To: X3J3 From: /interop Subject: definition of c\_loc

Ref: 98-239 (and various predecessors) promised a "loc" function.

## Specification

When interoperating with a C facility, it is often necessary to pass the "address" of an entity (data or procedure). A "loc" function has long been part of many Fortran processors to provide this functionality. In keeping with the style of the ISO\_C\_BINDING module, a C\_LOC function is defined.

## Syntax

C <u>.</u>	_LOC(x) Description Class Argument	Provide the "C address". Inquiry x shall be either a variable that has the TARGET attribute and interoperates with some C type or a procedure that has the BIND(C) attribute. It shall not be an array pointer, an assumed-shape array, or an array section.
	J3 Discussion note: doo	es not include : common block, namelist group, pdt variable, enum decls, named constants
	Result characteristics Result Value	a scalar of type C_PTR The value that the <i>target C processor</i> returns as the result of the unary "&" operator, as defined in C9x, 6.5.3.2.
	EXAMPLE	USE ISO_C_BINDING REAL, TARGET, DIMENSION (10) :: A TYPE(C_PTR) :: C $C = C_LOC(A)$ CALL FOO(C) ! FOO IS A C ROUTINE

## Semantics

C\_LOC is a function, defined in the intrinsic module ISO\_C, which returns the value that the *target C processor* returns as the result of the unary "&" operator, as defined in C9x 6.5.3.2.

## Edits

Change 16.1 "The ISO\_C\_TYPES" to "The ISO\_C\_BINDING" this change should propagate as needed. Subgroup found only references at 377: 28 and 377:33.

Add C\_LOC to the list of provided functions, at the end of 16.1 (after 377:32). Also add "The inquiry function C\_LOC() (16.2.3) is also provided.

Add a new section 16.2.3, entitled "C\_LOC The C address operator". Add the following introductory text:

C interfaces are primarily defined in terms of "addresses". C\_LOC is provided so that Fortran applications can determine the appropriate value to use in calling C facilities.

Add the syntax description above into the document at "this" point.