

Help

```
#ifndef _UVM1D_H
#define _UVM1D_H

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

#define TYPEMOD UVM1D

/* UVM1D World */
typedef struct TYPEMOD
{
    VAR S0;
    VAR Divid;
    VAR R;
    VAR sigmamin;
    VAR sigmamax;
} TYPEMOD;

#endif
```