

## [Help](#)

```
#ifndef _HES1D_MULTIFACTOR_H
#define _HES1D_MULTIFACTOR_H

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

#define TYPEMOD HES1D_MULTIFACTOR

/* HES1D_MULTIFACTOR World */
typedef struct TYPEMOD
{
    VAR size;
    VAR T;
    VAR S0;
    VAR Divid;
    VAR R;
    VAR Sigma0;
    VAR Correl;
    VAR beta;
    VAR Q;
    VAR M;
} TYPEMOD;

#endif
```