

increasePacevalLibraryNumber
ThreadsUsed

```
graph LR; A[increasePacevalLibraryNumber  
ThreadsUsed] --> B[paceval_lockGlobalVariables  
MutexObject]; A --> C[paceval_unlockGlobalVariables  
MutexObject];
```

paceval_lockGlobalVariables
MutexObject

paceval_unlockGlobalVariables
MutexObject