

[Help](#)

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#if defined(PremiaCurrentVersion) && PremiaCurrentVersion < (2008+2) //The "#els
#else

#include <stdio.h>
#include <stddef.h>
#include <stdlib.h>
#include <math.h>
#include <string.h>

#define NR_END 1
#define FREE_ARG char*

void nrerror(char error_text[])
/* Numerical Recipes standard error handler */
{
    fprintf(stderr, "Numerical Recipes run-time error...\ n");
    fprintf(stderr, "%s\ n", error_text);
    fprintf(stderr, "...now exiting to system...\ n");
    exit(1);
}

float *vector(long nl, long nh)
/* allocate a float vector with subscript range v[nl..nh] */
{
    float *v;

    v = (float *)malloc((size_t)((nh - nl + 1 + NR_END) * sizeof(float)));
    if (!v) nrerror("allocation failure in vector()");

    memset((char *)v, '\ 0', ((nh - nl + 1 + NR_END)*sizeof(float)));
    return v - nl + NR_END;
}

int *ivector(long nl, long nh)
/* allocate an int vector with subscript range v[nl..nh] */
{
    int *v;

    v = (int *)malloc((size_t)((nh - nl + 1 + NR_END) * sizeof(int)));
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    if (!v) nrerror("allocation failure in ivector()");
    return v - nl + NR_END;
}

unsigned char *cvector(long nl, long nh)
/* allocate an unsigned char vector with subscript range v[nl..nh] */
{
    unsigned char *v;

    v = (unsigned char *)malloc((size_t)((nh - nl + 1 + NR_END) * sizeof(unsigned
    if (!v) nrerror("allocation failure in cvector()");

    memset((char *)v, '\0', ((nh - nl + 1 + NR_END)*sizeof(unsigned char)));
    return v - nl + NR_END;
}

unsigned long *lvector(long nl, long nh)
/* allocate an unsigned long vector with subscript range v[nl..nh] */
{
    unsigned long *v;

    v = (unsigned long *)malloc((size_t)((nh - nl + 1 + NR_END) * sizeof(long)));
    if (!v) nrerror("allocation failure in lvector()");

    memset((char *)v, '\0', ((nh - nl + 1 + NR_END)*sizeof(long)));
    return v - nl + NR_END;
}

double *dvector(long nl, long nh)
/* allocate a double vector with subscript range v[nl..nh] */
{
    double *v;

    v = (double *)malloc((size_t)((nh - nl + 1 + NR_END) * sizeof(double)));
    if (!v) nrerror("allocation failure in dvector()");

    memset((char *)v, '\0', ((nh - nl + 1 + NR_END)*sizeof(double)));
    return v - nl + NR_END;
}

float **matrix(long nrl, long nrh, long ncl, long nch)
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/* allocate a float matrix with subscript range m[nrl..nrh][ncl..nch] */
{
    long i, nrow = nrh - nrl + 1, ncol = nch - ncl + 1;
    float **m;

    /* allocate pointers to rows */
    m = (float **) malloc((size_t)((nrow + NR_END) * sizeof(float *)));
    if (!m) nrerror("allocation failure 1 in matrix()");

    memset((char *)m, '\0', ((nrow + NR_END)*sizeof(float *)));

    m += NR_END;
    m -= nrl;

    /* allocate rows and set pointers to them */
    m[nrl] = (float *) malloc((size_t)((nrow * ncol + NR_END) * sizeof(float)));
    if (!m[nrl]) nrerror("allocation failure 2 in matrix()");

    memset((char *)m[nrl], '\0', ((nrow * ncol + NR_END)*sizeof(float)));

    m[nrl] += NR_END;
    m[nrl] -= ncl;

    for (i = nrl + 1; i <= nrh; i++) m[i] = m[i - 1] + ncol;

