UF_MB_add_actions (view source)

Defined in: uf_mb.h

Overview

Registers custom Internal Open API applications for the NX menubar.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_add_actions
(
    UF_MB_action_t action_table [ ]
)
```

UF_MB_action_t	**action_table [ ]**	Input	NULL terminated array of UF_MB_action_t records containing action name, function address, and callback argument.

UF_MB_add_styler_actions (view source)

Defined in: uf_mb.h

Overview

Associates a UIStyler dialog to an associated action specified in a Menuscript file. The dialog file must be generated from the UIStyler and must be located in the "application" directory underneath the directory which has been added to the file $UGII_BASE_DIR/ugii/menu/custom_dirs.dat.

For example, on an NT system, you could specify d:\my_application as your directory.

The actions structure provides the binding of callbacks and client data to the dialog. You may associate multiple dialogs in your actions structure provided that the list is NULL terminated.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_add_styler_actions
(
    UF_MB_styler_actions_p_t actions
)
```

UF_MB_styler_actions_p_t	**actions**	Input	Action definition of menubar dialog(s)

UF_MB_ask_button_id (view source)

Defined in: uf_mb.h

Overview

Gets the button's ID.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_button_id
(
    char * button_name,
    int * button_id
)
```

char *	**button_name**	Input	Name of the button
int *	**button_id**	Output	Button Identification

UF_MB_ask_button_sensitivity (view source)

Defined in: uf_mb.h

Overview

Gets the button's sensitivity. Note that this function is intended for customized Menuscript buttons only. The NX buttons are insensitive when running any NXOpen program and are returned to their normal sensitivity state when the NXOpen program completes.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_button_sensitivity
(
    int button_id,
    UF_MB_state_p_t state
)
```

int	**button_id**	Input	Button Identification
UF_MB_state_p_t	**state**	Output	Button sensitivity can be one of the following: UF_MB_ON UF_MB_OFF

UF_MB_ask_button_type_name (view source)

Defined in: uf_mb.h

Overview

Returns the name of a button type. If the specified type corresponds to the type of a menubar button, type_name is returned as a pointer to the button type name, and the function returns 0; otherwise the function type_name points to the string "UNKNOWN" and the return value is UF_err_bad_parameter_number_1.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_button_type_name
(
    UF_MB_button_type_t type,
    char * * type_name
)
```

UF_MB_button_type_t	**type**	Input	The type of a menu bar button.
char * *	**type_name**	Output to UF_*free*	The name of the button type.

UF_MB_ask_double_resource (view source)

Defined in: uf_mb.h

Overview

Locates the requested resource in the X Resource Database. If it is found, its value is set to the value found. If the resource is not found, value is set to the default. 0 is returned unless there are any argument or exception errors.

NOTE: This function is only available on Unix.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_double_resource
(
    const char * name,
    double defvalue,
    double * value
```

)

const char *	**name**	Input	The name of the resource to be located.
double	**defvalue**	Input	The default value for the resource if not found.
double *	**value**	Output	The value of the resource.

UF_MB_ask_int_resource (view source)

Defined in: uf_mb.h

Overview

Locates the requested resource in the X Resource Database. If it is found, its value is set to the value found. If the resource is not found, value is set to the default. 0 is returned unless there are any argument or exception errors.

NOTE: This function is only available on Unix.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_int_resource
(
    const char * name,
    int defvalue,
    int * value
)
```

const char *	**name**	Input	The name of the resource to be located.
int	**defvalue**	Input	The default value for the resource if not found.
int *	**value**	Output	The value of the resource.

UF_MB_ask_logical_resource (view source)

Defined in: uf_mb.h

Overview

Locates the requested resource in the X Resource Database. If it is found, its value is set to the value found. If the resource is not found, value is set to the default. 0 is returned unless there are any argument or exception errors.

NOTE: This function is only available on Unix.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_logical_resource
(
    const char * name,
    logical defvalue,
    logical * value
)
```

const char *	**name**	Input	The name of the resource to be located.
logical	**defvalue**	Input	The default value for the resource if not found.
logical *	**value**	Output	The value of the resource.

UF_MB_ask_string_resource (view source)

Defined in: uf_mb.h

Overview

Locates the requested resource in the X Resource Database. If it is found, its value is set to the value found. If the resource is not found, value is set to the default. 0 is returned unless there are any argument or exception errors.

NOTE: This function is only available on Unix.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_ask_string_resource
(
    const char * name,
    const char * defvalue,
    char value [ ]
)
```

const char *	**name**	Input	The name of the resource to be located.
const char *	**defvalue**	Input	The default value for the resource if not found.
char	**value [ ]**	Output	The value of the resource.

UF_MB_ask_toggle_state (view source)

Defined in: uf_mb.h

Overview
Gets a toggle button's current state.

Environment
Internal

Required License(s)
gateway

```
int UF_MB_ask_toggle_state
(
    int button_id,
    UF_MB_state_t * state
)
```

int	**button_id**	Input	Button ID
UF_MB_state_t *	**state**	Output	The button's sensitivity can be one of the following: UF_MB_ON UF_MB_OFF

UF_MB_init_application_data (view source)

Defined in: uf_mb.h

Overview
Initializes the custom application data. This routine should be called before calling UF_MB_register_application.

Return
void

Environment
Internal

History
Introduced in V18.0

Required License(s)
gateway

```
int UF_MB_init_application_data
(
    UF_MB_application_p_t app_data
)
```

UF_MB_application_p_t	**app_data**	Input / Output	Pointer to application data structure.

UF_MB_load_resource_file (view source)

Defined in: uf_mb.h

Overview

Loads a resource file. Locates the requested resource file in the vendor, site, or user application directory (specified by one of the following environment variables: UGII_UGOPEN_VENDOR_DIR, UGII_UGOPEN_SITE_DIR, or UGII_UGOPEN_USER_DIR), loads it into a new, temporary XrmDatabase, and then merges it into the master XrmDatabase for the display connection (i.e. the application session). The merge automatically destroys the temporary database.

NOTE: This function is only available on Unix.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_load_resource_file
(
    const char * resource_file
)
```

const char *	**resource_file**	Input	The name of the vendor resource file to be loaded. The name does not include the path.

UF_MB_register_application (view source)

Defined in: uf_mb.h

Overview

Register the user application defined by the application button.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_register_application
(
    UF_MB_application_p_t app
)
```

UF_MB_application_p_t	**app**	Input	User application data containing name of application to register.

UF_MB_set_button_sensitivity (view source)

Defined in: uf_mb.h

Overview

Sets the button's sensitivity.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_set_button_sensitivity
(
    int button_id,
    UF_MB_state_t state
)
```

int	**button_id**	Input	Button ID
UF_MB_state_t	**state**	Input	The button's sensitivity can be set to one of the following states: UF_MB_ON UF_MB_OFF

UF_MB_set_toggle_state (view source)

Defined in: uf_mb.h

Overview

Sets the state of a toggle button.

Environment

Internal

Required License(s)

gateway

```
int UF_MB_set_toggle_state
(
    int button_id,
    UF_MB_state_t state
)
```

int	**button_id**	Input	Button ID
UF_MB_state_t	**state**	Input	Sets the toggle buttons state on or off. Use one of the following constants:

UF_MB_ON
UF_MB_OFF