VI.5.3D-MODUNITS PROGRAM FCST HCL TECHNIQUE MODUNITS

Purpose

Technique MODUNITS sets whether English or Metric units are used for input to most of the MOD commands.

Valid values are NO (0), YES (1) and 2.

If MODUNITS is NO (0) then English units are used.

If MODUNITS is YES (1) then Metric units are used.

If MODUNITS is 2 then the units are obtained from Technique METRIC. The Global default value is 2.

This Technique is Universal.

Form of Input

MODUNITS (integer)

where integer specifies whether the units are:

O = English

1 = Metric

2 = obtained from Technique METRIC

<u>Example</u>

MODUNITS (0)

English units will be used for input to most of the MOD commands.