>ret(1)</td>
<td>Seconds</td>
</tr>
<tr>
<td>ret(2)</td>
<td>Microseconds</td>
</tr>
</tbody>
</table>

err

(Output) INTEGER(4).

If an error occurs, err contains a value equal to -1 and array ret contains zeros.
On Windows* systems, this subroutine has millisecond precision, and the last three digits of the returned value are not significant.

GETUID

*Portability Function: Returns the user ID of the calling process.*

**Module**

USE IFPORT

**Syntax**

```
result = GETUID()
```

**Results**

The result type is INTEGER(4). The result corresponds to the user identity under which the program is running. The result is returned as follows:

- On Windows* systems, this function returns the last subauthority of the security identifier for the process. This is unique on a local machine and unique within a domain for domain accounts.
  
  Note that on Windows systems, domain accounts and local accounts can overlap.

- On Linux* and OS X* systems, this function returns the user identity for the current process.

**Example**

```
USE IFPORT
integer(4) istat
istat = GETUID()
```

GETUNITQQ (W*S)

*QuickWin Function: Returns the unit number corresponding to the specified Windows* handle.*

**Module**

USE IFQWIN

**Syntax**

```
result = GETUNITQQ(whandle)
```

**whandle**  
(Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The Windows handle to the window; this is a unique ID.

**Results**

The result type is INTEGER(4). The result is the unit number corresponding to the specified Windows handle. If *whandle* does not exist, it returns -1.

This routine is the inverse of GETHWNDQQ.

**See Also**

GETHWNDQQ (W*S)

GETVIEWCOORD, GETVIEWCOORD_W (W*S)

*Graphics Subroutines: Translate physical coordinates or window coordinates to viewport coordinates.*
Module
USE IFQWIN

Syntax
CALL GETVIEWCOORD (x, y, s)
CALL GETVIEWCOORD_W (wx, wy, s)

x, y  (Input) INTEGER(2). Physical coordinates to be converted to viewport coordinates.
wx, wy (Input) REAL(8). Window coordinates to be converted to viewport coordinates.
s  (Output) Derived type xycoord. Viewport coordinates. The xycoord derived type is defined in IFQWIN.F90 as follows:

```
TYPE xycoord
  INTEGER(2) xcoord   ! x-coordinate
  INTEGER(2) ycoord   ! y-coordinate
END TYPE xycoord
```

Viewport coordinates refer to an area of the screen defined as the viewport with SETVIEWPORT. Physical coordinates refer to the whole screen. Both take integer coordinate values. Window coordinates refer to a window sized with SETWINDOW or SETWSIZEQQ. Window coordinates are floating-point values and allow easy scaling of data to the window area.

Example
See the example program in GETPHYSCOORD.

See Also
GETPHYSCOORD (W*S)
GETWINDOWCOORD (W*S)
GETWINDOWCONFIG (W*S)

QuickWin Function: Returns the properties of the current window.

Module
USE IFQWIN

Syntax
result = GETWINDOWCONFIG (wc)

wc  (Output) Derived type windowconfig. Contains window properties. The windowconfig derived type is defined in IFQWIN.F90 as follows:

```
TYPE windowconfig
  INTEGER(2) numxpixels             ! Number of pixels on x-axis
  INTEGER(2) numypixels             ! Number of pixels on y-axis
  INTEGER(2) numtextcols            ! Number of text columns available
  INTEGER(2) numtextrows            ! Number of text rows available
  INTEGER(2) numcolors              ! Number of color indexes
  INTEGER(4) fontsize           ! Size of default font. Set to QWIN$EXTENDFONT when specifying
                                ! extended attributes, in which
END TYPE windowconfig
```
Results

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE. (for example, if there is no active child window).

GETWINDOWCONFIG returns information about the active child window. If you have not set the window properties with SETWINDOWCONFIG, GETWINDOWCONFIG returns default window values.

A typical set of values would be 1024 x pixels, 768 y pixels, 128 text columns, 48 text rows, and a font size of 8x16 pixels. The resolution of the display and the assumed font size of 8x16 pixels generates the number of text rows and text columns. The resolution (in this case, 1024 x pixels by 768 y pixels) is the size of the virtual window. To get the size of the physical window visible on the screen, use GETWSIZEQQ. In this case, GETWSIZEQQ returned the following values: (0,0) for the x and y position of the physical window, 25 for the height or number of rows, and 71 for the width or number of columns.

The number of colors returned depends on the video drive. The window title defaults to “Graphic1” for the default window. All of these values can be changed with SETWINDOWCONFIG.

Note that the bitsperpixel field in the windowconfig derived type is an output field only, while the other fields return output values to GETWINDOWCONFIG and accept input values from SETWINDOWCONFIG.

Example

!Build as QuickWin or Standard Graphics App.
USE IQQWIN
LOGICAL(4) status
TYPE (windowconfig) wc
status = GETWINDOWCONFIG(wc)
IF(wc%numtextrows .LT. 10) THEN
    wc%numtextrows = 10
    status = SETWINDOWCONFIG(wc)
    IF(.NOT. status ) THEN ! if setwindowconfig error
        status = SETWINDOWCONFIG(wc) ! reset
        ! setwindowconfig with corrected values
        status = GETWINDOWCONFIG(wc)
    IF(wc%numtextrows .NE. 10) THEN
        WRITE(*,*) 'Error: Cannot increase text rows to 10'
    END IF
END IF
Graphics Subroutine: Converts viewport coordinates to window coordinates.

Module
USE IFQWIN

Syntax
CALL GETWINDOWCOORD (x, y, s)

x, y (Input) INTEGER(2). Viewport coordinates to be converted to window coordinates.

s (Output) Derived type wxycoord. Window coordinates. The wxycoord derived type is defined in IFQWIN.F90 as follows:

```fortran
TYPE wxycoord
  REAL(8) wx ! x-coordinate
  REAL(8) wy ! y-coordinate
END TYPE wxycoord
```

Physical coordinates refer to the physical screen. Viewport coordinates refer to an area of the screen defined as the viewport with SETVIEWPORT. Both take integer coordinate values. Window coordinates refer to a window sized with SETWINDOW or SETWSIZEQQ. Window coordinates are floating-point values and allow easy scaling of data to the window area.

Example
See the example program in GETPHYSCOORD.

See Also
GETCURRENTPOSITION, GETCURRENTPOSITION_W (W*S)
GETPHYSCOORD (W*S)
GETVIEWCOORD, GETVIEWCOORD_W (W*S)
MOVETO, MOVETO_W (W*S)
SETVIEWPORT (W*S)
SETWINDOW (W*S)

Graphics Function: Returns the current logical write mode, which is used when drawing lines with the LINETO, POLYGON, and RECTANGLE functions.

Module
USE IFQWIN
Syntax
result = GETWRITEMODE( )

Results
The result type is INTEGER(2). The result is the current write mode. Possible return values are:

- $GPSET - Causes lines to be drawn in the current graphics color. (default)
- $GAND - Causes lines to be drawn in the color that is the logical AND of the current graphics color and the current background color.
- $GOR - Causes lines to be drawn in the color that is the logical OR of the current graphics color and the current background color.
- $GPRESET - Causes lines to be drawn in the color that is the logical NOT of the current graphics color.
- $GXOR - Causes lines to be drawn in the color that is the logical exclusive OR (XOR) of the current graphics color and the current background color.

The default value is $GPSET. These constants are defined in IFQWIN.F90.

The write mode is set with SETWRITEMODE.

Example
! Build as QuickWin or Standard Graphics App.
USE IFQWIN
INTEGER(2) mode
mode = GETWRITEMODE()
END

See Also
SETWRITEMODE (W*S)
SETLINESTYLE (W*S)
LINETO, LINETO_W (W*S)
POLYGON, POLYGON_W (W*S)
PUTIMAGE, PUTIMAGE_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)
SETCOLORRGB (W*S)
SETFILLMASK (W*S)
GRSTATUS (W*S)

GETWSIZEQQ (W*S)
QuickWin Function: Returns the size and position of a window.

Module
USE IFQWIN

Syntax
result = GETWSIZEQQ (unit, ireq, winfo)

unit (Input) INTEGER(4). Specifies the window unit. Unit numbers 0, 5 and 6 refer to the default startup window only if you have not explicitly opened them with the OPEN statement. To access information about the frame window (as opposed to a child window), set unit to the symbolic constant QWIN$FRAMEWINDOW, defined in IFQWIN.F90.
**ireq**

(Input) INTEGER(4). Specifies what information is obtained. The following symbolic constants, defined in `IFQWIN.F90`, are available:

- QWIN$SIZE$MAX - Gets information about the maximum window size.
- QWIN$SIZE$CURR - Gets information about the current window size.

**winfo**

(Output) Derived type qwinfo. Physical coordinates of the window's upper-left corner, and the current or maximum height and width of the window's client area (the area within the frame). The derived type qwinfo is defined in `IFQWIN.F90` as follows:

```
TYPE QWINFO
  INTEGER(2) TYPE  ! request type (controls
                !   SETWSIZEQQ)
  INTEGER(2) X     ! x coordinate for upper left
  INTEGER(2) Y     ! y coordinate for upper left
  INTEGER(2) H     ! window height
  INTEGER(2) W     ! window width
END TYPE QWINFO
```

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, nonzero.

The position and dimensions of child windows are expressed in units of character height and width. The position and dimensions of the frame window are expressed in screen pixels.

The height and width returned for a frame window reflects the size in pixels of the client area excluding any borders, menus, and status bar at the bottom of the frame window. You should adjust the values used in SETWSIZEQQ to take this into account.

The client area is the area actually available to place child windows.

**See Also**

GETWINDOWCONFIG (W*S)

SETWSIZEQQ (W*S)

**GMTIME**

*Portability Subroutine:* Returns the Greenwich mean time in an array of time elements.

**Module**

USE IFPORT

**Syntax**

CALL GMTIME (stime,tarray)

**stime**

(Input) INTEGER(4). Numeric time data to be formatted. Number of seconds since 00:00:00 Greenwich mean time, January 1, 1970.

**tarray**

(Output) INTEGER(4). One-dimensional array with 9 elements used to contain numeric time data. The elements of tarray are returned as follows:

<table>
<thead>
<tr>
<th>Element</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>tarray(1)</td>
<td>Seconds (0-61, where 60-61 can be returned for leap seconds)</td>
</tr>
</tbody>
</table>
Element                Value

tarray(2)        Minutes (0-59)
tarray(3)        Hours (0-23)
tarray(4)        Day of month (1-31)
tarray(5)        Month (0-11)
tarray(6)        Number of years since 1900

tarray(7)        Day of week (0-6, where 0 is Sunday)
tarray(8)        Day of year (0-365)
tarray(9)        Daylight saving flag (0 if standard time, 1 if daylight saving time)

**CAUTION**
This subroutine may cause problems with the year 2000. Use DATE_AND_TIME instead.

**Example**

```
use IFPORT
integer(4) stime, timearray(9)
! initialize stime to number of seconds since
!   00:00:00 GMT January 1, 1970
stime = time()
CALL GMTIME (stime, timearray)
print *, timearray
end
```

**See Also**
DATE_AND_TIME

**GOTO - Assigned**

*Statement:* Transfers control to the statement whose label was most recently assigned to a variable. This feature has been deleted in the Fortran Standard.
*Intel® Fortran fully supports features deleted in the Fortran Standard.*

**Syntax**

```
GOTO var[[ ,] (label-list)]
```

- **var**        Is a scalar integer variable.
- **label-list** Is a list of labels (separated by commas) of valid branch target statements in the same scoping unit as the assigned GO TO statement. The same label can appear more than once in this list.

The variable must have a statement label value assigned to it by an ASSIGN statement (not an arithmetic assignment statement) before the GO TO statement is executed.

If a list of labels appears, the statement label assigned to the variable must be one of the labels in the list.

Both the assigned GO TO statement and its associated ASSIGN statement must be in the same scoping unit.
### Example

The following example is equivalent to `GO TO 200`:

```fortran
ASSIGN 200 TO IGO
GO TO IGO
```

The following example is equivalent to `GO TO 450`:

```fortran
ASSIGN 450 TO IBEG
GO TO IBEG, (300,450,1000,25)
```

The following example shows an invalid use of an assigned variable:

```fortran
ASSIGN 10 TO I
J = I
GO TO J
```

In this case, variable J is not the variable assigned to, so it cannot be used in the assigned GO TO statement.

The following shows another example:

```fortran
ASSIGN 10 TO n
GOTO n
10  CONTINUE
```

The following example uses an assigned GOTO statement to check the value of `view`:

```fortran
C   Show user appropriate view of data depending on
C   security clearance.
GOTO view (100, 200, 400)
```

### See Also

- Obsolescent Language Features in the Fortran Standard
- GOTO - Computed
- GOTO - Unconditional
- Execution Control Overview

#### GOTO - Computed

**Statement:** Transfers control to one of a set of labeled branch target statements based on the value of an expression. It is an obsolescent feature in Fortran 95.

**Syntax**

```fortran
GOTO (label-list) [ , ] expr
```

- **label-list**
  
  Is a list of labels (separated by commas) of valid branch target statements in the same scoping unit as the computed GO TO statement. (Also called the *transfer list.*) The same label can appear more than once in this list.

- **expr**
  
  Is a scalar numeric expression in the range 1 to `n`, where `n` is the number of statement labels in `label-list`. If necessary, it is converted to integer data type.

When the computed GO TO statement is executed, the expression is evaluated first. The value of the expression represents the ordinal position of a label in the associated list of labels. Control is transferred to the statement identified by the label. For example, if the list contains (30,20,30,40) and the value of the expression is 2, control is transferred to the statement identified with label 20.

If the value of the expression is less than 1 or greater than the number of labels in the list, control is transferred to the next executable statement or construct following the computed GO TO statement.
Example
The following example shows valid computed GO TO statements:

```
GO TO (12,24,36), INDEX
GO TO (320,330,340,350,360), SITU(J,K) + 1
```

The following shows another example:

```
next = 1
C
C The following statement transfers control to statement 10:
C
  GOTO (10, 20) next
  ...
  10 CONTINUE
  ...
  20 CONTINUE
```

See Also
Obsolescent Language Features in the Fortran Standard
GOTO - Unconditional
Execution Control Overview

GOTO - Unconditional

**Statement:** Transfers control to the same branch target statement every time it executes.

**Syntax**

```
GO TO label
```

*label*  
Is the label of a valid branch target statement in the same scoping unit as the GO TO statement.

The unconditional GO TO statement transfers control to the branch target statement identified by the specified label.

Example
The following are examples of GO TO statements:

```
GO TO 7734
GO TO 99999
```

The following shows another example:

```
integer(2) in
10  print *, 'enter a number from one to ten: '
   read *, in
   select case (in)
   case (1:10)
     exit
   case default
     print *, 'wrong entry, try again'
     goto 10
   end select
```

See Also
GOTO - Computed
Execution Control Overview
GRSTATUS (W*S)

**Graphics Function:** Returns the status of the most recently used graphics routine.

**Module**

USE IFQWIN

**Syntax**

```fortran
result = GRSTATUS()
```

**Results**

The result type is INTEGER(2). The result is the status of the most recently used graphics function.

Use GRSTATUS immediately following a call to a graphics routine to determine if errors or warnings were generated. Return values less than 0 are errors, and values greater than 0 are warnings.

The following symbolic constants are defined in the *IFQWIN.F90* module file for use with GRSTATUS:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>$GRFILEWRITEERROR</td>
<td>Error writing bitmap file</td>
</tr>
<tr>
<td>$GRFILEOPENERROR</td>
<td>Error opening bitmap file</td>
</tr>
<tr>
<td>$GRIMAGEREADERERROR</td>
<td>Error reading image</td>
</tr>
<tr>
<td>$GRBITMAPDISPLAYERROR</td>
<td>Error displaying bitmap</td>
</tr>
<tr>
<td>$GRBITMAPTOOLARGE</td>
<td>Bitmap too large</td>
</tr>
<tr>
<td>$GRIMPROPERBITMAPFORMAT</td>
<td>Improper format for bitmap file</td>
</tr>
<tr>
<td>$GRFILEREADERROR</td>
<td>Error reading file</td>
</tr>
<tr>
<td>$GRNOBITMAPFILE</td>
<td>No bitmap file</td>
</tr>
<tr>
<td>$GRINVALIDIMAGEBUFFER</td>
<td>Image buffer data inconsistent</td>
</tr>
<tr>
<td>$GRINSUFFICIENTMEMORY</td>
<td>Not enough memory to allocate buffer or to complete a fill operation</td>
</tr>
<tr>
<td>$GRINVALIDPARAMETER</td>
<td>One or more parameters invalid</td>
</tr>
<tr>
<td>$GRRMODENOTSUPPORTED</td>
<td>Requested video mode not supported</td>
</tr>
<tr>
<td>$GRERROR</td>
<td>Graphics error</td>
</tr>
<tr>
<td>$GROK</td>
<td>Success</td>
</tr>
<tr>
<td>$GRNOOUTPUT</td>
<td>No action taken</td>
</tr>
<tr>
<td>$GRCLIPPED</td>
<td>Output was clipped to viewport</td>
</tr>
<tr>
<td>$GRPARAMETERALTERED</td>
<td>One or more input parameters was altered to be within range, or pairs of parameters were interchanged to be in the proper order</td>
</tr>
</tbody>
</table>
After a graphics call, compare the return value of GRSTATUS to $GROK. to determine if an error has occurred. For example:

```fortran
IF ( GRSTATUS .LT. $GROK ) THEN
    ! Code to handle graphics error goes here
ENDIF
```

The following routines cannot give errors, and they all set GRSTATUS to $GROK:

- `DISPLAYCURSOR`
- `GETCOLORRGB`
- `GETTEXTCOLOR`
- `GETTEXTWINDOW`
- `GETBKCOLORRGB`
- `GETTEXTCOLORRGB`
- `WRAPON`
- `GETCOLOR`
- `GETTEXTPOSITION`

The following table lists some other routines with the error or warning messages they produce for GRSTATUS:

<table>
<thead>
<tr>
<th>Function</th>
<th>Possible GRSTATUS error codes</th>
<th>Possible GRSTATUS warning codes</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARC, ARC_W</td>
<td>$GRINVALIDPARAMETER</td>
<td></td>
</tr>
<tr>
<td>CLEARSCREEN</td>
<td>$GRINVALIDPARAMETER</td>
<td></td>
</tr>
<tr>
<td>ELLIPSE, ELLIPSE_W</td>
<td>$GRINVALIDPARAMETER, $GRINSUFFICIENTMEMORY</td>
<td>$GRNOOUTPUT</td>
</tr>
<tr>
<td>FLOODFILLRGB</td>
<td>$GRINVALIDPARAMETER, $GRINSUFFICIENTMEMORY</td>
<td>$GRNOOUTPUT</td>
</tr>
<tr>
<td>GETARCINFO</td>
<td>$GRERROR</td>
<td></td>
</tr>
<tr>
<td>GETFILLMASK</td>
<td>$GRERROR, $GRINVALIDPARAMETER</td>
<td></td>
</tr>
<tr>
<td>GETFONTEXTINFO</td>
<td>$GRERROR</td>
<td></td>
</tr>
<tr>
<td>GETGTEXTEXTENT</td>
<td>$GRERROR</td>
<td></td>
</tr>
<tr>
<td>GETIMAGE</td>
<td>$GRINSUFFICIENTMEMORY</td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>GETPIXEL</td>
<td>$GRBITMAPTOOLARGE</td>
<td></td>
</tr>
<tr>
<td>GETPIXELRGB</td>
<td>$GRBITMAPTOOLARGE</td>
<td></td>
</tr>
<tr>
<td>LINETO, LINETO_W</td>
<td></td>
<td>$GRNOOUTPUT, $GRCLIPPED</td>
</tr>
<tr>
<td>LOADIMAGE</td>
<td>$GRFILEOPENERROR, $GRNODMAPFILE, $GRALEADERERROR, $GRIMPROPERMAPFORMAT, $GRBITMAPTOOLARGE, $GRIMAGEREADERERROR</td>
<td></td>
</tr>
<tr>
<td>OUTGTEXT</td>
<td></td>
<td>$GRNOOUTPUT, $GRCLIPPED</td>
</tr>
<tr>
<td>PIE, PIE_W</td>
<td>$GRINVALIDPARAMETER, $GRINSUFFICIENTMEMORY</td>
<td>$GRNOOUTPUT</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Function</th>
<th>Possible GRSTATUS error codes</th>
<th>Possible GRSTATUS warning codes</th>
</tr>
</thead>
<tbody>
<tr>
<td>POLYGON, POLYGON_W</td>
<td>$GRINVALIDPARAMETER, $GRINSUFFICIENTMEMORY</td>
<td>$GRNOOUTPUT, $GRCLIPPED</td>
</tr>
<tr>
<td>PUTIMAGE, PUTIMAGE_W</td>
<td>$GRERROR, $GRINVALIDPARAMETER, $GRINVALUDEMOGRAPHYBUFF</td>
<td>$GRPARAMETERALTERED, $GRNOOUTPUT</td>
</tr>
<tr>
<td>RECTANGLE, RECTANGLE_W</td>
<td>$GRINVALIDPARAMETER, $GRINSUFFICIENTMEMORY</td>
<td>$GRNOOUTPUT, $GRCLIPPED</td>
</tr>
<tr>
<td>REMAPPALETTERGB</td>
<td>$GRERROR, $GRINVALIDPARAMETER</td>
<td></td>
</tr>
<tr>
<td>REMAPALLPALETTERGB</td>
<td>$GRERROR, $GRINVALIDPARAMETER</td>
<td></td>
</tr>
<tr>
<td>SAVEIMAGE</td>
<td>$GRFILEOPENERROR</td>
<td></td>
</tr>
<tr>
<td>SCROLLTEXTWINDOW</td>
<td></td>
<td>$GRNOOUTPUT</td>
</tr>
<tr>
<td>SETBKCOLOR</td>
<td>$GRINVALIDPARAMETER</td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETBKCOLORRGB</td>
<td>$GRINVALIDPARAMETER</td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETCLIPRGN</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETCOLOR</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETFONT</td>
<td>$GRERROR, $GRINSUFFICIENTMEMORY</td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETPIXEL, SETPIXEL_W</td>
<td></td>
<td>$GRNOOUTPUT</td>
</tr>
<tr>
<td>SETPIXELRGB, SETPIXELRGB_W</td>
<td></td>
<td>$GRNOOUTPUT</td>
</tr>
<tr>
<td>SETTEXTCOLOR</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETTEXTCOLORRGB</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETTEXTPosition</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETTEXTWINDOW</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETVIEWPORT</td>
<td></td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETWINDOW</td>
<td>$GRINVALIDPARAMETER</td>
<td>$GRPARAMETERALTERED</td>
</tr>
<tr>
<td>SETWRITEMODE</td>
<td>$GRINVALIDPARAMETER</td>
<td></td>
</tr>
</tbody>
</table>

**See Also**

ARC, ARC_W (W*S)
ELLIPSE, ELLIPSE_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
LINETO, LINETO_W (W*S)
PIE, PIE_W (W*S)
POLYGON, POLYGON_W (W*S)
REMAPALLPALETTERGB, REMAPPALTEERGB (W*S)
HOSTNAM

**Portability Function:** Returns the current host computer name. This function can also be specified as `HOSTNM`.

**Module**

USE IFPORT

**Syntax**

```fortran
result = HOSTNAM (name)
```

**name** (Output) Character*(*) Type. Name of the current host. Should be at least as long as `MAX_HOSTNAM_LENGTH + 1`. `MAX_HOSTNAM_LENGTH` is defined in the IFPORT module.

**Results**

The result type is INTEGER(4). The result is zero if successful. If `name` is not long enough to contain all of the host name, the function truncates the host name and returns -1.

**Example**

```fortran
use IFPORT
character(MAX_HOSTNAM_LENGTH + 1) hostname
integer(4) istat
ISTAT = HOSTNAM (hostname)
```

HUGE

**Inquiry Intrinsic Function (Generic):** Returns the largest number in the model representing the same type and kind parameters as the argument.

**Syntax**

```fortran
result = HUGE (x)
```

**x** (Input) Must be of type integer or real; it can be scalar or array valued.

**Results**

The result is a scalar of the same type and kind parameters as `x`. If `x` is of type integer, the result has the value `r q - 1`. If `x` is of type real, the result has the value `(1 - b ^ -p)b e_max`.

Integer parameters `r` and `q` are defined in Model for Integer Data; real parameters `b`, `p`, and `e_max` are defined in Model for Real Data.
Example
If X is of type REAL(4), HUGE (X) has the value \((1 - 2^{-24}) \times 2^{128}\).

See Also
TINY
Data Representation Models

HYPOT
Elemental Intrinsic Function (Generic): Returns the value of the Euclidean distance of the arguments.

Syntax
\[
\text{result} = \text{HYPOT} (x, y)
\]

\(x\) (Input) Must be of type real.

\(y\) (Input) Must be of type real. It must be the same type and kind as \(x\).

Results
The result type and kind are the same as \(x\).

The result has a value equal to a processor-dependent approximation to the Euclidean distance, \(\sqrt{x^2 + y^2}\), without undue overflow or underflow.

Example
HYPOT (3.0, 4.0) has the approximate value 5.0.

IACHAR
Elemental Intrinsic Function (Generic): Returns the position of a character in the ASCII character set, even if the processor's default character set is different. In Intel® Fortran, IACHAR is equivalent to the ICHAR function.

Syntax
\[
\text{result} = \text{IACHAR} (c [, kind])
\]

\(c\) (Input) Must be of type character of length 1.

\(kind\) (Input; optional) Must be a scalar integer initialization expression.

Results
The result type is integer. If \(kind\) is present, the kind parameter of the result is that specified by \(kind\); otherwise, the kind parameter of the result is that of default integer. If \(c\) is in the ASCII collating sequence, the result is the position of \(c\) in that sequence and satisfies the inequality \((0 \leq \text{IACHAR}(c) \leq 127)\).

The results must be consistent with the LGE, LGT, LLE, and LLT lexical comparison functions. For example, if LLE(C, D) is true, IACHAR(C) \(\leq\) IACHAR(D) is also true.

Example
IACHAR ('Y') has the value 89.
IACHAR ('%') has the value 37.
See Also
Character and Key Code Charts for Windows*
ACHAR
CHAR
ICHAR
LGE
LGT
LLE
LLT

IALL
Transformational Intrinsic Function (Generic):
Reduces an array with a bitwise AND operation.

Syntax
result = IALL (array, dim [, mask])
result = IALL (array[, mask])

array
(Input) Must be an array of type integer.
dim
(Input) Must be a scalar integer with a value in the range 1 <= dim <= n,
where n is the rank of array. The corresponding actual argument must not
be an optional dummy argument.
mask
(Input; optional) Must be of type logical and conformable with array.

Results
The result has the same type and kind parameters as array. It is scalar if dim does not appear or if array has
rank one; otherwise, the result is an array of rank n - 1 and shape [d1, d2, ..., d_dim-1, d_dim+1, ..., d_n] where
[d1, d2, ..., d_n] is the shape of array.

If array has size zero the result value is equal to NOT (INT (0, KIND (array))). Otherwise, the result of IALL
(array) has a value equal to the bitwise AND of all the elements of array.

The result of IALL (array, MASK=mask) has a value equal to IALL (PACK (array, mask)).

The result of IALL (array, DIM=dim [, MASK=mask]) has a value equal to that of IALL (array [, 
MASK=mask]) if array has rank one. Otherwise, the value of element (s1, s2, ..., s_dim-1, s_dim+1, ..., s_n) of the
result is equal to IALL (array (s1, s2, ..., s_dim-1, :, s_dim+1, ..., s_n) [, MASK = mask (s1, s2, ..., s_dim-1 , :, s_dim +1 , ..., s_n)])

Example
IALL ([14, 13, 11]) has the value 8. IALL ([14, 13, 11], MASK=[.true., .false., .true]) has the value 10.

See Also
IANY
IPARITY

IAND
Elemental Intrinsic Function (Generic): Performs
a logical AND on corresponding bits. This function can
also be specified as AND.

Syntax
result = IAND (i,j)
i  (Input) Must be of type integer or of type logical (which is treated as an integer).

j  (Input) Must be of type integer or logical with the same kind parameter as i. If the kinds of i and j do not match, the value with the smaller kind is extended with its sign bit on the left and the larger kind is used for the operation and the result.

Results

The result type and kind is the same as i. The result value is derived by combining i and j bit-by-bit according to the following truth table:

<table>
<thead>
<tr>
<th>i</th>
<th>j</th>
<th>IAND (i, j)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIAND</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIAND</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JIAND</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIAND</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

Example

IAND (2, 3) has the value 2.

IAND (4, 6) has the value 4.

The following shows another example:

```fortran
INTEGER(1) i, m
INTEGER result
INTEGER(2) result2
i = 1
m = 3
result = IAND(i, m) ! returns an integer of default type
           ! (INTEGER(4) unless reset by user) whose
           ! value = 1
result2 = IAND(i, m) ! returns an INTEGER(2) with value = 1
```

See Also

IEOR
IOR
NOT
IALL
IANY
IPARITY
IANY

Transformational Intrinsic Function (Generic):
Reduces an array with a bitwise OR operation.

Syntax

\[
\text{result} = \text{IANY}(\text{array}, \text{dim} [, \text{mask}]) \\
\text{result} = \text{IANY}(\text{array}[, \text{mask}])
\]

array  
(Input) Must be an array of type integer.

dim  
(Input) Must be a scalar integer with a value in the range \(1 \leq \text{dim} \leq n\), where \(n\) is the rank of \(\text{array}\). The corresponding actual argument must not be an optional dummy argument.

mask  
(Input; optional) Must be of type logical and conformable with \(\text{array}\).

Results

The result has the same type and kind parameters as \(\text{array}\). It is scalar if \(\text{dim}\) does not appear; otherwise, the result is an array of rank \(n - 1\) and shape \([d_1, d_2, \ldots, d_{\text{dim}-1}, d_{\text{dim}+1}, \ldots, d_n]\) where \([d_1, d_2, \ldots, d_n]\) is the shape of \(\text{array}\).

The result of IANY \((\text{array})\) is the bitwise OR of all the elements of \(\text{array}\). If \(\text{array}\) has size zero, the result value is equal to zero.

The result of IANY \((\text{array}, \text{MASK}=\text{mask})\) has a value equal to IANY \((\text{PACK}(\text{array}, \text{mask}))\).

The result of IANY \((\text{array}, \text{DIM}=\text{dim} [, \text{MASK}=\text{mask}])\) has a value equal to that of IANY \((\text{array} [, \text{MASK}=\text{mask}])\) if \(\text{array}\) has rank one. Otherwise, the value of element \((s_1, s_2, \ldots, s_{\text{dim}-1}, s_{\text{dim}+1}, \ldots, s_n)\) of the result is equal to IANY \((\text{array} (s_1, s_2, \ldots, s_{\text{dim}-1}, :, s_{\text{dim}+1}, \ldots, s_n) [, \text{MASK}=\text{mask} (s_1, s_2, \ldots, s_{\text{dim}-1}, :, s_{\text{dim}+1}, \ldots, s_n)])\).

Example

IANY \(([14, 13, 8])\) has the value 15. IANY \(([14, 13, 8], \text{MASK}=\{.true., .false., .true}\}) has the value 14.

See Also

IALL
IPARITY

IARGC

Inquiry Intrinsic Function (Specific): Returns the index of the last command-line argument. It cannot be passed as an actual argument. This function can also be specified as IARG or NUMARG.

Syntax

\[
\text{result} = \text{IARGC}()
\]

Results

The result type is INTEGER(4). The result is the index of the last command-line argument, which is also the number of arguments on the command line. The command is not included in the count. For example, IARGC returns 3 for the command-line invocation of PROG1 -g -c -a.

IARGC returns a value that is 1 less than that returned by NARGS.
For a command-line invocation of PROG1 -g -c -a, the program above prints:

total command line arguments are 3

See Also
GETARG
NARGS
COMMAND_ARGUMENT_COUNT
GET_COMMAND
GET_COMMAND_ARGUMENT

IBCHNG

Elemental Intrinsic Function (Generic): Reverses the value of a specified bit in an integer.

Syntax
result = IBCHNG (i, pos)

i
(Input) Must be of type integer or of type logical (which is treated as an integer). This argument contains the bit to be reversed.

pos
(Input) Must be of type integer. This argument is the position of the bit to be changed.

The rightmost (least significant) bit of \( i \) is in position 0.

Results
The result type and kind is the same as \( i \). The result is equal to \( i \) with the bit in position \( pos \) reversed.

For more information, see Bit Functions.

Example

```
INTEGER J, K
J = IBCHNG(10, 2)     ! returns 14 = 1110
K = IBCHNG(10, 1)     ! returns 8 = 1000
```

See Also
BTEST
IAND
IBCLR
IBSET
IEOR
IOR
ISHA
ISHC
ISHL
ISHFT
NOT
IBCLR

*Elemental Intrinsic Function (Generic):* Clears one bit to zero.

**Syntax**

\[
\text{result} = \text{IBCLR}(i, \text{pos})
\]

- **i** (Input) Must be of type integer or of type logical (which is treated as an integer).
- **pos** (Input) Must be of type integer. It must not be negative and it must be less than \( \text{BIT\_SIZE}(i) \).

The rightmost (least significant) bit of \( i \) is in position 0.

**Results**

The result type and kind is the same as \( i \). The result has the value of the sequence of bits of \( i \), except that bit \( pos \) of \( i \) is set to zero.

For more information, see *Bit Functions*.

The model for the interpretation of an integer value as a sequence of bits is shown in *Model for Bit Data*.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBCLR</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>( \text{IIBCLR}^1 )</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JIBCLR</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIBCLR</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\( ^1 \) Or HBCLR.

**Example**

IBCLR (18, 1) has the value 16.

If \( V \) has the value \((1, 2, 3, 4)\), the value of IBCLR (\( \text{POS} = V, I = 15 \)) is \((13, 11, 7, 15)\).

The following shows another example:

```fortran
INTEGER J, K
J = IBCLR(7, 1) ! returns 5 = 0101
K = IBCLR(5, 1) ! returns 5 = 0101
```

**See Also**

BTEST
IAND
IBCHNG
IBSET
IEOR
IOR
ISHA
ISHC
ISHL
ISHFT
NOT
**IBITS**

*Elemental Intrinsic Function (Generic):* Extracts a sequence of bits (a bit field).

**Syntax**

\[
\text{result} = \text{IBITS}(i, pos, len)
\]

- **i**  
  (Input) Must be of type integer.

- **pos**  
  (Input) Must be of type integer. It must not be negative and \(pos + len\) must be less than or equal to \(\text{BIT\_SIZE}(i)\). The rightmost (least significant) bit of \(i\) is in position 0.

- **len**  
  (Input) Must be of type integer. It must not be negative.

**Results**

The result type and kind is the same as \(i\). The result has the value of the sequence of \(len\) bits in \(i\), beginning at \(pos\), right-adjusted and with all other bits zero.

For more information, see *Bit Functions*.

The model for the interpretation of an integer value as a sequence of bits is shown in *Model for Bit Data*.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBITS</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIBITS¹</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JIBITS</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIBITS</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

¹ Or HBITS

**Example**

IBITS (12, 1, 4) has the value 6.

IBITS (10, 1, 7) has the value 5.

**See Also**

BTEST  
BIT\_SIZE  
IBCLR  
IBSET  
ISHFT  
ISHFTC  
MVBITS

**IBSET**

*Elemental Intrinsic Function (Generic):* Sets one bit to 1.

**Syntax**

\[
\text{result} = \text{IBSET}(i, pos)
\]
\( i \)  
(Input) Must be of type integer or of type logical (which is treated as an integer).

\( pos \)  
(Input) Must be of type integer. It must not be negative and it must be less than BIT_SIZE( \( i \)).

The rightmost (least significant) bit of \( i \) is in position 0.

**Results**

The result type and kind is the same as \( i \). The result has the value of the sequence of bits of \( i \), except that bit \( pos \) of \( i \) is set to 1.

For more information, see [Bit Functions](#).

The model for the interpretation of an integer value as a sequence of bits is shown in [Model for Bit Data](#).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBSET</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIBSET(^1)</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JIBSET</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIBSET</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\(^1\)Or HBSET.

**Example**

IBSET \((8, 1)\) has the value 10.

If \( V \) has the value \((1, 2, 3, 4)\), the value of IBSET \((\text{POS} = V, I = 2)\) is \((2, 6, 10, 18)\).

The following shows another example:

```fortran
INTEGER I
I = IBSET(8, 2)  ! returns 12 = 1100
```

**See Also**

BTEST  
IAND  
IBCHNG  
IBCLR  
IEOR  
IOR  
ISHA  
ISHC  
ISHL  
ISHFT  
NOT

**ICHAR**

**Elemental Intrinsic Function (Generic):** Returns the position of a character in the processor’s character set.

**Syntax**

```fortran
result = ICHAR (c [, kind])
```
(Input) Must be of type character of length 1.

kind

(Input; optional) Must be a scalar integer initialization expression.

**Results**

The result type is integer. If kind is present, the kind parameter of the result is that specified by kind; otherwise, the kind parameter of the result is that of default integer.

The result value is the position of c in the processor's character set. c is in the range zero to n - 1, where n is the number of characters in the character set.

For any characters C and D (capable of representation in the processor), C .LE. D is true only if ICHAR(C) .LE. ICHAR(D) is true, and C .EQ. D is true only if ICHAR(C) .EQ. ICHAR(D) is true.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICHAR ¹</td>
<td>CHARACTER</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td></td>
<td>CHARACTER</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td></td>
<td>CHARACTER</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

¹This specific function cannot be passed as an actual argument.

**Example**

ICHAR ( 'W' ) has the value 87.
ICHAR ( '#' ) has the value 35.

**See Also**

IACHAR
CHAR
Character and Key Code Charts for Windows*

**IDATE Intrinsic Procedure**

**Intrinsic Subroutine (Generic):** Returns three integer values representing the current month, day, and year. IDATE can be used as an intrinsic subroutine or as a portability routine. It is an intrinsic procedure unless you specify USE IFPORT. Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

CALL IDATE (i, j, k)

i (Output) Must be of type integer. It is the current month.

j (Output) Must be of type integer with the same kind type parameter as i. It is the current day.

k (Output) Must be of type integer with the same kind type parameter as i. It is the current year.

The current month is returned in i; the current day in j. The last two digits of the current year are returned in k.
CAUTION
The two-digit year return value may cause problems with the year 2000. Use DATE_AND_TIME instead.

Example
If the current date is September 16, 1999, the values of the integer variables upon return are: I = 9, J = 16, and K = 99.

See Also
DATE Intrinsic Procedure
DATE_AND_TIME
GETDAT
IDATE Portability Routine

IDATE Portability Routine
Portability Subroutine: Returns the month, day, and year of the current system. IDATE can be used as a portability subroutine or as an intrinsic procedure. It is an intrinsic procedure unless you specify USE IFPORT.

Module
USE IFPORT

Syntax
CALL IDATE (i, j, k)
-or-
CALL IDATE (iarray)

i (Output) INTEGER(4). Is the current system month.

j (Output) INTEGER(4). Is the current system day.

k (Output) INTEGER(4). Is the current system year as an offset from 1900.

iarray (Output) INTEGER(4). Is a three-element array that holds day as element 1, month as element 2, and year as element 3. The month is between 1 and 12. The year is greater than or equal to 1969 and is returned as 2 digits.

CAUTION
The two-digit year return value may cause problems with the year 2000. Use DATE_AND_TIME instead.

Example
use IFPORT
    integer(4) imonth, iday, iyear, datarray(3)
! If the date is July 11, 1999:
    CALL IDATE(IMONTH, IDAY, IYEAR)
! sets IMONTH to 7, IDAY to 11 and IYEAR to 99.
    CALL IDATE (DATARRAY)
! datarray is (/11,7,99/)
**See Also**
DATE Portability Routine
DATE_AND_TIME
GETDAT
IDATE Intrinsic Procedure

**IDATE4**

*Portability Subroutine:* Returns the month, day, and year of the current system.

**Module**
USE IFPORT

**Syntax**

CALL IDATE4 (i,j,k)
-or-
CALL IDATE4 (iarray)

- **i** (Output) INTEGER(4). The current system month.
- **j** (Output) INTEGER(4). The current system day.
- **k** (Output) INTEGER(4). The current system year as an offset from 1900.
- **iarray** (Output) INTEGER(4). A three-element array that holds day as element 1, month as element 2, and year as element 3. The month is between 1 and 12. The year is returned as an offset from 1900, if the year is less than 2000. For years greater than or equal to 2000, this element simply returns the integer year, such as 2003.

**IDENT**

*General Compiler Directive:* Specifies a string that identifies an object module. The compiler places the string in the identification field of an object module when it generates the module for each source program unit.

**Syntax**

!DIR$ IDENT string

- **string** Is a character constant containing printable characters. The number of characters is limited by the length of the source line.

Only the first IDENT directive is effective; the compiler ignores any additional IDENT directives in a program unit or module.

**See Also**
General Compiler Directives
Syntax Rules for Compiler Directives

**IDFLOAT**

*Portability Function:* Converts an INTEGER(4) argument to double-precision real type.
Module
USE IFPORT

Syntax
result = IDFLOAT (i)

i (Input) Must be of type INTEGER(4).

Results
The result type is double-precision real (REAL(8) or REAL*8).

See Also
DFLOAT

IEEE_CLASS
Elemental Module Intrinsic Function (Generic):
Returns the IEEE class.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_CLASS (x)

x (Input) Must be of type REAL.

Results
The result is of type TYPE(IEEE_CLASS_TYPE). The result value is one of the following:

- IEEE_SIGNALING_NAN
- IEEE_QUIET_NAN
- IEEE_POSITIVE_INF
- IEEE_NEGATIVE_INF
- IEEE_POSITIVE_NORMAL
- IEEE_NEGATIVE_NORMAL
- IEEE_POSITIVE_ZERO
- IEEE_NEGATIVE_ZERO

IEEE_CLASS does not return IEEE_OTHER_VALUE in Intel® Fortran.

Example
IEEE_CLASS(1.0) has the value IEEE_POSITIVE_NORMAL.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_COPY_SIGN
Elemental Module Intrinsic Function (Generic):
Returns an argument with a copied sign. This is equivalent to the IEEE copysign function.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC
**Syntax**

result = IEEE_COPY_SIGN (x, y)

\[
x \quad \text{(Input) Must be of type REAL.}
\]

\[
y \quad \text{(Input) Must be of type REAL.}
\]

**Results**

The result type and kind is the same as \(x\). The result has the value \(x\) with the sign of \(y\). This is true even for IEEE special values, such as NaN or infinity.

The flags information is returned as a set of 1-bit flags.

**Example**

The value of IEEE_COPY_SIGN (X,3.0) is ABS (X), even when X is NaN.

**See Also**

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_FLAGS**

*Portability Function:* Gets, sets or clears IEEE flags for rounding direction and precision as well as queries or controls exception status. This function provides easy access to the modes and status required to use the features of IEEE Standard 754-1985 arithmetic in a Fortran program.

**Module**

USE IFPORT

**Syntax**

result = IEEE_FLAGS (action, mode, in, out)

\[
\text{action} \quad \text{(Input) Character*(*). One of the following literal values: 'GET', 'SET', 'CLEAR', or 'CLEARALL'.}
\]

\[
\text{mode} \quad \text{(Input) Character*(*). One of the following literal values: 'direction', 'precision', or 'exception'.}
\]

\[
\text{in} \quad \text{(Input) Character*(*). One of the following literal values: 'inexact', 'division', 'underflow', 'overflow', 'invalid', 'all', 'common', 'nearest', 'tozero', 'negative', 'positive', 'extended', 'double', 'single', or ' ', which represents an unused (null) value.}
\]

\[
\text{out} \quad \text{(Output) Must be at least CHARACTER*9. One of the literal values listed for in.}
\]

The descriptions for the values allowed for \(in\) and \(out\) can be summarized as follows:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'nearest'</td>
<td>Rounding direction flags</td>
</tr>
<tr>
<td>'tozero'</td>
<td></td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>------------------------------------</td>
</tr>
<tr>
<td>'negative'</td>
<td></td>
</tr>
<tr>
<td>'positive'</td>
<td></td>
</tr>
<tr>
<td>'single'</td>
<td>Rounding precision flags</td>
</tr>
<tr>
<td>'double'</td>
<td></td>
</tr>
<tr>
<td>'extended'</td>
<td></td>
</tr>
<tr>
<td>'inexact'</td>
<td>Math exception flags</td>
</tr>
<tr>
<td>'underflow'</td>
<td></td>
</tr>
<tr>
<td>'overflow'</td>
<td></td>
</tr>
<tr>
<td>'division'</td>
<td></td>
</tr>
<tr>
<td>'invalid'</td>
<td></td>
</tr>
<tr>
<td>'all'</td>
<td>All math exception flags above</td>
</tr>
<tr>
<td>'common'</td>
<td>The math exception flags: 'invalid', 'division', 'overflow', and 'underflow'</td>
</tr>
</tbody>
</table>

The values for in and out depend on the action and mode they are used with. The interaction of the parameters can be summarized as follows:

<table>
<thead>
<tr>
<th>Value of action</th>
<th>Value of mode</th>
<th>Value of in</th>
<th>Value of out</th>
<th>Functionality and return value</th>
</tr>
</thead>
<tbody>
<tr>
<td>GET</td>
<td>'direction'</td>
<td>Null (' ')</td>
<td>One of 'nearest', 'tozero', 'negative', or 'positive'</td>
<td>Tests rounding direction settings. Returns the current setting, or 'not available'.</td>
</tr>
<tr>
<td>'exception'</td>
<td>Null (' ')</td>
<td></td>
<td>One of 'inexact', 'division', 'underflow', 'overflow', 'invalid', 'all', or 'common'</td>
<td>Tests math exception settings. Returns the current setting, or 0.</td>
</tr>
<tr>
<td>'precision'</td>
<td>Null (' ')</td>
<td></td>
<td>One of 'single', 'double', or 'extended'</td>
<td>Tests rounding precision settings.</td>
</tr>
<tr>
<td>Value of action</td>
<td>Value of mode</td>
<td>Value of in out</td>
<td>Functionality and return value</td>
<td></td>
</tr>
<tr>
<td>----------------</td>
<td>---------------</td>
<td>----------------</td>
<td>-------------------------------</td>
<td></td>
</tr>
<tr>
<td>SET</td>
<td>'direction'</td>
<td>One of 'nearest', 'tozero', 'negative', or 'positive'</td>
<td>Null (' ')</td>
<td>Sets a rounding direction.</td>
</tr>
<tr>
<td>SET</td>
<td>'exception'</td>
<td>One of 'inexact', 'division', 'underflow', 'overflow', 'invalid', 'all', or 'common'</td>
<td>Null (' ')</td>
<td>Sets a floating-point math exception.</td>
</tr>
<tr>
<td>SET</td>
<td>'precision'</td>
<td>One of 'single', 'double', or 'extended'</td>
<td>Null (' ')</td>
<td>Sets a rounding precision.</td>
</tr>
<tr>
<td>CLEAR</td>
<td>'direction'</td>
<td>Null (' ')</td>
<td>Null (' ')</td>
<td>Clears the mode. Sets rounding to 'nearest'. Returns 0 if successful.</td>
</tr>
<tr>
<td>CLEAR</td>
<td>'exception'</td>
<td>One of 'inexact', 'division', 'underflow', 'overflow', 'invalid', 'all', or 'common'</td>
<td>Null (' ')</td>
<td>Clears the mode. Returns 0 if successful.</td>
</tr>
<tr>
<td>CLEAR</td>
<td>'precision'</td>
<td>Null (' ')</td>
<td>Null (' ')</td>
<td>Clears the mode. Sets precision to 'double' (W<em>S) or 'extended' (L</em>X, M*X). Returns 0 if successful.</td>
</tr>
<tr>
<td>Value of action</td>
<td>Value of mode</td>
<td>Value of in</td>
<td>Value of out</td>
<td>Functionality and return value</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------</td>
<td>-------------</td>
<td>--------------</td>
<td>--------------------------------</td>
</tr>
<tr>
<td>CLEARALL</td>
<td>Null (' ')</td>
<td>Null (' ')</td>
<td>Null (' ')</td>
<td>Clears all flags. Sets rounding to 'nearest', sets precision to 'double' (W<em>S) or 'extended' (L</em>X, M*X), and sets all exception flags to 0. Returns 0 if successful.</td>
</tr>
</tbody>
</table>

**Results**

IEEE_FLAGS is an elemental, integer-valued function that sets IEEE flags for GET, SET, CLEAR, or CLEARALL procedures. It lets you control rounding direction and rounding precision, query exception status, and control exception enabling or disabling by using the SET or CLEAR procedures, respectively.

The flags information is returned as a set of 1-bit flags.

**Example**

The following example gets the highest priority exception that has a flag raised. It passes the input argument in as a null string:

```fortran
USE IFPORT
INTEGER*4 iflag
CHARACTER*9 out
iflag = ieee_flags('get', 'exception', '', out)
PRINT *, out, ' flag raised'
```

The following example sets the rounding direction to round toward zero, unless the hardware does not support directed rounding modes:

```fortran
USE IFPORT
INTEGER*4 iflag
CHARACTER*10 mode, out, in
iflag = ieee_flags('set', 'direction', 'tozero', out)
```

The following example sets the rounding direction to the default ('nearest'):

```fortran
USE IFPORT
INTEGER*4 iflag
CHARACTER*10 out, in
iflag = ieee_flags('clear', 'direction', '', '' )
```

The following example clears all exceptions:

```fortran
USE IFPORT
INTEGER*4 iflag
CHARACTER*10 out
iflag = ieee_flags('clear', 'exception', 'all', '' )
```
The following example restores default direction and precision settings, and sets all exception flags to 0:

```
USE IFPORT
INTEGER*4 iflag
CHARACTER*10 mode, out, in
iflag = ieee_flags('clearall', '', '', '')
```

The following example detects an underflow exception:

```
USE IFPORT
CHARACTER*20 out, in
excep_detect = ieee_flags('get', 'exception', 'underflow', out)
if (out .eq.'underflow') stop 'underflow'
```

---

**IEEE_GET_FLAG**

*Elemental Module Intrinsic Subroutine (Generic): Returns whether an exception flag is signaling.*

**Module**

USE, INTRINSIC :: IEEE_EXCEPTIONS

**Syntax**

```
CALL IEEE_GET_FLAG (flag, flag_value)
```

*flag* *(Input)* Must be of type TYPE (IEEE_FLAG_TYPE). It specifies one of the following IEEE flags:

IEEE_DIVIDE_BY_ZERO, IEEE_INEXACT, IEEE_INVALID, IEEE_OVERFLOW, or IEEE_UNDERFLOW.

*flag_value* *(Output)* Must be of type default logical. If the exception in 'flag' is signaling, the result is true; otherwise, false.

**Example**

Consider the following:

```
USE, INTRINSIC :: IEEE_EXCEPTIONS
LOGICAL ON
...
CALL IEEE_GET_FLAG(IEEE_INVALID, ON)
```

If flag IEEE_INVALID is signaling, the value of ON is true; if it is quiet, the value of ON is false.

**See Also**

IEEE_EXCEPTIONS Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

---

**IEEE_GET_HALTING_MODE**

*Elemental Module Intrinsic Subroutine (Generic): Stores the halting mode for an exception.*

**Module**

USE, INTRINSIC :: IEEE_EXCEPTIONS

**Syntax**

```
CALL IEEE_GET_HALTING_MODE (flag, halting)
```

**flag**

(Input) Must be of type TYPE (IEEE_FLAG_TYPE). It specifies one of the following IEEE flags:

- IEEE_DIVIDE_BY_ZERO, IEEE_INEXACT, IEEE_INVALID, IEEE_OVERFLOW, or IEEE_UNDERFLOW.

**halting**

(Output) Must be of type default logical. If the exception in "flag" causes halting, the result is true; otherwise, false.

**Example**

Consider the following:

```fortran
USE, INTRINSIC :: IEEE_EXCEPTIONS
LOGICAL HALT
...
CALL IEEE_GET_HALTING_MODE(IEEE_INVALID, HALT)  ! Stores the halting mode
CALL IEEE_SET_HALTING_MODE(IEEE_INVALID, .FALSE.) ! Stops halting
...
CALL IEEE_SET_HALTING_MODE(IEEE_INVALID, HALT)  ! Restores halting
```

**See Also**

- IEEE_EXCEPTIONS Intrinsic Module
- IEEE Intrinsic Modules Quick Reference Tables

**IEEE_GET_ROUNDING_MODE**

**Intrinsic Module Subroutine (Generic):** Stores the current IEEE rounding mode. This is an impure subroutine.

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

```fortran
CALL IEEE_GET_ROUNDING_MODE (round_value)
```

**round_value**

(Output) Must be scalar and of type TYPE (IEEE_ROUND_TYPE). It returns one of the following IEEE floating-point rounding values:

- IEEE_DOWN, IEEE_NEAREST, IEEE_TO_ZERO, or IEEE_UP; otherwise, IEEE_OTHER.

The result can only be used if IEEE_SET_ROUNDING_MODE is invoked.

**Example**

Consider the following:

```fortran
USE, INTRINSIC :: IEEE_ARITHMETIC
TYPE(IEEE_ROUND_TYPE) ROUND
...
CALL IEEE_GET_ROUNDING_MODE(ROUND)  ! Stores the rounding mode
CALL IEEE_SET_ROUNDING_MODE(IEEE_UP) ! Resets the rounding mode
...
CALL IEEE_SET_ROUNDING_MODE(VALUE)  ! Restores the previous rounding mode
```

**IEEE_ARITHMETIC Intrinsic Module**

IEEE Intrinsic Modules Quick Reference Tables
**IEEE_GET_STATUS**

*Intrinsic Module Subroutine (Generic):* Stores the current state of the floating-point environment. This is an impure subroutine.

**Module**

USE, INTRINSIC :: IEEE_EXCEPTIONS

**Syntax**

CALL IEEE_GET_STATUS (status_value)

**Example**

Consider the following:

```fortran
USE, INTRINSIC :: IEEE_EXCEPTIONS    ! Can also use IEEE_ARITHMETIC
TYPE(IEEE_STATUS_TYPE) STATUS
...
CALL IEEE_GET_STATUS(STATUS)   ! Stores the floating-point status
CALL IEEE_SET_FLAG(IEEE_ALL,.FALSE.) ! Sets all flags to be quiet
...
CALL IEEE_SET_STATUS(STATUS)   ! Restores the floating-point status
```

**See Also**

IEEE_EXCEPTIONS Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

---

**IEEE_GET_UNDERFLOW_MODE**

*Intrinsic Module Subroutine (Generic):* Stores the current underflow mode. This is an impure subroutine.

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

CALL IEEE_GET_UNDERFLOW_MODE (gradual)

**Example**

Consider the following:

```fortran
USE, INTRINSIC :: IEEE_EXCEPTIONS
LOGICAL GRAD
...
CALL IEEE_GET_UNDERFLOW_MODE(GRAD)
IF (GRAD) THEN ! underflows are gradual
  ...
```

The result is true if the current underflow mode is gradual (IEEE denormals are allowed) and false if the current underflow mode is abrupt (underflowed results are set to zero).
ELSE ! underflows are abrupt
...
END IF

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_HANDLER

Portability Function: Establishes a handler for IEEE exceptions.

Module
USE IFPORT

Syntax
result = IEEE_HANDLER (action, exception, handler)

action  (Input) Character*(*). One of the following literal IEEE actions: 'GET', 'SET', or 'CLEAR'. For more details on these actions, see IEEE_FLAGS.

exception (Input) Character*(*). One of the following literal IEEE exception flags: 'inexact', 'underflow', 'overflow', 'division', 'invalid', 'all' (which equals the previous five flags), or 'common' (which equals 'invalid', 'overflow', 'underflow', and 'division'). The flags 'all' or 'common' should only be used for actions SET or CLEAR.

handler (Input) The address of an external signal-handling routine.

Results
The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The result is 0 if successful; otherwise, 1.

IEEE_HANDLER calls a signal-handling routine to establish a handler for IEEE exceptions. It also enables an FPU trap corresponding to the required exception.

The state of the FPU is not defined in the handler routine. When the FPU trap occurs, the program invokes the handler routine. After the handler routine is executed, the program terminates.

The handler routine gets the exception code in the SIGINFO argument. SIGNO is the number of the system signal. The meaning of the SIGINFO constants appear in the following table (defined in the IFPORT module):

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FPE$INVALID</td>
<td>Invalid operation</td>
</tr>
<tr>
<td>FPE$ZERODIVIDE</td>
<td>Divide-by-zero</td>
</tr>
<tr>
<td>FPE$OVERFLOW</td>
<td>Numeric overflow</td>
</tr>
<tr>
<td>FPE$UNDERFLOW</td>
<td>Numeric underflow</td>
</tr>
<tr>
<td>FPE$INEXACT</td>
<td>Inexact result (precision)</td>
</tr>
</tbody>
</table>

'GET' actions return the location of the current handler routine for exception cast to an INTEGER.

Example
The following example creates a handler routine and sets it to trap divide-by-zero:

```fortran
PROGRAM TEST_IEEE
  REAL :: X, Y, Z
  CALL FPE_SETUP
```
X = 0.
Y = 1.
Z = Y / X
END PROGRAM

SUBROUTINE FPE_SETUP
USE IFPORT
IMPLICIT NONE
INTERFACE
  SUBROUTINE FPE_HANDLER(SIGNO, SIGINFO)
    INTEGER(4), INTENT(IN) :: SIGNO, SIGINFO
  END SUBROUTINE
END INTERFACE
INTEGER IR
IR = IEEE_HANDLER('set','division',FPE_HANDLER)
END SUBROUTINE FPE_SETUP

SUBROUTINE FPE_HANDLER(SIG, CODE)
USE IFPORT
IMPLICIT NONE
INTEGER SIG, CODE
IF(CODE.EQ.FPE$ZERODIVIDE) PRINT *,'Occurred divide by zero.'
CALL ABORT
END SUBROUTINE FPE_HANDLER

See Also
IEEE_FLAGS

IEEE_IS_FINITE
Elemental Module Intrinsic Function (Generic):
Returns whether an IEEE value is finite.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax

result = IEEE_IS_FINITE (x)

x (Input) Must be of type REAL.

Results
The result type is default logical. The result has the value true if the value of x is finite; otherwise, false.

An IEEE value is finite if IEEE_CLASS(x) has one of the following values:

IEEE_POSITIVE_NORMAL  IEEE_NEGATIVE_DENORMAL
IEEE_NEGATIVE_NORMAL   IEEE_POSITIVE_ZERO
IEEE_POSITIVE_DENORMAL IEEE_NEGATIVE_ZERO

Example

IEEE_IS_FINITE (-2.0) has the value true.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables
**IEEE_IS_NAN**

*Elemental Module Intrinsic Function (Generic):*
*Returns whether an IEEE value is Not-a-Number (NaN).*

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

result = IEEE_IS_NAN (x)

*x* (Input) Must be of type REAL.

**Results**

The result type is default logical. The result has the value true if the value of *x* is NaN; otherwise, false.

**Example**

IEEE_IS_NAN (SQRT(-2.0)) has the value true if IEEE_SUPPORT_SQRT (2.0) has the value true.

**See Also**

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_IS_NEGATIVE**

*Elemental Module Intrinsic Function (Generic):*
*Returns whether an IEEE value is negative.*

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

result = IEEE_IS_NEGATIVE (x)

*x* (Input) Must be of type REAL.

**Results**

The result type is default logical. The result has the value true if the value of *x* is negative; otherwise, false.

An IEEE value is negative if IEEE_CLASS(x) has one of the following values:

- IEEE_NEGATIVE_NORMAL
- IEEE_NEGATIVE_ZERO
- IEEE_NEGATIVE_DENORMAL
- IEEE_NEGATIVE_INF

**Example**

IEEE_IS_NEGATIVE (2.0) has the value false.

**See Also**

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables
IEEE_IS_NORMAL

*Elemental Module Intrinsic Function (Generic):* Returns whether an IEEE value is normal.

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

result = IEEE_IS_NORMAL (x)

x (Input) Must be of type REAL.

**Results**

The result type is default logical. The result has the value true if the value of x is normal; otherwise, false.

An IEEE value is normal if IEEE_CLASS(x) has one of the following values:

<table>
<thead>
<tr>
<th>IEEE_POSITIVE_NORMAL</th>
<th>IEEE_POSITIVE_ZERO</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE_NEGATIVE_NORMAL</td>
<td>IEEE_NEGATIVE_ZERO</td>
</tr>
</tbody>
</table>

**Example**

IEEE_IS_NORMAL (SQRT(-2.0)) has the value false if IEEE_SUPPORT_SQRT (-2.0) has the value true.

**See Also**

IEEE_ARITHMETIC Intrinsic Module

IEEE Intrinsic Modules Quick Reference Tables

IEEE_LOGB

*Elemental Module Intrinsic Function (Generic):* Returns a floating-point value equal to the unbiased exponent of the argument. This is equivalent to the IEEE logb function.

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

result = IEEE_LOGB (x)

x (Input) Must be of type REAL.

**Results**

The result type and kind is the same as x. The result has the value of the unbiased exponent of x if the value of x is not zero, infinity, or NaN. The value of the result is equal to EXPONENT(x) - 1.

If x is equal to 0, the result is -infinity if IEEE_SUPPORT_INF(x) is true; otherwise, -HUGE(x). In either case, the IEEE_DIVIDE_BY_ZERO exception is signaled.

**Example**

IEEE_LOGB (3.4) has the value 1.0; IEEE_LOGB (4.0) has the value 2.0.

**See Also**

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_NEXT_AFTER

Elemental Module Intrinsic Function (Generic):
Returns the next representable value after X toward Y. This is equivalent to the IEEE nextafter function.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_NEXT_AFTER (x, y)

x (Input) Must be of type REAL.
y (Input) Must be of type REAL.

Results
The result type and kind is the same as x. If x is equal to y, the result is x; no exception is signaled. If x is not equal to y, the result has the value of the next representable neighbor of x toward y. The neighbors of zero (of either sign) are both nonzero.

The following exceptions are signaled under certain cases:

<table>
<thead>
<tr>
<th>Exception</th>
<th>Signalled</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEEE_OVERFLOW</td>
<td>When X is finite but IEEE_NEXT_AFTER(X,Y) is infinite</td>
</tr>
<tr>
<td>IEEE_UNDERFLOW</td>
<td>When IEEE_NEXT_AFTER(X,Y) is denormalized</td>
</tr>
<tr>
<td>IEEE_INEXACT</td>
<td>In both the above cases</td>
</tr>
</tbody>
</table>

Example
The value of IEEE_NEXT_AFTER (2.0, 3.0) is 2.0 + EPSILON (X).

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_REM

Elemental Module Intrinsic Function (Generic):
Returns the result value from a remainder operation. This is equivalent to the IEEE rem function.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_REM (x, y)

x (Input) Must be of type REAL.
y (Input) Must be of type REAL.
**Results**
The result type is real with the kind type parameter of whichever argument has greater precision.

Regardless of the rounding mode, the result value is \( x - yN \), where \( N \) is the integer nearest to the value \( x / y \). If \(|N - x / y| = 1/2\), \( N \) is even. If the result value is zero, the sign is the same as \( x \).

**Example**
The value of IEEE_REM (5.0,4.0) is 1.0; the value of IEEE_REM (2.0,1.0) is 0.0; the value of IEEE_REM (3.0,2.0) is -1.0.

**See Also**
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_RINT**
*Elemental Module Intrinsic Function (Generic):*
Returns an integer value rounded according to the current rounding mode.

**Module**
USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**
```fortran
result = IEEE_RINT (x)
```

\( x \) (Input) Must be of type REAL.

**Results**
The result type and kind is the same as \( x \). The value of the result is \( x \) rounded to an integer according to the current rounding mode. If the result value is zero, the sign is the same as \( x \).

**Example**
If the current rounding mode is IEEE_UP, the value of IEEE_RINT (2.2) is 3.0.

If the current rounding mode is IEEE_NEAREST, the value of IEEE_RINT (2.2) is 2.0.

**See Also**
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_SCALB**
*Elemental Module Intrinsic Function (Generic):*
Returns the exponent of a radix-independent floating-point number. This is equivalent to the IEEE scalb function.

**Module**
USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**
```fortran
result = IEEE_SCALB (x,i)
```

\( x \) (Input) Must be of type REAL.
Results
The result type and kind is the same as x. The result is x multiplied by 2**i, if the value can be represented as a normal number.

If x (2**i) is too small and there is a loss of accuracy, the exception IEEE_UNDERFLOW is signaled. The result value is the nearest number that can be represented with the same sign as x.

If x is finite and x (2**i) is too large, an IEEE_OVERFLOW exception occurs. If IEEE_SUPPORT_INF (x) is true, the result value is infinity with the same sign as x; otherwise, the result value is SIGN (HUGE(x), x).

If x is infinite, the result is the same as x; no exception is signaled.

Example
The value of IEEE_SCALB (2.0,3) is 16.0.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_SELECTED_REAL_KIND
Transformational Module Intrinsic Function (Generic): Returns the the value of the kind parameter of an IEEE REAL data type.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_SELECTED_REAL_KIND ( [p] [,r] )

p (Input; optional) Must be scalar and of type INTEGER.

r (Input; optional) Must be scalar and of type INTEGER.

At least one argument must be specified.

Results
The result is a scalar of type default integer. The result has a value equal to a value of the kind parameter of an IEEE real data type with decimal precision, as returned by the function PRECISION, of at least p digits and a decimal exponent range, as returned by the function RANGE, of at least r.

If no such kind type parameter is available on the processor, the result is as follows:

- -1 if the precision is not available
- -2 if the exponent range is not available
- -3 if neither the precision nor the exponent range is available
- -4 if one but not both of the precision and the exponent range is available.

If more than one kind type parameter value meets the criteria, the value returned is the one with the smallest decimal precision.

Example
IEEE_SELECTED_REAL_KIND (6, 70) = 8.
**IEEE_SET_FLAG**

*Elemental Module Intrinsic Function (Generic):*

Assigns a value to an exception flag. This is a pure subroutine.

**Module**

USE, INTRINSIC :: IEEE_EXCEPTIONS

**Syntax**

CALL IEEE_SET_FLAG (flag, flag_value)

flag

(Input) Must be of type TYPE (IEEE_FLAG_TYPE). It specifies one of the following IEEE flags:
- IEEE_DIVIDE_BY_ZERO
- IEEE_INVALID
- IEEE_OVERFLOW
- IEEE_UNDERFLOW

flag_value

(Output) Must be of type default logical. If it has the value true, the exception in 'flag' is set to signal; otherwise, the exception is set to be quiet.

**Example**

Consider the following:

USE, INTRINSIC :: IEEE_EXCEPTIONS  ! Can also use module IEEE_ARITHMETIC
...
CALL IEEE_SET_FLAG (IEEE_INVALID, .TRUE.) ! Sets the IEEE_INVALID flag to signal

**See Also**

IEEE_EXCEPTIONS Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

---

**IEEE_SET_HALTING_MODE**

*Elemental Module Intrinsic Function (Generic):*

Controls halting or continuation after an exception. This is a pure subroutine.

**Module**

USE, INTRINSIC :: IEEE_EXCEPTIONS

**Syntax**

CALL IEEE_SET_HALTING_MODE (flag, halting)

flag

(Input) Must be of type TYPE (IEEE_FLAG_TYPE). It specifies one of the following IEEE flags:
- IEEE_DIVIDE_BY_ZERO
- IEEE_INVALID
- IEEE_OVERFLOW
- IEEE_UNDERFLOW

halting

(Output) Must be of type default logical. If it has the value true, the exception in 'flag' is set to signal; otherwise, the exception is set to be quiet.
halting (Input) Must be scalar and of type default logical. If the value is true, the exception specified in FLAG will cause halting; otherwise, execution will continue after this exception.

Example
Consider the following:

```fortran
USE, INTRINSIC :: IEEE_EXCEPTIONS
LOGICAL HALT
...
CALL IEEE_GET_HALTING_MODE(IEEE_INVALID, HALT)  ! Stores the halting mode
CALL IEEE_SET_HALTING_MODE(IEEE_INVALID, .FALSE.) ! Stops halting
...
CALL IEEE_SET_HALTING_MODE(IEEE_INVALID, HALT)  ! Restores halting
```

See Also
IEEE_EXCEPTIONS Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_SET_ROUNDING_MODE**

**Intrinsic Module Subroutine (Generic):** Sets the IEEE rounding mode. This is an impure subroutine.

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

```fortran
CALL IEEE_SET_ROUNDING_MODE (round_value)
```

round_value (Output) Must be scalar and of type TYPE (IEEE_ROUND_TYPE). It specifies one of the following IEEE floating-point rounding values: IEEE_DOWN, IEEE_NEAREST, IEEE_TO_ZERO, IEEE_UP, or IEEE_OTHER.

Example
Consider the following:

```fortran
USE, INTRINSIC :: IEEE_ARITHMETIC
TYPE (IEEE_ROUND_TYPE) ROUND
...
CALL IEEE_GET_ROUNDING_MODE (ROUND)  ! Stores the rounding mode
CALL IEEE_SET_ROUNDING_MODE (IEEE_UP) ! Resets the rounding mode
...
CALL IEEE_SET_ROUNDING_MODE (VALUE)  ! Restores the previous rounding mode
```

**IEEE_SET_STATUS**

**Intrinsic Module Subroutine (Generic):** Restores the state of the floating-point environment. This is an impure subroutine.

**Module**

USE, INTRINSIC :: IEEE_EXCEPTIONS

**Syntax**

```fortran
CALL IEEE_SET_STATUS (status_value)
```
Status_value

(Input) Must be scalar and of type TYPE (IEEE_STATUS_TYPE). Its value must be set in a previous invocation of IEEE_GET_STATUS.

Example

Consider the following:

```fortran
USE, INTRINSIC :: IEEE_EXCEPTIONS ! Can also use IEEE_ARITHMETIC
TYPE (IEEE_STATUS_TYPE) STATUS
...
CALL IEEE_GET_STATUS (STATUS) ! Stores the floating-point status
CALL IEEE_SET_FLAG (IEEE_ALL,.FALSE.) ! Sets all flags to be quiet
...
CALL IEEE_SET_STATUS (STATUS) ! Restores the floating-point status
```

IEEE_SET_UNDERFLOW_MODE

*Intrinsic Module Subroutine (Generic):* Sets the current underflow mode. This is an impure subroutine.

Module

USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax

```fortran
CALL IEEE_SET_UNDERFLOW_MODE (gradual)
```

`gradual`  
(Input) Must be scalar and of type default logical. If it is true, the current underflow mode is set to gradual underflow (denormals may be produced on underflow). If it is false, the current underflow mode is set to abrupt (underflowed results are set to zero).

Example

Consider the following:

```fortran
USE, INTRINSIC :: IEEE_EXCEPTIONS
LOGICAL :: SG
...
CALL IEEE_GET_UNDERFLOW_MODE (SG) ! Stores underflow mode
CALL IEEE_SET_UNDERFLOW_MODE (.FALSE.) ! Resets underflow mode
...                                    ! Abrupt underflows happens here
CALL IEEE_SET_UNDERFLOW_MODE (SG) ! Restores previous undeflow mode
```

IEEE_SUPPORT_DATATYPE

*Inquiry Module Intrinsic Function (Generic):* Returns whether the processor supports IEEE arithmetic.

Module

USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax

```fortran
result = IEEE_SUPPORT_DATATYPE ([x])
```

`x`  
(Input; optional) Must be scalar and of type REAL.
Results

The result is a scalar of type default logical. If \( x \) is omitted, the result has the value true if the processor supports IEEE arithmetic for all real values; otherwise, false.

If \( x \) is specified, the result has the value true if the processor supports IEEE arithmetic for real variables of the same kind type parameter as \( x \); otherwise, false.

If real values are implemented according to the IEEE standard except that underflowed values flush to zero (abrupt) instead of being denormal.

Example

IEEE_SUPPORT_DATATYPE (3.0) has the value true.

See Also

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_SUPPORT_DENORMAL

Inquiry Module Intrinsic Function (Generic): Returns whether the processor supports IEEE denormalized numbers.

Module

USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax

\[
\text{result} = \text{IEEE\_Support\_Denormal}\ ([x])
\]

\( x \)  
(Input; optional) Must be of type REAL; it can be scalar or array valued.

Results

The result is a scalar of type default logical. If \( x \) is omitted, the result has the value true if the processor supports arithmetic operations and assignments with denormalized numbers for all real values; otherwise, false.

If \( x \) is specified, the result has the value true if the processor supports arithmetic operations and assignments with denormalized numbers for real variables of the same kind type parameter as \( x \); otherwise, false.

Example

IEEE_SUPPORT_DENORMAL () has the value true if IEEE denormalized numbers are supported for all real types.

See Also

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_SUPPORT_DIVIDE

Inquiry Module Intrinsic Function (Generic): Returns whether the processor supports IEEE divide.

Module

USE, INTRINSIC :: IEEE_ARITHMETIC
**Syntax**

```plaintext
result = IEEE_SUPPORT_DIVIDE ([x])
```

- `x` (Input; optional) Must be of type REAL; it can be scalar or array valued.

**Results**

The result is a scalar of type default logical. If `x` is omitted, the result has the value true if the processor supports divide with the accuracy specified by the IEEE standard for all real values; otherwise, false.

If `x` is specified, the result has the value true if the processor supports divide with the accuracy specified by the IEEE standard for real variables of the same kind type parameter as `x`; otherwise, false.

**Example**

`IEEE_SUPPORT_DIVIDE ( )` has the value true if IEEE divide is supported for all real types.

**See Also**

- IEEE_ARITHMETIC Intrinsic Module
- IEEE Intrinsic Modules Quick Reference Tables

### IEEE_SUPPORT_FLAG

**Inquiry Module Intrinsic Function (Generic):**

Returns whether the processor supports IEEE exceptions.

**Module**

```plaintext
USE, INTRINSIC :: IEEE_EXCEPTIONS
```

**Syntax**

```plaintext
result = IEEE_SUPPORT_FLAG (flag [, x])
```

- `flag` (Input) Must be a scalar of type TYPE (IEEE_FLAG_TYPE). Its value is one of the following IEEE flags:
  - IEEE_DIVIDE_BY_ZERO
  - IEEE_INEXACT
  - IEEE_INVALID
  - IEEE_OVERFLOW
  - IEEE_UNDERFLOW.

- `x` (Input; optional) Must be of type REAL; it can be scalar or array valued.

**Results**

The result is a scalar of type default logical. If `x` is omitted, the result has the value true if the processor supports detection of the exception specified by "flag" for all real values; otherwise, false.

If `x` is specified, the result has the value true if the processor supports detection of the exception specified by "flag" for real variables of the same kind type parameter as `x`; otherwise, false.

**Example**

`IEEE_SUPPORT_FLAG (IEEE_UNDERFLOW)` has the value true if the IEEE_UNDERFLOW exception is supported for all real types.

**See Also**

- IEEE_EXCEPTIONS Intrinsic Module
- IEEE Intrinsic Modules Quick Reference Tables
IEEE_SUPPORT_HALTING

Inquiry Module Intrinsic Function (Generic):

Returns whether the processor supports IEEE halting.

Module

USE, INTRINSIC :: IEEE_EXCEPTIONS

Syntax

result = IEEE_SUPPORT_HALTING(flag)

flag (Input) Must be of type TYPE (IEEE_FLAG_TYPE). It specifies one of the following IEEE flags:
IEEE_DIVIDE_BY_ZERO, IEEE_INEXACT, IEEE_INVALID, IEEE_OVERFLOW, or IEEE_UNDERFLOW.

Results

The result is a scalar of type default logical. The result has the value true if the processor supports the ability to control halting after the exception specified by "flag"; otherwise, false.

Example

IEEE_SUPPORT_HALTING (IEEE_UNDERFLOW) has the value true if halting is supported after an IEEE_UNDERFLOW exception

See Also

IEEE_EXCEPTIONS Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_SUPPORT_INF

Inquiry Module Intrinsic Function (Generic):

Returns whether the processor supports IEEE infinities.

Module

USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax

result = IEEE_SUPPORT_INF ([x])

x (Input; optional) Must be of type REAL; it can be scalar or array valued.

Results

The result is a scalar of type default logical. If x is omitted, the result has the value true if the processor supports IEEE infinities (positive and negative) for all real values; otherwise, false.

If x is specified, the result has the value true if the processor supports IEEE infinities for real variables of the same kind type parameter as x; otherwise, false.

Example

IEEE_SUPPORT_INF( ) has the value true if IEEE infinities are supported for all real types.

See Also

IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables
IEEE_SUPPORT_IO

Inquiry Module Intrinsic Function (Generic):
Returns whether the processor supports IEEE base conversion rounding during formatted I/O.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_SUPPORT_IO ([x])

x (Input; optional) Must be of type REAL; it can be scalar or array valued.

Results
The result is a scalar of type default logical. If x is omitted, the result has the value true if the processor supports base conversion rounding during formatted input and output for all real values; otherwise, false.
If x is specified, the result has the value true if the processor supports base conversion rounding during formatted input and output for real variables of the same kind type parameter as x; otherwise, false.
The base conversion rounding applies to modes IEEE_UP, IEEE_DOWN, IEEE_TO_ZERO, and IEEE_NEAREST.

Example
IEEE_SUPPORT_IO () has the value true if base conversion rounding is supported for all real types during formatted I/O.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_SUPPORT_NAN

Inquiry Module Intrinsic Function (Generic):
Returns whether the processor supports IEEE Not-a-Number feature.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_SUPPORT_NAN ([x])

x (Input; optional) Must be of type REAL; it can be scalar or array valued.

Results
The result is a scalar of type default logical. If x is omitted, the result has the value true if the processor supports NaNs for all real values; otherwise, false.
If x is specified, the result has the value true if the processor supports NaNs for real variables of the same kind type parameter as x; otherwise, false.

Example
IEEE_SUPPORT_NAN () has the value true if IEEE NaNs are supported for all real types.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_SUPPORT_ROUNDING**

*Inquiry Module Intrinsic Function (Generic):*  
Returns whether the processor supports IEEE rounding mode.

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

```
result = IEEE_SUPPORT_ROUNDING (round_value [, x])
```

- `round_value`  
  (Input) Must be of type TYPE(IEEE_ROUND_TYPE). It specifies one of the following rounding modes:  
  IEEE_UP, IEEE_DOWN, IEEE_TO_ZERO, and IEEE_NEAREST.

- `x`  
  (Input; optional) Must be of type REAL; it can be scalar or array valued.

**Results**

The result is a scalar of type default logical. If `x` is omitted, the result has the value true if the processor supports the rounding mode specified by `round_value` for all real values; otherwise, false.

If `x` is specified, the result has the value true if the processor supports the rounding mode specified by `round_value` for real variables of the same kind type parameter as `x`; otherwise, false.

**Example**

IEEE_SUPPORT_ROUNDING (IEEE_DOWN) has the value true if rounding mode IEEE_DOWN is supported for all real types.

**See Also**

IEEE_ARITHMETIC Intrinsic Module  
IEEE Intrinsic Modules Quick Reference Tables

**IEEE_SUPPORT_SQRT**

*Inquiry Module Intrinsic Function (Generic):*  
Returns whether the processor supports IEEE SQRT (square root).

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

```
result = IEEE_SUPPORT_SQRT ([x])
```

- `x`  
  (Input; optional) Must be of type REAL; it can be scalar or array valued.

**Results**

The result is a scalar of type default logical. If `x` is omitted, the result has the value true if the processor implements SQRT in accord with the IEEE standard for all real values; otherwise, false.

If `x` is specified, the result has the value true if the processor implements SQRT in accord with the IEEE standard for real variables of the same kind type parameter as `x`; otherwise, false.
Example

IEEE_SUPPORT_SQRT ( ) has the value true if IEEE SQRT is supported for all real types.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_SUPPORT_STANDARD

**Inquiry Module Intrinsic Function (Generic):**
Returns whether the processor supports IEEE features defined in the standard.

Module

USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax

result = IEEE_SUPPORT_STANDARD ([x])

x 
(Input; optional) Must be of type REAL; it can be scalar or array valued.

Results

The result is a scalar of type default logical. The result has the value true if the results of all the following functions are true (x can be omitted):

- IEEE_SUPPORT_DATATYPE([x])
- IEEE_SUPPORT_DENORMAL([x])
- IEEE_SUPPORT_DIVIDE([x])
- IEEE_SUPPORT_FLAG(flag [, x])¹
- IEEE_SUPPORT_HALTING(flag)¹
- IEEE_SUPPORT_INF([x])
- IEEE_SUPPORT_NAN([x])
- IEEE_SUPPORT_ROUNDING(round_value [, x])²
- IEEE_SUPPORT_SQRT([x])

¹ "flag" must be a valid value
² "round_value" must be a valid value

Otherwise, the result has the value, false.

Example

IEEE_SUPPORT_STANDARD ( ) has the value false if both IEEE and non-IEEE real kinds are supported.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables
IEEE_SUPPORT_UNDERFLOW_CONTROL
Inquiry Module Intrinsic Function (Generic):
Returns whether the processor supports the ability to control the underflow mode.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_SUPPORT_UNDERFLOW_CONTROL ([x])

x (Input; optional) Must be of type REAL; it can be scalar or array valued.

Results
The result is a scalar of type default logical. If x is omitted, the result has the value true if the processor supports controlling the underflow mode for all real values; otherwise, false. If x is specified, the result has the value true if the processor supports controlling the underflow mode for real variables of the same kind type parameter as x; otherwise, false.

Example
IEEE_SUPPORT_UNDERFLOW_CONTROL () has the value true if controlling the underflow mode is supported for all real types.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables

IEEE_UNORDERED
Elemental Module Intrinsic Function (Generic):
Returns whether one or more of the arguments is Not-a-Number (NaN). This is equivalent to the IEEE unordered function.

Module
USE, INTRINSIC :: IEEE_ARITHMETIC

Syntax
result = IEEE_UNORDERED (x,y)

x (Input) Must be of type REAL.
y (Input) Must be of type REAL.

Results
The result type is default logical. The result has the value true if x or y is a NaN, or both are NaNs; otherwise, false.

Example
IEEE_UNORDERED (0.0, SQRT(-2.0)) has the value true if IEEE_SUPPORT_SQRT (2.0) has the value true.

See Also
IEEE_ARITHMETIC Intrinsic Module
IEEE Intrinsic Modules Quick Reference Tables
**IEEE_VALUE**

*Elemental Module Intrinsic Function (Generic):*

*Creates an IEEE value.*

**Module**

USE, INTRINSIC :: IEEE_ARITHMETIC

**Syntax**

```fortran
result = IEEE_VALUE (x, class)
```

- `x` *(Input)* Must be of type REAL.
- `class` *(Input)* Must be of type TYPE (IEEE_CLASS_TYPE). Its value is one of the following:

<table>
<thead>
<tr>
<th><code>IEEE_SIGNALING_NAN</code></th>
<th><code>IEEE_NEGATIVE_NORMAL</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IEEE_QUIET_NAN</code></td>
<td><code>IEEE_POSITIVE_DENORMAL</code></td>
</tr>
<tr>
<td><code>IEEE_POSITIVE_INF</code></td>
<td><code>IEEE_NEGATIVE_DENORMAL</code></td>
</tr>
<tr>
<td><code>IEEE_NEGATIVE_INF</code></td>
<td><code>IEEE_POSITIVE_ZERO</code></td>
</tr>
<tr>
<td><code>IEEE_POSITIVE_NORMAL</code></td>
<td><code>IEEE_NEGATIVE_ZERO</code></td>
</tr>
</tbody>
</table>

**Results**

The result type and kind is the same as `x`. The result value is an IEEE value as specified by "class".

When `IEEE_VALUE` returns a signaling NaN, it is processor dependent whether or not invalid is signaled and processor dependent whether or not the signaling NaN is converted to a quiet NaN.

**Example**

`IEEE_VALUE (1.0,IEEE_POSITIVE_INF)` has the value `+infinity`.

**See Also**

IEEE_ARITHMETIC Intrinsic Module

IEEE Intrinsic Modules Quick Reference Tables

**IEOR**

*Elemental Intrinsic Function (Generic):* *Performs an exclusive OR on corresponding bits. This function can also be specified as XOR or IXOR.*

**Syntax**

```fortran
result = IEOR (i, j)
```

- `i` *(Input)* Must be of type integer or of type logical (which is treated as an integer).
- `j` *(Input)* Must be of type integer with the same kind parameter as `i`. If the kinds of `i` and `j` do not match, the value with the smaller kind is extended with its sign bit on the left and the larger kind is used for the operation and the result.
**Results**

The result type and kind is the same as \( i \). The result value is derived by combining \( i \) and \( j \) bit-by-bit according to the following truth table:

\[
\begin{array}{ccc}
  i & j & \text{IEOR}(i, j) \\
  1 & 1 & 0 \\
  1 & 0 & 1 \\
  0 & 1 & 1 \\
  0 & 0 & 0 \\
\end{array}
\]

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIEOR(^1)</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIEOR(^2)</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JIEOR(^3)</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIEOR</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\(^1\)Or BIXOR
\(^2\)Or HIEOR, HIXOR, or IIXOR
\(^3\)Or JIXOR

**Example**

\( \text{IEOR}(12, 7) \) has the value 11; binary 1100 exclusive OR with binary 0111 is binary 1011.

The following shows another example:

```fortran
INTEGER I
I = IEOR(240, 90)  ! returns 170
               ! IEOR (B'11110000', B'1011010') == B'10101010'
```

The following shows an example using alternate option XOR:

```fortran
INTEGER i, j, k
i = 3             ! B'011'
j = 5             ! B'101'
k = XOR(i, j)     ! returns 6 = B'110'
```

**See Also**

IAND
IOR
NOT
IALL
IANY
IPARITY
IERRNO

**IERRNO**

*Portability Function:* Returns the number of the last detected error from any routines in the IFPORT module that return error codes.

**Module**

USE IFPORT
Syntax

result = IERRNO( )

Results

The result type is INTEGER(4). The result value is the last error code from any portability routines that return error codes. These error codes are analogous to errno on a Linux* or OS X* system. The module IFPORT.F90 provides parameter definitions for the following errno names (typically found in errno.h on Linux systems):

<table>
<thead>
<tr>
<th>Symbolic name</th>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EPERM</td>
<td>1</td>
<td>Insufficient permission for operation</td>
</tr>
<tr>
<td>ENOENT</td>
<td>2</td>
<td>No such file or directory</td>
</tr>
<tr>
<td>ESRCH</td>
<td>3</td>
<td>No such process</td>
</tr>
<tr>
<td>EIO</td>
<td>5</td>
<td>I/O error</td>
</tr>
<tr>
<td>E2BIG</td>
<td>7</td>
<td>Argument list too long</td>
</tr>
<tr>
<td>ENOEXEC</td>
<td>8</td>
<td>File is not executable</td>
</tr>
<tr>
<td>ENOMEM</td>
<td>12</td>
<td>Not enough resources</td>
</tr>
<tr>
<td>EACCES</td>
<td>13</td>
<td>Permission denied</td>
</tr>
<tr>
<td>EXDEV</td>
<td>18</td>
<td>Cross-device link</td>
</tr>
<tr>
<td>ENOTDIR</td>
<td>20</td>
<td>Not a directory</td>
</tr>
<tr>
<td>EINVAL</td>
<td>22</td>
<td>Invalid argument</td>
</tr>
</tbody>
</table>

The value returned by IERRNO is updated only when an error occurs. For example, if an error occurs on a GETLOG call and then two CHMOD calls succeed, a subsequent call to IERRNO returns the error for the GETLOG call.

Examine IERRNO immediately after returning from a portability routine. IERRNO is set on a per thread basis.

Example

USE IFPORT
CHARACTER*20 username
INTEGER(4) ierrval
ierrval=0 !initialize return value
CALL GETLOG(username)
IF (IERRNO( ) == ierrval) then
  print *, 'User name is ',username
  exit
ELSE
  ierrval = ierrno()
  print *, 'Error is ',ierrval
END IF

IF - Arithmetic

**Statement:** Conditionally transfers control to one of three statements, based on the value of an arithmetic expression. It is an obsolescent language feature in Standard Fortran.
Syntax

IF (expr) label1, label2, label3

**expr**  
Is a scalar numeric expression of type integer or real (enclosed in parentheses).

**label1, label2, label3**  
Are the labels of valid branch target statements that are in the same scoping unit as the arithmetic IF statement.

Description

All three labels are required, but they do not need to refer to three different statements. The same label can appear more than once in the same arithmetic IF statement.

During execution, the expression is evaluated first. Depending on the value of the expression, control is then transferred as follows:

<table>
<thead>
<tr>
<th>If the Value of <strong>expr</strong> is:</th>
<th>Control Transfers To:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 0</td>
<td>Statement <strong>label1</strong></td>
</tr>
<tr>
<td>Equal to 0</td>
<td>Statement <strong>label2</strong></td>
</tr>
<tr>
<td>Greater than 0</td>
<td>Statement <strong>label3</strong></td>
</tr>
</tbody>
</table>

Example

The following example transfers control to statement 50 if the real variable THETA is less than or equal to the real variable CHI. Control passes to statement 100 only if THETA is greater than CHI.

```
IF (THETA - CHI) 50, 50, 100
```

The following example transfers control to statement 40 if the value of the integer variable NUMBER is even. It transfers control to statement 20 if the value is odd.

```
IF (NUMBER / 2 * 2 - NUMBER) 20, 40, 20
```

The following statement transfers control to statement 10 for n < 10, to statement 20 for n = 10, and to statement 30 for n > 10:

```
IF (n-10) 10, 20, 30
```

The following statement transfers control to statement 10 if n <= 10, and to statement 30 for n > 10:

```
IF (n-10) 10, 10, 30
```

See Also

SELECT CASE and END SELECT  
Execution Control Overview  
Obsolescent Language Features in the Fortran Standard

IF - Logical

**Statement:** Conditionally executes one statement based on the value of a logical expression. (This statement was called a logical IF statement in FORTRAN 77.)

Syntax

IF (expr) stmt

**expr**  
Is a scalar logical expression enclosed in parentheses.
**stmt**

Is any complete, unlabeled, executable Fortran statement, except for the following:

- A CASE, DO, IF, FORALL, or WHERE construct
- Another IF statement
- The END statement for a program, function, or subroutine

When an IF statement is executed, the logical expression is evaluated first. If the value is true, the statement is executed. If the value is false, the statement is not executed and control transfers to the next statement in the program.

**Example**

The following examples show valid IF statements:

IF (J.GT.4 .OR. J.LT.1) GO TO 250

IF (REF(J,K) .NE. HOLD) REF(J,K) = REF(J,K) * (-1.5D0)

IF (ENDRUN) CALL EXIT

The following shows another example:

```fortran
USE IFPORT
INTEGER(4) istat, errget
character(inchar)
real x
istat = getc(inchar)
IF (istat) errget = -1
...
! IF (x .GT. 2.3) call new_subr(x)
...```

**See Also**

IF Construct
Execution Control Overview

**IF Clause**

**Parallel Directive Clause:** Specifies a conditional expression. If the expression evaluates to .FALSE., the construct is not executed.

**Syntax**

```fortran
IF (expression)
```

**Expression**

Must be a scalar logical expression that evaluates to .TRUE. or .FALSE..

At most one IF clause can appear in the directive.

**Description**

The following are additional rules that apply to specific OpenMP Fortran directives:

- For the CANCEL OpenMP* Fortran directive, if expression evaluates to false, the construct does not request cancellation.
- For the PARALLEL OpenMP Fortran directive:
  - The enclosed code section is executed in parallel only if expression evaluates to .TRUE.. Otherwise, the parallel region is serialized. If this clause is not used, the region is executed as if an IF(.TRUE.) clause were specified.
- This clause is evaluated by the master thread before any data scope attributes take effect.
- For the TARGET OpenMP Fortran directive, if expression evaluates to .FALSE., the target region is not executed by the device. It is executed by the encountering task.
- For the TARGET DATA OpenMP Fortran directive, if expression evaluates to .FALSE., the new device data environment is not created.
- For the TARGET UPDATE OpenMP Fortran directive, if expression evaluates to .FALSE., the TARGET UPDATE directive is ignored.
- For the TASK OpenMP Fortran directive:
  - The enclosed code section is to be executed in parallel only if expression evaluates to .TRUE.. If this clause is not used, the region is executed as if an IF(.TRUE.) clause was specified.
  - If expression evaluates to .FALSE., the encountering thread must suspend the current task region and begin execution of the generated task immediately. The suspended task region will not be resumed until the generated task is completed.
  - This clause is evaluated by the master thread before any data scope attributes take effect.

**IF Construct**

**Statement:** Conditionally executes one block of constructs or statements depending on the evaluation of a logical expression. (This construct was called a block IF statement in FORTRAN 77.)

**Syntax**

```
[name:] IF (expr) THEN
    block
  [ELSE IF (expr) THEN [name]
    block]
  [ELSE [name]
    block]
END IF [name]
```

- name (Optional) Is the name of the IF construct.
- expr Is a scalar logical expression enclosed in parentheses.
- block Is a sequence of zero or more statements or constructs.

**Description**

If a construct name is specified at the beginning of an IF THEN statement, the same name must appear in the corresponding END IF statement. If a construct name is specified on an ELSE IF or ELSE statement, the same name must appear in the corresponding IF THEN and END IF statements.

The same construct name must not be used for different named constructs in the same scoping unit.

Depending on the evaluation of the logical expression, one block or no block is executed. The logical expressions are evaluated in the order in which they appear, until a true value is found or an ELSE or END IF statement is encountered.

Once a true value is found or an ELSE statement is encountered, the block immediately following it is executed and the construct execution terminates.

If none of the logical expressions evaluate to true and no ELSE statement appears in the construct, no block in the construct is executed and the construct execution terminates.
NOTE
No additional statement can be placed after the IF THEN statement in a block IF construct. For example, the following statement is invalid in the block IF construct:

IF (e) THEN I = J

This statement is translated as the following logical IF statement:

IF (e) THEN I = J

You cannot use branching statements to transfer control to an ELSE IF statement or ELSE statement. However, you can branch to an END IF statement from within the IF construct.

The following figure shows the flow of control in IF constructs:
You can include an IF construct in the statement block of another IF construct, if the nested IF construct is completely contained within a statement block. It cannot overlap statement blocks.

**Example**

The following example shows the simplest form of an IF construct:

<table>
<thead>
<tr>
<th>Form</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (expr) THEN block</td>
<td>IF (ABS(ADJU) .GE. 1.0E-6) THEN</td>
</tr>
<tr>
<td>END IF</td>
<td>TOTERR = TOTERR + ABS(ADJU)</td>
</tr>
<tr>
<td></td>
<td>QUEST = ADJU/FNDVAL</td>
</tr>
<tr>
<td></td>
<td>END IF</td>
</tr>
</tbody>
</table>
This construct conditionally executes the block of statements between the IF THEN and the END IF statements.

The following shows another example:

! Simple block IF:
  IF (i .LT. 10) THEN
    ! the next two statements are only executed if i < 10
    j = i
    slice = TAN (angle)
  END IF

The following example shows a named IF construct:

BLOCK_A: IF (D > 0.0) THEN        ! Initial statement for named construct
  RADIANS = ACOS(D)               ! These two statements
  DEGREES = ACOSD(D)              ! form a block
END IF BLOCK_A                    ! Terminal statement for named construct

The following example shows an IF construct containing an ELSE statement:

<table>
<thead>
<tr>
<th>Form</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (expr) THEN</td>
<td>IF (NAME .LT. 'N') THEN block1 IFront = IFRONT + 1 FRLET(IFRONT) = NAME(1:2) ELSE END IF</td>
</tr>
<tr>
<td>ELSE</td>
<td>ELSE block2 IBACK = IBACK + 1 END IF</td>
</tr>
</tbody>
</table>

Block1 consists of all the statements between the IF THEN and ELSE statements. Block2 consists of all the statements between the ELSE and the END IF statements.

If the value of the character variable NAME is less than 'N', block1 is executed. If the value of NAME is greater than or equal to 'N', block2 is executed.

The following example shows an IF construct containing an ELSE IF THEN statement:

<table>
<thead>
<tr>
<th>Form</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (expr) THEN</td>
<td>IF (A .GT. B) THEN block1 D = B F = A - B ELSE IF (expr) THEN ELSE IF (A .GT. B/2.) THEN block2 D = B/2. F = A - B/2. END IF END IF</td>
</tr>
</tbody>
</table>

If A is greater than B, block1 is executed. If A is not greater than B, but A is greater than B/2, block2 is executed. If A is not greater than B and A is not greater than B/2, neither block1 nor block2 is executed. Control transfers directly to the next executable statement after the END IF statement.

The following shows another example:

! Block IF with ELSE IF statements:

IF (j .GT. 1000) THEN
  ! Statements here are executed only if J > 1000
ELSE IF (j .GT. 100) THEN
  ! Statements here are executed only if J > 100 and j <= 1000
ELSE IF (j .GT. 10) THEN
  ! Statements here are executed only if J > 10 and j <= 100
ELSE
  ! Statements here are executed only if j <= 10
END IF
The following example shows an IF construct containing several ELSE IF THEN statements and an ELSE statement:

<table>
<thead>
<tr>
<th>Form</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (expr) THEN</td>
<td>IF (A .GT. B) THEN</td>
</tr>
<tr>
<td>block1</td>
<td>D = B</td>
</tr>
<tr>
<td></td>
<td>F = A - B</td>
</tr>
<tr>
<td>ELSE IF (expr) THEN</td>
<td>ELSE IF (A .GT. C) THEN</td>
</tr>
<tr>
<td>block2</td>
<td>D = C</td>
</tr>
<tr>
<td></td>
<td>F = A - C</td>
</tr>
<tr>
<td>ELSE IF (expr) THEN</td>
<td>ELSE IF (A .GT. Z) THEN</td>
</tr>
<tr>
<td>block3</td>
<td>D = Z</td>
</tr>
<tr>
<td></td>
<td>F = A - Z</td>
</tr>
<tr>
<td>ELSE</td>
<td>block4</td>
</tr>
<tr>
<td></td>
<td>D = 0.0</td>
</tr>
<tr>
<td></td>
<td>F = A</td>
</tr>
<tr>
<td>END IF</td>
<td>END IF</td>
</tr>
</tbody>
</table>

If A is greater than B, block1 is executed. If A is not greater than B but is greater than C, block2 is executed. If A is not greater than B or C but is greater than Z, block3 is executed. If A is not greater than B, C, or Z, block4 is executed.

The following example shows a nested IF construct:

<table>
<thead>
<tr>
<th>Form</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (expr) THEN</td>
<td>IF (A .LT. 100) THEN</td>
</tr>
<tr>
<td>block1</td>
<td>INRAN = INRAN + 1</td>
</tr>
<tr>
<td>IF (expr2) THEN</td>
<td>IF (ABS(A-AVG) .LE. 5.) THEN</td>
</tr>
<tr>
<td>block1a</td>
<td>INAVG = INAVG + 1</td>
</tr>
<tr>
<td>ELSE</td>
<td>block1b</td>
</tr>
<tr>
<td></td>
<td>OUTAVG = OUTAVG + 1</td>
</tr>
<tr>
<td>END IF</td>
<td>END IF</td>
</tr>
<tr>
<td>ELSE</td>
<td>block2</td>
</tr>
<tr>
<td></td>
<td>OUTRAN = OUTRAN + 1</td>
</tr>
<tr>
<td>END IF</td>
<td>END IF</td>
</tr>
</tbody>
</table>

If A is less than 100, the code immediately following the IF is executed. This code contains a nested IF construct. If the absolute value of A minus AVG is less than or equal to 5, block1a is executed. If the absolute value of A minus AVG is greater than 5, block1b is executed.

If A is greater than or equal to 100, block2 is executed, and the nested IF construct (in block1) is not executed.

The following shows another example:

```fortran
! Nesting of constructs and use of an ELSE statement following
! a block IF without intervening ELSE IF statements:
IF (i .LT. 100) THEN
  ! Statements here executed only if i < 100
  IF (j .LT. 10) THEN
    ! Statements here executed only if i < 100 and j < 10
  END IF
  ! Statements here executed only if i < 100
ELSE
  ! Statements here executed only if i >= 100
  IF (j .LT. 10) THEN
    ! Statements here executed only if i >= 100 and j < 10
  END IF
  ! Statements here executed only if i >= 100
END IF

See Also
Execution Control Overview
IF - Logical
IF - Arithmetic

IF Directive Construct

**General Compiler Directive:** A conditional compilation construct that begins with an IF or IF DEFINED directive. IF tests whether a logical expression is .TRUE. or .FALSE.. IF DEFINED tests whether a symbol has been defined.

**Syntax**

```
!DIR$ IF (expr) -or- !DIR$ IF DEFINED (name)

block
```

- `expr` Is a logical expression that evaluates to .TRUE. or .FALSE..
- `name` Is the name of a symbol to be tested for definition.
- `block` Are executable statements that are compiled (or not) depending on the value of logical expressions in the IF directive construct.

The IF and IF DEFINED directive constructs end with an ENDIF directive and can contain one or more ELSEIF directives and at most one ELSE directive. If the logical condition within a directive evaluates to .TRUE. at compilation, and all preceding conditions in the IF construct evaluate to .FALSE., then the statements contained in the directive block are compiled.

A `name` can be defined with a DEFINE directive, and can optionally be assigned an integer value. If the symbol has been defined, with or without being assigned a value, IF DEFINED (name) evaluates to .TRUE.; otherwise, it evaluates to .FALSE..

If the logical condition in the IF or IF DEFINED directive is .TRUE., statements within the IF or IF DEFINED block are compiled. If the condition is .FALSE., control transfers to the next ELSEIF or ELSE directive, if any.

If the logical expression in an ELSEIF directive is .TRUE., statements within the ELSEIF block are compiled. If the expression is .FALSE., control transfers to the next ELSEIF or ELSE directive, if any.

If control reaches an ELSE directive because all previous logical conditions in the IF construct evaluated to .FALSE., the statements in an ELSE block are compiled unconditionally.

You can use any Fortran logical or relational operator or symbol in the logical expression of the directive, including: .LT., <, .GT., >, .EQ., ==, .LE., <=, .GE., >=, .NE., /=, .EQV., .NEQV., .NOT., .AND., .OR., and .XOR.. The logical expression can be as complex as you like, but the whole directive must fit on one line.

**Example**

```
! When the following code is compiled and run,
! the output is:
! Or this compiled if all preceding conditions .FALSE.
!
!DIR$ DEFINE flag=3
!DIR$ IF (flag .LT. 2)
    WRITE (*,*) "This is compiled if flag less than 2."
!DIR$ ELSEIF (flag >= 8)
```

39
WRITE (*,*) "Or this compiled if flag greater than 
or equal to 8."

!DIR$ ELSE
WRITE (*,*) "Or this compiled if all preceding 
conditions .FALSE."
!DIR$ ENDIF
END

See Also
DEFINE and UNDEFINE
IF Construct
General Compiler Directives
Syntax Rules for Compiler Directives

IF DEFINED Directive
Statement: Marks the start of an IF Directive Construct.

See Also
See IF Directive Construct.

IFIX
Elemental Intrinsic Function (Generic): Converts a single-precision real argument to an integer by truncating.

See Also
See INT.

IFLOATI, IFLOATJ
Portability Functions: Convert an integer to single-precision real type.

Module
USE IFPORT

Syntax
result = IFLOATI (i)
result = IFLOATJ (j)

i (Input) Must be of type INTEGER(2).

j (Input) Must be of type INTEGER(4).

Results
The result type is single-precision real (REAL(4) or REAL*4).

See Also
DFLOAT

ILEN
Inquiry Intrinsic Function (Generic): Returns the length (in bits) of the two's complement representation of an integer.
Syntax
result = ILEN (i)

i  Must be of type integer.

Results
The result type and kind is the same as i. The result value is (LOG2( i+ 1 )) if i is not negative; otherwise, the result value is (LOG2( -i )).

Example
ILEN (4) has the value 3.
ILEN (-4) has the value 2.

**IMAGE_INDEX**
*Inquiry Intrinsic Function (Generic): Converts cosubscripts to an image index.*

Syntax
result = IMAGE_INDEX (coarray, sub)

coarray  (Input) Must be a coarray; it can be of any type.

sub  (Input) Must be a rank-one integer array of size equal to the corank of coarray.

Results
The result is default integer scalar. The result is the index of the corresponding image if the value of sub is a valid sequence of cosubscripts for coarray. Otherwise, the result is zero.

Example
If coarray D is declared as D [0:*] and coarray C is declared as C(5,10) [10, 0:9, 0:*], IMAGE_INDEX (D, [0]) has the value 1 and IMAGE_INDEX (C, [3, 1, 2]) has the value 213 (on any image).

**IMAGESIZE, IMAGESIZE_W (W*S)**
*Graphics Functions: Return the number of bytes needed to store the image inside the specified bounding rectangle. IMAGESIZE is useful for determining how much memory is needed for a call to GETIMAGE.*

Module
USE IFQWIN

Syntax
result = IMAGESIZE (x1,y1,x2,y2)
result = IMAGESIZE_W (wx1,wy1,wx2,wy2)

x1, y1  (Input) INTEGER(2). Viewport coordinates for upper-left corner of image.
x2, y2  (Input) INTEGER(2). Viewport coordinates for lower-right corner of image.
wx1, wy1  (Input) REAL(8). Window coordinates for upper-left corner of image.
wx2, wy2  (Input) REAL(8). Window coordinates for lower-right corner of image.

Results
The result type is INTEGER(4). The result is the storage size of an image in bytes.
IMAGESIZE defines the bounding rectangle in viewport-coordinate points (x1, y1) and (x2, y2).
IMAGESIZE_W defines the bounding rectangle in window-coordinate points (wx1, wy1) and (wx2, wy2).
IMAGESIZE_W defines the bounding rectangle in terms of window-coordinate points (wx1, wy1) and (wx2, wy2).

Example
See the example in GETIMAGE.

See Also
GETIMAGE, GETIMAGE_W (W*S)
GRSTATUS (W*S)
PUTIMAGE, PUTIMAGE_W (W*S)

IMPLICIT
Statement: Overrides the default implicit typing rules for names. (The default data type is INTEGER for names beginning with the letters I through N, and REAL for names beginning with any other letter.)

Syntax
The IMPLICIT statement takes one of the following forms:

IMPLICIT type(a[,a]...)[,type(a[,a]...)]...
IMPLICIT NONE

description
Is a data type specifier (CHARACTER*(*) is not allowed).

a
Is a single letter, a dollar sign ($), or a range of letters in alphabetical order. The form for a range of letters is a1-a2, where the second letter follows the first alphabetically (for example, A-C).

The dollar sign can be used at the end of a range of letters, since IMPLICIT interprets the dollar sign to alphabetically follow the letter Z. For example, a range of X-$ would apply to identifiers beginning with the letters X, Y, Z, or $.

In Intel® Fortran, the parentheses around the list of letters are optional.

Description
The IMPLICIT statement assigns the specified data type (and kind parameter) to all names that have no explicit data type and begin with the specified letter or range of letters. It has no effect on the default types of intrinsic procedures.

When the data type is CHARACTER*len, len is the length for character type. The len is an unsigned integer constant or an integer specification expression enclosed in parentheses. The range for len is 1 to 2**31-1 on IA-32 architecture; 1 to 2**63-1 on Intel® 64 architecture.

Names beginning with a dollar sign ($) are implicitly INTEGER.

The IMPLICIT NONE statement disables all implicit typing defaults. When IMPLICIT NONE is used, all names in a program unit must be explicitly declared. An IMPLICIT NONE statement must precede any PARAMETER statements, and there must be no other IMPLICIT statements in the scoping unit.
NOTE
To receive diagnostic messages when variables are used but not declared, you can specify compiler option warn declarations instead of using IMPLICIT NONE.

The following IMPLICIT statement represents the default typing as specified by the Fortran Standard for names when they are not explicitly typed:

```
IMPLICIT INTEGER (I-N), REAL (A-H, O-Z)
```

**Example**
The following are examples of the IMPLICIT statement:

```
IMPLICIT DOUBLE PRECISION (D) IMPLICIT COMPLEX (S,Y), LOGICAL(1) (L,A-C)
IMPLICIT CHARACTER*32 (T-V)
IMPLICIT CHARACTER*2 (W)
IMPLICIT TYPE(COLORS) (E-F), INTEGER (G-H)
```

The following shows another example:

```
SUBROUTINE FF (J)
   IMPLICIT INTEGER (a-b), CHARACTER*(J+1) (n), TYPE(fried) (c-d)
   TYPE fried
   INTEGER e, f
   REAL g, h
END TYPE
age = 10 ! integer
name = 'Paul' ! character
c%c = 1 ! type fried, integer component
```

**See Also**
Data Types, Constants, and Variables Overview
warn

**IMPORT**
Statement: Makes host entities accessible in the interface body of an interface block. It takes the following form:

```
IMPORT [[::] import-name-list]
```

*import-name-list* (Input) Is the name of one or more entities in the host scoping unit.

An IMPORT statement can appear only in an interface body. Each of the named entities must be explicitly declared before the interface body containing the IMPORT statement.

If *import-name-list* is not specified, all of the accessible named entities in the host scoping unit are imported.

The default is that all accessible symbols are imported. This statement can optionally name only those symbols you choose.

The names of imported entities must not appear in any context that causes the host entity to be inaccessible.

**Example**
The following example shows how the IMPORT statement can be applied.

```
module mymod
   type mytype
      integer comp
   end type mytype
interface
```
**IMPURE**

**Keyword:** Asserts that a user-defined procedure has side effects.

**Description**

This kind of procedure is specified by using the prefix IMPURE in a FUNCTION or SUBROUTINE statement. By default all user-defined procedures are impure, that is, they are allowed to have side effects, except for elemental procedures.

An IMPURE elemental procedure has the restrictions that apply to elemental procedures, but it does not have any of the restrictions of PURE elemental procedures.

An impure elemental procedure can have side effects and it can contain the following:

- Any external I/O statement (including a READ or WRITE statement whose I/O unit is an external file unit number or *)
- A PAUSE statement
- A STOP statement or an ERROR STOP statement
- An image control statement

An impure elemental procedure cannot be referenced in a context that requires a procedure to be pure; for example:

- It cannot be called directly in a FORALL statement or be used in the mask expression of a FORALL statement.
- It cannot be called from a pure procedure. Pure procedures can only call other pure procedures, including one referenced by means of a defined operator, defined assignment, or finalization.
- It cannot be passed as an actual argument to a pure procedure.

**Example**

```fortran
module my_rand_mod

contains

impure elemental subroutine my_rand (r)

! my_rand updates module variable my_rand_seed (an array)  
! and returns the next value of a “pseudo” random sequence in 
! output dummy argument r

   real, intent(out) :: r

   ! code goes here

end subroutine my_rand

end module my_rand_mod
```

**See Also**

FUNCTION

SUBROUTINE
INCHARQQ (W'S)

QuickWin Function: Reads a single character input from the keyboard and returns the ASCII value of that character without any buffering.

Module

USE IFQWIN

Syntax

result = INCHARQQ()

Results

The result type is INTEGER(2). The result is the ASCII key code.

The keystroke is read from the child window that currently has the focus. You must call INCHARQQ before the keystroke is made (INCHARQQ does not read the keyboard buffer). This function does not echo its input. For function keys, INCHARQQ returns 0xE0 as the upper 8 bits, and the ASCII code as the lower 8 bits. For direction keys, INCHARQQ returns 0xF0 as the upper 8 bits, and the ASCII code as the lower 8 bits. To allow direction keys to be read, you must use the PASSDIRKEYSQQ function. The escape characters (the upper 8 bits) are different from those of GETCHARQQ. Note that console applications do not need, and cannot use PASSDIRKEYSQQ.

Example

use IFQWIN
integer*4 res
integer*2 exchar
character*1 ch, ch1

Print *,"Type X to exit, S to scroll, D to pass Direction keys"

123 continue
exchar = incharqq()
! check for escapes
! 0xE0 0x?? is a function key
! 0xF0 0x?? is a direction key
ch = char(rshift(exchar,8) .and. Z'00FF')
ch1= char(exchar .and. Z'00FF')

if (ichar(ch) .eq. 224) then
  print *,"function key = ",ichar(ch), " ",ichar(ch1)," ",ch1
  goto 123
endif

if (ichar(ch) .eq. 240) then
  print *,"direction key = ",ichar(ch), " ",ichar(ch1)," ",ch1
  goto 123
endif

print *,"other key  = ",ichar(ch)," ",ichar(ch1)," ",ch1

if(ch1 .eq. 'S') then
  res = passdirkeysqq(.false.)
  print *, "Entering Scroll mode"
endif
if(ch1 .eq. 'D') then
    res = passdirkeysqq(.true.)
    print *, "Entering Direction keys mode"
endif

if(ch1 .ne. 'X') go to 123
end

See Also
GETCHARQQ
READ Statement
MBINCHARQQ (W*S)
GETC
PASSDIRKEYSQQ (W*S)

INCLUDE

Statement: Directs the compiler to stop reading statements from the current file and read statements in an included file or text module.

Syntax
The INCLUDE line takes the following form:

INCLUDE 'filename[/NO]LIST'

filename
   Is a character string specifying the name of the file to be included; it must not be a named constant.
   The form of the file name must be acceptable to the operating system, as described in your system documentation.

[NO]LIST
   Specifies whether the incorporated code is to appear in the compilation source listing. In the listing, a number precedes each incorporated statement. The number indicates the "include" nesting depth of the code. The default is /NOLIST. /LIST and /NOLIST must be spelled completely.
   You can only use /[NO]LIST if you specify compiler option vms (which sets OpenVMS defaults).

Description
An INCLUDE line can appear anywhere within a scoping unit. The line can span more than one source line, but no other statement can appear on the same line. The source line cannot be labeled.

An included file or text module cannot begin with a continuation line, and each Fortran statement must be completely contained within a single file.

An included file or text module can contain any source text, but it cannot begin or end with an incomplete Fortran statement.

The included statements, when combined with the other statements in the compilation, must satisfy the statement-ordering restrictions shown in Statements.

Included files or text modules can contain additional INCLUDE lines, but they must not be recursive. INCLUDE lines can be nested until system resources are exhausted.

When the included file or text module completes execution, compilation resumes with the statement following the INCLUDE line.

You can use modules instead of include files to achieve encapsulation of related data types and procedures. For example, one module can contain derived type definitions as well as special operators and procedures that apply to those types. For information on how to use modules, see Program Units and Procedures.
Example
In the following example, a file named COMMON.FOR (in the current working directory) is included and read as input.

Including Text from a File

<table>
<thead>
<tr>
<th>Main Program File</th>
<th>COMMON.FOR File</th>
</tr>
</thead>
<tbody>
<tr>
<td>PROGRAM</td>
<td>INTEGER, PARAMETER :: M=100</td>
</tr>
<tr>
<td>INCLUDE 'COMMON.FOR'</td>
<td>REAL, DIMENSION (M) :: X, Y</td>
</tr>
<tr>
<td>REAL, DIMENSION (M) :: Z</td>
<td>COMMON X, Y</td>
</tr>
<tr>
<td>CALL CUBE</td>
<td>COMMON X, Y</td>
</tr>
<tr>
<td>DO I = 1, M</td>
<td>Z(I) = X(I) + SQRT(Y(I))</td>
</tr>
<tr>
<td>END DO</td>
<td>...</td>
</tr>
<tr>
<td>END</td>
<td></td>
</tr>
<tr>
<td>SUBROUTINE CUBE</td>
<td></td>
</tr>
<tr>
<td>INCLUDE 'COMMON.FOR'</td>
<td></td>
</tr>
<tr>
<td>DO I = 1, M</td>
<td>X(I) = Y(I)**3</td>
</tr>
<tr>
<td>END DO</td>
<td>RETURN</td>
</tr>
<tr>
<td>END</td>
<td></td>
</tr>
</tbody>
</table>

The file COMMON.FOR defines a named constant M, and defines arrays X and Y as part of blank common.

The following example program declares its common data in an include file. The contents of the file INCLUDE.INC are inserted in the source code in place of every INCLUDE 'INCLUDE.INC' line. This guarantees that all references to common storage variables are consistent.

| INTEGER i |
| REAL x |
| INCLUDE 'INCLUDE.INC' |

DO i = 1, 5
   READ (*, '(F10.5)') x
   CALL Push (x)
END DO

See Also
MODULE
USE
INDEX

**Elemental Intrinsic Function (Generic):** Returns the starting position of a substring within a string.

**Syntax**

result = INDEX (string, substring [, back] [, kind])

*string* (Input) Must be of type character.

*substring* (Input) Must be of type character.

*back* (Input; optional) Must be of type logical.
**kind**

(Input; optional) Must be a scalar integer initialization expression.

**Results**

The result is of type integer. If *kind* is present, the kind parameter of the result is that specified by *kind*; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

If *back* does not appear (or appears with the value false), the value returned is the minimum value of I such that \( {\text{string}}(I : I + \text{LEN}(\text{substring}) - 1) = \text{substring} \) (or zero if there is no such value). If \( \text{LEN}({\text{string}}) < \text{LEN}(\text{substring}) \), zero is returned. If \( \text{LEN}(\text{substring}) = 0 \), 1 is returned.

If *back* appears with the value true, the value returned is the maximum value of I such that \( {\text{string}}(I : I + \text{LEN}(\text{substring}) - 1) = \text{substring} \) (or zero if there is no such value). If \( \text{LEN}({\text{string}}) < \text{LEN}(\text{substring}) \), zero is returned. If \( \text{LEN}(\text{substring}) = 0 \), \( \text{LEN}({\text{string}}) + 1 \) is returned.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARACTER</td>
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<td>CHARACTER</td>
<td>CHARACTER</td>
</tr>
</tbody>
</table>

1 The setting of compiler options specifying integer size can affect this function.

**Example**

INDEX ('FORTRAN', 'O', BACK = .TRUE.) has the value 2.
INDEX ('XXXX', ' ', BACK = .TRUE.) has the value 5.
The following shows another example:

```
I = INDEX('banana','an', BACK = .TRUE.) ! returns 4
I = INDEX('banana', 'an') ! returns 2
```

**See Also**

SCAN

**INITIALIZEFONTS (W*S)**

*Graphics Function:* Initializes Windows* fonts.

**Module**

USE IFQWIN

**Syntax**

```
result = INITIALIZEFONTS( )
```

**Results**

The result type is INTEGER(2). The result is the number of fonts initialized.

All fonts on Windows systems become available after a call to INITIALIZEFONTS. Fonts must be initialized with INITIALIZEFONTS before any other font-related library function (such as GETFONTINFO, GETGTEXTEXTENT, SETFONT, OUTGTEXT) can be used.

The font functions affect the output of OUTGTEXT only. They do not affect other Fortran I/O functions (such as WRITE) or graphics output functions (such as OUTTEXT).
For each window you open, you must call INITIALIZEFONTS before calling SETFONT. INITIALIZEFONTS needs to be executed after each new child window is opened in order for a subsequent SETFONT call to be successful.

Example

! build as a QuickWin or Standard Graphics App.
USE IFQWIN
INTEGER(2) numfonts
numfonts = INITIALIZEFONTS()
WRITE (*,*) numfonts
END

See Also
SETFONT (W*S)
OUTGTEXT (W*S)

INITIALSETTINGS (W*S)
QuickWin Function: Initializes QuickWin.

Module
USE IFQWIN

Syntax
result = INITIALSETTINGS( )

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

You can change the initial appearance of an application’s default frame window and menus by defining an INITIALSETTINGS function. Do not use INITIALSETTINGS to open or size child windows.

If no user-defined INITIALSETTINGS function is supplied, QuickWin calls a predefined INITIALSETTINGS routine to control the default frame window and menu appearance. You do not need to call INITIALSETTINGS if you define it, since it will be called automatically during initialization.

See Also
APPENDMENUQQ (W*S)
INSERTMENUQQ (W*S)
DELETEMENUQQ (W*S)
SETWSIZEQQ (W*S)

INLINE, FORCEINLINE, and NOINLINE
General Compiler Directives: Tell the compiler to perform the specified inlining on routines within statements or DO loops.

Syntax
!DIR$ INLINE [RECURSIVE]
!DIR$ FORCEINLINE [RECURSIVE]
!DIR$ NOINLINE

The INLINE directive specifies that the routines can be inlined.

The FORCEINLINE directive specifies that a routine should be inlined whenever the compiler can do so. This condition can also be specified by using compiler option [Q]inline-forceinline.

The NOINLINE directive specifies that a routine should not be inlined.
These directives apply only to the immediately following statement or DO construct. All statements within the immediately following DO construct are affected.

If keyword RECURSIVE is specified, the specified inlining is performed when the routine calls itself directly or indirectly.

The inlining can be ignored by the compiler if inline heuristics determine it may have a negative impact on performance or will cause too much of an increase in code size.

**CAUTION**
When you use directive FORCEINLINE, the compiler may do so much additional inlining that it runs out of memory and terminates with an "out of memory" message.

**Example**
Consider the following:

```
!DIR$ INLINE
A = F(B) + G(C)  ! inline the call to function F and inline the call to function G

!DIR$ INLINE
DO I = 1, N
    CALL F1 ( G1(A), G2(A)) ! inline the call to F1 and the function executions of G1 and G2
!DIR$ NOINLINE
    DO J = 1, M
            M(J) = F (M(J)) ! do not inline this call to F (M is a data array)
    END DO
    M(I) = F2 (X)           ! F2 gets inlined from the directive before DO I
!DIR$ FORCEINLINE RECURSIVE
    CALL F3 () ! F3 must be inlined and it calls itself recursively so inline those calls too
END DO
```

**See Also**
General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements
inline-forceinline, Qinline-forceinline compiler option

**INMAX**

*Portability Function:* Returns the maximum positive value for an integer.

**Module**
USE IFPORT

**Syntax**

```fortran
result = INMAX (i)
```

*i* (Input) INTEGER(4).

**Results**
The result type is INTEGER(4). The result is the maximum 4-byte signed integer value for the argument.
**INQFOCUSQQ (W*S)**

*QuickWin Function:* Determines which window has the focus.

**Module**

USE IFQWIN

**Syntax**

result = INQFOCUSQQ (unit)

- **result** (Output) INTEGER(4). Unit number of the window that has the I/O focus.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, nonzero. The function fails if the window with the focus is associated with a closed unit.

Unit numbers 0, 5, and 6 refer to the default window only if the program has not specifically opened them. If these units have been opened and connected to windows, they are automatically reconnected to the console once they are closed.

The window with focus is always in the foreground. Note that the window with the focus is not necessarily the active window (the one that receives graphical output). A window can be made active without getting the focus by calling SETACTIVEQQ.

A window has focus when it is given the focus by FOCUSQQ, when it is selected by a mouse click, or when an I/O operation other than a graphics operation is performed on it, unless the window was opened with IOFOCUS=.FALSE.. The IOFOCUS specifier determines whether a window receives focus when an I/O statement is executed on that unit. For example:

```fortran
OPEN (UNIT = 10, FILE = 'USER', IOFOCUS = .TRUE.)
```

By default IOFOCUS=.TRUE., except for child windows opened with as unit *. If IOFOCUS=.TRUE., the child window receives focus prior to each READ, WRITE, PRINT, or OUTTEXT. Calls to graphics functions (such as OUTGTEXT and ARC) do not cause the focus to shift.

**See Also**

FOCUSQQ (W*S)

**INQUIRE**

*Statement:* Returns information on the status of specified properties of a file, logical unit, or directory. It takes one of the following forms:

**Syntax**

Inquiring by File:

```fortran
```

Inquiring by Unit:

```fortran
```

Inquiring by Directory:

```fortran
INQUIRE (DIRECTORY=dir, EXIST=ex [, DIRSPEC=dirspec] [, ERR=label] [, ID=id-var] [, IOMSG=msg-var] [, SIZE=sz] [, IOSTAT=i-var])
```

Inquiring by Output List:

```fortran
INQUIRE (IOLENGTH=len) out-item-list
```
name  Is a scalar default character expression specifying the name of the file for inquiry. For more information, see FILE Specifier and STATUS Specifier.

label  Is the label of the branch target statement that receives control if an error occurs. For more information, see Branch Specifiers.

id-var  Is a scalar integer expression identifying a data transfer operation that was returned using the ID= specifier in a previous asynchronous READ or WRITE statement. For more information, see ID Specifier.

msg-var  Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs. For more information, see I/O Message Specifier.

sz  Is a scalar integer variable that is assigned the size of the file in file storage units. For more information, see Size Specifier.

i-var  Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs. For more information, see I/O Status Specifier.

def  Is a scalar default character expression specifying a default file pathname string. (For more information, see the DEFAULTFILE specifier.)

slist  Is one or more of the following inquiry specifiers (each specifier can appear only once):

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Specifier</th>
<th>Specifier</th>
<th>Specifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCESS</td>
<td>DELIM</td>
<td>NEXTREC</td>
<td>RECL</td>
</tr>
<tr>
<td>ACTION</td>
<td>DIRECT</td>
<td>NUMBER</td>
<td>RECORDTYPE</td>
</tr>
<tr>
<td>ASYNCHRONOUS</td>
<td>ENCODING</td>
<td>OPENED</td>
<td>ROUND</td>
</tr>
<tr>
<td>BINARY</td>
<td>EXIST</td>
<td>ORGANIZATION</td>
<td>SEQUENTIAL</td>
</tr>
<tr>
<td>BLANK</td>
<td>FORM</td>
<td>PAD</td>
<td>SHARE</td>
</tr>
<tr>
<td>BLOCKSIZE</td>
<td>FORMATTED</td>
<td>PENDING</td>
<td>SIGN</td>
</tr>
<tr>
<td>BUFFERED</td>
<td>IOFOCUS</td>
<td>POS</td>
<td>SIZE</td>
</tr>
<tr>
<td>CARRIAGECONTROL</td>
<td>MODE</td>
<td>POSITION</td>
<td>UNFORMATTED</td>
</tr>
<tr>
<td>CONVERT</td>
<td>NAME</td>
<td>READ</td>
<td>WRITE</td>
</tr>
<tr>
<td>DECIMAL</td>
<td>NAMED</td>
<td>READWRITE</td>
<td></td>
</tr>
</tbody>
</table>

io-unit  Is an external unit specifier.

The unit does not have to exist, nor does it need to be connected to a file. If the unit is connected to a file, the inquiry encompasses both the connection and the file.

dir  Is a scalar default character expression specifying the name of the directory for inquiry. If you are inquiring by directory, it must be present.
Is a scalar default logical variable that is assigned the value .TRUE. if *dir* names a directory that exists; otherwise, *ex* is assigned the value .FALSE.. If you are inquiring by directory, it must be present. For more information, see the EXIST Specifier.

**dirspec**

Is a scalar default character variable that is assigned the value of the full directory specification of *dir* if *ex* is assigned the value .TRUE.. This specifier can only be used when inquiring by directory.

**len**

(Output) Is a scalar integer variable that is assigned a value corresponding to the length of an unformatted, direct-access record resulting from the use of the *out-item-list* in a WRITE statement.

The value is suitable to use as a RECL specifier value in an OPEN statement that connects a file for unformatted, direct access.

The unit of the value is 4-byte longwords, by default. However, if you specify compiler option assume byterecl, the unit is bytes.

**out-item-list**

(Output) Is a list of one or more output items (see I/O Lists).

### Description

The control specifiers ([UNIT=] *io-unit*, ERR= *label*, and IOSTAT= *i-var*) and inquiry specifiers can appear anywhere within the parentheses following INQUIRE. However, if the UNIT keyword is omitted, the *io-unit* must appear first in the list.

An INQUIRE statement can be executed before, during, or after a file is connected to a unit. The specifier values returned are those that are current when the INQUIRE statement executes.

To get file characteristics, specify the INQUIRE statement after opening the file.

### Example

The following are examples of INQUIRE statements:

```
INQUIRE (FILE='FILE_B', EXIST=EXT)
INQUIRE (4, FORM=FM, IOSTAT=IOS, ERR=20)
INQUIRE (IOLENGTH=LEN) A, B
```

In the last statement, you can use the length returned in LEN as the value for the RECL specifier in an OPEN statement that connects a file for unformatted direct access. If you have already specified a value for RECL, you can check LEN to verify that A and B are less than or equal to the record length you specified.

The following shows another example:

```
! This program prompts for the name of a data file.
! The INQUIRE statement then determines whether
! the file exists. If it does not, the program
! prompts for another file name.

CHARACTER*12 fname
LOGICAL exists

! Get the name of a file:
100 WRITE (*, '(1X, A)') 'Enter the file name: '
    READ (*, '(A)') fname

! INQUIRE about file's existence:
INQUIRE (FILE = fname, EXIST = exists)

IF (.NOT. exists) THEN
```
**See Also**
OPEN
OPEN: FILE Specifier
OPEN: FILE Specifier
ID Specifier (ID=)
I/O Message Specifier (IOMSG=)
OPEN: FILE Specifier
OPEN: FILE Specifier
OPEN: FILE Specifier
OPEN: FILE Specifier
assume

**INSERTMENUQQ (W*S)**

*QuickWin Function: Inserts a menu item into a QuickWin menu and registers its callback routine.*

**Module**
USE IFQWIN

**Syntax**

```fortran
result = INSERTMENUQQ (menuID, itemID, flag, text, routine)
```

- `menuID` (Input) INTEGER(4). Identifies the menu in which the item is inserted, starting with 1 as the leftmost menu.
- `itemID` (Input) INTEGER(4). Identifies the position in the menu where the item is inserted, starting with 0 as the top menu item.
- `flag` (Input) INTEGER(4). Constant indicating the menu state. Flags can be combined with an inclusive OR (see Results section below). The following constants are available:
  - `$MENUGRAYED` - Disables and grays out the menu item.
  - `$MENUDISABLED` - Disables but does not gray out the menu item.
  - `$MENUENABLED` - Enables the menu item.
  - `$MENUSEPARATOR` - Draws a separator bar.
  - `$MENUCHECKED` - Puts a check by the menu item.
  - `$MENUUNCHECKED` - Removes the check by the menu item.
- `text` (Input) Character*. Menu item name. Must be a null-terminated C string, for example, words of text'C.
- `routine` (Input) EXERNAL. Callback subroutine that is called if the menu item is selected. You can assign the following predefined routines to menus:
  - `WINPRINT` - Prints the program.
  - `WINSAVE` - Saves the program.
  - `WINEXIT` - Terminates the program.
  - `WINSELECTTEXT` - Selects text from the current window.
• WINSELECTGRAPHICS - Selects graphics from the current window.
• WINSELECTALL - Selects the entire contents of the current window.
• WININPUT - Brings to the top the child window requesting input and makes it the current window.
• WINCOPY - Copies the selected text and/or graphics from current window to the Clipboard.
• WINPASTE - Allows the user to paste Clipboard contents (text only) to the current text window of the active window during a READ.
• WINCLEARPASTE - Clears the paste buffer.
• WINSIZETOFIT - Sizes output to fit window.
• WINFULLSCREEN - Displays output in full screen.
• WINSTATE - Toggles between pause and resume states of text output.
• WINCASCADE - Cascades active windows.
• WINTILE - Tiles active windows.
• WINARRANGE - Arranges icons.
• WINSTATUS - Enables a status bar.
• WININDEX - Displays the index for QuickWin help.
• WINUSING - Displays information on how to use Help.
• WINABOUT - Displays information about the current QuickWin application.
• NUL - No callback routine.

Results

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE.

Menus and menu items must be defined in order from left to right and top to bottom. For example,
INSERTMENUQQ fails if you try to insert menu item 7 when 5 and 6 are not defined yet. For a top-level menu item, the callback routine is ignored if there are subitems under it.

The constants available for flags can be combined with an inclusive OR where reasonable, for example $MENUCHECKED .OR. $MENUENABLED. Some combinations do not make sense, such as $MENUENABLED and $MENUDISABLED, and lead to undefined behavior.

You can create quick-access keys in the text strings you pass to INSERTMENUQQ as text by placing an ampersand (&) before the letter you want underlined. For example, to add a Print menu item with the r underlined, text should be "P&rint". Quick-access keys allow users of your program to activate that menu item with the key combination ALT+QUICK-ACCESS-KEY(ALT+R in the example) as an alternative to selecting the item with the mouse.

Example

USE IFQWIN
LOGICAL(4) :: status
CHARACTER (80) :: text_input

! insert new item into Menu 5 (Window)
status= INSERTMENUQQ(5, 5, $MENUCHECKED, 'New Item:Status 5_5'C, WINSTATUS)
! insert new menu in position 2
status= INSERTMENUQQ(2, 0, $MENUENABLED, 'New Menu:2_0'C, NUL)
! insert new menu in position 3, and mark it disabled & grayed
status= INSERTMENUQQ(3, 0, IOR($MENUGRAYED,$MENUDISABLED), 'New Disabled Menu:3_0'C, NUL)
! insert new item under the new menu 2 in position 1
status= INSERTMENUQQ(2, 1, $MENUENABLED, 'New Item:Print'C, WINPRINT)
! insert separator bar under the new menu 2 in position 2
status= INSERTMENUQQ(2, 2, $MENUSEPARATOR, 'New Separator'C, NUL)
! insert new item under the new menu 2 in position 3
status = INSERTMENUQQ(2, 3, IOR($MENUCHECKED, $MENUENABLED), 'New Item: Select Text', & WINSELECTTEXT)

! insert new item under the new menu 2 in position 5

status = INSERTMENUQQ(2, 4, $MENUENABLED, 'New Item: Copy Selected Text', WINCOPY)

! insert new item under the new menu 2 in position 6

status = INSERTMENUQQ(2, 5, $MENUENABLED, 'New Item: Paste Selected Text', WINPASTE)

write(*,'("Enter (or cut and paste) a text value: ")', advance='no')
read (*, "(A)") text_input
write(*,'("You just entered: ", A1, A, A1) "", trim(text_input), "")"'

END

See Also
APPENDMENUQQ (W*S)
DELETEMENUQQ (W*S)
MODIFYMENUFLAGSQQ (W*S)
MODIFYMENUROUTINEQQ (W*S)
MODIFYMENUSTRINGQQ (W*S)

INT

Elemental Intrinsic Function (Generic): Converts a value to integer type.

Syntax
result = INT (a[,kind])

a
    (Input) Must be of type integer, real, or complex.

kind
    (Input; optional) Must be a scalar integer initialization expression.

Results
The result type is integer. If kind is present, the kind parameter of the result is that specified by kind; otherwise, the kind parameter of the result is shown in the following table. If the processor cannot represent the result value in the kind of the result, the result is undefined.

Functions that cause conversion of one data type to another type have the same affect as the implied conversion in assignment statements.

The result value depends on the type and absolute value of a, as follows:

- If a is of type integer, INT(a) = a.
- If a is of type real and |a| < 1, INT(a) has the value zero.
  
  If a is of type real and |a| >=1, INT(a) is the integer whose magnitude is the largest integer that does not exceed the magnitude of a and whose sign is the same as the sign of a.
- If a is of type complex, INT(a) is the value obtained by applying the preceding rules (for a real argument) to the real part of a.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>INTEGER(1), INTEGER(2), INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td></td>
<td>INTEGER(1), INTEGER(2), INTEGER(4), INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>Specific Name</td>
<td>Argument Type</td>
<td>Result Type</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------</td>
<td>-------------</td>
</tr>
<tr>
<td>IJINT</td>
<td>INTEGER(4)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IIFIX²</td>
<td>REAL(4)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IINT</td>
<td>REAL(4)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IFIX³,⁴</td>
<td>REAL(4)</td>
<td>INTEGER(4)</td>
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<tr>
<td>JFIX</td>
<td>INTEGER(1), INTEGER(2), INTEGER(4), INTEGER(8), REAL(4), REAL(8), REAL(16), COMPLEX(4), COMPLEX(8), COMPLEX(16)</td>
<td>INTEGER(4)</td>
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<tr>
<td>INT⁵,⁶,⁷</td>
<td>REAL(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIFIX</td>
<td>REAL(4)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>KINT</td>
<td>REAL(4)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>IIDINT</td>
<td>REAL(8)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IDINT⁶,⁸</td>
<td>REAL(8)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIDINT</td>
<td>REAL(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>IIQINT</td>
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<td>INTEGER(2)</td>
</tr>
<tr>
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<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIQINT</td>
<td>REAL(16)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(4), COMPLEX(8), COMPLEX(16)</td>
<td>INTEGER(2)</td>
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<td></td>
<td>COMPLEX(4), COMPLEX(8), COMPLEX(16)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(4), COMPLEX(8), COMPLEX(16)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>INT¹⁰</td>
<td>INTEGER(1), INTEGER(2), INTEGER(4), INTEGER(8), REAL(4), REAL(8), REAL(16), COMPLEX(4), COMPLEX(8), COMPLEX(16)</td>
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<td>INT²¹⁰</td>
<td>INTEGER(1), INTEGER(2), INTEGER(4), INTEGER(8), REAL(4), REAL(8), REAL(16), COMPLEX(4), COMPLEX(8), COMPLEX(16)</td>
<td>INTEGER(2)</td>
</tr>
</tbody>
</table>
### Specific Name 1 | Argument Type | Result Type
--- | --- | ---
INT4\(^{10}\) | INTEGER(1), INTEGER(2), INTEGER(4),
INTEGER(8), REAL(4), REAL(8), REAL(16),
COMPLEX(4), COMPLEX(8), COMPLEX(16) | INTEGER(4)
INT8\(^{10}\) | INTEGER(1), INTEGER(2), INTEGER(4),
INTEGER(8), REAL(4), REAL(8), REAL(16),
COMPLEX(4), COMPLEX(8), COMPLEX(16) | INTEGER(8)

\(^{1}\)These specific functions cannot be passed as actual arguments.

\(^{2}\)This function can also be specified as HFIX.

\(^{3}\)The setting of compiler options specifying integer size or real size can affect IFIX.

\(^{4}\)For compatibility with older versions of Fortran, IFIX is treated as a generic function.

\(^{5}\)Or JINT.

\(^{6}\)The setting of compiler options specifying integer size can affect INT, IDINT, and IQINT.

\(^{7}\)Or JIFIX.

\(^{8}\)Or JIDINT. For compatibility with older versions of Fortran, IDINT can also be specified as a generic function.

\(^{9}\)Or JIQINT. For compatibility with older versions of Fortran, IQINT can also be specified as a generic function.

\(^{10}\)For compatibility, these functions can also be specified as generic functions.

If the argument is a boz-constant, the result is affected by the assume old-boz option. The default option setting, noold-boz, treats the argument as a bit string that represents a value of the data type of the intrinsic, that is, the bits are not converted. If setting old-boz is specified, the argument is treated as a signed integer and the bits are converted.

**Example**

INT (-4.2) has the value -4.

INT (7.8) has the value 7.

**See Also**

NINT
AINT
ANINT
REAL Function
DBLE
SNGL

**INTC**

*Portability Function:* Converts an INTEGER(4) argument to INTEGER(2) type.
Module
USE IFPORT

Syntax
result = INTC (i)

i  
   (Input) INTEGER(4). A value or expression.

Results
The result type is INTEGER(2). The result is the value of i with type INTEGER(2). Overflow is ignored.

INT_PTR_KIND

Inquiry Intrinsic Function (Specific): Returns the INTEGER KIND that will hold an address. This is a specific function that has no generic function associated with it. It cannot be passed as an actual argument.

Syntax
result = INT_PTR_KIND( )

Results
The result type is default integer. The result is a scalar with the value equal to the value of the kind parameter of the integer data type that can represent an address on the targeted platform.

The result value is 4 on IA-32 architecture; 8 on Intel® 64 architecture.

Example
REAL A(100)
POINTER (P, A)
INTEGER (KIND=INT_PTR_KIND()) SAVE_P
P = MALLOC (400)
SAVE_P = P

INTEGER Statement

Statement: Specifies the INTEGER data type.

Syntax
INTEGER
INTEGER([KIND=]  n)
INTEGER* n

n  Is kind 1, 2, 4, or 8.

If a kind parameter is specified, the integer has the kind specified. If a kind parameter is not specified, integer constants are interpreted as follows:

- If the integer constant is within the default integer kind range, the kind is default integer.
- If the integer constant is outside the default integer kind range, the kind of the integer constant is the smallest integer kind which holds the constant.

The default kind can also be changed by using the INTEGER directive or compiler options specifying integer size.
Example

! Entity-oriented declarations:
INTEGER, DIMENSION(:), POINTER :: days, hours
INTEGER (2) :: k=4
INTEGER (2), PARAMETER :: limit=12

! Attribute-oriented declarations:
INTEGER days, hours
INTEGER (2):: k=4, limit
DIMENSION days(:), hours(:)
POINTER days, hours
PARAMETER (limit=12)

See Also
INTEGRER Directive
Integer Data Types
Integer Constants

INTEGRER Directive
General Compiler Directive: Specifies the default integer kind.

Syntax
!DIR$ INTEGER:{ 2 | 4 | 8 }

The INTEGER directive specifies a size of 2 (KIND=2), 4 (KIND=4), or 8 (KIND=8) bytes for default integer numbers.

When the INTEGER directive is in effect, all default integer variables are of the kind specified. Only numbers specified or implied as INTEGER without KIND are affected.

The INTEGER directive can only appear at the top of a program unit. A program unit is a main program, an external subroutine or function, a module or a block data program unit. INTEGER cannot appear at the beginning of internal subprograms. It does not affect modules invoked with the USE statement in the program unit that contains it.

The default logical kind is the same as the default integer kind. So, when you change the default integer kind you also change the default logical kind.

Example

INTEGER i           ! a 4-byte integer
WRITE(*,*) KIND(i)
CALL INTEGER2( )
WRITE(*,*) KIND(i) ! still a 4-byte integer
  ! not affected by setting in subroutine
END

SUBROUTINE INTEGER2( )
 !DIR$ INTEGER:2
 INTEGER j           ! a 2-byte integer
 WRITE(*,*) KIND(j)
END SUBROUTINE

See Also
INTEGER Statement
REAL Directive
General Compiler Directives
Syntax Rules for Compiler Directives
Integer Data Types
Integer Constants

INTEGERTORGB (W*S)

QuickWin Subroutine: Converts an RGB color value into its red, green, and blue components.

Module
USE IFQWIN

Syntax
CALL INTEGERTORGB (rgb, red, green, blue)

rgb (Input) INTEGER(4). RGB color value whose red, green, and blue components are to be returned.

red (Output) INTEGER(4). Intensity of the red component of the RGB color value.

green (Output) INTEGER(4). Intensity of the green component of the RGB color value.

blue (Output) INTEGER(4). Intensity of the blue component of the RGB color value.

INTEGERTORGB separates the four-byte RGB color value into the three components as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>G</td>
<td>G</td>
</tr>
</tbody>
</table>

Example
! build as a QuickWin App.
USE IFQWIN
INTEGER(4) r, g, b
CALL INTEGERTORGB(2456, r, g, b)
write(*,*) r, g, b
END

See Also
RGBTOINTEGER (W*S)
GETCOLORRGB (W*S)
GETBKCOLORRGB (W*S)
GETPIXELRGB, GETPIXELRGB_W (W*S)
GETPIXELSRGB (W*S)
GETTEXTCOLORRGB (W*S)

INTENT

Statement and Attribute: Specifies the intended use of one or more dummy arguments.

Syntax
The INTENT attribute can be specified in a type declaration statement or an INTENT statement, and takes one of the following forms:
Type Declaration Statement:

type, [att-ls,] INTENT (intent-spec) [, att-ls] :: d-arg[, d-arg]...

Statement:

INTENT (intent-spec) [:] d-arg[, d-arg] ...

type Is a data type specifier.

att-ls Is an optional list of attribute specifiers.

intent-spec Is one of the following specifiers:

IN Specifies that the dummy argument will be used only to provide data to the procedure. The dummy argument must not be redefined (or become undefined) during execution of the procedure. Any associated actual argument must be definable.

OUT Specifies that the dummy argument will be used to pass data from the procedure back to the calling program. The dummy argument is undefined on entry, although it may have subcomponents that are initialized by default. An undefined argument must be defined before it is referenced in the procedure.

INOUT Specifies that the dummy argument can both provide data to the procedure and return data to the calling program. Any associated actual argument must be definable.

d-arg Is the name of a dummy argument or dummy pointer. It cannot be a dummy procedure.

Description

The INTENT statement can only appear in the specification part of a subprogram or interface body.

If no INTENT attribute is specified for a dummy argument, its use is subject to the limitations of the associated actual argument.

If a function specifies a defined operator, the dummy arguments must have intent IN.

If a subroutine specifies defined assignment, the first argument must have intent OUT or INOUT, and the second argument must have intent IN.

An entity with the INTENT (OUT) attribute must not be an allocatable coarray or have a subobject that is an allocatable coarray.

A non-pointer dummy argument with intent IN (or a subobject of such a dummy argument) must not appear as any of the following:

- A DO variable
- The variable of an assignment statement
- The pointer-object of a pointer assignment statement
- An object or STAT variable in an ALLOCATE or DEALLOCATE statement
- An input item in a READ statement
- A variable name in a NAMELIST statement if the namelist group name appears in a NML specifier in a READ statement
• An internal file unit in a WRITE statement
• A definable variable in an INQUIRE statement
• An IOSTAT or SIZE specifier in an I/O statement
• An actual argument in a reference to a procedure with an explicit interface if the associated dummy argument has intent OUT or INOUT

INTENT on a pointer dummy argument refers to the pointer association status of the pointer and has no effect on the value of the target of the pointer.

A pointer dummy argument with intent IN (or a subobject of such a pointer argument) must not appear as any of the following:

• A pointer-object in a NULLIFY statement
• A pointer-object in a pointer assignment statement
• An object in an ALLOCATE or DEALLOCATE statement
• An actual argument in a reference to a procedure if the associated dummy argument is a pointer with the INTENT(OUT) or INTENT(INOUT) attribute.

If an actual argument is an array section with a vector subscript, it cannot be associated with a dummy array that is defined or redefined (has intent OUT or INOUT).

On entry to a routine, given an INTENT(OUT) dummy argument:

• If it is a pointer, it should be deallocated.
• If it is an allocatable, all of its allocatable subcomponents should be deallocated, and then it should also be deallocated.
• If it is a non-pointer, non-allocatable, all its allocatable subcomponents should be deallocated, and then default initialization should be applied, as specified by the program.

Example

The following example shows type declaration statements specifying the INTENT attribute:

```fortran
SUBROUTINE TEST(I, J)
  INTEGER, INTENT(IN) :: I
  INTEGER, INTENT(OUT), DIMENSION(I) :: J
END SUBROUTINE TEST
```

The following are examples of the INTENT statement:

```fortran
SUBROUTINE TEST(A, B, X)
  INTENT(INOUT) :: A, B
...
SUBROUTINE CHANGE(FROM, TO)
  USE EMPLOYEE_MODULE
  TYPE(EMPLOYEE) FROM, TO
  INTENT(IN) FROM
  INTENT(OUT) TO
...```

The following shows another example:

```fortran
SUBROUTINE AVERAGE(value, data1, cube_ave)
  TYPE DATA
    INTEGER count
    REAL avg
  END TYPE
  TYPE(DATA) data1
  REAL tmp
  ! value cannot be changed, while cube_ave must be defined
  ! before it can be used. Data1 is defined when the procedure is
  ! invoked, and becomes redefined in the subroutine.
  INTENT(IN)::value; INTENT(OUT)::cube_ave
  INTENT(INOUT)::data1
  ! count number of times AVERAGE has been called on the data set
```
! being passed.
tmp = data1%count*data1%avg + value
data1%count = data1%count + 1
data1%avg = tmp/data1%count
cube_ave = data1%avg**3
END SUBROUTINE

See Also
Argument Association in Procedures
Type Declarations
Type Declarations

INTERFACE
Statement: Defines an explicit interface for an external or dummy procedure. It can also be used to define a generic name for procedures, a new operator for functions, and a new form of assignment for subroutines.

Syntax
INTERFACE [generic-spec]
  [interface-body]...
  [[MODULE]PROCEDURE name-list]...
END INTERFACE [generic-spec]

generic-spec (Optional) Is one of the following:

- A generic name
  For information on generic names, see Defining Generic Names for Procedures.
- OPERATOR ( op)
  Defines a generic operator ( op). It can be a defined unary, defined binary, or extended intrinsic operator. For information on defined operators, see Defining Generic Operators.
- ASSIGNMENT (=)
  Defines generic assignment. For information on defined assignment, see Defining Generic Assignment.

interface-body
Is one or more function or subroutine subprograms or a procedure pointer. A function must end with END FUNCTION and a subroutine must end with END SUBROUTINE.

The subprogram must not contain a statement function or a DATA, ENTRY, or FORMAT statement; an entry name can be used as a procedure name.

The subprogram can contain a USE statement. It can also contain the prefix MODULE before FUNCTION or SUBROUTINE to indicate a separate module procedure.

name-list
Is the name of one or more procedures or module procedures that are accessible in the host. The MODULE keyword is only allowed if the interface block specifies a generic-spec and has a host that is a module (or accesses a module by use association).
The characteristics of module procedures are not given in interface blocks, but are assumed from the module subprogram definitions.

If the prefix MODULE appears in interface-body, you can only specify one name.

**Description**

Interface blocks can appear in the specification part of the program unit that invokes the external or dummy procedure.

A *generic-spec* can only appear in the END INTERFACE statement if one appears in the INTERFACE statement; they must be identical.

The characteristics specified for the external or dummy procedure must be consistent with those specified in the procedure's definition.

An interface block must not appear in a block data program unit.

An interface block comprises its own scoping unit, and does not inherit anything from its host through host association.

Internal, module, and intrinsic procedures are all considered to have explicit interfaces. External procedures have implicit interfaces by default; when you specify an interface block for them, their interface becomes explicit. A procedure must not have more than one explicit interface in a given scoping unit. This means that you cannot include internal, module, or intrinsic procedures in an interface block, unless you want to define a generic name for them.

The function or subroutine named in the interface-body cannot have the same name as a keyword that specifies an intrinsic type.

A interface block containing *generic-spec* specifies a generic interface for the following procedures:

- The procedures within the interface block
  - Any generic name, defined operator, or equals symbol that appears is a generic identifier for all the procedures in the interface block. For the rules on how any two procedures with the same generic identifier must differ, see *Unambiguous Generic Procedure References*.
  - The module procedures listed in the MODULE PROCEDURE statement
    - The module procedures must be accessible by a USE statement.

To make an interface block available to multiple program units (through a USE statement), place the interface block in a module.

The following rules apply to interface blocks containing pure procedures:

- The interface specification of a pure procedure must declare the INTENT of all dummy arguments except pointer and procedure arguments.
- A procedure that is declared pure in its definition can also be declared pure in an interface block. However, if it is not declared pure in its definition, it must not be declared pure in an interface block.

**Example**

The following example shows a simple procedure interface block with no generic specification:

```fortran
SUBROUTINE SUB_B (B, FB)
  REAL B
  ...
  INTERFACE
    FUNCTION FB (GN)
      REAL FB, GN
    END FUNCTION
  END INTERFACE
END SUBROUTINE
```
The following shows another example:

```
!An interface to an external subroutine SUB1 with header:
!SUBROUTINE SUB1(I1,I2,R1,R2)
!INTEGER I1,I2
!REAL R1,R2
INTERFACE
  SUBROUTINE SUB1(int1,int2,real1,real2)
    INTEGER int1,int2
    REAL real1,real2
  END SUBROUTINE SUB1
END INTERFACE
INTEGER int
...```

See Also

ABSTRACT INTERFACE
CALL
PROCEDURE
FUNCTION
MODULE
SUBMODULE
MODULE PROCEDURE
SUBROUTINE
PURE
Procedure Interfaces
Use and Host Association Overview
Unambiguous Generic Procedure References

**INTERFACE TO**

**Statement:** Identifies a subprogram and its actual arguments before it is referenced or called.

**Syntax**

```
INTERFACE TO subprogram-stmt
  [formal-declarations]
END

subprogram-stmt Is a function or subroutine declaration statement.
formal-declarations (Optional) Are type declaration statements (including optional attributes) for the arguments.
```

The INTERFACE TO block defines an explicit interface, but it contains specifications for only the procedure declared in the INTERFACE TO statement. The explicit interface is defined only in the program unit that contains the INTERFACE TO statement.

The recommended method for defining explicit interfaces is to use an INTERFACE block.

**Example**

Consider that a C function that has the following prototype:

```c
extern void Foo (int i);
```
The following INTERFACE TO block declares the Fortran call to this function:

```fortran
INTERFACE TO SUBROUTINE Foo [C.ALIAS: '_Foo'] (I)
   INTEGER*4 I
END
```

See Also

INTERFACE

INTRANSCIC

**Statement and Attribute:** Allows the specific name of an intrinsic procedure to be used as an actual argument.

**Syntax**

The INTRINSIC attribute can be specified in a type declaration statement or an INTRINSIC statement, and takes one of the following forms:

**Type Declaration Statement:**

```
type, [att-ls,] INTRINSIC [, att-ls] :: in-pro[, in-pro]...
```

**Statement:**

```
INTRINSIC [::] in-pro[, in-pro] ...
```

- *type* is a data type specifier.
- *att-ls* is an optional list of attribute specifiers.
- *in-pro* is the name of an intrinsic procedure.

**Description**

In a type declaration statement, only *functions* can be declared INTRINSIC. However, you can use the INTRINSIC statement to declare subroutines, as well as functions, to be intrinsic.

The name declared INTRINSIC is assumed to be the name of an intrinsic procedure. If a generic intrinsic function name is given the INTRINSIC attribute, the name retains its generic properties.

Some specific intrinsic function names cannot be used as actual arguments. For more information, see table Specific Functions Not Allowed as Actual Arguments in Intrinsic Procedures Overview.

**Example**

The following example shows a type declaration statement specifying the INTRINSIC attribute:

```fortran
PROGRAM EXAMPLE
...
REAL(8), INTRINSIC :: DACOS
...
CALL TEST(X, DACOS)    ! Intrinsic function DACOS is an actual argument
```

The following example shows an INTRINSIC statement:

<table>
<thead>
<tr>
<th>Main Program</th>
<th>Subprogram</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXTERNAL CTN</td>
<td>SUBROUTINE TRIG(X,F,Y)</td>
</tr>
<tr>
<td>INTRINSIC SIN, COS</td>
<td>Y = F(X)</td>
</tr>
<tr>
<td>...</td>
<td>RETURN</td>
</tr>
<tr>
<td></td>
<td>END</td>
</tr>
</tbody>
</table>
Note that when TRIG is called with a second argument of SIN or COS, the function reference F(X) references the Standard Fortran library functions SIN and COS; but when TRIG is called with a second argument of CTN, F(X) references the user function CTN.

The following shows another example:

```fortran
INTRINSIC SIN, COS
REAL X, Y, R
! SIN and COS are arguments to Calc2:
R = Calc2 (SIN, COS)
```

**See Also**
Resolving Procedure References
Type Declarations
Type Declarations

**INUM**

*Elemental Intrinsic Function (Specific):* Converts a character string to an INTEGER(2) value. This function cannot be passed as an actual argument.

**Syntax**

```fortran
result = INUM (i)
```

*i*  
(Input) Must be of type character.

**Results**

The result type is INTEGER(2). The result value is the INTEGER(2) value represented by the character string *i*.

If the argument contains characters that are illegal in an integer value, an error is signaled and execution stops.

**Example**

INUM ("451") has the value 451 of type INTEGER(2).

**IOR**

*Elemental Intrinsic Function (Generic):* Performs an inclusive OR on corresponding bits. This function can also be specified as OR.

**Syntax**

```fortran
result = IOR (i,j)
```
\( i \)  
(Input) Must be of type integer or of type logical (which is treated as an integer).

\( j \)  
(Input) Must be of type integer with the same kind parameter as \( i \). If the kinds of \( i \) and \( j \) do not match, the value with the smaller kind is extended with its sign bit on the left and the larger kind is used for the operation and the result.

**Results**

The result type and kind is the same as \( i \). The result value is derived by combining \( i \) and \( j \) bit-by-bit according to the following truth table:

<table>
<thead>
<tr>
<th>( i )</th>
<th>( j )</th>
<th>( IOR \ (i, j) )</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIOR</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IIOR(^1)</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JIOR</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIOR</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\(^1\)Or HIOR.

**Example**

IOR (1, 4) has the value 5.

IOR (1, 2) has the value 3.

The following shows another example:

```fortran
INTEGER result
result = IOR(240, 90) ! returns 250
```

**See Also**

IAND  
IEOR  
NOT  
IALL  
IANY  
IPARITY

**IPARITY**

*Transformational Intrinsic Function (Generic):*

*Returns the result of a bitwise exclusive OR operation.*

**Syntax**

\[
\text{result} = \text{IPARITY} \ (\text{array}, \ dim [, \ mask]) \]

\[
\text{result} = \text{IPARITY} \ (\text{array}[, \ mask])
\]
array (Input) Must be an array of type integer.
dim (Input) Must be a scalar integer with a value in the range 1 <= dim <= n, where n is the rank of array. The corresponding actual argument must not be an optional dummy argument.
mask (Input; optional) Must be of type logical and conformable with array.

Results
The result has the same type and kind parameters as array. It is scalar if dim does not appear; otherwise, the result has rank n - 1 and shape \([d_1, d_2, \ldots, d_{dim-1}, d_{dim+1}, \ldots, d_n]\) where \([d_1, d_2, \ldots, d_n]\) is the shape of array.

The result of IPARITY (array) has a value equal to the bitwise exclusive OR of all the elements of array. If array has size zero, the result value is equal to zero.

The result of IPARITY (array, MASK=mask) has a value equal to IPARITY (PACK (array, mask)).

The result of IPARITY (array, DIM=dim [, MASK=mask]) has a value equal to that of IPARITY (array [, MASK=mask]) if array has rank one. Otherwise, the value of element \((s_1, s_2, \ldots, s_{dim-1}, s_{dim+1}, \ldots, s_n)\) of the result is equal to IPARITY (array \((s_1, s_2, \ldots, s_{dim-1} :, s_{dim+1}, \ldots, s_n)\) [, MASK = mask \((s_1, s_2, \ldots, s_{dim-1}, :, s_{dim+1}, \ldots, s_n)\)]).

Example
IPARITY ([14, 13, 8]) has the value 11. IPARITY ([14, 13, 8], MASK=[.true., .false., .true]) has the value 6.

See Also
IANY
IALL

IPXFARGC

**POSIX Function:** Returns the index of the last command-line argument.

Module
USE IFPOSIX

Syntax
result = IPXFARGC()

Results
The result type is INTEGER(4). The result value is the number of command-line arguments, excluding the command name, in the command used to invoke the executing program. A return value of zero indicates there are no command-line arguments other than the command name itself.

See Also
PXGETARG

IPXFCONST

**POSIX Function:** Returns the value associated with a constant defined in the C POSIX standard.

Module
USE IFPOSIX
Syntax
result = IPXCONST (constname)

constname (Input) Character. The name of a C POSIX standard constant.

Results
The result type is INTEGER(4). If constname corresponds to a defined constant in the C POSIX standard, the result value is the integer that is associated with the constant. Otherwise, the result value is -1.

See Also
PXGETARG
PXCONST

IPXLENTSTRIM
POSIX Function: Returns the index of the last non-blank character in an input string.

Module
USE IFPOSIX

Syntax
result = IPXLENTSTRIM (string)

string (Input) Character. A character string.

Results
The result type is INTEGER(4). The result value is the index of the last non-blank character in the input argument string, or zero if all characters in string are blank characters.

IPXFWEXITSTATUS (L*X, M*X)
POSIX Function: Returns the exit code of a child process.

Module
USE IFPOSIX

Syntax
result = IPXFWEXITSTATUS (istat)

istat (Input) INTEGER(4). The value of output argument istat from PXFWAIT or PXFWAITPID.

Results
The result type is INTEGER(4). The result is the low-order eight bits of the output argument of PXFWAIT or PXFWAITPID.

The IPXFWEXITSTATUS function should only be used if PXFWIFEXITED returns TRUE.

Example
program t1
use ifposix
integer(4) ipid, istat, ierror, ipid_ret, istat_ret
  print *," the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET, IERROR)
if(IPID.EQ.0) then
   print *," I am a child process"
   print *," My child's pid is", IPID_RET
   call PXFGETPPID(IPID_RET, IERROR)
   print *," The pid of my parent is",IPID_RET
   print *," Now I have exited with code 0xabcd"
   call PXFEXIT(Z'ABCD')
else
   print *," I am a parent process"
   print *," My parent pid is ", IPID_RET
   print *," I am creating the process with pid", IPID
   print *," Now I am waiting for the end of the child process"
   call PXFWAIT(ISTAT, IPID_RET, IERROR)
   print *," The child with pid ", IPID_RET," has exited"
   if( PXFWIFEXITED(ISTAT) ) then
      print *, " The child exited normally"
      istat_ret = IPXFWEXITSTATUS(ISTAT)
      print 10," The low byte of the child exit code is", istat_ret
   end if
end if
10 FORMAT (A,Z)
end program

See Also
PXFWAIT (L*X, M*X)
PXFWAITPID (L*X, M*X)
PXFWIFEXITED (L*X, M*X)

IPXFWSTOPSIG (L*X, M*X)

POSIX Function: Returns the number of the signal that caused a child process to stop.

Module
USE IFPOSIX

Syntax
result = IPXFWSTOPSIG (istat)

istat (Input) INTEGER(4). The value of output argument istat from PXFWAIT or PXFWAITPID.

Results
The result type is INTEGER(4). The result is the number of the signal that caused the child process to stop.
The IPXFWSTOPSIG function should only be used if PXFWIFSTOPPED returns TRUE.

See Also
PXFWAIT (L*X, M*X)
PXFWAITPID (L*X, M*X)
PXFWIFSTOPPED (L*X, M*X)

IPXFWTERMSIG (L*X, M*X)

POSIX Function: Returns the number of the signal that caused a child process to terminate.
Module
USE IFPOSIX

Syntax
result = IPXFWTERMSIG (istat)

istat  (Input) INTEGER(4). The value of output argument istat from PXFWAIT or PXFWAITPID.

Results
The result type is INTEGER(4). The result is the number of the signal that caused the child process to terminate.

The IPXFWTERMSIG function should only be used if PXFWIFSIGNALED returns TRUE.

See Also
PXFWAIT (L*X, M*X)
PXFWAITPID (L*X, M*X)
PXFWIFSIGNALED (L*X, M*X)

IRAND, IRANDM
Portability Functions: Return random numbers in the range 0 through (2**31)-1, or 0 through (2**15)-1 if called without an argument.

Module
USE IFPORT

Syntax
result = IRAND ([iflag])
result = IRANDM ([iflag])

iflag  (Input) INTEGER(4). Optional for IRAND. Controls the way the returned random number is chosen. If iflag is omitted, it is assumed to be 0, and the return range is 0 through (2**15)-1 (inclusive).

Results
The result type is INTEGER(4). If iflag is 1, the generator is restarted and the first random value is returned. If iflag is 0, the next random number in the sequence is returned. If iflag is neither zero nor 1, it is used as a new seed for the random number generator, and the functions return the first new random value.

IRAND and IRANDM are equivalent and return the same random numbers. Both functions are included to ensure portability of existing code that references one or both of them.

You can use SRAND to restart the pseudorandom number generator used by these functions.

Example
USE IFPORT
INTEGER(4) istat, flag_value, r_nums(20)
flag_value=1
r_nums(1) = IRAND (flag_value)
flag_value=0
do istat=2,20
   r_nums(istat) = irand(flag_value)
end do
See Also
RANDOM_NUMBER
RANDOM_SEED
SRAND

**IRANGET**

*Portability Subroutine:* Returns the current seed.

**Module**
USE IFPORT

**Syntax**
CALL IRANGET (seed)

*seed* (Output) INTEGER(4). The current seed value.

See Also
IRANSET

**IRANSET**

*Portability Subroutine:* Sets the seed for the random number generator.

**Module**
USE IFPORT

**Syntax**
CALL IRANSET (seed)

*seed* (Input) INTEGER(4). The reset value for the seed.

See Also
IRANGET

**IS_CONTIGUOUS**

*Inquiry Intrinsic Function (Generic):* Tests the contiguity of an array.

**Syntax**
result = IS_CONTIGUOUS (array)

*array* (Input) Is an array; it can be of any data type. If it is a pointer, it must be associated.

**Results**
The result is default logical scalar. The result has the value .TRUE. if array is contiguous; otherwise, .FALSE..

**Example**
After the pointer assignment MY_P => TARGET (2:20:4), IS_CONTIGUOUS (MY_P) has the value .FALSE..

See Also
BTEST
IBCLR
IBITS
IBSET

**IS_IOSTAT_END**

*Elemental Intrinsic Function (Generic): Tests for an end-of-file condition.*

**Syntax**

```fortran
result = IS_IOSTAT_END(i)
```

*i* (Input) Must be of type integer.

**Results**

The result type is default logical. The value of the result is true only if *i* is a value that could be assigned to the scalar integer variable in an IOSTAT= specifier to indicate an end-of-file condition.

**Example**

```fortran
INTEGER IO_STATUS
...
READ (20, IOSTAT=IO_STATUS) A, B, C
IF (IS_IOSTAT_END (IO_STATUS)) THEN
    ! process end of file
ENDIF
...  ! process data read
```

**IS_IOSTAT_EOR**

*Elemental Intrinsic Function (Generic): Tests for an end-of-record condition.*

**Syntax**

```fortran
result = IS_IOSTAT_EOR(i)
```

*i* (Input) Must be of type integer.

**Results**

The result type is default logical. The value of the result is true only if *i* is a value that could be assigned to the scalar integer variable in an IOSTAT= specifier to indicate an end-of-record condition.

**Example**

```fortran
INTEGER IO_STATUS
...
READ (30, ADVANCE='YES', IOSTAT=IO_STATUS) A, B, C
IF (IS_IOSTAT_EOR (IO_STATUS)) THEN
    ! process end of record
ENDIF
...  ! process data read
```

**ISATTY**

*Portability Function: Checks whether a logical unit number is a terminal.*

**Module**

```fortran
USE IFPORT
```
**Syntax**

\[ \text{result} = \text{ISATTY} \ (lunit) \]

\[ lunit \] (Input) INTEGER(4). An integer expression corresponding to a Fortran logical unit number. Must be in the range 0 to 100 and must be connected.

**Results**

The result type is LOGICAL(4). The result is .TRUE. if the specified logical unit is connected to a terminal device; otherwise, .FALSE..

If \( lunit \) is out of range or is not connected, zero is returned.

**ISHA**

*Elemental Intrinsic Function (Generic):*  
Arithmetically shifts an integer left or right by a specified number of bits.

**Syntax**

\[ \text{result} = \text{ISHA} \ (i, \text{shift}) \]

\[ i \] (Input) Must be of type integer. This argument is the value to be shifted.

\[ \text{shift} \] (Input) Must be of type integer. This argument is the direction and distance of shift.

Positive shifts are left (toward the most significant bit); negative shifts are right (toward the least significant bit).

**Results**

The result type and kind is the same as \( i \). The result is equal to \( i \) shifted arithmetically by \( \text{shift} \) bits.

If \( \text{shift} \) is positive, the shift is to the left; if \( \text{shift} \) is negative, the shift is to the right. If \( \text{shift} \) is zero, no shift is performed.

Bits shifted out from the left or from the right, as appropriate, are lost. If the shift is to the left, zeros are shifted in on the right. If the shift is to the right, copies of the sign bit (0 for non-negative \( i \); 1 for negative \( i \)) are shifted in on the left.

The kind of integer is important in arithmetic shifting because sign varies among integer representations (see the following example). If you want to shift a one-byte or two-byte argument, you must declare it as INTEGER(1) or INTEGER(2).

**Example**

```fortran
INTEGER(1) i, res1  
INTEGER(2) j, res2  
i = -128        ! equal to 10000000  
j = -32768      ! equal to 10000000 00000000  
res1 = ISHA (i, -4)  ! returns 11111000 = -8  
res2 = ISHA (j, -4)  ! returns 11111000 10100000 = -2048
```

**See Also**

ISHC  
ISHL  
ISHFT  
ISHFTC
ISHC

Elemental Intrinsic Function (Generic): Rotates an integer left or right by specified number of bits. Bits shifted out one end are shifted in the other end. No bits are lost.

Syntax

result = ISHC (i, shift)

i

(Input) Must be of type integer. This argument is the value to be rotated.

shift

(Input) Must be of type integer. This argument is the direction and distance of rotation.

Positive rotations are left (toward the most significant bit); negative rotations are right (toward the least significant bit).

Results

The result type and kind is the same as i. The result is equal to i circularly rotated by shift bits.

If shift is positive, i is rotated left shift bits. If shift is negative, i is rotated right shift bits. Bits shifted out one end are shifted in the other. No bits are lost.

The kind of integer is important in circular shifting. With an INTEGER(4) argument, all 32 bits are shifted. If you want to rotate a one-byte or two-byte argument, you must declare it as INTEGER(1) or INTEGER(2).

Example

```
INTEGER(1) i, res1
INTEGER(2) j, res2
i = 10  ! equal to 00001010
j = 10  ! equal to 00000000 00001010
res1 = ISHC (i, -3)   ! returns 01000001 = 65
res2 = ISHC (j, -3)   ! returns 01000000 00000001 = ! 16385
```

See Also
ISHA
ISHL
ISHFT
ISHFTC

ISHFT

Elemental Intrinsic Function (Generic): Performs a logical shift.

Syntax

result = ISHFT (i, shift)

i

(Input) Must be of type integer.

shift

(Input) Must be of type integer. The absolute value for shift must be less than or equal to BIT_SIZE (i).
Results

The result type and kind is the same as \( i \). The result has the value obtained by shifting the bits of \( i \) by \( \text{shift} \) positions. If \( \text{shift} \) is positive, the shift is to the left; if \( \text{shift} \) is negative, the shift is to the right. If \( \text{shift} \) is zero, no shift is performed.

Bits shifted out from the left or from the right, as appropriate, are lost. Zeros are shifted in from the opposite end.

ISHFT with a positive \( \text{shift} \) can also be specified as LSHIFT (or LSHFT). ISHFT with a negative \( \text{shift} \) can also be specified as RSHIFT (or RSHFT) with \( | \text{shift} | \).

For more information on bit functions, see Bit Functions.

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSHFT</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IISHFT(^1)</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JISHFT</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KISHFT</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\(^1\)Or HSHFT.

Example

ISHFT \((2, 1)\) has the value 4.

ISHFT \((2, -1)\) has the value 1.

The following shows another example:

```fortran
INTEGER(1) i, res1
INTEGER(2) j, k(3), res2
i = 10 ! equal to 00001010
j = 10 ! equal to 00000000 00001010
res1 = ISHFT (i, 5) ! returns 01000000 = 64
res2 = ISHFT (j, 5) ! returns 00000001 01000000 = ! 320
k = ISHFT((/3, 5, 1/), (/1, -1, 0/)) ! returns array ! /6, 2, 1/```

See Also

BIT_SIZE
ISHFTC
ISHA
ISHC

ISHFTC

**Elemental Intrinsic Function (Generic):** Performs a circular shift of the rightmost bits.

**Syntax**

```fortran
result = ISHFTC (i, shift[, size])
```

\( i \) \( \text{(Input)} \) Must be of type integer.
**shift**

(Input) Must be of type integer. The absolute value of *shift* must be less than or equal to *size*.

**size**

(Input; optional) Must be of type integer. The value of *size* must be positive and must not exceed BIT_SIZE(*i*). If *size* is omitted, it is assumed to have the value of BIT_SIZE(*i*).

**Results**

The result type and kind is the same as *i*. The result value is obtained by circular shifting the *size* rightmost bits of *i* by *shift* positions. If *shift* is positive, the shift is to the left; if *shift* is negative, the shift is to the right. If *shift* is zero, no shift is performed.

No bits are lost. Bits in *i* beyond the value specified by *size* are unaffected.

For more information on bit functions, see Bit Functions.

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSHIFTC</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IISHFTC¹</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JISHFTC</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KISHFTC</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

¹Or HSHIFT.

**Example**

ISHFTC (4, 2, 4) has the value 1.

ISHFTC (3, 1, 3) has the value 6.

The following shows another example:

```plaintext
INTEGER(1) i, res1
INTEGER(2) j, res2
i = 10  ! equal to 00001010
j = 10  ! equal to 00000000 00001010
res1 = ISHFTC (i, 2, 3)  ! rotates the 3 rightmost
! bits by 2 (left) and
! returns 00001001 = 9
res1 = ISHFTC (i, -2, 3) ! rotates the 3 rightmost
! bits by -2 (right) and
! returns 00001100 = 12
res2 = ISHFTC (j, 2, 3)  ! rotates the 3 rightmost
! bits by 2 and returns
! 00000000 00001001 = 9
```

**See Also**

BIT_SIZE

ISHFT

MVBITS

ISHL

**Elemental Intrinsic Function (Generic):** Logically shifts an integer left or right by the specified bits. Zeros are shifted in from the opposite end.
Syntax

\[ \text{result} = \text{ISHL}(i, \text{shift}) \]

- \(i\) (Input) Must be of type integer. This argument is the value to be shifted.
- \(\text{shift}\) (Input) Must be of type integer. This argument is the direction and distance of shift.

If positive, \(i\) is shifted left (toward the most significant bit). If negative, \(i\) is shifted right (toward the least significant bit).

Results

The result type and kind is the same as \(i\). The result is equal to \(i\) logically shifted by \(\text{shift}\) bits. Zeros are shifted in from the opposite end.

Unlike circular or arithmetic shifts, which can shift ones into the number being shifted, logical shifts shift in zeros only, regardless of the direction or size of the shift. The integer kind, however, still determines the end that bits are shifted out of, which can make a difference in the result (see the following example).

Example

```fortran
INTEGER(1) i, res1
INTEGER(2) j, res2
i = 10  ! equal to 00001010
j = 10  ! equal to 00000000 00001010
res1 = ISHL(i, 5)  ! returns 01000000 = 64
res2 = ISHL(j, 5)  ! returns 00000001 01000000 = 320
```

See Also

ISHA
ISHC
ISHFT
ISHFTC

**ISNAN**

**Elemental Intrinsic Function (Generic):** Tests whether IEEE* real (S_floating, T_floating, and X_floating) numbers are Not-a-Number (NaN) values.

Syntax

\[ \text{result} = \text{ISNAN}(x) \]

- \(x\) (Input) Must be of type real.

Results

The result type is default logical. The result is .TRUE. if \(x\) is an IEEE NaN; otherwise, the result is .FALSE..

Example

```fortran
LOGICAL A
DOUBLE PRECISION B
...
A = ISNAN(B)
```

A is assigned the value .TRUE. if \(B\) is an IEEE NaN; otherwise, the value assigned is .FALSE..
ITIME

**Portability Subroutine:** Returns the time in numeric form.

**Module**

USE IFPORT

**Syntax**

CALL ITIME (array)

*array* (Output) INTEGER(4). A rank one array with three elements used to store numeric time data:

- *array(1)* - the hour
- *array(2)* - the minute
- *array(3)* - the second

**Example**

```
USE IFPORT
INTEGER(4) time_array(3)
CALL ITIME (time_array)
write(*,10) time_array
10 format (1X,I2,':',I2,':',I2)
END
```

**See Also**

DATE_AND_TIME

**IVDEP**

**General Compiler Directive:** Assists the compiler's dependence analysis of iterative DO loops.

**Syntax**

```
!DIR$ IVDEP [:: option]
```

*option* Is LOOP or BACK. This argument is only available on processors using IA-32 architecture.

The IVDEP directive is an assertion to the compiler's optimizer about the order of memory references inside a DO loop.

IVDEP:LOOP implies no loop-carried dependencies. IVDEP:BACK implies no backward dependencies.

When no *option* is specified, the following occurs:

- The compiler begins dependence analysis by assuming all dependences occur in the same forward direction as their appearance in the normal scalar execution order. This contrasts with normal compiler behavior, which is for the dependence analysis to make no initial assumptions about the direction of a dependence.

!DIR$ IVDEP with no option can also be spelled !DIR$ INIT_DEP_FWD (INITialize DEPendences ForWarD).

The IVDEP directive is applied to a DO loop in which the user knows that dependences are in lexical order. For example, if two memory references in the loop touch the same memory location and one of them modifies the memory location, then the first reference to touch the location has to be the one that appears earlier lexically in the program source code. This assumes that the right-hand side of an assignment statement is "earlier" than the left-hand side.
The IVDEP directive informs the compiler that the program would behave correctly if the statements were executed in certain orders other than the sequential execution order, such as executing the first statement or block to completion for all iterations, then the next statement or block for all iterations, and so forth. The optimizer can use this information, along with whatever else it can prove about the dependences, to choose other execution orders.

**Example**

In the following example, the IVDEP directive provides more information about the dependences within the loop, which may enable loop transformations to occur:

```fortran
!DIR$ IVDEP
DO I=1, N
   A(INDARR(I)) = A(INDARR(I)) + B(I)
END DO
```

In this case, the scalar execution order follows:

1. Retrieve INDARR(I).
2. Use the result from step 1 to retrieve A(INDARR(I)).
4. Add the results from steps 2 and 3.
5. Store the results from step 4 into the location indicated by A(INDARR(I)) from step 1.

IVDEP directs the compiler to initially assume that when steps 1 and 5 access a common memory location, step 1 always accesses the location first because step 1 occurs earlier in the execution sequence. This approach lets the compiler reorder instructions, as long as it chooses an instruction schedule that maintains the relative order of the array references.

**See Also**

General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements

---

**J to L**

**J to L**

**JABS**

*Portability Function: Returns an absolute value.*

**Module**

USE IFPORT

**Syntax**

```fortran
result = JABS (i)
```

*i* (Input) INTEGER(4). A value.

**Results**

The result type is INTEGER(4). The value of the result is |i|.
**JDATE**

**Portability Function:** Returns an 8-character string with the Julian date in the form "yyddd". Three spaces terminate this string.

**Module**

USE IFPORT

**Syntax**

```fortran
result = JDATE()
```

**Results**

The result type is character with length 8. The result is the Julian date, in the form YYDDD, followed by three spaces.

The Julian date is a five-digit number whose first two digits are the last two digits of the year, and whose final three digits represent the day of the year (1 for January 1, 366 for December 31 of a leap year, and so on). For example, the Julian date for February 1, 1999 is 99032.

---

**CAUTION**

The two-digit year return value may cause problems with the year 2000. Use DATE_AND_TIME instead.

**Example**

```fortran
! Sets julian to today's julian date
USE IFPORT
CHARACTER*8 julian
julian = JDATE()
```

**See Also**

DATE_AND_TIME

---

**JDATE4**

**Portability Function:** Returns a 10-character string with the Julian date in the form "yyyyddd". Three spaces terminate this string.

**Module**

USE IFPORT

**Syntax**

```fortran
result = JDATE4()
```

**Results**

The result type is character with length 10. The result is the Julian date, in the form YYYYDDD, followed by three spaces.

The Julian date is a seven-digit number whose first four digits are the year, and whose final three represent the day of the year (1 for January 1, 366 for December 31 of a leap year, and so on). For example, the Julian date for February 1, 1999 is 1999032.

**See Also**

DATE_AND_TIME

---
**JNUM**

**Elemental Intrinsic Function (Specific):** Converts a character string to an INTEGER(4) value. This function cannot be passed as an actual argument.

**Syntax**

\[
\text{result} = \text{JNUM} \ (\text{i})
\]

\text{i} \quad \text{(Input) Must be of type character.}

**Results**

The result type is INTEGER(4). The result value is the integer value represented by the character string \text{i}. If the argument contains characters that are illegal in an integer value, an error is signaled and execution stops.

**Example**

JNUM (“46616”) has the value 46616 of type INTEGER(4).

---

**KILL**

**Portability Function:** Sends a signal to the process given by ID.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{KILL} \ (\text{pid}, \text{signum})
\]

\text{pid} \quad \text{(Input) INTEGER(4). ID of a process to be signaled.}

\text{signum} \quad \text{(Input) INTEGER(4). A signal value. For the definition of signal values, see the \text{SIGNAL} function.}

**Results**

The result type is INTEGER(4). The result is zero if the call was successful; otherwise, an error code. Possible error codes are:

- EINVAL: The \text{signum} is not a valid signal number, or PID is not the same as getpid( ) and \text{signum} does not equal SIGKILL.
- ESRCH: The given PID could not be found.
- EPERM: The current process does not have permission to send a signal to the process given by PID.

On Windows* systems, arbitrary signals can be sent only to the calling process (where \text{pid} = \text{getpid( )}). Other processes can send only the SIGKILL signal ( \text{signum} = 9), and only if the calling process has permission.

**Example**

USE IFPORT

integer(4) id_number, sig_val, istat
id_number = getpid( )
ISTAT = KILL (id_number, sig_val)

**See Also**

SIGNAL
**KIND**

*Inquiry Intrinsic Function (Generic):* Returns the kind parameter of the argument.

**Syntax**

```
result = KIND (x)
```

*x*  
(Input) Can be of any intrinsic type.

**Results**

The result is a scalar of type default integer. The result has a value equal to the kind type parameter value of *x*.

**Example**

KIND (0.0) has the kind value of default real type.

KIND (12) has the kind value of default integer type.

The following shows another example:

```fortran
INTEGER i ! a 4-byte integer
WRITE(*,*) KIND(i)
CALL INTEGER2( )
WRITE(*,*) KIND(i)  ! still a 4-byte integer
! not affected by setting in subroutine
END
SUBROUTINE INTEGER2( )
  !DIR$INTEGER:2
  INTEGER j ! a 2-byte integer
  WRITE(*,*) KIND(j)
END SUBROUTINE
```

**See Also**

SELECTED_INT_KIND  
SELECTED_REAL_KIND  
CMPLX  
INT  
REAL Function  
LOGICAL Statement  
CHAR  
Intrinsic Data Types  
Argument Keywords in Intrinsic Procedures

**KNUM**

*Elemental Intrinsic Function (Specific):* Converts a character string to an INTEGER(8) value.

**Syntax**

```
result = KNUM (i)
```

*i*  
(Input) Must be of type character.
Results

The result type is INTEGER(8). The result value is the integer value represented by the character string $i$.

If the argument contains characters that are illegal in an integer value, an error is signaled and execution stops.

Example

KNUM ("46616") has the value 46616 of type INTEGER(8).

LASTPRIVATE

Parallel Directive Clause: Provides a superset of the functionality provided by the PRIVATE clause. It declares one or more variables to be private to an implicit task, and causes the corresponding original variable to be updated after the end of the region.

Syntax

LASTPRIVATE (list)

list

Is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).

Variables that appear in a LASTPRIVATE list are subject to PRIVATE clause semantics. In addition, once the parallel region is exited, each variable has the value provided by the sequentially last section or loop iteration.

If the original variable has the POINTER attribute, its update occurs as if by pointer assignment.

If the original variable does not have the POINTER attribute, its update occurs as if by intrinsic assignment.

When the LASTPRIVATE clause appears in a DO directive, the thread that executes the sequentially last iteration updates the version of the object it had before the construct. When the LASTPRIVATE clause appears in a SECTIONS directive, the thread that executes the lexically last SECTION updates the version of the object it had before the construct.

Subobjects that are not assigned a value by the last iteration of the DO or the lexically last SECTION of the SECTIONS directive are undefined after the construct.

The original variable becomes defined at the end of the construct if there is an implicit barrier at that point. To avoid race conditions, concurrent reads or updates of the original variable must be synchronized with the update of the original variable that occurs as a result of the LASTPRIVATE clause.

If the LASTPRIVATE clause is used in a construct for which NOWAIT is specified, accesses to the original variable may create a data race. To avoid this, synchronization must be inserted to ensure that the sequentially last iteration or lexically last section construct has stored and flushed that variable.

The following are restrictions for the LASTPRIVATE clause:

- A variable that is part of another variable (as an array or structure element) must not appear in a PRIVATE clause.
- A variable that is private within a parallel region, or that appears in the REDUCTION clause of a PARALLEL construct, must not appear in a LASTPRIVATE clause on a worksharing construct if any of the corresponding worksharing regions ever binds to any of the corresponding parallel regions.
- A variable that appears in a LASTPRIVATE clause must be definable.
- An original variable with the ALLOCATABLE attribute must be in the allocated state at entry to the construct containing the LASTPRIVATE clause. The variable in the sequentially last iteration or lexically last section must be in the allocated state upon exit from that iteration or section with the same bounds as the corresponding original variable.
• Assumed-size arrays must not appear in a PRIVATE clause.
• Variables that appear in NAMELIST statements, in variable format expressions, and in expressions for statement function definitions, must not appear in a PRIVATE clause.

NOTE
If a variable appears in both FIRSTPRIVATE and LASTPRIVATE clauses, the update required for LASTPRIVATE occurs after all initializations for FIRSTPRIVATE.

Example
Consider the following:

```!
$OMP DO PRIVATE(I) LASTPRIVATE(B)
DO I = 1, 1000
  B = I
ENDDO
$OMP END DO
```

In this case, after the construct is exited, variable B has the value 1000.

Consider the following:

```!
$OMP SECTIONS LASTPRIVATE(B)
$OMP SECTION
  B = 2
$OMP SECTION
  B = 4
$OMP SECTION
  D = 6
$OMP END SECTIONS
```

In this case the thread that executes the lexically last SECTION updates the original variable B to have a value of 4. However, variable D was not specified in the LASTPRIVATE clause, so it has an undefined value after the construct is exited.

See Also
PRIVATE Clause
FIRSTPRIVATE

LBOUND

Inquiry Intrinsic Function (Generic): Returns the lower bounds for all dimensions of an array, or the lower bound for a specified dimension.

Syntax

```
result = LBOUND (array [, dim] [, kind])
```

- **array**  
  (Input) Must be an array; it can be assumed-rank. It may be of any data type. It must not be an allocatable array that is not allocated, or a disassociated pointer.

- **dim**  
  (Input; optional) Must be a scalar integer with a value in the range 1 to n, where n is the rank array.

- **kind**  
  (Input; optional) Must be a scalar integer initialization expression.
Results

The result type is integer. If \texttt{kind} is present, the kind parameter of the result is that specified by \texttt{kind}; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

If \texttt{dim} is present, the result is a scalar. Otherwise, the result is a rank-one array with one element for each dimension of \texttt{array}. Each element in the result corresponds to a dimension of \texttt{array}.

If \texttt{array} is an array section or an array expression that is not a whole array or array structure component, each element of the result has the value 1.

If \texttt{array} is a whole array or array structure component, \texttt{LBOUND (array, dim)} has a value equal to the lower bound for subscript \texttt{dim} of \texttt{array} (if \texttt{dim} is nonzero or \texttt{array} is an assumed-size array of rank \texttt{dim}). Otherwise, the corresponding element of the result has the value 1.

If \texttt{LBOUND} is invoked for an assumed-rank object that is associated with a scalar and \texttt{dim} is absent, the result is a zero-sized array. \texttt{LBOUND} cannot be invoked for an assumed-rank object that is associated with a scalar if \texttt{dim} is present because the rank of a scalar is zero and \texttt{dim} must be \texttt{>= 1}.

The setting of compiler options specifying integer size can affect this function.

Example

Consider the following:

\begin{verbatim}
REAL ARRAY_A (1:3, 5:8)
REAL ARRAY_B (2:8, -3:20)
\end{verbatim}

\texttt{LBOUND(ARRAY_A)} is \texttt{(1, 5)}. \texttt{LBOUND(ARRAY_A, DIM=2)} is 5.

\texttt{LBOUND(ARRAY_B)} is \texttt{(2, -3)}. \texttt{LBOUND(ARRAY_B (5:8,:))} is \texttt{(1,1)} because the arguments are array sections.

The following shows another example:

\begin{verbatim}
REAL ar1(2:3, 4:5, -1:14), vec1(35)
INTEGER res1(3), res2, res3(1)
res1 = LBOUND (ar1)      ! returns [2, 4, -1]
res2 = LBOUND (ar1, DIM= 3)  ! returns -1
res3 = LBOUND (vec1)    ! returns [1]
END
\end{verbatim}

See Also

UBOUND

\textbf{LCOBOUND}

\textit{Inquiry Intrinsic Function (Generic):} Returns the lower cobounds of a coarray.

Syntax

\begin{verbatim}
result = LCOBOUND (coarray [,dim [, kind]])
\end{verbatim}

\textit{coarray} \hspace{1cm} (Input) Must be a coarray; it can be of any type. It can be a scalar or an array. If it is allocatable, it must be allocated.

\textit{dim} \hspace{1cm} (Input; optional) Must be an integer scalar with a value in the range \texttt{1 <=} \texttt{dim} \texttt{<=} \texttt{n}, where \texttt{n} is the corank of \texttt{coarray}. The corresponding actual argument must not be an optional dummy argument.

\textit{kind} \hspace{1cm} (Input; optional) Must be a scalar integer constant expression.
Results

The result type is integer. If kind is present, the kind parameter is that specified by kind; otherwise, the kind parameter is that of default integer type. The result is scalar if dim is present; otherwise, the result is an array of rank one and size n, where n is the corank of coarray.

The result depends on whether dim is specified:

- If dim is specified, LCOBOUND (COARRAY, DIM) has a value equal to the lower cobound for cosubscript dim of coarray.
- If dim is not specified, LCOBOUND (COARRAY) has a value whose ith element is equal to LCOBOUND (COARRAY, i), for i = 1, 2, . . . , n, where n is the corank of coarray.

Example

If B is allocated by the statement ALLOCATE (B [2:3, 8:*]), then LCOBOUND (B) is [2, 8] and LCOBOUND (B, DIM=2) is 8.

LCWRQQ

Portability Subroutine: Sets the value of the floating-point processor control word.

Module

USE IFPORT

Syntax

CALL LCWRQQ (controlword)

controlword (Input) INTEGER(2). Floating-point processor control word.

LCWRQQ performs the same function as the run-time subroutine SETCONTROLFPQQ and is provided for compatibility.

Example

USE IFPORT

INTEGER(2) control
CALL SCWRQQ(control) ! get control word
! Set control word to make processor round up
control = control .AND. (.NOT. FPCW$MCW_RC)  ! Clear
! control word with inverse
! of rounding control mask
control = control .OR. FPCW$UP  ! Set control word
! to round up
CALL LCWRQQ(control)
WRITE (*, 9000) 'Control word: ', control
9000 FORMAT (1X, A, Z4)
END

See Also

SETCONTROLFPQQ

LEADZ

Elemental Intrinsic Function (Specific): Returns the number of leading zero bits in an integer.

Syntax

result = LEADZ (i)
**i**

(Input) Must be of type integer or logical.

**Results**

The result type is default integer. The result value is the number of leading zeros in the binary representation of the integer \(i\).

The model for the interpretation of an integer value as a sequence of bits is shown in **Model for Bit Data**.

**Example**

Consider the following:

```fortran
INTEGER*8 J, TWO
PARAMETER (TWO=2)
DO J= -1, 40
  TYPE *, LEADZ(TWO**J)  ! Prints 64 down to 23 (leading zeros)
ENDDO
END
```

**LEN**

*Inquiry Intrinsic Function (Generic): Returns the length of a character expression.*

**Syntax**

\[
\text{result} = \text{LEN} \left( \text{string} [, \text{kind}] \right)
\]

**string**

(Input) Must be of type character; it can be scalar or array valued. (It can be an array of strings.)

**kind**

(Input; optional) Must be a scalar integer initialization expression.

**Results**

The result is a scalar of type integer. If \(\text{kind}\) is present, the kind parameter of the result is that specified by \(\text{kind}\); otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The result has a value equal to the number of characters in \(\text{string}\) (if it is scalar) or in an element of \(\text{string}\) (if it is array valued).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEN (^1)</td>
<td>CHARACTER</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td></td>
<td>CHARACTER</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\(^1\)The setting of compiler options specifying integer size can affect this function.

**Example**

Consider the following example:

```fortran
CHARACTER (15) C (50)
CHARACTER (25) D
```

LEN (C) has the value 15, and LEN (D) has the value 25.
The following shows another example:

```fortran
CHARACTER(11) STR(100)
INTEGER I
I = LEN (STR)  ! returns 11
I = LEN('A phrase with 5 trailing blanks.^^^^^')
     ! returns 37
```

See Also
LEN_TRIM

Declarations for Character Types
Character Data Type

LEN_TRIM

**Elemental Intrinsic Function (Generic):** Returns the length of the character argument without counting trailing blank characters.

**Syntax**

```fortran
result = LEN_TRIM (string [, kind])
```

- `string` (Input) Must be of type character.
- `kind` (Input; optional) Must be a scalar integer initialization expression.

**Results**

The result is a scalar of type integer. If `kind` is present, the kind parameter of the result is that specified by `kind`; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the kind, the result is undefined.

The result has a value equal to the number of characters remaining after any trailing blanks in `string` are removed. If the argument contains only blank characters, the result is zero.

The setting of compiler options specifying integer size can affect this function.

**Example**

LEN_TRIM (' C D ') has the value 4.
LEN_TRIM (' ') has the value 0.

The following shows another example:

```fortran
INTEGER LEN1
LEN1 = LEN_TRIM (' GOOD DAY ') ! returns 9
LEN1 = LEN_TRIM (' ')          ! returns 0
```

See Also
LEN
LNBLNK

LGE

**Elemental Intrinsic Function (Generic):** Determines if a string is lexically greater than or equal to another string, based on the ASCII collating sequence, even if the processor's default collating sequence is different. In Intel® Fortran, LGE is equivalent to the (.GE.) operator.

**Syntax**

```fortran
result = LGE (string_a,string_b)
```
string_a  (Input) Must be of type character.
string_b  (Input) Must be of type character.

Results

The result type is default logical. If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks, to the length of the longer string.

The result is true if the strings are equal, both strings are of zero length, or if string_a follows string_b in the ASCII collating sequence; otherwise, the result is false.

Specific Name  Argument Type  Result Type
LGE 1,2  CHARACTER  LOGICAL(4)

1 This specific function cannot be passed as an actual argument.
2 The setting of compiler options specifying integer size can affect this function.

Example

LGE ( 'ONE', 'SIX' ) has the value false.
LGE ( 'TWO', 'THREE' ) has the value true.
The following shows another example:

LOGICAL L
L = LGE('ABC','ABD')       ! returns .FALSE.
L = LGE ('AB', 'AAAAAAB') ! returns .TRUE.

See Also

LGT
LLE
LLT
Character and Key Code Charts for Windows*

LGT

Elemental Intrinsic Function (Generic):
Determines whether a string is lexically greater than another string, based on the ASCII collating sequence, even if the processor’s default collating sequence is different. In Intel® Fortran, LGT is equivalent to the > (.GT.) operator.

Syntax

result = LGT (string_a,string_b)

string_a  (Input) Must be of type character.
string_b  (Input) Must be of type character.

Results

The result type is default logical. If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks, to the length of the longer string.

The result is true if string_a follows string_b in the ASCII collating sequence; otherwise, the result is false. If both strings are of zero length, the result is also false.
<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>LGT $^{1,2}$</td>
<td>CHARACTER</td>
<td>LOGICAL(4)</td>
</tr>
</tbody>
</table>

$^1$This specific function cannot be passed as an actual argument.

$^2$The setting of compiler options specifying integer size can affect this function.

**Example**

LGT ( 'TWO', 'THREE' ) has the value true.
LGT ( 'ONE', 'FOUR' ) has the value true.

The following shows another example:

```fortran
LOGICAL L
L = LGT('ABC', 'ABC')  ! returns .FALSE.
L = LGT('ABC', 'AABC') ! returns .TRUE.
```

**See Also**

LGE
LLE
LLT
Character and Key Code Charts for Windows*

**LINEAR Clause**

**Parallel Directive Clause:** Specifies that all variables in a list are private to a SIMD lane and that they have a linear relationship within the iteration space of a loop.

**Syntax**

It takes one of the following forms:

**In Construct Directive !$OMP SIMD:**

LINEAR (var-list[: linear-step])

**In Declarative Directive !$OMP DECLARE SIMD:**

LINEAR (linear-list[: linear-step])

**var-list**

Is a comma-separated list of one or more integer variables. Each list item must comply with PRIVATE clause semantics.

For each iteration of a scalar loop, the value of each var is incremented by linear-step. For each iteration of a vector loop, the value of each var is incremented by linear-step times the vector length for the loop.

**linear-step**

Is a compile-time positive, integer, scalar constant expression. If linear-step is not specified, it is assumed to be 1.

**linear-list**

Takes one of the following forms:

- **list**
- **modifier (list)**

**list**

Is a comma-separated list of one or more dummy arguments of the procedure that will be invoked concurrently on each SIMD lane. Each list item must comply with PRIVATE clause semantics.
If \textit{modifier} is not specified or it is VAL or UVAL, each \textit{list} item must be a scalar of type integer. If \textit{modifier} is REF, each \textit{list} item must be a scalar of intrinsic type.

\textit{modifier} is one of the following:

- **REF**
  
  Specifies that the storage location of each \textit{list} item on each lane corresponds to an array at the storage location upon entry to the function indexed by the logical number of the lane times \textit{linear-step}.

  The referenced values passed into the routine (which forms a vector for calculations) are located sequentially, like in an array, with the distance between elements equal to step.

  This modifier can be used only for dummy arguments passed by reference.

- **VAL**
  
  Specifies that the value of each \textit{list} item on each lane corresponds to the value of the \textit{list} item upon entry to the function plus the logical number of the lane times \textit{linear-step}.

  On each iteration of the loop from which the routine is called, the value of the parameter can be calculated as (value\_on\_previous\_iteration + step).

- **UVAL**
  
  Similar to VAL but each invocation uses the same storage location for each SIMD lane. This storage location is updated with the final value of the logically last lane. It differs from VAL as follows:

  - For VAL, a vector of addresses (references) is passed to the vector variant of the routine.
  - For UVAL, only one address (reference) is passed, which may improve performance.

  This modifier can be used only for dummy arguments passed by reference.

If \textit{modifier} is not specified or it is VAL or UVAL, the value of each \textit{list} item on each lane corresponds to the value of the \textit{list} item upon entry to the function plus the logical number of the lane times \textit{linear-step}.

You can only use \textit{REF} or \textit{VAL} if the \textit{list} item is a dummy argument without the Fortran Standard VALUE attribute.

If more than one \textit{linear-step} is specified for a \textit{var}, a compile-time error occurs. Multiple LINEAR clauses can be used to specify different values for \textit{linear-step}. The \textit{linear-step} expression must be invariant (must not be changed) during the execution of the associated construct. Multiple LINEAR clauses are merged as a union.

The value corresponding to the sequentially last iteration of the associated loops is assigned to the original \textit{list} item.

A \textit{list} item in a LINEAR clause cannot appear in any other data scope attribute clause, in another LINEAR clause, or more than once in \textit{list}. For a list of data scope attribute clauses, see the first table in \textit{Clauses Used in Multiple OpenMP* Fortran Directives}.

In the sequentially last iteration, any \textit{list} item with the ALLOCATABLE attribute must have an allocation status of allocated upon exit from that iteration.
If a list item is a dummy argument without the Fortran Standard VALUE attribute and the REF modifier is not specified, then a read of the list item must be executed before any writes to the list item.

The following cannot appear in a LINEAR clause:

- Variables that have the POINTER attribute
- Cray* pointers

The LINEAR (REF) clause is very important because Fortran passes dummy arguments by reference. By default, the compiler places consecutive addresses in a vector register, which leads to an inefficient gather of the addresses.

In the following example, LINEAR (REF (X)) tells the compiler that the 4 addresses for the dummy argument X are consecutive, so the code only needs to dereference X once and then copy consecutive values to a vector register.

**Example**

Consider the following:

The following are the loop examples referenced above.

**See Also**

VALUE statement and attribute
SIMD Directive (OpenMP* API)
DECLARE SIMD

**LINETO, LINETO_W (W'S)**

**Graphics Function:** Draws a line from the current graphics position up to and including the end point.

**Module**

USE IFQWIN

**Syntax**

```fortran
result = LINETO (x, y)
result = LINETO_W (wx, wy)
```

- `x, y` (Input) INTEGER(2). Viewport coordinates of end point.
- `wx, wy` (Input) REAL(8). Window coordinates of end point.

**Results**

The result type is INTEGER(2). The result is a nonzero value if successful; otherwise, 0.

The line is drawn using the current graphics color, logical write mode, and line style. The graphics color is set with `SETCOLORRGB`, the write mode with `SETWRITEMODE`, and the line style with `SETLINESTYLE`.

If no error occurs, LINETO sets the current graphics position to the viewport point `(x, y)`, and LINETO_W sets the current graphics position to the window point `(wx, wy)`.

If you use `FLOODFILLRGB` to fill in a closed figure drawn with LINETO, the figure must be drawn with a solid line style. Line style is solid by default and can be changed with `SETLINESTYLE`.

**NOTE**

The LINETO routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the LineTo routine by including the IFWIN module, you need to specify the routine name as MSFWIN$LineTo.
Example

This program draws the figure shown below.

```fortran
! Build as QuickWin or Standard Graphics
USE IFQWIN
INTEGER(2) status
TYPE (xycoord) xy
CALL MOVETO(INT2(80), INT2(50), xy)
status = LINETO(INT2(240), INT2(150))
status = LINETO(INT2(240), INT2(50))
END
```

See Also

GETCURRENTPOSITION, GETCURRENTPOSITION_W (W*S)
GETLINESTYLE (W*S)
GRSTATUS (W*S)
MOVETO, MOVETO_W (W*S)
POLYGON, POLYGON_W (W*S)
POLYLINEQQ (W*S)
SETLINESTYLE (W*S)
SETWRITEMODE (W*S)

LINETOAR (W*S)

**Graphics Function:** Draws a line between each x,y point in the from-array to each corresponding x,y point in the to-array.

Module

USE IFQWIN

Syntax

```fortran
result = LINETOAR(loc(fx), loc(fy), loc(tx) loc(ty), cnt)
```

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fx</td>
<td>(Input) INTEGER(2). From x viewport coordinate array.</td>
</tr>
<tr>
<td>fy</td>
<td>(Input) INTEGER(2). From y viewport coordinate array.</td>
</tr>
<tr>
<td>tx</td>
<td>(Input) INTEGER(2). To x viewport coordinate array.</td>
</tr>
<tr>
<td>ty</td>
<td>(Input) INTEGER(2). To y viewport coordinate array.</td>
</tr>
<tr>
<td>cnt</td>
<td>(Input) INTEGER(4). Length of each coordinate array; all should be the same size.</td>
</tr>
</tbody>
</table>

Results

The result type is INTEGER(2). The result is a nonzero value if successful; otherwise, zero.
The lines are drawn using the current graphics color, logical write mode, and line style. The graphics color is set with SETCOLORRGB, the write mode with SETWRITEMODE, and the line style with SETLINESTYLE.

Example

! Build for QuickWin or Standard Graphics
USE IFQWIN
integer(2) fx(3), fy(3), tx(3), ty(3), result
integer(4) cnt, i
! load the points
do i = 1, 3
! from here
fx(i) = 20 * i
fy(i) = 10
! to there
tx(i) = 20 * i
ty(i) = 60
end do
! draw the lines all at once
! 3 white vertical lines in upper left corner
result = LINETOAR(loc(fx), loc(fy), loc(tx), loc(ty), 3)
end

See Also
LINETO, LINETO_W (W*S)
LINETOAREX (W*S)
LOC
SETCOLORRGB (W*S)
SETLINESTYLE (W*S)
SETWRITEMODE (W*S)

LINETOAREX (W*S)

**Graphics Function:** Draws a line between each x,y point in the from-array to each corresponding x,y point in the to-array. Each line is drawn with the specified graphics color and line style.

Module
USE IFQWIN

Syntax

result = LINETOAREX (loc(fx), loc(fy), loc(tx), loc(ty), loc(C), loc(S), cnt)

- \( fx \) (Input) INTEGER(2). From x viewport coordinate array.
- \( fy \) (Input) INTEGER(2). From y viewport coordinate array.
- \( tx \) (Input) INTEGER(2). To x viewport coordinate array.
- \( ty \) (Input) INTEGER(2). To y viewport coordinate array.
- \( C \) (Input) INTEGER(4). Color array.
- \( S \) (Input) INTEGER(4). Style array.
- \( cnt \) (Input) INTEGER(4). Length of each coordinate array; also the length of the color array and style array. All of the arrays should be the same size.
Results

The result type is INTEGER(2). The result is a nonzero value if successful; otherwise, zero.

The lines are drawn using the specified graphics colors and line styles, and with the current write mode. The current write mode is set with SETWRITEMODE.

If the color has the Z'80000000' bit set, the color is an RGB color; otherwise, the color is a palette color.

The styles are as follows from wingdi.h:

<table>
<thead>
<tr>
<th></th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOLID</td>
<td>0</td>
</tr>
<tr>
<td>DASH</td>
<td>1     /* ------ */</td>
</tr>
<tr>
<td>DOT</td>
<td>2     /* ....... */</td>
</tr>
<tr>
<td>DASHDOT</td>
<td>3     /* <em>.</em>.<em>.</em> */</td>
</tr>
<tr>
<td>DASHDOTDOT</td>
<td>4     /* <em>..</em>.._ */</td>
</tr>
<tr>
<td>NULL</td>
<td>5</td>
</tr>
</tbody>
</table>

Example

! Build for QuickWin or Standard Graphics
USE IFQWIN
integer(2) fx(3),fy(3),tx(3),ty(3),result
integer(4) C(3),S(3),cnt,i,color

color = #000000FF

! load the points
do i = 1,3
  S(i) = 0 ! all lines solid
  C(i) = IOR(Z'80000000',color)
  color = color*256 ! pick another of RGB
  if(IAND(color,Z'00FFFFFF').eq.0) color = Z'000000FF'
  !from here
  fx(i) =20*i
  fy(i) =10
  !to there
  tx(i) =20*i
  ty(i) =60
end do
! draw the lines all at once
! 3 vertical lines in upper left corner, Red, Green, and Blue
result = LINETOAREX(loc(fx),loc(fy),loc(tx),loc(ty),loc(C),loc(S),3)
end

See Also
LINETO, LINETO_W (W*S)
LINETOAR (W*S)
LOC
POLYLINEQQ (W*S)
SETWRITEMODE (W*S)

LLE

*Elemental Intrinsic Function (Generic):*
Determines whether a string is lexically less than or equal to another string, based on the ASCII collating sequence, even if the processor’s default collating sequence is different. In Intel® Fortran, LLE is equivalent to the (.LE.) operator.
**Syntax**

```
result = LLE (string_a, string_b)
```

`string_a`  
(Input) Must be of type character.

`string_b`  
(Input) Must be of type character.

**Results**

The result type is default logical. If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks, to the length of the longer string.

The result is true if the strings are equal, both strings are of zero length, or if `string_a` precedes `string_b` in the ASCII collating sequence; otherwise, the result is false.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>LLE 1,2</td>
<td>CHARACTER</td>
<td>LOGICAL(4)</td>
</tr>
</tbody>
</table>

1This specific function cannot be passed as an actual argument.

2The setting of compiler options specifying integer size can affect this function.

**Example**

LLE ( 'TWO', 'THREE' ) has the value false.

LLE ( 'ONE', 'FOUR' ) has the value false.

The following shows another example:

```
LOGICAL L
L = LLE ('ABC', 'ABC') ! returns .TRUE.
L = LLE ('ABC', 'AABCD') ! returns .FALSE.
```

**See Also**

LGE  
LGT  
LLT  
Character and Key Code Charts for Windows*

**LLT**

*Elemental Intrinsic Function (Generic):*

Determines whether a string is lexically less than another string, based on the ASCII collating sequence, even if the processor's default collating sequence is different. In Intel® Fortran, LLT is equivalent to the < (.LT.) operator.

**Syntax**

```
result = LLT (string_a, string_b)
```

`string_a`  
(Input) Must be of type character.

`string_b`  
(Input) Must be of type character.

**Results**

The result type is default logical. If the strings are of unequal length, the comparison is made as if the shorter string were extended on the right with blanks, to the length of the longer string.
The result is true if string_a precedes string_b in the ASCII collating sequence; otherwise, the result is false. If both strings are of zero length, the result is also false.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>LLT 1,2</td>
<td>CHARACTER</td>
<td>LOGICAL(4)</td>
</tr>
</tbody>
</table>

1. This specific function cannot be passed as an actual argument.
2. The setting of compiler options specifying integer size can affect this function.

Example

LLT ('ONE', 'SIX') has the value true.
LLT ('ONE', 'FOUR') has the value false.

The following shows another example:

```
LOGICAL L
L = LLT ('ABC', 'ABC') ! returns .FALSE.
L = LLT ('AAXYZ', 'ABCDE') ! returns .TRUE.
```

See Also
LGE
LGT
LLE
Character and Key Code Charts for Windows*

LNBLNK

*Portability Function: Locates the position of the last nonblank character in a string.

Module
USE IFPORT

Syntax

```
result = LNBLNK (string)
```

\(\text{string} \quad \text{(Input) Character}^*(\ast)\). String to be searched. Cannot be an array.

Results

The result type is INTEGER(4). The result is the index of the last nonblank character in string.

LNBLNK is very similar to the intrinsic function LEN_TRIM, except that string cannot be an array.

Example

```
USE IFPORT
integer(4) p
p = LNBLNK(' GOOD DAY ') ! returns 9
p = LNBLNK(' ') ! returns 0
```

See Also
LEN_TRIM

LOADIMAGE, LOADIMAGE_W (W*S)

*Graphics Functions: Read an image from a Windows bitmap file and display it at a specified location.*
Module
USE IFQWIN

Syntax
result = LOADIMAGE (filename, xcoord, ycoord)
result = LOADIMAGE_W (filename, wxcoord, wycoord)

filename (Input) Character*(*). Path of the bitmap file.
xcoord, ycoord (Input) INTEGER(4). Viewport coordinates for upper-left corner of image display.
wxcoord, wycoord (Input) REAL(8). Window coordinates for upper-left corner of image display.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a negative value.
The image is displayed with the colors in the bitmap file. If the color palette in the bitmap file is different from the current system palette, the current palette is discarded and the bitmap's palette is loaded.
LOADIMAGE specifies the screen placement of the image in viewport coordinates. LOADIMAGE_W specifies the screen placement of the image in window coordinates.

See Also
SAVEIMAGE, SAVEIMAGE_W (W*S)

LOC
Inquiry Intrinsic Function (Generic): Returns the internal address of a storage item. This function cannot be passed as an actual argument.

Syntax
result = LOC (x)

x (Input) Is a variable, an array or record field reference, a procedure, or a constant; it can be of any data type. It must not be the name of a statement function. If it is a pointer, it must be defined and associated with a target.

Results
The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel 64 architecture. The value of the result represents the address of the data object or, in the case of pointers, the address of its associated target. If the argument is not valid, the result is undefined.
This function performs the same function as the %LOC built-in function.

Example
The Fortran standard provides the C_LOC intrinsic module function as an alternative to the non-standard LOC. For more information, see the descriptions of C_LOC, C_FUNLOC, C_F_POINTER and C_F_PROCPOINTER.

! Example of using the LOC intrinsic
integer :: array(2) = [10,20]
integer :: t
pointer (p,t) ! Integer pointer extension
! p is pointer, t is pointee (target)
%LOC

**Built-in Function:** Computes the internal address of a storage item.

**Syntax**

```
result = %LOC (a)
```

- `result` (Output) Is a variable, an array or record field reference, a procedure, or a constant; it can be of any data type. It must not be the name of a statement function. If it is a pointer, it must be defined and associated with a target.

**Description**

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel 64 architecture. The value of the result represents the address of the data object or, in the case of pointers, the address of its associated target. If the argument is not valid, the result is undefined.

This function performs the same function as the LOC intrinsic function.

**LOCK and UNLOCK**

- **Statements:** A LOCK statement causes a lock variable to become locked by an image. An UNLOCK statement causes the lock variable to become unlocked. They take the following forms:

**Syntax**

```
LOCK (lock-var [, ACQUIRED_LOCK=log-var] [, STAT=stat-var] [, ERRMSG=err-var])
UNLOCK (lock-var [, STAT=stat-var] [, ERRMSG=err-var])
```

- `lock-var` Is a scalar variable of type LOCK_TYPE. For more information, see intrinsic module ISO_FORTRAN_ENV.
- `log-var` Is a scalar logical variable.
- `stat-var` Is a scalar integer variable in which the status of the synchronization is stored.
- `err-var` Is a scalar default character variable in which explanatory text is stored if an error occurs.

ACQUIRED_LOCK=, STAT=, and ERRMSG= can appear in any order, but only once in a LOCK statement.

STAT= and ERRMSG= can appear in either order, but only once in an UNLOCK statement.

**Description**

- A lock variable is unlocked if its value is equal to that of the structure constructor LOCK_TYPE ( ). If it has any other value, it is locked.
- A lock variable is locked by an image if it was locked by execution of a LOCK statement on that image and has not been subsequently unlocked by execution of an UNLOCK statement on the same image.
When a LOCK statement is specified without an ACQUIRED_LOCK= specifier, it causes the lock variable to become locked by that image. If the lock variable is already locked by another image, that LOCK statement causes the lock variable to become defined after the other image causes the lock variable to become unlocked.

If the lock variable is unlocked, successful execution of a LOCK statement with an ACQUIRED LOCK= specifier causes the lock variable to become locked by that image and the log-var to become defined with the value TRUE. If the lock variable is already locked by a different image, successful execution of a LOCK statement with an ACQUIRED LOCK= specifier leaves the lock variable unchanged and causes the log-var to become defined with the value FALSE.

During the execution of the program, the value of a lock variable changes through a sequence of locked and unlocked states when LOCK and UNLOCK statements are executed. If a lock variable becomes unlocked by execution of an UNLOCK statement on image M and next becomes locked by execution of a LOCK statement on image T, the segments preceding the UNLOCK statement on image M precede the segments following the LOCK statement on image T. Execution of a LOCK statement that does not cause the lock variable to become locked does not affect segment ordering.

An error condition occurs in the following cases:

- If the lock variable in a LOCK statement is already locked by the executing image
- If the lock variable in an UNLOCK statement is not already locked by the executing image

If an error condition occurs during execution of a LOCK or UNLOCK statement, the value of the lock variable is not changed and the value of the ACQUIRED_LOCK variable, if any, is not changed.

Example

The following example shows the use of LOCK and UNLOCK statements to manage a work queue:

```
USE, INTRINSIC :: ISO_FORTRAN_ENV

TYPE(Task) :: work_queue(50)[*]          ! List of tasks on queue to perform
INTEGER :: work_queue_size[*]
TYPE(LOCK_TYPE) :: work_queue_lock[*]    ! Lock to manage the work queue

my_image = THIS_IMAGE()
DO
    ! Process the next task in the work queue
    LOCK (work_queue_lock)              ! Start of new segment A
        ! Segment A is ordered with respect to segment B
        ! executed by image my_image-1 below because of lock exclusion
        IF (work_queue_size>0) THEN
            ! Get the next job from the queue
            current_task = work_queue(work_queue_size)
            work_queue_size = work_queue_size-1
        END IF
    UNLOCK (work_queue_lock) ! Segment ends
    ...
    ! Add a new task on the neighboring queue:
    LOCK(work_queue_lock[my_image+1])      ! Starts segment B
        ! Segment B is ordered with respect to segment A
        ! executed by image my_image+1 above because of lock exclusion
        IF (work_queue_size[my_image+1]<SIZE(work_queue)) THEN
            work_queue_size[my_image+1] = work_queue_size[my_image+1]+1
            work_queue(work_queue_size[my_image+1])[my_image+1] = current_task
```
See Also
Image Control Statements
Coarrays
Using Coarrays

**LOG**

*Elemental Intrinsic Function (Generic):* Returns the natural logarithm of the argument.

**Syntax**

```fortran
result = LOG (x)
```

**x**  
(Input) Must be of type real or complex. If x is real, its value must be greater than zero. If x is complex, its value must not be zero.

**Results**

The result type and kind is the same as x. The result value is approximately equal to log_e x.

If the arguments are complex, the result is the principal value with imaginary part omega in the range -pi <= omega <= pi.

If the real part of x < 0 and the imaginary part of x is a positive real zero, the imaginary part of the result is pi.

If the real part of x < 0 and the imaginary part of x is a negative real zero, the imaginary part of the result is -pi.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALOG ¹,²</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DLOG</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QLOG</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CLOG ²</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>CDLOG³,⁴</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>CQLOG</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>

¹This function is treated like LOG.
²The setting of compiler options specifying real size can affect ALOG, LOG, and CLOG.
³This function can also be specified as ZLOG.
⁴The setting of compiler options specifying double size can affect CDLOG.

**Example**

LOG (8.0) has the value 2.079442.

LOG (25.0) has the value 3.218876.

The following shows another example:

```fortran
REAL r
r = LOG(10.0)  ! returns 2.302585
```
See Also
EXP
LOG10

LOG_GAMMA

Elemental Intrinsic Function (Generic): Returns the logarithm of the absolute value of the gamma function of the argument.

Syntax
result = LOG_GAMMA (x)

x (Input) Must be of type real. It must not be zero or a negative integer.

Results
The result type and kind are the same as x. The result has a value equal to a processor-dependent approximation to the natural logarithm of the absolute value of the gamma function of x.

Example
LOG_GAMMA (3.0) has the approximate value 0.693.

LOG10

Elemental Intrinsic Function (Generic): Returns the common logarithm of the argument.

Syntax
result = LOG10 (x)

x (Input) Must be of type real or complex. If x is real, its value must be greater than zero. If x is complex, its value must not be zero.

Results
The result type and kind is the same as x. The result value is approximately equal to log_{10}x.

Specific Name                     Argument Type    Result Type
ALOG10 1,2                        REAL(4)          REAL(4)
DLOG10 3                          REAL(8)          REAL(8)
QLOG10                             REAL(16)         REAL(16)
CLOG102                           COMPLEX(4)       COMPLEX(4)
CDLOG103                          COMPLEX(8)       COMPLEX(8)
CQLOG10                           COMPLEX(16)      COMPLEX(16)

1This function is treated like LOG10.
2The setting of compiler options specifying real size can affect ALOG10, CLOG10, and LOG10.
3The setting of compiler options specifying double size can affect DLOG10 and CDLOG10.
Example

\[
\log_{10}(8.0) \text{ has the value } 0.9030900.
\]
\[
\log_{10}(15.0) \text{ has the value } 1.176091.
\]

The following shows another example:

```fortran
REAL r
r = LOG10(10.0)  ! returns 1.0
```

See Also
LOG

LOGICAL Statement

**Statement:** Specifies the LOGICAL data type.

Syntax

```fortran
LOGICAL
LOGICAL([KIND=n])
LOGICAL*1
```

\(n\)

Is kind 1, 2, 4, or 8.

If a kind parameter is specified, the logical constant has the kind specified. If no kind parameter is specified, the kind of the constant is default logical.

Example

```fortran
LOGICAL, ALLOCATABLE :: flag1, flag2
LOGICAL (2), SAVE :: doit, dont=.FALSE.
LOGICAL switch
```

! An equivalent declaration is:

```fortran
LOGICAL flag1, flag2
LOGICAL (2) doit, dont=.FALSE.
ALLOCATABLE flag1, flag2
SAVE doit, dont
```

See Also
Logical Data Types
Logical Constants
Data Types, Constants, and Variables Overview

LOGICAL Function

**Elemental Intrinsic Function (Generic):** Converts the logical value of the argument to a logical value with different kind parameters.

Syntax

```fortran
result = LOGICAL(l[,kind])
```

\(l\)

(Input) Must be of type logical.

\(kind\)

(Input; optional) Must be a scalar integer initialization expression.
Results
The result is of type logical. If kind is present, the kind parameter is that specified by kind; otherwise, the kind parameter is that of default logical. The result value is that of l.

The setting of compiler options specifying integer size can affect this function.

Example
LOGICAL (L .OR. .NOT. L) has the value true and is of type default logical regardless of the kind parameter of logical variable L.
LOGICAL (.FALSE., 2) has the value false, with the kind parameter of INTEGER(KIND=2).

See Also
CMPLX
INT
REAL Function
Logical Data Types
LONG
Portability Function: Converts an INTEGER(2) argument to INTEGER(4) type.

Module
USE IFPORT

Syntax
result = LONG (int2)

int2 (Input) INTEGER(2). Value to be converted.

Results
The result type is INTEGER(4). The result is the value of int2 with type INTEGER(4). The upper 16 bits of the result are zeros and the lower 16 are equal to int2.

See Also
INT
KIND

LOOP COUNT
General Compiler Directive: Specifies the iterations (typical trip count) for a DO loop.

Syntax
!DIR$ LOOP COUNT (n1[,n2]...)
!DIR$ LOOP COUNT= n1[,n2]...
!DIR$ LOOP COUNT MAX(n1), MIN(n1), AVG(n1)
!DIR$ LOOP COUNT MAX=n1, MIN=n1, AVG=n1

n1, n2 Is a non-negative integer constant.

The value of the loop count affects heuristics used in software pipelining, vectorization, and loop-transformations.
## Argument Form

<table>
<thead>
<tr>
<th>Argument Form</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>( n_1, n_2 )</td>
<td>Indicates that the next DO loop will iterate ( n_1, n_2 ), or some other number of times.</td>
</tr>
<tr>
<td>MAX, MIN, and AVG</td>
<td>Indicates that the next DO loop has the specified maximum, minimum, and average number ( (n_1) ) of iterations.</td>
</tr>
</tbody>
</table>

## Example

Consider the following:

```fortran
!DIR$ LOOP COUNT (10000)
do i =1,m
  b(i) = a(i) +1 ! This is likely to enable the loop to get software-pipelined
enddo
```

Note that you can specify more than one LOOP COUNT directive for a DO loop. For example, the following directives are valid:

```fortran
!DIR$ LOOP COUNT (10, 20, 30)
!DIR$ LOOP COUNT MAX=100, MIN=3, AVG=17
DO
...```

## See Also

- General Compiler Directives
- Syntax Rules for Compiler Directives
- Rules for General Directives that Affect DO Loops
- Rules for Loop Directives that Affect Array Assignment Statements

### LSHIFT

**Elemental Intrinsic Function (Generic):** Shifts the bits in an integer left by a specified number of positions. This is the same as specifying ISHFT with a positive shift.

## See Also

- See ISHFT.

### LSTAT

**Portability Function:** Returns detailed information about a file.

## Module

USE IFPORT

## Syntax

```fortran
result = LSTAT (name, statb)
```

- **name** (Input) Character*(*). Name of the file to examine.
- **statb** (Output) INTEGER(4) or INTEGER(8). One-dimensional array of size 12; where the system information is stored. See STAT for the possible values returned in **statb**.
Results

The result type is INTEGER(4). The result is zero if successful; otherwise, an error code (see IERRNO).

LSTAT returns detailed information about the file named in name.

On Linux* and OS X* systems, if the file denoted by name is a link, LSTAT provides information on the link, while STAT provides information on the file at the destination of the link.

On Windows* systems, LSTAT returns exactly the same information as STAT (because there are no symbolic links on these systems). STAT is the preferred function.

INQUIRE also provides information about file properties.

Example

USE IFPORT
INTEGER(4) info_array(12), istatus
character*20 file_name
print *, "Enter name of file to examine: ",file_name
read *, file_name
ISTATUS = LSTAT (file_name, info_array)
if (.NOT. ISTATUS) then
  print *, info_array
else
  print *, 'Error ',istatus
end if

See Also

INQUIRE
GETFILEINFOQQ
STAT
FSTAT

LTIME

*Portability Subroutine:* Returns the components of the local time zone time in a nine-element array.

Module

USE IFPORT

Syntax

CALL LTIME (time, array)

(time) INTEGER(4). An elapsed time in seconds since 00:00:00 Greenwich mean time, January 1, 1970.

(array) INTEGER(4). One-dimensional array with 9 elements to contain local date and time data derived from time.

The elements of array are returned as follows:

<table>
<thead>
<tr>
<th>Element</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>array(1)</td>
<td>Seconds (0 - 59)</td>
</tr>
<tr>
<td>array(2)</td>
<td>Minutes (0 - 59)</td>
</tr>
<tr>
<td>array(3)</td>
<td>Hours (0 - 23)</td>
</tr>
</tbody>
</table>
### Element | Value
--- | ---
array(4) | Day of month (1 - 31)
array(5) | Month (0 - 11)
array(6) | Years since 1900
array(7) | Day of week (0 - 6, where 0 is Sunday)
array(8) | Day of year (1 - 365)
array(9) | 1 if daylight saving time is in effect; otherwise, 0.

---

**CAUTION**

This subroutine is not year-2000 compliant, use DATE_AND_TIME instead.

---

### Example

```fortran
USE IFPORT
INTEGER(4) input_time, time_array(9)
! find number of seconds since 1/1/70
input_time=TIME()
! convert number of seconds to time array
CALL LTIME (input_time, time_array)
PRINT *, time_array
```

### See Also

DATE_AND_TIME

---

### M to N

---

### MAKEDIRQQ

**Portability Function:** Creates a new directory with a specified name.

#### Module

USE IFPORT

#### Syntax

```fortran
result = MAKEDIRQQ (dirname)
```

*dirname* (Input) Character*(*) - Name of directory to be created.

#### Results

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

MAKEDIRQQ can create only one directory at a time. You cannot create a new directory and a subdirectory below it in a single command. MAKEDIRQQ does not translate path delimiters. You can use either slash (/) or backslash (\) as valid delimiters.
If an error occurs, call GETLASTERRORQQ to retrieve the error message. Possible errors include:

- **ERR$ACCES** - Permission denied. The file's (or directory's) permission setting does not allow the specified access.
- **ERR$EXIST** - The directory already exists.
- **ERR$NOENT** - The file or path specified was not found.

**Example**

```fortran
USE IFPORT
LOGICAL(4) result
result = MAKEDIRQQ('mynewdir')
IF (result) THEN
   WRITE (*,*) 'New subdirectory successfully created'
ELSE
   WRITE (*,*) 'Failed to create subdirectory'
END IF
END
```

**See Also**

DELDIRQQ
CHANGEDIRQQ
GETLASTERRORQQ

**MALLOC**

*Elemental Intrinsic Function (Generic):* Allocates a block of memory. This is a generic function that has no specific function associated with it. It must not be passed as an actual argument.

**Syntax**

```
result = MALLOC (size)
```

`size` *(Input)* Must be of type integer. This value is the size (in bytes) of memory to be allocated.

**Results**

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The result is the starting address of the allocated memory. The memory allocated can be freed by using the FREE intrinsic function.

**Example**

```fortran
INTEGER(4) SIZE
REAL(4) STORAGE(*)
POINTER (ADDR, STORAGE) ! ADDR will point to STORAGE
SIZE = 1024 ! Size in bytes
ADDR = MALLOC(SIZE) ! Allocate the memory
CALL FREE(ADDR) ! Free it
```

**MAP Clause**

*Clause for TARGET Directives: Maps a variable from the data environment of the current task to the data environment of the device associated with the construct. For each original list item in this clause, a
new corresponding list item is created on the device.
This clause only applies to the TARGET directives,
which are only available on Intel® MIC Architecture.

Syntax

MAP ([map-type:] list)

determines how a list item is initialized. Possible values are:

map-type

ALLOC

On entry to the device region, each new corresponding list item has an undefined initial value.

FROM

On exit from the device region, the value of the corresponding list item is assigned to each original list item.

TO

On entry to the device region, each new corresponding list item is initialized with the value of the original list item.

TOFROM

On entry to the device region, each new corresponding list item is initialized with the value of the original list item. On exit from the device region, the value of the corresponding list item is assigned to each original list item.

If a map-type is not specified, the default is TOFROM.

The map initialization and assignment are done as if by intrinsic assignment, that is, through bitwise copy.

list

is the name of one or more variables, array sections, or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a common block name must appear between slashes (/ /).

If a list item is an array section, it must specify contiguous storage.

A list item can appear in at most one of the TO, FROM, or TOFROM clauses.

If a list item appears in an ALLOC clause, it cannot appear on a TO or TOFROM clause.

At least one MAP clause must appear in a directive that allows the clause.

THREADPRIVATE variables cannot appear in a MAP clause.

For the TARGET ENTER DATA directive, map-type must be either TO or ALLOC.

For the TARGET EXIT DATA directive, map-type must be FROM.

If original and corresponding list items share storage, data races can result when intervening synchronization between tasks does not occur. If variables that share storage are mapped, it causes unspecified behavior.

When a corresponding list item of the original list item is in the data environment of the device associated with the construct:

- The new device data environment uses the corresponding list item from the enclosing device data environment.
- No additional storage is allocated in the new device data environment.
- Initialization and assignment are not performed, regardless of the map-type that is specified.

When a corresponding list item is not in the data environment of the device associated with the construct:
A new list item is derived from the original list item; it becomes the corresponding list item in the new device data environment.

Storage with automatic duration is allocated for the new list item. It has the same type, type parameter, and rank as the original list item. The storage and lifetime of the new list item lasts until the block in which it is created exits. The size and alignment of the new list item are determined by the type of the variable.

Initialization and assignment are performed if specified by the map-type.

Any variables within a TARGET MAP region that are not specified in a MAP clause are treated as shared variables within the region.

MAP and END MAP

**Statement:** Specifies mapped field declarations that are part of a UNION declaration within a STRUCTURE declaration.

**Example**

```
UNION
  MAP
    CHARACTER*20 string
  END MAP
  MAP
    INTEGER*2 number(10)
  END MAP
END UNION

UNION
  MAP
    RECORD /Cartesian/ xcoord, ycoord
  END MAP
  MAP
    RECORD /Polar/ length, angle
  END MAP
END UNION
```

**See Also**

See STRUCTURE.

**MASKL**

*Elemental Intrinsic Function (Generic):* Returns a left-justified mask.

**Syntax**

```
result = MASKL (i[,kind])
```

*i*  
(Input) Must be of type integer or of type logical (which is treated as an integer). It must be nonnegative and less than or equal to the number of bits *s* of the model integer defined for bit manipulation contexts.

*kind*  
(Input; optional) Must be a scalar integer constant expression.

**Results**

The result type is integer. If *kind* is present, the kind parameter of the result is that specified by *kind*; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The result value has its leftmost I bits set to 1 and the remaining bits set to 0.
The model for the interpretation of an integer value as a sequence of bits is in Model for Bit Data.

**Example**

MASKL (3) has the value SHIFTL (7, BIT_SIZE (0) - 3).

**See Also**

MASKR

**MASKR**

*Elemental Intrinsic Function (Generic):* Returns a right-justified mask.

**Syntax**

\[
\text{result} = \text{MASKR} \left( i, \text{kind} \right)
\]

- \(i\) (Input) Must be of type integer or of type logical (which is treated as an integer). It must be nonnegative and less than or equal to the number of bits \(s\) of the model integer defined for bit manipulation contexts.

- \(\text{kind}\) (Input; optional) Must be a scalar integer constant expression.

**Results**

The result type is integer. If \(\text{kind}\) is present, the kind parameter of the result is that specified by \(\text{kind}\); otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The result value has its rightmost \(I\) bits set to 1 and the remaining bits set to 0.

The model for the interpretation of an integer value as a sequence of bits is in Model for Bit Data.

**Example**

MASKR (3) has the value 7.

