

paceval_fConvertFloatToString

paceval_InitializeLibrary

pacevalLibrary_fConvertFloat
ToString

```
graph LR; A[paceval_fConvertFloatToString] --> C[pacevalLibrary_fConvertFloatToString]; B[paceval_InitializeLibrary] --> C;
```

The diagram illustrates a mapping from two external functions to a single library function. On the left, two white rectangular boxes with black borders contain the text 'paceval_fConvertFloatToString' and 'paceval_InitializeLibrary'. On the right, a larger gray rectangular box with a black border contains the text 'pacevalLibrary_fConvertFloatToString' on two lines. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both functions are implemented by or mapped to the library function.