

Help

```
#ifndef _RSTEMPEREDSTABLE1D_LIM_H
#define _RSTEMPEREDSTABLE1D_LIM_H

#include "rstemperedstable1d/rstemperedstable1d.h"
#include "lim/lim.h"

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

#endif
```