**See Also**

MASKL

**MASTER**

*OpenMP* Fortran Compiler Directive: Specifies a block of code to be executed by the master thread of the team.

**Syntax**

\[
\text{
!$OMP MASTER
block
!$OMP END MASTER}
\]

- \(\text{block}\) Is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

The binding thread set for a MAS construct is the current team. A master region binds to the innermost enclosing parallel region.

When the MASTER directive is specified, the other threads in the team skip the enclosed block (section) of code and continue execution. There is no implied barrier, either on entry to or exit from the master section.
Example
The following example forces the master thread to execute the routines OUTPUT and INPUT:

```fortran
!$OMP PARALLEL DEFAULT(SHARED)
  CALL WORK(X)
!$OMP MASTER
  CALL OUTPUT(X)
  CALL INPUT(Y)
!$OMP END MASTER
  CALL WORK(Y)
!$OMP END PARALLEL
```

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
Parallel Processing Model for information about Binding Sets

MATMUL

**Transformational Intrinsic Function (Generic):**
Performs matrix multiplication of numeric or logical matrices.

**Syntax**

```fortran
result = MATMUL (matrix_a, matrix_b)
```

- `matrix_a` (Input) Must be an array of rank one or two. It must be of numeric (integer, real, or complex) or logical type.
- `matrix_b` (Input) Must be an array of rank one or two. It must be of numeric type if `matrix_a` is of numeric type or logical type if `matrix_a` is logical type.
  
  At least one argument must be of rank two. The size of the first (or only) dimension of `matrix_b` must equal the size of the last (or only) dimension of `matrix_a`.

**Results**
The result is an array whose type depends on the data type of the arguments, according to the rules described in Data Type of Numeric Expressions. The rank and shape of the result depends on the rank and shapes of the arguments, as follows:

- If `matrix_a` has shape (n, m) and `matrix_b` has shape (m, k), the result is a rank-two array with shape (n, k).
- If `matrix_a` has shape (m) and `matrix_b` has shape (m, k), the result is a rank-one array with shape (k).
- If `matrix_a` has shape (n, m) and `matrix_b` has shape (m), the result is a rank-one array with shape (n).

If the arguments are of numeric type, element (i, j) of the result has the value \( \text{SUM}((\text{row } i \text{ of } matrix_a) \times (\text{column } j \text{ of } matrix_b)) \). If the arguments are of logical type, element (i, j) of the result has the value \( \text{ANY}((\text{row } i \text{ of } matrix_a) \text{ .AND. } (\text{column } j \text{ of } matrix_b)) \).

**Example**
A is matrix

```
[ 2  3  4 ]
[ 3  4  5 ],
```
**B is matrix**

\[
\begin{bmatrix}
2 & 3 \\
3 & 4 \\
4 & 5
\end{bmatrix},
\]

**X is vector (1, 2), and Y is vector (1, 2, 3).**

The result of **MATMUL (A, B)** is the matrix-matrix product AB with the value

\[
\begin{bmatrix}
29 & 38 \\
38 & 50
\end{bmatrix}.
\]

The result of **MATMUL (X, A)** is the vector-matrix product XA with the value (8, 11, 14).

The result of **MATMUL (A, Y)** is the matrix-vector product AY with the value (20, 26).

The following shows another example:

```fortran
INTEGER a(2,3), b(3,2), c(2), d(3), e(2,2), f(3), g(2)
a = RESHAPE((/1, 2, 3, 4, 5, 6/), (/2, 3/))
!  a is
!   1 3 5
!    2 4 6
b = RESHAPE((/1, 2, 3, 4, 5, 6/), (/3, 2/))
!  b is
!   1 4
!    2 5
!    3 6
c = (/1, 2/) ! c is [1 2]
d = (/1, 2, 3/) ! d is [1 2 3]
e = MATMUL(a, b) ! returns 22 49
    !          28 64
f = MATMUL(c,a) ! returns [5 11 17]
g = MATMUL(a,d) ! returns [22 28]
WRITE(*,*) e, f, g
END
```

**See Also**

TRANSPOSE  
PRODUCT

**MAX**

*Elemental Intrinsic Function (Generic):* Returns the maximum value of the arguments.

**Syntax**

result = MAX (a1, a2[, a3]...)

\*a1, a2, a3\*  
(Input) All must have the same type (integer, real, or character) and kind parameters.

**Results**

For arguments of character type, the result type is character, and the length of the result is the length of the longest argument. For MAX0, AMAX1, DMAX1, QMAX1, IMAX0, JMAX0, and KMAX0, the result type is the same as the arguments. For MAX1, IMAX1, JMAX1, and KMAX1, the result type is integer. For AMAX0, AIMAX0, AJMAX0, and AKMAX0, the result type is real. The value of the result is that of the largest argument. For character arguments, the comparison is done using the ASCII collating sequence. If the selected argument is shorter than the longest argument, the result is extended to the length of the longest argument by inserting blank characters on the right.
<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMAX0</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>AIMAX0</td>
<td>INTEGER(2)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>MAX0</td>
<td>INTEGER(2)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>AMAX0</td>
<td>INTEGER(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>KMAX0</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>AKMAX0</td>
<td>INTEGER(8)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>IMA1</td>
<td>REAL(4)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>MAX1</td>
<td>REAL(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KMAX1</td>
<td>REAL(4)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>AMAX1</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DMA1</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QMA1</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

1. These specific functions cannot be passed as actual arguments.
2. Or JMAX0.
3. Or AJMAX0.AMAX0 is the same as REAL (MAX).
4. In Standard Fortran, AMAX0 and MAX1 are specific functions with no generic name. For compatibility with older versions of Fortran, these functions can also be specified as generic functions.
5. Or JMAX1. MAX1 is the same as INT(MAX).
6. The setting of compiler options specifying integer size can affect MAX1.
7. The setting of compiler options specifying real size can affect AMAX1.

**Example**

MAX (2.0, -8.0, 6.0) has the value 6.0.

MAX (14, 32, -50) has the value 32.

The following shows another example:

```fortran
INTEGER m1, m2
REAL r1, r2
m1 = MAX(5, 6, 7)    ! returns 7
m2 = MAX1(5.7, 3.2, -8.3) ! returns 5
r1 = AMAX0(5, 6, 7)  ! returns 7.0
r2 = AMAX1(6.4, -12.2, 4.9) ! returns 6.4
```

**See Also**

MAXLOC
MAXVAL
MIN
MAXEXPONENT
Inquiry Intrinsic Function (Generic): Returns the maximum exponent in the model representing the same type and kind parameters as the argument.

Syntax
result = MAXEXPONENT (x)

x (Input) Must be of type real; it can be scalar or array valued.

Results
The result is a scalar of type default integer. The result has the value $e_{\text{max}}$, as defined in Model for Real Data.

Example
REAL(4) x
INTEGER i
i = MAXEXPONENT(x) ! returns 128.

See Also
MINEXPONENT

MAXLOC
Transformational Intrinsic Function (Generic): Returns the location of the maximum value of all elements in an array, a set of elements in an array, or elements in a specified dimension of an array.

Syntax
result = MAXLOC (array [, dim] [, mask] [, kind])

array (Input) Must be an array of type integer, real, or character.

dim (Input; optional) Must be a scalar integer with a value in the range 1 to $n$, where $n$ is the rank of array.

mask (Input; optional) Must be a logical array that is conformable with array.

kind (Input; optional) Must be a scalar integer initialization expression.

Results
The result is an array of type integer. If kind is present, the kind parameter of the result is that specified by kind; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The following rules apply if dim is omitted:

- The array result has rank one and a size equal to the rank of array.
- If MAXLOC(array) is specified, the elements in the array result form the subscript of the location of the element with the maximum value in array.
  The $i$th subscript returned lies in the range 1 to $e_i$, where $e_i$ is the extent of the $i$th dimension of array.
- If MAXLOC(array, MASK= mask) is specified, the elements in the array result form the subscript of the location of the element with the maximum value corresponding to the condition specified by mask.

The following rules apply if dim is specified:
• The array result has a rank that is one less than \( array \), and shape \((d_1, d_2, \ldots, d_{\text{dim}-1}, d_{\text{dim}+1}, \ldots, d_n)\), where \((d_1, d_2, \ldots, d_n)\) is the shape of \( array \).

• If \( array \) has rank one, \( \text{MAXLOC}( array, \ dim \ [, \ mask]) \) is a scalar and has a value equal to the first element of \( \text{MAXLOC}( array [, \ M\text{ASK} = mask]) \). Otherwise, the value of element \((s_1, s_2, \ldots, s_{\text{dim}-1}, s_{\text{dim}+1}, \ldots, s_n)\) of \( \text{MAXLOC}( array, \ dim \ [, \ mask]) \) is equal to \( \text{MAXLOC}( array(s_1, s_2, \ldots, s_{\text{dim}-1}, :, s_{\text{dim}+1}, \ldots, s_n) [, \ M\text{ASK} = mask(s_1, s_2, \ldots, s_{\text{dim}-1}, :, s_{\text{dim}+1}, \ldots, s_n)] \).

If more than one element has maximum value, the element whose subscripts are returned is the first such element, taken in array element order. If \( array \) has size zero, or every element of \( mask \) has the value .FALSE., the value of the result is controlled by compiler option assume [no]old_maxminloc, which can set the value of the result to either 1 or 0.

If \( array \) is of type character, the comparison is done using the ASCII collating sequence.

The setting of compiler options specifying integer size can affect this function.

Example

The value of \( \text{MAXLOC}((/3, 7, 4, 7/)) \) is (2), which is the subscript of the location of the first occurrence of the maximum value in the rank-one array.

A is the array

\[
\begin{bmatrix}
  4 & 0 & -3 & 2 \\
  3 & 1 & -2 & 6 \\
 -1 & -4 & 5 & -5
\end{bmatrix}
\]

\( \text{MAXLOC}(A, \text{MASK}=A \ .LT. 5) \) has the value (1, 1) because these are the subscripts of the location of the maximum value (4) that is less than 5.

\( \text{MAXLOC}(A, \text{DIM}=1) \) has the value (1, 2, 3, 2). 1 is the subscript of the location of the maximum value (4) in column 1; 2 is the subscript of the location of the maximum value (1) in column 2; and so forth.

\( \text{MAXLOC}(A, \text{DIM}=2) \) has the value (1, 4, 3). 1 is the subscript of the location of the maximum value in row 1; 4 is the subscript of the location of the maximum value in row 2; and so forth.

The following shows another example:

```fortran
INTEGER i, max1(1), max
INTEGER array(3, 3)
INTEGER, ALLOCATABLE :: AR1(:)
! put values in array
array = RESHAPE((/7, 9, -1, -2, 5, 0, 3, 6, 9/), (/3, 3/))
! array is
!             7 -2 3
! 9 5 6
! -1 0 9
i = SIZE(SHAPE(array))   ! Get number of dimensions
! in array
ALLOCATE ( AR1(i))       ! Allocate AR1 to number
! of dimensions in array
AR1 = MAXLOC (array, MASK = array .LT. 7) ! Get
! the location (subscripts) of
! largest element less than 7
! in array
!
! MASK = array .LT. 7 creates a mask array the same
! size and shape as array whose elements are .TRUE. if
! the corresponding element in array is less than 7,
! and .FALSE. if it is not. This mask causes MAXLOC to
! return the index of the element in array with the
! greatest value less than 7.
!
! array is
! 7 -2 3 and MASK=array .LT. 7 is
! 1 0 1
! 9 5 6
! 1 0 0
```
! and AR1 = MAXLOC(array, MASK = array .LT. 7) returns
! (2, 3), the location of the element with value 6
maxl = MAXLOC((/1, 4, 3, 4/))  ! returns 2, the first
! occurrence of maximum
END

See Also
MAXVAL
MINLOC
MINVAL

MAXVAL

Transformational Intrinsic Function (Generic):
Returns the maximum value of all elements in an
array, a set of elements in an array, or elements in a
specified dimension of an array.

Syntax
result = MAXVAL (array[,dim] [,mask])

array       (Input) Must be an array of type integer, real, or character.
dim       (Input; optional) Must be a scalar integer expression with a value in the
          range 1 to n, where n is the rank of array.
mask       (Input; optional) Must be a logical array that is conformable with array.

Results
The result is an array or a scalar of the same data type as array.
The result is a scalar if dim is omitted or array has rank one.
The following rules apply if dim is omitted:
• If MAXVAL( array ) is specified, the result has a value equal to the maximum value of all the elements in array.
• If MAXVAL( array, MASK = mask ) is specified, the result has a value equal to the maximum value of the elements in array corresponding to the condition specified by mask.
The following rules apply if dim is specified:
• An array result has a rank that is one less than array, and shape (d1, d2, ..., d_{dim-1}, d_{dim+1}, ..., dn), where (d1, d2, ..., dn) is the shape of array.
• If array has rank one, MAXVAL( array, dim[ ,mask] ) has a value equal to that of MAXVAL( array[,MASK = mask] ). Otherwise, the value of element (s1, s2, ..., s_{dim-1}, s_{dim+1}, ..., sn) of MAXVAL( array, dim[,mask] ) is equal to MAXVAL( array(s1, s2, ..., s_{dim-1}, :, s_{dim+1}, ..., sn) [,MASK = mask(s1, s2, ..., s_{dim-1}, :, s_{dim+1}, ..., sn)]).
If array has size zero or if there are no true elements in mask, the result (if dim is omitted), or each element in the result array (if dim is specified), has the value of the negative number of the largest magnitude supported by the processor for numbers of the type and kind parameters of array.
If array is of type character, the comparison is done using the ASCII collating sequence.

Example
The value of MAXVAL ((/2, 3, 4/)) is 4 because that is the maximum value in the rank-one array.
MAXVAL (B, MASK=B .LT. 0.0) finds the maximum value of the negative elements of B.
C is the array

\[
\begin{bmatrix}
2 & 3 & 4 \\
5 & 6 & 7 \\
\end{bmatrix}
\]

MAXVAL (C, DIM=1) has the value (5, 6, 7). 5 is the maximum value in column 1; 6 is the maximum value in column 2; and so forth.

MAXVAL (C, DIM=2) has the value (4, 7). 4 is the maximum value in row 1 and 7 is the maximum value in row 2.

The following shows another example:

```
INTEGER array(2,3), i(2), max
INTEGER, ALLOCATABLE :: AR1(:), AR2(:)
array = RESHAPE((/1, 4, 5, 2, 3, 6/),(/2, 3/))
! array is   1 5 3
!            4 2 6
i = SHAPE(array)      ! i = [2 3]
ALLOCATE (AR1(i(2)))  ! dimension AR1 to the number of
! elements in dimension 2
! (a column) of array
ALLOCATE (AR2(i(1)))  ! dimension AR2 to the number of
! elements in dimension 1
! (a row) of array
max = MAXVAL(array, MASK = array .LT. 4) ! returns 3
AR1 = MAXVAL(array, DIM = 1)  ! returns [ 4 5 6 ]
AR2 = MAXVAL(array, DIM = 2)  ! returns [ 5 6 ]
END
```

See Also
MAXLOC
MINVAL
MINLOC

MBCharLen (W*S)

**NLS Function:** Returns the length, in bytes, of the first character in a multibyte-character string.

**Module**
USE IFNLS

**Syntax**

```
result = MBCharLen (string)
```

**string** (Input) Character*(*) String containing the character whose length is to be determined. Can contain multibyte characters.

**Results**

The result type is INTEGER(4). The result is the number of bytes in the first character contained in string. The function returns 0 if string has no characters (is length 0).

MBCharLen does not test for multibyte character validity.

See Also
MBCurMax (W*S)
MBLead (W*S)
MBLen (W*S)
MBLen_Trim (W*S)
MBConvertMBToUnicode (W*S)

*NLS Function: Converts a multibyte-character string from the current codepage to a Unicode string.*

**Module**

USE IFNLS

**Syntax**

```fortran
result = MBConvertMBToUnicode (mbstr, unicodestr[, flags])
```

*mbstr* (Input) Character*(*) - Multibyte codepage string to be converted.

*unicodestr* (Output) INTEGER(2) - Array of integers that is the translation of the input string into Unicode.

*flags* (Input; optional) INTEGER(4) - If specified, modifies the string conversion. If *flags* is omitted, the value NLS$Precomposed is used. Available values (defined in IFNLS.F90) are:

- NLS$Precomposed - Use precomposed characters always. (default)
- NLS$Composite - Use composite wide characters always.
- NLS$UseGlyphChars - Use glyph characters instead of control characters.
- NLS$ErrorOnInvalidChars - Returns -1 if an invalid input character is encountered.

The flags NLS$Precomposed and NLS$Composite are mutually exclusive. You can combine NLS$UseGlyphChars with either NLS$Precomposed or NLS$Composite using an inclusive OR (IOR or OR).

**Results**

The result type is INTEGER(4). If no error occurs, the result is the number of bytes written to *unicodestr* (bytes are counted, not characters), or the number of bytes required to hold the output string if *unicodestr* has zero size. If the *unicodestr* array is bigger than needed to hold the translation, the extra elements are set to space characters. If *unicodestr* has zero size, the function returns the number of bytes required to hold the translation and nothing is written to *unicodestr*.

If an error occurs, one of the following negative values is returned:

- NLS$ErrorInsufficientBuffer - The *unicodestr* argument is too small, but not zero size so that the needed number of bytes would be returned.
- NLS$ErrorInvalidFlags - The *flags* argument has an illegal value.
- NLS$ErrorInvalidCharacter - A character with no Unicode translation was encountered in *mbstr*. This error can occur only if the NLS$InvalidCharsError flag was used in *flags*.

**NOTE**

By default, or if *flags* is set to NLS$Precomposed, the function MBConvertMBToUnicode attempts to translate the multibyte codepage string to a precomposed Unicode string. If a precomposed form does not exist, the function attempts to translate the codepage string to a composite form.

**See Also**

MBConvertUnicodeToMB (W*S)
**MBConvertUnicodeToMB (W*S)**

**NLS Function:** Converts a Unicode string to a multibyte-character string from the current codepage.

**Module**

USE IFNLS

**Syntax**

```fortran
result = MBConvertUnicodeToMB (unicondestr, mbstr[,flags])
```

- **unicodestr**
  - (Input) INTEGER(2). Array of integers holding the Unicode string to be translated.

- **mbstr**
  - (Output) Character*(*). Translation of Unicode string into multibyte character string from the current codepage.

- **flags**
  - (Input; optional) INTEGER(4). If specified, argument to modify the string conversion. If `flags` is omitted, no extra checking of the conversion takes place. Available values (defined in `IFNLS.F90`) are:
    - NLS$CompositeCheck - Convert composite characters to precomposed.
    - NLS$SepChars - Generate separate characters.
    - NLS$DiscardDns - Discard nonspacing characters.
    - NLS$DefaultChars - Replace exceptions with default character.

The last three flags (NLS$SepChars, NLS$DiscardDns, and NLS$DefaultChars) are mutually exclusive and can be used only if NLS$CompositeCheck is set, in which case one (and only one) of them is combined with NLS$CompositeCheck using an inclusive OR (IOR or OR). These flags determine what translation to make when there is no precomposed mapping for a base character/nonspace character combination in the Unicode wide character string. The default (IOR(NLS$CompositeCheck, NLS$SepChars)) is to generate separate characters.

**Results**

The result type is INTEGER(4). If no error occurs, returns the number of bytes written to `mbstr` (bytes are counted, not characters), or the number of bytes required to hold the output string if `mbstr` has zero length. If `mbstr` is longer than the translation, it is blank-padded. If `mbstr` is zero length, the function returns the number of bytes required to hold the translation and nothing is written to `mbstr`.

If an error occurs, one of the following negative values is returned:

- NLS$ErrorInsufficientBuffer - The `mbstr` argument is too small, but not zero length so that the needed number of bytes is returned.
- NLS$ErrorInvalidFlags - The `flags` argument has an illegal value.

**See Also**

MBConvertMBToUnicode (W*S)

**MBCurMax (W*S)**

**NLS Function:** Returns the longest possible multibyte character length, in bytes, for the current codepage.

**Module**

USE IFNLS
**Syntax**

result = MBCurMax( )

**Results**

The result type is INTEGER(4). The result is the longest possible multibyte character, in bytes, for the current codepage.

The MBLenMax parameter, defined in the module IFNLS.F90, is the longest length, in bytes, of any character in any codepage installed on the system.

**See Also**

MBCharLen (W*S)

**MBINCHARQQ (W*S)**

*NLS Function:* Performs the same function as INCHARQQ except that it can read a single multibyte character at once, and it returns the number of bytes read as well as the character.

**Module**

USE IFNLS

**Syntax**

result = MBINCHARQQ (string)

string (Output) CHARACTER(MBLenMax). String containing the read characters, padded with blanks up to the length MBLenMax. The MBLenMax parameter, defined in the module IFNLS.F90, is the longest length, in bytes, of any character in any codepage installed on the system.

**Results**

The result type is INTEGER(4). The result is the number of characters read.

**See Also**

INCHARQQ (W*S)

MBCurMax (W*S)

MBCharLen (W*S)

MBLead (W*S)

**MBINDEX (W*S)**

*NLS Function:* Performs the same function as INDEX except that the strings manipulated can contain multibyte characters.

**Module**

USE IFNLS

**Syntax**

result = MBINDEX (string, substring[, back])

string (Input) CHARACTER(*). String to be searched for the presence of substring. Can contain multibyte characters.
substring (Input) CHARACTER(*). Substring whose position within string is to be determined. Can contain multibyte characters.

back (Input; optional) LOGICAL(4). If specified, determines direction of the search. If back is .FALSE. or is omitted, the search starts at the beginning of string and moves toward the end. If back is .TRUE., the search starts end of string and moves toward the beginning.

Results
The result type is INTEGER(4). If back is omitted or is .FALSE., it returns the leftmost position in string that contains the start of substring. If back is .TRUE., it returns the rightmost position in string that contains the start of substring. If string does not contain substring, it returns 0. If substring occurs more than once, it returns the starting position of the first occurrence ("first" is determined by the presence and value of back).

The position returned is a byte index, not a character index because of the confounding case of multibyte characters. As an example, if a substring which is a single multi-byte character matches the second multibyte character in a string consisting of two two-byte multi-byte characters the position is 3, not 2.

See Also
INDEX
MBSCAN (W*S)
MBVERIFY (W*S)

MBJISToJMS, MBJMSToJIS (W*S)

NLS Functions: Converts Japan Industry Standard (JIS) characters to Microsoft Kanji (JMS) characters, or converts JMS characters to JIS characters.

Module
USE IFNLS

Syntax
result = MBJISToJMS (char)
result = MBJMSToJIS (char)

char (Input) CHARACTER(2). JIS or JMS character to be converted.

A JIS character is converted only if the lead and trail bytes are in the hexadecimal range 21 through 7E.

A JMS character is converted only if the lead byte is in the hexadecimal range 81 through 9F or E0 through FC, and the trail byte is in the hexadecimal range 40 through 7E or 80 through FC.

Results
The result type is character with length 2. MBJISToJMS returns a Microsoft Kanji (Shift JIS or JMS) character. MBJMSToJIS returns a Japan Industry Standard (JIS) character.

Only computers with Japanese installed as one of the available languages can use the MBJISToJMS and MBJMSToJIS conversion functions.

See Also
NLSEnumLocales (W*S)
NLSEnumCodepages (W*S)
NLSGlobalLocale (W*S)
**MBLead (W*S)**

**NLS Function:** Determines whether a given character is the lead (first) byte of a multibyte character sequence.

**Module**

USE IFNLS

**Syntax**

```fortran
result = MBLead (char)
```

char       (Input) CHARACTER(1). Character to be tested for lead status.

**Results**

The result type is LOGICAL(4). The result is .TRUE. if `char` is the first character of a multibyte character sequence; otherwise, .FALSE.. MBLead only works stepping forward through a whole multibyte character string. For example:

```fortran
DO i = 1, LEN(str) ! LEN returns the number of bytes, not the number of characters in str
    WRITE(*, 100) MBLead (str(i:i))
END DO
100   FORMAT (L2, 
```

MBLead is passed only one character at a time and must start on a lead byte and step through a string to establish context for the character. MBLead does not correctly identify a nonlead byte if it is passed only the second byte of a multibyte character because the status of lead byte or trail byte depends on context.

The function MBStrLead is passed a whole string and can identify any byte within the string as a lead or trail byte because it performs a context-sensitive test, scanning all the way back to the beginning of a string if necessary to establish context. So, MBStrLead can be much slower than MBLead (up to \( n \) times slower, where \( n \) is the length of the string).

**See Also**

MBStrLead (W*S)
MBCharLen (W*S)

**MBLen (W*S)**

**NLS Function:** Returns the number of characters in a multibyte-character string, including trailing blanks.

**Module**

USE IFNLS

**Syntax**

```fortran
result = MBLen (string)
```

string       (Input) CHARACTER*(*)). String whose characters are to be counted. Can contain multibyte characters.

**Results**

The result type is INTEGER(4). The result is the number of characters in `string`. MBLen recognizes multibyte-character sequences according to the multibyte codepage currently in use. It does not test for multibyte-character validity.
See Also
MBLen_Trim (W*S)
MBStrLead (W*S)

MBLen_Trim (W*S)

**NLS Function:** Returns the number of characters in a multibyte-character string, not including trailing blanks.

Module
USE IFNLS

Syntax
result = MBLen_Trim (string)

string        (Input) Character*(*). String whose characters are to be counted. Can contain multibyte characters.

Results
The result type is INTEGER(4). The result is the number of characters in string minus any trailing blanks (blanks are bytes containing character 32 (hex 20) in the ASCII collating sequence).

MBLen_Trim recognizes multibyte-character sequences according to the multibyte codepage currently in use. It does not test for multibyte-character validity.

See Also
MBLen (W*S)
MBStrLead (W*S)

MBLGE, MBLGT, MBLLE, MBLLT, MBLEQ, MBLNE (W*S)

**NLS Functions:** Perform the same functions as LGE, LGT, LLE, LLT and the logical operators .EQ. and .NE. except that the strings being compared can include multibyte characters, and optional flags can modify the comparison.

Module
USE IFNLS

Syntax
result = MBLGE (string_a,string_b, [ flags])
result = MBLGT (string_a,string_b, [ flags])
result = MBLLE (string_a,string_b, [ flags])
result = MBLLT (string_a,string_b, [ flags])
result = MBLEQ (string_a,string_b, [ flags])
result = MBLNE (string_a,string_b, [ flags])

string_a, string_b        (Input) Character*(*). Strings to be compared. Can contain multibyte characters.
flags

(Input; optional) INTEGER(4). If specified, determines which character traits to use or ignore when comparing strings. You can combine several flags using an inclusive OR (IOR or OR). There are no illegal combinations of flags, and the functions may be used without flags, in which case all flag options are turned off. The available values (defined in IFNLS.F90) are:

- NLS$MB_IgnoreCase - Ignore case.
- NLS$MB_IgnoreNonspace - Ignore nonspacing characters (this flag removes Japanese accent characters if they exist).
- NLS$MB_IgnoreSymbols - Ignore symbols.
- NLS$MB_IgnoreKanaType - Do not differentiate between Japanese Hiragana and Katakana characters (corresponding Hiragana and Katakana characters will compare as equal).
- NLS$MB_IgnoreWidth - Do not differentiate between a single-byte character and the same character as a double byte.
- NLS$MB_StringSort - Sort all symbols at the beginning, including the apostrophe and hyphen (see the Note below).

Results

The result type is LOGICAL(4). Comparisons are made using the current locale, not the current codepage. The codepage used is the default for the language/country combination of the current locale.

The results of these functions are as follows:

- MBLGE returns .TRUE. if the strings are equal or string_a comes last in the collating sequence; otherwise, .FALSE..
- MBLGT returns .TRUE. if string_a comes last in the collating sequence; otherwise, .FALSE..
- MBLLE returns .TRUE. if the strings are equal or string_a comes first in the collating sequence; otherwise, .FALSE..
- MBLLT returns .TRUE. if string_a comes first in the collating sequence; otherwise, .FALSE..
- MBLEQ returns .TRUE. if the strings are equal in the collating sequence; otherwise, .FALSE..
- MBLNE returns .TRUE. if the strings are not equal in the collating sequence; otherwise, .FALSE..

If the two strings are of different lengths, they are compared up to the length of the shortest one. If they are equal to that point, then the return value indicates that the longer string is greater.

If flags is invalid, the functions return .FALSE..

If the strings supplied contain Arabic Kashidas, the Kashidas are ignored during the comparison. Therefore, if the two strings are identical except for Kashidas within the strings, the functions return a value indicating they are "equal" in the collation sense, though not necessarily identical.

NOTE

When not using the NLS$MB_StringSort flag, the hyphen and apostrophe are special symbols and are treated differently than others. This is to ensure that words like coop and co-op stay together within a list. All symbols, except the hyphen and apostrophe, sort before any other alphanumeric character. If you specify the NLS$MB_StringSort flag, hyphen and apostrophe sort at the beginning also.

See Also

LGE
LGT
LLE
LLL
**MBNext (W*S)**

**NLS Function:** Returns the position of the first lead byte or single-byte character immediately following the given position in a multibyte-character string.

**Module**

USE IFNLS

**Syntax**

\[
\text{result} = \text{MBNext} \left( \text{string}, \text{position} \right)
\]

- `string` *(Input) Character*(*). String to be searched for the first lead byte or single-byte character after the current position. Can contain multibyte characters.
- `position` *(Input) INTEGER(4). Position in string to search from. Must be the position of a lead byte or a single-byte character. Cannot be the position of a trail (second) byte of a multibyte character.*

**Results**

The result type is INTEGER(4). The result is the position of the first lead byte or single-byte character in `string` immediately following the position given in `position`, or 0 if no following first byte is found in `string`.

**See Also**

MBPrev (W*S)

**MBPrev (W*S)**

**NLS Function:** Returns the position of the first lead byte or single-byte character immediately preceding the given string position in a multibyte-character string.

**Module**

USE IFNLS

**Syntax**

\[
\text{result} = \text{MBPrev} \left( \text{string}, \text{position} \right)
\]

- `string` *(Input) Character*(*). String to be searched for the first lead byte or single-byte character before the current position. Can contain multibyte characters.
- `position` *(Input) INTEGER(4). Position in string to search from. Must be the position of a lead byte or a single-byte character. Cannot be the position of the trail (second) byte of a multibyte character.*

**Results**

The result type is INTEGER(4). The result is the position of the first lead byte or single-byte character in `string` immediately preceding the position given in `position`, or 0 if no preceding first byte is found in `string`.

**See Also**

MBNext (W*S)
MBSCAN (W*S)

NLS Function: Performs the same function as SCAN except that the strings manipulated can contain multibyte characters.

Module
USE IFNLS

Syntax
result = MBSCAN (string, set[, back])

string (Input) Character*(*). String to be searched for the presence of any character in set.

set (Input) Character*(*). Characters to search for.

back (Input; optional) LOGICAL(4). If specified, determines direction of the search. If back is .FALSE. or is omitted, the search starts at the beginning of string and moves toward the end. If back is .TRUE., the search starts end of string and moves toward the beginning.

Results
The result type is INTEGER(4). If back is .FALSE. or is omitted, it returns the position of the leftmost character in string that is in set. If back is .TRUE., it returns the rightmost character in string that is in set. If no characters in string are in set, it returns 0.

See Also
SCAN
MBINDEX (W*S)
MBVERIFY (W*S)

MBStrLead (W*S)

NLS Function: Performs a context-sensitive test to determine whether a given character byte in a string is a multibyte-character lead byte.

Module
USE IFNLS

Syntax
result = MBStrLead (string, position)

string (Input) Character*(*). String containing the character byte to be tested for lead status.

position (Input) INTEGER(4). Position in string of the character byte in the string to be tested.

Results
The result type is LOGICAL(4). The result is .TRUE. if the character byte in position of string is a lead byte; otherwise,.FALSE.
MBStrLead is passed a whole string and can identify any byte within the string as a lead or trail byte because it performs a context-sensitive test, scanning all the way back to the beginning of a string if necessary to establish context.

MBLead is passed only one character at a time and must start on a lead byte and step through a string one character at a time to establish context for the character. So, MBStrLead can be much slower than MBLead (up to \( n \) times slower, where \( n \) is the length of the string).

See Also
MBLead (W*S)

**MBVERIFY (W*S)**

**NLS Function:** Performs the same function as VERIFY except that the strings manipulated can contain multibyte characters.

Module
USE IFNLS

Syntax

\[
\text{result} = \text{MBVERIFY}(\text{string}, \text{set}[\text{, }\text{back}])
\]

\text{string} \quad \text{(Input) Character*(*). String to be searched for presence of any character not in set.}

\text{set} \quad \text{(Input) Character*(*). Set of characters tested to verify that it includes all the characters in string.}

\text{back} \quad \text{(Input; optional) LOGICAL(4). If specified, determines direction of the search. If back is .FALSE. or is omitted, the search starts at the beginning of string and moves toward the end. If back is .TRUE., the search starts end of string and moves toward the beginning.}

Results

The result type is INTEGER(4). If \( \text{back} \) is .FALSE. or is omitted, it returns the position of the leftmost character in \text{string} that is not in \text{set}. If \( \text{back} \) is .TRUE., it returns the rightmost character in \text{string} that is not in \text{set}. If all the characters in \text{string} are in \text{set}, it returns 0.

See Also
VERIFY
MBINDEX (W*S)
MBSCAN (W*S)

**MCLOCK**

**Inquiry Intrinsic Function (Specific):** Returns time accounting for a program.

Syntax

\[
\text{result} = \text{MCLOCK}(\ )
\]

Results

The result type is INTEGER(4). The result is the sum (in units of milliseconds) of the current process's user time and the user and system time of all its child processes.
**MERGE**

*Elemental Intrinsic Function (Generic):* Selects between two values or between corresponding elements in two arrays, according to the condition specified by a logical mask.

**Syntax**

\[
\text{result} = \text{MERGE}(\text{tsource}, \text{fsource}, \text{mask})
\]

- **tsource** (Input) May be of any data type.
- **fsource** (Input) Must be of the same type and type parameters as tsource.
- **mask** (Input) Must be of type logical.

**Results**

The result type and kind is the same as tsource. The value of mask determines whether the result value is taken from tsource (if mask is true) or fsource (if mask is false).

**Example**

For MERGE (1.0, 0.0, R < 0), R = -3 has the value 1.0, and R = 7 has the value 0.0.

TSOURCE is the array

\[
\begin{bmatrix}
1 & 3 & 5 \\
2 & 4 & 6
\end{bmatrix}
\]

FSOURCE is the array

\[
\begin{bmatrix}
8 & 9 & 0 \\
1 & 2 & 3
\end{bmatrix}
\]

and MASK is the array

\[
\begin{bmatrix}
\text{F} & \text{T} & \text{T} \\
\text{T} & \text{T} & \text{F}
\end{bmatrix}
\]

MERGE (TSOURCE, FSOURCE, MASK) produces the result:

\[
\begin{bmatrix}
8 & 3 & 5 \\
2 & 4 & 3
\end{bmatrix}
\]

The following shows another example:

```
INTEGER tsource(2, 3), fsource(2, 3), AR1 (2, 3)
LOGICAL mask(2, 3)
tsource = RESHAPE((/1, 4, 2, 5, 3, 6/),(/2, 3/))
fsource = RESHAPE((/7, 0, 8, -1, 9, -2/), (/2, 3/))
mask = RESHAPE((/.TRUE., .FALSE., .FALSE., .TRUE., .TRUE., .FALSE./), (/2,3/))
! tsource is  1 2 3 , fsource is  7  8  9 , mask is  T F T
!             4 5 6               0 -1 -2            F T F
AR1 = MERGE(tsource, fsource, mask) ! returns 1 8 3
!          0 5 -2
END
```

**MERGE_BITS**

*Elemental Intrinsic Function (Generic):* Merges bits by using a mask.
Syntax
result = MERGE_BITS (i, j, mask)

\(i\)  
(Input) Must be of type integer, or a binary, octal, or hexadecimal literal constant.

\(j\)  
(Input) Must be of type integer, or a binary, octal, or hexadecimal literal constant.

\(mask\)  
(Input) Must be of type integer, or a binary, octal, or hexadecimal literal constant.

If both \(i\) and \(j\) are of type integer they must have the same kind type parameter. They cannot both be binary, octal, or hexadecimal literal constants.

If \(mask\) is of type integer, it must have the same kind type parameter as each other argument of type integer.

Results
The result type and kind are the same as \(i\) if \(i\) is of type integer; otherwise, the result type and kind is the same as \(j\).

If any argument is a binary, octal, or hexadecimal literal constant, it is first converted as if by the intrinsic function INT to the type and kind parameter of the result. The result has the value of IOR (IAND (\(i\), \(mask\)), IAND (\(j\), NOT (\(mask\)))).

Example
MERGE_BITS (13, 18, 22) has the value 4.

MESSAGE
**General Compiler Directive:** Specifies a character string to be sent to the standard output device during the first compiler pass; this aids debugging.

Syntax
!DIR$ MESSAGE:string

string  
Is a character constant specifying a message.

Example
!DIR$ MESSAGE:'Compiling Sound Speed Equations'

See Also
General Compiler Directives
Syntax Rules for Compiler Directives

MESSAGEBOXQQ (W*S)
**QuickWin Function:** Displays a message box in a QuickWin window.

Module
USE IFQWIN

Syntax
result = MESSAGEBOXQQ (msg, caption, mtype)
msg

(INPUT) Character*(*). Null-terminated C string. Message the box displays.

caption

(INPUT) Character*(*). Null-terminated C string. Caption that appears in the title bar.

mtype

(INPUT) INTEGER(4). Symbolic constant that determines the objects (buttons and icons) and properties of the message box. You can combine several constants (defined in IFQWIN.F90) using an inclusive OR (IOR or OR). The symbolic constants and their associated objects or properties are as follows:

- MB$ABORTRETRYIGNORE - The Abort, Retry, and Ignore buttons.
- MB$DEFBUTTON1 - The first button is the default.
- MB$DEFBUTTON2 - The second button is the default.
- MB$DEFBUTTON3 - The third button is the default.
- MB$ICONASTERISK, MB$ICONINFORMATION - Lowercase i in blue circle icon.
- MB$ICONEXCLAMATION - The exclamation-mark icon.
- MB$ICONHAND, MB$ICONSTOP - The stop-sign icon.
- MB$ICONQUESTION - The question-mark icon.
- MB$OK - The OK button.
- MB$OKCANCEL - The OK and Cancel buttons.
- MB$RETRYCANCEL - The Retry and Cancel buttons.
- MB$SYSTEMMODAL - Box is system-modal: all applications are suspended until the user responds.
- MB$YESNO - The Yes and No buttons.
- MB$YESNOCANCEL - The Yes, No, and Cancel buttons.

Results

The result type is INTEGER(4). The result is zero if memory is not sufficient for displaying the message box. Otherwise, the result is one of the following values, indicating the user's response to the message box:

- MB$IDABORT - The Abort button was pressed.
- MB$IDCANCEL - The Cancel button was pressed.
- MB$IDIGNORE - The Ignore button was pressed.
- MB$IDNO - The No button was pressed.
- MB$IDOK - The OK button was pressed.
- MB$IDRETRY - The Retry button was pressed.
- MB$IDYES - The Yes button was pressed.

Example

! Build as QuickWin app
USE IFQWIN
message = MESSAGEBOXQQ('Do you want to continue?'C, &
       'Matrix'C, &
       MB$ICONQUESTION.OR.MB$YESNO.OR.MB$DEFBUTTON1)
END

See Also
ABOUTBOXQQ (W*S)
SETMESSAGEQQ (W*S)
**MIN**

**Elemental Intrinsic Function (Generic):** Returns the minimum value of the arguments.

**Syntax**

\[
\text{result} = \text{MIN} \left( a_1, a_2, \ldots \right)
\]

\[a_1, a_2, a_3\] (Input) All must have the same type (integer, real, or character) and kind parameters.

**Results**

For arguments of character type, the result type is character, and the length of the result is the length of the longest argument. For MIN0, AMIN1, DMIN1, QMIN1, IMIN0, JMIN0, and KMIN0, the result type is the same as the arguments. For MIN1, IMIN1, JMIN1, and KMIN1, the result type is integer. For AMIN0, AIMIN0, AJMIN0, and AKMIN0, the result type is real. The value of the result is that of the smallest argument. For character arguments, the comparison is done using the ASCII collating sequence. If the selected argument is shorter than the longest argument, the result is extended to the length of the longest argument by inserting blank characters on the right.

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</tr>
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<td>INTEGER(1)</td>
</tr>
<tr>
<td>AIMIN0</td>
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<td>INTEGER(2)</td>
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<td>QMIN1</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

\(^1\)These specific functions cannot be passed as actual arguments.

\(^2\)Or JMIN0.

\(^3\)Or AJMIN0.AMIN0 is the same as REAL (MIN).

\(^4\)In Standard Fortran, AMIN0 and MIN1 are specific functions with no generic name. For compatibility with older versions of Fortran, these functions can also be specified as generic functions.

\(^5\)Or JMIN1.MIN1 is the same as INT (MIN).

\(^6\)The setting of compiler options specifying integer size can affect MIN1.

\(^7\)The setting of compiler options specifying real size can affect AMIN1.
Example

MIN (2.0, -8.0, 6.0) has the value -8.0.
MIN (14, 32, -50) has the value -50.

The following shows another example:

```fortran
INTEGER m1, m2
REAL r1, r2
m1 = MIN (5, 6, 7) ! returns 5
m2 = MIN1 (-5.7, 1.23, -3.8) ! returns -5
r1 = AMIN0 (-5, -6, -7) ! returns -7.0
r2 = AMIN1 (-5.7, 1.23, -3.8) ! returns -5.7
```

See Also

MINLOC
MINVAL
MAX

MINEXPONENT

*Inquiry Intrinsic Function (Generic):* Returns the minimum exponent in the model representing the same type and kind parameters as the argument.

**Syntax**

```fortran
result = MINEXPONENT (x)
```

**x** (Input) must be of type real; it can be scalar or array valued.

**Results**

The result is a scalar of type default integer. The result has the value $e_{\text{min}}$, as defined in Model for Real Data.

**Example**

If X is of type REAL(4), MINEXPONENT (X) has the value -125.

The following shows another example:

```fortran
REAL(8) r1 ! DOUBLE PRECISION REAL
INTEGER i
i = MINEXPONENT (r1) ! returns - 1021.
```

See Also

MAXEXPONENT

MINLOC

*Transformational Intrinsic Function (Generic):* Returns the location of the minimum value of all elements in an array, a set of elements in an array, or elements in a specified dimension of an array.

**Syntax**

```fortran
result = MINLOC (array [, dim] [, mask] [, kind])
```

**array** (Input) Must be an array of type integer, real, or character.

**dim** (Input; optional) Must be a scalar integer with a value in the range 1 to $n$, where $n$ is the rank of `array`. 
The result is an array of type integer. If \texttt{kind} is present, the kind parameter of the result is that specified by \texttt{kind}; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The following rules apply if \texttt{dim} is omitted:

- The array result has rank one and a size equal to the rank of \texttt{array}.
- If \texttt{MINLOC(array)} is specified, the elements in the array result form the subscript of the location of the element with the minimum value in \texttt{array}.

The \textit{i}th subscript returned lies in the range 1 to \(e_i\), where \(e_i\) is the extent of the \textit{i}th dimension of \texttt{array}.

- If \texttt{MINLOC(array, MASK= mask)} is specified, the elements in the array result form the subscript of the location of the element with the minimum value corresponding to the condition specified by \texttt{mask}.

The following rules apply if \texttt{dim} is specified:

- The array result has a rank that is one less than \texttt{array}, and shape \((d_1, d_2,\ldots d_{dim-1}, d_{dim+1},\ldots d_n)\), where \((d_1, d_2,\ldots d_n)\) is the shape of \texttt{array}.
- If \texttt{array} has rank one, \texttt{MINLOC( array, dim [, mask])} is a scalar and has a value equal to the first element of \texttt{MINLOC( array [, mask])}. Otherwise, the value of element \((s_1, s_2,\ldots s_{dim-1}, s_{dim+1},\ldots s_n)\) of \texttt{MINLOC( array, dim [, mask])} is equal to \texttt{MINLOC( array(s_1, s_2,\ldots s_{dim-1}, :, s_{dim+1},\ldots s_n) [, MASK = mask(s_1, s_2,\ldots s_{dim-1}, :, s_{dim+1},\ldots s_n)])}.

If more than one element has minimum value, the element whose subscripts are returned is the first such element, taken in array element order. If \texttt{array} has size zero, or every element of \texttt{mask} has the value .FALSE., the value of the result is controlled by compiler option assume [no]old_maxminloc, which can set the value of the result to either 1 or 0.

If \texttt{array} is of type character, the comparison is done using the ASCII collating sequence.

The setting of compiler options specifying integer size can affect this function.

**Example**

The value of \texttt{MINLOC ((/3, 1, 4, 1/))} is (2), which is the subscript of the location of the first occurrence of the minimum value in the rank-one array.

\begin{verbatim}
A is the array
\begin{verbatim}
[  4    0   -3    2
 [  3    1   -2    6
 [ -1   -4    5   -5
\end{verbatim}
\end{verbatim}
\texttt{MINLOC (A, MASK=A .GT. -5)} has the value (3, 2) because these are the subscripts of the location of the minimum value (-4) that is greater than -5.

\texttt{MINLOC (A, DIM=1)} has the value (3, 3, 1, 3). 3 is the subscript of the location of the minimum value (-1) in column 1; 3 is the subscript of the location of the minimum value (-4) in column 2; and so forth.

\texttt{MINLOC (A, DIM=2)} has the value (3, 3, 4). 3 is the subscript of the location of the minimum value (-3) in row 1; 3 is the subscript of the location of the minimum value (-2) in row 2; and so forth.

The following shows another example:

\begin{verbatim}
INTEGER i, minl(1)
INTEGER array(2, 3)
INTEGER, ALLOCATABLE :: AR1(:)
! put values in array
array = RESHAPE((/-7, 1, -2, -9, 5, 0/),(/2, 3/))
\end{verbatim}
\end{verbatim}
array is -7 -2 5
! in array
i = SIZE(SHAPE(array)) ! Get the number of dimensions in array
ALLOCATE (AR1 (i)) ! Allocate AR1 to number of dimensions in array
AR1 = MINLOC (array, MASK = array .GT. -5) ! Get the location (subscripts) of smallest element greater than -5 in array

! MASK = array .GT. -5 creates a mask array the same size and shape as array whose elements are .TRUE. if the corresponding element in array is greater than -5, and .FALSE. if it is not. This mask causes MINLOC to return the index of the element in array with the smallest value greater than -5.

! array is -7 -2 5 and MASK= array .GT. -5 is F T T
! 1 -9 0 T F T
! and AR1 = MINLOC(array, MASK = array .GT. -5) returns (1, 2), the location of the element with value -2

minl = MINLOC((-7,2,-7,5)) ! returns 1, first occurrence of minimum

END

See Also
MAXLOC
MINVAL
MAXVAL

MINVAL
Transformational Intrinsic Function (Generic):
Returns the minimum value of all elements in an array, a set of elements in an array, or elements in a specified dimension of an array.

Syntax
result = MINVAL (array[,dim] [,mask])

array (Input) Must be an array of type integer, real, or character.
dim (Input; optional) Must be a scalar integer with a value in the range 1 to n, where n is the rank of array.
mask (Input; optional) Must be a logical array that is conformable with array.

Results
The result is an array or a scalar of the same data type as array.
The result is a scalar if dim is omitted or array has rank one.
The following rules apply if dim is omitted:
• If MINVAL(array) is specified, the result has a value equal to the minimum value of all the elements in array.
If `MINVAL(array, MASK=mask)` is specified, the result has a value equal to the minimum value of the elements in `array` corresponding to the condition specified by `mask`.

The following rules apply if `dim` is specified:

- An array result has a rank that is one less than `array`, and shape `(d1, d2, ..., d_dim-1, d_dim+1, ..., dn)`, where `(d1, d2, ..., dn)` is the shape of `array`.
- If `array` has rank one, `MINVAL(array, dim[, mask])` has a value equal to that of `MINVAL(array[,MASK=mask])`. Otherwise, the value of element `(s1, s2, ..., sd_dim-1, sd_dim+1, ..., sn)` of `MINVAL(array, dim[,mask])` is equal to `MINVAL(array(s1, s2, ..., sd_dim-1, :, sd_dim+1, ..., sn[,MASK=mask(s1, s2, ..., sd_dim-1, :, sd_dim+1, ..., sn)])`.

If `array` has size zero or if there are no true elements in `mask`, the result (if `dim` is omitted), or each element in the result array (if `dim` is specified), has the value of the positive number of the largest magnitude supported by the processor for numbers of the type and kind parameters of `array`.

If `array` is of type character, the comparison is done using the ASCII collating sequence.

**Example**

The value of `MINVAL ((/2, 3, 4/))` is 2 because that is the minimum value in the rank-one array.

The value of `MINVAL (B, MASK=B .GT. 0.0)` finds the minimum value of the positive elements of `B`.

`C` is the array

```
  [ 2  3  4 ]
  [ 5  6  7 ].
```

`MINVAL (C, DIM=1)` has the value `(2, 3, 4)`. 2 is the minimum value in column 1; 3 is the minimum value in column 2; and so forth.

`MINVAL (C, DIM=2)` has the value `(2, 5)`. 2 is the minimum value in row 1 and 5 is the minimum value in row 2.

The following shows another example:

```fortran
INTEGER array(2, 3), i(2), minv
INTEGER, ALLOCATABLE :: AR1(:), AR2(:)
array = RESHAPE((/1, 4, 5, 2, 3, 6/), (/2, 3/))
  ! array is
  !  1 5 3
  !  4 2 6
i = SHAPE(array)  ! i = [2 3]
ALLOCATE(AR1(i(2))) ! dimension AR1 to number of
  ! elements in dimension 2
  ! (a column) of array.
ALLOCATE(AR2(i(1))) ! dimension AR2 to number of
  ! elements in dimension 1
  ! (a row) of array
minv = MINVAL(array, MASK = array .GT. 4) ! returns 5
AR1 = MINVAL(array, DIM = 1)  ! returns [1 2 3]
AR2 = MINVAL(array, DIM = 2)  ! returns [1 2]
END
```

See Also

- MAXVAL
- MINLOC
- MAXLOC
MM_PREFETCH

Intrinsic Subroutine (Generic): Prefetches data from the specified address on one memory cache line. Intrinsic subroutines cannot be passed as actual arguments.

Syntax

CALL MM_PREFETCH (address [, hint] [, fault] [, exclusive])

address (Input) Is the name of a scalar or array; it can be of any type or rank. It specifies the address of the data on the cache line to prefetch.

hint (Input; optional) Is an optional default integer constant with one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Prefetch Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>FOR_K_PREFETCH_T0</td>
<td>Prefetches into the L1 cache (and the L2 and the L3 cache). Use this for integer data.</td>
</tr>
<tr>
<td>1</td>
<td>FOR_K_PREFETCH_T1</td>
<td>Prefetches into the L2 cache (and the L3 cache); floating-point data is used from the L2 cache, not the L1 cache. Use this for real data.</td>
</tr>
<tr>
<td>2</td>
<td>FOR_K_PREFETCH_T2</td>
<td>Prefetches into the L2 cache (and the L3 cache); this line will be marked for early displacement. Use this if you are not going to reuse the cache line frequently.</td>
</tr>
<tr>
<td>3</td>
<td>FOR_K_PREFETCH_NT</td>
<td>Prefetches into the L2 cache (but not the L3 cache); this line will be marked for early displacement. Use this if you are not going to reuse the cache line.</td>
</tr>
</tbody>
</table>

The preceding constants are defined in file fordef.for on Windows* systems and file fordef.f on Linux* and OS X* systems.

If hint is omitted, 0 is assumed.

fault (Input; optional) Is an optional default logical constant. If .TRUE. is specified, page faults are allowed to occur, if necessary; if .FALSE. is specified, page faults are not allowed to occur. If fault is omitted, .FALSE. is assumed. This argument is currently ignored.
exclusive  (Input; optional) Is an optional default logical constant. If .TRUE. is specified, you get exclusive ownership of the cache line because you intend to assign to it; if .FALSE. is specified, there is no exclusive ownership. If exclusive is omitted, .FALSE. is assumed. This argument is currently ignored.

Example

subroutine spread_lf (a, b)
PARAMETER (n = 1025)

real*8 a(n,n), b(n,n), c(n)
do j = 1,n
    do i = 1,100
        a(i, j) = b(i-1, j) + b(i+1, j)
        call mm_prefetch (a(i+20, j), 1)
        call mm_prefetch (b(i+21, j), 1)
    enddo
endo

print *, a(2, 567)
stop
end

MOD

Elemental Intrinsic Function (Generic): Returns the remainder when the first argument is divided by the second argument.

Syntax

result = MOD (a, p)

a  (Input) Must be of type integer or real.

p  (Input) Must have the same type and kind parameters as a. It must not have a value of zero.

Results

The result type and kind is the same as a. If p is not equal to zero, the value of the result is a - INT(a/p) * p. If p is equal to zero, the result is undefined.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMOD</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IMOD¹</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>MOD ²</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KMOD</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>AMOD ³</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DMOD ³,⁴</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QMOD</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>
Specific Name | Argument Type | Result Type
---|---|---
1 Or HMOD.
2 Or JMOD.
3 The setting of compiler options specifying real size can affect AMOD and DMOD.
4 The setting of compiler options specifying double size can affect DMOD.

**Example**

MOD (7, 3) has the value 1.
MOD (9, -6) has the value 3.
MOD (-9, 6) has the value -3.

The following shows more examples:

<table>
<thead>
<tr>
<th>INTEGER I</th>
<th>REAL R</th>
</tr>
</thead>
<tbody>
<tr>
<td>R = MOD(9.0, 2.0) ! returns 1.0</td>
<td></td>
</tr>
<tr>
<td>I = MOD(18, 5) ! returns 3</td>
<td></td>
</tr>
<tr>
<td>I = MOD(-18, 5) ! returns -3</td>
<td></td>
</tr>
<tr>
<td>I = MOD(8, 5) ! returns 3</td>
<td></td>
</tr>
<tr>
<td>I = MOD(-8, 5) ! returns -3</td>
<td></td>
</tr>
<tr>
<td>I = MOD(8,-5) ! returns 3</td>
<td></td>
</tr>
<tr>
<td>I = MOD(-8,-5) ! returns -3</td>
<td></td>
</tr>
</tbody>
</table>

**See Also**

MODULO

**MODIFYMENUFLAGSQQ (W*S)**

*QuickWin Function: Modifies a menu item's state.*

**Module**

USE IFQWIN

**Syntax**

result = MODIFYMENUFLAGSQQ (menuID, itemID, flag)

*menuID*  
(Input) INTEGER(4). Identifies the menu containing the item whose state is to be modified, starting with 1 as the leftmost menu.

*itemID*  
(Input) INTEGER(4). Identifies the menu item whose state is to be modified, starting with 0 as the top item.

*flags*  
(Input) INTEGER(4). Constant indicating the menu state. Flags can be combined with an inclusive OR (see the Results section below). The following constants are available:

- $MENUGRAYED - Disables and grays out the menu item.
- $MENUDISABLED - Disables but does not gray out the menu item.
- $MENUENABLED - Enables the menu item.
- $MENUSEPARATOR - Draws a separator bar.
- $MENUCHECKED - Puts a check by the menu item.
- $MENUUNCHECKED - Removes the check by the menu item.
Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The constants available for flags can be combined with an inclusive OR where reasonable, for example $MENUCHECKED .OR. $MENUENABLED. Some combinations do not make sense, such as $MENUENABLED and $MENUDISABLED, and lead to undefined behavior.

Example

```fortran
USE IFQWIN
LOGICAL(4)    result
CHARACTER(20) str
! Append item to the bottom of the first (FILE) menu
str = '&Add to File Menu'
result = APPENDMENUQQ(1, $MENUENABLED, str, WINSTATUS)
! Gray out and disable the first two menu items in the
! first (FILE) menu
result = MODIFYMENUFLAGSQQ (1, 1, $MENUGRAYED)
result = MODIFYMENUFLAGSQQ (1, 2, $MENUGRAYED)
END
```

See Also
APPENDMENUQQ (W*S)
DELETEMENUQQ (W*S)
INSERTMENUQQ (W*S)
MODIFYMENUROUTINEQQ (W*S)
MODIFYMENUSTRINGQQ (W*S)

MODIFYMENUROUTINEQQ (W*S)

QuickWin Function: Changes a menu item's callback routine.

Module
USE IFQWIN

Syntax

```fortran
result = MODIFYMENUROUTINEQQ (menuIdD, itemID, routine)
```

menuID
(Input) INTEGER(4). Identifies the menu that contains the item whose callback routine is to be changed, starting with 1 as the leftmost menu.

itemID
(Input) INTEGER(4). Identifies the menu item whose callback routine is to be changed, starting with 0 as the top item.

routine
(Input) EXTERNAL. Callback subroutine called if the menu item is selected. All routines take a single LOGICAL parameter that indicates whether the menu item is checked or not. You can assign the following predefined routines to menus:

- WINPRINT - Prints the program.
- WINSAVE - Saves the program.
- WINEXIT - Terminates the program.
- WINSELECTTEXT - Selects text from the current window.
- WINSELECTGRAPHICS - Selects graphics from the current window.
- WINSELECTALL - Selects the entire contents of the current window.
• WININPUT - Brings to the top the child window requesting input and makes it the current window.
• WINCOPY - Copies the selected text and/or graphics from the current window to the Clipboard.
• WINPASTE - Allows the user to paste Clipboard contents (text only) to the current text window of the active window during a READ.
• WINCLEARPASTE - Clears the paste buffer.
• WINSIZETOFIT - Sizes output to fit window.
• WINFULLSCREEN - Displays output in full screen.
• WINSTATE - Toggles between pause and resume states of text output.
• WINCASCADE - Cascades active windows.
• WINTILE - Tiles active windows.
• WINARRANGE - Arranges icons.
• WINSTATUS - Enables a status bar.
• WININDEX - Displays the index for QuickWin help.
• WINUSING - Displays information on how to use Help.
• WINABOUT - Displays information about the current QuickWin application.
• NUL - No callback routine.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

See Also
APPENDMENUQQ (W*S)
DELETEMENUQQ (W*S)
INSERTMENUQQ (W*S)
MODIFYMENUFLAGSQQ (W*S)
MODIFYMENUSTRINGQQ (W*S)

MODIFYMENUSTRINGQQ (W*S)
QuickWin Function: Changes a menu item's text string.

Module
USE IFQWIN

Syntax
result = MODIFYMENUSTRINGQQ (menuID, itemID, text)

menuID  (Input) INTEGER(4). Identifies the menu containing the item whose text string is to be changed, starting with 1 as the leftmost item.

itemID  (Input) INTEGER(4). Identifies the menu item whose text string is to be changed, starting with 0 as the top menu item.

text   (Input) Character*(*). Menu item name. Must be a null-terminated C string. For example, words of text ‘C.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..
You can add access keys in your text strings by placing an ampersand (&) before the letter you want underlined. For example, to add a Print menu item with the r underlined, use "P&rint"C as text.

Example

```fortran
USE IFQWIN
LOGICAL(4) result
CHARACTER(25) str
! Append item to the bottom of the first (FILE) menu
str = '&Add to File Menu'C
result = APPENDMENUQ (1, $MENUENABLED, str, WINSTATUS)
! Change the name of the first item in the first menu
str = '&Browse'C
result = MODIFYMENUSTRINGQ (1, 1, str)
END
```

See Also

- APPENDMENUQ (W*S)
- DELETEMENUQ (W*S)
- INSERTMENUQ (W*S)
- SETMESSAGEQ (W*S)
- MODIFYMENUFLAGSQ (W*S)
- MODIFYMENUROUTINEQ (W*S)

**MODULE**

**Statement:** Marks the beginning of a module program unit, which contains specifications and definitions that can be used by one or more program units.

**Syntax**

```
MODULE name
    [specification-part]
[CONTAINS
    [module-subprogram
        [module-subprogram]... ] ]
END[ MODULE [name]]
```

- `name` Is the name of the module.
- `specification-part` Is one or more specification statements, except for the following:
  - ENTRY
  - FORMAT
  - AUTOMATIC (or its equivalent attribute)
  - INTENT (or its equivalent attribute)
  - OPTIONAL (or its equivalent attribute)
  - Statement functions

An automatic object must not appear in a specification statement.

- `module-subprogram` Is a function or subroutine subprogram that defines the module procedure. A function must end with END FUNCTION and a subroutine must end with END SUBROUTINE.
A module subprogram can contain internal procedures.

**Description**

If a name follows the END statement, it must be the same as the name specified in the MODULE statement.

The module name is considered global and must be unique. It cannot be the same as any local name in the main program or the name of any other program unit, external procedure, or common block in the executable program.

A module is host to any module procedures it contains, and entities in the module are accessible to the module procedures through host association.

A module must not reference itself (either directly or indirectly).

You can use the PRIVATE attribute to restrict access to procedures or variables within a module.

Although ENTRY statements, FORMAT statements, and statement functions are not allowed in the specification part of a module, they are allowed in the specification part of a module subprogram.

The following rules also apply to modules:

- The specification part of a module must not contain IMPORT, ENTRY, FORMAT, executable, or statement function statements.
- A variable, common block, or procedure pointer declared in a submodule implicitly has the SAVE attribute, which may be confirmed by explicit specification.
- If a specification or constant expression in the specification part of a module includes a reference to a generic entity, there must be no specific procedures of the generic entity defined in the submodule subsequent to the specification or constant expression.

Any executable statements in a module can only be specified in a module subprogram.

A module can contain one or more procedure interface blocks, which let you specify an explicit interface for an external subprogram or dummy subprogram.

A module can be extended by one or more program units called submodules. A submodule can in turn be extended by one or more submodules.

**Example**

The following example shows a simple module that can be used to provide global data:

```fortran
MODULE MOD_A
  INTEGER :: B, C
  REAL E(25,5)
END MODULE MOD_A

SUBROUTINE SUB_Z
  USE MOD_A               ! Makes scalar variables B and C, and array
                           !   E available to this subroutine
  ...
END SUBROUTINE SUB_Z
```

The following example shows a module procedure:

```fortran
MODULE RESULTS
  ...
CONTAINS
  FUNCTION MOD_RESULTS(X,Y)  ! A module procedure
  ...
  END FUNCTION MOD_RESULTS
END MODULE RESULTS
```

The following example shows a module containing a derived type:

```fortran
MODULE EMPLOYEE_DATA
  TYPE EMPLOYEE
    INTEGER ID
  ...
END TYPE
```

```
```
The following example shows a module containing an interface block:

```fortran
MODULE ARRAY_CALCULATOR
  INTERFACE
    FUNCTION CALC_AVERAGE(D)
      REAL :: CALC_AVERAGE
      REAL, INTENT(IN) :: D(:)
    END FUNCTION
  END INTERFACE
END MODULE ARRAY_CALCULATOR
```

The following example shows a derived-type definition that is public with components that are private:

```fortran
MODULE MATTER
  TYPE ELEMENTS
    PRIVATE
    INTEGER C, D
  END TYPE
  ...
END MODULE MATTER
```

In this case, components C and D are private to type ELEMENTS, but type ELEMENTS is not private to MODULE MATTER. Any program unit that uses the module MATTER can declare variables of type ELEMENTS, and pass as arguments values of type ELEMENTS.

This design allows you to change components of a type without affecting other program units that use the module.

If a derived type is needed in more than one program unit, the definition should be placed in a module and accessed by a USE statement whenever it is needed, as follows:

```fortran
MODULE STUDENTS
  TYPE STUDENT_RECORD
    ...
  END TYPE
  CONTAINS
    SUBROUTINE COURSE_GRADE(...)
      TYPE(STUDENT_RECORD) NAME
      ...
    END SUBROUTINE
END MODULE STUDENTS
```

```fortran
PROGRAM SENIOR_CLASS
  USE STUDENTS
  TYPE(STUDENT_RECORD) ID
  ...
END PROGRAM
```

Program SENIOR_CLASS has access to type STUDENT_RECORD, because it uses module STUDENTS. Module procedure COURSE_GRADE also has access to type STUDENT_RECORD, because the derived-type definition appears in its host.

**See Also**
- SUBMODULE
- PUBLIC
- PRIVATE Statement
- USE
- Procedure Interfaces
Program Units and Procedures Overview

PROTECTED

**MODULE FUNCTION**

*Statement:* Indicates a separate module procedure.

**Example**

```fortran
submodule (M) A
contains
  real module function foo (arg) result(res)
  type(tt), intent(in) :: arg
  res = arg%r
  end function foo
end submodule A
```

**See Also**

Separate Module Procedures

**MODULE PROCEDURE**

*Statement:* Identifies module procedures in an interface block that specifies a generic name.

**Example**

```fortran
! A program that changes non-default integers and reals
! into default integers and reals
PROGRAM CHANGE_KIND
USE Module1
integer(2) in
integer indef
indef = DEFAULT(in)
END PROGRAM

! procedures sub1 and sub2 defined as follows:
MODULE Module1
INTERFACE DEFAULT
  MODULE PROCEDURE Sub1, Sub2
END INTERFACE
CONTAINS
  FUNCTION Sub1(y)
  REAL(8) y
  sub1 = REAL(y)
  END FUNCTION
  FUNCTION Sub2(z)
  INTEGER Sub2
  INTEGER(2) z
  sub2 = INT(z)
  END FUNCTION
END MODULE
```

**See Also**

INTERFACE

MODULE

Modules and Module Procedures

PROCEDURE
**MODULE SUBROUTINE**

*Statement:* Indicates a separate module procedure.

**Example**

```fortran
submodule (M) A
contains
  real module subroutine FOO (arg)
    type(tt), intent(in) :: arg
    arg%r = 1
  end subroutine FOO
end submodule A
```

**See Also**
Separate Module Procedures

**MODULO**

*Elemental Intrinsic Function (Generic): Returns the modulo of the arguments.*

**Syntax**

```fortran
result = MODULO (a, p)
```

*Input* Must be of type integer or real.

**p**

(Input) Must have the same type and kind parameters as *a*. It must not have a value of zero.

**Results**

The result type is the same as *a*. The result value depends on the type of *a*, as follows:

- If *a* is of type integer and *p* is not equal to zero, the value of the result is \( a - \text{FLOOR}(\text{REAL}(a) / \text{REAL}(p)) \times p \), that is, the result has a value such that \( a = q \times p + \text{result} \) where *q* is an integer. The following also applies:
  - If \( p > 0 \), then \( 0 \leq \text{result} < p \)
  - If \( p < 0 \), then \( p < \text{result} \leq 0 \)

- If *a* is of type real and *p* is not equal to zero, the value of the result is \( a - \text{FLOOR}(a / p) \times p \).

If *p* is equal to zero (regardless of the type of *a*), the result is undefined.

**Example**

MODULO (7, 3) has the value 1.

MODULO (9, -6) has the value -3.

MODULO (-9, 6) has the value 3.

The following shows more examples:

<table>
<thead>
<tr>
<th>INTEGER I</th>
<th>REAL R</th>
</tr>
</thead>
<tbody>
<tr>
<td>I= MODULO(8, 5) ! returns 3 Note: q=1</td>
<td></td>
</tr>
<tr>
<td>I= MODULO(-8, 5) ! returns 2 Note: q=-2</td>
<td></td>
</tr>
<tr>
<td>I= MODULO(8, -5) ! returns -2 Note: q=-2</td>
<td></td>
</tr>
<tr>
<td>I= MODULO(-8,-5) ! returns -3 Note: q=1</td>
<td></td>
</tr>
<tr>
<td>R= MODULO(7.285, 2.35) ! returns 0.2350001 Note: q=3</td>
<td></td>
</tr>
<tr>
<td>R= MODULO(7.285, -2.35) ! returns -2.115 Note: q=-4</td>
<td></td>
</tr>
</tbody>
</table>
See Also
MOD

MOVE_ALLOC  
**Intrinsic Subroutine (Generic):** Moves an allocation from one allocatable object to another. Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

CALL MOVE_ALLOC (from, to)

*from*  
(Input; output) Can be of any type, type parameters, corank, and rank; it must be allocatable.

*to*  
(Output) Must be type compatible with *from* and have the same rank and corank; it must be allocatable. *to* must be polymorphic if *from* is polymorphic. Each nondeferred type parameter of the declared type of *to* must have the same value as the corresponding type parameter of the declared type of *from*. For more information about type compatibility, see the description in **CLASS**.

If *to* is currently allocated, it is deallocated. If *from* is allocated, *to* becomes allocated with the same type, type parameters, array bounds, and values as *from*. Lastly, *from* is deallocated.

If *to* has the TARGET attribute, any pointer associated with *from* at the time of the call to MOVE_ALLOC becomes correspondingly associated with *to*. If *to* does not have the TARGET attribute, the pointer association status of any pointer associated with *from* on entry becomes undefined.

During execution of MOVE_ALLOC, the internal descriptor contents are copied from *from* to *to*, so that the storage pointed to by *to* is the storage that *from* used to point to.

Typically, MOVE_ALLOC is used to provide an efficient way to reallocate a variable to a larger size without copying the data twice.

**Example**

The following shows an example of how to increase the allocated size of X and keep the old values with only one copy of the old values. Using only assignment, a temporary variable named Y will be allocated and X assigned to Y. Then X will be deallocated and reallocated to be twice the size; then Y will be assigned to the first half of X. Finally, the temporary Y is deallocated.

```fortran
! This program uses MOVE_ALLOC to make an allocated array X bigger and  
! keep the old values of X in the variable X. Only one copy of the old values  
! of X is needed.  
integer :: I, N = 2  
real, allocatable :: X(:), Y(:)  
allocate (X(N), Y(2*N)) ! Y is twice as big as X  
X = (/ (I, I=1, N) /) ! put "old values" into X  
Y = -1 ! put different "old values" into Y  
print *, ' allocated of X is ', allocated (X)  
print *, ' allocated of Y is ', allocated (Y)  
print *, ' old X is ', X  
print *, ' old Y is ', Y  
Y (1:N) = X ! copy all of X into the first half of Y  
! this is the only copying of values required  
print *, ' new Y is ', Y  
call move_alloc (Y, X) ! X is now twice as big as it was, Y is  
! deallocated, the values were not copied from Y to X  
print *, ' allocated of X is ', allocated (X)  
```

print *, ' allocated of Y is ', allocated (Y)
print *, ' new X is ', X
end

The following shows the output for the above example:

allocated of X is  T
allocated of Y is  T
old X is    1.000000       2.000000
old Y is   -1.000000      -1.000000      -1.000000      -1.000000
new Y is    1.000000       2.000000      -1.000000      -1.000000
allocated of X is  T
allocated of Y is  F
new X is    1.000000       2.000000      -1.000000      -1.000000

MOVETO, MOVETO_W (W*S)

Graphics Subroutines: Move the current graphics position to a specified point. No drawing occurs.

Module
USE IFQWIN

Syntax
CALL MOVETO (x, y, s)
CALL MOVETO_W (wx, wy, s)

x, y
(Input) INTEGER(2). Viewport coordinates of the new graphics position.

s
(Output) Derived type xycoord. Viewport coordinates of the previous graphics position. The derived type xycoord is defined in IFQWIN.F90 as follows:

```
TYPE xycoord
   INTEGER(2) xcoord  ! x coordinate
   INTEGER(2) ycoord  ! y coordinate
END TYPE xycoord
```

wx, wy
(Input) REAL(8). Window coordinates of the new graphics position.

MOVETO sets the current graphics position to the viewport coordinate (x, y). MOVETO_W sets the current graphics position to the window coordinate (wx, wy).

MOVETO and MOVETO_W assign the coordinates of the previous position to s.

Example

! Build as QuickWin or Standard Graphics ap.
USE IFQWIN
INTEGER(2) status, x, y
INTEGER(4) result
TYPE (xycoord) xy
RESULT = SETCOLORRGB(Z'FF0000')  ! blue
x = 60
! Draw a series of lines DO y = 50, 92, 3
   CALL MOVETO(x, y, xy)
   status = LINETO(INT2(x + 20), y)
END DO
END
Elemental Intrinsic Subroutine (Generic): Copies a sequence of bits (a bit field) from one location to another. Intrinsic subroutines cannot be passed as actual arguments.

Syntax

CALL MVBITS (from, frompos, len, to, topos)

from (Input) Integer. Can be of any integer type. It represents the location from which a bit field is transferred.

frompos (Input) Can be of any integer type; it must not be negative. It identifies the first bit position in the field transferred from from. frompos + len must be less than or equal to BIT_SIZE(from).

len (Input) Can be of any integer type; it must not be negative. It identifies the length of the field transferred from from.

to (Input; output) Can be of any integer type, but must have the same kind parameter as from. It represents the location to which a bit field is transferred. to is set by copying the sequence of bits of length len, starting at position frompos of from to position topos of to. No other bits of to are altered.

topos (Input) Can be of any integer type; it must not be negative. It identifies the starting position (within to) for the bits being transferred. topos + len must be less than or equal to BIT_SIZE(to).

For more information on bit functions, see Bit Functions.
The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.
You can also use the following specific routines:

<table>
<thead>
<tr>
<th>Routine</th>
<th>Arguments</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>BMVBITS</td>
<td>from and to must be INTEGER(1).</td>
<td></td>
</tr>
<tr>
<td>HMVBITS</td>
<td>from and to must be INTEGER(2).</td>
<td></td>
</tr>
<tr>
<td>IMVBITS</td>
<td>from and to must be INTEGER(2).</td>
<td></td>
</tr>
<tr>
<td>JMVBITS</td>
<td>from and to must be INTEGER(4).</td>
<td></td>
</tr>
<tr>
<td>KMVBITS</td>
<td>from and to must be INTEGER(8).</td>
<td></td>
</tr>
</tbody>
</table>

Example

If TO has the initial value of 6, its value after a call to MVBITS(7, 2, 2, TO, 0) is 5.
The following shows another example:

```
INTEGER(1) :: from = 13  ! 00001101
INTEGER(1) :: to = 6     ! 00000110
CALL MVBITS(from, 2, 2, to, 0) ! returns to = 00000111
```
NAMELIST

Statement: Associates a name with a list of variables. This group name can be referenced in some input/output operations.

Syntax

NAMELIST /group/ var-list[, ] /group/ var-list]...

group

var-list

Is the name of the group.

Is a list of variables (separated by commas) that are to be associated with the preceding group name. The variables can be of any data type.

Description

The namelist group name is used by namelist I/O statements instead of an I/O list. The unique group name identifies a list whose entities can be modified or transferred.

A variable can appear in more than one namelist group.

Each variable in var-list must be accessed by use or host association, or it must have its type, type parameters, and shape explicitly or implicitly specified in the same scoping unit. If the variable is implicitly typed, it can appear in a subsequent type declaration only if that declaration confirms the implicit typing.

You cannot specify an assumed-size array in a namelist group.

Only the variables specified in the namelist can be read or written in namelist I/O. It is not necessary for the input records in a namelist input statement to define every variable in the associated namelist.

The order of variables in the namelist controls the order in which the values appear on namelist output. Input of namelist values can be in any order.

If the group name has the PUBLIC attribute, no item in the variable list can have the PRIVATE attribute.

The group name can be specified in more than one NAMELIST statement in a scoping unit. The variable list following each successive appearance of the group name is treated as a continuation of the list for that group name.

Example

In the following example, D and E are added to the variables A, B, and C for group name LIST:

\[
\text{NAMELIST /LIST/ A, B, C} \\
\text{NAMELIST /LIST/ D, E}
\]

In the following example, two group names are defined:

\[
\text{CHARACTER*30 NAME(25)} \\
\text{NAMELIST /INPUT/ NAME, GRADE, DATE /OUTPUT/ TOTAL, NAME}
\]

Group name INPUT contains variables NAME, GRADE, and DATE. Group name OUTPUT contains variables TOTAL and NAME.
The following shows another example:

```
NAMELIST /example/ i1, l1, r4, r8, z8, z16, c1, c10, iarray
! The corresponding input statements could be:
&example
i1  = 11
l1  = .TRUE.
r4  = 24.0
r8  = 28.0d0
z8  = (38.0, 0.0)
z16 = (316.0d0, 0.0d0)
c1  = 'A'
c10 = 'abcdefghij'
iarray(8) = 41, 42, 43
/
```

A sample program, NAMELIST.F90, is included in the `<install-dir>/samples` subdirectory.

**See Also**

READ Statement  
WRITE Statement  
Namelist Specifier (NML=)  
Rules for Namelist Sequential READ Statement  
Rules for Namelist Sequential WRITE Statements

### NARGS

**Inquiry Intrinsic Function (Specific):** Returns the total number of command-line arguments, including the command. This function cannot be passed as an actual argument.

**Syntax**

```
result = NARGS()
```

**Results**

The result type is INTEGER(4). The result is the number of command-line arguments, including the command. For example, NARGS returns 4 for the command-line invocation of `PROG1 -g -c -a`.

**Example**

```
INTEGER(2) result
result = RUNQQ('myprog', '-c -r')
END

! MYPROG.F90 responds to command switches -r, -c, ! and/or -d
INTEGER(4) count, num, i, status
CHARACTER(80) buf
REAL r1 / 0.0 /
COMPLEX c1 / (0.0,0.0) /
REAL(8) d1 / 0.0 /

num = 5
count = NARGS()
DO i = 1, count-1
   CALL GETARG(i, buf, status)
   IF (status .lt. 0) THEN
      WRITE (*,*) 'GETARG error - exiting'
      EXIT
   END IF
ENDDO
```
IF (buf(2:status) .EQ.'r') THEN
   r1 = REAL(num)
   WRITE (*,*) 'r1 = ', r1
ELSE IF (buf(2:status) .EQ.'c') THEN
   cl = CMPLX(num)
   WRITE (*,*) 'cl = ', cl
ELSE IF (buf(2:status) .EQ.'d') THEN
   dl = DBLE(num)
   WRITE (*,*) 'dl = ', dl
ELSE
   WRITE(*,*) 'Invalid command switch: ', buf (1:status)
END IF
END DO
END

See Also
GETARG
IARGC
COMMAND_ARGUMENT_COUNT
GET_COMMAND
GET_COMMAND_ARGUMENT

NEAREST

Elemental Intrinsic Function (Generic): Returns the nearest different number (representable on the processor) in a given direction.

Syntax

result = NEAREST (x, s)

x (Input) Must be of type real.

s (Input) Must be of type real and nonzero.

Results

The result type and kind is the same as x. The result has a value equal to the machine representable number that is different from and nearest to x, in the direction of the infinity with the same sign as s.

Example

If 3.0 and 2.0 are REAL(4) values, NEAREST (3.0, 2.0) has the value 3 + 2 \times 2^{-22}, which equals approximately 3.0000002. (For more information on the model for REAL(4), see Model for Real Data.

The following shows another example:

REAL(4) r1
REAL(8) r2, result
r1 = 3.0
result = NEAREST (r1, -2.0)
WRITE(*,*) result ! writes 2.999999761581421

! When finding nearest to REAL(8), can't see
! the difference unless output in HEX
r2 = 111502.07D0
result = NEAREST(r2, 2.0)
WRITE(*,'(1x,Z16)') result ! writes 40FB38E11EB851ED
result = NEAREST(r2, -2.0)
WRITE(*,'(1x,Z16)') result ! writes 40FB38E11EB851EB
END
See Also
EPSILON

NEW_LINE
Inquiry Intrinsic Function (Generic): Returns a new line character.

Syntax
result = NEW_LINE(a)

Input) Must be of type default character. It may be a scalar or an array.

Results
The result is a character scalar of length one with the same kind type parameter as a.
The result value is the ASCII newline character ACHAR(10).

NINT
Elemental Intrinsic Function (Generic): Returns the nearest integer to the argument.

Syntax
result = NINT(a [, kind])

Input) Must be of type real.

kind (Input; optional) Must be a scalar integer initialization expression.

Results
The result type is integer. If kind is present, the kind parameter of the result is that specified by kind;
otherwise, the kind parameter of the result is shown in the following table. If the processor cannot represent
the result value in the kind of the result, the result is undefined.

If a is greater than zero, NINT(a) has the value INT(a + 0.5); if a is less than or equal to zero, NINT(a) has
the value INT(a - 0.5).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ININT</td>
<td>REAL(4)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>NINT ¹, ²</td>
<td>REAL(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KNINT</td>
<td>REAL(4)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>IIDNNT</td>
<td>REAL(8)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IDNINT ², ³</td>
<td>REAL(8)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIDNNT</td>
<td>REAL(8)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>IIQNNT</td>
<td>REAL(16)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>IQNINT ², ⁴</td>
<td>REAL(16)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KIQNNT</td>
<td>REAL(16)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

¹ Or JNINT.

² Or JNINT.
Specific Name | Argument Type | Result Type
---|---|---
2 The setting of compiler options specifying integer size can affect NINT, IDNINT, and IQNINT.
3 Or JIDNNT. For compatibility with older versions of Fortran, IDNINT can also be specified as a generic function.
4 Or JIQNNT. For compatibility with older versions of Fortran, IQNINT can also be specified as a generic function.

Example

NINT (3.879) has the value 4.
NINT (-2.789) has the value -3.
The following shows another example:

```
INTEGER(4) i1, i2
i1 = NINT(2.783) ! returns 3
i2 = IDNINT(-2.783D0) ! returns -3
```

See Also

ANINT
INT

NLSEnumCodepages (W*S)

**NLS Function:** Returns an array containing the codepages supported by the system, with each array element describing one valid codepage.

Module

USE IFNLS

Syntax

```
ptr => NLSEnumCodepages()
```

Results

The result is a pointer to an array of codepages, with each element describing one supported codepage.

**NOTE**

After use, the pointer returned by NLSEnumCodepages should be deallocated with the DEALLOCATE statement.

See Also

NLSEnumLocales (W*S)
DEALLOCATE

NLSEnumLocales (W*S)

**NLS Function:** Returns an array containing the language and country combinations supported by the system, in which each array element describes one valid combination.

Module

USE IFNLS
Syntax

ptr => NLSEnumLocales()

Results

The result is a pointer to an array of locales, in which each array element describes one supported language and country combination. Each element has the following structure:

```fortran
TYPE NLS$EnumLocale
   CHARACTER*(NLS$MaxLanguageLen)  Language
   CHARACTER*(NLS$MaxCountryLen)   Country
   INTEGER(4)                      DefaultWindowsCodepage
   INTEGER(4)                      DefaultConsoleCodepage
END TYPE
```

If the application is a Windows or QuickWin application, NLS$DefaultWindowsCodepage is the codepage used by default for the given language and country combination. If the application is a console application, NLS$DefaultConsoleCodepage is the codepage used by default for the given language and country combination.

**NOTE**

After use, the pointer returned by NLSEnumLocales should be deallocated with the DEALLOCATE statement.

See Also

NLSEnumCodepages (W*S)
DEALLOCATE

NLSFormatCurrency (W*S)

**NLS Function:** Returns a correctly formatted currency string for the current locale.

Module

USE IFNLS

Syntax

result = NLSFormatCurrency(outstr, instr[, flags])

*outstr*  
(Output) Character*(*). String containing the correctly formatted currency for the current locale. If *outstr* is longer than the formatted currency, it is blank-padded.

*instr*  
(Input) Character*(*). Number string to be formatted. Can contain only the characters '0' through '9', one decimal point (a period) if a floating-point value, and a minus sign in the first position if negative. All other characters are invalid and cause the function to return an error.

*flags*  
(Input; optional) INTEGER(4). If specified, modifies the currency conversion. If you omit *flags*, the flag NLS$Normal is used. Available values (defined in IFNLS.F90) are:

- NLS$Normal - No special formatting
- NLS$NoUserOverride - Do not use user overrides
Results

The result type is INTEGER(4). The result is the number of characters written to outstr (bytes are counted, not multibyte characters). If an error occurs, the result is one of the following negative values:

- NLS$ErrorInsufficientBuffer - outstr buffer is too small
- NLS$ErrorInvalidFlags - flags has an illegal value
- NLS$ErrorInvalidInput - instr has an illegal value

Example

```fortran
USE IFNLS
CHARACTER(40) str
INTEGER(4) i

i = NLSFormatCurrency(str, "1.23")
print *, str  ! prints $1.23
i = NLSFormatCurrency(str, "1000000.99")
print *, str  ! prints $1,000,000.99
i = NLSSetLocale("Spanish", "Spain")
i = NLSFormatCurrency(str, "1.23")
print *, str  ! prints 1 Pts
i = NLSFormatCurrency(str, "1000000.99")
print *, str  ! prints 1.000.001 Pts
```

See Also

NLSFormatNumber (W*S)
NLSFormatDate (W*S)
NLSFormatTime (W*S)

**NLSFormatDate (W*S)**

*NLS Function: Returns a correctly formatted string containing the date for the current locale.*

Module

USE IFNLS

Syntax

```
result = NLSFormatDate (outstr [, intime] [, flags])
```

- **outstr** (Output) Character*(*). String containing the correctly formatted date for the current locale. If outstr is longer than the formatted date, it is blank-padded.

- **intime** (Input; optional) INTEGER(4). If specified, date to be formatted for the current locale. Must be an integer date such as the packed time created with PACKTIMEQQ. If you omit intime, the current system date is formatted and returned in outstr.

- **flags** (Input; optional) INTEGER(4). If specified, modifies the date conversion. If you omit flags, the flag NLS$Normal is used. Available values (defined in IFNLS.F90) are:
  - NLS$Normal - No special formatting
  - NLS$NoUserOverride - Do not use user overrides
  - NLS$UseAltCalendar - Use the locale's alternate calendar
  - NLS$LongDate - Use local long date format
• NLS$ShortDate - Use local short date format

Results
The result type is INTEGER(4). The result is the number of characters written to outstr (bytes are counted, not multibyte characters). If an error occurs, the result is one of the following negative values:

• NLS$ErrorInsufficentBuffer - outstr buffer is too small
• NLS$ErrorInvalidFlags - flags has an illegal value
• NLS$ErrorInvalidInput - intime has an illegal value

Example
USE IFNLS
INTEGER(4) i
CHARACTER(40) str
i = NLSFORMATDATE(str, FLAGS=NLS$NORMAL)           ! 8/1/10
i = NLSFORMATDATE(str, FLAGS=NLS$USEALTCALENDAR)   ! 8/1/10
i = NLSFORMATDATE(str, FLAGS=NLS$LONGDATE)         ! Sunday, August 1, 2010
i = NLSFORMATDATE(str, FLAGS=NLS$SHORTDATE)        ! 8/1/10
END

See Also
NLSFormatTime (W*S)
NLSFormatCurrency (W*S)
NLSFormatNumber (W*S)

NLSFormatNumber (W*S)

**NLS Function:** Returns a correctly formatted number string for the current locale.

Module
USE IFNLS

Syntax
result = NLSFormatNumber (outstr, instr [, flags])

outstr (Output) Character*(*). String containing the correctly formatted number for the current locale. If outstr is longer than the formatted number, it is padded with blanks.

instr (Input) Character*(*). Number string to be formatted. Can only contain the characters '0' through '9', one decimal point (a period) if a floating-point value, and a minus sign in the first position if negative. All other characters are invalid and cause the function to return an error.

flags (Input; optional) INTEGER(4). If specified, modifies the number conversion. If you omit flags, the flag NLS$Normal is used. Available values (defined in IFNLS.F90) are:

• NLS$Normal - No special formatting
• NLS$NoUserOverride - Do not use user overrides

Results
The result type is INTEGER(4). The result is the number of characters written to outstr (bytes are counted, not multibyte characters). If an error occurs, the result is one of the following negative values:
Example

USE IFNLS
CHARACTER(40) str
INTEGER(4) i
i = NLSFormatNumber(str, "1.23")
print *, str                       ! prints 1.23
i = NLSFormatNumber(str, "1000000.99")
print *, str                       ! prints 1,000,000.99
i = NLSSetLocale("Spanish", "Spain")
i = NLSFormatNumber(str, "1.23")
print *, str                       ! prints 1,23
i = NLSFormatNumber(str, "1000000.99")
print *, str                       ! prints 1.000.000,99
END

See Also
NLSFormatTime (W*S)
NLSFormatCurrency (W*S)
NLSFormatDate (W*S)

NLSFormatTime (W*S)

NLS Function: Returns a correctly formatted string containing the time for the current locale.

Module
USE IFNLS

Syntax
result = NLSFormatTime (outstr [, intime] [, flags])

outstr
(Output) Character(*). String containing the correctly formatted time for the current locale. If outstr is longer than the formatted time, it is blank-padded.

intime
(Input; optional) INTEGER(4). If specified, time to be formatted for the current locale. Must be an integer time such as the packed time created with PACKTIMEQQ. If you omit intime, the current system time is formatted and returned in outstr.

flags
(Input; optional) INTEGER(4). If specified, modifies the time conversion. If you omit flags, the flag NLS$Normal is used. Available values (defined in IFNLS.F90) are:

- NLS$Normal - No special formatting
- NLS$NoUserOverride - Do not use user overrides
- NLS$NoMinutesOrSeconds - Do not return minutes or seconds
- NLS$NoSeconds - Do not return seconds
- NLS$NoTimeMarker - Do not add a time marker string
- NLS$Force24HourFormat - Return string in 24 hour format
**Results**

The result type is INTEGER(4). The result is the number of characters written to `outstr` (bytes are counted, not multibyte characters). If an error occurs, the result is one of the following negative values:

- NLS$ErrorInsufficientBuffer - `outstr` buffer is too small
- NLS$ErrorInvalidFlags - `flags` has an illegal value
- NLS$ErrorInvalidInput - `intime` has an illegal value

**Example**

```fortran
USE IFNLS
INTEGER(4) i
CHARACTER(20) str
i = NLSFORMATTIME(str, FLAGS=NLS$NORMAL) ! 11:38:28 PM
i = NLSFORMATTIME(str, FLAGS=NLS$NOMINUTESORSECONDS) ! 11 PM
i = NLSFORMATTIME(str, FLAGS=NLS$NOTIMEMARKER) ! 11:38:28 PM
i = NLSFORMATTIME(str, FLAGS=IOR(NLS$FORCE24HOURFORMAT, &
   NLS$NOSECONDS)) ! 23:38 PM
END
```

**See Also**

- NLSFormatCurrency (W*S)
- NLSFormatDate (W*S)
- NLSFormatNumber (W*S)

**NLSGetEnvironmentCodepage (W*S)**

**NLS Function:** Returns the codepage number for the system (Window) codepage or the console codepage.

**Module**

USE IFNLS

**Syntax**

```fortran
result = NLSGetEnvironmentCodepage (flags)
```

**flags**

(Input) INTEGER(4). Tells the function which codepage number to return. Available values (defined in *IFNLS.F90*) are:

- NLS$ConsoleEnvironmentCodepage - Gets the codepage for the console
- NLS$WindowsEnvironmentCodepage - Gets the current Windows codepage

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, it returns one of the following error codes:

- NLS$ErrorInvalidFlags - `flags` has an illegal value.
- NLS$ErrorNoConsole - There is no console associated with the given application. So, operations with the console codepage are not possible.

**See Also**

- NLSSetEnvironmentCodepage (W*S)
**NLSGetLocale (W*S)**

**NLS Subroutine:** Returns the current language, country, or codepage.

**Module**

USE IFNLS

**Syntax**

CALL NLSGetLocale (language [,country] [,codepage])

- `language` (Output; optional) Character*(*) . Current language.
- `country` (Output; optional) Character*(*) . Current country.
- `codepage` (Output; optional) INTEGER(4) . Current codepage.

NLSGetLocale returns a valid codepage in `codepage`. It does not return one of the NLS$... symbolic constants that can be used with NLSSetLocale.

**Example**

USE IFNLS
CHARACTER(50) cntry, lang
INTEGER(4) code
CALL NLSGetLocale (lang, cntry, code)  ! get all three
CALL NLSGetLocale (CODEPAGE = code)    ! get the codepage
CALL NLSGetLocale (COUNTRY = cntry, CODEPAGE =code) ! get country
              ! and codepage

**See Also**

NLSSetLocale (W*S)

**NLSGetLocaleInfo (W*S)**

**NLS Function:** Returns information about the current locale.

**Module**

USE IFNLS

**Syntax**

result = NLSGetLocaleInfo (type, outstr)

- `type` (Input) INTEGER(4) . NLS parameter requested. A list of parameter names is provided in NLS LocaleInfo Parameters.
- `outstr` (Output) Character*(*) . Parameter setting for the current locale. All parameter settings placed in `outstr` are character strings, even numbers. If a parameter setting is numeric, the ASCII representation of the number is used. If the requested parameter is a date or time string, an explanation of how to interpret the format in `outstr` is provided in NLS Date and Time Format.

**Results**

The result type is INTEGER(4). The result is the number of characters written to `outstr` if successful, or if `outstr` has 0 length, the number of characters required to hold the requested information. Otherwise, the result is one of the following error codes (defined in IFNLS.F90):

```plaintext
1637
```
• NLS$ErrorInvalidLIType - The given type is invalid
• NLS$ErrorInsufficientBuffer - The outstr buffer was too small, but was not 0 (so that the needed size would be returned)

The NLS$LI parameters are used for the argument type and select the locale information returned by NLSGetLocaleInfo in outstr. You can perform an inclusive OR with NLS$NoUserOverride and any NLS$LI parameter. This causes NLSGetLocaleInfo to bypass any user overrides and always return the system default value.

The following table lists and describes the NLS$LI parameters.

### NLS LocaleInfo Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NLS$LI_ILANGUAGE</td>
<td>An ID indicating the language.</td>
</tr>
<tr>
<td>NLS$LI_SLANGUAGE</td>
<td>The full localized name of the language.</td>
</tr>
<tr>
<td>NLS$LI_SENGLANGUAGE</td>
<td>The full English name of the language from the ISO Standard 639. This will always be restricted to characters that map into the ASCII 127 character subset.</td>
</tr>
<tr>
<td>NLS$LI_SABBREVLANGNAME</td>
<td>The abbreviated name of the language, created by taking the 2-letter language abbreviation as found in ISO Standard 639 and adding a third letter as appropriate to indicate the sublanguage.</td>
</tr>
<tr>
<td>NLS$LI_SNATIVELANGNAME</td>
<td>The native name of the language.</td>
</tr>
<tr>
<td>NLS$LI_ICOUNTRY</td>
<td>The country code, based on international phone codes, also referred to as IBM country codes.</td>
</tr>
<tr>
<td>NLS$LI_S_COUNTRY</td>
<td>The full localized name of the country.</td>
</tr>
<tr>
<td>NLS$LI_SENGCOUNTRY</td>
<td>The full English name of the country. This will always be restricted to characters that map into the ASCII 127 character subset.</td>
</tr>
<tr>
<td>NLS$LI_SABBREVCTRYNAME</td>
<td>The abbreviated name of the country as per ISO Standard 3166.</td>
</tr>
<tr>
<td>NLS$LI_SNATIVECTRYNAME</td>
<td>The native name of the country.</td>
</tr>
<tr>
<td>NLS$LI_IDEFAULTLANGUAGE</td>
<td>Language ID for the principal language spoken in this locale. This is provided so that partially specified locales can be completed with default values.</td>
</tr>
<tr>
<td>NLS$LI_IDEFAULTCOUNTRY</td>
<td>Country code for the principal country in this locale. This is provided so that partially specified locales can be completed with default values.</td>
</tr>
<tr>
<td>NLS$LI_IDEFAULTANSICODEPAGE</td>
<td>ANSI code page associated with this locale.</td>
</tr>
<tr>
<td>NLS$LI_IDEFAULTOEMCODEPAGE</td>
<td>OEM code page associated with the locale.</td>
</tr>
<tr>
<td>NLS$LI_SLIST</td>
<td>Character(s) used to separate list items, for example, comma in many locales.</td>
</tr>
<tr>
<td>NLS$LI_IMEASURE</td>
<td>This value is 0 if the metric system (S.I.) is used and 1 for the U.S. system of measurements.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NLS$LI_SDECIMAL</td>
<td>The character(s) used as decimal separator. This is restricted such that it cannot be set to digits 0 - 9.</td>
</tr>
<tr>
<td>NLS$LI_STHOUSAND</td>
<td>The character(s) used as separator between groups of digits left of the decimal. This is restricted such that it cannot be set to digits 0 - 9.</td>
</tr>
<tr>
<td>NLS$LI_SGROUPING</td>
<td>Sizes for each group of digits to the left of the decimal. An explicit size is needed for each group; sizes are separated by semicolons. If the last value is 0 the preceding value is repeated. To group thousands, specify &quot;3;0&quot;.</td>
</tr>
<tr>
<td>NLS$LI_IDIGITS</td>
<td>The number of decimal digits.</td>
</tr>
<tr>
<td>NLS$LI_ILZERO</td>
<td>Determines whether to use leading zeros in decimal fields: 0 - Use no leading zeros 1 - Use leading zeros</td>
</tr>
<tr>
<td>NLS$LI_INEGNUMBER</td>
<td>Determines how negative numbers are represented: 0 - Puts negative numbers in parentheses: (1.1) 1 - Puts a minus sign in front: -1.1 2 - Puts a minus sign followed by a space in front: - 1.1 3 - Puts a minus sign after: 1.1- 4 - Puts a space then a minus sign after: 1.1 -</td>
</tr>
<tr>
<td>NLS$LI_SNATIVE_DIGITS</td>
<td>The ten characters that are the native equivalent to the ASCII 0-9.</td>
</tr>
<tr>
<td>NLS$LI_SCURRENCY</td>
<td>The string used as the local monetary symbol. Cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_SINTLSYMBOL</td>
<td>Three characters of the International monetary symbol specified in ISO 4217 &quot;Codes for the Representation of Currencies and Funds&quot;, followed by the character separating this string from the amount.</td>
</tr>
<tr>
<td>NLS$LI_SMONDECIMALSEP</td>
<td>The character(s) used as monetary decimal separator. This is restricted such that it cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_SMONTHOUSANDSEP</td>
<td>The character(s) used as monetary separator between groups of digits left of the decimal. Cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_SMONGROUPING</td>
<td>Sizes for each group of monetary digits to the left of the decimal. If the last value is 0, the preceding value is repeated. To group thousands, specify &quot;3;0&quot;.</td>
</tr>
<tr>
<td>NLS$LI_ICURRDIGITS</td>
<td>Number of decimal digits for the local monetary format.</td>
</tr>
<tr>
<td>NLS$LI_IINTLCURRDIGITS</td>
<td>Number of decimal digits for the international monetary format.</td>
</tr>
<tr>
<td>NLS$LI_ICURRENCY</td>
<td>Determines how positive currency is represented: 0 - Puts currency symbol in front with no separation: $1.1 1 - Puts currency symbol in back with no separation: 1.1$</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>2 - Puts currency symbol in front with single space after: $ 1.1</td>
</tr>
<tr>
<td></td>
<td>3 - Puts currency symbol in back with single space before: 1.1 $</td>
</tr>
<tr>
<td>NLS$LI_INEGCURREY</td>
<td>Determines how negative currency is represented:</td>
</tr>
<tr>
<td></td>
<td>0 ($1.1)</td>
</tr>
<tr>
<td></td>
<td>1 -$1.1</td>
</tr>
<tr>
<td></td>
<td>2 $-1.1</td>
</tr>
<tr>
<td></td>
<td>3 $1.1-</td>
</tr>
<tr>
<td></td>
<td>4 (1.1$)</td>
</tr>
<tr>
<td></td>
<td>5 -1.1$</td>
</tr>
<tr>
<td></td>
<td>6 1.1-$</td>
</tr>
<tr>
<td></td>
<td>7 1.1$-</td>
</tr>
<tr>
<td></td>
<td>8 -1.1 $ (space before $)</td>
</tr>
<tr>
<td></td>
<td>9 -$ 1.1 (space after $)</td>
</tr>
<tr>
<td></td>
<td>10 1.1 $- (space before $)</td>
</tr>
<tr>
<td></td>
<td>11 $ 1.1- (space after $)</td>
</tr>
<tr>
<td></td>
<td>12 $ -1.1 (space after $)</td>
</tr>
<tr>
<td></td>
<td>13 1.1- $ (space before $)</td>
</tr>
<tr>
<td></td>
<td>14 ($ 1.1) (space after $)</td>
</tr>
<tr>
<td></td>
<td>15 (1.1 $) (space before $)</td>
</tr>
<tr>
<td>NLS$LI_SPOSITIVESIGN</td>
<td>String value for the positive sign. Cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_SNEGATIVESIGN</td>
<td>String value for the negative sign. Cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_IPOSSIGNPOSN</td>
<td>Determines the formatting index for positive values:</td>
</tr>
<tr>
<td></td>
<td>0 - Parenthesis surround the amount and the monetary symbol</td>
</tr>
<tr>
<td></td>
<td>1 - The sign string precedes the amount and the monetary symbol</td>
</tr>
<tr>
<td></td>
<td>2 - The sign string follows the amount and the monetary symbol</td>
</tr>
<tr>
<td></td>
<td>3 - The sign string immediately precedes the monetary symbol</td>
</tr>
<tr>
<td></td>
<td>4 - The sign string immediately follows the monetary symbol</td>
</tr>
<tr>
<td>NLS$LI_INEGSIGNPOSN</td>
<td>Determines the formatting index for negative values. Same values as for NLS$LI_IPOSSIGNPOSN.</td>
</tr>
<tr>
<td>NLS$LI_IPOSSYMPRECEDES</td>
<td>1 if the monetary symbol precedes, 0 if it follows a positive amount.</td>
</tr>
<tr>
<td>NLS$LI_IPOSSEPBYSPACE</td>
<td>1 if the monetary symbol is separated by a space from a positive amount;</td>
</tr>
<tr>
<td></td>
<td>otherwise, 0.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NLS$LI_INEGSYMPRECEDES</td>
<td>1 if the monetary symbol precedes, 0 if it follows a negative amount.</td>
</tr>
<tr>
<td>NLS$LI_INEGSEPBYSPACE</td>
<td>1 if the monetary symbol is separated by a space from a negative amount; otherwise, 0.</td>
</tr>
<tr>
<td>NLS$LI_STIMEFORMAT</td>
<td>Time formatting string. See NLS Date and Time Format for explanations of the valid strings.</td>
</tr>
<tr>
<td>NLS$LI_STIME</td>
<td>Character(s) for the time separator. Cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_ITIME</td>
<td>Time format:</td>
</tr>
<tr>
<td></td>
<td>0 - Use 12-hour format</td>
</tr>
<tr>
<td></td>
<td>1 - Use 24-hour format</td>
</tr>
<tr>
<td>NLS$LI_ITLZERO</td>
<td>Determines whether to use leading zeros in time fields:</td>
</tr>
<tr>
<td></td>
<td>0 - Use no leading zeros</td>
</tr>
<tr>
<td></td>
<td>1 - Use leading zeros for hours</td>
</tr>
<tr>
<td>NLS$LI_S1159</td>
<td>String for the AM designator.</td>
</tr>
<tr>
<td>NLS$LI_S2359</td>
<td>String for the PM designator.</td>
</tr>
<tr>
<td>NLS$LI_SSHORTDATE</td>
<td>Short Date formatting string for this locale. The d, M and y should have the day, month, and year substituted, respectively. See NLS Date and Time Format for explanations of the valid strings.</td>
</tr>
<tr>
<td>NLS$LI_SDATE</td>
<td>Character(s) for the date separator. Cannot be set to digits 0-9.</td>
</tr>
<tr>
<td>NLS$LI_IDATE</td>
<td>Short Date format ordering:</td>
</tr>
<tr>
<td></td>
<td>0 - Month-Day-Year</td>
</tr>
<tr>
<td></td>
<td>1 - Day-Month-Year</td>
</tr>
<tr>
<td></td>
<td>2 - Year-Month-Day</td>
</tr>
<tr>
<td>NLS$LI_ICENTURY</td>
<td>Specifies whether to use full 4-digit century for the short date only:</td>
</tr>
<tr>
<td></td>
<td>0 - Two-digit year</td>
</tr>
<tr>
<td></td>
<td>1 - Full century</td>
</tr>
<tr>
<td>NLS$LI_IDAYLZERO</td>
<td>Specifies whether to use leading zeros in day fields for the short date only:</td>
</tr>
<tr>
<td></td>
<td>0 - Use no leading zeros</td>
</tr>
<tr>
<td></td>
<td>1 - Use leading zeros</td>
</tr>
<tr>
<td>NLS$LI_IMONLZERO</td>
<td>Specifies whether to use leading zeros in month fields for the short date only:</td>
</tr>
<tr>
<td></td>
<td>0 - Use no leading zeros</td>
</tr>
<tr>
<td></td>
<td>1 - Use leading zeros</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NLS$LI_SLONGDATE</td>
<td>Long Date formatting string for this locale. The string returned may contain a string within single quotes (' '). Any characters within single quotes should be left as is. The d, M and y should have the day, month, and year substituted, respectively.</td>
</tr>
<tr>
<td>NLS$LI_ILDATE</td>
<td>Long Date format ordering:</td>
</tr>
<tr>
<td></td>
<td>0 - Month-Day-Year</td>
</tr>
<tr>
<td></td>
<td>1 - Day-Month-Year</td>
</tr>
<tr>
<td></td>
<td>2 - Year-Month-Day</td>
</tr>
<tr>
<td>NLS$LI_ICALENDARTYPE</td>
<td>Specifies which type of calendar is currently being used:</td>
</tr>
<tr>
<td></td>
<td>1 - Gregorian (as in United States)</td>
</tr>
<tr>
<td></td>
<td>2 - Gregorian (English strings always)</td>
</tr>
<tr>
<td></td>
<td>3 - Era: Year of the Emperor (Japan)</td>
</tr>
<tr>
<td></td>
<td>4 - Era: Year of the Republic of China</td>
</tr>
<tr>
<td></td>
<td>5 - Tangun Era (Korea)</td>
</tr>
<tr>
<td>NLS$LI IOPTIONALCALENDAR</td>
<td>Specifies which additional calendar types are valid and available for this locale. This can be a null separated list of all valid optional calendars:</td>
</tr>
<tr>
<td></td>
<td>0 - No additional types valid</td>
</tr>
<tr>
<td></td>
<td>1 - Gregorian (localized)</td>
</tr>
<tr>
<td></td>
<td>2 - Gregorian (English strings always)</td>
</tr>
<tr>
<td></td>
<td>3 - Era: Year of the Emperor (Japan)</td>
</tr>
<tr>
<td></td>
<td>4 - Era: Year of the Republic of China</td>
</tr>
<tr>
<td></td>
<td>5 - Tangun Era (Korea)</td>
</tr>
<tr>
<td>NLS$LI_IFIRSTDAYOFWEEK</td>
<td>Specifies which day is considered first in a week:</td>
</tr>
<tr>
<td></td>
<td>0 - SDAYNAME1</td>
</tr>
<tr>
<td></td>
<td>1 - SDAYNAME2</td>
</tr>
<tr>
<td></td>
<td>2 - SDAYNAME3</td>
</tr>
<tr>
<td></td>
<td>3 - SDAYNAME4</td>
</tr>
<tr>
<td></td>
<td>4 - SDAYNAME5</td>
</tr>
<tr>
<td></td>
<td>5 - SDAYNAME6</td>
</tr>
<tr>
<td></td>
<td>6 - SDAYNAME7</td>
</tr>
<tr>
<td>NLS$LI_IFIRSTWEEKOFYEAR</td>
<td>Specifies which week of the year is considered first:</td>
</tr>
<tr>
<td></td>
<td>0 - Week containing 1/1</td>
</tr>
<tr>
<td></td>
<td>1 - First full week following 1/1</td>
</tr>
<tr>
<td></td>
<td>2 - First week containing at least 4 days</td>
</tr>
<tr>
<td>NLS$LI_SDAYNAME1 - NLS$LI_SDAYNAME7</td>
<td>Native name for each day of the week. 1 = Monday, 2 = Tuesday, etc.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NLS$LI_SABBREVDAYNAME1 - NLS$LI_SABBREVDAYNAME7</td>
<td>Native abbreviated name for each day of the week. 1 = Mon, 2 = Tue, etc.</td>
</tr>
<tr>
<td>NLS$LI_SMONTHNAME1 - NLS$LI_SMONTHNAME13</td>
<td>Native name for each month. 1 = January, 2 = February, etc. 13 = the 13th month, if it exists in the locale.</td>
</tr>
<tr>
<td>NLS$LI_SABBREVMONTHNAME1 - NLS$LI_SABBREVMONTHNAME13</td>
<td>Native abbreviated name for each month. 1 = Jan, 2 = Feb, etc. 13 = the 13th month, if it exists in the locale.</td>
</tr>
</tbody>
</table>

When NLSGetLocaleInfo (type, outstr) returns information about the date and time formats of the current locale, the value returned in outstr can be interpreted according to the following tables. Any text returned within a date and time string that is enclosed within single quotes should be left in the string in its exact form; that is, do not change the text or the location within the string.

*Day*

The day can be displayed in one of four formats using the letter "d". The following table shows the four variations:

<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>d</td>
<td>Day of the month as digits without leading zeros for single-digit days</td>
</tr>
<tr>
<td>dd</td>
<td>Day of the month as digits with leading zeros for single-digit days</td>
</tr>
<tr>
<td>ddd</td>
<td>Day of the week as a three-letter abbreviation (SABBREVDAYNAME)</td>
</tr>
<tr>
<td>dddd</td>
<td>Day of the week as its full name (SDAYNAME)</td>
</tr>
</tbody>
</table>

*Month*

The month can be displayed in one of four formats using the letter "M". The uppercase "M" distinguishes months from minutes. The following table shows the four variations:

<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>Month as digits without leading zeros for single-digit months</td>
</tr>
<tr>
<td>MM</td>
<td>Month as digits with leading zeros for single-digit months</td>
</tr>
<tr>
<td>MMM</td>
<td>Month as a three-letter abbreviation (SABBREVMONTHNAME)</td>
</tr>
<tr>
<td>MMMM</td>
<td>Month as its full name (SMONTHNAME)</td>
</tr>
</tbody>
</table>

*Year*

The year can be displayed in one of three formats using the letter "y". The following table shows the three variations:

<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>y</td>
<td>Year represented by only the last digit</td>
</tr>
<tr>
<td>yy</td>
<td>Year represented by only the last two digits</td>
</tr>
<tr>
<td>yyyy</td>
<td>Year represented by the full 4 digits</td>
</tr>
</tbody>
</table>

*Period/Era*

The period/era string is displayed in a single format using the letters "gg".

<table>
<thead>
<tr>
<th>Format</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gg</td>
<td>Period/Era string</td>
</tr>
</tbody>
</table>

*Time*
The time can be displayed in one of many formats using the letter "h" or "H" to denote hours, the letter "m" to denote minutes, the letter "s" to denote seconds and the letter "t" to denote the time marker. The following table shows the numerous variations of the time format. Lowercase "h" denotes the 12 hour clock and uppercase "H" denotes the 24 hour clock. The lowercase "m" distinguishes minutes from months.

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>h</td>
<td>Hours without leading zeros for single-digit hours (12 hour clock)</td>
</tr>
<tr>
<td>hh</td>
<td>Hours with leading zeros for single-digit hours (12 hour clock)</td>
</tr>
<tr>
<td>H</td>
<td>Hours without leading zeros for single-digit hours (24 hour clock)</td>
</tr>
<tr>
<td>HH</td>
<td>Hours with leading zeros for single-digit hours (24 hour clock)</td>
</tr>
<tr>
<td>m</td>
<td>Minutes without leading zeros for single-digit minutes</td>
</tr>
<tr>
<td>mm</td>
<td>Minutes with leading zeros for single-digit minutes</td>
</tr>
<tr>
<td>s</td>
<td>Seconds without leading zeros for single-digit seconds</td>
</tr>
<tr>
<td>ss</td>
<td>Seconds with leading zeros for single-digit seconds</td>
</tr>
<tr>
<td>t</td>
<td>One-character time marker string</td>
</tr>
<tr>
<td>tt</td>
<td>Multicharacter time marker string</td>
</tr>
</tbody>
</table>

**Example**

```fortran
USE IFNLS
INTEGER(4) strlen
CHARACTER(40) str
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME1, str)
print *, str  ! prints Monday if language is English
strlen = NLSGetLocaleInfo(NLS$LI_SDAYNAME2, str)
print *, str  ! prints Tuesday if language is English
```

**See Also**

NLSGetLocale (W*S)
NLSFormatDate (W*S)
NLSFormatTime (W*S)
NLSSetLocale (W*S)
NLSSetEnvironmentCodepage (W*S)

**NLSSetEnvironmentCodepage (W*S)**

**NLS Function:** Sets the codepage for the current console. The specified codepage affects the current console program and any other programs launched from the same console. It does not affect other open consoles or any consoles opened later.

**Module**

USE IFNLS

**Syntax**

```fortran
result = NLSSetEnvironmentCodepage (codepage, flags)
```

- `codepage`  
  (Input) INTEGER(4). Number of the codepage to set as the console codepage.

- `flags`  
  (Input) INTEGER(4). Must be set to NLS$ConsoleEnvironmentCodepage.
Results

The result type is INTEGER(4). The result is zero if successful. Otherwise, returns one of the following error codes defined in IFNLS.F90:

- NLS$ErrorInvalidCodepage - codepage is invalid or not installed on the system
- NLS$ErrorInvalidFlags - flags is not valid
- NLS$ErrorNoConsole - There is no console associated with the given application. So operations, with the console codepage are not possible

The flags argument must be a NLS$ConsoleEnvironmentCodepage; it cannot be a NLS$WindowsEnvironmentCodepage. NLSSetEnvironmentCodepage does not affect the Windows* codepage.

See Also

NLSSetEnvironmentCodepage (W*S)

NLSSetLocale (W*S)

**NLS Function:** Sets the current language, country, or codepage.

Module

USE IFNLS

Syntax

result = NLSSetLocale (language[, country] [,codepage])

- language (Input) Character*(*). One of the languages supported by the Windows* OS NLS APIs.
- country (Input; optional) Character*(*). If specified, characterizes the language further. If omitted, the default country for the language is set.
- codepage (Input; optional) INTEGER(4). If specified, codepage to use for all character-oriented NLS functions. Can be any valid supported codepage or one of the following predefined values defined in IFNLS.F90:
  - NLS$CurrentCodepage - The codepage is not changed. Only the language and country settings are altered by the function.
  - NLS$ConsoleEnvironmentCodepage - The codepage is changed to the default environment codepage currently in effect for console programs.
  - NLS$ConsoleLanguageCodepage - The codepage is changed to the default console codepage for the language and country combination specified.
  - NLS$WindowsEnvironmentCodepage - The codepage is changed to the default environment codepage currently in effect for Windows* OS programs.
  - NLS$WindowsLanguageCodepage - The codepage is changed to the default Windows OS codepage for the language and country combination specified.

If you omit codepage, it defaults to NLS$WindowsLanguageCodepage. At program startup, NLS$WindowsEnvironmentCodepage is used to set the codepage.

Results

The result type is INTEGER(4). The result is zero if successful. Otherwise, one of the following error codes (defined in IFNLS.F90) may be returned:
• NLS$ErrorInvalidLanguage - _language_ is invalid or not supported
• NLS$ErrorInvalidCountry - _country_ is invalid or is not valid with the language specified
• NLS$ErrorInvalidCodepage - _codepage_ is invalid or not installed on the system

**NOTE**
NLSSetLocale works on installed locales only. Many locales are supported, but they must be installed through the system Control Panel/International menu.

When doing mixed-language programming with Fortran and C, calling NLSSetLocale with a codepage other than the default environment Windows OS codepage causes the codepage in the C run-time library to change by calling C's setmbcp( ) routine with the new codepage. Conversely, changing the C run-time library codepage does not change the codepage in the Fortran NLS library.

Calling NLSSetLocale has no effect on the locale used by C programs. The locale set with C's setlocale( ) routine is independent of NLSSetLocale.

Calling NLSSetLocale with the default environment console codepage, NLS$ConsoleEnvironmentCodepage, causes an implicit call to the Windows OS API SetFileApisToOEM( ). Calling NLSSetLocale with any other codepage causes a call to SetFileApisToANSI( ).

**See Also**
NLSSetLocale (W*S)

**NOFREEFORM**

**Statement:** Specifies that source code is in fixed-form format.

**See Also**
See FREEFORM and NOFREEFORM.

**NOFUSION**

**General Compiler Directive:** Prevents a loop from fusing with adjacent loops.

**Syntax**

```fortran
!DIR$ NOFUSION
```

The NOFUSION directive lets you fine tune your program on a loop-by-loop basis.

This directive should be placed immediately before the DO statement of the loop that should not be fused.

**Example**

Consider the following example that demonstrates use of the NOFUSION directive:

```fortran
subroutine sub (b,a,n)
  real a(n), b(n)
  do i=1,n
    a(i) = a(i) + b(i)
  enddo
!DIR$ NOFUSION
  do i=1,n
    a(i) = a(i) + 1
  enddo
end
```
The following shows the same example, but it uses Standard Fortran array assignments, which allow implicit arrays:

```fortran
subroutine sub (b,a,n)
    real a(n), b(n)
    a = a + b
!DIR$ NOFUSION
    a = a + 1
end
```

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements

**NOOPTIMIZE**

*Statement:* Disables optimizations.

See Also
See OPTIMIZE and NOOPTIMIZE.

**NOPREFETCH**

*Statement:* Disables data prefetching.

See Also
See PREFETCH and NOPREFETCH.

**NORM2**

*Transformational Intrinsic Function (Generic):* Returns the $L_2$ norm of an array.

*Syntax*

```fortran
result = NORM2 (x [, dim])
```

*x*  
(Input) Must be a real array.

*dim*  
(Input; optional) Must be a scalar integer with a value in the range $1 \leq dim \leq n$, where $n$ is the rank of $x$.

The corresponding actual argument must not be an optional dummy argument.

*Results*

The result is of the same type and kind parameters as $x$.

The result is a scalar if *dim* is omitted; otherwise, the result has rank $n - 1$ and shape $[d_1, d_2, ..., d_{dim-1}, d_{dim+1}, ... , d_n]$, where $n$ is the rank of $x$ and $[d_1, d_2, ..., d_n]$ is the shape of $x$.

The result of NORM2 ($x$) has a value equal to a processor-dependent approximation to the generalized $L_2$ norm of $x$, which is the square root of the sum of the squares of the elements of $x$.

The result of NORM2 ($x$, DIM=*dim*) has a value equal to that of NORM2 ($x$) if $x$ has rank one.

Otherwise, the value of element $(s_1, s_2, ..., s_{dim-1}, s_{dim+1}, ... , s_n)$ of the result is equal to NORM2 ($x$ $(s_1, s_2, ..., s_{dim-1}, ; s_{dim+1}, ... , s_n)$).

It is recommended that the processor compute the result without undue overflow or underflow.
Example
The value of NORM2 ([3.0, 4.0]) is 5.0 (approximately).

If X has the value:

\[
\begin{bmatrix}
  1.0 & 2.0 \\
  3.0 & 4.0
\end{bmatrix}
\]

then the value of NORM2 (X, DIM=1) is approximately [3.162, 4.472] and the value of NORM2 (X, DIM=2) is approximately [2.236, 5.0].

NOSTRICT

Statement: Enables language features not found in the language standard specified on the command line.

See Also
See STRICT and NOSTRICT.

NOT

Elemental Intrinsic Function (Generic): Returns the logical complement of the argument.

Syntax

\[
\text{result} = \text{NOT} \ (i)
\]

\(i\) (Input) Must be of type integer.

Results

The result type and kind is the same as \(i\). The result value is obtained by complementing \(i\) bit-by-bit according to the following truth table:

<table>
<thead>
<tr>
<th>(\text{NOT} \ (i))</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BNOT</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>INOT(^1)</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JNOT</td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KNOT</td>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
</tr>
</tbody>
</table>

\(^1\)Or HNOT.

Example

If I has a value equal to 10101010 (base 2), NOT (I) has the value 01010101 (base 2).

The following shows another example:

\[
\begin{align*}
\text{INTEGER}(2) & \ i(2), \ j(2) \\
& \ i = (/4, 132/) \quad ! \ i(1) = 0000000000000100 \\
& \quad ! \ i(2) = 0000000010000100 \\
& \ j = \text{NOT}(i) \quad ! \text{returns} \ (-5,-133) \\
& \quad ! \ j(1) = 11111111111111011 \\
& \quad ! \ j(2) = 11111111011111011
\end{align*}
\]
See Also
BTEST
IAND
IBCHNG
IBCLR
IBSET
IEOR
IOR
ISHA
ISHC
ISHL
ISHFT
ISHFTC

**NOUNROLL**

*Statement:* Disables the unrolling of a DO loop.

See Also
See UNROLL and NOUNROLL.

**NOUNROLL_AND_JAM**

*Statement:* Hints to the compiler to disable loop unrolling and jamming.

See Also
See UNROLL_AND_JAM and NOUNROLL_AND_JAM.

**NOVECTOR**

*Statement:* Disables vectorization of a DO loop.

See Also
See VECTOR and NOVECTOR.

**NOWAIT Clause**

*Parallel Directive Clause:* Specifies that threads may resume execution before the execution of the region completes.

**Syntax**

NOWAIT

When you specify this clause, it removes the synchronization barrier implied at the end of the region.

Note that NOWAIT can also be specified as a keyword in several directives.

At most one NOWAIT clause or keyword can appear in a directive that allows the clause or keyword.

**NULL**

*Transformational Intrinsic Function (Generic):*

Initializes a pointer as disassociated when it is declared.

**Syntax**

result = NULL ([ mold])
mold

(Optional) Must be a pointer; it can be of any type. Its pointer association status can be associated, disassociated, or undefined. If its status is associated, the target does not have to be defined with a value.

Results

The result type and kind is the same as mold, if present; otherwise, it is determined as follows:

<table>
<thead>
<tr>
<th>If NULL ( ) Appears...</th>
<th>Type is Determined From...</th>
</tr>
</thead>
<tbody>
<tr>
<td>On the right side of pointer assignment</td>
<td>The pointer on the left side</td>
</tr>
<tr>
<td>As initialization for an object in a declaration</td>
<td>The object</td>
</tr>
<tr>
<td>As default initialization for a component</td>
<td>The component</td>
</tr>
<tr>
<td>In a structure constructor</td>
<td>The corresponding component</td>
</tr>
<tr>
<td>As an actual argument</td>
<td>The corresponding dummy argument</td>
</tr>
<tr>
<td>In a DATA statement</td>
<td>The corresponding pointer object</td>
</tr>
</tbody>
</table>

The result is a pointer with disassociated association status.

**CAUTION**

If you use module IFWIN or IFWINTY, you will have a name conflict if you use the NULL intrinsic. To avoid this problem, rename the integer parameter constant NULL to something else; for example:

```
USE IFWIN, NULL0 => NULL
```

This example lets you use both NULL0 and NULL( ) in the same program unit with no conflict.

Example

Consider the following:

```
INTEGER, POINTER :: POINT1 => NULL( )
```

This statement defines the initial association status of POINT1 to be disassociated.

**NULLIFY**

*Statement*: Disassociates a pointer from a target.

**Syntax**

```
NULLIFY (pointer-object[,pointer-object]...)
```

*pointer-object* Is a structure component or the name of a variable; it must be a pointer (have the POINTER attribute).

**Description**

The initial association status of a pointer is undefined. You can use NULLIFY to initialize an undefined pointer, giving it disassociated status. Then the pointer can be tested using the intrinsic function ASSOCIATED.

**Example**

The following is an example of the NULLIFY statement:

```
REAL, TARGET :: TAR(0:50)
REAL, POINTER :: PTR_A(:), PTR_B(:)
PTR_A => TAR
PTR_B => NULL
```
PTR_B => TAR
...
NULLIFY(PTR_A)

After these statements are executed, PTR_A will have disassociated status, while PTR_B will continue to be
associated with variable TAR.

The following shows another example:

```fortran
!    POINTER2.F90    Pointing at a Pointer and Target
!DIR$ FIXEDFORMLINESIZE:80

REAL, POINTER :: arrow1 (:)
REAL, POINTER :: arrow2 (:)
REAL, ALLOCATABLE, TARGET :: bullseye (:)

ALLOCATE (bullseye (7))
bullseye = 1.
bullseye (1:7:2) = 10.
WRITE (*,'(/1x,a,7f8.0)') 'target ',bullseye
arrow1 => bullseye
WRITE (*,'(/1x,a,7f8.0)') 'pointer',arrow1

arrow2 => arrow1
IF (ASSOCIATED(arrow2)) WRITE (*','/(a/)') ' ARROW2 is pointed.'
WRITE (*,'(1x,a,7f8.0)') 'pointer',arrow2

NULLIFY (arrow2)
IF (.NOT.ASSOCIATED(arrow2)) WRITE (*','/(a/)') ' ARROW2 is not pointed.'
WRITE (*,'(1x,a,7f8.0)') 'pointer',arrow1
WRITE (*,'/(1x,a,7f8.0)') 'target ',bullseye

END
```

See Also
ALLOCATE
ASSOCIATED
DEALLOCATE
POINTER - Fortran
TARGET Statement
NULL
Pointer Assignments
Dynamic Allocation Overview

**NUM_IMAGES**

*Transformational Intrinsic Function (Generic):*

*Returns the number of images.*

**Syntax**

```fortran
result = NUM_IMAGES()
```

**Results**

The result type is default integer. The result is the number of images.

You can specify a compiler option or environment variable to modify the number of images. If both are
specified, the environment variable setting overrides the compiler option setting.

A compiler option must be specified to enable coarrays. If it is not specified and you use this intrinsic
function, an error occurs.
Example

In the following example, image 1 is used to read data. The other images then copy the data:

```fortran
REAL :: R[*]
IF (THIS_IMAGE()==1) THEN
   READ (7,*) R
   DO I = 2, NUM_IMAGES()
      R[I] = R
   END DO
END IF
SYNC ALL
```

O to P

OBJCOMMENT

**General Compiler Directive:** Specifies a library search path in an object file.

**Syntax**

```fortran
!DIR$ OBJCOMMENT LIB: library
```

*library* is a character constant specifying the name and, if necessary, the path of the library that the linker is to search.

The linker searches for the library named in OBJCOMMENT as if you named it on the command line, that is, before default library searches. You can place multiple library search directives in the same source file. Each search directive appears in the object file in the order it is encountered in the source file.

If the OBJCOMMENT directive appears in the scope of a module, any program unit that uses the module also contains the directive, just as if the OBJCOMMENT directive appeared in the source file using the module.

If you want to have the OBJCOMMENT directive in a module, but do not want it in the program units that use the module, place the directive outside the module that is used.

Example

```fortran
! MOD1.F90
MODULE a
!DIR$ OBJCOMMENT LIB: "opengl32.lib"
END MODULE a

! MOD2.F90
!DIR$ OBJCOMMENT LIB: "graftools.lib"
MODULE b
!
END MODULE b

! USER.F90
PROGRAM go
   USE a   ! library search contained in MODULE a
   ! included here
   USE b   ! library search not included
END
```
OFFLOAD

**OFFLOAD Compiler Directive:** Enables statements to execute on the target. This directive only applies to Intel® MIC Architecture.

Syntax

```c
!DIR$ [OMP] OFFLOAD clause[|, clause...]
```

**clause**

Can be any of the following:

- **TARGET** *(target-name [:target-number]*)
- **IF** *(if-specifier)*
  
  An optional clause. Include it to allow a test at execution time for whether or not the executable should try to offload the statement.

  Use the IF clause to control whether the offload is enabled. All OFFLOAD directives that have data dependencies should use the IF clause in a coordinated fashion, so that either all or none of the related offloads are enabled.

- **SIGNAL** *(tag)*
  
  An optional clause. Include it to enable the CPU to continue execution after initiating the OFFLOAD.

  If this clause is used, the computation performed by the offload and any data transfers occur concurrently with the CPU execution of the code after the directive.

  If this clause is not used, then the entire offload and associated data transfers are executed synchronously: the CPU will not continue execution past the directive until the computation performed by the offload has completed.

  SIGNAL is device specific; if you use this clause, you must specify a target-number =0 in the TARGET clause.

- **WAIT** *(tag [, tag, ...]*)
  
  An optional clause. Include it to specify a wait for completion of a previously initiated asynchronous data transfer or asynchronous computation.

  WAIT is device specific; if you use this clause, you must specify a target-number =0 in the TARGET clause.

- **MANDATORY**
  
  An optional clause. Include it to specify that execution on the coprocessor is required. Execution on the CPU is not allowed. If the correct target hardware needed to run the offloaded code is not available on the system, the program fails with an error message.

  You cannot specify both MANDATORY and OPTIONAL since they are opposites.
If OPTIONAL is not specified for this directive and it is not specified in option [q or Q]offload, then MANDATORY is implied. You can explicitly specify MANDATORY to reinforce this implied default.

- **OPTIONAL**

  An optional clause. Include it to specify that execution on the coprocessor is requested but not required. Execution on the CPU is allowed. If the correct target hardware needed to run the offloaded code is not available on the system, the program is executed on the CPU, not the TARGET.

  You cannot specify both MANDATORY and OPTIONAL since they are opposites.

  If OPTIONAL is not specified for this directive and it is not specified in option [q or Q]offload, then MANDATORY is implied. You can explicitly specify MANDATORY to reinforce this implied default.

- **STATUS (var)**

  An optional clause. Include it to determine the status of the execution of an offloading construct. When used with the OPTIONAL or MANDATORY clause, the STATUS clause also lets you modify the action to take upon failure.

  var is of derived type offload_status defined in mic_lib.mod. This status variable can be queried for details about the offload. The module mic_lib.mod is provided and contains the following definitions:

  ```fortran
  use, intrinsic :: iso_c_binding
  enum , bind (C) 
    enumerator :: OFFLOAD_SUCCESS         = 0
    enumerator :: OFFLOAD_DISABLED        = 1  ! offload is disabled
    enumerator :: OFFLOAD_UNAVAILABLE     = 2  ! card is not available
    enumerator :: OFFLOAD_OUT_OF_MEMORY   = 3  ! not enough memory on device
    enumerator :: OFFLOAD_PROCESS_DIED    = 4  ! target process has died
    enumerator :: OFFLOAD_ERROR           = 5  ! unspecified error
  end enum

  type, bind (C) :: offload_status
    integer(kind=c_int) ::  result        = OFFLOAD_DISABLED   ! result, see enum above
    integer(kind=c_int) ::  device_number = -1  ! device number
    integer(kind=c_int) ::  data_sent     =  0  ! number of bytes sent to the target
    integer(kind=c_int) ::  data_received =  0  ! number of bytes received by host
  end type offload_status
  ```

  When you specify STATUS with the MANDATORY clause, and the offload cannot be performed, the construct is not automatically executed on the host. The program continues execution. You should examine var for the cause of the offload failure and take appropriate action. Note that if no STATUS clause is specified, then the program is terminated.

  When you specify STATUS with the OPTIONAL clause, and the offload cannot be performed, the construct is executed on the host processor. You can examine the var in the STATUS clause to determine the cause of the offload failure.
• `offload-parameter [[,] offload-parameter]`
  One or more data movement clauses (see below).

The following arguments are used in the above `clause` items:

- **target-name**
  Is an identifier that represents the target. The only allowable target name is MIC.

- **target-number**
  (Required for SIGNAL and WAIT) Is an integer expression whose value is interpreted as shown in the following table.
  When `target-number` is specified, the implicit MANDATORY offload is overridden and execution on the CPU is allowed when either the OPTIONAL clause is also specified or optional is also specified in the `[Q]offload` option.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>This value specifies execution on the coprocessor. The runtime system chooses the specific coprocessor. Execution on the CPU is not allowed.</td>
</tr>
<tr>
<td></td>
<td>If the correct target hardware needed to run the offloaded code is not available on the system, the program fails with an error message. Execution on the CPU is allowed when the OPTIONAL clause is also specified or optional is also specified in option <code>[q or Q]offload</code>.</td>
</tr>
<tr>
<td></td>
<td>This value is not allowed if you specify the SIGNAL or WAIT clause.</td>
</tr>
<tr>
<td>&gt;= 0</td>
<td>A value greater than or equal to zero specifies execution on a specific coprocessor. The number of the specific coprocessor is determined as follows:</td>
</tr>
<tr>
<td></td>
<td><code>coprocessor = MOD (target-number, number_of_coprocs)</code></td>
</tr>
<tr>
<td></td>
<td>If the correct target hardware needed to run the offloaded code is not available on the system, the program fails with an error message. Execution on the CPU is allowed when the OPTIONAL clause is also specified or optional is also specified in option <code>[q or Q]offload</code>.</td>
</tr>
<tr>
<td>&lt; -1</td>
<td>These values are reserved.</td>
</tr>
</tbody>
</table>
If you don’t specify the target-number argument, the runtime system executes the code on the coprocessor, and if multiple coprocessors are available, on which coprocessor. If no coprocessor is available, the program fails with an error message.

For example, in a system with 4 coprocessors:

- Specifying 2 or 6 tells the runtime systems to use coprocessor 2 for the transfer, because both MOD(2,4) and MOD(6,4) equal 2.
- Specifying 1000 tells the runtime systems to use coprocessor 0 for the transfer, because MOD(1000,4) = 0.

**NOTE**
Leaving data values on the coprocessor from one execution of offloaded code to another is called "data persistence". In a system with multiple coprocessors, you need to specify a target-number to reliably use data persistence. When you use ALLOC_IF or FREE_IF to implement data persistence on the coprocessor, but do not specify a target-number, the runtime system randomly chooses a coprocessor, so the chosen coprocessor could be one on which the data is not available.

**if-specifier**
Is a Boolean expression.
If the expression evaluates to true, then the program attempts to offload the statement. If the specified target coprocessor is absent from the system or not available at that time because it is fully loaded, then the offloaded code executes on the CPU.
If the expression evaluates to false, then the offloaded code executes on the CPU and none of the other OFFLOAD clauses have any effect.

**tag**
Is a scalar integer expression. Its value is used to coordinate an asynchronous computation or an asynchronous data transfer.
When used with SIGNAL, tag is an integer value associated with an asynchronous computation or an asynchronous data transfer. tag can be used in subsequent WAIT clauses in other OFFLOAD, OFFLOAD_TRANSFER, or OFFLOAD_WAIT directives.
When used with WAIT, tag is an integer value associated with a previously initiated asynchronous computation or asynchronous data transfer. Use the same tag that you specified in the SIGNAL clause that started the asynchronous computation or data transfer with the OFFLOAD or OFFLOAD_TRANSFER directive.

**offload-parameter**
Can be any of the following data movement clauses:
- IN ( identifier[, identifier…] [: modifier[, modifier… ] ] )
- OUT ( identifier[, identifier…] [: modifier[, modifier… ] ] )
- INOUT ( identifier[, identifier…] [: modifier[, modifier… ] ] )
- NOCOPY ( identifier[, identifier…] [: modifier[, modifier… ] ] )

When a program runs in a heterogeneous environment, program variables are copied back and forth between the CPU and the target. The offload-parameter is a specification for controlling the direction in which variables are copied, and for pointers, the amount of data that is copied.
The data selected for transfer is a combination of variables implicitly transferred because they are lexically referenced within offload constructs, and variables explicitly listed in an offload-parameter.

<table>
<thead>
<tr>
<th>IN</th>
<th>This indicates that the variable is strictly an input to the target region and it is copied from the CPU to the coprocessor. Its value is not copied back from the coprocessor to the CPU after the region completes.</th>
</tr>
</thead>
<tbody>
<tr>
<td>OUT</td>
<td>This indicates that the variable is strictly an output of the target region. The host CPU does not copy the variable to the target coprocessor. It is copied from the coprocessor to the CPU.</td>
</tr>
<tr>
<td>INOUT</td>
<td>This indicates that the variable is both copied from the CPU to the target coprocessor and back from the coprocessor to the CPU.</td>
</tr>
<tr>
<td>NOCOPY</td>
<td>This indicates that the variable should not be copied.</td>
</tr>
<tr>
<td></td>
<td>A variable whose value is reused from the last target execution or a variable that is used entirely within the offloaded code section can be named in a NOCOPY clause to avoid any copying.</td>
</tr>
<tr>
<td></td>
<td>If the NOCOPY clause is being used to retain values across offload instances (data persistence), then currently values of non-scalar variables with automatic storage allocation (stack variables) are not preserved across offload instances. However, all statically allocated variables are preserved, and non-scalar variables with automatic allocation are also preserved across offload instances.</td>
</tr>
<tr>
<td></td>
<td>If the NOCOPY clause is being used merely to suppress data transfer between the CPU and the target, then variables of all memory allocation types are supported.</td>
</tr>
</tbody>
</table>

An IN or OUT element-count-expr expression (see description below within modifier) is evaluated at a point in the program before the statement or clause in which it is used.
An array variable whose size is known from its declaration is copied in its entirety. If a subset of an array is to be processed, use the name of the starting element of the subset and the `element-count-expr` to transfer the array subset.

Because a data pointer variable not listed in an IN clause is uninitialized within the offload region, it must be assigned a value on the target before it can be referenced.

**identifier**

Is a variable, a subscripted variable, an array slice, or a component reference. The variable or the component reference may have the ALLOCATABLE or POINTER attribute. An array slice may be contiguous or non-contiguous.

**modifier**

Is one of the following:

- `LENGTH (element-count-expr)`
  
  where `element-count-expr` is an integer expression, computed at runtime. Use it with:
  
  - Integer pointer variables (not Fortran 90 POINTERS)
    
    Pointer variable values themselves are never copied across the host/target interface because there is no correspondence between the memory addresses of the host CPU and the target. Instead, objects that an integer pointer points to are copied to or from the target, and the value of the pointer variable is recreated. By default, a single element is copied.
    
    Use `element-count-expr` to specify how many elements pointed to should be considered as data. If the expression value is zero or negative, the program fails with an error message.
  
  - Arrays (including assumed-size)
    
    `element-count-expr` specifies a number of elements copied between the CPU and target.
    
    A Fortran array variable can be one of four major types: explicit-shape, assumed-shape, deferred-shape and assumed-size. The runtime descriptor for the first three types makes that array variable's size known at compile time or at runtime. The last dimension of an assumed-size array is the length of its variable.
    
    By default, the compiler copies explicit-shape, assumed-shape and deferred-shape arrays in their entirety. They do not need an `element-count-expr`. However, you can use an optional `element-count-expr` to specify the total number of elements to copy, which limits the number of elements copied back and forth in the last dimension of the array.
    
    You must specify an assumed-size array with an `element-count-expr` specification, because the compiler does not know the total size of the array. The value of the `element-count-expr` is the total number of elements of the array to be copied.
  
  - `ALLOC_IF (condition) | FREE_IF (condition)`
    
    where `condition` is a Boolean expression.
    
    The ALLOC_IF modifier specifies a Boolean condition that controls whether the allocatable variables in the IN clause will be allocated a new block of memory on the target when the offload is executed on the
target. If the expression evaluates to true, a new memory allocation is performed for each variable listed in the clause. If the condition evaluates to false, the existing allocated values on the target are reused (data persistence). You must ensure that a block of memory of sufficient size has been previously allocated for the variables on the target by using a FREE_IF(.FALSE.) clause on an earlier offload.

The FREE_IF modifier specifies a Boolean condition that controls whether to deallocate the memory allocated for the allocatable variables in an IN clause. If the expression evaluates to true, the memory pointed to by each variable listed in the clause is deallocated. If the condition evaluates to false, no action is taken on the memory pointed to by the variables in the list. A subsequent clause will be able to reuse the allocated memory (data persistence).

The following are the default settings for ALLOC_IF and FREE_IF:

<table>
<thead>
<tr>
<th></th>
<th>ALLOC_IF</th>
<th>FREE_IF</th>
</tr>
</thead>
<tbody>
<tr>
<td>IN</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>INOUT</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>OUT</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>NOCOPY</td>
<td>False</td>
<td>False</td>
</tr>
</tbody>
</table>

For more information, see Managing Memory Allocation for Pointer Variables.

• ALIGN \( (\text{expression}) \) where the value of \text{expression} should be a power of two.

This modifier applies to pointer variables and requests the specified minimum alignment for pointer data allocated on the target.

• ALLOC \( (\text{array-subscript-list}) \) where \text{array-subscript-list} is a list of array section triplets that specifies a set of elements of an array that need allocation. The \text{array-subscript-list} takes the following form:

\[ \text{start-element} : \text{end-element} [ : \text{stride}] [ , \text{start-element} : \text{end-element} [ : \text{stride}] ]... \]

This modifier can only be used in IN and OUT clauses and only one identifier must be listed in the clause. A one to one correspondence is established between the identifier in the IN or OUT clause and the base variable that will be allocated with \text{array-subscript-list} dimensions.

When ALLOC is specified, the allocation on the target is the same shape as \text{array-subscript-list}. The variable being transferred or allocated must be the same variable used in the ALLOC modifier (\text{identifier or into-identifier}). Only unit strides are allowed in \text{array-subscript-list}. When \text{array-subscript-list} has rank greater than one, the second and subsequent subscript triplet must specify all elements at that dimension. Therefore, \text{array-subscript-list} must describe an array that is simply contiguous. (See CONTIGUOUS.)

Data is transferred into that portion of the array specified by the IN or OUT clauses. Therefore, memory allocation and the data transfer can use separate array slice references.
When the lower bound of the first dimension of array-subscript-list in the ALLOC is greater than the lower bound of the first dimension of identifier, then the memory allocation begins with that element. The memory below the lower bound is unallocated and should not be referenced by the program. This allows a smaller section of the array to be transferred to the target without requiring that the entire array be allocated.

For more information, see Allocating Memory for Parts of Arrays.

• INTO (into-identifier)

where into-identifier is a variable, a subscripted variable, an array slice, or a component reference with the same form, rank, dimensions, and kind type parameters as the identifier in the clause.

This modifier can only be used in IN and OUT clauses and only one identifier must be listed in the clause. When INTO is specified, data can be transferred from one variable on the CPU to another on the target, and vice versa. This establishes a one to one correspondence between a single source variable and a single destination variable.

You can specify ALLOC, ALLOC_IF, and FREE_IF modifiers along with the INTO modifier.

When INTO is used in an IN clause, data is copied from the CPU object identifier to the target object into-identifier. If the ALLOC_IF, FREE_IF, or ALLOC modifier is specified, it applies only to the into-identifier in the INTO clause.

When INTO is used in an OUT clause, data is copied from the target object into-identifier to the CPU object identifier. If the ALLOC_IF, FREE_IF, or ALLOC modifier is specified, it applies only to the identifier in the OUT expression.

When this modifier is used, the source expression generates a stream of elements to be copied into the memory range specified by the INTO expression.

If overlap occurs between the source and destination variables, it causes undefined behavior (although with disjoint memories it will work as expected). No ordering can be assumed between transfers from different IN or OUT clauses.

For more information, see Moving Data from One Variable to Another.

The OFFLOAD directive both transfers data and offloads computation.

The OMP is optional in the syntax. When it is present, the next line, other than a comment, must be an OpenMP* PARALLEL, PARALLEL SECTIONS, or PARALLEL DO directive. Otherwise the compiler issues an error.

When OMP is not present in the syntax, the OFFLOAD directive must be followed by one of the following or the compiler issues an error:

• An OpenMP* PARALLEL, PARALLEL SECTIONS, or PARALLEL DO directive
  This specifies remote execution of that top-level OpenMP* construct.
• A CALL statement
  This specifies remote execution of that single procedure call.
• An assignment statement where the right side only executes a function
  This specifies remote execution of that single function invocation.
You can choose whether to offload a statement based on runtime conditions, such as the size of a data set. The IF (if-specifier) clause lets you specify the condition.

The SIGNAL and WAIT clauses refer to a specific target device, so you must specify target-number in the TARGET clause. If you query a signal before the signal has been initiated, it results in undefined behavior and a runtime abort of the application. For example, if you query a signal (SIG1) on target device 0 that was initiated for target device 1, it results in a runtime abort of the application. This is because the signal (SIG1) was initiated for target device 1, so there is no signal (SIG1) associated with target device 0.

If the if-specifier evaluates to false and a SIGNAL (tag) clause is used in the directive, then the SIGNAL is undefined and any WAIT on this SIGNAL has undefined behavior.

When you specify the STATUS clause, it affects the behavior of optional and mandatory offloads differently when the offload request is not successful:

- For an optional offload, the computation is performed on the CPU and the status variable has an appropriate value.
- For a mandatory offload, there is no CPU fallback. The program does not terminate. You must examine the value of the status variable, determine the reason the offload failed, and decide what action to take.

For both optional and mandatory offloads, when offload is successful, the status variable has the value OFFLOAD_SUCCESS.

In the data movement clauses (IN, OUT, INOUT, and NOCOPY) and the modifiers ALLOC and INTO, you can specify an array slice of any rank. For an assumed-size dummy array, you can specify the following syntax, interchangeably:

- var:length(k), where k is a scalar integer expression computed at runtime representing the number of elements of var to be moved.
- var(section-subscript-list), where section-subscript-list is a comma-separated list of subscript triplets of the form [ subscripts ] : [ subscripts ] [ : stride ]

**NOTE**

Do not use the __MIC__ preprocessor symbol inside a statement following an OMP OFFLOAD directive. However, you can use it in a subprogram called from the directive.

Conceptually, this is the sequence of events when a statement marked for offload is encountered:

1. If there is no IF clause, go to step 3.
2. On the host, evaluate the IF expression. If it evaluates to true, go to step 3. Otherwise, execute the region on the host and go to step 17.
3. Attempt to acquire the target. If successful, go to step 4. Otherwise:
   - If there is no MANDATORY clause, execute the region on the host and go to step 17.
   - If there is a STATUS clause, set the var to indicate the error and go to step 17.
   - Otherwise, terminate the program with an appropriate error message.
4. On the host, compute all ALLOC_IF, FREE_IF, and element-count-expr expressions used in IN and OUT clauses.
5. On the host, gather all variable values that are inputs to the offload.
6. Send the input values from the host to the target.
7. On the target, allocate memory for variable-length OUT variables.
8. On the target, copy input values into corresponding target variables.
9. On the target, execute the offloaded region.
10. On the target, compute all element-count-expr expressions used in OUT clauses.
11. On the target, gather all variable values that are outputs of the offload.
12. Send output values back from the target to the host.
13. On the host, copy values received into corresponding host variables.
14. If no error occurred on the target, go to step 17.
15. If there is a STATUS clause, set the var to indicate the error and go to step 17.
16. Otherwise, terminate the program with an appropriate error message.
17. Continue processing the program on the host.

Example

The following example demonstrates offloading a CALL statement or assignment statement. Note that !DIR$ OFFLOAD TARGET (MIC) prefixes the statement designated for offload.

! Offload call of routine calc
!DIR$ OFFLOAD TARGET(MIC)
CALL calc(...)

! Offload call of function recalc
!DIR$ OFFLOAD TARGET(MIC)
X = recalc(...)
real, allocatable :: in1(:), in2(:), out1(:), out2(:)

!dir$ end options

integer :: sin1, sin2, sout1, sout2

contains

!dir$ attributes offload:mic ::compute
subroutine compute(x, y)
real, allocatable :: x(:), y(:)
integer :: i

!dir$ omp parallel do num_threads(96) private(i)
do i = 1, count
  y(i) = x(i) * x(i)
end do
end subroutine compute

subroutine do_async_in()

integer :: i

! prime loop with initial in1 transfer to target

!dir$ offload_transfer target(mic:0) signal(sin1) &
in( in1 : alloc_if(.false.) free_if(.false.) )
do i = 1, iter
  if (mod(i,2) == 0) then
    ! initiate another in1 data transfer to target, skip if last iteration
    !dir$ offload_transfer target(mic:0) if(i /= iter) signal(sin1) &
    ! in( in1 : alloc_if(.false.) free_if(.false.) )
  ! wait for in2 transfer to complete, then offload computation
    !dir$ offload target(mic:0) wait(sin2) &
    ! nocopy(in2) &
    ! out( out2 : alloc_if(.false.) free_if(.false.) )
call compute(in2, out2);
  ! use out2 results on host
  call use_result(out2);
  else
    ! initiate another in2 data transfer to target, skip if last iteration
    !dir$ offload_transfer target(mic:0) if(i /= iter) signal(sin2) &
    ! in( in2 : alloc_if(.false.) free_if(.false.) )
  ! wait for in1 transfer to complete, then offload computation
    !dir$ offload target(mic:0) wait(sin1) &
    ! nocopy( in1 ) &
    ! out( out1 : alloc_if(.false.) free_if(.false.) )
call compute(out1);
  end if
end do
! use out1 results on host
call use_result(out1);
end subroutine do_async_in
call compute(in1, out1);

! use out1 results on host
call use_result(out1)

endif
enddo

end subroutine do_async_in

subroutine do_async_out()
integer :: i

do i = 1, (iter + 1)
  if ( mod(i,2) == 0 ) then
    if ( i < (iter + 1)) then
      ! offload computation, leave results on target
      !dir$ offload target(mic:0) &
      ! in( in2 : alloc_if(.false.) free_if(.false.) ) &
      ! nocopy( out2 )
      call compute(in2, out2)
      ! transfer out2 results (asynchronously) back to host
      !dir$ offload_transfer target(mic:0) signal(sout2) &
      ! out( out2 : alloc_if(.false.) free_if(.false.) )
    endif
    ! wait for out1 results on host
    !dir$ offload_wait target(mic:0) wait(sout1)
    ! use out1 results on host
    call use_result(out1);
  else
    if (i < (iter + 1)) then
      ! offload computation, leave results on target
      !dir$ offload target(mic:0) &
      ! in( in1 : alloc_if(.false.) free_if(.false.) ) &
      ! nocopy( out1 )
      call compute(in1, out1)
      ! transfer out1 results (asynchronously) back to host
      !dir$ offload_transfer target(mic:0) signal(sout1) &
      ! out( out1 : alloc_if(.false.) free_if(.false.) )
    endif
    if (i > 1) then
      ! wait for out2 results on host
      !dir$ offload_wait target(mic:0) wait(sout2)
    enddo
  endif

end subroutine do_async_out
! use out2 results on host
call use_result(out2)
endif
endif
enddo
end subroutine do_async_out

subroutine do_sync()
integer              :: i

do i = 1, iter
   ! transfer data to host, compute, and return results synchronously
   !dir$ offload target(mic:0) #
   ! in( in1 : alloc_if(.false.) free_if(.false.) ) & #
   ! out( out1 : alloc_if(.false.) free_if(.false.) ) #
   call compute(in1, out1)
   call use_result(out1)
endo

end subroutine do_sync

subroutine use_result(x)
! use results from offload computations on host
real, allocatable :: x(:)
print*, "USE_RESULT *****************
end subroutine use_result

end module M

program main

use M
integer              :: i
allocate ( in1(count), in2(count), out1(count), out2(count) )
!dir$ omp parallel do num_threads(96) private(i)
do i = 1, count
   in1(i) = REAL(i)
in2(i) = REAL(i)
endo

! Initialize signal variables to unique values
sin1 = 1
sin2 = 2
sout1 = 3
sout2 = 4
! allocate memory on target only

!dir$ offload_transfer target(mic:0) &
   nocopy(in1, out1, in2, out2 : alloc_if(.true.) free_if(.false.) )

!dir$ omp parallel do num_threads(96) private(i)
do i = 1, count
   out1(i) = 0.
   out2(i) = 0.
enddo

! synchronous transfer, compute
call do_sync()

! asynchronous IN transfer, compute
call do_async_in()

! compute, asynchronous OUT transfer
call do_async_out()

! free memory on target only

!dir$ offload_transfer target(mic:0) &
   nocopy(in1, out1, in2, out2 : alloc_if(.false.) free_if(.true.) )
deallocate( in1, in2, out1, out2 )

end program main

The following example demonstrates the tag argument:

module mmod
!dir$ attributes offload : mic :: x, y
real :: x (1000) = 1.1
real :: y(1000) = 2.2
integer :: gtag = 1
end module mmod

program mmain
!            compile with symbol name "doGLOB" defined to use a global tag
!            compile with symbol name "doGLOB" undefined to use a local tag
use mmod
integer :: ktag = 2
call f (ktag)
call g (ktag)
print *, (y (j),j=1,1000,100) ! print every 100th element == 5.1
end program mmain

subroutine f (kktag)
use mmod
integer :: kktag
#ifdef doGLOB
!dir$ offload_transfer target (mic:0) signal (gtag) IN(x) ! copy X to MIC, signal when done
#else
!dir$ offload_transfer target (mic:0) signal (kktag) IN(x) ! copy X to MIC, signal when done
#endif
end subroutine f
subroutine g (kktag)
use mmod
integer :: kktag

#ifdef doGLOB
!dir$ offload begin target (mic:0) wait (gtag) OUT (y) ! wait for offload_transfer in f to copy x
#else
!dir$ offload begin target (mic:0) wait (kktag) OUT (y) ! wait for offload_transfer in f to copy x
#endif

y = x + 4                   ! y is all 5.1s
!dir$ end offload
end subroutine g

The following examples demonstrate using the STATUS clause.

Example 1

use mic_lib

type (offload_status) :: stat

!dir$ offload target (mic:1) status (stat)
_                   ! code to be offloaded to the coprocessor
!dir$ end offload

if (stat%result .ne. OFFLOAD_SUCCESS) then
  _                   ! handle the error condition
end if

Example 2

use mic_lib

type (offload_status) :: stat
real :: p (20), q (20)
integer :: my_mic

!dir$ offload_transfer target (mic), status (stat), in (p, q)
if (stat%result == OFFLOAD_OUT_OF_MEMORY) then
  _                   ! memory could not be allocated
else
  _                   ! data has been transferred, can continue using coprocessor
  my_mic = stat%device_number
  !dir$ offload target (mic:my_mic), status (stat)
  _                   ! do offload computation on device that was obtained
end if

See Also
qoffload, Qoffload compiler option
OFFLOAD BEGIN and END OFFLOAD
OFFLOAD_TRANSFER
OFFLOAD_WAIT
Rules for Placement of Directives
Syntax Rules for Compiler Directives
About Asynchronous Data Transfer
About Asynchronous Computation
Writing Target-Specific Code Using a Directive
Dealing with Multiple Coprocessors in a System
Subscript Triplets

**OFFLOAD BEGIN and END OFFLOAD**

**OFFLOAD Compiler Directives:** Enable a group of statements to execute on the target. These directives only apply to Intel® MIC Architecture.

**Syntax**

```fortran
!DIR$ OFFLOAD BEGIN clause[[], clause...]  
block
!DIR$ END OFFLOAD
```

- **clause**
  See the description of all clauses in **OFFLOAD**.

- **block**
  Is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

These directives provide the same functionality as the OFFLOAD directive, except that they let you offload a block of code that includes any number of Fortran statements, including DO, CALL and any assignments, but not OpenMP* directives.

The OFFLOAD BEGIN directive must be paired with a closing END OFFLOAD directive. See **OFFLOAD** for complete details on clauses and behavior.

**Example**

In the following example, the DO loop is designated for offloading.

```fortran
subroutine sample()
 ...
!DIR$ OFFLOAD BEGIN TARGET(MIC)
   do i = 1, n
      a(i) = b(i) ** 2.0
   enddo
!DIR$ END OFFLOAD
 ...
end subroutine sample
```

See **OFFLOAD** for further examples.

**OFFLOAD_TRANSFER**

**OFFLOAD Compiler Directive:** Initiates asynchronous data transfer, or initiates and completes synchronous data transfer. The action performed depends on the whether SIGNAL is specified. This directive only applies to Intel® MIC Architecture.

**Syntax**

```fortran
!DIR$ OFFLOAD_TRANSFER clause[[], clause...]  
```

- **clause**
  Can be any of the following:
  - `TARGET (target-name [:target-number])`
  - `IF (if-specifier)`

  An optional clause. Include it to allow a test at execution time for whether or not the executable should try to offload the statement.
Use the IF clause to control whether the offload is enabled. All OFFLOAD directives that have data dependencies should use the IF clause in a coordinated fashion, so that either all or none of the related offloads are enabled.

- **SIGNAL** *(tag)*
  
  An optional clause. Include it to enable asynchronous data transfer, meaning that data transfers are initiated, and the CPU can continue executing after initiating the OFFLOAD_TRANSFER. When you don’t include it, data transfer is synchronous.
  
  SIGNAL is device specific; if you use this clause, you must specify a *target-number* >=0 in the TARGET clause.

- **WAIT** *(tag [, tag, ...]*)
  
  An optional clause. Include it to specify a wait for completion of a previously initiated asynchronous data transfer or asynchronous computation.
  
  WAIT is device specific; if you use this clause, you must specify a *target-number* >=0 in the TARGET clause.

- **MANDATORY**
  
  An optional clause. Include it to specify that execution on the coprocessor is required. Execution on the CPU is not allowed. If the correct target hardware needed to run the offloaded code is not available on the system, the program fails with an error message.
  
  You cannot specify both MANDATORY and OPTIONAL since they are opposites.
  
  If OPTIONAL is not specified for this directive and it is not specified in option [q or Q]offload, then MANDATORY is implied. You can explicitly specify MANDATORY to reinforce this implied default.

- **OPTIONAL**
  
  An optional clause. Include it to specify that execution on the coprocessor is requested but not required. Execution on the CPU is allowed. If the correct target hardware needed to run the offloaded code is not available on the system, the program is executed on the CPU, not the TARGET.
  
  You cannot specify both MANDATORY and OPTIONAL since they are opposites.
  
  If OPTIONAL is not specified for this directive and it is not specified in option [q or Q]offload, then MANDATORY is implied. You can explicitly specify MANDATORY to reinforce this implied default.

- **STATUS** *(var)*
  
  An optional clause. Include it to determine the status of the execution of an offloading construct. When used with the OPTIONAL or MANDATORY clause, the STATUS clause also lets you modify the action to take upon failure.
  
  *var* is of derived type *offload_status* defined in *mic_lib.mod*. This status variable can be queried for details about the offload. The module *mic_lib.mod* is provided and contains the following definitions:

```fortran
use, intrinsic :: iso_c_binding
enum , bind (C)
```
<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFFLOAD_SUCCESS</td>
<td>0</td>
</tr>
<tr>
<td>OFFLOAD_DISABLED</td>
<td>1</td>
</tr>
<tr>
<td>OFFLOAD_UNAVAILABLE</td>
<td>2</td>
</tr>
<tr>
<td>OFFLOAD_OUT_OF_MEMORY</td>
<td>3</td>
</tr>
<tr>
<td>OFFLOAD_PROCESS_DIED</td>
<td>4</td>
</tr>
<tr>
<td>OFFLOAD_ERROR</td>
<td>5</td>
</tr>
</tbody>
</table>

```fortran
type, bind (C) :: offload_status
  integer(kind=integer) :: result = OFFLOAD_DISABLED ! result, see enum above
  integer(kind=integer) :: device_number = -1 ! device number
  integer(kind=integer) :: data_sent = 0 ! number of bytes sent to the target
  integer(kind=integer) :: data_received = 0 ! number of bytes received by host
end type offload_status
```

When you specify STATUS with the MANDATORY clause, and the offload cannot be performed, the construct is not automatically executed on the host. The program continues execution. You should examine var for the cause of the offload failure and take appropriate action. Note that if no STATUS clause is specified, then the program is terminated.

When you specify STATUS with the OPTIONAL clause, and the offload cannot be performed, the construct is executed on the host processor. You can examine the var in the STATUS clause to determine the cause of the offload failure.

- `offload-parameter [*,] offload-parameter`
  One or more data movement clauses (see below).

The following arguments are used in the above `clause` items:

- **target-name**
  Is an identifier that represents the target. The only allowable target name is MIC.

- **target-number**
  (Required for SIGNAL and WAIT) Is an integer expression whose value is interpreted as shown in the following table.

When `target-number` is specified, the implicit MANDATORY offload is overridden and execution on the CPU is allowed when either the OPTIONAL clause is also specified or optional is also specified in option [q or Q] offload.

-1

This value specifies execution on the coprocessor. The runtime system chooses the specific coprocessor. Execution on the CPU is not allowed.

If the correct target hardware needed to run the offloaded code is not available on the system, the program fails with an error message. Execution on the CPU is allowed when the OPTIONAL
clause is also specified or optional
is also specified in option [q or Q]offload.

This value is not allowed if you specify the SIGNAL or WAIT clause.

\[ \geq 0 \]

A value greater than or equal to zero specifies execution on a specific coprocessor. The number of the specific coprocessor is determined as follows:

\[ \text{coprocessor} = \text{MOD} (\text{target-number}, \text{number_of_copros}) \]

If the correct target hardware needed to run the offloaded code is not available on the system, the program fails with an error message. Execution on the CPU is allowed when the OPTIONAL clause is also specified or optional is also specified in option [q or Q]offload.

\[ < -1 \]

These values are reserved.

If you don’t specify the target-number argument, the runtime system executes the code on the coprocessor, and if multiple coprocessors are available, on which coprocessor. If no coprocessor is available, the program fails with an error message.

For example, in a system with 4 coprocessors:

- Specifying 2 or 6 tells the runtime systems to use coprocessor 2 for the transfer, because both MOD(2,4) and MOD(6,4) equal 2.
- Specifying 1000 tells the runtime systems to use coprocessor 0 for the transfer, because MOD(1000,4) = 0.

**if-specifier**

Is a Boolean expression.

If the expression evaluates to true, then the data transfer specified by the directive occurs. If the specified target coprocessor is absent from the system or not available at that time because it is fully loaded, then no action is taken.

If the expression evaluates to false, then no action is taken and none of the other offload clauses have any effect.

**tag**

Is a scalar integer expression. Its value is used to coordinate an asynchronous computation or an asynchronous data transfer.

When used with SIGNAL, tag is an integer value associated with an asynchronous computation or an asynchronous data transfer. tag can be used in subsequent WAIT clauses in other OFFLOAD, OFFLOAD_TRANSFER, or OFFLOAD_WAIT directives.
When used with WAIT, tag is an integer value associated with a previously initiated asynchronous computation or asynchronous data transfer. Use the same tag that you specified in the SIGNAL clause that started the asynchronous computation or data transfer with the OFFLOAD or OFFLOAD_TRANSFER directive.

**offload-parameter**

Can be any of the following data movement clauses:

- **IN** (identifier[, identifier...] [: modifier[[], modifier...] ] )
- **OUT** (identifier[, identifier...] [: modifier[[], modifier...] ] )
- **NOCOPY** (identifier[, identifier...] [: modifier[[], modifier...] ] )

When a program runs in a heterogeneous environment, program variables are copied back and forth between the CPU and the target. The **offload-parameter** is a specification for controlling the direction in which variables are copied, and for pointers, the amount of data that is copied.

<table>
<thead>
<tr>
<th><strong>IN</strong></th>
<th>This indicates that the variable is strictly an input to the target region and it is copied from the CPU to the coprocessor. Its value is not copied back from the coprocessor to the CPU after the region completes.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OUT</strong></td>
<td>This indicates that the variable is strictly an output of the target region. The host CPU does not copy the variable to the target coprocessor. It is copied from the coprocessor to the CPU.</td>
</tr>
<tr>
<td><strong>NOCOPY</strong></td>
<td>This indicates that the variable should not be copied. A variable whose value is reused from the last target execution or one that is used entirely within the offloaded code section may be named in a NOCOPY clause to avoid any copying. Memory is allocated on the coprocessor for the variable.</td>
</tr>
</tbody>
</table>

This clause is required. It must not contain both an IN clause and an OUT clause.

An **IN** or **OUT** **element-count-exp** expression (see description below within **modifier**) is evaluated at a point in the program before the statement or clause in which it is used.

An array variable whose size is known from its declaration is copied in its entirety. If a subset of an array is to be processed, use the name of the starting element of the subset and the **element-count-exp** to transfer the array subset.
identifier

Is a variable, a subscripted variable, an array slice, or a component reference. The variable or the component reference may have the ALLOCATABLE or POINTER attribute. An array slice may be contiguous or non-contiguous.

modifier

Is one of the following:

- **LENGTH** (element-count-expr)

  where element-count-expr is an integer expression, computed at runtime. Use it with:

  - Integer pointer variables (not Fortran 90 POINTERs)

    Pointer variable values themselves are never copied across the host/target interface because there is no correspondence between the memory addresses of the host CPU and the target. Instead, objects that an integer pointer points to are copied to or from the target, and the value of the pointer variable is recreated. By default, a single element is copied.

    Use element-count-expr to specify how many elements pointed to should be considered as data. If the expression value is zero or negative, the program fails with an error message.

  - Arrays (including assumed-size)

    element-count-expr specifies a number of elements copied between the CPU and target.

    A Fortran array variable can be one of four major types: explicit-shape, assumed-shape, deferred-shape and assumed-size. The runtime descriptor for the first three types makes that array variable's size known at compile time or at runtime. The last dimension of an assumed-size array is the length of its variable.

    By default, the compiler copies explicit-shape, assumed-shape and deferred-shape arrays in their entirety. They do not need an element-count-expr. However, you can use an optional element-count-expr to specify the total number of elements to copy, which limits the number of elements copied back and forth in the last dimension of the array.

    You must specify an assumed-size array with an element-count-expr specification, because the compiler does not know the total size of the array. The value of the element-count-expr is the total number of elements of the array to be copied.

- **ALLOC_IF** (condition) | **FREE_IF** (condition)

  where condition is a Boolean expression.

  The ALLOC_IF modifier specifies a Boolean condition that controls whether the allocatable variables in the IN clause will be allocated a new block of memory on the target when the offload is executed on the target. If the expression evaluates to true, a new memory allocation is performed for each variable listed in the clause. If the condition evaluates to false, the existing allocated values on the target are reused. You must ensure that a block of memory of sufficient size has been previously allocated for the variables on the target by using a FREE_IF(.FALSE.) clause on an earlier offload.

  The FREE_IF modifier specifies a Boolean condition that controls whether to deallocate the memory allocated for the allocatable variables in an IN clause. If the expression evaluates to true, the memory pointed to by
each variable listed in the clause is deallocated. If the condition evaluates to false, no action is taken on the memory pointed to by the variables in the list. A subsequent clause will be able to reuse the allocated memory (data persistence).

The following are the default settings for ALLOC_IF and FREE_IF:

<table>
<thead>
<tr>
<th></th>
<th>ALLOC_IF</th>
<th>FREE_IF</th>
</tr>
</thead>
<tbody>
<tr>
<td>IN</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>INOUT</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>OUT</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>NOCOPY</td>
<td>False</td>
<td>False</td>
</tr>
</tbody>
</table>

For more information, see Managing Memory Allocation for Pointer Variables.

- **ALIGN** *(expression)*

  where the value of expression should be a power of two.

  This modifier applies to pointer variables and requests the specified minimum alignment for pointer data allocated on the target.

- **ALLOC** *(array-subscript-list)*

  where array-subscript-list is a list of array section triplets that specifies a set of elements of an array that need allocation. The array-subscript-list takes the following form:

  \[
  \text{start-element : end-element [ : stride] [ , start-element : end-element [ : stride] ]...}
  \]

  This modifier can only be used in IN and OUT clauses and only one identifier must be listed in the clause. A one to one correspondence is established between the identifier in the IN or OUT clause and the base variable that will be allocated with array-subscript-list dimensions.

  When ALLOC is specified, the allocation on the target is the same shape as array-subscript-list. The variable being transferred or allocated must be the same variable used in the ALLOC modifier (identifier or into-identifier). Only unit strides are allowed in array-subscript-list. When array-subscript-list has rank greater than one, the second and subsequent subscript triplet must specify all elements at that dimension. Therefore, array-subscript-list must describe an array that is simply contiguous. (See CONTIGUOUS.)

  Data is transferred into that portion of the array specified by the IN or OUT clauses. Therefore, memory allocation and the data transfer can use separate array slice references.

  When the lower bound of the first dimension of array-subscript-list in the ALLOC is greater than the lower bound of the first dimension of identifier, then the memory allocation begins with that element. The memory below the lower bound is unallocated and should not be referenced by the program. This allows a smaller section of the array to be transferred to the target without requiring that the entire array be allocated.

  For more information, see Allocating Memory for Parts of Arrays.

- **INTO** *(into-identitier)*
where into-identifier is a variable, a subscripted variable, an array slice, or a component reference with the same form, rank, dimensions, and kind type parameters as the identifier in the clause.

This modifier can only be used in IN and OUT clauses and only one identifier must be listed in the clause. When INTO is specified, data can be transferred from one variable on the CPU to another on the target, and vice versa. This establishes a one to one correspondence between a single source variable and a single destination variable.

You can specify ALLOC, ALLOC_IF, and FREE_IF modifiers along with the INTO modifier.

When INTO is used in an IN clause, data is copied from the CPU object identifier to the target object into-identifier. If the ALLOC_IF, FREE_IF, or ALLOC modifier is specified, it applies only to the into-identifier in the INTO clause.

When INTO is used in an OUT clause, data is copied from the target object into-identifier to the CPU object identifier. If the ALLOC_IF, FREE_IF, or ALLOC modifier is specified, it applies only to the identifier in the OUT expression.

When this modifier is used, the source expression generates a stream of elements to be copied into the memory range specified by the INTO expression.

If overlap occurs between the source and destination variables, it causes undefined behavior (although with disjoint memories it will work as expected). No ordering can be assumed between transfers from different IN or OUT clauses.

For more information, see Moving Data from One Variable to Another.

This directive initiates asynchronous data transfer if SIGNAL is specified. If SIGNAL is not specified, it initiates and completes synchronous data transfer.

You can choose whether to offload a statement based on runtime conditions, such as the size of a data set. The IF (if-specifier) clause lets you specify the condition.

Use SIGNAL (tag) to start the asynchronous computation.

The SIGNAL and WAIT clauses refer to a specific target device, so you must specify target-number in the TARGET clause. If you query a signal before the signal has been initiated, it results in undefined behavior and a runtime abort of the application. For example, if you query a signal (SIG1) on target device 0 that was initiated for target device 1, it results in a runtime abort of the application. This is because the signal (SIG1) was initiated for target device 1, so there is no signal (SIG1) associated with target device 0.

If the if-specifier evaluates to false and a SIGNAL (tag) clause is used in the directive, then the SIGNAL is undefined and any WAIT on this SIGNAL has undefined behavior.

When you specify the STATUS clause, it affects the behavior of optional and mandatory offloads differently when the offload request is not successful:

- For an optional offload, the computation is performed on the CPU and the status variable has an appropriate value.
- For a mandatory offload, there is no CPU fallback. The program does not terminate. You must examine the value of the status variable, determine the reason the offload failed, and decide what action to take.

See Example 2 in the OFFLOAD Examples section for an example showing how to use offload_status to identify the target-number value when using -1, or when target-number is not specified.

For both optional and mandatory offloads, when offload is successful, the status variable has the value OFFLOAD_SUCCESS.
In the data movement clauses (IN, OUT, INOUT, and NOCOPY) and the modifiers ALLOC and INTO, you can specify an array slice of any rank. For an assumed-size dummy array, you can specify the following syntax, interchangeably:

- `var:length(k)`, where `k` is a scalar integer expression computed at runtime representing the number of elements of `var` to be moved.
- `var(section-subscript-list)`, where `section-subscript-list` is a comma-separated list of subscript triplets of the form `[ subscript ] : [ subscript ] [ : stride ]`

**Example**

See the examples in OFFLOAD.

**See Also**

qoffload, Qoffload compiler option

OFFLOAD

OFFLOAD_WAIT

About Asynchronous Data Transfer

About Asynchronous Computation

Writing Target-Specific Code Using a Directive

Dealing with Multiple Coprocessors in a System

Subscript Triplets

**OFFLOAD_WAIT**

**OFFLOAD Compiler Directive:** Specifies a wait for a previously initiated asynchronous activity. This directive only applies to Intel® MIC Architecture.

**Syntax**

```
!DIR$ OFFLOAD_WAIT clause[[,] clause...]
```

`clause` Can be any of the following:

- **TARGET** `(target-name :target-number)`
- **IF** `(if-specifier)`
  
  An optional `clause`. Include it to allow a test at execution time for whether or not the executable should try to offload the statement.

  Use the IF clause to control whether the offload is enabled. All OFFLOAD directives that have data dependencies should use the IF clause in a coordinated fashion, so that either all or none of the related offloads are enabled.

- **WAIT** `(tag [, tag, ...])`
  
  A required `clause`. It specifies a wait until a previously initiated asynchronous data transfer or asynchronous computation is completed.

  `WAIT` is device specific; if you use this clause, you must specify a `target-number >=0` in the TARGET clause.

- **STATUS** `(var)`
  
  An optional `clause`. Include it to determine the status of the execution of an offloading construct.
var is of derived type offload_status defined in mic_lib.mod. This status variable can be queried for details about the offload. The module mic_lib.mod is provided and contains the following definitions:

```fortran
use, intrinsic :: iso_c_binding
enum , bind (C)
    enumerator :: OFFLOAD_SUCCESS         = 0
    enumerator :: OFFLOAD_DISABLED        = 1  ! offload is disabled
    enumerator :: OFFLOAD_UNAVAILABLE     = 2  ! card is not available
    enumerator :: OFFLOAD_OUT_OF_MEMORY   = 3  ! not enough memory on device
nenumber :: OFFLOAD_PROCESS_DIED       = 4  ! target process has died
    enumerator :: OFFLOAD_ERROR           = 5  ! unspecified error
end enum

type, bind (C) :: offload_status
    integer(kind=c_int) ::  result        = OFFLOAD_DISABLED   ! result, see enum above
    integer(kind=c_int) ::  device_number = -1  ! device number
    integer(kind=c_int) ::  data_sent     =  0  ! number of bytes sent to the target
    integer(kind=c_int) ::  data_received =  0  ! number of bytes received by host
end type offload_status
```

The following arguments are used in the above clause items:

**target-name**

Is an identifier that represents the target. The only allowable target name is MIC.

**target-number**

Is a required integer expression whose value is interpreted as follows:

- **>= 0**
  
  A value greater than or equal to zero specifies execution on a specific coprocessor. The number of the specific coprocessor is determined as follows:

  \[ \text{coprocessor} = \text{MOD} \left( \text{target-number}, \text{number_of_copros} \right) \]

- **<= -1**
  
  These values are reserved.

For example, in a system with 4 coprocessors:

- Specifying 2 or 6 tells the runtime systems to use coprocessor 2 for the transfer, because both MOD(2,4) and MOD(6,4) equal 2.
- Specifying 1000 tells the runtime systems to use coprocessor 0 for the transfer, because MOD(1000,4) = 0.

**if-specifier**

Is a Boolean expression.

If the expression evaluates to true, then execution waits for the completion of a previously initiated asynchronous data transfer or asynchronous computation. If the specified target coprocessor is absent from the system or not available at that time because it is fully loaded, then no action is taken.
If the expression evaluates to false, then no action is taken and none of the other offload clauses have any effect.

tag

Is a scalar integer expression. Its value is used to coordinate an asynchronous computation or an asynchronous data transfer.

When used with WAIT, tag is an integer value associated with a previously initiated asynchronous computation or asynchronous data transfer. Use the same tag that you specified in the SIGNAL clause that started the asynchronous computation or data transfer with the OFFLOAD or OFFLOAD_TRANSFER directive.

The OFFLOAD_WAIT directive specifies a wait for the completion of a previously initiated asynchronous data transfer performed by the OFFLOAD_TRANSFER directive, or an asynchronous computation and return data transfer, if any, performed by the OFFLOAD directive.

The WAIT clause refers to a specific target device, so you must specify target-number in the TARGET clause. The signal associated with tag is cleared following completion of the previously initiated asynchronous data transfer or asynchronous computation. If you query a signal before the signal has been initiated, it results in undefined behavior and a runtime abort of the application. For example, if you query a signal (SIG1) on target device 0 that was initiated for target device 1, it results in a runtime abort of the application. This is because the signal (SIG1) was initiated for target device 1, so there is no signal (SIG1) associated with target device 0.

When you specify the STATUS clause, it affects the behavior of optional and mandatory offloads differently when the offload request is not successful:

- For an optional offload, the computation is performed on the CPU and the status variable has an appropriate value.
- For a mandatory offload, there is no CPU fallback. The program does not terminate. You must examine the value of the status variable, determine the reason the offload failed, and decide what action to take.

For both optional and mandatory offloads, when offload is successful, the status variable has the value OFFLOAD_SUCCESS.

Example

See the examples in OFFLOAD.

See Also

OFFLOAD
OFFLOAD_TRANSFER
About Asynchronous Data Transfer
About Asynchronous Computation
Writing Target-Specific Code Using a Directive
Dealing with Multiple Coprocessors in a System

OPEN

Statement: Connects an external file to a unit, creates a new file and connects it to a unit, creates a preconnected file, or changes certain properties of a connection.

Syntax

OPEN ([UNIT=] io-unit[, FILE= name] [, ERR= label] [, IOMSG=msg-var] [, IOSTAT=i-var], slist)
io-unit

Is an external unit specifier.

name

Is a character or numeric expression specifying the name of the file to be connected. For more information, see FILE Specifier.

label

Is the label of the branch target statement that receives control if an error occurs. For more information, see Branch Specifiers.

msg-var

Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs. For more information, see I/O Message Specifier.

i-var

Is a scalar integer variable that is defined as a positive integer (the number of the error message) if an error occurs, a negative integer if an end-of-file record is encountered, and zero if no error occurs. For more information, see I/O Status Specifier.

slist

Is one or more of the following OPEN specifiers in the form specifier= value or specifier (each specifier can appear only once):

<table>
<thead>
<tr>
<th>SPECIFIER</th>
<th>VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCESS</td>
<td>DECIMAL</td>
</tr>
<tr>
<td>ACTION</td>
<td>DEFAULTFILE</td>
</tr>
<tr>
<td>ASSOCIATIVEVAR</td>
<td>DELIM</td>
</tr>
<tr>
<td>ASYNCHRONOUS</td>
<td>DISPOSE</td>
</tr>
<tr>
<td>BLANK</td>
<td>ENCODING</td>
</tr>
<tr>
<td>BLOCKSIZE</td>
<td>FILE</td>
</tr>
<tr>
<td>BUFFERCOUNT</td>
<td>FORM</td>
</tr>
<tr>
<td>BUFFERED</td>
<td>IOFOCUS</td>
</tr>
<tr>
<td>CARRIAGECONTROL</td>
<td>MAXREC</td>
</tr>
<tr>
<td>CONVERT</td>
<td>MODE</td>
</tr>
<tr>
<td>CONVERSION</td>
<td>RECL</td>
</tr>
<tr>
<td>STATUS</td>
<td>RECURRENTSIZE</td>
</tr>
<tr>
<td>TITLE</td>
<td>USEROPEN</td>
</tr>
</tbody>
</table>

The OPEN specifiers and their acceptable values are summarized in the OPEN Statement Overview.

The control specifiers that can be specified in an OPEN statement are discussed in I/O Control List in the Language Reference.

Description

The control specifiers ([UNIT=] io-unit, ERR= label, and IOSTAT= i-var) and OPEN specifiers can appear anywhere within the parentheses following OPEN. However, if the UNIT specifier is omitted, the io-unit must appear first in the list.

If you specify BLANK=, DECIMAL=, PAD=, ROUND=, or SIGN=, you must also specify FMT= or NML=.

If you specify ID=, you must also specify ASYNCHRONOUS='YES'.

Specifier values that are scalar numeric expressions can be any integer or real expression. The value of the expression is converted to integer data type before it is used in the OPEN statement.
If the NEWUNIT= specifier does not appear, an io-unit must be specified. If the keyword UNIT= is omitted, the io-unit must be first in the control list.

If the NEWUNIT= specifier appears, an io-unit must not be specified.

If the NEWUNIT= specifier appears, either the FILE= specifier or the STATUS=SCRATCH specifier must also appear.

Only one unit at a time can be connected to a file, but multiple OPENs can be performed on the same unit. If an OPEN statement is executed for a unit that already exists, the following occurs:

- If FILE is not specified, or FILE specifies the same file name that appeared in a previous OPEN statement, the current file remains connected.
  
  If the file names are the same, the values for the BLANK, CARRIAGECONTROL, CONVERT, DELIM, DISPOSE, ERR, IOSTAT, and PAD specifiers can be changed. Other OPEN specifier values cannot be changed, and the file position is unaffected.

- If FILE specifies a different file name, the previous file is closed and the new file is connected to the unit.

The ERR and IOSTAT specifiers from any previously executed OPEN statement have no effect on any currently executing OPEN statement. If an error occurs, no file is opened or created.

Secondary operating system messages do not display when IOSTAT is specified. To display these messages, remove IOSTAT or use a platform-specific method.

**Example**

You can specify character values at run time by substituting a character expression for a specifier value in the OPEN statement. The character value can contain trailing blanks but not leading or embedded blanks; for example:

```fortran
CHARACTER*6 FINAL / ' '/
...
IF (expr) FINAL = 'DELETE'
   OPEN (UNIT=1, STATUS='NEW', DISP=FINAL)
```

The following statement creates a new sequential formatted file on unit 1 with the default file name fort.1:

```fortran
OPEN (UNIT=1, STATUS='NEW', ERR=100)
```

The following example opens the existing file /usr/users/someone/test.dat:

```fortran
OPEN (unit=10, DEFAULTFILE='/usr/users/someone/', FILE='test.dat',
     FORM='FORMATTED', STATUS='OLD')
```

The following example opens a new file:

```fortran
! Prompt user for a filename and read it:
CHARACTER*64 filename
WRITE (*, '(A)') ' enter file to create: '
READ (*, '(A)') filename
! Open the file for formatted sequential access as unit 7.
! Note that the specified access need not have been specified,
! since it is the default (as is "formatted").
OPEN (7, FILE = filename, ACCESS = 'SEQUENTIAL', STATUS = 'NEW')
```

The following example opens an existing file called DATA3.TXT:

```fortran
! Open a file created by an editor, "DATA3.TXT", as unit 3:
OPEN (3, FILE = 'DATA3.TXT')
```

**See Also**

READ Statement  
WRITE Statement  
CLOSE  
FORMAT
OPTIONAL

Statement and Attribute: Permits dummy arguments to be omitted in a procedure reference.

Syntax

The OPTIONAL attribute can be specified in a type declaration statement or an OPTIONAL statement, and takes one of the following forms:

Type Declaration Statement:

\[ \text{type},\{\text{att-ls},\} \text{ OPTIONAL } [\{,\text{att-ls}\} :: \text{d-arg}, \text{d-arg}] \ldots \]

Statement:

\[ \text{OPTIONAL } [:: \text{d-arg}, \text{d-arg}] \ldots \]

- \text{type} is a data type specifier.
- \text{att-ls} is an optional list of attribute specifiers.
- \text{d-arg} is the name of a dummy argument.

Description

The OPTIONAL attribute can only appear in the scoping unit of a subprogram or an interface body, and can only be specified for dummy arguments. It cannot be specified for arguments that are passed by value.

A dummy argument is "present" if it associated with an actual argument that is itself present. A dummy argument that is not optional must be present. You can use the PRESENT intrinsic function to determine whether an optional dummy argument is associated with an actual argument.

To call a procedure that has an optional argument, you must use an explicit interface.

If argument keywords are not used, argument association is positional. The first dummy argument becomes associated with the first actual argument, and so on. If argument keywords are used, arguments are associated by the keyword name, so actual arguments can be in a different order than dummy arguments. A keyword is required for an argument only if a preceding optional argument is omitted or if the argument sequence is changed.

Example

The following example shows a type declaration statement specifying the OPTIONAL attribute:

```plaintext
SUBROUTINE TEST(A)
REAL, OPTIONAL, DIMENSION(-10:2) :: A
END SUBROUTINE
```

The following is an example of the OPTIONAL statement:

```plaintext
SUBROUTINE TEST(A, B, L, X)
  INTEGER A, B, L, X
  IF (PRESENT(B)) THEN        ! Printing of B is conditional
    PRINT *, A, B, L, X       ! on its presence
  ELSE
    PRINT *, A, L, X
  ENDIF
END SUBROUTINE
```

INTERFACE

```plaintext
SUBROUTINE TEST(ONE, TWO, THREE, FOUR)
```

```plaintext
39
```

```plaintext
1681
```
INTEGER ONE, TWO, THREE, FOUR
OPTIONAL :: TWO
END SUBROUTINE
END INTERFACE

INTEGER I, J, K, L
I = 1
J = 2
K = 3
L = 4
CALL TEST(I, J, K, L) ! Prints: 1 2 3 4
CALL TEST(I, THREE=K, FOUR=L) ! Prints: 1 3 4
END

Note that in the second call to subroutine TEST, the second positional (optional) argument is omitted. In this case, all following arguments must be keyword arguments.

The following shows another example:

SUBROUTINE ADD (a, b, c, d)
  REAL a, b, d
  REAL, OPTIONAL :: c
  IF (PRESENT(c)) THEN
    d = a + b + c + d
  ELSE
    d = a + b + d
  END IF
END SUBROUTINE

Consider the following:

SUBROUTINE EX (a, b, c)
  REAL, OPTIONAL :: b, c

This subroutine can be called with any of the following statements:

CALL EX (x, y, z) !All 3 arguments are passed.
CALL EX (x) !Only the first argument is passed.
CALL EX (x, c=z) !The first optional argument is omitted.

Note that you cannot use a series of commas to indicate omitted optional arguments, as in the following example:

CALL EX (x,,z) !Invalid statement.

This results in a compile-time error.

See Also
PRESENT
Argument Keywords in Intrinsic Procedures
Optional Arguments
Argument Association in Procedures
Type Declarations
Type Declarations

OPTIONS Statement
Statement: Overrides or confirms the compiler options in effect for a program unit.

Syntax
OPTIONS option[option...]
The OPTIONS statement must be the first statement in a program unit, preceding the PROGRAM, SUBROUTINE, FUNCTION, MODULE, and BLOCK DATA statements.

OPTIONS statement options override compiler options, but only until the end of the program unit for which they are defined. If you want to override compiler options in another program unit, you must specify the OPTIONS statement before that program unit.

**Example**

The following are valid OPTIONS statements:

```
OPTIONS /CHECK=ALL/F77
OPTIONS /I4
```

**See Also**

OPEN Statement CONVERT Method
OPTIONS Statement Method

For details on compiler options, see your *Compiler Options* reference

**OPTIMIZE and NOOPTIMIZE**

*General Compiler Directive: Enables or disables optimizations for the program unit.*
Syntax

!DIR$ OPTIMIZE[: n]

!DIR$ NOOPTIMIZE

Is the number denoting the optimization level. The number can be 0, 1, 2, or 3, which corresponds to compiler options 00, 01, 02, and 03. If n is omitted, the default is 2, which corresponds to option 02.

The OPTIMIZE and NOOPTIMIZE directives can only appear once at the top of a procedure program unit. A procedure program unit is a main program, an external subroutine or function, or a module. OPTIMIZE and NOOPTIMIZE cannot appear between program units or in a block data program unit. They do not affect any modules invoked with the USE statement in the program unit that contains them. They do affect CONTAINed procedures that do not include an explicit OPTIMIZE or NOOPTIMIZE directive.

NOOPTIMIZE is the same as OPTIMIZE:0. They are both equivalent to −O0 (Linux* OS and OS X*) and /Od (Windows* OS).

The procedure is compiled with an optimization level equal to the smaller of n and the optimization level specified by the O compiler option on the command line. For example, if the procedure contains the directive NOOPTIMIZE and the program is compiled with compiler option 03, this procedure is compiled at 00 while the rest of the program is compiled at 03.

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
O

OPTIONS Directive

General Compiler Directive: Affects data alignment and warnings about data alignment. Also controls whether a target attribute is assigned to a section of program declarations.

Syntax

!DIR$ OPTIONS option[option]

...

!DIR$ END OPTIONS

Is one (or more) of the following:

/  
OFFLOAD_ATTRIBUTE  
_TARGET=target-name

Controls whether a target attribute is assigned to a section of program declarations. The declarations can contain interface definitions and variable declarations. The directive option must appear within each INTERFACE block. This option enables statements to execute on the target.

Currently, the only supported value for target-name is mic.

This option is useful for properly declaring variables and function names used in offloaded code within the subprogram in which the directive appears. You cannot use it for offloading a complete routine.
WARN=[NO]ALIGNMENT

Controls whether warnings are issued by the compiler for data that is not naturally aligned. By default, you receive compiler messages when misaligned data is encountered (/WARN=ALIGNMENT).

/[NO]ALIGN=[p]

Controls alignment of fields in record structures and data items in common blocks. The fields and data items can be naturally aligned (for performance reasons) or they can be packed together on arbitrary byte boundaries.

p

Is a specifier with one of the following forms:

[class=]rule

[class= rule,...]

ALL

NONE

class

Is one of the following keywords:

• COMMONS: For common blocks
• RECORDS: For records
• STRUCTURES: A synonym for RECORDS

rule

Is one of the following keywords:

PACK

Packs fields in records or data items in common blocks on arbitrary byte boundaries.

ED

NATURAL

Naturally aligns fields in records and data items in common blocks on up to 64-bit boundaries (inconsistent with the Standard Fortran).
This keyword causes the compiler to naturally align all data in a common block, including INTEGER(KIND =8), REAL(KIND=8), and all COMPLEX data.

**STANDARD** Naturally aligns data items in common blocks on up to 32-bit boundaries (consistent with the Standard Fortran).

This keyword only applies to common blocks; so, you can specify / ALIGN=COMMONS=STANDARD, but you cannot specify / ALIGN=STANDARD.

**ALL** Is the same as specifying OPTIONS / ALIGN, OPTIONS / ALIGN=NATURAL, and OPTIONS / ALIGN=(RECORDS=NATURAL,COMMONS=NATURAL).

**NONE** Is the same as specifying OPTIONS / NOALIGN, OPTIONS / ALIGN=PACKED, and OPTIONS / ALIGN=(RECORDS=PACKED,COMMONS=PACKED).
The OPTIONS (and accompanying END OPTIONS) directives must come after OPTIONS, SUBROUTINE, FUNCTION, and BLOCK DATA statements (if any) in the program unit, and before the executable part of the program unit.

The OPTIONS directive supersedes compiler option align.

For performance reasons, Intel® Fortran aligns local data items on natural boundaries. However, EQUIVALENCE, COMMON, RECORD, and STRUCTURE data declaration statements can force misaligned data. If /WARN=NOALIGNMENT is specified, warnings will not be issued if misaligned data is encountered.

**NOTE**

Misaligned data significantly increases the time it takes to execute a program. As the number of misaligned fields encountered increases, so does the time needed to complete program execution. Specifying /ALIGN (or compiler option align) minimizes misaligned data.

If you want aligned data in common blocks, do one of the following:

- Specify OPTIONS /ALIGN=COMMONS=STANDARD for data items up to 32 bits in length.
- Specify OPTIONS /ALIGN=COMMONS=NATURAL for data items up to 64 bits in length.
- Place source data declarations within the common block in descending size order, so that each data item is naturally aligned.

If you want packed, unaligned data in a record structure, do one of the following:

- Specify OPTIONS /ALIGN=RECORDS=PACKED.
- Place source data declarations in the record structure so that the data is naturally aligned.

**Example**

```fortran
! directives can be nested up to 100 levels
!DIR$ OPTIONS /ALIGN=PACKED     ! Start of Group A
declarations
!DIR$ OPTIONS /ALIGN=RECO=NATU     ! Start of nested Group B
more declarations
!DIR$ END OPTIONS                  ! End of Group B
still more declarations
!DIR$ END OPTIONS               ! End of Group A
```

The OPTIONS specification for Group B only applies to RECORDS; common blocks within Group B will be PACKED. This is because COMMONS retains the previous setting (in this case, from the Group A specification).

In the following example that applies to Intel® MIC Architecture only, the target attribute is passed to function h and real variables a and b.

```fortran
SUBROUTINE f(x)
REAL x
INTERFACE
    SUBROUTINE g(y)
    REAL y
    END SUBROUTINE g
END INTERFACE
!DIR$ OPTIONS /OFFLOAD_ATTRIBUTE_TARGET=mic
INTERFACE
    FUNCTION h (z)
    REAL z
    END FUNCTION h
END INTERFACE
REAL a, b
```
The following example demonstrates incorrect usage of the Intel® MIC Architecture directive.

```
!DIR$ OPTIONS /OFFLOAD_ATTRIBUTE_TARGET=mic
SUBROUTINE INVALID()
...
END SUBROUTINE INVALID
!DIR$ END OPTIONS
```

See Also

General Compiler Directives
Syntax Rules for Compiler Directives
align
qoffload-attribute-target, Qoffload-attribute-target compiler option

OR

**Elemental Intrinsic Function (Generic):** Performs a bitwise inclusive OR on its arguments.

**Example**

```fortran
INTEGER i
i = OR(3, 10)   ! returns 11
```

See Also

See IOR.

ORDERED

**OpenMP® Fortran Compiler Directive:** Specifies a block of code that the threads in a team must execute in the natural order of the loop iterations.

**Syntax**

```
!$OMP ORDERED [clause [,[,] clause ]]  
block  
!$OMP END ORDERED
```

clause

Is an optional clause. It can be one or more of the following:

- **SIMD**
  Applies an ordered region inside a SIMD loop.
- **THREADS**
  Applies an ordered region inside a PARALLEL DO loop. If no clause is specified, the directive behaves as if THREADS was specified.

block

Is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

The binding thread set for an ORDERED construct is the current team. An ordered region binds to the innermost enclosing loop region.

An ORDERED directive with no clause or with the THREADS clause specified can appear only in the dynamic extent of a DO or PARALLEL DO directive. The DO directive to which the ordered section binds must have the ORDERED clause specified.
An iteration of a loop using a DO directive must not execute the same ORDERED directive more than once, and it must not execute more than one ORDERED directive.

One thread is allowed in an ordered section at a time. Threads are allowed to enter in the order of the loop iterations. No thread can enter an ordered section until it can be guaranteed that all previous iterations have completed or will never execute an ordered section. This sequentializes and orders code within ordered sections while allowing code outside the section to run in parallel.

Ordered sections that bind to different DO directives are independent of each other.

If the SIMD clause is specified, the ordered regions encountered by any thread will use only a single SIMD lane to execute the ordered regions in the order of the loop iterations.

**Example**

Ordered sections are useful for sequentially ordering the output from work that is done in parallel. Assuming that a reentrant I/O library exists, the following program prints out the indexes in sequential order:

```fortran
!$OMP DO ORDERED SCHEDULE(DYNAMIC)
DO I=LB,UB,ST
   CALL WORK(I)
END DO
... 
SUBROUTINE WORK(K)
!$OMP ORDERED
WRITE(*,*) K
!$OMP END ORDERED
```

**See Also**

OpenMP Fortran Compiler Directives
Syntax Rules for Compiler Directives
Parallel Processing Model for information about Binding Sets

**OUTGTEXT (W*S)**

_Graphics Subroutine_: In graphics mode, sends a string of text to the screen, including any trailing blanks.

**Module**

USE IFQWIN

**Syntax**

CALL OUTGTEXT (text)

_text_ (Input) Character*(*). String to be displayed.

Text output begins at the current graphics position, using the current font set with SETFONT and the current color set with SETCOLORRGB or SETCOLOR. No formatting is provided. After it outputs the text, OUTGTEXT updates the current graphics position.

Before you call OUTGTEXT, you must call the INITIALIZEFONTS function.

Because OUTGTEXT is a graphics function, the color of text is affected by the SETCOLORRGB function, not by SETTEXTCOLORRGB.

**Example**

! build as a QuickWin App.
USE IFQWIN
INTEGER(2) result
INTEGER(4) i
TYPE (xycoord) xys
result = INITIALIZEFONTS()
result = SETFONT('t''Arial''h18w10pvib')
do i=1,6
  CALL MOVETO(INT2(0),INT2(30*(i-1)),xys)
gstat=SETCOLOR(INT2(i))
  CALL OUTGTEXT('This should be ')
  SELECT CASE (i)
  CASE (1)
    CALL OUTGTEXT('Blue')
  CASE (2)
    CALL OUTGTEXT('Green')
  CASE (3)
    CALL OUTGTEXT('Cyan')
  CASE (4)
    CALL OUTGTEXT('Red')
  CASE (5)
    CALL OUTGTEXT('Magenta')
  CASE (6)
    CALL OUTGTEXT('Orange')
  END SELECT
end do
end

See Also
GETFONTINFO (W*S)
GETGTEXTEXTENT (W*S)
INITIALIZEFONTS (W*S)
MOVETO, MOVETO_W (W*S)
SETCOLORRGB (W*S)
SETFONT (W*S)
SETGTEXTROTATION (W*S)

OUTTEXT (W*S)

*Graphics Subroutine:* In text or graphics mode, sends a string of text to the screen, including any trailing blanks.

**Module**
USE IFQWIN

**Syntax**
CALL OUTTEXT (text)

**Example**
USE IFQWIN
INTEGER(2) oldcolor
TYPE (rccoord) rc

CALL CLEARSCREEN($GCLEARSCREEN)
CALL SETTEXTPOSITION (INT2(1), INT2(5), rc)
See Also
OUTGTEXT (W*S)
SETTEXTPOSITION (W*S)
SETTEXTCOLORRGB (W*S)
WRITE Statement
WRAPON (W*S)

PACK Function
Transformational Intrinsic Function (Generic):
Takes elements from an array and packs them into a
rank-one array under the control of a mask.

Syntax
result = PACK (array, mask[, vector])

array (Input) Must be an array. It may be of any data type.

mask (Input) Must be of type logical and conformable with array. It determines
which elements are taken from array.

vector (Input; optional) Must be a rank-one array with the same type and type
parameters as array. Its size must be at least t, where t is the number of
true elements in mask. If mask is a scalar with value true, vector must
have at least as many elements as there are in array.

Elements in vector are used to fill out the result array if there are not
enough elements selected by mask.

Results
The result is a rank-one array with the same type and kind parameters as array. If vector is present, the size
of the result is that of vector. Otherwise, the size of the result is the number of true elements in mask, or the
number of elements in array (if mask is a scalar with value true).

Elements in array are processed in array element order to form the result array. Element i of the result is the
element of array that corresponds to the ith true element of mask. If vector is present and has more
elements than there are true values in mask, any result elements that are empty (because they were not
true according to mask) are set to the corresponding values in vector.

Example
N is the array

[ 0  8  0 ]
[ 0  0  0 ]
[ 7  0  0 ].

PACK (N, MASK=N .NE. 0, VECTOR=(/1, 3, 5, 9, 11, 13/)) produces the result (7, 8, 5, 9, 11, 13).

PACK (N, MASK=N .NE. 0) produces the result (7, 8).

The following shows another example:

INTEGER array(2, 3), vec1(2), vec2(5)
LOGICAL mask (2, 3)
array = RESHAPE((/7, 0, 0, -5, 0, 0/), (/2, 3/))
mask = array .NE. 0
! array is  7  0 0  and mask is  T F F
!            0 -5 0               F T F
VEC1 = PACK(array, mask)      ! returns ( 7, -5 )
VEC2 = PACK(array, array .GT. 0, VECTOR= (/1,2,3,4,5/))
! returns ( 7, 2, 3, 4, 5 )

See Also
UNPACK

PACK Directive

General Compiler Directive: Specifies the memory
alignment of derived-type items (and record structure
items).

Syntax
!DIR$ PACK[: {1 | 2 | 4 | 8} ]

Items of derived types, unions, and structures are aligned in memory on the smaller of two sizes: the size of
the type of the item, or the current alignment setting. The current alignment setting can be 1, 2, 4, or 8
bytes. The default initial setting is 8 bytes (unless compiler option vms or align rec n bytes is specified). By
reducing the alignment setting, you can pack variables closer together in memory.

The PACK directive lets you control the packing of derived-type or record structure items inside your program
by overriding the current memory alignment setting.

For example, if PACK:1 is specified, all variables begin at the next available byte, whether odd or even.
Although this slightly increases access time, no memory space is wasted. If PACK:4 is specified, INTEGER(1),
LOGICAL(1), and all character variables begin at the next available byte, whether odd or even. INTEGER(2)
and LOGICAL(2) begin on the next even byte; all other variables begin on 4-byte boundaries.

If the PACK directive is specified without a number, packing reverts to the compiler option setting (if any), or
the default setting of 8.

The directive can appear anywhere in a program before the derived-type definition or record structure
definition. It cannot appear inside a derived-type or record structure definition.

Example

! Use 4-byte packing for this derived type
! Note PACK is used outside of the derived type definition
!DIR$ PACK:4
TYPE pair
  INTEGER a, b
END TYPE
! revert to default or compiler option
!DIR$ PACK

See Also
TYPE Statement (Derived Types)
STRUCTURE and END STRUCTURE
UNION and END UNION
General Compiler Directives
Syntax Rules for Compiler Directives
vms
vms
Equivalent Compiler Options
PACKTIMEQQ

**Portability Subroutine:** Packs time and date values.

**Module**
USE IFPORT

**Syntax**

CALL PACKTIMEQQ (timedate, iyr, imon, iday, ihr, imin, isec)

- **timedate**  
  (Output) INTEGER(4). Packed time and date information.

- **iyr**  
  (Input) INTEGER(2). Year (xxxxAD).

- **imon**  
  (Input) INTEGER(2). Month (1 - 12).

- **iday**  
  (Input) INTEGER(2). Day (1 - 31)

- **ihr**  
  (Input) INTEGER(2). Hour (0 - 23)

- **imin**  
  (Input) INTEGER(2). Minute (0 - 59)

- **isec**  
  (Input) INTEGER(2). Second (0 - 59)

The input values are interpreted as being in the time zone set on the local computer and following the daylight savings rules for that time zone.

The packed time is the number of seconds since 00:00:00 Greenwich mean time, January 1, 1970. Because packed time values can be numerically compared, you can use PACKTIMEQQ to work with relative date and time values. Use UNPACKTIMEQQ to unpack time information. SETFILETIMEQQ uses packed time.

**Example**

USE IFPORT
INTEGER(2) year, month, day, hour, minute, second, hund
INTEGER(4) timedate
CALL GETDAT (year, month, day)
CALL GETTIM (hour, minute, second, hund)
CALL PACKTIMEQQ (timedate, year, month, day, hour, minute, second)
END

**See Also**
UNPACKTIMEQQ
SETFILETIMEQQ
GETFILEINFOQQ
TIME Portability Routine

**PARALLEL Directive (OpenMP* API)**

**OpenMP* Fortran Compiler Directive:** Defines a parallel region.

**Syntax**

!$OMP PARALLEL [clause[, clause] ... ]
    block
!$OMP END PARALLEL
clause

Is one or more of the following:

- COPYIN (list)
- DEFAULT (PRIVATE | FIRSTPRIVATE | SHARED | NONE)
- FIRSTPRIVATE (list)
- IF (expression)
- NUM_THREADS (scalar_integer_expression)

Specifies the number of threads to be used in a parallel region. The scalar_integer_expression must evaluate to a positive scalar integer value. Only a single NUM_THREADS clause can appear in the directive.

- PRIVATE (list)
- PROC_BIND (MASTER | CLOSE | SPREAD)

Specifies a method for mapping the threads in the team to the "places" in the current partition.

Once a thread is assigned to a place, the OpenMP* implementation should not move it to another place.

MASTER instructs the execution environment to assign every thread in the team to the same place as the master thread. CLOSE instructs the execution environment to assign the threads to places close to the place of the parent thread. SPREAD creates a sparse distribution for a team of T threads among the P places of the parent's place partition.

For CLOSE and SPREAD, the threads with the smallest numbers are assigned starting with the place of the master thread. For CLOSE, threads are packed into consecutive places within the parent's partition. For SPREAD, the partition of the master thread is sub-divided and threads in the team are assigned round-robin to those subpartitions.

Only a single PROC_BIND clause can appear in the directive.

- REDUCTION (operator | intrinsic : list)
- SHARED (list)

block

Is a structured block (section) of statements or constructs. You cannot branch into or out of the block (the parallel region).

The PARALLEL and END PARALLEL directive pair must appear in the same routine in the executable section of the code.

The END PARALLEL directive denotes the end of the parallel region. There is an implied barrier at this point. Only the master thread of the team continues execution at the end of a parallel region.

The number of threads in the team can be controlled by the NUM_THREADS clause, the environment variable OMP_NUM_THREADS, or by calling the run-time library routine OMP_SET_NUM_THREADS from a serial portion of the program.

NUM_THREADS supersedes the OMP_SET_NUM_THREADS routine, which supersedes the OMP_NUM_THREADS environment variable. Subsequent parallel regions, however, are not affected unless they have their own NUM_THREADS clauses.

Once specified, the number of threads in the team remains constant for the duration of that parallel region.

If the dynamic threads mechanism is enabled by an environment variable or a library routine, then the number of threads requested by the NUM_THREADS clause is the maximum number to use in the parallel region.

The code contained within the dynamic extent of the parallel region is executed on each thread, and the code path can be different for different threads.
If a thread executing a parallel region encounters another parallel region, it creates a new team and becomes the master of that new team. By default, nested parallel regions are always serialized and executed by a team of one thread.

**Example**

You can use the PARALLEL directive in coarse-grain parallel programs. In the following example, each thread in the parallel region decides what part of the global array X upon which to work based on the thread number:

```
!$OMP PARALLEL DEFAULT(PRIVATE) SHARED(X,NPOINTS)
   IAM = OMP_GET_THREAD_NUM( )
   NP = OMP_GET_NUM_THREADS( )
   IPOINTS = NPOINTS/NP
   CALL SUBDOMAIN(X,IAM,IPOINTS)
!$OMP END PARALLEL
```

Assuming you previously used the environment variable OMP_NUM_THREADS to set the number of threads to six, you can change the number of threads between parallel regions as follows:

```
CALL OMP_SET_NUM_THREADS(3)
 !$OMP PARALLEL
   ...
 !$OMP END PARALLEL
CALL OMP_SET_NUM_THREADS(4)
 !$OMP PARALLEL DO
   ...
 !$OMP END PARALLEL DO
```

**See Also**

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
OpenMP* Fortran Routines Overview
PARALLEL DO
SHARED Clause
Parallel Processing Model for information about Binding Sets

**PARALLEL and NOPARALLEL Loop Directives**

**General Compiler Directives:** PARALLEL facilitates auto-parallelization by assisting the compiler’s dependence analysis of the immediately following DO loop. NOPARALLEL prevents this auto-parallelization.

**Syntax**

```
!DIR$ PARALLEL [clause[,[, clause] ... ]

!DIR$ NOPARALLEL
```

*clause* is one or more of the following:

- **ALWAYS [ASSERT]**
- **FIRSTPRIVATE (list)**

Provides a superset of the functionality provided by the PRIVATE clause. Variables that appear in a FIRSTPRIVATE list are subject to PRIVATE clause semantics. In addition, private (local) copies of each variable in the different iterations are initialized to the value the variable had upon entering the parallel loop.

- **LASTPRIVATE (list)**
Provides a superset of the functionality provided by the PRIVATE clause. Variables that appear in a LASTPRIVATE list are subject to PRIVATE clause semantics. In addition, once the parallel loop is exited, each variable has the value that resulted from the sequentially last iteration of the parallel loop.

- NUM_THREADS (scalar_integer_expression)
  Specifies the number of threads to be used to parallelize the immediately following DO loop. The scalar_integer_expression must evaluate to a positive scalar integer value. Only a single NUM_THREADS clause can appear in the directive. Once specified, the number of threads used remains constant for the duration of that parallelized DO loop.

- PRIVATE (list)
  Declares specified variables to be private to each thread in a team. The declared variables become private to a task.

  list
  Is one or more items in the form: var [:expr].... Each list item must be separated by a comma.

  var
  Is a scalar or array variable. The following rules apply:
  - Assumed-size arrays cannot appear in a PRIVATE clause.
  - A variable that is part of another variable (for example, as an array or structure element) cannot appear in a PRIVATE clause.
  - A variable that appears in a PRIVATE clause must either be definable, or an allocatable array. This restriction does not apply to the FIRSTPRIVATE clause.
  - Variables that appear in namelist statements, in variable format expressions, and in expressions for statement function definitions, cannot appear in a PRIVATE clause.

  expr
  Is an integer expression denoting the number of array elements to privatize. When expr is specified, var must be an array or a pointer variable. The following rules also apply:
  - If var is an array, then only its first expr elements are privatized. If expr is omitted, the entire array is privatized.
  - If var is a pointer, then the first expr elements are privatized (element size is provided by the pointer's target type). If expr is omitted, only the pointer variable itself is privatized.
  - Program behavior is undefined if expr evaluates to a non-positive value, or if it exceeds the array size.

PARALLEL helps the compiler to resolve dependencies, facilitating auto-parallelization of the immediately following DO loop. It instructs the compiler to ignore dependencies that it assumes may exist and which would prevent correct parallelization in the loop. However, if dependencies are proven, they are not ignored.

In addition, PARALLEL ALWAYS overrides the compiler heuristics that estimate the likelihood that parallelization of a loop will increase performance. It allows a loop to be parallelized even if the compiler thinks parallelization may not improve performance. If the ASSERT keyword is added, the compiler will generate an error-level assertion message saying that the compiler analysis and cost model indicate that the loop cannot be parallelized.

NOPARALLEL prevents auto-parallelization of the immediately following DO loop.

These directives take effect only if you specify the compiler option that enables auto-parallelization.
CAUTION
The directive PARALLEL ALWAYS should be used with care. Overriding the heuristics of the compiler should only be done if you are absolutely sure the parallelization will improve performance.

Example

program main
parameter (n=100)
integer x(n), a(n), k
!DIR$ NOPARALLEL
    do i=1,n
       x(i) = i
    enddo
!DIR$ PARALLEL LASTPRIVATE (k)
    do i=1,n
       a( x(i) ) = i
       k = x(i)
    enddo
    print *, k     ! print 100, the value of x(n)
end

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements

PARALLEL DO

OpenMP* Fortran Compiler Directive: Provides an abbreviated way to specify a parallel region containing a single DO directive.

Syntax

!$OMP PARALLEL DO [clause[,,] clause] ... ]

    do-loop

[!$OMP END PARALLEL DO]

clause

Can be any of the clauses accepted by the DO or PARALLEL directives.

do-loop

Is a DO iteration (a DO loop). It cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

You cannot branch out of a DO loop associated with a DO directive.

If the END PARALLEL DO directive is not specified, the PARALLEL DO is assumed to end with the DO loop that immediately follows the PARALLEL DO directive. If used, the END PARALLEL DO directive must appear immediately after the end of the DO loop.

The semantics are identical to explicitly specifying a PARALLEL directive immediately followed by a DO directive.
Example

In the following example, the loop iteration variable is private by default and it is not necessary to explicitly declare it. The END PARALLEL DO directive is optional:

```fortran
!$OMP PARALLEL DO
   DO I=1,N
       B(I) = (A(I) + A(I-1)) / 2.0
   END DO
!$OMP END PARALLEL DO
```

The following example shows how to use the REDUCTION clause in a PARALLEL DO directive:

```fortran
!$OMP PARALLEL DO DEFAULT(PRIVATE) REDUCTION(+: A,B)
   DO I=1,N
       CALL WORK(ALOCAL,BLOCAL)
       A = A + ALOCAL
       B = B + BLOCAL
   END DO
!$OMP END PARALLEL DO
```

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

PARALLEL DO SIMD

**OpenMP* Fortran Compiler Directive:** Specifies a loop that can be executed concurrently using SIMD instructions. It provides a shortcut for specifying a PARALLEL construct containing one SIMD loop construct and no other statement.

Syntax

```fortran
!$OMP PARALLEL DO SIMD [clause[, clause] ... ]
   do-loop
[!$OMP END PARALLEL DO SIMD]
```

**clause**

Can be any of the clauses accepted by the PARALLEL, DO, or SIMD directives.

**do-loop**

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

You cannot branch out of a DO loop associated with a DO SIMD directive.

If the END PARALLEL DO SIMD directive is not specified, an END PARALLEL DO SIMD directive is assumed at the end of **do-loop**.

You cannot specify NOWAIT in a PARALLEL DO SIMD directive.
See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

PARALLEL SECTIONS

OpenMP* Fortran Compiler Directive: Provides an abbreviated way to specify a parallel region containing a single SECTIONS directive. The semantics are identical to explicitly specifying a PARALLEL directive immediately followed by a SECTIONS directive.

Syntax

```fortran
 !$OMP PARALLEL SECTIONS [clause[,, clause] ... ]
 [ !$OMP SECTION
   block
 [ !$OMP SECTION
   block ] ...
 !$OMP END PARALLEL SECTIONS
```  

clause Can be any of the clauses accepted by the PARALLEL or SECTIONS directives.

block Is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

The last section ends at the END PARALLEL SECTIONS directive.

Example

In the following example, subroutines XAXIS, YAXIS, and ZAXIS can be executed concurrently:

```fortran
 !$OMP PARALLEL SECTIONS
 !$OMP SECTION
   CALL XAXIS
 !$OMP SECTION
   CALL YAXIS
 !$OMP SECTION
   CALL ZAXIS
 !$OMP END PARALLEL SECTIONS
```

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

PARALLEL WORKSHARE

OpenMP* Fortran Compiler Directive: Provides an abbreviated way to specify a parallel region containing a single WORKSHARE directive.

Syntax

```fortran
 !$OMP PARALLEL WORKSHARE [clause[,, clause] ... ]
   block
 !$OMP END PARALLEL WORKSHARE
```
**clause**
Can be any of the clauses accepted by the `PARALLEL` directive.

**block**
Is a structured block (section) of statements or constructs. You cannot branch into or out of the block (the parallel region).

**See Also**
OpenMP® Fortran Compiler Directives
Syntax Rules for Compiler Directives

---

**PARAMETER**

**Statement and Attribute:** Defines a named constant.

**Syntax**
The PARAMETER attribute can be specified in a type declaration statement or a PARAMETER statement, and takes one of the following forms:

**Type Declaration Statement:**

```
type, [att-ls,] PARAMETER [, att-ls] :: c = expr[, c = expr] ...
```

**Statement:**

```
PARAMETER [()]c = expr[, c = expr] ... [()]
```

- **type**
  Is a data type specifier.

- **att-ls**
  Is an optional list of attribute specifiers.

- **c**
  Is the name of the constant.

- **expr**
  Is an initialization expression. It can be of any data type.

**Description**
The type, type parameters, and shape of the named constant are determined in one of the following ways:

- By an explicit type declaration statement in the same scoping unit.
- By the implicit typing rules in effect for the scoping unit. If the named constant is implicitly typed, it can appear in a subsequent type declaration only if that declaration confirms the implicit typing.

For example, consider the following statement:

```
PARAMETER (MU=1.23)
```

According to implicit typing, MU is of integer type, so MU=1. For MU to equal 1.23, it should previously be declared REAL in a type declaration or be declared in an IMPLICIT statement.

A named constant must not appear in a format specification or as the character count for Hollerith constants. For compilation purposes, writing the name is the same as writing the value.

If the named constant is used as the length specifier in a CHARACTER declaration, it must be enclosed in parentheses.

The name of a constant cannot appear as part of another constant, although it can appear as either the real or imaginary part of a complex constant.

You can only use the named constant within the scoping unit containing the defining PARAMETER statement. Any named constant that appears in the initialization expression must have been defined previously in the same type declaration statement (or in a previous type declaration statement or PARAMETER statement), or made accessible by use or host association.

An entity with the PARAMETER attribute must not be a variable, a coarray, or a procedure.
The use of parentheses is optional and can be controlled by using compiler option [no]altparam.

Example

The following example shows a type declaration statement specifying the PARAMETER attribute:

```fortran
REAL, PARAMETER :: C = 2.9979251, Y = (4.1 / 3.0)
```

The following is an example of the PARAMETER statement:

```fortran
REAL(4) PI, PIOV2
REAL(8) DPI, DPIOV2
LOGICAL FLAG
CHARACTER*(*) LONGNAME
PARAMETER (PI=3.1415927, DPI=3.141592653589793238D0)
PARAMETER (PIOV2=PI/2, DPIOV2=DPI/2)
PARAMETER (FLAG=.TRUE., LONGNAME='A STRING OF 25 CHARACTERS')
```

The following shows other examples:

```fortran
! implicit integer type
PARAMETER (nbblocks = 10)
!
! implicit real type
IMPLICIT REAL (L-M)
PARAMETER (loads = 10.0, mass = 32.2)
!
! typed by PARAMETER statement
! Requires compiler option
PARAMETER mass = 47.3, pi = 3.14159
PARAMETER bigone = 'This constant is larger than forty characters'
!
! PARAMETER in attribute syntax
REAL, PARAMETER :: mass=47.3, pi=3.14159, loads=10.0, mass=32.2
```

See Also

DATA
Type Declarations
Type Declarations
Initialization Expressions
IMPLICIT
Alternative Syntax for the PARAMETER Statement
altparam

PARITY

Transformational Intrinsic Function (Generic):
Reduces an array by using an exclusive OR (.NEQV.) operation.

Syntax

```fortran
result = PARITY (mask[, dim])
```

- `mask` (Input) Must be an array of type logical.
- `dim` (Input; optional) Must be a scalar integer with a value in the range 1 <= dim <= n, where n is the rank of mask. The corresponding actual argument must not be an optional dummy argument.
Results

The result has the same type and kind parameters as `mask`. It is scalar if `dim` does not appear; otherwise, the result has rank `n - 1` and shape `[d_1, d_2, ..., d_{dim-1}, d_{dim+1}, ..., d_n]` where `[d_1, d_2, ..., d_n]` is the shape of `mask`.

The result of `PARITY(mask)` has the value `.TRUE.` if an odd number of the elements of `mask` are true; otherwise, `.FALSE.`.

If `mask` has rank one, `PARITY(mask, dim)` is equal to `PARITY(mask)`. Otherwise, the value of element `(s_1, s_2, ..., s_{dim-1}, s_{dim+1}, ..., s_n)` of `PARITY(mask, dim)` is equal to `PARITY(mask(s_1, s_2, ..., s_{dim-1}, :, s_{dim+1}, ..., s_n))`.

Example

If `A` is the array

```
[ T  F  T ]
[ T  T  F ]
```

and `T` has the value `.TRUE. and `F` has the value `.FALSE.`, then

`PARITY(A, DIM=1)` has the value `[F, T, T]` and `PARITY(A, DIM=2)` has the value `[F, F]`.

PASSDIRKEYSQQ (W*S)

QuickWin Function: Determines the behavior of direction and page keys in a QuickWin application.

Module

USE IFQWIN

Syntax

```fortran
result = PASSDIRKEYSQQ(val)
```

val

(Input) INTEGER(4) or LOGICAL(4).

A value of `.TRUE.` causes direction and page keys to be input as normal characters (the PassDirKeys flag is turned on). A value of `.FALSE.` causes direction and page keys to be used for scrolling.

The following constants, defined in IFQWIN.F90, can be used as integer arguments:

- **PASS_DIR_FALSE** - Turns off any special handling of direction keys. They are not passed to the program by GETCHARQQ.
- **PASS_DIR_TRUE** - Turns on special handling of direction keys. That is, they are passed to the program by GETCHARQQ.
- **PASS_DIR_INSDEL** - INSERT and DELETE are also passed to the program by GETCHARQQ
- **PASS_DIR_CNTRLC** - Only needed for a QuickWin application, but harmless if used with a Standard Graphics application that already passes CTRL+C.

This value allows CTRL+C to be passed to a QuickWin program by GETCHARQQ if the following is true: the program must have removed the File menu EXIT item by using DELETEMENUQQ.

This value also passes direction keys and INSERT and DELETE.

Results

The return value indicates the previous setting of the PassDirKeys flag.
The return data type is the same as the data type of \textit{val}; that is, either INTEGER(4) or LOGICAL(4).

When the PassDirKeys flag is turned on, the mouse must be used for scrolling since the direction and page keys are treated as normal input characters.

The \texttt{PASSDIRKEYSQQ} function is meant to be used primarily with the \texttt{GETCHARQQ} and \texttt{INCHARQQ} functions. Do not use normal input statements (such as \texttt{READ}) with the PassDirKeys flag turned on, unless your program is prepared to interpret direction and page keys.

\textbf{Example}

\begin{verbatim}
use IFQWIN

logical*4 res
character*1 ch, ch1

Print *,"Type X to exit, S to scroll, D to pass Direction keys"

123 continue
ch = getcharqq( )
! check for escapes
! 0x00 0x?? is a function key
! 0xE0 0x?? is a direction key
if (ichar(ch) .eq. 0) then
  ch1 = getcharqq()
  print *,"function key follows escape = ",ichar(ch)," ",ichar(ch1)," ",ch1
  goto 123
else if (ichar(ch) .eq. 224) then
  ch1 = getcharqq()
  print *,"direction key follows escape = ",ichar(ch)," ",ichar(ch1)," ",ch1
  goto 123
else
  print *,ichar(ch)," ",ch
if(ch .eq. 'S') then
  res = passdirkeysqq(.false.)
  print *, "Entering Scroll mode ",res
endif
if(ch .eq. 'D')  then
  res = passdirkeysqq(.true.)
  print *, "Entering Direction keys mode ",res
endif
if(ch .ne. 'X')  go to 123
endif
end
\end{verbatim}

The following example uses an integer constant as an argument to \texttt{PASSDIRKEYSQQ}:

\begin{verbatim}
c=======================================================================
c
c dirkeys4.for

c=======================================================================
c
  Compile/Load Input Line for Standard Graphics Full Screen Window

c
  ifort /libs:qwins dirkeys4.for

c
  Compile/Load Input Line for QuickWin Graphics
\end{verbatim}
Program to illustrate how to get almost every character from the keyboard in QuickWin or Standard Graphics mode. Comment out the deletemenu line for Standard Graphics mode.

If you are doing a standard graphics application, control C will come in as a '03' without further effort.

In a QuickWin application, the File menu Exit item must be deleted, and PassDirKeysQQ called with PASS_DIR_CNTRLC to get control C.

```
use IFQWIN
integer(4) status
character*1 key1,key2,ch1
write(*,*) 'Initializing'
c----don't do this for a Standard Grapics application
c remove File menu Exit item.
status = deletemenuqq(1,3) ! stop QuickWin from getting control C
c----set up to pass all keys to window including control c.
status  = passdirkeysqq(PASS_DIR_CNTRLC)
c read and print characters
c
10 key1 = getcharqq()
c----first check for control+c
if(ichar(key1) .eq. 3) then
   write(*,*) 'Control C Received'
   write(*,*) "Really want to quit?"
   write(*,*) "Type Y <cr> to exit, or any other char <cr> to continue."
   read(*,*) ch1
   if(ch1.eq."y" .or. ch1.eq."Y") goto 30
   goto 10
endif
if(ichar(key1).eq.0) then ! function key?
key2 = getcharqq()
write(*,15) ichar(key1),ichar(key2),key2
15 format(1x,2i12,1x,a1,' function key')
else
   if(ichar(key1).eq.224) then ! direction key?
key2 = getcharqq()
write(*,16) ichar(key1),ichar(key2),key2
16 format(1x,2i12,1x,a1,' direction key')
else
   write(*,20) key1,ichar(key1) ! normal key
20 format(1x,a1,i11)
endif
```
See Also
GETCHARQQ
INCHARQQ (W*S)

PAUSE

**Statement:** Temporarily suspends program execution
and lets you execute operating system commands
during the suspension. The PAUSE statement is a
deleted feature in the Fortran Standard. Intel® Fortran
fully supports features deleted in the Fortran
Standard.

**Syntax**

```fortran
PAUSE [pause-code]
```

*pause-code* (Optional) Is an optional message. It can be either of the following:

- A scalar character constant of type default character.
- A string of up to six digits; leading zeros are ignored. (Standard Fortran
  limits digits to five.)

If you specify *pause-code*, the PAUSE statement displays the specified message and then displays the default prompt.

If you do not specify *pause-code*, the system displays the following default message:

```
FORTRAN PAUSE
```

The following prompt is then displayed:

- **On Windows* systems:**
  ```fortran
  Fortran Pause - Enter command<CR> or <CR> to continue.
  ```
- **On Linux* and OS X* systems:**
  ```fortran
  PAUSE prompt>
  ```

For alternate methods of pausing while reading from and writing to a device, see **READ** and **WRITE**.

**Effect on Windows* OS**
The program waits for input on stdin. If you enter a blank line, execution resumes at the next executable statement.

Anything else is treated as a DOS command and is executed by a system() call. The program loops, letting you execute multiple DOS commands, until a blank line is entered. Execution then resumes at the next executable statement.

**Effect on Linux* OS and OS X**
The effect of PAUSE differs depending on whether the program is a foreground or background process, as follows:

- If a program is a foreground process, the program is suspended until you enter the CONTINUE command. Execution then resumes at the next executable statement.
  Any other command terminates execution.
- If a program is a background process, the behavior depends on stdin, as follows:
If stdin is redirected from a file, the system displays the following (after the pause code and prompt):

```
To continue from background, execute 'kill -15 n'
```

In this message, \texttt{n} is the process id of the program.

If stdin is not redirected from a file, the program becomes a suspended background job, and you must specify \texttt{fg} to bring the job into the foreground. You can then enter a command to resume or terminate processing.

Example

The following examples show valid PAUSE statements:

```
PAUSE 701
PAUSE 'ERRONEOUS RESULT DETECTED'
```

The following shows another example:

```
CHARACTER*24 filename
PAUSE 'Enter DIR to see available files or press RETURN' &
&' if you already know filename.'
READ(*,'(A\)') filename
OPEN(1, FILE=filename)
```

See Also

STOP and ERROR STOP
SYSTEM
Deleted and Obsolescent Language Features

PEEKCHARQQ

\textbf{Run-Time Function:} Checks the keystroke buffer for a recent console keystroke and returns .TRUE. if there is a character in the buffer or .FALSE. if there is not.

Module

USE IFCORE

Syntax

```
result = PEEKCHARQQ( )
```

Results

The result type is LOGICAL(4). The result is .TRUE. if there is a character waiting in the keyboard buffer; otherwise, .FALSE..

To find out the value of the key in the buffer, call GETCHARQQ. If there is no character waiting in the buffer when you call GETCHARQQ, GETCHARQQ waits until there is a character in the buffer. If you call PEEKCHARQQ first, you prevent GETCHARQQ from halting your process while it waits for a keystroke. If there is a keystroke, GETCHARQQ returns it and resets PEEKCHARQQ to .FALSE..

Example

```
USE IFCORE
LOGICAL(4) pressed / .FALSE. /
DO WHILE (.NOT. pressed)
   WRITE(*,*) 'Press any key'
   pressed = PEEKCHARQQ ( )
END DO
END
```
See Also
GETCHARQQ
GETSTRQQ
FGETC
GETC

PERERROR

Run-Time Subroutine: Sends a message to the
standard error stream, preceded by a specified string,
for the last detected error.

Module
USE IFCORE

Syntax
CALL PERROR (string)

string (Input) Character*(*) - Message to precede the standard error message.

The string sent is the same as that given by GERROR.

Example
USE IFCORE
character*24 errtext
errtext = 'In my opinion, '
...!
 any error message generated by errtext is
! preceded by 'In my opinion, '
Call PERROR (errtext)

See Also
GERROR
IERRNO

PIE, PIE_W (W*S)

Graphics Functions: Draw a pie-shaped wedge in
the current graphics color.

Module
USE IFQWIN

Syntax
result = PIE (i, x1, y1, x2, y2, x3, y3, x4, y4)
result = PIE_W (i, wx1, wy1, wx2, wy2, wx3, y3, wx4, wy4)

i (Input) INTEGER(2) - Fill flag. One of the following symbolic constants
defined in IFQWIN.F90:

- $GFILLINTERIOR - Fills the figure using the current color and fill mask.
- $GBORDER - Does not fill the figure.

x1, y1 (Input) INTEGER(2) - Viewport coordinates for upper-left corner of bounding rectangle.
$x_2, y_2$ (Input) INTEGER(2). Viewport coordinates for lower-right corner of bounding rectangle.

$x_3, y_3$ (Input) INTEGER(2). Viewport coordinates of start vector.

$x_4, y_4$ (Input) INTEGER(2). Viewport coordinates of end vector.

$wx_1, wy_1$ (Input) REAL(8). Window coordinates for upper-left corner of bounding rectangle.

$wx_2, wy_2$ (Input) REAL(8). Window coordinates for lower-right corner of bounding rectangle.

$wx_3, wy_3$ (Input) REAL(8). Window coordinates of start vector.

$wx_4, wy_4$ (Input) REAL(8). Window coordinates of end vector.

**Results**

The result type is INTEGER(2). The result is nonzero if successful; otherwise, 0. If the pie is clipped or partially out of bounds, the pie is considered successfully drawn and the return is 1. If the pie is drawn completely out of bounds, the return is 0.

The border of the pie wedge is drawn in the current color set by SETCOLORRGB.

The PIE function uses the viewport-coordinate system. The center of the arc is the center of the bounding rectangle, which is specified by the viewport-coordinate points $(x_1, y_1)$ and $(x_2, y_2)$. The arc starts where it intersects an imaginary line extending from the center of the arc through $(x_3, y_3)$. It is drawn counterclockwise about the center of the arc, ending where it intersects an imaginary line extending from the center of the arc through $(x_4, y_4)$.

The PIE_W function uses the window-coordinate system. The center of the arc is the center of the bounding rectangle specified by the window-coordinate points $(wx_1, wy_1)$ and $(wx_2, wy_2)$. The arc starts where it intersects an imaginary line extending from the center of the arc through $(wx_3, wy_3)$. It is drawn counterclockwise about the center of the arc, ending where it intersects an imaginary line extending from the center of the arc through $(wx_4, wy_4)$.

The fill flag option $GFILLINTERIOR$ is equivalent to a subsequent call to FLOODFILLRGB using the center of the pie as the starting point and the current graphics color (set by SETCOLORRGB) as the fill color. If you want a fill color different from the boundary color, you cannot use the $GFILLINTERIOR$ option. Instead, after you have drawn the pie wedge, change the current color with SETCOLORRGB and then call FLOODFILLRGB. You must supply FLOODFILLRGB with an interior point in the figure you want to fill. You can get this point for the last drawn pie or arc by calling GETARCINFO.

If you fill the pie with FLOODFILLRGB, the pie must be bordered by a solid line style. Line style is solid by default and can be changed with SETLINESTYLE.

**NOTE**
The PIE routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the Pie routine by including the IFWIN module, you need to specify the routine name as MSFWIN$Pie.

**Example**

```fortran
! build as Graphics App.
USE IFQWIN
INTEGER(2) status, dummy
INTEGER(2) x1, y1, x2, y2, x3, y3, x4, y4
```
x1 = 80; y1 = 50
x2 = 180; y2 = 150
x3 = 110; y3 = 80
x4 = 90; y4 = 180

status = SETCOLOR(INT2(4))
dummy = PIE( $GFILLINTERIOR, x1, y1, x2, y2, &
    x3, y3, x4, y4)
END

This figure shows the coordinates used to define PIE and PIE_W:

See Also
SETCOLORRGB (W*S)
SETFILLMASK (W*S)
SETLINESTYLE (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
GETARCINFO (W*S)
ARC, ARC_W (W*S)
ELLIPSE, ELLIPSE_W (W*S)
GRSTATUS (W*S)
LINETO, LINETO_W (W*S)
POLYGON, POLYGON_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)

POINTER - Fortran

Statement and Attribute: Specifies that an object or a procedure is a pointer (a dynamic variable). A pointer does not contain data, but points to a scalar or array variable where data is stored. A pointer has no initial storage set aside for it; memory storage is created for the pointer as a program runs.

