paceval_cRegisteredObject

\# unsigned long registerPosition

+ paceval_cRegisteredObject (paceval_cCleanupHandler *handle_CleanupHandler_in)
+ ~paceval_cRegisteredObject()
+ void setRegisterPosition (unsigned long registerPosition_in)
+ unsigned long getRegister Position()

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paceval_cValuesStack

\# paceval_eCalculationPrecision Types arrayOfVariableValuesHasPrecision
\# long double * handle _arrayOfVariableValuesAsLong Double
\# double * handle_arrayOfVariable ValuesAsDouble
\# float * handle_arrayOfVariable ValuesAsFloat
\# long double * handle _stackOfValuesAsLongDouble
\# double * handle_stackOfValues AsDouble
\# float * handle_stackOfValues AsFloat
\# bool * handle_stackOfHas TrustedMinMaxValues
\# long double * handle _stackOfTrustedMinValues
\# long double * handle _stackOfTrustedMaxValues

+ paceval_cValuesStack (paceval_cCleanupHandler *handle_CleanupHandler_in)
+ void initializeData (unsigned long numberOfValues_in)
+ ~paceval_cValuesStack()
+ long double * getValueFrom ArrayOfVariablesAsLongDouble (unsigned long position_in)
+ double * getValueFromArray OfVariablesAsDouble(unsigned long position_in)
+ float * getValueFromArray OfVariablesAsFloat(unsigned long position_in)
+ void * getArrayOfVariable ValuesPointer(paceval_eCalculation PrecisionTypes useCalculationPrecision_in)
+ void setArrayOfVariableValues AsLongDouble(long double *handle_arrayOfVariableValuesAsLong Double_in)
+ void setArrayOfVariableValues AsDouble(double *handle_arrayOfVariable ValuesAsDouble_in)
+ void setArrayOfVariableValues AsFloat(float *handle_arrayOfVariable ValuesAsFloat_in)
+ long double * getStackOf ValuesFieldPointerAsLongDouble (unsigned long positionField_in)
+ double * getStackOfValues FieldPointerAsDouble(unsigned long positionField_in)
+ float * getStackOfValues FieldPointerAsFloat(unsigned long positionField_in)
+ bool * getStackOfHasTrusted MinMaxValuesPointer()
+ long double * getStackOf TrustedMinValues()
+ long double * getStackOf TrustedMaxValues()

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paceval_cListOfPointer

- unsigned int size_voidPointer
- unsigned int size_eListOf PointerTypes
- void ** arrayOfPointer
- paceval_eListOfPointerTypes * arrayOfPointerTypes
- unsigned long size _arrayOfPointer
- unsigned long sizeUsed _arrayOfPointer
- unsigned long increaseCounter

+ 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()
- bool doIncreaseSize()

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paceval_sErrorInformation

+ paceval_eErrorTypes error_eErrorType
+ paceval_eOperatorTypes error_eOperator
+ long error_ePosition

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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)
+ 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

#listOfpacevalObjects

#lastErrorInformation