

## UF\_FEATURE\_SIGNS [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_FEATURE_SIGN`

### Data Members

#### **UF\_NULLSIGN = 0**

create new target solid

#### **UF\_POSITIVE = 1**

add to target solid

#### **UF\_NEGATIVE = 2**

subtract from target solid

#### **UF\_UNSIGNED = 3**

intersect with target solid

#### **UF\_NO\_BOOLEAN = 4**

feature has not been booleaned

#### **UF\_TOP\_TARGET = 5**

feature is the "top target" feature, it has no "parent" features but does have tool features

#### **UF\_UNITE = 6**

feature has been united to target solid

#### **UF\_SUBTRACT = 7**

feature has been subtracted from target solid

#### **UF\_INTERSECT = 8**

feature has been intersected with target solid

#### **UF\_DEFORM\_POSITIVE = 9**

feature used to deform the positive side of the target sheet

#### **UF\_DEFORM\_NEGATIVE = 10**

feature used to deform the negative side of the target sheet

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## UF\_MODL\_bead\_angle\_relative\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_bead_angle_relative_t`

### Data Members

**UF\_MODL\_RELATIVE\_CENTERLINE**

**UF\_MODL\_RELATIVE\_WALL**

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**UF\_MODL\_bead\_attach\_e** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_bead_attach_t`

### Data Members

**UF\_MODL\_BEAD\_NOT\_ATTACHED**

**UF\_MODL\_BEAD\_ATTACHED**

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**UF\_MODL\_bead\_ends** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_bead_ends_t`

### Data Members

**UF\_MODL\_END\_CAPS\_NONE**

**UF\_MODL\_END\_CAPS\_START**

**UF\_MODL\_END\_CAPS\_END**

**UF\_MODL\_END\_CAPS\_BOTH**

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**UF\_MODL\_bead\_hollow\_e** ([view source](#))

**Defined in:** `uf_modl_types.h`

**Also known as:**

- `UF_MODL_bead_hollow_t`

## Data Members

`UF_MODL_BEAD_NOT_HOLLOW`

`UF_MODL_BEAD_HOLLOW`

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## `UF_MODL_bead_plane_normal_e` ([view source](#))

**Defined in:** `uf_modl_types.h`

**Also known as:**

- `UF_MODL_bead_plane_normal_t`

## Data Members

`UF_MODL_TANGENT_ALONG_CENTERLINE`

`UF_MODL_FIXED_DIRECTION`

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## `UF_MODL_bead_shape_e` ([view source](#))

**Defined in:** `uf_modl_types.h`

**Also known as:**

- `UF_MODL_bead_shape_t`

## Data Members

`UF_MODL_U_SHAPED`

`UF_MODL_V_SHAPED`

`UF_MODL_CIRCULAR_SHAPED`

## UF\_MODL\_bead\_width\_relative\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_bead_width_relative_t`

### Overview

The following structures and s are used by the bead user functions.

### Data Members

`UF_MODL_RELATIVE_THEORETICAL`

`UF_MODL_RELATIVE_TANGENT`

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## UF\_MODL\_bend\_operation\_e\_t [\(view source\)](#)

Defined in: `uf_modl_smd.h`

### Data Members

`UF_MODL_bend_operation_unbend = 0`

`UF_MODL_bend_operation_rebend`

`UF_MODL_bend_operation_bend_to_angle`

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## UF\_MODL\_blend\_radius\_types [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_blend_radius_type`

### Data Members

`UF_CONSTANT = 0`  
Constant radius blend

`UF_LAW_CONTROLLED`

Law controlled radius blend

### **UF\_TANGENCY\_CONTROLLED**

Tangency controlled radius blend

### **UF\_CONIC**

Conic cross section blend

### **UF\_CONIC\_AUTO\_RHO**

Conic cross section blend with rho defined by the system

### **UF\_DISC**

Circular disc blend

### **UF\_ISOPARAMETER**

Circular isoparameter blend

### **UF\_MATCH\_TANGENTS**

Soft blend with matching tangent hold lines

### **UF\_MATCH\_CURVATURE**

Soft blend with matching curvature

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## **UF\_MODL\_boolean\_body** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_boolean_body_e_t`

### **Data Members**

**UF\_MODL\_TARGET\_BODY = 0**

**UF\_MODL\_TOOL\_BODY = 1**

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## **UF\_MODL\_compare\_accuracy\_e** ([view source](#))

Defined in: `uf_mdncmp.h`

### **Overview**

Description:  
Enumeration for comparison accuracy

### **Environment**

Internal and External

### **History**

This enumeration was originally released in NX 2.0

## Data Members

**UF\_MODL\_COMP\_DEFAULT = 0**

**UF\_MODL\_COMP\_COARSE**

**UF\_MODL\_COMP\_FINE**

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## UF\_MODL\_compare\_changeduniqueface\_rule\_e [\(view source\)](#)

Defined in: `uf_mdncmp.h`

### Overview

Description:  
Enumeration for rule for classifying equivalent faces with non identical surfaces as changed or unique

### Environment

Internal and External

### History

This enumeration was originally released in NX 2.0

Note: This is obsoleted for NX 3.0 version

## Data Members

**UF\_MODL\_COMP\_NONIDENTICALSF\_CHANGED = 0**

**UF\_MODL\_COMP\_NONIDENTICALSF\_UNIQUE**

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## UF\_MODL\_compare\_entity\_type\_e [\(view source\)](#)

Defined in: `uf_mdncmp.h`

### Overview

Description:  
Enumeration for classifying entities, features and expressions.

