dpud (view source)

Defined in: uf_exit.h

Overview

CAM exit dpud

This cam exit will be invoked when creating/editing a CAM User-Defined Drive Path in an interactive NX session.

The "char param" argument must be converted to a CAM exit id by type casting. For example, the following line of code performs the conversion:
UF_CAM_exit_id_t exit_id = (UF_CAM_exit_id_t)param;

Return

Return Code/Description

-1 User Exit Error

0 Successful User Exit execution

Environment

Internal

```
void dpud
(
    char * param,
    int * return_code,
    int parm_len
)
```

char *	**param**	Input	- A parameter used to convert Open API param to CAM exit id.
int *	**return_code**	Output	- return code
int	**parm_len**	Input	- length of input "param"

---

udop (view source)

Defined in: uf_exit.h

Overview

CAM exit udop

This cam exit will be invoked when creating/editing a CAM User-Defined Operation in an interactive NX session.

The "char param" argument must be converted to a CAM exit id by type casting. For example, the following line of code performs the conversion:
UF_CAM_exit_id_t exit_id = (UF_CAM_exit_id_t)param;

Return

Return Code/Description

-1 User Exit Error

0 Successful User Exit execution

Environment

Internal

void udop
(
char * param,
int * return_code,
int parm_len
)

char *	**param**	Input	- A parameter used to convert Open API param to CAM exit id.
int *	**return_code**	Output	- return code
int	**parm_len**	Input	- length of input "param"

---

udopcopy (view source)

Defined in: uf_exit.h

Overview

CAM exit udopcopy

This cam exit will be invoked when creating/copying a CAM User-Defined Operation in an interactive NX session.

The "char param" argument must be converted to a CAM exit id by type casting. For example, the following line of code performs the conversion:
UF_CAM_exit_id_t exit_id = (UF_CAM_exit_id_t)param;

Return

Return Code/Description

-1 User Exit Error

0 Successful User Exit execution

Environment

Internal

void udopcopy
(
char * param,
int * return_code,
int parm_len
)

char *	**param**	Input	- A parameter used to convert Open API param to CAM exit id.
int *	**return_code**	Output	- return code
int	**parm_len**	Input	- length of input "param"

---

udopdelete (view source)

Defined in: uf_exit.h

Overview

CAM exit udopdelete

This cam exit will be invoked when deleting a CAM User-Defined Operation in an interactive NX session.

The "char param" argument must be converted to a CAM exit id by type casting. For example, the following line of code performs the conversion:
UF_CAM_exit_id_t exit_id = (UF_CAM_exit_id_t)param;

Return

Return Code/Description

-1 User Exit Error

0 Successful User Exit execution

Environment

Internal

```
void udopdelete
(
    char * param,
    int * return_code,
    int parm_len
)
```

char *	**param**	Input	- A parameter used to convert Open API param to CAM exit id.
int *	**return_code**	Output	- return code
int	**parm_len**	Input	- length of input "param"

---

uf2da (view source)

Defined in: uf_exit.h

Overview

2D Analysis Using Curves

The 2D analysis using curve user exit occurs after the Info->Analysis...->Area Properties - Using Curves menu. This user exit bypasses the curve analysis routine and substitutes your user exit program. There are no return codes associated with this exit.

Environment

Internal

```
void uf2da
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufcams (view source)

Defined in: uf_exit.h

Overview

CAM Startup

The CAM startup user exit occurs after the Application->Manufacturing... menu.

Return

Return Code/Description
-1 User Exit Error, abort and return to Gateway

0 Successful User Exit execution, proceed normally.

Environment

Internal

```
void ufcams
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**

int	**rlen**

---

ufccp (view source)

Defined in: uf_exit.h

Overview

Create Component

The create component user exit occurs after the Assemblies->Components->Create New Component->Add Object Methods menu and before the select part dialog.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

2 Select Part dialog with the string (from param) as the default. Note: The full pathname must be specified in the param argument in order for this to work.

3 Reserved for future use

n Select Part dialog with no default string. "n" is any other return code except 1, 2 or 3.

Environment

Internal

```
void ufccp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufcdp (view source)

Defined in: uf_exit.h

Overview

Change Displayed Part

The change displayed part user exit occurs before the displayed part is about to be changed explicitly from any user interface entry point, e.g. from the Windows main menu.

It is not possible to provide a default name for the operation.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

3 Reserved for future use

n Select Part dialog with no default string. "n" is any other return code except 1 or 3.

Environment

Internal

```
void ufcdp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufclg (view source)

Defined in: uf_exit.h

Overview

CLF Generate

The CLF Generate exit occurs after Application->Manufacturing->Toolbox->Tool Path...->Postprocess->Generate CLF. Selecting this option executes the USER_CL_GEN (CLF generation) exit.

