UF_DISP_background_color_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_background_color_t

Data Members

UF_DISP_ORIGINAL

UF_DISP_WHITE

UF_DISP_INVALID_COLOR

UF_DISP_color_name_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_color_name_t
- UF_DISP_color_name_p_t

Overview

ENUMERATED: UF_DISP_color_name_t

DESCRIPTION: Symbols of type UF_DISP_color_name_t represent color names that can be specified ONLY to function UF_DISP_ask_closest_color_in_part or function UF_DISP_ask_closest_color_in_displayed_part. The functions return the index of the color in the color table of the specified part that is most similar to the color indicated by the color name symbol.

These symbols DO NOT represent color indices. Do not pass these symbols to any function besides UF_DISP_ask_closest_color_in_part or UF_DISP_ask_closest_color_in_displayed_part.

Data Members

UF_DISP_PALE_WEAK_YELLOW_NAME
RGB (1.0, 1.0, 0.8)

UF_DISP_PALE_DULL_YELLOW_NAME
RGB (1.0, 1.0, 0.6)

UF_DISP_LIGHT_FADED_YELLOW_NAME
RGB (1.0, 1.0, 0.4)

UF_DISP_LIGHT_HARD_YELLOW_NAME

RGB (1.0, 1.0, 0.2)

UF_DISP_PALE_WEAK_CYAN_NAME
RGB (0.8, 1.0, 1.0)

UF_DISP_PALE_WEAK_GREEN_NAME
RGB (0.8, 1.0, 0.8)

UF_DISP_PALE_DULL_SPRING_NAME
RGB (0.8, 1.0, 0.6)

UF_DISP_LIGHT_SPRING_YELLOW_NAME
RGB (0.8, 1.0, 0.4)

UF_DISP_LIGHT_YELLOW_SPRING_NAME
RGB (0.8, 1.0, 0.2)

UF_DISP_YELLOW_YELLOW_SPRING_NAME
RGB (0.8, 1.0, 0.0)

UF_DISP_PALE_DULL_CYAN_NAME
RGB (0.6, 1.0, 1.0)

UF_DISP_PALE_DULL_TEAL_NAME
RGB (0.6, 1.0, 0.8)

UF_DISP_PALE_DULL_GREEN_NAME
RGB (0.6, 1.0, 0.6)

UF_DISP_LIGHT_SPRING_GREEN_NAME
RGB (0.6, 1.0, 0.4)

UF_DISP_LIGHT_HARD_SPRING_NAME
RGB (0.6, 1.0, 0.2)

UF_DISP_SPRING_SPRING_YELLOW_NAME
RGB (0.6, 1.0, 0.0)

UF_DISP_LIGHT_FADED_CYAN_NAME
RGB (0.4, 1.0, 1.0)

UF_DISP_LIGHT_TEAL_CYAN_NAME
RGB (0.4, 1.0, 0.8)

UF_DISP_LIGHT_TEAL_GREEN_NAME
RGB (0.4, 1.0, 0.6)

UF_DISP_LIGHT_FADED_GREEN_NAME
RGB (0.4, 1.0, 0.4)

UF_DISP_LIGHT_GREEN_SPRING_NAME
RGB (0.4, 1.0, 0.2)

UF_DISP_SPRING_SPRING_GREEN_NAME
RGB (0.4, 1.0, 0.0)

UF_DISP_LIGHT_HARD_CYAN_NAME
RGB (0.2, 1.0, 1.0)

UF_DISP_LIGHT_CYAN_TEAL_NAME
RGB (0.2, 1.0, 0.8)

UF_DISP_LIGHT_HARD_TEAL_NAME
RGB (0.2, 1.0, 0.6)

UF_DISP_LIGHT_GREEN_TEAL_NAME

RGB (0.2, 1.0, 0.4)

UF_DISP_LIGHT_HARD_GREEN_NAME
RGB (0.2, 1.0, 0.2)

UF_DISP_GREEN_GREEN_SPRING_NAME
RGB (0.2, 1.0, 0.0)

UF_DISP_CYAN_CYAN_TEAL_NAME
RGB (0.0, 1.0, 0.8)

UF_DISP_TEAL_TEAL_CYAN_NAME
RGB (0.0, 1.0, 0.6)

UF_DISP_TEAL_TEAL_GREEN_NAME
RGB (0.0, 1.0, 0.4)

UF_DISP_GREEN_GREEN_TEAL_NAME
RGB (0.0, 1.0, 0.2)

UF_DISP_PALE_WEAK_MAGENTA_NAME
RGB (1.0, 0.8, 1.0)

UF_DISP_PALE_WEAK_RED_NAME
RGB (1.0, 0.8, 0.8)

UF_DISP_PALE_DULL_ORANGE_NAME
RGB (1.0, 0.8, 0.6)

UF_DISP_LIGHT_ORANGE_YELLOW_NAME
RGB (1.0, 0.8, 0.4)

UF_DISP_LIGHT_YELLOW_ORANGE_NAME
RGB (1.0, 0.8, 0.2)

UF_DISP_YELLOW_YELLOW_ORANGE_NAME
RGB (1.0, 0.8, 0.0)

UF_DISP_PALE_WEAK_BLUE_NAME
RGB (0.8, 0.8, 1.0)

UF_DISP_PALE_GRAY_NAME
RGB (0.8, 0.8, 0.8)

UF_DISP_LIGHT_WEAK_YELLOW_NAME
RGB (0.8, 0.8, 0.6)

UF_DISP_LIGHT_DULL_YELLOW_NAME
RGB (0.8, 0.8, 0.4)

UF_DISP_MEDIUM_FADED_YELLOW_NAME
RGB (0.8, 0.8, 0.2)

UF_DISP_DARK_HARD_YELLOW_NAME
RGB (0.8, 0.8, 0.0)