    /* return pointer to array of pointers to rows */
    return m;
}

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double **dmatrix(long nrl, long nrh, long ncl, long nch)
/* allocate a double matrix with subscript range m[nrl..nrh][ncl..nch] */
{
    long i, nrow = nrh - nrl + 1, ncol = nch - ncl + 1;
    double **m;

    /* allocate pointers to rows */
    m = (double **) malloc((size_t)((nrow + NR_END) * sizeof(double *)));
    if (!m) nrerror("allocation failure 1 in matrix()");
    m += NR_END;
    m -= nrl;

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/* allocate rows and set pointers to them */
m[nrl] = (double *) malloc((size_t)((nrow * ncol + NR_END) * sizeof(double)));
if (!m[nrl]) nrerror("allocation failure 2 in matrix()");
m[nrl] += NR_END;
m[nrl] -= ncl;

for (i = nrl + 1; i <= nrh; i++) m[i] = m[i - 1] + ncol;

/* return pointer to array of pointers to rows */
return m;
}

int **imatrix(long nrl, long nrh, long ncl, long nch)
/* allocate a int matrix with subscript range m[nrl..nrh][ncl..nch] */
{
    long i, nrow = nrh - nrl + 1, ncol = nch - ncl + 1;
    int **m;

    /* allocate pointers to rows */
    m = (int **) malloc((size_t)((nrow + NR_END) * sizeof(int *)));
    if (!m) nrerror("allocation failure 1 in matrix()");
    m += NR_END;
    m -= nrl;

    /* allocate rows and set pointers to them */
    m[nrl] = (int *) malloc((size_t)((nrow * ncol + NR_END) * sizeof(int)));
    if (!m[nrl]) nrerror("allocation failure 2 in matrix()");
    m[nrl] += NR_END;
    m[nrl] -= ncl;

    for (i = nrl + 1; i <= nrh; i++) m[i] = m[i - 1] + ncol;

    /* return pointer to array of pointers to rows */
    return m;
}

float **submatrix(float **a, long oldrl, long oldrh, long oldcl, long oldch,
                  long newrl, long newcl)
/* point a submatrix [newrl..][newcl..] to a[oldrl..oldrh][oldcl..oldch] */

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{
    long i, j, nrow = oldrh - oldrl + 1, ncol = oldcl - newcl;
    float **m;

    /* allocate array of pointers to rows */
    m = (float **) malloc((size_t)((nrow + NR_END) * sizeof(float *)));
    if (!m) nrerror("allocation failure in submatrix()");
    m += NR_END;
    m -= newrl;

    /* set pointers to rows */
    for (i = oldrl, j = newrl; i <= oldrh; i++, j++) m[j] = a[i] + ncol;

    /* return pointer to array of pointers to rows */
    return m;
}

float **convert_matrix(float *a, long nrl, long nrh, long ncl, long nch)
/* allocate a float matrix m[nrl..nrh][ncl..nch] that points to the matrix
declared in the standard C manner as a[nrow][ncol], where nrow=nrh-nrl+1
and ncol=nch-ncl+1. The routine should be called with the address
&a[0][0] as the first argument. */
{
    long i, j, nrow = nrh - nrl + 1, ncol = nch - ncl + 1;
    float **m;

    /* allocate pointers to rows */
    m = (float **) malloc((size_t)((nrow + NR_END) * sizeof(float *)));
    if (!m) nrerror("allocation failure in convert_matrix()");
    m += NR_END;
    m -= nrl;

    /* set pointers to rows */
    m[nrl] = a - ncl;
    for (i = 1, j = nrl + 1; i < nrow; i++, j++) m[j] = m[j - 1] + ncol;
    /* return pointer to array of pointers to rows */
    return m;
}

float ** *f3tensor(long nrl, long nrh, long ncl, long nch, long ndl, long ndh)
/* allocate a float 3tensor with range t[nrl..nrh][ncl..nch][ndl..ndh] */

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{
    long i, j, nrow = nrh - nrl + 1, ncol = nch - ncl + 1, ndep = ndh - ndl + 1;
    float ***t;

