

CoCoALib - Support #1592

Normaliz 3.8.10

06 May 2021 07:28 - Anna Maria Bigatti

Status:	Closed	Start date:	06 May 2021
Priority:	High	Due date:	
Assignee:	Anna Maria Bigatti	% Done:	100%
Category:	Various	Estimated time:	1.11 hour
Target version:	CoCoALib-0.99800	Spent time:	1.20 hour
Description At the moment CoCoALib is (again) not compatible with Normaliz latest version 3.8.10 (pre-release?). Make it compatible or stay with 3.8.9 until 3.8.10 is released officially?			
Related issues:			
Related to CoCoALib - Support #1591: Compilation of Normaliz		Closed	30 Apr 2021
Related to CoCoALib - Support #1494: Normaliz 3.8.9		Closed	30 Sep 2020

History

#1 - 06 May 2021 07:29 - Anna Maria Bigatti

- Related to Support #1591: Compilation of Normaliz added

#2 - 06 May 2021 07:30 - Anna Maria Bigatti

- Related to Support #1494: Normaliz 3.8.9 added

#3 - 06 May 2021 16:11 - Anna Maria Bigatti

- Status changed from New to Feedback
- Assignee set to Anna Maria Bigatti
- Priority changed from Normal to High
- Target version set to CoCoALib-0.99800
- % Done changed from 0 to 90

Thanks to Winfried Bruns!
I left the old lines in, in case someone needs to compile with 3.8.9.

These are the changes:
in BuiltInFunctions-Normaliz.C line 243

```
// case libnormaliz::ConeProperty::TriangulationGenerators: // v 3.8.9
case libnormaliz::ConeProperty::Triangulation: // v 3.8.10
```

in ExternalLibs-Normaliz.C line 276

```
//ConvertFromNormaliz(v, c->myConeMPZ.getTriangulationGenerators()); // v 3.8.9
ConvertFromNormaliz(v, (c->myConeMPZ.getTriangulation()).second.get_elements()); // v 3.8.10
```

#4 - 07 May 2021 17:08 - Anna Maria Bigatti

Now it works.

Repeat on Linux (anche make cocoa-5.3.3b for linux)

#5 - 28 Jan 2022 12:39 - John Abbott

- *Status changed from Feedback to Closed*

- *% Done changed from 90 to 100*

- *Estimated time set to 1.11 h*

All seems to be fine even with Normaliz-3.9.1.

#6 - 28 Jan 2022 17:34 - John Abbott

Winfried pointed that I'd made a typo (now fixed).

A new version (normaliz-3.9.2) should be appearing in the near future.