UF_DISP_PALE_DULL_AZURE_NAME
RGB (0.6, 0.8, 1.0)

UF_DISP_LIGHT_WEAK_CYAN_NAME
RGB (0.6, 0.8, 0.8)

UF_DISP_LIGHT_WEAK_GREEN_NAME
RGB (0.6, 0.8, 0.6)

UF_DISP_LIGHT_DULL_SPRING_NAME

RGB (0.6, 0.8, 0.4)

UF_DISP_MEDIUM_SPRING_YELLOW_NAME
RGB (0.6, 0.8, 0.2)

UF_DISP_DARK_YELLOW_SPRING_NAME
RGB (0.6, 0.8, 0.0)

UF_DISP_LIGHT_AZURE_CYAN_NAME
RGB (0.4, 0.8, 1.0)

UF_DISP_LIGHT_DULL_CYAN_NAME
RGB (0.4, 0.8, 0.8)

UF_DISP_LIGHT_DULL_TEAL_NAME
RGB (0.4, 0.8, 0.6)

UF_DISP_LIGHT_DULL_GREEN_NAME
RGB (0.4, 0.8, 0.4)

UF_DISP_MEDIUM_SPRING_GREEN_NAME
RGB (0.4, 0.8, 0.2)

UF_DISP_DARK_HARD_SPRING_NAME
RGB (0.4, 0.8, 0.0)

UF_DISP_LIGHT_CYAN_AZURE_NAME
RGB (0.2, 0.8, 1.0)

UF_DISP_MEDIUM_FADED_CYAN_NAME
RGB (0.2, 0.8, 0.8)

UF_DISP_MEDIUM_TEAL_CYAN_NAME
RGB (0.2, 0.8, 0.6)

UF_DISP_MEDIUM_TEAL_GREEN_NAME
RGB (0.2, 0.8, 0.4)

UF_DISP_MEDIUM_FADED_GREEN_NAME
RGB (0.2, 0.8, 0.2)

UF_DISP_DARK_GREEN_SPRING_NAME
RGB (0.2, 0.8, 0.0)

UF_DISP_CYAN_CYAN_AZURE_NAME
RGB (0.0, 0.8, 1.0)

UF_DISP_DARK_HARD_CYAN_NAME
RGB (0.0, 0.8, 0.8)

UF_DISP_DARK_CYAN_TEAL_NAME
RGB (0.0, 0.8, 0.6)

UF_DISP_DARK_HARD_TEAL_NAME
RGB (0.0, 0.8, 0.4)

UF_DISP_DARK_GREEN_TEAL_NAME
RGB (0.0, 0.8, 0.2)

UF_DISP_DARK_HARD_GREEN_NAME
RGB (0.0, 0.8, 0.0)

UF_DISP_PALE_DULL_MAGENTA_NAME
RGB (1.0, 0.6, 1.0)

UF_DISP_PALE_DULL_PINK_NAME

RGB (1.0, 0.6, 0.8)

UF_DISP_PALE_DULL_RED_NAME
RGB (1.0, 0.6, 0.6)

UF_DISP_LIGHT_ORANGE_RED_NAME
RGB (1.0, 0.6, 0.4)

UF_DISP_LIGHT_HARD_ORANGE_NAME
RGB (1.0, 0.6, 0.2)

UF_DISP_ORANGE_ORANGE_YELLOW_NAME
RGB (1.0, 0.6, 0.0)

UF_DISP_PALE_DULL_VIOLET_NAME
RGB (0.8, 0.6, 1.0)

UF_DISP_LIGHT_WEAK_MAGENTA_NAME
RGB (0.8, 0.6, 0.8)

UF_DISP_LIGHT_WEAK_RED_NAME
RGB (0.8, 0.6, 0.6)

UF_DISP_LIGHT_DULL_ORANGE_NAME
RGB (0.8, 0.6, 0.4)

UF_DISP_MEDIUM_ORANGE_YELLOW_NAME
RGB (0.8, 0.6, 0.2)

UF_DISP_DARK_YELLOW_ORANGE_NAME
RGB (0.8, 0.6, 0.0)

UF_DISP_PALE_DULL_BLUE_NAME
RGB (0.6, 0.6, 1.0)

UF_DISP_LIGHT_WEAK_BLUE_NAME
RGB (0.6, 0.6, 0.8)

UF_DISP_MEDIUM_WEAK_YELLOW_NAME
RGB (0.6, 0.6, 0.4)

UF_DISP_DARK_DULL_YELLOW_NAME
RGB (0.6, 0.6, 0.2)

UF_DISP_DARK_FADED_YELLOW_NAME
RGB (0.6, 0.6, 0.0)

UF_DISP_LIGHT_AZURE_BLUE_NAME
RGB (0.4, 0.6, 1.0)

UF_DISP_LIGHT_DULL_AZURE_NAME
RGB (0.4, 0.6, 0.8)

UF_DISP_MEDIUM_WEAK_CYAN_NAME
RGB (0.4, 0.6, 0.6)

UF_DISP_MEDIUM_WEAK_GREEN_NAME
RGB (0.4, 0.6, 0.4)

UF_DISP_DARK_DULL_SPRING_NAME
RGB (0.4, 0.6, 0.2)

UF_DISP_DARK_SPRING_YELLOW_NAME
RGB (0.4, 0.6, 0.0)

UF_DISP_LIGHT_HARD_AZURE_NAME

RGB (0.2, 0.6, 1.0)

UF_DISP_MEDIUM_AZURE_CYAN_NAME
RGB (0.2, 0.6, 0.8)

UF_DISP_DARK_DULL_CYAN_NAME
RGB (0.2, 0.6, 0.6)

UF_DISP_DARK_DULL_TEAL_NAME
RGB (0.2, 0.6, 0.4)

UF_DISP_DARK_DULL_GREEN_NAME
RGB (0.2, 0.6, 0.2)

