

Help

```
#ifndef _KOU1D_H
#define _KOU1D_H

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

#define TYPEMOD KOU1D

/*1D Kou World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR SO;
    VAR Mu;
    VAR Divid;
    VAR R;
    VAR Sigma;
    VAR Lambda;
    VAR LambdaPlus;
    VAR LambdaMinus;
    VAR P;
} TYPEMOD;

#endif
```