You can pass the CLF name through the param argument.

If no User Function program error is returned and no active part exists, the File Main menu displays.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

-1 User Exit Error

0 User Exit does not exist.

1 Successful User Exit execution

Environment

Internal

```
void ufclg
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufclso (view source)

Defined in: uf_exit.h

Overview

CLSF Open

The CLSF open user exit occurs after the Application->Manufacturing... menu.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

0 No CLSF returned

1 CLSF returned, awaiting acceptance

2 CLSF returned and accepted. Select File dialog with the string (from param) as the default.

Environment

Internal

```
void ufclso
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufclsr (view source)

Defined in: uf_exit.h

Overview

CLSF Rename

The CLSF rename exit occurs after Application->Manufacturing->File->Save->CLSF As. Selecting this option executes both the USER_CLS_RENAME and USER_CLS_SAVE exits in succession.

You can pass the CLSF name through the param argument.

If no User Function program error is returned and no active part exists, the File Main menu displays.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

-1 User Exit Error

0 User Exit does not exist.

1 Successful User Exit execution

Environment

Internal

```
void ufclsr
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufclss (view source)

Defined in: uf_exit.h

Overview

CLSF Save

The CLSF save exit is activated by any of the following actions:

1. File->Save->CLSF

2. File->Save->CLSF As You use this exit in succession with the USER_CLS_RENAME exit.

3. Tool Path Acceptance: Preferences->Autofile CLSF Toolbox->Operation->Generate->OK

You can pass the CLSF name through the param argument.

If no User Function program error is returned and no active part exists, the File Main menu displays.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

-1 User Exit Error

0 User Exit does not exist.

1 Successful User Exit execution

Environment

Internal

```
void ufclss
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufcre (view source)

Defined in: uf_exit.h

Overview

New Part

The new part user exit is invoked after the File->New menu.

If no User Function program error is returned and an active part exists, control is returned to the current module.

If no active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Gateway menu

2 Choose part name file selection dialog with the string (from param) as the default.

Environment

Internal

```
void ufcre
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufcwp (view source)

Defined in: uf_exit.h

Overview

Change Work Part

The change work part user exit occurs after the Assemblies->Context Control->Set Work Part before a Component is chosen or when the work part is about to be changed from any other explicit user interface entry point

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

2 Select Component dialog with the string (from param) as the default.

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1, 2 or 3.

Environment
Internal

void ufcwp
(
char * param,
int * retcode,
int rlen
)

char *	**param**
int *	**retcode**
int	**rlen**

---

ufdcp (view source)

Defined in: uf_exit.h

Overview
Remove Component

The remove component user exit occurs after Edit->Delete after a component has been selected.
It is not called after a Cut operation.

It is not possible to provide a default name for the operation.

The next interactive step is determined by the return code as follows:

Return
Return Code/Description

1 Cancel current assembly operation

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1 or 3.

Environment
Internal

void ufdcp
(
char * param,
int * retcode,
int rlen
)

char *	**param**
int *	**retcode**

int	**rlen**

---

uffcp (view source)

Defined in: uf_exit.h

Overview

Export Part

The export part user exit occurs after the File->Export->Part menu.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

2 If the user opts to specify part from the Export Part menu, the value returned in param will be used for the default part name.

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1, 2 or 3.

Environment

Internal

```
void uffcp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

uffpud (view source)

Defined in: uf_exit.h

Overview

SMD exit uffpud

This exit will be invoked when creating or updating a sheet metal flat pattern.

The "char param" argument must be converted from character string to tag_t (integer) form. For example, the following code performs the conversion:
tag_t fp_group_id;
sscanf(param,"%d", &fp_group_tag);

Return
Return Code/Description

-1 User Exit Error

0 Successful User Exit execution

Environment
Internal

```
void uffpud
(
    char * param,
    int * return_code,
    int parm_len
)
```

char *	**param**	Input	- Flat pattern group id. (as character string)
int *	**return_code**	Output	- return code
int	**parm_len**	Input	- length of input "param"

---

ufgen (view source)

Defined in: uf_exit.h

Overview
Access Genius System

This exit accesses the Genius Library Management System. Genius is an external product used by the Manufacturing Module for Tool Data Management. The Genius exit occurs after Application->Manufacturing->Toolbox->Tool->Genius. There are no return codes associated with this exit.

