

```
1 | #undef REALTYPE
2 | #undef _ZERO_
3 | #undef _ONE_
4 | #define REALTYPE real(rk)
5 | #define _ZERO_ 0._rk
6 | #define _ONE_ 1._rk
7 |
8 | #define _FABM_DIMENSION_COUNT_ 0
9 |
10 | ! Include FABM preprocessor definitions.
11 | ! This *must* be done after the host-specific variables are defined (above),
12 | ! because these are used in fabm.h.
13 | #include "fabm.h"
14 |
```