Syntax
The POINTER attribute can be specified in a type declaration statement or a POINTER statement, and takes one of the following forms:

Type Declaration Statement:

type,[att-ls,] POINTER [, att-ls] :: ptr[(d-spec)][ , ptr[(d-spec)]]...

Statement:

POINTER [::]ptr[(d-spec)][ , ptr[(d-spec)]] ...

\[\text{type-spec}\]
Is a data type specifier.

\[\text{att-ls}\]
Is an optional list of attribute specifiers.
**Description**

No storage space is created for a data pointer until it is allocated with an ALLOCATE statement or until it is assigned to a allocated target.

Each pointer has an association status, which tells whether the pointer is currently associated with a target object. When a pointer is initially declared, its status is undefined. You can use the ASSOCIATED intrinsic function to find the association status of a pointer if the pointer’s association status is defined.

Entities with the POINTER attribute can be associated with different data objects or procedures during execution of a program.

A data pointer must not be referenced or defined unless it is pointer associated with a target object that can be referenced or defined. A procedure pointer must not be referenced unless it is pointer associated with a target procedure.

If the data pointer is an array, and it is given the DIMENSION attribute elsewhere in the program, it must be declared as a deferred-shape array.

A pointer cannot be specified in an EQUIVALENCE or NAMELIST statement. A pointer in a DATA statement can only be associated with NULL().

A procedure that has both the EXTERNAL and POINTER attributes is a procedure pointer.

An entity with the POINTER attribute must not have the ALLOCATABLE, INTRINSIC, or TARGET attribute, and it must not be a coarray.

Fortran pointers are not the same as integer pointers. For more information, see the **POINTER - Integer** statement.

**Example**

The following example shows type declaration statements specifying the POINTER attribute:

```
TYPE(SYSTEM), POINTER :: CURRENT, LAST
REAL, DIMENSION(:,,:), POINTER :: I, J, REVERSE
```

The following is an example of the POINTER statement:

```
TYPE(SYSTEM) :: TODAYS
POINTER :: TODAYS, A(:,:)
```

The following shows another example:

```
REAL, POINTER :: arrow (:)
REAL, ALLOCATABLE, TARGET :: bullseye (:,:)
!
! The following statement associates the pointer with an unused ! block of memory.
!
ALLOCATE (arrow (1:8), STAT = ierr)
IF (ierr.eq.0) WRITE (*,'(1x,a)') 'ARROW allocated'
arrow = 5.
WRITE (*,'(1x,8f8.0/)') arrow
ALLOCATE (bullseye (1:8,3), STAT = ierr)
IF (ierr.eq.0) WRITE (*,'(a)') 'BULLSEYE allocated'
bullseye = 1.
bullseye (1:8:2,2) = 10.
WRITE (*,'(1x,8f8.0/)') bullseye
```
The following association breaks the association with the first target, which being unnamed and unassociated with other pointers, becomes lost. ARROW acquires a new shape.

```
arrow => bullseye (2:7,2)
WRITE (*,'(/1x,a)') 'ARROW is repointed & resized, all the 5s are lost'
WRITE (*,'(1x,8f8.0)') arrow

NULLIFY (arrow)
IF (.NOT.ASSOCIATED(arrow)) WRITE (*,'(/a/)') ' ARROW is not pointed'
DEALLOCATE (bullseye, STAT = ierr)
IF (ierr.eq.0) WRITE (*,*) 'Deallocation successful.'
END
```

See Also

ALLOCATE
ASSOCIATED
DEALLOCATE
NULLIFY
TARGET Statement
Deferred-Shape Specifications
Pointer Assignments
Pointer Association
PointerType: Establishes pairs of objects and pointers, in which each pointer contains the address of its paired object. This statement is different from the Fortran POINTER statement.

**Syntax**

```
POINTER (pointer, pointee) [, (pointer, pointee)] . . .
```

**pointer**

Is a variable whose value is used as the address of the **pointee**.

**pointee**

Is a variable; it can be an array name or array specification. It can also be a procedure named in an EXTERNAL statement or in a specific (non-generic) procedure interface block.

The following are **pointer** rules and behavior:

- Two pointers can have the same value, so pointer aliasing is allowed.
- When used directly, a pointer is treated like an integer variable. On 1A-32 architecture, a pointer occupies one numeric storage unit, so it is a 32-bit quantity (INTEGER(4)). On Intel® 64 architecture, a pointer occupies two numeric storage units, so it is a 64-bit quantity (INTEGER(8)).
- A pointer cannot be a pointee.
- A pointer cannot appear in an ASSIGN statement and cannot have the following attributes:
A pointer can appear in a DATA statement with integer literals only.

- Integers can be converted to pointers, so you can point to absolute memory locations.
- A pointer variable cannot be declared to have any other data type.
- A pointer cannot be a function return value.
- You can give values to pointers by doing the following:
  - Retrieve addresses by using the LOC intrinsic function (or the %LOC built-in function)
  - Allocate storage for an object by using the MALLOC intrinsic function (or by using malloc(3f) on Linux* and OS X* systems)

For example:

```fortran
Using %LOC:

INTEGER I(10)
INTEGER I1(10) /10*10/
POINTER (P,I)
P = %LOC(I1)
I(2) = I(2) + 1
```

```fortran
Using MALLOC:

INTEGER I(10)
POINTER (P,I)
P = MALLOC(40)
I(2) = I(2) + 1
```

- The value in a pointer is used as the pointee's base address.

The following are pointee rules and behavior:

- A pointee is not allocated any storage. References to a pointee look to the current contents of its associated pointer to find the pointee's base address.
- A pointee cannot be data-initialized or have a record structure that contains data-initialized fields.
- A pointee can appear in only one integer POINTER statement.
- A pointee array can have fixed, adjustable, or assumed dimensions.
- A pointee cannot appear in a COMMON, DATA, EQUIVALENCE, or NAMELIST statement, and it cannot have the following attributes:

```fortran
ALLOCATABLE   OPTIONAL   SAVE
EXTERNAL      PARAMETER   STATIC
EXTERNAL      PARAMETER   TARGET
```

- A pointee cannot be:
  - A dummy argument
  - A function return value
  - A record field or an array element
  - Zero-sized
  - An automatic object
  - The name of a generic interface block
- If a pointee is of derived type, it must be of sequence type.

Example

```fortran
POINTER (p, k)
INTEGER j(2)

! This has the same effect as j(1) = 0, j(2) = 5
p = LOC(j)
k = 0
p = p + SIZEOF(k) ! 4 for 4-byte integer
k = 5
```
**See Also**
- POINTER - Fortran
- LOC
- MALLOC
- FREE

**POLYBEZIER, POLYBEZIER_W (W*S)**

**Graphics Functions:** Draw one or more Bezier curves.

**Module**

USE IFQWIN

**Syntax**

\[
\text{result} = \text{POLYBEZIER} \ (lppoints, cpoints) \\
\text{result} = \text{POLYBEZIER_W} \ (lppoints, cpoints)
\]

\(lppoints\) (Input) Derived type \(xycoord\). Array of derived types defining the endpoints and the control points for each Bezier curve. The derived type \(xycoord\) is defined in \(IFQWIN.F90\) as follows:

```fortran
TYPE xycoord
  INTEGER(2) xcoord
  INTEGER(2) ycoord
END TYPE xycoord
```

\(cpoints\) (Input) INTEGER(2). Number of points in \(lppoints\).

**Results**

The result type is INTEGER(2). The result is nonzero if anything is drawn; otherwise, 0.

A Bezier curve is based on fitting a cubic curve to four points. The first point is the starting point, the next two points are control points, and last point is the ending point. The starting point must be given for the first curve; subsequent curves use the ending point of the previous curve as their starting point. So, \(cpoints\) should contain 4 for one curve, 7 for 2 curves, 10 for 3 curves, and so forth.

POLYBEZIER does not use or change the current graphics position.

**Example**

```
Program Bezier
use IFQWIN
! Shows how to use POLYBEZIER, POLYBEZIER_W, 
! POLYBEZIERTO, and POLYBEZIERTO_W,
TYPE(xycoord)  lppoints(31)
TYPE(wxycoord) wlppoints(31)
TYPE(xycoord)  xy
TYPE(wxycoord) wxy
integer(4) i
integer(2) istat, orgx, orgy
real(8) worgx, worgy
i = setcolorrgb(Z'00FFFFFF') ! graphic to black
i = settextcolorrgb(Z'00FFFFFF') ! text to black
i = setbkcolorrgb(Z'00000000') ! background to white
call clearscreen($GCLEARSCREEN)
orgx = 20
orgy = 20
lppoints(1)%xcoord = 1+orgx
```
lppoints(1)%ycoord = 1+orgy
lppoints(2)%xcoord = 30+orgx
lppoints(2)%ycoord = 120+orgy
lppoints(3)%xcoord = 150+orgx
lppoints(3)%ycoord = 60+orgy
lppoints(4)%xcoord = 180+orgx
lppoints(4)%ycoord = 180+orgy
istat = PolyBezier(lppoints, 4)
! Show tangent lines
! A bezier curve is tangent to the line
! from the begin point to the first control
! point. It is also tangent to the line from
! the second control point to the end point.
doi = 1,4,2
call moveto(lppoints(i)%xcoord,lppoints(i)%ycoord,xy)
istat = lineto(lppoints(i+1)%xcoord,lppoints(i+1)%ycoord)
end do
read(*,*)
worx = 50.0
worx = 50.0
wlppoints(1)%wx = 1.0+worx
wlppoints(1)%wy = 1.0+worx
wlppoints(2)%wx = 30.0+worx
wlppoints(2)%wy = 120.0+worx
wlppoints(3)%wx = 150.0+worx
wlppoints(3)%wy = 60.0+worx
wlppoints(4)%wx = 180.0+worx
wlppoints(4)%wy = 180.0+worx
i = setcolorrgb(Z'000000FF') ! graphic to red
istat = PolyBezier_W(wlppoints, 4)
! Show tangent lines
! A bezier curve is tangent to the line
! from the begin point to the first control
! point. It is also tangent to the line from
! the second control point to the end point.
doi = 1,4,2
call moveto_W(wlppoints(i)%wx,wlppoints(i)%wy,wxy)
istat = lineto_W(wlppoints(i+1)%wx,wlppoints(i+1)%wy)
end do
read(*,*)
orgx = 80
orgy = 80
! POLYBEZIERTO uses the current graphics position
! as its initial starting point so we start the
! array with the first first control point.
! lppoints(1)%xcoord = 1+orgx ! need to move to this
! lppoints(1)%ycoord = 1+orgy
lppoints(1)%xcoord = 30+orgx
lppoints(1)%ycoord = 120+orgy
lppoints(2)%xcoord = 150+orgx
lppoints(2)%ycoord = 60+orgy
lppoints(3)%xcoord = 180+orgx
lppoints(3)%ycoord = 180+orgy
i = setcolorrgb(Z'0000FF00') ! graphic to green
call moveto(1+orgx,1+orgy,xy)
istat = PolyBezierTo(lppoints, 3)
! Show tangent lines
! A bezier curve is tangent to the line
! from the begin point to the first control
! point. It is also tangent to the line from
! the second control point to the end point.
call moveto(1+orgx,1+orgy,xy)
istat = lineto(lppoints(1)%xcoord,lppoints(1)%ycoord)
call moveto(lppoints(2)%xcoord,lppoints(2)%ycoord,xy)
istat = lineto(lppoints(3)%xcoord,lppoints(3)%ycoord)
read(*,*)
worx = 110.0
wory = 110.0
!wlppoints(1)%wx = 1.0+worx
!wlppoints(1)%wy = 1.0+wory
wlppoints(1)%wx = 30.0+worx
wlppoints(1)%wy = 120.0+wory
wlppoints(2)%wx = 150.0+worx
wlppoints(2)%wy = 60.0+wory
wlppoints(3)%wx = 180.0+worx
wlppoints(3)%wy = 180.0+wory
call moveto_w(1.0+worx,1.0+wory,wxy)
i = setcolorrgb(Z'00FF0000') ! graphic to blue
istat = PolyBezierTo_W(wlppoints, 3)
! Show tangent lines
! A bezier curve is tangent to the line
! from the begin point to the first control
! point. It is also tangent to the line from
! the second control point to the end point.
call moveto_w(1.0+worx,1.0+wory,wxy)
istat = lineto_w(wlppoints(1)%wx,wlppoints(1)%wy)
call moveto_w(wlppoints(2)%wx,wlppoints(2)%wy,wxy)
istat = lineto_w(wlppoints(3)%wx,wlppoints(3)%wy)
read(*,*)
END PROGRAM Bezier

See Also
POLYBEZIERTO, POLYBEZIERTO_W (W*S)

POLYBEZIERTO, POLYBEZIERTO_W (W*S)

Graphics Functions: Draw one or more Bezier curves.

Module
USE IFQWIN

Syntax
result = POLYBEZIERTO (lppoints, cpoints)
result = POLYBEZIERTO_W (lppoints, cpoints)

lppoints (Input) Derived type xycoord. Array of derived types defining the endpoints and the control points for each Bezier curve. The derived type xycoord is defined in IFQWIN.F90 as follows:

```
TYPE xycoord
  INTEGER(2) xcoord
  INTEGER(2) ycoord
END TYPE xycoord
```

cpoints (Input) INTEGER(2). Number of points in ppoints or lppoints.

Results
The result type is INTEGER(2). The result is nonzero if anything is drawn; otherwise, 0.
A Bezier curve is based on fitting a cubic curve to four points. The first point is the starting point, the next two points are control points, and last point is the ending point. The starting point is the current graphics position as set by MOVETO for the first curve; subsequent curves use the ending point of the previous curve as their starting point. So, cpoints should contain 3 for one curve, 6 for 2 curves, 9 for 3 curves, and so forth.

POLYBEZIERTO moves the current graphics position to the ending point of the last curve drawn.

**Example**

See the example in POLYBEZIER, POLYBEZIER_W (W*S).

**See Also**

POLYBEZIER, POLYBEZIER_W (W*S)

MOVETO, MOVETO_W (W*S)

**POLYGON, POLYGON_W (W*S)**

*Graphics Functions:* Draw a polygon using the current graphics color, logical write mode, and line style.

**Module**

USE IFQWIN

**Syntax**

\[
\text{result} = \text{POLYGON} \left( \text{control}, \text{lppoints}, \text{cpoints} \right)
\]

\[
\text{result} = \text{POLYGON_W} \left( \text{control}, \text{lppoints}, \text{cpoints} \right)
\]

**control**

(Input) INTEGER(2). Fill flag. One of the following symbolic constants defined in IFQWIN.F90:

- $\text{GFILLINTERIOR}$ - Draws a solid polygon using the current color and fill mask.
- $\text{GBORDER}$ - Draws the border of a polygon using the current color and line style.

**lppoints**

(Input) Derived type xycoord. Array of derived types defining the polygon vertices in viewport coordinates. The derived type xycoord is defined in IFQWIN.F90 as follows:

```fortran
TYPE xycoord
  INTEGER(2) xcoord
  INTEGER(2) ycoord
END TYPE xycoord
```

**cpoints**

(Input) INTEGER(2). Number of polygon vertices.

**Results**

The result type is INTEGER(2). The result is nonzero if anything is drawn; otherwise, 0.

The border of the polygon is drawn in the current graphics color, logical write mode, and line style, set with SETCOLORRGB, SETWRITEMODE, and SETLINESTYLE, respectively. The POLYGON routine uses the viewport-coordinate system (expressed in xycoord derived types), and the POLYGON_W routine uses real-valued window coordinates (expressed in xycoord types).

The argument lppoints is an array whose elements are xycoord derived types. Each element specifies one of the polygon’s vertices. The argument cpoints is the number of elements (the number of vertices) in the lppoints array.
Note that POLYGON draws between the vertices in their order in the array. Therefore, when drawing outlines, skeletal figures, or any other figure that is not filled, you need to be careful about the order of the vertices. If you don't want lines between some vertices, you may need to repeat vertices to make the drawing backtrack and go to another vertex to avoid drawing across your figure. Also, POLYGON draws a line from the last specified vertex back to the first vertex.

If you fill the polygon using FLOODFILLRGB, the polygon must be bordered by a solid line style. Line style is solid by default and can be changed with SETLINESTYLE.

NOTE
The POLYGON routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the Polygon routine by including the IFWIN module, you need to specify the routine name as MSFWIN$Polygon.

Example

! Build as a Graphics App.

! Draw a skeletal box

USE IFQWIN

INTEGER(2) status

TYPE (xycoord) poly(12)

! Set up box vertices in order they will be drawn, &
! repeating some to avoid unwanted lines across box

poly(1)%xcoord = 50
poly(1)%ycoord = 80
poly(2)%xcoord = 85
poly(2)%ycoord = 35
poly(3)%xcoord = 185
poly(3)%ycoord = 35
poly(4)%xcoord = 150
poly(4)%ycoord = 80
poly(5)%xcoord = 50
poly(5)%ycoord = 80
poly(6)%xcoord = 50
poly(6)%ycoord = 180
poly(7)%xcoord = 185
poly(7)%ycoord = 180
poly(8)%xcoord = 185
poly(8)%ycoord = 135
poly(9)%xcoord = 185
poly(9)%ycoord = 35
poly(10)%xcoord = 150
poly(10)%ycoord = 80
poly(11)%xcoord = 150
poly(11)%ycoord = 180
poly(12)%xcoord = 150
poly(12)%ycoord = 80

status = SETCOLORRGB(Z'0000FF')
status = POLYGON($GBORDER, poly, INT2(12))
END

See Also
SETCOLORRGB (W*S)
SETFILLMASK (W*S)
POLYLINEQQ (W*S)

*Graphics Function:* Draws a line between each successive x, y point in a given array.

**Module**

USE IFQWIN

**Syntax**

\[
\text{result} = \text{POLYLINEQQ} (\text{points}, \text{cnt})
\]

- **points** (Input) An array of DF_POINT objects. The derived type DF_POINT is defined in IFQWIN.F90 as:
  
  ```
  type DF_POINT
  sequence
  integer(4) x
  integer(4) y
  end type DF_POINT
  ```

- **cnt** (Input) INTEGER(4). Number of elements in the points array.

**Results**

The result type is INTEGER(4). The result is a nonzero value if successful; otherwise, zero.

POLYLINEQQ uses the viewport-coordinate system.

The lines are drawn using the current graphics color, logical write mode, and line style. The graphics color is set with SETCOLORRGB, the write mode with SETWRITEMODE, and the line style with SETLINESTYLE.

The current graphics position is not used or changed as it is in the LINETO function.

**Example**

```fortran
! Build for QuickWin or Standard Graphics
USE IFQWIN
TYPE(DF_POINT) points(12)
integer(4) result
integer(4) cnt, i

! load the points
do i = 1,12,2
  points(i).x = 20*i
  points(i).y = 10
  points(i+1).x = 20*i
  points(i+1).y = 60
end do

! A sawtooth pattern will appear in the upper left corner
result = POLYLINEQQ(points, 12)
```

**POPCNT**

*Elemental Intrinsic Function (Generic):* Returns the number of 1 bits in the integer argument.

**Syntax**

\[\text{result} = \text{POPCNT}(i)\]

\[i\] (Input) Must be of type integer or logical.

**Results**

The result type and kind is the same as \(i\). The result value is the number of 1 bits in the binary representation of the integer \(i\).

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

**Example**

If the value of \(I\) is \(B'0...00011010110'\), the value of POPCNT(I) is 5.

**POPPAR**

*Elemental Intrinsic Function (Generic):* Returns the parity of the integer argument.

**Syntax**

\[\text{result} = \text{POPPAR}(i)\]

\[i\] (Input) Must be of type integer or logical.

**Results**

The result type and kind is the same as \(i\). The result value is 1 if there are an odd number of 1 bits in the binary representation of the integer \(i\). The result value is zero if there are an even number.

\(\text{POPPAR}(i)\) is the same as \(1 \cdot \text{AND. POPCNT}(i)\).

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

**Example**

If the value of \(I\) is \(B'0...00011010110'\), the value of POPPAR(I) is 1.

**PRECISION**

*Inquiry Intrinsic Function (Generic):* Returns the decimal precision in the model representing real numbers with the same kind parameter as the argument.

**Syntax**

\[\text{result} = \text{PRECISION}(x)\]
Results
The result is a scalar of type default integer. The result has the value \( \text{INT}((\text{DIGITS}(x) - 1) \times \log_{10}(\text{RADIX}(x))) \). If \( \text{RADIX}(x) \) is an integral power of 10, 1 is added to the result.

Example
If \( X \) is a REAL(4) value, \( \text{PRECISION}(X) \) has the value 6. The value 6 is derived from \( \text{INT} ((24-1) \times \log_{10}(2.)) = \text{INT} (6.92...) \). For more information on the model for REAL(4), see Model for Real Data.

PREFETCH and NOPREFETCH

General Compiler Directives: PREFETCH hints to the compiler to prefetch data into closer levels of cache. Prefetching data can minimize the effects of memory latency. NOPREFETCH disables data prefetching. These directives give fine-level control to the programmer to influence the prefetches generated by the compiler. These directives are only available on Intel® MIC Architecture.

Syntax

\[
!\text{DIR$} \text{ PREFETCH} \ [\text{var}1[: \text{hint}1[: \text{distance}1]] [,\text{var}2[: \text{hint}2[: \text{distance}2]]]...]
\]

\[
!\text{DIR$} \text{ NOPREFETCH} \ [\text{var}1[,\text{var}2]...]
\]

\text{var} \quad \text{Is an optional memory reference.}

\text{hint} \quad \text{Is an optional integer initialization expression with the integer value 0, 1, 2, or 3. These are the same as the defined values FOR_K_PREFETCH_T0, FOR_K_PREFETCH_T1, FOR_K_PREFETCH_T2, or FOR_K_PREFETCH_NTA for \text{hint} in the intrinsic subroutine MM_PREFETCH. To use this argument, you must also specify \text{var}.}

\text{distance} \quad \text{Is an optional integer initialization expression with a value greater than 0. It indicates the number of (possibly vectorized) loop iterations ahead of which a prefetch is issued, before the corresponding load or store instruction. To use this argument, you must also specify \text{var} and \text{hint}.}

To use these directives, compiler option \( [q \text{ or Q}]\text{opt-prefetch} \) must be set. Note that this option is turned on by default if the compiler general optimization level is O2 or higher.

This directive affects the DO loop it precedes.

If you specify PREFETCH *, the \text{hint} and optional \text{distance} are used to prefetch all array accesses in the DO loop.

If you specify NOPREFETCH with no arguments, the following occurs:

- All arrays accessed in the DO loop will NOT be prefetched.
- It negates all other PREFETCH directives for the following DO loop.

If a loop includes expression \( A(j) \), placing \( !\text{DIR$} \text{ PREFETCH} A:0:d \) in front of the loop instructs the compiler to insert a \text{vprefetch}0 instruction for \( A \) within the loop that is \( d \) iterations ahead.

The \text{PREFETCH} directive takes precedence over the \( [q \text{ or Q}]\text{opt-prefetch-distance} \) options.

The variables in a NOPREFETCH or PREFETCH directive take precedence over PREFETCH *.
A NOPREFETCH directive with no arguments negates all other PREFETCH directives for the following DO loop.

**Example**

```plaintext
! Issue no prefetches for A
! Issue vector prefetch from L2 and higher caches for B with a distance
!   of 16 vectorized iterations ahead
! Issue vector prefetch from L1 and higher caches for B with a distance
!   of 4 vectorized iterations ahead
!DIR$ NOPREFETCH A1
!DIR$ PREFETCH B:1:16
!DIR$ PREFETCH B:0:4
  DO J = 1,N
    A1(J) = B(J-1) + B(J+1)
  END DO

In the following example, array A will be prefetched with hint 0 and distance 5, arrays B and C will be prefetched with hint 1 and distance 10, and array D will not be prefetched:

```plaintext
!DIR$ PREFETCH *:1:10
!DIR$ PREFETCH A:0:5
!DIR$ NOPREFETCH D
  DO J = 1, N
    A(J) = B(J) + C(J) + D(J)
  END DO
```

**See Also**

General Compiler Directives
Syntax Rules for Compiler Directives
MM_PREFETCH
O compiler option
qopt-prefetch-distance, Qopt-prefetch-distance compiler option

**PRESENT**

*Inquiry Intrinsic Function (Generic):* Returns whether or not an optional dummy argument is present, that is, whether it has an associated actual argument.

**Syntax**

```
result = PRESENT (a)
```

*a* (Input) Must be an argument of the current procedure and must have the OPTIONAL attribute. An explicit interface for the current procedure must be visible to its caller; for more information, see *Procedure Interfaces*.

**Results**

The result is a scalar of type default logical. The result is .TRUE. if *a* is present; otherwise, the result is .FALSE..

**Example**

Consider the following:

```plaintext
MODULE MYMOD
CONTAINS
SUBROUTINE CHECK (X, Y)
  REAL X, Z
  REAL, OPTIONAL :: Y
  ...
```
IF (PRESENT (Y)) THEN
    Z = Y
ELSE
    Z = X * 2
END IF
END SUBROUTINE CHECK
END MODULE MYMOD

USE MYMOD
CALL CHECK (15.0, 12.0) ! Causes Z to be set to 12.0
CALL CHECK (15.0) ! Causes Z to be set to 30.0

The following shows another example:
CALL who( 1, 2 ) ! prints "A present" "B present"
CALL who( 1 ) ! prints "A present"
CALL who( b = 2 ) ! prints "B present"
CALL who( ) ! prints nothing
CONTAINS
    SUBROUTINE who( a, b )
        INTEGER(4), OPTIONAL :: a, b
        IF (PRESENT(a)) PRINT *, 'A present'
        IF (PRESENT(b)) PRINT *, 'B present'
    END SUBROUTINE who
END

See Also
OPTIONAL
Optional Arguments

PRINT
Statement: Displays output on the screen. TYPE is a synonym for PRINT. All forms and rules for the PRINT statement also apply to the TYPE statement.

Syntax
The PRINT statement is the same as a formatted, sequential WRITE statement, except that the PRINT statement must never transfer data to user-specified I/O units. You can override this restriction by using environment variable FOR_PRINT.

A PRINT statement takes one of the following forms:

Formated:
PRINT form[, io-list]

Formatted - List-Directed:
PRINT *[, io-list]

Formatted - Namelist:
PRINT nml

form Is the nonkeyword form of a format specifier (no FMT=).

io-list Is an I/O list.

* Is the format specifier indicating list-directed formatting.

nml Is the nonkeyword form of a namelist specifier (no NML=) indicating namelist formatting.
Example

In the following example, one record (containing four fields of data) is printed to the implicit output device:

<table>
<thead>
<tr>
<th>CHARACTER*16 NAME, JOB</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRINT 400, NAME, JOB</td>
</tr>
<tr>
<td>400 FORMAT ('NAME=', A, 'JOB=', A)</td>
</tr>
</tbody>
</table>

The following shows another example:

```
! The following statements are equivalent:
PRINT '(A11)', 'Abbottsford'
WRITE (*, '(A11)') 'Abbottsford'
TYPE '(A11)', 'Abbottsford'
```

See Also

PUTC
READ Statement
WRITE Statement
FORMAT
Data Transfer I/O Statements Overview
Namelist Specifier (NML=)
PUTC

PRIVATE Statement

**Statement and Attribute:** Specifies that entities in a module can be accessed only within the module itself.

**Syntax**

The PRIVATE attribute can be specified in a type declaration statement or a PRIVATE statement, and takes one of the following forms:

**Type Declaration Statement:**

```
type,[att-ls,] PRIVATE [, att-ls] :: entity[, entity]...
```

**Statement:**

```
PRIVATE [::] entity[, entity] ...
```

- **type**
  - Is a data type specifier.

- **att-ls**
  - Is an optional list of attribute specifiers.

- **entity**
  - Is one of the following:
    - A variable name
    - A procedure name
    - A derived type name
    - A named constant
    - A namelist group name
  - In statement form, an entity can also be a generic identifier (a generic name, defined operator, or defined assignment).

**Description**

The PRIVATE attribute can only appear in the scoping unit of a module.

Only one PRIVATE statement without an entity list is permitted in the scoping unit of a module; it sets the default accessibility of all entities in the module.
If no PRIVATE statements are specified in a module, the default is PUBLIC accessibility. Entities with PUBLIC accessibility can be accessed from outside the module by means of a USE statement.

If a derived type is declared PRIVATE in a module, its components are also PRIVATE. The derived type and its components are accessible to any subprograms within the defining module through host association, but they are not accessible from outside the module.

If the derived type is declared PUBLIC in a module, but its components are declared PRIVATE, any scoping unit accessing the module though use association (or host association) can access the derived-type definition, but not its components.

If a module procedure has a dummy argument or a function result of a type that has PRIVATE accessibility, the module procedure must have PRIVATE accessibility. If the module has a generic identifier, it must also be declared PRIVATE.

If a procedure has a generic identifier, the accessibility of the procedure's specific name is independent of the accessibility of its generic identifier. One can be declared PRIVATE and the other PUBLIC.

The accessibility of the components of a type is independent of the accessibility of the type name. The following combinations are possible:

- A private type name with a private component
- A public type name with a public component
- A private type name with a public component
- A public type name with a private component

The accessibility of a type does not affect, and is not affected by, the accessibility of its components and type-bound procedures. If a type definition is private, then the type name, and thus the structure constructor for the type, are accessible only within the module containing the definition.

Example

The following examples show type declaration statements specifying the PUBLIC and PRIVATE attributes:

```fortran
REAL,   PRIVATE :: A, B, C
INTEGER, PUBLIC :: LOCAL_SUMS
```

The following is an example of the PUBLIC and PRIVATE statements:

```fortran
MODULE SOME_DATA
  REAL ALL_B
  PUBLIC ALL_B
  TYPE RESTRICTED_DATA
    REAL LOCAL_C(50)
  END TYPE RESTRICTED_DATA
PRIVATE RESTRICTED_DATA
END MODULE
```

The following derived-type declaration statement indicates that the type is restricted to the module:

```fortran
TYPE, PRIVATE :: DATA
...
END TYPE DATA
```

The following example shows a PUBLIC type with PRIVATE components:

```fortran
MODULE MATTER
  TYPE ELEMENTS
  PRIVATE
  INTEGER C, D
END TYPE
...
END MODULE MATTER
```
In this case, components C and D are private to type ELEMENTS, but type ELEMENTS is not private to MODULE MATTER. Any program unit that uses the module MATTER, can declare variables of type ELEMENTS, and pass as arguments values of type ELEMENTS.

The following shows another example:

```fortran
!LENGTH in module VECTRLLEN calculates the length of a 2-D vector.
!The module contains both private and public procedures
MODULE VECTRLLEN
  PRIVATE SQUARE
  PUBLIC LENGTH
  CONTAINS
  SUBROUTINE LENGTH(x,y,z)
    REAL,INTENT(IN) x,y
    REAL,INTENT(OUT) z
    CALL SQUARE(x,y)
    z = SQRT(x + y)
    RETURN
  END SUBROUTINE
  SUBROUTINE SQUARE(x1,y1)
    REAL x1,y1
    x1 = x1**2
    y1 = y1**2
    RETURN
  END SUBROUTINE
END MODULE
```

See Also
MODULE
PUBLIC
TYPE Statement (Derived Types)
Defining Generic Names for Procedures
USE
Use and Host Association Overview
Type Declarations
Type Declarations

PRIVATE Clause

**Parallel Directive Clause:** Declares one or more variables to be private to each thread in a team.

**Syntax**

```
PRIVATE (list)
```

*list* is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).

This clause allows each thread to have its own copy of the variable and makes it a local variable to the thread.

The following occurs when variables are declared in a PRIVATE clause:

- A new object of the same type is declared once for each thread in the team (or for each implicit task in a region) and it is used by each thread (or task) inside the scope of the directive construct instead of the original variable. The new object is no longer storage associated with the original object.
- All references to the original object in the lexical extent of the directive construct are replaced with references to the private object.
• Variables defined as PRIVATE are undefined for each thread upon entering the construct and the corresponding shared variable is undefined when the parallel construct is exited. Within a parallel, worksharing, or task region, the initial status of a private pointer is undefined.

The value and allocation status of the original variable will change only in the following cases:

• If it is accessed and modified by means of a pointer
• If it is accessed in the region but outside of the construct
• As a side effect of directives or clauses
• If accessed and modified via construct association.

If a variable has the ALLOCATABLE attribute, the following rules apply:

• If the variable is not currently allocated, the new list item will have an initial state of "unallocated".
• If the variable is allocated, the new list item will have an initial state of allocated with the same array bounds.

A variable that appears in a PRIVATE clause may be storage-associated with other variables when the PRIVATE clause is encountered by constructs such as EQUIVALENCE or COMMON. If A is a variable appearing in a PRIVATE clause and B is a variable that is storage-associated with A, then the following applies:

• The contents, allocation, and association status of B are undefined on entry to the parallel or task region.
• Any definition of A, or any definition of its allocation or association status, causes the contents, allocation, and association status of B to become undefined.
• Any definition of B, or any definition of its allocation or association status, causes the contents, allocation, and association status of A to become undefined.
• A list item that appears in a private clause can be a selector in an ASSOCIATE construct. If the ASSOCIATE construct association is established before entry to a parallel region, the association between the associate name and the original PRIVATE list item will be retained in the parallel region.

The following are restrictions for the PRIVATE clause:

• A variable that is part of another variable (as an array or structure element) must not appear in a PRIVATE clause.
• A variable that appears in a PRIVATE clause must either be definable or it must be an allocatable array. This restriction does not apply to the FIRSTPRIVATE clause.
• Assumed-size arrays must not appear in a PRIVATE clause.
• A dummy argument that is a pointer with the INTENT (IN) attribute must not appear in a PRIVATE clause. This restriction does not apply to the FIRSTPRIVATE clause.
• Variables that appear in NAMELIST statements, in variable format expressions, and in expressions for statement function definitions, must not appear in a PRIVATE clause.

Variables in a list can appear in other clauses as follows:

• Variables that appear in a PRIVATE, FIRSTPRIVATE, or REDUCTION clause in a parallel construct can also appear in a PRIVATE clause in an enclosed parallel, task, or worksharing construct.
• Variables that appear in a PRIVATE or FIRSTPRIVATE clause in a task construct can also appear in a PRIVATE clause in an enclosed parallel or task construct.
• Variables that appear in a PRIVATE, FIRSTPRIVATE, LASTPRIVATE, or REDUCTION clause in a worksharing construct can also appear in a PRIVATE clause in an enclosed parallel or task construct.

**NOTE**

Variables that are used as counters for explicit or implicit DO loops or FORALL commands, or common blocks that are specified to be THREADPRIVATE become automatically private to each thread, even though they are not explicitly included inside a PRIVATE clause at the beginning of the scope of the parallel region.
Example

Consider the following:

```sh
!$OMP PARALLEL PRIVATE(A, B)
```

In this simple case, each thread will have its own copy of variables A and B. The variables can have different values in each thread because the variables are local to the thread.

See Also

FIRSTPRIVATE
LASTPRIVATE

PROCEDURE

**Statement:** Declares procedure pointers, dummy procedures, and external procedures.

**Syntax**

```
PROCEDURE ( [proc-interface] ) [ , proc-attr-spec ] ... :: proc-decl-list
```

**proc-interface**

(Optional) Is the name of an interface, an intrinsic type specifier, or a derived-type TYPE statement.

If an interface name is specified, it must be the name of an abstract interface, a procedure that has an explicit interface, or a procedure pointer. It must have been previously declared and it cannot be the same as a keyword that specifies an intrinsic type.

If `proc-interface` is a type specifier, the declared procedures or procedure pointers are functions that have implicit interfaces and the specified result type. If a type is specified for an external function, its function definition must specify the same result type and type parameters.

**proc-attr-spec**

(Optional) Is one of the following attributes:

- PUBLIC
- PRIVATE
- BIND (C [ , NAME = init-expr])
  This is also called a language-binding-spec. The `init-expr` is a scalar character initialization expression of default character kind. If `NAME=` is specified, there can only be one `proc-decl` item, which cannot have the POINTER attribute or be a dummy procedure.
- INTENT(INOUT)
- OPTIONAL
- POINTER
- SAVE

Each `proc-attr-spec` gives the corresponding attribute to all procedures declared in that statement. If a procedure entity has the INTENT attribute or SAVE attribute, it must also have the POINTER attribute.

**proc-decl-list**

Is one or more of the following:

```
procedure-name [=> null-init]
```

where `null-init` is a reference to intrinsic function NULL with no arguments. If `=>` null-init appears, the procedure must have the POINTER attribute.
Description

A PROCEDURE statement is allowed only in an interface block that has a generic name.

You cannot use the PROCEDURE statement to identify a BLOCK DATA subprogram.

If => null-init appears, it specifies that the initial association status of the corresponding procedure entity is disassociated. It also implies the SAVE attribute.

You can also declare procedures by using an EXTERNAL statement or a procedure component definition statement.

If the BIND attribute is specified for a procedure, each dummy argument must be:

• An interoperable procedure or a variable that is interoperable
• Assumed shape
• Assumed rank
• Assumed type
• Or of assumed character length or has the ALLOCATABLE or POINTER attribute

If the BIND attribute is specified for a function, the function result must be an interoperable scalar variable.

A Fortran procedure is interoperable if it has the BIND attribute; that is, if its interface is specified with a language-binding-spec.

The ALLOCATABLE or POINTER attribute must not be specified for a default-initialized dummy argument of a procedure that has a BIND attribute.

A dummy argument of a procedure that has a BIND attribute must not have both the OPTIONAL and VALUE attributes.

A variable that is a dummy argument of a procedure that has a BIND attribute must be of interoperable type or assumed type.

When a procedure whose interface has the BIND attribute is called, any actual argument corresponding to a dummy argument with the ALLOCATABLE or POINTER attribute is passed by C descriptor. Similarly, if a Fortran procedure with a BIND attribute has such dummy arguments, they are received by C descriptor.

Example

Consider the following:

PROCEDURE (NAME_TEMP) :: NAME37

The above declares NAME37 to be a procedure with an identical interface to that of NAME_TEMP.

The following are equivalent:

PROCEDURE (INTEGER) X
INTEGER, EXTERNAL :: X

Consider the following:

ABSTRACT INTERFACE
 FUNCTION SIM_FUNC (X)
   REAL, INTENT (IN) :: X
   REAL :: SIM_FUNC
 END FUNCTION SIM_FUNC
END INTERFACE

INTERFACE
 SUBROUTINE SUB2 (X)
   REAL, INTENT (IN) :: X
 END SUBROUTINE SUB2
END INTERFACE
The following shows external and dummy procedures with explicit interfaces:

```
PROCEDURE (SIM_FUNC) :: VMAC, KAPPA
PROCEDURE (SUB2) :: PRINGLES
```

The following shows procedure pointers with an explicit interface, one initialized to NULL():

```
PROCEDURE (SIM_FUNC), POINTER :: P1, R1 => NULL()
PROCEDURE (SIM_FUNC), POINTER :: KAPPA_POINTER
```

The following shows a derived type with a procedure pointer component:

```fortran
TYPE MEMO_TYPE
  PROCEDURE (SIM_FUNC), POINTER :: COMPONENT
END TYPE MEMO_TYPE
```

The following shows a variable of the above type:

```fortran
TYPE (MEMO_TYPE) :: STRUCTA
```

The following shows an external or dummy function with an implicit interface:

```
PROCEDURE (INTEGER) :: PHIL0
```

### See Also
- Procedure Interfaces
- ABSTRACT INTERFACE INTERFACE

**PROCESSOR Clause**

**Parallel Directive Clause:** Tells the compiler to create a vector version of the routine for the specified processor. When running on a processor that does not match "cpuid", a scalar version will be invoked multiple times based on vector length.

**Syntax**

```
PROCESSOR (cpuid)
```

`cpuid` is one of the following keywords:

- `atom` Intel® Atom™ processors with Supplemental Streaming SIMD Extensions 3 (SSSE3)
- `atom_sse4_2` Intel® Atom™ processors with Intel® Streaming SIMD Extensions 4.2 (Intel® SSE4.2)
- `atom_sse4_2_movbe` Intel® Atom™ processors with Intel® Streaming SIMD Extensions 4.2 (Intel® SSE4.2) with MOVBE instructions enabled
- `core_2_duo_sse4_1` Intel® 45nm Hi-k next generation Intel® Core™ microarchitecture processors with Intel® Streaming SIMD Extensions 4.1 (Intel® SSE4.1)
- `core_2_duo_ssse3` Intel® Core™2 Duo processors and Intel® Xeon® processors with Intel® Supplemental Streaming SIMD Extensions 3 (SSSE3)
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>core_2nd_gen_avx</td>
<td>2nd generation Intel® Core™ processor family with support for Intel® Advanced Vector Extensions (Intel® AVX)</td>
</tr>
<tr>
<td>core_3rd_gen_avx</td>
<td>3rd generation Intel® Core™ processor family with support for Intel® Advanced Vector Extensions (Intel® AVX) including the RDRND instruction</td>
</tr>
<tr>
<td>core_4th_gen_avx</td>
<td>4th generation Intel® Core™ processor family with support for Intel® Advanced Vector Extensions 2 (Intel® AVX2) including the RDRND instruction</td>
</tr>
<tr>
<td>core_4th_gen_avx_tsx</td>
<td>4th generation Intel® Core™ processor family with support for Intel® Advanced Vector Extensions 2 (Intel® AVX2) including the RDRND instruction, and support for Intel® Transactional Synchronization Extensions (Intel® TSX)</td>
</tr>
<tr>
<td>core_aes_pclmulqd</td>
<td>Intel® Core™ processors with support for Advanced Encryption Standard (AES) instructions and carry-less multiplication instruction</td>
</tr>
<tr>
<td>core_i7_sse4_2</td>
<td>Intel® Core™ i7 processors with Intel® Streaming SIMD Extensions 4.2 (Intel® SSE4.2) instructions</td>
</tr>
<tr>
<td>generic</td>
<td>Other Intel processors for IA-32 or Intel® 64 architecture or compatible processors not provided by Intel Corporation</td>
</tr>
<tr>
<td>mic</td>
<td>Intel® Many Integrated Core Architecture (Intel® MIC Architecture).</td>
</tr>
<tr>
<td>pentium</td>
<td>Intel® Pentium® processor</td>
</tr>
<tr>
<td>pentium_4</td>
<td>Intel® Pentium® 4 processor</td>
</tr>
<tr>
<td>pentium_4_sse3</td>
<td>Intel® Pentium® 4 processor with Intel® Streaming SIMD Extensions 3 (Intel® SSE3) instructions, Intel® Core™ Duo processors, Intel® Core™ Solo processors</td>
</tr>
<tr>
<td>pentium_ii</td>
<td>Intel® Pentium® II processors</td>
</tr>
<tr>
<td>pentium_iii</td>
<td>Intel® Pentium® III processors</td>
</tr>
<tr>
<td>pentium_iii_no_xm_regs</td>
<td>Intel® Pentium® III processors with no XMM registers</td>
</tr>
<tr>
<td>pentium_m</td>
<td>Intel® Pentium® M processors</td>
</tr>
<tr>
<td>pentium_mmx</td>
<td>Intel® Pentium® processors with MMX™ technology</td>
</tr>
<tr>
<td>pentium_pro</td>
<td>Intel® Pentium® Pro processors</td>
</tr>
</tbody>
</table>

The vector version of the routine that is created by the compiler is not affected by processor options specified on the command line.
Multiple PROCESSOR clauses cause a syntax error.

See Also
DECLARE SIMD
ATTRIBUTES VECTOR

PRODUCT
Transformational Intrinsic Function (Generic):
Returns the product of all the elements in an entire array or in a specified dimension of an array.

Syntax

\[
\text{result} = \text{PRODUCT} (\text{array}[\text{,dim}] [\text{,mask}])
\]

- **array** (Input) Must be an array of type integer, real, or complex.
- **dim** (Input; optional) Must be a scalar integer with a value in the range 1 to \( n \), where \( n \) is the rank of \( \text{array} \).
- **mask** (Input; optional) Must be of type logical and conformable with \( \text{array} \).

Results

The result is an array or a scalar of the same data type as \( \text{array} \).

The result is a scalar if \( \text{dim} \) is omitted or \( \text{array} \) has rank one.

The following rules apply if \( \text{dim} \) is omitted:

- If \( \text{PRODUCT} (\text{array}) \) is specified, the result is the product of all elements of \( \text{array} \). If \( \text{array} \) has size zero, the result is 1.
- If \( \text{PRODUCT} (\text{array}, \text{MASK} = \text{mask}) \) is specified, the result is the product of all elements of \( \text{array} \) corresponding to true elements of \( \text{mask} \). If \( \text{array} \) has size zero, or every element of \( \text{mask} \) has the value \( .\text{FALSE} \), the result is 1.

The following rules apply if \( \text{dim} \) is specified:

- If \( \text{array} \) has rank one, the value is the same as \( \text{PRODUCT} (\text{array}[\text{,MASK} = \text{mask}]) \).
- An array result has a rank that is one less than \( \text{array} \), and shape \((d_1, d_2, \ldots, d_{\text{dim}-1}, d_{\text{dim}+1}, \ldots, d_n)\), where \((d_1, d_2, \ldots, d_n)\) is the shape of \( \text{array} \).
- The value of element \((s_1, s_2, \ldots, s_{\text{dim}-1}, s_{\text{dim}+1}, \ldots, s_n)\) of \( \text{PRODUCT} (\text{array}, \text{dim}[\text{,mask}]) \) is equal to \( \text{PRODUCT} (\text{array}(s_1, s_2, \ldots, s_{\text{dim}-1}, :, s_{\text{dim}+1}, \ldots, s_n) [\text{,MASK} = \text{mask}(s_1, s_2, \ldots, s_{\text{dim}-1}, :, s_{\text{dim}+1}, \ldots, s_n)]) \).

Example

\( \text{PRODUCT} ((/2, 3, 4/)) \) returns the value 24 (the product of 2 * 3 * 4). \( \text{PRODUCT} ((/2, 3, 4/), \text{DIM}=1) \) returns the same result.

\( \text{PRODUCT} (\text{C}, \text{MASK} = \text{C} \cdot \text{LT} \cdot 0.0) \) returns the product of the negative elements of \( \text{C} \).

\( \text{A} \) is the array

\[
\begin{pmatrix}
1 & 4 & 7 \\
2 & 3 & 5 \\
\end{pmatrix}
\]

\( \text{PRODUCT} (\text{A}, \text{DIM}=1) \) returns the value (2, 12, 35), which is the product of all elements in each column. 2 is the product of 1 * 2 in column 1. 12 is the product of 4 * 3 in column 2, and so forth.

\( \text{PRODUCT} (\text{A}, \text{DIM}=2) \) returns the value (28, 30), which is the product of all elements in each row. 28 is the product of 1 * 4 * 7 in row 1. 30 is the product of 2 * 3 * 5 in row 2.

If \( \text{array} \) has shape (2, 2, 2), \( \text{mask} \) is omitted, and \( \text{dim} \) is 1, the result is an array result with shape (2, 2) whose elements have the following values.
<table>
<thead>
<tr>
<th>Resultant array element</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>result(1, 1)</td>
<td>array(1, 1, 1) * array(2, 1, 1)</td>
</tr>
<tr>
<td>result(2, 1)</td>
<td>array(1, 2, 1) * array(2, 2, 1)</td>
</tr>
<tr>
<td>result(1, 2)</td>
<td>array(1, 1, 2) * array(2, 1, 2)</td>
</tr>
<tr>
<td>result(2, 2)</td>
<td>array(1, 2, 2) * array(2, 2, 2)</td>
</tr>
</tbody>
</table>

The following shows another example:

```fortran
INTEGER array (2, 3)
INTEGER AR1(3), AR2(2)
array = RESHAPE((/1, 4, 2, 5, 3, 6/),(/2,3/))
! array is  1 2 3
!           4 5 6
AR1 = PRODUCT(array, DIM = 1) ! returns [ 4 10 18 ]
AR2 = PRODUCT(array, MASK = array .LT. 6, DIM = 2)
! returns [ 6 20 ]
END
```

See Also
- SUM

**PROGRAM**

**Statement:** Identifies the program unit as a main program and gives it a name.

**Syntax**

```fortran
[PROGRAM name]
  [specification-part]
  [execution-part]
[CONTAINS
  internal-subprogram-part]
END[PROGRAM [name]]
```

- **name**
  - Is the name of the program.

- **specification-part**
  - Is one or more specification statements, except for the following:
    - INTENT (or its equivalent attribute)
    - OPTIONAL (or its equivalent attribute)
    - PUBLIC and PRIVATE (or their equivalent attributes)
    An automatic object must not appear in a specification statement. If a SAVE statement is specified, it has no effect.

- **execution-part**
  - Is one or more executable constructs or statements, except for ENTRY or RETURN statements.

- **internal-subprogram-part**
  - Is one or more internal subprograms (defining internal procedures). The internal-subprogram-part is preceded by a CONTAINS statement.

**Description**

The PROGRAM statement is optional. Within a program unit, a PROGRAM statement can be preceded only by comment lines or an OPTIONS statement.
The END statement is the only required part of a program. If a name follows the END statement, it must be the same as the name specified in the PROGRAM statement.

The program name is considered global and must be unique. It cannot be the same as any local name in the main program or the name of any other program unit, external procedure, or common block in the executable program.

A main program must not reference itself (either directly or indirectly).

Example

The following is an example of a main program:

```fortran
PROGRAM TEST
   INTEGER C, D, E(20,20) ! Specification part
   CALL SUB_1 ! Executable part
...
CONTAINS
   SUBROUTINE SUB_1 ! Internal subprogram
   ...
END SUBROUTINE SUB_1
END PROGRAM TEST
```

The following shows another example:

```fortran
PROGRAM MyProg
   PRINT *, 'hello world'
END
```

PROTECTED

Statement and Attribute: Specifies limitations on the use of module entities.

Syntax

The PROTECTED attribute can be specified in a type declaration statement or a PROTECTED statement, and takes one of the following forms:

Type Declaration Statement:

```fortran
  type, [att-ls, ] PROTECTED [, att-ls] :: entity[, entity] ...
```

Statement:

```fortran
  PROTECTED [:]entity[, entity] ...
```

- `type` Is a data type specifier.
- `att-ls` Is an optional list of attribute specifiers.
- `entity` Is the name of an entity in a module.

The PROTECTED attribute can only appear in the specification part of a module.

The PROTECTED attribute can only be specified for a procedure pointer or named variable that is not in a common block.

A non-pointer object that has the PROTECTED attribute and is accessed by use association can not appear in a variable definition or as the target in a pointer assignment statement.

A pointer object that has the PROTECTED attribute and is accessed by use association must not appear as any of the following:

- A `pointer-object` in a NULLIFY statement
- A `pointer-object` in a pointer assignment statement
• An object in an ALLOCATE or DEALLOCATE statement
• An actual argument in a reference to a procedure if the associated dummy argument is a pointer with the INTENT(OUT) or INTENT(INOUT) attribute.

The following restrictions apply outside of the module in which the entity has been given the PROTECTED attribute:

• A non-pointer entity may not be defined or redefined.
• A pointer entity may not have its association status changed through the pointer.

Example
The following example shows a type declaration statement specifying the PROTECTED attribute:

```fortran
INTEGER, PROTECTED :: D, E
```

Consider the following example:

```fortran
MODULE counter_mod
    INTEGER, PROTECTED :: current = 0
    CONTAINS
    INTEGER FUNCTION next()
        current = current + 1    ! current can be modified here
        next = current
        RETURN
    END FUNCTION next
END MODULE counter_mod

PROGRAM test_counter
    USE counter_mod
    PRINT *, next()             ! Prints 1
    current = 42                 ! Error: variable is protected
END PROGRAM test_counter
```

See Also
Modules and Module Procedures
Type Declarations
Type Declarations
Pointer Assignments

PSECT

General Compiler Directive: Modifies characteristics of a common block.

Syntax

```
!DIR$ PSECT /common-name/ a[,a] ...
```

**common-name**

Is the name of the common block. The slashes (/) are required.

**a**

Is one of the following:

• **ALIGN= val or ALIGN= keyword**

  Specifies minimum alignment for the common block. ALIGN only has an effect when specified on Windows* and Linux* systems.

  The val is a constant ranging from 0 through 6 on Windows* systems and 0 through 4 on Linux* systems. The specified number is interpreted as a power of 2. The value of the expression is the alignment in bytes.
The *keyword* is one of the following:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Equivalent to val</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYTE</td>
<td>0</td>
</tr>
<tr>
<td>WORD</td>
<td>1</td>
</tr>
<tr>
<td>LONG</td>
<td>2</td>
</tr>
<tr>
<td>QUAD</td>
<td>3</td>
</tr>
<tr>
<td>OCTA</td>
<td>4</td>
</tr>
<tr>
<td>PAGE</td>
<td>On IA-32 architecture: range is 0 through 13 for Windows* OS; 0 through 12 for Linux* OS</td>
</tr>
</tbody>
</table>

- **[NO]WRT**
  
  Determines whether the contents of a common block can be modified during program execution.

If one program unit changes one or more characteristics of a common block, all other units that reference that common block must also change those characteristics in the same way.

The defaults are ALIGN=OCTA and WRT.

**See Also**

General Compiler Directives
Syntax Rules for Compiler Directives

**PUBLIC**

*Statement and Attribute:* Specifies that entities in a module can be accessed from outside the module (by specifying a USE statement).

**Syntax**

The PUBLIC attribute can be specified in a type declaration statement or a PUBLIC statement, and takes one of the following forms:

**Type Declaration Statement:**

type,[att-ls] PUBLIC [, att-ls] :: entity [, entity]...

**Statement:**

PUBLIC [::] entity [, entity] ...

*type*  
Is a data type specifier.

*att-ls*  
Is an optional list of attribute specifiers.

*entity*  
Is one of the following:
- A variable name
- A procedure name
- A derived type name
- A named constant
- A namelist group name
In statement form, an entity can also be a generic identifier (a generic name, defined operator, or defined assignment).

Description

The PUBLIC attribute can only appear in the scoping unit of a module.

Only one PUBLIC statement without an entity list is permitted in the scoping unit of a module; it sets the default accessibility of all entities in the module.

If no PRIVATE statements are specified in a module, the default is PUBLIC accessibility.

If a derived type is declared PUBLIC in a module, but its components are declared PRIVATE, any scoping unit accessing the module through use association (or host association) can access the derived-type definition, but not its components.

If a module procedure has a dummy argument or a function result of a type that has PRIVATE accessibility, the module procedure must have PRIVATE accessibility. If the module has a generic identifier, it must also be declared PRIVATE.

If a procedure has a generic identifier, the accessibility of the procedure's specific name is independent of the accessibility of its generic identifier. One can be declared PRIVATE and the other PUBLIC.

The accessibility of the components of a type is independent of the accessibility of the type name. The following combinations are possible:

- A private type name with a private component
- A public type name with a public component
- A private type name with a public component
- A public type name with a private component

The accessibility of a type does not affect, and is not affected by, the accessibility of its components and type-bound procedures. If a type definition is private, then the type name, and thus the structure constructor for the type, are accessible only within the module containing the definition.

Example

The following examples show type declaration statements specifying the PUBLIC and PRIVATE attributes:

```fortran
REAL, PRIVATE :: A, B, C
INTEGER, PUBLIC :: LOCAL_SUMS
```

The following is an example of the PUBLIC and PRIVATE statements:

```fortran
MODULE SOME_DATA
  REAL ALL_B
  PUBLIC ALL_B
  TYPE RESTRICTED_DATA
    REAL LOCAL_C(50)
  END TYPE RESTRICTED_DATA
PRIVATE RESTRICTED_DATA
END MODULE
```

The following example shows a PUBLIC type with PRIVATE components:

```fortran
MODULE MATTER
  TYPE ELEMENTS
    PRIVATE
    INTEGER C, D
  END TYPE
  ...
END MODULE MATTER
```

In this case, components C and D are private to type ELEMENTS, but type ELEMENTS is not private to MODULE MATTER. Any program unit that uses the module MATTER, can declare variables of type ELEMENTS, and pass as arguments values of type ELEMENTS.
The following shows another example:

! LENGTH in module VECTRLEN calculates the length of a 2-D vector.
! The module contains both private and public procedures
MODULE VECTRLEN
  PRIVATE SQUARE
  PUBLIC LENGTH
  CONTAINS
  SUBROUTINE LENGTH(x,y,z)
    REAL, INTENT(IN) x, y
    REAL, INTENT(OUT) z
    CALL SQUARE(x,y)
    z = SQRT(x + y)
    RETURN
  END SUBROUTINE
  SUBROUTINE SQUARE(x1,y1)
    REAL x1, y1
    x1 = x1**2
    y1 = y1**2
    RETURN
  END SUBROUTINE
END MODULE

See Also
PRIVATE Statement
MODULE
TYPE Statement (Derived Types)
Defining Generic Names for Procedures
USE
Use and Host Association Overview
Type Declarations
Type Declarations

PURE
Keyword: Asserts that a user-defined procedure has no side effects.

Description
This kind of procedure is specified by using the prefix PURE (or ELEMENTAL) in a FUNCTION or SUBROUTINE statement.

A pure procedure has no side effects. It has no effect on the state of the program, except for the following:

- For functions: It returns a value.
- For subroutines: It modifies INTENT(OUT) and INTENT(INOUT) parameters.

The following intrinsic and library procedures are implicitly pure:

- All intrinsic functions
- The elemental intrinsic subroutine MVBITS
- The intrinsic subroutine MOVE_ALLOC

A statement function is pure only if all functions that it references are pure.

Except for procedure arguments and pointer arguments, the following intent must be specified for all dummy arguments in the specification part of the procedure:

- For functions: INTENT(IN)
- For subroutines: any INTENT (IN, OUT, or INOUT)
A local variable declared in a pure procedure (including variables declared in any internal procedure) must not:

- Specify the SAVE attribute
- Be initialized in a type declaration statement or a DATA statement

The following variables have restricted use in pure procedures (and any internal procedures):

- Global variables
- Dummy arguments with INTENT(IN) (or no declared intent)
- Objects that are storage associated with any part of a global variable

They must not be used in any context that does either of the following:

- Causes their value to change. For example, they must not be used as:
  - The left side of an assignment statement or pointer assignment statement
  - An actual argument associated with a dummy argument with INTENT(OUT), INTENT(INOUT), or the POINTER attribute
  - An index variable in a DO or FORALL statement, or an implied-DO clause
  - The variable in an ASSIGN statement
  - An input item in a READ statement
  - An internal file unit in a WRITE statement
  - An object in an ALLOCATE, DEALLOCATE, or NULLIFY statement
  - An IOSTAT or SIZE specifier in an I/O statement, or the STAT specifier in a ALLOCATE or DEALLOCATE statement
- Creates a pointer to that variable. For example, they must not be used as:
  - The target in a pointer assignment statement
  - The right side of an assignment to a derived-type variable (including a pointer to a derived type) if the derived type has a pointer component at any level

A pure procedure must not contain the following:

- Any external I/O statement (including a READ or WRITE statement whose I/O unit is an external file unit number or *)
- A PAUSE statement
- A STOP statement or an ERROR STOP statement
- An image control statement
- An OpenMP* directive

A pure procedure can be used in contexts where other procedures are restricted; for example:

- It can be called directly in a FORALL statement or be used in the mask expression of a FORALL statement.
- It can be called from a pure procedure. Pure procedures can only call other pure procedures, including one referenced by means of a defined operator, defined assignment, or finalization.
- It can be passed as an actual argument to a pure procedure.

If a procedure is used in any of these contexts, its interface must be explicit and it must be declared pure in that interface.

**Example**

Consider the following:

```fortran
PURE FUNCTION DOUBLE(X)
  REAL, INTENT(IN) :: X
  DOUBLE = 2 * X
END FUNCTION DOUBLE
```
The following shows another example:

```fortran
PURE INTEGER FUNCTION MANDELBROT(X)
   COMPLEX, INTENT(IN) :: X
   COMPLEX__:: XTMP
   INTEGER__:: K
   ! Assume SHARED_DEFS includes the declaration
   ! INTEGER ITOL
   USE .SHARED.DEFS
   
   K = 0
   XTMP = -X
   DO WHILE (ABS(XTMP) < 2.0 .AND. K < ITOL)
      XTMP = XTMP**2 - X
      K = K + 1
   END DO
   MANDELBROT = K
END FUNCTION
```

The following shows the preceding function used in an interface block:

```fortran
INTERFACE
   PURE INTEGER FUNCTION MANDELBROT(X)
      COMPLEX, INTENT(IN) :: X
   END FUNCTION MANDELBROT
END INTERFACE
```

The following shows a FORALL construct calling the MANDELBROT function to update all the elements of an array:

```fortran
FORALL (I = 1:N, J = 1:M)
   A(I,J) = MANDELBROT(COMPLEX((I-1)*1.0/(N-1), (J-1)*1.0/(M-1))
END FORALL
```

See Also

- FUNCTION
- SUBROUTINE
- FORALL
- ELEMENTAL
- PUTC

**PUTC**

*Portability Function*: Writes a character to Fortran external unit number 6.

**Module**

USE IFPORT

**Syntax**

```fortran
result = PUTC (char)
```

*char*  
(Input) Character. Character to be written to external unit 6.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, an error code.

**Example**

```fortran
use IFPORT
integer(4) i4
character*1 char1
```
do i = 1,26
   char1 = char(123-i)
   i4 = putc(char1)
   if (i4.ne.0) iflag = 1
enddo

See Also
GETC
WRITE Statement
PRINT
FPUTC

PUTIMAGE, PUTIMAGE_W (W*S)

Graphics Subroutines: Transfer the image stored in memory to the screen.

Module
USE IFQWIN

Syntax

CALL PUTIMAGE (x, y, image, action)
CALL PUTIMAGE_W (wx, wy, image, action)

x, y
   (Input) INTEGER(2). Viewport coordinates for upper-left corner of the image when placed on the screen.
wx, wy
   (Input) REAL(8). Window coordinates for upper-left corner of the image when placed on the screen.
image
action
   (Input) INTEGER(2). Interaction of the stored image with the existing screen image. One of the following symbolic constants defined in IFQWIN.F90:

- $GAND - Forms a new screen display as the logical AND of the stored image and the existing screen display. Points that have the same color in both the existing screen image and the stored image remain the same color, while points that have different colors are joined by a logical AND.
- $GOR - Superimposes the stored image onto the existing screen display. The resulting image is the logical OR of the image.
- $GPRESET - Transfers the data point-by-point onto the screen. Each point has the inverse of the color attribute it had when it was taken from the screen by GETIMAGE, producing a negative image.
- $GPSET - Transfers the data point-by-point onto the screen. Each point has the exact color attribute it had when it was taken from the screen by GETIMAGE.
- $GXOR - Causes points in the existing screen image to be inverted wherever a point exists in the stored image. This behavior is like that of a cursor. If you perform an exclusive OR of an image with the background twice, the background is restored unchanged. This allows you to move an object around without erasing the background. The $GXOR constant is a special mode often used for animation.
- In addition, the following ternary raster operation constants can be used (described in the online documentation for the Windows* API BitBlt):
- $GSRCCOPY (same as $GPSET)
- $GSRCPAINT (same as $GOR)
- $GSRCAND (same as $GAND)
- $GSRCINVERT (same as $GXOR)
- $GSRCERASE
- $GNOTSRCCOPY (same as $GPRESET)
- $GNOTSRCERASE
- $GMERGECOPY
- $GMERGEPAINT
- $GPATCOPY
- $GPATPAINT
- $GPATINVERT
- $GDSTINVERT
- $GBLACKNESS
- $GWHITENESS

PUTIMAGE places the upper-left corner of the image at the viewport coordinates \((x, y)\). PUTIMAGE_W places the upper-left corner of the image at the window coordinates \((wx, wy)\).

**Example**

```fortran
! Build as a Graphics App.
USE IFQWIN
INTEGER(1), ALLOCATABLE :: buffer(:)
INTEGER(2) status, x
INTEGER(4) imsize

status = SETCOLOR(INT2(4))

! draw a circle
status = ELLIPSE($GFILLINTERIOR,INT2(40),INT2(55),    &
INT2(70),INT2(85))

imsize = IMAGESIZE (INT2(39),INT2(54),INT2(71), &
INT2(86))
ALLOCATE (buffer(imsize))
CALL GETIMAGE(INT2(39),INT2(54),INT2(71),INT2(86), &
buffer)

! copy a row of circles beneath it
DO x = 5, 395, 35
  CALL PUTIMAGE(x, INT2(90), buffer, $GPSET)
END DO
DEALLOCATE(buffer)
END
```

**See Also**
GETIMAGE, GETIMAGE_W (W*S)
GRSTATUS (W*S)
IMAGESIZE, IMAGESIZE_W (W*S)

**PXF(type)GET**

POSIX Subroutine: Gets the value stored in a component (or field) of a structure.

**Module**

USE IFPOSIX
Syntax

CALL PXF(type)GET (jhandle, compname, value, ierror)
CALL PXF(type)GET (jhandle, compname, value, ilen, ierror) ! syntax when (type) is STR

(type) A placeholder for one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Data Type</th>
<th>Routine Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>INTEGER(4)</td>
<td>PXFINTGET</td>
</tr>
<tr>
<td>REAL</td>
<td>REAL(4)</td>
<td>PXFREALGET</td>
</tr>
<tr>
<td>LGCL</td>
<td>LOGICAL(4)</td>
<td>PXFLGCLGET</td>
</tr>
<tr>
<td>STR</td>
<td>CHARACTER*</td>
<td>PXFSTRGET</td>
</tr>
<tr>
<td>CHAR</td>
<td>CHARACTER(1)</td>
<td>PXFCHARGET</td>
</tr>
<tr>
<td>DBL</td>
<td>REAL(8)</td>
<td>PXFDBLGET</td>
</tr>
<tr>
<td>INT8</td>
<td>INTEGER(8)</td>
<td>PXFINT8GET</td>
</tr>
</tbody>
</table>

jhandle (Input) INTEGER(4). A handle of a structure.

compname (Input) Character. The name of the component (or field) of the structure to retrieve data from.

value (Output) A variable, whose data type depends on the value of (type). See the table above for the data types for each value; for example, if the value for (type) is INT, the data type is INTEGER(4). Stores the value of the component (or field).

ilen (Output) INTEGER(4). This argument can only be used when (type) is STR (PXFSTRGET). Stores the length of the returned string.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXF(type)GET subroutines retrieve the value from component (or field) compname of the structure associated with handle jhandle into variable value.

Example

See the example in PXFTIMES (which shows PXFINTGET and PXFINT8GET)

See Also

PXF(type)SET

POSIX Subroutine: Sets the value of a component (or field) of a structure.

Module

USE IFPOSIX

Syntax

CALL PXF(type)SET (jhandle, compname, value, ierror)
CALL PXF(type)SET (jhandle, compname, value, ilen, ierror) ! syntax when (type) is STR

A placeholder for one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Data Type</th>
<th>Routine Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>INTEGER(4)</td>
<td>PXFINSET</td>
</tr>
<tr>
<td>REAL</td>
<td>REAL(4)</td>
<td>PXFREALSET</td>
</tr>
<tr>
<td>LGCL</td>
<td>LOGICAL(4)</td>
<td>PXFLGCLSET</td>
</tr>
<tr>
<td>STR</td>
<td>CHARACTER(*)</td>
<td>PXFSTRSET</td>
</tr>
<tr>
<td>CHAR</td>
<td>CHARACTER(1)</td>
<td>PXFCHARSET</td>
</tr>
<tr>
<td>DBL</td>
<td>REAL(8)</td>
<td>PXFDBLSET</td>
</tr>
<tr>
<td>INT8</td>
<td>INTEGER(8)</td>
<td>PXFIN8SET</td>
</tr>
</tbody>
</table>

jhandle  
(Input) INTEGER(4). A handle of a structure.

compname  
(Input) Character. The name of the component (or field) of the structure to write data to.

value  
(Input) A variable, whose data type depends on the value of (type). See the table above for the data types for each value; for example, if the value for (type) is INT, the data type is INTEGER(4). The value for the component (or field).

ilen  
(Input) INTEGER(4). This argument can only be used when (type) is STR (PXFSTRSET). The length of the string in value.

ierror  
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

Example
See the example in PXFSTRUCTCREATE (which shows PXFSTRSET)

See Also
PXF(type)GET

PXFA(type)GET

POSIX Subroutine: Gets the array values stored in a component (or field) of a structure.

Module
USE IFPOSIX

Syntax
CALL PXFA(type)GET (jhandle, compname, value, ilen, ierror)

CALL PXFA(type)GET (jhandle, compname, value, ilen, ilen, ierror) ! syntax when (type) is STR

A placeholder for one of the following values:
<table>
<thead>
<tr>
<th>Value</th>
<th>Data Type</th>
<th>Routine Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>INTEGER(4)</td>
<td>PXFAINTGET</td>
</tr>
<tr>
<td>REAL</td>
<td>REAL(4)</td>
<td>PXFAREALGET</td>
</tr>
<tr>
<td>LGCL</td>
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<td>PXFALGCLGET</td>
</tr>
<tr>
<td>STR</td>
<td>CHARACTER*(*)</td>
<td>PXFASTRGET</td>
</tr>
<tr>
<td>CHAR</td>
<td>CHARACTER(1)</td>
<td>PXFACHARGET</td>
</tr>
<tr>
<td>DBL</td>
<td>REAL(8)</td>
<td>PXFADBLGET</td>
</tr>
<tr>
<td>INT8</td>
<td>INTEGER(8)</td>
<td>PXFAINT8GET</td>
</tr>
</tbody>
</table>

**jhandle**
(Input) INTEGER(4). A handle of a structure.

**compname**
(Input) Character. The name of the component (or field) of the structure to retrieve data from.

**value**
(Output) An array, whose data type depends on the value of (type). See the table above for the data types for each value; for example, if the value for (type) is INT, the data type of the array is INTEGER(4). Stores the value of the component (or field).

**ialen**
(Input) INTEGER(4). The size of array value.

**ilen**
(Output) INTEGER(4). This argument can only be used when (type) is STR (PXFASTRGET). An array that stores the lengths of elements of array value.

**ierror**
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFA(type)GET subroutines are similar to the PXF(type)GET subroutines, but they should be used when the component (or field) of the structure is an array.

When the PXFA(type)GET subroutines are used, the entire array is accessed (read from the component or field) as a unit.

**See Also**
PXFA(type)SET
PXF(type)GET

**PXFA(type)SET**

** POSIX Subroutine:** Sets the value of an array component (or field) of a structure.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFA(type)SET (jhandle, compname, value, ialen, ierror)

CALL PXFA(type)SET (jhandle, compname, value, ialen, ilen, ierror) ! syntax when (type) is STR
(type) A placeholder for one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Data Type</th>
<th>Routine Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>INTEGER(4)</td>
<td>PXFAINTSET</td>
</tr>
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<td>REAL</td>
<td>REAL(4)</td>
<td>PXFAREALSET</td>
</tr>
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<td>LOGICAL(4)</td>
<td>PXFALGCLSET</td>
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</tr>
<tr>
<td>INT8</td>
<td>INTEGER(8)</td>
<td>PXFAINT8SET</td>
</tr>
</tbody>
</table>

jhandle (Input) INTEGER(4). A handle of a structure.

compname (Input) Character. The name of the component (or field) of the structure to write data to.

value (Input) An array, whose data type depends on the value of (type). See the table above for the data types for each value; for example, if the value for (type) is INT, the data type of the array is INTEGER(4). The value for the component (or field).

ialen (Input) INTEGER(4). The size of array value.

ilen (Input) INTEGER(4). This argument can only be used when (type) is STR (PXFASTRSET). An array that specifies the lengths of elements of array value.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFA(type)GET subroutines are similar to the PXF(type)GET subroutines, but they should be used when the component (or field) of the structure is an array.

When the PXFA(type)GET subroutines are used, the entire array is accessed (read from the component or field) as a unit.

See Also
PXFA(type)GET
PXF(type)SET

PXFACCESS
POSIX Subroutine: Determines the accessibility of a file.

Module
USE IFPOSIX

Syntax
CALL PXFACCESS (path, ilen, iamode, ierror)
### PXFALARM

**POSIX Subroutine:** Schedules an alarm.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFALARM (iseconds, isecleft, ierror)

- **iseconds** *(Input) INTEGER(4). The number of seconds before the alarm signal should be delivered.*

- **isecleft** *(Output) INTEGER(4). The number of seconds remaining until any previously scheduled alarm signal is due to be delivered.*

  *It is set to zero if there was no previously scheduled alarm signal.*

- **ierror** *(Output) INTEGER(4). The error status.*

  *If successful, ierror is set to zero; otherwise, an error code.

The PXFALARM subroutine arranges for a SIGALRM signal to be delivered to the process in seconds iseconds.

On Linux* and OS X* systems, SIGALRM is a reserved defined constant that is equal to 14. You can use any other routine to install the signal handler. You can get SIGALRM and other signal values by using PXFCONST or IPXFCONST.

On Windows* systems, the SIGALRM feature is not supported, but the POSIX library has an implementation you can use. You can provide a signal handler for SIGALRM by using PXFSIGACTION.

---

<table>
<thead>
<tr>
<th><strong>iamode</strong></th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Checks for existence of the file.</td>
</tr>
<tr>
<td>1</td>
<td>Checks for execute permission.</td>
</tr>
<tr>
<td>2</td>
<td>Checks for write access.</td>
</tr>
<tr>
<td>4</td>
<td>Checks for read access.</td>
</tr>
<tr>
<td>6</td>
<td>Checks for read/write access.</td>
</tr>
</tbody>
</table>

*L*X only
See Also
PXCONST
IPXCONST
PXFSIGACTION (L*X, M*X)

PXFCALLSUBHANDLE

**POSIX Subroutine:** Calls the associated subroutine.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCALLSUBHANDLE (jhandle2, ival, ierror)

- **jhandle2** (Input) INTEGER(4). A handle to the subroutine.
- **ival** (Input) INTEGER(4). The argument to the subroutine.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code.

The PXFCALLSUBHANDLE subroutine, when given a subroutine handle, calls the associated subroutine.
PXGETSUBHANDLE should be used to obtain a subroutine handle.

**NOTE**
The subroutine cannot be a function, an intrinsic, or an entry point, and must be defined with exactly one integer argument.

See Also
PXGETSUBHANDLE

PXFCFGETISPEED (L*X, M*X)

**POSIX Subroutine:** Returns the input baud rate from a termios structure.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCFGETISPEED (jtermios, iospeed, ierror)

- **jtermios** (Input) INTEGER(4). A handle of structure termios.
- **iospeed** (Output) INTEGER(4). The returned value of the input baud rate from the structure associated with handle **jtermios**.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code.
NOTE
To get a handle for an instance of the termios structure, use PXFSTRUCTCREATE with the string 'termios' for the structure name.

See Also
PXFSTRUCTCREATE
PXFCFSETISPEED (L*X, M*X)

PXFCFGETOSPEED (L*X, M*X)

POSIX Subroutine: Returns the output baud rate from a termios structure.

Module
USE IFPOSIX

Syntax
CALL PXFCFGETOSPEED (jtermios, iospeed, ierror)

jtermios (Input) INTEGER(4). A handle of structure termios.
iospeed (Output) INTEGER(4). The returned value of the output baud rate from the structure associated with handle jtermios.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

NOTE
To get a handle for an instance of the termios structure, use PXFSTRUCTCREATE with the string 'termios' for the structure name.

See Also
PXFSTRUCTCREATE
PXFCFSETOSPEED (L*X, M*X)

PXFCFSETISPEED (L*X, M*X)

POSIX Subroutine: Sets the input baud rate in a termios structure.

Module
USE IFPOSIX

Syntax
CALL PXFCFSETISPEED (jtermios, ispeed, ierror)

jtermios (Input) INTEGER(4). A handle of structure termios.
ispeed (Input) INTEGER(4). The value of the input baud rate for the structure associated with handle jtermios.
ierror (Output) INTEGER(4). The error status.
If successful, *ierror* is set to zero; otherwise, an error code.

**NOTE**
To get a handle for an instance of the *termios* structure, use PXFSTRUCTCREATE with the string 'termios' for the structure name.

**See Also**
PXFSTRUCTCREATE
PXFCFGETISPEED (L*X, M*X)

**PXFCFSETOSPEED (L*X, M*X)**

**POSIX Subroutine:** Sets the output baud rate in a *termios* structure.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCFSETOSPEED (jtermios, ispeed, ierror)

*jtermios*  
(Input) INTEGER(4). A handle of structure *termios*.

*ispeed*  
(Input) INTEGER(4). The value of the output baud rate for the structure associated with handle *jtermios*.

*ierror*  
(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

**NOTE**
To get a handle for an instance of the *termios* structure, use PXFSTRUCTCREATE with the string 'termios' for the structure name.

**See Also**
PXFSTRUCTCREATE
PXFCFGETOSPEED (L*X, M*X)

**PXFCHDIR**

**POSIX Subroutine:** Changes the current working directory.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCHDIR (path, ilen, ierror)

*path*  
(Input) Character. The directory to be changed to.

*ilen*  
(Input) INTEGER(4). The length of the *path* string.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

See Also
PXFMKDIR

PXFCHMOD

**POSIX Subroutine:** Changes the ownership mode of the file.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCHMOD (path, ilen, imode, ierror)

path (Input) Character. The path to the file.

ilen (Input) INTEGER(4). The length of the path string.

imode (Input) INTEGER(4). The ownership mode of the file. On Windows* systems, see your Microsoft* Visual C++ Installation in the \include directory under sys\stat.h for the values of imode. On Linux* and OS X* systems, use octal file-access mode.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

**NOTE**
On Linux* and OS X* systems, you must have sufficient ownership permissions, such as being the owner of the file or having read/write access of the file.

PXFCHOWN (L*X, M*X)

**POSIX Subroutine:** Changes the owner and group of a file.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCHOWN (path, ilen, iowner, igroup, ierror)

path (Input) Character. The path to the file.

ilen (Input) INTEGER(4). The length of the path string.

iowner (Input) INTEGER(4). The owner UID.

igroup (Input) INTEGER(4). The group GID.
ierror

(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

PXFCLEARENV

POSIX Subroutine: Clears the process environment.

Module
USE IFPOSIX

Syntax
CALL PXFCLEARENV (ierror)

ierror

(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

After a call to PXFCLEARENV, no environment variables are defined.

PXFCLOSE

POSIX Subroutine: Closes the file associated with the descriptor.

Module
USE IFPOSIX

Syntax
CALL PXFCLOSE (fd,ierror)

fd

(Input) INTEGER(4). A file descriptor.

ierror

(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

See Also
PXFOPEN

PXFCLOSEDIR

POSIX Subroutine: Closes the directory stream.

Module
USE IFPOSIX

Syntax
CALL PXFCLOSEDIR (idirid,ierror)

idirid

(Input) INTEGER(4). The directory ID obtained from PXFOPENDIR.

ierror

(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFCLOSEDIR subroutine closes the directory associated with idirid.
See Also
PXFOPENDIR

PXFCREATE

POSIX Subroutine: Creates a new file or rewrites an existing file.

Module
USE IFPOSIX

Syntax
CALL PXFCREAT (path, ilen, imode, ifildes, ierror)

path (Input) Character. The pathname of the file.
ilen (Input) INTEGER(4). The length of path string.
imode
(Input) INTEGER(4). The mode of the newly created file. On Windows* systems, see your Microsoft* Visual C++ documentation for permitted mode values. On Linux* and OS X* systems, use octal file-access mode.

ifildes
(Output) INTEGER(4). The returned file descriptor.

ierror
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

**PXFCTERMID (L*X, M*X)**

**POSIX Subroutine:** Generates a terminal pathname.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFCTERMID (s,ilen,ierror)

s
(Output) Character. The returned pathname of the terminal.

ilen
(Output) INTEGER(4). The length of the returned value in the s string.

ierror
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

This subroutine returns a string that refers to the current controlling terminal for the current process.

**PXFDUP, PXFDUP2**

**POSIX Subroutine:** Duplicates an existing file descriptor.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFDUP (ifildes,ifid,ierror)
CALL PXFDUP2 (ifildes,ifildes2,ierror)

ifildes
(Input) INTEGER(4). The file descriptor to duplicate.

ifid
(Output) INTEGER(4). The returned new duplicated file descriptor.

ifildes2
(Input) INTEGER(4). The number for the new file descriptor.

ierror
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFDUP subroutine creates a second file descriptor for an opened file.

The PXFDUP2 subroutine copies the file descriptor associated with ifildes. Integer number ifildes2 becomes associated with this new file descriptor, but the value of ifildes2 is not changed.
PXFE(type)GET

**POSIX Subroutine:** Gets the value stored in an array element component (or field) of a structure.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFE(type)GET (jhandle, compname, index, value, ierr)

CALL PXFE(type)GET (jhandle, compname, index, value, ilen, ierr) ! syntax when (type) is STR

(type) A placeholder for one of the following values:

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<tr>
<th>Value</th>
<th>Data Type</th>
<th>Routine Name</th>
</tr>
</thead>
<tbody>
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<td>INT</td>
<td>INTEGER(4)</td>
<td>PXFEINTGET</td>
</tr>
<tr>
<td>REAL</td>
<td>REAL(4)</td>
<td>PXFEREALGET</td>
</tr>
<tr>
<td>LGCL</td>
<td>LOGICAL(4)</td>
<td>PXFELGCLGET</td>
</tr>
<tr>
<td>STR</td>
<td>CHARACTER(*)</td>
<td>PXFESTRGET</td>
</tr>
<tr>
<td>CHAR</td>
<td>CHARACTER(1)</td>
<td>PXFECHARGET</td>
</tr>
<tr>
<td>DBL</td>
<td>REAL(8)</td>
<td>PXFEDBLGET</td>
</tr>
<tr>
<td>INT8</td>
<td>INTEGER(8)</td>
<td>PXFEINT8GET</td>
</tr>
</tbody>
</table>

jhandle (Input) INTEGER(4). A handle of a structure.

compname (Input) Character. The name of the component (or field) of the structure to retrieve data from.

index (Input) INTEGER(4). The index of the array element to get data for.

value (Output) A variable, whose data type depends on the value of (type). See the table above for the data types for each value; for example, if the value for (type) is INT, the data type is INTEGER(4). Stores the value of the component (or field).

ilen (Output) INTEGER(4). This argument can only be used when (type) is STR (PXFESTRGET). Stores the length of the returned string.

ierr (Output) INTEGER(4). The error status.

If successful, ierr is set to zero; otherwise, an error code.

The PXFE(type)GET subroutines are similar to the PXF(type)GET subroutines, but they should be used when the component (or field) of the structure is an array.

When the PXFE(type)GET subroutines are used, the array element with index index is accessed (read from the component or field).

**See Also**

PXFE(type)SET
PXF(type)GET
**PXFE(type)SET**

**POSIX Subroutine:** Sets the value of an array element component (or field) of a structure.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFE(type)SET (jhandle, compname, index, value, ierror)

CALL PXFE(type)SET (jhandle, compname, index, value, ilen, ierror) ! syntax when (type) is STR

(type)

A placeholder for one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Data Type</th>
<th>Routine Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>INTEGER(4)</td>
<td>PXFEINTSET</td>
</tr>
<tr>
<td>REAL</td>
<td>REAL(4)</td>
<td>PXFEREALSET</td>
</tr>
<tr>
<td>LGCL</td>
<td>LOGICAL(4)</td>
<td>PXFELGCLSET</td>
</tr>
<tr>
<td>STR</td>
<td>CHARACTER(*)</td>
<td>PXFESTRSET</td>
</tr>
<tr>
<td>CHAR</td>
<td>CHARACTER(1)</td>
<td>PXFECHARSET</td>
</tr>
<tr>
<td>DBL</td>
<td>REAL(8)</td>
<td>PXFEDBLSET</td>
</tr>
<tr>
<td>INT8</td>
<td>INTEGER(8)</td>
<td>PXFEINT8SET</td>
</tr>
</tbody>
</table>

jhandle  
(Input) INTEGER(4). A handle of a structure.

compname  
(Input) Character. The name of the component (or field) of the structure to write data to.

index  
(Input) INTEGER(4). The index of the array element to write data to.

value  
(Input) A variable, whose data type depends on the value of (type). See the table above for the data types for each value; for example, if the value for (type) is INT, the data type is INTEGER(4). The value for the component (or field).

ilen  
(Input) INTEGER(4). This argument can only be used when (type) is STR (PXFESTRSET). The length of the string value.

ierror  
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFE(type)SET subroutines are similar to the PXF(type)SET subroutines, but they should be used when the component (or field) of the structure is an array.

When the PXFE(type)SET subroutines are used, the array element with index index is accessed (written to the component or field).

**See Also**

PXFE(type)GET  
PXF(type)SET
PXFEXECV

**POSIX Subroutine:** Executes a new process by passing command-line arguments.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFEXECV (path, lenpath, argv, lenargv, iargc, ierror)

- **path** (Input) Character. The path to the new executable process.
- **lenpath** (Input) INTEGER(4). The length of path string.
- **argv** (Input) An array of character strings. Contains the command-line arguments to be passed to the new process.
- **lenargv** (Input) INTEGER(4). An array that contains the lengths for each corresponding character string in argv.
- **iargc** (Input) INTEGER(4). The number of command-line arguments.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFEXECV subroutine executes a new executable process (file) by passing command-line arguments specified in the argv array. If execution is successful, no return is made to the calling process.

**See Also**
PXFEXECVE
PXFEXECVP

**PXFEXECVE**

**POSIX Subroutine:** Executes a new process by passing command-line arguments.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFEXECVE (path, lenpath, argv, lenargv, iargc, env, lenenv, ienvc, ierror)

- **path** (Input) Character. The path to the new executable process.
- **lenpath** (Input) INTEGER(4). The length of path string.
- **argv** (Input) An array of character strings. Contains the command-line arguments to be passed to the new process.
- **lenargv** (Input) INTEGER(4). An array that contains the lengths for each corresponding character string in argv.
- **iargc** (Input) INTEGER(4). The number of command-line arguments.
- **env** (Input) Character array. Environment variables.
- **lenenv** (Input) INTEGER(4). An array of lengths for each corresponding environment variable.
- **ienvc** (Input) INTEGER(4). The number of environment variables.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFEXECVE subroutine executes a new executable process (file) by passing command-line arguments specified in the argv array. If execution is successful, no return is made to the calling process.
env

(Input) An array of character strings. Contains the environment settings for the new process.

lenenv

(Input) INTEGER(4). An array that contains the lengths for each corresponding character string in env.

ienvc

(Input) INTEGER(4). The number of environment settings in env.

ierror

(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFEXECVE subroutine executes a new executable process (file) by passing command-line arguments specified in the argv array and environment settings specified in the env array.

See Also
PXFEXECV
PXFEXECVP

PXFEXECVP

POSIX Subroutine: Executes a new process by passing command-line arguments.

Module
USE IFPOSIX

Syntax
CALL PXFEXECVP (file, lenfile, argv, lenargv, iargc, ierror)

file

(Input) Character. The filename of the new executable process.

lenfile

(Input) INTEGER(4). The length of file string.

argv

(Input) An array of character strings. Contains the command-line arguments to be passed to the new process.

lenargv

(Input) INTEGER(4). An array that contains the lengths for each corresponding character string in argv.

iargc

(Input) INTEGER(4). The number of command-line arguments.

ierror

(Input) Character. The filename of the new executable process.

If successful, ierror is set to zero; otherwise, an error code.

The PXFEXECVP subroutine executes a new executable process (file) by passing command-line arguments specified in the argv array. It uses the PATH environment variable to find the file to execute.

See Also
PXFEXECV
PXFEXECVE

PXFEXIT, PXFFASTEXIT

POSIX Subroutine: Exits from a process.

Module
USE IFPOSIX
**Syntax**

CALL PXFEXIT (istatus)

CALL PXFFASTEXIT (istatus)

`istatus`  
**Input** INTEGER(4). The exit value.

The PXFEXIT subroutine terminates the calling process. It calls, in last-in-first-out (LIFO) order, the functions registered by C runtime functions `atexit` and `onexit`, and flushes all file buffers before terminating the process. The `istatus` value is typically set to zero to indicate a normal exit and some other value to indicate an error.

The PXFFASTEXIT subroutine terminates the calling process without processing `atexit` or `onexit`, and without flushing stream buffers.

**Example**

```fortran
program t1
use ifposix

integer(4) ipid, istat, ierror, ipid_ret, istat_ret

print *, "the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET,IERROR)
if(IPID.EQ.0) then
  print *, "I am a child process"
  print *, "My child's pid is", IPID_RET
call PXFGETPPID(IPID_RET,IERROR)
  print *, "The pid of my parent is", IPID_RET
  print *, "Now I have exited with code 0xABCD"
call PXFEXIT(Z'ABCD')
else
  print *, "I am a parent process"
  print *, "My parent pid is ", IPID_RET
  print *, "I am creating the process with pid", IPID
  print *, "Now I am waiting for the end of the child process"
call PXFWAIT(ISTAT, IPID_RET, IERROR)
  print *, "The child with pid ", IPID_RET," has exited"
  if( PXFWIFEXITED(ISTAT) ) then
    print *, "The child exited normally"
    istat_ret = IPXFEXITSTATUS(ISTAT)
    print 10, "The low byte of the child exit code is", istat_ret
  end if
end if
10 FORMAT (A,Z)
end program
```

**PXFFCNTL (L*X, M*X)**

**POSIX Subroutine:** Manipulates an open file descriptor.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFFCNTL (ifildes, icmd, iargin, iargout, ierror)

`ifildes`  
**Input** INTEGER(4). A file descriptor.
icmd  (Input) INTEGER(4). Defines an action for the file descriptor.

iargin  (Input; output) INTEGER(4). Interpretation of this argument depends on the value of icmd.

iargout  (Output) INTEGER(4). Interpretation of this argument depends on the value of icmd.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

PXFFCNTL is a multi-purpose subroutine that causes an action to be performed on a file descriptor. The action, defined in icmd, can be obtained by using the values of predefined macros in C header fcntl.h, or by using PXFCONST or IPXFCONST with one of the following constant names:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>F_DUPFD</td>
<td>Returns into iargout the lowest available unopened file descriptor greater than or equal to iargin. The new file descriptor refers to the same open file as ifildes and shares any locks. The system flag FD_CLOEXEC for the new file descriptor is cleared so the new descriptor will not be closed on a call to PXFEXEC subroutine.</td>
</tr>
<tr>
<td>F_GETFD</td>
<td>Returns into iargout the value of system flag FD_CLOEXEC associated with ifildes. In this case, iargin is ignored.</td>
</tr>
<tr>
<td>F_SETFD</td>
<td>Sets or clears the system flag FD_CLOEXEC for file descriptor ifildes. The PXFEXEC family of functions will close all file descriptors with the FD_CLOEXEC flag set. The value for FD_CLOEXEC is obtained from argument iargin.</td>
</tr>
</tbody>
</table>
| F_GETFL  | Returns the file status flags for file descriptor ifildes. Unlike F_GETFD, these flags are associated with the file and shared by all descriptors. A combination of the following flags, which are symbolic names for PXFCONST or IPXFCONST, can be returned:  
  - O_APPEND - Specifies the file is opened in append mode.  
  - O_NONBLOCK - Specifies when the file is opened, it does not block waiting for data to become available.  
  - O_RDONLY - Specifies the file is opened for reading only.  
  - O_RDWR - Specifies the file is opened for both reading and writing.  
  - O_WRONLY - Specifies the file is opened for writing only. |
<table>
<thead>
<tr>
<th>Constant</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>F_SETFL</td>
<td>Sets the file status flags from iargin for file descriptor ifildes. Only O_APPEND or O_NONBLOCK flags can be modified. In this case, iargout is ignored.</td>
</tr>
<tr>
<td>F_GETLK</td>
<td>Gets information about a lock. Argument iargin must be a handle of structure flock. This structure is taken as the description of a lock for the file. If there is a lock already in place that would prevent this lock from being locked, it is returned to the structure associated with handle iargin. If there are no locks in place that would prevent the lock from being locked, field l_type in the structure is set to the value of the constant with symbolic name F_UNLCK.</td>
</tr>
<tr>
<td>F_SETLK</td>
<td>Sets or clears a lock. Argument iargin must be a handle of structure flock. The lock is set or cleared according to the value of structure field l_type. If the lock is busy, an error is returned.</td>
</tr>
<tr>
<td>F_SETLKW</td>
<td>Sets or clears a lock, but causes the process to wait if the lock is busy. Argument iargin must be a handle of structure flock. The lock is set or cleared according to the value of structure field l_type. If the lock is busy, PXFCNTL waits for an unlock.</td>
</tr>
</tbody>
</table>

**NOTE**
To get a handle for an instance of the flock structure, use PXFSTRUCTCREATE with the string 'flock' for the structure name.

**See Also**
PXFSTRUCTCREATE
IPXFCONST
PXFFDOPEN

**POSIX Subroutine:** Opens an external unit.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFFDOPEN (ifildes,iunit,access,ierror)

ifildes   (Input) INTEGER(4). The file descriptor of the opened file.
iunit     (Input) INTEGER(4). The Fortran logical unit to connect to file descriptor ifildes.
(Input) Character. A character string that specifies the attributes for the Fortran unit. The string must consist of one or more of the following keyword/value pairs. Keyword/value pairs should be separated by a comma, and blanks are ignored.

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Possible Values</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>'NEWLINE'</td>
<td>'YES' or 'NO'</td>
<td>I/O type</td>
<td>'YES'</td>
</tr>
<tr>
<td>'BLANK'</td>
<td>'NULL' or 'ZERO'</td>
<td>Interpretation of blanks</td>
<td>'NULL'</td>
</tr>
<tr>
<td>'STATUS'</td>
<td>'OLD', 'SCRATCH', or 'UNKNOWN'</td>
<td>File status at open</td>
<td>'UNKNOWN'</td>
</tr>
<tr>
<td>'FORM'</td>
<td>'FORMATTED' or 'UNFORMATTED'</td>
<td>Format type</td>
<td>'FORMATTED'</td>
</tr>
</tbody>
</table>

Keywords should be separated from their values by the equals ('=') character; for example:

```fortran
call PXFDOPEN (IFILDES, IUNIT, 'BLANK=NULL, STATUS=UNKNOWN', IERROR)
```

ierror

(Output) INTEGER(4). The error status.

The PXFFDOPEN subroutine connects an external unit identified by `iunit` to a file descriptor `ifildes`. If unit is already connected to a file, the file should be closed before using PXFFDOPEN.

**NOTE**

On Windows* systems, the default value of the POSIX/IO flag is 0, which causes PXFFDOPEN to return an error.

To prevent this, call subroutine PXFPOSIXIO and set the value of the POSIX/IO flag to 1.

**See Also**

PXFPOSIXIO

PXFFFLUSH

**POSIX Subroutine:** Flushes a file directly to disk.

**Module**

USE IFPOSIX

**Syntax**

```fortran
CALL PXFFFLUSH (lunit, ierror)
```

lunit (Input) INTEGER(4). A Fortran logical unit.

ierror (Output) INTEGER(4). The error status.

If successful, `ierror` is set to zero; otherwise, an error code.

The PXFFFLUSH subroutine writes any buffered output to the file connected to unit `lunit`. 
PXFFGETC

**POSIX Subroutine:** Reads a character from a file.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFFGETC (lunit, char, ierror)

- **lunit** (Input) INTEGER(4). A Fortran logical unit.
- **char** (Input) Character. The character to be read.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code.

The PXFFGETC subroutine reads a character from a file connected to unit **lunit**.

**See Also**

PXFFPUTC

PXFFILENO

**POSIX Subroutine:** Returns the file descriptor associated with a specified unit.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFFILENO (lunit, fd, ierror)

- **lunit** (Input) INTEGER(4). A Fortran logical unit.
- **fd** (Output) INTEGER(4). The returned file descriptor.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code. Possible error codes are:

- **EINVAL**: **lunit** is not an open unit.
- **EBADF**: **lunit** is not connected with a file descriptor.

The PXFFILENO subroutine returns in **fd** the file descriptor associated with **lunit**.

**NOTE**

On Windows* systems, the default value of the POSIX/IO flag is 0, which prevents OPEN from connecting a unit to a file descriptor and causes PXFFILENO to return an error.

To prevent this, call subroutine PXFPOSIXIO and set the value of the POSIX/IO flag to 1. This setting allows a connection to a file descriptor.

**See Also**

PXFPOSIXIO
PXFFORK (L*X, M*X)

**POSIX Subroutine:** Creates a child process that differs from the parent process only in its PID.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFFORK (ipid, ierror)

**ipid**

(Output) INTEGER(4). The returned PID of the new child process.

**ierror**

(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFFORK subroutine creates a child process that differs from the parent process only in its PID. If successful, the PID of the child process is returned in the parent’s thread of execution, and a zero is returned in the child’s thread of execution. Otherwise, a -1 is returned in the parent's context and no child process is created.

**Example**

```fortran
program t1
use ifposix
integer(4) ipid, istat, ierror, ipid_ret, istat_ret
print *, "the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET,IERROR)
if(IPID.EQ.0) then
   print *, "I am a child process"
   print *, "My child's pid is", IPID_RET
   call PXFGETPPID(IPID_RET,IERROR)
   print *, "The pid of my parent is",IPID_RET
   print *, "Now I have exited with code 0xABCD"
   call PXFEXIT(Z'ABCD')
else
   print *, "I am a parent process"
   print *, "My parent pid is ", IPID_RET
   print *, "I am creating the process with pid", IPID
   print *, "Now I am waiting for the end of the child process"
   call PXFWAIT(ISTAT, IPID_RET, IERROR)
   print *, "The child with pid ", IPID_RET," has exited"
   if( PXFMIFEXITED(ISTAT) ) then
      print *, "The child exited normally"
      istat_ret = IPXFEXITSTATUS(ISTAT)
      print 10,"The low byte of the child exit code is", istat_ret
   end if
end if
10 FORMAT (A,Z)
end program
```

**See Also**

IPXFEXITSTATUS (L*X, M*X)

PXFFPATHCONF

**POSIX Subroutine:** Gets the value for a configuration option of an opened file.
Module
USE IFPOSIX

Syntax
CALL PXFFPATHCONF (ifildes, name, ival, ierror)

ifildes  
(Input) INTEGER(4). The file descriptor of the opened file.

name  
(Input) INTEGER(4). The configurable option.

ival  
(Output) INTEGER(4). The value of the configurable option.

ierror  
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFFPATHCONF subroutine gets a value for the configuration option named for the opened file with descriptor ifildes.

The configuration option, defined in name, can be obtained by using PXFCONST or IPXFCONST with one of the following constant names:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>_PC_LINK_MAX</td>
<td>Returns the maximum number of links to the file. If ifildes refers to a directory, then the value applies to the whole directory.</td>
</tr>
<tr>
<td>_PC_MAX_CANON1</td>
<td>Returns the maximum length of a formatted input line; the file descriptor ifildes must refer to a terminal.</td>
</tr>
<tr>
<td>_PC_MAX_INPUT1</td>
<td>Returns the maximum length of an input line; the file descriptor ifildes must refer to a terminal.</td>
</tr>
<tr>
<td>_PC_NAME_MAX</td>
<td>Returns the maximum length of a filename in ifildes that the process is allowed to create.</td>
</tr>
<tr>
<td>_PC_PATH_MAX</td>
<td>Returns the maximum length of a relative pathname when ifildes is the current working directory.</td>
</tr>
<tr>
<td>_PC_PIPE_BUF</td>
<td>Returns the size of the pipe buffer; the file descriptor ifildes must refer to a pipe or FIFO.</td>
</tr>
<tr>
<td>_PC_CHOWN_RESTRICTED1</td>
<td>Returns nonzero if PXFCHOWN may not be used on this file. If ifildes refers to a directory, then this applies to all files in that directory.</td>
</tr>
<tr>
<td>_PC_NO_TRUNC1</td>
<td>Returns nonzero if accessing filenames longer than _POSIX_NAME_MAX will generate an error.</td>
</tr>
<tr>
<td>_PC_VDISABLE1</td>
<td>Returns nonzero if special character processing can be disabled; the file descriptor ifildes must refer to a terminal.</td>
</tr>
</tbody>
</table>

1L*X, M*X
On Linux* and OS X* systems, the corresponding macros are defined in <unistd.h>. The values for name can be obtained by using PXFCNST or IPXFCNST when passing the string names of predefined macros in <unistd.h>. The following table shows the corresponding macro names for the above constants:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Corresponding Macro</th>
</tr>
</thead>
<tbody>
<tr>
<td>_PC_LINK_MAX</td>
<td>_POSIX_LINK_MAX</td>
</tr>
<tr>
<td>_PC_MAX_CANON</td>
<td>_POSIX_MAX_CANON</td>
</tr>
<tr>
<td>_PC_MAX_INPUT</td>
<td>_POSIX_MAX_INPUT</td>
</tr>
<tr>
<td>_PC_NAME_MAX</td>
<td>_POSIX_NAME_MAX</td>
</tr>
<tr>
<td>_PC_PATH_MAX</td>
<td>_POSIX_PATH_MAX</td>
</tr>
<tr>
<td>_PC_PIPE_BUF</td>
<td>_POSIX_PIPE_BUF</td>
</tr>
<tr>
<td>_PC_CHOWN_RESTRICTED</td>
<td>_POSIX_CHOWN_RESTRICTED</td>
</tr>
<tr>
<td>_PC_NO_TRUNC</td>
<td>_POSIX_NO_TRUNC</td>
</tr>
<tr>
<td>_PC_VDISABLE</td>
<td>_POSIX_VDISABLE</td>
</tr>
</tbody>
</table>

See Also
IPXFCNST
PXFCNST
PXFPATHCONF

PXFFPUTC

**POSIX Subroutine:** Writes a character to a file.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFFPUTC (lunit, char, ierror)

lunit (Input) INTEGER(4). A Fortran logical unit.
char (Input) Character. The character to be written.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code. A possible error code is EEND if the end of the file has been reached.

The PXFFPUTC subroutine writes a character to the file connected to unit lunit.

See Also
PXFFGETC

PXFFSEEK

**POSIX Subroutine:** Modifies a file position.

**Module**
USE IFPOSIX
**Syntax**

CALL PXFFSEEK (lunit, ioffset, iwhence, ierror)

- **lunit** (Input) INTEGER(4). A Fortran logical unit.
- **ioffset** (Input) INTEGER(4). The number of bytes away from iwhence to place the pointer.
- **iwhence** (Input) INTEGER(4). The position within the file. The value must be one of the following constants (defined in stdio.h):
  - SEEK_SET = 0 Offset from the beginning of the file.
  - SEEK_CUR = 1 Offset from the current position of the file pointer.
  - SEEK_END = 2 Offset from the end of the file.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code. Possible error codes are:
- EINVAL: No file is connected to lunit, iwhence is not a proper value, or the resulting offset is invalid.
- ESPIPE: lunit is a pipe or FIFO.
- EEND: The end of the file has been reached.

The PXFFSEEK subroutine modifies the position of the file connected to unit lunit.

**PXFFSTAT**

**POSIX Subroutine: Gets a file's status information.**

**Module**

USE IFPOSIX

**Syntax**

CALL PXFFSTAT (ifildes, jstat, ierror)

- **ifildes** (Input) INTEGER(4). The file descriptor for an opened file.
- **jstat** (Input) INTEGER(4). A handle of structure stat.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFFSTAT subroutine puts the status information for the file associated with ifildes into the structure associated with handle jstat.

**NOTE**

To get a handle for an instance of the stat structure, use PXFSTRUCTCREATE with the string 'stat' for the structure name.

**See Also**

PXFSTRUCTCREATE
**PXFFTELL**

**POSIX Subroutine:** Returns the relative position in bytes from the beginning of the file.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFFTELL (lunit, ioffset, ierror)

- **lunit** (Input) INTEGER(4). A Fortran logical unit.
- **ioffset** (Output) INTEGER(4). The returned relative position in bytes from the beginning of the file.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code.

**PXGETARG**

**POSIX Subroutine:** Gets the specified command-line argument.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFGETARG (argnum, str, istr, ierror)

- **argnum** (Input) INTEGER(4). The number of the command-line argument.
- **str** (Output) Character. The returned string value.
- **istr** (Output) INTEGER(4). The length of the returned string; it is zero if an error occurs.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code.

The PXFGETARG subroutine places the command-line argument with number **argnum** into character string **str**. If **argnum** is equal to zero, the value of the argument returned is the command name of the executable file.

**See Also**
IPXFARGC

**PXGETC**

**POSIX Subroutine:** Reads a character from standard input unit 5.

**Module**
USE IFPOSIX
**Syntax**

CALL PXFGETC (nextcar, ierror)

*nextcar* (Output) Character. The returned character that was read.

*ierror* (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

**See Also**

PXFPUTC

**PXFGETCWD**

*POSIX Subroutine:* Returns the path of the current working directory.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFGETCWD (buf, ilen, ierror)

*buf* (Output) Character. The returned pathname of the current working directory.

*ilen* (Output) INTEGER(4). The length of the returned pathname.

*ierror* (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code. A possible error code is EINVAL if the size of *buf* is insufficient.

**PXFGETEGID (L*X, M*X)**

*POSIX Subroutine:* Gets the effective group ID of the current process.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFGETEGID (iegid, ierror)

*iegid* (Output) INTEGER(4). The returned effective group ID.

*ierror* (Output) INTEGER(4). The error status.

**Description**

If successful, *ierror* is set to zero; otherwise, an error code.

The effective ID corresponds to the set ID bit on the file being executed.
**PXGETENV**

**POSIX Subroutine:** Gets the setting of an environment variable.

**Module**

USE IFPOSIX

**Syntax**

CALL PXGETENV (name, lenname, value, lenval, ierror)

- **name** (Input) Character. The name of the environment variable.
- **lenname** (Input) INTEGER(4). The length of name.
- **value** (Output) Character. The returned value of the environment variable.
- **lenval** (Output) INTEGER(4). The returned length of value. If an error occurs, it returns zero.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

**See Also**

PXGETENV

**PXGETEUID (L*X, M*X)**

**POSIX Subroutine:** Gets the effective user ID of the current process.

**Module**

USE IFPOSIX

**Syntax**

CALL PXGETEUID (ieuid, ierror)

- **ieuid** (Output) INTEGER(4). The returned effective user ID.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The effective ID corresponds to the set ID bit on the file being executed.

**PXGETGID (L*X, M*X)**

**POSIX Subroutine:** Gets the real group ID of the current process.

**Module**

USE IFPOSIX

**Syntax**

CALL PXGETGID (igid, ierror)
$igid$  (Output) INTEGER(4). The returned real group ID.

$ierror$  (Output) INTEGER(4). The error status.

If successful, $ierror$ is set to zero; otherwise, an error code.
The real ID corresponds to the ID of the calling process.

Example
See the example in PXFGETGROUPS

See Also
PXFSETGID (L*X, M*X)

PXFGETGRGID (L*X, M*X)

**POSIX Subroutine:** Gets group information for the specified GID.

Module
USE IFPOSIX

Syntax
CALL PXFGETGRGID ($jgid$, $jgroup$, $ierror$)

$jgid$  (Input) INTEGER(4). The group ID to retrieve information about.

$jgroup$  (Input) INTEGER(4). A handle of structure $group$.

$ierror$  (Output) INTEGER(4). The error status.

If successful, $ierror$ is not changed; otherwise, an error code.
The PXFGETGRGID subroutine stores the group information from /etc/group for the entry that matches the group GID $jgid$ in the structure associated with handle $jgroup$.

**NOTE**
To get a handle for an instance of the group structure, use PXFSTRUCTCREATE with the string 'group' for the structure name.

Example
See the example in PXFGETGROUPS

See Also
PXFSTRUCTCREATE

PXFGETGRNAM (L*X, M*X)

**POSIX Subroutine:** Gets group information for the named group.

Module
USE IFPOSIX

Syntax
CALL PXFGETGRNAM (name, ilen, $jgroup$, $ierror$)
name  (Input) Character. The name of the group to retrieve information about.
ilen  (Input) INTEGER(4). The length of the name string.
jgroup  (Input) INTEGER(4). A handle of structure group.
ierror  (Output) INTEGER(4). The error status.

If successful, ierror is not changed; otherwise, an error code.

The PXFGETGRNAM subroutine stores the group information from /etc/group for the entry that matches the group name name in the structure associated with handle jgroup.

NOTE
To get a handle for an instance of the group structure, use PXFSTRUCTCREATE with the string 'group' for the structure name.

See Also
PXFSTRUCTCREATE

PXFGETGROUPS (L*X, M*X)

POSIX Subroutine: Gets supplementary group IDs.

Module
USE IFPOSIX

Syntax
CALL PXFGETGROUPS (igidsetsize, igrouplist, ngroups, ierror)

igidsetsize  (Input) INTEGER(4). The number of elements in the igrouplist array.
igrouplist  (Output) INTEGER(4). The array that has the returned supplementary group IDs.
ngroups  (Output) INTEGER(4). The total number of supplementary group IDs for the process.
ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFGETGROUPS subroutine returns, up to size igidsetsize, the supplementary group IDs in array igrouplist. It is unspecified whether the effective group ID of the calling process is included in the returned list. If the size is zero, the list is not modified, but the total number of supplementary group IDs for the process is returned.

Example
program test5
use ifposix
implicit none
integer(4) number_of_groups, ierror, isize,i,igid
integer(4),allocatable,dimension(:):: igrouplist
integer(JHANDLE_SIZE) jgroup

! Get total number of groups in system
! call PXFGETGROUPS with 0
CALL PXFGETGROUPS(0, igrouplist, number_of_groups, ierror)
IF(ierror.NE.0) STOP 'Error: first call of PXFGETGROUPS fails'
PRINT *, "The number of groups in system ", number_of_groups

! Get Group IDs
isize = number_of_groups
ALLOCATE(igrouplist(isize))
CALL PXFGETGROUPS(isize, igrouplist, number_of_groups, ierror)
IF(ierror.NE.0) THEN
  DEALLOCATE(igrouplist)
  STOP 'Error: first call of PXFGETGROUPS fails'
END IF

PRINT *, "Create an instance for structure 'group'"
CALL PXFSTRUCTCREATE("group", jgroup, ierror)
IF(ierror.NE.0) THEN
  DEALLOCATE(igrouplist)
  STOP 'Error: PXFSTRUCTCREATE failed to create an instance of group'
END IF

DO i = 1, number_of_groups
  CALL PXFGETGRGID(igrouplist(i), jgroup, ierror)
  IF(ierror.NE.0) THEN
    DEALLOCATE(igrouplist)
    CALL PXFSTRUCTFREE(jgroup, ierror)
    PRINT *, 'Error: PXFGETGRGID failed for i=', i, " gid=", igrouplist(i)
    STOP 'Abnormal termination'
  END IF
  CALL PRINT_GROUP_INFO(jgroup)
END DO

CALL PXFGETGID(igid, ierror)
IF(ierror.NE.0) THEN
  DEALLOCATE(igrouplist)
  CALL PXFSTRUCTFREE(jgroup, ierror)
  PRINT *, 'Error: PXFGETGID failed'
  STOP 'Abnormal termination'
END IF

CALL PXFGETGRGID(igid, jgroup, ierror)
IF(ierror.NE.0) THEN
  DEALLOCATE(igrouplist)
  CALL PXFSTRUCTFREE(jgroup, ierror)
  PRINT *, 'Error: PXFGETGRGID failed for gid=', igid
  STOP 'Abnormal termination'
END IF

CALL PRINT_GROUP_INFO(jgroup)
DEALLOCATE(igrouplist)
CALL PXFSTRUCTFREE(jgroup, ierror)
PRINT *, "Program will normal terminated"
CALL PXFEXIT(0)
END

**PXFGETLOGIN**

**POSIX Subroutine:** Gets the name of the user.

**Module**

USE IFPOSIX
Syntax

CALL PXFGETLOGIN (s, ilen, ierror)

s 
(Output) Character. The returned user name.

ilen 
(Output) INTEGER(4). The length of the string stored in s.

ierror 
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

**PXFGETPGRP (L*X, M*X)**

POSIX Subroutine: Gets the process group ID of the calling process.

Module

USE IFPOSIX

Syntax

CALL PXFGETPGRP (ipgrp, ierror)

ipgrp 
(Output) INTEGER(4). The returned process group ID.

ierror 
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

Each process group is a member of a session and each process is a member of the session in which its process group is a member.

**PXFGETPID**

POSIX Subroutine: Gets the process ID of the calling process.

Module

USE IFPOSIX

Syntax

CALL PXFGETPID (ipid, ierror)

ipid 
(Output) INTEGER(4). The returned process ID.

ierror 
(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

Example

program t1
use ifposix
integer(4) ipid, istat, ierror, ipid_ret, istat_ret
print *, "the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET,IERROR)
if(IPID.EQ.0) then
   print *, "I am a child process"
print *, "My child's pid is", IPID_RET
call PXFGETPPID(IPID_RET, IERROR) —
print *, "The pid of my parent is", IPID_RET
print *, "Now I have exited with code 0xABCD"
call PXFEXIT(Z'ABCD')
else
print *, "I am a parent process"
print *, "My parent pid is ", IPID_RET
print *, "I am creating the process with pid", IPID
print *, "Now I am waiting for the end of the child process"
call PXFWAIT(ISTAT, IPID_RET, IERROR)
print *, "The child with pid ", IPID_RET," has exited"
if( PXFWIFEXITED(ISTAT) ) then
    print *, "The child exited normally"
    istat_ret = IPXFWEXITSTATUS(ISTAT)
    print 10,"The low byte of the child exit code is", istat_ret
end if
end if
10 FORMAT (A,Z)
end program

PXFGETPPID

POSIX Subroutine: Gets the process ID of the parent of the calling process.

Module

USE IFPOSIX

Syntax

CALL PXFGETPPID (ippid, ierror)

ippid (Output) INTEGER(4). The returned process ID.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

Example

program t1
use ifposix
integer(4) ipid, istat, ierror, ipid_ret, istat_ret
print *, "the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET, IERROR)
if(IPID.EQ.0) then
    print *, "I am a child process"
    print *, "My child's pid is", IPID_RET
    call PXFGETPPID(IPID_RET, IERROR)
    print *, "The pid of my parent is", IPID_RET
    print *, "Now I have exited with code 0xABCD"
call PXFEXIT(Z'ABCD')
else
    print *, "I am a parent process"
    print *, "My parent pid is", IPID_RET
    print *, "I am creating the process with pid", IPID
    print *, "Now I am waiting for the end of the child process"
call PXFWAIT(ISTAT, IPID_RET, IERROR)
    print *, "The child with pid", IPID_RET," has exited"
if( PXFWIFEXITED(ISTAT) ) then
  print *, " The child exited normally"
  istat_ret = IPXFWEXITSTATUS(ISTAT)
  print 10," The low byte of the child exit code is", istat_ret
end if
end if
10 FORMAT (A,Z)
end program

PXGETPWNAM (L*X, M*X)

**POSIX Subroutine:** Gets password information for a specified name.

**Module**

USE IFPOSIX

**Syntax**

CALL PXGETPWNAM (name, ilen, jpasswd, ierror)

- **name** (Input) Character. The login name of the user to retrieve information about. For example, a login name might be "j smith", while the actual name is "John Smith".
- **ilen** (Input) INTEGER(4). The length of the name string.
- **jpasswd** (Input) INTEGER(4). A handle of structure compnam.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is not changed; otherwise, an error code.

The **PXGETPWNAM** subroutine stores the user information from /etc/passwd for the entry that matches the user name **name** in the structure associated with handle **jpasswd**.

**NOTE**

To get a handle for an instance of the compnam structure, use PXFSTRUCTCREATE with the string 'compnam' for the structure name.

**See Also**

PXFSTRUCTCREATE

PXGETPWUID (L*X, M*X)

**POSIX Subroutine:** Gets password information for a specified UID.

**Module**

USE IFPOSIX

**Syntax**

CALL PXGETPWUID (iuid, jpasswd, ierror)

- **iuid** (Input) INTEGER(4). The user ID to retrieve information about.
jpasswd  (Output) INTEGER(4). A handle of structure compnam.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFGETPWUID subroutine stores the user information from /etc/passwd for the entry that matches the user ID iuid in the structure associated with handle jpasswd.

NOTE
To get a handle for an instance of the compnam structure, use PXFSTRUCTCREATE with the string 'compnam' for the structure name.

See Also
PXFSTRUCTCREATE

PXFGETSUBHANDLE
POSIX Subroutine: Returns a handle for a subroutine.

Module
USE IFPOSIX

Syntax
CALL PXFGETSUBHANDLE (sub, jhandle1, ierror)

sub  (Input) The Fortran subroutine to get a handle for.

jhandle1  (Output) INTEGER(4). The returned handle for the subroutine.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

NOTE
The argument sub cannot be a function, an intrinsic, or an entry point, and must be defined with exactly one integer argument.

PXFGETUID (L*X, M*X)
POSIX Subroutine: Gets the real user ID of the current process.

Module
USE IFPOSIX

Syntax
CALL PXFGETUID (iuid, ierror)

iuid  (Output) INTEGER(4). The returned real user ID.

ierror  (Output) INTEGER(4). The error status.
If successful, ierror is set to zero; otherwise, an error code.

The real ID corresponds to the ID of the calling process.

See Also
PXFSETUID (L*X, M*X)

PXFISATTY (L*X, M*X)
**POSIX Subroutine:** Tests whether a file descriptor is connected to a terminal.

Module
USE IFPOSIX

Syntax
CALL PXFISATTY (ifildes, isatty, ierror)

ifildes (Input) INTEGER(4). The file descriptor.
isatty (Output) LOGICAL(4). The returned value.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

If file descriptor ifildes is open and connected to a terminal, isatty returns .TRUE.; otherwise, .FALSE..

See Also
PXFOPEN

PXFISBLK
**POSIX Function:** Tests for a block special file.

Module
USE IFPOSIX

Syntax
result = PXFISBLK (m)

m (Input) INTEGER(4). The value of the st_mode component (field) in the structure stat.

Results
The result type is logical. If the file is a block special file, the result value is .TRUE.; otherwise, .FALSE..

See Also
PXFISCHR

PXFISCHR
**POSIX Function:** Tests for a character file.

Module
USE IFPOSIX
Syntax
result = PXFISCHR (m)

m (Input) INTEGER(4). The value of the st_mode component (field) in the structure stat.

Results
The result type is logical. If the file is a character file, the result value is .TRUE.; otherwise, .FALSE..

See Also
PXFISBLK
PXFISCONST

PXFISCONST
POSIX Function: Tests whether a string is a valid constant name.

Module
USE IFPOSIX

Syntax
result = PXFISCONST (s)

s (Input) Character. The name of the constant to test.

Results
The result type is logical. The PXFISCONST function confirms whether the argument is a valid constant name that can be passed to functions PXFCONST and IPXFCONST. It returns .TRUE. only if IPXFCONST will return a valid value for name s.

See Also
IPXFCONST
PXFCONST

PXFISDIR
POSIX Function: Tests whether a file is a directory.

Module
USE IFPOSIX

Syntax
result = PXFISDIR (m)

m (Input) INTEGER(4). The value of the st_mode component (field) in the structure stat.

Results
The result type is logical. If the file is a directory, the result value is .TRUE.; otherwise, .FALSE..

PXFISFIFO
POSIX Function: Tests whether a file is a special FIFO file.
Module
USE IFPOSIX

Syntax
result = PXFISFIFO (m)

m (Input) INTEGER(4). The value of the st_mode component (field) in the structure stat.

Results
The result type is logical.
The PXFISFIFO function tests whether the file is a special FIFO file created by PXFMKFIFO. If the file is a special FIFO file, the result value is .TRUE.; otherwise, .FALSE..

See Also
PXFMKFIFO (L*X, M*X)
PXFISREG

PXFISREG
POSIX Function: Tests whether a file is a regular file.

Module
USE IFPOSIX

Syntax
result = PXFISREG (m)

m (Input) INTEGER(4). The value of the st_mode component (field) in the structure stat.

Results
The result type is logical. If the file is a regular file, the result value is .TRUE.; otherwise, .FALSE..

See Also
PXFMKFIFO (L*X, M*X)
PXFKILL

PXFKILL
POSIX Subroutine: Sends a signal to a specified process.

Module
USE IFPOSIX

Syntax
CALL PXFKILL (ipid, isig, ierror)

ipid (Input) INTEGER(4). The process to kill. It is determined by one of the following values:

> 0                       Kills the specific process.
< 0          Kills all processes in the group.
== 0         Kills all processes in the group except special processes.
== pid_t-1   Kills all processes.

isig          (Input) INTEGER(4). The value of the signal to be sent.
ierror        (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFKILL subroutine sends a signal with value isig to a specified process. On Windows* systems, only the ipid for the current process can be used.

PXFLINK (L*X, M*X)

POSIX Subroutine: Creates a link to a file or a directory.

Module
USE IFPOSIX

Syntax
CALL PXFLINK (existing, lenexist, new, lennew, ierror)

existing      (Input) Character. The path to the file or directory that you want to link to.
lenexist      (Input) INTEGER(4). The length of the existing string.
new           (Input) Character. The name of the new link file.
lennew        (Input) INTEGER(4). The length of the new string.
ierror        (Output) INTEGER(4). The error status.

If successful, ierror is not changed; otherwise, an error code.

The PXFLINK subroutine creates a new link (also known as a hard link) to an existing file or directory. This new name can be used exactly as the old one for any operation. Both names refer to the same entity (so they have the same permissions and ownership) and it is impossible to tell which name was the "original".

PXFLOCALTIME

POSIX Subroutine: Converts a given elapsed time in seconds to local time.

Module
USE IFPOSIX

Syntax
CALL PXFLOCALTIME (isecnds, iatime, ierror)
**iseconds**

(Input) INTEGER(4). The elapsed time in seconds since 00:00:00 Greenwich Mean Time, January 1, 1970.

**iatime**

(Output) INTEGER(4). One-dimensional array with 9 elements containing numeric time data. The elements of iatime are returned as follows:

<table>
<thead>
<tr>
<th>Element</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>iatime(1)</td>
<td>Seconds (0-59)</td>
</tr>
<tr>
<td>iatime(2)</td>
<td>Minutes (0-59)</td>
</tr>
<tr>
<td>iatime(3)</td>
<td>Hours (0-23)</td>
</tr>
<tr>
<td>iatime(4)</td>
<td>Day of month (1-31)</td>
</tr>
<tr>
<td>iatime(5)</td>
<td>Month (1-12)</td>
</tr>
<tr>
<td>iatime(6)</td>
<td>Gregorian year (for example, 1990)</td>
</tr>
<tr>
<td>iatime(7)</td>
<td>Day of week (0-6, where 0 is Sunday)</td>
</tr>
<tr>
<td>iatime(8)</td>
<td>Day of year (1-366)</td>
</tr>
<tr>
<td>iatime(9)</td>
<td>Daylight savings flag (1 if daylight savings time is in effect; otherwise, 0)</td>
</tr>
</tbody>
</table>

**ierror**

(Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFLOCALTIME subroutine converts the time (in seconds since epoch) in the iseconds argument to the local date and time as described by the array iatime above.

---

**PXFSEEK**

*POSIX Subroutine: Positions a file a specified distance in bytes.*

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSEEK (ifildes, ioffset, iwhence, iposition, ierror)

**ifildes**

(Input) INTEGER(4). A file descriptor.

**ioffset**

(Input) INTEGER(4). The number of bytes to move.

**iwhence**

(Input) INTEGER(4). The starting position. The value must be one of the following:

- SEEK_SET = 0
  
  Sets the offset to ioffset bytes.

- SEEK_CUR = 1
Sets the offset to its current location plus \textit{ioffset} bytes.

- \texttt{SEEK\_END = 2}
  
  Sets the offset to the size of the file plus \textit{ioffset} bytes.

\textit{iposition} (Output) INTEGER(4). The ending position; the resulting offset location as measured in bytes from the beginning of the file.

\textit{ierror} (Output) INTEGER(4). The error status.

If successful, \textit{ierror} is set to zero; otherwise, an error code.

The PXFLSEEK subroutine repositions the offset of file descriptor \texttt{ifildes} to the argument \textit{ioffset} according to the value of argument \textit{iwhence}.

PXFLSEEK allows the file offset to be set beyond the end of the existing end-of-file. If data is later written at this point, subsequent reads of the data in the gap return bytes of zeros (until data is actually written into the gap).

\textbf{PXFMKDIR}

\textit{POSIX Subroutine: Creates a new directory.}

\textbf{Module}

USE IFPOSIX

\textbf{Syntax}

CALL PXFMKDIR (path, ilen, imode, ierror)

\textit{path} (Input) Character. The path for the new directory.

\textit{ilen} (Input) INTEGER(4). The length of \textit{path} string.

\textit{imode} (L*X only) (Input) INTEGER(4). The mode mask. Octal file-access mode.

\textit{ierror} (Output) INTEGER(4). The error status.

If successful, \textit{ierror} is set to zero; otherwise, an error code.

\textbf{See Also}

PXFRMDIR
PXFCHDIR

\textbf{PXFMKFIFO (L*X, M*X)}

\textit{POSIX Subroutine: Creates a new FIFO.}

\textbf{Module}

USE IFPOSIX

\textbf{Syntax}

CALL PXFMKFIFO (path, ilen, imode, ierror)

\textit{path} (Input) Character. The path for the new FIFO.

\textit{ilen} (Input) INTEGER(4). The length of \textit{path} string.
**PXFMKFIFO**

**(Input) INTEGER(4).** The mode mask; specifies the FIFO's permissions. Octal file-access mode.

**ierror** *(Output) INTEGER(4).** The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFMKFIFO subroutine creates a FIFO special file with name *path*. A FIFO special file is similar to a pipe, except that it is created in a different way. Once a FIFO special file is created, any process can open it for reading or writing in the same way as an ordinary file.

However, the FIFO file has to be open at both ends simultaneously before you can proceed to do any input or output operations on it. Opening a FIFO for reading normally blocks it until some other process opens the same FIFO for writing, and vice versa.

**See Also**

PXFISFIFO

**PXOPEN**

**POSIX Subroutine:** Opens or creates a file.

**Module**

USE IFPOSIX

**Syntax**

CALL PXOPEN (path, ilen, iopenflag, imode, ifildes, ierror)

path *(Input) Character.** The path of the file to be opened or created.

ilen *(Input) INTEGER(4).** The length of *path* string.

iopenflag *(Input) INTEGER(4).** The flags for the file. (For possible constant names that can be passed to PXFCONST or IPXFCONST, see below.)

imode *(Input) INTEGER(4).** The permissions for a new file. This argument should always be specified when *iopenflag=*O_CREAT; otherwise, it is ignored. (For possible permissions, see below.)

ifildes *(Output) INTEGER(4).** The returned file descriptor for the opened or created file.

ierror *(Output) INTEGER(4).** The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

For *iopenflag*, you should specify one of the following constant values:

- O_RDONLY (read only)
- O_WRONLY (write only)
- O_RDWR (read and write)

In addition, you can also specify one of the following constant values by using a bitwise inclusive OR (IOR):

<table>
<thead>
<tr>
<th>Value</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>O_CREAT</td>
<td>Creates a file if the file does not exist.</td>
</tr>
<tr>
<td>Value</td>
<td>Action</td>
</tr>
<tr>
<td>------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>O_EXCL</td>
<td>When used with O_CREAT, it causes the open to fail if the file already exists. In this case, a symbolic link exists, regardless of where it points to.</td>
</tr>
<tr>
<td>O_NOCTTY&lt;sup&gt;1&lt;/sup&gt;</td>
<td>If <code>path</code> refers to a terminal device, it prevents it from becoming the process's controlling terminal even if the process does not have one.</td>
</tr>
<tr>
<td>O_TRUNC</td>
<td>If the file already exists, it is a regular file, and <code>imode</code> allows writing (its value is O_RDWR or O_WRONLY), it causes the file to be truncated to length 0.</td>
</tr>
<tr>
<td>O_APPEND</td>
<td>Opens the file in append mode. Before each write, the file pointer is positioned at the end of the file, as if with PXFLSEEK.</td>
</tr>
<tr>
<td>O_NONBLOCK (or O_NDELAY)&lt;sup&gt;1&lt;/sup&gt;</td>
<td>When possible, opens the file in non-blocking mode. Neither the open nor any subsequent operations on the file descriptor that is returned will cause the calling process to wait. This mode need not have any effect on files other than FIFOs.</td>
</tr>
<tr>
<td>O_SYNC</td>
<td>Opens the file for synchronous I/O. Any writes on the resulting file descriptor will block the calling process until the data has been physically written to the underlying hardware.</td>
</tr>
<tr>
<td>O_NOFOLLOW&lt;sup&gt;1&lt;/sup&gt;</td>
<td>If <code>path</code> is a symbolic link, it causes the open to fail.</td>
</tr>
<tr>
<td>O_DIRECTORY&lt;sup&gt;1&lt;/sup&gt;</td>
<td>If <code>path</code> is not a directory, it causes the open to fail.</td>
</tr>
<tr>
<td>O_LARGEFILE&lt;sup&gt;1&lt;/sup&gt;</td>
<td>On 32-bit systems that support the Large Files System, it allows files whose sizes cannot be represented in 31 bits to be opened.</td>
</tr>
<tr>
<td>O_BINARY&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Opens the file in binary (untranslated) mode.</td>
</tr>
<tr>
<td>O_SHORT_LIVED&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Creates the file as temporary. If possible, it does not flush to the disk.</td>
</tr>
<tr>
<td>O_TEMPORARY&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Creates the file as temporary. The file is deleted when last file handle is closed.</td>
</tr>
<tr>
<td>O_RANDOM&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Specifies primarily random access from the disk.</td>
</tr>
<tr>
<td>O_SEQUENTIAL&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Specifies primarily sequential access from the disk.</td>
</tr>
<tr>
<td>O_TEXT&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Opens the file in text (translated) mode.</td>
</tr>
<tr>
<td>&lt;sup&gt;1&lt;/sup&gt;L*X only</td>
<td></td>
</tr>
<tr>
<td>&lt;sup&gt;2&lt;/sup&gt;W*S</td>
<td></td>
</tr>
<tr>
<td>&lt;sup&gt;2&lt;/sup&gt;W*S</td>
<td></td>
</tr>
</tbody>
</table>

<sup>3</sup>For more information, see "Text and Binary Modes" in the Visual C++ programmer's guide.
Argument *imode* specifies the permissions to use if a new file is created. The permissions only apply to future accesses of the newly created file. The value for *imode* can be any of the following constant values (which can be obtained by using PXFCONST or IPXFCONST):

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>S_IRWXU</td>
<td>user (file owner) has read, write and execute permission.</td>
</tr>
<tr>
<td>S_IRUSR, S_IWRITE</td>
<td>user has write permission.</td>
</tr>
<tr>
<td>S_IWUSR, S_IEXEC</td>
<td>user has execute permission.</td>
</tr>
<tr>
<td>S_IRWXG</td>
<td>group has read, write and execute permission.</td>
</tr>
<tr>
<td>S_IRGRP</td>
<td>group has read permission.</td>
</tr>
<tr>
<td>S_IWGRP</td>
<td>group has execute permission.</td>
</tr>
<tr>
<td>S_IXGRP</td>
<td>group has execute permission.</td>
</tr>
<tr>
<td>S_IRWXO</td>
<td>others have read, write and execute permission.</td>
</tr>
<tr>
<td>S_IROTH</td>
<td>others have read permission.</td>
</tr>
<tr>
<td>S_IWOTH</td>
<td>others have write permission.</td>
</tr>
<tr>
<td>S_IXOTH</td>
<td>others have execute permission.</td>
</tr>
</tbody>
</table>

| 1L*X only        | |

### Example

The following call opens a file for writing only and if the file does not exist, it is created:

```fortran
  call PXFOPEN( "OPEN.OUT", &
               8, &
               IOR( IPXFCONST(O_WRONLY), IPXFCONST(O_CREAT) ), &
               IOR( IPXFCONST(S_IREAD), IPXFCONST(S_IWRITE) ) )
```

### See Also

PXFCLOSE
PXFCONST
PXFCOPEN

**PXFOPENDIR**

**POSIX Subroutine:** Opens a directory and associates a stream with it.

### Module

USE IFPOSIX

### Syntax

```fortran
CALL PXFOPENDIR (dirname, lendirname, opendirid, ierror)

dirname             (Input) Character. The directory name.
```
lendirname  (Input) INTEGER(4). The length of dirname string.
opendirid (Output) INTEGER(4). The returned ID for the directory.
ierror       (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

This subroutine opens a directory pointed to by the dirname argument and returns the ID of the directory into opendirid. After the call, this ID can be used by functions PXFREADDR, PXFREWINDDIR, PXFCLOSEDIR.

See Also
PXFCLOSEDIR
PXFREADDR
PXFREWINDDIR

PXFPATHCONF
POSIX Subroutine: Gets the value for a configuration option of an opened file.

Module
USE IFPOSIX

Syntax
CALL PXFPATHCONF (path, ilen, name, ival, ierror)

path  (Input) Character. The path to the opened file.
ilen  (Input) INTEGER(4). The length of path.
name  (Input) INTEGER(4). The configurable option.
ival  (Input) INTEGER(4). The value of the configurable option.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFPATHCONF subroutine gets a value for the configuration option named for the opened file with path path.

The configuration option, defined in name, can be obtained by using PXFCONST or IPXFCONST with one of the following constant names:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>_PC_LINK_MAX</td>
<td>Returns the maximum number of links to the file. If path refers to a directory, then the value applies to the whole directory.</td>
</tr>
<tr>
<td>_PC_MAX_CANON</td>
<td>Returns the maximum length of a formatted input line; the path must refer to a terminal.</td>
</tr>
<tr>
<td>_PC_MAX_INPUT</td>
<td>Returns the maximum length of an input line; the path must refer to a terminal.</td>
</tr>
</tbody>
</table>
### Constant

<table>
<thead>
<tr>
<th>Constant</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>_PC_NAME_MAX</td>
<td>Returns the maximum length of a filename in <em>path</em> that the process is allowed to create.</td>
</tr>
<tr>
<td>_PC_PATH_MAX</td>
<td>Returns the maximum length of a relative pathname when <em>path</em> is the current working directory.</td>
</tr>
<tr>
<td>_PC_PIPE_BUF</td>
<td>Returns the size of the pipe buffer; the <em>path</em> must refer to a FIFO.</td>
</tr>
<tr>
<td>_PC_CHOWN_RESTRICTED(^1)</td>
<td>Returns nonzero if PXFCHOWN may not be used on this file. If <em>path</em> refers to a directory, then this applies to all files in that directory.</td>
</tr>
<tr>
<td>_PC_NO_TRUNC(^1)</td>
<td>Returns nonzero if accessing filenames longer than _POSIX_NAME_MAX will generate an error.</td>
</tr>
<tr>
<td>_PC_VDISABLE(^1)</td>
<td>Returns nonzero if special character processing can be disabled; the <em>path</em> must refer to a terminal.</td>
</tr>
</tbody>
</table>

\(^{1}\)L\(^{*}\), M\(^{*}\)

On Linux\(^{*}\) and OS X\(^{*}\) systems, the corresponding macros are defined in `<unistd.h>`. The values for *name* can be obtained by using PXFCONST or IPXFCONST when passing the string names of predefined macros in `<unistd.h>`. The following table shows the corresponding macro names for the above constants:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Corresponding Macro</th>
</tr>
</thead>
<tbody>
<tr>
<td>_PC_LINK_MAX</td>
<td>_POSIX_LINK_MAX</td>
</tr>
<tr>
<td>_PC_MAX_CANON</td>
<td>_POSIX_MAX_CANON</td>
</tr>
<tr>
<td>_PC_MAX_INPUT</td>
<td>_POSIX_MAX_INPUT</td>
</tr>
<tr>
<td>_PC_NAME_MAX</td>
<td>_POSIX_NAME_MAX</td>
</tr>
<tr>
<td>_PC_PATH_MAX</td>
<td>_POSIX_PATH_MAX</td>
</tr>
<tr>
<td>_PC_PIPE_BUF</td>
<td>_POSIX_PIPE_BUF</td>
</tr>
<tr>
<td>_PC_CHOWN_RESTRICTED</td>
<td>_POSIX_CHOWN_RESTRICTED</td>
</tr>
<tr>
<td>_PC_NO_TRUNC</td>
<td>_POSIX_NO_TRUNC</td>
</tr>
<tr>
<td>_PC_VDISABLE</td>
<td>_POSIX_VDISABLE</td>
</tr>
</tbody>
</table>

**See Also**
IPXFCONST
PXFCONST
PXFFPATHCONF

**PXFPause**

*POSIX Subroutine:* Suspending process execution.

**Module**
USE IFPOSIX
Syntax
CALL PXFPause (ierror)

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFPause subroutine causes the invoking process (or thread) to sleep until a signal is received that either terminates it or causes it to call a signal-catching function.

PXFPIPE (L*X, M*X)
POSIX Subroutine: Creates a communications pipe between two processes.

Module
USE IFPOSIX

Syntax
CALL PXFPIPE (ireadfd, iwritefd, ierror)

ireadfd (Output) INTEGER(4). The file descriptor for reading.

iwritefd (Output) INTEGER(4). The file descriptor for writing.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFPIPE subroutine returns a pair of file descriptors, pointing to a pipe inode, and places them into ireadfd for reading and into iwritefd for writing.

PXFPOSIXIO
POSIX Subroutine: Sets the current value of the POSIX I/O flag.

Module
USE IFPOSIX

Syntax
CALL PXFPOSIXIO (new, old, ierror)

new (Input) INTEGER(4). The new value for the POSIX I/O flag.

old (Output) INTEGER(4). The previous value of the POSIX I/O flag.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

This subroutine sets the current value of the Fortran POSIX I/O flag and returns the previous value of the flag. The initial state of the POSIX I/O flag is unspecified.

If a file is opened with a Fortran OPEN statement when the value of the POSIX I/O flag is 1, the unit is accessed as if the records are newline delimited, even if the file does not contain records that are delimited by a new line character.
If a file is opened with a Fortran OPEN statement when the value of the POSIX I/O flag is zero, a connection to a file descriptor is not assumed and the records in the file are not required to be accessed as if they are newline delimited.

**PXFPUTC**

*POSIX Subroutine:* Outputs a character to logical unit 6 (stdout).

**Module**

USE IFPOSIX

**Syntax**

CALL PXFPUTC (ch,ierror)

ch  (Input) Character. The character to be written.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code. A possible error code is EEND if the end of the file has been reached.

**See Also**

PXFGETC

**PXFREAD**

*POSIX Subroutine:* Reads from a file.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFREAD (ifildes,buf,nbyte,nread,ierror)

ifildes  (Input) INTEGER(4). The file descriptor of the file to be read from.

buf  (Output) Character. The buffer that stores the data read from the file.

nbyte  (Input) INTEGER(4). The number of bytes to read.

nread  (Output) INTEGER(4). The number of bytes that were read.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFREAD subroutine reads nbyte bytes from the file specified by ifildes into memory in buf. The subroutine returns the total number of bytes read into nread. If no error occurs, the value of nread will equal the value of nbyte.

**See Also**

PXFWRITE

**PXFREADDR**

*POSIX Subroutine:* Reads the current directory entry.
Module
USE IFPOSIX

Syntax
CALL PXFREADDIR (idirid, jdirent, ierror)

idirid (Input) INTEGER(4). The ID of a directory obtained from PXFOPENDIR.

jdirent (Output) INTEGER(4). A handle of structure dirent.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFREADDIR subroutine reads the entry of the directory associated with idirid into the structure associated with handle jdirent.

NOTE
To get a handle for an instance of the dirent structure, use PXFSTRUCTCREATE with the string 'dirent' for the structure name.

See Also
PXFOPEN
PXFREWINDDIR

PXFRENAME
POSIX Subroutine: Changes the name of a file.

Module
USE IFPOSIX

Syntax
CALL PXFRENAME (old, lenold, new, lennew, ierror)

old (Input) Character. The name of the file to be renamed.

lenold (Input) INTEGER(4). The length of old string.

new (Input) Character. The new file name.

lennew (Input) INTEGER(4). The length of new string.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

PXFREWINDDIR
POSIX Subroutine: Resets the position of the stream to the beginning of the directory.

Module
USE IFPOSIX
**Syntax**

CALL PXFREWINDDIR (idirid,ierror)

- **idirid**  
  (Input) INTEGER(4). The ID of a directory obtained from PXFOPENDIR.

- **ierror**  
  (Output) INTEGER(4). The error status.

If successful, `ierror` is set to zero; otherwise, an error code.

**PXFRMDIR**

*POSIX Subroutine: Removes a directory.*

**Module**

USE IFPOSIX

**Syntax**

CALL PXFRMDIR (path,ilen,ierror)

- **path**  
  (Input) Character. The directory to be removed. It must be empty.

- **ilen**  
  (Input) INTEGER(4). The length of `path` string.

- **ierror**  
  (Output) INTEGER(4). The error status.

If successful, `ierror` is set to zero; otherwise, an error code.

**See Also**

PXFMKDIR  
PXFCHDIR

**PXFSETENV**

*POSIX Subroutine: Adds a new environment variable or sets the value of an environment variable.*

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSETENV (name,lenname,new,lennew,ioverwrite,ierror)

- **name**  
  (Input) Character. The name of the environment variable.

- **lenname**  
  (Input) INTEGER(4). The length of `name`.

- **new**  
  (Input) Character. The value of the environment variable.

- **lennew**  
  (Input) INTEGER(4). The length of `new`.

- **ioverwrite**  
  (Input) INTEGER(4). A flag indicating whether to change the value of the environment variable if it exists.

- **ierror**  
  (Output) INTEGER(4). The error status.

If successful, `ierror` is set to zero; otherwise, an error code.

If `name` does not exist, `PXFSETENV` adds it with value `new`.
If `name` exists, PXFSETENV sets its value to `new` if `ioverwrite` is a nonzero number. If `ioverwrite` is zero, the value of `name` is not changed.

If `lennew` is equal to zero, PXFSETENV sets the value of the environment variable to a string equal to `new` after removing any leading or trailing blanks.

**Example**

```
program test2
use ifposix
character*10 name, new
integer lenname, lennew, ioverwrite, ierror
name = "FOR_NEW"
lenname = 7
new = "ON"
lennew = 2
ioverwrite = 1

CALL PXFSETENV (name, lenname, new, lennew, ioverwrite, ierror)
print *, "name= ", name
print *, "lenname= ", lenname
print *, "new= ", lenname
print *, "lennew= ", lenname
print *, "ierror= ", ierror
end
```

**See Also**

PXFGETENV

**PXFSETGID (L*X, M*X)**

**POSIX Subroutine:** Sets the effective group ID of the current process.

**Module**

USE IFPOSIX

**Syntax**

```
CALL PXFSETGID (igid, ierror)
```

- `igid` (Input) INTEGER(4). The group ID.
- `ierror` (Output) INTEGER(4). The error status.

If successful, `ierror` is set to zero; otherwise, an error code.

If the caller is the superuser, the real and saved group ID's are also set. This feature allows a program other than root to drop all of its group privileges, do some un-privileged work, and then re-engage the original effective group ID in a secure manner.

**CAUTION**

If the user is root then special care must be taken. PXFSETGID checks the effective gid of the caller. If it is the superuser, all process-related group ID's are set to gid. After this has occurred, it is impossible for the program to regain root privileges.

**See Also**

PXFGETGID (L*X, M*X)
**PXFSETPGID (L*X, M*X)**

*POSIX Subroutine:* Sets the process group ID.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSETPGID (ipid, ipgid, ierror)

- **ipid** (Input) INTEGER(4). The process group ID to change.
- **ipgid** (Input) INTEGER(4). The new process group ID.
- **ierror** (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFSETPGID subroutine sets the process group ID of the process specified by *ipid* to *ipgid*.

If *ipid* is zero, the process ID of the current process is used. If *ipgid* is zero, the process ID of the process specified by *ipid* is used.

PXFSETPGID can be used to move a process from one process group to another, but both process groups must be part of the same session. In this case, *ipgid* specifies an existing process group to be joined and the session ID of that group must match the session ID of the joining process.

**PXFSETSID (L*X, M*X)**

*POSIX Subroutine:* Creates a session and sets the process group ID.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSETSID (isid, ierror)

- **isid** (Output) INTEGER(4). The session ID.
- **ierror** (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFSETSID subroutine creates a new session if the calling process is not a process group leader.

The calling process is the leader of the new session and the process group leader for the new process group.

The calling process has no controlling terminal.

The process group ID and session ID of the calling process are set to the PID of the calling process. The calling process will be the only process in this new process group and in this new session.

**PXFSETUID (L*X, M*X)**

*POSIX Subroutine:* Sets the effective user ID of the current process.

**Module**

USE IFPOSIX
**Syntax**

CALL PXFSETUID (iuid, ierror)

iuid  (Output) INTEGER(4). The session ID.

ierror  (Output) INTEGER(4). The user status.

If successful, ierror is set to zero; otherwise, an error code.

If the effective user ID of the caller is root, the real and saved user ID's are also set. This feature allows a program other than root to drop all of its user privileges, do some un-privileged work, and then re-engage the original effective user ID in a secure manner.

**CAUTION**

If the user is root then special care must be taken. PXFSETUID checks the effective uid of the caller. If it is the superuser, all process-related user ID's are set to uid. After this has occurred, it is impossible for the program to regain root privileges.

---

**See Also**

PXFGETUID (L*X, M*X)

PXFSIGACTION (L*X, M*X)

**POSIX Subroutine:** Changes the action associated with a specific signal. It can also be used to examine the action of a signal.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSIGACTION (isig, jsigact, josigact, ierror)

isig  (Input) INTEGER(4). The signal number whose action should be changed.

jsigact  (Input) INTEGER(4). A handle of structure sigaction. Specifies the new action for signal isig.

josigact  (Output) INTEGER(4). A handle of structure sigaction. Stores the previous action of the specified signal isig.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The signal specified in isig can be any valid signal except SIGKILL and SIGSTOP.

If jsigact is nonzero, the new action for signal isig is installed from the structure associated with handle jsigact. If josigact is nonzero, the previous action of the specified signal is saved in the structure associated with handle josigact where it can be examined.

**NOTE**

To get a handle for an instance of the sigaction structure, use PXFSTRUCTCREATE with the string 'sigaction' for the structure name.
See Also
PXFSTRUCTCREATE

**PXFSIGADDSET (L*X, M*X)**

**POSIX Subroutine:** Adds a signal to the signal set.

**Module**
USE IFPOSIX

**Syntax**

CALL PXFSIGADDSET (jsigset, isigno, ierror)

- **jsigset** (Input) INTEGER(4). A handle of structure sigset. This is the set to add the signal to.
- **isigno** (Input) INTEGER(4). The signal number to add to the set.
- **ierror** (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFSIGADDSET subroutine adds signal number *isigno* to the set of signals associated with handle *jsigset*. This set of signals is used by PXFSIGACTION as field sa_mask in structure sigaction. It defines the set of signals that will be blocked during execution of the signal handler function (the field sa_handler in structure sigaction).

On Windows* systems, PXFSIGACTION ignores the field sa_mask in structure sigaction.

**NOTE**
To get a handle for an instance of the sigset structure, use PXFSTRUCTCREATE with the string 'sigset' for the structure name.

See Also
PXFSTRUCTCREATE
PXFSIGDELESET (L*X, M*X)
PXFSIGACTION (L*X, M*X)

**PXFSIGDELESET (L*X, M*X)**

**POSIX Subroutine:** Deletes a signal from the signal set.

**Module**
USE IFPOSIX

**Syntax**

CALL PXFSIGDELESET (jsigset, isigno, ierror)

- **jsigset** (Input) INTEGER(4). A handle of structure sigset. This is the set to delete the signal from.
- **isigno** (Input) INTEGER(4). The signal number to delete from the set.
- **ierror** (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.
The PXFSIGDELSET subroutine removes signal number isigno from the set of signals associated with handle jsigset. This set of signals is used by PXFSIGACTION as field sa_mask in structure sigaction. It defines the set of signals that will be blocked during execution of the signal handler function (the field sa_handler in structure sigaction).

On Windows* systems, PXFSIGACTION ignores the field sa_mask in structure sigaction.

NOTE
To get a handle for an instance of the sigset structure, use PXFSTRUCTCREATE with the string 'sigset' for the structure name.

See Also
PXFSTRUCTCREATE
PXFSIGADDSET (L*X, M*X)
PXFSIGACTION (L*X, M*X)

PXFSIGEMPTYSET (L*X, M*X)
POSIX Subroutine: Empties a signal set.

Module
USE IFPOSIX

Syntax
CALL PXFSIGEMPTYSET (jsigset, ierror)

jsigset (Input) INTEGER(4). A handle of structure sigset. This is the set to empty.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, nonzero.

The PXFSIGEMPTYSET subroutine initializes the signal set associated with handle jsigset to empty; all signals are excluded from the set. This set of signals is used by PXFSIGACTION as field sa_mask in structure sigaction. It defines the set of signals that will be blocked during execution of the signal handler function (the field sa_handler in structure sigaction).

On Windows* systems, PXFSIGACTION ignores the field sa_mask in structure sigaction.

NOTE
To get a handle for an instance of the sigset structure, use PXFSTRUCTCREATE with the string 'sigset' for the structure name.

See Also
PXFSTRUCTCREATE
PXFSIGFILLSET (L*X, M*X)
PXFSIGACTION (L*X, M*X)

PXFSIGFILLSET (L*X, M*X)
POSIX Subroutine: Fills a signal set.

Module
USE IFPOSIX
Syntax

CALL PXFSIGFILLSET (jsigset,ierror)

jsigset (Input) INTEGER(4). A handle of structure sigset. This is the set to fill.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFSIGFILLSET subroutine initializes the signal set associated with handle jsigset to full; all signals are included into the set. This set of signals is used by PXFSIGACTION as field sa_mask in structure sigaction. It defines the set of signals that will be blocked during execution of the signal handler function (the field sa_handler in structure sigaction).

On Windows* systems, PXFSIGACTION ignores the field sa_mask in structure sigaction.

NOTE
To get a handle for an instance of the sigset structure, use PXFSTRUCTCREATE with the string ‘sigset’ for the structure name.

See Also
PXFSTRUCTCREATE
PXFSIGEMPTYSET (L*X, M*X)
PXFSIGACTION (L*X, M*X)
PXFSIGISMEMBER (L*X, M*X)

POSIX Subroutine: Tests whether a signal is a member of a signal set.

Module
USE IFPOSIX

Syntax

CALL PXFSIGISMEMBER (jsignset,isigno,ismember,ierror)

jsignset (Input) INTEGER(4). A handle of structure sigset. This is the set the signal will be tested in.

isigno (Input) INTEGER(4). The signal number to test for membership.

ismember (Output) Logical. The returned result.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFSIGISMEMBER subroutine tests whether isigno is a member of the set associated with handle jsignset. If the signal is a member of the set, ismember is set to .TRUE.; otherwise, .FALSE.. This set of signals is used by PXFSIGACTION as field sa_mask in structure sigaction. It defines the set of signals that will be blocked during execution of the signal handler function (the field sa_handler in structure sigaction).

On Windows* systems, PXFSIGACTION ignores the field sa_mask in structure sigaction.
NOTE
To get a handle for an instance of the sigset structure, use PXFSTRUCTCREATE with the string 'sigset' for the structure name.

See Also
PXFSTRUCTCREATE
PXFSIGACTION (L*X, M*X)

PXFSIGPENDING (L*X, M*X)
POSIX Subroutine: Examines pending signals.

Module
USE IFPOSIX

Syntax
CALL PXFSIGPENDING (jsigset, ierror)

jsigset (Input) INTEGER(4). A handle of structure sigaction. The signals to examine.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFSIGPENDING subroutine is used to examine pending signals (ones that have been raised while blocked). The signal mask of the pending signals is stored in the signal set associated with handle jsigset.

PXFSIGPROCMASK (L*X, M*X)
POSIX Subroutine: Changes the list of currently blocked signals.

Module
USE IFPOSIX

Syntax
CALL PXFSIGPROCMASK (ihow, jsigset, josigset, ierror)

ihow (Input) INTEGER(4). Defines the action for jsigset.

jsigset (Input) INTEGER(4). A handle of structure sigset. The signals to examine.

josigset (Input) INTEGER(4). A handle of structure sigset. Stores the previous mask of blocked signals.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The argument ihow indicates the way in which the set is to be changed, and consists of one of the following constant names:
<table>
<thead>
<tr>
<th>Constant 1</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIG_BLOCK</td>
<td>The resulting set of blocked signals will be the union of the current signal set and the jsigset signal set.</td>
</tr>
<tr>
<td>SIG_UNBLOCK</td>
<td>The resulting set of blocked signals will be the current set of blocked signals with the signals in jsigset removed. It is legal to attempt to unblock a signal that is not blocked.</td>
</tr>
<tr>
<td>SIG_SETMASK</td>
<td>The resulting set of blocked signals will be the jsigset signal set.</td>
</tr>
</tbody>
</table>

1 These names can be used in PXCONST or IPXCONST.

If josigset is non-zero, the previous value of the signal mask is stored in the structure associated with handle josigset.

See Also
IPXCONST
PXCONST

PXFSIGSUSPEND (L*X, M*X)

POSIX Subroutine: Suspends the process until a signal is received.

Module
USE IFPOSIX

Syntax
CALL PXFSIGSUSPEND (jsigset, ierror)

jsigset  (Input) INTEGER(4). A handle of structure sigset. Specifies a set of signals.

ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

PXFSIGSUSPEND temporarily replaces the signal mask for the process with that given by the structure associated with the jsigset handle; it then suspends the process until a signal is received.

PXFSLEEP

POSIX Subroutine: Forces the process to sleep.

Module
USE IFPOSIX

Syntax
CALL PXFSLEEP (iseconds, isecleft, ierror)

iseconds  (Input) INTEGER(4). The number of seconds to sleep.

isecleft  (Output) INTEGER(4). The number of seconds left to sleep.
ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFSLEEP subroutine forces the current process to sleep until seconds iseconds have elapsed or a signal arrives that cannot be ignored.

**PXFSLEEP**

**POSIX Subroutine: Gets a file's status information.**

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSLEEP (path,ilen,jstat,ierror)

path (Input) Character. The path to the file.

ilen (Input) INTEGER(4). The length of path string.

jstat (Input) INTEGER(4). A handle of structure stat.

ierror (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFSLEEP subroutine puts the status information for the file specified by path into the structure associated with handle jstat.

---

**NOTE**

To get a handle for an instance of the stat structure, use PXFSTRUCTCREATE with the string 'stat' for the structure name.

---

**See Also**

PXFSTRUCTCREATE

**PXFSTRUCTCOPY**

**POSIX Subroutine: Copies the contents of one structure to another.**

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSTRUCTCOPY (structname,jhandle1,jhandle2,ierror)

structname (Input) Character. The name of the structure.

jhandle1 (Input) INTEGER(4). A handle to the structure to be copied.

jhandle2 (Input) INTEGER(4). A handle to the structure that will receive the copy.

ierror (Output) INTEGER(4). The error status.
If successful, `ierror` is set to zero; otherwise, an error code.

**Example**

See the example in PXFSTRUCTCREATE

---

**PXFSTRUCTCREATE**

**POSIX Subroutine:** Creates an instance of the specified structure.

---

**Module**

USE IFPOSIX

---

**Syntax**

CALL PXFSTRUCTCREATE (structname, jhandle, ierror)

- **structname** (Input) Character. The name of the structure.
  
  As for any character string, the name must be specified in single or double quotes; for example, the structure `sigaction` would be specified as `‘sigaction’`. For more information on available structures, see the table below.

- **jhandle** (Output) INTEGER(4). The handle of the newly-created structure.

- **ierror** (Output) INTEGER(4). The error status.

  If successful, `ierror` is set to zero; otherwise, an error code.

If your application passes information to the system, you should call one of the PXF(type)SET subroutines. If your application needs to get information from the structure, you should call one of the PXF(type)GET subroutines.

The following table shows:

- The structures that are available in the Fortran POSIX library
- The fields within each structure
- The subroutines you must use to access the structure fields

<table>
<thead>
<tr>
<th>Structure Name</th>
<th>Field Names</th>
<th>Subroutines for Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>sigset</td>
<td>Fields are hidden</td>
<td>PXFSIGEMPTYSET ¹, PXFSIGFILLSET ¹, PXFSIGADDSET ¹, PXFSIGDELSET ¹</td>
</tr>
<tr>
<td>sigaction</td>
<td>sa_handler</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td></td>
<td>sa_mask</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td></td>
<td>sa_flags</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td>utsname</td>
<td>sysname</td>
<td>For all fields: PXFSTRGET</td>
</tr>
<tr>
<td></td>
<td>nodename</td>
<td>PXFSTRGET</td>
</tr>
<tr>
<td></td>
<td>release</td>
<td>PXFSTRGET</td>
</tr>
<tr>
<td>Structure Name</td>
<td>Field Names</td>
<td>Subroutines for Access</td>
</tr>
<tr>
<td>---------------</td>
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<td>------------------------</td>
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<tr>
<td></td>
<td>version</td>
<td></td>
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<tr>
<td></td>
<td>machine</td>
<td></td>
</tr>
<tr>
<td>tms</td>
<td>tms_utime</td>
<td>For all fields: PXFINTGET or PXFINT8GET</td>
</tr>
<tr>
<td></td>
<td>tms_stime</td>
<td></td>
</tr>
<tr>
<td></td>
<td>tms_cutime</td>
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<td></td>
<td>tms_cstime</td>
<td></td>
</tr>
<tr>
<td>dirent</td>
<td>d_name</td>
<td>PXFSTRGET</td>
</tr>
<tr>
<td>stat</td>
<td>st_mode</td>
<td>For all fields: PXFINTGET or PXFINT8GET</td>
</tr>
<tr>
<td></td>
<td>st_ino</td>
<td></td>
</tr>
<tr>
<td></td>
<td>st_dev</td>
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<tr>
<td></td>
<td>st_nlink</td>
<td></td>
</tr>
<tr>
<td></td>
<td>st_uid</td>
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<tr>
<td></td>
<td>st_gid</td>
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<tr>
<td></td>
<td>st_size</td>
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<td></td>
<td>st_atime</td>
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<tr>
<td></td>
<td>st_mtime</td>
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<tr>
<td></td>
<td>st_ctime</td>
<td></td>
</tr>
<tr>
<td>utimbuf</td>
<td>actime</td>
<td>For all fields: PXFINTGET or PXFINT8GET</td>
</tr>
<tr>
<td></td>
<td>modtime</td>
<td></td>
</tr>
<tr>
<td>flock ¹</td>
<td>l_type</td>
<td>For all fields: PXFINTGET or PXFINT8GET</td>
</tr>
<tr>
<td></td>
<td>l_whence</td>
<td></td>
</tr>
<tr>
<td></td>
<td>l_start</td>
<td></td>
</tr>
<tr>
<td></td>
<td>l_len</td>
<td></td>
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<tr>
<td></td>
<td>l_pid</td>
<td></td>
</tr>
<tr>
<td>termios ¹</td>
<td>c_iflag</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td></td>
<td>c_oflag</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td></td>
<td>c_cflag</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td></td>
<td>c_iflag</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td></td>
<td>c_cc</td>
<td>PXFINTGET/PXFINTSET or PXFINT8GET/PXFINT8SET</td>
</tr>
<tr>
<td>group ¹</td>
<td>gr_name</td>
<td>PXFSTRGET</td>
</tr>
<tr>
<td></td>
<td>gr_gid</td>
<td>PXFINTGET or PXFINT8GET</td>
</tr>
<tr>
<td></td>
<td>gr_nmem</td>
<td>PXFINTGET or PXFINT8GET</td>
</tr>
</tbody>
</table>
**Structure Name** | **Field Names** | **Subroutines for Access**
--- | --- | ---
 passwd | gr_mem | PXFESTRGET
 | pw_name | PXFSTRGET
 | pw_uid | PXFINHGET or PXFINH8GET
 | pw_gid | PXFINHGET or PXFINH8GET
 | pw_dir | PXFSTRGET
 | pw_shell | PXFSTRGET

^L*X only

As for any character string, you must use single or double quotes when specifying a field name in a PXF(type)GET or PXF(type)SET subroutine. For example, field name sysname (in structure _utsname_) must be specified as 'sysname'.

**Example**

```fortran
program test4
  use ifposix
  implicit none
  integer(jhandle_size) jhandle1, jhandle2
  integer(4) ierror, ilen1

  print *, "Create a first instance for structure 'utsname' "
  call PXFSTRUCTCREATE("utsname", jhandle1, ierror)
  if(ierror.NE.0) STOP 'Error: cannot create structure for jhandle1'

  print *, "Create a second instance for structure 'utsname' "
  call PXFSTRUCTCREATE("utsname", jhandle2, ierror)
  if(ierror.NE.0) then
    call PXFSTRUCTFREE(jhandle1, ierror)
    STOP 'test failed - cannot create structure for jhandle2'
  end if

  print *, "Fill the structure associated with jhandle1 with arbitrary data"
  call PXFSTRSET(jhandle1, "sysname", "00000000000000", 14, ierror)
  if(ierror.NE.0) call Error('Error: can't set component sysname for jhandle1')

  call PXFSTRSET(jhandle1, "Nodename", "11111111111111", 14, ierror)
  if(ierror.NE.0) call Error('Error: can't set component nodename for jhandle1')

  call PXFSTRSET(jhandle1, "RELEASE", "22222222222222", 14, ierror)
  if(ierror.NE.0) call Error('Error: can't set component release for jhandle1')

  call PXFSTRSET(jhandle1, "verSION", "33333333333333", 14, ierror)
  if(ierror.NE.0) call Error('Error: can't set component version for jhandle1')

  call PXFSTRSET(jhandle1, "machine", "44444444444444", 14, ierror)
  if(ierror.NE.0) call Error('Error: can't set component machine for jhandle1')

  print *, "Fill the structure associated with jhandle2 with arbitrary data"
  call PXFSTRSET(jhandle2, "sysname", "aaaaaaaaa", 7, ierror)
  if(ierror.NE.0) call Error('Error: can't set component sysname for jhandle2')

  call PXFSTRSET(jhandle2, "Nodename", "BBBBBBBBBB BBB", 14, ierror)
  if(ierror.NE.0) call Error('Error: can't set component nodename for jhandle2')
```

call PXFSTRSET(jhandle2,"RELEASE","cCCC cc-cccnc",12,ierror)
if(ierr.error.NE.0) call Error('Error: can't set component release for jhandle2')

call PXFSTRSET(jhandle2,"version","dddd","d","d","d","d",1,ierror)
if(ierr.error.NE.0) call Error('Error: can't set component version for jhandle2')

call PXFSTRSET(jhandle2,"machine","eeeeeee",6,ierror)
if(ierr.error.NE.0) call Error('Error: can't set component machine for jhandle2')

print *,"Print contents of the structure associated with jhandle1"
call PRINT_UTSNAME(jhandle1)

print *,"Print contents of the structure associated with jhandle2"
call PRINT_UTSNAME(jhandle2)

print *,"Get operating system info into structure associated with jhandle1"
call PXFUNAME(jhandle1,ierror)
if(ierr.error.NE.0) call Error('Error: call to PXFUNAME has failed')

print *,"Print contents of the structure associated with jhandle1"
print*,"  returned from PXFUNAME"
call PRINT_UTSNAME(jhandle1)

print *,"Copy the contents of the structure associated with jhandle1"
print *,"  into the structure associated with jhandle2"
call PXFSTRUCTCOPY("utsname",jhandle1,jhandle2,ierror)
if(ierr.error.NE.0) call Error('Error: can't copy jhandle1 contents into jhandle2')

print *,"Print the contents of the structure associated with jhandle2."
print *,"  It should be the same after copying."
call PRINT_UTSNAME(jhandle2)

print *,"Free memory for instance of structure associated with jhandle1"
call PXFSTRUCTFREE(jhandle1,ierror)
if(ierr.error.NE.0) STOP 'Error: can't free instance of structure for jhandle1'

print *,"Free memory for instance of structure associated with jhandle2"
call PXFSTRUCTFREE(jhandle2,ierror)
if(ierr.error.NE.0) STOP 'Error: can't free instance of structure for jhandle2'

print *,"Program terminated normally"
call PXFEXIT(0)
end

See Also
PXFSTRUCTFREE
PXFTIMES

PXFSTRUCTFREE

**POSIX Subroutine:** Deletes the instance of a structure.

**Module**
USE IFPOSIX

**Syntax**

CALL PXFSTRUCTFREE (jhandle, ierror)
**Example**

See the example in PXFSTRUCTCREATE, the example in PXFTIMES

**PXFSYSCONF**

**POSIX Subroutine:** Gets values for system limits or options.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFSYSCONF (name, ival, ierror)

- **name** (Input) INTEGER(4). The system option you want information about.
- **ival** (Output) INTEGER(4). The returned value.
- **ierror** (Output) INTEGER(4). The error status.

If successful, **ierror** is set to zero; otherwise, an error code.

PXFSYSCONF lets you determine values for system limits or system options at runtime.

The value for **name** can be any of the following constants:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_SC_ARG_MAX(^1)</td>
<td>Indicates the maximum length of the arguments to the PXFEXEC family of routines.</td>
</tr>
<tr>
<td>_SC_CHILD_MAX(^1)</td>
<td>Indicates the number of simultaneous processes per user ID.</td>
</tr>
<tr>
<td>_SCCLK_TCK</td>
<td>Indicates the number of clock ticks per second.</td>
</tr>
<tr>
<td>_SC_STREAM_MAX(^2)</td>
<td>Indicates the maximum number of streams that a process can have open at any time.</td>
</tr>
<tr>
<td>_SC_TZNAME_MAX</td>
<td>Indicates the maximum number of bytes in a timezone name.</td>
</tr>
<tr>
<td>_SC_OPEN_MAX</td>
<td>Indicates the maximum number of files that a process can have open at any time.</td>
</tr>
<tr>
<td>_SC_JOB_CONTROL(^1)</td>
<td>Indicates whether POSIX-style job control is supported.</td>
</tr>
<tr>
<td>_SC_SAVED_IDS(^1)</td>
<td>Indicates whether a process has a saved set-user-ID and a saved set-group-ID.</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>_SC_VERSION¹</td>
<td>Indicates the year and month the POSIX.1 standard was approved in the format YYYYMM; the value 199009L indicates the most recent revision, 1990.</td>
</tr>
<tr>
<td>_SC_BC_BASE_MAX¹</td>
<td>Indicates the maximum obase value accepted by the bc(1) utility.</td>
</tr>
<tr>
<td>_SC_BC_DIM_MAX¹</td>
<td>Indicates the maximum value of elements that bc(1) permits in an array.</td>
</tr>
<tr>
<td>_SC_BC_SCALE_MAX¹</td>
<td>Indicates the maximum scale value allowed by bc(1).</td>
</tr>
<tr>
<td>_SC_BC_STRING_MAX¹</td>
<td>Indicates the maximum length of a string accepted by bc(1).</td>
</tr>
<tr>
<td>_SC_COLL_WEIGHTS_MAX¹</td>
<td>Indicates the maximum numbers of weights that can be assigned to an entry of the LC_COLLATE order keyword in the locale definition file.</td>
</tr>
<tr>
<td>_SC_EXPR_NEST_MAX¹,³</td>
<td>Indicates the maximum number of expressions that can be nested within parentheses by expr(1).</td>
</tr>
<tr>
<td>_SC_LINE_MAX¹</td>
<td>Indicates the maximum length of a utility’s input line length, either from standard input or from a file. This includes the length for a trailing newline.</td>
</tr>
<tr>
<td>_SC_RE_DUP_MAX¹</td>
<td>Indicates the maximum number of repeated occurrences of a regular expression when the interval notation {m,n} is used.</td>
</tr>
<tr>
<td>_SC_2_VERSION¹</td>
<td>Indicates the version of the POSIX.2 standard; it is in the format YYYYMM.</td>
</tr>
<tr>
<td>_SC_2_DEV¹</td>
<td>Indicates whether the POSIX.2 C language development facilities are supported.</td>
</tr>
<tr>
<td>_SC_2_FORT_DEV¹</td>
<td>Indicates whether the POSIX.2 FORTRAN language development utilities are supported.</td>
</tr>
<tr>
<td>_SC_2_FORT_RUN¹</td>
<td>Indicates whether the POSIX.2 FORTRAN runtime utilities are supported.</td>
</tr>
<tr>
<td>_SC_2_LOCALEDEF¹</td>
<td>Indicates whether the POSIX.2 creation of locates via localedef(1) is supported.</td>
</tr>
<tr>
<td>_SC_2_SW_DEV¹</td>
<td>Indicates whether the POSIX.2 software development utilities option is supported.</td>
</tr>
<tr>
<td>_SC_PAGESIZE (or _SC_PAGE_SIZE)</td>
<td>Indicates the size of a page (in bytes).</td>
</tr>
<tr>
<td>_SC_PHYS_PAGES⁴</td>
<td>Indicates the number of pages of physical memory. Note that it is possible for the product of this value and the value of _SC_PAGE_SIZE to overflow.</td>
</tr>
<tr>
<td>_SC_AVPHYS_PAGES⁴</td>
<td>Indicates the number of currently available pages of physical memory.</td>
</tr>
</tbody>
</table>

¹L*X only
The corresponding macros are defined in `<bits/confname.h>` on Linux* systems; `<unistd.h>` on OS X* systems. The values for argument name can be obtained by using PXFCONST or IPXFCONST when passing the string names of predefined macros in the appropriate .h file.

**See Also**
IPXFCONST
PXFCONST

**PXFTCDRAIN (L*X, M*X)**

*POSIX Subroutine:* Waits until all output written has been transmitted.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFTCDRAIN (ifildes, ierror)

- *ifildes* (Input) INTEGER(4). The file descriptor associated with the terminal.
- *ierror* (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

**PXFTCFLOW (L*X, M*X)**

*POSIX Subroutine:* Suspends the transmission or reception of data.

**Module**
USE IFPOSIX

**Syntax**
CALL PXFTCFLOW (ifildes, iaction, ierror)

- *ifildes* (Input) INTEGER(4). The file descriptor associated with the terminal.
- *iaction* (Input) INTEGER(4). The action to perform.
- *ierror* (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFTCFLOW subroutine suspends or resumes transmission or reception of data from the terminal referred to by *ifildes*. The action performed depends on the value of *iaction*, which must be one of the following constant names:
<table>
<thead>
<tr>
<th>Constant ¹</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCOOFF</td>
<td>Output is suspended.</td>
</tr>
<tr>
<td>TCOON</td>
<td>Output is resumed.</td>
</tr>
<tr>
<td>TCIOFF</td>
<td>A STOP character is transmitted. This should cause the terminal to stop transmitting data to the system.</td>
</tr>
<tr>
<td>TCION</td>
<td>A START character is transmitted. This should cause the terminal to resume transmitting data to the system.</td>
</tr>
</tbody>
</table>

¹These names can be used in PXFCONST or IPXCONST.

See Also
IPXFCONST
PXFCONST

PXFTCFLUSH (L*X, M*X)
POSIX Subroutine: Discards terminal input data, output data, or both.

Module
USE IFPOSIX

Syntax
CALL PXFTCFLUSH (ifildes, iaction, ierror)

ifildes  (Input) INTEGER(4). The file descriptor associated with the terminal.

iaction  (Input) INTEGER(4). The action to perform.

ierror   (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.
The action performed depends on the value of iaction, which must be one of the following constant names:

<table>
<thead>
<tr>
<th>Constant ¹</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCIFLUSH</td>
<td>Discards all data that has been received but not read.</td>
</tr>
<tr>
<td>TCOFLUSH</td>
<td>Discards all data that has been written but not transmitted.</td>
</tr>
<tr>
<td>TCIOFLUSH</td>
<td>Discards both data received but not read and data written but not transmitted. (Performs TCIFLUSH and TCOFLUSH actions.)</td>
</tr>
</tbody>
</table>

¹These names can be used in PXFCONST or IPXCONST.

See Also
IPXFCONST
PXFCONST
**PXFTCGETATTR (L*X, M*X)**

**POSIX Subroutine:** Reads current terminal settings.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFTCGETATTR (ifildes, jtermios, ierror)

- **ifildes** (Input) INTEGER(4). The file descriptor associated with the terminal.
- **jtermios** (Output) INTEGER(4). A handle for structure termios. Stores the terminal settings.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

**NOTE**

To get a handle for an instance of the termios structure, use PXFSTRUCTCREATE with the string 'termios' for the structure name.

**See Also**

PXFSTRUCTCREATE
PXFTCSETATTR (L*X, M*X)

**PXFTCGETPGRP (L*X, M*X)**

**POSIX Subroutine:** Gets the foreground process group ID associated with the terminal.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFTCGETPGRP (ifildes, ipgid, ierror)

- **ifildes** (Input) INTEGER(4). The file descriptor associated with the terminal.
- **ipgid** (Output) INTEGER(4). The returned process group ID.
- **ierror** (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

**See Also**

PXFTCSETPGRP (L*X, M*X)
PXFTCSENDBREAK (L*X, M*X)

**PXFTCSENDBREAK (L*X, M*X)**

**POSIX Subroutine:** Sends a break to the terminal.

**Module**

USE IFPOSIX
**Syntax**

CALL PXFTCSENDBREAK (ifildes, iduration, ierror)

*ifildes*  
(Input) INTEGER(4). The file descriptor associated with the terminal.

*iduration*  
(Input) INTEGER(4). Indicates how long the break should be.

*ierror*  
(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFTCSENDBREAK subroutine sends a break (a ‘\0’ with a framing error) to the terminal associated with *ifildes*.

**PXFTCSETATTR (L*X, M*X)**

*POSIX Subroutine: Writes new terminal settings.*

**Module**

USE IFPOSIX

**Syntax**

CALL PXFTCSETATTR (ifildes, ioptacts, jtermios, ierror)

*ifildes*  
(Input) INTEGER(4). The file descriptor associated with the terminal.

*ioptacts*  
(Input) INTEGER(4). Specifies when the terminal changes take effect.

*jtermios*  
(Input) INTEGER(4). A handle for structure termios. Contains the new terminal settings.

*ierror*  
(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFTCSETATTR subroutine copies all terminal parameters from structure termios into the terminal associated with *ifildes*. When the terminal settings will change depends on the value of *ioptacts*, which must be one of the following constant names:

<table>
<thead>
<tr>
<th>Constant 1</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>TCSANOW</td>
<td>The changes occur immediately.</td>
</tr>
<tr>
<td>TCSADRAIN</td>
<td>The changes occur after all output written to <em>ifildes</em> has been transmitted.</td>
</tr>
<tr>
<td>TCSAFLUSH</td>
<td>The changes occur after all output written to <em>ifildes</em> has been transmitted, and all input that had been received but not read has been discarded.</td>
</tr>
</tbody>
</table>

1These names can be used in PXFCONST or IPXFCONST.

**NOTE**

To get a handle for an instance of the termios structure, use PXFSTRUCTCREATE with the string 'termios' for the structure name.
See Also
PXFSSTRUCTCREATE
PXFTCGETATTR (L*X, M*X)

PXFTCSETPGRP (L*X, M*X)

POSIX Subroutine: Sets the foreground process group ID associated with the terminal.

Module
USE IFPOSIX

Syntax
CALL PXFTCSETPGRP (ifildes, ipgid, ierror)

ifildes  (Input) INTEGER(4). The file descriptor associated with the terminal.
ipgid    (Input) INTEGER(4). The foreground process group ID for ifildes.
ierror   (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

See Also
PXFTCGETPGRP (L*X, M*X)

PXFTIME

POSIX Subroutine: Returns the current system time.

Module
USE IFPOSIX

Syntax
CALL PXFTIME (itime, ierror)

itime    (Output) INTEGER(4). The returned system time.
ierror   (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.
The PXFTIME subroutine returns the number of seconds since Epoch (00:00:00 UTC, January 1, 1970).

Example
See the example in PXFTIMES.

PXFTIMES

POSIX Subroutine: Returns process times.

Module
USE IFPOSIX

Syntax
CALL PXFTIMES (jtms, itime, ierror)
**jtms**

(Output) INTEGER(4). A handle of structure *tms*.

**itime**

(Output) INTEGER(4). The returned time since system startup.

**ierror**

(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFTIMES subroutine fills the fields of structure *tms* associated with handle *jtms* with components of time that was spent by the current process. The structure fields are:

- *tms_utime* - User CPU time
- *tms_stime* - System CPU time
- *tms_cutime* - User time of child process
- *tms_cstime* - System time of child process

All members are measured in system clocks. The values can be converted to seconds by dividing by value *ival* returned from the following call:

```
PXFSYSCONF(IPFXCONST('_SC_CLK_TCK'), ival, ierror)
```

User time is the time charged for the execution of user instructions of the calling process. System time is the time charged for execution by the system on behalf of the calling process.

**NOTE**

To get a handle for an instance of the *tms* structure, use PXFSTRUCTCREATE with the string 'tms' for the structure name.

---

### Example

```fortran
program test_uname
  use ifposix
  implicit none
  integer(jhandle_size) jtms1, jtms2
  integer(4) ierror,i
  integer(4),parameter :: n=10000000
  integer(SIZEOF_CLOCK_T) itime,time1,time2, user_time1,user_time2
  integer(SIZEOF_CLOCK_T) system_time1,system_time2
  integer(4) clocks_per_sec, iname
  real(8) s, PI
  real(8) seconds_user, seconds_system

  print *,"Create a first instance for structure 'tms'"
  call PXFSTRUCTCREATE("tms",jtms1,ierror)
  if(ierror.NE.0) STOP 'Error: cannot create structure for handle jtms1'
  print *,"Create a second instance for structure 'tms'"
  call PXFSTRUCTCREATE("tms",jtms2,ierror)
  if(ierror.NE.0) then
    call PXFSTRUCTFREE(jtms1,ierror)
    STOP 'Error: cannot create structure for handle jtms2'
  end if

  print *, 'Do some calculations'
  call PXFTIMES(jtms1, itime,ierror)
  if(ierror.NE.0) then
    call PXFSTRUCTFREE(jtms1,ierror)
    call PXFSTRUCTFREE(jtms2,ierror)
    STOP 'Error: the first call of PXFTIMES fails'
  end if
  call PXFTIME(time1, ierror)
```

---

Intel® Fortran Compiler 16.0 User and Reference Guide
if(ierror.NE.0) then
  call PXFSTRUCTFREE(jtms1,ierror)
  call PXFSTRUCTFREE(jtms2,ierror)
  STOP 'Error: the first call of PXFTIME fails'
end if

s = 0._8
PI = atan(1._8)*4
do i=0, n
  s = s + cos(i*PI/n)*sin(i*PI/n)
end do
print *, " s=", s

call PXFTIMES(jtms2, itime,ierror)
if(ierror.NE.0) then
  call PXFSTRUCTFREE(jtms1,ierror)
  call PXFSTRUCTFREE(jtms2,ierror)
  STOP 'Error: the second call of PXFTIMES fails'
end if

call PXFTIME(time2, ierror)
if(ierror.NE.0) then
  call PXFSTRUCTFREE(jtms1,ierror)
  call PXFSTRUCTFREE(jtms2,ierror)
  STOP 'Error: the second call of PXFTIME fails'
end if
!
!DIR$ IF DEFINED(_M_INNN)
call PXFINT8GET(jtms1,"tms_utime",user_time1,ierror)
call PXFINT8GET(jtms1,"tms_stime",system_time1,ierror)
call PXFINT8GET(jtms2,"tms_utime",user_time2,ierror)
call PXFINT8GET(jtms2,"tms_stime",system_time2,ierror)
!DIR$ ELSE
  call PXFINTGET(jtms1,"tms_utime",user_time1,ierror)
call PXFINTGET(jtms1,"tms_stime",system_time1,ierror)
call PXFINTGET(jtms2,"tms_utime",user_time2,ierror)
call PXFINTGET(jtms2,"tms_stime",system_time2,ierror)
!DIR$ ENDIF

iname = IPXFCONST("_SC_CLK_TCK")
call PXFSYSCONF(iname,clocks_per_sec, ierror)
if(ierror.NE.0) then
  call PXFSTRUCTFREE(jtms1,ierror)
  call PXFSTRUCTFREE(jtms2,ierror)
  STOP 'Error: the call of PXFSYSCONF fails'
end if

seconds_user = (user_time2 - user_time1)/DBLE(clocks_per_sec)
seconds_system = (system_time2 - system_time1)/DBLE(clocks_per_sec)
print *, " The processor time of calculations:"
print *, " User code execution(in seconds):", seconds_user
print *, " Kernal code execution(in seconds):", seconds_system
print *, " Total processor time(in seconds):", seconds_user + seconds_system
print *, " Elapsed wall clock time(in seconds):", time2 - time1

print *, "Free memory for instance of structure associated with jtms"
call PXFSTRUCTFREE(jtms1,ierror)
call PXFSTRUCTFREE(jtms2,ierror)
end program

See Also
PXFSTRUCTCREATE
PXFTTYNAME (L*X, M*X)

**POSIX Subroutine:** Gets the terminal pathname.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFTTYNAME (ifildes, s, ilen, ierror)

*ifildes* (Input) INTEGER(4). The file descriptor associated with the terminal.

*s* (Output) Character. The returned terminal pathname.

*ilen* (Output) INTEGER(4). The length of the string stored in *s*.

*ierror* (Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

PXFUCOMPARE

**POSIX Subroutine:** Compares two unsigned integers.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFUCOMPARE (i1, i2, icmpr, idiff)

*i1, i2* (Input) INTEGER(4). The two unsigned integers to compare.

*icmpr* (Output) INTEGER(4). The result of the comparison; one of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>If <em>i1</em> &lt; <em>i2</em></td>
</tr>
<tr>
<td>0</td>
<td>If <em>i1</em> = <em>i2</em></td>
</tr>
<tr>
<td>1</td>
<td>If <em>i1</em> &gt; <em>i2</em></td>
</tr>
</tbody>
</table>

*idiff* (Output) INTEGER(4). The absolute value of the difference.

The PXFUCOMPARE subroutine compares two unsigned integers and returns the absolute value of their difference into *idiff*.

PXFUMASK

**POSIX Subroutine:** Sets a new file creation mask and gets the previous one.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFUMASK (icmask, iprevcmask, ierror)
**icmask**  
(Input) INTEGER(4). The new file creation mask.

**iprevcmask**  
(Output) INTEGER(4). The previous file creation mask.

**ierror**  
(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

---

**PXFUNAME**

**POSIX Subroutine:** Gets the operation system name.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFUNAME (jutsname, ierror)

**jutsname**  
(Input) INTEGER(4). A handle of structure utsname.

**ierror**  
(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFUNAME subroutine provides information about the operation system. The information is stored in the structure associated with handle *jutsname*.

**Example**

See the example in PXFSTRUCTCREATE

---

**PXFUNLINK**

**POSIX Subroutine:** Removes a directory entry.

**Module**

USE IFPOSIX

**Syntax**

CALL PXFUNLINK (path, ilen, ierror)

**path**  
(Input) Character. The name of the directory entry to remove.

**ilen**  
(Input) INTEGER(4). The length of *path* string.

**ierror**  
(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

---

**PXFUTIME**

**POSIX Subroutine:** Sets file access and modification times.

**Module**

USE IFPOSIX
Syntax

CALL PXFUTIME (path, ilen, jutimbuf, ierror)

path  (Input) Character. The path to the file.
ilen  (Input) INTEGER(4). The length of path string.
jutimbuf  (Input) INTEGER(4). A handle of structure utimbuf.
ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFUTIME subroutine sets access and modification times for the file pointed to by path. The time values are retrieved from structure utimbuf.

PXFWAIT (L*X, M*X)

POSIX Subroutine: Waits for a child process.

Module

USE IFPOSIX

Syntax

CALL PXFWAIT (istat, iretpid, ierror)

istat  (Output) INTEGER(4). The returned status of the child process.
iretpid  (Output) INTEGER(4). The process ID of the stopped child process.
ierror  (Output) INTEGER(4). The error status.

If successful, ierror is set to zero; otherwise, an error code.

The PXFWAIT subroutine suspends execution of the current process until a child has exited, or until a signal is delivered whose action terminates the current process or calls a signal handling routine. If the child has already exited by the time of the call (a "zombie" process), a return is immediately made. Any system resources used by the child are freed.

The subroutine returns in iretpid the value of the process ID of the child that exited, or zero if no child was available. The returned value in istat can be used in subroutines IPXFWEXITSTATUS, IPXFWSTOPSIG, IPXFWTERMSIG, PXFWIFEXITED, PXFWIFSIGNALED, and PXFWIFSTOPPED.

Example

program t1
use ifposix
integer(4) ipid, istat, ierror, ipid_ret, istat_ret
print *, " the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET,IERROR)
if(IPID.EQ.0) then
    print *, " I am a child process"
    print *, " My child's pid is", IPID_RET
    call PXFGETPPID(IPID_RET,IERROR)
    print *, " The pid of my parent is",IPID_RET
    print *, " Now I have exited with code 0xABCDE"
call PXFEXIT(Z'ABCD')
else
print *, "I am a parent process"
print *, "My parent pid is ", IPID_RET
print *, "I am creating the process with pid ", IPID
print *, "Now I am waiting for the end of the child process"
call PXFWAIT(ISTAT, IPID_RET, IERROR)
print *, "The child with pid ", IPID_RET," has exited"
if( PXFWIFEXITED(ISTAT) ) then
  print *, "The child exited normally"
  istat_ret = IPXFWEXITSTATUS(ISTAT)
  print 10,"The low byte of the child exit code is", istat_ret
end if
end if
10 FORMAT (A,Z)
end program

See Also
PXFWAITPID (L*X, M*X)
IPXFWEXITSTATUS (L*X, M*X)
IPXFWSTOPSIG (L*X, M*X)
IPXFWTERMSIG (L*X, M*X)
PXFWIFEXITED (L*X, M*X)
PXFWIFSIGNALED (L*X, M*X)
PXFWIFSTOPPED (L*X, M*X)

PXFWAITPID (L*X, M*X)

**POSIX Subroutine:** Waits for a specific PID.

Module
USE IFPOSIX

Syntax
CALL PXFWAITPID (ipid, istat, ioptions, iretpid, ierror)

**ipid**
(Input) INTEGER(4). The PID to wait for. One of the following values:

<table>
<thead>
<tr>
<th>Value</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; -1</td>
<td>Specifies to wait for any child process whose process group ID is equal to the absolute value of ipid.</td>
</tr>
<tr>
<td>-1</td>
<td>Specifies to wait for any child process; this is the same behavior as PXFWAIT.</td>
</tr>
<tr>
<td>0</td>
<td>Specifies to wait for any child process whose process group ID is equal to that of the calling process.</td>
</tr>
<tr>
<td>&gt; 0</td>
<td>Specifies to wait for the child whose process ID is equal to the value of ipid.</td>
</tr>
</tbody>
</table>

**istat**
(Output) INTEGER(4). The returned status of the child process.
**ioptions**

(Input) INTEGER(4). One or more of the following constant values (which can be passed to PXFCONST or IPXFCONST):

<table>
<thead>
<tr>
<th>Value</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>WNOHANG</td>
<td>Specifies to return immediately if no child process has exited.</td>
</tr>
<tr>
<td>WUNTRACED</td>
<td>Specifies to return for child processes that have stopped, and whose status has not been reported.</td>
</tr>
</tbody>
</table>

**iretpid**

(Output) INTEGER(4). The PID of the stopped child process.

**ierror**

(Output) INTEGER(4). The error status.

If successful, *ierror* is set to zero; otherwise, an error code.

The PXFWAITPID subroutine suspends execution of the current process until the child specified by *ipid* has exited, or until a signal is delivered whose action terminates the current process or calls a signal handling routine. If the child specified by *ipid* has already exited by the time of the call (a "zombie" process), a return is immediately made. Any system resources used by the child are freed.

The returned value in *istat* can be used in subroutines PXFWEXITSTATUS, PXFWSTOPSIG, PXFWTERMSIG, PXFWIFEXITED, PXFWIFSIGNALED, and PXFWIFSTOPPED.

**See Also**

PXFWAIT (L*X, M*X)
IPFWEXITSTATUS (L*X, M*X)
IPFWSTOPSIG (L*X, M*X)
IPFWTERMSIG (L*X, M*X)
PXFWIFEXITED (L*X, M*X)
PXFWIFSIGNALED (L*X, M*X)
PXFWIFSTOPPED (L*X, M*X)

**PXFWIFEXITED (L*X, M*X)**

**POSIX Function:** Determines if a child process has exited.

**Module**

USE IFPOSIX

**Syntax**

```fortran
result = PXFWIFEXITED (istat)
```

**istat**

(Output) INTEGER(4). The status of the child process (obtained from PXFWAIT or PXFWAITPID).

**Results**

The result type is logical. The result value is .TRUE. if the child process has exited normally; otherwise, .FALSE..

**Example**

```fortran
program t1
use ifposix
integer(4) ipid, istat, ierror, ipid_ret, istat_ret
```
print *, "the child process will be born"
call PXFFORK(IPID, IERROR)
call PXFGETPID(IPID_RET, IERROR)
if(IPID.EQ.0) then
   print *, "I am a child process"
   print *, "My child's pid is", IPID_RET
   call PXFGETPPID(IPID_RET, IERROR)
   print *, "The pid of my parent is", IPID_RET
   print *, "Now I have exited with code 0xABCD"
call PXFEXIT(Z'ABCD')
else
   print *, "I am a parent process"
   print *, "My parent pid is", IPID_RET
   print *, "I am creating the process with pid", IPID
   print *, "Now I am waiting for the end of the child process"
call PXFWAIT(ISTAT, IPID_RET, IERROR)
   print *, "The child with pid ", IPID_RET," has exited"
   if( PXFWIFEXITED(ISTAT) ) then
      print *, "The child exited normally"
      istat_ret = IPXFWEXITSTATUS(ISTAT)
      print 10, "The low byte of the child exit code is", istat_ret
   end if
end if
10 FORMAT (A,Z)
end program

See Also
PXFWIFSIGNALED (L*X, M*X)
PXFWIFSTOPPED (L*X, M*X)

PXFWIFSIGNALED (L*X, M*X)

**POSIX Function**: Determines if a child process has exited because of a signal.

**Module**
USE IFPOSIX

**Syntax**
result = PXFWIFSIGNALED (istat)

`istat` (Output) INTEGER(4). The status of the child process (obtained from PXFWAIT or PXFWAITPID).

**Results**
The result type is logical. The result value is .TRUE. if the child process has exited because of a signal that was not caught; otherwise, .FALSE..

See Also
PXFWIFEXITED (L*X, M*X)
PXFWIFSTOPPED (L*X, M*X)

PXFWIFSTOPPED (L*X, M*X)

**POSIX Function**: Determines if a child process has stopped.

**Module**
USE IFPOSIX
Syntax

\[
\text{result} = \text{PXFWIFSTOPPED} \ (\text{istat})
\]

\textit{istat} \quad \text{(Output) INTEGER(4). The status of the child process (obtained from PXFWAIT or PXFWAITPID).}

Results

The result type is logical. The result value is .TRUE. if the child process has stopped; otherwise, .FALSE..

See Also

PXFWIFEXITED \ ((L*X, M*X))
PXFWIFSIGNALED \ ((L*X, M*X))

\textbf{PXFWRITE}

\textit{POSIX Subroutine:} Writes to a file.

Module

\textbf{USE IFPOSIX}

Syntax

\textbf{CALL PXFWRITE} \ (\textit{ifildes, buf, nbyte, nwritten, ierror})

\textit{ifildes} \quad \text{(Input) INTEGER(4). The file descriptor for the file to be written to.}

\textit{buf} \quad \text{(Input) Character. The buffer that contains the data to write into the file.}

\textit{nbyte} \quad \text{(Input) INTEGER(4). The number of bytes to write.}

\textit{nwritten} \quad \text{(Output) INTEGER(4). The returned number of bytes written.}

\textit{ierror} \quad \text{(Output) INTEGER(4). The error status.}

If successful, \textit{ierror} is set to zero; otherwise, an error code.

The PXFWRITE subroutine writes \textit{nbyte} bytes from the storage \textit{buf} into a file specified by file descriptor \textit{ifildes}. The subroutine returns the total number of bytes read into \textit{nwritten}. If no error occurs, the value of \textit{nwritten} will equal the value of \textit{nbyte}.

See Also

PXFREAD

Q to R

Q to R

\textbf{QCMPLX}

\textit{Elemental Intrinsic Function (Specific):} Converts an argument to COMPLEX(16) type. This function cannot be passed as an actual argument.

Syntax

\[
\text{result} = \text{QCMPLX} \ (x[,y])
\]
$x$  (Input) Must be of type integer, real, or complex.

$y$  (Input; optional) Must be of type integer or real. It must not be present if $x$ is of type complex.

**Results**

The result type is COMPLEX(16) (or COMPLEX*32).

If only one noncomplex argument appears, it is converted into the real part of the result value and zero is assigned to the imaginary part. If $y$ is not specified and $x$ is complex, the result value is CMPLX(REAL($x$), AIMAG($x$)).

If two noncomplex arguments appear, the complex value is produced by converting the first argument into the real part of the value, and converting the second argument into the imaginary part.

QCMPLX($x$, $y$) has the complex value whose real part is REAL($x$, kind=16) and whose imaginary part is REAL($y$, kind=16).

**Example**

QCMPLX(-3) has the value (-3.0Q0, 0.0Q0).

QCMPLX(4.1, 2.3) has the value (4.1Q0, 2.3Q0).

See Also

CMPLX
DCMPLX
FLOAT
INT
IFIX
REAL Function
SNGL

**QEXT**

*Elemental Intrinsic Function (Generic):* Converts a number to quad precision (REAL(16)) type.

**Syntax**

result = QEXT(a)

$a$  (Input) Must be of type integer, real, or complex.

**Results**

The result type is REAL(16) (REAL*16). Functions that cause conversion of one data type to another type have the same effect as the implied conversion in assignment statements.

If $a$ is of type REAL(16), the result is the value of the $a$ with no conversion (QEXT(a) = a).

If $a$ is of type integer or real, the result has as much precision of the significant part of $a$ as a REAL(16) value can contain.

If $a$ is of type complex, the result has as much precision of the significant part of the real part of $a$ as a REAL(16) value can contain.

<table>
<thead>
<tr>
<th>Specific Name ¹</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>INTEGER(1)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>
### Specific Name ¹

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>INTEGER(2)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td></td>
<td>INTEGER(4)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td></td>
<td>INTEGER(8)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>QEXT</td>
<td>REAL(4)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>QEXTD</td>
<td>REAL(8)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td></td>
<td>REAL(16)</td>
<td>REAL(16)</td>
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<tr>
<td></td>
<td>COMPLEX(4)</td>
<td>REAL(16)</td>
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<tr>
<td></td>
<td>COMPLEX(8)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

¹These specific functions cannot be passed as actual arguments.

### Example

QEXT (4) has the value 4.0 (rounded; there are 32 places to the right of the decimal point).

QEXT ((3.4, 2.0)) has the value 3.4 (rounded; there are 32 places to the right of the decimal point).

### QFLOAT

*Elemental Intrinsic Function (Generic):* Converts an integer to quad precision (REAL(16)) type.

#### Syntax

```fortran
result = QFLOAT (a)
```

*a*  (Input) Must be of type integer.

#### Results

The result type is REAL(16) (REAL*16).

Functions that cause conversion of one data type to another type have the same affect as the implied conversion in assignment statements.

#### Example

QFLOAT (-4) has the value -4.0 (rounded; there are 32 places to the right of the decimal point).

### QNUM

*Elemental Intrinsic Function (Specific):* Converts a character string to a REAL(16) value. This function cannot be passed as an actual argument.

#### Syntax

```fortran
result = QNUM (i)
```

*i*  (Input) Must be of type character.

#### Results

The result type is REAL(16). The result value is the real value represented by the character string *i*.
Example
QNUM ("-174.23") has the value -174.23 of type REAL(16).

QRANSET
**Portability Subroutine:** Sets the seed for a sequence of pseudo-random numbers.

**Module**
USE IFPORT

**Syntax**
CALL QRANSET (rseed)

*rseed* 
(Input) INTEGER(4). The reset value for the seed.

QREAL
**Elemental Intrinsic Function (Specific):** Converts the real part of a COMPLEX(16) argument to REAL(16) type. This is a specific function that has no generic function associated with it. It cannot be passed as an actual argument.

**Syntax**
result = QREAL (a)

*a* 
(Input) Must be of type COMPLEX(16) (or COMPLEX*32).

**Results**
The result type is quad-precision real (REAL(16) or REAL*16).

**Example**
QREAL ((2.0q0, 3.0q0)) has the value 2.0q0.

**See Also**
REAL Function
DREAL

QSORT
**Portability Subroutine:** Performs a quick sort on an array of rank one.

**Module**
USE IFPORT

**Syntax**
CALL QSORT (array, len, isize, compar)

*array* 
(Input) Any type. One-dimensional array to be sorted.

If the data type does not conform to one of the predefined interfaces for QSORT, you may have to create a new interface (see below).
**Example**

```fortran
! program showing how to call 'QSORT' on
! a user-defined type.
!
! Define the type to be shared.
!
module share_type
  type element_type
    integer       :: data
    character(10) :: key
  end type
end module
!

! Main program calls QSORT.
!
program main
  use IFPORT       ! To get QSORT
  use share_type   ! To get shared type
  
  ! Define an overload of the default QSORT signature
  ! with a signature using the shared type.
```

**NOTE**

If you use QSORT with different data types, your program must have a USE IFPORT statement so that all the calls work correctly. In addition, if you wish to use QSORT with a derived type or a type that is not in the predefined interfaces, you must include an overload for the generic subroutine QSORT. Examples of how to do this are in the portability module's source file, `IFPORT.F90`. 

---

*Input* INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Number of elements in `array`.

*isize* (Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Size, in bytes, of a single element of `array`:

- 4 if array is of type REAL(4)
- 8 if array is of type REAL(8) or complex
- 16 if array is of type COMPLEX(8)

*compar* (Input) INTEGER(2). Name of a user-defined ordering function that determines sort order. The type declaration of `compar` takes the form:

```fortran
INTEGER(2) FUNCTION compar(arg1, arg2)
```

where `arg1` and `arg2` have the same type as `array` (above). Once you have created an ordering scheme, implement your sorting function so that it returns the following:

- Negative if `arg1` should precede `arg2`
- Zero if `arg1` is equivalent to `arg2`
- Positive if `arg1` should follow `arg2`

Dummy argument `compar` must be declared as external.

In place of an INTEGER kind, you can specify the constant `SIZEOF_SIZE_T`, defined in `IFPORT.F90`, for argument `len` or `isize`. Use of this constant ensures correct compilation.
39
!
interface
subroutine QSORT_element_types(array, len, isize, comp)
use share_type
type(element_type) array(len)
integer len, isize
integer(2), external :: comp
!
! Hook the overload to the real thing but be careful
! to connect to the correct qsort: the Fortran one, not
! the C one!
!
! We need to call the _Fortran_ qsort, not the _C_ one, or
! there will be errors from the 1-origin vs. 0-origin indexing
! and the row-major vs. column-major ordering.
!
! The symptom is that "OrderCharCI" is called with pointer values
! which are outside the bounds of the array to be sorted.
!
!DIR$ ATTRIBUTES ALIAS:'_qsort' :: QSORT_element_types
end subroutine QSORT_element_types
end interface
type(element_type) :: c(7)
integer(2), external :: OrderCharCI
integer :: size_of_element, size_of_array
! Fill in the array to be sorted. The data value is chosen so
! that the sorted array will have the values in numeric order.
! Thus we can check the result of the sort.
!
c(1)%key = 'aisjdop'
c(1)%data = 3
c(2)%key = '35djf2'
c(2)%data = 1
c(3)%key = 'ss:ss'
c(3)%data = 6
c(4)%key = 'MMhQQ'
c(4)%data = 4
c(5)%key = 'mmHqq'
c(5)%data = 5
c(6)%key = 'aaaa'
c(6)%data = 2
c(7)%key = '["\/'
c(7)%data = 7
size_of_array = size(c)
size_of_element = sizeof(c(1))

! 7
! 16

write(*,*) '"C" is:'
do i = 1, 7
write(*,*) ' "', c(i)%key, '" value ', c(i)%data
end do
write(*,*)
write(*,*)
write(*,*)
write(*,*)
write(*,*)

' '
'size of C is
', size_of_array, ' elements'
'size of element C(1) is ', size_of_element, ' bytes'
'len of key in C(1) is ', len(c(1)%key)
' '

1825


! Call the overloaded QSORT routine.
!
Call QSort_element_types(C, size_of_array, size_of_element, OrderCharCI)

write(*,*) 'Sorted "C" is '
do i = 1, 7
write(*,*) ' "', c(i)%key, '" value ', c(i)%data
end do
end program main

! Computes order of character strings using a case insensitive ordering.
!
! Return -1 if C1 before C2, 0 if C1 = C2, and 1 if C1 after C2.
!
! Called first with the pair (2,3), then (1,2), then (1,3)...when passing
! character strings of length 10.
!
! Passing "element_type" objects, it's called first with the pair (1, <invalid>),
! and the second item has a address well before the beginning of "C".
!
function OrderCharCI(c1, c2)
    use share_type
    implicit none

    type(element_type), intent(in) :: c1 ! Character strings to be ordered.
    type(element_type), intent(in) :: c2 !

    ! Function result:
    !
    integer(2) :: OrderCharCI

    ! Locals:
    !
    character(10) :: c1L !} Local copies of c1 and c2.
    character(10) :: c2L !}

    integer :: i ! Loop index.

    write(*,*)'OrderCharCI, parameter C1 is "', c1%key, '" ', c1%data, ', len is ', len(c1%key)
    write(*,*)' len_trim is ', len_trim(c1%key)
    write(*,*) ' about to start do loop'

    do i = 1, len_trim(c1L)
        if ('a' <= c1L(i:i) .and. c1L(i:i) <= 'z') c1L(i:i) = char(ichar(c1L(i:i)) - ichar('a') +
                      ichar('A'))
    end do
do i = 1, len_trim(C2L)
   if ('a' <= c2L(i:i) .and. c2L(i:i) <= 'z')
     c2L(i:i) = char(ichar(c2L(i:i)) - ichar('a') + ichar('A'))
   end do
   if (c1L == c2L) Then
     OrderCharCI = 0
     write(*,*) ' - equal'
   else if (c1L < c2L) Then
     OrderCharCI = -1
     write(*,*) ' - c1 is less'
   else
     OrderCharCI = 1
     write(*,*) ' - c1 is more'
   end if
end function OrderCharCI

The following shows another example:

PROGRAM SORTQ
USE IFPORT
integer(2), external :: cmp_function
integer(2) insort(26), i
integer (SIZEOF_SIZE_T) array_len, array_size
array_len = 26
array_size = 2
do i=90,65,-1
   insort(i-64)=91 - i
end do
print *, "Before: ", insort
CALL qsort(insort,array_len,array_size,cmp_function)
print *, "After: ", insort
END

! integer(2) function cmp_function(a1, a2)
   integer(2) a1, a2
   cmp_function=a1-a2
end function

RADIX

Inquiry Intrinsic Function (Generic): Returns the base of the model representing numbers of the same type and kind as the argument.

Syntax
result = RADIX (x)

x (Input) Must be of type integer or real; it can be scalar or array valued.

Results
The result is a scalar of type default integer. For an integer argument, the result has the value r (as defined in Model for Integer Data). For a real argument, the result has the value b (as defined in Model for Real Data).

Example
If X is a REAL(4) value, RADIX (X) has the value 2.
See Also
DIGITS
EXPONENT
FRACTION
Data Representation Models

RAISEQQ

Portability Function: Sends a signal to the executing program.

Module
USE IFPORT

Syntax
result = RAISEQQ (sig)

sig
(Input) INTEGER(4). Signal to raise. One of the following constants (defined in IFPORT.F90):

- SIG$ABORT - Abnormal termination
- SIG$FPE - Floating-point error
- SIG$ILL - Illegal instruction
- SIG$INT - CTRL+C signal
- SIG$SEGV - Illegal storage access
- SIG$TERM - Termination request

If you do not install a signal handler (with SIGNALQQ, for example), when a signal occurs the system by default terminates the program with exit code 3.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, nonzero.

If a signal-handling routine for sig has been installed by a prior call to SIGNALQQ, RAISEQQ causes that routine to be executed. If no handler routine has been installed, the system terminates the program (the default action).

See Also
SIGNALQQ
SIGNAL
KILL

RAN

Nonelemental Intrinsic Function (Specific):
Returns the next number from a sequence of pseudorandom numbers of uniform distribution over the range 0 to 1. This is a specific function that has no generic function associated with it. It cannot be passed as an actual argument.

Syntax
result = RAN (i)

i
(Input; output) Must be an INTEGER(4) variable or array element.
It should initially be set to a large, odd integer value. The RAN function stores a value in the argument that is later used to calculate the next random number.

There are no restrictions on the seed, although it should be initialized with different values on separate runs to obtain different random numbers.

**Results**

The result type is REAL(4). The result is a floating-point number that is uniformly distributed in the range between 0.0 inclusive and 1.0 exclusive. It is set equal to the value associated with the argument $i$.

RAN is not a pure function.

**Example**

In RAN (1), if variable I has the value 3, RAN has the value 4.8220158E-05.

**See Also**

RANDOM Subroutine
RANDOM_NUMBER

**RAND, RANDOM**

*Portability Functions:* Return real random numbers in the range 0.0 to 1.0, not including the end points.

**Module**

USE IFPORT

**Syntax**

```
result = RAND ([ iflag])
result = RANDOM (iflag)
```

* `iflag` (Input) INTEGER(4). Optional for RAND. Controls the way the random number is selected.

**Results**

The result type is REAL(4). RAND and RANDOM return random numbers in the range 0.0 to 1.0, not including the end points.

<table>
<thead>
<tr>
<th>Value of <code>iflag</code></th>
<th>Selection process</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The generator is restarted and the first random value is selected.</td>
</tr>
<tr>
<td>0</td>
<td>The next random number in the sequence is selected.</td>
</tr>
<tr>
<td>Otherwise</td>
<td>The generator is reseeded using <code>iflag</code>, restarted, and the first random value is selected.</td>
</tr>
</tbody>
</table>

When RAND is called without an argument, the following applies:

- The value of `iflag` is assumed to be 0.
- You must specify USE IFPORT.

There is no difference between RAND and RANDOM. Both functions are included to ensure portability of existing code that references one or both of them.
The intrinsic functions RANDOM_NUMBER and RANDOM_SEED provide the same functionality and they are the recommended functions to use when writing programs to generate random numbers.

You can use SRAND to restart the pseudorandom number generator used by RAND.

NOTE
RANDOM is available as a function or subroutine.

Example
The following example shows how to use both the RANDOM function and the RANDOM subroutine:

```fortran
use ifport
real(4) ranval
call seed(1995) ! initialize
call random(ranval) ! get next random number
print *,ranval
ranval = random(1) ! initialize
ranval = random(0) ! get next random number
print *,ranval
end
```

See Also
RANDOM_NUMBER
RANDOM_SEED
SRAND

RANDOM Subroutine

**Portability Subroutine:** Returns a pseudorandom number greater than or equal to zero and less than one from the uniform distribution.

Module

USE IFPORT

Syntax

CALL RANDOM (ranval)

ranval (Output) REAL(4). Pseudorandom number, 0 \( \leq \text{ranval} < 1 \), from the uniform distribution.

A given seed always produces the same sequence of values from RANDOM.

If SEED is not called before the first call to RANDOM, RANDOM begins with a seed value of one. If a program must have a different pseudorandom sequence each time it runs, pass the constant RND$TIMESEED (defined in IFCORE.F90) to SEED before the first call to RANDOM.

The portability routines DRAND, DRANDM, IRAND, IRANDM, RAN, RAND, and the RANDOM portability function and subroutine use the same algorithms and thus return the same answers. They are all compatible and can be used interchangeably. The algorithm used is a "Prime Modulus M Multiplicative Linear Congruential Generator," a modified version of the random number generator by Park and Miller in "Random Number Generators: Good Ones Are Hard to Find," CACM, October 1988, Vol. 31, No. 10.
Example

USE IFPORT
REAL(4) ran

CALL SEED(1995)
CALL RANDOM(ran)

The following example shows how to use both the RANDOM subroutine and the RANDOM function:

use ifport
real(4) ranval
! from libifcore.lib
call seed(1995) ! initialize
! also from for_m_irand.c in libfor
call random(ranval) ! get next random number

print *,ranval
! from libifport.lib
ranval = random(1) ! initialize
! same
ranval = random(0) ! get next random number

print *,ranval
end

See Also
RANDOM_NUMBER
SEED
DRAND, DRANDM
IRAND, IRANDM
RAN
RAND, RANDOM

RANDOM_NUMBER
Intrinsic Subroutine: Returns one pseudorandom number or an array of such numbers.

Syntax
CALL RANDOM_NUMBER (harvest)

harvest (Output) Must be of type real. It can be a scalar or an array variable. It is set to contain pseudorandom numbers from the uniform distribution within the range 0 <= x < 1.

The seed for the pseudorandom number generator used by RANDOM_NUMBER can be set or queried with RANDOM_SEED. If RANDOM_SEED is not used, the processor sets the seed for RANDOM_NUMBER to a processor-dependent value.

The RANDOM_NUMBER generator uses two separate congruential generators together to produce a period of approximately 10**18, and produces real pseudorandom results with a uniform distribution in (0,1). It accepts two integer seeds, the first of which is reduced to the range [1, 2147483562]. The second seed is reduced to the range [1, 2147483398]. This means that the generator effectively uses two 31-bit seeds.

For more information on the algorithm, see the following:

Example

Consider the following:

```fortran
REAL Y, Z (5, 5)
! Initialize Y with a pseudorandom number
CALL RANDOM_NUMBER (HARVEST = Y)
CALL RANDOM_NUMBER (Z)
```

Y and Z contain uniformly distributed random numbers.

The following shows another example:

```fortran
REAL x, array1 (5, 5)
CALL RANDOM_SEED()
CALL RANDOM_NUMBER(x)
CALL RANDOM_NUMBER(array1)
```

The following shows another example:

```fortran
program testrand
  intrinsic random_seed, random_number
  integer size, seed(2), gseed(2), hiseed(2), zseed(2)
  real harvest(10)
  data seed /123456789, 987654321/
  data hiseed /-1, -1/
  data zseed /0, 0/
  call random_seed(SIZE=size)
  print *, "size ",size
  call random_seed(PUT=hiseed(1:size))
  call random_seed(GET=gseed(1:size))
  print *, "hiseed gseed ", hiseed, gseed
  call random_seed(PUT=zseed(1:size))
  call random_seed(GET=gseed(1:size))
  print *, "zseed gseed ", zseed, gseed
  call random_seed(PUT=seed(1:size))
  call random_seed(GET=gseed(1:size))
  call random_number(HARVEST=harvest)
  print *, "seed gseed ", seed, gseed
  print *, "harvest"
  print *, harvest
  call random_seed(GET=gseed(1:size))
  print *, "gseed after harvest ", gseed
end program testrand
```

See Also

RANF Intrinsic Procedure
RANDOM_SEED
RANDOM Subroutine
SEED
DRAND, DRANDM
IRAND, IRANDM
RAN
RAND, RANDOM

RANDOM_SEED

Intrinsic Subroutine (Generic): Changes or queries the seed (starting point) for the pseudorandom number generator used by intrinsic subroutine RANDOM_NUMBER. Intrinsic subroutines cannot be passed as actual arguments.
Syntax

CALL RANDOM_SEED ([size] [,put] [,get])

size  (Output; optional) Must be scalar and of type integer. Set to the number of
      integers (N) that the processor uses to hold the value of the seed.

put  (Input; optional) Must be an integer array of rank one and size greater than
      or equal to N. It is used to reset the value of the seed.

get  (Output; optional) Must be an integer array of rank one and size greater
      than or equal to N. It is set to the current value of the seed.

No more than one argument can be specified. If no argument is specified, a random number based on the
date and time is assigned to the seed.

You can determine the size of the array the processor uses to store the seed by calling RANDOM_SEED with
the size argument (see the second example below).

Example

Consider the following:

```
CALL RANDOM_SEED                        ! Processor initializes the
!   seed randomly from the date          ! and time
CALL RANDOM_SEED (SIZE = M)             ! Sets M to N
CALL RANDOM_SEED (PUT = SEED (1 : M))   ! Sets user seed
CALL RANDOM_SEED (GET = OLD (1 : M))    ! Reads the current seed
```

The following shows another example:

```
INTEGER I
INTEGER, ALLOCATABLE :: new (:), old(:)
CALL RANDOM_SEED ( )  ! Processor reinitializes the seed
!   randomly from the date and time
CALL RANDOM_SEED (SIZE = I)  ! I is set to the size of
!   the seed array
ALLOCATE (new(I))
ALLOCATE (old(I))
CALL RANDOM_SEED (GET=old(1:I)) ! Gets the current seed
WRITE(*,*) old
new = 5
CALL RANDOM_SEED (PUT=new(1:I)) ! Sets seed from array
    new
END
```

See Also

RANDOM_NUMBER
SEED
SRAND

RANDU

**Intrinsic Subroutine (Generic):** Computes a
pseudorandom number as a single-precision value.
Intrinsic subroutines cannot be passed as actual
arguments.

Syntax

CALL RANDU (i1,i2,x)
ii, i2 (Input; output) Must be scalars of type INTEGER(2) or INTEGER(4). They contain the seed for computing the random number. These values are updated during the computation so that they contain the updated seed.

x (Output) Must be a scalar of type REAL(4). This is where the computed random number is returned.

The result is returned in x, which must be of type REAL(4). The result value is a pseudorandom number in the range 0.0 to 1.0. The algorithm for computing the random number value is based on the values for i1 and i2.

The result value is a pseudorandom number in the range 0.0 to 1.0. The algorithm for computing the random number value is based on the values for i1 and i2.

If i1 = 0 and i2 = 0, the generator base is set as follows:

\[ x(n + 1) = 2^{16} + 3 \]

Otherwise, it is set as follows:

\[ x(n + 1) = (2^{16} + 3) \cdot x(n) \mod 2^{32} \]

The generator base x(n + 1) is stored in i1, i2. The result is x(n + 1) scaled to a real value y(n + 1), for 0.0 <= y(n + 1) < 1.

Example

Consider the following:

```fortran
REAL X
INTEGER(2) I, J
...
CALL RANDU (I, J, X)
```

If I and J are values 4 and 6, X has the value 5.4932479E-04.

**RANF Intrinsic Procedure**

**Elemental Intrinsic Function (Generic):** Generates a random number between 0.0 and RAND_MAX. This function must not be passed as an actual argument. RANF can be used as an intrinsic procedure or as a portability routine. It is an intrinsic procedure unless you specify USE IFPORT.

**Syntax**

```fortran
result = RANF ()
```

**Results**

The result type is REAL(4). The result value is a single-precision pseudo-random number between 0.0 and (2**31) - 1.

The initial seed is set by the following:

```fortran
CALL SRAND(ISEED)
```

where ISEED is type INTEGER(4).

The intrinsic function RANF generates a different sequence of random numbers than the RANF portability function generates for the same seed. The intrinsic function RANF used inside a loop can be vectorized into one call that returns four results, but the portability function RANF cannot be so optimized.

**See Also**

RANDOM_NUMBER
RANF Portability Routine

SRAND

RANF Portability Routine

**Portability Function:** Generates a random number between 0.0 and RAND_MAX. RANF can be used as a portability routine or as an intrinsic procedure. It is an intrinsic procedure unless you specify USE IFPORT.

Module

USE IFPORT

Syntax

```
result = RANF()
```

Results

The result type is REAL(4). The result value is a single-precision pseudo-random number between 0.0 and 
\((2^{31}) - 1\).

The initial seed is set by the following:

```
CALL SRAND(ISEED)
```

where ISEED is type INTEGER(4).

See Also

RANDOM_NUMBER
RANF Intrinsic Procedure
SRAND

RANGE

**Inquiry Intrinsic Function (Generic):** Returns the decimal exponent range in the model representing numbers with the same kind parameter as the argument.

Syntax

```
result = RANGE(x)
```

\(x\) (Input) Must be of type integer, real, or complex; it can be scalar or array valued.

Results

The result is a scalar of type default integer.

For an integer argument, the result has the value \(\text{INT}(\log_{10}(\text{HUGE}(x)))\). For information on the integer model, see Model for Integer Data.

For a real or complex argument, the result has the value \(\text{INT}(\min(\log_{10}(\text{HUGE}(x)), -\log_{10}(\text{TINY}(x))))\). For information on the real model, see Model for Real Data.

Example

If \(X\) is a REAL(4) value, RANGE \((X)\) has the value 37. (\(\text{HUGE}(X) = (1 - 2^{-24}) \times 2^{128}\) and \(\text{TINY}(X) = 2^{-126}\))

See Also

HUGE
TINY
RANGET
Portability Subroutine: Returns the current seed.

Module
USE IFPORT

Syntax
CALL RANGET (seed)

seed (Output) INTEGER(4). The current seed value.

RANK
Inquiry Intrinsic Function (Generic): Returns the rank of a data object.

Syntax
result = RANK (a)

a (Input) Is a data object. It can be of any type.

Results
The result type is default integer scalar. The result value is the rank of a.

Example
If object C is an assumed-rank dummy argument and its associated argument is an array of rank 5, RANK(C) returns the value 5.
If D is an array declared DIMENSION (2, 3, 4), RANK(D) returned the value 3.

See Also
Assumed-Rank Specifications

RANSET
Portability Subroutine: Sets the seed for the random number generator.

Module
USE IFPORT

Syntax
CALL RANSET (seed)

seed (Input) REAL(4). The reset value for the seed.

READ Statement
Statement: Transfers input data from external sequential, direct-access, or internal records.

Syntax
Sequential
Formatted:
READ form[, io-list]

Formatted - List-Directed:
READ *[, io-list]

Formatted - Namelist:
READ nml

Unformatted:

Direct-Access

Formatted:

Unformatted:

Internal
READ (iunit, format [, nml-group] [, iostat] [, err] [, end] [, iomsg]) [io-list]

Internal Namelist
READ (iunit, nml-group [, iostat] [, err] [, end] [, iomsg]) [io-list]

eunit Is an external unit specifier, optionally prefaced by UNIT=. UNIT= is required if eunit is not the first specifier in the list.

format Is a format specifier. It is optionally prefaced by FMT= if format is the second specifier in the list and the first specifier indicates a logical or internal unit specifier without the optional keyword UNIT=.

For internal READs, an asterisk (*) indicates list-directed formatting. For direct-access READs, an asterisk is not permitted.

advance Is an advance specifier (ADVANCE=c-expr). If the value of c-expr is 'YES', the statement uses advancing input; if the value is 'NO', the statement uses nonadvancing input. The default value is 'YES'.

asynchronous Is an asynchronous specifier (ASYNCHRONOUS=i-expr). If the value of i-expr is 'YES', the statement uses asynchronous input; if the value is 'NO', the statement uses synchronous input. The default value is 'NO'.

blank Is a blank control specifier (BLANK = blnk). If the value of blnk is 'NULL', all blanks are ignored. If the value is 'ZERO', all blanks are treated as zeros. The default value is 'NULL'.


decimal  Is a decimal mode specifier (DECIMAL=dmode) that evaluates to 'COMMA' or 'POINT'. The default value is 'POINT'.

id  Is an id specifier (ID=id-var). If ASYNCHRONOUS='YES' is specified and the operation completes successfully, the id specifier becomes defined with an implementation-dependent value that can be specified in a future WAIT or INQUIRE statement to identify the particular data transfer operation. If an error occurs, the id specifier variable becomes undefined.

pad  Is a blank padding specifier (PAD = pd). If the value of pad is 'YES', the record will be padded with blanks when necessary. If the value is 'NO', the record will not be padded with blanks. The default value is 'YES'.

pos  Is a pos specifier (POS=p) that indicates a file position in file storage units in a stream file (ACCESS='STREAM'). It can only be specified on a file opened for stream access. If omitted, the stream I/O occurs starting at the next file position after the current file position.

round  Is a rounding specifier (ROUND=rmode) that determines the I/O rounding mode for this READ statement. If omitted, the rounding mode is unchanged. Possible values are UP, DOWN, ZERO, NEAREST, COMPATIBLE or PROCESSOR_DEFINED.

size  Is a character count specifier (SIZE=i-var). It can only be specified for nonadvancing READ statements.

iostat  Is the name of a variable to contain the completion status of the I/O operation. Optionally prefaced by IOSTAT=.

err, end, eor  Are branch specifiers if an error (ERR=label), end-of-file (END=label), or end-of-record (EOR=label) condition occurs. EOR can only be specified for nonadvancing READ statements.

iomsg  Is an I/O message specifier (IOMSG=msg-var).

io-list  Is an I/O list: the names of the variables, arrays, array elements, or character substrings from which or to which data will be transferred. Optionally an implied-DO list.

If an item in io-list is an expression that calls a function, that function must not execute an I/O statement or the EOF intrinsic function on the same external unit as eunit.

If I/O is to or from a formatted device, io-list cannot contain derived-type variables, but it can contain components of derived types. If I/O is to a binary or unformatted device, io-list can contain either derived type components or a derived type variable.

form  Is the nonkeyword form of a format specifier (no FMT=).

*  Is the format specifier indicating list-directed formatting. (It can also be specified as FMT=*)

nml-group  Is the namelist group specification for namelist I/O. Optionally prefaced by NML=. NML= is required if nml-group is not the second I/O specifier. For more information, see Namelist Specifier.
nml  Is the nonkeyword form of a namelist specifier (no NML=) indicating namelist I/O.

rec  Is the cell number of a record to be accessed directly. It must be prefaced by REC=.

iunit  Is an internal unit specifier, optionally prefaced by UNIT=. UNIT= is required if iunit is not the first specifier in the list. It must be a character variable. It must not be an array section with a vector subscript.

If you specify EOR= or SIZE=, you must also specify ASYNCHRONOUS='NO'.
If you specify BLANK=, DECIMAL=, PAD=, or ROUND=, you must also specify FMT= or NML=.
If you specify ID=, you must also specify ASYNCHRONOUS='YES'.

CAUTION
The READ statement can disrupt the results of certain graphics text functions (such as SETTEXTWINDOW) that alter the location of the cursor. You can avoid the problem by getting keyboard input with the GETCHARQQ function and echoing the keystrokes to the screen using OUTTEXT. Alternatively, you can use SETTEXTPOSITION to control cursor location.

Example
DIMENSION ia(10,20)
! Read in the bounds for the array.
! Then read in the array in nested implied-DO lists
! with input format of 8 columns of width 5 each.
READ (6, 990) il, jl, ((ia(i,j), j = 1, jl), i =1, il)
990 FORMAT (2I5, /, (8I5))

! Internal read gives a variable string-represented numbers
CHARACTER*12 str
str = '123456'
READ (str, '(*i6)') i

! List-directed read uses no specified format
REAL x, y
INTEGER i, j
READ (*,*) x, y, i, j

See Also
I/O Lists
I/O Control List
Forms for Sequential READ Statements
Forms for Direct-Access READ Statements
Forms and Rules for Internal READ Statements
GETCHARQQ
WRITE Statement
I/O Formatting Overview

REAL Statement
Statement: Specifies the REAL data type.

Syntax
REAL
REAL([KIND=] n)

REAL* n

DOUBLE PRECISION

n Is an initialization expression that evaluates to kind 4, 8 or 16.

**Description**

If a kind parameter is specified, the real constant has the kind specified. If a kind parameter is not specified, the kind is default real.

Default real is affected by compiler options specifying real size and by the REAL directive.

The default KIND for DOUBLE PRECISION is affected by compiler option double-size. If this compiler option is not specified, default DOUBLE PRECISION is REAL(8).

No kind parameter is permitted for data declared with type DOUBLE PRECISION.

REAL(4) and REAL*4 (single precision) are the same data type. REAL(8), REAL*8, and DOUBLE PRECISION are the same data type.

**Example**

```fortran
! type declarations with attribute specifiers
REAL (8), PARAMETER :: testval=50.d0
REAL, SAVE :: a(10), b(20,30)
REAL, PARAMETER :: x = 100.

! attribute statements to declare the same entities
REAL x, a, b, testval*8
DIMENSION a(10), b(20,30)
SAVE a, b
PARAMETER (x = 100., testval=50.d0)
```

**See Also**

DOUBLE PRECISION

REAL Directive

Real Data Types

General Rules for Real Constants

General Rules for Real Constants

General Rules for Real Constants

Model for Real Data

**REAL Directive**

*General Compiler Directive: Specifies the default real kind.*

**Syntax**

```fortran
!DIR$ REAL:{ 4 | 8 | 16 }
```

The REAL directive selects a size of 4 (KIND=4), 8 (KIND=8), or 16 (KIND=16) bytes for default real numbers. When the directive is in effect, all default real and complex variables are of the kind specified in the directive. Only numbers specified or implied as REAL without KIND are affected.

The REAL directive can appear only at the top of a program unit. A program unit is a main program, an external subroutine or function, a module, or a block data program unit. REAL cannot appear at the beginning of internal subprograms. It does not affect modules invoked with the USE statement in the program unit that contains it.
**Example**

```
REAL r              ! a 4-byte REAL
WRITE(*,*) KIND(r)
CALL REAL8( )
WRITE(*,*) KIND(r)  ! still a 4-byte REAL
                   ! not affected by setting in subroutine
END

SUBROUTINE REAL8( )
  !DIR$ REAL:8
  REAL s ! an 8-byte REAL
  WRITE(*,*) KIND(s)
END SUBROUTINE
```

**See Also**
REAL Statement
COMPLEX Statement
General Compiler Directives
Syntax Rules for Compiler Directives

**REAL Function**

*Elemental Intrinsic Function (Generic):* Converts a value to real type.

**Syntax**

```
result = REAL (a[,kind])
```

- `a`  
  (Input) Must be of type integer, real, or complex.

- `kind`  
  (Input; optional) Must be a scalar integer initialization expression.

**Results**

The result type is real. If `kind` is present, the kind parameter is that specified by `kind`; otherwise, the kind parameter of the result is shown in the following table. If the processor cannot represent the result value in the kind of the result, the result is undefined.

Functions that cause conversion of one data type to another type have the same affect as the implied conversion in assignment statements.

If `a` is integer or real, the result is equal to an approximation of `a`. If `a` is complex, the result is equal to an approximation of the real part of `a`.

<table>
<thead>
<tr>
<th>Specific Name ¹</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLOATI</td>
<td>INTEGER(1)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>FLOAT</td>
<td>INTEGER(2)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>REAL ²</td>
<td>INTEGER(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>FLOATK</td>
<td>INTEGER(8)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>SNGL ², ³</td>
<td>REAL(8)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>SNGLQ</td>
<td>REAL(16)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>Specific Name</td>
<td>Argument Type</td>
<td>Result Type</td>
</tr>
<tr>
<td>---------------</td>
<td>----------------</td>
<td>-------------</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td></td>
<td>COMPLEX(8)</td>
<td>REAL(8)</td>
</tr>
</tbody>
</table>

1 These specific functions cannot be passed as actual arguments.

2 The setting of compiler options specifying real size can affect FLOAT, REAL, and SNGL.

3 Or FLOATJ. For compatibility with older versions of Fortran, FLOAT is generic, allowing any kind of INTEGER argument, and returning a default real result.

4 For compatibility with older versions of Fortran, SNGL is generic, allowing any kind of REAL argument, and returning a default real result.

If the argument is a boz-constant, the result is affected by the assume old-boz option. The default option setting, noold-boz, treats the argument as a bit string that represents a value of the data type of the intrinsic, that is, the bits are not converted. If setting old-boz is specified, the argument is treated as a signed integer and the bits are converted.

**Example**

REAL (-4) has the value -4.0.

REAL (Y) has the same kind parameter and value as the real part of complex variable Y.

**See Also**

DFLOAT
DREAL
DBLE
assume compiler option

**RECORD**

**Statement:** Declares a record structure as an entity with a name.

**Syntax**

RECORD /structure-name/record-namelist [, /structure-name/record-namelist]...

structure-name Is the name of a previously declared structure.

record-namelist Is a list of one or more variable names, array names, or array specifications, separated by commas. All of the records named in this list have the same structure and are allocated separately in memory.

You can use record names in COMMON and DIMENSION statements, but not in DATA or NAMELIST statements.

Records initially have undefined values unless you have defined their values in structure declarations.

STRUCTURE and RECORD constructs have been replaced by derived types, which should be used in writing new code. See Derived Data Types.

**Example**

```fortran
STRUCTURE /address/
  LOGICAL*2    house_or_apt
  INTEGER*2    apt
  INTEGER*2    housenumber
  CHARACTER*30 street
  CHARACTER*20 city
```
character*2 state
integer*4 zip
end structure

record /address/ mailing_addr(20), shipping_addr(20)

the following shows another example:

record /t1/ a, b, /t2/ c, /t3/ d, e, f

see also
type statement (derived types)
map and end map
structure and end structure
union and end union
record structures

rectangle, rectangle_w (w*s)

graphics functions: draw a rectangle using the current graphics color, logical write mode, and line style.

module
use ifqwin

syntax
result = rectangle (control, x1, y1, x2, y2)
result = rectangle_w (control, wx1, wy1, wx2, wy2)

control (input) integer(2). fill flag. one of the following symbolic constants defined in ifqwin.f90:

- $gfillinterior - draws a solid figure using the current color and fill mask.
- $gborder - draws the border of a rectangle using the current color and line style.

x1, y1 (input) integer(2). viewport coordinates for upper-left corner of rectangle.

x2, y2 (input) integer(2). viewport coordinates for lower-right corner of rectangle.

wx1, wy1 (input) real(8). window coordinates for upper-left corner of rectangle.

wx2, wy2 (input) real(8). window coordinates for lower-right corner of rectangle.

results
the result type is integer(2). the result is nonzero if successful; otherwise, 0.

the rectangle function uses the viewport-coordinate system. the viewport coordinates (x1, y1) and (x2, y2) are the diagonally opposed corners of the rectangle.

the rectangle_w function uses the window-coordinate system. the window coordinates (wx1, wy1) and (wx2, wy2) are the diagonally opposed corners of the rectangle.

setcolorrgb sets the current graphics color. setfillmask sets the current fill mask. by default, filled graphic shapes are filled solid with the current color.
If you fill the rectangle using FLOODFILLRGB, the rectangle must be bordered by a solid line style. Line style is solid by default and can be changed with SETLINESTYLE.

**NOTE**
The RECTANGLE routine described here is a QuickWin routine. If you are trying to use the Microsoft Platform SDK version of the Rectangle routine by including the IFWIN module, you need to specify the routine name as MSFWIN$Rectangle.

**Example**
This program draws the rectangle shown below.

