```
    Help
#ifndef _MRC2D_H
#define _MRC2D_H

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

#define TYPEMOD MRC2D

/* MRC2D World */
typedef struct TYPEMOD {
  VAR T;
  VAR S01;
  VAR S02 ;
  VAR R;
  VAR kappa;
  VAR c;
  VAR a;

} TYPEMOD;

#endif
```

References