

[Help](#)

```
#ifndef _Affine3D_H
#define _Affine3D_H

#include "
href../../../../common/optype_h_src.pdfoptype.h"
#include "
href../../../../common/var_h_src.pdfvar.h"
#include "
href../../../../common/error_msg_h_src.pdferror_msg.h"

#define TYPEMOD Affine3D

/*3D Affine World*/
typedef struct TYPEMOD
{
    VAR T;
    VAR x01;
    VAR x02;
    VAR x03;
    VAR k1;
    VAR k2;
    VAR k3;
    VAR Sigma1;
    VAR Sigma2;
    VAR Sigma3;
    VAR shift;
    VAR Rho12;
    VAR Rho13;
    VAR Rho23;
} TYPEMOD;

#endif
```