

## UF\_ASSEM\_expl\_status\_e [\(view source\)](#)

Defined in: `uf_assem.h`

Also known as:

- `UF_ASSEM_expl_status_t`
- `UF_ASSEM_expl_status_p_t`

### Data Members

`UF_ASSEM_unexploded`

`UF_ASSEM_exploded`

`UF_ASSEM_revert_exploded`

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## UF\_ASSEM\_level\_option\_e [\(view source\)](#)

Defined in: `uf_assem_types.h`

Also known as:

- `UF_ASSEM_level_option_t`

### Overview

`UF_ASSEM_level_option_t` is used to control the results of an operation to modify a part occurrence, when the part occurrence chosen cannot be modified directly for some reason. It is currently used for reposition.

### Data Members

#### `UF_ASSEM_use_strict_level`

If the given part occurrence can't be modified, the operation will fail and return `UF_ASSEM_err_operation_requires_override`

#### `UF_ASSEM_use_existing_level`

If the given part occurrence can't be modified, the operation will instead transform the corresponding part occurrence at the nearest level down in the assembly where an appropriate override exists. If none exists then the instance will be modified.

#### `UF_ASSEM_establish_override`

If the given part occurrence can't be modified, the operation will create an override in the part of the given part occurrence and then perform the transform.

## UF\_ASSEM\_seq\_playback\_e [\(view source\)](#)

Defined in: `uf_assem.h`

Also known as:

- `UF_ASSEM_seq_playback_t`
- `UF_ASSEM_seq_playback_p_t`

### Data Members

`UF_ASSEM_seq_step_forward`

`UF_ASSEM_seq_step_backward`

`UF_ASSEM_seq_play_forward`

`UF_ASSEM_seq_play_backward`

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