```
    Help
#ifndef _PUREJUMP1D_H
#define _PUREJUMP1D_H

#include "optype.h"
#include "var.h"

#define TYPEMOD PUREJUMP1D

/*1D Pure Jump World*/
typedef struct TYPEMOD{
  VAR T;
  VAR S0;
  VAR Mu;
  VAR Sigma;
  /*VAR Divid;*/
  VAR R;
  VAR Beta;
  VAR Nu;
} TYPEMOD;

#endif
```

References