

nag_2d_scatter_free (e01szc)

1. Purpose

nag_2d_scatter_free (e01szc) frees the memory allocated by NAG function `nag_2d_scatter_interpolant (e01sac)` to the communication structure **comm** of type `Nag_Scatter_Struct`.

2. Specification

```
#include <nag.h>
#include <nage01.h>
```

```
void nag_2d_scatter_free(Nag_Scatter_Struct *comm)
```

3. Description

This structure is used by some functions in Chapter e01 after it has been allocated memory by `nag_2d_scatter_interpolant (e01sac)`.

The function `nag_2d_scatter_free` is supplied to allow the user to free the allocated memory easily and to set the associated pointers to NULL.

Use of `nag_2d_scatter_free` is not essential but is recommended if further calls are to be made to `nag_2d_scatter_interpolant (e01sac)` and memory conservation is important.

4. Parameters

comm

Input: the communication structure that was used in the call to `nag_2d_scatter_interpolant (e01sac)`.

Output: pointers which pointed to NAG allocated memory will have been freed and set to NULL.

5. Error Indications and Warnings

None.

6. Further Comments

None.

7. See Also

`nag_2d_scatter_interpolant (e01sac)`

8. Example

See `nag_2d_scatter_interpolant (e01sac)` for an example of how `nag_2d_scatter_free` is used.
