UF_VIEW_cycle_objects_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_cycle_objects_t
- UF_VIEW_cycle_objects_p_t

Data Members

UF_VIEW_VISIBLE_OBJECTS = 1

UF_VIEW_DEPENDENT_OBJECTS

UF_VIEW_ERASED_OBJECTS

UF_VIEW_MODIFIED_OBJECTS

UF_VIEW_hidden_edge_style_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_hidden_edge_style_t
- UF_VIEW_hidden_edge_style_p_t

Overview
Type UF_VIEW_hidden_edge_style_t enumerates choices for display
of hidden shaded face edges in a view of type UF_VIEW_MODEL_TYPE.

Data Members

UF_VIEW_HIDDEN_EDGE_STYLE_INVISIBLE = 0

UF_VIEW_HIDDEN_EDGE_STYLE_HIDDEN_GEOMETRY_COLOR = 1

UF_VIEW_HIDDEN_EDGE_STYLE_DASHED_IN_BODY_COLOR = 2

UF_VIEW_light_beam_fall_off_e (view source)

Defined in: uf_view.h

Also known as:

- UF_VIEW_light_beam_fall_off_t

Data Members

UF_VIEW_BEAM_FALL_OFF_NONE

UF_VIEW_BEAM_FALL_OFF_GRADUAL

UF_VIEW_BEAM_FALL_OFF_RAPID

UF_VIEW_NUM_BEAM_FALL_OFF

UF_VIEW_light_detail_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_light_detail_t

Data Members

UF_VIEW_DETAIL_COARSE

UF_VIEW_DETAIL_STANDARD

UF_VIEW_DETAIL_FINE

UF_VIEW_DETAIL_EXTRA_FINE

UF_VIEW_DETAIL_RAY_TRACED

UF_VIEW_NUM_DETAIL

UF_VIEW_light_edge_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_light_edge_t

Data Members

UF_VIEW_EDGE_HARD

UF_VIEW_EDGE_SOFT

UF_VIEW_EDGE_EXTRA_SOFT

UF_VIEW_EDGE_ULTRA_SOFT

UF_VIEW_NUM_EDGE

UF_VIEW_light_fall_off_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_light_fall_off_t

Data Members

UF_VIEW_FALL_OFF_CONSTANT

UF_VIEW_FALL_OFF_INVERSE_LINEAR

UF_VIEW_FALL_OFF_INVERSE_SQUARE

UF_VIEW_FALL_OFF_CONSTANT_INVERSE_LINEAR

UF_VIEW_FALL_OFF_CONSTANT_INVERSE_SQUARE

UF_VIEW_NUM_FALL_OFF

UF_VIEW_light_intensity_factor_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_light_intensity_factor_t

Data Members

UF_VIEW_INTENSITY_FACTOR_NONE

UF_VIEW_INTENSITY_FACTOR_10X

UF_VIEW_INTENSITY_FACTOR_100X

UF_VIEW_INTENSITY_FACTOR_1000X

UF_VIEW_NUM_INTENSITY_FACTOR

UF_VIEW_light_mode_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_light_mode_t

Data Members

UF_VIEW_FIXED_TO_OBSERVER

UF_VIEW_FIXED_TO_THE_PART

UF_VIEW_light_type_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_light_type_t

Data Members

UF_VIEW_AMBIENT_LIGHT

UF_VIEW_DISTANT_LIGHT

UF_VIEW_EYE_LIGHT

UF_VIEW_POINT_LIGHT

UF_VIEW_SPOT_LIGHT

UF_VIEW_NUM_LIGHT_TYPES

UF_VIEW_rendering_style_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_rendering_style_t
- UF_VIEW_rendering_style_p_t

Overview

Type UF_VIEW_rendering_style_t enumerates rendering styles supported for a view of type UF_VIEW_MODEL_TYPE.

Function
UF_VIEW_ask_surface_display_options
returns the rendering style of a view, and function
UF_VIEW_set_surface_display_options
modifies the rendering style of a view.

Data Members

UF_VIEW_SHADED_STYLE

UF_VIEW_WIREFRAME_STYLE

UF_VIEW_STUDIO_STYLE

UF_VIEW_FACE_ANALYSIS_STYLE

UF_VIEW_PARTIALLY_SHADED_STYLE

UF_VIEW_STATIC_WIREFRAME_STYLE

UF_VIEW_shaded_edge_style_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_shaded_edge_style_t
- UF_VIEW_shaded_edge_style_p_t

Overview

Type UF_VIEW_shaded_edge_style_t enumerates choices for display of shaded face edges in a view of type UF_VIEW_MODEL_TYPE.

Data Members

UF_VIEW_SHADED_EDGE_STYLE_SHADED_EDGE_COLOR = 0

UF_VIEW_SHADED_EDGE_STYLE_BODY_COLOR = 1

UF_VIEW_SHADED_EDGE_STYLE_OFF = 2

UF_VIEW_smooth_edges_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_smooth_edges_t

Overview

General UF_VIEW Definitions

Data Members

UF_VIEW_SMOOTH_EDGES_ON = 1

UF_VIEW_SMOOTH_EDGES_OFF

UF_VIEW_standard_orientation_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_standard_orientation_t
- UF_VIEW_standard_orientation_p_t

Data Members

UF_VIEW_STANDARD_ORIENTATION_NONE = -1

UF_VIEW_STANDARD_ORIENTATION_TOP

UF_VIEW_STANDARD_ORIENTATION_FRONT

UF_VIEW_STANDARD_ORIENTATION_RIGHT

UF_VIEW_STANDARD_ORIENTATION_BACK

UF_VIEW_STANDARD_ORIENTATION_BOTTOM

UF_VIEW_STANDARD_ORIENTATION_LEFT

UF_VIEW_STANDARD_ORIENTATION_ISOMETRIC

UF_VIEW_STANDARD_ORIENTATION_TRIMETRIC

UF_VIEW_STANDARD_ORIENTATION_DIMETRIC

UF_VIEW_STANDARD_ORIENTATION_NUM_TYPES

UF_VIEW_subtype_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_subtype_t

Data Members

UF_VIEW_INVALID_SUBTYPE = -1

UF_VIEW_SECTION_SUBTYPE

UF_VIEW_IMPORTED_SUBTYPE

UF_VIEW_BASE_MEMBER_SUBTYPE

UF_VIEW_ORTHOGONAL_SUBTYPE

UF_VIEW_AUXILIARY_SUBTYPE

UF_VIEW_DETAIL_SUBTYPE

UF_VIEW_BREAK_SUBTYPE

UF_VIEW_two_sided_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_two_sided_t

Data Members

UF_VIEW_TWO_SIDED_OFF

UF_VIEW_TWO_SIDED_ON

UF_VIEW_type_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_type_t

Data Members

UF_VIEW_MODEL_TYPE = 0

UF_VIEW_DRAWING_MEMBER_TYPE

UF_VIEW_DRAWING_SHEET_TYPE

UF_VIEW_vde_type_e (view source)

Defined in: uf_view.h

Also known as:
- UF_VIEW_vde_type_t

- UF_VIEW_vde_type_p_t

Data Members

UF_VIEW_VDE_NON_EDIT = -1

UF_VIEW_VDE_ALL

UF_VIEW_VDE_USER

UF_VIEW_VDE_SYSTEM