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_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

#handle_CleanupHandler

-listOfPointers

#listOfpacevalObjects

#lastErrorInformation

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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)

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paceval_cListOfVariables

+ paceval_cListOfVariables (paceval_cCleanupHandler *handle_CleanupHandler_in)
+ void initializeData (unsigned long proposedSize_in)
+ ~paceval_cListOfVariables()
+ bool doAddVariable (const char *varable_in)
+ void addVariablesAtOnce (const char *variables _in, unsigned long numberOfVariables_in)
+ unsigned long getNumberOf Variables()
+ long identifyVariablePositionfrom String(const char *variable_in)
- const char * getVariable (unsigned long position_in)