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```
#ifndef _Cir2D_H
#define _Cir2D_H

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

#define TYPEMOD Cir2D

/*2D Cir World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR x01;
    VAR x02;
    VAR k1;
    VAR k2;
    VAR Sigma1;
    VAR Sigma2;
    VAR theta1;
    VAR theta2;
    VAR shift;
} TYPEMOD;

#endif
```