

## UF\_DRAW\_arw\_head\_cntl\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_arw_head_cntl_t`

### Overview

Arrow head control (style)

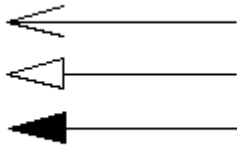


Figure. Arrowhead Style, Open, Closed and Filled

### Data Members

`UF_DRAW_closed_arrowhead = 1`

`UF_DRAW_open_arrowhead`

`UF_DRAW_filled_arrowhead`

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## UF\_DRAW\_arw\_head\_type\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_arw_head_type_t`

### Overview

Arrow head types

### Data Members

`UF_DRAW_ansi_arrow = 1`

`UF_DRAW_iso_arrow`

`UF_DRAW_iso128`

`UF_DRAW_jis`

## UF\_DRAW\_gb

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### UF\_DRAW\_boundary\_type\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_boundary_type_t`

#### Overview

Boundary types

#### Data Members

`UF_DRAW_BREAK_DETAIL_TYPE = 1`

`UF_DRAW_MANUAL_RECTANGLE_TYPE`

`UF_DRAW_AUTOMATIC_RECTANGLE_TYPE`

`UF_DRAW_BOUND_BY_OBJECTS_TYPE`

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### UF\_DRAW\_break\_position\_type\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_break_position_type_t`

#### Overview

break region positioning methods

#### Data Members

`UF_DRAW_BREAK_POSITION_INFERRED = 0`

`UF_DRAW_BREAK_POSITION_DISTANCE`

`UF_DRAW_BREAK_POSITION_TWO_REGIONS`

`UF_DRAW_BREAK_POSITION_DEFAULT`

## UF\_DRAW\_comp\_section\_in\_view\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_comp_section_in_view_t`

### Overview

Sectioning component in view settings.

### Data Members

`UF_DRAW_NON_SECTIONED = 0`

`UF_DRAW_SECTIONED`

`UF_DRAW_NOT_VIEW_SPECIFIED`

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## UF\_DRAW\_data\_source\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_data_source_t`

### Overview

Data source for plot data.

### Data Members

`UF_DRAW_DRAWING_DATA = 0`

`UF_DRAW_DEFAULT_DATA`

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## UF\_DRAW\_drafting\_curve\_type\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_drafting_curve_type_t`

## Overview

drafting curve type

## Data Members

**UF\_DRAW\_unknown\_type = -1**

**UF\_DRAW\_extracted\_edge\_type = 1**

**UF\_DRAW\_silhouette\_curve\_type**

**UF\_DRAW\_thread\_silhouette\_curve\_type**

**UF\_DRAW\_section\_edge\_type**

**UF\_DRAW\_thread\_section\_edge\_type**

**UF\_DRAW\_vi\_curve\_type**

**UF\_DRAW\_uvhatch\_curve\_type**

**UF\_DRAW\_trace\_line\_type**

**UF\_DRAW\_simplified\_curve\_type**

**UF\_DRAW\_interference\_curve\_type**

**UF\_DRAW\_extracted\_model\_curve\_type**

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## UF\_DRAW\_edge\_hiding\_edge\_e [\(view source\)](#)

Defined in: **uf\_draw\_types.h**

Also known as:

- **UF\_DRAW\_edge\_hiding\_edge\_t**

## Overview

Hidden edge status

## Data Members

**UF\_DRAW\_edge\_hiding\_edge\_off = 0**

## UF\_DRAW\_edge\_hiding\_edge\_on

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## UF\_DRAW\_english\_size\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_english_size_t`

### Data Members

**UF\_DRAW\_A = 1**

8.5 x 11

**UF\_DRAW\_B**

11 X 17

**UF\_DRAW\_C**

17 X 22

**UF\_DRAW\_D**

22 X 34

**UF\_DRAW\_E**

34 X 44

**UF\_DRAW\_F**

28 X 40

**UF\_DRAW\_H**

28 X 44

**UF\_DRAW\_J**

34 X 55

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## UF\_DRAW\_extracted\_edges\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_extracted_edges_t`

### Overview

Extracted edge status - should edges be extracted for the view?