UF_DISP_DARK_SPRING_GREEN_NAME
RGB (0.2, 0.6, 0.0)

UF_DISP_AZURE_AZURE_CYAN_NAME
RGB (0.0, 0.6, 1.0)

UF_DISP_DARK_CYAN_AZURE_NAME
RGB (0.0, 0.6, 0.8)

UF_DISP_DARK_FADED_CYAN_NAME
RGB (0.0, 0.6, 0.6)

UF_DISP_DARK_TEAL_CYAN_NAME
RGB (0.0, 0.6, 0.4)

UF_DISP_DARK_TEAL_GREEN_NAME
RGB (0.0, 0.6, 0.2)

UF_DISP_DARK_FADED_GREEN_NAME
RGB (0.0, 0.6, 0.0)

UF_DISP_LIGHT_FADED_MAGENTA_NAME
RGB (1.0, 0.4, 1.0)

UF_DISP_LIGHT_PINK_MAGENTA_NAME
RGB (1.0, 0.4, 0.8)

UF_DISP_LIGHT_PINK_RED_NAME
RGB (1.0, 0.4, 0.6)

UF_DISP_LIGHT_FADED_RED_NAME
RGB (1.0, 0.4, 0.4)

UF_DISP_LIGHT_RED_ORANGE_NAME
RGB (1.0, 0.4, 0.2)

UF_DISP_ORANGE_ORANGE_RED_NAME
RGB (1.0, 0.4, 0.0)

UF_DISP_LIGHT_VIOLET_MAGENTA_NAME
RGB (0.8, 0.4, 1.0)

UF_DISP_LIGHT_DULL_MAGENTA_NAME
RGB (0.8, 0.4, 0.8)

UF_DISP_LIGHT_DULL_PINK_NAME
RGB (0.8, 0.4, 0.6)

UF_DISP_LIGHT_DULL_RED_NAME
RGB (0.8, 0.4, 0.4)

UF_DISP_MEDIUM_ORANGE_RED_NAME

RGB (0.8, 0.4, 0.2)

UF_DISP_DARK_HARD_ORANGE_NAME
RGB (0.8, 0.4, 0.0)

UF_DISP_LIGHT_VIOLET_BLUE_NAME
RGB (0.6, 0.4, 1.0)

UF_DISP_LIGHT_DULL_VIOLET_NAME
RGB (0.6, 0.4, 0.8)

UF_DISP_MEDIUM_WEAK_MAGENTA_NAME
RGB (0.6, 0.4, 0.6)

UF_DISP_MEDIUM_WEAK_RED_NAME
RGB (0.6, 0.4, 0.4)

UF_DISP_DARK_DULL_ORANGE_NAME
RGB (0.6, 0.4, 0.2)

UF_DISP_DARK_ORANGE_YELLOW_NAME
RGB (0.6, 0.4, 0.0)

UF_DISP_LIGHT_FADED_BLUE_NAME
RGB (0.4, 0.4, 1.0)

UF_DISP_LIGHT_DULL_BLUE_NAME
RGB (0.4, 0.4, 0.8)

UF_DISP_MEDIUM_WEAK_BLUE_NAME
RGB (0.4, 0.4, 0.6)

UF_DISP_DARK_WEAK_YELLOW_NAME
RGB (0.4, 0.4, 0.2)

UF_DISP_OBSCURE_DULL_YELLOW_NAME
RGB (0.4, 0.4, 0.0)

UF_DISP_LIGHT_BLUE_AZURE_NAME
RGB (0.2, 0.4, 1.0)

UF_DISP_MEDIUM_AZURE_BLUE_NAME
RGB (0.2, 0.4, 0.8)

UF_DISP_DARK_DULL_AZURE_NAME
RGB (0.2, 0.4, 0.6)

UF_DISP_DARK_WEAK_CYAN_NAME
RGB (0.2, 0.4, 0.4)

UF_DISP_DARK_WEAK_GREEN_NAME
RGB (0.2, 0.4, 0.2)

UF_DISP_OBSCURE_DULL_SPRING_NAME
RGB (0.2, 0.4, 0.0)

UF_DISP_AZURE_AZURE_BLUE_NAME
RGB (0.0, 0.4, 1.0)

UF_DISP_DARK_HARD_AZURE_NAME
RGB (0.0, 0.4, 0.8)

UF_DISP_DARK_AZURE_CYAN_NAME
RGB (0.0, 0.4, 0.6)

UF_DISP_OBSCURE_DULL_CYAN_NAME

RGB (0.0, 0.4, 0.4)

UF_DISP_OBSCURE_DULL_TEAL_NAME
RGB (0.0, 0.4, 0.2)

UF_DISP_OBSCURE_DULL_GREEN_NAME
RGB (0.0, 0.4, 0.0)

UF_DISP_LIGHT_HARD_MAGENTA_NAME
RGB (1.0, 0.2, 1.0)

UF_DISP_LIGHT_MAGENTA_PINK_NAME
RGB (1.0, 0.2, 0.8)

UF_DISP_LIGHT_HARD_PINK_NAME
RGB (1.0, 0.2, 0.6)

UF_DISP_LIGHT_RED_PINK_NAME
RGB (1.0, 0.2, 0.4)

UF_DISP_LIGHT_HARD_RED_NAME
RGB (1.0, 0.2, 0.2)

UF_DISP_RED_RED_ORANGE_NAME
RGB (1.0, 0.2, 0.0)

UF_DISP_LIGHT_MAGENTA_VIOLET_NAME
RGB (0.8, 0.2, 1.0)

UF_DISP_MEDIUM_FADED_MAGENTA_NAME
RGB (0.8, 0.2, 0.8)

UF_DISP_MEDIUM_PINK_MAGENTA_NAME
RGB (0.8, 0.2, 0.6)

UF_DISP_MEDIUM_PINK_RED_NAME
RGB (0.8, 0.2, 0.4)