This is a legacy application that is no longer supported.

Environment
Internal

```
void ufgen
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufget (view source)

Defined in: uf_exit.h

Overview

Open Part

The open part (retrieve) user exit is invoked after the File->Open menu.

If no User Function program error is returned and an active part exists, control is returned to the current module.

If no active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Gateway menu

2 Choose part name file selection dialog with the string (from param) as the default.

Environment

Internal

```
void ufget
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufgrp (view source)

Defined in: uf_exit.h

Overview

Execute GRIP

The execute GRIP user exit occurs after the File->Execute->GRIP menu.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Runs the GRIP program using the string passed from param. The Motif file dialog is not displayed

2 Disables the Execute GRIP option. The system adminstrator has the option of making this option (and the use of a GRIP license) unavailable.

Environment

Internal

```
void ufgrp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufgrpd (view source)

Defined in: uf_exit.h

Overview

Debug GRIP

The execute Debug GRIP user exit occurs after the File->Execute->Debug GRIP menu.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Runs the Debug GRIP program using the string passed from param. The Motif file dialog is not displayed.

2 Disables the Execute Debug GRIP option. The system adminstrator has the option of making this option (and the use of a GRIP license) unavailable.

Environment

Internal

```
void ufgrpd
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufmcp (view source)

Defined in: uf_exit.h

Overview

Reposition Component

The reposition component user exit occurs after the Assemblies->Components->Reposition Component
menu and after the component has been selected or when a component is about to be repositioned from any other explicit user interface entry point.

It is not possible to provide a default name for the operation.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1 or 3.

Environment

Internal

```
void ufmcp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**

int	**rlen**

---

ufmrg (view source)

Defined in: uf_exit.h

Overview

Import Part

The import (merge) part user exit occurs after the File->Import->Part menu.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

0 Import Part dialog

2 Import Part dialog with the string (from param) as the default filename This filename will be used when the file selection box is brought up after leaving the Import Part dialog.

Environment

Internal

```
void ufmrg
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufncp (view source)

Defined in: uf_exit.h

Overview

Rename Component

The rename component user exit occurs after the Component Name has been changed on the Parameters tab on the Component Properties dialog and the user has pushed either OK or Apply.

It is not possible to provide a default name for the operation.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1 or 3.

Environment

Internal

```
void ufncp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufnopr (view source)

Defined in: uf_exit.h

Overview

CAM New Operation:

User Function

(1) The 'new operation' exit occurs after
- Application->Manufacturing
- Select the desired Operation Template Type and SubType,
- press 'NEW' button.
The user exit number for new operation creation is 15.
OR
(2) The operation re-initialization from an Operation Template user exit occurs after
- Application->Manufacturing
- Select existing operation(s) to be re-initialized
- press 'REINIT' button.
The user exit number for operation re-initialization is 67.

Selecting either of the above actions executes the USER_CREATE_OPER user exit.

The user's GRIP program will use &UENUM to retrieve the user exit number. Based on the user exit number returned by &UENUM, the user program will know if this exit is currently invoked by new operation creation or

existing operation re-initialization.

The name of the operation is passed through the oper_name argument.
In GRIP, the user can use &UESTR to retrieve the operation name.
Use &UEXERR to set the return code upon exit from a GRIP program.
If there are more than one operation selected for re-initialization,
the user exit will be called once for each operation to be re-initialized.

Return

Return Code/Description

-1 User Exit Error, abort operation action and return to CAM Operation Manager dialog

0 Successful User Exit execution, proceed normally.

1 Successful User Exit execution, return to CAM Operation Manager dialog.

Environment

Internal

```
void ufnopr
(
    char * oper_name,
    int * return_code,
    int oper_name_length
)
```

char *	**oper_name**	Input	- operation name
int *	**return_code**	Output	- return code
int	**oper_name_length**	Input	- the length of the new operation name

---

ufplt (view source)

Defined in: uf_exit.h

Overview

Plot File

The plot file user exit occurs at File->Plot... menu. There is no input or output exit string.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Gateway menu

n Plot dialog. "n" is any other code except 1.

Environment

Internal

```
void ufplt
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufpost (view source)

Defined in: uf_exit.h

Overview

CLSF Postprocess
The CLSF postprocess exit occurs after
Application->Manufacturing->Toolbox-> Tool
Path...->Postprocess->Postprocess. Selecting this option executes both
the USER_CL_GEN (CLF generation) and USER_POST (CLSF postprocessing)
exits in succession.

