1 DEALLOCATE (UNIF)

2 DEALLOCATE (BALL);

3 DEALLOCATE(BALL\_UP);

4 DEALLOCATE (trace\_buf);

5 DEALLOCATE (MyTrassa);

6 DEALLOCATE (IPR\_CHEN);

7 DEALLOCATE(IPR);

8 DEALLOCATE(IPR1);

9 DEALLOCATE(IPR1\_UP);

10 DEALLOCATE(UNIFORMITY\_MIDL);

11 DEALLOCATE(REFR\_MIDL);

12 DEALLOCATE(REFR\_MAX);

13 DEALLOCATE(RMOM\_MAX);

14 DEALLOCATE(RMOM\_MIDL);

15 DEALLOCATE(R\_BALL\_MIDL);

16 DEALLOCATE(R\_BALL\_MIDL\_UP);

17 DEALLOCATE(II\_BAL);

18 DEALLOCATE(II\_OSN);

19 DEALLOCATE(REFR);

20 DEALLOCATE(RMOM);

21 DEALLOCATE(UNIFORMITY);

22 DEALLOCATE(FILE\_NUMBER);

23 DEALLOCATE(GRAF\_NUMBER);

24 DEALLOCATE(VLAG\_NUMBER);

25 DEALLOCATE(UGLUB\_NUMBER);

26 DEALLOCATE(TOLSH\_NUMBER);

27 DEALLOCATE(R\_BALL);

28 DEALLOCATE(R\_BALL\_UP);

! ДЛЯ ГРАФИКИ------------------------------------------------------------------------------------------------

29 DEALLOCATE(trace\_draw\_pos);

30 DEALLOCATE(trace\_draw\_pos\_1);

31 DEALLOCATE(trace\_draw\_pos\_2);

32 DEALLOCATE(trace\_draw\_pos\_3);

33 DEALLOCATE(trace\_draw\_pos\_4);

34 DEALLOCATE(trace\_draw\_pos\_5);

!-------------------------------------------------------------------------------------------------------------

35 DEALLOCATE(N\_WRITE\_VLAG);

36 DEALLOCATE(N\_WRITE\_UGLUB);

37 DEALLOCATE(N\_WRITE\_TOLSH);

38 DEALLOCATE(STRING\_GRAF\_CSV);

39 DEALLOCATE(STRING\_VLAG\_CSV);

40 DEALLOCATE(STRING\_UGLUB\_CSV);

41 DEALLOCATE(STRING\_TOLSH\_CSV);

42 DEALLOCATE (S1\_V);

43 DEALLOCATE (S2\_V);

44 DEALLOCATE (S3\_V);

45 DEALLOCATE (S4\_V);

46 DEALLOCATE (S5\_V);

47 DEALLOCATE (S6\_V);

48 DEALLOCATE (S1\_U);

49 DEALLOCATE (S2\_U);

50 DEALLOCATE (S3\_U);

51 DEALLOCATE (S4\_U);

52 DEALLOCATE (S5\_U);

53 DEALLOCATE (S1\_U\_UP);

54 DEALLOCATE (S2\_U\_UP);

55 DEALLOCATE (S3\_U\_UP);

56 DEALLOCATE (S4\_U\_UP);

57 DEALLOCATE (S5\_U\_UP);

!-------------------------------------------------------------------------------------------------

58 DEALLOCATE (YY);

59 DEALLOCATE (YY1);

60 DEALLOCATE (IA);

61 DEALLOCATE (BUFF);

62 IF(KEY\_MIDL.GT.0)&

DEALLOCATE (BUFF\_MIDDLE);

63 DEALLOCATE (SUM\_RAB\_MIDL);

64 IF(KEY\_MIDL.GT.0)&

DEALLOCATE (SUM\_MIDDLE);

65 DEALLOCATE (RDM);

66 DEALLOCATE (RDM1);

67 DEALLOCATE (RDM2);

68 DEALLOCATE (VREMYA\_MOUSE);