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```
#include "std.h"

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

static TYPEOPT CallEuro=
{
    /*PayOff*/      {"Payoff",NUMFUNC_1,0,FORBID}
    ,
    /*EuOrAm*/      {"Euro",BOOL,EURO,FORBID},
    /*Maturity*/    {"Maturity",DATE,0,ALLOW}
};

static int OPT(Init)(Option *opt)
{
    TYPEOPT* pt=( TYPEOPT*)(opt->TypeOpt);
    static int first=1;

    if (first)
    {
        pt->PayOff.Val.V_NUMFUNC_1=&call;

        (pt->EuOrAm).Val.V_BOOL=EURO;
        (pt->Maturity).Val.V_DATE=1.0;
        (pt->PayOff.Val.V_NUMFUNC_1)->Par[0].Val.V_PDOUBLE=100.0;

        first=0;
    }

    return OK;
}

MAKEOPT(CallEuro);
```

References