

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

Defined in: `uf_bound.h`

Overview

Gets all data of a boundary.

Environment

Internal and External

See Also

[UF_BOUND_all_data_s](#)
For example refer to [example code](#)

Required License(s)

gateway

```
int UF_BOUND_ask_boundary_data
(
    tag_t boundary_tag,
    UF_BOUND_all_data_t * boundary_data
)
```

tag_t	boundary_tag	Input	the tag for the boundary
UF_BOUND_all_data_t *	boundary_data	Output to UF_*free*	all of the data associated with the boundary. The function will allocate memory for <code>members_data</code> . This memory should be freed when no longer needed by <code>UF_free()</code>

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

Defined in: `uf_bound.h`

Overview

Queries the number of boundaries that a given object is in.

Environment

Internal and External

History

Released in V16.0

Required License(s)

gateway

```
int UF_BOUND_ask_number_of_boundaries
(
    tag_t object,
    int * no_of_members
)
```

)

tag_t	object	Input	The object identifier to be queried.
int *	no_of_members	Output	The number of boundaries that this object is in.

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

Defined in: `uf_bound.h`

Overview

Create a boundary object

Environment

Internal and External

See Also

[UF_BOUND_object_s](#)
For example refer to [example code](#)

Required License(s)

cam_base

```
int UF_BOUND_create_boundary
(
    int open_closed_flag,
    tag_t view_tag,
    UF_BOUND_tolerance_t tol,
    unsigned int num_members,
    UF_BOUND_object_t object_list [ ],
    tag_t * bound_tag
)
```

int	open_closed_flag	Input	the boundary is a open or closed boundary. UF_BOUND_OPEN: the boundary is open. UF_BOUND_CLOSED: the boundary is closed.
tag_t	view_tag	Input	view tag for mapping on a drawing. NULL_TAG -- No particular view to be specified
UF_BOUND_tolerance_t	tol	Input	specified boundary tolerance
unsigned int	num_members	Input	number of objects in the object list to construct the boundary
UF_BOUND_object_t	object_list []	Input	object list to construct the boundary
tag_t *	bound_tag	Output	tag of created boundary object

