

Help

```
#ifndef _BSCIR2D_H
#define _BSCIR2D_H

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

#define TYPEMOD BSCIR2D

/* BSCIR2D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR S0;
    VAR Sigma;
    VAR r0;
    VAR k;
    VAR SigmaR;
    VAR theta;
    VAR Rho;
    //VAR Mortality;
} TYPEMOD;

#endif
```