

## Help

```

#include "vol.h"

static NumFunc_1 timer =
{
    Call,
    {"Strike", PDOUBLE, {100}, ALLOW, SETABLE}, {" ", PREMIA
        _NULLTYPE, {0}, FORBID, SETABLE}},
    CHK_call
};

static TYPEOPT Timer =
{
    /*PayOff*/      {"Payoff", NUMFUNC_1, {0}, FORBID, SETA
        BLE},
    /*Maturity*/    {"Maturity", DATE, {0}, FORBID, UNSETABLE
        },
    /*Variance Budget*/ {"Variance Budget", PDOUBLE, {0},
        ALLOW, SETABLE},
    /*EuOrAm*/      {"", BOOL, {EURO}, FORBID, UNSETABLE}
};

static int OPT(Init)(Option *opt, Model *mod)
{
    TYPEOPT *pt = (TYPEOPT *) (opt->TypeOpt);

    if (opt->init == 0)
    {
        opt->init = 1;
        opt->nvar = 4;
        opt->nvar_setable = 2;
        opt->HelpFilenameHint = "Timer";

        pt->PayOff.Val.V_NUMFUNC_1 = &timer;
        (pt->VarianceBudget).Val.V_PDOUBLE = 0.0265;
        (pt->Maturity).Val.V_DATE = 1.0;
        (pt->EuOrAm).Val.V_BOOL = EURO;
        (pt->PayOff.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE =
        100.;
    }
}

```

```
    return OK;  
}  
  
MAKEOPT(Timer);
```

## References