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_cListOfPointer

- + 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()

#handle_CleanupHandler

paceval_sErrorInformation

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

#lastErrorInformation

paceval_cCleanupHandler

#listOfpacevalObjects

- # 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)
- bool getLastError(char
 *lastError_strOperator
 _out, paceval_eErrorTypes
 *lastError_eErrorType_out,
 paceval_eOperatorTypes *lastError
 _eOperator_out, long *lastError
 _ePosition_out)