UF_DISP_MEDIUM_FADED_RED_NAME
RGB (0.8, 0.2, 0.2)

UF_DISP_DARK_RED_ORANGE_NAME
RGB (0.8, 0.2, 0.0)

UF_DISP_LIGHT_HARD_VIOLET_NAME
RGB (0.6, 0.2, 1.0)

UF_DISP_MEDIUM_VIOLET_MAGENTA_NAME
RGB (0.6, 0.2, 0.8)

UF_DISP_DARK_DULL_MAGENTA_NAME
RGB (0.6, 0.2, 0.6)

UF_DISP_DARK_DULL_PINK_NAME
RGB (0.6, 0.2, 0.4)

UF_DISP_DARK_DULL_RED_NAME
RGB (0.6, 0.2, 0.2)

UF_DISP_DARK_ORANGE_RED_NAME
RGB (0.6, 0.2, 0.0)

UF_DISP_LIGHT_BLUE_VIOLET_NAME
RGB (0.4, 0.2, 1.0)

UF_DISP_MEDIUM_VIOLET_BLUE_NAME

RGB (0.4, 0.2, 0.8)

UF_DISP_DARK_DULL_VIOLET_NAME
RGB (0.4, 0.2, 0.6)

UF_DISP_DARK_WEAK_MAGENTA_NAME
RGB (0.4, 0.2, 0.4)

UF_DISP_DARK_WEAK_RED_NAME
RGB (0.4, 0.2, 0.2)

UF_DISP_OBSCURE_DULL_ORANGE_NAME
RGB (0.4, 0.2, 0.0)

UF_DISP_LIGHT_HARD_BLUE_NAME
RGB (0.2, 0.2, 1.0)

UF_DISP_MEDIUM_FADED_BLUE_NAME
RGB (0.2, 0.2, 0.8)

UF_DISP_DARK_DULL_BLUE_NAME
RGB (0.2, 0.2, 0.6)

UF_DISP_DARK_WEAK_BLUE_NAME
RGB (0.2, 0.2, 0.4)

UF_DISP_OBSCURE_GRAY_NAME
RGB (0.2, 0.2, 0.2)

UF_DISP_OBSCURE_WEAK_YELLOW_NAME
RGB (0.2, 0.2, 0.0)

UF_DISP_BLUE_BLUE_AZURE_NAME
RGB (0.0, 0.2, 1.0)

UF_DISP_DARK_BLUE_AZURE_NAME
RGB (0.0, 0.2, 0.8)

UF_DISP_DARK_AZURE_BLUE_NAME
RGB (0.0, 0.2, 0.6)

UF_DISP_OBSCURE_DULL_AZURE_NAME
RGB (0.0, 0.2, 0.4)

UF_DISP_OBSCURE_WEAK_CYAN_NAME
RGB (0.0, 0.2, 0.2)

UF_DISP_OBSCURE_WEAK_GREEN_NAME
RGB (0.0, 0.2, 0.0)

UF_DISP_MAGENTA_MAGENTA_PINK_NAME
RGB (1.0, 0.0, 0.8)

UF_DISP_PINK_PINK_MAGENTA_NAME
RGB (1.0, 0.0, 0.6)

UF_DISP_PINK_PINK_RED_NAME
RGB (1.0, 0.0, 0.4)

UF_DISP_RED_RED_PINK_NAME
RGB (1.0, 0.0, 0.2)

UF_DISP_MAGENTA_MAGENTA_VIOLET_NAME
RGB (0.8, 0.0, 1.0)

UF_DISP_DARK_HARD_MAGENTA_NAME

RGB (0.8, 0.0, 0.8)

UF_DISP_DARK_MAGENTA_PINK_NAME
RGB (0.8, 0.0, 0.6)

UF_DISP_DARK_HARD_PINK_NAME
RGB (0.8, 0.0, 0.4)

UF_DISP_DARK_RED_PINK_NAME
RGB (0.8, 0.0, 0.2)

UF_DISP_DARK_HARD_RED_NAME
RGB (0.8, 0.0, 0.0)

UF_DISP_VIOLET_VIOLET_MAGENTA_NAME
RGB (0.6, 0.0, 1.0)

UF_DISP_DARK_MAGENTA_VIOLET_NAME
RGB (0.6, 0.0, 0.8)

UF_DISP_DARK_FADED_MAGENTA_NAME
RGB (0.6, 0.0, 0.6)

UF_DISP_DARK_PINK_MAGENTA_NAME
RGB (0.6, 0.0, 0.4)

UF_DISP_DARK_PINK_RED_NAME
RGB (0.6, 0.0, 0.2)

UF_DISP_DARK_FADED_RED_NAME
RGB (0.6, 0.0, 0.0)

UF_DISP_VIOLET_VIOLET_BLUE_NAME
RGB (0.4, 0.0, 1.0)

UF_DISP_DARK_HARD_VIOLET_NAME
RGB (0.4, 0.0, 0.8)

UF_DISP_DARK_VIOLET_MAGENTA_NAME
RGB (0.4, 0.0, 0.6)

UF_DISP_OBSCURE_DULL_MAGENTA_NAME
RGB (0.4, 0.0, 0.4)

UF_DISP_OBSCURE_DULL_PINK_NAME
RGB (0.4, 0.0, 0.2)

UF_DISP_OBSCURE_DULL_RED_NAME
RGB (0.4, 0.0, 0.0)

UF_DISP_BLUE_BLUE_VIOLET_NAME
RGB (0.2, 0.0, 1.0)

UF_DISP_DARK_BLUE_VIOLET_NAME
RGB (0.2, 0.0, 0.8)

UF_DISP_DARK_VIOLET_BLUE_NAME
RGB (0.2, 0.0, 0.6)

UF_DISP_OBSCURE_DULL_VIOLET_NAME
RGB (0.2, 0.0, 0.4)