### Environment

Internal and External

### History

This enumeration was originally released in NX 2.0

## Data Members

**UF\_MODL\_COMP\_ENT\_UNKNOWN = 0**

**UF\_MODL\_COMP\_ENT\_IDENTICAL**

**UF\_MODL\_COMP\_ENT\_CHANGED**

**UF\_MODL\_COMP\_ENT\_UNIQUE**

**UF\_MODL\_COMP\_ENT\_SUPPRESSED**

New status from NX3.0

This status will be set for

- features which do not contribute to topology in the final part
- faces and edges which are small or sliver relative to the tolerance

**UF\_MODL\_COMP\_ENT\_NOT\_COMPARED**

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## **UF\_MODL\_compare\_identicalface\_rule\_e** ([view source](#))

Defined in: `uf_mdncmp.h`

### **Overview**

Description:

Enumeration for rule for identifying identical faces

### **Environment**

Internal and External

### **History**

This enumeration was originally released in NX 2.0

### **Data Members**

**UF\_MODL\_COMP\_ALLEDGES = 0**

**UF\_MODL\_COMP\_ONLYEXTERNAL**

**UF\_MODL\_COMP\_NONE**

**UF\_MODL\_COMP\_GEOM**

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## **UF\_MODL\_curve\_direction\_e** ([view source](#))

Defined in: `uf_modl_types.h`

**Also known as:**

- UF\_MODL\_curve\_direction\_t

**Overview**

The following enum is used to define the direction of a curve or set of curves.

**Data Members**

**UF\_MODL\_CURVE\_START\_FROM\_END = -1**

**UF\_MODL\_CURVE\_START\_UNUSED**

**UF\_MODL\_CURVE\_START\_FROM\_BEGIN**

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**UF\_MODL\_curves\_represent\_e** ([view source](#))

Defined in: `uf_modl_types.h`

**Also known as:**

- UF\_MODL\_curves\_represent\_t

**Overview**

The following enum's and structures are used in the pocket/pad Open API interfaces.

**Data Members**

**UF\_MODL\_THEORETICAL\_INTERSECT**

**UF\_MODL\_TANGENT\_AT\_END\_OF\_BLEND**

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**UF\_MODL\_density\_units\_e** ([view source](#))

Defined in: `uf_modl_types.h`

**Also known as:**

- UF\_MODL\_density\_units\_t
- UF\_MODL\_density\_units\_p\_t

**Overview**

Density units.

**Data Members**



**UF\_MODL\_pounds\_inches = 1**

**UF\_MODL\_pounds\_feet = 2**

**UF\_MODL\_grams\_centimeters = 3**

**UF\_MODL\_kilograms\_meters = 4**

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## UF\_MODL\_dfo\_constraint\_type\_e [\(view source\)](#)

Defined in: `uf_modl_dfo.h`

Also known as:

- `UF_MODL_dfo_constraint_type_t`

### Overview

constraint types are defined as below

### Data Members

**UF\_distance\_dim**

Distance Constraint

**UF\_angle\_dim**

Angle Constraint

**UF\_coincident**

Coincident Constraint

**UF\_parallel\_con**

Parallel Constraint

**UF\_perpen\_con**

Perpendicular Constraint

**UF\_tangent\_con**

Tangent Constraint

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## UF\_MODL\_dfo\_scale\_type\_t [\(view source\)](#)

Defined in: `uf_modl_dfo.h`

### Overview

Define the local scale types which should correspond to the following three types that can be created through interactive NX

### Data Members

**UF\_LSCALE\_TYPE\_UNIFORM = 0**

uniform scale

**UF\_LSCALE\_TYPE\_AXISYMMETRIC**

axis symmetric scale

**UF\_LSCALE\_TYPE\_GENERAL**

general scale

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**UF\_MODL\_err\_feature\_e** ([view source](#))Defined in: `uf_modl_smd.h`**Data Members****UF\_MODL\_ERR\_NOT\_A\_FORMABLE\_FEATURE = 1****UF\_MODL\_ERR\_FEATURE\_NOT\_USING\_BAF****UF\_MODL\_ERR\_NOT\_A\_SUPPORTED\_FEATURE****UF\_N\_ERR\_FEATURE\_OPTS**

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**UF\_MODL\_face\_extension\_e** ([view source](#))Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_face_extension_t`

**Overview**

The following enum is used in the `UF_MODL_faces` structure to specify the type of extension desired.

