```
    Help
#ifndef _CGMY1D_H
#define _CGMY1D_H

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

#define TYPEMOD CGMY1D

/*1D CGMY  World*/
typedef struct TYPEMOD{
  VAR T;
  VAR S0;
  VAR Mu;
  VAR Divid;
  VAR R;
  VAR C;
  VAR G;
  VAR M;
  VAR Y;
} TYPEMOD;

#endif
```

References