

NAG Library Routine Document

A00ACF

Note: before using this routine, please read the Users' Note for your implementation to check the interpretation of ***bold italicised*** terms and other implementation-dependent details.

1 Purpose

A00ACF provides a convenient means of checking the availability of a valid licence key on licence-managed implementations before starting computations that will use NAG Library routines. In particular, the use of this function is highly recommended in programs that call NAG Library routines within multithreaded sections (e.g., OpenMP parallel regions). The function need only be called once, before the start of the first multithreaded section.

2 Specification

```
FUNCTION A00ACF ( )  
LOGICAL A00ACF
```

3 Description

A00ACF returns the logical value `.TRUE.` if a valid licence is found, otherwise `.FALSE.` is returned. On non licence-managed implementations, `.TRUE.` is always returned.

4 References

None.

5 Arguments

None.

6 Error Indicators and Warnings

None.

7 Accuracy

Not applicable.

8 Parallelism and Performance

Not applicable.

9 Further Comments

None.

10 Example

This example prints an appropriate message depending upon the value returned by A00ACF.

10.1 Program Text

```
Program a00acfe

!      A00ACF Example Program Text
!
!      Mark 26 Release. NAG Copyright 2016.
!
!      .. Use Statements ..
!      Use nag_library, Only: a00acf
!      .. Implicit None Statement ..
!      Implicit None
!      .. Parameters ..
!      Integer, Parameter          :: nout = 6
!      .. Local Scalars ..
!      Logical                    :: lmok
!      .. Executable Statements ..
!      Write (nout,*) 'A00ACF Example Program Results'

      Write (nout,*)

      lmok = a00acf()

      If (lmok) Then
        Write (nout,*) 'A valid licence key is available'
      Else
        Write (nout,*) 'No valid licence key was found'
      End If

End Program a00acfe
```

10.2 Program Data

None.

10.3 Program Results

```
A00ACF Example Program Results

A valid licence key is available
```