You can pass the CLSF name through the param argument.

If no User Function program error is returned and no active part exists,
the File Main menu displays.

If an active part exists, the next interactive step is determined by the
return code as follows:

Return

Return Code/Description

-1 User Exit Error

0 User Exit does not exist.

1 Successful User Exit execution

Environment

Internal

```
void ufpost
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**

int *	**retcode**
int	**rlen**

---

ufput (view source)

Defined in: uf_exit.h

Overview

Save Part

The save part user exit occurs after the File->Save menu.

If no User Function program error occurs and an active part exists, the next interactive step is to continue with the last main menu (Gateway menu).

Return

Return Code/Description

0 NX should go ahead and file the part
1 Gateway menu, user exit filed the part

Environment

Internal

```
void ufput
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufrcp (view source)

Defined in: uf_exit.h

Overview

Add Existing Part

The add existing part (retrieve component) user exit occurs after the Assemblies->Components->Add Existing menu and before the select part dialog.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

2 Select Part dialog with the string (from param) as the default provided the part exists so that it can be loaded.

3 Component Parameters dialog with the part (from param) as the part to be added provided the part exists so it can be loaded.

n Normal operation with no default strings. "n" is any other return code except 1, 2 or 3.

Environment

Internal

```
void ufrcp
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufrrs (view source)

Defined in: uf_exit.h

Overview

Replace Reference Set

The replace reference set user exit occurs after the Format->Reference Sets dialog has been invoked and the "Set Current" button has been pushed or when the Reference Set is about to be changed from any other explicit user interface entry point.

It is not possible to provide a default name for the operation.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1 or 3.

Environment

Internal

void ufrrs
(
char * param,
int * retcode,
int rlen
)

char *	**param**
int *	**retcode**
int	**rlen**

---

ufscpi (view source)

Defined in: uf_exit.h

Overview

Substitute Component In

The substitute component in user exit occurs after the Assemblies->Components->Substitute Component
menu. It is called before the component that is to be substituted in is selected.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

2 Select Components dialog with the string (from param) as the
default.

3 Substitute component parameters menu with the part (from param) in case of the
Open As function.
In case of the Substitute function it will behave as return code 1.

n Normal operation with no default strings. "n" is any other return
code except 1,2 or 3.

Environment

Internal

void ufscpi
(
char * param,
int * retcode,
int rlen
)

char *	**param**

int *	**retcode**
int	**rlen**

---

ufscpo (view source)

Defined in: uf_exit.h

Overview

Substitute Component Out

The substitute component out user exit occurs after the Assemblies->Components->Substitute Component
menu and after the component has been selected or when a component is about to be substituted out from any other explicit user interface entry point.

It is not possible to provide a default name for the operation.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Cancel current assembly operation

3 Reserved for future use

n Normal operation with no default strings. "n" is any other return code except 1 or 3.

Environment

Internal

```
void ufscpo
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufspcl (view source)

Defined in: uf_exit.h

Overview

Close Spreadsheet

The close spreadsheet user exit occurs when you exit the spreadsheet and return control to NX. You must be in the modeling application and you must be using a full licensed version of the spreadsheet. This event occurs interactively when a spreadsheet is active by selecting either File->Exit or Connections->Disconnect from the spreadsheet menubar. Return codes are ignored with this exit.
In order to use the full licensed version of the Xess spreadsheet along with the integrated NX/XESS customized applications, you must do the following prior to invoking NX:
1) Set the UGII_SPREADSHEET variable in the .ugii_env file to point to the directory which includes the 'xess4' binary executable.
2) Set the environment variable, XESS_FULL, to anything (e.g. setenv XESS_FULL 1).

Environment
Internal

```
void ufspcl
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufspop (view source)

Defined in: uf_exit.h

Overview
Open Spreadsheet

The open spreadsheet user exit occurs when you activate the spreadsheet from NX. You must be in the modeling or gateway application with an active part and you must be using a full licensed version of the spreadsheet. This event occurs interactively when a spreadsheet is activated by selecting Toolbox->Spreadsheet from menubar. Return codes are ignored with this exit.
In order to use the full licensed version of the Xess spreadsheet along with the integrated NX/XESS customized applications, you must do the following prior to invoking NX:
1) Set the UGII_SPREADSHEET variable in the .ugii_env file to point to the directory which includes the 'xess4' binary executable.
2) Set the environment variable, XESS_FULL, to anything (e.g. setenv XESS_FULL 1).

Environment
Internal

```
void ufspop
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufspuf (view source)

Defined in: uf_exit.h

Overview

Finish Updating Spreadsheet

The finish updating spreadsheet exit occurs at the completion of updating expressions. You must be in the modeling application.

