

```

Help
#ifndef _HESCIR1D_H
#define _HESCIR1D_H

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

#define TYPEMOD HESCIR1D

/* HESCIR1D World */
typedef struct TYPEMOD {
    VAR T;
    VAR SO;
    VAR r0;
    VAR kr;
    VAR thetar;
    VAR Sigmar;
    VAR VO;
    VAR kV;
    VAR thetaV;
    VAR SigmaV;
    VAR RhoSr;
    VAR RhoSV;
    VAR RhorV;

} TYPEMOD;

#endif
```

## References