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Contents

About This Manual

Related Publications	xxiii
Notational Conventions.....	xxiv

Chapter 1 Intrinsic Procedures

Overview of Intrinsic Procedures	1-1
Availability of Intrinsic Procedures	1-2
Intrinsic Subroutines and Functions	1-2
Intrinsic Subroutines	1-3
Elemental and Nonelemental Subroutines.....	1-3
Intrinsic Functions.....	1-3
Generic and Specific Intrinsic Function Names	1-4
Elemental Functions.....	1-5
Inquiry Functions.....	1-5
Transformational Functions	1-6
INTRINSIC Attribute and Statement.....	1-7
Documenting Intrinsic Procedures	1-7
Intrinsic Procedures as Actual Arguments.....	1-7
Nonstandard Intrinsic Procedures	1-9
Data Representation Models	1-10
Data Representation Model Intrinsic.....	1-10
The Bit Model.....	1-11
The Integer Number System Model.....	1-11

The Real Number System Model.....	1-12
Functional Categories of Intrinsic Procedures.....	1-13
Generic and Specific Intrinsic Summary.....	1-14
Summary of Generic and Specific Intrinsic Names	1-15
Intrinsic Procedure Specifications	1-139
ABS(A)	1-139
ACHAR(I)	1-140
ACOS(X)	1-141
ACOSD(X).....	1-142
ACOSH(X).....	1-143
ADJUSTL(String)	1-144
ADJUSTR(String)	1-145
AIMAG(Z)	1-146
AINT(A, KIND)	1-147
ALL(MASK, DIM)	1-148
ALLOCATED(Array).....	1-150
AND(I, J)	1-151
ANINT(A, KIND).....	1-152
ANY(MASK, DIM)	1-153
ASIN(X)	1-155
ASIND(X)	1-156
ASINH(X)	1-157
ASSOCIATED(Pointer, Target).....	1-158
ATAN(X)	1-160
ATAN2(Y, X).....	1-161
ATAN2D(Y, X)	1-163
ATAND(X)	1-164
ATANH(X)	1-165
BADDRESS(X)	1-166
BIT_SIZE(I)	1-167
BTEST(I, POS)	1-168
CEILING(A).....	1-169

CHAR(I, KIND)	1-170
CMPLX(X, Y, KIND).....	1-171
CONJG(Z)	1-172
COS(X)	1-173
COSD(X)	1-174
COSH(X)	1-175
COUNT(MASK, DIM)	1-176
CPU_TIME(TIME)	1-178
CSHIFT(ARRAY, SHIFT, DIM)	1-179
DATE_AND_TIME(DATE, TIME, ZONE, VALUES)	1-181
DBLE(A)	1-183
DFLOAT(A)	1-184
DIGITS(X).....	1-185
DIM(X, Y).....	1-186
DNUM(I)	1-187
DOT_PRODUCT(VECTOR_A, VECTOR_B)	1-188
DPROD(X, Y)	1-189
DREAL(A).....	1-190
DSIGN	1-191
EOSHIFT(ARRAY, SHIFT, BOUNDARY, DIM).....	1-192
EPSILON(X)	1-194
EXP(X)	1-195
EXPONENT(X).....	1-196
FLOOR(A)	1-197
FRACTION(X)	1-198
HFIX(A)	1-199
HUGE(X)	1-200
IABS(A)	1-201
IACHAR(C)	1-201
IADDR(X)	1-202
IAND(I, J).....	1-203
IBCLR(I, POS).....	1-204

IBITS(I, POS, LEN)	1-205
IBSET(I, POS).....	1-206
ICHAR(C).....	1-207
IDIM(X, Y)	1-208
IEOR(I, J)	1-209
IJINT(A).....	1-210
IMAG(A)	1-211
INDEX(STRING, SUBSTRING, BACK)	1-212
INT(A, KIND).....	1-213
INT1(A)	1-214
INT2(A)	1-215
INT4(A)	1-216
INT8(A)	1-216
INUM(I)	1-217
IOR(I, J)	1-218
IQINT(A).....	1-219
ISHFT(I, SHIFT).....	1-219
ISHFTC(I, SHIFT, SIZE).....	1-220
ISIGN(A, B)	1-222
ISNAN(X)	1-223
IXOR(I, J)	1-223
JNUM(I).....	1-225
KIND(X).....	1-225
LBOUND(ARRAY, DIM)	1-226
LEN(STRING).....	1-228
LEN_TRIM(STRING)	1-229
LGE(STRING_A, STRING_B)	1-230
LGT(STRING_A, STRING_B).....	1-231
LLE(STRING_A, STRING_B)	1-232
LLT(STRING_A, STRING_B).....	1-233
LOC(X).....	1-234
LOG(X).....	1-234

LOG10(X)	1-235
LOGICAL(L, KIND)	1-236
LSHFT(I, SHIFT)	1-237
LSHIFT(I, SHIFT)	1-237
MATMUL(MATRIX_A, MATRIX_B)	1-238
MAX(A1, A2, A3, ...)	1-240
MAXEXPONENT(X)	1-241
MAXLOC(ARRAY, MASK)	1-242
MAXVAL(ARRAY, DIM, MASK)	1-244
MCLOCK().....	1-246
MERGE(TSOURCE, FSOURCE, MASK).....	1-247
MIN(A1, A2, A3, ...)	1-248
MINEXPONENT(X)	1-249
MINLOC(ARRAY, MASK)	1-250
MINVAL(ARRAY, DIM, MASK).....	1-252
MOD(A, P).....	1-254
MODULO(A, P)	1-255
MVBITS(FROM, FROMPOS, LEN, TO, TOPOS)	1-257
NEAREST(X, S)	1-258
NINT(A, KIND).....	1-259
NOT(I).....	1-260
OR(I, J).....	1-261
PACK(ARRAY, MASK, VECTOR)	1-262
PRECISION(X).....	1-264
PRESENT(A).....	1-265
PRODUCT(ARRAY, DIM, MASK)	1-266
RADIX(X).....	1-268
RANDOM_NUMBER(HARVEST).....	1-269
RANDOM_SEED(SIZE, PUT, GET)	1-270
RANGE(X).....	1-271
REAL(A, KIND).....	1-272
REPEAT(STRING, NCOPIES)	1-274

RESHAPE(SOURCE, SHAPE, PAD, ORDER)	1-275
RNUM(I)	1-276
RRSPACING(X)	1-277
RSHFT(I, SHIFT)	1-278
RSHIFT(I, SHIFT)	1-278
SCALE(X, I)	1-279
SCAN(STRING, SET, BACK)	1-280
SELECTED_INT_KIND(R)	1-281
SELECTED_REAL_KIND(P, R)	1-282
SET_EXPONENT(X, I)	1-283
SHAPE(SOURCE)	1-284
SIGN(A, B)	1-285
SIN(X)	1-286
SIND(X)	1-287
SINH(X)	1-288
SIZE(ARRAY, DIM)	1-289
SPACING(X)	1-290
SPREAD(SOURCE, DIM, NCOPIES)	1-291
SQRT(X)	1-292
SUM(ARRAY, DIM, MASK)	1-293
SYSTEM_CLOCK(COUNT, COUNT_RATE, COUNT_MAX)	1-295
TAN(X)	1-296
TAND(X)	1-297
TANH(X)	1-298
TINY(X)	1-299
TRANSFER(SOURCE, MOLD, SIZE)	1-300
TRANSPOSE(MATRIX)	1-302
TRIM(STRING)	1-303
UBOUND(ARRAY, DIM)	1-304
UNPACK(VECTOR, MASK, FIELD)	1-306

VERIFY(String, SET, BACK)	1-308
XOR(I, J)	1-310

Chapter 2 Portability Functions

ACCESS	2-2
BEEPQQ	2-3
BESJ0, BESJ1, BESJN, BESY0, BESY1, BESYN	2-4
CDFLOAT	2-6
CHANGEDIRQQ	2-7
CHANGEDRIVEQQ	2-8
CHDIR	2-9
CLOCK	2-11
CLOCKX	2-11
COMMITQQ	2-12
COMPL	2-14
CTIME	2-14
DATE	2-15
DATE4	2-16
DBESJ0, DBESJ1, DBESJN, DBESY0, DBESY1, DBESYN	2-17
DCLOCK	2-19
DELDIRQQ	2-20
DELFILESQQ	2-21
DFLOATI	2-23
DFLOATJ	2-24
DFLOATK	2-24
DRAND	2-25
DRANSET	2-26
DSHIFTL	2-27
DSHIFTR	2-28
DTIME	2-29
ETIME	2-30
EXIT	2-31

FDATE	2-32
FGETC	2-33
FINDFILEQQ	2-34
FLOATI	2-35
FLOATJ	2-36
FLUSH	2-36
FOR_CHECK_FLAWED_PENTIUM	2-37
FOR_GET_FPE	2-38
FPUTC	2-39
FREE	2-40
FSEEK	2-41
FOR_SET_FPE	2-42
FOR_SET_REENTRANCY	2-43
FTELL	2-45
FULLPATHQQ	2-46
GERRNO	2-48
GETARG	2-49
GETCHARQQ	2-50
GETCONTROLFPQQ	2-52
GETCWD	2-54
GETDAT	2-55
GETDRIVEDIRQQ	2-56
GETDRIVESIZEQQ	2-58
GETDRIVESQQ	2-60
GETENV	2-61
GETENVQQ	2-62
GETFILEINFOQQ	2-64
GETGID	2-68
GETLASTERROR	2-69
GETLASTERRORQQ	2-70
GETLOG	2-72
GETPID	2-73

GETPOS	2-73
GETSTATUSFPQQ.....	2-74
GETSTRQQ	2-76
GETTIM.....	2-78
GETUID.....	2-78
GMTIME	2-79
GRAN	2-81
HOSTNAM	2-81
HOSTNM.....	2-82
IARGC	2-83
IDATE	2-84
IDATE4	2-85
IEEE_FLAGS.....	2-86
IEEE_HANDLER.....	2-87
IERRNO	2-87
IFLOATI	2-88
INMAX	2-89
INTC	2-89
IOMSG	2-90
IRAND	2-90
IRANDM	2-91
IRANGET	2-92
IRANSET.....	2-92
ISATTY	2-93
ITIME.....	2-94
JABS.....	2-94
JDATE.....	2-95
JDATE4.....	2-96
KILL	2-96
LCWRQQ	2-97
LTIME	2-98
MAKEDIRQQ	2-99

MALLOC	2-101
MATHERRQQ	2-101
NARGS	2-105
NUMARG	2-105
PACKTIMEQQ	2-106
PEEKCHARQQ	2-108
PERROR	2-109
POPCNT	2-110
POPPAR	2-110
PUTC	2-111
QSORT	2-112
RAISEQQ	2-113
RAN	2-114
RAND	2-115
RANDOM	2-117
RANDU	2-118
RANF	2-119
RANGET	2-120
RANSET	2-120
RENAME	2-121
RENAMEFILEQQ	2-122
RINDEX	2-123
RUNQQ	2-124
SCWRQQ	2-125
SCANENV	2-126
SEED	2-127
SECNDS	2-127
SETCONTROLFPQQ	2-129
SETDAT	2-131
SETENVQQ	2-132
SETERRORMODEQQ	2-134
SETFILETIMEQQ	2-136

SETTIM	2-138
SHIFTL	2-139
SHIFTR	2-140
SIGNALQQ	2-140
SLEEP	2-143
SLEEPQQ	2-144
SPLITPATHQQ	2-145
SRAND	2-146
SSWRQQ	2-147
STAT	2-148
SYSTEM.....	2-150
SYSTEMQQ	2-150
TIME	2-152
TIMEF	2-153
TOPEN	2-154
TCLOSE	2-155
TREAD	2-156
TTYNAM.....	2-157
TWRITE.....	2-158
UNLINK	2-159
UNPACKTIMEQQ	2-159
National Language Support Routines	2-161
NLSEnumCodepages.....	2-166
NLSEnumLocales.....	2-167
NLSGetEnvironmentCodepage	2-168
NLSGetLocale	2-169
NLSGetLocaleInfo	2-170
NLSSetEnvironmentCodepage	2-181
NLSSetLocale	2-183
Locale Formatting Procedures	2-185
NLSFormatCurrency.....	2-185
NLSFormatDate	2-187

NLSFormatNumber	2-188
NLSFormatTime.....	2-190
MBCS Inquiry Procedures	2-192
MBCharLen.....	2-192
MBCurMax	2-193
MBLen.....	2-194
MBLen_Trim.....	2-195
MBNext	2-196
MBPrev	2-197
MBStrLead	2-198
MBCS Conversion Procedures.....	2-199
MBConvertMBToUnicode.....	2-199
MBConvertUnicodeToMB.....	2-201
MBCS Fortran Equivalent Procedures.....	2-203
MBINCHARQQ	2-203
MBINDEX.....	2-204
MBLGE, MBLGT, MBLLE, MBLLT, MBLEQ, MBLNE	2-205
MBSCAN.....	2-208
MBVERIFY.....	2-209
MBJISTToJMS	2-210
MBJMSTToJIS	2-211

Chapter 3 POSIX Functions

POSIX Library Interface.....	3-1
PXFACCESS.....	3-2
PXFAINTGET	3-3
PXFAINTSET	3-4
PXFCALLSUBHANDLE	3-5
PXFCHDIR.....	3-6
PXFCHMOD	3-7
PXFCHOWN	3-8
PXFCLOSE.....	3-9

PXFCLOSEDIR	3-9
PXFCONST	3-10
PXFCREAT	3-11
PXFDUP	3-12
PXFDUP2	3-13
PXFEINTGET	3-14
PXFEINTSET	3-15
PXFESTRGET	3-16
PXFEXECV	3-17
PXFEXECVE	3-18
PXFEXECVP	3-19
PXFEXIT	3-20
PXFFASTEXIT	3-20
FFLUSH	3-21
FGETC	3-22
PXFFILENO	3-23
PXFFORK	3-24
FPUTC	3-24
FSEEK	3-25
PXFFSTAT	3-26
FTELL	3-27
GETC	3-28
GETCWD	3-29
PXFGETGRGID	3-30
PXFGETGRNAM	3-30
PXFGETPWNAM	3-31
PXFGETPWUID	3-32
PXFGETSUBHANDLE	3-33
PXFINTGET	3-34
PXFINTSET	3-35
PXFISBLK	3-36
PXFISCHR	3-37

PXFISDIR	3-38
PXFISFIFO	3-38
PXFISREG	3-39
PXFKILL	3-40
PXFLINK	3-41
PXFLOCALTIME	3-42
PXFLSEEK	3-43
MKDIR	3-44
PXFMKFIFO	3-45
PXFOPEN	3-46
PXFOPENDIR	3-47
PXFPIPE	3-48
PXFPUTC	3-49
PXFREAD	3-50
PXFREADDIR	3-51
PXFRENAME	3-51
PXFREWINDDIR	3-52
PXFRMDIR	3-53
PXFSIGADDSET	3-54
PXFSIGDELSET	3-55
PXFSIGEMPTYSET	3-56
PXFSIGFILLSET	3-57
PXFSIGISMEMBER	3-58
PXFSTAT	3-59
PXFSTRGET	3-60
PXFSTRUCTCOPY	3-61
PXFSTRUCTCREATE	3-62
PXFSTRUCTFREE	3-63
PXFUCOMPARE	3-63
PXFUMASK	3-64
PXFUNLINK	3-65
PXFUTIME	3-66

PXFWAIT	3-67
PXFWAITPID	3-67
PXFWIFEXITED	3-68
PXFWEXITSTATUS	3-69
PXFWIFSIGNALED	3-70
PXFWIFSTOPPED	3-71
PXFWRITE	3-71
PXFWSTOPSIG	3-72
PXFWTERMSIG	3-73

Chapter 4 QuickWin Library

QuickWin Subroutines and Functions	4-2
Graphics Procedures	4-5
Graphic Function Descriptions	4-13
ARC	4-13
ARC_W	4-15
GETARCINFO	4-16
CLEARSCREEN	4-17
DISPLAYCURSOR	4-18
ELLIPSE	4-19
ELLIPS_W	4-21
FLOODFILL	4-22
FLOODFILL_W	4-23
FLOODFILLRGB	4-24
FLOODFILLRGB_W	4-25
GETBKCOLOR	4-26
GETCOLOR	4-27
GETCURRENTPOSITION	4-28
GETCURRENTPOSITION_W	4-29
GETFILLMASK	4-30
GETIMAGE	4-31
GETIMAGE_W	4-32

GETLINESTYLE	4-33
GETPHYSCOORD	4-34
GETPIXEL	4-35
GETPIXEL_W	4-36
GETPIXELS	4-37
GETTEXTCOLOR.....	4-38
GETTEXTPOSITION	4-39
GETTEXTWINDOW.....	4-40
GETVIEWCOORD	4-41
GETVIEWCOORD_W.....	4-42
GETWINDOWCOORD.....	4-43
GETWRITEMODE	4-44
GRSTATUS	4-45
IMAGESIZE.....	4-46
IMAGESIZE_W	4-47
LINETO	4-48
LINETO_W	4-49
LOADIMAGE.....	4-50
LOADIMAGE_W	4-51
MOVETO.....	4-52
MOVETO_W	4-53
OUTTEXT	4-54
PIE	4-54
PIE_W.....	4-56
POLYGON.....	4-58
POLYGON_W	4-59
PUTIMAGE	4-61
PUTIMAGE_W	4-63
RECTANGLE	4-66
RECTANGLE_W	4-67
REMAPALLPALETTEGB.....	4-68
REMAPPALLETTEGB.....	4-70

SAVEIMAGE.....	4-72
SAVEIMAGE_W	4-73
SCROLLTEXTWINDOW.....	4-74
SETBKCOLOR.....	4-74
SETCLIPRGN	4-76
SETCOLOR.....	4-77
SETFILLMASK	4-78
SETLINESTYLE	4-79
SETPIXEL	4-80
SETPIXEL_W.....	4-81
SETPIXELS.....	4-82
SETTEXTCOLOR	4-83
SETTEXTPOSITION.....	4-84
SETTEXTWINDOW.....	4-85
SETVIEWORG	4-86
SETVIEWPORT	4-87
SETWINDOW.....	4-87
SETWRITEMODE	4-89
WRAPON	4-91
GETCOLORRGB	4-92
GETBKCOLORRGB.....	4-93
GETPIXELRGB	4-95
GETPIXELRGB_W.....	4-96
SETPIXELSRGB	4-98
GETPIXELSRGB.....	4-99
SETCOLORRGB.....	4-101
SETBKCOLORRGB	4-102
SETPIXELRGB	4-104
SETPIXELRGB_W	4-105
RGBTOINTEGER.....	4-106
INTERGERTORGB	4-108
Font Manipulation Functions	4-109

GETFONTINFO	4-109
GETGTEXTTEXTENT	4-110
OUTGTEXT	4-111
INITIALIZEFONTS	4-112
SETFONT	4-113
SETGTEXTROTATION.....	4-116
GETGTEXTROTATION	4-117
GETTEXTCOLORRGB.....	4-118
SETTEXTCOLORRGB	4-119
QuickWin Compatible Support.....	4-121
GETWINDOWCONFIG	4-121
SETWINDOWCONFIG	4-123
APPENDMENUQQ	4-126
INSERTMENUQQ.....	4-129
DELETEMENUQQ.....	4-132
MODIFYMENUFLAGSQQ	4-133
MODIFYMENUSTRINGQQ	4-134
MODIFYMENUROUTINEQQ.....	4-135
SETWINDOWMENUQQ	4-137
SETACTIVEQQ	4-138
GETACTIVEQQ.....	4-139
FOCUSQQ.....	4-140
INQFOCUSQQ	4-141
GETHWNDQQ.....	4-142
GETUNITQQ.....	4-143
ABOUTBOXQQ.....	4-144
CLICKMENUQQ	4-145
SETWSIZEQQ	4-146
GETWSIZEQQ.....	4-147
MESSAGEBOXQQ	4-149
GETEXITQQ	4-151
SETEXITQQ	4-152

INCHARQQ	4-153
SETMESSAGEQQ	4-154
WAITONMOUSEEVENT	4-156
REGISTERMOUSEEVENT	4-158
UNREGISTERMOUSEEVENT	4-160
QuickWin Default Menu Support.....	4-161
WINPRINT	4-162
WINSAVE	4-162
WINEXIT	4-163
WINCOPY	4-163
WINPASTE	4-164
WINSIZETOFIT	4-164
WINFULLSCREEN.....	4-165
WINSTATE	4-165
WINCASCADE	4-166
WINTILE	4-167
WINARRANGE	4-167
WININPUT.....	4-168
WINCLEARPASTE	4-168
WINSTATUS	4-169
WININDEX	4-169
WINUSING	4-170
WINABOUT	4-170
WINSELECTTEXT	4-171
WINSELECTGRAPHICS.....	4-171
WINSELECTALL.....	4-172
NUL	4-172
Unknown Functions.....	4-173
GETACTIVEPAGE	4-173
GETTEXTCURSOR	4-173
GETGTEXTVECTOR	4-174
GETHANDLEQQ.....	4-174

GETVIDEOCONFIG	4-175
GETVISUALPAGE	4-176
REGISTERFONTS	4-176
SELECTPALETTE	4-177
SETACTIVEPAGE	4-177
SETFRAMEWINDOW	4-178
DSETGTEXTVECTOR.....	4-178
SETSTATUSMESSAGE	4-179
SETTEXCURSOR	4-179
SETTEXTFONT	4-180
SETTEXTROWS.....	4-180
SETVIDEOMODE	4-181
SETVIDEOMODEROWS	4-181
SETVISUALPAGE	4-182
UNREGISTERFONTS	4-182
Access to Windows Handles for QuickWin Components...	4-183
GETHANDLEFRAMEQQ.....	4-183
GETHANDLECLIENTQQ.....	4-183
GETHANDLECHILDQQ.....	4-184
UNUSEDQQ	4-184

Index

Tables

1-1	Intrinsic Functions Related to Data Representation	
	Models	1-10
1-2	Intrinsic Procedures by Category.....	1-13
1-3	Generic and Specific Intrinsic Procedures	1-16
2-1	Multi-byte Routines and Functions Summary	2-161
2-2	NLS\$LI Parameters.....	2-171

About This Manual

This manual describes the intrinsic, portability, POSIX, and QuickWin library functions and procedures of the Intel® Fortran libraries for both IA-32 and Itanium architectures. Wherever the interface is different for the architectures, the difference is described. If not different (default), the description is applicable to two architectures.

The intrinsic, portability, and POSIX libraries documented in this manual can be used for both Windows and Linux platforms, the differences, if any, are explained.

For managing and linking libraries with Intel Fortran Compiler, see “Libraries” section in the *Intel® Fortran Compiler User’s Guide*.

This manual is organized as follows:

Chapter 1	Describes the Intel Fortran intrinsic functions
Chapter 2	Describes the portability functions
Chapter 3	Describes the POSIX functions
Chapter 4	Describes QuickWin run-time library functions

Related Publications

The following documents provide additional information relevant to the Intel Fortran 95 Language:

The following documents provide additional information relevant to the Intel Fortran Compiler:

- *Fortran 95 Handbook*, Jeanne C. Adams, Walter S. Brainerd, Jeanne T. Martin, Brian T. Smith, and Jerrold L. Wagener. The MIT Press, 1997. Provides a comprehensive guide to the standard version of the Fortran 95 Language
- *Fortran 90/95 Explained*, Michael Metcalf and John Reid. Oxford University Press, 1996. Provides a concise description of the Fortran 95 language.
- For Win32-specific information, see the documentation included with the *Microsoft Win32 Software Development Kit*.
- For Microsoft Fortran PowerStation 32 information, see the documentation included with the *Microsoft Fortran Powerstation 32 Development System for Windows NT, Version 1.0*.

Information about the target architecture is available from Intel and from most technical bookstores. Some helpful titles are:

- *Intel® Fortran Programmer's Reference*
- *Intel® Fortran Compiler User's Guide*
- *Intel® C/C++ Compiler User's Guide*
- *Intel® Architecture Optimization Reference Manual*, Intel Corporation, doc. number 245127
- *Intel Processor Identification with the CPUID Instruction*, doc number 241618

Most Intel documents are also available from the Intel Corporation web site at developer.intel.com

Notational Conventions

This manual uses the following conventions:

`This type style` indicates an element of syntax, a reserved word, a keyword, a filename, computer output, or part of a program example. The text appears in lowercase unless uppercase is significant.

`THIS TYPE STYLE` Fortran source text appears in upper case.
1 is lowercase letter L in examples. 1 is the number 1 in examples. O is the uppercase O in examples. 0 is the number 0 in examples.

This type style	indicates the exact characters you type as input.
<i>This type style</i>	indicates a place holder for an identifier, an expression, a string, a symbol, or a value. Substitute one of these items for the place holder.
[<i>items</i>]	items enclosed in brackets are options.
{ <i>item</i> <i>item</i> }	Select only one of the items listed between braces. A vertical bar () separates the items.
...	Ellipses indicate that you can repeat the preceding item.
This type style	indicates an Intel Fortran Language extension format.
This type style	indicates an Intel Fortran Language extension discussion. Throughout the manual, extensions to the ANSI standard Fortran language appear in this font and color to help you easily identify when your code uses a non-standard language extension.

Intrinsic Procedures

1

Intrinsic procedures are built-in functions and subroutines that are available by default to every Fortran 95 program and procedure. (If certain conditions are met, an intrinsic procedure can be made unavailable; see [“Availability of Intrinsic Procedures”](#).)

This chapter describes the intrinsic procedures provided by Intel® Fortran. All intrinsic procedures defined by the Fortran 95 Standard are supported in Intel Fortran. In addition, Intel Fortran supports other nonstandard intrinsic procedures to extend the language’s functionality; see the section [“Nonstandard Intrinsic Procedures”](#). Intel Fortran intrinsic procedures are provided in the library `libintrins.lib`.

The *Intel® Fortran Compiler User’s Guide* has more detailed information about the libraries that are shipped with Intel Fortran and the other libraries used by the `ifl` compiler driver, including the `portlib` and `posix` libraries. The `portlib` and `posix` libraries are described in detail in Chapter 2 and Chapter 3 of this manual.

Overview of Intrinsic Procedures

This section explains the situations under which intrinsic procedures are not available, gives an overview of Intel Fortran intrinsic functions and subroutines, describes the use of the `INTRINSIC` attribute and statement, and discusses nonstandard intrinsic procedures.

Availability of Intrinsic Procedures

An intrinsic procedure is available in every program unit—except when the intrinsic’s name is defined by the user to have a different meaning, such as a representing a user-defined procedure, variable, or constant.

User-defined procedures always take precedence over intrinsic procedures of the same name when the user-defined procedure’s definition is visible. This happens, for example, when the user-defined procedure has an explicit interface, is in an `EXTERNAL` statement, or is a statement function.

Both a user-defined procedure and an intrinsic may have the same name if the user-defined procedure is used to `EXTEND` a generic intrinsic and the argument types differ.

An intrinsic function is not available when the function’s name has been given the `EXTERNAL` attribute.

Intrinsic Subroutines and Functions

Intrinsic procedures include both intrinsic functions and intrinsic subroutines.

An intrinsic subroutine is invoked by the `CALL` statement and can return values through arguments passed to it. An intrinsic function is referenced as part of an expression and upon evaluation returns a value (the “function value”), which is used in the expression.

Intrinsic procedures are identified as either functions or subroutines as part of their “class” identification.

Intrinsic subroutines can be further classified as either elemental or nonelemental subroutines.

Intrinsic functions include the following classes:

- [Elemental Functions](#)
- [Inquiry Functions](#)
- [Transformational Functions](#)

An intrinsic function can be referenced by either a generic name, a specific name, or both; for details see the section “[Generic and Specific Intrinsic Function Names](#)”.

Each intrinsic’s class is noted in the list of intrinsic specifications later in this chapter (see “[Intrinsic Procedure Specifications](#)”).

Intrinsic Subroutines

Subroutine references are made by means of the CALL statement. Any values returned by an intrinsic subroutine are provided through the subroutine’s arguments.

The sample code segment that follows calls the intrinsic subroutine DATE_AND_TIME to get real-time clock and date data, which DATE_AND_TIME returns by means of the argument Dtime.

```
INTEGER Dtime(8)
CALL DATE_AND_TIME (VALUES=Dtime)
PRINT *, Dtime(1)           ! print the year
```

Elemental and Nonelemental Subroutines

Intrinsic subroutines include both elemental and nonelemental subroutines. MVBITS is the only elemental subroutine. All other intrinsic subroutines are nonelemental.

MVBITS is elemental in that it allows arrays to be used as arguments in the same way that scalar arguments are specified. It has all scalar dummy arguments but permits conformable arrays to be passed as actual arguments. The effect is as if the scalar form of the subroutine were called for each corresponding element of the actual argument arrays supplied.

Intrinsic Functions

A function differs from a subroutine in that a function returns a value, and a function reference is part of an expression (not a complete statement). Each function returns its result as the function value. This value is used in the expression that references the function.

A function reference may occur wherever an expression is allowed. For instance, intrinsic functions may be used in the right-hand side of assignment statements, as arguments to procedures, in output lists, and elsewhere.

In the following segment of code, the SIN intrinsic function is evaluated, then its result is printed:

```
Ar = N*Pi/180      ! angle in radians
PRINT *, SIN(Ar)  ! print sine of angle
```

The statement below assigns the product of Y and the sine of X to the variable Sxy:

```
Sxy = SIN(X) * Y
```

Generic and Specific Intrinsic Function Names

There are two varieties of intrinsic function names: generic names and specific names. Each intrinsic function has either a generic name, one or more specific names, or both generic and specific names. If both a generic and specific name exist for an intrinsic function, either may be used to invoke it.

The “[Generic and Specific Intrinsic Summary](#)” section later in this chapter lists a summary of generic intrinsic functions and their corresponding specific routines (see [Table 1-3](#)).

When you reference a generic intrinsic name, the data type of the actual arguments determine which specific intrinsic is invoked. A reference to a specific intrinsic name requires the intrinsic’s actual arguments to be of a certain data type.

For instance, the generic intrinsic function ABS can accept arguments of any numeric type. However, a specific version of the intrinsic, DABS, can accept only double precision arguments.

An intrinsic name can be both generic and specific. For example, as shown in [Table 1-3](#), when the intrinsic procedure SIN is called with a double precision argument the specific function DSIN is invoked. When SIN is called with a REAL argument, however, the specific function SIN is invoked.

Using a generic name can, in general, simplify the referencing of intrinsic functions, because the generic name can be specified for multiple types of arguments.

Elemental Functions



NOTE. *Some command-line options specify different default data type sizes and can cause different or invalid intrinsic procedure references. For details see the section “Data type sizes and command-line options”.*

Elemental intrinsic functions allow arrays to be used as arguments in the same way that scalar arguments are specified.

An elemental function that is called with all scalar dummy arguments delivers a scalar result. Calling an elemental function with conformable array arguments, however, results in a conformable array result. The effect is as if a scalar form of the function were called for each corresponding element of the actual argument arrays supplied.

If both array and scalar arguments are specified to an elemental function, each scalar is treated as an array in which all elements have the scalar value. The “scalar array” is conformable with the array arguments.

The following segment of code illustrates how the elemental intrinsic function `ABS` can be called with both scalar arguments (such as `N`) and array arguments (such as `X`).

```
INTEGER N, Nabs
REAL X(5), Xabs(5)
N = -5
Nabs = ABS(N)
X = (/ -4.5, 5.2, -3.9, -1.1, 8.7 /)
Xabs = ABS(X)
```

After the calls to `ABS`, `Nabs` has the value 5, and the array `Xabs` has the value [4.5 5.2 3.9 1.1 8.7].

Inquiry Functions

Inquiry intrinsic functions return information based on their principal arguments’ properties (and not the arguments’ values).

The following statements illustrate how the `SIZE` inquiry function returns information about a property of the array `A`:

```
REAL A(3:9, 4:10)
INTEGER SizA
SizA = SIZE(A)
```

The `SIZE` intrinsic function returns either the extent of an array along one dimension or the total number of elements in the array. Because `SIZE` is an inquiry intrinsic function, only the array's properties, and not the values of the elements of the array, are considered.

Following the call to `SIZE`, the variable `SizA` has a value of 49; that is, the total number of elements in array `A` is 49.

Transformational Functions

Transformational intrinsic functions include all functions that are not elemental and are not inquiry functions.

In general, transformational functions require at least one array argument, and return either a scalar or array result based on actual arguments that cannot be evaluated elementally. Often, an array result will be of a different shape than the argument(s).

The following code segment makes use of the `ANY` and `ALL` transformational intrinsics.

```
INTEGER(4) A(5), B(5)
LOGICAL L1, L2
A = (/3, 5, 7, 9, 9/)
B = (/3, 4, 7, 8, 9/)
L1 = ANY(A .EQ. B)
L2 = ALL(A .EQ. B)
```

The `ANY` and `ALL` intrinsic functions determine whether any value or all values are `.TRUE.` along dimensions of a logical array.

In the above code, the actual argument passed to `ANY` and `ALL` is a five-element logical array. This array, which is the result of the expression `A .EQ. B`, has the value `[.TRUE., .FALSE., .TRUE., .FALSE., .TRUE.]`.

After the above statements are evaluated, the logical variable `L1` has the value `.TRUE.` (at least one element of `A` is equal to the corresponding element of `B`) and `L2` has the value `.FALSE.` (not all elements of `A` are equal to the corresponding elements of `B`).

INTRINSIC Attribute and Statement

Both the `INTRINSIC` attribute and the `INTRINSIC` statement specify that a name is a specific or generic name of an intrinsic procedure. The `INTRINSIC` and `EXTERNAL` attributes are mutually exclusive.

The `INTRINSIC` attribute and statement typically are used either to document procedures that are intrinsic or to pass intrinsic procedures as actual arguments.

Functions may be declared intrinsic either in an `INTRINSIC` statement or in a type declaration statement using the `INTRINSIC` attribute. Such a declaration may occur only once per name.

Intrinsic subroutine names can be declared intrinsic only by using the `INTRINSIC` statement. The `INTRINSIC` attribute cannot be applied to a subroutine because subroutine names cannot appear in type statements.

Documenting Intrinsic Procedures

The `INTRINSIC` attribute and statement can be used as documentation techniques to indicate that a name is that of an intrinsic procedure.

This can be useful to other people who will use your code, especially in code where you invoke nonstandard intrinsic procedures.

Intrinsic Procedures as Actual Arguments

Intrinsic procedures may be passed as actual arguments to subroutines and functions. Only the names of specific intrinsic procedures may be passed, and the compiler must know that the name being passed is that of an intrinsic.

When an intrinsic procedure is used as an actual argument and its name does not appear elsewhere in the same scoping unit, the intrinsic must be declared intrinsic. This can be done with the `INTRINSIC` attribute (for intrinsic functions) or the `INTRINSIC` statement (for subroutines and functions).

For example, if the statement

```
CALL My_Subroutine(QSIN)
```

appears in a program unit and no other occurrence of `QSIN` appears, the compiler assumes that `QSIN` is a variable and is not the specific name of the intrinsic function `SIN`. For this reason, `QSIN` must be declared intrinsic to ensure that the intrinsic function is passed.



NOTE. *Some intrinsic procedures can never be used as actual arguments.*

The following example code shows how the `SIN` and `COS` intrinsic functions can be passed to the user-written subroutine `My_Subroutine`.

```
PROGRAM Example
REAL(4), INTRINSIC :: SIN, COS
CALL My_Subroutine(SIN)
CALL My_Subroutine(COS)
END
SUBROUTINE My_Subroutine(TrigRtn)
REAL(4), EXTERNAL :: TrigRtn
REAL(4), PARAMETER :: Pi=3.1415926
INTEGER I
DO I=0, 360, 45
    ! Convert degrees to
    ! radians (I*Pi/180) and
    ! call the intrinsic routine
    ! passed as TrigRtn.
    WRITE(6, 100) I, " degrees ", TrigRtn(I*Pi/180)
END DO
```

```
100 FORMAT (I4, A9, F12.8)
END
```

Using the `INTRINSIC` attribute, both functions are declared intrinsic in a type declaration statement in the main program unit.

Similarly, in the subroutine, the `EXTERNAL` attribute specifies that the dummy argument `TrigRtn` is the name of a function, not the name of a data object.

Nonstandard Intrinsic Procedures

In addition to supporting all intrinsic procedures defined by the Fortran 95 Standard, except for `NULL`, Intel Fortran provides additional intrinsic procedures that are nonstandard. The nonstandard intrinsics, like the Standard intrinsics, are part of the Intel Fortran language and are not selected or unselected by command-line options.

For a list of nonstandard intrinsic routine names, see [Table 1-3](#). All intrinsic procedures, including all nonstandard procedures, are described in the section “[Intrinsic Procedure Specifications](#)”.

The nonstandard intrinsics are included to provide additional functionality not defined in the Standard, to provide compatibility with other Fortran 95 implementations, and to provide specific routines for data types beyond those in the Standard.



NOTE. *Using Intel-supplied nonstandard intrinsic procedures in your code may limit its portability. Other vendors' compilers may not support Intel-supplied nonstandard intrinsics.*

In Intel Fortran, nonstandard intrinsic procedures are supported in the same manner as Standard intrinsics; that is, the routines' generic property, types, and dummy argument attributes are known to the Intel compiler.

The `INTRINSIC` statement allows a non-Intel Fortran compiler, which may not support Intel nonstandard intrinsics, to immediately indicate if the marked procedures are not recognized as an intrinsic routine.

Data Representation Models

The Fortran 95 Standard specifies data representation models that suggest how data are represented in the computer and how computations are performed on the data. The computations performed by some Fortran 95 intrinsic functions are described in terms of these models.

There are three data representation models in Fortran 95:

- [The Bit Model](#)
- [The Integer Number System Model](#)
- [The Real Number System Model](#)

In a given implementation the model parameters are chosen to match the implementation as closely as possible. However, an exact match is not required and the model does not impose any particular arithmetic on the implementation.

Data Representation Model Ininsics

Several intrinsic functions provide information about the three data representation models. These intrinsic are listed in Table 1-1.

Table 1-1 Intrinsic Functions Related to Data Representation Models

Intrinsic function	Description
BIT_SIZE(I)	Number of bits in an integer of the kind of I (I is an object, not a kind number)
DIGITS(X)	Base digits of precision in integer or real model for X
EPSILON(X)	Small value compared to 1 in real model for X
EXPONENT(X)	Real model exponent value for X
FRACTION(X)	Real model fraction value for X
HUGE(X)	Largest model number in integer or real model for X
MAXEXPONENT(X)	Maximum exponent value in real model for X
MINEXPONENT(X)	Minimum exponent value in real model for X

continued

Table 1-1 **Intrinsic Functions Related to Data Representation Models**
(continued)

Intrinsic function	Description
<u>NEAREST(X, S)</u>	Nearest processor real value
<u>PRECISION(X)</u>	Decimal precision in real model for x
<u>RADIX(X)</u>	Base (radix) in integer or real model for x
<u>RANGE(X)</u>	Decimal exponent range in integer or real model for x
<u>RRSPACING(X)</u>	1/(relative spacing near x)
<u>SCALE(X, I)</u>	x with real model exponent changed by I
<u>SET EXPONENT(X, I)</u>	Set the real model exponent of x to I
<u>SPACING(X)</u>	Absolute spacing near x
<u>TINY(X)</u>	Smallest number in real model for x
<u>DIGITS(X)</u>	Base digits of precision in integer or real model for x

The Bit Model

The bit model interprets a nonnegative scalar data object a of type integer as a sequence of binary digits (bits), based upon the model

$$a = \sum_{k=0}^{n-1} b_k 2^k$$

where n is the number of bits, given by the intrinsic function `BIT_SIZE` and each b_k has a bit value of 0 or 1. The bits are numbered from right to left beginning with 0.

The Integer Number System Model

The integer number system is modeled by

$$i = s \sum_{k=0}^{q-1} d_k r^k$$

where

i	is the integer value
s	is the sign (+1 or -1)
r	is the radix given by the intrinsic function <code>RADIX</code> (always 2 for Intel® systems)
q	is the number of digits (integer greater than 0), given by the intrinsic function <code>DIGITS</code>
d_k	is the k th digit and is an integer $0 \leq d_k < r$. The digits are numbered left to right, beginning with 1.

The Real Number System Model

The real number system is modeled by

$$x = s b^e \sum_{k=1}^p f_k b^{-k}$$

where

x	is the real value
s	is the sign (+1 or -1)
b	is the base (real radix) and is an integer greater than 1, given by the intrinsic function <code>RADIX</code> (always 2 for Intel systems)
e	is an integer between some minimum value (<i>lmin</i>) and maximum value (<i>lmax</i>), given by the intrinsic functions <code>MINEXPONENT</code> and <code>MAXEXPONENT</code>
p	is the number of mantissa digits and is an integer greater than 1, given by the intrinsic function <code>DIGITS</code>
f_k	is the k th digit and is an integer $0 \leq f_k < b$, but f_1 may be zero only if all the f_k are zero. The digits are numbered left to right, beginning with 1.

Functional Categories of Intrinsic Procedures

A listing of intrinsic procedures, ordered alphabetically by category, appears in Table 1-2. More complete information on the individual intrinsic procedures is provided in the section “[Intrinsic Procedure Specifications](#)”.

Table 1-2 Intrinsic Procedures by Category

Category	Intrinsic Routines
Array construction	MERGE, PACK, SPREAD, UNPACK
Array inquiry	ALLOCATED, LBOUND, SHAPE, SIZE, UBOUND
Array location	MAXLOC, MINLOC
Array manipulation	CSHIFT, EOSHIFT, TRANSPOSE
Array reduction	ALL, ANY, COUNT, MAXVAL, MINVAL, PRODUCT, SUM
Array reshape	RESHAPE
Bit inquiry	BIT_SIZE
Bit manipulation	BTEST, IAND, IBCLR, IBITS, IBSET, IEOR, IOR, ISHFT, ISHFTC, MVBITS, NOT
Character computation	ACHAR, ADJUSTL, ADJUSTR, CHAR, IACHAR, ICHAR, INDEX, LEN_TRIM, LGE, LGT, LLE, LLT, REPEAT, SCAN, TRIM, VERIFY
Character inquiry	LEN
Floating-point manipulation	EXPONENT, FRACTION, NEAREST, RRSPACING, SCALE, SET_EXPONENT, SPACING
Kind	KIND, SELECT_INT_KIND, SELECTED_REAL_KIND
Logical	LOGICAL
Mathematical computation	ACOS, ASIN, ATAN, ATAN2, COS, COSH, EXP, LOG, LOG10, SIN, SINH, SQRT, TAN, TANH
Matrix multiply	MATMUL
Nonstandard intrinsic procedures	ACOSD, ACOSH, AND, ASIND, ASINH, ATAN2D, ATAND, ATANH, BADDRESS, COSD, DCMPLEX, DFLOAT, DNUM, DREAL, HFIX, IACHAR, IADDR, IDIM, IJINT, IMAG, INT1, INT2, INT4, INT8, INUM, ISIGN, ISNAN, IXOR, JNUM, LOC, LSHFT, LSHIFT, MCLOCK, OR, QNUM, QPROD, RNUM, RSHFT, RSHIFT, SIND, TAND, XOR

continued

Table 1-2 Intrinsic Procedures by Category (continued)

Category	Intrinsic Routines
Numeric computation	ABS, AIMAG, AINT, ANINT, CEILING, CMPLX, CONJG, DBLE, DIM, DPROD, FLOOR, INT, MAX, MIN, MOD, MODULO, NINT, REAL, SIGN
Numeric inquiry	DIGITS, EPSILON, HUGE, MAXEXPONENTS, MINEXPONENTS, PRECISION, RADIX, RANGE, TINY
Pointer inquiry	ASSOCIATED
Prefetching	MM_PREFETCH
Presence inquiry	PRESENT
Pseudorandom number	RANDOM_NUMBER, RANDOM_SEED
Time	DATE_AND_TIME, SYSTEM_CLOCK
Transfer	TRANSFER
Vector multiply	DOT_PRODUCT

Generic and Specific Intrinsic Summary

As mentioned earlier in the section “[Generic and Specific Intrinsic Function Names](#),” each intrinsic procedure may have a generic name, one or more specific names, or both generic and specific names. All standard and nonstandard generic and specific intrinsic procedures supported by Intel Fortran are summarized in [Table 1-3](#).

Summary of Generic and Specific Intrinsic Names

[Table 1-3](#) lists a summary of generic and specific intrinsic procedures. The table's listing is alphabetically ordered.

The class information indicates whether an intrinsic is an extension to the Fortran 95 Standard ("nonstandard"). These procedures provide nonstandard behavior. Functions whose names and descriptions appear in this color are also extensions to the Fortran 95 standard.

The class information also indicates which intrinsic procedures are subroutines, which are functions, and whether they are specific or generic. When a number appears in parentheses after a type, such as `INTEGER`, the number represents the `KIND` value.

Table 1-3 Generic and Specific Intrinsic Procedures

Intrinsic Procedure	Description
ABS	<p>Absolute value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ABS(A) INTEGER(1) function BABS(A) INTEGER(1) ::A INTEGER(2) function HABS(A) INTEGER(2) ::A INTEGER function IABS(A) INTEGER ::A INTEGER(8) function ABS(A) INTEGER(8) ::A REAL function ABS(A) REAL ::A DOUBLE PRECISION function DABS(A) DOUBLE PRECISION ::A REAL function CABS(A) COMPLEX ::A DOUBLE PRECISION function CDABS(A) DOUBLE COMPLEX ::A DOUBLE PRECISION function ZABS(A) DOUBLE COMPLEX ::A REAL(16) function QABS(X) REAL(16) :: X COMPLEX(16) function CQABS(X) COMPLEX(16) ::X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ACHAR	<p>Return character corresponding to ASCII value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ACHAR(I) CHARACTER function ACHAR(I) INTEGER(1) :: I CHARACTER function ACHAR(I) INTEGER(2) :: I CHARACTER function ACHAR(I) INTEGER(4) :: I CHARACTER function ACHAR(I) INTEGER(8) :: I end </pre>
ACOS	<p>Arc cosine function in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ACOS(X) REAL function ACOS(X) REAL :: X DOUBLE PRECISION function DACOS(X) DOUBLE PRECISION :: X REAL(16) function QACOS(X) QACOS(X) REAL(16) X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ACOSD	<p data-bbox="769 267 1089 290">Arccosine function in degrees.</p> <p data-bbox="769 304 1265 327">Class. generic elemental nonstandard function</p> <p data-bbox="769 341 883 364">Summary.</p> <pre data-bbox="769 378 1406 766"> generic ACOSD(X) REAL function ACOSD(X) REAL(4) ::X DOUBLE PRECISION function DACOSD(X) DOUBLE PRECISION ::X REAL(16) function QACOSD(X) QACOSD(X) REAL(16) X end </pre>
ACOSH	<p data-bbox="769 786 1109 809">Hyperbolic arccosine of radians.</p> <p data-bbox="769 823 1265 846">Class. generic elemental nonstandard function</p> <p data-bbox="769 860 883 883">Summary.</p> <pre data-bbox="769 897 1406 1254"> generic ACOSH(X) REAL function ACOSH(X) REAL(4) ::X DOUBLE PRECISION function DACOSH(X) DOUBLE PRECISION ::X REAL(16) function QACOSH(X) QACOSH(X) REAL(16) ::X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ADJUSTL	<p>Adjust string to left, removing leading blanks.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic ADJUSTL (STRING) CHARACTER function ADJUSTL (STRING) CHARACTER ::STRING end</pre>
ADJUSTR	<p>Adjust string to right, removing trailing blanks.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic ADJUSTR (STRING) CHARACTER function ADJUSTR (STRING) CHARACTER ::STRING end</pre>
AIMAG	<p>Imaginary part of a complex number.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic AIMAG (Z) REAL function AIMAG (Z) COMPLEX ::Z DOUBLE PRECISION function DIMAG (Z) DOUBLE COMPLEX ::Z QIMAG (Z) COMPLEX*32 ::Z end</pre>
AIMAX0	see “MAX(A1, A2, A3, …)”
AIMIN0	see “MIN(A1, A2, A3, …)”

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
AINT	<p>Truncation to a whole number.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic AINT(A,KIND) REAL(4) function AINT(A,KIND) REAL(4) ::A INTEGER,OPTIONAL ::KIND REAL(8) function DINT(A) REAL (8)::A REAL(16) function QINT(A) REAL(16) ::A end </pre>
AJMAX0	see “MAX(A1, A2, A3, ...)”
AJMIN0	see “MIN(A1, A2, A3, ...)”
AKMAX0	see “MAX(A1, A2, A3, ...)”
AKMIN0	see “MIN(A1, A2, A3, ...)”

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ALL	<p>Determine whether all values are <code>.TRUE.</code> in MASK along dimension DIM.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic ALL(MASK,DIM) ! MASK must be array-valued, DIM must be scalar LOGICAL(1) function ALL(MASK,DIM) LOGICAL(1) :: MASK INTEGER,OPTIONAL::DIM LOGICAL(2) function ALL(MASK,DIM) LOGICAL(2) :: MASK INTEGER,OPTIONAL::DIM LOGICAL(4) function ALL(MASK,DIM) LOGICAL(4) :: MASK INTEGER,OPTIONAL::DIM LOGICAL(8) function ALL(MASK,DIM) LOGICAL(8) :: MASK INTEGER,OPTIONAL::DIM end </pre>
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ALLOCATED	Indicate whether an allocated array is currently allocated.
	Class. generic inquiry function
	Summary.
	<pre> generic ALLOCATED (ARRAY) ! ARRAY must be an allocatable array LOGICAL function ALLOCATED (ARRAY) INTEGER (1) :: ARRAY LOGICAL function ALLOCATED (ARRAY) INTEGER (2) :: ARRAY LOGICAL function ALLOCATED (ARRAY) INTEGER (4) :: ARRAY LOGICAL function ALLOCATED (ARRAY) INTEGER (8) :: ARRAY LOGICAL function ALLOCATED (ARRAY) REAL (4) :: ARRAY LOGICAL function ALLOCATED (ARRAY) REAL (8) :: ARRAY LOGICAL function ALLOCATED (ARRAY) COMPLEX (4) :: ARRAY LOGICAL function ALLOCATED (ARRAY) COMPLEX (8) :: ARRAY LOGICAL function ALLOCATED (ARRAY) </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ALLOCATED - continued	LOGICAL(1) ::ARRAY LOGICAL function ALLOCATED(ARRAY) LOGICAL(2) ::ARRAY LOGICAL function ALLOCATED(ARRAY) LOGICAL(4) ::ARRAY LOGICAL function ALLOCATED(ARRAY) LOGICAL(8) ::ARRAY LOGICAL function ALLOCATED(ARRAY) CHARACTER ::ARRAY LOGICAL function ALLOCATED(ARRAY) <i>DERIVED_TYPE</i> ::ARRAY end
ALOG	see “LOG(X)”
ALOG10	see “LOG10(X)”
AMAX0	see “MAX(A1, A2, A3, ...)”
AMAX1	see “MAX(A1, A2, A3, ...)”
AMIN0	see “MIN(A1, A2, A3, ...)”
AMIN1	see “MIN(A1, A2, A3, ...)”
AMOD	see “MOD(A, P)”

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
AND	<p>Bitwise AND.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre>generic AND(I,J) INTEGER(1) function AND(I,J) INTEGER(1) ::I,J INTEGER(2) function AND(I,J) INTEGER(2) ::I,J INTEGER(4) function AND(I,J) INTEGER(4) ::I,J INTEGER(8) function AND(I,J) INTEGER(8) ::I,J end</pre>
ANINT	<p>Nearest whole number.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic ANINT(A,KIND) REAL(4) function ANINT(A,KIND) REAL(4) ::A INTEGER,OPTIONAL ::KIND REAL(8) function DNINT(A) REAL(8) ::A REAL(16) function QNINT(A,KIND) REAL(16) :: A end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ANY	<p>Determine whether any value is <code>.TRUE.</code> in MASK along dimension DIM.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic ANY(MASK,DIM) ! MASK must be array-valued, DIM ! must be scalar LOGICAL(1) function ANY(MASK,DIM) LOGICAL(1) :: MASK; INTEGER,OPTIONAL::DIM LOGICAL(2) function ANY(MASK,DIM) LOGICAL(2) :: MASK; INTEGER,OPTIONAL::DIM LOGICAL(4) function ANY(MASK,DIM) LOGICAL(4) :: MASK; INTEGER,OPTIONAL::DIM LOGICAL(8) function ANY(MASK,DIM) LOGICAL(8) :: MASK; INTEGER,OPTIONAL::DIM end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ASIN	<p>Arcsine function in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ASIN(X) REAL function ASIN(X) REAL ::X DASIN(X) DOUBLE PRECISION ::X QASIN(X) REAL(16) :: X end </pre>
ASIND	<p>Arcsine function in degrees.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic ASIND(X) REAL function ASIND(X) REAL ::X DOUBLE PRECISION function DASIND(X) DOUBLE PRECISION ::X QASIND(X) REAL(16) :: X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ASINH	<p>Hyperbolic arcsine of radians.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic ASINH(X) REAL function ASINH(X) REAL ::X REAL(8) function DASINH(X) REAL(8) ::X REAL(16) function QASINH(X) REAL(16) :: X end </pre>
ASSOCIATED	<p>Return association status of pointer or indicate if pointer is associated with a target.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic ASSOCIATED(POINTER,TARGET) ! POINTER must be a pointer. ! TARGET is optional. ! TARGET must be a pointer or ! target. ! TARGET may be of any type, ! including derived type. LOGICAL function ASSOCIATED(POINTER,TARGET) end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ATAN	<p>Arctangent function in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ATAN(X) REAL function ATAN(X) REAL ::X DOUBLE PRECISION function DATAN(X) DOUBLE PRECISION ::X REAL(16) function QATAN(X) REAL(16) :: X end </pre>
ATAN2	<p>Arctangent function in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ATAN2(Y,X) REAL function ATAN2(Y,X) REAL ::Y,X DOUBLE PRECISION function DATAN2(Y,X) DOUBLE PRECISION ::Y,X REAL(16) function QATAN2(Y,X) REAL(16) :: Y,X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ATAN2D	<p>Arctangent function in degrees.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre>generic ATAN2D(Y,X) REAL function ATAN2D(Y,X) REAL ::Y,X DOUBLE PRECISION function DATAN2D(Y,X) DOUBLE PRECISION ::Y,X REAL(16) function QATAN2D(Y,X) REAL(16) :: Y,X end</pre>
ATAND	<p>Arctangent function in degrees.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre>generic ATAN2D(Y,X) REAL function ATAN2D(Y,X) REAL ::Y,X DOUBLE PRECISION function DATAN2D(Y,X) DOUBLE PRECISION ::Y,X REAL(16) function QATAN2D(Y,X) REAL(16) :: Y,X end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ATANH	<p>Hyperbolic arctangent.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic ATANH(X) REAL function ATANH(X) REAL ::X DOUBLE PRECISION function DATANH(X) DOUBLE PRECISION ::X REAL(16) function QATANH(X) REAL(16) :: X end </pre>
BABS	see ABS
BADDRESS	<p>Return the address of the argument.</p> <p>Class. generic inquiry nonstandard function</p> <p>Summary.</p> <pre> INTEGER function BADDRESS(X) ! X may be of any type, including any derived type. end </pre>
BBCLR	see IBCLR
BBITS	see IBITS
BBSET	see IBSET
BBTEST	see BTEST
BDIM	see DIM
BIAND	see IAND
BIEOR	see Ieor
BIOR	see IOR
BITEST	see BTEST

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
BIT_SIZE	<p>Return the number of bits in an integer.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic BIT_SIZE(I) INTEGER(1) function BIT_SIZE(I) INTEGER(1) :: I INTEGER(2) function BIT_SIZE(I) INTEGER(2) :: I INTEGER(4) function BIT_SIZE(I) INTEGER(4) :: I INTEGER(8) function BIT_SIZE(I) INTEGER(8) :: I end </pre>
BIXOR	see IXOR
BJTEST	see BTEST
BKTEST	see BTEST
BMOD	see “MOD(A, P)”
BMVBITS	see MVBITS
BNOT	see NOT
BSHFT	see ISHFT
BSHFTC	see BSHFTC
BSIGN	see SIGN

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
BTEST	<p>Bit test of an integer value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic BTEST(I,POS) LOGICAL(1) function BBTEST(I,POS) INTEGER(1) :: I,POS LOGICAL(2) function BITEST(I,POS) INTEGER(2) :: I,POS LOGICAL(2) function HTEST(I,POS) INTEGER(2) :: I,POS LOGICAL(4) function BJTEST(I,POS) INTEGER(4) :: I,POS LOGICAL(8) function BKTEST(I,POS) INTEGER(8) :: I,POS end </pre>
CABS	see ABS
CCOS	see COS
CDABS	see ABS
CDCOS	see COS
CDEXP	see EXP
CDLOG	see “LOG(X)”
CDSIN	see SIN
CDSQRT	see SQRT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
CEILING	<p>Return next largest integer.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic CEILING(A) REAL(4) function CEILING(A) REAL(4) ::A REAL(8) function CEILING(A) REAL(8) ::A REAL(16) function CEILING(A) REAL(16) ::A end </pre>
CEXP	see EXP
CHAR	<p>Return integer corresponding to character value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic CHAR(I,KIND) INTEGER(1) function CHAR(I,KIND) INTEGER(1) ::I; INTEGER,OPTIONAL ::KIND INTEGER(2) function CHAR(I,KIND) INTEGER(2) ::I; INTEGER,OPTIONAL ::KIND INTEGER(4) function CHAR(I,KIND) INTEGER(4) ::I; INTEGER,OPTIONAL ::KIND INTEGER(8) function CHAR(I,KIND) INTEGER(8) ::I; INTEGER,OPTIONAL ::KIND end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
CLOG	see “LOG(X)”
CMPLX	<p>Convert to complex type.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic CMPLX(X,Y,KIND) COMPLEX function CMPLX(X,Y,KIND) INTEGER(1) ::X; INTEGER(1),OPTIONAL ::Y INTEGER,OPTIONAL ::KIND COMPLEX function CMPLX(X,Y,KIND) INTEGER(2) ::X; INTEGER(2),OPTIONAL ::Y INTEGER,OPTIONAL ::KIND COMPLEX function CMPLX(X,Y,KIND) INTEGER(4) ::X; INTEGER(4),OPTIONAL ::Y INTEGER,OPTIONAL ::KIND COMPLEX function CMPLX(X,Y,KIND) INTEGER(8) ::X; INTEGER(8),OPTIONAL ::Y INTEGER,OPTIONAL ::KIND COMPLEX function </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
CMPLX (continued)	<pre> CMPLX(X, Y, KIND) REAL(4) :: X; REAL(4), OPTIONAL :: Y INTEGER, OPTIONAL :: KIND COMPLEX function CMPLX(X, Y, KIND) REAL(8) :: X; REAL(4), OPTIONAL :: Y INTEGER, OPTIONAL :: KIND COMPLEX function CMPLX(X, KIND) COMPLEX(4) :: X; INTEGER, OPTIONAL :: KIND COMPLEX function CMPLX(X, KIND) COMPLEX(8) :: X; INTEGER, OPTIONAL :: KIND end </pre>
CONJG	<p>Conjugate of a complex number.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic CONJG(Z) COMPLEX function CONJG(Z) COMPLEX :: Z DOUBLE COMPLEX function DCONJG(Z) DOUBLE COMPLEX :: Z COMPLEX(16) function QCONJG(Z) COMPLEX(16) :: Z end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
COS	<p>Cosine function in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic COS(X) REAL function COS(X) REAL ::X REAL(8) function DCOS(X) DOUBLE PRECISION ::X COMPLEX function CCOS(X) COMPLEX ::X DOUBLE COMPLEX function CDCOS(X) DOUBLE COMPLEX ::X DOUBLE COMPLEX function ZCOS(X) DOUBLE COMPLEX ::X REAL(16) function QCOS(X) REAL(16) :: X COMPLEX(16) functon CQCOS(X) COMPLEX(16) :: X end </pre>
COSD	<p>Cosine function in degrees.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic COSD(X) REAL function COSD(X) REAL ::X DOUBLE PRECISION function DCOSD(X) DOUBLE PRECISION ::X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
COSH	Hyperbolic cosine function. Class. generic elemental function Summary. generic COSH(X) REAL function COSH(X) REAL ::X DOUBLE PRECISION function DCOSH(X) DOUBLE PRECISION ::X REAL(16) function QCOSH(X) REAL(16) :: X end

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
COUNT	<p>Count the number of .TRUE. elements of MASK along dimension DIM.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic COUNT(MASK,DIM) !MASK must be array-valued, DIM must be scalar INTEGER function COUNT(MASK,DIM) LOGICAL(1) :: MASK INTEGER,OPTIONAL::DIM INTEGER function COUNT(MASK,DIM) LOGICAL(2) :: MASK INTEGER,OPTIONAL::DIM INTEGER function COUNT(MASK,DIM) LOGICAL(4) :: MASK INTEGER,OPTIONAL::DIM INTEGER function COUNT(MASK,DIM) LOGICAL(8) :: MASK INTEGER,OPTIONAL::DIM end </pre>
CPU_TIME	<p>Returns current processor time. To get elapsed CPU_TIME, call the intrinsic twice, once to get the start time, and again to get a finish time, and then subtract start from finish.</p> <p>Class. generic subroutine</p> <p>Summary.</p> <pre> SUBROUTINE CPU_TIME(TIME) !TIME must be REAL scalar. Intel Fortran allows REAL(4), REAL(8), REAL(16) or DOUBLE-PRECISION </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
CSHIFT	<p data-bbox="529 265 886 290">Circular shift an array expression.</p> <p data-bbox="529 299 954 324">Class. generic transformational function</p> <p data-bbox="529 341 646 366">Summary.</p> <pre data-bbox="529 383 1166 1340"> generic CSHIFT(ARRAY,SHIFT,DIM) ! ARRAY must be array-valued, ! DIM must be scalar INTEGER(1) function CSHIFT(ARRAY,SHIFT,DIM) INTEGER(1) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM INTEGER(2) function CSHIFT(ARRAY,SHIFT,DIM) INTEGER(2) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM INTEGER(4) function CSHIFT(ARRAY,SHIFT,DIM) INTEGER(4) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM INTEGER(8) function CSHIFT(ARRAY,SHIFT,DIM) INTEGER(8) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM REAL(4) function CSHIFT(ARRAY,SHIFT,DIM) REAL(4) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
CSHIFT (continued)	<pre> REAL(8) function CSHIFT(ARRAY,SHIFT,DIM) REAL(8) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM LOGICAL(1) function CSHIFT(ARRAY,SHIFT,DIM) REAL(16) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM LOGICAL(1) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM LOGICAL(2) function CSHIFT(ARRAY,SHIFT,DIM) LOGICAL(2) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM LOGICAL(4) function CSHIFT(ARRAY,SHIFT,DIM) LOGICAL(4) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM LOGICAL(8) function CSHIFT(ARRAY,SHIFT,DIM) LOGICAL(8) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM COMPLEX(4) function CSHIFT(ARRAY,SHIFT,DIM) COMPLEX(4) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
CSHIFT (continued)	<p>COMPLEX(8) function CSHIFT(ARRAY,SHIFT,DIM) COMPLEX(8) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM</p> <p>COMPLEX(16) function CSHIFT(ARRAY,SHIFT,DIM) COMPLEX(16) ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM</p> <p>CHARACTER function CSHIFT(ARRAY,SHIFT,DIM) CHARACTER ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM</p> <p><i>DERIVED_TYPE</i> function CSHIFT(ARRAY,SHIFT,DIM) <i>DERIVED_TYPE</i> ::ARRAY; INTEGER :: SHIFT; INTEGER,OPTIONAL ::DIM</p> <p>end</p>
CSIN	see SIN
CSQRT	see SQRT
CTAN	see TAN
DABS	see ABS
DACOS	see ACOS
DACOSD	see ACOSD
DACOSH	see ACOSH
DASIN	see ASIN
DASIND	see ASIND
DASINH	see ASINH
DATAN	see ATAN

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DATAN2	see ATAN2
DATAN2D	see ATAN2D
DATAND	see ATAND
DATANH	see ATANH
DATE_AND_TIME	<p>Return current system date and time.</p> <p>Class. generic subroutine</p> <p>Summary. subroutine DATE_AND_TIME (DATE , TIME , ZONE , VALUES) CHARACTER , OPTIONAL :: DATE CHARACTER , OPTIONAL :: TIME CHARACTER , OPTIONAL :: ZONE CHARACTER , OPTIONAL :: VALUES</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DBLE	<p>Convert to double precision type.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic DBLE(A) DOUBLE PRECISION function DBLE(A) INTEGER(1) ::A DOUBLE PRECISION function DBLE(A) INTEGER(2) ::A DOUBLE PRECISION function DBLE(A) INTEGER(4) ::A DOUBLE PRECISION function DBLE(A) INTEGER(8) ::A DOUBLE PRECISION function DBLE(A) REAL(4) ::A DOUBLE PRECISION function DBLE(A) REAL(8) ::A DOUBLE PRECISION function DBLE(A) REAL(16) ::A DOUBLE PRECISION function DBLE(A) COMPLEX(4) ::A DOUBLE PRECISION function DBLE(A) COMPLEX(8) ::A </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DBLE (continued)	<pre>DOUBLE PRECISION function DBLE(A) COMPLEX(16) ::A end</pre>
DBLEQ	see DBLE

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DCMPLX	<p data-bbox="529 265 976 287">Convert to double precision complex type.</p> <p data-bbox="529 299 1024 320">Class. generic elemental nonstandard function</p> <p data-bbox="529 332 646 354">Summary.</p> <pre data-bbox="529 376 1203 1349"> generic DCMPLX(X,Y) COMPLEX(8) function DCMPLX(X,Y) INTEGER(1) ::X; INTEGER(1),OPTIONAL ::Y COMPLEX(8) function DCMPLX(X,Y) INTEGER(2) ::X; INTEGER(2),OPTIONAL ::Y COMPLEX(8) function DCMPLX(X,Y) INTEGER(4) ::X; INTEGER(4),OPTIONAL ::Y COMPLEX(8) function DCMPLX(X,Y) INTEGER(8) ::X; INTEGER(8),OPTIONAL ::Y COMPLEX(8) function DCMPLX(X,Y) REAL(4) ::X; REAL(4),OPTIONAL ::Y COMPLEX(8) function DCMPLX(X,Y) REAL(8) ::X; REAL(8),OPTIONAL ::Y COMPLEX(8) function DCMPLX(X,Y) REAL(16) ::X; REAL(16),OPTIONAL ::Y </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DCMPLX (continued)	<pre> COMPLEX(8) function DCMPLX(X) COMPLEX(4) ::X COMPLEX(8) function DCMPLX(X) COMPLEX(8) ::X end </pre>
DCONJG	see CONJG
DCOS	see COS
DCOSD	see COSD
DCOSH	see COSH
DDIM	see DIM
DDINT	see AINT
DEXP	see EXP
DFLOAT	<p>Convert to double precision type.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic DFLOAT(A) DOUBLE PRECISION function DFLOAT(A) INTEGER(1) ::A DOUBLE PRECISION function DFLOTI(A) INTEGER(2) ::A DOUBLE PRECISION function DFLOTJ(A) INTEGER(4) ::A DOUBLE PRECISION function DFLOTK(A) INTEGER(8) ::A end </pre>
DFLOTI	see DFLOAT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DFLOTJ	see DFLOAT
DFLOTK	see DFLOAT
DIGITS	<p>Return number of significant digits in the model.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic DIGITS(X) INTEGER function DIGITS(X) INTEGER(1) ::X INTEGER function DIGITS(X) INTEGER(2) ::X INTEGER function DIGITS(X) INTEGER(4) ::X INTEGER function DIGITS(X) INTEGER(8) ::X INTEGER function DIGITS(X) REAL(4) ::X INTEGER function DIGITS(X) REAL(8) ::X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DIM	<p>Positive difference.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic DIM(X,Y) INTEGER(1) function BDIM(X,Y) INTEGER(1) ::X,Y INTEGER(2) function HDIM(X,Y) INTEGER(2) ::X,Y INTEGER(4) function IDIM(X,Y) INTEGER(4) ::X,Y INTEGER(8) function KDIM(X,Y) INTEGER(8) ::X,Y REAL function DIM(X,Y) REAL ::X,Y DOUBLE PRECISION function DIM(X,Y) DOUBLE PRECISION ::X,Y end </pre>
DIMAG	see IMAG
DINT	see AINT
DLOG	see “LOG(X)”
DLOG10	see “LOG10(X)”
DMAX1	see “MAX(A1, A2, A3, ...)”
DMIN1	see “MIN(A1, A2, A3, ...)”
DMOD	see “MOD(A, P)”
DNINT	see ANINT

continued

Table 1-3 **Generic and Specific Intrinsic Procedures** (continued)

Intrinsic Procedure	Description
DNUM	<p>Convert to double precision.</p> <p>Class. specific elemental nonstandard function</p> <p>Summary.</p> <pre>DOUBLE PRECISION function DNUM(I) CHARACTER :: I</pre>
DOT_PRODUCT	<p>Dot product multiplication of numeric or logical vectors.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic DOT_PRODUCT(VECTOR_A, VECTOR_B)</pre> <p>Notes.</p> <p>VECTOR_A must be of numeric type (integer, real, complex) or of logical type. It must be array-valued and of rank one.</p> <p>VECTOR_B must be of numeric type if VECTOR_A is of numeric type or of logical type if VECTOR_A is of type logical. It must have the same shape as VECTOR_A.</p> <p>If the arguments are of numeric type:</p> <p>If VECTOR_A is of type integer or real, the result has value <code>SUM(VECTOR_A*VECTOR_B)</code>.</p> <p>If VECTOR_A is of type complex, the result has value <code>CONJG(VECTOR_A)*VECTOR_B</code>.</p> <p>If the arguments are of logical type the result has value <code>ANY(VECTOR_A .AND. VECTOR_B)</code>.</p>
DPROD	<p>Double precision real product.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic DPROD(X,Y) DOUBLE PRECISION function DPROD(X,Y) REAL :: X,Y end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DREAL	<p>Convert to double precision.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic DREAL(A) DOUBLE PRECISION function DREAL(A) INTEGER(1) ::A DOUBLE PRECISION function DREAL(A) INTEGER(2) ::A DOUBLE PRECISION function DREAL(A) INTEGER(4) ::A DOUBLE PRECISION function DREAL(A) INTEGER(8) ::A DOUBLE PRECISION function DREAL(A) REAL(4) ::A DOUBLE PRECISION function DREAL(A) REAL(8) ::A DOUBLE PRECISION function DREAL(A) REAL(16):: A DOUBLE PRECISION function DREAL(A) COMPLEX(4) ::A DOUBLE PRECISION function DREAL(A) COMPLEX(8) ::A DOUBLE PRECISION function DREAL(A) COMPLEX(16) :: A end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
DSIGN	see SIGN
DSIN	see SIN
DSIND	see SIND
DSINH	see SINH
DSQRT	see SQRT
DTAN	see TAN
DTAND	see TAND
DTANH	see TANH
EOSHIFT	<p>End off shift on an array expression.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic CSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) ! ARRAY must be array-valued ! SHIFT must be of type integer--see Notes below ! DIM must be a scalar integer ! BOUNDARY and DIM are optional INTEGER(1) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) INTEGER(1) ::ARRAY, BOUNDARY INTEGER(2) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) INTEGER(2) ::ARRAY, BOUNDARY INTEGER(4) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) INTEGER(4) ::ARRAY, BOUNDARY INTEGER(8) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) INTEGER(8) ::ARRAY, BOUNDARY </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
EOSHIFT (continued)	<pre> REAL(4) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) REAL(4) ::ARRAY, BOUNDARY REAL(8) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) REAL(8) ::ARRAY, BOUNDARY LOGICAL(1) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) LOGICAL(1) ::ARRAY, BOUNDARY LOGICAL(2) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) LOGICAL(2) ::ARRAY, BOUNDARY LOGICAL(4) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) LOGICAL(4) ::ARRAY, BOUNDARY LOGICAL(8) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
EOSHIFT (continued)	<pre> LOGICAL(8) ::ARRAY, BOUNDARY COMPLEX(4) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) COMPLEX(4) ::ARRAY, BOUNDARY COMPLEX(8) function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) COMPLEX(8) ::ARRAY, BOUNDARY CHARACTER function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) CHARACTER ::ARRAY, BOUNDARY DERIVED TYPE function EOSHIFT(ARRAY,SHIFT,BOUNDARY,DIM) <i>DERIVED_TYPE</i> ::ARRAY, BOUNDARY end </pre>
EPSILON	<p data-bbox="529 920 602 949">Notes.</p> <p data-bbox="529 959 1211 1043">SHIFT must be of type integer and must be scalar if ARRAY has rank one; otherwise see the section “EOSHIFT(ARRAY, SHIFT, BOUNDARY, DIM)” on page 192.</p> <p data-bbox="529 1055 1224 1110">Return positive number that is almost negligible compared to unity in the real number model.</p> <p data-bbox="529 1122 854 1150">Class. generic inquiry function</p> <p data-bbox="529 1162 646 1191">Summary.</p> <pre> generic EPSILON(X) REAL(4) function EPSILON(X) REAL(4) ::X REAL(8) function EPSILON(X) REAL(8) ::X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
EXP	<p>Exponential.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic EXP(X) REAL function EXP(X) REAL ::X DOUBLE PRECISION function DEXP(X) DOUBLE PRECISION ::X COMPLEX function CEXP(X) COMPLEX ::X DOUBLE COMPLEX function CDEXP(X) DOUBLE COMPLEX ::X DOUBLE COMPLEX function ZEXP(X) DOUBLE COMPLEX ::X end </pre>
EXPONENT	<p>Return the exponent part of the argument when represented as a model number.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic EXPONENT(X) INTEGER function EXPONENT(X) REAL(4) ::X INTEGER function EXPONENT(X) REAL(8) ::X end </pre>
FLOAT	see REAL
FLOATI	see REAL
FLOATJ	see REAL

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
FLOATK	see REAL
FLOOR	<p>Return the greatest integer less than or equal to the argument.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic FLOOR(A) REAL(4) function FLOOR(A) REAL(4) ::A REAL(8) function FLOOR(A) REAL(8) ::A REAL(16) function FLOOR(A) REAL(16)::A end </pre>
FRACTION	<p>Return the fractional part of the model representation of the argument value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic FRACTION(X) REAL function FRACTION(X) REAL ::X DOUBLE PRECISION function FRACTION(X) DOUBLE PRECISION ::X REAL(16) function FRACTION(X) REAL(16) X end </pre>
HABS	see ABS
HBCLR	see IBCLR
HBITS	see IBITS
HBSET	see IBSET
HDIM	see DIM

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
HFIX	Convert to <code>INTEGER(2)</code> type. Class. generic elemental nonstandard function Summary. <pre> generic HFIX(A) INTEGER(2) function HFIX(A) INTEGER(1) ::A INTEGER(2) function HFIX(A) INTEGER(2) ::A INTEGER(2) function HFIX(A) INTEGER(4) ::A INTEGER(2) function HFIX(A) INTEGER(8) ::A INTEGER(2) function IIDINT(A) DOUBLE PRECISION ::A INTEGER(2) function HFIX(A) COMPLEX(4) ::A INTEGER(2) function HFIX(A) COMPLEX(8) ::A end </pre>
HIAND	see IAND
HIEOR	see Ieor
HIOR	see IOR
HIXOR	see IXOR
HMOD	see “MOD(A, P)”
HMVBITS	see MVBITS
HNOT	see NOT
HSHFT	see ISHFT
HSHFTC	see ISHFTC
HSIGN	see SIGN
HTEST	see BTEST

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
HUGE	<p>Return the largest number in the model representing numbers.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre>generic HUGE(X) INTEGER(1) function HUGE(X) INTEGER(1) ::X INTEGER(2) function HUGE(X) INTEGER(2) ::X INTEGER(4) function HUGE(X) INTEGER(4) ::X INTEGER(8) function HUGE(X) INTEGER(8) ::X REAL(4) function HUGE(X) REAL(4) ::X REAL(8) function HUGE(X) REAL(8) ::X REAL(16) function HUGE(X) REAL(16) HUGE end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IABS	<p>Integer absolute value.</p> <p>Class. specific elemental function</p> <p>Summary.</p> <pre> generic IABS(A) INTEGER(1) function IABS(A) INTEGER(1) ::A INTEGER(2) function IIABS(A) INTEGER(2) ::A INTEGER(4) function JIABS(A) INTEGER(4) ::A INTEGER(8) function KIABS(A) INTEGER(8) ::A end </pre>
IACHAR	<p>Return the position of a character in the ASCII sequence</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic IACHAR(C) INTEGER function IACHAR(C) CHARACTER ::C end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IADDR	<p>Return the address of the argument.</p> <p>Class. specific inquiry nonstandard function</p> <p>Summary.</p> <pre>INTEGER function IADDR(X) ! X may be any one of the following: INTEGER(1) ::X INTEGER(2) ::X INTEGER(4) ::X INTEGER(8) ::X REAL(4) ::X REAL(8) ::X COMPLEX(4) ::X COMPLEX(8) ::X LOGICAL(1) ::X LOGICAL(2) ::X LOGICAL(4) ::X LOGICAL(8) ::X CHARACTER ::X DERIVED_TYPE :: X</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IAND	<p>Bitwise logical AND.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic IAND(I,J) INTEGER(1) function BIAND(I,J) INTEGER(1) ::I,J INTEGER(2) function HIAND(I,J) INTEGER(2) ::I,J INTEGER(2) function IIANI(I,J) INTEGER(2) ::I,J INTEGER(4) function JIAND(I,J) INTEGER(4) ::I,J INTEGER(8) function KIANI(I,J) INTEGER(8) ::I,J end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IBCLR	<p>Clear a bit to zero.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic IBCLR(I,POS) INTEGER(1) function BBCLR(I,POS) INTEGER(1) :: I,POS INTEGER(2) function HBCLR(I,POS) INTEGER(2) :: I,POS INTEGER(2) function IIBCLR(I,POS) INTEGER(2) :: I,POS INTEGER(4) function JIBCLR(I,POS) INTEGER(4) :: I,POS INTEGER(8) function KIBCLR(I,POS) INTEGER(8) :: I,POS end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IBITS	<p data-bbox="769 265 1049 288">Extract a sequence of bits.</p> <p data-bbox="769 304 1122 327">Class. generic elemental function</p> <p data-bbox="769 342 883 366">Summary.</p> <pre data-bbox="769 381 1412 972"> generic IBITS(I,POS,LEN) INTEGER(1) function BBITS(I,POS,LEN) INTEGER(1) :: I,POS,LEN INTEGER(2) function HBITS(I,POS,LEN) INTEGER(2) :: I,POS,LEN INTEGER(2) function IIBITS(I,POS,LEN) INTEGER(2) :: I,POS,LEN INTEGER(4) function JIBITS(I,POS,LEN) INTEGER(4) :: I,POS,LEN INTEGER(8) function KIBITS(I,POS,LEN) INTEGER(8) :: I,POS,LEN end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IBSET	<p>Set a bit to one.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic IBSET(I,POS) INTEGER(1) function BBSET(I,POS) INTEGER(1) :: I,POS INTEGER(2) function HBSET(I,POS) INTEGER(2) :: I,POS INTEGER(2) function IIBSET(I,POS) INTEGER(2) :: I,POS INTEGER(4) function JIBSET(I,POS) INTEGER(4) :: I,POS INTEGER(8) function KIBSET(I,POS) INTEGER(8) :: I,POS end </pre>
ICHAR	<p>Return ASCII value corresponding to character.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ICHAR(C) INTEGER function ICHAR(C) CHARACTER :: C end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IDIM	<p>Integer positive difference. Class. specific elemental nonstandard function Summary. generic function DIM(X,Y) INTEGER(1) function BDIM(X,Y) INTEGER(1) ::X,Y INTEGER(2) function IIDIM(X,Y) INTEGER(2) ::X,Y INTEGER(4) function JIDIM(X,Y) INTEGER(4) ::X,Y INTEGER(8) function KIDIM(X,Y) INTEGER(8) ::X,Y end</p>
IDINT	see INT8
IDNINT	see NINT
IEOR	<p>Bitwise exclusive OR. Class. generic elemental function Summary. generic IEOB(I,J) INTEGER(1) function BIEOB(I,J) INTEGER(1) ::I,J INTEGER(2) function HIEOB(I,J) INTEGER(2) ::I,J INTEGER(2) function IIEOB(I,J) INTEGER(2) ::I,J INTEGER(4) function JIEOB(I,J) INTEGER(4) ::I,J INTEGER(8) function KIEOB(I,J) INTEGER(8) ::I,J end</p>

continued

Table 1-3 **Generic and Specific Intrinsic Procedures** (continued)

Intrinsic Procedure	Description
IFIX	see INT
IIABS	see IABS
IIAND	see IAND
IIBCLR	see IBCLR
IIBITS	see IBITS
IIBSET	see IBSET
IIDIM	see IDIM
IIDINT	see IDINT
IIDNNT	see NINT
IIEOR	see IEOR
IIFIX	see INT
IINT	see INT
IIOR	see IOR
IIQINT	see IQINT
IIQNNT	see NINT
IISHFT	see ISHFT
IISHFTC	see ISHFTC
IISIGN	see SIGN
IIXOR	see IXOR
IJINT	Convert to INTEGER(2). Class. specific elemental nonstandard function Summary. INTEGER(2) function IJINT(A) INTEGER(4) ::A

