

## [Help](#)

```
#ifndef _CEV1D_H
#define _CEV1D_H

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

#define TYPEMOD CEV1D

/* CEV1D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR R;
    VAR Divid;
    VAR v;
    VAR beta;
} TYPEMOD;

#endif
```