

## Help

```

#if defined(PremiaCurrentVersion) && PremiaCurrentVersion <
    (2008+2) //The "#else" part of the code will be freely av
    ailable after the (year of creation of this file + 2)
#else
/*****
*   CPS - A simple C PDE solver                                     *
*                                                                 *
*   Copyright (c) 2007,                                           *
*       Maya Briani      <m.briani@iac.rm.cnr.it>,                *
*                                                                 *
*       Francesco Ferreri <francesco.ferreri@gmail.com>,         *
*       Roberto Natalini <r.natalini@iac.rm.cnr.it>,             *
*       Marco Papi       <m.papi@iac.rm.cnr.it>                   *
*                                                                 *
*****/
#ifndef GRID_TUNER_H
#define GRID_TUNER_H

#include "cps_types.h"
#define MAX_TUNERS 4

#define GENERIC_TUNER    0
#define EXPLICIT_TUNER   1
#define IMPLICIT_TUNER   2
#define RESCALE_TUNER    3

typedef int (*grid_tuner_proc)(grid_tuner *, grid *);

struct grid_tuner_t {

    void *argument;
    grid_tuner_proc tuners[MAX_TUNERS];
};

int grid_tuner_create(grid_tuner **);
int grid_tuner_destroy(grid_tuner **);
int grid_tuner_set_tuner(grid_tuner *, int, grid_tuner_proc
    );
int grid_tuner_set_argument(grid_tuner *, void *);

```

```
int grid_tuner_apply(grid_tuner *, int, grid *);  
#endif  
  
#endif //PremiaCurrentVersion
```

## References