

Help

```
#ifndef _FPS1D_STD_H
#define _FPS1D_STD_H

#include "fps1d/fps1d.h"
#include "std/std.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "numfunc.h"
#include "transopt.h"

#include <float.h>

#endif
```