

## 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.

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