

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

Defined in: `uf_ugmgr_types.h`

Also known as:

- UF_UGMGR_alt_id_status_t

Overview

Alternate Id creation validation codes.

Data Members

UF_UGMGR_alt_id_valid

Alternate Id is valid

UF_UGMGR_alt_id_invalid

Alternate Id is invalid, such as has invalid character, violates database pattern rules, etc.

UF_UGMGR_alt_id_modified

Alternate Id is valid but has been modified as output, due to naming rules, etc.

UF_UGMGR_alt_id_override

Alternate Id is valid but has been overwritten due to user exit, etc.

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

Defined in: `uf_ugmgr_types.h`

Also known as:

- UF_UGMGR_object_type_t

Overview

PDM object types that can be accessed from NX Manager.

Data Members

UF_UGMGR_type_unknown

Unknown object type

UF_UGMGR_type_folder

Folder object type

UF_UGMGR_type_part

Part Item object type

UF_UGMGR_type_part_revision

Part Item Revision object type

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

Defined in: `uf_ugmgr_types.h`

Also known as:

- `UF_UGMGR_partno_status_t`

Overview

Part Number creation validation codes.

Data Members

`UF_UGMGR_partno_valid`

Part Number is valid

`UF_UGMGR_partno_invalid`

Part Number is invalid, such as has invalid character, violates database pattern rules, etc.

`UF_UGMGR_partno_modified`

Part Number is valid but has been modified as output, due to naming rules, etc.

`UF_UGMGR_partno_override`

Part Number is valid but has been overwritten due to user exit, etc.

`UF_UGMGR_rev_config_options_e` ([view source](#))

Defined in: `uf_ugmgr_types.h`

Also known as:

- `UF_UGMGR_rev_config_options_t`

Overview

Valid revision configuration options

Data Members

`UF_UGMGR_configure_none`

No revision option has been set

`UF_UGMGR_configure_latest`

The latest revision will be returned, even for configured input

`UF_UGMGR_configure_by_rev_rule`

Use the specified Revision Rule for configuration, even for configured input

`UF_UGMGR_configure_all_revisions`

All revisions will be returned, even for configured input
