

## Help

```
#ifndef _Affine3D_STDi_H
#define _Affine3D_STDi_H

#include "affine3d/affine3d.h"
#include "stdi/stdi.h"
#include "pnl/pnl_mathtools.h"
#include "numfunc.h"
#include "transopt.h"

#endif
```