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IMAG	<p>Imaginary part of a complex number.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre>generic IMAG(Z) REAL function IMAG(Z) COMPLEX :: Z DOUBLE PRECISION function DIMAG(Z) DOUBLE COMPLEX :: Z end</pre>
IMAX0	see “MAX(A1, A2, A3, ...)”
IMAX1	see “MAX(A1, A2, A3, ...)”
IMIN0	see “MIN(A1, A2, A3, ...)”
IMIN1	see “MIN(A1, A2, A3, ...)”
IMOD	see “MOD(A, P)”
INDEX	<p>Return the starting position of a substring within a string.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic INDEX(STRING, SUBSTRING, BACK) INTEGER function INDEX(STRING, SUBSTRING, BACK) CHARACTER :: STRING CHARACTER :: SUBSTRING LOGICAL, OPTIONAL :: BACK end</pre>
ININT	see NINT
INOT	see NOT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INT	<p>Convert to integer type.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic INT(A,KIND) INTEGER(2) function IINT(A) REAL(4) ::A INTEGER function INT(A, KIND) INTEGER(1) ::A; INTEGER,OPTIONAL ::KIND INTEGER function INT(A, KIND) INTEGER(2) ::A INTEGER,OPTIONAL ::KIND INTEGER(4) function IFIX(A) REAL ::A INTEGER(8) function KIFIX(A) REAL(4) ::A INTEGER(8) function KINT(A) REAL(4) ::A INTEGER(4) function JIFIX(A) REAL(4) ::A INTEGER(4) function JINT(A) REAL(4) ::A INTEGER(4) function IDINT(A) DOUBLE PRECISION ::A INTEGER(4) function JIDINT(A) DOUBLE PRECISION ::A INTEGER(2) function IIQINT(A) REAL(16) :: A INTEGER function INT(A, KIND) COMPLEX(4) ::A </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INT (continued)	<pre>INTEGER,OPTIONAL ::KIND INTEGER function INT(A, KIND) COMPLEX(8) ::A INTEGER,OPTIONAL ::KIND INTEGER function INT(A,KIND) COMPLEX(16) :: A INTEGER,OPTIONAL ::KIND end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INT1	<p data-bbox="527 265 857 288">Convert to <code>INTEGER(1)</code> type.</p> <p data-bbox="527 299 1026 322">Class. generic elemental nonstandard function</p> <p data-bbox="527 336 646 359">Summary.</p> <pre data-bbox="527 376 1229 1476"> generic INT1(A) INTEGER(1) function INT1(A) INTEGER(1) ::A INTEGER(1) function INT1(A) INTEGER(2) ::A INTEGER(1) function INT1(A) INTEGER(4) ::A INTEGER(1) function INT1(A) INTEGER(8) ::A INTEGER(1) function INT1(A) REAL(4) ::A INTEGER(1) function INT1(A) REAL(8) ::A INTEGER(1) function INT1(A) REAL(16) :: A INTEGER(1) function INT1(A) COMPLEX(4) ::A INTEGER(1) function INT1(A) COMPLEX(8) ::A INTEGER(1) function INT1(A) COMPLEX(16) :: A INTEGER(1) function INT1(A) LOGICAL(1) ::A INTEGER(1) function INT1(A) LOGICAL(2) ::A INTEGER(1) function INT1(A) LOGICAL(4) ::A INTEGER(1) function INT1(A) LOGICAL(8) ::A end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INT2	<p data-bbox="769 267 1094 290">Convert to <code>INTEGER(2)</code> type.</p> <p data-bbox="769 304 1263 327">Class. generic elemental nonstandard function</p> <p data-bbox="769 341 883 364">Summary.</p> <pre data-bbox="769 378 1406 1328"> generic INT2(A) INTEGER(2) function INT2(A) INTEGER(1) ::A INTEGER(2) function INT2(A) INTEGER(2) ::A INTEGER(2) function INT2(A) INTEGER(4) ::A INTEGER(2) function INT2(A) INTEGER(8) ::A INTEGER(2) function INT2(A) REAL(4) ::A INTEGER(2) function INT2(A) REAL(8) ::A INTEGER(2) function INT2(A) COMPLEX(4) ::A INTEGER(2) function INT2(A) COMPLEX(8) ::A INTEGER(2) function INT2(A) LOGICAL(1) ::A INTEGER(2) function INT2(A) LOGICAL(2) ::A INTEGER(2) function INT2(A) LOGICAL(4) ::A INTEGER(2) function INT2(A) LOGICAL(8) ::A end </pre>
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INT4	<p>Convert to INTEGER(4) type.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic INT4(A) INTEGER(4) function INT4(A) INTEGER(1) ::A INTEGER(4) function INT4(A) INTEGER(2) ::A INTEGER(4) function INT4(A) INTEGER(4) ::A INTEGER(4) function INT4(A) INTEGER(8) ::A INTEGER(4) function INT4(A) REAL(4) ::A INTEGER(4) function INT4(A) REAL(8) ::A INTEGER(4) function INT4(A) REAL(16) :: A INTEGER(4) function INT4(A) COMPLEX(4) ::A INTEGER(4) function INT4(A) COMPLEX(8) ::A INTEGER(4) function INT4(A) COMPLEX(16) :: A end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INT8	<p data-bbox="769 267 1094 290">Convert to <code>INTEGER(8)</code> type.</p> <p data-bbox="769 304 1263 327">Class. generic elemental nonstandard function</p> <p data-bbox="769 341 883 364">Summary.</p> <pre data-bbox="769 378 1438 1328"> generic INT8(A) INTEGER(8) function INT8(A) INTEGER(1) ::A INTEGER(8) function INT8(A) INTEGER(2) ::A INTEGER(8) function INT8(A) INTEGER(4) ::A INTEGER(8) function INT8(A) INTEGER(8) ::A INTEGER(8) function INT8(A) REAL(4) ::A INTEGER(8) function INT8(A) REAL(8) ::A INTEGER(8) function INT8(A) REAL(16) ::A INTEGER(8) function INT8(A) COMPLEX(4) ::A INTEGER(8) function INT8(A) COMPLEX(8) ::A INTEGER(8) function KIDINT(A) DOUBLE PRECISION ::A INTEGER(8) function INT8(A) COMPLEX(16) :: A INTEGER(8) function KIDINT(A) DOUBLE PRECISION ::A end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
INUM	Convert character to INTEGER(2) type. Class. specific elemental nonstandard function Summary. INTEGER(2) function INUM(I) CHARACTER ::INOTE: The ASCII characters in the CHARACTER expression must be numeric characters, and the result must fit in an INTEGER(2) number.
IOR	Logical OR. Class. generic elemental function Summary. generic IOR(I,J) INTEGER(1) function BIOR(I,J) INTEGER(1) ::I,J INTEGER(2) function HIOR(I,J) INTEGER(2) ::I,J INTEGER(2) function IIOR(I,J) INTEGER(2) ::I,J INTEGER(4) function JIOR(I,J) INTEGER(4) ::I,J INTEGER(8) function KIOR(I,J) INTEGER(8) ::I,J end
IQNINT	see NINT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ISHFT	<p>Logical shift.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic ISHFT(I,SHIFT) INTEGER(1) function BSHFT(I,SHIFT) INTEGER(1) ::I,SHIFT INTEGER(2) function HSHFT(I,SHIFT) INTEGER(2) ::I,SHIFT INTEGER(2) function IISHFT(I,SHIFT) INTEGER(2) ::I,SHIFT INTEGER(4) function JISHFT(I,SHIFT) INTEGER(4) ::I,SHIFT INTEGER(8) function KISHFT(I,SHIFT) INTEGER(8) ::I,SHIFT end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ISHFTC	<p data-bbox="529 265 885 290">Circular shift of the rightmost bits.</p> <p data-bbox="529 299 885 324">Class. generic elemental function</p> <p data-bbox="529 341 646 366">Summary.</p> <pre data-bbox="529 383 1153 1313"> generic ISHFTC(I,SHIFT,SIZE) INTEGER(1) function BSHFTC(I,SHIFT,SIZE) INTEGER(1) :: I,SHIFT INTEGER(1),OPTIONAL :: SIZE INTEGER(2) function HSHFTC(I,SHIFT,SIZE) INTEGER(2) :: I,SHIFT INTEGER(2),OPTIONAL :: SIZE INTEGER(2) function IISHFTC(I,SHIFT,SIZE) INTEGER(2) :: I,SHIFT INTEGER(2),OPTIONAL :: SIZE INTEGER(4) function JISHFTC(I,SHIFT,SIZE) INTEGER(4) :: I,SHIFT INTEGER(4),OPTIONAL :: SIZE INTEGER(8) function KISHFTC(I,SHIFT,SIZE) INTEGER(8) :: I,SHIFT INTEGER(8),OPTIONAL :: SIZE end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
ISIGN	<p>Absolute value of A times the sign of B. See also SIGN.</p> <p>Class. generic nonstandard function</p> <p>Summary.</p> <pre> generic ISIGN(A,B) INTEGER(1) function BSIGN(A,B) INTEGER(1) ::A,B INTEGER(2) function IISIGN(A,B) INTEGER(2) ::A,B INTEGER(4) function JISIGN(A,B) INTEGER(4) ::A,B INTEGER(8) function KISIGN(A,B) INTEGER(8) ::A,B end </pre>
ISNAN	<p>Determine if a value is NaN.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic ISNAN(X) LOGICAL function ISNAN(X) REAL(4) ::X LOGICAL function ISNAN(X) REAL(8) ::X LOGICAL function ISNAN(X) end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
IXOR	<p>Exclusive OR.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic IXOR(I,J) INTEGER(1) function BIXOR(I,J) INTEGER(1) ::I,J INTEGER(2) function HIXOR(I,J) INTEGER(2) ::I,J INTEGER(2) function IIXOR(I,J) INTEGER(2) ::I,J INTEGER(4) function JIXOR(I,J) INTEGER(4) ::I,J INTEGER(8) function IXOR(I,J) INTEGER(8) ::I,J end </pre>
JIABS	see IABS
JIAND	see IAND
JIBCLR	see IBCLR
JIBITS	see IBITS
JIBSET	see IBSET
JIDIM	see IDIM
JIDINT	see IDINT
JIDNNT	see NINT
JIEOR	see IEOR
JIFIX	see INT
JINT	see INT
JIOR	see IOR
JIQINT	see IQINT
JIQNNT	see NINT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
JISHFT	see ISHFT
JISHFTC	see ISHFTC
JISIGN	see SIGN
JIXOR	see IXOR
JMAX0	see “MAX(A1, A2, A3, ...)”
JMAX1	see “MAX(A1, A2, A3, ...)”
JMIN0	see “MIN(A1, A2, A3, ...)”
JMIN1	see “MIN(A1, A2, A3, ...)”
JMOD	see “MOD(A, P)”
JNINT	see NINT
JNOT	see NOT
JNUM	Convert character to integer type. Class. specific elemental nonstandard function Summary. INTEGER(4) function JNUM(I) CHARACTER :: I NOTE: The characters in the ASCII CHARACTER expression must be numeric, and the result must fit in an INTEGER(4) number.
KIABS	see IABS
KIAND	see IAND
KIBCLR	see IBCLR
KIBITS	see IBITS
KIBSET	see IBSET
KIDIM	see IDIM
KIDINT	see IDINT
KIDNNT	see NINT
KIEOR	see IEOR
KIFIX	see INT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
KIND	Return the kind type parameter of the argument. Class. generic inquiry function Summary. generic KIND(X) INTEGER function KIND(X) INTEGER(1) ::X INTEGER function KIND(X) INTEGER(2) ::X INTEGER function KIND(X) INTEGER(4) ::X INTEGER function KIND(X) INTEGER(8) ::X INTEGER function KIND(X) REAL(4) ::X INTEGER function KIND(X) REAL(8) ::X INTEGER function KIND(X) REAL(16)::X INTEGER function KIND(X) COMPLEX(4) ::X INTEGER function KIND(X) COMPLEX(8) ::X INTEGER function KIND(X) COMPLEX(16)::X INTEGER function KIND(X) LOGICAL(1) ::X INTEGER function KIND(X) LOGICAL(2) ::X INTEGER function KIND(X) LOGICAL(4) ::X INTEGER function KIND(X) LOGICAL(8) ::X end

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
KINT	see INT
KIOR	see IOR
KIQINT	see IQINT
KIQNNT	see NINT
KISHFT	see ISHFT
KISHFTC	see ISHFTC
KISIGN	see SIGN
KMAX0	see “MAX(A1, A2, A3, ...)”
KMAX1	see “MAX(A1, A2, A3, ...)”
KMIN0	see “MIN(A1, A2, A3, ...)”
KMIN1	see “MIN(A1, A2, A3, ...)”
KMOD	see “MOD(A, P)”
KNINT	see NINT
KNOT	see NOT

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LBOUND	<p data-bbox="529 265 878 287">Return lower bounds of an array.</p> <p data-bbox="529 299 854 320">Class. generic inquiry function</p> <p data-bbox="529 337 646 359">Summary.</p> <p data-bbox="529 376 927 398">generic LBOUND(ARRAY,DIM)</p> <p data-bbox="529 414 1170 467">!ARRAY must be array-valued, DIM must be scalar</p> <pre data-bbox="708 483 1105 1095"> INTEGER function LBOUND(ARRAY,DIM) LOGICAL(1) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) LOGICAL(2) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) LOGICAL(4) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) LOGICAL(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LBOUND (continued)	<pre> INTEGER(1) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) INTEGER(2) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) INTEGER(4) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) INTEGER(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) REAL(4) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) REAL(8) ::ARRAY; INTEGER,OPTIONAL ::DIM LBOUND(ARRAY,DIM) REAL(16) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) COMPLEX(4) ::ARRAY; INTEGER,OPTIONAL ::DIM </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LBOUND (continued)	<pre> INTEGER function LBOUND(ARRAY,DIM) COMPLEX(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY,DIM) COMPLEX(16) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY, DIM) CHARACTER ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function LBOUND(ARRAY, DIM) <i>DERIVED_TYPE</i> ::ARRAY; INTEGER, OPTIONAL ::DIM end </pre>
LEN	<p>Return the length of a character argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic LEN(String) INTEGER function LEN(String) CHARACTER ::String end </pre>
LEN_TRIM	<p>Length of a character string not including trailing blanks.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic LEN_TRIM(String) INTEGER function LEN_TRIM(String) CHARACTER ::String end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LGE	<p>Lexical greater than or equal to comparison for strings.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic LGE (STRING_A, STRING_B) LOGICAL function LGE (STRING_A, STRING_B) CHARACTER :: STRING_A, STRING_B end</pre>
LGT	<p>Lexical greater than comparison for strings.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic LGT (STRING_A, STRING_B) LOGICAL function LGT (STRING_A, STRING_B) CHARACTER :: STRING_A, STRING_B end</pre>
LLE	<p>Lexical less than or equal to comparison for strings.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic LLE (STRING_A, STRING_B) LOGICAL function LLE (STRING_A, STRING_B) CHARACTER :: STRING_A, STRING_B end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LLT	<p>Lexical less than comparison for strings.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre>generic LLT(STRING_A,STRING_B) LOGICAL function LLT(STRING_A,STRING_B) CHARACTER ::STRING_A,STRING_B end</pre>
LOC	<p>Return the address of the argument.</p> <p>Class. generic inquiry nonstandard function</p> <p>Summary.</p> <pre>INTEGER function LOC(X) ! X may be any one of the following: INTEGER(1) ::X INTEGER(2) ::X INTEGER(4) ::X INTEGER(8) ::X REAL(4) ::X REAL(8) ::X REAL(16) ::X COMPLEX(4) ::X COMPLEX(8) ::X COMPLEX(16) ::X LOGICAL(1) ::X LOGICAL(2) ::X LOGICAL(4) ::X LOGICAL(8) ::X</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LOC (continued)	<p>CHARACTER ::X DERIVED TYPE ::X</p> <p><i>Note: For Itanium™-based applications, the returned type of the LOC function is INTEGER*8.</i></p>
LOG	<p>Natural logarithm.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <p>generic LOG(X)</p> <p>REAL function ALOG(X) REAL ::X</p> <p>DOUBLE PRECISION function DLOG(X) DOUBLE PRECISION ::X</p> <p>REAL(16) function QLOG(X) REAL(16) :: X</p> <p>COMPLEX function CLOG(X) COMPLEX ::X</p> <p>DOUBLE COMPLEX function CDLOG(X) DOUBLE COMPLEX ::X</p> <p>DOUBLE COMPLEX function ZLOG(X) DOUBLE COMPLEX ::X</p> <p>COMPLEX(16) CQLOG(X) COMPLEX(16) :: X</p> <p>end</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LOG10	Common logarithm. Class. generic elemental function Summary. generic LOG10(X) REAL function ALOG10(X) REAL ::X DOUBLE PRECISION function DLOG10(X) DOUBLE PRECISION ::X REAL(16) function QLOG10(X) REAL(16) :: X end

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LOGICAL	<p>Convert to logical type.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic LOGICAL(L,KIND) LOGICAL(KIND) function LOGICAL(L,KIND) LOGICAL(1) ::L INTEGER,OPTIONAL ::KIND LOGICAL(KIND) function LOGICAL(L,KIND) LOGICAL(2) ::L INTEGER,OPTIONAL ::KIND LOGICAL(KIND) function LOGICAL(L,KIND) LOGICAL(4) ::L INTEGER,OPTIONAL ::KIND LOGICAL(KIND) function LOGICAL(L,KIND) LOGICAL(8) ::L INTEGER,OPTIONAL ::KIND LOGICAL function LOGICAL(L) LOGICAL(1) ::L LOGICAL function LOGICAL(L) LOGICAL(2) ::L LOGICAL function LOGICAL(L) LOGICAL(4) ::L LOGICAL function LOGICAL(L) LOGICAL(8) ::L end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LSHFT	<p>Left shift.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre>generic LSHFT(I,SHIFT) INTEGER(1) function LSHFT(I,SHIFT) INTEGER(1) ::I,SHIFT INTEGER(2) function LSHFT(I,SHIFT) INTEGER(2) ::I,SHIFT INTEGER(4) function LSHFT(I,SHIFT) INTEGER(4) ::I,SHIFT INTEGER(8) function LSHFT(I,SHIFT) INTEGER(8) ::I,SHIFT end</pre> <p>Note: SHIFT must be a positive integer expression of the same KIND as I.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
LSHIFT	<p>Left shift.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic LSHIFT(I,SHIFT) INTEGER(1) function LSHIFT(I,SHIFT) INTEGER(1) :: I,SHIFT INTEGER(2) function LSHIFT(I,SHIFT) INTEGER(2) :: I,SHIFT INTEGER(4) function LSHIFT(I,SHIFT) INTEGER(4) :: I,SHIFT INTEGER(8) function LSHIFT(I,SHIFT) INTEGER(8) :: I,SHIFT end </pre> <p>Note: SHIFT must be a positive integer expression of the same KIND as I.</p>
MATMUL	<p>Matrix multiply.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic MATMAL(MATRIX_A, MATRIX_B) </pre> <p>Notes.</p> <p>MATRIX_A must be of numeric type or of logical type and must be array-valued and of rank one or two.</p> <p>MATRIX_B must be of numeric type if MATRIX_A is of numeric type, or of logical type if MATRIX_A is of logical type. If MATRIX_A has rank one, MATRIX_B must have rank two; if MATRIX_A has rank two, MATRIX_B must have rank one.</p> <p>If the arguments are logical, the result is of type logical.</p> <p>If the arguments are of numeric type, the result has numeric type.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MAX	<p>Maximum value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic MAX(A1,A2,...) REAL function AIMAX0(A1,A2,...) INTEGER(2) ::A1,A2,... REAL function AJMAX0(A1,A2,...) INTEGER(4) ::A1,A2,... REAL function AKMAX0(A1,A2,...) INTEGER(8) ::A1,A2,... REAL function AMAX0(A1,A2,...) INTEGER ::A1,A2,... INTEGER(2) function IMAX1(A1,A2,...) REAL ::A1,A2,... INTEGER(4) function JMAX1(A1,A2,...) </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MAX (continued)	<pre> REAL ::A1,A2,... INTEGER function MAX1(A1,A2,...) REAL ::A1,A2,... INTEGER(8) function KMAX1(A1,A2,...) REAL ::A1,A2,... INTEGER(1) function MAX(A1,A2,...) INTEGER(1) ::A1,A2,... INTEGER(2) function IMAX0(A1,A2,...) INTEGER(2) ::A1,A2,... INTEGER(4) function JMAX0(A1,A2,...) INTEGER(4) ::A1,A2,... INTEGER function MAX0(A1,A2,...) INTEGER ::A1,A2, ... INTEGER(8) function KMAX0(A1,A2,...) INTEGER(8) ::A1,A2,... REAL function AMAX1(A1,A2,...) REAL ::A1,A2,... DOUBLE PRECISION function XMAX1(A1,A2,...) DOUBLE PRECISION ::A1,A2,... end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MAX0	see “MAX(A1, A2, A3, …)”
MAX1	see “MAX(A1, A2, A3, …)”
MAXEXPONENT	<p>Return the maximum exponent in the model representing numbers of the same type and kind type parameter as the argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic MAXEXPONENT(X) INTEGER function MAXEXPONENT(X) REAL(4) :: X INTEGER function MAXEXPONENT(X) REAL(8) :: X INTEGER function MAXEXPONENT(X) REAL(16) :: X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MAXLOC	<p>Return location of the first element of an array having the maximum value of elements identified by MASK.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic MAXLOC (ARRAY, MASK) ! ARRAY must be array-valued INTEGER function MAXLOC (ARRAY, MASK) INTEGER (1) :: ARRAY; LOGICAL, OPTIONAL :: MASK INTEGER function MAXLOC (ARRAY, MASK) INTEGER (2) :: ARRAY; LOGICAL, OPTIONAL :: MASK INTEGER function MAXLOC (ARRAY, MASK) INTEGER (4) :: ARRAY; LOGICAL, OPTIONAL :: MASK INTEGER function MAXLOC (ARRAY, MASK) INTEGER (8) :: ARRAY; LOGICAL, OPTIONAL :: MASK INTEGER function MAXLOC (ARRAY, MASK) REAL (4) :: ARRAY; LOGICAL, OPTIONAL :: MASK INTEGER function MAXLOC (ARRAY, MASK) REAL (8) :: ARRAY; LOGICAL, OPTIONAL :: MASK INTEGER function </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MAXLOC (continued)	<pre> MAXLOC (ARRAY , MASK) REAL (16) :: ARRAY ; LOGICAL , OPTIONAL :: MASK INTEGER function MAXLOC (ARRAY , MASK) end </pre>
MAXVAL	<p>Maximum value of elements of array along dimension DIM that correspond to <code>.TRUE.</code> elements of MASK.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic MAXVAL (ARRAY , MASK , DIM) ! ARRAY must be array-valued INTEGER (1) function MAXVAL (ARRAY , DIM , MASK) INTEGER (1) :: ARRAY INTEGER , OPTIONAL :: DIM LOGICAL , OPTIONAL :: MASK INTEGER (2) function MAXVAL (ARRAY , DIM , MASK) INTEGER (2) :: ARRAY INTEGER , OPTIONAL :: DIM LOGICAL , OPTIONAL :: MASK INTEGER (4) function MAXVAL (ARRAY , DIM , MASK) INTEGER (4) :: ARRAY INTEGER , OPTIONAL :: DIM LOGICAL , OPTIONAL :: MASK INTEGER (8) function </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MAXVAL (continued)	<pre> MAXVAL (ARRAY, DIM, MASK) INTEGER (8) :: ARRAY INTEGER, OPTIONAL :: DIM LOGICAL, OPTIONAL :: MASK REAL (4) function MAXVAL (ARRAY, DIM, MASK) REAL (4) :: ARRAY INTEGER, OPTIONAL :: DIM LOGICAL, OPTIONAL :: MASK REAL (8) function MAXVAL (ARRAY, DIM, MASK) REAL (8) :: ARRAY INTEGER, OPTIONAL :: DIM LOGICAL, OPTIONAL :: MASK REAL (16) function MAXVAL (ARRAY, DIM, MASK) REAL (16) :: ARRAY INTEGER, OPTIONAL :: DIM LOGICAL, OPTIONAL :: MASK end </pre>
MCLOCK	<p>Return time accounting for a program.</p> <p>Class. specific inquiry nonstandard function</p> <p>Summary.</p> <pre> INTEGER function MCLOCK() </pre>
MERGE	<p>Choose alternative value according to the value of a mask.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic MERGE (TSOURCE, FSOURCE, MASK) </pre> <p>TSOURCE may be of any type.</p> <p>FSOURCE must be of the same type as TSOURCE.</p> <p>MASK must be type logical.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MIN	<p>Minimum value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic MIN(A1,A2,...) REAL function AIMINO(A1,A2,...) INTEGER(2) :: A1,A2,... REAL function AJMINO(A1,A2,...) INTEGER(4) :: A1,A2,... REAL function AKMINO(A1,A2,...) INTEGER(8) :: A1,A2,... REAL function AMINO(A1,A2,...) INTEGER :: A1,A2,... INTEGER(2) function IMIN1(A1,A2,...) REAL :: A1,A2,... INTEGER(4) function JMIN1(A1,A2,...) REAL :: A1,A2,... INTEGER function MIN1(A1,A2,...) REAL :: A1,A2,... INTEGER(8) function KMIN1(A1,A2,...) REAL :: A1,A2,... INTEGER(1) function MIN(A1,A2,...) INTEGER(1) :: A1,A2,... INTEGER(2) function IMINO(A1,A2,...) </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MIN (continued)	<pre> INTEGER(2) :: A1,A2,... INTEGER(4) function JMIN0(A1,A2,...) INTEGER(4) :: A1,A2,... INTEGER function MIN0(A1,A2,...) INTEGER :: A1,A2,... INTEGER(8) function KMIN0(A1,A2,...) INTEGER(8) :: A1,A2,... REAL function AMIN1(A1,A2,...) REAL :: A1,A2,... DOUBLE PRECISION function DMIN1(A1,A2,...) DOUBLE PRECISION ::A1,A2,... REAL(16) function QMIN1(A1,A2,...) REAL(16) :: A1,A2,... end </pre>
MIN0	see “MIN(A1, A2, A3, ...)”
MIN1	see “MIN(A1, A2, A3, ...)”

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MINEXPONENT	<p>Return the minimum exponent in the model representing numbers of the same type and kind type parameter as the argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre>generic MINEXPONENT(X) INTEGER function MINEXPONENT(X) REAL(4) :: X INTEGER function MINEXPONENT(X) REAL(8) :: X function MINEXPONENT(X) REAL(16) :: X end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MINLOC	<p>Return location of the first element of an array having the minimum value of elements identified by MASK.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic MINLOC (ARRAY, MASK) ! ARRAY must be array-valued INTEGER function MINLOC (ARRAY, MASK) INTEGER (1) :: ARRAY LOGICAL, OPTIONAL :: MASK INTEGER function MINLOC (ARRAY, MASK) INTEGER (2) :: ARRAY LOGICAL, OPTIONAL :: MASK INTEGER function MINLOC (ARRAY, MASK) INTEGER (4) :: ARRAY LOGICAL, OPTIONAL :: MASK INTEGER function MINLOC (ARRAY, MASK) INTEGER (8) :: ARRAY LOGICAL, OPTIONAL :: MASK INTEGER function MINLOC (ARRAY, MASK) REAL (4) :: ARRAY LOGICAL, OPTIONAL :: MASK INTEGER function </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MINLOC (continued)	<pre> MINLOC (ARRAY, MASK) REAL (8) :: ARRAY LOGICAL, OPTIONAL :: MASK INTEGER function MINLOC (ARRAY, MASK) REAL (16) :: ARRAY LOGICAL, OPTIONAL :: MASK </pre>
MINVAL	<p>Minimum value of elements of array along dimension DIM that correspond to <code>.TRUE.</code> elements of MASK.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic MINVAL (ARRAY, MASK, DIM) ! ARRAY must be array-valued INTEGER (1) function MINVAL (ARRAY, DIM, MASK) INTEGER (1) :: ARRAY INTEGER, OPTIONAL :: DIM; LOGICAL, OPTIONAL :: MASK INTEGER (2) function MINVAL (ARRAY, DIM, MASK) INTEGER (2) :: ARRAY INTEGER, OPTIONAL :: DIM; LOGICAL, OPTIONAL :: MASK INTEGER (4) function MINVAL (ARRAY, DIM, MASK) INTEGER (4) :: ARRAY INTEGER, OPTIONAL :: DIM; LOGICAL, OPTIONAL :: MASK INTEGER (8) function MINVAL (ARRAY, DIM, MASK) INTEGER (8) :: ARRAY </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MINVAL - (continued)	<pre> INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK REAL(4) function MINVAL (ARRAY,DIM,MASK) REAL(4) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK REAL(8) function MINVAL (ARRAY,DIM,MASK) REAL(8) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK REAL(16) function MINVAL (ARRAY,DIM,MASK) REAL(16) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK </pre>
	end
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MOD	<p>Remainder function.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic MOD(A,P) INTEGER(1) function BMOD(A,P) INTEGER(1) ::A,P LOGICAL(1) function BMOD(A,P) LOGICAL(1) ::A,P INTEGER(2) function HMOD(A,P) INTEGER(2) ::A,P INTEGER(2) function IMOD(A,P) INTEGER(2) ::A,P INTEGER(4) function JMOD(A,P) INTEGER(4) ::A,P INTEGER(8) function KMOD(A,P) INTEGER(8) ::A,P REAL function AMOD(A,P) REAL ::A,P DOUBLE PRECISION function DMOD(A,P) DOUBLE PRECISION ::A,P REAL(16) function QMOD(A,P) REAL(16) :: A,P end </pre>
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MODULO	<p>Modulo function.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic MODULO(A,P) INTEGER(1) function MODULO(A,P) INTEGER(1) ::A,P INTEGER(2) function MODULO(A,P) INTEGER(2) ::A,P INTEGER(4) function MODULO(A,P) INTEGER(4) ::A,P INTEGER(8) function MODULO(A,P) INTEGER(8) ::A,P REAL(4) function MODULO(A,P) REAL(4) ::A,P REAL(8) function MODULO(A,P) REAL(8) ::A,P end </pre>
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MVBITS	<p data-bbox="529 265 1130 290">Copy a sequence of bits from one data object to another.</p> <p data-bbox="529 299 914 324">Class. generic elemental subroutine</p> <p data-bbox="529 337 646 362">Summary.</p> <pre data-bbox="529 376 1219 1266"> generic MVBITS (FROM, FROMPOS, LEN, TO, TOPOS) subroutine BMVBITS (FROM, FROMPOS, LEN, TO, TOPOS) INTEGER(1) :: FROM, TO INTEGER :: FROMPOS, TOPOS, LEN subroutine HMBITS (FROM, FROMPOS, LEN, TO, TOPOS) INTEGER(2) :: FROM, TO INTEGER :: FROMPOS, TOPOS, LEN subroutine MVBITS (FROM, FROMPOS, LEN, TO, TOPOS) INTEGER(4) :: FROM, TO INTEGER :: FROMPOS, TOPOS, LEN subroutine MVBITS (FROM, FROMPOS, LEN, TO, TOPOS) INTEGER(8) :: FROM, TO INTEGER :: FROMPOS, TOPOS, LEN end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
NEAREST	<p>Return the nearest different machine representable number in a given direction.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic NEAREST(X,S) REAL(4) function NEAREST(X,S) REAL(4) ::X,S REAL(8) function NEAREST(X,S) REAL(8) ::X,S REAL(16) function NEAREST(X,S) REAL(16) :: X,S end </pre>
NINT	<p>Nearest integer.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic NINT(A,KIND) INTEGER(KIND) function NINT(A,KIND) REAL(4) ::A; INTEGER,OPTIONAL::KIND INTEGER(KIND) function NINT(A,KIND) REAL(8) ::A; </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
NINT (continued)	<p>Nearest integer.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> INTEGER,OPTIONAL::KIND INTEGER function IDNINT(A) DOUBLE PRECISION::A INTEGER(2) function ININT(A) REAL(4) A INTEGER(4) function NINT(A) REAL ::A INTEGER(2) function IIDNNT(A) DOUBLE PRECISION::A INTEGER(2) function IIQNNT(A) REAL(16) :: A INTEGER(4) function JNINT(A) REAL ::A INTEGER(4) function JIDNNT(A) DOUBLE PRECISION::A INTEGER(4) function IQNINT(A) REAL(16) :: A INTEGER(8) function KNINT(A) REAL ::A INTEGER(8) function KIDNNT(A) DOUBLE PRECISION::A INTEGER(8) function KIQNNT(A) REAL(16) A end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
NOT	Bitwise complement. Class. generic elemental function Summary. generic NOT(I) <pre> INTEGER(1) function BNOT(I) INTEGER(1) :: I INTEGER(2) function HNOT(I) INTEGER(2) :: I INTEGER(2) function INOT(I) INTEGER(2) :: I INTEGER(4) function JNOT(I) INTEGER(4) :: I INTEGER(8) function KNOT(I) INTEGER(8) :: I end </pre>
OR	Bitwise logical OR. Class. generic elemental function Summary. generic OR(I,J) <pre> INTEGER(1) function OR(I,J) INTEGER(1) :: I,J INTEGER(2) function OR(I,J) INTEGER(2) :: I,J INTEGER(4) function OR(I,J) INTEGER(4) :: I,J INTEGER(8) function OR(I,J) INTEGER(8) :: I,J end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
PACK	<p>Pack an array into an array of rank one under control of a mask.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic PACK (ARRAY, MASK, VECTOR)</pre> <p>Notes.</p> <p>ARRAY may be of any type; it must be array-valued.</p> <p>MASK must be of type logical and must be conformable with ARRAY.</p> <p>VECTOR is optional. It must be of same type as ARRAY and must be scalar.</p> <p>The result is an array of rank one with the same type as ARRAY.</p>
PRECISION	<p>Return the decimal precision in the model representing real numbers with the same kind type parameter as the argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre>generic PRECISION(X) INTEGER function PRECISION(X) REAL(4) :: X INTEGER function PRECISION(X) REAL(8) :: X INTEGER function PRECISION(X) REAL(16) :: X end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
MM_PREFETCH	<p>Prefetch the cache line containing R into the cache. Integer literal I selects the type of prefetch.</p> <p>Class. nonstandard function</p> <p>Summary.</p> <pre> SUBROUTINE MM_PREFETCH(R, I) REAL*4 R INTEGER I I=0 ==> PREFETCH I=1 ==> PREFETCHTNT1 I=2 ==> PREFETCHTNT2 I=3 ==> PREFETCHTNTA </pre>
MM_PREFETCH	<p>Prefetch the cache line containing D into the cache. Integer literal I selects the type of prefetch.</p> <p>Class. nonstandard function</p> <p>Summary.</p> <pre> SUBROUTINE MM_PREFETCH(D, I) DOUBLE PRECISION D INTEGER I I=0 ==> PREFETCH I=1 ==> PREFETCHTNT1 I=2 ==> PREFETCHTNT2 I=3 ==> PREFETCHTNTA </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
PRESENT	<p data-bbox="529 265 1081 290">Determine whether an optional argument is present.</p> <p data-bbox="529 299 854 324">Class. generic inquiry function</p> <p data-bbox="529 337 646 362">Summary.</p> <p data-bbox="529 376 813 401">generic PRESENT(A)</p> <p data-bbox="529 414 623 440">Notes.</p> <p data-bbox="708 453 1211 606">A may be of any type. It must be an optional argument of the procedure in which PRESENT function reference appears. The result has type LOGICAL.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
PRODUCT	Product of all elements of an array along dimension DIM corresponding to the .TRUE. elements of MASK.
	Class. generic transformational function
	Summary.
	<pre> generic PRODUCT(ARRAY,DIM,MASK) !ARRAY must be array-valued, DIM must be scalar INTEGER(1) function PRODUCT(ARRAY,DIM,MASK) INTEGER(1) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK INTEGER(2) function PRODUCT(ARRAY,DIM,MASK) INTEGER(2) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK INTEGER(4) function PRODUCT(ARRAY,DIM,MASK) INTEGER(4) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK INTEGER(8) function PRODUCT(ARRAY,DIM,MASK) INTEGER(8) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK REAL(4) function PRODUCT(ARRAY,DIM,MASK) REAL(4) ::ARRAY </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
PRODUCT (continued)	INTEGER, OPTIONAL :: DIM; LOGICAL, OPTIONAL :: MASK REAL(8) function PRODUCT (ARRAY, DIM, MASK) REAL(8) :: ARRAY INTEGER, OPTIONAL :: DIM; LOGICAL, OPTIONAL :: MASK LOGICAL, OPTIONAL :: MASK
	end
QABS	see “ABS(A)”
QACOS	see “ACOS(X)”
QACOSD	see “ACOSD(X)”
QACOSH	see “ACOSH(X)”
QASIN	see “ASIN(X)”
QASIND	see “ASIND(X)”
QASINH	see “ASINH(X)”
QATAN	see “ATAN(X)”
QATAN2	see “ATAN2(Y, X)”
QATAN2D	see “ATAN2D(Y, X)”
QATAND	see “ATAND(X)”
QATANH	see “ATANH(X)”
QCOS	see “COS(X)”
QCOSD	see “COSD(X)”
QCOSH	see “COSH(X)”
QDIM	see “DIM(X, Y)”
QEXP	see “EXP(X)”
QINT	see “AINT(A, KIND)”
QLOG	see “LOG(X)”
QLOG10	see “LOG10(X)”

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
QMAX1	see “MAX(A1, A2, A3, ...)”
QMIN1	see “MIN(A1, A2, A3, ...)”
QMOD	see “MOD(A, P)”
QNINT	see “ANINT(A, KIND)”
QPROD	Double precision product. Class. generic elemental nonstandard function Summary. generic QPROD(X,Y) DOUBLE PRECISION ::X,Y end
QSIGN	see “SIGN(A, B)”
QSIN	see “SIN(X)”
QSIND	see “SIND(X)”
QSINH	see “SINH(X)”
QSQRT	see “SQRT(X)”
QTAN	see “TAN(X)”
QTAND	see “TAND(X)”
QTANH	see “TANH(X)”

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
RADIX	<p>Return the base of the model representing numbers of the same type and kind type parameter as the argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic RADIX(X) INTEGER function RADIX(X) INTEGER(1) ::X INTEGER function RADIX(X) INTEGER(2) ::X INTEGER function RADIX(X) INTEGER(4) ::X INTEGER function RADIX(X) INTEGER(8) ::X INTEGER function RADIX(X) REAL(4) ::X INTEGER function RADIX(X) REAL(8) ::X end </pre>
RANDOM_NUMBER	<p>Generate pseudorandom number in the range of 0. to 1.</p> <p>Class. generic subroutine</p> <p>Summary.</p> <pre> generic RANDOM_NUMBER(HARVEST) subroutine RANDOM_NUMBER(HARVEST) REAL(4) ::HARVEST subroutine RANDOM_NUMBER(HARVEST) REAL(8) ::HARVEST end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
RANDOM_SEED	<p>Restart or query the pseudorandom number generator used by RANDOM_NUMBER.</p> <p>Class. generic subroutine</p> <p>Summary.</p> <pre> generic RANDOM_SEED(SIZE,PUT,GET) ! There must be exactly one or no ! arguments ! ! PUT and GET must be a rank-one ! and ! must be of sufficient size ! subroutine RANDOM_SEED(SIZE,PUT,GET) INTEGER,OPTIONAL ::SIZE,PUT,GET end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
RANGE	<p>Return the decimal exponent range in the model representing integer or real numbers with the same kind type parameter as the argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre>generic RANGE(X) INTEGER function RANGE(X) INTEGER(1) ::X INTEGER function RANGE(X) INTEGER(2) ::X INTEGER function RANGE(X) INTEGER(4) ::X INTEGER function RANGE(X) INTEGER(8) ::X INTEGER function RANGE(X) REAL(4) ::X INTEGER function RANGE(X) REAL(8) ::X end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
REAL	<p>Convert to real type.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic REAL(A,KIND) REAL function FLOAT(A) INTEGER ::A REAL function REAL(A) INTEGER(1) ::A REAL function FLOATI(A) INTEGER(2) ::A REAL function FLOATJ(A) INTEGER(4) ::A REAL function FLOATK(A) INTEGER(8) ::A REAL function SNGL(A) REAL ::A REAL function REAL(A) REAL(4) ::A REAL function REAL(A) REAL(8) ::A REAL function REAL(A) COMPLEX(4) ::A REAL function REAL(A) COMPLEX(8) ::A end </pre>
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
REPEAT	<p>Concatenate several copies of a string.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic REPEAT (STRING, NCOPIES) CHARACTER function REPEAT (STRING, NCOPIES) CHARACTER :: STRING INTEGER :: NCOPIES end</pre>
RESHAPE	<p>Construct an array of a specified shape from the elements of a given array.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic RESHAPE (SOURCE, SHAPE, PAD, ORDER)</pre> <p>Notes.</p> <p>SOURCE may be of any type. It must be array-valued.</p> <p>SHAPE must be of type integer, rank one and constant size.</p> <p>PAD is optional. It must have the same type as SOURCE.</p> <p>ORDER is optional. It must be of type integer.</p> <p>The result has the same type as SOURCE.</p>
RNUM	<p>Convert character to real type.</p> <p>Class. specific elemental nonstandard function</p> <p>Summary.</p> <pre>REAL function RNUM(I) CHARACTER :: I</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
RRSPACING	<p>Return the reciprocal of the relative spacing of model numbers near the argument value.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic RRSPACING(X) REAL(4) function RRSPACING(X) REAL(4) ::X REAL(8) function RRSPACING(X) REAL(8) ::X REAL(16) RRSPACING(X) REAL(16) :: X end </pre>
RSHFT	<p>Bitwise right shift.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic RSHIFT(I,SHIFT) INTEGER(1) function RSHFT(I,SHIFT) INTEGER(1) ::I,SHIFT INTEGER(2) function RSHFT(I,SHIFT) INTEGER(2) ::I,SHIFT INTEGER(4) function RSHFT(I,SHIFT) INTEGER(4) ::I,SHIFT INTEGER(8) function RSHFT(I,SHIFT) INTEGER(8) ::I,SHIFT end </pre> <p>Note: SHIFT must be a positive integer of the same KIND as I.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
RSHIFT	<p>Bitwise right shift.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic RSHIFT(I,SHIFT) INTEGER(1) function RSHIFT(I,SHIFT) INTEGER(1) :: I,SHIFT INTEGER(2) function RSHIFT(I,SHIFT) INTEGER(2) :: I,SHIFT INTEGER(4) function RSHIFT(I,SHIFT) INTEGER(4) :: I,SHIFT INTEGER(8) function RSHIFT(I,SHIFT) INTEGER(8) :: I,SHIFT end </pre> <p>Note: SHIFT must be a positive integer of the same KIND as I.</p>
SCALE	<p>Return $X*(b**I)$ where b is the base in the model representation of X.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic SCALE(X,I) REAL(4) function SCALE(X,I) REAL(4) :: X; INTEGER :: I REAL(8) function SCALE(X,I) REAL(8) :: X; INTEGER :: I REAL(16) function SCALE(X,I) REAL(16) :: X INTEGER :: I end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SCAN	<p>Scan a string for any one of the characters in a set of characters.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic SCAN (STRING, SET, BACK) INTEGER function SCAN (STRING, SET, BACK) CHARACTER :: STRING, SET LOGICAL, OPTIONAL :: BACK end </pre>
SELECTED_INT_KIND	<p>Return the value of the kind type parameter of an integer data type that represents all integer values n with $-10^{**r} < n < 10^{**r}$.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic SELECTED_INT_KIND (R) INTEGER function SELECTED_INT_KIND (R) INTEGER :: R end </pre>
SELECTED_REAL_KIND	<p>Return the value of the kind type parameter of a real data type with decimal precision of at least P digits and a decimal exponent range of at least R.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic SELECTED_REAL_KIND (P, R) ! At least one argument must be present. INTEGER function SELECTED_REAL_KIND (P, R) INTEGER, OPTIONAL :: P, R end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SET_EXPONENT	<p>Return the model number whose fractional part is the fractional part of the model representation of X and whose exponent part is I.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic SET_EXPONENT(X,I) REAL(4) function SET_EXPONENT(X,I) REAL(4) ::X; INTEGER ::I REAL(8) function SET_EXPONENT(X,I) REAL(8) ::X; INTEGER ::I REAL(16) function SET_EXPONENT(X,I) REAL(16) :: X INTEGER :: I end </pre>
SHAPE	<p>Return the shape of an array or a scalar.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic SHAPE(SOURCE) </pre> <p>Notes.</p> <p>SOURCE may be of any type. The result is of type integer and is an array of rank one.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SIGN	<p>Absolute value of A times the sign of B.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic SIGN(A,B) INTEGER(1) function BSIGN(A,B) INTEGER(1) ::A,B INTEGER(2) function HSIGN(A,B) INTEGER(2) ::A,B INTEGER(2) function IISIGN(A,B) INTEGER(2) ::A,B INTEGER(4) function ISIGN(A,B) INTEGER(4) ::A,B INTEGER(4) function JSIGN(A,B) INTEGER(4) ::A,B INTEGER(8) function KISIGN(A,B) INTEGER(8) ::A,B REAL function SIGN(A,B) REAL ::A,B DOUBLE PRECISION function DSIGN(A,B) DOUBLE PRECISION ::A,B REAL(16) function QSIGN(A,B) REAL(16) :: A,B end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SIN	<p>Sine function that accepts input in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic SIN(X) REAL function SIN(X) REAL ::X DOUBLE PRECISION function DSIN(X) DOUBLE PRECISION ::X COMPLEX function CSIN(X) COMPLEX ::X DOUBLE COMPLEX function CDSIN(X) DOUBLE COMPLEX ::X DOUBLE COMPLEX function ZSIN(X) DOUBLE COMPLEX ::X REAL(16) function QSIN(X) REAL(16) X COMPLEX(16) function CQSIN(X) COMPLEX(16) ::X end </pre>
	continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SIND	<p>Sine function that accepts input in degrees.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic SIND(X) REAL function SIND(X) REAL ::X DOUBLE PRECISION function DSIND(X) DOUBLE PRECISION ::X end </pre>
SINH	<p>Hyperbolic sine function.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic SINH(X) REAL function SINH(X) REAL ::X DOUBLE PRECISION function DSINH(X) DOUBLE PRECISION ::X REAL(16) function QSINH(X) REAL(16) :: X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SIZE	<p>Return the number of elements of an array or the extent along a specified dimension.</p> <p>Class. generic non-standard inquiry function</p> <p>Summary. generic SIZE (ARRAY, DIM)</p> <p>Notes.</p> <p style="padding-left: 40px;">ARRAY may be of any type. It must be array-valued.</p> <p style="padding-left: 40px;">DIM is optional. It must be of type integer and must not be array-valued.</p> <p style="padding-left: 40px;">The result is of type integer.</p>
SIZEOF	<p>Return the number of bytes of storage used by the argument.</p> <p>Class. generic inquiry function</p> <p>Summary. generic SIZEOF (A)</p> <p>Note. A may be of any type. The result is of type integer. If A is a pointer, the function returns the size of what A points to rather than the size of A itself.</p>
SNGL	see REAL
SNGLQ	see REAL
SPACING	<p>Return the absolute spacing of model numbers near the argument value.</p> <p>Class. generic elemental function</p> <p>Summary. generic SPACING (X)</p> <p style="padding-left: 40px;">REAL(4) function SPACING (X) REAL(4) :: X</p> <p style="padding-left: 40px;">REAL(8) function SPACING (X) REAL(8) :: X</p> <p style="padding-left: 40px;">end</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SPREAD	<p>Replicate an array by adding a dimension.</p> <p>Class. generic transformational function</p> <p>Summary. generic SPREAD(SOURCE,DIM,NCOPIES)</p> <p>Notes.</p> <p style="padding-left: 40px;">SOURCE may be of any type.</p> <p style="padding-left: 40px;">DIM must be of type integer and must be scalar.</p> <p style="padding-left: 40px;">NCOPIES must be of type integer and must be scalar.</p> <p style="padding-left: 40px;">The result has the same type as SOURCE.</p>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SQRT	<p data-bbox="529 265 662 290">Square root.</p> <p data-bbox="529 299 886 324">Class. generic elemental function</p> <p data-bbox="529 337 646 362">Summary.</p> <pre data-bbox="529 376 1185 1055"> generic SQRT(X) REAL function SQRT(X) REAL ::X DOUBLE PRECISION function DSQRT(X) DOUBLE PRECISION ::X COMPLEX function CSQRT(X) COMPLEX ::X DOUBLE COMPLEX function CDSQRT(X) DOUBLE COMPLEX ::X DOUBLE COMPLEX function ZSQRT(X) DOUBLE COMPLEX ::X REAL(16) function QSQRT(X) REAL(16) :: X COMPLEX(16) function CQSQRT(X) COMPLEX(16) :: X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SUM	<p>Sum all the elements of <code>ARRAY</code> along dimension <code>DIM</code> corresponding to all the <code>.TRUE.</code> elements of <code>MASK</code>.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic SUM(ARRAY,MASK,DIM) ! ARRAY must be array-valued INTEGER(1) function SUM(ARRAY,DIM,MASK) INTEGER(1) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK INTEGER(2) function SUM(ARRAY,DIM,MASK) INTEGER(2) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK INTEGER(4) function SUM(ARRAY,DIM,MASK) INTEGER(4) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK INTEGER(8) function SUM(ARRAY,DIM,MASK) INTEGER(8) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK REAL(4) function SUM(ARRAY,DIM,MASK) REAL(4) ::ARRAY; INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
SUM (continued)	<pre> REAL(8) function SUM(ARRAY,DIM,MASK) REAL(8) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK REAL(16) function SUM(ARRAY,DIM,MASK) REAL(16) ::ARRAY INTEGER,OPTIONAL ::DIM; LOGICAL,OPTIONAL ::MASK </pre>
SYSTEM_CLOCK	<p>Return integer data from a real-time clock.</p> <p>Class. generic subroutine</p> <p>Summary.</p> <pre> generic SYSTEM_CLOCK(COUNT,COUNT_RATE,COUNT_MAX) subroutine SYSTEM_CLOCK(COUNT,COUNT_RATE,CO UNT_MAX) INTEGER,OPTIONAL ::COUNT,COUNT_RATE,COUNT_MAX end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
TAN	<p>Tangent in radians.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic TAN(X) REAL function TAN(X) REAL ::X DOUBLE PRECISION function DTAN(X) DOUBLE PRECISION ::X COMPLEX function CTAN(X) COMPLEX ::X DOUBLE COMPLEX function ZTAN(X) DOUBLE COMPLEX ::X REAL(16) function QTAN(X) REAL(16) :: X COMPLEX(16) function CQTAN(X) COMPLEX(16) :: X end </pre>
TAND	<p>Tangent function that accepts input in degrees.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic TAND(X) REAL function TAND(X) REAL ::X DOUBLE PRECISION function DTAND(X) DOUBLE PRECISION ::X REAL(16) function QTAND(X) REAL(16) :: X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
TANH	<p>Hyperbolic tangent.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic TANH(X) REAL function TANH(X) REAL ::X DOUBLE PRECISION function DTANH(X) DOUBLE PRECISION ::X REAL(16) function QTANH REAL(16) QTANH end </pre>
TINY	<p>Return the smallest positive number in the model representing numbers of the same type and kind type parameter as the argument.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic TINY(X) REAL(4) function TINY(X) REAL(4) ::X REAL(8) function TINY(X) REAL(8) ::X REAL(16) function TINY(X) REAL(16) :: X end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
TRANSFER	<p>Return a result with a physical representation identical to that of SOURCE but interpreted with the type and type parameters of MOLD.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic TRANSFER(SOURCE, MOLD, SIZE)</pre> <p>Notes.</p> <p style="padding-left: 40px;">SOURCE may be of any type.</p> <p style="padding-left: 40px;">MOLD may be of any type.</p> <p style="padding-left: 40px;">SIZE is optional. It must be a scalar of type integer.</p> <p style="padding-left: 40px;">The result has the same type as MOLD.</p>
TRANSPOSE	<p>Transpose an array of rank two.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic TRANSPOSE(MATRIX)</pre> <p>Notes.</p> <p style="padding-left: 40px;">MATRIX may be of any type. It must have rank two.</p> <p style="padding-left: 40px;">The result has the same type as MATRIX.</p>
TRIM	<p>Return the argument with trailing blank characters removed.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre>generic TRIM(String) CHARACTER function TRIM(String) CHARACTER :: String end</pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
UBOUND	<p>Returns upper bounds of an array.</p> <p>Class. generic inquiry function</p> <p>Summary.</p> <pre> generic UBOUND(ARRAY,DIM) !ARRAY must be array-valued, DIM must be scalar INTEGER function UBOUND(ARRAY,DIM) LOGICAL(1) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) LOGICAL(2) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) LOGICAL(4) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) LOGICAL(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) INTEGER(1) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) INTEGER(2) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) INTEGER(4) ::ARRAY; INTEGER,OPTIONAL ::DIM </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
UBOUND (continued)	<pre> INTEGER function UBOUND(ARRAY,DIM) INTEGER(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) REAL(4) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) REAL(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) REAL(16) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) COMPLEX(4) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) COMPLEX(8) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) COMPLEX(16) ::ARRAY; INTEGER,OPTIONAL ::DIM INTEGER function UBOUND(ARRAY,DIM) CHARACTER ::ARRAY; INTEGER,OPTIONAL ::DIM </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
UBOUND (continued)	<pre> INTEGER function UBOUND (ARRAY, DIM) DERIVED_TYPE :: ARRAY; INTEGER, OPTIONAL :: DIM end </pre>
UNPACK	<p>Unpack an array of rank one into an array under control of a mask.</p> <p>Class. generic transformational function</p> <p>Summary.</p> <pre> generic UNPACK (VECTOR, MASK, FIELD) </pre> <p>Notes.</p> <p>VECTOR may be of any type. It must have rank one.</p> <p>MASK must have logical type. It must be array-valued.</p> <p>FIELD must be the same type as VECTOR.</p> <p>The result has the same type as VECTOR.</p>
VERIFY	<p>Verify that a set of a characters contains all the characters in a string by identifying the position of the first character that does not appear in a given set of characters.</p> <p>Class. generic elemental function</p> <p>Summary.</p> <pre> generic VERIFY (STRING, SET, BACK) INTEGER function VERIFY (STRING, SET, BACK) CHARACTER :: STRING, SET LOGICAL, OPTIONAL :: BACK end </pre>

continued

Table 1-3 Generic and Specific Intrinsic Procedures (continued)

Intrinsic Procedure	Description
XOR	<p>Bitwise exclusive OR.</p> <p>Class. generic elemental nonstandard function</p> <p>Summary.</p> <pre> generic XOR(I,J) INTEGER(1) function XOR(I,J) INTEGER(1) ::I,J INTEGER(2) function XOR(I,J) INTEGER(2) ::I,J INTEGER(4) function XOR(I,J) INTEGER(4) ::I,J INTEGER(8) function XOR(I,J) INTEGER(8) ::I,J end </pre> <p>Note: this function can also be specified in all its forms as IXOR</p>
ZABS	see ABS
ZCOS	see COS
ZEXP	see EXP
ZLOG	see <u>“LOG(X)”</u>
ZSIN	see SIN
ZSQRT	see SQRT
ZTAN	see TAN

Intrinsic Procedure Specifications

This section contains detailed specifications of Intel Fortran intrinsic procedures, which are listed in alphabetical order.

For a summary of all generic as well as specific intrinsic procedures, see Table 1-3 in the section “[Generic and Specific Intrinsic Summary](#)”.

All of the intrinsic procedures in this section are generic. This means that each intrinsic procedure may be called with more than one argument type/kind/rank pattern.

In many cases, the kind and type of intrinsic function results are the same as that of the “principal” argument. For example, the `SIN` function may be called with any kind of real argument or any kind of complex argument, and the result has the type and kind of the argument.

Intrinsic procedure references may use keywords, in which case the actual argument expression is preceded by the dummy argument name (the argument keyword) and an “=” symbol. These argument keywords are shown in the following descriptions of the procedures.

Some intrinsic procedure’s arguments are optional. Optional arguments are noted as such in the following descriptions.

ABS(A)

Description

Absolute value.

Class

Elemental function.

Argument

A must be of type integer, real, or complex.

Result Type and Type Parameter

The same as A except that if A is complex, the result is real.

Result Value

If A is of type integer or real, the value of the result is |A|.

If A is complex with value (x, y), the result is equal to a processor-dependent approximation to $\sqrt{x^2 + y^2}$

Examples

ABS(-1) has the value 1.

ABS(-1.5) has the value 1.5.

ABS((3.0, 4.0)) has the value 5.0.

ACHAR(I)

Converts an integer to an ASCII representation

Description

Returns the character in a specified position of the ASCII collating sequence. It is the inverse of the IACHAR function.

Class

Elemental function.

Argument

I must be of type integer.

Result Type and Type Parameter

Character of length one with kind type parameter value KIND('A').

Result Value

If I has a value in the range $0 \leq I \leq 127$, the result is the character in position I of the ASCII collating sequence, provided the processor is capable of representing that character; otherwise, the result is processor-dependent.

If the processor is not capable of representing both uppercase and lowercase letters and I corresponds to a letter in a case that the processor is not capable of representing, the result is the letter in the case that the processor is capable of representing.

`ACHAR (IACHAR (C))` must have the value C for any character C capable of representation in the processor.

Examples

`ACHAR(88)` is 'X'.

`ACHAR(42)` is '*'.

ACOS(X)

Description

Arccosine (inverse cosine) function in radians.

Class

Elemental function.

Argument

x must be of type real with a value that satisfies the inequality $|x| \leq 1$.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to $\arccos(X)$, expressed in radians. It lies in the range $0 \leq \text{ACOS}(X) \leq \pi$.

Examples

`ACOS(0.54030231)` has the value 1.0.

`ACOS(.1_HIGH)` has the value 1.4706289056333 with kind HIGH.

ACOSD(X)

Description

Arccosine (inverse cosine) in degrees.

Class

Elemental nonstandard function.

Argument

x must be of type real with a value that satisfies the inequality $|x| \leq 1$.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to $\arccos(X)$, expressed in degrees. It lies in the range $0 \leq \text{ACOSD}(X) \leq 180$.

Examples

`ACOSD(0.0000001)` has the value 89.99999.

`ACOSD(0.5)` has the value 60.0.

`ACOSD(-1.0)` has the value 180.0.

ACOSH(X)

Description

Hyperbolic arccosine of radians.

Class

Elemental nonstandard function.

Argument

x must be of type real with a value $x \geq 1$.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to the hyperbolic arccosine of x. It lies in the range $0 \leq \text{ACOSH}(x)$.

Examples

`ACOSH(1.0)` has the value `0.0`.

`ACOSH(180.0)` has the value `5.8861`.

`ACOSH(0.0)` has the value `NaN (not a number)`.

ADJUSTL(String)

Description

Adjust to the left, removing leading blanks and inserting trailing blanks.

Class

Elemental function.

Argument

STRING must be of type character.

Result Type

Character of the same length and kind type parameter as STRING.

Result Value

The value of the result is the same as STRING except that any leading blanks have been deleted and the same number of trailing blanks have been inserted.

Example

```
ADJUSTL('  WORD') is 'WORD  '.
```

ADJUSTR(String)

Description

Adjust to the right, removing trailing blanks and inserting leading blanks.

Class

Elemental function.

Argument

STRING must be of type character.

Result Type

Character of the same length and kind type parameter as STRING.

Result Value

The value of the result is the same as STRING except that any trailing blanks have been deleted and the same number of leading blanks have been inserted.

Examples

ADJUSTR('WORD**bb**') has the value '**bb**WORD'.

AIMAG(Z)

Description

Imaginary part of a complex number.

Class

Elemental function.

Argument

z must be of type complex.

Result Type and Type Parameter

Real with the same kind type parameter as z.

Result Value

If z has the value (x, y), the result has value y.

Examples

`AIMAG((2.0, 3.0))` has the value 3.0.

`AIMAG((2.0_HIGH, 3.0))` has the value 3.0 with kind HIGH; the parts of a complex literal constant have the same precision, which is that of the part with the greatest precision.

ALL(MASK, DIM)

Optional Argument

DIM

Description

Determine whether all values are `.TRUE.` in MASK along dimension DIM.

Class

Transformational function.

Arguments

MASK

must be of type logical. It must not be scalar.

DIM (optional)

must be scalar and of type integer with value in the range $1 \leq \text{DIM} \leq n$ where n is the rank of MASK. The corresponding actual argument must not be an optional dummy argument.

Result Type, Type Parameter, and Shape

The result is of type logical with the same kind type parameter as MASK. It is scalar if DIM is absent or MASK has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of MASK.

Result Value

- Case 1 The result of `ALL(MASK)` has the value `.TRUE.` if all elements of `MASK` are `.TRUE.` or if `MASK` has size zero, and the result has value `.FALSE.` if any element of `MASK` is `.FALSE.`.
- Case 2 If `MASK` has rank one, `ALL(MASK, DIM)` has a value equal to that of `ALL(MASK)`. Otherwise, the value of element $(s_1, s_2, \dots, s_{DIM-1}, s_{DIM+1}, \dots, s_n)$ of `ALL(MASK, DIM)` is equal to `ALL(MASK(s_1, s_2, ..., s_{DIM-1}, :, s_{DIM+1}, ..., s_n))`.

Examples

- Case 1 The value of `ALL((/.TRUE., .FALSE., .TRUE. /))` is `.FALSE.`
- `ALL((/.TRUE._BIT, .TRUE._BIT, .TRUE._BIT /))` is the value `.TRUE._BIT`.

- Case 2 If `B` is the array

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

and `C` is the array

$$\begin{bmatrix} 0 & 3 & 5 \\ 7 & 4 & 8 \end{bmatrix}$$

then `ALL(B .NE. C, DIM = 1)` is `[.TRUE., .FALSE., .FALSE.]` and `ALL(B .NE. C, DIM = 2)` is `[.FALSE., .FALSE.]`.

ALLOCATED(ARRAY)

Description

Indicate whether or not an allocatable array is currently allocated.

Class

Inquiry function.

Argument

ARRAY must be an allocatable array.

Result Type, Type Parameter, and Shape

Default logical scalar.

Result Value

The result has the value `.TRUE.` if ARRAY is currently allocated and has the value `.FALSE.` if ARRAY is not currently allocated. The result is undefined if the allocation status of the array is undefined.

Example

If the following statements are processed

```
REAL, ALLOCATABLE :: A(:, :)  
ALLOCATE (A(10,10))  
PRINT *, ALLOCATED (A)
```

then **T** is printed.

AND(I, J)

Description

Bitwise AND.

Class

Elemental nonstandard function.

Arguments

- I must be of type integer.
- J must be of type integer with the same kind type parameter as I .

Result Type and Type Parameter

Same as I .

Result Value

The result has the value obtained by performing a bitwise AND on I and J according to the following truth table:

I	J	$AND(I, J)$
1	1	1
1	0	0
0	1	0
0	0	0

The model for interpreting an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Example

The following program produces the output “ 11 5 1”.

K is assigned the binary value 0001, which is 1 in decimal.

```
PROGRAM andtest
INTEGER I, J, K
  I = B'1011'
  J = B'0101'
  K = AND(I, J)
  PRINT *, I, J, K
END
```

ANINT(A, KIND)

Optional Argument

KIND

Description

Nearest whole number.

Class

Elemental function.

Arguments

A must be of type real.

KIND (optional) must be a scalar integer initialization expression.

Result Type and Type Parameter

The result is of type real. If `KIND` is present, the kind type parameter is that specified by `KIND`; otherwise, the kind type parameter is that of `A`.

Result Value

If $A > 0$, `ANINT(A)` has the value `AINTE(A+0.5)`; if $A \leq 0$, `ANINT(A)` has the value `AINTE(A-0.5)`.

Examples

`ANINT(2.783)` has the value 3.0.

`ANINT(-2.783)` has the value -3.0.

`ANINT(2.7837837837837_HIGH)` and
`ANINT(2.7837837837837,HIGH)` have the value 3.0 with kind `HIGH`.

ANY(MASK, DIM)

Optional Argument

`DIM`

Description

Determine whether any value is `.TRUE.` in `MASK` along dimension `DIM`.

Class

Transformational function.

Arguments

`MASK` must be of type logical. It must not be scalar.

`DIM` (optional) must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of `MASK`. The corresponding actual argument must not be an optional dummy argument.

Result Type, Type Parameter, and Shape

The result is of type logical with the same kind type parameter as `MASK`. It is scalar if `DIM` is absent or `MASK` has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of `MASK`.

Result Value

- Case 1 The result of `ANY(MASK)` has the value `.TRUE.` if any element of `MASK` is `.TRUE.` and has the value `.FALSE.` if no elements are `.TRUE.` or if `MASK` has size zero.
- Case 2 If `MASK` has rank one, `ANY(MASK, DIM)` has a value equal to that of `ANY(MASK)`. Otherwise, the value of element $(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$ of `ANY(MASK, DIM)` is equal to `ANY(MASK(s_1, s_2, ..., s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n))`.

Examples

- Case 1 The value of `ANY((/.TRUE., .FALSE., .TRUE. /))` is `.TRUE.`
`ANY((/.FALSE._BIT, .FALSE._BIT, .FALSE._BIT /))` is `.FALSE._BIT`.

- Case 2 If `B` is the array

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

and `C` is the array

$$\begin{bmatrix} 0 & 3 & 5 \\ 7 & 4 & 8 \end{bmatrix}$$

then `ANY(B .NE. C, DIM = 1)` is `[.TRUE., .FALSE., .TRUE.]` and `ANY(B .NE. C, DIM = 2)` is `[.TRUE., .TRUE.]`.

ASIN(X)

Description

Arcsine (inverse sine) function in radians.

Class

Elemental function.

Argument

`x` must be of type real. Its value must satisfy the inequality $|x| \leq 1$.

Result Type and Type Parameter

Same as `x`.

Result Value

The result has a value equal to a processor-dependent approximation to $\arcsin(x)$, expressed in radians. It lies in the range $-\pi/2 \leq \text{ASIN}(x) \leq \pi/2$.

Examples

`ASIN(0.84147098)` has the value 1.0.

`ASIN(1.0_HIGH)` has the value 1.5707963267949 with kind HIGH.

ASIND(X)

Description

Arcsine (inverse sine) function in degrees.

Class

Elemental nonstandard function.

Argument

x must be of type real. Its value must satisfy the inequality $|x| \leq 1$.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\arcsin(x)$, expressed in degrees. It lies in the range $-90 \leq \text{ASIN}(x) \leq 90$.

Examples

ASIND(-1.0) has the value -90.0.

ASIND(0.5) has the value 30.0.

ASINH(X)

Description

Hyperbolic arcsine of radians.

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to the hyperbolic arcsine of x.

Examples

`ASINH(-1.0)` has the value -0.88137.

`ASINH(180.0)` has the value 5.88611.

ASSOCIATED(POINTER, TARGET)

Optional Argument

TARGET

Description

Returns the association status of its pointer argument or indicates the pointer is associated with the target.

Class

Inquiry function.

Arguments

POINTER	must be a pointer and may be of any type. Its pointer association status must not be undefined.
TARGET (optional)	must be a pointer or target. If it is a pointer, its pointer association status must not be undefined.

Result Type

The result is scalar of type default logical.

Result Value

Case 1	If TARGET is absent, the result is <code>.TRUE.</code> if POINTER is currently associated with a target and <code>.FALSE.</code> if it is not.
Case 2	If TARGET is present and is a target, the result is <code>.TRUE.</code> if POINTER is currently associated with TARGET and <code>.FALSE.</code> if it is not.

Case 3 If `TARGET` is present and is a pointer, the result is `.TRUE.` if both `POINTER` and `TARGET` are currently associated with the same target, and is `.FALSE.` otherwise. If either `POINTER` or `TARGET` is disassociated, the result is `.FALSE.`

Examples

Case 1 `ASSOCIATED(PTR)` is `.TRUE.` if `PTR` is currently associated with a target.

Case 2 `ASSOCIATED(PTR, TAR)` is `.TRUE.` if the following statements have been processed:

```
REAL, TARGET :: TAR (0:100)
```

```
REAL, POINTER :: PTR(:)
```

```
PTR => TAR
```

The subscript range for both `TAR` and `PTR` is `0:100`.

If the pointer assignment statement is either

```
PTR => TAR(:)
```

or

```
PTR => TAR(0:100)
```

then `ASSOCIATED(PTR, TAR)` is still `.TRUE.`, but in both cases the subscript range for `PTR` is `1:101`.

However, if the pointer assignment statement is

```
PTR => TAR(0:99)
```

then `ASSOCIATED(PTR, TAR)` is `.FALSE.`, because `TAR(0:99)` is not the same as `TAR`.

Case 3

ASSOCIATED(PTR1 , PTR2) is .TRUE. if the following statements have been processed.

```
REAL, POINTER :: PTR1(:), PTR2(:)
```

```
ALLOCATE( PTR1(0:10) )
```

```
PTR2 => PTR1
```

After the execution of either

```
NULLIFY( PTR1 )
```

or

```
NULLIFY( PTR2 )
```

the statement ASSOCIATED(PTR1 , PTR2) evaluates to .FALSE..

ATAN(X)

Description

Arctangent (inverse tangent) function in radians.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\arctan(X)$, expressed in radians, that lies in the range $-\pi/2 \leq \text{ATAN}(X) \leq \pi/2$.

Examples

`ATAN(1.5574077)` has the value 1.0.

`ATAN(2.0_HIGH/3.0)` has the value 0.58800260354757 with kind `HIGH`.

ATAN2(Y, X)

Description

Arctangent (inverse tangent) function in radians. The result is the principal value of the argument of the nonzero complex number (X, Y) .

Class

Elemental function.

Arguments

<code>Y</code>	must be of type real.
<code>X</code>	must be of the same type and kind type parameter as <code>Y</code> . If <code>Y</code> has the value zero, <code>X</code> must not have the value zero.

Result Type and Type Parameter

Same as `X`.

Result Value

The result has a value equal to a processor-dependent approximation to the principal value of the argument of the complex number (X, Y) , expressed in radians.

The result lies in the range $-\pi \leq \text{ATAN2}(Y, X) \leq \pi$ and is equal to a processor-dependent approximation to a value of $\arctan(Y/X)$ if $x \neq 0$.

If $Y > 0$, the result is positive. If $Y = 0$, the result is zero if $x > 0$ and the result is π if $x < 0$. If $Y < 0$, the result is negative. If $x = 0$, the absolute value of the result is $\pi/2$.

Examples

$\text{ATAN2}(1.5574077, 1.0)$ has the value 1.0.

If Y has the value

$$\begin{bmatrix} 1 & 1 \\ -1 & -1 \end{bmatrix}$$

and x has the value

$$\begin{bmatrix} -1 & 1 \\ -1 & 1 \end{bmatrix}$$

then the value of $\text{ATAN2}(Y, X)$ is

$$\begin{bmatrix} \frac{3\pi}{4} & \frac{\pi}{4} \\ \frac{-3\pi}{4} & -\frac{\pi}{4} \end{bmatrix}$$

ATAN2D(Y, X)

Description

Arctangent (inverse tangent) function in degrees.

Class

Elemental nonstandard function.

Arguments

Y must be of type real.

X must be of the same type and kind type parameter as Y.

Result Type and Type Parameter

Same as X.

Result Value

The result has a value equal to a processor-dependent approximation to the principal value of the argument of the complex number (X, Y), expressed in degrees, that lies in the range $-90 < \text{ATAN2D}(Y, X) < 90$.

Examples

`ATAN2D(1.0, 1.0)` has the value 45.0.

`ATAN2D(1.0, 0.0)` has the value 90.0.

`ATAN2D(8735.0, 1.0)` has the value 89.99344.

ATAND(X)

Description

Arctangent (inverse tangent) function in degrees.

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\arctan(X)$, expressed in degrees, that lies in the range $-90 < \text{ATAND}(X) < 90$.

Examples

`ATAND(1.0)` has the value 45.0.

`ATAND(0.0)` has the value 0.0.

`ATAND(-94373.0)` has the value -89.9994.

ATANH(X)

Description

Hyperbolic arctangent of radians.

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to the hyperbolic arctangent of x.

Examples

ATANH(0 . 0) has the value 0.0.

ATANH(-0 . 77) has the value -1.02033.

ATANH(0 . 5) has the value 0.549306.

BADDRESS(X)

Description

Return the address of x.

Class

Inquiry nonstandard function.

Argument

x may be of any type.

Result Type

The result is of type default integer.

Example.

The following program:

```
PROGRAM batest
  INTEGER X(5), I
  DO I=1, 5
    PRINT *, BADDRESS(X(I))
  END DO
END
```

Could produce this output:

```
2063835808
2063835812
2063835816
2063835820
2063835824
```

BIT_SIZE(I)

Description

Returns the number of bits n , defined by the model in the section “[The Bit Model](#)”, for integers with the kind parameter of the argument.

Class

Inquiry function.

Argument

I must be of type integer.

Result Type, Type Parameter, and Shape

Scalar integer with the same kind type parameter as I .

Result Value

The result has the value of the number of bits n in the model integer, defined for bit manipulation contexts in the section “[The Bit Model](#)”, for integers with the kind parameter of the argument.

Examples

`BIT_SIZE(1)` has the value 32 if n in the model is 32.

BTEST(I, POS)

Description

Tests a bit of an integer value.

Class

Elemental function.

Argument

I must be of type integer.
POS must be of type integer. It must be nonnegative and be less than `BIT_SIZE(I)`.

Result Type

The result is of type default logical.

Result Value

The result has the value `.TRUE.` if bit `POS` of `I` has the value 1 and has the value `.FALSE.` if bit `POS` of `I` has the value 0. The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Examples

`BTEST(8, 3)` has the value `.TRUE.`.

`BTEST(8_SHORT, 3)` has the value `.TRUE.`.

If `A` has the value `[1, 2, 3, 4]` then the value of `BTEST(A, 2)` is `[.FALSE., .FALSE., .FALSE., .TRUE.]` and the value of `BTEST(2, A)` is `[.TRUE., .FALSE., .FALSE., .FALSE.]`.

CEILING(A)

Description

Returns the least integer greater than or equal to its argument.

Class

Elemental function.

Argument

A must be of type real.

Result Type and Type Parameter

Default integer.

Result Value

The result has a value equal to the least integer greater than or equal to A. The result is undefined if the processor cannot represent this value in the default integer type.

Examples

`CEILING(3.7)` has the value 4.

`CEILING(-3.7)` has the value -3.

`CEILING(20.0_HIGH/3)` has the value 7.

CHAR(I, KIND)

Optional Argument

KIND

Description

Returns the character in a given position of the processor collating sequence associated with the specified kind type parameter. It is the inverse of the function ICHAR.

Class

Elemental function.

Arguments

I must be of type integer with a value in the range $0 \leq I \leq n-1$, where n is the number of characters in the collating sequence associated with the specified kind type parameter.

KIND (optional) must be a scalar integer initialization expression.

Result Type and Type Parameters

Character of length one. If KIND is present, the kind type parameter is that specified by KIND; otherwise, the kind type parameter is that of default character type.

Result Value

The result is the character in position I of the collating sequence associated with the specified kind type parameter.

$\text{ICHAR}(\text{CHAR}(I, \text{KIND}(C)))$ must have the value I for $0 \leq I \leq n-1$ and $\text{CHAR}(\text{ICHAR}(C), \text{KIND}(C))$ must have the value C for any character C capable of representation in the processor.

Example.

$\text{CHAR}(88)$ is 'X' on a processor using the ASCII collating sequence.

CMPLX(X, Y, KIND)

Optional Arguments

Y, KIND

Description

Convert to complex type.

Class

Elemental function.

Arguments

X	must be of type integer, real, or complex.
Y (optional)	must be of type integer or real. It must not be present if X is of type complex.
KIND (optional)	must be a scalar integer initialization expression.

Result Type and Type Parameter

The result is of type complex. If `KIND` is present, the kind type parameter is that specified by `KIND`; otherwise, the kind type parameter is that of default real type.

Result Value

If `Y` is absent and `X` is not complex, it is as if `Y` were present with the value zero.

If `Y` is absent and `X` is complex, it is as if `Y` were present with the value `AIMAG(X)`.

`CMPLX(X,Y,KIND)` has the complex value whose real part is `REAL(X,KIND)` and whose imaginary part is `REAL(Y,KIND)`.

Examples

`CMPLX(-3)` is $-3.0 + 0i$.

`CMPLX((4.1,0.0), KIND=HIGH)`, `CMPLX((4.1,0), KIND=HIGH)`, and `CMPLX(4.1, KIND=HIGH)` are each $4.1 + 0.0i$ with kind `HIGH`.

CONJG(Z)

Description

Conjugate of a complex number.

Class

Elemental function.

Argument

`Z` must be of type complex.

Result Type and Type Parameter

Same as z .

Result Value

If z has the value (x, y) , the result has the value $(x, -y)$.

Examples

`CONJG((2.0, 3.0) is (2.0, - 3.0).`

`CONJG((0., -4.1_HIGH)) is 0 + 4.1i with kind HIGH.`

COS(X)

Description

Cosine function in radians.

Class

Elemental function.

Argument

x must be of type real or complex.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to $\cos(x)$. If x is of type real, it is regarded as a value in radians. If x is of type complex, its real part is regarded as a value in radians.

Examples

`COS(1.0)` has the value 0.54030231.

`COS((1.0_HIGH, 1.0))` has the value $0.83373002513115 - 0.98889770576287i$ with kind `HIGH`.

COSD(X)

Description

Cosine function that accepts input in degrees.

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to $\cos(x)$.

Examples

`COSD(0.0)` has the value 1.0.

`COSD(60.0)` has the value 0.5.

COSH(X)

Description

Hyperbolic cosine function.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to $\cosh(x)$.

Examples

`COSH(1.0)` has the value 1.5430806.

`COSH(0.1_HIGH)` has the value 1.0050041680558 with kind HIGH.

COUNT(MASK, DIM)

Optional Argument

DIM

Description

Count the number of `.TRUE.` elements of `MASK` along dimension `DIM`.

Class. Transformational function.

Argument

`MASK` must be of type logical. It must not be scalar.

`DIM` (optional) must be scalar and of type integer with a value in the range

$1 \leq \text{DIM} \leq n$, where n is the rank of `MASK`. The corresponding actual argument must not be an optional dummy argument.

Result Type, Type Parameter, and Shape

The result is of type default integer. It is scalar if `DIM` is absent or `MASK` has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of `MASK`.

Result Value

- Case 1 The result of `COUNT(MASK)` has a value equal to the number of `.TRUE.` elements of `MASK` or has the value zero if `MASK` has size zero.
- Case 2 If `MASK` has rank one, `COUNT(MASK, DIM)` has a value equal to that of `COUNT(MASK)`. Otherwise, the value of element $(s_1, s_2, \dots, s_{DIM-1}, s_{DIM+1}, \dots, s_n)$ of `COUNT(MASK, DIM)` is equal to `COUNT(MASK(s_1, s_2, \dots, s_{DIM-1}, :, s_{DIM+1}, \dots, s_n))`.

Examples

- Case 1 The value of `COUNT((/ .TRUE., .FALSE., .TRUE. /))` is 2.
- Case 2 If `B` is the array

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

and `C` is the array

$$\begin{bmatrix} 0 & 3 & 5 \\ 7 & 4 & 8 \end{bmatrix}$$

then `COUNT(B .NE. C, DIM = 1)` is [2, 0, 1]
and `COUNT(B .NE. C, DIM = 2)` is [1, 2].

CPU_TIME(TIME)

Description

CPU_TIME returns a processor dependent time in seconds. To get elapsed CPU_TIME, you must call the intrinsic twice, once to get the start time, and again to get a finish time, and then subtract start from finish.

Class

Subroutine

Argument

TIME must be scalar and of type real.

As an extension Intel Fortran allows TIME to be of type REAL*8, REAL*16, or DOUBLE-PRECISION.

Result Type and Type Parameter

Same as TIME.

Example

```
PROGRAM TIMEIT
REAL STARTTIME/0.0/,STOPTIME/0.0/
A = 1.2
CALL CPU_TIME(STARTTIME)
DO I = 1,100000
    B = CCOS(CMPLX(a,0.0)) * CSIN(CMPLX(a,0.0))
ENDDO
CALL CPU_TIME(STOPTIME)
PRINT *, 'CPU TIME WAS ',STOPTIME - STARTTIME
END
```

CSHIFT(ARRAY, SHIFT, DIM)

Optional Argument

DIM

Description

Perform a circular shift on an array expression of rank one, or perform circular shifts on all the complete rank one sections along a given dimension of an array expression of rank two or greater.

Elements shifted out at one end of a section are shifted in at the other end. Different sections may be shifted by different amounts and in different directions (positive for left shifts, negative for right shifts).

Class

Transformational function.

Arguments

ARRAY	may be of any type. It must not be scalar.
SHIFT	must be of type integer and must be scalar if ARRAY has rank one; otherwise, it must be scalar or of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of ARRAY.
DIM (optional)	must be a scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of ARRAY. If DIM is omitted, it is as if it were present with the value 1.

Result Type, Type Parameter, and Shape

The result is of the type and type parameters of ARRAY, and has the shape of ARRAY.

Result Value

- Case 1 If ARRAY has rank one, element i of the result is $\text{ARRAY}(1 + \text{MODULO}(i + \text{SHIFT} - 1, \text{SIZE}(\text{ARRAY})))$.
- Case 2 If ARRAY has rank greater than one, section $(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n)$ of the result has a value equal to $\text{CSHIFT}(\text{ARRAY}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n), sh, 1)$, where sh is SHIFT or $\text{SHIFT}(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$.

Examples

- Case 1 If v is the array [1, 2, 3, 4, 5, 6], the effect of shifting v circularly to the left by two positions is achieved by $\text{CSHIFT}(v, \text{SHIFT} = 2)$ which has the value [3, 4, 5, 6, 1, 2].
- $\text{CSHIFT}(v, \text{SHIFT} = -2)$ achieves a circular shift to the right by two positions and has the value [5, 6, 1, 2, 3, 4].
- Case 2 The rows of an array of rank two may all be shifted by the same amount or by different amounts. If M is the array

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

then the value of $\text{CSHIFT}(M, \text{SHIFT} = -1, \text{DIM} = 2)$ is

$$\begin{bmatrix} 3 & 1 & 2 \\ 6 & 4 & 5 \\ 9 & 7 & 8 \end{bmatrix}$$

and the value of $\text{CSHIFT}(M, \text{SHIFT} = (/ -1, 1, 0 /), \text{DIM} = 2)$ is

$$\begin{bmatrix} 3 & 1 & 2 \\ 5 & 6 & 4 \\ 7 & 8 & 9 \end{bmatrix}$$

DATE_AND_TIME(*DATE*, *TIME*, *ZONE*, *VALUES*)

Optional Arguments

DATE, *TIME*, *ZONE*, *VALUES*

Description

Returns data on the real-time clock and date in a form compatible with the representations defined in ISO 8601:1988 (“Data elements and interchange formats — Information interchange — Representation of dates and times”).