```fortran
! Build as a QuickWin or Standard Graphics App.
USE IFQWIN
INTEGER(2) dummy, x1, y1, x2, y2
x1 = 80; y1 = 50
x2 = 240; y2 = 150
dummy = RECTANGLE( $GBORDER, x1, y1, x2, y2 )
END
```

**See Also**
SETFILLMASK (W*S)
GRSTATUS (W*S)
LINETO, LINETO_W (W*S)
POLYGON, POLYGON_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
SETLINESTYLE (W*S)
SETCOLOR (W*S)
SETWRITEMODE (W*S)

**RECURSIVE**

*Keyword:* Specifies that a subroutine or function can call itself directly or indirectly. Recursion is permitted if the keyword is specified in a FUNCTION or SUBROUTINE statement, or if RECURSIVE is specified as a compiler option or in an OPTIONS statement.

**Description**
If a function is directly recursive and array valued, the keywords RECURSIVE and RESULT must both be specified in the FUNCTION statement.

The procedure interface is explicit within the subprogram in the following cases:

- When RECURSIVE is specified for a subroutine
- When RECURSIVE and RESULT are specified for a function

The keyword RECURSIVE must be specified if any of the following applies (directly or indirectly):
• The subprogram invokes itself.
• The subprogram invokes a subprogram defined by an ENTRY statement in the same subprogram.
• An ENTRY procedure in the same subprogram invokes one of the following:
  • Itself
  • Another ENTRY procedure in the same subprogram
  • The subprogram defined by the FUNCTION or SUBROUTINE statement

Example

```fortran
! RECURS.F90
!
i = 0
CALL Inc (i)
END
RECURSIVE SUBROUTINE Inc (i)
i = i + 1
CALL Out (i)
IF (i.LT.20) CALL Inc (i) ! This also works in OUT
END SUBROUTINE Inc

SUBROUTINE Out (i)
WRITE (*,*) i
END SUBROUTINE Out
```

See Also
ENTRY
FUNCTION
SUBROUTINE
OPTIONS Statement
Program Units and Procedures Overview
recursive

REDUCTION

**Parallel Directive Clause:** Performs a reduction operation on the specified variables.

Syntax

```fortran
REDUCTION (operator| intrinsic: list)
```

- **operator**
  Is one of the following: +, *, -, .AND., .OR., .EQV., or .NEQV.

- **intrinsic**
  Is one of the following: MAX, MIN, IAND, IOR, or IEOR.

- **list**
  Is the name of one or more variables of intrinsic type that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma. Deferred-shape and assumed-size arrays, and procedure pointers are not allowed.

Variables that appear in a REDUCTION clause must be SHARED in the enclosing context. A private copy of each variable in list is created for each thread as if the PRIVATE clause had been used. The private copy is initialized according to the operator (see the table below). A dummy argument that is a pointer with the INTENT (IN) attribute must not appear in a REDUCTION clause.
At the end of the REDUCTION, the shared variable is updated to reflect the result of combining the original value of the shared reduction variable with the final value of each of the private copies using the operator specified. The reduction operators are all associative (except for subtraction), and the compiler can freely reassociate the computation of the final value; the partial results of a subtraction reduction are added to form the final value.

The value of the shared variable becomes undefined when the first thread reaches the clause containing the reduction, and it remains undefined until the reduction computation is complete. Normally, the computation is complete at the end of the REDUCTION construct.

However, if the REDUCTION clause is used in a construct to which NOWAIT is also applied, the shared variable remains undefined until a barrier synchronization has been performed. This ensures that all the threads complete the REDUCTION clause.

The REDUCTION clause must be used in a region or worksharing construct where the reduction variable is used only in a reduction statement having one of the following forms:

\[
\begin{align*}
  x &= x \text{ operator } \text{expr} \\
  x &= \text{expr} \text{ operator } x \text{ (except for subtraction)} \\
  x &= \text{intrinsic} (x, \text{expr}) \\
  x &= \text{intrinsic} (\text{expr}, x)
\end{align*}
\]

Some reductions can be expressed in other forms. For instance, a MAX reduction can be expressed as follows:

\[
\text{IF } (x .LT. \text{expr}) x = \text{expr}
\]

Alternatively, the reduction might be hidden inside a subroutine call. Be careful that the operator you specify in the REDUCTION clause matches the reduction operation.

The following table lists the operators and intrinsics and their initialization values. The actual initialization value will be consistent with the data type of the reduction variable.

**Initialization Values for REDUCTION Operators**

<table>
<thead>
<tr>
<th>Operator</th>
<th>Initialization Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>0</td>
</tr>
<tr>
<td>*</td>
<td>1</td>
</tr>
<tr>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>.AND.</td>
<td>.TRUE.</td>
</tr>
<tr>
<td>.OR.</td>
<td>.FALSE.</td>
</tr>
<tr>
<td>.EQV.</td>
<td>.TRUE.</td>
</tr>
<tr>
<td>.NEQV.</td>
<td>.FALSE.</td>
</tr>
</tbody>
</table>

**Initialization Values for REDUCTION Intrinsics**

<table>
<thead>
<tr>
<th>Intrinsic</th>
<th>Initialization Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAX</td>
<td>Smallest representable number</td>
</tr>
<tr>
<td>MIN</td>
<td>Largest representable number</td>
</tr>
<tr>
<td>IAND</td>
<td>All bits on</td>
</tr>
<tr>
<td>IOR</td>
<td>0</td>
</tr>
</tbody>
</table>
Intrinsic Initialization Value

<table>
<thead>
<tr>
<th>Intrinsic</th>
<th>Initialization Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ieor</td>
<td>0</td>
</tr>
</tbody>
</table>

If a directive allows reduction clauses, the number you can specify is not limited. However, each variable name can appear in only one of the clauses.

%REF

**Built-in Function:** Changes the form of an actual argument. Passes the argument by reference. In Intel® Fortran, passing by reference is the default.

**Syntax**

%REF (a)

a  
(Input) An expression, record name, procedure name, array, character array section, or array element.

You must specify %REF in the actual argument list of a CALL statement or function reference. You cannot use it in any other context.

The following table lists the Intel® Fortran defaults for argument passing, and the allowed uses of %REF:

<table>
<thead>
<tr>
<th>Actual Argument Data Type</th>
<th>Default</th>
<th>%REF</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Expressions:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Logical</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>Integer</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>COMPLEX(16)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>Character</td>
<td>See table note ¹</td>
<td>Yes</td>
</tr>
<tr>
<td>Hollerith</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Aggregate²</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>Derived</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td><strong>Array Name:</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Numeric</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>Character</td>
<td>See table note ¹</td>
<td>Yes</td>
</tr>
<tr>
<td>Aggregate²</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>Derived</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td><strong>Procedure Name:</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

¹ See table note
### Actual Argument Data Type

<table>
<thead>
<tr>
<th>Actual Argument Data Type</th>
<th>Default</th>
<th>%REF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Numeric</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>Character</td>
<td>See table note 1</td>
<td>Yes</td>
</tr>
</tbody>
</table>

1 A character argument is passed by address and hidden length.
2 In Intel® Fortran record structures

The %REF and %VAL functions override related !DIR$ ATTRIBUTE settings.

### Example

```fortran
CHARACTER(LEN=10) A, B
CALL SUB(A, %REF(B))
```

Variable A is passed by address and hidden length. Variable B is passed by reference.

Note that on Windows* systems, compiler option iface determines how the character argument for variable B is passed.

### See Also

CALL
%VAL
%LOC
iface

### REGISTERMOUSEEVENT (W*S)

**QuickWin Function:** Registers the application-supplied callback routine to be called when a specified mouse event occurs in a specified window.

**Module**

USE IFQWIN

**Syntax**

```fortran
result = REGISTERMOUSEEVENT (unit, mouseevents, callbackroutine)
```

- **unit** (Input) INTEGER(4). Unit number of the window whose callback routine on mouse events is to be registered.

- **mouseevents** (Input) INTEGER(4). One or more mouse events to be handled by the callback routine to be registered. Symbolic constants (defined in IFQWIN.F90) for the possible mouse events are:
  - MOUSE$LBUTTONDOWN - Left mouse button down
  - MOUSE$LBUTTONUP - Left mouse button up
  - MOUSE$LBUTTONDBLCLK - Left mouse button double-click
  - MOUSE$RBUTTONDOWN - Right mouse button down
  - MOUSE$RBUTTONUP - Right mouse button up
  - MOUSE$RBUTTONDBLCLK - Right mouse button double-click
  - MOUSE$MOVE - Mouse moved

- **callbackroutine** (Input) Routine to be called on the specified mouse event in the specified window. It must be declared EXTERNAL.
Results

The result type is INTEGER(4). The result is zero or a positive integer if successful; otherwise, a negative integer that can be one of the following:

- MOUSE$BADUNIT - The unit specified is not open, or is not associated with a QuickWin window.
- MOUSE$BADEVENT - The event specified is not supported.

For every BUTTONDOWN or BUTTONDBLCLK event there is an associated BUTTONUP event. When the user double clicks, four events happen: BUTTONDOWN and BUTTONUP for the first click, and BUTTONDBLCLK and BUTTONUP for the second click. The difference between getting BUTTONDBLCLK and BUTTONDOWN for the second click depends on whether the second click occurs in the double click interval, set in the system's CONTROL PANEL/MOUSE.

Example

The following example registers the routine CALCULATE, to be called when the user double-clicks the left mouse button while the mouse cursor is in the child window opened as unit 4:

```
USE IFQWIN
INTEGER(4) result
OPEN (4, FILE= 'USER')
...
result = REGISTERMOUSEEVENT (4, MOUSE$LBUTTONDBLCLK, CALCULATE)
```

See Also

UNREGISTERMOUSEEVENT (W*S)
WAITONMOUSEEVENT (W*S)

REMAPALLPALETTERGB, REMAPPALETTERGB (W*S)

*Graphics Functions:* REMAPALLPALETTERGB remaps a set of Red-Green-Blue (RGB) color values to indexes recognized by the video hardware. REMAPPALETTERGB remaps one color index to an RGB color value.

Module

USE IFQWIN

Syntax

```
result = REMAPALLPALETTERGB (colors)
result = REMAPPALETTERGB (index, colors)
```

- **colors** (Input) INTEGER(4). Ordered array of RGB color values to be mapped in order to indexes. Must hold 0-255 elements.
- **index** (Input) INTEGER(4). Color index to be reassigned an RGB color.
- **color** (Input) INTEGER(4). RGB color value to assign to a color index.

Results

The result type is INTEGER(4). REMAPALLPALETTERGB returns 0 if successful; otherwise, -1. REMAPPALETTERGB returns the previous color assigned to the index.

The REMAPALLPALETTERGB function remaps all of the available color indexes simultaneously (up to 236; 20 indexes are reserved by the operating system). The colors argument points to an array of RGB color values. The default mapping between the first 16 indexes and color values is shown in the following table. The 16 default colors are provided with symbolic constants in IFQWIN.F90.
The number of colors mapped can be fewer than 236 if the number of colors supported by the current video mode is fewer, but at most 236 colors can be mapped by REMAPALLPALETTERGB. Most Windows* OS graphics drivers support a palette of 256K colors or more, of which only a few can be mapped into the 236 palette indexes at a time. To access and use all colors on the system, bypass the palette and use direct RGB color functions such as SETCOLORRGB and SETPIXELSRGB.

Any RGB colors can be mapped into the 236 palette indexes. Thus, you could specify a palette with 236 shades of red.

In each RGB color value, each of the three colors, red, green and blue, is represented by an eight-bit value (2 hex digits). In the values you specify with REMAPALLPALETTERGB or REMAPPALETTERGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

```
<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>G</td>
<td>G</td>
</tr>
</tbody>
</table>
```

Larger numbers correspond to stronger color intensity with binary 11111111 (hex FF) the maximum for each of the three components. For example, Z’008080’ yields full-intensity red, Z’00FF00’ full-intensity green, Z’FF0000’ full-intensity blue, and Z’FFFFFF’ full-intensity for all three, resulting in bright white.

**Example**

```
! Build as QuickWin or Standard Graphics App.

USE IFQWIN
INTEGER(4) colors(3)
INTEGER(2) status
colors(1) = Z'00FFFF' ! yellow
colors(2) = Z'FFFFFF' ! bright white
colors(3) = 0 ! black

status = REMAPALLPALETTERGB(colors)
status = REMAPPALETTERGB(INT2(47), Z'45A315')
END
```

**See Also**

SETBKCOLORRGB (W*S)
SETCOLORRGB (W*S)
SETBKCOLOR (W*S)
SETCOLOR (W*S)
RENAME

Portability Function: Renames a file.

Module

USE IFPORT

Syntax

result = RENAME (from, to)

from (Input) Character*(*). Path of an existing file.

to (Input) Character*(*). The new path for the file (see Caution note below).

Results

The result type is INTEGER(4). The result is zero if successful; otherwise, an error code, such as:

- EACCES - The file or directory specified by to could not be created (invalid path). This error is also returned if the drive specified is not currently connected to a device.
- ENOENT - The file or path specified by from could not be found.
- EXDEV - Attempt to move a file to a different device.

CAUTION

This routine can cause data to be lost. If the file specified in to already exists, RENAME deletes the pre-existing file.

It is possible to rename a file to itself without error.

The paths can use forward (/) or backward (\) slashes as path separators and can include drive letters (if permitted by your operating system).

Example

use IFPORT
integer(4) istatus
character*12 old_name, new_name
print *, "Enter file to rename: ", old_name
read *, old_name
print *, "Enter new name: ", new_name
read *, new_name
ISTATUS = RENAME (old_name, new_name)

See Also

RENAMEFILEQQ

RENAMEFILEQQ

Portability Function: Renames a file.

Module

USE IFPORT

Syntax

result = RENAMEFILEQQ (oldname, newname)

oldname (Input) Character*(*). Current name of the file to be renamed.
**newname** *(Input) Character*(*). New name of the file to be renamed.

**Results**

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

You can use RENAMEFILEQQ to move a file from one directory to another on the same drive by giving a different path in the *newname* parameter.

If the function fails, call GETLASTERRORQQ to determine the reason. One of the following errors can be returned:

- ERR$ACCES - Permission denied. The file's permission setting does not allow the specified access.
- ERR$EXIST - The file already exists.
- ERR$NOENT - File or path specified by *oldname* not found.
- ERR$XDEV - Attempt to move a file to a different device.

**Example**

```fortran
USE IFPORT
USE IFCORE
INTEGER(4) len
CHARACTER(80) oldname, newname
LOGICAL(4) result

WRITE(*,')' ' Enter old name: '
len = GETSTRQQ(oldname)
WRITE(*,')' ' Enter new name: '
len = GETSTRQQ(newname)
result = RENAMEFILEQQ(oldname, newname)
END
```

**See Also**
FINDFILEQQ
RENAME
GETLASTERRORQQ

**REPEAT**

*Transformational Intrinsic Function (Generic):*  
Concatenates several copies of a string.

**Syntax**

```
result = REPEAT (string, ncopies)
```

- **string** *(Input) Must be scalar and of type character.*
- **ncopies** *(Input) Must be scalar and of type integer. It must not be negative.*

**Results**

The result is a scalar of type character and length *ncopies* x LEN( *string*). The kind parameter is the same as *string*. The value of the result is the concatenation of *ncopies* copies of *string*.

**Example**

REPEAT ('S', 3) has the value SSS.
REPEAT ('ABC', 0) has the value of a zero-length string.
The following shows another example:

```fortran
CHARACTER(6) str
str = REPEAT('HO', 3) ! returns HOHOHO
```

**See Also**

SPREAD

RESHAPE

*Transformational Intrinsic Function (Generic):*

*Constructs an array with a different shape from the argument array.*

**Syntax**

```fortran
result = RESHAPE (source, shape[, pad] [, order])
```

- **source** (Input) Must be an array. It may be of any data type. It supplies the elements for the result array. Its size must be greater than or equal to \( \text{PRODUCT(shape)} \) if `pad` is omitted or has size zero.

- **shape** (Input) Must be an integer array of up to 31 elements, with rank one and constant size. It defines the shape of the result array. Its size must be positive; its elements must not have negative values.

- **pad** (Input; optional) Must be an array with the same type and kind parameters as `source`. It is used to fill in extra values if the result array is larger than `source`.

- **order** (Input; optional) Must be an integer array with the same shape as `shape`. Its elements must be a permutation of \((1,2,...,n)\), where \(n\) is the size of `shape`. If `order` is omitted, it is assumed to be \((1,2,...,n)\).

**Results**

The result is an array of shape `shape` with the same type and kind parameters as `source`. The size of the result is the product of the values of the elements of `shape`.

In the result array, the array elements of `source` are placed in the order of dimensions specified by `order`. If `order` is omitted, the array elements are placed in normal array element order.

The array elements of `source` are followed (if necessary) by the array elements of `pad` in array element order. If necessary, additional copies of `pad` follow until all the elements of the result array have values.

**NOTE**

In standard Fortran array element order, the first dimension varies fastest. For example, element order in a two-dimensional array would be \((1,1), (2,1), (3,1)\) and so on. In a three-dimensional array, each dimension having two elements, the array element order would be \((1,1,1), (2, 1, 1), (1, 2, 1), (2, 2, 1), (1, 1, 2), (2, 1, 2), (1, 2, 2), (2, 2, 2)\).

RESHAPE can be used to reorder a Fortran array to match C array ordering before the array is passed from a Fortran to a C procedure.

**Example**

RESHAPE ((/3, 4, 5, 6, 7, 8/), (/2, 3/)) has the value

```
[ 3  5  7 ]
[ 4  6  8 ].
```
RESHAPE (/(3, 4, 5, 6, 7, 8/), (/2, 4/), (/1, 1/), (/2, 1/)) has the value

```
[ 3 4 5 6 ]
[ 7 8 1 1 ].
```

The following shows another example:

```fortran
INTEGER AR1(2, 5)
REAL F(5,3,8)
REAL C(8,3,5)
AR1 = RESHAPE((/1,2,3,4,5,6/),(/2,5/),(/0,0/),(/2,1/))
! returns 1 2 3 4 5
! 6 0 0 0 0
!
! Change Fortran array order to C array order
C = RESHAPE(F, (/8,3,5/), ORDER = (/3, 2, 1/))
END
```

See Also
PACK Function
SHAPE
TRANSPOSE
Array Assignment Statements

**RESULT**

*Keyword: Specifies a name for a function result.*

**Description**

Normally, a function result is returned in the function's name, and all references to the function name are references to the function result.

However, if you use the RESULT keyword in a FUNCTION statement, you can specify a local variable name for the function result. In this case, all references to the function name are recursive calls, and the function name must not appear in specification statements.

The RESULT name must be different from the name of the function.

**Example**

The following shows an example of a recursive function specifying a RESULT variable:

```fortran
RECURSIVE FUNCTION FACTORIAL(P) RESULT(L)
    INTEGER, INTENT(IN) :: P
    INTEGER L
    IF (P == 1) THEN
        L = 1
    ELSE
        L = P * FACTORIAL(P - 1)
    END IF
END FUNCTION
```

The following shows another example:

```fortran
recursive function FindSame(Aindex,Last,Used) &
& result(FindSameResult)
type(card) Last
integer Aindex, i
logical matched, used(5), FindSameResult
if( Aindex > 5 ) then
    FindSameResult = .true.
    return
endif
...
RETURN

Statement: Transfers control from a subprogram to the calling program unit.

Syntax

RETURN [expr]

expr Is a scalar expression that is converted to an integer value if necessary.

The expr is only allowed in subroutines; it indicates an alternate return. (An alternate return is an obsolescent feature in Standard Fortran.)

Description

When a RETURN statement is executed in a function subprogram, control is transferred to the referencing statement in the calling program unit.

When a RETURN statement is executed in a subroutine subprogram, control is transferred to the first executable statement following the CALL statement that invoked the subroutine, or to the alternate return (if one is specified).

Example

The following shows how alternate returns can be used in a subroutine:

CALL CHECK(A, B, +10, +20, C)
...
10 ...
20 ...
   SUBROUTINE CHECK(X, Y, +, +, C)
   ...
50   IF (X) 60, 70, 80
60   RETURN
70   RETURN 1
80   RETURN 2
END

The value of X determines the return, as follows:

• If X < 0, a normal return occurs and control is transferred to the first executable statement following CALL CHECK in the calling program.
• If X == 0, the first alternate return (RETURN 1) occurs and control is transferred to the statement identified with label 10.
• If X > 0, the second alternate return (RETURN 2) occurs and control is transferred to the statement identified with label 20.

Note that an asterisk (+) specifies the alternate return. An ampersand (&) can also specify an alternate return in a CALL statement, but not in a subroutine’s dummy argument list.

The following shows another example:

SUBROUTINE Loop
   CHARACTER in
10   READ (*, '(A)') in
   IF (in .EQ. 'Y') RETURN
  GOTO 10
The following example shows alternate returns:

```fortran
CALL AltRet (i, *10, *20, *30)
WRITE (*, *) 'normal return'
GOTO 40
10 WRITE (*, *) 'I = 10'
GOTO 40
20 WRITE (*, *) 'I = 20'
GOTO 40
30 WRITE (*, *) 'I = 30'
40 CONTINUE
END
SUBROUTINE AltRet (i, *, *, *)
IF (i .EQ. 10) RETURN 1
IF (i .EQ. 20) RETURN 2
IF (i .EQ. 30) RETURN 3
END
```

In the above example, RETURN 1 specifies the list's first alternate-return label, which is a symbol for the actual argument *10 in the CALL statement. RETURN 2 specifies the second alternate-return label, and RETURN 3 specifies the third alternate-return label.

**See Also**

CALL
CASE

**REWIND**

Statement: Positions a sequential or direct access file at the beginning of the file (the initial point). It takes one of the following forms:

Syntax

```
REWIND ([UNIT=] io-unit[, ERR= label] [, IOMSG=msg-var] [, IOSTAT=i-var])
```

Rewind io-unit

- `io-unit` (Input) Is an external unit specifier.
- `label` Is the label of the branch target statement that receives control if an error occurs.
- `msg-var` (Output) Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs.
- `i-var` (Output) Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

Description

The unit number must refer to a file on disk or magnetic tape, and the file must be open for sequential, direct, or append access.

If a REWIND is done on a direct access file, the NEXTREC specifier is assigned a value of 1.

If a file is already positioned at the initial point, a REWIND statement has no effect.

If a REWIND statement is specified for a unit that is not open, it has no effect.
Example
The following statement repositions the file connected to I/O unit 3 to the beginning of the file:

REWIND 3

Consider the following statement:

REWIND (UNIT=9, IOSTAT=IOS, ERR=10)

This statement positions the file connected to unit 9 at the beginning of the file. If an error occurs, control is transferred to the statement labeled 10, and a positive integer is stored in variable IOS.

The following shows another example:

WRITE (7, '(I10)') int
REWIND (7)
READ (7, '(I10)') int

See Also
OPEN
READ Statement
WRITE Statement
Data Transfer I/O Statements Overview
Branch Specifiers (END=, EOR=, ERR=)

REWRITE

Statement: Rewrites the current record.

Syntax

Formatted:

REWRITE (eunit, format[, iostat] [, err]) [io-list]

Unformatted:

REWRITE (eunit[, iostat][, err]) [io-list]

eunit Is an external unit specifier ([UNIT]=io-unit).

format Is a format specifier ([FMT]=format).

iostat Is a status specifier (IOSTAT=i-var).

erp Is a branch specifier (ERR=label) if an error condition occurs.

io-list Is an I/O list.

Description

In the REWRITE statement, data (translated if formatted; untranslated if unformatted) is written to the current (existing) record in a file with direct access.

The current record is the last record accessed by a preceding, successful sequential or direct-access READ statement.

Between a READ and REWRITE statement, you should not specify any other I/O statement (except INQUIRE) on that logical unit. Execution of any other I/O statement on the logical unit destroys the current-record context and causes the current record to become undefined.

Only one record can be rewritten in a single REWRITE statement operation.

The output list (and format specification, if any) must not specify more characters for a record than the record size. (Record size is specified by RECL in an OPEN statement.)
If the number of characters specified by the I/O list (and format, if any) do not fill a record, blank characters are added to fill the record.

Example

In the following example, the current record (contained in the relative organization file connected to logical unit 3) is updated with the values represented by NAME, AGE, and BIRTH:

```fortran
REWRITE (3, 10, ERR=99) NAME, ,AGE, BIRTH
10 FORMAT (A16, I2, A8)
```

**RGBTOINTEGER (W’S)**

*QuickWin Function:* Converts three integers specifying red, green, and blue color intensities into a four-byte RGB integer for use with RGB functions and subroutines.

**Module**

USE IFQWIN

**Syntax**

```fortran
result = RGBTOINTEGER (red, green, blue)
```

*red*  
(Input) INTEGER(4). Intensity of the red component of the RGB color value. Only the lower 8 bits of *red* are used.

*green*  
(Input) INTEGER(4). Intensity of the green component of the RGB color value. Only the lower 8 bits of *green* are used.

*blue*  
(Input) INTEGER(4). Intensity of the blue component of the RGB color value. Only the lower 8 bits of *blue* are used.

**Results**

The result type is INTEGER(4). The result is the combined RGB color value.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value returned with RGBTOINTEGER, red is the rightmost byte, followed by green and blue. The RGB value’s internal structure is as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0</td>
<td>B B B B B B</td>
<td>G G G G G G G G</td>
<td>R R R R R R</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Larger numbers correspond to stronger color intensity with binary 1111111 (hex Z’FF’) the maximum for each of the three components. For example, Z’0000FF’ yields full-intensity red, Z’00FF00’ full-intensity green, Z’FF0000’ full-intensity blue, and Z’FFFFFF’ full-intensity for all three, resulting in bright white.

**Example**

```fortran
! Build as a QuickWin App.
USE IFQWIN
INTEGER r, g, b, rgb, result
INTEGER(2) status
r = Z’F0’
g = Z’F0’
b = 0
rgb = RGBTOINTEGER(r, g, b)
result = SETCOLORRGB(rgb)
```
status = ELLIPSE($GFILLINTERIOR, INT2(40), INT2(55), &
    INT2(90), INT2(85))

END

See Also
INTEGERTORGB (W*S)
SETCOLORRGB (W*S)
SETBKCOLORRGB (W*S)
SETPIXEL, SETPIXEL_W (W*S)
SETPIXELSRGB (W*S)
SETTEXTCOLORRGB (W*S)

RINDEX

Portability Function: Locates the index of the last occurrence of a substring within a string.

Module
USE IFPORT

Syntax
result = RINDEX(string, substr)

string (Input) Character*(*). Original string to search.
substr (Input) Character*(*). String to search for.

Results
The result type is INTEGER(4). The result is the starting position of the final occurrence of substr in string. The result is zero if substring does not occur in string.

Example
USE IFPORT
character*80 mainstring
character*4 shortstr
integer(4) where
mainstring="Hello Hello Hello Hello There There There"
shortstr="Hello"
where=rindex(mainstring, shortstr)
! where is 19

See Also
INDEX

RNUM

Elemental Intrinsic Function (Specific): Converts a character string to a REAL(4) value. This function cannot be passed as an actual argument.

Syntax
result = RNUM (i)

i (Input) Must be of type character.

Results
The result type is REAL(4). The result value is the real value represented by the character string i.
Example

RNUM ("821.003") has the value 821.003 of type REAL(4).

RRSPACING

*Elemental Intrinsic Function (Generic):* Returns the reciprocal of the relative spacing of model numbers near the argument value.

**Syntax**

\[
\text{result} = \text{RRSPACING}(x)
\]

\(x\) (Input) Must be of type real.

**Results**

The result type and kind is the same as \(x\). The result has the value \(|x| \cdot b^{-e} \cdot x \cdot p\). Parameters \(b, e, p\) are defined in [Model for Real Data](#).

**Example**

If -3.0 is a REAL(4) value, RRSPACING (-3.0) has the value 0.75 \(\times 2^{24}\).

The following shows another example:

```fortran
REAL(4) res4
REAL(8) res8, r2
res4 = RRSPACING(3.0) ! returns 1.258291E+07
res4 = RRSPACING(-3.0) ! returns 1.258291E+07
r2 = 487923.3
res8 = RRSPACING(r2) ! returns 8.382458680573952E+15
END
```

**See Also**

SPACING

Data Representation Models

RSHIFT

*Elemental Intrinsic Function (Generic):* Shifts the bits in an integer right by a specified number of positions. This is the same as specifying ISHFT with a negative shift.

**See Also**

See ISHFT.

RTC

*Portability Function:* Returns the number of seconds elapsed since a specific Greenwich mean time.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{RTC}()
\]
Results
The result type is REAL(8). The result is the number of seconds elapsed since 00:00:00 Greenwich mean time, January 1, 1970.

Example
USE IFPORT
  real(8) s, s1, time_spent
  INTEGER(4) i, j
  s = RTC( )
  call sleep(4)
  s1 = RTC( )
  time_spent = s1 - s
  PRINT *, 'It took ',time_spent, 'seconds to run.'

See Also
DATE_AND_TIME
TIME Portability Routine

RUNQQ
*Portability Function:* Executes another program and waits for it to complete.

Module
USE IFPORT

Syntax
result = RUNQQ (filename, commandline)

filename (Input) Character*(*). File name of a program to be executed.
commandline (Input) Character*(*). Command-line arguments passed to the program to be executed.

Results
The result type is INTEGER(2). If the program executed with RUNQQ terminates normally, the exit code of that program is returned to the program that launched it. If the program fails, -1 is returned.

The RUNQQ function executes a new process for the operating system using the same path, environment, and resources as the process that launched it. The launching process is suspended until execution of the launched process is complete.

Example
USE IFPORT
  INTEGER(2) result
  result = RUNQQ('myprog', '-c -r')
END

See also the example in NARGS.

See Also
NARGS
SYSTEM
NARGS
SAME_TYPE_AS

Inquiry Intrinsic Function (Generic): Inquires whether the dynamic type of one object is the same as the dynamic type of another object.

Syntax

result = SAME_TYPE_AS (a, b)

a (Input) Is an object of extensible type. If it is a pointer, it must not have an undefined association status.

b (Input) Is an object of extensible type. If it is a pointer, it must not have an undefined association status.

Results

The result type is default logical scalar. The result is true only if the dynamic type of a is the same as the dynamic type of b.

SAVE

Statement and Attribute: Causes the values and definition of objects to be retained after execution of a RETURN or END statement in a subprogram.

Syntax

The SAVE attribute can be specified in a type declaration statement or a SAVE statement, and takes one of the following forms:

Type Declaration Statement:

type, [att-ls,] SAVE [, att-ls] :: entity[ , entity] ...

Statement:

SAVE [[::]entity [, entity] ...]

type Is a data type specifier.

att-ls Is an optional list of attribute specifiers.

entity Is the name of an object, the name of a procedure pointer, or the name of a common block enclosed in slashes (/common-block-name/).

Description

In Intel® Fortran, certain variables are given the SAVE attribute, or not, by default:

- The following variables are not saved by default:
  - Scalar local variables of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL without default initialization
  - Variables that are declared AUTOMATIC
  - Local variables that are allocatable arrays
• Derived-type variables that are data initialized by default initialization of any of their components
• RECORD variables that are data initialized by default initialization specified in its STRUCTURE declaration
• The following variables are saved by default:
  • COMMON variables
  • Scalar local variables not of intrinsic types INTEGER, REAL, COMPLEX, and LOGICAL of non-recursive subprograms
  • Non-scalar local variables of non-recursive subprograms
  • Module or submodule variables
  • Data initialized by DATA statements
• Local variables that are not described in the preceding two lists are saved by default.

NOTE
Certain compiler options (such as options [Q]save and automatic) and the use of OpenMP* features can change the defaults.

To enhance portability and avoid possible compiler warning messages, Intel recommends that you use the SAVE statement to name variables whose values you want to preserve between subprogram invocations. When a SAVE statement does not explicitly contain a list, all allowable items in the scoping unit are saved.

A SAVE statement cannot specify the following (their values cannot be saved):
• A blank common
• An object in a common block
• A procedure
• A dummy argument
• A function result
• An automatic object
• A PARAMETER (named) constant

Even though a common block can be included in a SAVE statement, individual variables within the common block can become undefined (or redefined) in another scoping unit.

If a common block is saved in any scoping unit of a program (other than the main program), it must be saved in every scoping unit in which the common block appears.

A SAVE statement has no effect in a main program.

Example
The following example shows a type declaration statement specifying the SAVE attribute:

```fortran
SUBROUTINE TEST()
   REAL, SAVE :: X, Y
```

The following is an example of the SAVE statement:

```fortran
SAVE A, /BLOCK_B/, C, /BLOCK_D/, E
```

The following shows another example:

```fortran
SUBROUTINE MySub
   COMMON /z/ da, in, a, idum(10)
   REAL(8) x,y
   ...

   SAVE x, y, /z/
   ! alternate declaration
   REAL(8), SAVE :: x, y
   SAVE /z/
```

Graphics Functions: Save an image from a specified portion of the screen into a Windows bitmap file.

Module
USE IFQWIN

Syntax
result = SAVEIMAGE (filename, ulxcoord, ulycoord, lrxcoord, lrycoord)
result = SAVEIMAGE_W (filename, ulwxcoord, ulwycoord, lrwxcoord, lrwycoord)

filename (Input) Character*(*). Path of the bitmap file.
ulxcoord, ulycoord (Input) INTEGER(4). Viewport coordinates for upper-left corner of the screen image to be captured.
lrxcoord, lrycoord (Input) INTEGER(4). Viewport coordinates for lower-right corner of the screen image to be captured.
ulwxcoord, ulwycoord (Input) REAL(8). Window coordinates for upper-left corner of the screen image to be captured.
lrxcoord, lrycoord (Input) REAL(8). Window coordinates for lower-right corner of the screen image to be captured.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a negative value.

The SAVEIMAGE function captures the screen image within a rectangle defined by the upper-left and lower-right screen coordinates and stores the image as a Windows bitmap file specified by filename. The image is stored with a palette containing the colors displayed on the screen.
SAVEIMAGE defines the bounding rectangle in viewport coordinates. SAVEIMAGE_W defines the bounding rectangle in window coordinates.

See Also
GETIMAGE, GETIMAGE_W (W*S)
IMAGESIZE, IMAGESIZE_W (W*S)
LOADIMAGE, LOADIMAGE_W (W*S)
PUTIMAGE, PUTIMAGE_W (W*S)
**SCALE**

*Elemental Intrinsic Function (Generic):* Returns the value of the exponent part (of the model for the argument) changed by a specified value.

**Syntax**

\[
\text{result} = \text{SCALE} \left( x, i \right)
\]

- \( x \) (Input) Must be of type real.
- \( i \) (Input) Must be of type integer.

**Results**

The result type and kind is the same as \( x \). The result has the value \( x \times b^i \). Parameter \( b \) is defined in Model for Real Data.

**Example**

If 3.0 is a REAL(4) value, SCALE (3.0, 2) has the value 12.0 and SCALE (3.0, 3) has the value 24.0.

The following shows another example:

```fortran
REAL r
r = SCALE(5.2, 2)     ! returns 20.8
```

**See Also**

LSHIFT
Data Representation Models

**SCAN**

*Elemental Intrinsic Function (Generic):* Scans a string for any character in a set of characters.

**Syntax**

\[
\text{result} = \text{SCAN} \left( \text{string}, \text{set}[, \text{back}][, \text{kind}] \right)
\]

- \( \text{string} \) (Input) Must be of type character.
- \( \text{set} \) (Input) Must be of type character with the same kind parameter as \( \text{string} \).
- \( \text{back} \) (Input; optional) Must be of type logical.
- \( \text{kind} \) (Input; optional) Must be a scalar integer initialization expression.

**Results**

The result type is integer. If \( \text{kind} \) is present, the kind parameter of the result is that specified by \( \text{kind} \); otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

If \( \text{back} \) is omitted (or is present with the value false) and \( \text{string} \) has at least one character that is in \( \text{set} \), the value of the result is the position of the leftmost character of \( \text{string} \) that is in \( \text{set} \).

If \( \text{back} \) is present with the value true and \( \text{string} \) has at least one character that is in \( \text{set} \), the value of the result is the position of the rightmost character of \( \text{string} \) that is in \( \text{set} \).

If no character of \( \text{string} \) is in \( \text{set} \) or the length of \( \text{string} \) or \( \text{set} \) is zero, the value of the result is zero.

The setting of compiler options specifying integer size can affect this function.
Example

SCAN ("ASTRING", 'ST') has the value 2.
SCAN ("ASTRING", 'ST', BACK=.TRUE.) has the value 3.
SCAN ("ASTRING", 'CD') has the value zero.

The following shows another example:

```
INTEGER i
INTEGER array(2)
i = SCAN ("FORTRAN", 'TR')          ! returns 3
i = SCAN ("FORTRAN", 'TR', BACK = .TRUE.)  ! returns 5
i = SCAN ("FORTRAN", 'GHA')          ! returns 6
i = SCAN ("FORTRAN", 'ora')          ! returns 0
array = SCAN ((/"FORTRAN","VISUALC"/),(/'A', 'A'/))
       ! returns (6, 5)
```

! Note that when using SCAN with arrays, the string ! elements must be the same length. When using string ! constants, blank pad to make strings the same length. ! For example:

```
array = SCAN ((/"FORTRAN","MASM "/),(/'A', 'A'/))
       ! returns (6, 2)
```

END

See Also

VERIFY

SCANENV

**Portability Subroutine:** Scans the environment for the value of an environment variable.

Module

USE IFPORT

Syntax

CALL SCANENV (envname, envtext, envvalue)

- **envname**
  - (Input) Character*. Contains the name of an environment variable you need to find the value for.

- **envtext**
  - (Output) Character*. Set to the full text of the environment variable if found, or to '' if nothing is found.

- **envvalue**
  - (Output) Character*. Set to the value associated with the environment variable if found or to '' if nothing is found.

SCANENV scans for an environment variable that matches envname and returns the value or string it is set to.

SCROLLTEXTWINDOW (W*S)

**Graphics Subroutine:** Scrolls the contents of a text window.

Module

USE IFQWIN
**Syntax**

CALL SCROLLTEXTWINDOW (rows)

*rows*  
(Input) INTEGER(2). Number of rows to scroll.

The SCROLLTEXTWINDOW subroutine scrolls the text in a text window (previously defined by SETTEXTWINDOW). The default text window is the entire window.

The `rows` argument specifies the number of lines to scroll. A positive value for `rows` scrolls the window up (the usual direction); a negative value scrolls the window down. Specifying a number larger than the height of the current text window is equivalent to calling CLEARSCREEN ($GWINDOW). A value of 0 for `rows` has no effect.

**Example**

```fortran
! Build as QuickWin or Standard Graphics app.
USE IFQWIN INTEGER(2) row, istat
CHARACTER(18) string
TYPE (rccoord) oldpos

CALL SETTEXTWINDOW (INT2(1), INT2(0), INT2(25), INT2(80))
CALL CLEARSCREEN ( $GCLEARSCREEN )
CALL SETTEXTPOSITION (INT2(1), INT2(1), oldpos)
DO row = 1, 6
   string = 'Hello, World # '
   CALL SETTEXTPOSITION( row, INT2(1), oldpos )
   WRITE(string(15:16), '(I2)') row
   CALL OUTTEXT( string )
END DO
istat  = displaycursor($GCURSORON)
WRITE(*,'(1x,A")') 'Hit ENTER'
READ (*,*)
! wait for ENTER
! Scroll window down 4 lines
CALL SCROLLTEXTWINDOW(INT2( -4) )
CALL SETTEXTPOSITION (INT2(10), INT2(18), oldpos)
WRITE(*,'(1x,A")') "Hit ENTER"
READ( *,*) ! wait for ENTER
! Scroll window up 5 lines
CALL SCROLLTEXTWINDOW( INT2(5 ) )
END
```

**See Also**

CLEARSCREEN (W*S)  
GETTEXTPOSITION (W*S)  
GETTEXTWINDOW (W*S)  
GRSTATUS (W*S)  
OUTTEXT (W*S)  
SETTEXTPOSITION (W*S)  
SETTEXTWINDOW (W*S)  
WRAPON (W*S)

**SCWRQQ**

*Portability Subroutine:* Returns the floating-point processor control word.
Module
USE IFPORT

Syntax
CALL SCWRQQ (control)

control (Output) INTEGER(2). Floating-point processor control word.

SCRWQQ performs the same function as the run-time subroutine GETCONTROLFPQQ, and is provided for compatibility.

Example
See the example in LCWRQQ.

See Also
GETCONTROLFPQQ
LCWRQQ

SECNDS Intrinsic Procedure

Elemental Intrinsic Function (Generic): Provides the system time of day, or elapsed time, as a floating-point value in seconds. SECNDS can be used as an intrinsic function or as a portability routine. It is an intrinsic procedure unless you specify USE IFPORT.

Syntax
This function must not be passed as an actual argument. It is not a pure function, so it cannot be referenced inside a FORALL construct.

result = SECNDS (x)

x (Input) Must be of type real.

Results
The result type and kind is the same as x.

If x is zero, the result value is the time in seconds since the most recent midnight (in local time).

If x is not zero, it is compared to now: the value that would be returned if x had been zero. If x is less than now, then the result value is now - x. If x is more than now, the function assumes that x is the result of a call to SECONDS made the previous day and returns the value between that time and now.

This function cannot detect a delay of more than one day between calls. For timing intervals longer than 24 hours, use DCLOCK.

This function does not account for daylight savings changes in either direction.

The value of SECNDS is accurate to 0.01 second, which is the resolution of the system clock.

The 24 bits of precision provide accuracy to the resolution of the system clock for about one day. However, loss of significance can occur if you attempt to compute very small elapsed times late in the day.

Example
The following shows how to use SECNDS to perform elapsed-time computations:

C    START OF TIMED SEQUENCE
T1 = SECNDS(0.0)
See Also
DATE_AND_TIME
RTC
SYSTEM_CLOCK
TIME Intrinsic Procedure
SECNDS Portability Routine
DCLOCK

SECNDS Portability Routine

Portability Function: Returns the number of seconds that have elapsed since midnight, less the value of its argument. SECNDS can be used as a portability function or as an intrinsic procedure. It is an intrinsic procedure unless you specify USE IFPORT.

Module
USE IFPORT

Syntax
result = SECNDS (time)

time (Input) REAL(4). Number of seconds, precise to a hundredth of a second (0.01), to be subtracted.

Results
The result type is REAL(4). The result value is the number of seconds that have elapsed since midnight, minus time, with a precision of a hundredth of a second (0.01).

To start the timing clock, call SECNDS with 0.0, and save the result in a local variable. To get the elapsed time since the last call to SECNDS, pass the local variable to SECNDS on the next call.

Example
USE IFPORT
REAL(4) s
INTEGER(4) i, j
s = SECNDS(0.0)
DO I = 1, 100000
   J = J + 1
END DO
s = SECNDS(s)
PRINT *, 'It took ', s, ' seconds to run.'

See Also
DATE_AND_TIME
RTC
SYSTEM_CLOCK
TIME Portability Routine
SECNDS Intrinsic Procedure
SECTIONS

OpenMP* Fortran Compiler Directive: Specifies that the enclosed SECTION directives define blocks of code to be divided among threads in a team. Each section is executed once by a thread in the team.

Syntax

```fortran
!$OMP SECTIONS [clause[, clause] ... ]

[!$OMP SECTION]
  block
[!$OMP SECTION
  block]...

!$OMP END SECTIONS[NOWAIT]
```

clause

Is one of the following:

- FIRSTPRIVATE (list)
- LASTPRIVATE (list)
- PRIVATE (list)
- REDUCTION (operator | intrinsic : list)

block

Is a structured block (section) of statements or constructs. Any constituent section must also be a structured block.

You cannot branch into or out of the block.

The binding thread set for a SECTIONS construct is the current team. A SECTIONS region binds to the innermost enclosing parallel region.

Each section of code is preceded by a SECTION directive, although the directive is optional for the first section. The SECTION directives must appear within the lexical extent of the SECTIONS and END SECTIONS directive pair.

The last section ends at the END SECTIONS directive. Threads that complete execution of their SECTIONs encounter an implied barrier at the END SECTIONS directive unless NOWAIT is specified.

SECTIONS directives must be encountered by all threads in a team or by none at all.

Example

In the following example, subroutines XAXIS, YAXIS, and ZAXIS can be executed concurrently:

```fortran
!$OMP PARALLEL
!$OMP SECTIONS
!$OMP SECTION
  CALL XAXIS
!$OMP SECTION
  CALL YAXIS
!$OMP SECTION
  CALL ZAXIS
!$OMP END SECTIONS
!$OMP END PARALLEL
```

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
Parallel Processing Model for information about Binding Sets
SEED

**Portability Subroutine:** Changes the starting point of the pseudorandom number generator.

### Module
USE IFPORT

### Syntax
CALL SEED (iseed)

*iseed* (Input) INTEGER(4). Starting point for RANDOM.

SEED uses *iseed* to establish the starting point of the pseudorandom number generator. A given seed always produces the same sequence of values from RANDOM.

If SEED is not called before the first call to RANDOM, RANDOM always begins with a seed value of one. If a program must have a different pseudorandom sequence each time it runs, pass the constant RND$TIMESEED (defined in IFPORT.F90) to the SEED routine before the first call to RANDOM.

This routine is not thread-safe.

### Example
USE IFPORT
REAL myrand
CALL SEED(7531)
CALL RANDOM(myrand)

### See Also
RANDOM Subroutine
RANDOM_SEED
RANDOM_NUMBER

**SELECT CASE and END SELECT**

**Statement:** Transfers program control to a selected block of statements according to the value of a controlling expression.

### Example
CHARACTER*1 cmdchar

```fortran
... Files: SELECT CASE (cmdchar)
    CASE ('0')
        WRITE (*, *) "Must retrieve one to nine files"
    CASE ('1':'9')
        CALL RetrieveNumFiles (cmdchar)
    CASE ('A', 'a')
        CALL AddEntry
    CASE ('D', 'd')
        CALL DeleteEntry
    CASE ('H', 'h')
        CALL Help
    CASE DEFAULT
        WRITE (*, *) "Command not recognized; please re-enter"
END SELECT Files
```

### See Also
See **CASE**.
SELECT TYPE

**Statement:** Marks the beginning of a SELECT TYPE construct. The construct selects for execution at most one of its constituent blocks. The selection is based on the dynamic type of a specified expression.

**Syntax**

```
[name:] SELECT TYPE ([ assoc-name => ] selector)

[type-guard-stmt

   block]...

END SELECT [name]
```

(name) Is the name of the SELECT TYPE construct.

(assoc-name) Is an identifier that becomes associated with the selector. It becomes the associating entity. The identifier name must be unique within the construct. If selector is not a named variable, assoc-name => must appear.

(selector) Is an expression or variable. It must be polymorphic. It is evaluated when the SELECT TYPE statement is executed.

(type-guard-stmt) (Optional) Is one of the following:

- TYPE IS (type) [name]
- CLASS IS (type) [name]
- CLASS DEFAULT [name]

CLASS DEFAULT can be specified only once in the construct. The same type and kind parameter values can only be specified in one TYPE IS statement and one CLASS IS statement.

(type) Is an intrinsic type specifier or a derived-type specifier. It must specify that each length type parameter is assumed. It cannot be a sequence derived type or a type with the BIND attribute.

(block) (Optional) Is a sequence of zero or more statements or constructs.

**Description**

If a construct name is specified at the beginning of a SELECT TYPE statement, the same name must appear in the corresponding END SELECT statement and any type-guard-stmt. The same construct name must not be used for different named constructs in the same scoping unit. If no name is specified at the beginning of a SELECT TYPE statement, you cannot specify one following the END SELECT statement or any type-guard-stmt.

Execution of a SELECT TYPE construct whose selector is not a variable causes the selector expression to be evaluated.

A SELECT TYPE construct selects at most one block to be executed. During execution of that block, the associate name identifies an entity that is associated with the selector.

The following steps determine which block is selected for execution:

1. If a TYPE IS statement matches the selector, the block following that statement is executed. A TYPE IS statement matches the selector if the dynamic type and type parameter values of the selector are the same as those specified by the statement.
2. Otherwise, if exactly one CLASS IS statement matches the selector, the block following that statement is executed. A CLASS IS statement matches the selector if the dynamic type of the selector is an extension of the type specified by the statement and the kind type parameters specified by the statement are the same as the corresponding type parameters of the dynamic type of the selector.

3. Otherwise, if several CLASS IS statements match the selector, one of these statements must specify a type that is an extension of all the types specified in the others. In this case, the block following that statement is executed.

4. Otherwise, if there is a CLASS DEFAULT statement, the block following that statement is executed.

Within the block following a TYPE IS statement, the associating entity is not polymorphic, it has the type named in the TYPE IS statement, and has the type parameters of the selector.

Within the block following a CLASS IS statement, the associating entity is polymorphic and has the declared type named in the CLASS IS statement. The type parameters of the associating entity are the corresponding type parameters of the selector.

Within the block following a CLASS DEFAULT statement, the associating entity is polymorphic and has the same declared type as the selector. The type parameters of the associating entity are those of the declared type of the selector.

If the declared type of the selector is M, specifying CLASS DEFAULT has the same effect as specifying CLASS IS (M).

Within a SELECT TYPE construct, each associating entity has the same rank as its associated selector.

A type-guard-stmt cannot be a branch target statement. You can branch to an END SELECT statement only from within its SELECT TYPE construct.

Example

The following example shows a SELECT TYPE construct:

```fortran
TYPE POINT
  REAL :: X, Y
END TYPE POINT
TYPE, EXTENDS(POINT) :: POINT_3D
  REAL :: Z
END TYPE POINT_3D
TYPE, EXTENDS(POINT) :: COLOR_POINT
  INTEGER :: COLOR
END TYPE COLOR_POINT
TYPE(POINT), TARGET :: P
TYPE(POINT_3D), TARGET :: P3D
TYPE(COLOR_POINT), TARGET :: CP
CLASS(POINT), POINTER :: P OR CP
P OR CP=> CP
SELECT TYPE ( AN => P OR CP )
CLASS IS ( POINT )
  ! "CLASS ( POINT ) :: AN" is implied here
  PRINT *, AN%X, AN%Y  ! This block gets executed
TYPE IS ( POINT_3D )
  ! "TYPE ( POINT_3D ) :: AN" is implied here
  PRINT *, AN%X, AN%Y, AN%Z
END SELECT
```

The following example uses declarations from the above example, but it omits the associate name AN:

```fortran
P OR CP => P3D
SELECT TYPE ( P OR CP )
CLASS IS ( POINT )
  ! "CLASS ( POINT ) :: P OR CP" is implied here
  PRINT *, P OR CP%X, P OR CP%Y
TYPE IS ( POINT_3D )
```

1873
! "TYPE ( POINT_3D ) :: P_OR_CP" is implied here
    PRINT *, P_OR_CP%X, P_OR_CP%Y, P_OR_CP%Z  ! This block gets executed
END SELECT

**SELECTED_CHAR_KIND**

*Transformational Intrinsic Function (Generic):*

*Returns the value of the kind type parameter of the character set named by the argument.***

**Syntax**

\[
\text{result} = \text{SELECTED_CHAR_KIND}(\text{name})
\]

\*name* 
(Input) Must be scalar and of type default character. Its value must be 'DEFAULT' or 'ASCII'.

**Results**

The result is a scalar of type default integer.

The result is a scalar of type default integer. The result value is 1 if NAME has the value 'DEFAULT' or 'ASCII'; otherwise, the result value is -1.

**SELECTED_INT_KIND**

*Transformational Intrinsic Function (Generic):*

*Returns the value of the kind parameter of an integer data type.***

**Syntax**

\[
\text{result} = \text{SELECTED_INT_KIND}(r)
\]

\*r* 
(Input) Must be scalar and of type integer.

**Results**

The result is a scalar of type default integer. The result has a value equal to the value of the kind parameter of the integer data type that represents all values \( n \) in the range of values \( n \) with \( -10^r < n < 10^r \).

If no such kind type parameter is available on the processor, the result is -1. If more than one kind type parameter meets the criteria, the value returned is the one with the smallest decimal exponent range. For more information, see Model for Integer Data.

**Example**

SELECTED_INT_KIND (6) = 4

The following shows another example:

\[
\begin{align*}
i & = \text{SELECTED_INT_KIND}(8) \quad ! \text{returns 4} \\
i & = \text{SELECTED_INT_KIND}(3) \quad ! \text{returns 2} \\
i & = \text{SELECTED_INT_KIND}(10) \quad ! \text{returns 8} \\
i & = \text{SELECTED_INT_KIND}(20) \quad ! \text{return -1 because 10^{**20} \\
& \quad \text{is bigger than 2^{**63}}
\end{align*}
\]

**See Also**

SELECTED_REAL_KIND
SELECTED_REAL_KIND

Transformational Intrinsic Function (Generic):
Returns the value of the kind parameter of a real data type.

Syntax

\[
\text{result} = \text{SELECTED_REAL_KIND} ([\text{p}] [,\text{r}])
\]

\( p \)
(Input; optional) Must be scalar and of type integer.

\( r \)
(Input; optional) Must be scalar and of type integer.

At least one argument must be present.

Results

If \( p \) or \( r \) is absent, the result is as if the argument was present with the value zero.

The result is a scalar of type default integer. If both arguments are absent, the result is zero. Otherwise, the result has a value equal to a value of the kind parameter of a real data type with decimal precision, as returned by the function PRECISION, of at least \( p \) digits and a decimal exponent range, as returned by the function RANGE, of at least \( r \).

If no such kind type parameter is available on the processor, the result is as follows:

-1 if the precision is not available but the range is available
-2 if the exponent range is not available but the precision is available
-3 if neither is available
-4 if real types for the precision and the range are available separately but not together

If more than one kind type parameter value meets the criteria, the value returned is the one with the smallest decimal precision. Intel® Fortran currently does not return -4 for any combination of \( p \) and \( r \). For more information, see Model for Real Data.

Example

SELECTED_REAL_KIND (6, 70) = 8

The following shows another example:

\[
\begin{align*}
\text{i} & = \text{SELECTED_REAL_KIND}(r=200) \quad ! \text{returns 8} \\
\text{i} & = \text{SELECTED_REAL_KIND}(13) \quad ! \text{returns 8} \\
\text{i} & = \text{SELECTED_REAL_KIND}(100, 200) \quad ! \text{returns -1} \\
\text{i} & = \text{SELECTED_REAL_KIND}(13, 5000) \quad ! \text{returns -2} \\
\text{i} & = \text{SELECTED_REAL_KIND}(100, 5000) \quad ! \text{returns -3}
\end{align*}
\]

The following example gives a compile-time error:

\[
\text{i} = \text{SELECTED_REAL_KIND} ()
\]

The following example returns a 0 at run-time to indicate that there was an error:

\[
\begin{verbatim}
PROGRAM TEST
CALL F ()
CONTAINS
  SUBROUTINE F (P, R)
    INTEGER, OPTIONAL :: P, R
    PRINT *, SELECTED_REAL_KIND (P=P, R=R) ! prints 0
  END SUBROUTINE F
END PROGRAM TEST
\end{verbatim}
\]

See Also

SELECTED_INT_KIND
SEQUENCE

Statement: Preserves the storage order of a derived-type definition.

Syntax
SEQUENCE

Description
The SEQUENCE statement allows derived types to be used in common blocks and to be equivalenced.

The SEQUENCE statement appears only as part of derived-type definitions. It causes the components of the derived type to be stored in the same sequence they are listed in the type definition. If you do not specify SEQUENCE, the physical storage order is not necessarily the same as the order of components in the type definition.

If a derived type is a sequence derived type, then any other derived type that includes it must also be a sequence type.

Example

```fortran
!DIR$ PACK:1
TYPE NUM1_SEQ
  SEQUENCE
  INTEGER(2)::int_val
  REAL(4)::real_val
  LOGICAL(2)::log_val
END TYPE NUM1_SEQ

TYPE num2_seq
  SEQUENCE
  LOGICAL(2)::log_val
  INTEGER(2)::int_val
  REAL(4)::real_val
end type num2_seq

type (num1_seq) num1
type (num2_seq) num2
character*8 t, t1
equivalence (num1,t)
equivalence (num2,t1)
num1%int_val=2
num1%real_val=3.5
num1%log_val=.TRUE.
t1(1:2)=t(7:8)
t1(3:4)=t(1:2)
t1(5:8)=t(3:6)
print *, num2%int_val, num2%real_val, num2%log_val
end
```

See Also
Derived Data Types
Data Types, Constants, and Variables Overview

SETACTIVEQQ (W*S)

QuickWin Function: Makes a child window active, but does not give it focus.

Module
USE IFQWIN
Syntax

result = SETACTIVEQQ (unit)

unit (Input) INTEGER(4). Unit number of the child window to be made active.

Results

The result type is INTEGER(4). The result is 1 if successful; otherwise, 0.

When a window is made active, it receives graphics output (from ARC, LINETO and OUTGTEXT, for example) but is not brought to the foreground and does not have the focus. If a window needs to be brought to the foreground, it must be given the focus. A window is given focus with FOCUSQQ, by clicking it with the mouse, or by performing I/O other than graphics on it, unless the window was opened with IOFOCUS='FALSE'. By default, IOFOCUS='TRUE.', except for child windows opened as unit '*'.

The window that has the focus is always on top, and all other windows have their title bars grayed out. A window can have the focus and yet not be active and not have graphics output directed to it. Graphical output is independent of focus.

If IOFOCUS='TRUE.', the child window receives focus prior to each READ, WRITE, PRINT, or OUTTEXT. Calls to graphics functions (such as OUTGTEXT and ARC) do not cause the focus to shift.

See Also
GETACTIVEQQ (W*S)
FOCUSQQ (W*S)
INQFOCUSQQ (W*S)

SETBKCOLOR (W*S)

Graphics Function: Sets the current background color index for both text and graphics.

Module
USE IFQWIN

Syntax

result = SETBKCOLOR (color)

color (Input) INTEGER(4). Color index to set the background color to.

Results

The result type is INTEGER(4). The result is the previous background color index.

SETBKCOLOR changes the background color index for both text and graphics. The color index of text over the background color is set with SETTEXTCOLOR. The color index of graphics over the background color (used by drawing functions such as FLOODFILL and ELLIPSE) is set with SETCOLOR. These non-RGB color functions use color indexes, not true color values, and limit the user to colors in the palette, at most 256. For access to all system colors, use SETBKCOLORRGB, SETCOLORRGB, and SETTEXTCOLORRGB.

Changing the background color index does not change the screen immediately. The change becomes effective when CLEARSCREEN is executed or when doing text input or output, such as with READ, WRITE, or OUTTEXT. The graphics output function OUTGTEXT does not affect the color of the background.

Generally, INTEGER(4) color arguments refer to color values and INTEGER(2) color arguments refer to color indexes. The two exceptions are GETBKCOLOR and SETBKCOLOR. The default background color index is 0, which is associated with black unless the user remaps the palette with REMAPPALLETTERGB.
NOTE
The SETBKCOLOR routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the SetBkColor routine by including the IFWIN module, you need to specify the routine name as MSFWIN$SetBkColor.

Example
USE IFQWIN
INTEGER(4) i
i = SETBKCOLOR(14)

See Also
SETBKCOLORRGB (W*S)
GETBKCOLOR (W*S)
REMAPALLPALETTERGB, REMAPPALLETTERGB (W*S)
SETBKCOLOR (W*S)
SETTEXTCOLOR (W*S)

SETBKCOLORRGB (W*S)

**Graphics Function:** Sets the current background color to the given Red-Green-Blue (RGB) value.

Module
USE IFQWIN

Syntax
result = SETBKCOLORRGB (color)

color (Input) INTEGER(4). RGB color value to set the background color to. Range and result depend on the system's display adapter.

Results
The result type is INTEGER(4). The result is the previous background RGB color value.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you specify with SETBKCOLORRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

```
<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0</td>
<td>B B B B B B</td>
<td>G G G G G G</td>
<td>G G G G G R</td>
<td>R R R R R R</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

Larger numbers correspond to stronger color intensity with binary 1111111 (hex Z'FF') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FFFF00' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

The default background color is value 0, which is black. Changing the background color value does not change the screen immediately, but becomes effective when CLEARSCREEN is executed or when doing text input or output such as READ, WRITE, or OUTTEXT. The graphics output function OUTGTEXT does not affect the color of the background.

SETBKCOLORRGB sets the RGB color value of the current background for both text and graphics. The RGB color value of text over the background color (used by text functions such as OUTTEXT, WRITE, and PRINT) is set with SETTEXTCOLORRGB. The RGB color value of graphics over the background color (used by graphics functions such as ARC, OUTGTEXT, and FLOODFILLRGB) is set with SETCOLORRGB.
SETBKCOLORRGB (and the other RGB color selection functions SETCOLORRGB, and SETTEXTCOLORRGB) sets the color to a value chosen from the entire available range. The non-RGB color functions (SETCOLOR, SETBKCOLOR, and SETTEXTCOLOR) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

Example

! Build as a QuickWin or Standard Graphics App.
USE IFQWIN
INTEGER(4) oldcolor
INTEGER(2) status, x1, y1, x2, y2
x1 = 80; y1 = 50
x2 = 240; y2 = 150
oldcolor = SETBKCOLORRGB(Z'FF0000') !blue
oldcolor = SETCOLORRGB(Z'FF') ! red
CALL CLEARSCREEN ($GCLEARSCREEN)
status = ELLIPSE($GBORDER, x1, y1, x2, y2)
END

See Also
GETBKCOLORRGB (W*S)
SETCOLORRGB (W*S)
SETTEXTCOLORRGB (W*S)
SETPIXELRGB, SETPIXELRGB_W (W*S)
SETPIXELSRGB (W*S)
SETBKCOLOR (W*S)

SETCLIPRGN (W*S)

Graphics Subroutine: Limits graphics output to part of the screen.

Module
USE IFQWIN

Syntax

CALL SETCLIPRGN (x1,y1,x2,y2)

x1, y1 (Input) INTEGER(2). Physical coordinates for upper-left corner of clipping region.

x2, y2 (Input) INTEGER(2). Physical coordinates for lower-right corner of clipping region.

The SETCLIPRGN function limits the display of subsequent graphics output and font text output to that which fits within a designated area of the screen (the "clipping region"). The physical coordinates (x1, y1) and (x2, y2) are the upper-left and lower-right corners of the rectangle that defines the clipping region. The SETCLIPRGN function does not change the viewport-coordinate system; it merely masks graphics output to the screen.

SETCLIPRGN affects graphics and font text output only, such as OUTGTEXT. To mask the screen for text output using OUTTEXT, use SETTEXTWINDOW.
Example

This program draws an ellipse lying partly within a clipping region, as shown below.

```fortran
! Build as QuickWin or Standard Graphics ap.
USE IFQWIN
INTEGER(2) status, x1, y1, x2, y2
INTEGER(4) oldcolor
x1 = 10;  y1 = 50
x2 = 170; y2 = 150
! Draw full ellipse in white
status = ELLIPSE($GBORDER, x1, y1, x2, y2)
oldcolor = SETCOLORRGB(Z'FF0000') !blue
WRITE(*,*) "Hit enter"
READ(*,*)
CALL CLEARSCREEN($GCLEARSCREEN) ! clear screen
CALL SETCLIPRGN( INT2(0), INT2(0), &
                 INT2(150), INT2(125))
! only part of ellipse inside clip region drawn now
status = ELLIPSE($GBORDER, x1, y1, x2, y2)
END
```

The following shows the output of this program.

Bounding rectangle

Clip region  Arc of clipped ellipse

See Also
GETPHYSCOORD (W*S)
GRSTATUS (W*S)
SETTEXTWINDOW (W*S)
SETVIEWORG (W*S)
SETVIEWPORT (W*S)
SETWINDOW (W*S)

SETCOLOR (W*S)

*Graphics Function: Sets the current graphics color index.*

Module
USE IFQWIN

Syntax
```
result = SETCOLOR (color)
```

```
color (Input) INTEGER(2). Color index to set the current graphics color to.
```
Results

The result type is INTEGER(2). The result is the previous color index if successful; otherwise, -1.

The SETCOLOR function sets the current graphics color index, which is used by graphics functions such as ELLIPSE. The background color index is set with SETBKCOLOR. The color index of text over the background color is set with SETTEXTCOLOR. These non-RGB color functions use color indexes, not true color values, and limit the user to colors in the palette, at most 256. For access to all system colors, use SETCOLORRGB, SETBKCOLORRGB, and SETTEXTCOLORRGB.

Example

USE IFQWIN
INTEGER(2) color, oldcolor
LOGICAL status
TYPE (windowconfig) wc

status = GETWINDOWCONFIG(wc)
color = wc%numcolors - 1
oldcolor = SETCOLOR(color)
END

See Also
SETCOLORRGB (W*S)
GETCOLOR (W*S)
REMAPALLPALETTERGB, REMAPPALETTERGB (W*S)
SETBKCOLOR (W*S)
SETTEXTCOLOR (W*S)
SETPIXEL, SETPIXEL_W (W*S)
SETPIXELS (W*S)

SETCOLORRGB (W*S)

Graphics Function: Sets the current graphics color to the specified Red-Green-Blue (RGB) value.

Module
USE IFQWIN

Syntax

result = SETCOLORRGB (color)

color (Input) INTEGER(4). RGB color value to set the current graphics color to. Range and result depend on the system's display adapter.

Results

The result type is INTEGER(4). The result is the previous RGB color value.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you specify with SETCOLORRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0</td>
<td>B B B B B B B B</td>
<td>G G G G G G G G</td>
<td>R R R R R R R R</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Larger numbers correspond to stronger color intensity with binary 1111111 (hex Z'FF') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

**SETCOLORRGB** sets the RGB color value of graphics over the background color, used by the following graphics functions: ARC, ELLIPSE, FLOODFILL, LINETO, OUTGTEXT, PIE, POLYGON, RECTANGLE, and SETPIXEL. **SETBKCOLORRGB** sets the RGB color value of the current background for both text and graphics. **SETTEXTCOLORRGB** sets the RGB color value of text over the background color (used by text functions such as OUTTEXT, WRITE, and PRINT).

**SETCOLORRGB** (and the other RGB color selection functions **SETBKCOLORRGB**, and **SETTEXTCOLORRGB**) sets the color to a value chosen from the entire available range. The non-RGB color functions (**SETCOLOR**, **SETBKCOLOR**, and **SETTEXTCOLOR**) use color indexes rather than true color values. If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

**Example**

```fortran
! Build as a QuickWin or Standard Graphics App.
USE IFQWIN
INTEGER(2) numfonts
INTEGER(4) oldcolor
TYPE (xycoord) xy
numfonts = INITIALIZEFONTS()
oldcolor = SETCOLORRGB(Z'0000FF')  ! red
oldcolor = SETBKCOLORRGB(Z'00FF00') ! green
CALL MOVETO(INT2(200), INT2(100), xy)
CALL OUTGTEXT("hello, world")
END
```

**See Also**

SETBKCOLORRGB (W*S)
SETTEXTCOLORRGB (W*S)
GETCOLORRGB (W*S)
ARC, ARC_W (W*S)
ELLIPSE, ELLIPSE_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
SETCOLOR (W*S)
LINETO, LINETO_W (W*S)
OUTGTEXT (W*S)
PIE, PIE_W (W*S)
POLYGON, POLYGON_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)
REMAPALLPALETERGB, REMAPPALETERGB (W*S)
SETPIXELRGB, SETPIXELRGB_W (W*S)
SETPIXELSRGB (W*S)

**SETCONTROLFPQQ**

*Portability Subroutine:* Sets the value of the floating-point processor control word.

**Module**

USE IFPORT
Syntax

CALL SETCONTROLFPQQ (controlword)

controlword    (Input) INTEGER(2). Floating-point processor control word.

The floating-point control word specifies how various exception conditions are handled by the floating-point math coprocessor, sets the floating-point precision, and specifies the floating-point rounding mechanism used.

The control word can be any of the following constants (defined in IFPORT.F90):

<table>
<thead>
<tr>
<th>Parameter name</th>
<th>Hex value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FPCW$MCW_IC</td>
<td>Z’1000'</td>
<td>Infinity control mask</td>
</tr>
<tr>
<td>FPCW$AFFINE</td>
<td>Z’1000'</td>
<td>Affine infinity</td>
</tr>
<tr>
<td>FPCW$PROJECTIVE</td>
<td>Z’0000'</td>
<td>Projective infinity</td>
</tr>
<tr>
<td>FPCW$MCW_PC</td>
<td>Z’0300'</td>
<td>Precision control mask</td>
</tr>
<tr>
<td>FPCW$64</td>
<td>Z’0300'</td>
<td>64-bit precision</td>
</tr>
<tr>
<td>FPCW$53</td>
<td>Z’0200'</td>
<td>53-bit precision</td>
</tr>
<tr>
<td>FPCW$24</td>
<td>Z’0000'</td>
<td>24-bit precision</td>
</tr>
<tr>
<td>FPCW$MCW_RC</td>
<td>Z’0C00'</td>
<td>Rounding control mask</td>
</tr>
<tr>
<td>FPCW$CHOP</td>
<td>Z’0C00'</td>
<td>Truncate</td>
</tr>
<tr>
<td>FPCW$UP</td>
<td>Z’0800'</td>
<td>Round up</td>
</tr>
<tr>
<td>FPCW$DOWN</td>
<td>Z’0400'</td>
<td>Round down</td>
</tr>
<tr>
<td>FPCW$NEAR</td>
<td>Z’0000'</td>
<td>Round to nearest</td>
</tr>
<tr>
<td>FPCW$MCW_EM</td>
<td>Z’003F'</td>
<td>Exception mask</td>
</tr>
<tr>
<td>FPCW$INVALID</td>
<td>Z’0001'</td>
<td>Allow invalid numbers</td>
</tr>
<tr>
<td>FPCW$DENORMAL</td>
<td>Z’0002'</td>
<td>Allow denormals (very small numbers)</td>
</tr>
<tr>
<td>FPCW$ZERODIVIDE</td>
<td>Z’0004'</td>
<td>Allow divide by zero</td>
</tr>
<tr>
<td>FPCW$OVERFLOW</td>
<td>Z’0008'</td>
<td>Allow overflow</td>
</tr>
<tr>
<td>FPCW$UNDERFLOW</td>
<td>Z’0010'</td>
<td>Allow underflow</td>
</tr>
<tr>
<td>FPCW$INEXACT</td>
<td>Z’0020'</td>
<td>Allow inexact precision</td>
</tr>
</tbody>
</table>

An exception is disabled if its control bit is set to 1. An exception is enabled if its control bit is cleared to 0.

Setting the floating-point precision and rounding mechanism can be useful if you are reusing old code that is sensitive to the floating-point precision standard used and you want to get the same results as on the old machine.

You can use GETCONTROLFPQQ to retrieve the current control word and SETCONTROLFPQQ to change the control word. Most users do not need to change the default settings. If you need to change the control word, always use SETCONTROLFPQQ to make sure that special routines handling floating-point stack exceptions and abnormal propagation work correctly.
NOTE
The Intel® Fortran exception handler allows for software masking of invalid operations, but does not allow the math chip to mask them. If you choose to use the software masking, be aware that this can affect program performance if you compile code written for Intel Fortran with another compiler.

Example

USE IFPORT
INTEGER(2) status, control, controlo
CALL GETCONTROLFPQQ(control)
WRITE (*, 9000) 'Control word: ', control
! Save old control word
controlo = control
! Clear all flags
control = control .AND. Z'0000'
! Set new control to round up
control = control .OR. FPCW$UP
CALL SETCONTROLFPQQ(control)
CALL GETCONTROLFPQQ(control)
WRITE (*, 9000) 'Control word: ', control
9000 FORMAT (1X, A, Z4)
END

See Also
GETCONTROLFPQQ
GETSTATUSFPQQ (W*S)
LCWRQQ
SCWRQQ
CLEARSTATUSFPQQ

SETDAT
Portability Function: Sets the system date. This function is only available on Windows* and Linux* systems.

Module
USE IFPORT

Syntax
result = SETDAT (iyr, imon, iday)

iyr (Input) INTEGER(2) or INTEGER(4). Year ( xxxxAD).
imon (Input) INTEGER(2) or INTEGER(4). Month (1-12).
iday (Input) INTEGER(2) or INTEGER(4). Day of the month (1-31).

Results
The result type is LOGICAL(4). The result is .TRUE. if the system date is changed; .FALSE. if no change is made.
Actual arguments of the function SETDAT can be any valid INTEGER(2) or INTEGER(4) expression.
All arguments must be of the same integer kind, that is, all must be INTEGER(2) or all must be INTEGER(4).
If INTEGER(2) arguments are passed, you must specify USE IFPORT.
Refer to your operating system documentation for the range of permitted dates.
NOTE
On Linux systems, you must have root privileges to execute this function.

Example

USE IFPORT
LOGICAL(4) success
success = SETDAT(INT2(1997+1), INT2(2*3), INT2(30))
END

See Also
GETDAT
GETTIM
SETTIM

SETENVQQ

Portability Function: Sets the value of an existing environment variable, or adds and sets a new environment variable.

Module
USE IFPORT

Syntax

result = SETENVQQ (varname=value)

varname=value (Input) Character*(*). String containing both the name and the value of the variable to be added or modified. Must be in the form: varname = value, where varname is the name of an environment variable and value is the value being assigned to it.

Results

The result is of type LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

Environment variables define the environment in which a program executes. For example, the LIB environment variable defines the default search path for libraries to be linked with a program.

SETENVQQ deletes any terminating blanks in the string. Although the equal sign (=) is an illegal character within an environment value, you can use it to terminate value so that trailing blanks are preserved. For example, the string PATH= =sets value to ''. You can use SETENVQQ to remove an existing variable by giving a variable name followed by an equal sign with no value. For example, LIB= removes the variable LIB from the list of environment variables. If you specify a value for a variable that already exists, its value is changed. If the variable does not exist, it is created.

SETENVQQ affects only the environment that is local to the current process. You cannot use it to modify the command-level environment. When the current process terminates, the environment reverts to the level of the parent process. In most cases, this is the operating system level. However, you can pass the environment modified by SETENVQQ to any child process created by RUNQQ. These child processes get new variables and/or values added by SETENVQQ.

SETENVQQ uses the C runtime routine _putenv and GETENVQQ uses the C runtime routine getenv. From the C documentation:

getenv and _putenv use the copy of the environment pointed to by the global variable _environ to access the environment. getenv operates only on the data structures accessible to the run-time library and not on the environment segment created for the process by the operating system.
SETENVQQ and GETENVQQ will not work properly with the Windows APIs SetEnvironmentVariable and GetEnvironmentVariable.

Example

USE IFPORT
LOGICAL(4) success
success = SETENVQQ("PATH=c:\mydir\tmp")
success = &
SETENVQQ("LIB=c:\mylib\bessel.lib;c:\math\difq.lib")
END

See Also
GETENVQQ
RUNQQ

SETERRMODEQQ

Portability Subroutine: Sets the prompt mode for critical errors that by default generate system prompts.

Module
USE IFPORT

Syntax

CALL SETERRMODEQQ (pmode)

pmode (Input) LOGICAL(4). Flag that determines whether a prompt is displayed when a critical error occurs.

Certain I/O errors cause the system to display an error prompt. For example, attempting to write to a disk drive with the drive door open generates an "Abort, Retry, Ignore" message. When the system starts up, system error prompting is enabled by default (pmode=.TRUE.). You can also enable system error prompts by calling SETERRMODEQQ with pmode set to ERR$HARDPROMPT (defined in IFPORT.F90).

If prompt mode is turned off, critical errors that normally cause a system prompt are silent. Errors in I/O statements such as OPEN, READ, and WRITE fail immediately instead of being interrupted with prompts. This gives you more direct control over what happens when an error occurs. For example, you can use the ERR= specifier to designate an executable statement to branch to for error handling. You can also take a different action than that requested by the system prompt, such as opening a temporary file, giving a more informative error message, or exiting.

You can turn off prompt mode by setting pmode to .FALSE. or to the constant ERR$HARDFAIL (defined in IFPORT.F90).

Note that SETERRMODEQQ affects only errors that generate a system prompt. It does not affect other I/O errors, such as writing to a nonexistent file or attempting to open a nonexistent file with STATUS='OLD'.

Example

! PROGRAM 1
!  DRIVE B door open
OPEN (10, FILE = 'B:\NOFILE.DAT', ERR = 100)
!  Generates a system prompt error here and waits for the user
!  to respond to the prompt before continuing
100 WRITE(*,*) ' Continuing'
END

! PROGRAM 2
!  DRIVE B door open
USE IFPORT
CALL SETERRORMODEQ(.FALSE.)
OPEN (10, FILE = 'B:\NOFILE.DAT', ERR = 100)
! Causes the statement at label 100 to execute
! without system prompt
100   WRITE(*,*) ' Drive B: not available, opening &
 &alternative drive.'
OPEN (10, FILE = 'C:\NOFILE.DAT')
END

SETEXITQQ

QuickWin Function: Sets a QuickWin application's exit behavior.

Module

USE IFQWIN

Syntax

result = SETEXITQQ (exitmode)

exitmode (Input) INTEGER(4). Determines the program exit behavior. The following exit parameters are defined in IFQWIN.F90:

- QWIN$EXITPROMPT - Displays the following message box:
  "Program exited with exit status X. Exit Window?"
  where X is the exit status from the program.
  If Yes is entered, the application closes the window and terminates. If No is entered, the dialog box disappears and you can manipulate the windows as usual. You must then close the window manually.
- QWIN$EXITNOPERSIST - Terminates the application without displaying a message box.
- QWIN$EXITPERSIST - Leaves the application open without displaying a message box.

Results

The result type is INTEGER(4). The result is zero if successful; otherwise, a negative value.

The default for both QuickWin and Standard Graphics applications is QWIN$EXITPROMPT.

Example

! Build as QuickWin Ap
USE IFQWIN
INTEGER(4) exmode, result

WRITE(*,'(1X,A,/)') 'Please enter the exit mode 1, 2 &
or 3'
READ(*,*) exmode
SELECT CASE (exmode)
CASE (1)
   result = SETEXITQQ(QWIN$EXITPROMPT)
CASE (2)
   result = SETEXITQQ(QWIN$EXITNOPERSIST)
CASE (3)
   result = SETEXITQQ(QWIN$EXITPERSIST)
CASE DEFAULT

```fortran
WRITE(*,*) 'Invalid option - checking for bad return'
IF(SETEXITQQ( exmode ) .NE. -1) THEN
  WRITE(*,*) 'Error not returned'
ELSE
  WRITE(*,*) 'Error code returned'
ENDIF
END SELECT
END
```

**See Also**

GETEXITQQ (W*S)

### SET_EXPONENT

**Elemental Intrinsic Function (Generic):** Returns the value of the exponent part (of the model for the argument) set to a specified value.

**Syntax**

```
result = SET_EXPONENT (x, i)
```

- `x` (Input) Must be of type real.
- `i` (Input) Must be of type integer.

**Results**

The result type and kind is the same as `x`. The result has the value $x \times b^{i/e}$. Parameters `b` and `e` are defined in Model for Real Data. If `x` has the value zero, the result is zero.

**Example**

If 3.0 is a REAL(4) value, SET_EXPONENT (3.0, 1) has the value 1.5.

**See Also**

EXPONENT

Data Representation Models

### SETFILEACCESSQQ

**Portability Function:** Sets the file access mode for a specified file.

**Module**

USE IFPORT

**Syntax**

```
result = SETFILEACCESSQQ (filename, access)
```

- `filename` (Input) Character*(*). Name of a file to set access for.
- `access` (Input) INTEGER(4). Constant that sets the access. Can be any combination of the following flags, combined by an inclusive OR (such as IOR or OR):
  - FILE$ARCHIVE - Marked as having been copied to a backup device.
  - FILE$HIDDEN - Hidden. The file does not appear in the directory list that you can request from the command console.
  - FILE$NORMAL - No special attributes (default).
• FILE$READONLY - Write-protected. You can read the file, but you cannot make changes to it.
• FILE$SYSTEM - Used by the operating system.

The flags are defined in module IFPORT.F90.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

To set the access value for a file, add the constants representing the appropriate access.

Example

```
USE IFPORT
INTEGER(4) permit
LOGICAL(4) result
permit = 0    ! clear permit
permit = IOR(FILE$READONLY, FILE$HIDDEN)
result = SETFILEACCESSQQ ('formula.f90', permit)
END
```

See Also
GETFILEINFOQQ

SETFILETIMEQQ

Portability Function: Sets the modification time for a specified file.

Module
USE IFPORT

Syntax

```
result = SETFILETIMEQQ (filename, timedate)
```

*timedate* (Input) INTEGER(4) . Time and date information, as packed by PACKTIMEQQ.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The modification time is the time the file was last modified and is useful for keeping track of different versions of the file. The process that calls SETFILETIMEQQ must have write access to the file; otherwise, the time cannot be changed. If you set *timedate* to FILE$CURTIME (defined in IFPORT.F90), SETFILETIMEQQ sets the modification time to the current system time.

If the function fails, call GETLASTERRORQQ to determine the reason. It can be one of the following:

• ERR$ACCES - Permission denied. The file's (or directory's) permission setting does not allow the specified access.
• ERR$INVAL - Invalid argument; the *timedate* argument is invalid.
• ERR$MFILE - Too many open files (the file must be opened to change its modification time).
• ERR$NOENT - File or path not found.
• ERR$NOMEM - Not enough memory is available to execute the command; or the available memory has been corrupted; or an invalid block exists, indicating that the process making the call was not allocated properly.

Example

USE IFPORT
INTEGER(2) day, month, year
INTEGER(2) hour, minute, second, hund
INTEGER(4) timedate
LOGICAL(4) result

CALL GETDAT(year, month, day)
CALL GETTIM(hour, minute, second, hund)
CALL PACKTIMEQQ (timedate, year, month, day, &
                 hour, minute, second)
result = SETFILETIMEQQ('myfile.dat', timedate)
END

See Also
PACKTIMEQQ
UNPACKTIMEQQ
GETLASTERRORQQ

SETFILLMASK (W*S)

*Graphics Subroutine:* Sets the current fill mask to a new pattern.

Module

USE IFQWIN

Syntax

CALL SETFILLMASK (mask)

mask (Input) INTEGER(1). One-dimensional array of length 8.

There are 8 bytes in mask, and each of the 8 bits in each byte represents a pixel, creating an 8x8 pattern. The first element (byte) of mask becomes the top 8 bits of the pattern, and the eighth element (byte) of mask becomes the bottom 8 bits.

During a fill operation, pixels with a bit value of 1 are set to the current graphics color, while pixels with a bit value of zero are set to the current background color. The current graphics color is set with SETCOLORRGB or SETCOLOR. The 8-byte mask is replicated over the entire fill area. If no fill mask is set (with SETFILLMASK), or if the mask is all ones, solid current color is used in fill operations.

The fill mask controls the fill pattern for graphics routines (FLOODFILLRGB, PIE, ELLIPSE, POLYGON, and RECTANGLE).

To change the current fill mask, determine the array of bytes that corresponds to the desired bit pattern and set the pattern with SETFILLMASK, as in the following example.
Example

This program draws six rectangles, each with a different fill mask, as shown below.

USE IFQWIN

INTEGER(1), TARGET :: style1(8) &
/ 'Z'18','Z'18','Z'18','Z'18','Z'18','Z'18','Z'18','Z'18' /
INTEGER(1), TARGET :: style2(8) &
/ 'Z'08','Z'08','Z'08','Z'08','Z'08','Z'08','Z'08','Z'08' /
INTEGER(1), TARGET :: style3(8) &
/ 'Z'00','Z'00','Z'18','Z'18','Z'18','Z'18','Z'18','Z'18' /
INTEGER(1), TARGET :: style4(8) &
/ 'Z'00','Z'08','Z'00','Z'08','Z'08','Z'08','Z'08','Z'08' /
INTEGER(1), TARGET :: style5(8) &
/ 'Z'00','Z'18','Z'00','Z'18','Z'18','Z'18','Z'18','Z'18' /
INTEGER(1), TARGET :: style6(8) &
/ 'Z'08','Z'00','Z'08','Z'00','Z'08','Z'08','Z'00','Z'00' /
INTEGER(1) oldstyle(8) ! Placeholder for old style
INTEGER loop
INTEGER(1), POINTER :: ptr(:)

CALL GETFILLMASK( oldstyle )
! Make 6 rectangles, each with a different fill
DO loop = 1, 6
    SELECT CASE ( loop )
        CASE ( 1 )
            ptr => style1
        CASE ( 2 )
            ptr => style2
        CASE ( 3 )
            ptr => style3
        CASE ( 4 )
            ptr => style4
        CASE ( 5 )
            ptr => style5
        CASE ( 6 )
            ptr => style6
        END SELECT
    CALL SETFILLMASK( ptr )
    status = RECTANGLE( $GFILLINTERIOR, INT2( loop*40+5 ), &
The following shows the output of this program.

![Typical fill masks for rectangle]

See Also
ELLIPSE, ELLIPSE_W (W*S)
FLOODFILLRGB, FLOODFILLRGB_W (W*S)
GETFILLMASK (W*S)
PIE, PIE_W (W*S)
POLYGON, POLYGON_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)

SETFONT (W*S)

**Graphics Function:** Finds a single font that matches a specified set of characteristics and makes it the current font used by the OUTGTEXT function.

**Module**
USE IFQWIN

**Syntax**

```fortran
result = SETFONT (options)
```

**options**

(Input) Character*(*) String describing font characteristics (see below for details).

**Results**

The result type is INTEGER(2). The result is the index number (x as used in the nx option) of the font if successful; otherwise, -1.

The SETFONT function searches the list of available fonts for a font matching the characteristics specified in options. If a font matching the characteristics is found, it becomes the current font. The current font is used in all subsequent calls to the OUTGTEXT function. There can be only one current font.

The options argument consists of letter codes, as follows, that describe the desired font. The argument is neither case sensitive nor position sensitive.

- **t** fontname
  Name of the desired typeface. It can be any installed font.

- **h** y
  Character height, where y is the number of pixels.

- **w** x
  Select character width, where x is the number of pixels.
Select only a fixed-space font (do not use with the \(p\) characteristic).

Select only a proportional-space font (do not use with the \(f\) characteristic).

Select only a vector-mapped font (do not use with the \(r\) characteristic). Roman, Modern, and Script are examples of vector-mapped fonts, also called plotter fonts. True Type fonts (for example, Arial, Symbol, and Times New Roman) are not vector-mapped.

Select only a raster-mapped (bitmapped) font (do not use with the \(v\) characteristic). Courier, Helvetica, and Palatino are examples of raster-mapped fonts, also called screen fonts. True Type fonts are not raster-mapped.

Select the bold text format. This parameter is ignored if the font does not allow the bold format.

Select the underline text format. This parameter is ignored if the font does not allow underlining.

Select the italic text format. This parameter is ignored if the font does not allow italics.

Select the font that best fits the other parameters specified.

Select font number \(x\), where \(x\) is less than or equal to the value returned by the INITIALIZEFONTS function.

You can specify as many options as you want, except with \(nx\), which should be used alone. If you specify options that are mutually exclusive (such as the pairs \(f/p\) or \(r/v\)), the SETFONT function ignores them.

There is no error detection for incompatible parameters used with \(nx\).

If the \(b\) option is specified and at least one font is initialized, SETFONT sets a font and returns 0 to indicate success.

In selecting a font, the SETFONT routine uses the following criteria, rated from highest precedence to lowest:

1. Pixel height
2. Typeface
3. Pixel width
4. Fixed or proportional font

You can also specify a pixel width and height for fonts. If you choose a nonexistent value for either and specify the \(b\) option, SETFONT chooses the closest match.

A smaller font size has precedence over a larger size. If you request Arial 12 with best fit, and only Arial 10 and Arial 14 are available, SETFONT selects Arial 10.

If you choose a nonexistent value for pixel height and width, the SETFONT function applies a magnification factor to a vector-mapped font to obtain a suitable font size. This automatic magnification does not apply if you specify the \(r\) option (raster-mapped font), or if you request a specific typeface and do not specify the \(b\) option (best-fit).

If you specify the \(nx\) parameter, SETFONT ignores any other specified options and supplies only the font number corresponding to \(x\).
If a height is given, but not a width, SETFONT computes the width to preserve the correct font proportions.

If a width is given, but not a height, SETFONT uses a default height, which may vary from font type to font type. This may lead to characters that appear distorted, particularly when a very wide width is specified. This behavior is the same as that of the Windows* API CreateFontIndirect. A sample program is provided below showing you how to calculate the correct height for a given width.

The font functions affect only OUTGTEXT and the current graphics position; no other Fortran Graphics Library output functions are affected by font usage.

For each window you open, you must call INITIALIZEFONTS before calling SETFONT. INITIALIZEFONTS needs to be executed after each new child window is opened in order for a subsequent SETFONT call to be successful.

Example

! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) fontnum, numfonts
TYPE (xycoord) pos
numfonts = INITIALIZEFONTS ( )
! Set typeface to Arial, character height to 18,
! character width to 10, and italic
fontnum = SETFONT ('t''Arial''h18w10i')
CALL MOVETO (INT2(10), INT2(30), pos)
CALL OUTGTEXT('Demo text')
END

Another example follows:

! The following program shows you how to compute
! an appropriate font height for a given font width
!
! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) fontnum, numfonts
TYPE (xycoord) pos
TYPE (rccoord) rcc
TYPE (FONTINFO) info
CHARACTER*11 str, str1
CHARACTER*22 str2
real rh
integer h, inw
str = "t'Arial'bih"
str1= " 
numfonts = INITIALIZEFONTS ( )
! Default both height and width. This seems to work
! properly. From this setting get the ratio between
! height and width.
fontnum = SETFONT ("t'Arial'"
ireturn = GETFONTINFO(info)
rh = real(info%pixheight)/real(info%avgwidth)

! Now calculate the height for a width of 40
write(*,*) 'Input desired width:'
read(*,*) inw
h =int(inw*rh)
write(str1,'(I3.3)') h
str2 = str//str1
print *,str2
fontnum = SETFONT (str2)
CALL MOVETO (INT2(10), INT2(50), pos)
CALL OUTGTEXT('ABCDEFGabcdefg12345!@#$%')
CALL MOVETO (INT2(10), INT2(50+10+h), pos)
CALL OUTGTEXT('123456789012345678901234')
ireturn = GETFONTINFO(info)
call settextposition(4,1, rcc)
print *,  info%avgwidth, info%pixheight
END

See Also
GETFONTINFO (W*S)
GETGTEXTENTEXT (W*S)
GRSTATUS (W*S)
OUTGTEXT (W*S)
INITIALIZEFONTS (W*S)
SETGTEXTROTATION (W*S)

SETGTEXTROTATION (W*S)

Graphics Subroutine: Sets the orientation angle of the font text output in degrees. The current orientation is used in calls to OUTGTEXT.

Module
USE IFQWIN

Syntax
CALL SETGTEXTROTATION (degree-tenths)

degree-tenths (Input) INTEGER(4). Angle of orientation, in tenths of degrees, of the font text output.

The orientation of the font text output is set in tenths of degrees. Horizontal is 0°, and angles increase counterclockwise so that 900 (90°) is straight up, 1800 (180°) is upside down and left, 2700 (270°) is straight down, and so forth. If the user specifies a value greater than 3600 (360°), the subroutine takes a value equal to:

\[\text{MODULO (user-specified tenths of degrees, 3600)}\]

Although SETGTEXTROTATION accepts arguments in tenths of degrees, only increments of one full degree differ visually from each other on the screen.

Bitmap fonts cannot be rotated; TruType fonts should be used instead.

Example

! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) fontnum, numfonts
INTEGER(4) oldcolor, deg
TYPE (xycoord) pos
numfonts = INITIALIZEFONTS ( )
fontnum = SETFONT ('t''Arial''h18w10i')
CALL MOVETO (INT2(10), INT2(30), pos)
CALL OUTGTEXT('Straight text')
deg = -1370
CALL SETGTEXTROTATION(deg)
oldcolor = SETCOLORRGB(Z'008080')
CALL OUTGTEXT('Slanted text')
END
SETLINESTYLE (W*S)

*Graphics Subroutine:* Sets the current line style to a new line style.

**Module**

USE IFQWIN

**Syntax**

CALL SETLINESTYLE (mask)

*mask*  (Input) INTEGER(2). Desired Quickwin line-style mask. (See the table below.)

The mask is mapped to the style that most closely equivalences the percentage of the bits in the mask that are set. The style produces lines that cover a certain percentage of the pixels in that line.

**SETLINESTYLE** sets the style used in drawing a line. You can choose from the following styles:

<table>
<thead>
<tr>
<th>QuickWin Mask</th>
<th>Internal Windows* Style</th>
<th>Selection Criteria</th>
<th>Appearance</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xFFFF</td>
<td>PS_SOLID</td>
<td>16 bits on</td>
<td></td>
</tr>
<tr>
<td>0xEEEE</td>
<td>PS_DASH</td>
<td>11 to 15 bits on</td>
<td></td>
</tr>
<tr>
<td>0xECEC</td>
<td>PS_DASHDOT</td>
<td>10 bits on</td>
<td></td>
</tr>
<tr>
<td>0xECCC</td>
<td>PS_DASHDOTDOT</td>
<td>9 bits on</td>
<td></td>
</tr>
<tr>
<td>0xAAAA</td>
<td>PS_DOT</td>
<td>1 to 8 bits on</td>
<td></td>
</tr>
<tr>
<td>0x0000</td>
<td>PS_NULL</td>
<td>0 bits on</td>
<td></td>
</tr>
</tbody>
</table>

SETLINESTYLE affects the drawing of straight lines as in LINETO, POLYGON, and RECTANGLE, but not the drawing of curved lines as in ARC, ELLIPSE, or PIE.

The current graphics color is set with SETCOLORRGB or SETCOLOR. SETWRITEMODE affects how the line is displayed.

**Example**

```fortran
! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) status, style
TYPE (xycoord) xy

style = Z'FFFF'
CALL SETLINESTYLE(style)
CALL MOVETO(INT2(50), INT2(50), xy )
status = LINETO(INT2(300), INT2(300))
END
```

See Also

GETLINESTYLE (W*S)

GRSTATUS (W*S)

LINETO, LINETO_W (W*S)

POLYGON, POLYGON_W (W*S)
**SETLINEWIDTHQQ (W*S)**

*Graphics Subroutine:* Sets the width of a solid line drawn using any of the supported graphics functions.

**Module**

USE IFQWIN

**Syntax**

CALL SETLINEWIDTHQQ (x)

x (Input) INTEGER(4). It can be any non-negative integer.

This subroutine sets the line width in pixels using the value that is passed as the argument.

**SETLINEWIDTHQQ** affects the drawing of straight lines using functions such as LINETO, POLYGON, LINETOAR, LINETOAREX, RECTANGLE, and it affects the drawing of curved lines using functions such as ARC, ELLIPSE, or PIE.

---

**NOTE**

The nWidth argument in the Windows* API CreatePen() is the width used to draw the lines or borders of a closed shape. A cosmetic pen can only have a width of 1 pixel. If you specify a higher width, it is ignored. A geometric pen can have a width of 1 or more pixels, but the line can only be solid or null. This means that if you specify the style as PS_DASH, PS_DOT, PS_DASHDOT, or PS_DASHDOTDOT, but set a width higher than 1 pixel, the line is drawn as PS_SOLID.

---

**See Also**

GETLINEWIDTHQQ (W*S)

Windows* API CreatePen in the Microsoft* MSDN documentation

**SETMESSAGEQQ (W*S)**

*QuickWin Subroutine:* Changes QuickWin status messages, state messages, and dialog box messages.

**Module**

USE IFQWIN

**Syntax**

CALL SETMESSAGEQQ (msg, id)

msg (Input) Character*(*) . Message to be displayed. Must be a regular Fortran string, not a C string. Can include multibyte characters.

id (Input) INTEGER(4). Identifier of the message to be changed. The following table shows the messages that can be changed and their identifiers:

<table>
<thead>
<tr>
<th>Id</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWIN$MSG_TERM</td>
<td>&quot;Program terminated with exit code&quot;</td>
</tr>
</tbody>
</table>

---
<table>
<thead>
<tr>
<th>Id</th>
<th>Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWIN$MSG_EXITQ</td>
<td>&quot;Exit Window&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_FINISHED</td>
<td>&quot;Finished&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PAUSED</td>
<td>&quot;Paused&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_RUNNING</td>
<td>&quot;Running&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_FILEOPENDLG</td>
<td>&quot;Text Files(<em>.txt), <em>.txt; Data Files(</em>.dat), <em>.dat; All Files(</em>.</em>), <em>.</em>;&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_BMPSAVEDLG</td>
<td>&quot;Bitmap Files(<em>.bmp), <em>.bmp; All Files(</em>.</em>), <em>.</em>;&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_INPUTPEND</td>
<td>&quot;Input pending in&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PASTEINPUTPEND</td>
<td>&quot;Paste input pending&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_MOUSEINPUTPEND</td>
<td>&quot;Mouse input pending in&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_SELECTTEXT</td>
<td>&quot;Select Text in&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_SELECTGRAPHICS</td>
<td>&quot;Select Graphics in&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTABORT</td>
<td>&quot;Error! Printing Aborted.&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTLOAD</td>
<td>&quot;Error loading printer driver&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTNODEFAULT</td>
<td>&quot;No Default Printer.&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTDRIVER</td>
<td>&quot;No Printer Driver.&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTINGERROR</td>
<td>&quot;Print: Printing Error.&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTING</td>
<td>&quot;Printing&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTCANCEL</td>
<td>&quot;Cancel&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_PRINTINPROGRESS</td>
<td>&quot;Printing in progress...&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_HELPNOTAVAIL</td>
<td>&quot;Help Not Available for Menu Item&quot;</td>
</tr>
<tr>
<td>QWIN$MSG_TITLETEXT</td>
<td>&quot;Graphic&quot;</td>
</tr>
</tbody>
</table>

QWIN$MSG_FILEOPENDLG and QWIN$MSG_BMPSAVEDLG control the text in file choosing dialog boxes and have the following syntax:
"file description, file designation"

You can change any string produced by QuickWin by calling SETMESSAGEQQ with the appropriate id. This includes status messages displayed at the bottom of a QuickWin application, state messages (such as "Paused"), and dialog box messages. These messages can include multibyte characters. To change menu messages, use MODIFYMENUSTRINGQQ.

Example

USE IFQWIN
print*, "Hello"
CALL SETMESSAGEQQ('Changed exit text', QWIN$MSG_EXITQ)
SETMOUSECURSOR (W*S)

Quickwin Function: Sets the shape of the mouse cursor for the window in focus.

Module

USE IFQWIN
USE IFWIN

Syntax

oldcursor = SETMOUSECURSOR (newcursor)

oldcursor = (Input) INTEGER(4). A Windows HCURSOR value. For many predefined shapes, LoadCursor(0, shape) is a convenient way to get a legitimate value. See the list of predefined shapes below.

A value of zero prevents the cursor from being displayed.

Results

The result type is INTEGER(4). This is also an HCURSOR Value. The result is the previous cursor value.

The window in focus at the time SETMOUSECURSOR is called has its cursor changed to the specified value. Once changed, the cursor retains its shape until another call to SETMOUSECURSOR.

The following predefined values for cursor shapes are available:

<table>
<thead>
<tr>
<th>Predefined Value</th>
<th>Cursor Shape</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDC_APPSTARTING</td>
<td>Standard arrow and small hourglass</td>
</tr>
<tr>
<td>IDC_ARROW</td>
<td>Standard arrow</td>
</tr>
<tr>
<td>IDC_CROSS</td>
<td>Crosshair</td>
</tr>
<tr>
<td>IDC_IBEAM</td>
<td>Text I-beam</td>
</tr>
<tr>
<td>IDC_ICON</td>
<td>Obsolete value</td>
</tr>
<tr>
<td>IDC_NO</td>
<td>Slashed circle</td>
</tr>
<tr>
<td>IDC_SIZE</td>
<td>Obsolete value; use IDC_SIZEALL</td>
</tr>
<tr>
<td>IDC_SIZEALL</td>
<td>Four-pointed arrow</td>
</tr>
<tr>
<td>IDC_SIZENESW</td>
<td>Double-pointed arrow pointing northeast and southwest</td>
</tr>
<tr>
<td>IDC_SIZENS</td>
<td>Double-pointed arrow pointing north and south</td>
</tr>
<tr>
<td>IDC_SIZENWSE</td>
<td>Double-pointed arrow pointing northwest and southeast</td>
</tr>
<tr>
<td>IDC_SIZEWE</td>
<td>Double-pointed arrow pointing west and east</td>
</tr>
<tr>
<td>IDC_UPARROW</td>
<td>Vertical arrow</td>
</tr>
</tbody>
</table>

See Also

MODIFYMENUSTRINGQQ (W*S)
A LoadCursor must be done on these values before they can be used by SETMOUSECURSOR.

**Example**

! Build as Standard Graphics or QuickWin
```
use ifqwin
use ifwin

integer*4 cursor, oldcursor
write(6,*) 'The cursor will now be changed to an hour glass shape'
write(6,*) 'Hit <return> to see the next change'
cursor = LoadCursor(0, IDC_WAIT)
oldcursor = SetMouseCursor(cursor)
read(5,*)

write(6,*) 'The cursor will now be changed to a cross-hair shape'
write(6,*) 'Hit <return> to see the next change'
cursor = LoadCursor(0, IDC_CROSS)
oldcursor = SetMouseCursor(cursor)
read(5,*)

write(6,*) 'The cursor will now be turned off'
write(6,*) 'Hit <return> to see the next change'
oldcursor = SetMouseCursor(0)
read(5,*)

write(6,*) 'The cursor will now be turned on'
write(6,*) 'Hit <return> to see the next change'
oldcursor = SetMouseCursor(oldcursor)
read(5,*)

stop
end```

**SETPIXEL, SETPIXEL_W (W*S)**

**Graphics Functions:** Set a pixel at a specified location to the current graphics color index.

**Module**

USE IFQWIN

**Syntax**

```
result = SETPIXEL (x, y)
result = SETPIXEL_W (wx, wy)
```

- **x, y** (Input) INTEGER(2). Viewport coordinates for target pixel.
- **wx, wy** (Input) REAL(8). Window coordinates for target pixel.

**Results**

The result type is INTEGER(2). The result is the previous color index of the target pixel if successful; otherwise, -1 (for example, if the pixel lies outside the clipping region).
SETPIXEL sets the specified pixel to the current graphics color index. The current graphics color index is set with SETCOLOR and retrieved with GETCOLOR. The non-RGB color functions (such as SETCOLOR and SETPIXELS) use color indexes rather than true color values.

If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit Red-Green-Blue (RGB) value with an RGB color function, rather than a palette index with a non-RGB color function. SETPIXELRGB and SETPIXELRGB_W give access to the full color capacity of the system by using direct color values rather than indexes to a palette.

**NOTE**
The SETPIXEL routine described here is a QuickWin routine. If you are trying to use the Microsoft Platform SDK version of the SetPixel routine by including the IFWIN module, you need to specify the routine name as MSFWIN$SetPixel.

**Example**

```plaintext
! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) status, x, y
status = SETCOLOR(INT2(2))
x = 10
! Draw pixels.
DO y = 50, 389, 3
   status = SETPIXEL( x, y )
x = x + 2
END DO
READ (*,*) ! Wait for ENTER to be pressed
END
```

**See Also**

SETPIXELRGB, SETPIXELRGB_W (W*S)
GETPIXEL, GETPIXEL_W (W*S)
SETPIXELS (W*S)
GETPIXELS (W*S)
GETCOLOR (W*S)
SETCOLOR (W*S)

**SETPIXELRGB, SETPIXELRGB_W (W*S)**

*Graphics Functions:* Set a pixel at a specified location to the specified Red-Green-Blue (RGB) color value.

**Module**

USE IFQWIN

**Syntax**

```plaintext
result = SETPIXELRGB (x,y,color)
result = SETPIXELRGB_W (x,y,color)
```

- **x, y** (Input) INTEGER(2). Viewport coordinates for target pixel.
- **wx, wy** (Input) REAL(8). Window coordinates for target pixel.
color  (Input) INTEGER(4). RGB color value to set the pixel to. Range and result depend on the system's display adapter.

Results
The result type is INTEGER(4). The result is the previous RGB color value of the pixel.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you specify with SETPIXELRGB or SETPIXELRGB_W, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0 B B B B B B G G G G G G G G R R R R R R R R R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Larger numbers correspond to stronger color intensity with binary 11111111 (hex Z'FF') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

If any of the pixels are outside the clipping region, those pixels are ignored.

SETPIXELRGB (and the other RGB color selection functions such as SETPIECREFLRGB, SETCOLORRGB) sets the color to a value chosen from the entire available range. The non-RGB color functions (such as SETPIXELS and SETCOLOR) use color indexes rather than true color values.

If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

Example

! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) x, y
INTEGER(4) color
DO i = 10, 30, 10
   SELECT CASE (i)
   CASE(10)
      color = Z'0000FF'
   CASE(20)
      color = Z'00FF00'
   CASE (30)
      color = Z'FF0000'
   END SELECT
   ! Draw pixels.
   DO y = 50, 180, 2
      status = SETPIXELRGB( x, y, color )
      x = x + 2
   END DO
END DO
READ (*,*) ! Wait for ENTER to be pressed
END

See Also
GETPIXELRGB, GETPIXELRGB_W (W*S)
GETPIECREFLRGB (W*S)
SETCOLORRGB (W*S)
SETPIECREFLRGB (W*S)
SETPIXELS (W*S)

*Graphics Subroutine*: Sets the color indexes of multiple pixels.

**Module**

USE IFQWIN

**Syntax**

CALL SETPIXELS (n, x, y, color)

- **n** (Input) INTEGER(4). Number of pixels to set. Sets the number of elements in the other arguments.
- **x, y** (Input) INTEGER(2). Parallel arrays containing viewport coordinates of pixels to set.
- **color** (Input) INTEGER(2). Array containing color indexes to set the pixels to.

SETPIXELS sets the pixels specified in the arrays x and y to the color indexes in color. These arrays are parallel: the first element in each of the three arrays refers to a single pixel, the second element refers to the next pixel, and so on.

If any of the pixels are outside the clipping region, those pixels are ignored. Calls to SETPIXELS with n less than 1 are also ignored. SETPIXELS is a much faster way to set multiple pixel color indexes than individual calls to SETPIXEL.

Unlike SETPIXELS, SETPIXELSRGB gives access to the full color capacity of the system by using direct color values rather than indexes to a palette. The non-RGB color functions (such as SETPIXELS and SETCOLOR) use color indexes rather than true color values.

If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

**Example**

```fortran
! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) color(9)
INTEGER(2) x(9), y(9), i
DO i = 1, 9
  x(i) = 20 * i
  y(i) = 10 * i
  color(i) = INT2(i)
END DO
CALL SETPIXELS(9, x, y, color)
END
```

**See Also**

GETPIXELS (W*S)
SETPIXEL, SETPIXEL_W (W*S)
SETPIXELSRGB (W*S)

SETPIXELSRGB (W*S)

*Graphics Subroutine*: Sets multiple pixels to the given Red-Green-Blue (RGB) color.
Module
USE IFQWIN

Syntax
CALL SETPIXELSRGB (n, x, y, color)

\( n \) (Input) INTEGER(4). Number of pixels to be changed. Determines the number of elements in arrays \( x \) and \( y \).

\( x, y \) (Input) INTEGER(2). Parallel arrays containing viewport coordinates of the pixels to set.

\( \text{color} \) (Input) INTEGER(4). Array containing the RGB color values to set the pixels to. Range and result depend on the system's display adapter.

SETPIXELSRGB sets the pixels specified in the arrays \( x \) and \( y \) to the RGB color values in \( \text{color} \). These arrays are parallel: the first element in each of the three arrays refers to a single pixel, the second element refers to the next pixel, and so on.

In each RGB color value, each of the three color values, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you set with SETPIXELSRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

<table>
<thead>
<tr>
<th>Bit</th>
<th>31 (MSB)</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>0 0 0 0 0 0 0 0 B B B B B B G G G G G G G G G G R R R R R R R R R R</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Larger numbers correspond to stronger color intensity with binary 1111111 (hex 'ZZ') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFF' full-intensity for all three, resulting in bright white.

A good use for SETPIXELSRGB is as a buffering form of SETPIXELRGB, which can improve performance substantially. The example code shows how to do this.

If any of the pixels are outside the clipping region, those pixels are ignored. Calls to SETPIXELSRGB with \( n \) less than 1 are also ignored.

SETPIXELSRGB (and the other RGB color selection functions such as SETPIXELRGB and SETCOLORRGB) sets colors to values chosen from the entire available range. The non-RGB color functions (such as SETPIXELS and SETCOLOR) use color indexes rather than true color values.

If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVGA and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

Example

```fortran
! Buffering replacement for SetPixelRGB and
! SetPixelRGB_W. This can improve performance by
! doing batches of pixels together.

USE IFQWIN
PARAMETER (I$SIZE = 200)
INTEGER(4) bn, bc(I$SIZE), status
INTEGER(2) bx(I$SIZE), by(I$SIZE)

bn = 0
DO i = 1, I$SIZE
  bn = bn + 1
```
bx(bn) = i
by(bn) = i
bc(bn) = GETCOLORRGB()
status = SETCOLORRGB(bc(bn)+1)
END DO
CALL SETPIXELSRGB(bn,bx,by,bc)
END

See Also
GETPIXELSRGB (W*S)
SETPIXELRGB, SETPIXELRGB_W (W*S)
GETPIXELRGB, GETPIXELRGB_W (W*S)
SETPIXELS (W*S)

SETTEXTCOLOR (W*S)

*Graphics Function:* Sets the current text color index.

**Module**
USE IFQWIN

**Syntax**
result = SETTEXTCOLOR (index)

index
(Input) INTEGER(2). Color index to set the text color to.

**Results**
The result type is INTEGER(2). The result is the previous text color index.

SETTEXTCOLOR sets the current text color index. The default value is 15, which is associated with white unless the user remaps the palette. GETTEXTCOLOR returns the text color index set by SETTEXTCOLOR. SETTEXTCOLOR affects text output with OUTTEXT, WRITE, and PRINT.

The background color index is set with SETBKCOLOR and returned with GETBKCOLOR. The color index of graphics over the background color is set with SETCOLOR and returned with GETCOLOR. These non-RGB color functions use color indexes, not true color values, and limit the user to colors in the palette, at most 256. To access all system colors, use SETTEXTCOLORRGB, SETBKCOLORRGB, and SETCOLORRGB.

**NOTE**
The SETTEXTCOLOR routine described here is a QuickWin routine. If you are trying to use the Microsoft* Platform SDK version of the SetTextColor routine by including the IFWIN module, you need to specify the routine name as MSFWIN$SetTextColor.

**Example**
! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) oldtc
oldtc = SETTEXTCOLOR(INT2(2)) ! green
WRITE(*,*), "hello, world"
END

See Also
GETTEXTCOLOR (W*S)
REMAPALLPALETTERGB, REMAPPALETTERGB (W*S)
SETCOLOR (W*S)
SETTEXTCOLORRGB (W*S)

**Graphics Function:** Sets the current text color to the specified Red-Green-Blue (RGB) value.

**Module**
USE IFQWIN

**Syntax**
```
result = SETTEXTCOLORRGB (color)
```

**color** (Input) INTEGER(4). RGB color value to set the text color to. Range and result depend on the system's display adapter.

**Results**
The result type is INTEGER(4). The result is the previous text RGB color value.

In each RGB color value, each of the three colors, red, green, and blue, is represented by an eight-bit value (2 hex digits). In the value you specify with SETTEXTCOLORRGB, red is the rightmost byte, followed by green and blue. The RGB value's internal structure is as follows:

```
       Bit  31 (MSB)  24  23  16  15  8  7  0
RGB   0 0 0 0 0 0 0 0 B B B B B B G G G G G G R R R R R R R R
```

Larger numbers correspond to stronger color intensity with binary 1111111 (hex Z'FF') the maximum for each of the three components. For example, Z'0000FF' yields full-intensity red, Z'00FF00' full-intensity green, Z'FF0000' full-intensity blue, and Z'FFFFFF' full-intensity for all three, resulting in bright white.

SETTEXTCOLORRGB sets the current text RGB color. The default value is Z'00FFFFFF', which is full-intensity white. SETTEXTCOLORRGB sets the color used by OUTTEXT, WRITE, and PRINT. It does not affect the color of text output with the OUTGTEXT font routine. Use SETCOLORRGB to change the color of font output.

SETBKCOLORRGB sets the RGB color value of the current background for both text and graphics. SETCOLORRGB sets the RGB color value of graphics over the background color, used by the graphics functions such as ARC, FLOODFILLRGB, and OUTGTEXT.

SETTEXTCOLORRGB (and the other RGB color selection functions SETBKCOLORRGB and SETCOLORRGB) sets the color to a value chosen from the entire available range. The non-RGB color functions (SETTEXTCOLOR, SETBKCOLOR, and SETCOLOR) use color indexes rather than true color values.

If you use color indexes, you are restricted to the colors available in the palette, at most 256. Some display adapters (SVG and true color) are capable of creating 262,144 (256K) colors or more. To access any available color, you need to specify an explicit RGB value with an RGB color function, rather than a palette index with a non-RGB color function.

**Example**
```
! Build as a Graphics ap.
USE IFQWIN
INTEGER(4) oldtc

oldtc = SETTEXTCOLORRGB(Z'000000FF')
WRITE(*,*) 'I am red'
oldtc = SETTEXTCOLORRGB(Z'0000FF00')
CALL OUTTEXT ('I am green'//CHAR(13)//CHAR(10))
```
oldtc = SETTEXTCOLORRGB(Z'00FF0000')
PRINT *, 'I am blue'
END

See Also
SETBKCOLORRGB (W*S)
SETCOLORRGB (W*S)
GETTEXTCOLORRGB (W*S)
GETWINDOWCONFIG (W*S)
OUTTEXT (W*S)

SETTEXTCURSOR (W*S)

**Graphics Function:** Sets the height and width of the
text cursor (the caret) for the window in focus.

Module
USE IFQWIN

Syntax
result = SETTEXTCURSOR (newcursor)

*newcursor*
(Input) INTEGER(2). The leftmost 8 bits specify the width of the cursor, and
the rightmost 8 bits specify the height of the cursor. These dimensions can
range from 1 to 8, and represent a fraction of the current character cell
size. For example:

- Z'0808' - Specifies the full character cell; this is the default size.
- Z'0108' - Specifies 1/8th of the character cell width, and 8/8th (or all) of
  the character cell height.

If either of these dimensions is outside the range 1 to 8, it is forced to 8.

Results
The result type is INTEGER(2); it is the previous text cursor value in the same format as *newcursor*.

**NOTE**
After calling SETTEXTCURSOR, you must call DISPLAYCURSOR($GCURSORON) to actually see the
cursor.

Example
use IFQWIN
integer(2) oldcur
integer(2) istat
type(rccoord) rc
open(10, file='user')
ista = displaycursor($GCURSORON)
write(10,*) 'Text cursor is now character cell size, the default.'
read(10,*)
write(10,*) 'Setting text cursor to wide and low.'
oldcur = settextcursor(Z'0801')
ista = displaycursor($GCURSORON)
read(10,*)
write(10,*) 'Setting text cursor to high and narrow.'
oldcur = settextcursor(Z'0108')
ista = displaycursor($GCURSORON)
read(10,*)
write(10,*) 'Setting text cursor to a dot.'
oldcur = settextcursor(Z'0101')
  istat  = displaycursor($GCURSORON)
read(10,*)
end

See Also
DISPLAYCURSOR (W*S)

SETTEXTPOSITION (W*S)
Graphics Subroutine: Sets the current text position to a specified position relative to the current text window.

Module
USE IFQWIN

Syntax
CALL SETTEXTPOSITION (row, column, t)

row (Input) INTEGER(2). New text row position.
column (Input) INTEGER(2). New text column position.
t (Output) Derived type rccoord. Previous text position. The derived type rcoords is defined in IFQWIN.F90 as follows:

TYPE rccoord
   INTEGER(2) row ! Row coordinate
   INTEGER(2) col ! Column coordinate
END TYPE rccoord

Subsequent text output with the OUTTEXT function (as well as standard console I/O statements, such as PRINT and WRITE) begins at the point (row, column).

Example
USE IFQWIN
  TYPE (rccoord) curpos
  WRITE(*,*) 'Original text position'
  CALL SETTEXTPOSITION (INT2(6), INT2(5), curpos)
  WRITE (*,*) 'New text position'
END

See Also
CLEARSCREEN (W*S)
GETTEXTPOSITION (W*S)
OUTTEXT (W*S)
SCROLLTEXTWINDOW (W*S)
SETTEXTWINDOW (W*S)
WRAPON (W*S)

SETTEXTWINDOW (W*S)
Graphics Subroutine: Sets the current text window.
**Module**

USE IFQWIN

**Syntax**

CALL SETTEXTWINDOW (r1,c1,r2,c2)

\( r1, c1 \) (Input) INTEGER(2). Row and column coordinates for upper-left corner of the text window.

\( r2, c2 \) (Input) INTEGER(2). Row and column coordinates for lower-right corner of the text window.

SETTEXTWINDOW specifies a window in row and column coordinates where text output to the screen using OUTTEXT, WRITE, or PRINT will be displayed. You set the text location within this window with SETTEXTPOSITION.

Text is output from the top of the window down. When the window is full, successive lines overwrite the last line.

SETTEXTWINDOW does not affect the output of the graphics text routine OUTGTEXT. Use the SETVIEWPORT function to control the display area for graphics output.

**Example**

USE IFQWIN

TYPE (rccoord) curpos

CALL SETTEXTWINDOW(INT2(5), INT2(1), INT2(7), INT2(40))

CALL SETTEXTPOSITION (INT2(5), INT2(5), curpos)

WRITE(*,*) "Only two lines in this text window"
WRITE(*,*) "so this line will be overwritten"
WRITE(*,*) "by this line"
END

**See Also**

GETTEXTPOSITION (W*S)
GETTEXTWINDOW (W*S)
GRSTATUS (W*S)
OUTTEXT (W*S)
SCROLLTEXTWINDOW (W*S)
SETTEXTPOSITION (W*S)
SETVIEWPORT (W*S)
WRAPON (W*S)

**SETTIM**

*Portability Function:* Sets the system time in your programs. This function is only available on Windows* and Linux* systems.

**Module**

USE IFPORT

**Syntax**

result = SETTIM (ihr, imin, isec, i100th)
ihr  (Output) INTEGER(4) or INTEGER(2). Hour (0-23).
imin  (Output) INTEGER(4) or INTEGER(2). Minute (0-59).
ise  (Output) INTEGER(4) or INTEGER(2). Second (0-59).
i100th (Output) INTEGER(4) or INTEGER(2). Hundredths of a second (0-99).

Results
The result type is LOGICAL(4). The result is .TRUE. if the system time is changed; .FALSE. if no change is made.

All arguments must be of the same integer kind, that is, all must be INTEGER(2) or all must be INTEGER(4).
If INTEGER(2) arguments are passed, you must specify USE IFPORT.

NOTE
On Linux systems, you must have root privileges to execute this function.

Example
USE IFPORT
LOGICAL(4) success
success = SETTIM(INT2(21),INT2(53+3),&
            INT2(14*2),INT2(88))
END

See Also
GETDAT
GETTIM
SETDAT

SETVIEWORG (W*S)
Graphics Subroutine: Moves the viewport-coordinate origin (0, 0) to the specified physical point.

Module
USE IFQWIN

Syntax
CALL SETVIEWORG (x, y, s)

x, y  (Input) INTEGER(2). Physical coordinates of new viewport origin.

s  (Output) Derived type xycoord. Physical coordinates of the previous viewport origin. The derived type xycoord is defined in IFQWIN.F90 as follows:

TYPE xycoord
    INTEGER(2) xcoord ! x-coordinate
    INTEGER(2) ycoord ! y-coordinate
END TYPE xycoord

The xycoord type variable s, defined in IFQWIN.F90, returns the physical coordinates of the previous viewport origin.
Example

USE IFQWIN
TYPE ( xycoord ) xy

CALL SETVIEWORG(INT2(30), INT2(30), xy)

See Also
GETCURRENTPOSITION, GETCURRENTPOSITION_W (W*S)
GETPHYSCOORD (W*S)
GETVIEWCOORD, GETVIEWCOORD_W (W*S)
GETWINDOWCOORD (W*S)
GRSTATUS (W*S)
SETCLIPRGN (W*S)
SETVIEWPORT (W*S)

SETVIEWPORT (W*S)

Graphics Subroutine: Redefines the graphics viewport by defining a clipping region in the same manner as SETCLIPRGN and then setting the viewport-coordinate origin to the upper-left corner of the region.

Module
USE IFQWIN

Syntax
CALL SETVIEWPORT (x1,y1,x2,y2)

x1, y1 (Input) INTEGER(2). Physical coordinates for upper-left corner of viewport.

x2, y2 (Input) INTEGER(2). Physical coordinates for lower-right corner of viewport.

The physical coordinates (x1, y1) and (x2, y2) are the upper-left and lower-right corners of the rectangular clipping region. Any window transformation done with the SETWINDOW function is relative to the viewport, not the entire screen.

Example

USE IFQWIN
INTEGER(2) upx, upy
INTEGER(2) downx, downy
upx = 0
upy = 30
downx= 250
downy = 100
CALL SETVIEWPORT(upx, upy, downx, downy)

See Also
GETVIEWCOORD, GETVIEWCOORD_W (W*S)
GETPHYSCOORD (W*S)
GRSTATUS (W*S)
SETCLIPRGN (W*S)
SETVIEWORG (W*S)
SETWINDOW (W*S)
SETWINDOW (W*S)

*Graphics Function:* Defines a window bound by the specified coordinates.

**Module**
USE IFQWIN

**Syntax**

result = SETWINDOW (finvert, wx1, wy1, wx2, wy2)

*finvert*  
(Input) LOGICAL(2). Direction of increase of the y-axis. If *finvert* is .TRUE., the y-axis increases from the window bottom to the window top (as Cartesian coordinates). If *finvert* is .FALSE., the y-axis increases from the window top to the window bottom (as pixel coordinates).

*wx1, wy1*  
(Input) REAL(8). Window coordinates for upper-left corner of window.

*wx2, wy2*  
(Input) REAL(8). Window coordinates for lower-right corner of window.

**Results**

The result type is INTEGER(2). The result is nonzero if successful; otherwise, 0 (for example, if the program that calls SETWINDOW is not in a graphics mode).

The SETWINDOW function determines the coordinate system used by all window-relative graphics routines. Any graphics routines that end in _W (such as ARC_W, RECTANGLE_W, and LINETO_W) use the coordinate system set by SETWINDOW.

Any window transformation done with the SETWINDOW function is relative to the viewport, not the entire screen.

An arc drawn using inverted window coordinates is not an upside-down version of an arc drawn with the same parameters in a noninverted window. The arc is still drawn counterclockwise, but the points that define where the arc begins and ends are inverted.

If *wx1* equals *wx2* or *wy1* equals *wy2*, SETWINDOW fails.

**Example**

```fortran
USE IFQWIN
INTEGER(2) status
LOGICAL(2) invert /.TRUE./
REAL(8) upx /0.0/, upy /0.0/
REAL(8) downx /1000.0/, downy /1000.0/
status = SETWINDOW(invert, upx, upy, downx, downy)
```

**See Also**
GETVIEWCOORD, GETVIEWCOORD_W (W*S)
SETCLIPRGN (W*S)
SETVIEWORG (W*S)
SETVIEWPORT (W*S)
GRSTATUS (W*S)
ARC, ARC_W (W*S)
LINETO, LINETO_W (W*S)
MOVETO, MOVETO_W (W*S)
PIE, PIE_W (W*S)
POLYGON, POLYGON_W (W*S)
**SETWINDOWCONFIG (W*S)**

**QuickWin Function:** Sets the properties of a child window.

**Module**

USE IFQWIN

**Syntax**

result = SETWINDOWCONFIG (wc)

<table>
<thead>
<tr>
<th>INPUT</th>
<th>Derived type windowconfig. Contains window properties. The windowconfig derived type is defined in IFQWIN.F90 as follows:</th>
</tr>
</thead>
<tbody>
<tr>
<td>wc</td>
<td><strong>TYPE windowconfig</strong></td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) numxpixels           ! Number of pixels on x-axis.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) numypixels           ! Number of pixels on y-axis.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) numtextcols          ! Number of text columns available.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) numtextrows          ! Number of text rows available.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) numcolors            ! Number of color indexes.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(4) fontsize             ! Size of default font. Set to QWIN$EXTENDFONT when specifying extended attributes, in which case extendfontsize sets the font size.</td>
</tr>
<tr>
<td></td>
<td>CHARACTER(80) title             ! The window title.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) bitsperpixel         ! The number of bits per pixel.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) numvideopages        ! Unused.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) mode                 ! Controls scrolling mode.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) adapter              ! Unused.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) monitor              ! Unused.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) memory               ! Unused.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(2) environment          ! Unused.</td>
</tr>
<tr>
<td></td>
<td>! The next three parameters provide extended font attributes.</td>
</tr>
<tr>
<td></td>
<td>CHARACTER(32) extendfontname     ! The name of the desired font.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(4) extendfontsize       ! Takes the same values as fontsize, when fontsize is set to QWIN$EXTENDFONT.</td>
</tr>
<tr>
<td></td>
<td>INTEGER(4) extendfontattributes ! Font attributes such as bold and italic.</td>
</tr>
</tbody>
</table>

**Results**

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The following value can be used to configure a QuickWin window so that it will show the last line written and the text cursor (if it is on): 

wc%mode = QWIN$SCROLLDOWN

Note that if you scroll the window to another position, you will have to scroll back to the last line to see your input.

The following values can be used with SETWINDOWCONFIG extended fonts:
Style:

<table>
<thead>
<tr>
<th>Font Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWIN$EXTENDFONT_NORMAL</td>
<td>No underline, no italic, and a font weight of 400 out of 1000.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_UNDERLINE</td>
<td>Underlined characters.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_BOLD</td>
<td>A font weight of 700 out of 1000.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_ITALIC</td>
<td>Italic characters.</td>
</tr>
</tbody>
</table>

Pitch:

<table>
<thead>
<tr>
<th>Font Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWIN$EXTENDFONT_FIXED_PITCH</td>
<td>QuickWin default. Equal character widths.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_VARIABLE_PITCH</td>
<td>Variable character widths.</td>
</tr>
</tbody>
</table>

Font Families:

<table>
<thead>
<tr>
<th>Font Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWIN$EXTENDFONT_FF_ROMAN</td>
<td>Variable stroke width, serified. Times Roman, Century Schoolbook, etc.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_FF_SWISS</td>
<td>Variable stroke width, sans-serifed. Helvetica, Swiss, etc.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_FF_MODERN</td>
<td>QuickWin default. Constant stroke width, serified or sans-serifed. Pica, Elite, Courier, etc.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_FF_SCRIPT</td>
<td>Cursive, etc.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_FF_DECORATIVE</td>
<td>Old English, etc.</td>
</tr>
</tbody>
</table>

Character Sets:

<table>
<thead>
<tr>
<th>Font Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>QWIN$EXTENDFONT_ANSI_CHARSET</td>
<td>QuickWin default.</td>
</tr>
<tr>
<td>QWIN$EXTENDFONT_OEM_CHARSET</td>
<td>Use this to get Microsoft* LineDraw.</td>
</tr>
</tbody>
</table>

Using QWIN$EXTENDFONT_OEM_CHARSET with the font name 'MS LineDraw'C will get the old DOS-style character set with symbols that can be used to draw lines and boxes. The pitch and font family items can be specified to help guide the font matching algorithms used by CreateFontIndirect, the Windows* API used by SETWINDOWCONFIG.

If you use SETWINDOWCONFIG to set the variables in windowconfig to -1, the function sets the highest resolution possible for your system, given the other fields you specify, if any. You can set the actual size of the window by specifying parameters that influence the window size: the number of x and y pixels, the number of rows and columns, and the font size. If you do not call SETWINDOWCONFIG, the window defaults to the best possible resolution and a font size of 8x16. The number of colors available depends on the video driver used.

If you use SETWINDOWCONFIG, you should specify a value for each field (-1 or your own value for the numeric fields and a C string for the title, for example, "words of text")C). Using SETWINDOWCONFIG with only some fields specified can result in useless values for the unspecified fields.

If you request a configuration that cannot be set, SETWINDOWCONFIG returns .FALSE. and calculates parameter values that will work and are as close as possible to the requested configuration. A second call to SETWINDOWCONFIG establishes the adjusted values; for example:

```fortran
status = SETWINDOWCONFIG(wc)
if (.NOT.status) status = SETWINDOWCONFIG(wc)
```

If you specify values for all four of the size parameters, `numxpixels`, `numypixels`, `numtextcols`, and `numtextrows`, the font size is calculated by dividing these values. The default font is Courier New and the default font size is 8x16. There is no restriction on font size, except that the window must be large enough to hold it.
Under Standard Graphics, the application attempts to start in Full Screen mode with no window decoration (window decoration includes scroll bars, menu bar, title bar, and message bar) so that the maximum resolution can be fully used. Otherwise, the application starts in a window. You can use ALT+ENTER at any time to toggle between the two modes.

If you are in Full Screen mode and the resolution of the window does not match the resolution of the video driver, graphics output will be slow compared to drawing in a window.

NOTE
You must call DISPLAYCURSOR($GCURSORON) to make the cursor visible after calling SETWINDOWCONFIG.

Example

USE IFQWIN
TYPE (windowconfig) wc
LOGICAL status /.FALSE./
! Set the x & y pixels to 800X600 and font size to 8x12
wc%numxpixels  = 800
wc%numypixels  = 600
wc%numtextcols = -1
wc%numtextrows = -1
wc%numcolors   = -1
wc%title= "This is a test"C
wc%fontsize = Z'0008000C'
status = SETWINDOWCONFIG(wc)  ! attempt to set configuration with above values
! if attempt fails, set with system estimated values
if (.NOT.status) status = SETWINDOWCONFIG(wc)

See Also
DISPLAYCURSOR (W*S)
GETWINDOWCONFIG (W*S)

SETWINDOWMENUQQ (W*S)

QuickWin Function: Sets a top-level menu as the menu to which a list of current child window names is appended.

Module
USE IFQWIN

Syntax
result = SETWINDOWMENUQQ (menuID)

menuID (Input) INTEGER(4). Identifies the menu to hold the child window names, starting with 1 as the leftmost menu.

Results
The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The list of current child window names can appear in only one menu at a time. If the list of windows is currently in a menu, it is removed from that menu. By default, the list of child windows appears at the end of the Window menu.
Example

USE IFQWIN
TYPE (windowconfig) wc
LOGICAL(4) result, status /.FALSE./
! Set title for child window
wc%numxpixels  = -1
wc%numypixels  = -1
wc%numtextcols = -1
wc%numtextrows = -1
wc%numcolors   = -1
wc%fontsize    = -1
wc%title = "I am child window name"C
if (.NOT.status) status = SETWINDOWCONFIG(wc)
! put child window list under menu 3 (View)
result = SETWINDOWMENUQQ(3)
END

See Also
APPENDMENUQQ (W*S)

SETWRITEMODE (W*S)

Graphics Function: Sets the current logical write mode, which is used when drawing lines with the LINETO, POLYGON, and RECTANGLE functions.

Module
USE IFQWIN

Syntax
result = SETWRITEMODE (wmode)

wmode
(Input) INTEGER(2). Write mode to be set. One of the following symbolic constants (defined in IFQWIN.F90):

- $GPSET - Causes lines to be drawn in the current graphics color. (Default)
- $GAND - Causes lines to be drawn in the color that is the logical AND of the current graphics color and the current background color.
- $GOR - Causes lines to be drawn in the color that is the logical OR of the current graphics color and the current background color.
- $GPRESET - Causes lines to be drawn in the color that is the logical NOT of the current graphics color.
- $GXOR - Causes lines to be drawn in the color that is the logical exclusive OR (XOR) of the current graphics color and the current background color.

In addition, one of the following binary raster operation constants can be used (described in the online documentation for the Windows* API SetROP2):

- $GR2_BLACK
- $GR2_NOTMERGEPEN
- $GR2_MASKNOTPEN
- $GR2_NOTCOPYPEN (same as $GPRESET)
- $GR2_MASKPENNOT
• $GR2_NOT
• $GR2_XORPEN (same as $GXOR)
• $GR2_NOTMASKPEN
• $GR2_MASKPEN (same as $GAND)
• $GR2_NOTXORPEN
• $GR2_NOP
• $GR2_MERGENOTPEN
• $GR2_COPYPEN (same as $GPSET)
• $GR2_MERGEPENNOT
• $GR2_MERGEPEN (same as $GOR)
• $GR2_WHITE

Results

The result type is INTEGER(2). The result is the previous write mode if successful; otherwise, -1.

The current graphics color is set with SETCOLORRGB (or SETCOLOR) and the current background color is set with SETBKCOLORRGB (or SETBKCOLOR). As an example, suppose you set the background color to yellow (Z'00FFFF') and the graphics color to purple (Z'FF00FF') with the following commands:

```
oldcolor = SETBKCOLORRGB(Z'00FFFF')
CALL CLEARSCREEN($GCLEARSCREEN)
oldcolor = SETCOLORRGB(Z'FF00FF')
```

If you then set the write mode with the $GAND option, lines are drawn in red (Z'0000FF'); with the $GOR option, lines are drawn in white (Z'FFFFFF'); with the $GXOR option, lines are drawn in turquoise (Z'FFFF00'); and with the $GPRESET option, lines are drawn in green (Z'00FF00'). Setting the write mode to $GPSET causes lines to be drawn in the graphics color.

Example

```
! Build as a Graphics ap.
USE IFQWIN
INTEGER(2) result, oldmode
INTEGER(4) oldcolor
TYPE (xycoord) xy

oldcolor = SETBKCOLORRGB(Z'00FFFF')
CALL CLEARSCREEN($GCLEARSCREEN)
oldcolor = SETCOLORRGB(Z'FF00FF')
CALL MOVETO(INT2(0), INT2(0), xy)
result = LINETO(INT2(200), INT2(200)) ! purple

oldmode = SETWRITEMODE( $GAND)
CALL MOVETO(INT2(50), INT2(0), xy)
result = LINETO(INT2(250), INT2(200)) ! red
END
```

See Also

GETWRITEMODE (W*S)
GRSTATUS (W*S)
LINETO, LINETO_W (W*S)
POLYGON, POLYGON_W (W*S)
PUTIMAGE, PUTIMAGE_W (W*S)
RECTANGLE, RECTANGLE_W (W*S)
SETCOLOR (W*S)
SETLINESTYLE (W*S)
**SETSIZESQQ (WS)***

*QuickWin Function:* Sets the size and position of a window.

**Module**

USE IFQWIN

**Syntax**

\[
\text{result} = \text{SETSIZESQQ} (\text{unit}, \text{winfo})
\]

*unit* (Input) INTEGER(4). Specifies the window unit. Unit numbers 0, 5, and 6 refer to the default startup window only if the program does not explicitly open them with the OPEN statement. To set the size of the frame window (as opposed to a child window), set *unit* to the symbolic constant QWIN$FRAMEWINDOW (defined in IFQWIN.F90).

When called from INITIALSETTINGS, SETWSIZEQQ behaves slightly differently than when called from a user routine after initialization. See below under **Results**.

*winfo* (Input) Derived type qwinfo. Physical coordinates of the window's upper-left corner, and the current or maximum height and width of the window's client area (the area within the frame). The derived type qwinfo is defined in IFQWIN.F90 as follows:

```fortran
TYPE QWINFO
  INTEGER(2) TYPE  ! request type
  INTEGER(2) X     ! x coordinate for upper left
  INTEGER(2) Y     ! y coordinate for upper left
  INTEGER(2) H     ! window height
  INTEGER(2) W     ! window width
END TYPE QWINFO
```

This function's behavior depends on the value of QWINFO%TYPE, which can be any of the following:

- QWIN$MIN - Minimizes the window.
- QWIN$MAX - Maximizes the window.
- QWIN$RESTORE - Restores the minimized window to its previous size.
- QWIN$SET - Sets the window's position and size according to the other values in qwinfo.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, nonzero (unless called from INITIALSETTINGS). If called from INITIALSETTINGS, the following occurs:

- SETWSIZEQQ always returns -1.
- Only QWIN$SET will work.

The position and dimensions of child windows are expressed in units of character height and width. The position and dimensions of the frame window are expressed in screen pixels.

The height and width specified for a frame window reflects the actual size in pixels of the frame window including any borders, menus, and status bar at the bottom.
Example

USE IFQWIN
INTEGER(4)     result
INTEGER(2)     numfonts, fontnum
TYPE (qwinfo)  winfo
TYPE (xycoord) pos
! Maximize frame window
winfo%TYPE = QWIN$MAX
result =     SETWSIZEQQ(QWIN$FRAMEWINDOW, winfo)
! Maximize child window
result =   SETWSIZEQQ(0, winfo)
umfonts = INITIALIZEFONTS( )
fontnum =  SETFONT ('t''Arial''h50w34i')
CALL MOVETO (INT2(10), INT2(30), pos)
CALL OUTGTEXT("BIG Window")
END

See Also
GETWSIZEQQ (W*S)
INITIALSETTINGS (W*S)

SHAPE

Inquiry Intrinsic Function (Generic): Returns the shape of an array or scalar argument.

Syntax

result = SHAPE (source [, kind])

source        (Input) Is a scalar or array. It may be of any data type. It must not be an assumed-size array, a disassociated pointer, or an allocatable array that is not allocated. It cannot be an assumed-size array.

kind         (Input; optional) Must be a scalar integer initialization expression.

Results

The result is a rank-one integer array whose size is equal to the rank of source. If kind is present, the kind parameter of the result is that specified by kind; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The value of the result is the shape of source, unless source is assumed-rank and is associated with an assumed-size array. In that case, the last element of the value returned by SHAPE is -1.

The setting of compiler options specifying integer size can affect this function.

Example

SHAPE (2) has the value of a rank-one array of size zero.

If B is declared as B(2:4, -3:1), then SHAPE (B) has the value (3, 5).

The following shows another example:

INTEGER VEC(2)
REAL array(3:10, -1:3)
VEC = SHAPE(array)
WRITE(*,*) VEC ! prints   8       5
END

! Check if a mask is conformal with an array
REAL, ALLOCATABLE :: A(:,:,:)
LOGICAL, ALLOCATABLE :: MASK(:,:,:)
INTEGER B(3), C(3)
LOGICAL conform
ALLOCATE (A(5, 4, 3))
ALLOCATE (MASK(3, 4, 5))
! Check if MASK and A allocated. If they are, check
! that they have the same shape (conform).
IF(ALLOCATED(A) .AND. ALLOCATED(MASK)) THEN
  B = SHAPE(A); C = SHAPE(MASK)
  IF ((B(1) .EQ. C(1)) .AND. (B(2) .EQ. C(2)) .AND. (B(3) .EQ. C(3))) THEN
    conform = .TRUE.
  ELSE
    conform = .FALSE.
  END IF
END IF
WRITE(*,*) conform  ! prints F
END

See Also

SIZE Function

SHARED Clause

Parallel Directive Clause: Specifies variables that will be shared by all the threads in a team.

Syntax

SHARED (list)

list

Is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).

All threads within a team access the same storage area for SHARED data.

SHIFTA

Elemental Intrinsic Function (Specific): Performs a right shift with fill. This function cannot be passed as an actual argument.

Syntax

result = SHIFTA (i, shift)

i

(Input) Must be of type integer. This is the value to be shifted.

shift

(Input) Must be of type integer. It must be nonnegative and <= BIT_SIZE(i). This value is the number of positions to shift.

Results

The result type and kind are the same as i.

The result has the value obtained by shifting the bits of i to the right shift bits and replicating the leftmost bit of i in the left shift bits.

If shift is zero the result is i. Bits shifted off the right end are lost.

The model for the interpretation of an integer value as a sequence of bits is in Model for Bit Data.
Example
SHIFTA (IBSET (0, BIT_SIZE (0) - 1), 2) is equal to SHIFTL (7, BIT_SIZE (0) - 3).

**SHIFTL**

*Elemental Intrinsic Function (Specific): Logically shifts an integer left by a specified number of bits. This function cannot be passed as an actual argument.*

**Syntax**

\[
\text{result} = \text{SHIFTL} (i, \text{shift})
\]

- \(i\) (Input) Must be of type integer. This is the value to be shifted.
- \(\text{shift}\) (Input) Must be of type integer. The value must be nonnegative and \(\leq \text{BIT\_SIZE}(i)\). This value is the number of positions to shift.

**Results**

The result type and kind is the same as \(i\). The result is the value of \(i\) shifted left by \(\text{shift}\) bit positions. Bits shifted off the left end are lost; zeros are shifted in from the opposite end.

SHIFTL \((i, j)\) is the same as ISHFT \((i, j)\).

**See Also**

ISHFT

**SHIFTR**

*Elemental Intrinsic Function (Specific): Logically shifts an integer right by a specified number of bits. This function cannot be passed as an actual argument.*

**Syntax**

\[
\text{result} = \text{SHIFTR} (i, \text{shift})
\]

- \(i\) (Input) Must be of type integer. This is the value to be shifted.
- \(\text{shift}\) (Input) Must be of type integer. The value must be nonnegative and \(\leq \text{BIT\_SIZE}(i)\). This value is the number of positions to shift.

**Results**

The result type and kind is the same as \(i\). The result is the value of \(i\) shifted right by \(\text{shift}\) bit positions. Bits shifted off the right end are lost; zeros are shifted in from the opposite end.

SHIFTR \((i, j)\) is the same as ISHFT \((i, -j)\).

**See Also**

ISHFT

**SHORT**

*Portability Function: Converts an INTEGER(4) argument to INTEGER(2) type.*

**Module**

USE IFPORT
Syntax

result = SHORT (int4)

int4     (Input) INTEGER(4). Value to be converted.

Results

The result type is INTEGER(2). The result is equal to the lower 16 bits of int4. If the int4 value is greater than 32,767, the converted INTEGER(2) value is not equal to the original.

Example

```
USE IFORT
INTEGER(4) this_one
INTEGER(2) that_one
READ(*,*) this_one
THAT_ONE = SHORT(THIS_ONE)
WRITE(*,10) THIS_ONE, THAT_ONE
END
```

See Also

INT
Type Declarations

SIGN

*Elemental Intrinsic Function (Generic): Returns the absolute value of the first argument times the sign of the second argument.*

Syntax

result = SIGN (a, b)

a     (Input) Must be of type integer or real.

b     (Input) Must have the same type and kind parameters as a.

Results

The result type and kind is the same as a. The value of the result is as follows:

- | a | if b > zero and -| a | if b < zero.
- | a | if b is of type integer and is zero.
- If b is of type real and zero and compiler option `assume minus0` is not specified, the value of the result is | a |.
- If b is of type real and zero and compiler option `assume minus0` is specified, the processor can distinguish between positive and negative real zero and the following occurs:
  - If b is positive real zero, the value of the result is | a |.
  - If b is negative real zero, the value of the result is -| a |.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSIGN</td>
<td>INTEGER(1)</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>IISIGN</td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
</tbody>
</table>
Specific Name | Argument Type | Result Type
--- | --- | ---
ISIGN \(^2\) | INTEGER(4) | INTEGER(4)
KISIGN | INTEGER(8) | INTEGER(8)
SIGN \(^3\) | REAL(4) | REAL(4)
DSIGN \(^3,4\) | REAL(8) | REAL(8)
QSIGN | REAL(16) | REAL(16)

\(^1\) Or HSIGN.
\(^2\) Or JISIGN. For compatibility with older versions of Fortran, ISIGN is treated as a generic function.
\(^3\) The setting of compiler options specifying real size can affect SIGN and DSIGN.
\(^4\) The setting of compiler options specifying double size can affect DSIGN.

Example
SIGN (4.0, -6.0) has the value -4.0.
SIGN (-5.0, 2.0) has the value 5.0.
The following shows another example:
c = SIGN (5.2, -3.1)  ! returns -5.2
c = SIGN (-5.2, -3.1)  ! returns -5.2
c = SIGN (-5.2, 3.1)   ! returns 5.2

See Also
ABS
assume

SIMD Directive (OpenMP* API)

OpenMP* Fortran Compiler Directive: Requires and controls SIMD vectorization of loops.

Syntax

\[
!$OMP SIMD [clause[, clause]]... ]
\]
do-loop
\[
!$OMP END SIMD
\]

clause

Is one of the following:

- ALIGNED (list [:n])
- COLLAPSE (n)
- LASTPRIVATE (list)
- LINEAR (var-list[: linear-step])
- PRIVATE (list)
- REDUCTION (operator : list)
- SAFELEN(m)

Limits the number of iterations in a SIMD chunk (set of concurrent iterations).

The \( m \) must be a constant positive integer expression; it indicates the number of iterations allowed in a SIMD chunk.
When this clause is used, no two iterations executed concurrently with SIMD instructions can have a greater distance in the logical iteration space than \( m \).

The number of iterations that are executed concurrently at any given time is defined by the implementation. Each concurrent iteration is executed by a different SIMD vector lane.

At most one SAFELEN clause can appear in a SIMD directive.

- **SIMDLEN \( (n) \)**
  
  Specifies the preferred number of iterations to be executed concurrently. \( n \) must be a positive scalar integer constant. The number of iterations that are executed concurrently at any given time is implementation defined. Each concurrent iteration will be executed by a different SIMD lane.
  
  If both SIMDLEN \( (n) \) and SAFELEN \( (m) \) are specified, the value of the \( n \) must be less than or equal to the value of \( m \).
  
  At most one SIMDLEN clause can appear in a SIMD directive.

**do-loop**

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

You cannot branch out of a DO loop associated with a SIMD directive.

A SIMD construct binds to the current task region. The binding thread set of the simd region is the current team.

If used, the END SIMD directive must appear immediately after the end of the loop. If you do not specify an END SIMD directive, an END SIMD directive is assumed at the end of **do-loop**.

The SIMD construct enables the execution of multiple iterations of the associated loops concurrently by means of SIMD instructions. No other OpenMP* Fortran construct can appear in a SIMD directive.

A SIMD region binds to the current task region. The binding thread set of the SIMD region is the current team.

When any thread encounters a SIMD construct, the iterations of the loop associated with the construct may be executed concurrently using the SIMD lanes that are available to the thread.

If an ORDERED directive with the SIMD clause is specified inside the SIMD region, the ordered regions encountered by any thread will use only a single SIMD lane to execute the ordered regions in the order of the loop iterations.

**See Also**

- OpenMP* Fortran Compiler Directives
- Syntax Rules for Compiler Directives
- Nested DO Constructs
- Parallel Processing Model for information about Binding Sets
**SIMD Loop Directive**

**General Compiler Directive:** Requires and controls SIMD vectorization of loops.

**Syntax**

```
!DIR$ SIMD [clause[, clause]...]
```

`clause` is an optional vectorization clause. It can be one or more of the following:

- **[NO]ASSERT**
  
  Directs the compiler to assert (produce an error) or not to assert (produce a warning) when the vectorization fails. The default is NOASSERT. If this clause is specified more than once, a compile-time error occurs.

- **FIRSTPRIVATE(list)**

  *list* is a list of names of one or more variables or common blocks that are accessible to the scoping unit.

  Provides a superset of the functionality provided by the PRIVATE clause. Variables that appear in a FIRSTPRIVATE list are subject to PRIVATE clause semantics. In addition, each variable has its initial value broadcast to all private instances for each iteration upon entering the SIMD loop.

  A variable in a FIRSTPRIVATE clause can appear in a LASTPRIVATE clause.

  A variable in a FIRSTPRIVATE clause cannot appear in a LINEAR, REDUCTION, or PRIVATE clause.

- **LASTPRIVATE(list)**

  *list* is a list of names of one or more variables or common blocks that are accessible to the scoping unit.

  Provides a superset of the functionality provided by the PRIVATE clause. Variables that appear in a LASTPRIVATE list are subject to PRIVATE clause semantics. In addition, when the SIMD loop is exited, each variable has the value that resulted from the sequentially last iteration of the SIMD loop (which may be undefined if the last iteration does not assign to the variable).

  A variable in a LASTPRIVATE clause can appear in a FIRSTPRIVATE clause.

  A variable in a LASTPRIVATE clause cannot appear in a LINEAR, REDUCTION, or PRIVATE clause.

- **LINEAR(var1:step1 [, var2:step2]...)**

  *var* is a scalar variable.

  *step* is a positive, integer, scalar expression.

  For each iteration of a scalar loop, *var1* is incremented by *step1, var2* is incremented by *step2*, and so on. Therefore, every iteration of the vector loop increments the variables by VL (vector length)*step1,
VL*\text{step2}, \ldots, \text{to VL*stepN}, \text{respectively}. \text{If more than one step is specified for a var, a compile-time error occurs. Multiple LINEAR clauses are merged as a union.}

A variable in a LINEAR clause cannot appear in a REDUCTION, PRIVATE, FIRSTPRIVATE, or LASTPRIVATE clause.

\begin{itemize}
\item \textbf{PRIVATE (list)}
\end{itemize}

\textit{list} \quad \text{Is a list of names of one or more variables or common blocks that are accessible to the scoping unit. A variable that is part of another variable (for example, subobjects such as an array or structure element) cannot appear. Each name must be separated by a comma, and a named common block must appear between slashes (/ /).}

Causes each variable to be private to each iteration of a loop. Its initial and last values are undefined upon entering and exiting the SIMD loop. Multiple PRIVATE clauses are merged as a union.

A variable in a PRIVATE clause cannot appear in a LINEAR, REDUCTION, FIRSTPRIVATE, or LASTPRIVATE clause.

\begin{itemize}
\item \textbf{REDUCTION (oper:var1 [, var2]...)}
\end{itemize}

\textit{oper} \quad \text{Is a reduction operator ( +, *, - , .AND., .OR., .EQV., or .NEQV.).}

\textit{var} \quad \text{Is a scalar variable.}

Applies the vector reduction indicated by \textit{oper} to \textit{var1}, \textit{var2}, \ldots, \textit{varN}. A SIMD directive can have multiple reduction clauses using the same or different operators. \text{If more than one reduction operator is associated with a var, a compile-time error occurs.}

A variable in a REDUCTION clause cannot appear in a LINEAR, PRIVATE, FIRSTPRIVATE, or LASTPRIVATE clause.

\begin{itemize}
\item \textbf{[NO]VECREMAINDER}
\end{itemize}

Directs the compiler to vectorize (or not to vectorize) the remainder loop when the original loop is vectorized.

If \texttt{!DIR$ VECTOR ALWAYS} is specified, the following occurs:

\begin{itemize}
\item \text{If neither the VECREMAINDER or NOVECREMAINDER clause is specified, the compiler overrides efficiency heuristics of the vectorizer and it determines whether the loop can be vectorized.}
\item \text{If VECREMAINDER is specified, the compiler vectorizes remainder loops when the original main loop is vectorized.}
\item \text{If NOVECREMAINDER is specified, the compiler does not vectorize the remainder loop when the original main loop is vectorized.}
\end{itemize}

\begin{itemize}
\item \textbf{VECTORLENGTH (n1 [, n2]...)}
\end{itemize}

\textit{n} \quad \text{Is a vector length (VL). \text{It must be an integer that is a power of 2; the value must be 2, 4, 8, 16, 32 or 64. If you specify more than one \textit{n}, the vectorizer will choose the VL from the values specified.}
Causes each iteration in the vector loop to execute the computation equivalent to $n$ iterations of scalar loop execution.

The VECTORLENGTH and VECTORLENGTHFOR clauses are mutually exclusive. You cannot use the VECTORLENGTH clause with the VECTORLENGTHFOR clause, and vice versa.

Multiple VECTORLENGTH clauses cause a syntax error.

- VECTORLENGTHFOR (data-type)

  data-type  
  Is one of the following intrinsic data types:

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Fortran Intrinsic Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER</td>
<td>Default INTEGER</td>
</tr>
<tr>
<td>INTEGER(1)</td>
<td>INTEGER (KIND=1)</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>INTEGER (KIND=2)</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>INTEGER (KIND=4)</td>
</tr>
<tr>
<td>INTEGER(8)</td>
<td>INTEGER (KIND=8)</td>
</tr>
<tr>
<td>REAL</td>
<td>Default REAL</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>REAL (KIND=4)</td>
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<tr>
<td>REAL(8)</td>
<td>REAL (KIND=8)</td>
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<tr>
<td>COMPLEX</td>
<td>Default COMPLEX</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>COMPLEX (KIND=4)</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>COMPLEX (KIND=8)</td>
</tr>
</tbody>
</table>

Causes each iteration in the vector loop to execute the computation equivalent to $n$ iterations of scalar loop execution where $n$ is computed from $\text{size_of_vector_register}/\text{sizeof(data_type)}$.

For example, VECTORLENGTHFOR (REAL (KIND=4)) results in $n=4$ for SSE2 to SSE4.2 targets (packed float operations available on 128-bit XMM registers) and $n=8$ for AVX target (packed float operations available on 256-bit YMM registers). VECTORLENGTHFOR(INTEGER (KIND=4)) results in $n=4$ for SSE2 to AVX targets.

The VECTORLENGTHFOR and VECTORLENGTH clauses are mutually exclusive. You cannot use the VECTORLENGTHFOR clause with the VECTORLENGTH clause, and vice versa.

Multiple VECTORLENGTHFOR clauses cause a syntax error.

Without explicit VECTORLENGTH and VECTORLENGTHFOR clauses, the compiler will choose a VECTORLENGTH using its own cost model. Misclassification of variables into PRIVATE, FIRSTPRIVATE, LASTPRIVATE, LINEAR, and REDUCTION, or the lack of appropriate classification of variables, may lead to unintended consequences such as runtime failures and/or incorrect results.

If you specify the SIMD directive with no clause, default rules are in effect for variable attributes, vector length, and so forth.
If you do not explicitly specify a VECTORLENGTH clause, the compiler will choose a VECTORLENGTH using its own cost model. Misclassification of variables into PRIVATE, FIRSTPRIVATE, LASTPRIVATE, LINEAR, and REDUCTION, or the lack of appropriate classification of variables, may lead to unintended consequences such as runtime failures and/or incorrect results.

You can only specify a particular variable in at most one instance of a PRIVATE, LINEAR, or REDUCTION clause.

If the compiler is unable to vectorize a loop, a warning occurs by default. However, if ASSERT is specified, an error occurs instead.

If the vectorizer has to stop vectorizing a loop for some reason, the fast floating-point model is used for the SIMD loop.

A SIMD loop may contain one or more nested loops or be contained in a loop nest. Only the loop preceded by the SIMD directive is processed for SIMD vectorization.

The vectorization performed on this loop by the SIMD directive overrides any setting you may specify for options -fp-model (Linux* OS and OS X*) and /fp (Windows* OS) for this loop.

Note that the SIMD directive may not affect all auto-vectorizable loops. Some of these loops do not have a way to describe the SIMD vector semantics.

The following restrictions apply to the SIMD directive:

- The countable loop for the SIMD directive has to conform to the DO-loop style of an OpenMP worksharing loop construct. Additionally, the loop control variable must be a signed integer type.
- The vector values must be signed 8-, 16-, 32-, or 64-bit integers, single or double-precision floating-point numbers, or single- or double-precision complex numbers.
- A SIMD directive loop performs memory references unconditionally. Therefore, all address computations must result in valid memory addresses, even though such locations may not be accessed if the loop is executed sequentially.

To disable the SIMD transformations for vectorization, specify option -no-simd (Linux* OS and OS X*) or /Qsimd- (Windows* OS).

To disable transformations that enable more vectorization, specify options -no-vec-no-simd (Linux OS and OS X) or /Qvec-/Qsimd- (Windows OS).

**Example**

Consider the following:

```fortran
... subroutine add(A, N, X)
  integer N, X
  real    A(N)
cDIR$ SIMD
  DO I=X+1, N
    A(I) = A(I) + A(I-X)
  ENDDO
end
...```

When the program containing this subroutine is compiled, the DO loop will be vectorized.

Because no optional clause was specified for the directive, default rules will apply for variable attributes, vector length, and so forth.

**See Also**

General Compiler Directives
Syntax Rules for Compiler Directives
simd, Qsimd
vec, Qvec
**SIN**

*Elemental Intrinsic Function (Generic):* Produces the sine of an argument.

**Syntax**

\[
\text{result} = \text{SIN} (x)
\]

\(x\)  
(Input) Must be of type real or complex. It must be in radians and is treated as modulo 2*\(\pi\).

If \(x\) is of type complex, its real part is regarded as a value in radians.

**Results**

The result type and kind is the same as \(x\).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIN</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DSIN</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QSIN</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CSIN (^1)</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>CDSIN (^2)</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>CQSIN</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>

\(^1\)The setting of compiler options specifying real size can affect CSIN.

\(^2\)This function can also be specified as ZSIN.

**Example**

SIN (2.0) has the value 0.9092974.

SIN (0.8) has the value 0.7173561.

**SIND**

*Elemental Intrinsic Function (Generic):* Produces the sine of an argument.

**Syntax**

\[
\text{result} = \text{SIND} (x)
\]

\(x\)  
(Input) Must be of type real. It must be in degrees and is treated as modulo 360.

**Results**

The result type and kind is the same as \(x\).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIND</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DSIND</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
</tbody>
</table>
### Example

SIND (2.0) has the value 3.4899496E-02.
SIND (0.8) has the value 1.3962180E-02.

### SINH

**Elemental Intrinsic Function (Generic):** Produces a hyperbolic sine.

**Syntax**

\[
\text{result} = \text{SINH} (x)
\]

\(x\)  
(Input) Must be of type real.

**Results**

The result type and kind is the same as \(x\).

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIND</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>DSINH</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QSINH</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

Example

SINH (2.0) has the value 3.626860.
SINH (0.8) has the value 0.8881060.

### SIGNAL

**Portability Function:** Controls interrupt signal handling and changes the action for a specified signal.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{SIGNAL} (\text{signum}, \text{proc}, \text{flag})
\]

\(\text{signum}\)  
(Input) INTEGER(4). Number of the signal to change. The numbers and symbolic names are listed in a table below.

\(\text{proc}\)  
(Input) Name of a signal-handler routine. It must be declared EXTERNAL and INTEGER(4). This routine is called only if \(\text{flag}\) is negative.

\(\text{flag}\)  
(Input) INTEGER(4). If negative, the user's \(\text{proc}\) routine is called. If 0, the signal retains its default action; if 1, the signal should be ignored.
Results

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The result is the previous value of proc associated with the specified signal. For example, if the previous value of proc was SIG_IGN, the return value is also SIG_IGN. You can use this return value in subsequent calls to SIGNAL if the signal number supplied is invalid, if the flag value is greater than 1, or to restore a previous action definition.

A return value of SIG_ERR indicates an error, in which case a call to IERRNO returns EINVAL. If the signal number supplied is invalid, or if the flag value is greater than 1, SIGNAL returns -(EINVAL) and a call to IERRNO returns EINVAL.

An initial signal handler is in place at startup for SIGFPE (signal 8); its address is returned the first time SIGNAL is called for SIGFPE. No other signals have initial signal handlers.

Be careful when you use SIGNALQQ or the C signal function to set a handler, and then use the Portability SIGNAL function to retrieve its value. If SIGNAL returns an address that was not previously set by a call to SIGNAL, you cannot use that address with either SIGNALQQ or C’s signal function, nor can you call it directly. You can, however, use the return value from SIGNAL in a subsequent call to SIGNAL. This allows you to restore a signal handler, no matter how the original signal handler was set.

The signal-handler argument proc accepts a single INTEGER(4) argument, which is the number of the signal to be handled. The function must use the compiler’s default calling conventions. If you have used compiler options, such as option iface, to change the default conventions, add the following directive to the signal handler function to reset the calling conventions:

!DIR$ ATTRIBUTES DEFAULT :: the-routine-specified-in-proc

The signal-handler function returns an INTEGER(4) value. If the function has handled the signal, the value returned is an integer, but the value is not used.

Because signal-handler routines are usually called asynchronously when an interrupt occurs, it is possible that your signal-handler function will get control when a run-time operation is incomplete and in an unknown state. You cannot use the following kinds of signal-handler routines:

- Routines that perform low-level (such as FGETC) or high-level (such as READ) I/O.
- Heap routines or any routine that uses the heap routines (such as MALLOC and ALLOCATE).
- Functions that generate a system call (such as TIME).

The following table lists signals, their names and values:

<table>
<thead>
<tr>
<th>Symbolic name</th>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIGABRT</td>
<td>6</td>
<td>Abnormal termination</td>
</tr>
<tr>
<td>SIGFPE</td>
<td>8</td>
<td>Floating-point error</td>
</tr>
<tr>
<td>SIGKILL¹</td>
<td>9</td>
<td>Kill process</td>
</tr>
<tr>
<td>SIGILL</td>
<td>4</td>
<td>Illegal instruction</td>
</tr>
<tr>
<td>SIGINT</td>
<td>2</td>
<td>CTRL+C signal</td>
</tr>
<tr>
<td>SIGSEGV</td>
<td>11</td>
<td>Illegal storage access</td>
</tr>
<tr>
<td>SIGTERM</td>
<td>15</td>
<td>Termination request</td>
</tr>
</tbody>
</table>

¹SIGKILL can be neither caught nor ignored.

The default action for all signals is to terminate the program with exit code.

ABORT does not assert the SIGABRT signal. The only way to assert SIGABRT or SIGTERM is to use KILL.

SIGNAL can be used to catch SIGFPE exceptions, but it cannot be used to access the error code that caused the SIGFPE. To do this, use SIGNALQQ instead.
Example

```fortran
USE IFPORT
EXTERNAL h_abort
INTEGER(4) :: h_abort
INTEGER(4) iret1, iret2, procnum
iret1 = SIGNAL(SIGABRT, h_abort, -1)
WRITE(*,*) 'Set signal handler #1. Return = ', iret1
procnum = getpid()
iret2 = KILL(procnum, SIGABRT)
WRITE(*,*) 'Raised signal. Return = ', iret2
END

! Signal-handler routine
!
INTEGER(4) FUNCTION h_abort (sig_num)
INTEGER(4) sig_num
!DIR$ ATTRIBUTES DEFAULT :: h_abort
WRITE(*,*) 'In signal handler function h_abort for SIG$ABORT'
WRITE(*,*) 'signum = ', sig_num
h_abort = 1
END
```

See Also

SIGNALQQ

**SIGNALQQ**

*Portability Function: Registers the function to be called if an interrupt signal occurs.*

Module

USE IFPORT

Syntax

```
result = SIGNALQQ (sig,func)
```

**sig**

(Input) INTEGER(2). Interrupt type. One of the following constants, defined in IFPORT.F90:

- SIG$ABORT - Abnormal termination
- SIG$FPE - Floating-point error
- SIG$ILL - Illegal instruction
- SIG$INT - CTRL+CSIGNAL
- SIG$SEGV - Illegal storage access
- SIG$TERM - Termination request

**func**

(Input) Function to be executed on interrupt. It must be declared EXTERNAL.

Results

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The result is a positive integer if successful; otherwise, -1 (SIG$ERR).

SIGNALQQ installs the function *func* as the handler for a signal of the type specified by *sig*. If you do not install a handler, the system by default terminates the program with exit code 3 when an interrupt signal occurs.
The argument *func* is the name of a function and must be declared with either the EXTERNAL or IMPLICIT statements, or have an explicit interface. A function described in an INTERFACE block is EXTERNAL by default, and does not need to be declared EXTERNAL.

**NOTE**
All signal-handler functions must be declared with the directive !DIR$ ATTRIBUTES C.

When an interrupt occurs, except a SIG$FPE interrupt, the *sig* argument SIG$INT is passed to *func*, and then *func* is executed.

When a SIG$FPE interrupt occurs, the function *func* is passed two arguments: SIG$FPE and the floating-point error code (for example, FPE$ZERODIVIDE or FPE$OVERFLOW) which identifies the type of floating-point exception that occurred. The floating-point error codes begin with the prefix FPE$ and are defined in IFPORT.F90.

If *func* returns, the calling process resumes execution immediately after the point at which it received the interrupt signal. This is true regardless of the type of interrupt or operating mode.

Because signal-handler routines are normally called asynchronously when an interrupt occurs, it is possible that your signal-handler function will get control when a run-time operation is incomplete and in an unknown state. Therefore, do not call heap routines or any routine that uses the heap routines (for example, I/O routines, ALLOCATE, and DEALLOCATE).

To test your signal handler routine you can generate interrupt signals by calling RAISEQQ, which causes your program either to branch to the signal handlers set with SIGNALQQ, or to perform the system default behavior if SIGNALQQ has set no signal handler.

The example below shows a signal handler for SIG$ABORT.

**Example**

```fortran
! This program shows a signal handler for
! SIG$ABORT
USE IFPORT
INTERFACE
  FUNCTION h_abort (signum)
    !DIR$ ATTRIBUTES C :: h_abort
    INTEGER(4) h_abort
    INTEGER(2) signum
  END FUNCTION
END INTERFACE

INTEGER(2) i2ret
INTEGER(4) i4ret

i4ret = SIGNALQQ(SIG$ABORT, h_abort)
WRITE(*,*) 'Set signal handler. Return = ', i4ret

i2ret = RAISEQQ(SIG$ABORT)
WRITE(*,*) 'Raised signal. Return = ', i2ret
END
!
!      Signal handler routine
!
INTEGER(4) FUNCTION h_abort (signum)
  !DIR$ ATTRIBUTES C :: h_abort
  INTEGER(2) signum
  WRITE(*,*) 'In signal handler for SIG$ABORT'
```

1933
WRITE(*,*) 'signum = ', signum
h_abort = 1
END

See Also
RAISEQQ
SIGNAL
KILL
GETEXCEPTIONPTRSQQ (W*S)

SINGLE
OpenMP* Fortran Compiler Directive: Specifies that a block of code is to be executed by only one thread in the team at a time.

Syntax
!!OMP SINGLE [clause[,] clause] ... ]
  block
!!OMP END SINGLE [modifier]

clause
  Is one of the following:
  • FIRSTPRIVATE (list)
  • PRIVATE (list)

block
  Is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

modifier
  Is one of the following:
  • COPYPRIVATE (list)
  • NOWAIT

The binding thread set for a SINGLE construct is the current team. A SINGLE region binds to the innermost enclosing parallel region.

Threads in the team that are not executing this directive wait at the END SINGLE directive unless NOWAIT is specified.

SINGLE directives must be encountered by all threads in a team or by none at all. It must also be encountered in the same order by all threads in a team.

Example
In the following example, the first thread that encounters the SINGLE directive executes subroutines OUTPUT and INPUT:

!!OMP PARALLEL DEFAULT(SHARED)
CALL WORK(X)
!!OMP BARRIER
!!OMP SINGLE
  CALL OUTPUT(X)
  CALL INPUT(Y)
!!OMP END SINGLE
  CALL WORK(Y)
!!OMP END PARALLEL

You should not make assumptions as to which thread executes the SINGLE section. All other threads skip the SINGLE section and stop at the barrier at the END SINGLE construct. If other threads can proceed without waiting for the thread executing the SINGLE section, you can specify NOWAIT in the END SINGLE directive.
SIZE Function

Inquiry Intrinsic Function (Generic): Returns the total number of elements in an array, or the extent of an array along a specified dimension.

Syntax

\[
\text{result} = \text{SIZE} (\text{array}[, \text{dim}][, \text{kind}])
\]

- \text{array} (Input) Must be an array; it can be assumed-rank. It can be of any data type. It must not be a disassociated pointer or an allocatable array that is not allocated. It can be an assumed-size array if \text{dim} is present with a value less than the rank of \text{array}.

- \text{dim} (Input; optional) Must be a scalar integer with a value in the range 1 to \(n\), where \(n\) is the rank of \text{array}.

- \text{kind} (Input; optional) Must be a scalar integer initialization expression.

Results

The result is a scalar of type integer. If \text{kind} is present, the kind parameter of the result is that specified by \text{kind}; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

In general, if \text{dim} is present, the result is the extent of dimension \text{dim} in \text{array}; otherwise, the result is the total number of elements in \text{array}. However, the following exceptions apply:

- If \text{array} is assumed-rank and associated with an assumed-size array and \text{dim} is present with a value equal to the rank of \text{ARRAY}, the result has a value of -1.
- If \text{dim} is absent and \text{array} is assumed-rank, the result has a value equal to \text{PRODUCT(SHAPE(ARRAY, KIND))}.

The setting of compiler options specifying integer size can affect this function.

Example

If \text{B} is declared as \text{B(2:4, -3:1)}, then \text{SIZE (B, DIM=2)} has the value 5 and \text{SIZE (B)} has the value 15.

The following shows another example:

```
REAL(8) array (3:10, -1:3)
INTEGER i
i = SIZE(array, DIM = 2) ! returns 5
i = SIZE(array) ! returns 40
```

See Also

SHAPE
Character Count Specifier (SIZE=)

SIZEOF

Inquiry Intrinsic Function (Generic): Returns the number of bytes of storage used by the argument. It cannot be passed as an actual argument.
**Syntax**

```fortran
result = SIZEOF (x)
```

x  
 (Input) Can be a scalar or array. It may be of any data type. It must not be an assumed-size array.

**Results**

The result type is INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. The result value is the number of bytes of storage used by `x`. If `x` is of derived type, the result includes storage used by padding and descriptors for pointer or allocatable components, if any, but not the storage used for the data of pointer or allocatable components.

**Example**

```fortran
SIZEOF (3.44) ! has the value 4
SIZEOF ('SIZE') ! has the value 4
```

**See Also**

C_SIZEOF

**SLEEP**

*Portability Subroutine: Suspends the execution of a process for a specified interval.*

**Module**

USE IFPORT

**Syntax**

```fortran
CALL SLEEP (time)
```

time  
 (Input) INTEGER(4). Length of time, in seconds, to suspend the calling process.

**Example**

```fortran
USE IFPORT
integer(4) hold_time
hold_time = 1 ! lets the loop execute
DO WHILE (hold_time .NE. 0)
    write(*,'(A)') "Enter the number of seconds to suspend"
    read(*,*) hold_time
    CALL SLEEP (hold_time)
END DO
END
```

**See Also**

SLEEPQQ

**SLEEPQQ**

*Portability Subroutine: Delays execution of the program for a specified duration.*

**Module**

USE IFPORT
Syntax

CALL SLEEPQQ (duration)

**duration** (Input) INTEGER(4). Number of milliseconds the program is to sleep (delay program execution).

Example

USE IFPORT
INTEGER(4) delay, freq, duration
delay = 2000
freq = 4000
duration = 1000
CALL SLEEPQQ(delay)
CALL BEEPQQ(freq, duration)
END

SNGL
Converts a REAL value to a default REAL result.

See Also
See REAL function.

SORTQQ
Portability Subroutine: Sorts a one-dimensional array. The array elements cannot be derived types or record structures.

Module
USE IFPORT

Syntax

CALL SORTQQ (adrarray, count, size)

**adrarray** (Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Address of the array (returned by LOC).

**count** (Input; output) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. On input, number of elements in the array to be sorted. On output, number of elements actually sorted.

To be certain that SORTQQ is successful, compare the value returned in **count** to the value you provided. If they are the same, then SORTQQ sorted the correct number of elements.

**size** (Input) INTEGER(4). Positive constant less than 32,767 that specifies the kind of array to be sorted. The following constants, defined in IFPORT.F90, specify type and kind for numeric arrays:

<table>
<thead>
<tr>
<th>Constant</th>
<th>Type of array</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRT$INTEGER1</td>
<td>INTEGER(1)</td>
</tr>
<tr>
<td>SRT$INTEGER2</td>
<td>INTEGER(2) or equivalent</td>
</tr>
<tr>
<td>Constant</td>
<td>Type of array</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>SRT$INTEGER4</td>
<td>INTEGER(4) or equivalent</td>
</tr>
<tr>
<td>SRT$INTEGER8</td>
<td>INTEGER(8) or equivalent</td>
</tr>
<tr>
<td>SRT$REAL4</td>
<td>REAL(4) or equivalent</td>
</tr>
<tr>
<td>SRT$REAL8</td>
<td>REAL(8) or equivalent</td>
</tr>
<tr>
<td>SRT$REAL16</td>
<td>REAL(16) or equivalent</td>
</tr>
</tbody>
</table>

If the value provided in `size` is not a symbolic constant and is less than 32,767, the array is assumed to be a character array with `size` characters per element.

**CAUTION**
The location of the array must be passed by address using the LOC function. This defeats Fortran type-checking, so you must make certain that the `count` and `size` arguments are correct.

If you pass invalid arguments, SORTQQ attempts to sort random parts of memory. If the memory it attempts to sort is allocated to the current process, that memory is sorted; otherwise, the operating system intervenes, the program is halted, and you get a General Protection Violation message.

**Example**

```fortran
! Sort a 1-D array
! USE IFPORT
INTEGER(2) array(10)
INTEGER(2) i DATA ARRAY /143, 99, 612, 61, 712, 9112, 6, 555, 2223, 67/

! Sort the array
Call SORTQQ (LOC(array), 10, SRT$INTEGER2)

! Display the sorted array
DO i = 1, 10
   WRITE (*, 9000) i, array (i) 9000 FORMAT(1X, ' Array(',I2, '): ', I5)
END DO
END
```

**See Also**
BSEARCHQQ
LOC

**SPACING**

*Elemental Intrinsic Function (Generic):* Returns the absolute spacing of model numbers near the argument value.

**Syntax**

```
result = SPACING (x)
```

`x`  (Input) Must be of type real.

**Results**
The result type and kind is the same as `x`. The result has the value $b^{e-p}$. Parameters $b$, $e$, and $p$ are defined in Model for Real Data. If the result value is outside of the real model range, the result is TINY( x).
Example

If 3.0 is a REAL(4) value, SPACING (3.0) has the value $2^{-22}$.

The following shows another example:

```fortran
REAL(4) res4
REAL(8) res8, r2
res4 = SPACING(3.0) ! returns 2.384186E-07
res4 = SPACING(-3.0) ! returns 2.384186E-07
r2 = 487923.3
res8 = SPACING(r2) ! returns 5.820766091346741E-011
```

See Also
TINY
RRSPACING
Data Representation Models

SPLTPATHQQ

Portability Function: Breaks a file path or directory path into its components.

Module
USE IFPORT

Syntax

```fortran
result = SPLTPATHQQ (path, drive, dir, name, ext)
```

- **path**
  (Input) Character*(*). Path to be broken into components. Forward slashes (/), backslashes (\), or both can be present in path.

- **drive**
  (Output) Character*(*). Drive letter followed by a colon.

- **dir**
  (Output) Character*(*). Path of directories, including the trailing slash.

- **name**
  (Output) Character*(*). Name of file or, if no file is specified in path, name of the lowest directory. A file name must not include an extension.

- **ext**
  (Output) Character*(*). File name extension, if any, including the leading period (\).

Results

The result type is INTEGER(4). The result is the length of dir.

The path parameter can be a complete or partial file specification.

$\texttt{MAXPATH}$ is a symbolic constant defined in module IFPORT.F90 as 260.

Example

```fortran
USE IFPORT
CHARACTER($\texttt{MAXPATH}$) buf
CHARACTER(3) drive
CHARACTER(256) dir
CHARACTER(256) name
CHARACTER(256) ext
CHARACTER(256) file
INTEGER(4) length
```
buf = 'b:\fortran\test\runtime\tsplit.for'
length = SPLITPATHQQ(buf, drive, dir, name, ext)
WRITE(*,*) drive, dir, name, ext
file = 'partial.f90'
length = SPLITPATHQQ(file, drive, dir, name, ext)
WRITE(*,*) drive, dir, name, ext
END

See Also
FULLPATHQQ

SPORT_CANCEL_IO (W*S)
Serial Port I/O Function: Cancels any I/O in progress to the specified port.

Module
USE IFPORT

Syntax
result = SPORT_CANCEL_IO (port)

port (Input) Integer. The port number.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.

NOTE
This call also kills the thread that keeps an outstanding read operation to the serial port. This call must be done before any of the port characteristics are modified.

Example
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_CANCEL_IO( 2 )
END

See Also
Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_CONNECT (W*S)
Serial Port I/O Function: Establishes the connection to a serial port and defines certain usage parameters.

Module
USE IFPORT

Syntax
result = SPORT_CONNECT (port [,options])
port

(Input) Integer. The port number of connection. The routine will open COM \( n \), where \( n \) is the port number specified.

options

(Input; optional) Integer. Defines the connection options. These options define how the \( nnn \) LINE routines will work and also effect the data that is passed to the user. If more than one option is specified, the operator .OR. should be used between each option. Options are as follows:

<table>
<thead>
<tr>
<th>Option</th>
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</tr>
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<tbody>
<tr>
<td>DL_TOSS_CR</td>
<td>Removes carriage return (CR) characters on input.</td>
</tr>
<tr>
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<td>Removes linefeed (LF) characters on input.</td>
</tr>
<tr>
<td>DL_OUT_CR</td>
<td>Causes SPORT_WRITE_LINE to add a CR to each record written.</td>
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<tr>
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<td>Causes SPORT_WRITE_LINE to add a LF to each record written.</td>
</tr>
<tr>
<td>DL_TERM_CR</td>
<td>Causes SPORT_READ_LINE to terminate READ when a CR is encountered.</td>
</tr>
<tr>
<td>DL_TERM_LF</td>
<td>Causes SPORT_READ_LINE to terminate READ when a LF is encountered.</td>
</tr>
<tr>
<td>DL_TERM_CRLF</td>
<td>Causes SPORT_READ_LINE to terminate READ when CR+LF is encountered.</td>
</tr>
</tbody>
</table>

If \( \text{options} \) is not specified, the following occurs by default:

\[(DL\_OUT\_CR \text{ .OR. DL\_TERM\_CR .OR. DL\_TOSS\_CR .OR. DL\_TOSS\_LF})(\text{.OR.})\]

This specifies to remove carriage returns and linefeeds on input, to follow output lines with a carriage return, and to return input lines when a carriage return is encountered.

Results

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.

Example

```
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_CONNECT( 2 )
END
```

See Also

SPORT_RELEASE (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK
SPORT_CONNECT_EX (W*S)

Serial Port I/O Function: Establishes the connection to a serial port, defines certain usage parameters, and defines the size of the internal buffer for data reception.

Module

USE IFPORT

Syntax

result = SPORT_CONNECT_EX (port [,options] [,BufferSize])

port

(Input) Integer. The port number of connection. The routine will open COM n, where n is the port number specified.

options

(Input; optional) Integer. Defines the connection options. These options define how the nnn_LINE routines will work and also effect the data that is passed to the user. If more than one option is specified, the operator .OR. should be used between each option. Options are as follows:

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<tr>
<td>DL_TERM_CR</td>
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</tr>
<tr>
<td>DL_TERM_LF</td>
<td>Causes SPORT_READ_LINE to terminate READ when a LF is encountered.</td>
</tr>
<tr>
<td>DL_TERM_CRLF</td>
<td>Causes SPORT_READ_LINE to terminate READ when CR+LF is encountered.</td>
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</tbody>
</table>

If options is not specified, the following occurs by default:

(DL_OUT_CR .OR. DL_TERM_CR .OR. DL_TOSS_CR .OR. DL_TOSS_LF)

This specifies to remove carriage returns and linefeeds on input, to follow output lines with a carriage return, and to return input lines when a carriage return is encountered.

BufferSize

(Input; optional) Integer. Size of the internal buffer for data reception. If BufferSize is not specified, the size of the buffer is 16384 bytes (the default).
The size of the buffer must be 4096 bytes or larger. If you try to specify a size smaller than 4096 bytes, your specification will be ignored and the buffer size will be set to 4096 bytes.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.

Example

```
USE IFFORMT
INTEGER(4) iresult
iresult = SPORT_CONNECT_EX( 2, BufferSize = 8196 )
END
```

See Also
SPORT_CONNECT (W*S)
SPORT_RELEASE (W*S)
Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_GET_HANDLE (W*S)

Serial Port I/O Function: Returns the Windows* OS handle associated with the communications port. This is the handle that was returned by the Windows API CreateFile.

Module
USE IFFORMT

Syntax

```
result = SPORT_GET_HANDLE ( port, handle )
```

port  
(Input) Integer. The port number.

handle 
(Output) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. This is the Windows handle that was returned from CreatFile( ) on the serial port.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows error value.

Example

```
USE IFFORMT
INTEGER(4) iresult
INTEGER(KIND=INT_PTR_KIND( )) handle
iresult = SPORT_GET_HANDLE( 2, handle )
END
```

See Also
Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_GET_STATE (W*S)

Serial Port I/O Function: Returns the baud rate, parity, data bits setting, and stop bits setting of the communications port.

Module
USE IFFORMT
Syntax

\[
\text{result} = \text{SPORT\_GET\_STATE}(\text{port} [,\text{baud}] [,\text{parity}] [,\text{dbits}] [,\text{sbits}])
\]

- **port** (Input) Integer. The port number.
- **baud** (Output; optional) Integer. The baud rate of the port.
- **parity** (Output; optional) Integer. The parity setting of the port (0-4 = no, odd, even, mark, space).
- **dbits** (Output; optional) Integer. The data bits for the port.
- **sbits** (Output; optional) Integer. The stop bits for the port (0, 1, 2 = 1, 1.5, 2).

Results

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.

Example

```fortran
USE IFPORT
INTEGER(4) iresult
INTEGER baud
INTEGER parity
INTEGER dbits
INTEGER sbits

iresult = SPORT\_GET\_STATE( 2, baud, parity, dbits, sbits )
END
```

See Also

SPORT\_SET\_STATE (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK

SPORT\_GET\_STATE\_EX (W*S)

*Serial Port I/O Function:* Returns the baud rate, parity, data bits setting, stop bits, and other settings of the communications port.

Module

USE IFPORT

Syntax

\[
\text{result} = \text{SPORT\_GET\_STATE\_EX}(\text{port} [,\text{baud}] [,\text{parity}] [,\text{dbits}] [,\text{sbits}] [,\text{Binmode}] [,\text{DTRctrl}] [,\text{RTSctrl}] [,\text{OutCTSFlow}] [,\text{OutDSRFlow}] [,\text{DSRSense}] [,\text{OutXonOff}] [,\text{InXonOff}] [,\text{XonLim}] [,\text{XoffLim}] [,\text{TXContOnXoff}] [,\text{ErrAbort}] [,\text{ErrCharEnbl}] [,\text{NullStrip}] [,\text{XonChar}] [,\text{XoffChar}] [,\text{ErrChar}] [,\text{EofChar}] [,\text{EvtChar}])
\]

- **port** (Input) Integer. The port number.
- **baud** (Input; optional) Integer. The baud rate of the port.
parity (Output; optional) Integer. The parity setting of the port (0-4 = no, odd, even, mark, space).

dbits (Output; optional) Integer. The data bits for the port.

sbits (Output; optional) Integer. The stop bits for the port (0, 1, 2 = 1, 1.5, 2).

Binmode (Output; optional) Integer. If binary mode is enabled; otherwise, 0. Currently, the value of this parameter is always 1.

DTRcntrl (Output; optional) Integer. 1 if DTR (data-terminal-ready) flow control is used; otherwise, 0.

RTScntrl (Output; optional) Integer. 1 if RTS (request-to-send) flow control is used; otherwise, 0.

OutCTSFlow (Output; optional) Integer. 1 if the CTS (clear-to-send) signal is monitored for output flow control; otherwise, 0.

OutDSRFlow (Output; optional) Integer. 1 if the DSR (data-set-ready) signal is monitored for output flow control; otherwise, 0.

DSRSense (Output; optional) Integer. 1 if the communications driver is sensitive to the state of the DSR signal; otherwise, 0.

OutXonOff (Output; optional) Integer. 1 if XON/XOFF flow control is used during transmission; otherwise, 0.

InXonOff (Output; optional) Integer. 1 if XON/XOFF flow control is used during reception; otherwise, 0.

XonLim (Output; optional) Integer. The minimum number of bytes accepted in the input buffer before the XON character is set.

XoffLim (Output; optional) Integer. The maximum number of bytes accepted in the input buffer before the XOFF character is set.

TXContOnXoff (Output; optional) Integer. 1 if transmission stops when the input buffer is full and the driver has transmitted the XoffChar character; otherwise, 0.

ErrAbort (Output; optional) Integer. 1 if read and write operations are terminated when an error occurs; otherwise, 0.

ErrCharEnbl (Output; optional) Integer. 1 if bytes received with parity errors are replaced with the ErrChar character; otherwise, 0.

NullStrip (Output; optional) Integer. 1 if null bytes are discarded; otherwise, 0.

XonChar (Output; optional) Character. The value of the XON character that is used for both transmission and reception.

XoffChar (Output; optional) Character. The value of the XOFF character that is used for both transmission and reception.

ErrChar (Output; optional) Character. The value of the character that is used to replace bytes received with parity errors.
**EofChar**

(Output; optional) Character. The value of the character that is used to signal the end of data.

**EvtChar**

Output; optional) Character. The value of the character that is used to signal an event.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.

**Example**

USE IFPORT
INTEGER(4) iresult
INTEGER(4) port, baud, parity, dbits, sbits
INTEGER(4) OutXonOff, InXonOff, OutDSRFlow
INTEGER(4) OutCTSFlow, DTRcntrl, RTScntl
INTEGER(4) DSRsense, XonLim, XoffLim
CHARACTER(1) XonChar, XoffChar
iresult = SPORT_GET_STATE_EX(port, baud, parity, dbits, sbits,               &
OutXonOff=OutXonOff, InXonOff=InXonOff, OutDSRFlow=OutDSRFlow, &
OutCTSFlow=OutCTSFlow, DTRcntrl=DTRcntrl, RTScntl=RTScntl, &
DSRSense = DSRsense, XonChar = XonChar, XoffChar = XoffChar, &
XonLim=XonLim, XoffLim=XoffLim)
END

**See Also**

SPORT_GET_STATE (W*S)
SPORT_SET_STATE_EX (W*S)
Communications, Communications Functions, and SetCommState in the Microsoft* Platform SDK

**SPORT_GET_TIMEOUTS (W*S)**

*Serial Port I/O Function: Returns the user selectable timeouts for the serial port.*

**Module**

USE IFPORT

**Syntax**

result = SPORT_GET_TIMEOUTS (port [,rx_int] [,tx_tot_mult] [,tx_tot_const])

**port**

(Input) Integer. The port number.

**rx_int**

(Output; optional) INTEGER(4). The receive interval timeout value.

**tx_tot_mult**

(Output; optional) INTEGER(4). The transmit multiplier part of the timeout value.

**tx_tot_const**

(Output; optional) INTEGER(4). The transmit constant part of the timeout value.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.
**Example**

```fortran
USE IFPORT
INTEGER(4) iresult
INTEGER*4 rx_int
INTEGER*4 tx_tot_mult
INTEGER*4 tx_tot_const

iresult = SPORT_GET_TIMEOUTS( 2, rx_int, tx_tot_mult, tx_tot_const )
END
```

**See Also**

SPORT_SET_TIMEOUTS (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK

**SPORT_PEEK_DATA (W*S)**

*Serial Port I/O Function: Returns information about the availability of input data.*

**Module**

USE IFPORT

**Syntax**

```fortran
result = SPORT_PEEK_DATA (port [,present] [,count])
```

- **port** (Input) Integer. The port number.
- **present** (Output; optional) Integer. 1 if data is present, 0 if no data has been read.
- **count** (Output; optional) Integer. The count of characters that will be returned by SPORT_READ_DATA.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows*OS error value.

**NOTE**

CR and LF characters may not be returned depending on the mode specified in the SPORT_CONNECT( ) call.

**Example**

```fortran
USE IFPORT
INTEGER(4) iresult
INTEGER    present
INTEGER    count

iresult =  SPORT_PEEK_DATA( 2, present, count )
END
```

**See Also**

SPORT_CONNECT (W*S)
SPORT_READ_DATA (W*S)
SPORT_PEEK_LINE (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK
SPORT_PEEK_LINE (W*S)

Serial Port I/O Function: Returns information about the availability of input records.

Module
USE IFPORT

Syntax
result = SPORT_PEEK_LINE (port [,present] [,count])

port (Input) Integer. The port number.

present (Output; optional) Integer. 1 if data is present, 0 if no data has been read.

count (Output; optional) Integer. The count of characters that will be returned by SPORT_READ_DATA.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.

This routine will only return when a line terminator has been seen - as defined by the mode specified in the SPORT_CONNECT( ) call.

NOTE
CR and LF characters may not be returned depending on the mode specified in the SPORT_CONNECT( ) call.

Example
USE IFPORT
INTEGER(4) iresult
INTEGER    present
INTEGER    count

iresult = SPORT_PEEK_LINE( 2, present, count )
END

See Also
SPORT_CONNECT (W*S)
SPORT_READ_DATA (W*S)
SPORT_PEEK_DATA (W*S)
Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_PURGE (W*S)

Serial Port I/O Function: Executes the Windows* API communications function PurgeComm on the specified port.

Module
USE IFPORT

Syntax
result = SPORT_PURGE (port, function)
**SPORT_PURGE**

**Input** Integer. The port number.

**Input** INTEGER(4). The function for PurgeComm (see the Windows* OS documentation).

**Results**
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows OS error value.

**Example**

```
USE IFWINTY
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_PURGE( 2, (PURGE_TXABORT .or. PURGE_RXABORT) )
END
```

**See Also**
Communications and Communications Functions in the Microsoft* Platform SDK

**SPORT_READ_DATA (W*S)**

**Serial Port I/O Function**: Reads available data from the specified port. This routine stalls until at least one character has been read.

**Module**
USE IFPORT

**Syntax**

```
result = SPORT_READ_DATA (port, buffer[,count])
```

**port**
(Input) Integer. The port number.

**buffer**
(Output) Character*(*). The data that was read.

**count**
(Output; optional) Integer. The count of bytes read.

**Results**
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows OS error value.

**NOTE**
CR and LF characters may not be returned depending on the mode specified in the SPORT_CONNECT( ) call.

**Example**

```
USE IFPORT
INTEGER(4)      iresult
INTEGER         count
CHARACTER*1024  rbuff
iresult = SPORT_READ_DATA( 2, rbuff, count )
END
```

**See Also**
SPORT_CONNECT (W*S)
SPORT_PEEK_DATA (W*S)
SPORT_READ_LINE (W*S)
SPORT_WRITE_DATA (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_READ_LINE (W*S)

**Serial Port I/O Function:** Reads a record from the specified port. This routine stalls until at least one record has been read.

**Module**

USE IFPORT

**Syntax**

\[
\text{result} = \text{SPORT\_READ\_LINE}(\text{port}, \text{buffer}, \text{count})
\]

- **port** (Input) Integer. The port number.
- **buffer** (Output) Character*(*). The data that was read.
- **count** (Output; optional) Integer. The count of bytes read.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.

This routine will only return when a line terminator has been seen - as defined by the mode specified in the SPORT_CONNECT( ) call.

**NOTE**

CR and LF characters may not be returned depending on the mode specified in the SPORT_CONNECT( ) call.

**Example**

USE IFPORT

```
INTEGER(4)      iresult
INTEGER         count
CHARACTER*1024  rbuff

iresult = SPORT_READ_LINE( 2, rbuff, count )
```

**See Also**

SPORT_CONNECT (W*S)
SPORT_PEEK_LINE (W*S)
SPORT_READ_DATA (W*S)
SPORT_WRITE_LINE (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_RELEASE (W*S)

**Serial Port I/O Function:** Releases a serial port that was previously connected when SPORT_CONNECT was specified.
Module
USE IFPORT

Syntax
result = SPORT_RELEASE (port)

port  (Input) Integer. The port number.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.

Example
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_RELEASE( 2 )
END

See Also
SPORT_CONNECT (W*S)
Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_SET_STATE (W*S)
Serial Port I/O Function: Sets the baud rate, parity, data bits setting, and stop bits setting of the communications port.

Module
USE IFPORT

Syntax
result = SPORT_SET_STATE (port [,baud] [,parity] [,dbits] [,sbits])

port  (Input) Integer. The port number.
baud  (Input; optional) Integer. The baud rate of the port.
parity  (Input; optional) Integer. The parity setting of the port (0-4 = no, odd, even, mark, space).

dbits  (Input; optional) Integer. The data bits for the port.
sbits  (Input; optional) Integer. The stop bits for the port (0, 1, 2 = 1, 1.5, 2).

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.

The following restrictions apply:
• The number of data bits must be 5 to 8 bits.
• The use of 5 data bits with 2 stop bits is an invalid combination, as is 6, 7, or 8 data bits with 1.5 stop bits.
NOTE
This routine must not be used when any I/O is pending. Since a read operation is always pending after any I/O has been started, you must first call SPORT_CANCEL_IO before port parameters can be changed.

Example
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_SET_STATE( 2, 9600, 0, 7, 0 )
END

See Also
SPORT.Cancel_IO (W*S)
SPORT.Get_State (W*S)
Communications, Communications Functions, and SetCommState in the Microsoft* Platform SDK

SPORT.Set_State_EX (W*S)
Serial Port I/O Function: Sets the baud rate, parity, data bits setting, stop bits, and other settings of the communications port.

Module
USE IFPORT

Syntax
 [,XonLim]
 [,XoffChar]
 [,ErrChar] [,EofChar] [,EvtChar] [,fZeroDCB])

port (Input) Integer. The port number.

baud (Input; optional) Integer. The baud rate of the port.

parity (Input; optional) Integer. The parity setting of the port (0-4 = no, odd, even, mark, space).

dbits (Input; optional) Integer. The data bits for the port.

sbits (Input; optional) Integer. The stop bits for the port (0, 1, 2 = 1, 1.5, 2).

Binmode (Input; optional) Integer. 1 if binary mode should be enabled; otherwise, 0. Currently, if this parameter is used, the value must be 1.

DTRcntrl (Input; optional) Integer. 1 if DTR (data-terminal-ready) flow control should be used; otherwise, 0.

RTScntrl (Input; optional) Integer. 1 if RTS (request-to-send) flow control should be used; otherwise, 0.
<table>
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<tr>
<td>OutCTSFlow</td>
<td>(Input; optional) Integer. 1 if the CTS (clear-to-send) signal should be monitored for output flow control; otherwise, 0.</td>
</tr>
<tr>
<td>OutDSRFlow</td>
<td>(Input; optional) Integer. 1 if the DSR (data-set-ready) signal should be monitored for output flow control; otherwise, 0.</td>
</tr>
<tr>
<td>DSRSense</td>
<td>(Input; optional) Integer. 1 if the communications driver should be sensitive to the state of the DSR signal; otherwise, 0.</td>
</tr>
<tr>
<td>OutXonOff</td>
<td>(Input; optional) Integer. 1 if XON/XOFF flow control should be used during transmission; otherwise, 0.</td>
</tr>
<tr>
<td>InXonOff</td>
<td>(Input; optional) Integer. 1 if XON/XOFF flow control should be used during reception; otherwise, 0.</td>
</tr>
<tr>
<td>XonLim</td>
<td>(Input; optional) Integer. The minimum number of bytes that should be accepted in the input buffer before the XON character is set.</td>
</tr>
<tr>
<td>XoffLim</td>
<td>(Input; optional) Integer. The maximum number of bytes that should be accepted in the input buffer before the XOFF character is set.</td>
</tr>
<tr>
<td>TXContOnXoff</td>
<td>(Input; optional) Integer. 1 if transmission should be stopped when the input buffer is full and the driver has transmitted the XoffChar character; otherwise, 0.</td>
</tr>
<tr>
<td>ErrAbort</td>
<td>(Input; optional) Integer. 1 if read and write operations should be terminated when an error occurs; otherwise, 0.</td>
</tr>
<tr>
<td>ErrCharEnbl</td>
<td>(Input; optional) Integer. 1 if bytes received with parity errors should be replaced with the ErrChar character; otherwise, 0.</td>
</tr>
<tr>
<td>NullStrip</td>
<td>(Input; optional) Integer. 1 if null bytes should be discarded; otherwise, 0.</td>
</tr>
<tr>
<td>XonChar</td>
<td>(Input; optional) Character. The value of the XON character that should be used for both transmission and reception.</td>
</tr>
<tr>
<td>XoffChar</td>
<td>(Input; optional) Character. The value of the XOFF character that should be used for both transmission and reception.</td>
</tr>
<tr>
<td>ErrChar</td>
<td>(Input; optional) Character. The value of the character that should be used to replace bytes received with parity errors.</td>
</tr>
<tr>
<td>EofChar</td>
<td>(Input; optional) Character. The value of the character that should be used to signal the end of data.</td>
</tr>
<tr>
<td>EvtChar</td>
<td>(Input; optional) Character. The value of the character that should be used to signal an event.</td>
</tr>
<tr>
<td>fZeroDCB</td>
<td>(Input; optional) Integer. 1 if all settings of the communications port should be set to zero before parameters are set; otherwise, 0.</td>
</tr>
</tbody>
</table>

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* error value.

The following restrictions apply:

- The number of data bits must be 5 to 8 bits.
• The use of 5 data bits with 2 stop bits is an invalid combination, as is 6, 7, or 8 data bits with 1.5 stop bits.

**NOTE**
This routine must not be used when any I/O is pending. Since a read operation is always pending after any I/O has been started, you must first call SPORT_CANCEL_IO before port parameters can be changed.

**Example**

```fortran
USE IFPORT
INTEGER(4) iresult
iresult =  SPORT_SET_STATE_EX( 2, 9600, 0, 7, 1, OutXonOff=1, InXonOff=1, &
XonLim=1024, XoffLim=512, XonChar=CHAR(17), XoffChar=CHAR(19), &
fZeroDCB=1 )
END
```

**See Also**
SPORT_CANCEL_IO (W*S)
SPORT_GET_STATE (W*S)
SPORT_SET_STATE (W*S)

Communications, Communications Functions, and SetCommState in the Microsoft* Platform SDK

**SPORT_SET_TIMEOUTS (W*S)**

*Serial Port I/O Function: Sets the user selectable timeouts for the serial port.*

**Module**

USE IFPORT

**Syntax**

```fortran
result = SPORT_SET_TIMEOUTS (port [, rx_int] [, tx_tot_mult] [, tx_tot_const])
```

- **port** (Input) Integer. The port number.
- **rx_int** (Input; optional) INTEGER(4). The receive interval timeout value.
- **tx_tot_mult** (Input; optional) INTEGER(4). The transmit multiplier part of the timeout value.
- **tx_tot_const** (Input; optional) INTEGER(4). The transmit constant part of the timeout value.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.

**NOTE**
This routine must not be used when any I/O is pending. Since a read operation is always pending after any I/O has been started, you must first call SPORT_CANCEL_IO before port parameters can be changed.
Example

USE IFPORT
INTEGER(4) iresult
iresult = SPORT_SET_TIMEOUTS( 2, 100, 0, 1000 )
END

See Also
SPORT_CANCEL_IO (W*S)
SPORT_GET_TIMEOUTS (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_SHOW_STATE (W*S)

Serial Port I/O Function: Displays the state of a port to standard output.

Module

USE IFPORT

Syntax

result = SPORT_SHOW_STATE (port, level)

port (Input) Integer. The port number.
level (Input) Integer. Controls the level of detail displayed as follows:

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Basic one line display</td>
</tr>
<tr>
<td>1</td>
<td>Basic information</td>
</tr>
<tr>
<td>2</td>
<td>Add modem signal control flow information</td>
</tr>
<tr>
<td>3</td>
<td>Add XON/XOFF information</td>
</tr>
<tr>
<td>4</td>
<td>Add event character information</td>
</tr>
<tr>
<td>11</td>
<td>Add timeout information</td>
</tr>
<tr>
<td>901</td>
<td>Add debug information</td>
</tr>
</tbody>
</table>

Results

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.

NOTE

This routine must not be used when any I/O is pending. Since a read operation is always pending after any I/O has been started, you must first call SPORT_CANCEL_IO before port parameters can be changed.

Example

USE IFPORT
INTEGER(4) iresult
iresult = SPORT_SHOW_STATE( 2, 0 )
END
SPORT_SPECIAL_FUNC (W*S)

**Serial Port I/O Function:** Executes the Windows* API communications function EscapeCommFunction on the specified port.

**Module**

USE IFPORT

**Syntax**

```fortran
result = SPORT_SPECIAL_FUNC (port, function)
```

- **port** (Input) Integer. The port number.
- **function** (Input) INTEGER(4). The function to perform.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, the result is a Windows* error value.

**Example**

```fortran
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_SPECIAL_FUNC( 2, ? )
END
```

**See Also**

Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_WRITE_DATA (W*S)

**Serial Port I/O Function:** Outputs data to the specified port.

**Module**

USE IFPORT

**Syntax**

```fortran
result = SPORT_WRITE_DATA (port, data[,count])
```

- **port** (Input) Integer. The port number.
- **data** (Input) Character*(*)(). The data to be output.
- **count** (Input; optional) Integer. The count of bytes to write. If the value is zero, this number is computed by scanning the data backwards looking for a non-blank character.

**Results**

The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.
NOTE
When hardware (DTR, RTS, etc.) or software (XON/XOFF) flow controls are used, the functions
SPORT_WRITE_DATA and SPORT_WRITE_LINE can write less bytes than required. When this occurs,
the functions return the code ERROR_IO_INCOMPLETE, and the return value of parameter count
contains the number of bytes that were really written.

Example
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_WRITE_DATA( 2, 'ATZ'//CHAR(13), 0 )
END

See Also
SPORT_WRITE_LINE (W*S)
SPORT_READ_DATA (W*S)
Communications and Communications Functions in the Microsoft* Platform SDK

SPORT_WRITE_LINE (W*S)
Serial Port I/O Function: Outputs data, followed by
a record terminator, to the specified port.

Module
USE IFPORT

Syntax
result = SPORT_WRITE_LINE (port, data[, count])

port (Input) Integer. The port number.
data (Input) Character*(*). The data to be output.
count (Input; optional) Integer. The count of bytes to write. If the value is zero,
this number is computed by scanning the data backwards looking for a non-
blank character.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, a Windows* OS error value.
After the data is output, a line terminator character is added based on the mode used during the
SPORT_CONNECT( ) call.

NOTE
When hardware (DTR, RTS, etc.) or software (XON/XOFF) flow controls are used, the functions
SPORT_WRITE_DATA and SPORT_WRITE_LINE can write less bytes than required. When this occurs,
the functions return the code ERROR_IO_INCOMPLETE, and the return value of parameter count
contains the number of bytes that were really written.

Example
USE IFPORT
INTEGER(4) iresult
iresult = SPORT_WRITE_LINE( 2, 'ATZ', 0 )
END
See Also
- SPORT_CONNECT (W*S)
- SPORT_WRITE_DATA (W*S)
- SPORT_READ_LINE (W*S)

Communications and Communications Functions in the Microsoft* Platform SDK

**SPREAD**

*Transformational Intrinsic Function (Generic):*

*Creates a replicated array with an added dimension by making copies of existing elements along a specified dimension.*

**Syntax**

```fortran
result = SPREAD (source, dim, ncopies)
```

- `source` *(Input)* Must be a scalar or array. It may be of any data type. The rank must be less than 31.
- `dim` *(Input)* Must be scalar and of type integer. It must have a value in the range 1 to n + 1 (inclusive), where n is the rank of `source`.
- `ncopies` Must be scalar and of type integer. It becomes the extent of the additional dimension in the result.

**Results**

The result is an array of the same type as `source` and of rank that is one greater than `source`. If `source` is an array, each array element in dimension `dim` of the result is equal to the corresponding array element in `source`.

If `source` is a scalar, the result is a rank-one array with `ncopies` elements, each with the value `source`.

If `ncopies` less than or equal to zero, the result is an array of size zero.

**Example**

SPREAD ("B", 1, 4) is the character array (/"B", "B", "B", "B").

B is the array [3, 4, 5] and NC has the value 4.

SPREAD (B, DIM=1, NCOPIES=NC) produces the array

```
[ 3  4  5 ]
[ 3  4  5 ]
[ 3  4  5 ]
[ 3  4  5 ].
```

SPREAD (B, DIM=2, NCOPIES=NC) produces the array

```
[ 3  3  3  3 ]
[ 4  4  4  4 ]
[ 5  5  5  5 ].
```

The following shows another example:

```fortran
INTEGER AR1(2, 3), AR2(3, 2)
AR1 = SPREAD((/1,2,3/),DIM= 1,NCOPIES= 2) ! returns
    ! 1 2 3
    ! 1 2 3
```
AR2 = SPREAD(/1,2,3/), 2, 2) ! returns 1 1
  !           2 2
  !           3 3

See Also
PACK Function
RESHAPE

SQRT

*Elemental Intrinsic Function (Generic): Produces the square root of its argument.*

Syntax

```
result = SQRT (x)
```

where

* x (Input) must be of type real or complex. If x is type real, its value must be greater than or equal to zero.

Results

The result type and kind is the same as x. The result has a value equal to the square root of x. A result of type complex is the principal value, with the real part greater than or equal to zero. When the real part of the result is zero, the imaginary part of the result has the same sign as the imaginary part of x, even if the imaginary part of x is a negative real zero.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQRT</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DSQRT</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QSQRT</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CSQRT</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>CDSQRT</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>CQSQRT</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>

1 The setting of compiler options specifying real size can affect CSQRT.
2 This function can also be specified as ZSQRT.

Example

SQRT (16.0) has the value 4.0.

SQRT (3.0) has the value 1.732051.

The following shows another example:

```
! Calculate the hypotenuse of a right triangle
! from the lengths of the other two sides.
REAL sidea, sideb, hyp
sidea = 3.0
sideb = 4.0
hyp = SQRT (sidea**2 + sideb**2)
WRITE (*, 100) hyp
100 FORMAT (/ ' The hypotenuse is ', F10.3)
END
```
SRAND

Portability Subroutine: Seeds the random number generator used with IRAND and RAND.

Module

USE IFPORT

Syntax

CALL SRAND (iseed)

iseed (Input) INTEGER(4). Any value. The default value is 1.

SRAND seeds the random number generator used with IRAND and RAND. Calling SRAND is equivalent to calling IRAND or RAND with a new seed.

The same value for iseed generates the same sequence of random numbers. To vary the sequence, call SRAND with a different iseed value each time the program is executed.

Example

! How many random numbers out of 100 will be between .5 and .6?
USE IFPORT
ICOUNT = 0
CALL SRAND(123)
DO I = 1, 100
   X = RAND(0)
   IF ((X>.5).AND.(x<.6)) ICOUNT = ICOUNT + 1
END DO
WRITE(*,*) ICOUNT, "numbers between .5 and .6!"
END

See Also
RAND, RANDOM
IRAND, IRANDM
RANDOM_NUMBER
RANDOM_SEED

SSWRQQ

Portability Subroutine: Returns the floating-point processor status word.

Module

USE IFPORT

Syntax

CALL SSWRQQ (status)

status (Output) INTEGER(2). Floating-point processor status word.

SSWRQQ performs the same function as the run-time subroutine GETSTATUSFPQQ and is provided for compatibility.
Example

```
USE IFPORT
INTEGER(2) status
CALL SSWRQQ (status)
```

See Also

LCWRQQ
GETSTATUSFPQQ (W*S)

STAT

**Portability Function:** Returns detailed information about a file.

Module

USE IFPORT

Syntax

```
result = STAT (name, statb)
```

(name) Character*(*)). Name of the file to examine.

(statb) (Output) INTEGER(4) or INTEGER(8). One-dimensional array of size 12; where the system information is stored. The elements of `statb` contain the following values:

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
<th>Values or Notes</th>
</tr>
</thead>
</table>
| `statb(1)` | Device the file resides on | W*S: Always 0  
L*X, M*X: System dependent |
| `statb(2)` | File inode number | W*S: Always 0  
L*X, M*X: System dependent |
| `statb(3)` | Access mode of the file | See the table in Results |
| `statb(4)` | Number of hard links to the file | W*S: Always 1  
L*X, M*X: System dependent |
| `statb(5)` | User ID of owner | W*S: Always 1  
L*X, M*X: System dependent |
| `statb(6)` | Group ID of owner | W*S: Always 1  
L*X, M*X: System dependent |
| `statb(7)` | Raw device the file resides on | W*S: Always 0  
L*X, M*X: System dependent |
<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
<th>Values or Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>statb(8)</td>
<td>Size of the file</td>
<td></td>
</tr>
<tr>
<td>statb(9)</td>
<td>Time when the file was last accessed(^1)</td>
<td>W<em>S: Only available on non-FAT file systems; undefined on FAT systems L</em>X, M*X: System dependent</td>
</tr>
<tr>
<td>statb(10)</td>
<td>Time when the file was last modified(^1)</td>
<td></td>
</tr>
<tr>
<td>statb(11)</td>
<td>Time of last file status change(^1)</td>
<td>W<em>S: Same as stat(10) L</em>X, M*X: System dependent</td>
</tr>
<tr>
<td>statb(12)</td>
<td>Blocksize for file system I/O operations</td>
<td>W<em>S: Always 1 L</em>X, M*X: System dependent</td>
</tr>
</tbody>
</table>

\(^1\)Times are in the same format returned by the TIME function (number of seconds since 00:00:00 Greenwich mean time, January 1, 1970).

Results
The result type is INTEGER(4).

On Windows* systems, the result is zero if the inquiry was successful; otherwise, the error code ENOENT (the specified file could not be found). On Linux* and OS X* systems, the file inquired about must be currently connected to a logical unit and must already exist when STAT is called; if STAT fails, errno is set.

For a list of other error codes, see IERRNO.

The access mode (the third element of statb) is a bitmap consisting of an IOR of the following constants:

<table>
<thead>
<tr>
<th>Symbolic name</th>
<th>Constant</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>S_IFMT</td>
<td>O'0170000'</td>
<td>Type of file</td>
<td></td>
</tr>
<tr>
<td>S_IFDIR</td>
<td>O'0040000'</td>
<td>Directory</td>
<td></td>
</tr>
<tr>
<td>S_IFCHR</td>
<td>O'0020000'</td>
<td>Character special</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IFBLK</td>
<td>O'0060000'</td>
<td>Block special</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IFREG</td>
<td>O'0100000'</td>
<td>Regular</td>
<td></td>
</tr>
<tr>
<td>S_IFLNK</td>
<td>O'0120000'</td>
<td>Symbolic link</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IFSOCK</td>
<td>O'0140000'</td>
<td>Socket</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_ISUID</td>
<td>O'0004000'</td>
<td>Set user ID on execution</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>Symbolic name</td>
<td>Constant</td>
<td>Description</td>
<td>Notes</td>
</tr>
<tr>
<td>--------------</td>
<td>------------</td>
<td>----------------------------------</td>
<td>--------------------------------------------</td>
</tr>
<tr>
<td>S_ISGID</td>
<td>O'0002000'</td>
<td>Set group ID on execution</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_ISVTX</td>
<td>O'0001000'</td>
<td>Save swapped text</td>
<td>Never set on Windows systems</td>
</tr>
<tr>
<td>S_IRWXU</td>
<td>O'0000700'</td>
<td>Owner's file permissions</td>
<td></td>
</tr>
<tr>
<td>S_IRUSR, S_IREAD</td>
<td>O'0000400'</td>
<td>Owner's read permission</td>
<td>Always true on Windows systems</td>
</tr>
<tr>
<td>S_IWUSR, S_IWRITE</td>
<td>O'0000200'</td>
<td>Owner's write permission</td>
<td></td>
</tr>
<tr>
<td>S_IXUSR, S_IEXEC</td>
<td>O'0000100'</td>
<td>Owner's execute permission</td>
<td>Based on file extension (.EXE, .COM, .CMD,</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>or .BAT)</td>
</tr>
<tr>
<td>S_IRWXG</td>
<td>O'0000070'</td>
<td>Group's file permissions</td>
<td>Same as S_IRWXU on Windows systems</td>
</tr>
<tr>
<td>S_IRGRP</td>
<td>O'0000040'</td>
<td>Group's read permission</td>
<td>Same as S_IRUSR on Windows systems</td>
</tr>
<tr>
<td>S_IWGRP</td>
<td>O'0000020'</td>
<td>Group's write permission</td>
<td>Same as S_IWUSR on Windows systems</td>
</tr>
<tr>
<td>S_IXGRP</td>
<td>O'0000010'</td>
<td>Group's execute permission</td>
<td>Same as S_IXUSR on Windows systems</td>
</tr>
<tr>
<td>S_IRWXO</td>
<td>O'0000007'</td>
<td>Other's file permissions</td>
<td>Same as S_IRWXU on Windows systems</td>
</tr>
<tr>
<td>S_IROTH</td>
<td>O'0000004'</td>
<td>Other's read permission</td>
<td>Same as S_IRUSR on Windows systems</td>
</tr>
<tr>
<td>S_IWOTH</td>
<td>O'0000002'</td>
<td>Other's write permission</td>
<td>Same as S_IWUSR on Windows systems</td>
</tr>
<tr>
<td>S_IXOTH</td>
<td>O'0000001'</td>
<td>Other's execute permission</td>
<td>Same as S_IXUSR on Windows systems</td>
</tr>
</tbody>
</table>

STAT returns the same information as FSTAT, but accesses files by name instead of external unit number.

On Windows* systems, LSTAT returns exactly the same information as STAT. On Linux and OS X systems, if the file denoted by name is a link, LSTAT provides information on the link, while STAT provides information on the file at the destination of the link.

You can also use the INQUIRE statement to get information about file properties.

**Example**

```
USE IFFPORT
CHARACTER*12 file_name
INTEGER(4) info_array(12)
print *, 'Enter file to examine: '
read *, file_name
ISTATUS = STAT (file_name, info_array)
if (.not. istatus) then
   print *, info_array else
```

1963
See Also
INQUIRE
GETFILEINFOQQ
FSTAT

Statement Function

**Statement**: Defines a function in a single statement in the same program unit in which the procedure is referenced.

**Syntax**

```
fun([d-arg [,d-arg]...]) = expr
```

- **fun** is the name of the statement function.
- **d-arg** is a dummy argument. A dummy argument can appear only once in any list of dummy arguments, and its scope is local to the statement function.
- **expr** is a scalar expression defining the computation to be performed.

Named constants and variables used in the expression must have been declared previously in the specification part of the scoping unit or made accessible by use or host association.

If the expression contains a function or statement function reference, that function must have been defined previously as a function or statement function in the same program unit.

A statement function reference takes the following form:

```
fun([ a-arg[, a-arg] ...])
```

- **fun** is the name of the statement function.
- **a-arg** is an actual argument.

**Description**

When a statement function reference appears in an expression, the values of the actual arguments are associated with the dummy arguments in the statement function definition. The expression in the definition is then evaluated. The resulting value is used to complete the evaluation of the expression containing the function reference.

The data type of a statement function can be explicitly defined in a type declaration statement. If no type is specified, the type is determined by implicit typing rules in effect for the program unit.

Actual arguments must agree in number, order, and data type with their corresponding dummy arguments.

Except for the data type, declarative information associated with an entity is not associated with dummy arguments in the statement function; for example, declaring an entity to be an array or to be in a common block does not affect a dummy argument with the same name.

The name of the statement function cannot be the same as the name of any other entity within the same program unit.

Any reference to a statement function must appear in the same program unit as the definition of that function.
A statement function reference must appear as (or be part of) an expression. The reference cannot appear on the left side of an assignment statement.

A statement function must not be provided as a procedure argument.

**Example**

The following are examples of statement functions:

```plaintext
REAL VOLUME, RADIUS
VOLUME(RADIUS) = 4.189*RADIUS**3

CHARACTER*10 CSF,A,B
CSF(A,B) = A(6:10)//B(1:5)
```

The following example shows a statement function and some references to it:

```plaintext
AVG(A,B,C) = (A+B+C)/3.
...
GRADE = AVG(TEST1,TEST2,XLAB)
IF (AVG(P,D,Q) .LT. AVG(X,Y,Z)) STOP
FINA1 = AVG(TEST3,TEST4,LAB2) ! Invalid reference; implicit
... ! type of third argument does not
... ! match implicit type of dummy argument
```

Implicit typing problems can be avoided if all arguments are explicitly typed.

The following statement function definition is invalid because it contains a constant, which cannot be used as a dummy argument:

```plaintext
REAL COMP, C, D, E
COMP(C,D,E,3.) = (C + D - E)/3.
```

The following shows another example:

```plaintext
Add (a, b) = a + b
REAL(4) y, x(6)
... DO n = 2, 6
  x(n) = Add (y, x(n-1))
END DO
```

**See Also**

FUNCTION

Argument Association in Procedures

Use and Host Association Overview

**STATIC**

**Statement and Attribute**: Controls the storage allocation of variables in subprograms (as does AUTOMATIC). Variables declared as STATIC and allocated in memory reside in the static storage area, rather than in the stack storage area.

**Syntax**

The STATIC attribute can be specified in a type declaration statement or a STATIC statement, and takes one of the following forms:

**Type Declaration Statement**:

type, [att-ls] STATIC [, att-ls] :: v[, v] ...

**Statement**:

STATIC[::] v[, v] ...
**type**

Is a data type specifier.

**att-ls**

Is an optional list of attribute specifiers.

**v**

Is the name of a variable or an array specification. It can be of any type.

STATIC declarations only affect how data is allocated in storage.

If you want to retain definitions of variables upon reentry to subprograms, you must use the SAVE attribute.

By default, the compiler allocates local scalar variables of non-recursive subprograms in the static storage area. Local arrays, except for allocatable arrays, are in the static storage area by default.

The compiler may choose to allocate a variable in temporary (stack or register) storage if it notices that the variable is always defined before use. Appropriate use of the SAVE attribute can prevent compiler warnings if a variable is used before it is defined.

To change the default for variables, specify them as AUTOMATIC or specify RECURSIVE in one of the following ways:

- As a keyword in a FUNCTION or SUBROUTINE statement
- As a compiler option
- As an option in an OPTIONS statement

To override any compiler option that may affect variables, explicitly specify the variables as STATIC.

**NOTE**

Variables that are data-initialized, and variables in COMMON and SAVE statements are always static. This is regardless of whether a compiler option specifies recursion.

A variable cannot be specified as STATIC more than once in the same scoping unit.

If the variable is a pointer, STATIC applies only to the pointer itself, not to any associated target.

Some variables cannot be specified as STATIC. The following table shows these restrictions:

<table>
<thead>
<tr>
<th>Variable</th>
<th>STATIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dummy argument</td>
<td>No</td>
</tr>
<tr>
<td>Automatic object</td>
<td>No</td>
</tr>
<tr>
<td>Common block item</td>
<td>Yes</td>
</tr>
<tr>
<td>Use-associated item</td>
<td>No</td>
</tr>
<tr>
<td>Function result</td>
<td>No</td>
</tr>
<tr>
<td>Component of a derived type</td>
<td>No</td>
</tr>
</tbody>
</table>

A variable can be specified with both the STATIC and SAVE attributes.

If a variable is in a module's outer scope, it can be specified as STATIC.

**Example**

The following example shows a type declaration statement specifying the STATIC attribute:

```fortran
INTEGER, STATIC :: ARRAY_A
```

The following example shows a STATIC statement:

```fortran
CONTAINS
  INTEGER FUNCTION REDO_FUNC
```
INTEGER I, J(10), K
REAL C, D, E(30)
AUTOMATIC I, J, K(20)
STATIC C, D, E

END FUNCTION

INTEGER N1, N2
N1 = -1
DO WHILE (N1)
   N2 = N1*2
   call sub1(N1, N2)
   read *, N1
END DO
CONTAINS
SUBROUTINE sub1 (iold, inew)
INTEGER, intent(INOUT):: iold
integer, STATIC ::N3
integer, intent(IN) :: inew
if (iold .eq. -1) then
   N3 = iold
end if
print *, 'New: ', inew, 'N3: ',N3
END subroutine

END

See Also
AUTOMATIC
SAVE
Type Declarations
Type Declarations
RECURSIVE
OPTIONS Statement
POINTER - Fortran
Modules and Module Procedures
recursive

STOP and ERROR STOP

Statements: The STOP statement terminates program execution before the end of the program unit. The ERROR STOP statement initiates error termination of execution.

Syntax
STOP [stop-code]
ERROR STOP [stop-code]

stop-code
(Optional) A message. It can be any of the following:

- A scalar character constant expression of type default character
- A non-negative integer constant less than or equal to 2147483647; leading zeros are ignored.
- A scalar integer constant expression

If stop-code is specified, the STOP or ERROR STOP statement does the following:
• Writes the specified message to the standard error device.
• Writes one or more of the following messages to the standard error device indicating which IEEE floating-
  point exceptions are signaling:
  - IEEE_DIVIDE_BY_ZERO is signaling
  - IEEE_INVALID is signaling
  - IEEE_OVERFLOW is signaling
  - IEEE_UNDERFLOW is signaling
• Terminates program execution. If stop-code is a character constant, a status of zero is returned. If stop-code
  is an integer, a status equal to stop-code is returned.

If stop-code is not specified, the program is terminated, no message is printed, and a status of zero is
returned.

When a program is running on multiple images, a STOP statement on one image does not affect the other
images. An ERROR STOP initiates execution termination on all images, which may include flushing of I/O
buffers, closing of I/O files, and reporting error status on one or more images.

**Effect on Windows* Systems**

In QuickWin programs, the following is displayed in a message box:

Program terminated with Exit Code stop-code

If the application has no console window, the stop-code is displayed in a message box.

**Effect on Linux* and OS X* Systems**

Operating system shells (such as bash, sh, csh, etc.) work with one byte exit status. So, when stop-code is
an integer, only the lowest byte is significant. For example, consider the following statement:

STOP 99999

In this case, the program returns a status equal to 159 because integer 99999 = Z'1869F', and the lowest
byte is equal to Z'9F', which equals 159.

**Example**

The following examples show valid STOP statements:

STOP 98
STOP 'END OF RUN'

DO
  READ *, X, Y
  IF (X > Y) STOP 5555
END DO

The following shows another example:

OPEN(1,FILE='file1.dat', status='OLD', ERR=100)
  ...
100 STOP 'ERROR DETECTED!'
END

**See Also**

EXIT Statement

**STORAGE_SIZE**

*Inquiry Intrinsic Function (Generic)*: Returns the
storage size in bits.

**Syntax**

result = STORAGE_SIZE (a [, kind])
a  (Input) Must be a scalar or array. It can be of any type. If it has any
defered type parameters it must not be an unallocated allocatable variable,
or a disassociated, or undefined pointer.

kind  (Input; optional) Must be a scalar integer constant expression.

Results
The result is a scalar of type integer. If kind is present, the kind parameter of the result is that specified by
kind; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent
the result value in the kind of the result, the result is undefined.

The result value is the size expressed in bits for an element of an array that has the dynamic type and kind
parameters of a.

If the type and kind parameters are such that storage association applies, the result is consistent with the
named constants defined in the intrinsic module ISO_FORTRAN_ENV.

An array element may take more bits to store than a scalar, since any hardware-imposed alignment
requirements for array elements may not apply to a scalar variable.

NOTE
The result is intended to be the size in memory that an object takes when it is stored. This may differ
from the size it takes during expression handling (which may be the native register size) or when
stored in a file. If an object is never stored in memory but only in a register, this function nonetheless
returns the size it would take if it were stored in memory.

Example
STORAGE_SIZE (1.0) has the same value as the named constant NUMERIC_STORAGE_SIZE in the intrinsic
module ISO_FORTRAN_ENV.

See Also
Storage Association
ISO_FORTRAN_ENV Module

STRICT and NOSTRICT
General Compiler Directive: STRICT disables
language features not found in the language standard
specified on the command line (Fortran 2008, Fortran
2003, Fortran 95, or Fortran 90). NOSTRICT (the
default) enables these features.

Syntax
!DIR$ STRICT
!DIR$ NOSTRICT

If STRICT is specified and no language standard is specified on the command line, the default is to disable
features not found in Fortran 2003.

The STRICT and NOSTRICT directives can appear only appear at the top of a program unit. A program unit is
a main program, an external subroutine or function, a module, or a block data program unit. STRICT and
NOSTRICT cannot appear between program units, or at the beginning of internal subprograms. They do not
affect any modules invoked with the USE statement in the program unit that contains them.
Example

! NOSTRICT by default
TYPE stuff
  INTEGER(4) k
  INTEGER(4) m
  CHARACTER(4) name
END TYPE stuff
TYPE (stuff) examp
DOUBLE COMPLEX cd  ! non-standard data type, no error
cd = (3.0D0, 4.0D0)
examp.k = 4        ! non-standard component designation, 
                  ! no error
END
SUBROUTINE STRICTDEMO( )
!DIR$ STRICT
TYPE stuff
  INTEGER(4) k
  INTEGER(4) m
  CHARACTER(4) name
END TYPE stuff
TYPE (stuff) samp
DOUBLE COMPLEX cd   ! ERROR
cd = (3.0D0, 4.0D0)
samp.k = 4          ! ERROR
END SUBROUTINE

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
stand
Equivalent Compiler Options

STRUCTURE and END STRUCTURE

Statement: Defines the field names, types of data within fields, and order and alignment of fields within a record structure. Fields and structures can be initialized, but records cannot be initialized.

Syntax

STRUCTURE [/structure-name/] [field-namelist]
  [field-declaration]
  [field-declaration]
  ...
  [field-declaration]
END STRUCTURE

structure-name

Is the name used to identify a structure, enclosed by slashes.
Subsequent RECORD statements use the structure name to refer to the structure. A structure name must be unique among structure names, but structures can share names with variables (scalar or array), record fields, PARAMETER constants, and common blocks.
Structure declarations can be nested (contain one or more other structure declarations). A structure name is required for the structured declaration at the outermost level of nesting, and is optional for the other declarations nested in it. However, if you wish to reference a nested structure in a RECORD statement in your program, it must have a name.

Structure, field, and record names are all local to the defining program unit. When records are passed as arguments, the fields in the defining structures within the calling and called subprograms must match in type, order, and dimension.

**field-namelist** is a list of fields having the structure of the associated structure declaration. A field namelist is allowed only in nested structure declarations.

**field-declaration** is also called the declaration body. A field-declaration consists of any combination of the following:

- **Type declarations**
  These are ordinary Fortran data type declarations.

- **Substructure declarations**
  A field within a structure can be a substructure composed of atomic fields, other substructures, or a combination of both.

- **Union declarations**
  A union declaration is composed of one or more mapped field declarations.

- **PARAMETER statements**
  PARAMETER statements can appear in a structure declaration, but cannot be given a data type within the declaration block.

Type declarations for PARAMETER names must precede the PARAMETER statement and be outside of a STRUCTURE declaration, as follows:

```
INTEGER*4 P
STRUCTURE /ABC/
  PARAMETER (P=4)
  REAL*4 F
END STRUCTURE
REAL*4 A(P)
```

The Standard Fortran derived type replaces STRUCTURE and RECORD constructs, and should be used in writing new code. See Derived Data Types.

Unlike type declaration statements, structure declarations do not create variables. Structured variables (records) are created when you use a RECORD statement containing the name of a previously declared structure. The RECORD statement can be considered as a kind of type declaration statement. The difference is that aggregate items, not single items, are being defined.

Within a structure declaration, the ordering of both the statements and the field names within the statements is important, because this ordering determines the order of the fields in records.

In a structure declaration, each field offset is the sum of the lengths of the previous fields, so the length of the structure is the sum of the lengths of its fields. The structure is packed; you must explicitly provide any alignment that is needed by including, for example, unnamed fields of the appropriate length.

By default, fields are aligned on natural boundaries; misaligned fields are padded as necessary. To avoid padding of records, you should lay out structures so that all fields are naturally aligned.

To pack fields on arbitrary byte boundaries, you must specify a compiler option. You can also specify alignment for fields by using the OPTIONS or PACK general directive.
A field name must not be the same as any intrinsic or user-defined operator (for example, EQ cannot be used as a field name).

**Example**

An item can be a RECORD statement that references a previously defined structure type:

```fortran
STRUCTURE /full_address/
   RECORD /full_name/ personsname
   RECORD /address/    ship_to
   INTEGER*1          age
   INTEGER*4          phone
END STRUCTURE
```

You can specify a particular item by listing the sequence of items required to reach it, separated by a period (.). Suppose you declare a structure variable, `shippingaddress`, using the `full_address` structure defined in the previous example:

```fortran
RECORD /full_address/ shippingaddress
```

In this case, the `age` item would then be specified by `shippingaddress.age`, the first name of the receiver by `shippingaddress.personsname.first_name`, and so on.

In the following example, the declaration defines a structure named `APPOINTMENT`. `APPOINTMENT` contains the structure `DATE` (field `APP_DATE`) as a substructure. It also contains a substructure named `TIME` (field `APP_TIME`, an array), a `CHARACTER*20` array named `APP_MEMO`, and a `LOGICAL*1` field named `APP_FLAG`.

```fortran
STRUCTURE /DATE/
   INTEGER*1 DAY, MONTH
   INTEGER*2 YEAR
END STRUCTURE

STRUCTURE /APPOINTMENT/
   RECORD /DATE/     APP_DATE
   STRUCTURE /TIME/  APP_TIME (2)
      INTEGER*1 HOUR, MINUTE
END STRUCTURE
   CHARACTER*20      APP_MEMO (4)
   LOGICAL*1         APP_FLAG
END STRUCTURE
```

The length of any instance of structure `APPOINTMENT` is 89 bytes.
The following figure shows the memory mapping of any record or record array element with the structure APPOINTMENT.

**Memory Map of Structure APPOINTMENT**

<table>
<thead>
<tr>
<th>Byte offset</th>
<th>Field Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>field DAY of field APP_DATE</td>
</tr>
<tr>
<td>1</td>
<td>field MONTH of field APP_DATE</td>
</tr>
<tr>
<td>2</td>
<td>field YEAR of field APP_DATE</td>
</tr>
<tr>
<td>4</td>
<td>field HOUR of field APP_TIME(1)</td>
</tr>
<tr>
<td>5</td>
<td>field MINUTE of field APP_TIME(1)</td>
</tr>
<tr>
<td>6</td>
<td>field HOUR of field APP_TIME(2)</td>
</tr>
<tr>
<td>7</td>
<td>field MINUTE of field APP_TIME(2)</td>
</tr>
<tr>
<td>8</td>
<td>field APP_MEMO(1)</td>
</tr>
<tr>
<td>28</td>
<td>field APP_MEMO(2)</td>
</tr>
<tr>
<td>48</td>
<td>field APP_MEMO(3)</td>
</tr>
<tr>
<td>68</td>
<td>field APP_MEMO(4)</td>
</tr>
<tr>
<td>88</td>
<td>field APP_FLAG</td>
</tr>
</tbody>
</table>

**See Also**

TYPE Statement (Derived Types)
MAP and END MAP
RECORD
UNION and END UNION
PACK Directive
OPTIONS Directive
Data Types, Constants, and Variables Overview
Record Structures
**SUBMODULE**

*Statement:* Marks the beginning of a submodule program unit, which contains specifications and definitions that can be used by one or more program units.

**Syntax**

```
SUBMODULE (ancestor-module-name [:parent-submodule-name]) name
    [specification-part]
    [module-subprogram
    [module-subprogram]...]
END [SUBMODULE [name]]
```

- **ancestor-module-name** Must be the name of a nonintrinsic module. It is the name of the module at the root of the module or submodule tree.
- **parent-submodule-name** (Optional) Is the name of the parent submodule, if any. The parent submodule must be a descendant of *ancestor-module-name*.
- **name** Is the name of the submodule.
- **specification-part** Is one or more specification statements, except for the following:
  - ENTRY
  - FORMAT
  - AUTOMATIC (or its equivalent attribute)
  - INTENT (or its equivalent attribute)
  - OPTIONAL (or its equivalent attribute)
  - Statement functions
  An automatic object must not appear in a specification statement.
- **module-subprogram** Is a function or subroutine subprogram that defines the module procedure. A function must end with END FUNCTION and a subroutine must end with END SUBROUTINE.
  A module subprogram can contain internal procedures.

**Description**

If a name follows the END statement, it must be the same as the name specified in the SUBMODULE statement.

Each submodule has exactly one ancestor module and exactly one parent module or submodule. If the parent is a module then it must be the ancestor module. The relationship is tree-like, with the parent module or submodule at the root of the tree, and its descendant submodules as the branches of the tree.

A module or submodule may have one or more descendant submodules.

A submodule can access the entities from its parent module or submodule by host association. Unlike a module, a submodule cannot be referenced in other program units by use association. Entities declared in a submodule are only accessible from the submodule and its descendent submodules. Furthermore, a module procedure can have its interface declared in a module or submodule and its implementation contained in a descendent submodule in a separate file.

Submodules help the modularization of a large module in several ways:
Internal data can be shared among submodules without being exposed to users of the module. Without the submodule feature, when a large module is split into smaller modules, internal data may be forced to become public in order to be shared among the modules.

Even if a module procedure implementation in a submodule is changed, as long as the module procedure interface declared in the ancestor module remains the same, a recompilation would not be needed for the user of the module. This could reduce the rebuilding time for a complex system.

Separate concepts with circular dependencies can now be implemented in different submodules. It cannot be done with just modules.

A submodule is uniquely identified by a subroutine identifier which consists of its ancestor-module-name and the name of the submodule. The name of a submodule can therefore be the same as the name of another submodule so long as they do not have the same ancestor module.

The following rules also apply to submodules:

- The specification part of a subroutine must not contain IMPORT, ENTRY, FORMAT, executable, or statement function statements.
- A variable, common block, or procedure pointer declared in a subroutine implicitly has the SAVE attribute, which may be confirmed by explicit specification.
- If a specification or constant expression in the specification-part of a subroutine includes a reference to a generic entity, there must be no specific procedures of the generic entity defined in the subroutine subsequent to the specification or constant expression.

Unlike a module, the specification part of a subroutine must not contain PUBLIC and PRIVATE specifications. Any executable statements in a module or subroutine can only be specified in a module or subroutine subprogram.

A subroutine can contain one or more procedure interface blocks, which let you specify an explicit interface for an external subprogram or dummy subprogram.

Example

Consider the following example of a multilevel subroutine system:

```
Module M
  Submodule A
    Submodule X
    Submodule Y
  Submodule B
  Submodule C
    Submodule Z
END SUBMODULE

In the above example, module M is extended by submodules up to two levels. Module M is the ancestor module of all the submodules. Entities declared in module M can be shared among all the submodules. A is the parent submodule of X, Y, and Z. Entities declared in submodule A can be shared among submodules X, Y, and Z, but not by B or C.

