

## Help

```
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion < (2008+2) //The "#els
#else
/*****
/*                                     elcmp.h                                     */
/*****
/*                                     */
/* type of matrix ELelements and vector CoMPonents                               */
/*                                     */
/* Copyright (C) 1992-1995 Tomas Skalicky. All rights reserved.                  */
/*                                     */
/*****
/*                                     */
/*      ANY USE OF THIS CODE CONSTITUTES ACCEPTANCE OF THE TERMS                */
/*      OF THE COPYRIGHT NOTICE (SEE FILE COPYRGHT.H)                          */
/*                                     */
/*****

#ifndef ELCMP_H
#define ELCMP_H

#include <float.h>
#include <
href../../../../../common/math/cdo/cdo_math_h_src.pdfmath.h>

#include "
href../../../../../common/math/highdim_solver/laspack/copyright_h_src.pdfcopyright.h"

#ifdef __BORLANDC__
/* BC 2.0 does not handle IEEE arithmetic correctly */
#define IsZero(a) (fabs(a) < 1.0e20 * DBL_MIN)
#define IsOne(a)  (fabs(a - 1.0) < 10.0 * DBL_EPSILON)
#else
#define IsZero(a) (fabs(a) < 10.0 * DBL_MIN)
#define IsOne(a)  (fabs(a - 1.0) < 10.0 * DBL_EPSILON)
#endif /* __BORLANDC__ */

typedef struct
{
```

```
    size_t Pos;  
    double Val;  
} ElType;  
  
#endif /* ELCMP_H */  
  
#endif //PremiaCurrentVersion
```