

RPGObject.ValueHelper

```
classDiagram
    class RPGObject_ValueHelper["RPGObject.ValueHelper"]
    class RPGObject_booleanValueHelper["RPGObject.booleanValueHelper"]
    class RPGObject_NumericValueHelper["RPGObject.NumericValueHelper"]
    RPGObject_booleanValueHelper --|> RPGObject_ValueHelper
    RPGObject_NumericValueHelper --|> RPGObject_ValueHelper
```

RPGObject.booleanValueHelper

RPGObject.NumericValueHelper