## paceval sGetComputationResult ThreadData + bool \* arrayThreadIsBusy in + unsigned long idSingleCalculation

ToDo in

+ unsigned long stackNumber in

+ unsigned long numberOfStacks in + PACEVAL HANDLE handle

pacevalComputation in

+ paceval eCalculationPrecision Types useCalculationPrecision in

 unsigned long lastToDoLevel MultithreadPosition in

+ unsigned int sizeOfLongDouble in





