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_cUnsignedLongList

unsigned long * arrayOfUnsignedLong
unsigned long size
  _arrayOfUnsignedLong
unsigned long sizeUsed
  _arrayOfUnsignedLong
unsigned long increaseCounter

+ paceval_cUnsignedLongList
  (paceval_cCleanupHandler
  *handle_CleanupHandler_in)
+ void initializeData()
+ ~paceval_cUnsignedLongList()
+ bool doAddUnsignedLong
  (unsigned long valueUnsigned
  Long_in)
+ unsigned long * getUnsigned
  LongPointer(unsigned long
  position_in)
+ bool setUnsignedLong
  (unsigned long position
  _in, unsigned long valueUnsigned
  Long_in)
+ unsigned long sizeOf()
# bool doIncreaseSize()

---

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
  error_eErrorType
+ paceval_eOperatorTypes
  error_eOperator
+ long error_ePosition

#handle_CleanupHandler

#listOfpacevalObjects

#lastErrorInformation

---

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)