

=====ACTIVATE  
PROGRAM ACTIVATE ACTIVATE  
===== ACTIVATE  
VERS. 2000-1 (APRIL 2000) \*INITIAL VERSION. ACTIVATE  
VERS. 2002-1 (MAY 2002) \*OPTIONAL INPUT PARAMETERS ACTIVATE  
VERS. 2004-1 (JAN. 2004) \*CORRECTED ERROR - FIRST RECORD AFTER ACTIVATE  
MF=10 WAS MISSING. ACTIVATE  
\*ADDED INCLUDE TO DEFINE COMMON ACTIVATE  
\*INCREASED MAX. POINTS FROM 100,000 ACTIVATE  
TO 1,000,000. ACTIVATE  
VERS. 2007-1 (JAN. 2007) \*CHECKED AGAINST ALL ENDF/B-VII ACTIVATE  
VERS. 2007-2 (DEC. 2007) \*72 CHARACTER FILE NAMES. ACTIVATE  
VERS. 2010-1 (Apr. 2010) \*General update based on user feedbackACTIVATE  
VERS. 2012-1 (Aug. 2012) \*Added CODENAME ACTIVATE  
\*Added ERROR stop ACTIVATE  
\*32 and 64 bit Compatible ACTIVATE  
VERS. 2015-1 (Jan. 2015) \*Corrected ERROR for missing or extra ACTIVATE  
SEND and MEND lines. ACTIVATE  
\*Changed MF=8 pointer from MF=9 to 10.ACTIVATE  
\*INCREASED MAX. POINTS to 3,000,000. ACTIVATE  
\*Added Consistency checks, e.g., ACTIVATE  
Any MT in MF=9 requires data in MF=3.ACTIVATE  
\*Extended OUT9 - OUT10 is not used. ACTIVATE  
\*Only processes ONE ENDF Tape - this ACTIVATE  
restriction is necessary to insure ACTIVATE  
compatibility with ALL PREPRO codes. ACTIVATE  
\*Changed to current ENDF sequence ACTIVATE  
number convention, e.g., reset numberACTIVATE  
for each section (MAT/MF/MT). ACTIVATE  
\*Replaced ALL 3 way IF statements. ACTIVATE  
VERS. 2017-1 (May 2017) \*Increased MAX. POINTS to 6,000,000. ACTIVATE  
\*Do not create MF=10 for any MT that ACTIVATE  
already has MF=10 data = copy MF=10 ACTIVATE  
data in its original form. ACTIVATE  
\*Message for every MF=7 output, ACTIVATE  
whether created or copied from input.ACTIVATE  
VERS. 2018-1 (Jan. 2018) \*Updated based on user feedback. ACTIVATE  
\*Added on-line output for ALL ENDERRORACTIVATE  
VERS. 2020-1 (Mar. 2020) \*Additional Interpolation Law Tesrs ACTIVATE  
\*Checked consistency of Maximum ACTIVATE  
tabulated energy for MF=3 and 9 data ACTIVATE  
to be combined - print WARNING if ACTIVATE  
inconsistent. ACTIVATE  
\*Added Target Isomer State ACTIVATE  
VERS. 2021-1 (Jan. 2021) \*Updated for FORTRAN 2018 ACTIVATE  
ACTIVATE  
Acknowledgement 2015 ACTIVATE  
----- ACTIVATE  
Currently almost all improvements to this code are based upon ACTIVATE  
feedback from code users who report problems. This feedback ACTIVATE  
benefits ALL users of this code, and ALL users are encouraged ACTIVATE  
to report problems. ACTIVATE  
ACTIVATE  
Improvements on the 2015 version of this code based on user ACTIVATE  
feedback, including IMPORTANT feedback from Andrej Trkov, up ACTIVATE  
to and including Feb. 2015. ACTIVATE  
ACTIVATE  
OWNED, MAINTAINED AND DISTRIBUTED BY ACTIVATE  
----- ACTIVATE  
THE NUCLEAR DATA SECTION ACTIVATE  
INTERNATIONAL ATOMIC ENERGY AGENCY ACTIVATE  
P.O. BOX 100 ACTIVATE  
A-1400, VIENNA, AUSTRIA ACTIVATE  
EUROPE ACTIVATE  
ACTIVATE  
ORIGINALLY WRITTEN BY ACTIVATE  
----- ACTIVATE  
Dermott E. Cullen ACTIVATE  
ACTIVATE  
PRESENT CONTACT INFORMATION ACTIVATE





