paceval_cRegisteredObject

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



paceval_cCharArray

- # char * handle_charArray
- + paceval_cCharArray
 (paceval_cCleanupHandler
 *handle CleanupHandler in)
- + void initializeData (unsigned long length in)
- + ~paceval_cCharArray()
- + char * getCharacterPointer()