

Help

```
#ifndef _QTSM2D_H
#define _QTSM2D_H

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

#define TYPEMOD QTSM2D

/*QTSM2D World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR x;
    VAR d0;
    VAR d;
    VAR theta;
    VAR GammaV;
    VAR SigmaV;
    VAR KappaV;
} TYPEMOD;

#endif
```