

## UF\_DRPOS\_feed\_unit\_e [\(view source\)](#)

Defined in: `uf_drpos.h`

Also known as:

- `UF_DRPOS_feed_unit_t`

### Overview

`UF_DRPOS_feed_unit_t` enumerates the available set of units in which the feed rate may be expressed

### Data Members

**`UF_DRPOS_FEED_UNIT_NONE = 0`**

**`UF_DRPOS_FEED_UNIT_PER_MIN = 1`**

Units per minute

**`UF_DRPOS_FEED_UNIT_PER_REV = 2`**

Revolutions per minute

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## UF\_DRPOS\_feed\_use\_e [\(view source\)](#)

Defined in: `uf_drpos.h`

Also known as:

- `UF_DRPOS_feed_use_t`

### Overview

`UF_DRPOS_feed_use_t` enumerates the available options for how to obtain the feed rate for a `UF_DRPOS` object

### Data Members

**`UF_DRPOS_FEED_USE_DEFAULT = 0`**

**`UF_DRPOS_FEED_USE_CUSTOM = 1`**

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## UF\_DRPOS\_type\_e [\(view source\)](#)

Defined in: `uf_drpos.h`

Also known as:

- `UF_DRPOS_type_t`

### Overview

UF\_DRPOS\_type\_t enumerates the different types of UF\_DRPOS objects

## Data Members

### UF\_DRPOS\_TYPE\_NONE = 0

This motion type option indicates that no motion type has yet been specified and should not be used by an Open API program.

### UF\_DRPOS\_TYPE\_CUT = 1

This motion type option is used to generate standard cut motions with the cut feedrate.

### UF\_DRPOS\_TYPE\_FIRST\_CUT = 2

This motion type option is used to generate cut motions which are expected to require a low (first cut) feedrate because the tool is removing a large amount of material (the tool is buried).

### UF\_DRPOS\_TYPE\_STEPOVER = 10

This motion type option is used to generate cut motions which connect two passes of a tool path, thus requiring a lower (stepover) feedrate.

### UF\_DRPOS\_TYPE\_LOCAL\_LIFT = 50

This motion type option is used to generate a local retract, transfer, and engage sequence. For this motion type, no tool position is required. The previous tool position is used for the retract and the following cut position is used for the engage.

### UF\_DRPOS\_TYPE\_FINAL\_LIFT = 51

This motion type option must be the last motion output. No position is required here (just as with local\_lift).

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## UF\_DRPOS\_zig\_zag\_dir\_e [\(view source\)](#)

Defined in: `uf_drpos.h`

Also known as:

- `UF_DRPOS_zig_zag_dir_t`

## Overview

UF\_DRPOS\_zig\_zag\_dir\_t enumerates the two directions of cut when doing zig/zag type cut patterns

## Data Members

### UF\_DRPOS\_ZIG\_ZAG\_DIR\_ZIG = 0

### UF\_DRPOS\_ZIG\_ZAG\_DIR\_ZAG = 1

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