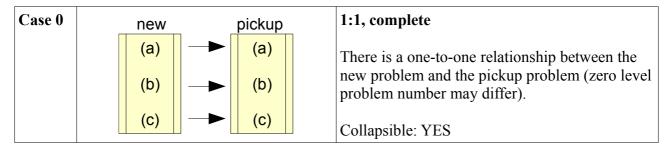## Collapsible and Non Collapsible Problems

In LaTeXcombine, problems that are 1:1 and complete can be collapsed into a single call. The following are all the cases of collapsible and non collapsible problems.

COLLAPSIBLE

Case 0	new → pickup: (a)→(a), (b)→(b), (c)→(c)	**1:1, complete** There is a one-to-one relationship between the new problem and the pickup problem (zero level problem number may differ). Collapsible: YES

NON COLLAPSIBLE

Case 1	new → pickup: (a)→(a), (b)→(b), (c)→(virtual)	**Not 1:1, complete** All of pickup problem is referenced, but the new problem has a call to a virtual pickup file. Collapsible: NO
Case 2	new → pickup: (a)→(a), (b)→(b), (c)→(c)	**Not 1:1, complete** Pickup problem has only parts (a) and (b), and part (c) is being picked up from another problem or file. Collapsible: NO
Case 3	new → pickup: crossed (a)↔(c), (b)→(b)	**Not 1:1, complete** All of the pickup problem is referenced but not in the right order. Collapsible: NO
Case 4	new → pickup: (a)→(a), (b)→(b), (a)→(c)	**Not 1:1, complete** All of the pickup problem is referenced, but not by the same new problem. Collapsible: NO
Case 5	new → pickup: (a)→(a), (b)→(b), (c)	**1:1, but not complete** Not all of the pickup problem is referneced. Collapsible: NO