

```

// Simple conditionals to handle spike/reset
T solveRD(T x0, T A, T I, T vThresh)
{
    if (x0==V_SPIKE)
        return V_RESET;
    T ret = (x0-(I/A))*exp(-A*DT)+(I/A);
    if (ret>vThresh)
        return V_SPIKE;
    return ret;
}

```