**Data Members****UF\_MODL\_FACE\_EXTENSION\_NONE****UF\_MODL\_FACE\_EXTENSION\_LINEAR****UF\_MODL\_FACE\_EXTENSION\_NATURAL****UF\_MODL\_FACE\_EXTENSION\_CURV**

## UF\_MODL\_FACE\_EXTENSION\_CIRC

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### UF\_MODL\_gflange\_distort\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_gflange_distort_t`
- `UF_MODL_gflange_distort_p_t`

#### Data Members

`UF_MODL_gflange_along_sections = 0`

`UF_MODL_gflange_bidirectional`

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### UF\_MODL\_gflange\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_gflange_mode_t`
- `UF_MODL_gflange_mode_p_t`

#### Data Members

`UF_MODL_gflange_parm = 0`

`UF_MODL_gflange_sections`

`UF_MODL_gflange_faces`

`UF_MODL_gflange_vector`

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### UF\_MODL\_hole\_type\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

**Also known as:**

- `UF_MODL_hole_type_e_t`

**Data Members**

`UF_SIMPLE_HOLE`

`UF_COUNTER_BORE_HOLE`

`UF_COUNTER_SUNK_HOLE`

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**`UF_MODL_import_body_feature_edit_option_e`** ([view source](#))

Defined in: `uf_modl_import_body.h`

**Also known as:**

- `UF_MODL_import_body_feature_edit_option_t`
- `UF_MODL_import_body_feature_edit_option_p_t`

**Overview**

Import body feature edit options.

**Data Members**

`UF_MODL_import_body_feature_update_link`

Update the link if it is out of date

`UF_MODL_import_body_feature_redefine_link`

Redefine the link

`UF_MODL_import_body_feature_delete_link`

Delete the link

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**`UF_MODL_intersect_type_e`** ([view source](#))

Defined in: `uf_modl_types.h`

**Also known as:**

- `UF_MODL_intersect_type_t`

**Data Members**

`UF_MODL_INTERSECT_POINT`

**UF\_MODL\_INTERSECT\_COINCIDE**

**UF\_MODL\_INTERSECT\_CURVE**

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## UF\_MODL\_law\_method\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_law_method_t`

### Overview

The following enum is used in the `UF_MODL_law` structure to specify how the parameter is being defined.

### Data Members

**UF\_MODL\_LAW\_CONSTANT**

**UF\_MODL\_LAW\_LINEAR**

**UF\_MODL\_LAW\_CUBIC**

**UF\_MODL\_LAW\_SPINE\_PTS\_LINEAR**

**UF\_MODL\_LAW\_SPINE\_PTS\_CUBIC**

**UF\_MODL\_LAW\_EQUATION**

**UF\_MODL\_LAW\_CURVE**

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## UF\_MODL\_lawext\_dirref\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_lawext_dirref_t`

### Overview

Direction reference options used for creation of the law extension surface.

## Data Members

**UF\_MODL\_lawext\_dirref\_face = 0**

Existing face(s) or sheet(s)

**UF\_MODL\_lawext\_dirref\_vector**

Smart vector

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## UF\_MODL\_mswp\_limit\_type\_t [\(view source\)](#)

Defined in: `uf_modl_mswp_types.h`

### Overview

Data definitions for limits including trimming

## Data Members

**UF\_MODL\_MSWP\_LIMIT\_DISTANCE = 0**

DISTANCE limit

**UF\_MODL\_MSWP\_LIMIT\_UNTIL\_NEXT**

UNTIL\_NEXT limit

**UF\_MODL\_MSWP\_LIMIT\_UNTIL\_SELECTED**

UNTIL\_SELECTED limit

**UF\_MODL\_MSWP\_LIMIT\_THRU\_ALL**

THRU\_ALL limit

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## UF\_MODL\_mswp\_offset\_type\_e [\(view source\)](#)

Defined in: `uf_modl_mswp_types.h`

Also known as:

- `UF_MODL_mswp_offset_type_t`

### Overview

Offset data definitions

## Data Members

**UF\_MODL\_MSWP\_OFFSET\_NONE = 0**

No offset

**UF\_MODL\_MSWP\_OFFSET\_NORMAL**

Offset with two different distances

**UF\_MODL\_MSWP\_OFFSET\_SYMMETRY**

Offset with same distance in both directions

**UF\_MODL\_MSWP\_OFFSET\_SINGLE**

Offset with single distance in one direction

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## UF\_MODL\_mswp\_taper\_type\_e [\(view source\)](#)

Defined in: `uf_modl_mswp_types.h`

Also known as:

- `UF_MODL_mswp_taper_type_t`

### Overview

Taper data definitions

### Data Members

**UF\_MODL\_MSHP\_TAPER\_NONE = 0**

No taper

**UF\_MODL\_MSHP\_TAPER\_FROM\_EDGE**

Simple taper from start edges

**UF\_MODL\_MSHP\_TAPER\_FROM\_PROFILE**

Simple taper from section

**UF\_MODL\_MSHP\_TAPER\_SYMMETRY**

Symmetric taper from section

**UF\_MODL\_MSHP\_TAPER\_MATCHED**

Matched end taper from section

**UF\_MODL\_MSHP\_TAPER\_ASYMMETRIC**

Asymmetric taper from section

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## UF\_MODL\_offset\_trans\_type\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_offset_trans_type_t`

