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FDwfAnalogOutNodeEnableGet (
  HDWF hdwf, int idxChannel, AnalogOutNode node, int *pfEnable)
```

**Description:** Verifies if a specific channel and node is enabled or disabled.

**Parameters:**

- hdwf – Open interface handle on a device.
- idxChannel – Channel index.
- node – Node index.
- pfEnable – Pointer to variable to receive enabled state.

```
FDwfAnalogOutNodeFunctionInfo (
  HDWF hdwf, int idxChannel, AnalogOutNode node, int *pfsfunc)
```

**Description:** Returns the supported generator function options. They are returned (by reference) as a bit field. This bit field can be parsed using the IsBitSet Macro. Individual bits are defined using the FUNC constants in dwf.h. These are:

FUNC Constants	Value	FUNC Constant Capabilities
funcDC	0	Generate DC value set as offset.
funcSine	1	Generate sine waveform.
funcSquare	2	Generate square waveform, offset +/- amplitude.
funcTriangle	3	Generate triangle waveform.
funcRampUp	4	Generate a waveform with a ramp-up voltage at the beginning.
funcRampDown	5	Generate a waveform with a ramp-down voltage at the end.
funcNoise	6	Generate noise waveform from random samples.
funcPulse	7	Generate pulse waveform, offset + amplitude.
funcTrapezium	8	Generate trapezium waveform.
funcSinePower	9	Generate sine with symmetry used as power function.
funcCustomPattern	28	Generate waveform from custom samples. It provides constant sample rate, supporting integer divisions of the system frequency.
funcPlayPattern	29	Generate waveform in stream play style. It provides constant sample rate.
funcCustom	30	Generate waveform from custom samples. Optimizes for average requested frequency, sample output lengths may vary by one system frequency period.
funcPlay	31	Generate waveform in stream play style. Optimizes for average requested frequency.

**Parameters:**

- hdwf – Open interface handle on a device.
- idxChannel – Channel index.
- node – Node index.
- pfsfunc – Variable to receive the supported generator function options.