

# Füge Komfortfunktionen zu particle.c hinzu [0/7]

Pascal Huber

October 29, 2014

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- 1 `TODO void *createLocalHessians(Particle *p, int numberOfHessians)`
  - Allocate meomory for a double array of size `NDIMMAT x numberOfNeighbors` and assign it to the `localHessians` pointer of `p`.
  - Create a `trx_hstab` of size greater than `numberOfNeighbors` and assign it to the `hessianIndex` pointer of `p`.
- 2 `TODO void destroyParticleHessians(Particle *p)`