### Data Members

**UF\_MODL\_OFFSET\_OF\_FACES**

**UF\_MODL\_TRANSLATION\_OF\_FACES**

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## UF\_MODL\_outline\_represents\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_outline_represents_t`

### Data Members

`UF_MODL_SHAPE_AT_PLACEMENT`

`UF_MODL_SHAPE_AT_FLOOR`

`UF_MODL_SHAPE_AT_TOP`

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## UF\_MODL\_overlap\_check\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_overlap_check_t`
- `UF_MODL_overlap_check_p_t`

### Data Members

`UF_MODL_OVERLAP_CHECK_OFF`

`UF_MODL_OVERLAP_CHECK_ON`

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## UF\_MODL\_parm\_method\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_parm_method_t`

### Overview

The following enum is used in the `UF_MODL_parm` structure to specify how the parameter is being defined.

### Data Members



**UF\_MODL\_PARM\_CONSTANT**

**UF\_MODL\_PARM\_LAW\_SPINE**

**UF\_MODL\_PARM\_LAW\_NO\_SPINE**

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## **UF\_MODL\_pocketpad\_type\_e** [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_pocketpad_type_t`

### **Data Members**

**UF\_MODL\_SINGLE\_OUTLINE**

**UF\_MODL\_DOUBLE\_OUTLINE**

**UF\_MODL\_SINGLE\_OUTLINE\_CORNER**

**UF\_MODL\_DOUBLE\_OUTLINE\_CORNER**

**UF\_MODL\_SINGLE\_OUTLINE\_NO\_ATTACH**

**UF\_MODL\_DOUBLE\_OUTLINE\_NO\_ATTACH**

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## **UF\_MODL\_proj\_type\_e** [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_proj_type_t`

### **Data Members**

**UF\_MODL\_PROJ\_NORMAL\_TO\_CURVES**

**UF\_MODL\_PROJ\_ALONG\_VECTOR**

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## UF\_MODL\_punch\_type\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_punch_type_e_t`

### Data Members

`UF_EMBOSS_PUNCH = 0`

`UF_LANCE_PUNCH`

`UF_SEMI_PIERCE_PUNCH`

`UF_COIN_PUNCH`

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## UF\_MODL\_quilt\_type\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_quilt_type_t`
- `UF_MODL_quilt_type_p_t`

### Data Members

`UF_MODL_CURVE_MESH_ALONG_FIXED_VECTOR = 1`

`UF_MODL_CURVE_MESH_ALONG_DRIVER_NORMALS`

`UF_MODL_B_SURFACE_ALONG_FIXED_VECTOR`

`UF_MODL_B_SURFACE_ALONG_DRIVER_NORMALS`

`UF_MODL_SELF_REFIT`

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## UF\_MODL\_refit\_face\_continuity\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_refit_face_continuity_t`

### Overview

Boundary continuity

### Data Members

**UF\_MODL\_refit\_face\_continuity\_free = 0**

No constraint

**UF\_MODL\_refit\_face\_continuity\_G0**

G0 continuity

**UF\_MODL\_refit\_face\_continuity\_G1**

G1 continuity

**UF\_MODL\_refit\_face\_continuity\_G2**

G2 continuity

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## UF\_MODL\_refit\_face\_fit\_direction\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_refit_face_fit_direction_t`

### Overview

Fitting direction (only with target)

### Data Members

**UF\_MODL\_refit\_face\_refit\_direction\_no\_direction = 0**

No direction

**UF\_MODL\_refit\_face\_refit\_direction\_x\_direction**

x direction

**UF\_MODL\_refit\_face\_refit\_direction\_y\_direction**

y direction

**UF\_MODL\_refit\_face\_refit\_direction\_z\_direction**

z direction

**UF\_MODL\_refit\_face\_refit\_direction\_view\_direction**

view direction

## UF\_MODL\_refit\_face\_refit\_direction\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_refit\_face\_refit\_direction\_t

### Overview

Refitting direction

### Data Members

**UF\_MODL\_refit\_face\_refit\_direction\_UV = 0**

Both U and V

**UF\_MODL\_refit\_face\_refit\_direction\_U**

U

**UF\_MODL\_refit\_face\_refit\_direction\_V**

V

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## UF\_MODL\_refit\_face\_refit\_method\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_refit\_face\_refit\_method\_t

### Overview

Refitting method (control refit by...)