Only public entities declared in M can be available to other program units by use association.

The SUBMODULE declarations for A and X are:

```
SUBMODULE (M) A
  ...
END SUBMODULE A

SUBMODULE (M : A) X
  ...
END SUBMODULE X
```

The following example shows modules and submodules, separate module procedures, and how circular dependency can be avoided with submodules. There are five parts in the example:

1. module color_points
2. level-1 submodule color_points_a
3. level-2 submodule color_points_b
4. module palette_stuff
5. program main

! part 1
module color_points ! This is the ancestor module
type color_point
  private
real :: x, y
integer :: color
end type color_point

! Below is the interface declaration of the separate module procedures.
! No IMPORT statement is used in the interface bodies.
! The separate module procedures are implemented in the two submodules.
Interface
module subroutine color_point_del ( p )
type(color_point), allocatable :: p
end subroutine color_point_del

  real module function color_point_dist ( a, b )
type(color_point), intent(in) :: a, b
end function color_point_dist

module subroutine color_point_draw ( p )
type(color_point), intent(in) :: p
end subroutine color_point_draw

module subroutine color_point_new ( p )
type(color_point), allocatable :: p
end subroutine color_point_new
end interface
end module color_points

! part 2
submodule ( color_points ) color_points_a ! submodule of color_points
  integer :: instance_count = 0

! Below is the interface declaration of the separate module procedure
! inquire_palette, which is implemented in the submodule color_points_b.
interface
module subroutine inquire_palette ( pt, pal )
use palette_stuff
! Later you will see that module palette_stuff uses color_points.
! This use of palette_stuff however does not cause a circular
! dependence because this use is not in the module.
type(color_point), intent(in) :: pt
  type(palette), intent(out) :: pal
end subroutine inquire_palette
end interface
contains
! Here are the implementations of three of the four separate module
! procedures declared in module color_point.
module subroutine color_point_del ( p )
type(color_point), allocatable :: p
instance_count = instance_count - 1
deallocate ( p )
end subroutine color_point_del
real module function color_point_dist ( a, b ) result ( dist )
type(color_point), intent(in) :: a, b
dist = sqrt( (b%x - a%x)**2 + (b%y - a%y)**2 )
end function color_point_dist

module subroutine color_point_new ( p )
type(color_point), allocatable :: p
instance_count = instance_count + 1
allocate ( p )
end subroutine color_point_new
end module color_points_a

! part 3
submodule ( color_points:color_points_a ) color_points_b
! submodule of color_point_a
contains
! Implementation of a module procedure declared in the ancestor module
module subroutine color_point_draw ( p )
use palette_stuff, only: palette
type(color_point), intent(in) :: p
type(palette) :: MyPalette
...; call inquire_palette ( p, MyPalette ); ... 
end subroutine color_point_draw

! Implementation of a module procedure declared in the parent submodule
module procedure inquire_palette
...
end procedure inquire_palette

! A procedure only accessible from color_points_b and its submodules
subroutine private_stuff
...
end subroutine private_stuff
end submodule color_points_b

! part 4
module palette_stuff
    type :: palette ; ... ; end type palette
contains
    subroutine test_palette ( p )
    use color_points
    ! This does not cause a circular dependency because the
    ! "use palette_stuff" that is logically within color_points
    ! is in the color_points_a submodule.
type(palette), intent(in) :: p
...
    end subroutine test_palette
end module palette_stuff

! part 5
program main
    use color_points
    ! Only public entities in color_points can be accessed here, not the
    ! entities from its submodules.
The separate module procedure color_point_draw can be a specific
procedure for a generic here. Recall that color_point_draw is
implemented in a submodule, but its interface is public in a module.

```fortran
interface draw
module procedure color_point_draw
end interface

type(color_point) :: C_1, C_2
real :: rc
...
call color_point_new (c_1)  ! body in color_points_a, interface in
!   color_points
...
call draw (c_1)             ! body in color_points_b, specific interface
!   in color_points, generic interface here
...
rc = color_point_dist (c_1, c_2)  ! body in color_points_a, interface in
!   color_points
...
call color_point_del (c_1)  ! body in color_points_a, interface in
!   color_points
...
end program main
```

See Also

MODULE
FUNCTION
SUBROUTINE

Resolving Procedure References

**SUBROUTINE**

**Statement:** The initial statement of a subroutine
subprogram. A subroutine subprogram is invoked in a
CALL statement or by a defined assignment
statement, and does not return a particular value.

**Syntax**

```
[prefix [prefix]] SUBROUTINE name [([d-arg-list]) [lang-binding]]
    [specification-part]
    [execution-part]
[CONTAINS
    [internal-subprogram-part] ]
END [SUBROUTINE [name]]
```

**prefix**

(Optional) Is any of the following:

- **ELEMENTAL**
  Acts on one array element at a time. This is a restricted form of pure
procedure.
- **IMPURE**
  Asserts that the procedure has side effects.
- **MODULE**
Indicates a separate module procedure. See separate module procedures.

- **PURE**
  
  Asserts that the procedure has no side effects.

- **RECURSIVE**
  
  Permits direct recursion to occur.

At most one of each of the above can be specified. You cannot specify both
ELEMENTAL and RECURSIVE. You cannot specify both PURE and IMPURE.
You cannot specify ELEMENTAL if lang-binding is specified.

**name**

Is the name of the subroutine.

**d-arg-list**

(Optional) Is a list of one or more dummy arguments or alternate return specifiers (*).

**lang-binding**

(Optional) Takes the following form:

\[
\text{BIND (C [, NAME=ext-name])}
\]

**ext-name**

Is a character scalar initialization expression that can be used to construct the external name.

**specification-part**

Is one or more specification statements, except for the following:

- INTENT (or its equivalent attribute)
- OPTIONAL (or its equivalent attribute)
- PUBLIC and PRIVATE (or their equivalent attributes)

An automatic object must not appear in a specification statement. If a SAVE statement is specified, it has no effect.

**execution-part**

Is one or more executable constructs or statements, except for ENTRY or RETURN statements.

**internal-subprogram-part**

Is one or more internal subprograms (defining internal procedures). The internal-subprogram-part is preceded by a CONTAINS statement.

**Description**

A subroutine is invoked by a CALL statement or defined assignment. When a subroutine is invoked, dummy arguments (if present) become associated with the corresponding actual arguments specified in the call.

Execution begins with the first executable construct or statement following the SUBROUTINE statement. Control returns to the calling program unit once the END statement (or a RETURN statement) is executed.

A subroutine subprogram cannot contain a BLOCK DATA statement, a PROGRAM statement, a MODULE statement, or a SUBMODULE statement. A subroutine can contain SUBROUTINE and FUNCTION statements to define internal procedures. ENTRY statements can be included to provide multiple entry points to the subprogram.

You need an interface block for a subroutine when:

- Calling arguments use argument keywords.
- Some arguments are optional.
- A dummy argument is an assumed-shape array, a pointer, or a target.
- The subroutine extends intrinsic assignment.
- The subroutine can be referenced by a generic name.
• The subroutine is in a dynamic-link library.

If the subroutine is in a DLL and is called from your program, use the option DLLEXPORT or DLLIMPORT, which you can specify with the ATTRIBUTES directive.

Note that if you specify lang-binding, you have to use the parentheses even if there are no arguments. For example, without lang-binding you can specify SUBROUTINE F but with lang-binding you have to specify SUBROUTINE F( ) BIND (C).

Example

The following example shows a subroutine:

<table>
<thead>
<tr>
<th>Main Program Subroutine</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALL HELLO_WORLD</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>END</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

The following example uses alternate return specifiers to determine where control transfers on completion of the subroutine:

<table>
<thead>
<tr>
<th>Main Program Subroutine</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALL CHECK(A,B,*10,*20,C)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>TYPE*, 'VALUE LESS THAN ZERO'</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>GO TO 30</td>
</tr>
<tr>
<td>TYPE*, 'VALUE EQUALS ZERO'</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>GO TO 30</td>
</tr>
<tr>
<td>TYPE*, 'VALUE MORE THAN ZERO'</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>GO TO 30</td>
</tr>
<tr>
<td>CONTINUE</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

The SUBROUTINE statement argument list contains two dummy alternate return arguments corresponding to the actual arguments *10 and *20 in the CALL statement argument list.

The value of Z determines the return, as follows:

- If Z < zero, a normal return occurs and control is transferred to the first executable statement following CALL CHECK in the main program.
- If Z = = zero, the return is to statement label 10 in the main program.
- If Z > zero, the return is to statement label 20 in the main program.

Note that an alternate return is an obsolescent feature in the Fortran Standard.

The following shows another example:

<table>
<thead>
<tr>
<th>SUBROUTINE GetNum (num, unit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER num, unit</td>
</tr>
<tr>
<td>10 READ (unit, '(I10)', ERR = 10) num</td>
</tr>
<tr>
<td>END</td>
</tr>
</tbody>
</table>

See Also
FUNCTION
INTERFACE
PURE
ELEMENTAL
CALL
RETURN
ENTRY
Argument Association in Procedures
Program Units and Procedures Overview
General Rules for Function and Subroutine Subprograms
General Rules for Function and Subroutine Subprograms

SUM

Transformational Intrinsic Function (Generic):
Returns the sum of all the elements in an entire array or in a specified dimension of an array.

Syntax

\[
\text{result} = \text{SUM}(\text{array}[, \text{dim}] [,\text{mask}])
\]

array
(Input) Must be an array of type integer, real, or complex.

dim
(Input; optional) Must be a scalar integer with a value in the range 1 to \(n\), where \(n\) is the rank of \(\text{array}\).

mask
(Input; optional) Must be of type logical and conformable with \(\text{array}\).

Results

The result is an array or a scalar of the same data type as \(\text{array}\).

The result is a scalar if \(\text{dim}\) is omitted or \(\text{array}\) has rank one.

The following rules apply if \(\text{dim}\) is omitted:

- If \(\text{SUM}(\text{array})\) is specified, the result is the sum of all elements of \(\text{array}\). If \(\text{array}\) has size zero, the result is zero.
- If \(\text{SUM}(\text{array}, \text{MASK}=\text{mask})\) is specified, the result is the sum of all elements of \(\text{array}\) corresponding to true elements of \(\text{mask}\). If \(\text{array}\) has size zero, or every element of \(\text{mask}\) has the value .FALSE., the result is zero.

The following rules apply if \(\text{dim}\) is specified:

- If \(\text{array}\) has rank one, the value is the same as \(\text{SUM}(\text{array}[\text{MASK}=\text{mask}])\).
- An array result has a rank that is one less than \(\text{array}\), and shape \((d_1, d_2, ..., d_{\text{dim}+1}, ..., d_n)\), where \((d_1, d_2, ..., d_n)\) is the shape of \(\text{array}\).
- The value of element \((s_1, s_2, ..., s_{\text{dim}-1}, s_{\text{dim}+1}, ..., s_n)\) of \(\text{SUM}(\text{array}, \text{dim}[\text{MASK}=\text{mask}])\) is equal to \(\text{SUM}(\text{array}(s_1, s_2, ..., s_{\text{dim}-1}, :, s_{\text{dim}+1}, ..., s_n) [,\text{MASK} = \text{mask}(s_1, s_2, ..., s_{\text{dim}-1}, :, s_{\text{dim}+1}, ..., s_n)])\).

Example

\(\text{SUM}((/2, 3, 4/))\) returns the value 9 (sum of 2 + 3 + 4). \(\text{SUM}((/2, 3, 4/), \text{DIM}=1)\) returns the same result.

\(\text{SUM}(\text{B}, \text{MASK}=\text{B .LT. 0.0})\) returns the arithmetic sum of the negative elements of \(\text{B}\).

\(\text{C}\) is the array

\[
\begin{array}{ccc}
1 & 2 & 3 \\
4 & 5 & 6 \\
\end{array}
\]

\(\text{SUM}(\text{C}, \text{DIM}=1)\) returns the value \((5, 7, 9)\), which is the sum of all elements in each column. \(5\) is the sum of \(1 + 4\) in column 1. \(7\) is the sum of \(2 + 5\) in column 2, and so forth.

\(\text{SUM}(\text{C}, \text{DIM}=2)\) returns the value \((6, 15)\), which is the sum of all elements in each row. \(6\) is the sum of \(1 + 2 + 3\) in row 1. \(15\) is the sum of \(4 + 5 + 6\) in row 2.

The following shows another example:

```
INTEGER array (2, 3), i, j(3)
array = RESHAPE((/1, 2, 3, 4, 5, 6/), (/2, 3/))
! array is 1 3 5
!   2 4 6
i = SUM((/ 1, 2, 3 /)) ! returns 6
```
\[ j = \text{SUM}(\text{array}, \text{DIM} = 1) \quad ! \text{returns } [3 \ 7 \ 11] \]
\[
\text{WRITE}(*,*) \ i, \ j \\
\text{END}
\]

See Also

PRODUCT

SYNC ALL

**Statement:** Performs a synchronization of all images.

*It takes the following form:*

**Syntax**

\[
\text{SYNC ALL}([\text{STAT} = \text{stat-var}], [\text{ERRMSG} = \text{err-var}])
\]

- **stat-var**: Is a scalar integer variable in which the status of the synchronization is stored.
- **err-var**: Is a scalar default character variable in which an error condition is stored if such a condition occurs.

**Description**

Execution on an image, for example, C, of the segment following the SYNC ALL statement is delayed until each other image has executed a SYNC ALL statement as many times as has image C.

The segments that executed before the SYNC ALL statement on an image, precede the segments that execute after the SYNC ALL statement on another image.

**Example**

In the following example, image 5 reads data and transmits the data to other images:

\[
\begin{align*}
\text{REAL :: W[*]} \\
\text{SYNC ALL} \\
\text{IF (THIS_IMAGE() == 5) THEN} \\
\quad \text{READ} (*,*) \ W \\
\quad \text{DO I = 6, NUM_IMAGES()} \\
\quad \quad \text{W[I] = W} \\
\quad \text{END DO} \\
\text{END IF} \\
\end{align*}
\]

**See Also**

Image Control Statements
Coarrays
Using Coarrays

SYNC IMAGES

**Statement:** Performs a synchronization of the image with each of the other images in the image set. It takes the following form:

**Syntax**

\[
\text{SYNC IMAGES} (\text{image-set}[, \text{STAT} = \text{stat-var}[[, \text{ERRMSG} = \text{err-var}])}
\]
**image-set**

Is an integer expression or *. If it is an integer expression, it must be scalar or of rank one. If it is an array expression, the value of each element must be positive and not greater than the number of images; there must be no repeated values.

If it is a scalar expression, the value must be positive and not greater than the number of images.

If * is specified, it indicates all images.

**stat-var**

Is a scalar integer variable in which the status of the synchronization is stored.

**err-var**

Is a scalar default character variable in which an error condition is stored if such a condition occurs.

STAT= and ERRMSG= can appear in either order, but only once in a SYNC IMAGES statement.

**Description**

When SYNC IMAGES statements are executed on images C and G, they correspond if the number of times image C has executed a SYNC IMAGES statement with G in its image set is the same as the number of times image G has executed a SYNC IMAGES statement with C in its image set. The segments that executed before the SYNC IMAGES statement on either image, precede the segments that execute after the corresponding SYNC IMAGES statement on the other image.

In a program that uses SYNC ALL as its only synchronization mechanism, every SYNC ALL statement can be replaced by a SYNC IMAGES (*) statement. However, SYNC ALL may provide better performance. SYNC IMAGES statements are not required to specify the entire image set, or even the same image set, on all images that participate in the synchronization.

**Example**

In the following example, image 5 waits for each of the other images to complete using the data. The other images wait for image 5 to set up the data, but do not wait for any other image:

```fortran
IF (THIS_IMAGE() == 5) then
    SYNC IMAGES(*)       ! Sets up coarray data for other images
ELSE
    SYNC IMAGES(5)       ! Other images use the data set up by image 5
END IF
```

In the following example, each image synchronizes with its neighbor:

```fortran
INTEGER :: THIS_STEP, TOTAL_STEPS, TOTAL_IMAGES, MY_IMAGE
MY_IMAGE = THIS_IMAGE ()
TOTAL_IMAGES = NUM_IMAGES ()
    ! Set up calculation
SYNC ALL
DO THIS_STEP = 1, TOTAL_STEPS
    IF (MY_IMAGE > 1) SYNC IMAGES (MY_IMAGE - 1)    ! Do the calculations
    IF (MY_IMAGE < TOTAL_IMAGES) SYNC IMAGES (MY_IMAGE + 1)
END DO
SYNC ALL
```

The calculation starts on image 1 since all the others will be waiting on SYNC IMAGES (TOTAL_IMAGES-1). When this is done, image 2 starts and image 1 performs its second calculation. This continues until they are all executing different steps at the same time. Eventually, image 1 finishes and then the others finish one by one.
SYNC MEMORY

Statement: Ends one image segment and begins another. Each segment can then be ordered in some way with respect to segments on other images. It takes the following form:

Syntax

SYNC MEMORY (((STAT=stat-var][, ERRMSG=err-var]))

stat-var Is a scalar integer variable in which the status of the synchronization is stored.

err-var Is a scalar default character variable in which an error condition is stored if such a condition occurs.

STAT= and ERRMSG= can appear in either order, but only once in a SYNC IMAGES statement.

Description

Unlike the other image control statements, this statement does not have any built-in synchronization effect.

The action regarding X on image Q precedes the action regarding Y on image Q if, by execution of statements on image P, the following is true:

- A variable X on image Q is defined, referenced, becomes undefined, or has its allocation status, pointer association status, array bounds, dynamic type, or type parameters changed or inquired about by execution of a statement
- That statement precedes a successful execution of a SYNC MEMORY statement
- A variable Y on image Q is defined, referenced, becomes undefined, or has its allocation status, pointer association status, array bounds, dynamic type, or type parameters changed or inquired about by execution of a statement that succeeds execution of that SYNC MEMORY statement,

User-defined ordering of segment Pi on image P to precede segment Qj on image Q occurs when the following happens:

- Image P executes an image control statement that ends segment Pi, and then executes statements that initiate a cooperative synchronization between images P and Q
- Image Q executes statements that complete the cooperative synchronization between images P and Q and then executes an image control statement that begins segment Qj

Execution of the cooperative synchronization between images P and Q must include a dependency that forces execution on image P of the statements that initiate the synchronization to precede the execution on image Q of the statements that complete the synchronization. The mechanisms available for creating such a dependency are processor dependent.

NOTE

SYNC MEMORY usually suppresses compiler optimizations that may reorder memory operations across the segment boundary defined by the SYNC MEMORY statement. It ensures that all memory operations initiated in the preceding segments in its image complete before any memory operations in the subsequent segment in its image are started.
Example
The following example should be run on two images:

```fortran
use, intrinsic :: iso_fortran_env
logical (atomic_logical_kind), save :: locked[*] = .true.
logical val
integer :: iam

iam = this_image()

if (iam == 1) then
  sync memory
  call atomic_define(locked[2], .false.)
else if (iam == 2) then
  val = .true.
  do while (val)
    call atomic_ref(val, locked)
  end do
  sync memory
end if

print *, 'success'
end
```

See Also
Image Control Statements
Coarrays
Using Coarrays

SYSTEM
*Portability Function*: Sends a command to the shell as if it had been typed at the command line.

Module
USE IFPORT

Syntax

```
result = SYSTEM (string)
```

string (Input) Character*(*). Operating system command.

Results
The result type is INTEGER(4). The result is the exit status of the shell command. If -1, use IERRNO to retrieve the error. Errors can be one of the following:

- E2BIG: The argument list is too long.
- ENOENT: The command interpreter cannot be found.
- ENOEXEC: The command interpreter file has an invalid format and is not executable.
- ENOMEM: Not enough system resources are available to execute the command.

On Windows* systems, the calling process waits until the command terminates. To insure compatibility and consistent behavior, an image can be invoked directly by using the Windows API CreateProcess( ) in your Fortran code.

Commands run with the SYSTEM routine are run in a separate shell. Defaults set with the SYSTEM function, such as current working directory or environment variables, do not affect the environment the calling program runs in.
The command line character limit for the SYSTEM function is the same limit that your operating system command interpreter accepts.

Example

```
USE IFPORT
INTEGER(4) I, errnum
I = SYSTEM("dir > file.lst")
If (I .eq. -1) then
   errnum = ierrno()
   print *, 'Error ', errnum
end if
END
```

See Also

SYSTEMQQ

SYSTEM_CLOCK

*Intrinsic Subroutine:* Returns integer data from a real-time clock. SYSTEM_CLOCK returns the number of seconds from 00:00 Coordinated Universal Time (CUT) on 1 JAN 1970. The number is returned with no bias. To get the elapsed time, you must call SYSTEM_CLOCK twice, and subtract the starting time value from the ending time value.

Syntax

```
CALL SYSTEM_CLOCK ([count] [, count_rate] [, count_max])
```

- **count**
  (Output; optional) Must be scalar and of type integer. It is set to a value based on the current value of the processor clock. The value is increased by one for each clock count until the value `count_max` is reached, and is reset to zero at the next count. (`count` lies in the range 0 to `count_max`.)

- **count_rate**
  (Output; optional) Must be scalar and of type integer or real. It is set to the number of processor clock counts per second.
  - If the type is `INTEGER(2)`, `count_rate` is 1000. If the type is `INTEGER(4)`, `count_rate` is 10000. If the type is `INTEGER(8)`, `count_rate` is 1000000.

- **count_max**
  (Output; optional) Must be scalar and of type integer. It is set to the maximum value that `count` can have, HUGE(0).

All integer arguments used must have the same integer kind parameter. If the type is `INTEGER(1)`, `count`, `count_rate`, and `count_max` are all zero, indicating that there is no clock available to Intel® Fortran with an 8-bit range.

Example

Consider the following:

```
integer(2) :: ic2, crate2, cmax2
integer(4) :: ic4, crate4, cmax4
call system_clock(count=ic2, count_rate=crate2, count_max=cmax2)
call system_clock(count=ic4, count_rate=crate4, count_max=cmax4)
print *, ic2, crate2, cmax2
print *, ic4, crate4, cmax4
end
```
SYSTEMQQ

**Portability Function**: Executes a system command by passing a command string to the operating system's command interpreter.

**Module**

USE IFPORT

**Syntax**

\[
result = \text{SYSTEMQQ}(\text{commandline})
\]

**commandline** (Input) Character*. Command to be passed to the operating system.

**Results**

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

The SYSTEMQQ function lets you pass operating-system commands as well as programs. SYSTEMQQ refers to the COMSPEC and PATH environment variables that locate the command interpreter file (usually named COMMAND.COM).

On Windows* systems, the calling process waits until the command terminates. To insure compatibility and consistent behavior, an image can be invoked directly by using the Windows API CreateProcess( ) in your Fortran code.

If the function fails, call GETLASTERRORQQ to determine the reason. One of the following errors can be returned:

- **ERR$2BIG** - The argument list exceeds 128 bytes, or the space required for the environment formation exceeds 32K.
- **ERR$NOINT** - The command interpreter cannot be found.
- **ERR$NOEXEC** - The command interpreter file has an invalid format and is not executable.
- **ERR$NOMEM** - Not enough memory is available to execute the command; or the available memory has been corrupted; or an invalid block exists, indicating that the process making the call was not allocated properly.

The command line character limit for the SYSTEMQQ function is the same limit that your operating system command interpreter accepts.

**Example**

USE IFPORT

LOGICAL(4) result
result = SYSTEMQQ('copy c:\bin\fmath.dat &
c:\dat\fmath2.dat')

**See Also**

SYSTEM
**TAN**

*Elemental Intrinsic Function (Generic):* Produces the tangent of an argument.

**Syntax**

```
result = TAN (x)
```

**x**

(Input) Must be of type real or complex. If x is of type real, it must be in radians and is treated as modulo 2 * pi.

If x is of type complex, its real part is regarded as a value in radians.

**Results**

The result type and kind is the same as x.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TAN</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DTAN</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QTAN</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
<tr>
<td>CTAN&lt;sup&gt;1&lt;/sup&gt;</td>
<td>COMPLEX(4)</td>
<td>COMPLEX(4)</td>
</tr>
<tr>
<td>CDTAN&lt;sup&gt;2&lt;/sup&gt;</td>
<td>COMPLEX(8)</td>
<td>COMPLEX(8)</td>
</tr>
<tr>
<td>CQTAN</td>
<td>COMPLEX(16)</td>
<td>COMPLEX(16)</td>
</tr>
</tbody>
</table>

<sup>1</sup>The setting of compiler options specifying real size can affect CTAN.

<sup>2</sup>This function can also be specified as ZTAN.

**Example**

TAN (2.0) has the value -2.185040.
TAN (0.8) has the value 1.029639.

**TAND**

*Elemental Intrinsic Function (Generic):* Produces the tangent of an argument.

**Syntax**

```
result = TAND (x)
```

**x**

(Input) Must be of type real. It must be in degrees and is treated as modulo 360.

**Results**

The result type and kind is the same as x.
<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TAND</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DTAND</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QTAND</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

TAND (2.0) has the value 3.4920771E-02.
TAND (0.8) has the value 1.3963542E-02.

**TANH**

*Elemental Intrinsic Function (Generic):* Produces a hyperbolic tangent.

**Syntax**

```fortran
result = TANH (x)
```

- `x` (Input) Must be of type real.

**Results**

The result type and kind is the same as `x`.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>TANH</td>
<td>REAL(4)</td>
<td>REAL(4)</td>
</tr>
<tr>
<td>DTANH</td>
<td>REAL(8)</td>
<td>REAL(8)</td>
</tr>
<tr>
<td>QTANH</td>
<td>REAL(16)</td>
<td>REAL(16)</td>
</tr>
</tbody>
</table>

**Example**

TANH (2.0) has the value 0.9640276.
TANH (0.8) has the value 0.6640368.

**TARGET DATA**

*OpenMP* Fortran Compiler Directive: Creates a device data environment for the extent of the region. This directive only applies to Intel® MIC Architecture.

**Syntax**

```fortran
!$OMP TARGET DATA [clause[, clause]...] 
  block
!$OMP END TARGET DATA 
```

- `clause` Is one or more of the following:
  - `DEVICE (integer-expression)`
  - `IF (expression)`
  - `MAP ([map-type: ] list)`
block

Is a structured block (section) of statements or constructs. No branching into or out of the block of code is allowed.

The binding task region for a TARGET DATA construct is the encountering task. The target region binds to the enclosing parallel or task region.

When a TARGET DATA construct is encountered, a new device data environment is created, and the encountering task executes the target data region.

A program must not depend on any ordering of the evaluations of the clauses of the TARGET DATA directive, or on any side effects of the evaluations of the clauses.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TARGET Directive
TARGET UPDATE
Parallel Processing Model for information about Binding Sets

TARGET Directive

OpenMP* Fortran Compiler Directive: Creates a device data environment and executes the construct on the same device. This directive only applies to Intel® MIC Architecture.

Syntax

```fortran
!$OMP TARGET [clause[,] clause]... 
  block
$OMP END TARGET
```

clause

Is one or more of the following:

- DEPEND (dependence-type : list)
- DEVICE (integer-expression)
- IF (expression)
- MAP ([map-type: ] list)
- NOWAIT

block

Is a structured block (section) of statements or constructs. No branching into or out of the block of code is allowed.

The binding task for a TARGET construct is the encountering task. The target region binds to the enclosing parallel or task region.

This construct provides a superset of the functionality provided by the TARGET DATA construct.

The TARGET construct also specifies that the region is executed by a device. The encountering task waits for the device to complete the target region at the end of the construct.

If a TARGET, TARGET DATA, or TARGET UPDATE construct appears within a target region, the construct is ignored.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TARGET DATA
TARGET UPDATE
TARGET Statement

Statement and Attribute: Specifies that an object can become the target of a pointer (it can be pointed to).

Syntax

The TARGET attribute can be specified in a type declaration statement or a TARGET statement, and takes one of the following forms:

Type Declaration Statement:

type, [att-ls,] TARGET [, att-ls] :: object [(a-spec)] [[coarray-spec]] [, object[(a-spec)] [[coarray-spec]]]...

Statement:

TARGET [:] object [(a-spec)] [[coarray-spec]] [, object[(a-spec)] [[coarray-spec]]]...

type Is a data type specifier.

att-ls Is an optional list of attribute specifiers.

object Is the name of the object. The object must not be declared with the PARAMETER attribute.

a-spec (Optional) Is an array specification or a coarray specification.

cooparray-spec (Optional) Is a deferred-coshape specification. The left bracket and right bracket are required.

Description

A pointer is associated with a target by pointer assignment or by an ALLOCATE statement.

If an object does not have the TARGET attribute or has not been allocated (using an ALLOCATE statement), no part of it can be accessed by a pointer.

Example

The following example shows type declaration statements specifying the TARGET attribute:

```fortran
TYPE(SYSTEM), TARGET :: FIRST
REAL, DIMENSION(20, 20), TARGET :: C, D
```

The following is an example of a TARGET statement:

```fortran
TARGET :: C(50, 50), D
```

The following fragment is from the program POINTER2.F90 in the <install-dir>/samples subdirectory:

```fortran
! An example of pointer assignment.
REAL, POINTER :: arrow1 (:)
REAL, POINTER :: arrow2 (:)
REAL, ALLOCATABLE, TARGET :: bullseye (:)
ALLOCATE (bullseye (7))
bullseye = 1.
bullseye (1:7:2) = 10.
WRITE (*,'(/1x,a,7f8.0)') 'target ',bullseye
```
See Also
ALLOCATE
ASSOCIATED
POINTER - Fortran
Pointer Assignments
Pointer Association
ASSOCIATED
Type Declarations

TARGET ENTER DATA
OpenMP* Fortran Compiler Directive: Specifies that variables are mapped to a device data environment. This directive only applies to Intel® MIC Architecture.

Syntax
!$OMP TARGET ENTER DATA [clause[[], clause]... ]

clause Is one or more of the following:
• DEPEND (dependence-type : list)
• DEVICE (integer-expression)
• IF (expression)
• MAP ([map-type: ] list)
• NOWAIT

The binding task for the TARGET ENTER DATA construct is the encountering task. TARGET ENTER DATA is a stand-alone directive.

When a TARGET ENTER DATA construct is encountered, the list items in the MAP clauses are mapped to the device data environment according to map-type. A map-type must be specified in all MAP clauses and must be either TO or ALLOC.

The TARGET ENTER DATA construct executes as if it was enclosed in a TASK construct.

When a DEPEND clause is present, it acts as if it appeared on the implicit TASK construct that encloses the TARGET ENTER DATA construct.

If there is no DEVICE clause, the default device is determined by the internal control variable (ICV) named default-device-var.

When an IF clause is present and the IF clause expression evaluates to .FALSE., the device is the host.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TARGET EXIT DATA
Parallel Processing Model for information about Binding Sets
**TARGET EXIT DATA**

*OpenMP* Fortran Compiler Directive: Specifies that variables are unmapped from a device data environment. This directive only applies to Intel® MIC Architecture.

**Syntax**

```
!$OMP TARGET EXIT DATA [clause[, clause]... ]
```

*clause* Is one or more of the following:

- DEPEND (dependence-type : list)
- DEVICE (integer-expression)
- IF (expression)
- MAP ([map-type: ] list)
- NOWAIT

The binding task for the TARGET EXIT DATA construct is the encountering task. TARGET EXIT DATA is a stand-alone directive.

When a TARGET EXIT DATA construct is encountered, the *list* items in the MAP clauses are unmapped from the device data environment according to *map-type*. A *map-type* must be specified in all MAP clauses and must be FROM.

The TARGET EXIT DATA construct executes as if it was enclosed in a task construct.

When a DEPEND clause is present, it acts as if it appeared on the implicit task construct that encloses the TARGET EXIT DATA construct.

If there is no DEVICE clause, the default device is determined by the internal control variable (ICV) named default-device-var.

When an IF clause is present and the IF clause *expression* evaluates to .FALSE., the device is the host.

**See Also**

*OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TARGET ENTER DATA
Parallel Processing Model for information about Binding Sets

**TARGET TEAMS**

*OpenMP* Fortran Compiler Directive: Creates a device data environment and executes the construct on the same device. It also creates a league of thread teams with the master thread in each team executing the structured block. This directive only applies to Intel® MIC Architecture.

**Syntax**

```
!$OMP TARGET TEAMS [clause[, clause]... ]
```

*block*

```
!$OMP END TARGET TEAMS
```

*clause* Can be any of the clauses accepted by the TARGET or TEAMS directives with identical meanings and restrictions.
block

Is a structured block (section) of statements or constructs. No branching into or out of the block of code is allowed.

This directive provides a shortcut for specifying a TARGET construct immediately followed by a TEAMS construct.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

TARGET TEAMS DISTRIBUTE

OpenMP* Fortran Compiler Directive: Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.

Syntax

```fortran
!$OMP TARGET TEAMS DISTRIBUTE [clause[, clause]... ]
   do-loop
[!$OMP END TARGET TEAMS DISTRIBUTE]
```

clause

Can be any of the clauses accepted by the TARGET or TEAMS DISTRIBUTE directives with identical meanings and restrictions.

do-loop

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TARGET construct followed immediately by a TEAMS DISTRIBUTE construct.

If the END TARGET TEAMS DISTRIBUTE directive is not specified, an END TARGET TEAMS DISTRIBUTE directive is assumed at the end of do-loop.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

TARGET TEAMS DISTRIBUTE PARALLEL DO

OpenMP* Fortran Compiler Directive: Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that
are members of multiple teams created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.

Syntax

```fortran
!$OMP TARGET TEAMS DISTRIBUTE PARALLEL DO [clause[, clause]... ]
    do-loop
[!$OMP END TARGET TEAMS DISTRIBUTE PARALLEL DO]
```

**clause**

Can be any of the clauses accepted by the TARGET or TEAMS DISTRIBUTE PARALLEL DO directives with identical meanings and restrictions.

**do-loop**

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TARGET construct followed immediately by a TEAMS DISTRIBUTE PARALLEL DO construct.

If the END TARGET TEAMS DISTRIBUTE PARALLEL DO directive is not specified, an END TARGET TEAMS DISTRIBUTE PARALLEL DO directive is assumed at the end of **do-loop**.

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

**TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD**

OpenMP* Fortran Compiler Directive: Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. The loop will be distributed across the teams, which will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.

Syntax

```fortran
!$OMP TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD [clause[, clause]... ]
    do-loop
[!$OMP END TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD]
```

**clause**

Can be any of the clauses accepted by the TARGET or TEAMS DISTRIBUTE PARALLEL DO SIMD directives with identical meanings and restrictions.
do-loop

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TARGET construct followed immediately by a TEAMS DISTRIBUTE PARALLEL DO SIMD construct.

If the END TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD directive is not specified, an END TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD directive is assumed at the end of do-loop.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

TARGET TEAMS DISTRIBUTE SIMD

OpenMP* Fortran Compiler Directive: Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct. It will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.

Syntax

!$OMP TARGET TEAMS DISTRIBUTE SIMD [clause[[,] clause]... ]

do-loop

[!$OMP END TARGET TEAMS DISTRIBUTE SIMD]

clause

Can be any of the clauses accepted by the TARGET or TEAMS DISTRIBUTE SIMD directives with identical meanings and restrictions.

do-loop

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TARGET construct containing a TEAMS DISTRIBUTE SIMD construct.

If the END TARGET TEAMS DISTRIBUTE SIMD directive is not specified, an END TARGET TEAMS DISTRIBUTE SIMD directive is assumed at the end of do-loop.
See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

TARGET UPDATE

OpenMP* Fortran Compiler Directive: Makes the list items in the device data environment consistent with their corresponding original list items. This directive only applies to Intel® MIC Architecture.

Syntax

!$OMP TARGET UPDATE motion-clause [, clause[[], clause]...] 

motion-clause

Is one of the following:

• FROM (list)
• TO (list)

The list is the name of one or more variables or common blocks that are accessible to the scoping unit. Subobjects cannot be specified. Each name must be separated by a comma, and a common block name must appear between slashes (/ /).

For each list item in a TO or FROM clause, there is a corresponding list item and an original list item; for more information, see the MAP clause. Note that if the corresponding list item is not present in the device data environment, the behavior is unspecified.

For each list item in a TO clause, the value of the original list item is assigned to the corresponding list item.

For each list item in a FROM clause, the value of the corresponding list item is assigned to the original list item.

A list item may only appear in a TO or FROM clause, but not both.

clause

Is one of the following:

• DEPEND (dependence-type : list)
• DEVICE (integer-expression)
• IF (expression)
• NOWAIT

The binding task for a TARGET UPDATE construct is the encountering task. The TARGET UPDATE directive is a stand-alone directive.

A TARGET UPDATE construct must not appear inside of a target region.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TARGET Directive
TARGET DATA
Parallel Processing Model for information about Binding Sets

TASK

OpenMP* Fortran Compiler Directive: Defines a task region.
Syntax

```
!$OMP TASK [clause[, clause] ... ]

block

!$OMP END TASK
```

clause

Is one of the following:

- **DEFAULT (PRIVATE | FIRSTPRIVATE | SHARED | NONE)**
- **DEPEND (dependence-type : list)**
- **FINAL (scalar-logical-expression)**

When the `scalar-logical-expression` evaluates to `.TRUE.`, it specifies that the generated task will be a final task. All task constructs encountered during execution of a final task will generate included tasks.

Note that if a variable is used in a final clause expression of a task construct, it causes an implicit reference to the variable in all enclosing constructs.

Only a single FINAL clause can appear in the directive.

- **FIRSTPRIVATE (list)**
- **IF (expression)**
- **MERGEABLE**

When the generated task is an undeferred task or an included task, it specifies that the implementation may generate a merged task instead.

- **PRIVATE (list)**
- **SHARED (list)**
- **UNTIED**

Specifies the task is never tied to the thread that started its execution. Any thread in the team can resume the task region after a suspension. For example, during runtime, the compiler can start the execution of a given task on thread A, break execution and later resume it on thread B.

block

Is a structured block (section) of statements or constructs. You cannot branch into or out of the block (the parallel region).

The binding thread set of a TASK construct is the current team. A task region binds to the innermost enclosing parallel region.

The TASK and END TASK directive pair must appear in the same routine in the executable section of the code.

The END TASK directive denotes the end of the task.

When a thread encounters a task construct, a task is generated from the code for the associated structured block. The encountering thread may immediately execute the task, or defer its execution. In the latter case, any thread in the team may be assigned the task.

A thread that encounters a task scheduling point within the task region may temporarily suspend the task region. By default, a task is then tied and its suspended task region can only be resumed by the thread that started its execution. However, if the untied clause is specified in a TASK construct, any thread in the team can resume the task region after a suspension. The untied clause is ignored in these cases:

- If a final clause has been specified in the same TASK construct and the final clause expression evaluates to `.TRUE.`.
- If a task is an included task.
A TASK construct may be nested inside an outer task, but the task region of the inner task is not a part of the task region of the outer task.

The TASK construct includes a task scheduling point in the task region of its generating task, immediately following the generation of the explicit task. Each explicit task region includes a task scheduling point at its point of completion. An implementation may add task scheduling points anywhere in untied task regions.

Note that when storage is shared by an explicit task region, you must add proper synchronization to ensure that the storage does not reach the end of its lifetime before the explicit task region completes its execution.

A program must not depend on any ordering of the evaluations of the clauses of the TASK directive and it must not depend on any side effects of the evaluations of the clauses. A program that branches into or out of a task region is non-conforming.

Unsynchronized use of Fortran I/O statements by multiple tasks on the same unit has unspecified behavior.

Example

The following example calculates a Fibonacci number. The Fibonacci sequence is 1,1,2,3,5,8,13, etc., where the current number is the sum of the previous two numbers. If a call to function fib is encountered by a single thread in a parallel region, a nested task region will be spawned to carry out the computation in parallel.

```fortran
RECURSIVE INTEGER FUNCTION fib(n)
INTEGER n, i, j
IF ( n .LT. 2) THEN
  fib = n
ELSE
  !$OMP TASK SHARED(i)
  i = fib( n-1 )
  !$OMP END TASK
  !$OMP TASK SHARED(j)
  j = fib( n-2 )
  !$OMP END TASK
  !$OMP TASKWAIT      ! wait for the sub-tasks to complete before summing
  fib = i+j
END IF
END FUNCTION
```

The following example generates a large number of tasks in one thread and executes them with the threads in the parallel team. While generating these tasks, if the implementation reaches the limit generating unassigned tasks, the generating loop may be suspended and the thread used to execute unassigned tasks. When the number of unassigned tasks is sufficiently low, the thread resumes execution of the task generating loop.

```fortran
real*8 item(10000000)
integer i
!$omp parallel
!$omp single     ! loop iteration variable i is private
  do i=1,10000000
    !$omp task
    ! i is firstprivate, item is shared
    call process(item(i))
    !$omp end task
    end do
!$omp end single
!$omp end parallel
end
```
The following example modifies the previous one to use an untied task to generate the unassigned tasks. If the implementation reaches the limit generating unassigned tasks and the generating loop is suspended, any other thread that becomes available can resume the task generation loop.

```fortran
real*8 item(10000000)
!$omp parallel
!$omp single!
$omp task untied
! loop iteration variable i is private
   do i=1,10000000
   !$omp task ! i is firstprivate, item is shared
      call process(item(i))
   !$omp end task
   end do
!$omp end task
!$omp end single
!$omp end parallel
```

The following example demonstrates four tasks with dependences:

```fortran
integer :: a

!$omp task depend(out:a)
!$omp end task

!$omp task depend(in:a)
!$omp end task

!$omp task depend(in:a)
!$omp end task

!$omp task depend(out:a)
!$omp end task
```

In the above example, the first task does not depend on any previous one. The second and third tasks depend on the first task but not on each other. The last task depends on the second and third tasks. The following shows the dependency graph:
The following example shows a set of sibling tasks that have dependences between them:

```fortran
INTEGER :: A(0:N*B-1)

DO I=0,N-1
   !$OMP TASK DEPEND(OUT:A(I*B:(I+1)*B-1))
   CALL FILL(A(I*B:(I+1)*B-1))
   !$OMP END TASK
END DO

DO I=1,N-1
   IB = (I-1)*B+1
   BB = I*B+1
   !$OMP TASK DEPEND(INOUT:A(I*B:(I+1)*B-1)) DEPEND(IN:A((I+1)*B:(I+2)*B-1))
   CALL PROCESS(A(I*B:(I+1)*B-1), A((I+1)*B:(I+2)*B-1))
   !$OMP END TASK
END DO

DO I=1,N
   IB = (I-1)*B+1
   !$OMP TASK DEPEND(IN:A(I*B:(I+1)*B-1))
   CALL OUTPUT(A(I*B:(I+1)*B-1))
   !$OMP END TASK
END DO
```

In the above example, the tasks of the first loop will be independent of any other tasks since there is no previous task that expresses a dependence on the same list items. Tasks of the second loop will depend on two tasks from the first loop. Also, because dependences are constructed in a sequential order, the IN
dependences force the tasks of the second loop to be dependent on the task from the previous iteration to be processed. Finally, tasks of the third loop can be executed when the corresponding Process task from the second loop has been executed. For example, if N was 4, the following shows the dependency graph:

![Dependency Graph](image)

See Also
- OpenMP* Fortran Compiler Directives
- Syntax Rules for Compiler Directives
- OpenMP* Fortran Routines Overview
- PARALLEL DO
- TASKWAIT
- TASKYIELD
- SHARED Clause
- Parallel Processing Model for information about Binding Sets
TASKGROUP

OpenMP* Fortran Compiler Directive: Specifies a wait for the completion of all child tasks of the current task and all of their descendant tasks.

Syntax

```fortran
!$OMP TASKGROUP
   block
!$OMP END TASKGROUP
```

`block` is a structured block (section) of statements or constructs. You cannot branch into or out of the block.

A TASKGROUP construct binds to the current task region. The binding thread set of the taskgroup region is the current team.

When a thread encounters a TASKGROUP construct, it starts executing the region. There is an implicit task scheduling point at the end of the TASKGROUP region. The current task is suspended at the task scheduling point until all child tasks that it generated in the TASKGROUP region and all of their descendant tasks complete execution.

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TASK
TASKWAIT
TASKYIELD
Parallel Processing Model for information about Binding Sets

TASKWAIT

OpenMP* Fortran Compiler Directive: Specifies a wait on the completion of child tasks generated since the beginning of the current task.

Syntax

```fortran
!$OMP TASKWAIT
```

A TASKWAIT construct binds to the current task region. The binding thread set of the taskwait region is the current team.

The TASKWAIT region includes an implicit task scheduling point in the current task region. The current task region is suspended at the task scheduling point until execution of all its child tasks generated before the TASKWAIT region are completed.

See Also

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TASK
TASKYIELD
Parallel Processing Model for information about Binding Sets
**TASKYIELD**

*OpenMP* Fortran Compiler Directive: Specifies that the current task can be suspended at this point in favor of execution of a different task.

**Syntax**

```
$OMP TASKYIELD
```

A taskyield region binds to the current task region. The binding thread set of the taskyield region is the current team.

Because the TASKYIELD construct is a stand-alone directive, there are some restrictions on its placement within a program:

- The TASKYIELD directive can only be placed at a point where a Fortran executable statement is allowed.
- The TASKYIELD directive cannot be used as the action statement in an IF statement or as the executable statement following a label if the label is referenced in the program.

The TASKYIELD construct includes an explicit task scheduling point in the current task region.

**Example**

The following example shows use of the TASKYIELD directive. It is non-conforming, because the FLUSH, BARRIER, TASKWAIT, and TASKYIELD directives are stand-alone directives and cannot be the action statement of an IF statement or a labeled branch target.

```fortran
SUBROUTINE NONCONFORMING_STANDALONE()
    INTEGER A
    A = 1
    ! the FLUSH directive must not be the action statement in an IF statement
    !
    IF (A .NE. 0) !$OMP FLUSH(A)

    ! the BARRIER directive must not be the action statement in an IF statement
    !
    IF (A .NE. 0) !$OMP BARRIER

    ! the TASKWAIT directive must not be the action statement in an IF statement
    !
    IF (A .NE. 0) !$OMP TASKWAIT

    ! the TASKYIELD directive must not be the action statement in an IF statement
    !
    IF (A .NE. 0) !$OMP TASKYIELD

    GOTO 100

    ! the FLUSH directive must not be a labeled branch target statement
    !
    100 !$OMP FLUSH(A)
    GOTO 200

    ! the BARRIER directive must not be a labeled branch target statement
    !
    200 !$OMP BARRIER
    GOTO 300

    ! the TASKWAIT directive must not be a labeled branch target statement
    !
    300 !$OMP TASKWAIT
    GOTO 400
```

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! the TASKYIELD directive must not be a labeled branch target statement

END SUBROUTINE

The following version of the above example is conforming because the FLUSH, BARRIER, TASKWAIT, and TASKYIELD directives are enclosed in a compound statement.

SUBROUTINE CONFORMING_STANDALONE ()
  INTEGER N
  N = 1
  IF (N .NE. 0) THEN
    !$OMP FLUSH(N)
  ENDIF
  IF (N .NE. 0) THEN
    !$OMP BARRIER
  ENDIF
  IF (N .NE. 0) THEN
    !$OMP TASKWAIT
  ENDIF
  IF (N .NE. 0) THEN
    !$OMP TASKYIELD
  ENDIF
  GOTO 100
  100 CONTINUE
  !$OMP FLUSH(N)
  GOTO 200
  200 CONTINUE
  !$OMP BARRIER
  GOTO 300
  300 CONTINUE
  !$OMP TASKWAIT
  GOTO 400
  400 CONTINUE
  !$OMP TASKYIELD
END SUBROUTINE

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
TASK
TASKWAIT
Parallel Processing Model for information about Binding Sets

TEAMS

OpenMP* Fortran Compiler Directive: Creates a league of thread teams to execute a structured block in the master thread of each team.

Syntax

!$OMP TEAMS [clause[, clause]... ]
  block
!$OMP END TEAMS

clause

Is one of the following:

- DEFAULT (PRIVATE | FIRSTPRIVATE | SHARED | NONE)
• **FIRSTPRIVATE (list)**

• **NUM_TEAMS** *(scalar-integer-expression)*

  Specifies the number of teams to be used in a parallel region. The *scalar-integer-expression* must evaluate to a positive scalar integer value.

  Only a single NUM_TEAMS clause can appear in the directive.

• **PRIVATE (list)**

• **REDUCTION** *(operator : list)*

• **SHARED (list)**

• **THREAD_LIMIT** *(scalar-integer-expression)*

  Specifies the maximum number of threads participating in the contention group that each team initiates. The *scalar-integer-expression* must evaluate to a positive scalar integer value.

  At most one THREAD_LIMIT clause can appear in the directive.

*block*  

Is a structured block (section) of statements or constructs. No branching into or out of the block of code is allowed.

The binding thread set for a TEAMS construct is the encountering thread.

The TEAMS construct must appear within a TARGET construct. The enclosing TARGET construct must contain no other statements or directives outside of the TEAMS construct. The following are the only OpenMP* constructs that can be nested in the team's region:

- **DISTRIBUTE**
- **PARALLEL**
- **PARALLEL SECTIONS**
- **PARALLEL WORKSHARE**
- **PARALLEL DO**
- **PARALLEL DO SIMD**

The thread that encounters this directive constructs a league of thread teams that execute the *block* in the master thread of each team. After the teams are created, the number of teams remains constant for the duration of the team's parallel region.

The region following the TEAMS construct is executed by the master thread of each team. Other threads do not begin execution until the master thread encounters a parallel region. After the teams complete execution of the TEAMS construct region, the encountering thread resumes execution of the enclosing target region.

If NUM_TEAMS is not specified, the default number of teams is one. If THREAD_LIMIT is not specified, the default number of threads is *the-number-of-available-hardware-threads / NUM_TEAMS*.

A program must not depend on any side effects or any ordering of the evaluation of clauses in the TEAMS directive.

Each team has a unique team number. You can use the OpenMP* run-time library routine OMP_GET_TEAM_NUM to get the team number of the calling thread.

Each thread within the team has a unique thread identifier returned by the OpenMP run-time library routine OMP_GET_THREAD_NUM. As in any thread team, the thread identifier starts at zero for the master thread up to THREAD_LIMIT - 1 for the remaining threads.

Immediately after this directive, only the master threads in each team are executing, the other team members will only start to execute at the next (nested) parallel region. Therefore, there are only NUM_TEAMS threads executing, and each of them has OMP_GET_THREAD_NUM() == 0.

**See Also**

OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
Parallel Processing Model for information about Binding Sets

**TEAMS DISTRIBUTE**

*OpenMP* Fortran Compiler Directive: Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct.

**Syntax**

```
!$OMP TEAMS DISTRIBUTE [clause[ [, clause] ... ]
   do-loop
   (!$OMP END TEAMS DISTRIBUTE]
```

*clause* Can be any of the clauses accepted by the TEAMS or DISTRIBUTE directives with identical meanings and restrictions.

*do-loop* Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TEAMS construct containing a DISTRIBUTE construct.

If the END TEAMS DISTRIBUTE directive is not specified, an END TEAMS DISTRIBUTE directive is assumed at the end of *do-loop*.

**See Also**

*OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

**TEAMS DISTRIBUTE PARALLEL DO**

*OpenMP* Fortran Compiler Directive: Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.

**Syntax**

```
!$OMP TEAMS DISTRIBUTE PARALLEL DO [clause[ [, clause] ... ]
   do-loop
   (!$OMP END TEAMS DISTRIBUTE PARALLEL DO]
```

*clause* Can be any of the clauses accepted by the TEAMS or DISTRIBUTE PARALLEL DO directives with identical meanings and restrictions.
**do-loop**

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TEAMS construct immediately followed by a DISTRIBUTE PARALLEL DO construct. Some clauses are permitted on both constructs.

If the END TEAMS DISTRIBUTE PARALLEL DO directive is not specified, an END TEAMS DISTRIBUTE PARALLEL DO directive is assumed at the end of do-loop.

**See Also**
- OpenMP* Fortran Compiler Directives
- Syntax Rules for Compiler Directives

**TEAMS DISTRIBUTE PARALLEL DO SIMD**

*OpenMP* Fortran Compiler Directive: Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams. The loop will be distributed across the master threads of the teams region, which will be executed concurrently using SIMD instructions.

**Syntax**

```fortran
!$OMP TEAMS DISTRIBUTE PARALLEL DO SIMD [clause[,] clause]... ]
   do-loop
   [!$OMP END TEAMS DISTRIBUTE PARALLEL DO SIMD]
```

**clause**

Can be any of the clauses accepted by the TEAMS or DISTRIBUTE PARALLEL DO SIMD directives with identical meanings and restrictions.

**do-loop**

Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TEAMS construct immediately followed by a DISTRIBUTE PARALLEL DO SIMD construct. The effect of any clause that applies to both constructs is as if it were applied to both constructs separately.
If the END TEAMS DISTRIBUTE PARALLEL DO SIMD directive is not specified, an END TEAMS DISTRIBUTE PARALLEL DO SIMD directive is assumed at the end of do-loop.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

TEAMS DISTRIBUTE SIMD

OpenMP* Fortran Compiler Directive: Creates a league of thread teams to execute the structured block in the master thread of each team. It also specifies a loop that will be distributed across the master threads of the teams region. The loop will be executed concurrently using SIMD instructions.

Syntax

\[
!$\text{OMP TEAMS DISTRIBUTE SIMD [clause[, clause]... ]}
\]

\[
do-loop
\]

[$!$\text{OMP END TEAMS DISTRIBUTE SIMD}]

clause
Can be any of the clauses accepted by the TEAMS or DISTRIBUTE SIMD directives with identical meanings and restrictions.

do-loop
Is one or more DO iterations (DO loops). The DO iteration cannot be a DO WHILE or a DO loop without loop control. The DO loop iteration variable must be of type integer.

All loops associated with the construct must be structured and perfectly nested; that is, there must be no intervening code and no other OpenMP* Fortran directives between any two loops.

The iterations of the DO loop are distributed across the existing team of threads. The values of the loop control parameters of the DO loop associated with a DO directive must be the same for all the threads in the team.

This directive provides a shortcut for specifying a TEAMS construct immediately followed by a DISTRIBUTE SIMD construct. The effect of any clause that applies to both constructs is as if it were applied to both constructs separately.

If the END TEAMS DISTRIBUTE SIMD directive is not specified, an END TEAMS DISTRIBUTE SIMD directive is assumed at the end of \textit{do-loop}.

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

THIS_IMAGE

Transformational Intrinsic Function (Generic):
Returns cosubscripts for the image.

Syntax

\[
\text{result} = \text{THIS_IMAGE ([coarray [, dim]])}
\]

coarray
(Input; optional) Must be a coarray; it can be of any type. If it is allocatable, it must be allocated.
(Input; optional) Must be a default integer scalar. Its value must be in the range \(1 \leq \text{dim} \leq n\), where \(n\) is the corank of \(\text{coarray}\). The corresponding actual argument must not be an optional dummy argument.

**Results**

The result type is default integer. It is scalar if \(\text{coarray}\) does not appear or \(\text{dim}\) is present; otherwise, the result has rank one and its size is equal to the corank of \(\text{coarray}\).

The result depends on which arguments are specified:

- If no argument is specified, as in \(\text{THIS\_IMAGE}()\), the result is a scalar with a value equal to the index of the invoking image.
- If only \(\text{coarray}\) is specified, the result is the sequence of cosubscript values for \(\text{coarray}\) that would specify the invoking image.
- If \(\text{coarray}\) and \(\text{dim}\) are specified, the result is the value of cosubscript \(\text{dim}\) in the sequence of cosubscript values for \(\text{coarray}\) that would specify the invoking image.

**Example**

Consider that \(\text{coarray} \ C\) is declared by the following statement:

```fortran
REAL C(5, 10) [10, 0:9, 0:*]
```

On image 5, \(\text{THIS\_IMAGE}()\) has the value 5 and \(\text{THIS\_IMAGE}(\ C)\) has the value [5, 0, 0]. For the same \(\text{coarray}\) on image 213, \(\text{THIS\_IMAGE}(\ C)\) has the value [3, 1, 2].

In the following example, image 1 is used to read data. The other images then copy the data:

```fortran
IF (\(\text{THIS\_IMAGE}()==1\)) READ (*,*) P
SYNC ALL
P = P[1]
```

**THREADPRIVATE**

*OpenMP* Fortran Compiler Directive: Specifies named common blocks to be private (local) to each thread; they are global within the thread.

**Syntax**

```fortran
!$OMP THREADPRIVATE (/ cb/ [/, cb/]...)
```

- **cb**
  - Is the name of the common block you want made private to a thread. Only named common blocks can be made thread private. Note that the slashes ( / ) are required.

Each thread gets its own copy of the common block, so data written to the common block by one thread is not directly visible to other threads.

During serial portions and MASTER sections of the program, accesses are to the master thread copy of the common block. On entry to the first parallel region, data in the THREADPRIVATE common blocks should be assumed to be undefined unless a COPYIN clause is specified in the PARALLEL directive.

When a common block (which is initialized using DATA statements) appears in a THREADPRIVATE directive, each thread copy is initialized once prior to its first use. For subsequent parallel regions, data in THREADPRIVATE common blocks are guaranteed to persist only if the dynamic threads mechanism has been disabled and if the number of threads are the same for all the parallel regions.

A THREADPRIVATE common block or its constituent variables can appear only in a COPYIN clause. They are not permitted in a PRIVATE, FIRSTPRIVATE, LASTPRIVATE, SHARED, or REDUCTION clause. They are not affected by the DEFAULT clause.
NOTE
On Windows* OS, if you specify option /Qopenmp-threadprivate:compat, the compiler does not generate threadsafe code for common blocks in an !$OMP THREADPRIVATE directive unless at least one element in the common block is explicitly initialized. For more information, see the article titled: /Qopenmp-threadprivate:compat doesn't work with uninitialized threadprivate common blocks, which is located in http://intel.ly/1aHhsjc

Example
In the following example, the common blocks BLK1 and FIELDS are specified as thread private:

```fortran
COMMON /BLK/ SCRATCH
COMMON /FIELDS/ XFIELD, YFIELD, ZFIELD
!$OMP THREADPRIVATE(/BLK/,/FIELDS/)
!$OMP PARALLEL DEFAULT(PRIVATE) COPYIN(/BLK1/,ZFIELD)
```

See Also
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives

TIME Intrinsic Procedure

**Intrinsic Subroutine (Generic):** Returns the current time as set within the system. TIME can be used as an intrinsic subroutine or as a portability routine. It is an intrinsic procedure unless you specify USE IFPORT. Intrinsic subroutines cannot be passed as actual arguments.

**Syntax**

```fortran
CALL TIME (buf)
```

*buf* (Output) Is a variable, array, or array element of any data type, or a character substring. It must contain at least eight bytes of storage.

The date is returned as a 8-byte ASCII character string taking the form hh:mm:ss, where:

- **hh** is the 2-digit hour
- **mm** is the 2-digit minute
- **ss** is the 2-digit second

If *buf* is of numeric type and smaller than 8 bytes, data corruption can occur.

If *buf* is of character type, its associated length is passed to the subroutine. If *buf* is smaller than 8 bytes, the subroutine truncates the date to fit in the specified length. If an array of type character is passed, the subroutine stores the date in the first array element, using the element length, not the length of the entire array.

**Example**

```fortran
CHARACTER*1 HOUR(8)
...
CALL TIME (HOUR)
```

The length of the first array element in CHARACTER array HOUR is passed to the TIME subroutine. The subroutine then truncates the time to fit into the 1-character element, producing an incorrect result.
TIME Portability Routine

Portability Function or Subroutine: The function returns the system time, in seconds, since 00:00:00 Greenwich mean time, January 1, 1970. TIME can be used as a portability function or subroutine, or as an intrinsic procedure. It is an intrinsic procedure unless you specify USE IFPORT.

Module

USE IFPORT

Syntax

Function Syntax:
result = TIME( )

Subroutine Syntax:
CALL TIME (timestr)

(timestr) Character(*)(4). Is the current time, based on a 24-hour clock, in the form hh:mm:ss, where hh, mm, and ss are two-digit representations of the current hour, minutes past the hour, and seconds past the minute, respectively.

Results

The result type is INTEGER(4). The result value is the number of seconds that have elapsed since 00:00:00 Greenwich mean time, January 1, 1970.

The subroutine fills a parameter with the current time as a string in the format hh:mm:ss.

The value returned by this routine can be used as input to other portability date and time functions.

Example

USE IFPORT
INTEGER(4) int_time
character*8 char_time
int_time = TIME( )
call TIME(char_time)
print *, 'Integer: ', int_time, 'time: ', char_time
END

See Also

DATE_AND_TIME
TIME Portability Routine

TIMEF

Portability Function: Returns the number of seconds since the first time it is called, or zero.

Module

USE IFPORT
Syntax

\[
\text{result} = \text{TIMEF}( )
\]

Results

The result type is REAL(8). The result value is the number of seconds that have elapsed since the first time \( \text{TIMEF} \) was called.

The first time it is called, \( \text{TIMEF} \) returns 0.

Example

```
USE IFPORT
INTEGER i, j
REAL(8) elapsed_time
elapsed_time = TIMEF( )
DO i = 1, 100000
   j = j + 1
END DO
elapsed_time = TIMEF( )
PRINT *, elapsed_time
END
```

See Also

Date and Time Intrinsic Subroutines

TINY

\textit{Inquiry Intrinsic Function (Generic): Returns the smallest number in the model representing the same type and kind parameters as the argument.}

Syntax

\[
\text{result} = \text{TINY}(x)
\]

\( x \)  
(Input) Must be of type real; it can be scalar or array valued.

Results

The result is a scalar with the same type and kind parameters as \( x \). The result has the value \( b_{e_{\text{min}}} - 1 \). Parameters \( b \) and \( e_{\text{min}} \) are defined in \textit{Model for Real Data}.

Example

If \( X \) is of type REAL(4), \( \text{TINY}(X) \) has the value \( 2^{-126} \).

The following shows another example:

```
REAL(8) r, result
r = 487923.3D0
result = TINY(r)  ! returns 2.225073858507201E-308
```

See Also

HUGE

Data Representation Models
TRACEBACKQQ

**Run-Time Subroutine:** Provides traceback information. Uses the Intel® Fortran run-time library traceback facility to generate a stack trace showing the program call stack as it appeared at the time of the call to TRACEBACKQQ().

**Module**

USE IFCORE

**Syntax**

CALL TRACEBACKQQ ([string] [,user_exit_code] [,status] [,eptr])

- **string** (Input; optional) CHARACTER*(*) . A message string to precede the traceback output. It is recommended that the string be no more than 80 characters (one line) since that length appears better on output. However, this limit is not a restriction and it is not enforced. The string is output exactly as specified; no formatting or interpretation is done.

  If this argument is omitted, no header message string is produced.

- **user_exit_code** (Input; optional) INTEGER(4). An exit code. Two values are predefined:
  - A value of -1 causes the run-time system to return execution to the caller after producing traceback.
  - A value of zero (the default) causes the application to abort execution.

  Any other specified value causes the application to abort execution and return the specified value to the operating system.

- **status** (Input; optional) INTEGER(4). A status value. If specified, the run-time system returns the status value to the caller indicating that the traceback process was successful. The default is not to return status.

  Note that a returned status value is only an indication that the "attempt" to trace the call stack was completed successfully, not that it produced a useful result.

  You can include the file iosdef.for in your program to obtain symbolic definitions for the possible return values. A return value of FOR $IOS_SUCCESS (0) indicates success.

- **eptr** (Input; optional) Integer pointer. It is required if calling from a user-specified exception filter. If omitted, the default in null.

  To trace the stack after an exception has occurred, the runtime support needs access to the exception information supplied to the filter by the operating system.

  The eptr argument is a pointer to a T_EXCEPTION_POINTERS structure, which is defined in ifcore.f90. This argument is optional and is usually omitted. On Windows systems, T_EXCEPTION_POINTERS is returned by the Windows* API GetExceptionInformation( ), which is usually passed to a C try/except filter function.

The TRACEBACKQQ routine provides a standard way for an application to initiate a stack trace. It can be used to report application detected errors, debugging, and so forth. It uses the stack trace support in the Intel Fortran run-time library, and produces the same output that the run-time library produces for unhandled errors and exceptions.
The error message string normally included by the run-time system is replaced with the user-supplied message text, or omitted if no string is specified. Traceback output is directed to the target destination appropriate for the application type, just as it is when traceback is initiated internally by the run-time system.

Example

In the most simple case, you can generate a stack trace by coding the call to TRACEBACKQQ with no arguments:

```
CALL TRACEBACKQQ()
```

This call causes the run-time library to generate a traceback report with no leading header message, from wherever the call site is, and terminate execution.

The following example generates a traceback report with no leading header message, from wherever the call site is, and aborts execution:

```
USE IFCORE
CALL TRACEBACKQQ()
```

The following example generates a traceback report with the user-supplied string as the header, and aborts execution:

```
USE IFCORE
CALL TRACEBACKQQ("My application message string")
```

The following example generates a traceback report with the user-supplied string as the header, and aborts execution, returning a status code of 123 to the operating system:

```
USE IFCORE
CALL TRACEBACKQQ(STRING="Bad value for TEMP",USER_EXIT_CODE=123)
```

Consider the following:

```
... USE IFCORE INTEGER(4) RTN_STS INCLUDE 'IOSDEF.FOR'
... CALL TRACEBACKQQ(USER_EXIT_CODE=-1,STATUS=RTN_STS)
IF (RTN_STS .EQ. FOR$IOS_SUCCESS) THEN
   PRINT *,"TRACEBACK WAS SUCCESSFUL"
END IF
...
```

This example generates a traceback report with no header string, and returns to the caller to continue execution of the application. If the traceback process succeeds, a status will be returned in variable RTN_STS.

You can specify arguments that generate a stack trace with the user-supplied string as the header and instead of terminating execution, return control to the caller to continue execution of the application. For example:

```
CALL TRACEBACKQQ(STRING="Done with pass 1",USER_EXIT_CODE=-1)
```

By specifying a user exit code of -1, control returns to the calling program. Specifying a user exit code with a positive value requests that specified value be returned to the operating system. The default value is 0, which causes the application to abort execution.

Windows* OS Example:
The following example demonstrates the use of the EPTR argument when calling from a user-defined exception filter function. The premise of the example is a Fortran DLL containing entry points protected by a C try/except construct, such as:

```c
__declspec(dllexport) void FPE_TEST_WRAPPER ()
{
    __try {
        /*
        ** call the Fortran code...
        */
        FPE_TEST();
    }
    __except ( CHECK_EXCEPTION_INFO ( GetExceptionInformation() ) )
    {
        /*
        ** noncontinuable exception handling here, if any.
        */
    }
}
```

The C function shown above is guarding against a floating-point divide-by-zero exception. This function calls the user-supplied FPE_TEST (not shown). The Fortran function CHECK_EXCEPTION_INFO shown below (called in the __except filter expression above) can use TRACEBACKQQ to get a stack trace as follows:

```fortran
INTEGER*4 FUNCTION CHECK_EXCEPTION_INFO ( ExceptionInfo )
!DIR$ ATTRIBUTES DLLEXPORT::CHECK_EXCEPTION_INFO
USE IFWINTY
!DIR$ ATTRIBUTES REFERENCE :: ExceptionInfo
TYPE(T_EXCEPTION_POINTERS) eptr
TYPE(T_EXCEPTION_RECORD) erecptr
TYPE(T_CONTEXT) ctxptr
POINTER(eptr,erecptr)
POINTER(ctxp,ctxptr)
INTEGER(4) EXIT_CODE,STS
CHARACTER(LEN=70) MYSTR
! Init the arguments to TRACEBACKQQ appropriately for your needs...
EXIT_CODE=-1
eptr = ExceptionInfo.ExceptionRecord
cctxp = ExceptionInfo.ContextRecord
IF ( erecptr.ExceptionCode .EQ. STATUS_FLOAT_DIVIDE_BY_ZERO ) THEN
    PRINT *, 'Saw floating divide by zero.'
    PRINT '(',a,8.8)', 'ContextRecord.FloatSave.StatusWord = ', &
    ctxptr.FloatSave.StatusWord
    MYSTR = "FLTDIV EXCEPTION IN MY APPLICATION"
    CALL TRACEBACKQQ(MYSTR,EXIT_CODE,STS, %LOC(ExceptionInfo))
END IF
.
.
CHECK_EXCEPTION_INFO = 1
END
```

To return a pointer to C run-time exception information pointers within a user-defined handler that was established with SIGNALQQ (or directly with the C signal function), you can call the GETEXCEPTIONPTRSQQ routine.

**See Also**

GETEXCEPTIONPTRSQQ (W*S)

**TRAILZ**

*Elemental Intrinsic Function (Specific): Returns the number of trailing zero bits in an integer.*
Syntax

result = TRAILZ (i)

i (Input) Must be of type integer or logical.

Results

The result type is default integer. The result value is the number of trailing zeros in the binary representation of the integer i.

The model for the interpretation of an integer value as a sequence of bits is shown in Model for Bit Data.

Example

Consider the following:

```
INTEGER*8 J, TWO
PARAMETER (TWO=2)
DO J=-1, 40
   TYPE *, TRAILZ(TWO**J)  ! Prints 64, then 0 up to
   ENDDO                     !   40 (trailing zeros)
END
```

TRANSFER

Transformational Intrinsic Function (Generic):
Converts the bit pattern of the first argument
according to the type and kind parameters of the
second argument.

Syntax

result = TRANSFER (source, mold[, size])

source (Input) Must be a scalar or array (of any data type).

mold (Input) Must be a scalar or array (of any data type). It provides the type characteristics (not a value) for the result.

size (Input; optional) Must be scalar and of type integer. It provides the number of elements for the output result.

Results

The result has the same type and type parameters as mold.
If mold is a scalar and size is omitted, the result is a scalar.
If mold is an array and size is omitted, the result is a rank-one array. Its size is the smallest that is possible to hold all of source.
If size is present, the result is a rank-one array of size size.
If the physical representation of the result is larger than source, the result contains source's bit pattern in its right-most bits; the left-most bits of the result are undefined.
If the physical representation of the result is smaller than source, the result contains the right-most bits of source's bit pattern.

Example

TRANSFER (1082130432, 0.0) has the value 4.0 (on processors that represent the values 4.0 and 1082130432 as the string of binary digits 0100 0000 1000 0000 0000 0000 0000 0000).
TRANSFER ((/2.2, 3.3, 4.4/), ((0.0, 0.0))) results in a scalar whose value is (2.2, 3.3).
TRANSFER ((/2.2, 3.3, 4.4/), (/(0.0, 0.0)/)) results in a complex rank-one array of length 2. Its first element is (2.2,3.3) and its second element has a real part with the value 4.4 and an undefined imaginary part.

TRANSFER ((/2.2, 3.3, 4.4/), (/(0.0, 0.0)/), 1) results in a complex rank-one array having one element with the value (2.2, 3.3).

The following shows another example:

```fortran
COMPLEX CVVECTOR(2), CX(1)
! The next statement sets CVVECTOR to
! [ 1.1 + 2.2i, 3.3 + 0.0i ]
CVVECTOR = TRANSFER((/1.1, 2.2, 3.3, 0.0/)), &
    (/(0.0, 0.0)/))
! The next statement sets CX to [ 1.1 + 2.2i ]
CX = TRANSFER((/1.1, 2.2, 3.3/), (/(0.0, 0.0)/), &
    SIZE= 1)
WRITE(*,*) CVVECTOR
WRITE(*,*) CX
END
```

**TRANSPOSE**

*Transformational Intrinsic Function (Generic):*

*Transposes an array of rank two.*

**Syntax**

```fortran
result = TRANSPOSE (matrix)
```

*matrix* (Input) Must be a rank-two array. It may be of any data type.

**Results**

The result is a rank-two array with the same type and kind parameters as *matrix*. Its shape is (n, m), where (m, n) is the shape of *matrix*. For example, if the shape of *matrix* is (4,6), the shape of the result is (6,4).

Element (i, j) of the result has the value *matrix*(j, i), where *i* is in the range 1 to *n*, and *j* is in the range 1 to *m*.

**Example**

B is the array

```
[ 2 3 4 ]
[ 5 6 7 ]
[ 8 9 1 ].
```

TRANSPOSE (B) has the value

```
[ 2 5 8 ]
[ 3 6 9 ]
[ 4 7 1 ].
```

The following shows another example:

```fortran
INTEGER array(2, 3), result(3, 2)
array = RESHAPE((/1, 2, 3, 4, 5, 6/), (/2, 3/))
! array is 1 3 5
! 2 4 6
result = TRANSPOSE(array)
! result is 1 2
! 3 4
! 5 6
END
```
See Also
RESHAPE
PRODUCT

TRIM
Transformational Intrinsic Function (Generic):
Returns the argument with trailing blanks removed.

Syntax
result = TRIM (string)

string (Input) Must be a scalar of type character.

Results
The result is of type character with the same kind parameter as string. Its length is the length of string minus the number of trailing blanks in string.

The value of the result is the same as string, except any trailing blanks are removed. If string contains only blank characters, the result has zero length.

Example
TRIM (' NAME ') has the value ' NAME'.
TRIM (' C D ') has the value ' C D'.

The following shows another example:

```
! next line prints 30
WRITE(*, *) LEN("I have blanks behind me       ")
! the next line prints 23
WRITE(*,*) LEN(TRIM("I have blanks behind me       "))
END
```

See Also
LEN_TRIM

TTYNAM
Portability Subroutine: Specifies a terminal device name.

Module
USE IFPORT

Syntax
CALL TTYNAM (string, lunit)

string (Output) Character*(*). Name of the terminal device. If the Fortran logical unit is not connected to a terminal, it returns a string filled with blanks.

lunit (Input) INTEGER(4). A Fortran logical unit number.

Type Declarations
Statement: Explicitly specifies the properties of data objects or functions.
**Syntax**

A type declaration has the general form:

\[ \text{type-spec} \{[, \text{att}] \ldots :: \} \text{v[/c-list/]}\{[, \text{v[/c-list/]}\} \ldots \]

- **type-spec**
  
  Is one of the following:

  - **intrin-type**

    - **TYPE** (derived-type-name)
      
      For information about parameterized derived types, see Parameterized Derived-Type Declarations.

    - **TYPE (*)**
      
      This defines the entity as an assumed-type object.

    - **CLASS** (derived-type-name)

    - **CLASS (*)**

  - **intrin-type**

    Is one of the following data type specifiers:

    - **BYTE**
    - **INTEGER[((KIND=k))]**
    - **REAL[((KIND=k))]**
    - **DOUBLE PRECISION**
    - **COMPLEX[((KIND=k))]**
    - **DOUBLE COMPLEX**
    - **CHARACTER[((KIND=k))]**
    - **LOGICAL[((KIND=k))]**

    In the optional kind selector "([KIND=k])", k is the kind parameter. It must be an acceptable kind parameter for that data type. If the kind selector is not present, entities declared are of default type.

    Kind parameters for intrinsic numeric and logical data types can also be specified using the *n format, where n is the length (in bytes) of the entity; for example, INTEGER*4.

    See each data type for further information on that type.

- **att**

  Is one of the following attribute specifiers:

<table>
<thead>
<tr>
<th>Attribute</th>
<th>External</th>
<th>Protected</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALLOCATABLE</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ASYNCHRONOUS</td>
<td>INTENT</td>
<td>PUBLIC¹</td>
</tr>
<tr>
<td>AUTOMATIC</td>
<td>INTRINSIC</td>
<td>SAVE</td>
</tr>
<tr>
<td>BIND</td>
<td>OPTIONAL</td>
<td>STATIC</td>
</tr>
<tr>
<td>CODIMENSION</td>
<td>PARAMETER</td>
<td>TARGET</td>
</tr>
<tr>
<td>CONTIGUOUS</td>
<td>POINTER</td>
<td>VALUE</td>
</tr>
<tr>
<td>DIMENSION</td>
<td>PRIVATE¹</td>
<td>VOLATILE</td>
</tr>
</tbody>
</table>

¹These are access specifiers.
You can also declare any attribute separately as a statement.

\( v \)  
Is the name of a data object or function. It can optionally be followed by:

- An array specification, if the object is an array.
  
  In a function declaration, an array must be a deferred-shape array if it has the POINTER or ALLOCATABLE attribute; otherwise, it must be an explicit-shape array.
- A coarray specification, if the object is a coarray
- A character length, if the object is of type character.
- An initialization expression preceded by an = or, for pointer objects, => NULL( ).
- A codimension

A function name must be the name of an intrinsic function, external function, function dummy procedure, or statement function.

\( c\)-list  
Is a list of constants, as in a DATA statement. If \( v \) has the PARAMETER attribute, the \( c\)-list cannot be present.

The \( c\)-list cannot specify more than one value unless it initializes an array. When initializing an array, the \( c\)-list must contain a value for every element in the array.

**Description**

Type declaration statements must precede all executable statements.

In most cases, a type declaration statement overrides (or confirms) the implicit type of an entity. However, a variable that appears in a DATA statement and is typed implicitly can appear in a subsequent type declaration only if that declaration confirms the implicit typing.

The double colon separator (::) is required only if the declaration contains an attribute specifier or initialization; otherwise it is optional.

If \( att \) appears, \( c\)-list cannot be specified; for example:

| INTEGER I /2/ | ! Valid |
| INTEGER, SAVE :: I /2/ | ! Invalid |
| INTEGER, SAVE :: I = 2 | ! Valid |

The same attribute must not appear more than once in a given type declaration statement, and an entity cannot be given the same attribute more than once in a scoping unit.

If CLASS is specified, the entity must be a dummy argument or have the ALLOCATABLE or POINTER attribute.

If the PARAMETER attribute is specified, the declaration must contain an initialization expression. The PARAMETER attribute must not be specified for a dummy argument, a pointer, an allocatable entity, a function, or an object in a common block.

If => NULL( ) is specified for a pointer, its initial association status is disassociated.

A variable (or variable subobject) can only be initialized once in an executable program. If the variable is an array, it must have its shape specified in either the type declaration statement or a previous attribute specification statement in the same scoping unit.

The INTENT, VALUE, and OPTIONAL attributes can be specified only for dummy arguments.

The INTENT attribute must not be specified for a dummy procedure without the POINTER attribute.

If the VALUE attribute is specified, the length type parameter values must be omitted or specified by initialization expressions. The VALUE attribute must not be specified for a dummy procedure.
An entity must not have both the EXTERNAL attribute and the INTRINSIC attribute. It can only have one of these attributes if it is a function.

The BIND attribute and the PROTECTED attribute can appear only in the specification part of a module.
A function result can be declared to have the POINTER or ALLOCATABLE attribute.

An automatic object cannot appear in a SAVE or DATA statement and it cannot be declared with a SAVE attribute nor be initially defined by an initialization.

The SAVE attribute must not be specified for:

- An object that is in a common block
- A procedure
- A dummy argument
- An automatic data object
- A function result
- An object with the PARAMETER attribute

The PROTECTED attribute is only allowed for a procedure pointer or named variable that is not in a common block. A pointer object that has the PROTECTED attribute and is accessed by use association must not appear as:

- A pointer object in a NULLIFY statement
- A data pointer object or procedure pointer object in a pointer assignment statement
- An allocate object in an ALLOCATE statement or DEALLOCATE statement
- An actual argument in a reference to a procedure if the associated dummy argument is a pointer with the INTENT(OUT) or INTENT(INOUT) attribute.

The following objects cannot be initialized in a type declaration:

- A dummy argument
- A function result
- An object in a named common block (unless the type declaration is in a block data program unit)
- An object in blank common
- An allocatable variable
- An external name
- An intrinsic name
- An automatic object
- An object that has the AUTOMATIC attribute

If a declaration contains an initialization expression, but no PARAMETER attribute is specified, the object is a variable whose value is initially defined. The object becomes defined with the value determined from the initialization expression according to the rules of intrinsic assignment.

The presence of initialization implies that the name of the object is saved, except for objects in named common blocks or objects with the PARAMETER attribute.

When the entity is an assumed-type object, the following rules apply:

- The entity has no declared type and its dynamic type and type parameters are assumed from its effective argument. An assumed-type object is unlimited polymorphic.
- An assumed-type object must be a dummy variable that does not have the ALLOCATABLE, CODIMENSION, INTENT(OUT), POINTER, or VALUE attribute and is not an explicit-shape array.
- An assumed-type object that is not assumed-shape and not assumed-rank is intended to be passed as the C address of the object. A TYPE(*) explicit-shape array is not permitted because there is insufficient information passed for an assumed-type explicit-shape array that is an actual argument corresponding to an assumed-shape dummy argument to compute element offsets.
• An assumed-type variable name must not appear in a designator or expression except as an actual argument corresponding to a dummy argument that is assumed-type, or as the first argument to any of the following intrinsic or intrinsic module functions: IS_CONTIGUOUS, LBOUND, PRESENT, RANK, SHAPE, SIZE, UBOUND, and C_LOC.

• An assumed-type actual argument that corresponds to an assumed-rank dummy argument must be assumed-shape or assumed-rank.

An object can have more than one attribute. The following table lists the compatible attributes:

### Compatible Attributes

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Compatible with:</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALLOCATABLE</td>
<td>AUTOMATIC, ASYNCHRONOUS, CODIMENSION, DIMENSION ¹, PRIVATE, PROTECTED, PUBLIC,</td>
</tr>
<tr>
<td></td>
<td>SAVE, STATIC, TARGET, VOLATILE</td>
</tr>
<tr>
<td>ASYNCHRONOUS</td>
<td>ALLOCATABLE, AUTOMATIC, BIND, DIMENSION, INTENT, OPTIONAL, POINTER, PROTECTED,</td>
</tr>
<tr>
<td></td>
<td>PUBLIC, SAVE, STATIC, TARGET, VALUE, VOLATILE</td>
</tr>
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</tr>
<tr>
<td></td>
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</tr>
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</tr>
<tr>
<td></td>
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<tr>
<td></td>
<td>VOLATILE</td>
</tr>
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<td></td>
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<td>PUBLIC, SAVE, STATIC, VOLATILE</td>
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### Attribute

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Compatible with:</th>
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<td>VALUE</td>
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<td>VOLATILE</td>
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</tr>
</tbody>
</table>

1With deferred shape

### Example

The following show valid type declaration statements:

```fortran
DOUBLE PRECISION B(6)
INTEGER(KIND=2) I
REAL(KIND=4) X, Y
REAL(4) X, Y
LOGICAL, DIMENSION(10,10) :: ARRAY_A, ARRAY_B
INTEGER, PARAMETER :: SMALLEST = SELECTED_REAL_KIND(6, 70)
REAL(KIND (0.0)) M
COMPLEX(KIND=8) :: D
TYPE(EMPLOYEE) :: MANAGER
REAL, INTRINSIC :: COS
CHARACTER(15) PROMPT
CHARACTER*12, SAVE :: HELLO_MSG
INTEGER COUNT, MATRIX(4,4), SUM
LOGICAL*2 SWITCH
```
REAL :: X = 2.0

TYPE (NUM), POINTER :: FIRST => NULL()

The following shows more examples:

REAL a (10)
LOGICAL, DIMENSION (5, 5) :: mask1, mask2
COMPLEX :: cube_root = (-0.5, 0.867)
INTEGER, PARAMETER :: short = SELECTED_INT_KIND (4)
REAL (KIND (0.0D0)) a1
REAL (KIND = 2) b
COMPLEX (KIND = KIND (0.0D0)) :: c
INTEGER (short) k ! Range at least -9999 to 9999
TYPE (member) :: george

See Also
TYPE Statement (Derived Types)
CLASS
CHARACTER
COMPLEX Statement
DOUBLE COMPLEX
DOUBLE PRECISION
INTEGER Statement
LOGICAL Statement
REAL Statement
IMPLICIT
RECORD
STRUCTURE and END STRUCTURE

TYPE Statement (Derived Types)

Statement: Declares a variable to be of derived type. It specifies the name of the user-defined type and the types of its components.

Syntax

TYPE [,[attr-list] :: ] name [(type-param-name-list)]

[type-param-def-stmts]

PRIVATE statement or SEQUENCE statement]. . .

[component-definition]. . .

[type-bound-procedure-part]

END TYPE [name]

attr-list

Is one of the following:

- access-spec
  - Is the PUBLIC or PRIVATE attribute. The attribute can only be specified if the derived-type definition is in the specification part of a module.
- BIND(C)
- EXTENDS (parent-type-name)
  - where parent-type-name is the name of a previously defined extensible type.
- ABSTRACT
The same `attr` must not appear more than once in any given derived-type statement.

If the type definition contains or inherits a deferred binding, `ABSTRACT` must appear.

The `EXTENDS` and `ABSTRACT` attributes apply to type extension and extended types. If `ABSTRACT` is specified, the type is an abstract type and it must be extensible.

A derived type that does not have the `SEQUENCE` or `BIND(C)` attribute is extensible. Conversely, a derived type that has the `SEQUENCE` or `BIND(C)` attribute is not extensible.

`name` is the name of the derived data type. It must not be the same as the name of any intrinsic type, or the same as the name of a derived type that can be accessed from a module.

`type-param-name-list` is a list of type parameter names separated by commas. For more information, see Parameterized Derived-Type Declarations.

`type-param-def-stmts` is one or more INTEGER declarations of the type parameters named in the `type-param-name-list`. For more information, see Parameterized Derived-Type Declarations.

`component-definition` is one or more type declaration statements or procedure pointer statements defining the component of derived type.

The first component definition can be preceded by an optional `PRIVATE` or `SEQUENCE` statement. (Only one `PRIVATE` or `SEQUENCE` statement can appear in a given derived-type definition.)

If `SEQUENCE` is present, all derived types specified in component definitions must be sequence types.

Procedure pointer component definitions are described in Procedure Pointers as Derived-Type Components.

The syntax for a type declaration component definition is described below.

`type-bound-procedure-part` is a `CONTAINS` statement, optionally followed by a `PRIVATE` statement, and one or more procedure binding statements (specific, generic, or final). For more information, see Type-Bound Procedures.

A type declaration component definition takes the following form:

```
  type[ [, attr] :: ] component[( a-spec)] [[ coarray-spec ]] [ *char-len] [ init-ex]
```

`type` is a type specifier. It can be an intrinsic type or a previously defined derived type.

If the `POINTER` attribute follows this specifier, the type can also be any accessible derived type, including the type being defined.

`attr` is at most one of the following:

- An optional `POINTER` attribute for a pointer component
- An optional `ALLOCATABLE` attribute for a scalar component
- An optional `DIMENSION` or `ALLOCATABLE` attribute for an array component

You cannot specify both the or `ALLOCATABLE` and `POINTER` attribute.
- An optional access specifier, PUBLIC or PRIVATE
- An optional CODIMENSION [coarray-spec] to specify a coarray
- An optional CONTIGUOUS attribute if the object is contiguous

Each attribute can only appear once in a given component definition.

If neither the POINTER nor the ALLOCATABLE attribute is specified, type must specify an intrinsic type or a previously defined derived type.

If the POINTER or ALLOCATABLE attribute is specified, each component array specification \( a\text{-spec} \) must be a deferred shape specification (d-spec).

If a coarray-spec appears, it must be a deferred specification list consisting of one or more colons (:), the component must have the ALLOCATABLE attribute, and the component must not be of type C_PTR or C_FUNPTR.

A data component whose type has a coarray ultimate component must be a nonpointer nonallocatable scalar and must not be a coarray.

If neither the POINTER nor the ALLOCATABLE attribute is specified, each \( a\text{-spec} \) must be an explicit-shape specification.

If the CONTIGUOUS attribute is specified, the component must be an array with the POINTER attribute.

\textbf{component} \quad \text{Is the name of the component being defined.}

\textbf{a-spec} \quad \text{Is an optional array specification, enclosed in parentheses. If POINTER or ALLOCATABLE is specified, the array is deferred shape; otherwise, it is explicit shape. In an explicit-shape specification, each bound must be a constant scalar integer expression.}

If \textit{component} is an array and the array bounds are not specified here, they must be specified following the DIMENSION attribute.

\textbf{coarray-spec} \quad \text{Is a deferred-coshape specification. The left bracket and right bracket are required.}

\textbf{char-len} \quad \text{Is an optional scalar integer literal constant; it must be preceded by an asterisk (*). This parameter can only be specified if the component is of type CHARACTER.}

\textbf{init-ex} \quad \text{Is an initialization expression, or for pointer components, \( \Rightarrow \text{NULL( ).} \)}

If \textit{init-ex} is specified, a double colon must appear in the component definition. The equals assignment symbol (=) can only be specified for nonpointer components.

The initialization expression is evaluated in the scoping unit of the type definition.

\textbf{Description}

If a name is specified following the END TYPE statement, it must be the same name that follows TYPE in the derived type statement.

A derived type can be defined only once in a scoping unit. If the same derived-type name appears in a derived-type definition in another scoping unit, it is treated independently.

A component name has the scope of the derived-type definition only. Therefore, the same name can be used in another derived-type definition in the same scoping unit.
The default accessibility attribute for a module is PUBLIC unless it has been changed by a PRIVATE statement.

The PRIVATE keyword can only be specified if the derived-type definition is in the specification part of a module.

If a type definition is PRIVATE, the type name and the structure constructor for the type are accessible only within the module containing the definition.

Two data entities have the same type if they are both declared to be of the same derived type; the derived-type definition can be accessed from a module or a host scoping unit.

If EXTENDS appears and the type being defined has a coarray ultimate component, its parent type must have a coarray ultimate component.

Data entities in different scoping units also have the same type if the following is true:

- They are declared with reference to different derived-type definitions that specify the same type name.
- All have the SEQUENCE property.
- All have the BIND attribute.
- They have no components with PRIVATE accessibility.
- They have type parameters and components that agree in order, name, and attributes.

Otherwise, they are of different derived types.

A data component is a coarray if the component declaration contains a coarray specification. If the component declaration contains a coarray specification, it specifies the corank.

If BIND (C) is specified, the following rules apply:

- The derived type cannot be a SEQUENCE type.
- The derived type must not have type parameters.
- The derived type must not have the EXTENDS attribute.
- The derived type must not have a type-bound-procedure-part.
- Each component of the derived type must be a nonpointer, nonallocatable data component with interoperable type and type parameters.

Example

```fortran
! DERIVED.F90
! Define a derived-type structure, type variables, and assign values

TYPE member
  INTEGER age
  CHARACTER (LEN = 20) name
END TYPE member

TYPE (member) :: george
TYPE (member) :: ernie

george = member( 33, 'George Brown' )
ernie%age = 56
ernie%name = 'Ernie Brown'

WRITE (*,*) george
WRITE (*,*) ernie
END
```

The following shows another example of a derived type:

```fortran
TYPE mem_name
  SEQUENCE
  CHARACTER (LEN = 20) lastn
END TYPE
```
In the following example, \( a \) and \( b \) are both variable arrays of derived type \texttt{pair}:\
\begin{verbatim}
TYPE (pair)
  INTEGER i, j
END TYPE
TYPE (pair), DIMENSION (2, 2) :: a, b(3)
\end{verbatim}

The following example shows how you can use derived-type objects as components of other derived-type objects:

\begin{verbatim}
TYPE employee_name
  CHARACTER(25) last_name
  CHARACTER(15) first_name
END TYPE
TYPE employee_addr
  CHARACTER(20) street_name
  INTEGER(2) street_number
  INTEGER(2) apt_number
  CHARACTER(20) city
  CHARACTER(2) state
  INTEGER(4) zip
END TYPE
\end{verbatim}

Objects of these derived types can then be used within a third derived-type specification, such as:

\begin{verbatim}
TYPE employee_data
  TYPE (employee_name) :: name
  TYPE (employee_addr) :: addr
  INTEGER(4) telephone
  INTEGER(2) date_of_birth
  INTEGER(2) date_of_hire
  INTEGER(2) social_security(3)
  LOGICAL(2) married
  INTEGER(2) dependents
END TYPE
\end{verbatim}

Coarrays are a Fortran 2008 feature. The following example shows a derived-type definition with a coarray component:

\begin{verbatim}
TYPE NEW_TYPE
  REAL,ALLOCATABLE,CODIMENSION[:,:,::] :: NEW(:,,:,:)
END TYPE NEW_TYPE
\end{verbatim}

An object of type \texttt{NEW_TYPE} must be a scalar and it cannot be a pointer, allocatable, or a coarray.

The following example shows a derived-type definition containing a \texttt{coarray-spec}:

\begin{verbatim}
type t
  integer :: k
  real, allocatable :: x (::)[::]
end type t
\end{verbatim}

\textbf{See Also}

Type Declarations
Procedure Pointers
Type-Bound Procedures
Passed-Object Dummy Arguments
Type Extension
Procedure Pointers as Derived-Type Components
DIMENSION
PRIVATE Statement
PUBLIC
RECORD
SEQUENCE
STRUCTURE and END STRUCTURE
Derived Data Types
Default Initialization
Structure Components
Structure Components

UBOUND

Inquiry Intrinsic Function (Generic): Returns the upper bounds for all dimensions of an array, or the upper bound for a specified dimension.

Syntax

\[
result = \text{UBOUND}(\text{array}[, \text{dim}] [, \text{kind}])
\]

array

(Input) Must be an array; it can be assumed-rank. It may be of any data type. It must not be an allocatable array that is not allocated, or a disassociated pointer. It can be an assumed-size array if \text{dim} is present with a value less than the rank of \text{array}.

dim

(Input; optional) Must be a scalar integer with a value in the range 1 to \(n\), where \(n\) is the rank of \text{array}.

kind

(Input; optional) Must be a scalar integer initialization expression.

Results

The result type is integer. If \text{kind} is present, the kind parameter of the result is that specified by \text{kind}; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The following rule applies if \text{array} is not assumed-rank:

- If \text{dim} is present, the result is a scalar. Otherwise, the result is a rank-one array with one element for each dimension of \text{array}. Each element in the result corresponds to a dimension of \text{array}.

The following rules apply if \text{array} is assumed-rank:

- If \text{dim} is present and \text{array} is assumed-rank, the value of the result is as if \text{array} were a whole array, with the extent of the final dimension of \text{array} when \text{array} is associated with an assumed-size array being considered to be \(-1\) (that is, LBOUND (ARRAY, RANK (ARRAY), KIND) - 2).
- If UBOUND is invoked for an assumed-rank object that is associated with a scalar and \text{dim} is absent, the result is a zero-sized array. UBOUND cannot be invoked for an assumed-rank object that is associated with a scalar if \text{dim} is present because the rank of a scalar is zero and \text{dim} must be \(>= 1\).

If \text{array} is an array section or an array expression that is not a whole array or array structure component, UBOUND\((array, dim)\) has a value equal to the number of elements in the given dimension.
If array is a whole array or array structure component, UBOUND(array, dim) has a value equal to the upper bound for subscript dim of array (if dim is nonzero). If dim has size zero, the corresponding element of the result has the value zero.

The setting of compiler options specifying integer size can affect this function.

Example

Consider the following:

```plaintext
REAL ARRAY_A (1:3, 5:8)
REAL ARRAY_B (2:8, -3:20)
```

UBOUND (ARRAY_A) is (3, 8). UBOUND (ARRAY_A, DIM=2) is 8.

UBOUND (ARRAY_B) is (8, 20). UBOUND (ARRAY_B (5:8, :)) is (4, 24) because the number of elements is significant for array section arguments.

The following shows another example:

```plaintext
REAL ar1(2:3, 4:5, -1:14), vec1(35)
INTEGER res1(3), res2, res3(1)
res1 = UBOUND (ar1)          ! returns [3, 5, 14]
res2 = UBOUND (ar1, DIM= 3)  ! returns 14
res3 = UBOUND (vec1)         ! returns [35]
END
```

See Also

LBOUND

UCOBOUND

Inquiry Intrinsic Function (Generic): Returns the upper cobounds of a coarray.

Syntax

```plaintext
result = UCOBOUND (coarray [,dim [, kind]])
```

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>coarray</td>
<td>(Input) Must be a coarray; it can be of any type. It can be a scalar or an array. If it is allocatable, it must be allocated.</td>
</tr>
<tr>
<td>dim</td>
<td>(Input; optional) Must be an integer scalar with a value in the range 1 &lt;= dim &lt;= n, where n is the corank of coarray. The corresponding actual argument must not be an optional dummy argument.</td>
</tr>
<tr>
<td>kind</td>
<td>(Input; optional) Must be a scalar integer constant expression.</td>
</tr>
</tbody>
</table>

Results

The result type is integer. If kind is present, the kind parameter is that specified by kind; otherwise, the kind parameter is that of default integer type. The result is scalar if dim is present; otherwise, the result is an array of rank one and size n, where n is the corank of coarray.

The result depends on whether dim is specified:

- If dim is specified, UCOBOUND (COARRAY, DIM) has a value equal to the upper cobound for cosubscript dim of coarray.
- If dim is not specified, UCOBOUND (COARRAY) has a value whose ith element is equal to UCOBOUND (COARRAY, i), for i = 1, 2, . . . , n, where n is the corank of coarray.

Example

If A is allocated by the statement ALLOCATE (A [2:3, 7:*]), then LCOBOUND (A) is [2, 7] and LCOBOUND (A, DIM=2) is 7.
If NUM_Images( ) has the value 30, and coarray B is allocated by the statement `ALLOCATE (B[2:3, 0:7, *])`, then `UCOBOUND (B)` is [3, 7, 2] and `UCOBOUND (B, DIM=2)` is 7. Note that the cosubscripts [3, 7, 2] do not correspond to an actual image.

**UNDEFINE**

*Statement:* Removes a defined symbol.

**See Also**

See DEFINE and UNDEFINE.

**UNION and END UNION**

*Statements:* Define a data area that can be shared intermittently during program execution by one or more fields or groups of fields. A union declaration must be within a structure declaration.

**Syntax**

Each unique field or group of fields is defined by a separate map declaration.

**UNION**

```
UNION
    map-declaration
    map-declaration
    [map-declaration]
    ...
    [map-declaration]
END UNION
```

**map-declaration** Takes the following form:

```
MAP
    field-declaration
    [field-declaration]
    ...
    [field-declaration]
END MAP
```

**field-declaration** Is a structure declaration or RECORD statement contained within a union declaration, a union declaration contained within a union declaration, or the declaration of a data field (having a data type) within a union. It can be of any intrinsic or derived type.

As with normal Fortran type declarations, data can be initialized in field declaration statements in union declarations. However, if fields within multiple map declarations in a single union are initialized, the data declarations are initialized in the order in which the statements appear. As a result, only the final initialization takes effect and all of the preceding initializations are overwritten.

The size of the shared area established for a union declaration is the size of the largest map defined for that union. The size of a map is the sum of the sizes of the fields declared within it.
Manipulating data by using union declarations is similar to using EQUIVALENCE statements. The difference is that data entities specified within EQUIVALENCE statements are concurrently associated with a common storage location and the data residing there; with union declarations you can use one discrete storage location to alternately contain a variety of fields (arrays or variables).

With union declarations, only one map declaration within a union declaration can be associated at any point in time with the storage location that they share. Whenever a field within another map declaration in the same union declaration is referenced in your program, the fields in the prior map declaration become undefined and are succeeded by the fields in the map declaration containing the newly referenced field.

Example

In the following example, the structure WORDS_LONG is defined. This structure contains a union declaration defining two map fields. The first map field consists of three INTEGER*2 variables (WORD_0, WORD_1, and WORD_2), and the second, an INTEGER*4 variable, LONG:

```
STRUCTURE /WORDS_LONG/
  UNION
    MAP
      INTEGER*2  WORD_0, WORD_1, WORD_2
    END MAP
    MAP
      INTEGER*4  LONG
    END MAP
  END UNION
END STRUCTURE
```

The length of any record with the structure WORDS_LONG is 6 bytes. The following figure shows the memory mapping of any record with the structure WORDS_LONG:

**Memory Map of Structure WORDS_LONG**

In the following example, note how the first 40 characters in the string2 array are overlayed on 4-byte integers, while the remaining 20 are overlayed on 2-byte integers:

```
UNION
  MAP
    CHARACTER*20 string1, CHARACTER*10 string2(6)
  END MAP
  MAP
    INTEGER*2  number(10), INTEGER*4  var(10), INTEGER*2
    +      datum(10)
  END MAP
END UNION
```
See Also
STRUCTURE and END STRUCTURE
Record Structures

UNLINK

Portability Function: Deletes the file given by path.

Module
USE IFPORT

Syntax
result = UNLINK (name)

name (Input) Character*(*) Path of the file to delete. The path can use forward (/) or backward (\) slashes as path separators and can contain drive letters.

Results
The result type is INTEGER(4). The result is zero if successful; otherwise, an error code. Errors can be one of the following:

• ENOENT: The specified file could not be found.
• EACCES: The specified file is read-only.

You must have adequate permission to delete the specified file.

On Windows systems, you will get the EACCES error if the file has been opened by any process.

Example
USE IFPORT
INTEGER(4) ISTATUS
CHARACTER*20 dirName
READ *, dirName
ISTATUS = UNLINK (dirName)
IF (ISTATUS) then
   print *, 'Error ', ISTATUS
END IF
END

See Also
SYSTEM
DELDIRQQ

UNPACK

Transformational Intrinsic Function (Generic):
Takes elements from a rank-one array and unpacks them into another (possibly larger) array under the control of a mask.

Syntax
result = UNPACK (vector, mask, field)

vector (Input) Must be a rank-one array. It may be of any data type. Its size must be at least $t$, where $t$ is the number of true elements in mask.
mask (Input) Must be a logical array. It determines where elements of vector are placed when they are unpacked.

field (Input) Must be of the same type and type parameters as vector and conformable with mask. Elements in field are inserted into the result array when the corresponding mask element has the value false.

Results
The result is an array with the same shape as mask, and the same type and type parameters as vector.

Elements in the result array are filled in array element order. If element i of mask is true, the corresponding element of the result is filled by the next element in vector. Otherwise, it is filled by field (if field is scalar) or the ith element of field (if field is an array).

Example
N is the array

\[
\begin{bmatrix}
0 & 0 & 1 \\
1 & 0 & 1 \\
1 & 0 & 0 \\
\end{bmatrix}
\]

P is the array (2, 3, 4, 5), and Q is the array

\[
\begin{bmatrix}
T & F & F \\
F & T & F \\
T & T & F \\
\end{bmatrix}
\]

UNPACK (P, MASK=Q, FIELD=N) produces the result

\[
\begin{bmatrix}
2 & 0 & 1 \\
1 & 4 & 1 \\
3 & 5 & 0 \\
\end{bmatrix}
\]

UNPACK (P, MASK=Q, FIELD=1) produces the result

\[
\begin{bmatrix}
2 & 1 & 1 \\
1 & 4 & 1 \\
3 & 5 & 1 \\
\end{bmatrix}
\]

The following shows another example:

LOGICAL mask (2, 3)
INTEGER vector(3) /1, 2, 3/, AR1(2, 3)
mask = RESHAPE((/.TRUE.,.FALSE.,.FALSE.,.TRUE.,.FALSE.,.FALSE.,.TRUE.,.FALSE.,), (/2, 3/))
! vector = [1 2 3] and mask = T F T
! F T F
AR1 = UNPACK(vector, mask, 8) ! returns 1 8 3
! 8 2 8

See Also
PACK Function
RESHAPE
SHAPE

UNPACKTIMEQQ
Portability Subroutine: Unpacks a packed time and date value into its component parts.
Module
USE IFPORT

Syntax
CALL UNPACKTIMEQQ (timedate, iyr, imon, iday, ihr, imin, isec)

timedate (Input) INTEGER(4). Packed time and date information.
iyr (Output) INTEGER(2). Year (xxxxAD).
imon (Output) INTEGER(2). Month (1 - 12).
iday (Output) INTEGER(2). Day (1 - 31).
ihr (Output) INTEGER(2). Hour (0 - 23).
imin (Output) INTEGER(2). Minute (0 - 59).
isec (Output) INTEGER(2). Second (0 - 59).

GETFILEINFOQQ returns time and date in a packed format. You can use UNPACKTIMEQQ to unpack these values.
The output values reflect the time zone set on the local computer and the daylight savings rules for that time zone.
Use PACKTIMEQQ to repack times for passing to SETFILETIMEQQ. Packed times can be compared using relational operators.

Example
USE IFPORT
CHARACTER(80) file
TYPE (FILE$INFO) info
INTEGER(4) handle, result
INTEGER(2) iyr, imon, iday, ihr, imin, isec

file = 'd:\f90ps\bin\t???.*' handle = FILE$FIRST
result = GETFILEINFOQQ(file, info, handle)
CALL UNPACKTIMEQQ(info%lastwrite, iyr, imon, &
 iday, ihr, imin, isec)
WRITE(*,*) iyr, imon, iday
WRITE(*,*) ihr, imin, isec
END

See Also
PACKTIMEQQ
GETFILEINFOQQ

UNREGISTERMOUSEEVENT (W*S)
QuickWin Function: Removes the callback routine registered for a specified window by an earlier call to REGISTERMOUSEEVENT.

Module
USE IFQWIN
Syntax

result = UNREGISTERMOUSEEVENT (unit, mouseevents)

unit (Input) INTEGER(4) on IA-32 architecture; INTEGER(8) on Intel® 64 architecture. Unit number of the window whose callback routine on mouse events is to be unregistered.

mouseevents (Input) INTEGER(4). One or more mouse events handled by the callback routine to be unregistered. Symbolic constants (defined in IFQWIN.F90) for the possible mouse events are:

- MOUSE$LBUTTONDOWN - Left mouse button down
- MOUSE$LBUTTONUP - Left mouse button up
- MOUSE$LBUTTONDBLCLK - Left mouse button double-click
- MOUSE$RBUTTONDOWN - Right mouse button down
- MOUSE$RBUTTONUP - Right mouse button up
- MOUSE$RBUTTONDBLCLK - Right mouse button double-click
- MOUSE$MOVE - Mouse moved

Results

The result type is INTEGER(4). The result is zero or a positive integer if successful; otherwise, a negative integer that can be one of the following:

- MOUSE$BADUNIT - The unit specified is not open, or is not associated with a QuickWin window.
- MOUSE$BADEVENT - The event specified is not supported.

Once you call UNREGISTERMOUSEEVENT, QuickWin no longer calls the callback routine specified earlier for the window when mouse events occur. Calling UNREGISTERMOUSEEVENT when no callback routine is registered for the window has no effect.

See Also

REGISTERMOUSEEVENT (W*S)
WAITONMOUSEEVENT (W*S)

UNROLL and NOUNROLL

General Compiler Directive: Tells the compiler's optimizer how many times to unroll a DO loop or disables the unrolling of a DO loop. These directives can only be applied to iterative DO loops.

Syntax

!DIR$ UNROLL [(n)] -or- !DIR$ UNROLL [=n]

!DIR$ NOUNROLL

n Is an integer constant. The range of n is 0 through 255.

If n is specified, the optimizer unrolls the loop n times. If n is omitted, or if it is outside the allowed range, the optimizer picks the number of times to unroll the loop.

The UNROLL directive overrides any setting of loop unrolling from the command line.

To use these directives, compiler option O2 or O3 must be set.
Example

```fortran
!DIR$ UNROLL
   do i =1, m
      b(i) = a(i) + 1
      d(i) = c(i) + 1
   enddo
```

The following shows another example:

```fortran
!DIR$ UNROLL= 4
   do i =1, m
      b(i) = a(c(i)) + 1
   enddo
```

See Also

General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements

**UNROLL_AND_JAM and NOUNROLL_AND_JAM**

**General Compiler Directive:** Hints to the compiler to enable or disable loop unrolling and jamming. These directives can only be applied to iterative DO loops.

**Syntax**

```fortran
!DIR$ UNROLL_AND_JAM [(n)] -or- !DIR$ UNROLL_AND_JAM [=n]

!DIR$ NOUNROLL_AND_JAM
```

\( n \)

Is an integer constant. The range of \( n \) is 0 through 255.

The UNROLL_AND_JAM directive partially unrolls one or more loops higher in the nest than the innermost loop and fuses (jams) the resulting loops back together. This transformation allows more reuses in the loop.

This directive is not effective on innermost loops. You must ensure that the immediately following loop is not the innermost loop after compiler-initiated interchanges are completed.

Specifying this directive is a hint to the compiler that the unroll and jam sequence is legal and profitable. The compiler will enable this transformation whenever possible.

The UNROLL_AND_JAM directive must precede the DO statement for each DO loop it affects. If \( n \) is specified, the optimizer unrolls the loop \( n \) times. If \( n \) is omitted or if it is outside the allowed range, the optimizer chooses the number of times to unroll the loop. The compiler generates correct code by comparing \( n \) and the loop count.

This directive is supported only when compiler option `O3` is set. The UNROLL_AND_JAM directive overrides any setting of loop unrolling from the command line.

When unrolling a loop increases register pressure and code size, it may be necessary to prevent unrolling of a nested or imperfect nested loop. In such cases, use the NOUNROLL_AND_JAM directive, which hints to the compiler not to unroll a specified loop.

Example

```fortran
integer a(10,10), b(10,10), c(10,10), d(10,10)
integer i, j, k

!dir$ unroll_and_jam = 6
```
do i=1,10
   !dir$ unroll_and_jam (6)
   do j=1,10
      do k=1,10
         a (j, i) = a (j, i) + b (k, i) *c (k, j)
      end do  ! k
   end do  ! j
end do                  ! i
end

See Also
General Compiler Directives
Syntax Rules for Compiler Directives
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements

USE Statement: Gives a program unit accessibility to public entities in a module.

Syntax
USE [ [, mod-nature] :: ] name [ , rename-list ]
USE [ [, mod-nature] :: ] name, ONLY : [ only-list ]

mod-nature Is INTRINSIC or NON_INTRINSIC. If INTRINSIC is used, name must be the name of an intrinsic module. If NON_INTRINSIC is used, name must be the name of a nonintrinsic module. If mod-nature is not specified, name must be the name of an intrinsic or nonintrinsic module. If both are provided, the nonintrinsic module is used. It is an error to specify a user module and an intrinsic module of the same name in the same program unit (see Examples).

name Is the name of the module.

rename-list Is one or more items, separated by commas, having the following form:
local-name => mod-name

local-name Is the name of the entity in the program unit using the module or is "OPERATOR (op-name)", where op-name is the name of a defined operator in the program unit using the module.

mod-name Is the name of a public entity in the module or is "OPERATOR (op-name)", where op-name is the name of a public entity in the module.

only-list Is one or more items, separated by commas, where each item is the name of a public entity in the module or a generic identifier (a generic name, a defined operator specified as "OPERATOR (op-name)", or defined assignment).

An entity in the only-list can also take the form:
Description

If the USE statement is specified without the ONLY option, the program unit has access to all public entities in the named module.

If the USE statement is specified with the ONLY option, the program unit has access to only those entities following the option.

If more than one USE statement for a given module appears in a scoping unit, the following rules apply:

- If one USE statement does not have the ONLY option, all public entities in the module are accessible, and any rename-lists and only-lists are interpreted as a single, concatenated rename-list.
- If all the USE statements have ONLY options, all the only-lists are interpreted as a single, concatenated only-list. Only those entities named in one or more of the only-lists are accessible.

If two or more generic interfaces that are accessible in a scoping unit have the same name, the same operator, or are both assignments, they are interpreted as a single generic interface. Otherwise, multiple accessible entities can have the same name only if no reference to the name is made in the scoping unit.

The local names of entities made accessible by a USE statement must not be respecified with any attribute other than PUBLIC or PRIVATE. The local names can appear in namelist group lists, but not in a COMMON or EQUIVALENCE statement.

Example

The following shows examples of the USE statement:

```fortran
MODULE MOD_A
   INTEGER :: B, C
   REAL E(25,5), D(100)
END MODULE MOD_A
...
SUBROUTINE SUB_Y
   USE MOD_A, DX => D, EX => E   ! Array D has been renamed DX and array E
      ...                        ! has been renamed EX. Scalar variables B
   END SUBROUTINE SUB_Y         ! and C are also available to this
      ...                      ! subroutine (using their module names).
SUBROUTINE SUB_Z
   USE MOD_A, ONLY: B, C       ! Only scalar variables B and C are
      ...                     ! available to this subroutine
END SUBROUTINE SUB_Z
...
```

You must not specify a user module and an intrinsic module of the same name in the same program unit. For example, if you specify a user module named ISO_FORTRAN_ENV, then it is illegal to specify the following in the same program unit:

```fortran
USE :: ISO_FORTRAN_ENV
USE, INTRINSIC :: ISO_FORTRAN_ENV
```

The following example shows a module containing common blocks:

```fortran
MODULE COLORS
   COMMON /BLOCKA/ C, D(15)
   COMMON /BLOCKB/ E, F
   ... 
END MODULE COLORS
...
FUNCTION HUE(A, B)
   USE COLORS
   ... 
END FUNCTION HUE
```
The USE statement makes all of the variables in the common blocks in module COLORS available to the function HUE.

To provide data abstraction, a user-defined data type and operations to be performed on values of this type can be packaged together in a module. The following example shows such a module:

```fortran
MODULE CALCULATION
  TYPE ITEM
    REAL :: X, Y
  END TYPE ITEM

  INTERFACE OPERATOR (+)
    MODULE PROCEDURE ITEM_CALC
  END INTERFACE

  CONTAINS
    FUNCTION ITEM_CALC (A1, A2)
      TYPE(ITEM) A1, A2, ITEM_CALC
      ...
    END FUNCTION ITEM_CALC
    ...
  END MODULE CALCULATION

PROGRAM TOTALS
USE CALCULATION
TYPE(ITEM) X, Y, Z
...
X = Y + Z
...
END
```

The USE statement allows program TOTALS access to both the type ITEM and the extended intrinsic operator + to perform calculations.

The following shows another example:

```fortran
! Module containing original type declarations
MODULE geometry
  type square
    real side
    integer border
  end type
  type circle
    real radius
    integer border
  end type
END MODULE

! Program renames module types for local use.
PROGRAM test
USE GEOMETRY, LSQUARE=>SQUARE, LCIRCLE=>CIRCLE
! Now use these types in declarations
type (LSQUARE) s1, s2
type (LCIRCLE) c1, c2, c3
```

The following shows a defined operator in a USE statement:

```fortran
USE mymod, OPERATOR(.localop.) => OPERATOR(.moduleop.)
```

Entities in modules can be accessed either through their given name, or through aliases declared in the USE statement of the main program unit. For example:

```fortran
USE MODULE_LIB, XTABS => CROSSTABS
```
This statement accesses the routine called CROSSTABS in MODULE_LIB by the name XTABS. This way, if two modules have routines called CROSSTABS, one program can use them both simultaneously by assigning a local name in its USE statement.

When a program or subprogram renames a module entity, the local name (XTABS, in the preceding example) is accessible throughout the scope of the program unit that names it.

The ONLY option also allows public variables to be renamed. Consider the following:

```
USE MODULE_A, ONLY: VARIABLE_A => VAR_A
```

In this case, the host program accesses only VAR_A from module A, and refers to it by the name VARIABLE_A.

Consider the following example:

```fortran
MODULE FOO
  integer foos_integer
PRIVATE
  integer foos_my_integer
END MODULE FOO
```

PRIVATE, in this case, makes the PRIVATE attribute the default for the entire module FOO. To make foos_integer accessible to other program units, add the line:

```
PUBLIC :: foos_integer
```

Alternatively, to make only foos_my_integer inaccessible outside the module, rewrite the module as follows:

```fortran
MODULE FOO
  integer foos_integer
  integer, private::foos_my_integer
END MODULE FOO
```

### See Also
Program Units and Procedures Overview

**%VAL**

**Built-in Function:** Changes the form of an actual argument. Passes the argument as an immediate value.

#### Syntax

```
%VAL (a)
```

- **a** (Input) An expression, record name, procedure name, array, character array section, or array element.

#### Description

The argument is passed as follows:

- On IA-32 architecture, as a 32-bit immediate value. If the argument is integer (or logical) and shorter than 32 bits, it is sign-extended to a 32-bit value. For complex data types, %VAL passes two 32-bit arguments.
- On Intel® 64 architecture, as a 64-bit immediate value. If the argument is integer (or logical) and shorter than 64 bits, it is sign-extended to a 64-bit value. For complex data types, %VAL passes two 64-bit arguments.

You must specify %VAL in the actual argument list of a CALL statement or function reference. You cannot use it in any other context.

The following tables list the Intel® Fortran defaults for argument passing, and the allowed uses of %VAL:
Expressions

<table>
<thead>
<tr>
<th>Actual Argument Data Type</th>
<th>Default</th>
<th>%VAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Logical</td>
<td>REF</td>
<td>Yes¹</td>
</tr>
<tr>
<td>Integer</td>
<td>REF</td>
<td>Yes¹</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>REAL(16)</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>COMPLEX(4)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>COMPLEX(8)</td>
<td>REF</td>
<td>Yes</td>
</tr>
<tr>
<td>COMPLEX(16)</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Character</td>
<td>See table note ²</td>
<td>No</td>
</tr>
<tr>
<td>Hollerith</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Aggregate³</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Derived</td>
<td>REF</td>
<td>No</td>
</tr>
</tbody>
</table>

Array Name

<table>
<thead>
<tr>
<th>Actual Argument Data Type</th>
<th>Default</th>
<th>%VAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Numeric</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Character</td>
<td>See table note ²</td>
<td>No</td>
</tr>
<tr>
<td>Aggregate³</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Derived</td>
<td>REF</td>
<td>No</td>
</tr>
</tbody>
</table>

Procedure Name

<table>
<thead>
<tr>
<th>Actual Argument Data Type</th>
<th>Default</th>
<th>%VAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Numeric</td>
<td>REF</td>
<td>No</td>
</tr>
<tr>
<td>Character</td>
<td>See table note ²</td>
<td>No</td>
</tr>
</tbody>
</table>

¹ If a logical or integer value occupies less than 64 bits of storage on Intel® 64 architecture, or 32 bits of storage on IA-32 architecture, it is converted to the correct size by sign extension. Use the ZEXT intrinsic function if zero extension is desired.

² A character argument is passed by address and hidden length.

³ In Intel® Fortran record structures

The %VAL and %REF functions override related !DIR$ ATTRIBUTE settings.

Example

```fortran
CALL SUB(2, %VAL(2))
```

Constant 2 is passed by reference. The second constant 2 is passed by immediate value.

See Also
CALL
CALL
CALL

VALUE
Statement and Attribute: Specifies a type of argument association for a dummy argument.

Syntax
The VALUE attribute can be specified in a type declaration statement or a VALUE statement, and takes one of the following forms:

Type Declaration Statement:

```
type, [att-ls, ] VALUE [, att-ls] :: arg [, arg] ...
```

Statement:

```
VALUE [::] arg [, arg]...
```

type Is a data type specifier.

att-ls Is an optional list of attribute specifiers.

arg Is the name of a dummy argument.

Description
The VALUE attribute can be used in INTERFACE body or in a procedure. It can only be specified for dummy arguments. It cannot be specified for a dummy procedure.

An entity with the VALUE attribute must be a dummy data object that is not an assumed-size array or a coarray, and does not have a coarray ultimate component.

When this attribute is specified for a present dummy argument, the dummy argument becomes associated with a temporary, definable data object whose initial value is that of the corresponding actual argument. The actual mechanism by which this happens is determined by the compiler. If the procedure also has the BIND(C) attribute, the dummy argument is interoperable with the corresponding formal parameter of the C language prototype, causing the argument to be passed or received by value if C would do so.

When the VALUE attribute is used in a type declaration statement, any length type parameter values must be omitted or they must be specified by initialization expressions.

If the VALUE attribute is specified, you cannot specify a PARAMETER, EXTERNAL, POINTER, ALLOCATABLE, VOLATILE, or INTENT (INOUT or OUT) attribute in the same scoping unit.

You can use option assume nostd_value to tell the compiler to use non-standard semantics for VALUE so that the value of the actual argument is passed to the called procedure, not the address of the actual argument nor the address of a copy of the actual argument.

Example
The following example shows how the VALUE attribute can be applied in a type declaration statement.

```
j = 3
call sub (j)
write (*,*) j ! Writes 3
contains
subroutine sub (i)
integer, value :: I
i = 4
write (*,*) i ! Writes 4
end subroutine sub
end
```

See Also
Type Declarations
Type Declarations
assume compiler option

VECTOR and NOVECTOR

General Compiler Directive: Overrides default heuristics for vectorization of DO loops. It can also affect certain optimizations.

Syntax

!DIR$ VECTOR [clause[,] clause]...

!DIR$ NOVECTOR

clause

Is an optional vectorization or optimizer clause. It can be one or more of the following:

- **ALWAYS [ASSERT]**
  Enables or disables vectorization of a DO loop. The ALWAYS clause overrides efficiency heuristics of the vectorizer, but it only works if the loop can actually be vectorized. If the ASSERT keyword is added, the compiler will generate an error-level assertion message saying that the compiler efficiency heuristics indicate that the loop cannot be vectorized. You should use the IVDEP directive to ignore assumed dependences.

- **ALIGNED | UNALIGNED**
  Specifies that all data is aligned or no data is aligned in a DO loop. These clauses override efficiency heuristics in the optimizer. The clause ALIGNED instructs the compiler to use aligned data movement instructions for all array references. The clause UNALIGNED instructs the compiler to avoid dynamic or static loop peeling transformation as an alignment optimization; the compiler can still use available alignment information. These clauses disable all the advanced alignment optimizations of the compiler, such as determining alignment properties from the program context or using dynamic loop peeling to make references aligned.

  Be careful when using the ALIGNED clause. Instructing the compiler to implement all array references with aligned data movement instructions will cause a runtime exception if some of the access patterns are actually unaligned.

- **TEMPORAL | NONTEMPORAL [(var1 [, var2]...)]**
  var
  Is an optional memory reference in the form of a variable name.

  Controls how the "stores" of register contents to storage are performed (streaming versus non-streaming).

  The TEMPORAL clause directs the compiler to use temporal (that is, non-streaming) stores.

  The NONTEMPORAL clause directs the compiler to use non-temporal (that is, streaming) stores. On Intel® MIC Architecture, the compiler generates clevict (cache-line-evict) instructions after the stores based on the non-temporal directive when the compiler knows that the store addresses are aligned.

  By default, the compiler automatically determines whether a streaming store should be used for each variable.
Streaming stores may cause significant performance improvements over non-streaming stores for large numbers on certain processors. However, the misuse of streaming stores can significantly degrade performance.

- VECREMAINDER | NOVECREMAINDER

Directs the compiler to vectorize (or not to vectorize) the remainder loop when the original loop is vectorized.

If !DIR$ VECTOR ALWAYS is specified, the following occurs:

- If neither the VECREMAINDER or NOVECREMAINDER clause is specified, the compiler overrides efficiency heuristics of the vectorizer and it determines whether the loop can be vectorized.
- If VECREMAINDER is specified, the compiler vectorizes remainder loops when the original main loop is vectorized.
- If NOVECREMAINDER is specified, the compiler does not vectorize the remainder loop when the original main loop is vectorized.

The VECREMAINDER and NOVECREMAINDER directives control vectorization of the DO loop that directly follows the directive.

**CAUTION**
The VECREMAINDER directive should be used with care. Overriding the efficiency heuristics of the compiler should only be done if you are absolutely sure the vectorization will improve performance.

**Example**
The compiler normally does not vectorize DO loops that have a large number of non-unit stride references (compared to the number of unit stride references).

In the following example, vectorization would be disabled by default, but the directive overrides this behavior:

```fortran
!DIR$ VECTOR ALWAYS
  do i = 1, 100, 2
    ! two references with stride 2 follow
    a(i) = b(i)
  enddo
```

There may be cases where you want to explicitly avoid vectorization of a loop; for example, if vectorization would result in a performance regression rather than an improvement. In these cases, you can use the NOVECTOR directive to disable vectorization of the loop.

In the following example, vectorization would be performed by default, but the directive overrides this behavior:

```fortran
!DIR$ NOVECTOR
  do i = 1, 100
    a(i) = b(i) + c(i)
  enddo
```

**See Also**
General Compiler Directives
Syntax Rules for Compiler Directives
IVDEP
Rules for General Directives that Affect DO Loops
Rules for Loop Directives that Affect Array Assignment Statements
**VERIFY**

**Elemental Intrinsic Function (Generic):** Verifies that a set of characters contains all the characters in a string by identifying the first character in the string that is not in the set.

**Syntax**

\[ \text{result} = \text{VERIFY}(\text{string}, \text{set} [, \text{back}] [, \text{kind}]) \]

- **string** (Input) Must be of type character.
- **set** (Input) Must be of type character with the same kind parameter as string.
- **back** (Input; optional) Must be of type logical.
- **kind** (Input; optional) Must be a scalar integer initialization expression.

**Results**

The result type is integer. If kind is present, the kind parameter of the result is that specified by kind; otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

If back is omitted (or is present with the value false) and string has at least one character that is not in set, the value of the result is the position of the leftmost character of string that is not in set.

If back is present with the value true and string has at least one character that is not in set, the value of the result is the position of the rightmost character of string that is not in set.

If each character of string is in set or the length of string is zero, the value of the result is zero.

The setting of compiler options specifying integer size can affect this function.

**Example**

VERIFY ('CDDDC', 'C') has the value 2.
VERIFY ('CDDDC', 'C', BACK=.TRUE.) has the value 4.
VERIFY ('CDDDC', 'CD') has the value zero.

The following shows another example:

```fortran
INTEGER(4) position

position = VERIFY ('banana', 'nbc')  ! returns 2
position = VERIFY ('banana', 'nbc', BACK=.TRUE.)
    ! returns 6
position = VERIFY ('banana', 'nbca') ! returns 0
```

**See Also**

SCAN

**VIRTUAL**

**Statement:** Has the same form and effect as the DIMENSION statement. It is included for compatibility with PDP-11 FORTRAN.

**See Also**

DIMENSION
VOLATILE

Statement and Attribute: Specifies that the value of an object is entirely unpredictable, based on information local to the current program unit. It prevents objects from being optimized during compilation.

Syntax

The VOLATILE attribute can be specified in a type declaration statement or a VOLATILE statement, and takes one of the following forms:

Type Declaration Statement:

type, [att-ls, ] VOLATILE [, att-ls] :: object[, object] ...

Statement:

VOLATILE [::] object[, object] ...

type
Is a data type specifier.

att-ls
Is an optional list of attribute specifiers.

object
Is the name of an object, or the name of a common block enclosed in slashes.

A variable or COMMON block must be declared VOLATILE if it can be read or written in a way that is not visible to the compiler. For example:

• If an operating system feature is used to place a variable in shared memory (so that it can be accessed by other programs), the variable must be declared VOLATILE.
• If a variable is accessed or modified by a routine called by the operating system when an asynchronous event occurs, the variable must be declared VOLATILE.

If an array is declared VOLATILE, each element in the array becomes volatile. If a common block is declared VOLATILE, each variable in the common block becomes volatile.

If an object of derived type is declared VOLATILE, its components become volatile.

If a pointer is declared VOLATILE, the pointer itself becomes volatile.

A VOLATILE statement cannot specify the following:

• A procedure
• A namelist group

The VOLATILE attribute must not be specified for a coarray that is accessed by use or host association. A noncoarray object that has the VOLATILE attribute can be associated with an object that does not have the VOLATILE attribute, including by use or host association.

Example

The following example shows a type declaration statement specifying the VOLATILE attribute:

```
INTEGER, VOLATILE :: D, E
```

The following example shows a VOLATILE statement:

```
PROGRAM TEST
LOGICAL(KIND=1) IPI(4)
INTEGER(KIND=4) A, B, C, D, E, ILOOK
INTEGER(KIND=4) P1, P2, P3, P4
COMMON /BLK1/A, B, C
VOLATILE /BLK1/, D, E
```
EQUIVALENCE (ILOOK, IPI)
EQUIVALENCE (A, P1)
EQUIVALENCE (P1, P4)

The named common block, BLK1, and the variables D and E are volatile. Variables P1 and P4 become volatile because of the direct equivalence of P1 and the indirect equivalence of P4.

See Also
Type Declarations
Type Declarations

WAIT

**Statement:** Performs a wait operation for a specified pending asynchronous data transfer operation. It takes one of the following forms:

**Syntax**

```
```

WAIT io-unit

io-unit

(Input) Is an external unit specifier.

label

(Input) Is the label of the branch target statement that receives control if an error occurs.

id-var

(Input) Is a scalar integer variable that is the identifier of a pending data transfer operation for the specified unit. If it is specified, a wait operation is performed for that pending operation. If it is omitted, wait operations are performed for all pending data transfers for the specified unit.

msg-var

(Output) Is a scalar default character variable that is assigned an explanatory message if an I/O error occurs.

i-var

(Output) Is a scalar integer variable that is defined as a positive integer if an error occurs and zero if no error occurs.

A wait operation completes the processing of a pending data transfer operation. Each wait operation completes only a single data transfer operation, although a single statement may perform multiple wait operations.

The WAIT statement specifiers can appear in any order. An I/O unit must be specified, but the UNIT= keyword is optional if the unit specifier is the first item in the I/O control list.

The EOR= specifier only has effect if the pending data transfer operation is a nonadvancing read. The END= specifier only has effect if the pending data transfer operation is a READ.

Example

The following example shows how the WAIT statement can be applied.

```fortran
program test
  integer, asynchronous, dimension(100) :: array
  open (unit=1, file='asynch.dat', asynchronous='YES', form='unformatted')
  write (1) (i, i=1, 100)
  rewind (1)
  read (1, asynchronous='YES') array
```

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| 2049 |
WAIT(1)
write (*,*) array(1:10)
end

WAITONMOUSEEVENT (W*S)

QuickWin Function: Waits for the specified mouse input from the user.

Module
USE IFQWIN

Syntax
result = WAITONMOUSEEVENT (mouseevents, keystate, x, y)

mouseevents (Input) INTEGER(4). One or more mouse events that must occur before the function returns. Symbolic constants for the possible mouse events are:
- MOUSE$LBUTTONDOWN - Left mouse button down
- MOUSE$LBUTTONUP - Left mouse button up
- MOUSE$LBUTTONDBLCLK - Left mouse button double-click
- MOUSE$RBUTTONDOWN - Right mouse button down
- MOUSE$RBUTTONUP - Right mouse button up
- MOUSE$RBUTTONDBLCLK - Right mouse button double-click
- MOUSE$MOVE - Mouse moved

keystate (Output) INTEGER(4). Bitwise inclusive OR of the state of the mouse during the event. The value returned in keystate can be any or all of the following symbolic constants:
- MOUSE$KS_LBUTTON - Left mouse button down during event
- MOUSE$KS_RBUTTON - Right mouse button down during event
- MOUSE$KS_SHIFT - SHIFTkey held down during event
- MOUSE$KS_CONTROL - CTRLkey held down during event

x (Output) INTEGER(4). X position of the mouse when the event occurred.

y (Output) INTEGER(4). Y position of the mouse when the event occurred.

Results
The result type is INTEGER(4). The result is the symbolic constant associated with the mouse event that occurred if successful. If the function fails, it returns the constant MOUSE$BADEVENT, meaning the event specified is not supported.

WAITONMOUSEEVENT does not return until the specified mouse input is received from the user. While waiting for a mouse event to occur, the status bar changes to read "Mouse input pending in XXX", where XXX is the name of the window. When a mouse event occurs, the status bar returns to its previous value.

A mouse event must happen in the window that had focus when WAITONMOUSEEVENT was initially called. Mouse events in other windows will not end the wait. Mouse events in other windows cause callbacks to be called for the other windows, if callbacks were previously registered for those windows.

For every BUTTONDOWN or BUTTONDBLCLK event there is an associated BUTTONUP event. When the user double clicks, four events happen: BUTTONDOWN and BUTTONUP for the first click, and BUTTONDBLCLK and BUTTONUP for the second click. The difference between getting BUTTONDBLCLK and BUTTONDOWN for the second click depends on whether the second click occurs in the double click interval, set in the system’s CONTROL PANEL/MOUSE.
Example

```fortran
USE IFQWIN
INTEGER(4) mouseevent, keystate, x, y, result
... mouseevent = IOR(MOUSE$RBUTTONDOWN, MOUSE$LBUTTONDOWN)
result = WAITONMOUSEEVENT (mouseevent, keystate, x, y)
!
! Wait until right or left mouse button is clicked, then check the keystate
! with the following:
!
if (IAND(MOUSE$KS_SHIFT, keystate) == MOUSE$KS_SHIFT) &
  & write (*,*) 'Shift key was down'
if (IAND(MOUSE$KS_CONTROL, keystate) == MOUSE$KS_CONTROL) &
  & write (*,*) 'Ctrl key was down'
```

See Also

REGISTERMOUSEEVENT
UNREGISTERMOUSEEVENT

WHERE

**Statement and Construct:** Lets you use masked array assignment, which performs an array operation on selected elements. This kind of assignment applies a logical test to an array on an element-by-element basis.

**Syntax**

**Statement:**

```fortran
WHERE (mask-exp1) assign-stmt
```

**Construct:**

```fortran
[name:]WHERE (mask-exp1)

  [where-body-stmt] ...

[ELSE WHERE(mask-exp2) [name]

  [where-body-stmt] ...

[ELSE WHERE[name]

  [where-body-stmt] ...

END WHERE [name]
```

**mask-exp1, mask-exp2**

Are logical array expressions (called mask expressions).

**assign-stmt**

Is an assignment statement of the form: array variable = array expression.

**name**

Is the name of the WHERE construct.

**where-body-stmt**

Is one of the following:

- An **assign-stmt**
  
The assignment can be a defined assignment only if the routine implementing the defined assignment is elemental.
- A WHERE statement or construct
**Description**

If a construct name is specified in a WHERE statement, the same name must appear in the corresponding END WHERE statement. The same construct name can optionally appear in any ELSE WHERE statement in the construct. (ELSE WHERE cannot specify a different name.)

In each assignment statement, the mask expression, the variable being assigned to, and the expression on the right side, must all be conformable. Also, the assignment statement cannot be a defined assignment.

Only the WHERE statement (or the first line of the WHERE construct) can be labeled as a branch target statement.

The following shows an example using a WHERE statement:

```fortran
INTEGER A, B, C
DIMENSION A(5), B(5), C(5)
DATA A /0,1,1,1,0/
DATA B /10,11,12,13,14/
C = -1
WHERE(A .NE. 0) C = B / A
```

The resulting array C contains: -1,11,12,13, and -1.

The assignment statement is only executed for those elements where the mask is true. Think of the mask expression as being evaluated first into a logical array that has the value true for those elements where A is positive. This array of trues and falses is applied to the arrays A, B and C in the assignment statement. The right side is only evaluated for elements for which the mask is true; assignment on the left side is only performed for those elements for which the mask is true. The elements for which the mask is false do not get assigned a value.

In a WHERE construct, the mask expression is evaluated first and only once. Every assignment statement following the WHERE is executed as if it were a WHERE statement with "mask-expr1" and every assignment statement following the ELSE WHERE is executed as if it were a WHERE statement with ".NOT. mask-expr1". If ELSE WHERE specifies "mask-expr2", it is executed as "(.NOT. mask-expr1) .AND. mask-expr2" during the processing of the ELSE WHERE statement.

You should be careful if the statements have side effects, or modify each other or the mask expression.

The following is an example of the WHERE construct:

```fortran
DIMENSION PRESSURE(1000), TEMP(1000), PRECIPITATION(1000)
WHERE(PRESSURE .GE. 1.0)
  PRESSURE = PRESSURE + 1.0
  TEMP = TEMP - 10.0
ELSEWHERE
  PRECIPITATION = .TRUE.
ENDWHERE
```

The mask is applied to the arguments of functions on the right side of the assignment if they are considered to be elemental functions. Only elemental intrinsics are considered elemental functions. Transformational intrinsics, inquiry intrinsics, and functions or operations defined in the subprogram are considered to be nonelemental functions.

Consider the following example using LOG, an elemental function:

```fortran
WHERE(A .GT. 0)  B = LOG(A)
```

The mask is applied to A, and LOG is executed only for the positive values of A. The result of the LOG is assigned to those elements of B where the mask is true.

Consider the following example using SUM, a nonelemental function:

```fortran
REAL A, B
DIMENSION A(10,10), B(10)
WHERE(B .GT. 0.0)  B = SUM(A, DIM=1)
```
Since SUM is nonelemental, it is evaluated fully for all of A. Then, the assignment only happens for those elements for which the mask evaluated to true.

Consider the following example:

```fortran
REAL A, B, C
DIMENSION A(10,10), B(10), C(10)
WHERE(C .GT. 0.0)  B = SUM(LOG(A), DIM=1)/C
```

Because SUM is nonelemental, all of its arguments are evaluated fully regardless of whether they are elemental or not. In this example, LOG(A) is fully evaluated for all elements in A even though LOG is elemental. Notice that the mask is applied to the result of the SUM and to C to determine the right side. One way of thinking about this is that everything inside the argument list of a nonelemental function does not use the mask, everything outside does.

Example

```fortran
REAL(4) a(20)
. . .
WHERE (a > 0.0)
a = LOG (a)
!LOG is invoked only for positive elements
END WHERE
```

See Also
FORALL
Arrays

WORKSHARE

OpenMP* Fortran Compiler Directive: Divides the work of executing a block of statements or constructs into separate units. It also distributes the work of executing the units to threads of the team so each unit is only executed once.

Syntax

```fortran
!$OMP WORKSHARE
  block
!$OMP END WORKSHARE [NOWAIT]
```

block

Is a structured block (section) of statements or constructs. No branching into or out of the block of code is allowed.

The block is executed so that each statement is completed before the next statement is started and the evaluation of the right hand side of an assignment is completed before the effects of assigning to the left hand side occur.

The following are additional rules for block:

- It may contain statements which bind to lexically enclosed PARALLEL constructs. Statements in these PARALLEL constructs are not restricted.
- It may contain ATOMIC directives and CRITICAL constructs.
- It must only contain array assignment statements, scalar assignment statements, FORALL statements, FORALL constructs, WHERE statements, or WHERE constructs.
- It must not contain any user defined function calls unless the function is ELEMENTAL.
The binding thread set for a WORKSHARE construct is the current team. A workshare region binds to the innermost enclosing parallel region.

If you do not specify the NOWAIT keyword, synchronization is implied following the code.

Multithreaded code is not always generated for the statements inside the block of an OMP WORKSHARE construct. Some statements parallelize; others do not parallelize and instead execute sequentially inside an OMP SINGLE construct to preserve the correct semantics of WORKSHARE. Some specific details follow:

- Simple array assignments such as \( A = B + C \) parallelize.
- Simple array assignments with overlap such as \( A = A + B + C \) parallelize.
- Array assignments with user-defined function calls parallelize such as \( A = A + F(B) \). \( F \) must be ELEMENTAL.
- Array assignments with array slices on the right hand side of the assignment such as \( A = A + B(1:4) + C(1:4) \) parallelize. If the lower bound of the left hand side or the array slice lower bound or the array slice stride on the right hand side is not 1, then the statement does not parallelize.
- Assigning into array slices does not parallelize.
- Scalar assignments do not parallelize – there is no work that needs to be done in parallel.
- FORALL and WHERE constructs do not parallelize.

**See Also**
OpenMP* Fortran Compiler Directives
Syntax Rules for Compiler Directives
PARALLEL WORKSHARE
Parallel Processing Model for information about Binding Sets

**WRAPON (W*S)**
*Graphics Function: Controls whether text output is wrapped.*

**Module**
USE IFQWIN

**Syntax**
result = WRAPON (option)

Option: INTEGER(2). Wrap mode. One of the following symbolic constants:
- $GWRAPOFF - Truncates lines at right edge of window border.
- $GWRAPON - Wraps lines at window border, scrolling if necessary.

**Results**
The result type is INTEGER(2). The result is the previous value of option.

WRAPON controls whether text output with the OUTTEXT function wraps to a new line or is truncated when the text output reaches the edge of the defined text window.

WRAPON does not affect font routines such as OUTGTEXT.

**Example**
USE IFQWIN
INTEGER(2) row, status2
INTEGER(4) status4
TYPE ( rcoord ) curpos
TYPE ( windowconfig ) wc
LOGICAL status
status = GETWINDOWCONFIG( wc )
w%numtextcols = 80
w%numxpixels  = -1
w%numypixels  = -1
w%numtextrows = -1
w%numcolors   = -1
w%fontsize    = -1
w%title = "This is a test"
w%bitsperpixel = -1
status = SETWINDOWCONFIG( wc )
status4= SETBKCOLORRGB(#FF0000 )
CALL CLEARSCREEN( $GCLEARSCREEN )

! Display wrapped and unwrapped text in text windows.
CALL SETTEXTWINDOW( INT2(1),INT2(1),INT2(5),INT2(25))
CALL SETTEXTPOSITION( INT2(1),INT2(1), curpos )
status2 = WRAPON( $GWRAPON )
status4 = SETTEXTCOLORRGB(#00FF00)
DO i = 1, 5
   CALL OUTTEXT( 'Here text does wrap. ')
END DO
CALL SETTEXTWINDOW(INT2(7),INT2(10),INT2(11),INT2(40))
CALL SETTEXTPOSITION(INT2(1),INT2(1),curpos)
status2 = WRAPOFF( $GWRAPOFF )
status4 = SETTEXTCOLORRGB(#008080)
DO row = 1, 5
   CALL SETTEXTPOSITION(INT2(row), INT2(1), curpos )
   CALL OUTTEXT('Here text does not wrap. ')
   CALL OUTTEXT('Here text does not wrap.')
END DO
READ (*,*) ! Wait for ENTER to be pressed
END

See Also
OUTTEXT (W*S)
SCROLLTEXTWINDOW (W*S)
SETTEXTPOSITION (W*S)
SETTEXTWINDOW (W*S)

WRITE Statement
Statement: Transfers output data to external sequential, direct-access, or internal records.

Syntax
Sequential
Formatted:

Formatted - List-Directed:

Formatted - Namelist:
Unformatted:


Direct-Access

Formatted:


Unformatted:


Internal

WRITE (iunit, format [, nml-group] [, iostat] [, err] [, iomsg])[io-list]

Internal Namelist

WRITE (iunit, nml-group [, iostat] [, err] [, iomsg])[io-list]

eunit

Is an external unit specifier, optionally prefaced by UNIT=. UNIT= is required if eunit is not the first specifier in the list.

format

Is a format specifier. It is optionally prefaced by FMT= if format is the second specifier in the list and the first specifier indicates a logical or internal unit specifier without the optional keyword UNIT=.

advance

Is an advance specifier (ADVANCE=c-expr). If the value of c-expr is 'YES', the statement uses advancing input; if the value is 'NO', the statement uses nonadvancing input. The default value is 'YES'.

asynchronous

Is an asynchronous specifier (ASYNCRONOUS=i-expr). If the value of i-expr is 'YES', the statement uses asynchronous input; if the value is 'NO', the statement uses synchronous input. The default value is 'NO'.

decimal

Is a decimal mode specifier (DECIMAL=dmode) that evaluates to 'COMMA' or 'POINT'. The default value is 'POINT'.

delim

Is a delimiter specifier (DELIM=del). If the value of del is 'APOSTROPHE', apostrophes delimit character constants. If the value is 'QUOTE', quotes delimit character constants. If the value of del is 'NONE', character constants have no delimiters.

id

Is an id specifier (ID=id-var). If ASYNCHRONOUS='YES' is specified and the operation completes successfully, the id specifier becomes defined with an implementation-dependent value that can be specified in a future WAIT or INQUIRE statement to identify the particular data transfer operation. If an error occurs, the id specifier variable becomes undefined.

pos

Is a pos specifier (POS=p) that indicates a file position in file storage units in a stream file (ACCESS='STREAM'). It can only be specified on a file opened for stream access. If omitted, the stream I/O occurs starting at the next file position after the current file position.

round

Is a rounding specifier (ROUND=rmode) that determines the I/O rounding mode for this WRITE statement. If omitted, the rounding mode is unchanged. Possible values are UP, DOWN, ZERO, NEAREST, COMPATIBLE or PROCESSOR_DEFINED.
sign  Is a plus sign specifier (SIGN=sn). This controls whether optional plus characters appear in formatted numeric output.

iostat  Is the name of a variable to contain the completion status of the I/O operation. Optionally prefaced by IOSTAT=.

err  Are branch specifiers if an error (ERR=label) condition occurs.

iomsg  Is an I/O message specifier (IOMSG=msg-var).

io-list  Is an I/O list: the names of the variables, arrays, array elements, or character substrings from which or to which data will be transferred. Optionally an implied-DO list.

form  Is the nonkeyword form of a format specifier (no FMT=).

*  Is the format specifier indicating list-directed formatting. (It can also be specified as FMT= *.)

nml-group  Is the namelist group specification for namelist I/O. Optionally prefaced by NML=. NML= is required if nml-group is not the second I/O specifier. For more information, see Namelist Specifier.

rec  Is the cell number of a record to be accessed directly. It must be prefaced by REC=.

iunit  Is an internal unit specifier, optionally prefaced by UNIT=. UNIT= is required if iunit is not the first specifier in the list.

It must be a character variable. It must not be an array section with a vector subscript.

If an item in io-list is an expression that calls a function, that function must not execute an I/O statement or the EOF intrinsic function on the same external unit as eunit.

If you specify DECIMAL=, ROUND=, or SIGN= you must also specify FMT= or NML=.

If you specify ID=, you must also specify ASYNCHRONOUS='YES'.

Example

```fortran
! write to file
open(1,FILE='test.dat')
write (1, '(A20)') namedef
! write with FORMAT statement
WRITE (*, 10) (n, SQRT(FLOAT(n)), FLOAT(n)**(1.0/3.0), n = 1, 100)
10 FORMAT (i5, f8.4, f8.5)
```

The following shows another example:

```fortran
WRITE(6,'("Expected ",F12.6")') 2.0
```

See Also

I/O Lists
I/O Control List
Forms for Sequential WRITE Statements
Forms for Direct-Access WRITE Statements
Forms and Rules for Internal WRITE Statements
READ Statement
XOR

_Elemental Intrinsic Function (Generic):_ An alternative name for intrinsic function IEOR.

See Also
See IEOR.

ZEXT

_Elemental Intrinsic Function (Generic):_ Extends an argument with zeros. This function is used primarily for bit-oriented operations. It cannot be passed as an actual argument.

Syntax

\[
\text{result} = \text{ZEXT} \left( x \left[, kind \right] \right)
\]

\( x \) (Input) Must be of type logical or integer.

\( \text{kind} \) (Input; optional) Must be a scalar integer initialization expression.

Results

The result type is integer. If \( \text{kind} \) is present, the kind parameter of the result is that specified by \( \text{kind} \); otherwise, the kind parameter of the result is that of default integer. If the processor cannot represent the result value in the kind of the result, the result is undefined.

The result value is \( x \) extended with zeros and treated as an unsigned value.

The storage requirements for integer constants are never less than two bytes. Integer constants within the range of constants that can be represented by a single byte still require two bytes of storage.

The setting of compiler options specifying integer size can affect this function.

<table>
<thead>
<tr>
<th>Specific Name</th>
<th>Argument Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>IZEXT</td>
<td>LOGICAL(1)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td></td>
<td>LOGICAL(2)</td>
<td>INTEGER(2)</td>
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<tr>
<td></td>
<td>INTEGER(1)</td>
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<tr>
<td></td>
<td>INTEGER(2)</td>
<td>INTEGER(2)</td>
</tr>
<tr>
<td>JZEXT</td>
<td>LOGICAL(1)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td></td>
<td>LOGICAL(2)</td>
<td>INTEGER(4)</td>
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<td>LOGICAL(4)</td>
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<td>INTEGER(4)</td>
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<tr>
<td></td>
<td>INTEGER(4)</td>
<td>INTEGER(4)</td>
</tr>
<tr>
<td>KZEXT</td>
<td>LOGICAL(1)</td>
<td>INTEGER(8)</td>
</tr>
<tr>
<td>Specific Name</td>
<td>Argument Type</td>
<td>Result Type</td>
</tr>
<tr>
<td>--------------</td>
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</tr>
<tr>
<td>LOGICAL(2)</td>
<td>INTEGER(8)</td>
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<td>LOGICAL(4)</td>
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<tr>
<td>INTEGER(8)</td>
<td>INTEGER(8)</td>
<td></td>
</tr>
</tbody>
</table>

These specific functions cannot be passed as actual arguments.

Example

Consider the following example:

```fortran
INTEGER(2) W_VAR  /'FFFF'X/
INTEGER(4) L_VAR
L_VAR = ZEXT( W_VAR )
```

This example stores an INTEGER(2) quantity in the low-order 16 bits of an INTEGER(4) quantity, with the resulting value of L_VAR being '0000FFFF'X. If the ZEXT function had not been used, the resulting value would have been 'FFFFFFFF'X, because W_VAR would have been converted to the left-hand operand’s data type by sign extension.
Glossary A

absolute pathname
A directory path specified in fixed relationship to the root directory. On Windows* systems, the first character is a backslash (\). On Linux* and OS X* systems, the first character is a slash (/).

abstract interface
A named set of procedure characteristics that can be referenced in PROCEDURE declarations.

abstract type
A derived type, declared with the ABSTRACT keyword, which can be extended to declare an object. An abstract type cannot be used directly to declare an object.

active screen buffer
The screen buffer that is currently displayed in a console's window.

active window
A top-level window of the application with which the user is working. The Windows system identifies the active window by highlighting its title bar and border.

actual argument
A value (a variable, expression, or procedure) passed from a calling program unit to a subprogram (function or subroutine). See also dummy argument.

adjustable array
An explicit-shape array that is a dummy argument to a subprogram. The term is from FORTRAN 77. See also explicit-shape array.

aggregate reference
A reference to a record structure field.

allocatable array
A named array that has the ALLOCATABLE attribute. The array's rank is specified at compile time, but its bounds are determined at run time. Once space has been allocated for this type of array, the array has a shape and can be defined (and redefined) or referenced. It is an error to allocate an allocatable array that is currently allocated.

allocation status
Indicates whether an allocatable array or pointer is allocated. An allocation status is one of: allocated, deallocated, or undefined. An undefined allocation status means an array can no longer be referenced, defined, allocated, or deallocated. See also association status.

alphanumeric
Pertaining to letters and digits.

alternate return
A subroutine argument that permits control to branch immediately to some position other than the statement following the call. The actual argument in an alternate return is the statement label to which control should be transferred. (An alternate return is an obsolescent feature in Standard Fortran.)

ANSI
The American National Standards Institute. An organization through which accredited organizations create and maintain voluntary industry standards.
<table>
<thead>
<tr>
<th>Argument</th>
<th>Can be either of the following:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• An actual argument--A variable, expression, or procedure passed from a calling program unit to a subprogram. See also actual argument.</td>
</tr>
<tr>
<td></td>
<td>• A dummy argument--A variable whose name appears in the parenthesized list following the procedure name in a FUNCTION statement, a SUBROUTINE statement, an ENTRY statement, or a statement function statement. See also dummy argument.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Argument Association</th>
<th>The relationship (or &quot;matching up&quot;) between an actual argument and dummy argument during the execution of a procedure reference.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Argument Keyword</th>
<th>The name of a dummy (formal) argument. The name is used in a subprogram definition. Argument keywords can be used when the subprogram is invoked to associate dummy arguments with actual arguments, so that the subprogram arguments can appear in any order.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Argument keywords are supplied for many of the intrinsic procedures.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Array</th>
<th>A set of scalar data that all have the same type and kind type parameters. An array can be referenced by element (using a subscript), by section (using a section subscript list), or as a whole. An array has a rank (up to 31), bounds, size, and a shape.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>An individual array element is a scalar object. An array section, which is itself an array, is a subset of the entire array. Contrast with scalar. See also bounds, conformable, shape, size, whole array, and zerosized array.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Array Constructor</th>
<th>A mechanism used to specify a sequence of scalar values that produce a rank-one array.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>To construct an array of rank greater than one, you must apply the RESHAPE intrinsic function to the array constructor.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Array Element</th>
<th>A scalar (individual) item in an array. An array element is identified by the array name followed by one or more subscripts in parentheses, indicating the element’s position in the array. For example, B(3) or A(2,5).</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Array Pointer</th>
<th>A pointer to an array. See also array and pointer.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Array Section</th>
<th>A subobject (or portion) of an array. It consists of the set of array elements or substrings of this set. The set (or section subscript list) is specified by subscripts, subscript triplets, or vector subscripts. If the set does not contain at least one subscript triplet or vector subscript, the reference indicates an array element, not an array.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Array Specification</th>
<th>A program statement specifying an array name and the number of dimensions the array contains (its rank). An array specification can appear in a DIMENSION or COMMON statement, or in a type declaration statement.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>ASCII</th>
<th>The American Standard Code for Information Interchange. A 7-bit character encoding scheme associating an integer from 0 through 127 with 128 characters.</th>
</tr>
</thead>
</table>

| Assignment Statement      | Usually, a statement that assigns (stores) the value of an expression on the right of an equal sign to the storage location of the variable to the left of the equal sign. In the case of Fortran pointers, the storage location is assigned, not the pointer itself. |
associate name
The name of a construct entity associated with a selector of an ASSOCIATE or SELECT TYPE construct.

association
The relationship that allows an entity to be referenced by different names in one scoping unit or by the same or different names in more than one scoping unit. The principal kinds of association are argument, host, pointer, storage, and use association. See also argument association, host association, pointer association, storage association, and use association.

association status
Indicates whether or not a pointer is associated with a target. An association status is one of: undefined, associated, or disassociated. An undefined association status means a pointer can no longer be referenced, defined, or deallocated. An undefined pointer can, however, be allocated, nullified, or pointer assigned to a new target. See also allocation status.

assumed-length character argument
A dummy argument that assumes the length attribute of the corresponding actual argument. An asterisk (*) specifies the length of the dummy character argument.

assumed-shape array
A dummy argument array that assumes the shape of its associated actual argument array. The rank of the array is the number of colons (:) specified in parentheses.

assumed-size array
A dummy array whose size (only) is assumed from its associated actual argument. The upper bound of its last dimension is specified by an asterisk (*). All other extents (if any) must be specified.

atomic subroutine
An intrinsic subroutine that performs an action on a variable (its ATOM argument) indivisibly.

attribute
A property of a data object that can be specified in a type declaration statement. These properties determine how the data object can be used in a program.

Most attributes can be alternatively specified in statements. For example, the DIMENSION statement has the same meaning as the DIMENSION attribute appearing in a type declaration statement.

automatic array
An explicit-shape array that is a local variable in a subprogram. It is not a dummy argument, and has bounds that are nonconstant specification expressions. The bounds (and shape) are determined at entry to the procedure by evaluating the bounds expressions. See also automatic object.

automatic object
A local data object that is created upon entry to a subprogram and disappears when the execution of the subprogram is completed. There are two kinds of automatic objects: arrays (of any data type) and objects of type CHARACTER. Automatic objects cannot be saved or initialized.

An automatic object is not a dummy argument, but is declared with a specification expression that is not a constant expression. The specification expression can be the bounds of the array or the length of the character object.
**Glossary B**

**background process**  
On Linux* systems, a process for which the command interpreter is not waiting. Its process group differs from that of its controlling terminal, so it is blocked from most terminal access. Contrast with foreground process.

**background window**  
Any window created by a thread other than the foreground thread.

**big endian**  
A method of data storage in which the least significant bit of a numeric value spanning multiple bytes is in the highest addressed byte. Contrast with little endian.

**binary constant**  
A constant that is a string of binary (base 2) digits (0 or 1) enclosed by apostrophes or quotation marks and preceded by the letter B.

**binary operator**  
An operator that acts on a pair of operands. The exponentiation, multiplication, division, and concatenation operators are binary operators.

**bit constant**  
A constant that is a binary, octal, or hexadecimal number.

**bit field**  
A contiguous group of bits within a binary pattern; they are specified by a starting bit position and length. Some intrinsic functions (for example, IBSET and BTEST) and the intrinsic subroutine MVBITS operate on bit fields.

**bitmap**  
An array of bits that contains data that describes the colors found in a rectangular region on the screen (or the rectangular region found on a page of printer paper).

**blank common**  
A common block (one or more contiguous areas of storage) without a name. Common blocks are defined by a COMMON statement.

**block**  
In general, a group of related items treated as a physical unit. For example, a block can be a group of constructs or statements that perform a task; the task can be executed once, repeatedly, or not at all.

**block data program unit**  
A program unit, containing a BLOCK DATA statement and its associated specification statements, that establishes common blocks and assigns initial values to the variables in named common blocks. In FORTRAN 77, this was called a block data subprogram.

**bounds**  
The range of subscript values for elements of an array. The lower bound is the smallest subscript value in a dimension, and the upper bound is the largest subscript value in that dimension. Array bounds can be positive, zero, or negative. These bounds are specified in an array specification. See also array specification.

**breakpoint**  
A critical point in a program, at which execution is stopped so that you can see if the program variables contain the correct values. Breakpoints are often used to debug programs.

**brush**  
A bitmap that is used to fill the interior of closed shapes, polygons, ellipses, and paths.
brush origin A coordinate that specifies the location of one of the pixels in a brush's bitmap. The Windows system maps this pixel to the upper left corner of the window that contains the object to be painted. See also bitmap.

built-in procedure See intrinsic procedure.

byte A group of 8 contiguous bits (binary digits) starting on an addressable boundary.

byte-order mark A special Unicode character (0xFEFF) that is placed at the beginning of Unicode text files to indicate that the text is in Unicode format.

Glossary C
carriage-control character A character in the first position of a printed record that determines the vertical spacing of the output line.

character constant A constant that is a string of printable ASCII characters enclosed by apostrophes (’) or quotation marks (").

character expression A character constant, variable, function value, or another constant expression, separated by a concatenation operator (//); for example, DAY// 'FIRST'.

character storage unit The unit of storage for holding a scalar value of default character type (and character length one) that is not a pointer. One character storage unit corresponds to one byte of memory.

character string A sequence of contiguous characters; a character data value. See also character constant.

character substring One or more contiguous characters in a character string.

child process A process initiated by another process (the parent). The child process can operate independently from the parent process. Also, the parent process can suspend or terminate without affecting the child process. See also parent process.

child window A window that has the WS_CHILD style. A child window always appears within the client area of its parent window. See also parent window.

column-major order See order of subscript progression.

coarray A data entity that has nonzero corank. A Fortran program containing coarrays is interpreted as if it were replicated a fixed number of times and all copies were executed asynchronously. Its corank, cobounds, and coextents are given by the data in square brackets in its declaration or allocation.

cobound A bound (limit) of a codimension. The values of each lower cobound and upper cobound determine the cobounds of the coarray along a particular codimension.

codimension A dimension of the pattern formed by a set of corresponding coarrays.
comment

Text that documents or explains a program. In free source form, a comment begins with an exclamation point (!), unless it appears in a Hollerith or character constant.

In fixed and tab source form, a comment begins with a letter C or an asterisk (*) in column 1. A comment can also begin with an exclamation point anywhere in a source line (except in a Hollerith or character constant) or in column 6 of a fixed-format line. The comment extends from the exclamation point to the end of the line.

The compiler does not process comments, but shows them in program listings. See also compiler directive.

common block

A physical storage area shared by one or more program units. This storage area is defined by a COMMON statement. If the common block is given a name, it is a named common block; if it is not given a name, it is a blank common. See also blank common and named common block.

compilation unit

The source or files that are compiled together to form a single object file, possibly using interprocedural optimization across source files.

compiler directive

A structured comment that tells the compiler to perform certain tasks when it compiles a source program unit. Compiler directives are usually compiler-specific. (Some Fortran compilers call these directives "metacommands".)

compiler option

An option (or flag) that can be used on the compiler command line to override the default behavior of the Intel® Fortran compiler.

complex constant

A constant that is a pair of real or integer constants representing a complex number; the pair is separated by a comma and enclosed in parentheses. The first constant represents the real part of the number; the second constant represents the imaginary part. The following types of complex constants are available on all systems: COMPLEX(KIND=4), COMPLEX(KIND=8), and COMPLEX(KIND=16).

complex type

A data type that represents the values of complex numbers. The value is expressed as a complex constant. See also data type.

component

Part of a derived-type definition. There must be at least one component (intrinsic or derived type) in every derived-type definition.

component order

The ordering of the components of a derived type that is used for intrinsic formatted input/output and for structure constructors.

concatenate

The combination of two items into one by placing one of the items after the other. In Standard Fortran, the concatenation operator (///) is used to combine character items. See also character expression.

conformable

Pertains to dimensionality. Two arrays are conformable if they have the same shape. A scalar is conformable with any array.

conformance

See shape conformance.

conservative automatic inlining

The inline expansion of small procedures, with conservative heuristics to limit extra code.

console

An interface that provides input and output to character-mode applications.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
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</thead>
<tbody>
<tr>
<td>constant</td>
<td>A data object whose value does not change during the execution of a program; the value is defined at the time of compilation. A constant can be named (using the PARAMETER attribute or statement) or unnamed. An unnamed constant is called a literal constant. The value of a constant can be numeric or logical, or it can be a character string. Contrast with variable.</td>
</tr>
<tr>
<td>constant expression</td>
<td>An expression whose value does not change during program execution.</td>
</tr>
<tr>
<td>construct</td>
<td>A series of statements starting with a statement denoting the kind of construct, such as DO, SELECT CASE, IF, FORALL, or WHERE, and ending with the appropriate termination statement.</td>
</tr>
<tr>
<td>construct association</td>
<td>The association between a selector and an associate name in an ASSOCIATE or SELECT TYPE construct.</td>
</tr>
<tr>
<td>contiguous</td>
<td>Pertaining to entities that are adjacent (next to one another) without intervening blanks (spaces); for example, contiguous characters or contiguous areas of storage.</td>
</tr>
<tr>
<td>control edit descriptor</td>
<td>A format descriptor that directly displays text or affects the conversions performed by subsequent data edit descriptors. Except for the slash descriptor, control edit descriptors are nonrepeatable.</td>
</tr>
<tr>
<td>control statement</td>
<td>A statement that alters the normal order of execution by transferring control to another part of a program unit or a subprogram. A control statement can be conditional (such as the IF construct or computed GO TO statement) or unconditional (such as the STOP or GO TO statement).</td>
</tr>
<tr>
<td>corank</td>
<td>The number of codimensions of a coarray.</td>
</tr>
<tr>
<td>critical section</td>
<td>An object used to synchronize the threads of a single process. Only one thread at a time can own a critical-section object.</td>
</tr>
</tbody>
</table>

**Glossary D**

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
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<tbody>
<tr>
<td>data abstraction</td>
<td>A style of programming in which you define types to represent objects in your program, define a set of operations for objects of each type, and restrict the operations to only this set, making the types abstract. The Standard Fortran modules, derived types, and defined operators, support this programming paradigm.</td>
</tr>
<tr>
<td>data edit descriptor</td>
<td>A repeatable format descriptor that causes the transfer or conversion of data to or from its internal representation. In FORTRAN 77, this term was called a field descriptor.</td>
</tr>
<tr>
<td>data entity</td>
<td>A data object that has a data type. It is the result of the evaluation of an expression, or the result of the execution of a function reference (the function result).</td>
</tr>
<tr>
<td>data item</td>
<td>A unit of data (or value) to be processed. Includes constants, variables, arrays, character substrings, or records.</td>
</tr>
<tr>
<td>data object</td>
<td>A constant, variable, or subobject (part) of a constant or variable. Its type may be specified implicitly or explicitly.</td>
</tr>
</tbody>
</table>
data type

The properties and internal representation that characterize data and functions. Each intrinsic and user-defined data type has a name, a set of operators, a set of values, and a way to show these values in a program. The basic intrinsic data types are integer, real, complex, logical, and character. The data value of an intrinsic data type depends on the value of the type parameter. See also type parameter.

data type declaration

See type declaration statement.

data type length specifier

The form *n appended to Intel® Fortran-specific data type names. For example, in REAL*4, the *4 is the data type length specifier.

deadlock

A bug where the execution of thread A is blocked indefinitely waiting for thread B to perform some action, while thread B is blocked waiting for thread A. For example, two threads on opposite ends of a named pipe can become deadlocked if each thread waits to read data written by the other thread. A single thread can also deadlock itself. See also thread.

declaration

See specification statement.

declared type

The type that a data entity is declared to have. For polymorphic data entities, it may differ from the type during execution (the dynamic type).

decorated name

An internal representation of a procedure name or variable name that contains information about where it is declared; for procedures, the information includes how it is called. Decorated names are mainly of interest in mixed-language programming, when calling Fortran routines from other languages.

default character

The kind for character constants if no kind type parameter is specified. Currently, the only kind type parameter for character constants is CHARACTER(1), the default character kind.

default complex

The kind for complex constants if no kind type parameter is specified.
The default complex kind is affected by compiler options specifying double size. If no compiler option is specified, default complex is COMPLEX(4) (COMPLEX*8). See also default real.

default integer

The kind for integer constants if no kind type parameter is specified.
The default integer kind is affected by the INTEGER directive, the OPTIONS statement, and by compiler options specifying integer size. If none of these are specified, default integer is INTEGER(4) (INTEGER*4).

If a command line option affecting integer size has been specified, the integer has the kind specified, unless it is outside the range of the kind specified by the option. In this case, the kind type of the integer is the smallest integer kind which can hold the integer.

default logical

The kind for logical constants if no kind type parameter is specified.
The default logical kind is affected by the INTEGER directive, the OPTIONS statement, and by compiler options specifying integer size. If none of these are specified, default logical is LOGICAL(4) (LOGICAL*4). See also default integer.

default real

The kind for real constants if no kind type parameter is specified. The default real kind is affected by compiler options specifying real size and by the REAL directive. If neither of these is specified, default real is REAL(4) (REAL*4).
If a real constant is encountered that is outside the range for the default, an error occurs.

**deferred-shape array**
An array pointer (an array with the `POINTER` attribute) or an allocatable array (an array with the `ALLOCATABLE` attribute). The size in each dimension is determined by pointer assignment or when the array is allocated.

The array specification contains a colon (:) for each dimension of the array. No bounds are specified.

**definable**
A property of variables. A variable is definable if its value can be changed by the appearance of its name or designator on the left of an assignment statement. An example of a variable that is not definable is an allocatable array that has not been allocated.

**defined**
For a data object, the property of having or being given a valid value.

**defined assignment**
An assignment statement that is not intrinsic, but is defined by a subroutine and an `ASSIGNMENT(=)` interface block. See also derived type and interface block.

**defined operation**
An operation that is not intrinsic, but is defined by a function subprogram containing a generic interface block with the specifier `OPERATOR`. See also derived type and interface block.

**denormalized number**
A computational floating-point result smaller than the lowest value in the normal range of a data type (the smallest representable normalized number). You cannot write a constant for a denormalized number.

**derived type**
A data type that is user-defined and not intrinsic. It requires a type definition to name the type and specify its components (which can be intrinsic or user-defined types). A structure constructor can be used to specify a value of derived type. A component of a structure is referenced using a percent sign (%).

Operations on objects of derived types (structures) must be defined by a function with an `OPERATOR` interface. Assignment for derived types can be defined intrinsically, or be redefined by a subroutine with an `ASSIGNMENT(=)` interface. Structures can be used as procedure arguments and function results, and can appear in input and output lists. Also called a user-defined type. See also record, the first definition.

**designator**
A name that references a subobject (part of a data object) that can be defined and referenced separately from other parts of the data object. A designator is the name of the object followed by a selector that selects the subobject. For example, B(3) is a designator for an array element. Also called a subobject designator. See also selector and subobject.

**dimension**
A range of values for one subscript or index of an array. An array can have from 1 to 7 dimensions. The number of dimensions is the rank of the array.

**dimension bounds**
See bounds.
<table>
<thead>
<tr>
<th>Term</th>
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</thead>
<tbody>
<tr>
<td>direct access</td>
<td>A method for retrieving or storing data in which the data (record) is identified by the record number, or the position of the record in the file. The record is accessed directly (nonsequentially); therefore, all information is equally accessible. Also called random access. Contrast with sequential access.</td>
</tr>
<tr>
<td>DLL</td>
<td>See Dynamic Link Library.</td>
</tr>
<tr>
<td>double-byte character set (DBCS)</td>
<td>A mapping of characters to their identifying numeric values, in which each value is 2 bytes wide. Double-byte character sets are sometimes used for languages that have more than 256 characters.</td>
</tr>
<tr>
<td>double-precision constant</td>
<td>A processor approximation to the value of a real number that occupies 8 bytes of memory and can assume a positive, negative, or zero value. The precision is greater than a constant of real (single-precision) type. For the precise ranges of the double-precision constants, see Data Representation Overview in the Compiler Reference. See also denormalized number.</td>
</tr>
<tr>
<td>driver program</td>
<td>A program that is the user interface to the language compiler. It accepts command line options and file names and causes one or more language utilities or system programs to process each file.</td>
</tr>
<tr>
<td>dummy aliasing</td>
<td>The sharing of memory locations between dummy (formal) arguments and other dummy arguments or COMMON variables that are assigned.</td>
</tr>
<tr>
<td>dummy argument</td>
<td>A variable whose name appears in the parenthesized list following the procedure name in a FUNCTION statement, a SUBROUTINE statement, an ENTRY statement, or a statement function statement. A dummy argument takes the value of the corresponding actual argument in the calling program unit (through argument association). Also called a formal argument.</td>
</tr>
<tr>
<td>dummy array</td>
<td>A dummy argument that is an array.</td>
</tr>
<tr>
<td>dummy pointer</td>
<td>A dummy argument that is a pointer.</td>
</tr>
<tr>
<td>dummy procedure</td>
<td>A dummy argument that is specified as a procedure or appears in a procedure reference. The corresponding actual argument must be a procedure.</td>
</tr>
<tr>
<td>Dynamic Link Library (DLL)</td>
<td>A separate source module compiled and linked independently of the applications that use it. Applications access the DLL through procedure calls. The code for a DLL is not included in the user’s executable image, but the compiler automatically modifies the executable image to point to DLL procedures at run time.</td>
</tr>
<tr>
<td>dynamic type</td>
<td>The type of a data entity during execution of a program. The dynamic type of a data entity that is not polymorphic is the same as its declared type.</td>
</tr>
</tbody>
</table>

**Glossary E**

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
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</thead>
<tbody>
<tr>
<td>edit descriptor</td>
<td>A descriptor in a format specification. It can be a data edit descriptor, control edit descriptor, or string edit descriptor. See also control edit descriptor, data edit descriptor, and string edit descriptor.</td>
</tr>
<tr>
<td>element</td>
<td>See array element.</td>
</tr>
<tr>
<td>Term</td>
<td>Definition/Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------</td>
</tr>
</tbody>
</table>
| elemental             | Pertains to an intrinsic operation, intrinsic procedure, or assignment statement that is independently applied to either of the following:  
  - The elements of an array  
  - Corresponding elements of a set of conformable arrays and scalars |
| end-of-file           | The condition that exists when all records in a file open for sequential access have been read. |
| entity                | A general term referring to any Standard Fortran concept; for example, a constant, a variable, a program unit, a statement label, a common block, a construct, an I/O unit and so forth. |
| environment variable  | A symbolic variable that represents some element of the operating system, such as a path, a filename, or other literal data. |
| error number          | An integer value denoting an I/O error condition, obtained by using the IOSTAT keyword in an I/O statement. |
| exceptional values    | For floating-point numbers, values outside the range of normalized numbers, including denormal (subnormal) numbers, infinity, Not-a-Number (NaN) values, zero, and other architecture-defined numbers. |
| executable construct  | A CASE, DO, IF, WHERE, or FORALL construct. |
| executable program    | A set of program units that include only one main program. |
| executable statement  | A statement that specifies an action to be performed or controls one or more computational instructions. |
| explicit interface    | A procedure interface whose properties are known within the scope of the calling program, and do not have to be assumed. These properties are the names of the procedure and its dummy arguments, the attributes of a procedure (if it is a function), and the attributes and order of the dummy arguments.  
  The following have explicit interfaces:  
  - Internal and module procedures (explicit by definition)  
  - Intrinsic procedures  
  - External procedures that have an interface block  
  - External procedures that are defined by the scoping unit and are recursive  
  - Dummy procedures that have an interface block |
| explicit-shape array  | An array whose rank and bounds are specified when the array is declared. |
| expression            | A data reference or a computation formed from operators, operands, and parentheses. The result of an expression is either a scalar value or an array of scalar values. |
| extended type         | An extensible type that is an extension of another type. A type that is declared with the EXTENDS attribute. |
| extensible type       | A type from which new types may be derived using the EXTENDS attribute. A nonsequence type that does not have the BIND attribute. |
| extent                | The size of (number of elements in) one dimension of an array. |
external file  A sequence of records that exists in a medium external to the executing program.

external procedure  A procedure that is contained in an external subprogram. External procedures can be used to share information (such as source files, common blocks, and public data in modules) and can be used independently of other procedures and program units. Also called an external routine.

external subprogram  A subroutine or function that is not contained in a main program, module, or another subprogram. A module is not a subprogram.

**Glossary F**

field  Can be either of the following:
- A set of contiguous characters, considered as a single item, in a record or line.
- A substructure of a STRUCTURE declaration.

field descriptor  See data edit descriptor.

field separator  The comma (,) or slash (/) that separates edit descriptors in a format specification.

field width  The total number of characters in the field. See also field, the first definition.

file  A collection of logically related records. If the file is in internal storage, it is an internal file; if the file is on an input/output device, it is an external file.

file access  The way records are accessed (and stored) in a file. The standard Fortran file access modes are sequential and direct.

file handle  A unique identifier that the system assigns to a file when the file is opened or created. A file handle is valid until the file is closed.

file organization  The way records in a file are physically arranged on a storage device. Standard Fortran files can have sequential or relative organization.

final subroutine  A subroutine whose name appears in a FINAL statement in a type definition. It can be automatically invoked by the processor when an object of that type is finalized.

final task  A task that forces all of its descendant tasks to become included tasks.

fixed-length record type  A file format in which all the records are the same length.

floating-point environment  A collection of registers that control the behavior of floating-point (FP) machine instructions and indicate the current FP status. The floating-point environment may include rounding mode controls, exception masks, flush-to-zero controls, exception status flags, and other floating-point related features.

focus window  The window to which keyboard input is directed.
<table>
<thead>
<tr>
<th>Term</th>
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</thead>
<tbody>
<tr>
<td>foreground process</td>
<td>On Linux* systems, a process for which the command interpreter is waiting. Its process group is the same as that of its controlling terminal, so the process is allowed to read from or write to the terminal. Contrast with background process.</td>
</tr>
<tr>
<td>foreground window</td>
<td>The window the user is currently working with. The system assigns a slightly higher priority to the thread that created the foreground window than it does to other threads.</td>
</tr>
<tr>
<td>foreign file</td>
<td>An unformatted file that contains data from a foreign platform, such as data from a CRAY*, IBM*, or big endian IEEE* machine.</td>
</tr>
<tr>
<td>format</td>
<td>A specific arrangement of data. A FORMAT statement specifies how data is to be read or written.</td>
</tr>
<tr>
<td>format specification</td>
<td>The part of a FORMAT statement that specifies explicit data arrangement. It is a list within parentheses that can include edit descriptors and field separators. A character expression can also specify format; the expression must evaluate to a valid format specification.</td>
</tr>
<tr>
<td>formatted data</td>
<td>Data written to a file by using formatted I/O statements. Such data contains ASCII representations of binary values.</td>
</tr>
<tr>
<td>formatted I/O statement</td>
<td>An I/O statement specifying a format for data transfer. The format specified can be explicit (specified in a format specification) or implicit (specified using list-directed or namelist formatting). Contrast with unformatted I/O statement. See also list-directed I/O statement and namelist I/O statement.</td>
</tr>
<tr>
<td>frame window</td>
<td>The outermost parent window in QuickWin.</td>
</tr>
<tr>
<td>function</td>
<td>A series of statements that perform some operation and return a single value (through the function or result name) to the calling program unit. A function is invoked by a function reference in a main program unit or a subprogram unit. In Standard Fortran, a function can be used to define a new operator or extend the meaning of an intrinsic operator symbol. The function is invoked by the appearance of the new or extended operator in the expression (along with the appropriate operands). For example, the symbol * can be defined for logical operands, extending its intrinsic definition for numeric operands. See also function subprogram, statement function, and subroutine.</td>
</tr>
<tr>
<td>function reference</td>
<td>Used in an expression to invoke a function, it consists of the function name and its actual arguments. A function reference returns a value (through the function or result name) that is used to evaluate the calling expression.</td>
</tr>
<tr>
<td>function result</td>
<td>The result value associated with a particular execution or call to a function. This result can be of any data type (including derived type) and can be array-valued. In a FUNCTION statement, the RESULT option can be used to give the result a name different from the function name. This option is required for a recursive function that directly calls itself.</td>
</tr>
<tr>
<td>function subprogram</td>
<td>A sequence of statements beginning with a FUNCTION (or optional OPTIONS) statement that is not in an interface block and ending with the corresponding END statement. See also function.</td>
</tr>
</tbody>
</table>
Glossary G

generic identifier
A generic name, operator, or assignment specified in an INTERFACE statement that is associated with all of the procedures within the interface block. Also called a generic specification.

global entity
An entity (a program unit, common block, or external procedure) that can be used with the same meaning throughout the executable program. A global entity has global scope; it is accessible throughout an executable program. See also local entity.

global section
A data structure (for example, global COMMON) or shareable image section potentially available to all processes in the system.

Glossary H

handle
A value (often, but not always, a 32-bit integer) that identifies some operating system resource, for example, a window or a process. The handle value is returned from an operating system call when the resource is created; your program then passes that value as an argument to subsequent operating system routines to identify which resource is being accessed.

Your program should consider the handle value a "private" type and not try to interpret it as having any specific meaning (for example, an address).

hexadecimal constant
A constant that is a string of hexadecimal (base 16) digits (range 0 to 9, or an uppercase or lowercase letter in the range A to F) enclosed by apostrophes or quotation marks and preceded by the letter Z.

Hollerith constant
A constant that is a string of printable ASCII characters preceded by nH, where n is the number of characters in the string (including blanks and tabs).

host
Either the main program or subprogram that contains an internal procedure, or the module that contains a module procedure. The data environment of the host is available to the (internal or module) procedure.

host association
The process by which a module procedure, internal procedure, or derived-type definition accesses the entities of its host.

Glossary I

image
An instance of a Fortran program.

image index
An integer value that identifies an image.

image control statement
A statement that affects the execution ordering between images.

implicit interface
A procedure interface whose properties (the collection of names, attributes, and arguments of the procedure) are not known within the scope of the calling program, and have to be assumed. The information is assumed by the calling program from the properties of the procedure name and actual arguments in the procedure call.
<table>
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<tr>
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<tr>
<td>implicit typing</td>
<td>The mechanism by which the data type for a variable is determined by the beginning letter of the variable name.</td>
</tr>
<tr>
<td>import library</td>
<td>A .LIB file that contains information about one or more dynamic-link libraries (DLLs), but does not contain the DLL’s executable code. To provide the information needed to resolve the external references to DLL functions, the linker uses an import library when building an executable module of a process.</td>
</tr>
<tr>
<td>included task</td>
<td>A task for which execution is sequentially included in the generating task region; that is, the task is undeferrred and executed immediately by the encountering thread.</td>
</tr>
<tr>
<td>index</td>
<td>Can be either of the following:</td>
</tr>
<tr>
<td></td>
<td>• The variable used as a loop counter in a DO statement.</td>
</tr>
<tr>
<td></td>
<td>• An intrinsic function specifying the starting position of a substring inside a string.</td>
</tr>
<tr>
<td>inheritance association</td>
<td>The relationship between the inherited components and the parent component in an extended type.</td>
</tr>
<tr>
<td>initialize</td>
<td>The assignment of an initial value to a variable.</td>
</tr>
<tr>
<td>initialization expression</td>
<td>A form of constant expression that is used to specify an initial value for an entity.</td>
</tr>
<tr>
<td>inlining</td>
<td>An optimization that replaces a subprogram reference (CALL statement or function invocation) with the replicated code of the subprogram.</td>
</tr>
<tr>
<td>input/output (I/O)</td>
<td>The data that a program reads or writes. Also, devices to read and write data.</td>
</tr>
<tr>
<td>inquiry function</td>
<td>An intrinsic function whose result depends on properties of the principal argument, not the value of the argument.</td>
</tr>
<tr>
<td>integer constant</td>
<td>A constant that is a whole number with no decimal point. It can have a leading sign and is interpreted as a decimal number.</td>
</tr>
<tr>
<td>intent</td>
<td>An attribute of a dummy argument that is not a procedure or a pointer. It indicates whether the argument is used to transfer data into the procedure, out of the procedure, or both.</td>
</tr>
<tr>
<td>interactive process</td>
<td>A process that must periodically get user input to do its work. Contrast with background process.</td>
</tr>
<tr>
<td>interface</td>
<td>See procedure interface.</td>
</tr>
<tr>
<td>interface block</td>
<td>The sequence of statements starting with an INTERFACE statement and ending with the corresponding END INTERFACE statement.</td>
</tr>
<tr>
<td>interface body</td>
<td>The sequence of statements in an interface block starting with a FUNCTION or SUBROUTINE statement and ending with the corresponding END statement. Also called a procedure interface body.</td>
</tr>
<tr>
<td>internal file</td>
<td>The designated internal storage space (or variable buffer) that is manipulated during input and output. An internal file can be a character variable, character array, character array element, or</td>
</tr>
</tbody>
</table>
character substring. In general, an internal file contains one record. However, an internal file that is a character array has one record for each array element.

internal procedure
A procedure (other than a statement function) that is contained within an internal subprogram. The program unit containing an internal procedure is called the host of the internal procedure. The internal procedure (which appears between a CONTAINS and END statement) is local to its host and inherits the host's environment through host association.

internal subprogram
A subprogram contained in a main program or another subprogram.

intrinsic
Describes entities defined by the Fortran 2003 language (such as data types and procedures). Intrinsic entities can be used freely in any scoping unit.

intrinsic procedure
A subprogram supplied as part of the Fortran library that performs array, mathematical, numeric, character, bit manipulation, and other miscellaneous functions. Intrinsic procedures are automatically available to any Fortran program unit (unless specifically overridden by an EXTERNAL statement or a procedure interface block). Also called a built-in or library procedure.

invoke
To call upon; used especially with reference to subprograms. For example, to invoke a function is to execute the function.

iteration count
The number of executions of the DO range, which is determined as follows:

\[((terminal value - initial value + increment value) / increment value)\]

Glossary K
keyword
See argument keyword and statement keyword.

kind type parameter
Indicates the range of an intrinsic data type; for example: INTEGER(KIND=2). For real and complex types, it also indicates precision. If a specific kind parameter is not specified, the kind is the default for that type (for example, default integer). See also default character, default complex, default integer, default logical, and default real.

Glossary L
label
An integer, from 1 to 5 digits long, that precedes a statement and identifies it. For example, labels can be used to refer to a FORMAT statement or branch target statement.

language extension
An Intel® Fortran language element or interpretation that is not part of the Fortran 2003 standard.

lexical token
A sequence of one or more characters that have an indivisible interpretation. A lexical token is the smallest meaningful unit (a basic language element) of a Fortran statement; for example, constants, and statement keywords.
| **library routines** | Files that contain functions, subroutines, and data that can be used by Fortran programs. For example: one library contains routines that handle the various differences between Fortran and C in argument passing and data types; another contains run-time functions and subroutines for Windows* graphics and QuickWin* applications. Some library routines are intrinsic (automatically available) to Fortran; others may require a specific USE statement to access the module defining the routines. See also intrinsic procedure. |
| **line** | A source form record consisting of 0 or more characters. A standard Fortran line is limited to a maximum of 132 characters. |
| **linker** | A system program that creates an executable program from one or more object files produced by a language compiler or assembler. The linker resolves external references, acquires referenced library routines, and performs other processing required to create Linux* and Windows* executable files. |
| **list-directed I/O statement** | An implicit, formatted I/O statement that uses an asterisk (*) specifier rather than an explicit format specification. See also formatted I/O statement and namelist I/O statement. |
| **listing** | A printed copy of a program. |
| **literal constant** | A constant without a name; its value is directly specified in a program. See also named constant. |
| **little endian** | A method of data storage in which the least significant bit of a numeric value spanning multiple bytes is in the lowest addressed byte. This is the method used on Intel® systems. Contrast with big endian. |
| **local entity** | An entity that can be used only within the context of a subprogram (its scoping unit); for example, a statement label. A local entity has local scope. See also global entity. |
| **local optimization** | A level of optimization enabling optimizations within the source program unit and recognition of common expressions. See also optimization. |
| **local symbol** | A name defined in a program unit that is not accessible outside of that program unit. |
| **logical constant** | A constant that specifies the value .TRUE. or .FALSE.. |
| **logical expression** | An integer or logical constant, variable, function value, or another constant expression, joined by a relational or logical operator. The logical expression is evaluated to a value of either true or false. For example, .NOT. 6.5 + (B .GT. D). |
| **logical operator** | A symbol that represents an operation on logical expressions. The logical operators are .AND., .OR., .NEQV., .XOR., .EQV., and .NOT.. |
| **logical unit** | A channel in memory through which data transfer occurs between the program and the device or file. See also unit identifier. |
| **longword** | Four contiguous bytes (32 bits) starting on any addressable byte boundary. Bits are numbered 0 to 31. The address of the longword is the address of the byte containing bit 0. When the longword is
interpreted as a signed integer, bit 31 is the sign bit. The value of signed integers is in the range -2**31 to 2**31-1. The value of unsigned integers is in the range 0 to 2**32-1.

loop A group of statements that are executed repeatedly until an ending condition is reached.

lower bounds See bounds.

**Glossary M**

main program The first program unit to receive control when a program is run; it exercises control over subprograms. The main program usually contains a PROGRAM statement (or does not contain a SUBROUTINE, FUNCTION, or BLOCK DATA statement). Contrast with subprogram.

makefile On Linux* and OS X* systems, an argument to the make command containing a sequence of entries that specify dependencies. On Windows* systems, a file passed to the NMAKE utility containing a sequence of entries that specify dependencies. The contents of a makefile override the system built-in rules for maintaining, updating, and regenerating groups of programs.

For more information on makefiles on Linux* and OS X* systems, see make(1). For more information on using makefiles, see Using Makefiles to Compile Your Application in Getting Started.

many-one array section An array section with a vector subscript having two or more elements with the same value.

master thread In an OpenMP* Fortran program, the thread that creates a team of threads when a parallel region (PARALLEL directive construct) is encountered. The statements in the parallel region are then executed in parallel by each thread in the team. At the end of the parallel region, the team threads synchronize and only the master thread continues execution. See also thread.

merged task A task whose data environment, inclusive of internal control variables, is the same as that of its generating task region. Internal control variables (ICVs) are discussed in the latest OpenMP* specifications.

message file A Linux* and OS X* catalog that contains the diagnostic message text of errors that can occur during program execution (run time).

metacommand See compiler directive.

misaligned data Data not aligned on a natural boundary. See also natural boundary.

module A program unit that contains specifications and definitions that other program units can access (unless the module entities are declared PRIVATE). Modules are referenced in USE statements.

module procedure A subroutine or function that is not an internal procedure and is contained in a module. The module procedure appears between a CONTAINS and END statement in its host module, and inherits the host module's environment through host association. A module procedure can be declared PRIVATE to the module; it is public by default.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>multibyte character set</td>
<td>A character set in which each character is identified by using more than one byte. Although Unicode characters are 2 bytes wide, the Unicode character set is not referred to by this term.</td>
</tr>
<tr>
<td>multitasking</td>
<td>The ability of an operating system to execute several programs (tasks) at once.</td>
</tr>
<tr>
<td>multithreading</td>
<td>The ability of an operating system to execute different parts of a program, called threads, simultaneously. If the system supports parallel processing, multiple processors may be used to execute the threads.</td>
</tr>
</tbody>
</table>

**Glossary N**

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>Identifies an entity within a Fortran program unit (such as a variable, function result, common block, named constant, procedure, program unit, namelist group, or dummy argument). A name can contain letters, digits, underscores (_), and the dollar sign ($) special character. The first character must be a letter or a dollar sign. In earlier versions of Fortran, this term was called a symbolic name.</td>
</tr>
<tr>
<td>name association</td>
<td>Pertains to argument, host, or use association. See also argument association, host association, and use association.</td>
</tr>
<tr>
<td>named common block</td>
<td>A common block (one or more contiguous areas of storage) with a name. Common blocks are defined by a COMMON statement.</td>
</tr>
<tr>
<td>named constant</td>
<td>A constant that has a name. In earlier versions of Fortran, this term was called a symbolic constant.</td>
</tr>
<tr>
<td>namelist I/O statement</td>
<td>An implicit, formatted I/O statement that uses a namelist group specifier rather than an explicit format specifier. See also formatted I/O statement and list-directed I/O statement.</td>
</tr>
<tr>
<td>NaN</td>
<td>Not-a-Number. The condition that results from a floating-point operation that has no mathematical meaning; for example, zero divided by zero.</td>
</tr>
<tr>
<td>natural boundary</td>
<td>The virtual address of a data item that is the multiple of the size of its data type. For example, a REAL(8) (REAL*8) data item aligned on natural boundaries has an address that is a multiple of eight.</td>
</tr>
<tr>
<td>naturally aligned record</td>
<td>A record that is aligned on a hardware-specific natural boundary; each field is naturally aligned. Contrast with packed record.</td>
</tr>
<tr>
<td>nesting</td>
<td>The placing of one entity (such as a construct, subprogram, format specification, or loop) inside another entity of the same kind. For example, nesting a loop within another loop (a nested loop), or nesting a subroutine within another subroutine (a nested subroutine).</td>
</tr>
<tr>
<td>nonexecutable statement</td>
<td>A Fortran statement that describes program attributes, but does not cause any action to be taken when the program is executed.</td>
</tr>
<tr>
<td>nonsignaled</td>
<td>The state of an object used for synchronization in one of the wait functions is either signaled or nonsignaled. A nonsignaled state can prevent the wait function from returning. See also wait function.</td>
</tr>
</tbody>
</table>
numeric expression
A numeric constant, variable, or function value, or combination of these, joined by numeric operators and parentheses, so that the entire expression can be evaluated to produce a single numeric value. For example, \(-L\) or \(X+(Y-4.5*Z)\).

numeric operator
A symbol designating an arithmetic operation. In Standard Fortran, the symbols \(+, -, *, /, \text{ and } **\) are used to designate addition, subtraction, multiplication, division, and exponentiation, respectively.

numeric storage unit
The unit of storage for holding a non-pointer scalar value of type default real, default integer, or default logical. One numeric storage unit corresponds to 4 bytes of memory.

numeric type
Integer, real, or complex type.

Glossary O

object
See data object.

object file
The binary output of a language processor (such as an assembler or compiler), which can either be executed or used as input to the linker.

obsolescent feature
A feature of earlier versions of Fortran that is considered to be redundant in Fortran 2003. These features are still in frequent use.

octal constant
A constant that is a string of octal (base 8) digits (range of 0 to 7) enclosed by apostrophes or quotation marks and preceded by the letter \(O\).

operand
The passive element in an expression on which an operation is performed. Every expression must have at least one operand. For example, in \(I \neq J\), \(I\) and \(J\) are operands. Contrast with operator.

operation
A computation involving one or two operands.

operator
The active element in an expression that performs an operation. An expression can have zero or more operators. Intrinsic operators are arithmetic \((+, -, *, /, \text{ and } **)\) or logical \((., .\text{AND.}, .\text{NOT.}, \text{and so on})\). For example, in \(I \neq J\), \(.\neq\) is the operator.

Executable programs can define operators which are not intrinsic.

optimization
The process of producing efficient object or executing code that takes advantage of the hardware architecture to produce more efficient execution.

optional argument
A dummy argument that has the \texttt{OPTIONAL} attribute (or is included in an \texttt{OPTIONAL} statement in the procedure definition). This kind of argument does not have to be associated with an actual argument when its procedure is invoked.

order of subscript progression
A characteristic of a multidimensional array in which the leftmost subscripts vary most rapidly. Also called column-major order.

overflow
An error condition occurring when an arithmetic operation yields a result that is larger than the maximum value in the range of a data type.
<table>
<thead>
<tr>
<th>Glossary P</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>packed record</td>
<td>A record that starts on an arbitrary byte boundary; each field starts in the</td>
</tr>
<tr>
<td></td>
<td>next unused byte. Contrast with naturally aligned record.</td>
</tr>
<tr>
<td>pad</td>
<td>The filling of unused positions in a field or character string with dummy</td>
</tr>
<tr>
<td></td>
<td>data (such as zeros or blanks).</td>
</tr>
<tr>
<td>parallel processing</td>
<td>The simultaneous use of more than one processor (CPU) to execute a program.</td>
</tr>
<tr>
<td>parameter</td>
<td>Can be either of the following:</td>
</tr>
<tr>
<td></td>
<td>• In general, any quantity of interest in a given situation; often used</td>
</tr>
<tr>
<td></td>
<td>in place of the term &quot;argument&quot;.</td>
</tr>
<tr>
<td></td>
<td>• A Fortran named constant.</td>
</tr>
<tr>
<td>parent component</td>
<td>The component of an entity of extended type that corresponds to its inherited</td>
</tr>
<tr>
<td></td>
<td>portion.</td>
</tr>
<tr>
<td>parent process</td>
<td>A process that initiates and controls another process (child). The parent</td>
</tr>
<tr>
<td></td>
<td>process defines the environment for the child process. Also, the parent</td>
</tr>
<tr>
<td></td>
<td>process can suspend or terminate without affecting the child process. See</td>
</tr>
<tr>
<td></td>
<td>also child process.</td>
</tr>
<tr>
<td>parent window</td>
<td>A window that has one or more child windows. See also child window.</td>
</tr>
<tr>
<td>parent type</td>
<td>The extensible type from which an extended type is derived.</td>
</tr>
<tr>
<td>passed-object dummy argument</td>
<td>The dummy argument of a type-bound procedure or procedure pointer component</td>
</tr>
<tr>
<td></td>
<td>that becomes associated with the object through which the procedure was</td>
</tr>
<tr>
<td></td>
<td>invoked.</td>
</tr>
<tr>
<td>pathname</td>
<td>The path from the root directory to a subdirectory or file. See also root.</td>
</tr>
<tr>
<td>pipe</td>
<td>A connection that allows one program to get its input directly from the</td>
</tr>
<tr>
<td></td>
<td>output of another program.</td>
</tr>
<tr>
<td>platform</td>
<td>A combination of operating system and hardware that provides a distinct</td>
</tr>
<tr>
<td></td>
<td>environment in which to use a software product (for example, Microsoft*</td>
</tr>
<tr>
<td></td>
<td>Windows* OS on processors using IA-32 architecture).</td>
</tr>
<tr>
<td>pointer</td>
<td>A pointer is either a data pointer or a procedure pointer. A data pointer is</td>
</tr>
<tr>
<td></td>
<td>a data entity that has the POINTER attribute. A procedure pointer is a</td>
</tr>
<tr>
<td></td>
<td>procedure entity that has the POINTER attribute.</td>
</tr>
<tr>
<td></td>
<td>A pointer is associated with a target by pointer assignment. A data pointer</td>
</tr>
<tr>
<td></td>
<td>can also be associated with a target by allocation. A pointer that is not</td>
</tr>
<tr>
<td></td>
<td>associated must not be referenced or defined.</td>
</tr>
<tr>
<td></td>
<td>A disassociated pointer is not associated with a target. A pointer is</td>
</tr>
<tr>
<td></td>
<td>disassociated following one of these events:</td>
</tr>
<tr>
<td></td>
<td>• Execution of a NULLIFY statement</td>
</tr>
<tr>
<td></td>
<td>• Pointer assignment with a disassociated pointer</td>
</tr>
<tr>
<td></td>
<td>• Default initialization</td>
</tr>
<tr>
<td></td>
<td>• Explicit initialization</td>
</tr>
<tr>
<td></td>
<td>A data pointer can also be disassociated by execution of a DEALLOCATE</td>
</tr>
<tr>
<td></td>
<td>statement.</td>
</tr>
</tbody>
</table>
If a data pointer is an array, the rank is declared, but the extents are determined when the pointer is associated with a target.

A data pointer is one of the following:

- **A Fortran pointer**
  A data object that has the POINTER attribute. To be referenced or defined, it must be "pointer-associated" with a target (have storage space associated with it). If the pointer is an array, it must be pointer-associated to have a shape. See also pointer association.

- **An integer pointer**
  A data object that contains the address of its paired variable. This is also called a Cray* pointer.

**pointer assignment**
The association of a pointer with a target by the execution of a pointer assignment statement or the execution of an assignment statement for a data object of derived type having the pointer as a subobject.

**pointer association**
The association of storage space to a Fortran pointer by means of a target. A pointer is associated with a target after pointer assignment or the valid execution of an ALLOCATE statement.

**polymorphic object**
An object that can have different types during program execution. An object declared with the CLASS keyword is polymorphic.

**precision**
The number of significant digits in a real number. See also double-precision constant, kind type parameter, and single-precision constant.

**primary**
The simplest form of an expression. A primary can be any of the following data objects:

- A constant
- A constant subobject (parent is a constant)
- A variable (scalar, structure, array, or pointer; an array cannot be assumed size)
- An array constructor
- A structure constructor
- A function reference
- An expression in parentheses

**primary thread**
The initial thread of a process. Also called the main thread or thread 1. See also thread.

**procedure**
A computation that can be invoked during program execution. It can be a subroutine or function, an internal, external, dummy or module procedure, or a statement function. A subprogram can define more than one procedure if it contains an ENTRY statement. See also subprogram.

**procedure interface**
The statements that specify the name and characteristics of a procedure, the name and characteristics of each dummy argument, and the generic identifier (if any) by which the procedure can be referenced. The characteristics of a procedure are fixed, but the remainder of the interface can change in different scoping units.

If these properties are all known within the scope of the calling program, the procedure interface is explicit; otherwise it is implicit (deduced from its reference and declaration).
process object  A virtual address space, security profile, a set of threads that execute in the address space of the process, and a set of resources visible to all threads executing in the process. Several thread objects can be associated with a single process.

program  A set of instructions that can be compiled and executed by itself. Program blocks contain a declaration and an executable section.

program section  A particular common block or local data area for a particular routine containing equivalence groups.

program unit  The fundamental component of an executable program. A sequence of statements and comment lines. It can be a main program, a module, an external subprogram, or a block data program unit.

**Glossary Q**

quadword  Four contiguous words (64 bits) starting on any addressable byte boundary. Bits are numbered 0 to 63. (Bit 63 is used as the sign bit.) A quadword is identified by the address of the word containing the low-order bit (bit 0). The value of a signed quadword integer is in the range \(-2^{63}\) to \(2^{63}-1\).

**Glossary R**

random access  See direct access.

rank  The number of dimensions of an array. A scalar has a rank of zero.

rank-one object  A data structure comprising scalar elements with the same data type and organized as a simple linear sequence. See also scalar.

real constant  A constant that is a number written with a decimal point, exponent, or both. It can have single precision (REAL(KIND=4)), double precision (REAL(KIND=8)), or quad precision (REAL(KIND=16)).

record  Can be either of the following:
- A set of logically related data items (in a file) that is treated as a unit; such a record contains one or more fields. This definition applies to I/O records and items that are declared in a record structure.
- One or more data items that are grouped in a structure declaration and specified in a RECORD statement.

record access  The method used to store and retrieve records in a file.

record structure declaration  A block of statements that define the fields in a record. The block begins with a STRUCTURE statement and ends with END STRUCTURE. The name of the structure must be specified in a RECORD statement.

record type  The property that determines whether records in a file are all the same length, of varying length, or use other conventions to define where one record ends and another begins.

recursion  Pertains to a subroutine or function that directly or indirectly references itself.
reference Can be any of the following:
- For a data object, the appearance of its name, designator, or associated pointer where the value of the object is required. When an object is referenced, it must be defined.
- For a procedure, the appearance of its name, operator symbol, or assignment symbol that causes the procedure to be executed. Procedure reference is also called "calling" or "invoking" a procedure.
- For a module, the appearance of its name in a USE statement.

relational expression An expression containing one relational operator and two operands of numeric or character type. The result is a value that is true or false. For example, A-C .GE. B+2 or DAY .EQ. 'MONDAY'.

relational operator The symbols used to express a relational condition or expression. The relational operators are (.EQ., .NE., .LT., .LE., .GT., and .GE.).

relative file organization A file organization that consists of a series of component positions, called cells, numbered consecutively from 1 to \( n \). Intel Fortran uses these numbered, fixed-length cells to calculate the component's physical position in the file.

relative pathname A directory path expressed in relation to any directory other than the root directory. Contrast with absolute pathname.

root On Windows* systems, the top-level directory on a disk drive; it is represented by a backslash (\). For example, C:\ is the root directory for drive C.

On Linux* systems, the top-level directory in the file system; it is represented by a slash (/).

routine A subprogram; a function or procedure. See also function, subroutine, and procedure.

run time The time during which a computer executes the statements of a program.

**Glossary S**

saved object A variable that retains its association status, allocation status, definition status, and value after execution of a RETURN or END statement in the scoping unit containing the declaration.

scalar Pertaining to data items with a rank of zero. A single data object of any intrinsic or derived data type. Contrast with array. See also rank-one object.

scalar memory reference A reference to a scalar variable, scalar record field, or array element that resolves into a single data item (having a data type) and can be assigned a value with an assignment statement. It is similar to a scalar reference, but it excludes constants, character substrings, and expressions.

scalar reference A reference to a scalar variable, scalar record field, derived-type component, array element, constant, character substring, or expression that resolves into a single data item having a data type.
scalar variable A variable name specifying one storage location.

scale factor A number indicating the location of the decimal point in a real number and, if there is no exponent, the size of the number on input.

scope The portion of a program in which a declaration or a particular name has meaning. Scope can be global (throughout an executable program), scoping unit (local to the scoping unit), or statement (within a statement, or part of a statement).

scoping unit The part of the program in which a name has meaning. It is one of the following:

- A program unit or subprogram
- A derived-type definition
- A procedure interface body

Scoping units cannot overlap, though one scoping unit can contain another scoping unit. The outer scoping unit is called the host scoping unit.

screen coordinates Coordinates relative to the upper left corner of the screen.

section subscript A subscript list (enclosed in parentheses and appended to the array name) indicating a portion (section) of an array. At least one of the subscripts in the list must be a subscript triplet or vector subscript. The number of section subscripts is the rank of the array. See also array section, subscript, subscript triplet, and vector subscript.

seed A value (which can be assigned to a variable) that is required in order to properly determine the result of a calculation; for example, the argument k in the random number generator (RAN) function syntax: $y = \text{RAN} \ (k)$

selector A mechanism for designating the following:

- Part of a data object (an array element or section, a substring, a derived type, or a structure component)
- The set of values for which a CASE block is executed

sequence A set ordered by a one-to-one correspondence with the numbers 1 through n, where n is the total number of elements in the sequence. A sequence can be empty (contain no elements).

sequential access A method for retrieving or storing data in which the data (record) is read from, written to, or removed from a file based on the logical order (sequence) of the record in the file. (The record cannot be accessed directly.) Contrast with direct access.

sequential file organization A file organization in which records are stored one after the other, in the order in which they were written to the file.

shape The rank and extents of an array. Shape can be represented by a rank-one array (vector) whose elements are the extents in each dimension.

shape conformance Pertains to the rule concerning operands of binary intrinsic operations in expressions: to be in shape conformance, the two operands must both be arrays of the same shape, or one or both of the operands must be scalars.
short field termination  The use of a comma (,) to terminate the field of a numeric data edit descriptor. This technique overrides the field width (w) specification in the data edit descriptor and therefore avoids padding of the input field. The comma can only terminate fields less than w characters long. See also data edit descriptor.

signal  The software mechanism used to indicate that an exception condition (abnormal event) has been detected. For example, a signal can be generated by a program or hardware error, or by request of another program.

global single-precision constant  A processor approximation of the value of a real number that occupies 4 bytes of memory and can assume a positive, negative, or zero value. The precision is less than a constant of double-precision type. For the precise ranges of the single-precision constants, see Data Representation Overview in the Compiler Reference. See also denormalized number.

size  The total number of elements in an array (the product of the extents).

source file  A program or portion of a program library, such as an object file, or image file.

specification expression  A restricted expression that is of type integer and has a scalar value. This type of expression appears only in the declaration of array bounds and character lengths.

specification statement  A nonexecutable statement that provides information about the data used in the source program. Such a statement can be used to allocate and initialize variables, arrays, records, and structures, and define other characteristics of names used in a program.

statement  An instruction in a programming language that represents a step in a sequence of actions or a set of declarations. In Standard Fortran, an ampersand can be used to continue a statement from one line to another, and a semicolon can be used to separate several statements on one line.

There are two main classes of statements: executable and nonexecutable.

statement function  A computing procedure defined by a single statement in the same program unit in which the procedure is referenced.

statement function definition  A statement that defines a statement function. Its form is the statement function name (followed by its optional dummy arguments in parentheses), followed by an equal sign (=), followed by a numeric, logical, or character expression.

A statement function definition must precede all executable statements and follow all specification statements.

statement keyword  A word that begins the syntax of a statement. All program statements (except assignment statements and statement function definitions) begin with a statement keyword. Examples are INTEGER, DO, IF, and WRITE.

statement label  See label.

static variable  A variable whose storage is allocated for the entire execution of a program.
storage association
The relationship between two storage sequences when the storage unit of one is the same as the storage unit of the other. Storage association is provided by the COMMON and EQUIVALENCE statements. For modules, pointers, allocatable arrays, and automatic data objects, the SEQUENCE statement defines a storage order for structures.

storage location
An addressable unit of main memory.

storage sequence
A sequence of any number of consecutive storage units. The size of a storage sequence is the number of storage units in the storage sequence. A sequence of storage sequences forms a composite storage sequence. See also storage association and storage unit.

storage unit
In a storage sequence, the number of storage units needed to represent one real, integer, logical, or character value. See also character storage unit, numeric storage unit, and storage sequence.

stride
The increment between subscript values that can optionally be specified in a subscript triplet. If it is omitted, it is assumed to be one.

string edit descriptor
A format descriptor that transfers characters to an output record.

structure
Can be either of the following:
- A scalar data object of derived (user-defined) type.
- An aggregate entity containing one or more fields or components.

structure component
Can be either of the following:
- One of the components of a structure.
- An array whose elements are components of the elements of an array of derived type.

structure constructor
A mechanism that is used to specify a scalar value of a derived type. A structure constructor is the name of the type followed by a parenthesized list of values for the components of the type.

subobject
Part of a data object (parent object) that can be referenced and defined separately from other parts of the data object. A subobject can be an array element, an array section, a substring, a derived type, or a structure component. Subobjects are referenced by designators and can be considered to be data objects themselves. See also designator.

subobject designator
See designator.

subprogram
A function or subroutine subprogram that can be invoked from another program unit to perform a specific task. A subprogram can define more than one procedure if it contains an ENTRY statement. Contrast with main program. See also procedure.

subroutine
A procedure that can return many values, a single value, or no value to the calling program unit (through arguments). A subroutine is invoked by a CALL statement in another program unit.

In recent versions of Fortran, a subroutine can also be used to specify a defined assignment. Such assignments are invoked with an ASSIGNMENT(=) interface block rather than the CALL statement. See also function, statement function, and subroutine subprogram.
<table>
<thead>
<tr>
<th><strong>subroutine subprogram</strong></th>
<th>A sequence of statements starting with a <code>SUBROUTINE</code> (or optional <code>OPTIONS</code>) statement and ending with the corresponding <code>END</code> statement. See also <code>subroutine</code>.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>subscript</strong></td>
<td>A scalar integer expression (enclosed in parentheses and appended to the array name) indicating the position of an array element. The number of subscripts is the rank of the array. See also <code>array element</code>.</td>
</tr>
<tr>
<td><strong>subscript triplet</strong></td>
<td>An item in a section subscript list specifying a range of values for the array section. A subscript triplet contains at least one colon and has three optional parts: a lower bound, an upper bound, and a stride. Contrast with <code>vector subscript</code>. See also <code>array section</code> and <code>section subscript</code>.</td>
</tr>
<tr>
<td><strong>substring</strong></td>
<td>A contiguous portion of a scalar character string. Do not confuse this with the substring selector in an array section, where the result is another array section, not a substring.</td>
</tr>
<tr>
<td><strong>symbolic name</strong></td>
<td>See <code>name</code>.</td>
</tr>
<tr>
<td><strong>syntax</strong></td>
<td>The formal structure of a statement or command string.</td>
</tr>
</tbody>
</table>

**Glossary T**

<table>
<thead>
<tr>
<th><strong>target</strong></th>
<th>The named data object associated with a pointer (in the form <code>pointer-object =&gt; target</code>). A target is declared in a type declaration statement that contains the <code>TARGET</code> attribute. See also <code>pointer</code> and <code>pointer association</code>.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>thread</strong></td>
<td>Part of a program that can run at the same time as other parts, usually with some form of communication and/or synchronization among the threads. See also <code>multithreading</code>.</td>
</tr>
<tr>
<td><strong>transformational function</strong></td>
<td>An intrinsic function that is not an elemental or inquiry function. A transformational function usually changes an array actual argument into a scalar result or another array, rather than applying the argument element by element.</td>
</tr>
<tr>
<td><strong>truncation</strong></td>
<td>Can be either of the following:</td>
</tr>
<tr>
<td></td>
<td>- A technique that approximates a numeric value by dropping its fractional value and using only the integer portion.</td>
</tr>
<tr>
<td></td>
<td>- The process of removing one or more characters from the left or right of a number or string.</td>
</tr>
<tr>
<td><strong>type declaration statement</strong></td>
<td>A nonexecutable statement specifying the data type of one or more variables: an <code>INTEGER</code>, <code>REAL</code>, <code>DOUBLE PRECISION</code>, <code>COMPLEX</code>, <code>DOUBLE COMPLEX</code>, <code>CHARACTER</code>, <code>LOGICAL</code>, or <code>TYPE</code> statement. A type declaration statement may also specify attributes for the variables. Also called a type declaration or type specification.</td>
</tr>
<tr>
<td><strong>type parameter</strong></td>
<td>Defines an intrinsic data type. The type parameters are kind and length. The kind type parameter (KIND=) specifies the range for the integer data type, the precision and range for real and complex data types, and the machine representation method for the character and logical data types. The length type parameter (LEN=) specifies the length of a character string. See also <code>kind type parameter</code>.</td>
</tr>
<tr>
<td>Term</td>
<td>Definition</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>type-bound procedure</td>
<td>A procedure that is bound to a derived type and referenced by means of an object of that type.</td>
</tr>
<tr>
<td><strong>Glossary U</strong></td>
<td></td>
</tr>
<tr>
<td>ultimate component</td>
<td>For a derived type or a structure, a component that is of intrinsic type or has the POINTER attribute, or an ultimate component of a component that is a derived type and does not have the POINTER attribute.</td>
</tr>
<tr>
<td>unary operator</td>
<td>An operator that operates on one operand. For example, the minus sign in -A and the .NOT. operator in .NOT. (J .GT. K).</td>
</tr>
<tr>
<td>undeferred task</td>
<td>A task for which execution is not deferred with respect to its generating task region; that is, its generating task region is suspended until execution of the undeferred task has finished.</td>
</tr>
<tr>
<td>undefined</td>
<td>For a data object, the property of not having a determinate value.</td>
</tr>
<tr>
<td>underflow</td>
<td>An error condition occurring when the result of an arithmetic operation yields a result that is smaller than the minimum value in the range of a data type. For example, in unsigned arithmetic, underflow occurs when a result is negative. See also denormalized number.</td>
</tr>
<tr>
<td>unformatted data</td>
<td>Data written to a file by using unformatted I/O statements; for example, binary numbers.</td>
</tr>
<tr>
<td>unformatted I/O statement</td>
<td>An I/O statement that does not contain format specifiers and therefore does not translate the data being transferred. Contrast with formatted I/O statement.</td>
</tr>
<tr>
<td>unformatted record</td>
<td>A record that is transmitted in internal format between internal and external storage.</td>
</tr>
<tr>
<td>unit identifier</td>
<td>The identifier that specifies an external unit or internal file. The identifier can be any one of the following:</td>
</tr>
<tr>
<td></td>
<td>• An integer expression whose value must be zero or positive</td>
</tr>
<tr>
<td></td>
<td>• An asterisk (*) that corresponds to the default (or implicit) I/O unit</td>
</tr>
<tr>
<td></td>
<td>• The name of a character scalar memory reference or character array name reference for an internal file</td>
</tr>
<tr>
<td></td>
<td>Also called a device code, or logical unit number.</td>
</tr>
<tr>
<td>unspecified storage unit</td>
<td>A unit of storage for holding a pointer or a scalar that is not a pointer and is of type other than default integer, default character, or default real.</td>
</tr>
<tr>
<td>upper bounds</td>
<td>See bounds.</td>
</tr>
<tr>
<td>use association</td>
<td>The process by which the entities in a module are made accessible to other scoping units (through a USE statement in the scoping unit).</td>
</tr>
<tr>
<td>user-defined assignment</td>
<td>See defined assignment.</td>
</tr>
<tr>
<td>user-defined operator</td>
<td>See defined operation.</td>
</tr>
<tr>
<td>user-defined type</td>
<td>See derived type.</td>
</tr>
</tbody>
</table>
Glossary V

variable
A data object (stored in a memory location) whose value can change during program execution. A variable can be a named data object, an array element, an array section, a structure component, or a substring. In FORTRAN 77, a variable was always scalar and named. Contrast with constant.

variable format expression
A numeric expression enclosed in angle brackets (<>) that can be used in a FORMAT statement. If necessary, it is converted to integer type before use.

variable-length record type
A file format in which records may be of different lengths.

vector subscript
A rank-one array of integer values used as a section subscript to select elements from a parent array. Unlike a subscript triplet, a vector subscript specifies values (within the declared bounds for the dimension) in an arbitrary order. Contrast with subscript triplet. See also array section and section subscript.

Glossary W

wait function
A function that blocks the execution of a calling thread until a specified set of conditions has been satisfied.

whole array
An array reference (for example, in a type declaration statement) that consists of the array name alone, without subscript notation. Whole array operations affect every element in the array. See also array.

Glossary Z

zero-sized array
An array with at least one dimension that has at least one extent of zero. A zero-sized array has a size of zero and contains no elements. See also array.
Part V

Compilation

Topics:

- Supported Environment Variables
- Using Other Methods to Set Environment Variables
- Understanding Files Associated with Intel® Fortran Applications (Windows*)
- Compiling and Linking Multithreaded Programs
- Linking Tools and Options
- Using Configuration Files
- Using Response Files
- Creating Fortran Executables
- Linking Debug Information
- Debugging
Supported Environment Variables

You can customize your system environment by specifying paths where the compiler searches for certain files such as libraries, include files, configuration files, and certain settings.

Compiler Compile-Time Environment Variables

The following table shows the compile-time environment variables that affect the compiler:

<table>
<thead>
<tr>
<th>Compile-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IFORTCFG</td>
<td>Specifies a configuration file that the compiler should use instead of the default configuration file. By default, the compiler uses the default configuration file (ifort.cfg) from the same directory where the compiler executable resides.</td>
</tr>
</tbody>
</table>

**NOTE**
On Windows* operating systems, this environment variable cannot be set from Visual Studio.

| INTEL_LICENSE_FILE               | Specifies the location for the Intel license file. |

**NOTE**
On Windows* operating systems, this environment variable cannot be set from Visual Studio.

| __INTEL_PRE_FFLAGS               | Specifies a set of compiler options to add to the compile line. This is an extension to the facility already provided in the compiler configuration file ifort.cfg. |

**NOTE**
By default, a configuration file named ifort.cfg is used. This file is in the same directory as the compiler executable. To use another configuration file in another location, you can use the IFORTCFG environment variable to assign the directory and file name for the configuration file.

You can insert command line options in the prefix position using __INTEL_PRE_FFLAGS, or in the suffix position using __INTEL_POST_FFLAGS. The command line is built as follows:

**Syntax:**
ifort <PRE flags> <flags from configuration file> <flags from the compiler invocation> <POST flags>
NOTE
The driver issues a warning that the compiler is overriding an option because of an environment variable, but only when you include the option /W5 (Windows*) or -w3 (Linux* and OS X*).

<table>
<thead>
<tr>
<th>Compile-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PATH</td>
<td>Specifies the directories the system searches for binary executable files.</td>
</tr>
<tr>
<td>TMP</td>
<td>Specifies the location for temporary files. If none of these are specified, or writeable, or found, the compiler stores temporary files in /tmp (Linux, OS X) or the current directory (Windows).</td>
</tr>
<tr>
<td>TMPDIR</td>
<td>On Windows* and OS X*, The compiler searches for these variables in the following order: TMP, TMPDIR, and TEMP.</td>
</tr>
<tr>
<td>TEMP</td>
<td>On Linux*, The compiler searches for these variables in the following order: TMPDIR, TMP, and TEMP.</td>
</tr>
</tbody>
</table>

NOTE
On Windows* operating systems, these environment variables cannot be set from Visual Studio.

LD_LIBRARY_PATH
(Windows*)

Specifies the path for dynamic libraries.

DYLD_LIBRARY_PATH
(Windows*)

Specifies the location for shared objects (.so files).

INCLUDE
Specifies the directory path for the include files (files included by INCLUDE statements, #include files, RC INCLUDE files, and module files referenced by USE statements).

LIB
Specifies the directories for all libraries used by the compiler and linker.

Intel® MIC Architecture Environment Variables

MIC_LIBRARY_PATH
(Windows*)

Specifies the location on the host for target-specific static libraries. LIBRARY_PATH specifies the location on the host for host-specific static libraries.

NOTE
On Windows* operating systems, this environment variable cannot be set from Visual Studio.

GNU Environment Variables and Extensions

CPATH
(Windows*)

Specifies the path for include and module files.

GCCROOT
(Windows*)

Specifies the location of the gcc* binaries.

Set this variable only when the compiler cannot locate the gcc binaries when using the -gcc-name option.
<table>
<thead>
<tr>
<th>Compile-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GXX_INCLUDE (Linux*)</td>
<td>Specifies the location of the gcc headers. Set this variable to specify the locations of the gcc installed files when the compiler does not find the needed values as specified by the use of <code>-gcc-name=directory-name/gcc</code> or <code>-gxx-name=directory-name/g++</code>.</td>
</tr>
<tr>
<td>GXX_ROOT (Linux*)</td>
<td>Specifies the location of the gcc binaries. Set this variable to specify the locations of the gcc installed files when the compiler does not find the needed values as specified by the use of <code>-gcc-name=directory-name/gcc</code> or <code>-gxx-name=directory-name/g++</code>.</td>
</tr>
<tr>
<td>LIBRARY_PATH (Linux* and OS X*)</td>
<td>Specifies the path for libraries to be used during the link phase.</td>
</tr>
</tbody>
</table>

Compiler Run-Time Environment Variables

The Intel® Fortran Compiler run-time system recognizes a number of environment variables. These variables can be used to customize run-time diagnostic error reporting, allow program continuation under certain conditions, disable the display of certain dialog boxes under certain conditions, and allow just-in-time debugging.

Environment variables relating to file I/O are interpreted when the file is opened. Other variables are read when the program starts.

The order of precedence for run-time environment variables is:

1. OPEN keyword
2. Environment variable(s)
3. Command line option

For Fortran runtime environment variables that are boolean (either enabled or disabled), the following tables describe values you can use to enable or disable them. These rules do not apply to environment variables for OpenMP* (OMP_) and their extensions (KMP_), PGO, or Intel® MIC Architecture.

<table>
<thead>
<tr>
<th>Setting a Run-Time Environment Variable to ON or OFF</th>
<th>Examples</th>
</tr>
</thead>
</table>
| An integer composed entirely of digits enables the environment variable. | 1
4938493848 |
| A string starting with `t` or `T`, `y` or `Y`, enables the environment variable. | `T`
`t`
`TRUE`
`TFALSE`
`Y`
y
`yes`
yeti |
Setting a Run-Time Environment Variable to ON or OFF

<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>decfort_dump_flag</code></td>
<td>Boolean. When set to TRUE, a core dump will be taken when any severe Intel® Fortran run-time error occurs. <strong>Default</strong>: FALSE</td>
</tr>
<tr>
<td><code>F_UFMTENDIAN</code></td>
<td>This variable specifies the numbers of the units to be used for little-endian-to-big-endian conversion purposes. See Environment Variable <strong>F_UFMTENDIAN Method</strong>. The variable is retrieved once when the first unit is opened, and then checked for every open.</td>
</tr>
<tr>
<td><code>FOR_COARRAY_CONFIG_FILE</code></td>
<td>(Windows* and Linux*) This variable specifies the coarray configuration file and path to be used at execution time. The variable overrides the value specified by the [Q]coarray-config-file=value qualifier at runtime.</td>
</tr>
<tr>
<td><code>FOR_COARRAY_NUM_IMAGES</code></td>
<td>(Windows* and Linux*) This variable specifies the number of images created for coarrays. The value overrides the value specified by the [Q]coarray-num-images=value qualifier at runtime.</td>
</tr>
<tr>
<td><code>FOR_FMT_TERMINATOR</code></td>
<td>This variable specifies the numbers of the units to have a specific record terminator. See <strong>Record Types</strong>. The variable is retrieved once when the first unit is opened, and then checked for every open.</td>
</tr>
<tr>
<td><code>FORT_FMT_NO_WRAP_MARGIN</code></td>
<td>Boolean. When set to TRUE, disables column wrapping in Fortran list-directed output when the record being written is longer than 80 characters. <strong>NOTE</strong> There is no mechanism to set a value for the right margin, this only disables wrapping. <strong>Default</strong>: FALSE (Wrap margin)</td>
</tr>
</tbody>
</table>

Anything that doesn't enable the environment variable disables it.

Examples

- 0
- -1
- +1
- <no value set>

The following table summarizes compiler environment variables that are recognized at run time.
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FOR_ACCEPT</td>
<td>The <code>ACCEPT</code> statement does not include an explicit logical unit number. Instead, it uses an implicit internal logical unit number and the <code>FOR_ACCEPT</code> environment variable. If <code>FOR_ACCEPT</code> is not defined, the code <code>ACCEPT f,iolist</code> reads from <code>CONIN$</code> (standard input). If <code>FOR_ACCEPT</code> is defined (as a file name optionally containing a path), the specified file would be read.</td>
</tr>
<tr>
<td>FOR_DEBUGGER_IS_PRESENT</td>
<td>Boolean. When set to TRUE, this variable tells the Fortran run-time library that your program is executing under a debugger, and generates debug exceptions whenever severe or continuable errors are detected. Under normal conditions, this variable can be extracted from the operating system for Windows*. On Linux* and OS X*, this variable must be set for debug exceptions. Setting this variable to TRUE when a program is not executing under a debugger causes unpredictable behavior. <strong>Default</strong>: FALSE</td>
</tr>
<tr>
<td>FOR_DEFAULT_PRINTDEVICE</td>
<td>(Windows*) This variable lets you specify the print device other than the default print device PRN (LPT1) for files closed (<code>CLOSE</code> statement) with the <code>DISPOSE='PRINT'</code> specifier. To specify a different print device for the file associated with the <code>CLOSE</code> statement <code>DISPOSE='PRINT'</code> specifier, set <code>FOR_DEFAULT_PRINTDEVICE</code> to any legal DOS print device before executing the program.</td>
</tr>
<tr>
<td>FOR_DIAGNOSTIC_LOG_FILE</td>
<td>If this variable is set to the name of a file, diagnostic output is written to the specified file. The Fortran run-time system attempts to open that file (append output) and write the error information (ASCII text) to the file. Because the setting of <code>FOR_DIAGNOSTIC_LOG_FILE</code> is independent of <code>FOR_DISABLE_DIAGNOSTIC_DISPLAY</code>, you can disable the screen display of information but still capture the error information in a file. Because the text string you assign for the file name is used literally, you must specify the full name. If the file open fails, no error is reported and the run-time system continues diagnostic processing. See also Locating Run-Time Errors and Using Traceback Information Overview.</td>
</tr>
<tr>
<td>FOR_DISABLE_DIAGNOSTIC_DISPLAY</td>
<td>Boolean.</td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>FOR_DISABLE_STACK_TRACE</td>
<td>When set to TRUE, this variable disables the display of all error information. This variable is helpful if you just want to test the error status of your program and do not want the Fortran run-time system to display any information about an abnormal program termination. See also Using Traceback Information Overview.</td>
</tr>
<tr>
<td>FOR_FORCE_STACK_TRACE</td>
<td>When set to TRUE, this variable forces a traceback to follow any run-time diagnostic message. If FOR_DISABLE_STACK_TRACE is also set, FOR_FORCE_STACK_TRACE takes precedence over FOR_DISABLE_STACK_TRACE. Default: FALSE</td>
</tr>
<tr>
<td>FOR_IGNORE_EXCEPTIONS</td>
<td>When set to TRUE, this variable disables default run-time exception handling to allow, for example, just-in-time debugging. The run-time system exception handler returns EXCEPTION_CONTINUE_SEARCH to the operating system, which looks for other handlers to service the exception. Default: FALSE</td>
</tr>
<tr>
<td>FOR_NOERROR_DIALOGS</td>
<td>When set to TRUE, this variable disables the display of dialog boxes when certain exceptions or errors occur. This is useful when running many test programs in batch mode to prevent a failure from stopping execution of the entire test stream. Default: FALSE</td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>FOR_PRINT</td>
<td>Neither the PRINT statement nor a WRITE statement with an asterisk (<em>) in place of a unit number includes an explicit logical unit number. Instead, both use an implicit internal logical unit number and the FOR_PRINT environment variable. If FOR_PRINT is not defined, the code PRINT f,iolist or WRITE (</em>,f) iolist writes to CONOUT$ (standard output). If FOR_PRINT is defined (as a file name optionally containing a path), the specified file would be written to.</td>
</tr>
<tr>
<td>FOR_READ</td>
<td>A READ statement that uses an asterisk (<em>) in place of a unit number does not include an explicit logical unit number. Instead, it uses an implicit internal logical unit number and the FOR_READ environment variable. If FOR_READ is not defined, the code READ (</em>,f) iolist or READ f,iolist reads from CONIN$ (standard input). If FOR_READ is defined (as a file name optionally containing a path), the specified file would be read.</td>
</tr>
<tr>
<td>FOR_TYPE</td>
<td>The TYPE statement does not include an explicit logical unit number. Instead, it uses an implicit internal logical unit number and the FOR_TYPE environment variable. If FOR_TYPE is not defined, the code TYPE f,iolist writes to CONOUT$ (standard output). If FOR_TYPE is defined (as a file name optionally containing a path), the specified file would be written to.</td>
</tr>
<tr>
<td>FORT_BLOCKSIZE</td>
<td>Specifies the default BLOCKSIZE value to be used when BLOCKSIZE= is omitted on the OPEN statement. Valid values are 0 to 2147467264. Sizes are rounded up to the next 512-byte boundary. This variable applies to all Fortran I/O units except stderr, which is never buffered. The variable is retrieved once at program initialization, and checked for each unit open.</td>
</tr>
<tr>
<td>FORT_BUFFERCOUNT</td>
<td>Specifies the default BUFFERCOUNT value to be used when BUFFERCOUNT= is omitted on the OPEN statement. Valid values are 0 to 127. If set to 0, the default value of 1 is used. This variable applies to all Fortran I/O units except stdout (units * and 6) and stderr. The variable is retrieved once at program initialization, and checked for each unit open.</td>
</tr>
<tr>
<td>FORT_BUFFERED</td>
<td>Boolean.</td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>FORT_BUFFERING_THRESHOLD=n</td>
<td>When set to TRUE, this variable specifies that buffered I/O should be used at run time for input and output on all Fortran I/O units, except stdout (units * and 6). Output to stderr is never buffered.</td>
</tr>
<tr>
<td><strong>Default:</strong> FALSE</td>
<td></td>
</tr>
<tr>
<td>FORT_CONVERTn</td>
<td>Specifies the data format for an unformatted file associated with a particular unit number (n), as described in Methods of Specifying the Data Format.</td>
</tr>
<tr>
<td>FORT_CONVERT_.ext and FORT_CONVERT_ext</td>
<td>Specifies the data format for unformatted files with a particular file extension suffix (.ext), as described in Methods of Specifying the Data Format.</td>
</tr>
<tr>
<td>FORT_FMT_RECL</td>
<td>Specifies the default record length (normally 132 bytes) for formatted files. The variable is retrieved once at program initialization, and checked for each unit open.</td>
</tr>
<tr>
<td>FORT_UFMT_RECL</td>
<td>Specifies the default record length (normally 2040 bytes) for unformatted files. The variable is retrieved once at program initialization, and checked for each unit open.</td>
</tr>
<tr>
<td>FORTn</td>
<td>Specifies the file name for a particular unit number n, when a file name is not specified in the OPEN statement or an implicit OPEN is used, and the compiler option fpscomp with option keyword filesfromcmd was not specified. Preconnected files attached to units 0, 5, and 6 are associated with system standard I/O files by default.</td>
</tr>
<tr>
<td>NLSPATH (Linux* and OS X*)</td>
<td>Specifies the path for the Intel® Fortran run-time error message catalog.</td>
</tr>
<tr>
<td>TBK_ENABLE_VERBOSE_STACK_TRACE</td>
<td>Boolean. When set to TRUE, traceback output displays more detailed call stack information in the event of an error.</td>
</tr>
</tbody>
</table>
### Run-Time Environment Variable

<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
</tbody>
</table>
| The default brief output is usually sufficient to determine where an error occurred. Brief output includes up to twenty stack frames, reported one line per stack frame. For each frame, the image name containing the PC, routine name, line number, and source file are given. The verbose output, if selected, will provide the exception context record (in addition to the information in brief output) if the error was a machine exception (machine register dump), and for each frame, the return address, frame pointer and stack pointer and possible parameters to the routine. This output can be quite long (limited to 16K bytes) and use of the environment variable FOR_DIAGNOSTIC_LOG_FILE is recommended if you want to capture the output accurately. Most situations should not require the use of verbose output. **Default**: FALSE  
See also Locating Run-Time Errors and Using Traceback Information Overview. |

**TBK_FULL_SRC_FILE_SPEC**  
Boolean.  
When set to TRUE, traceback output displays complete file name information including the path. By default, the traceback output displays only the file name and extension in the source file field. **Default**: FALSE  
See also Locating Run-Time Errors and Using Traceback Information Overview.  