UF_DISP_OBSCURE_WEAK_MAGENTA_NAME
RGB (0.2, 0.0, 0.2)

UF_DISP_OBSCURE_WEAK_RED_NAME

RGB (0.2, 0.0, 0.0)

UF_DISP_DARK_HARD_BLUE_NAME
RGB (0.0, 0.0, 0.8)

UF_DISP_DARK_FADED_BLUE_NAME
RGB (0.0, 0.0, 0.6)

UF_DISP_OBSCURE_DULL_BLUE_NAME
RGB (0.0, 0.0, 0.4)

UF_DISP_OBSCURE_WEAK_BLUE_NAME
RGB (0.0, 0.0, 0.2)

UF_DISP_BLACK_NAME
RGB (0.0000000, 0.0000000, 0.0000000)

UF_DISP_CHARCOAL_GRAY_NAME
RGB (0.0470588, 0.0470588, 0.0470588)

UF_DISP_DARK_GRAY_NAME
RGB (0.2000000, 0.2000000, 0.2000000)

UF_DISP_IRON_GRAY_NAME
RGB (0.2980392, 0.2980392, 0.2980392)

UF_DISP_GRANITE_GRAY_NAME
RGB (0.4000000, 0.4000000, 0.4000000)

UF_DISP_MEDIUM_GRAY_NAME
RGB (0.4901961, 0.4901961, 0.4901961)

UF_DISP_SILVER_GRAY_NAME
RGB (0.6000000, 0.6000000, 0.6000000)

UF_DISP_SMOKE_GRAY_NAME
RGB (0.6941176, 0.6941176, 0.6941176)

UF_DISP_LIGHT_GRAY_NAME
RGB (0.8000000, 0.8000000, 0.8000000)

UF_DISP_ASH_GRAY_NAME
RGB (0.8745098, 0.8745098, 0.8745098)

UF_DISP_POWDER_GRAY_NAME
RGB (0.9490196, 0.9490196, 0.9490196)

UF_DISP_WHITE_NAME
RGB (1.0000000, 1.0000000, 1.0000000)

UF_DISP_MAGENTA_NAME
RGB (1.0000000, 0.0000000, 1.0000000)

UF_DISP_DEEP_MAGENTA_NAME
RGB (0.8000000, 0.2000000, 0.8000000)

UF_DISP_STRONG_MAGENTA_NAME
RGB (1.0000000, 0.2274510, 0.8823529)

UF_DISP_MEDIUM_MAGENTA_NAME
RGB (1.0000000, 0.4274510, 1.0000000)

UF_DISP_PALE_MAGENTA_NAME
RGB (1.0000000, 0.6627451, 1.0000000)

UF_DISP_RED_NAME

RGB (1.0000000, 0.0000000, 0.0000000)

UF_DISP_DEEP_RED_NAME
RGB (1.0000000, 0.1882353, 0.1882353)

UF_DISP_STRONG_RED_NAME
RGB (1.0000000, 0.3176471, 0.3176471)

UF_DISP_MEDIUM_RED_NAME
RGB (1.0000000, 0.4000000, 0.4000000)

UF_DISP_PALE_RED_NAME
RGB (1.0000000, 0.5647059, 0.5647059)

UF_DISP_ORANGE_NAME
RGB (1.0000000, 0.6000000, 0.0000000)

UF_DISP_DEEP_ORANGE_NAME
RGB (1.0000000, 0.4000000, 0.0000000)

UF_DISP_STRONG_ORANGE_NAME
RGB (1.0000000, 0.6000000, 0.2000000)

UF_DISP_MEDIUM_ORANGE_NAME
RGB (1.0000000, 0.7529412, 0.2980392)

UF_DISP_PALE_ORANGE_NAME
RGB (1.0000000, 0.8000000, 0.6000000)

UF_DISP_YELLOW_NAME
RGB (1.0000000, 1.0000000, 0.0000000)

UF_DISP_DEEP_YELLOW_NAME
RGB (1.0000000, 0.7921569, 0.0000000)

UF_DISP_STRONG_YELLOW_NAME
RGB (1.0000000, 0.8627451, 0.2274510)

UF_DISP_MEDIUM_YELLOW_NAME
RGB (1.0000000, 0.9411765, 0.4941176)

UF_DISP_PALE_YELLOW_NAME
RGB (1.0000000, 0.9411765, 0.6627451)

UF_DISP_LIME_NAME
RGB (0.8000000, 1.0000000, 0.2000000)

UF_DISP_DEEP_LIME_NAME
RGB (0.6627451, 0.8901961, 0.0000000)

UF_DISP_STRONG_LIME_NAME
RGB (0.7372549, 0.9294118, 0.2039216)

UF_DISP_MEDIUM_LIME_NAME
RGB (0.8000000, 1.0000000, 0.4000000)

UF_DISP_PALE_LIME_NAME
RGB (0.8000000, 1.0000000, 0.6000000)

UF_DISP_GREEN_NAME
RGB (0.0000000, 1.0000000, 0.0000000)

UF_DISP_DEEP_GREEN_NAME
RGB (0.4000000, 0.8000000, 0.0000000)

UF_DISP_STRONG_GREEN_NAME

RGB (0.2000000, 1.0000000, 0.2000000)

UF_DISP_MEDIUM_GREEN_NAME
RGB (0.6000000, 1.0000000, 0.4000000)

UF_DISP_PALE_GREEN_NAME
RGB (0.8431373, 1.0000000, 0.7803922)

UF_DISP_EMERALD_NAME
RGB (0.0000000, 0.6000000, 0.0000000)

UF_DISP_DEEP_EMERALD_NAME
RGB (0.0000000, 0.6745098, 0.3960784)

UF_DISP_STRONG_EMERALD_NAME
RGB (0.0000000, 0.8039216, 0.5254902)

