

## Help

```
#ifndef _MER1D_STD_H
#define _MER1D_STD_H

#include "mer1d/mer1d.h"
#include "std/std.h"
#include "math/jump.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "pnl/pnl_cdf.h"
#include "numfunc.h"
#include "transopt.h"
#include "math/linsys.h"
#include <float.h>

#endif
```