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## Procedure IMPR\_CO

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### 1 Drank

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To print all the JEVEUX objects which constitute an existing concept.

This command is intended above all for the "debugage". The contents of the JEVEUX objects which one prints comprehensible in theory only by developers are provided with their documentation D.

In particular, the format of these objects can change without dialog with the users. It is thus very be likely to use these writings in "postprocessings" or "sequences" towards other codes.

## 2 Syntax

```
IMPR_CO      (
# selection of the objects to be printed:
♦/CONCEPT= F      (
    ♦NOM=concept      ,
    [l_nom_concept]
    )
/TOUT          = ' OUI '
/♦CHAINE=chain      , [K24]
    ♦ POSITION=/ipos      , [I]
    /1          , [DEFAULT]

♦ATTRIBUT=/          "NON", [DEFAULT]
    / "OUI",

♦CONTENU=/          "OUI", [DEFAULT]
    / "NON",

♦BASE=/            "G", [DEFAULT]
    / "V",
    / "",

♦NIVEAU    =/2      , [DEFAULT]
    /1 ,
    /0 ,
    /-1,

♦UNITE    =/8      , [DEFAULT]
    /numfi

)
```

## 3 Operands

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### 3.1 Key word factor **CONCEPT**

the user indicates behind key word `NOM` , the list of the concepts which he wants to print.

### 3.2 Operand **TOUT = "OUI"**

Makes it possible to print all the objects present on a basis (or on all the bases). Attention, these printings can be very bulky.

### 3.3 Operands **CHAINE / POSITION**

/♦`CHAINE`

the user can give a text (between "quotes") length lower than 24 characters: the command will then print all the objects having in their name the character string: `chain` in position `ipos` (see key word `POSITION`).

Examples:

```
1) CHAINE = "TOTO1234" , POSITION = 1  
   is equivalent to CO = TOTO1234
```

```
2) CHAINE = ".DESC" , POSITION = 20,  
   makes it possible to print all the objects whose name ends in ".DESC".
```

```
♦POSITION = ipos,
```

This integer defines the position of the beginning of the character string to be sought in the name of the existing objects.

### 3.4 Operand **ATTRIBUT**

♦`ATTRIBUT` =

One can choose to print (or not) the attributes of the selected `JEVEUX` objects.

### 3.5 Operand **CONTENU**

♦`CONTENU` =

One can choose to print (or not) the contents of the selected objects.

### 3.6 Operand **BASE**

♦`BASE` = `bases`

One will not print that the `JEVEUX` objects found on the basis `bases`. If one wants to obtain the objects being on all the bases ("`G`" and "`V`"), one will use `BASE = "` ("white" character).

## 3.7 Operand NIVEAU

◇NIVEAU =

- 0 : only the names of the objects are printed,
- 1 : one prints only the first 5 objects of each collection of JEVEUX objects ,
- 2 : all is printed.
  
- 1 : One prints for each object line single containing:
  - the name of the object
  - some characteristics: LONMAX, LONUTI, TYPE
  - a number (SOMMI or SOMMR) which “summarizes” the group of the object.

These printings make it possible for example to help to compare 2 versions different from the code. For that:

- ◆ To add at the end of the command file: IMPR\_CO (TOUT=' OUI', NIVEAU=-1)
- ◆ to make “turn” the 2 versions of the code with this command set
- ◆ to make a “diff” of the 2 results files produced.

## 3.8 Operand UNITE

◇UNITE =

Number D” unit logical associated with the file on which must be printed the selected objects (this name must be an already definite name by commands `debut`, `POURSUITE` or `DEFI_FICHER`).

By default, the printing is carried out on the logical unit 8 which is associated with file “RESULTAT”.

## 4 Examples

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### Example 1

```
IMPR_CO (CONCEPT = _F (NOM= (my, Mo, ch1)))
```

Printing of the concepts: `my`, `Mo`, `ch1`. The attributes of the objects will not be written.

### Example 2

```
IMPR_CO (CHAINE = "&", POSITION = 1, NIVEAU = 0, BASE = "V",)
```

Printing of the names of the objects of the volatile base starting with “&”.