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```
Help
#include "callable.h"
static TYPEOPT HighlyPathDepCall =
{
    {"Strike", PDOUBLE, {0}, ALLOW, SETABLE},
    {"Maturity (in days)", INT, {0}, ALLOW, SETABLE},
    {"Nominal Coupon Rate", PDOUBLE, {0}, ALLOW, SETABLE},
    {"Nominal Recovery", PDOUBLE, {0}, ALLOW, SETABLE},
    {"PutStrike", PDOUBLE, {0}, ALLOW, SETABLE},
    {"Calltrike", PDOUBLE, {0}, ALLOW, SETABLE},
    {"LowerBarrier", PDOUBLE, {0}, ALLOW, SETABLE},
    {"UpperBarrier", PDOUBLE, {0}, IRRELEVANT, UNSETABLE},
    {"Window (in days)", INT, {0}, ALLOW, SETABLE},
    {"Period (in days)", INT, {0}, ALLOW, SETABLE},
};
static int OPT(Init)(Option *opt, Model *mod)
  TYPEOPT* pt=(TYPEOPT*)(opt->TypeOpt);
  if (opt->init == 0)
    {
      opt->init = 1;
      opt->nvar = 10;
      opt->nvar setable = 9;
      pt->Strike.Val.V_PDOUBLE=100.;
      pt->Maturity.Val.V_INT=180;
      pt->Coupon.Val.V_PDOUBLE=14.4;
      pt->Recovery.Val.V_PDOUBLE=0.;
      pt->PutStrike.Val.V PDOUBLE=0.;
      pt->CallStrike.Val.V_PDOUBLE=103.;
      pt->LowerBarrier.Val.V_PDOUBLE=103.;
      pt->UpperBarrier.Val.V PDOUBLE=0.;
      pt->Window.Val.V_INT=10;
      pt->Period.Val.V_INT=30;
  return OK;
```

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MAKEOPTGEN(HighlyPathDepCall);

## References