    /* allocate pointers to pointers to rows */
    t = (float ** *) malloc((size_t)((nrow + NR_END) * sizeof(float **)));
    if (!t) nrerror("allocation failure 1 in f3tensor()");
    t += NR_END;
    t -= nrl;

    /* allocate pointers to rows and set pointers to them */
    t[nrl] = (float **) malloc((size_t)((nrow * ncol + NR_END) * sizeof(float *)));
    if (!t[nrl]) nrerror("allocation failure 2 in f3tensor()");
    t[nrl] += NR_END;
    t[nrl] -= ncl;

    /* allocate rows and set pointers to them */
    t[nrl][ncl] = (float *) malloc((size_t)((nrow * ncol * ndep + NR_END) * sizeof(float)));
    if (!t[nrl][ncl]) nrerror("allocation failure 3 in f3tensor()");
    t[nrl][ncl] += NR_END;
    t[nrl][ncl] -= ndl;

    for (j = ncl + 1; j <= nch; j++) t[nrl][j] = t[nrl][j - 1] + ndep;
    for (i = nrl + 1; i <= nrh; i++)
    {
        t[i] = t[i - 1] + ncol;
        t[i][ncl] = t[i - 1][ncl] + ncol * ndep;
        for (j = ncl + 1; j <= nch; j++) t[i][j] = t[i][j - 1] + ndep;
    }

    /* return pointer to array of pointers to rows */
    return t;
}

void free_vector(float *v, long nl, long nh)
/* free a float vector allocated with vector() */
{
    free((FREE_ARG)(v + nl - NR_END));
}

void free_ivec(int *v, long nl, long nh)

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/* free an int vector allocated with ivector() */
{
    free((FREE_ARG)(v + nl - NR_END));
}

void free_cvector(unsigned char *v, long nl, long nh)
/* free an unsigned char vector allocated with cvector() */
{
    free((FREE_ARG)(v + nl - NR_END));
}

void free_lvector(unsigned long *v, long nl, long nh)
/* free an unsigned long vector allocated with lvector() */
{
    free((FREE_ARG)(v + nl - NR_END));
}

void free_dvector(double *v, long nl, long nh)
/* free a double vector allocated with dvector() */
{
    free((FREE_ARG)(v + nl - NR_END));
}

void free_matrix(float **m, long nrl, long nrh, long ncl, long nch)
/* free a float matrix allocated by matrix() */
{
    free((FREE_ARG)(m[nrl] + ncl - NR_END));
    free((FREE_ARG)(m + nrl - NR_END));
}

void free_dmatrix(double **m, long nrl, long nrh, long ncl, long nch)
/* free a double matrix allocated by dmatrix() */
{
    free((FREE_ARG)(m[nrl] + ncl - NR_END));
    free((FREE_ARG)(m + nrl - NR_END));
}

void free_imatrix(int **m, long nrl, long nrh, long ncl, long nch)
/* free an int matrix allocated by imatrix() */
{
    free((FREE_ARG)(m[nrl] + ncl - NR_END));
}
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    free((FREE_ARG)(m + nrl - NR_END));
}

void free_submatrix(float **b, long nrl, long nrh, long ncl, long nch)
/* free a submatrix allocated by submatrix() */
{
    free((FREE_ARG)(b + nrl - NR_END));
}

void free_convert_matrix(float **b, long nrl, long nrh, long ncl, long nch)
/* free a matrix allocated by convert_matrix() */
{
    free((FREE_ARG)(b + nrl - NR_END));
}

void free_f3tensor(float ***t, long nrl, long nrh, long ncl, long nch,
                  long ndl, long ndh)
/* free a float f3tensor allocated by f3tensor() */
{
    free((FREE_ARG)(t[nrl][ncl] + ndl - NR_END));
    free((FREE_ARG)(t[nrl] + ncl - NR_END));
    free((FREE_ARG)(t + nrl - NR_END));
}

#endif //PremiaCurrentVersion
```