Class

Subroutine.

Arguments

- DATE* (optional) must be scalar and of type default character, and must be of length at least 8 in order to contain the complete value. It is an `INTENT(OUT)` argument. Its leftmost 8 characters are set to a value of the form *CCYYMMDD*, where *CC* is the century, *YY* the year within the century, *MM* the month within the year, and *DD* the day within the month. If there is no date available, they are set to blank.
- TIME* (optional) must be scalar and of type default character, and must be of length at least 10 in order to contain the complete value. It is an `INTENT(OUT)` argument. Its leftmost 10 characters are set to a value of the form *hhmmss.sss*, where *hh* is the hour of the day, *mm* is the minutes of the

hour, and *ss.sss* is the seconds and milliseconds of the minute. If there is no clock available, they are set to blank.

ZONE (optional) must be scalar and of type default character, and must be of length at least 5 in order to contain the complete value. It is an `INTENT(OUT)` argument. Its leftmost 5 characters are set to a value of the form $\pm hhmm$, 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. If there is no clock available, they are set to blank.

VALUES (optional) must be of type default integer and of rank one. It is an `INTENT(OUT)` argument. Its size must be at least 8. The values returned in `VALUES` are as follows:

`VALUES (1)` the year (for example, 1990), or `-HUGE(0)` if there is no date available;

`VALUES (2)` the month of the year, or `-HUGE(0)` if there is no date available;

`VALUES (3)` the day of the month, or `-HUGE(0)` if there is no date available;

`VALUES (4)` the time difference with respect to Coordinated Universal Time (UTC) in minutes, or `-HUGE(0)` if this information is not available;

`VALUES (5)` the hour of the day, in the range of 0 to 23, or `-HUGE(0)` if there is no clock;

`VALUES (6)` the minutes of the hour, in the range 0 to 59, or `-HUGE(0)` if there is no clock;

`VALUES (7)` the seconds of the minute, in the range 0 to 60, or `-HUGE(0)` if there is no clock;

`VALUES (8)` the milliseconds of the second, in the range 0 to 999, or `-HUGE(0)` if there is no clock.

The `HUGE` intrinsic function is described in the section "[HUGE\(X\)](#)".

Example

```
INTEGER DATE_TIME (8)
CHARACTER (LEN = 10) BIG_BEN (3)
CALL DATE_AND_TIME (BIG_BEN (1), BIG_BEN (2), &
                   BIG_BEN (3), DATE_TIME)
```

if called in Geneva, Switzerland on 1985 April 12 at 15:27:35.5 would have assigned the value "19850412bb" to `BIG_BEN(1)`, the value "152735.500" to `BIG_BEN(2)`, and the value "+0100bbbbbb" to `BIG_BEN(3)`, and the following values to `DATE_TIME`: 1985, 4, 12, 60, 15, 27, 35, 500.

Note that UTC is defined by CCIR Recommendation 460-2 (and is also known as Greenwich Mean Time).

DBLE(A)

Description

Convert to double precision real type.

Class

Elemental function.

Argument

A must be of type integer, real, or complex.

Result Type and Type Parameter

Double precision real.

Result Value

Case 1 If A is of type double precision real, `DBLE(A) = A`.

- Case 2 If A is of type integer or real, the result is as much precision of the significant part of A as a double precision real datum can contain.
- Case 3 If A is of type complex, the result is as much precision of the significant part of the real part of A as a double precision real datum can contain.

Examples

`DBLE(-.3)` is -0.3 of type double precision real.

`DBLE(1.0_HIGH/3)` is 0.33333333333333 of type double precision real.

DFLOAT(A)

Description

Convert to double precision type.

Class

Elemental nonstandard function.

Argument

A must be of type integer.

Result Type and Type Parameter

Double precision.

Example

`DFLOAT(56)` is 56.0 of type double precision.

DIGITS(X)

Description

Returns the number of significant digits in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

x must be of type integer or real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has the value q if x is of type integer and p if x is of type real, where q and p are as defined in the section “[Data Representation Models](#)” for the model representing numbers of the same type and kind type parameter as x .

Example

`DIGITS(X)` has the value 24 for real x whose model is described in the section “[The Real Number System Model](#)”.

DIM(X, Y)

Description

The difference $x-y$ if it is positive; otherwise zero.

Class

Elemental function.

Argument

X must be of type integer or real.

Y must be of the same type and kind type parameter as X.

Result Type and Type Parameter

Same as X.

Result Value

The value of the result is $x-y$ if $x > y$ and zero otherwise.

Examples

DIM(5, 3) has the value 2. DIM(-3.0, 2.0) has the value 0.0.

DNUM(I)

Description

Convert to double precision.

Class

Elemental nonstandard function.

Argument

I must be of type character.

Result Type

Double precision.

Examples

DNUM("3.14159") is 3.14159 of type double precision.

The following code sets x to 311.0:

```
CHARACTER(3) i
DOUBLE PRECISION x
i = "311"
x = DNUM(I)
```

DOT_PRODUCT(VECTOR_A, VECTOR_B)

Description

Performs dot-product multiplication of numeric or logical vectors.

Class

Transformational function.

Argument

VECTOR_A	must be of numeric type (integer, real, or complex) or of logical type. It must be array valued and of rank one.
VECTOR_B	must be of numeric type if VECTOR_A is of numeric type or of type logical if VECTOR_A is of type logical. It must be array valued and of rank one. It must be of the same size as VECTOR_A.

Result Type, Type Parameter, and Shape

The result is scalar.

If the arguments are of numeric type, the type and kind type parameter of the result are those of the expression `VECTOR_A * VECTOR_B` determined by the types of the arguments.

If the arguments are of type logical, the result is of type logical with the kind type parameter of the expression `VECTOR_A .AND. VECTOR_B`.

Result Value

- Case 1 If VECTOR_A is of type integer or real, the result has the value `SUM(VECTOR_A*VECTOR_B)`. If the vectors have size zero, the result has the value zero.
- Case 2 If VECTOR_A is of type complex, the result has the value `SUM(CONJG(VECTOR_A)*VECTOR_B)`. If the vectors have size zero, the result has the value zero.
- Case 3 If VECTOR_A is of type logical, the result has the value `ANY(VECTOR_A .AND. VECTOR_B)`. If the vectors have size zero, the result has the value `.FALSE..`

Examples

- Case 1 `DOT_PRODUCT((/ 1, 2, 3 /), (/ 2, 3, 4 /))` has the value 20.
- Case 2 `DOT_PRODUCT((/ (1.0, 2.0), (2.0, 3.0) /), (/ (1.0, 1.0), (1.0, 4.0) /))` has the value $17 + 4i$.
- Case 3 `DOT_PRODUCT((/ .TRUE., .FALSE. /), (/ .TRUE., .TRUE. /))` has the value `.TRUE..`

DPROD(X, Y)

Description

Double precision real product.

Class

Elemental function.

Argument

x must be of type default real.
 y must be of type default real.

Result Type and Type Parameters

Double precision real.

Result Value

The result has a value equal to a processor-dependent approximation to the product of x and y .

Example

`DPROD(-3.0, 2.0)` has the value `-6.0` of type double precision real.

DREAL(A)

Description

Convert to double precision.

Class

Elemental nonstandard function.

Argument

A must be of type integer, real, or complex.

Result

Double precision.

if the process cannot distinguish between +0 and -0,
the result is $|A1|$
otherwise, for -0, the value is $-|A1|$
for +0, the value is $|A1|$

EOSHIFT(ARRAY, SHIFT, BOUNDARY, DIM)

Optional Argument

BOUNDARY, DIM

Description

Perform an end-off shift on an array expression of rank one or perform end-off shifts on all the complete rank-one sections along a given dimension of an array expression of rank two or greater.

Elements are shifted off at one end of a section and copies of a boundary value are shifted in at the other end.

Different sections may have different boundary values and may be shifted by different amounts and in different directions (positive for left shifts, negative for right shifts).

Class

Transformational function.

Argument

ARRAY may be of any type. It must not be scalar.

SHIFT must be of type integer and must be scalar if ARRAY has rank one; otherwise, it must be scalar or of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{DIM-1}, d_{DIM+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of ARRAY.

BOUNDARY (optional) must be of the same type and type parameters as ARRAY and must be scalar if ARRAY has rank one; otherwise, it must be either scalar or of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$. BOUNDARY may be omitted for the data types in the following table and, in this case, it is as if it were present with the scalar value shown.

Type of ARRAY	Value of BOUNDARY
Integer	0
Real	0.0
Complex	(0.0, 0.0)
Logical	.FALSE.
Character (<i>len</i>)	<i>len</i> blanks

DIM (optional) must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of ARRAY. If DIM is omitted, it is as if it were present with the value 1.

Result Type, Type Parameter, and Shape

The result has the type, type parameters, and shape of ARRAY.

Result Value

Element (s_1, s_1, \dots, s_n) of the result has the value $\text{ARRAY}(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}} + sh, s_{\text{DIM}+1}, \dots, s_n)$ where sh is SHIFT or $\text{SHIFT}(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$ provided the inequality $\text{LBOUND}(\text{ARRAY}, \text{DIM}) \leq s_{\text{DIM}} + sh \leq \text{UBOUND}(\text{ARRAY}, \text{DIM})$ holds and is otherwise BOUNDARY or $\text{BOUNDARY}(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$.

Examples

Case 1 If v is the array [1, 2, 3, 4, 5, 6], the effect of shifting v end-off to the left by 3 positions is achieved by $\text{EOSHIFT}(v, \text{SHIFT} = 3)$ which has the value [4, 5, 6, 0, 0, 0].

EOSHIFT(V, SHIFT = -2, BOUNDARY = 99) achieves an end-off shift to the right by 2 positions with the boundary value of 99 and has the value [99, 99, 1, 2, 3, 4].

Case 2

The rows of an array of rank two may all be shifted by the same amount or by different amounts and the boundary elements can be the same or different. If M is the array

$$\begin{bmatrix} A & B & C \\ D & E & F \\ G & H & I \end{bmatrix}$$

then the value of EOSHIFT(M, SHIFT = -1, BOUNDARY = '*' , DIM = 2) is

$$\begin{bmatrix} * & A & B \\ * & D & E \\ * & G & H \end{bmatrix}$$

and the value of EOSHIFT(M, SHIFT = (/ -1, 1, 0 /), BOUNDARY = (/ '*' , '/' , '?' /), DIM = 2) is

$$\begin{bmatrix} * & A & B \\ E & F & / \\ G & H & I \end{bmatrix}$$

EPSILON(X)

Description

Returns a positive model number that is almost negligible compared to unity in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

x must be of type real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Scalar of the same type and kind type parameter as x .

Result Value

The result has the value b^{1-p} where b and p are as defined in the section “[The Real Number System Model](#)” for the model representing numbers of the same type and kind type parameter as x .

Examples

`EPSILON(X)` has the value 2^{-23} for real x whose model is described in the section “[The Real Number System Model](#)”.

`EPSILON(Y)`, where Y has kind parameter `HIGH`, would be 2^{-47} if p is 48 for the model of kind `HIGH`.

EXP(X)

Description

Exponential.

Class

Elemental function.

Argument

x must be of type real or complex.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to e^x . If x is of type complex, its imaginary part is regarded as a value in radians.

Examples

`EXP(1.0)` has the value 2.7182818.

`EXP(2.0_HIGH/3.0)` has the value 1.9477340410547 with kind HIGH.

EXPONENT(X)

Description

Returns the exponent part of the argument when represented as a model number.

Class

Elemental function.

Argument

x must be of type real.

Result Type

Default integer.

Result Value

The result has a value equal to the exponent e of the model representation (see the section “[The Real Number System Model](#)”) for the value of x , provided x is nonzero and e is within the range for default integers. The result is undefined if the processor cannot represent e in the default integer type. `EXPONENT(X)` has the value zero if x is zero.

Examples

`EXPONENT(1.0)` has the value 1 and `EXPONENT(4.1)` has the value 3 for reals, whose model is described in the section “[The Real Number System Model](#)”.

FLOOR(A)

Description

Returns the greatest integer less than or equal to its argument.

Class

Elemental function.

Argument

A must be of type real.

Result Type and Type Parameter

Default integer.

Result Value

The result has a value equal to the greatest integer less than or equal to A . The result is undefined if the processor cannot represent this value in the default integer type.

Examples

FLOOR(3.7) has the value 3.

FLOOR(-3.7) has the value -4.

FLOOR(10.0_HIGH/3) has the value 3.

FRACTION(X)

Description

Returns the fractional part of the model representation of the argument value.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has the value $x \times b^{-e}$, where b and e are as defined in the section “[The Real Number System Model](#)”. If x has the value zero, the result has the value zero.

Example

FRACTION(3.0) has the value 0.75 for reals, whose model is described in “[The Real Number System Model](#)”.

HFIX(A)

Description

Convert to `INTEGER(2)` type.

Class

Elemental nonstandard function.

Argument

A must be of type integer, real, double precision, or complex.

Result

`INTEGER(2)` type.

Examples

`HFIX(9.897)` is 9 of type `INTEGER(2)`.

`HFIX(9.125)` is 9 of type `INTEGER(2)`.

The following code sets b to 34:

```
INTEGER(2) b
COMPLEX p
p = (34.5, 1.0)
b = HFIX(p)
```

HUGE(X)

Description

Returns the largest number in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

x must be of type integer or real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape. Scalar of the same type and kind type parameter as x.

Result Value

The result has the value $r^q - 1$ if x is of type integer and

$$(1 - b^{-p})b^{e_{max}}$$

if x is of type real, where r , q , b , p , and e_{max} are as defined in the section [“The Real Number System Model”](#).

Example

HUGE (X) has the value $(1 - 2^{-24}) \times 2^{127}$ for real x, whose model is described in [“The Real Number System Model”](#).

IABS(A)

Returns the absolute value of an integer expression

Description

IABS returns the absolute value of an INTEGER*2 expression.

Class

Elemental function.

Argument

A must be of type INTEGER*2 value or expression.

Result Value

If A is positive or zero, the value of A is returned. If A is less than zero, the opposite positive value of A is returned.

Output

Absolute value of A.

IACHAR(C)

Description

Returns the position of a character in the ASCII collating sequence.

Class

Elemental function.

Argument

C must be of type default character and of length one.

Result Type and Type Parameter

Default integer.

Result Value

If C is in the collating sequence defined by the codes specified in ISO 646:1983 (“Information technology — ISO 7-bit coded character set for information interchange”), the result is the position of C in that sequence and satisfies the inequality $(0 \leq \text{IACHAR}(C) \leq 127)$.

A processor-dependent value is returned if C is not in the ASCII collating sequence. The results are consistent with the LGE, LGT, LLE, and LLT lexical comparison functions. For example, if LLE(C, D) is .TRUE., IACHAR(C) .LE. IACHAR(D) is .TRUE. where C and D are any two characters representable by the processor.

Examples

IACHAR('X') has the value 88.

IACHAR('*') has the value 42.

IADDR(X)

Description

Return the address of x.

Class

Inquiry nonstandard function.

Argument

x may be of any type.

Result Type. The result is of type default integer.

See the section "[BADDRESS\(X\)](#)" for examples.

IAND(I, J)

Description

Performs a bitwise logical AND.

Class

Elemental function.

Argument

I must be of type integer.

J must be of type integer with the same kind type
parameter as I.

Result Type and Type Parameter

Same as I.

Result Value

The result has the value obtained by combining `I` and `J` bit-by-bit according to the following truth table:

<code>I</code>	<code>J</code>	<code>IAND(I, J)</code>
1	1	1
1	0	0
0	1	0
0	0	0

The model for the interpretation of an integer value as a sequence of bits is in “[The Bit Model](#)”.

Examples

`IAND(1, 3)` has the value 1.

`IAND(2_SHORT, 10_SHORT)` is 2 with kind `SHORT`.

IBCLR(I, POS)

Description

Clears a bit to zero.

Class

Elemental function.

Argument

`I` must be of type integer.
`POS` must be of type integer. It must be nonnegative and less than `BIT_SIZE(I)`.

Result Type and Type Parameter

Same as `I`.

Result Value

The result has the value of the sequence of bits of `I`, except that bit `POS` of `I` is set to zero. The model for the interpretation of an integer value as a sequence of bits is in “[The Bit Model](#)”.

Examples

`IBCLR(14, 1)` has the result 12.

If `V` has the value (1, 2, 3, 4), the value of `IBCLR(POS = V, I = 31)` is [29, 27, 23, 15].

The value of `IBCLR(/ 15_SHORT, 31_SHORT, 7_SHORT /), 3)` is [7, 23, 7] with kind `SHORT`.

IBITS(I, POS, LEN)

Description

Extracts a sequence of bits.

Class

Elemental function.

Argument

<code>I</code>	must be of type integer.
<code>POS</code>	must be of type integer. It must be nonnegative and <code>POS + LEN</code> must be less than or equal to <code>BIT_SIZE(I)</code> .
<code>LEN</code>	must be of type integer and nonnegative.

Result Type and Type Parameter

Same as `I`.

Result Value

The result has the value of the sequence of `LEN` bits in `I` beginning at bit `POS`, right-adjusted and with all other bits zero. The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Examples

`IBITS(14, 1, 3)` has the value 7.

The value of `IBITS((/ 15_SHORT, 31_SHORT, 7_SHORT /), 2_SHORT, 3_SHORT)` is [3, 7, 1] with kind `SHORT`.

IBSET(I, POS)

Description

Sets a bit to one.

Class

Elemental function.

Argument

`I` must be of type integer.

`POS` must be of type integer. It must be nonnegative and less than `BIT_SIZE(I)`.

Result Type and Type Parameter

Same as `I`.

Result Value

The result has the value of the sequence of bits of `I`, except that bit `POS` of `I` is set to one. The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Examples

`IBSET(12, 1)` has the value 14.

If `v` has the value [1, 2, 3, 4], the value of `IBSET(POS = v, I = 0)` is [2, 4, 8, 16].

The value of `IBSET((/ 15_SHORT, 31_SHORT, 7_SHORT /), 3)` is [15, 31, 15] with kind `SHORT`.

ICHAR(C)

Description

Returns the position of a character in the processor collating sequence associated with the kind type parameter of the character.

Class

Elemental function.

Argument

`C` must be of type character and of length one. Its value must be that of a character capable of representation in the processor.

Result Type and Type Parameter

Default integer.

Result Value

The result is the position of *C* in the processor collating sequence associated with the kind type parameter of *C* and is in the range $0 \leq \text{IACHAR}(C) \leq n-1$, where *n* is the number of characters in the collating sequence.

For any characters *C* and *D* capable of representation in the processor, *C*.LE.*D* is *.TRUE.* if and only if *ICHAR(C)* *.LE.* *ICHAR(D)* is *.TRUE.*, and *C*.EQ.*D* is *.TRUE.* if and only if *ICHAR(C)* *.EQ.* *ICHAR(D)* is *.TRUE.*.

Examples

ICHAR('X') has the value 88 on a processor using the ASCII collating sequence for the default character type.

ICHAR('')* has the value 42 on such a processor.

IDIM(X, Y)

Description

Integer positive difference.

Class

Nonstandard function.

Argument

X must be of type integer.

Y must be of type integer with the same kind type parameter as *X*.

Result Type and Type Parameter

Integer of same kind type parameter as *X*.

Result Value

If $X > Y$, $IDIM(X, Y)$ is $X - Y$. If $X \leq Y$, $IDIM(X, Y)$ is zero.

Examples

$IDIM(89, 12)$ is 77.

$IDIM(56, 59)$ is 0.

IEOR(I, J)

Description

Performs a bitwise exclusive OR.

Class

Elemental function.

Argument

I must be of type integer.
 J must be of type integer with the same kind type parameter as I .

Result Type and Type Parameter

Same as I .

Result Value

The result has the value obtained by combining I and J bit-by-bit according to the following truth table:

I	J	$IEOR(I, J)$
1	1	0
1	0	1
0	1	1
0	0	0

The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Examples

`IEOR(1, 3)` has the value 2.

`IEOR(/ 3_SHORT, 10_SHORT /), 2_SHORT)` is [1, 8] with kind `SHORT`.

IJINT(A)

Description

Convert to `INTEGER(2)` type.

Class

Elemental nonstandard function.

Argument

A must be of type `INTEGER(4)`.

Result

INTEGER(2) type.

Example

IJINT(32) is 32 of type INTEGER(2).

IMAG(A)

Description

Imaginary part of complex number.

Class

Elemental nonstandard function.

Argument

A must be of type complex or double complex.

Result

Real if A is complex. Double precision if A is double complex.

Example

The following code sets x to 2.0:

```
COMPLEX p
REAL x
p = (39.61, 2.0)
x = IMAG(p)
```

INDEX(String, Substring, Back)

Optional Argument

BACK

Description

Returns the starting position of a substring within a string.

Class

Elemental function.

Argument

STRING must be of type character.

SUBSTRING must be of type character with the same kind type
parameter as STRING

BACK (optional) must be of type logical.

Result Type and Type Parameter

Default integer.

Result Value

Case 1 If BACK is absent or present with the value `.FALSE.`, the
result is the minimum positive value of `I` such that
 $STRING(I : I + LEN(SUBSTRING) - 1) =$
SUBSTRING or zero if there is no such value.

Zero is returned if $LEN(STRING) < LEN(SUBSTRING)$
and one is returned if $LEN(SUBSTRING) = 0$.

Case 2 If `BACK` is present with the value `.TRUE.`, the result is the maximum value of `I` less than or equal to $\text{LEN}(\text{STRING}) - \text{LEN}(\text{SUBSTRING}) + 1$ such that $\text{STRING}(I : I + \text{LEN}(\text{SUBSTRING}) - 1) = \text{SUBSTRING}$ or zero if there is no such value.

Zero is returned if $\text{LEN}(\text{STRING}) < \text{LEN}(\text{SUBSTRING})$ and $\text{LEN}(\text{STRING}) + 1$ is returned if $\text{LEN}(\text{SUBSTRING}) = 0$.

Examples

`INDEX('FORTRAN', 'R')` has the value 3.

`INDEX('FORTRAN', 'R', BACK = .TRUE.)` has the value 5.

`INDEX("XXX", " ")` has the value 1.

`INDEX("XXX", " ", BACK=.TRUE.)` has the value 4.

INT(A, KIND)

Optional Argument

`KIND`

Description

Convert to integer type.

Class

Elemental function.

Argument

`A` must be of type integer, real, or complex.

`KIND` (optional) must be a scalar integer initialization expression.

Result Type and Type Parameter

Integer. If `KIND` is present, the kind type parameter is that specified by `KIND`; otherwise, the kind type parameter is that of default integer type.

Result Value

- Case 1 If `A` is of type integer, `INT(A) = A`.
- Case 2 If `A` is of type real, there are two cases: if $|A| < 1$, `INT(A)` has the value 0; if $|A| \geq 1$, `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`.
- Case 3 If `A` is of type complex, `INT(A)` is the value obtained by applying the above rules (for reals) to the real part of `A`. The result is undefined if the processor cannot represent the result in the specified integer type.

Examples

`INT(-3.7)` has the value `-3`.

`INT(9.1_HIGH/4.0_HIGH, SHORT)` is 2 with kind `SHORT`.

INT1(A)

Description

Convert to `INTEGER(1)` type.

Class

Elemental nonstandard function.

Argument

A must be of type integer, real, or complex.

Result

INTEGER(1) type. If A is complex, INT1(A) is equal to the truncated real portion of A.

Example

INT1(6.23) is 6 of type INTEGER(1).

INT2(A)

Description

Convert to INTEGER(2) type.

Class

Elemental nonstandard function.

Argument

A must be of type integer, real, or complex.

Result

INTEGER(2) type. If A is complex, INT2(A) is equal to the truncated real portion of A.

Example

INT2(212.4545) is 212 of type INTEGER(2).

INT4(A)

Description

Convert to `INTEGER(4)` type.

Class

Elemental nonstandard function.

Argument

A must be of type integer, real, or complex.

Result

`INTEGER(4)` type. If A is complex, `INT4(A)` is equal to the truncated real portion of A.

Example

`INT4(1988.74)` is 1988 of type `INTEGER(4)`.

INT8(A)

Description

Convert to `INTEGER(8)` type.

Class

Elemental nonstandard function.

Argument

A must be of type integer, real, or complex.

Result

INTEGER(8) type. If A is complex, INT8(A) is equal to the truncated real portion of A.

Example

INT8(14.14) is 14 of type INTEGER(8).

INUM(I)

Description

Convert character to INTEGER(2) type.

Class

Elemental nonstandard function.

Argument

I must be of type character.

Result

INTEGER(2) type.

Example

INUM("451.92") is 451 of type INTEGER(2).

IOR(I, J)

Description

Performs a bitwise inclusive OR.

Class

Elemental function.

Argument

I must be of type integer.

J must be of type integer with the same kind type parameter as I.

Result Type and Type Parameter

Same as I.

Result Value

The result has the value obtained by combining I and J bit-by-bit according to the following truth table:

I	J	IOR(I, J)
1	1	1
1	0	1
0	1	1
0	0	0

The model for the interpretation of an integer value as a sequence of bits is in the section [“The Bit Model”](#).

IQINT(A)

Description

Convert to integer type.

Class

Elemental nonstandard function.

Argument

A must be of type `REAL(16)`.

Result

Integer type.

Examples

`IQINT(9416.39)` is 9416.

ISHFT(I, SHIFT)

Description

Performs a logical shift.

Class

Elemental function.

Argument

`I` must be of type integer.
`SHIFT` must be of type integer. The absolute value of `SHIFT` must be less than or equal to `BIT_SIZE(I)`.

Result Type and Type Parameter

Same as `I`.

Result Value

The result has the value obtained by shifting the 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; and if `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.

The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Examples

`ISHFT(3, 1)` has the value 6.

`ISHFT(3, -1)` has the value 1.

ISHFTC(I, SHIFT, SIZE)

Optional Argument

`SIZE`

Description

Performs a circular shift of the rightmost bits.

Class

Elemental function.

Argument

I must be of type integer.

SHIFT must be of type integer. The absolute value of **SHIFT** must be less than or equal to **SIZE**.

SIZE (optional) must be of type integer. The value of **SIZE** must be positive and must not exceed `BIT_SIZE(I)`. If **SIZE** is absent, it is as if it were present with the value of `BIT_SIZE(I)`.

Result Type and Type Parameter

Same as **I**.

Result Value

The result has the value obtained by shifting the **SIZE** rightmost bits of **I** circularly by **SHIFT** positions.

If **SHIFT** is positive, the shift is to the left; if **SHIFT** is negative, the shift is to the right; and if **SHIFT** is zero, no shift is performed. No bits are lost. The unshifted bits are unaltered.

The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Example

`ISHFTC(3, 2, 3)` has the value 5.

ISIGN(A, B)

Description

Absolute value of A times the sign of B.

Class

Elemental nonstandard function.

Argument

A must be of type integer.

B must be of type integer with the same kind type
parameter as A.

Result Type and Type Parameter

Same as A.

Result Value

The value of the result is $|A|$ if $B \geq 0$ and $-|A|$ if $B < 0$.

Examples

ISIGN(-3, 0) is 3.

ISIGN(12, -9) is -12.

ISNAN(X)

Description

Determine if a value is NaN (not a number).

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type

Logical.

Examples

```
ISNAN(45.4) is .FALSE..  
ISNAN(ACOSH(0.0)) is .TRUE..
```

IXOR(I, J)

Description

Exclusive OR.

Class

Elemental nonstandard function.

Argument

- I must be of type integer.
- J must be of type integer with the same kind type parameter as I .

Result Type and Type Parameter

Same as I .

Result Value

The result has the value obtained by performing an exclusive OR on I and J bit-by-bit according to the truth table that follows.

I	J	$IXOR(I, J)$
1	1	0
1	0	1
0	1	1
0	0	0

The model for interpreting an integer value as a sequence of bits is in the section "[The Bit Model](#)".

Example

$IXOR(12, 7)$ is 11. (Binary 1100 exclusive OR with binary 0111 is binary 1011.)

JNUM(I)

Description

Convert character to integer type.

Class

Elemental nonstandard function.

Argument

I must be of type character.

Result

Integer type.

Example

JNUM(" 46616.725 ") is 46616.

KIND(X)

Description

Returns the value of the kind type parameter of x.

Class

Inquiry function.

Argument

x may be of any intrinsic type.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has a value equal to the kind type parameter value of x.

Examples

KIND(0.0) has the kind type parameter value of default real.

KIND(1.0_HIGH) has the value of the named constant HIGH.

LBOUND(ARRAY, DIM)

Optional Argument

DIM

Description

Returns all the lower bounds or a specified lower bound of an array.

Class

Inquiry function.

Argument

ARRAY

may be of any type. It must not be scalar. It must not be a pointer that is disassociated or an allocatable array that is not allocated.

`DIM` (optional) must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of `ARRAY`. The corresponding actual argument must not be an optional dummy argument.

Result Type, Type Parameter, and Shape

The result is of type default integer. It is scalar if `DIM` is present; otherwise, the result is an array of rank one and size n , where n is the rank of `ARRAY`.

Result Value

Case 1 For an array section or for an array expression other than a whole array or array structure component, `LBOUND(ARRAY, DIM)` has the value 1. For a whole array or array structure component, `LBOUND(ARRAY, DIM)` has the value:

- equal to the lower bound for subscript `DIM` of `ARRAY` if dimension `DIM` of `ARRAY` does not have extent zero or if `ARRAY` is an assumed-size array of rank `DIM`

or

- one (1), otherwise.

Case 2 `LBOUND(ARRAY)` has a value whose i th component is equal to `LBOUND(ARRAY, i)`, for $i = 1, 2, \dots, n$, where n is the rank of `ARRAY`.

Examples

If the following statements are processed

```
REAL, TARGET :: A (2:3, 7:10)
REAL, POINTER, DIMENSION (:,:) :: B, C, D
B => A
C => A(:, :)
ALLOCATE ( D(-3:3, -7:7) )
LBOUND(A) is [2, 7], LBOUND(A, DIM=2) is 7, LBOUND(B)
is [2,7], LBOUND(C) is [1,1], and LBOUND(D) is
[-3,-7].
```

LEN(String)

Description

Returns the length of a character entity.

Class

Inquiry function.

Argument

STRING must be of type character. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has a value equal to the number of characters in STRING if it is scalar or in an element of STRING if it is array valued.

Example

If C and D are declared by the statements

```
CHARACTER (11) C(100)
```

```
CHARACTER (LEN=31) D
```

LEN(C) has the value 11, and LEN(D) has the value 31.

LEN_TRIM(STRING)

Description

Returns the length of the character argument without counting trailing blank characters.

Class

Elemental function.

Argument

STRING must be of type character.

Result Type and Type Parameter

Default integer.

Result Value

The result has a value equal to the number of characters remaining after any trailing blanks in STRING are removed. If the argument contains no nonblank characters, the result is zero.

Examples

LEN_TRIM('babbb') has the value 4.

LEN_TRIM('bbb') has the value 0.

LGE(String_A, String_B)

Description

Tests whether a string is lexically greater than or equal to another string, based on the ASCII collating sequence.

Class

Elemental function.

Argument

STRING_A must be of type default character.

STRING_B must be of type default character.

Result Type and Type Parameters

Default logical.

Result Value

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.

If either string contains a character not in the ASCII character set, the result is processor dependent.

The result is `.TRUE.` if the strings are equal or if `STRING_A` follows `STRING_B` in the ASCII collating sequence; otherwise, the result is `.FALSE.` Note that the result is `.TRUE.` if both `STRING_A` and `STRING_B` are of zero length.

Examples

`LGE('apple', 'beans')` has the value `.FALSE.`

`LGE('apple', 'applesauce')` has the value `.FALSE.`

`LGE('Zebra', 'Yak')` has the value `.TRUE.`

LGT(**STRING_A**, **STRING_B**)

Description

Tests whether a string is lexically greater than another string, based on the ASCII collating sequence.

Class

Elemental function.

Argument

`STRING_A` must be of type default character.

`STRING_B` must be of type default character.

Result Type and Type Parameters

Default logical.

Result Value

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.

If either string contains a character not in the ASCII character set, the result is processor-dependent.

The result is `.TRUE.` if `STRING_A` follows `STRING_B` in the ASCII collating sequence; otherwise, the result is `.FALSE.`. Note that the result is `.FALSE.` if both `STRING_A` and `STRING_B` are of zero length.

Examples

`LGT('apple', 'beans')` has the value `.FALSE.`

`LGT('apple', 'applesauce')` has the value `.FALSE.`

`LGT('Zebra', 'Yak')` has the value `.TRUE.`

LLE(**STRING_A**, **STRING_B**)

Description

Tests whether a string is lexically less than or equal to another string, based on the ASCII collating sequence.

Class

Elemental function.

Argument

STRING_A must be of type default character.

STRING_B must be of type default character.

Result Type and Type Parameters

Default logical.

Result Value

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.

If either string contains a character not in the ASCII character set, the result is processor dependent.

The result is `.TRUE.` if the strings are equal or if `STRING_A` precedes `STRING_B` in the ASCII collating sequence; otherwise, the result is `.FALSE.` Note that the result is `.TRUE.` if both `STRING_A` and `STRING_B` are of zero length.

Examples

`LLE('apple', 'beans')` has the value `.TRUE.`

`LLE('apple', 'applesauce')` has the value `.TRUE.`

`LLE('Zebra', 'Yak')` has the value `.FALSE.`

LLT(**STRING_A**, **STRING_B**)

Description

Tests whether a string is lexically less than another string, based on the ASCII collating sequence.

Class

Elemental function.

Argument

`STRING_A` must be of type default character.

`STRING_B` must be of type default character.

Result Type and Type Parameters

Default logical.

Result Value

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.

If either string contains a character not in the ASCII character set, the result is processor-dependent.

The result is `.TRUE.` if `STRING_A` precedes `STRING_B` in the ASCII collating sequence; otherwise, the result is `.FALSE.`. Note that the result is `.FALSE.` if both `STRING_A` and `STRING_B` are of zero length.

Examples

`LLT('apple', 'beans')` has the value `.TRUE.`

`LLT('apple', 'applesauce')` has the value `.TRUE.`

`LLT('Zebra', 'Yak')` has the value `.FALSE.`

LOC(X)

Description

Return the address of the argument.

Class

Inquiry nonstandard function.

For details see [“LOC” on page 85](#).

LOG(X)

Description

Natural logarithm.

Class

Elemental function.

Argument

x 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.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\log_e x$. A result of type complex is the principal value with imaginary part ω in the range $-\pi < \omega \leq \pi$. The imaginary part of the result is π only when the real part of the argument is less than zero and the imaginary part of the argument is zero.

Examples

`LOG(10.0)` has the value 2.3025851.

`LOG((-0.5_HIGH, 0))` has the value $-0.69314718055994 + 3.1415926535898i$ with kind `HIGH`.

LOG10(X)

Description

Common logarithm.

Class

Elemental function.

Argument

`x` must be of type real. The value of `x` must be greater than zero.

Result Type and Type Parameter

Same as `x`.

Result Value

The result has a value equal to a processor-dependent approximation to $\log_{10}X$.

Examples

`LOG10(10.0)` has the value 1.0.

`LOG10(10.0E1000_HIGH)` has the value 1001.0 with kind `HIGH`.

LOGICAL(L, KIND)

Optional Argument

`KIND`

Description

Converts between kinds of logical.

Class

Elemental function.

Argument

`L` must be of type logical.

`KIND` (optional) must be a scalar integer initialization expression.

Result Type and Type Parameter

Logical. If `KIND` is present, the kind type parameter is that specified by `KIND`; otherwise, the kind type parameter is that of default logical.

Result Value

The value is that of `L`.

Examples

LOGICAL(L .OR. .NOT. L) has the value .TRUE. and is of type default logical, regardless of the kind type parameter of the logical variable L.

LOGICAL(L, BIT) has kind parameter BIT and has the same value as L.

LSHFT(I, SHIFT)

Description

Left shift.

Class

Elemental nonstandard function.

For details see [“LSHFT” on page 89](#).

LSHIFT(I, SHIFT)

Description

Left shift.

Class

Elemental nonstandard function.

For details see [“LSHIFT” on page 90](#).

MATMUL(MATRIX_A, MATRIX_B)

Description

Performs matrix multiplication of numeric or logical matrices.

Class

Transformational function.

Argument

MATRIX_A must be of numeric type (integer, real, or complex) or of logical type. It must be array valued and of rank one or two.

MATRIX_B must be of numeric type if **MATRIX_A** is of numeric type and of logical type if **MATRIX_A** is of logical type. It must be array valued and of rank one or two.

If **MATRIX_A** has rank one, **MATRIX_B** must have rank two. If **MATRIX_B** has rank one, **MATRIX_A** must have 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**.

Result Type, Type Parameter, and Shape

If the arguments are of numeric type, the type and kind type parameter of the result are determined by the types of **MATRIX_A** and **MATRIX_B**.

If the arguments are of type logical, the result is of type logical with the kind type parameter of the arguments.

The shape of the result depends on the shapes of the arguments as follows:

- Case 1 If **MATRIX_A** has shape $[n, m]$ and **MATRIX_B** has shape $[m, k]$, the result has shape $[n, k]$.
- Case 2 If **MATRIX_A** has shape $[m]$ and **MATRIX_B** has shape $[m, k]$, the result has shape $[k]$.

Case 3 If `MATRIX_A` has shape $[n, m]$ and `MATRIX_B` has shape $[m]$, the result has shape $[n]$.

Result Value

Case 1 Element (i, j) of the result has the value `SUM(MATRIX_A(i, :) * MATRIX_B(:, j))` if the arguments are of numeric type and has the value `ANY(MATRIX_A(i, :).AND. MATRIX_B(:, j))` if the arguments are of logical type.

Case 2 Element (j) of the result has the value `SUM(MATRIX_A(:) * MATRIX_B(:, j))` if the arguments are of numeric type and has the value `ANY(MATRIX_A(:).AND. MATRIX_B(:, j))` if the arguments are of logical type.

Case 3 Element (i) of the result has the value `SUM(MATRIX_A(i, :)* MATRIX_B(:))` if the arguments are of numeric type and has the value `ANY(MATRIX_A(i, :).AND. MATRIX_B(:))` if the arguments are of logical type.

Examples

If `A` is the matrix

$$\begin{bmatrix} 1 & 2 & 3 \\ 2 & 3 & 4 \end{bmatrix}$$

and `B` is the matrix

$$\begin{bmatrix} 1 & 2 \\ 2 & 3 \\ 3 & 4 \end{bmatrix}$$

and `x` is the vector $[1, 2]$ and `y` is the vector $[1, 2, 3]$.

Case 1 The result of `MATMUL(A, B)` is the matrix-matrix product `AB` with the value

$$\begin{bmatrix} 14 & 20 \\ 20 & 29 \end{bmatrix}$$

- Case 2 The result of `MATMUL(X, A)` is the vector-matrix product `XA` with the value [5, 8, 11].
- Case 3 The result of `MATMUL(A, Y)` is the matrix-vector product `AY` with the value [14, 20].

MAX(A1, A2, A3, ...)

Optional Arguments

A3, ...

Description

Maximum value.

Class

Elemental function.

Arguments

The arguments must all have the same type which must be integer or real, and they must all have the same kind type parameter.

Result Type and Type Parameter

Same as the arguments.

Result Value

The value of the result is that of the largest argument.

Examples

`MAX(-9.0, 7.0, 2.0)` has the value 7.0.

`MAX(-1.0_HIGH/3, -0.1_HIGH)` is `-0.1_HIGH`.

MAXEXPONENT(X)

Description

Returns the maximum exponent in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

`x` must be of type real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has the value e_{\max} , as defined in the section “[The Real Number System Model](#)”.

Example

`MAXEXPONENT(X)` has the value 128 for real `x`, whose model is described in the section “[The Real Number System Model](#)”.

MAXLOC(ARRAY, MASK)

Optional Argument

MASK

Description

Returns the location of the first element of `ARRAY` having the maximum value of the elements identified by `MASK`.

Class

Transformational function.

Arguments

`ARRAY` must be of type integer or real. It must not be scalar.
`MASK (optional)` must be of type logical and must be conformable with `ARRAY`.

Result Type, Type Parameter, and Shape

The result is of type default integer; it is an array of rank one and of size equal to the rank of `ARRAY`.

Result Value

- Case 1 If `MASK` is absent, the result is a rank-one array whose element values are the values of the subscripts of an element of `ARRAY` whose value equals the maximum value of all of the elements of `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 more than one element has the maximum value, the element whose subscripts are returned is the first such element, taken in array element order. If `ARRAY` has size zero, the value of the result is processor-dependent.
- Case 2 If `MASK` is present, the result is a rank-one array whose element values are the values of the subscripts of an element of `ARRAY`, corresponding to a `.TRUE.` element of `MASK`, whose value equals the maximum value of all such elements of `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 more than one such element has the maximum value, the element whose subscripts are returned is the first such element taken in array element order.
- If there are no such elements (that is, if `ARRAY` has size zero or every element of `MASK` has the value `.FALSE.`), the value of the result is processor-dependent.

In both cases, an element of the result is undefined if the processor cannot represent the value as a default integer.

Examples

Case 1 The value of `MAXLOC((/ 2, 6, 4, 6 /))` is [2].

 If the array `B` is declared

```
INTEGER, DIMENSION(4:7) :: B = ( / 8, 6, 3, 1 / )
```

 the value of `MAXLOC(B)` is [1].

Case 2 If `A` has the value

$$\begin{bmatrix} 0 & -5 & 8 & -3 \\ 3 & 4 & -1 & 2 \\ 1 & 5 & 6 & -4 \end{bmatrix}$$

 then `MAXLOC(A, MASK = A .LT. 6)` has the value [3, 2]. Note that this is true even if `A` has a declared lower bound other than 1.

MAXVAL(ARRAY, DIM, MASK)

Optional Arguments

`DIM`, `MASK`

Description

Maximum value of the elements of `ARRAY` along dimension `DIM` that correspond to the `.TRUE.` elements of `MASK`.

Class

Transformational function.

Arguments

- ARRAY** must be of type integer or real. It must not be scalar.
- DIM (optional)** must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$ where n is the rank of **ARRAY**. The corresponding actual argument must not be an optional dummy argument.
- MASK (optional)** must be of type logical and must be conformable with **ARRAY**.

Result Type, Type Parameter, and Shape

The result is of the same type and kind type parameter as **ARRAY**.

It is scalar if **DIM** is absent or **ARRAY** has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of **ARRAY**.

Result Value

- Case 1** The result of `MAXVAL(ARRAY)` has a value equal to the maximum value of all the elements of **ARRAY** or has the value of the negative number of the largest magnitude supported by the processor for numbers of the type and kind type parameter of **ARRAY** if **ARRAY** has size zero.
- Case 2** The result of `MAXVAL(ARRAY, MASK = MASK)` has a value equal to the maximum value of the elements of **ARRAY** corresponding to `.TRUE.` elements of **MASK** or has the value of the negative number of the largest magnitude supported by the processor for numbers of the same type and kind type parameter as **ARRAY** if there are no `.TRUE.` elements.
- Case 3** 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 $(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$ of `MAXVAL(ARRAY, DIM [, MASK])` is equal to the following:

$$\text{MAXVAL}(\text{ARRAY}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n) [, \text{MASK} = \text{MASK}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n)])$$

Examples

Case 1 The value of `MAXVAL((/ 1, 2, 3 /))` is 3.

Case 2 `MAXVAL(C, MASK = C .LT. 0.0)` finds the maximum of the negative elements of C.

Case 3 If B is the array

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

then `MAXVAL(B, DIM = 1)` is [2, 4, 6] and
`MAXVAL(B, DIM = 2)` is [5, 6].

MCLOCK()

Description

Return time accounting for a program.

Class

Inquiry nonstandard function.

Result Type

Integer.

Result Value

The value returned, in units of microseconds, is the sum of the current process's user time and the user and system time of all its child processes.

MERGE(TSOURCE, FSOURCE, MASK)

Description

Choose alternative value according to the value of a mask.

Class

Elemental function.

Arguments

TSOURCE may be of any type.
FSOURCE must be of the same type and type parameters as
 TSOURCE.
MASK must be of type logical.

Result Type and Type Parameters

Same as **TSOURCE**.

Result Value

The result is **TSOURCE** if **MASK** is `.TRUE.` and **FSOURCE** otherwise.

Examples

If **TSOURCE** is the array $\begin{bmatrix} 1 & 6 & 5 \\ 2 & 4 & 6 \end{bmatrix}$

and **FSOURCE** is the array $\begin{bmatrix} 0 & 3 & 2 \\ 7 & 4 & 8 \end{bmatrix}$

and **MASK** is the array $\begin{bmatrix} T & . & T \\ . & . & T \end{bmatrix}$

then where “T” represents `.TRUE.` and “.” represents `.FALSE.`, then `MERGE(TSOURCE, FSOURCE, MASK)` is

$$\begin{bmatrix} 1 & 3 & 5 \\ 7 & 4 & 6 \end{bmatrix}$$

The value of `MERGE(1.0, 0.0, K > 0)` is 1.0 for $K = 5$ and 0.0 for $K = -2$.

MIN(A1, A2, A3, ...)

Optional Arguments

A3, ...

Description

Minimum value.

Class

Elemental function.

Arguments

The arguments must all be of the same type, which must be integer or real, and they must all have the same kind type parameter.

Result Type and Type Parameter

Same as the arguments.

Result Value

The value of the result is that of the smallest argument.

Examples

`MIN(-9.0, 7.0, 2.0)` has the value `-9.0`.

`MIN(-0.4_HIGH, -1.0_HIGH/3)` is `-0.4_HIGH`.

MINEXPONENT(X)

Description

Returns the minimum exponent in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

`x` must be of type real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has the value e_{\min} , as defined in the section “[The Real Number System Model](#)”.

Example

`MINEXPONENT(X)` has the value `-125` for real `x`, whose model is described in “[The Real Number System Model](#)”.

MINLOC(ARRAY, MASK)

Optional Argument

MASK

Description

Returns the location of the first element of `ARRAY` having the minimum value of the elements identified by `MASK`.

Class

Transformational function.

Arguments

`ARRAY` must be of type integer or real. It must not be scalar.
`MASK (optional)` must be of type logical and must be conformable with `ARRAY`.

Result Type, Type Parameter, and Shape

The result is of type default integer; it is an array of rank one and of size equal to the rank of `ARRAY`.

Result Value

Case 1 If `MASK` is absent, the result is a rank-one array whose element values are the values of the subscripts of an element of `ARRAY` whose value equals the minimum value of all the elements of `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 more than one element has the minimum value, the element whose subscripts are returned is the first such element, taken in array element order. If `ARRAY` has size zero, the value of the result is processor-dependent.

Case 2

If `MASK` is present, the result is a rank-one array whose element values are the values of the subscripts of an element of `ARRAY`, corresponding to a `.TRUE.` element of `MASK`, whose value equals the minimum value of all such elements of `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 more than one such element has the minimum 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 processor-dependent.

In both cases, an element of the result is undefined if the processor cannot represent the value as a default integer.

Examples

Case 1 The value of `MINLOC((/ 4, 3, 6, 3 /))` is [2].

 If the array `B` is declared

```
INTEGER, DIMENSION(4:7) :: B = ( / 8, 6, 3, 1 / )
```

 the value of `MINLOC(B)` is [4]

Case 2 If `A` has the value

$$\begin{bmatrix} 0 & -5 & 8 & -3 \\ 3 & 4 & -1 & 2 \\ 1 & 5 & 6 & -4 \end{bmatrix}$$

 then `MINLOC(A, MASK = A .GT. -4)` has the value [1, 4]. Note that this is true even if `A` has a declared lower bound other than 1.

MINVAL(ARRAY, DIM, MASK)

Optional Arguments

`DIM`, `MASK`

Description

Minimum value of all the elements of `ARRAY` along dimension `DIM` corresponding to `.TRUE.` elements of `MASK`.

Class

Transformational function.

Arguments

ARRAY	must be of type integer or real. It must not be scalar.
DIM (optional)	must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of ARRAY. The corresponding actual argument must not be an optional dummy argument.
MASK (optional)	must be of type logical and must be conformable with ARRAY.

Result Type, Type Parameter, and Shape

The result is of the same type and kind type parameter as ARRAY. It is scalar if DIM is absent or ARRAY has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of ARRAY.

Result Value

Case 1	The result of <code>MINVAL(ARRAY)</code> has a value equal to the minimum value of all the elements of ARRAY or has the value of the positive number of the largest magnitude supported by the processor for numbers of the type and kind type parameter of ARRAY if ARRAY has size zero.
Case 2	The result of <code>MINVAL(ARRAY, MASK = MASK)</code> has a value equal to the minimum value of the elements of ARRAY corresponding to <code>.TRUE.</code> elements of MASK or has the value of the positive number of the largest magnitude supported by the processor for numbers of the same type and kind type parameter as ARRAY if there are no <code>.TRUE.</code> elements.

Case 3 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 ($s_1, s_2, \dots, s_{DIM-1}, s_{DIM+1}, \dots, s_n$) of MINVAL(ARRAY, DIM [, MASK]) is equal to the following:

MINVAL(ARRAY($s_1, s_2, \dots, s_{DIM-1}, :, s_{DIM+1}, \dots, s_n$) [, MASK= MASK($s_1, s_2, \dots, s_{DIM-1}, :, s_{DIM+1}, \dots, s_n$)])

Examples

Case 1 The value of MINVAL((/ 1, 2, 3 /)) is 1.

Case 2 MINVAL(C, MASK = C .GT. 0.0) forms the minimum of the positive elements of C.

Case 3 If B is the array

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

then MINVAL(B, DIM = 1) is [1, 3, 5] and MINVAL(B, DIM = 2) is [1, 2].

MOD(A, P)

Description

Remainder function.

Class

Elemental function.

Arguments

- A must be of type integer or real.
P must be of the same type and kind type parameter as A.

Result Type and Type Parameter

Same as A.

Result Value

If $P \neq 0$, the value of the result is $A - \text{INT}(A/P) * P$. If $P=0$, the result is processor-dependent.

Examples

- MOD(3.0, 2.0) has the value 1.0.
MOD(8, 5) has the value 3.
MOD(-8, 5) has the value -3.
MOD(8, -5) has the value 3.
MOD(-8, -5) has the value -3.
MOD(2.0_HIGH, 3.0_HIGH) has the value 2.0_HIGH.

MODULO(A, P)

Description

Modulo function.

Class

Elemental function.

Arguments

A must be of type integer or real.
P must be of the same type and kind type parameter as A.

Result Type and Type Parameter

Same as A.

Result Value

Case 1 A is of type integer. If $P \neq 0$, $\text{MODULO}(A, P)$ has the value R such that $A = Q \times P + R$, where Q is an integer, the inequalities $0 \leq R < P$ hold if $P > 0$, and $P < R \leq 0$ hold if $P < 0$. If $P = 0$, the result is processor-dependent.

Case 2 A is of type real. If $P \neq 0$, the value of the result is $A - \text{FLOOR}(A / P) * P$. If $P = 0$, the result is processor-dependent.

Examples

$\text{MODULO}(8, 5)$ has the value 3.

$\text{MODULO}(-8, 5)$ has the value 2.

$\text{MODULO}(8, -5)$ has the value -2.

$\text{MODULO}(-8, -5)$ has the value -3.

$\text{MODULO}(3.0, 2.0)$ has the value 1.0.

$\text{MODULO}(2.0_HIGH, 3.0_HIGH)$ has the value 2.0_HIGH.

MVBITS(FROM, FROMPOS, LEN, TO, TOPOS)

Description

Copies a sequence of bits from one data object to another.

Class

Elemental subroutine.

Arguments

FROM	must be of type integer. It is an <code>INTENT (IN)</code> argument.
FROMPOS	must be of type integer and nonnegative. It is an <code>INTENT (IN)</code> argument. <code>FROMPOS + LEN</code> must be less than or equal to <code>BIT_SIZE (FROM)</code> . The model for the interpretation of an integer value as a sequence of bits is in the section “ The Bit Model ”.
LEN	must be of type integer and nonnegative. It is an <code>INTENT (IN)</code> argument.
TO	must be a variable of type integer with the same kind type parameter value as <code>FROM</code> and may be the same variable as <code>FROM</code> . It is an <code>INTENT (INOUT)</code> argument. TO is set by copying the sequence of bits of length <code>LEN</code> , starting at position <code>FROMPOS</code> of <code>FROM</code> to position <code>TOPOS</code> of <code>TO</code> . No other bits of <code>TO</code> are altered. On return, the <code>LEN</code> bits of <code>TO</code> starting at <code>TOPOS</code> are equal to the value that the <code>LEN</code> bits of <code>FROM</code> starting at <code>FROMPOS</code> had on entry. The model for the interpretation of an integer value as a sequence of bits is in the section “ The Bit Model ”.

TOPOS must be of type integer and nonnegative. It is an INTENT(IN) argument. TOPOS + LEN must be less than or equal to BIT_SIZE(TO).

Examples

If TO has the initial value 6, the value of TO after the statement CALL MVBITS(7, 2, 2, TO, 0) is 5.

After the statement

```
CALL MVBITS (PATTERN, 0_SHORT, 1_SHORT,  
            PATTERN, 7_SHORT)
```

is executed, the integer variable PATTERN of kind SHORT has a leading bit that is identical to its terminal bit.

NEAREST(X, S)

Description

Returns the nearest different machine representable number in a given direction.

Class

Elemental function.

Arguments

X must be of type real.

S must be of type real and not equal to zero.

Result Type and Type Parameter

Same as X.

Result Value

The result has a value equal to the machine representable number distinct from x and nearest to it in the direction of the infinity with the same sign as S .

Example

`NEAREST(3.0, 2.0)` has the value $3+2^{-22}$ on a machine whose representation is that of the model described in the section “[The Real Number System Model](#)”.

NINT(A, KIND)

Optional Argument

`KIND`

Description

Nearest integer.

Class

Elemental function.

Arguments

`A` must be of type real.

`KIND` (optional) must be a scalar integer initialization expression.

Result Type and Type Parameter

Integer. If `KIND` is present, the kind type parameter is that specified by `KIND`; otherwise, the kind type parameter is that of default integer type.

Result Value

The result has the value obtained by complementing I bit-by-bit according to the following truth table:

I	$\text{NOT}(I)$
1	0
0	1

The model for the interpretation of an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Example

If I is an integer of kind `SHORT` and has a value that is equal to 01010101 (base 2), $\text{NOT}(I)$ has a value that is equal to 10101010 (base 2).

OR(I, J)

Description

Bitwise logical OR.

Class

Elemental nonstandard function.

Arguments.

- I must be of type integer.
- J must be of type integer with the same kind type parameter as I .

Result Type and Type Parameter

Same as `I`.

Result Value

The result has the value obtained by performing an OR on `I` and `J` bit-by-bit according to the following truth table:

<code>I</code>	<code>J</code>	<code>OR(I, J)</code>
1	1	1
1	0	1
0	1	1
0	0	0

The model for interpreting an integer value as a sequence of bits is in the section “[The Bit Model](#)”.

Example

`OR(3, 5)` is 7. (Binary 0011 OR with binary 0101 is binary 0111.)

PACK(ARRAY, MASK, VECTOR)

Optional Argument

`VECTOR`

Description

Pack an array into an array of rank one under the control of a mask.

Class

Transformational function.

Arguments

ARRAY may be of any type. It must not be scalar.

MASK must be of type logical and must be conformable with **ARRAY**.

VECTOR (optional) must be of the same type and type parameters as **ARRAY** and must have rank one. **VECTOR** must have at least as many elements as there are **.TRUE.** elements in **MASK**. If **MASK** is scalar with the value **.TRUE.**, **VECTOR** must have at least as many elements as there are in **ARRAY**.

Result Type, Type Parameter, and Shape

The result is an array of rank one with the same type and type parameters as **ARRAY**. If **VECTOR** is present, the result size is that of **VECTOR**; otherwise, the result size is the number t of **.TRUE.** elements in **MASK** unless **MASK** is scalar with the value **.TRUE.**, in which case the result size is the size of **ARRAY**.

Result Value

Element i of the result is the element of **ARRAY** that corresponds to the i th **.TRUE.** element of **MASK**, taking elements in array element order, for $i=1, 2, \dots, t$. If **VECTOR** is present and has size $n > t$, element i of the result has the value **VECTOR** (i), for $i= t+1, \dots, n$.

Examples

The nonzero elements of an array **M** with the value

$$\begin{bmatrix} 0 & 0 & 0 \\ 9 & 0 & 0 \\ 0 & 0 & 7 \end{bmatrix}$$

may be “gathered” by the function **PACK**.

The result of **PACK**(**M**, **MASK** = **M** **.NE.** 0) is [9, 7].

The result of **PACK**(**M**, **M** **.NE.** 0, **VECTOR** = (/ 2, 4, 6, 8, 10, 12 /)) is [9, 7, 6, 8, 10, 12].

PRECISION(X)

Description

Returns the decimal precision in the model representing real numbers with the same kind type parameter as the argument.

Class

Inquiry function.

Argument

x must be of type real or complex. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has the value $\text{INT}((p-1) * \text{LOG}_{10}(b)) + k$. The values of b and p are as defined in the section “[The Real Number System Model](#)” for the model representing real numbers with the same kind type parameter as x . The value of k is 1 if b is an integral power of 10 and 0 otherwise.

Example. `PRECISION(X)` has the value $\text{INT}(23 * \text{LOG}_{10}(2.)) = \text{INT}(6.92\dots) = 6$ for real x whose model is described in the section “[The Real Number System Model](#)”.

PRESENT(A)

Description

Determine whether an optional argument is present.

Class

Inquiry function.

Argument

A must be the name of an optional dummy argument that is accessible in the procedure in which the PRESENT function reference appears.

Result Type and Type Parameters

Default logical scalar.

Result Value

The result has the value `.TRUE.` if A is present and otherwise has the value `.FALSE.`

Example

```
SUBROUTINE SUB (A, B, EXTRA)
  REAL A, B, C
  REAL, OPTIONAL :: EXTRA
  . . .
  IF (PRESENT (EXTRA)) THEN
    C = EXTRA
  ELSE
    C = (A+B)/2
  END IF
  . . .
END
```

If SUB is called with the statement

```
CALL SUB (10.0, 20.0, 30.0)
```

then C is set to 30.0. If SUB is called with the statement

```
CALL SUB (10.0, 20.0)
```

then C is set to 15.0.

An optional argument that is not present must not be referenced or defined or supplied as a nonoptional actual argument, except as the argument of the PRESENT intrinsic function.

PRODUCT(ARRAY, DIM, MASK)

Optional Arguments

DIM, MASK

Description

Product of all the elements of ARRAY along dimension DIM corresponding to the .TRUE. elements of MASK.

Class

Transformational function.

Arguments

- ARRAY** must be of type integer, real, or complex. It must not be scalar.
- DIM (optional)** must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of **ARRAY**. The corresponding actual argument must not be an optional dummy argument.
- MASK (optional)** must be of type logical and must be conformable with **ARRAY**.

Result Type, Type Parameter, and Shape

The result is of the same type and kind type parameter as **ARRAY**. It is scalar if **DIM** is absent or **ARRAY** has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of **ARRAY**.

Result Value

- Case 1** The result of `PRODUCT(ARRAY)` has a value equal to a processor-dependent approximation to the product of all the elements of **ARRAY** or has the value one if **ARRAY** has size zero.
- Case 2** The result of `PRODUCT(ARRAY, MASK = msk)` has a value equal to a processor-dependent approximation to the product of the elements of **ARRAY** corresponding to the `.TRUE.` elements of **msk** or has the value one if there are no `.TRUE.` elements.
- Case 3** If **ARRAY** has rank one, `PRODUCT(ARRAY, DIM [,msk])` has a value equal to that of `PRODUCT(ARRAY [,MASK = ask])`. Otherwise, the value of element $(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$ of `PRODUCT(ARRAY, DIM [,msk])` is equal to the following:
- $$\text{PRODUCT}(\text{ARRAY}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n) [, \text{MASK} = \text{msk}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n)])$$

Examples

- Case 1 The value of `PRODUCT((/ 1, 2, 3 /))` and `PRODUCT((/ 1, 2, 3 /), DIM=1)` is 6.
- Case 2 `PRODUCT(C, MASK = C .GT. 0.0)` forms the product of the positive elements of C.
- Case 3 If B is the array
- $$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$
- then `PRODUCT(B, DIM = 1)` is [2, 12, 30] and `PRODUCT(B, DIM = 2)` is [15, 48].

RADIX(X)

Description

Returns the base of the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

x must be of type integer or real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has the value r if x is of type integer and the value b if x is of type real, where r and b are as defined in the section “[The Real Number System Model](#)”.

Example

`RADIX(X)` has the value 2 for real x whose model is described in the section “[The Real Number System Model](#)”.

RANDOM_NUMBER(HARVEST)

Description

Returns one pseudorandom number or an array of pseudorandom numbers from the uniform distribution over the range $0 \leq x < 1$.

Class

Subroutine.

Argument

`HARVEST` must be of type real. It is an `INTENT(OUT)` argument. It may be a scalar or an array variable. It is set to contain pseudorandom numbers from the uniform distribution in the interval $0 \leq x < 1$.

Examples

```
REAL X, Y (10, 10)
! Initialize X with a pseudorandom number
CALL RANDOM_NUMBER (HARVEST = X)
CALL RANDOM_NUMBER (Y)
! X & Y contain
! uniformly distributed random numbers
```

RANDOM_SEED(SIZE, PUT, GET)

Optional Arguments

SIZE, PUT, GET

Description

Restarts or queries the pseudorandom number generator used by `RANDOM_NUMBER`.

Class

Subroutine.

Arguments

There must either be exactly one or no arguments present.

- `SIZE` (optional) must be scalar and of type default integer. It is an `INTENT(OUT)` argument. It is set to the number N of integers that the processor uses to hold the value of the seed.
- `PUT` (optional) must be a default integer array of rank one and size $\geq N$. It is an `INTENT(IN)` argument. It is used by the processor to set the seed value.

GET (optional) must be a default integer array of rank one and size $\geq N$. It is an INTENT(OUT) argument. It is set by the processor to the current value of the seed. If no argument is present, the processor sets the seed to a processor-dependent value.

Examples

```
CALL RANDOM_SEED
! Processor initialization
CALL RANDOM_SEED (SIZE = K)           ! Sets K = N
CALL RANDOM_SEED (PUT = SEED (1 : K)) ! Set user seed
CALL RANDOM_SEED (GET = OLD (1 : K)) ! Read current
seed
```

RANGE(X)

Description

Returns the decimal exponent range in the model representing integer or real numbers with the same kind type parameter as the argument.

Class

Inquiry function.

Argument

X must be of type integer, real, or complex. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

- Case 1 For an integer argument, the result has the value $\text{INT}(\text{LOG}_{10}(\textit{huge}))$, where *huge* is the largest positive integer in the model representing integer numbers with same kind type parameter as *x* (see the section “[The Integer Number System Model](#)”).
- Case 2 For a real or complex argument, the result has the value $\text{INT}(\text{MIN}(\text{LOG}_{10}(\textit{huge}), -\text{LOG}_{10}(\textit{tiny})))$, where *huge* and *tiny* are the largest and smallest positive numbers in the model representing real numbers with the same value for the kind type parameter as *x* (see the section “[The Real Number System Model](#)”).

Example

`RANGE(X)` has the value 38 for real *x*, whose model is described in “[The Real Number System Model](#)”, because in this case $\textit{huge} = (1 - 2^{-24}) \times 2^{127}$ and $\textit{tiny} = 2^{-127}$.

REAL(A, KIND)

Optional Argument

KIND

Description

Convert to real type.

Class

Elemental function.

Arguments

- A must be of type integer, real, or complex.
KIND (optional) must be a scalar integer initialization expression.

Result Type and Type Parameter**Real**

- Case 1 If A is of type integer or real and KIND is present, the kind type parameter is that specified by KIND.
If A is of type integer or real and KIND is not present, the kind type parameter is the processor-dependent kind type parameter for the default real type.
- Case 2 If A is of type complex and KIND is present, the kind type parameter is that specified by KIND.
If A is of type complex and KIND is not present, the kind type parameter is the kind type parameter of A.

Result Value

- Case 1 If A is of type integer or real, the result is equal to a processor-dependent approximation to A.
- Case 2 If A is of type complex, the result is equal to a processor-dependent approximation to the real part of A.

Examples

`REAL(-3)` has the value `-3.0`.

`REAL(Z)` has the same kind type parameter and the same value as the real part of the complex variable Z.

`REAL(2.0_HIGH/3.0)` is `0.6666666666666666` with kind `HIGH`.

REPEAT(String, NCOPIES)

Description

Concatenate several copies of a string.

Class

Transformational function.

Arguments

STRING must be scalar and of type character.

NCOPIES must be scalar and of type integer. Its value must not be negative.

Result Type, Type Parameter, and Shape

Character scalar of length NCOPIES times that of STRING, with the same kind type parameter as STRING.

Result Value

The value of the result is the concatenation of NCOPIES copies of STRING.

Examples

REPEAT('H', 2) has the value HH.

REPEAT('XYZ', 0) has the value of a zero-length string.

RESHAPE(SOURCE, SHAPE, PAD, ORDER)

Optional Arguments

PAD, ORDER

Description

Constructs an array of a specified shape from the elements of a given array.

Class

Transformational function.

Arguments

- SOURCE** may be of any type. It must be array valued. If PAD is absent or of size zero, the size of SOURCE must be greater than or equal to PRODUCT(SHAPE). The size of the result is the product of the values of the elements of SHAPE.
- SHAPE** must be of type integer, rank one, and constant size. Its size must be positive and less than 8. It must not have an element whose value is negative.
- PAD (optional)** must be of the same type and type parameters as SOURCE. PAD must be array valued.
- ORDER (optional)** must be of type integer, must have the same shape as SHAPE, and its value must be a permutation of [1, 2, ..., n], where n is the size of SHAPE. If absent, it is as if it were present with value [1, 2, ..., n].

Result Type, Type Parameter, and Shape

The result is an array of shape SHAPE (that is, SHAPE(RESHAPE(SOURCE, SHAPE, PAD, ORDER)) is equal to SHAPE) with the same type and type parameters as SOURCE.

Result Value

The elements of the result, taken in permuted subscript order `ORDER(1), ..., ORDER(n)`, are those of `SOURCE` in normal array element order followed if necessary by those of `PAD` in array element order, followed if necessary by additional copies of `PAD` in array element order.

Examples

`RESHAPE((/ 1, 2, 3, 4, 5, 6 /), (/ 2, 3 /))` has the value

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

`RESHAPE((/ 1, 2, 3, 4, 5, 6 /), (/ 2, 4 /), (/ 0, 0 /), (/ 2, 1 /))` has the value

$$\begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 0 & 0 \end{bmatrix}$$

RNUM(I)

Description

Convert character to real type.

Class

Elemental nonstandard function.

Argument

`I` must be of type character.

Result

Default real type.

Example

RNUM(" 821 . 003 ") is 821.003 of type default real.

RRSPACING(X)

Description

Returns the reciprocal of the relative spacing of model numbers near the argument value.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has the value $|x \times b^{-e}| \times b^p$, where b , e , and p are as defined in the section "[The Real Number System Model](#)".

Example

RRSPACING(-3.0) has the value 0.75×2^{24} for reals whose model is described in the section "[The Real Number System Model](#)".

RSHFT(I, SHIFT)

Description

Bitwise right shift.

Class

Elemental nonstandard function.

For details see [“RSHFT” on page 120](#).

RSHIFT(I, SHIFT)

Description

Bitwise right shift.

Class

Elemental nonstandard function.

For details see [“RSHIFT” on page 121](#).

SCALE(X, I)

Description

Returns $x \times b^I$ where b is the base in the model representation of x (see the section “[The Real Number System Model](#)”).

Class

Elemental function.

Arguments

x must be of type real.
 I must be of type integer.

Result Type and Type Parameter

Same as x .

Result Value

The result has the value $x \times b^I$, where b is defined in the section “[The Real Number System Model](#)”, provided this result is within range; if not, the result is processor dependent.

Example

`SCALE(3.0, 2)` has the value 12.0 for reals whose model is described in “[The Real Number System Model](#)”.

SCAN(String, SET, BACK)

Optional Argument

BACK

Description

Scan a string for any one of the characters in a set of characters.

Class

Elemental function.

Arguments

STRING must be of type character.

SET must be of type character with the same kind type
parameter as STRING

BACK (optional) must be of type logical.

Result Type and Type Parameter

Default integer.

Result Value

Case 1 If BACK is absent or is present with the value `.FALSE.`
and if STRING contains at least one character that is in
SET, the value of the result is the position of the leftmost
character of STRING that is in SET.

Case 2 If BACK is present with the value `.TRUE.` and if STRING
contains at least one character that is in SET, the value of
the result is the position of the rightmost character of
STRING that is in SET.

Case 3 The value of the result is zero if no character of `STRING` is in `SET` or if the length of `STRING` or `SET` is zero.

Examples

Case 1 `SCAN('FORTRAN' , 'TR')` has the value 3.

Case 2 `SCAN('FORTRAN' , 'TR' , BACK = .TRUE.)` has the value 5.

Case 3 `SCAN('FORTRAN' , 'BCD')` has the value 0.

SELECTED_INT_KIND(R)

Description

Returns a value of the kind type parameter of an integer data type that represents all integer values n with $-10^R < n < 10^R$.

Class

Transformational function.

Argument

`R` must be scalar and of type integer.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has a value equal to the value of the kind type parameter of an integer data type that represents all values n in the range of values n with $-10^R < n < 10^R$, or 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, unless there are several such values, in which case the smallest of these kind values is returned.

Example

`SELECTED_INT_KIND(6)` has the value `KIND(0)` on a machine that supports a default integer representation method with $r=2$ and $q=31$ as defined in the model for the integer number systems in “[The Integer Number System Model](#)”.

SELECTED_REAL_KIND(P, R)

Optional Arguments

P, R

Description

Returns a value of the kind type parameter of a real data type with decimal precision of at least P digits and a decimal exponent range of at least R.

Class

Transformational function.

Arguments

At least one argument must be present.

P (optional) must be scalar and of type integer.

R (optional) must be scalar and of type integer.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has a value equal to a value of the kind type 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 `-1` if the precision is not available, `-2` if the exponent range is not available, and `-3` if neither is available.

If more than one kind type parameter value meets the criteria, the value returned is the one with the smallest decimal precision, unless there are several such values, in which case the smallest of these kind values is returned.

Example

`SELECTED_REAL_KIND(6, 70)` has the value `KIND(0.0)` on a machine that supports a default real approximation method with $p=16$, $p=6$, $e_{\min}=-64$, and $e_{\max}=63$ as defined in the model for the real number system in the section [“The Real Number System Model”](#).

SET_EXPONENT(X, I)

Description

Returns the model number whose fractional part is the fractional part of the model representation of `X` and whose exponent part is `I`.

Class

Elemental function.

Arguments

X must be of type real.
I must be of type integer.

Result Type and Type Parameter

Same as X.

Result Value

The result has the value $x \times b^{I-e}$, where b and e are as defined in the section “[The Real Number System Model](#)”, provided this result is within range; if not, the result is processor-dependent.

If x has value zero, the result has value zero.

Example

`SET_EXPONENT(3.0, 1)` has the value 1.5 for reals whose model is as described in the section “[The Real Number System Model](#)”.

SHAPE(SOURCE)

Description

Returns the shape of an array or a scalar.

Class

Inquiry function.

Argument

`SOURCE` may be of any type. It may be array valued or scalar. It must not be a pointer that is disassociated or an allocatable array that is not allocated. It must not be an assumed-size array.

Result Type, Type Parameter, and Shape

The result is a default integer array of rank one whose size is equal to the rank of `SOURCE`.

Result Value

The value of the result is the shape of `SOURCE`.

Examples

The value of `SHAPE(A(2:5, -1:1))` is `[4, 3]`.

The value of `SHAPE(3)` is the rank-one array of size zero.

SIGN(A, B)

Description

Absolute value of `A` times the sign of `B`.

Class

Elemental function.

Arguments

`A` must be of type integer or real.

`B` must be of the same type and kind type parameter as `A`.

Result Type and Type Parameter

Same as `A`.

Result Value

The value of the result is $|A|$ if $B \geq 0$ and $-|A|$ if $B < 0$.

Example

`SIGN(-3.0, 2.0)` has the value 3.0.

SIN(X)

Description

Sine function in radians.

Class

Elemental function.

Argument

x must be of type real or complex.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation to $\sin(x)$.

If x is of type real, it is regarded as a value in radians.

If x is of type complex, its real part is regarded as a value in radians.

Examples

`SIN(1.0)` has the value 0.84147098.

`SIN((0.5_HIGH, 0.5))` has the value 0.54061268571316 + 0.45730415318425i with kind HIGH.

SIND(X)

Description

Sine function that accepts input in degrees.

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\sin(x)$.

Examples

`SIND(0.0)` has the value 0.0.

`SIND(30.0)` has the value 0.5.

SINH(X)

Description

Hyperbolic sine function.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\sinh(x)$.

Examples

`SINH(1.0)` has the value 1.1752012.

`SINH(0.5_HIGH)` has the value 0.52109530549375 with kind HIGH.

SIZE(ARRAY, DIM)

Optional Argument

DIM

Description

Returns the extent of an array along a specified dimension or the total number of elements in the array.

Class

Inquiry function.

Arguments.

ARRAY may be of any type. It must not be scalar. It must not be a pointer that is disassociated or an allocatable array that is not allocated. If ARRAY is an assumed-size array, DIM must be present with a value less than the rank of ARRAY.

DIM (optional) must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of ARRAY.

Result Type, Type Parameter, and Shape

Default integer scalar.

Result Value

The result has a value equal to the extent of dimension DIM of ARRAY or, if DIM is absent, the total number of elements of ARRAY.

Examples

The value of `SIZE(A(2:5, -1:1), DIM=2)` is 3.

The value of `SIZE(A(2:5, -1:1))` is 12.

SPACING(X)

Description

Returns the absolute spacing of model numbers near the argument value.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

If x is not zero, the result has the value b^{e-p} , where b , e , and p are as defined in the section “[The Real Number System Model](#)”, provided this result is within range; otherwise, the result is the same as that of `TINY(X)`.

Example

`SPACING(3.0)` has the value 2^{-22} for reals whose model is described in the section “[The Real Number System Model](#)”.

SPREAD(SOURCE, DIM, NCOPIES)

Description

Replicates an array by adding a dimension. Broadcasts several copies of `SOURCE` along a specified dimension (as in forming a book from copies of a single page) and thus forms an array of rank one greater.

Class

Transformational function.

Arguments

`SOURCE` may be of any type. It may be scalar or array valued. The rank of `SOURCE` must be less than 7.

`DIM` must be scalar and of type integer with value in the range $1 \leq \text{DIM} \leq n + 1$, where n is the rank of `SOURCE`.

`NCOPIES` must be scalar and of type integer.

Result Type, Type Parameter, and Shape

The result is an array of the same type and type parameters as `SOURCE` and of rank $n + 1$, where n is the rank of `SOURCE`.

- Case 1 If `SOURCE` is scalar, the shape of the result is $(\text{MAX}(\text{NCOPIES}, 0))$.
- Case 2 If `SOURCE` is array valued with shape (d_1, d_2, \dots, d_n) , the shape of the result is $(d_1, d_2, \dots, d_{\text{DIM}-1}, \text{MAX}(\text{NCOPIES}, 0), d_{\text{DIM}}, \dots, d_n)$.

Result Value

- Case 1 If SOURCE is scalar, each element of the result has a value equal to SOURCE.
- Case 2 If SOURCE is array valued, the element of the result with subscripts $(r_1, r_2, \dots, r_{n+1})$ has the value $\text{SOURCE}(r_1, r_2, \dots, r_{\text{DIM}-1}, r_{\text{DIM}+1}, \dots, r_{n+1})$.

Examples

- Case 1 `SPREAD("A", 1, 3)` is the character array (/ "A", "A", "A" /).
- Case 2 If A is the array [2, 3, 4], `SPREAD(A, DIM=1, NCOPIES=NC)` is the array

$$\begin{bmatrix} 2 & 3 & 4 \\ 2 & 3 & 4 \\ 2 & 3 & 4 \end{bmatrix}$$

if NC has the value 3 and is a zero-sized array if NC has the value 0.

SQRT(X)

Description

Square root.

Class

Elemental function.

Argument

x must be of type real or complex. If x is real, its value must be greater than or equal to zero.

Result Type and Type Parameter

Same as x .

Result Value

The result has a value equal to a processor-dependent approximation 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 is greater than or equal to zero.

Examples

`SQRT(4.0)` has the value 2.0.

`SQRT(5.0_HIGH)` has the value 2.23606774998 with kind HIGH.

SUM(ARRAY, DIM, MASK)

Optional Arguments

DIM, MASK

Description

Sum all the elements of `ARRAY` along dimension `DIM` corresponding to the `.TRUE.` elements of `MASK`.

Class

Transformational function.

Arguments

ARRAY	must be of type integer, real, or complex. It must not be scalar.
DIM (optional)	must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of ARRAY. The corresponding actual argument must not be an optional dummy argument.
MASK (optional)	must be of type logical and must be conformable with ARRAY.

Result Type, Type Parameter, and Shape

The result is of the same type and kind type parameter as ARRAY. It is scalar if DIM is absent or ARRAY has rank one; otherwise, the result is an array of rank $n-1$ and of shape $(d_1, d_2, \dots, d_{\text{DIM}-1}, d_{\text{DIM}+1}, \dots, d_n)$ where (d_1, d_2, \dots, d_n) is the shape of ARRAY.

Result Value

- Case 1 The result of `SUM(ARRAY)` has a value equal to a processor-dependent approximation to the sum of all the elements of ARRAY or has the value zero if ARRAY has size zero.
- Case 2 The result of `SUM(ARRAY, MASK = msk)` has a value equal to a processor-dependent approximation to the sum of the elements of ARRAY corresponding to the `.TRUE.` elements of `msk` or has the value zero if there are no `.TRUE.` elements.
- Case 3 If ARRAY has rank one, `SUM(ARRAY, DIM [,msk])` has a value equal to that of `SUM(ARRAY [,MASK = msk])`. Otherwise, the value of element $(s_1, s_2, \dots, s_{\text{DIM}-1}, s_{\text{DIM}+1}, \dots, s_n)$ of `SUM(ARRAY, DIM [,msk])` is equal to the following:

$$\text{SUM}(\text{ARRAY}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n) [, \text{MASK}=\text{msk}(s_1, s_2, \dots, s_{\text{DIM}-1}, :, s_{\text{DIM}+1}, \dots, s_n)])$$

Examples

Case 1 The value of SUM((/ 1, 2, 3 /)) and SUM((/ 1, 2, 3 /), DIM=1) is 6.

Case 2 SUM(C, MASK= C .GT. 0.0) forms the arithmetic sum of the positive elements of C.

Case 3 If B is the array

$$\begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$

then SUM(B, DIM = 1) is [3, 7, 11] and SUM(B, DIM = 2) is [9, 12].

SYSTEM_CLOCK(COUNT, COUNT_RATE, COUNT_MAX)

Optional Arguments

COUNT, COUNT_RATE, COUNT_MAX

Description

Returns integer data from a real-time clock.

Class

Subroutine.

Arguments

COUNT (optional) must be scalar and of type default integer. It is an INTENT (OUT) argument. It is set to a processor-dependent value based on the current

value of the processor clock or to `-HUGE(0)` if there is no clock. The processor-dependent value is incremented by one for each clock count until the value `COUNT_MAX` is reached and is reset to zero at the next count. It lies in the range 0 to `COUNT_MAX` if there is a clock.

`COUNT_RATE` (optional) must be scalar and of type default integer. It is an `INTENT(OUT)` argument. It is set to the number of processor clock counts per second, or to zero if there is no clock.

`COUNT_MAX` (optional) must be scalar and of type default integer. It is an `INTENT(OUT)` argument. It is set to the maximum value that `COUNT` can have, or to zero if there is no clock.

Example

If the processor clock is a 24-hour clock that registers time in 1-second intervals, at 11:30 A.M. the reference

```
CALL SYSTEM_CLOCK (COUNT = C, COUNT_RATE = R, COUNT_M  
AX = M)
```

sets $C = 11 \times 3600 + 30 \times 60 = 41400$, $R = 1$, and $M = 24 \times 3600 - 1 = 86399$.

TAN(X)

Description

Tangent function, which accepts the input in radians.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\tan(x)$, with x regarded as a value in radians.

Examples

`TAN(1.0)` has the value 1.5574077.

`TAN(2.0_HIGH)` has the value -2.1850398632615 with kind HIGH.

TAND(X)

Description

Tangent function that accepts the input in degrees.

Class

Elemental nonstandard function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\tan(x)$.

Examples

TAND(0 . 0) has the value 0.0.

TAND(45 . 0) has the value 1.0.

TAND(135 . 0) has the value -1.0.

TANH(X)

Description

Hyperbolic tangent function.

Class

Elemental function.

Argument

x must be of type real.

Result Type and Type Parameter

Same as x.

Result Value

The result has a value equal to a processor-dependent approximation to $\tanh(x)$.

Examples

TANH(1 . 0) has the value 0.76159416.

`TANH(2.0_HIGH)` has the value 0.96402758007582 with kind HIGH.

TINY(X)

Description

Returns the smallest positive number in the model representing numbers of the same type and kind type parameter as the argument.

Class

Inquiry function.

Argument

x must be of type real. It may be scalar or array valued.

Result Type, Type Parameter, and Shape

Scalar with the same type and kind type parameter as x .

Result Value

The result has the value

$$b^{e_{\min}-1}$$

where b and e_{\min} are as defined in the section “[The Real Number System Model](#)”.

Example

`TINY(x)` has the value 2^{-127} for real x , whose model is described in the section “[The Real Number System Model](#)”.

TRANSFER(SOURCE, MOLD, SIZE)

Optional Argument

SIZE

Description

Returns a result with a physical representation identical to that of SOURCE but interpreted with the type and type parameters of MOLD.

Class

Transformational function.

Arguments

SOURCE	may be of any type and may be scalar or array valued.
MOLD	may be of any type and may be scalar or array valued.
SIZE (optional)	must be scalar and of type integer. The corresponding actual argument must not be an optional dummy argument.

