

Help

```
#ifndef _HESHW2D_H
#define _HESHW2D_H

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

#define TYPEMOD HESHW2D

/* HESHW2D World */
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR flat_flag_rd;
    VAR flat_flag_rf;
    VAR kappa;
    VAR v0;
    VAR theta;
    VAR sigma;
    VAR rho;
} TYPEMOD;

extern double MOD(GetYield_rd)(TYPEMOD *pt);
extern char *MOD(GetCurve_rd)(TYPEMOD *pt);
extern double MOD(GetYield_rf)(TYPEMOD *pt);
extern char *MOD(GetCurve_rf)(TYPEMOD *pt);

#endif
```