### Data Members

**UF\_MODL\_refit\_face\_refit\_method\_deg\_patch = 0**

Specify degree and number of patches

**UF\_MODL\_refit\_face\_refit\_method\_deg\_tol**

Specify degree and tolerance

**UF\_MODL\_refit\_face\_refit\_method\_patch\_tol**

Specify number of patches and tolerance

**UF\_MODL\_refit\_face\_refit\_method\_keep\_parameterization**

Keep parameterization

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## UF\_MODL\_secsrf\_cre\_method [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_secsrf\_cre\_method\_t

## Overview

Create methods

## Data Members

UF\_MODL\_secsrf\_init\_create\_method

UF\_MODL\_secsrf\_five\_points

UF\_MODL\_secsrf\_four\_points\_slope

UF\_MODL\_secsrf\_ends\_slopes\_shoulder

UF\_MODL\_secsrf\_ends\_apex\_shoulder

UF\_MODL\_secsrf\_ends\_apex\_rho

UF\_MODL\_secsrf\_ends\_slopes\_rho

UF\_MODL\_secsrf\_ends\_slope\_arc

UF\_MODL\_secsrf\_three\_points\_arc

UF\_MODL\_secsrf\_fillet\_shoulder

UF\_MODL\_secsrf\_fillet\_rho

UF\_MODL\_secsrf\_ends\_slopes\_hilite

UF\_MODL\_secsrf\_ends\_apex\_hilite

UF\_MODL\_secsrf\_fillet\_hilite

UF\_MODL\_secsrf\_two\_points\_radius

UF\_MODL\_secsrf\_ends\_slopes\_cubic

UF\_MODL\_secsrf\_fillet\_cubic

UF\_MODL\_secsrf\_point\_radius\_angle\_arc

UF\_MODL\_secsrf\_not\_used1

Not implemented

## UF\_MODL\_secsrf\_not\_used2

Not implemented

## UF\_MODL\_secsrf\_full\_circle

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## UF\_MODL\_secsrf\_param\_method [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_secsrf\_param\_method\_t

### Overview

Generic parameter methods

### Data Members

#### UF\_MODL\_secsrf\_no\_data

No Data, (Rho, radius, law, etc.)

#### UF\_MODL\_secsrf\_constant

data\_constant

#### UF\_MODL\_secsrf\_linear

data\_value[2]

#### UF\_MODL\_secsrf\_cubic

data\_value[2]

#### UF\_MODL\_secsrf\_tension

NULL

#### UF\_MODL\_secsrf\_general

general\_law (UF\_MODL\_parm general law)

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## UF\_MODL\_sflange\_continuity\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_sflange\_continuity\_t

### Overview

Silhouette flange continuity options

### Data Members

#### UF\_MODL\_sflange\_continuity\_g0 = 0

G0

**UF\_MODL\_sflange\_continuity\_g1**  
G1

**UF\_MODL\_sflange\_continuity\_g2**  
G2

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## UF\_MODL\_sflange\_dir\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_sflange_dir_t`

### Overview

Silhouette flange reference direction options

### Data Members

**UF\_MODL\_sflange\_dir\_normal = 0**  
Use the normal of faces.  
This method is not for a visual gap silhouette flange.

**UF\_MODL\_sflange\_dir\_vector**  
Use a (smart) vector.  
A visual gap silhouette flange must use this method.

**UF\_MODL\_sflange\_dir\_normal\_draft**  
Use the normal of faces to define the dummy flange and create the final flange with draft method.

**UF\_MODL\_sflange\_dir\_vector\_draft**  
Use the vector to define the dummy flange and create the final flange with the draft method.

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## UF\_MODL\_sflange\_trim\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_sflange_trim_t`

### Overview

Silhouette flange trimming and attachment options

### Data Members

**UF\_MODL\_sflange\_no\_trim\_sew = 0**

No trim and sew

### **UF\_MODL\_sflange\_trim\_sew**

Base faces and pipe are trimmed.  
Base faces, pipe and flange faces  
are sewed together.

### **UF\_MODL\_sflange\_no\_sew**

Base faces and pipe are trimmed, but  
only pipe and flange faces are sewed.

### **UF\_MODL\_sflange\_no\_trim**

Base faces are not trimmed.  
The pipe and flange faces are trimmed  
and sewed.

