```
   Help
#include "doublim.h"

static NumFunc_1 call=
  {
    Call,
    {{"Strike",PDOUBLE,{100},ALLOW,SETABLE},{" ",PREMIA_NUL
    LTYPE,{0},FORBID,SETABLE}},
    CHK_call
  };

static NumFunc_1 const_Re=
  {
    Const,
    {{"Const Rebate",DOUBLE,{100},ALLOW,SETABLE},{" ",PREM
    IA_NULLTYPE,{0},FORBID,SETABLE}},
    CHK_ok
  };

static NumFunc_1 const_Low=
  {
    Const,
    {{"Lower Limit",PDOUBLE,{100},ALLOW,SETABLE},{" ",PREM
    IA_NULLTYPE,{0},FORBID,SETABLE}},
    CHK_call
  };

static NumFunc_1 const_Up=
  {
    Const,
    {{"Upper Limit",PDOUBLE,{100},ALLOW,SETABLE},{" ",PREM
    IA_NULLTYPE,{0},FORBID,SETABLE}},
    CHK_call
  };

static TYPEOPT DoubleCallInAmer=
  {
    /*PayOff*/          {"PayOff",NUMFUNC_1,{0},FORBID,SETA
    BLE},
    /*Rebate*/          {"Const Rebate",NUMFUNC_1,{0},FORB
    ID,SETABLE},
    /*LowerLimit*/      {"Lower Limit",NUMFUNC_1,{0},FORBID
    ,SETABLE},
    /*UpperLimit*/      {"Upper Limit",NUMFUNC_1,{0},FORBID
    ,SETABLE},
    /*Maturity*/        {"Maturity",DATE,{0},ALLOW,SETABLE}
    ,

    /*OutOrIn*/       {"In",BOOL,{IN},FORBID,UNSETABLE},
    /*Parisian*/    {"Parisian",BOOL,{1},FORBID,UNSETABLE},

    /*RebNo*/         {"Rebate",BOOL,{REBATE},FORBID,UNSETA
    BLE},
    /*EuOrAm*/       {"Amer",BOOL,{AMER},FORBID,UNSETABLE}

  };

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

  if (opt->init == 0 )
    {
      opt->init = 1;
      opt->nvar = 9;
      opt->nvar_setable = 5;

      pt->PayOff.Val.V_NUMFUNC_1=&call;
      pt->Rebate.Val.V_NUMFUNC_1=&const_Re;
      pt->LowerLimit.Val.V_NUMFUNC_1=&const_Low;
      pt->UpperLimit.Val.V_NUMFUNC_1=&const_Up;

      (pt->EuOrAm).Val.V_BOOL=AMER;
      (pt->OutOrIn).Val.V_BOOL=IN;
      (pt->RebOrNo).Val.V_BOOL=REBATE;
      (pt->Maturity).Val.V_DATE=1.0;

      (pt->PayOff.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE=10
    0.0;
      (pt->Rebate.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE=0.
    0;
      (pt->LowerLimit.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUB
    LE=90.0;
      (pt->UpperLimit.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUB
    LE=110.0;

      /* test for setability */
      if ((pt->RebOrNo).Val.V_BOOL==REBATE)
  pt->Rebate.Vsetable=SETABLE;
      else
  pt->Rebate.Vsetable=UNSETABLE;

    }

  return OK;
}

MAKEOPT(DoubleCallInAmer);
```

References