IF MF=9 MULTIPLIERS ARE FOUND THEY ARE USED WITH MF=3 CROSS SECTIONS TO CREATE MF=10 ACTIVATION CROSS SECTIONS.	ACTIVATE
	ACTIVATE
	ACTIVATE
FOR ANY SECTION OF MF=10 DATA FOR WHICH NO MF=9 MULTIPLIERS ARE FOUND, THE ORIGINAL MF=10 IS OUTPUT.	ACTIVATE
	ACTIVATE
	ACTIVATE
FOR CONSISTENCY ALL MF=9 MULTIPLIERS ARE DELETED, I.E., THEY ARE NOT INCLUDED IN THE OUTPUT.	ACTIVATE
	ACTIVATE
	ACTIVATE
KEEP EVALUATED DATA POINTS	ACTIVATE
-----	ACTIVATE
THE FILE 10 OUTPUT WILL BE AT EXACTLY THE SAME ENERGY POINTS AS THE FILE 3 CROSS SECTIONS USED TO DEFINE THE FILE 10 ACTIVATION CROSS SECTIONS.	ACTIVATE
	ACTIVATE
	ACTIVATE
INPUT FILES	ACTIVATE
-----	ACTIVATE
UNIT DESCRIPTION	ACTIVATE
----	ACTIVATE
2 INPUT LINES (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
10 ORIGINAL ENDF DATA (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
	ACTIVATE
OUTPUT FILES	ACTIVATE
-----	ACTIVATE
UNIT DESCRIPTION	ACTIVATE
----	ACTIVATE
3 OUTPUT REPORT (BCD - 120 CHARACTERS/RECORD)	ACTIVATE
11 FINAL ENDF DATA (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
	ACTIVATE
SCRATCH FILES	ACTIVATE
-----	ACTIVATE
UNIT DESCRIPTION	ACTIVATE
----	ACTIVATE
12 SCRATCH FILE FOR ALL MAT (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
14 SCRATCH FILE FOR MF=3 DATA (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
15 SCRATCH FILE FOR MF=9 DATA (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
16 SCRATCH FILE FOR MF=10 DATA (BCD - 80 CHARACTERS/RECORD)	ACTIVATE
	ACTIVATE
OPTIONAL STANDARD FILE NAMES (SEE SUBROUTINE FILEIO)	ACTIVATE
-----	ACTIVATE
UNIT FILE NAME	ACTIVATE
----	ACTIVATE
2 ACTIVATE.INP	ACTIVATE
3 ACTIVATE.LST	ACTIVATE
10 ENDFB.IN	ACTIVATE
11 ENDFB.OUT	ACTIVATE
12 (SCRATCH)	ACTIVATE
14 (SCRATCH)	ACTIVATE
15 (SCRATCH)	ACTIVATE
	ACTIVATE
INPUT PARAMETERS	ACTIVATE
-----	ACTIVATE
LINE COLS. DESCRIPTION	ACTIVATE
----	ACTIVATE
1 1-72 ENDF INPUT DATA FILENAME	ACTIVATE
(STANDARD OPTION = ENDFB.IN)	ACTIVATE
2 1-72 ENDF OUTPUT DATA FILENAME	ACTIVATE
(STANDARD OPTION = ENDFB.OUT)	ACTIVATE
	ACTIVATE
ONE PAIR OF INPUT LINES MAY BE USED, TO PROCESS ANY ENDF TAPE.	ACTIVATE
	ACTIVATE
2015 - NOW ONLY DOES ONE ENDF TAPE.	ACTIVATE
	ACTIVATE
EXAMPLE INPUT NO. 1	ACTIVATE
-----	ACTIVATE
PROCESS ENDF TAPE NAMED ACTIVATE.IN AND NAME THE OUTPUT FILE ACTIVATE.OUT.	ACTIVATE
	ACTIVATE
IN THIS CASE THE FOLLOWING 2 INPUT LINES ARE REQUIRED	ACTIVATE
	ACTIVATE

ACTIVATE.IN  
ACTIVATE.OUT

EXAMPLE INPUT NO. 2  
-----

SAME AS THE ABOVE CASE, EXCEPT THAT IN THIS CASE THE ORIGINAL  
TAPE IS IN A DIRECTORY NAMED \ENDFB6\ORIGINAL, AND THE  
RESULTS WILL BE WRITTEN INTO A DIRECTORY NAMED \ENDFB6\ACTIVATE.

IN THIS CASE THE FOLLOWING 6 INPUT LINES ARE REQUIRED

\ENDFB6\ORIGINAL\ACTIVATE.IN  
\ENDFB6\ACTIVATE\ACTIVATE.OUT

EXAMPLE INPUT NO. 3  
-----

IF THERE IS NO ACTIVATE.INP FILE, OR THE FILENAMES ARE BLANK  
THIS CODE WILL USE THE DEFAULT NAMES,

ENDFB.IN  
ENDFB.OUT

ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE  
ACTIVATE

=====