

## UF\_SURF\_REG\_type\_e [\(view source\)](#)

Defined in: `uf_surf_reg.h`

Also known as:

- `UF_SURF_REG_type_t`
- `UF_SURF_REG_type_p_t`

### Overview

The different methods that can be used to create a surface region feature. This also indicates which structure is being used for the union parameter data structure.

### Data Members

#### **UF\_SURF\_REG\_SEED = 1**

Surface region from the seed face and boundary faces.

#### **UF\_SURF\_REG\_ALL\_FACES\_OF\_BODY**

Surface region from all faces of the body.

#### **UF\_SURF\_REG\_EXPLICIT\_FACES**

Surface region from explicit faces on a body.

#### **UF\_SURF\_REG\_STEEP**

Surface region gathered from either the steep or non-steep faces of a body.

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