#ifndef ROUTE\_LAYER\_H

#define ROUTE\_LAYER\_H

#include "network.h"

#include "layer.h"

typedef layer route\_layer;

#ifdef \_\_cplusplus

extern "C" {

#endif

route\_layer make\_route\_layer(int batch, int n, int \*input\_layers, int \*input\_size, int groups, int group\_id);

void forward\_route\_layer(const route\_layer l, network\_state state);

void backward\_route\_layer(const route\_layer l, network\_state state);

void resize\_route\_layer(route\_layer \*l, network \*net);

#ifdef GPU

void forward\_route\_layer\_gpu(const route\_layer l, network\_state state);

void backward\_route\_layer\_gpu(const route\_layer l, network\_state state);

#endif

#ifdef \_\_cplusplus

}

#endif

#endif