

Debug
+flag: integer
+debug_new() -debug_init(out this:Debug,in d_flag:integer,stat_info:integer) +debug_substart(in this:Debug,rank:integer,caller:character(:), time_routine_start:real,stat_info:integer) +debug_substop(in this:Debug,rank:integer,caller:character(:), time_routine_start:real,stat_info:integer) +debug_print_msg() -debug_print_msg_a(in this:Debug,in rank:integer,in caller:character(:), in msg:character(:),out stat_info:integer) -deub_print_msg_i(in this:Debug,in rank:integer,caller:character(:), in num:integer,out stat_info:integer) -debug_print_msg_f(in this:Debug,in rank:integer,in caller:character(:), in fnum:real,out stat_info:integer) -debug_print_msg_aa(in this:Debug,in rank:integer,in caller:character(:), in msg1:character(:),in msg2:character(:), out stat_info:integer) -debug_print_msg_ai(in this:Debug,in rank:integer,in caller:character(:), in msg:character(:),in num:integer,out stat_info:integer) -debug_print_msg_af(in this:Debug,in rank:integer,in caller:character(:), in msg:character(:),in fnum:real,out stat_info:integer) +debug_write_output() -debug_write_output_f(in this:Debug,in data:real(:,:),out stat_info:integer) -debug_write_output_i(in this:Debug,in data:integer(:,:),stat_info:integer) +debug_validate_motion(in this:Debug,in v:real(:,:),in f:real(:, :),in dt:real,in integrate_type:integer, in cut_off:real,out stat_info:integer) +debug_set_flag(in this:Debug,in d_flag:integer,out stat_info:integer) +debug_get_flag(in this:Debug,out stat_info:integer): integer +debug_finalize(in this:Debug,out stat_info:integer)