

Help

```
#ifndef _QTSM2D_STDi_H
#define _QTSM2D_STDi_H

#include "qtsm2d/qtsm2d.h"
#include "stdi/stdi.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "numfunc.h"
#include "transopt.h"
#include "math/linsys.h"
#include <float.h>
#include "pnl/pnl_cdf.h"

#endif
```