

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

Defined in: `uf_udobj.h`

Overview
Function Pointer 'typedef's

```
void UF_UDOBJ_attn_pt_f_t
(
    tag_t udo_tag,
    void * display_context
)
```

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO whose attention point is being defined
<code>void *</code>	<code>display_context</code>	Input	-- a pointer to a private structure used in display calls

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

Defined in: `uf_udobj.h`

```
void UF_UDOBJ_delete_f_t
(
    tag_t udo_tag,
    UF_UDOBJ_link_p_t deleted_obj
)
```

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO who has an associated object being deleted
<code>UF_UDOBJ_link_p_t</code>	<code>deleted_obj</code>	Input	-- the link for the item that is deleted

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

Defined in: `uf_udobj.h`

```
void UF_UDOBJ_display_f_t
(
    tag_t udo_tag,
    void * display_context
)
```

)

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO being displayed
<code>void *</code>	<code>display_context</code>	Input	-- a pointer to a private structure used in display calls

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

Defined in: `uf_udobj.h`

```
void UF_UDOBJ_edit_f_t
(
    tag_t udo_tag
)
```

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO which is being edited in the callback
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UF_UDOBJ_fit_f_t [\(view source\)](#)

Defined in: `uf_udobj.h`

```
void UF_UDOBJ_fit_f_t
(
    tag_t udo_tag,
    void * display_context
)
```

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO being fit to the view
<code>void *</code>	<code>display_context</code>	Input	-- a pointer to a private structure used in fit calls

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

Defined in: `uf_udobj.h`

```
void UF_UDOBJ_info_obj_f_t
(
    tag_t udo_tag
)
```

tag_t	udo_tag	Input	-- the tag for the UDO for which information is being requested
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UF_UDOBJ_is_occurrenceable_f_t (view source)

Defined in: uf_udobj.h

```
void UF_UDOBJ_is_occurrenceable_f_t
(
    tag_t udo_tag,
    logical * is_occurrenceable
)
```

tag_t	udo_tag	Input	-- the tag for the UDO being fit to the view
logical *	is_occurrenceable	Output	-- TRUE if object can be occurred otherwise FALSE

UF_UDOBJ_screen_size_fit_f_t (view source)

Defined in: uf_udobj.h

```
void UF_UDOBJ_screen_size_fit_f_t
(
    tag_t udo_tag,
    void * display_context
)
```

tag_t	udo_tag	Input	-- the tag for the UDO whose screen-size objects need to be fit to the view
void *	display_context	Input	-- a pointer to a private structure used in screen-size-fit calls

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

Defined in: uf_udobj.h

```
void UF_UDOBJ_select_f_t
(
    tag_t udo_tag,
    void * display_context
)
```

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO being selected
<code>void *</code>	<code>display_context</code>	Input	-- a pointer to a private structure used in selection calls

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

Defined in: uf_udobj.h

```
void UF_UDOBJ_suppress_f_t
(
    tag_t udo_feat_tag
)
```

<code>tag_t</code>	<code>udo_feat_tag</code>	Input	-- the tag for the UDO feature which is being suppressed in the callback
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UF_UDOBJ_update_f_t [\(view source\)](#)

Defined in: uf_udobj.h

```
void UF_UDOBJ_update_f_t
(
    tag_t udo_tag,
    UF_UDOBJ_link_p_t update_cause
)
```

<code>tag_t</code>	<code>udo_tag</code>	Input	-- the tag for the UDO being updated
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UF_UDOBJ_link_p_t	update_cause	Input	-- the link for the item that caused the UDO to be updated
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