Result Type, Type Parameter, and Shape

The result is of the same type and type parameters as MOLD.

- | | |
|--------|--|
| Case 1 | If MOLD is a scalar and SIZE is absent, the result is a scalar. |
| Case 2 | If MOLD is array valued and SIZE is absent, the result is array valued and of rank one. Its size is as small as possible such that its physical representation is not shorter than that of SOURCE. |
| Case 3 | If SIZE is present, the result is array valued of rank one and size SIZE. |

Result Value

If the physical representation of the result has the same length as that of `SOURCE`, the physical representation of the result is that of `SOURCE`.

If the physical representation of the result is longer than that of `SOURCE`, the physical representation of the leading part is that of `SOURCE` and the remainder is undefined.

If the physical representation of the result is shorter than that of `SOURCE`, the physical representation of the result is the leading part of `SOURCE`. If `D` and `E` are scalar variables such that the physical representation of `D` is as long as or longer than that of `E`, the value of `TRANSFER(TRANSFER(E, D), E)` must be the value of `E`.

If `D` is an array and `E` is an array of rank one, the value of `TRANSFER(TRANSFER(E, D), E, SIZE(E))` must be the value of `E`.

Examples

- Case 1 `TRANSFER(1082130432, 0.0)` has the value 4.0 on a processor that represents the values 4.0 and 1082130432 as the string of binary digits 0100 0000 1000 0000 0000 0000 0000 0000.
- Case 2 `TRANSFER(/ 1.1, 2.2, 3.3 /), (/ (0.0, 0.0) /)` is a complex rank-one array of length two whose first element is (1.1, 2.2) and whose second element has a real part with the value 3.3. The imaginary part of the second element is undefined.
- Case 3 `TRANSFER(/ 1.1, 2.2, 3.3 /), (/ (0.0, 0.0) /), 1)` has the value $1.1 + 2.2i$, which is a rank-one array with one complex element.

TRANSPOSE(MATRIX)

Description

Transpose an array of rank two.

Class

Transformational function.

Argument

`MATRIX` may be of any type and must have rank two.

Result Type, Type Parameters, and Shape. The result is an array of the same type and type parameters as `MATRIX` and with rank two and shape (n, m) where (m, n) is the shape of `MATRIX`.

Result Value

Element (i, j) of the result has the value `MATRIX(j, i)`, $i = 1, 2, \dots, n$; $j = 1, 2, \dots, m$.

Example

If `A` is the array

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

then `TRANSPOSE(A)` has the value

$$\begin{bmatrix} 1 & 4 & 7 \\ 2 & 5 & 8 \\ 3 & 6 & 9 \end{bmatrix}$$

TRIM(String)

Description

Returns the argument with trailing blank characters removed.

Class

Transformational function.

Argument

STRING must be of type character and must be a scalar.

Result Type and Type Parameters

Character with the same kind type parameter value as STRING and with a length that is the length of STRING less the number of trailing blanks in STRING.

Result Value

The value of the result is the same as STRING except any trailing blanks are removed. If STRING contains no nonblank characters, the result has zero length.

Example

TRIM('bAbBb') is 'bAbB'.

UBOUND(ARRAY, DIM)

Optional Argument

DIM

Description

Returns all the upper bounds of an array or a specified upper bound.

Class

Inquiry function.

Arguments

ARRAY	may be of any type. It must not be scalar. It must not be a pointer that is disassociated or an allocatable array that is not allocated. If ARRAY is an assumed-size array, DIM must be present with a value less than the rank of ARRAY.
DIM (optional)	must be scalar and of type integer with a value in the range $1 \leq \text{DIM} \leq n$, where n is the rank of ARRAY. The corresponding actual argument must not be an optional dummy argument.

Result Type, Type Parameter, and Shape.

The result is of type default integer. It is scalar if DIM is present; otherwise, the result is an array of rank one and size n , where n is the rank of ARRAY.

Result Value

- Case 1 For an array section or for an array expression, other than a whole array or array structure component, `UBOUND (ARRAY, DIM)` has a value equal to the number of elements in the given dimension; otherwise, it has a value equal to the upper bound for subscript `DIM` of `ARRAY` if dimension `DIM` of `ARRAY` does not have size zero and has the value zero if dimension `DIM` has size zero.
- Case 2 `UBOUND (ARRAY)` has a value whose *i*th component is equal to `UBOUND (ARRAY, i)`, for $i = 1, 2, \dots, n$, where *n* is the rank of `ARRAY`.

Examples

If the following statements are processed

```
REAL, TARGET :: A (2:3, 7:10)
REAL, POINTER, DIMENSION (:,:) :: B, C, D
B => A; C => A(:, :)
ALLOCATE (D(-3:3, -7:7))
```

then

- `UBOUND (A)` is [3, 10]
- `UBOUND (A, DIM = 2)` is 10
- `UBOUND (B)` is [3, 10]
- `UBOUND (C)` is [2, 4]
- `UBOUND (D)` is [3, 7]

UNPACK(VECTOR, MASK, FIELD)

Description

Unpack an array of rank one into an array under the control of a mask.

Class

Transformational function.

Arguments

VECTOR	may be of any type. It must have rank one. Its size must be at least t where t is the number of <code>.TRUE.</code> elements in MASK.
MASK	must be array valued and of type logical.
FIELD	must be of the same type and type parameters as VECTOR and must be conformable with MASK.

Result Type, Type Parameter, and Shape

The result is an array of the same type and type parameters as VECTOR and the same shape as MASK.

Result Value

The element of the result that corresponds to the i th `.TRUE.` element of MASK, in array element order, has the value `VECTOR(i)` for $i=1, 2, \dots, t$, where t is the number of `.TRUE.` values in MASK. Each other element has a value equal to FIELD if FIELD is scalar or to the corresponding element of FIELD if it is an array.

Examples

Specific values may be “scattered” to specific positions in an array by using UNPACK. If M is the array

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

then V is the array [1, 2, 3],

and Q is the logical mask

$$\begin{bmatrix} . & T & . \\ T & . & . \\ . & . & T \end{bmatrix}$$

where “T” represents `.TRUE.` and “.” represents `.FALSE.`, then the result of `UNPACK(V, MASK = Q, FIELD = M)` has the value

$$\begin{bmatrix} 1 & 2 & 0 \\ 1 & 1 & 0 \\ 0 & 0 & 3 \end{bmatrix}$$

and the result of `UNPACK(V, MASK = Q, FIELD = 0)` has the value

$$\begin{bmatrix} 0 & 2 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 3 \end{bmatrix}$$

VERIFY(String, SET, BACK)

Optional Argument

BACK

Description

Verify that a set of characters contains all the characters in a string by identifying the position of the first character in a string of characters that does not appear in a given set of characters.

Class

Elemental function.

Arguments

STRING must be of type character.

SET must be of type character with the same kind type
parameter as STRING

BACK (optional) must be of type logical.

Result Type and Type Parameter

Default integer.

Result Value

- Case 1 If `BACK` is absent or present with the value `.FALSE.` and if `STRING` contains 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`.
- Case 2 If `BACK` is present with the value `.TRUE.` and if `STRING` contains 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`.
- Case 3 The value of the result is zero if each character in `STRING` is in `SET` or if `STRING` has zero length.

Examples

- Case 1 `VERIFY('ABBA', 'A')` has the value 2.
- Case 2 `VERIFY('ABBA', 'A', BACK = .TRUE.)` has the value 3.
- Case 3 `VERIFY('ABBA', 'AB')` has the value 0.

XOR(I, J)

Description

Bitwise exclusive OR.

Class

Elemental nonstandard function.

Arguments

I must be of type integer.

J must be of type integer with the same kind type
parameter as I.

Result Type and Type Parameter

Same as I.



NOTE. See the section “[IXOR\(I, J\)](#)” for result value information and examples.

Portability Functions

2

This chapter describes the functions (in alphabetical order) that comprise the portability library (`libPEPCF90.lib`). These functions are made available to the compiler when you invoke the `/4Yportlib` option. The function prototypes are described using the INTERFACE block, which provide the required information to complete a call to the specified function. For descriptions of the INTERFACE block and the `/4Yportlib` option, see the *Intel® Fortran Compiler User's Guide*

When using these functions, take the following considerations in mind:

- These functions are not a built-in part of the Fortran language. If you have FUNCTION, SUBROUTINE, or COMMON block names in your program that conflict with a particular portability function that you wish to use, you may need to change the name of the global entity in your program, in order to access the portability function.
- These functions are in user name space, and are linked only when you use the `/4Yportlib` switch, and only then when there is no global definition in your program that satisfies the global reference.
- You do not have to insert a USE statement to interface to these functions, as with some other vendor's products. You should use an INTERFACE block in your program to describe the interface to the routine in the portability library that you are calling. Without an INTERFACE block, you may get incorrect results unless you are very careful with implicit typing. If you want to include interfaces for all the routines in your program, you can:
 - include the file `iflport.f90` from the INCLUDE directory of your distribution or
 - add a USE IFLPORT statement to access the INTERFACES for all portability functions.

ACCESS

Determines file access values

Prototype

```
USE IFLPORT
```

or

```
INTEGER(4) FUNCTION ACCESS(NAME,MODE)
```

```
CHARACTER(LEN=*) NAME,MODE
```

```
END FUNCTION ACCESS
```

NAME Input. CHARACTER(LEN=*). Name of the file whose accessibility is to be determined.

MODE Input. CHARACTER(LEN=*). Modes of accessibility to check for. MODE is a character string of length one or greater containing only the characters "r", "w", "x", or "" (a blank). These characters are interpreted as follows:

Character Meaning

The characters within MODE can appear in any order.

Usage

```
result = ACCESS (filename , mode)
```

Results

The result is INTEGER(4), and is zero if all access permissions in MODE are true. If input values that you pass to the function are 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;
EINVAL	The mode argument is invalid
ENOENT	File not found

These error values are derived from the possible values of `ERRNO`, in Microsoft* Visual C++*.

Symbolic values for these error codes are defined in `iflport.f90`.

The *filename* argument can contain either forward or backward slashes for path separators.

On Windows* operating systems, all files are readable. A test for read permission always returns 0.

Example

```
OPEN(UNIT=1,FILE="IFLFILE.TXT",STATUS='UNKNOWN')
WRITE (1,10) "THIS IS A TEST"
CLOSE(UNIT=1)
! checks for read and write permission on the file
"IFLFILE.TXT"

J = ACCESS ("IFLFILE.TXT", "rw")
PRINT *, J
! checks whether "IFLFILE.TXT" is executable. It is
not, since
! it does not end in .COM, .EXE, .BAT, or .CMD
J = ACCESS ("IFLFILE.TXT", "x")
PRINT *, J
10 FORMAT(A)
END
```

BEEPQQ

Invokes the speaker

Prototype

```
USE IFLPORT
or
```

```
INTERFACE
  SUBROUTINE BEEPQQ (FREQ, DUR)
    INTEGER(4) FREQ, DUR
  END SUBROUTINE
END INTERFACE
```

Description

Invokes the speaker at the specified frequency for the specified duration in milliseconds.

Usage

```
CALL BEEPQQ (FREQ, DUR)
```

FREQ INTEGER(4). Frequency of the tone

DUR Length of the tone in milliseconds.

BEEPQQ does not return until the sound terminates.

Example

```
USE IFLPORT
INTEGER(4) FREQ, DUR
FREQ = 4000
DUR = 1000
CALL BEEPQQ(FREQ, DUR)
END
```

BESJ0, BESJ1, BESJN, BESY0, BESY1, BESYN

*Compute the single-precision values of
Bessel functions*

Prototype

```
USE IFLPORT
or
```

```
INTERFACE
    REAL(4) FUNCTION BESJ0(X)
    REAL(4) X
    END FUNCTION

    REAL(4) FUNCTION BESJ1(X)
    REAL(4) X
    END FUNCTION

    REAL(4) FUNCTION BESJN(N,X)
    INTEGER(4) N
    REAL(4) X
    END FUNCTION

    REAL(4) FUNCTION BESY0(X)
    REAL(4) X
    END FUNCTION

    REAL(4) FUNCTION BESY1(X)
    REAL(4) X
    END FUNCTION

    REAL(4) FUNCTION BESYN(N,X)
    INTEGER(4) N
    REAL(4) X
    END FUNCTION
END INTERFACE
```

Description

Compute the single-precision values of Bessel functions of the first and second kinds.

Usage

```
result = BESJ0 (REALPOSITIVE)
```

```
result = BESJ1 (REALPOSITIVE)
```

```
result = BESJN (n, REALPOSITIVE)
result = BESY0 (REALPOSITIVE)
result = BESY1 (REALPOSITIVE)
result = BESYN (n, REALPOSITIVE)
```

REALPOSITIVE REAL(4). Independent variable for a Bessel function.
Must be greater than or equal to zero.

N INTEGER(4) unless changed by the user. Specifies the
order of the selected Bessel function computation.

Results

BESJ0, BESJ1, and BESJN return Bessel functions of the first kind, orders 0, 1, and *n*, respectively, with the independent variable REALPOSITIVE.

BESY0, BESY1, and BESYN return Bessel functions of the second kind, orders 0, 1, and *n*, respectively, with the independent variable REALPOSITIVE.

Negative arguments return QNAN.

CDFLOAT

*Converts an COMPLEX(4) to a
DOUBLE PRECISION type*

Prototype

```
INTERFACE
  DOUBLE PRECISION (REAL(8)) FUNCTION CDFLOAT (INPUT)
    COMPLEX(4), INTENT(IN) :: INPUT
  END FUNCTION CDFLOAT
END INTERFACE
```

INPUT a COMPLEX (KIND=4) value

Description

CDFLOAT is an elemental function that converts a COMPLEX (KIND=4) type to DOUBLE PRECISION (REAL(8)).

Output

The COMPLEX value converted to DOUBLE PRECISION.

CHANGEDIRQQ

Sets specified directory to the current directory

Prototype

```
USE IFLPORT
or
INTERFACE
    LOGICAL(4) FUNCTION CHANGEDIRQQ(DIR)
        CHARACTER(LEN=*) DIR
    END FUNCTION
END INTERFACE
```

Description

Sets the specified directory to the current, default directory.

Usage

```
result = CHANGEDIRQQ (DIR)
DIR          CHARACTER(LEN=*) . Directory to be made the current
           directory.
```

Results

LOGICAL(4) . . TRUE . if successful; otherwise, . FALSE . .

If you do not specify a drive in the DIR string, the named directory on the current drive becomes the current directory. If you specify a drive in DIR, the named directory on the specified drive becomes the current directory.

Example

```
USE IFLPORT
LOGICAL(4) CHANGEDIT
CHANGEDIT = CHANGEDIRQQ('c:\users')
END
```

CHANGEDRIVEQQ

Sets default drive

Prototype

```
USE IFLPORT
or
INTERFACE
    LOGICAL(4) FUNCTION CHANGEDRIVEQQ(DriveName)
        CHARACTER (LEN=*) DriveName
    END FUNCTION
END INTERFACE
```

Description

Sets the specified drive to the current, default drive.

Usage

```
result = CHANGEDRIVEQQ (DriveName)
```

DriveName CHARACTER (LEN=*). CHARACTER value beginning with the drive letter.

Results

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

Drives are identified by a single alphabetic character. CHANGEDRIVEQQ examines only the first character of DriveName. 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.

On Linux platforms, this routine always returns .false..

Example

```
USE IFLPORT
LOGICAL(4) CHANGEDIT
CHANGEDIT = CHANGEDRIVEQQ('d')
IF (CHANGEDIT) THEN
    PRINT *, "CHANGEDRIVEQQ SUCCESSFUL"
ELSE
    PRINT *, "Drive could not be changed"
ENDIF
END
```

CHDIR

Changes the default directory.

Prototype

```
USE IFLPORT
Or
INTERFACE
```



```
INTEGER(4) FUNCTION CHDIR(DIRECTORY_NAME)
    CHARACTER(LEN=*) DIRECTORY_NAME
END FUNCTION CHDIR
END INTERFACE
```

Usage

```
result = CHDIR(NEW_DIRECTORY)
NEW_DIRECTORY CHARACTER(LEN=*). Name of directory to become
the default directory.
```

Results

The result type is `INTEGER(4)`. `CHDIR` returns zero if the directory was changed successfully; otherwise, an error code. Possible error codes are:

<code>ENOENT</code>	The named directory does not exist.
<code>ENOTDIR</code>	The <code>NEW_DIRECTORY</code> parameter is not a directory.

Example

```
USE IFLPORT
CHARACTER(LEN=16) NEW_DIRECTORY
LOGICAL(4) CHANGEDIT
NEW_DIRECTORY="c:\program files"
CHANGEDIT=CHDIR(NEW_DIRECTORY)
IF (CHANGEDIT) THEN
    PRINT *, "CHDIR SUCCESSFUL"
ELSE
    PRINT *, "Directory could not be changed"
ENDIF
END
```

CLEARSTATUSFPQQ

Clears floating point processor status word.

Prototype

```
INTERFACE
    SUBROUTINE CLEARSTATUSFPQQ ( )
    END SUBROUTINE
END INTERFACE
```

Description

Clear floating point processor status word.

CLOCK

Returns current time

Prototype

```
INTERFACE
    CHARACTER (LEN=8) FUNCTION CLOCK ( )
    END FUNCTION
END INTERFACE
```

Description

Returns the current time of the day in the form HH:MM:SS using a 24-hour clock.

Output

The current time in the form of hh:mm:ss, .

CLOCKX

Returns processor clock

Prototype

```
INTERFACE
  SUBROUTINE CLOCKX (CLOCK)
    REAL(8) CLOCK
  END SUBROUTINE CLOCKX
END INTERFACE
```

CLOCK current time

Description

This function returns the processor clock to the nearest microsecond.

Output

Processor clock to the nearest microsecond.

COMMITQQ

Forces execution of any pending write operation(s)

Prototype

```
USE IFLPORT
```

Or

```
INTERFACE
  LOGICAL(4) FUNCTION COMMITQQ(LUN)
    INTEGER(4) LUN
  END FUNCTION COMMITQQ
END INTERFACE
```

```
END FUNCTION COMMITQQ
END INTERFACE
```

Description

Forces the operating system to execute any pending write operation(s) for the file associated with a specified unit to the file's physical device. Same functionality as FLUSH.

Usage

```
result = COMMITQQ (LUN)
```

LUN Input. INTEGER(4). Fortran logical unit (LUN) attached to a file to be flushed from cache memory to a physical device.

Results

The result type is LOGICAL(4). If an open LUN number is supplied, .TRUE. is returned and uncommitted records (if any) are written. If an unopened LUN is supplied, .FALSE. is returned.

Data written to files is often written into buffers, and held until the buffer is full. Only when the buffer is full, is the data written to the device. 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 forces any cached data intended for a file on a physical device to be written to that device immediately. This is called flushing the file.



NOTE. *Copy the file `iflport.f90` from the distribution list into a local directory and compile it before USE.*

Example

```
USE IFLPORT
INTEGER LUN / 10 /
INTEGER len
CHARACTER(80) stuff
```

```
OPEN(LUN, 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 (LUN, *) stuff
  IF (.NOT. COMMITQQ(LUN)) WRITE (*,*) 'Failed'
END DO
CLOSE (LUN)
END
```

COMPL

Returns a BIT-WISE Complement or logical .NOT. of the input value

Prototype

```
INTERFACE COMPL
  INTEGER(4) FUNCTION COMPLINT(INVAL)
    INTEGER(4), INTENT(IN) :: INVAL
  END FUNCTION
  REAL(4) FUNCTION COMPLREAL(INVAL)
    REAL(4), INTENT(IN) :: INVAL
  END FUNCTION
  LOGICAL(4) FUNCTION COMPLLOG(INVAL)
    LOGICAL(4), INTENT(IN) :: INVAL
  END FUNCTION
END INTERFACE
```

INVAL Input. INTEGER(4), REAL(4) or LOGICAL(4) for each of the above functins, respectively.

Description

Performs a BIT-WISE complement for INTEGER or REAL input or logical .NOT. for logical input.

Output

If the input is logical, the result is logical. Otherwise, the result is Boolean - a Cray bitset. With a Boolean result, use a BIT-WISE complement. For the logical COMPL, just toggle 1<-->0.

CTIME

Converts a given time into a 24-character ASCII string

Prototype**IA-32 systems**

```
INTERFACE
    CHARACTER(LEN=24) FUNCTION CTIME(TIME)
    INTEGER(4) INTENT(IN) :: TIME
    END FUNCTION CTIME
END INTERFACE
```

Itanium™-based systems

```
INTERFACE
    CHARACTER(LEN=24) FUNCTION CTIME(TIME)
    INTEGER(8) INTENT(IN) :: TIME
    END FUNCTION CTIME
END INTERFACE
```

TIME elapsed time in seconds since 00:00:00 Greenwich Mean Time, January 1, 1970.

Description

This function takes an `INTEGER(4)` for IA-32 or `INTEGER(8)` for Itanium based systems variable or expression as input. The input value is some number of seconds since midnight of January 1, 1970, in Greenwich Mean Time. `CTIME` converts this integer input value into an ASCII character string.

Output

A 24-character ASCII string in the form: Thu Jan 15 00:00:01 1970.

DATE

*Returns the current date and time as
ASCII string*

```
INTERFACE
  SUBROUTINE DATE (DATESTR )
    CHARACTER (LEN=9 ) DATESTR
  END SUBROUTINE DATE
END INTERFACE
```

Description

This function returns the current date and time as a nine character ASCII string.

Output

A 9-character ASCII string in 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



WARNING. *This routine may cause problems with the year 2000. Use `DATE_AND_TIME` or `DATE4` instead.*

Example

The following program gets and prints the current system date. Its output could be, for example, “12-Jul-96” (without the quotes).

```
PROGRAM datetest
  CHARACTER(9) :: today
  INTRINSIC DATE
  CALL DATE(today)
  PRINT *, today
END
```

DATE4

Returns the current date and time as ASCII string

Prototype

```
INTERFACE
  SUBROUTINE DATE4( DATESTR )
  CHARACTER(LEN=11) DATESTR
  END SUBROUTINE DATE4
END INTERFACE
```

Description

This function returns the current date and time as an eleven character ASCII string.

Output

An 11-character ASCII string in the form: dd-mmm-yyyy where:

dd is the 2-digit date
mmm is the 3 letter month
yy is the last two digits of the year



NOTE. *Although using DATE_AND_TIME is better, since it is now standard in the Fortran language, this routine gives you the functionality of the old DATE routine and is year-2000 compliant.*

DBESJ0, DBESJ1, DBESJN, DBESY0, DBESY1, DBESYN

Compute the double-precision numbers of Bessel functions.

Prototype

```
USE IFLPORT or
INTERFACE
    REAL(8) FUNCTION DBESJ0(X)
    REAL(8) X
    END FUNCTION
    REAL(8) FUNCTION DBESJ1(X)
    REAL(8) X
    END FUNCTION

    REAL(8) FUNCTION DBESJN(N,X)
    INTEGER(4) N
```

```
REAL(8) X
END FUNCTION

REAL(8) FUNCTION DBESY0(X)
REAL(8) X
END FUNCTION

REAL(8) FUNCTION DBESY1(X)
REAL(8) X
END FUNCTION

REAL(8) FUNCTION DBESYN(N,X)
INTEGER(4) N
REAL(8) X
END FUNCTION
END INTERFACE
```

Descriptions

Compute the double-precision values of Bessel functions of the first and second kinds.

Usage

```
result = DBESJ0 (DOUBLEPOS)
result = DBESJ1 (DOUBLEPOS)
result = DBESJN (n, DOUBLEPOS)
result = DBESY0 (DOUBLEPOS)
result = DBESY1 (DOUBLEPOS)
result = DBESYN (n, DOUBLEPOS)
```

DOUBLEPOS REAL(8). Independent variable for a Bessel function.
Must be greater than or equal to zero.

N Integer. Specifies the order of the selected Bessel
function computation.

Results

DBESJ0, DBESJ1, and DBESJN return Bessel functions of the first kind, orders 0, 1, and n , respectively, with the independent variable DOUBLEPOSE.

DBESY0, DBESY1, and DBESYN return Bessel functions of the second kind, orders 0, 1, and n , respectively, with the independent variable DOUBLEPOSE.

Negative arguments cause DBESY0, DBESY1, and DBESYN to return a huge negative value.

Example

```
USE IFLPORT
REAL(8) BESNUM, BESOUT
10 READ *, BESNUM
   BESOUT = DBESJ0(BESNUM)
   PRINT *, 'Result is ', BESOUT
   GOTO 10
END
```

DCLOCK

Provides elapsed time in seconds since the start of the current process.

Prototype

```
INTERFACE
  REAL(8) FUNCTION DCLOCK()
END FUNCTION
END INTERFACE
```

Description

This function returns the elapsed time since the start of your process as a `DOUBLE PRECISION` number.

Note: The first call to `DCLOCK` performs calibration.

Class

Elemental nonstandard function.

Result Type and Type Parameter

`DOUBLE PRECISION`

Output

The time in seconds since the beginning of your process. This routine provides accurate timing to the nearest microsecond, taking into account the frequency of the processor where the current process is running. You can obtain equivalent results using standard Fortran by using the `CPU_TIME` intrinsic function.

Examples

```
DOUBLE PRECISION START_TIME, STOP_TIME, DCLOCK
EXTERNAL DCLOCK
START_CLOCK = DCLOCK()
CALL FOO()
STOP_CLOCK = DCLOCK()
PRINT *, "foo took:", STOP_CLOCK - START_CLOCK, "seconds."
```

DELDIRQQ

Deletes a specified directory

Prototype

```
USE IFLPORT
```

or

```
INTERFACE
  LOGICAL(4) FUNCTION DELDIRQQ(DirName)
    CHARACTER(LEN=*) DirName
  END FUNCTION
END INTERFACE
```

Usage

```
result = DELDIRQQ (DIRNAME)
```

DIRNAME CHARACTER(LEN=*). CHARACTER value containing the name of the directory to be deleted.

Results

The result 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.

DELFILESQQ

Deletes files matching specification

Prototype

```
USE IFLPORT
```

or

```
INTERFACE
  INTEGER(4) FUNCTION DELFILESQQ(FILESPEC)
    CHARACTER(LEN=*) FILESPEC
  END FUNCTION
END INTERFACE
```

Description

Deletes all files matching the name specification, which can contain wildcards (* and ?).

Usage

```
result = DELFILESQQ (FILESPEC)
FILESPEC      CHARACTER(LEN=*). File(s) to be deleted. Can
               contain wildcards (* and ?).
```

Results

The result type is INTEGER(2). The return value 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

```
USE IFLPORT
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')) THEN
        STOP "No files deleted"
    ELSE
        PRINT *, "OK, deleting all files"
    ENDIF
END IF
count = DELFILESQQ(file)
```

```
WRITE(*,*) "Deleted ", count, " files."  
END
```

DFLOATI

*Converts an INTEGER(2) to a DOUBLE
PRECISION type*

Prototype

```
INTERFACE  
  DOUBLE PRECISION (REAL(8)) FUNCTION DFLOATI (INPUT)  
    INTEGER(2), INTENT(IN)::INPUT  
  END FUNCTION DFLOATI  
END INTERFACE
```

INPUT a scalar INTEGER (KIND=2) value

Description

DFLOATI is an elemental function that converts a scalar integer (KIND=2) type to DOUBLE PRECISION (REAL(8)).

Output

The integer value converted to DOUBLE PRECISION.

DFLOATJ

Converts an INTEGER(4) to a DOUBLE PRECISION type

Prototype

```
INTERFACE
  DOUBLE PRECISION (REAL(8)) FUNCTION DFLOATJ (INPUT)
    INTEGER(4), INTENT(IN) :: INPUT
  END FUNCTION DFLOATJ
END INTERFACE
```

INPUT an INTEGER(4) value or expression

Description

DFLOATJ is an elemental function that converts an INTEGER(4) type to DOUBLE PRECISION (REAL(8)) type.

Output

The integer value converted to DOUBLE PRECISION.

DFLOATK

Converts an INTEGER(8) type to a DOUBLE PRECISION type

Prototype

```
INTERFACE
  REAL(8) FUNCTION DFLOATK (INPUT)
    INTEGER(8), INTENT(IN) :: INPUT
  END FUNCTION DFLOATK
END INTERFACE
```


END INTERFACE

INPUT an INTEGER (8) value or expression.

Description

DFLOATK is an elemental function that converts an INTEGER (8) type to a DOUBLE PRECISION (or REAL (8)) type.

Output

The integer value converted to DOUBLE PRECISION.

DRAND

Generates successive pseudorandom numbers in the range of 0. to 1.

Prototype

```
INTERFACE
  REAL ( 8 ) FUNCTION DRAND ( )
  END FUNCTION DRAND
END INTERFACE
```

Description

Generate successive pseudorandom numbers uniformly distributed in the range of 0.0 to 1.0.

Class

Elemental nonstandard function.

Result Type and Type Parameter

REAL (8) type.

Example

```
REAL(8) rv
rv = RAND()
```



NOTE. *For details about restarting the pseudorandom number generator used by IRAND and RAND, see the “SRAND” section.*

DRANSET

Sets the seed for RANGET

Prototype

```
INTERFACE
  SUBROUTINE DRANSET ( ISEED )
  REAL(8) ISEED
  END SUBROUTINE DRANSET
END INTERFACE
```

Description

Allows you to set the seed for RANGET, changing the sequence of pseudo-random numbers.

Output

Changes the internal value of the random number generator seed for RANGET.

DSHIFTL

Double shift left

Prototype

```
INTERFACE
  INTEGER(8) FUNCTION DSHIFTL (LEFT, RIGHT, SHIFT)
  INTEGER(8) LEFT, RIGHT, SHIFT
  END FUNCTION DSHIFTL
END INTERFACE
```

LEFT a 64-bit integer expression.
RIGHT a 64-bit integer expression.
SHIFT shift count.

Description

This function takes two 64-bit values and a shift count, and returns a 64-bit value comprised of the 64 bits starting at 64-SHIFT in left continuing through to right.

Example

```
INTERFACE
  INTEGER(8) FUNCTION DSHIFTL(LEFT,RIGHT,SHIFT)
  INTEGER(8) LEFT,RIGHT,SHIFT
  END FUNCTION DSHIFTL
END INTERFACE

  INTEGER(8) LEFT/Z'111122221111222'/
  INTEGER(8) RIGHT/Z'FFFFFFFFFFFFFF'/
  PRINT *, DSHIFTL(LEFT, RIGHT,16_8)
END
```

The correct output for this example is: 1306643199093243919.

Output

This function performs a shift left and extract, for compatibility with CRAY Fortran code.

DSHIFTR

Double shift right

Prototype

```
INTERFACE
    INTEGER(8) FUNCTION DSHIFTR(LEFT,RIGHT,SHIFT)
        INTEGER(8) LEFT,RIGHT,SHIFT
    END FUNCTION DSHIFTR
END INTERFACE
```

ILEFT a 64-bit integer value.
IRIGHT a 64-bit integer value.
ISHIFT an integer shift count.

Description

Interprets ILEFT and IRIGHT as the upper and lower parts, respectively, of a 128-bit integer. The result is the 64-bit string beginning with the bit ISHIFT of the 128-bit integer. The arguments, ILEFT and IRIGHT, are not altered unless the function result is assigned to the same storage location as either ILEFT or IRIGHT. ISHIFT should be in the range 0 to 64, inclusive.

Example

```
INTERFACE
    INTEGER(8) FUNCTION
DSHIFTR(LEFT,RIGHT,SHIFT)
    INTEGER(8) LEFT,RIGHT,SHIFT
    END FUNCTION DSHIFTR
END INTERFACE
INTEGER(8) LEFT/Z'111122221111222'/
```

```
INTEGER(8) RIGHT/Z'FFFFFFFFFFFFFF' /  
PRINT *, DSHIFTR(LEFT, RIGHT,16_8)  
END
```

The correct output for this example is: 1306606910610341887.

Output

A single `INTEGER(8)` value.

DTIME

Returns the elapsed CPU time since the start of execution or the last call to `DTIME`.

Prototype

```
INTERFACE  
  REAL(4) FUNCTION DTIME (TARRAY)  
    REAL(4) TARRAY(2)  
  END FUNCTION DTIME  
END INTERFACE
```

Description

On the first call during the execution of a program, `DTIME` returns the time since the beginning of the program execution in the elements of `TARRAY`.

`TARRAY(1)` contains the user time, and `TARRAY(2)` contains the system time. The library routine makes use of the `GetProcessTimes` system library call. Subsequent calls to `DTIME` return the elapsed user and system time in `TARRAY` since the last call to `DTIME`.

Output

The function returns -1 for an error. The times are returned as elements of `TARRAY`, as described above. Times are in seconds. For the most accurate timing of your process, use the standard Fortran 95 intrinsic `CPU_TIME`.

ETIME

Returns the elapsed time in seconds since the start of execution

Prototype

```
INTERFACE
    REAL(4) FUNCTION ETIME(TARRAY)
    REAL(4) TARRAY(2)
    END FUNCTION
END INTERFACE
```

Description

This function returns the elapsed time in seconds since the beginning of execution of the current process. The accuracy of `ETIME` is limited to the accuracy of the `GetProcessTimes` system call, approximately 1/100th of a second. For the most accurate timing of your routine, use the Fortran 95 standard intrinsic `CPU_TIME`.

Output

The function returns -1 in case of an error. `TARRAY(1)` contains the user time in seconds since the start of the process. The system time in seconds since the start of the process is returned in `TARRAY(2)`.

EXIT

Closes all files and terminates the program

Prototype

```
INTERFACE
  SUBROUTINE EXIT (STATUS)
    INTEGER(4), OPTIONAL, INTENT(IN) :: STATUS
  END SUBROUTINE
END INTERFACE
```

Optional Argument

STATUS

Description

Close all files and terminate the program.

Class

Nonstandard subroutine.

Argument

If STATUS is supplied, the calling program exits with a return code status of STATUS. Otherwise the return code status is indeterminate.

In `csh` the `$status` environment variable holds the return code for the last executed command. In `ksh`, the `$?` environment variable holds the return code.

Example

The following program exits before the second PRINT statement.

```
PROGRAM testexit
  INTEGER stat
  PRINT *, "Program prints this line."
```

```
stat = 3
CALL EXIT(stat)
END
```

This program produces the following output:

Program prints this line.

The return code is saved in the `$status` or `$?` environment variable; it is not printed.

FDATE

Returns the current date and time

Prototype

```
INTERFACE
  SUBROUTINE FDATE (STRING)
    CHARACTER (LEN=24) STRING
  END SUBROUTINE FDATE
END INTERFACE
```

`STRING` a 24-byte character variable or array element in which the result of `FDATE` is stored.

Description

This routine returns the current date and time in `STRING`. Any value in `STRING` before the call is destroyed.

Output

A 24-character string with the form: Thu Jan 15 00:00:01 1970.

FGETC

Reads one byte from a file

Prototype

```
INTERFACE
    INTEGER FUNCTION FGETC (LUNIT, NCHAR)
    INTEGER LUNIT
    CHARACTER (LEN=1) NCHAR
    END FUNCTION FGETC
END INTERFACE
```

LUNIT a logical unit number

NCHAR a character variable

Description

This routine reads one byte from a file at its current position. If there is an error during the read, the I/O error number is returned. Otherwise, for a successful read, FGETC returns zero. You should be aware that for unformatted files, special bytes such as a record length indicator are present on each record, and may require special handling when using this function. In general, record length indicators for unformatted files are the first four bytes of each record. The logical unit number must be in the range from 0 to 100, and must be currently connected to a file when FGETC is called.

This routine is thread-safe, and locks the associated stream before I/O is performed.

Output

A zero status is returned if successful, non-zero if failure. NCHAR is assigned the next sequential byte that would be read from the file connected to LUNIT.

FINDFILEQQ

Searches for a specified file

Prototype

```
USE IFLPORT
Or
INTERFACE
  IINTEGER(4) FUNCTION FINDFILEQQ(FILE, ENV, BUF)
    CHARACTER(LEN=*) FILE, ENV, BUF
  END FUNCTION
END INTERFACE
```

Description

Searches for a specified file in the directories listed in the path contained in the environment variable.

Usage

```
result = FINDFILEQQ (file, env, buf)
```

FILE	CHARACTER(LEN=*). Name of the file to be found.
ENV	CHARACTER(LEN=*). Name of an environment variable containing the path to be searched.
BUF	CHARACTER(LEN=*). Buffer to receive the full path of the file found.

Results

The result type is INTEGER(4). The result is the length of the characters containing the full path of the found file returned in BUF, or 0 if no file is found.

Example

```
USE IFLPORT
CHARACTER(256) BUF
```

```
CHARACTER(20) FILE, ENV
INTEGER(4) result
FILE = "libc.lib"
ENV = "LIB"
result = FINDFILEQQ(FILE, ENV, buf)
WRITE (*, *) BUF
END
```

FLUSH

Flushes contents of file buffer to an external file

Prototype

```
INTERFACE
  SUBROUTINE FLUSH(LUNIT)
    INTEGER LUNIT
  END SUBROUTINE FLUSH
END INTERFACE
```

LUNIT a logical unit number

Description

This routine flushes the contents of the file buffer to the external file, forcing an immediate write. This is most useful for files that are connected to a terminal. The logical unit number must be in the range from 0 to 100, and must be currently connected to a file when flush is called. This routine is thread-safe, and locks the associated stream before I/O is performed.

Output

ERRNO is set on failure.

FOR_CHECK_FLAWED_PENTIUM

Checks the processor

Prototype

```
USE IFLPORT
or
INTERFACE
  SUBROUTINE FOR_CHECK_FLAWED_PENTIUM
  END SUBROUTINE
END INTERFACE
```

Description

Checks the processor to determine if it shows characteristics of the Pentium® floating-point divide flaw.

It is invoked for a Fortran program if you compile with the /Qfdiv compiler switch.

Usage

```
result = FOR_CHECK_FLAWED_PENTIUM ( )
```

Results

If the floating-point divide flaw is found, an error message is displayed and the calling program is terminated.

You can bypass this action by setting environment variable FOR_RUN_FLAWED_PENTIUM to the value of `.TRUE.`

Example

```
USE IFLPORT
REAL*8 X, Y, Z
X = 5244795.0
Y = 3932159.0
```

```
Z = X - (X/Y) * Y
IF (Z .NE. 0) THEN           ! If flawed, Z will be 256
    PRINT *, " FDIV flaw detected on Pentium"
ENDIF
END
```

FOR_GET_FPE

Retrun the current settings of the floating-point exception flags

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION FOR_GET_FPE()
    END FUNCTION
END INTERFACE
```

Description

Returns the current settings of floating-point exception flags. This routine can be called from a C or Fortran program.

Usage

```
result = FOR_GET_FPE ( )
```

Results

The result type is `INTEGER(4)`. The return value represents the settings of the current processor floating-point exception flags. The meanings of the bits are defined in the `IFLPORT` module file.

Example

```
USE IFLPORT
INTEGER(4) FPE_FLAGS
FPE_FLAGS = FOR_GET_FPE ( )
END
```

FPUTC

Writes a character a a file

Prototype

```
INTERFACE
  INTEGER FUNCTION FPUTC(LUNIT, CH)
  INTEGER LUNIT
  CHARACTER(LEN=1) CH
  END FUNCTION FPUTC
END INTERFACE
```

LUNIT unit number of a file.

CH a character variable.

Description

Writes a character to the file specified by the Fortran external unit.

Output

Zero if successful. Otherwise, an error code is returned.

FSEEK

Positions a file from a specified seek point

Prototype

```
INTERFACE
  SUBROUTINE FSEEK (LUNIT, OFFSET, FROM)
    INTEGER (4) LUNIT, OFFSET, FROM
  END SUBROUTINE FSEEK
END INTERFACE
```

LUNIT	a logical unit number.
OFFSET	an integer expression, whose value denotes an offset in bytes from the seek point FROM.
FROM	an integer expression, whose value must be 0, 1, or 2. 0 means the seek point is at the beginning of the file. 1 means the seek point is on the current file position. 2 means the seek point is at the end of the file.

Description

This routine positions a file `OFFSET` bytes from the seek point given by the `FROM` parameter. You should be aware that for unformatted files, special bytes such as a record length indicator are present on each record, and may require special handling when using this function. In general, record length indicators for unformatted files are the first four bytes of each record. The logical unit number must be in the range from 0 to 100, and must be currently connected to a file when `fseek` is called.

This routine is thread-safe, and locks the associated stream before I/O is performed.

Output

A zero status is returned if successful; non-zero for failure.

FOR_SET_FPE

Sets the floating-point exception flags.

Prototype

```
USE IFLPORT
or
INTERFACE
  INTEGER(4) FUNCTION FOR_SET_FPE(EnableMask)
    INTEGER(4) EnableMask
  END FUNCTION
END INTERFACE
```

Usage

```
result = FOR_SET_FPE(EnableMask)
EnableMask    Must be of type INTEGER(4). It contains bit flags
               controlling floating-point exceptions.
```

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 `IFLPORT.f90` module file.

Example

```
USE IFLPORT
INTEGER(4) OLD_FLAGS, NEW_FLAGS
OLD_FLAGS = FOR_SET_FPE (NEW_FLAGS)
END
```

FOR_SET_REENTRANCY

Controls the type of reentrancy locks on the runtime library.

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION FORr_SET_REENTRANCY(NEW_MODE)
        INTEGER(4) NEW_MODE
    END FUNCTION
END INTERFACE
```

Usage

```
result = FOR_SET_REENTRANCY ( NEW_MODE )
```

NEW_MODE INTEGER(4). Contains one of the following options:

FOR_K_REENTRANCY_NONE

Tells the runtime to do simple locking around critical sections of RTL code. You should use this type of protection when the Fortran libraries will *not* be reentered due to asynchronous system traps (ASTs) or threads within the application.

FOR_K_REENTRANCY_ASYNC

Tells the runtime to perform simple locking and disables ASTs around critical sections of library code. You should use this type of protection when the application contains AST handlers that call the Fortran runtime system.

FOR_K_REENTRANCY_THREADED

Tells the runtime to perform thread locking. You should use this type of protection in multithreaded applications.

FOR_K_REENTRANCY_INFO

Queries the FORTRAN runtime system for the current level of reentrancy protection, and returns the result in `NEW_MODE`.

Results

`FOR_SET_REENTRANCY` returns `INTEGER(4)`. The return value tells you the previous setting of reentrancy `NEW_MODE`, unless the argument is `FOR_K_REENTRANCY_INFO`, in which case the return value represents the current setting.

You must link to a set of runtime libraries that support 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 compile your program with `/MT`.

Example

```
PROGRAM SETREENT
  USE IFLPORT
  INTEGER(4) MODE
  CHARACTER*10 REENT_TXT(3) /'NONE  ', 'ASYNCH  ',
                             'THREADED' /

  INTEGER(4) P1, P2
  P1 = FOR_K_REENTRANCY_NONE
  P2 = FOR_K_REENTRANCY_INFO
  PRINT*, 'Setting Reentrancy mode to '
         , REENT_TXT(MODE+1) '
  MODE = FOR_SET_REENTRANCY(P1)
  PRINT*, 'Previous Reentrancy mode was '
         , REENT_TXT(MODE+1) '
  MODE = FOR_SET_REENTRANCY(P2)
  PRINT*, 'Current Reentrancy mode is '
         , REENT_TXT(MODE+1) '
END
```

FTELL

Returns the file position of a file

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION FTELL(LUNIT)
    END FUNCTION FTELL
END INTERFACE
```

LUNIT a logical unit number

Description

This routine returns the file position of the file connected to the input logical unit. The file position is the number of bytes from the beginning of the file.

You should be aware that for unformatted files, special bytes such as a record length indicator are present on each record, and are counted when using this function. In general, record length indicators for unformatted files are the first four bytes of each record.

The logical unit number must be in the range from 0 to 100, and must be currently connected to a file when `ftell` is called.

This routine is thread-safe, and locks the associated stream before I/O is performed.

Output

ERRNO is set on failure.

FULLPATHQQ

Returns the full path for a specified file or directory.

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION FULLPATHQQ(NAME, FULLPATH)
        CHARACTER(LEN=*) NAME, FULLPATH
    END FUNCTION
END INTERFACE
```

Usage

```
result = FULLPATHQQ ( name, fullpath )
```

NAME CHARACTER(LEN=*). File name for which you want a full path. The file can be the name of a file in the current directory, or a relative directory or filename.

FULLPATH CHARACTER(LEN=*). CHARACTER VALUE that receives the full path of the item specified in NAME.

Results

The result is the length of the full pathname in CHARACTERS, or 0 if the function fails. The function may fail if the name supplied is not an existing file. The length of FULLPATH will vary, depending on 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 (FULLPATH), FULLPATHQQ returns only that portion of the path that fits.

You should verify the length of the path before using the value returned in FULLPATH. 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 IFLPORT
CHARACTER(MAXPATH) FULLPATH
MAXPATH is a symbolic constant defined in module IFLPORT.F90 as 260.
```

Example

```
USE IFLPORT
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
  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
```

GERROR

Returns a message for last error

Prototype

```
INTERFACE
    SUBROUTINE GERROR(ERRORMSG)
        CHARACTER(LEN=*) ERRORMSG
    END SUBROUTINE
END INTERFACE
```

STRING message for the last error detected

Description

This routine returns a message for the last error detected.

Output

The last error detected in STRING.

GETARG

Gets a specified command-line argument

Prototype

```
INTERFACE GETARG
  SUBROUTINE GETARG_DVF(N, BUFFER, STATUS)
    INTEGER(2), INTENT(IN) :: N
    CHARACTER(LEN=*), INTENT(OUT) :: BUFFER
    INTEGER(2), OPTIONAL :: STATUS
  END SUBROUTINE
  SUBROUTINE GETARG(ARGINDEX, ARGUMENT)
    INTEGER(4), INTENT(IN) :: ARGINDEX
    CHARACTER(LEN=*), INTENT(OUT) :: ARGUMENT
  END SUBROUTINE
END INTERFACE
```

N	an integer representing which command-line argument to get. The 0th command-line argument is the command name.
BUFFER	the space for argument to returned into. BUFFER must be large enough to hold the result or it will be truncated

Description

This subroutine gets Nth command-line argument.

If there are not at least I arguments on the command line for your application, an error message is generated, `errno` is set to a non-zero value (ERANGE), and control is returned to your application. GETARG will not abort your program if you ask for an argument that is not there.

Output

A string representing the Nth command-line argument to the executing program.

Example

The following code assigns ARG the value of the second argument passed to the program.

```
CHARACTER(10) ARG
CALL GETARG(2, ARG)
```

GETCHARQQ

Gets the next keystroke.

Prototype

```
USE IFLPORT
or
! Get character from console
CHARACTER(LEN=1) FUNCTION GETCHARQQ()
END FUNCTION GETCHARQQ
```

Usage

```
result = GETCHARQQ ( )
```

Results

The result type is CHARACTER(1), and has the value of 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 #00 or #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` will wait indefinitely until there is one, and then returns it. To determine in advance whether there is a character in the keyboard buffer, use `PEEKCHARQQ`, which returns `.TRUE.` if there is a character waiting in the keyboard buffer, and `.FALSE.` if not. This can prevent a program from hanging while `GETCHARQQ` waits for a keystroke that isn't there.

Example

```
! Program to demonstrate GETCHARQQ
USE IFLPORT
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 (*,*)
! Otherwise, there is only one key
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
```

GETCONTROLFPQQ

Returns the floating-point processor control word.

Prototype

```
USE IFLPORT
OR
INTERFACE
  SUBROUTINE GETCONTROLFPQQ ( CONTROL )
    INTEGER ( 2 ) CONTROL
  END SUBROUTINE
END INTERFACE
```

Usage

```
CALL GETCONTROLFPQQ ( CONTROL )
```

CONTROL INTEGER (2). Floating-point processor control word.

The floating-point control word is a set of flags that determines various modes of the floating-point coprocessor. The IFLPORT.F90 module file contains constants defined for the control word as follows:

Parameter Name	Hex Value	Description
FPCW\$MCW_IC	Z'1000'	Infinity control mask
FPCW\$AFFINE	Z'1000'	Affine infinity
FPCW\$PROJECTIVE	Z'0000'	Projective infinity
FPCW\$MCW_PC	Z'0300'	Precision control mask
FPCW\$64	Z'0300'	64-bit precision
FPCW\$53	Z'0200'	53-bit precision
FPCW\$24	Z'0000'	24-bit precision
FPCW\$MCW_RC	Z'0C00'	Rounding control mask
FPCW\$CHOP	Z'0C00'	Truncate

Parameter Name	Hex Value	Description
FPCW\$UP	Z'0800'	Round up
FPCW\$DOWN	Z'0400'	Round down
FPCW\$NEAR	Z'0000'	Round to nearest
FPCW\$MSW_EM	Z'003F'	Exception mask
FPCW\$INVALID	Z'0001'	Allow invalid numbers
FPCW\$DENORMAL	Z'0002'	Allow denormals (very small numbers)
FPCW\$ZERODIVIDE	Z'0004'	Allow divide by zero
FPCW\$OVERFLOW	Z'0008'	Allow overflow
FPCW\$UNDERFLOW	Z'0010'	Allow underflow
FPCW\$INEXACT	Z'0020'	Allow inexact precision

By default, the floating-point control word settings are 53-bit precision, round to nearest, and the DENORMAL, UNDERFLOW and INEXACT precision exceptions disabled. An exception is disabled if its flag is set to 1 and enabled if its flag is cleared to 0. You can disable exceptions by setting the flags to 1 with SETCONTROLFPQQ.

If an exception is disabled, it does not cause an interrupt when it occurs. Instead, the exception generates an appropriate special value (NaN or signed infinity), but the program continues. When printing out such a value, the runtime library represents a NaN as ?????, positive infinity as ++++++, and negative infinity as -----.

You can find out which exceptions (if any) occurred by calling GETSTATUSFPQQ. If you have enabled errors on floating-point exceptions, clearing the flags to 0 with SETCONTROLFPQQ, an interrupt is generated when the exception occurs. Normally, these interrupts cause 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. In most cases, you will not need to change the default settings.

Example

```
USE IFLPORT
INTEGER(2) CONTROL
CALL GETCONTROLFPQQ (CONTROL)
PRINT 10,CONTROL
10 FORMAT('Initial control settings ',Z)
    !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)
CALL GETCONTROLFPQQ(CONTROL)
PRINT 20,control
20 FORMAT('Final control settings ',Z)
END IF
END
```

GETCWD

Retrieves the path of the current working directory.

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION GETCWD(DIRECTORY)
        CHARACTER(LEN=*) DIRECTORY
    END FUNCTION GETCWD
END INTERFACE
```

Usage

```
result = GETCWD (directory)
```

DIRECTORY CHARACTER (LEN=*). Character value that receives the current working directory path, including drive letter.

Results

GETCWD returns zero for success, or an error code for failure.

Example

```
USE IFLPORT
CHARACTER(LEN=30) DIRECTORY
! variable DIRECTORY must be long enough to hold
! entire string
INTEGER(4) ISTAT
ISTAT = GETCWD (DIRECTORY)
IF (ISTAT == 0) PRINT *, 'Current directory is ',
    DIRECTORY
END
```

GETDAT

Returns the current date in integer form

Prototype

```
INTERFACE GETDAT
  SUBROUTINE GETDAT(IYEAR, IMONTH, IDAY)
    INTEGER(4), INTENT(OUT) :: IYEAR, IMONTH, IDAY
  END SUBROUTINE
  SUBROUTINE GETDAT_DVF(IYEAR, IMONTH, IDAY)
    INTEGER(2), INTENT(OUT) :: IYEAR, IMONTH, IDAY
  END SUBROUTINE
END INTERFACE
```

IYEAR an integer value
IMONTH an integer value
IDAY an integer value

Description

This routine returns the current date in integer form. On Windows NT* systems, this function is thread-safe.

Output

The current date is returned. IYEAR contains the current year, reckoned by the Julian calendar. IMONTH contains the numerical version of the month, where 1 corresponds to January, and 12 corresponds to December. IDAY returns the numerical day of the month.

GETDRIVEDIRQQ

Gets the complete path of the current working directory on a specified disk drive.

Prototype

```
USE IFLPORT
or
INTERFACE
    ! Get the current directory for a given drive
    INTEGER(4) FUNCTION GETDRIVEDIRQQ(DRIVEDIR)
        CHARACTER(LEN=*) DRIVEDIR
    END FUNCTION
END INTERFACE
```

Usage

```
result = GETDRIVEDIRQQ (DRIVEDIR)
```

DRIVEDIR CHARACTER (LEN=*). For input, DRIVEDIR contains the drive whose current working directory path is to be returned. On output, DRIVEDIR contains the current directory on that drive in the form d:\dir.

Results

The result is INTEGER(4). The result is the length (in bytes) of the full path on the specified drive. If the full path is longer than the size of DRIVEDIR, zero is returned.

You can make sure you get information about the current drive, by putting the symbolic constant FILE\$CURDRIVE (defined in IFLPORT.F90) into DRIVEDIR.

Since disk drives are identified by a single alphabetic character, GETDRIVEDIRQQ examines only the first letter of DRIVEDIR. For instance, if DRIVEDIR contains the path c:\program files, GETDRIVEDIRQQ (DRIVEDIR) returns the current working directory on drive C and disregards the rest of the path. Input is case-insensitive. 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 (where MAXPATH is a PARAMETER constant defined in IFLPORT.F90, and MAXPATH = 260).

On Linux platforms, the function gets a path only when symbolic constant FILE\$CURDRIVE (defined in IFLPORT.F90) is applied for argument `drivedir`.

Example

```
! Program to demonstrate GETDRIVEDIRQQ
USE IFLPORT
CHARACTER(MAXPATH) dir
INTEGER(4) length
! Get current directory
```

```
dir = FILE$CURDRIVE
length = GETDRIVEDIRQQ(dir)
IF (length .GT. 0) THEN
  WRITE (*,*) 'Current directory is: '
  WRITE (*,*) dir
ELSE
  WRITE (*,*) 'Failed to get current directory'
END IF
END
```

GETDRIVESIZEQQ

*Gets the total size of the specified
DRIVE.*

Prototype

```
USE IFLPORT
or
INTERFACE GETDRIVESIZEQQ
  LOGICAL(4) FUNCTION GETDRIVESIZEQQI4 (DriveNm,
TotalNum, AvailableNum)
    CHARACTER(LEN=*) DriveNm
    INTEGER(4) TotalNum
    INTEGER(4) AvailableNum
  END FUNCTION
  LOGICAL(4) FUNCTION GETDRIVESIZEI8 (DriveNm,
TotalNum, AvailableNum)
    CHARACTER(LEN=*) DriveNm
    INTEGER(8) TotalNum
    INTEGER(8) AvailableNum
  END FUNCTION
END INTERFACE
```


Description

Gets the total size of the specified DRIVE and space available on it.

Usage

```
result = GETDRIVESIZEQQ (DRIVENm, TOTALNUM,  
AVAILIABLENUM)
```

DriveNm CHARACTER (LEN=*). String containing the letter of the disk drive to get information about.

TotalNum INTEGER (4) or INTEGER (8). TotalNum number of bytes on the disk drive

AvailableNum INTEGER (4) or INTEGER (8). Number of bytes of AVAILable space on the disk drive.

Results

The function returns LOGICAL (4). The result is .TRUE. if successful; otherwise, .FALSE..

The data types specified for the TotalNum and AvailableNum arguments must be the same.

Some disk drives have more bytes than will fit into a 32 bit integer. Using an INTEGER (4) variable for these drives will return a negative size. To get the actual size for these large drives, TotalNum and AvailableNum must be INTEGER (8) variables.

Because disk drives are identified by a single alphabetic character, GETDRIVESIZEQQ examines only the first letter of DriveNm. The drive letter can be uppercase or lowercase. You can use the constant FILE\$CURDRIVE (defined in IFLPORT.F90) to get the size of the current DRIVE.

If GETDRIVESIZEQQ fails, use GETLASTERRORQQ to determine the reason.

On Linux platforms, this routine always returns .false..

Example

```
! Program to demonstrate GETDRIVESQQ and  
GETDRIVESIZEQQ
```

```
USE IFLPORT
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), ':'
    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
```

GETDRIVESQQ

Reports which drives are available to the system.

Prototype

```
USE IFLPORT
or
INTERFACE
    CHARACTER(26) FUNCTION GETDRIVESQQ ( )
    END FUNCTION
END INTERFACE
```

Usage

```
result = GETDRIVESQQ ( )
```

Results

The result is CHARACTER(LEN=26). 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 platforms, this function returns a string filled with spaces.

GETENV

Return the value of a system environment variable.

Prototype

```
INTERFACE
    SUBROUTINE GETENV (VAR, VALUE)
```

```
CHARACTER ( LEN=* ) VAR, VALUE
END SUBROUTINE
END INTERFACE
```

VAR must be CHARACTER type. Specifies the environment variable name.

VALUE must be CHARACTER type. The VALUE is assigned the environment variable's value. VALUE must be declared large enough to hold the value. If the environment variable is not defined, VALUE is set to all blanks.

Description

Returns the value of a system environment variable.

Class

Nonstandard subroutine.

Example

The following code assigns VAL the value of the TERM environment variable.

```
CHARACTER ( 10 ) VAL
CALL GETENV ( "TERM" , VAL )
```

GETENVQQ

Gets the value of a specified environment variable.

Prototype

```
USE IFLPORT
OR
! ALTERNATIVE WAY OF GETTING ENVIRONMENT VARIABLE
VALUE
```

```
INTERFACE
  INTEGER(4) FUNCTION GETENVQQ(VARNAME, VALUE)
    CHARACTER(LEN=*) VARNAME, VALUE
  END FUNCTION GETENVQQ
END INTERFACE
```

Description

Gets the value of a specified environment variable from the current environment.

Usage

```
result = GETENVQQ (VARNAME, VALUE)
```

VARNAME CHARACTER(LEN=*). The name of environment variable whose value you want to find.

VALUE CHARACTER(LEN=*). Value of the specified environment variable, in uppercase.

Results

The result type is INTEGER(4). The result is the number of characters 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.

Example

```
! Program to demonstrate GETENVQQ and SETENVQQ
USE IFLPORT
INTEGER(4) lenv, lval
CHARACTER(80) env, val, envval
WRITE (*,900) ' Enter environment variable name to
create, modify, or delete: '
lenv = GETSTRQQ(env)
```

```
IF (lenv .EQ. 0) STOP
WRITE (*,900) 'Value of variable (ENTER to delete): '
lval = GETSTRQQ(val)
IF (lval .EQ. 0) val = ' '
enval = env(1:lenv) // '=' // val(1:lval)
IF (SETENVQQ(enval)) THEN
  lval = GETENVQQ(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 (*,*) env(:lenv), ': ', val(:lval)
    WRITE (*,*) 'Length: ', lval
  END IF
ELSE
  WRITE (*,*) 'Can''t set environment variable'
END IF
FORMAT (A)
END
```

GETFILEINFOQQ

Returns information about the specified file.

Prototype

IA-32 systems

```
USE IFLPORT or
INTERFACE
```

```
  INTEGER(4) FUNCTION GETFILEINFOQQ(FILE, BUFFER,
    DWHANDLE)
```

```
CHARACTER(LEN=*) FILES
TYPE FILE$INFO
SEQUENCE
  INTEGER(4) CREATION      ! CREATION TIME (-1 ON FAT)
  INTEGER(4) LASTWRITE    ! LAST WRITE TO FILE
  INTEGER(4) LASTACCESS   ! LAST ACCESS (-1 ON FAT)
  INTEGER(4) LENGTH       ! LENGTH OF FILE
  INTEGER(2) PERMIT       ! FILE ACCESS MODE
  CHARACTER(LEN=255) NAME ! FILE NAME
END TYPE
TYPE(FILE$INFO) :: BUFFER
  INTEGER(4) DWHANDLE
END FUNCTION GETFILEINFOQQ
END INTERFACE
```

Itanium™-based systems

```
INTERFACE
INTEGER(8) FUNCTION GETFILEINFOQQ(FILES,BUFFER,
                                  DWHANDLE)

  CHARACTER(LEN=*) FILES
  TYPE FILE$INFO
  SEQUENCE
    INTEGER(8) CREATION      ! Creation time (-1 ON FAT)
    INTEGER(8) LASTWRITE    ! LAST WRITE TO FILE
    INTEGER(8) LASTACCESS   ! LAST ACCESS (-1 ON FAT)
    INTEGER(4) LENGTH       ! LENGTH OF FILE
    INTEGER(2) PERMIT       ! FILE ACCESS MODE
    CHARACTER(LEN=255) NAME ! FILE NAME
  END TYPE
  TYPE(FILE$INFO) :: BUFFER
  INTEGER(8) DWHANDLE
  END FUNCTION GETFILEINFOQQ
END INTERFACE
```

Description

Returns information about the specified file. Filenames can contain wildcards (* and ?).

Usage

```
result = GETFILEINFOQQ (FILES,BUFFER, HANDLE)
```

FILES	CHARACTER (LEN=*). Name or pattern of files that you are looking for information on. It can include a full path and can include wildcards (* and ?).
BUFFER	Derived type FILE\$INFO. Information about a file that matches the search criteria is returned in this variable.
HANDLE	INTEGER (4). Control mechanism. One of the following constants, defined in IFLPORT.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 is INTEGER (4), showing the nonblank length of the filename if a match was found, or 0 if no matching FILES were found.

To get information about one or more files, set 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:

Bit Flag	Corresponding File
<code>FILE\$ARCHIVE</code>	Marked as having been copied to a backup device.
<code>FILE\$DIR</code>	A subdirectory of the current directory. Each MS-DOS directory contains two special files, "." and "..". 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.
<code>FILE\$HIDDEN</code>	Hidden. It does not appear in the directory list you request from the command line, the Microsoft visual development environment browser, or File Manager.
<code>FILE\$READONLY</code>	Write-protected. You can read the file, but you cannot make changes to it.
<code>FILE\$SYSTEM</code>	Used by the operating system.
<code>FILE\$VOLUME</code>	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 `GETLASTERRORQQ` to retrieve the error message, such as:

<code>ERR\$NOENT</code>	The file or path specified was not found.
<code>ERR\$NOMEM</code>	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 IFLPORT
CALL SHOWPERMISSION( )
END
SUBROUTINE SHOWPERMISSION()
! SUBROUTINE to demonstrate GETFILEINFOQQ
!
USE IFLPORT
!
CHARACTER(80) files
INTEGER(4) handle, length
CHARACTER(5) permit
TYPE (FILE$INFO) info
!
WRITE (*, 900) ' Enter wildcard of files to view: '
900  FORMAT (A)
length = GETSTRQQ(files)
handle = FILE$FIRST
DO WHILE (.TRUE.)
    length = GETFILEINFOQQ(files, info, handle)
    IF ((handle .EQ. FILE$LAST) .OR. &
        (handle .EQ. FILE$error)) THEN
        SELECT CASE (GETLASTERRORQQ())
            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$ARCHIVE) .NE. 0) &
        permit(4:4) = 'A'
      IF ((info%permit .AND. FILE$DIR) .NE. 0) &
        permit(5:5) = 'D'
      WRITE (*, 9000) info%name, info%length, permit
9000  FORMAT (1X, A20, I9, ' ',A6)
      END DO
      END SUBROUTINE
```

GETGID

Gets the group ID

Prototype

```
INTERFACE
  INTEGER FUNCTION GETGID ()
  END FUNCTION GETGID
END INTERFACE
```

Description

This function returns an integer corresponding to the primary group of the user under whose identity this program is running.

On Win32* systems, this function returns the last subauthority of the security identifier for `TokenPrimaryGroup` for this process. This is unique on a local machine and unique within a domain for domain accounts.



NOTE. *You should be aware that on Win32 systems, domain accounts and local accounts can overlap.*

On Linux platforms, this function returns group identity for the current process.

Output

An integer representing the group that the currently logged in user belongs to.

GETLASTERROR

Gets the last error set

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION GETLASTERROR ( )
    END FUNCTION GETLAST
END INTERFACE
```

Description

This function returns the integer corresponding to the last runtime error value that was set.

For example, if you use an `ERR= specifier` on an I/O statement, your program will not abort in the event of an error. `GETLASTERROR` provides a way to determine what the error condition was, with a better degree of certainty than just examining `errno`. Your application code may then take appropriate action based upon the error number.

Output

Last error number into an integer.

GETLASTERRORQQ

Returns the last error set by a run-time procedure.

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION GETLASTERRORQQ( )
    END FUNCTION
END INTERFACE
```

Usage

```
result = GETLASTERRORQQ ( )
```

Results

The result is `INTEGER(4)`, and shows the most recent error code generated by a run-time procedure.

Descriptions 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 number, usually associated with errno. The error constants are in IFLPORT.F90 The following table shows some of the portability library routines and the errors each routine produces:

Runtime Routine	Runtime Routines Errors
RUNQQ	ERR\$NOMEM, ERR\$2BIG, ERR\$INVAL, ERR\$NOENT, ERR\$NOEXEC
SYSTEMQQ	ERR\$NOMEM, ERR\$2BIG, ERR\$NOENT, ERR\$NOEXEC
GETDRIVESIZEQQ	ERR\$INVAL, ERR\$NOENT
GETDRIVESQQ	no error
GETDRIVEDIRQQ	ERR\$NOMEM, ERR\$RANGE
CHANGEDRIVEQQ	ERR\$INVAL, ERR\$NOENT
CHANGEDIRQQ	ERR\$NOMEM, ERR\$NOENT
MAKEDIRQQ	ERR\$NOMEM, ERR\$ACCES, ERR\$EXIST, ERR\$NOENT
DELDIRQQ	ERR\$NOMEM, ERR\$ACCES, ERR\$NOENT
FULLPATHQQ	ERR\$NOMEM, ERR\$INVAL
SPLITPATHQQ	ERR\$NOMEM, ERR\$INVAL
GETFILEINFOQQ	ERR\$NOMEM, ERR\$NOENT, ERR\$INVAL
SETFILETIMEQQ	ERR\$NOMEM, ERR\$ACCES, ERR\$INVAL, ERR\$MFILE, ERR\$NOENT
SETFILEACCESSQQ	ERR\$NOMEM, ERR\$INVAL, ERR\$ACCES
DELFILESQQ	ERR\$NOMEM, ERR\$ACCES, ERR\$NOENT, ERR\$INVAL
RENAMEFILEQQ	ERR\$NOMEM, ERR\$ACCES, ERR\$NOENT, ERR\$XDEV
FINDFILEQQ	ERR\$NOMEM, ERR\$NOENT
PACKTIMEQQ	no error
UNPACKTIMEQQ	no error
COMMITQQ	ERR\$BADF

Runtime Routine	Runtime Routines Errors
GETCHARQQ	no error
PEEKCHARQQ	no error
GETSTRQQ	no error
GETLASTERRORQQ	no error
SETERRORMODEQQ	no error
GETENVQQ	ERR\$NOMEM, ERR\$NOENT
SETENVQQ	ERR\$NOMEM, ERR\$INVAL
SLEEPQQ	no error
BEEPQQ	no error
SORTQQ	ERR\$INVAL
BSEARCHQQ	ERR\$INVAL

GETLOG

Returns the user's login name

Prototype

```
INTERFACE
  SUBROUTINE GETLOG (NAME)
    CHARACTER (LEN=*) NAME
  END SUBROUTINE GETLOG
END INTERFACE
```

NAME the login name

Description

This function allows your application to determine the login name of the person running the application. The login name must be less than 64 characters. If the login name is longer than 64 characters, it will be

truncated. The actual parameter corresponding to the formal parameter `NAME` in the prototype 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 will be truncated.

Output

A character string in `NAME` corresponding to the login name of the person running the application. 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.

GETPID

Gets the process ID

Prototype

```
INTERFACE
  INTEGER FUNCTION GETPID ( )
  END FUNCTION GETPID
END INTERFACE
```

Description

This function returns the process ID of the current process.

Output

A unique integer corresponding to the system process identifier for the current process.

GETPOS

Returns the current file position in bytes from the beginning of the file

Prototype

```
INTERFACE
  INTEGER FUNCTION GETPOS (LUNIT)
  INTEGER(4) LUNIT
  END FUNCTION GETPOS
END INTERFACE
```

LUNIT INTEGER Fortran logical unit number for a file. The value must be in the range 0 to 100 and must correspond to a connected file.

Description

Allows you to determine the current file position.

Output

An integer value representing the number of bytes from the beginning of the file. Equivalent to FTELL. Returns EINVAL in errno and a result of -1 for an error.

GETSTATUSFPQQ

Returns the floating-point processor status word.

Prototype

```
USE IFLPORT
```

```

or
INTERFACE
  SUBROUTINE GETSTATUSFPQQ ( STATUS )
    INTEGER ( 2 )      STATUS
  END SUBROUTINE
END INTERFACE

```

Usage

```
CALL GETSTATUSFPQQ ( STATUS )
```

STATUS INTEGER (2). Floating-point co-processor status word.

The floating-point status word (FPSW) shows whether various floating-point exception conditions have occurred. After an exception occurs, the runtime system does not reset 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:

Parameter Name	Hex Value	Description
FPSW\$MSW_EM	Z'003F'	Status Mask (set all flags to 1)
FPSW\$INVALID	Z'0001'	An invalid result occurred
FPSW\$DENORMAL	Z'0002'	A denormal (very small number) occurred
FPSW\$ZERODIVIDE	Z'0004'	A divide by zero occurred
FPSW\$OVERFLOW	Z'0008'	An overflow occurred
FPSW\$UNDERFLOW	Z'0010'	An underflow occurred
FPSW\$INEXACT	Z'0020'	Inexact precision occurred

You can use a bit-wise AND on the status word returned by GETSTATUSFPQQ to determine which floating-point exception has occurred.

An exception is disabled if its flag is set to 1 and enabled if its flag is cleared to 0. By default, the denormal, underflow and inexact precision exceptions are disabled, and the invalid, overflow and divide-by-zero exceptions are enabled. 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. When printed, the runtime-system represents a NaN as ?????, positive infinity as ++++++, and negative infinity as -----. 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), an interrupt is generated 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.

Example

```
! Program to demonstrate GETSTATUSFPQQ
USE IFLPORT
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.'
ELSE
    PRINT *, "Divide by zero flag was not set"
END IF
END
```

GETSTRQQ

Reads a character string from the keyboard using buffered input.

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION GETSTRQQ(BUFFER)
        CHARACTER(LEN=*) BUFFER
    END FUNCTION
END INTERFACE
```

Usage

```
result = GETSTRQQ (BUFFER)
BUFFER      CHARACTER(LEN=*) . Character value returned from
            keyboard, padded on the right with blanks.
```

Results

The result is the number of characters placed in BUFFER. The function continues, until the user presses Return or Enter.

Example

```
! Program to demonstrate GETSTRQQ
USE IFLPORT
INTEGER(4) length, result
CHARACTER(80) prog, args
WRITE (*, '(A,)' ) ' Enter program to run: '
length = GETSTRQQ (prog)
WRITE (*, '(A,)' ) ' Enter arguments: '
length = GETSTRQQ (args)
result = RUNQQ (prog, args)
```

```
IF (result .EQ. -1) THEN
  WRITE (*,*) 'Couldn't run program'
ELSE
  WRITE (*, '(A, Z4, A)') 'Return code : ', result,
'h'
END IF
END
```

GETTIM

Returns the time

Prototype

```
INTERFACE
  SUBROUTINE GETTIM(HOUR,MIN,SEC,HDTS)
    INTEGER(4), INTENT(OUT) :: HOUR,MIN,SEC,HDTS
  END SUBROUTINE
  SUBROUTINE GETTIM_DVF(HOUR,MIN,SEC,HDTS)
    INTEGER(2), INTENT(OUT) :: HOUR,MIN,SEC,HDTS
  END SUBROUTINE
END INTERFACE
```

HOUR	current system hour
MINUTE	current system minutes
SECOND	current system seconds
HUNDREDTH	current system hundredths of a second

Description

This function gets the current system time in hours, minutes, seconds, and hundredths of a second. The time units are returned as separate integers to the calling routine.

Output

The time units are returned as separate integers to the calling routine.

GETUID

Gets the user ID of the calling process

Prototype

```
INTERFACE
  INTEGER FUNCTION GETUID( )
  END FUNCTION GETUID
END INTERFACE
```

Description

This function returns an integer corresponding to the user identity under which this program is running. This function returns the last subauthority of the security identifier for this process. This is unique on a local machine and unique within a domain for domain accounts.



NOTE. *You should be aware that on Win32 systems, domain accounts and local accounts can overlap.*

On Linux platforms, this function returns user identity for the current process.

Output

The user ID of the calling process.

GMTIME

Converts the given elapsed time to the current system time

Prototype

IA-32 systems

```
SUBROUTINE GMTIME ( STIME , DATEARRAY )
    INTEGER ( 4 ) STIME
    INTEGER ( 4 ) DATEARRAY ( 9 )
END SUBROUTINE
```

Itanium™-based systems

```
SUBROUTINE GMTIME ( STIME , DATEARRAY )
    INTEGER ( 8 ) STIME
    INTEGER ( 4 ) DATEARRAY ( 9 )
END SUBROUTINE
```

STIME STIME represents an elapsed time in seconds since midnight, January 1, 1970, in GMT. You can obtain this value from GETTIMEOFDAY, if you adjust the result of GETTIMEOFDAY for your local time zone.

DATEARRAY (1 : 9) contains the current date and system time, GMT.

DATEARRAY (1) seconds (0-59)

DATEARRAY (2) minutes (0-59)

DATEARRAY (3) hours (0-23)

DATEARRAY (4) day of month (1-31)

DATEARRAY (5) month (0-11)

DATEARRAY (6) year in century (0-99)

DATEARRAY (7) day of week (0-6, 0 is Sunday)

DATEARRAY (8) day of year (0-365)

DATEARRAY (9) daylight savings (1, if in effect; else 0)

Description

This function converts a given elapsed time in seconds into the current system date, GMT.



NOTE. *This function may give problems with the year 2000. Use DATE_AND_TIME instead.*

Output

The current date and system time for Greenwich Mean Time, in DATEARRAY.

HOSTNAM

Retrieves the current host computer name.

Prototype

```
USE IFLPORT
OR
INTERFACE
    INTEGER(4) FUNCTION HOSTNM(NAME)
        CHARACTER(LEN=*) , INTENT(OUT) :: NAME
    END FUNCTION
END INTERFACE
```

Description

Retrieves the current host computer name. This function is exactly the same as HOSTNM.

Usage

```
result = HOSTNAM (NAME)
```

NAME CHARACTER (LEN=*). The name of the current computer host is returned in NAME. The buffer provided should be at least as long as MAX_COMPUTERNAME_LENGTH, which is defined in the IFLPORT module.

Results

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

```
USE IFLPORT
CHARACTER(LEN=15) HOSTNAME
INTEGER(4) ISTATUS
ISTAT = HOSTNAM (HOSTNAME)
PRINT *, HOSTNAME, ' ISTATUS = ', ISTATUS
END
```

HOSTNM

Gets the current host name

Prototype

```
INTERFACE
  SUBROUTINE HOSTNM( NAME )
    CHARACTER(LEN=*) NAME
  END SUBROUTINE HOSTNM
END INTERFACE
```

NAME A CHARACTER variable or array element large enough to hold the name of the current host computer. On Win32 systems, the maximum host name length is 15.

Description

This function retrieves the current host computer name.

Output

An ASCII character string specifying the name of the host computer where your application is executing.

IARGC

Returns the number of arguments on the command line

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION IARGC ( )
  END FUNCTION IARGC
END INTERFACE
```

Description

This function returns the number of arguments on the command line, not including the command itself.

Output

Number of arguments into an integer. If no arguments are passed to the program, IARGC returns zero. Otherwise IARGC returns a count of the arguments that follow the program name on the command line.

Example

The statement `PRINT *, IARGC()` prints a count of the arguments passed to the program.

IDATE

Returns the current system date

Prototype

```
INTERFACE
  SUBROUTINE IDATE (MONTH, DAY, YEAR)
    INTEGER(4) INTENT(OUT) :: MONTH, DAY, YEAR
  END SUBROUTINE IDATE
  SUBROUTINE F_IDATE (SDATE)
    INTEGER(4) INTENT(OUT) :: SDATE(3)
  END SUBROUTINE F_IDATE
END INTERFACE
```

MONTH	Output. Current system month
DAY	Output. Current system day
YEAR	Output. Current system year as an offset from 1900
SDATE	Output. 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 and the year is greater than or equal to 1969.

Description

This routine returns the current system month, day, and year.

Example

The statement `CALL IDATE (MONTH, DAY, YR)` sets `MON` to the month number, `DAY` to the day of the month, and `YR` to the two-digit year representation (for example, 69 for the year 1969).



NOTE. *This subroutine is not year-2000 compliant. Use `DATE_AND_TIME` or `IDATE4` instead.*

IDATE4

Returns the current system date

Prototype

```
INTERFACE
  SUBROUTINE IDATE4 (MONTH, DAY, YEAR)
    INTEGER (4), INTENT (OUT) :: MONTH, DAY, YEAR
  END SUBROUTINE
  SUBROUTINE F_IDATE4 (SDATE)
    INTEGER (4), INTENT (OUT) :: SDATE (3)
  END SUBROUTINE
END INTERFACE
```

`DATEARRAY` an integer array.

Description

This routine returns the current system month, day, and year.

This function is year-2000 compliant.

Output

`DATEARRAY (1)` Current system day.

DATEARRAY (2)	Current system month.
DATEARRAY (3)	Current system year 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.

IEEE_FLAGS

Sets IEEE flags

Prototype

```
INTERFACE
  INTEGER FUNCTION IEEE_FLAGS (ACTION, MODE, IN, OUT)
  CHARACTER(LEN=*) ACTION, MODE, IN, OUT
  END FUNCTION IEEE_FLAGS
END INTERFACE

ACTION      is one of: 'GET', 'SET', 'CLEAR'
MODE        is one of: 'direction', 'precision',
                    'exception'
IN          is one of: 'inexact', 'division', 'underflow',
                    'overflow', 'invalid', 'all', 'common',
                    'nearest-to-zero', 'negative', 'positive',
                    'extended', 'double', 'single'
OUT         if MODE is 'direction', OUT is one of:
                    'nearest-to-zero', 'negative', 'positive'
            if MODE is 'precision', OUT is one of:
                    'extended', 'double', 'single'
            if MODE is 'exception', OUT is one of: 'inexact',
                    'division', 'underflow', 'overflow',
                    'invalid'
```

Description

IEEE_FLAGS is an elemental function that sets IEEE flags for GET, SET, and CLEAR procedures.

Output

Returns 0 if executes successfully, 1 otherwise.

IEEE_HANDLER

Establishes a handler for IEEE exceptions

Prototype**IA-32 systems**

```
INTERFACE
  INTEGER(4) FUNCTION IEEE_HANDLER (ARG_ACTION, &
    ARG_EXCEPTION, HANDLER)
  CHARACTER(LEN=*) ARG_ACTION, ARG_EXCEPTION
  INTERFACE
    SUBROUTINE HANDLER (SIGNO, SIGINFO)
      INTEGER(4), INTENT(IN)::SIGNO, SIGINFO
    END SUBROUTINE
  END INTERFACE
  END FUNCTION IEEE_HANDLER
END INTERFACE
```

Itanium™-based systems

```
INTERFACE
  INTEGER(8) FUNCTION IEEE_HANDLER (ARG_ACTION, &
    ARG_EXCEP, HANDLER)
  CHARACTER(LEN=*) ARG_ACTION, ARG_EXCEPT
  INTERFACE
    SUBROUTINE HANDLER (SIGNO, SIGINFO)
      INTEGER(4), INTENT(IN)::SIGNO, SIGINFO
    END SUBROUTINE
  END INTERFACE
  END FUNCTION IEEE_HANDLER
END INTERFACE
```

```
END SUBROUTINE
END INTERFACE
END FUNCTION IEEE_HANDLER
END INTERFACE
```

Description

IEEE_HANDLER calls HANDLER subroutine to establish a handler for IEEE exceptions.

Output

Returns 0 if executes successfully, 1 otherwise.

IERRNO

Returns the last error code generated

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION IERRNO( )
END FUNCTION IERRNO
END INTERFACE
```

Description

This function returns the number of the last detected error from any module that returns error codes.

Output

The last error code generated.

IFL_RUNTIME_INIT

*Initializes the Fortran runtime system,
complete with command line arguments*

Prototype

```
INTERFACE
  SUBROUTINE IFL_RUNTIME_INIT ( NCMDARGS , ARGS )
    INTEGER(4) NCMDARGS
    INTEGER(1) , POINTER :: ARGS
  END INTERFACE
```

NCMDARGS The number of arguments on the command line for the application.

ARGS A pointer to an array of character strings, where each string makes up a command line argument

Description

This routine initializes the Fortran runtime system, including supplying command line arguments. Normally this is not required. However, if your main program is written in C, or your main program is a WINMAIN in C or C++ for Windows*, there may be circumstances where you wish to set the command line arguments for the Fortran portion of the program, and perform other initialization. For IA-32 Windows applications, you would call this routine from C as:

```
extern void IFL_RUNTIME_INIT ( int *argc, char
                             *argv[] );

int main(int *argc, char *argv[] )
{
  IFL_RUNTIME_INIT( argc, argv);
}
```

IFLOAT

Converts an input value to a real value

Prototype

```
INTERFACE
  REAL(4) FUNCTION IFLOAT (IN)
    INTEGER(2) IN
  END FUNCTION IFLOAT
END INTERFACE
```

IN an INTEGER(2) expression

Description

Converts an input value to REAL(4).

Output

The equivalent REAL(4) value.

IFLOATI

Converts an INTEGER(2) to a REAL type

Prototype

```
INTERFACE
  REAL(4) FUNCTION IFLOATI (INPUT)
    INTEGER(2), INTENT(IN) :: INPUT
  END FUNCTION IFLOATI
END INTERFACE
```

INPUT a scalar INTEGER (KIND=2) value

Description

IFLOATI is an elemental function that converts a scalar integer (KIND=2) type to REAL(4).

Output

The integer value converted to REAL.

IFLOATJ

Converts an integer to a real value

Prototype

```
INTERFACE
  REAL(4) FUNCTION IFLOATJ (IN)
    INTEGER(4) IN
  END FUNCTION IFLOATJ
END INTERFACE
```

IN an INTEGER(4) expression

Description

Converts an input value to REAL(4).

Output

The equivalent REAL(4) value.

