

## [Help](#)

```
#ifndef _FPS1D_STD_H
#define _FPS1D_STD_H

#include "
href../../../../mod/fps1d/fps1d_h_src.pdf fps1d/fps1d.h"
#include "
href../../../../opt/std/std_h_src.pdf std/std.h"
#include "pnl/pnl_mathtools.h"
#include "pnl/pnl_random.h"
#include "
href../../../../common/numfunc_h_src.pdf numfunc.h"
#include "
href../../../../common/transopt_h_src.pdf transopt.h"

#include <float.h>

#endif
```