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_cUnsignedLongList

- # unsigned long * arrayOfUnsignedLong
- # unsigned long size _arrayOfUnsignedLong
- # unsigned long sizeUsed
- _arrayOfUnsignedLong
 # unsigned long increaseCounter
- + paceval_cUnsignedLongList (paceval_cCleanupHandler *handle_CleanupHandler_in)
- + void initializeData()
- + ~paceval_cUnsignedLongList()
- bool doAddUnsignedLong (unsigned long valueUnsigned Long_in)
- unsigned long * getUnsigned LongPointer(unsigned long position_in)
- bool setUnsignedLong
 (unsigned long position
 _in, unsigned long valueUnsigned
 Long_in)
- + unsigned long sizeOf()
- # bool dolncreaseSize()

paceval_cListOfPointer

- unsigned int size_voidPointer
- unsigned int size_eListOf PointerTypes
- void ** arrayOfPointer
- paceval_eListOfPointerTypes* arrayOfPointerTypes
- unsigned long size _arrayOfPointer
- unsigned long sizeUsed _arrayOfPointer
- unsigned long increaseCounter
- + 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()
- bool dolncreaseSize()

#handle_CleanupHandler

paceval_sErrorInformation

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

#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)
- + bool initializeDataCleanup Handler()
- + ~paceval_cCleanupHandler()
- + void setCurrentStatus (paceval_eStatusTypes currentStatus_in, int 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