INMAX

Returns the maximum positive integer

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION INMAX (INPUT)
  INTEGER(4), INTENT(IN) :: INPUT
  END FUNCTION INMAX
END INTERFACE
```

INPUT an INTEGER(4) value

Description

This function returns the maximum positive value for an INTEGER(4).

Output

The maximum 4-byte-signed integer.

INTC

Converts INTEGER(4) to INTEGER(2)

Prototype

```
INTERFACE
  INTEGER(2) FUNCTION INTC (IN)
  INTEGER IN
  END FUNCTION INTC
END INTERFACE
```

IN any INTEGER(4) value or expression

Description

Converts an `INTEGER(4)` value or expression to an `INTEGER(2)` value.

Output

The value of `IN` converted to a type `INTEGER(2)`. Overflow is ignored.

IRAND

Generates pseudorandom numbers.

```
INTERFACE
  INTEGER(4) FUNCTION IRAND( )
  INTEGER(4) ISEED
  END FUNCTION IRAND
END INTERFACE
```

Description

Generates pseudorandom numbers.

Class

Elemental nonstandard function.

Result Type and Type Parameter

`INTEGER(4)` type.

Result Value

`IRAND` generates numbers in the range 0 through 2^{31} .

Example

```
INTEGER(4) rn
rn = IRAND( )
```



NOTE. *For details about restarting the pseudorandom number generator used by IRAND and RAND, see the “sRAND” section.*

IRANDM

A synonym for IRAND.

Description

This function is a synonym for IRAND. It takes the same parameters and produces the same result.

IRANGET

Gets a random number

Prototype

```
INTERFACE
  SUBROUTINE IRANGET (S)
    INTEGER(4) S
  END SUBROUTINE IRANGET
END INTERFACE
```

S an integer expression

Description

Returns the next in a series of pseudo-random numbers.

Output

An integer pseudo random number.

IRANSET

Sets the seed for a sequence of pseudo-random numbers

Prototype

```
INTERFACE
  SUBROUTINE IRANSET ( ISEED )
    INTEGER(4) ISEED
  END SUBROUTINE IRANSET
END INTERFACE
```

ISEED the new seed for a sequence of pseudo-random numbers

Description

Sets the seed for a sequence of random numbers.

Output

Changes the internal seed. Not thread-safe.

ISATTY

Returns true if the specified unit number is a terminal

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION ISATTY (LUNIT)
    INTEGER(40, INTENT(IN)) :: LUNIT
  END FUNCTION ISATTY
END INTERFACE
```

LUNIT an integer expression corresponding to a Fortran logical unit number in the range of 0 to 100

Description

This function returns true if the specified unit number is a terminal. The unit must be connected.

LUN must be an integer expression. If LUN is out of range, zero is returned. LUN must map to a connected Fortran logical unit at the time of the call. If LUN corresponds to a unit that is not connected, zero is returned.

Output

.TRUE. for a logical unit connected to a terminal device. .FALSE. otherwise.

ITIME

Returns the time

Prototype

```
INTERFACE
  SUBROUTINE ITIME (TIME_ARRAY)
    INTEGER (4) TIME_ARRAY (3)
  END FUNCTION ITIME
END INTERFACE
```

TIME_ARRAY an integer array

Description

This function returns the time in numeric form in a 3-element array.

Output

TIME_ARRAY[1] contains the hour.

TIME_ARRAY[2] contains the minutes.

TIME_ARRAY[3] contains the seconds.

JABS

Returns the absolute value

Prototype

```
INTERFACE
  INTEGER FUNCTION JABS (I)
    INTEGER (4), INTENT(IN) :: I
  END FUNCTION JABS
END INTERFACE
```

JDATE

Returns the date in ASCII

Prototype

```
INTERFACE
  FUNCTION JDATE ( )
    CHARACTER (LEN=8) :: JDATE
  END FUNCTION JDATE
END INTERFACE
```

Description

This function returns an 8-character ASCII string with the Julian date, (day of the year).

Output

An 8-character ASCII string with the Julian date in the form yyddd.



NOTE. *Use of this function is discouraged due to possible problems with the change to the year 2000. Use DATEANDTIME, a standard function instead.*

JDATE4

Returns the date in ASCII

Prototype

```
INTERFACE
```

```
SUBROUTINE JDATE4 (CURRENTDATE )
CHARACTER (LEN=10 ) CURRENTDATE
END SUBROUTINE JDATE4
END INTERFACE
```

Description

This function returns an 10-character ASCII string with the Julian date, (day of the year).

Output

An 10-character ASCII string with the Julian date in the form yyyyddd.

KILL

Sends a signal to a process given by ID.

Prototype

```
USE IFLPORT
```

or

```
INTERFACE
```

```
INTEGER (4) FUNCTION KILL (PID, SIGNUM)
```

```
INTEGER (4) PID, SIGNUM
```

```
END FUNCTION
```

```
END INTERFACE
```

PID ID of a process to be signaled

SIGNUM Signal value

Description

This function kills the process associated with the specified PID. This function requires that the program executing this function have `TERMINATE_PROCESS` access to the process being killed.

Output

If successful, zero.

LCWRQQ

Sets the value of the floating-point processor control word.

Prototype

```
USE IFLPORT
OR
INTERFACE
  SUBROUTINE LCWRQQ(CONTROL)
    INTEGER(2) CONTROL
  END SUBROUTINE
END INTERFACE
```

Usage

```
CALL LCWRQQ (CONTROL)
```

CONTROL INTEGER(2). Floating-point processor control word.

LCWRQQ performs the same function as SETCONTROLFPQQ and is provided for compatibility.

Example

```
USE IFLPORT
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

```

LTIME

*Returns the components of the local
time zone time*

Prototype

IA-32 systems

```

INTERFACE
  SUBROUTINE LTIME (TIME, ARRAY)
    INTEGER (4) TIME, ARRAY (9)
  END SUBROUTINE
END INTERFACE

```

Itanium-based systems:

```

INTERFACE
  SUBROUTINE LTIME (TIME, ARRAY)
    INTEGER (8) TIME
    INTEGER (40) ARRAY (9)
  END SUBROUTINE
END INTERFACE

```

```

INTEGER (4) TIME    An elapsed time in seconds since 00:00:00
                    Greenwich Mean Time, January 1, 1970

```

Description

Returns the components of the local time zone time in a nine-element array.

ARRAY	INTEGER (4) one-dimensional array with nine elements to contain local date and time data derived from TIME returned as follows:
ARRAY (1)	Seconds (0-59)
ARRAY (2)	Minutes (0-59)
ARRAY (3)	Hours (0-23)
ARRAY (4)	Day of month (1-31)
ARRAY (5)	Month (0-11)
ARRAY (6)	Year number in century (0-99)
ARRAY (7)	Day of week (0-6, where 0 is Sunday)
ARRAY (8)	Day of year (1-365)
ARRAY (9)	1 if daylight savings time is in effect; otherwise, 0.



NOTE. *This function is not year 2000 compliant, use DATE_AND_TIME instead.*

MAKEDIRQQ

Creates a new directory with a specified name.

Prototype

```
USE IFLPORT
OR
INTERFACE
```

```
LOGICAL(4) FUNCTION MAKEDIRQQ(DIRNAME)
CHARACTER(*) DIRNAME
END FUNCTION
END INTERFACE
```

Usage

```
result = MAKEDIRQQ(DIRNAME)
DIRNAME CHARACTER(LEN=*). Name and path of the directory
you want created.
```

Results

MAKEDIRQQ returns `.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, you should call `GETLASTERRORQQ` to determine the problem. 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

```
USE IFLPORT
LOGICAL(4) result
result = MAKEDIRQQ('mynewdir')
IF (result) THEN
    WRITE(*,*) 'New subdirectory successfully
created'
ELSE
    WRITE(*,*) 'Failed to create subdirectory'
END IF
END
```

MATHERRQQ

Handles run-time math errors.

Prototype

```
INTERFACE
  SUBROUTINE MATHERRQQ( NAME,NLEN,INFO,RETCODE)
    CHARACTER(LEN=*) NAME
    INTEGER(2)  :: NLEN, RETCODE
    STRUCTURE /MTH$E_INFO/
      INTEGER*4 ERRCODE      ! INPUT : One of the MTH$
                           ! values above
      INTEGER*4 FTYPE       ! INPUT : One of the TY$
                           ! values above
    UNION
    MAP
      REAL*4 R4ARG1         ! INPUT : First argument
      CHARACTER*12 R4FILL1
      REAL*4 R4ARG2         ! INPUT : Second argument
                           !(if any)
      CHARACTER*12 R4FILL2
      REAL*4 R4RES          ! OUTPUT : Desired result
      CHARACTER*12 R4FILL3
    END MAP
    MAP
      REAL*8 R8ARG1         ! INPUT : First argument
      CHARACTER*8 R8FILL1
      REAL*8 R8ARG2         ! INPUT : Second argument
                           !(if any)
      CHARACTER*8 R8FILL2
      REAL*8 R8RES          ! OUTPUT : Desired result
      CHARACTER*8 R8FILL3
    END MAP
  END INTERFACE
```

```

MAP
  COMPLEX*8 C8ARG1      ! INPUT : First argument
  CHARACTER*8 C8FILL1
  COMPLEX*8 C8ARG2      ! INPUT : Second argument
                        ! (if any)

  CHARACTER*8 C8FILL2
  COMPLEX*8 C8RES       ! OUTPUT : Desired result
  CHARACTER*8 C8FILL3
END MAP

MAP
  COMPLEX*16 C16ARG1   ! INPUT : First argument
  COMPLEX*16 C16ARG2   ! INPUT : Second argument
                        ! (if any)

  COMPLEX*16 C16RES    ! OUTPUT : Desired result
END MAP

END UNION
END STRUCTURE
RECORD /MTH$E_INFO/ info
END SUBROUTINE
END INTERFACE

```



NOTE. *Due to the fact that you cannot use old VAX style structures in Fortran 95 MODULEs with Intel Fortran, there is no interface for this function in IFLPORT.F90*

Usage

```
CALL MATHERRQQ (NAME, NLEN, INFO, RETCODE)
```

NAME CHARACTER (LEN= *). On return, this variable contains the name of the function causing the error. The parameter NAME is a typeless version of the function called. For example, if an error occurs in a SIN function, the name will be returned as SIN for real arguments and CSIN for complex arguments even though the function

may have actually been called with an alternate name such as DSIN or CDSIN, or with SIN and complex arguments.

NLEN	INTEGER (2). Number of characters returned in NAME.
INFO	UNION containing data about the error. The MTH\$E_INFO union is defined above.
RETCODE	INTEGER (2). Return code passed back to the run-time library. The value of RETCODE should be set by the user's MATHERRQQ routine to indicate whether the error was resolved. Set this value to 0 to indicate that the error was not resolved and that the program should fail with a run-time error. Set it to any nonzero value to indicate that the error was resolved and the program should continue.

The ERRCODE element in the MTH\$E_INFO structure specifies the type of math error that occurred, and can have one of the following values:

Vlaue	Meaning
MTH\$E_DOMAIN	Argument domain error
MTH\$E_OVERFLOW	Overflow range error
MTH\$E_PLOSS	Partial loss of significance
MTH\$E_SINGULARITY	Argument singularity
MTH\$E_TLOSS	Total loss of significance
MTH\$E_UNDERFLOW	Underflow range error

The FTYPE element of the INFO structure identifies the data type of the math function as TY\$REAL4, TY\$REAL8, TY\$CMPLX4, or TY\$CMPLX8. Internally, REAL (4) and COMPLEX (4) arguments are converted to REAL (8) and COMPLEX (8). In general, a MATHERRQQ function should test the FTYPE value and take separate action for TY\$REAL8 or TY\$CMPLX8 using the appropriate mapped values. If you want to resolve the error, set the R8RES or C8RES field to an appropriate value such as 0.0.

You can do calculations within the `MATHERRQQ` function using the appropriate `ARG1` and `ARG2` fields, but avoid doing any calculations that would cause an error resulting in another call to `MATHERRQQ`.



NOTE. *You cannot use `MATHERRQQ` in DLLs or in a program that links with a DLL.*

NARGS

Returns the number of arguments on the command line

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION NARGS ( )
    END FUNCTION NARGS
END INTERFACE
```

Description

This function returns the number of arguments on the command line, not including the invoking command itself.

Output

An integer value, zero or positive, indicating the number of arguments on the command line invoking your program.

NUMARG

Returns the number of arguments on the command line

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION NUMARG ( )
  END FUNCTION NUMARG
END INTERFACE
```

Description

This function returns the number of arguments on the command line, not including the invoking command itself.

Output

An integer value, zero or positive, indicating the number of arguments on the command line invoking your program.

PACKTIMEQQ

Packs time and date values.

Prototype

```
USE IFLPORT
OR
```

IA-32 systems

```
INTERFACE
  SUBROUTINE
    PACKTIMEQQ( TIMEDATE, IYR, IMON, IDAY, IHR, IMIN, ISEC )
```

```

    INTEGER(4) TIMEDATE
    INTEGER(2) IYR, IMON, IDAY, IHR, IMIN, ISEC
END SUBROUTINE
END INTERFACE

```

Itanium-based systems:

```

INTERFACE
  SUBROUTINE
    PACKTIMEQQ(TIMEDATE, IYR, IMON, IDAY, IHR, IMIN, ISEC)
    INTEGER(8) TIMEDATE
    INTEGER(2) IYR, IMON, IDAY, IHR, IMIN, ISEC
  END SUBROUTINE
END INTERFACE

```

Usage

```

CALL PACKTIMEQQ
  (TIMEDATE, IYR, IMON, IDAY, IHR, IMIN, ISEC)

```

TIMEDATE	INTEGER(4). Packed time and date information.
IYR	INTEGER(2). Year (xxxx AD).
IMON	INTEGER(2). Month (1 - 12).
IDAY	INTEGER(2). Day (1 - 31)
IHR	INTEGER(2). Hour (0 - 23)
IMIN	INTEGER(2). Minute (0 - 59)
ISEC	INTEGER(2). Second (0 - 59)

The packed time is the number of seconds since 00:00:00 Greenwich mean time, January 1, 1970. You can numerically compare packed time items. You can use `PACKTIMEQQ` to work with relative date and time values. Use `UNPACKTIMEQQ` to unpack time information. `SETFILETIMEQQ` uses packed time.

Example

```

USE IFLPORT
INTEGER(2) year, month, day, hour, minute, second, hund
INTEGER(4) timedate

```

```
INTEGER(4) y4,m4,d4,h4,s4,hu4
CALL GETDAT (y4, m4, d4)
year = y4
month = m4
day = d4
CALL GETTIM (h4, m4, s4, hu4)
hour = h4
minute = m4
second = s4
hund = hu4
CALL PACKTIMEQQ (timedate, year, month, day, hour,
& minute, second)
END
```

PEEKCHARQQ

Checks the keystroke buffer for a recent console keystroke.

Prototype

```
USE IFLPORT
OR
INTERFACE
! TEST FOR CONSOLE INPUT
LOGICAL(4) FUNCTION PEEKCHARQQ( )
END FUNCTION PEEKCHARQQ
END INTERFACE
```

Description

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.

Usage

```
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 IFLPORT
LOGICAL(4) pressed / .FALSE. /
DO WHILE (.NOT. pressed)
  WRITE(*,*) ' Press any key'
  pressed = PEEKCHARQQ ( )
END DO
END
```

PERROR

Sends a message to standard error

Prototype

```
INTERFACE
  SUBROUTINE PERROR (STRING)
    CHARACTER(LEN=*) STRING
  END SUBROUTINE PERROR
END INTERFACE
```

STRING message to precede the standard error message

Description

Sends a message to the standard error stream, preceded by the specified STRING.

POPCNT

Counts the number of 1-bits in the given value

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION POPCNT (VALUE)
  INTEGER(4), INTENT(IN) :: VALUE
  END FUNCTION POPCNT
END INTERFACE
```

VALUE a positive integer value

Description

This function counts the number of 1-bits in the given value.

Output

Number of 1-bits.

POPPAR

Population parity

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION POPPAR (P)
  TYPE P
  END FUNCTION POPPAR
END INTERFACE
```

TYPE may have the following types: BYTE, INTEGER,
 INTEGER(2), INTEGER(4), LOGICAL(1),
 LOGICAL(2), LOGICAL(4), REAL(4), POINTER

P any scalar value up to a maximum of 32 bits in length

Description

This function returns 0 if the number of bits in the argument is even, 1 if the number is odd.

PUTC

Writes a character to standard output.

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION PUTC(CH)
  CHARACTER(LEN=1) CH
  END FUNCTION PUTC
END INTERFACE
```


CH a character variable

Description

Writes a character to the standard output device. Intel Fortran assumes that external unit 6 is connected to the standard output device (`stdout`), which is where your output will be sent. Typically `stdout` is your terminal screen. If unit 6 is connected to some other device, this routine will still send output to the standard output device.

Output

A zero if successful; otherwise, an error code.

QSORT

Sorts an array

Prototype

```
INTERFACE
  SUBROUTINE QSORT(ARRAY, LEN, ISIZE, COMP)
    TYPE ARRAY(LEN)
  INTEGER LEN, ISIZE
  INTERFACE
    INTEGER(2) FUNCTION COMP(P1, P2)
      TYPE P1, P2
    END FUNCTION COMP
  END INTERFACE
  END SUBROUTINE QSORT
END INTERFACE
```

ARRAY is a one-dimensional array of any of the following
TYPE is any intrinsic or derived type
LEN is the number of elements in the array
ISIZE is the size in bytes of a single element of the array

COMP is a comparison function that you must supply that returns

```
<0, if P1 .LT. P2
=0, if P1 = P2
>0, if P1 .GT. P2
```

Description

Sorts the given array using the given comparison function.



NOTE. *QSORT can provide unpredictable results for multi-dimensional arrays. It assumes C language element order and one-dimensional arrays.*

Output

QSORT returns your array sorted in place in ascending order.

RAISEQQ

Sends a signal to the executing program.

Prototype

```
USE IFLPORT
OR
INTERFACE
  INTEGER(4) FUNCTION RAISEQQ(SIGNUMBER)
    INTEGER(4) SIGNUMBER
  END FUNCTION
END INTERFACE
```

Usage

```
result = RAISEQQ (SIGNUMBER)
```

SIGNUMBER the number of the signal to raise. One of the following constants (defined in IFLPORT.F90)

SIG\$ABORT Abnormal termination

SIG\$FPE Floating-point error

SIG\$IILL 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.

Results

The result is zero if successful; otherwise, nonzero.

If a signal-handling routine for SIGNUMBER 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).

RAN

Generates a random number between 0 and 1.

Prototype

```
INTERFACE
  REAL(4) FUNCTION RAN( ISEED )
  END FUNCTION RAN
END INTERFACE
```

`ISEED` must be an `INTEGER(4)` variable or array element. `RAN` stores a number in `ISEED` to be used by the next call to `RAN`. `ISEED` should initially be set to an odd number, preferably very large; see the Example.

Description

Generates random numbers between 0 and 1 from an integer seed `ISEED`. It updates `ISEED` with the new value of the internal seed. At the first call, it is recommended to initialize `ISEED` to a large, odd value.

Class

Elemental nonstandard function.

Example

```
INTEGER(4) iseed
REAL(4) rnd
iseed = 425001
rnd = RAN(iseed)
```



NOTE. *To ensure different random values for each run of a program, `ISEED` should be set to a different value each time the program is run. One way to implement this would be to have the user enter the seed at the start of the program. Another way would be to compute a value from the current year, day, and month (returned by `IDATE`) and the number of seconds since midnight.*

RAND

Generates a random number in the range of 0.0 to 1.0.

Prototype

```
INTERFACE
  REAL(4) FUNCTION RAND( ISEED )
    INTEGER(4), INTENT(IN) :: ISEED !New SEED
  END FUNCTION RAND
  REAL(4) FUNCTION RAND2( )
  END FUNCTION RAND2( )
END INTERFACE
```

Description

Generate a random number uniformly distributed in the range of 0.0 to 1.0. At the first call, it is recommended to set ISEED to a large, odd value to initialize the internal seed. ISEED is not updated. For subsequent calls, ISEED should be set to zero to get the next random number in the sequence. If ISEED is set to one, the internal seed can also be set by

```
CALL SEED( ISEED ).
```

When RAND called without arguments, ISEED assumed to be 0.

Class

Elemental nonstandard function.

Result Type and Parameter Type

REAL(4) type.

Output

The output depends on the parameter value as follows:

- If the input parameter is equal to zero, RAND returns the next number in the pseudorandom sequence.
- If the input parameter is equal to one, RAND restarts the pseudorandom number sequence and returns the first number of the sequence.
- If the input parameter is greater than one, the value is used as the seed for a new pseudorandom sequence, and RAND returns the first number in that sequence.

Example

```
INTERFACE
    REAL(4) FUNCTION RAND( ISEED )
    INTEGER(4) ISEED
END INTERFACE
INTEGER(4) ISEED
REAL(4) rv
rv = RAND( ISEED )
END
```



NOTE. *For details about restarting the pseudorandom number generator used by IRAND and RAND, see the “SRAND” section.*

RANDOM

Random number generator

Prototype

```
INTERFACE
    SUBROUTINE RANDOM (R)
    REAL (4) R
END SUBROUTINE RANDOM
```

END INTERFACE

R a REAL(4) variable or array element that will contain the random number on return

Description

RANDOM generates a pseudo-random number, based upon the value of the seed set by the RANSET function. Portability functions RANDOM, RAND, and DRAND all generate the same results. A given seed will always generate the same sequence of pseudo-random numbers. RANDOM is an implementation of the algorithm described in *Random Number Generators: Good ones are hard to find*, by Park, S.K., and Miller, K.W., in Comm ACM, Oct. 1988, 1192-1201. This is also described in section 7 of Numerical Recipes. This routine is provided for compatibility with legacy FORTRAN programs. You should use the RANDOM_NUMBER and RANDOM_SEED intrinsic functions that are standard Fortran when possible.

Output

Random real number.

RANDU

Generates a pseudorandom number in the range 0.0 to 1.0.

Prototype

```
INTERFACE
  REAL(4) FUNCTION RANDU (IL, I2, X)
  END FUNCTION RANDU
END INTERFACE
```

`IL, I2` must be `INTEGER(2)` variables or array elements that contain the `SEED` for computing the random number. These values are updated during the computation so that they contain the updated seed.

`X` A `REAL(4)` variable or array element where the computed random number is returned.

Result

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 `IL` and `I2`.

If `IL=0` and `I2=0`, the generator base is set as follows:

$$X(N + 1) = 2^{16} + 3$$

Otherwise, it is set as follows:

$$X(N + 1) = (2^{16} + 3) * X(N) \bmod 2^{32}$$

The generator base `X(N + 1)` is stored in `IL, I2`.

The result is `X(N + 1)`
scaled to a real value `Y(N + 1)`,
for $0.0 \leq Y(N + 1) < 1.$

Example

```
REAL X
INTEGER(2) I, J
...
CALL RANDU (I, J, X)
```

If `I` and `J` are values 4 and 6, `X` stores the value 5.4932479E-04.

RANF

Generates a random number between 0. and RAND_MAX.

Prototype

```
INTERFACE
  REAL(4) FUNCTION RANF ( )
  END FUNCTION RANF
END INTERFACE
```

Description

RANF returns a single-precision pseudo-random number between 0.0 and RAND_MAX as defined in the C library, normally $0x7FFF \cdot 2^{15}-1$. The initial seed is set by

```
CALL SRAND( ISEED )
```

Output

A random number of the type REAL(4). ISEED is of INTEGER(4).

RANGET

Returns the current seed

Prototype

```
INTERFACE
  SUBROUTINE RANGET ( S )
  INTEGER(4) S
  END SUBROUTINE RANGET
END INTERFACE
```

Description

RANGET returns the current seed used for a sequence of psuedo-random numbers.

Output

The internal seed. This routine is not thread-safe.

RANSET

Sets the seed for the random number generator

Prototype

```
INTERFACE
  SUBROUTINE RANSET ( ISEED )
    REAL(4) ISEED
  END SUBROUTINE RANSET
END INTERFACE
```

Description

Sets the seed for a sequence of pseudo-random numbers.

Output

A changed seed.

RENAME

Renames a file

Prototype

```
INTERFACE
```

```
FUNCTION RENAME ( FROM, TO )  
CHARACTER ( LEN= * ) FROM, TO  
END FUNCTION RENAME  
END INTERFACE
```

FROM a character path name of the origin file
TO a character path name that specifies the name and
 location where you wish to place the FROM file

Description

This routine renames a file. Either FROM or TO may include a fully qualified or relative path name. RENAME accepts either forward or backward slashes as directory separators, and converts them to the form appropriate for the host operating system. On NT, you may include drive letters in the path also. Drive letters are not accepted on UNIX systems.

The FROM file must exist when rename is called, but you do not have to have it connected to a logical unit.



NOTE. *The FROM and TO paths for the files must be on the same physical device. You cannot use this routine to move a file from one device to another.*

This routine is thread-safe, and locks the associated stream before I/O is performed.

Output

A zero status is returned for success, non-zero for failure.

RENAMEFILEQQ

Renames a file.

Prototype

```
USE IFLPORT
OR
INTERFACE
    LOGICAL(4) FUNCTION RENAMEFILEQQ(OLDNAME,NEWNAME)
        CHARACTER(LEN=*) OLDNAME,NEWNAME
    END FUNCTION RENAMEFILEQQ
END INTERFACE
```

Usage

```
result = RENAMEFILEQQ (OLDNAME,NEWNAME)
OLDNAME      CHARACTER(LEN=*) . File to be renamed.
NEWNAME      CHARACTER(LEN=*) . New name of the file to be
renamed.
```

Results

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, you should call `GETLASTERRORQQ` to determine the reason. One of the following errors can be returned:

<code>ERR\$ACCES</code>	Permission denied. The file's permission setting does not allow the specified access.
<code>ERR\$EXIST</code>	The file already exists.
<code>ERR\$NOENT</code>	File or path specified by <code>OLDNAME</code> not found.
<code>ERR\$XDEV</code>	Attempt to move a file to a different device.

Example

```
USE iflport
INTEGER(4) len
CHARACTER(80) oldname, newname
LOGICAL(4) result
WRITE(*,'(A)') ' Enter old name: '
len = GETSTRQQ(oldname)
WRITE(*,'(A)') ' Enter new name: '
len = GETSTRQQ(newname)
result = RENAMEFILEQQ(oldname, newname)
END
```

RINDEX

*Locates the index of the last occurrence
of a substring within a string*

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION RINDEX (S1, S2)
    CHARACTER(LEN=*) S1, S2
  END FUNCTION RINDEX
END INTERFACE
```

S1 original string to search

S2 string to search for

Description

This function locates the index of the last occurrence of a substring within a string.

Output

Starting position of the final occurrence of S2 in S1.

RUNQQ

Executes another program and waits for it to complete.

Prototype

```
USE IFLPORT
OR
INTEGER(2) FUNCTION RUNQQ (PROGNAME, COMMANDLINE)
    CHARACTER (LEN=*) PROGNAME, COMMANDLINE
END FUNCTION
```

Usage

```
result = RUNQQ (FILENAME, COMMANDLINE)
```

FILENAME Input. CHARACTER (LEN=*) . Filename of a program to be executed.

COMMANDLINE Input. CHARACTER (LEN=*) . 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 IFLPORT
INTEGER(2) result
result = RUNQQ('dir', '/Os')
END
```

SCWRQQ

Returns the floating-point processor control word.

Prototype

```
USE IFLPORT
or
      INTERFACE
      SUBROUTINE SCWRQQ (CONTROL)
          INTEGER(2) CONTROL
      END SUBROUTINE
      END INTERFACE
```

Usage

```
CALL SCWRQQ (CONTROL)
```

CONTROL Output. INTEGER(2). Floating-point processor control word.

SCWRQQ performs the same function as GETCONTROLFPQQ, and is provided for compatibility.

SCANENV

Scans the environment for environment variable.

Prototype

```
INTERFACE
  SUBROUTINE SCANENV (ENVNAME, ENVTEXT, ENVVALUE)
    CHARACTER(LEN=*) INTENT(IN) :: ENVNAME
    CHARACTER(LEN=*) INTENT(OUT) :: ENVTEXT, ENVVALUE
  END SUBROUTINE SCANENV
END INTERFACE
```

ENVNAME	a CHARACTER variable containing the name of an environment variable you need to find the value for.
ENVTEXT	set to the full text of the environment variable found, or to a “ ” if nothing is found.
ENVVALUE	set to the value associated with the environment found or “ ” if nothing is found.

Description

Scans the environment for an environment variable that matches ENVNAME and returns the value or string it is set to.

Output

The text string or the value of the environment variable.

SEED

Sets the starting point for the random number generator

Prototype

```
INTERFACE
  SUBROUTINE SEED ( ISEED )
    INTEGER(4) ISEED
  END SUBROUTINE SEED
END INTERFACE
```

Description

Sets the internal seed for a sequence of pseudo-random numbers.

Output

A changed seed. This routine is not thread-safe.

SECNDS

Returns the number of seconds since last call

Prototype

```
INTERFACE
  REAL(4) FUNCTION SECNDS( TIME )
    REAL(4) TIME
  END FUNCTION SECNDS
END INTERFACE
```

TIME 0.0 to start the clock, or the last value returned from
 SECNDS

Description

This function returns the elapsed time in seconds since the last call to `SECNDS`, or the number of seconds since midnight if the parameter is 0.0.

EXAMPLE

```
PROGRAM TIMEIT
REAL STARTTIME,STOPTIME
STARTTIME= SECNDS(0.0)
DO 10 I = 1,100000
  I = I +1
10 CONTINUE
STOPTIME= SECNDS(STARTTIME)
PRINT *, 'Elapsed time was: ',STOPTIME
END
```

We provide this routine for compatibility with other FORTRAN compilers. You can time a section of your code's execution, or time your whole program. You can also time sections of your program and add the times together. This routine is primarily useful in benchmarking, or as a rough profiling guide of where your application spends most of its execution time.

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.

This routine is thread-safe.

Output

The elapsed time in seconds since midnight, or since midnight minus the value of the supplied floating point argument. If you want more accurate timing, see the subroutine `DCLOCK`.

SETCONTROLFPQQ

Sets the value of the floating-point processor control word.

Prototype

```
USE IFLPORT
or
INTERFACE
  SUBROUTINE SETCONTROLFPQQ (CONTROL)
    INTEGER (2) CONTROL
  END SUBROUTINE
END INTERFACE
```

Usage

```
CALL SETCONTROLFPQQ (CONTROLWORD)
```

CONTROLWORD INTEGER (2). Floating-point processor control word.

The floating-point control word allows you to specify how various exception conditions are handled by the floating-point math coprocessor. You can also set the floating-point precision, and specify the floating-point rounding mechanism used.

The IFLPORT.F90 module file contains constants defined for the control word as follows:

Parameter Name	Hex Value	Description
FPCW\$MCW_IC	Z'1000'	Infinity control mask
FPCW\$AFFINE	Z'1000'	Affine infinity
FPCW\$PROJECTIVE	Z'0000'	Projective infinity
FPCW\$MCW_PC	Z'0300'	Precision control mask
FPCW\$64	Z'0300'	64-bit precision
FPCW\$53	Z'0200'	53-bit precision

Parameter Name	Hex Value	Description
FPCW\$24	Z'0000'	24-bit precision
FPCW\$MCW_RC	Z'0C00'	Rounding control mask
FPCW\$CHOP	Z'0C00'	Truncate
FPCW\$UP	Z'0800'	Round up
FPCW\$DOWN	Z'0400'	Round down
FPCW\$NEAR	Z'0000'	Round to nearest
FPCW\$MCW_EM	Z'003F'	Exception mask
FPCW\$INVALID	Z'0001'	Allow invalid numbers
FPCW\$DENORMAL	Z'0002'	Allow denormals (very small numbers)
FPCW\$ZERODIVIDE	Z'0004'	Allow divide by zero
FPCW\$OVERFLOW	Z'0008'	Allow overflow
FPCW\$UNDERFLOW	Z'0010'	Allow underflow
FPCW\$INEXACT	Z'0020'	Allow inexact precision

The defaults for the floating-point control word are 53-bit precision, round to nearest, and the denormal, underflow and inexact precision exceptions disabled. An exception is disabled if its flag is set to 1 and enabled if its flag 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. 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.

Example

```
USE IFLPORT
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
```

SETDAT

*Sets the current system date in years,
months, and day*

Prototype

```
INTERFACE SETDAT
  LOGICAL(4) FUNCTION SETDAT(YEAR,MONTH,DAY)
    INTEGER(4) :: YEAR,MONTH,DAY! YEAR IS 4 DIGITS
  END FUNCTION
  LOGICAL(4) FUNCTION SETDAT_DVF(YEAR,MONTH,DAY)
    INTEGER(2) :: YEAR,MONTH,DAY !YEAR is 4 digits
  END FUNCTION
END INTERFACE
```

YEAR	4-digit integer
MONTH	between 1-12
DAY	between 1-31

Description

This subroutine sets the current system date in years, months, and day. If the values are not valid, the date is not set.

Output

Changed date on the system executing the program.

SETENVQQ

Sets the value of an existing environment variable.

Prototype

```
USE IFLPORT
OR
LOGICAL(4) FUNCTION SETENVQQ( INPUT_STRING )
    CHARACTER(LEN=*) INPUT_STRING
END FUNCTION SETENVQQ
```

Description

Sets the value of an existing environment variable, or adds and sets a new environment variable.

Usage

```
result = SETENVQQ ( INPUT_STRING )
```

`INPUT_STRING` CHARACTER(LEN=*) . 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 `.TRUE.` if successful; otherwise, `.FALSE.`

Environment variables define characteristics of 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 `INPUT_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`, `PXFFORK`, or other means of creating a child process. These child processes get new variables and/or values added by `SETENVQQ`.

Example

```
USE IFLPORT
! Note, compile this example with /nbs
LOGICAL(4) success
success = SETENVQQ("PATH=c:\users\mjsmith\bin")
success = &
SETENVQQ("LIB=c:\program
files\intel\compiler4.5\lib")
PRINT *, SUCCESS
END
```

SETERRORMODEQQ

Sets the prompt mode for critical errors.

Prototype

```
USE IFLPORT
OR
INTERFACE
    SUBROUTINE SETERRORMODEQQ ( PROMPT )
        LOGICAL ( 4 ) PROMPT
    END SUBROUTINE
END INTERFACE
```

Description

Sets the prompt mode for critical errors that by default generate system prompts.

Usage

```
CALL SETERRORMODEQQ ( PROMPT )
```

PROMPT LOGICAL (4). PROMPT 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 your program begins execution, system error prompting is enabled by default. You can enable system error prompts by calling SETERRORMODEQQ with PROMPT set to ERR\$HARDPROMPT (defined in IFLPORT.F90).

If you disable prompting, serious I/O errors that would normally result in a 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 of what happens when there is an error. You can use the ERR= facility of many I/O statements to give a label to branch to for error handling .

You can turn off prompt mode by setting PROMPT to .FALSE. or to the constant ERR\$HARDFAIL (defined in IFLPORT.F90). You should be aware that SETERRORMODEQQ 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 1

```
!PROGRAM 1
!  DRIVE B door open
! Note: you should compile these examples with /nbs
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
```

Example 2

```
! PROGRAM 2
!  DRIVE B door open
! Note: you should compile these examples with /nbs
USE IFLPORT
CALL SETERRORMODEQQ(.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
```

SETFILETIMEQQ

Sets the modification time for a specified file.

Prototype

```
USE IFLPORT
or:
```

IA-32 systems:

```
INTERFACE
  LOGICAL(4) FUNCTION SETFILETIMEQQ(NAME, TIMEDATE)
    CHARACTER(LEN=*) NAME
    INTEGER(4) TIMEDATE
  END FUNCTION
END INTERFACE
```

Itanium™-based systems:

```
INTERFACE
  LOGICAL(4) FUNCTION SETFILETIMEQQ(NAME, TIMEDATE)
    CHARACTER(LEN=*) NAME
    INTEGER(8) TIMEDATE
  END FUNCTION
END INTERFACE
```

Usage

```
result = SETFILETIMEQQ (NAME, TIMEDATE)
NAME           CHARACTER(LEN=*) . Name of a file.
TIMEDATE       INTEGER(4) . Time and date information, as packed by
                PACKTIMEQQ.
```

Results

The result is `.TRUE.` if successful; otherwise, `.FALSE.`

The modification time is the time the file was last modified. The process that calls `SETFILETIMEQQ` must have write access to the file; otherwise, you cannot change the time. If you set `TIMEDATE` to `FILE$CURTIME` (defined in `IFLPORT.F90`), `SETFILETIMEQQ` sets the modification time to the current system time.

If the function fails, call `GETLASTERRORQQ` to determine the reason, which can be one of the following:

Error	Meaning
<code>ERR\$ACCES</code>	Permission denied. The file's (or directory's) permission setting does not allow the specified access.
<code>ERR\$INVAL</code>	Invalid argument; <code>TIMEDATE</code> argument is invalid.
<code>ERR\$MFILE</code>	Too many open files (the file must be opened to change its modification time).
<code>ERR\$NOENT</code>	File or path not found.
<code>ERR\$NOMEM</code>	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 IFLPORT
INTEGER(2) day, month, year
INTEGER(2) hour, minute, second, hund
INTEGER(4) timedate
INTEGER(4) hr1, mn1, sel, hul, ye1, mo1, da1
LOGICAL(4) result
CALL GETDAT(ye1, mo1, da1)
year = ye1
month = mo1
day = da1
CALL GETTIM(hr1, mn1, sel, hul)
hour = hr1
minute = mn1
```

```
second = sel
hund = hul
CALL PACKTIMEQQ (timedate, year, month, day,    &
                 hour, minute, second)
result = SETFILETIMEQQ('myfile.dat', timedate)
PRINT *, RESULT
END
```

SETTIM

*Sets the current system date in years,
months, and days*

Prototype

```
INTERFACE SETTIM
  LOGICAL(4) FUNCTION SETTIM (HOUR,MINUTE, &
                              SECOND,HUNDRETH)
    INTEGER(4), INTENT(IN) :: HOUR,MINUTE, &
                              SECOND,HUNDRETH
  END FUNCTION
  LOGICAL(4) FUNCTION SETTIM_DVF (HOUR,MINUTE, &
                                  SECOND,HUNDRETH)
    INTEGER(2), INTENT(IN) :: HOUR,MINUTE, &
                                  SECOND,HUNDRETH
  END FUNCTION
END INTERFACE
```

HOUR	between 0 - 23
MINUTE	between 0 - 59
SECOND	between 0 - 59
HUNDREDDTH	between 0 - 99

Description

This subroutine sets the current system time in hours, minutes, seconds and hundredths of a second. If the values are not valid, the time is not set.

Output

Changed current time on the system executing the program.

SHIFTL

Shifts a value to the left by a specified number of bit positions

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION SHIFTL( IVALUE, ISHIFTCOUNT )
  INTEGER(4) IVALUE, ISHIFTCOUNT
  END INTEGER FUNCTION SHIFTL
END INTERFACE
```

IVALUE an integer value

ISHIFTCOUNT the number of bit positions to shift. Must be positive
INTEGER(4) expression

Description

This is an arithmetic shift. A shift count greater than the size in bits of the input value returns a result of zero.

This routine is thread-safe.

Output

The input value is shifted left by ISHIFTCOUNT bit positions.

SHIFTR

Shifts a value to the right by a specified number of bit positions

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION SHIFTR( IVALUE, ISHIFTCOUNT )
    INTEGER(4) IVALUE, ISHIFTCOUNT
    END INTEGER FUNCTION SHIFTR
END INTERFACE
```

IVALUE an integer value

ISHIFTCOUNT the number of bit positions to shift. Must be positive
 INTEGER(4) expression

Description

This is an arithmetic shift. A shift count greater than the size in bits of the input value returns a result of zero.

This routine is thread-safe.

Output

The input value is shifted right by ISHIFTCOUNT bit positions.

SIGNALQQ

Registers the function to be called if an interrupt signal occurs.

Prototype

```
USE IFLPORT  
or
```

IA-32 systems

```
INTERFACE  
    INTEGER(4) FUNCTION SIGNALQQ(SIGNAL, HANDLER)  
        INTEGER(4) SIGNAL  
        INTEGER(4) HANDLER  
        EXTERNAL HANDLER  
    END FUNCTION  
END INTERFACE
```

Itanium™-based systems

```
INTERFACE  
    INTEGER(8) FUNCTION SIGNALQQ(SIGNAL, HANDLER)  
        INTEGER(4) SIGNAL  
        INTEGER(8) HANDLER  
        EXTERNAL HANDLER  
    END FUNCTION  
END INTERFACE
```

Usage

```
result = SIGNALQQ (SIGNAL,HANDLER)
```

SIGNAL	INTEGER(4). Interrupt type. You should specify one of the following constants, defined in IFLPORT.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
HANDLER	CHARACTER (LEN= *). You should give a name of function to be executed on interrupt. The function must exist.	

Results

The result is a positive integer if successful; otherwise, -1 (SIG\$ERR).

SIGNALQQ establishes the function HANDLER as the handler for a signal of the type specified by SIGNAL. If you do not establish a handler, the program terminates when an interrupt signal occurs.

The argument HANDLER 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.

When an interrupt occurs, except a SIG\$FPE interrupt, the SIGNAL argument SIG\$INT is passed to HANDLER, and then HANDLER is executed.

When a SIG\$FPE occurs, the function HANDLER 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 IFLPORT.F90.

If HANDLER returns, the calling process resumes execution immediately after the point where it received the interrupt signal. This is true regardless of the type of signal 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, in a signal handler routine, you should 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 demonstrates a signal handler for SIG\$ABORT.

Example

```
! This program shows a signal handler for
! SIG$ABORT
USE IFLPORT
INTERFACE
  FUNCTION h_abort (signum)
    INTEGER(4) h_abort
    INTEGER(2) signum
  END FUNCTION
END INTERFACE
INTEGER(2) i2ret
INTEGER(4) i4ret
i4ret = SIGNALQQ(SIG$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)
  INTEGER(2) signum
  WRITE(*,*) 'In signal handler for SIG$ABORT'
  WRITE(*,*) 'signum = ', signum
  h_abort = 1
END
```

SLEEP

Suspends execution of a process for a specified interval

Prototype

```
INTERFACE
  SUBROUTINE SLEEP ( TIME )
    INTEGER(4) TIME
  END SUBROUTINE SLEEP
END INTERFACE
```

TIME Length of time, in seconds, to suspend the calling process.

Description

This function suspends the execution of a process for a specified interval.

Output

None.

SLEEPQQ

Delays execution of the program for a specified duration.

Prototype

```
USE IFLPORT
or
INTERFACE
  SUBROUTINE SLEEPQQ( DURATION )
```

```
        INTEGER(4) DURATION
    END SUBROUTINE
END INTERFACE
```

Usage

```
CALL SLEEPQQ (DURATION)
DURATION      INTEGER(4). Number of milliseconds the program is
               to sleep (delay program execution).
```

Example

```
USE IFLPORT
INTEGER(4) delay, freq, duration
delay      = 2000
freq       = 4000
duration   = 1000
CALL SLEEPQQ(delay)
CALL BEEPQQ(freq, duration)
END
```

SPLITPATHQQ

Breaks a file path or directory path into its components.

Prototype

```
USE IFLPORT
or
INTERFACE
    INTEGER(4) FUNCTION SPLITPATHQQ(PATH, DRIVE, DIR,
        NAME, EXT)
        CHARACTER(LEN=*) NAME, EXT, PATH, DRIVE, DIR
    END FUNCTION
```

```
END INTERFACE
```

Usage

```
result = SPLITPATHQQ (PATH,DRIVE,DIR,NAME,EXT)
```

PATH	CHARACTER (LEN=*). Path that you want to break into components. Forward slashes (/), backslashes (\), or both can be present in PATH.
DRIVE	CHARACTER (LEN=*). Drive letter designation followed by a colon.
DIR	CHARACTER (LEN=*). Path of directories, including the trailing slash.
NAME	CHARACTER (LEN=*). Name of file or, if no file is specified in PATH, name of the lowest directory. If a filename, does not include an extension.
EXT	CHARACTER (LEN=*). Filename extension, if any, including the leading period (.).

Results

The result is the length of DIR.

PATH can be a complete or partial file specification.

MAXPATH is a symbolic constant defined in module IFLPORT.F90 as 260.

Example

```
USE IFLPORT
CHARACTER(MAXPATH) buf
CHARACTER(3)      drive
CHARACTER(256)   dir
CHARACTER(256)   name
CHARACTER(256)   ext
CHARACTER(256)   file
INTEGER(4)       length

! Note, this example should be compiled with /nbs
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
```

SRAND

Restart the pseudorandom number generator used by IRAND and RAND.

Prototype

```
INTERFACE
  SUBROUTINE SRAND (NEW_ISEED)
    INTEGER(4), INTENT(IN) :: NEW_SEED
  END SUBROUTINE SRAND
END INTERFACE
```

NEW_SEED Must be of INTEGER(4) type. 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. The default for ISEED is 1.

Description

Restart the pseudorandom number generator used by IRAND and RAND.

Class

Specific nonstandard subroutine.

Example

```
CALL SRAND(5041)
```

SSWRQQ

Returns the floating-point processor status word.

Prototype

```
USE IFLPORT
or
INTERFACE
  SUBROUTINE SSWRQQ (STATUS)
    INTEGER (2) STATUS
  END SUBROUTINE
END INTERFACE
```

Usage

```
CALL SSWRQQ (STATUS)
STATUS      INTEGER (2). Floating-point co-processor status word.
SSWRQQ performs the same function as GETSTATUSFPQQ and is provided
for compatibility.
```

Example

```
USE IFLPORT
INTEGER(2) status
CALL SSWRQQ (status)
PRINT 10,STATUS
10 FORMAT("FP Status word was ",Z)
END
```

STAT

Gets system information on a given file

Prototype

IA-32 systems

```
INTERFACE
  INTEGER(4) FUNCTION STAT(NAME, STARRAY)
    CHARACTER(LEN=*) :: NAME
    INTEGER(4), DIMENSION(12) :: STARRAY
  END FUNCTION
  INTEGER(4) FUNCTION STATI8(NAME, STARRAY)
    CHARACTER(LEN=*) :: NAME
    INTEGER(8), DIMENSION(12) :: STARRAY
  END FUNCTION
END INTERFACE
```

Itanium™-based systems

```
INTERFACE STAT
  INTEGER(4) FUNCTION STATI8(NAME, STARRAY)
    CHARACTER(LEN=*) :: NAME
    INTEGER(8), DIMENSION(12) :: STARRAY
  END FUNCTION
END INTERFACE
```

NAME a CHARACTER variable that specifies a pathname for the file that you want to check.

STATARRAY an integer array where system information about your file can be placed

Description

The filename must be currently connected to a logical unit, and must already exist when `stat` is called.

This routine is thread-safe, and locks the associated stream before information is collected.



NOTE. *On NT, stat and lstat are equivalent. On UNIX, 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.*

Output

Errno set on failure, otherwise, STATARRAY filled in with information about the file. The contents of the STATARRAY on return are system dependent.

stat(1)	Device that specifies the inode or handle	(always 0 on NT)
stat(2)	Inode or handle number	(always 0 on NT)
stat(3)	Protection level	
stat(4)	Number of hard links to file	(always 1 on NT)
stat(5)	User ID of owner	(always 1 on NT)
stat(6)	Group ID of owner	(always 1 on NT)
stat(7)	Device type, if this inode is a device	(always 0 on NT)
stat(8)	Total size of file	
stat(9)	File last access time	(for NT, only if file system non-FAT)
stat(10)	File last modify time	
stat(11)	File last status change time	(for NT, same as stat(10))
stat(12)	Optimal blocksize for file system I/O ops	(always 1 on NT)
stat(13)	Actual number of blocks allocated	(Unix only, not present on NT)

SYSTEM

Sends a command to the shell for execution

Prototype

```
INTERFACE
  INTEGER FUNCTION SYSTEM (COMMANDA)
  CHARACTER (LEN=*) COMMANDA
  END FUNCTION SYSTEM
END INTERFACE
```

COMMANDA command to execute

Description

This function sends a command to the shell for execution as if it were typed on the command line.

Output

Exit status of the shell command.

SYSTEMQQ

Executes a system command.

Prototype

```
USE IFLPORT
or
INTERFACE
  LOGICAL(4) FUNCTION SYSTEMQQ(COMMANDA)
  CHARACTER (LEN=*) COMMANDA
```

```
END FUNCTION SYSTEMQQ  
END INTERFACE
```

Description

Executes a system command by passing a command string to the operating system's command interpreter.

Usage

```
result = SYSTEMQQ (COMMANDA)  
COMMANDA CHARACTER (LEN=*) . Text of the command line to be  
passed to the operating system.
```

Results

The result is `.TRUE.` if successful; otherwise, `.FALSE.`

The `SYSTEMQQ` function lets you pass command shell 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 NT systems, the calling process waits until the command terminates. On Windows 95 and Windows 98 systems, the calling process does not currently wait in all cases; however, this may change in future implementations. To insure compatibility and consistent behavior, an image can be invoked directly by using the WIN32 API `CreateProcess ()` in your Fortran code.

If the function fails, you can call `GETLASTERRORQQ` to determine the reason. One of the following errors will be returned:

<code>ERR\$2BIG</code>	The argument list exceeds 128 bytes, or the space required for the environment formation exceeds 32K.
<code>ERR\$NOINT</code>	The command interpreter cannot be found.
<code>ERR\$NOEXEC</code>	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 command shell accepts.

Example

```
USE IFLPORT
! Note : compile this example with /nbs
LOGICAL(4) RESULT
RESULT = SYSTEMQQ('dir "c:\program files"')
PRINT *, '*****'
PRINT *, 'Result returned from SYSTEMQQ was ',RESULT
END
```

TIME

Returns the current time

Prototype

```
INTERFACE
  SUBROUTINE TIME (STRING)
    CHARACTER (LEN=8) STRING
  END SUBROUTINE TIME
END INTERFACE
```

STRING Must be of type character and must provide at least 8 bytes of storage to contain the current time in the form: hh:mm:ss where *hh* is the current hour, *mm* the current minute, *ss* the number of seconds past the minute.

Description

This routine returns the system time in seconds since 00:00:00 GMT, January 1, 1970. It fills the `STRING` parameter with current time.

Class

Nonstandard subroutine.

Output

The elapsed time in seconds since 00:00:00 Greenwich Mean Time, January 1, 1970.

Example

The following code sets the character variable `tstr` to the current system time (for example, 16:20:07).

```
CHARACTER(8) tstr
CALL TIME(tstr)
```

TIMEF

Returns the elapsed time since last called

Prototype

```
INTERFACE
  REAL(4) FUNCTION TIMEF()
  END FUNCTION TIMEF
END INTERFACE
```

`TIME` elapsed time in seconds

Description

This function returns the number of seconds that elapsed since the first time `TIMEF` was called, or zero if the called for the first time.

Output

The number of seconds that elapsed since the first time `TIMEF` was called, or zero if called for the first time.

TOPEN

Tape open

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION TOPEN(LUNIT, DEVNAME, &
                             LABELLED)
        INTEGER(4), INTENT(OUT)      :: LUNIT
        CHARACTER(LEN=*), INTENT(IN) :: DEVNAME
        LOGICAL(4), INTENT(IN)       :: LABELLED
    END FUNCTION TOPEN
END INTERFACE
```

TLU	A Fortran logical unit number of 0 to 99 range
DEVNAME	the device name of the tape unit
LABELLED	indicates whether the tape to be opened is a labelled tape: 1 for a labeled tape or zero for an unlabeled tape

Description

TOPEN opens a Fortran logical unit on a tape device for use with TREAD and TWRITE.



NOTE. *This function is for Win32 systems only.*

Output

0 for successful open or most recent value of `errno` for an error.

TCLOSE

Close a tape file

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION TCLOSE( TLU)
    INTEGER(4), INTENT(IN):: TLU
  END FUNCTION TCLOSE
END INTERFACE
```

TLU a Win32 file handle descriptor

Description

Using a file handle obtained from a previous call to TOPEN, TCLOSE closes a tape file on a tape drive on your local system.



NOTE. *This function is for Win32 systems only.*

Output

TCLOSE returns zero if the close operation was successful, or returns `errno` if the close operation was not successful.

TREAD

Read from a tape file

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION TREAD(TLU, BUFFER)
    INTEGER(4), INTENT(IN) :: TLU
    CHARACTER(LEN=*), INTENT(OUT) :: BUFFER
  END FUNCTION TREAD
END INTERFACE
```

TLU is a file handle descriptor

BUFFER a character variable, array, or array section large enough to hold the next record on the tape

Description

TREAD reads the next logical record from an already opened tape file. You must have previously opened the file using the `TOPEN` routine, and obtained a valid Win32 system file handle.



NOTE. *This function is for Win32 systems only.*

Output

TREAD places the next logical record of a tape file in the input variable BUFFER. If the read operation is successful, TREAD returns zero as its result. If the read operation is not successful, TREAD returns `errno` as its result.

TTYNAM

Checks if the unit is a terminal

Prototype

```
INTERFACE
  CHARACTER (LEN=*) FUNCTION TTYNAM(LUN)
  INTEGER(4) INTENT(IN) :: LUN
  END FUNCTION TTYNAM
END INTERFACE
```

LUN a Fortran logical unit number

Description

This function determines whether a particular logical unit is connected to a terminal (TTY) display device.

Output

A string indicating the CHARACTER device name for a terminal device, or all blanks if not a terminal, or an error.

TWRITE

Writes to a tape file

Prototype

```
INTERFACE
  INTEGER FUNCTION TWRITE(TLU, BUFFER)
    INTEGER(4), INTENT(IN) :: TLU
    CHARACTER(LEN=*), INTENT(OUT) :: BUFFER
  END FUNCTION TWRITE
END INTERFACE
```

TLU is a file handle descriptor

BUFFER a CHARACTER expression whose value is data to be written to a tape file on your local system

Description

TWRITE takes the data you pass to it in the input expression BUFFER and writes it as a logical record to a tape device on your local system. You must have previously opened the tape device with a call to TOPEN, and obtained a valid Win32 system file handle.

Output

TWRITE returns zero if the write operation was successful, and otherwise returns the system error code from `errno`.

UNLINK

Deletes a file by name

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION UNLINK (NAME)
        CHARACTER(LEN=*) , INTENT(IN) :: NAME
    END FUNCTION UNLINK
END INTERFACE
```

NAME the name of the file you want to delete

Description

UNLINK deletes a file with the name specified by NAME. You must have adequate permission to delete the file. The name can be any character expression that results in a valid file name. The name can include a full path name, including drive letter.

Output

UNLINK returns a status code, which is zero if the deletion was successful, or the value of `errno` if the file deletion was not successful.

UNPACKTIMEQQ

Unpacks a packed time and date value.

Prototype

```
USE IFLPORT
OR
```

IA-32 systems

```
INTERFACE
  SUBROUTINE UNPACKTIMEQQ (TIMEDATE, IYR, IMON, IDAY, &
    IHR, IMIN, ISEC)
    INTEGER(4) TIMEDATE
    INTEGER(2) IYR, IMON, IDAY, IHR, IMIN, ISEC
  END SUBROUTINE
END INTERFACE
```

Itanium™-based systems

```
INTERFACE
  SUBROUTINE UNPACKTIMEQQ (TIMEDATE, IYR, IMON, IDAY, &
    IHR, IMIN, ISEC)
    INTEGER(8) TIMEDATE
    INTEGER(2) IYR, IMON, IDAY, IHR, IMIN, ISEC
  END SUBROUTINE
END INTERFACE
```

Description

Unpacks a packed time and date value into its component parts. See `PACKTIMEQQ`.

Usage

```
CALL UNPACKTIMEQQ (TIMEDATE, IYR, IMON, IDAY,
  IHR, IMIN, ISEC)
```

TIMEDATE	INTEGER(4). Packed time and date information.
IYR	INTEGER(2). Year (xxxx AD).
IMON	INTEGER(2). Month (1 - 12).
IDAY	INTEGER(2). Day (1 - 31).
IHR	INTEGER(2). Hour (0 - 23).
IMIN	INTEGER(2). Minute (0 - 59).
ISEC	INTEGER(2). Second (0 - 59).

GETFILEINFOQQ returns time and date in a packed format. You can use UNPACKTIMEQQ to unpack these values. Use PACKTIMEQQ to repack times for passing to SETFILETIMEQQ. Packed times can be compared using relational operators.

Example

```
! Note, compile this example with /nbs.
USE IFLPORT
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
```

National Language Support Routines

National Language Support (NLS) procedures provide language localization and a subset of multi-byte character set (MBCS) NLS functions to let you write applications in different languages. To use an NLS routine, add the following statement to the program unit containing the procedure:

```
USE IFLPORT
or
INCLUDE
"<installation directory>\perform\include\iflport.f90
```

Table 2-1 summarizes the NLS procedures. The names are listed in mixed case to make the mnemonics easier to understand. When writing your applications, you can use any case.

Table 2-1 Multi-byte Routines and Functions Summary

Name/Syntax	Subroutine / Function	Description
Locale Setting and Inquiry		
NLSEnumCodepages ptr => NLSEnumCodepages ()	Function	Returns all the supported codepages on the system.
NLSEnumLocales ptr => NLSEnumLocales ()	Function	Returns all the languages and country combinations supported by the system.
NLSGetEnvironmentCodepage result = NLSGetEnvironmentCodepage (flags)	Function	Returns the codepage number for the system (Window) codepage or the console codepage.
NLSGetLocale CALL NLSGetLocale ([language] [, country] [, codepage])	Subroutine	Returns the current language, country, and codepage.
NLSGetLocaleInfo result = NLSGetLocaleInfo (type, outstr)	Function	Returns requested information about the current local code set.
NLSSetEnvironmentCodepage result = NLSSetEnvironmentCodepage (codepage, flags)	Function	Changes the codepage for the current console.
NLSSetLocale result = NLSSetLocale (language [, country] [, codepage])	Function	Sets the language, country, and codepage.

continued

Table 2-1 Multi-byte Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
Locale Formatting		
NLSFormatCurrency result = NLSFormatCurrency (<i>outstr</i> , <i>instr</i> [, <i>flags</i>])	Function	Formats a number string and returns the correct currency string for the current locale.
NLSFormatDate result = NLSFormatDate (<i>outstr</i> [, <i>intime</i>] [, <i>flags</i>])	Function	Returns a correctly formatted string containing the date for the current locale.
NLSFormatNumber result = NLSFormatNumber (<i>outstr</i> , <i>instr</i> [, <i>flags</i>])	Function	Formats a number string and returns the correct number string for the current locale.
NLSFormatTime result = NLSFormatTime (<i>outstr</i> [, <i>intime</i>] [, <i>flags</i>])	Function	Returns a correctly formatted string containing the time for the current locale.
MBCS Inquiry		
MBCharLen result = MBCharLen (<i>string</i>)	Function	Returns the length, in bytes, of the first character in a multi-byte-character string.
MBCurMax result = MBCurMax ()	Function	Returns the longest possible multi-byte character length, in bytes, for the current codepage.
MBLead result = MBLead (<i>char</i>)	Function	Determines whether a given character is the lead (first) byte of a multi-byte character sequence.
MBLen result = MBLen (<i>string</i>)	Function	Returns the number of characters in a multi-byte-character string, including trailing blanks.

continued

Table 2-1 Multi-byte Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
MBLen_Trim <code>result = MBLen_Trim (string)</code>	Function	Returns the number of characters in a multi-byte-character string, not including trailing blanks.
MBNext <code>result = MBNext (string, position)</code>	Function	Returns the position of the first lead byte or single-byte character immediately following the given position in a multi-byte-character string.
MBPrev <code>result = MBPrev (string, position)</code>	Function	Returns the position of the first lead byte or single-byte character immediately preceding the given string position in a multi-byte-character string.
MBStrLead <code>result = MBStrLead (string, position)</code>	Function	Performs a context-sensitive test to determine whether a given character byte in a string is a multi-byte-character lead byte.
MBCS Conversion		
MBConvertMBToUnicode <code>result = MBConvertMBToUnicode (mbstr, unicodestr [, flags])</code>	Function	Converts a character string from a multi-byte codepage to a Unicode string.
MBConvertUnicodeToMB <code>result = MBConvertUnicodeToMB (unicodestr, mbstr [,flags])</code>	Function	Converts a Unicode string to a multi-byte character string of the current codepage.

continued

Table 2-1 Multi-byte Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
MBCS Fortran Equivalent Procedures		
MBINCHARQQ result = MBINCHARQQ (<i>string</i>)	Function	Same as INCHARQQ except that it can read a single multi-byte character at once and returns the number of bytes read.
MBINDEX result = MBINDEX (<i>string</i> , <i>substring</i> [, <i>back</i>])	Function	Same as INDEX, except that multi-byte characters can be included in its arguments.
MBLGE, MBLGT, MBLLE, MBLLT, MBLEQ, MBLNE result = MBLGE (<i>string_a</i> , <i>string_b</i> , [<i>flags</i>])	Function	Same as LGE, LGT, LLE, and LLT, and the logical operators .EQ. and .NE., except that multi-byte characters can be included in their arguments. All these routines have the same arguments as shown for MBLGE.
MBSCAN result = MBSCAN (<i>string</i> , <i>set</i> [, <i>back</i>])	Function	Same as SCAN, except that multi-byte characters can be included in its arguments.
MBVERIFY result = MBVERIFY (<i>string</i> , <i>set</i> [, <i>back</i>])	Function	Same as VERIFY, except that multi-byte characters can be included in its arguments.
MBJISTTtJMS	Function	Converts a Japan Industry Standard (JIS) character to a Microsoft Kanji (Shift JIS or JMS) character.
MBJMSTTtJIS	Function	Converts a Microsoft Kanji (Shift JIS or JMS) character to a Japan Industry Standard (JIS) character.

Locale Setting and Inquiry Procedures

NLSEnumCodepages

Returns all the supported codepages on the system

Prototype

```
INTERFACE
  FUNCTION NLSEnumCodepages ( )
    INTEGER(4), POINTER :: NLSEnumCodepages ( : )
  END FUNCTION
END INTERFACE
```

Description

Returns an array containing the code pages supported by the system, with each array element describing one valid codepage.



NOTE. *After use, the pointer returned by NLSEnumCodepages should be deallocated with the DEALLOCATE statement.*

Output

Pointer to an array of codepages, with each element describing one supported codepage.

NLSEnumLocales

Returns all the language and country combinations supported by the system

Prototype

```
INTERFACE
    FUNCTION NLSEnumLocales()
        INTEGER(4), PARAMETER :: NLS$MaxLanguageLen = 64
        INTEGER(4), PARAMETER :: NLS$MaxCountryLen = 64
        TYPE NLS$EnumLocale
            SEQUENCE
            CHARACTER(LEN= NLS$MaxLanguageLen) Language
            CHARACTER(LEN= NLS$MaxCountryLen) Country
            INTEGER(4) DefaultWindowsCodepage
            INTEGER(4) DefaultConsoleCodepage
        END TYPE
        TYPE(NLS$EnumLocale), POINTER::NLSEnumLocales(:)
    END FUNCTION
END INTERFACE
```

Description

Returns an array containing the language and country combinations supported by the system, in which each array element describes one valid combination.



NOTE. *After use, the pointer returned by NLSEnumLocales should be deallocated with the DEALLOCATE statement.*

Output

Pointer to an array of locales, in which each array element describes one supported language and country combination.

If the application is a Windows or a 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.

NLSGetEnvironmentCodepage

Returns the codepage number for the system or the console codepage

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION
  NLSGetEnvironmentCodepage( FLAGS )
  INTEGER(4), INTENT(IN) :: FLAGS
  END FUNCTION
END INTERFACE
```

FLAGS	Tells the function which codepage number to return. Available values are: NLS\$ConsoleEnvironmentCodepage - gets the codepage for the console NLS\$WindowsEnvironmentCodepage - gets the current Windows codepage
-------	--

Description

Returns the codepage number for the system (Window) codepage or the console codepage.

Output

Zero if successful; otherwise, returns one of the following error codes:

`NLS$ErrorInvalidFlags`

indicates that `FLAGS` has an illegal value

`NLS$ErrorNoConsole`

there is no console associated with the given application; therefore, operations with the console codepage are not possible.

NLSGetLocale

Returns the current language, country, and/or codepage.

Prototype

```
INTERFACE
  SUBROUTINE NLSGetLocale (LANGUAGE, COUNTRY, &
                          CODEPAGE)
    CHARACTER (LEN=*) , INTENT(OUT) , OPTIONAL :: LANGUAGE
    CHARACTER (LEN=*) , INTENT(OUT) , OPTIONAL :: COUNTRY
    INTEGER (4) , INTENT(OUT) , OPTIONAL :: CODEPAGE
  END SUBROUTINE
END INTERFACE
```

`LANGUAGE` Optional, output. Character(LEN=*). Current language.
`COUNTRY` Optional, output. Character(LEN=*). Current country.
`CODEPAGE` Optional, output. Character(LEN=*). Current codepage.

Description

Retrieves the current language, country, and/or codepage.



NOTE. `NLSGetLocale` returns a valid codepage in `codepage`. It does not return one of the `NLS$. . .` symbolic constants that can be used with `NLSSetLocale`.

Output

Requested information about the current language, country, and codepage.

NLSGetLocaleInfo

Returns information about the current local code set

Prototype

INTERFACE

```
INTEGER(4) FUNCTION NLSGetLocaleInfo(INFOTYPE, &  
                                     OUTSTR)
```

```
INTEGER(4), INTENT(IN) :: INFOTYPE
```

```
CHARACTER(LEN=*) , INTENT(OUT) :: OUTSTR
```

```
END FUNCTION
```

END INTERFACE

INFOTYPE Input NLS parameter requested. A list of parameter names is given in the NLS Locale Info Parameters in "Note."

OUTSTR Output. Character(LEN=*). 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 given in NLS Date and Time Format.

Description

Returns requested information about the current local code set.



NOTE. *The NLS\$LI parameters are used for the argument INFOTYPE 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.*

Table 2-2 lists and describes all NLS\$LI parameters.

Table 2-2 NLS\$LI Parameters

Name	Description
NLS\$LI_ILANGUAGE	An ID indicating the language
NLS\$LI_SLANGUAGE	The full localized name of the language.
NLS\$LI_SENGLANGUAGE	The full English name of the language from the ISO Standard 639. This is limited to characters that map into the ASCII 127 character subset.
NLS\$LI_SABBREVLANGNAME	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.
NLS\$LI_SNATIVELANGNAME	The native name of the language.

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_ICOUNTRY	The country code, based on international phone codes, also referred to as IBM country codes.
NLS\$LI_SCOUNTRY	The full localized name of the country.
NLS\$LI_SENGCOUNTRY	The full English name of the country. This will always be limited to characters that map into the ASCII 127 character subset.
NLS\$LI_SABBREVCTRYNAME	The abbreviated name of the country as per ISO Standard 3166.
NLS\$LI_SNATIVECTRYNAME	The native name of the country.
NLS\$LI_IDEFAULTLANGUAGE	Language ID for the principal language spoken in this locale. This is provided so that partially specified locales can be completed with default values.
NLS\$LI_IDEFAULTCOUNTRY	Country code for the principal country in this locale. This is provided so that partially specified locales can be completed with default values.
NLS\$LI_IDEFAULTANSICODEPAGE	ANSI code page associated with this locale.
NLS\$LI_IDEFAULTOEMCODEPAGE	OEM code page associated with the locale.
NLS\$LI_SLIST	Character(s) used to separate list items, for example, comma in many locales.
NLS\$LI_IMEASURE	This value is 0 if the metric system (S.I.) is used and 1 for the U.S. system of measurements.

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_SDECIMAL	The character(s) used as decimal separator. This cannot be set to digits 0 - 9.
NLS\$LI_STHOUSAND	The character(s) used as separator between groups of digits left of the decimal. This cannot be set to digits 0 - 9.
NLS\$LI_SGROUPING	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 "3;0".
NLS\$LI_IDIGITS	The number of decimal digits.
NLS\$LI_IDIGITSNLS\$LI_ILZERO	Determines whether to use leading zeros in decimal fields: 0 - Use no leading zeros 1 - Use leading zeros.
NLS\$LI_INEGNUMBER	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 -

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_SNATIVEDIGITS	The ten characters that are the native equivalent to the ASCII 0-9.
NLS\$LI_SCURRENCY	The string used as the local monetary symbol. Cannot be set to digits 0-9.
NLS\$LI_SINTLSYMBOL	Three characters of the International monetary symbol specified in ISO 4217 "Codes for the Representation of Currencies and Funds", followed by the character separating this string from the amount.
NLS\$LI_SMONDECIMALSEP	The character(s) used as monetary decimal separator. This cannot be set to digits 0-9.
NLS\$LI_SMONTHOUSANDSEP	The character(s) used as monetary separator between groups of digits left of the decimal. Cannot be set to digits 0-9.
NLS\$LI_SMONGROUPING	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 "3;0".
NLS\$LI_ICURRDIGITS	Number of decimal digits for the local monetary format.
NLS\$LI_IINTLCURRDIGITS	Number of decimal digits for the international monetary format.

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_ICURRENCY	<p>Determines how positive currency is represented:</p> <ul style="list-style-type: none"> 0 - Puts currency symbol in front with no separation: \$1.1 1 - Puts currency symbol in back with no separation: 1.1\$ 2 - Puts currency symbol in front with single space after: \$ 1.1 3 - Puts currency symbol in back with single space before: 1.1 \$
NLS\$LI_INEGCURR	<p>Determines how negative currency is represented:</p> <ul style="list-style-type: none"> 0: (\$1.1) 1: -\$1.1 2: \$-1.1 3: \$1.1- 4: (1.1\$) 5: -1.1\$ 6: 1.1-\$ 7: 1.1\$- 8: -1.1 \$ (space before \$) 9: -\$ 1.1 (space after \$) 10: 1.1 \$- (space before \$) 11: \$ 1.1- (space after \$) 12: \$ -1.1 (space after \$) 13: 1.1- \$ (space before \$) 14: (\$ 1.1) (space after \$) 15: (1.1 \$) (space before \$)

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_SPOSITIVESIGN	String value for the positive sign. Cannot be set to digits 0-9.
NLS\$LI_SNEGATIVESIGN	String value for the negative sign. Cannot be set to digits 0-9.
NLS\$LI_IPOSSIGNPOSN	<p>Determines the formatting index for positive values:</p> <ul style="list-style-type: none"> 0 - Parenthesis surround the amount and the monetary symbol 1 - The sign string precedes the amount and the monetary symbol 2 - The sign string follows the amount and the monetary symbol 3 - The sign string immediately precedes the monetary symbol 4 - The sign string immediately follows the monetary symbol
NLS\$LI_INEGSIGNPOSN	Determines the formatting index for negative values. Same values as for NLS\$LI_IPOSSIGNPOSN
NLS\$LI_IPOSSYMPRECEDES	1 if the monetary symbol precedes, 0 if it follows a positive amount.
NLS\$LI_IPOSSEPBYSPACE	1 if the monetary symbol is separated by a space from a positive amount, 0 otherwise.
NLS\$LI_INEGSYMPRECEDES	1 if the monetary symbol precedes, 0 if it follows a negative amount
NLS\$LI_INEGSEPBYSPACE	1 if the monetary symbol is separated by a space from a negative amount, 0 otherwise.

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_STIMEFORMAT	Time formatting string. See the NLS Date and Time Format section for explanations of the valid strings.
NLS\$LI_STIME	Character(s) for the time separator. Cannot be set to digits 0-9.
NLS\$LI_ITIME	Time format: 0 - Use 12-hour format 1 - Use 24-hour format
NLS\$LI_ITLZERO	Determines whether to use leading zeros in time fields: 0 - Use no leading zeros 1 - Use leading zeros for hours
NLS\$LI_S1159	String for the AM designator
NLS\$LI_S2359	String for the PM designator.
NLS\$LI_SSHORTDATE	Short Date formatting string for this locale. The d, M and y should have the day, month, and year substituted, respectively. See the NLS Date and Time Format section for explanations of the valid strings.
NLS\$LI_SDATE	Character(s) for the date separator. Cannot be set to digits 0-9.
NLS\$LI_IDATE	Short Date format ordering: 0 - Month-Day-Year 1 - Day-Month-Year 2 - Year-Month-Day

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_ICENTURY	Specifies whether to use full 4-digit century for the short date only: 0 - Two-digit year 1 - Full century
NLS\$LI_IDAYLZERO	Specifies whether to use leading zeros in day fields for the short date only: 0 - Use no leading zeros 1 - Use leading zeros
NLS\$LI_IMONLZERO	Specifies whether to use leading zeros in month fields for the short date only: 0 - Use no leading zeros 1 - Use leading zeros
NLS\$LI_SLONGDATE	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.
NLS\$LI_ILDATE	Long Date format ordering: 0 - Month-Day-Year 1 - Day-Month-Year 2 - Year-Month-Day
NLS\$LI_ICALENDARTYPE	Specifies which type of calendar is currently being used: 1 - Gregorian (as in United States) 2 - Gregorian (English strings always) 3 - Era: Year of the Emperor (Japan) 4 - Era: Year of the Republic of China 5 - Tangun Era (Korea)

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_IOPTIONALCALENDAR	Specifies which additional calendar types are valid and available for this locale. This can be a null separated list of all valid optional calendars: 0 - No additional types valid 1 - Gregorian (localized) 2 - Gregorian (English strings always) 3 - Era: Year of the Emperor (Japan) 4 - Era: Year of the Republic of China 5 - Tangun Era (Korea)
NLS\$LI_IFIRSTDAYOFWEEK	Specifies which day is considered first in a week: 0 - SDAYNAME1 1 - SDAYNAME2 2 - SDAYNAME3 3 - SDAYNAME4 4 - SDAYNAME5 5 - SDAYNAME6 6 - SDAYNAME7
NLS\$LI_IFIRSTWEEKOFYEAR	Specifies which week of the year is considered first: 0 - Week containing 1/1 1 - First full week following 1/1 2 - First week containing at least 4 days
NLS\$LI_SDAYNAME1	Long name for Monday
NLS\$LI_SDAYNAME2	Long name for Tuesday
NLS\$LI_SDAYNAME3	Long name for Wednesday
NLS\$LI_SDAYNAME4	Long name for Thursday
NLS\$LI_SDAYNAME5	Long name for Friday
NLS\$LI_SDAYNAME6	Long name for Saturday
NLS\$LI_SDAYNAME7	Long name for Sunday
NLS\$LI_SABBREVDAYNAME1	Abbreviated name for Monday
NLS\$LI_SABBREVDAYNAME2	Abbreviated name for Tuesday
NLS\$LI_SABBREVDAYNAME3	Abbreviated name for Wednesday

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_SABBREVDAYNAME4	Abbreviated name for Thursday
NLS\$LI_SABBREVDAYNAME5	Abbreviated name for Friday
NLS\$LI_SABBREVDAYNAME6	Abbreviated name for Saturday
NLS\$LI_SABBREVDAYNAME7	Abbreviated name for Sunday
NLS\$LI_SMONTHNAME1	Long name for January
NLS\$LI_SMONTHNAME2	Long name for February
NLS\$LI_SMONTHNAME3	Long name for March
NLS\$LI_SMONTHNAME4	Long name for April
NLS\$LI_SMONTHNAME5	Long name for May
NLS\$LI_SMONTHNAME6	Long name for June
NLS\$LI_SMONTHNAME7	Long name for July
NLS\$LI_SMONTHNAME8	Long name for August
NLS\$LI_SMONTHNAME9	Long name for September
NLS\$LI_SMONTHNAME10	Long name for October
NLS\$LI_SMONTHNAME11	Long name for November
NLS\$LI_SMONTHNAME12	Long name for December
NLS\$LI_SMONTHNAME13	Long name for 13th month (if exists)
NLS\$LI_SABBREVMONTHNAME1	Abbreviated name for January
NLS\$LI_SABBREVMONTHNAME2	Abbreviated name for February
NLS\$LI_SABBREVMONTHNAME3	Abbreviated name for March
NLS\$LI_SABBREVMONTHNAME4	Abbreviated name for April
NLS\$LI_SABBREVMONTHNAME5	Abbreviated name for May
NLS\$LI_SABBREVMONTHNAME6	Abbreviated name for June
NLS\$LI_SABBREVMONTHNAME7	Abbreviated name for July
NLS\$LI_SABBREVMONTHNAME8	Abbreviated name for August
NLS\$LI_SABBREVMONTHNAME9	Abbreviated name for September
NLS\$LI_SABBREVMONTHNAME10	Abbreviated name for October
NLS\$LI_SABBREVMONTHNAME11	Abbreviated name for November

continued

Table 2-2 NLS\$LI Parameters (continued)

Name	Description
NLS\$LI_SABBREVMONTHNAME12	Abbreviated name for December
NLS\$LI_SABBREVMONTHNAME13	Abbreviated name for 13th month (if exists)

Output

Returns the number of characters written to OUTSTR if successful. If OUTSTR has 0 length, the number of characters required to hold the requested information is returned. Otherwise, one of the following error codes returns:

NLS\$ErrorInvalidLIType

The given INFOTYPE is invalid.

NLS\$ErrorInsufficientBuffer

The OUTSTR buffer was too small, but was not 0 (so that the needed size would be returned).

NLS\$SetEnvironmentCodepage

Changes the codepage for the current console

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION
        NLS$SetEnvironmentCodepage(CODEPAGE, FLAGS)
    INTEGER(4), INTENT(IN) :: CODEPAGE
    INTEGER(4), INTENT(IN) :: FLAGS
    END FUNCTION
END INTERFACE
```


Description

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.



NOTE. *The `FLAGS` argument must be `NLS$ConsoleEnvironmentCodepage`; it cannot be `NLS$WindowsEnvironmentCodepage`. `NLS$SetEnvironmentCodepage` does not affect the `Windows codepage`*

Output

Returns zero if successful. Otherwise, returns one of the following error codes:

`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; therefore operations, with the console codepage are not possible.

NLSSetLocale

Sets the language, country, and codepage

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION NLSSetLocale(LANGUAGE,COUNTRY,&
    CODEPAGE)
        CHARACTER(LEN=*) , INTENT(IN) :: LANGUAGE
        CHARACTER(LEN=*) , INTENT(IN) , OPTIONAL :: COUNTRY
        INTEGER(4) , INTENT(IN) , OPTIONAL :: CODEPAGE
    END FUNCTION
END INTERFACE
```

LANGUAGE Input. CHARACTER(LEN=*). One of the languages supported by the Win32* NLS APIs.

COUNTRY Optional, input. CHARACTER(LEN=*). If specified, characterizes the language further. If omitted, the default country for the language is set.

CODEPAGE Optional, input. 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:

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 programs.

`NLS$WindowsLanguageCodepage`

The codepage is changed to the default Windows 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.

Description

Sets the current language, country, and/or codepage.



NOTE. `NLS$SetLocale` works on installed locales only. Windows NT and Windows 95 support many locales, but these must be installed through the system Windows NT Control Panel/International menu or the Windows 95 Control Panel/Regional Settings menu.

In addition to the note above take into consideration the following:

- When doing mixed-language programming with Fortran and C, calling `NLS$SetLocale` with a codepage other than the default environment Windows codepage causes the codepage in the C run-time library to change by calling C language `setmbcp()` routine with the new codepage. Conversely, changing the C run-time library codepage does not change the codepage in the Fortran NLS library
- Calling `NLS$SetLocale` has no effect on the locale used by C programs. The locale set with C language `setlocale()` routine is independent of `NLS$SetLocale`.

- Calling `NLS$SetLocale` with the default environment console codepage, `NLS$ConsoleEnvironmentCodepage`, causes an implicit call to the Win32 API `SetFileApisToOEM()`. Calling `NLS$SetLocale` with any other codepage causes a call to `SetFileApisToANSI()`.

Output

Zero if successful. Otherwise, one of the following error codes 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.

Locale Formatting Procedures

NLSFormatCurrency

*Returns a correctly formatted
currency string for the current locale*

Prototype

INTERFACE

```
INTEGER(4) FUNCTION NLSFormatCurrency(OUTSTR, &  
                                     INSTR, FLAGS)
```

```
INTEGER(4), INTENT(IN), OPTIONAL :: FLAGS
```

```
CHARACTER(LEN=*), INTENT(IN) :: INSTR
```

```
CHARACTER(LEN=*), INTENT(OUT) :: OUTSTR
```

```
END FUNCTION
END INTERFACE
OUTSTR      Output. CHARACTER(LEN=*). 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(LEN=*). 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       Optional, input. INTEGER(4). If specified, modifies
            the currency conversion. If you omit FLAGS s, the
            flag NLS$Normal is used. Available values are:
            NLS$Normal
                No special formatting
            NLS$NoUserOverride
                Do not use user overrides
```

Description

Formats a number string and returns the correct currency string for the current locale.

Output

Number of characters written to OUTSTR (bytes are counted, not multibyte characters), or one of the following negative values if an error occurs:

```
NLS$ErrorInsufficientBuffer
    OUTSTR buffer is too small
NLS$ErrorInvalidInput
    FLAGS has an illegal value
NLS$ErrorInvalidFlags
    INSTR has an illegal value.
```

NLSFormatDate

Returns a correctly formatted string containing the date for the current locale

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION NLSFormatDate(OUTSTR, INTIME, &
                                     FLAGS)
    INTEGER(4), INTENT(IN), OPTIONAL :: FLAGS, INTIME
    CHARACTER(LEN=*), INTENT(OUT) :: OUTSTR
END FUNCTION
END INTERFACE
```

OUTSTR Output. CHARACTER(LEN=*). String containing the correctly formatted date for the current locale. If OUTSTR is longer than the formatted date, it is blank-padded.

INTIME Optional, input. 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 Optional, input. INTEGER(4). If specified, modifies the date conversion. If you omit FLAGS, the flag NLS\$Normal is used. Available values 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

Description

Returns a correctly formatted string containing the date for the current locale.