UF_DISP_MEDIUM_EMERALD_NAME
RGB (0.4470588, 1.0000000, 0.8039216)

UF_DISP_PALE_EMERALD_NAME
RGB (0.6000000, 1.0000000, 0.7921569)

UF_DISP_CYAN_NAME
RGB (0.0000000, 1.0000000, 1.0000000)

UF_DISP_DEEP_CYAN_NAME
RGB (0.0000000, 0.8117647, 0.8117647)

UF_DISP_STRONG_CYAN_NAME
RGB (0.3058824, 1.0000000, 1.0000000)

UF_DISP_MEDIUM_CYAN_NAME
RGB (0.6000000, 1.0000000, 1.0000000)

UF_DISP_PALE_CYAN_NAME
RGB (0.7411765, 1.0000000, 1.0000000)

UF_DISP_CORNFLOWER_NAME
RGB (0.0000000, 0.6000000, 1.0000000)

UF_DISP_DEEP_CORNFLOWER_NAME
RGB (0.0000000, 0.2666667, 1.0000000)

UF_DISP_STRONG_CORNFLOWER_NAME
RGB (0.2000000, 0.6000000, 1.0000000)

UF_DISP_MEDIUM_CORNFLOWER_NAME
RGB (0.4000000, 0.8000000, 1.0000000)

UF_DISP_PALE_CORNFLOWER_NAME
RGB (0.6000000, 0.8000000, 1.0000000)

UF_DISP_BLUE_NAME
RGB (0.0000000, 0.0000000, 1.0000000)

UF_DISP_DEEP_BLUE_NAME
RGB (0.0000000, 0.0000000, 0.7529412)

UF_DISP_STRONG_BLUE_NAME
RGB (0.2000000, 0.2000000, 1.0000000)

UF_DISP_MEDIUM_BLUE_NAME
RGB (0.2549020, 0.3764706, 1.0000000)

UF_DISP_PALE_BLUE_NAME

RGB (0.5372549, 0.7137255, 1.0000000)

UF_DISP_COBALT_NAME
RGB (0.0000000, 0.0000000, 1.0000000)

UF_DISP_DEEP_COBALT_NAME
RGB (0.0000000, 0.0000000, 0.7529412)

UF_DISP_STRONG_COBALT_NAME
RGB (0.2000000, 0.2000000, 1.0000000)

UF_DISP_MEDIUM_COBALT_NAME
RGB (0.2549020, 0.3764706, 1.0000000)

UF_DISP_PALE_COBALT_NAME
RGB (0.5372549, 0.7137255, 1.0000000)

UF_DISP_PURPLE_NAME
RGB (0.4000000, 0.2000000, 0.8000000)

UF_DISP_DEEP_PURPLE_NAME
RGB (0.4000000, 0.0000000, 0.8000000)

UF_DISP_STRONG_PURPLE_NAME
RGB (0.4000000, 0.0000000, 1.0000000)

UF_DISP_MEDIUM_PURPLE_NAME
RGB (0.4470588, 0.4156863, 1.0000000)

UF_DISP_PALE_PURPLE_NAME
RGB (0.7098039, 0.7098039, 1.0000000)

UF_DISP_BROWN_NAME
RGB (0.6000000, 0.4000000, 0.2000000)

UF_DISP_DEEP_BROWN_NAME
RGB (0.4000000, 0.2000000, 0.0000000)

UF_DISP_STRONG_BROWN_NAME
RGB (0.6431373, 0.4000000, 0.0000000)

UF_DISP_MEDIUM_BROWN_NAME
RGB (0.8000000, 0.6000000, 0.2000000)

UF_DISP_PALE_BROWN_NAME
RGB (0.9411765, 0.8000000, 0.5254902)

UF_DISP_DEEP_FUCHSIA_NAME
RGB (0.2588235, 0.0980392, 0.2588235)

UF_DISP_STRONG_FUSHCIA_NAME
RGB (0.5647059, 0.1960784, 0.4156863)

UF_DISP_MEDIUM_FUCHSIA_NAME
RGB (0.6941176, 0.4588235, 0.5764706)

UF_DISP_PALE_FUCHSIA_NAME
RGB (0.8274510, 0.6235294, 0.7843137)

UF_DISP_DEEP_MAROON_NAME
RGB (0.4000000, 0.0000000, 0.0000000)

UF_DISP_STRONG_MAROON_NAME
RGB (0.6000000, 0.2000000, 0.2000000)

UF_DISP_MEDIUM_MAROON_NAME

RGB (0.6000000, 0.4000000, 0.4000000)

UF_DISP_PALE_MAROON_NAME
RGB (0.8117647, 0.6039216, 0.6117647)

UF_DISP_DEEP_CORAL_NAME
RGB (0.6745098, 0.2156863, 0.0745098)

UF_DISP_STRONG_CORAL_NAME
RGB (0.8235294, 0.4196078, 0.2156863)

UF_DISP_MEDIUM_CORAL_NAME
RGB (0.7882353, 0.5921569, 0.3960784)

UF_DISP_PALE_CORAL_NAME
RGB (0.8196078, 0.7019608, 0.6196078)

UF_DISP_DEEP_GOLD_NAME
RGB (0.6117647, 0.4549020, 0.1607843)

UF_DISP_STRONG_GOLD_NAME
RGB (0.6705882, 0.5960784, 0.3215686)

UF_DISP_MEDIUM_GOLD_NAME
RGB (0.8823529, 0.7607843, 0.2823529)

UF_DISP_PALE_GOLD_NAME
RGB (0.8901961, 0.8274510, 0.6156863)

UF_DISP_DEEP_KHAKI_NAME
RGB (0.4000000, 0.4000000, 0.2000000)

UF_DISP_STRONG_KHAKI_NAME
RGB (0.5529412, 0.5803922, 0.2039216)

