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```
#ifndef _Affine3D_H
#define _Affine3D_H

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

#define TYPEMOD Affine3D

/*3D Affine World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR x01;
    VAR x02;
    VAR x03;
    VAR k1;
    VAR k2;
    VAR k3;
    VAR Sigma1;
    VAR Sigma2;
    VAR Sigma3;
    VAR shift;
    VAR Rho12;
    VAR Rho13;
    VAR Rho23;
} TYPEMOD;

#endif
```