Output

Number of characters written to OUTSTR (bytes are counted, not multibyte characters), or one of the following negative values if an error occurs:

NLS\$ErrorInsufficientBuffer
OUTSTR buffer is too small

NLS\$ErrorInvalidInput
INTIME has an illegal value

NLS\$ErrorInvalidFlags
FLAGS has an illegal value

NLSFormatNumber

Returns a correctly formatted number string for the current locale

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION NLSFormatNumber(OUTSTR, INSTR, &
                                     FLAGS)
  INTEGER(4), INTENT(IN), OPTIONAL :: FLAGS
  CHARACTER(LEN=*) , INTENT(IN) :: INSTR
END INTERFACE
```

```
CHARACTER(LEN=*), INTENT(OUT) :: OUTSTR
END FUNCTION
END INTERFACE
OUTSTR      Output. CHARACTER(LEN=*). String containing the
            correctly formatted number for the current locale. If
            OUTSTR is longer than the formatted number, it is
            blank-padded.
INSTR      Input. CHARACTER(LEN=*). 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      Optional, input. INTEGER(4). If specified, modifies
            the number conversion. If you omit FLAGS, the flag
            NLS$Normal is used. Available values are:
            NLS$Normal
                No special formatting
            NLS$NoUserOverride
                Do not use user overrides
```

Description

Formats a number string and returns the correct number string for the current locale.

Output

Number of characters written to OUTSTR (bytes are counted, not multibyte characters), or one of the following negative values if an error occurs:

```
NLS$ErrorInsufficientBuffer
    OUTSTR buffer is too small
NLS$ErrorInvalidInput
    INSTR has an illegal value
```


NLS\$ErrorInvalidFlags
FLAGS has an illegal value

NLSFormatTime

Returns a correctly formatted string containing the time for the current locale

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION NLSFormatTime(OUTSTR, INTIME, &
                                     FLAGS)
  INTEGER(4), INTENT(IN), OPTIONAL :: FLAGS, INTIME
  CHARACTER(LEN=*) , INTENT(OUT) :: OUTSTR
  END FUNCTION
END INTERFACE
```

OUTSTR	Output. CHARACTER(LEN=*). String containing the correctly formatted time for the current locale. If OUTSTR is longer than the formatted time, it is blank-padded.
INTIME	Optional, input. 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	Optional, input. INTEGER(4). If specified, modifies the time conversion. If you omit FLAGS, the flag NLS\$Normal is used. Available values 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

Description

Returns a correctly formatted string containing the time for the current locale.

Output

Number of characters written to `OUTSTR` (bytes are counted, not multibyte characters), or one of the following negative values if an error occurs:

`NLS$ErrorInsufficientBuffer`
OUTSTR buffer is too small

`NLS$ErrorInvalidInput`
INTIME has an illegal value

`NLS$ErrorInvalidFlags`
FLAGS has an illegal value

MBCS Inquiry Procedures

MBCharLen

Returns the length, in bytes, of the first character in a multibyte-character string

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION MBCharLen (STRING)
    CHARACTER (LEN=*) , INTENT(IN) :: STRING
  END FUNCTION
END INTERFACE
```

STRING Input. CHARACTER (LEN=*). String containing the character whose length is to be determined. Can contain multibyte characters.

Description

Returns the length, in bytes, of the first character in a multibyte-character string.



NOTE. MBCharLen *does not test for multibyte character validity.*

Output

Number of bytes in the first character contained in *string*. Returns 0 if STRING has no characters (is length 0).

MBCurMax

Returns the longest possible multibyte character length, in bytes, for the current codepage

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION MBCurMax( )
  END FUNCTION
END INTERFACE
```

Description

Returns the longest possible multibyte character length, in bytes, for the current codepage.



NOTE. *The MBLenMax parameter, defined in the module IFLPORT.F90, is the longest length, in bytes, of any character in any codepage installed on the system.*

Output

Longest possible multibyte character, in bytes, for the current codepage.

MBLen

Returns the number of characters in a multibyte-character string, including trailing blanks

Prototype

```
INTERFACE
```

```
    INTEGER(4) FUNCTION MBLen(STRING)
```

```
    CHARACTER(LEN=*), INTENT(IN) :: STRING
```

```
    END FUNCTION
```

```
END INTERFACE
```

```
STRING          Input. CHARACTER(LEN=*). String whose characters  
                are to be counted. Can contain multibyte characters.
```

Description

Returns the number of characters in a multibyte-character string, including trailing blanks.



NOTE. *MBLen recognizes multibyte-character sequences according to the multibyte codepage currently in use. It does not test for multibyte-character validity*

Output

Number of characters in STRING.

MBLen_Trim

Returns the number of characters in a multibyte-character string, not including trailing blanks

Prototype

```
INTERFACE
```

```
    INTEGER(4) FUNCTION MBLen_Trim(STRING)
```

```
    CHARACTER(LEN=*) , INTENT(IN) :: STRING
```

```
    END FUNCTION
```

```
END INTERFACE
```

STRING Input. CHARACTER(LEN=*). String whose characters are to be counted. Can contain multibyte characters.

Description

Returns the number of characters in a multibyte-character string, not including trailing blanks.



NOTE. *MBLen_Trim recognizes multibyte-character sequences according to the multibyte codepage currently in use. It does not test for multibyte-character validity.*

Output

Number of characters in **STRING** minus any trailing blanks (blanks are bytes containing character 32 (hex 20) in the ASCII collating sequence).

MBNext

Returns the position of the first lead byte or single-byte character immediately following the given position in a multibyte-character string

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION MBNext(STRING, POSITION)
    CHARACTER(LEN=*) , INTENT(IN) :: STRING
    INTEGER(4) , INTENT(IN) :: POSITION
  END FUNCTION
END INTERFACE
```

STRING Input. CHARACTER(LEN=*). 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.

Description

Returns the position of the first lead byte or single-byte character immediately following the given position in a multibyte-character string.

Output

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.

MBPrev

Returns the position of the first lead byte or single-byte character immediately preceding the given string position in a multibyte-character string

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION MBPrev(STRING, POSITION)
    CHARACTER(LEN=*) , INTENT(IN) :: STRING
    INTEGER(4) , INTENT(IN) :: POSITION
    END FUNCTION
END INTERFACE
```

STRING Input. CHARACTER(LEN=*). 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 single-byte character. Cannot be the position of the trail (second) byte of a multibyte character.

Description

Returns the position of the first lead byte or single-byte character immediately preceding the given string position in a multibyte-character string.

Output

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

MBStrLead

Performs a context-sensitive test to determine whether a given character byte in a string is a multibyte-character lead byte

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION MBStrLead(STRING, POSITION)
    CHARACTER(LEN=*) , INTENT(IN) :: STRING
    INTEGER(4) , INTENT(IN) :: POSITION
  END FUNCTION
END INTERFACE
```

STRING **Input.** CHARACTER(LEN=*). 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.

Description

Performs a context-sensitive test to determine whether a given character byte in a string is a multibyte-character lead byte.



NOTE. 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. MBLed 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. Thus, MBStrLead can be much slower than MBLed (up to *n* times slower, where *n* is the length of the string).

Output

Returns `.TRUE.` if the character byte in `POSITION` of `STRING` is a lead byte; otherwise, `.FALSE.`

MBCS Conversion Procedures**MBCConvertMBToUnicode**

Converts a character string from a multi-byte codepage to a Unicode string

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION MBCConvertMBToUnicode(MBSTR, &
                                               UNICODESTR, FLAGS)
    CHARACTER(LEN=*), INTENT(IN) :: MBSTR
    INTEGER(2), DIMENSION(:), INTENT(OUT) :: UNICODESTR
    INTEGER(4), INTENT(IN), OPTIONAL :: FLAGS
    END FUNCTION
END INTERFACE
```

MBSTR **Input.** CHARACTER(LEN=*). Multibyte codepage string to be converted.

UNICODESTR **Output.** INTEGER(2). Array of integers that is the translation of the input string into Unicode.

FLAGS **Optional, input.** INTEGER(4). If specified, modifies the string conversion. If **FLAGS** is omitted, the value `NLS$Precomposed` is used. Available values 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).

Description

Converts a multibyte-character string from the current codepage to a Unicode string.



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.*

Output

If no error occurs, returns the number of bytes written to UNICODISTR (bytes are counted, not characters), or the number of bytes required to hold the output string if UNICODISTR has zero size. If the UNICODISTR array is bigger than needed to hold the translation, the extra elements are set to 0. If UNICODISTR has zero size, the function returns the number of bytes required to hold the translation and nothing is written to UNICODISTR.

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`.

MBConvertUnicodeToMB

Converts a Unicode string to a multi-byte character string of the current codepage

Prototype

INTERFACE

INTEGER(4) FUNCTION

MBConvertUnicodeToMB(UNICODESTR, MBSTR, FLAGS)

INTEGER(2), DIMENSION(:), INTENT(IN)::UNICODESTR

CHARACTER(LEN=*), INTENT(OUT)::MBSTR

INTEGER(4), OPTIONAL, INTENT(IN)::FLAGS

END FUNCTION

END INTERFACE

`UNICODESTR` Input. `INTEGER(2)`. Array of integers holding the Unicode string to be translated.

MBSTR	Output. CHARACTER(LEN=*). Translation of Unicode string into multibyte character string from the current codepage.
FLAGS	Optional, input. INTEGER(4). If specified, argument to modify the string conversion. If FLAGS is omitted, no extra checking of the conversion takes place. Available values 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.

Output

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.

MBCS Fortran Equivalent Procedures

MBINCHARQQ

Same as `INCHARQQ` except that it can read a single multi-byte character at once and returns the number of bytes read

Prototype

```
INTERFACE
```

```
  INTEGER(4) FUNCTION MBInCharQQ(STRING)
```

```
  CHARACTER(LEN=2), INTENT(OUT) :: STRING
```

```
  ! LEN=MBLENMAX
```

```
  END FUNCTION
```

```
END INTERFACE
```

```
STRING
```

Output. `CHARACTER(MBLenMax)`. String containing the read characters, padded with blanks up to the length `MBLenMax`. The `MBLenMax` parameter, defined in the module `iflport.F90`, is the longest length, in bytes, of any character in any codepage installed on the system.

Description

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.

Output

Number of characters read.

MBINDEX

Same as INDEX, except that multi-byte characters can be included in its arguments

Prototype

```
INTERFACE
```

```
    INTEGER(4) FUNCTION MBIndex(STRING, SUBSTRING, &  
                                BACK)
```

```
    CHARACTER(LEN=*) , INTENT(IN) :: STRING, SUBSTRING
```

```
    LOGICAL(4) , INTENT(IN) , OPTIONAL :: BACK
```

```
END FUNCTION
```

```
END INTERFACE
```

`STRING` Input. `CHARACTER(LEN=*)`. String to be searched for the presence of `SUBSTRING`. Can contain multibyte characters.

`SUBSTRING` Input. `CHARACTER(LEN=*)`. Substring whose position within `STRING` is to be determined. Can contain multibyte characters.

`BACK` Optional, input. `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.

Description

Performs the same function as `INDEX` except that the strings manipulated can contain multibyte characters.

Output

If `BACK` is omitted or is `.FALSE.`, returns the leftmost position in `STRING` that contains the start of `SUBSTRING`. If `BACK` is `.TRUE.`, returns the rightmost position in `STRING` which contains the start of `SUBSTRING`. If `STRING` does not contain `SUBSTRING`, returns 0. If `SUBSTRING` occurs more than once, returns the starting position of the first occurrence ("first" is determined by the presence and value of `BACK`).

MBLGE, MBLGT, MBLLE, MBLLT, MBLEQ, MBLNE

*Same as LGE, LGT, LLE, and LLT,
and the logical operators .EQ. and
.NE*

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION MBLGE(STR A, STR B, FLAGS)
  CHARACTER(LEN=*) , INTENT(IN) :: STR A, STR B
  INTEGER(4) , INTENT(IN) , OPTIONAL :: FLAGS
  END FUNCTION
END INTERFACE

STR A, STR B   Input. CHARACTER(LEN=*). Strings to be compared.
                Can contain multibyte characters.
```


FLAGS

Optional, input. `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 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 **NOTE** that follows).

Description

Perform the same functions as LGE, LGT, LLE, LLT and the logical operators .EQ. and .NE. except that the strings being compared can include multi-byte characters, and optional flags can modify the comparison. All these routines have the same arguments as shown for MBLGE above.



NOTE. *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.*

Output

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 outputs of these functions are as follows:

- MBLGE returns .TRUE. if the strings are equal or STRA comes last in the collating sequence. Otherwise, it returns .FALSE..
- MBLGT returns .TRUE. if STRA comes last in the collating sequence. Otherwise, it returns .FALSE..

- `MBLLE` returns `.TRUE.` if the strings are equal or `STRA` comes first in the collating sequence. Otherwise, it returns `.FALSE.`
- `MBLLT` returns `.TRUE.` if `STRA` comes first in the collating sequence. Otherwise, it returns `.FALSE.`
- `MBLEQ` returns `.TRUE.` if the strings are equal in the collating sequence. Otherwise, it returns `.FALSE.`
- `MBLNE` returns `.TRUE.` if the strings are not equal in the collating sequence. Otherwise, it returns `.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.`

MBSCAN

Same as `SCAN`, except that multi-byte characters can be included in its arguments

Prototype

```
INTERFACE
```

```
  INTEGER(4) FUNCTION MBScan(STRING, SET, BACK)
```

```
  CHARACTER(LEN=*), INTENT(IN)::STRING, SET
```

```
  LOGICAL(4), INTENT(IN), OPTIONAL::BACK
```

```
  END FUNCTION
```

```
END INTERFACE
```

`STRING` Input. `CHARACTER(LEN=*)`. String to be searched for the presence of any character in `SET`.

`SET` Input. `CHARACTER(LEN=*)`. Characters to search for.

`BACK` Optional, input. `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.

Description

Performs the same function as `SCAN` except that the strings manipulated can contain multibyte characters.

Output

If `BACK` is `.FALSE.` or is omitted, returns the position of the leftmost character in `STRING` that is in `SET`. If `BACK` is `.TRUE.`, returns the rightmost character in `STRING` that is in `SET`. If no characters in `STRING` are in `SET`, returns 0.

MBVERIFY

Same as `VERIFY`, except that multi-byte characters can be included in its arguments

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION MBVerify(STRING, SET, BACK)
  CHARACTER(LEN=*), INTENT(IN)::STRING, SET
  LOGICAL(4), INTENT(IN), OPTIONAL::BACK
  END FUNCTION
END INTERFACE
```

`STRING` Input. `CHARACTER(LEN=*)`. String to be searched for presence of any character not in `SET`.

`SET` Input. `CHARACTER(LEN=*)`. Set of characters tested to verify that it includes all the characters in string.

BACK Optional, input. 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.

Description

Performs the same function as **VERIFY** except that the strings manipulated can contain multibyte characters.

Output

If **BACK** is `.FALSE.` or is omitted, returns the position of the leftmost character in **STRING** that is not in **SET**. If **BACK** is `.TRUE.`, returns the rightmost character in **STRING** that is not in **SET**. If all the characters in **STRING** are in **SET**, returns 0.

MBJISTToJMS

Converts a Japan Industry Standard (JIS) character to a Microsoft Kanji (Shift JIS or JMS) character

Prototype

INTERFACE

CHARACTER(LEN=2) FUNCTION MBJISToJMS(CHAR)

CHARACTER(LEN=2), INTENT(IN) :: CHAR

END FUNCTION

END INTERFACE

CHAR Input. CHARACTER(LEN=2). JIS character to be converted.

Description

Converts a Japan Industry Standard (JIS) character to a Microsoft Kanji (Shift JIS or JMS) character.

A JIS character is converted only if the lead and trail bytes are in the hexadecimal range 21 through 7E.



NOTE. *Only computers with Japanese installed as one of the available languages can use the MBJISToJMS conversion function.*

Output

MBJISToJMS returns a Microsoft Kanji (Shift JIS or JMS) character.

MBJMSTToJIS

Converts a Microsoft Kanji (Shift JIS or JMS) character to a Japan Industry Standard (JIS) character

Prototype

```
INTERFACE
    CHARACTER (LEN=2) FUNCTION MBJMSToJIS ( CHAR )
    CHARACTER (LEN=2) , INTENT ( IN ) :: CHAR
    END FUNCTION
END INTERFACE

CHAR          Input. CHARACTER (LEN=2). JMS character to be
              converted.
```

Description

Converts a Microsoft Kanji (Shift JIS or JMS) character to a Japan Industry Standard (JIS) character.

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.



NOTE. *Only computers with Japanese installed as one of the available languages can use the `MBJMSTOJIS` conversion function.*

Output

`MBJMSTOJIS` returns a Japan Industry Standard (JIS) character.

POSIX Functions

3

This chapter describes the functions that comprise the POSIX library (`libPOSF90.lib`). These functions are made available to the compiler when you invoke the `/4Yposixlib` option. These functions implement the IEEE POSIX FORTRAN-77 Language bindings, as specified in IEEE Standard 1003.9-1992. The POSIX standard is ISO/IEC 9945-1:1990. Copies of the standard are available from IEEE.

The prototypes are described using the `INTERFACE` call, which provides the required information to complete a call to the specified procedure. For descriptions of the `INTERFACE` block and the `/4Yposixlib` option, see the *Intel® Fortran Compiler User's Guide*.

POSIX Library Interface

Depending on whether you are using free- or fixed-form source, you can interface to POSIX library in the following ways:

- With free-form source, to interface to `libPOSF90.lib` (POSIX library), your code should contain the

```
INCLUDE 'iflposix.f90'
```

statement where `iflposix.f90` is the interface file.

- For fixed-form source, the `iflposix.f90` file has to be edited and compiled with the `/4L132` option. Or you can create a module like this:

```
MODULE iflposix
  INCLUDE 'iflposix.f90'
END MODULE
```

In addition, in your fixed-form source include `USE iflposix` statement.

PXFACCESS

Determines the accessibility of the file

Prototype

```
INTERFACE
  SUBROUTINE PXFACCESS (PATH, ILEN, IAMODE,
    IERROR)
  CHARACTER (LEN=*) PATH
  INTEGER(4) ILEN, IAMODE, IERROR
  END SUBROUTINE PXFACCESS
END INTERFACE
```

PATH	name of the file
ILEN	length of PATH string
IAMODE	one of the following for Win32 systems: 0 -- checks for existence of the file 2 -- checks for write access 4 -- checks for read access 6 -- checks for read/write access
IERROR	return value

Description

Checks for the accessibility of a file or directory. On Win32 systems, if the name given is a directory name, then the function only checks for existence. All directories have read/write access on Win32 systems.

Output

If the file does not exist, or the appropriate access is not available, an error code is returned in `IERROR`. Possible error codes include:

-1	a bad parameter was passed
EACCES	access requested was denied
ENOENT	file did not exist

See your Microsoft Visual C++ installation in the include directory under `errno.h` for the values of `EACCES` and `ENOENT`.

PXFAINTGET

Gets an integer array component of a structure

Prototype

```
INTERFACE
    SUBROUTINE PXFAINTGET (JHANDLE, COMPNAME, VALUE,
        IALEN, IERROR)
    INTEGER(4) JHANDLE, IALEN, IERROR
    CHARACTER(LEN=*) COMPNAME
    INTEGER(4) VALUE(IALEN)
    END SUBROUTINE PXFAINTGET
END INTERFACE
```

JHANDLE	handle to the structure
COMPNAME	component name
VALUE	(out) store the value of the component here

IALEN	length of the VALUE array
IERROR	return value

Description

This subroutine gets an integer array component of a structure.

Output

If successful, IERROR is set to zero. ENONAME is set when no such component name exist for the structure. EARRAYLEN contains the number of array elements that exceeds IALEN.

PXFAINTSET

gets an integer array component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFAINTSET(JHANDLE, COMPNAME, VALUE,
    IALEN, IERROR)
    INTEGER(4) JHANDLE, IALEN, IERROR
    CHARACTER(LEN=*) COMPNAME
    INTEGER(4) VALUE(IALEN)
  END SUBROUTINE PXFAINTSET
END INTERFACE
```

JHANDLE	handle to structure
COMPNAME	component name
VALUE	values to set
IALEN	length of the VALUE array
IERROR	return value

Description

This subroutine gets an integer array component of a structure.

Output

If successful, `IERROR` is set to zero. Otherwise, `ENONAME` is set when no such component name is found in the structure. `EARRAYLEN` is set to the number of array elements that exceeds `IALLEN`.

PXFCALLSUBHANDLE

Calls the associated subroutine

Prototype

```
INTERFACE
  SUBROUTINE PXFCALLSUBHANDLE ( JHANDLE2 , IVAL ,
                               IERROR )
    INTEGER ( 4 ) JHANDLE2 , IVAL , IERROR
  END SUBROUTINE PXFCALLSUBHANDLE
END INTERFACE
```

JHANDLE2	handle to subroutine
IVAL	argument to subroutine
IERROR	(out) error status

Description

This subroutine, given a subroutine handle, calls the associated subroutine.



NOTE. *The subroutine shall not be a function, an intrinsic, or an entry point and shall be defined with exactly ONE integer argument.*

Output

If successful, IERROR is set to zero.

PXFCHDIR

Changes the current working directory

Prototype

```
INTERFACE
  SUBROUTINE CHDIR(PATH, ILEN, IERROR)
    CHARACTER(LEN=*) PATH
    INTEGER(4) ILEN, IERROR
  END SUBROUTINE CHDIR
END INTERFACE
```

PATH	the directory to be changed to
ILEN	length of the PATH string
IERROR	return value

Description

This subroutine changes the current working directory.

Output

If successful, IERROR is set to zero.

PXFCHMOD

Changes the ownership mode of the file

Prototype

```
INTERFACE
  SUBROUTINE PXFCHMOD (PATH, ILEN, IMODE, IERROR)
    CHARACTER (LEN=*) PATH
    INTEGER(4) ILEN, IMODE, IERROR
  END SUBROUTINE PXFCHMOD
END INTERFACE
```

PATH	name of the file
ILEN	length of the PATH string
IMODE	mode
IERROR	return value

Description

This subroutine changes the ownership mode of a file.



NOTE. On UNIX systems, you must have sufficient ownership permissions, such as being the owner of the file or having read/write access of the file

Output

If successful, IERROR is set to zero.

PXFCHOWN

Changes the owner and group of a file

Prototype

```
INTERFACE
  SUBROUTINE PXFCHOWN(PATH, ILEN, IOWNER, IGROUP,
    IERROR)
  CHARACTER(LEN=*) PATH
  INTEGER(4) ILEN, IOWNER, IGROUP, IERROR
  END SUBROUTINE PXFCHOWN
END INTERFACE
```

PATH	file or directory name
ILEN	length of the PATH string
IOWNER	owner uid
IGROUP	group gid
IERROR	(out) error status

Description

This subroutine changes the owner and group of a file.

Output

If successful, IERROR is set to zero.

PXFCLOSE

Deletes a descriptor

Prototype

```
INTERFACE
  SUBROUTINE PXFCLOSE (FD, IERROR)
    INTEGER(4) FD, IERROR
  END SUBROUTINE PXFCLOSE
END INTERFACE
```

FD file descriptor to be deleted
 IERROR (output) returned error code

Description

This subroutine deletes a file descriptor.

Output

If successful, IERROR is set to zero.

PXFCLOSEDIR

Closes the directory stream

Prototype

```
INTERFACE
  SUBROUTINE PXFCLOSEDIR (IDIRID, IERROR)
    INTEGER(4) IDIRID, IERROR
  END SUBROUTINE PXFCLOSEDIR
END INTERFACE
```

IDIRID pointer to DIR structure
 IERROR (out) error status

Description

This subroutine closes the directory stream and frees the DIR structure.

Output

If successful, IERROR is set to zero.

PXFCONST

Retrieves the value associated with a constant

Prototype

```
INTERFACE
  SUBROUTINE PXFCONST (CONSTNAME, IVAL, IERROR)
    CHARACTER (LEN=*) CONSTNAME
    INTEGER (4) IVAL, IERROR
  END SUBROUTINE PXFCONST
END INTERFACE
```

CONSTNAME	name of the constant
IVAL	(out) value of the constant
IERROR	(out) return value

Description

This subroutine retrieves the value associated with a constant name. you can inquire about the values of the following symbolic constants:

```
STDIN_UNIT
STDOUT_UNIT
STDERR_UNIT
EINVAL
ENONAME
ENOHANDLE
EARRAYLEN
```

The constants beginning with `E` signify various error values for the system variable `errno`. Check your MSVC++ documentation for more information, on Win32 systems. On UNIX, look at the `/usr/include/errno.h` file.

Output

If successful, `IERROR` is set to zero; otherwise, it is set to `-1`.

PXFCREAT

Creates a new file or rewrites an existing one

Prototype

```
INTERFACE
  SUBROUTINE PXFCREAT (PATH, ILEN, IMODE, IFILDES,
    IERROR)
  CHARACTER (LEN=*) PATH
  INTEGER(4) ILEN, IMODE, IFILDES, IERROR
  END SUBROUTINE PXFCREAT
END INTERFACE
```

<code>PATH</code>	pathname of the file
<code>ILEN</code>	length of <code>PATH</code> string
<code>IMODE</code>	mode of the newly created file
<code>IFILDES</code>	(output) file descriptor
<code>IERROR</code>	return value

Description

This subroutine creates a new file or rewrites an existing one.

Output

If successful, IERROR is set to zero.

PXFDUP

Duplicates an existing file descriptor

Prototype

```
INTERFACE
  SUBROUTINE PXFDUP (IFILDES, IFID, IERROR)
    INTEGER(4) IFILDES, IFID, IERROR
  END SUBROUTINE PXFDUP
END INTERFACE
```

IFILDES	descriptor to be duplicated
IFID	(output) handle for the duplicated descriptor
IERROR	(output) returned error code

Description

This subroutine duplicates an existing file descriptor.

Output

If successful, IERROR is set to zero.

PXFDUP2

Duplicates an existing file descriptor

Prototype

```
INTERFACE
  SUBROUTINE PXFDUP2 (IFILDES, IFILDES2, IERROR)
    INTEGER(4) IFILDES, IFILDES2, IERROR
  END SUBROUTINE PXFDUP2
END INTERFACE
```

IFILDES	descriptor to be duplicated
IFILDES2	desired handle for the duplicated descriptor
IERROR	(output) returned error code

Description

This subroutine duplicates an existing file descriptor.

Output

If successful, IERROR is set to zero.

PXFEINTGET

Gets a single element from an integer array component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFEINTGET (JHANDLE, COMPNAME, INDEX,
    VALUE, IERROR)
  CHARACTER (LEN=*) COMPNAME
  INTEGER (4) JHANDLE, INDEX, VALUE, IERROR
  END SUBROUTINE PXFEINTGET
END INTERFACE
```

JHANDLE	handle to structure
COMPNAME	component name
INDEX	index of element
VALUE	(out) where the value of the component is stored
IERROR	return value

Description

This subroutine gets a single element from an integer array component of a structure.

Output

If successful, IERROR is set to zero. Otherwise, ENONAME is set when EINVAL is set if an invalid index is specified.

PXFEINTSET

Sets a single element from an integer array component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFEINTSET (JHANDLE, COMPNAME,
    IVALUE, INDEX, IERROR)
    CHARACTER(LEN=*) COMPNAME
    INTEGER(4) JHANDLE, IVALUE, INDEX, IERROR
  END SUBROUTINE PXFEINTSET
END INTERFACE
```

JHANDLE	handle to structure
COMPNAME	component name
IVALUE	index of element
INDEX	value to set
IERROR	return value

Description

This subroutine sets a single element from an integer array component of a structure.

Output

If successful, IERROR is set to zero. Otherwise, ENONAME is set when no such component name exist for the structure. EINVAL is set when an invalid index is specified.

PXFESTRGET

Gets a single element from a string array component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFESTRGET (JHANDLE, COMPNAME, INDEX,
    VALUE, ILEN, IERROR)
    INTEGER(4) JHANDLE, INDEX, ILEN, IERROR
    CHARACTER(LEN=*) COMPNAME, VALUE
  END SUBROUTINE PXFESTRGET
END INTERFACE
```

JHANDLE	handle to structure
COMPNAME	component name
INDEX	index of element
VALUE	(out) where the string is stored
ILEN	(out) length of string
IERROR	return value

Description

This subroutine gets a single element from a string array component of a structure.

Output

If successful, IERROR is set to zero. Otherwise, ENONAME is set when no such component name exist for the structure. EINVAL is set when an invalid index is specified.

PXFEXECV

Executes an executable

Prototype

```

INTERFACE
  SUBROUTINE PXFEXECV (PATH, LENPATH, ARGV,
    LENARGV, IARGC, IERROR)
    INTEGER(4) LENPATH, LENGARV(0:IARGC-1), IARGC,
      IERROR
    CHARACTER(LEN=*) PATH, ARGV(0:IARGC-1)
  END SUBROUTINE PXFEXECV
END INTERFACE
  
```

PATH	(input) new executable path
LENPATH	(input) length of PATH string
ARGV	(input) command-line arguments
LENARGV	(input) length of each argument string
IARGC	(input) argument count
IERROR	(output) error value

Description

This subroutine executes an executable file.

Output

Zero if successful, otherwise, an error code, the value of `errno`.

PXFEXECVE

Executes an executable with environment settings

Prototype

```
INTERFACE
  SUBROUTINE PXFEXECVE (PATH, LENPATH, ARGV,
    LENARGV, IARGC, ENV, LENENV, IENVC, IERROR)
    INTEGER(4) LENPATH, LENARGV(0:IARGC-1), IARGC,
      LENENV(IENVC), IENVC, IERROR
    CHARACTER(LEN=*) PATH, ARGV(0:IARGC-1), ENV(IENVC)
  END SUBROUTINE PXFEXECVE
END INTERFACE
```

PATH	(input) new executable path
LENPATH	(input) length of PATH string
ARGV	(input) command-line arguments
LENARGV	(input) length of each argument string
IARGC	(input) argument count
ENV	(input) environment setting
LENENV	(input) length of elements in ENV
IENVC	(input) number of element sin ENV
IERROR	return value

Description

This subroutine executes an executable file with environment settings.

Output

None.

PXFEXECVP

Executes a file

Prototype

```

INTERFACE
  SUBROUTINE PXFEXECVP (FILE, LENFILE, ARGV,
    LENARGV, IARGC, IERROR)
    INTEGER(4) LENFILE, LENARGV(0:IARGC-1), IARGC,
      IERROR
    CHARACTER(LEN=*) FILE, ARGV(0:IARGC-1)
  END SUBROUTINE PXFEXECVP
END INTERFACE

```

FILE	(input) file to be executed
LENFILE	(input) length of FILE
ARGV	(input) command-line arguments
LENARGV	(input) length of each argument string
IARGC	(input) argument count
IERROR	(output) error value

Description

Executes a file.

Output

None.

PXFEXIT

Exits from a process

Prototype

```
INTERFACE
  SUBROUTINE PXFEXIT ( ISTATUS )
    INTEGER(4) ISTATUS
  END SUBROUTINE PXFEXIT
END INTERFACE
```

ISTATUS (input) exit value

Description

This subroutine exits a process.

Output

None.

PXFFASTEXIT

Exits from the process

Prototype

```
INTERFACE
  SUBROUTINE PXFFASTEXIT ( ISTATUS )
    INTEGER(4) ISTATUS
  END SUBROUTINE PXFFASTEXIT
END INTERFACE
```

ISTATUS (input) exit value

Description

This subroutine exits from the process. There is no possible return from this subroutine.

Output

None.

FFLUSH

Writes any unwritten data for an output stream

Prototype

```
INTERFACE
  SUBROUTINE FFLUSH (LUNIT, IERROR)
    INTEGER(4) IUNIT, IERROR
  END SUBROUTINE FFLUSH
END INTERFACE
```

LUNIT a FORTRAN logical unit, which must be an
 INTEGER*4 expression with the value in the range of 0
 to 100.

IERROR return value

Description

This subroutine writes any unwritten data for an output stream.

Output

If successful, **IERROR** is set to zero. Otherwise, **EINVAL** is set if no file connected to **LUNIT**. **EFBIG** is set if the file exceeds maximum file size. **ENOSPC** is set if no free space is available on the device. **ESPIPE** is set if **LUNIT** is a pipe or FIFO.

FGETC

Reads a character from the specified stream (logical unit)

Prototype

```
INTERFACE
  SUBROUTINE FGETC (LUNIT, CHAR, IERROR)
    CHARACTER(LEN=1) CHAR
    INTEGER(4) IERROR
  END SUBROUTINE FGETC
END INTERFACE
```

LUNIT	a FORTRAN logical unit, which must be an INTEGER*4 expression with the value in the range of 0 to 100
CHAR	character to be read
IERROR	return value

Description

This subroutine reads a character from the specified stream (logical unit).

Output

If successful, IERROR is set to zero.

PXFFILENO

Returns the file descriptor associated with a stream

Prototype

```
INTERFACE
  SUBROUTINE PXFFILENO (LUNIT, FD, IERROR)
    INTEGER(4) LUNIT, FD, IERROR
  END SUBROUTINE PXFFILENO
END INTERFACE
```

LUNIT	a FORTRAN logical unit, which must be an INTEGER*4 expression with the value in the range of 0 to 100
FD	(output) file descriptor
IERROR	(output) returned error code

Description

This subroutine returns the file descriptor associated with a stream.

Output

If successful, IERROR is set to zero. Otherwise, EINVAL is set if LUNIT is not an open unit. EBADF is set if LUNIT is not connected with a file descriptor.

PXFFORK

Fork a child process

Prototype

```
INTERFACE
  SUBROUTINE PXFFORK (IPID, IERROR)
    INTEGER(4) IPID, IERROR
  END SUBROUTINE PXFFORK
END INTERFACE
```

IPID (output) process ID
IERROR (output) Zero if the process is started successfully.
Otherwise contains an appropriate error value of ERRNO.

Description

This subroutine spawns an asynchronous child process.

Output

A process handle or process ID is returned in the variable IPID if the process was successfully forked. Otherwise, the returned IPID value is -1.

FPUTC

Outputs a character to the specified stream (logical unit)

Prototype

```
INTERFACE
  SUBROUTINE FPUTC (LUNIT, CHAR, IERROR)
    CHARACTER(LEN=1) CHAR
    INTEGER(4) LUNIT, IERROR
  END SUBROUTINE FPUTC
END INTERFACE
```

```

    END SUBROUTINE FPUTC
END INTERFACE
LUNIT          a FORTRAN logical unit, which must be an
                INTEGER*4 expression with the value in the range of 0
                to 100
CHAR           character to be written
IERROR        return value

```

Description

This subroutine outputs a character to the specified stream.

Output

If successful, IERROR is set to zero. EEND is set if end of file is reached.

FSEEK

*Sets the position of the next input /
output on the stream*

Prototype

```

INTERFACE
  SUBROUTINE FSEEK (LUNIT, IOFFSET, IWHENCE,
                   IERROR)
    INTEGER(4) LUNIT, IOFFSET, IWHENCE, IERROR
  END SUBROUTINE FSEEK
END INTERFACE

LUNIT          a FORTRAN logical unit, which must be an
                INTEGER*4 expression with the value in the range of 0
                to 100.

IOFFSET        number of bytes away from whence to place the pointer

IWHENCE        position within the stream

```


IERROR return value

Description

This subroutine sets the position of the next input/output on the stream.

Output

If successful, IERROR is set to 0. EINVAL is set if no file connected to LUNIT if IWHENCE is not a proper value or resulting offset would be invalid. ESPIPE is set if LUNIT is a pipe or FIFO. EEND is set if end of file is reached.

PXFFSTAT

Gets a file status

Prototype

```
INTERFACE
  SUBROUTINE PXFFSTAT ( IFILDES, JSTAT, IERROR )
    INTEGER(4) IFILDES, JSTAT, IERROR
  END SUBROUTINE PXFFSTAT
END INTERFACE
```

IFILDES file handle
JSTAT pointer to the PXFFSTAT structure
IERROR return value

Description

This subroutine gets the status of a file.

Output

If successful, IERROR is set to zero.

FTELL

Returns the relative position in bytes from the beginning of the file

Prototype

```
INTERFACE
  SUBROUTINE FTELL (LUNIT, IOFFSET, IERROR)
    INTEGER(4) LUNIT, IOFFSET, IERROR
  END SUBROUTINE FTELL
END INTERFACE
```

LUNIT	a FORTRAN logical unit, which must be an INTEGER*4 expression with the value in the range of 0 to 100
IOFFSET	(output) relative position in bytes from beginning of the file
IERROR	return value

Description

This subroutine returns the relative position in bytes from the beginning of the file.

Output

If successful, IERROR is set to zero. EINVAL is set if no file connected to LUNIT. ESPIPE is set if LUNIT is connected to a pipe or FIFO.

GETC

*Reads a character from standard input,
unit 5*

Prototype

```
INTERFACE
  SUBROUTINE GETC (NEXTCHAR, IERROR)
    CHARACTER (LEN=1) NEXTCHAR
    INTEGER (4) IERROR
  END SUBROUTINE GETC
END INTERFACE
```

NEXTCHAR character to be read

IERROR return value

Description

This subroutine reads a character from the standard input, unit 5.

Output

If successful, IERROR is set to zero.

GETCWD

Retrieves the path of the current working directory

Prototype

```
INTERFACE
  SUBROUTINE GETCWD (BUF, ILEN, IERROR)
    CHARACTER(LEN=*) BUF
    INTEGER(4) ILEN, IERROR
  END SUBROUTINE GETCWD
END INTERFACE
```

BUF	(output) storage for the retrieved pathname
ILEN	(output) length of the retrieved pathname
IERROR	return value

Description

This subroutine retrieves the path of the current working directory.

Output

If successful, IERROR is set to zero. EINVAL is set if the size of BUF is insufficient.

PXFGETGRGID

Gets entry with specified GID

Prototype

```
INTERFACE
  SUBROUTINE PXFGETGRGID (JGID, JGROUP, IERROR)
    INTEGER(4) IGID, JGROUP, IERROR
  END SUBROUTINE PXFGETGRGID
END INTERFACE
```

JGID group ID
JGROUP (output) pointer to the structure PXFGROUP
IERROR (output) error status

Description

This subroutine gets entry with specified group ID.

Output

If successful, IERROR is set to zero.

PXFGETGRNAM

Get entry with the specified group name

Prototype

```
INTERFACE
  SUBROUTINE PXFGETGRNAM (NAME, ILEN, JGROUP,
    IERROR)
  CHARACTER(LEN=*) NAME
  INTEGER(4) ILEN, JGROUP, IERROR
  END SUBROUTINE PXFGETGRNAM
END INTERFACE
```

NAME	name of group
ILEN	length of NAME string
JGROUP	(output) pointer to the structure PXFGROUP
IERROR	(output) error status

Description

This subroutine gets entry with the specified group name.

Output

If successful, IERROR is set to zero.

PXFGETPWNAM

Gets entry with specified user name

Prototype

```

INTERFACE
  SUBROUTINE PXFGETPWNAM (NAME, ILEN, JPASSWD,
    IERROR)
    CHARACTER (LEN=*) NAME
    INTEGER(4) JPASSWD, ILEN, IERROR
  END SUBROUTINE
END INTERFACE

```

NAME	login name of the user
ILEN	length of the NAME string
JPASSWD	(output) pointer to the structure PXFPASSWD
IERROR	(output) error status

Description

This subroutine gets entry with specified user name. For example, a login name might be “jsmith” while the actual name is “John Smith.”

Output

If successful, IERROR is set to zero.

PXFGETPWUID

Gets entry with specified UID

Prototype

```
INTERFACE
  SUBROUTINE PXFGETPWUID (IUID, JPASSWD, IERROR)
    INTEGER(4) IUID, JPASSWD, IERROR
  END SUBROUTINE PXFGETPWUID
END INTERFACE
```

IUID	user ID
JPASSWD	(output) pointer to the structure PXFPASSWD
IERROR	(output) error status

Description

This subroutine gets entry with specified user ID.

Output

If successful, IERROR is set to zero.

PXFGETSUBHANDLE

Returns a subroutine handle for a specified subroutine

Prototype

```
INTERFACE
    SUBROUTINE PXFGETSUBHANDLE (SUB, JAHNDLE1,
                               IERROR)
        INTEGER(4) JHANDLE1, IERROR
    EXTERNAL SUB
    END SUBROUTINE PXFGETSUBHANDLE
END INTERFACE
```

SUB pointer to a subroutine
 JAHNDLE1 (output) handle to subroutine
 IERROR (output) error status

Description

This subroutine returns a subroutine handle for a specified subroutine.



NOTE. *The argument SUB shall not be a function, an intrinsic, or an entry point, and shall be defined with exactly one integer argument.*

Output

If successful, IERROR is set to zero.

PXFINTGET

Sets an integer component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFINTGET (JHANDLE, COMPNAME,
    VALUE, IERROR)
    INTEGER(4) JHANDLE, VALUE, IERROR
    CHARACTER(LEN=*) COMPNAME
  END SUBROUTINE PXFINTGET
END INTERFACE
```

JHANDLE	handle to the structure
COMPNAME	component name
VALUE	(output) where the value of the component is stored
IERROR	return value

Description

This subroutine sets an integer component of a structure.

Output

If successful, IERROR is set to zero. ENONAME is set if no such component name for the structure.

PXFINTSET

Sets an integer component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFINTSET (JHANDLE, COMPNAME,
    VALUE, IERROR)
    INTEGER(4) JHANDLE, IERROR, VALUE
    CHARACTER(LEN=*) COMPNAME
  END SUBROUTINE
END INTERFACE
```

JHANDLE	handle to the structure
COMPNAME	component name
VALUE	set to this value
IERROR	return value

Description

This subroutine sets an integer component of a structure.

Output

If successful, IERROR is set to zero. ENONAME is set if no such component name for the structure.

PXFISCHR

Checks if character file

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFISCHR (M)
    INTEGER(4) m
  END FUNCTION PXFISCHR
END INTERFACE
```

M value of the ST_MODE component in the structure
 PXFSSTAT (stat)

Description

This function checks if the file is character file.

Output

A logical value is returned, showing whether the specified file handle corresponds to a character mode device: `.TRUE.` if the logical unit M is connected to a character mode device, `.FALSE.` otherwise.

PXFISDIR

Checks if directory

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFISDIR (M)
  INTEGER(4) M
  END FUNCTION PXFISDIR
END INTERFACE
```

M value of the ST_MODE component in the structure
 PXFSTAT (stat)

Description

This subroutine checks if the component is a directory.

Output

Returns `.TRUE.` if M is a file handle representing a directory, `.FALSE.` otherwise.

PXFISFIFO

Checks to determine whether a file is a special FIFO file

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFISFIFO (M)
  INTEGER(4) M
  END FUNCTION PXFISFIFO
END INTERFACE
```

M value of the ST_MODE component in the structure
 PXFSTAT (stat)

Description

This function checks to determine whether a file is a special FIFO file created by PXMKFIFO.



NOTE. *On Win32 systems, this function always returns an error code of -1. Win32 does not support symbolic file links.*

Output

A true/false value that indicates whether the file is a special FIFO file.

PXFISREG

Checks if a file is a special FIFO file.

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFISREG (M)
  INTEGER(4) M
  END FUNCTION PXFISREG
END INTERFACE
```

M value of the ST_MODE component in the structure
 PXFSTAT (stat)

Description

This function checks if a LOGICAL(4) value is true/false to determine if the queried file is a special FIFO file. If PXFISREG returns true, the file is a regular file.

Output

A logical true/false value.

PXFKILL

Kills the specified process.

Prototype

```
INTERFACE
  SUBROUTINE PXFKILL (IPID, ISIG, IERROR)
    INTEGER(4) IPID, ISIG, IERROR
  END SUBROUTINE PXFKILL
END INTERFACE
```

IPID	specifies what process to kill as determined by its value:
> 0	the specific process is killed.
< 0	all processes in the group are killed.
== 0	all processes in the group except special processes are killed.
== pid_t-1	all processes are killed.
ISIG	value of desired signal
IERROR	return value

Description

This subroutine kills the specified process.

Output

IERROR contains a nonzero if child process exited normally.

PXFLINK

Links to a file/directory

Prototype

```
INTERFACE
  SUBROUTINE PXFLINK (EXISTING, LENEXIST, NEW,
    LENNEW, IERROR)
    CHARACTER(LEN=*) EXISTING, NEW
    INTEGER(4) LENEXIST, LENNEW, IERROR
  END SUBROUTINE PXFLINK
END INTERFACE
```

EXISTING	existing file/directory name
LENEXIST	length of EXISTING string
NEW	new file/directory name
LENNEW	length of NEW string
IERROR	error status

Description

This subroutine links to a file/directory.

Output

If successful, IERROR is set to zero.

PXFLOCALTIME

Converts a given elapsed time in seconds into current system date

Prototype

INTERFACE

```
    SUBROUTINE PXFLOCALTIME (STIME, DATEARRAY,  
                             IERROR)
```

```
    INTEGER(4) ISECNDS, DATEARRAY(9), IERROR
```

```
    END SUBROUTINE PXFLOCALTIME
```

END INTERFACE

STIME elapsed time in seconds since 00:00:00 Greenwich Mean Time, January 1, 1970.

DATEARRAY will contain current date and system time:

(1) seconds (0-59)

(2) minutes (0-59)

(3) hours (0-23)

(4) day of month (1-31)

(5) month (1-12)

(6) year (Gregorian)(ex. 1990)

(7) day of week (0-6, 0 is Sunday)

(8) day of year (1-366)

(9) daylight savings (1, if in effect; 0, otherwise)

IERROR return value

Description

Converts a given elapsed time in seconds into current system date.

Output

If successful, IERROR is set to zero. EINVAL is set if the current value of TZ is invalid.

PXFLSEEK

This function positions a file a specified distance in bytes

Prototype

```
INTERFACE
    SUBROUTINE PXFLSEEK ( IFILDES, OFFSET, WHENCE,
        POSITION, IERROR )
    INTEGER(4) IFILDES, OFFSET, WHENCE, POSITION,
    IERROR
    END SUBROUTINE PXFLSEEK
END INTERFACE
```

IFILDES	file descriptor
OFFSET	number of bytes to move
WHENCE	starting position
POSITION	(output) ending position
IERROR	returned error code

Description

This subroutine positions a file a specified distance (OFFSET) in bytes depending upon the input value of WHENCE. Where WHENCE is one of the following:

```
SEEK_SET 0
SEEK_CUR 1
SEEK_END 2
```

If WHENCE is SEEK_SET, the file is positioned to OFFSET bytes from the beginning of the file. If WHENCE is SEEK_CUR, the file is positioned to OFFSET bytes from the current position of the file. If WHENCE is SEEK_END the file is positioned OFFSET bytes beyond the end of the line.

Output

If successful, IERROR is set to zero.

MKDIR

Makes a directory

Prototype

```
INTERFACE
  SUBROUTINE MKDIR (PATH, ILEN, IMODE, IERROR)
    CHARACTER (LEN=*) PATH
    INTEGER(4) ILEN, IMODE, IERROR
  END SUBROUTINE MKDIR
END INTERFACE
```

PATH	the directory to be changed to
ILEN	length of PATH string
IMODE	mode mask
IERROR	return value

Description

This subroutine creates a directory.

Output

If successful, IERROR is set to zero.

PXFMKFIFO

Creates a new FIFO

Prototype

```
INTERFACE
  SUBROUTINE PXFMKFIFO (PATH, ILEN, IMODE,
    IERROR)
    CHARACTER (LEN=*) PATH
    INTEGER(4) ILEN, IMODE, IERROR
  END SUBROUTINE
END INTERFACE
```

PATH	name of FIFO file to create
ILEN	length of PATH string
IMODE	file permission (bits)
IERROR	error status

Description

This subroutine creates a new FIFO.

Output

If successful, IERROR is set to zero.

PXFOPEN

Opens/creates a file for reading or writing

Prototype

```
INTERFACE
  SUBROUTINE PXFOPEN (PATH, ILEN, IOPENFLAG, &
    IMODE, IFILDES, IERROR)
    CHARACTER(LEN=*) PATH
    INTEGER(4) ILEN, OPENFLAG, IMODE, IFILDES, IERROR
  END SUBROUTINE
END INTERFACE
```

PATH	pathname of the file
ILEN	length of PATH string
IOPENFLAG	specifies how to open the file (read/write)
IMODE	mode of the newly-created file, if IOPENFLAG = O_CREAT
IFILDES	(output) file descriptor
IERROR	return value

Description

This subroutines creates a file or opens an existing one for read/write.

Output

If successful, IERROR is set to zero.

PXFOPENDIR

Opens a directory and associates a stream with it

Prototype

```
INTERFACE
  SUBROUTINE PXFOPENDIR (DIRNAME, LENDIRNAME,
    OPENDIRID, IERROR)
    CHARACTER(LEN=*) DIRNAME
    INTEGER(4) LENDIRNAME, IOPENDIRID, IERROR
  END SUBROUTINE PXFOPENDIR
END INTERFACE
```

DIRNAME	directory name
LENDIRNAME	length of DIRNAME string
OPENDIRID	(out) pointer to DIR structure
IERROR	(out) error status

Description

This subroutine opens a directory and associates a stream with it.

Output

If successful, IERROR is set to zero.

PXFPIPE

Creates a communications pipe between two processes

Prototype

```
INTERFACE
  SUBROUTINE PXFPIPE ( IREADFD, IWRITEFD, IERROR )
    INTEGER(4) IREADFD, IWRITEFD, IERROR
  END SUBROUTINE PXFPIPE
END INTERFACE
```

IREADFD (output) reading file descriptor

IWRITEFD (output) writing file descriptor

IERROR (output) returned error code

Description

This subroutine creates a communications pipe between two processes.

Output

If successful, IERROR is set to zero.

PXFPUTC

*Outputs a character to logical unit 6
(stdout)*

Prototype

```
INTERFACE
  SUBROUTINE PXFPUTC (CH, IERROR)
    CHARACTER(LEN=1) CH
    INTEGER(4) IERROR
  END SUBROUTINE PXFPUTC
END INTERFACE
```

CH character to be written

IERROR returned error code

Description

This subroutine outputs a character to logical unit 6 (stdout).

Output

If successful, IERROR is set to zero. EEND is set if end of file is encountered.

PXFREAD

Reads from a file

Prototype

```
INTERFACE
  SUBROUTINE PXFREAD ( IFILDES , CHAR , NBYTE , NREAD ,
    IERROR )
    INTEGER ( 4 ) IFILDES
    CHARACTER ( LEN = * ) BUF
    INTEGER ( 4 ) NBYTE , NREAD , IERROR
  END SUBROUTINE
END INTERFACE
```

IFILDES	descriptor to be read from
CHAR	buffer to be written to
NBYTE	number of bytes to read
NREAD	(output) number of bytes read
IERROR	(output) returned error code

Description

This subroutine reads a specified number of bytes from a file.

Output

If successful, IERROR is set to zero. Otherwise, NREAD is undefined if error occurs.

PXFREADDIR

Reads the current directory entry

Prototype

```
INTERFACE
  SUBROUTINE PXFREADDIR (IDIRID, JDIRENT, IERROR)
    INTEGER(4) IDIRID, JDIRENT, IERROR
  END SUBROUTINE PXFREADDIR
END INTERFACE
```

IDIRID pointer to DIR structure
 JDIRENT (out) pointer to PXFDIRENT structure
 IERROR (out) error status

Description

This subroutine reads the current directory entry.

Output

If successful, IERROR is set to zero.

PXFRENAME

Changes the name of a file

Prototype

```
INTERFACE
  SUBROUTINE PXFRENAME (OLD, LENOLD, NEW, LENNEW,
    IERROR)
    CHARACTER(LEN=*) OLD, NEW
    INTEGER(4) LENOLD, LENNEW, IERROR
  END SUBROUTINE PXFRENAME
END INTERFACE
```

OLD	old filename
LENOLD	length of OLD string
NEW	new filename
LENNEW	length of NEW string
IERROR	return value

Description

This subroutine changes the name of file.

Output

If successful, IERROR is set to zero.

PXFREWINDDIR

Resets the position of the stream to the beginning of the directory

Prototype

```
INTERFACE
  SUBROUTINE PXFREWINDDIR (IDIRID, IERROR)
    INTEGER(4) IDIRID, IERROR
  END SUBROUTINE PXFREWINDDIR
END INTERFACE
```

IDIRID	pointer to DIR structure
IERROR	(out) error status

Description

This subroutine resets the position of the stream to the beginning of the directory.

Output

If successful, IERROR is set to zero.

PXFRMDIR

Removes a directory

Prototype

```
INTERFACE
  SUBROUTINE PXFRMDIR (PATH, ILEN, IERROR)
    CHARACTER (LEN=*) PATH
    INTEGER(4) ILEN, IERROR
  END SUBROUTINE PXFRMDIR
END INTERFACE
```

PATH	the directory to be removed
ILEN	length of PATH string
IERROR	return value

Description

This subroutine removes a directory.

Output

If successful, IERROR is set to zero.

PXFSIGADDSET

Adds a signal to the set

Prototype

```
INTERFACE
  SUBROUTINE PXFSIGADDSET (JSIGNET, ISIGNO, IERROR)
    INTEGER(4) JSIGNSET, ISIGNO, IERROR
  END SUBROUTINE PXFSIGADDSET
END INTERFACE
```

JSIGNET a bit vector structure created via
 PXFFSTRUCTURECREATE.

ISIGNO (input) signal to be added to the set

IERROR return code

Description

Adds a signal to the set JSIGNET.



NOTE. *You must use the PXFFSTRUCTURECREATE subroutine to create the JSIGNSET structure. JSIGNSET is not inherited by child applications started as a result of PXFFORK.*

Output

If successful, IERROR is set to zero.

PXFSIGDELSET

Deletes a signal

Prototype

```
INTERFACE
    SUBROUTINE PXFSIGDELSET (JSIGSET, ISIGNO, IERROR)
        INTEGER(4) JSIGSET, ISIGNO, IERROR
    END SUBROUTINE PXFSIGDELSET
END INTERFACE
```

JSIGNET a set representing a group of signals (obtained with
PXFSSTRUCTURECREATE)

ISIGNO (input) signal to be deleted to the set

IERROR return code

Description

Deletes the value of a given signal, **ISIGNO**, from the set **JSIGNSET**. After the signal has been deleted, any occurrence of the signal will not be “caught” by the application, and will be re-signaled, causing possible fatal application errors.

Output

If successful, **IERROR** is set to zero.

PXFSIGEMPTYSET

Determines whether a signal set is empty.

Prototype

```
INTERFACE
  SUBROUTINE PXFSIGEMPTYSET (JSIGSET, IERROR)
    INTEGER(4) JSIGSET, IERROR
  END SUBROUTINE
END INTERFACE
```

JSIGNET a set representing a group of signals (obtained with
PXFSTRUCTURECREATE)

IERROR return code

Description

Tests to determine whether the set given by JSIGNSET is empty.



NOTE. *You must use the PXFSTRUCTURECREATE subroutine to create the JSIGNSET structure.*

Output

If successful, IERROR is set to zero; non-zero for a non-empty set.

PXFSIGFILLSET

Fill a signal set.

Prototype

```
INTERFACE
  SUBROUTINE PXFSIGFILLSET (JSIGSET, IERROR)
    INTEGER(4) JSIGSET, IERROR
  END SUBROUTINE PXFSIGFILLSET
END INTERFACE
```

JSIGNET a set representing a group of signals (obtained with
PXFSTRUCTURECREATE)

IERROR return code

Description

This subroutine adds a signal to the JSIGNSET. It is useful for initializing a set.



NOTE. *You must use the PXFSTRUCTURECREATE subroutine to create the JSIGNSET structure.*

Output

If successful, IERROR is set to zero.

PXFSIGISMEMBER

Checks if signal is a member of a set

Prototype

```
INTERFACE
  SUBROUTINE PXFSIGISMEMBER (JSIGSET, ISIGNO,
    ISMEMBER,
    IERROR)
    INTEGER(4) JSIGSET, ISIGNO, IERROR
    LOGICAL(4) ISMEMBER
  END SUBROUTINE PXFSIGISMEMBER
END INTERFACE
```

JSIGNET	a set representing a group of signals (obtained with PXFSTRUCTURECREATE)
ISIGNO	(input) signal to be tested for membership
ISMEMBER	(output) logical result
IERROR	return code

Description

This subroutine checks if the specified signal is a member of the specified set.

Output

If true, ISMEMBER contains `.TRUE.` Otherwise, it is set to `.FALSE.`

PXFSTAT

Gets the status of a file

Prototype

```

INTERFACE
  SUBROUTINE PXFSTAT (PATH, ILEN, JSTAT, IERROR)
    CHARACTER (LEN=*) PATH
    INTEGER(4) ILEN, JSTAT, IERROR
  END SUBROUTINE PXFSTAT
END INTERFACE
  
```

PATH	file name
ILEN	length of PATH string
JSTAT	pointer to PXFSTAT structure
IERROR	return value

Description

This subroutine gets the status of a file.

Output

If successful, IERROR is set to zero.

PXFSTRGET

Sets an integer component of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFSTRGET (JHANDLE, COMPNAME, INDEX,
    VALUE, ILEN, IERROR)
    INTEGER(4) JHANDLE, INDEX, ILEN, IERROR
    CHARACTER(LEN=*) COMPNAME, VALUE
  END SUBROUTINE PXFSTRGET
END INTERFACE
```

JHANDLE	handle to the structure
COMPNAME	component name
INDEX	index of the component
VALUE	(out) where the value of the component is stored
ILEN	(out) length of VALUE string
IERROR	return value

Description

This subroutine sets an integer component of a structure.

Output

If successful, IERROR is set to zero. ENONAME is set if no such component name exist in the structure.

PXFSTRUCTCOPY

Copies the contents of one structure to another

Prototype

```
INTERFACE
    SUBROUTINE PXFSTRUCTCOPY (STRUCTNAME, JHANDLE1,
        JHANDLE2, IERROR)
    INTEGER(4) JHANDLE1, JHANDLE2, IERROR
    CHARACTER(LEN=*) STRUCTNAME
    END SUBROUTINE PXFSTRUCTCOPY
END INTERFACE
```

STRUCTNAME	structure name
JHANDLE1	handle to the structure to be copied???
JHANDLE2	handle to structure to be copied into???
IERROR	return value

Description

This subroutine copies the contents of one structure to another.

Output

If successful, IERROR is set to zero. ENONAME is an invalid structure name is specified.

PXFSTRUCTCREATE

Creates an instance of the specified structure

Prototype

```
INTERFACE
  SUBROUTINE PXFSTRUCTCREATE (STRUCTNAME, JHANDLE,
    IERROR)
  CHARACTER (LEN=*) STRUCTNAME
  INTEGER (4) JHANDLE, IERROR
  END SUBROUTINE PXFSTRUCTCREATE
END INTERFACE
```

STRUCTNAME	structure name
JHANDLE	(out) handle to structure
IERROR	return value

Description

This subroutine creates an instance of the specified structure.

Output

If successful, IERROR is set to zero.

PXFSTRUCTFREE

Deletes the instance of a structure

Prototype

```
INTERFACE
  SUBROUTINE PXFSTRUCTFREE (JHANDLE, IERROR)
    INTEGER(4) JHANDLE, IERROR
  END SUBROUTINE PXFSTRUCTFREE
END INTERFACE
```

JHANDLE handle to structure
 IERROR return value

Description

This subroutine deletes the instance of a structure.

Output

If successful, IERROR is set to zero.

PXFUCOMPARE

Compares two unsigned numbers and returns the absolute value of their difference

Prototype

```
INTERFACE
  SUBROUTINE PXFUCOMPARE (I1, I2, ICMPR, IDIFF)
    INTEGER(4) I1, I2, ICMPR, IDIFF
  END SUBROUTINE PXFUCOMPARE
END INTERFACE
```

I1, I2	the two unsigned integers to compare
ICMPR	(output) result of comparison (-1,0,1)
IDIFF	(output) absolute value of the difference

Description

This subroutine compares two unsigned numbers and returns the absolute value of their difference.

Output

The value of ICMPR upon completion:

-1	if I1 < I2
0	if I1 = I2
1	if I1 > I2

PXFUMASK

Sets and gets the file creation mask

Prototype

```
INTERFACE
  SUBROUTINE PXFUMASK (ICMASK, IPREVCMASK, IERROR)
    INTEGER(4) ICMASK, IPREVCMASK, IERROR
  END SUBROUTINE PXFUMASK
END INTERFACE
```

ICMASK	set mask
IPREVCMASK	(out) previous mask
IERROR	return value

Description

This subroutine sets and gets the file creation mask.

Output

If successful, IERROR is set to zero.

PXFUNLINK

Removes the specified directory entry

Prototype

```

INTERFACE
  SUBROUTINE PXFUNLINK (PATH, ILEN, IERROR)
    CHARACTER (LEN=*) PATH
    INTEGER(4) ILEN, IERROR
  END SUBROUTINE PXFUNLINK
END INTERFACE
  
```

PATH	name of the directory entry
ILEN	length of PATH string
IERROR	return value

Description

This subroutine removes the specified directory entry.

Output

If successful, IERROR is set to zero.

PXFUTIME

Sets file access and modification times

Prototype

```
INTERFACE
  SUBROUTINE PXFUTIME (PATH, ILEN, JUTIMBUG, IERROR)
    CHARACTER(LEN=*) PATH
    INTEGER(4) ILEN, JUTIMBUF, IERROR
  END SUBROUTINE PXFUTIME
END INTERFACE
```

PATH	file name
ILEN	length of PATH string
JUTIMBUG	pointer to PXFUTIMBUF structure
IERROR	return value

Description

This subroutine sets the file access and modification times.

Output

If successful, IERROR is set to zero.

PXFWAIT

Waits for any child process

Prototype

```
INTERFACE
    SUBROUTINE PXFWAIT ( ISTATE, IRETPID, IERROR )
    INTEGER(4) ISTAT, IRETPID, IERROR
    END SUBROUTINE PXFWAIT
END INTERFACE
```

ISTATE (output) status of child process
 IRETPID (input/output) the process ID to wait on when the
 function is called; the process ID of the stopped child
 process returned
 IERROR (output) error value

Description

This subroutine waits for any child process.

Output

If successful, IERROR is set to zero.

PXFWAITPID

Waits for certain PIDs

Prototype

```
INTERFACE
    SUBROUTINE PXFWAITPID ( IPID, ISTAT, IOPTIONS,
    IRETPID, IERROR )
    INTEGER(4) IPID, ISTAT, IOPTIONS, IRETPID, IERROR
    END SUBROUTINE PXFWAITPID
```

END INTERFACE

IPID (input) specifies the PIDs to wait for

ISTAT (output) status of child process

IOPTIONS (input) on Unix, check `/usr/include/sys/wait.h` for possible values of the options. `WCONTINUED`, `WNOHANG`, `WNOWAIT`, `WUNTRACED`. On Win32 systems, check your MSVC installation, in the `include\process.h` file

IRETPID (output) pid of the stopped child

IERROR (output) error value

Description

This subroutine waits for certain PIDs.

Output

The PID and status of the child process that triggered the `WAITPID` routine to stop waiting.

PXFWIFEXITED

.Determines if a child process has exited.

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFWIFEXITED ( ISTAT )
  INTEGER(4) ISTAT
  END FUNCTION PXFWIFEXITED
END INTERFACE
```

ISTAT an integer status obtained from `PXFWEXITSTATUS`.

Description

Tests whether a child process has exited.

Output

Returns `.TRUE.` if the child process exited, `.FALSE.` otherwise.

PXFWEXITSTATUS

Returns the current status of the child process

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFWEXITSTATUS ( ISTAT )
  INTEGER(4) ISTAT
  END FUNCTION PXFWEXITSTATUS
END INTERFACE
```

ISTAT an INTEGER*4 variable.

Description

Returns the exit status of a child process created via `PXFFORK`. On input, `ISTAT` contains the process ID of the child process.

Output

`ISTAT` is set to the exit status value of the child process which can then be interpreted by `PXFWIFEXITED`, `PXFWIFSIGNALED`, `PXFWTERMSIG`, or `PXFWIFSTOPPED`. If the child process is not found, the function returns `.FALSE.`

PXFWIFSIGNALED

*Determines if a child process has exited
due to a signal*

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFWIFSIGNALED ( ISTAT )
    INTEGER(4) ISTAT
  END FUNCTION PXFWIFSIGNALED
END INTERFACE
```

ISTAT the status variable returned from a previous call to
PXFWAIT or PXFWAITPID for a child process.

Description

PXFWIFSIGNALED evaluates the status code returned from a previous call to PXFWAITPID for a child process. If the child terminated due to an missed signal, PXFWIFSIGNALED returns `.TRUE.`

Output

IERROR is set to zero if a successful inquiry is made. The function result is `.TRUE.` if child PID has exited, `.FALSE.` if the child is still active or suspended.

PXFWIFSTOPPED

Determines if a child process is currently stopped or suspended

Prototype

```
INTERFACE
    LOGICAL(4) FUNCTION PXFWIFSTOPPED ( ISTAT )
    INTEGER(4) ISTAT
    END FUNCTION PXFWIFSTOPPED
END INTERFACE
```

ISTAT the status variable returned from a previous call to
PXFWAIT or PXFWAITPID for a child process

Description

PXFWIFSTOPPED evaluates the input status code to determine whether a particular child process is currently stopped.

Output

IERRO is set to zero if a successful inquiry is made. The function result is true if child PID has stopped, false otherwise.

PXFWRITE

Writes to a file

Prototype

```
INTERFACE
    SUBROUTINE PXFWRITE ( IFILEDES, BUF, NBYTE, NWRITTEN,
    IERROR )
```

```
INTEGER(4) IFILDES, NBYTE, NWRITTE, IERROR
CHARACTER BUF(LEN=*)
END SUBROUTINE PXFWRITE
END INTERFACE
```

IFILDES	descriptor to be written to
BUF	buffer to be written from
NBYTE	number of bytes to write
NWRITTEN	(output) number of bytes written
IERROR	(output) returned error code

Description

This subroutine writes output to a file.

Output

If successful, IERROR is set to zero.

PXFWSTOPSIG

Gets the number of the signal that caused the child process to stop

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFWSTOPSIG (ISTAT)
  INTEGER(4) ISTAT
  END FUNCTION PXFWSTOPSIG
END INTERFACE
```

ISTAT	an integer value representing the child process ID on input, and the value of the signal that terminated the child process on output.
-------	---

Description

This function gets the number of the signal that caused the child process to stop.

Output

If successful, `ISTAT` contains the signal value and the function returns `.TRUE.` . Otherwise, the function returns `.FALSE.` , and `ISTAT` is not changed.

PXFWTERMSIG

Gets the number of the signal that caused termination of a child process

Prototype

```
INTERFACE
  LOGICAL(4) FUNCTION PXFWTERMSIG ( ISTAT )
    INTEGER(4) ISTAT
  END FUNCTION PXFWTERMSIG
END INTERFACE
```

`ISTAT` process ID on input, signal number on output

Description

This function gets the number of the signal that caused termination of a child process defined by the process ID in `ISTAT` on input.

Output

If successful, returns `.TRUE.` and the signal value in `ISTAT`. Otherwise returns `.FALSE.` and `ISTAT` is not changed.

QuickWin Library

4

This chapter describes procedures that comprise the QuickWin library (`libqwin.lib`). These procedures are made available to the compiler when you invoke the `/MW` option and use the `flib.fd` include file.

The prototypes are described using the `INTERFACE` call, which provides the required information to complete a call to the specified procedure. For descriptions of the `INTERFACE` block and the `/MW` option, see the *Intel Fortran Compiler User's Guide*.

You can use the QuickWin library to compile programs into simple applications for Windows which allow you to call graphic routines, load and save bitmaps, perform edit and other operations available under windows.

To use the QuickWin library, your program must explicitly access this library procedures with this statement:

```
INCLUDE  
"<installation directory>\include\flib.fd"
```

If a procedure does not have a `PROGRAM` statement, then the above statement must appear in each subprogram that makes graphics calls.

This chapter introduces the major groups of QuickWin library procedures described in the following sections:

- QuickWin subroutines and functions
- Graphics subroutines and functions

QuickWin Subroutines and Functions

This category includes subroutines and functions that provide windows control and configuration, enhance QuickWin applications and perform color conversion. To use the procedures of this group, add the following statement to the program unit containing the procedure:

```
INCLUDE
"<installation directory>\include\flib.fd"
```

Table 4-1 QuickWin Routines

Name/Syntax	Subroutine / Function	Description
Windows Control		
FOCUSQQ result = FOCUSQQ (<i>iunit</i>)	Function	Sets focus to specified window.
GETACTIVEQQ result = GETACTIVEQQ ()	Function	Returns the unit number of the currently active child.
GETHWNDDQQ result = GETHWNDDQQ (<i>unit</i>)	Function	Converts the unit number into a Windows handle for functions that require it.
GETWINDOWCONFIG result = GETWINDOWCONFIG (<i>wc</i>)	Function	Returns current window properties.
GETWSIZEQQ result = GETWSIZEQQ (<i>unit</i> , <i>ireq</i> , <i>winfo</i>)	Function	Returns the size and position of a window.
INQFOCUSQQ result = INQFOCUSQQ (<i>unit</i>)	Function	Determines which window has focus.
SETACTIVEQQ result = SETACTIVEQQ (<i>unit</i>)	Function	Makes a child window active, but does not give it focus.
SETWINDOWCONFIG result = SETWINDOWCONFIG (<i>wc</i>)	Function	Sets current window properties.
SETWSIZEQQ result = SETWSIZEQQ (<i>unit</i> , <i>winfo</i>)	Function	Sets the size and position of a window.

continued

Table 4-1 QuickWin Routines (continued)

Name/Syntax	Subroutine / Function	Description
QuickWin Applications Enhancements		
ABOUTBOXQQ result = ABOUTBOXQQ (<i>cstring</i>)	Function	Adds an About Box with customized text.
APPENDMENUQQ result = APPENDMENUQQ (<i>menuID</i> , <i>flags</i> , <i>text</i> , <i>routine</i>)	Function	Appends a menu item.
CLICKMENUQQ result = CLICKMENUQQ (<i>item</i>)	Function	Simulates the effect of clicking or selecting a menu item.
DELETEMENUQQ result = DELETEMENUQQ (<i>menuID</i> , <i>itemID</i>)	Function	Deletes a menu item.
GETEXITQQ result = GETEXITQQ ()	Function	Returns the setting for a QuickWin application's exit behavior.
INCHARQQ result = INCHARQQ ()	Function	Reads a single character input from the keyboard and returns the ASCII value of that character without any buffering.
INITIALSETTINGS result = INITIALSETTINGS ()	Function	Controls initial menu settings and initial frame window.
INSERTMENUQQ result = INSERTMENUQQ (<i>menuID</i> , <i>itemID</i> , <i>flag</i> , <i>text</i> , <i>routine</i>)	Function	Inserts a menu item.
MESSAGEBOXQQ result = MESSAGEBOXQQ (<i>msg</i> , <i>caption</i> , <i>mtype</i>)	Function	Displays a message box.
MODIFYMENUFLAGSQQ result = MODIFYMENUFLAGSQQ (<i>menuID</i> , <i>itemID</i> , <i>flag</i>)	Function	Modifies a menu item's state.

continued

Table 4-1 QuickWin Routines (continued)

Name/Syntax	Subroutine / Function	Description
MODIFYMENUROUTINEQQ result = MODIFYMENUROUTINEQQ (menuID, itemID, routine)	Function	Modifies a menu item's callback routine.
MODIFYMENUSTRINGQQ result = MODIFYMENUSTRINGQQ (menuID, itemID, text)	Function	Modifies a menu item's text string.
REGISTERMOUSEEVENT result = REGISTERMOUSEEVENT (unit, mouseevents, callbackroutine)	Function	Registers the application defined routines to be called on mouse events.
SETEXITQQ result = SETEXITQQ (exitmode)	Function	Sets a QuickWin application's exit behavior.
SETMESSAGEQQ CALL SETMESSAGEQQ (msg, id)	Subroutine	Changes any QuickWin message, including status bar messages, state messages, and dialog box messages.
SETWINDOWMENUQQ result = SETWINDOWMENUQQ (menuID)	Function	Sets the menu to which a list of current child window names are appended.
UNREGISTERMOUSEEVENT result = UNREGISTERMOUSEEVENT (unit, mouseevents)	Function	Removes the routine registered by REGISTERMOUSEEVENT.
WAITONMOUSEEVENT result = WAITONMOUSEEVENT (mouseevents, keystate, x, y)	Function	Blocks a return until a mouse event occurs.
Color Conversion		
INTEGERTORGB CALL INTEGERTORGB (rgb, red, green, blue)	Subroutine	Converts an RGB color value to its red, green, and blue components

continue

Table 4-1 QuickWin Routines (continued)

Name/Syntax	Subroutine / Function	Description
RGBTOINTEGER <code>result = RGBTOINTEGER (red, green, blue)</code>	Function	Converts integers specifying red, green, and blue color into an RGB integer (for use in RGB routines).

Graphics Procedures

The QuickWin run-time library helps you turn graphics programs into simple Windows applications. 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.

To use the QuickWin library, invoke the compiler driver with the option `/MW` to link to the QuickWin library, `libqwin.lib`, and add the following statement to the program unit containing the QuickWin procedure(s):

```
INCLUDE
"<installation directory>\include\flib.fd"
```

When QuickWin is not being used, you link by default to the library `libqwind.lib` instead. This library consists of dummy versions of QuickWin functions to avoid unresolved references at link time.

Note that QuickWin applications cannot be DLLs and QuickWin cannot be linked with runtime routines that are in DLLs.

Table 4-2 summarizes the Graphics procedures. When writing your applications, you can use any case.

Table 4-2 Graphics Routines and Functions Summary

Name/Syntax	Subroutine / Function	Description
ARC, ARC_W result = ARC (x1, y1, x2, y2, x3, y3, x4, y4) result = ARC_W (wx1, wy1, wx2, wy2, wx3, wy3, wx4, wy4)	Function	Draws an arc.
CLEARSCREEN CALL CLEARSCREEN (area)	Subroutine	Clears the screen, viewport, or text window.
DISPLAYCURSOR result = DISPLAYCURSOR (toggle)	Function	Graphics Function Turns the cursor off and on.
ELLIPSE, ELLIPSE_W result = ELLIPSE (control, x1, y1, x2, y2) result = ELLIPSE_W (control, wx1, wy1, wx2, wy2)	Function	Draws an ellipse or circle
FLOODFILL, FLOODFILL_W result = FLOODFILL (x, y, bcolor) result = FLOODFILL_W (wx, wy, bcolor)	Function	Fills an enclosed area of the screen with the current color index, using the current fill mask.
FLOODFILLRGB, FLOODFILLRGB_W result = FLOODFILLRGB (x, y, color) result = FLOODFILLRGB_W (wx, wy, color)	Function	Fills an enclosed area of the screen with the current RGB color, using the current.
GETARCINFO result = GETARCINFO (pstart, pend, ppaint)	Function	Determines the end points of the most recently drawn arc or pie.
GETBKCOLOR result = GETBKCOLOR ()	Function	Returns the current background color index.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
GETBKCOLORRGB result = GETBKCOLORRGB ()	Function	Returns the current background RGB color.
GETCOLOR result = GETCOLOR ()	Function	Returns the current color index.
GETCOLORRGB result = GETCOLORRGB ()	Function	Returns the current RGB color.
GETCURRENTPOSITION, GETCURRENTPOSITION_W CALL GETCURRENTPOSITION (t) CALL GETCURRENTPOSITION_W (wt)	Subroutine	Returns the coordinates of the current graphics-output position.
GETFILLMASK CALL GETFILLMASK (mask)	Subroutine	Returns the current fill mask
GETFONTINFO result = GETFONTINFO (font)	Function	Returns the current font characteristics.
GETGTEXTTEXTENT result = GETGTEXTTEXTENT (text)	Function	Determines the width of the specified text in the current font.
GETGTEXTROTATION result = GETGTEXTROTATION ()	Function	Get the current text rotation angle.
GETIMAGE, GETIMAGE_W CALL GETIMAGE (x1, y1, x2, y2, image) CALL GETIMAGE_W (wx1, wy1, wx2, wy2, image)	Subroutine	Stores a screen image in memory.
GETLINESTYLE result = GETLINESTYLE ()	Function	Returns the current line style.
GETPHYSCOORD CALL GETPHYSCOORD (x, y, t)	Subroutine	Converts viewport coordinates to physical coordinates.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
GETPIXEL, GETPIXEL_W result = GETPIXEL (x, y) result = GETPIXEL_W (wx, wy)	Function	Returns a pixel's color index.
GETPIXELRGB, GETPIXELRGB_W result = GETPIXELRGB (x, y) result = GETPIXELRGB_W (wx, wy)	Function	Returns a pixel's RGB color.
GETPIXELS CALL GETPIXELS (n, x, y, color)	Function	Returns the color indices of multiple pixels.
GETPIXELSRGB CALL GETPIXELSRGB (n, x, y, color)	Function	Returns the RGB colors of multiple pixels.
GETTEXTCOLOR result = GETTEXTCOLOR ()	Function	Returns the current text color index
GETTEXTCOLORRGB result = GETTEXTCOLORRGB ()	Function	Returns the current text RGB color.
GETTEXTPOSITION CALL GETTEXTPOSITION (t)	Subroutine	Returns the current text-output position.
GETTEXTWINDOW CALL GETTEXTWINDOW (r1, c1, r2, c2)	Subroutine	Returns the boundaries of the current text window.
GETVIEWCOORD, GETVIEWCOORD_W CALL GETVIEWCOORD (x, y, t) CALL GETVIEWCOORD_W (wx, wy, wt)	Subroutine	Converts physical or window coordinates to viewport coordinates.
GETWINDOWCOORD CALL GETWINDOWCOORD (x, y, wt)	Subroutine	Converts viewport coordinates to window coordinates.
GETWRITEMODE result = GETWRITEMODE ()	Function	Returns the logical write mode for lines.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
GRSTATUS result = GRSTATUS ()	Function	Returns the status (success or failure) of the most recently called graphics routine.
IMAGE_SIZE, IMAGE_SIZE_W result = IMAGE_SIZE (x1, y1, x2, y2) result = IMAGE_SIZE_W (wx1, wy1, wx2, wy2)	Function	Returns image size in bytes.
INITIALIZE_FONTS result = INITIALIZE_FONTS ()	Function	Initializes the font library.
LINETO, LINETO_W result = LINETO (x, y) result = LINETO_W (wx, wy)	Function	Draws a line from the current position to a specified point.
LOADIMAGE, LOADIMAGE_W result = LOADIMAGE (filename, xcoord, ycoord) result = LOADIMAGE_W (filename, wxcoord, wycoord)	Function	Reads a Windows bitmap file (.BMP) and displays it at the specified location.
MOVETO, MOVETO_W CALL MOVETO (x, y, t) CALL MOVETO_W (wx, wy, w)	Subroutine	Moves the current position to the specified point.
OUTGTEXT CALL OUTGTEXT (text)	Subroutine	Sends text in the current font to the screen at the current position.
OUTTEXT CALL OUTTEXT (text)	Subroutine	Sends text to the screen at the current position.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
PIE, PIE_W <code>result = PIE (i, x1, y1, x2, y2, x3, y3, x4, y4)</code> <code>result = PIE_W (i, wx1, wy1, wx2, wy2, wx3, wy3, wx4, wy4)</code>	Function	Draws a pie slice.
POLYGON, POLYGON_W <code>result = POLYGON (control, ppoints, cpoints)</code> <code>result = POLYGON_W (control, wppoints, cpoints)</code>	Function	Draws a polygon.
PUTIMAGE, PUTIMAGE_W <code>CALL PUTIMAGE (x, y, image, action)</code> <code>CALL PUTIMAGE_W (wx, wy, image, action)</code>	Subroutine	Retrieves an image from memory and displays it.
RECTANGLE, RECTANGLE_W <code>result = RECTANGLE (control, x1, y1, x2, y2)</code> <code>result = RECTANGLE_W (control, wx1, wy1, wx2, wy2)</code>	Function	Draws a rectangle.
REMAPALLPALETTERGB <code>result = REMAPALLPALETTERGB (colors)</code>	Function	Remaps a set of RGB color values to indices recognized by the current video configuration.
REMAPPALLETTERGB <code>result = REMAPPALLETTERGB (index, color)</code>	Function	Remaps a single RGB color value to a color index.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
SAVEIMAGE, SAVEIMAGE_W <code>result = SAVEIMAGE (filename, ulxcoord, ulycoord, lrxcoord, lrycoord)</code> <code>result = SAVEIMAGE_W (filename, ulwxcoord, ulwycoord, lrwxcoord, lrwycoord)</code>	Function	Captures a screen image and saves it as a Windows bitmap file.
SAVEJPEG, SAVEJPEG_W <code>result = SAVEJPEG (filename, ulxcoord, ulycoord, lrxcoord, lrycoord, jpgquality)</code> <code>result = SAVEJPEG_W (filename, ulwxcoord, ulwycoord, lrwxcoord, lrwycoord, jpgwquality)</code>	Function	Captures a screen image and saves it into a JPEG graphic file.
SCROLLTEXTWINDOW <code>CALL SCROLLTEXTWINDOW (rows)</code>	Function	Scrolls the contents of a text window.
SETBKCOLOR <code>result = SETBKCOLOR (color)</code>	Function	Sets the current background color.
SETBKCOLORRRGB <code>result = SETBKCOLORRRGB (color)</code>	Function	Sets the current background color to a direct color value rather than an index to a defined palette.
SETCLIPRGN <code>CALL SETCLIPRGN (x1, y1, x2, x2)</code>	Subroutine	Limits graphics output to a part of the screen.
SETCOLOR <code>result = SETCOLOR (color)</code>	Function	Sets the current color to a new color index.
SETCOLORRRGB <code>result = SETCOLORRRGB (color)</code>	Function	Sets the current color to a direct color value rather than an index to a defined palette.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
SETFILLMASK CALL SETFILLMASK (<i>mask</i>)	Subroutine	Changes the current fill mask to a new pattern.
SETFONT result = SETFONT (<i>options</i>)	Function	Finds a single font matching the specified characteristics and assigns it to OUTGTEXT.
SETGTEXTROTATION CALL SETGTEXTROTATION (<i>degrees</i>)	Subroutine	Sets the direction in which text is written to the specified angle.
SETLINESTYLE CALL SETLINESTYLE (<i>mask</i>)	Subroutine	Changes the current line style.
SETPIXEL, SETPIXEL_W result = SETPIXEL (<i>x, y</i>) result = SETPIXEL_W (<i>wx, wy</i>)	Function	Sets color of a pixel at a specified location.
SETPIXELRGB, SETPIXELRGB_W result = SETPIXELRGB (<i>x, y, color</i>) result = SETPIXELRGB_W (<i>wx, wy, color</i>)	Function	Sets RGB color of a pixel at a specified location.
SETPIXELS CALL SETPIXELS (<i>n, x, y, color</i>)	Subroutine	Sets the color indices of multiple pixels.
SETPIXELSRGB CALL SETPIXELSRGB (<i>n, x, y, color</i>)	Subroutine	Sets the RGB color of multiple pixels.
SETTEXTCOLOR result = SETTEXTCOLOR (<i>index</i>)	Function	Sets the current text color to a new color index.
SETTEXTCOLORRGB result = SETTEXTCOLORRGB (<i>color</i>)	Function	Sets the current text color to a direct color value rather than an index to a defined palette.

continued

Table 4-2 Graphics Routines and Functions Summary (continued)

Name/Syntax	Subroutine / Function	Description
SETTEXTPOSITION CALL SETTEXTPOSITION (<i>row</i> , <i>column</i> , <i>t</i>)	Subroutine	Changes the current text position.
SETTEXTWINDOW CALL SETTEXTWINDOW (<i>r1</i> , <i>c1</i> , <i>r2</i> , <i>c2</i>)	Subroutine	Sets the current text display window.
SETVIEWORG CALL SETVIEWORG (<i>x</i> , <i>y</i> , <i>t</i>)	Subroutine	Positions the viewport coordinate origin.
SETVIEWPORT CALL SETVIEWPORT (<i>x1</i> , <i>y1</i> , <i>x2</i> , <i>y2</i>)	Subroutine	Defines the size and screen position of the viewport.
SETWINDOW result = SETWINDOW (<i>finvert</i> , <i>wx1</i> , <i>wy1</i> , <i>wx2</i> , <i>wy2</i>)	Function	Defines the window coordinate system.
SETWRITEMODE result = SETWRITEMODE (<i>wmode</i>)	Function	Changes the current logical write mode for lines.
WRAPON result = WRAPON (<i>option</i>)	Function	Turns line wrapping on or off.

Graphic Function Descriptions

ARC

Draws elliptical arcs using the current graphics color

Prototype

```
INTERFACE
```

```
    FUNCTION ARC ( X1 , Y1 , X2 , Y2 , X3 , Y3 , X4 , Y4 )
```

```
    INTEGER ( 2 ) ARC , X1 , Y1 , X2 , Y2 , X3 , Y3 , X4 , Y4
```

```
    END FUNCTION
```

```
END INTERFACE
```

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.

Description

This function draws elliptical arcs using the current graphics color. The center of the arc is the center of the bounding rectangle defined by the points (X1, Y1) and (X2, Y2).

The arc starts where it intersects an imaginary line extending from the center of the arc through (X3, Y3). 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 (X4, Y4).

ARC uses the view-coordinate system. The arc is drawn using the current color.

Output

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.

ARC_W

Draws elliptical arcs using the current graphics color

Prototype

```
INTERFACE
```

```
    FUNCTION ARC_W ( WX1 , WY1 , WX2 , WY2 , WX3 , WY3 , WX4 , WY4 )
```

```
    INTEGER ( 2 ) ARC_W
```

```
    DOUBLE PRECISION WX1 , WY1 , WX2 , WY2 , WX3 , WY3 , WX4 , WY4
```

```
    END FUNCTION
```

```
END INTERFACE
```

`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.

Description

This function draws elliptical arcs using the current graphics color. The center of the arc is the center of the bounding rectangle defined by the points `(WX1, WY1)` and `(WX2, WY2)`.

The arc starts where it intersects an imaginary line extending from the center of the arc through (WX3, WY3). 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 (WX4, WY4).

ARC_W uses the view-coordinate system. The arc is drawn using the current color.

Output

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.

GETARCINFO

Determines the endpoints (in viewport coordinates) of the most recently drawn arc or pie.

Prototype

```
INTERFACE
  FUNCTION GETARCINFO(LPSTART, LPEND, LPPAINT)
    INTEGER(2) GETARCINFO
  STRUCTURE /XYCOORD/
    INTEGER(2) XCOORD
    INTEGER(2) YCOORD
  END STRUCTURE
  RECORD /XYCOORD/ LPSTART
  RECORD /XYCOORD/ LPEND
  RECORD /XYCOORD/ LPPAINT
  END FUNCTION
END INTERFACE
```

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.

Description

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 is:

```
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.