---

## **UF\_MODL\_sflange\_type\_e** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_sflange_type_t`

### **Overview**

Silhouette flange types

### **Data Members**

#### **UF\_MODL\_sflange\_basic = 0**

Basic silhouette flange

#### **UF\_MODL\_sflange\_absolute\_gap**

Absolute gap silhouette flange

#### **UF\_MODL\_sflange\_visual\_gap**

Visual gap silhouette flange

---

## **UF\_MODL\_slot\_type\_e** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_slot_type_e_t`

### **Data Members**

#### **UF\_RECTANGULAR\_SLOT**

#### **UF\_BALL\_END\_SLOT**



**UF\_U\_SLOT**

**UF\_T\_SLOT**

**UF\_DOVE\_TAIL\_SLOT**

---

## **UF\_MODL\_smbend\_angle\_e** ([view source](#))

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smbend_angle_e_t`

### **Data Members**

**UF\_SMBEND\_INVALID\_ANGLE\_TYPE = -1**

**UF\_SMBEND\_BEND\_ANGLE**

**UF\_SMBEND\_INCLUDED\_ANGLE**

**UF\_SMBEND\_NUM\_ANGLE\_TYPES**

---

## **UF\_MODL\_smbend\_curve\_e** ([view source](#))

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smbend_curve_e_t`

### **Data Members**

**UF\_SMBEND\_INVALID\_CURVE\_TYPE = -1**

**UF\_SMBEND\_NONE**

**UF\_SMBEND\_BEND\_CENTERLINE**

**UF\_SMBEND\_BEND\_AXIS**

**UF\_SMBEND\_BEND\_TANGENT\_LINE**

**UF\_SMBEND\_CONTOUR\_LINE**

**UF\_SMBEND\_MOLD\_LINE**

**UF\_SMBEND\_NUM\_CURVE\_TYPES**

---

## **UF\_MODL\_smbend\_direction\_e** ([view source](#))

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smbend_direction_e_t`

### **Data Members**

**UF\_SMBEND\_INVALID\_BEND\_DIR = -1**

**UF\_SMBEND\_BEND\_DIR\_AS\_SPECIFIED**

**UF\_SMBEND\_BEND\_DIR\_OPPPOSITE\_SIDE**

**UF\_SMBEND\_NUM\_BEND\_DIRS**

---

## **UF\_MODL\_smbend\_radius\_e** ([view source](#))

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smbend_radius_e_t`

### **Data Members**

**UF\_SMBEND\_INVALID\_RADIUS\_TYPE = -1**

**UF\_SMBEND\_INNER\_RADIUS**

**UF\_SMBEND\_OUTER\_RADIUS**

**UF\_SMBEND\_NUM\_RADIUS\_TYPES**

---

## UF\_MODL\_smbend\_stat\_side\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smbend_stat_side_e_t`

### Data Members

**UF\_SMBEND\_INVALID\_STAT\_SIDE = -1**

**UF\_SMBEND\_STAT\_SIDE\_AS\_SPECIFIED**

**UF\_SMBEND\_STAT\_SIDE\_OPPOSITE\_SIDE**

**UF\_SMBEND\_NUM\_STAT\_SIDES**

---

## UF\_MODL\_smcorner\_type\_t [\(view source\)](#)

Defined in: `uf_modl_smd.h`

### Overview

This enumeration is same as the enumeration defined in `smcorner.h`. If any changes made in the `smcorner.h`, please make changes here also.

### Data Members

**UF\_MODL\_smcorner\_invalid = -1**

**UF\_MODL\_smcorner\_but**

**UF\_MODL\_smcorner\_machinery**

**UF\_MODL\_smcorner\_simple\_miter**

**UF\_MODL\_smcorner\_full\_miter**

---

## UF\_MODL\_smcutout\_type\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smcutout_type_e_t`

### Data Members

`UF_PUNCH_SMCUTOUT = 0`

`UF_THROUGH_SMCUTOUT`

`UF_N_SMCUTOUT_TYPE_OPTS`

---

## UF\_MODL\_smhole\_direction\_type\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smhole_direction_type_e_t`
- `UF_MODL_smcutout_direction_type_e_t`
- `UF_MODL_smpunch_direction_type_e_t`
- `UF_MODL_smslot_direction_type_e_t`
- `UF_SMHOLE_direction_type_e_t`

### Data Members

`UF_FACE_NORMALS = 0`

use face normals

`UF_ALONG_VECTOR`

use a vector

`UF_ALONG_DATUM_AXIS`

use a datum axis

`UF_N_DIRECTION_OPTS`

---

## UF\_MODL\_smhole\_type\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smhole_type_e_t`
- `UF_SMHOLE_hole_type_e_t`

## Data Members

**`UF_DEPTH_SMHOLE = 0`**

depth type SMHole

**`UF_THROUGH_SMHOLE`**

thru type SMHole

**`UF_PUNCH_SMHOLE`**

punch type SMHole

**`UF_N_TYPE_OPTS`**

---

## **`UF_MODL_smpunch_top_type_e`** [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smpunch_top_type_e_t`

## Data Members

**`OFFSET_TOP_TYPE = 0`**

**`FLAT_TOP_TYPE`**

**`ROUND_TOP_TYPE`**

**`CONE_TOP_TYPE`**

---

## **`UF_MODL_smslot_type_e`** [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_smslot_type_e_t`
- `UF_SMSLOT_slot_type_e_t`

## Data Members

**UF\_PUNCH\_SMSLOT = 0**

**UF\_THROUGH\_SMSLOT**

**UF\_DEPTH\_SMSLOT**

**UF\_N\_STYPE\_OPTS**

---

## UF\_MODL\_smspunch\_type\_t [\(view source\)](#)

Defined in: `uf_modl_smd.h`

### Overview

NOTE: These types should be same as the types defined in `smspunch.h`

## Data Members

**UF\_MODL\_smspunch\_invalid = -1**

**UF\_MODL\_smspunch\_punch**

**UF\_MODL\_smspunch\_die**

---

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

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_snipsurf_boundary_type_t`

### Overview

Bounding object types used for snipping a surface

## Data Members

**UF\_MODL\_snipsurf\_boundary\_type\_curves = 0**  
Curves or Edges

**UF\_MODL\_snipsurf\_boundary\_type\_plane**  
Plane

## UF\_MODL\_snipsurf\_refit\_method\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_snipsurf_refit_method_t`

### Overview

Refitting method used to create new snipped surfaces.

Quality of the resultant surface depends on the refit method used.

