

Help

```
#ifndef _Static_Merton_H
#define _Static_Merton_H

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

#define TYPEMOD STATIC_MERTON

/* STATIC_MERTON World*/
typedef struct TYPEMOD
{
    VAR rho;
} TYPEMOD;

#endif
```