### Data Members

**UF\_DRAW\_extracted\_edges\_off = 0**

## UF\_DRAW\_extracted\_edges\_on

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## UF\_DRAW\_gap\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_gap_t`

### Overview

Smooth Edge Gap status

### Data Members

`UF_DRAW_gap_off = 0`

`UF_DRAW_gap_on`

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## UF\_DRAW\_hidden\_line\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_hidden_line_t`

### Overview

Hidden line removal status

### Data Members

`UF_DRAW_hidden_line_removal_off = 0`

`UF_DRAW_hidden_line_removal_on`

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## UF\_DRAW\_label\_on\_parent\_type\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

view label on parent type - used for detail views

## Data Members

**UF\_DRAW\_parent\_view\_label\_no\_display = 0**  
no circle

**UF\_DRAW\_parent\_view\_label\_boundary**  
circle

**UF\_DRAW\_parent\_view\_label\_circle = UF\_DRAW\_parent\_view\_label\_boundary**  
alternate name for circle

**UF\_DRAW\_parent\_view\_label\_note**  
circle with note

**UF\_DRAW\_parent\_view\_label\_label**  
circle with label

**UF\_DRAW\_parent\_view\_label\_embedded**  
embedded note in circle

**UF\_DRAW\_parent\_view\_label\_true\_boundary**  
true boundary

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## UF\_DRAW\_metric\_size\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_metric_size_t`

## Overview

Drawing Sizes

## Data Members

**UF\_DRAW\_A0 = 1**  
841 x 1189

**UF\_DRAW\_A1**  
594 X 841

**UF\_DRAW\_A2**  
420 X 594

**UF\_DRAW\_A3**  
297 X 420

**UF\_DRAW\_A4**  
210 X 297

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## UF\_DRAW\_pen\_assignment\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_pen_assignment_t`

## Overview

Pen assignment for plot data.

## Data Members

`UF_DRAW_USE_CURRENT_VALUE = 0`

`UF_DRAW_DENSITY`

`UF_DRAW_COLOR`

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## `UF_DRAW_proj_dir_e` [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_proj_dir_t`

## Overview

Orthographic Projection Direction

## Data Members

`UF_DRAW_project_infer = 0`

`UF_DRAW_project_above`

`UF_DRAW_project_right`

`UF_DRAW_project_below`

`UF_DRAW_project_left`

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## `UF_DRAW_projection_angle_e` [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_projection_angle_t`



## Overview

Projection Angles

## Data Members

**UF\_DRAW\_NO\_ANGLE\_DATA = 0**

**UF\_DRAW\_THIRD\_ANGLE\_PROJECTION**

**UF\_DRAW\_FIRST\_ANGLE\_PROJECTION**

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## UF\_DRAW\_secondary\_indexing\_align\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

Secondary indexing alignment

### Data Members

**UF\_DRAW\_secondary\_indexing\_inline = 0**

**UF\_DRAW\_secondary\_indexing\_subscript**

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## UF\_DRAW\_silhouette\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_silhouette_t`

### Overview

Silhouette status

### Data Members

**UF\_DRAW\_silhouettes\_off = 0**

**UF\_DRAW\_silhouettes\_on**

## UF\_DRAW\_size\_state\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_size_state_t`

### Data Members

`UF_DRAW_METRIC_SIZE = 0`

`UF_DRAW_ENGLISH_SIZE`

`UF_DRAW_CUSTOM_SIZE`

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## UF\_DRAW\_smooth\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_smooth_t`

### Overview

Edge smooth status

### Data Members

`UF_DRAW_smooth_off = 0`

`UF_DRAW_smooth_on`

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## UF\_DRAW\_sx\_assy\_xhatch\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sx_assy_xhatch_t`

