paceval_cRegisteredObject

- # unsigned long registerPosition
- + paceval_cRegisteredObject (paceval_cCleanupHandler *handle_CleanupHandler_in)
- + ~paceval_cRegisteredObject()
- + void setRegisterPosition (unsigned long registerPosition_in)
- + unsigned long getRegister Position()

paceval_cValuesStack

- # paceval_eCalculationPrecision
 Types arrayOfVariableValuesHasPrecision
- # long double * handle _arrayOfVariableValuesAsLong Double
- # double * handle_arrayOfVariable ValuesAsDouble
- # float * handle_arrayOfVariable
- ValuesAsFloat
 # long double * handle
- _stackOfValuesAsLongDouble # double * handle_stackOfValues
- AsDouble
 # float * handle_stackOfValues
- AsFloat
 # bool * handle_stackOfHas
- TrustedMinMaxValues
 # long double * handle
- _stackOfTrustedMinValues # long double * handle
- _stackOfTrustedMaxValues + paceval_cValuesStack (paceval_cCleanupHandler
- *handle_CleanupHandler_in)
 + void initializeData
- (unsigned long numberOfValues_in)
 + ~paceval_cValuesStack()
- + long double * getValueFrom ArrayOfVariablesAsLongDouble (unsigned long position_in)
- + double * getValueFromArray
 OfVariablesAsDouble(unsigned long position_in)
- + float * getValueFromArray
 OfVariablesAsFloat(unsigned long position_in)
- + void * getArrayOfVariable
 ValuesPointer(paceval_eCalculation
 PrecisionTypes useCalculationPrecision_in)
- + void setArrayOfVariableValues
 AsLongDouble(long double
 *handle_arrayOfVariableValuesAsLongDouble_in)
- + void setArrayOfVariableValues
 AsDouble(double *handle_arrayOfVariable
 ValuesAsDouble_in)
- + void setArrayOfVariableValues
 AsFloat(float *handle_arrayOfVariable
 ValuesAsFloat_in)
- + long double * getStackOf ValuesFieldPointerAsLongDouble (unsigned long positionField_in)
- + double * getStackOfValues
 FieldPointerAsDouble(unsigned
- long positionField_in)+ float * getStackOfValuesFieldPointerAsFloat(unsigned)
- long positionField_in)
 + bool * getStackOfHasTrusted
- + long double * getStackOf TrustedMinValues()

MinMaxValuesPointer()

+ long double * getStackOf TrustedMaxValues()

paceval_cListOfPointer

- + paceval_cListOfPointer(paceval_cCleanupHandler *handle_CleanupHandler_in)
- + void initializeData (unsigned long proposedSize_in)
- + ~paceval_cListOfPointer()
- + bool doAddPointer(void
 *handle_Pointer_in, paceval
 _eListOfPointerTypes ePointerType
 _in, unsigned long *pointerPosition_out)
- paceval_eListOfPointerTypes getPointerType(unsigned long position_in)
- + void * getPointer(unsigned long position_in)
- + bool removePointer (unsigned long position_in)
- + unsigned long sizeOf()

paceval_sErrorInformation

- + paceval_eErrorTypes error_eErrorType
- + paceval_eOperatorTypes error_eOperator
- + long error_ePosition

#handle_CleanupHandler

#listOfpacevalObjects

paceval_cCleanupHandler

- # paceval_callbackStatusType
 * handle_CallbackStatus
- # paceval_eStatusTypes currentStatus
- # int percentageDone
- # unsigned long length _functionString
- # bool lastError_isError # unsigned long numberOfObjects
- # unsigned long maxNumberOf Objects
- + paceval_cCleanupHandler(paceval_callbackStatusType*paceval_callbackStatus_in)

+ ~paceval_cCleanupHandler()

- + bool initializeDataCleanup Handler()
- + void setCurrentStatus (paceval_eStatusTypes currentStatus_in, int percentageDone in)
- percentageDone_in)+ paceval_eStatusTypes getCurrentStatus(int *percentageDone_out)
- + void setPercentageDone
- (int percentageDone_in)
 + int getPercentageDone()
- + void setLengthFunctionString (unsigned long length_functionString_in)
- + unsigned long getLengthFunction String()
- bool registerObject

 (unsigned long *registerPosition _out, void *handle_Pointer _in, paceval_eListOfPointerTypes ePointerType_in)
- bool unregisterObject

 (unsigned long registerPosition _in, void *handle_Pointer_in, paceval_eListOfPointerTypes ePointerType_in)
- + void cleanupAllpacevalObjects()
- + bool resetComputationError()
- + void setLastError(bool lastError_isError_in, paceval_eErrorTypes lastError _eErrorType_in, paceval_eOperatorTypes lastError_eOperator_in, long lastError _ePosition_in)

#lastErrorInformation