Output

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.

CLEARSCREEN

Erases the target area and fills it with the current background color

Prototype

```
INTERFACE
  SUBROUTINE CLEARSCREEN ( AREA )
    INTEGER ( 2 ) AREA
  END SUBROUTINE
END INTERFACE
```

AREA Input. INTEGER (4). Identifies the target area.

Description

Parameter AREA identifies the target area. Must be one of the following symbolic constants (defined in `flib.fd`):

\$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.

Output

None

DISPLAYCURSOR

Controls cursor visibility

Prototype

```
INTERFACE
    FUNCTION DISPLAYCURSOR ( TOGGLE )
    INTEGER ( 2 ) DISPLAYCURSOR , TOGGLE
    END FUNCTION
END INTERFACE
```

TOGGLE **Input.** INTEGER (2). Constant that defines the cursor state. Has two values:

 \$G_CURSOROFF

 Makes the cursor invisible regardless of its current shape and mode.

 \$G_CURSORON

 Makes the cursor always visible in graphics mode.

Description

The function controls cursor visibility. Has these two values:

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.

Output

The result is the previous value of TOGGLE.

ELLIPSE

Draws a circle or an ellipse using the current graphics color.

Prototype

```
INTERFACE
  FUNCTION ELLIPSE( CONTROL, X1, Y1, X2, Y2 )
    INTEGER(2) ELLIPSE, CONTROL, X1, Y1, X2, Y2
  END FUNCTION
END INTERFACE
```

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.

Description

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). 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. The border is drawn in the current color and line style.

Output

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.

ELLIPS_W

Draws a circle or an ellipse using the current graphics color.

Prototype

```
INTERFACE
```

```
    FUNCTION ELLIPSE_W(CONTROL, WX1, WY1, WX2, WY2)
```

```
    INTEGER(2) ELLIPSE_W, CONTROL
```

```
    DOUBLE PRECISION WX1, WY1, WX2, WY2
```

```
    END FUNCTION
```

```
END INTERFACE
```

`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.

`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.

Description

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.

The border is drawn in the current color and line style.

Output

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.

FLOODFILL

Fills an area using the current color index and fill mask.

Prototype

```
INTERFACE
  FUNCTION FLOODFILL(X,Y,BOUNDARY)
    INTEGER(2) FLOODFILL, X, Y, BOUNDARY
  END FUNCTION
END INTERFACE
```

`X, Y` Input. `INTEGER(2)`. Viewport coordinates for fill starting point.

`BCOLOR` Input. `INTEGER(2)`. Color index of the boundary color.

Description

FLOODFILL begins filling at the viewport-coordinate point (X, Y). The fill color used by FLOODFILL 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.

Output

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_W

Fills an area using the current color index and fill mask.

Prototype

```
INTERFACE
  FUNCTION FLOODFILL_W(WX1, WY1, BOUNDARY)
    INTEGER(2) FLOODFILL_W, BOUNDARY
    DOUBLE PRECISION WX1, WY1
  END FUNCTION
END INTERFACE
```

<code>WX1 , WY1</code>	Input. <code>REAL(8)</code> . Window coordinates for fill starting point.
<code>BCOLOR</code>	Input. <code>INTEGER(2)</code> . Color index of the boundary color.

Description

`FLOODFILL_W` begins filling at the window-coordinate point (`WX1 , WY1`). The fill color used by `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`.

Output

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).

FLOODFILLRGB

Fills an area using the current Red-Green-Blue (RGB) color and fill mask.

Prototype

```
INTERFACE
    FUNCTION FLOODFILLRGB ( X, Y, BCOLOR )
        INTEGER ( 2 ) FLOODFILLRGB, X, Y
        INTEGER ( 4 ) BCOLOR
    END FUNCTION
END INTERFACE
```

X, Y Input. INTEGER (2). Viewport coordinates for fill starting point.

BCOLOR Input. INTEGER (4). RGB value of the boundary color.

Description

FLOODFILLRGB begins filling at the viewport-coordinate point (X, Y). The fill color used by FLOODFILLRGB 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 *color*.

Output

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 BCOLOR, or if the starting point lies outside the clipping region).

FLOODFILLRGB_W

*Fills an area using the current
Red-Green-Blue (RGB) color and fill mask.*

Prototype

```
INTERFACE
  FUNCTION FLOODFILLRGB_W(WX, WY, BCOLOR)
    INTEGER(2) FLOODFILLRGB_W
    DOUBLE PRECISION WX, WY
    INTEGER(4) BCOLOR
  END FUNCTION
END INTERFACE
```

WX, WY Input. REAL(8). Window coordinates for fill starting point.

BCOLOR Input. INTEGER(4). RGB value of the boundary color.

Description

FLOODFILLRGB_W begins filling at the window-coordinate point (WX, WY). The fill color used by 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, BCOLOR.

Output

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 *color*, or if the starting point lies outside the clipping region).

GETBKCOLOR

Gets the current background color index for both text and graphics output.

Prototype

```
INTERFACE
    FUNCTION GETBKCOLOR ( )
        INTEGER ( 4 ) GENBKCOLOR
    END FUNCTION
END INTERFACE
```

Description

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.

Output

The result type is INTEGER (4). The result is the current background color index.

GETCOLOR

Gets the current graphics color index.

Prototype

```
INTERFACE
  FUNCTION GETCOLOR ( )
    INTEGER ( 2 ) GETCOLOR
  END FUNCTION
END INTERFACE
```

Description

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.

Output

The result type is INTEGER (2). The result is the current color index, if successful; otherwise, - 1.

GETCURRENTPOSITION

Get the coordinates of the current graphics position.

Prototype

```
INTERFACE
  SUBROUTINE GETCURRENTPOSITION(S)
    STRUCTURE /XYCOORD/
      INTEGER(2) XCOORD, YCOORD
    END STRUCTURE
    RECORD /XYCOORD/ S
  END SUBROUTINE
END INTERFACE
```

T Output. Derived type xycoord. Viewport coordinates of current graphics position. The derived type XYCOORD is defined as follows:

```
TYPE XYCOORD
  INTEGER(2) XCOORD    ! x-coordinate
  INTEGER(2) YCOORD    ! y-coordinate
END TYPE XYCOORD
```

Description

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. 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.

GETCURRENTPOSITION_W

Get the coordinates of the current graphics position.

Prototype

```
INTERFACE
  SUBROUTINE GETCURRENTPOSITION_W(S)
    STRUCTURE /WXYCOORD/
      DOUBLE PRECISION WX, YX
    END STRUCTURE
    RECORD /WXYCOORD/ s
  END SUBROUTINE
END INTERFACE
```

WT Output. Derived type WXYCOORD. Window coordinates of current graphics position. The derived type wxycoord is defined as follows:

```
TYPE WXYCOORD
  REAL(8) WX    ! x-coordinate
  REAL(8) WY    ! y-coordinate
END TYPE WXYCOORD
```

Description

LINE TO, MOVE TO, 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_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.

GETFILLMASK

Returns the current pattern used to fill shapes.

Prototype

```
INTERFACE
  SUBROUTINE GETFILL (MASK)
    INTEGER ( 1 ) MASK ( 8 )
  END SUBROUTINE
END INTERFACE
```

MASK Output. INTEGER (1). One-dimensional array of length 8.

Description

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).

GETIMAGE

Stores the screen image defined by a specified bounding rectangle.

Prototype

```
INTERFACE
  SUBROUTINE GETIMAGE ( X1 , Y1 , X2 , Y2 , IMAGE )
    INTEGER ( 2 ) X1 , Y1 , X2 , Y2
    INTEGER ( 1 ) IMAGE ( * )
  END SUBROUTINE
END INTERFACE
```

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.
IMAGE	Output. INTEGER (1). Array of single-byte integers. Stored image buffer.

Description

GETIMAGE defines the bounding rectangle in viewport-coordinate points (X1 , Y1) and (X2 , Y2).

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.

GETIMAGE_W

Stores the screen image defined by a specified bounding rectangle.

Prototype

```
INTERFACE
    SUBROUTINE GETIMAGE_W(WX1,WY1,WX2,WY2,IMAGE)
        double precision WX1,WY1,WX2,WY2
        INTEGER(1) IMAGE(*)
!MS$ ATTRIBUTES REFERENCE :: IMAGE
    END SUBROUTINE
END INTERFACE
```

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.

Description

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.

GETLINESTYLE

Returns the current graphics line style.

Prototype

```
INTERFACE
  FUNCTION GETLINESTYLE ( )
    INTEGER ( 2 ) GETLINESTYLE
  END FUNCTION
END INTERFACE
```

Description

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 #FFFF (a solid line). A dashed line can be represented by #FF00 (long dashes) or #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.

Output

The result type is INTEGER (2). The result is the current line style.

GETPHYSCOORD

Translates viewport coordinates to physical coordinates.

Prototype

```
INTERFACE
  SUBROUTINE GETPHYSCOORD(X, Y, S)
    INTEGER(2) X, Y
    STRUCTURE /XYCOORD/
      INTEGER(2) XCOORD, YCOORD
    END STRUCTURE
    RECORD /XYCOORD/ S
  END SUBROUTINE
END INTERFACE
```

X, Y Input. INTEGER(2). Viewport coordinates to be translated to physical coordinates.

S Output. Derived Type XYCOORD. Physical coordinates of the input viewport position.

```
TYPE xycoord
  INTEGER(2) XCOORD    ! x-coordinate
  INTEGER(2) YCOORD    ! y-coordinate
END TYPE XYCOORD
```

Description

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.

GETPIXEL

Returns the color index of the pixel at a specified location.

Prototype

```
INTERFACE
  FUNCTION GETPIXEL(X, Y)
    INTEGER(2) GETPIXEL, X, Y
  END FUNCTION
END INTERFACE
```

X, Y Input. `INTEGER(2)`. Viewport coordinates for pixel position.

Description

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`.

Output

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).

GETPIXEL_W

Returns the color index of the pixel at a specified location.

Prototype

```
INTERFACE
  FUNCTION GETPIXEL_W(WX,WY)
    INTEGER(2) GETPIXEL_W
    DOUBLE PRECISION WX,WY
  END FUNCTION
END INTERFACE
```

WX, WY Input. REAL(8). Window coordinates for pixel position.

Description

Color routines without the RGB suffix, such as GETPIXEL_W, 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.

Output

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).

GETPIXELS

Gets the color indexes of multiple pixels.

Prototype

```
INTERFACE
  SUBROUTINE GETPIXELS(N, X, Y, C)
    INTEGER(4) N      ! input : size of arrays
    INTEGER(2) X(*)   ! input : x coordinates
    INTEGER(2) Y(*)   ! input : y coordinates
    INTEGER(2) C(*)   ! input : palette indices
  END SUBROUTINE
END INTERFACE
```

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.
C	Output. INTEGER(2). Array to be filled with the color indexes of the pixels at x and y.

Description

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 `SETPIXELSRGB` and retrieve the value with `GETPIXELSRGB`, rather than a palette index with a non-RGB color function.

GETTEXTCOLOR

Gets the current text color index.

Prototype

```
INTERFACE
    FUNCTION GETTEXTCOLOR ( )
        INTEGER ( 2 ) GETTEXTCOLOR
    END FUNCTION
END INTERFACE
```

Description

`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 `SETTEXTCOLORRRGB`, `SETBKCOLORRRGB`, and `SETCOLORRRGB`.

The default text color index is 15, which is associated with white unless the user remaps the palette.

Output

The result type is `INTEGER (2)`. It is the current text color index.

GETTEXTPOSITION

Returns the current text position.

Prototype

```
INTERFACE
  SUBROUTINE GETTEXTPOSITION(S)
    STRUCTURE /RCCOORD/
      INTEGER(2) ROW, COL
    END STRUCTURE
    RECORD /RCCOORD/ S
  END SUBROUTINE
END INTERFACE
```

s Output. Derived type RCCOORD. Current text position.

```
TYPE RCCOORD
  INTEGER(2) ROW    ! Row coordinate
  INTEGER(2) COL    ! Column coordinate
END TYPE RCCOORD
```

Description

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.

GETTEXTWINDOW

Finds the boundaries of the current text window.

Prototype

```
INTERFACE
  SUBROUTINE gettextwindow(R1,C1,R2,C2)
    INTEGER(2) R1,C1,R2,C2
  END SUBROUTINE
END INTERFACE
```

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.

Description

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.

GETVIEWCOORD

Translates physical coordinates or window coordinates to viewport coordinates.

Prototype

```
INTERFACE GETVIEWCOORD
  SUBROUTINE GETVIEWCOORD(X,Y,S)
    INTEGER(2) X, Y
    STRUCTURE /XYCOORD/
      INTEGER(2) XCOORD, YCOORD
    END STRUCTURE
    RECORD /XYCOORD/ S
  END SUBROUTINE
END INTERFACE
```

X, Y Input. INTEGER(2). Physical coordinates to be converted to viewport coordinates.

S Output. Derived type xycoord. Viewport coordinates.

```
TYPE XYCOORD
  INTEGER(2) XCOORD    ! x-coordinate
  INTEGER(2) YCOORD    ! y-coordinate
END TYPE XYCOORD
```

Description

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.

GETVIEWCOORD_W

Translates physical coordinates or window coordinates to viewport coordinates.

Prototype

```

INTERFACE
  SUBROUTINE GETVIEWCOORD_W(WX,WY,S)
    DOUBLE PRECISION WX,WY
    STRUCTURE /XYCOORD/
      INTEGER(2) XCOORD, YCOORD
    END STRUCTURE
    RECORD /XYCOORD/ S
  END SUBROUTINE
END INTERFACE

```

WX, WY Input. REAL(8). Window coordinates to be converted to viewport coordinates.

S Output. Derived type xycoord. Viewport coordinates.

```

TYPE XYCOORD
  INTEGER(2) XCOORD    ! x-coordinate
  INTEGER(2) yCOORD    ! y-coordinate
END TYPE XYCOORD

```

Description

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.

GETWINDOWCOORD

Translates viewport coordinates to window coordinates.

Prototype

```
INTERFACE GETWINDOWCOORD
  SUBROUTINE GETWINDOWCOORD(X,Y,S)
    INTEGER(2) X, Y
    STRUCTURE /XYCOORD/
      DOUBLE PRECISION X, Y
    END STRUCTURE
    RECORD /wxycoord/ s
  END SUBROUTINE
END INTERFACE
```

X, Y Input. INTEGER(2). Viewport coordinates to be converted to window coordinates.

WT Output. Derived type XYCOORD. Window coordinates.

```
TYPE XYCOORD
  REAL(8) X     ! x-coordinate
  REAL(8) Y     ! y-coordinate
END TYPE XYCOORD
```

Description

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.

GETWRITEMODE

Returns the current logical write mode.

Prototype

```
INTERFACE
    FUNCTION GETWRITEMODE ( )
        INTEGER ( 2 ) GETWRITEMODE
    END FUNCTION
END INTERFACE
```

Description

Returns the current logical write mode, which is used when drawing lines with the `LINETO`, `POLYGON`, and `RECTANGLE` functions. The write mode is set with `SETWRITEMODE`.

Output

The result type is `INTEGER (2)`. The result is the current write mode. The default value is `$GPSET`. Possible return values are:

<code>\$GPSET</code>	Causes lines to be drawn in the current graphics color. (default)
<code>\$GAND</code>	Causes lines to be drawn in the color that is the logical AND of the current graphics color and the current background color.
<code>\$GOR</code>	Causes lines to be drawn in the color that is the logical OR of the current graphics color and the current background color.
<code>\$GPRESET</code>	Causes lines to be drawn in the color that is the logical NOT of the current graphics color.
<code>\$GXOR</code>	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.

GRSTATUS

Returns the status of the most recently used graphics routine.

Prototype

```
INTERFACE
  FUNCTION GRSTATUS( )
    integer*2 GRSTATUS
  END FUNCTION
END INTERFACE
```

Description

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.

\$GRFILEWRITEERROR	Error writing bitmap file
\$GRFILEOPENERROR	Error opening bitmap file
\$GRIMAGEREADERROR	Error reading image
\$GRBITMAPDISPLAYERROR	Error displaying bitmap
\$GRBITMAPTOOLARGE	Bitmap too large
\$GRIMPROPERBITMAPFORMAT	Improper format for bitmap file
\$GRFILEREADERROR	Error reading file
\$GRNOBITMAPFILE	No bitmap file
\$GRINVALIDIMAGEBUFFER	Image buffer data inconsistent
\$GRINSUFFICIENTMEMORY	Not enough memory to allocate buffer or to complete a fill operation
\$GRINVALIDPARAMETER	One or more parameters invalid
\$GRMODENOTSUPPORTED	Requested video mode not supported
\$GRROR	Graphics error

\$GROK	Success
\$GRNOOUTPUT	No action taken
\$GRCLIPPED	Output was clipped to viewport
\$GRPARAMETERALTERED	One or more input parameters was altered to be within range, or pairs of parameters were interchanged to be in the proper order

After a graphics call, compare the return value of GRSTATUS to \$GROK to determine if an error has occurred.

Output

The result type is INTEGER (2). The result is the status of the most recently used graphics function.

IMAGESIZE

Returns the number of bytes needed to store the image inside the specified bounding rectangle.

Prototype

```
INTERFACE
  FUNCTION IMAGESIZE ( X1 , Y1 , X2 , Y2 )
    INTEGER ( 4 ) IMAGESIZE
    INTEGER ( 2 ) X1 , Y1 , X2 , Y2
  END FUNCTION
END INTERFACE
```

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.

Description

IMAGESIZE defines the bounding rectangle in viewport-coordinate points (X1, Y1) and (X2, Y2). Returns the number of bytes needed to store the image inside the specified bounding rectangle. Useful for determining how much memory is needed for a call to GETIMAGE.

Output

The result type is INTEGER(4). The result is the storage size of an image in bytes.

IMAGESIZE_W

Returns the number of bytes needed to store the image inside the specified bounding rectangle.

Prototype

```
INTERFACE
  FUNCTION IMAGESIZE_W(WX1, WY1, WX2, WY2)
    INTEGER(4) IMAGESIZE_W
    DOUBLE PRECISION WX1, WY1, WX2, WY2
  END FUNCTION
END INTERFACE
```

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.

Description

IMAGESIZE_W defines the bounding rectangle in terms of window-coordinate points (WX1, WY1) and (WX2, WY2).

The function returns 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`.

Output

The result type is `INTEGER (4)`. The result is the storage size of an image in bytes.

LINETO

Draws a line from the current graphics position up to and including the end point.

Prototype

```
INTERFACE
    FUNCTION LINETO ( X, Y )
        INTEGER ( 2 ) LINETO, X, Y
    END FUNCTION
END INTERFACE
```

`X, Y` Input. `INTEGER (2)`. Viewport coordinates of end point.

Description

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`).

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`.

Output

The result type is `INTEGER(2)`. The result is a nonzero value if successful; otherwise, 0.

LINETO_W

Draws a line from the current graphics position up to and including the end point.

Prototype

```
INTERFACE
  FUNCTION LINETO_W(WX,WY)
    INTEGER( 2 ) LINETO_W
    DOUBLE PRECISION WX,WY
  END FUNCTION
END INTERFACE
```

`WX, WY` Input. `REAL(8)`. Window coordinates of end point.

Description

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_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_W`, the figure must be drawn with a solid line style. Line style is solid by default and can be changed with `SETLINESTYLE`.

Output

The result type is `INTEGER(2)`. The result is a nonzero value if successful; otherwise, 0.

LOADIMAGE

Reads an image from a Windows bitmap file and displays it at a specified location.

Prototype

```
INTERFACE
    FUNCTION LOADIMAGE (FNAME, X, Y)
        INTEGER (4) LOADIMAGE, X, Y
        CHARACTER (LEN=*) FNAME
    END FUNCTION
END INTERFACE
```

FNAME Input. CHARACTER (LEN=*). Path of the bitmap file.
X, Y Input. INTEGER (4). Viewport coordinates for upper-left corner of image display.

Description

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.

Output

The result type is INTEGER (4). The result is zero if successful; otherwise, a negative value.

LOADIMAGE_W

Reads an image from a Windows bitmap file and displays it at a specified location.

Prototype

```
INTERFACE
  FUNCTION LOADIMAGE_W ( FNAME , WX , WY )
    INTEGER ( 4 ) LOADIMAGE_W
    CHARACTER ( LEN = * ) FNAME
    DOUBLE PRECISION WX , WY
  END FUNCTION
END INTERFACE
```

FNAME Input. CHARACTER (LEN = *). Path of the bitmap file.

WX , WY Input. REAL (8). Window coordinates for upper-left corner of image display.

Description

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_W specifies the screen placement of the image in window coordinates.

Output

The result type is INTEGER (4). The result is zero if successful; otherwise, a negative value.

MOVETO

Moves the current graphics position to a specified point. No drawing occurs.

Prototype

```
INTERFACE MOVETO
  SUBROUTINE MOVETO(X,Y,S)
    INTEGER(2) X, Y
    integer*2 y
    STRUCTURE /XYCOORD/
      INTEGER(2) XCOORD, YCOORD
    END STRUCTURE
  RECORD /XYCOORD/S
  END SUBROUTINE
END INTERFACE
```

X, Y Input. INTEGER(2). Viewport coordinates of the new graphics position.

S Output. Derived type XYCOORD. Viewport coordinates of the previous graphics position.

```
TYPE XYCOORD
  INTEGER(2) XCOORD ! x coordinate
  INTEGER(2) YCOORD ! y coordinate
END TYPE XYCOORD
```

Description

MOVETO sets the current graphics position to the viewport coordinate (X, Y). It assigns the coordinates of the previous position to S respectively.

MOVETO_W

Moves the current graphics position to a specified point. No drawing occurs.

Prototype

```
INTERFACE
  SUBROUTINE MOVETO_W(WX,WY,S)
    DOUBLE PRECISION WX,WY
    STRUCTURE /WXYCOORD/
      DOUBLE PRECISION WX, WY
    END STRUCTURE
    RECORD /WXYCOORD/s
  END SUBROUTINE
END INTERFACE
```

WX,WY Input. REAL(8). Window coordinates of the new graphics position.

S Output. Derived type WXYCOORD. Window coordinates of the previous graphics position.

```
TYPE WXYCOORD
  REAL(8) WX ! x window coordinate
  REAL(8) WY ! y window coordinate
END TYPE WXYCOORD
```

Description

MOVETO_W sets the current graphics position to the window coordinates (WX, WY). Next call to MOVETO_W assigns the coordinates of the previous position to S, respectively.

OUTTEXT

In text or graphics mode, sends a string of text to the screen, including any trailing blanks.

Prototype

```
INTERFACE
  SUBROUTINE OUTTEXT (TEXT)
    CHARACTER (LEN=*) TEXT
  END SUBROUTINE
END INTERFACE
```

TEXT Input. CHARACTER (LEN=*) . String to be displayed.

Description

Text output begins at the current text position in the color set with SETTEXTCOLORRGB or SETTEXTCOLOR. No formatting is provided. After it outputs the text, OUTTEXT updates the current text position.

PIE

Draws a pie-shaped wedge in the current graphics color.

Prototype

```
INTERFACE
  FUNCTION PIE (I, X1, Y1, X2, Y2, X3, Y3, X4, Y4)
    INTEGER (2) PIE, I, X1, Y1, X2, Y2, X3, Y3, X4, Y4
  END FUNCTION
END INTERFACE
```

I	Input. INTEGER (2). Fill flag. 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.
X3 , Y3	Input. INTEGER (2). Viewport coordinates of start vector.
X4 , Y4	Input. INTEGER (2). Viewport coordinates of end vector.

Description

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 (X1 , Y1) and (X2 , Y2). The arc starts where it intersects an imaginary line extending from the center of the arc through (X3 , Y3). 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 (X4 , Y4).

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`.

Output

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.

PIE_W

Draws a pie-shaped wedge in the current graphics color.

Prototype

```
INTERFACE
  FUNCTION PIE_W( I , WX1 , WY1 , WX2 , WY2 , WX3 , WY3 , WX4 , WY4 )
    INTEGER( 2 ) PIE_W, I
    DOUBLE PRECISION WX1 , WY1 , WX2 , WY2 , WX3 , WY3 , WX4 , WY4
  END FUNCTION
END INTERFACE
```

I	Input. <code>INTEGER (2)</code> . Fill flag. One of the following symbolic constants: <code>\$GFILLINTERIOR</code> Fills the figure using the current color and fill mask. <code>\$GBORDER</code> Does not fill the figure.
WX1 , WY1	Input. <code>REAL (8)</code> . Window coordinates for upper-left corner of bounding rectangle.
WX2 , WY2	Input. <code>REAL (8)</code> . 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.

Description

The border of the pie wedge is drawn in the current color set by `SETCOLORRGB`.

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 `(WX1 , WY1)` and `(WX2 , WY2)`. The arc starts where it intersects an imaginary line extending from the center of the arc through `(WX3 , WY3)`. 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 `(WX4 , WY4)`.

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`.

Output

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.

POLYGON

Draws a polygon using the current graphics color, logical write mode, and line style.

Prototype

```
INTERFACE
  FUNCTION POLYGON( CONTROL, LPPOINTS, CPOINTS )
    INTEGER( 2 ) POLYGON, CONTROL, CPOINTS
    STRUCTURE /XYCOORD/
      INTEGER( 2 ) XCOORD
      INTEGER( 2 ) YCOORD
    END STRUCTURE
    RECORD /XYCOORD/LPPOINTS( * )
  END FUNCTION
END INTERFACE
```

CONTROL Input. INTEGER(2). Fill flag. One of the following symbolic constants:

- \$GFILLINTERIOR Fills the figure using the current color and fill mask.
- \$GBORDER Does not fill the figure.

LPPOINTS Input. Derived type XYCOORD. Array of derived types defining the polygon vertices in viewport coordinates.

```
TYPE XYCOORD
  INTEGER( 2 ) XCOORD
  INTEGER( 2 ) YCOORD
END TYPE XYCOORD
```

CPOINTS Input. INTEGER(2). Number of polygon vertices.

Description

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).

The arguments `LPPOINTS` are arrays whose elements are `XYCOORD` or `WXYCOORD` 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`.

Output

The result type is `INTEGER(2)`. The result is nonzero if anything is drawn; otherwise, 0.

POLYGON_W

Draws a polygon using the current graphics color, logical write mode, and line style.

Prototype

```

INTERFACE
    FUNCTION POLYGON_W( CONTROL, LPPOINTS, CPOINTS )
        INTEGER( 2 ) POLYGON_W, CONTROL, CPOINTS
        STRUCTURE /WXYCOORD/
            DOUBLE PRECISION WX, WY
        END STRUCTURE
        RECORD /WXYCOORD/LPPOINTS( * )
    END FUNCTION
END INTERFACE

```

CONTROL Input. INTEGER(2). Fill flag. One of the following symbolic constants:

- \$GFILLINTERIOR Fills the figure using the current color and fill mask.
- \$GBORDER Does not fill the figure.

LPPOINTS Input. Derived type WXYCOORD. Array of derived types defining the polygon vertices in window coordinates.

```

    TYPE WXYCOORD
        REAL(W) WX, WY
    END TYPE WXYCOORD

```

CPOINTS Input. INTEGER(2). Number of polygon vertices.

Description

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_W` routine uses real-valued window coordinates (expressed in `wxycoord` types).

The arguments `LPPOINTS` are arrays whose elements are `XYCOORD` or `WXYCOORD` 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_W` 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_W` 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`.

Output

The result type is `INTEGER(2)`. The result is nonzero if anything is drawn; otherwise, 0.

PUTIMAGE

Transfers the image stored in memory to the screen.

Prototype

```
INTERFACE
  SUBROUTINE PUTIMAGE ( X, Y, IMAGE, ACTION )
    INTEGER ( 2 ) X, Y, ACTION
    INTEGER ( 1 ) IMAGE ( * )
  END SUBROUTINE
END INTERFACE
```

X, Y	Input. INTEGER (2). Viewport coordinates for upper-left corner of the image when placed on the screen.				
IMAGE	Input. INTEGER (1). Array of single-byte integers. Stored image buffer.				
ACTION	Input. INTEGER (2). Interaction of the stored image with the existing screen image. One of the following symbolic constants: <table><tbody><tr><td>\$GAND</td><td>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.</td></tr><tr><td>\$GOR</td><td>Superimposes the stored image onto the existing screen display. The resulting image is the logical OR of the image.</td></tr></tbody></table>	\$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.
\$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 WIN32 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
```

Description

PUTIMAGE places the upper-left corner of the image at the viewport coordinates (X, Y).

PUTIMAGE_W

Transfers the image stored in memory to the screen.

Prototype

```
INTERFACE
  SUBROUTINE PUTIMAGE_W(WX,WY,IMAGE,ACTION)
    DOUBLE PRECISION WX, WY
    INTEGER(1) IMAGE(*)
!MS$ ATTRIBUTES REFERENCE :: IMAGE
    INTEGER(2) ACTION
  END SUBROUTINE
END INTERFACE
```

WX,WY Input. REAL(8). REAL(8). Window coordinates for upper-left corner of the image when placed on the screen.

IMAGE Input. INTEGER(1). Array of single-byte integers. Stored image buffer.

ACTION Input. INTEGER(2). Interaction of the stored image with the existing screen image. One of the following symbolic constants:

\$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_W, 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_W.
\$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 WIN32 API BitBlt):

\$GSRCCOPY (same as \$GPSET)

\$GSRCPAINT (same as \$GOR)

\$GSRCAND (same as \$GAND)

```
$GSRCCINVERT (same as $GXOR)
$GSRCCERASE
$GNOTSRCCOPY (same as $GPRESET)
$GNOTSRCCERASE
$GMERGECOPY
$GMERGEPAINT
$GPATCOPY
$GPATPAINT
$GPATINVERT
$GDSTINVERT
$GBLACKNESS
$GWHITENESS
```

Description

PUTIMAGE_W places the upper-left corner of the image at the window coordinates (WX, WY).

RECTANGLE

Draws a rectangle using the current graphics color, logical write mode, and line style.

Prototype

```
INTERFACE
FUNCTION RECTANGLE (CONTROL, X1, Y1, X2, Y2)
    INTEGER (2) RECTANGLE
    INTEGER (2) CONTROL, X1, Y1, X2, Y2
END FUNCTION
```

END INTERFACE

CONTROL Input. INTEGER (2). Fill flag. One of the following symbolic constants:

 \$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.

Description

The RECTANGLE function uses the viewport-coordinate system. The viewport coordinates (X1 , Y1) and (X2 , Y2) 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.

Output

The result type is INTEGER (2). The result is nonzero if successful; otherwise, 0.

RECTANGLE_W

Draws a rectangle using the current graphics color, logical write mode, and line style.

Prototype

```
INTERFACE
  FUNCTION RECTANGLE_W ( CONTROL , WX1 , WY1 , WX2 , WY2 )
    INTEGER ( 2 ) RECTANGLE_W , CONTROL
    DOUBLE PRECISION WX1 , WY1 , WX2 , WY2
  END FUNCTION
END INTERFACE
```

CONTROL	Input. INTEGER (2). Fill flag. One of the following symbolic constants: \$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.
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.

Description

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`.

Output

The result type is `INTEGER(2)`. The result is nonzero if successful; otherwise, 0.

REMAPALLPALETTERGB

Remaps a set of Red-Green-Blue (RGB) color values to indexes recognized by the video hardware.

Prototype

```
INTERFACE
  FUNCTION REMAPALLPALETTERGB (COLORS)
    INTEGER(2) REMAPALLPALETTERGB
    INTEGER(4) COLORS(*)
  END FUNCTION
END INTERFACE
```

COLORS Input. `INTEGER(4)`. Ordered array of RGB color values to be mapped in order to indexes. Must hold 0-255 elements.

Description

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

Index	Color	Index	Color
0	\$BLACK	8	\$GRAY
1	\$BLUE	9	\$LIGHTBLUE
2	\$GREEN	10	\$LIGHTGREEN
3	\$CYAN	11	\$LIGHTCYAN
4	\$RED	12	\$LIGHTRED
5	\$MAGENTA	13	\$LIGHTMAGENTA
6	\$BROWN	14	\$YELLOW
7	\$WHITE	15	\$BRIGHTWHITE

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 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`.

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`, 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 11111111 (hex FF) the maximum for each of the three components. For example, #008080 yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

Output

The result type is `INTEGER(4)`. `REMAPALLPALETTERGB` returns 0 if successful; otherwise, - 1.

REMAPPEDLETTERGB

Remaps one color index to an RGB color value.

Prototype

```

INTERFACE
  FUNCTION REMAPPEDLETTERGB ( INDEX , COLOR )
    INTEGER ( 4 ) REMAPPEDLETTERGB , COLOR
    INTEGER ( 2 ) INDEX
  END FUNCTION
END INTERFACE

```

COLOR Input. INTEGER (4) . RGB color value to assign to a color index.

INDEX Input. INTEGER (2) . Color index to be reassigned an RGB color.

Description

The REMAPPEDLETTERGB function remaps one of the available color indexes (up to 236; 20 indexes are reserved by the operating system). The COLOR argument is the RGB color value to assign. The default mapping between the first 16 indexes and color values is shown in the following table..

Index	Color	Index	Color
0	\$BLACK	8	\$GRAY
1	\$BLUE	9	\$LIGHTBLUE
2	\$GREEN	10	\$LIGHTGREEN
3	\$CYAN	11	\$LIGHTCYAN
4	\$RED	12	\$LIGHTRED
5	\$MAGENTA	13	\$LIGHTMAGENTA

continued

Index	Color	Index	Color
6	\$BROWN	14	\$YELLOW
7	\$WHITE	15	\$BRIGHTWHITE

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 `REMAPPALLETTERGB`. Most Windows 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`.

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 `REMAPPALLETTERGB`, 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 11111111 (hex FF) the maximum for each of the three components. For example, #008080 yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

Output

The result type is `INTEGER(4)`. `REMAPPALLETTERGB` returns the previous color assigned to the index.

SAVEIMAGE

Saves an image from a specified portion of the screen into a Windows bitmap file.

Prototype

```
INTERFACE
  INTEGER(4) FUNCTION SAVEIMAGE(FNAME, X1, Y1, X2, Y2)
    CHARACTER(LEN=*) FNAME
    INTEGER(4) X1, Y1, X2, Y2
  END FUNCTION
END INTERFACE
```

FNAME	Input. CHARACTER(LEN=*). Path of the bitmap file.
X1, Y1	Input. INTEGER(4). Viewport coordinates for upper-left corner of the screen image to be captured.
X2, Y2	Input. INTEGER(4). Viewport coordinates for lower-right corner of the screen image to be captured.

Description

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 FNAME. The image is stored with a palette containing the colors displayed on the screen.

SAVEIMAGE defines the bounding rectangle in viewport coordinates.

Output

The result type is INTEGER(4). The result is zero if successful; otherwise, a negative value.

SAVEIMAGE_W

Saves an image from a specified portion of the screen into a Windows bitmap file.

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION SAVEIMAGE_W(FNAME, WX1, WY1,
                                    WX2, WY2)
        CHARACTER(LEN=*) FNAME
        DOUBLE PRECISION WX1, WY1, WX2, WY2
    END FUNCTION
END INTERFACE
```

FNAME	Input. CHARACTER(LEN=*) . Path of the bitmap file.
WX1, WY1	Input. REAL(8) . Window coordinates for upper-left corner of the screen image to be captured.
WX2, WY2	Input. REAL(8) . Window coordinates for lower-right corner of the screen image to be captured.

Description

The SAVEIMAGE_W 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 FNAME. The image is stored with a palette containing the colors displayed on the screen.

SAVEIMAGE_W defines the bounding rectangle in window coordinates.

Output

The result type is INTEGER(4) . The result is zero if successful; otherwise, a negative value.

SAVEJPEG

Saves an image from a specified portion of the screen into a JPEG graphic file.

Prototype

```
INTERFACE
    INTEGER(4) FUNCTION SAVEJPEG(FNAME, X1, Y1, X2, Y2,
                                JPGQUALITY)
        CHARACTER(LEN=*) FNAME
        INTEGER(4) X1, Y1, X2, Y2, JPGQUALITY
    END FUNCTION
END INTERFACE
```

FNAME	Input. CHARACTER(LEN=*) . Path of the bitmap file.
X1, Y1	Input. INTEGER(4) . Viewport coordinates for upper-left corner of the screen image to be captured.
X2, Y2	Input. INTEGER(4) . Viewport coordinates for lower-right corner of the screen image to be captured.
JPGQUALITY	Input. INTEGER(4) . Quality of stored JPEG image. [0-100] where highest quality is 100.

Description

The `SAVEJPEG` function captures the screen image within a rectangle defined by the upper-left and lower-right screen coordinates and stores the image as a JPEG graphic file specified by `FNAME`.

`SAVEJPEG` defines the bounding rectangle in viewport coordinates.

Output

The result type is `INTEGER(4)`. The result is zero if successful; otherwise, a negative value.

SAVEJPEG_W

Saves an image from a specified portion of the screen into a JPEG graphic file.

Prototype

```
INTERFACE
    INTEGER ( 4 ) FUNCTION SAVEJPEG_W ( FNAME , WX1 , WY1 ,
                                        WX2 , WY2 , JPGWQUALITY )
        CHARACTER ( LEN = * ) FNAME
        DOUBLE PRECISION WX1 , WY1 , WX2 , WY2 , WJPGQUALITY
    END FUNCTION
END INTERFACE
```

FNAME	Input. CHARACTER (LEN = *). Path of the bitmap file.
WX1 , WY1	Input. REAL (8). Viewport coordinates for upper-left corner of the screen image to be captured.
WX2 , WY2	Input. REAL (8). Viewport coordinates for lower-right corner of the screen image to be captured.
JPGWQUALITY	Input. INTEGER (4). Quality of stored JPEG image. [0-100] where highest quality is 100.

Description

The SAVEJPEG_W function captures the screen image within a rectangle defined by the upper-left and lower-right screen coordinates and stores the image as a JPEG graphic file specified by FNAME.

SAVEJPEG_W defines the bounding rectangle in window coordinates

Output

The result type is INTEGER (4). The result is zero if successful; otherwise, a negative value.

SCROLLTEXTWINDOW

Scrolls the contents of a text window.

Prototype

```
INTERFACE
  SUBROUTINE SCROLLTEXTWINDOW(ROWS)
    INTEGER(2) ROWS
  END SUBROUTINE
END INTERFACE
```

ROWS Input. INTEGER(2). Number of rows to scroll.

Description

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.

SETBKCOLOR

Sets the current background color index for both text and graphics.

Prototype

```
INTERFACE
    FUNCTION SETBKCOLOR ( COLOR )
        INTEGER ( 4 ) SETBKCOLOR , COLOR
    END FUNCTION
END INTERFACE
```

COLOR Input. `INTEGER (4)`. Color index to set the background color to.

Description

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 REMAPPALETTERGB.

Output

The result type is `INTEGER(4)`. The result is the previous background color index.

SETCLIPRGN

Limits graphics output to part of the screen.

Prototype

```
INTERFACE
  SUBROUTINE SETCLIPRGN(X1, Y1, X2, Y2)
    INTEGER(2) X1, Y1, X2, Y2
  END SUBROUTINE
END INTERFACE
```

<code>X1, Y1</code>	Input. <code>INTEGER(2)</code> . Physical coordinates for upper-left corner of clipping region.
<code>X2, Y2</code>	Input. <code>INTEGER(2)</code> . Physical coordinates for lower-right corner of clipping region.

Description

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`.

SETCOLOR

Sets the current graphics color index.

Prototype

```
INTERFACE
  FUNCTION SETCOLOR (COLOR)
    INTEGER ( 2 ) SETCOLOR
    INTEGER ( 2 ) COLOR
  END FUNCTION
END INTERFACE
```

COLOR Input. INTEGER (2). Color index to set the current graphics color to.

Description

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.

Output

The result type is INTEGER (2). The result is the previous color index if successful; otherwise, -1.

SETFILLMASK

Sets the current fill mask to a new pattern.

Prototype

```
INTERFACE
  SUBROUTINE SETFILLMASK (MASK)
    INTEGER ( 1 ) MASK ( 8 )
  END SUBROUTINE
END INTERFACE
```

MASK Input. INTEGER (1). One-dimensional array of length 8.

Description

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.

SETLINESTYLE

Sets the current line style to a new line style.

Prototype

```
INTERFACE
  SUBROUTINE SETLINESTYLE ( MASK )
    INTEGER ( 2 ) MASK
  END SUBROUTINE
END INTERFACE
```

MASK Input. INTEGER (2). Desired Quickwin line-style mask. (See the table below.)

Description

The mask is mapped to the style that most closely equivalences the 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:

QuickWin Mask	Internal Windows Style	Selection Criteria	Appearance
0xFFFF	PS_SOLID	16 bits on	_____
0xEEEE	PS_DASH	11 to 15 bits on	-----
0xECEC	PS_DASHDOT	10 bits on	-.-.-.-.-
0xECCC	PS_DASHDOTDOT	9 bits on	-.-.-.-.-
0xAAAA	PS_DOT	1 to 8 bits on
0x0000	PS_NULL	0 bits on	

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.

SETPIXEL

Sets a pixel at a specified location to the current graphics color index.

Prototype

```
INTERFACE
  FUNCTION SETPIXEL(X,Y)
    INTEGER(2) SETPIXEL,X,Y
  END FUNCTION
END INTERFACE
```

X, Y Input. INTEGER(2). Viewport coordinates for target pixel.

Description

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.

Output

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_W

Sets a pixel at a specified location to the current graphics color index.

Prototype

```
INTERFACE
  FUNCTION SETPIXEL_W(WX,WY)
    INTEGER(2) SETPIXEL_W
    DOUBLE PRECISION WX,WY
  END FUNCTION
END INTERFACE
```

WX,WY Input. REAL(8). Window coordinates for target pixel.

Description

SETPIXEL_W 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.

Output

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).

SETPIXELS

Sets the color indexes of multiple pixels.

Prototype

```
INTERFACE
  SUBROUTINE SETPIXELS(N, X, Y, COLOR)
    INTEGER(4)N           ! size of arrays
    INTEGER(2)X(*),Y(*) ! x, y coordinates
    INTEGER(2) COLOR(*) ! palette indices
  END SUBROUTINE
END INTERFACE
```

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.

Description

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 limited 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.

SETTEXTCOLOR

Sets the current text color index.

Prototype

```
INTERFACE
    FUNCTION SETTEXTCOLOR( INDEX )
        INTEGER ( 2 ) SETTEXTCOLOR , INDEX
    END FUNCTION
END INTERFACE
```

INDEX Input. INTEGER (2) . Color index to set the text color to.

Description

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.

Output

The result type is INTEGER (2) . The result is the previous text color index.

SETTEXTPOSITION

Sets the current text position to a specified position relative to the current text window.

Prototype

```

INTERFACE
  SUBROUTINE SETTEXTPOSITION(ROW, COL, S)
    INTEGER(2) ROW, COL
    integer*2 col
    STRUCTURE /RCCOORD/
      INTEGER(2) ROW, COL
      integer*2 col
    END STRUCTURE
    RECORD /RCCOORD/s
  END SUBROUTINE
END INTERFACE

```

ROW Input. INTEGER(2). New text row position.

COL Input. INTEGER(2). New text column position.

S Output. Derived type rccoord. Previous text position.

```

TYPE RCCOORD
  INTEGER(2) ROW ! Row coordinate
  INTEGER(2) COL ! Column coordinate
END TYPE RCCOORD

```

Description

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, COL).

SETTEXTWINDOW

Sets the current text window.

Prototype

```
INTERFACE
  SUBROUTINE SETTEXTWINDOW(R1,C1,R2,C2)
    INTEGER(2) R1,C1,R2,C2
  END SUBROUTINE
END INTERFACE
```

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.

Description

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.

SETVIEWORG

*Moves the viewport-coordinate origin
(0, 0) to the specified physical point.*

Prototype

```
INTERFACE
  SUBROUTINE SETVIEWORG(X,Y,S)
    INTEGER(2) X,Y
    integer*2 y
    STRUCTURE /XYCOORD/
      INTEGER(2) XCOORD,YCOORD
    END STRUCTURE
    RECORD /XYCOORD/s
  END SUBROUTINE
END INTERFACE
```

X,Y Input. INTEGER(2). Physical coordinates of new
viewport origin.

S Output. Derived type XYCOORD. Physical coordinates of
the previous viewport origin.

```
TYPE XYCOORD
  INTEGER(2) XCOORD ! x-coordinate
  INTEGER(2) YCOORD ! y-coordinate
END TYPE XYCOORD
```

Description

The XYCOORD type variable *s*, returns the physical coordinates of the previous viewport origin.

SETVIEWPORT

Redefines the graphics viewport

Prototype

```
INTERFACE
  SUBROUTINE SETVIEWPORT ( X1 , Y1 , X2 , Y2 )
    INTEGER ( 2 ) X1 , Y1 , X2 , Y2
  END SUBROUTINE
END INTERFACE
```

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.

Description

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. 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.

SETWINDOW

Defines a window bound by the specified coordinates.

Prototype

```
INTERFACE
  FUNCTION SETWINDOW( FINVERT , WX1 , WY1 , WX2 , WY2 )
    INTEGER( 2 ) SETWINDOW
    LOGICAL( 2 ) FINVERT
    DOUBLE PRECISION WX1 , WY1 , WX2 , WY
  END FUNCTION
END INTERFACE
```

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.

Description

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.

Output

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).

SETWRITEMODE

Sets the current logical write mode.

Prototype

```
INTERFACE
  FUNCTION SETWRITEMODE ( WMODE )
    INTEGER ( 2 ) SETWRITEMODE , WMODE
  END FUNCTION
END INTERFACE
```

WMODE Input. INTEGER (2). Write mode to be set. One of the following symbolic constants :

- \$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 WIN32 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`

Description

Sets the current logical write mode, which is used when drawing lines with the `LINETO`, `POLYGON`, and `RECTANGLE` functions. 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 (`#00FFFF`) and the graphics color to purple (`#FF00FF`) with the following commands:

```
OLDCOLOR = SETBKCOLORRGB(#00FFFF)
CALL CLEARSCREEN($GCLEARSCREEN)
OLDCOLOR = SETCOLORRGB(#FF00FF)
```

If you then set the write mode with the `$GAND` option, lines are drawn in red (`#0000FF`); with the `$GOR` option, lines are drawn in white (`#FFFFFF`); with the `$GXOR` option, lines are drawn in turquoise (`#FFFF00`); and with the `$GPRESET` option, lines are drawn in green (`#00FF00`). Setting the write mode to `$GPSET` causes lines to be drawn in the graphics color.

Output

The result type is `INTEGER(2)`. The result is the previous write mode if successful; otherwise, -1.

WRAPON

Controls the text output wrap.

Prototype

```
INTERFACE
  FUNCTION WRAPON(OPTION)
    INTEGER(2) WRAPON, OPTION
  END FUNCTION
END INTERFACE
```

OPTION	Input. <code>INTEGER(2)</code> . Wrap mode. One of the following symbolic constants:
	<code>\$GWRAPOFF</code> Truncates lines at right edge of window border.
	<code>\$GWRAPON</code> Wraps lines at window border, scrolling if necessary.

Description

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.

Output

The result type is INTEGER (2). The result is the previous value of OPTION.

Per Pixel and Color Functions

GETCOLRRGB

*Gets the current graphics color
Red-Green-Blue (RGB) value.*

Prototype

```
INTERFACE
  FUNCTION GETCOLRRGB ( )
    integer*4 GETCOLRRGB
  END FUNCTION
END INTERFACE
```

Description

Gets the current graphics color Red-Green-Blue (RGB) value (used by graphics functions such as ARC, ELLIPSE, and FLOODFILLRGB). 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 GETCOLRRGB, 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, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #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 limited 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.

Output

The result type is INTEGER (4). The result is the RGB value of the current graphics color.

GETBKCOLORRGB

*Gets the current background
Red-Green-Blue (RGB) color value for
both text and graphics.*

Prototype

```
INTERFACE
  FUNCTION GETBKCOLORRGB ( )
    INTEGER ( 4 ) GETBKCOLORRGB
  END FUNCTION
END INTERFACE
```

Description

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:

Larger numbers correspond to stronger color intensity with binary 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #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 limited 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.

Output

The result type is `INTEGER (4)`. The result is the RGB value of the current background color for both text and graphics.

GETPIXELRGB

Returns the Red-Green-Blue (RGB) color value of the pixel at a specified location.

Prototype

```
INTERFACE
    FUNCTION GETPIXELRGB ( X, Y )
        INTEGER ( 4 ) GETPIXELRGB
        INTEGER ( 2 ) X, Y
    END FUNCTION
END INTERFACE
```

`X, Y` Input. `INTEGER (2)`. Viewport coordinates for pixel position.

Description

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:

Larger numbers correspond to stronger color intensity with binary 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #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 (`SETPIXELS`, `SETCOLOR`, `SETBKCOLOR`, and `SETTEXTCOLOR`) use color indexes rather than true color values. If you use color indexes, you are limited 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.

Output

The result type is `INTEGER(4)`. The result is the pixel's current RGB color value.

GETPIXELRGB_W

Returns the Red-Green-Blue (RGB) color value of the pixel at a specified location.

Prototype

```
INTERFACE
  FUNCTION GETPIXELRGB_W(WX, WY)
    INTEGER(4) GETPIXELRGB_W
    REAL*8      WX, WY
    REAL*8      wy
  END FUNCTION
END INTERFACE
```

WX, WY Input. REAL(8). Window coordinates for pixel position.

Description

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_W, 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 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

GETPIXELRGB_W returns the true color value of the pixel, set with SETPIXELRGB_W, SETCOLORRGB, SETBKCOLORRGB, or SETTEXTCOLORRGB, depending on the pixel's position and the current configuration of the screen.

SETPIXELRGB_W (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 limited 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.

Output

The result type is INTEGER(4). The result is the pixel's current RGB color value.

SETPIXELSRGB

Sets multiple pixels to the given Red-Green-Blue (RGB) color.

Prototype

```
INTERFACE
  SUBROUTINE SETPIXELSRGB(N, X, Y, COLOR)
    INTEGER(4) N
    INTEGER(2) X(*), Y(*)
    INTEGER(4) COLOR(*)
  END SUBROUTINE
END INTERFACE
```

N	Input. INTEGER(4). Number of pixels to be changed. Determines the number of elements in arrays <i>x</i> and <i>y</i> .
X, Y	Input. INTEGER(2). Parallel arrays containing viewport coordinates of the pixels to set.

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.

Description

`SETPIXELSRGB` sets the pixels specified in the arrays *x* and *y* to the RGB color values 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.

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 set with `SETPIXELSRGB`, 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 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF 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 limited 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.

GETPIXELSRGB

Returns the Red-Green-Blue (RGB) color values of multiple pixels.

Prototype

```
INTERFACE
  SUBROUTINE GETPIXELSRGB ( N , X , Y , COLOR )
    INTEGER ( 4 ) N
    INTEGER ( 2 ) X ( * ) , Y ( * )
    INTEGER ( 4 ) COLOR ( * )
  END SUBROUTINE
END INTERFACE
```

N	Input. INTEGER (4). Number of pixels to get. Sets the number of elements in the other argument arrays.
X , Y	Input. INTEGER (2). Parallel arrays containing viewport coordinates of pixels.
COLOR	Output. INTEGER (4). Array to be filled with RGB color values of the pixels at <i>x</i> and <i>y</i> .

Description

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 value you retrieve with GETPIXELSRGB, 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, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF 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 limited 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.

SETCOLORRGB

Sets the current graphics color to the specified Red-Green-Blue (RGB) value.

Prototype

```
INTERFACE
    FUNCTION SETCOLORRGB ( COLOR )
        INTEGER ( 4 ) SETCOLORRGB , COLOR
    END FUNCTION
END INTERFACE
```

COLOR Input. `INTEGER(4)`. RGB color value to set the current graphics color to. Range and result depend on the system's display adapter.

Description

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:

Larger numbers correspond to stronger color intensity with binary 1111111 (hex FF) the maximum for each of the three components. For example, `#0000FF` yields full-intensity red, `#00FF00` full-intensity green, `#FF0000` full-intensity blue, and `#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`, `LINE`, `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 limited 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.

Output

The result type is `INTEGER(4)`. The result is the previous RGB color value.

SETBKCOLORRGB

Sets the current background color to the given Red-Green-Blue (RGB) value.

Prototype

```
INTERFACE
    FUNCTION SETBKCOLORRGB (color)
        INTEGER (4) SETBKCOLORRGB, COLOR
    END FUNCTION
END INTERFACE
```

COLOR Input. INTEGER (4). RGB color value to set the background color to. Range and result depend on the system's display adapter.

Description

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:

Larger numbers correspond to stronger color intensity with binary 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

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 limited 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

Output

The result type is INTEGER(4). The result is the previous background RGB color value.

SETPIXELRGB

Sets a pixel at a specified location to the specified Red-Green-Blue (RGB) color value.

Prototype

```
INTERFACE
  FUNCTION SETPIXELRGB( X, Y, COLOR )
    INTEGER( 4 ) SETPIXELRGB, COLOR
    INTEGER( 2 ) X, Y
  END FUNCTION
END INTERFACE
```

X, Y	Input. INTEGER(2). Viewport 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.

Description

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`, 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 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

`SETPIXELRGB` (and the other RGB color selection functions such as `SETPIXELSRGB`, `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 limited 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.

Output

The result type is `INTEGER (4)`. The result is the previous RGB color value of the pixel.

SETPIXELRGB_W

Sets a pixel at a specified location to the specified Red-Green-Blue (RGB) color value.

Prototype

```
INTERFACE
  FUNCTION SETPIXELRGB_W(X, Y, COLOR)
    INTEGER(4) SETPIXELRGB_W, COLOR
    REAL*8      WX, WY
  END FUNCTION
END INTERFACE
```

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.

Description

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_W, 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 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

SETPIXELRGB_W (and the other RGB color selection functions such as SETPIXELSRGB, 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 limited 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.

Output

The result type is `INTEGER (4)`. The result is the previous RGB color value of the pixel.

RGBTOINTEGER

Converts three integers specifying red, green, and blue color intensities into a four-byte RGB integer.

Prototype

```
INTERFACE
  FUNCTION RGBTOINTEGER ( RED , GREEN , BLUE )
    INTEGER ( 4 ) RGBTOINTEGER , RED , GREEN , BLUE
  END FUNCTION
END INTERFACE
```

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.

Description

Converts three integers specifying red, green, and blue color intensities into a four-byte RGB integer for use with RGB functions and subroutines. 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:

Larger numbers correspond to stronger color intensity with binary 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

Output

The result type is `INTEGER(4)`. The result is the combined RGB color value.

INTERGERTORGB

Converts an RGB color value into its red, green, and blue components.

Prototype

```
INTERFACE
  SUBROUTINE INTEGER(4) (RGB, RED, GREEN, BLUE)
    INTEGER(4) RGB, RED, GREEN, BLUE
  END SUBROUTINE
END INTERFACE
```

RGB	Input. <code>INTEGER(4)</code> . RGB color value whose red, green, and blue components are to be returned.
RED	Output. <code>INTEGER(4)</code> . 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.

Description

INTEGERTORGB separates the four-byte RGB color value into the three components as follows:

Font Manipulation Functions

GETFONTINFO

Gets the current font characteristics.

Prototype

```
INTERFACE
FUNCTION GETFONTINFO (FI)
INTEGER ( 2 ) GETFONTINFO
STRUCTURE /FONTINFO/
INTEGER ( 4 ) TYPE
INTEGER ( 4 ) ASCENT
INTEGER ( 4 ) PIXWIDTH
INTEGER ( 4 ) PIXHEIGHT
INTEGER ( 4 ) 4 AVGWIDTH
CHARACTER ( LEN=81 ) FILENAME
CHARACTER ( LEN=32 ) FACENAME
LOGICAL ( 1 ) ITALIC
LOGICAL ( 1 ) EMPHASIZED
LOGICAL ( 1 ) UNDELINE
END STRUCTURE
```

```

                                RECORD /FONTINFO/FI
                                END FUNCTION
                                END INTERFACE
FI                                Output. Derived type fontinfo. Set of characteristics of
                                the current font.
TYPE FONTINFO
  INTEGER(4) TYPE                ! 1 = truetype, 0 = bit map
  INTEGER(4) ASCENT              ! Pixel distance from top
                                ! to baseline
  INTEGER(4) PIXWIDTH           ! Character width in pixels,
                                ! 0=proportional
  INTEGER(4) PIXHEIGHT          ! Character height in pixels
  INTEGER(4) AVGWIDTH           ! Average character width in
                                ! pixels
  CHARACTER(32)XFACENAME        ! Font name
  LOGICAL(1) ITALIC             ! .TRUE. if current font
                                ! formatted italic
  LOGICAL(1) EMPHASIZED         ! .TRUE. if current font
                                ! formatted bold
  LOGICAL(1) UNDERLINE         ! .TRUE. if current font
                                ! formatted underlined
END TYPE FONTINFO
```

Description

You must initialize fonts with `INITIALIZEFONTS` before calling any font-related function, including `GETFONTINFO`.

Output

The result type is `INTEGER(2)`. The result is zero if successful; otherwise, -1.

GETGTEXTENT

Returns the width in pixels required to print a given string of text with *OUTGTEXT* using the current font.

Prototype

```
INTERFACE
  FUNCTION GETGTEXTENT (TEXT)
    INTEGER ( 2 ) GETGTEXTENT
    CHARACTER ( LEN=* ) TEXT
  END FUNCTION
END INTERFACE
```

TEXT Input. CHARACTER (LEN=*). Text to be analyzed.

Description

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. 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 *GETGTEXTENT*.

Output

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*).

OUTGTEXT

In graphics mode, sends a string of text to the screen, including any trailing blanks.

Prototype

```
INTERFACE
  SUBROUTINE OUTGTEXT ( TEXT )
    CHARACTER ( LEN= * ) TEXT
  END SUBROUTINE
END INTERFACE
```

TEXT Input. CHARACTER (LEN= *). String to be displayed.

Description

In graphics mode, sends a string of text to the screen, including any trailing blanks. 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 INITIALIZEFONTS.

Because OUTGTEXT is a graphics function, the color of text is affected by the SETCOLORRGB function, not by SETTEXTCOLORRGB.

INITIALIZEFONTS

Initializes Windows fonts.

Prototype

```
INTERFACE
```

```
FUNCTION INITIALIZAFONTS ( )  
    INTEGER ( 2 ) INITIALIZAFONTS  
END FUNCTION  
END INTERFACE
```

Description

All fonts in Windows become available after a call to `INITIALIZEFONTS`. Fonts must be initialized with `INITIALIZEFONTS` before any other font-related library function (such as `GETFONTINFO`, `GETGTEXTTEXTENT`, `SETFONT`, `OUTGTEXT`) can be used.

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.

Output

The result type is `INTEGER (2)`. The result is the number of fonts initialized

SETFONT

Finds a single font that matches a specified set of characteristics.

Prototype

```
INTERFACE  
    FUNCTION SETFONT ( OPTIONS )  
        INTEGER ( 2 ) SETFONT  
        CHARACTER ( LEN= * ) OPTIONS  
    END FUNCTION  
END INTERFACE
```

OPTIONS

Input. CHARACTER (LEN= *). String describing font characteristics

Description

Finds a single font that matches a specified set of characteristics and makes it the current font used by the OUTGTEXT function. 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 OPTIONS parameter is not case sensitive or position sensitive.

t 'fontname'	Name of the desired typeface. It can be any installed font.
hy	Character height, where y is the number of pixels.
wx	Select character width, where x is the number of pixels.
f	Select only a fixed-space font (do not use with the p characteristic).
p	Select only a proportional-space font (do not use with the f characteristic).
v	Select only a vector-mapped font (do not use with the r characteristic). In Windows NT, 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.
r	Select only a raster-mapped (bitmapped) font (do not use with the v characteristic). In Windows NT, Courier, Helvetica, and Palatino are examples of raster-mapped fonts, also called screen fonts. True Type fonts are not raster-mapped.
e	Select the bold text format. This parameter is ignored if the font does not allow the bold format.

<code>u</code>	Select the underline text format. This parameter is ignored if the font does not allow underlining.
<code>i</code>	Select the italic text format. This parameter is ignored if the font does not allow italics.
<code>b</code>	Select the font that best fits the other parameters specified.
<code>nx</code>	Select font number <code>x</code> , where <code>x</code> is less than or equal to the value returned by the <code>INITIALIZEFONTS</code> 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:

- Pixel height
- Typeface
- Pixel width
- 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, or vice versa, SETFONT computes the missing value to preserve the correct font proportions.

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.

Output

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.

SETGTEXTROTATION

Sets the orientation angle of the font text output in degrees.

Prototype

```
INTERFACE
  SUBROUTINE SETGTEXTROTATION( DEGREES )
    INTEGER( 4 ) DEGREES
  END SUBROUTINE
END INTERFACE
```

DEGREES Input. INTEGER(4). Angle of orientation, in tenths of degrees, of the font text output.

Description

Sets the orientation angle of the font text output in degrees. The current orientation is used in calls to OUTGTEXT. 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:

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.

GETGTEXTROTATION

Returns the current orientation of the font text output by OUTGTEXT.

Prototype

```
INTERFACE
  FUNCTION GETGTEXTROTATION ( )
    INTEGER ( 4 ) GETGTEXTROTATION
  END FUNCTION
END INTERFACE
```

Description

The orientation for text output with OUTGTEXT is set with SETGTEXTROTATION.

Output

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.

GETTEXTCOLORRGB

Gets the Red-Green-Blue (RGB) value of the current text color.

Prototype

```
INTERFACE
  FUNCTION GETTEXTCOLORRGB ( )
    INTEGER(4) GETTEXTCOLORRGB
  END FUNCTION
END INTERFACE
```

Description

Gets the Red-Green-Blue (RGB) value of the current text color (used with `OUTTEXT`, `WRITE` and `PRINT`). 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:

Larger numbers correspond to stronger color intensity with binary (hex FF) the maximum for each of the three components. For example, `#0000FF` yields full-intensity red, `#00FF00` full-intensity green, `#FF0000` full-intensity blue, and `#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 limited 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.

Output

The result type is INTEGER(4). It is the RGB value of the current text color.

SETTEXTCOLORRGB

Sets the current text color to the specified Red-Green-Blue (RGB) value.

Prototype

```
INTERFACE
  FUNCTION SETTEXTCOLORRGB(COLOR)
    INTEGER(4) SETTEXTCOLORRGB, COLOR
  END FUNCTION
END INTERFACE
```

COLOR Input. INTEGER(4). RGB color value to set the text color to. Range and result depend on the system's display adapter.

Description

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:

Larger numbers correspond to stronger color intensity with binary 1111111 (hex FF) the maximum for each of the three components. For example, #0000FF yields full-intensity red, #00FF00 full-intensity green, #FF0000 full-intensity blue, and #FFFFFF full-intensity for all three, resulting in bright white.

`SETTEXTCOLORRGB` sets the current text RGB color. The default value is #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 limited 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.

Output

The result type is `INTEGER(4)`. The result is the previous text RGB color value.

QuickWin Compatible Support

ABOUTBOXQQ

Specifies the message box information that appears when About command from a Help menu is selected.

Prototype

```
INTERFACE
    FUNCTION ABOUTBOXQQ (STR)
        INTEGER (4) ABOUTBOXQQ
        CHARACTER (LEN=*) STR
    END FUNCTION
END INTERFACE
```

STR Input; output. CHARACTER (LEN=*) . Null-terminated C string.

Description

Specifies the information displayed in the message box that appears when the About command from a QuickWin application's Help menu is selected. If your program does not call ABOUTBOXQQ, the QuickWin run-time library supplies a default string.

Output

The value of the result is INTEGER (4) . It is zero if successful; otherwise, nonzero.

APPENDMENUQQ

Appends a menu item to the end of a menu and registers its callback subroutine.

Prototype

```
INTERFACE
  FUNCTION APPENDMENUQQ ( MENUID , FLAGS , TEXT , ROUTINE )
    LOGICAL APPENDMENUQQ
    INTEGER ( 4 ) MENUID , FLAGS
    CHARACTER ( LEN = * ) TEXT
    EXTERNAL ROUTINE
  END FUNCTION
END INTERFACE
```

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**. 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.
\$MENCHECKED	Puts a check by the menu item.
\$MENUUNCHECKED	Removes the check by the menu item.

TEXT	Input. CHARACTER (LEN= *). Menu item name. Must be a null-terminated C string, for example, 'WORDS OF TEXT'C.
ROUTINE	Input. EXTERNAL. Callback subroutine that is called if the menu item is selected. All routines take a single LOGICAL parameter which 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.
WINSELTEXT	Selects text from the current window.
WINSELGRAPH	Selects graphics from the current window.
WINSELALL	Selects the entire contents of 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.

Description

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 `$MENCHHECKED .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.

Output

The result type is `LOGICAL: .TRUE.` if successful; otherwise, `.FALSE.`

CLICKMENUQQ

Simulates the effect of clicking or selecting a menu command.

Prototype

```
INTERFACE
    FUNCTION CLICKMENUQQ ( ITEM )
        INTEGER ( 4 ) CLICKMENUQQ , ITEM
    END FUNCTION
END INTERFACE
```

ITEM Input. INTEGER (4). Constant that represents the command selected from the Window menu. Must be one of the following symbolic constants:

QWIN\$STATUS	Status command
QWIN\$TILE	Tile command
QWIN\$CASCADE	Cascade command
QWIN\$ARRANGE	Arrange Icons command

Description

Simulates the effect of clicking or selecting a menu command. The QuickWin application responds as though the user had clicked or selected the command.

Output

The result type is INTEGER (4). The result is zero if successful; otherwise, nonzero.

DELETEMENUQQ

Deletes a menu item from a QuickWin menu.

Prototype

```
INTERFACE
  FUNCTION DELETEMENUQQ (MENUID, ITEMID)
    LOGICAL DELETEMENUQQ
    INTEGER (4) MENUID, ITEMID
  END FUNCTION
END INTERFACE
```

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.

Description

Deletes a menu item from a QuickWin menu.

Output

The result type is LOGICAL (4). The result is `.TRUE.` if successful; otherwise, `.FALSE.`

FOCUSQQ

Sets focus to the window with the specified unit number.

Prototype

```
INTERFACE
  FUNCTION FOCUSQQ ( IUNIT )
    INTEGER ( 4 ) FOCUSQQ , IUNIT
  END FUNCTION
END INTERFACE
```

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.

Description

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:

```
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.

Output

The result type is INTEGER (4). The result is zero if successful; otherwise, nonzero.

GETACTIVEQQ

Returns the unit number of the currently active child window.

Prototype

```
INTERFACE
  FUNCTION GETACTIVEQQ ( )
    INTEGER ( 4 ) GETACTIVEQQ
  END FUNCTION
END INTERFACE
```

Description

This function returns the unit number of the currently active child window.

Output

The result type is INTEGER (4). The result is the unit number of the currently active window. Returns the parameter QWIN\$NOACTIVEWINDOW if no child window is active.

GETEXITQQ

Gets the setting for a QuickWin application's exit behavior.

Prototype

```
INTERFACE
    FUNCTION GETEXITQQ ( )
        INTEGER ( 4 ) GETEXITQQ
    END FUNCTION
END INTERFACE
```

Description

This function gets the setting for a QuickWin application's exit behavior.

Output

The result type is `INTEGER (4)`. The result is exit mode with one of the following constants:

- | | |
|----------------------------------|--|
| <code>QWIN\$EXITPROMPT</code> | Displays a message box that reads "Program exited with exit status <i>n</i> . Exit Window?", where <i>n</i> is the exit status from the program. If the user chooses Yes, the application closes the window and terminates. If the user chooses No, the dialog box disappears and the user can manipulate the window as usual. The user must then close the window manually. |
| <code>QWIN\$EXITNOPERSIST</code> | Terminates the application without displaying a message box. |
| <code>QWIN\$EXITPERSIST</code> | Leaves the application open without displaying a message box. |

The default for both QuickWin and Console Graphics applications is QWIN\$EXITPROMPT.

GETHWNDQQ

Converts a window unit number into a Windows handle.

Prototype

```
INTERFACE
  FUNCTION GETHWNDQQ ( IUNIT )
    INTEGER ( 4 ) GETHWNDQQ , IUNIT
  END FUNCTION
END INTERFACE
```

IUNIT **Input.** INTEGER (4). Window unit number. If IUNIT is set to QWIN\$FRAMEWINDOW, the handle of the frame window is returned.

Description

This function converts a window unit number into a Windows handle.

Output

The result type is INTEGER (4). The result is a true Windows handle to the window. It returns -1 if IUNIT is not open.

GETUNITQQ

Returns the unit number corresponding to the specified Windows handle.

Prototype

```
INTERFACE
    FUNCTION GETUNITQQ ( IHANDLE )
        INTEGER ( 4 ) GETUNITQQ , IHANDLE
    END FUNCTION
END INTERFACE
```

IHANDLE Input. INTEGER (4). The Windows handle to the window; this is a unique ID.

Description

Returns the unit number corresponding to the specified Windows handle. This routine is the inverse of GETHWNDQQ.

Output

The result type is INTEGER (4). The result is the unit number corresponding to the specified Windows handle. It returns -1 if IHANDLE does not exist.

GETWINDOWCONFIG

Gets the properties of the current window.

Prototype

```
INTERFACE
    FUNCTION GETWINDOWCONFIG ( WC )
```

```

LOGICAL GETWINDOWCONFIG
STRUCTURE /WINDOWCONFIG/
INTEGER(2) NUMPIXELS,NUMPIXELS
INTEGER(2) NUMTEXTCOLS,NUMTEXTROWS
INTEGER(2) NUMCOLORS
INTEGER(2) FONTSIZE
CHARACTER(LEN=80) TITLE
INTEGER(2) BITSPERPIXEL
INTEGER(2) NUMVIDEOPAGES
INTEGER(2) MODE
INTEGER(2) ADAPTER
INTEGER(2) MONITOR
INTEGER(2) MEMORY
INTEGER(2) ENVIRONMENT
CHARACTER(LEN=32) EXTENDFONTNAME
INTEGER(4) EXTENDFONTSIZE
INTEGER(4) EXTENDFONTATTRIBUTES
END STRUCTURE
RECORD /WINDOWCONFIG/WC
END FUNCTION
END INTERFACE

```

WC Output. Derived type windowconfig. Contains window properties.

```

TYPE WINDOWCONFIG
INTEGER(2) NUMPIXELS        ! 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 using
                            ! multibyte characters, in which case

```



```
        ! EXTENFSIZE sets the font size.
CHARACTER(LEN=80) title ! window title
INTEGER(2) BITSPERPIXEL ! number of bits per pixel
! The next three parameters support multibyte
! character sets (such as Japanese)
CHARACTER(LEN=32) EXTENDFONTNAME ! any
! nonproportionally spaced font available on the
! system
INTEGER(4) EXTENDFSIZE ! takes same values as
        ! FONTSIZE, but used for multibyte
        ! character sets when FONTSIZE set to
        ! QWIN$EXTENDFONT
INTEGER(4) EXTENDFONTATTRIBUTES ! font attributes
        ! such as bold and italic for
        ! multibyte character sets
END TYPE WINDOWCONFIG
```

Description

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`.

Output

The result type is `LOGICAL(4)`. The result is `.TRUE.` if successful; otherwise, `.FALSE.` (for example, if there is no active child window).

GETWSIZEQQ

Gets the size and position of a window.

Prototype

```
INTERFACE
  FUNCTION GETWSIZEQQ( IUNIT, IREQ, WINFO )
    structure /QWINFO/
      INTEGER(2) TYPE, X, Y, H, W
    END STRUCTURE
    INTEGER(4) GETWSIZEQQ, IUNIT
    INTEGER(4) IREQ
    RECORD /QWINFO/ WINFO
  END FUNCTION
END INTERFACE
```

IUNIT 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`.

IREQ Input. `INTEGER(4)`. Specifies what information is obtained.

```

                                QWIN$SIZEMAX  Gets information about the
                                                maximum window size.

                                QWIN$SIZECURR  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).

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

```

Description

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.

Output

The result type is `INTEGER(4)`. The result is zero if successful; otherwise, nonzero.

INQFOCUSQQ

Determines which window has the focus.

Prototype

```
INTERFACE
  FUNCTION INQFOCUSQQ ( IUNIT )
    INTEGER ( 4 ) INQFOCUSQQ , IUNIT
  END FUNCTION
END INTERFACE
```

IUNIT Output. INTEGER (4). Unit number of the window that has the I/O focus.

Description

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:

```
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.

Output

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.

INSERTMENUQQ

Inserts a menu item into a QuickWin menu and registers its callback routine.

Prototype

```
INTERFACE
FUNCTION
  INSERTMENUQQ ( MENUID , ITEMID , FLGS , TEXT , ROUTINE )
    LOGICAL INSERTMENUQQ
    INTEGER ( 4 ) MENUID , ITEMID , FLAGS
    CHARACTER ( LEN= * ) TEXT
    EXTERNAL ROUTINE
  END FUNCTION
END INTERFACE
```

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.

FLAGS	<p>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:</p> <p>\$MENUGRAYED Disables and grays out the menu item.</p> <p>\$MENUDISABLED Disables but does not gray out the menu item.</p> <p>\$MENUENABLED Enables the menu item.</p> <p>\$MENUSEPARATOR Draws a separator bar.</p> <p>\$MENCHECKED Puts a check by the menu item.</p> <p>\$MENUUNCHECKED Removes the check by the menu item.</p>
TEXT	<p>Input. CHARACTER (LEN=*). Menu item name. Must be a null-terminated C string, for example, words of text'C.</p>
ROUTINE	<p>Input. EXTERNAL. Callback subroutine that is called if the menu item is selected. All routines must take a single LOGICAL parameter which indicates whether the menu item is checked or not. You can assign the following predefined routines to menus:</p> <p>WINPRINT Prints the program.</p> <p>WINSAVE Saves the program.</p> <p>WINEXIT Terminates the program.</p> <p>WINSELTEXT Selects text from the current window.</p> <p>WINSELGRAPH Selects graphics from the current window.</p> <p>WINSELALL Selects the entire contents of the current window.</p> <p>WINCOPY Copies the selected text and/or graphics from current window to the Clipboard.</p>

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.

Description

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.

Output

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

MESSAGEBOXQQ

Displays a message box in a QuickWin window.

Prototype

```
INTERFACE
  FUNCTION MESSAGEBOXQQ (MSG, CAPTION, MTYPE)
    CHARACTER (LEN=*) MSG, CAPTION
    INTEGER (4) MESSAGEBOXQQ, MTYPE
  END FUNCTION
END INTERFACE
```

MSG	Input. CHARACTER (LEN=*) . Null-terminated C string. Message the box displays.
CAPTION	Input. CHARACTER (LEN=*) . 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 attributes of the message box. You can combine several constants using an inclusive OR (IOR or OR). The symbolic constants and their associated objects or attributes are: 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	Lowercase <i>i</i> in blue circle icon.
MB\$ICONEXCLAMATION	The exclamation-mark icon.
MB\$ICONHAND	The stop-sign icon.
MB\$ICONINFORMATION	Lowercase <i>i</i> in blue circle icon.
MB\$ICONQUESTION	The question-mark icon.
MB\$ICONSTOP	The stop-sign 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.

Description

This function displays a message box in a QuickWin window.

Output

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.

MODIFYMENUFLAGSQQ

Modifies a menu item's state.

Prototype

```
INTERFACE
  FUNCTION MODIFYMENUFLAGSQQ ( MENUID , ITEMID , FLAGS )
    LOGICAL MODIFYMENUFLAGSQQ
    INTEGER ( 4 ) MENUID , ITEMID , FLAGS
  END FUNCTION
END INTERFACE
```

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. The following constants are available: <table><tr><td>\$MENUGRAYED</td><td>Disables and grays out the menu item.</td></tr></table>	\$MENUGRAYED	Disables and grays out the menu item.
\$MENUGRAYED	Disables and grays out the menu item.		

<code>\$MENUDISABLED</code>	Disables but does not gray out the menu item.
<code>\$MENUENABLED</code>	Enables the menu item.
<code>\$MENUSEPARATOR</code>	Draws a separator bar.
<code>\$MENCHECKED</code>	Puts a check by the menu item.
<code>\$MENUUNCHECKED</code>	Removes the check by the menu item.

Description

The constants available for flags can be combined with an inclusive OR where reasonable, for example `$MENCHECKED .OR. $MENUENABLED`. Some combinations do not make sense, such as `$MENUENABLED` and `$MENUDISABLED`, and lead to undefined behavior.

Output

The result type is `LOGICAL(4)`. The result is `.TRUE.` if successful; otherwise, `.FALSE.`

MODIFYMENUROUTINEQQ

Changes a menu item's callback routine.

Prototype

```
INTERFACE
  FUNCTION MODIFYMENUROUTINEQQ (MENUID, ITEMID, ROUTINE)
    LOGICAL MODIFYMENUROUTINEQQ
    INTEGR(4) MENUID, ITEMID
    EXTERNAL ROUTINE
  END FUNCTION
END INTERFACE
```

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 must take a single LOGICAL parameter that indicates whether the menu item is checked or not. The following predefined routines are available for assigning to menus: <table><tr><td>WINPRINT</td><td>Prints the program.</td></tr><tr><td>WINSAVE</td><td>Saves the program.</td></tr><tr><td>WINEXIT</td><td>Terminates the program.</td></tr><tr><td>WINSELTEXT</td><td>Selects text from the current window.</td></tr><tr><td>WINSELGRAPH</td><td>Selects graphics from the current window.</td></tr><tr><td>WINSELALL</td><td>Selects the entire contents of the current window.</td></tr><tr><td>WINCOPY</td><td>Copies the selected text and/or graphics from the current window to the Clipboard.</td></tr><tr><td>WINPASTE</td><td>Allows the user to paste Clipboard contents (text only) to the current text window of the active window during a READ.</td></tr><tr><td>WINCLEARPASTE</td><td>Clears the paste buffer.</td></tr><tr><td>WINSIZETOFIT</td><td>Sizes output to fit window.</td></tr><tr><td>WINFULLSCREEN</td><td>Displays output in full screen.</td></tr><tr><td>WINSTATE</td><td>Toggles between pause and resume states of text output.</td></tr></table>	WINPRINT	Prints the program.	WINSAVE	Saves the program.	WINEXIT	Terminates the program.	WINSELTEXT	Selects text from the current window.	WINSELGRAPH	Selects graphics from the current window.	WINSELALL	Selects the entire contents of 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.
WINPRINT	Prints the program.																								
WINSAVE	Saves the program.																								
WINEXIT	Terminates the program.																								
WINSELTEXT	Selects text from the current window.																								
WINSELGRAPH	Selects graphics from the current window.																								
WINSELALL	Selects the entire contents of the current window.																								
WINCOPY	Copies the selected text and/or graphics from the current window to the Clipboard.																								
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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 Help.
WINABOUT	Displays information about the current QuickWin application.
NUL	No callback routine.

