UF_PARAM_regen_e (view source)

Defined in: uf_param.h

Also known as:

- UF_PARAM_regen_t

Overview
Typedefs

These are the available options for a parameters regeneration type. They inidicate what must be regenerated if the parameter changes value.

Data Members

UF_PARAM_REGEN_NONE
If parameter changes then no regeneration is needed

UF_PARAM_REGEN_POST
If parameter changes then regenerate post only

UF_PARAM_REGEN_PATH
If parameter changes then regenerate toolpath only

UF_PARAM_REGEN_ALL
If parameter changes then regenerate both

UF_PARAM_status_e (view source)

Defined in: uf_param.h

Also known as:

- UF_PARAM_status_t

Overview
These are the various states an object's parameter inheritence can be in during run time.

Data Members

UF_PARAM_DEFAULT
Getting value from NX default

UF_PARAM_INHERITED
Inheriting value from another run time object

UF_PARAM_OVERRIDDEN
Using a value set by the object itself

UF_PARAM_INVALID_INDEX
Index does not exist for indicated object

UF_PARAM_type_e (view source)

Defined in: uf_param.h

Also known as:

- UF_PARAM_type_t

Overview

These are the available data types that a parameter may be.
LENGTH signifies that the value should be expressed based upon the
units of the part, i.e., inch or mm. VLA signifies that it is an
array with a variable number of elements (currently not supported
in UFUN). 2D and 3D signify 2 doubles and 3 doubles, respectively.

Data Members

UF_PARAM_TYPE_LOGICAL

UF_PARAM_TYPE_CHAR

UF_PARAM_TYPE_SHORT

UF_PARAM_TYPE_INT

UF_PARAM_TYPE_POINTER

UF_PARAM_TYPE_FLOAT

UF_PARAM_TYPE_DOUBLE

UF_PARAM_TYPE_BYTE

UF_PARAM_TYPE_DATE

UF_PARAM_TYPE_TAG

UF_PARAM_TYPE_STRING

UF_PARAM_TYPE_2D

UF_PARAM_TYPE_3D

UF_PARAM_TYPE_VLA_REAL

UF_PARAM_TYPE_VLA_INT

UF_PARAM_TYPE_VLA_TAG

UF_PARAM_TYPE_DOUBLE_LENGTH

UF_PARAM_TYPE_2D_LENGTH

UF_PARAM_TYPE_3D_LENGTH

UF_PARAM_TYPE_VLA_LENGTH

UF_PARAM_TYPE_VLA_STRING

UF_PARAM_TYPE_OBJECT

UF_PARAM_TYPE_VLA_LENGTH_COMPOSITE

UF_PARAM_TYPE_LAST