UF_DISP_MEDIUM_KHAKI_NAME
RGB (0.6980392, 0.6941176, 0.4039216)

UF_DISP_PALE_KHAKI_NAME
RGB (0.7568627, 0.7568627, 0.5647059)

UF_DISP_DEEP_PINE_NAME
RGB (0.3686275, 0.5215686, 0.2470588)

UF_DISP_STRONG_PINE_NAME
RGB (0.5333333, 0.7333333, 0.4392157)

UF_DISP_MEDIUM_PINE_NAME
RGB (0.6274510, 0.8313725, 0.6588235)

UF_DISP_PALE_PINE_NAME
RGB (0.7647059, 0.8823529, 0.7450980)

UF_DISP_DEEP_SEA_NAME
RGB (0.2000000, 0.4000000, 0.2000000)

UF_DISP_STRONG_SEA_NAME
RGB (0.2823529, 0.5647059, 0.4156863)

UF_DISP_MEDIUM_SEA_NAME
RGB (0.5176471, 0.6784314, 0.6078431)

UF_DISP_PALE_SEA_NAME
RGB (0.7176471, 0.8117647, 0.7647059)

UF_DISP_DEEP_TURQUOISE_NAME

RGB (0.1254902, 0.3450980, 0.4039216)

UF_DISP_STRONG_TURQUOISE_NAME
RGB (0.1921569, 0.5215686, 0.6078431)

UF_DISP_MEDIUM_TURQUOISE_NAME
RGB (0.5098039, 0.7137255, 0.7686275)

UF_DISP_PALE_TORQUOISE_NAME
RGB (0.6862745, 0.8588235, 0.8588235)

UF_DISP_DEEP_STEEL_NAME
RGB (0.1411765, 0.2509804, 0.3803922)

UF_DISP_STRONG_STEEL_NAME
RGB (0.2117647, 0.3764706, 0.5725490)

UF_DISP_MEDIUM_STEEL_NAME
RGB (0.5960784, 0.6666667, 0.6862745)

UF_DISP_PALE_STEEL_NAME
RGB (0.7529412, 0.8235294, 0.8823529)

UF_DISP_DEEP_MIDNIGHT_NAME
RGB (0.0588235, 0.1411765, 0.2431373)

UF_DISP_STRONG_MIDNIGHT_NAME
RGB (0.1647059, 0.2862745, 0.4470588)

UF_DISP_MEDIUM_MIDNIGHT_NAME
RGB (0.5019608, 0.6352941, 0.7058824)

UF_DISP_PALE_MIDNIGHT_NAME
RGB (0.6039216, 0.7294118, 0.8392157)

UF_DISP_DEEP_INDIGO_NAME
RGB (0.2431373, 0.2000000, 0.3294118)

UF_DISP_STRONG_INDIGO_NAME
RGB (0.3607843, 0.2862745, 0.5019608)

UF_DISP_MEDIUM_INDIGO_NAME
RGB (0.4627451, 0.4156863, 0.5882353)

UF_DISP_PALE_INDIGO_NAME
RGB (0.6509804, 0.6392157, 0.7686275)

UF_DISP_DEEP_STONE_NAME
RGB (0.2862745, 0.2705882, 0.1803922)

UF_DISP_STRONG_STONE_NAME
RGB (0.5764706, 0.5450980, 0.3921569)

UF_DISP_MEDIUM_STONE_NAME
RGB (0.7686275, 0.7490196, 0.6470588)

UF_DISP_PALE_STONE_NAME
RGB (0.8666667, 0.8549020, 0.7882353)

UF_DISP_DEEP_PLUM_NAME
RGB (0.3960784, 0.0000000, 0.2666667)

UF_DISP_STRONG_PLUM_NAME
RGB (0.6000000, 0.2000000, 0.4000000)

UF_DISP_MEDIUM_PLUM_NAME

RGB (0.7529412, 0.1882353, 0.6431373)

UF_DISP_PALE_PLUM_NAME
RGB (0.8000000, 0.4000000, 0.6000000)

UF_DISP_DEEP_CRIMSON_NAME
RGB (0.4941176, 0.0000000, 0.0000000)

UF_DISP_STRONG_CRIMSON_NAME
RGB (0.6000000, 0.0000000, 0.0000000)

UF_DISP_MEDIUM_CRIMSON_NAME
RGB (0.8000000, 0.2000000, 0.2000000)

UF_DISP_PALE_CRIMSON_NAME
RGB (0.8509804, 0.3372549, 0.2980392)

UF_DISP_DEEP_CARROT_NAME
RGB (0.4274510, 0.1764706, 0.0392157)

UF_DISP_STRONG_CARROT_NAME
RGB (0.5647059, 0.3137255, 0.0274510)

UF_DISP_MEDIUM_CARROT_NAME
RGB (0.9019608, 0.4823529, 0.0705882)

UF_DISP_PALE_CARROT_NAME
RGB (0.9647059, 0.6274510, 0.2862745)

UF_DISP_DEEP_OLIVE_NAME
RGB (0.4352941, 0.4078431, 0.0000000)

UF_DISP_STRONG_OLIVE_NAME
RGB (0.6078431, 0.5647059, 0.0000000)

UF_DISP_MEDIUM_OLIVE_NAME
RGB (0.8000000, 0.8000000, 0.2000000)

UF_DISP_PALE_OLIVE_NAME
RGB (0.9019608, 0.8588235, 0.2862745)

UF_DISP_DEEP_LEAF_NAME
RGB (0.3058824, 0.3803922, 0.0000000)

UF_DISP_STRONG_LEAF_NAME
RGB (0.2901961, 0.4509804, 0.1058824)

UF_DISP_MEDIUM_LEAF_NAME
RGB (0.4627451, 0.6235294, 0.1647059)

UF_DISP_PALE_LEAF_NAME
RGB (0.6196078, 0.7921569, 0.2392157)