**FORT_TMPDIR**  
**TMP**  
**TMPDIR**  
**TEMP**  

**GNU extensions (recognized by the Intel® OpenMP compatibility library)**  
**GOMP_CPU_AFFINITY (Linux*)**  
GNU extension recognized by the Intel® OpenMP compatibility library. Specifies a list of OS processor IDs. You must set this environment variable before the first parallel region or before certain API calls including `omp_get_max_threads()`, `omp_get_num_procs()` and any affinity API calls. For detailed information on this environment variable, see Thread Affinity Interface. **Default**: Affinity is disabled.
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
</table>
| **GOMP_STACKSIZE** (Linux*)   | GNU extension recognized by the Intel® OpenMP compatibility library. Same as `OMP_STACKSIZE,KMP_STACKSIZE` overrides `GOMP_STACKSIZE`, which overrides `OMP_STACKSIZE`.  
**Default:** See the description for `OMP_STACKSIZE`. |

**OpenMP® Environment Variables (OMP_) and Extensions (KMP_)**

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
</table>
| **OMP_CANCELLATION**          | Activates cancellation of the innermost enclosing region of the type specified. If set to true, the effects of the cancel construct and of cancellation points are enabled and cancellation is activated. If set to false, cancellation is disabled and the cancel construct and cancellation points are effectively ignored.  
**NOTE**  
Internal barrier code will work differently depending on whether the cancellation is enabled. Barrier code should repeatedly check the global flag to figure out if the cancellation had been triggered. If a thread observes the cancellation it should leave the barrier prematurely with the return value 1 (may wake up other threads). Otherwise, it should leave the barrier with the return value 0. |
|                              | Enables (true) or disables (false) cancellation of the innermost enclosing region of the type specified.  
**Default:** FALSE  
**Example:** `OMP_CANCELLATION=true` |
| **OMP_DYNAMIC**               | Enables (true) or disables (false) the dynamic adjustment of the number of threads.  
**Default:** FALSE  
**Example:** `OMP_DYNAMIC=true` |
| **OMP_MAX_ACTIVE_LEVELS**     | The maximum number of levels of parallel nesting for the program.  
**Default:** 1  
**Syntax:** `OMP_MAX_ACTIVE_LEVELS=true` |
| **OMP_NESTED**                | Enables (true) or disables (false) nested parallelism.  
**Default:** FALSE  
**Example:** `OMP_NESTED=true` |
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OMP_NUM_THREADS</td>
<td>Sets the maximum number of threads to use for OpenMP* parallel regions if no other value is specified in the application. The value can be a single integer, in which case it specifies the number of threads for all parallel regions. The value can also be a comma-separated list of integers, in which case each integer specifies the number of threads for a parallel region at a nesting level. The first position in the list represents the outer-most parallel nesting level, the second position represents the next-inner parallel nesting level, and so on. At any level, the integer can be left out of the list. If the first integer in a list is left out, it implies the normal default value for threads is used at the outer-most level. If the integer is left out of any other level, the number of threads for that level is inherited from the previous level. This environment variable applies to the options Qopenmp (Windows) or qopenmp (Linux and OS X), or Qparallel (Windows) or qparallel (Linux and OS X). <strong>Default:</strong> The number of processors visible to the operating system. <strong>Syntax:</strong> OMP_NUM_THREADS=value[,value]*</td>
</tr>
</tbody>
</table>
| OMP_PLACES                   | Specifies an explicit ordered list of places, either as an abstract name describing a set of places or as an explicit list of places described by nonnegative numbers. An exclusion operator "!" can also be used to exclude the number or place immediately following the operator. For **explicit lists**, the meaning of the numbers and how the numbering is done for a list of nonnegative numbers are implementation defined. Generally, the numbers represent the smallest unit of execution exposed by the execution environment, typically a hardware thread. **Intervals can be specified using the** `<lower-bound>:<length>:<stride>` **notation to represent the following list of numbers:**

"<lower-bound>, <lower-bound> + <stride>, ..., <lower-bound> + (<length>-1)*<stride>."
Run-Time Environment Variable | Description
--- | ---
When `<stride>` is omitted, a unit stride is assumed. Intervals can specify numbers within a place as well as sequences of places.

```
setenv OMP_PLACES "{0,1,2,3},{4,5,6,7},
{8,9,10,11},{12,13,14,15}"
setenv OMP_PLACES "{0:4},{4:4},{8:4},{12:4}"
setenv OMP_PLACES "{0:4}:4:4"
```

The **abstract names** listed below should be understood by the execution and runtime environment:

- **threads**: Each place corresponds to a single hardware thread on the target machine.
- **cores**: Each place corresponds to a single core (having one or more hardware threads) on the target machine.
- **sockets**: Each place corresponds to a single socket (consisting of one or more cores) on the target machine.

When requesting fewer places or more resources than available on the system, the determination of which resources of type `abstract_name` are to be included in the place list is implementation-defined. The precise definitions of the abstract names are implementation defined. An implementation may also add abstract names as appropriate for the target platform. The abstract name may be appended by a positive number in parentheses to denote the length of the place list to be created, that is `abstract_name(num-places)`.

```
setenv OMP_PLACES threads
setenv OMP_PLACES threads(4)
```

**NOTE**

If any numerical values cannot be mapped to a processor on the target platform the behavior is implementation-defined. The behavior is also implementation-defined when the `OMP_PLACES` environment variable is defined using an abstract name.

```
setenv OMP_PLACES threads
setenv OMP_PLACES threads(4)
```

**OMP_PROC_BIND** *(Windows, Linux)*

Sets the thread affinity policy to be used for parallel regions at the corresponding nested level. Enables (true) or disables (false) the binding of threads to processor contexts. If enabled, this is the same as specifying `KMP_AFFINITY=scatter`. If disabled, this is the same as specifying `KMP_AFFINITY=none`. 
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Acceptable values:</strong> True, false, or a comma separated list, each element of which is one of the following values: master, close, spread.</td>
<td></td>
</tr>
<tr>
<td><strong>Default:</strong> False</td>
<td></td>
</tr>
<tr>
<td>If set to false, the execution environment may move OpenMP* threads between OpenMP* places, thread affinity is disabled, and proc_bind clauses on parallel constructs are ignored. Otherwise, the execution environment should not move OpenMP* threads between OpenMP* places, thread affinity is enabled, and the initial thread is bound to the first place in the OpenMP* place list.</td>
<td></td>
</tr>
<tr>
<td>If set to master, all threads are bound to the same place as the master thread. If set to close, threads are bound to successive places, close to where the master thread is bound. If set to spread, the master thread’s partition is subdivided and threads are bound to single place successive sub-partitions.</td>
<td></td>
</tr>
<tr>
<td><strong>NOTE</strong></td>
<td></td>
</tr>
<tr>
<td>KMP_AFFINITY takes precedence over GOMP_CPU_AFFINITY and OMP_PROC_BIND.</td>
<td></td>
</tr>
<tr>
<td>GOMP_CPU_AFFINITY takes precedence over OMP_PROC_BIND.</td>
<td></td>
</tr>
<tr>
<td><strong>OMP_SCHEDULE</strong></td>
<td></td>
</tr>
<tr>
<td>Sets the run-time schedule type and an optional chunk size.</td>
<td></td>
</tr>
<tr>
<td><strong>Default:</strong> STATIC, no chunk size specified</td>
<td></td>
</tr>
<tr>
<td><strong>Example syntax:</strong></td>
<td></td>
</tr>
<tr>
<td>OMP_SCHEDULE=&quot;kind[,chunk_size]&quot;</td>
<td></td>
</tr>
<tr>
<td><strong>NOTE</strong></td>
<td></td>
</tr>
<tr>
<td>Some environment variables are available for both Intel® microprocessors and non-Intel microprocessors, but may perform additional optimizations for Intel® microprocessors than for non-Intel microprocessors.</td>
<td></td>
</tr>
<tr>
<td><strong>OMP_STACKSIZE</strong></td>
<td></td>
</tr>
<tr>
<td>Sets the number of bytes to allocate for each OpenMP* thread to use as the private stack for the thread. Recommended size is 16M.</td>
<td></td>
</tr>
<tr>
<td>Use the optional suffixes to specify byte units: B (bytes), K (Kilobytes), M (Megabytes), G (Gigabytes), or T (Terabytes) to specify the units.</td>
<td></td>
</tr>
<tr>
<td>If you specify a value without a suffix, the byte unit is assumed to be K (Kilobytes).</td>
<td></td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>This variable does not affect the native operating system threads created by the user program, or the thread executing the sequential part of an OpenMP* program or parallel programs created using the option <code>qparallel</code> (Windows) or <code>qparallel</code> (Linux and OS X).</td>
</tr>
<tr>
<td></td>
<td>The <code>kmp_set_stacksize_s()</code> routines set/retrieve the value. The <code>kmp_set_stacksize_s()</code> routine must be called from sequential part, before first parallel region is created. Otherwise, calling <code>kmp_set_stacksize_s()</code> has no effect.</td>
</tr>
<tr>
<td>Default (IA-32 architecture):</td>
<td>2M</td>
</tr>
<tr>
<td>Default (Intel® 64 architecture):</td>
<td>4M</td>
</tr>
<tr>
<td>Default (Intel® MIC architecture):</td>
<td>4M (on supported OSes)</td>
</tr>
<tr>
<td>Related environment variables:</td>
<td><code>KMP_STACKSIZE</code> (overrides <code>OMP_STACKSIZE</code>).</td>
</tr>
<tr>
<td>Syntax:</td>
<td><code>OMP_STACKSIZE=value</code></td>
</tr>
<tr>
<td>OMP_THREAD_LIMIT</td>
<td>Limits the number of simultaneously-executing threads in an OpenMP* program.</td>
</tr>
<tr>
<td></td>
<td>If this limit is reached and another native operating system thread encounters OpenMP* API calls or constructs, the program can abort with an error message. If this limit is reached when an OpenMP* parallel region begins, a one-time warning message might be generated indicating that the number of threads in the team was reduced, but the program will continue.</td>
</tr>
<tr>
<td></td>
<td>This environment variable is only used for programs compiled with the following options: <code>Qopenmp</code> (Windows) or <code>openmp</code> (Linux and OS X), or <code>Qparallel</code> (Windows) or <code>qparallel</code> (Linux and OS X).</td>
</tr>
<tr>
<td></td>
<td>The <code>omp_get_thread_limit()</code> routine returns the value of the limit.</td>
</tr>
<tr>
<td>Default:</td>
<td>No enforced limit</td>
</tr>
<tr>
<td>Related environment variable:</td>
<td><code>KMP_ALL_THREADS</code> (overrides <code>OMP_THREAD_LIMIT</code>).</td>
</tr>
<tr>
<td>Syntax:</td>
<td><code>OMP_THREAD_LIMIT=value</code></td>
</tr>
<tr>
<td>OMP_WAIT_POLICY</td>
<td>Decides whether threads spin (active) or yield (passive) while they are waiting.</td>
</tr>
<tr>
<td></td>
<td><code>OMP_WAIT_POLICY=ACTIVE</code> is an alias for <code>KMP_LIBRARY=turnaround</code>, and <code>OMP_WAIT_POLICY=PASSIVE</code> is an alias for <code>KMP_LIBRARY=throughput</code>.</td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>KMP_AFFINITY</strong> * (Windows, Linux)</td>
<td>Enables run-time library to bind threads to physical processing units. You must set this environment variable before the first parallel region, or certain API calls including <code>omp_get_max_threads()</code>, <code>omp_get_num_procs()</code> and any affinity API calls. For detailed information on this environment variable, see <a href="#">Thread Affinity Interface</a>.</td>
</tr>
<tr>
<td><strong>Default</strong></td>
<td>Passive</td>
</tr>
<tr>
<td><strong>Syntax</strong></td>
<td><code>OMP_WAIT_POLICY=value</code></td>
</tr>
<tr>
<td><strong>Default</strong> <em>(Intel® MIC architecture)</em></td>
<td><code>noverbose,warnings,respect,granularity=core,duplicates,none</code></td>
</tr>
<tr>
<td><strong>Default (Intel® MIC architecture)</strong></td>
<td><code>noverbose,warnings,respect,granularity=fine,duplicates,scatter,0,0</code></td>
</tr>
<tr>
<td><strong>NOTE</strong></td>
<td>Some environment variables are available for both Intel® microprocessors and non-Intel microprocessors, but may perform additional optimizations for Intel® microprocessors than for non-Intel microprocessors.</td>
</tr>
<tr>
<td><strong>KMP_ALL_THREADS</strong></td>
<td>Limits the number of simultaneously-executing threads in an OpenMP* program. If this limit is reached and another native operating system thread encounters OpenMP* API calls or constructs, then the program may abort with an error message. If this limit is reached at the time an OpenMP* parallel region begins, a one-time warning message may be generated indicating that the number of threads in the team was reduced, but the program will continue execution. This environment variable is only used for programs compiled with the <code>Qopenmp(Windows)</code> or <code>qopenmp (Linux and OS X)</code> option.</td>
</tr>
<tr>
<td><strong>Default</strong></td>
<td>No enforced limit.</td>
</tr>
<tr>
<td><strong>KMP_BLOCKTIME</strong></td>
<td>Sets the time, in milliseconds, that a thread should wait, after completing the execution of a parallel region, before sleeping. Use the optional character suffixes: <code>s</code> (seconds), <code>m</code> (minutes), <code>h</code> (hours), or <code>d</code> (days) to specify the units. Specify <code>infinite</code> for an unlimited wait time.</td>
</tr>
<tr>
<td><strong>Default</strong></td>
<td>200 milliseconds</td>
</tr>
<tr>
<td>Run-Time Environment Variable</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
| **KMP_CPUINFO_FILE** | Specifies an alternate file name for a file containing the machine topology description. The file must be in the same format as /proc/cpuinfo.  
**Default**: None |
| **KMP_DETERMINISTIC_REDUCTION** | Enables (true) or disables (false) the use of a specific ordering of the reduction operations for implementing the reduction clause for an OpenMP* parallel region. This has the effect that, for a given number of threads, in a given parallel region, for a given data set and reduction operation, a floating point reduction done for an OpenMP* reduction clause has a consistent floating point result from run to run, since round-off errors are identical.  
**Default**: false |
| **KMP_DYNAMIC_MODE** | Selects the method used to determine the number of threads to use for a parallel region when OMP_DYNAMIC=true. Possible values: (asat | load_balance | thread_limit), where,  
• asat: estimates number of threads based on parallel start time;  
**NOTE**  
Support for asat (automatic self-allocating threads) is now deprecated and will be removed in a future release.  
• load_balance: tries to avoid using more threads than available execution units on the machine;  
• thread_limit: tries to avoid using more threads than total execution units on the machine.  
**Default (IA-32 architecture)**: load_balance (on all supported OSes)  
**Default (Intel® 64 architecture)**: load_balance (on all supported OSes) |
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>KMP_HOT_TEAMS_MAX_LEVEL</strong></td>
<td>Default (Intel® MIC architecture): thread_limit (on supported OSes) Sets the maximum nested level to which teams of threads will be hot. <strong>NOTE</strong> A hot team is a team of threads optimized for faster reuse by subsequent parallel regions. In a hot team, threads are kept ready for execution of the next parallel region, in contrast to the cold team, which is freed after each parallel region, with its threads going into a common pool of threads. For values of 2 and above, nested parallelism should be enabled. <strong>Default:</strong> 1</td>
</tr>
<tr>
<td><strong>KMP_HOT_TEAMS_MODE</strong></td>
<td>Specifies the run-time behavior when the number of threads in a hot team is reduced. Possible values:  • 0: Extra threads are freed and put into a common pool of threads.  • 1: Extra threads are kept in the team in reserve, for faster reuse in subsequent parallel regions. <strong>Default:</strong> 0</td>
</tr>
<tr>
<td><strong>KMP_INHERIT_FP_CONTROL</strong></td>
<td>Enables (true) or disables (false) the copying of the floating-point control settings of the master thread to the floating-point control settings of the OpenMP® worker threads at the start of each parallel region. <strong>Default:</strong> true</td>
</tr>
<tr>
<td><strong>KMP_LIBRARY</strong></td>
<td>Selects the OpenMP® run-time library execution mode. The values for this variable are serial, turnaround, or throughput. <strong>Default:</strong> throughput</td>
</tr>
<tr>
<td><strong>KMP_MONITOR_STACKSIZE</strong></td>
<td>Sets the number of bytes to allocate for the monitor thread, which is used for book-keeping during program execution. Use the optional suffixes to specify byte units: B (bytes), K (Kilobytes), M (Megabytes), G (Gigabytes), or T (Terabytes) to specify the units. If you specify a value without a suffix, the byte unit is assumed to be K (Kilobytes).</td>
</tr>
</tbody>
</table>
Run-Time Environment Variable | Description
--- | ---
KMP_PLACE_THREADS | **Default:** max (32k, system minimum thread stack size)

Specifies the number of sockets, cores per socket, and the number of threads per core, to use with an OpenMP* application, as an alternative to writing explicit affinity settings or a process affinity mask. You can also specify an offset value to set which sockets and cores to use.

**Syntax:**
socketsS[@offset], coresC[@offset], threads T

S, C and T are not case-sensitive.

- **sockets** The number of sockets to use.
- **cores** The number of cores to use per socket.
- **threads** The number of threads to use per core.
- **offset** (Optional) The number of sockets or cores to skip.

**NOTE**
If you don’t specify one or more types of resource, sockets, cores or threads, all available resources of that type are used.

**NOTE**
This variable does not work if the OpenMP* affinity is set to none, the default on Intel® Xeon® processors, or disabled. Set the affinity type by setting the environment variable OMP_PROC_BIND to a value other than false, or by setting the environment variable KMP_AFFINITY to a value other than none or disabled.

On Intel® Xeon® Phi™ coprocessors, the default affinity type is scatter, so KMP_PLACE_THREADS works by default on this platform.

**Default:** If omitted, the default value is the available number of sockets, cores, or threads.

**Examples:**

- 2s, 4c, 2t: Use the first 2 sockets (s0 and s1), the first 4 cores on each socket (c0 - c3), and 2 threads per core.
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Run-Time Environment Variable</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>2s@2,4c@8,2t:</td>
<td>Skip the first 2 sockets (s0 and s1) and use 2 sockets (s2-s3), skip the first 8 cores (c0-c7) and use 4 cores on each socket (c8-c11), and use 2 threads per core.</td>
</tr>
<tr>
<td>5c@1,3T:</td>
<td>Use all available sockets, skip the first core and use 5 cores, and use 3 threads per core.</td>
</tr>
<tr>
<td>2T:</td>
<td>Use all cores on all sockets, 2 threads per core.</td>
</tr>
<tr>
<td>4c@12:</td>
<td>Use 4 cores with offset 12, all available threads per core.</td>
</tr>
</tbody>
</table>

**KMP_SETTINGS**

Enables (true) or disables (false) the printing of OpenMP* run-time library environment variables during program execution. Two lists of variables are printed: user-defined environment variables settings and effective values of variables used by OpenMP* run-time library.

**Default:** false

**KMP_STACKSIZE**

Sets the number of bytes to allocate for each OpenMP* thread to use as its private stack.

Recommended size is 16m.

Use the optional suffixes to specify byte units: B (bytes), K (Kilobytes), M (Megabytes), G (Gigabytes), or T (Terabytes) to specify the units. If you specify a value without a suffix, the byte unit is assumed to be K (Kilobytes).

This variable does not affect the native operating system threads created by the user program nor the thread executing the sequential part of an OpenMP* program or parallel programs created using the option Qparallel (Windows) or qparallel (Linux and OS X).

**Default (IA-32 architecture):** 2m

**Default (Intel® 64 architecture):** 4m

**Default (Intel® MIC architecture):** 4M (on supported OSes)

**KMP_VERSION**

Enables (true) or disables (false) the printing of OpenMP* run-time library version information during program execution.

**Default:** false

**KMP_WARNINGS**

Enables (true) or disables (false) displaying warnings from the OpenMP* run-time library during program execution.

**Default:** true
### Intel® Many Integrated Core (Intel® MIC) Environment Variables

<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
</table>
| MIC_ENV_PREFIX                | Controls environment variables passed to the target.  
                                 By default, all environment variables set on the host are passed to the target. Setting MIC_ENV_PREFIX passes only environment variables that have a prefix of the value of this variable. For example, setting MIC_ENV_PREFIX=ABC passes only environment variables that have a prefix of ABC. |
| MIC_LD_LIBRARY_PATH           | Specifies the location on the host for target-specific shared objects that may be loaded to the target. The value is not passed to the target. See MIC_ENV_PREFIX for special handling of the value on the target. |
| MIC_PROXY_IO                  | Enables (1) or disables (0) the proxy of stderr and stdout, and specifies whether the process wants I/O proxy support between the host and target.  
                                 **Default:** 1  
                                 **Example:** MIC_PROXY_IO=0 |
Run-Time Environment Variable | Description
--- | ---
MIC_SEP_MONITOR | Enables (1) or disabled (0) SEP at offload regions.  
**Default:** 0  
**Example:** MIC_SEP_MONITOR=1

MIC_STACKSIZE | Specifies the stack size of the main thread for the offload. This value is typically much larger than the stack size for individual threads. It corresponds to what you would set with `ulimit-s` (BASH shell) or `limit stacksize` (C shell) if you were running natively on either the target or the host.  
Set this variable to `integerB|K|M|G|T`, where:  
- `B` = bytes  
- `K` = kilobytes  
- `M` = megabytes  
- `G` = gigabytes  
- `T` = terabytes  
**Default:** 12M  
**Example:** MIC_STACKSIZE=16M

MIC_USE_2MB_BUFFERS | Use 2M pages for (size > MIC_USE_2MB_BUFFERS). Variables with the ALLOCATABLE or POINTER attribute whose runtime length exceeds the value of this environment variable are allocated in large pages.  
Set this variable to `integerB|K|M|G|T`, where:  
- `B` = Bytes  
- `K` = Kilobytes  
- `M` = Megabytes  
- `G` = Gigabytes  
- `T` = Terabytes  
**Example:** MIC_USE_2MB_BUFFERS=64K

OFFLOAD_DEVICES | Restricts the offload process to use only the coprocessors specified as the value of the variable.  
Set this variable to a comma-separated list of target device numbers in the range 0 to \((number\_of\_devices\_in\_the\_system - 1)\), where 0 is the first coprocessor in the system, and \((number\_of\_devices\_in\_the\_system - 1)\) is the last coprocessor in the system.  
Coprocessors available for offloading are numbered logically. The function \(OFFLOAD\_NUMBER\_OF\_DEVICES\) returns the number of available coprocessors. Coprocessor indices that you use in the `target` specifier of the offload directives are in the range 0 to \(number\_of\_devices\_in\_the\_system - 1\).
Run-Time Environment Variable  | Description
---|---
**Default:** The offload process uses all devices.  
**Example:** OFFLOAD_DEVICES = 1,2

On a system with more than two coprocessors installed, this setting enables the application to use only coprocessors 1 and 2. Offloads to coprocessors 0 or 1 are performed on the second and third physical coprocessors. Offloads to target numbers higher than 1 wrap around, and all offloads remain within coprocessors 0 and 1. The function OFFLOAD_NUMBER_OF_DEVICES, executed on a coprocessor, returns 0 or 1 when the offload is running on the first or second coprocessor.

Setting this variable to an empty value on Linux (export OFFLOAD_DEVICES=) or the value none on Windows (set OFFLOAD_DEVICES=none) impacts the execution of offloaded code within your program as follows:

- When you use optional offloading, the code executes on the host CPU.
- When you use mandatory offloading, the program terminates with an offload error, reporting that a device is not available, when it reaches a point in the execution where the coprocessor requires initialization for offloading.

You can specify optional and mandatory offloading using the optional and mandatory clauses in either of the following:

- The compiler option qoffload (Linux) or Qoffload (Windows)
- The OFFLOAD directive

**OFFLOAD_INIT**

Specifies a hint to the offload runtime indicating when to initialize targets.

Possible values:

- **on_start:** All available coprocessors are initialized before entering the main program.
- **on_offload:** The target is initialized immediately before the first offload to it. Initialization is done only on the target that handles the offload.
- **on_offload_all:** All available targets are initialized immediately before the first offload in an application.

**Default:** on_offload_all  
**Example:** OFFLOAD_INIT=on_start
<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
</table>
| OFFLOAD_REPORT                    | Controls printing offload execution time, in seconds, and the amount of data transferred, in bytes. This environment variable is equivalent to using the _Offload_report API. Possible values:  
  - 1: Prints the offload computation time, in seconds.  
  - 2: In addition to the information produced at value 1, adds the amount of data transferred between the CPU and the target, in bytes.  
  - 3: In addition to the information produced at value 2, gives additional details on offload activity, including device initialization, and individual variable transfers.  
  **Default:** None  
  **Example:** OFFLOAD_REPORT=1  
  See also _Offload_report. |

### Profile Guided Optimization (PGO_) Environment Variables

<table>
<thead>
<tr>
<th>INTEL_PROF_DUMP_CUMULATIVE</th>
<th>When using interval profile dumping (initiated by INTEL_PROF_DUMP_INTERVAL or the function _PGOPTI_Set_Interval_Prof_Dump) during the execution of an instrumented user application, allows creation of a single .dyn file to contain profiling information instead of multiple .dyn files. If not set, executing an instrumented user application creates a new .dyn file for each interval. Setting this environment variable is useful for applications that do not terminate or those that terminate abnormally (bypass the normal exit code).</th>
</tr>
</thead>
</table>
| INTEL_PROF_DUMP_INTERVAL        | Initiates interval profile dumping in an instrumented user application. This environment variable may be used to initiate Interval Profile Dumping in an instrumented application.  
  **See** Interval Profile Dumping for more information |
| INTEL_PROF_DYN_PREFIX           | Specifies the prefix to be used for the .dyn filename to distinguish it from the other .dyn files dumped by other PGO runs. Executing the instrumented application generates a .dyn filename as follows: <prefix>_<timestamp>_<pid>.dyn, where <prefix> is the identifier that you have specified. |
### Run-Time Environment Variable

<table>
<thead>
<tr>
<th>Run-Time Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PROF_DIR</strong></td>
<td>Specifies the directory where profiling files (files with extensions <code>.dyn</code>, <code>.dpi</code>, <code>.spi</code> and so on) are stored. The default is to store the <code>.dyn</code> files in the source directory of the file containing the first executed instrumented routine in the binary compiled with <code>\[Q\]prof-gen</code> option. This variable applies to all three phases of the profiling process: • Instrumentation compilation and linking • Instrumented execution • Feedback compilation</td>
</tr>
<tr>
<td><strong>PROF_DPI</strong></td>
<td>Name for the <code>.dpi</code> file. <strong>Default:</strong> <code>pgopti.dpi</code></td>
</tr>
<tr>
<td><strong>PROF_DUMP_INTERVAL</strong></td>
<td>Deprecated; use <code>INTEL_PROF_DUMP_INTERVAL</code> instead.</td>
</tr>
<tr>
<td><strong>PROF_NO_CLOBBER</strong></td>
<td>Alters the feedback compilation phase slightly. By default, during the feedback compilation phase, the compiler merges data from all dynamic information files and creates a new <code>pgopti.dpi</code> file if the <code>.dyn</code> files are newer than an existing <code>pgopti.dpi</code> file. When this variable is set, the compiler does not overwrite the existing <code>pgopti.dpi</code> file. Instead, the compiler issues a warning. You must remove the <code>pgopti.dpi</code> file if you want to use additional dynamic information files.</td>
</tr>
</tbody>
</table>

**NOTE**
The value specified in this environment variable must not contain `< > :" / | ? * characters. The default naming scheme is used if an invalid prefix is specified.
Using Other Methods to Set Environment Variables

All Operating Systems

- From the command line: You can use the `SET` command at the command prompt to set environment variables.
- From within a program: Call the `SETENVQQ` routine to set environment variables. For example:

```fortran
USE IFORT
  LOGICAL(4) success
  success = SETENVQQ("PATH=c:\mydir\tmp")
  success = success .and. SETENVQQ("LIB=c:\mylib\bessel.lib;c:\math\difq.lib")
```

Depending on your operating system, there are additional ways to set environment variables.

Linux* and OS X*

Within the Bourne*/Bourne* Again shell (`sh/bash`), or the Korn shell (`ksh`), use the `export` command and assignment command to set an environment variable:

```bash
export FORT9
FORT9=/usr/users/smith/test.dat
```

To remove the association of an environment variable and its value within the Bourne*, Korn shell, or bash shells, use the `unset` command:

```bash
unset FORT9
```

Within the C shell (`csh`), use the `setenv` command to set an environment variable:

```bash
setenv FORT9 /usr/users/smith/test.dat
```

To remove the association of an environment variable and its value within the C shell, use the `unsetenv` command.

```bash
unsetenv FORT9
```

Windows*

Environment variables specifying path, library, and include directories can be defined in Visual Studio* on a per user basis using `Tools > Options` ... from the menu bar. For more information, see Specifying Path Library and Include Directories.

NOTE
If you specify `devenv` or `useenv` options on the command line to start the IDE, the IDE uses the `PATH`, `INCLUDE`, and `LIB` environment variables defined for that command line when performing a build. It uses these values instead of the values defined using `Tool > Options`.

For more information on the `devenv` command, see the Visual Studio* documentation.

During installation, the Intel® Fortran compiler may modify certain system-wide environment variables, depending on your installation choices. For more information, see the `install.htm` file.

To view or change these environment variable settings, do the following:
1. Using an account with Administrator privilege, open the **Control Panel**.
2. Select **System**.
3. Select **Advanced System Settings**, then click the **Environment Variables** button from the **Advanced** tab.
4. View or change the displayed environment variables.
5. To have any environment variable changes take effect immediately, click **Apply**.
6. Click **OK**.

**NOTE**
Changing system-wide environment variables affects command line builds (those done without IDE involvement), but not builds done through the IDE. IDE builds are managed by the environment variables set in the IDE using **Tools > Options**. An exception to this is an IDE build (**devenv**) done from the command line that specifies the **useenv** option. In this case, the IDE uses the **PATH**, **INCLUDE**, and **LIB** environment variables defined for that command line.
## Understanding Files Associated with Intel® Fortran Applications (Windows*)

There are a number of files associated with Intel® Fortran Compiler applications. The following table shows common files used by the Intel® Fortran Compiler and lists their contents.

<table>
<thead>
<tr>
<th>File Extension</th>
<th>Type</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>.asm</td>
<td>Intermediate</td>
<td>Assembly file, passed to the assembler</td>
</tr>
<tr>
<td>.exe</td>
<td>Output</td>
<td>Executable, dynamic- link library, or library files</td>
</tr>
<tr>
<td>.dll</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.lib</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.fi</td>
<td>Source</td>
<td>Header files</td>
</tr>
<tr>
<td>.fd</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.for</td>
<td>Source</td>
<td>Fortran source files (fixed format)</td>
</tr>
<tr>
<td>.f</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.fpp</td>
<td>Source</td>
<td>Fortran source file (free format)</td>
</tr>
<tr>
<td>.f90</td>
<td>Source</td>
<td>Linker</td>
</tr>
<tr>
<td>.def</td>
<td>Source</td>
<td>Microsoft IDL (non-Fortran)</td>
</tr>
<tr>
<td>.idl</td>
<td>Source</td>
<td>Incremental link file</td>
</tr>
<tr>
<td>.ilk</td>
<td>Source</td>
<td>Incremental link file</td>
</tr>
<tr>
<td>.map</td>
<td>Output</td>
<td>Map file; output from the linker</td>
</tr>
<tr>
<td>.mod</td>
<td>Output</td>
<td>Module file; created if a source file defines a Fortran module</td>
</tr>
<tr>
<td>.obj</td>
<td>Intermediate</td>
<td>Object file; passed to the linker</td>
</tr>
<tr>
<td>.pdb</td>
<td>Output (Debug)</td>
<td>Program debug database file</td>
</tr>
<tr>
<td>.tbl</td>
<td>Output (MIDL)</td>
<td>Type library; passed to Resource</td>
</tr>
<tr>
<td>.rc</td>
<td>Resource</td>
<td>Resource file (non-Fortran)</td>
</tr>
<tr>
<td>.res</td>
<td>Intermediate</td>
<td>Resource file; passed to the linker</td>
</tr>
<tr>
<td>.sln</td>
<td>Solution</td>
<td>Visual Studio* solution file and solution options file</td>
</tr>
<tr>
<td>.suo</td>
<td>Project</td>
<td>Intel® Fortran, Intel® C++, and Microsoft Visual C++* project files</td>
</tr>
<tr>
<td>.vfproj</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.vcproj</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.icproj</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
You can specify additional Fortran file extensions to be recognized by Visual Studio*. For more information, see Specifying Fortran File Extensions.
Compiling and Linking
Multithreaded Programs

To build a multithreaded application that uses the Fortran run-time libraries, specify the *threads* compiler option from the command line. The Visual Studio* integrated development environment (IDE), described later in this topic, can also be used on Windows*.

You must also link with the correct library files. Some libraries, such as those for OpenMP* or coarrays, are always linked dynamically.

**Linux* and OS X***

To create statically-linked, multithreaded programs, link with the static library named *libifcoremt.a*.

To use shared libraries, link your application with *libifcoremd.so* (Linux*) or *libifcoremd.dylib* (OS X*).

**To compile and link your multithreaded program from the command line:**

1. Make sure the *IA32ROOT* environment variable points to the directory containing your library files.
2. Compile and link the program with the *-threads* option. For example:

   ```fortran
   ifort -threads mythread.f90
   ```

   **NOTE**
   To ensure that a threadsafe and/or reentrant run-time library is linked and correctly initialized, option *threads* should also be used for the link step and for the compilation of the main routine.

**Windows***

To create statically linked multithreaded programs, link with the re-entrant support library *LIBIFCOREMT.LIB*.

To use shared libraries, use the shared *LIBIFCOREMD.DLL* library, which is also re-entrant, and is referenced by linking your application with the *LIBIFCOREMD.LIB* import library.

Programs built with *LIBIFCOREMT.LIB* do not share Fortran run-time library code or data with any dynamic-link libraries they call. You must link with *LIBIFCOREMD.LIB* if you plan to call a DLL.

**Additional Notes:**

- The */threads* option is automatically set when a multithreaded application is specified in the IDE.
- Specify the compiler options */libs=dll* and */threads* if you are using both multithreaded code and DLLs.
- You can use the */libs=dll* and */threads* options only with Fortran Console projects, not QuickWin applications.

**To compile and link your multithreaded program using Visual Studio***

1. Create a new project by clicking **File > New > Project**.
2. Select the Intel® Visual Fortran project type from **Intel® Visual Fortran Projects** in the left pane.
3. Add the file containing the source code to the project.

   From the **Project** menu, select **Properties**. The **Property Pages** dialog box appears.
4. Choose the Fortran folder, Libraries category, and set the Runtime Library to Multithreaded or Multithread DLL (or their debug equivalents).

5. Create the executable file by choosing Build Solution from the Build menu.

To compile and link your multithreaded program from the command line:

1. Make sure your LIB environment variable points to the directory containing your library files.
2. Compile and link the program with the /threads option. For example:

   ifort /threads mythread.f90

**NOTE**
To ensure that a threadsafe and/or reentrant run-time library is linked and correctly initialized, option threads should also be used for the link step and for the compilation of the main routine.
This topic describes how to use the Intel® linking tools, xild (Linux* and OS X*) and xilink (Windows*). The Intel® linking tools behave differently on different platforms. The following sections summarize the primary differences between linking behavior.

### Linux* and OS X* Linking Behavior Summary

The linking tool invokes the Intel® Fortran Compiler to perform IPO if objects containing IR (intermediate representation) are found. These are mock objects. The tool invokes GNU ld to link the application.

The command-line syntax for xild is the same as that of the GNU linker:

```
xild [options] <normal command-line>
```

where:

- `[options]`: One or more options supported only by xild (optional).
- `<normal command-line>`: Linker command line containing a set of valid arguments for ld.

To create the file app using IPO, use the option `o[filename]` as shown in the following example:

```
xild -qipo-fas-oapp a.o b.o c.o
```

The linking tool calls the compiler to perform IPO for objects containing IR and creates a new list of object(s) to be linked. The linker then calls ld to link the object files that are specified in the new list and produce the application with the name specified by the `o` option. The linker supports the `ipo[n]` and `ipo-separate` options.

To display a list of the supported link options from xild, use the following command:

```
$ xild -qhelp
```

### Windows* Linking Behavior Summary

The linking tool invokes the Intel® Fortran Compiler to perform multi-file IPO if objects containing IR (intermediate representation) is found. These are mock objects. It invokes the Microsoft linker link.exe to link the application.

The command-line syntax for the Intel® linker is the same as that of the Microsoft linker:

```
xilink [options] <normal command-line>
```

where:

- `[options]`: One or more options supported only by xilink (optional).
- `<normal command-line>`: Linker command line containing a set of valid arguments for the Microsoft linker.

To place the multifile IPO executable in ipo_file.exe, use the linker option `out:[filename]`, for example:

```
xilink -qipo-fas/out:ipo_file.exe a.obj b.obj c.obj
```
Windows* Linking Behavior Summary

The linker calls the compiler to perform IPO for objects containing IR and creates a new list of object(s) to be linked. The linker calls Microsoft link.exe to link the object files that are specified in the new list and produce the application with the name specified by the out:[filename] linker option.

To display a list of support link options from xilink, use the following command:

```
>> xilink /qhelp
```

xilink.exe accepts all the options of link.exe and will pass them on to link.exe at the final linking stage.

Using the Linking Tools

You must use the Intel® linking tools to link your application if the following conditions apply:

- Your source files were compiled with multi-file IPO enabled. Multi-file IPO is enabled by specifying compiler option [Q]ipo.
- You would normally invoke the GNU linker (ld) to link your application.
- You would normally invoke the Microsoft linker (link.exe) to link your application.

Linker Options

The following table provides information on linking options.

<table>
<thead>
<tr>
<th>Linking Tools Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>qdiag- [type]=[diag-list]</td>
<td>Controls the display of diagnostic information. The type is an action to perform on diagnostics. Possible values are:</td>
</tr>
<tr>
<td></td>
<td>• Enable: Enables a diagnostic message or a group of messages.</td>
</tr>
<tr>
<td></td>
<td>• Disable: Disables a diagnostic message or a group of messages.</td>
</tr>
<tr>
<td></td>
<td>The diag-list is a diagnostic group or ID value. Possible values are:</td>
</tr>
<tr>
<td></td>
<td>• thread: Specifies diagnostic messages that help in thread-enabling a program.</td>
</tr>
<tr>
<td></td>
<td>• vec: Specifies diagnostic messages issued by the vectorizer.</td>
</tr>
<tr>
<td></td>
<td>• par: Specifies diagnostic messages issued by the auto-parallelizer (parallel optimizer).</td>
</tr>
<tr>
<td></td>
<td>• openmp: Specifies diagnostic messages issued by the OpenMP* parallelizer.</td>
</tr>
<tr>
<td></td>
<td>• warn: Specifies diagnostic messages that have a &quot;warning&quot; severity level.</td>
</tr>
<tr>
<td></td>
<td>• error: Specifies diagnostic messages that have an &quot;error&quot; severity level.</td>
</tr>
<tr>
<td></td>
<td>• remark: Specifies diagnostic messages that are remarks or comments.</td>
</tr>
<tr>
<td></td>
<td>• cpu-dispatch: Specifies the CPU dispatch remarks for diagnostic messages. These remarks are enabled by default.</td>
</tr>
<tr>
<td></td>
<td>• id[,id,...]: Specifies the ID number of one or more messages. If you specify more than one message number, they must be separated by commas. There can be no intervening white space between each &quot;id&quot;.</td>
</tr>
<tr>
<td></td>
<td>• tag[,tag,...]: Specifies the mnemonic name of one or more messages. If you specify more than one mnemonic name, they must be separated by commas. There can be no intervening white space between each &quot;tag&quot;.</td>
</tr>
<tr>
<td>Linking Tools Option</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------</td>
</tr>
<tr>
<td></td>
<td><strong>NOTE</strong></td>
</tr>
<tr>
<td></td>
<td>Diagnostic messages generated by this option can be affected by other options, such as <code>/arch</code> (Windows*), <code>-m</code> (Linux* and OS X*), or <code>[Q]x</code>.</td>
</tr>
</tbody>
</table>

qm32, qm64

- **qm32** generates code for IA-32 architecture.
- **qm64** generates code for Intel® 64 architecture.

For example, when your compilation environment is configured for Intel® 64 architecture, and you use `qm32` with the compiler, you also need to use `qm32` on the linker command line to make sure the proper compilation target is set up for any IPO compilations or the final link.
You can decrease the time you spend entering command-line options by using the configuration file to automate command-line entries. Configuration files are automatically processed every time you run the Intel® Fortran Compiler. You can insert any valid command-line options into the configuration file. The compiler processes options in the configuration file in the order in which they appear, followed by the specified command-line options when the compiler is invoked.

**NOTE**
Options in the configuration file are executed every time you run the compiler. If you have varying option requirements for different projects, use Using Response Files.

**Sample Configuration Files**
The default configuration file `ifort.cfg` is located in the same directory as the compiler executable file. If you want to use a different configuration file than the default, you can use the `IFORTCFG` environment variable to specify the location of another configuration file.

**NOTE**
Anytime you instruct the compiler to use a different configuration file, the system configuration file(s) are ignored.

The following examples illustrate basic configuration files. The pound (#) character indicates that the rest of the line is a comment.

In the Windows® examples, the compiler reads the configuration file and invokes the `i` option every time you run the compiler, along with any options specified on the command line.

<table>
<thead>
<tr>
<th>Example</th>
</tr>
</thead>
</table>
| ```
## Sample ifort.cfg file
## Define preprocessor macro MY_PROJECT.
-DMY_PROJECT

## Set extended-length source lines.
-extend_source

## Set maximum floating-point significand precision.
-pc80

## Sample ifort.cfg file
## Define preprocessor macro MY_PROJECT
/DMY_PROJECT

## Set extended-length source lines.
/extend_source

## Set maximum floating-point significand precision.
``` |
### Example

```
/Qpc80

## Additional directories to be searched for include files, before the default.
/Ic:\project\include

## Use the static, multithreaded run-time library.
/MT
```

### NOTE

64-bit decimal transcendental functions rely on binary double-extended precision arithmetic. To obtain accurate results, user applications that call 64-bit decimal transcendental functions should ensure that the x87 unit is operating in 80-bit precision (64-bit binary significands). In an environment where the default x87 precision is not 80 bits, such as Windows®, it can be set to 80 bits by compiling the application source files with the `/Qpc80` option.
You can use response files to:

- Specify options used during particular compilations or projects.
- Save this information in individual files.

Response files are invoked as options on the command line. Options in response files are inserted in the command line at the point where the response file is invoked. Unlike configuration files, which are automatically processed every time you run the compiler, response files must be invoked as an option on the command line. If you create a response file without specifying it on the command line, it will not be invoked.

Use response files to decrease the time spent entering command-line options and to ensure consistency by automating command-line entries. Use individual response files to maintain options for specific projects.

Any number of options or file names can be placed on a line in a response file. Several response files can be referenced in the same command line. The following example shows how to specify a response file on the command line:

```
ifort @responsefile1 [@responsefile2 ... ]
```

**NOTE**

An "at" sign (@) must precede the name of the response file on the command line.
The simplest way to build an application is to compile all of your Fortran source files, then link the resulting object files into a single executable. You can build single-file executables using the `ifort` command. You can also use the Visual Studio* IDE on Windows*.

The executable file you build with this method contains all of the code needed to execute the program, including the run-time library. Because the program resides in a single file, it is easy to copy or install. The project contains all of the source and object files for the routines used to build the application. To use these routines in other projects, all source and object files must be relinked.

Exceptions to this are as follows:

- If you are using shared libraries, all code will not be contained in the executable file.
- On OS X*, the object files contain debug information and would need to be copied along with the executable.
**Linking Debug Information**

**Windows**
Use option `Z7` at compile time or option `debug` at link time to tell the compiler to generate symbolic debugging information in the object file. Alternately, use option `Zi` at link time to generate executables with debug information in the `.pdb` file.

**Linux**
Use option `g` at compile time to tell the compiler to generate symbolic debugging information in the object file.

Use option `gsplit-dwarf` to create a separate object file containing DWARF debug information. Because the DWARF object file is not used by the linker, this reduces the amount of debug information the linker must process and it results in a smaller executable file. See `gsplit-dwarf` for detailed information.

**OS X**
You can link the DWARF debug information from the object files for an executable using `dsymutil`, a utility included with Xcode. By linking the debug information in an executable, you eliminate the need to retain object files specifically for debugging purposes.

The utility runs automatically in the following cases:

- When you use the Intel® Fortran Compiler to compile directly from source to executable using the command line with option `g`. For example:

  ```
  ifort -g myprogram.f90
  ```

- When you compile using Xcode.

In other cases, you must explicitly run `dsymutil`, such as when you compile using a make file that builds `.o` files and subsequently links the program.
**Debugging**

**Debugging Fortran Programs**
Depending on your operating system and architecture platform, several debuggers may be available to you. You can use the debugger provided by your operating system:

- On Linux* OS and OS X*, this debugger is `gdb`.
- On Windows* OS, the debugger is the Microsoft integrated debugger.

On Windows* systems, you can use your local (host) system to debug an application running on a remote system. For more information, see Using Remote Debugging.

**See Also**
Using Remote Debugging

**Preparing Your Program for Debugging**
This section describes preparing your program for debugging.

**Preparing for Debugging using the Command Line**
To prepare your program for debugging when using the command line (ifort command):

1. Correct any compilation and linker errors.
2. In a command window, such as the Fortran command window available from the Intel® Fortran program folder, compile and link the program with full debug information and no optimization:

   ```plaintext
   // (Linux* OS and OS X*)
   ifort -g file.f90
   // (Windows* OS)
   ifort /debug:full file.f90
   ```

   On Linux* OS and on OS X*, specify the `g` compiler option to create unoptimized code and provide the symbol table and traceback information needed for symbolic debugging. The `notraceback` option cancels the traceback information.

   On Windows* OS, specify the `debug` compiler option with keyword `full` to produce full debugging information. It produces symbol table information needed for full symbolic debugging of unoptimized code and global symbol information needed for linking.

**Preparing for Debugging using Visual Studio***
The following applies to Windows* operating systems only.

To prepare your program for debugging when using the integrated development environment (IDE):

1. Start the IDE (select the appropriate version of Visual Studio* in the program folder).
2. Open the appropriate solution (using the Solution menu, either Open Solution or Recent Projects).
3. Open the Solution Explorer View.
4. To view the source file to be debugged, double-click on the file name. The screen resembles the following:
5. In the Build menu, select Configuration Manager and select the Debug configuration.
6. To check your project settings for compiling and linking, select the project name in Solution Explorer. Now, in the Project menu, select Properties, then click the Fortran folder in the left pane. Similarly, to check the debug options set for your project (such as command arguments or working directory), click the Debugging folder in the Property Pages dialog box.
7. To build your application, select Build > Build Solution.
8. Eliminate any compiler diagnostic messages using the text editor to resolve problems detected in the source code and recompile if needed.
9. Set breakpoints in the source file and debug the program. For more information, see Debugging the Squares Example Program.

See Also
Debugging the Squares Example Program
Using Breakpoints in the Debugger

This topic applies to Fortran applications for Windows* only.

This topic describes how to use the Microsoft Visual Studio* debugger to set file and data breakpoints. Information is organized as follows:

- Viewing All Current Breakpoints
- Working with File Breakpoints
- Adding Conditions to File Breakpoints
- Working with Data Breakpoints

In addition to file and data breakpoints, the Visual Studio* debugger supports the following:

- Address breakpoints
- Function breakpoints
- Tracepoints

For information on these additional features, see the Microsoft documentation for your version of Visual Studio*.

Viewing All Current Breakpoints

You can view all currently set breakpoints in the Breakpoints window. To view all set breakpoints using the Breakpoints window:

1. In the Debug menu, select Windows > Breakpoints.
2. Scroll up or down in the Breakpoints list to view the breakpoints. Enabled breakpoints have a check mark in the check box and disabled breakpoints have an empty check box. The window displays all types of breakpoints.

Working with File Breakpoints

Use a file breakpoint to interrupt program execution when the program reaches a specified location within a file. Several symbols are used to show the status of file breakpoints; these appear in the left margin of the Source window:

- **Enabled** file breakpoints are identified as a red circle.
- **Disabled** file breakpoints are identified as a hollow circle in the left margin.

During debugging, a currently active breakpoint appears as a red circle containing a yellow arrow in the left margin of the Source window.

For a walk-through of a sample debugging session using file breakpoints, see Debugging the Squares Example Program.

To set (enable) a file breakpoint:

1. Open the desired source file in the solution.
2. In the Source window, click the line at which you want to enable a file breakpoint.
3. Do one of the following:
   - Click in the left margin of the line or press the F9 key. When you set a breakpoint, it is enabled by default.
   - Right click on the desired line and select Insert Breakpoint from the pop-up menu.

To disable a file breakpoint:
1. In the **Source** window, click the line containing the file breakpoint you want to disable.
2. Do one of the following:
   - Right click on that line, and select **Disable Breakpoint** from the pop-up menu.
   - In the **Debug** menu, select **Windows > Breakpoints**, which opens the **Breakpoints** window. Select the check box for that breakpoint so it is unchecked (disabled).

**To remove a file breakpoint:**
1. In the **Source** window, click the line containing the file breakpoint you want to remove.
2. Do one of the following:
   - Click in the left margin of the line or press the F9 key. If the breakpoint was originally disabled, press F9 again to remove it.
   - Right click on that line, and select **Delete Breakpoint** from the pop-up menu.
   - In the **Debug** menu, select **Windows > Breakpoints**. In the **Breakpoints** window, select the breakpoint in the Name column and click the **Delete** button (which looks like an "X").

**To view the source code where a file breakpoint is set:**
1. In the **Debug** menu, select **Windows > Breakpoints**.
2. In the Breakpoints window, click a file breakpoint.
3. Click the **Go To Source Code** button.
   This action takes you to the source code for a breakpoint set at a line number or function (or subroutine) name. In the case of function (or subroutine) names, the debugger must be running for this to work.

**To remove all breakpoints (including data breakpoints):**
In the **Debug** menu, select **Delete All Breakpoints**.

**Adding Conditions to File Breakpoints**
When you associate a condition with a file breakpoint, the program executes until that location is reached and the specified condition is met, such as when the value of an array element is greater than 1.

To add a condition to a breakpoint:
1. Set a file breakpoint.
2. Right-click in the associated line and select **Breakpoint > Condition...**

   The **Breakpoint Condition** dialog box appears.

The condition that you specify in the **Breakpoint Condition** dialog box must relate to a local variable within the breakpoint’s scoping unit, or to a global variable. You must apply proper Fortran syntax in the **Condition** field in order for the specified condition to be properly detected. Consider the following examples:

To break when the local variable **RecNum** reaches a value of 7520, enter the following condition:

```
RecNum == 7520
```

You can also specify joint conditions. To break when **RecNum** reaches at least 7520 and the variable **Var2** is equal to 90, enter the following condition:

```
RecNum >= 7520 .and. Var2 == 90
```

You can also specify an or condition. For example:

```
Var1 == 3.14 .or. Var2 < 500.0
```
If the condition that you specify occurs at the chosen location when the program is run, a message box appears. If the breakpoint is set in part of a loop, continuing execution proceeds until the debugger detects another specified condition. If no such condition is detected, the debugger continues to the next breakpoint or, if no more breakpoints are set, until the end of the loop.

To disable, enable, or remove a file breakpoint with a defined condition, follow the general procedures for a file breakpoint. Use the checkbox for the **Condition** field to enable or disable the condition setting.

**Working with Data Breakpoints**

Use a data breakpoint to interrupt program execution when the value of a certain variable changes. A data breakpoint displays a message box when the value of a variable changes, or, if a condition has been defined, when a condition is met. Unlike a file breakpoint, data breakpoints are not associated with a specific source location.

**Using Visual C++ Data Breakpoint Support**

The Visual Studio IDE does not provide data breakpoint support specifically for Fortran, but you can still use data breakpoints in a Fortran program; they are handled using the existing mechanism provided by Microsoft Visual C++. This means that you must use Visual C++ syntax; you cannot enter the variable name or condition using Fortran syntax. The following guidelines apply:

- For scalar variables, enter the variable name in upper case. This allows Visual C++ to find the variable in the debug information and apply the correct breakpoint.
- For arrays and types, use the Fortran LOC intrinsic function in a **Watch** window or the Immediate window to obtain the address of the variable. Use this address in the variable name edit box.

For example, to prepare to set a data breakpoint at an array element a(5), do the following:

1. Select **Debug > Windows > Immediate**.
2. Enter `loc(a(5))` in the immediate window and press Enter.

The result displayed is the address of the array element. The address may be displayed as a decimal number or a hexadecimal number, depending upon your current display mode. For a decimal number, you will enter it in the **Address**: field. For a hexadecimal number, you will use the Visual C++ hexadecimal syntax (`0xnnnnnnnn`) rather than the Fortran syntax (`#nnnnnnnn`) in the fields.

The following procedure applies to debugging the current routine (current scope).

**To set a data breakpoint:**

1. Start debugging.
2. In the **Debug** menu, select **New Breakpoint > New Data Breakpoint...**
3. Enter the desired address. Also enter the Byte Count and Language (specify C++).

If you want to associate a condition with this breakpoint, right-click on the breakpoint in the **Breakpoints** window and choose **Condition...**

**To disable, enable, or remove a data breakpoint:**

1. In the **Debug** menu, select **Windows > Breakpoints**.
2. To disable or enable the data breakpoint, use the check box to the left of the data breakpoint (check indicates enabled).
3. To remove a data breakpoint, select the data breakpoint and click the **Delete** button.

Under certain conditions, the debugger may disable a data breakpoint. In this case, you should either try to enable it or remove and set it again.

**To remove all breakpoints (including file breakpoints):**

In the **Debug** menu, select **Delete All Breakpoints**.
Debugging the Squares Example Program

This topic applies to Fortran applications for Windows* only.

The example below shows a program called SQUARES that requires debugging. The program was compiled and linked without diagnostic messages from either the compiler or the linker, however, this program contains a logic error in an arithmetic expression.

Program SQUARES

```fortran
PROGRAM SQUARES
    INTEGER INARR(10), OUTARR(10), I, K
! Read the input array from the data file.
    OPEN(UNIT=8, FILE='datafile.dat', STATUS='OLD')
    READ(8,*,END=5) N, (INARR(I), I=1,N)
5   CLOSE (UNIT=8)

! Square all nonzero elements and store in OUTARR.
    K  = 0
    DO I = 1, N
        IF (INARR(I) .NE. 0) THEN
            OUTARR(K) = INARR(I)**2
        ENDIF
    END DO

! Print the squared output values. Then stop.
    PRINT 20, N
20  FORMAT (' Total number of elements read is',I4)
    PRINT 30, K
30  FORMAT (' Number of nonzero elements is',I4)
    DO I=1,K
        PRINT 40, I, OUTARR(K)
    END DO
40    FORMAT(' Element', I4, 'Has value',I6)
END PROGRAM SQUARES
```

The program SQUARES performs the following functions:

- Reads a sequence of integer numbers from a data file and saves these numbers in the array INARR. The file datafile.dat contains one record with the integer values 4, 3, 2, 5, and 2. The first number indicates the number of data items that follow.
- Enters a loop in which it copies the square of each nonzero integer into another array OUTARR.
- Prints the number of nonzero elements in the original sequence and the square of each such element.

In the program, the logic error occurs because variable K, which keeps track of the current index into OUTARR, is not incremented in the loop on lines 9 through 13. The statement K = K + 1 should be inserted just before line 11.

This example assumes that the program was executed without array bounds checking (set by specifying nobounds for the check command-line option). When executed with array bounds checking, a run-time error message appears.

**Debugging Example:** The following shows how to debug a Windows* OS based program using the Microsoft integrated debugger within the integrated development environment (see Preparing Your Program for Debugging and Using Breakpoints in the Debugger). This example assumes a solution already exists.

**To debug this program:**

1. Start Visual Studio*.
2. In the File menu, select Open Solution. Open the solution containing the file.
3. Edit the file squares.f90: double-click the file name in the Solution Explorer View. The screen appears as follows:
The following toolbars are shown: Build toolbar, Standard toolbar.

4. To change the displayed toolbars, select View > Toolbars. To display the debug toolbar, select Debug.

5. Click the first executable line to set the cursor position. In this case, click the beginning of the OPEN statement line:

   \[ \text{OPEN(UNIT=8, FILE='datafile.dat', STATUS='OLD')} \]

6. Click in the left margin of the first executable line to set a breakpoint. The red circle in the left margin of the text editor/debugger window shows where a breakpoint is set:
7. This example assumes you have previously built your application (see Preparing Your Program for Debugging).

In the Debug menu, select Start Debugging.

The debugger is now active. The current position is marked by a yellow arrow at the first executable line (the initial breakpoint).

8. If needed, you can set another breakpoint. Position the cursor at the line where you want to add a breakpoint, right click, and select Breakpoint > Insert Breakpoint.

9. Step through the lines of source code. You can do this with Debug > Step Over or with the Step Over button on the Debug toolbar.

10. Repeat the Step Over action and follow program execution into the DO loop and unto the end of the program. Position the cursor over the variable \( K \) to view its value in a Data Tip box:
The error seems related to the value of variable $K$.

11. In the Text Editor, add the line $K = K + 1$ as follows:

```fortran
K = 0
DO I = 1, N
  IF (INARR(I) .NE. 0) THEN
    K = K + 1  ! add this line
    OUTARR(K) = INARR(I)**2
  ENDIF
END DO
```

12. Since you have modified the source, you need to rebuild the application:

- In the Debug menu, select Stop Debugging
- In the Build menu, select Build debugtest.
- In the Debug menu, select Start Debugging.

The output screen appears as follows:

```
Total number of elements read is  4
Number of nonzero elements is  4
Element 1 has value  9
Element 2 has value  4
Element 3 has value  25
Element 4 has value  4
```

13. The program now generates better results. You can examine the values of both the input array INARR (read from the file) and the output array OUTARR that the program calculates. In the Text Editor window, the previously set breakpoint remains set.
In the **Debug** menu, select **Start Debugging**.

14. To view the values of certain variables as the program executes, display the Locals window. In the **Debug** menu, select **Windows > Locals**.

15. You can view the values of the local variables in the Locals window. Click the plus sign to view array values.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>1</td>
</tr>
<tr>
<td>OUTARR</td>
<td>{...}</td>
</tr>
<tr>
<td>INARR</td>
<td>{...}</td>
</tr>
</tbody>
</table>

The **Locals** window does not let you display module variables or other non-local variables. To display non-local variables, display one of the **Watch** windows.

16. Although this example does not use module variables or non-local variables, you can drag a variable name into the **Watch** window so the variable can be displayed. The **Watch** window allows you to display expressions.

In the **Text Editor** window, select the variable name **INARR** (without its subscript syntax), drag it, and drop it into the **Watch** window, Name column:

17. Also drag the **OUTARR** array name to the **Watch** window. Click the Plus sign (+) to the left of the **OUTARR** variable’s name to display the values of its array elements.

18. Execute lines of the program by using the **Step Over** button on the **Debug** toolbar. As the program executes, you can view the values of scalar variables with the data tips feature and view the values of arrays (or other variables) in the **Watch** window.

If a **Disassembly** window (shows disassembled code with source-code symbols) unintentionally appears, click the **Step Out** button on the debugger toolbar (or select **Step Out** in the **Debug** menu) as needed to dismiss the **Disassembly** window.

### Preparing Your Program for Debugging

#### Using Breakpoints in the Debugger

#### Viewing Fortran Data Types in the Microsoft Debugger

This topic applies to Fortran applications for Windows* only.

The following general suggestions apply to different types of Fortran data:

- For scalar (nonarray) data, use the data tips (leave pointer on a variable name) feature or use the **Locals** window or a **Watch** window. Intel® Fortran does not support the **Autos** window.
- For single-dimension array data, derived-type data, record structure data, and COMPLEX data, use the **Locals** window or a **Watch** window.
- For common blocks exported from a DLL, enter the name of the common block in a **Watch** window. You will be able to view the common block variables like any other structure.

For information on using Data Tips, the **Locals** window, or a **Watch** window, see **Debugging the Squares Example Program**.

The following sections apply to using a **Watch** window:

- **Specifying Array Sections**
- **Specifying Module Variables**
- **Specifying Format Specifiers**

To display a **Watch** window:

1. In the **Debug** menu, select **Windows > Watch**.
2. In the submenu, click Watch 1, 2, 3, or 4.
Specifying Array Sections

You can specify array sections in a Watch window. For example, consider an array declared as:

```plaintext
integer foo(10)
```

You can specify the following statement in a Watch window to see the 2nd, 5th, and 8th elements:

```plaintext
foo(2:10:3)
```

When working with character arrays, this syntax may be combined with a substring specification. Consider the following array declaration:

```plaintext
character*8 chr_arr(10)
```

You can specify the following statement in a Watch window to display the substring made up of character 3 through 8 of array elements 2 through 5:

```plaintext
chr_arr(2:5)(3:8)
```

This support is available for arrays of any type, including array pointers, assumed-shape, allocatable, and assumed-size arrays.

Any valid integer expression can be used when specifying lower bound, upper bound, or stride. If the lower bound is omitted, the array lower bound is used. If the upper bound is omitted, the array upper bound is used. For example, consider the following declaration:

```plaintext
integer foo(10)
```

To display:

- Elements 1 through 8, specify `foo(:8)`
- Elements 5 through 10, specify `foo(5:)`
- All 10 elements, specify `foo(:)`

Specifying Module Variables

To view a module variable in a Watch window, specify the module name, followed by `::`, followed by the variable name.

For example, to watch variable "bar" of module "foo", specify the following expression:

```
foo::bar
```

Specifying Format Specifiers

You can use format specifiers in Watch windows to display variables in different data formats.

For example, given a REAL variable 'foo' in a program, it is now possible to see 'foo' in different floating point notation (by typing "foo,f" "foo,g" or "foo,e" in a Watch window) or as an integer ("foo,i" or "foo,d"), a hexadecimal value ("foo,x"), an an octal value ("foo,o"), and so on.

You can change the display format of variables in a Watch window using the formatting symbols in the following table:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Format</th>
<th>Value</th>
<th>Displays</th>
</tr>
</thead>
<tbody>
<tr>
<td>d,i</td>
<td>signed decimal integer</td>
<td>0xF000F065</td>
<td>-268373915</td>
</tr>
<tr>
<td>o</td>
<td>unsigned</td>
<td>0xF065</td>
<td>0170145</td>
</tr>
<tr>
<td>x,X</td>
<td>Hexadec</td>
<td>61541</td>
<td>#0000F065</td>
</tr>
<tr>
<td>f</td>
<td>signed</td>
<td>3./2.</td>
<td>1.5000000</td>
</tr>
</tbody>
</table>

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</tr>
<tr>
<td>f</td>
<td>signed</td>
<td>3./2.</td>
<td>1.5000000</td>
</tr>
</tbody>
</table>
You can use the formatting symbols shown in the following table to format the contents of memory locations:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Format</th>
<th>Displays</th>
</tr>
</thead>
</table>
| ma     | 64 ASCII characters | 0x0012ffac .4...0...".0W&.......1W&.0:.W..1...."..
|        |        | 1.JO&.1.2.."..1...0y....1                   |
| m      | 16 bytes in hexadecimal, followed by 16 ASCII characters | 0x0012ffac B3 34 CB 00 84 30 94 80 FF 22 8A 30
|        |        | 57 26 00 00 .4...0..."."0W&.                  |
| mb     | 16 bytes in hexadecimal, followed by 16 ASCII characters | 0x0012ffac B3 34 CB 00 84 30 94 80 FF 22 8A 30
|        |        | 57 26 00 00 .4...0..."."0W&.                  |
| mw     | 8 words | 0x0012ffac 34B3 00CB 3084 8094 22FF 308A 2657
|        |        | 0000                                             |
| md     | 4 doublewords | 0x0012ffac 00CB34B3 80943084 308A22FF
|        |        | 00002657                                           |

With the memory location formatting symbols, you can type any value or expression that evaluates to a location.

A formatting character can also follow an expression:

```
rep+1,x
xloc,g
count,d
```

**NOTE**

You can apply formatting symbols to structures, arrays, pointers, and objects as unexpanded variables only. If you expand the variable, the specified formatting affects all members. You cannot apply formatting symbols to individual members.

**See Also**

Debugging the Squares Example Program

Viewing the Call Stack in the Microsoft Debugger

In most cases, your program will automatically stop at the point where the exception occurs, allowing you to view the source code and values of variables. If the error is related to an I/O statement, you may want to view the call stack.
If you want to view where your program is currently executing in the hierarchy of routines, you can display the Call Stack window in the debugger. For example, you may want to display this window to determine where in your program an exception occurs.

To view the call stack:

1. Start the debugger and stop at a breakpoint.
2. Select Debug > Windows > Call Stack.

A severe unhandled I/O programming error (such as an End-of-File condition) can occur while the program is executing in the debugger. When this occurs, the Fortran run-time system will raise a debug event automatically to stop program execution, allowing display of the Call Stack.

When the severe unhandled I/O error occurs in the debugger:

- An information box is displayed that contains:
  ```
  User breakpoint called from code at 0xnnnnnnn
  ```
- A window appears with your cursor in NTDLL disassembly code

Click OK to dismiss the information box.

Scanning down the Call Stack display, there will be a few frames from NTDLL and the Fortran run-time system displayed, then the actual Fortran routine with the I/O statement that caused the error. In the call stack, select the Fortran routine to display the Fortran code and the variables using the Locals window. The green arrow points to the I/O statement that caused the error.

This action all occurs after the error message and traceback information has been displayed. The error message and traceback information is available in the program output window. To view the program output window, either iconize (minimize) the integrated development environment (IDE) or click the icon for the output window in the task bar. You should not need the stack dump because you have the Call Stack window in the IDE, but the error message with the file name might be useful to see.

See Also
Locating Run-Time Errors
Using Traceback Information Overview

Locating Unaligned Data
Unaligned data can slow program execution. You should determine the cause of the unaligned data, fix the source code (if necessary), and recompile and relink the program.

If your program encounters unaligned data at run time, to make it easier to debug the program, you should recompile and relink with the `-g` (Linux* OS and OS X*) or `/debug:full` (Windows* OS) option to generate sufficient table information and debug unoptimized code.

Debugging a Program that Encounters a Signal or Exception
If your program encounters a signal (exception) at run time, you may want to recompile and relink with certain command-line options before debugging the cause. The following will make it easier to debug the program:

- Use the `fpe[:n]` option to control the handling of floating point exceptions.
- To generate sufficient symbol table information and debug unoptimized code, as with other debugging tasks, use the `-g` (Linux* OS and OS X*) or `/debug:full` (Windows* OS) compiler option.

Debugging an Exception in the Microsoft Debugger (Windows* OS)
You can request that the program always stop when a certain type of exception occurs. Because certain exceptions are caught by default by the Intel® Fortran run-time library, your program stops in the run-time library code. In most cases, you want the program to stop in your program's source code instead.

To change how an exception is handled in the Microsoft debugger:
1. In the **Debug** menu, select **Exceptions**.
2. View the displayed exceptions.
3. Select **Windows Exceptions**. Select each type of exception to be changed and change its handling using the radio buttons.
4. Start program execution using **Start** in the **Debug** menu.
5. When the exception occurs, you can now view the source line being executed, examine current variable values, execute the next instruction, and so on, to help you better understand that part of your program.
6. After you locate the error and correct the program, consider whether you want to reset the appropriate type of exception to "**Use Parent Setting**" before you debug the program again.

For machine exceptions, you can use the just-in-time debugging feature to debug your programs as they run outside of the visual development environment. To do this, set the following items:

- In **Tools > Options**, select **Native** in the **Debugging Just-In Time** category.
- Set the **FOR_IGNORE_EXCEPTIONS**, as listed in **Supported Environment Variables**, to **TRUE**.

**See Also**

**Supported Environment Variables**

### Debugging and Optimizations

This topic describes the relationship between various command-line options that control debugging and optimizing.

Whenever you enable debugging with the **-g** option (Linux* OS and OS X*) or **/debug:full** option (Windows* OS), you disable optimizations. You can override this behavior by explicitly specifying compiler options for optimizations on the command line.

The following summarizes commonly used options for debugging and for optimization.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>-O0</code> (Linux* OS and OS X*)</td>
<td>Disables optimizations so you can debug your program before any optimization is attempted. This is the default behavior when debugging.</td>
</tr>
<tr>
<td><code>/Od</code> (Windows* OS)</td>
<td>Notes: On Linux* OS and OS X*, <code>-fno-omit-frame-pointer</code> is set if either option <code>-O0</code> or <code>-g</code> is specified.</td>
</tr>
<tr>
<td><strong>01, 02, or 03</strong> (Linux* OS and OS X*)</td>
<td>Specifies the code optimization level for applications. If you use any of these options, it is recommended that you use <strong>-debug extended</strong> when debugging.</td>
</tr>
<tr>
<td><code>/O</code> (Windows* OS)</td>
<td>For more information, see the following topics:</td>
</tr>
<tr>
<td><code>–g</code> (Linux* OS and OS X*)</td>
<td>Generates symbolic debugging information and line numbers in the object code for use by the source-level debuggers. Turns off <em><em>02 and makes -O0 (Linux</em> OS and OS X</em>)** or <code>/Od</code> (Windows* OS) the default. The exception to this is if options <strong>01, 02, or 03</strong> are explicitly specified in the command line.</td>
</tr>
</tbody>
</table>

For more information, see the following topics:

- `-O0` (Linux* OS and OS X*) compiler option
- `/Od` (Windows* OS) compiler option
- `–O1, –O2, –O3` (Linux* OS and OS X*) compiler options
- `/O` (Windows* OS) compiler option
- `–g` (Linux* OS and OS X*)
• /debug:full (Windows* OS) compiler option

-debug extended (Linux* OS and OS X*)

Specifies settings that enhance debugging.
For more information, see the following topic:
• -debug extended (Linux* OS and OS X*)

-fp (Linux* OS and OS X*)
Disables the ebp register in optimizations and sets the ebp register to be used as the frame pointer.
For more information, see the following compiler option topics:
• -fp (Linux* OS and OS X*)
• /Oy (Windows* OS)
(IA-32 architecture only)

Traceback
Causes the compiler to generate extra information in the object file, which allows a symbolic stack traceback.
For more information, see the following topic:
• Traceback compiler option

Combining Optimization and Debugging
The compiler lets you generate code to support symbolic debugging when 01, 02, or 03 optimization options are specified on the command line along with -g (Linux* OS and OS X*) or /debug:full (Windows* OS); this produces symbolic debug information in the object file.

NOTE
Note that if you specify an 01, 02, or 03 option with the -g (Linux* OS and OS X*) or /debug:full (Windows* OS) option, some of the debugging information returned may be inaccurate as a side-effect of optimization.
To counter this on Linux* OS and OS X*, you should also specify the -debug extended option.

It is best to make your optimization and/or debugging choices explicit:
• If you need to debug your program excluding any optimization effect, use the -O0 (Linux* OS and OS X*) or /Od (Windows* OS) option, which turns off all the optimizations.
• If you need to debug your program with optimizations enabled, then you can specify the 01, 02, or 03 option on the command line along with debug extended.

NOTE
When no optimization level is specified, the -g or /debug:full option slows program execution; this is because this option turns on -O0 or /Od, which causes the slowdown. However, if both 02 and -g (Linux* OS and OS X*) or /debug:full (Windows* OS) are specified, for example, the code should not experience much of a slowdown.

Refer to the table below for the summary of the effects of using the -g or /debug:full option with the optimization options.

<table>
<thead>
<tr>
<th>These options</th>
<th>Produce these results</th>
</tr>
</thead>
<tbody>
<tr>
<td>-g (Linux* OS and OS X*)</td>
<td>Debugging information produced, -O0 (Linux* OS and OS X*) or /Od (Windows* OS) enabled (meaning optimizations are disabled).</td>
</tr>
</tbody>
</table>
These options | Produce these results
---|---
-`g-01` (Linux* OS and OS X*) /debug:full /O1 (Windows* OS) | Debugging information produced, O1 optimizations enabled.
-`g-02` (Linux* OS and OS X*) /debug:full /O2 (Windows* OS) | Debugging information produced, O2 optimizations enabled.
-`g-02` (Linux* OS and OS X*) /debug:full /O2 /Oy- (Windows* OS) | Debugging information produced, O2 optimizations enabled. For Windows* OS using IA-32 architecture, /Oy disabled.
-`g` -fp (Linux* OS and OS X*) /debug:full /O3 (Windows* OS) | Debugging information produced, O3 optimizations enabled. For Linux* OS, -fp enabled for compilations targeted for IA32 architecture.

**NOTE**
Even the use of option `debug extended` with optimized programs may not allow you to examine all variables or to set breaks at all lines, due to code movement or removal during the optimization process.

### Debugging Mixed-Language Programs

The Visual Studio* debugger let you debug mixed-language programs. Program flow of control across subprograms written in different languages is transparent.

The debugger uses debug information associated with the program to automatically identify the language of the current subprogram or code segment.

For example, if program execution is suspended in a subprogram in Fortran, the current language is seen as Fortran. If the debugger stops the program in a C function, the current language becomes C.

### Debugging Multithreaded Programs

The debugging of multithreaded programs discussed in this topic applies to both the OpenMP* Fortran API and the Intel® Fortran parallel compiler directives. When a program uses parallel decomposition directives, you must take into consideration that the bug might be caused either by an incorrect program statement or it might be caused by an incorrect parallel decomposition directive. In either case, the program to be debugged can be executed by multiple threads simultaneously.

To determine the correctness of and debug multithreaded programs, you can use the following:

- Linux* and OS X* systems: `gdb`.
- Windows* operating systems: Microsoft Visual Studio* Debugger.
- Intel® Fortran Compiler debugging options and methods; in particular, `debug` and `traceback` options.

### Using Remote Debugging

#### Using Remote Debugging

The following applies to Microsoft Visual Studio* 2012 and 2010.
Remote debugging lets you use your local (host) system to debug an application running on a remote system.

**Remote Debugging using Visual Studio**

There are two remote connection types available: DCOM ("Remote with Windows authentication") and TCP/IP ("Remote with no authentication"). For more information on initial setup for remote debugging, refer to the Visual Studio* remote debugging setup topics in the Microsoft* MSDN documentation.

Remote debugging typically requires use of the debugging monitor (`msvsmon.exe`). Run the monitor in the correct mode for the remote system’s architecture. To do this, on the remote system, select the program group **Microsoft Visual Studio 2010** (or applicable version year), then choose **Visual Studio Tools** and select the correct **Remote Debugger Folder**.

Remote debugging also requires proper set up of the IDE Debugging property page on the host machine.

To set up remote debugging using the IDE property pages:

1. On the host machine, choose **Project > Properties > Configuration Properties > Debugging**. Your screen should resemble the following:

   ![Remote_2010_Property_Pages](image)

2. Specify the following:

   **Connection**: Use the drop-down box to select the type of connection.

   **Remote Server Name**: Use the drop-down box to select the name of the remote system.

   **Remote Command**: Type the command you want to issue on the remote machine. Typically, this is a pathname to an executable file (.exe) on the remote machine; for example: `d:\remote\myapp.exe`
3. Optionally, set **Attach** to "**Yes**" to attach to an application that is already running on the remote machine.

To start remote debugging:

1. **Make sure you have the necessary remote debugging permissions on the remote machine.** For example, you need Administrator privileges if you want to debug a process running on a remote machine under another account name.
2. Run the Remote Debugging Monitor on the remote machine.
3. Launch Visual Studio on the host machine and use it to attach to a program you want to debug on the remote machine, or launch a program you want to debug on the remote machine.

**Remote Debugging Scenario**

This topic applies to Fortran applications for Windows only.

The remote debugging scenario described here includes the cross-platform and cross-compilation remote debugging features. The following parameters apply:

| Host platform: | IA-32 |
| Remote platform: | Intel® 64 |
| Name of host machine: | HOST_MACHINE (domain name of host machine) |
| Name of remote machine: | REMOTE_SERVER (domain name of remote machine) |
| Host OS: | Windows* 7 |
| Remote OS: | Windows* Server 2008* Enterprise x64 Edition |
| Executable for debugging: | Win64 (x64) |
| Type of executable: | Console application |
| Visual Studio*: | Microsoft Visual Studio* 2010 |
| Connection types: | Remote with/without Windows authentication |
| Sessions: | Remote debugging, remote execution, attach to process on a remote machine |

1. **HOST_MACHINE**
   Start Visual Studio 2010 on the host machine (**HOST_MACHINE**).
2. Create a new console application; for this example, use remote_2010.
3. Add the following lines to the remote_2010.f90 file:
   ```fortran
   REAL, DIMENSION(1) :: xxx = 0
   PRINT *, 'Type one number: '  
   READ (*,'(F10.3)') xxx
   ```
4. Open **Project > Properties** and create a new platform configuration for x64 using the **Configuration Manager**.

5. Make sure, that current (target) configuration is **Debug|x64** and build the solution (**Build > Build Solution**). This invokes the cross-compiler and causes the 64-bit executable file `remote_2010.exe` to be built.

6. Run the `remote_2010.exe` application to make sure that it is 64-bit code. An error should result, explaining that it is not a valid Win32 application.

7. Run the Remote Desktop Connection program (`%SystemRoot%\System32\mstsc.exe`) and connect to the remote machine (**REMOTE_SERVER**).

8. Create `C:\remote_dir` on **REMOTE_SERVER** and copy `remote_2010.exe` from **HOST_MACHINE** to **REMOTE_SERVER**.


10. Set a breakpoint at line 27.
Open Project > Properties for remote debugging and set the following properties:

Connection: Remote with Windows authentication
Remote Machine: REMOTE_SERVER
Remote Command: C:\remote_dir\remote_2010.exe

Press F5 to start debugging.

If there is a firewall you will get an Unable to start debugging error message. In this case go to REMOTE_SERVER and run Remote Debugging Monitor (64-bit mode). Go back to LOCAL_SERVER and press F5 to start debugging.

Go to REMOTE_SERVER and make sure that the remote_2010 application is started.
Type 5 and press Enter. Go back to HOST_MACHINE.
Verify that the Debugger reaches the breakpoint at the line 27.
Open the Locals window and make sure that value xxx is 64-bit.
Press Shift+F5 to stop debugging and terminate the application on the remote server.
Open the project properties again and set Attach to Yes.
Press Ctrl+F5 (remote execution).
Press F5 for attaching to a process.
Repeat steps 12-17 to check that the attach to process works correctly.
Open Project > Properties and set Attach to No.
Open Project > Properties and set Connection to Remote with no authentication (Native only).
Go to REMOTE_SERVER and switch debugging monitor to No Authentication mode using the Tools > Options menu.
Repeat steps 12-22 to check that Remote with no authentication (Native only) mode works correctly.
Results of Remote Debugging Exercise

The results of this remote debugging exercise for Visual Studio* 2010 are summarized in the table below.

<table>
<thead>
<tr>
<th>Connection Type</th>
<th>Session</th>
<th>Result</th>
<th>Debugging Monitor status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remote with Windows authentication</td>
<td>Debug (F5)</td>
<td>Works</td>
<td>Monitor should be run in Windows Authentication mode.</td>
</tr>
<tr>
<td></td>
<td>Execute (Ctrl +F5)</td>
<td>Works</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Attach to Process</td>
<td>Works</td>
<td></td>
</tr>
<tr>
<td>Remote with no authentication (Native only)</td>
<td>Debug (F5)</td>
<td>Works</td>
<td>Monitor should be run in No Authentication mode.</td>
</tr>
<tr>
<td></td>
<td>Execute (Ctrl +F5)</td>
<td>Works</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Attach to Process</td>
<td>Works</td>
<td></td>
</tr>
</tbody>
</table>
Part

VI

Program Structure

Topics:

- Using Module (.mod) Files
- Using Include Files
- Advantages of Internal Procedures
- Implications for Array Copies
One way to reduce potential confusion when you use the same source code in several projects is to organize the routines into modules. A module (.mod file) is a type of program unit that contains specifications of such entities as data objects, parameters, structures, procedures, and operators. These precompiled specifications and definitions can be used by one or more program units. Partial or complete access to the module entities is provided by the program’s USE statement. Typical applications of modules are the specification of global data or the specification of a derived type and its associated operations.

Modules are excellent ways to organize programs. You can set up separate modules for:

- Commonly used routines.
- Data definitions specific to certain operating systems.
- System-dependent language extensions.

Some programs require modules located in multiple directories. You can use the -I compiler option when you compile the program to specify the location of the .mod files that should be included in the program.

You can use the modulepath compiler option to specify the directory in which to create the module files. If you do not use this option, module files are created in the current directory.

Directories are searched for .mod files in this order:

1. Directory of the source file that contains the USE statement.
2. Directories specified by the modulepath compiler option.
3. Current working directory.
4. Directories specified by the -Idir (Linux* and OS X*) or /include (Windows*) option.
5. Directories specified with the CPATH or INCLUDE environment variable.

You need to make sure that the module files are created before they are referenced by another program or subprogram.

**Compiling Programs with Modules**

If a file being compiled has one or more modules defined in it, the compiler generates one or more .mod files.

For example, a file a.f90 contains modules defined as follows:

```
module test
  integer:: a
  contains
  subroutine f()
  end subroutine
dend module test
module payroll
...  
dend module payroll
```

This compiler command:

```
ifort -c a.f90
```

generates the following files:
The .mod files contain the necessary information regarding the modules that have been defined in the program a.f90.

The following example uses the program mod_def.f90 which contains a module defined as follows:

```fortran
mod_def.f90 Module
file: mod_def.f90
module definedmod
...
end module
```

Compile the program as follows:

```fortran
ifort -c mod_def.f90
```

This produces the object files mod_def.o (Linux* and OS X*) or mod_def.obj (Windows*) and also the .mod file definedmod.mod, all in the current directory.

```fortran
Using .mod files from another directory
file: use_mod_def.f90
program usemod
use definedmod
...
end program
```

To compile the above program, use the -i compiler option to specify the path to search and locate the definedmod.mod file.
Include files are brought into a program with the `#include` preprocessor directive or a Fortran `INCLUDE` statement.

Directories are searched for include files in this order:

1. Directory of the source file that contains the include.
2. Current working directory.
3. Directories specified by the `I` option.
4. Directory specified by the `-isystem` option (Linux* and OS X* systems only).
5. Directories specified with the `CPATH` (Linux* and OS X*) or `INCLUDE` (Windows*) environment variable.

The locations of directories to be searched are known as the include file path. More than one directory can be specified in the include file path.

**Specifying and Removing an Include File Path**

You can use the `I` compiler option to indicate the location of include files (and also module files).

To prevent the compiler from searching the default path specified by the `CPATH` or the `INCLUDE` environment variable, use the `-X` or `/noinclude` option.

You can specify these options in the configuration file, `ifort.cfg`, or on the command line.

For example, to direct the compiler to search a specified path instead of the default path, use the following command line:

<table>
<thead>
<tr>
<th>Example</th>
</tr>
</thead>
</table>
| // Linux* and OS X*  
  `ifort -I/alt/include` `newmain.f` |
| // Windows*  
  `ifort /noinclude` `/IC:/Project2/include` `newmain.f` |
Advantages of Internal Procedures

Functions or subroutines that are used in only one program can be organized as internal procedures, following the CONTAINS statement of a program or module.

Internal procedures have the advantage of host association, that is, variables declared and used in the main program are also available to any internal procedure it may contain. For more information on procedures and host association, see Program Units and Procedures Overview.

Internal procedures, like modules, provide a means of encapsulation. Where modules can be used to store routines commonly used by many programs, internal procedures separate functions and subroutines whose use is limited or temporary.
Implications for Array Copies

Fortran language semantics sometimes require the compiler to make a temporary copy of an array or array slice. Situations where this can occur include:

- Passing a non-contiguous array to a procedure that does not declare it as assumed-shape.
- Array expressions, especially those involving `RESHAPE`, `PACK`, and `MERGE`.
- Assignments of arrays where the array appears on both the left and right-hand sides of the assignment.
- Assignments of `POINTER` arrays.

By default, these temporary values are created on the stack and, if large, may result in a stack overflow error at runtime. The size of the stack can be increased, but with limitations dependent on the operating system. Use of the `heap-arrays` compiler option tells the compiler to use heap allocation, rather than the stack, for such temporary copies. Heap allocation adds a small amount of overhead when creating and removing the temporary values, but this is usually inconsequential in comparison to the rest of the code.

Performance can be further improved by eliminating the need for a temporary copy entirely. For the first case above, passing a non-contiguous array to a procedure expecting a contiguous array, enabling the `check: arg_temp_created` compiler option will produce a run-time informational message when the compiler determines that the argument being passed is not contiguous. A run-time test is made and if the argument is contiguous, no copy is made. However, this option will not issue a diagnostic for other uses of temporary copies.

One way to avoid temporary copies for array arguments is to change the called procedure to declare the array as assumed-shape, with the `DIMENSION(:)` attribute. Such procedures require an explicit interface to be visible to the caller. This is best provided by placing the called procedure in a module or a `CONTAINS` section. As an alternative, an `INTERFACE` block can be declared.

Use of `POINTER` arrays makes it difficult for the compiler to know if a temporary value can be avoided. Where possible, replace `POINTER` with `ALLOCATABLE`, especially as components of derived types. The language definition allows the compiler to assume that `ALLOCATABLE` arrays are contiguous and that they do not overlap other variables, unlike `POINTERs`.

Another situation where the temporary values can be created is for automatic arrays, where an array’s bounds are dependent on a routine argument, use or host associated variable, or `COMMON` variable, and the array is a local variable in the procedure. As above, these automatic arrays are created on the stack by default; the `heap-arrays` compiler option will create them on the heap. Consider making such arrays `ALLOCATABLE` instead; local `ALLOCATABLE` variables that do not have the `SAVE` attribute are automatically deallocated when the routine exits. For example, replace:

```fortran
SUBROUTINE SUB (N)
  INTEGER, INTENT(IN) :: N
  REAL :: A(N)
END SUBROUTINE
```

with:

```fortran
SUBROUTINE SUB (N)
  INTEGER, INTENT(IN) :: N
  REAL, ALLOCATABLE :: A(:)
  ALLOCATE (A(N))
END SUBROUTINE
```
Part VII

Optimization and Programming Guide

Topics:

- OpenMP* Support
- Coarrays
- Automatic Parallelization
- Automatic Vectorization
- Guided Auto Parallelism
- Intel® Many Integrated Core Architecture (Intel® MIC Architecture)
- Profile-Guided Optimization (PGO)
- High-Level Optimization (HLO)
- Interprocedural Optimization (IPO)
- Fortran Language Extensions
- fpp Preprocessing
- IFPORT Portability Library
- IMSL® Mathematical and Statistical Libraries (Windows® OS)
- National Language Support (NLS) Routines
- Tools
OpenMP* Support Overview

The Intel® compiler supports most of OpenMP* Version 4.0. For the complete OpenMP specification, see the OpenMP* Application Program Interface Version 4.0 specification, which is available from the OpenMP* web site (http://www.openmp.org, see OpenMP Specifications). The descriptions of OpenMP* language characteristics in this documentation often use terms defined in the specification.

The OpenMP* API provides symmetric multiprocessing (SMP) with the following major features:

- Relieves you from implementing the low-level details of iteration space partitioning, data sharing, thread creation, scheduling, or synchronization.
- Provides the benefit of performance available from shared memory multiprocessor and multi-core processor systems on all supported Intel architectures, including those processors with Intel® Hyper-Threading Technology (Intel® HT Technology).
- Provides support for the Intel® Xeon Phi™ coprocessor.

The compiler performs transformations to generate multithreaded code based on your placement of OpenMP* directives in the source program, making it simple to add threading to existing software. The Intel compiler compiles parallel programs and supports the industry-standard OpenMP* directives.

The compiler provides Intel-specific extensions to the OpenMP* specification including run-time library routines and environment variables. A summary of the compiler options appear in the OpenMP* Options Quick Reference.

Parallel Processing with OpenMP*

To compile with the OpenMP* API, add the directives in the form of the Fortran program comments to your code. The compiler processes the code and internally produces a multithreaded version which is then compiled into an executable with the parallelism implemented by threads that execute parallel regions or constructs.

Using Other Compilers

The OpenMP* specification does not define interoperability of multiple implementations, so the OpenMP* implementation supported by other compilers and OpenMP* support in the Intel compiler might not be interoperable. Even if you compile and build the entire application with one compiler, be aware that different compilers might not provide OpenMP* source compatibility that enable you to compile and link the same set of application sources with a different compiler and get the expected parallel execution results.

The Intel compiler includes two sets of OpenMP* libraries, as described in OpenMP* Source Compatibility and Interoperability with Other Compilers.

OpenMP* Source Compatibility and Interoperability with Other Compilers

The Intel® Fortran Compiler includes OpenMP* libraries that are object-level compatible with OpenMP* support provided by certain versions of the following compilers:

- Microsoft® Visual C++® compiler on Windows®
- Intel® Fortran Compiler version 10.x (and later)
The term "object-level interoperability" refers to the ability to link object files and libraries generated by one compiler with object files and libraries generated by the second compiler, such that the resulting executable runs successfully. In contrast, "source compatibility" means that the entire application is compiled and linked by one compiler, and you do not need to modify the sources to get the resulting executable to run successfully.

Different compilers support different versions of the OpenMP specification. Based on the OpenMP features your application uses, determine what version of the OpenMP specification your application requires. If your application uses an OpenMP specification level equal or less than the OpenMP specification level supported by all the compilers, your application should have source compatibility with all compilers, but you need to link all object files and libraries with the same compiler's OpenMP libraries.

The Intel OpenMP run-time libraries provide source compatibility and object-level interoperability with the OpenMP support provided by:

- Certain versions of Microsoft Visual C++ libraries that support OpenMP, starting with Microsoft Visual C++ 2010.
- The Intel® Fortran Compiler versions 10.0 and later and their supplied OpenMP compatibility libraries.

For Fortran applications on Linux systems, it is not possible to link objects compiled by the Intel® Fortran Compiler (ifort) with objects compiled by the GNU* Fortran compiler (gfortran*). Thus, for mixed-language C++ and Fortran applications, you can do one of the following:

- Combine objects created by gfortran* and Intel® C++ objects.
- Combine objects created by the Intel® C++ Compiler and the Intel® Fortran Compiler.

**Guidelines for Using Different Intel® Compiler Versions**

To avoid possible linking or run-time problems, follow these guidelines:

- Object modules produced by current Intel compilers are not compatible with object modules compiled by the Intel® Fortran Compiler prior to version 10.0.
- Object modules produced by current versions of the Intel® Fortran Compiler are compatible with object modules produced by the compatibility libraries, for the Intel® Fortran Compiler versions 10.0 and later.
- Use dynamic instead of static OpenMP libraries to avoid linking multiple copies of the libraries into a single program.

**Guidelines for Using the Intel® Fortran Compiler with non-Intel Compilers**

To avoid possible linking or run-time problems, follow these guidelines:

- Always link using the Intel® Fortran Compiler OpenMP libraries. This avoids linking multiple copies of the OpenMP runtime libraries from different compilers. It is easiest if you use the Intel compiler command (driver) to link the application, but it is possible to link with the Intel® Fortran Compiler OpenMP libraries when linking the application using GCC or the Visual C++ compiler (or linker) commands.
- If possible, compile all the OpenMP sources with the same compiler. If you compile (not link) using multiple compilers such as the Microsoft* Visual C++* or GNU* compilers that provide object-level interoperability with the libraries, see the instructions in Using the OpenMP Libraries.
- Use dynamic instead of static OpenMP libraries to avoid linking multiple copies of the libraries into a single program.

**Limitations When Using OpenMP Libraries with Other Compilers**

Limitations of threadprivate objects on object-level interoperability:

- On Windows* systems, the Intel® Fortran Compiler by default (/Qopenmp-threadprivate:legacy) use a different mechanism to reference threadprivate data than does the Microsoft* Visual C++* compiler. If you declare a variable as threadprivate in your code and you compile the code with both the Intel® Fortran Compiler and the Visual C++* Compiler, the code compiled by the Intel® Fortran Compiler and the code compiled by the Visual C++* compiler reference different locations for the variable even when referenced by the same thread. Use the /Qopenmp-threadprivate:compat compiler option when compiling with the Intel® Fortran Compiler to enable the code that they compile to reference the same threadprivate locations as code compiled by Microsoft* Visual C++*.
- On Linux* systems, the Intel® Fortran Compiler by default (-openmp-threadprivate:legacy) use a different mechanism to reference threadprivate data than GCC*. If you declare a variable as threadprivate in your code and you compile the code with both the Intel® Fortran Compiler and GCC* compiler, the code compiled by the Intel® Fortran Compiler and the code compiled by the gcc reference
different locations for the variable even when referenced by the same thread. Use the –openmp-threadprivate:compat compiler option when compiling with the Intel® Fortran Compiler to enable the code that they compile to reference the same threadprivate locations as code compiled by GCC.

See Also
OpenMP* Options and Parallel Processing Options
OpenMP* Support Libraries
qopenmp-threadprivate, Qopenmp-threadprivate compiler option
Using the OpenMP* Libraries

Adding OpenMP* Support to your Application
To add OpenMP* support to your application, do the following:

1. Add the appropriate OpenMP* directives to your source code.
2. Compile the application with [Q]openmp option.
3. For applications with large local or temporary arrays, you may need to increase the stack space available at run-time. In addition, you may need to increase the stack allocated to individual threads by using the KMP_STACKSIZE environment variable or by setting the corresponding library routines.

You can set other environment variables to control multi-threaded code execution.

OpenMP Directive Syntax
To add OpenMP* support to your application, first add appropriate OpenMP* directives to your source code.

OpenMP* directives use a specific format and syntax. Intel Extension Routines to OpenMP* describes the OpenMP* extensions to the specification that have been added to the Intel® Fortran Compiler.

The following syntax illustrates using the directives in your source.

Example

```plaintext
<prefix> <directive> [<clause>[[,]<clause>...]]
```

where:

- `<prefix>` - Required for all OpenMP* directives. For free form source input, the prefix is !$OMP only; for fixed form source input, the prefix is !$OMP or C$OMP.
- `<directive>` - A valid OpenMP* directive. Must immediately follow the prefix; for example: !$OMP PARALLEL.
- `[<clause>]` - Optional. Clauses can be in any order and repeated as necessary, unless otherwise restricted.
- `[<newline>]` - A required component of directive syntax. It precedes the structured block which is enclosed by this directive.
- `[,]`: Optional. Commas between more than one `<clause>` are optional.

The directives are interpreted as comments if you omit the [Q]openmp option.

The OpenMP* constructs defining a parallel region have one of the following syntax forms:

Example

```plaintext
!$OMP <directive>
   <structured block of code>
!$OMP END <directive>
```

# OR

```plaintext
!$OMP <directive>
```
The following example demonstrates one way of using an OpenMP* directive to parallelize a loop.

```fortran
Example

subroutine simple_omp(a, N)
  use omp_lib
  integer :: N, a(N)
  !$OMP PARALLEL DO
  do i = 1, N
    a(i) = i*2
  end do
end subroutine simple_omp
```

**Compile the Application**

The `[Q]openmp` option enables the parallelizer to generate multi-threaded code based on the OpenMP* directives in the source. The code can be executed in parallel on single processor, multi-processor, or multi-core processor systems.

The `[Q]openmp` option works with both `-O0` (Linux* and OS X*) and `/Od` (Windows*) and with any optimization level of `O1`, `O2` and `O3`.

Specifying `-O0` (Linux* and OS X*) or `/Od` (Windows*) with the OpenMP* option helps to debug OpenMP* applications.

Compile your application using commands similar to those shown below:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Syntax Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux*</td>
<td>ifort -openmp source_file</td>
</tr>
<tr>
<td>OS X*</td>
<td>ifort -openmp source_file</td>
</tr>
<tr>
<td>Windows*</td>
<td>ifort /Qopenmp source_file</td>
</tr>
</tbody>
</table>

Assume that you compile the sample above, using commands similar to the following, where the `-c` option instructs the compiler to compile the code without generating an executable:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Extended Syntax Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux*</td>
<td>ifort -openmp -c parallel.f90</td>
</tr>
<tr>
<td>OS X*</td>
<td>ifort -openmp -c parallel.f90</td>
</tr>
<tr>
<td>Windows*</td>
<td>ifort /Qopenmp /c parallel.f90</td>
</tr>
</tbody>
</table>

The compiler might return a message similar to the following:

```fortran
Example

parallel.f90(20) : (col. 6) remark: OpenMP DEFINED LOOP WAS PARALLELIZED.
```

**Configure the OpenMP* Environment**
Before you run the multi-threaded code, you can set the number of desired threads using the OpenMP* environment variable, OMP_NUM_THREADS.

See Also
- c compiler option
- O compiler option
- OpenMP* Examples
- qopenmp, Qopenmp compiler option

Parallel Processing Model

A program containing OpenMP* API compiler directives begins execution as a single thread, called the initial thread of execution. The initial thread executes sequentially until the first parallel construct is encountered.

In the OpenMP* API, the PARALLEL and END PARALLEL directives define the extent of the parallel construct. When the initial thread encounters a parallel construct, it creates a team of threads, with the initial thread becoming the master of the team. All program statements enclosed by the parallel construct are executed in parallel by each thread in the team, including all routines called from within the enclosed statements.

The statements enclosed lexically within a construct define the static extent of the construct. The dynamic extent includes all statements encountered during the execution of a construct by a thread, including all called routines.

When a thread encounters the end of a structured block enclosed by a parallel construct, the thread waits until all threads in the team have arrived. When that happens the team is dissolved, and only the master thread continues execution of the code following the parallel construct. The other threads in the team enter a wait state until they are needed to form another team. You can specify any number of parallel constructs in a single program. As a result, thread teams can be created and dissolved many times during program execution.

The following example illustrates, from a high level, the execution model for the OpenMP* constructs. The comments in the code explain the structure of each construct or section.

```
Example

PROGRAM MAIN           ! Begin serial execution.
    ...                  ! Only the initial thread executes.
    !$OMP PARALLEL        ! Begin a Parallel construct, form a team.
        ...             ! This code is executed by each team member.
    !$OMP SECTIONS       ! Begin a worksharing construct.
        !$OMP SECTION    ! One unit of work.
            ...         !
        !$OMP SECTION    ! Another unit of work.
            ...         !
    !$OMP END SECTIONS  ! Wait until both units of work complete.
        ...             ! More Replicated Code.
    !$OMP DO             ! Begin a worksharing construct,
        DO              ! each iteration is a unit of work.
            ...         ! Work is distributed among the team.
        END DO           !
    !$OMP END DO NOWAIT  ! End of worksharing construct, NOWAIT
        ! is specified (threads need not wait).
        ! This code is executed by each team member.
    !$OMP CRITICAL       ! Begin critical construct.
        ...             ! One thread executes at a time.
    !$OMP END CRITICAL   ! End the critical construct.
        ...             ! This code is executed by each team member.
    !$OMP BARRIER        ! Wait for all team members to arrive.
        ...             ! This code is executed by each team member.
    !$OMP END PARALLEL    ! End of parallel onstruct, disband team.
```
Using Orphaned Directives

In routines called from within parallel constructs, you can also use directives. Directives that are not in the static extent of the parallel construct, but are in the dynamic extent, are called orphaned directives. Orphaned directives allow you to execute portions of your program in parallel with only minimal changes to the sequential version of the program. Using this functionality, you can code parallel constructs at the top levels of your program call tree and use directives to control execution in any of the called routines. For example:

```
Example
subroutine F
...
!$OMP PARALLEL...
call G
...
subroutine G
!$OMP DO... ! This is an orphaned directive.
...
```

This is an orphaned DO loop directive since the parallel region is not lexically present in subroutine G.

Data Environment Controls

You can control the data environment within parallel and worksharing constructs. Using directives and data environment clauses on directives, you can privatize named global-lifetime objects by using THREADPRIVATE directive, or control data scope attributes by using the data environment clauses for directives that support them.

The data scope attribute clauses are:
- DEFAULT
- PRIVATE
- FIRSTPRIVATE
- LASTPRIVATE
- REDUCTION
- SHARED

The data copying clauses are:
- COPYIN
- COPYPRIVATE

You can use several directive clauses to control the data scope attributes of variables for the duration of the construct in which you specify them; however, if you do not specify a data scope attribute clause on a directive, the behavior for the variable is determined by the default scoping rules, which are described in the OpenMP* API specification, for the variables affected by the directive.

Determining How Many Threads to Use

For applications where the workload depends on application input that can vary widely, delay the decision about the number of threads to employ until runtime when the input sizes can be examined. Examples of workload input parameters that affect the thread count include things like matrix size, database size, image/
video size and resolution, depth/breadth/bushiness of tree-based structures, and size of list based structures. Similarly, for applications designed to run on systems where the processor count can vary widely, defer the number of threads to employ until application run-time when the machine size can be examined.

For applications where the amount of work is unpredictable from the input data, consider using a calibration step to understand the workload and system characteristics to aid in choosing an appropriate number of threads. If the calibration step is expensive, the calibration results can be made persistent by storing the results in a permanent place like the file system.

Avoid simultaneously using more threads than the number of processing units on the system. This situation causes the operating system to multiplex threads on the processors and typically yields sub-optimal performance.

When developing a library as opposed to an entire application, provide a mechanism whereby the user of the library can conveniently select the number of threads used by the library, because it is possible that the user has higher-level parallelism that renders the parallelism in the library unnecessary or even disruptive.

Use the 

```
NUM_THREADS
```

clause on parallel regions to control the number of threads employed and use the 

```
if
```

clause on parallel regions to decide whether to employ multiple threads at all. The 

```
OMP_SET_NUM_THREADS
```

routine can also be used, but it also affects parallel regions created by the calling thread. The 

```
NUM_THREADS
```

clause is local in its effect, so it does not impact other parallel regions. The disadvantages of explicitly setting a number of threads are:

1. In a system with a large number of processors, your application will use some but not all of the processors.
2. In a system with a small number of processors, your application may force over subscription that results in poor performance.

The Intel OpenMP runtime will create the same number of threads as the available number of logical processors unless you use 

```
OMP_SET_NUM_THREADS
```

routine. To determine the actual limits, use 

```
OMP_GET_THREAD_LIMIT() and OMP_GET_MAX_ACTIVE_LEVELS()
```

. Developers should carefully consider their thread usage and nesting of parallelism to avoid overloading the system. The 

```
OMP_THREAD_LIMIT
```

environment variable limits the number of OpenMP* threads to use for the whole OpenMP* program. The 

```
OMP_MAX_ACTIVE_LEVELS
```

environment variable limits the number of active nested parallel regions.

### Binding Sets

The various binding sets describe which OpenMP constructs can be nested in which other OpenMP constructs and what effect that nesting has.

The binding region for an OpenMP construct is the enclosing region that determines the execution context and the scope of the effects of the directive:

- The binding region for an ORDERED construct is the innermost enclosing DO loop region.
- The binding region for a TASKWAIT construct is the innermost enclosing TASK region.
- For all other constructs for which the binding thread set is the current team or the binding task set is the current team tasks, the binding region is the innermost enclosing PARALLEL region.
- For constructs for which the binding task set is the generating task, the binding region is the region of the generating task.
- A PARALLEL construct need not be active nor explicit to be a binding region.
- A TASK construct need not be explicit to be a binding region.
- A region never binds to any region outside of the innermost enclosing parallel region.

The binding task set for an OpenMP construct is the set of tasks that are affected by, or provide the context for, the execution of a region. The binding task set for a given construct can be all tasks, the current team tasks, or the generating task.

The binding thread set for an OpenMP construct is the set of threads that are affected by, or provide the context for, the execution of a region. The binding thread set for a given construct can be all threads on a device, all threads in a contention group, the current team, or the encountering thread.
Controlling Thread Allocation

The `KMP_PLACE_THREADS` and `KMP_AFFINITY` environment variables allow you to control how the OpenMP* runtime uses the hardware threads on the processors. These environment variables allow you to try different thread distributions on the cores of the processors and determine how these threads are bound to the cores. You can use the environment variables to work out what is optimal for your application.

The `KMP_PLACE_THREADS` variable controls the allocation of hardware resources and the `KMP_AFFINITY` variable controls how the OpenMP* threads are bound to those resources.

Controlling Thread Distribution

The `KMP_PLACE_THREADS` variable controls the hardware resource that will be used by the program. This variable specifies the number of sockets to use, how many cores to use per socket and how many threads to assign per core. For example, on Intel® Xeon Phi™ coprocessors, while each coprocessor can take up to four threads, specifying fewer than four threads per core may result in a better performance. While specifying two threads per core often yields better performance than one thread per core, specifying three or four threads per core may or may not improve the performance. This variable enables you to conveniently measure the performance of up to four threads per core.

For example, you can determine the effects of assigning 24, 48, 72, or the maximum 96 OpenMP* threads in a system with 24 cores by specifying the following variable settings:

<table>
<thead>
<tr>
<th>To Assign This Number of Threads ...</th>
<th>... Use This Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td><code>KMP_PLACE_THREADS=24c,1t</code></td>
</tr>
<tr>
<td>48</td>
<td><code>KMP_PLACE_THREADS=24c,2t</code></td>
</tr>
<tr>
<td>72</td>
<td><code>KMP_PLACE_THREADS=24c,3t</code></td>
</tr>
<tr>
<td>96</td>
<td><code>KMP_PLACE_THREADS=24c,4t</code></td>
</tr>
</tbody>
</table>

**NOTE**

Take care when using the `OMP_NUM_THREADS` variable along with this variable. Using the `OMP_NUM_THREADS` variable can result in over or under subscription.

Controlling Thread Bindings

The `KMP_AFFINITY` variable controls how the OpenMP* threads are bound to the hardware resources allocated by the `KMP_PLACE_THREADS` variable. While this variable can be set to several binding or affinity types, the following are the recommended affinity types to use to run your OpenMP* threads on the processor:

- **compact**: sequentially distribute the threads among the cores that share the same cache.
- **scatter**: distribute the threads among the cores without regard to the cache.

The following table shows how the threads are bound to the cores when you want to use three threads per core on two cores by specifying `KMP_PLACE_THREADS=2c,3t`:

<table>
<thead>
<tr>
<th>Affinity</th>
<th>OpenMP* Threads on Core 0</th>
<th>OpenMP* Threads on Core 1</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>KMP_AFFINITY=compact</code></td>
<td>0, 1, 2</td>
<td>3, 4, 5</td>
</tr>
<tr>
<td><code>KMP_AFFINITY=scatter</code></td>
<td>0, 2, 4</td>
<td>1, 3, 5</td>
</tr>
</tbody>
</table>
**Determining the Best Setting**

To determine the best thread distribution and bindings using these variables, use the following:

1. Ensure that your OpenMP* code is working properly before using these environment variables.
2. Establish a baseline with your current OpenMP* code to compare to the performance when you allocate the threads to a processor.
3. Measure the performance of distributing one, two, three, or four threads per core by using the `KMP_PLACE_THREADS` variable.
4. Measure the performance of binding the threads to the cores by using the `KMP_AFFINITY` variable.

**See Also**

Thread Affinity Interface (Linux* and Windows*)

Supported Environment Variables

**OpenMP* Directives Summary**

This is a summary of the OpenMP* directives and clauses supported in the Intel® Fortran Compiler. For detailed information about the OpenMP* API, see the OpenMP Application Program Interface Versions 4.0 and 4.1 specifications, which are available from the OpenMP* web site.

In the directive lists below, an OpenMP directive is qualified with the word **Directive** when the name of the directive is also used for one or more elements besides the directive. For example: FLUSH refers to a directive, a statement, and a subroutine.

**PARALLEL Directive**

Use this directive to form a team of threads and execute those threads in parallel.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PARALLEL Directive (OpenMP*)</td>
<td>Defines a parallel region.</td>
</tr>
</tbody>
</table>

**TASKING Directive**

Use this directive for deferring execution.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TASK</td>
<td>Defines a task region.</td>
</tr>
</tbody>
</table>

**WORKSHARING Directives**

Use these directives to share work among a team of threads.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DO Directive</td>
<td>Identifies an iterative worksharing construct in which the iterations of the associated loop should be divided among threads in a team.</td>
</tr>
<tr>
<td>SECTIONS</td>
<td>Specifies that the enclosed SECTION directives define blocks of code to be divided among threads in a team. Each section is executed once by a thread in the team.</td>
</tr>
<tr>
<td>SINGLE</td>
<td>Specifies that a block of code is to be executed by only one thread in the team at a time.</td>
</tr>
</tbody>
</table>
Directive | Description
--- | ---
WORKSHARE | Divides the work of executing a block of statements or constructs into separate units. It also distributes the work of executing the units to threads of the team so each unit is only executed once.

**SYNCHRONIZATION Directives**
Use these directives to synchronize between threads.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATOMIC</td>
<td>Ensures that a specific memory location is updated atomically; this prevents the possibility of multiple, simultaneous reading and writing of threads.</td>
</tr>
<tr>
<td>BARRIER</td>
<td>Synchronizes all the threads in a team. It causes each thread to wait until all of the other threads in the team have reached the barrier.</td>
</tr>
<tr>
<td>CRITICAL Directive</td>
<td>Restricts access to a block of code to only one thread at a time.</td>
</tr>
<tr>
<td>FLUSH Directive</td>
<td>Identifies synchronization points at which the threads in a team must provide a consistent view of memory.</td>
</tr>
<tr>
<td>MASTER</td>
<td>Specifies a block of code to be executed by the master thread of the team.</td>
</tr>
<tr>
<td>ORDERED</td>
<td>Specifies a block of code that the threads in a team must execute in the natural order of the loop iterations.</td>
</tr>
<tr>
<td>TASKGROUP</td>
<td>Specifies a wait for the completion of all child tasks of the current task and all of their descendant tasks.</td>
</tr>
<tr>
<td>TASKWAIT</td>
<td>Specifies a wait on the completion of child tasks generated since the beginning of the current task.</td>
</tr>
<tr>
<td>TASKYIELD</td>
<td>Specifies that the current task can be suspended at this point in favor of execution of a different task.</td>
</tr>
</tbody>
</table>

**Data Environment Directive**
Use this directive to give threads global private data.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>THREADPRIVATE</td>
<td>Specifies named common blocks to be private (local) to each thread; they are global within the thread.</td>
</tr>
</tbody>
</table>

**Coprocessor Control Directives**
Use these directives to control execution on one or more coprocessors.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECLARE TARGET</td>
<td>Causes the creation of a device-specific version of a named routine that can be called from a target region. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>Directive</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DISTRIBUTE</td>
<td>Specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a teams construct. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET Directive</td>
<td>Creates a device data environment and executes the construct on the same device. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET DATA</td>
<td>Creates a device data environment for the extent of the region. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET ENTER DATA</td>
<td>Specifies that variables are mapped to a device data environment. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET EXIT DATA</td>
<td>Specifies that variables are unmapped from a device data environment. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET UPDATE</td>
<td>Makes the list items in the device data environment consistent with their corresponding original list items. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TEAMS</td>
<td>Creates a league of thread teams inside a target region to execute a structured block in the master thread of each team. This directive only applies to Intel® MIC Architecture.</td>
</tr>
</tbody>
</table>

**Vectorization Directives**

Use these directives to control execution on vector hardware.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIMD Directive (OpenMP*)</td>
<td>Requires and controls SIMD vectorization of loops.</td>
</tr>
<tr>
<td>DECLARE SIMD</td>
<td>Generates a SIMD procedure.</td>
</tr>
</tbody>
</table>

**Cancellation Constructs**

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CANCEL</td>
<td>Requests cancellation of the innermost enclosing region of the construct specified, and causes the encountering implicit or explicit task to proceed to the end of the cancelled construct.</td>
</tr>
<tr>
<td>CANCELLATION POINT</td>
<td>Defines a point at which implicit or explicit tasks check to see if cancellation has been requested for the innermost enclosing region of the type specified.</td>
</tr>
</tbody>
</table>

**Combined Directives**

Use these directives as shortcuts for multiple directives in sequence.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DISTRIBUTE PARALLEL DO</td>
<td>Specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.</td>
</tr>
<tr>
<td>Directive</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DISTRIBUTE PARALLEL DO SIMD</td>
<td>Specifies a loop that will be executed in parallel by multiple threads that are members of multiple teams. It will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>DISTRIBUTE SIMD</td>
<td>Specifies a loop that will be distributed across the master threads of the teams region. It will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>DO SIMD</td>
<td>Specifies a loop that can be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>PARALLEL DO</td>
<td>Provides an abbreviated way to specify a parallel region containing a single DO directive.</td>
</tr>
<tr>
<td>PARALLEL DO SIMD</td>
<td>Specifies a parallel region that contains a loop to execute with Single Instruction Multiple Data (SIMD) instructions.</td>
</tr>
<tr>
<td></td>
<td>Specifies a loop that can be executed concurrently using SIMD instructions. It provides a shortcut for specifying a PARALLEL construct containing one SIMD loop construct and no other statement.</td>
</tr>
<tr>
<td>PARALLEL SECTIONS</td>
<td>Provides an abbreviated way to specify a parallel region containing a single SECTIONS directive. The semantics are identical to explicitly specifying a PARALLEL directive immediately followed by a SECTIONS directive.</td>
</tr>
<tr>
<td>PARALLEL WORKSHARE</td>
<td>Provides an abbreviated way to specify a parallel region containing a single WORKSHARE directive.</td>
</tr>
<tr>
<td>TARGET TEAMS</td>
<td>Creates a device data environment and executes the construct on the same device. It also creates a league of thread teams with the master thread in each team executing the structured block. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE</td>
<td>Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE PARALLEL DO</td>
<td>Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE PARALLEL DO SIMD</td>
<td>Creates a device data environment and then executes the construct on that device. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams created by a TEAMS construct. The loop will be distributed across the teams, which will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>Directive</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>TARGET TEAMS DISTRIBUTE SIMD</td>
<td>Creates a device data environment and executes the construct on the same device. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a teams construct. It will be executed concurrently using SIMD instructions. This directive only applies to Intel® MIC Architecture.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE</td>
<td>Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies that loop iterations will be shared among the master threads of all thread teams in a league created by a TEAMS construct.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE PARALLEL DO</td>
<td>Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE PARALLEL DO SIMD</td>
<td>Creates a league of thread teams to execute a structured block in the master thread of each team. It also specifies a loop that can be executed in parallel by multiple threads that are members of multiple teams. The loop will be distributed across the master threads of the teams region, which will be executed concurrently using SIMD instructions.</td>
</tr>
<tr>
<td>TEAMS DISTRIBUTE SIMD</td>
<td>Creates a league of thread teams to execute the structured block in the master thread of each team. It also specifies a loop that will be distributed across the master threads of the teams.</td>
</tr>
</tbody>
</table>

See Also
OpenMP* Fortran Compiler Directives

OpenMP* Library Support

OpenMP* Run-time Library Routines
OpenMP* provides run-time library routines to help you manage your program in parallel mode. Many of these run-time library routines have corresponding environment variables that can be set as defaults. The run-time library routines let you dynamically change these factors to assist in controlling your program. In all cases, a call to a run-time library routine overrides any corresponding environment variable. These routines are all external procedures.

CAUTION
Running OpenMP runtime library routines may initialize the OpenMP runtime environment, which might cause a situation where subsequent programmatic setting of OpenMP environment variables has no effect. To avoid this situation, you can use the Intel extension routine kmp_set_defaults() to set OpenMP environment variables.

The compiler supports all the OpenMP* run-time library routines. Refer to the OpenMP* API Version 4.0 specification for detailed information about using these routines.

Include the appropriate declarations of the routines by adding a statement similar to the following in the program unit containing the routine:

Example
The module files are provided in the ..\include (Linux* and OS X*) or ..\include (Windows*) directory of your compiler installation.

The following tables specify the interfaces to these routines. (The names for the routines are in user name space.)

---

## Execution Environment Routines

Use these routines to monitor and influence threads and the parallel environment.

<table>
<thead>
<tr>
<th>Routine</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGICAL FUNCTION OMP_IN_FINAL()</td>
<td>Returns .TRUE. if called within a final task region; otherwise returns .FALSE..</td>
</tr>
<tr>
<td>SUBROUTINE OMP_SET_NUM_THREADS(num_threads)</td>
<td></td>
</tr>
<tr>
<td>INTEGER num_threads</td>
<td>Sets the number of threads to use for subsequent parallel regions created by the calling thread.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_NUM_THREADS()</td>
<td>Returns the number of threads that are being used in the current parallel region. This function does not necessarily return the value inherited by the calling thread from the OMP_SET_NUM_THREADS() function.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_MAX_THREADS()</td>
<td>Returns the number of threads available to subsequent parallel regions created by the calling thread.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_THREAD_NUM()</td>
<td>Returns the thread number of the calling thread, within the context of the current parallel region.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_NUM_PROCS()</td>
<td>Returns the number of processors available to the program.</td>
</tr>
<tr>
<td>LOGICAL FUNCTION OMP_IN_PARALLEL()</td>
<td>Returns .TRUE. if called within the dynamic extent of a parallel region executing in parallel; otherwise returns .FALSE..</td>
</tr>
<tr>
<td>SUBROUTINE OMP_SET_DYNAMIC(dynamic_threads)</td>
<td></td>
</tr>
<tr>
<td>LOGICAL dynamic_threads</td>
<td>Enables or disables dynamic adjustment of the number of threads used to execute a parallel region. If dynamic_threads is .TRUE., dynamic threads are enabled. If dynamic_threads is .FALSE., dynamic threads are disabled. Dynamic threads are disabled by default.</td>
</tr>
<tr>
<td>LOGICAL FUNCTION OMP_GET_DYNAMIC()</td>
<td>Returns .TRUE. if dynamic thread adjustment is enabled, otherwise returns .FALSE..</td>
</tr>
<tr>
<td>Routine</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
</tr>
<tr>
<td>SUBROUTINE OMP_SET_NESTED(nested) LOGICAL nested</td>
<td>Enables or disables nested parallelism. If <em>nested</em> is <code>.TRUE.</code>, nested parallelism is enabled. If <em>nested</em> is <code>.FALSE.</code>, nested parallelism is disabled. Nested parallelism is disabled by default.</td>
</tr>
<tr>
<td>LOGICAL FUNCTION OMP_GET_NESTED()</td>
<td>Returns <code>.TRUE.</code> if nested parallelism is enabled, otherwise returns <code>.FALSE.</code>.</td>
</tr>
<tr>
<td>SUBROUTINE OMP_SET_SCHEDULE(kind,modifier) INTEGER(KIND=omp_sched_t) kind INTEGER modifier</td>
<td>Determines the schedule of a worksharing loop that is applied when 'runtime' is used as schedule kind.</td>
</tr>
<tr>
<td>SUBROUTINE OMP_GET_SCHEDULE(kind,modifier) INTEGER(KIND=omp_sched_t) kind INTEGER modifier</td>
<td>Returns the schedule of a worksharing loop that is applied when the 'runtime' schedule is used.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_THREAD_LIMIT()</td>
<td>Returns the maximum number of simultaneously executing threads in an OpenMP* program.</td>
</tr>
<tr>
<td>SUBROUTINE OMP_SET_MAX_ACTIVE_LEVELS(max_active_levels) INTEGER max_active_levels</td>
<td>Limits the number of nested active parallel regions. The call is ignored if negative <em>max_active_levels</em> specified.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_MAX_ACTIVE_LEVELS()</td>
<td>Returns the maximum number of nested active parallel regions.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_ACTIVE_LEVEL()</td>
<td>Returns the number of nested, active parallel regions enclosing the task that contains the call.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_LEVEL()</td>
<td>Returns the number of nested parallel regions (whether active or inactive) enclosing the task that contains the call, not including the implicit parallel region.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_ANCESTOR_THREAD_NUM(level) INTEGER level</td>
<td>Returns the thread number of the ancestor at a given nest level of the current thread.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_TEAM_SIZE(level) INTEGER level</td>
<td>Returns the size of the thread team to which the ancestor or the current thread belongs for the specified nested level of the current thread.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_DEFAULT_DEVICE()</td>
<td>Returns the default device number.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_NUM_DEVICES()</td>
<td>Gets the number of target devices.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_NUM_TEAMS()</td>
<td>Gets the number of teams in the current teams region.</td>
</tr>
<tr>
<td>INTEGER FUNCTION OMP_GET_TEAM_NUM()</td>
<td>Gets the team number of the calling thread.</td>
</tr>
<tr>
<td>SUBROUTINE OMP_SET_DEFAULT_DEVICE(device_number)</td>
<td>Sets the default device number.</td>
</tr>
</tbody>
</table>
**Routine** | **Description**
---|---
INTEGER device_number | Returns .TRUE. if cancellation is enabled; otherwise, .FALSE..

LOGICAL FUNCTION OMP_GET_CANCELLATION() | This routine can be affected by the setting for environment variable OMP_CANCELLATION.

INTEGER(KIND=OMP_PROC BIND) OMP_GET_PROC BIND() | Returns the currently active thread affinity policy, which is set by environment variable OMP_PROC BIND.

LOGICAL FUNCTION OMP_IS_INITIAL_DEVICE() | Returns .TRUE. if the current task is running on the host device; otherwise, .FALSE..

**Lock Routines**

Use these routines to affect OpenMP* locks.

**Function** | **Description**
---|---
SUBROUTINE OMP_INIT_LOCK(lock) INTEGER(KIND=OMP_LOCK_KIND)::lock | Initializes the lock associated with lock for use in subsequent calls.

SUBROUTINE OMP_DESTROY_LOCK(lock) INTEGER(KIND=OMP_LOCK_KIND)::lock | Causes the lock specified by lock to become undefined or uninitialized. The lock must be initialized and not locked.

SUBROUTINE OMP_SET_LOCK(lock) INTEGER(KIND=OMP_LOCK_KIND)::lock | Forces the executing thread to wait until the lock associated with lock is available. The thread is granted ownership of the lock when it becomes available. The lock must be initialized.

SUBROUTINE OMP_UNSET_LOCK(lock) INTEGER(KIND=OMP_LOCK_KIND)::lock | Releases the executing thread from ownership of the lock associated with lock. The behavior is undefined if the executing thread does not own the lock associated with lock.

LOGICAL OMP_TEST_LOCK(lock) INTEGER(KIND=OMP_LOCK_KIND)::lock | Attempts to set the lock associated with lock. If successful, returns .TRUE., otherwise returns .FALSE.. The lock must be initialized.

SUBROUTINE OMP_INIT_NEST LOCK(lock) INTEGER(KIND=OMP_NEST_LOCK_KIND)::lock | Initializes the nested lock associated with lock for use in the subsequent calls.

SUBROUTINE OMP_DESTROY_NEST_LOCK(lock) INTEGER(KIND=OMP_NEST_LOCK_KIND)::lock | Causes the nested lock associated with lock to become undefined or uninitialized. The lock must be initialized and not locked.
### Function Description

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SUBROUTINE OMP_SET_NEST_LOCK(lock)</strong></td>
<td>Forces the executing thread to wait until the nested lock associated with <code>lock</code> is available. If the thread already owns the lock, then the lock nesting count is incremented. The lock must be initialized.</td>
</tr>
<tr>
<td><code>INTEGER(KIND=OMP_NEST_LOCK_KIND)::lock</code></td>
<td></td>
</tr>
<tr>
<td><strong>SUBROUTINE OMP_UNSET_NEST_LOCK(lock)</strong></td>
<td>Releases the executing thread from ownership of the nested lock associated with <code>lock</code> if the nesting count is zero; otherwise, the nesting count is decremented. Behavior is undefined if the executing thread does not own the nested lock associated with <code>lock</code>.</td>
</tr>
<tr>
<td><code>INTEGER(KIND=OMP_NEST_LOCK_KIND)::lock</code></td>
<td></td>
</tr>
<tr>
<td><strong>INTEGER OMP_TEST_NEST_LOCK(lock)</strong></td>
<td>Attempts to set the nested lock specified by <code>lock</code>. If successful, returns the nesting count, otherwise returns zero.</td>
</tr>
<tr>
<td><code>INTEGER(KIND=OMP_NEST_LOCK_KIND)::lock</code></td>
<td></td>
</tr>
</tbody>
</table>

### Timing Routines

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DOUBLE PRECISION FUNCTION OMP_GET_WTIME()</strong></td>
<td>Returns a double precision value equal to the elapsed wall clock time (in seconds) relative to an arbitrary reference time. The reference time does not change during program execution.</td>
</tr>
<tr>
<td><strong>DOUBLE PRECISION FUNCTION OMP_GET_WTICK()</strong></td>
<td>Returns a double precision value equal to the number of seconds between successive clock ticks.</td>
</tr>
</tbody>
</table>

### See Also

**Calling Functions on the CPU to Modify the Coprocessor’s Execution Environment**

**Intel® Compiler Extension Routines to OpenMP**

The Intel compiler implements the following group of routines as extensions to the OpenMP run-time library:

- Get and set the execution environment
- Get and set the stack size for parallel threads
- Memory allocation
- Get and set the thread sleep time for the throughput execution mode

The Intel extension routines described in this section can be used for low-level tuning to verify that the library code and application are functioning as intended. These routines are generally not recognized by other OpenMP-compliant compilers, which may cause the link stage to fail in the other compiler. To execute these OpenMP routines, use the `[Q]openmp-stubs` option.

In most cases, environment variables can be used in place of the extension library routines. For example, the stack size of the parallel threads may be set using the `OMP_STACKSIZE` environment variable rather than the `KMP_SET_STACKSIZE_S()` library routine.

**NOTE**

A run-time call to an Intel extension routine takes precedence over the corresponding environment variable setting.
## Execution Environment

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBROUTINE KMP_SET_DEFAULTS(STRING) CHARACTER*(*) STRING</td>
<td>Sets OpenMP* environment variables defined as a list of variables separated by &quot;</td>
</tr>
<tr>
<td>SUBROUTINE KMP_SET_LIBRARY_THROUGHPUT()</td>
<td>Sets execution mode to throughput, which is the default. Allows the application to determine the runtime environment. Use in multi-user environments.</td>
</tr>
<tr>
<td>SUBROUTINE KMP_SET_LIBRARY_TURNAROUND()</td>
<td>Sets execution mode to turnaround. Use in dedicated parallel (single user) environments.</td>
</tr>
<tr>
<td>SUBROUTINE KMP_SET_LIBRARY_SERIAL()</td>
<td>Sets execution mode to serial.</td>
</tr>
</tbody>
</table>
| SUBROUTINE KMP_SET_LIBRARY(LIBNUM) INTEGER (KIND=OMP_INTEGER_KIND) LIBNUM | Sets execution mode indicated by the value passed to the function. Valid values are:  
- 1 - serial mode  
- 2 - turnaround mode  
- 3 - throughput mode  
Call this routine before the first parallel region is executed. |
| FUNCTION KMP_GET_LIBRARY() INTEGER (KIND=OMP_INTEGER_KIND) KMP_GET_LIBRARY | Returns a value corresponding to the current execution mode:  
- 1 - serial  
- 2 - turnaround  
- 3 - throughput |

## Stack Size

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FUNCTION KMP_GET_STACKSIZE_S() INTEGER(KIND=KMP_SIZE_T_KIND) &amp; KMP_GET_STACKSIZE_S</td>
<td>Returns the number of bytes that will be allocated for each parallel thread to use as its private stack. This value can be changed with KMP_SET_STACKSIZE_S() routine, prior to the first parallel region or via the KMP_STACKSIZE environment variable.</td>
</tr>
<tr>
<td>FUNCTION KMP_GET_STACKSIZE() INTEGER KMP_GET_STACKSIZE</td>
<td>Provided for backwards compatibility only. Use KMP_GET_STACKSIZE_S() routine for compatibility across different families of Intel processors.</td>
</tr>
<tr>
<td>SUBROUTINE KMP_SET_STACKSIZE_S(size) INTEGER (KIND=KMP_SIZE_T_KIND)size</td>
<td>Sets to size the number of bytes that will be allocated for each parallel thread to use as its private stack. This value can also be set via the KMP_STACKSIZE environment variable. In order for KMP_SET_STACKSIZE_S() to have an effect, it must be called before the beginning of the first (dynamically executed) parallel region in the program.</td>
</tr>
</tbody>
</table>
SUBROUTINE KMP_SET_STACKSIZE_S(size)
    INTEGER size

Provided for backward compatibility only. Use KMP_SET_STACKSIZE_S(size) for compatibility across different families of Intel® processors.

Memory Allocation

The Intel compiler implements a group of memory allocation routines as an extension to the OpenMP* runtime library to enable threads to allocate memory from a heap local to each thread. These routines are: KMP_MALLOC(), KMP_CALLOC(), and KMP_REALLOC().

The memory allocated by these routines must also be freed by the KMP_FREE() routine. While you can allocate memory in one thread and then free that memory in a different thread, this mode of operation incurs a slight performance penalty.

Working with the local heap might lead to improved application performance because synchronization is not required.

SUBROUTINE KMP_FREE(ptr)
    INTEGER (KIND=KMP_POINTER_KIND) ptr

Free memory block at address ptr from thread-local heap.

Memory must have been previously allocated with KMP_MALLOC(), KMP_CALLOC(), or KMP_REALLOC().

Thread Sleep Time

In the throughput OpenMP* Support Libraries, threads wait for new parallel work at the ends of parallel regions, and then sleep, after a specified period of time. This time interval can be set by the KMP_BLOCKTIME environment variable or by the KMP_SET_BLOCKTIME() function.

FUNCTION KMP_GET_BLOCKTIME()
    INTEGER KMP_GET_BLOCKTIME

Returns the number of milliseconds that a thread should wait, after completing the execution of a parallel region, before sleeping, as set either by the KMP_BLOCKTIME environment variable or by KMP_SET_BLOCKTIME().
FUNCTION KMP_SET_BLOCKTIME(msec)
INTEGER msec

Sets the number of milliseconds that a thread should wait, after completing the execution of a parallel region, before sleeping. This routine affects the block time setting for the calling thread and any OpenMP* team threads formed by the calling thread. The routine does not affect the block time for any other threads.

See Also
qopenmp-stubs, Qopenmp-stubs compiler option
OpenMP* Run-time Library Routines
OpenMP* Support Libraries

OpenMP* Support Libraries
The Intel® Compiler provides support libraries for OpenMP*. There are several kinds of libraries:

- **Performance**: supports parallel OpenMP* execution.
- **Stubs**: supports serial execution of OpenMP* applications.

Each kind of library is available for both dynamic and static linking on Linux* and OS X* operating systems. Only dynamic linking is supported on Windows* operating systems.

Performance Libraries
To use these libraries, specify the [Q]openmp compiler option.

Options that use OpenMP* are available for both Intel® and non-Intel microprocessors, but these options may perform additional optimizations on Intel® microprocessors than they perform on non-Intel microprocessors. The list of major, user-visible OpenMP* constructs and features that may perform differently on Intel® microprocessors than on non-Intel microprocessors includes: locks (internal and user visible), the SINGLE construct, barriers (explicit and implicit), parallel loop scheduling, reductions, memory allocation, and thread affinity and binding.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Dynamic Link</th>
<th>Static Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux*</td>
<td>libiomp5.so</td>
<td>libiomp5.a</td>
</tr>
<tr>
<td>OS X*</td>
<td>libiomp5.dylib</td>
<td>libiomp5.a</td>
</tr>
<tr>
<td>Windows*</td>
<td>libiomp5md.lib</td>
<td>libiomp5md.dll</td>
</tr>
</tbody>
</table>

Many routines in the OpenMP* support libraries are more highly optimized for Intel® microprocessors than for non-Intel microprocessors.

Stubs Libraries
To use these libraries, specify -[Q]openmp-stubs compiler option. These allow you to compile OpenMP* applications in serial mode and provide stubs for OpenMP* routines and extended Intel-specific routines.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Dynamic Link</th>
<th>Static Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux*</td>
<td>libiompstubs5.so</td>
<td>libiompstubs5.a</td>
</tr>
<tr>
<td>OS X*</td>
<td>libiompstubs5.dylib</td>
<td>libiompstubs5.a</td>
</tr>
</tbody>
</table>

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### Operating System

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Dynamic Link</th>
<th>Static Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows*</td>
<td>libiompstubs5md.lib</td>
<td>None</td>
</tr>
<tr>
<td></td>
<td>libiompstubs5md.dll</td>
<td></td>
</tr>
</tbody>
</table>

### Execution modes

The Intel® Compiler enables you to run an application under different execution modes specified at run time; the libraries support the turnaround, throughput, and serial modes. Use the `KMP_LIBRARY` environment variable to select the modes at run time.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
</table>
| **throughput** (default) | The throughput mode allows the program to yield to other running programs and adjust resource usage to produce efficient execution in a dynamic environment.  

In a multi-user environment where the load on the parallel machine is not constant or where the job stream is not predictable, it may be better to design and tune for throughput. This minimizes the total time to run multiple jobs simultaneously. In this mode, the worker threads yield to other threads while waiting for more parallel work.  

After completing the execution of a parallel region, threads wait for new parallel work to become available. After a certain period of time has elapsed, they stop waiting and sleep. Until more parallel work becomes available, sleeping allows processor and resources to be used for other work by non-OpenMP threaded code that may execute between parallel regions, or by other applications.  

The amount of time to wait before sleeping is set either by the `KMP_BLOCKTIME` environment variable or by the `KMP_SET_BLOCKTIME()` function. A small blocktime value may offer better overall performance if your application contains non-OpenMP threaded code that executes between parallel regions. A larger blocktime value may be more appropriate if threads are to be reserved solely for use for OpenMP* execution, but may penalize other concurrently-running OpenMP* or threaded applications.  

The turnaround mode is designed to keep active all processors involved in the parallel computation, which minimizes execution time of a single job. In this mode, the worker threads actively wait for more parallel work, without yielding to other threads (although they are still subject to `KMP_BLOCKTIME` control). In a dedicated (batch or single user) parallel environment where all processors are exclusively allocated to the program for its entire run, it is most important to effectively use all processors all of the time.  

**NOTE**  
Avoid over-allocating system resources. The condition can occur if either too many threads have been specified, or if too few processors are available at run time. If system resources are over-allocated, this mode will cause poor performance. The throughput mode should be used instead if this occurs.  

| serial | The serial mode forces parallel applications to run as a single thread. |

### See Also

qopenmp, Qopenmp compiler option
Using the OpenMP* Libraries

This section describes the steps needed to set up and use the OpenMP* Libraries from the command line. On Windows* systems, you can also build applications compiled with the OpenMP libraries in the Microsoft Visual Studio* development environment.

For a summary of the support provided by the libraries provided with Intel compilers, see OpenMP* Source Compatibility and Interoperability with Other Compilers.

For a list of the options and libraries used by the OpenMP* libraries, see OpenMP* Support Libraries.

Set up your environment for access to the Intel® Fortran Compiler to ensure that the appropriate OpenMP* library is available during linking. On Windows* systems, you can either execute the appropriate batch (.bat) file or use the command-line window supplied in the compiler program folder that already has the environment set up. On Linux* and OS X* systems, you can source the appropriate script file (ifortvars file).

To use the gfortran compiler with the Intel OpenMP library along with the OpenMP* API functions, do the following:

1. Use the use omp_lib statement to compile the omp_lib.f90 source file, which is in the Intel® Fortran Compiler include directory.
2. Add the -I option to the compile command line with appropriate path to the directory containing the resulting module file.

During compilation, ensure that the version of omp_lib.h or omp_lib.mod used when compiling is the version provided by that compiler.

**CAUTION**
Be aware that when using the gcc* or Microsoft* compiler, you may inadvertently use inappropriate header/module files. To avoid this, copy the header/module file(s) to a separate directory and put it in the appropriate include path using the -I option.

If a program uses data structures or classes that contain members with data types defined in omp_lib.h file, then source files that use those data structures should all be compiled with the same omp_lib.h file.

The command for the Intel® Fortran Compiler is ifort.

For information on the OpenMP* libraries and options used by the Intel® Fortran Compiler, see OpenMP* Support Libraries.

**Command-Line Examples, Windows***

To compile and link (build) the entire application with one command using the Compatibility libraries, specify the following Intel® Fortran Compiler command:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortran source, dynamic link</td>
<td>ifort /MD /Qopenmp hello.f90</td>
</tr>
</tbody>
</table>

When using the Microsoft* Visual C++* compiler, you should link with the Intel OpenMP compatibility library. You need to avoid linking the Microsoft* OpenMP run-time library (vcomp) and explicitly pass the name of the Intel OpenMP compatibility library as linker options (following /link):

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source, dynamic link</td>
<td>cl /MD /openmp hello.c /link /nodefaultlib:vcomp libiomp5md.lib</td>
</tr>
</tbody>
</table>
You can also use the Intel® Fortran Compiler with the Visual C++* compiler to compile parts of the application and create object files (object-level interoperability). In this example, the Intel® Fortran Compiler compiles and links the entire application:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and Fortran sources,</td>
<td>cl /MD /openmp /c f1.c f2.c</td>
</tr>
<tr>
<td>dynamic link</td>
<td>ifort /MD /Qopenmp /c f3.f f4.f</td>
</tr>
<tr>
<td></td>
<td>ifort /MD /Qopenmp f1.obj f2.obj f3.obj f4.obj /Feapp /</td>
</tr>
<tr>
<td></td>
<td>link /nodefaultlib:vcomp</td>
</tr>
</tbody>
</table>

The first command produces two object files compiled by Visual C++* compiler, and the second command produces two more object files compiled by the Intel® Fortran Compiler. The final command links all four object files into an application.

Alternatively, the third line below uses the Visual C++* linker to link the application and specifies the Compatibility library libomp5md.lib at the end of the third command:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and Fortran sources,</td>
<td>cl /MD /openmp /c f1.c f2.c</td>
</tr>
<tr>
<td>dynamic link</td>
<td>ifort /MD /Qopenmp /c f3.f f4.f</td>
</tr>
<tr>
<td></td>
<td>link f1.obj f2.obj f3.obj f4.obj /out:app.exe /</td>
</tr>
<tr>
<td></td>
<td>nodefaultlib:vcomp libomp5md.lib</td>
</tr>
</tbody>
</table>

The following example shows the use of interprocedural optimization by the Intel® Fortran Compiler on several files, the Visual C++* compiler compiles several files, and the Visual C++* linker links the object files to create the executable:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and Fortran sources,</td>
<td>ifort /MD /Qopenmp /O3 /Qipo /Qipo-c f1.f f2.f f3.f</td>
</tr>
<tr>
<td>dynamic link</td>
<td>cl /MD /openmp /O2 /c f4.c f5.c</td>
</tr>
<tr>
<td></td>
<td>cl /MD /openmp /O2 ipo_out.obj f4.obj f5.obj /Feapp /link /</td>
</tr>
<tr>
<td></td>
<td>nodefaultlib:vcomp libomp5md.lib</td>
</tr>
</tbody>
</table>

The first command uses the Intel® Fortran Compiler to produce an optimized multi-file object file named ipo_out.obj by default (the /Fe option is not required). The second command uses the Visual C++* compiler to produce two more object files. The third command uses the Visual C++* cl command to link all three object files using the Intel® Fortran Compiler OpenMP library.

**Command-Line Examples, Linux***

To compile and link (build) the entire application with one command using the Intel OpenMP libraries, specify the following Intel® Fortran Compiler command on Linux* platforms:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortran source</td>
<td>ifort -openmp hello.f90</td>
</tr>
</tbody>
</table>

By default, the Intel® Fortran Compiler performs a dynamic link of the OpenMP* libraries. To perform a static link (not recommended), add the option -openmp-link static. The Intel® Fortran Compiler option -openmp-link controls whether the linker uses static or dynamic OpenMP* libraries on Linux* and OS X* systems (default is -openmp-link dynamic).

You can also use the Intel® C++ Compiler icc/icpc with gcc/g++ compilers to compile parts of the application and create object files (object-level interoperability).
In this example, `gcc` compiles the C file `foo.c` (the `gcc` option `-fopenmp` enables OpenMP* support), and the Intel® Fortran Compiler links the application using the Intel OpenMP library:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source</td>
<td><code>gcc -fopenmp -c foo.c</code></td>
</tr>
<tr>
<td>C++ source</td>
<td><code>g++ -fopenmp -c foo.cpp</code></td>
</tr>
</tbody>
</table>

When using `gcc` or `g++` compiler to link the application with the Intel® Fortran Compiler OpenMP compatibility library, you need to explicitly pass the Intel OpenMP library name using the `-l` option, the Linux* `pthread` library using the `-l` option, and path to the Intel® libraries where the Intel® C++ compiler is installed using the `-L` option:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source</td>
<td><code>gcc -fopenmp -c foo.c bar.c</code></td>
</tr>
<tr>
<td></td>
<td><code>gcc foo.o bar.o -liomp5 -lpthread -L&lt;icc_dir&gt;/lib</code></td>
</tr>
</tbody>
</table>

You can mix object files, but it is easier to use the Intel® Fortran Compiler to link the application so you do not need to specify the `gcc`-`l` option, `-L` option, and the `-lpthread` option:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source</td>
<td><code>gcc -fopenmp -c foo.c</code></td>
</tr>
<tr>
<td></td>
<td><code>icc -openmp -c bar.c</code></td>
</tr>
<tr>
<td></td>
<td><code>icc -openmp foo.o bar.o</code></td>
</tr>
</tbody>
</table>

You can mix OpenMP* object files compiled with `gcc`, the Intel® C++ Compiler, and the Intel® Fortran Compiler.

**NOTE**
You cannot mix object files compiled by the Intel® Fortran compiler and the `gfortran` compiler.

The table illustrates examples of using the Intel® Fortran compiler or the GNU Fortran compiler to link all the objects:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and Fortran sources</td>
<td><code>icc -openmp -c ibar.c</code></td>
</tr>
<tr>
<td></td>
<td><code>gcc -fopenmp -c gbar.c</code></td>
</tr>
<tr>
<td></td>
<td><code>ifort -openmp -c foo.f</code></td>
</tr>
<tr>
<td></td>
<td><code>ifort -openmp foo.o ibar.o gbar.o</code></td>
</tr>
</tbody>
</table>

When using the Intel® Fortran compiler, if the main program does not exist in a Fortran object file that is compiled by the Intel® Fortran Compiler `ifort`, specify the `-nofor-main` option on the `ifort` command line during linking.

**NOTE**
Do not mix objects created by the Intel® Fortran Compiler (`ifort`) with the GNU Fortran Compiler (`gfortran`); instead, recompile all Fortran sources with the same Fortran compiler. The GNU Fortran Compiler is only available on Linux operating systems.
Similarly, you can mix object files compiled with the Intel® C++ Compiler, the GNU C/C++ compiler, and the GNU Fortran Compiler (gfortran), if you link the GNU Fortran Compiler (gfortran). When using GNU gfortran compiler to link the application with the Intel® Fortran Compiler OpenMP compatibility library, you need to explicitly pass the Intel OpenMP compatibility library name and the Intel icrc libraries using the -l options, the Linux* pthread library using the -l option, and path to the Intel® libraries where the Intel® C++ Compiler is installed using the -L option. You do not need to specify the -fopenmp option on the link line:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and GNU Fortran sources</td>
<td>icc -openmp -c ibar.c</td>
</tr>
<tr>
<td></td>
<td>gcc -fopenmp -c gbar.c</td>
</tr>
<tr>
<td></td>
<td>gfortran -fopenmp -c foo.f</td>
</tr>
<tr>
<td></td>
<td>gfortran foo.o ibar.o gbar.o -lirc -liomp5 -lpthread -lc -L&lt;icc_dir&gt;/lib</td>
</tr>
</tbody>
</table>

Alternatively, you could use the Intel® Fortran Compiler to link the application, but need to pass multiple gfortran libraries using the -l options on the link line:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and Fortran sources</td>
<td>gfortran -fopenmp -c foo.f</td>
</tr>
<tr>
<td></td>
<td>icc -openmp -c ibar.c</td>
</tr>
<tr>
<td></td>
<td>icc -openmp foo.o bar.o -lgfortranbegin -lgfortran</td>
</tr>
</tbody>
</table>

**Command-Line Examples, OS X***

To compile and link (build) the entire application with one command using the Intel OpenMP libraries, specify the following Intel® Fortran Compiler command on OS X* platforms:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortran source</td>
<td>ifort -openmp hello.f90</td>
</tr>
</tbody>
</table>

By default, the Intel® Fortran Compiler performs a dynamic link of the OpenMP* libraries. To perform a static link (not recommended), add the option -openmp-link static. The Intel® Fortran Compiler option -openmp-link controls whether the linker uses static or dynamic OpenMP* libraries on Linux* and OS X* systems (default is -openmp-link dynamic).

You can also use the Intel® C++ Compiler icc/icpc/icl with gcc/g++ compilers to compile parts of the application and create object files (object-level interoperability).

**NOTE**

Mixed compiling using Intel® C++ Compiler with GCC compilers is possible only on older OS X* platforms. The latest OS X* v10.x platforms do not include the GCC compiler, and the Clang compiler included in the latest OS X* 10.x does not support OpenMP* implementation. Future versions of Clang compiler may support OpenMP* implementation.

In this example, or compiles the C file foo.c (the option -openmp enables OpenMP* support), and the Intel® Fortran Compiler links the application using the Intel OpenMP library:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source</td>
<td></td>
</tr>
</tbody>
</table>
You can mix object files, but it is easier to use the Intel® Fortran Compiler to link the application so you do not need to specify the `gcc-l` option, `-L` option, and the `-lpthread` option:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C++ source</td>
<td></td>
</tr>
</tbody>
</table>

**NOTE**

GCC is absent on OS X® v10.9 and later (that is, Xcode 5.x and later). However, you may install GCC along with the Intel® C++ Compiler.

When using the Intel® Fortran compiler, if the main program does not exist in a Fortran object file that is compiled by the Intel® Fortran Compiler `ifort`, specify the `-nofor-main` option on the `ifort` command line during linking.

Alternatively, you could use the Intel® Fortran Compiler to link the application, but need to pass multiple `gfortran` libraries using the `-l` options on the link line:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>C source</td>
<td></td>
</tr>
</tbody>
</table>

When using the Intel® Fortran compiler, if the main program does not exist in a Fortran object file that is compiled by the Intel® Fortran Compiler `ifort`, specify the `-nofor-main` option on the `ifort` command line during linking.

Alternatively, you could use the Intel® Fortran Compiler to link the application, but need to pass multiple `gfortran` libraries using the `-l` options on the link line:

<table>
<thead>
<tr>
<th>Type of File</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mixed C and Fortran sources</td>
<td></td>
</tr>
</tbody>
</table>

**See Also**

qopenmp, Qopenmp compiler option
Using IPO
OpenMP® Source Compatibility and Interoperability with Other Compilers
OpenMP® Support Libraries
qopenmp-link compiler option

**Thread Affinity Interface (Linux® and Windows®)**

The Intel® runtime library has the ability to bind OpenMP® threads to physical processing units. The interface is controlled using the `KMP_AFFINITY` environment variable. Depending on the system (machine) topology, application, and operating system, thread affinity can have a dramatic effect on the application speed.

Thread affinity restricts execution of certain threads (virtual execution units) to a subset of the physical processing units in a multiprocessor computer. Depending upon the topology of the machine, thread affinity can have a dramatic effect on the execution speed of a program.

Thread affinity is supported on Windows® systems and versions of Linux® systems that have kernel support for thread affinity, but is not supported by OS X®.

The Intel OpenMP runtime library has the ability to bind OpenMP® threads to physical processing units. There are three types of interfaces you can use to specify this binding, which are collectively referred to as the Intel OpenMP Thread Affinity Interface:

- The high-level affinity interface uses an environment variable to determine the machine topology and assigns OpenMP® threads to the processors based upon their physical location in the machine. This interface is controlled entirely by the `KMP_AFFINITY` environment variable.
- The mid-level affinity interface uses an environment variable to explicitly specifies which processors (labeled with integer IDs) are bound to OpenMP® threads. This interface provides compatibility with the `gcc*` `GOMP_AFFINITY` environment variable, but you can also invoke it by using the `KMP_AFFINITY` environment variable. The `GOMP_AFFINITY` environment variable is supported on Linux® systems only, but users on Windows® or Linux® systems can use the similar functionality provided by the `KMP_AFFINITY` environment variable.
The low-level affinity interface uses APIs to enable OpenMP* threads to make calls into the OpenMP* runtime library to explicitly specify the set of processors on which they are to be run. This interface is similar in nature to `sched_setaffinity` and related functions on Linux* systems or to `SetThreadAffinityMask` and related functions on Windows* systems. In addition, you can specify certain options of the `KMP_AFFINITY` environment variable to affect the behavior of the low-level API interface. For example, you can set the affinity type `KMP_AFFINITY` to disabled, which disables the low-level affinity interface, or you could use the `KMP_AFFINITY` or `GOMP_AFFINITY` environment variables to set the initial affinity mask, and then retrieve the mask with the low-level API interface.

The following terms are used in this section:

- The total number of processing elements on the machine is referred to as the number of OS thread contexts.
- Each processing element is referred to as an Operating System processor, or OS proc.
- Each OS processor has a unique integer identifier associated with it, called an OS proc ID.
- The term package refers to a single or multi-core processor chip.
- The term OpenMP* Global Thread ID (GTID) refers to an integer which uniquely identifies all threads known to the Intel OpenMP runtime library. The thread that first initializes the library is given GTID 0. In the normal case where all other threads are created by the library and when there is no nested parallelism, then \( n \)-threads-var - 1 new threads are created with GTIDs ranging from 1 to \( n \text{threads}-\text{var} - 1 \), and each thread’s GTID is equal to the OpenMP* thread number returned by function `omp_get_thread_num()`. The high-level and mid-level interfaces rely heavily on this concept. Hence, their usefulness is limited in programs containing nested parallelism. The low-level interface does not make use of the concept of a GTID, and can be used by programs containing arbitrarily many levels of parallelism.

Some environment variables are available for both Intel® microprocessors and non-Intel microprocessors, but may perform additional optimizations for Intel® microprocessors than for non-Intel microprocessors.

### The KMP_AFFINITY Environment Variable

**NOTE**

You must set the `KMP_AFFINITY` environment variable before the first parallel region, or certain API calls including `omp_get_max_threads()`, `omp_get_num_procs()` and any affinity API calls, as described in Low Level Affinity API, below.

The `KMP_AFFINITY` environment variable uses the following general syntax:

```
KMP_AFFINITY=[<modifier>,...]<type>[,<permute>][,<offset>]
```

For example, to list a machine topology map, specify `KMP_AFFINITY=verbose,none` to use a modifier of `verbose` and a type of `none`.

The following table describes the supported specific arguments.

<table>
<thead>
<tr>
<th>Argument</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>modifier</td>
<td>noverbose</td>
<td>Optional. String consisting of keyword and specifier.</td>
</tr>
<tr>
<td></td>
<td>respect</td>
<td></td>
</tr>
<tr>
<td></td>
<td>granularity=core</td>
<td>takes the following specifiers:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>fine, thread, and core</td>
</tr>
<tr>
<td></td>
<td>norespect</td>
<td></td>
</tr>
<tr>
<td></td>
<td>noverbose</td>
<td></td>
</tr>
<tr>
<td></td>
<td>nowarnings</td>
<td></td>
</tr>
<tr>
<td></td>
<td>proclist={&lt;proc-list&gt;}</td>
<td></td>
</tr>
</tbody>
</table>
### Argument and Description

<table>
<thead>
<tr>
<th>Argument</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>• respect</td>
<td>• verbose</td>
<td>• warnings</td>
</tr>
</tbody>
</table>
| type | none | The syntax for `<proc-list>` is explained in **mid-level affinity interface**.
| Required string. Indicates the thread affinity to use. |
| • balanced | • compact | • disabled |
| • explicit | • none | • scatter |
| • logical (deprecated; instead use compact, but omit any permute value) | • physical (deprecated; instead use scatter, possibly with an offset value) |
| The **logical and physical** types are deprecated but supported for backward compatibility. |
| permute | 0 | Optional. Positive integer value. Not valid with type values of explicit, none, or disabled. |
| offset | 0 | Optional. Positive integer value. Not valid with type values of explicit, none, or disabled. |

### Affinity Types

Type is the only required argument.

**type = none (default)**

Does not bind OpenMP* threads to particular thread contexts; however, if the operating system supports affinity, the compiler still uses the OpenMP* thread affinity interface to determine machine topology. Specify `KMP_AFFINITY=verbose,none` to list a machine topology map.

**type = balanced**

Places threads on separate cores until all cores have at least one thread, similar to the scatter type. However, when the runtime must use multiple hardware thread contexts on the same core, the balanced type ensures that the OpenMP* thread numbers are close to each other, which scatter does not do. This affinity type is particularly useful on the Intel® MIC Architecture. It is supported on the CPU only for single socket systems.
NOTE
The OpenMP* environment variable `OMP_PROC_BIND=spread` is similar to `KMP_AFFINITY=balanced` and is available on all platforms, including multi-socket CPU systems.

**type = compact**

Specifying `compact` assigns the OpenMP* thread \( n+1 \) to a free thread context as close as possible to the thread context where the \( n \) OpenMP* thread was placed. For example, in a topology map, the nearer a node is to the root, the more significance the node has when sorting the threads.

**type = disabled**

Specifying `disabled` completely disables the thread affinity interfaces. This forces the OpenMP* run-time library to behave as if the affinity interface was not supported by the operating system. This includes the low-level API interfaces such as `kmp_set_affinity` and `kmp_get_affinity`, which have no effect and will return a nonzero error code.

**type = explicit**

Specifying `explicit` assigns OpenMP* threads to a list of OS proc IDs that have been explicitly specified by using the `proclist=` modifier, which is required for this affinity type. See Explicitly Specifying OS Proc IDs (`GOMP_CPU_AFFINITY`).

**type = scatter**

Specifying `scatter` distributes the threads as evenly as possible across the entire system. `scatter` is the opposite of `compact`; so the leaves of the node are most significant when sorting through the machine topology map.

**Deprecated Types: logical and physical**

Types `logical` and `physical` are deprecated and may become unsupported in a future release. Both are supported for backward compatibility.

For `logical` and `physical` affinity types, a single trailing integer is interpreted as an offset specifier instead of a permute specifier. In contrast, with `compact` and `scatter` types, a single trailing integer is interpreted as a permute specifier.

- Specifying `logical` assigns OpenMP* threads to consecutive logical processors, which are also called hardware thread contexts. The type is equivalent to `compact`, except that the `permute` specifier is not allowed. Thus, `KMP_AFFINITY=logical,n` is equivalent to `KMP_AFFINITY=compact,0,n` (this equivalence is true regardless of the whether or not a `granularity=fine` modifier is present).
- Specifying `physical` assigns threads to consecutive physical processors (cores). For systems where there is only a single thread context per core, the type is equivalent to `logical`. For systems where multiple thread contexts exist per core, `physical` is equivalent to `compact` with a `permute` specifier of 1; that is, `KMP_AFFINITY=physical,n` is equivalent to `KMP_AFFINITY=compact,1,n` (regardless of the whether or not a `granularity=fine` modifier is present). This equivalence means that when the compiler sorts the map it should permute the innermost level of the machine topology map to the outermost, presumably the thread context level. This type does not support the `permute` specifier.

**Examples of Types compact and scatter**

The following figure illustrates the topology for a machine with two processors, and each processor has two cores; further, each core has Hyper-Threading Technology (HT Technology) enabled.

The following figure also illustrates the binding of OpenMP* thread to hardware thread contexts when specifying `KMP_AFFINITY=granularity=fine,compact`. 
Specifying `scatter` on the same system as shown in the figure above, the OpenMP* threads would be assigned the thread contexts as shown in the following figure, which shows the result of specifying `KMP_AFFINITY=granularity=fine,scatter`.

**permute and offset combinations**

For both `compact` and `scatter`, `permute` and `offset` are allowed; however, if you specify only one integer, the compiler interprets the value as a `permute` specifier. Both `permute` and `offset` default to 0.

The `permute` specifier controls which levels are most significant when sorting the machine topology map. A value for `permute` forces the mappings to make the specified number of most significant levels of the sort the least significant, and it inverts the order of significance. The root node of the tree is not considered a separate level for the sort operations.

The `offset` specifier indicates the starting position for thread assignment.

The following figure illustrates the result of specifying `KMP_AFFINITY=granularity=fine,compact,0,3`. 
Consider the hardware configuration from the previous example, running an OpenMP* application which exhibits data sharing between consecutive iterations of loops. We would therefore like consecutive threads to be bound close together, as is done with `KMP_AFFINITY=compact`, so that communication overhead, cache line invalidation overhead, and page thrashing are minimized. Now, suppose the application also had a number of parallel regions which did not utilize all of the available OpenMP* threads. It is desirable to avoid binding multiple threads to the same core and leaving other cores not utilized, since a thread normally executes faster on a core where it is not competing for resources with another active thread on the same core. Since a thread normally executes faster on a core where it is not competing for resources with another active thread on the same core, you might want to avoid binding multiple threads to the same core while leaving other cores unused. The following figure illustrates this strategy of using `KMP_AFFINITY=granularity=fine,compact,1,0` as a setting.

The OpenMP* thread \( n+1 \) is bound to a thread context as close as possible to OpenMP* thread \( n \), but on a different core. Once each core has been assigned one OpenMP* thread, the subsequent OpenMP* threads are assigned to the available cores in the same order, but they are assigned on different thread contexts.
Modifier Values for Affinity Types

Modifiers are optional arguments that precede type. If you do not specify a modifier, the noverbose, respect, and granularity=core modifiers are used automatically.

Modifiers are interpreted in order from left to right, and can negate each other. For example, specifying
KMP_AFFINITY=verbose,noverbose,scatter is therefore equivalent to setting
KMP_AFFINITY=noverbose,scatter, or just KMP_AFFINITY=scatter.

modifier = noverbose (default)

Does not print verbose messages.

modifier = verbose

Prints messages concerning the supported affinity. The messages include information about the number of packages, number of cores in each package, number of thread contexts for each core, and OpenMP* thread bindings to physical thread contexts.

Information about binding OpenMP* threads to physical thread contexts is indirectly shown in the form of the mappings between hardware thread contexts and the operating system (OS) processor (proc) IDs. The affinity mask for each OpenMP* thread is printed as a set of OS processor IDs.

For example, specifying KMP_AFFINITY=verbose,scatter on a dual core system with two processors, with Hyper-Threading Technology (HT Technology) disabled, results in a message listing similar to the following when then program is executed:

<table>
<thead>
<tr>
<th>Verbose, scatter message</th>
</tr>
</thead>
</table>

```
...  
KMP_AFFINITY: Affinity capable, using global cpuid info
KMP_AFFINITY: Initial OS proc set respected:
    {0,1,2,3}
KMP_AFFINITY: 4 available OS procs – Uniform topology of
KMP_AFFINITY: 2 packages x 2 cores/pkg x 1 threads/core (4 total cores)
KMP_AFFINITY: OS proc to physical thread map ([] => level not in map):
    KMP_AFFINITY: OS proc 0 maps to package 0 core 0 [thread 0]
    KMP_AFFINITY: OS proc 2 maps to package 0 core 1 [thread 0]
    KMP_AFFINITY: OS proc 1 maps to package 3 core 0 [thread 0]
    KMP_AFFINITY: OS proc 3 maps to package 3 core 1 [thread 0]
    KMP_AFFINITY: Internal thread 0 bound to OS proc set {0}
    KMP_AFFINITY: Internal thread 2 bound to OS proc set {2}
    KMP_AFFINITY: Internal thread 3 bound to OS proc set {3}
    KMP_AFFINITY: Internal thread 1 bound to OS proc set {1}
```

The verbose modifier generates several standard, general messages. The following table summarizes how to read the messages.

<table>
<thead>
<tr>
<th>Message String</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;affinity capable&quot;</td>
<td>Indicates that all components (compiler, operating system, and hardware)</td>
</tr>
<tr>
<td></td>
<td>support affinity, so thread binding is possible.</td>
</tr>
<tr>
<td>&quot;using global cpuid info&quot;</td>
<td>Indicates that the machine topology was discovered by binding a thread to</td>
</tr>
<tr>
<td></td>
<td>each operating system processor and decoding the output of the cpuid</td>
</tr>
<tr>
<td></td>
<td>instruction.</td>
</tr>
<tr>
<td>&quot;using local cpuid info&quot;</td>
<td>Indicates that compiler is decoding the output of the cpuid instruction,</td>
</tr>
<tr>
<td></td>
<td>issued by only the initial thread, and is assuming a machine topology using</td>
</tr>
<tr>
<td></td>
<td>the number of operating system processors.</td>
</tr>
<tr>
<td>&quot;using /proc/cpuinfo&quot;</td>
<td>Linux* only. Indicates that cpuinfo is being used to determine machine</td>
</tr>
<tr>
<td></td>
<td>topology.</td>
</tr>
</tbody>
</table>
"using flat"  Operating system processor ID is assumed to be equivalent to physical package ID. This method of determining machine topology is used if none of the other methods will work, but may not accurately detect the actual machine topology.

"uniform topology of"  The machine topology map is a full tree with no missing leaves at any level.

The mapping from the operating system processors to thread context ID is printed next. The binding of OpenMP* thread context ID is printed next unless the affinity type is none. The thread level is contained in brackets (in the listing shown above). This implies that there is no representation of the thread context level in the machine topology map. For more information, see Determining Machine Topology.

**modifier = granularity**

Binding OpenMP* threads to particular packages and cores will often result in a performance gain on systems with Intel processors with Intel® Hyper-Threading Technology (Intel® HT Technology) enabled; however, it is usually not beneficial to bind each OpenMP* thread to a particular thread context on a specific core. Granularity describes the lowest levels that OpenMP* threads are allowed to float within a topology map.

This modifier supports the following additional specifiers.

<table>
<thead>
<tr>
<th>Specifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>core</td>
<td>Default. Broadest granularity level supported. Allows all the OpenMP* threads bound to a core to float between the different thread contexts.</td>
</tr>
<tr>
<td>fine or thread</td>
<td>The finest granularity level. Causes each OpenMP* thread to be bound to a single thread context. The two specifiers are functionally equivalent.</td>
</tr>
</tbody>
</table>

Specifying KMP_AFFINITY=verbose,granularity=core,compact on the same dual core system with two processors as in the previous section, but with HT Technology enabled, results in a message listing similar to the following when the program is executed:

**Verbose, granularity=core,compact message**

```
KMP_AFFINITY: Affinity capable, using global cpuid info
KMP_AFFINITY: Initial OS proc set respected:
[0,1,2,3,4,5,6,7]
KMP_AFFINITY: 8 available OS procs – Uniform topology of
KMP_AFFINITY: 2 packages x 2 cores/pkg x 2 threads/core (4 total cores)
KMP_AFFINITY: OS proc to physical thread map ([] => level not in map):
KMP_AFFINITY: OS proc 0 maps to package 0 core 0 thread 0
KMP_AFFINITY: OS proc 4 maps to package 0 core 0 thread 1
KMP_AFFINITY: OS proc 2 maps to package 0 core 1 thread 0
KMP_AFFINITY: OS proc 6 maps to package 0 core 1 thread 1
KMP_AFFINITY: OS proc 1 maps to package 3 core 0 thread 0
KMP_AFFINITY: OS proc 5 maps to package 3 core 0 thread 1
KMP_AFFINITY: OS proc 3 maps to package 3 core 1 thread 0
KMP_AFFINITY: OS proc 7 maps to package 3 core 1 thread 1
KMP_AFFINITY: Internal thread 0 bound to OS proc set {0,4}
KMP_AFFINITY: Internal thread 1 bound to OS proc set {0,4}
KMP_AFFINITY: Internal thread 2 bound to OS proc set {2,6}
KMP_AFFINITY: Internal thread 3 bound to OS proc set {2,6}
KMP_AFFINITY: Internal thread 4 bound to OS proc set {1,5}
```
The affinity mask for each OpenMP* thread is shown in the listing (above) as the set of operating system processor to which the OpenMP* thread is bound.

The following figure illustrates the machine topology map, for the above listing, with OpenMP* thread bindings.

In contrast, specifying KMP_AFFINITY=verbose,granularity=fine,compact or KMP_AFFINITY=verbose,granularity=thread,compact binds each OpenMP* thread to a single hardware thread context when the program is executed:
The OpenMP* to hardware context binding for this example was illustrated in the first example.

Specifying `granularity=fine` will always cause each OpenMP* thread to be bound to a single OS processor. This is equivalent to `granularity=thread`, currently the finest granularity level.

**modifier = respect (default)**

Respect the process’ original affinity mask, or more specifically, the affinity mask in place for the thread that initializes the OpenMP* run-time library. The behavior differs between Linux* and Windows*:

- **On Windows***: Respect original affinity mask for the process.
- **On Linux***: Respect the affinity mask for the thread that initializes the OpenMP* run-time library.

Specifying `KMP_AFFINITY=verbose,compact` for the same system used in the previous example, with HT Technology enabled, and invoking the library with an initial affinity mask of `{4,5,6,7}` (thread context 1 on every core) causes the compiler to model the machine as a dual core, two-processor system with HT Technology disabled.

Because there are eight thread contexts on the machine, by default the compiler created eight threads for an OpenMP* parallel construct.

The brackets around thread 1 indicate that the thread context level is ignored, and is not present in the topology map. The following figure illustrates the corresponding machine topology map.
When using the local `cpuid` information to determine the machine topology, it is not always possible to distinguish between a machine that does not support Hyper-Threading Technology (HT Technology) and a machine that supports it, but has it disabled. Therefore, the compiler does not include a level in the map if the elements (nodes) at that level had no siblings, with the exception that the package level is always modeled. As mentioned earlier, the package level will always appear in the topology map, even if there only a single package in the machine.

**modifier = norespect**

Do not respect original affinity mask for the process. Binds OpenMP* threads to all operating system processors.

In early versions of the OpenMP* run-time library that supported only the *physical* and *logical* affinity types, `norespect` was the default and was not recognized as a modifier.

The default was changed to `respect` when types `compact` and `scatter` were added; therefore, thread bindings for the *logical* and *physical* affinity types may have changed with the newer compilers in situations where the application specified a partial initial thread affinity mask.

**modifier = nowarnings**

Do not print warning messages from the affinity interface.

**modifier = warnings (default)**

Print warning messages from the affinity interface (default).

### Determining Machine Topology

On IA-32 and Intel® 64 architecture systems, if the package has an APIC (Advanced Programmable Interrupt Controller), the compiler will use the `cpuid` instruction to obtain the *package id*, *core id*, and *thread context id*. Under normal conditions, each thread context on the system is assigned a unique APIC ID at boot time. The compiler obtains other pieces of information obtained by using the `cpuid` instruction, which together with the number of OS thread contexts (total number of processing elements on the machine), determine how to break the APIC ID down into the *package ID*, *core ID*, and *thread context ID*.

There are two ways to specify the APIC ID in the `cpuid` instruction - the legacy method in leaf 4, and the more modern method in leaf 11. Only 256 unique APIC IDs are available in leaf 4. Leaf 11 has no such limitation.

Normally, all *core ids* on a package and all *thread context ids* on a core are contiguous; however, numbering assignment gaps are common for *package ids*, as shown in the figure above.
If the compiler cannot determine the machine topology using any other method, but the operating system supports affinity, a warning message is printed, and the topology is assumed to be flat. For example, a flat topology assumes the operating system process \( N \) maps to package \( N \), and there exists only one thread context per core and only one core for each package.

If the machine topology cannot be accurately determined as described above, the user can manually copy /proc/cpuinfo to a temporary file, correct any errors, and specify the machine topology to the OpenMP* runtime library via the environment variable KMP_CPUINFO_FILE=<temp_filename>, as described in the section KMP_CPUINFO_FILE and /proc/cpuinfo.

Regardless of the method used in determining the machine topology, if there is only one thread context per core for every core on the machine, the thread context level will not appear in the topology map. If there is only one core per package for every package in the machine, the core level will not appear in the machine topology map. The topology map need not be a full tree, because different packages may contain a different number of cores, and different cores may support a different number of thread contexts.

The package level will always appear in the topology map, even if there only a single package in the machine.

**KMP_CPUINFO_FILE and /proc/cpuinfo**

One of the methods the Intel® C++ Compiler OpenMP runtime library can use to detect the machine topology on Linux* systems is to parse the contents of /proc/cpuinfo. If the contents of this file (or a device mapped into the Linux* file system) are insufficient or erroneous, you can consider copying its contents to a writable temporary file <temp_file>, correct it or extend it with the necessary information, and set KMP_CPUINFO_FILE=<temp_file>.

If you do this, the OpenMP* runtime library will read the <temp_file> location pointed to by KMP_CPUINFO_FILE instead of the information contained in /proc/cpuinfo or attempting to detect the machine topology by decoding the APIC IDs. That is, the information contained in the <temp_file> overrides these other methods. You can use the KMP_CPUINFO_FILE interface on Windows* systems, where /proc/cpuinfo does not exist.

The content of /proc/cpuinfo or <temp_file> should contain a list of entries for each processing element on the machine. Each processor element contains a list of entries (descriptive name and value on each line). A blank line separates the entries for each processor element. Only the following fields are used to determine the machine topology from each entry, either in <temp_file> or /proc/cpuinfo:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>processor</td>
<td>Specifies the OS ID for the processing element. The OS ID must be unique. The processor and physical id fields are the only ones that are required to use the interface.</td>
</tr>
<tr>
<td>physical id</td>
<td>Specifies the package ID, which is a physical chip ID. Each package may contain multiple cores. The package level always exists in the Intel compiler OpenMP run-time library’s model of the machine topology.</td>
</tr>
<tr>
<td>core id</td>
<td>Specifies the core ID. If it does not exist, it defaults to 0. If every package on the machine contains only a single core, the core level will not exist in the machine topology map (even if some of the core ID fields are non-zero).</td>
</tr>
</tbody>
</table>
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>thread id</td>
<td>Specifies the thread ID. If it does not exist, it defaults to 0. If every core on the machine contains only a single thread, the thread level will not exist in the machine topology map (even if some thread ID fields are non-zero).</td>
</tr>
<tr>
<td>node_n id</td>
<td>This is an extension to the normal contents of /proc/cpuinfo that can be used to specify the nodes at different levels of the memory interconnect on Non-Uniform Memory Access (NUMA) systems. Arbitrarily many levels $n$ are supported. The node_0 level is closest to the package level; multiple packages comprise a node at level 0. Multiple nodes at level 0 comprise a node at level 1, and so on. Each entry must be spelled exactly as shown, in lowercase, followed by optional whitespace, a colon (:), more optional whitespace, then the integer ID. Fields other than those listed are simply ignored.</td>
</tr>
</tbody>
</table>

**NOTE**

It is common for the thread id field to be missing from /proc/cpuinfo on many Linux* variants, and for a field labeled siblings to specify the number of threads per node or number of nodes per package. However, the Intel OpenMP runtime library ignores fields labeled siblings so it can distinguish between the thread id and siblings fields. When this situation arises, the warning message Physical node/pkg/core/thread ids not unique appears (unless the type specified is nowarnings).

### Windows* Processor Groups

On a 64-bit Windows* operating system, it is possible for multiple processor groups to accommodate more than 64 processors. Each group is limited in size, up to a maximum value of sixty-four (64) processors.

If multiple processor groups are detected, the default is to model the machine as a 2-level tree, where level 0 are for the processors in a group, and level 1 are for the different groups. Threads are assigned to a group until there are as many OpenMP* threads bound to the groups as there are processors in the group. Subsequent threads are assigned to the next group, and so on.

By default, threads are allowed to float among all processors in a group, that is to say, granularity equals the group [granularity=group]. You can override this binding and explicitly use another affinity type like compact, scatter, and so on. If you do so, the granularity must be sufficiently fine to prevent a thread from being bound to multiple processors in different groups.

### Using a Specific Machine Topology Modeling Method (KMP_TOPOLOGY_METHOD)

You can set the KMP_TOPOLOGY_METHOD environment variable to force OpenMP* to use a particular machine topology modeling method.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cpuid leaf 11</td>
<td>Decodes the APIC identifiers as specified by leaf 11 of the cpuid instruction.</td>
</tr>
<tr>
<td>cpuid leaf 4</td>
<td>Decodes the APIC identifiers as specified in leaf 4 of the cpuid instruction.</td>
</tr>
<tr>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>cpuinfo</td>
<td>If <code>KMP_CPUINFO_FILE</code> is not specified, forces OpenMP* to parse <code>/proc/cpuinfo</code> to determine the topology (Linux* only). If <code>KMP_CPUINFO_FILE</code> is specified as described above, uses it (Windows* or Linux*).</td>
</tr>
<tr>
<td>group</td>
<td>Models the machine as a 2-level map, with level 0 specifying the different processors in a group, and level 1 specifying the different groups (Windows* 64-bit only).</td>
</tr>
<tr>
<td>flat</td>
<td>Models the machine as a flat (linear) list of processors.</td>
</tr>
</tbody>
</table>

### Explicitly Specifying OS Processor IDs (GOMP_CPU_AFFINITY)

**NOTE**

You must set the `GOMP_CPU_AFFINITY` environment variable before the first parallel region, or certain API calls including `omp_get_max_threads()`, `omp_get_num_procs()` and any affinity API calls, as described in Low Level Affinity API, below.

Instead of allowing the library to detect the hardware topology and automatically assign OpenMP* threads to processing elements, the user may explicitly specify the assignment by using a list of operating system (OS) processor (proc) IDs. However, this requires knowledge of which processing elements the OS proc IDs represent.

This list may either be specified by using the proclist modifier along with the explicit affinity type in the `KMP_AFFINITY` environment variable, or by using the `GOMP_AFFINITY` environment variable (for compatibility with gcc) when using the OpenMP* Source Compatibility and Interoperability with Other Compilers.

On Linux* systems, when using the Intel OpenMP compatibility libraries enabled by the compiler option –openmp-lib compat, you can use the `GOMP_AFFINITY` environment variable to specify a list of OS processor IDs. Its syntax is identical to that accepted by `libgomp` (assume that `<proc_list>` produces the entire `GOMP_AFFINITY` environment string):

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;proc_list&gt;</code> :=</td>
<td>`&lt;entry&gt;</td>
</tr>
<tr>
<td><code>&lt;elem&gt;</code> :=</td>
<td>`&lt;proc_spec&gt;</td>
</tr>
<tr>
<td><code>&lt;proc_spec&gt;</code> :=</td>
<td><code>&lt;proc_id&gt;</code></td>
</tr>
<tr>
<td><code>&lt;range&gt;</code> :=</td>
<td>`&lt;proc_id&gt; - &lt;proc_id&gt;</td>
</tr>
<tr>
<td><code>&lt;proc_id&gt;</code> :=</td>
<td><code>&lt;positive_int&gt;</code></td>
</tr>
</tbody>
</table>

OS processors specified in this list are then assigned to OpenMP* threads, in order of OpenMP* Global Thread IDs. If more OpenMP* threads are created than there are elements in the list, then the assignment occurs modulo the size of the list. That is, OpenMP* Global Thread ID \( n \) is bound to list element \( n \mod <list\_size> \).
Consider the machine previously mentioned: a dual core, dual-package machine without Intel® Hyper-Threading Technology (Intel® HT Technology) enabled, where the OS proc IDs are assigned in the same manner as the example in a previous figure. Suppose that the application creates six OpenMP* threads instead of 4 (the default), oversubscribing the machine. If `GOMP_AFFINITY=3,0-2`, then OpenMP* threads are bound as shown in the figure below, just as should happen when compiling with gcc and linking with libgomp:

![Diagram showing machine/node structure with OS proc IDs and OpenMP* global thread ID sets]

The same syntax can be used to specify the OS proc ID list in the proclist=\[<proc_list>\] modifier in the `KMP_AFFINITY` environment variable string. There is a slight difference: in order to have strictly the same semantics as in the gcc OpenMP* runtime library libgomp: the `GOMP_AFFINITY` environment variable implies `granularity=fine`. If you specify the OS proc list in the `KMP_AFFINITY` environment variable without a `granularity=` specifier, then the default `granularity` is not changed. That is, OpenMP* threads are allowed to float between the different thread contexts on a single core. Thus `GOMP_AFFINITY=<proc_list>` is an alias for `KMP_AFFINITY="granularity=fine,proclist=[<proc_list>],explicit"`.

In the `KMP_AFFINITY` environment variable string, the syntax is extended to handle operating system processor ID sets. The user may specify a set of operating system processor IDs among which an OpenMP* thread may execute ("float") enclosed in brackets:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;proc_list&gt;</code></td>
<td>`&lt;proc_id&gt;</td>
</tr>
<tr>
<td><code>&lt;float_list&gt;</code></td>
<td>`&lt;proc_id&gt;</td>
</tr>
</tbody>
</table>

This allows functionality similarity to the `granularity=` specifier, but it is more flexible. The OS processors on which an OpenMP* thread executes may exclude other OS processors nearby in the machine topology, but include other distant OS processors. Building upon the previous example, we may allow OpenMP* threads 2 and 3 to "float" between OS processor 1 and OS processor 2 by using `KMP_AFFINITY="granularity=fine,proclist=[3,0,\{1,2\},\{1,2\}],explicit"`, as shown in the figure below:
If `verbose` were also specified, the output when the application is executed would include:

```
KMP_AFFINITY="granularity=verbose,fine,proclist=[3,0,{1,2},{1,2}],explicit"
```

| KMP_AFFINITY: Affinity capable, using global cpuid info |
|---------------------------------|---------------|
| KMP_AFFINITY: Initial OS proc set respected: {0,1,2,3} |
| KMP_AFFINITY: 4 available OS procs - Uniform topology of |
| KMP_AFFINITY: 2 packages x 2 cores/pkg x 1 threads/core (4 total cores) |
| KMP_AFFINITY: OS proc to physical thread map ([] => level not in map): |
| KMP_AFFINITY: OS proc 0 maps to package 0 core 0 [thread 0] |
| KMP_AFFINITY: OS proc 2 maps to package 0 core 1 [thread 0] |
| KMP_AFFINITY: OS proc 1 maps to package 3 core 0 [thread 0] |
| KMP_AFFINITY: OS proc 3 maps to package 3 core 1 [thread 0] |
| KMP_AFFINITY: Internal thread 0 bound to OS proc set {3} |
| KMP_AFFINITY: Internal thread 1 bound to OS proc set {0} |
| KMP_AFFINITY: Internal thread 2 bound to OS proc set {1,2} |
| KMP_AFFINITY: Internal thread 3 bound to OS proc set {1,2} |
| KMP_AFFINITY: Internal thread 4 bound to OS proc set {3} |
| KMP_AFFINITY: Internal thread 5 bound to OS proc set {0}] |

**Low Level Affinity API**

Instead of relying on the user to specify the OpenMP* thread to OS proc binding by setting an environment variable before program execution starts (or by using the `kmp_settings` interface before the first parallel region is reached), each OpenMP* thread can determine the desired set of OS procs on which it is to execute and bind to them with the `kmp_set_affinity` API call.
**CAUTION**

When you use this affinity interface you take complete control of the hardware resources on which your threads run. To do that sensibly you need to understand in detail how the logical CPUs, the enumeration of hardware threads controlled by the OS, map to the physical hardware of the specific machine on which you are running. That mapping can be, and likely is, different on different machines, so you risk binding machine-specific information into your code, which can result in explicitly forcing bad affinities when your code runs on a different machine. And if you are concerned with optimization at this level of detail, your code is probably valuable, and therefore will probably move to another machine.

This interface may also allow you to ignore the resource limitations that were set by the program startup mechanism, such as MPI, specifically to prevent multiple OpenMP processes on the same node from using the same hardware threads. Again, this can result in explicitly forcing affinities that cause bad performance, and the OpenMP runtime will neither prevent this from happening, nor warn you when it does. These are expert interfaces and you must use them with caution.

It is recommended, therefore, to use the higher level affinity settings if you possibly can, because they are more portable and do not require this low level knowledge.

The Fortran API interfaces follow, where the type name `kmp_affinity_mask_t` is defined in `omp_lib.h` or `omp_lib.mod`:

**NOTE**

Some of these interfaces have offload equivalents. The offload equivalent takes two additional arguments to specify the target type and target number. For more information, see Calling Functions on the CPU to Modify the Coprocessor’s Execution Environment.

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>integer function kmp_set_affinity(mask)</code></td>
<td>Sets the affinity mask for the current OpenMP* thread to <code>mask</code>, where <code>mask</code> is a set of OS proc IDs that has been created using the API calls listed below, and the thread will only execute on OS procs in the set. Returns either a zero (0) upon success or a nonzero error code.</td>
</tr>
<tr>
<td><code>integer kmp_get_affinity(mask)</code></td>
<td>Retrieves the affinity mask for the current OpenMP* thread, and stores it in <code>mask</code>, which must have previously been initialized with a call to <code>kmp_create_affinity_mask()</code>. Returns either a zero (0) upon success or a nonzero error code.</td>
</tr>
<tr>
<td><code>integer function kmp_get_affinity_max_proc()</code></td>
<td>Returns the maximum OS proc ID that is on the machine, plus 1. All OS proc IDs are guaranteed to be between 0 (inclusive) and <code>kmp_get_affinity_max_proc()</code> (exclusive).</td>
</tr>
<tr>
<td><code>subroutine kmp_create_affinity_mask(mask)</code></td>
<td>Allocates a new OpenMP* thread affinity mask, and initializes <code>mask</code> to the empty set of OS procs. The implementation is free to use an object of <code>kmp_affinity_mask_kind</code> either as the set itself, a pointer to the actual set, or an index into a table describing the set. Do not make any assumption as to what the actual representation is.</td>
</tr>
<tr>
<td>Syntax</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>subroutine</td>
<td></td>
</tr>
<tr>
<td>kmp_destroy_affinity_mask(mask)</td>
<td>Deallocates the OpenMP* thread affinity mask. For each call to kmp_create_affinity_mask(), there should be a corresponding call to kmp_destroy_affinity_mask().</td>
</tr>
<tr>
<td>integer (kind=kmp_affinity_mask_kind) mask</td>
<td></td>
</tr>
<tr>
<td>integer function</td>
<td></td>
</tr>
<tr>
<td>kmp_set_affinity_mask_proc(proc, mask)</td>
<td>Adds the OS proc ID proc to the set mask, if it is not already. Returns either a zero (0) upon success or a nonzero error code.</td>
</tr>
<tr>
<td>integer proc</td>
<td></td>
</tr>
<tr>
<td>integer (kind=kmp_affinity_mask_kind) mask</td>
<td></td>
</tr>
<tr>
<td>integer function</td>
<td></td>
</tr>
<tr>
<td>kmp_unset_affinity_mask_proc(proc, mask)</td>
<td>If the OS proc ID proc is in the set mask, it removes it. Returns either a zero (0) upon success or a nonzero error code.</td>
</tr>
<tr>
<td>integer proc</td>
<td></td>
</tr>
<tr>
<td>integer (kind=kmp_affinity_mask_kind) mask</td>
<td></td>
</tr>
<tr>
<td>integer function</td>
<td></td>
</tr>
<tr>
<td>kmp_get_affinity_mask_proc(proc, mask)</td>
<td>Returns 1 if the OS proc ID proc is in the set mask; if not, it returns 0.</td>
</tr>
<tr>
<td>integer proc</td>
<td></td>
</tr>
<tr>
<td>integer (kind=kmp_affinity_mask_kind) mask</td>
<td></td>
</tr>
</tbody>
</table>

Once an OpenMP* thread has set its own affinity mask via a successful call to kmp_set_affinity(), then that thread remains bound to the corresponding OS proc set until at least the end of the parallel region, unless reset via a subsequent call to kmp_set_affinity().

Between parallel regions, the affinity mask (and the corresponding OpenMP* thread to OS proc bindings) can be considered thread private data objects, and have the same persistence as described in the OpenMP* Application Program Interface. For more information, see the OpenMP* API specification (http://www.openmp.org), some relevant parts of which are provided below:

In order for the affinity mask and thread binding to persist between two consecutive active parallel regions, all three of the following conditions must hold:

- Neither parallel region is nested inside another explicit parallel region.
- The number of threads used to execute both parallel regions is the same.
- The value of the dyn-var internal control variable in the enclosing task region is false at entry to both parallel regions.

Therefore, by creating a parallel region at the start of the program whose sole purpose is to set the affinity mask for each thread, you can mimic the behavior of the KMP_AFFINITY environment variable with low-level affinity API calls, if program execution obeys the three aforementioned rules from the OpenMP* specification.

The following example shows how these low-level interfaces can be used. This code binds the executing thread to the specified logical CPU:

**Example**

This program fragment was written with knowledge about the mapping of the OS proc IDs to the physical processing elements of the target machine. On another machine, or on the same machine with a different OS installed, the program would still run, but the OpenMP* thread to physical processing element bindings could differ and you might be explicitly force a bad distribution.

**See Also**

Balanced Affinity Type
Calling Functions on the CPU to Modify the Coprocessor's Execution Environment

OpenMP® Advanced Issues

This topic discusses how to use the OpenMP® library functions and environment variables and discusses some guidelines for enhancing performance with OpenMP®.

OpenMP® provides specific function calls, and environment variables. See the following topics to refresh you memory about the primary functions and environment variable used in this topic:

- OpenMP® Run-time Library Routines
- OpenMP® Environment Variables

To use the function calls, include the *omp_lib.h* header file or specify *use omp_lib* to use the Fortran90 module file. These files are installed in the *INCLUDE* directory during the compiler installation, and compile the application using the *openmp* option.

The following example, which demonstrates how to use the OpenMP® functions to print the alphabet, also illustrates several important concepts:

1. When using functions instead of directives, your code must be rewritten; rewrites can mean extra debugging, testing, and maintenance efforts.
2. It becomes difficult to compile without OpenMP® support.
3. It is very easy to introduce simple bugs, as in the loop (below) that fails to print all the letters of the alphabet when the number of threads is not a multiple of 26.
4. You lose the ability to adjust loop scheduling without creating your own work-queue algorithm, which is a lot of extra effort. You are limited by your own scheduling, which is mostly likely static scheduling as shown in the example.

```
#include "omp_lib.h"
integer i
integer LettersPerThread, ThisThreadNum, StartLetter, EndLetter

call omp_set_num_threads(4)
  !$OMP PARALLEL PRIVATE(i)
    ! OMP_NUM_THREADS is not a multiple of 26,
    ! which can be considered a bug in this code.
    LettersPerThread = 26 / omp_get_num_threads()
    ThisThreadNum = omp_get_thread_num()
    StartLetter = 'a'+ThisThreadNum*LettersPerThread
    EndLetter = 'a'+ThisThreadNum*LettersPerThread+LettersPerThread

    DO i = StartLetter, EndLetter - 1
      write( *,FMT='(A)',ADVANCE='NO') char(i)
    END DO
  !$OMP END PARALLEL
write(*,*)
end
```

Debugging threaded applications is a complex process because debuggers change the run-time performance, which can mask race conditions. Even *print* statements can mask issues, because they use synchronization and operating system functions. OpenMP® itself also adds some complications, because it introduces additional structure by distinguishing private variables and shared variables, and inserts additional code. A debugger that supports OpenMP® can help you to examine variables and step through threaded code. You can use Intel® Inspector to detect many hard-to-find threading errors analytically. Sometimes, a process of elimination can help identify problems without resorting to sophisticated debugging tools.
Remember that most mistakes are race conditions. Most race conditions are caused by shared variables that really should have been declared private. Start by looking at the variables inside the parallel regions and make sure that the variables are declared private when necessary. Next, check functions called within parallel constructs.

The `DEFAULT(NONE)` clause, shown below, can be used to help find those hard-to-spot variables. If you specify `DEFAULT(NONE)`, then every variable must be declared with a data-sharing attribute clause.

**Example**

```
!$OMP PARALLEL DO DEFAULT(NONE) PRIVATE(x,y) SHARED(a,b)
```

Another common mistake is using uninitialized variables. Remember that private variables do not have initial values upon entering a parallel construct. Use the `FIRSTPRIVATE` and `LASTPRIVATE` clauses to initialize them only when necessary, because doing so adds extra overhead.

If you still can’t find the bug, then consider the possibility of reducing the scope. Try a binary-hunt. Another method is to force large chunks of a parallel region to be critical sections. Pick a region of the code that you think contains the bug and place it within a critical section. Try to find the section of code that suddenly works when it is within a critical section and fails when it is not. Now look at the variables, and see if the bug is apparent. If that still doesn’t work, try setting the entire program to run in serial by setting the compiler-specific environment variable `KMP_LIBRARY=serial`.

If the code is still not working, and you are not using any OpenMP* API function calls, compile it without the `[Q]`openmp option to make sure the serial version works. If you are using OpenMP* API function calls, use the `[Q]openmp-stubs` option.

**Performance**

OpenMP* threaded application performance is largely dependent upon the following things:

- The underlying performance of the single-threaded code.
- CPU utilization, idle threads, and load balancing.
- The percentage of the application that is executed in parallel by multiple threads.
- The amount of synchronization and communication among the threads.
- The overhead needed to create, manage, destroy, and synchronize the threads, made worse by the number of single-to-parallel or parallel-to-single transitions called fork-join transitions.
- Performance limitations of shared resources such as memory, bus bandwidth, and CPU execution units.
- Memory conflicts caused by shared memory or falsely shared memory.

Performance always begins with a properly constructed parallel algorithm or application. For example, parallelizing a bubble-sort, even one written in hand-optimized assembly language, is not a good place to start. Keep scalability in mind; creating a program that runs well on two CPUs is not as efficient as creating one that runs well on \( n \) CPUs. With OpenMP*, the number of threads is chosen by the compiler, so programs that work well regardless of the number of threads are highly desirable. Producer/consumer architectures are rarely efficient, because they are made specifically for two threads.

Once the algorithm is in place, make sure that the code runs efficiently on the targeted Intel® architecture; a single-threaded version can be a big help. Turn off the `[Q]openmp` option to generate a single-threaded version, or build with the `[Q]openmp-stubs` option, and run the single-threaded version through the usual set of optimizations.

Once you have gotten the single-threaded performance, it is time to generate the multi-threaded version and start doing some analysis.

Optimizations are really a combination of patience, experimentation, and practice. Make little test programs that mimic the way your application uses the computer resources to get a feel for what things are faster than others. Be sure to try the different scheduling clauses for the parallel sections of code. If the overhead of a parallel region is large compared to the compute time, you may want to use an if clause to execute the section serially.
Interoperability with OpenMP* in C/C++

The Intel® Fortran Compiler does not support Fortran calling C/C++ or C/C++ calling Fortran when both caller and callee are using OpenMP* constructs.

Fortran code that uses OpenMP* constructs can call C/C++ as long as the C/C++ code does not use OpenMP* constructs.

See Also
OpenMP* Run-time Library Routines
Supported Environment Variables
qopenmp, Qopenmp
qopenmp-stubs, Qopenmp-stubs

OpenMP* Implementation-Defined Behaviors

This topic summarizes the behaviors that are described as implementation defined in the OpenMP* API specification.

**NOTE**

Internal Control Variables (ICVs) mentioned below are discussed in the OpenMP* API specification.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>single <strong>construct</strong></td>
<td>The first thread that encounters the single construct executes the structured block.</td>
</tr>
<tr>
<td>teams <strong>construct</strong></td>
<td>The number of teams that are created is equal to 1 if you don’t specify the num_teams clause.</td>
</tr>
<tr>
<td>dist_schedule clause, distribute <strong>construct</strong></td>
<td>If you don’t specify the dist_schedule clause, then the schedule for the distribute construct is static.</td>
</tr>
<tr>
<td>omp_set_num_threads <strong>routine</strong></td>
<td>If the argument is not a positive integer, then Intel's OpenMP* implementation sets the value of the first element of the nthreads-var ICV of the current task to 1.</td>
</tr>
<tr>
<td>omp_set_max_active_levels <strong>routine</strong></td>
<td>If the argument is a negative integer this call is ignored and the last valid setting is used.</td>
</tr>
<tr>
<td>omp_get_max_active_levels <strong>routine</strong></td>
<td>When called from within any explicit parallel region the binding thread set, and binding region, if required, for the omp_get_max_active_levels region is the current task region.</td>
</tr>
<tr>
<td>OMP_SCHEDULE <strong>environment variable</strong></td>
<td>If the value of the variable does not conform to the specified format then the value of the run-sched-var ICV is set to static and the chunk size is set to 1.</td>
</tr>
<tr>
<td>OMP_NUM_THREADS <strong>environment variable</strong></td>
<td>If any value of the list specified in the environment variable is negative then the whole list is ignored. If any value of the list is zero then this value is set to 1.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OMP_PROC_BIND environment variable</td>
<td>If the value is not true, false, or a comma separated list of master, close, or spread, then Intel's OpenMP* implementation sets the value of bind-var ICV to false.</td>
</tr>
<tr>
<td>OMP_DYNAMIC environment variable</td>
<td>If the value is neither true nor false, then the implementation sets the value of dyn-var ICV to false.</td>
</tr>
<tr>
<td>OMP_NESTED environment variable</td>
<td>If the value is neither true nor false, then the implementation sets the value of nest-var ICV to false.</td>
</tr>
<tr>
<td>OMP_STACKSIZE environment variable</td>
<td>If the value does not conform to the specified format or the implementation cannot provide a stack of the specified size, then Intel's OpenMP* implementation sets the value of stacksize-var ICV to the default size, which is specified as being from 1MB to 4MB depending on the architecture.</td>
</tr>
<tr>
<td>OMP_MAX_ACTIVE_LEVELS environment variable</td>
<td>If the value is a negative integer or is greater than the number of parallel levels an implementation can support, then Intel's OpenMP* implementation sets the value of the max-active-levels-var ICV to the maximum number of parallel levels supported on a particular platform.</td>
</tr>
<tr>
<td>OMP_THREAD_LIMIT environment variable</td>
<td>If the requested value is greater than the number of threads an implementation can support, or if the value is a negative integer, then Intel's OpenMP* implementation sets the value of the thread-limit-var ICV to the maximum number of threads supported on a particular platform. If the requested value is zero then the implementation sets the value of the thread-limit-var ICV to 1.</td>
</tr>
</tbody>
</table>

Runtime library definitions

Intel's OpenMP* implementation provides both the include file `omp_lib.h` and the module `omp_lib`.

### OpenMP* Examples

The following examples show how to use several OpenMP* features.

#### A Simple Difference Operator

This example shows a simple parallel loop where the amount of work in each iteration is different. Dynamic scheduling is used to improve load balancing.

The `END DO` has a `NOWAIT` because there is an implicit barrier at the end of the parallel region.

#### Example

```fortran
subroutine do_1(a,b,n)
  real a(n,n), b(n,n)
  !$OMP PARALLEL SHARED(A,B,N)
  !$OMP DO SCHEDULE(DYNAMIC,1) PRIVATE(I,J)
    do i = 2, n
      do j = 1, i
        ...
      end do
    end do
  end do
end subroutine do_1
```
Two Difference Operators: DO Loop Version

The example uses two parallel loops fused to reduce fork/join overhead. The first \texttt{END DO} directive has a \texttt{NOWAIT} clause because all the data used in the second loop is different than all the data used in the first loop.

Example

\begin{verbatim}
subroutine do_2(a,b,c,d,m,n)
  real a(n,n), b(n,n), c(m,m), d(m,m)
  !$OMP PARALLEL SHARED(A,B,C,D,M,N) PRIVATE(I,J)
  !$OMP DO SCHEDULE(DYNAMIC,1)
    do i = 2, n
      do j = 1, i
        b(j,i) = ( a(j,i) + a(j,i-1) ) / 2.0
      end do
    end do
  !$OMP END DO NOWAIT
  !$OMP DO SCHEDULE(DYNAMIC,1)
    do i = 2, m
      do j = 1, i
        d(j,i) = ( c(j,i) + c(j,i-1) ) / 2.0
      end do
    end do
  !$OMP END DO NOWAIT
  !$OMP END PARALLEL
end
\end{verbatim}

Two Difference Operators: SECTIONS Version

The example demonstrates the use of the \texttt{SECTIONS} directive. The logic is identical to the preceding \texttt{DO} example, but uses \texttt{SECTIONS} instead of \texttt{DO}. Here the speedup is limited to two because there are only two units of work whereas in the example above there are \((n-1) + (m-1)\) units of work.

Example

\begin{verbatim}
subroutine sections_1(a,b,c,d,m,n)
  real a(n,n), b(n,n), c(m,m), d(m,m)
  !$OMP PARALLEL SHARED(A,B,C,D,M,N) PRIVATE(I,J)
  !$OMP SECTIONS
    !$OMP SECTION
      do i = 2, n
        do j = 1, i
          b(j,i) = ( a(j,i) + a(j,i-1) ) / 2.0
        end do
      end do
    !$OMP SECTION
      do i = 2, m
        do j = 1, i
          d(j,i) = ( c(j,i) + c(j,i-1) ) / 2.0
        end do
      end do
  !$OMP END SECTIONS
  !$OMP END PARALLEL
end
\end{verbatim}
Updating a Shared Scalar

This example demonstrates how to use a single construct to update an element of the shared array $a$. The optional `nowait` clause after the first loop is omitted because it is necessary to wait at the end of the loop before proceeding into the single construct.
Coarrays

Using Coarrays

Coarrays are not supported on OS X* systems.

Coarrays, a data sharing concept standardized in Fortran 2008, enable parallel processing using multiple copies of a single program. Each copy, called an image, has ordinary local variables and also shared variables called coarrays or covariables. A covariable, which can be either an array or a scalar, is a variable whose storage spans across all the images in the program. In this Partitioned Global Address Space (PGAS) model, each image can access its own piece of a covariable as a local variable and can access those pieces that live on other images using coindices, which are enclosed in square brackets.

Intel® Fortran supports coarray programs that run using shared memory on a multicore or multiprocessor system. With an optional license, coarray programs can also run using distributed memory across a Linux* or Windows* cluster. They can also run on Linux* systems using Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Please refer to the product system requirements in the Release Notes for further details.

For more information on how to write programs using coarrays, see books on the Fortran 2008 language or the ISO Fortran 2008 standard.

Using Coarray Program Syntax

The additional syntax required by coarrays includes:

- CODIMENSION attribute and ”[cobounds]” to declare an object a coarray (covariable)
- [coindices] notation to reference covariables on other images
- SYNC ALL, SYNC IMAGES, and SYNC MEMORY statements to provide points where images must communicate to synchronize shared data
- CRITICAL and END CRITICAL statements to form a block of code executed by one image at a time
- LOCK and UNLOCK statements to control objects called locks, used to synchronize actions on specific images
- ERROR STOP statement to end all images
- ALLOCATE and DEALLOCATE statements may specify coarrays
- Intrinsic procedures IMAGE_INDEX, LCOBOUND, NUM_IMAGES, THIS_IMAGE, and UCOBOUND
- ATOMIC_DEFINE and ATOMICREFER for defining and referencing an atomic variable

Using the Coarray Compiler Options

You must use the [Q]coarray compiler option to enable the compiler to recognize coarray syntax. If you do not use this compiler option, a program that uses coarray syntax or features produces a compile-time error.

In the list that follows, only one option is valid on the command line; if multiple coarray compiler options are specified, the last one specified is used. An exception to this rule is the [Q]coarray compiler option using the single keyword; if specified, this option takes precedence regardless of where it appears on the command line.

- Using [Q]coarray with no keyword is equivalent to running on one node (shared memory).
- Using [Q]coarray with the shared keyword causes the underlying Intel® Message Passing Interface (MPI) parallelization to run on one node with multiple cores or processors with shared memory.
- Using [Q]coarray with the distributed keyword requires an Intel® Cluster Toolkit license to be installed and causes the underlying Intel® MPI Library parallelization to run in a multi-node environment (multiple CPUs with distributed memory).
- Using -coarray=coprocessor (Linux*) specifies a configuration where the first images runs on the host and other images run on the host or the target. A configuration file specifies your exact configuration and determines where the images will be run. Use the -coarray-config-file=filename compiler option to specify a configuration file.
Using [Q]coarray with the single keyword creates an executable that will not be replicated, resulting in a single running image. (This is in contrast to the self-replicating behavior that occurs when any other coarray keyword is specified.) This option is useful for debugging purposes.

No special procedure is necessary to run a program that uses coarrays; you simply run the executable file. The underlying parallelization implementation uses the Intel® MPI Library. Installation of the compiler automatically installs the necessary Intel® MPI run-time libraries to run on shared memory. The Intel® Cluster Toolkit installs the necessary Intel® MPI Library run-time libraries to run on distributed memory. Use of coarray applications with any other MPI implementation, or with OpenMP*, is not supported.

By default, the number of images created is equal to the number of execution units on the current system. You can override this by specifying a number using the [Q]coarray-num-images compiler option on the ifort command line that compiles the main program. You can also specify the number of images at execution time in the environment variable FOR_COARRAY_NUM_IMAGES.

Using a Configuration File
Use of the config-file option is appropriate only in a limited number of cases:

- As mentioned previously, you need to specify a configuration file when using the -coarray=coprocessor (Linux*) compiler option syntax.
- You can take advantage of Intel® MPI Library features in the coarray environment. To do so, specify the command line segments used by "mpixec -config filename" in a file named filename and pass that file name to the Intel® MPI Library using the /Qcoarray-config-file: compiler option. If the [Q]coarray-num-images compiler option also appears on the command line, it will be overridden by what is in the configuration file. Rules for using an MPI configuration files are as follows:
  - The format of a configuration file is described in the Intel® MPI Library documentation; you will need to add the MPI option ":genv FOR_ICAF_STATUS launched" in the configuration file in order for coarrays to work on multi-node (distributed memory) systems.
  - You can also set the environment variable FOR_COARRAY_CONFIG_FILE to be the filename and path of the Intel® MPI Library configuration file you want to use at execution time.

Examples on Windows*:
- /Qcoarray:shared /Qcoarray-num-images:8 runs a coarray program on shared memory using 8 images.
- /Qcoarray:shared /Qcoarray-config-file:filename runs a coarray program on shared memory using the MPI configuration detailed in filename.
- /Qcoarray:distributed /Qcoarray-config-file:filename runs a coarray program on distributed memory using the Intel® MPI Library configuration detailed in filename (the Intel® Cluster Toolkit license must be installed).

Examples on Linux*:
- -coarray=shared -coarray-num-images=8 runs a coarray program on shared memory using 8 images.
- -coarray=distributed -coarray-num-images=8 runs a coarray program on distributed memory across 8 images (the Intel® Cluster Toolkit license must be installed).
- -coarray=coprocessor -coarray-config-file=filename runs a coarray program on a configuration where the first images runs on the host processor and other images run on some combination of host processors or coprocessors based on the Intel® Many Integrated Core Architecture (Intel® MIC Architecture). This command line specifies use of the Intel® MPI Library configuration detailed in filename.

Considerations When Running Coprocessors based on the Intel® MIC Architecture
The compiler installation provides the necessary Intel® MPI run-time libraries and binaries on the coprocessor's file system, but these must be manually copied to the card's file system whenever the card is rebooted.

Move to the mpirt directory and copy the Intel® MPI files as shown:
sudo scp lib/mic/libmpi_mt.so mic0:/lib64/libmpi_mt.so
sudo scp bin/mic/mpiexec.hydra mic0:/bin/mpiexec.hydra
sudo scp bin/mic/mpiexec.hydra mic0:/bin/mpi_proxy
From that same directory, the Intel® Fortran run-time libraries for coarray support should also be copied to the card’s file system:

```
sudo scp lib/mic/libmpi_mt.so mic0:/lib64/libmpi_mt.so
sudo scp bin/mic/mpiexec.hydra mic0:/bin/mpiexec.hydra
sudo scp bin/mic/pmi_proxy mic0:/bin/pmi_proxy
```

**Sample Coarray Configurations When Running on the Coprocessor**

Following are several sample configurations.

**Sample Configuration:** Images 1-N on coprocessors based on Intel® MIC Architecture

In this configuration, the coarray program runs all its images only on the coprocessor(s).

For this configuration, you would specify the following:

```
ifort -coarray -mmic myProg.f90 -o myProg.mic
```

There are two ways `myProg.mic` can be run.

You can use the micnativeloadex tool, as follows:

```
/opt/intel/mic/coi/tools/micnativeloadex/release/micnativeloadex myProg.mic
```

For more information on micnativeloadex, refer to the Intel® Many Integrated Core Platform Software Stack documentation.

The second way to run `myProg.mic` is to copy it to the card’s file system, and run it from the card itself.

This configuration does not require `-coarray=coprocessor` at compile time.

**Sample Configuration:** Image 1 on host; images 2-N on coprocessors based on Intel® MIC Architecture

In this configuration, the coarray program runs some of its images on the host and some of its images on coprocessors.

For this configuration, you would specify the following:

```
ifort -coarray=coprocessor -coarray-config-file=MixedPlatform.conf myProg.f90 -o myProg
```

This creates two executables; `myProg` and `myProgMIC`. Copy `myProgMIC` to the card’s file system, and specify that location in the configuration file.

The `MixedPlatform.conf` file would contain the following:

```
-n 1 -host <hostid-of-CPU> -genv FOR_ICAF_STATUS=T ./myProg : \
-n 4 -host <hostid-of-mic> genv FOR_ICAF_STATUS=T /home/mydir/myProgMIC
```

**Sample Configuration:** Image 1 on host processor; images 2-N spread on host processor, coprocessor(s)

This is a variant of the previous configuration. Here, the configuration file specifies additional images on either the host processor or coprocessor. The `-n X` option is used to specify the number of images associated with each type of host. For example, to run 4 images on the CPU and 2 images each on four coprocessors, the configuration file would contain the following:

```
-n 4 -host MYCPU -genv FOR_ICAF_STATUS=true ./myProg : \
-n 2 -host CARD1 -genv FOR_ICAF_STATUS=true /home/mydir/myProgMIC :\n-n 2 -host CARD2 -genv FOR_ICAF_STATUS=true /home/mydir/myProgMIC :\n-n 2 -host CARD3 -genv FOR_ICAF_STATUS=true /home/mydir/myProgMIC :\n-n 2 -host CARD4 -genv FOR_ICAF_STATUS=true /home/mydir/myProgMIC
```

Given the configuration file listed above, `myProg` should expect `num_images()` to be 12.

**Sample Configuration:** Images 1-N on host processor, with offloaded code on coprocessor

In this configuration, all coarray images run on the host processor, but each image has offloaded code that is running on the coprocessors.
For this configuration, you would specify the following:

```plaintext
ifort -coarray -coarray-num-images=X myProg.f90 -o myProg
```

For this configuration, your code must contain offload regions, marked by directives, such as:

```plaintext
!DIR$ OFFLOAD BEGIN
<user code>
!DIR$ END OFFLOAD
```

There are further restrictions on your code:

- A coindexed object may not be used within an offload region
- An image control statement may not be used within an offload region
- A coindexed object may not be used within an OpenMP* region
- An image control statement may not be used within an OpenMP region

### Optimization Notice

Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

### See Also

- `coarray`, `Qcoarray` compiler option
- `coarray-config-file`, `Qcoarray-config-file` compiler option
- `coarray-num-images`, `Qcoarray-num-images` compiler option

### Debugging a Coarray Application (Linux*)

*Steps to perform to debug a coarray application.*

For the following, you need an application with shared variables or coarrays whose storage spans across all the images in a program.

Follow these steps to debug your coarray application:

1. Add a stall loop to your application before the area of code you wish to debug.

   ```plaintext
   LOGICAL VOLATILE :: WAIT_FOR_DEBUGGER
   LOGICAL :: TICK
   DO WHILE(WAIT_FOR_DEBUGGER)
   TICK = .NOT. TICK
   END DO
   ! Code you want to debug is here
   ```

   The use of VOLATILE is required to ensure that the loop will not be removed by the compiler. If the problem is only found on one image, you can wrap the loop in `IF (THIS_IMAGE() .EQ. 4) THEN` or the like.

2. Compile and link with debug enabled (`-g`).

3. Create at least N+1 terminal windows on the machine where the application will be running, where N is the number of images your application will have.
4. In a terminal window, start the application.

```bash
linuxprompt> ./my_app
```

5. In each of the other terminal windows, set your default directory to be the same as the location of the application executable. Use the `ps` command in one of the windows to find out which processes are running your application:

```bash
linuxprompt> ps -ef | grep 'whoami' | grep my_app
```

There will be several processes. The oldest is the one you started in step 4 – it has run the MPI launcher and is now waiting for the others to terminate. Do not debug it.

The others will look like this:

```text
<your-user-name> 25653 25650 98 15:06 ? 00:00:49 my_app
<your-user-name> 25654 25651 97 15:06 ? 00:00:48 my_app
<your-user-name> 25655 25649 98 15:06 ? 00:00:49 my_app
```

The first number is the PID of the process (for example, 25653 in the first line). In the steps below, the PIDs of these N processes are referred to as P1, P2, and so on. When you type the commands, replace the text `<P1>` with the actual value of the PID for process 1, and so on.

6. In each window other than the first, start your debugger and set it to stop processes when attached:

```bash
linuxprompt> gdb
```

7. Attach to one of the processes. For example, attach to P1 in window 1, attach to P2 in window 2, and so on.