### Data Members

#### **UF\_MODL\_snipsurf\_refit\_method\_none = 0**

None, no surface refitting done. Resultant surface has same number of degree and patches as the original surface.

#### **UF\_MODL\_snipsurf\_refit\_method\_deg\_patch**

Specify degree and patches for the resultant surface

#### **UF\_MODL\_snipsurf\_refit\_method\_deg\_tol**

Specify degree and distance tolerance for the resultant surface

#### **UF\_MODL\_snipsurf\_refit\_method\_patch\_tol**

Specify patches and distance tolerance for the resultant surface

---

## UF\_MODL\_state\_e [\(view source\)](#)

Defined in: `uf_modl_smd.h`

Also known as:

- `UF_MODL_state_e_t`

### Data Members

#### **UF\_MODL\_unformed\_state = 0**

#### **UF\_MODL\_formed\_state**

#### **UF\_MODL\_other\_state**

#### **UF\_N\_STATE\_OPTS**

---

## UF\_MODL\_styled\_sweep\_move\_string\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_styled\_sweep\_move\_string\_t

### Overview

Data structure for Styled Sweep

"Move String" method:

### Data Members

**UF\_MODL\_styled\_sweep\_move\_string\_move\_none = 0**

Move None

**UF\_MODL\_styled\_sweep\_move\_string\_move\_section**

Move Section

**UF\_MODL\_styled\_sweep\_move\_string\_move\_guide**

Move Guide

---

## UF\_MODL\_SWEEP\_TRIM\_OPTS [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- UF\_MODL\_SWEEP\_TRIM\_OPTS

### Data Members

**DO\_NOT\_EXTEND\_TRIM\_FACE = 0**

**DO\_NOT\_EXTEND\_AND\_EXTEND\_TRIM\_FACE = 1**

**EXTEND\_FIRST\_TRIM\_FACE = 2**

**EXTEND\_SECOND\_TRIM\_FACE = 4**

**EXTEND\_BOTH\_TRIM\_FACES = 6**

---

## UF\_MODL\_SWEEP\_TRIM\_SIGNS [\(view source\)](#)



Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_SWEEP_TRIM_SIGN`

## Data Members

**`UF_MODL_SWEEP_TRIM_NONE = 0`**

No trimming

**`UF_MODL_SWEEP_TRIM_TO_FACE = 1`**

Trim to one Face

**`UF_MODL_SWEEP_TRIM_BETW_TWO_FACES = 2`**

Trim between Faces

**`UF_MODL_SWEEP_TRIM_TO_ALL = 3`**

Trim to All

---

## **`UF_MODL_taper_relative_to_e`** [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_taper_relative_to_t`

## Data Members

**`UF_MODL_TAPER_FACE_NORMALS`**

**`UF_MODL_TAPER_FIXED_VECTOR`**

**`UF_MODL_TAPER_BY_OUTLINE_FACE_NORMALS`**

**`UF_MODL_TAPER_BY_OUTLINE_FIXED_VECTOR`**

---

## **`UF_MODL_transform_type_t`** [\(view source\)](#)

Defined in: `uf_modl_dfo.h`

### Overview

This is the transformation types supported by feature `Move_Region`.

## Data Members

**UF\_TRANSF\_POINT\_POINT = 0**

translate from point to point

**UF\_TRANSF\_DIRECTION\_DISTANCE**

translate by direction and distance

**UF\_TRANSF\_AXIS\_ANGLE**

rotate by axis and angle

**UF\_TRANSF\_AXIS\_AXIS**

rotate from axis to axis

---

**UF\_MODL\_TREX\_algorithm\_e** ([view source](#))Defined in: `uf_modl_trex.h`**Data Members****UF\_MODL\_TREX\_ALGORITHM\_NONE=0****UF\_MODL\_TREX\_ALGORITHM\_COUNT**

Insert new versions above this line

**UF\_MODL\_TREX\_ALGORITHM\_CURRENT=UF\_MODL\_TREX\_ALGORITHM\_COUNT - 1**

---

**UF\_MODL\_TREX\_extend\_method\_e** ([view source](#))Defined in: `uf_modl_trex.h`

Also known as:

- `UF_MODL_TREX_extend_method_t`

**Data Members****UF\_MODL\_TREX\_C2=0****UF\_MODL\_TREX\_LINEAR****UF\_MODL\_TREX\_REFLECTED****UF\_MODL\_TREX\_NATURAL**

---

## UF\_MODL\_TREX\_region\_option\_e [\(view source\)](#)

Defined in: `uf_modl_trex.h`

Also known as:

- `UF_MODL_TREX_region_option_t`

### Data Members

`UF_MODL_TREX_KEEP=0`

`UF_MODL_TREX_REMOVE`

---

## UF\_MODL\_TREX\_to\_option\_e [\(view source\)](#)

Defined in: `uf_modl_trex.h`

Also known as:

