

getNumberOfPrefetchedDamaged



```
graph LR; A[getNumberOfPrefetchedDamaged] --> B[paceval_lockGlobalVariables<br/>MutexObject]; A --> C[paceval_unlockGlobalVariables<br/>MutexObject];
```

paceval\_lockGlobalVariables  
MutexObject

paceval\_unlockGlobalVariables  
MutexObject