```bash
(gdb) attach <P1>
```

8. Get execution out of the stall loop:

```bash
(gdb) set WAIT_FOR_DEBUGGER = .false.
```

You are now ready to debug your coarray application.

You are now ready to debug your coarray application by examining the data and code paths in the various images.
Auto-Parallelization Overview

The auto-parallelization feature of the Intel® Fortran Compiler automatically translates serial portions of the input program into equivalent multithreaded code. Automatic parallelization determines the loops that are good worksharing candidates, performs the dataflow analysis to verify correct parallel execution, and partitions the data for threaded code generation as needed in programming with OpenMP* directives. The OpenMP* and auto-parallelization features provide the performance gains from shared memory on multiprocessor and dual core systems.

The auto-parallelizer analyzes the dataflow of the loops in the application source code and generates multithreaded code for those loops which can safely and efficiently be executed in parallel. This behavior enables the potential exploitation of the parallel architecture found in symmetric multiprocessor (SMP) systems.

The guided auto-parallelization feature of the Intel® Fortran Compiler helps you locate portions in your serial code that can be parallelized further. You can invoke guidance for parallelization, vectorization, or data transformation using specified compiler options of the [Q]guide series.

Automatic parallelization frees developers from having to:

- Find loops that are good worksharing candidates.
- Perform the dataflow analysis to verify correct parallel execution.
- Partition the data for threaded code generation as is needed in programming with OpenMP* directives.

Although OpenMP* directives enable serial applications to transform into parallel applications quickly, you must explicitly identify specific portions of your application code that contain parallelism and add the appropriate compiler directives. Auto-parallelization, which is triggered by the [Q]parallel option, automatically identifies those loop structures that contain parallelism. During compilation, the compiler automatically attempts to deconstruct the code sequences into separate threads for parallel processing. No other effort is needed.

NOTE
In order to execute a program that uses auto-parallelization on Linux* OS or OS X* systems, you must include the -parallel compiler option when you compile and link your program.

NOTE
Using this option enables parallelization for both Intel® microprocessors and non-Intel microprocessors. The resulting executable may get additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The parallelization can also be affected by certain options, such as /arch (Windows*), -m (Linux* and OS X*), or [Q]x.

Serial code can be divided so that the code can execute concurrently on multiple threads. For example, consider the following serial code example.
Example 1: Original Serial Code

```fortran
subroutine ser(a, b, c)
    integer, dimension(100) :: a, b, c
    do i=1,100
        a(i) = a(i) + b(i) * c(i)
    enddo
end subroutine ser
```

The following example illustrates one method showing how the loop iteration space, shown in the previous example, might be divided to execute on two threads.

Example 2: Transformed Parallel Code

```fortran
subroutine par(a, b, c)
    integer, dimension(100) :: a, b, c
    ! Thread 1
    do i=1,50
        a(i) = a(i) + b(i) * c(i)
    enddo
    ! Thread 2
    do i=51,100
        a(i) = a(i) + b(i) * c(i)
    enddo
end subroutine par
```

Auto-Vectorization and Parallelization

Auto-vectorization detects low-level operations in the program that can be done in parallel, and then converts the sequential program to process 2, 4, 8, or (up to) 16 elements in one operation, depending on the data type. In some cases, auto-parallelization and vectorization can be combined for better performance results. For example, in the code below, thread-level parallelism can be exploited in the outermost loop, while instruction-level parallelism can be exploited in the innermost loop.

Example

```fortran
DO I = 1, 100     ! Execute groups of iterations in different threads (TLP)
    DO J = 1, 32    ! Execute in SIMD style with multimedia extension (ILP)
        A(J,I) = A(J,I) + 1
    ENDDO
ENDDO
```

With the relatively small effort of adding OpenMP* directives to existing code you can transform a sequential program into a parallel program. The [Q]openmp option must be specified to enable the OpenMP directives. The following example shows OpenMP* directives within the code.

Example

```fortran
!OMP$ PARALLEL PRIVATE(NUM), SHARED (X,A,B,C)
! Defines a parallel region
!OMP$ PARALLEL DO
! Specifies a parallel region that
! implicitly contains a single DO directive
    DO I = 1, 1000
        NUM = FOO(B(I), C(I))
        X(I) = BAR(A(I), NUM)
    ! Assume FOO and BAR have no other effect
ENDDO
```
Options that use OpenMP* are available for both Intel® and non-Intel microprocessors, but these options may perform additional optimizations on Intel® microprocessors than they perform on non-Intel microprocessors. The list of major, user-visible OpenMP* constructs and features that may perform differently on Intel® microprocessors than on non-Intel microprocessors includes: locks (internal and user visible), the SINGLE construct, barriers (explicit and implicit), parallel loop scheduling, reductions, memory allocation, and thread affinity and binding.

Using Parallelism Reports

To generate a parallelism report, use the -opt-report-phase=par (Linux* and OS X*) or the /Qopt-report-phase:par option along with the -opt-report= n or /Qopt-report:n option. By default the auto-parallelism report generates a medium level of detail, where \( n=2 \). You can use /Qopt-report option along with the /Qopt-report-phase option if you want a greater or lesser level of detail. Specifying a value of ‘5’ generates the maximum diagnostic details.

Run the report by entering commands similar to the following:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux*</td>
<td>ifort -c -parallel -opt-report-phase=par -opt-report:5 sample.cpp</td>
</tr>
<tr>
<td>OS X*</td>
<td>ifort -c -parallel -opt-report-phase=par -opt-report:5 sample.cpp</td>
</tr>
</tbody>
</table>

The output, by default, produces a file with the same name as the object file, with .optrpt extension, and is written into the same directory as the object file. Using the above command-line entries, you will obtain an output file called sample.optrpt. Use the /Qopt-report-file option to specify any other name for the output file that captures the report results. Use the arguments stdout or stderr to send the optimization report to stdout or stderr.

For more information on options to generate reports see the Optimization Report Options topic.

See Also

Guided Auto Parallelism Overview
parallel, Qparallel compiler option
par-runtime-control, Qpar-runtime-control compiler option
par-threshold, Qpar-threshold compiler option
guide, Qguide compiler option
qopt-report-phase, Qopt-report-phase compiler option
qopt-report, Qopt-report compiler option
Optimization Report Options

Enabling Auto-parallelization

To enable the auto-parallelizer, use the \([Q]parallel\) option. This option detects parallel loops capable of being executed safely in parallel, and automatically generates multi-threaded code for these loops.
NOTE
You may need to set the KMP_STACKSIZE environment variable to an appropriately large size to enable parallelization with this option.

NOTE
Using this option enables parallelization for both Intel® microprocessors and non-Intel microprocessors. The resulting executable may get additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The parallelization can also be affected by certain options, such as /arch (Windows*), -m (Linux* and OS X*), or [Q]x.

An example of the command using auto-parallelization is as follows:

**Commanding auto-parallelization in Linux***

ifort -c -parallel myprog.f

**Commanding auto-parallelization in Windows***

ifort -c /Qparallel myprog.f

**Commanding auto-parallelization in OS X***

ifort -c -parallel myprog.f

Auto-parallelization uses two specific directives: !DIR$ PARALLEL and !DIR$ NOPARALLEL.

The format of an auto-parallelization compiler directive is below:

**Syntax**

!DIR$ <directive>

Because auto-parallelization directives begin with an exclamation point, the directives take the form of comments if you omit the [Q]parallel option.

The !DIR$ PARALLEL directive instructs the compiler to ignore dependencies that it assumes may exist and that would prevent correct parallelization in the immediately following loop. However, if dependencies are proven, they are not ignored. In addition, PARALLEL [ALWAYS] overrides the compiler heuristics that estimate the likelihood that parallelization of a loop increases performance. It allows a loop to be parallelized even if the compiler thinks parallelization may not improve performance. If the ASSERT keyword is added, as in !DIR$ PARALLEL [ALWAYS [ASSERT]], the compiler generates an error-level assertion message saying that the compiler analysis and cost model indicate that the loop cannot be parallelized.

The !DIR$ NOPARALLEL directive disables auto-parallelization.

For example, in the following code, the NOPARALLEL directive disables auto-parallelization.

**Example**

```fortran
program main
  parameter (n=100)
  integer x(n),a(n)
  !DIR$ NOPARALLEL
  do i=1,n
    x(i) = i
  enddo
  !DIR$ PARALLEL
  do i=1,n
```

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### Example

```fortran
Example

\[
a(x(i)) = i
\]
enddo
end
```

### See Also

parallel, Qparallel compiler option

### Programming with Auto-parallelization

The auto-parallelization feature implements some concepts of OpenMP*, such as the worksharing construct (with the PARALLEL DO directive). This section provides details on auto-parallelization.

### Guidelines for Effective Auto-parallelization Usage

A loop can be parallelized if it meets the following criteria:

- **The loop is countable at compile time:** This means that an expression representing how many times the loop will execute (loop trip count) can be generated just before entering the loop.
- **There are no FLOW (READ after WRITE), OUTPUT (WRITE after WRITE) or ANTI (WRITE after READ) loop-carried data dependencies.** A loop-carried data dependency occurs when the same memory location is referenced in different iterations of the loop. At the compiler’s discretion, a loop may be parallelized if any assumed inhibiting loop-carried dependencies can be resolved by run-time dependency testing.

The compiler may generate a run-time test for the profitability of executing in parallel for loop, with loop parameters that are not compile-time constants.

### Coding Guidelines

Enhance the power and effectiveness of the auto-parallelizer by following these coding guidelines:

- **Expose the trip count of loops whenever possible; use constants where the trip count is known and save loop parameters in local variables.**
- **Avoid placing structures inside loop bodies that the compiler may assume to carry dependent data, for example, procedure calls, ambiguous indirect references or global references.**
- **Insert the !DIR$ PARALLEL directive to disambiguate assumed data dependencies.**
- **Insert the !DIR$ NOPARALLEL directive before loops known to have insufficient work to justify the overhead of sharing among threads.**

### Auto-parallelization Data Flow

For auto-parallelization processing, the compiler performs the following steps:

1. **Data flow analysis:** Computing the flow of data through the program.
2. **Loop classification:** Determining loop candidates for parallelization based on correctness and efficiency, as shown by Enabling Auto-parallelization.
3. **Dependency analysis:** Computing the dependency analysis for references in each loop nest.
4. **High-level parallelization:** Analyzing the dependency graph to determine loops that can execute in parallel, and computing run-time dependency.
5. **Data partitioning:** Examining data reference and partition based on the following types of access: SHARED, PRIVATE, and FIRSTPRIVATE.
6. **Multithreaded code generation:** Modifying loop parameters, generating entry/exit per threaded task, and generating calls to parallel run-time routines for thread creation and synchronization.
Options that use OpenMP® are available for both Intel® and non-Intel microprocessors, but these options may perform additional optimizations on Intel® microprocessors than they perform on non-Intel microprocessors. The list of major, user-visible OpenMP® constructs and features that may perform differently on Intel® microprocessors than on non-Intel microprocessors includes: locks (internal and user visible), the SINGLE construct, barriers (explicit and implicit), parallel loop scheduling, reductions, memory allocation, and thread affinity and binding.

See Also
Enabling Auto-parallelization

Enabling Further Loop Parallelization for Multicore Platforms
Parallelizing loops for multicore platforms is subject to certain conditions. Three requirements must be met for the compiler to parallelize a loop:

- The number of iterations must be known before entry into a loop to insure that the work can be divided in advance. A do while loop, for example, usually cannot be made parallel.
- There can be no jumps into or out of the loop.
- The loop iterations must be independent (no cross-iteration dependencies).

Correct results must not logically depend on the order in which the iterations are executed. There may be slight variations in the accumulated rounding error, for example, when the same quantities are added in a different order. In some cases, such as summing an array or other uses of temporary scalars, the compiler may be able to remove an apparent dependency by a simple transformation.

Potential aliasing of pointers or array references is another common impediment to safe parallelization. Two pointers are aliased if both point to the same memory location. The compiler may not be able to determine whether two pointers or array references point to the same memory location, for example, if they depend on function arguments, run-time data, or the results of complex calculations.

If the compiler cannot prove that pointers or array references are safe, it will not parallelize the loop, except in limited cases when it is deemed worthwhile to generate alternative code paths to test explicitly for aliasing at run-time.

If you know parallelizing a particular loop is safe and that potential aliases can be ignored, you can instruct the compiler to parallelize the loop using the !DIR$ PARALLEL directive.

Parallelizing Loops with Cross-iteration Dependencies
Before the compiler can auto-parallelize a loop, it must prove that the loop does not have potential cross-iteration dependencies that prevent parallelization. A cross-iteration dependency exists if a memory location is written to in an iteration of a loop and accessed (read from or written to) in another iteration of the loop. Cross-iteration dependencies often occur in loops that access overlapping array ranges, such as a loop that reads from $a(1:100)$ and writes to $a(0:99)$.

Sometimes, even though a loop does not have cross-iteration dependencies, the compiler does not have enough information to prove it and does not parallelize the loop. In such cases, you can assist the compiler by providing additional information about the loop using the !DIR$ PARALLEL directive. Adding the !DIR$ PARALLEL directive before a DO loop informs the compiler that the loop does not have cross-iteration dependencies. Auto-parallelization analysis ignores potential dependencies that it assumes could exist; however, the compiler still may not parallelize the loop if heuristics estimate parallelization is unlikely to increase performance of the loop.

The Fortran DO CONCURRENT construct also specifies that there are no cross-iteration dependencies.

The !DIR$ PARALLEL ALWAYS directive has the same effect to ignore potential dependencies as the !DIR$ PARALLEL directive, but it also overrides the compiler heuristics that estimate the likelihood that parallelization of a loop would increase performance. It allows a loop to be parallelized even when the compiler estimates that parallelization might not improve performance.
The `!DIR$ NOPARALLEL` directive prevents auto-parallelization of the immediately following `DO` loop. Unlike `!DIR$ PARALLEL`, which is a hint, the `NOPARALLEL` directive is guaranteed to prevent parallelization of the following loop.

These directives take effect only if auto-parallelization is enabled by the option `parallel`.

**Parallelizing Loops with Private Clauses**

When you use the Guided Auto Parallelism feature, the compiler’s auto-parallelizer gives you advice on where to alter your program to enhance parallelization. For instance, you may get advice to check if a condition (that the compiler could not prove) is true, and if true, to insert `!DIR$ PARALLEL` in your source code so that the associated loop is parallelized when you recompile.

To specify that it is legal for each thread to create a new, private copy (not visible by other threads) of a variable, and replace the original variable in the loop with the new private variable, use the `!DIR$ PARALLEL` directive with the `private` clause. The `private` clause allows you to list scalar and array type variables and specify the number of array elements to privatize.

Use the `firstprivate` clause to specify private variables that need to be initialized with the original value before entering the parallel loop.

Use the `lastprivate` clause to specify those variables with a value you want to reuse after it exits a parallelized loop. When you use the `lastprivate` clause to handle a particular privatized variable, the value is copied to the original variable when it exits from the parallelized loop.

---

**NOTE**

Do not use the same variable in both `private` and `lastprivate` clauses for the same loop. You will get an error message.

**Parallelizing Loops with External Function Calls**

The compiler can only effectively analyze loops with a relatively simple structure. For example, the compiler cannot determine the thread safety of a loop containing external function calls because it does not know whether the function call might have side effects that introduce dependencies. Fortran90 programmers can use the PURE attribute to assert that subroutines and functions contain no side effects. You can invoke interprocedural optimization with the `ipo` option. Using this option gives the compiler the opportunity to analyze the called function for side effects.

**Parallelizing Loops with OpenMP**

When the compiler is unable to automatically parallelize loops you know to be parallel, use OpenMP*. OpenMP* is the preferred solution because you understand the code better than the compiler and can express parallelism at a coarser granularity. Alternatively, automatic parallelization can be effective for nested loops, such as those in a matrix multiply. Moderately coarse-grained parallelism results from threading of the outer loop, allowing the inner loops to be optimized for fine-grained parallelism using vectorization or software pipelining.

**Threshold Parameter to Parallelize Loops**

If a loop can be parallelized, it does not necessarily mean that it should be parallelized. The compiler uses a threshold parameter to decide whether to parallelize a loop. The `par-threshold` compiler option adjusts this behavior. The threshold ranges from 0 to 100, where 0 instructs the compiler to always parallelize a safe loop and 100 instructs the compiler to only parallelize those loops for which a performance gain is highly probable. Use the `par-report` option to determine which loops were parallelized. The compiler will also report which loops could not be parallelized and indicate probable reason(s) why. See OpenMP* and Parallel Processing Options for more information on the using these compiler options.

The following example illustrates using the options in combination.
Because the compiler does not know the value of \( k \), the compiler assumes the iterations depend on each other, for example if \( k \) equals -1, even if the actual case is otherwise. You can override the compiler by inserting the \!DIR$ PARALLEL directive.

**CAUTION**

Do not call this function with a value of \( k \) that is less than 10000; passing a value less than 10000 could lead to incorrect results.

**See Also**

PARALLEL and NOPARALLEL Loop Directives directive
OpenMP* Options and Parallel Processing Options
qopt-report-phase, Qopt-report-phase compiler option
qopt-report, Qopt-report compiler option
par-threshold, Qpar-threshold compiler option
ipo, Qipo compiler option
**Automatic Vectorization Overview**

The automatic vectorizer (also called the auto-vectorizer) is a component of the Intel® compiler that automatically uses SIMD instructions in the Intel® Streaming SIMD Extensions (Intel® SSE, Intel® SSE2, Intel® SSE3 and Intel® SSE4), Supplemental Streaming SIMD Extensions (SSSE3) instruction sets, and the Intel® Advanced Vector Extensions (Intel® AVX, Intel® AVX2) instruction sets. The vectorizer detects operations in the program that can be done in parallel and converts the sequential operations to parallel; for example, the vectorizer converts the sequential SIMD instruction that processes up to 16 elements into a parallel operation, depending on the data type.

Automatic vectorization occurs when the Intel® Compiler generates packed SIMD instructions to unroll a loop. Because the packed instructions operate on more than one data element at a time, the loop executes more efficiently. This process is referred to as auto-vectorization only to emphasize that the compiler identifies and optimizes suitable loops on its own, without requiring any special action by you. However, it is useful to note that in some cases, certain keywords or directives may be applied in the code for auto-vectorization to occur.

The compiler supports a variety of auto-vectorizing hints that can help the compiler to generate effective vector instructions. Automatic vectorization is supported on IA-32 and Intel® 64 architectures. Intel® Advisor XE, a separate tool included in some editions of Intel® Parallel Studio XE, provides a Vectorization Advisor feature that can analyze the compiler’s optimization reports and make recommendations for enhancing vectorization.

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**NOTE**

Using this option enables vectorization at default optimization levels for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as `/arch` (Windows*), `-m` (Linux* and OS X*), or `[-Qx]`.

---

**Programming Guidelines for Vectorization**

The goal of including the vectorizer component in the Intel® Fortran Compiler is to exploit single-instruction multiple data (SIMD) processing automatically. Users can help by supplying the compiler with additional information; for example, by using auto-vectorizer hints or directives.

---

**NOTE**

Using this option enables vectorization at default optimization levels for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as `/arch` (Windows*), `-m` (Linux* and OS X*), or `[-Qx]`.

---

**Guidelines to Vectorize Innermost Loops**

Follow these guidelines to vectorize innermost loop bodies.

**Use:**

- straight-line code (a single basic block).
• vector data only; that is, arrays and invariant expressions on the right hand side of assignments. Array references can appear on the left hand side of assignments.
• only assignment statements.

Avoid:
• function calls (other than math library calls).
• non-vectorizable operations (either because the loop cannot be vectorized, or because an operation is emulated through a number of instructions).
• mixing vectorizable types in the same loop (leads to lower resource utilization).
• data-dependent loop exit conditions (leads to loss of vectorization).

To make your code vectorizable, you will often need to make some changes to your loops. You should only make changes needed to enable vectorization, and avoid these common changes:
• loop unrolling, which the compiler performs automatically.
• decomposing one loop with several statements in the body into several single-statement loops.

Restrictions
There are a number of restrictions that you should consider. Vectorization depends on two major factors: hardware and style of source code.

<table>
<thead>
<tr>
<th>Factor</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hardware</td>
<td>The compiler is limited by restrictions imposed by the underlying hardware. In the case of Intel® Streaming SIMD Extensions (Intel® SSE), the vector memory operations are limited to stride-1 accesses with a preference to 16-byte-aligned memory references. This means that if the compiler abstractly recognizes a loop as vectorizable, it still might not vectorize it for a distinct target architecture.</td>
</tr>
<tr>
<td>Style of source code</td>
<td>The style in which you write source code can inhibit vectorization. For example, a common problem with global pointers is that they often prevent the compiler from being able to prove that two memory references refer to distinct locations. Consequently, this prevents certain reordering transformations.</td>
</tr>
</tbody>
</table>

Many stylistic issues that prevent automatic vectorization by compilers are found in loop structures. The ambiguity arises from the complexity of the keywords, operators, data references, pointer arithmetic, and memory operations within the loop bodies.

By understanding these limitations and by knowing how to interpret diagnostic messages, you can modify your program to overcome the known limitations and enable effective vectorization.

Guidelines for Writing Vectorizable Code
Follow these guidelines to write vectorizable code:
• Use simple DO loops. Avoid complex loop termination conditions – the upper iteration limit must be invariant within the loop. For the innermost loop in a nest of loops, you could set the upper limit iteration to be a function of the outer loop indices.
• Write straight-line code. Avoid branches such as DO, GOTO, or ASSIGN statements; most function calls; or IF constructs that can not be treated as masked assignments.
• Avoid dependencies between loop iterations or at the least, avoid read-after-write dependencies.
• Try to use array notations instead of the use of pointers. Without help, the compiler often cannot tell whether it is safe to vectorize code containing pointers.
• Wherever possible, use the loop index directly in array subscripts instead of incrementing a separate counter for use as an array address.
• Access memory efficiently:
- Favor inner loops with unit stride.
- Minimize indirect addressing.
- Align your data to 16-byte boundaries (for Intel® SSE instructions).
- Choose a suitable data layout with care. Most multimedia extension instruction sets are rather sensitive to alignment. The data movement instructions of Intel® SSE, for example, operate much more efficiently on data that is aligned at a 16-byte boundary in memory. Therefore, the success of a vectorizing compiler also depends on its ability to select an appropriate data layout which, in combination with code restructuring (like loop peeling), results in aligned memory accesses throughout the program.
- Use aligned data structures: Data structure alignment is the adjustment of any data object in relation with other objects.

**CAUTION**

Use this hint with care. Incorrect usage of aligned data movements result in an exception when using Intel® SSE.

- Use structure of arrays (SoA) instead of array of structures (AoS): An array is the most common type of data structure that contains a contiguous collection of data items that can be accessed by an ordinal index. You can organize this data as an array of structures (AoS) or as a structure of arrays (SoA). While AoS organization is excellent for encapsulation it can be a hindrance for use of vector processing. To make vectorization of the resulting code more effective, you can also select appropriate data structures.

**Dynamic Alignment Optimizations**

Dynamic alignment optimizations can improve the performance of vectorized code, especially for long trip count loops. Disabling such optimizations can decrease performance, but it may improve bitwise reproducibility of results, factoring out data location from possible sources of discrepancy.

To enable or disable dynamic data alignment optimizations, specify the option `Qopt-dynamic-align[-]` (Windows) or `[no-]qopt-dynamic-align[-]` (Linux).

**Using Aligned Data Structures**

Data structure alignment is the adjustment of any data object with relation to other objects. The Intel® Fortran Compiler may align individual variables to start at certain addresses to speed up memory access. Misaligned memory accesses can incur large performance losses on certain target processors that do not support them in hardware.

Alignment is a property of a memory address, expressed as the numeric address modulo of powers of two. In addition to its address, a single datum also has a size. A datum is called 'naturally aligned' if its address is aligned to its size, otherwise it is called 'misaligned'. For example, an 8-byte floating-point datum is naturally aligned if the address used to identify it is aligned to eight (8).

A data structure is a way of storing data in a computer so that it can be used efficiently. Often, a carefully chosen data structure allows a more efficient algorithm to be used. A well-designed data structure allows a variety of critical operations to be performed, using as little resources - both execution time and memory space - as possible.

In the example data structure above, if the type `short` is stored in two bytes of memory then each member of the data structure is aligned to a boundary of two bytes. `Data1` would be at offset 0, `Data2` at offset 2 and `Data3` at offset 4. The size of this structure is six bytes. The type of each member of the structure usually has a required alignment, meaning that it is aligned on a pre-determined boundary, unless you request otherwise. In cases where the compiler has taken sub-optimal alignment decisions, you can use the declaration `declspec(align(base,offset))`, where 0 <= offset < base and base is a power of two, to allocate a data structure at offset from a certain base.

If the first element of both arrays is aligned at a 16-byte boundary, then either an unaligned load of elements from `b` or an unaligned store of elements into `a` must be used after vectorization.
NOTE
In this case, peeling off an iteration will not help.

However, you can enforce the alignment shown below, which results in two aligned access patterns after vectorization (assuming an 8-byte size for doubles):

Run-time optimization provides a generally effective way to obtain aligned access patterns at the expense of a slight increase in code size and testing. If incoming access patterns are guaranteed to be aligned at a 16-byte boundary, you can avoid this overhead with the hint

`__assume_aligned(x, 16);`

in the function to convey this information to the compiler.

CAUTION
Use this hint with care. Incorrect use of aligned data movements result in an exception for Intel® SSE.

---

Using Structure of Arrays versus Array of Structures

The most common and well-known data structure is the array that contains a contiguous collection of data items, which can be accessed by an ordinal index. This data can be organized as an array of structures (AoS) or as a structure of arrays (SoA). While AoS organization works excellently for encapsulation, for vector processing it works poorly.

You can select appropriate data structures to make vectorization of the resulting code more effective. To illustrate this point, compare the traditional array of structures (AoS) arrangement for storing the \( r, g, b \) components of a set of three-dimensional points with the alternative structure of arrays (SoA) arrangement for storing this set.

With the AoS arrangement, a loop that visits all components of an RGB point before moving to the next point exhibits a good locality of reference because all elements in the fetched cache lines are utilized. The disadvantage of the AoS arrangement is that each individual memory reference in such a loop exhibits a non-unit stride, which, in general, adversely affects vector performance. Furthermore, a loop that visits only one component of all points exhibits less satisfactory locality of reference because many of the elements in the fetched cache lines remain unused.

In contrast, with the SoA arrangement the unit-stride memory references are more amenable to effective vectorization and still exhibit good locality of reference within each of the three data streams. Consequently, an application that uses the SoA arrangement may ultimately outperform an application based on the AoS arrangement when compiled with a vectorizing compiler, even if this performance difference is not directly apparent during the early implementation phase.

Before you start vectorization, try out some simple rules:
• Make your data structures vector-friendly.
• Make sure that inner loop indices correspond to the outermost (last) array index in your data (row-major order).
• Use structure of arrays over array of structures.

For instance, when dealing with three-dimensional coordinates, use three separate arrays for each component (SoA), instead of using one array of three-component structures (AoS). To avoid dependencies between loops that will eventually prevent vectorization, use three separate arrays for each component (SoA), instead of one array of three-component structures (AoS). When you use the AoS arrangement, each iteration produces one result by computing XYZ, but it can at best use only 75% of the SSE unit because the forth component is not used. Sometimes, the compiler may use only one component (25%). When you use the SoA arrangement, each iteration produces four results by computing XXXX, YYYY and ZZZZ, using 100% of the SSE unit. A drawback for the SoA arrangement is that your code will likely be three times as long. On the other hand, the compiler might not be able to vectorize AoS arranged code at all.

If your original data layout is in AoS format, you may even want to consider a conversion to SoA on the fly, before the critical loop. If it gets vectorized, it may be worth the effort!

To summarize:
• Use the smallest data types that gives the needed precision to maximize potential SIMD width. (If only 16-bits are needed, using a short rather than an int can make the difference between 8-way or four-way SIMD parallelism, respectively.)
• Avoid mixing data types to minimize type conversions.
• Avoid operations not supported in SIMD hardware.
• Use all the instruction sets available for your processor. Use the appropriate command line option for your processor type, or select the appropriate IDE option (Windows* only):
  • Project > Properties > Visual Fortran > Code Generation > Intel Processor-Specific Optimization, if your application runs only on Intel® processors.
  • Project > Properties > Visual Fortran > Code Generation > Enable Enhanced Instruction Set, if your application runs on compatible, non-Intel processors.
  • Vectorizing compilers usually have some built-in efficiency heuristics to decide whether vectorization is likely to improve performance. The Intel® Fortran Compiler disables vectorization of loops with many unaligned or non-unit stride data access patterns. If experimentation reveals that vectorization improves performance, you can override this behavior using the !DIR$ VECTOR ALWAYS hint before the loop; the compiler vectorizes any loop regardless of the outcome of the efficiency analysis (provided, of course, that vectorization is safe).

See Also
Vectorization and Loops
Loop Constructs
qopt-dynamic-align, Qopt-dynamic-align compiler option

Using Automatic Vectorization
Automatic vectorization is supported on IA-32 and Intel® 64 architectures. The information below will guide you in setting up the auto-vectorizer.

Vectorization Speed-up
Where does the vectorization speedup come from? Consider the following sample code fragment, where a, b and c are integer arrays:
If vectorization is not enabled (that is, you compile using °1 or [Q]vec- options), for each iteration, the compiler processes the code such that there is a lot of unused space in the SIMD registers, even though each of the registers could hold three additional integers. If vectorization is enabled (compiled using °2 or higher options), the compiler may use the additional registers to perform four additions in a single instruction. The compiler looks for vectorization opportunities whenever you compile at default optimization (°2) or higher.

**NOTE**
Using this option enables vectorization at default optimization levels for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as /arch (Windows*), –m (Linux* and OS X*), or [Q]x.

**TIP**
To allow comparisons between vectorized and not-vectorized code, disable vectorization using the / Qvec- (Windows*) or -no-vec (Linux* or OS X*) option; enable vectorization using the °2 option.

To get information on whether a loop was vectorized or not, enable generation of the optimization report using the options Qopt-report:1 Qopt-report-phase:vec (Windows) or qopt-report=1 qopt-report-phase=vec (Linux and OS X) options. These options generate a separate report in an *.optrpt file that includes optimization messages. In Visual Studio, the program source is annotated with the report's messages, or you can read the resulting .optrpt file using a text editor. A message appears for every loop that is vectorized, such as:

**Example: Vectorization Report**

```
> ifort /Qopt-report1 matvec.f90
> type matvec.optrpt
```

```
... LOOP BEGIN at C:\Projects\vec_samples\matvec.f90(38,6)
   remark #15300: LOOP WAS VECTORIZED
LOOP END
```

The source line number (38 in the above example) refers to either the beginning or the end of the loop.

To get details about the type of loop transformations and optimizations that took place, use the [Q]opt-report-phase option by itself or along with the [Q]opt-report option.

How significant is the performance enhancement? To evaluate performance enhancement yourself, run vec_samples:

1. Open an Intel® Compiler command line window.

   - On Windows*: Under the Start menu item for your Intel product, select an icon under Compiler and Performance Libraries > Command Prompt with Intel Compiler
   - On Linux* and OS X*: Source an environment script such as compilervars.sh or the compilervars.csh in the <installdir>/bin directory and use the attribute appropriate for the architecture.
2. Navigate to the `<install-dir>\Samples\<locale>\Fortran\` directory. On Windows, unzip the sample project `vec_samples.zip` to a writable directory. This small application multiplies a vector by a matrix using the following loop:

**Example: Vector Matrix Multiplication**

```fortran
do i=1,size1
   c(i) = c(i) + a(i,j) * b(j)
end do
```

3. Build and run the application, first without enabling auto-vectorization. The default O2 optimization enables vectorization, so you need to disable it with a separate option. Note the time taken for the application to run.

**Example: Building and Running an Application without Auto-vectorization**

```fortran
// (Linux* and OS X* with EDG compiler)
ifort -no-vec  driver.f90 matvec.f90 -o NoVectMult
./NoVectMult

// (Windows*)
ifort /Qvec- driver.f90 matvec.f90 /exe:NoVectMult
NoVectMult
```

4. Now build and run the application, this time with auto-vectorization. Note the time taken for the application to run.

**Example: Building and Running an Application with Auto-vectorization**

```fortran
// (Linux* and OS X* with EDG compiler)
ifort driver.f90 matvec.f90 -o VectMult
./VectMult

// (Windows*)
ifort driver.f90 matvec.f90 /exe:VectMult
VectMult
```

When you compare the timing of the two runs, you may see that the vectorized version runs faster. The time for the non-vectorized version is only slightly faster than would be obtained by compiling with the O1 option.

**Obstacles to Vectorization**

The following do not always prevent vectorization, but frequently either prevent it or cause the compiler to decide that vectorization would not be worthwhile.

- **Non-contiguous memory access:** Four consecutive integers or floating-point values, or two consecutive doubles, may be loaded directly from memory in a single SSE instruction. But if the four integers are not adjacent, they must be loaded separately using multiple instructions, which is considerably less efficient. The most common examples of non-contiguous memory access are loops with non-unit stride or with indirect addressing, as in the examples below. The compiler rarely vectorizes such loops, unless the amount of computational work is large compared to the overhead from non-contiguous memory access.

**Example: Non-contiguous Memory Access**

```fortran
! arrays accessed with stride 2
do I=1,SIZE,2; B(I)=B(I)+(A(I)*X(I)); end do

! inner loop accesses a A with stride SIZE
do J=1,SIZE
   do I=1,SIZE
```
The typical message from the vectorization report is: vectorization possible but seems inefficient, although indirect addressing may also result in the following report: Existence of vector dependence.

- **Data dependencies**: Vectorization entails changes in the order of operations within a loop, since each SIMD instruction operates on several data elements at once. Vectorization is only possible if this change of order does not change the results of the calculation.

  - The simplest case is when data elements that are written (stored to) do not appear in any other iteration of the individual loop. In this case, all the iterations of the original loop are independent of each other, and can be executed in any order, without changing the result. The loop may be safely executed using any parallel method, including vectorization. All the examples considered so far fall into this category.

  - When a variable is written in one iteration and read in a subsequent iteration, there is a "read-after-write" dependency, also known as a flow dependency, as in this example:

    **Example: Flow Dependency**

    ```fortran
    A(2)=A(1)+1
    A(3)=A(2)+1
    A(4)=A(3)+1
    A(5)=A(4)+1
    ```

    So the value of j gets propagated to all A(J). This cannot safely be vectorized: if the first two iterations are executed simultaneously by a SIMD instruction, the value of A(2) is used by the second iteration before it has been calculated by the first iteration.

  - When a variable is read in one iteration and written in a subsequent iteration, this is a write-after-read dependency, also known as an anti-dependency, as in the following example:

    **Example: Write-after-read Dependency**

    ```fortran
do J=2,MAX; A(J-1)=A(J)+1; end do
    ! this is equivalent to:
    A(1)=A(2)+1
    A(2)=A(3)+1
    A(3)=A(4)+1
    A(4)=A(5)+1
    ```

    This write-after-read dependency is not safe for general parallel execution, since the iteration with the write may execute before the iteration with the read. However, for vectorization, no iteration with a higher value of j can complete before an iteration with a lower value of j, and so vectorization is safe (that is, it gives the same result as non-vectorized code) in this case. The following example, however, may not be safe, since vectorization might cause some elements of A to be overwritten by the first SIMD instruction before being used for the second SIMD instruction.

    **Example: Unsafe Vectorization**

    ```fortran
do J=1,MAX
    A(J-1)=A(J)+1
    B(J)=A(J)*2
    ```
Example: Unsafe Vectorization

```
end do

! this is equivalent to:
A(1)=A(2)+1
A(2)=A(3)+1
A(3)=A(4)+1
A(4)=A(5)+1
```

- Read-after-read situations are not really dependencies, and do not prevent vectorization or parallel execution. If a variable is unwritten, it does not matter how often it is read.
- Write-after-write, or ‘output’, dependencies, where the same variable is written to in more than one iteration, are in general unsafe for parallel execution, including vectorization.
- One important exception, that apparently contains all of the above types of dependency:

Example: Dependency Exception

```
MYSUM=0
do J=1,MAX; MYSUM = MYSUM + A(J)*B(J); end do
```

Although MYSUM is both read and written in every iteration, the compiler recognizes such reduction idioms, and is able to vectorize them safely. The loop in the first example was another example of a reduction, with a loop-invariant array element in place of a scalar.

These types of dependencies between loop iterations are sometimes known as loop-carried dependencies.

The above examples are of proven dependencies. The compiler cannot safely vectorize a loop if there is even a potential dependency. Consider the following example:

Example: Potential Dependency

```
real, pointer :: A(:),B(:),C(:)
...
do I=1,SIZE; C(I)=A(I)*B(I); end do
```

In the above example, the compiler needs to determine whether, for some iteration I, C(I) might refer to the same memory location as A(I) or B(I) for a different iteration. Such memory locations are sometimes said to be aliasing. For example, if A(I) pointed to the same memory location as C(I-1), there would be a read-after-write dependency as in the earlier example. If the compiler cannot exclude this possibility, it will not vectorize the loop unless you provide the compiler with hints. You can also avoid this problem by making the arrays ALLOCATABLE instead of POINTER, as the compiler knows these cannot be aliased.

See Also
ansi-alias, Qansi-alias compiler option
qopt-report, Qopt-report compiler option
qopt-report-phase, Qopt-report-phase compiler option

Vectorization and Loops

This topic provides more information on the interaction between the auto-vectorizer and loops.

Interactions with Loop Parallelization

Combine the [Q]parallel and [Q]x options to instruct the Intel® Fortran Compiler to attempt both Auto-Parallelization and automatic loop vectorization in the same compilation.
NOTE
Using this option enables parallelization for both Intel® microprocessors and non-Intel microprocessors. The resulting executable may get additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The parallelization can also be affected by certain options, such as /arch (Windows*), -m (Linux* and OS X*), or [Q]x.

NOTE
Using this option enables vectorization at default optimization levels for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as /arch (Windows*), -m (Linux* and OS X*), or [Q]x.

In most cases, the compiler will consider outermost loops for parallelization and innermost loops for vectorization. If deemed profitable, however, the compiler may even apply loop parallelization and vectorization to the same loop.


In some rare cases, a successful loop parallelization (either automatically or by means of OpenMP* directives) may affect the messages reported by the compiler for a non-vectorizable loop in a non-intuitive way; for example, in the cases where the qopt-report:2qopt-report-phase:vec (Windows) or qopt-report=2qopt-report-phase=vec (Linux and OS X) options indicate that loops were not successfully vectorized.

Types of Vectorized Loops
For integer loops, the 128-bit Intel® Streaming SIMD Extensions (Intel® SSE) and the Intel® Advanced Vector Extensions (Intel® AVX) provide SIMD instructions for most arithmetic and logical operators on 32-bit, 16-bit, and 8-bit integer data types, with limited support for the 64-bit integer data type.

Vectorization may proceed if the final precision of integer wrap-around arithmetic is preserved. A 32-bit shift-right operator, for instance, is not vectorized in 16-bit mode if the final stored value is a 16-bit integer. Also, note that because the Intel® SSE and the Intel® AVX instruction sets are not fully orthogonal (shifts on byte operands, for instance, are not supported), not all integer operations can actually be vectorized.

For loops that operate on 32-bit single-precision and 64-bit double-precision floating-point numbers, Intel® SSE provides SIMD instructions for the following arithmetic operators:

- addition (+)
- subtraction (-)
- multiplication (*)
- division (/)

Additionally, Intel® SSE provide SIMD instructions for the binary MIN and MAX and unary SQRT operators. SIMD versions of several other mathematical operators (like the trigonometric functions SIN, COS, and TAN) are supported in software in a vector mathematical run-time library that is provided with the Intel® Fortran C ++ Compiler.

To be vectorizable, loops must be:

- **Countable**: The loop trip count must be known at entry to the loop at runtime, though it need not be known at compile time (that is, the trip count can be a variable but the variable must remain constant for the duration of the loop). This implies that exit from the loop must not be data-dependent.

- **Innermost loop of a nest**: The only exception is if an original outer loop is transformed into an inner loop as a result of some other prior optimization phase, such as unrolling, loop collapsing or interchange, or an original outermost loop is transformed to an innermost loop due to loop materialization.
- **Without function calls**: Even a `print` statement is sufficient to prevent a loop from getting vectorized. The vectorization report message is typically: non-standard loop is not a vectorization candidate. The two major exceptions are for intrinsic math functions and for functions that may be inlined.

Intrinsic math functions such as `sin()`, `log()`, `fmax()`, and so on, are allowed, because the compiler runtime library contains vectorized versions of these functions. See the table below for a list of these functions; most exist in both float and double versions.

<table>
<thead>
<tr>
<th>Function</th>
<th>Function</th>
<th>Function</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>acos</code></td>
<td><code>ceil</code></td>
<td><code>fabs</code></td>
<td><code>round</code></td>
</tr>
<tr>
<td><code>acosh</code></td>
<td><code>cos</code></td>
<td><code>floor</code></td>
<td><code>sin</code></td>
</tr>
<tr>
<td><code>asin</code></td>
<td><code>cosh</code></td>
<td><code>fmax</code></td>
<td><code>sinh</code></td>
</tr>
<tr>
<td><code>asinh</code></td>
<td><code>erf</code></td>
<td><code>fmin</code></td>
<td><code>sqrt</code></td>
</tr>
<tr>
<td><code>atan</code></td>
<td><code>erfc</code></td>
<td><code>log</code></td>
<td><code>tan</code></td>
</tr>
<tr>
<td><code>atan2</code></td>
<td><code>erfinv</code></td>
<td><code>log10</code></td>
<td><code>tanh</code></td>
</tr>
<tr>
<td><code>atanh</code></td>
<td><code>exp</code></td>
<td><code>log2</code></td>
<td><code>trunc</code></td>
</tr>
<tr>
<td><code>cbrt</code></td>
<td><code>exp2</code></td>
<td><code>pow</code></td>
<td></td>
</tr>
</tbody>
</table>

The loop in the following example may be vectorized because `sqrt()` is vectorizable and `func()` gets inlined. Inlining is enabled at default optimization for functions in the same source file. An inlining report may be obtained by setting the options `Qopt-report=2Qopt-report-phase:ipo` (Windows) or `qopt-report=2qopt-report-phase=ipo` (Linux).

**Statements in the Loop Body**

The vectorizable operations are different for floating-point and integer data.

**Integer Array Operations**

The statements within the loop body may be arithmetic or logical operations (again, typically for arrays). Arithmetic operations are limited to such operations as addition, subtraction, `ABS`, `MIN`, and `MAX`. Logical operations include bitwise `AND`, `OR`, and `XOR` operators. You can mix data types but this may potentially cost you in terms of lowering efficiency.

**Other Operations**

No statements other than the preceding floating-point and integer operations are valid. The loop body cannot contain any function calls other than the ones described above.

**Data Dependency**

Data dependency relations represent the required ordering constraints on the operations in serial loops. Because vectorization rearranges the order in which operations are executed, any auto-vectorizer must have at its disposal some form of data dependency analysis.

An example where data dependencies prohibit vectorization is shown below. In this example, the value of each element of an array is dependent on the value of its neighbor that was computed in the previous iteration.

**Example 1: Data-dependent Loop**

```fortran
subroutine dep(data, n)
  real :: data(n)
  integer :: i
  do i = 1, n-1
    data(i) = data(i-1)*0.25 + data(i)*0.5 + data(i+1)*0.25
  end do
end subroutine dep
```
The loop in the above example is not vectorizable because the WRITE to the current element DATA(I) is dependent on the use of the preceding element DATA(I-1), which has already been written to and changed in the previous iteration. To see this, look at the access patterns of the array for the first two iterations as shown below.

**Example 2: Data-dependency Vectorization Patterns**

I=1: READ DATA(0)
    READ DATA(1)
    READ DATA(2)
    WRITE DATA(1)
I=2: READ DATA(1)
    READ DATA(2)
    READ DATA(3)
    WRITE DATA(2)

In the normal sequential version of this loop, the value of DATA(1) read from during the second iteration was written to in the first iteration. For vectorization, it must be possible to do the iterations in parallel, without changing the semantics of the original loop.

**Example 3: Data Independent Loop**

    do i=1,100
        a(i)=b(i)
    end do

    ! which has the following access pattern
    read b(1)
    write a(1)
    read b(2)
    write b(2)

**Data Dependency Analysis**

Data dependency analysis involves finding the conditions under which two memory accesses may overlap. Given two references in a program, the conditions are defined by:

- whether the referenced variables may be aliases for the same (or overlapping) regions in memory.
- for array references, the relationship between the subscripts.

The data dependency analyzer for array references is organized as a series of tests, which progressively increase in power as well as in time and space costs.

First, a number of simple tests are performed in a dimension-by-dimension manner, since independency in any dimension will exclude any dependency relationship. Multidimensional arrays references that may cross their declared dimension boundaries can be converted to their linearized form before the tests are applied.

Some of the simple tests that can be used are the fast greatest common divisor (GCD) test and the extended bounds test. The GCD test proves independency if the GCD of the coefficients of loop indices cannot evenly divide the constant term. The extended bounds test checks for potential overlap of the extreme values in subscript expressions.

If all simple tests fail to prove independency, the compiler will eventually resort to a powerful hierarchical dependency solver that uses Fourier-Motzkin elimination to solve the data dependency problem in all dimensions.

**Optimization Notice**

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Optimization Notice

effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

See Also
Auto-Parallelization Overview
Programming with Auto-parallelization
Programming Guidelines for Vectorization
qopt-report, Qopt-report compiler option
qopt-report-phase, Qopt-report-phase compiler option
x, Qx compiler option
parallel, Qparallel compiler option

See Also
Data Dependency Analysis

Loop Constructs
Loops can be formed with the usual DO-END DO and DO WHILE, or by using an IF/GOTO and a label. Loops must have a single entry and a single exit to be vectorized. The following examples illustrate loop constructs that can and cannot be vectorized.

Example: Vectorizable structure

```
subroutine vec(a, b, c)
  dimension a(100), b(100), c(100)
  integer i
  i = 1
  do while (i .le. 100)
    a(i) = b(i) * c(i)
    if (a(i) .lt. 0.0) a(i) = 0.0
    i = i + 1
  enddo
end subroutine vec
```

The following example shows a loop that cannot be vectorized because of the inherent potential for an early exit from the loop.

Example: Non-vectorizable structure

```
subroutine no_vec(a, b, c)
  dimension a(100), b(100), c(100)
  integer i
  i = 1
  do while (i .le. 100)
    a(i) = b(i) * c(i)
    ! The next statement allows early exit from the loop and prevents vectorization of the loop.
    if (a(i) .lt. 0.0) go to 10
    i = i + 1
  enddo
end subroutine no_vec
```
<table>
<thead>
<tr>
<th>Example: Non-vectorizable structure</th>
</tr>
</thead>
<tbody>
<tr>
<td>enddo</td>
</tr>
<tr>
<td>10 continue</td>
</tr>
<tr>
<td>end subroutine no_vecN</td>
</tr>
<tr>
<td>END</td>
</tr>
</tbody>
</table>

### Loop Exit Conditions

Loop exit conditions determine the number of iterations a loop executes. For example, fixed indexes for loops determine the iterations. The loop iterations must be countable; in other words, the number of iterations must be expressed as one of the following:

- A constant.
- A loop invariant term.
- A linear function of outermost loop indices.

In the case where a loops exit depends on computation, the loops are not countable. The examples below show loop constructs that are countable and non-countable.

<table>
<thead>
<tr>
<th>Example: Countable Loop</th>
</tr>
</thead>
<tbody>
<tr>
<td>subroutine cnt1 (a, b, c, n, lb)</td>
</tr>
<tr>
<td>dimension a(n), b(n), c(n)</td>
</tr>
<tr>
<td>integer n, lb, i, count</td>
</tr>
<tr>
<td>! Number of iterations is &quot;n - lb + 1&quot;</td>
</tr>
<tr>
<td>count = n</td>
</tr>
<tr>
<td>do while (count .ge. lb)</td>
</tr>
<tr>
<td>a(i) = b(i) * c(i)</td>
</tr>
<tr>
<td>count = count - 1</td>
</tr>
<tr>
<td>i = i + 1</td>
</tr>
<tr>
<td>enddo ! lb is not defined within loop</td>
</tr>
<tr>
<td>end</td>
</tr>
</tbody>
</table>

The following example demonstrates a different countable loop construct.

<table>
<thead>
<tr>
<th>Example: Countable Loop</th>
</tr>
</thead>
<tbody>
<tr>
<td>! Number of iterations is (n-m+2)/2</td>
</tr>
<tr>
<td>subroutine cnt2 (a, b, c, m, n)</td>
</tr>
<tr>
<td>dimension a(n), b(n), c(n)</td>
</tr>
<tr>
<td>integer i, l, m, n</td>
</tr>
<tr>
<td>i = 1;</td>
</tr>
<tr>
<td>do l = m,n,2</td>
</tr>
<tr>
<td>a(i) = b(i) * c(i)</td>
</tr>
<tr>
<td>i = i + 1</td>
</tr>
<tr>
<td>enddo</td>
</tr>
<tr>
<td>end</td>
</tr>
</tbody>
</table>

The following examples demonstrates a loop construct that is non-countable due to dependency loop variant count value.

<table>
<thead>
<tr>
<th>Example: Non-Countable Loop</th>
</tr>
</thead>
<tbody>
<tr>
<td>! Number of iterations is dependent on a(i)</td>
</tr>
<tr>
<td>subroutine foo (a, b, c)</td>
</tr>
<tr>
<td>dimension a(100), b(100), c(100)</td>
</tr>
<tr>
<td>integer i</td>
</tr>
<tr>
<td>i = 1</td>
</tr>
</tbody>
</table>
Strip-mining and Cleanup

Strip-mining, also known as loop sectioning, is a loop transformation technique for enabling SIMD-encodings of loops, as well as a means of improving memory performance. By fragmenting a large loop into smaller segments or strips, this technique transforms the loop structure in two ways:

- By increasing the temporal and spatial locality in the data cache if the data are reusable in different passes of an algorithm.
- By reducing the number of iterations of the loop by a factor of the length of each vector, or number of operations being performed per SIMD operation. In the case of Streaming SIMD Extensions, this vector or strip-length is reduced by four times: four floating-point data items per single Intel® SSE single-precision floating-point SIMD operation are processed.

First introduced for vectorizers, this technique consists of the generation of code when each vector operation is done for a size less than or equal to the maximum vector length on a given vector machine.

The compiler automatically strip-mines your loop and generates a cleanup loop. For example, assume the compiler attempts to strip-mine the following loop:

Example: Before Vectorization

```
i = 1
do while (i<=n)
    a(i) = b(i) + c(i) ! Original loop code
    i = i + 1
end do
```

The compiler might handle the strip mining and loop cleaning by restructuring the loop in the following manner:

Example: After Vectorization

```
! The vectorizer generates the following two loops
i = 1
do while (i < (n - mod(n,4)))
    ! Vector strip-mined loop.
    a(i:i+3) = b(i:i+3) + c(i:i+3)
    i = i + 4
end do

do while (i <= n)
    a(i) = b(i) + c(i) ! Scalar clean-up loop
    i = i + 1
end do
```

Loop Blocking

It is possible to treat loop blocking as strip-mining in two or more dimensions. Loop blocking is a useful technique for memory performance optimization. The main purpose of loop blocking is to eliminate as many cache misses as possible. This technique transforms the memory domain into smaller chunks rather than sequentially traversing through the entire memory domain. Each chunk should be small enough to fit all the data for a given computation into the cache, thereby maximizing data reuse.
Consider the following example. The two-dimensional array $A$ is referenced in the $j$ (column) direction and then in the $i$ (row) direction (column-major order); array $B$ is referenced in the opposite manner (row-major order). Assume the memory layout is in column-major order; therefore, the access strides of array $A$ and $B$ for the code would be 1 and $\text{MAX}$, respectively. $\text{BS} = \text{block}\_\text{size}; \text{MAX}$ must be evenly divisible by $\text{BS}$.

Consider the following loop example code:

**Example: Original loop**

```fortran
REAL A(MAX,MAX), B(MAX,MAX)
DO I = 1, MAX
  DO J = 1, MAX
    A(I,J) = A(I,J) + B(J,I)
  ENDDO
ENDDO
```

The arrays could be blocked into smaller chunks so that the total combined size of the two blocked chunks is smaller than the cache size, which can improve data reuse. One possible way of doing this is demonstrated below:

**Example: Transformed Loop after blocking**

```fortran
REAL A(MAX,MAX), B(MAX,MAX)
DO I = 1, MAX, BS
  DO J = 1, MAX, BS
    DO II = I, I+MAX, BS-1
      DO JJ = J, J+MAX, BS-1
        A(II, JJ) = A(II, JJ) + B(JJ, II)
      ENDDO
    ENDDO
  ENDDO
ENDDO
```

**Loop Interchange and Subscripts: Matrix Multiply**

Loop interchange is often used for improving memory access patterns. Matrix multiplication is commonly written as shown in the following example:

**Example: Typical Matrix Multiplication**

```fortran
subroutine matmul_slow(a, b, c)
  integer :: i, j, k
  real :: a(100,100), b(100,100), c(100,100)
  do i = 1, n
    do j = 1, n
      do k = 1, n
        c(i,j) = c(i,j) + a(i,k)*b(k,j);
      end do
    end do
  end do
end subroutine matmul_slow
```

The use of $B(K,J)$ is not a stride-1 reference and therefore will not be vectorized efficiently. If the loops are interchanged, however, all the references will become stride-1 as shown in the following example.
Example: Matrix Multiplication with Stride-1

```fortran
subroutine matmul_fast(a, b, c)
  integer :: i, j, k
  real :: a(100,100), b(100,100), c(100,100)
  do j = 1, n
    do k = 1, n
      do i = 1, n
        c(i,j) = c(i,j) + a(i,k)*b(k,j)
      enddo
    enddo
  enddo
end subroutine matmul_fast
```

Interchanging is not always possible because of dependencies, which can lead to different results.

### User-mandated or SIMD Vectorization

User-mandated or SIMD vectorization supplements automatic vectorization just like OpenMP* parallelization supplements automatic parallelization. The following figure illustrates this relationship. User-mandated vectorization is implemented as a single-instruction-multiple-data (SIMD) feature and is referred to as SIMD vectorization.

**NOTE**

The SIMD vectorization feature is available for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as `/arch` (Windows*), `-m` (Linux* and OS X*), or `[Q]x`.

The following figure illustrates how SIMD vectorization is positioned among various approaches that you can take to generate vector code that exploits vector hardware capabilities. The programs written with SIMD vectorization are very similar to those written using auto-vectorization hints. You can use SIMD vectorization to minimize the amount of code changes that you may have to go through in order to obtain vectorized code.
SIMD vectorization uses the !DIR$ SIMD directive to effect loop vectorization. You must add this directive to a loop and recompile for the loop to get vectorized (the option [Q]simd is enabled by default).

Consider an example in Fortran where the compiler does not automatically vectorize the loop due to the unknown data dependence distance "X". You can use the data dependence assertion via the auto-vectorization hint !DIR$ IVDEP, to let the compiler decide to vectorize the loop or not, or you can enforce vectorization of the loop using !DIR$ SIMD.

**Example: without !DIR$ SIMD**

[D:/simd] cat example1.f
subroutine add(A, N, X)
integer N, X
real    A(N)
DO I=X+1, N
   A(I) = A(I) + A(I-X)
ENDDO
end

[D:/simd] ifort example1.f -nologo -Qvec-report2
D:\simd\example1.f(6): (col. 9) remark: loop was not vectorized: existence of vector dependence.

**Example: with !DIR$ SIMD**

[D:/simd] cat example1.f
subroutine add(A, N, X)
integer N, X
real    A(N)
!DIR$ SIMD
DO I=X+1, N
   A(I) = A(I) + A(I-X)
ENDDO
end
The one big difference between using the SIMD directive and auto-vectorization hints is that with the SIMD directive, the compiler generates a warning when it is unable to vectorize the loop. With auto-vectorization hints, actual vectorization is still under the discretion of the compiler, even when you use the !DIR$ VECTOR ALWAYS hint.

The SIMD directive has optional clauses to guide the compiler on how vectorization must proceed. Use these clauses appropriately so that the compiler obtains enough information to generate correct vector code. For more information on the clauses, see the !DIR$ SIMD description.

Additional Semantics

Note the following points when using !DIR$ SIMD directive.

- A variable may belong to at most one of private, linear, or reduction (or none of them).
- Within the vector loop, an expression is evaluated as a vector value if it is private, linear, reduction, or it has a sub-expression that is evaluated to a vector value. Otherwise, it is evaluated as a scalar value (that is, broadcast the same value to all iterations). Scalar value does not necessarily mean loop invariant, although that is the most frequently seen usage pattern of scalar value.
- A vector value may not be assigned to a scalar L-value. It is an error.
- A scalar L-value may not be assigned under a vector condition. It is an error.
- The computed GOTO statement is not supported.

Using vector Declaration

Consider the following Intel® Visual Fortran example code for a program to compare serial and vector computations using a user-defined function, foo().

---

**Example: Where user-defined function is not vectorized**

```fortran
!! file simdmain.f90
program simdtest
! Test vector function in external file.
implicit none
interface
    integer function foo(a, b)
    integer a, b
    end function foo
end interface
integer, parameter :: M = 48, N = 64

integer i, j
integer, dimension(M,N) :: a1
integer, dimension(M,N) :: a2
integer, dimension(M,N) :: s_a3
integer, dimension(M,N) :: v_a3
logical :: err_flag = .false.

! compute random numbers for arrays
```
Example: Where user-defined function is not vectorized

```fortran
Example: Where user-defined function is not vectorized

do j = 1, N
do i = 1, M
    a1(i,j) = rand() * M
    a2(i,j) = rand() * M
end do
end do

! compute serial results
do j = 1, N
!dir$ novector
    do i = 1, M
        s_a3(i,j) = foo(a1(i,j), a2(i,j))
    end do
end do

! compute vector results
do j = 1, N
    do i = 1, M
        v_a3(i,j) = foo(a1(i,j), a2(i,j))
    end do
end do

! compare serial and vector results
do j = 1, N
    do i = 1, M
        if (s_a3(i,j) .ne. v_a3(i,j)) then
            err_flag = .true.
            print *, s_a3(i, j), v_a3(i,j)
        end if
    end do
end do

if (err_flag .eq. .true.) then
    write(*,*) "FAILED"
else
    write(*,*) "PASSED"
end if
end program

!! file: vecfoo.f90
integer function foo(a, b)
    implicit none
    integer, intent(in) :: a, b
    foo = a - b
end function
```

When you compile the above code, the loop containing the `foo()` function is not auto-vectorized because the auto-vectorizer does not know what `foo()` does unless it is inlined to this call site.

In such cases where the function call is not inlined, you can use the `!DIRS` attributes `vector::function-name-list` declaration to vectorize the loop and the function `foo()`. All you need to do is add the vector declaration to the function declaration, and recompile the code. The loop and function are vectorized.
Example: Where loop with user-defined function with vector declaration is auto-vectorized

```f90
!! file simdmain.f90
program simdtest
! Test vector function in external file.
implicit none
interface
  integer function foo(a, b)
!dir$ attributes vector :: foo
  integer a, b
  end function foo
end interface

integer, parameter :: M = 48, N = 64

integer i, j
integer, dimension(M,N) :: a1, a2, s_a3, v_a3
logical :: err_flag = .false.

! compute random numbers for arrays
do j = 1, N
  do i = 1, M
    a1(i,j) = rand() * M
    a2(i,j) = rand() * M
  end do
end do

! compute serial results
!dir$ novector
do j = 1, N
  s_a3(i,j) = foo(a1(i,j), a2(i,j))
end do

! compute vector results
do j = 1, N
  v_a3(i,j) = foo(a1(i,j), a2(i,j))
end do

! compare serial and vector results
do j = 1, N
  do i = 1, M
    if (s_a3(i,j) .ne. v_a3(i,j)) then
      err_flag = .true.
      print *, s_a3(i, j), v_a3(i,j)
    end if
  end do
end do
if (err_flag .eq. .true.) then
  write(*,*) "FAILED"
else
  write(*,*) "PASSED"
end if
```

Example: Where loop with user-defined function with vector declaration is auto-vectorized

```fortran
end program

!! file: vecfoo.f90
integer function foo(a, b)
!dir$ attributes vector :: foo
implicit none
integer, intent(in) :: a, b
foo = a - b
end function

[49 C:/temp] ifort -Qvec-report simdmain.f90 vecfoo.f90 simdmain.f90 vecfoo.f90
C:\temp\simdmain.f90(3): (col. 3) remark: LOOP WAS VECTORIZED.
C:\temp\vecfoo.f90(3): (col. 3) remark: FUNCTION WAS VECTORIZED.
```

Restrictions on Using vector declaration

Vectorization depends on two major factors: hardware and the style of source code. When using the vector declaration, the following features are not allowed:

- Thread creation and joining through `_Cilk_spawn`, `_Cilk_for`, OpenMP* parallel/for/sections/task, and explicit threading API calls
- Using setjmp, longjmp, EH, SEH
- Inline ASM code and VML
- Calling non-vector functions (note that all SVML functions are considered vector functions)
- Locks, barriers, atomic construct, critical sections (presumably this is a special case of the previous one)
- The GOTO statement
- Intrinsics (for example, SVML intrinsics)
- Function call through function pointer and virtual function
- Any loop/array notation constructs
- Struct access
- The computed GOTO statement is not supported

Formal parameters must be of the following data types:

- (un)signed 8, 16, 32, or 64-bit integer
- 32- or 64-bit floating point
- 64- or 128-bit complex

See Also

SIMD Loop Directive directive
Function Annotations and the SIMD Directive for Vectorization

Function Annotations and the SIMD Directive for Vectorization

This topic presents specific Fortran language features that better help to vectorize code.

**NOTE**

The SIMD vectorization feature is available for both Intel® microprocessors and non-Intel microprocessors. Vectorization may call library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The vectorization can also be affected by certain options, such as `/arch` (Windows*), `-m` (Linux* and OS X*), or `[Q]x`. 
The `!DIR$ ATTRIBUTES ALIGN: N` directive enables you to overcome hardware alignment constraints. The `restrict` qualifier and the auto-vectorization hints address the stylistic issues due to lexical scope, data dependency, and ambiguity resolution. The SIMD feature's directive allows you to enforce vectorization of loops.

You can use the `!DIR$ ATTRIBUTES VECTOR[:clauses]::function-name-list` directive to vectorize user-defined functions and loops. For SIMD usage, a function with the `VECTOR` attribute is called from a loop that is being vectorized.

You can use the `cord declarations to provide a user-defined vector implementation for a function.`

The usage model of the `VECTOR` attribute is that the code generated for the function actually takes a small section ( `VECTORLENGTH` ) of the array, by value, and exploits SIMD parallelism, whereas the implementation of task parallelism is done at the call site.

The following table summarizes the language features that help vectorize code.

<table>
<thead>
<tr>
<th>Language Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>!DIR$ ATTRIBUTES ALIGN : n :: var</code></td>
<td>Directs the compiler to align the variable to an <code>n</code>-byte boundary. Address of the variable is <code>address mod n=0</code>.</td>
</tr>
<tr>
<td><code>!DIR$ ATTRIBUTES VECTOR [: clauses] :: function-name-list</code></td>
<td>Provides data parallel semantics by combining with the vectorized operations or loops at the call site. When multiple instances of the vector declaration are invoked in a parallel context, the execution order among them is not sequenced. The clauses are:</td>
</tr>
<tr>
<td></td>
<td>• <code>PROCESSOR</code></td>
</tr>
<tr>
<td></td>
<td>• <code>VECTORLENGTH</code></td>
</tr>
<tr>
<td></td>
<td>• <code>LINEAR</code></td>
</tr>
<tr>
<td></td>
<td>• <code>UNIFORM</code></td>
</tr>
<tr>
<td></td>
<td>• <code>[NO]MASK</code></td>
</tr>
</tbody>
</table>

**Auto-vectorization Hints**

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>!DIR$ IVDEP</code></td>
<td>Instructs the compiler to ignore assumed vector dependencies.</td>
</tr>
<tr>
<td><code>!DIR$ VECTOR [ALWAYS]</code></td>
<td>Specifies how to vectorize the loop and indicates that efficiency heuristics should be ignored. Using the <code>ASSERT</code> keyword with the <code>VECTOR [ALWAYS]</code> directive generates an error-level assertion message if the compiler efficiency heuristics indicate that the loop cannot be vectorized. Use <code>DIR $ IVDEP</code> to ignore the assumed dependencies.</td>
</tr>
<tr>
<td><code>!DIR$ NOVECTOR</code></td>
<td>Specifies that the loop should never be vectorized.</td>
</tr>
</tbody>
</table>

**NOTE**

Some directives are available for both Intel® microprocessors and non-Intel microprocessors, but may perform additional optimizations for Intel® microprocessors than for non-Intel microprocessors.

**User-mandated directive**

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>!DIR$ SIMD</code></td>
<td>Enforces vectorization of loops.</td>
</tr>
</tbody>
</table>

**See Also**

- `IVDEP` directive
- `SIMD Loop Directive` directive
- `VECTOR` and `NOVECTOR` directive
ATTRIBUTES directive
User-mandated or SIMD Vectorization
Guided Auto Parallelism Overview

The Guided Auto Parallelism (GAP) feature of the Intel® Fortran Compiler is a tool that offers selective advice to improve the performance of serially-coded applications by suggesting changes that will take advantage of the compiler’s ability to automatically vectorize and parallelize your code as well as improve the efficiency of data operations. Despite having the words “auto parallelism” in the name, this tool does not require you to implement threaded code in order to improve the execution performance of your code nor does it require that your code is already threaded or parallel code.

You do not need to use any advanced optimization techniques such as inter-procedural analysis or profile-guided feedback to use this feature. Using the [Q]guide set of options in addition to the compiler options you normally use is sufficient to enable the GAP feature, with the requirement that you must compile with -O2 or higher optimization levels. The compiler does not generate any object files or executables during the GAP run.

In debug mode (/Zi on Windows* OS, -g on Linux* OS), the compiler’s optimization level defaults to /Od (on Windows* OS) or -O0 (on Linux* OS and OS X*); thus O2 (or a higher level optimization) must be specified explicitly on the command-line.

NOTE
You can use the [Q]diag-disable option along with the [Q]guide option to direct the compiler to suppress specific diagnostic messages.

For example, the options:

// (Windows* OS) /Qguide, /Qdiag-disable:30534

// (Linux* OS and OS X*)
-guide, -diag-disable:30534

tells the compiler not to emit the 30534 diagnostic. The [Q]diag-disable mechanism works the same way as it does for compiler-warnings.

If you decide to follow the advice offered by the GAP tool by making the suggested code changes and/or using the suggested compiler options, you must then recompile the program without the [Q]guide option.

Any advice generated by the compiler when using the GAP tool is optional; you can either implement it or reject it. The advice typically falls under three broad categories:

- **Advice for source modifications:** The compiler advises you to make source changes that are localized to a loop-nest or a routine. For example, the tool may recommend that you use a local-variable for the upper-bound of a loop or that you should initialize a local variable unconditionally at the top of the loop-body.

- **Advice to apply directives:** The compiler advises you to apply a new directive on a certain loop-level if the directive semantics can be satisfied (you must verify this). In many cases, you may be able to apply the directive (thus implicitly asserting new program/loop properties) that the compiler can then take advantage of to perform enhanced optimizations.

- **Advice to add compiler options:** The compiler advises you to add command-line options that assert new properties.

NOTE
These suggested compiler options apply to the entire file. It is your responsibility to check that the properties asserted by these options are valid for the entire file, and not just the loop in question.
If you use GAP options along with option [Q]parallel, the compiler may suggest options to further parallelize your application. The compiler may also offer advice on enabling other optimizations of your application, including vectorization.

If you use the GAP options without enabling auto parallelism (without using the [Q]parallel option), the compiler may only suggest enabling optimizations such as vectorization for your application. This approach is recommended when you wish to improve the performance of a single-threaded code without the use of parallelization or when you want to improve the performance of threaded applications that do not rely on the compiler for auto parallelism.

See Also
Using Guided Auto Parallelism
diag, Qdiag compiler option
g, Zi, Z7 compiler option

Using Guided Auto Parallelism

The Guided Auto Parallelism feature of the Intel® Fortran Compiler is a tool offering selective advice to improve the performance of serially-coded applications. The tool suggests changes that take advantage of the compiler’s ability to automatically vectorize and parallelize code as well as improve the efficiency of data operations. The tool does not require that you implement threaded code to improve the execution performance of your code, nor does it require that your code is already threaded or parallel code.

To invoke this tool, use the compiler option [Q]guide [=n]. Using this option causes the compiler to generate messages suggesting ways to optimize the performance of your application. You can also use more specific compiler options such as [Q]guide-vec, [Q]guide-par, and [Q]guide-data-trans, to perform individual guided optimizations for vectorizing, parallelizing, and data transformation of your application.

When any guided auto parallelism option is used, the compiler provides only diagnostic advice. Object files or executables are not created in this mode. See the table below for descriptions of the options.

<table>
<thead>
<tr>
<th>Syntax</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Q]guide</td>
<td>Allows you to set a level of guidance for auto-vectorization and data transformation analysis. To obtain guidance for auto parallelism, you must use the [Q]parallel option along with the [Q]guide option. Allows you to set a level of guidance only for auto parallelism analysis.</td>
</tr>
<tr>
<td>[Q]guide-par</td>
<td>NOTE You must use the [Q]parallel option along with the [Q]guide-par option to get this advice.</td>
</tr>
<tr>
<td>[Q]guide-vec</td>
<td>Allows you to set a level of guidance for auto-vectorization analysis only.</td>
</tr>
<tr>
<td>[Q]guide-data-trans</td>
<td>Allows you to set a level of guidance for data transformation analysis only.</td>
</tr>
</tbody>
</table>

For all of the above options, the optional argument n specifies the level of guidance. The argument n takes the values 1-4. When n is not specified, the default is 4. If you specify n=1 or 2, a standard level of guidance is provided.

When you use n=3 or n=4, you may get advanced messages. For example, you may get messages about how to optimize a particular loop-nest or get a message on how exception-handling inside a loop-nest affects optimizations for that loop-nest. Or you may get a message on how to provide extra information to the compiler on cost-modeling (expected values of trip-counts, and so on).

If you simultaneously specify a level of guidance for the general [Q]guide option and also for one or more of the other specific guide options, the level of guidance (n) for the specific guide option overrides the general [Q]guide option setting.
If you do not specify a level of guidance for the general \texttt{[Q]guide} option, but do set a level of guidance for one or more of the specific guide options, the \texttt{[Q]guide} option is set equal to the greatest value passed to the specific guide options.

**Capturing Guidance Messages**

The guided auto parallelism tool analyzes all of your serial code or individual parts of your code and generates advisory messages. By default, messages that are generated by the guided auto parallelism tool are output to \texttt{stderr}.

To capture messages in a file, use the options listed in the following table.

\begin{table}[h]
\centering
\begin{tabular}{|l|p{0.7\textwidth}|}
\hline
Syntax & Description \\
\hline \texttt{[Q]guide-file} & Gathers all messages generated during a guided auto-parallelization run into the specified file. \\
\texttt{[Q]guide-file-append} & Allows you to specify the file into which all messages generated during a guided auto parallelism run should be appended. \\
\hline
\end{tabular}
\end{table}

For the above options, the \texttt{file_name} argument can also include a path. If a path is not specified, the file is created in the current working directory. If there is already a file named \texttt{file_name}, it is overwritten when you use the \texttt{[Q]guide-file} option. If you do not include an extension as part of the \texttt{file_name}, the extension \texttt{.guide} is appended.

**Configuring Code Regions for GAP Messages**

To limit guided auto parallelism analysis to specific regions (hotspots) in your application, use the options mentioned in the table below.

\begin{table}[h]
\centering
\begin{tabular}{|l|p{0.7\textwidth}|}
\hline
Syntax & Description \\
\hline \texttt{[Q]guide-opts} & Allows you to analyze specified code elements, identified by \texttt{string}. \\
\texttt{[Q]guide-profile} & Allows you to specify a loop profiler data file (or a set of files) when used with \texttt{[Q]guide} option. \\
\hline
\end{tabular}
\end{table}

You must use the \texttt{[Q]guide-opts} option along with one of the guided auto parallelism options, such as \texttt{[Q]guide}, \texttt{[Q]guide-vec}, \texttt{[Q]guide-par}, and \texttt{[Q]guide-data-trans}. Use the \texttt{string} parameter to provide information about known areas of interest (hotspots). The \texttt{string} parameter takes one or more of the following variables: \texttt{filename}, \texttt{routine}, \texttt{range}. The compiler parses the \texttt{string} parameter and generates syntax errors if there are any.

**Windows* OS Syntax**

\texttt{/Qguide-opts:string}

**Linux* OS and OS X* Syntax**

\texttt{-guide-opts=string}

Follow these guidelines when using the \texttt{string} parameter:

- Use only valid file names, routine names, and line numbers. The guided auto parallelism tool ignores invalid values and issues a diagnostic message stating what was ignored.
• Enclose routine names within single quotation marks. Specify original source names (demangled names) as routine names. A routine name alone may not always be sufficient to uniquely identify a routine. You may need to specify additional parameter information to uniquely identify the routine. For example:

**Linux* OS and OS X***:

```
-guide-opts="foo.cpp,'CLHEP::StaticRandomSta::restore(std::basic_istream<char,std::char_traits<char>>&)'"
-guide-opts="bar.f90,'module_1::routine_name'"
-guide-opts="baz.c,'c_routine_name'"
```

**Windows* OS**:

```
/Qguide-opts:"foo.cpp,'CLHEP::StaticRandomSta::restore(std::basic_istream<char,std::char_traits<char>>&)'"
/Qguide-opts:"bar.f90,'module_1::routine_name'"
/Qguide-opts:"baz.c,'c_routine_name'"
```

For any specified routine name, the GAP tool first tries to uniquely identify the routine using specified routine information. If that is not possible, then it selects all routines with the specified routine name. The GAP tool uses the parameter information, if specified, to narrow the selection.

• When inlining is involved, use the callee line numbers. The generated messages also use the callee line numbers.

Alternatively, you can automate and narrow down the targeted regions to specific hotspots in your application code by using the `[Q]guide-profile` option with the `[Q]guide` option.

**Windows* OS Syntax**

```
/Qguide-profile:filename | dir [, [filename|dir]...]
```

**Linux* OS and OS X*** Syntax

```
-guide-profile=filename | dir [, [filename|dir] ... ]
```

The region targeted by the `[Q]guide` option, when used along with the `[Q]guide-profile` option, is configured by processing the XML data file(s) produced from a loop-profiler-instrumented run. The loop profiler result files are specified as the actual loop profiler data file, or as the directory name where loop profile data files are stored.

**See Also**

guide, Qguide compiler option
guide-par, Qguide-par compiler option
guide-vec, Qguide-vec compiler option
guide-data-trans, Qguide-data-trans compiler option
guide-file, Qguide-file compiler option
guide-file-append, Qguide-file-append compiler option
guide-opts, Qguide-opts compiler option
guide-profile, Qguide-profile compiler option

**See Also**

**Guided Auto Parallelism Messages**

**Guided Auto Parallelism Messages Overview**

The Guided Auto Parallelism (GAP) messages provide advice that should improve optimizations.

The messages provide suggestions for:

• Automatic parallelization of loop nests
Automatic vectorization of inner loops
Data transformation

You must decide whether to follow a particular suggestion. For example, if the advice is to apply a particular directive, you must understand the semantics of the directive and carefully consider whether it can be safely applied to the loop (or loop nest) in question.

If you apply the directive improperly, the compiler may generate incorrect code, causing the application to execute incorrectly.

If you do not fully understand the suggested advice, please refer to the relevant topics in the compiler documentation before applying that advice.

Once you apply the suggested advice, the compiler assumes that it is correct and it does not perform any checks or issue any warnings.

In general, messages that relate to loops tend to target vectorization and/or parallelization of loops. If you are not familiar with loop optimizations, please refer to the compiler documentation on this kind of optimization.

Optimizations can be helped or hindered when data is fetched from or stored to memory. Sometimes these fetch and store operations are referred to as reads and writes, but do not confuse these with READ and WRITE input/output statements. A READ statement (input) is only one of many ways to cause a store to memory, and a WRITE statement (output) is only one of many ways to cause a fetch from memory. Values in an expression must be fetched from (read from) memory before the expression can be evaluated. Variables on the left-hand side of an assignment will be the target of a store to (write to) memory. Actual arguments passed to called procedures can be fetched from and stored to memory.

See Also
Using Guided Auto Parallelism
Guided Auto Parallelism Overview
Enabling Auto-parallelization
Enabling Further Loop Parallelization for Multicore Platforms
Loop Constructs

GAP Message (Diagnostic ID 30506)

Message
If the following operations(s) can be safely performed unconditionally, the loop at line %d will be vectorized by adding a "%s ivdep" statement right before the loop: %s.

Advice
Add "!DIR$ IVDEP" before the specified loop.

This directive enables the vectorization of the loop at the specified line. Insure that any conditional divide, sqrt, and inverse sqrt operations will not alter the exception semantics expected by the program when they are performed unconditionally.

Example
Consider the following:

```fortran
subroutine foo(a, n)
    integer n
    real a(n)
    do i=1,n
        if (a(i) .gt. 0) then
            a(i) = 1 / a(i)
        endif
    enddo
end
```
In this case, the compiler is unable to vectorize the loop since the condition "a(i) .gt. 0" may be guarding floating-point exceptions for the divide.

If you determine it is safe to do so, you can add the directive as follows:

```fortran
subroutine foo(a, n)
   integer n
   real a(n)
   !dir$ ivdep
   do i=1,n
      if (a(i) .gt. 0) then
         a(i) = 1 / a(i)
      endif
   enddo
end
```

**Verify**

Confirm that the program operands have safe values for all iterations.

**GAP Message (Diagnostic ID 30513)**

**Message**

Insert a "%s ivdep" statement right before the loop at line %d to vectorize the loop.

**Advice**

Add "!DIR$ IVDEP" before the specified loop. This directive enables the vectorization of the loop at the specified line by ignoring some of the assumed cross-iteration data dependencies.

**Example**

Consider the following:

```fortran
subroutine foo(a, m, n)
   real a(n)
   do i=1,n
      a(i) = a(i+m) + 1
   enddo
end
```

In this case, the compiler is unable to vectorize the loop because m could be -1, where each iteration is dependent on the previous iteration. If m is known to be positive, you can vectorize this loop.

If you determine it is safe to do so, you can add the directive as follows:

```fortran
subroutine foo(a, m, n)
   real a(n)
   !dir$ ivdep
   do i=1,n
      a(i) = a(i+m) + 1
   enddo
end
```

**Verify**

Confirm that any arrays in the loop do not have unsafe cross-iteration dependencies. A cross-iteration dependency exists if a memory location is modified in an iteration of the loop and accessed by a fetch or store operation in another iteration of the loop. Make sure that there are no such dependencies, or that any cross-iteration dependencies can be safely ignored.
**GAP Message (Diagnostic ID 30515)**

**Message**
Assign a value to the variable(s) "\%s" at the beginning of the body of the loop in line \%d. This will allow the loop to be vectorized.

**Advice**
You should unconditionally initialize the scalar variables at the beginning of the specified loop. This allows the vectorizer to privatize those variables for each iteration and vectorize the loop. You must ensure that all the uses of those variables see the same values before and after the source code change.

**Example**
Consider the following:

```fortran
subroutine foo(a, n)
  integer n
  do i=1,n
    if (a(i) .gt. 0) then
      b = a(i)
      a(i) = 1 / a(i)
    endif
    if (a(i) .gt. 1) then
      a(i) = a(i) + b
    endif
  enddo
end
```

In this case, the compiler is unable to vectorize the loop because it failed to privatize the variable \(b\). Vectorization is assisted when assignment to \(b\) occurs in each iteration where the value of \(b\) is used. One of the ways to do this is to assign the value in every iteration.

If you determine it is safe to do so, you can modify the program code as follows:

```fortran
subroutine foo(a, n)
  integer n
  real a(n), b
  do i=1,n
    b = a(i)
    if (a(i) .gt. 0) then
      a(i) = 1 / a(i)
    endif
    if (a(i) .gt. 1) then
      a(i) = a(i) + b
    endif
  enddo
end
```

**Verify**
Confirm that in the original program, any variables fetched in any iteration of the loop have been defined earlier in the same iteration.

**GAP Message (Diagnostic ID 30519)**

**Message**
Insert a "\%s parallel" statement right before the loop at line \%d to parallelize the loop.
Advice
Add "$DIR$ PARALLEL" before the specified loop. This directive enables the parallelization of the loop at the specified line by ignoring assumed cross-iteration data dependencies.

Example
Consider the following:

```fortran
void foo(float *a, int m, int n) {
    int i;
    for (i=0; i<n; i++) {
        a[i] = a[i+m]+1;
    }
    return;
}
subroutine foo(a, m, n)
    real a(n)
    do i=1,n
        a(i) = a(i+m) + 1
    enddo
end
```

In this case, the compiler is unable to parallelize the loop without further information about \( m \). For example, if \( m \) is negative, then each iteration will be dependent on the previous iteration. However, if \( m \) is known to be greater than \( n \), you can parallelize the loop.

If you determine it is safe to do so, you can add the directive as follows:

```fortran
subroutine foo(a, m, n)
    real a(n)
    !dir$ parallel
    do i=1,n
        a(i) = a(i+m) + 1
    enddo
end
```

Verify
Confirm that any arrays in the loop do not have cross-iteration dependencies. A cross-iteration dependency exists if a memory location is modified in an iteration of the loop and accessed by a fetch or store operation in another iteration of the loop.

GAP Message (Diagnostic ID 30521)

Message
Assign a value to the variable(s) "%s" at the beginning of the body of the loop in line %d. This will allow the loop to be parallelized.

Advice
Check to see if you can unconditionally initialize the scalar variables at the beginning of the specified loop. If so, do the code change for such initialization (standard), or list the variables in the private clause of a parallel directive (advanced). This allows the parallelizer to privatize those variables for each iteration and to parallelize the loop.

Example
Consider the following:

```fortran
subroutine foo (A, B, cond1, cond2)
    integer, parameter :: N = 100000
    integer I
```
in this case, the compiler does not parallelize the loop because it cannot privatize the variable \( t \) without further information. if you know that \( \text{cond1} \) or \( \text{cond2} \) is true, or both \( \text{cond1} \) and \( \text{cond2} \) are true, then you can assist the parallelizer by ensuring that any iteration that uses \( t \) also writes to \( t \) before its use in the same iteration. one of the ways to do this is to assign a value to \( t \) at the top of each iteration.

if you determine it is safe to do so, you can modify the program code as follows:

```fortran
subroutine foo (A, B, cond1, cond2)
    integer, parameter :: N = 100000
    integer I
    real(8) A(N), B(N), T
    logical cond1, cond2
    do I = 1, N
        T = 0
        if (cond1) T = i + 1
        if (cond2) T = i - 1
        A(I) = T
    end do
end
```

**Verify**

Confirm that in the original program, any variables fetched in any iteration of the loop have been defined earlier in the same iteration.

**See Also**

GAP Message (Diagnostic ID 30523)

GAP Message (Diagnostic ID 30522)

**Message**

Insert a "%s parallel private(%s)" statement right before the loop at line %d to parallelize the loop.

**Advice**

Add "DIR$ PARALLEL PRIVATE" before the specified loop. This directive enables the parallelization of the loop at the specified line.

In this case, the compiler does not parallelize the loop since it cannot determine whether \( m1 \geq m2 \).

If you know that this property is true, and that no element of \( W \) is fetched before it is written to after the loop, then you can use the recommended directive.

If you determine it is safe to do so, you can add the directive as follows:

```fortran
subroutine foo (A, B, C, n, m1, m2)
    real (4) A(10000, 10), B(10000, 10), C(10000, 10)
    integer n, m1, m2
    real W(1000)
    integer i, j
    !DIR$ PARALLEL PRIVATE (W)
    do i=1,n
```


```
do j=1,m1
   \text{W}(j) = A(j,i) \times B(j,i)
end do
do j=1,m2
   C(j,i) = W(j) + 1.0
end do
end
```

**Verify**

Before an element of an array can be fetched in the loop, there must have been a previous store to it during the same loop iteration. In addition, if an element is fetched after the loop, there must have been a previous write to it before the fetch after the loop.

**GAP Message (Diagnostic ID 30523)**

**Message**

Assign a value to the variable(s) "\(\text{s}\)" at the beginning of the body of the loop in line \(\text{d}\). This will allow the loop to be parallelized.

**Advice**

Check to see if you can unconditionally initialize the scalar variables at the beginning of the specified loop. If so, do the code change for such initialization (standard), or list the variables in the private clause of a PARALLEL directive (advanced). This allows the parallelizer to privatize those variables for each iteration and to parallelize the loop.

**Verify**

Confirm that in the original program, any variables fetched in any iteration of the loop have been defined earlier in the same iteration or have been privatized by means of the private clause of a PARALLEL directive.

**See Also**

GAP Message (Diagnostic ID 30521)

**GAP Message (Diagnostic ID 30525)**

**Message**

Insert a "\(\text{s}\) loop count min(\(d\))" statement right before the loop at line \(\text{d}\) to parallelize the loop.

**Advice**

Add "!DIR$ LOOP COUNT" before the specified loop. This directive indicates the minimum trip count (number of iterations) of the loop that enables the parallelization of the loop.

**Example**

Consider the following:

```
subroutine foo (n)
   integer, parameter :: N2 = 10000
   real (8) :: A(N2), B(N2)
   integer :: i
   do i =1, n
      A(i) = B(i) \times B(i)
   end do
end subroutine foo
```
In this case, if the trip count of the loop at line 5 is greater than 128, then use the LOOP COUNT directive to parallelize this loop.

If you determine it is safe to do so, you can add the directive as follows:

```fortran
subroutine foo (n)
    integer, parameter :: N2 = 10000
    real (8) :: A(N2), B(N2)
    integer :: i
    !dir$ loop count min(128)
    do i =1, n
        A(i) = B(i) * B(i)
    end do
end subroutine foo
```

Make sure that the loop has a minimum of 128 iterations.

**Verify**

Confirm that the loop has the minimum number of iterations, as specified in the diagnostic message.

**See Also**

*Guided Auto Parallelism Messages Overview* provides advice for improving optimizations

**GAP Message (Diagnostic ID 30526)**

**Message**

To parallelize the loop at line %d, annotate the routine %s with %s.

**Advice**

If the loop contains a call to a function, the compiler cannot parallelize the loop without more information about the function being called.

However, if the function being called in the loop is an elemental function or a function specified with `ATTRIBUTES CONCURRENCY_SAFE`, then the call does not inhibit parallelization of the loop.

**Example**

Consider the following:

```fortran
subroutine foo ()
    integer, parameter :: N2 = 10000
    real (8) :: A(N2), B(N2)
    interface
        function bar (k)
            integer :: bar, k
        end function bar
    end interface
    integer :: i
    do i =1, N2
        A(i) = B(i) * bar(N2)
    end do
end subroutine foo
```

In this case, to parallelize the loop at line 11, declare the routine `bar` as elemental.

If you determine it is safe to do so, an alternative way you can modify the program code is as follows:

```fortran
subroutine foo ()
    integer, parameter :: N2 = 10000
    real (8) :: A(N2), B(N2)
    interface
```

```
```
Example
Consider the following:

Verify
Confirm the routine satisfies the semantics of this annotation. A weaker annotation able to achieve a similar effect is `ATTRIBUTES CONCURRENCY_SAFE(PROFITABLE)`.

See Also
GAP Message (Diagnostic ID 30528)

GAP Message (Diagnostic ID 30528)

Message
Add "%s" to the declaration of routine "%s" in order to parallelize the loop at line %d. Adding "%s" achieves a similar effect.

Advice
Confirm that the routine specified is indeed an elemental function or an `ATTRIBUTES CONCURRENCY_SAFE` function before following the advice to add the annotation.

If the routine is not one of these kinds of functions, try to inline it with a `FORCEINLINE RECURSIVE` directive. This action may or may not be beneficial.

Example
Consider the following:

```
subroutine foo ()
integer, parameter :: N2 = 10000
real (8) :: A(N2), B(N2)
interface
   function bar (k)
      integer :: bar, k
   end function bar
end interface

integer :: i
do i =1, N2
   A(i) = B(i) * bar(N2)
end do
end subroutine foo
```

In this case, to parallelize the loop at line 11, declare the routine `bar` as elemental.
If you determine it is safe to do so, an alternative way you can modify the program code is as follows:

```fortran
subroutine foo ()
    integer, parameter :: N2 = 10000
    real (8) :: A(N2), B(N2)
    interface
        function bar (k)
            !dir$ attributes concurrency_safe : profitable
            integer :: bar, k
        end function bar
    end interface
    integer :: i
    do i = 1, N2
        A(i) = B(i) * bar(N2)
    end do
end subroutine foo
```

**Verify**

Confirm that the routine satisfies the semantics of this declaration. Another way to help the loop being parallelized is to inline the routine with the `FORCEINLINE RECURSIVE` directive, but this method does not guarantee parallelization.

**See Also**

GAP Message (Diagnostic ID 30526)

GAP Message (Diagnostic ID 30531)

**Message**

Store the value of the upper-bound expression of the loop at line %d into a temporary local variable, and use this variable as the new upper-bound expression of the loop. To do this, insert a statement of the form "temp = upper-bound of loop" right before the loop, where "temp" is the newly created local variable. Choose a variable name that is unique, then replace the loop's original upper-bound expression with "temp".

**Advice**

Use a local-variable for the loop upper-bound if the upper-bound does not change during the execution of the loop. This enables the compiler to recognize the loop as a proper counted do loop, which enables various loop optimizations including vectorization and parallelization.

This message appears when the compiler cannot output the exact upper-bound variable to be replaced.

**Verify**

Confirm that the value of the upper-bound expression does not change throughout the entire execution of the loop.

**See Also**

GAP Message (Diagnostic ID 30532)

GAP Message (Diagnostic ID 30532)

**Message**

Store the value of the upper-bound expression (%s) of the loop at line %d into a temporary local variable, and use this variable as the new upper-bound expression of the loop. To do this, insert a statement of the form "temp = %s" right before the loop, where "temp" is the newly created local variable. Choose a variable name that is unique, then replace the loop's original upper-bound expression with "temp".
Advice
Use a local-variable for the loop upper-bound if the upper-bound does not change during the execution of the loop. This enables the compiler to recognize the loop as a proper counted do loop, which in turn enables various loop optimizations including vectorization and parallelization.

This message appears when the compiler can output the exact upper-bound variable to be replaced.

Verify
Confirm that the value of the upper-bound expression does not change throughout the entire execution of the loop.

See Also
GAP Message (Diagnostic ID 30531)

GAP Message (Diagnostic ID 30533)

Message
Compile with the %s option to vectorize and/or parallelize the loop at line %d.

Advice
Use the [Q]opt-subscript-in-range option for the specified file during compilation.

This option helps the compiler vectorize and parallelize the loop at the specified line. You must verify that the loops in the file do not contain very large integers and are not likely to generate very large integers in intermediate computations. A very large integer is loosely defined as follows: On an n-bit machine, a very large integer is typically >= 2^{n-2}. For example, on a 32-bit machine, a very large integer would be >= 2^{30}.

Verify
Confirm that no loop in the program contains or generates very large integers (typically very large integers are >= 2^{30}).

GAP Message (Diagnostic ID 30538)

Message
Moving the block of code that consists of a function-call (line %d), if-condition (line %d), and an early return (line %d) to outside the loop may enable parallelization of the loop at line %d.

Advice
Move the function call and an associated return from inside the loop (perhaps by inserting them before the loop) to help parallelize the loop.

This kind of function-leading-to-return inside a loop usually handles some error-condition inside the loop. If this error check can be done before starting the execution of the loop without changing the program semantics, the compiler may be able to parallelize the loop thus improving performance.

Verify
Confirm that the function call does not rely on any computation inside the loop and that restructuring the code as suggested above, retains the original program semantics.
Overview: Intel® MIC Architecture

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

The Intel® Fortran Compiler provides several elements to enable programming for and building binaries to run on the Intel® Many Integrated Core Architecture (Intel® MIC Architecture), including:

- language extensions
- compiler options
- environment variables
- OpenMP® considerations

Code that is defined for offloading runs on an Intel® Xeon® processor-based host, running Linux® or Windows®, and on targets supporting Intel® MIC Architecture.

Programming for Intel® MIC Architecture

You can write parallel programs that offload sections of code to run on the Intel® MIC Architecture, or alternatively, that run natively on Intel® MIC Architecture. Compiling a source file that contains extensions to facilitate programming for the Intel MIC Architecture creates what is called a fat binary which contains both the host binary and an offload binary. Fat binaries can be objects, archives, or executables depending on the options used at compilation. Refer to the documentation on the Offload Extract Tool (offload_extract) for information on how to extract the offload binary from the fat binary.

The compiler provides the following language extensions to facilitate programming for Intel® MIC Architecture:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFFLOAD directive</td>
<td>Directives to control the data transfer between the CPU and the coprocessor.</td>
</tr>
<tr>
<td>OFFLOAD_ATTRIBUTE directive</td>
<td></td>
</tr>
<tr>
<td>OFFLOAD_TRANSFER directive</td>
<td></td>
</tr>
<tr>
<td>OFFLOAD_WAIT directive</td>
<td></td>
</tr>
<tr>
<td>OFFLOAD BEGIN and END OFFLOAD directive</td>
<td></td>
</tr>
<tr>
<td>PREFETCH/NOPREFETCH directive</td>
<td></td>
</tr>
<tr>
<td>ATTRIBUTES OFFLOAD directive</td>
<td>A directive for placing variables and functions on the coprocessor.</td>
</tr>
<tr>
<td><strong>MIC</strong> preprocessor symbol</td>
<td>Predefined preprocessor symbols you can use when programming for Intel® MIC Architecture.</td>
</tr>
<tr>
<td><strong>KNC</strong> preprocessor symbol</td>
<td></td>
</tr>
<tr>
<td>__INTEL_OFFLOAD preprocessor symbol</td>
<td></td>
</tr>
<tr>
<td>APIs in mic_lib.f90</td>
<td>A set of functions for:</td>
</tr>
</tbody>
</table>
Building for Intel® MIC Architecture

The compiler provides the following compiler options and environment variables that you can use when building a binary for Intel® MIC Architecture:

<table>
<thead>
<tr>
<th>Compiler Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>The negative form of <code>qoffload</code>, <code>Qoffload</code></td>
<td>Ignores language constructs for offloading.</td>
</tr>
<tr>
<td><code>Qmic</code> (Windows*)</td>
<td>Builds an application that runs natively on Intel® MIC Architecture.</td>
</tr>
<tr>
<td><code>mmic</code> (Linux*)</td>
<td></td>
</tr>
<tr>
<td><code>Qoffload ATTRIBUTE-TARGET</code>, <code>qoffload ATTRIBUTE-TARGET</code></td>
<td>Flags every global routine and global data object in the source file with the offload attribute <code>target(mic)</code>.</td>
</tr>
<tr>
<td><code>Qoffload-option</code>, <code>qoffload-option</code></td>
<td>Specifies options to be used for the specified target and tool.</td>
</tr>
<tr>
<td><code>Qopt-report-phase:offload</code>, <code>qopt-report-phase=offload</code></td>
<td>Specifies the offload optimizer phase to use when optimization reports are generated.</td>
</tr>
<tr>
<td><code>Qopt-assume-safe-padding</code>, <code>qopt-assume-safe-padding</code></td>
<td>Determines whether the compiler assumes that variables and dynamically allocated memory are padded past the end of the object.</td>
</tr>
<tr>
<td><code>Qopt-streaming-cache-evict</code>, <code>qopt-streaming-cache-evict</code></td>
<td>Specifies the cache eviction level to be used by the compiler for streaming loads and stores.</td>
</tr>
<tr>
<td><code>Qopt-threads-per-core</code>, <code>qopt-threads-per-core</code></td>
<td>Informs the compiler about the number of hardware threads per core that will be used for an application.</td>
</tr>
<tr>
<td><code>Qopt-gather-scatter-unroll</code>, <code>qopt-gather-scatter-unroll</code></td>
<td>Specifies an alternative loop unroll sequence for gather and scatter loops.</td>
</tr>
</tbody>
</table>

The following environment variables are only a few of the available environment variables for Intel® MIC Architecture:

<table>
<thead>
<tr>
<th>Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIC_STACKSIZE</td>
<td>Sets the stack size on the coprocessor.</td>
</tr>
<tr>
<td>MIC_ENV_PREFIX</td>
<td>Controls environment variables passed to the coprocessor.</td>
</tr>
<tr>
<td>MIC_PROXY_IO</td>
<td>Controls the I/O proxy of stderr and stdout.</td>
</tr>
</tbody>
</table>
Programming for Intel® MIC Architecture

Overview: Using a Directive

OFFLOAD
ATTRIBUTES OFFLOAD
OFFLOAD_TRANSFER
OFFLOAD_WAIT
OFFLOAD BEGIN and END OFFLOAD
PREFETCH and NOPREFETCH
ATTRIBUTES
Using Predefined Preprocessor Symbols

See Also
Building for Intel® MIC Architecture

mmic, Qmic
qoffload, Qoffload
qoffload-attribute-target, Qoffload-attribute-target
qoffload-option, Qoffload-option
qopt-assume-safe-padding, Qopt-assume-safe-padding
qopt-report-phase, Qopt-report-phase
qopt-streaming-cache-evict, Qopt-streaming-cache-evict
qopt-threads-per-core, Qopt-threads-per-core
qopt-gather-scatter-unroll, Qopt-gather-scatter-unroll
Offload Extract Tool
Supported Environment Variables

Programming for Intel® MIC Architecture

Overview: Heterogeneous Programming

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

About Heterogeneous Programming

The compiler includes language extensions that simplify writing parallel programs that can offload sections to run on the Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Execution begins on the host CPU and, based on user-defined code, some sections are offloaded to the coprocessor.

Heterogeneous programming must deal with two differences from traditional CPU programming:

- The instruction sets on the CPU and the coprocessor are similar, but not identical.
- The host CPU and the coprocessor do not share common system memory.

Programming Model

The compiler deals with the lack of shared system memory by using directives with the prefix OFFLOAD_.

This model is appropriate for dealing with flat data structures such as scalars, arrays and structs that are bit-wise copyable.

Data in this model is copied back and forth between the CPU and the coprocessor around regions of offloaded code. The data selected for transfer is a combination of variables implicitly transferred because they are lexically referenced within offload constructs, and variables explicitly listed in clauses in the directive.
Specifying that a construct should run on the coprocessor does not guarantee that it will. The presence of an Intel® MIC Architecture-based subsystem and its availability at the offload point determines if the offload succeeds. When an offload fails, the program exits with an error message.

### Optimization Notice

Intel’s compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

### See Also

Overview: Using a Directive

OFFLOAD

Restrictions on Offloaded Code Using a Directive

Dealing with Multiple Coprocessors in a System

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Use the functions described in this section to determine:

- the number of coprocessors in a system
- the coprocessor on which a program is running

Use the header file mic_lib.f90 to define the interfaces for these functions and their usage. Include it with USE mic_lib.

**NOTE**

In a system with multiple coprocessors, you need to specify the `target-number` argument when using the `offload` directive to reliably use data persistence. When you use `alloc_if` or `free_if` to implement data persistence on the coprocessor, but do not specify `target-number`, the compiler runtime randomly chooses a coprocessor, so the chosen coprocessor could be one on which the data is not available.

### Determining the Number of Coprocessors in a System

To determine the number of coprocessors in the system, use the function `result = OFFLOAD_NUMBER_OF_DEVICES()`.

The function returns an integer equal to the number of coprocessors installed and working in the system. If none are installed and working, the return value is 0.

### Determining the Coprocessor on Which a Program is Running

To determine the coprocessor that is executing the program, use the function `result = OFFLOAD_GETDEVICE_NUMBER()`.

The function returns an integer equal to the number of the coprocessor executing the program, where 0 is the first card. If the program is executing on the CPU, the return value is -1.
Determining if Code has Completed Running on a Coprocessor

To determine if a section of offloaded code has completed running on a given coprocessor, you can use the API `OFFLOAD_SIGNALED()`. The syntax for this API is:

`OFFLOAD_SIGNALED(target_number, signal)`

See Also

Calling Functions on the CPU to Modify the Coprocessor’s Execution Environment

OFFLOAD directive

Offload Using a Directive

Overview: Using a Directive

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

This programming model is suitable when the data exchanged between the CPU and the coprocessor consists of scalars, arrays, and Fortran derived types that can be copied from one variable to another using a simple `memcpy`.

Data that flows between the CPU and the coprocessor must have a flat structure.

Data that is created and used entirely on the CPU, or used entirely within the offloaded regions, can be arbitrarily complex, including multi-dimensional arrays, and any composition of data structures using pointers, arrays and Fortran derived types.

You control the data transfer between the CPU and the coprocessor. The data transfer consists of densely packed data structures. You can select the data to be transferred at the point of offload, without needing to declare or allocate it in any special way.

See Also

OFFLOAD

ATTRIBUTES OFFLOAD

OFFLOAD_TRANSFER

OFFLOAD_WAIT

OFFLOAD BEGIN and END OFFLOAD

Rules for Placement of Directives

Initiating an Offload

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

You can place the OFFLOAD directive before a subroutine call statement, a function call statement of the form `x = func()` or an OpenMP* parallel directive.

For example:

```plaintext
!DIR$ OFFLOAD BEGIN target(mic : target_id) &
     inout(numEs) in(all_Vals) out(E_vals)
     do k = 1, MAXSZ
         if ( MODULO(all_Vals(k),2) == 0 ) then
             numEs = numEs + 1
             E_vals(numEs) = all_Vals(k)
         endif
     enddo
!DIR$ END OFFLOAD
```

This code excerpt finds the even numbers and then puts those numbers into an array. The code excerpt begins with `!DIR$ OFFLOAD BEGIN`, and ends with `!DIR$ END OFFLOAD`. The compiler builds the code block to run on both the host and target.
While the instruction sets for the host and targets are similar, they do not share the same system memory. This means that the variables used by the code block must exist on both the host and the target. To ensure that they do, the directives use specifiers to define the variables to copy between the host and target.

- The **in** specifier defines a variable as strictly an input to the target. The value is not copied back to the host.
- The **out** specifier defines a variable as strictly an output of the target. The host does not copy the variable to the target.
- The **inout** specifier defines a variable that is both copied from the host to the target and back from the target to the host.

The directive also has the target (`mic:target_number`) specifier to direct the code to a specific target in a system with multiple targets.

When the main program has offload constructs, by default the compiler builds an application that runs on both the host and target. However, you can also build the same source code to run on just the CPU, using the negative form of the `[	exttt{Q}]offload` compiler option.

**See Also**

OFFLOAD
OFFLOAD BEGIN and END OFFLOAD
qoffload, Qoffload

**Placing Variables and Functions on the Coprocessor**

These attributes ensure that variables and functions are available on the coprocessor.

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

The statement following the offload directive is converted into an outlined function that runs on the coprocessor. This code is permitted to call other functions. To ensure that these called functions are also available on the coprocessor, you must specify one of the following special function attributes, using the ATTRIBUTES OFFLOAD directive:

```fortran
!DIR$ ATTRIBUTES OFFLOAD: target-name :: routine-name[, routine-name] ...
```

All functions in the program are always compiled for the CPU and are available to be called on the CPU. However, only functions marked with the special attribute are available to be called by offloaded code, and only these functions can be called on the coprocessor.

Global variables are treated in a similar fashion. All global variables are always present in the CPU code. But only global variables with the target attribute are compiled into the binary offloaded to the coprocessor.

Compiling only functions and data explicitly marked with the target attribute into the Intel® MIC Architecture binary ensures that the code on the coprocessor is as small as possible.

The compiler issues warnings for functions and data referenced within offloaded code that do not have the target attribute.

**Example**

```fortran
module offload_test
public

!DIR$ ATTRIBUTES OFFLOAD:mic :: global_value
integer :: global_value

contains
  !DIR$ ATTRIBUTES OFFLOAD:mic :: incr_global
  integer function incr_global
  global_value = global_value + 1
  incr_global = global_value
  return
```
program main
  use offload_test
  integer i
  i = incr_global()
  print *, "global = ", global_value, "i = ", i, " (should be the same)"
end program main

NOTE
The presence of a function call within an offloaded construct with a target attribute does not automatically declare that function as available on that target. The function definition must include the appropriate target attribute to ensure that the function is available on the target.

NOTE
The definition and all declarations of a variable or function with a target attribute must be consistent with each other across all compilation units.

See Also
qoffload-attribute-target, Qoffload-attribute-target

ATTRIBUTES OFFLOAD
OPTIONS Directive

Managing Memory Allocation for Pointer and Allocatable Variables

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Creating Fortran pointer targets and allocatable variables is referred to here as dynamic memory variables.

Memory management on the CPU for dynamic memory variables used in offloaded programs is the same as non-offload programs. That is, the offload directives do not affect memory allocation and freeing on the CPU. As usual, you, the programmer, must do this.

Memory management on the coprocessor for dynamic memory variables named in in and out clauses of !DIR$ OFFLOAD is done automatically by the compiler and runtime system.

Target Memory Management for Input Dynamic Memory Variables

For in variables of a !DIR$ OFFLOAD the default behavior is to do a fresh memory allocation for each dynamic memory variable. On return from the construct the memory is de-allocated. In order to retain data between offloads, you can use the alloc_if and free_if qualifiers to modify the memory allocation defaults on the coprocessor.

The alloc_if qualifier specifies a logical condition that controls whether the dynamic memory variables in the in clause are allocated a fresh block of memory on the target when the construct is executed on the target. If the expression evaluates to .true., a fresh memory allocation is performed for each variable listed in the clause. If the condition evaluates to .false., the existing pointer values on the target are reused. You must ensure that a block of memory of sufficient size has been previously allocated for the variables on the target by using a free_if(.false.) clause on an earlier offload.

The free_if qualifier specifies a logical condition which controls whether to free the memory allocated for the dynamic memory variables in an in clause. If the expression evaluates to .true., the memory pointed to by each variable listed in the clause is freed. If the condition evaluates to .false., no action is taken on the memory pointed to by the variables in the list. A subsequent clause will be able to reuse the allocated memory.

The alloc_if and free_if logical expressions are evaluated on the CPU at the point the construct is offloaded to the target.
Target Memory Management for Output Dynamic Memory Variables

By default an \texttt{out} variable is allocated fresh memory on the target at the start of an offload and the memory is freed at the end of the offload. The \texttt{alloc if} and \texttt{free if} modifiers change the defaults. The expressions are evaluated on the host and used to control coprocessor memory allocation.

When the output value is received on the host, no memory allocation is done. The variables listed in \texttt{out} clauses must point to allocated memory of sufficient size to receive the results on the host.

Transferring Data into Pre-allocated Memory on the Target

As described in the previous section a dynamic memory variable in an \texttt{in}, \texttt{out}, \texttt{inout}, or \texttt{nocopy} clause can retain the target memory allocation when you set the \texttt{free if} modifier to \texttt{false}. You can reuse that memory in subsequent offloads by using \texttt{in}, \texttt{out}, \texttt{inout}, or \texttt{nocopy} and specifying \texttt{alloc if}(.false.).

When target memory is allocated it is associated with the value of the CPU dynamic memory variable used as the destination in the \texttt{in}, \texttt{out}, \texttt{inout}, or \texttt{nocopy} clause. When target memory is to be reused, it is located using the value of the CPU dynamic memory variable that is the destination of that transfer. The associations between the CPU address used when target memory is allocated and the target memory are automatically maintained by the offload runtime library. The associations are created or dropped along with target memory allocation or deallocation. Create the association at allocation time using \texttt{alloc if}(.true.) \texttt{free if}(.false.) and delete the association at de-allocation time using \texttt{free if}(.true.).

Pointers to static data on the CPU are special-cased. The \texttt{alloc if} and \texttt{free if} modifiers are ignored when the following are both true:

- The CPU address used during creation of a target memory association points to statically allocated data.
- The variable is also available in the target binary because it has \texttt{ATTRIBUTES OFFLOAD:mic}.

The target's statically allocated memory is used as the destination of the transfer. This target memory is not dynamically allocated and never freed.

There is only one block of target memory associated with a CPU address. It is an error to call \texttt{alloc if}(.true.) to create a second association for a CPU address before freeing the existing one. The new association overwrites the earlier one, which has the potential for causing memory leaks on the target.

It is an error to call \texttt{free if}(.true.) for transferred dynamic memory if a matching association is not found. The attempt removal of an association is silently ignored. An association can be made with a CPU address, and a certain length, and another association made with a different CPU address within that range. Since origin addresses are different, you can use \texttt{alloc if} and \texttt{free if} to create distinct target allocations.

Alignment of Dynamic Memory Variables

When memory is allocated for a dynamic memory variable on the target, it is aligned at the natural boundary for the declared type. Sometimes it may be necessary to request that the data be aligned on larger boundaries, for example, when the program expects to use assembly code or intrinsic functions or vectorization, that operate on data with more stringent alignment requirements. In these cases, the \texttt{align} modifier may be used to specify an alignment. The operand of the \texttt{align} modifier must be an integral expression which evaluates to a power of two. The expression is evaluated on the host and the region of memory allocated for the dynamic memory on the target is aligned at a boundary that is greater than or equal to the value of the expression. When the output value is received on the host, no memory allocation is done. The variables listed in \texttt{out} clauses must point to allocated memory of sufficient size to receive the results.

\textbf{NOTE}

For optimal data transfer performance, by default, the target memory address for a transfer through dynamic memory is made to match the offset within 64 bytes of the CPU data. That is, if the CPU source address is 16 bytes past a 64 byte boundary, the target data address will also be 16 bytes past a 64 byte boundary.
The align modifier overrides this default and aligns the target memory at the requested alignment. To get the benefits of fast data transfer and the necessary alignment on the target, ensure that the CPU data is aligned on the same boundary as the alignment needed on the target. Doing so meets the requirements for fast data transfer and the requirements for target data alignment.

Examples

The following example illustrates the default behavior, which is no data persistence on the coprocessor. The compiler allocates and frees data around the offload. No alloc or free modifiers are necessary.

```fortran
real, dimension(:), pointer :: p
!DIR$ ATTRIBUTES OFFLOAD:mic :: p
real, dimension(10), target :: targ
!DIR$ ATTRIBUTES OFFLOAD:mic :: targ

p->targ
!DIR$ OFFLOAD TARGET (mic) in (p)
```

The following examples illustrate keeping data on the coprocessor between offloads.

The following code allocates memory for `p` as part of this offload, and keeps the memory allocated for `p` after the offload.

Notice that alloc is the default, and you do not need to explicitly specify it.

```fortran
!DIR$ OFFLOAD TARGET (mic) in (p : alloc_if(.true.) free_if(.false.))
```

The following code reuses the memory allocated for `p` previously. It only transfers fresh data into that memory, and after the offload completes, it continues to retain the memory.

```fortran
!DIR$ OFFLOAD TARGET (mic) in (p : alloc_if(.false.) &
!DIR$ free_if(.false.))
```

The following code reuses the memory allocated for `p` previously. However, it frees the memory for `p` after this offload.

Notice that free is the default, and you do not need to explicitly specify it.

```fortran
!DIR$ OFFLOAD TARGET (mic) in (p : alloc_if(.false.) free_if(.true.))
```

The following code uses a pointer to create a memory allocation on the target. Then the pointer value is passed to another function. Through the pointer value, the target memory can be reused. Notice that the offload_transfer directive uses subscript notation. The length modifier is not required when a variable is specified in array notation.

```fortran
! Transfer through a routine argument
Module m
integer, allocatable :: p(:)
!dir$ attributes offload:mic :: p
 contains
 subroutine foo (arg_p, count)
 !dir$ attributes offload:mic :: foo
 integer, allocatable :: arg_p(:)
 integer count
 end subroutine foo
end module m

program test
 use m
 allocate(p(100000))
```
The following transfers static data to the target. The target static data allocation for the matching CPU variable is automatically used.

! When bar is called with array_cpu_only, dynamic memory is used on target!
! when bar is called with array_both, the target array_both is used

module m
    integer array_both(1000)
    !dir$ attributes offload : mic :: array_both
    integer array_cpu_only(1000)
end module m

subroutine foo()
use m
    call bar(array_cpu_only, 1000)
    call bar(array_both, 1000)
end subroutine foo

subroutine bar(iarray, count)
    integer iarray(count)
    !dir$ offload begin target (mic:0) in(iarray : &
    !dir$ alloc_if(.false.))
    iarray=4
    !dir$ end offload
end subroutine bar

The following code shows the use of dummy arguments for allocatable arrays mixed between the CPU and the target.

module mod
    integer, target, allocatable :: arr(:)
    integer, pointer, dimension(:) :: ptr
    !dir$ attributes offload:mic :: ptr, arr
end module mod

program main
    use mic_lib
    use mod
    implicit none
    integer i, bar1, bar2
    allocate(arr(1000))
    ptr => arr(1:100)
    ! copies array to target
    !dir$ offload begin target(mic:0) in(arr : free_if(.false.))
    arr = (/ (i, i=1,1000) /) ! 1, 2, 3, ...
    !dir$ end offload
    ! bar2 will use dynamically allocated memory on the target
    print *, bar2() ! 0
    ! bar1 will use allocated "arr" from above
    print *, bar1(ptr, 100) ! /= 0
end program main
integer function bar2()
  implicit none
  integer i, bar1
  integer, allocatable :: my_p(:)

  allocate (my_p(100))
  ! first 100 elements of my_p are allocated & transferred to target ("in" implies alloc_if(.true.))
  !dir$ offload begin target(mic:0) in(my_p:length(100) &
  !dir$ free_if(.false.))
      my_p = (/ (0, i=1,100) /) ! 0, 0, 0, ...
  !dir$ end offload

  bar2 = bar1(my_p, 100)
  return
end function bar2

integer function bar1(iarray, len)
  implicit none
  integer :: iarray(len)
  integer len, sum, i

  !dir$ offload begin target(mic:0) in(iarray:length(0) &
  !dir$ alloc_if(.false.) free_if(.false.))
      sum = 0
      do i = 1, len
          sum = sum + iarray(i)
      end do
  !dir$ end offload

  bar1 = sum
  return
end function bar1

Writing Target-Specific Code Using a Directive

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

You can write functions that you intend to run on a target, and sections of offloaded code, to take advantage of target-specific functions.

When the compiler generates code for the coprocessor, it defines the macro __MIC__. You can write target-specific code within a !DIR$ if defined __MIC__ section.

NOTE
Do not use the __MIC__ macro inside the statement following a !DIR$ OMP OFFLOAD statement. You can, however, use this macro in a subprogram called from the directive.

Example

The implementation of the class F32vec is specialized for the CPU and the coprocessor. The offloaded code can use the specialized version if it runs on the coprocessor. If the offload fails and the construct runs on the CPU, it uses the CPU version.

!DIR$ ATTRIBUTES OFFLOAD : mic :: foo
integer function foo()
  implicit none
!DIR$ if defined (__MIC__)
  foo = 1 ! Code is running on coprocessor
!DIR$ else
  foo = 0 ! Code is running on host
program main
  implicit none

    ! Local variables
    integer :: result
    integer :: foo

    !DIR$ ATTRIBUTES OFFLOAD : mic :: foo

    ! Call foo on host
    result = foo()

    ! Print results
    if ( result ) then
      write (*,*) "Code ran on coprocessor"
    else
      write (*,*) "Code ran on host"
    end if

    ! Call foo on MIC
    !DIR$ OFFLOAD TARGET(mic)
    result = foo()

    ! Print results
    if ( result ) then
      write (*,*) "Code ran on coprocessor"
    else
      write (*,*) "Code ran on host"
    end if
end program main

See Also
Special Cases
qoffload, Qoffload
mmic, Qmic

Writing Code that Should Not Be Built for CPU-Only Execution

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).
You can write code that should not be built when the target is a CPU-only executable.
By default, the compiler defines the macro __INTEL_OFFLOAD. You can write code within an #ifdef __INTEL_OFFLOAD section when the source code is customized for running on the coprocessor, either heterogeneously or natively.
For example, you can use this macro to protect code on the host that should only be executed for an offload build, such as calls to the omp_set_num_threads_target family of APIs in mic_lib.f90.

Example

The section for the host compiler works only when you compile with the [Q]offload compiler option with the keyword optional, or the Qmic (Windows*) or mmic (Linux*) compiler option.

```fortran
#ifdef __INTEL_OFFLOAD
  #ifdef __MIC__
    PRINT *,"Using offload compiler : Hello from the coprocessor"
  #else  /* __MIC__ */
    PRINT *,"Using offload compiler : Hello from the CPU"
  #endif  /* __MIC__ */
#endif /* __INTEL_OFFLOAD */
```
See Also
qoffload, Qoffload
mmic, Qmic

Allocating Memory for Parts of Arrays

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

This topic discusses using the ALLOC modifier with the OFFLOAD set of directives

The ALLOC modifier contains an array section reference. When you specify it, then the allocation on the coprocessor is limited to that shape of array. Only unit stride is allowed in the section. When a section has a rank greater than one, the second and subsequent index expressions must specify all elements at that dimension. The array section must be contiguous.

Data is transferred into that portion of the array specified by the IN or OUT expression. Thus memory allocation and the data transfer can use separate array slice references.

When the lower bound of the first dimension of a section used in the ALLOC modifier is non-zero, then the memory allocation begins with that element. The memory preceding the lower bound is unallocated and should not be referenced by your program. By not referencing it, you enable a smaller section of the array to be transferred to the coprocessor without requiring that the entire array be allocated.

Example

In the following example,

- The array A has 15 elements on the CPU, A(1:15).
- The ALLOC modifier allocates 8 elements A(3:10), the blue and orange regions on the coprocessor.
- On the coprocessor, the elements A(1:2), the gray region, are uninitialized.
- The IN clause transfers elements A(4:8), the orange region, from the CPU to the coprocessor.

```
INTEGER :: A (15)
!               8 elements allocated
!               5 data elements transferred starting at element 4
!DIR$ OFFLOAD ... IN ( A(4:8) : ALLOC ( (3:10) ) ...
```

```
```

```
INTEGER, ALLOCATABLE :: B (:,:) ALLOCATE (B (5,4))

! On the coprocessor: 16 elements allocated (rows 2 through 5)
!  Shape of array is 5x4, first row is unallocated
!  Data is transferred into row 3 only
!DIR$ OFFLOAD ... IN ( B (3, :) : ALLOC ( 2:5, : ) ...
```

In the diagram below:

- B is allowed 5 rows, 4 columns on the CPU.
- On the coprocessor, the `ALLOC` modifier allocates rows 2 through 5, the blue and orange regions, all columns.
- On the coprocessor, row 1, the gray region, is not allocated.
- The `IN` clause transfers the third row (3: :), the orange region, to the coprocessor.

### See Also
- OFFLOAD
- ATTRIBUTES OFFLOAD
- OFFLOAD_TRANSFER
- OFFLOAD_WAIT
- OFFLOAD BEGIN and END OFFLOAD

### Moving Data from One Variable to Another

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

This topic discusses using the `INTO` modifier with the `OFFLOAD` set of directives.

The `INTO` modifier enables you to transfer data from a variable on the CPU to another on the coprocessor, and the reverse, from a variable on the coprocessor to another on the CPU. Only one item is allowed in the `variable-ref` list when using the `INTO` modifier. Thus a one to one correspondence is established between a single source and destination.

When you use `INTO` with the `IN` clause, data is copied from the CPU object to the coprocessor object. The `ALLOC_IF`, `FREE_IF`, and `ALLOC` modifiers apply to the `INTO` expression.

When you use `INTO` with the `OUT` clause, data is copied from the coprocessor object to the CPU object. The `ALLOC_IF`, `FREE_IF`, and `ALLOC` modifiers apply to the `OUT` expression.

The `INTO` modifier is not allowed with `INOUT` and `NOCOPY` clauses.

When you use the `INTO` modifier, the source expression generates a stream of elements to be copied into the memory ranges specified by the `INTO` expression. Overlap between the source and destination memory ranges leads to undefined behavior. No ordering can be assumed between transfers from different `IN` and `OUT` clauses.

### Example

In the following example:

- The "Partial copy" case copies the first 500 elements of `P` to the last 500 elements of `P1`.
- The "Overlapping copy" case copies the first 600 elements of `P` into `P1` but then tries to copy the last 400 elements of `P` into `P1(100)` and beyond, but `P1(100)` was initialized by the previous `IN` clause.
The "rank change" is an error because rank 2 data on the coprocessor is being copied back to rank 1 data on the CPU, even though the sizes are the same.

```
INTEGER :: P (1000), P1 (2000)
INTEGER :: RANK1 (1000), RANK2 (10, 100)

! Partial copy
!DIR$ OFLOAD ... IN ( P (1:500) : INTO ( P1 (501:1000) ) ) ...

! Overlapping copy; result undefined
!DIR$ OFFLOAD ... IN ( P (1:600) : INTO ( P1 (1:600) ) ) &
& IN ( P (601:1000) : INTO ( P1 (100:499) ) ) ...

! Rank change is not allowed - error
!DIR $ OFFLOAD ... OUT ( RANK1, OUT (RANK2) ) ...
```

See Also
OFFLOAD
ATTRIBUTES OFFLOAD
OFFLOAD_TRANSFER
OFFLOAD_WAIT
OFFLOAD BEGIN and END OFFLOAD

Restrictions on Offloaded Code Using a Directive
This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Offloaded code has the following restrictions:

- Exception handling may be done as usual within code running on the CPU and within code running on the coprocessor. So exceptions can be raised, caught and handled on the CPU, or raised, caught and handled on the coprocessor. However it is not possible to propagate an exception from the coprocessor to the CPU.

- Do not use the __MIC__ macro inside the statement following a !DIR$ OMP OFFLOAD statement. You can, however, use this macro in a subprogram called from the directive.

- The compiler does not inline functions inside statements following an OFFLOAD directive statement, including functions marked with the FORCEINLINE directive. However, inline function expansion might occur at the compiler's discretion inside a subprogram called from the OFFLOAD directive.

- Multiple host CPU threads can execute concurrently while one host CPU thread offloads a section of code. In this case synchronization mechanisms such as locks, atomic, mutexes, OpenMP atomic operations, OpenMP critical, OpenMP taskwait, OpenMP barriers, etc. do not work between host CPU code and code offloaded to the target. However, if parallelism on the host CPU is enabled using OpenMP, then OpenMP synchronization at the end of a parallel region is guaranteed to work even if some part of the OpenMP parallel region has been offloaded to the target.

- Global variables referenced by functions called from within offloaded code must be declared with matching target attributes to ensure that the variables are available on the target. You must also explicitly send and receive the value of these variables with explicit in/out/inout clauses to sync their values between the host and target. Global variables visible within the lexical scope of the offload pragma do not require declaration with matching target attributes, and their associated values are sent and received by default. Global pointer variables used in lexical scope of the offload pragma do require being specified within in/out/inout clauses and this is enforced by the compiler.

By default, pointer variables are assumed to point to a single element of the corresponding type. The offloaded code may dereference the pointer and access a single element. The data element pointed to is automatically copied into target memory and the pointer value adjusted accordingly. The `element-count-expr` expression available with in / out / inout parameters enable variable-length data to be copied back and forth.

- Only pointers to non-pointer types are supported. These non-pointer types must have the TARGET attribute. Pointers to pointer variables are not supported. The compiler enforces this restriction.

- Arrays are supported provided the array element type is a scalar or bitwise copyable derived type. Pointer arrays are supported provided the target is contiguous.
• Because pointers are not copied across the host-target interface, but instead the data they point to is copied, do not assume that the relative distance between pointers that point to distinct variables remains the same between the host and target. Pointers within the same data structure still have the same distance between them after offload. Thus, some pointer comparisons and arithmetic that were meaningful on the host CPU can no longer be used reliably on the target.

• Unions containing a combination of pointer and non-pointer members are treated as holding the non-pointer value type. Thus, no special treatment is given to the pointer, and the data pointed to is not copied to the target.

• Unions consisting entirely of pointer members are not allowed to be copied between the host and the target.

• If an offload region calls a function defined in a separate file and that function references global variables, care must be taken to ensure that those global variables are copied in and/or out as needed.

  If the global variables are referenced only in the external function and not directly within the offloaded region, then they will not be copied because the references outside the current compilation unit are not known to the compiler.

  If the variables referenced from the external function are also referenced in the offloaded region, then they will be copied.

  When global variables are file-scope static variables, then they cannot be named in the `in` or `in` clauses. You need to access their values using one of the following methods:

  • Make them external and add them to the `in` or `out` clauses in the offload specification.
  • Fetch the variable values into local variables using functions designed specifically for that purpose, and then add the local variables to the `in` or `out` clauses.
  • You cannot use objects that are not bitwise copyable, inside a `!DIR$ OFFLOAD` region. The compiler enforces this restriction and issues an error.
  • The offload region in an internal procedure cannot contain a host associated variable.

See Also

Writing Target-Specific Code Using a Directive

Restrictions When Programming on Windows* for Intel® MIC Architecture

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Several programming features that are specific to Windows® might result in errors when you use them in an offload compilation for Intel® MIC Architecture, even if you do not use these features in the code or data that is actually offloaded. When you use code with these features in your application, you must correctly structure the code so that it is not visible in a target compilation.

These features include, but are not limited to:

• Windows calling conventions. For example:

  ```fortran
  !DIR$ ATTRIBUTES STDCALL :: PROCX
  ```

• The attributes `DLLEXPORT` and `DLLIMPORT`. For example:

  ```fortran
  !DIR$ ATTRIBUTES DLLIMPORT :: VARX
  ```

• Module files or libraries that are specific to Windows, such as `IFNLS` or `IFQWIN`.

In addition, you must take care to ensure that code does not depend on specific data size or order of allocation of data, as these can vary between the host and the target.

See Also

About Asynchronous Computation

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

By default, the `OFFLOAD` directive causes the CPU thread that encounters the directive to wait for completion of the offload before continuing to the next statement. You can execute an asynchronous offload computation, which enables the CPU to initiate the offload and immediately continue to the next statement.
To specify an asynchronous offloaded computation, specify a `signal` clause in the `OFFLOAD` directive to initiate the computation, and subsequently use the `OFFLOAD_WAIT` directive to wait for completion of the offloaded computation.

Alternatively, you can use the non-blocking API `OFFLOAD_SIGNALLED()` to also determine if a section of offloaded code has completed running on a specific target device.

**NOTE**

The `signal` and `wait` clauses, the `OFFLOAD_WAIT` construct and the `OFFLOAD_SIGNALLED()` API refer to a specific target device, so you must specify `target-number` in the `target()` clause.

Querying a signal before the signal has been initiated results in undefined behavior, and a runtime abort of the application. For example, consider a query of a signal (SIG1) on target device 0, where the signal was actually initiated for target device 1. The signal was initiated for target device 1, so there is no signal (SIG1) associated with target device 0, and therefore the application aborts.

---

**Example: Asynchronous Computation**

The following example enables the CPU to issue offloaded computations and continue concurrent activity without using any additional CPU threads:

```fortran
integer signal_var
integer counter
counter = 10000
!DIR$ ATTRIBUTES OFFLOAD:MIC :: long_running_mic_compute
do while (counter .gt. 0)
   !DIR$ OFFLOAD TARGET(MIC:0) SIGNAL(signal_var)
      call long_running_mic_compute()
      call concurrent_cpu_activity()
   !DIR$ OFFLOAD_WAIT TARGET(MIC:0) WAIT (signal_var)
   counter = counter - 1
end do
end
```

See Also

About Asynchronous Data Transfer
Dealing with Multiple Coprocessors in a System
OFFLOAD
OFFLOAD_TRANSFER
OFFLOAD_WAIT

**About Asynchronous Data Transfer**

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

To transfer data between the CPU and the coprocessor, use the `OFFLOAD_TRANSFER` directive with either all `in` clauses or all `out` clauses. Without a `signal` clause the data transfer is synchronous: The next statement is executed only after the data transfer is complete.

`OFFLOAD_TRANSFER` with a `signal` makes the data transfer asynchronous. The tag specified in the `signal` clause is an address expression associated with that dataset. The data transfer is initiated and the CPU can continue past the directive statement.

A later directive written with a `wait` clause causes the activity specified in the directive to begin only after all the data associated with the tag has been received. The data is placed into the variables specified when the data transfer was initiated. These variables must still be accessible.

Alternatively, you can use the non-blocking API `OFFLOAD_SIGNALLED()` to also determine if a section of offloaded code has completed running on a specific target device.
NOTE

The `signal` and `wait` clauses, the `OFFLOAD_WAIT` construct and the `OFFLOAD_SIGNEDALED()` API refer to a specific target device, so you must specify `target-number` in the `target()` clause.

Querying a signal before the signal has been initiated results in undefined behavior, and a runtime abort of the application. For example, consider a query of a signal (SIG1) on target device 0, where the signal was actually initiated for target device 1. The signal was initiated for target device 1, so there is no signal (SIG1) associated with target device 0, and therefore the application aborts.

If, during an asynchronous offload, a signal is created in one thread, Thread A, and waited for in a different thread, Thread B, you are responsible for ensuring that Thread B does not query the signal before Thread A has initiated the asynchronous offload to set up the signal. Thread B querying the signal before Thread A has initiated the asynchronous offload to set up the signal, results in a runtime abort of the application.

If `if-specifier` evaluates to false and you use a `signal` (tag) clause, then the signal is undefined and any wait on this signal has undefined behavior.

Asynchronous Data Transfer From the CPU to the Coprocessor

To transfer data asynchronously from the CPU to the coprocessor, use a `signal` clause in an `OFFLOAD_TRANSFER` directive with `in` clauses. The variables listed in the `in` clauses form a data set. The directive initiates the data transfer of those variables from the CPU to the coprocessor. A subsequent `OFFLOAD` directive with a `wait` clause that uses the same value for `tag` as that used in the `signal` clause causes the statement controlled by the directive to begin execution on the coprocessor only after the data transfer is complete.

Asynchronous Data Transfer from the Coprocessor to the CPU

To transfer data asynchronously from the coprocessor to the CPU, use the `signal` and `wait` clauses in two different directives. The first offload directive performs the computation, but only initiates the data transfer. The second directive causes a wait for the data transfer to complete.

Examples: CPU to Coprocessor

In the following example, the data transfer of the floating-point array f1 is initiated at line 10, and f2 is initiated at line 12. The offloads do not initiate a computation. Their only purpose is to start transferring f1 and f2 to the coprocessor. At line 14 the CPU initiates the computation of the function `foo` on the coprocessor. The function uses the data f1 and f2, whose transfer was initiated earlier. The execution of the offloaded region on the coprocessor begins only after the transfer of f1 and f2 completes. The variable `result` returns the results of the computation.

```fortran
01   integer, parameter:: n=4086
02   real, allocatable :: f1(:), f2(:), result
03   !dir$ attributes offload:mic :: f1, f2, foo
04   integer :: signal_1, signal_2
05   !dir$ attributes align : 64 :: f1
06   !dir$ attributes align : 64 :: f2
07   allocate(f1(n))
08   allocate(f2(n))
09   f1 = 1.0
10   !dir$ offload_transfer target (mic:0) in(f1) signal(signal_1)
11   f2 = 3.14
12   !dir$ offload_transfer target (mic:0) in(f2) signal(signal_2)
13   !dir$ offload_begin target(mic:0) wait (signal_1, signal_2)
14   result = foo(n, f1, f2)
15   !dir$ end offload
```
Multiple independent asynchronous data transfers can occur at any time. The example below uses \texttt{offload\_transfer} to send \texttt{f1} and \texttt{f2} to the coprocessor at different times, first \texttt{f1} in line 10, and then \texttt{f2} in line 13.

01  program main
02  integer, parameter:: n=4086
03  real, allocatable :: f1(:,), f2(:,), result
04  !dir$ attributes offload:mic :: f1, f2, foo
05  integer :: signal_1, signal_2
06  !dir$ attributes align : 64 :: f1
07  !dir$ attributes align : 64 :: f2
08  allocate(f1(n))
09  allocate(f2(n))
10  !dir$ offload begin target(mic:0) in (f1 ) nocopy (f2) signal(signal_1)
11  call foo(N, f1, f2)
12  !dir$ end offload
13  !dir$ offload\_transfer target(mic:0) wait(signal_1) out (f2)
14  end program main

\textbf{Examples: Coprocessor to CPU}

In the following example, the data transfer of the floating-point arrays \texttt{in1} and \texttt{in2} is initiated at line 15. The offload does not initiate a computation. Its only purpose is to start transferring \texttt{in1} to the coprocessor. Within the \texttt{do} loop, either \texttt{in1} or \texttt{in2} is transferred to the coprocessor, and computation starts on whichever set has already been transferred. At line 20 the CPU initiates the computation of the function \texttt{compute} on the coprocessor, and tells it to work on \texttt{in1}. At line 24, the CPU initiates the computation of the function \texttt{compute} on the coprocessor, but tells it to work on \texttt{in2}, which was transferred at line 23.

The following example double buffers inputs to an offload.

01  module M
02  integer, parameter :: NNN = 100
03  integer, parameter ::  count = 25000000
04  integer ::  arr(NNN)
05  real ::  dd
06  !dir$ attributes offload:mic::arr, dd
07  end module M

08  subroutine do\_async\_in()
09  !dir$ attributes offload:mic :: compute
10  use m
11  integer i, signal_1, signal_2, iter
12  real, allocatable :: in1(:), in2(:)
13  real, allocatable :: out1(:), out2(:)
14  iter = 10
15  !dir$ offload\_transfer target(mic:0) in(in1 : length(count) alloc_if(.false.) free_if(.false.) ) signal(signal_1)
16  do i=1, iter
17    if (mod(i,2) == 0) then
18      !dir$ offload\_transfer target(mic:0) if(i .ne. iter) in(in2 : length(count) alloc_if(.false.) free_if(.false.) ) signal(signal_2)
19      !dir$ offload target(mic:0) nocopy(in1) wait(signal_1) out(out1 : length(count) alloc_if(.false.) free_if(.false.) )
20      call compute(in1, out1)
21    else
22      !dir$ offload\_transfer target(mic:0) if(i .ne. iter) in(in1 : length(count) alloc_if(.false.) free_if(.false.) ) signal(signal_1)
23      !dir$ offload target(mic:0) nocopy(in2) wait(signal_2) out(out2 : length(count) alloc_if(.false.) free_if(.false.) )
See Also
About Asynchronous Computation
Dealing with Multiple Coprocessors in a System
OFFLOAD
OFFLOAD_TRANSFER
OFFLOAD_WAIT

Controlling the Coprocessor's Execution Environment

Overview: Controlling the Coprocessor's Execution Environment
This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).
You can modify the coprocessor's execution environment using the following mechanisms:

- Setting environment variables for the coprocessor on the CPU, and passing them to the coprocessor
- calling functions from the CPU

In general, function calls override environment variables.

See Also
Setting Environment Variables on the CPU to Modify the Coprocessor's Execution Environment
Calling Functions on the CPU to Modify the Coprocessor's Execution Environment

Setting Environment Variables on the CPU to Modify the Coprocessor's Execution Environment
This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).
By default, all environment variables defined in the environment of an executing CPU program are replicated
to the coprocessor's execution environment when an offload occurs. You can modify this behavior by defining
the environment variable MIC_ENV_PREFIX. When you set MIC_ENV_PREFIX to a specific prefix, then not all
CPU environment variables are replicated to the coprocessor, but only those environment variables that
begin with the value of the MIC_ENV_PREFIX environment variable. The environment variables set on the
coprocessor have the prefix value removed. You thus have independent control of OpenMP® and other
execution environments that use common environment variable names.

Setting Multiple Environment Variables on All Coprocessors
You can send multiple variables, each with its own value to all coprocessors.
To do so, use the following form:

```
mic_prefix_VAR=variable1=value1|variable2=value2|variable3=value3|...
```

Where `variableN` is the variable, and `valueN` is its value.

Specifying a Particular Coprocessor
You can specify a particular coprocessor, which is useful when you have multiple coprocessors installed.
To do so, use the following form:

```
mic_prefix_card_number_VAR=value
```

Where the value of `card_number` is 0 for the first device, 1 for the second, and so on.
Similarly, when setting multiple environment variables, specify a particular coprocessor, using `card_number`. 
Example: Setting a Single Environment Variables on All Coprocessors

The following environment variable definitions set `OMP_NUM_THREADS` on both the CPU and all installed coprocessors, but with different values.

```
MIC_ENV_PREFIX=ABC
OMP_NUM_THREADS=8
ABC_OMP_NUM_THREADS=124
```

Example: Setting Multiple Environment Variables on All Coprocessors

The following environment variable definition sets `X=x` and `Y=y` on all coprocessors.

```
MIC_ENV_PREFIX=ABC
ABC_VAR=X=x|Y=y
```

Example: Setting a Single Environment Variables on a Particular Coprocessor

The following environment variable definitions set `OMP_NUM_THREADS` on both the CPU and the fifth coprocessor installed, but with different values.

```
MIC_ENV_PREFIX=ABC
OMP_NUM_THREADS=8
ABC_4_OMP_NUM_THREADS=124
```

Example: Setting Multiple Environment Variables on a Particular Coprocessor

The following environment variable definition sets `X=x` and `Y=y` on the fifth coprocessor installed.

```
MIC_ENV_PREFIX=ABC
ABC_4_VAR=X=x|Y=y
```

See Also

Calling Functions on the CPU to Modify the Coprocessor’s Execution Environment

Environment Variable for I/O Proxy Control for Offloaded Code

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

The `MIC_PROXY_IO=0|1` environment variable controls the proxy of stderr and stdout. It specifies whether the process wants I/O proxy support between the host and coprocessor.

The default is 1 (enable proxy of I/O from coprocessor to host).

See Also

Supported Environment Variables

Calling Functions on the CPU to Modify the Coprocessor’s Execution Environment

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Some CPU APIs have offload equivalents, each of which take two additional arguments to specify the target type and target number, defined by the following arguments:

```
target_type

`target_type` is static. It is recommended to use the following pre-defined default:

default_target_type

```

```
target_number

The specific coprocessor to target.

An expression whose value is interpreted as follows:

```
target = target-number % number_of_targets
```

```
target > 0
```

Executes the statement on a specified target according to the following formula:
For example, in a system with four targets:

- Specifying 2 or 6 tells the runtime systems to execute the code on target 2, because the result of 2 % 4 and 6 % 4 is 2.
- Specifying 1000 tells the runtime systems to execute the code on target 0, because the result of 1000 % 4 is 0.

-1 or no value

Executes the statements on a target selected by the runtime system.

<-1

Reserved.

The mic_lib.f90 header file defines all the function calls that can be made from the CPU to affect the coprocessor's environment.

This topic uses the CPU API `omp_set_num_threads` and its offload variations as an example. See also the topics listed below for more CPU APIs.

Example

### CPU API

```fortran
subroutine omp_set_num_threads (num_threads)       &
  bind (C, name = "omp_set_num_threads")
  import :: c_int
  integer (kind=c_int), value :: num_threads
end subroutine omp_set_num_threads
```

### Offload API

```fortran
subroutine omp_set_num_threads_target (target_type, &
  target_number, &
  num_threads) &
  bind (C, name = "omp_set_num_threads_target")
  import :: c_int
  integer (kind=c_int), value :: target_type, target_number, num_threads
end subroutine omp_set_num_threads_target
```

```fortran
use mic_lib
use omp_lib

integer :: result, value

value = 66
call omp_set_num_threads_target &
  (TARGET_MIC, 0, value)
!DIR$ OMP OFFLOAD target(mic) out(result)
!$omp parallel
!$omp master
result = omp_get_num_threads()
!$omp end master
!$omp end parallel
print "(A, I)", "Number of threads on target", result
stop
end
```

See Also

Setting Environment Variables on the CPU to Modify the Coprocessor's Execution Environment
Setting the Number of OpenMP® Threads on the Coprocessor
OpenMP® Run-time Library Routines
Thread Affinity Interface (Linux® and Windows*)

Using Libraries With Offloaded Code

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

The heterogeneous compilation environment consists of a host CPU compilation environment and a target compilation environment. Each environment consists of the compiler, linker and standard libraries. Code for the host CPU is compiled within the host environment and offloaded code within the target environment. The target environment may supply its own sets of standard libraries and these would be available to be called from offloaded code with no need to use special syntax or runtime features.

Some common libraries, such as the Intel® Math Kernel Library (Intel® MKL) and Intel® Performance Primitives (Intel® IPP) will be available in CPU versions as well as target versions.

When the target is available, the target executable is loaded when the CPU version of the executable is loaded, or when the first offload is attempted. At this time the libraries linked with the target code are initialized. The loaded target executable remains in the target memory until the host program terminates. Thus, any global state maintained by the library is maintained across offload instances.

When you offload code only within shared libraries, you must link the main program with the [Q]offload compiler option.

NOTE
Separate copies of libraries are linked or loaded with the host program and the offloaded target code. So there are two sets of global state: One on the host CPU and one on the target. The host CPU code only sees the host CPU state and the offloaded code only sees the state of the library on the target.

Optimization Notice

Intel’s compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.

Notice revision #20110804

About Creating Offload Libraries with xiar and xild

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Using xiar or the equivalent xild -lib to create a static archive library containing routines with offload code requires the following actions:

- Specify the -qoffload-build option, which causes xiar to create both a library that for the CPU, lib.a, and a corresponding library for the coprocessor, libMIC.a.
- When supplying the name of the library and the list of its member files to xiar or xild, include only the file names associated with the CPU library and CPU object files, such as lib.a and file.o.xiar and xild automatically manipulate the corresponding coprocessor library and member files, libMIC.a and fileMIC.o, respectively.
- Use the same options available to ar, including d (Delete), r (Replace), m (Move) and x (Extract). For more information, see the man page for ar.

The syntax to use these options is as follows:

xiar -qoffload-build ar optionsarchive [member...]

xild -lib -qoffload-build ar optionsarchive [member...]
When linking a static archive that contains offload code, use the linker options `-L path` and `-l libname`. The compiler driver automatically incorporates the corresponding coprocessor library, `libMIC.a`, into the linking phase.

**Example**

The following `xiar` command creates or modifies the CPU library `libsample.a` and coprocessor library `libsampleMIC.a`:

```
xiar -qoffload-build rcs libsample.a obj1.o obj2.o
```

`libsample.a` contains the CPU object files `obj1.o` and `obj2.o`. `libsampleMIC.a` contains the coprocessor object files `obj1MIC.o` and `obj2MIC.o`.

Either of the following commands compiles and links `myprogram.f90` with the static library:

```
ifort myprogram.f90 libsample.a
ifort myprogram.f90 -lsample
```

**Special Cases**

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

**Thread-private variables**

When a statement is offloaded, thread-private variable values from the CPU thread that does the offload are copied to the target, and then copied back when default in and out are in effect. Copies of thread-private variables in other CPU threads are not modified.

**See Also**

Writing Target-Specific Code Using a Directive

**OpenMP® Considerations**

**OpenMP® Defaults**

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

The OpenMP® runtime has the following default on Intel® MIC Architecture:

- The OpenMP® runtime creates four threads per core by default under the coprocessor OS.
- If you do not specify the number of threads, the OpenMP® runtime uses the number of logical processors available in the affinity mask of the thread that initially goes parallel. In the offload environment this behavior normally is set to avoid the last physical core in the machine, which is where logical processors 0 and N-3, N-2, N-1 run. Therefore, on a coprocessor with 32 cores, for offloaded code, the runtime defaults to creating 124 OpenMP® threads.

To override this behavior, and explicitly use all 128 threads to run offloaded code, use an explicit affinity and the `norespect` modifier in the affinity specification, to force the runtime to ignore the affinity mask it was given.

When natively executing code on the coprocessor, no initial affinity mask is set, and the OpenMP® runtime defaults to using all available hardware threads. For example, it will use 128 threads on a 32 core machine.

**See Also**

Thread Affinity Interface (Linux® and Windows®)

Supported Environment Variables
OpenMP® Affinity Specifications

The coprocessor OS kernel on the coprocessor uses the logical processor number in `/proc/cpuinfo`, the calls to `sched_{get,set}affinity()` and `sched_getcpu()`, and the `taskset` command. The OpenMP® runtime library uses the logical processor number if you explicitly specify affinity using a `proclist`.

The logical processor number used by the coprocessor OS on Intel® MIC Architecture is different from that on the host, and probably not what you expect. There is one logical processor for each hardware thread context. Logical processor 0 is placed on the first hardware context of the highest numbered core. Logical processors from 1 up to the highest, minus three, are placed consecutively on core 0 context 0, core 0 context 1, core 0 context 2, core 0 context 3, core 1, context 0 and so on, with the last three logical processors being on the highest numbered core, with hardware thread contexts 1, 2, and 3.

The simple way to think of this is that you should start enumerating the logical processors to use at logical processor 1, not logical processor 0.

Balanced Affinity Type

The affinity type `balanced` is particularly useful on the Intel® MIC Architecture. It is supported on the CPU only for single socket systems.

**NOTE**

The OpenMP® environment variable `OMP_PROC_BIND=spread` is similar to `KMP_AFFINITY=balanced` and is available on all platforms, including multi-socket CPU systems.

Under this setting, the OpenMP® runtime places threads on separate cores until all cores have at least one thread, similar to the `scatter` type. However, when the runtime must use multiple hardware thread contexts on the same core, the `balanced` type ensures that the OpenMP® thread numbers are close to each other, which `scatter` does not do.

The following diagrams illustrate the allocation of six OpenMP® threads across a 3-core system with the `compact`, `scatter`, and `balanced` affinity types.

**Allocation with the compact affinity type**

![Diagram showing the allocation of six OpenMP® threads across a 3-core system with the compact affinity type.](image-url)
On the Intel® MIC Architecture, it is normally beneficial to use cores before threads, so the compact affinity type is unlikely to yield the best results, because it leaves cores unused.

**Allocation with the scatter affinity type**

The thread allocation under scatter is likely to be better than compact, because it uses cores before threads. However, scatter allocates thread IDs such that threads with IDs in close numerical proximity are on different cores, and therefore do not share caches. Because threads with neighboring IDs often operate on closely related data, placing them on different cores is unlikely to be the best way to allocate them.

**Allocation with balanced affinity type**
The thread allocation under balanced is balanced over the cores and the threads allocated to a core are neighbors of each other. Therefore, cache utilization should be efficient if the threads access data that is near in store.

**Allocation with balanced affinity type for 9 OpenMP* threads**

![Diagram of thread allocation]

Tuning affinity is a complicated and machine specific process. Using the balanced affinity type is a reasonable starting point on Intel® MIC Architecture.

The balanced affinity type is also recognized and supported by the OpenMP* runtime on the CPU, but only for single socket systems.

Using the balanced type with the environment variable KMP_AFFINITY propagates to the coprocessor when MIC_ENV_PREFIX is not set. However, this may generate the following runtime warning on a multi-socket CPU:

```
OMP: Warning #230: KMP_AFFINITY: Affinity balanced is not available.
```

To set the balanced affinity type for only the Intel® MIC Architecture environment, assign a specific prefix using the MIC_ENV_PREFIX=prefix and then set prefix_KMP_AFFINITY with balanced.

**See Also**

Thread Affinity Interface (Linux* and Windows*)
Supported Environment Variables
Setting Environment Variables on the CPU to Modify the Coprocessor’s Execution Environment

**Setting the Number of OpenMP* Threads on the Coprocessor**

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Several methods exist to override the default number of threads per core on the coprocessor.

**Using the OpenMP* API**

The OpenMP* API specification provides the following standard ways to change the desired number of threads on the coprocessor:

- Calling the function `omp_set_num_threads(n)` before the `omp parallel region`
- Using the clause `!omp$ parallel num_threads(n)`
- Setting the environment variable `OMP_NUM_THREADS=n`

For more information, refer to the OpenMP* API Specification at http://www.openmp.org.
Using the Intel® Compiler

In addition to the standard methods that the OpenMP* API specification provides, listed below, you can use the environment variable MIC_ENV_PREFIX to define a custom-prefixed environment variable to control the number of OpenMP* threads on the coprocessor separately from the host CPU. For example, the following environment variable definitions set OMP_NUM_THREADS on both the CPU and the coprocessor, but with different values.

OMP_NUM_THREADS=8
ABC_OMP_NUM_THREADS=124
MIC_ENV_PREFIX=ABC

Direct calls on the coprocessor to APIs in libiomp5.so to establish a specific runtime setting override any setting previously set by a CPU environment variable that is replicated on the coprocessor.

Data Alignment for Intel® MIC Architecture

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Unlike the IA-32 and Intel® 64 architectures, the Intel® MIC Architecture requires all data accesses to be properly aligned according to their size, otherwise the program may behave unpredictably.

For example, an integer variable, which requires four bytes of storage, has to be allocated on an address that is a multiple of four. Likewise, a double-precision floating point variable, which requires eight bytes of storage, has to be allocated on an address that is a multiple of eight.

You can align data in the following ways:

- The compiler option align can force the alignment of local and global data, arrays, scalars, and fields of defined types, dummy arguments of procedures, data with the ALLOCATABLE or POINTER attribute, common block entities, and fields in SEQUENCE derived types. Natural alignment, where the data is properly aligned according to its size, is usually the default.
- Data objects may be misaligned because of their position in common blocks, because of EQUIVALENCE statements, or because they are fields in SEQUENCE derived types. Even if all of the fields of a defined type are naturally aligned, if the size of the object of defined type is not a multiple of the alignment of the largest field, arrays elements of this defined type would sometimes be misaligned.
- Entities in common blocks can be forced onto aligned addresses with the align *common compiler options. Fields of a SEQUENCE derived type can be forced onto aligned addresses with the align sequence compiler option. Use of these compiler options may affect the correctness of your program unless you apply them consistently to all program units that reference the data being aligned.
- The compiler option warn alignments is the default and displays a warning if a data object is misaligned.
- You can use the directives ATTRIBUTES ALIGN, ASSUME_ALIGNED, and ASSUME to align data or tell the compiler that the data should be treated as if aligned.

On the Intel® MIC Architecture, data alignment is so important that alignment warnings are turned into errors so the compilation will fail. Those alignment errors must be corrected before the program will compile.

Using HBW Memory

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Certain Intel® Xeon Phi™ coprocessors come equipped with a limited amount of Multi-Channel DRAM (MCDRAM). On Linux*, you can specify use of this high-bandwidth memory for allocatable scalars or arrays using the FASTMEM attribute. High bandwidth (HBW) memory is not large so choose the objects you place there carefully – objects that require repeated and rapid access are best placed in HBW memory. If the hardware is not available to allocate the object to HBW memory, or if enough HBW memory is not available to satisfy the allocation, then allocation is performed using non-HBW memory.

When you use the ATTRIBUTES FASTMEM directive in a program, you must specify the following on the compiler or linker command line:

- -lmemkind
The memkind library does not ship with Intel Fortran. The memkind webpage is here: http://memkind.github.io/memkind/

From there you can find links to source and binary RPM’s: http://download.opensuse.org/repositories/home:/cmcantalupo/

libmemkind.so must be in the linking path so if you install the binary RPM, it will be in your linking path and the link option `–lmemkind` is sufficient when you create a program that uses FASTMEM. If you build or put libmemkind.so in some other directory, you must specify that location with `–L` when you create a program that uses FASTMEM.

If the libraries required for HBW memory support are not linked successfully, no warning will be given but the application will still run correctly using non-HBW memory in place of HBW memory.

See Also
ATTRIBUTES FASTMEM directive

Generating an Offload Report

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

You can measure the amount of time it takes to execute an offload region of code, as well as the amount of data transferred during the execution of the offload region.

You can print an offload report, which contains information about an offload as the execution proceeds on the host and on the target. An offload report includes the following information:

- the amount of time it takes to execute an offload region of code
- the amount of data transferred between the host and the target
- additional details, including device initialization, and individual variable transfers

The following mechanisms enable and disable offload reporting:

- the OFFLOAD_REPORT environment variable.
- the _Offload_report API.

A compiler offload report line starts with `[Offload]` to clearly mark prints from compiler offloads, as opposed to other offloads, such as those from the Intel® Math Kernel Library.

Activities on the host are marked with `[HOST]`, while activities on the target are marked with `[MIC n]` where `n` is the logical number of the coprocessor to which the offload is sent. The top of the report shows the mapping of logical devices to physical devices. (Note that

NOTE
An offloaded program can use a subset of physical devices when you specify the OFFLOAD_DEVICES environment variable.

Because multiple offloads may be in progress concurrently, either when multiple host threads initiate offloads or when asynchronous offloads are used, it is necessary to tag all the output associated with a specific offload directive. Otherwise the reports from several concurrent offloads would be interleaved, making it impossible to determine to which offload a particular line of output belongs. A tag of the form `[Tag n]` uniquely identify lines in the offload report that belong to a particular offload.

For each offload, the first two report lines are the source file name and the line number of the offload directive. After that, a line that assigns a Tag to that offload is printed. Subsequent report lines printed for that offload each use the tag `[Tag n]` to associate that line with that offload.

The rest of the report contains a line for each major activity. These lines contain an annotation of the activity after the tag that identifies which offload the activity belongs to. The annotations are as follows:

<table>
<thead>
<tr>
<th>Line Marker</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[State]</td>
<td>Activity being performed as part of the offload.</td>
</tr>
</tbody>
</table>
### Table: Offload Report Output

<table>
<thead>
<tr>
<th>Line Marker</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Var]</td>
<td>The name of a variable transferred and the direction(s) of transfer.</td>
</tr>
<tr>
<td>[CPU Time]</td>
<td>The total time measured for that offload directive on the host.</td>
</tr>
<tr>
<td>[MIC Time]</td>
<td>The total time measured for executing the offload on the target. This excludes the data transfer time between the host and the target, and counts only the execution time on the target.</td>
</tr>
<tr>
<td>[CPU-&gt;MIC Data]</td>
<td>The number of bytes of data transferred from the host to the target.</td>
</tr>
<tr>
<td>[MIC-&gt;CPU Data]</td>
<td>The number of bytes of data transferred from the target to the host.</td>
</tr>
</tbody>
</table>

The various activities printed after [State] describe the internal operation of the Offload Library and are helpful in diagnosing the point at which a runtime failure may occur. In most cases the description is self-explanatory.

### Example

For this example, example.F90, the offload report output is explained below.

```
1  integer function Hysum(abc,efg,siz)
2  use mic_lib
3
4  integer, dimension(:) :: abc
5  integer, dimension(:) :: efg
6  integer :: siz
7
8  integer :: sumT
9  integer :: k
10
11  !DIR$ OFFLOAD BEGIN target(mic:0) &
12      IN(abc : length(siz )) &
13      OUT(efg : length(siz/2)) &
14      nocopy(k)
15
16  if (OFFLOAD_GET_DEVICE_NUMBER() > -1) then
17      print "(A,I0)","On device : ",OFFLOAD_GET_DEVICE_NUMBER()
18  endif
19
20  sumT = 0
21  do k=1,(siz/2)
22      efg(k) = abc(k) + abc(k + (siz/2))
23      sumT = sumT + efg(k)
24  enddo
25  !DIR$ END OFFLOAD
26
27  Hysum = sumT
28
29  return
30  end function Hysum
31
32  program example
33
34  integer, allocatable, dimension(:) :: tuv
35  integer, allocatable, dimension(:) :: xyz
```
The compiler option \texttt{OPT-REPORT-PHASE} with the \texttt{offload} keyword provides summary information about data transfers between the host and the target. There are two reports for each offload code section defined in the source code. The first report beginning with \texttt{Offload to target MIC} is from the host compilation. The second report beginning with \texttt{Outlined offload region} is from the target compilation. The information in this report option reflects similar information in the output when the \texttt{OFFLOAD_REPORT} environment variable is set to 3.

```fortran
example.F90(11-11):OFFLOAD:hysum_: Offload to target MIC <expr>
  hysum_$SUMT_V$31, default of INOUT changed to OUT
  hysum_$SIZ_V$2f, default of INOUT changed to IN
  hysum_$SUMT_V$31, default of INOUT changed to OUT
  hysum_$SIZ_V$2f, default of INOUT changed to IN
Data sent from host to target
  hysum$_ABC_V$2d, pointer to dope-vector with element count (<expr>) elements
  hysum$_SIZ_V$2f, pointer to (<expr>) elements
Data received by host from target
  hysum$_EFG_V$2e, pointer to dope-vector with element count (<expr>) elements
  hysum$_SUMT_V$31, scalar size 4 bytes

example.F90(11-11):OFFLOAD:hysum_: Outlined offload region
  hysum$_SUMT_V$31, default of INOUT changed to OUT
  hysum$_SIZ_V$2f, default of INOUT changed to IN
  hysum$_SUMT_V$31, default of INOUT changed to OUT
  hysum$_SIZ_V$2f, default of INOUT changed to IN
Data received by target from host
  hysum$_ABC_V$2d, pointer to dope-vector with element count (<expr>) elements
  hysum$_SIZ_V$2f, pointer to (<expr>) elements
```
The rest of this example explains the offload report for the source program shown above.

**NOTE**
The host and the target execute independently, so once an offload has been initiated the sequence between host prints and target prints is unpredictable, and can vary from run to run. However, all the host prints will be in the same sequence, as well as all the target prints.

Here, the target device is initialized, and the report shows the mapping between logical and physical devices:

```
[Offload] [HOST] [State] Initialize logical card 0 = physical card 0
[Offload] [HOST] [State] Initialize logical card 1 = physical card 1
```

Offload code in example.F90 at line number 11 has started executing on the target.

```
[Offload] [MIC 0] [File] example.F90
[Offload] [MIC 0] [Line] 11
```

Tag value Tag0 is assigned to this offload to enable identifying reports printed for this offload.

```
[Offload] [MIC 0] [Tag] Tag0
```

The offload is initiated on the host.

```
[Offload] [HOST] [Tag 0] [State] Start Offload
```

The target function corresponding to this offload.

```
[Offload] [HOST] [Tag 0] [State] Initialize function __offload_entry_example_F90_11hysum_
```

Create data transfer buffers for pointer data:
- Four buffers for abc: 2 for dope vector and 2 for memory.
- Four buffers for efg: 2 for dope vector and 2 for memory.
- Two buffers for sumt: This variable was added to the OUT clause by default. The variable sumt is used in the offload region.

```
[Offload] [HOST] [Tag 0] [State] Create buffer from Host memory
[Offload] [HOST] [Tag 0] [State] Create buffer from MIC memory
[Offload] [HOST] [Tag 0] [State] Create buffer from Host memory
[Offload] [HOST] [Tag 0] [State] Create buffer from MIC memory
[Offload] [HOST] [Tag 0] [State] Create buffer from Host memory
[Offload] [HOST] [Tag 0] [State] Create buffer from MIC memory
[Offload] [HOST] [Tag 0] [State] Create buffer from Host memory
[Offload] [HOST] [Tag 0] [State] Create buffer from MIC memory
[Offload] [HOST] [Tag 0] [State] Create buffer from Host memory
[Offload] [HOST] [Tag 0] [State] Create buffer from MIC memory
```

Pointer data sent from the host to the target using DMA, for the two dope vectors, and the variables abc and siz.

```
[Offload] [HOST] [Tag 0] [State] Send pointer data
[Offload] [HOST] [Tag 0] [State] CPU->MIC pointer data 188
```

Non-pointer data is collected together and sent from host to target.

```
[Offload] [HOST] [Tag 0] [State] Gather copyin data
[Offload] [HOST] [Tag 0] [State] CPU->MIC copyin data 0
```

The offloaded code (line 11) on the target is started.

```
[Offload] [HOST] [Tag 0] [State] Compute task on MIC
```

The offload has completed. Start receiving data from target.
Pointer data from the variable *efg* received from the target using DMA.

<table>
<thead>
<tr>
<th>[Offload]</th>
<th>[HOST]</th>
<th>[Tag 0]</th>
<th>[State]</th>
<th>Receive pointer data</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Offload]</td>
<td>[HOST]</td>
<td>[Tag 0]</td>
<td>[State]</td>
<td>MIC-&gt;CPU pointer data 20</td>
</tr>
</tbody>
</table>

This is output from the target. The offload code is invoked on the target.

| [Offload] | [MIC 0] | [Tag 0] | [State] | Start target function __offload_entry_example_F90_1hysum__ |

The variable *abc* is an **IN** for this offload. The two entries are a result of a dope vector for an adjustable array *abc* and memory for *abc*.

<table>
<thead>
<tr>
<th>[Offload]</th>
<th>[MIC 0]</th>
<th>[Tag 0]</th>
<th>[Var]</th>
<th>hysum_$ABC_V$2d</th>
<th>IN</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Offload]</td>
<td>[MIC 0]</td>
<td>[Tag 0]</td>
<td>[Var]</td>
<td>hysum_$ABC_V$2d</td>
<td>IN</td>
</tr>
</tbody>
</table>

The variable *efg* is an **OUT** for this offload. It is a dope vector for an adjustable array *efg* that must be transferred to the target, hence the two entries.

<table>
<thead>
<tr>
<th>[Offload]</th>
<th>[MIC 0]</th>
<th>[Tag 0]</th>
<th>[Var]</th>
<th>hysum_$EFG_V$2e</th>
<th>IN</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Offload]</td>
<td>[MIC 0]</td>
<td>[Tag 0]</td>
<td>[Var]</td>
<td>hysum_$EFG_V$2e</td>
<td>OUT</td>
</tr>
</tbody>
</table>

The variable *sumT* is an **OUT** for this offload.

| [Offload] | [MIC 0] | [Tag 0] | [Var] | hysum_$SUMT_V$31 | OUT |

The variable *siz* is an **IN** for this offload.

| [Offload] | [MIC 0] | [Tag 0] | [Var] | hysum_$SIZ_V$2f | IN |

On the target, non-pointer data is copied into target memory.

| [Offload] | [MIC 0] | [Tag 0] | [State] | Scatter copyin data |

User program output:

On device : 0

On the target, non-pointer data, the variable *sumT*, is gathered and sent from the target to the host.

<table>
<thead>
<tr>
<th>[Offload]</th>
<th>[MIC 0]</th>
<th>[Tag 0]</th>
<th>[State]</th>
<th>Gather copyout data</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Offload]</td>
<td>[MIC 0]</td>
<td>[Tag 0]</td>
<td>[State]</td>
<td>MIC-&gt;CPU copyout data 4</td>
</tr>
</tbody>
</table>

Non-pointer data is copied into target memory.

| [Offload] | [HOST] | [Tag 0] | [State] | Scatter copyout data |

**No** host time on the target.

| [Offload] | [MIC 0] | [CPU Time] | 0.000000 (seconds) |

The total amount of pointer and non-pointer data, the variables *abc* and *siz*, transferred from host to target.

| [Offload] | [MIC 0] | [CPU->MIC Data] | 188 (bytes) |

Computation time on the target.

| [Offload] | [MIC 0] | [MIC Time] | 0.000918 (seconds) |

The total amount of pointer and non-pointer data, the variables *efg* and *sumT*, transferred from target to host.

| [Offload] | [MIC 0] | [MIC->CPU Data] | 24 (bytes) |

User Program output:

```
xyz(1)=5   xyz(2)=7   xyz(3)=9   xyz(4)=11   xyz(5)=13
sum total=45
```

Cleanup at end of program:

<table>
<thead>
<tr>
<th>[Offload]</th>
<th>[MIC 1]</th>
<th>[State]</th>
<th>Unregister data tables</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Offload]</td>
<td>[MIC 0]</td>
<td>[State]</td>
<td>Unregister data tables</td>
</tr>
<tr>
<td>[Offload]</td>
<td>[HOST]</td>
<td>[State]</td>
<td>Unregister data tables</td>
</tr>
</tbody>
</table>
Supported Environment Variables

_Offload_report

Controls printing offload execution time and the amount of data transferred. This function only applies to Intel® MIC Architecture.

Syntax

_Offload_report(integer)

Arguments

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>integer</td>
<td>integer</td>
<td>Possible values: 1, 2 or 3.</td>
</tr>
</tbody>
</table>

1: Prints the offload computation time, in seconds.

2: In addition to the information produced with value 1, adds the amount of data transferred between the CPU and the coprocessor, in bytes.

3: In addition to the information produced at value 2, gives additional details on offload activity, including device initialization, and individual variable transfers.

Description

This API enables you to time offload regions and measure the amount of data transferred during their execution.

Using this API is equivalent to setting the environment variable OFFLOAD_REPORT.

Example

In the following example if the OFFLOAD_REPORT environment variable is set, the report is produced for offloads before line 19 but suppressed from line 19 to line 28.

Reporting is turned back on at line 28, and subsequent offloads have reporting enabled.

```
01 subroutine foo()
02   !dir$ ATTRIBUTES OFFLOAD:mic:: foo
... 13 !dir$ offload begin target(mic:0) in(SIZ) & 14   in(pc: length(SIZ) alloc_if(.true.) free_if(.false.))
... 19  call Offload_report(0)   ! turn off Offload_report
21 !dir$ offload begin target(mic:0) & _
... 28 call Offload_report(1)   ! turn on Offload_report
29 !dir$ offload_transfer target(mic:0) & _
... 40 end
```

The following examples of output are just to give you an idea of the type of output you can expect for each setting. These output examples are not connected to the code examples above.
Here is an example of output for `_Offload_report(1)`:  

<table>
<thead>
<tr>
<th>Type</th>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Offload</td>
<td>[MIC 0] [File]</td>
<td>test.f90</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Line]</td>
<td>5</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag]</td>
<td>Tag0</td>
</tr>
<tr>
<td></td>
<td>sub #1, initial pc:</td>
<td>12345678910</td>
</tr>
<tr>
<td>[CPU Time]</td>
<td>(seconds)</td>
<td>0.000000</td>
</tr>
<tr>
<td>[MIC Time]</td>
<td>(seconds)</td>
<td>0.000876</td>
</tr>
</tbody>
</table>

Here is an example of output for `_Offload_report(2)`:  

<table>
<thead>
<tr>
<th>Type</th>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Offload</td>
<td>[MIC 0] [File]</td>
<td>test.f90</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Line]</td>
<td>5</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag]</td>
<td>Tag0</td>
</tr>
<tr>
<td></td>
<td>sub #1, initial pc:</td>
<td>12345678910</td>
</tr>
<tr>
<td>[CPU Time]</td>
<td>(seconds)</td>
<td>0.000000</td>
</tr>
<tr>
<td>[CPU-&gt;MIC Data]</td>
<td></td>
<td>44 (bytes)</td>
</tr>
<tr>
<td>[MIC Time]</td>
<td>(seconds)</td>
<td>0.001131</td>
</tr>
<tr>
<td>[MIC-&gt;CPU Data]</td>
<td></td>
<td>4 (bytes)</td>
</tr>
</tbody>
</table>

Here is an example of output for `_Offload_report(3)`:  

<table>
<thead>
<tr>
<th>Type</th>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Offload</td>
<td>[HOST] [State]</td>
<td>Initialize logical card 0 = physical card 0</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [State]</td>
<td>Initialize logical card 1 = physical card 1</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [File]</td>
<td>test.f90</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Line]</td>
<td>5</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag]</td>
<td>Tag0</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Start Offload</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Initialize function _<em>offload_entry_test_f90_5sub</em></td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Create buffer from Host memory</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Create buffer from MIC memory</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Create buffer from Host memory</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Create buffer from MIC memory</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Send pointer data</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>CPU-&gt;MIC pointer data 44</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>CPU-&gt;MIC copyin data 0</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Compute task on MIC</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>Receive pointer data</td>
</tr>
<tr>
<td>Offload</td>
<td>[HOST] [Tag 0] [State]</td>
<td>MIC-&gt;CPU pointer data 0</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag 0] [State]</td>
<td>Start target function _<em>offload_entry_test_f90_5sub</em></td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag 0] [Var]</td>
<td>sub $SIZ_V$9   IN</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag 0] [Var]</td>
<td>sub $PC_V$8   IN</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag 0] [Var]</td>
<td>sub $I_V$a   OUT</td>
</tr>
<tr>
<td>Offload</td>
<td>[MIC 0] [Tag 0] [State]</td>
<td>Scatter copyin data</td>
</tr>
<tr>
<td></td>
<td>sub #1, initial pc:</td>
<td>12345678910</td>
</tr>
<tr>
<td>[CPU Time]</td>
<td>(seconds)</td>
<td>0.000000</td>
</tr>
<tr>
<td>[MIC Time]</td>
<td>(seconds)</td>
<td>0.000957</td>
</tr>
<tr>
<td>[MIC-&gt;CPU Data]</td>
<td></td>
<td>4 (bytes)</td>
</tr>
</tbody>
</table>

See Also

- Generating an Offload Report
- Supported Environment Variables
Calling exit() From an Offload Region

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

When calling exit() from within an offload region, the application reports an offload error stating the process on the device exited unexpectedly.

Building for Intel® MIC Architecture

Setting Stack Size on Coprocessors

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

Each CPU thread that offloads code executes the offloaded code in a coprocessor thread dedicated to that CPU thread. The default stack size for that coprocessor thread is fairly small, 2 MB.

To increase the stack size allocated to offloaded code, set the environment variable MIC_STACKSIZE to a size sufficient for the offloaded code. MIC_STACKSIZE is always honored. It does not require the variable MIC_ENV_PREFIX to be set.

Specify the value for MIC_STACKSIZE as follows:

| integerB | A value, in bytes. |
| integerK | A value, in kilobytes. |
| integerM | A value, in megabytes. |
| integerG | A value, in gigabytes. |
| integerT | A value, in terabytes. |

For example, the following shell BASH and C shell commands set the maximum stacksize for the main coprocessor thread to 50MB:

```
export MIC_STACKSIZE=50M    #(BASH shell)
setenv MIC_STACKSIZE  50M    #(C shell)
```

**NOTE**

OpenMP* runtime libraries have their own environment variables for adjusting the sizes of the stacks used by additional OpenMP threads. MIC_STACKSIZE does not apply to such threads. For example, to increase the available stack size for every OpenMP thread except the main thread to 3 MB using the BASH shell, enter:

```
export OMP_STACKSIZE=3M
```

(affects OpenMP threads on both host and coprocessor) or

```
export MIC_ENV_PREFIX=ABC export ABC_OMP_STACKSIZE=3M
```

(affects coprocessor OpenMP threads only).

See Also

Supported Environment Variables

Appending Archiver Options for Creating Libraries

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

You may find it useful to customize the target code generation when creating libraries. You can do so by appending additional archiver options to the built-in options.

To append additional archiver options, use the [Q]offload-option command line option.

See Also

qoffload-option, Qoffload-option
Appending Linker Options
This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).
You may find it useful to customize the target code generation with the linker. You can do so by appending additional linker options to the built-in options.
To append additional linker options, use the [Q]offload-option.

See Also
qoffload-option, Qoffload-option

About Building Native Intel® MIC Architecture Applications
This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).
You can build a binary to run natively on Intel® MIC Architecture, without building one to run on the CPU at all.
To build a native Intel® MIC Architecture binary, include the mmic (Linux*) or Qmic (Windows*) compiler option when you invoke the compiler. You can use the MIC_LIBRARY_PATH environment variable to add additional paths to search for libraries needed to build the native binary.

NOTE
When you specify Windows* option /Qmic, you must specify any other options on the command line in the Linux* form. This is because all other options are passed directly to the native Intel® MIC Architecture compiler, which is a Windows*-hosted Linux* compiler.
For example, when debugging applications for Intel® MIC Architecture on Windows*, you should use:

```
ifort /Qmic -g
```

The following information also applies to native Intel® MIC Architecture applications:
- Setting the compiler environment.
- Debugging native Intel® MIC Architecture applications. See debugger documentation.
- Class Libraries for Intel® Many Integrated Core (Intel® MIC) Architecture.
- Intrinsics Supporting Intel® Initial Many Core Instructions (Intel® IMCI).

See Also
mmic, Qmic

Specifying Location of Compiler Components with compilervars File
Supported Environment Variables
Profile-Guided Optimization (PGO)

Profile-Guided Optimizations Overview

Profile-guided Optimization (PGO) improves application performance by shrinking code size, reducing branch mispredictions, and reorganizing code layout to reduce instruction-cache problems. PGO provides information to the compiler about areas of an application that are most frequently executed. By knowing these areas, the compiler is able to be more selective and specific in optimizing the application.

PGO consists of three phases or steps.

1. Instrument the program. The compiler creates and links an instrumented program from your source code and special code from the compiler.
2. Run the instrumented executable. Each time you execute the instrumented code, the instrumented program generates a dynamic information file, which is used in the final compilation.
3. Final compilation. When you compile a second time, the dynamic information files are merged into a summary file. Using the summary of the profile information in this file, the compiler attempts to optimize the execution of the most heavily traveled paths in the program.

See Profile-guided Optimization Options for information about the supported options and Profile an Application for specific details about using PGO from the command line.

PGO provides the following benefits:

- Use profile information for register allocation to optimize the location of spill code.
- Improve branch prediction for indirect function calls by identifying the most likely targets. Some processors have longer pipelines, which improves branch prediction and translates into high performance gains.
Detect and do not vectorize loops that execute only a small number of iterations, reducing the run time overhead that vectorization might otherwise add.

Interprocedural optimization (IPO) and PGO can affect each other; using PGO can often enable the compiler to make better decisions about inline function expansion, which increases the effectiveness of interprocedural optimizations. Unlike other optimizations, such as those strictly for size or speed, the results of IPO and PGO vary. This variability is due to the unique characteristics of each program, which often include different profiles and different opportunities for optimizations.

Performance Improvements with PGO

PGO works best for code with many frequently executed branches that are difficult to predict at compile time. An example is the code with intensive error-checking in which the error conditions are false most of the time. The infrequently executed (cold) error-handling code can be relocated so the branch is rarely predicted incorrectly. Minimizing cold code interleaved into the frequently executed (hot) code improves instruction cache behavior.

When you use PGO, consider the following guidelines:

- Minimize changes to your program after you execute the instrumented code and before feedback compilation. During feedback compilation, the compiler ignores dynamic information for functions modified after that information was generated. If you modify your program the compiler issues a warning that the dynamic information does not correspond to a modified function.
- Repeat the instrumentation compilation if you make many changes to your source files after execution and before feedback compilation.
- Know the sections of your code that are the most heavily used. If the data set provided to your program is very consistent and displays similar behavior on every execution, then PGO can probably help optimize your program execution.
- Different data sets can result in different algorithms being called. The difference can cause the behavior of your program to vary for each execution. In cases where your code behavior differs greatly between executions, PGO may not provide noticeable benefits. If it takes multiple data sets to accurately characterize application performance, execute the application with all data sets then merge the dynamic profiles; this technique should result in an optimized application.

You must insure that the benefit of the profiled information is worth the effort required to maintain up-to-date profiles.

Profile an Application

Profiling an application includes the following three phases:

- Instrumentation compilation and linking
- Instrumented execution
- Feedback compilation

This topic provides detailed information on how to profile an application by providing sample commands for each of the three phases (or steps).

1. Instrumentation compilation and linking

   Use \texttt{[Q]prof-gen} to produce an executable with instrumented information included. Use \texttt{/Qcov-gen} (Windows) option to obtain minimum instrumentation only for code coverage.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux and OS X</td>
<td>\texttt{ifort -prof-gen -prof-dir /usr/profiled} a1.f90 a2.f90 a3.f90 \texttt{ifort -oal a1.o a2.o a3.o}</td>
</tr>
</tbody>
</table>
Use the `/Qprof-dir` or `/Qcov-dir` (Windows) option if the application includes the source files located in multiple directories; using the option insures the profile information is generated in one consistent place. The example commands demonstrate how to combine these options on multiple sources.

The compiler gathers extra information when you use the `-prof-gen=srcpos` (Linux and OS X) or `/Qprof-gen:srcpos` (Windows) option; however, the extra information is collected to provide support for specific Intel tools, including the code coverage Tool. If you do not expect to use such tools, do not specify `-prof-gen=srcpos` (Linux and OS X) or `/Qprof-gen:srcpos` (Windows); the extended option does not provide better optimization and could slow parallel compile times. If you are interested in using the instrumentation only for code coverage, use the `/Qcov-gen` (Windows) option, instead of the `/Qprof-gen:srcpos` (Windows) option, to minimize instrumentation overhead.

PGO data collection is optimized for collecting data on serial applications at the expense of some loss of precision on areas of high parallelism. However, you can specify the `threadsafe` keyword with the `-prof-gen` (Linux* and OS X*) or the `/Qprof-gen` (Windows) compiler option for files or applications that contain parallel constructs using OpenMP* or Intel® Cilk™ Plus features, for example. Using the `threadsafe` keyword produces instrumented object files that support the collection of PGO data on applications that use a high level of parallelism but may increase the overhead for data collection. On applications specific to Intel® 64 architecture targeting Intel® MIC Architecture, the only valid mode for using the PGO `-prof-gen` (Linux and OS X) or `/Qprof-gen` (Windows) compiler option is to use the keyword `threadsafe`.

**NOTE**
Unlike serial programs, parallel programs using OpenMP* or Intel® Cilk™ Plus may involve dynamic scheduling of code paths, and counts collected may not be perfectly reproducible for the same training data set.

### 2. Instrumented execution

Run your instrumented program with a representative set of data to create one or more dynamic information files.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux and OS X</td>
<td><code>./a1.out</code></td>
</tr>
<tr>
<td>Windows</td>
<td><code>a1.exe</code></td>
</tr>
</tbody>
</table>

Executing the instrumented applications generates a dynamic information file that has a unique name and `.dyn` suffix. A new dynamic information file is created every time you execute the instrumented program.

You can run the program more than once with different input data.

By default, the `.dyn` filename follows this naming convention: `<timestamp>_<pid>.dyn`. The `.dyn` file is either placed into a directory specified by an environment variable, a compile-time specified directory, or the current directory.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td>ifort /Qprof-gen /Qprof-dir:c:\profiled a1.f90 a2.f90 a3.f90 ifort a1.obj a2.obj a3.obj</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td>ifort /Qcov-gen /Qcov-dir:c:\cov_data a1.f90 a2.f90 a3.f90 ifort a1.obj a2.obj a3.obj</td>
</tr>
</tbody>
</table>
To make it easy to distinguish files from different runs, you can specify a prefix for the .dyn filename in the environment variable, `INTEL_PROF_DYN_PREFIX`. In such a case, executing the instrumented application generates a .dyn filename as follows: `<prefix>_timestamp_<pid>.dyn`, where `<prefix>` is the identifier that you have specified. Be sure to set the `INTEL_PROF_DYN_PREFIX` environment variable prior to starting your instrumented application.

**NOTE**
The value specified in `INTEL_PROF_DYN_PREFIX` environment variable must not contain `< > : " / \ | ? *` characters. The default naming scheme will be used if an invalid prefix is specified.

### 3. Feedback compilation

Before this step, copy all .dyn and .dpi files into the same directory. Compile and link the source files with `[Q]prof-use`; the option instructs the compiler to use the generated dynamic information to guide the optimization:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux and OS X</td>
<td><code>ifort -prof-use -ipo -prof-dir /usr/ profiled a1.f90 a2.f90 a3.f90</code></td>
</tr>
<tr>
<td>Windows</td>
<td><code>ifort /Qprof-use /Qipo /Qprof-dir:c: \profiled a1.f90 a2.f90 a3.f90</code></td>
</tr>
</tbody>
</table>

This final phase compiles and links the sources files using the data from the dynamic information files generated during instrumented execution (phase 2).

In addition to the optimized executable, the compiler produces a pgopti.dpi file.

Most of the time, you should specify the default optimizations, `O2`, for phase 1, and specify more advanced optimizations, `[Q]ipo`, during the phase 3 (final) compilation. The example shown above used `O2` in step 1 and `[Q]ipo` in step 3.

**NOTE**
The compiler ignores the `[Q]ipo` or `[Q]ip` option during phase 1 with `[Q]prof-gen`.

### Profile Function or Loop Execution Time

This topic describes how to profile an application for function or loop execution time. Using the instrumentation method to profile function or loop execution time provides an easy means of getting a view of where cycles are being spent in your application. The Intel® compiler inserts instrumentation code into your application to collect the time spent in various locations. Such data helps you to identify hotspots that may be candidates for optimization tuning or targeting parallelization.

Different levels of instrumentation are available because of the difference in the overhead associated with the inserted probe points that read the CPU cycle counter. The instrumentation levels, in increasing amount of collected data, are grouped as follows:

- Function level
- Function and loop level
- Loop body level

You do not need to profile the entire application but it is recommended that the same level of instrumentation is used for all instrumented files. Compile your application with the command line options described below for all the files that require profile information.

After the instrumented application is run, data files containing a summary of the collected data are created in the working directory. View these data files to identify the time proportions of the different parts of your application.
**Compiler Options to Obtain Instrumented Program**

Use the following command-line compiler options to instrument your application code to profile execution times for functions/loops. When you compile your application using any one of these options, you get an instrumented program.

<table>
<thead>
<tr>
<th>Instrumentation Level</th>
<th>Linux* or OS X* Operating System</th>
<th>Windows* Operating System</th>
<th>Description</th>
</tr>
</thead>
</table>
| Function level        | -profile-functions               | /Qprofile-functions        | Instruments function entry/exit points only.  
  - Inserts instrumentation calls on the function entry and exit points to collect the cycles spent within the function.  
  - Data collection is supported for single-threaded applications only.  
  - The collected data from execution of the instrumented application is placed in the file, `loop_prof_funcs_<timestamp>.dump` in the current working directory. |
| Function and loop level | -profile-loops=<arg>             | /Qprofile-loops:<arg>      | Instruments function and loop entry/exit points:  
  - The `<arg>` argument allows you to specify the types of the loops to be instrumented. The `<arg>` value must be one of the following:  
    - Inner: Instrument inner loops.  
    - Outer: Instrument outer loops.  
    - All: Instrument both inner and outer loops.  
  - Inserts instrumentation calls for function entry and exit points, and before and after instrumentable loops as listed in the `<arg>` argument.  
  - Data collection is supported for single-threaded applications only.  
  - The collected data from execution of the instrumented application is placed in the files, `loop_prof_funcs_<timestamp>.dump` and `loop_prof_loops_<timestamp>.dump` in the current working directory for the function data and loop data, respectively. |

**NOTE**
The compiler may be unable to instrument some loops.
<table>
<thead>
<tr>
<th>Instrumentation Level</th>
<th>Linux* or OS X* Operating System</th>
<th>Windows* Operating System</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Loop body level</td>
<td>-profile-loops-report=[n]</td>
<td>/Qprofile-loops-report:[n]</td>
<td>Controls level of instrumentation for loop bodies where:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• Specifying n=1 collects the cycle counts on entry and exits of loops. This is the default value if no value is specified for n.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• Specifying n=2 inserts additional instrumentation for collecting loop iteration counts to compute loop min/max and average iteration counts. Such instrumentation increases overhead in the instrumented application.</td>
</tr>
</tbody>
</table>

**NOTE**
Because the instrumentation takes place after many compiler transformations have taken place, loops that have been restructured or replicated by the compiler may result in multiple entries in the generated reports. Additionally, functions may have been inlined into other functions, which may cause the same loop to be listed in multiple functions.

**NOTE**
Because instrumentation takes place after compiler transformations have taken place, the loop trip count is based on the generated form of the loop, which may be unrolled, and may be different from the original source form.

**NOTE**
Because this instrumentation relies on the CPU time stamp counter for collecting timing information, only single threaded applications should be profiled with these options. Using these options with other compiler options that enable parallel code generation is not supported.
Output Formats Obtained on Running Instrumented Program

After compiling your application using the options, you obtain an instrumented program. Run this instrumented program with a representative set of data to create one or more data files.

The output files are produced by a routine that is registered with the `atexit()` routine, and are created only when the program exits via a standard exit procedure. Two formats of the output files are created:

- A plain text file using ‘tab’ delimiters, which can be viewed within a text editor or a spreadsheet.
- An XML data file that can be loaded into the data viewer application.

Text Output Format

The text output is written into separate files in the current directory. The filenames are `loop_prof_func_<timestamp>.dump` and `loop_prof_loops_<timestamp>.dump` for functions and loops respectively. The `<timestamp>` value is the same for both files to indicate they are from the same instrumentation run.

You can load the text files into a spreadsheet by specifying that the data is delimited with ‘tab’ delimiters.

The function report file contains the following columns:

<table>
<thead>
<tr>
<th>Column Heading</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time (abs)</td>
<td>Total accumulated cycles spent between function entry and exit.</td>
</tr>
<tr>
<td>Time %</td>
<td>Percentage of total application time for cycles between function entry and exit.</td>
</tr>
<tr>
<td>Self (abs)</td>
<td>Accumulated cycles spent between function entry and exit less the cycles spent within calls to other instrumented functions.</td>
</tr>
</tbody>
</table>

**NOTE**
Time spent in calls to routines or libraries that were not instrumented are included within this cycle count value.

<table>
<thead>
<tr>
<th>Column Heading</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Self %</td>
<td>Percentage that self(abs) represents of total application time.</td>
</tr>
<tr>
<td>Call count</td>
<td>Number of times the function was entered.</td>
</tr>
<tr>
<td>Exit count</td>
<td>Number of times the function exit instrumentation was invoked. In some instances, such as cases involving exception handling, it may be possible for control to transfer out of a function without the exit instrumentation being seen, resulting in this being different than the call count value.</td>
</tr>
<tr>
<td>Loop ticks (%)</td>
<td>The percentage of total application time for the self-time cycles of loops within the function. This field is relevant only when you use <code>[Q]profile-loops</code> compiler option.</td>
</tr>
<tr>
<td>Function</td>
<td>Demangled function name</td>
</tr>
<tr>
<td>File:line</td>
<td>Source file containing the code for the function, and the line number the function begins on.</td>
</tr>
</tbody>
</table>

The loop report file contains the following columns:

<table>
<thead>
<tr>
<th>Column Heading</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time (abs)</td>
<td>Total accumulated cycles spent between loop entry and exit.</td>
</tr>
<tr>
<td>Time %</td>
<td>Percentage of total application time for cycles between loop entry and exit.</td>
</tr>
<tr>
<td>Self (abs)</td>
<td>Accumulated cycles spent between loop entry and exit less the cycles spent within calls to other instrumented functions/loops.</td>
</tr>
<tr>
<td>Column Heading</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Self %</td>
<td>Percentage that self(abs) represents of total application time.</td>
</tr>
<tr>
<td>Loop entries</td>
<td>Number of times the loop was entered.</td>
</tr>
<tr>
<td>Loop exits</td>
<td>Number of times the loop exit instrumentation was invoked. In some instances, such as cases involving exception handling, it may be possible for control to transfer out of a loop without the exit instrumentation being seen, resulting in this being different than the call count value.</td>
</tr>
<tr>
<td>Min iteration counts</td>
<td>The smallest iteration count for an invocation of the loop. This field is relevant only when you use instrumentation level = 2, using the <code>[Q]profile-loops-report=2</code> compiler option.</td>
</tr>
<tr>
<td>Avg iteration counts</td>
<td>The average iteration count for an invocation of the loop. This field is relevant only when you use instrumentation level = 2, using the <code>[Q]profile-loops-report=2</code> compiler option.</td>
</tr>
<tr>
<td>Max iteration counts</td>
<td>The largest iteration count for an invocation of the loop. This field is relevant only when you use instrumentation level = 2, using the <code>[Q]profile-loops-report=2</code> compiler option.</td>
</tr>
<tr>
<td>Function</td>
<td>Demangled function name that executed the loop; this may be different from the function that contained the loop source code, if that function was inlined into another function.</td>
</tr>
<tr>
<td>Function file:line</td>
<td>The name of the source file containing the function that executed the loop, and the line number the function begins on.</td>
</tr>
<tr>
<td>Loop file:line</td>
<td>The name of the source file containing the loop body, and the line number the loop body begins on.</td>
</tr>
</tbody>
</table>

**XML Output Format**

The `INTEL_LOOP_PROF_XML_DUMP` environment variable is used to control the creation of the XML output format. When `INTEL_LOOP_PROF_XML_DUMP = 0`, no XML file is created.

The XML output file, named `loop_prof_<timestamp>.xml`, is written into the current directory. This file is viewed with the data viewer utility. The XML data file contains both the function and loop level data.

Remember, using the environment variable with a value of 0 implies that the data viewer utility is not going to be used since no XML data files are created.

**Data Viewer Utility**

You must have the Java Runtime Environment, version 1.6 installed on your system to use the data viewer utility. The JRE v1.6 is not included with the Intel® Compiler package.

The Data Viewer displays the data collected for the functions and loops in a sequence of columns that allows for sorting of individual columns. The Data Viewer also provides the ability to filter the function or loops to only display items that meet some threshold amount (total time % or self-time %) of the total application time, or to only show loops that are associated with a particular function.

To launch the Data Viewer utility, or use the following commands from the command line:

**On Windows* operating system:**

`loopprofileviewer[.bat] <datafile>`

**On Linux* and OS X* operating systems:**

`loopprofileviewer.sh <datafile>`

or

`loopprofileviewer.csh <datafile>`
The main user interface displays an upper pane, **Function Profile**, containing function level data, and a lower pane, **Loop Profile**, containing loop level data. If the XML data file is created using only function level instrumentation, the lower pane is not displayed. Drag the separator between individual panes to resize them or click the up/down arrows available on the separator line.

The **Function Profile** pane and **Loop Profile** pane contain the set of columns described in the section, Text Output Format. Click on any of these columns to sort the data based on that column.

The Data Viewer utility has two specific menus - the **View** menu and the **Filter** menu - in the menu bar besides the generic **File** and **Help** menus.

**View Menu**

The **View** menu allows you to open a window that shows the source code for the line you have selected in the table (these menus are grayed out if no line is selected). To use the **View** menu:

1. Select a line in the **Function Profile** pane.
2. Go to **View > Function source for selected function** to see the source code for the selected function.
3. Select a line in the **Loop Profile** pane.
4. Go to **View > Function source for selected loop** to see the source code for the selected function.
5. Go to **View > Loop source for selected loop** to see the source code for the selected loop.

When the cursor is within the **Function Profile** pane or the **Loop Profile pane**, right-click on any line to display a popup menu that gives access to these **View** menu options.
By default, the Data Viewer utility displays the most relevant columns based on the data file loaded. Go to View > Select Columns to display or hide the columns. In the dialog box that opens, columns not available for the currently loaded data file are grayed out.

**Filter Menu**

The Filter menu allows you to limit the data displayed in the tables to items that meet some criteria. As an example, you can use the Filter menu as follows:

1. Go to Filter > Function Profile > “Self time > 1.00%” to list only the functions in the Function Profile pane that represented more than 1.0 % of the application time.
2. Go to Filter > Set thresholds to modify the default thresholds used when enabling the filters for total time % or self-time %.

To display only the loops of a particular function, do the following:

1. Select a function in the Function column of the Function Profile pane.
2. Go to Filter > Loop Profile > Show loops for selected function to display the loops for the selected function.

When the cursor is within the Function Profile pane or the Loop Profile pane, you can right-click any function to display a popup menu that gives access to these Filter menu options.

**Profile-Guided Optimization Report**

The PGO report can help identify where and how the compiler used profile information to optimize the source code. The PGO report is most useful when combined with the PGO compilation steps outlined in the topic, Profile an Application. Without the profiling data generated during the application profiling process the report will generally not provide useful information.

Combine the final PGO step with the reporting options by including -prof-use (Linux* and OS X*) or /Qprof-use (Windows*). The following syntax examples demonstrate how to run the report using the combined options.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Syntax Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux* OS</td>
<td>ifort -prof-use -opt-report-phase=pgo pgotools_sample.c</td>
</tr>
<tr>
<td>OS X*</td>
<td>ifort -prof-use -opt-report-phase=pgo pgotools_sample.c</td>
</tr>
<tr>
<td>Windows* OS</td>
<td>ifort pgotools_sample.c /Qprof-use /Qopt-report-phase=pgo</td>
</tr>
</tbody>
</table>

By default the PGO report generates a medium level of detail (where the [Q]opt-report argument \(n=2\)). You can use the -opt-report=\(n\) (Linux and OS X) or /Qopt-report:\(n\) option along with the [Q]opt-report-phase option if you want a greater or lesser level of diagnostic detail.

The output, by default, comes out to a file with the same name as the object file but with an .optrpt extension and is written into the same directory as the object file. Using the entries in the example above, the output file will be pgotools_sample.optrpt. Use the -opt-report-file (Linux and OS X) or the /Qopt-report-file (Windows) option to specify any other name for the output file that captures the report results, or to specify that the output should go to stdout or stderr.

**See Also**

qopt-report-phase, Qopt-report-phase compiler option
qopt-report, Qopt-report compiler option
qopt-report-file, Qopt-report-file compiler option
prof-use, Qprof-use compiler option
Profile an Application
PGO API Support

Resetting Profile Information

The `_PGOPTI_Prof_Reset_All()` function clears the profile information collected by the instrumented application. The prototype of the function call is listed below.

One of the activities performed under profile-guided optimization is value-profiling. With value-profiling, the compiler inserts instrumentation to obtain a sample of the variable values in the program. Based upon this sampling, the compiler optimizes the user's code using frequently-observed values.

In effect, during a run of an instrumented executable, the segment maintained for each routine executed during that run stores the following information:

- Number of times each basic block in the routine is executed
- Specific values observed at each data point undergoing value-profiling
- Number of times each of these values are observed

When the `_PGOPTI_Prof_Reset()` function is called, the basic block execution count for each basic block is set to 0, and the value-profiling information is reset to indicate that no values were observed at any data point.

<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>void _PGOPTI_Prof_Reset_All(void);</td>
</tr>
</tbody>
</table>

The older version of this function, `_PGOPTI_Prof_Reset()`, is deprecated.

When `_PGOPTI_Prof_Reset_All()` function is called, it insures that all the counters within the main application and all the instrumented shared libraries are cleared. All the counters for block execution counts and value profiling information is reset to 0.

**NOTE**

For routines that were in progress when the reset call was made, the counts for portions of the routine that executed following the call to the reset function may have higher counts than portions of the routine that executed prior to the reset call.

Dumping Profile Information

The `_PGOPTI_Prof_Dump_All()` function dumps the profile information collected by the instrumented application. The prototype of the function call is listed below.

<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>void _PGOPTI_Prof_Dump_All(void);</td>
</tr>
</tbody>
</table>

An older version of this function, `_PGOPTI_Prof_Dump()`, is deprecated and no longer used.

The new function, `_PGOPTI_Prof_Dump_All()`, operates much like the deprecated function, except on Linux* operating systems, when it is used in connection with shared libraries (.so). When `_PGOPTI_Prof_Dump_All()` is called, it insures that a .dyn file is created for all shared libraries needing to create a .dyn file. Use `_PGOPTI_Prof_Dump_All()` on Linux OS to insure portability and correct functionality.

The profile information is generated in a .dyn file (generated in phase 2 of PGO).

The environment variables that affect the `_PGOPTI_Prof_Dump_All()` function are PROF_DIR, COV_DIR, PROF DPI, and COV DPI. Set the PROF_DIR or COV_DIR environment variable to specify the directory to which the .dyn file must be stored. Alternately, you can use the -Q prof_dir compiler option, when building with -Q prof-gen, to specify this directory without setting the PROF_DIR or COV_DIR variable.
Set the PROF_DPI or COV_DPI environment variables to specify an alternative .dpi filename. The default filename is pgopti.dpi. You can also use the -prof_dpi profmerge tool option, when merging the .dyn files, to specify the filename for the summary .dpi file.

**Recommended Usage**

If your application does not use a standard exit() call, insert a single call to this function in the body of the function that terminates the user application. Normally, _PGOPTI_Prof_Dump_All() should be called just once. It is also possible to use this function in conjunction with _PGOPTI_Prof_Reset_All() function to generate multiple .dyn files (presumably from multiple sets of input data).

**NOTE**

If the data is not reset between the dumps with a call to the _PGOPTI_Prof_Reset_All() function, the counters will continue accumulating data, resulting in the subsequent .dyn file containing data that was previously dumped.

**Example**

```fortran
! Selectively collect profile information
! for the portion of the application
! involved in processing input data.
input_data = get_input_data()

do while (input_data)
    call _PGOPTI_Prof_Reset()
    call process_data(input_data)
    call _PGOPTI_Prof_Dump_All()

    input_data = get_input_data()
end do

end program
```

**Dumping Profile Data**

This discussion provides an example of how to call the C PGO API routines from Fortran.

As part of the instrumented execution phase of PGO, the instrumented program writes profile data to the dynamic information file (.dyn file).

The profile information file is written after the instrumented program returns normally from PROGRAM() or calls the standard exit function.

Programs that do not terminate normally, can use the _PGOPTI_Prof_Dump_All() function. During the instrumentation compilation, using the -prof-gen (Linux* and OS X*) or /Qprof-gen (Windows*) option, you can add a call to this function to your program using a strategy similar to the one shown below:
**Interval Profile Dumping**

The `_PGOPTI_Set_Interval_Prof_Dump()` function activates Interval Profile Dumping and sets the approximate frequency at which dumps occur. This function is used in non-terminating applications.

The prototype of the function call is listed below.

**Syntax**

```c
void _PGOPTI_Set_Interval_Prof_Dump(int interval);
```

This function is used in non-terminating applications.

The `interval` parameter specifies the time interval at which profile dumping occurs and is measured in milliseconds. For example, if interval is set to 5000, then a profile dump and reset will occur approximately every 5 seconds. The interval is approximate because the time-check controlling the dump and reset is only performed upon entry to any instrumented function in your application.

Setting the interval to zero or a negative number will disable interval profile dumping, and setting a very small value for the interval may cause the instrumented application to spend nearly all of its time dumping profile information. Be sure to set interval to a large enough value so that the application can perform actual work and substantial profile information is collected.

You can use the profmerge and proforder Tools tool to merge the .dyn files.

**Recommended usage**

Call this function at the start of a non-terminating user application to initiate interval profile dumping. Note that an alternative method of initiating interval profile dumping is by setting the environment variable `INTEL_PROF_DUMP_INTERVAL` to the desired interval value prior to starting the application.

Using interval profile dumping, you should be able to profile a non-terminating application with minimal changes to the application source code.

To control the behavior during dumping, you may use the environment variable `INTEL_PROF_DUMP_CUMULATIVE`. When `INTEL_PROF_DUMP_INTERVAL` is used without `INTEL_PROF_DUMP_CUMULATIVE`, the counters are reset after each dump, and a new .dyn file will be created containing the data collected during each interval. This may result in a potentially large number of .dyn files that need to be stored and merged together by profmerge.
When \texttt{INTEL_PROF_DUMP_CUMULATIVE} is set (to any value), the .\texttt{dyn} file dump will be created at a specified interval as before, but the data will not be reset following the dump, and only the most recent .\texttt{dyn} file will be kept on the file system. This allows for the ability to create a .\texttt{dyn} file for a non-terminating application that contains all the accumulated counts to that point, but without the need for storage and merging of a large set of .\texttt{dyn} files.

\textbf{Resetting the Dynamic Profile Counters}

The \_\texttt{PGOPTI_Prof_Reset()} function resets the dynamic profile counters. The prototype of the function call is listed below.

\begin{verbatim}
void _PGOPTI_Prof_Reset(void);
\end{verbatim}

This function is now deprecated. See \_\texttt{PGOPTI_Prof_Reset_All()} function, which can be used instead.

One of the activities performed under profile-guided optimization is value-profiling. With value-profiling, the compiler inserts instrumentation to obtain a sample of the variable values in the program. Based upon this sampling, the compiler optimizes the user’s code using frequently observed values.

In effect, during a run of an instrumented executable, the segment maintained for each routine executed during that run stores the following information:

- Number of times each basic block in the routine is executed
- Specific values observed at each data point undergoing value-profiling
- Number of times each of these values are observed

When the \_\texttt{PGOPTI_Prof_Reset()} function is called, the basic block execution count for each basic block is set to 0, and the value-profiling information is reset to indicate that no values were observed at any data point.

\textbf{Recommended Usage}

Use this function to clear the profile counters prior to collecting profile information on a section of the instrumented application. See the example under Dumping Profile Information.

\textbf{Dumping and Resetting Profile Information}

The \_\texttt{PGOPTI_Prof_Dump_And_Reset()} function dumps the profile information to a new .\texttt{dyn} file and then resets the dynamic profile counters. Then the execution of the instrumented application continues.

The prototype of the function call is listed below.

\begin{verbatim}
void _PGOPTI_Prof_Dump_And_Reset(void);
\end{verbatim}

This function is used in non-terminating applications and may be called more than once. Each call will dump the profile information to a new .\texttt{dyn} file.

\textbf{Recommended Usage}

Periodic calls to this function enables a non-terminating application to generate one or more profile information files (.\texttt{dyn} files). These files are merged during the \textit{feedback phase} of profile-guided optimizations. The direct use of this function enables your application to control precisely when the profile information is generated.
High-Level Optimization (HLO) Overview

High-level Optimizations (HLO) exploit the properties of source code constructs (for example, loops and arrays) in applications developed in high-level programming languages. While the default optimization level, option `O2`, performs some high-level optimizations, specifying the `O3` option provides the best chance for performing loop transformations to optimize memory accesses.

**NOTE**

Loop optimizations may result in calls to library routines that can result in additional performance gain on Intel® microprocessors than on non-Intel microprocessors. The optimizations performed can also be affected by certain options, such as `/arch` (Windows*), `-m` (Linux* and OS X*), or `[Q]x` options. Additional HLO transformations may be performed for Intel® microprocessors than for non-Intel microprocessors.

Within HLO, loop transformation techniques include:

- Loop Permutation or Interchange
- Loop Distribution
- Loop Fusion
- Loop Unrolling
- Data Prefetching
- Scalar Replacement
- Unroll and Jam
- Loop Blocking or Tiling
- Partial-Sum Optimization
- Predicate Optimization
- Loop Reversal
- Profile-Guided Loop Unrolling
- Loop Peeling
- Data Transformation: Memset Combining, Memory Layout Change
- Loop Rerolling
- Memset andMemcpy Recognition
- Statement Sinking for Creating Perfect Loopnests
- Multiversioning: Checks include Pointer Dependency and Trip Counts
- Loop Collapsing
Interprocedural Optimization (IPO) Overview

Interprocedural Optimization (IPO) is an automatic, multi-step process that allows the compiler to analyze your code to determine where you can benefit from specific optimizations.

The compiler may apply the following optimizations:

- address-taken analysis
- array dimension padding
- alias analysis
- automatic array transposition
- automatic memory pool formation
- common block variable coalescing
- common block splitting
- constant propagation
- dead call deletion
- dead formal argument elimination
- dead function elimination
- formal parameter alignment analysis
- forward substitution
- indirect call conversion
- inlining
- mod/ref analysis
- partial dead call elimination
- passing arguments in registers to optimize calls and register usage
- routine key-attribute propagation
- specialization
- stack frame alignment
- structure splitting and field reordering
- symbol table data promotion
- un-referenced variable removal
- whole program analysis

IPO Compilation Models

IPO supports two compilation models - single-file compilation and multi-file compilation.

Single-file compilation uses the `ip` compiler option, and results in one, real object file for each source file being compiled. During single-file compilation the compiler performs inline function expansion for calls to procedures defined within the current source file.

The compiler performs some single-file interprocedural optimization at the `O2` default optimization level; additionally the compiler may perform some inlining for the `O1` optimization level, like inlining functions marked with inlining directives.
Multi-file compilation uses the `ipo` option, and results in one or more mock object files rather than normal object files. (See the Compilation section below for information about mock object files.) Additionally, the compiler collects information from the individual source files that make up the program. Using this information, the compiler performs optimizations across functions and procedures in different source files.

**NOTE**

Inlining and other optimizations are improved by profile information. For a description of how to use IPO with profile information for further optimization, see Profile an Application.

OS X*: Intel®-based systems running OS X do not support a multiple object compilation model.

**Compiling with IPO**

As each source file is compiled with IPO, the compiler stores an intermediate representation (IR) of the source code in a mock object file. The mock object files contain the IR instead of the normal object code. Mock object files can be ten times or more larger than the size of normal object files.

During the IPO compilation phase only the mock object files are visible.

**Linking with IPO**

When you link with the `ipo` compiler option the compiler is invoked a final time. The compiler performs IPO across all mock object files. The mock objects must be linked with the Intel compiler or by using the Intel linking tools. While linking with IPO, the Intel compilers and other linking tools compile mock object files as well as invoke the real/true object files linkers provided on the user's platform.

Link-time optimization using the `-ffat-lto-objects` compiler option is provided for GCC compatibility. During IPO compilation, you can specify `-ffat-lto-objects` option, for the compiler to generate a fat link-time optimization (LTO) object that has both a real/true object and a discardable intermediate language section. This enables both link-time optimization (LTO) linking and normal linking.

You can specify the `-fno-fat-lto-objects` option for the compiler to generate a link-time optimization (LTO) object that only has a discardable intermediate language section; no real/true object is generated. These files are inserted into archives in the form in which they were created. Using this option may improve compilation time and save space for objects.

If you use `ld` rather than `xild` to link objects or `ar` instead of `xiar` to create an archive, the real/true object, generated during fat link-time optimization guarantees that there will be no impediment to linking/building the archive. However, cross-file optimizations are lost in this case. The extra true object also takes additional space and takes compile time to generate it, so using `-fno-fat-lto-objects` compiler option is an advantage provided that you link the IPO mock object files with `xild` and archive them with `xiar`.

**Whole Program Analysis**

The compiler supports a large number of IPO optimizations that can be applied or have its effectiveness greatly increased when the whole program condition is satisfied.

During the analysis process, the compiler reads all Intermediate Representation (IR) in the mock file, object files, and library files to determine if all references are resolved and whether or not a given symbol is defined in a mock object file. Symbols that are included in the IR in a mock object file for both data and functions are candidates for manipulation based on the results of whole program analysis.

There are two types of whole program analysis - object reader method and table method. Most optimizations can be applied if either type of whole program analysis determines that the whole program conditions exists; however, some optimizations require the results of the object reader method, and some optimizations require the results of table method.

**Object reader method**
In the object reader method, the object reader emulates the behavior of the native linker and attempts to resolve the symbols in the application. If all symbols are resolved, the whole program condition is satisfied. This type of whole program analysis is more likely to detect the whole program condition.

**Table method**

In the table method the compiler analyzes the mock object files and generates a call-graph. The compiler contains detailed tables about all of the functions for all important language-specific libraries, like the Fortran runtime libraries. In this second method, the compiler constructs a call-graph for the application. The compiler then compares the function table and application call-graph. For each unresolved function in the call-graph, the compiler attempts to resolve the calls by finding each an entry for each unresolved function in the compiler tables. If the compiler can resolve the functions call, the whole program condition exists.

**See Also**

ax, Qax
Inline Function Expansion
Interprocedural Optimization (IPO) Options
ip, Qip
ipo, Qipo
ipo-c, Qipo-c
Linking Tools and Options
O
x, Qx
Using IPO

**Using IPO**

This topic discusses how to use IPO from the command line.

**Compiling and Linking Using IPO**

To enable IPO, you first compile each source file, then link the resulting source files.

First, compile your source files with [Q]ipo compiler as shown below:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux* and OS X*</td>
<td>ifort -ipo -c a.f90 b.f90 c.f90</td>
</tr>
<tr>
<td>Windows*</td>
<td>ifort /Qipo /c a.f90 b.f90 c.f90</td>
</tr>
</tbody>
</table>

The output of the above example command differs according to operating system:

- Linux and OS X: The commands produce a.o, b.o, and c.o object files.
- Windows: The commands produce a.obj, b.obj, and c.obj object files.

Use the c compiler option to stop compilation after generating .o or .obj files. The output files contain compiler intermediate representation (IR) corresponding to the compiled source files.

Second, link the resulting files. The following example command will produce an executable named app:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux and OS X</td>
<td>ifort -o app a.o b.o c.o</td>
</tr>
<tr>
<td>Windows</td>
<td>ifort /exe:app a.obj b.obj c.obj</td>
</tr>
</tbody>
</table>
The command invokes the compiler on the objects containing IR and creates a new list of objects to be linked. Alternately, you can use the xild (Linux and OS X) or xilink (Windows) tool, with the appropriate linking options.

**Combining the Steps**

The separate compile and link commands demonstrated above can be combined into a single command, as shown in the following examples:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux and OS X</td>
<td>ifort -ipo -o app a.f90 b.f90 c.f90</td>
</tr>
<tr>
<td>Windows</td>
<td>ifort /Qipo /exe:app a.f90 b.f90 c.f90</td>
</tr>
</tbody>
</table>

The `ifort` command, shown in the examples above, calls GCC ld (Linux and OS X) or link.exe (Windows only) to link the specified object files and produce the executable application, which is specified by the `-o` (Linux and OS X) or `/exe` (Windows) option.

**Capturing Intermediate IPO Output**

The `[Q]ipo-c` and `[Q]ipo-S` compiler options are useful for analyzing the effects of multi-file IPO, or when experimenting with multi-file IPO between modules that do not make up a complete program.

- Use the `[Q]ipo-c` compiler option to optimize across files and produce an object file. The option performs optimizations as described for the `[Q]ipo` option but stops prior to the final link stage, leaving an optimized object file. The default name for this file is `ipo_out.o` (Linux and OS X) or `ipo_out.obj` (Windows).
- Use the `[Q]ipo-S` compiler option to optimize across files and produce an assembly file. The option performs optimizations as described for `[Q]ipo`, but stops prior to the final link stage, leaving an optimized assembly file. The default name for this file is `ipo_out.s` (Linux) or `ipo_out.asm` (Windows).

For both options, you can use the `-o` (Linux and OS X) or `/exe` (Windows) option to specify a different name. These options generate multiple outputs if multi-object IPO is being used. The name of the first file is taken from the value of the `-o` (Linux and OS X) or `/exe` (Windows) option.

The names of subsequent files are derived from the first file with an appended numeric value to the file name. For example, if the first object file is named `foo.o` (Linux and OS X) or `foo.obj` (Windows), the second object file will be named `foo1.o` or `foo1.obj`.

You can use the object file generated with the `[Q]ipo-c` option, but you will not get the full benefit of whole program optimizations if you use this option.

The object file created using the `[Q]ipo-c` option is a real object file, in contrast to the mock file normally generated using IPO; however, the generated object file is significantly different than the mock object file. It does not contain the IR information needed to fully optimize the application using IPO.

The compiler generates a message indicating the name of each object or assembly file it generates. These files can be added to the real link step to build the final application.

**See Also**
c compiler option
o compiler option
ipo, Qipo compiler option
ipo-c, Qipo-c compiler option
ipo-S, Qipo-S compiler option
O compiler option
IPO-Related Performance Issues

There are some general optimization guidelines for IPO that you should keep in mind:

- Using IPO on very large programs might trigger internal limits of other compiler optimization phases.
- Applications where the compiler does not have sufficient intermediate representation (IR) coverage to do whole program analysis might not perform as well as those where IR information is complete.

In addition to the general guidelines, there are some practices to avoid while using IPO. The following list summarizes the activities to avoid:

- Do not use the link phase of an IPO compilation using mock object files produced for your application by a different compiler. The Intel® Compiler cannot inspect mock object files generated by other compilers for optimization opportunities.
- Update make files to call the appropriate Intel linkers when using IPO from scripts. For Linux and OS X, replace all instances of `ld` with `xild`; for Windows, replace all instances of `link` with `xilink`.

See Also

IPO for Large Programs
O
prof-use, Qprof-use

IPO for Large Programs

In most cases, IPO generates a single true object file for the link-time compilation. This behavior is not optimal for very large programs, perhaps even making it impossible to use [Q]ipo compiler option on the application.

The compiler provides two methods to avoid this problem. The first method is an automatic size-based heuristic, which causes the compiler to generate multiple true object files for large link-time compilations. The second method is to manually instruct the compiler to perform multi-object IPO.

- Use the [Q]ipoN compiler option and pass an integer value in the place of N.
- Use the [Q]ipo-separate compiler option.

The number of true object files generated by the link-time compilation is invisible to you unless the [Q]ipo-c or [Q]ipo-S compiler option is used.

Regardless of the method used, it is best to use the compiler defaults first and examine the results. If the defaults do not provide the desired results then experiment with generating more object files.

You can use the [Q]ipo-jobs compiler option to control the number of commands, or jobs, executed during parallel builds.

Using [Q]ipoN to Create Multiple Object Files

If you specify [Q]ipo0, which is the same as not specifying a value, the compiler uses heuristics to determine whether to create one or more object files based on the expected size of the application. The compiler generates one object file for small applications, and two or more object files for large applications.

If you specify any value greater than 0, the compiler generates that number of object files, unless the value you pass a value that exceeds the number of source files. In that case, the compiler creates one object file for each source file then stops generating object files.

The following example commands demonstrate how to use [Q]ipo2 option to compile large programs.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows*</td>
<td>ifort /Qipo2 /c a.f90 b.f90</td>
</tr>
<tr>
<td>Linux*</td>
<td>ifort -ipo2 -c a.f90 b.f90</td>
</tr>
</tbody>
</table>
Operating System  | Example Command
--- | ---
OS X*  | `ifort -ipo2 -c a.f90 b.f90`

In executing the above commands, the compiler generates object files using an OS-dependent naming convention. On Linux* and OS X*, the example command results in object files named `ipo_out.o`, `ipo_out1.o`, and `ipo_out2.o`. On Windows*, the file names follow the same convention; however, the file extensions will be `.obj`.

Link the resulting object files as shown in Using IPO or Linking Tools and Options.

Creating the Maximum Number of Object Files

Using `[Q]ipo-separate` allows you to force the compiler to generate the maximum number of true object files that the compiler will support during multiple object compilation. The maximum number of true object files is the equal to the number of mock object files passed on the link line.

For example, you can pass example commands similar to the following:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows*</td>
<td><code>ifort a.obj b.obj c.obj /Qipo-separate /Qipo-c</code></td>
</tr>
<tr>
<td>Linux*</td>
<td><code>ifort a.o b.o c.o -ipo-separate -ipo-c</code></td>
</tr>
<tr>
<td>OS X*</td>
<td><code>ifort a.o b.o c.o -ipo-separate -ipo-c</code></td>
</tr>
</tbody>
</table>

The compiler generates multiple object files that use the same naming convention discussed above.

Link the resulting object files as shown in Using IPO or Linking Tools and Options.

See Also

`ipo`, `Qipo` compiler option
`ipo-c`, `Qipo-c` compiler option
`ipo-jobs`, `Qipo-jobs` compiler option
`ipo-S`, `Qipo-S` compiler option
`ipo-separate`, `Qipo-separate` compiler option

Understanding Code Layout and Multi-Object IPO

One of the optimizations performed during an IPO compilation is code layout. The analysis performed by the compiler during multi-file IPO determines a layout order for all of the routines for which it has intermediate representation (IR) information. For a multi-object IPO compilation, the compiler must tell the linker about the desired order.

If you are generating an executable in the link step, the compiler does all of this automatically. However, if you are generating object files instead of an executable, the compiler generates a layout script, which contains the correct information needed to optimally link the executable when you are ready to create it.

This linking tool script must be taken into account if you use either the `[Q]ipo-c` or `[Q]ipo-S` compiler option. With these options, the IPO compilation and actual linking are done by different invocations of the compiler. When this occurs, the compiler issues a message indicating that it is generating an explicit linker script, `ipo_layout.script`.

The Windows linker (link.exe) automatically collates these sections lexigraphically in the desired order.

The compiler first puts each routine in a named text section that varies depending on the operating system: Windows:
The first routine is placed in `.text00001`, the second is placed in `.text00002`, and so on.

Linux:

The first routine is placed in `.text00001`, the second is placed in `.text00002`, and so on. It then generates a linker script that tells the linker to first link contributions from `.text00001`, then `.text00002`.

When `ipo_layout.script` is generated, you should modify your link command if you want to use the script to optimize code layout:

```
Example
--script=ipo_layout.script
```

If your application already requires a custom linker script, you can place the necessary contents of `ipo_layout.script` in your script.

The layout-specific content of `ipo_layout.script` is at the beginning of the description of the `.text` section. For example, to describe the layout order for 12 routines:

```
Example output

.text :
[
*(.text00001) *(.text00002) *(.text00003) *(.text00004) *(.text00005)
*(.text00006) *(.text00007) *(.text00008) *(.text00009) *(.text00010)
*(.text00011) *(.text00012)
...]
```

For applications that already require a linker script, you can add this section of the `.text` section description to the customized linker script. If you add these lines to your linker script, it is desirable to add additional entries to account for future development.

If you choose to not use the linker script your application will still build, but the layout order will be random. This may have an adverse affect on application performance, particularly for large applications.

See Also
ipo-c, Qipo-c
ipo-S, Qipo-S

Creating a Library from IPO Objects

Linux* and OS X*

Libraries are often created using a library manager such as `xiar` for Linux*/OS X* or `lib` for Windows. Given a list of objects, the library manager will insert the objects into a named library to be used in subsequent link steps.

```
Example
xiar cru user.a a.o b.o
```

The above command creates a library named `user.a` containing the `a.o` and `b.o` objects.

If the objects have been created using `[Q]ipo -c` then the archive will not only contain a valid object, but the archive will also contain intermediate representation (IR) for that object file. For example, the following example will produce `a.o` and `b.o` that may be archived to produce a library containing both object code and IR for each source file.
The commands generate mock objects files, which when placed in archive will also be accompanied by a true object file.

Using xiar is the same as specifying xild -lib.

**OS X* Only**
When using xilibtool, specify -static to generate static libraries, or specify dynamic to create dynamic libraries. For example, the following example command will create a static library named mylib.a that includes the a.o, b.o, and c.o objects.

**Example**
```
xilibtool -static -o mylib.a a.o b.o c.o
```
Alternately, the following example command will create a dynamic library named mylib.dylib that includes the a.o, b.o, and c.o objects.

**Example**
```
xilibtool -dynamic -o mylib.dylib a.o b.o c.o
```
Specifying xilibtool is the same as specifying xild -libtool.

**Windows* Only**
Create libraries using xilib or xilink -lib to create libraries of IPO mock object files and link them on the command line.

For example, assume that you create three mock object files by using a command similar to the following:

**Example**
```
ifort /c /Qipo a.obj b.obj c.obj
```
Further assume a.obj contains the main subprogram. You can enter commands similar to the following to create a library.

**Example**
```
xilib -out:main.lib b.obj c.obj
or
xilink -lib -out:main.lib b.obj c.obj
```
You can link the library and the main program object file by entering a command similar to the following:

**Example**
```
xilink -out:result.exe a.obj main.lib
```

**See Also**
dynamiclib compiler option
dipo-c, Qipo-c compiler option
static compiler option
Requesting Compiler Reports with the xi* Tools

The compiler option \texttt{[Q]opt-report} generates optimization reports with different levels of detail. Related compiler options, listed under Optimization Report Options, allow you to specify the phase, direct output to a file (instead of stderr), and request reports from all routines with names containing a specific string as part of their name.

The xi* tools are used with inter-procedural optimization (IPO) during the final stage of IPO compilation. You can request compiler reports to be generated during the final IPO compilation by using certain options. The supported xi* tools are:

- Linker tools: \texttt{xilink} (Windows*) and \texttt{xild} (Linux* and OS X*)
- Library tools: \texttt{xilib} (Windows*), \texttt{xiar} (Linux* and OS X*), \texttt{xilibtool} (OS X*)

The following tables lists the compiler report options that can be used with the xi* tools during the final IPO compilation.

<table>
<thead>
<tr>
<th>Optimization Report Option</th>
<th>Description</th>
</tr>
</thead>
</table>
| \texttt{-opt-report[=n]} (Linux* and OS X*) \texttt{/Qopt-report[:n]} (Windows*) \texttt{-opt-report-file=filename} (Linux* and OS X*) \texttt{/Qopt-report-file:filename} (Windows*) \texttt{-opt-report-phase[=list]} (Linux* and OS X*) \texttt{/Qopt-report-phase:list} (Windows*) \texttt{-opt-report-routine=substring} (Linux* and OS X*) \texttt{/Qopt-report-routine:substring} (Windows*) \texttt{-opt-report-filter=string} (Linux* and OS X*) \texttt{/Qopt-report-filter:string} (Windows*) \texttt{-opt-report-help} (Linux* and OS X*) \texttt{/Qopt-report-help} (Windows*) \texttt{-opt-report-names} (Linux* and OS X*) | Enables optimization report generation with different levels of detail. Valid values for \textit{n} are 0 through 5. By default, when you specify this option without passing a value the compiler will generate a report with a medium level of detail. Higher numbers give greater levels of detail.
Generates an optimization report and directs the report output to the specified \textit{filename}. If you omit the path, the file is created in the current directory. To create the file in a different directory, specify the full path to the output file and its file name.
Specifies a comma separated \textit{list} of optimization phases to use when generating reports. If you do not specify a phase the compiler defaults to all. You can request a list of all available phases by using the [Q]opt-report-help option.
To generate a report for the IPO phase, use the \textit{-opt-report-phase=ipo} (Linux* and OS X*) or \texttt{/Qopt-report-phase:ipo} (Windows) option.
Generates reports for all routines with names containing \textit{substring} as part of their name. You can also specify a sequence of substrings separated by commas. If you do this, the compiler generates an optimization report for each of the routines whose name contains one or more of these substrings.
If \textit{substring} is not specified, the compiler generates reports on all routines.
Tells the compiler to find the indicated parts of your application specified by \textit{string}, and generate optimization reports for them.
If both \texttt{-opt-report-routines=string1} and \texttt{opt-report-filter=string2} are specified, it is treated as \texttt{-opt-report-filter=string1;string2}.
Displays the optimization phases available to use when using the [Q]opt-report-phase option.
Specifies whether mangled or unmangled names appear in the optimization report. If this option is not specified, unmangled names are used by default. |
### Optimization Report Option

<table>
<thead>
<tr>
<th>Optimization Report Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/Qopt-report-names</td>
<td>If you specify mangled, encoding (also known as decoration) is added to names in the optimization report. This is appropriate when you want to match annotations with the assembly listing. If you specify unmangled, no encoding (or decoration) is added to names in the optimization report. This is appropriate when you want to match annotations with the source listing. If you use this option, you do not have to specify option -qopt-report (Linux* OS and OS X*) or /Qopt-report (Windows* OS).</td>
</tr>
</tbody>
</table>

**See Also**

qopt-report, Qopt-report compiler option  
qopt-report-file, Qopt-report-file compiler option  
qopt-report-help, Qopt-report-help compiler option  
qopt-report-phase, Qopt-report-phase compiler option  
qopt-report-routine, Qopt-report-routine compiler option  
qopt-report-filter, Qopt-report-filter compiler option

### Inline Expansion of Functions

#### Inline Function Expansion

Inline function expansion does not require that the applications meet the criteria for whole program analysis normally required by IPO; so this optimization is one of the primary optimizations used in Interprocedural Optimization (IPO). For function calls that the compiler believes are frequently executed, the Intel® compiler often decides to replace the instructions of the call with code for the function itself.

In the compiler, inline function expansion typically favors relatively small user functions over functions that are relatively large. This optimization improves application performance by performing the following:

- Removing the need to set up parameters for a function call
- Eliminating the function call branch
- Propagating constants

Function inlining can improve execution time by removing the runtime overhead of function calls; however, function inlining can increase code size, code complexity, and compile times. In general, when you instruct the compiler to perform function inlining, the compiler can examine the source code in a much larger context, and the compiler can find more opportunities to apply optimizations.

Specifying the [Q]ip compiler option, single-file IPO, causes the compiler to perform inline function expansion for calls to procedures defined within the current source file; in contrast, specifying the [Q]ipo compiler option, multi-file IPO, causes the compiler to perform inline function expansion for calls to procedures defined in other files.

**CAUTION**

Using the [Q]ip and [Q]ipo (Windows*) options can, in some cases, significantly increase compile time and code size.

The Intel compiler does a certain amount of inlining at the default level. Although such inlining is similar to what is done when you use the [Q]ip option, the amount of inlining done is generally less than when you use the option.
Selecting Routines for Inlining

The compiler attempts to select the routines whose inline expansions provide the greatest benefit to program performance. The selection is done using default heuristics. The inlining heuristics used by the compiler differ based on whether or not you use options for Profile-Guided Optimizations (PGO): [Q]prof-use compiler option.

When you use PGO with [Q]ip or [Q]ipo (Windows), the compiler uses the following guidelines for applying heuristics:

- The default heuristic focuses on the most frequently executed call sites, based on the profile information gathered for the program.
- The default heuristic always inlines very small functions that meet the minimum inline criteria.

Using IPO with PGO

Combining IPO and PGO typically produces better results than using IPO alone. PGO produces dynamic profiling information that can usually provide better optimization opportunities than the static profiling information used in IPO.

The compiler uses characteristics of the source code to estimate which function calls are executed most frequently. It applies these estimates to the PGO-based guidelines described above. The estimation of frequency, based on static characteristics of the source, is not always accurate.

See Also

fpic
ip, Qip
ipo, Qipo
prof-use, Qprof-use

Compiler Directed Inline Expansion of Functions

Without directions from the user, the compiler attempts to estimate what functions should be inlined to optimize application performance. See Inline Function Expansion for more information.

The following options are useful in situations where an application can benefit from user function inlining but does not need specific direction about inlining limits.

<table>
<thead>
<tr>
<th>Option</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>inline-level (Linux* and OS X*) or Ob (Windows*)</td>
<td>Specifies the level of inline function expansion. Note that the option /Ob2 on Windows* is equivalent to -inline-level=2 on Linux* and OS X*.</td>
</tr>
<tr>
<td>[Q]ip-no-inlining</td>
<td>Disables only inlining enabled by the [Q]ip, [Q]ipo, or Ob2 options.</td>
</tr>
<tr>
<td>[Q]ip-no-pinlining</td>
<td>Disables partial inlining enabled by the [Q]ip or [Q]ipo options. No other IPO optimizations are disabled.</td>
</tr>
<tr>
<td>fno-builtin (Linux* and OS X*) or Oi- (Windows)</td>
<td>Disables inlining for intrinsic functions. Disables the by-name recognition support of intrinsic functions and the resulting optimizations. Use this option if you redefine standard library routines with your own version and your version of the routine has the same name as the standard library routine. By default, the compiler automatically inlines (expands) a number of standard and math library functions at the point of the call to that function, which usually results in faster computation.</td>
</tr>
</tbody>
</table>
Many routines in the libirc, libm, or svml library are more highly optimized for Intel microprocessors than for non-Intel microprocessors. Indicates that the source position information for an inlined function should be retained, rather than replaced, by that of the call which is being inlined.

See Also
debugee (Linux* and OS X*)
debugee (Windows*)
g, Zi, Z7
inline-level, Ob
ip, Qip
ip-no-pinlining, Qip-no-pinlining
ipo, Qipo

Developer Directed Inline Expansion of User Functions

In addition to the options that support compiler directed inline expansion of user functions, the compiler also provides compiler options and directives that allow you to more precisely direct when and if inline function expansion should occur.

The compiler measures the relative size of a routine in an abstract value of intermediate language units, which is approximately equivalent to the number of instructions that will be generated. The compiler uses the intermediate language unit estimates to classify routines and functions as relatively small, medium, or large functions. The compiler then uses the estimates to determine when to inline a function; if the minimum criteria for inlining is met and all other things are equal, the compiler has an affinity for inlining relatively small functions and not inlining relative large functions.

Typically, the compiler targets functions that have been marked for inlining based on the following:

- **Inlining keywords**: provides a hint to the compiler to inline the specified function. For example, `__inline`, `__forceinline`.
- **Statement-specific inlining directives**: indicates to the compiler to inline calls within the targeted statement if it is legal to do so. For example, `!DIR$ ATTRIBUTE INLINE, !DIR$ ATTRIBUTE FORCEINLINE`.
- **GCC function attributes for inlining**: indicates to the compiler to inline the function even when no optimization level is specified. For example, `__attribute__((always_inline))`.

The following developer directed inlining options and directives provide the ability to change the boundaries used by the inliner to distinguish between small and large functions.

In general, you should use the `[-Q]inline-factor` option before using the individual inlining options listed below; this single option effectively controls several other upper-limit options.

If your code hits an inlining limit, the compiler issues a warning. The warning specifies which of the inlining limits have been hit, and the compiler option and/or directives needed to get a full report. For example, you could get a message as follows:

```
Inlining inhibited by limit max-total-size. Use -opt-report -opt-report-phase=ipo for full report.
```

Messages in the report refer directly to the command line options or directives that can be used to overcome the limits.

The following table lists the options you can use to fine-tune inline expansion of functions. The directives associated with the options are documented in the **Effect** column.
<table>
<thead>
<tr>
<th>Option</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Q]inline-factor</td>
<td>Controls the multiplier applied to all inlining options that define upper limits: <code>inline-max-size</code>, <code>inline-max-total-size</code>, <code>inline-max-per-routine</code>, and <code>inline-max-per-compile</code>. While you can specify an individual increase in any of the upper-limit options, this single option provides an efficient means of controlling all of the upper-limit options with a single command. By default, this option uses a multiplier of 100, which corresponds to a factor of 1. Specifying 200 implies a factor of 2, and so on. Experiment with the multiplier carefully. You could increase the upper limits to allow too much inlining, which might result in your system running out of memory.</td>
</tr>
<tr>
<td>[Q]inline-forceinline</td>
<td>Instructs the compiler to force inlining of functions suggested for inlining whenever the compiler is capable doing so. Without this option, the compiler treats functions declared with the <code>__inline</code> keyword as merely being recommended for inlining. When this option is used, it is as if they were declared with the <code>__forceinline</code> keyword.</td>
</tr>
<tr>
<td>[Q]inline-min-size</td>
<td>Redefines the maximum size of small routines; routines that are equal to or smaller than the value specified are more likely to be inlined.</td>
</tr>
<tr>
<td>[Q]inline-max-size</td>
<td>Redefines the minimum size of large routines; routines that are equal to or larger than the value specified are less likely to be inlined.</td>
</tr>
<tr>
<td>[Q]inline-max-total-size</td>
<td>Limits the expanded size of inlined functions. You can also use !DIR$ATTRIBUTES OPTIMIZATION_PARAMETER:“INLINE_MAX_TOTAL_SIZE=N” to control the size an individual routine can grow through inlining.</td>
</tr>
<tr>
<td>[Q]inline-max-per-routine</td>
<td>Limits the number of times inlining can be applied within a routine. You can also use !DIR$ATTRIBUTES OPTIMIZATION_PARAMETER:“INLINE_MAX_PER_ROUTINE=N” to control the number of times inlining may be applied to a routine.</td>
</tr>
<tr>
<td>[Q]inline-max-per-compile</td>
<td>Limits the number of times inlining can be applied within a compilation unit. The compilation unit limit depends on the whether or not you specify the [Q]ipo compiler option. If you enable IPO, all source files that are part of the compilation are considered one compilation unit. For compilations not involving IPO each source file is considered an individual compilation unit.</td>
</tr>
</tbody>
</table>

See Also
inline-factor, Qinline-factor
inline-forceinline, Qinline-forceinline
inline-max-per-compile, Qinline-max-per-compile
inline-max-per-routine, Qinline-max-per-routine
inline-max-total-size, Qinline-max-total-size
inline-max-size, Qinline-max-size
inline-min-size, Qinline-min-size
ipo, Qipo
Intel(R) Fortran Language Extensions Overview

Intel® Fortran provides a number of additional implementation features designed to simplify or enhance application development. The features in the section are varied; your choice to employ each feature depends on your application and development needs.

The Fortran Language Reference contains a section showing a summary of all the language extensions (non-standard features).

Fortran Language Extensions

64-bit Addressing Support (Linux*)

Specifying Memory Models to use with Systems Based on Intel® 64 Architecture (Linux* OS)

This topic only applies to Linux* OS.

Applications designed to take advantage of Intel® 64 architecture can be built with one of three memory models:

- small (-mcmodel=small)
  This causes code and data to be restricted to the first 2GB of address space so that all accesses of code and data can be done with Instruction Pointer (IP)-relative addressing.

- medium (-mcmodel=medium)
  This causes code to be restricted to the first 2GB; however, there is no restriction on data. Code can be addressed with IP-relative addressing, but access of data must use absolute addressing.

- large (-mcmodel=large)
  There are no restrictions on code or data; access to both code and data uses absolute addressing.

IP-relative addressing requires only 32 bits, whereas absolute addressing requires 64-bits. This can affect code size and performance. (IP-relative addressing is somewhat faster.)

Additional Notes on Memory Models and on Large Data Objects

- When you specify the medium or large memory models, you must also specify the -shared-intel compiler option to ensure that the correct dynamic versions of the Intel run-time libraries are used.
- When you build shared objects (.so), Position-Independent Code (PIC) is specified (that is, -fPIC is added by the compiler driver) so that a single .so can support all three memory models. However, code that is to be placed in a static library, or linked statically, must be built with the proper memory model specified. Note that there is a performance impact to specifying the medium or large memory models.
- The use of the memory model (medium, large) option and the -shared-intel option is required as a by-product of the code models stipulated in the 64-bit Application Binary Interface (ABI), which is written specifically for processors with the 64-bit memory extensions. Both the compiler and the GNU linker (ld) are responsible for generating the proper code and necessary relocations on this platform according to the chosen memory model.
• The 2GB restriction on Intel® 64 architecture involves not only arrays greater than 2GB, but also COMMON blocks and local data with a total size greater than 2GB. The Compiler Options reference contains additional discussion of the supported memory models and offers details about the 2GB restrictions for each model. See the \texttt{-mcmodel} options page.

• If, during linking, you fail to use the appropriate memory model and dynamic library options, an error message in this format occurs:

\begin{verbatim}
<some lib.a library>(some .o): In Function <function>:
  : relocation truncated to fit: R_X86_64_PC32 <some symbol>
\end{verbatim}

**Traceback**

**Using Traceback Information Overview**

When a Fortran program terminates due to a severe error condition, the Fortran run-time system displays additional diagnostic information after the run-time message.

The Fortran run-time system attempts to walk back up the call chain and produce a report of the calling sequence leading to the error as part of the default diagnostic message report. This is known as traceback. The minimum information displayed includes:

- The standard Fortran run-time \textit{Run-Time Message Display and Format} text that explains the error condition.
- A tabular report that contains one line per call stack frame. This information includes at least the image name and a hexadecimal PC in that image.

The information displayed under the Routine, Line, and Source columns depends on whether your program was compiled with the \texttt{traceback} option.

For example, if the \texttt{traceback} option is specified, the displayed information might resemble the following:

\begin{verbatim}
forrtl: severe (24): end-of-file during read, unit 10, file E:\USERS\xxx.dat

<table>
<thead>
<tr>
<th>Image</th>
<th>PC</th>
<th>Routine</th>
<th>Line</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>libifcorert.dll</td>
<td>1000A3B2</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>1000A184</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>10009324</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>10009596</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>10024193</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>teof.exe</td>
<td>004011A9</td>
<td>AGAIN</td>
<td>21</td>
<td>teof.for</td>
</tr>
<tr>
<td>teof.exe</td>
<td>004010DD</td>
<td>GO</td>
<td>15</td>
<td>teof.for</td>
</tr>
<tr>
<td>teof.exe</td>
<td>004010A7</td>
<td>WE</td>
<td>11</td>
<td>teof.for</td>
</tr>
<tr>
<td>teof.exe</td>
<td>00401071</td>
<td>HERE</td>
<td>7</td>
<td>teof.for</td>
</tr>
<tr>
<td>teof.exe</td>
<td>00401035</td>
<td>TEOF</td>
<td>3</td>
<td>teof.for</td>
</tr>
<tr>
<td>teof.exe</td>
<td>004013D9</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>teof.exe</td>
<td>004012DF</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>KERNEL32.dll</td>
<td>77F1B304</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
</tbody>
</table>
\end{verbatim}

If the same program is \textit{not} compiled with the \texttt{traceback} option:

- The Routine name, Line number, and Source file columns would be reported as "Unknown."
- A link map file is usually needed to locate the cause of the error.

The \texttt{traceback} option provides program counter (PC) to source file line correlation information to appear in the displayed error message information, which simplifies the task of locating the cause of severe run-time errors.

For Fortran objects generated with the \texttt{traceback} option, the compiler generates additional information used by the Fortran run-time system to automatically correlate PC values to the routine name in which they occur, Fortran source file, and line number in the source file. This information is displayed in the run-time error diagnostic report.

Automatic PC correlation is only supported for Fortran code. For non-Fortran code, only the hexadecimal PC locations are reported.
Tradeoffs and Restrictions in Using Traceback

This topic describes tradeoffs and restrictions that apply to using traceback.

Effect on Image Size

Using the `traceback` option to get automatic PC correlation increases the size of an image. For any application, the developer must decide if the increase in image size is worth the benefit of automatic PC correlation or if manually correlating PCs with a map file is acceptable.

The approach of providing automatic correlation information in the image was used so that no run-time penalty is incurred by building the information "on the fly" as your application executes. No run-time diagnostic code is invoked unless your application is terminating due to a severe error.

C Compiler Omit Frame Pointer Option on Systems Using IA-32 Architecture

The following routines are used to walk the stack:

- For Windows OS, the Windows API routine `StackWalk( )` in `imagehlp.dll`
- For Linux OS and for OS X, `_Unwind_ForcedUnwind( )`, `_Unwind_GetIP( )`, `_Unwind_GetRegionStart( )` and `_Unwind_GetGr( )` routines in `libunwind.so`

In an environment using IA-32 architecture, there are no firm software calling standards documented. Compiler developers are under no constraints to use machine registers in any particular way or to hook up procedures in any particular way. The stack walking routines listed above use a set of heuristics to determine how to walk the call stack. That is, they make a "best guess" to determine how a program reached a particular point in the call chain. With C code that has been compiled with Visual C++* using the Omit Frame Pointer option -- either `-fomit-frame-pointer` (Linux OS and OS X) or `/Oy` (Windows OS) -- this "best guess" is not usually the correct one.

If you are mixing Fortran and C code and you are concerned about stack tracing, consider disabling the `-fomit-frame-pointer` or `/Oy` option in your C compilations. Otherwise, traceback will most likely not work for you.

Stack Trace Failure

Programs can fail for a number of reasons, often with unpredictable consequences. Memory corruption by erroneously executing code is one possibility. Stack memory can be corrupted in such a way that the attempt to trace the call stack will result in access violations or other undesirable consequences. The stack-tracing run-time code is guarded with a local exception filter. If the traceback attempt fails due to a hard detectable condition, the run-time will report this in its diagnostic output message as:

```
Stack trace terminated abnormally
```

Be forewarned, however: It is also possible for memory to be corrupted in such a way that a stack trace can seem to complete successfully with no hint of a problem. The bit patterns it finds in corrupted memory where the stack used to be, and then uses to access memory, may constitute perfectly valid memory addresses for the program to be accessing. They just do not happen to have any connection to what the stack used to look like. So, if it appears that the stack walk completed normally, but the reported PCs make no sense to you, then consider ignoring the stack trace output in diagnosing your problem.

Another condition that will disable the stack trace process is your program exiting because it has exhausted virtual memory resources.

The stack trace can fail if the run-time system cannot dynamically load `libunwind.so` (Linux OS and OS X) or `imagehlp.dll` (Windows OS) or cannot find the necessary routines from that library. In this case, you still get the basic run-time diagnostic message; you will not get any call stack information.
Linker /incremental:no Option on Windows Operating Systems

The following applies to Windows operating systems only.

When incremental linking is enabled, automatic PC correlation does not work. Use of incremental linking always disables automatic PC correlation even if you specify /traceback during compilation.

When you use incremental linking, the default hexadecimal (hex) PC values will still appear in the output. To correlate from the hexadecimal PC values to routine containing the PC addresses requires use of a linker map file. However, if you request a map file during linking, incremental linking becomes disabled. Thus to allow any PC values generated for a run-time problem to be helpful, incremental linking must be disabled.

In the integrated development environment, you can use the Call stack display, so incremental linking is not a problem.

Sample Programs and Traceback Information

The following sections provide sample programs that show the use of traceback to locate the cause of the error:

- Example: End-of-File Condition, Program teof
- Example: Machine Exception Condition, Program ovf
- Example: Using Traceback in Mixed Fortran/C Applications, Program FPING and CPONG

Note that the hex PC's and contents of registers displayed in these program outputs are meant as representative examples of typical output. The PC's will change over time, as the libraries and other tools used to create an image change.

