

Error

```
+debug_new()
-debug_init(out this:Debug,in d_flag:integer,
            stat_info:integer)
+debug_print_msg()
-debug_print_msg_a(in this>Error,in rank:integer,
                  in caller:character(:),
                  in msg:character(:),out stat_info:integer)
-debug_print_msg_ai(in this>Error,in rank:integer,
                   in caller:character(:),
                   in msg:character(:),in num:integer,
                   out stat_info:integer)
-debug_print_msg_af(in this>Error,in rank:integer,
                   in caller:character(:),
                   in msg:character(:),in fnum:real,
                   out stat_info:integer)
-debug_print_msg_aa(in this>Error,in rank:integer,
                   in caller:character(:),
                   in msg1:character(:),
                   in msg2:character(:),
                   out stat_info:integer)
-deub_print_msg_i(in this>Error,in rank:integer,
                  caller:character(:),in num:integer,
                  out stat_info:integer)
-debug_print_msg_f(in this>Error,in rank:integer,
                  in caller:character(:),
                  in fnum:real,out stat_info:integer)
+debug_finalize(in this>Error,out stat_info:integer)
```