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_cGraph

- paceval_cGraph(paceval
 _cCleanupHandler *handle
 _CleanupHandler_in, PACEVAL
 _HANDLE handle_pacevalComputation_in)
- + void initializeData()
- + ~paceval_cGraph()
- + unsigned long addAtomicGraph
 Node(paceval_cBaseAtomicGraphNode
 *handle_cBaseAtomicGraphNode
 _in, paceval_eListOfPointerTypes
 ePointerType_in, bool *success_out)
- + paceval_cBaseAtomicGraph
 Node * getAtomicGraphNode
 (unsigned long position_in)
- + long sizeOf()
- + long getMaximumField()
- + long getNumberOfPosition Levels()
- + long getMaxToDoLevelMultithread Position()
- + void resetMaxToDoLevelMultithread Position()
- + 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 identifyGraphCaching
 Opportunities(paceval_cBaseAtomic
 GraphNode *handle_cAtomicGraphNode
 _in, unsigned long handle_handle
 _AtomicGraphPosition_in)

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()

paceval_sErrorInformation
+ paceval_eErrorTypes

#handle_CleanupHandler

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

#listOfpacevalObjects

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)

#lastErrorInformation