Example: End-of-File Condition, Program teof

In the following example, a READ statement creates an End-Of-File error, which the application has not handled:

```fortran
program teof
  integer*4 i, res
  i=here()
end

integer*4 function here()
  here = we()
end

integer*4 function we()
  we = go()
end

integer*4 function go()
  go = again()
end

integer*4 function again()
  integer*4 a
  open(10, file='xxx.dat', form='unformatted', status='unknown')
  read(10) a
  again = a
end
```

The diagnostic output that results when this program is built with traceback enabled and linked against the single-threaded, shared Fortran run-time library on the IA-32 architecture platform is similar to the following:

```
forrtl: severe (24): end-of-file during read, unit 10, file E:\USERS\xxx.dat
```

<table>
<thead>
<tr>
<th>Image</th>
<th>PC</th>
<th>Routine</th>
<th>Line</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>libifcorert.dll</td>
<td>1000A3B2</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>1000A184</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>10009324</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>10009596</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>libifcorert.dll</td>
<td>10024193</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
</tbody>
</table>
```
The first line of the output is the standard Fortran run-time error message. What follows is the result of walking the call stack in reverse order to determine where the error originated. Each line of output represents a call frame on the stack. Since the application was compiled with the traceback option, the PCs that fall in Fortran code are correlated to their matching routine name, line number and source module. PCs that are not in Fortran code are not correlated and are reported as "Unknown."

The first five frames show the calls to routines in the Fortran run-time library (in reverse order). Since the application was linked against the single threaded, shared version of the library, the image name reported is either libifcore.so (Linux* OS and OS X*) or libifcorer.dll (Windows* OS). These are the run-time routines that were called to do the READ and upon detection of the EOF condition, were invoked to report the error. In the case of an unhandled I/O programming error, there will always be a few frames on the call stack down in run-time code like this.

The stack frame of real interest to the Fortran developer is the first frame in image teof.exe which shows that the error originated in the routine named AGAIN in source module teof.for at line 21. Looking in the source code at line 21, you can see the Fortran READ statement that incurred the end-of-file condition.

The next four frames show the trail of calls in the Fortran user code that led to the routine that got the error (TEOF->HERE->WE->GO->AGAIN).

Finally, the bottom three frames are routines which handled the startup and initialization of the program.

If this program had been linked against the single-threaded, static Fortran run-time library, the output would then look like:

```
forrtl: severe (24): end-of-file during read, unit 10, file E:\USERS\xxx.dat
Image          PC        Routine        Line     Source
---          ---        ---          ---     ---
teof.exe       004067D2  Unknown        Unknown  Unknown
              0040659F  Unknown        Unknown  Unknown
              00405754  Unknown        Unknown  Unknown
              004059C5  Unknown        Unknown  Unknown
              00403543  Unknown        Unknown  Unknown
              004011A9  AGAIN               21  teof.for
              004010DD  GO                  15  teof.for
              004010A7  WE                  11  teof.for
              00401071  HERE                 7  teof.for
              00401035  TEOF                 3  teof.for
              004013D9  Unknown         Unknown  Unknown
              004012DF  Unknown         Unknown  Unknown
KERNEL32.dll   77F1B304  Unknown        Unknown  Unknown
```

Notice that the initial five stack frames now show routines in image teof.exe, not libifcore.so (Linux OS and OS X) or libifcorer.dll (Windows OS). The routines are the same five run-time routines as previously reported for the shared library case but since the application was linked against the archive library libifcore.a (Linux OS and OS X) or the static Fortran run-time library libifcore.lib (Windows OS), the object modules containing these routines were linked into the application image (teof.exe). You can use a Generating Listing and Map Files to determine the locations of uncorrelated PCs.

Now suppose the application was compiled without traceback enabled and, once again, linked against the single-threaded, static Fortran library. The diagnostic output would appear as follows:

```
forrtl: severe (24): end-of-file during read, unit 10, file E:\USERS\xxx.dat
Image          PC        Routine       Line     Source
---          ---        ---          ---     ---
teof.exe       00406792  Unknown       Unknown  Unknown
```

Notice that the initial five stack frames have been replaced by routines in image teof.exe, not libifcore.so (Linux OS and OS X) or libifcorer.dll (Windows OS). This is because the application was compiled without traceback enabled, and the object modules containing the routines were linked into the application image (teof.exe).
Without the correlation information in the image that option traceback previously supplied, the Fortran run-time system cannot correlate PC’s to routine name, line number, and source file. You can still use the Generating Listing and Map Files to at least determine the routine names and what modules they are in.

Remember that compiling with the traceback option increases the size of your application’s image because of the extra PC correlation information included in the image. You can see if the extra traceback information is included in an image (checking for the presence of a .trace section) by entering:

<table>
<thead>
<tr>
<th>Command</th>
<th>OS</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>objdump -h your_app.exe</code></td>
<td>Linux</td>
</tr>
<tr>
<td><code>otool -l your_app.exe</code></td>
<td>OS X</td>
</tr>
<tr>
<td><code>link -dump -summary your_app.exe</code></td>
<td>Windows</td>
</tr>
</tbody>
</table>

Build your application with and without traceback and compare the file size of each image. Check the file size with a simple directory command.

For this simple teof.exe example, the traceback correlation information adds about 512 bytes to the image size. In a real application, this would probably be much larger. For any application, the developer must decide if the increase in image size is worth the benefit of automatic PC correlation or if manually correlating PC’s with a map file is acceptable.

If an error occurs when traceback was requested during compilation, the run-time library will produce the correlated call stack display.

If an error occurs when traceback was disabled during compilation, the run-time library will produce the uncorrelated call stack display.

If you do not want to see the call stack information displayed, you can set the Supported Environment Variable FOR_DISABLE_STACK_TRACE to true. You will still get the Fortran run-time error message:

```
forrtl: severe (24): end-of-file during read, unit 10, file E:\USERS\xxx.dat
```

**Example: Machine Exception Condition, Program ovf**

The following program generates a floating-point overflow exception when compiled with the fpe option value 0:

```fortran
program ovf
  real*4 a
  a=1e37
  do i=1,10
    a=hey(a)
  end do
  print *, 'a= ', a
end

real*4 function hey(b)
  real*4 b
  hey = watch(b)
end

real*4 function watch(b)
  real*4 b
  watch = out(b)
end
```
real*4 function out(b)  
  real*4 b  
  out = below(b)  
end  

real*4 function below(b)  
  real*4 b  
  below = b*10.0e0  
end

Assume this program is compiled with the following:

- Option fpe value 0
- Option traceback
- Option -O0 (Linux OS and OS X) or /Od (Windows OS)

On a system based on IA-32 architecture, the traceback output is similar to the following:

```
forrtl: error (72): floating overflow
Image          PC        Routine          Line     Source
ovf.exe        00401161  BELOW                29  ovf.f90
ovf.exe        0040113C  OUT                  24  ovf.f90
ovf.exe        0040111B  WATCH                19  ovf.f90
ovf.exe        004010FA  HEY                  14  ovf.f90
ovf.exe        0040105B  OVF                   7  ovf.f90
ovf.exe        00432429  Unknown         Unknown  Unknown
ovf.exe        00426C74  Unknown         Unknown  Unknown
KERNEL32.dll    77F1B9EA  Unknown         Unknown  Unknown
```

Notice that unlike the previous example of an unhandled I/O programming error, the stack walk can begin right at the point of the exception. There are no run-time routines on the call stack to dig through. The overflow occurs in routine BELOW at PC 00401161, which is correlated to line 29 of the source file ovf.f90.

When the program is compiled at a higher optimization level of O2, along with option fpe value 0 and the traceback option, the traceback output appears as follows:

```
forrtl: error (72): floating overflow
Image          PC        Routine        Line       Source
ovf.exe        00401070  OVF                 29    ovf.f90
ovf.exe        004323E9  Unknown        Unknown    Unknown
ovf.exe        00426C34  Unknown        Unknown    Unknown
KERNEL32.dll    77F1B9EA  Unknown        Unknown    Unknown
```

With O2, the entire program has been inlined.

The main program, OVF, no longer calls routine HEY. While the output is not quite what one might have expected intuitively, it is still entirely correct. You need to keep in mind the effects of compiler optimization when you interpret the diagnostic information reported for a failure in a release image.

If the same image were executed again, this time with the environment variable called TBK_ENABLE_VERBOSE_STACK_TRACE set to True, you would also see a dump of the exception context record at the time of the error. Here is an excerpt of how that might appear on a system using IA-32 architecture:

```
forrtl: error (72): floating overflow
Hex Dump Of Exception Record Context Information:
Exception Context:  Processor Control and Status Registers.
  EFlags:  00010212
  CS:  0000001B  EIP:  00401161  SS:  00000023  ESP:  0012FE38  EBP:  0012FE60
Exception Context:  Processor Integer Registers.
  EAX:  00444488  EBX:  00000009  ECX:  00444488  EDX:  00000002
  ESI:  0012FBBC  EDI:  F9A70030
Exception Context:  Processor Segment Registers.
  DS:  00000023  ES:  00000023  FS:  00000038  GS:  00000000
Exception Context:  Floating Point Control and Status Registers.
  ControlWord: FFFF0262  ErrorOffset:   0040115E  DataOffset:   0012FE5C
```
Example: Using Traceback in Mixed Fortran/C Applications, Program FPING and CPONG

Consider the following example that shows how the traceback output might appear in a mixed Fortran/C application. The main program is a Fortran program named FPING. Program FPING triggers a chain of function calls which are alternately Fortran and C code. Eventually, the C routine named Unlucky is called, which produces a floating divide-by-zero error.

Source module FPING.FOR contains the Fortran function definitions, each of which calls a C routine from source module CPONG.C. The program FPING.FOR is compiled with the following options:

- Option fpe value 0
- Option traceback
- Option -O0 (Linux OS and OS X) or /Od (Windows OS)

On the IA-32 architecture platform, the program traceback output resembles the following:

```
forrtl: error (73): floating divide by zero
```

<table>
<thead>
<tr>
<th>Image</th>
<th>PC</th>
<th>Routine</th>
<th>Line</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>fping.exe</td>
<td>00401161</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>fping.exe</td>
<td>004010DC</td>
<td>DOWN4</td>
<td>58</td>
<td>fping.for</td>
</tr>
<tr>
<td>fping.exe</td>
<td>0040118F</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>fping.exe</td>
<td>004010B6</td>
<td>DOWN3</td>
<td>44</td>
<td>fping.for</td>
</tr>
<tr>
<td>fping.exe</td>
<td>00401181</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>fping.exe</td>
<td>00401094</td>
<td>DOWN2</td>
<td>31</td>
<td>fping.for</td>
</tr>
<tr>
<td>fping.exe</td>
<td>00401173</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>fping.exe</td>
<td>00401072</td>
<td>DOWN1</td>
<td>18</td>
<td>fping.for</td>
</tr>
<tr>
<td>fping.exe</td>
<td>0040104B</td>
<td>FPING</td>
<td>5</td>
<td>fping.for</td>
</tr>
<tr>
<td>fping.exe</td>
<td>004013B9</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>fping.exe</td>
<td>004012AF</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>KERNEL32.dll</td>
<td>77F1B304</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
</tbody>
</table>

Notice that the stack frames contributed by Fortran routines can be correlated to a routine name, line number, and source module but those frames contributed by C routines cannot be correlated. Remember, even though the stack can be walked in reverse, and PCs reported, the information necessary to correlate the PC to a routine name, line number, and so on, is contributed to the image from the objects generated by the Fortran compiler. The C compiler does not have this capability. Also remember that you only get the correlation information if you specify the traceback option for your Fortran compiles.

The top stack frame cannot be correlated to a routine name because it is in C code. You can examine the map file for the application; if you do so, you will see that the reported PC, 00401161, is greater than the start of routine _Unlucky, but less than the start of routine _down1_C. This means that the error occurred in routine _Unlucky.

In a similar manner, the other PCs reported as "Unknown" can be correlated to a routine name using the map file.

When examining traceback output (or any type of diagnostic output, for that matter), it is important to keep in mind the effects of compiler optimization. The Fortran source module in the above example was built with optimization turned off. Look at the output when optimizations are enabled with the O2 option:

```
forrtl: error (73): floating divide by zero
```

<table>
<thead>
<tr>
<th>Image</th>
<th>PC</th>
<th>Routine</th>
<th>Line</th>
<th>Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>fping.exe</td>
<td>00401111</td>
<td>Unknown</td>
<td>Unknown</td>
<td>Unknown</td>
</tr>
<tr>
<td>fping.exe</td>
<td>0040109D</td>
<td>DOWN4</td>
<td>58</td>
<td>fping.for</td>
</tr>
</tbody>
</table>
From the traceback output, it would appear that routine DOWN1 was never called. In fact, it has not been called. At the higher optimization level, the compiler has inlined function DOWN1 so that the call to routine down1_C is now made from FPING. The correlated line number still points to the correct line in the source code.

Finally, suppose the example Fortran code is redesigned with each of the Fortran routines split into separate source modules. Here is what the traceback output would look like with the redesigned code:

```
forrtl: error (73): floating divide by zero
Image            PC        Routine      Line     Source
fpingmain.exe    00401171  Unknown      Unknown  Unknown
fpingmain.exe    004010ED  DOWN4             12  fping4.for
fpingmain.exe    0040119F  Unknown      Unknown  Unknown
fpingmain.exe    004010C1  DOWN3             11  fping3.for
fpingmain.exe    00401191  Unknown      Unknown  Unknown
fpingmain.exe    00401099  DOWN2             11  fping2.for
fpingmain.exe    00401183  Unknown      Unknown  Unknown
fpingmain.exe    00401073  DOWN1             11  fping1.for
fpingmain.exe    0040104B  FPING              5  fpingmain.for
fpingmain.exe    004013C9  Unknown      Unknown  Unknown
fpingmain.exe    004012BF  Unknown      Unknown  Unknown
KERNEL32.dll     77F1B304  Unknown      Unknown  Unknown
```

Notice that the line number and source file correlation information has changed to reflect the new design of the code.

Here are the sources used in the above examples:

```
*************** FFING.FOR ***************
program fping
  real*4 a,b
  a=-10.0
  b=down1(a)
end
real*4 function down1(b)
  real*4 b
  !DIR$ IF DEFINED(_X86_)
  INTERFACE TO REAL*4 FUNCTION down1_C [C,ALIAS:_down1_C] (n)
  !DIR$ ELSE
  INTERFACE TO REAL*4 FUNCTION down1_C [C,ALIAS:'down1_C'] (n)
  !DIR$ ENDIF
real*4 n [VALUE]
END
real*4 down1_C
down1 = down1_C(b)
end
real*4 function down2(b)
  real*4 b [VALUE]
  !DIR$ IF DEFINED(_X86_)
  INTERFACE TO REAL*4 FUNCTION down2_C [C,ALIAS:_down2_C] (n)
  !DIR$ ELSE
  INTERFACE TO REAL*4 FUNCTION down2_C [C,ALIAS:'down2_C'] (n)
  !DIR$ ENDIF
```
real*4 down2_C
down2 = down2_C(b)
end

real*4 function down3(b)
REAL*4 b [VALUE]
END

real*4 function down4(b)
REAL*4 b [VALUE]
END

real*4 a
call Unlucky(b,a)
down4 = a
end

*******************************

CPONG.C
*******************************
#include <math.h>
extern float __stdcall DOWN2 (float n);
extern float __stdcall DOWN3 (float n);
extern float __stdcall DOWN4 (float n);
int Fact( int n )
{
    if (n > 1)
        return( n * Fact( n - 1 ));
    return 1;
}
void Pythagoras( float a, float b, float *c)
{
    *c = sqrt( a * a + b * b );
}
void Unlucky( float a, float *c)
{
    float b=0.0;
    *c = a/b;
}
double down1_C( double a )
{
    return( DOWN2( a ));
}
float down2_C( float a )
{
    return( DOWN3( a ));
}
float down3_C( float a )
{
    return( DOWN4( a ));
}

FPINGMAIN.FOR
program fping
real*4 a,b
a=-10.0
b=down1(a)
end

FPING1.FOR
real*4 function down1(b)
real*4 b
!DIR$ IF DEFINED(_X86_)
INTERFACE TO REAL*4 FUNCTION down1_C [C,ALIAS:'_down1_C'] (n)
!DIR$ ELSE
INTERFACE TO REAL*4 FUNCTION down1_C [C,ALIAS:'down1_C'] (n)
!DIR$ ENDIF
REAL*4 n [VALUE]
END
real*4 down1_C
down1 = down1_C(b)
end

FPING2.FOR
real*4 function down2(b)
real*4 b [VALUE]
!DIR$ IF DEFINED(_X86_)
INTERFACE TO REAL*4 FUNCTION down2_C [C,ALIAS:'_down2_C'] (n)
!DIR$ ELSE
INTERFACE TO REAL*4 FUNCTION down2_C [C,ALIAS:'down2_C'] (n)
!DIR$ ENDIF
REAL*4 n [VALUE]
END
real*4 down2_C
down2 = down2_C(b)
end

FPING3.FOR
real*4 function down3(b)
real*4 b [VALUE]
!DIR$ IF DEFINED(_X86_)
INTERFACE TO REAL*4 FUNCTION down3_C [C,ALIAS:'_down3_C'] (n)
!DIR$ ELSE
INTERFACE TO REAL*4 FUNCTION down3_C [C,ALIAS:'down3_C'] (n)
!DIR$ ENDIF
REAL*4 n [VALUE]
END
real*4 down3_C
down3 = down3_C(b)
```fortran
real*4 function down4(b)
real*4 b [VALUE]
!DIR$ IF DEFINED(_X86_)
INTERFACE TO SUBROUTINE Unlucky [C, ALIAS: '_Unlucky'] (a, c)
!DIR$ ELSE
INTERFACE TO SUBROUTINE Unlucky [C, ALIAS: 'Unlucky'] (a, c)
!DIR$ ENDIF
REAL*4 a [VALUE]
REAL*4 c [REFERENCE]
END
real*4 a
call Unlucky(b, a)
down4 = a
end
```

**See Also**
traceback compiler option
fpe compiler option
O compiler option
Od compiler option

**Allocating Common Blocks**

Use the [Q]dyncom option to dynamically allocate common blocks at run time.

This option designates a common block to be dynamic. The space for its data is allocated at run time rather than at compile time. On entry to each routine containing a declaration of the dynamic common block, a check is performed to see whether space for the common block has been allocated. If the dynamic common block is not yet allocated, space is allocated at the check time.

The following command-line example specifies the dynamic common option with the names of the common blocks to be allocated dynamically at run time:

```bash
ifort -dyncom "blk1,blk2,blk3" test.f (Linux OS and OS X)
ifort /Qdyncom"BLK1,BLK2,BLK3" test.f (Windows OS)
```

where BLK1, BLK2, and BLK3 are the names of the common blocks to be made dynamic.

**Guidelines for Using the [Q]dyncom Option**

The following are some limitations that you should be aware of when using the [Q]dyncom option:

- An entity in a dynamic common cannot be initialized in a DATA statement.
- Only named common blocks can be designated as dynamic COMMON.
- An entity in a dynamic common block must not be used in an EQUIVALENCE expression with an entity in a static common block or a DATA-initialized variable.

**Why Use a Dynamic Common Block?**

A main reason for using dynamic common blocks is to enable you to control the common block allocation by supplying your own allocation routine. To use your own allocation routine, you should link it ahead of the Fortran run-time library. This routine must be written in the C language to generate the correct routine name.

The routine prototype is:

```c
void _FTN_ALLOC(void **mem, int *size, char *name);
```

where
mem is the location of the base pointer of the common block that must be set by the routine to point to the block of memory allocated.

size is the integer number of bytes of memory that the compiler has determined are necessary to allocate for the common block as it was declared in the program.

You can ignore this value and use whatever value is necessary for your purpose. You must return the size in bytes of the space you allocate. The library routine that calls the default or Fortran run-time function ensures that all other occurrences of this common block fit in the space you allocated. You can return the size in bytes of the space you allocate by modifying size.

name is the name of the common block being dynamically allocated.

The default routine _FTN_ALLOC must be written in the C language to generate the correct routine name. To use your own allocation routine, you should link it ahead of the Fortran run-time library.

You can also use the Fortran run-time function FOR__SET_FTN_ALLOC to use your own allocation routine. This method is especially helpful when you are using shared libraries. If you choose this method, it overrides the default routine _FTN_ALLOC.

NOTE
For offload applications, routines FOR__SET_FTN_ALLOC and _FTN_ALLOC will work on native Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

However, they will not work across the boundary between a host CPU and an Intel® MIC Architecture coprocessor. For example, if you use FOR__SET_FTN_ALLOC in the host-side code, it will work on COMMON allocations in other host-side code. The same is true if both are on the coprocessor side.

But if you change the allocation routine on the host, it won't be changed on the coprocessor and vice versa.

Allocating Memory to Dynamic Common Blocks

The run-time library routine, f90_dyncom, performs memory allocation. The compiler calls this routine at the beginning of each routine in a program that contains a dynamic common block. In turn, this library routine calls _FTN_ALLOC to allocate memory. By default, the compiler passes the size in bytes of the common block as declared in each routine to f90_dyncom, and then on to _FTN_ALLOC. The Fortran run-time library contains a default version of _FTN_ALLOC, which simply allocates the requested number of bytes and returns.

If you use the nonstandard extension having the common block of the same name declared with different sizes in different routines, you may get a run-time error depending on the order in which the routines containing the common block declarations are invoked.

You can now create your own routine to dynamically allocate common blocks, which is especially useful when you are sharing libraries. To use your own routine, you must specify the run-time function FOR__SET_FTN_ALLOC.

See Also
dyncom, Qdyncom compiler option
FOR__SET_FTN_ALLOC

Generating Listing and Map Files

Compiler-generated assembler output listings and linker-generated map files can help you understand the effects of compiler optimizations and see how your application is laid out in memory. They may also help you interpret the information provided in a stack trace at the time of an error.
How to Generate Assembler Output

When compiling from the command line, specify the -S option:

```
ifort -S file.f90 (Linux OS and OS X)
ifort file.f90 /S (Windows OS)
```

On Linux* OS and on OS X*, the resulting assembly file name has a .s suffix. On Windows OS, the resulting assembly file name has an .asm suffix.

Additionally, on Windows* OS, you can use the Microsoft Visual Studio* integrated development environment:

1. Select Project > Properties.
2. Click the Fortran tab.
3. In the Output Files category, change the Assembler Output settings according to your needs. You can choose from a number of options such as No Listing, Assembly-only Listing, and Assembly, Machine Code and Source.

How to Generate a Link Map (.map) File

When compiling from the command line, specify the -Xlinker and -M options (Linux OS and OS X) or the /map (Windows OS) option:

```
ifort file.f90 -Xlinker -M  (Linux OS and OS X)
ifort file.f90 /map (Windows)
```

Additionally, on Windows systems, you can use the Visual Studio integrated development environment:

1. Select Project>Properties.
2. Click the Linker tab.
3. In the Debug category, select Generate Map File.

How to Generate a Source File Listing

You can use the list compiler option to create a listing of the source file. The listing can contain the following information: a display of INCLUDE files, a symbol list with a line number cross reference for each routine, and a list of compiler options used for the compilation.

Use the show compiler option to control the contents of the listing file.

Additionally, on Windows systems, you can use the Visual Studio integrated development environment to create a source file listing:

1. Select Project > Properties.
2. Click the Fortran tab.
3. In the Output Files category, change the Source Listing setting to Yes.

See Also

show compiler option
list compiler option

Ability to Create Shared Libraries

You can create a shareable library by using one of the following compiler options.

<table>
<thead>
<tr>
<th>Compiler Option</th>
<th>Library</th>
</tr>
</thead>
<tbody>
<tr>
<td>-shared (Linux* OS)</td>
<td>mylib.so</td>
</tr>
<tr>
<td>/libs:dll (Windows* OS)</td>
<td>mylib.dll</td>
</tr>
<tr>
<td>-dynamiclib (OS X*)</td>
<td>mylib.dylib</td>
</tr>
</tbody>
</table>

When you use any of these options, do not specify the c option.
See Also
shared compiler option
dynamiclib compiler option
libs compiler option
Creating Shared Libraries
Storing Routines in Shareable Libraries
Using Shared Libraries on OS X*

Specifying Alternative Tools and Locations
The default tools are summarized in the table below.

<table>
<thead>
<tr>
<th>Tool</th>
<th>Default</th>
<th>Provided with Intel® Fortran Compiler?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assembler for IA-32 architecture-based applications and Intel® 64 architecture-based applications</td>
<td>MASM* (Windows* OS) operating system assembler, as (Linux* OS and OS X*)</td>
<td>No</td>
</tr>
<tr>
<td>Linker</td>
<td>Microsoft* linker (Windows OS)</td>
<td>No</td>
</tr>
<tr>
<td></td>
<td>System linker, ld(1) (Linux OS and OS X)</td>
<td>No</td>
</tr>
</tbody>
</table>

The Intel® Fortran Compiler lets you specify alternatives to default tools and locations for preprocessing, compilation, assembly, and linking. In addition, you can invoke options specific to the alternate tools on the command line. This functionality is provided by the Qlocation and Qoption options.

See Also
Qlocation compiler option
Qoption compiler option

Temporary Files Created by the Compiler or Linker
Temporary files created by the compiler or linker reside in the directory used by the operating system to store temporary files.

To store temporary files, the driver first checks for the TMP environment variable. If defined, the directory that TMP points to is used to store temporary files.

If the TMP environment variable is not defined, the driver then checks for the TMPDIR environment variable. If defined, the directory that TMPDIR points to is used to store temporary files.

If the TMPDIR environment variable is not defined, the driver then checks for the TEMP environment variable. If defined, the directory that TEMP points to is used to store temporary files.

If the TEMP environment variable is not defined, the current working directory is used to store temporary files. For Linux* OS and OS X*, if the TEMP environment variable is not defined, the /tmp directory is used to store temporary files.

Temporary files are usually deleted. Use the [Q]save-temps compiler option to save temporary files created by the compiler in the current working directory. This option only saves intermediate files that are normally created during compilation.

For performance reasons, use a local drive (rather than a network drive) to contain temporary files.

To view the file name and directory where each temporary file is created, use the all keyword for the watch option.

To create object files in your current working directory, use the c option.

Any object files that you specify on the command line are retained.
Using the Intel® Fortran COM Server (Windows*)

Fortran COM Server Overview (Windows*)

This topic only applies to Windows* operating systems.

This section assumes that you are familiar with the COM-related terms and concepts presented in Using the Intel® Fortran Module Wizard Overview and related sections, such as Understanding COM and Automation Objects. These sections (starting with Using the Intel® Fortran Module Wizard Overview) discuss using COM and Automation objects from an Intel® Fortran application, using the Fortran COM Server.

The Component Object Model (COM) supports a model of client server interaction between a user of an object, the client, and the implementor of the object, the server.

This section discusses creating a COM server using Intel Fortran.

Advantages of a COM Server (Windows*)

This topic only applies to Windows* operating systems.

A COM server consists of the implementation of one or more object classes. An object class is a type that describes the complete public calling interface ("signature") of an object. It describes the functionality that you want to make available to the users of the object. The COM server creates instances of the class, called objects, at the request of clients.

Some of the advantages of implementing your Fortran code as a COM server include:

- A COM server is a reusable component, which allows multiple applications to use the server. The classes specified by the server define a "contract" between the server and its clients. The server can change the specific implementation of the functionality without breaking the contract. That is, without requiring clients to be changed or rebuilt.
- A COM server is programming-language independent. Multiple development tools can be used to access the server's functionality, including Microsoft Visual Basic*, C++, and Fortran.
- A COM server is self-describing. The server provides a type library that describes the classes and interfaces. Many tools can take advantage of this information and relieve the client programmer from needing to understand low-level invocation details, such as calling conventions. This is a great improvement over multi-language programming with DLLs, where the client programmer has to understand the details of data types and calling conventions.
- A COM server is self-registering. The clients do not need to worry about where the server is located on their system, as COM finds this information in the system registry.
- A COM server can be implemented as an in-process server. Like a DLL, it is loaded into the client's process. A COM server can also be implemented as a separate application and can even reside on a separate machine.

Intel Fortran provides the Fortran COM Server application wizard and special editor for modifying the COM Server structure and generating Fortran code necessary to implement a COM server. This allows you to concentrate on the code that is specific to the functionality that your server provides to its clients.

As explained in Understanding COM and Automation Objects, COM supports two types of servers: COM servers and Automation servers. The Fortran COM Server Wizard can only create a COM server or a server that supports dual interfaces. The wizard cannot create an Automation-only interface.

For more information about creating COM servers, see Creating the Fortran COM Server.

Understanding COM Server Concepts (Windows*)

This topic only applies to Windows* operating systems.
The Fortran COM Server application wizard generates an initial Visual Studio project and creates a COM Hierarchy file, which describes the infrastructure of a COM server. You can modify this file with the COM Server Hierarchy Editor to define the implementation of one or more object classes, including its interface(s), and method(s).

When you save the hierarchy file, the Fortran source files are generated. You then need to write code to implement each method.

**What Information You Need to Provide**

When you create the COM Server project, you will need to describe the COM server classes that you want to implement.

A class implements one or more COM interfaces. In COM terminology, an interface is a semantically related set of functions. The interface as a whole represents a "feature", or set of related functionality, that is implemented by the class. An interface contains methods, otherwise known as member functions. A method is a routine that performs one of the actions that make up the feature. As far as the Fortran COM Server is concerned, methods are Fortran functions that take arguments and return a value like any other Fortran function.

Consider a simple example of a class that you will create using the Fortran COM Server Application Wizard, called *AddingMachine*. The class contains a single interface that we call IAdd. By convention, all interface names begin with a capital letter "I". You can define three methods in the IAdd interface:

- **Clear**, which takes no arguments and sets the current value of the adding machine to 0.
- **Add**, which takes a single REAL argument, the amount to add to the current value.
- **GetValue**, which returns the current value.

These methods allow you to perform specific, distinct tasks with the IAdd interface from any language that supports a COM client. The Fortran COM Server Editor provides a user interface to enter this information about the class (in this case the AddingMachine class), which is discussed later in Creating the Fortran COM Server.

An interface can also contain properties. Properties are method pairs that set or return information about the state of an object. Properties must currently be implemented using the get_Method and put_Method and the same DISPID property.

In terms of the data associated with an object, a key concept of object-oriented programming is encapsulation. Encapsulation means that all of the details about how the object is implemented, including the data that it uses and the logic that it uses to perform its work, is hidden from the client. The client's only access to the object is through the interfaces that the object supports.

You need to define the data that the object uses and code the logic of the methods. For the data, the Fortran COM Server Application Wizard uses the model that each instance of the object has an associated instance of a Fortran derived-type. The code generated by the wizard takes care of creating and destroying the instances of the derived-type as objects are created and destroyed.

You define the fields of the derived-type. For example, with our AddingMachine, each AddingMachine object needs to store the current value. The derived-type associated with each AddingMachine object would contain a single field of type REAL. We name it *CurrentValue*. Note that each instance of the AddingMachine object has its own instance of the derived-type and its own *CurrentValue*. This means that the server could support multiple clients simultaneously and each client would see its own AddingMachine. That is, each client is unaffected by the existence of other clients. The derived-type associated with each object is discussed in detail in Creating the Fortran COM Server.

To summarize, at a high level, what you need to do to create a COM server:

- Create the COM Server project using the COM Server Application Wizard.
- Define the class(es), interface(s), method(s), and properties using the COM Server Hierarchy Editor to create the Hierarchy file.
- Define the fields in the derived-type that is associated with each instance of a class.
- Write code that initializes the fields in the derived-type (if necessary), and code that releases any resources used by the fields in the derived-type (if necessary).
Write the code that implements the methods.

**What the COM Server Will Provide**

The Fortran COM Server Editor generates source files that implement all of the infrastructure, or "plumbing", of the COM server. The generated files take care of such tasks as:

- Defining the GUIDs that uniquely identify your classes and interfaces. For a discussion of GUIDs, see [Getting a Pointer to an Objects Interface](#).
- Registering the server and your classes and interfaces on the system.
- Implementing the class factory that creates instances of your object.
- Creating the Interface Definition Library (IDL) and type library that describes your classes and interfaces. For a discussion of type libraries, see [Using the Module Wizard to Generate Code](#).
- Implementing the IUnknown and IDispatch interfaces for your object. All of the interfaces created by the Fortran COM Server Editor are derived from IUnknown or IDispatch (dual interfaces).
- Creating and destroying instances of the derived-type associated with your object.
- Invoking the Fortran routines that implement your object's methods.

The majority of these source files are generated fully by the Fortran COM Server Editor and are not modified by you. Other files contain the skeleton or template of your derived-type and methods. You edit these Fortran source files to fill in your implementation. A walk-through of the AddingMachine example will show you how it's done.

**Creating the Fortran COM Server (Windows*)**

This topic only applies to Windows* operating systems.

This section shows how to create a project, specify the COM server characteristics, generate code for, and implement a sample Fortran COM server project called Adder.

The first step in creating a Fortran COM Server is to create a new project.

**Creating a Fortran COM Server Project using the Visual Studio* IDE:**

1. Start the Visual Studio IDE. Choose **File > New > Project**.
2. In the **New Project** dialog box, expand the Intel(R) Visual Fortran item and click **COM Server**.
To create the sample project, choose **In-process Server (DLL)**. Now do the following:

1. Enter **Adder** as the name of the project.
2. Accept or modify the project folder location.
3. Click **OK**.

You can use the project AppWizard once per project to create the project files and skeleton template. The Fortran COM Server AppWizard displays default text for the interface name and class derived type name.
Now do the following:

1. Enter class name `AddingMachine`.
2. Shorten the default interface name to `IAdd`.
3. Accept the default class derived type name.
4. Click **Finish**. (If you click **Cancel**, project creation is terminated.)

The project is created and the COM Server Hierarchy file (`adder.hie`) is opened in the COM Hierarchy Editor.

**Using the COM Hierarchy Editor to Define your COM Server**

The COM Hierarchy Editor lets you interactively define the attributes (for example, classes, interfaces, and methods) for your COM server. The user interface contains two panes:

- The top pane is a tree control that displays attribute information in a hierarchy.
- The bottom pane is a panel that displays the IDL definition for a selected element in the hierarchy.

You can use "right-click" context menus to insert, delete, and modify items in the hierarchy. Context menus also let you change item properties. For example, you can right-click the `IAdd` element and select **Properties** to see the `IAdd` interface properties. You could then change the `Is Dual` property value to `False`; this indicates that the `Adder` example only supports a COM server interface.

An explanation of the hierarchy follows:

- The root is the COM server itself.
The immediate children of the COM server are classes. The hierarchy initially contains a single class, AddingMachine. You can add additional classes to the COM server.

- The immediate children of a class are interfaces and the class derived-type. In the example, the hierarchy contains the interface IAdd and the class derived-type AddingMachine_InstanceData. Each class contains one, and only one, class derived-type. You can add additional interfaces to the class.
- The immediate children of an interface are methods (one or more).
- The immediate children of a method are the method arguments (one or more).

**To add a class, interface, method, property, or argument:**

1. Select the parent item, right-click and select the appropriate Add... item.

**To delete an item:**

1. Select the item to be deleted, right-click and select Delete.
2. Click the Delete button.

Continuing with the Adder COM server example, add methods to the IAdd interface:

1. Right-click the IAdd interface and select Add Method.
2. Enter Clear as the name of the method.
3. Repeat steps 1 and 2, this time entering the name of Add.

The Add method requires an argument. To add the Operand argument named Operand:

1. Right-click on the Add method and select Add Argument.
2. Enter the argument name, Operand.

The default data type of an argument is INTEGER(4).

Proceeding with this example, use the Properties Window to change the Fortran Type property value to REAL(4):
To add a third (and in this example, the last) method:

1. Right-click on the IAdd interface and select Add Method.
2. Enter GetValue as the name for the method.

The GetValue method requires an argument, CurrentValue. To add the CurrentValue argument:

1. Right-click on the GetValue method and select Add Argument.
2. Enter CurrentValue as the name of the argument.

For the CurrentValue argument:

1. Set Fortran Type property value to REAL(4).
2. Set Intent property values to [out, retval].

The screen appears as follows:
The server definition is now complete for this example. When you save the file using **File > Save adder.hie**, the Fortran sources will be regenerated.

For detailed information about the property pages (right pane) for the server, class, interface, method, argument, or instance properties, see **Description of Property Pages**.

To change the definition of your server, open **adder.hie** in the Editor.

**Working with the Hierarchy Pane**

As you have seen in the *AddingMachine* example, the hierarchy pane represents the definition of your server; that is, the classes, interfaces, methods, and so on. The hierarchy pane's user interface supports the following functionality:

- **Expand/contract an area**
  - Click the plus sign (+) next to an item to display its children and the - to hide the children.

- **Add a new entry**
  - Select the entry that will precede the new entry in the hierarchy, right-click and select one of the **New...** menu options.

- **Delete an entry**
  - Select the item to be deleted, right-click and select **Delete**. All of an item's children are deleted when the item is deleted.
Rename a member
Select the item to be renamed, right-click and select Rename.

Change the order of items
The hierarchy pane supports drag-and-drop to allow you to change the order of items. The order of some of the entries in the hierarchy is very important. In particular:

- The order of the methods in an interface defines the order of the methods in the class' Vtbl. Changing the order of the methods will break an existing client.
- The order of the arguments in a method define the order of the arguments in the method's interface. Changing the order of the arguments will break an existing client.

Description of Property Pages
Property pages appear in the Properties Window. Property pages are available for the following:

- Server Properties
- Class Properties
- Interface Properties
- Method Properties
- Argument Properties
- Instance Type Properties

Server Properties:

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type Library GUID</td>
<td>The unique identifier of the server's type library. There is usually no reason to change this from the default value generated by the Fortran COM Server Wizard.</td>
</tr>
<tr>
<td>Type Library Version</td>
<td>The current version of the Type Library.</td>
</tr>
<tr>
<td>HelpString</td>
<td>A string used to set the library's help string attribute in the IDL file.</td>
</tr>
</tbody>
</table>

Class Properties:

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ProgID</td>
<td>The version independent program ID (or text alias) for the class. The ProgID can be used in calls such as COMCreateObjectByProgID.</td>
</tr>
<tr>
<td>Version</td>
<td>The current version of the class. It is appended to the ProgID to define the version-specific ProgID.</td>
</tr>
<tr>
<td>Short name</td>
<td>A short name for the class. It is used in some of the generated file names.</td>
</tr>
<tr>
<td>Description</td>
<td>A string used as the default value of the class' ProgID keys in the registry. This string is often used by tools, such as the OLE-COM Object Viewer, that display a list of the objects that are registered on the system.</td>
</tr>
<tr>
<td>Help String</td>
<td>A string used to set the class' help string attribute in the IDL file.</td>
</tr>
<tr>
<td>Threading model</td>
<td>The threading model of the class. The two choices are Apartment and Single. See Threading Models in Advanced COM Server Topics for information about the implications of this choice.</td>
</tr>
<tr>
<td>CLSID</td>
<td>The unique identifier of the class. There is usually no reason to change this from the default value generated by the Wizard.</td>
</tr>
</tbody>
</table>

Interface Properties:

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Is Dual</td>
<td>If true, then the dual interface attribute is set in the IDL file. A dual interface supports both COM and Automation clients.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
</tr>
<tr>
<td>Is OleAutomation</td>
<td>If true, then the interface uses only Automation-compatible data types as described in <a href="#">Fortran COM Server Interface Design Considerations</a>.</td>
</tr>
<tr>
<td>Is Default</td>
<td>If true, then the default interface attribute is set for this interface in the IDL file. The default attribute represents the default programmability interface of the object, and is intended for use by macro languages.</td>
</tr>
<tr>
<td>Help String</td>
<td>A string used to set the interface's help string attribute in the IDL file.</td>
</tr>
<tr>
<td>IID</td>
<td>The unique identifier of the interface. There is usually no reason to change this from the default value generated by the Wizard.</td>
</tr>
</tbody>
</table>

**Method Properties:**

- **DISPID**
  - The identifier of the method used by Automation clients.
- **Help string**
  - A string used to set the method's help string attribute in the IDL file.
- **Property Method**
  - If checked, then the method is the get_ or put_ method of a property.

**Argument Properties:**

- **Fortran data type**
  - The Fortran data type of the argument. Select one of the data types from the list, or type in the data type. See [Fortran COM Server Interface Design Considerations](#) for a discussion of the implications of your choice.
- **IDL type**
  - The IDL data type. If you select one of the Fortran data types from the predefined list, then this field defaults to the corresponding IDL data type. Select one of the data types from the list, or type in the data type. See [Fortran COM Server Interface Design Considerations](#) for a discussion of the implications of your choice.
- **Intent**
  - The INTENT of the argument, one of the following list:
    - [in] - the argument value is read but not modified by the method
    - [out] - the argument value is not read, but is modified by the method
    - [in, out] - the argument value is both read and modified by the method
    - [out, retval] - the argument represents the return value of the method
- **By Reference**
  - Indicates that an argument is passed by reference rather than by value. Only valid with Intent In. Intent Out and Intent InOut are automatically passed by reference.
- **Is Optional**
  - If true, then the argument is optional. Optional arguments are passed using the Variant data type.
- **Dimensions**
  - Number of array dimensions (0 if the argument is scalar).

**Instance Type Properties:**

- **Module name**
  - The name used for the module defined in the `UclassnameTY.f90` file.
- **Constructor name**
  - The name used for the class constructor defined in the `UclassnameTY.f90` file.
- **Destructor name**
  - The name used for the class destructor defined in the `UclassnameTY.f90` file.

**Modifying the Generated Code**
When you save the hierarchy file, Fortran sources are generated (or regenerated). Source files are stored as follows:

- Source files that you will need to modify are placed in the **Source Files** folder.
- Files that are complete and need no modification are placed in the **Do Not Edit** folder.

Modify the following files in the Source Files folder:

- **UAddingMachineTY.f90**, which contains a module that defines your class derived-type.
- **UIAdd.f90**, which contains the implementation of the *IAdd* methods.

Initially, the file **UAddingMachineTY.f90** contains the following code:

```fortran
module AddingMachine_USE
  type Adder_InstanceData
    sequence
      ! <BnDEF> DO NOT REMOVE THIS LINE
      ! TODO: Add fields and remove "dummy" integer dummy
      ! <EnDEF> DO NOT REMOVE THIS LINE
    end type
  contains
    ! Constructor
    function AddingMachine_CONSTRUCTOR( ObjectData ) result (hresult)
      use ifivity
      implicit none
      type(Adder_InstanceData) ObjectData
      dec$ attributes reference :: ObjectData
      integer(LONG) hresult
      hresult = 5_OK
      ! <BnDEF> DO NOT REMOVE THIS LINE
      ! TODO: Add field initialization code
      ! <EnDEF> DO NOT REMOVE THIS LINE
    end function
  end module AddingMachine_USE
end
```

The file contains a module named `AddingMachine_USE` (in the form `classname_USE`). There are three places in this module where you may need to add code specific to your class:

- The first entry in the module, marked by `<BnDEF>` and `<EnDEF>`, is your class derived-type. Initially it contains an "integer dummy" field to allow the module to be compiled without error. If your class has per-object data, remove the "integer dummy" field line and add your data to the derived-type. For the `AddingMachine` class, we add the following where the object stores the current value:

```fortran
real (4) CurrentValue
```
The module also contains two module procedures, \texttt{AddingMachine\_CONSTRUCTOR} and \texttt{AddingMachine\_DESTRUCTOR} (referred to as \textit{classname\_CONSTRUCTOR} and \textit{classname\_DESTRUCTOR} below). The former delineated with \texttt{<BnCON>} and \texttt{<EnCON>}; the latter is delineated with \texttt{<BnDES>} and \texttt{<EnDES>}.

The \textit{classname\_CONSTRUCTOR} procedure is called immediately after an instance of the class derived-type is created because of the creation of a new object. This function is where you initialize the fields of the class derived-type, if necessary. The new derived-type is passed as an argument to the function. For the \texttt{AddingMachine} class, initialize the current value to 0 by adding the following statement:

\begin{verbatim}
  ObjectData%CurrentValue = 0
\end{verbatim}

The \textit{classname\_DESTRUCTOR} procedure is called immediately before an instance of the class derived-type is destroyed because an object is being destroyed. This function is where you release any resources used by the fields of the class derived-type, if necessary. The derived-type is passed as an argument to the function. For the \texttt{AddingMachine} class, there is nothing that needs to be added.

Now modify the other source file called \texttt{UIAdd.f90}. The original file \texttt{UIAdd.f90} contains the following code:

A file by the name \textit{Uinterfacename.f90} (for example \texttt{UIadd.f90}) is created for each interface defined by the class. The file contains the methods of the class. Each method is named \textit{interfacename\_methodname}, for example: \texttt{IAdd\_Clear}. Each method is a function that is passed to the class derived-type as the first argument. This gives the function access to the per-object data. Each function returns a 32-bit COM status code called an HRESULT. \texttt{S\_OK} is a parameter that defines a success status. For additional information on COM status codes, see Fortran COM Server Interface Design Considerations.
Replace the ! TODO: Add implementation line in each method with the code for the method. For the IAdd interface, the implementation of its three methods is as follows:

For IAdd_Clear: ObjectData%CurrentValue = 0
For IAdd_Add: ObjectData%CurrentValue = ObjectData%CurrentValue + Operand
For IAdd_GetValue: CurrentValue = ObjectData%CurrentValue

Save the file and, from the Build menu, click Build Solution to build the server. The COM server is now complete.

COM Server Projects and the MIDL Compiler

During the creation of a COM Server project -- either In-process Server (DLL) or Out-of-process Server (EXE), as described in this section -- the application wizard determines whether Visual C++* is installed. If it is installed, the MIDL compiler uses the Visual C++ C preprocessor. This is both the default and recommended setting. If Visual C++ is not installed, the application wizard specifies that the MIDL compiler use the Fortran preprocessor for preprocessing MIDL source files. It does this by setting the Additional Options property of the MIDL compiler to include the following: /cpp_cmdifort /cpp_opt"/nologo /fpp /P /E /Qoption,fpp,/no-fort-cont".

If, later, you install Visual C++ and want to specify that MIDL use the Visual C++ C preprocessor, remove these options from the MIDL compiler Additional Options property.

Fortran COM Server Interface Design Considerations (Windows*)

This topic only applies to Windows* operating systems.
This section provides information that should be considered when designing a Fortran COM server. It contains the following topics:

- Method and Property Data Types
- COM Status Codes: HRESULT
- Visual Basic*, Visual C++*, and Intel® C++ Client Notes

**Method and Property Data Types**

COM places some restrictions on the data types used in COM methods and properties. The reason for the restrictions is that COM can pass arguments between threads, processes and machines. This raises issues that are not present in older technologies, such as DLLs, that always run in the same address space as the caller.

COM defines set of data types called Automation-compatible data types. These are the only data types that can be used in Automation and Dual interfaces. There are two advantages to restricting your COM interface to these data types:

- Your server will be usable from clients written in the largest set of languages, including Intel® Fortran, Visual Basic, and Visual C++.
- COM will automatically handle the passing of arguments between threads, processes and machines. This is called *Type Library Marshalling*. For more information, see Marshalling, Proxies and Stubs in Advanced COM Server Topics.

To restrict your server to Automation-compatible data types:

1. Select Use only Automation data types on the Interface property page. When defining a dual interface, this is automatically set.
2. Use only the following combinations of Fortran data type and Interface data type on the Argument property page.
   
   Note that Intel Fortran does not support the Currency, Decimal, or User Defined Type, Automation-compatible data types.

<table>
<thead>
<tr>
<th>Fortran Date Type</th>
<th>Interface Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTEGER(1)</td>
<td>unsigned char</td>
</tr>
<tr>
<td>INTEGER(2)</td>
<td>short</td>
</tr>
<tr>
<td>INTEGER(4)</td>
<td>long</td>
</tr>
<tr>
<td>SCODE</td>
<td>Int</td>
</tr>
<tr>
<td>INTEGER(INT_PTR_KIND())</td>
<td>IUnknown*</td>
</tr>
<tr>
<td></td>
<td>IDispatch*</td>
</tr>
<tr>
<td>REAL(4)</td>
<td>float</td>
</tr>
<tr>
<td>REAL(8)</td>
<td>double</td>
</tr>
<tr>
<td>DATE</td>
<td></td>
</tr>
<tr>
<td>LOGICAL(2)</td>
<td>VARIANT_BOOL</td>
</tr>
<tr>
<td>LOGICAL(4)</td>
<td>long</td>
</tr>
<tr>
<td>CHARACTER(1)</td>
<td>unsigned char</td>
</tr>
<tr>
<td>CHARACTER(*)</td>
<td>BSTR</td>
</tr>
</tbody>
</table>
If you decide not to restrict your interface to Automation-compatible data types, the next approach is to restrict your interface to data types that can be described in the Interface Description Language (IDL).

The Fortran COM Server Application Wizard automatically generates the IDL file from the description of your server. The MIDL compiler compiles the IDL file into a type library. MIDL can also automatically generate the code needed to handle the passing of arguments between threads, processes, and machines. Note, however, that a C compiler is required to use this option. For more information, see Discussion of Wizard Code Generation in Advanced COM Server Topics.

If you decide not to restrict your interface to IDL data types, your only remaining options are:

- Implement Custom Marshalling - For more information, see Marshalling, Proxies and Stubs in Advanced COM Server Topics.
- Decide that you will never use your server across apartment, thread, or process boundaries. The server will not be usable in this manner because there is no way to pass the arguments across these boundaries.

**COM Status Codes: HRESULT**

Each function returns a 32-bit COM status code called an HRESULT. An HRESULT is divided into fields:

- The top bit (31) indicates whether the function succeeded or failed. The bit is set if the function failed. In Fortran, you can compare the HRESULT to < 0 as a test to see if a function failed.
- Bits 16 to 27 contain a facility code to indicate the facility that issued the HRESULT. Microsoft pre-defines a number of facility codes for its own use. If you create your own status codes, use FACILITY_ITF. All other facility codes are reserved by Microsoft.
- The first 16 bits, or low word, contain the error code specific to the error that occurred.

A typical HRESULT error value could be a value such as 0x80070057. The first hex digit, 8, indicates that bit 31 is set and that this is an error value. Bits 16 to 27 contain the value 7. This indicates the facility FACILITY_WIN32. The low word contains the value 0057. This is the specific code that identifies the error as E_INVALIDARG.

To view the text description that corresponds to a system HRESULT value, use the Error Lookup tool in the Intel® Fortran program folder. For example, entering the value 0x80070057 retrieves the text message "The parameter is incorrect", as shown below:

You can also search for HRESULT values in the WINERROR.H file in the \VC\INCLUDE directory.
Visual Basic*, Visual C++*, and Intel® C++ Client Notes

To use an object from Visual Basic, you must add a "reference" to the object to the Visual Basic project. Use the References item in the Project menu to display a list of the registered objects. Select the object in the list to inform Visual Basic that you will be using the object.

Here are some points to be aware of when writing a server that can be used with Visual Basic clients:

- Use only the Automation-compatible data types (see Method and Property Data Types).
- Arguments to a method can be passed ByVal, ByRef, or they can be the function return value.
- An argument to be passed ByVal, must be defined with Intent set to In.
- An argument to be passed ByRef, must be defined with Intent set to InOut.
- A function return value must be defined with Intent set to Out. It must have the Return Value field checked. The argument must be the final argument of the method.
- An array is always passed as a SafeArray ByRef. Therefore it must be defined with Intent set to InOut.
- To use an argument of the Visual Basic Boolean data type, set the Fortran data type to LOGICAL(2) and set the Interface data type to VARIANT_BOOL.

To use an object from C++, use the #import directive. The syntax of the #import directive is:

```plaintext
#import "filename" [attributes]
#import <filename> [attributes]
```

The filename is the name of the file containing the type library information. The directive makes the information in the type library available to your source file as a set of C++ classes.

Advanced COM Server Topics (Windows*)

This topic only applies to Windows* operating systems.

Advanced topics about Fortran COM Servers described in this section include:

- Choosing Between DLL or EXE COM Servers
- DLL Server Surrogates
- Discussion of Wizard Code Generation
- Threading Models
- Marshalling, Proxies and Stubs
- A Map of the Generated "Do Not Edit" Code

Choosing Between DLL or EXE COM Servers

The basic tradeoff in choosing between a DLL (in-process) COM server and an EXE (out-of-process) COM server is one of performance vs. robustness:

- A DLL server provides the advantage of performance over an EXE server. Since the DLL server is loaded into the client's address space, there is less overhead involved in method calls. If the client code and the server object live in the same COM apartment, method calls are as efficient as DLL routine calls.
- An EXE server provides the advantage of robustness over a DLL server. Since the server object lives in a separate address space, the object cannot be affected by client memory handling bugs, and vice-versa. If the server crashes, the client doesn't necessarily crash – as long as the client checks the results of all method calls and takes steps to recover from a "dead" object.

In addition to the tradeoff between performance and robustness, the following factors should also be considered:

- With an EXE server, the object can run in a separate security context from the client. With a DLL server, the code of the object's methods executes using the client's access token.
- An EXE server can be run on a remote machine using COM distributed object support.

You can load a DLL server into a surrogate to gain the benefits of an EXE server. This is explained in the next section.
DLL Server Surrogates

An in-process DLL server can be run in a separate process with the help of a surrogate. A surrogate runs as a separate process, loads the DLL server, and provides all of the mechanism that allows the DLL server to act as a local server. Windows provides a standard surrogate named DLLHOST.EXE. The primary advantage of using a surrogate is fault isolation. That is, if the server crashes it does not crash the client, and vice versa. The disadvantage is performance. There is significant performance overhead in executing methods in a separate application, as opposed to in a DLL.

A DLL server is associated with a surrogate via entries in the system registry. This is done by associating the DLL server with an AppID. An AppID is a GUID. When using the standard surrogate, you can use the CLSID of a class in the DLL as the AppID, or a newly generated GUID. To generate a new GUID, use GUIDGEN.EXE in the Developer Studio Tools subdirectory:

1. Under the HKEY_CLASSES_ROOT\CLSID\{xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx}\ key of the class, add an AppID entry with the value of the CLSID. Using the AddingMachine class as an example, the registry key would be HKEY_CLASSES_ROOT\CLSID\{904245FC-DD6D-11D3-9835-0000F875E193}\ and the AppID value would be \{904245FC-DD6D-11D3-9835-0000F875E193\}.

2. Under the HKEY_CLASSES_ROOT\AppID key, add a key using the AppID. Using the AddingMachine class as an example, the registry key would be HKEY_CLASSES_ROOT\AppID\{904245FC-DD6D-11D3-9835-0000F875E193\}. Use the class name for the default value of the key, for example, "AddingMachine Class". Add a "DllSurrogate" entry with an empty string for the value.

The client must request CLSCTX_LOCAL_SERVER rather than CLSCTX_INPROC_SERVER to use the surrogate rather than loading the DLL server in-process. Using a surrogate requires that the DLL server have a proxy/stub registered since the method invocations are between different processes. For information on proxies/stubs, see Marshalling, Proxies and Stubs.

It is also possible to write a custom surrogate. See the Windows Platform SDK documentation for information.

Discussion of Wizard Code Generation

The COM Server Application Wizard generates the code for your project from the files in the subdirectory of your project named templates. The project-name.hie file contains the definition of your COM server in an undocumented text language. You should not manually edit the project-name.hie file; the Wizard does this for you.

Most of the other files in the templates directory are templates of the source files generated for your project. These templates contain source code that is copied "as-is" to the generated sources, and embedded directives that guide the Wizard in generating the code specific to the COM server that you define. The directives use the information in the project-name.hie file. The directives are undocumented and subject to change.

When you create a new Fortran COM Server project, the AppWizard creates the templates directory and copies the templates from the Fortran COM Server templates directory, ...\Intel Fortran\Templates \COMServer.

The files in the templates directory may change with each release, but the templates in your templates directory are never automatically updated. For example, if you create a COM server using Intel® Fortran Version 13.0 and the next release of Intel® Fortran (such as Version 13.1) contains updated templates, the templates for your COM server are not automatically updated to the new 13.1 templates. If you modify the definition of your server, your project continues to use the templates that it was created with. This has the advantage of not introducing different code into a project that you have developed and tested.

However, there are two cases where you may want to modify the templates that are used by your project:

- A new release of Intel® Fortran may contain additional features that can be used in your COM server project. Some of the new features may depend upon the new templates. These features will not be available to a pre-existing project unless you update the templates in the templates directory. You do this by copying all of the files in the Fortran COM Server templates directory ...\Intel Fortran
\Templates\COMServer into the templates directory, replacing all files with the same name. Your project will then use the new templates the next time that the definition of your server is modified and the project sources are regenerated.

- When you want to modify the code generated by the Wizard. You may edit a template in your templates directory. Editing code that is copied "as-is" is straightforward. Attempting to modify the embedded directives is unsupported and could cause the Wizard to fail when using the modified template. The embedded directives begin with an @ (at-sign) character. The next character determines the type of directive. The end of many directives is also delimited by an @ character followed by the matching end character for the type of directive. For example, @[ and @] are the delimiters for one type of directive.

The advantage of modifying a template is that you can customize the code generated by the Wizard. The disadvantages of modifying a template are:

- You must be very careful not to modify a template in a manner that causes the Wizard to generate bad code or fail.
- You will not be able to update the project templates with the templates from a new release of Intel® Fortran without having to re-apply your modifications to the new templates.

**Threading Models**

The Wizard supports two COM threading models for the classes that you create in a DLL COM server, Apartment and Single. The Wizard uses the Apartment threading model (also known as the Single Threaded Apartment model "STA") by default. The basic rules of the Apartment threading model are:

- If two objects, A and B, are created in the same STA thread, and A is processing a method call, no other client can call either A or B until A completes.
- If B is created in a different thread from A, B can accept a method call while A is still processing and vice versa.

This means that if the class shares any global data among its objects, the global data must be protected from simultaneous access using thread synchronization primitives. This is because two instances of the class could be running in different threads. However the per-object instance data, that is, the fields in the class derived-type, are protected from simultaneous access by COM mechanisms. This is true except in the case where an object calls out to another object that triggers a reentrant invocation of the first object.

A class using the Single threading model need not worry about simultaneous access to class global data, as well as per-object data. All objects of the class are created in a single thread and therefore only a single object of the class can be executing at any time.

An EXE COM server generated by the wizard is single threaded. All method invocations are serialized by the server's message queue. Therefore, with an EXE server, you need not worry about simultaneous access to class global data, as well as per-object data.

Explaining the COM threading models in detail is beyond the scope of this documentation. See the Windows Platform SDK documentation for additional information.

**Marshalling, Proxies and Stubs**

COM supports the use of objects in separate processes (as when using an EXE server or a DLL surrogate), and the threading models described above, by the use of marshalling, proxies and stubs. This section presents an overview of marshalling, proxies and stubs.

**Marshalling** is the process of reading the parameters for a method call and preparing them for transmission to another execution context (for example, thread, process, or machine). Marshalling is done by a proxy. From the client's perspective, a proxy has the same interface as the object itself. The proxy's job is to make the object look like an object in the same execution context as the client.

Proxies allow client code to be unconcerned about where the object actually lives. A proxy marshalls method parameters and transmits them to a stub associated with the object in the server. The stub unmarshalls the parameters and invokes the method in the server. From the server's perspective, this is no different than...
when it is called from a client in the same execution context. A server that is not an in-process DLL server always requires a proxy/stub pair. An in-process DLL server requires a proxy/stub pair when the client and object are in different apartments.

There are three ways to assign a proxy/stub pair to a server:

**Type Library Marshalling:** If you use only Automation-compatible data types in your methods and properties, COM can automatically use the "Universal Marshaller" as the proxy/stub for the server. The Universal Marshaller uses the description of the server in the type library to decide how to marshal the parameters. This is known as type library marshalling. Using type library marshalling requires no effort on your part, other than restricting your server to Automation-compatible data types.

**MIDL-based Marshalling:** Your project uses the MIDL compiler to compile the IDL description of the server into a type library. At the same time, the MIDL compiler also generates the C source code necessary to build a proxy/stub DLL for the server. You must have a C compiler to build a proxy/stub DLL from the MIDL generated code. The proxy/stub DLL is itself an in-process DLL server and needs to be registered with the system. You would need to use MIDL-based marshalling if your server uses non-Automation-compatible data types, and is used by a client in a different execution context.

**Custom Marshalling:** Your server can implement its own marshalling by implementing the IMarshall interface. This approach typically involves a lot of work and is done for performance reasons.

### A Map of the Generated "Do Not Edit" Code

This section presents an overview of which parts of the COM server functionality are implemented as "Do Not Edit" source files generated by the application wizard:

<table>
<thead>
<tr>
<th>File Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>server.idl</td>
<td>Contains the IDL description of the server. It is compiled by the MIDL compiler to produce the server's type library.</td>
</tr>
<tr>
<td>servernameglobal.f90</td>
<td>Contains the global data and functions for the server.</td>
</tr>
<tr>
<td>dllmain.f90</td>
<td>Contains the exported functions that are required of all COM Server DLLs. This includes DllMain, DllRegisterServer, DllUnregisterServer, DllGetClassObject, and DllCanUnloadNow.</td>
</tr>
<tr>
<td>exemain.f90</td>
<td>Contains the main entry point of an EXE server. It also processes the command-line argument.</td>
</tr>
<tr>
<td>serverhelper.f90</td>
<td>Contains helper functions for the server.</td>
</tr>
<tr>
<td>clsfactty.f90</td>
<td>Contains definitions of the IClassFactory interface that is used to create instances of the classes defined by the server.</td>
</tr>
<tr>
<td>clsfact.f90</td>
<td>Contains methods of the IClassFactory interface that is used to create instances of the classes defined by the server.</td>
</tr>
<tr>
<td>classnameTY.f90</td>
<td>Defines a module that contains definitions of parameters and types used in the implementation of the class. It also contains the implementation of the IUnknown methods of the class. A separate instance of this file is generated for each class defined in the server.</td>
</tr>
</tbody>
</table>
Deploying the COM Server on Another System (Windows*)

This topic only applies to Windows* operating systems.

When you have finished developing the COM server, you may want to deploy it on another system. Besides the server itself, you need to install the Fortran run-time DLLs and register the server:

1. Install (or copy) the COM server to an appropriate directory.
2. Register the server:
   - To register a DLL server, use the REGSVR32.EXE system tool, a command-line tool. To register the DLL server, specify the path to the DLL and its file name (dll_path) by typing the following command:
     ```
     REGSVR32 dll_path
     ```
   - The file REGSVR32.EXE is in your system directory, such as the \Winnt\System32 on Windows NT* or Windows 2000 systems. If this directory is not in your PATH, include its path before the REGSVR32 command.
   - To register a an EXE server, run the server with the /REGSERVER command-line opton. For example:
     ```
     exe_path /REGSERVER
     ```

If you are using MIDL-based Marshalling or Custom Marshalling, then the marshalling DLL also needs to be installed and registered. For information on marshalling, see Advanced COM Server Topics.

Using the Intel® Fortran Module Wizard (COM Client) (Windows*)

Using the Intel® Fortran Module Wizard Overview (Windows*)

This topic only applies to Windows* operating systems.

Intel® Fortran provides a wizard to simplify the use of Component Object Model (COM) and Automation (formerly called OLE Automation) objects. The Intel® Fortran Module Wizard generates Standard Fortran modules that simplify calling COM and Automation services from Fortran programs. This Fortran code lets you invoke methods of an Automation object and member functions of a Component Object Model (COM) object.

The following sections describe the use of COM and Automation objects as clients with Intel Fortran:

- Understanding COM and Automation Objects
- The Role of the Module Wizard
- Using the Module Wizard to Generate Code
- Calling the Routines Generated by the Module Wizard
- Getting a Pointer to an Objects Interface
- Additional Resources about COM and Automation

Understanding COM and Automation Objects (Windows*)

This topic only applies to Windows* operating systems.

This section provides a brief overview of:

- COM Objects
Automation Objects

Object Servers

COM Objects

The Component Object Model (COM) provides mechanisms for creating reusable software components. COM is an object-based programming model designed to promote software interoperability; that is, to allow two or more applications or components to easily cooperate with one another, even if they were written by different vendors at different times, in different programming languages, or if they are running on different machines running different operating systems.

With COM, components interact with each other and with the system through collections of function calls, also known as methods or member functions or requests, called interfaces. An interface is a semantically related set of member functions. The interface as a whole represents a feature of an object. The member functions of an interface represent the operations that make up the feature. In general, an object can support multiple interfaces and you can use COMQueryInterface (W*32 W*64) to get a pointer to any of them.

The Intel Fortran COM routines provide a Fortran interface to basic COM functions.

Automation Objects

The capabilities of an Automation object resemble those of a COM object. An Automation object is in fact a COM object that implements the interface IDispatch. An Automation object exposes:

- **Methods**, which are functions that perform an action on an object. These are very similar to the member functions of COM objects.
- **Properties**, which hold information about the state of an object. A property can be represented by a pair of methods; one for getting the property’s current value, and one for setting the property’s value.

The Intel Visual Fortran AUTO routines provide a Fortran interface to invoking an automation object’s methods and setting and getting its properties.

Object Servers

COM and Automation objects are made available to users by COM and Automation servers. A COM or Automation server can be implemented either as:

- A DLL that is loaded into your process
- A separate executable program. The separate executable program can reside on the same system as your application or on a different system.

The Role of the Module Wizard (Windows*)

This topic only applies to Windows* operating systems.

To use COM and Automation objects from a Fortran program:

1. Find or install the object server on the system. COM and Automation objects can be registered:
   - By other programs you install.
   - By creating the object server yourself, for example, by using Visual C++*, or Visual Basic*.

   For example, the Microsoft visual development environment registers certain objects during installation (see the documentation on the Common Environment Object Model).

   Creating an object server involves deciding what type of object and what type of interfaces or methods should be available. The object’s server must be designed, coded, and tested like any other application. For information about object server creation, see Creating the Fortran COM Server.

2. Determine:
   - Whether the object has a COM interface, Automation interface, or both.
   - Where the object’s type information is located.

   You should be able to obtain this information from the object’s documentation. You can use the OLE/COM Object Viewer tool from the development environment Tools menu to determine the characteristics of an object on your system.

3. Use the Intel® Fortran Module Wizard to generate code.
The module wizard is an application that allows you to select a COM or Automation object and set generated code options. The information collected by the module wizard is used in the generated code. To learn about using the Intel® Fortran module wizard, see Using the Module Wizard to Generate Code.

4. Write a Fortran program to invoke the code generated by the Intel® Fortran module wizard.

To understand more about calling the interfaces and jacket routines created by the module wizard, see Calling the Routines Generated by the Module Wizard.

Using the Module Wizard to Generate Code (Windows*)

This topic only applies to Windows* operating systems.

To run the Intel® Fortran Module Wizard, select Tools > Intel Compiler > Intel® Fortran Module Wizard. The module wizard displays a series of dialog boxes allowing you to select the COM or Automation object and provide additional information.

COM and automation objects are self-describing, using type information. An object's type information contains programming language independent descriptions of the object's interfaces. Type information can be obtained from the object’s type library.

A type library is a collection of type information for any number of object classes, interfaces, and so on. You can store a type library in a file of its own (usually with an extension of .TLB) or it can be part of another file. For example, the type library that describes a DLL can be stored in the DLL itself.

After you start the module wizard, the COM tab of the dialog box displays the list of type libraries that are registered on your system. (There is also a .NET tab, which is explained in Using .NET Components.)

The list has three columns:
The component name
• The component version number
• The path to the type library

You may select a single component from the list, or click the Browse for Type Library... button to find a type library on your system.

The dialog box also provides the Generate code that uses Automation interfaces option. If the option is not selected, the Wizard will generate code to use the COM interfaces of the component.

The documentation of the component should tell you whether the component implements COM interfaces, Automation interfaces, or dual interfaces. A dual interface supports both COM and Automation interfaces. For a component that supports dual interfaces, you can check the Generate code that uses Automation interfaces option, or leave it unchecked. The COM interfaces tend to be more efficient (better run-time performance).

ActiveX controls implement an Automation interface. When using an ActiveX control, check the Generate code that uses Automation interfaces option.

After you select a component from the list or by browsing using the Browse for Type Library... button, click Next>.

This dialog box lists the members that are defined in the type library. Click the Select All button to select all of the members of the type library, or select individual members from the list. The Wizard uses the selected members.

This dialog box also contains two options regarding the code to be generated by the Wizard:

• Select Generate DLLEXPORT statements if you plan to place the generated module in a DLL for use by other projects. The Wizard will generate the DLLEXPORT statements to make the routines in the module visible outside of the DLL.
Check for exception return status (Automation only) is active if you checked the Generate code that uses Automation interfaces option in the first dialog box. Select this option if you want the Wizard to generate code to check the return status of each Automation method or property invocation, and to display a dialog box when an error is generated.

Change the module name if desired and select Finish.

**Using .NET Components**

The .NET tab is available on the first dialog box. The module wizard cannot directly read the type information of a .NET component. However, the .NET Framework Tools (provided with Visual Studio*) contain the Type Library Exporter (Tlbexp.exe). The Type Library Exporter generates a COM type library that describes the types defined in a .NET component (also known as a common language runtime assembly).

Select the .NET tab to view the assemblies that are registered in your system’s Global Assembly Cache (GAC). The list contains the same three columns as the COM tab, as well as a Browse for Assembly button. Select a .NET component from the list, or use the Browse for Assembly button to select a .NET component on your system.

Press Next > to run the Type Library Exporter tool to create a type library from the .NET component. If the tool returns an error message, the message is displayed in a dialog box and the Wizard returns to its first dialog box. In this case, no Fortran module is generated. If the tool succeeds, the second Wizard dialog box is displayed with the members found in the type library. There are restrictions on the .NET components that can be used with the Type Library Exporter tool. For example, a common error message returned by Type Library Exporter tool is:

You cannot use Tlbexp.exe to produce a type library from an assembly that was imported using the Type Library Importer (Tlbimp.exe). Instead, you should refer to the original type library that was imported with Tlbimp.exe.

In this case, the .NET assembly was created from the information in a type library, and you must obtain the original type library from the assembly provider in order to use it with the Module Wizard.

See the .NET Framework Tools documentation for details.

The Wizard runs the Type Library Exporter tool with the /nologo/silent options. You can also run the tool to create a type library before running the Module Wizard if you prefer.

**Intel® Fortran Module Wizard Command Line Interface**

The Intel® Fortran Module Wizard also has a command-line interface. The MODWIZ command has the following form:

```
MODWIZ [options] typeinfo-name
```

For a list of MODWIZ command options and an explanation of typeinfo-name, type the following command in a Fortran command prompt (available from the Intel® Fortran Compiler program folder):

```
MODWIZ /?
```

**See Also**

Using .NET Components

**Calling the Routines Generated by the Module Wizard (Windows*)**

This topic only applies to Windows* operating systems.

Although Standard Fortran does not support objects, it does provide Standard Fortran `modules`. A module is a set of declarations that are grouped together under a global name, and are made available to other program units by using the `USE` statement.

The Intel® Fortran Module Wizard generates a source file containing one or more modules. The types of information placed in the modules include:

- **Derived-type definitions** are Fortran equivalents of data structures that are found in the type information.
• **Constant definitions** are Fortran PARAMETER declarations that include identifiers and enumerations found in the type information.

• **Procedure interface definitions** are Fortran interface blocks that describe the procedures found in the type information.

• **Procedure definitions** are Fortran functions and subroutines that are jacket routines for the procedures found in the type information.

The jacket routines make the external procedures easier to call from Fortran by handling data conversion and low-level invocation details.

The use of modules allows the Intel® Fortran Module Wizard to encapsulate the data structures and procedures exposed by an object or DLL in a single place. You can then share these definitions in multiple Fortran programs.

The appropriate USE statement needs to be added in your program, as well as function invocations or subroutine calls.

The routines generated by the Intel® Fortran Module Wizard are designed to be called from Fortran. These routines in turn call the appropriate system routines (not designed to be called from Fortran), thereby simplifying the coding needed to use COM and Automation objects.

Intel® Visual Fortran provides a set of run-time routines that present to the Fortran programmer a higher level abstraction of the COM and Automation functionality. The Fortran interfaces that the wizard generates hide most of the differences between Automation objects and COM objects.

Depending on the options specified, the following routines can be present in the generated code:

### IFCOM Routines (COMxxxxx)

<table>
<thead>
<tr>
<th>Routine Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMAddObjectReference</td>
<td>Adds a reference to an object's interface.</td>
</tr>
<tr>
<td>COMCLSIDFromProgID</td>
<td>Passes a programmatic identifier and returns the corresponding class identifier.</td>
</tr>
<tr>
<td>COMCLSIDFromString</td>
<td>Passes a class identifier string and returns the corresponding class identifier.</td>
</tr>
<tr>
<td>COMCreateObject</td>
<td>A generic routine that executes either COMCreateObjectByProgID or COMCreateObjectByGUID.</td>
</tr>
<tr>
<td>COMCreateObjectByGUID</td>
<td>Passes a class identifier and creates an instance of an object. It returns a pointer to the object's interface.</td>
</tr>
<tr>
<td>COMCreateObjectByProgID</td>
<td>Passes a programmatic identifier and creates an instance of an object. It returns a pointer to the object's IDispatch interface.</td>
</tr>
<tr>
<td>COMGetActiveObjectByGUID</td>
<td>Pass a class identifier and returns a pointer to the interface of a currently active object.</td>
</tr>
<tr>
<td>COMGetActiveObjectByProgID</td>
<td>Passes a programmatic identifier and returns a pointer to the IDispatch interface of a currently active object.</td>
</tr>
<tr>
<td>COMInitialize</td>
<td>Initializes the COM library. You must initialize the library before calling any other COM or AUTO routine.</td>
</tr>
<tr>
<td>COMIsEqualGUID</td>
<td>Determines if two GUIDs are the same.</td>
</tr>
<tr>
<td>COMGetFileObject</td>
<td>Passes a file name and returns a pointer to the IDispatch interface of an Automation object that can manipulate the file.</td>
</tr>
<tr>
<td>COMQueryInterface</td>
<td>Passes an interface identifier and it returns a pointer to an object's interface.</td>
</tr>
<tr>
<td>COMReleaseObject</td>
<td>Indicates that the program is done with a reference to an object's interface.</td>
</tr>
<tr>
<td>COMStringFromGUID</td>
<td>Passes a GUID and returns the corresponding string representation.</td>
</tr>
</tbody>
</table>
ICOM Routines (COMxxxx)

COMUninitialize
Uninitializes the COM library. This must be the last COM routine that you call.

IFAUTO Automation Routines (AUTOxxxx)

AUTOAddArg
(W*32 W*64)
Passes an argument name and value and adds the argument to the argument list data structure.

AUTOAllocateInvokeArgs
(W*32 W*64)
Allocates an argument list data structure that holds the arguments that you will pass to AUTOInvoke.

AUTODEallocateInvokeArgs
(W*32 W*64)
Deallocates an argument list data structure.

AUTOGetExceptionInfo
(W*32 W*64)
Retrieves the exception information when a method has returned an exception status.

AUTOGetProperty
(W*32 W*64)
PASSES the name or identifier of the property and gets the value of the Automation object's property.

AUTOGetPropertyByID
(W*32 W*64)
PASSES the member ID of the property and gets the value of the Automation object's property into the argument list's first argument.

AUTOGetPropertyInvokeArgs
(W*32 W*64)
PASSES an argument list data structure and gets the value of the Automation object's property specified in the argument list's first argument.

AUTOInvoke
(W*32 W*64)
PASSES the name or identifier of an object's method and an argument list data structure. It invokes the method with the passed arguments.

AUTOSetProperty
(W*32 W*64)
PASSES the name or identifier of the property and a value. It sets the value of the Automation object's property.

AUTOSetPropertyByID
(W*32 W*64)
PASSES the member ID of the property and sets the value of the Automation object's property using the argument list's first argument.

AUTOSetPropertyInvokeArgs
(W*32 W*64)
PASSES an argument list data structure and sets the value of the Automation object's property specified in the argument list's first argument.

The following code shows an annotated version of a portion of the code generated by the Intel® Fortran Module Wizard. This code is generated from the COM type information for the Save method of the IGeneric Document interface.

```
INTERFACE
! Saves the document to disk.
1 INTEGER*4 FUNCTION IGenericDocument_Save($OBJECT, vFilename, &
   vBoolPrompt, pSaved) 2
USE IFWINTY
INTEGER (INT_PTR_KIND()), INTENT(IN) :: $OBJECT     ! Object Pointer
3
!DIR$ ATTRIBUTES VALUE    :: $OBJECT
TYPE (VARIANT), INTENT(IN), OPTIONAL :: vFilename   ! (Optional Arg)
4
!DIR$ ATTRIBUTES REFERENCE      :: vFilename
!DIR$ ATTRIBUTES VALUE    :: vBoolPrompt
TYPE (VARIANT), INTENT(IN), OPTIONAL :: vBoolPrompt   ! (Optional Arg)
!DIR$ ATTRIBUTES REFEREENCE :: vBoolPrompt
INTEGER, INTENT(OUT) :: pSaved          ! DsSaveStatus
5
!DIR$ ATTRIBUTES REFEREENCE :: pSaved
!DIR$ ATTRIBUTES STDCALL    :: IGenericDocument_Save
END FUNCTION IGenericDocument_Save

END INTERFACE
POINTER(IGenericDocument_Save_PTR, IGenericDocument_Save) ! routine pointer
```
Notes for this example:

1 If the type information provides a comment that describes the member function, then the comment is placed before the beginning of the procedure.

2 The first argument to the procedure is always $OBJECT. It is a pointer to the object's interface. The remaining argument names are determined from the type information. For information on how to get a pointer to an object's interface, see Getting a Pointer to an Objects Interface.

3 This is an example of an ATTRIBUTES directive statement used to specify the calling convention of an argument.

4 A VARIANT is a data structure that can contain any type of Automation data. It contains a field that identifies the type of data and a union that holds the data value. The use of a VARIANT argument allows the caller to use any data type that can be converted into the data type expected by the member function.

5 Nearly every COM member function returns a status of type HRESULT. Because of this, if a COM member function produces output, it uses output arguments to return the values. In this example, the "pSaved" argument returns a routine specific status value.

6 The interface of a COM member function looks very similar to the interface for a dynamic link library function with one major exception. Unlike a DLL function, the address of a COM member function is never known at program link time. You must get a pointer to an object's interface at run-time, and the address of a particular member function is computed from that.

The following code shows an annotated version of the wrapper generated by the Intel® Fortran Module Wizard for the "Save" function. The name of a wrapper is the same as the name of the corresponding member function, prefixed with a "$" character.

```fortran
! Saves the document to disk.
INTEGER*4 FUNCTION $IGenericDocument_Save($OBJECT, vFilename, &
  vBoolPrompt, pSaved)
IMPLICIT NONE
INTEGER(INT_PTR_KIND()), INTENT(IN) :: $OBJECT    ! Object Pointer
!DIR$ ATTRIBUTES VALUE :: $OBJECT
TYPE (VARIANT), INTENT(IN), OPTIONAL :: vFilename
!DIR$ ATTRIBUTES REFERENCE :: vFilename
TYPE (VARIANT), INTENT(IN), OPTIONAL :: vBoolPrompt
!DIR$ ATTRIBUTES REFERENCE :: vBoolPrompt
INTEGER, INTENT(OUT)    :: pSaved    ! DsSaveStatus
!DIR$ ATTRIBUTES REFERENCE :: pSaved
INTEGER(4) $RETURN
INTEGER(INT_PTR_KIND()) $VTBL            ! Interface Function Table
POINTER($VPTR, $VTBL)
TYPE (VARIANT) :: $VAR_vFilename
TYPE (VARIANT) :: $VAR_vBoolPrompt
IF (PRESENT(vFilename)) THEN
  $VAR_vFilename = vFilename
ELSE
  $VAR_vFilename = OPTIONAL_VARIANT
END IF
IF (PRESENT(vBoolPrompt)) THEN
  $VAR_vBoolPrompt = vBoolPrompt
ELSE
  $VAR_vBoolPrompt = OPTIONAL_VARIANT
END IF
$VPTR = $OBJECT           ! Interface Function Table
$VPTR = $VTBL + 84    ! Add routine table offset
IGenericDocument_Save_PTR = $VTBL
$RETURN = IGenericDocument_Save($OBJECT, $VAR_vFilename, &
  $VAR_vBoolPrompt, pSaved)
$IGenericDocument_Save = $RETURN
END FUNCTION $IGenericDocument_Save
```

Notes for this example:
The wrapper takes the same argument names as the member function interface.

The wrapper computes the address of the member function from the interface pointer and an offset found in the interface's type information. In implementation terms, an interface pointer is a pointer to a pointer to an array of function pointers called an "Interface Function Table."

Arguments to a COM or Automation routine can be optional. The wrapper handles the invocation details for specifying an optional argument that is not present in the call.

The offset of the "Save" member function is 84. The code assigns the computed address to the function pointer IGenericDocument_Save_PTR, which was declared with the interface shown above, and then calls the function.

The following code shows an annotated version of a portion of the code generated by the Intel® Fortran Module Wizard from Automation type information for the Rebuild All method of the IApplication interface.

```
! Rebuilds all files in a specified configuration.
SUBROUTINE IApplication_RebuildAll($OBJECT, Configuration, $STATUS) 1
  IMPLICIT NONE
  INTEGER(INT_PTR_KIND()), INTENT(IN) :: $OBJECT        ! Object Pointer
  !DIR$ ATTRIBUTES VALUE :: $OBJECT
  TYPE (VARIANT), INTENT(IN), OPTIONAL :: Configuration
  !DIR$ ATTRIBUTES REFERENCE :: Configuration
  INTEGER(4), INTENT(OUT), OPTIONAL :: $STATUS       ! Method status
  !DIR$ ATTRIBUTES REFERENCE :: $STATUS
  INTEGER(INT_PTR_KIND) invokeargs
  invokeargs = AUTOALLOCATEINVOKEARGS() 2
  IF (PRESENT(Configuration)) CALL AUTOADDARG(invokeargs, '$ARG1', &
    Configuration, AUTO_ARG_IN)
  $$STATUS = AUTOINVOKE($OBJECT, 28, invokeargs) 3
  IF (PRESENT($STATUS)) $STATUS = $$STATUS
  CALL AUTODEALLOCATEINVOKEARGS (invokeargs) 4
END SUBROUTINE IApplication_RebuildAll
```

Notes for this example:

1 The first argument to the procedure is always $OBJECT. It is a pointer to an Automation object's IDispatch interface. The last argument to the procedure is always $STATUS. It is an optional argument that you can specify if you wish to examine the return status of the method. The IDispatch Invoke member function returns a status of type HRESULT. An HRESULT is a 32-bit value. It has the same structure as a Windows error code. In between the $OBJECT and $STATUS arguments are the method arguments' names determined from the type information. Sometimes, the type information does not provide a name for an argument. The Fortran Module Wizard creates a "$ARGn" name in this case.

2 AUTOAllocateInvokeArgs allocates a data structure that is used to collect the arguments that you will pass to the method. AUTOAddArg adds an argument to this data structure.

3 AUTOInvoke invokes the named method passing the argument list. This returns a status result.

4 If the caller supplied a status argument, the code copies the status result to it.

5 AUTODEAllocateInvokeArgs deallocates the memory used by the argument list data structure.

**Getting a Pointer to an Object's Interface (Windows*)**

This topic only applies to Windows* operating systems.

To get a pointer to an object's interface, you need to know the object's unique identifier.

**Object Identification**

Object identification enables the use of COM objects created by disparate groups of developers. To provide a method of uniquely identifying an object class regardless of where it came from, COM uses *globally unique identifiers* (GUIDs). A GUID is a 16-byte integer value that is guaranteed (for all practical purposes) to be unique across space and time. COM uses GUIDs to identify object classes, interfaces, and other things that require unique identification.
To create an instance of an object, you need to tell COM what the GUID of the object is. While using 16-byte integers for identification is fine for computers, it poses a challenge for the typical developer. So, COM also supports the use of a less precise, textual name called a *programmatic identifier* (ProgID). A ProgID takes the form:

```
application_name .object_name .object_version
```

**Obtaining the Pointer to an Object's Interface**

To use the routines generated by the Module Wizard, your application must get a pointer to an object's interface. This pointer is used as the value of the $OBJECT argument, which is the first argument of every interface generated by the Module Wizard.

Typically, your application obtains its first pointer to an object's interface by calling the COM routine COMCreateObject. COMCreateObject creates a new instance of an object class and returns a pointer to it. COMCreateObject is the generic name of the two subroutines COMCreateObjectByProgID and COMCreateObjectByGUID.

- Use **COMCreateObjectByProgID** to create Automation objects. It accepts the progID of an object and returns a pointer to the object's IDispatch interface.
- Use **COMCreateObjectByGUID** to create both COM and Automation objects. It takes a GUID and returns a pointer to the object's interface (either Automation or COM - see below)

The arguments to COMCreateObjectByGUID are as follows:

- The first argument is a class identifier (CLSID) that uniquely identifies the object's class. The Module Wizard defines a GUID parameter for each class selected from the Type library. These are given the name in the form: `CLSID_class-name`
- The second argument allows you to limit the type(s) of server that the call will accept. Most of the time you can use CLSCTX_ALL to accept any type of server.
- The third argument is an interface identifier (IID) that specifies the particular object interface you are requesting:
  - To request an Automation interface, use IID_IDispatch.
  - To request a COM interface, the Module Wizard defines a GUID parameter for each interface selected from the type library. These are given a name in the form: `IID_interface-name`.
- The fourth argument is an output parameter that returns the object's interface pointer.

The COMCreateObjectByProgID and COMCreateObjectByGUID subroutines return an interface pointer of an object that the server has defined as being externally creatable. However, not all objects are externally creatable. Often, a server implements a hierarchy of objects, or *object model*. COMCreateObject is called to obtain a pointer to an interface of the root object in the hierarchy. Methods and/or properties of the root object are used to obtain pointers to child objects, and so on, down the hierarchy.

All objects must implement the IUnknown interface. Every object also implements one or more additional interfaces. You can always get a pointer to any of the object's interfaces from any of the object's interface pointers by using the COMQueryInterface subroutine. It is important that you have a pointer to the correct object interface when calling a routine generated by the Module Wizard. If not, your application will likely terminate unexpectedly.

**Releasing the Pointer to an Object's Interface**

When you have finished using an object's interface pointer, you must call **COMReleaseObject** with the pointer. This includes object pointers that you have received using any method, including COMCreateObject, COMQueryInterface, or by calling an object's method.

**Additional Resources about COM and Automation (Windows*)**

This topic only applies to Windows* operating systems.
There are a number of published books and articles about COM and Automation. Some of these are listed here as additional resources to assist customers who want to learn more about the subject matter. This list does not comment -- either negatively or positively -- on any documents listed or not yet listed. Books and related resources about COM and Automation include:

- *Inside COM+ Base Services* by Guy Eddon, Henry Eddon. Published by Microsoft Press (Redmond, Washington) 1999
- *Understanding COM+* by David S. Platt. Published by Microsoft Press (Redmond, Washington) 1999
- *Inside COM* by Dale Rogerson. Published by Microsoft Press (Redmond, Washington) 1996
- *Understanding ActiveX and OLE* by David Chappell. Published by Microsoft Press (Redmond, Washington) 1996
- *Platform SDK* online version. Relevant titles include *Platform SDK, COM and ActiveX Object Services*.
- *Visual C++ User’s Guide* online version
Using the fpp Preprocessor

The Fortran compiler preprocessor, fpp, is provided as part of the Intel® Fortran product. When you use a preprocessor for Intel® Fortran source files, the generated output files are used as input source files by the Compiler.

Preprocessing performs such tasks as preprocessor symbol (macro) substitution, conditional compilation, and file inclusion. Intel Fortran predefined symbols are described in Using Predefined Preprocessor Symbols.

fpp has some of the capabilities of the ANSI C preprocessor and supports a similar set of directives. Directives must begin in column 1 of any Fortran source files. Preprocessor directives are not part of the Fortran language and not subject to the rules for Fortran statements. Syntax for directives is based on that of the C preprocessor.

The compiler includes a limited conditional compilation capability, based on directives, that does not require use of fpp. The IF directive construct provides the capability of limited conditional compilation.

Note that you can also specify an alternate Fortran preprocessor instead of the Intel® Fortran fpp preprocessor. For more information, see option fpp-name.

Automatic Preprocessing by the Compiler

By default, the preprocessor is not run on files before compilation. However, the Intel Fortran compiler automatically calls fpp when compiling source files that have the .fpp, .F, .F90, .FOR, .FTN, or .FPP. For example, the following command preprocesses a source file that contains fpp preprocessor directives, then passes the preprocessed file to the compiler and linker:

```fortran
ifort source.fpp
```

If you want to preprocess files that have other Fortran extensions than those listed, you have to explicitly specify the preprocessor with the fpp compiler option.

The fpp preprocessor can process both free- and fixed-form Fortran source files. By default, filenames with the suffix of .F, .f, .for, or .fpp are assumed to be in fixed form. Filenames with a suffix of .F90 or .f90 (or any other suffix not specifically mentioned here) are assumed to be free form. You can use the free compiler option to specify free form and the fixed compiler option to explicitly specify fixed form.

The fpp preprocessor recognizes tab format in a source line in fixed form.

Running fpp to Preprocess Files

You can explicitly run fpp in these ways:

- On the ifort command line, use the ifort command with the fpp compiler option. By default, the specified files are then compiled and linked. To retain the intermediate (.i or .i90) file, specify the [Q]save-temps compiler option.
- On the command line, use the fpp command. In this case, the compiler is not invoked. When using the fpp command line, you need to specify the input file and the intermediate (.i or .i90) output file. For more information, type fpp -help (Linux OS and OS X) or fpp /help (Windows OS) on the command line.
- In the Microsoft Visual Studio® IDE, set the Preprocess Source File option to Yes in the Fortran Preprocessor Option Category. To retain the intermediate files, add /Qsave-temp to Additional Options in the Fortran Command Line Category.

The following lists some common cpp features that are supported by fpp; it also shows common cpp features that are not supported.
Supported cpp features:

#define, #undef, #ifdef, #ifndef, #if, #elif, #else, #endif,
#include, #error, #warning, #line

# (stringsize) and ## (concatenation) operators

! as negation operator

Unsupported cpp features:

#pragma and #ident

spaces or tab characters preceding the initial "#" character

# followed by empty line

\ backslash-newline

Unlikecpp, fpp does not merge continued lines into a single line when possible.

You do not usually need to specify preprocessing for Fortran source programs unless your program uses fpp preprocessing commands, such as those listed above.

---

CAUTION

Using a preprocessor that does not support Fortran can damage your Fortran code, especially with "FORMAT (\I4)" with cpp changes the meaning of the program because the double backslash "\\" indicates end-of-record with most C/C++ preprocessors.

---

fpp Source Files

A source file can contain fpp tokens in the following forms:

- fpp directive names
  
  For more information on fpp directives, see Using fpp Directives.

- symbolic names including Fortran keywords
  
  fpp permits the same characters in names as Fortran. For more information on symbolic names, see Using Predefined Preprocessor Symbols.

- constants
  
  Integer, real, double, and quadruple precision real, binary, octal, hexadecimal (including alternate notation), character, and Hollerith constants are allowed.

- special characters, space, tab, and newline characters

- comments, including:
  
  - Fortran language comments. A fixed form source line containing one of the symbols C, c, *, d, or D in the first position is considered a comment line. The ! symbol is interpreted as the beginning of a comment extending to the end of the line except when the ! occurs within a constant-expression in an #if or #elif directive. Within such comments, macro expansions are not performed, but they can be switched on by -f-com=no.
  
  - fpp comments between /* and */. They are excluded from the output and macro expansions are not performed within these symbols. fpp comments can be nested: for each /* there must be a corresponding */. fpp comments are useful for excluding from the compilation large portions of source instead of commenting every line with a Fortran comment symbol.
  
  - C++-like line comments that begin with // (double-slash).

A string that is a token can occupy several lines, but only if its input includes continued line characters using the Fortran continuation character s. fpp will not merge such lines into one line.

Identifiers are always placed on one line by fpp. For example, if an input identifier occupies several lines, it will be merged by fpp into one line.
**fpp Output**

Output consists of a modified copy of the input, plus lines of the form:

```
#line_number  file_name
```

These are inserted to indicate the original source line number and filename of the output line that follows. Use the `fpp P` preprocessor option to disable the generation of these lines.

**Diagnostics**

There are three kinds of fpp diagnostic messages:

- **warnings**: preprocessing of source code is continued and the fpp return value is 0
- **errors**: fpp continues preprocessing but sets the return value to a nonzero value which is the number of errors
- **fatal errors**: fpp stops preprocessing and returns a nonzero return value.

The messages produced by fpp are intended to be self-explanatory. The line number and filename where the error occurred are displayed along with the diagnostic on stderr.

**See Also**

- `fixed` compiler option
- `fpp` compiler option
- `fpp-name` compiler option
- `free` compiler option
- *IF Directive Construct*
- `save-temps`, `Qsave-temps` compiler option
- *Understanding File Extensions*
- *Using fpp Directives*
- *Using Fortran Preprocessor Options*
- *Using Predefined Preprocessor Symbols*

**Using fpp Directives**

All fpp directives start with the number sign (`#`) as the first character on a line. White space (blank or tab characters) can appear after the initial "#" for indentation.

fpp directives (beginning with the # symbol in the first position of lines) can be placed anywhere in a source code, in particular before a Fortran continuation line. However, fpp directives within a macro call may not be divided among several lines by means of continuation symbols.

fpp directives can be grouped according to their purpose.

**Directives for string substitution**

fpp contains directives that result in substitutions in a user's program:

<table>
<thead>
<tr>
<th>Directive</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>__FILE__</code></td>
<td>Replaces this string with the input file name (a character string literal).</td>
</tr>
<tr>
<td><code>__LINE__</code></td>
<td>Replaces this string with the current line number in the input file (an integer constant).</td>
</tr>
<tr>
<td><code>__DATE__</code></td>
<td>Replaces this string with the date that fpp processed the input file (a character string literal in the form <code>Mmm dd yyyy</code>).</td>
</tr>
</tbody>
</table>
Directive

<table>
<thead>
<tr>
<th>Directive</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TIME</strong></td>
<td>Replaces this string with the time that fpp processed the input file (a character string literal in the form hh:mm:ss).</td>
</tr>
<tr>
<td><strong>TIMESTAMP</strong></td>
<td>Replaces this string with the timestamp that fpp processed the input file (a character string literal in the form &quot;day date time year&quot;, where day is a 3-letter abbreviation, date is Mmm dd, time is hh:mm:ss and year is yyyy).</td>
</tr>
</tbody>
</table>

Directive for inclusion of external files

There are two forms of file inclusion:

```
#include "filename"
#include <filename>
```

This directive reads in the contents of the named file into this location in the source. The lines read in from the file are processed by fpp just as if they were part of the current file.

When the <filename> notation is used, filename is only searched for in the standard "include" directories. See the fpp -I and the -Y options in Using Fortran Preprocessor Options. No additional tokens are allowed on the directive line after the final "" or "">

Files are searched for in the following order:

- for #include "filename":
  - in the directory in which the source file resides
  - in the directories specified by the -I or -Y option
  - in the default directory
- for #include <filename>:
  - in the directories specified by the -I or -Y option
  - in the default directory

Directive for line control

This directive takes the following form:

```
#line-number "filename"
```

This directive generates line control information for the Fortran compiler. line-number is an integer constant that is the line number of the next line. "filename" is the name of the file containing the line. If "filename" is not provided, the current filename is assumed.

Directive for fpp variable and macro definitions

The #define directive, used to define both simple string variables and more complicated macros, takes the two forms.

The first form is the definition of an fpp variable:

```
#define nametoken-string
```

In the above, occurrences of name in the source file will be substituted with token-string.

The second form is the definition of an fpp macro.

```
#define name(argument[,argument] ... ) token-string
```

In the above, occurrences of the macro name followed by the comma-separated list of actual arguments within parentheses are replaced by token-string with each occurrence of each argument in token-string replaced by the token sequence representing the corresponding "actual" argument in the macro call.
An error is produced if the number of macro call arguments is not the same as the number of arguments in the corresponding macro definition. For example, consider this macro definition:

```c
#define INTSUB(m, n, o) call mysub(m, n, o)
```

Any use of the macro INTSUB must have three arguments. In macro definitions, spaces between the macro name and the open parenthesis "(" are prohibited to prevent the directive from being interpreted as an fpp variable definition with the rest of the line beginning with the open parenthesis "(" being interpreted as its token-string.

An fpp variable or macro definition can be of any length and is limited only by the newline symbol. It can be defined in multiple lines by continuing it to the next line with the insertion of "\". The occurrence of a newline without a macro-continuation signifies the end of the macro definition.

Example:

```c
#define long_macro_name(x,\n    y) x*y
```

The scope of a definition begins from the #define and encloses all the source lines (and source lines from #include files) to the end of the current file, except for:

- files included by Fortran INCLUDE statements
- fpp and Fortran comments
- Fortran IMPLICIT statements that specify a single letter
- Fortran FORMAT statements
- numeric, typeless, and character constants

**Directive for undefining a macro**

This directive takes the following form:

```c
#undef name
```

This directive removes any definition for name (produced by the D options, #define directives, or by default). No additional tokens are permitted on the directive line after name.

If name has not been defined earlier, then the #undef directive has no effect.

**Directive for macro expansion**

If, during expansion of a macro, the column width of a line exceeds column 72 (for fixed format) or column 132 (for free format), fpp inserts appropriate Fortran continuation lines.

For fixed format, there is a limit on macro expansions in label fields (positions 1-5):

- a macro call (together with possible arguments) should not extend beyond column 5
- a macro call whose name begins with one of the Fortran comment symbols is considered to be part of a comment
- a macro expansion may produce text extending beyond column 5. In this case, a warning will be issued

In fixed format, when the fpp -Xw option has been specified, an ambiguity may occur if a macro call occurs in a statement position and a macro name begins or coincides with a Fortran keyword. For example, consider the following:

```c
#define callp(x) call f(x)
call p(0)
```

fpp cannot determine how to interpret the "call p" token sequence above. It could be considered as a macro name. The current implementation does the following:

- the longer identifier is chosen (callp in this case)
- from this identifier the longest macro name or keyword is extracted
- if a macro name has been extracted a macro expansion is performed. If the name begins with some keyword, fpp issues an appropriate warning
the rest of the identifier is considered as a whole identifier

In the previous example, the macro expansion is performed and the following warning is produced:

warning: possibly incorrect substitution of macro callp

This situation appears only when preprocessing a fixed format source code and when the space symbol is not interpreted as a token delimiter.

In the following case, a macro name coincides with a beginning of a keyword:

```fortran
#define INT INTEGER*8
INT k
```

The INTEGER keyword will be found earlier than the INT macro name. There will be no warning when preprocessing such a macro definition.

**Directives for conditional selection of source text**

There are three forms of conditional selection of source text.

**Form 1:**

```
#if condition_1 block_1
#elif condition_2 block_2
#elif ...
#else
block n
#endif
```

**Form 2:**

```
#define name block_1
#elif condition block_2
#elif ...
#else
block n
#endif
```

**Form 3:**

```
#undef name block_1
#elif condition block_2
#elif ...
#else
block n
#endif
```

The #elif and #else parts are optional in all three forms. There can be more than one #elif part in each form.

**Conditional expressions**

`condition_1`, `condition_2`, etc. are logical expressions involving fpp constants, macros, and intrinsic functions. The following items are permitted:

- C language operations: `<`, `>`, `==`, `!=`, `>=`, `<=`, `+`, `-`, `/`, `*`, `%`, `<`, `>`, `&`, `~`, `|`, `&&`, `||` They are interpreted by fpp in accordance to the C language semantics (this facility is provided for compatibility with "old" Fortran programs using cpp)
- Fortran language operations: `.AND., .OR., .NEQV., .XOR., .EQV., .NOT., .GT., .LT., .LE., .GE., .NE., .EQ., ** (power).
- Fortran logical constants: `.TRUE., .FALSE.
- the fpp intrinsic function "defined": defined(name) or defined name which returns .TRUE. if name is defined as an fpp variable or a macro or returns .FALSE. if the name is not defined

`#ifdef` is a shorthand for `#if defined(name)` and `#ifndef` is a shorthand for `#if .not. defined(name).`
Only these items, integer constants, and names can be used within a constant-expression. A name that has not been defined with the `-D` option, a `#define` directive, or by default, has a value of 0. The C operation `!=` (not equal) can be used in the `#if` or `#elif` directive, but not in the `#define` directive, where the symbol `!` is considered to be the Fortran comment symbol by default.

**Conditional constructs**
The following table summarizes conditional constructs.

<table>
<thead>
<tr>
<th>Construct</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>#if condition</code></td>
<td>Subsequent lines up to the matching <code>#else</code>, <code>#elif</code>, or <code>#endif</code> directive appear in the output only if condition evaluates to <code>.TRUE.</code>.</td>
</tr>
<tr>
<td><code>#ifdef name</code></td>
<td>Subsequent lines up to the matching <code>#else</code>, <code>#elif</code>, or <code>#endif</code> appear in the output only if <code>name</code> has been defined, either by a <code>#define</code> directive or by the <code>-D</code> compiler option, with no intervening <code>#undef</code> directive. No additional tokens are permitted on the directive line after name.</td>
</tr>
<tr>
<td><code>#ifndef name</code></td>
<td>Subsequent lines up to the matching <code>#else</code>, <code>#elif</code>, or <code>#endif</code> appear in the output only if <code>name</code> has not been defined, or if its definition has been removed with an <code>#undef</code> directive. No additional tokens are permitted on the directive line after name.</td>
</tr>
<tr>
<td><code>#elif condition</code></td>
<td>Subsequent lines up to the matching <code>#else</code>, <code>#elif</code>, or <code>#endif</code> appear in the output only if all of the following occur:</td>
</tr>
<tr>
<td></td>
<td>• The condition in the preceding <code>#if</code> directive evaluates to <code>.FALSE.</code> or the name in the preceding <code>#ifdef</code> directive is not defined, or the name in the preceding <code>#ifndef</code> directive is defined.</td>
</tr>
<tr>
<td></td>
<td>• The conditions in all of the preceding <code>#elif</code> directives evaluate to <code>.FALSE.</code></td>
</tr>
<tr>
<td></td>
<td>• The condition in the current <code>#elif</code> evaluates to <code>.TRUE.</code></td>
</tr>
<tr>
<td></td>
<td>Any condition allowed in an <code>#if</code> directive is allowed in an <code>#elif</code> directive. Any number of <code>#elif</code> directives may appear between an <code>#if</code>, <code>#ifdef</code>, or <code>#ifndef</code> directive and a matching <code>#else</code> or <code>#endif</code> directive.</td>
</tr>
<tr>
<td><code>#else</code></td>
<td>Subsequent lines up to the matching <code>#endif</code> appear in the output only if all of the following occur:</td>
</tr>
<tr>
<td></td>
<td>• The condition in the preceding <code>#if</code> directive evaluates to <code>.FALSE.</code> or the name in the preceding <code>#ifdef</code> directive is not defined, or the name in the preceding <code>#ifndef</code> directive is defined.</td>
</tr>
<tr>
<td></td>
<td>• The conditions in all of the preceding <code>#elif</code> directives evaluate to <code>.FALSE.</code></td>
</tr>
<tr>
<td><code>#endif</code></td>
<td>End a section of lines begun by one of the conditional directives <code>#if</code>, <code>#ifdef</code>, or <code>#ifndef</code>. Each such directive must have a matching <code>#endif</code>.</td>
</tr>
</tbody>
</table>

**See Also**
- `D` compiler option
- `fpp` compiler option
- Using Fortran Preprocessor Options

**Using Predefined Preprocessor Symbols**
Preprocessor symbols (macros) let you substitute values in a program before it is compiled. The substitution is performed in the preprocessing phase.
The preprocessor symbols shown in the table below are predefined by the compiler system and are available to compiler directives and to fpp. If you want to use other symbol names, you need to specify them on the command line.

You can use the `d` compiler option to define the symbol names to be used during preprocessing. This option performs the same function as the `#define` preprocessor directive.

Preprocessing with fpp replaces every occurrence of the defined symbol name with the specified value. Preprocessing compiler directives only allow IF and IF DEFINED.

If you want to disable symbol replacement (also known as macro expansion) during the preprocessor step, you can specify the `macro=no` preprocessor option for the fpp compiler option.

Disabling preprocessor symbol replacement is useful for running fpp to perform conditional compilation (using `#ifdef`, etc.) without replacement.

You can use the `U` preprocessor option to suppress an automatic definition of a preprocessor symbol. This option suppresses any symbol definition currently in effect for the specified `name`. This option performs the same function as an `#undef` preprocessor directive.

The symbols in the following table can be used in both fpp and the Fortran compiler conditional compilations.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>APPLE</strong></td>
<td>Defined as '1'.</td>
</tr>
<tr>
<td><code>__AVX512BW__</code></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Byte and Word instructions. It is also defined as '1' when option <code>[Q]xCORE-AVX512</code> or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td><code>__AVX512CD__</code></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Conflict Detection instructions. It is also defined as '1' when option <code>[Q]xCORE-AVX512</code>, <code>[Q]xCOMMON-AVX512</code>, <code>[Q]xMIC-AVX512</code>, or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td><code>__AVX512DQ__</code></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Doubleword and Quadword instructions. It is also defined as '1' when option <code>[Q]xCORE-AVX512</code> or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td><code>__AVX512ER__</code></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Exponential and Reciprocal instructions. It is also defined as '1' when option <code>[Q]xMIC-AVX512</code> or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td><code>__AVX512F__</code></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Foundation instructions. It is also defined as '1' when option <code>[Q]xCORE-AVX512</code>, <code>[Q]xCOMMON-AVX512</code>, <code>[Q]xMIC-AVX512</code> or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>AVX512PF</strong></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Prefetch instructions. It is also defined as '1' when option [Q]XMIC-AVX512 or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td>(Windows OS, Linux OS, OS X)</td>
<td></td>
</tr>
<tr>
<td><strong>AVX512VL</strong></td>
<td>Defined as '1' for processors that support Intel® Advanced Vector Extensions 512 (Intel® AVX-512) Vector Length extensions. It is also defined as '1' when option [Q]XCORE-AVX512 or higher processor-targeting options are specified.</td>
</tr>
<tr>
<td>(Windows OS, Linux OS, OS X)</td>
<td></td>
</tr>
<tr>
<td><strong>DEBUG</strong></td>
<td>Defined as '1' only if options /dbglibs, /MT[d], or /MD[d] are specified.</td>
</tr>
<tr>
<td>(Windows OS)</td>
<td></td>
</tr>
<tr>
<td><strong>DLL</strong></td>
<td>Defined as '1' only if one of the following options is specified or implied:</td>
</tr>
<tr>
<td>(Windows OS)</td>
<td>• /libs:dll</td>
</tr>
<tr>
<td></td>
<td>• /MD</td>
</tr>
<tr>
<td></td>
<td>• /MDD</td>
</tr>
<tr>
<td></td>
<td>• /MDS</td>
</tr>
<tr>
<td><strong>ELF</strong></td>
<td>Defined as '1' at the start of compilation.</td>
</tr>
<tr>
<td>(Linux OS)</td>
<td></td>
</tr>
<tr>
<td><strong>gnu_linux</strong></td>
<td>Defined as '1' at the start of compilation.</td>
</tr>
<tr>
<td>(Linux OS)</td>
<td></td>
</tr>
<tr>
<td><strong>i386</strong></td>
<td>Defined as '1' for compilations targeting IA-32 architecture.</td>
</tr>
<tr>
<td><strong>i386</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>(Linux OS)</td>
</tr>
<tr>
<td><strong>INTEL_COMPILER</strong></td>
<td>The Intel compiler version in the form VVSS, where VV is the major version and SS is the minor version. For example, Version 16.0 is indicated by a value of 1600.</td>
</tr>
<tr>
<td>(Windows OS, Linux OS, OS X)</td>
<td></td>
</tr>
<tr>
<td>__INTEL_COMPILER_BUILD_DATE</td>
<td>The Intel compiler build date. It takes the form YYYYMMDD, where YYYY is the year, MM is the month, and DD is the day.</td>
</tr>
<tr>
<td>(Windows OS, Linux OS, OS X)</td>
<td></td>
</tr>
<tr>
<td>__INTEL_COMPILER_UPDATE</td>
<td>The Intel compiler update number within a version (such as 1 for Update 1, etc.). See also symbol __INTEL_COMPILER.</td>
</tr>
<tr>
<td>(Windows OS, Linux OS)</td>
<td></td>
</tr>
<tr>
<td><strong>INTEL_OFFLOAD</strong></td>
<td>Defined as '1' while building code to run on the CPU and on the coprocessor.</td>
</tr>
<tr>
<td>(Windows OS, Linux OS)</td>
<td>It is defined by default. It is undefined when you specify the negative form of option [q or Q]offload, or option /Qmic (Windows*) or -mmic (Linux*).</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>KNC</strong></td>
<td>You can use this symbol in conjunction with the negative form of option [q or Q]offload, or the /Qmic (Windows*) or -mmic (Linux*) option to protect code on the host that should only be executed for an offload build, such as calls to the omp_set_num_threads_target family of APIs in mic_lib.f90.</td>
</tr>
<tr>
<td></td>
<td>Defined as '1' while building code to run on the Intel® Xeon Phi™ coprocessor x100 product family (formerly code name Knights Corner).</td>
</tr>
<tr>
<td></td>
<td>It is also defined as '1' when you specify option / Qmic (Windows*) or -mmic (Linux*).</td>
</tr>
<tr>
<td></td>
<td>It is undefined when you use the negative form of option [q or Q]offload.</td>
</tr>
<tr>
<td><strong>linux</strong></td>
<td>Defined as '1' at the start of compilation.</td>
</tr>
<tr>
<td>__linux</td>
<td>__linux</td>
</tr>
<tr>
<td>__M_AMD64</td>
<td>Defined as '1' while building code targeting Intel® 64 architecture.</td>
</tr>
<tr>
<td>_M_IX86=700</td>
<td>Defined as '1' while building code targeting IA-32 architecture.</td>
</tr>
<tr>
<td>_M_X64</td>
<td>Defined as '1' while building code targeting Intel® 64 architecture.</td>
</tr>
<tr>
<td><strong>MACH</strong></td>
<td>Defined as '1'.</td>
</tr>
<tr>
<td><strong>MIC</strong></td>
<td>Defined as '1' while building code to run on the Intel® MIC Architecture coprocessor. It is defined by default during the coprocessor compilation.</td>
</tr>
<tr>
<td></td>
<td>It is also defined as '1' when you specify option / Qmic (Windows*) or -mmic (Linux*) since that option tells the compiler to build an application that runs natively on Intel® MIC Architecture.</td>
</tr>
<tr>
<td></td>
<td>It is undefined when you use the negative form of option [q or Q]offload.</td>
</tr>
<tr>
<td></td>
<td>You can specify this symbol to protect code that should only be compiled for and executed on the coprocessor.</td>
</tr>
<tr>
<td>__MT</td>
<td>Defined as '1' only if option /threads or /MT is specified.</td>
</tr>
<tr>
<td>_OPENMP=201307</td>
<td>Defined when OpenMP* processing has been requested (that is, option [q or Q]openmp has been specified).</td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
</tr>
<tr>
<td>The value takes the form YYYYMM, where YYYY is the year and MM is the month of the supported OpenMP* Fortran specification.</td>
<td></td>
</tr>
<tr>
<td>The date of the currently supported OpenMP* API is July-2013.</td>
<td></td>
</tr>
<tr>
<td><strong>PIC</strong></td>
<td>Defined as '1' only if the code was requested to be compiled as position-independent code.</td>
</tr>
<tr>
<td><strong>pic</strong></td>
<td>(Linux OS)</td>
</tr>
<tr>
<td>_WIN32</td>
<td>Defined as '1' while building code targeting IA-32 or Intel® 64 architecture.</td>
</tr>
<tr>
<td>(Windows OS)</td>
<td></td>
</tr>
<tr>
<td>_WIN64</td>
<td>Defined as '1' while building code targeting Intel® 64 architecture.</td>
</tr>
<tr>
<td>(Windows OS)</td>
<td></td>
</tr>
<tr>
<td>__x86_64</td>
<td>Defined as '1' while building code targeting Intel® 64 architecture.</td>
</tr>
<tr>
<td><strong>x86_64</strong></td>
<td>(Linux OS)</td>
</tr>
</tbody>
</table>

**See Also**

arch compiler option  
march compiler option  
m compiler option  
D compiler option  
U compiler option  
dll compiler option  
fpp compiler option  
libs compiler option  
qopenmp, Qopenmp compiler option  
threads compiler option  
mmic, Qmic compiler option  
x, Qx compiler option  
qoffload, Qoffload compiler option

**Using Fortran Preprocessor Options**

The Fortran preprocessor (fpp) may be invoked automatically or by specifying the fpp compiler option. The following options are available if you use the fpp compiler option. On Linux* OS and OS X*, the preprocessor options must start with a dash (-); for example, -macro=no. On Windows* OS, the preprocessor options must start with a slash (/); for example, /macro=no.

<table>
<thead>
<tr>
<th>fpp Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Specifies that C++-style comments should not be recognized.</td>
</tr>
<tr>
<td>C</td>
<td>Specifies that C-style comments should not be recognized. This is the same as specifying c_com=no.</td>
</tr>
</tbody>
</table>
### fpp Option

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>c_com={yes</td>
<td>no}</td>
</tr>
<tr>
<td>Dname</td>
<td>Defines the preprocessor variable name as 1 (one). This is the same as if a Dname=1 option appeared on the fpp command line, or as if a #define name 1 line appeared in the source file processed by fpp.</td>
</tr>
<tr>
<td>Dname=val</td>
<td>Defines name as if by a #define directive. This is the same as if a #define name var line appeared in the source file processed by fpp. The D option has lower precedence than the U option. That is, if the same name is used in both a U option and a D option, the name will be undefined regardless of the order of the options.</td>
</tr>
<tr>
<td>e</td>
<td>For fixed form source files, tells the compiler to accept extended source lines, up to 132 characters long.</td>
</tr>
<tr>
<td>e80</td>
<td>For fixed form source files, tells the compiler to accept extended source lines, up to 80 characters long.</td>
</tr>
<tr>
<td>f_com={yes</td>
<td>no}</td>
</tr>
<tr>
<td>f77</td>
<td>Tells the compiler to assume FORTRAN 77 language input source.</td>
</tr>
<tr>
<td>f90</td>
<td>Tells the compiler to assume Fortran 90 language input source.</td>
</tr>
<tr>
<td><strong>fpp Option</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>----------------</td>
<td>----------------</td>
</tr>
<tr>
<td>fixed</td>
<td>Tells the compiler to assume fixed format in the source file.</td>
</tr>
<tr>
<td>free</td>
<td>Tells the compiler to assume free format in the source file.</td>
</tr>
<tr>
<td>help</td>
<td>Displays information about fpp options.</td>
</tr>
<tr>
<td>Idir</td>
<td>Inserts directory <code>dir</code> into the search path for files with names not beginning with &quot;/&quot;. The <code>#include dir</code> is inserted ahead of the standard list of &quot;include&quot; directories so that #include files with names enclosed in double-quotes (&quot;) are searched for first in the directory of the file with the #include line, then in directories named with <code>I</code> options, and lastly, in directories from the standard list. For #include files with names enclosed in angle-brackets (&lt; &gt;), the directory of the file with the #include line is not searched.</td>
</tr>
<tr>
<td>M</td>
<td>Generates make dependencies.</td>
</tr>
<tr>
<td>m</td>
<td>Expands macros everywhere. This is the same as specifying <code>macro=yes</code>.</td>
</tr>
<tr>
<td>macro={yes</td>
<td>no_com</td>
</tr>
<tr>
<td>macro_expand={vc</td>
<td>cpp}</td>
</tr>
<tr>
<td>MF=\textit{file}</td>
<td>Makes fpp append dependencies to <code>file</code>.</td>
</tr>
<tr>
<td>noB</td>
<td>Specifies that C++-style comments should be recognized.</td>
</tr>
<tr>
<td>noC</td>
<td>Specifies that C-style comments should be recognized. This is the same as <code>c_com=yes</code>.</td>
</tr>
<tr>
<td>noJ</td>
<td>Specifies that F90-style comments should be recognized in a #define line. This is the same as <code>f_com=no</code>.</td>
</tr>
<tr>
<td>no-fort-cont</td>
<td>Specifies that IDL style format should be recognized. This option is only for the IDE. Note that macro arguments in IDL may have a C-like continuation character \ which is different from the Fortran continuation character &amp;. The fpp preprocessor should recognize the C-like</td>
</tr>
<tr>
<td><strong>fpp Option</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------</td>
</tr>
<tr>
<td><strong>P</strong></td>
<td>Tells the compiler that line-numbering directives should not be added to the output file. This line-numbering directive appears as <code>#line-number file-name</code></td>
</tr>
</tbody>
</table>
| **Unname**    | Removes any initial definition of name, where name is an fpp variable that is predefined on a particular preprocessor. The following shows an example of symbols that may be predefined, depending upon the architecture of the system:  
  Operating System: __APPLE__, __unix, and __linux  
  Hardware: __i386, __x86_64 |
| **undef**     | Removes initial definitions for all predefined symbols. |
| **V**         | Displays the fpp version number. |
| **w[0]**      | Prevents warnings from being output. By default, warnings are output to standard error stream (stderr). |
| **what**      | Displays detailed version information. |
| **Xu**        | Converts uppercase letters to lowercase, except within character-string constants. The default is to leave the case as is. |
| **Xw**        | Tells the compiler that in fixed-format source files, the blank or space symbol " " is insignificant. By default, the space symbol is the delimiter of tokens for this format. |
| **Ydir**      | Adds directory dir to the end of the system include paths. |
Portability Library Overview

Intel® Fortran includes functions and subroutines that ease porting of code to or from a PC, or allow you to write code on a PC that is compatible with other platforms.

The portability library is called LIBIFPORT.LIB (Windows* OS) or libifport.a (Linux* OS and OS X*). Frequently used functions are included in a portability module called IFPORT.

The portability library also contains IEEE* POSIX library functions. These functions are included in a module called IFPOSIX.

You can use the portability library in one of two ways:

- Add the statement USE IFPORT to your program. This statement includes the IFPORT module.
- Call portability routines using the correct parameters and return value.

The portability library is passed to the linker by default during linking. To prevent this, specify the fpscomp compiler option with the nolibs keyword.

Using the IFPORT mod file provides interface blocks and parameter definitions for the routines, as well as compiler verification of calls.

See Also

- Portability Library Routines
- fpscomp compiler option
Using the IMSL* Mathematical and Statistical Libraries Overview (Windows* OS)

The IMSL* libraries, a collection of nearly 1,000 mathematical and statistical functions easily accessible from the visual and command line development environments, are an optionally installed component provided with certain editions of the Intel® Fortran product. The IMSL libraries are provided in both static library and dynamic-link library (DLL) forms.

Install the compiler first and then install the IMSL libraries. For more information, see the install.htm file.

You can view the IMSL readme file and online help using the IMSL Fortran Library 6.0 program folder. The online documentation included with the IMSL Libraries includes text files and PDF files:

- Text files:
  - QuickStart - Brief instructions for setting up the command-line build environment
  - Read me - Full instructions for using the IMSL libraries from the command-line environment, plus reference information
  - Release notes - Information about changes from previous versions of the IMSL libraries
  - Readme (specific for your architecture) for IMSL Fortran Library - A series of Readme files with information on use of the IMSL libraries on a specific architecture

- PDF documentation
  The IMSL Adobe Acrobat* PDF documentation lets you quickly find details on the purpose and use of any IMSL Library routine. You can access the following topics through the IMSL Fortran Library User's Guide:

  - IMSL Math Library
  - IMSL Math Library Special Functions
  - IMSL Stat Library

  Click on any of the libraries to see a submenu of items grouped by subject. Within each category (for example, Linear Systems, Eigen system Analysis, and so on), click on a routine for more information.

The IMSL libraries have coding conventions regarding use of modules for interface declarations. For detailed information, read the Introduction section of the IMSL Fortran Library User's Guides.

For more information on the IMSL libraries, see:

- The IMSL readme file provided in the IMSL Fortran Library program folder.
- The IMSL online documentation PDF files provided in the IMSL Fortran Library program folder for the IMSL Routines Reference.

See Also
Using the IMSL Libraries from the Integrated Development Environment (Windows* OS)
Using the IMSL Libraries from the Command Line (Windows* OS)
IMSL Include File and Library Naming Conventions and Redistribution (Windows* OS)
Using IMSL Libraries in a Mixed-Language Environment (Windows* OS)

Using the IMSL Libraries from the Integrated Development Environment (Windows* OS)
To use the IMSL* libraries from the Microsoft Visual Studio* IDE:

1. Add the IMSL Include and Library directories to the list of directories searched:
a. Select Tools > Options.
b. Select Intel Compilers and Tools > Visual Fortran
c. Select Compilers.
d. Select the Target Platform for which you want to make changes. Select Win32 for IA-32 (32-bit) architecture. Select x64 for Intel® 64 (64-bit) architecture.

Make sure that the desired compiler version is selected.
e. At the right of Libraries, click the "..." button. This opens the list of libraries directories.
f. Add to the end of the list, one of the following:
   • For IA-32 architecture: $(FNL_DIR)\IA32\lib
   • For Intel® 64 architecture: $(FNL_DIR)\Intel64\lib
g. Click OK.
h. At the right of Includes, click the "..." button.
i. Add to the end of the list, one of the following:
   • For IA-32 architecture: $(FNL_DIR)\IA32\include\dll
   • For Intel® 64 architecture: $(FNL_DIR)\Intel64\include\dll
j. Click OK.
k. Repeat steps c through i for the other target architecture if desired.
l. Click OK to save the changes.

You need to reapply these changes if you install a new version of the compiler or use the installation option to keep an existing update installed when installing a new update.

2. To pass IMSL libraries to the Linker, add one of the following lines to your main program or any convenient source file for your application. This needs to be specified only once per application.

   • To use the static library form of the libraries:
     INCLUDE 'link_fnl_static.h'

   • To use the dynamic link library form of the libraries:
     INCLUDE 'link_fnl_shared.h'

   • To use the static library form of the libraries and the Intel® Math Kernel Library:
     INCLUDE 'link_fnl_static_hpc.h'

   • To use the dynamic link library form and the Intel® Math Kernel Library:
     INCLUDE 'link_fnl_shared_hpc.h'

   • To use the MPIC, the static library form of the libraries and the MPI* version of the error handler:
     INCLUDE 'link_mpi.h'

   • To use MPI, the static library form of the libraries, the MPI version of the error handler and the Intel® Math Kernel Library:
     INCLUDE 'link_mpi_hpc.h'

   • To use MPI, the static library form of the libraries, the scalar version of the error handler:
     INCLUDE 'link_mpi.h'

   • To use MPI, the static library form of the libraries, the scalar version of the error handler and the Intel® Math Kernel Library:
     INCLUDE 'link_mpi_hpc.h'

If you want to specify the libraries explicitly, select Project>Add Existing Item..., change Files of Type to All Files, browse to the IMSL Libraries folder, and add the appropriate libraries as explained in IMSL Include File and Library Naming Conventions and Redistribution.

3. Ensure that the following project properties are set to ensure correct operation with the IMSL libraries:

   • Fortran>External Procedures>Calling Convention>Default
   • Fortran>External Procedures>Name Case Interpretation>Upper Case
   • Fortran>External Procedures>String Length Argument Passing>After All Arguments
   • Fortran>External Procedures>Append Underscores to External Names>No
   • Fortran>Floating Point>Floating Point Exception Handling>Produce NaN, signed infinities, and denormal results
Using the IMSL Libraries from the Command Line (Windows® OS)

To use the IMSL® libraries from the command line:

1. Set the necessary Intel® Fortran environment variables for your development environment by executing the compilervars.bat file (see Using the compilervars File to Specify Location of Components). This sets the INCLUDE path and library (linker) search paths.

2. Add a reference to the FFLAGS environment variable to establish IMSL-compatible defaults and add a reference to the appropriate environment variable to the ifort commands used to build the sources:

   - %LINK_FNL_STATIC% for the static libraries
   - %LINK_FNL_SHARED% for the dynamic libraries
   - %LINK_FNL_STATIC_HPC% for the static libraries and Intel MKL
   - %LINK_FNL_SHARED_HPC% for the dynamic libraries and Intel MKL
   - %LINK_FNL_MPI% for the static libraries, the MPI version of error handler and MPI
   - %LINK_FNL_MPI_HPC% for the static libraries, the MPI version of error handler, MPI and Intel MKL
   - %LINK_FNL_MPIIS% for the static libraries, the scalar version of error handler, MPI and Intel MKL
   - %LINK_FNL_MPIIS_HPC% for the static libraries, the scalar version of error handler, MPI and Intel MKL

   For example, ifort %FFLAGS% example.f90 %LINK_FNL_STATIC%

3. Do not change the defaults for the compiler options /fpe and /iface.

4. Make IMSL routines and their interfaces available to your program. There are several options available for this; see the Introduction in the IMSL Fortran Library User's Guide for details.

The free-form Standard Fortran example program below invokes the function AMACH and the subroutine UMACH from the IMSL Libraries. The AMACH function retrieves real machine constants that define the computer's real arithmetic. A value for positive machine infinity is returned (Infinity). The subprogram UMACH retrieves the output unit number.

```fortran
! This free-form example demonstrates how to call
! IMSL routines from Intel(R) Visual Fortran.
!
PROGRAM SHOWIMSL
USE AMACH_INT
USE UMACH_INT
INTEGER NOUT
REAL RINFP
!
! The AMACH function and UMACH subroutine are
! declared in the AMACH_INT and UMACH_INT modules
CALL UMACH(2,NOUT)
RINFP = AMACH(7)
WRITE(NOUT,*) 'REAL POSITIVE MACHINE INFINITY = ',RINFP
END PROGRAM
```

For information on using the IMSL libraries from the IDE, see Using the IMSL Libraries from the Integrated Development Environment.
**IMSL Include File and Library Naming Conventions and Redistribution (Windows* OS)**

The IMSL* libraries provide sets of "include" files. By default, the standard set is installed at the following locations:

- C:\Program Files\VNI\imsl\fnl600\IA32\include\dll (for systems using IA-32 architecture)
- C:\Program Files\VNI\imsl\fnl600\Intel64\include\dll (for systems using Intel® 64 architecture)

The standard set is suitable for use when linking against either the static or dynamic libraries; however, some applications linking to the static libraries may see warnings from the linker due to the use of the DLLIMPORT directive for IMSL global variables. The warnings can be ignored, but if you want to avoid them, use the alternate set of "include" files in the include\ static folder.

The following libraries are supplied:

<table>
<thead>
<tr>
<th>File Name</th>
<th>Library Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMSL and IMSL_DLL</td>
<td>IMSL Static and DLL Library; contains application-callable routines</td>
</tr>
<tr>
<td>IMSLMKL_DLL</td>
<td>IMSL DLL Library using Intel® Math Kernel Library; contains application-callable routines</td>
</tr>
<tr>
<td>IMSLS_ERR</td>
<td>IMSL Error Handler Library; scalar version</td>
</tr>
<tr>
<td>IMSLP_ERR</td>
<td>IMSL Error Handler Library, MPI version</td>
</tr>
<tr>
<td>IMSL_HPC_L</td>
<td>LAPACK enabled routines</td>
</tr>
<tr>
<td>IMSL_HPC_S</td>
<td>ScalaPACK enabled routines</td>
</tr>
<tr>
<td>IMSLSCALAR</td>
<td>Support routines</td>
</tr>
<tr>
<td>IMSLSUPERLU</td>
<td>Support routines</td>
</tr>
<tr>
<td>IMSLMPISTUB</td>
<td>Stub libraries</td>
</tr>
<tr>
<td>IMSLSPARSESTUB</td>
<td>Stub libraries</td>
</tr>
<tr>
<td>IMSLBLAS</td>
<td>Basic Linear Algebra Subroutine support library</td>
</tr>
</tbody>
</table>

For applications running on systems using IA-32 architecture, use the following combinations of libraries and compiler options:

**Static linking**

IMSL.LIB IMSLSUPERLU.LIB IMSLSCALAR.LIB IMSLBLAS.LIB IMSLS_ERR.LIB IMSLMPISTUB.LIB

**Dynamic linking**

IMSL_DLL.LIB /libs:dll

**Static linking, using Intel® Math Kernel Library for multiple processors**

IMSL.LIB IMSLSUPERLU.LIB IMSLHPC_L.LIB IMSLS_ERR.LIB IMSLMPISTUB.LIB MKL_INTEL_C.LIB MKL_INTEL_THREAD.LIB MKL_CORE.LIB LIBIOMP5MD.LIB

**Dynamic linking, using Intel® Math Kernel Library for multiple processors**

IMSLMKL_DLL.LIB /LIBS_DLL
Static linking, using MPI version of the error handler and MPI for multiple processors

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLSCALAR.LIB IMSLBLAS.LIB IMSLP_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>IMPI.LIB LIBIOMP5MD.LIB</td>
</tr>
</tbody>
</table>

Static linking, using MPI version of the error handler and the Intel® Math Kernel Library for multiple processors

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLHPC_S.LIB IMSLP_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MKL_SCALAPACK_CORE.LIB MKL_BLACS_INTELMPI.LIB MKL_INTEL_C.LIB</td>
</tr>
<tr>
<td></td>
<td>MKL_BLACS_INTELMPI.LIB MKL_INTEL_THREAD.LIB MKL_CORE.LIB IMPI.LIB</td>
</tr>
<tr>
<td></td>
<td>LIBIOMP5MD.LIB</td>
</tr>
</tbody>
</table>

Static linking, using scalar version of the error handler and MPI for multiple processors

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLSCALAR.LIB IMSLBLAS.LIB IMSLS_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>LIBIOMP5MD.LIB IMPI.LIB</td>
</tr>
</tbody>
</table>

Static linking using MPI, the scalar version of the error handler and the Intel® Math Kernel Library for multiple processors

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLHPC_S.LIB IMSLS_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MKL_SCALAPACK_CORE.LIB MKL_BLACS_INTELMPI.LIB MKL_INTEL_C.LIB</td>
</tr>
<tr>
<td></td>
<td>MKL_BLACS_INTELMPI.LIB MKL_INTEL_THREAD.LIB MKL_CORE.LIB IMPI.LIB</td>
</tr>
<tr>
<td></td>
<td>LIBIOMP5MD.LIB</td>
</tr>
</tbody>
</table>

For applications running on systems using Intel® 64 architecture, use the following combinations of libraries:

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLSCALAR.LIB IMSLBLAS.LIB IMSLS_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>IMSLMPISTUB.LIB</td>
</tr>
</tbody>
</table>

Dynamic linking

| Dynamic linking         | IMSL_DLL.LIB /LIBS:DLL                                             |

Static linking, using Intel® Math Kernel Library for multiple processors

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLHPC_L.LIB IMSLS_ERR.LIB IMSLMPFISTUB.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MKL_INTEL_LP64.LIB MKL_INTEL_THREAD.LIB MKL_CORE.LIB LIBIOMP5MD.LIB</td>
</tr>
</tbody>
</table>

Dynamic linking, using Intel® Math Kernel Library for multiple processors

| Dynamic linking          | IMSL_MKL_DLL.LIB /LIBS:DLL                                         |

Static linking, using MPI version of the error handler and MPI for multiple processors

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLSCALAR.LIB IMSLBLAS.LIB IMSLP_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>IMPI.LIB LIBIOMP5MD.LIB</td>
</tr>
</tbody>
</table>

Static linking, using MPI version of the error handler and Intel®

<table>
<thead>
<tr>
<th>Static linking</th>
<th>IMSL.LIB IMSLSUPERLU.LIB IMSLHPC_S.LIB IMSLP_ERR.LIB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MKL_SCALAPACK_LP64.LIB MKL_BLACS_MPICH2_LP64.LIB MKL_INTEL_LP64.LIB</td>
</tr>
<tr>
<td></td>
<td>MKL_INTEL_THREAD.LIB MKL_CORE.LIB LIBIOMP5MD.LIB IMPI.LIB</td>
</tr>
</tbody>
</table>
Math Kernel Library for multiple processors

Static linking, using scalar version of the error handler and MPI for multiple processors

IMSL.LIB IMSLSUPERLU.LIB IMSLSCALAR.LIB IMSLBLAS.LIB IMSLS_ERR.LIB
LIBIOMP5MD.LIB IMPI.LIB

Static linking, using scalar version of the error handler and Intel® Math Kernel Library for multiple processors

IMSL.LIB IMSLSUPERLU.LIB IMSLHFC_S.LIB IMSLS_ERR.LIB
MKL_SCALAPACK_LP64.LIB MKL_BLACS_MPICH2_LP64.LIB MKL_INTEL_LP64.lib
MKL_INTEL_THREAD.LIB MKL_CORE.LIB LIBIOMP5MD.LIB IMPI.LIB

The tables above document the libraries which must be redistributed with your IMSL application for it to function properly.

If your program is linked to any of the IMSL or Intel MKL DLLs, the folder containing the DLLs must be included in the definition of the PATH environment variable, or the DLLs must be in the same folder as the application .EXE file. See the table above for the names of IMSL and Intel MKL DLLs to accompany your application.

If your application is linked against the static IMSL libraries, no additional IMSL files need to be distributed along with your application. However, you may still need to distribute Intel® Fortran DLLs that are not provided in static library form, such as libiomp5md.dll.

Please refer to the IMSL End-User License Agreement for your rights and limitations regarding distribution of applications that use the IMSL library.

Using IMSL Libraries in a Mixed-Language Environment (Windows* OS)

You can use the IMSL Libraries in a mixed-language development environment with Intel® Visual Fortran and C or C++ native code.

Messages that IMSL routines write to standard output or to error output in a mixed-language application or an application for Windows* can be awkward if they are written to the screen. You can avoid this by calling UMACH from a Fortran routine to remap the output and error units to a file instead of to the screen. For example, the following free-form program writes the standard output from VHSTP to the file STD.TXT, and the error message from AMACH to the file ERR.TXT:

```fortran
PROGRAM fileout
! This program demonstrates how to use the UMACH routine to
! redirect the standard output and error output from IMSL
! routines to files instead of to the screen. The routines
! are declared in the interface modules
!
USE umach_int
USE amach_int
INTEGER STDU, ERRU
REAL x, frq(10)/3.0,1.0,4.0,1.0,5.0,9.0,2.0,6.0,5.0,3.0/
!
! Redirect IMSL standard output to STD.TXT at unit 8
!
CALL umach(-2, STDU)
OPEN (unit=STDU, file='std.txt')
CALL vhstp(10,frq,1,'Histogram Plot')
CLOSE(8)
!
! Redirect IMSL error output to ERR.TXT at unit 9
```
CALL umach(-3, ERRU)
OPEN (unit=ERRU, file='err.txt')
x = amach(0)   ! Illegal parameter error
CLOSE(9)  END

The standard output from IMSL routine VHSTP written to STD.TXT is:

```
1
Histogram Plot
Frequency-------------------------
  9 * I I *
  8 * I I *
  7 * I I *
  6 * I I I *
  5 * I I I I *
  4 * I I I I I *
  3 * I I I I I I *
  2 * I I I I I I I I *
  1 * I I I I I I I I I I *
-----------------------------------------------------------------------
Class            5        10
```

The error output from IMSL routine AMACH written to ERR.TXT is:

```
*** TERMINAL ERROR 5 from AMACH. The argument must be between 1 and 8
***          inclusive. N = 0
```

Consider the following simple Fortran example that uses the IMSL library:

```fortran
USE amach_int
real rinfp
rinfp = AMACH(7)
write(*,*) 'Real positive machine infinity = ',rinfp
end
```

The output is:

```
Real positive machine infinity = Infinity
```

The corresponding C example is:

```c
/* FILE CSAMP0.C */
#include <stdio.h>
#include <stdlib.h>
extern float AMACH(long *);
main()
{
    long n;
    float rinfp;
    n = 7;
    rinfp = AMACH(&n);
    printf("Real positive machine infinity = %16E\n", rinfp);
    fflush(stdout);
    _exit(0);
}
```

This C language example demonstrates the use of:

- The function prototype needed when calling the IMSL libraries.
- The & address operator passes the address of the variable to the subprogram (IMSL libraries expect arguments passed by reference).

The C example can be compiled by the icl or cl command to create an object file that can be linked using the ifort command. Note that the appropriate IMSL libraries must also be linked in. See IMSL Include File and Library Naming Conventions and Redistribution for details.
Using National Language Support (NLS) Routines Overview (Windows* OS)

Intel® Fortran provides a complete National Language Support (NLS) library of language-localization routines and multibyte-character routines. You can use these routines to write applications in many different languages.

In many languages, the standard ASCII character set is not enough because it lacks common symbols and punctuation (such as the British pound sign), or because the language uses a non-ASCII script (such as Cyrillic for Russian) or because the language consists of too many characters for each to be represented by a single byte (such as Chinese).

In the case of many non-ASCII languages, such as Arabic and Russian, an extended single-byte character set is sufficient. You need only change the language locale and codepage, which can be done at a system level or within your program. However, Eastern languages such as Japanese and Chinese use thousands of separate characters that cannot be encoded as single-byte characters. Multibyte characters are needed to represent them.

Character sets are stored in tables called code sets. There are three components of a code set: the locale, which is a language and country (since, for instance, the language Spanish may vary among countries), the codepage, which is a table of characters to make up the computer's alphabet, and the font used to represent the characters on the screen. These three components can be set independently. Each computer running Windows operating systems comes with many code sets built into the system, such as English, Arabic, and Spanish. Multibyte code sets, such as Chinese and Japanese, are not standard but come with special versions of the operating system (for instance, Windows NT-J comes with the Japanese code set).

The default code set is obtained from the operating system when a program starts up. When you install your operating system, you should install the system supplied code sets. Thereafter, they are always available. You can switch among them by:

1. Open the Control Panel (available from Settings)
2. Click the Regional Settings icon
3. Choose from the dropdown list of available locales (languages and countries).

When you select a new locale, it becomes the default system locale, and will remain the default locale until you change it. Each locale has a default codepage associated with it, and a default currency, number, and date format.

NOTE
The default codepage does not change when you select a new locale until you reboot your computer.

You can change the currency, number, and date format in the International dialog box or the Regional Setting dialog box independently of the locale.

The locale determines the character set available to the user. The locale you select becomes the default for the NLS routines described in this section, but the NLS routines allow you to change locales and their parameters from within your programs. These routines are useful for creating original foreign-language programs or different versions of the same program for various international markets. Changes you make to the locale from within a program affect only the program. They do not change the system default settings.

The codepage you select, which can be set independently, controls the multibyte (MB routines) character routines described in this section. Only users with special multibyte-character code sets installed on their computers need to use MB routines. The standard code sets all use single-byte character code sets.

Note that in Intel Fortran source code, multibyte characters can be used only in character strings and source comments. They cannot be used within variable names or statements. Like program changes to the locale, program changes to codepages affect only the program, not the system defaults.
To access the routines, the following statement should be present in any program unit that uses NLS or MB routines:

```fortran
USE IFNLS
```

**See Also**

- Understanding Single and Multibyte Character Sets (Windows* OS)
- Overview of NLS and MCBS Routines (Windows* OS)
- Program Units and Procedures Overview

**Understanding Single and Multibyte Character Sets (Windows* OS)**

The ASCII character set defines the characters from 0 to 127 and an extended set from 128 to 255. Several alternative single-byte character sets, primarily European, define the characters from 0 to 127 identically to ASCII, but define the characters from 128 to 255 differently. With this extension, 8-bit representation is sufficient for defining the needed characters in most European-derived languages. However, some languages, such as Japanese Kanji, include many more characters than can be represented with a single byte. These languages require multibyte coding.

A multibyte character set consists of both one-byte and two-byte characters. A multibyte-character string can contain a mix of single and double-byte characters. A two-byte character has a lead byte and a trail byte. In a particular multibyte character set, the lead and trail byte values can overlap, and it is then necessary to use the byte's context to determine whether it is a lead or trail byte.
Tools

PGO Tools

PGO Tools Overview
This section describes the tools that take advantage of or support the Profile-guided Optimizations (PGO) available in the compiler.

- Code coverage Tool
- Test prioritization Tool
- Profmerge and proforder Tools

Code Coverage Tool
The code coverage tool provides software developers with a view of how much application code is exercised when a specific workload is applied to the application. To determine which code is used, the code coverage tool uses Profile-guided Optimization (PGO) options and optimizations. The major features of the code coverage tool are listed below:

- Visually presenting code coverage information for an application with a customizable code coverage coloring scheme
- Displaying dynamic execution counts of each basic block of the application
- Providing differential coverage, or comparison, profile data for two runs of an application

The information about using the code coverage tool is separated into the following sections:

- Code coverage tool Requirements
- Visually Presenting Code Coverage for an Application
- Excluding Code from Coverage Analysis
- Exporting Coverage Data

The tool analyzes static profile information generated by the compiler, as well as dynamic profile information generated by running an instrumented form of the application binaries on the workload. The tool can generate an HTML-formatted report and export data in both text-, and XML-formatted files. The reports can be further customized to show color-coded, annotated, source-code listings that distinguish between used and unused code.

The code coverage tool is available on all supported Intel architectures on Linux*, Windows*, and OS X* operating systems.

You can use the tool in a number of ways to improve development efficiency, reduce defects, and increase application performance:

- During the project testing phase, the tool can measure the overall quality of testing by showing how much code is actually tested.
- When applied to the profile of a performance workload, the code coverage tool can reveal how well the workload exercises the critical code in an application. High coverage of performance-critical modules is essential to taking full advantage of the Profile-Guided Optimizations that Intel Compilers offer.
- The tool provides an option useful for both coverage and performance tuning, enabling developers to display the dynamic execution count for each basic block of the application.
- The code coverage tool can compare the profile of two different application runs. This feature can help locate portions of the code in an application that are unrevealed during testing but are exercised when the application is used outside the test space, for example, when used by a customer.
Code Coverage Tool Requirements

To run the code coverage tool on an application, you must have the following items:

- The application sources.
- The .spi file generated by the Intel® compiler when compiling the application for the instrumented binaries using the -prof-gen=srcpos (Linux and OS X) or /Qprof-gen:srcpos (Windows) option.

**NOTE**

Use the -[Q]prof-gen:srcpos option if you intend to use the collected data for code coverage and profile feedback. If you are only interested in using the instrumentation for code coverage, use the /Qcov-gen option. Using the /Qcov-gen option saves time and improves performance. This option can be used only on Windows platform for all architectures.

- A pgopti.dpi file that contains the results of merging the dynamic profile information (.dyn) files, which is most easily generated by the profmerge and proforder Tools tool. This file is also generated implicitly by the Intel® compilers when compiling an application with [Q]prof-use options with available .dyn and .dpi files.

Using the Tool

The tool uses the following syntax:

<table>
<thead>
<tr>
<th>Tool Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>codecov [-codecov_option]</td>
</tr>
</tbody>
</table>

where -codecov_option is one or more optional parameters specifying the tool option passed to the tool. The available tool options are listed in the code coverage tools Options section. If you do not use any additional tool options, the tool will provide the top-level code coverage for the entire application.

In general, you must perform the following steps to use the code coverage tool:

1. Compile the application using -prof-gen=srcpos (Linux and OS X) or /Qprof-gen:srcpos (Windows), and/or /Qcov-gen (Windows) option.

   This step generates an instrumented executable and a corresponding static profile information (pgopti.spi) file when the -[Q]prof-gen=srcpos option is used. When the /Qcov-gen option is used, minimum instrumentation only for code coverage and generation of .spi file is enabled.

   **NOTE**

   You can specify both the /Qprof-gen=srcpos and /Qcov-gen options on the command line. The higher level of instrumentation needed for profile feedback is enabled along with the profile option for generating the .spi file, regardless of the order the options are specified on the command line.

2. Run the instrumented application.

   This step creates the dynamic profile information (.dyn) file. Each time you run the instrumented application, the compiler generates a unique .dyn file either in the current directory or the directory specified in by the -prof-dir (Linux or OS/X) or -Qprof-dir (Windows) option, or PROF_DIR environment variable. On Windows, you can use the -Qcov-dir or COV_DIR environment variable. These have the same meaning as -Qprof-dir and PROF_DIR.

3. Use the profmerge tool to merge all the .dyn files into one .dpi (pgopti.dpi) file.

   This step consolidates results from all runs and represents the total profile information for the application, generates an optimized binary, and creates the dpi file needed by the code coverage tool.

   You can use the profmerge tool to merge the .dyn files into a .dpi file without recompiling the application. The profmerge tool can also merge multiple .dpi files into one .dpi file using the profmerge -a option. Select an alternate name for the output .dpi file using the profmerge -prof_dpi option.
CAUTION
The profmerge tool merges all .dyn files that exist in the given directory. Confirm that unrelated .dyn files, which may remain from unrelated runs, are not present. Otherwise, the profile information will be skewed with invalid profile data, which can result in misleading coverage information and adverse performance of the optimized code.

4. Run the code coverage tool. The valid syntax and tool options are shown below.
This step creates a report or exported data as specified. If no other options are specified, the code coverage tool creates a single HTML file (CODE_COVERAGE.HTML) and a sub-directory (CodeCoverage) in the current directory. Open the file in a web browser to view the reports.

NOTE
Windows* only: Unlike the compiler options, which are preceded by forward slash ("/"), the tool options are preceded by a hyphen ("-").

The code coverage tool allows you to name the project and specify paths to specific, necessary files. The following example demonstrates how to name a project and specify .dpi and .spi files to use:

**Example: specify .dpi and .spi files**
```
codecov -prj myProject -spi pgopti.spi -dpi pgopti.dpi
```

The tool can add a contact name and generate an email link for that contact at the bottom of each HTML page. This provides a way to send an electronic message to the named contact. The following example demonstrates how to add specify a contact and the email links:

**Example: add contact information**
```
codecov -prj myProject -mname JoeSmith -maddr js@company.com
```

This following example demonstrates how to use the tool to specify the project name, specify the dynamic profile information file, and specify the output format and file name.

**Example: export data to text**
```
codecov -prj test1 -dpi test1.dpi -txtbcvrg test1_bcvrg.txt
```

**Code Coverage Tool Options**

<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-bgcolor</td>
<td>#FFFF99</td>
<td>Specifies the HTML color name for code in the uncovered blocks.</td>
</tr>
<tr>
<td>-beginblkdsbl</td>
<td></td>
<td>Specifies the comment that marks the beginning of the code fragment to be ignored by the coverage tool.</td>
</tr>
<tr>
<td>-ccolor</td>
<td>#FFFFFF</td>
<td>Specifies the HTML color name or code of the covered code.</td>
</tr>
<tr>
<td>-comp</td>
<td></td>
<td>Specifies the file name that contains the list of files being (or not) displayed.</td>
</tr>
<tr>
<td>-counts</td>
<td></td>
<td>Generates dynamic execution counts.</td>
</tr>
<tr>
<td>-demang</td>
<td></td>
<td>Demangles both function names and their arguments.</td>
</tr>
<tr>
<td>Option</td>
<td>Default</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>-dpi <code>file</code></td>
<td>pgopti.dpi</td>
<td>Specifies the file name of the dynamic profile information file (.dpi).</td>
</tr>
<tr>
<td>-endblkdsbl <code>string</code></td>
<td></td>
<td>Specifies the comment that marks the end of the code fragment to be ignored by the coverage tool.</td>
</tr>
<tr>
<td>-fcolor <code>color</code></td>
<td>#FFCCCC</td>
<td>Specifies the HTML color name for code of the uncovered functions.</td>
</tr>
<tr>
<td>-help, -h</td>
<td></td>
<td>Prints tool option descriptions.</td>
</tr>
<tr>
<td>-icolor <code>color</code></td>
<td>#FFFFFF</td>
<td>Specifies the HTML color name or code of the information lines, such as basic-block markers and dynamic counts.</td>
</tr>
<tr>
<td>-maddr <code>string</code></td>
<td>Nobody</td>
<td>Sets the email address of the web-page owner</td>
</tr>
<tr>
<td>-mname <code>string</code></td>
<td>Nobody</td>
<td>Sets the name of the web-page owner.</td>
</tr>
<tr>
<td>-nopartial</td>
<td></td>
<td>Treats partially covered code as fully covered code.</td>
</tr>
<tr>
<td>-nopmeter</td>
<td></td>
<td>Turns off the progress meter. The meter is enabled by default.</td>
</tr>
<tr>
<td>-onelinedsbl <code>string</code></td>
<td></td>
<td>Specifies the comment that marks individual lines of code or the whole functions to be ignored by the coverage tool.</td>
</tr>
<tr>
<td>-pcolor <code>color</code></td>
<td>#FAFAD2</td>
<td>Specifies the HTML color name or code of the partially covered code.</td>
</tr>
<tr>
<td>-prj <code>string</code></td>
<td></td>
<td>Sets the project name.</td>
</tr>
<tr>
<td>-ref</td>
<td></td>
<td>Finds the differential coverage with respect to ref_dpi_file.</td>
</tr>
<tr>
<td>-spi <code>file</code></td>
<td>pgopti.spi</td>
<td>Specifies the file name of the static profile information file (.spi).</td>
</tr>
<tr>
<td>-srcroot <code>dir</code></td>
<td></td>
<td>Specifies a different top level project directory than was used during compiler instrumentation run to use for relative paths to source files in place of absolute paths.</td>
</tr>
</tbody>
</table>

**NOTE**

In order for the substitution to take place, the sources need to be compiled with one of the following options: 

```
[Q]prof-src-root, [Q]prof-src-root-cwd. This option specifies the base directory that is to be treated as the project root directory.
```

An example of use is:

```
C:> ifort -Qprof-gen:srcpos -Qprof-src-root c:\workspaces\orig_project_dir test1.f90 test2.f90
C:> test1.exe
C:> profmerge
C:> cd \workspaces\
C:> mv orig_project_dir new_project_dir
C:> cd new_project_dir\src
C:> codecov -srcroot C:\workspaces\new_project_dir
```
Visually Presenting Code Coverage for an Application

Based on the profile information collected from running the instrumented binaries when testing an application, the Intel® compiler will create HTML-formatted reports using the code coverage tool. These reports indicate portions of the source code that were or were not exercised by the tests. When applied to the profile of the performance workloads, the code coverage information shows how well the training workload covers the application’s critical code. High coverage of performance-critical modules is essential to taking full advantage of the profile-guided optimizations.

The code coverage tool can create two levels of coverage:

- **Top level (for a group of selected modules)**
- **Individual module source views**

**Top-Level Coverage**

The top-level coverage reports the overall code coverage of the modules that were selected. The following options are provided:

- Select the modules of interest.
- For the selected modules, the tool generates a list with their coverage information. The information includes the total number of functions and blocks in a module and the portions that were covered.
• By clicking on the title of columns in the reported tables, the lists may be sorted in ascending or descending order based on:
  • Basic-block coverage
  • Function coverage
  • Function name

By default, the code coverage tool generates a single HTML file (CODE_COVERAGE.HTML) and a subdirectory (CodeCoverage) in the current directory. The HTML file defines a frameset to display all of the other generated reports. Open the HTML file in a web-browser. The tool places all other generated report files in a CodeCoverage subdirectory.

If you choose to generate the html-formatted version of the report, you can view coverage source of that particular module directly from a browser. The following figure shows the top-level coverage report.

![Coverage Summary](image)

The coverage tool creates a frame set that allows quick browsing through the code to identify uncovered code. The top frame displays the list of uncovered functions while the bottom frame displays the list of covered functions. For uncovered functions, the total number of basic blocks of each function is also displayed. For covered functions, both the total number of blocks and the number of covered blocks as well as their ratio (that is, the coverage rate) are displayed.

For example, 66.67(4/6) indicates that four out of the six blocks of the corresponding function were covered. The block coverage rate of that function is thus 66.67%. These lists can be sorted based on the coverage rate, number of blocks, or function names. Function names are linked to the position in source view where the function body starts. With one click you can see the least-covered function in the list, and with another click you can see the body of the function. You can scroll down in the source view and browse through the function body.

**Individual Module Source View**

Within the individual module source views, the tool provides the list of uncovered functions as well as the list of covered functions. The lists are reported in two distinct frames that provide easy navigation of the source code. The lists can be sorted based on:

• Number of blocks within uncovered functions
• Block coverage in the case of covered functions
• Function names

**Setting the Coloring Scheme for the Code Coverage**

The tool provides a visible coloring distinction of the following coverage categories: covered code, uncovered basic blocks, uncovered functions, partially covered code, and unknown code. The default colors that the tool uses for presenting the coverage information are shown in the tables that follows:

<table>
<thead>
<tr>
<th>Category</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Covered code</td>
<td>#FFFFFF</td>
<td>Indicates code was exercised by the tests. You can override the default color with the -ccolor tool option.</td>
</tr>
<tr>
<td>Uncovered basic block</td>
<td>#FFFF99</td>
<td>Indicates the basic blocks that were not exercised by any of the tests. However, these blocks were within functions that were executed during the tests. You can override the default color with the -bcolor tool option.</td>
</tr>
<tr>
<td>Uncovered function</td>
<td>#FFCCCC</td>
<td>Indicates functions that were never called during the tests. You can override the default color with the -fcolor tool option.</td>
</tr>
<tr>
<td>Partially covered code</td>
<td>#FAFAD2</td>
<td>Indicates that more than one basic block was generated for the code at this position. Some of the blocks were covered and some were not. You can override the default color with the -pcolor tool option.</td>
</tr>
<tr>
<td>Ignored code</td>
<td>#90EE90</td>
<td>Indicates code that was specifically marked to be ignored. You can override this default color using the -xcolor tool option.</td>
</tr>
<tr>
<td>Information lines</td>
<td>#FFFFFF</td>
<td>Indicates basic-block markers and dynamic counts. You can override the default color with the -icolor tool option.</td>
</tr>
<tr>
<td>Unknown</td>
<td>#FFFFFF</td>
<td>Indicates that no code was generated for this source line. Most probably, the source at this position is a comment, a header-file inclusion, or a variable declaration. You can override the default color with the -ucolor tool option.</td>
</tr>
</tbody>
</table>

The default colors can be customized to be any valid HTML color name or hexadecimal value using the options mentioned for each coverage category in the table above.

For code coverage colored presentation, the coverage tool uses the following heuristic: source characters are scanned until reaching a position in the source that is indicated by the profile information as the beginning of a basic block. If the profile information for that basic block indicates that a coverage category changes, then the tool changes the color corresponding to the coverage condition of that portion of the code, and the coverage tool inserts the appropriate color change in the HTML-formatted report files.

**NOTE**

You need to interpret the colors in the context of the code. For example, comment lines that follow a basic block that was never executed would be colored in the same color as the uncovered blocks.

**Dynamic Counters**

The coverage tool can be configured to generate the information about the dynamic execution counts. This ability can display the dynamic execution count of each basic block of the application and is useful for both coverage and performance tuning.

The custom configuration requires using the -counts option. The counts information is displayed under the code after a "^" sign precisely under the source position where the corresponding basic block begins.
If more than one basic block is generated for the code at a source position (for example, for macros), then
the total number of such blocks and the number of the blocks that were executed are also displayed in front
of the execution count. For example, line 11 in the code is an IF statement:

```
Example
11   IF ((N .EQ. 1).OR. (N .EQ. 0))
     10 (1/2)
12      PRINT N
     7
```

The coverage lines under code lines 11 and 12 contain the following information:

- The IF statement in line 11 was executed 10 times.
- Two basic blocks were generated for the IF statement in line 11.
- Only one of the two blocks was executed, resulting in the partial coverage color.
- Only seven out of the ten times variable n had a value of 0 or 1.

In certain situations, it may be desirable to consider all the blocks generated for a single source position as
one entity. In such cases, it is necessary to assume that all blocks generated for one source position are
covered when at least one of the blocks is covered. This assumption can be configured with the -nopartial
option. When this option is specified, decision coverage is disabled, and the related statistics are adjusted
accordingly. The code lines 11 and 12 indicate that the print statement in line 12 was covered. However,
only one of the conditions in line 11 was ever true. With the -nopartial option, the tool treats the partially
covered code (like the code on line 11) as covered.

Differential Coverage

Using the code coverage tool, you can compare the profiles from two runs of an application: a reference run,
and a new run identifying the code that is covered by the new run but not covered by the reference run. Use
this feature to find the portion of the applications code that is not covered by the applications tests but is
executed when the application is run by a customer. It can also be used to find the incremental coverage
impact of newly added tests to an applications test space.

Generating Reference Data

Create the dynamic profile information for the reference data, which can be used in differential coverage
reporting later, by using the -ref option. The following command demonstrate a typical command for
generating the reference data:

```
Example: generating reference data
codecov -prj Project_Name -dpi customer.dpi -ref appTests.dpi
```

The coverage statistics of a differential-coverage run shows the percentage of the code exercised on a new
run but missed in the reference run. In such cases, the tool shows only the modules that included the code
that was not covered. Keep this in mind when viewing the coloring scheme in the source views.

The code with the same coverage property (covered or not covered) on both runs is considered covered
code. Otherwise, if the new run indicates that the code was executed, while in the reference run the code
was not executed, then the code is treated as uncovered. Alternately, if the code is covered in the reference
run but not covered in the new run, the differential-coverage source view shows the code as covered.

Running Differential Coverage

To run the code coverage tool for differential coverage, you must have the application sources, the .spi file,
and the .dpi file, as described in the code coverage tool Requirements section (above).

Once the required files are available, enter a command similar to the following begin the process of
differential coverage analysis:
Example: specifying a component file

```plaintext
codecov -comp file
```

where `file` is the name of a text file containing strings that act as file/directory name masks for including and excluding file-level analysis. For example, assume the following:

- You want to include all files with the string "source" in the file name or directory name.
- You create a component text file named `myComp.txt` with the selective inclusion string "source".

Once you have a component file, enter a command similar to the following:

```
Example

codecov -comp myComp.txt
```

In this example, filenames with string "source" (like source1.f and source2.f) and all files within directories where the directory name contains the string "source" (like source/file1.f and source2\file2.f) are included in the analysis.

To exclude files or directories, add the tilde (~) prefix to the string. You can specify inclusion and exclusion in the same component file. For example, assume you want to analyze all individual files or files in a directory where the file/directory name includes the string "source", and you want to exclude all individual files and files in directories where the file/directory name includes the string "skip". You add content similar to the following to the component file (`myComp.txt`) and pass it to the `-comp` option:

```
Example: inclusion and exclusion strings in the myComp.txt file

source
~skip
```

Entering the `codecov -comp myComp.txt` command with both instructions in the component file, `myComp.txt`, instructs the tool to:
• Include files with filename containing "source" (like source1.f and source2.f)
• Include all files in directories with the directory name containing "source" (like source/file1.f and source2/file2.f)
• Exclude all files with filename containing "skip" (like skipthis1.f and skipthis2.f)
• Exclude all files in directories with the directory name containing "skip" (like skipthese1/debug1.f and skipthese2/debug2.f)

Excluding Coverage at the Line and Function Level

You can mark individual lines for exclusion by passing string values to the -onelinedsbl option. For example, assume that you have some code similar to the following:

**Sample code**

```fortran
print*, "ERROR: n = ", n ! NO_COVER
print*, " n2 = ", n2 ! INF IA-32 architecture
```

If you wanted to exclude all functions marked with the comments NO_COVER or INF IA-32 architecture, you would enter a command similar to the following.

**Example**

```bash
codecov -onelinedsbl NO_COVER -onelinedsbl "INF IA-32 architecture"
```

You can specify multiple exclusion strings simultaneously, and you can specify any string values for the markers; however, you must remember the following guidelines when using this option:

- Inline comments must occur at the end of the statement.
- The string must be a part of an inline comment.

An entire function can be excluded from coverage analysis using the same methods. For example, the following function will be ignored from the coverage analysis when you issue example command shown above.

**Sample code**

```fortran
subroutine dumpInfo (n)
    integer n ! NO_COVER
    ...
end subroutine
```

Additionally, you can use the code coverage tool to color the infeasible code with any valid HTML color code by combining the -onelinedsbl and -xcolor options. The following example commands demonstrate the combination:

**Example: combining tool options**

```bash
codecov -onelinedsbl INF -xcolor lightgreen
codecov -onelinedsbl INF -xcolor #CCFFCC
```

Excluding Code by Defining Arbitrary Boundaries

The code coverage tool provides the ability to arbitrarily exclude code from coverage analysis. This feature is most useful where the excluded code either occur inside of a function or spans several functions.

Use the -beginblkdsbl and -endblkdsbl options to mark the beginning and end (respectively) of any arbitrarily defined boundary to exclude code from analysis. Remember the following guidelines when using these options:

- Inline comments must occur at the end of the statement.
- The string must be a part of an inline comment.
For example assume that you have the following code:

```fortran
integer n, n2
n = 123
n2 = n**n
if (n2 .lt. 0) then
   ! /* BINF */
   print*, "ERROR: n = ", n
   print*, "       n2 = ", n2
   ! // EINF
else if (n2 .eq. 0) then
   print*, "zero: n = ", n, " n2 = ", n2
else
   print*, "positive: n = ", n, " n2 = ", n2
endif
end
```

The following example commands demonstrate how to use the -beginblkdsbl option to mark the beginning and the -endblkdsbl option to mark the end of code to exclude from the sample shown above.

```bash
codecov -xcolor #ccFFCC -beginblkdsbl BINF -endblkdsbl EINF
codecov -xcolor #ccFFCC -beginblkdsbl "BEGIN_INF" -endblkdsbl "END_INF"
```

Notice that you can combine these options in combination with the -xcolor option.

### Exporting Coverage Data

The code coverage tool provides specific options to extract coverage data from the dynamic profile information (.dpi files) that result from running instrumented application binaries under various workloads. The tool can export the coverage data in various formats for post-processing and direct loading into databases: the default HTML, text, and XML. You can choose to export data at the function and basic block levels.

There are two basic methods for exporting the data: quick export and combined export. Each method has associated options supported by the tool.

- **Quick export**: The first method is to export the data coverage to text- or XML-formatted files without generating the default HTML report. The application sources need not be present for this method. The code coverage tool creates reports and provides statistics only about the portions of the application executed. The resulting analysis and reporting occurs quickly, which makes it practical to apply the coverage tool to the dynamic profile information (the .dpi file) for every test case in a given test space instead of applying the tool to the profile of individual test suites or the merge of all test suites. The -xmlfcvrg, -txtfcvrg, -xmlbcvrg and -txtbcvrg options support the first method.

- **Combined export**: The second method is to generate the default HTML and simultaneously export the data to text- and XML-formatted files. This process is slower than first method since the application sources are parsed and reports generated. The -xmlbcvrgfull and -txtbcvrgfull options support the second method.

These export methods provide the means to quickly extend the code coverage reporting capabilities by supplying consistently formatted output from the code coverage tool. You can extend these by creating additional reporting tools on top of these report files.

#### Quick Export
The profile of covered functions of an application can be exported quickly using the \texttt{-xmlfcvrg}, \texttt{-txtfcvrg}, \texttt{-xmlbcvrg}, and \texttt{-txtbcvrg} options. When using any of these options, specify the output file that will contain the coverage report. For example, enter a command similar to the following to generate a report of covered functions in XML formatted output:

**Example: quick export of function data**

```
codecov -prj test1 -dpi test1.dpi -xmlfcvrg test1_fcvrg.xml
```

The resulting report will show how many times each function was executed and the total number of blocks of each function, together with the number of covered blocks and the block coverage of each function. The following example shows some of the content of a typical XML report.

**XML-formatted report example**

```xml
<PROJECT name = "test1">
  <MODULE name = "D:\SAMPLE.F">
    <FUNCTION name="f0" freq="2">
      <BLOCKS total="6" covered="5" coverage="83.33%"></BLOCKS>
    </FUNCTION>
    ...
  </MODULE>
  <MODULE name = "D:\SAMPLE2.F">
    ...
  </MODULE>
</PROJECT>
```

In the above example, we note that function f0, which is defined in file sample.f, has been executed twice. It has a total number of six basic blocks, five of which are executed, resulting in an 83.33\% basic block coverage.

You can also export the data in text format using the \texttt{-txtfcvrg} option. The generated text report, using this option, for the above example would be similar to the following example:

**Text-formatted report example**

```
Covered Functions in File: "D:\SAMPLE.F"
"f0"    2       6       5        83.33
"f1"    1       6       4        66.67
"f2"    1       6       3        50.00
...
```

In the text formatted version of the report, the each line of the report should be read in the following manner:

<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
<th>Column 3</th>
<th>Column 4</th>
<th>Column 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Function name</td>
<td>Execution frequency</td>
<td>Line number of the start of the function definition</td>
<td>Column number of the start of the function definition</td>
<td>Percentage of basic-block coverage of the function</td>
</tr>
</tbody>
</table>

Additionally, the tool supports exporting the block level coverage data using the \texttt{-xmlbcvrg} option. For example, enter a command similar to the following to generate a report of covered blocks in XML formatted output:

**Example: quick export of block data to XML**

```
codecov -prj test1 -dpi test1.dpi -xmlbcvrg test1_bcvrg.xml
```
The example command shown above would generate XML-formatted results similar to the following:

**XML-formatted report example**

```xml
<PROJECT name = "test1">
  <MODULE name = "D:\SAMPLE.F90">
    <FUNCTION name="f0" freq="2">
      ...
      <BLOCK line="11" col="2">
        <INSTANCE id="1" freq="1"> </INSTANCE>
      </BLOCK>
      <BLOCK line="12" col="3">
        <INSTANCE id="1" freq="2"> </INSTANCE>
        <INSTANCE id="2" freq="1"> </INSTANCE>
      </BLOCK>
    </FUNCTION>
  </MODULE>
</PROJECT>
```

In the sample report, notice that one basic block is generated for the code in function f0 at the line 11, column 2 of the file sample.f90. This particular block has been executed only once. Also notice that there are two basic blocks generated for the code that starts at line 12, column 3 of file. One of these blocks, which has id = 1, has been executed two times, while the other block has been executed only once. A similar report in text format can be generated through the `-txtbcvrg` option.

**Combined Exports**

The code coverage tool has also the capability of exporting coverage data in the default HTML format while simultaneously generating the text- and XML-formatted reports.

Use the `-xmlbcvrgfull` and `-txtbcvrgfull` options to generate reports in all supported formats in a single run. These options export the basic-block level coverage data while simultaneously generating the HTML reports. These options generate more complete reports since they include analysis on functions that were not executed at all. However, exporting the coverage data using these options requires access to application source files and take much longer to run.

**Dynamic Call Graphs**

Using the `-txtdcg` option the tool can provide detailed information about the dynamic call graphs in an application. Specify an output file for the dynamic call-graph report. The resulting call graph report contains information about the percentage of static and dynamic calls (direct, indirect, and virtual) at the application, module, and function levels.

**Test Prioritization Tool**

The test prioritization tool, also known as the tselect tool, enables the profile-guided optimizations on all supported Intel® architectures, on Linux®, Windows®, and OS X® operating systems, to select and prioritize tests for an application based on prior execution profiles.

The tool offers a potential of significant time saving in testing and developing large-scale applications where testing is the major bottleneck.

Development often requires changing applications modules. As applications change, developers can have a difficult time retaining the quality of their functional and performance tests so they are current and on-target. The test prioritization tool lets software developers select and prioritize application tests as application profiles change.

The information about the tool is separated into the following sections:

- Features and benefits
- Requirements and syntax
- Usage model
- Tool options
- Running the tool
Features and Benefits

The test prioritization tool provides an effective testing hierarchy based on the code coverage for an application. The following list summarizes the advantages of using the tool:

- Minimizing the number of tests that are required to achieve a given overall coverage for any subset of the application. The tool defines the smallest subset of the application tests that achieve exactly the same code coverage as the entire set of tests.
- Reducing the turn-around time of testing. Instead of spending a long time on finding a possibly large number of failures, the tool enables the users to quickly find a small number of tests that expose the defects associated with the regressions caused by a change set.
- Selecting and prioritizing the tests to achieve certain level of code coverage in a minimal time based on the data of the tests’ execution time.

See Understanding Profile-guided Optimization and Profile an Application topics for general information on creating the files needed to run this tool.

Test Prioritization Tool Requirements

The test prioritization tool needs the following items to work:

- The .spi file generated by Intel® compilers when compiling the application for the instrumented binaries with the -prof-gen=srcpos (Linux* and OS X*) or /Qprof-gen:srcpos (Windows*) option.
- The .dpi files generated by the promerge tool as a result of merging the dynamic profile information .dyn files of each of the application tests. Run the promerge tool on all .dyn files that are generated for each individual test and name the resulting .dpi in a fashion that uniquely identifies the test.
- User-generated file containing the list of tests to be prioritized. For successful instrumented code run, you should:
  1. Name each test .dpi file so the file names uniquely identify each test.
  2. Create a .dpi list file, which is a text file that contains the names of all .dpi test files.

  Each line of the .dpi list file should include one, and only one .dpi file name. The name can optionally be followed by the duration of the execution time for a corresponding test in the dd:hh:mm:ss format.

  For example: Test1.dpi 00:00:60:35 states that Test1 lasted 0 days, 0 hours, 60 minutes and 35 seconds.

  The execution time is optional. However, if it is not provided, then the tool will not prioritize the test for minimizing execution time. It will prioritize to minimize the number of tests only.

  **CAUTION**
  The promerge tool merges all .dyn files that exist in the given directory. Make sure unrelated .dyn files, which may remain from unrelated runs, are not present. Otherwise, the profile information will be skewed with invalid profile data, which can result in misleading coverage information and adverse performance of the optimized code. The tool uses the following general syntax:

  **Tool Syntax**

  ```
tselect -dpi_list file
  
  -dpi_list is a required tool option that sets the path to the list file containing the list of the all .dpi files. All other tool commands are optional.
  
  **NOTE**
  Windows* only: Unlike the compiler options, which are preceded by forward slash ("/"), the tool options are preceded by a hyphen ("-").```
**Usage Model**

The following figure illustrates a typical test prioritization tool usage model.

**Test Prioritization Tool Options**

The tool uses the options that are listed in the following table:

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-help</td>
<td>Prints tool option descriptions.</td>
</tr>
<tr>
<td>-dpi_list file</td>
<td>Required. Specifies the name of the file that contains the names of the dynamic profile information (.dpi) files. Each line of the file must contain only one .dpi file name, which can be followed by its execution time (optional). The name must uniquely identify the test.</td>
</tr>
<tr>
<td>-spifile</td>
<td>Specifies the file name of the static profile information file (.SPI). Default is pgopti.spi</td>
</tr>
<tr>
<td>-ofile</td>
<td>Specifies the file name of the output report file.</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>-comp&lt;file&gt;</td>
<td>Specifies the file name that contains the list of files of interest.</td>
</tr>
<tr>
<td>-cutoff&lt;value&gt;</td>
<td>Instructs the tool to terminate when the cumulative block coverage reaches</td>
</tr>
<tr>
<td></td>
<td>a preset percentage, as specified by &lt;value&gt;, of pre-computed total</td>
</tr>
<tr>
<td></td>
<td>coverage. &lt;value&gt; must be greater than 0.0 (for example, 99.00) but not</td>
</tr>
<tr>
<td></td>
<td>greater than 100. &lt;value&gt; can be set to 100.</td>
</tr>
<tr>
<td>-nototal</td>
<td>Instructs the tool to ignore the pre-compute total coverage process.</td>
</tr>
<tr>
<td>-mintime</td>
<td>Instructs the tool to minimize testing execution time. The execution time</td>
</tr>
<tr>
<td></td>
<td>of each test must be provided on the same line of &lt;dpi_list&gt; file, after</td>
</tr>
<tr>
<td></td>
<td>the test name in dd:hh:mm:ss format.</td>
</tr>
<tr>
<td>-srcbasedir&lt;dir&gt;</td>
<td>Specifies a different top-level project directory than was used during</td>
</tr>
<tr>
<td></td>
<td>compiler instrumentation run with the prof-src-root compiler option to</td>
</tr>
<tr>
<td></td>
<td>support relative paths to source files in place of absolute paths.</td>
</tr>
<tr>
<td>-verbose</td>
<td>Instructs the tool to generate more logging information about program</td>
</tr>
<tr>
<td></td>
<td>progress.</td>
</tr>
</tbody>
</table>

**Running the Tool**

The following steps demonstrate one simple example for running the tool on IA-32 architectures.

1. Specify the directory by entering a command similar to the following:

   **Example**
   ```
   set PROF_DIR=c:\myApp\prof-dir
   ```

2. Compile the program and generate instrumented binary by issuing commands similar to the following:

   **Operating System** | **Command** |
   ----------------------|-------------|
   Linux and OS X        | ifort -prof-gen=srcpos myApp.f90 |
   Windows                | ifort /Qprof-gen:srcpos myApp.f90 |

   The commands shown above compile the program and generate instrumented binary myApp, as well as the corresponding static profile information pgopti.spi.

3. Confirm that unrelated .dyn files are not present by issuing a command similar to the following:

   **Example**
   ```
   rm prof-dir \*.dyn
   ```

4. Run the instrumented files by issuing a command similar to the following:

   **Example**
   ```
   myApp < data1
   ```
The command runs the instrumented application and generates one or more new dynamic profile information files that have an extension .dyn in the directory specified by the -prof-dir step above.

5. Merge all .dyn file into a single file by issuing a command similar to the following:

```
Example
profmerge -prof_dpi Test1.dpi
```

The profmerge tool merges all the .dyn files into one file (Test1.dpi) that represents the total profile information of the application on Test1.

6. Confirm again there are no unrelated .dyn files present a second time by issuing a command similar to the following:

```
Example
rm prof-dir \*.dyn
```

7. Run the instrumented application, and generate one or more new dynamic profile information files that have an extension .dyn in the directory specified in the prof-dir step above by issuing a command similar to the following:

```
Example
myApp < data2
```

8. Merge all .dyn files into a single file by issuing a command similar to the following:

```
Example
profmerge -prof_dpi Test2.dpi
```

At this step, the profmerge tool merges all the .dyn files into one file (Test2.dpi) that represents the total profile information of the application on Test2.

9. Confirm that there are no unrelated .dyn files present for the final time by issuing a command similar to the following:

```
Example
rm prof-dir \*.dyn
```

10. Run the instrumented application and generate one or more new dynamic profile information files that have an extension .dyn in the directory specified by -prof-dir by issuing a command similar to the following:

```
Example
myApp < data3
```

11. Merge all .dyn file into a single file, by issuing a command similar to the following:

```
Example
profmerge -prof_dpi Test3.dpi
```

At this step, the profmerge tool merges all the .dyn files into one file (Test3.dpi) that represents the total profile information of the application on Test3.

12. Create a file named tests_list with three lines. The first line contains Test1.dpi, the second line contains Test2.dpi, and the third line contains Test3.dpi.

**Tool Usage Examples**

When these items are available, the test prioritization tool may be launched from the command line in the prof-dir directory as described in the following examples.
### Example 1: Minimizing the Number of Tests

The following example describes how minimize the number of test runs.

**Example Syntax**

```
tselect -dpi_list tests_list -spi pgopti.spi
```

where the `-spi` option specifies the path to the `.spi` file.

The following sample output shows typical results.

**Sample Output**

```
Total number of tests = 3
Total block coverage ~ 52.17
Total function coverage ~ 50.00
```

<table>
<thead>
<tr>
<th>num</th>
<th>%RatCvrg</th>
<th>%BlkCvrg</th>
<th>%FncCvrg</th>
<th>Test Name @ Options</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>87.50</td>
<td>45.65</td>
<td>37.50</td>
<td>Test3.dpi</td>
</tr>
<tr>
<td>2</td>
<td>100.50</td>
<td>52.17</td>
<td>50.00</td>
<td>Test2.dpi</td>
</tr>
</tbody>
</table>

In this example, the results provide the following information:

- By running all three tests, you achieve 52.17% block coverage and 50.00% function coverage.
- Test3 alone covers 45.65% of the basic blocks of the application, which is 87.50% of the total block coverage that can be achieved from all three tests.
- By adding Test2, you achieve a cumulative block coverage of 52.17% or 100% of the total block coverage of Test1, Test2, and Test3.
- Elimination of Test1 has no negative impact on the total block coverage.

### Example 2: Minimizing Execution Time

Assume you have the following execution time of each test in the `tests_list` file:

```
Test1.dpi 00:00:60:35
Test2.dpi 00:00:10:15
Test3.dpi 00:00:30:45
```

The following command minimizes the execution time by passing the `-mintime` option:

**Sample Syntax**

```
tselect -dpi_list tests_list -spi pgopti.spi -mintime
```

The following sample output shows possible results:
Sample Output

<table>
<thead>
<tr>
<th>num</th>
<th>elapsedTime</th>
<th>%RatCvrg</th>
<th>%BlkCvrg</th>
<th>%FncCvrg</th>
<th>Test Name</th>
<th>@ Options</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10:15</td>
<td>75.00</td>
<td>39.13</td>
<td>25.00</td>
<td>Test2.dpi</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>41:00</td>
<td>100.00</td>
<td>52.17</td>
<td>50.00</td>
<td>Test3.dpi</td>
<td></td>
</tr>
</tbody>
</table>

In this case, the results indicate that running all tests sequentially would require one hour, 45 minutes, and 35 seconds, while the selected tests would achieve the same total block coverage in only 41 minutes.

The order of tests when based on minimizing time (first Test2, then Test3) may be different than when prioritization is done based on minimizing the number of tests. See Example 1 shown above: first Test3, then Test2. In Example 2, Test2 is the test that gives the highest coverage per execution time, so Test2 is picked as the first test to run.

Using Other Options

The -cutoff enables the tool to exit when it reaches a given level of basic block coverage. The following example demonstrates how to use the option:

```
Example

tselect -dpi_list tests_list -spi pgopti.spi -cutoff 85.00
```

If the tool is run with the cutoff value of 85.00, as in the above example, only Test3 will be selected, as it achieves 45.65% block coverage, which corresponds to 87.50% of the total block coverage that is reached from all three tests.

The tool does an initial merging of all the profile information to figure out the total coverage that is obtained by running all the tests. The -cutoff enables you to skip this step. In such a case, only the absolute coverage information will be reported, as the overall coverage remains unknown.

Profmerge and Proforder Tools

Profmerge Tool

Use the profmerge tool to merge dynamic profile information (.dyn) files and any specified summary files (.dpi). The compiler executes profmerge automatically during the feedback compilation phase when you specify the [Q]prof-use option.

The command-line usage for profmerge is as follows:

```
Syntax

profmerge [-prof_dir dir_name]
```

The tool merges all .dyn files in the current directory, or the directory specified by -prof_dir, and produces a summary file: pgopti.dpi.
You can use profmerge tool to merge .dyn files into a .dpi file without recompiling the application. You can run the instrumented executable file on multiple systems to generate .dyn files, and optionally use profmerge with the -prof_dpi option to name each summary .dpi file created from the multiple .dyn files.

Because the profmerge tool merges all the .dyn files that exist in the given directory, confirm that unrelated .dyn files are not present; otherwise, profile information will be based on invalid profile data, which can negatively impact the performance of optimized code.

**Profmerge Options**

The profmerge tool supports the following options:

<table>
<thead>
<tr>
<th>Tool Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-dump</td>
<td>Displays profile information.</td>
</tr>
<tr>
<td>-help</td>
<td>Lists supported options.</td>
</tr>
<tr>
<td>-nologo</td>
<td>Disables version information. This option is supported on Windows* only.</td>
</tr>
<tr>
<td>-exclude_funcsfunctions</td>
<td>Excludes functions from the profile. The list items must be separated by a comma (&quot;,&quot;); you can use a period (&quot;.&quot;) as a wild card character in function names.</td>
</tr>
<tr>
<td>-prof_dir</td>
<td>Specifies the directory from which to read .dyn and .dpi files, and write the .dpi file. Alternatively, you can set the environment variable PROF_DIR.</td>
</tr>
<tr>
<td>-prof_dpi</td>
<td>Specifies the name of the .dpi file being generated.</td>
</tr>
<tr>
<td>-prof_file</td>
<td>Merges information from file matching: dpi_file_and_dyn_tag.</td>
</tr>
<tr>
<td>-src_olddir-src_newdir</td>
<td>Changes the directory path stored within the .dpi file.</td>
</tr>
<tr>
<td>-src_no_dir</td>
<td>Uses only the file name and not the directory name when reading dyn/dpi records. If you specify -src_no_dir, the directory name of the source file will be ignored when deciding which profile data records correspond to a specific application routine, and the -src-root option is ignored.</td>
</tr>
<tr>
<td>-src-rootdir</td>
<td>Specifies a directory path prefix for the root directory where the user's application files are stored. This option is ignored if you specify -src_no_dir.</td>
</tr>
<tr>
<td>-file1.dpi...fileN.dpi</td>
<td>Specifies and merges available .dpi files.</td>
</tr>
<tr>
<td>Tool Option</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>-verbose</td>
<td>Instructs the tool to display full information during merge.</td>
</tr>
<tr>
<td>-weighted</td>
<td>Instructs the tool to apply an equal weighting (regardless of execution times) to the .dyn file values to normalize the data counts. This keyword is useful when the execution runs have different time durations and you want them to be treated equally.</td>
</tr>
<tr>
<td>-gen_weight_spec file</td>
<td>Instructs the tool to generate a text file containing a list of the .dyn and .dpi file that were merged with default weight=1/run_count.</td>
</tr>
<tr>
<td></td>
<td>The text file is created in the directory specified by the prof_dir option.</td>
</tr>
<tr>
<td>-weight_spec weight_spec.txt</td>
<td>Instructs the profmerge tool to generate and use the text file, weight_spec.txt, listing individual .dyn/.dpi files or directory names along with weight values for them.</td>
</tr>
<tr>
<td></td>
<td>When the -weight_spec option is used:</td>
</tr>
<tr>
<td></td>
<td>• A new .dpi file is always created</td>
</tr>
<tr>
<td></td>
<td>• Only files called out by the specification file are merged</td>
</tr>
<tr>
<td></td>
<td>• .dyn timestamps are ignored and merge always takes place</td>
</tr>
<tr>
<td></td>
<td>The prof_dir option controls where the input/output weight_spec.txt is located, and the destination of the .dpi file.</td>
</tr>
<tr>
<td></td>
<td>The -weight_spec option overrides:</td>
</tr>
<tr>
<td></td>
<td>• Any values of -a option</td>
</tr>
<tr>
<td></td>
<td>• Any computation from using -weighted option</td>
</tr>
</tbody>
</table>

**Weighting the Runs**

Using the -weight_spec option results in a new .dpi file. Only the files listed in the text file are merged. No files in the current directory are used unless they are included in the text file.

**Relocating source files using profmerge**

The Intel® Fortran Compiler uses the full path to the source file for each routine to look up the profile summary information associated with that routine. By default, this prevents you from:

- Using the profile summary file (.dpi) if you move your application sources.
- Sharing the profile summary file with another user who is building identical application sources that are located in a different directory.

You can disable the use of directory names when reading .dyn/.dpi file records by specifying the profmerge option -src_no_dir. This profmerge option is the same as the compiler option -no-prof-src-dir (Linux® and OS X®) and /Qprof-src-dir- (Windows®).
To enable the movement of application sources, as well as the sharing of profile summary files, you can use the profmerge option -src-root to specify a directory path prefix for the root directory where the application files are stored. Alternatively, you can specify the option pair -src_old-src_new to modify the data in an existing summary dpi file. For example:

Example: relocation command syntax

```
profmerge -prof_dir <dir1> -src_old <dir2> -src_new <dir3>
```

where <dir1> is the full path to dynamic information file (.dpi), <dir2> is the old full path to source files, and <dir3> is the new full path to source files. The example command (above) reads the pgopti.dpi file, in the location specified in <dir1>. For each routine represented in the pgopti.dpi file, whose source path begins with the <dir2> prefix, profmerge replaces that prefix with <dir3>. The pgopti.dpi file is updated with the new source path information.

You can run profmerge more than once on a given pgopti.dpi file. For example, you may need to do this if the source files are located in multiple directories:

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Command Examples</th>
</tr>
</thead>
</table>
| Linux* and OS X* | profmerge -prof_dir -src_old /src/prog_1 -src_new /src/prog_2  
profmerge -prof_dir -src_old /proj_1 -src_new /proj_2 |
| Windows*         | profmerge -src_old "c:/program files" -src_new "e:/program files"  
profmerge -src_old c:/proj/application -src_new d:/app |

In the values specified for -src_old and -src_new, uppercase and lowercase characters are treated as identical in Windows. Likewise, forward slash (/) and backward slash (\) characters are treated as identical.

NOTE
Because the source relocation feature of profmerge modifies the pgopti.dpi file, consider making a backup copy of the file before performing the source relocation.

Proforder Tool

The proforder tool is used as part of the feedback compilation phase, to improve program performance. Use proforder to generate a function order list for use with the /ORDER linker option in Windows. The tool uses the following syntax:

Syntax

```
proforder [-prof_dir dir] [-o file]
```

where dir is the directory containing the profile files (.dpi and .spi), and file is the optional name of the function order list file. The default name is proford.txt.

NOTE
The spelling of tools options may differ slightly from compiler options. Tools options use an underscore (for example -prof_dir) instead of the hyphen used by compiler options (for example [Q]prof-dir) to join words. Also, on Windows* systems, the tool options are preceded by a hyphen ("-"), unlike Windows* compiler options, which are preceded by a forward slash ("/").

Proforder Options

The proforder tool supports the following options:
<table>
<thead>
<tr>
<th>Tool Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-help</td>
<td></td>
<td>Lists supported options.</td>
</tr>
<tr>
<td>-nologo</td>
<td></td>
<td>Disables version information. This option is</td>
</tr>
<tr>
<td></td>
<td></td>
<td>supported on Windows* only.</td>
</tr>
<tr>
<td>-omit_static</td>
<td></td>
<td>Instructs the tool to omit static functions</td>
</tr>
<tr>
<td></td>
<td></td>
<td>from function ordering.</td>
</tr>
<tr>
<td>-prof_dir dir</td>
<td>dir</td>
<td>Specifies the directory where the .spi and .dpi</td>
</tr>
<tr>
<td></td>
<td></td>
<td>file reside.</td>
</tr>
<tr>
<td>-prof_file</td>
<td>file</td>
<td>Specifies the name of the .dpi file.</td>
</tr>
<tr>
<td>-prof_string</td>
<td>string</td>
<td>Selects the .dpi and .spi files that include the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>substring value in the file name matching the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>values passed as string.</td>
</tr>
<tr>
<td>-prof_spi file</td>
<td>file</td>
<td>Specifies the name of the .spi file.</td>
</tr>
<tr>
<td>-o file</td>
<td>proford.txt</td>
<td>Specifies an alternate name for the output file.</td>
</tr>
</tbody>
</table>

**See Also**

**Supported Environment Variables**

**Using Function Order Lists, Function Grouping, Function Ordering, and Data Ordering Optimizations**

Instead of doing a full multi-file interprocedural build of your application by using the compiler option 
[Q]ipo, you can obtain some of the benefits by having the compiler and linker work together to make global decisions about where to place the procedures and data in your application. These optimizations are not supported on OS X* systems.

The following table lists each optimization, the type of procedures or global data it applies to, and the operating systems and architectures that it is supported on.

<table>
<thead>
<tr>
<th>Optimization</th>
<th>Type of Procedure or Data</th>
<th>Supported OS and Architectures</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Function Order Lists:</strong> Specifies the order in which the linker should link the non-static routines (procedures) of your program. This optimization can improve application performance by improving code locality and reduce paging.</td>
<td>EXTERNAL procedures and library procedures only (not other types of static procedures).</td>
<td>Windows OS: all Intel architectures</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Linux OS: not supported</td>
</tr>
<tr>
<td><strong>Function Grouping:</strong> Specifies that the linker should place the extern and static routines (procedures) of your program into hot or cold program sections. This optimization can improve application performance by improving code locality and reduce paging.</td>
<td>EXTERNAL procedures and static procedures only (not library procedures).</td>
<td>Linux OS: IA-32 and Intel 64 architectures</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Windows OS: not supported</td>
</tr>
<tr>
<td>Optimization</td>
<td>Type of Procedure or Data</td>
<td>Supported OS and Architectures</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><strong>Function Ordering:</strong></td>
<td>Enables ordering of static and extern routines using profile information. Specifies the order in which the linker should link the routines (procedures) of your program. This optimization can improve application performance by improving code locality and reduce paging.</td>
<td>EXTERNAL procedures and static procedures only (not library procedures) Linux and Windows OS: all Intel architectures</td>
</tr>
<tr>
<td><strong>Data Ordering:</strong></td>
<td>Enables ordering of static global data items (data in common blocks, module variables, and variables for which the compiler applied the SAVE attribute or statement) based on profiling information. Specifies the order in which the linker should link global data of your program. This optimization can improve application performance by improving the locality of static global data, reduce paging of large data sets, and improve data cache use.</td>
<td>Static global data (data in common blocks, module variables, and variables for which the compiler applied the SAVE attribute or statement) only Linux and Windows OS: all Intel architectures</td>
</tr>
</tbody>
</table>

You can only use one of the function-related ordering optimizations listed above on each application. However, you can use the Data Ordering optimization with any one of the function-related ordering optimizations listed above, such as Data Ordering with Function Ordering, or Data Ordering with Function Grouping. In this case, specify the prof-gen option keyword globdata (needed for Data Ordering) instead of srcpos (needed for function-related ordering).

The following sections show the commands needed to implement each of these optimizations: function order list, function grouping, function ordering, and data ordering. For all of these optimizations, omit the [Q]ipo or equivalent compiler option.

**Generating a Function Order List (Windows OS)**

This section provides an example of the process for generating a function order list. Assume you have a Fortran program that consists of the following files: file1.f90 and file2.f90. Additionally, assume you have created a directory for the profile data files called c:\profdata. You would enter commands similar to the following to generate and use a function order list for your Windows application.

1. Compile your program using the /Qprof-gen:srcpos option. Use the /Qprof-dir option to specify the directory location of the profile files. This step creates an instrumented executable.

   **Example commands**
   ```
   ifort /exe:myprog /Qprof-gen:srcpos /Qprof-dir c:\profdata file1.f90 file2.f90
   ```

2. Run the instrumented program with one or more sets of input data. Change your directory to the directory where the executables are located. The program produces a .dyn file each time it is executed.

   **Example commands**
   ```
   myprog.exe
   ```

3. Before this step, copy all .dyn and .dpi files into the same directory. Merge the data from one or more runs of the instrumented program by using the profmerge tool to produce the pgopti.dpi file. Use the /prof_dir option to specify the directory location of the .dyn files.
Example commands

profmerge /prof_dir c:\profdata

4. Generate the function order list using the proforder tool. By default, the function order list is produced in the file proford.txt.

Example commands

proforder /prof_dir c:\profdata /o myprog.txt

5. Compile the application with the generated profile feedback by specifying the ORDER option to the linker. Use the /Qprof-dir option to specify the directory location of the profile files.

Example commands

ifort /exe:myprog Qprof-dir c:\profdata file1.f90 file2.f90 /link /ORDER:@MYPROG.txt

Using Function Grouping (Linux OS)

This section provides a general example of the process for using the function grouping optimization. Assume you have a Fortran program that consists of the following files: file1.f90 and file2.f90. Additionally, assume you have created a directory for the profile data files called profdata. You would enter commands similar to the following to use a function grouping for your Linux application.

1. Compile your program using the -prof-gen option. Use the -prof-dir option to specify the directory location of the profile files. This step creates an instrumented executable.

Example commands

ifort -o myprog -prof-gen -prof-dir ./profdata file1.f90 file2.f90

2. Run the instrumented program with one or more sets of input data. Change your directory to the directory where the executables are located. The program produces a .dyn file each time it is executed.

Example commands

./myprog

3. Copy all .dyn and .dpi files into the same directory. If needed, you can merge the data from one or more runs of the instrumented program by using the profmerge tools to produce the pgopti.dpi file.

4. Compile the application with the generated profile feedback by specifying the -prof-func-group option to request the function grouping as well as the -prof-use option to request feedback compilation. Again, use the -prof-dir option to specify the location of the profile files.

Example commands

ifort /exe:myprog file1.f90 file2.f90 -prof-func-group -prof-use -prof-dir ./profdata

Using Function Ordering

This section provides an example of the process for using the function ordering optimization. Assume you have a Fortran program that consists of the following files: file1.f90 and file2.f90, and that you have created a directory for the profile data files called c:\profdata (on Windows) or ./profdata (on Linux). You would enter commands similar to the following to generate and use function ordering for your application.
1. Compile your program using the -prof-gen=srcpos (Linux) or /Qprof-gen:srcpos (Windows) option. Use the [Q]prof-dir option to specify the directory location of the profile files. This step creates an instrumented executable.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>ifort -o myprog -prof-gen=srcpos -prof-dir ./profdata file1.f90 file2.f90</td>
</tr>
<tr>
<td>Windows</td>
<td>ifort /exe:myprog /Qprof-gen:srcpos /Qprof-dir c:\profdata file1.f90 file2.f90</td>
</tr>
</tbody>
</table>

2. Run the instrumented program with one or more sets of input data. Change your directory to the directory where the executables are located. The program produces a .dyn file each time it is executed.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>./myprog</td>
</tr>
<tr>
<td>Windows</td>
<td>myprog.exe</td>
</tr>
</tbody>
</table>

3. Copy all .dyn and .dpi files into the same directory. If needed, you can merge the data from one or more runs of the instrumented program by using the profmerge tools to produce the pgopti.dpi file.

4. Compile the application with the generated profile feedback by specifying the [Q]prof-func-order option to request the function ordering, as well as the [Q]prof-use option to request feedback compilation. Again, use the [Q]prof-dir option to specify the location of the profile files.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>ifort -o myprog -prof-dir ./profdata file1.f90 file2.f90 -prof-func-order prof-use</td>
</tr>
<tr>
<td>Windows</td>
<td>ifort /exe:myprog /Qprof-dir c:\profdata file1.f90 file2.f90 /Qprof-func-order /Qprof-use</td>
</tr>
</tbody>
</table>

**Using Data Ordering**

This section provides an example of the process for using the data order optimization. Assume you have a Fortran program that consists of the following files: file1.f90 and file2.f90, and that you have created a directory for the profile data files called c:\profdata (on Windows) or ./profdata (on Linux). You would enter commands similar to the following to use data ordering for your application.

1. Compile your program using the -prof-gen=globdata (Linux) or /Qprof-gen:globdata (Windows) option. Use the -prof-dir (Linux) or /Qprof-dir (Windows) option to specify the directory location of the profile files. This step creates an instrumented executable.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>ifort -o myprog -prof-gen=globdata -prof-dir ./profdata file1.f90 file2.f90</td>
</tr>
<tr>
<td>Windows</td>
<td>ifort /exe:myprog /Qprof-gen=globdata /Qprof-dir c:\profdata file1.f90 file2.f90</td>
</tr>
</tbody>
</table>
2. Run the instrumented program with one or more sets of input data. If you specified a location other than the current directory, change your directory to the directory where the executables are located. The program produces a .dyn file each time it is executed.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>./myprog</td>
</tr>
<tr>
<td>Windows</td>
<td>myprog.exe</td>
</tr>
</tbody>
</table>

3. Copy all .dyn and .dpi files into the same directory. If needed, you can merge the data from one or more runs of the instrumented program by using the profmerge tools to produce the pgopti.dpi file.

4. Compile the application with the generated profile feedback by specifying the [Q]prof-data-order option to request the data ordering as well as the [Q]prof-use option to request feedback compilation. Again, use the [Q]prof-dir option to specify the location of the profile files.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Example commands</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linux</td>
<td>ifort -o myprog -prof-dir ./profdata file1.f90 file2.f90 -prof-data-order -prof-use</td>
</tr>
<tr>
<td>Windows</td>
<td>ifort /exe:myprog Qprof-dir c:\profdata file1.f90 file2.f90 /Qprof-data-order /Qprof-use</td>
</tr>
</tbody>
</table>

Comparison of Function Order Lists and IPO Code Layout

The Intel® compiler provides two methods of optimizing the layout of functions in the executable:

- Using a function order list
- Using the /Qipo (Windows) compiler option

Each method has advantages. A function order list, created with proforder, lets you optimize the layout of non-static functions (external and library functions whose names are exposed to the linker).

The compiler cannot affect the layout order for functions it does not compile, such as library functions. The function layout optimization is performed automatically when IPO is active.

Function Order List Effects

<table>
<thead>
<tr>
<th>Function Type</th>
<th>IPO Code Layout</th>
<th>Function Ordering with proforder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Static</td>
<td>X</td>
<td>No effect</td>
</tr>
<tr>
<td>Extern</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>Library</td>
<td>No effect</td>
<td>X</td>
</tr>
</tbody>
</table>

Use the following guidelines to create a function order list:

- The order list only affects the order of non-static functions.
- You must compile with /Gy to enable function-level linking. (This option is active if you specify either option /O1 or /O2.)
Compiler Option Mapping Tool

The Intel compiler's Option Mapping Tool provides an easy method to derive equivalent options between Windows* and Linux* operating systems. For example, a Windows OS developer who is developing an application may want to know the Linux OS equivalent for the /Oy- option. Likewise, the Option Mapping Tool provides Windows OS equivalents for Intel compiler options supported on Linux OS.

**NOTE**
The Compiler Option Mapping Tool does not support selecting OS* X. However, because Linux and OS X* use the same options in almost all cases, specify "tlinux" if targeting OS X*.

Using the Compiler Option Mapping Tool

You can start the Option Mapping Tool from the command line by:

- Invoking the compiler and using the /Qmap-opts option
- Invoking the compiler and using the -map-opts option
- Executing the tool directly

**NOTE**
The Compiler Option Mapping Tool only maps compiler options on the same architecture. It will not map an option that is specific to the Intel® 64 architecture to a like option available on the IA-32 architecture.

Calling the Option Mapping Tool with the Compiler

If you use the compiler to execute the Option Mapping Tool, the following syntax applies:

```bash
<compiler command> <map-opts option> <compiler option(s)>
```

**Example:** Finding the Linux equivalent for /Oy-

```bash
ifort /Qmap-opts /Oy-
Intel(R) Compiler option mapping tool
mapping Windows OS options to Linux OS for Fortran
'-Qmap-opts' Windows OS option maps to
  --> '-map-opts' option on Linux OS
  --> '-map_opts' option on Linux OS
'-Oy-' Windows OS option maps to
  --> '-fomit-frame-pointer-' option on Linux OS
  --> '-fno-omit-frame-pointer' option on Linux OS
  --> '-fp' option on Linux OS
```

**Example:** Finding the Windows OS equivalent for -fp

```bash
ifort -map-opts -fp
Intel(R) Compiler option mapping tool
mapping Linux OS options to Windows OS for Fortran
'-map-opts' Linux OS option maps to
  --> '-Qmap-opts' option on Windows OS
  --> '-Qmap_opts' option on Windows OS
'-fp' Linux OS option maps to
  --> '-Oy-' option on Windows OS
```

**NOTE**
Output from the Option Mapping Tool also includes:
When you call the Option Mapping Tool with the compiler, the source file is not compiled.

**Calling the Option Mapping Tool Directly**

Use the following syntax to execute the Option Mapping Tool directly from a command line environment where the full path to the `map_opts` executable is known (compiler bin directory):

```
map_opts -t<target OS> -l<language> -opts <compiler option(s)>
```

where values for:

- `<target OS>` = {l|linux|w|windows}
- `<language>` = {f|fortran|c}

**Example: Finding the Linux OS equivalent for /Oy-**

```
map_opts -tl -lf -opts /Oy-
```

Intel(R) Compiler option mapping tool
mapping Windows OS options to Linux OS for Fortran
'Oy-' Windows OS option maps to
  --> '-fomit-frame-pointer-' option on Linux OS
  --> '-fno-omit-frame-pointer' option on Linux OS
  --> '-fp' option on Linux OS

**Example: Finding the Windows equivalent for -fp**

```
map_opts -tw -lf -opts -fp
```

Intel(R) Compiler option mapping tool
mapping Linux OS options to Windows OS for Fortran
'-fp' Linux OS option maps to
  --> '-Oy-' option on Windows OS

---

**Offload Extract Tool**

This topic only applies to Intel® Many Integrated Core Architecture (Intel® MIC Architecture).

**Description**

The Offload Extract tool is a standalone tool that extracts embedded target objects from fat objects and embedded target binaries from fat executables on Windows* and Linux* systems. The tool can be used for Intel® MIC Architecture related offload extraction. For simplicity, in this topic, the Intel® MIC Architecture target objects and executables will be referred to as MIC target objects and executables.

**Features and Benefits**

By default, you cannot use analyzing and debugging tools like `objdump` and `readelf` to directly examine offload MIC objects/binaries because they are embedded in the host object or binary.

Use the Offload Extract tool to extract MIC object/binary from a fat object/binary on 64-bit Linux* or 64-bit Windows* systems. The extracted object/binary is an ELF object that can be analyzed with `objdump` or `readelf` analyzing tools.

**Using the Tool**

To extract the target object files, invoke the offload extract tool as follows:

```
offload_extract  <fat host object>
```
The MIC target objects are extracted into object files with the same name as the input object file but with the substring MIC appended to the filename. Since the target objects are in ELF format the object file name extension will be .o. For example,

**offload_extract host.obj => hostMIC.o**

To extract the target executables, invoke the offload extract tool as follows:

```
offload_extract <fat host binary>
```

The MIC target executables are extracted into target executable files with the same name as the input object file but with the file extension MIC added. For example,

**offload_extract host.exe => hostMIC.mic**

---

**NOTE**

To extract the target object files from an archived library, you must first extract the individual fat objects from the fat archived library and then invoke the offload extract tool on the individual fat objects. For example:

```
ar -x libhost.a
offload_extract <individual fat host object>
```

---

**Using Options**

There are two options you can use to fine tune your extraction of offload binaries or executables.

Use the `-o` option to specify target filename or output directory. The syntax for the option is as follows:

```
offload_extract <fat host object|binary> [-o <output filename>]
offload_extract <fat host object|binary> [-o <output directory>]
```

When you use the `-o` option the target output filename and directory are generated without the MIC substring.

Use the `-target` option to select specific target MIC objects/executables to be extracted. The syntax for the option is as follows:

```
offload_extract <fat host object|binary> [-target mic]
```
Part

VIII

Compatibility and Portability

Topics:

- Portability Considerations Overview
- Understanding Fortran Language Standards
- Conformance, Compatibility, and Fortran Features
- Minimizing Operating System-Specific Information
- Storing and Representing Data
- Data Portability
Portability Considerations Overview

This section presents topics to help you understand how language standards, operating system differences, and computing hardware influence your use of Intel® Fortran and the portability of your programs.

Your program is portable if you can implement it on one hardware-software platform and then move it to additional systems with minimum changes to the source code. Correct results on the first system should be correct on the additional systems. The number of changes you might have to make when moving your program varies significantly. You might have no changes at all (strictly portable), or enough that it is more efficient to design or implement a new program (non-portable customization). Most programs in their lifetime will need to be ported from one system to another, and this section can help you write code that makes this easy.

See Also
Understanding Fortran Language Standards Overview
Minimizing Operating System-Specific Information
Storing and Representing Data
Formatting Data for Transportability
Portability Library Overview
Understanding Fortran Language Standards Overview

A language standard specifies the form and establishes the interpretation of programs expressed in the language. Its primary purpose is to promote portability of programs across a variety of systems among vendors and users.

The vendor-user community has adopted a series of major Fortran language standards. The primary organizations that develop and publish the standards are the InterNational Committee for Information Technology Standards (INCITS) and International Standards Organization (ISO).

The major Fortran language standards are:

- **Draft Fortran 2015**
  The Fortran Standards group is working on a revision to Fortran 2008, which is tentatively called Fortran 2015. There is a draft Fortran 2015 document in progress, which introduces further support for interoperability with the C language, including assumed type and assumed rank arrays, C descriptors, and the RANK intrinsic.

- **Fortran 2008**
  American National Standard Programming Language Fortran and International Standards Organization, ISO/IEC 1539-1:2010, Information technology -- Programming languages -- Fortran. This standard introduces support for submodules and coarrays, and includes various performance enhancements such as the DO CONCURRENT construct. For more information on supported Fortran 2008 language features, see the Fortran Language Reference Manual.

- **Fortran 2003**

- **Fortran 95**

- **Fortran 90**

- **FORTRAN 77**
  American National Standard Programming Language FORTRAN, ANSI X3.9-1978. This standard added new features based on vendor extensions to FORTRAN IV and addressed problems associated with large-scale projects, such as improved control structures.

- **FORTRAN IV**
  American National Standard Programming Language FORTRAN, ANSI X3.9-1966. This was the first attempt to standardize the languages called FORTRAN by many vendors.
Although a language standard seeks to define the form and the interpretation uniquely, a standard may not cover all areas of interpretation. It may also include some ambiguities. You need to carefully craft your program in these cases to insure that you get the desired answers when producing a portable program.

See Also
Language Standards Conformance

Using Standard Features and Extensions

Standard Features

Use standard language features to achieve the greatest degree of portability for your Intel® Fortran programs. You can design a robust implementation to improve the portability of your program, or you can choose to use extensions to the standard to increase the readability, functionality, and efficiency of your programs.

You can request that the compiler warn you about program syntax that violates the standard's numbered syntax rules and constraints. While this does not insure that the program as a whole is standard-conforming, it can help to avoid many possible compatibility issues. The /stand (Windows*) or -std (Linux* and OS X*) options enable this checking, and you can specify the desire standard to check against. If you do not specify a standard, Fortran 2003 is used.

You can use the standard-semantics compiler option to enable all of the options that implement the current Fortran Standard behavior of the compiler where those differ from the compiler's default.

Standard Extensions

Not all extensions to the Fortran standard cause problems when porting to other platforms. Many extensions are supported on a wide range of platforms, and if a system you are porting a program to supports an extension, there is no reason to avoid using it. There is no guarantee, however, that the same feature on another system will be implemented in the same way as with Intel® Fortran. Only the Fortran standard is guaranteed to coexist uniformly on all platforms.

The Intel® Fortran Compiler supports many language extensions on multiple platforms, including Linux*, OS X*, and Microsoft Windows* operating systems. The Intel® Fortran Language Reference Manual identifies whether each language element is supported on other platforms.

It is a good programming practice to declare any external procedures either in an EXTERNAL statement or in a procedure interface block, for the following reasons:

- The newer Fortran standards have added many new intrinsic procedures to the language.
  Programs that conformed to earlier Fortran Standards (such as FORTRAN 77) may include non-intrinsic functions or subroutines having the same name as new Fortran Standard procedures.
- Some processors include nonstandard intrinsic procedures that might conflict with procedure names in your program.

If you do not explicitly declare the external procedures and the name duplicates an intrinsic procedure, the processor calls the intrinsic procedure, not your external routine. For more information on how the Intel® Fortran Compiler resolves name definitions, see Resolving Procedure References.

See Also
stand compiler option
standard-semantics compiler option
Resolving Procedure References
Using Compiler Optimizations

Many Fortran compilers perform code-generation optimizations to increase the speed of execution or to decrease the required amount of memory for the generated code. Although the behaviors of both the optimized and non-optimized programs fall within the language standard specification, different behaviors can occur in areas not covered by the language standard. Compiler optimization can influence floating-point numeric results.

The Intel® Fortran Compiler can perform optimizations to increase execution speed and to improve floating-point numerical consistency.

Floating-point consistency refers to obtaining results consistent with the IEEE binary floating-point standards. For more information, see the fltconsistency option.

Unless you properly design your code, you may encounter numerical difficulties when you optimize for fastest execution. The nofltconsistency option uses the floating-point registers, which have a higher precision than stored variables, whenever possible. This tends to produce results that are inconsistent with the precision of stored variables. The fltconsistency option can improve the consistency of generated code by rounding results of statement evaluations to the precision of the standard data types, but it does produce slower execution times.

<table>
<thead>
<tr>
<th>Optimization Notice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel's compilers may or may not optimize to the same degree for non-Intel microprocessors for optimizations that are not unique to Intel microprocessors. These optimizations include SSE2, SSE3, and SSSE3 instruction sets and other optimizations. Intel does not guarantee the availability, functionality, or effectiveness of any optimization on microprocessors not manufactured by Intel. Microprocessor-dependent optimizations in this product are intended for use with Intel microprocessors. Certain optimizations not specific to Intel microarchitecture are reserved for Intel microprocessors. Please refer to the applicable product User and Reference Guides for more information regarding the specific instruction sets covered by this notice.</td>
</tr>
<tr>
<td>Notice revision #20110804</td>
</tr>
</tbody>
</table>

See Also

fltconsistency compiler option
Language Standards Conformance

The Fortran standard has undergone several revisions since its initial publication as FORTRAN IV (also known as FORTRAN 66). Subsequent revisions have been FORTRAN 77, Fortran 90, Fortran 95, Fortran 2003, Fortran 2008, and draft Fortran 2015. Each revision has added new features; some revisions have labeled features as "deprecated" (or obsolescent) or they have removed them. Intel Fortran continues to support deprecated and deleted features.


It also includes support for many features in the Fortran 2008 standard (ISO/IEC 1539-1:2010) and some features from the draft Fortran 2015 standard.

The Fortran Standards committee is currently answering questions of interpretation on Fortran 2008 language features. Any answers given by the committee that are related to features implemented in Intel Fortran may result in changes in future releases of the Intel Fortran compiler, even if the changes produce incompatibilities with earlier releases of Intel Fortran.

Intel Fortran provides a number of extensions to the Fortran 2008 Standard. In the language reference, extensions (non-standard features) are displayed in this color.


Language Compatibility

Intel® Fortran is highly source-compatible with Compaq* Visual Fortran on supported systems, and it is substantially source-compatible with DEC* Fortran 90 and VAX* FORTRAN 77.

Draft Fortran 2015 Features

*Short Description*

The following Fortran 2015 feature is new in this release:

- Further Interoperability of Fortran with C, including assumed-type, assumed-rank, C descriptors, and the RANK intrinsic

Fortran 2008 Features

The following Fortran 2008 features are new in this release:

- Submodules

The following Fortran 2008 features are also supported:

- IMPURE keyword

\(^1\) This is the same as International Standards Organization standard ISO/IEC 1539-1:1997 (E).

\(^2\) This is the same as International Standards Organization standard ISO/IEC 1539:1991 (E).
The EXECUTE_COMMAND_LINE subroutine
The BLOCK construct
The FUNCTION and SUBROUTINE keywords on the END statement are optional for internal procedures and module procedures.
A negative value that is not zero but rounds to zero on output is displayed with a leading minus sign
Generic resolution of procedures where one dummy argument has the ALLOCATABLE attribute and the other has the POINTER attribute without INTENT (IN), or where one is a procedure and the other is a data object.
The ENTRY statement is an obsolescent feature.
A source statement can begin with one or more semicolon characters.
Coarray intrinsic routines: ATOMIC_DEFINE and ATOMIC_REF
A polymorphic MOLD= specifier for ALLOCATE
Coarrays (Windows* and Linux* only)
Image control statements: SYNC ALL, SYNC IMAGES, SYNC MEMORY, CRITICAL, LOCK, and UNLOCK
Coarray intrinsic routines: IMAGE_INDEX, LCOBOUND, NUM_IMAGES, THIS_IMAGE, and UCOBOUND
CRITICAL construct
Maximum array rank of 15 (Intel® Fortran allows 31 dimensions)
G0 and G0.d format edit descriptors
FINAL routines
GENERIC, OPERATOR, and ASSIGNMENT overloading in type-bound procedures
A generic interface may have the same name as a derived type
Bounds specification and bounds remapping list on a pointer assignment
In formatting, a * indicates an unlimited repeat count
NEWUNIT= specifier in OPEN
A CONTAINS section can be empty
Attributes CODIMENSION and CONTIGUOUS
Coarrays can be specified in ALLOCATABLE, ALLOCATE, and TARGET statements
MOLD keyword in ALLOCATE
DO CONCURRENT statement
ERROR STOP statement
Intrinsic functions BESSEL_J0, BESSEL_J1, BESSEL_JN, BESSEL_Y0, BESSEL_Y1, BESSEL_YN, BGE, BGT, BLE, BLT, DSHIFTL, DSHIFTR, ERF, ERFC, ERFC_SCALED, GAMMA, HYPOT, IALL, IANY, IPARITY, IS_CONTIGUOUS, LEADZ, LOG_GAMMA, MASKL, MASKR, MERGE_BITS, NORM2, PARITY, POPCNT, POPPAR, SHIFTL, SHIFTR, STORAGE_SIZE, TRAILZ
ISO_FORTRAN_ENV module constants ATOMIC_INT_KIND, ATOMIC_LOGICAL_KIND, CHARACTER_KINDS, INTEGER_KINDS, INT8, INT16, INT32, INT64, LOGICAL_KINDS, REAL_KINDS, REAL32, REAL64, REAL128, STAT_LOCKED, STAT_LOCKED_OTHER_IMAGE, STAT_UNLOCKED
ISO_FORTRAN_ENV type LOCK_TYPE
SCALAR keyword for ALLOCATED

See Also
New Language Features
Fortran 2003 Features

Fortran 2003 Features
Fortran 2003 is fully supported, including the following features:
Parameterized derived types with KIND and LENGTH type parameters and the %KIND and %LEN type parameter designators
A polymorphic dummy argument that has the attribute INTENT(OUT) becomes UNDEFINED or it will have DEFAULT INITIALIZATION applied.
User-Defined Derived-Type I/O
- A polymorphic SOURCE= specifier for ALLOCATE
- Bounds specification and bounds remapping list on a pointer assignment
- FINAL routines
- GENERIC, OPERATOR, and ASSIGNMENT overloading in type-bound procedures
- Enumerators
- Type extension (not polymorphic)
- Type-bound procedures
- Allocatable scalar variables (not deferred-length character)
- ERRMSG keyword for ALLOCATE and DEALLOCATE
- SOURCE= keyword for ALLOCATE
- Character arguments for MAX, MIN, MAXVAL, MINVAL, MAXLOC, and MINLOC
- Intrinsic modules IEEE_EXCEPTIONS, IEEE_ARITHMETIC and IEEE_FEATURES
- ASSOCIATE construct
- DO CONCURRENT construct
- PROCEDURE declaration
- Procedure pointers
- ABSTRACT INTERFACE
- PASS and NOPASS attributes
- CONTIGUOUS attribute
- Structure constructors with component names and default initialization
- Array constructors with type and character length specifications
- I/O keywords BLANK, DECIMAL, DELIM, ENCODING, IOMSG, PAD, ROUND, SIGN, and SIZE
- Format edit descriptors DC, DP, RD, RC, RN, RP, RU, and RZ
- The COUNT_RATE argument to the SYSTEM_CLOCK intrinsic may be a REAL of any kind.
- NAMELIST I/O for internal files
- Intrinsic functions EXTENDS_TYPE_OF and SAME_TYPE_AS
- SELECT TYPE construct
- CLASS declaration
- PUBLIC types with PRIVATE components and PRIVATE types with PUBLIC components
- RECORDTYPE setting STREAM_CRLF
- A file can be opened for stream access (ACCESS='STREAM')
- Specifier POS can be specified in an INQUIRE, READ, or WRITE statement
- BIND attribute and statement
- Language binding can be specified in a FUNCTION or SUBROUTINE statement, or when defining a derived type
- IS_IOSTAT_END intrinsic function
- IS_IOSTAT_EOR intrinsic function
- INTRINSIC and NONINTRINSIC can be specified for modules in USE statements
- ASYNCHRONOUS attribute and statement
- VALUE attribute and statement
- Specifier ASYNCHRONOUS can be specified in an OPEN, INQUIRE, READ, or WRITE statement
- An ID can be specified for a pending data transfer operation
- FLUSH statement
- WAIT statement
- IMPORT statement
- NEW_LINE intrinsic function
- SELECTED_CHAR_KIND intrinsic function
- Intrinsic modules ISO_C_BINDING and ISO_FORTRAN_ENV
- Specifiers ID and PENDING can be specified in an INQUIRE statement
- User-defined operators can be renamed in USE statements
- MOVE_ALLOC intrinsic subroutine
- PROTECTED attribute and statement
- Pointer objects can have the INTENT attribute
- GET_COMMAND intrinsic
- GET_COMMAND_ARGUMENT intrinsic
- COMMAND_ARGUMENT_COUNT intrinsic
- GET_ENVIRONMENT_VARIABLE intrinsic
- Allocatable components of derived types
- Allocatable dummy arguments
- Allocatable function results
- VOLATILE attribute and statement
- Names of length up to 63 characters
- Statements up to 256 lines
- A named PARAMETER constant may be part of a complex constant
- In all I/O statements, the following numeric values can be of any kind: UNIT=, IOSTAT=
- The following OPEN numeric values can be of any kind: RECL=
- The following READ and WRITE numeric values can be of any kind: REC=, SIZE=
- The following INQUIRE numeric values can be of any kind: NEXTREC=, NUMBER=, RECL=, SIZE=
- Recursive I/O is allowed when the new I/O being started is internal I/O that does not modify any internal file other than its own
- IEEE infinities and Nans are displayed by formatted output as specified by Fortran 2003
- In an I/O format, the comma after a P edit descriptor is optional when followed by a repeat specifier
- The following intrinsics take an optional KIND= argument: ACHAR, COUNT, IACHAR, ICHAR, INDEX, LBOUND, LEN, LEN_TRIM, MAXLOC, MINLOC, SCAN, SHAPE, SIZE, UBOUND, VERIFY
- Square brackets [ ] are permitted to delimit array constructors instead of (/ /)
- The Fortran character set has been extended to contain the 8-bit ASCII characters ~ \ [ ] ^ { } | # @

See Also
New Language Features
Fortran 2008 Features
Minimizing Operating System-Specific Information

The operating system influences your program both externally and internally. For increased portability, you need to minimize the amount of operating-system-specific information required by your program. The Fortran language standards do not specify this information.

Operating-system-specific information consists of non-intrinsic extensions to the language, compiler and linker options, and possibly the graphical user interface of Windows*. Input and output operations use devices that may be system-specific and may involve a file system with system-specific record and file structures.

The operating system also governs resource management and error handling. You can depend on default resource management and error handling mechanisms or provide mechanisms of your own. For information on special library routines to help port your program from one system to another, see Portability Library Overview and related topics.

The minimal interaction with the operating system is for input/output (I/O) operations and usually consists of knowing the standard units preconnected for input and output. You can use default file units with the asterisk (*) unit specifier.

To increase the portability of your programs across operating systems, consider the following:

• Do not assume the use of a particular type of file system.
• Do not embed filenames or paths in the body of your program. Define them as constants at the beginning of the program or read them from input data.
• Do not assume a particular type of standard I/O device or the "size" of that device (number of rows and columns).
• Do not assume display attributes for the standard I/O device. Some environments do not support attributes such as color, underlined text, blinking text, highlighted text, inverse text, protected text, or dim text.
Storing and Representing Data

The Fortran language standard specifies little about the storage of data types. This loose specification of storage for data types results from a great diversity of computing hardware. This diversity poses problems in representing data and especially in transporting stored data among a multitude of systems. The size (as measured by the number of bits) of a storage unit (a word, usually several bytes) varies from machine to machine. In addition, the ordering of bits within bytes and bytes within words varies from one machine to another. Furthermore, binary representations of negative integers and floating-point representations of real and complex numbers take several different forms.

The simplest and most reliable means of transferring data between dissimilar systems is in *character* and not binary form. Simple programming practices ensure that your data as well as your program is portable.
Data Portability

Formatting Data for Transportability

You can achieve the highest transportability of your data by formatting it as 8-bit character data. Use a standard character set, such as the ASCII standard, for encoding your character data. Although this practice is less efficient than using binary data, it will save you from shuffling and converting your data.

If you are transporting your data by means of a record-structured medium, it is best to use the Fortran sequential files. See Record Types in the reference guide for more information.

Remember also that some systems use a carriage return/linefeed pair as an end-of-record indicator, while other systems use linefeed only. There might be system-dependent values embedded within your data that complicate its transport.

Implementing a strictly portable solution requires a careful effort. Maximizing portability may also mean making compromises to the efficiency and functionality of your solution. If portability is not your highest priority, you can use some of the techniques that appear in later sections to ease your task of customizing a solution.

See Also
Methods of Specifying the Data Format
Porting non-Native Data
Record Types
Supported Native and Nonnative Numeric Formats

Supported Native and Nonnative Numeric Formats

Data storage in different computers uses a convention of either little endian or big endian storage. The storage convention generally applies to numeric values that span multiple bytes, as follows:

Little endian storage occurs when:
- The least significant bit (LSB) value is in the byte with the lowest address.
- The most significant bit (MSB) value is in the byte with the highest address.
- The address of the numeric value is the byte containing the LSB. Subsequent bytes with higher addresses contain more significant bits.

Big endian storage occurs when:
- The least significant bit (LSB) value is in the byte with the highest address.
- The most significant bit (MSB) value is in the byte with the lowest address.
- The address of the numeric value is the byte containing the MSB. Subsequent bytes with higher addresses contain less significant bits.

Intel® Fortran expects numeric data to be in native little endian order, in which the least-significant, right-most zero bit (bit 0) or byte has a lower address than the most-significant, left-most bit (or byte).
The following figures show the difference between the two byte-ordering schemes:

**Little and Big Endian Storage of an INTEGER Value**

The following figure illustrates the difference between the two conventions for the case of addressing bytes within words.

**Byte Order Within Words: (a) Big Endian, (b) Little Endian**

Data types stored as subcomponents (bytes stored in words) end up in different locations within corresponding words of the two conventions. The following figure illustrates the difference between the representations of several data types in the two conventions. Letters represent 8-bit character data, while numbers represent the 8-bit partial contribution to 32-bit integer data.

**Character and Integer Data in Words: (a) Big Endian, (b) Little Endian**
If you serially transfer bytes now from the big endian words to the little endian words (BE byte 0 to LE byte 0, BE byte 1 to LE byte 1, and so on), the left half of the figure shows how the data ends up in the little endian words. Note that data of size one byte (characters in this case) is ordered correctly, but that integer data no longer correctly represents the original binary values. The right half of the figure shows that you need to swap bytes around the middle of the word to reconstitute the correct 32-bit integer values. After swapping bytes, the two preceding figures are identical.

Data Sent from Big to Little: (a) After Transfer, (b) After Byte Swaps

You can generalize the previous example to include floating-point data types and to include multiple-word data types.

Moving unformatted data files between big endian and little endian computers requires that the data be converted.

Intel Fortran provides the capability for programs to read and write unformatted data (originally written using unformatted I/O statements) in several nonnative floating-point formats and in big endian INTEGER or floating-point format. Supported nonnative floating-point formats include Compaq* VAX* little endian.
floating-point formats supported by Digital* FORTRAN for OpenVMS* VAX Systems, standard IEEE big endian floating-point format found on most Sun Microsystems* systems and IBM RISC* System/6000 systems, IBM floating-point formats (associated with the IBM's System/370 and similar systems), and CRAY* floating-point formats.

Converting unformatted data instead of formatted data is generally faster and is less likely to lose precision of floating-point numbers. For unformatted files that contain record lengths before and after the data, specifying big-endian conversion will interpret the lengths as big-endian.

**Caution:**

Intel Fortran support of data conversion applies only to I/O list items of instrinsic type (REAL, INTEGER, and so on). I/O list items of derived type are not converted.

The native memory format includes little endian integers and little endian IEEE floating-point formats, S_float for REAL(KIND=4) and COMPLEX(KIND=4) declarations, T_float for REAL(KIND=8) and COMPLEX(KIND=8) declarations, and X_float for REAL(KIND=16) and COMPLEX(KIND=16) declarations.

The keywords for supported nonnative unformatted file formats and their data types are listed in the following table:

### Nonnative Numeric Formats, Keywords, and Supported Data Types

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIG_ENDIAN</td>
<td>Big endian integer data of the appropriate size (one, two, four, or eight bytes) and big endian IEEE floating-point formats for REAL and COMPLEX single-, double-, and extended-precision numbers. INTEGER(KIND=1) data is the same for little endian and big endian.</td>
</tr>
<tr>
<td>CRAY</td>
<td>Big endian integer data of the appropriate size (one, two, four, or eight bytes) and big endian CRAY proprietary floating-point format for REAL and COMPLEX single- and double-precision numbers.</td>
</tr>
</tbody>
</table>
| FDX       | Little endian integer data of the appropriate size (one, two, four, or eight bytes) and the following little endian proprietary floating-point formats:  
  • VAX F_float for REAL (KIND=4) and COMPLEX (KIND=4)  
  • VAX D_float for REAL (KIND=8) and COMPLEX (KIND=8)  
  • IEEE style X_float for REAL (KIND=16) and COMPLEX (KIND=16) |
| FGX       | Little endian integer data of the appropriate size (one, two, four, or eight bytes) and the following little endian proprietary floating-point formats:  
  • VAX F_float for REAL (KIND=4) and COMPLEX (KIND=4)  
  • VAX G_float for REAL (KIND=8) and COMPLEX (KIND=8)  
  • IEEE style X_float for REAL (KIND=16) and COMPLEX (KIND=16) |
| IBM       | Big endian integer data of the appropriate INTEGER size (one, two, or four bytes) and big endian IBM proprietary (System/370 and similar) floating-point format for REAL and COMPLEX single- and double-precision numbers. |
| LITTLE_ENDIAN | Native little endian integers of the appropriate INTEGER size (one, two, four, or eight bytes) and the following native little endian IEEE floating-point formats:  
  • S_float for REAL (KIND=4) and COMPLEX (KIND=4)  
  • T_float for REAL (KIND=8) and COMPLEX (KIND=8)  
  • IEEE style X_float for REAL (KIND=16) and COMPLEX (KIND=16) |
| NATIVE    | No conversion occurs between memory and disk. This is the default for unformatted files. |
| VAXD      | Native little endian integers of the appropriate INTEGER size (one, two, four, or eight bytes) and the following little endian VAX proprietary floating-point formats: |
Keyword | Description
--- | ---
| • VAX F_float for REAL (KIND=4) and COMPLEX (KIND=4)  
• VAX D_float for REAL (KIND=8) and COMPLEX (KIND=8)  
• VAX H_float for REAL (KIND=16) and COMPLEX (KIND=16) | 

VAXG | Native little endian integers of the appropriate INTEGER size (one, two, four, or eight bytes) and the following little endian VAX proprietary floating-point formats:
• VAX F_float for REAL (KIND=4) and COMPLEX (KIND=4)  
• VAX G_float for REAL (KIND=8) and COMPLEX (KIND=8)  
• VAX H_float for REAL (KIND=16) and COMPLEX (KIND=16)

When reading a nonnative format, the nonnative format on disk is converted to native format in memory. If a converted nonnative value is outside the range of the native data type, a run-time message is displayed.

See Also
Environment Variable F_UFMTENDIAN Method

Porting non-Native Data
When porting nonnative data, consider the following:

• Vendors might use different units for specifying the record length (RECL specifier) of unformatted files. While formatted files are specified in units of characters (bytes), unformatted files are specified in longword units for Intel® Fortran (default) and some other vendors.

  To allow you to specify the RECL units (bytes or longwords) for unformatted files without source file modification, use the assume byterecl compiler option.
• Certain vendors apply different OPEN statement defaults to determine the record type. The default record type (RECORDTYPE) with Intel® Fortran depends on the values for the ACCESS and FORM specifiers for the OPEN statement.
• Certain vendors use a different identifier for the logical data types, such as hex FF and hex 00 instead of 01 to denote .TRUE. and .FALSE. See the assume byterecl compiler option.
• Source code being ported may be coded specifically for big endian use.

See Also
assume compiler option

Specifying the Data Format

Methods of Specifying the Data Format
There are a number of methods for specifying a nonnative numeric format for unformatted data:

• Set an environment variable for a specific unit number before the file is opened. The environment variable is named FORT_CONVERT\(n\), where \(n\) is the unit number.
• Set an environment variable for a specific file name extension before the file is opened. The environment variable is named FORT_CONVERT\_ext or FORT_CONVERT_{ext}, where \(\text{ext}\) is the file name extension (suffix).
• Set an environment variable for a set of units before the application is executed. The environment variable is named F_UFMTENDIAN.
• Specify the CONVERT keyword in the OPEN statement for a specific unit number.
• Compile the program with an OPTIONS statement that specifies the CONVERT=\textit{keyword} qualifier. This method affects all unit numbers using unformatted data specified by the program.
• Compile the program with the appropriate compiler option, which affects all unit numbers that use unformatted data specified by the program. Use the convert compiler option.
If none of these methods are specified, the native LITTLE_ENDIAN format is assumed (no conversion occurs between disk and memory).

Any keyword listed in \textit{Supported Native and Nonnative Numeric Formats} can be used with any of these methods, except for the Environment Variable \texttt{F\_UFMTENDIAN Method}, which supports only LITTLE_ENDIAN and BIG_ENDIAN.

If you specify more than one method, the order of precedence when you open a file with unformatted data is below:

1. Check for an environment variable \texttt{(F\_CONVERTn)} for the specified unit number (applies to any file opened on a particular unit).
2. Check for an environment variable \texttt{(F\_CONVERT\_ext} is checked before \texttt{F\_CONVERT\_ext}) for the specified file name extension (applies to all files opened with the specified file name extension).
3. Check for an environment variable \texttt{(F\_UFMTENDIAN)} for the specified unit number (or for all units).

\textbf{NOTE}

This environment variable is checked only when the application starts executing.

4. Check the \texttt{OPEN} statement \texttt{CONVERT} specifier.
5. Check whether an \texttt{OPTIONS} statement with a \texttt{CONVERT:keyword} qualifier was present when the program was compiled.
6. Check whether the \texttt{convert} compiler option was present when the program was compiled.

\textit{convert}

\texttt{Environment Variable F\_UFMTENDIAN Method}

\texttt{Environment Variable F\_CONVERT\_ext or F\_CONVERT\_ext Method}

\texttt{Environment Variable F\_CONVERTn Method}

\texttt{OPEN Statement CONVERT Method}

\texttt{OPTIONS Statement Method}

\textit{Supported Native and Nonnative Numeric Formats}

\texttt{Environment Variable F\_CONVERT\_ext or F\_CONVERT\_ext Method}

Use this method to specify a non-native numeric format for each specified file name extension (suffix). Specify the numeric format at run time by setting the appropriate environment variable before an implicit or explicit \texttt{OPEN} to one or more unformatted files. Use the format \texttt{F\_CONVERT\_ext} or \texttt{F\_CONVERT\_ext} (where \texttt{ext} is the file extension or suffix). The \texttt{F\_CONVERT\_ext} environment variable is checked before \texttt{F\_CONVERT\_ext} environment variable (if \texttt{ext} is the same).

For example, assume you have a previously compiled program that reads numeric data from one file and writes to another file using unformatted I/O statements. You want the program to read nonnative big endian (IEEE floating-point) format from a file with a \texttt{.dat} file extension and write that data in native little endian format to a file with an extension of \texttt{.data}. In this case, the data is converted from big endian IEEE format to native little endian IEEE memory format (\texttt{S\_float} and \texttt{T\_float}) when read from \texttt{file.dat}, and then written without conversion in native little endian IEEE format to the file with a suffix of \texttt{.data}, assuming that environment variables \texttt{F\_CONVERT\_DATA} and \texttt{F\_CONVERTn} (for that unit number) are not defined.

Without requiring source code modification or recompilation of a program, the following command sets the appropriate environment variables before running the program:

\begin{tabular}{|l|}
\hline
\textbf{Example} \\
\hline
// Linux*  
\texttt{setenv F\_CONVERT\_DAT BIG\_ENDIAN} \hline
// Windows*  
\texttt{set F\_CONVERT\_DAT=BIG\_ENDIAN} \\
\hline
\end{tabular}

The \texttt{F\_CONVERTn} method takes precedence over this method. When the appropriate environment variable is set when you open the file, the \texttt{F\_CONVERT\_ext} or \texttt{F\_CONVERT\_ext} environment variable is used if a \texttt{F\_CONVERTn} environment variable is not set for the unit number.
The FORT_CONVERTn and the FORT_CONVERT_.ext or FORT_CONVERT_ext environment variable methods take precedence over the other methods. For instance, you might use this method to specify that a unit number will use a particular format instead of the format specified in the program (perhaps for a one-time file conversion).

You can set the appropriate environment variable using the format FORT_CONVERT_.ext or FORT_CONVERT_ext. If you also use Intel® Fortran on Linux* systems, consider using the FORT_CONVERT_.ext form, because a dot (.) cannot be used for environment variable names on certain Linux* command shells. If you do define both FORT_CONVERT_.ext and FORT_CONVERT_ext for the same extension (ext), the file defined by FORT_CONVERT_.ext is used.

On Windows* systems, the file name extension (suffix) is not case-sensitive. The extension must be part of the file name (not the directory path).

**Environment Variable FORT_CONVERTn Method**

You can use this method to specify a nonnative numeric format for each specified unit number. You specify the numeric format at run time by setting the appropriate environment variable before an implicit or explicit OPEN to that unit number.

When the appropriate environment variable is set when you open the file, the environment variable is always used because this method takes precedence over the other methods. For example, you might use this method to specify that a unit number will use a particular format instead of the format specified in the program (perhaps for a one-time file conversion).

For example, assume you have a previously compiled program that reads numeric data from unit 28 and writes it to unit 29 using unformatted I/O statements. You want the program to read nonnative big endian (IEEE floating-point) format from unit 28 and write that data in native little endian format to unit 29. In this case, the data is converted from big endian IEEE format to native little endian IEEE memory format when read from unit 28, and then written without conversion in native little endian IEEE format to unit 29.

Without requiring source code modification or recompilation of this program, the following command sequence sets the appropriate environment variables before running a program.

**Linux:**

```bash
setenv FORT_CONVERT28 BIG_ENDIAN
setenv FORT_CONVERT29 NATIVE
```

**Windows:**

```cmd
set FORT_CONVERT28=BIG_ENDIAN
set FORT_CONVERT29=NATIVE
```

The following figure shows the data formats used on disk and in memory when the program is run after the environment variables are set.

**Sample Unformatted File Conversion**
This method takes precedence over other methods.

Environment Variable F_UFMTENDIAN Method

This little-endian-big-endian conversion feature is intended for Fortran unformatted input/output operations. It enables the development and processing of files with little-endian and big-endian data organization.

The F_UFMTENDIAN environment variable is processed once at the beginning of program execution. Whatever it specifies for specific units or for all units continues for the rest of the execution.

Specify the numbers of the units to be used for conversion purposes by setting F_UFMTENDIAN. Then, the READ/WRITE statements that use these unit numbers will perform relevant conversions. Other READ/WRITE statements will work in the usual way.

General Syntax for F_UFMTENDIAN

In the general case, the variable consists of two parts divided by a semicolon. No spaces are allowed inside the F_UFMTENDIAN value:

\[ F_{\text{UFMTENDIAN}} = \text{MODE} \mid \{\text{MODE;}\} \text{ EXCEPTION} \]

where:

- **MODE** = big | little
- EXCEPTION = big:ULIST | little:ULIST | ULIST
- ULIST = U | ULIST,U
- U = decimal | decimal -decimal

- **MODE** defines current format of data, represented in the files; it can be omitted.
  
  The keyword little means that the data has little endian format and will not be converted. This is the default.

  The keyword big means that the data has big endian format and will be converted.

- **EXCEPTION** is intended to define the list of exclusions for MODE.EXCEPTION keyword (little or big) defines data format in the files that are connected to the units from the EXCEPTION list. This value overrides MODE value for the units listed.

  The EXCEPTION keyword and the colon can be omitted. The default when the keyword is omitted is big.

  - Each list member U is a simple unit number or a number of units. The number of list members is limited to 64.
  - decimal is a non-negative decimal number less than 232.

Converted data should have basic data types or arrays of basic data types. Derived data types are disabled. Error messages may be issued during the little-endian-to-big-endian conversion. They are all fatal.

On Linux* systems, the command line for the variable setting in the shell is:

Sh: export F_UFMTENDIAN=MODE;EXCEPTION

**NOTE**

The environment variable value should be enclosed in quotes if the semicolon is present.

The environment variable can also have the following syntax:

\[ F_{\text{UFMTENDIAN}} = u[,u] . . . \]

Examples

1. F_UFMTENDIAN=big

   All input/output operations perform conversion from big-endian to little-endian on READ and from little-endian to big-endian on WRITE.
2.  \texttt{F\_UFMTENDIAN="little;big:10,20"}
    \texttt{or F\_UFMTENDIAN=big:10,20}
    \texttt{or F\_UFMTENDIAN=10,20}
    The input/output operations perform big-endian to little endian conversion only on unit numbers 10 and 20.

3.  \texttt{F\_UFMTENDIAN="big;little:8"}
    No conversion operation occurs on unit number 8. On all other units, the input/output operations perform big-endian to little-endian conversion.

4.  \texttt{F\_UFMTENDIAN=10-20}
    The input/output operations perform big-endian to little-endian conversion on units 10, 11, 12, ... 19, 20.

5.  Assume you set \texttt{F\_UFMTENDIAN=10,100} and run the following program.

\begin{verbatim}
integer*4   c4
integer*8   c8
integer*4   cc4
integer*8   cc8
cc4 = 456
cc8 = 789

! prepare a little endian representation of data
open(11,file='lit.tmp',form='unformatted')
write(11) c8
write(11) c4
close(11)

! prepare a big endian representation of data
open(10,file='big.tmp',form='unformatted')
write(10) c8
write(10) c4
close(10)

! read big endian data and operate with them on little endian machine.
open(100,file='big.tmp',form='unformatted')
read(100) cc8
read(100) cc4

! Any operation with data, which have been read
! ...
close(100)
stop
end
\end{verbatim}

Now compare \texttt{lit.tmp} and \texttt{big.tmp} files with the help of the \texttt{od} utility:

\begin{verbatim}
> od -t x4 lit.tmp
00000000 00000008 00000315 00000000 00000008
00000020 00000004 000001c8 00000004
00000034
> od -t x4 big.tmp
74 2463
\end{verbatim}
You can see that the byte order is different in these files.

**OPEN Statement CONVERT Method**

Use this method to specify a nonnative numeric format for each specified unit number. This method requires an explicit file `OPEN` statement to specify the numeric format of the file for that unit number.

This method takes precedence over the `OPTIONS` statement and the compiler option `CONVERT[: ]` keyword method, but has a lower precedence than the environment variable methods.

For example, the following source code shows how the `OPEN` statement would be coded to read unformatted VAXD numeric data from unit 15, which might be processed and possibly written in native little endian format to unit 20 (the absence of the `CONVERT` keyword or environment variables `FORT_CONVERT20`, `FORT_CONVERT.dat`, or `FORT_CONVERT_dat` indicates native little endian data for unit 20):

```fortran
OPEN (CONVERT='VAXD', FILE='graph3.dat', FORM='UNFORMATTED', UNIT=15)
... 
OPEN (FILE='graph3_t.dat', FORM='UNFORMATTED', UNIT=20)
```

A hard-coded `OPEN` statement `CONVERT` keyword value cannot be changed after compile time. However, to allow selection of a particular format at run time, equate the `CONVERT` keyword to a variable and provide the user with a menu that allows selection of the appropriate format (menu choice sets the variable) before the `OPEN` occurs.

You can also select a particular format at run time for a unit number by using one of the environment variable methods (`Environment Variable FORT_CONVERTn Method`, `Environment Variable FORT_CONVERT.ext or FORT_CONVERT_ext Method`, or `Environment Variable F_UFMTENDIAN Method`), which take precedence over the `OPEN` statement `CONVERT` keyword method.

**See Also**

`OPEN` Statement: Connects an external file to a unit, creates a new file and connects it to a unit, creates a preconnected file, or changes certain properties of a connection.

`Environment Variable FORT_CONVERTn Method`

`Environment Variable FORT_CONVERT.ext or FORT_CONVERT_ext Method`

`Environment Variable F_UFMTENDIAN Method`

**OPTIONS Statement Method**

You can only specify one numeric file format for all unformatted file unit numbers using this method unless you also use one of the environment variable methods or `OPEN` statement `CONVERT` keyword method.

You specify the numeric format at compile time and must compile all routines under the same `OPTIONS` statement `/ CONVERTr` keyword qualifier. You could use one source program and compile it using different `ifort` commands to create multiple executable programs that each read a certain format.

The environment variable methods and the `OPEN` statement `CONVERTr` keyword method take precedence over this method. For example, you might use the `FORT_CONVERTn environment variable` or `OPENCONVERTr` method to specify each unit number that will use a format other than that specified using the `ifort` option method.

This method takes precedence over the `ifortconvert[ ]` compiler option method.

You can use `OPTIONS` statements to specify the appropriate floating-point formats (in memory and in unformatted files) instead of using the corresponding `ifort` command qualifiers. For example, to use VAX `F_floating`, `G_floating`, and `X_floating` as the unformatted file format, specify the following `OPTIONS` statement:

```fortran
OPTIONS /CONVERT=VAXG
```
Because this method affects all unit numbers, you cannot read data in one format and write it in another format, unless you use it in combination with one of the environment variable methods or the OPEN statement CONVERT keyword method to specify a different format for a particular unit number.

For more information, see the OPTIONS Statement statement.

See Also

OPTIONS Statement: Overrides or confirms the compiler options in effect for a program unit.

Compiler Option -convert or /convert Method

You can only specify one numeric format for all unformatted file unit numbers using the convert compiler option unless you also use one (or more) of the previous methods shown in Methods of Specifying the Data Format.

You specify the numeric format at compile time and must compile all routines under the same convert keyword compiler option. You can use the same source program and compile it using different ifort commands (or the equivalent in the IDE) to create multiple executable programs that each read a certain format.

If you specify other methods, the other methods take precedence over using this method. For instance, you might use the environment variable or OPEN statement convertkeyword method to specify each unit number that will use a format different than that specified using the convertkeyword compiler option method for all other unit numbers.

For example, the following command compiles program file.for to use VAX D_floating (and F_floating) floating-point data for all unit numbers (unless superseded by one of the other methods). Data is converted between the file format and the little endian memory format (little endian integers, S_floating, T_floating, and X_floating little endian IEEE* floating-point format). The created file, vconvert.exe, can then be run:

```bash
// Windows*
ifort file.for /convert:vaxd /link /out:vconvert.exe
```

Because this method affects all unformatted file unit numbers, you cannot read data in one format and write it in another file format using the convertkeyword compiler option alone. You can if you use it in combination with the environment variable methods or the OPEN statement convertkeyword method to specify a different format for a particular unit number.

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