

## [Help](#)

```
#ifndef _BERGOMI2D_H
#define _BERGOMI2D_H

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

#define TYPEMOD BERGOMI2D

/* BERGOMI2D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR Divid;
    VAR R;
    VAR csi0;
    VAR omega;
    VAR theta;
    VAR k1;
    VAR k2;
    //VAR rhoxy;
    VAR rhoSx;
    VAR rhoSy;

} TYPEMOD;

#endif
```