

UF_ASSEM_animation_callback_f_t [\(view source\)](#)

Defined in: `uf_assem_types.h`

Overview

Definition of a callback function mechanism for animation playback.
This callback function will called each frame when user use synchronous play.

```
int UF_ASSEM_animation_callback_f_t
(
    void* user_data
)
```

void*	user_data	Input	This is a user supplied pointer.
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UF_ASSEM_cset_fn_t [\(view source\)](#)

Defined in: `uf_assem.h`

Overview

A function type used by the recursive, cycling routine,

UF_ASSEM_apply_to_cset(_members)

This type of function takes a tag, and a pointer to the application data.
The function should return a logical result which is used to decide whether to continue the cycle (TRUE means continue).
It is mainly used as an operator on members of a component set where the members may be sub-assemblies and where the operation should be performed on all the sub-assembly's children too.

See UF_ASSEM_apply_to_cset below.

```
logical UF_ASSEM_cset_fn_t
(
    tag_t member,
    void * app_data
)
```

tag_t	member	Input
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void *	app_data	Input
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