# CoCoA-5 - Bug #1244

## MSatLinSolve: req minor improvements

15 Feb 2019 22:46 - John Abbott

| Status:         | In Progress         | Start date:     | 15 Feb 2019 |
|-----------------|---------------------|-----------------|-------------|
| Priority:       | Normal              | Due date:       |             |
| Assignee:       |                     | % Done:         | 10%         |
| Category:       | enhancing/improving | Estimated time: | 0.00 hour   |
| Target version: | CoCoA-5.4.2         | Spent time:     | 0.25 hour   |

### Description

Currently MSatLinSolve appears to accept matrices over finite fields; probably it should require the ring to be char 0 (perhaps only ZZ or QQ?)

The manual page should be improved. What are the allowed fields in the arg? **eq0**, **It0**, **Ie0**, **ne0**, **gt0** and **ge0**?? This should be explained clearly in the description.

#### History

#### #1 - 02 Oct 2019 16:13 - John Abbott

- Description updated

- Target version changed from CoCoA-5.3.0 to CoCoA-5.4.0

#### #2 - 03 Feb 2022 20:14 - John Abbott

- Status changed from New to In Progress
- Target version changed from CoCoA-5.4.0 to CoCoA-5.4.2
- % Done changed from 0 to 10

I have added a quick test in BuiltinFunctions-MathSAT.C. A very quick test worked as hoped. But it needs more testing.