paceval_sErrorInformation

- + paceval_eErrorTypeserror_eErrorType
- + paceval_eOperatorTypes error_eOperator
- + long error_ePosition

#lastErrorInformation

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)

 hool_unregisterObject
- + 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)

 #handle_CleanupHandler

paceval_cRegisteredObject

unsigned long registerPosition+ paceval_cRegisteredObject

*handle_CleanupHandler_in)
+ ~paceval_cRegisteredObject()
+ void setRegisterPosition

(paceval_cCleanupHandler

- (unsigned long registerPosition_in)+ unsigned long getRegister
- 4

Position()

#listOfpacevalObjects

+ paceval_cListOfPointer (paceval_cCleanupHandler

paceval_cListOfPointer

- *handle_CleanupHandler_in)
 + void initializeData
 (unsigned long proposedSize
- (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()