

Help

```
#ifndef _CGMY1D_H
#define _CGMY1D_H

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

#define TYPEMOD CGMY1D

/*1D CGMY World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR Mu;
    VAR Divid;
    VAR R;
    VAR C;
    VAR G;
    VAR M;
    VAR Y;
} TYPEMOD;

#endif
```