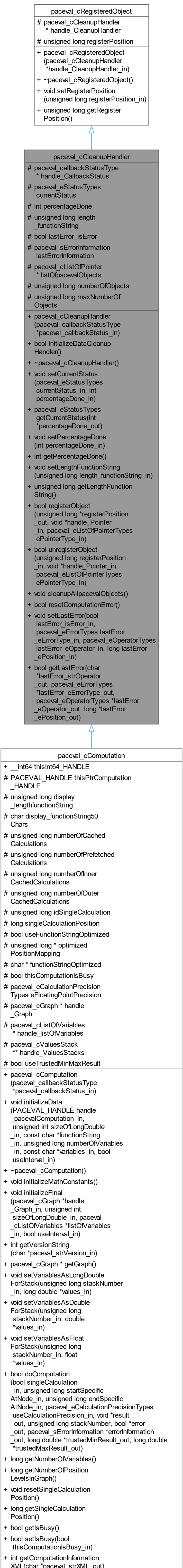
paceval_cRegisteredObject
paceval_cCleanupHandler * handle_CleanupHandler
unsigned long registerPosition
+ paceval_cRegisteredObject (paceval_cCleanupHandler *handle_CleanupHandler_in)
+ ~paceval_cRegisteredObject()
+ void setRegisterPosition (unsigned long registerPosition_in)
+ unsigned long getRegister Position()
paceval_cCleanupHandler
paceval_callbackStatusType * handle_CallbackStatus
paceval_eStatusTypes currentStatus
int percentageDone
unsigned long length _functionString
bool lastError_isError
paceval_sErrorInformation lastErrorInformation
paceval_cListOfPointer * listOfpacevalObjects
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)
paceval_cComputation
+ __int64 thisInt64_HANDLE
# PACEVAL_HANDLE thisPtrComputation _HANDLE
# unsigned long display _lengthfunctionString
# char display_functionString50 Chars
# unsigned long numberOfCached Calculations
# unsigned long numberOfPrefetched Calculations
# unsigned long numberOfInner CachedCalculations
# unsigned long numberOfOuter CachedCalculations
# unsigned long idSingleCalculation
# long singleCalculationPosition
# bool useFunctionStringOptimized
# unsigned long * optimized PositionMapping
# char * functionStringOptimized
# bool thisComputationIsBusy
# paceval_eCalculationPrecision Types eFloatingPointPrecision
# paceval_cGraph * handle _Graph
# paceval_cListOfVariables * handle_listOfVariables
# paceval_cValuesStack ** handle_ValuesStacks
# bool useTrustedMinMaxResult
+ paceval_cComputation (paceval_callbackStatusType *paceval_callbackStatus_in)
+ void initializeData (PACEVAL_HANDLE handle _pacevalComputation_in, unsigned int sizeOfLongDouble _in, const char *functionString _in, unsigned long numberOfVariables _in, const char *variables_in, bool useInterval_in)
+ ~paceval_cComputation()
+ void initializeMathConstants()
+ void initializeFinal (paceval_cGraph *handle _Graph_in, unsigned int sizeOfLongDouble_in, paceval _cListOfVariables *listOfVariables _in, bool useInterval_in)
+ int getVersionString (char *paceval_strVersion_in)
+ paceval_cGraph * getGraph()
+ void setVariablesAsLongDouble ForStack(unsigned long stackNumber _in, long double *values_in)
+ void setVariablesAsDouble ForStack(unsigned long stackNumber_in, double *values_in)
+ void setVariablesAsFloat ForStack(unsigned long stackNumber_in, float *values_in)
+ bool doComputation (bool singleCalculation _in, unsigned long startSpecific AtNode_in, unsigned long endSpecific AtNode_in, paceval_eCalculationPrecisionTypes useCalculationPrecision_in, void *result _out, unsigned long stackNumber, bool *error _out, paceval_sErrorInformation *errorInformation _out, long double *trustedMinResult_out, long double *trustedMaxResult_out)
+ long getNumberOfVariables()
+ long getNumberOfPosition LevelsInGraph()
+ void resetSingleCalculation Position()
+ long getSingleCalculation Position()
+ bool getIsBusy()
+ bool setIsBusy(bool thisComputationIsBusy_in)
+ int getComputationInformation XML(char *paceval_strXML_out)
+ long getPositionForDisplay (long positionFunction_in)
+ paceval_cListOfVariables * getListOfVariables()
+ unsigned long getNumberOf CachedCalculations()
+ unsigned long getNumberOf PrefetchedCalculations()
+ void increaseIdSingleCalculation()
+ unsigned long getIdSingle Calculation()
+ unsigned long getNumberOf SingleCalculationThreads()
+ long lockAndGetToDoLevel MultithreadPosition(unsigned long stackNumber_in, unsigned long idSingleCalculationToDo _in, unsigned long *lastToDoLevelMultithread Position_in, unsigned long *startSpecificAtNode _in, unsigned long *endSpecificAtNode_in)
+ bool unlockToDoLevelMultithread Position(unsigned long stackNumber _in, unsigned long lockedLevelMultithread Position_in, unsigned long idSingleCalculationToDo_in)
# bool createOptimizedFunction String(const char *functionString _in, unsigned long *lengthFunctionString _out, unsigned long *lengthOptimizedFunctionString_out)
# bool identifyOptimizedEnd Position(const char *functionString _in, unsigned long insertStartPosition, unsigned long *insertEndPosition_out)
# void initiateReferencePrecision Cuts(paceval_eCalculationPrecision Types useCalculationPrecision_in)
# paceval_cSyntacticAnalysis * createSyntacticAnalysis (const char *functionString _in, paceval_cListOfVariables *listOfVariables_in)