

## [Help](#)

```
#ifndef _PUREJUMP1D_H
#define _PUREJUMP1D_H

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

#define TYPEMOD PUREJUMP1D

/*1D Pure Jump World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR Mu;
    VAR Sigma;
    /*VAR Divid;*/
    VAR R;
    VAR Beta;
    VAR Nu;
} TYPEMOD;

#endif
```