### Overview

Section view assembly crosshatching status

## Data Members

**UF\_DRAW\_sx\_assy\_xhatch\_off = 0**

**UF\_DRAW\_sx\_assy\_xhatch\_on**

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## UF\_DRAW\_sx\_background\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sx_background_t`

### Overview

Section view background status

## Data Members

**UF\_DRAW\_sx\_background\_off = 0**

**UF\_DRAW\_sx\_background\_on**

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## UF\_DRAW\_sx\_crosshatch\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sx_crosshatch_t`

### Overview

Section view crosshatch status

## Data Members

**UF\_DRAW\_sx\_crosshatch\_off = 0**

**UF\_DRAW\_sx\_crosshatch\_on**

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## UF\_DRAW\_sx\_section\_sheet\_body\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

**Also known as:**

- UF\_DRAW\_sx\_section\_sheet\_body\_t

**Overview**

Section view Section Sheet Bodies status

**Data Members**

UF\_DRAW\_sx\_section\_sheet\_body\_off = 0

UF\_DRAW\_sx\_section\_sheet\_body\_on

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**UF\_DRAW\_sxline\_display\_e** ([view source](#))

Defined in: `uf_draw_types.h`

**Also known as:**

- UF\_DRAW\_sxline\_display\_t

**Overview**

Section line display

**Data Members**

UF\_DRAW\_no\_display\_sxline = 1

UF\_DRAW\_display\_sxline

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**UF\_DRAW\_sxline\_leg\_e** ([view source](#))

Defined in: `uf_draw_types.h`

**Also known as:**

- UF\_DRAW\_sxline\_leg\_t

**Overview**

Revolved section line leg

**Data Members**

UF\_DRAW\_sxline\_leg1 = 1

UF\_DRAW\_sxline\_leg2

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## UF\_DRAW\_sxline\_status\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sxline_status_t`

### Overview

Section line status

### Data Members

#### UF\_DRAW\_invalid\_sxline = 0

status may require that a segment be added with `UF_DRAW_add_sxline_sxseg`

#### UF\_DRAW\_valid\_sxline

section line is valid

#### UF\_DRAW\_sxline\_sxseg\_lost\_assoc

warning, at least one segment of section line lost associativity

#### UF\_DRAW\_sxline\_rotpt\_lost\_assoc

warning, section line rotation point lost associativity

#### UF\_DRAW\_sxline\_rotpt\_or\_sxseg\_lost\_assoc

warning, section line rotation point lost associativity and at least one segment of section line lost associativity

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## UF\_DRAW\_sxline\_type\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sxline_type_t`

### Overview

Section line type

### Data Members

#### UF\_DRAW\_simple\_sxline = 1

#### UF\_DRAW\_stepped\_sxline

**UF\_DRAW\_revolved\_sxline**

**UF\_DRAW\_half\_sxline**

**UF\_DRAW\_unfolded\_sxline**

**UF\_DRAW\_breakline**

**UF\_DRAW\_folded\_sxline**

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## **UF\_DRAW\_sxseg\_highlight\_e** [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sxseg_highlight_t`

### **Overview**

Section segment highlight status

### **Data Members**

**UF\_DRAW\_unhighlighted = 0**

**UF\_DRAW\_highlighted**

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## **UF\_DRAW\_sxseg\_mode\_e** [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sxseg_mode_t`

### **Overview**

Section line segment mode

### **Data Members**

**UF\_DRAW\_user\_defined\_sxseg = 1**

**UF\_DRAW\_system\_defined\_sxseg**

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## UF\_DRAW\_sxseg\_type\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_sxseg_type_t`

### Overview

Section line segment type

### Data Members

`UF_DRAW_sxseg_arrow` = `UF_arrow_segment_subtype`

`UF_DRAW_sxseg_cut` = `UF_cut_segment_subtype`

`UF_DRAW_sxseg_bend` = `UF_bend_segment_subtype`

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## UF\_DRAW\_thd\_meth\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_thd_meth_t`

### Overview

The following enum defines the rendering methods for all of the threads in a given view.

