## 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 cListOfVariables

- paceval\_cListOfPointer
  - \* listOfPointers
- + paceval\_cListOfVariables (paceval\_cCleanupHandler
- \*handle\_CleanupHandler\_in)
  + void initializeData
- (unsigned long proposedSize\_in)
  + ~paceval cListOfVariables()
- + bool doAddVariable (const char \*varable in)
- + void addVariablesAtOnce
   (const char \*variables
   in, unsigned long numberOfVariables in)
- + unsigned long getNumberOf Variables()
- + long identifyVariablePositionfrom String(const char \*variable\_in)
- const char \* getVariable (unsigned long position\_in)