

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