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```
Help
#include "vol.h"
static NumFunc 1 callrealvar=
    Call,
    {{"Strike", PDOUBLE, {100}, ALLOW, SETABLE}, {" ", PREMIA_NUL
    LTYPE, {0}, FORBID, SETABLE}},
    CHK_call
  };
static TYPEOPT CallRealVarEuro=
  {
                    {"Payoff", NUMFUNC_1, {0}, FORBID, SETABLE}
    /*PayOff*/
    /*Maturity*/
                   {"Maturity",DATE,{0},ALLOW,SETABLE},
    /*EuOrAm*/
                    {"Euro", 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 = 3;
      opt->nvar_setable = 2;
      pt->PayOff.Val.V_NUMFUNC_1=&callrealvar;
      (pt->EuOrAm).Val.V BOOL=EURO;
      (pt->Maturity).Val.V DATE=1.0;
      (pt->PayOff.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE=10
    .0;
    }
  return OK;
MAKEOPT(CallRealVarEuro);
```

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## References