

Operator TO DESTROY

1 Goal

To destroy concepts users or directly objects JEVEUX.

After destruction, the concept cannot thus be called upon naturally more behind a simple keyword of the following orders.

The use of this procedure allows a later re-use of the names of the destroyed concepts. The destruction of concepts (which results in the destruction of the objects JEVEUX constituting the structures of data) allows to prepare a reduction of the obstruction of the files associated with the base 'TOTAL'. The mechanism of retassage is dealt with by the manager of memory during work. However, another mechanism of retassage can be started by the user using the keyword RETASSAGE = 'YES' within the procedure END [U4.11.02].

2 Syntax

```
TO DESTROY      (
/  ◇ CONCEPT = _F (
      ◆ NAME           = lco,           [l_co]
      ),
/  ◇ OBJECT = _F (
      ◆ CHAIN          = lco,           [l_TXM]
      ◆ POSITION        = ipos,         [I]
      ◇ CLASS          = / 'G',        [DEFECT]
                        / 'V',
      ),
◇ INFORMATION = / 1,
                / 2,
)

```

3 Operands

3.1 Keyword CONCEPT

/ ◇ CONCEPT =

Mean that one destroys concepts users.

3.1.1 Operand NAME

◆ NAME = lco

List of the names of concept to be destroyed.

3.2 Keyword OBJECT

/ ◇ OBJECT =

Mean that one destroys objects JEVEUX while reaching directly by a character string located at the position ipos contained in the names of the objects. This makes it possible to destroy objects stored in the base JEVEUX and associated with inaccessible names of concept.

3.2.1 Operand CHAIN

◆ CHAIN = lco

Character string presents in the names of the objects JEVEUX to destroy.

3.2.2 Operand POSITION

◇ POSITION = ipos

Position of the character string in the names of the objects JEVEUX to destroy.

3.2.2.1 Operand CLASS

◇ CLASS =

Allows to select the base on which the objects will be destroyed. By default the value is 'G', it corresponds to the base TOTAL, 'V' corresponds to the base BIRD.

3.3 Operand INFORMATION

◇ INFORMATION = information

If INFO=2, the list of the destroyed objects is printed in the file MESSAGE.

4 Example

One creates a list of realities of name F

```
F = DEFI_LIST_REEL ( ... )
```

One destroys the concept of name F

```
TO DESTROY (CONCEPT = _F (NAME = F, ), )
```

One can re-use the name F for another concept

```
F = DEFI_FONCTION (...)
```

5 Remarks

This procedure must be used with prudence, indeed certain structures of data (field to node-classification, field by element-model, etc...) the ones are based on the others, it is thus dangerous to destroy the associated concept.

When a concept is removed, its name is destroyed space of names python and the objects `jeveux` related (prefixed by the name of the concept) are destroyed in the total base.

During calculations with the loops with a large number of iterations (parametric study...), it can be very advantageous to destroy the concepts not employed again from one iteration to another in order to preserve the size of the total base.