Help

```
#ifndef GRIDSPARSE_CONSTRUCTOR
#define GRIDSPARSE_CONSTRUCTOR

#include "pnl/pnl_vector.h"
#include "pnl/pnl_matrix.h"
#include "pde_tools.h"


typedef struct GridSparse{
  int dim;  /*!< dimension of the grid   */
  int lev;  /*!< level of the grid   */
  int size;  /*!< size of the grid */
  PnlVectInt * size_in_level;/*!< size of the grid of leve
    l d  */
  PnlHmatInt * Ind_Father;/*!<  Give Index of father [Dim
    ension][Points][LeftOrRight] */
  PnlHmatInt * Ind_Son;   /*!<  Give Index of Son    [Dim
    ension][Points][LeftOrRight] */
  PnlHmatInt * Ind_Neigh; /*!<  Give Index of Neighbour [
    Dimension][Points][LeftOrRight] */
  /*  PnlMatInt  * Ind_Next;   //!<  Give Index of Next [
    Dimension][Points] */
  PnlMatInt  * Points;   /*!<  Give Vector at [Points] as
    col of Points Points[i,dim]  */
  /*!<  Give index on diadic grid of i eme grid points in
    direction dim.  */
  /*PnlHmat * Point_Step; //!<  Give Step for finite diffe
    rence operator in[Dimension][Points][LeftOrRight] */
  PremiaPDEDimBoundary * Bnd;
} GridSparse;

extern GridSparse *grid_sparse_create01(int dim, int lev);
extern GridSparse *grid_sparse_create(const PnlVect * X0,
    const PnlVect * X1,int lev);
extern void GridSparse_free(GridSparse **G);
extern void GridSparse_check_relation(GridSparse *G);
#endif
```

References