

Help

```
#ifndef _CirPlus2D_H
#define _CirPlus2D_H

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

#define TYPEMOD CirPP2D

/*2D Cir++ World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR flat_flag;
    VAR InitialYieldsR;
    VAR aR;
    VAR bR;
    VAR SigmaR;
    VAR InitialYieldsI;
    VAR aI;
    VAR bI;
    VAR SigmaI;
    VAR Rho;
} TYPEMOD;

#endif
```