Description

This function changes a menu item's callback routine.

Output

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

MODIFYMENUSTRINGQQ

Changes a menu item's text string.

Prototype

```
INTERFACE
  FUNCTION MODIFYMENUSTRINGQQ (MENUID, ITEMID, TEXT)
    LOGICAL MODIFYMENUSTRINGQQ
    INTEGER(4) MENUID, ITEMID
    CHARACTER (LEN=*) TEXT
  END FUNCTION
END INTERFACE
```

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 (LEN= *). Menu item name. Must be a null-terminated C string. For example, words of text'C.

Description

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.

Output

The result type is LOGICAL (4). The result is .TRUE. if successful; otherwise, .FALSE..

REGISTERMOUSEEVENT

Registers the application-supplied callback routine to be called when a specified mouse event occurs in a specified window.

Prototype

```
INTERFACE
  FUNCTION
REGISTERMOUSEEVENT ( UNIT, MouseEvents, CallBackRoutine )
  INTEGER REGISTERMOUSEEVENT, UNIT
  INTEGER MouseEvents
```

```
EXTERNAL CallBackRoutine
END FUNCTION
END INTERFACE

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 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. EXTERNAL. Routine to be called
              on specified mouse event in the
              specified window.
```

Description

Registers the application-supplied callback routine to be called when a specified mouse event occurs in a specified window. 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.

Output

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.

SETACTIVEQQ

Makes a child window active, but does not give it focus.

Prototype

```
INTERFACE
  FUNCTION SETACTIVEQQ (UNIT)
    INTEGER (4) SETACTIVEQQ, UNIT
  END FUNCTION
END INTERFACE
```

UNIT Input. INTEGER (4). Unit number of the child window to be made active.

Description

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.

Output

The result type is INTEGER(4). The result is 1 if successful; otherwise, 0.

SETEXITQQ

Sets a QuickWin application's exit behavior.

Prototype

```
INTERFACE
  FUNCTION SETEXITQQ( EXITMODE )
    INTEGER( 4 ) SETEXITQQ, EXITMODE
  END FUNCTION
END INTERFACE
```

EXITMODE Input. INTEGER(4). Determines the program exit behavior. The following exit parameters:

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.

Description

This function sets a QuickWin application's exit behavior.

Output

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`.

SETMESSAGEQQ

Changes QuickWin status messages, state messages, and dialog box messages.

Prototype

```
INTERFACE
  SUBROUTINE SETMESSAGEQQ (MSG, ID)
    CHARACTER (LEN=*) MSG
    INTEGER(4) ID
  END SUBROUTINE
END INTERFACE
```

MSG Input. CHARACTER (LEN= *). 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:

ID	Message
QWIN\$MSG_TERM	"Program terminated with exit code"
QWIN\$MSG_EXITQ	"\nExit Window?"
QWIN\$MSG_FINISHED	"Finished"
QWIN\$MSG_PAUSED	"Paused"
QWIN\$MSG_RUNNING	"Running"
QWIN\$MSG_FILEOPENDLG	"Text Files(*.txt), *.txt; Data Files(*.dat), *.dat; All Files(*.*), *.*;"
QWIN\$MSG_BMPSAVEDLG	"Bitmap Files(*.bmp), *.bmp; All Files(*.*), *.*;"
QWIN\$MSG_INPUTPEND	"Input pending in"
QWIN\$MSG_PASTEINPUTPEND	"Paste input pending"
QWIN\$MSG_MOUSEINPUTPEND	"Mouse input pending in"
QWIN\$MSG_SELECTTEXT	"Select Text in"
QWIN\$MSG_SELECTGRAPHICS	"Select Graphics in"
QWIN\$MSG_PRINTABORT	"Error! Printing Aborted."
QWIN\$MSG_PRINTLOAD	"Error loading printer driver"
QWIN\$MSG_PRINTNODEFAULT	"No Default Printer."
QWIN\$MSG_PRINTDRIVER	"No Printer Driver."
QWIN\$MSG_PRINTINGERROR	"Print: Printing Error."
QWIN\$MSG_PRINTING	"Printing"
QWIN\$MSG_PRINTCANCEL	"Cancel"
QWIN\$MSG_PRINTINPROGRESS	"Printing in progress..."

ID	Message
QWIN\$MSG_HELPNOTAVAIL	"Help Not Available for Menu Item"
QWIN\$MSG_TITLETEXT	"Graphic"

Description

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.

SETWINDOWCONFIG

Sets the properties of a child window.

Prototype

```
INTERFACE
  FUNCTION SETWINDOWCONFIG(wc)
    logical SETWINDOWCONFIG
  STRUCTURE /WINDOWCONFIG/
    INTEGER(2) NUMXPIXELS, NUMYPIXELS
    INTEGER(2) NUMTEXTCOLS, NUMTEXTROWS
    INTEGER(2) NUMCOLORS
    INTEGER(4) FONTSIZE
    CHARACTER(LEN=80) TITLE
    INTEGER(2) BITSPERPIXEL
    INTEGER(2) NUMVIDEOPAGES
    INTEGER(2) MODE
    INTEGER(2) ADAPTER
    INTEGER(2) MONITOR
    INTEGER(2) MEMORY
    INTEGER(2) ENVIRONMENT
  END FUNCTION SETWINDOWCONFIG
END INTERFACE
```

```
CHARACTER(LEN=32) EXTENDFONTNAME
INTEGER(4) EXTENDFONTSIZE
INTEGER(4) EXTENDFONTATTRIBUTES
END STRUCTURE
RECORD /WINDOWCONFIG/WC
END FUNCTION
END INTERFACE
WC          Input. Derived type windowconfig. Contains window
           properties.
TYPE WINDOWCONFIG
  INTEGER(2) NUMPIXELS    ! 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$EXTENDFONT when using
                        ! multibyte characters, in which case
                        ! EXTENDFONTSIZE sets the font size.
  CHARACTER(LEN=80) TITLE ! window title, a C string
  ! The next three parameters support multibyte
  ! character sets (such as Japanese)
  CHARACTER(LEN=32) EXTENDFONTNAME ! any
  ! nonproportionally spaced font available on the
  ! system
  INTEGER(4) EXTENDFONTSIZE ! takes same values as
                        ! FONTSIZE, but used for multibyte
                        ! character sets when FONTSIZE set to
                        ! QWIN$EXTENDFONT
  INTEGER(4) EXTENDFONTATTRIBUTES ! font attributes
                        ! such as bold and italic for
                        ! multibyte character sets
END TYPE WINDOWCONFIG
```

Description

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:

```
status = SETWINDOWCONFIG(WC)
if (.NOT.status) status = SETWINDOWCONFIG(WC)
```

If you specify values for all four of the size parameters, `NUMPIXELS`, `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.

Note that 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.

Output

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

SETWINDOWMENUQQ

Sets a top-level menu as the menu to which a list of current child window names is appended.

Prototype

```
INTERFACE
  FUNCTION SETWINDOWMENUQQ (MENUID)
    LOGICAL SETWINDOWMENUQQ
    INTEGER ( 4 ) MENUID
  END FUNCTION
END INTERFACE
```

MENUID Input. INTEGER (4). Identifies the menu to hold the child window names, starting with 1 as the leftmost menu.

Description

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.

Output

The result type is LOGICAL(4). The result is .TRUE. if successful; otherwise, .FALSE..

SETWSIZEQQ

Sets the size and position of a window.

Prototype

```

INTERFACE
  FUNCTION SETWSIZEQQ( IUNIT, WINFO )
    STRUCTURE /QWINFO/
      INTEGER( 2 ) TYPE, X, Y, H, W
    END STRUCTURE
    INTEGER( 4 ) SETWSIZEQQ, IUNIT
    RECORD /QWINFO/ WINFO
  END FUNCTION
END INTERFACE

```

IUNIT 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 `IUNIT` to the symbolic constant `QWIN$FRAMEWINDOW`.

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).

```

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.

Description

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.

Output

The result type is INTEGER (4). The result is zero if successful; otherwise, nonzero.

UNREGISTERMOUSEEVENT

Removes the callback routine registered for a specified window by an earlier call to REGISTERMOUSEEVENT.

Prototype

```
INTERFACE
  FUNCTION UNREGISTERMOUSEEVENT ( UNIT , MOUSEEVENTS )
    INTEGER UNREGISTERMOUSEEVENT , UNIT , MOUSEEVENTS
  END FUNCTION
END INTERFACE
```

UNIT	Input. INTEGER (4). 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 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

Description

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.

Output

The result type is INTEGER (4). The result is zero or a positive integer if successful; otherwise, a negative integer which 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.

WAITONMOUSEEVENT

Waits for the specified mouse input from the user.

Prototype

INTERFACE

FUNCTION WAITONMOUSEEVENT (MouseEvent, KeyState, X, Y)

INTEGER WAITONMOUSEEVENT, MouseEvent, KeyState, X, Y

END FUNCTION

END INTERFACE

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	SHIFT key held down during event
	MOUSE\$KS_CONTROL	CONTROL key 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.

Description

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.

Output

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.

QuickWin Default Menu Support

These are predefined callback functions, which you can register as callback routines or call directly from your program.

WINPRINT

Prints the program

Prototype

```
INTERFACE
  SUBROUTINE WINPRINT()
!MS$ ATTRIBUTES stdcall, alias: '_WINPRINT@0' ::
WINPRINT
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine calls “Print...” dialog to print or save as bitmap file contents of current active (focused) child window.

WINSAVE

Saves the program

Prototype

```
INTERFACE
  SUBROUTINE WINSAVE()
!MS$ ATTRIBUTES stdcall, alias: '_WINSAVE@0' ::
WINSAVE
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine calls “Save...” dialog to print or save as bitmap file contents of current active (focused) child window.

WINEXIT

Terminates the program

Prototype

```
INTERFACE
  SUBROUTINE WINEXIT()
!MS$ ATTRIBUTES stdcall, alias: '_WINEXIT@0' ::
WINEXIT
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine calls “Exit...” dialog to terminate the current active (focused) child window.

WINCOPY

Copies the selected text and/or graphics from current window to the Clipboard.

Prototype

```
INTERFACE
  SUBROUTINE WINCOPY()
!MS$ ATTRIBUTES stdcall, alias: '_WINCOPY@0' ::
WINCOPY
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine copies the selected text and/or graphics from current window to the Clipboard.

WINPASTE

Pastes clipboard contents (text only) to the current text window of the active window during a READ.

Prototype

```
INTERFACE
  SUBROUTINE WINPASTE()
!MS$ ATTRIBUTES stdcall, alias: '_WINPASTE@0' :: WIN-
PASTE
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine pastes clipboard contents (text only) to the current text window of the active window during a READ.

WINSIZETOFIT

Sizes output to fit window.

Prototype

```
INTERFACE
  SUBROUTINE WINSIZETOFIT()
!MS$ ATTRIBUTES stdcall, alias: '_WINSIZETOFIT@0' ::
WINSIZETOFIT
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine sizes output to fit window.

WINFULLSCREEN

Displays output in full screen.

Prototype

```
INTERFACE
  SUBROUTINE WINFULLSCREEN()
!MS$ ATTRIBUTES stdcall, alias: '_WINFULLSCREEN@0' ::
WINFULLSCREEN
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine displays output in full screen.

WINSTATE

Toggles between pause and resume states of text output.

Prototype

```
INTERFACE
  SUBROUTINE WINSTATE()
!MS$ ATTRIBUTES stdcall, alias: '_WINSTATE@0' ::
WINSTATE
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine toggles between pause and resume states of text output.

WINCASCADE

Cascades active windows.

Prototype

```
INTERFACE
  SUBROUTINE WINCASCADE()
!MS$ ATTRIBUTES stdcall, alias: '_WINCASCADE@0' ::
WINCASCADE
  END SUBROUTINE
```

END INTERFACE

Description

This callback routine cascades active windows.

WINTILE

Tiles active windows.

Prototype

```
INTERFACE
  SUBROUTINE WINTILE()
  !MS$ ATTRIBUTES stdcall, alias: '_WINTILE@0' ::
WINTILE
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine tiles active windows.

WINARRANGE

Arranges icons.

Prototype

```
INTERFACE
  SUBROUTINE WINARRANGE()
  !MS$ ATTRIBUTES stdcall, alias: '_WINARRANGE@0' ::
WINARRANGE
  END SUBROUTINE
```

```
END INTERFACE
```

Description

This callback routine arranges icons.

WININPUT

Prototype

```
INTERFACE
  SUBROUTINE WININPUT()
!MS$ ATTRIBUTES stdcall, alias: '_WININPUT@0' ::
WININPUT
  END SUBROUTINE
END INTERFACE
```

WINCLEARPASTE

Clears the paste buffer.

Prototype

```
INTERFACE
  SUBROUTINE WINCLEARPASTE()
!MS$ ATTRIBUTES stdcall, alias: '_WINCLEARPASTE@0' ::
WINCLEARPASTE
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine clears the paste buffer.

WINSTATUS

Enables a status bar.

Prototype

```
INTERFACE
  SUBROUTINE WINSTATUS()
!MS$ ATTRIBUTES stdcall, alias: '_WINSTATUS@0' ::
WINSTATUS
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine enables a status bar.

WININDEX

Displays the index for QuickWin Help.

Prototype

```
INTERFACE
  SUBROUTINE WININDEX()
!MS$ ATTRIBUTES stdcall, alias: '_WININDEX@0' ::
WININDEX
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine displays the index for QuickWin Help.

WINUSING

Displays information on how to use Help.

Prototype

```
INTERFACE
  SUBROUTINE WINUSING()
!MS$ ATTRIBUTES stdcall, alias: '_WINUSING@0' ::
WINUSING
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine displays information on how to use help.

WINABOUT

Displays information about the current QuickWin application.

Prototype

```
INTERFACE
  SUBROUTINE WINABOUT()
!MS$ ATTRIBUTES stdcall, alias: '_WINABOUT@0' ::
WINABOUT
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine displays information about the current QuickWin application.

WINSELECTTEXT

Selects text from the current window.

Prototype

```
INTERFACE
  SUBROUTINE WINSELECTTEXT()
  !MS$ ATTRIBUTES stdcall, alias: '_WINSELECTTEXT@0' ::
  WINSELECTTEXT
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine selects text from the current window.

WINSELECTGRAPHICS

Selects graphics from the current window.

Prototype

```
INTERFACE
  SUBROUTINE WINSELECTGRAPHICS()
  !MS$ ATTRIBUTES stdcall, alias: '_WINSELECTGRAPHICS@0'
  :: WINSELECTGRAPHICS
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine selects graphics from the current window.

WINSELECTALL

Selects the entire contents of the current window.

Prototype

```
INTERFACE
  SUBROUTINE WINSELECTALL()
!MS$ ATTRIBUTES stdcall, alias: '_WINSELECTALL@0' ::
WINSELECTALL
  END SUBROUTINE
END INTERFACE
```

Description

This callback routine selects the entire contents of the current window.

NUL

No callback routine.

Prototype

```
INTERFACE
  SUBROUTINE NUL()
!MS$ ATTRIBUTES stdcall, alias: '_NUL@0' :: NUL
  END SUBROUTINE
END INTERFACE
```

Description

This is a no callback routine. It denies the use of a callback routine.

Unknown Functions

GETACTIVEPAGE

Prototype

```
INTERFACE
  FUNCTION GETACTIVEPAGE ( )
    INTEGER ( 2 ) GETACTIVEPAGE
  END FUNCTION
END INTERFACE
```

GETTEXTCURSOR

Prototype

```
INTERFACE
  FUNCTION GETTEXTCURSOR ( )
    INTEGER ( 2 ) GETTEXTCURSOR
  END FUNCTION
END INTERFACE
```

GETGTEXTVECTOR

Prototype

```
INTERFACE
  SUBROUTINE GETGTEXTVECTOR(X,Y)
!MS$ ATTRIBUTES stdcall, ALIAS:"__f_getgtextvector@8"
:: getgtextvector
  INTEGER(2) X,Y
!MS$ ATTRIBUTES REFERENCE :: X
!MS$ ATTRIBUTES REFERENCE :: Y
  END SUBROUTINE
END INTERFACE
```

GETHANDLEQQ

Prototype

```
INTERFACE
  FUNCTION GETHANDLEQQ(IUNIT)
  integer*4 GETHANDLEQQ, IUNIT
  END FUNCTION
END INTERFACE
```

GETVIDEOCONFIG

Prototype

```
INTERFACE
  SUBROUTINE GETVIDEOCONFIG(s)
    STRUCTURE /VIDEOCONFIG/
      INTEGER(2) NUMPIXELS ! 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 actual colors
      INTEGER(2) BITSPERPIXEL ! number of bits per pixel
      INTEGER(2) NUMVIDEOPAGES ! number of available
                           ! video pages
      INTEGER(2) MODE ! current video mode
      INTEGER(2) ADAPTER ! active display adapter
      INTEGER(2) MONITOR ! active display monitor
      INTEGER(2) MEMORY ! adapter video memory in
                           ! K bytes
    END STRUCTURE
    RECORD /VIDEOCONFIG/ S
  !MS$ ATTRIBUTES REFERENCE :: S
  END SUBROUTINE
END INTERFACE
```

GETVISUALPAGE

Prototype

```
INTERFACE
    FUNCTION GETVISUALPAGE ( )
        INTEGER(2) GETVISUALPAGE
    END FUNCTION
END INTERFACE
```

REGISTERFONTS

Prototype

```
INTERFACE
    FUNCTION REGISTERFONTS (FILENAME)
        INTEGER(2) REGISTERFONTS
!MS$ ATTRIBUTES ALIAS:"__ILf_registerfonts" ::
REGISTERFONTS
        CHARACTER (LEN=*) FILENAME
!MS$ ATTRIBUTES REFERENCE :: FILENAME
    END FUNCTION
END INTERFACE
```

SELECTPALETTE

Prototype

```
INTERFACE
  FUNCTION SELECTPALETTE (NUMBER )
    INTEGER (2) SELECTPALETTE , NUMBER
  END FUNCTION
END INTERFACE
```

SETACTIVEPAGE

Prototype

```
INTERFACE
  FUNCTION SETACTIVEPAGE (PAGE )
    INTEGER (2) SETACTIVEPAGE , PAGE
  END FUNCTION
END INTERFACE
```

SETFRAMEWINDOW

Prototype

```
INTERFACE
  SUBROUTINE SETFRAMEWINDOW(X, Y, WIDTH, HEIGHT)
    INTEGER X, Y, WIDTH, HEIGHT
  END SUBROUTINE
END INTERFACE
```

DSETGTEXTVECTOR

Prototype

```
INTERFACE
  SUBROUTINE DSETGTEXTVECTOR(X, Y)
    INTEGER(2) X, Y
  END SUBROUTINE
END INTERFACE
```

SETSTATUSMESSAGE

Prototype

```
INTERFACE
  SUBROUTINE SETSTATUSMESSAGE(MSG, ID)
    CHARACTER(LEN=*) MSG
!MS$ ATTRIBUTES reference :: MSG
    INTEGER(4) ID
  END SUBROUTINE
END INTERFACE
```

SETTEXCURSOR

Prototype

```
INTERFACE
  FUNCTION SETTEXCURSOR(ATTR)
    INTEGER(2) SETTEXCURSOR, ATTR
  END FUNCTION
END INTERFACE
```

SETTEXTFONT

Prototype

```
INTERFACE
  SUBROUTINE SETTEXTFONT (FONTNAME)
!MS$ ATTRIBUTES ALIAS:"__ILf_settextfont" ::
SETTEXTFONT
  character*(*) FONTNAME
!MS$ ATTRIBUTES REFERENCE :: FONTNAME
  END SUBROUTINE
END INTERFACE
```

SETTEXTROWS

Prototype

```
INTERFACE
  FUNCTION SETTEXTROWS(ROWS)
  INTEGER(2) SETTEXTROWS,ROWS
  END FUNCTION
END INTERFACE
```

SETVIDEOMODE

Prototype

```
INTERFACE
  FUNCTION SETVIDEOMODE(MODE)
    INTEGER(2) SETVIDEOMODE, MODE
  END FUNCTION
END INTERFACE
```

SETVIDEOMODEROWS

Prototype

```
INTERFACE
  FUNCTION SETVIDEOMODEROWS(MODE, ROWS)
    INTEGER(2) SETVIDEOMODEROWS
    INTEGER(2) MODE, ROWS
  END FUNCTION
END INTERFACE
```

SETVISUALPAGE

Prototype

```
INTERFACE
  FUNCTION SETVISUALPAGE ( PAGE )
    INTEGER ( 2 ) SETVISUALPAGE , PAGE
  END FUNCTION
END INTERFACE
```

UNREGISTERFONTS

Prototype

```
INTERFACE
  SUBROUTINE UNREGISTERFONTS ( )
  END SUBROUTINE
END INTERFACE
```

Access to Windows Handles for QuickWin Components

GETHANDLEFRAMEQQ

Prototype

```
INTERFACE
  FUNCTION GETHANDLEFRAMEQQ ( )
    INTEGER (4) GETHANDLEFRAMEQQ
  END FUNCTION
END INTERFACE
```

GETHANDLECLIENTQQ

Prototype

```
INTERFACE
  FUNCTION GETHANDLECLIENTQQ ( )
    INTEGER (4) GETHANDLECLIENTQQ
  END FUNCTION
END INTERFACE
```

GETHANDLECHILDQQ

Prototype

```
INTERFACE
  FUNCTION GETHANDLECHILDQQ (QUICKHND)
    INTEGER (4) GETHANDLECHILDQQ
    INTEGER (4) QUICKHND
  END FUNCTION
END INTERFACE
```

UNUSEDQQ

Used to avoid "unused" warnings

Prototype

```
INTERFACE
  SUBROUTINE UNUSEDQQ ()
    !MS$ ATTRIBUTES
    C,REFERENCE,VARYING,ALIAS:"__FFunusedqq"::UNUSEDQQ
  END SUBROUTINE
END INTERFACE
```

Description

Unused routine: simply returns; used to avoid "unused" warnings.

Index

\$? environment variable, 2-31
4Yposixlib, 3-1

A

ABOUTBOXQQ QuickWin function, 4-144
ABS intrinsic function, 1-139
ACHAR intrinsic function, 1-140
ACOS intrinsic function, 1-141
ACOSD intrinsic function, 1-142
ACOSH intrinsic function, 1-143
actual argument, intrinsic procedure as, 1-8
ADJUSTL intrinsic function, 1-144
ADJUSTR intrinsic function, 1-145
AIMAG intrinsic function, 1-146
AINT intrinsic function, 1-147
ALL intrinsic function, 1-148
ALLOCATED intrinsic function, 1-150
AND intrinsic function, 1-151
ANINT intrinsic function, 1-152
ANY intrinsic function, 1-153
APPENDMENUQQ QuickWin function, 4-126
ARC graphic function, 4-13
ARC_W graphic function, 4-15
argument
 intrinsic procedure as, 1-8
 optional, 1-139

ASCII collating sequence, 1-140, 1-171, 1-201,
 1-208, 1-230, 1-231, 1-232, 1-233
ASIN intrinsic function, 1-155
ASIND intrinsic function, 1-156
ASINH intrinsic function, 1-157
ASSOCIATED intrinsic function, 1-158
ATAN intrinsic function, 1-160
ATAN2 intrinsic function, 1-161
ATAN2D intrinsic function, 1-163
ATAND intrinsic function, 1-164
ATANH intrinsic function, 1-165
attributes, INTRINSIC, 1-7
availability of intrinsic procedures, 1-2

B

BADDRESS intrinsic function, 1-166
bit data type, representation of, 1-11
BIT_SIZE intrinsic function, 1-167
blanks, padding, 1-230, 1-231, 1-232, 1-233
BTEST intrinsic function, 1-168

C

CDFLOAT portability function, 2-6
CEILING intrinsic function, 1-169
CHAR intrinsic function, 1-170

CLEARSCREEN graphic subroutine, 4-17
CLICKMENUQQ QuickWin function, 4-145
CLOCK portability subroutine, 2-11
CLOCKX portability subroutine, 2-11
CMPLX intrinsic function, 1-171
collating sequence, ASCII, 1-140, 1-171, 1-201,
1-208, 1-230, 1-231, 1-232, 1-233
color functions
 GETBKCOLORRGB, 4-93
 GETCOLORRGB, 4-92
 GETPIXELRGB, 4-95
 GETPIXELRGB_W, 4-96
 GETPIXELSRGB, 4-99
 INTEGERTORGB, 4-108
 RBGTOINTEGER, 4-106
 SETBKCOLORRGB, 4-102
 SETCOLORRGB, 4-101
 SETPIXELRGB, 4-104
 SETPIXELRGB_W, 4-105
 SETPIXELSRGB, 4-98
comment, INTRINSIC attribute and statement
 as, 1-7
COMPL portability function, 2-14
CONJG intrinsic function, 1-172
COS intrinsic function, 1-173
COSD intrinsic function, 1-174
COSH intrinsic function, 1-175
COUNT intrinsic function, 1-176
CSHIFT intrinsic function, 1-179
CTIME portability function, 2-14

D

data representation model, 1-10
data types
 bit representation, 1-11
 integer representation, 1-11
 real representation, 1-12
 representation of, 1-10
DATE portability subroutine, 2-15

DATE_AND_TIME intrinsic subroutine, 1-181
DATE4 portability subroutine, 2-16
DBLE intrinsic function, 1-183
DCLOCK portability function, 2-19
DELETEMENUQQ QuickWin function, 4-132
DFLOAT intrinsic function, 1-184
DFLOATI portability function, 2-23
DFLOATJ portability function, 2-24
DFLOATK portability function, 2-24
DIGITS intrinsic function, 1-185
DIM intrinsic function, 1-186
DISPLAYCURSOR graphic function, 4-18
DNUM intrinsic function, 1-187
DOT_PRODUCT intrinsic function, 1-188
DPROD intrinsic function, 1-189
DRAND portability function, 2-25
DRANSET portability subroutine, 2-26
DREAL intrinsic function, 1-190
DSETGTEXTVECTOR QuickWin subroutine,
4-178
DSHIFTL portability function, 2-27
DSHIFTR portability function, 2-28
DTIME portability function, 2-29

E

elemental
 intrinsic function, 1-5
 intrinsic subroutine, 1-3
ELLIPS_W graphic function, 4-21
ELLIPSE graphic function, 4-19
environment variables
 \$, 2-31
 \$status, 2-31
EOSHIFT intrinsic function, 1-192
EPSILON intrinsic function, 1-194
ETIME portability function, 2-30
execution time, computing, 1-246

EXIT portability function, 2-31
 EXP intrinsic function, 1-195
 EXPONENT intrinsic function, 1-196
 extensions, intrinsic procedures, 1-9
 EXTERNAL statement and attribute, 1-2

F

FDATE portability subroutine, 2-32
 FFLUSH POSIX subroutine, 3-21
 FGETC portability function, 2-33
 FGETC POSIX subroutine, 3-22
 flib.fd include file, 4-1
 FLOATI portability function, 2-35
 FLOATJ portability functions, 2-36
 FLOODFILL graphic function, 4-22
 FLOODFILL_W graphic function, 4-23
 FLOODFILLRGB graphic function, 4-24
 FLOODFILLRGB_W graphic function, 4-25
 FLOOR intrinsic function, 1-197
 FLUSH portability subroutine, 2-36
 FOCUSQQ QuickWin function, 4-140
 font manipulation functions
 GETFONTINFO, 4-109
 GETGTEXTTEXTENT, 4-110
 GETGTEXTROTATION, 4-117
 GETTEXTCOLORRGB, 4-118
 INITIALIZEFONTS, 4-112
 OUTGTEXT, 4-111
 SETFONT, 4-113
 SETGTEXTROTATION, 4-116
 SETTEXTCOLORRGB, 4-119
 FPUTC portability function, 2-39
 FPUTC POSIX subroutine, 3-24
 FRACTION intrinsic function, 1-198
 FREE portability subroutine, 2-40
 FSEEK portability subroutine, 2-41
 FSEEK POSIX subroutine, 3-25
 FTELL portability function, 2-45

FTELL POSIX subroutine, 3-27
 function
 elemental intrinsic, 1-5
 generic and specific, 1-4, 1-15
 inquiry intrinsic, 1-5
 INTERFACE block, 2-1
 intrinsic, 1-3
 transformational intrinsic, 1-6

G

generic intrinsic function, 1-4, 1-15
 GERRNO portability subroutine, 2-48
 GETACTIVEPAGE QuickWin function, 4-173
 GETACTIVEQQ QuickWin function, 4-139
 GETARCINFO graphic function, 4-16
 GETARG portability subroutine, 2-49
 GETBKCOLOR graphic function, 4-26
 GETBKCOLORRGB color function, 4-93
 GETC POSIX subroutine, 3-28
 GETCOLOR graphic function, 4-27
 GETCOLORRGB color function, 4-92
 GETCURRENTPOSITION graphic subroutine,
 4-28
 GETCURRENTPOSITION_W graphic
 subroutine, 4-29
 GETCWD POSIX subroutine, 3-29
 GETDAT portability subroutine, 2-55
 GETENV portability subroutine, 2-61
 GETEXITQQ QuickWin function, 4-151
 GETFILLMASK graphic subroutine, 4-30
 GETFONTINFO font manipulation function,
 4-109
 GETGID portability function, 2-68
 GETGTESTROTATION font manipulation
 function, 4-117
 GETGTEXTTEXTENT font manipulation
 function, 4-110
 GETGTEXTVECTOR QuickWin subroutine,
 4-174

- GETHANDLECHILDQQ QuickWin window handle function, 4-184
- GETHANDLECLIENTQQ QuickWin window handle function, 4-183
- GETHANDLEFRAMEQQ QuickWin window handle function, 4-183
- GETHANDLEQQ QuickWin function, 4-174
- GETHWNDQQ QuickWin function, 4-142
- GETIM portability subroutine, 2-78
- GETIMAGE graphic subroutine, 4-31
- GETIMAGE_W graphic subroutine, 4-32
- GETLASTERROR portability function, 2-69
- GETLINESTYLE graphic function, 4-33
- GETLOG portability subroutine, 2-72
- GETPHYSCOORD graphic subroutine, 4-34
- GETPID portability function, 2-73
- GETPIXEL graphic function, 4-35
- GETPIXEL_W graphic function, 4-36
- GETPIXELRGB color function, 4-95
- GETPIXELRGB pixel function, 4-95
- GETPIXELRGB_W color function, 4-96
- GETPIXELRGB_W pixel function, 4-96
- GETPIXELS graphic subroutine, 4-37
- GETPIXELSRGB color subroutine, 4-99
- GETPIXELSRGB pixel subroutine, 4-99
- GETPOS portability function, 2-73
- GETTEXTCOLOR graphic function, 4-38
- GETTEXTCOLORRGB font manipulation function, 4-118
- GETTEXTCURSOR QuickWin function, 4-173
- GETTEXTPOSITION graphic subroutine, 4-39
- GETTEXTWINDOW graphic subroutine, 4-40
- GETUID portability function, 2-78
- GETUNITQQ QuickWin function, 4-143
- GETVIDEOCONFIG QuickWin subroutine, 4-175
- GETVIEWCOORD graphic subroutine, 4-41
- GETVIEWCOORD_W graphic subroutine, 4-42
- GETVISUALPAGE QuickWin function, 4-176
- GETWINDOWCONFIG QuickWin function, 4-121
- GETWINDOWCOORD graphic subroutine, 4-43
- GETWRITEMODE graphic function, 4-44
- GETWSIZEQQ QuickWin function, 4-147
- GMTIME portability subroutine, 2-79
- GRAN portability function, 2-81
- graphics functions
 - ARC, 4-13
 - ARC_W, 4-15
 - CLEARSCREEN, 4-17
 - DISPLAYCURSOR, 4-18
 - ELLIPS_W, 4-21
 - ELLIPSE, 4-19
 - FLOODFILL, 4-22
 - FLOODFILL_W, 4-23
 - FLOODFILLRGB, 4-24
 - FLOODFILLRGB_W, 4-25
 - GETARCINFO, 4-16
 - GETBKCOLOR, 4-26
 - GETCOLOR, 4-27
 - GETCURRENTPOSITION, 4-28
 - GETCURRENTPOSITION_W, 4-29
 - GETFILLMASK, 4-30
 - GETIMAGE, 4-31
 - GETIMAGE_W, 4-32
 - GETLINESTYLE, 4-33
 - GETPHYSCOORD, 4-34
 - GETPIXEL, 4-35
 - GETPIXEL_W, 4-36
 - GETPIXELS, 4-37
 - GETTEXTCOLOR, 4-38
 - GETTEXTPOSITION, 4-39
 - GETTEXTWINDOW, 4-40
 - GETVIEWCOORD, 4-41
 - GETVIEWCOORD_W, 4-42
 - GETWINDOWCOORD, 4-43
 - GETWRITEMODE, 4-44
 - GRSTATUS, 4-45
 - IMAGESIZE, 4-46
 - IMAGESIZE_W, 4-47

LINETO, 4-48
 LINETO_W, 4-49
 LOADIMAGE, 4-50
 LOADIMAGE_W, 4-51
 MOVETO, 4-52
 MOVETO_W, 4-53
 OUTTEXT, 4-54
 PIE, 4-54
 PIE_W, 4-56
 POLYGON, 4-58
 POLYGON_W, 4-59
 PUTIMAGE, 4-61
 PUTIMAGE_W, 4-63
 RECTANGLE, 4-66
 RECTANGLE_W, 4-67
 REMAPALLPALETTERGB, 4-68
 REMAPALLPALETTERGP, 4-68
 REMAPPALETTERGB, 4-70
 SAVEIMAGE, 4-72
 SAVEIMAGE_W, 4-73
 SCROLLTEXTWINDOW, 4-74
 SETBKCOLOR, 4-74
 SETCLIPRGN, 4-76
 SETCOLOR, 4-77
 SETFILLMASK, 4-78
 SETLINESTYLE, 4-79
 SETPIXEL, 4-80
 SETPIXEL_W, 4-81
 SETPIXELS, 4-82
 SETTEXTCOLOR, 4-83
 SETTEXTPOSITION, 4-84
 SETTEXTWINDOW, 4-85
 SETVIEWORG, 4-86
 SETVIEWPORT, 4-87
 SETWINDOW, 4-87
 SETWRITEMODE, 4-89
 WRAPON, 4-91
 graphics procedures, 4-5, 4-6
 GRSTATUS graphic function, 4-45

H

HFIX intrinsic function, 1-199

HOSTNM portability subroutine, 2-82
 HUGE intrinsic function, 1-200

I

IACHAR intrinsic function, 1-201
 IADDR intrinsic function, 1-202
 IAND intrinsic function, 1-203
 IARGC portability function, 2-83
 IBCLR intrinsic function, 1-204
 IBITS intrinsic function, 1-205
 IBSET intrinsic function, 1-206
 ICHAR intrinsic function, 1-207
 IDATE portability subroutine, 2-84
 IDATE4 portability subroutine, 2-85
 IDIM intrinsic function, 1-208
 IEEE_FLAGS portability function, 2-86
 IEEE_HANDLER portability function, 2-87
 IEOR intrinsic function, 1-209
 IERRNO portability function, 2-87
 IFLOATI portability function, 2-88
 iflport.f90, 2-1, 2-161
 IJINT intrinsic function, 1-210
 IMAG intrinsic function, 1-211
 IMAGESIZE graphic function, 4-46
 IMAGESIZE_W graphic function, 4-47
 INCHARQQ QuickWin function, 4-153
 INDEX intrinsic function, 1-212
 INITIALIZEFONTS font manipulation function,
 4-112
 INMAX portability function, 2-89
 INQFOCUSQQ QuickWin function, 4-141
 inquiry function, 1-5
 INSERTMENUQQ QuickWin function, 4-129
 INT intrinsic function, 1-213
 INT1 intrinsic function, 1-214
 INT2 intrinsic function, 1-215
 INT4 intrinsic function, 1-216

- INT8 intrinsic function, 1-216
- INTC portability function, 2-89
- integer, representation of, 1-11
- INTEGERTORGB color subroutine, 4-108
- INTERFACE block, 2-1
- INTERFACE portability function, 2-1
- intrinsic
 - functions, 1-1, 1-3
 - procedures, 1-1
 - subroutines, 1-3
- INTRINSIC attribute and statement, 1-7
- intrinsic procedures
 - ABS, 1-139
 - ACHAR, 1-140
 - ACOS, 1-141
 - ACOSD, 1-142
 - ACOSH, 1-143
 - ADJUSTL, 1-144
 - ADJUSTR, 1-145
 - AIMAG, 1-146
 - AIMT, 1-147
 - ALL, 1-148
 - ALLOCATED, 1-150
 - AND, 1-151
 - ANINT, 1-152
 - ANY, 1-153
 - ASIN, 1-155
 - ASIND, 1-156
 - ASINH, 1-157
 - ASSOCIATED, 1-158
 - ATAN, 1-160
 - ATAN2, 1-161
 - ATAN2D, 1-163
 - ATAND, 1-164
 - ATANH, 1-165
 - availability, 1-2
 - BADDRESS, 1-166
 - BIT_SIZE, 1-167
 - BTEST, 1-168
 - CEILING, 1-169
 - CHAR, 1-170
 - classes of, 1-2
 - CMPLX, 1-171
 - CONJG, 1-172
 - COS, 1-173
 - COSD, 1-174
 - COSH, 1-175
 - COUNT, 1-176
 - CSHIFT, 1-179
 - data type representation, 1-10
 - DATE_AND_TIME, 1-181
 - DBLE, 1-183
 - DFLOAT, 1-184
 - DIGITS, 1-185
 - DIM, 1-186
 - DNUM, 1-187
 - DOT_PRODUCT, 1-188
 - DPROD, 1-189
 - DREAL, 1-190
 - elemental function, 1-5
 - elemental subroutine, 1-3
 - EOSHIFT, 1-192
 - EPSILON, 1-194
 - EXP, 1-195
 - EXPONENT, 1-196
 - EXTERNAL attribute, 1-2
 - FLOOR, 1-197
 - FRACTION, 1-198
 - functions, 1-3
 - generic and specific, 1-4, 1-15
 - HFIX, 1-199
 - HUGE, 1-200
 - IACHAR, 1-201
 - IADDR, 1-202
 - IAND, 1-203
 - IBCLR, 1-204
 - IBITS, 1-205
 - IBSET, 1-206
 - ICHAR, 1-207
 - IDIM, 1-208
 - IEOR, 1-209
 - IJINT, 1-210
 - IMAG, 1-211
 - INDEX, 1-212
 - inquiry function, 1-5
 - INT, 1-213

intrinsic procedures (cont.)

INT1, 1-214
INT2, 1-215
INT4, 1-216
INT8, 1-216
INTRINSIC attribute, 1-7
INTRINSIC statement, 1-7
INUM, 1-217
IOR, 1-218
IQINT, 1-219
ISHFT, 1-219
ISHFTC, 1-220
ISIGN, 1-222
ISNAN, 1-223
IXOR, 1-223
JNUM, 1-225
keywords, 1-139
KIND, 1-225
LBOUND, 1-226
LEN, 1-228
LEN_TRIM, 1-229
LGE, 1-230
LGT, 1-231
LLE, 1-232
LLT, 1-233
LOC, 1-234
LOG, 1-234
LOG10, 1-235
LOGICAL, 1-236
LSHFT, 1-237
LSHIFT, 1-237
MATMUL, 1-238
MAX, 1-240
MAXEXPONENT, 1-241
MAXLOC, 1-242
MAXVAL, 1-244
MCLOCK, 1-246
MERGE, 1-247
MIN, 1-248
MINEXPONENT, 1-249
MINLOC, 1-250
MINVAL, 1-252
MOD, 1-254
MODULO, 1-255
MVBITS, 1-257
naming conflicts, 1-2
NEAREST, 1-258
NINT, 1-259
nonstandard, 1-9, 1-15
NOT, 1-260
OR, 1-261
PACK, 1-262
passing as argument, 1-8
portability issues, 1-9
PRECISION, 1-264
PRESENT, 1-265
PRODUCT, 1-266
RADIX, 1-268
RANDOM_NUMBER, 1-269
RANDOM_SEED, 1-270
RANGE, 1-271
REAL, 1-272
REPEAT, 1-274
RESHAPE, 1-275
RNUM, 1-276
RRSPACING, 1-277
RSHFT, 1-278
RSHIFT, 1-278
SCALE, 1-279
SCAN, 1-280
See also libU77 routine, 1-1
SELECTED_INT_KIND, 1-281
SELECTED_REAL_KIND, 1-282
SET_EXPONENT, 1-283
SHAPE, 1-284
SIGN, 1-285
SIN, 1-286
SIND, 1-287
SINH, 1-288
SIZE, 1-289
SPACING, 1-290
specific and generic, 1-4, 1-15
specifications, 1-139
SPREAD, 1-291
SQRT, 1-292
subroutines, 1-3
SUM, 1-293
SYSTEM_CLOCK, 1-295

intrinsic procedures (cont.)

TAN, 1-296
TAND, 1-297
TANH, 1-298
TINY, 1-299
TRANSFER, 1-300
transformational function, 1-6
TRANSPOSE, 1-302
TRIM, 1-303
UBOUND, 1-304
unavailability of, 1-2
UNPACK, 1-306
VERIFY, 1-308
XOR, 1-310

INUM intrinsic function, 1-217
IOMSG portability subroutine, 2-90
IOR intrinsic function, 1-218
IQINT intrinsic function, 1-219
IRAND portability function, 2-90
IRANGET portability subroutine, 2-92
IRANSET portability subroutine, 2-92
ISATTY portability function, 2-93
ISHFT intrinsic function, 1-219
ISHFTC intrinsic function, 1-220
ISIGN intrinsic function, 1-222
ISNAN intrinsic function, 1-223
ITIME portability subroutine, 2-94
IXOR intrinsic function, 1-223

J-K

JABS, 2-94
JABS portability function, 2-94
JDATE portability subroutine, 2-95
JDATE4 portability subroutine, 2-96
JNUM intrinsic function, 1-225
keywords, in intrinsic procedures, 1-139
KILL portability function, 2-96
KIND intrinsic function, 1-225

L

LBOUND intrinsic function, 1-226
LEN intrinsic function, 1-228
LEN_TRIM intrinsic function, 1-229
LGE intrinsic function, 1-230
LGT intrinsic function, 1-231
libcl.a library, 1-1
libF90.a library, 1-1
libPEPCF90.lib library, 2-1
libPOSF90.lib library, 3-1
libQWF90.lib library, 4-1
LINETO graphic function, 4-48
LINETO_W graphic function, 4-49
LLE intrinsic function, 1-232
LLT intrinsic function, 1-233
LOADIMAGE graphic function, 4-50
LOADIMAGE_W graphic function, 4-51
LOC intrinsic function, 1-234
LOG intrinsic function, 1-234
LOG10 intrinsic function, 1-235
LOGICAL intrinsic function, 1-236
LSHFT intrinsic function, 1-237
LSHIFT intrinsic function, 1-237
LTIME portability subroutine, 2-98

M

MALLOC portability function, 2-101
MATMUL intrinsic function, 1-238
MAX intrinsic function, 1-240
MAXEXPONENT intrinsic function, 1-241
MAXLOC intrinsic function, 1-242
MAXVAL intrinsic function, 1-244
MBCharLen MBCS inquiry function, 2-163,
2-192
MBConvertMBToUnicode MBCS conversion
function, 2-164, 2-199

-
- MBConvertUnicodeToMB MBCS conversion function, 2-164, 2-201
 - MBCS conversion procedures
 - MBConvertMBToUnicode, 2-199
 - MBConvertUnicodeToMB, 2-201
 - MBCS Fortran equivalent procedures
 - MBINCHARQQ, 2-203
 - MBINDEX, 2-204
 - MBJISTToJMS, 2-210
 - MBJMSTToJIS, 2-211
 - MBLEQ, 2-205
 - MBLGE, 2-205
 - MBLGT, 2-205
 - MBLLE, 2-205
 - MBLLT, 2-205
 - MBLNE, 2-205
 - MBSCAN, 2-208
 - MBVERIFY, 2-209
 - MBCS inquiry procedures
 - MBCharLen, 2-192
 - MBCurMax, 2-193
 - MBLen, 2-194
 - MBLen_Trim, 2-195
 - MBNext, 2-196
 - MBPrev, 2-197
 - MBStrLead, 2-198
 - MBCurMax MBCS inquiry function, 2-163, 2-193
 - MBINCHARQQ MBCS Fortran equivalent function, 2-165, 2-203
 - MBINDEX MBCS Fortran equivalent function, 2-165, 2-204
 - MBJISTToJMS MBCS Fortran equivalent function, 2-165, 2-210
 - MBJMSTToJIS MBCS Fortran equivalent function, 2-165, 2-211
 - MBLead MBCS inquiry function, 2-163
 - MBLen MBCS inquiry function, 2-163, 2-194
 - MBLen_Trim MBCS inquiry function, 2-163, 2-195
 - MBLEQ MBCS Fortran equivalent function, 2-165, 2-205
 - MBLGE MBCS Fortran equivalent function, 2-165, 2-205
 - MBLGT MBCS Fortran equivalent function, 2-165, 2-205
 - MBLLE MBCS Fortran equivalent function, 2-165, 2-205
 - MBLLT MBCS Fortran equivalent function, 2-165, 2-205
 - MBLNE MBCS Fortran equivalent function, 2-165, 2-205
 - MBNext MBCS inquiry function, 2-163, 2-196
 - MBPrev MBCS inquiry function, 2-164, 2-197
 - MBSCAN MBCS Fortran equivalent function, 2-165, 2-208
 - MBStrLead MBCS inquiry function, 2-164, 2-198
 - MBVERIFY MBCS Fortran equivalent function, 2-165, 2-209
 - MCLOCK intrinsic function, 1-246
 - measuring program speed, 1-246
 - MERGE intrinsic function, 1-247
 - MESSAGEBOXQQ QuickWin function, 4-149
 - Microsoft Visual C++ 32-bit edition for Windows, xxiii
 - MIN intrinsic function, 1-248
 - MINEXPONENT intrinsic function, 1-249
 - MINLOC intrinsic function, 1-250
 - MINVAL intrinsic function, 1-252
 - MKDIR POSIX subroutine, 3-44
 - MOD intrinsic function, 1-254
 - MODIFYMENUFLAGSQQ QuickWin function, 4-133
 - MODIFYMENURoutineQQ QuickWin function, 4-135
 - MODIFYMENUSTRINGQQ QuickWin function, 4-134
 - MODULO intrinsic function, 1-255
 - MOVETO graphic subroutine, 4-52

MOVETO_W graphic subroutine, 4-53
MVBITS intrinsic subroutine, 1-257

N

names, conflicts, 1-2
NaN (not a number), 1-223
NARGS portability function, 2-105
National Language Support routines, 2-161
NEAREST intrinsic function, 1-258
NINT intrinsic function, 1-259
NLS Locale Formatting Procedures, 2-162
 NLSFormatCurrency, 2-162
 NLSFormatDate, 2-162
 NLSFormatNumber, 2-162
 NLSFormatTime, 2-163
NLS Locale Setting and Inquiry Procedures,
 2-161
 NLSEnumCodepages, 2-161
 NLSEnumLocales, 2-161
 NLSGetEnvironmentCodepage, 2-161
 NLSGetLocale, 2-162
 NLSGetLocaleInfo, 2-162
 NLSSetEnvironmentCodepage, 2-162
 NLSSetLocale, 2-162
NLS MBCS Conversion Procedures, 2-164
 MBConvertMBToUnicode, 2-164
 MBConvertUnicodeToMB, 2-164
NLS MBCS Fortran Equivalent Procedures,
 2-165
 MBINCHARQQ, 2-165
 MBINDEX, 2-165
 MBJSTToJMS, 2-165
 MBJMSTToJIX, 2-165
 MBLEQ, 2-165
 MBLGE, 2-165
 MBLGT, 2-165
 MBLLE, 2-165
 MBLLT, 2-165
 MBLNE, 2-165
 MBSCAN, 2-165
 MBVERIFY, 2-165

NLS MBCS Inquiry Procedures, 2-163

 MBCharLen, 2-163
 MBCurMax, 2-163
 MBLead, 2-163
 MBLen, 2-163
 MBLen_Trim, 2-163
 MBNext, 2-163
 MBPrev, 2-164
 MBStrLead, 2-164

NLS Multi-byte Routines and Functions
 Summary, 2-161

 Locale Formatting, 2-162
 Locale Setting and Inquiry, 2-161
 MBCS Conversion, 2-164
 MBCS Fortran Equivalent Procedures,
 2-165
 MBCS Inquiry, 2-163

NLS procedures

 NLSEnumCodepages function, 2-166
 NLSEnumLocales function, 2-167
 NLSFormatCurrency, 2-185
 NLSFormatDate, 2-187
 NLSFormatNumber, 2-188
 NLSFormatTime, 2-190
 NLSGetEnvironmentCodepage, 2-168
 NLSGetLocale, 2-169
 NLSGetLocaleInfo, 2-170
 NLSSetEnvironmentCodepage, 2-181
 NLSSetLocale, 2-183

NLS routines, 2-161

NLSEnumCodepages inquiry function, 2-161,
 2-166

NLSEnumLocales inquiry function, 2-161,
 2-167

NLSFormatCurrency locale formatting function,
 2-162, 2-185

NLSFormatDate locale formatting function,
 2-162, 2-187

NLSFormatNumber locale formatting function,
 2-162, 2-188

NLSFormatTime locale formatting function,
 2-163, 2-190

NLSGetEnvironmentCodepage inquiry function,
2-161, 2-168
 NLSGetLocale inquiry subroutine, 2-162
 NLSGetLocale NLS subroutine, 2-169
 NLSGetLocaleInfo inquiry function, 2-162,
2-170
 NLSSetEnvironmentCodepage inquiry function,
2-162
 NLSSetEnvironmentcodepage inquiry function,
2-181
 NLSSetLocale inquiry function, 2-162, 2-183
 nonstandard intrinsic procedure, 1-9, 1-15
 NOT intrinsic function, 1-260
 NUL QuickWin menu subroutine, 4-172
 NUMARG portability function, 2-105

O

optional argument, 1-139
 OR intrinsic function, 1-261
 OUTGTEXT font manipulation subroutine,
4-111
 OUTTEXT graphic subroutine, 4-54

P

PACK intrinsic function, 1-262
 padding, blank, 1-230, 1-231, 1-232, 1-233
 PERROR portability subroutine, 2-109
 PIE graphic function, 4-54
 PIE_W graphic function, 4-56
 pixel functions
 GETPIXELRGB, 4-95
 GETPIXELRGB_W, 4-96
 GETPIXELSRGB, 4-99
 SETPIXELRGB, 4-104
 SETPIXELRGB_W, 4-105
 SETPIXELSRGB, 4-98
 POLYGON graphic function, 4-58
 POLYGON_W graphic function, 4-59

POPCNT portability function, 2-110
 POPPAR portability function, 2-110
 portability and nonstandard intrinsic procedures,
1-9
 portability functions, 2-94
 /4Yportlib, 2-1
 CDFLOAT, 2-6
 CLOCK, 2-11
 CLOCKX, 2-11
 COMPL, 2-14
 CTIME, 2-14
 DATE, 2-15
 DATE4, 2-16
 DCLOCK, 2-19
 DFLOATI, 2-23
 DFLOATJ, 2-24
 DFLOATK, 2-24
 DRAND, 2-25
 DRANSET, 2-26
 DSHIFTL, 2-27
 DSHIFTR, 2-28
 DTIME, 2-29
 ETIME, 2-30
 EXIT, 2-31
 FDATE, 2-32
 FGETC, 2-33
 FLOATI, 2-35
 FLOATJ, 2-36
 FLUSH, 2-36
 FPUTC, 2-39
 FREE, 2-40
 FSEEK, 2-41
 FTELL, 2-45
 GERRNO, 2-48
 GETARG, 2-49
 GETDAT, 2-55
 GETENV, 2-61
 GETGID, 2-68
 GETLASTERROR, 2-69
 GETLOG, 2-72
 GETPID, 2-73
 GETPOS, 2-73
 GETTIM, 2-78

portability functions (cont.)

GETUID, 2-78
GMTIME, 2-79
GRAN, 2-81
HOSTNM, 2-82
IARGC, 2-83
IDATE, 2-84
IDATE4, 2-85
IEEE_FLAGS, 2-86
IEEE_HANDLER, 2-87
IERRNO, 2-87
IFLOATI, 2-88
iflport.f90, 2-1
INMAX, 2-89
INTC, 2-89
INTERFACE block, 2-1
IOMSG, 2-90
IRAND, 2-90
IRANGET, 2-92
IRANSET, 2-92
ISATTY, 2-93
ITIME, 2-94
JDATE, 2-95
JDATE4, 2-96
KILL, 2-96
LTIME, 2-98
MALLOC, 2-101
NARGS, 2-105
NUMARG, 2-105
PERROR, 2-109
POPCNT, 2-110
POPPAR, 2-110
PUTC, 2-111
QSORT, 2-112
RAN, 2-114
RAND, 2-115, 2-116
RANDOM, 2-117
RANDU, 2-118
RANF, 2-119
RANGET, 2-120
RANSET, 2-120
RENAME, 2-121
RINDEX, 2-123
SCANENV, 2-126

SECNDS, 2-127
SEED, 2-127
SETDAT, 2-131
SETTIM, 2-138
SHIFTL, 2-139
SHIFTR, 2-140
SLEEP, 2-143
SRAND, 2-146
STAT, 2-148
SYSTEM, 2-150
TCLOSE, 2-155
TIME, 2-152
TIMEF, 2-153
TOPEN, 2-154
TREAD, 2-156
TTYNAM, 2-157
TWRITE, 2-158
UNLINK, 2-159

portability library, 2-1

POSIX functions, 3-1

FFLUSH, 3-21
FGETC, 3-22
FPUTC, 3-24
FSEEK, 3-25
FTELL, 3-27
GETC, 3-28
GETCWD, 3-29
MKDIR, 3-44
PXFACCESS, 3-2
PXFAINTGET, 3-3
PXFAINTSET, 3-4
PXFCALLSUBHANDLE, 3-5
PXFCHDIR, 3-6
PXFCHMOD, 3-7
PXFCHOWN, 3-8
PXFCLOSE, 3-9
PXFCLOSEDIR, 3-9
PXFCONST, 3-10
PXFCREAT, 3-11
PXFdup, 3-12
PXFdup2, 3-13
PXFEINTGET, 3-14
PXFEINTSET, 3-15
PXFESTRGET, 3-16

-
- PXFEXECV, 3-17
 - PXFEXECVE, 3-18
 - PXFEXECVP, 3-19
 - PXFEXIT, 3-20
 - PXFFASTEXIT, 3-20
 - PXFFILENO, 3-23
 - PXFFORK, 3-24
 - PXFFSTAT, 3-26
 - PXFGETGRGID, 3-30
 - PXFGETGRNAM, 3-30
 - PXFGETPWNAM, 3-31
 - PXFGETPWUID, 3-32
 - PXFGETSUBHANDLE, 3-33
 - PXFINTGET, 3-34
 - PXFINTSET, 3-35
 - PXFISBLK, 3-36
 - PXFISCHR, 3-37
 - PXFISDIR, 3-38
 - PXFISFIFO, 3-38
 - PXFISREG, 3-39
 - PXFKILL, 3-40
 - PXFLINK, 3-41
 - PXFLOCALTIME, 3-42
 - PXFLSEEK, 3-43
 - PXFMKFIFO, 3-45
 - PXFOPEN, 3-46
 - PXFOPENDIR, 3-47
 - PXFFPIPE, 3-48
 - PXFFPUTC, 3-49
 - PXFREAD, 3-50
 - PXFREADDIR, 3-51
 - PXFRENAME, 3-51
 - PXFREWINDDIR, 3-52
 - PXFRMDIR, 3-53
 - PXFSIGADDSET, 3-54
 - PXFSIGDELSET, 3-55
 - PXFSIGEMPTYSET, 3-56
 - PXFSIGFILLSET, 3-57
 - PXFSIGSMEMBER, 3-58
 - PXFSTAT, 3-59
 - PXFSTRGET, 3-60
 - PXFSTRUCTCOPY, 3-61
 - PXFSTRUCTCREATE, 3-62
 - PXFSTRUCTFREE, 3-63
 - PXFUCOMPARE, 3-63
 - PXFUMASK, 3-64
 - PXFUNLINK, 3-65
 - PXFUTIME, 3-66
 - PXFWAIT, 3-67
 - PXFWAITPID, 3-67
 - PXFWEXITSTATUS, 3-69
 - PXFWIFEXITED, 3-68
 - PXFWIFSIGNALED, 3-70
 - PXFWIFSTOPPED, 3-71
 - PXFWRITE, 3-71
 - PXFWSTOPSIG, 3-72
 - PXFWTERMSIG, 3-73
 - POSIX library, 3-1
 - PRECISION intrinsic function, 1-264
 - PRESENT intrinsic function, 1-265
 - procedure, intrinsic, 1-1
 - PRODUCT intrinsic function, 1-266
 - PSFFILENO POSIX subroutine, 3-23
 - Publications
 - See related publications, xxiii
 - PUTC portability function, 2-111
 - PUTIMAGE graphic subroutine, 4-61
 - PUTIMAGE_W graphic subroutine, 4-63
 - PXFACCESS POSIX subroutine, 3-2
 - PXFAINTGET POSIX subroutine, 3-3
 - PXFAINTSET POSIX subroutine, 3-4
 - PXFCALLSUBHANDLE POSIX subroutine, 3-5
 - PXFCHDIR POSIX subroutine, 3-6
 - PXFCHMOD POSIX subroutine, 3-7
 - PXFCHOWN POSIX subroutine, 3-8
 - PXFCLOSE POSIX subroutine, 3-9
 - PXFCLOSEDIR POSIX subroutine, 3-9
 - PXFCONST POSIX subroutine, 3-10
 - PXFCREAT POSIX subroutine, 3-11
 - PXFDUP POSIX subroutine, 3-12
 - PXFDUP2 POSIX subroutine, 3-13
 - PXFEINTGET POSIX subroutine, 3-14

- PXFEINTSET POSIX subroutine, 3-15
 - PXFESTRGET POSIX subroutine, 3-16
 - PXFEXECV POSIX subroutine, 3-17
 - PXFEXECVE POSIX subroutine, 3-18
 - PXFEXECVP POSIX subroutine, 3-19
 - PXFEXIT POSIX subroutine, 3-20
 - PXFFASTEXIT POSIX subroutine, 3-20
 - PXFFORK POSIX subroutine, 3-24
 - PXFFSTAT POSIX subroutine, 3-26
 - PXFGETGRGID POSIX subroutine, 3-30
 - PXFGETGRNAM POSIX subroutine, 3-30
 - PXFGETPWNAM POSIX subroutine, 3-31
 - PXFGETPWUID POSIX subroutine, 3-32
 - PXFGETSUBHANDLE POSIX subroutine, 3-33
 - PXFINTGET POSIX subroutine, 3-34
 - PXFINTSET POSIX subroutine, 3-35
 - PXFISBLK POSIX function, 3-36
 - PXFISCHR POSIX function, 3-37
 - PXFISDIR POSIX function, 3-38
 - PXFISFIFO POSIX function, 3-38
 - PXFISREG POSIX function, 3-39
 - PXFKILL POSIX subroutine, 3-40
 - PXFLINK POSIX subroutine, 3-41
 - PXFLOCALTIME POSIX subroutine, 3-42
 - PXFLSEEK POSIX subroutine, 3-43
 - PXFMKFIFO POSIX subroutine, 3-45
 - PXFOPEN POSIX subroutine, 3-46
 - PXFOPENDIR POSIX subroutine, 3-47
 - PXFPIPE POSIX subroutine, 3-48
 - PXFPUTC POSIX subroutine, 3-49
 - PXFREAD POSIX subroutine, 3-50
 - PXFREaddir POSIX subroutine, 3-51
 - PXFRENAME POSIX subroutine, 3-51
 - PXFREWINDDIR POSIX subroutine, 3-52
 - PXFRMDIR POSIX subroutine, 3-53
 - PXFSIGADDSET POSIX subroutine, 3-54
 - PXFSIGDELSET POSIX subroutine, 3-55
 - PXFSIGEMPTYSET POSIX subroutine, 3-56
 - PXFSIGFILLSET POSIX subroutine, 3-57
 - PXFSIGISMEMBER POSIX subroutine, 3-58
 - PXFSTAT POSIX subroutine, 3-59
 - PXFSTRGET POSIX subroutine, 3-60
 - PXFSTRUCTCOPY POSIX subroutine, 3-61
 - PXFSTRUCTCREATE POSIX subroutine, 3-62
 - PXFSTRUCTFREE POSIX subroutine, 3-63
 - PXFUCOMPARE POSIX subroutine, 3-63
 - PXFUMASK POSIX subroutine, 3-64
 - PXFUNLINK POSIX subroutine, 3-65
 - PXFUTIME POSIX subroutine, 3-66
 - PXFWAIT POSIX subroutine, 3-67
 - PXFWAITPID POSIX subroutine, 3-67
 - PXFWEXITSTATUS POSIX function, 3-69
 - PXFWIFEXITED POSIX function, 3-68
 - PXFWIFSIGNALED POSIX function, 3-70
 - PXFWIFSTOPPED POSIX function, 3-71
 - PXFWRITE POSIX subroutine, 3-71
 - PXFWSTOPSIG POSIX function, 3-72
 - PXFWTERMSIG POSIX function, 3-73
- Q**
- QSORT portability subroutine, 2-112
 - QuickWin functions
 - ABOUTBOXQQ, 4-144
 - APPENDMENUQQ, 4-126
 - CLICKMENUQQ, 4-145
 - DELETEMENUQQ, 4-132
 - DSETGTEXTVECTOR, 4-178
 - FOCUSQQ, 4-140
 - GETACTIVEPAGE, 4-173
 - GETACTIVEQQ, 4-139
 - GETEXITQQ, 4-151
 - GETGTEXTVECTOR, 4-174
 - GETHANDLECHILDQQ, 4-184
 - GETHANDLECLIENTQQ, 4-183
 - GETHANDLEFRAMEQQ, 4-183

-
- GETHANDLEQQ, 4-174
 - GETHWNDQQ, 4-142
 - GETTEXTCURSOR, 4-173
 - GETUNITQQ, 4-143
 - GETVIDEOCONFIG, 4-175
 - GETVISUALPAGE, 4-176
 - GETWINDOWCONFIG, 4-121
 - GETWSIZEQQ, 4-147
 - INCHARQQ, 4-153
 - INQFOCUSQQ, 4-141
 - INSERTMENUQQ, 4-129
 - MESSAGEBOXQQ, 4-149
 - MODIFYMENUFLAGSQQ, 4-133
 - MODIFYMENUROUTINEQQ, 4-135
 - MODIFYMENUSTRINGQQ, 4-134
 - REGISTERFONTS, 4-176
 - REGISTERMOUSEEVENT, 4-158
 - SELECTPALETTE, 4-177
 - SETACTIVEPAGE, 4-177
 - SETACTIVEQQ, 4-138
 - SETEXITQQ, 4-152
 - SETFRAMEWINDOW, 4-178
 - SETMESSAGEQQ, 4-154
 - SETSTATUSMESSAGE, 4-179
 - SETTEXTCURSOR, 4-179
 - SETTEXTFONT, 4-180
 - SETTEXTROWS, 4-180
 - SETVIDEOMODE, 4-181
 - SETVIDEOMODEROWS, 4-181
 - SETVISUALPAGE, 4-182
 - SETWINDOWCONFIG, 4-123
 - SETWINDOWMENUQQ, 4-137
 - SETWSIZEQQ, 4-146
 - UNREGISTERFONTS, 4-182
 - UNREGISTERMOUSEEVENT, 4-160
 - UNUSEDQQ, 4-184
 - WAITONMOUSEEVENT, 4-156
- QuickWin library, 4-1
- QuickWin menu functions
- NUL, 4-172
 - WINABOUT, 4-170
 - WINARRANGE, 4-177
 - WINCASCADE, 4-166
 - WINCLEARPASTE, 4-168
 - WINCOPY, 4-163
 - WINEXIT, 4-163
 - WINFULLSCREEN, 4-165
 - WININDEX, 4-169
 - WININPUT, 4-168
 - WINPASTE, 4-164
 - WINPRINT, 4-162
 - WINSAVE, 4-162
 - WINSELECTALL, 4-172
 - WINSELECTGRAPHICS, 4-171
 - WINSELECTTEXT, 4-171
 - WINSIZETOFIT, 4-164
 - WINSTATE, 4-165
 - WINSTATUS, 4-169
 - WINTILE, 4-167
 - WINUSING, 4-170
- QuickWin routines, 4-2
- ## R
- RADIX intrinsic function, 1-268
 - RAN portability function, 2-114
 - RAND intrinsic function, 2-116
 - RAND portability function, 2-115
 - RANDOM portability subroutine, 2-117
 - RANDOM_NUMBER intrinsic subroutine, 1-269
 - RANDOM_SEED intrinsic subroutine, 1-270
 - RANDU portability function, 2-118
 - RANF portability function, 2-119
 - RANGE intrinsic function, 1-271
 - RANGET portability subroutine, 2-120
 - RANSET portability subroutine, 2-120
 - real, representation of, 1-12
 - REAL intrinsic function, 1-272
 - RECTANGLE graphic function, 4-66
 - RECTANGLE_W graphic function, 4-67
 - REGISTERFONTS QuickWin function, 4-176
 - REGISTERMOUSEEVENT QuickWin function, 4-158

- Related publications, xxiii
- REMAPALLPALETTERGB graphic function, 4-68
- REMAPALLPALETTERGP graphic function, 4-68
- REMAPPALLETTERGB graphic function, 4-70
- RENAME portability function, 2-121
- REPEAT intrinsic function, 1-274
- RESHAPE intrinsic function, 1-275
- return code, 2-31
- RGBTOINTEGER color function, 4-106
- RINDEX portability function, 2-123
- RNUM intrinsic function, 1-276
- RRSPACING intrinsic function, 1-277
- RSHFT intrinsic function, 1-278
- RSHIFT intrinsic function, 1-278

- S**
- SAVEIMAGE graphic function, 4-72
- SAVEIMAGE_W graphic function, 4-73
- SCALE intrinsic function, 1-279
- SCAN intrinsic function, 1-280
- SCANENV portability subroutine, 2-126
- SCROLLTEXTWINDOW graphic subroutine, 4-74
- SECNDS portability function, 2-127
- SEED portability subroutine, 2-127
- SELECTED_INT_KIND intrinsic function, 1-281
- SELECTED_REAL_KIND intrinsic function, 1-282
- SELECTPALETTE QuickWin function, 4-177
- SET_EXPONENT intrinsic function, 1-283
- SETACTIVEPAGE QuickWin function, 4-177
- SETACTIVEQQ QuickWin function, 4-138
- SETBKCOLOR graphic function, 4-74
- SETBKCOLORRGB color function, 4-102
- SETCLIPRGN graphic subroutine, 4-76
- SETCOLOR graphic function, 4-77
- SETCOLORRGB color function, 4-101
- SETDAT portability subroutine, 2-131
- SETEXITQQ QuickWin function, 4-152
- SETFILLMASK graphic subroutine, 4-78
- SETFONT font manipulation function, 4-113
- SETFRAMEWINDOW QuickWin subroutine, 4-178
- SETGTEXTROTATION font manipulation subroutine, 4-116
- SETLINESTYLE graphic subroutine, 4-79
- SETMESSAGEQQ QuickWin subroutine, 4-154
- SETPIXEL graphic function, 4-80
- SETPIXEL_W graphic function, 4-81
- SETPIXELRGB color function, 4-104
- SETPIXELRGB pixel function, 4-104
- SETPIXELRGB_W color function, 4-105
- SETPIXELRGB_W pixel function, 4-105
- SETPIXELS graphic subroutine, 4-82
- SETPIXELSRGB color subroutine, 4-98
- SETPIXELSRGB pixel subroutine, 4-98
- SETSTATUSMESSAGE QuickWin subroutine, 4-179
- SETTEXTCOLOR graphic function, 4-83
- SETTEXTCOLORRGB font manipulation function, 4-119
- SETTEXTCURSOR QuickWin function, 4-179
- SETTEXTFONT QuickWin subroutine, 4-180
- SETTEXTPOSITION graphic subroutine, 4-84
- SETTEXTROWS QuickWin function, 4-180
- SETTEXTWINDOW graphic subroutine, 4-85
- SETTIM portability subroutine, 2-138
- SETVIDEOMODE QuickWin function, 4-181
- SETVIDEOMODEROWS function, 4-181
- SETVIEWORG graphic subroutine, 4-86
- SETVIEWPORT graphic subroutine, 4-87
- SETVISUALPAGE QuickWin function, 4-182

- SETWINDOW graphic function, 4-87
- SETWINDOWCONFIG QuickWin function, 4-123
- SETWINDOWMENUQQ QuickWin function, 4-137
- SETWRITEMODE graphic function, 4-89
- SETWSIZEQQ QuickWin function, 4-146
- SHAPE intrinsic function, 1-284
- SHIFTL portability function, 2-139
- SHIFTR portability function, 2-140
- SIGN intrinsic function, 1-285
- SIN intrinsic function, 1-286
- SIND intrinsic function, 1-287
- SINH intrinsic function, 1-288
- SIZE intrinsic function, 1-289
- SLEEP portability subroutine, 2-143
- SPACING intrinsic function, 1-290
- specific intrinsic function, 1-4, 1-15
- SPREAD intrinsic function, 1-291
- SQRT intrinsic function, 1-292
- SRAND portability subroutine, 2-146
- STAT portability function, 2-148
- statement functions, naming conflicts, 1-2
- statements, INTRINSIC, 1-7
- \$status environment variable, 2-31
- subroutine
 - elemental intrinsic, 1-3
 - intrinsic, 1-3
- subroutines
 - CLEARSCREEN graphic subroutine, 4-17
 - CLOCK portability subroutine, 2-11
 - CLOCKX portability subroutine, 2-11
 - DATE portability subroutine, 2-15
 - DATE4 portability subroutine, 2-16
 - DRANSET portability subroutine, 2-26
 - DSETGTEXTVECTOR QuickWin subroutine, 4-178
 - FDATE portability subroutine, 2-32
 - FGETC POSIX subroutine, 3-22
 - FLLUSH POSIX subroutine, 3-21
 - FLUSH portability subroutine, 2-36
 - FPUTC POSIX subroutine, 3-24
 - FREE portability subroutine, 2-40
 - FSEEK portability subroutine, 2-41
 - FSEEK POSIX subroutine, 3-25
 - FTELL POSIX subroutine, 3-27
 - GERRNO portability subroutine, 2-48
 - GETARG portability subroutine, 2-49
 - GETC POSIX subroutine, 3-28
 - GETCURRENTPOSITION graphic subroutine, 4-28
 - GETCURRENTPOSITION_W graphic subroutine, 4-29
 - GETCWD POSIX subroutine, 3-29
 - GETDAT portability subroutine, 2-55
 - GETENV portability subroutine, 2-61
 - GETFILLMASK graphic subroutine, 4-30
 - GETGTEXTVECTOR QuickWin subroutine, 4-174
 - GETIMAGE graphic subroutine, 4-31
 - GETIMAGE_W graphic subroutine, 4-32
 - GETLOG portability subroutine, 2-72
 - GETPHYSCOORD graphic subroutine, 4-34
 - GETPIXELS graphic subroutine, 4-37
 - GETPIXELSRGB pixel and color subroutine, 4-99
 - GETTEXTPOSITION graphic subroutine, 4-39
 - GETTEXTWINDOW graphic subroutine, 4-40
 - GETTIM portability subroutine, 2-78
 - GETVIDEOCONFIG QuickWin subroutine, 4-175
 - GETVIEWCOORD graphic subroutine, 4-41
 - GETVIEWCOORD_W graphic subroutine, 4-42
 - GETWINDOWCOORD graphic subroutine, 4-43
 - GMTIME portability subroutine, 2-79
 - HOSTNM portability subroutine, 2-82
 - IDATE portability subroutine, 2-84
 - IDATE4 portability subroutine, 2-85

subroutines (cont.)

- IOMSG portability subroutine, 2-90
- IRANGET portability subroutine, 2-92
- IRANSET portability subroutine, 2-92
- ITIME portability subroutine, 2-94
- JDATE portability subroutine, 2-95
- JDATE4 portability subroutine, 2-96
- LTIME portability subroutine, 2-98
- MKDIR POSIX subroutine, 3-44
- MOVETO graphic subroutine, 4-52
- MOVETO_W graphic subroutine, 4-53
- NLSGetLocale inquiry subroutine, 2-169
- NUL QuickWin menu subroutine, 4-172
- OUTGTEXT font manipulation subroutine, 4-111
- OUTTEXT graphic subroutine, 4-54
- PERROR portability subroutine, 2-109
- PSFLINK POSIX subroutine, 3-41
- PUTIMAGE graphic subroutine, 4-61
- PUTIMAGE_W graphic subroutine, 4-63
- PXFACCESS POSIX subroutine, 3-2
- PXFAINTGET POSIX subroutine, 3-3
- PXFAINTSET POSIX subroutine, 3-4
- PXFCALLSUBHANDLE POSIX subroutine, 3-5
- PXFCHDIR POSIX subroutine, 3-6
- PXFCHMOD POSIX subroutine, 3-7
- PXFCHOWN POSIX subroutine, 3-8
- PXFCLOSE POSIX subroutine, 3-9
- PXFCLOSEDIR POSIX subroutine, 3-9
- PXFCONST POSIX subroutine, 3-10
- PXFCREAT POSIX subroutine, 3-11
- PXFDUP POSIX subroutine, 3-12
- PXFDUP2 POSIX subroutine, 3-13
- PXFEINTGET POSIX subroutine, 3-14
- PXFEINTSET POSIX subroutine, 3-15
- PXFESTRGET POSIX subroutine, 3-16
- PXFEXECV POSIX subroutine, 3-17
- PXFEXECVE POSIX subroutine, 3-18
- PXFEXECVP POSIX subroutine, 3-19
- PXFEXIT POSIX subroutine, 3-20
- PXFFASTEXIT POSIX subroutine, 3-20
- PXFFILENO POSIX subroutine, 3-23
- PXFFORK POSIX subroutine, 3-24
- PXFFSTAT POSIX subroutine, 3-26
- PXFGETGRGID POSIX subroutine, 3-30
- PXFGETGRNAM POSIX subroutine, 3-30
- PXFGETPWNAM POSIX subroutine, 3-31
- PXFGETPWUID POSIX subroutine, 3-32
- PXFGETSUBHANDLE POSIX subroutine, 3-33
- PXFINTGET POSIX subroutine, 3-34
- PXFINTSET POSIX subroutine, 3-35
- PXFKILL POSIX subroutine, 3-40
- PXFLOCALTIME POSIX subroutine, 3-42
- PXFLSEEK POSIX subroutine, 3-43
- PXFMKFIFO POSIX subroutine, 3-45
- PXFOPEN POSIX subroutine, 3-46
- PXFOPENDIR POSIX subroutine, 3-47
- PXFPIPE POSIX subroutine, 3-48
- PXFPUTC POSIX subroutine, 3-49
- PXFREAD POSIX subroutine, 3-50
- PXFREADDIR POSIX subroutine, 3-51
- PXFRENAME POSIX subroutine, 3-51
- PXFREWINDDIR POSIX subroutine, 3-52
- PXFRMDIR POSIX subroutine, 3-53
- PXFSIGADDSET POSIX subroutine, 3-54
- PXFSIGDELSET POSIX subroutine, 3-55
- PXFSIGEMPTYSET POSIX subroutine, 3-56
- PXFSIGFILLSET POSIX subroutine, 3-57
- PXFSIGISMEMBER POSIX subroutine, 3-58
- PXFSTAT POSIX subroutine, 3-59
- PXFSTRGET POSIX subroutine, 3-60
- PXFSTRUCTCREATE POSIX subroutine, 3-62
- PXFSTRUCTFREE POSIX subroutine, 3-63
- PXFSTRUCTOCOPY POSIX subroutine, 3-61
- PXFUCOMPARE POSIX subroutine, 3-63
- PXFUMASK POSIX subroutine, 3-64
- PXFUNLINK POSIX subroutine, 3-65
- PXFUTIME POSIX subroutine, 3-66
- PXFWAIT POSIX subroutine, 3-67
- PXFWAITPID POSIX subroutine, 3-67
- PXFWRITE, 3-71

subroutines (cont.)

- QSORT portability subroutine, 2-112
- RANDOM portability subroutine, 2-117
- RANGET portability subroutine, 2-120
- RANSET portability subroutine, 2-120
- SCANENV portability subroutine, 2-126
- SCROLLTEXTWINDOW graphic subroutine, 4-74
- SEED portability subroutine, 2-127
- SETCLIPRGN graphic subroutine, 4-76
- SETDAT portability subroutine, 2-131
- SETTEXTFONT QuickWin subroutine, 4-180
- SETFILLMASK graphic subroutine, 4-78
- SETFRAMEWINDOW QuickWin subroutine, 4-178
- SETGTEXTROTATION font manipulation subroutine, 4-116
- SETLINESTYLE graphic subroutine, 4-79
- SETMESSAGEQQ QuickWin subroutine, 4-154
- SETPIXELS graphic subroutine, 4-82
- SETPIXELSRGB pixel and color subroutine, 4-98
- SETSTATUSMESSAGE QuickWin subroutine, 4-179
- SETTEXTPOSITION graphic subroutine, 4-84
- SETTEXTWINDOW graphic subroutine, 4-85
- SETTIM portability subroutine, 2-138
- SETVIEWORG graphic subroutine, 4-86
- SETVIEWPORT graphic subroutine, 4-87
- SLEEP portability subroutine, 2-143
- SRAND portability subroutine, 2-146
- TIME portability subroutine, 2-152
- UNREGISTERFONTS QuickWin subroutine, 4-182
- UNUSEDQQ QuickWin window handle subroutine, 4-184
- WINABOUT QuickWin menu subroutine, 4-170
- WINARRANGE QuickWin menu subroutine, 4-167
- WINCASCADE QuickWin menu subroutine, 4-166
- WINCLEARPASTE QuickWin menu subroutine, 4-168
- WINCOPY QuickWin menu subroutine, 4-163
- WINEXIT QuickWin menu subroutine, 4-163
- WINFULLSCREEN QuickWin menu subroutine, 4-165
- WININDEX QuickWin menu subroutine, 4-169
- WININPUT QuickWin menu subroutine, 4-168
- WINPASTE QuickWin menu subroutine, 4-164
- WINPRINT QuickWin menu subroutine, 4-162
- WINSAVE menu subroutine, 4-162
- WINSELECTALL QuickWin menu subroutine, 4-172
- WINSELECTGRAPHICS QuickWin menu subroutine, 4-171
- WINSELECTTEXT QuickWin menu subroutine, 4-171
- WINSIZETOFIT QuickWin menu subroutine, 4-164
- WINSTATE QuickWin menu subroutine, 4-165
- WINSTATUS QuickWin menu subroutine, 4-169
- WINTILE QuickWin menu subroutine, 4-167
- WINUSING QuickWin menu subroutine, 4-170
- SUM intrinsic function, 1-293
- syntax, intrinsic procedure. Chapter 11, 1-1
- SYSTEM portability function, 2-150
- SYSTEM_CLOCK intrinsic subroutine, 1-295

T

TAN intrinsic function, 1-296
TAND intrinsic function, 1-297
TANH intrinsic function, 1-298
Target architecture, xxiv
TCLOSE portability function, 2-155
time for program execution, 1-246
TIME portability subroutine, 2-152
TIMEF portability function, 2-153
TINY intrinsic function, 1-299
TOPEN portability function, 2-154
TRANSFER intrinsic function, 1-300
transformational function, 1-6
TRANSPOSE intrinsic function, 1-302
TREAD portability function, 2-156
TRIM intrinsic function, 1-303
TTYNAM portability function, 2-157
TWRITE portability function, 2-158

U

UBOUND intrinsic function, 1-304
UNLINK portability function, 2-159
UNPACK intrinsic function, 1-306
UNREGISTERFONTS QuickWin subroutine,
4-182
UNREGISTERMOUSEEVENT QuickWin
function, 4-160
UNUSEDQQ QuickWin window handle
subroutine, 4-184
USE IFLPORT statement, 2-1

V-W

VERIFY intrinsic function, 1-308
WAITONMOUSEEVENT QuickWin function,
4-156
WINABOUT QuickWin menu subroutine, 4-170

WINARRANGE QuickWin menu subroutine,
4-167
WINCASCADE QuickWin menu subroutine,
4-166
WINCLEARPASTE QuickWin menu
subroutine, 4-168
WINCOPY QuickWin menu subroutine, 4-163
WINEXIT Quickwin menu subroutine, 4-163
WINFULLSCREEN QuickWin menu
subroutine, 4-165
WININDEX QuickWin menu subroutine, 4-169
WININPUT QuickWin menu subroutine, 4-168
WINPASTE QuickWin menu subroutine, 4-164
WINPRINT QuickWin menu subroutine, 4-162
WINSAVE QuickWin menu subroutine, 4-162
WINSELECTALL QuickWin menu subroutine,
4-172
WINSELECTGRAPHICS QuickWin menu
subroutine, 4-171
WINSELECTTEXT QuickWin menu
subroutine, 4-171
WINSIZETOFIT QuickWin menu subroutine,
4-164
WINSTATE QuickWin menu subroutine, 4-165
WINSTATUS QuickWin menu subroutine,
4-169
WINTILE QuickWin menu subroutine, 4-167
WINUSING QuickWin menu subroutine, 4-170
WRAPON graphic function, 4-91

X

XOR intrinsic function, 1-310