# UF\_STUDIO\_stybId\_cont\_e (view source)

Defined in: uf\_studio.h

#### Also known as:

• UF\_STUDIO\_stybld\_cont\_t

### **Overview**

Continuity choices for smoothness between walls and blend surface.

#### **Data Members**

```
UF_STUDIO_stybId_cont_tangent = 0

UF_STUDIO_stybId_cont_curvature

UF_STUDIO_stybId_cont_g3

UF_STUDIO_stybId_cont_position
```

# UF\_STUDIO\_stybId\_direct\_e (view source)

Defined in: uf\_studio.h

#### Also known as:

• UF\_STUDIO\_stybld\_direct\_t

### **Overview**

Direction choices for flow direction.

#### **Data Members**

```
UF_STUDIO_stybId_direct_no_specific = 0

UF_STUDIO_stybId_direct_perpendicular

UF_STUDIO_stybId_direct_iso_u

UF_STUDIO_stybId_direct_iso_v
```

# UF\_STUDIO\_stybId\_method\_e (view source)

# Defined in: uf\_studio.h

#### Also known as:

• UF\_STUDIO\_stybld\_method\_t

### **Overview**

Method choices for tangent holding curve creation.

#### **Data Members**

```
UF_STUDIO_stybId_method_curves = 0
UF_STUDIO_stybId_method_law
UF_STUDIO_stybId_method_profile
```

# UF\_STUDIO\_stybid\_minrad\_e (view source)

Defined in: uf\_studio.h

#### Also known as:

• UF\_STUDIO\_stybId\_minrad\_t

#### **Overview**

Minimum radius choices.

#### **Data Members**

```
UF_STUDIO_stybId_minrad_none = 0
UF_STUDIO_stybId_minrad_bound
UF_STUDIO_stybId_minrad_peak
```

# UF\_STUDIO\_stybId\_stiff\_e (view source)

Defined in: uf\_studio.h

### Also known as:

• UF\_STUDIO\_stybld\_stiff\_t

#### **Overview**

Stiffness choices for blend surface.

#### **Data Members**

UF\_STUDIO\_stybId\_stiff\_auto = 0

UF\_STUDIO\_stybId\_stiff\_low

# $\pmb{UF\_STUDIO\_stybId\_trans\_e} \ (\textit{view source})$

Defined in: uf\_studio.h

#### Also known as:

• UF\_STUDIO\_stybld\_trans\_t

#### **Overview**

Transition choices for law-controlled tangent holding curves, and for depth and skew of the blend surface.

### **Data Members**

UF\_STUDIO\_stybid\_trans\_constant = 0

UF\_STUDIO\_stybId\_trans\_linear

UF\_STUDIO\_stybId\_trans\_non\_inflecting

UF\_STUDIO\_stybId\_trans\_s\_shaped

# UF\_STUDIO\_stybId\_trim\_e (view source)

Defined in: uf\_studio.h

## Also known as:

• UF\_STUDIO\_stybld\_trim\_t

#### Overview

Trim choices.

#### **Data Members**

UF\_STUDIO\_stybId\_trim\_attach\_all = 0

UF\_STUDIO\_stybId\_trim\_no

UF\_STUDIO\_stybId\_trim\_input\_walls

UF\_STUDIO\_stybId\_trim\_input\_blends

# UF\_STUDIO\_stybId\_v\_degree\_e (view source)

Defined in: uf\_studio.h

#### Also known as:

• UF\_STUDIO\_stybld\_v\_degree\_t

### **Overview**

Lofting degree choices (degree in v-direction).

## **Data Members**

UF\_STUDIO\_stybId\_v\_degree\_cubic = 3

UF\_STUDIO\_stybId\_v\_degree\_quintic = 5