- `UF_MODL_TREX_to_option_t`

### Data Members

`UF_MODL_TREX_DISTANCE=0`

`UF_MODL_TREX_PERCENT`

`UF_MODL_TREX_SURFACE`

---

## UF\_MODL\_trim\_blend\_options [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_trim_blend_option`

### Data Members

`UF_TRIM_AND_ATTACH = 0`

Trim blend and faces and attach blend

**UF\_TRIM\_LONG\_AND\_ATTACH**

Trim blend and faces long and attach blend

**UF\_NO\_TRIM\_AND\_ATTACH**

Not trim blend and faces and attach blend

**UF\_TRIM\_ALL**

Trim blend and faces

**UF\_TRIM\_BLEND**

Trim blend

**UF\_NO\_TRIM**

Do not trim blend

**UF\_TRIM\_BLEND\_LONG**

Trim blend long

**UF\_TRIM\_BLEND\_SHORT**

Trim blend short

---

**UF\_MODL\_udf\_reverse\_dir\_e** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_udf_reverse_dir_t`

**Overview**

This structure contains UDF parent direction information:  
Currently there are the following 2 ways to deal with the direction for both of instantiation and editing:

- (1) Keep the same UDF parent direction.
- (2) Reverse the UDF parent direction.

**Data Members****UF\_MODL\_UDF\_KEEP\_DIR = 0**

Keep the UDF parent direction

**UF\_MODL\_UDF\_REVERSE\_DIR**

Reverse the UDF parent direction

---

**UF\_MODL\_update\_option\_e** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_update_option_t`

**Overview**

The following are valid parameters to UF\_MODL\_set\_update\_fail\_option ().

## Data Members

### UF\_MODL\_UPDATE\_NO\_OPTION = 0

No option defined yet

### UF\_MODL\_UPDATE\_UNDO

Undo entire Update operation.

### UF\_MODL\_UPDATE\_SUPPRESS

Suppress previous failed object

### UF\_MODL\_UPDATE\_SUPPRESS\_ALL

Suppress previous failed object and rest of list

### UF\_MODL\_UPDATE\_ACCEPT

Accept warning of previous object

### UF\_MODL\_UPDATE\_ACCEPT\_ALL

Accept previous warning and future of same type

### UF\_MODL\_UPDATE\_INTERRUPT

Interrupt update

---

## UF\_MODL\_vector\_type\_e [\(view source\)](#)

Defined in: `uf_modl_types.h`

Also known as:

- `UF_MODL_vector_type_t`

## Overview

The following enum is used in the UF\_MODL\_vector structure to specify how the vector is being defined.

## Data Members

### UF\_MODL\_VECTOR\_DIRECTION

### UF\_MODL\_VECTOR\_AXIS

### UF\_MODL\_VECTOR\_FACE\_NORMAL

### UF\_MODL\_VECTOR\_TWO\_POINTS

### UF\_MODL\_VECTOR\_PLANE\_OF\_CURVES

### UF\_MODL\_VECTOR\_FACE\_NORMALS

### UF\_MODL\_VECTOR\_DIRECTION\_EXACT\_GEOMETRY

**UF\_MODL\_VECTOR\_AXIS\_EXACT\_GEOMETRY**

**UF\_MODL\_VECTOR\_FACE\_NORMALS\_EXACT\_GEOMETRY**

---

## **UF\_RSO\_surf\_ctrl\_option\_t** ([view source](#))

Defined in: `uf_modl_types.h`

### **Data Members**

**UF\_RSO\_SURF\_CTRL\_BY\_SYSTEM = 0**

**UF\_RSO\_SURF\_CTRL\_BY\_USER**

**UF\_RSO\_NUM\_SURF\_CTRL\_OPTIONS**

---

## **UF\_RSO\_surf\_method\_t** ([view source](#))

Defined in: `uf_modl_types.h`

### **Overview**

Define the data for a Rough Offset feature.

### **Data Members**

**UF\_RSO\_SURF\_METHOD\_CLOUD = 0**

**UF\_RSO\_SURF\_METHOD\_THRU**

**UF\_RSO\_SURF\_METHOD\_ROUGH\_FIT**

**UF\_RSO\_NUM\_SURF\_METHOD\_OPTIONS**

---

## **UF\_RSO\_trim\_option\_t** ([view source](#))

Defined in: `uf_modl_types.h`

### **Data Members**

**UF\_RSO\_TRIM\_OPT\_NO = 0**

**UF\_RSO\_TRIM\_OPT\_YES**

**UF\_RSO\_TRIM\_OPT\_BND\_CURVE**

**UF\_RSO\_NUM\_TRIM\_OPTS**

---

## **UF\_SCALE\_TYPE\_e** ([view source](#))

Defined in: `uf_modl_types.h`

Also known as:

- `UF_SCALE_TYPE_t`

### **Overview**

Define the scale types which should correspond to the types defined in `scale.h`

### **Data Members**

**UF\_SCALE\_TYPE\_UNIFORM = 0**  
`SCALE_METHOD_UNIFORM,`

**UF\_SCALE\_TYPE\_AXISYMMETRIC**  
`= SCALE_METHOD_AXISYMMETRIC,`

**UF\_SCALE\_TYPE\_GENERAL**  
`= SCALE_METHOD_GENERAL`

---