

## Help

```
#ifndef _BSHW1D_H
#define _BSHW1D_H

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

#define TYPEMOD BSHW1D

/* BSHW1D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR divid;
    VAR SigmaS;
    VAR flat_flag;
    VAR kr;
    VAR Sigmar;
    VAR RhoSr;
} TYPEMOD;

extern double MOD(GetYield)(TYPEMOD *pt);
extern char *MOD(GetCurve)(TYPEMOD *pt);

#endif
```