Return

Return Code/Description

1 Perform a spreadsheet recalc after returning from the user exit.

n No spreadsheet recalc. "n" is any other return code except 1

Environment

Internal

```
void ufspuf
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufspup (view source)

Defined in: uf_exit.h

Overview

Update Spreadsheet

The update spreadsheet user exit occurs at the start of updating expressions into the NX part file. You must be in the modeling application. First, you need to call Tools->Spreadsheet and then, in the Spreadsheet menu call Tools->Extract Expr in order to have some expressions. The interactive entry point is Tools->Update Part.

Environment

Internal

```
void ufspup
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufsta (view source)

Defined in: uf_exit.h

Overview

NX Startup

The NX startup user exit occurs when you invoke NX. There are no return codes for this option. If the user exit exists, your routine executes. if the user exit does not exist, then NX starts as it normally would.

Environment

Internal

```
void ufsta
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

ufsvas (view source)

Defined in: uf_exit.h

Overview

Save Part As

The save part user exit occurs after the File->Save As... menu.

When the mode is Design in Context and the work part to save is not the displayed part, then for each level of the assembly that contains the work part, the full file specification of the current part name is passed as the string parameter (param) to the user exit. This enables you to identify which part is to be "saved as"

If no User Function program error occurs and an active part exists, the next interactive step is is determined by the return code as follows:

Return

Return Code/Description

1 Gateway menu. Control passes back to the Gateway menu after going through the warnings and clean up routines of the normal NX dialogs if required.

2 Choose part name file selection dialog with the string (from param) as the default. For Design in Context, control passes to the normal NX dialogs for each level of the assembly above the work part (occurrence in an assembly tree) but with a default string for the new part name as specified by the string from param.

n File->Save As dialog with no default string. n not equal to 1 or 2. For Design in Context, control passes to the normal NX dialogs for each level of the assembly above the work part (occurrence in an assembly tree).

Environment

Internal

```
void ufsvas
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

ufuds (view source)

Defined in: uf_exit.h

Overview

User Defined Symbols

The user defined symbols user exit occurs after the Application->Drafting->Create->User Defined Symbols menu. There are no return codes for this option. If the user exit exists, your routine executes and then the User Defined Symbol dialog displays. if the user exit does not exist, the User Defined Symbol dialog displays.

Environment

Internal

```
void ufuds
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufufun (view source)

Defined in: uf_exit.h

Overview

User Function

The execute User Function user exit occurs after the File->Execute->User Function menu.

The next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Runs the User Function program using the string passed from param. The Motif file dialog is not displayed.

2 Disables the Execute User Function option. The system adminstrator has the option of making this option (and the use of a User Function license) unavailable.

Environment

Internal

```
void ufufun
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**
int *	**retcode**
int	**rlen**

---

ufusd (view source)

Defined in: uf_exit.h

Overview

Component Where-Used

The component where-used user exit occurs after the Assemblies->Reports->Where Used menu and before the select components dialog.

If no User Function program error is returned and no active part exists, the file menu displays.

If an active part exists, the next interactive step is determined by the return code as follows:

Return

Return Code/Description

1 Assemblies->Reports->Where Used dialog with displayed part name as default.

2 Assemblies->Reports->Where Used dialog with the string (from param) as the default component name.

3 Assemblies->Reports->Where Used dialog with the string (from param) as the default directory path name.

n Assemblies->Reports->Where Used dialog with no default string. "n" is any other code exept 1, 2, or 3.

Environment

Internal

```
void ufusd
(
    char * param,
    int * retcode,
    int rlen
)
```

char *	**param**

int *	**retcode**
int	**rlen**

---

wetd (view source)

Defined in: uf_exit.h

Overview

CAM exit wetd

This cam exit will be invoked when setting technology data for geometry or operation of WEDM in an interactive NX session.

In the new API the exit object can be obtained by calling GetCamExitObject method on the CAMSetup

Return

Return Code/Description

-1 User Exit Error

0 Successful User Exit execution

Environment

Internal

```
void wetd
(
    char * param,
    int * return_code,
    int parm_len
)
```

char *	**param**	Input	- A parameter used to convert Open API param to CAM exit id.
int *	**return_code**	Output	- return code
int	**parm_len**	Input	- length of input "param"