### Data Members

`UF_DRAW_THD_METH_NONE=0`

No method specified (default for pre-v12 parts)

`UF_DRAW_THD_METH_ANSI_SIMPLIFIED`

Render threads using the ANSI standard simplified method

`UF_DRAW_THD_METH_ANSI_SCHEMATIC`

Render threads using the ANSI standard schematic method

`UF_DRAW_THD_METH_ANSI_DETAILED`

Render threads using the ANSI standard detailed method

`UF_DRAW_THD_METH_ISO_SIMPLIFIED`

Render threads using the ISO  
standard simplified method

### UF\_DRAW\_THD\_METH\_ISO\_DETAILED

Render thread using the ISO  
standard detailed method

### UF\_DRAW\_THD\_METH\_ESKD\_SIMPLIFIED

Render thread using the  
ESKD standard.

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## UF\_DRAW\_uvhatch\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_uvhatch_t`

### Overview

UV Hatch status

### Data Members

`UF_DRAW_uvhatch_off = 0`

`UF_DRAW_uvhatch_on`

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## UF\_DRAW\_view\_label\_letter\_format\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

view label letter format

### Data Members

`UF_DRAW_view_label_single_letter = 1`

`UF_DRAW_view_label_dashed_letter`

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## UF\_DRAW\_view\_label\_parm\_type\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview



view label parameter type

## Data Members

**UF\_DRAW\_view\_label\_other\_view = 1**

**UF\_DRAW\_view\_label\_detail\_view**

**UF\_DRAW\_view\_label\_section\_view**

**UF\_DRAW\_view\_label\_projected\_view**

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## UF\_DRAW\_view\_label\_position\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

view label position relative to view boundary

## Data Members

**UF\_DRAW\_view\_label\_below\_boundary = 1**

**UF\_DRAW\_view\_label\_above\_boundary**

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## UF\_DRAW\_view\_label\_scale\_format\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

view label scale format

## Data Members

**UF\_DRAW\_view\_label\_ratio = 1**

**UF\_DRAW\_view\_label\_vertical\_fraction**

**UF\_DRAW\_view\_label\_horizontal\_fraction**

**UF\_DRAW\_view\_label\_Nx**

## UF\_DRAW\_view\_label\_scale\_position\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

view label scale position relative to view label

### Data Members

**UF\_DRAW\_view\_label\_below = 1**

scale label is below view label

**UF\_DRAW\_view\_label\_above**

scale label is above view label

**UF\_DRAW\_view\_label\_before**

scale label is before view label

**UF\_DRAW\_view\_label\_after**

scale label is after view label

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## UF\_DRAW\_view\_label\_view\_text\_type\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

### Overview

view label view label type - use view name or prefix and letter

### Data Members

**UF\_DRAW\_view\_label\_view\_name = 1**

**UF\_DRAW\_view\_label\_prefix\_and\_letter**

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## UF\_DRAW\_view\_status\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_view_status_t`

### Overview

View Status for Adding Views

### Data Members

**UF\_DRAW\_ACTIVE\_VIEW = 1**

## UF\_DRAW\_REFERENCE\_VIEW

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### UF\_DRAW\_virtual\_intersect\_e [\(view source\)](#)

Defined in: `uf_draw_types.h`

Also known as:

- `UF_DRAW_virtual_intersect_t`

#### Overview

Virtual Intersection Curve status

#### Data Members

`UF_DRAW_virtual_intersect_off = 0`

`UF_DRAW_virtual_intersect_on`

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### UF\_DRF\_view\_label\_text\_to\_stub\_format\_t [\(view source\)](#)

Defined in: `uf_draw_types.h`

#### Overview

view label text to stub format option - used for detail views

#### Data Members

`UF_DRAW_parent_view_label_text_before_stub = 0`

`UF_DRAW_parent_view_label_text_above_stub`

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