UF_DISP_DEEP_FOREST_NAME
RGB (0.1098039, 0.2862745, 0.0117647)

UF_DISP_STRONG_FOREST_NAME
RGB (0.0000000, 0.4000000, 0.0000000)

UF_DISP_MEDIUM_FOREST_NAME
RGB (0.2000000, 0.6000000, 0.2000000)

UF_DISP_PALE_FOREST_NAME
RGB (0.4313725, 0.7019608, 0.3803922)

UF_DISP_DEEP_MOSS_NAME

RGB (0.0000000, 0.2274510, 0.0000000)

UF_DISP_STRONG_MOSS_NAME
RGB (0.0000000, 0.3450980, 0.1568627)

UF_DISP_MEDIUM_MOSS_NAME
RGB (0.0000000, 0.5882353, 0.4352941)

UF_DISP_PALE_MOSS_NAME
RGB (0.2156863, 0.6666667, 0.5333333)

UF_DISP_DEEP_TEAL_NAME
RGB (0.0000000, 0.2784314, 0.2509804)

UF_DISP_STRONG_TEAL_NAME
RGB (0.0000000, 0.4000000, 0.4000000)

UF_DISP_MEDIUM_TEAL_NAME
RGB (0.0000000, 0.6000000, 0.6000000)

UF_DISP_PALE_TEAL_NAME
RGB (0.1450980, 0.6235294, 0.6470588)

UF_DISP_DEEP_AZURE_NAME
RGB (0.0000000, 0.2470588, 0.3686275)

UF_DISP_STRONG_AZURE_NAME
RGB (0.0000000, 0.4000000, 0.6000000)

UF_DISP_MEDIUM_AZURE_NAME
RGB (0.0000000, 0.6156863, 0.8509804)

UF_DISP_PALE_AZURE_NAME
RGB (0.0000000, 0.6901961, 0.9411765)

UF_DISP_DEEP_ROYAL_NAME
RGB (0.0705882, 0.1568627, 0.4274510)

UF_DISP_STRONG_ROYAL_NAME
RGB (0.0000000, 0.2235294, 0.6039216)

UF_DISP_MEDIUM_ROYAL_NAME
RGB (0.2000000, 0.4000000, 0.8000000)

UF_DISP_PALE_ROYAL_NAME
RGB (0.2196078, 0.4705882, 0.7529412)

UF_DISP_DEEP_VIOLET_NAME
RGB (0.1411765, 0.0000000, 0.1411765)

UF_DISP_STRONG_VIOLET_NAME
RGB (0.2235294, 0.0666667, 0.3333333)

UF_DISP_MEDIUM_VIOLET_NAME
RGB (0.3176471, 0.1215686, 0.4980392)

UF_DISP_PALE_VIOLET_NAME
RGB (0.4000000, 0.4000000, 0.8000000)

UF_DISP_DEEP_UMBER_NAME
RGB (0.1607843, 0.1411765, 0.1333333)

UF_DISP_STRONG_UMBER_NAME
RGB (0.2549020, 0.2156863, 0.1960784)

UF_DISP_MEDIUM_UMBER_NAME

RGB (0.3725490, 0.3137255, 0.2705882)

UF_DISP_PALE_UMBER_NAME
RGB (0.5254902, 0.4509804, 0.3803922)

UF_DISP_DEEP_PINK_NAME
RGB (0.9176471, 0.4313725, 0.6470588)

UF_DISP_STRONG_PINK_NAME
RGB (0.9333333, 0.5843137, 0.7411765)

UF_DISP_MEDIUM_PINK_NAME
RGB (0.9607843, 0.7490196, 0.8470588)

UF_DISP_PALE_PINK_NAME
RGB (0.9764706, 0.8431373, 0.9058824)

UF_DISP_DEEP_SALMON_NAME
RGB (1.0000000, 0.5450980, 0.5450980)

UF_DISP_STRONG_SALMON_NAME
RGB (1.0000000, 0.6000000, 0.6000000)

UF_DISP_MEDIUM_SALMON_NAME
RGB (1.0000000, 0.7019608, 0.7058824)

UF_DISP_PALE_SALMON_NAME
RGB (1.0000000, 0.8431373, 0.8235294)

UF_DISP_DEEP_PEACH_NAME
RGB (0.9647059, 0.6274510, 0.4078431)

UF_DISP_STRONG_PEACH_NAME
RGB (0.9686275, 0.6862745, 0.5176471)

UF_DISP_MEDIUM_PEACH_NAME
RGB (0.9843137, 0.7803922, 0.6274510)

UF_DISP_PALE_PEACH_NAME
RGB (0.9607843, 0.8313725, 0.7254902)

UF_DISP_DEEP_LEMON_NAME
RGB (1.0000000, 0.9098039, 0.3843137)

UF_DISP_STRONG_LEMON_NAME
RGB (1.0000000, 0.9490196, 0.5137255)

UF_DISP_MEDIUM_LEMON_NAME
RGB (1.0000000, 0.9607843, 0.6549020)

UF_DISP_PALE_LEMON_NAME
RGB (1.0000000, 0.9803922, 0.7490196)

UF_DISP_DEEP_PISTACHIO_NAME
RGB (0.8117647, 0.8705882, 0.4196078)

UF_DISP_STRONG_PISTACHIO_NAME
RGB (0.8627451, 0.8901961, 0.6039216)

UF_DISP_MEDIUM_PISTACHIO_NAME
RGB (0.8901961, 0.9098039, 0.5254902)

UF_DISP_PALE_PISTACHIO_NAME
RGB (0.9098039, 0.9254902, 0.8470588)

UF_DISP_DEEP_SPRING_NAME

RGB (0.6117647, 0.8156863, 0.4941176)

UF_DISP_STRONG_SPRING_NAME
RGB (0.6705882, 0.8392157, 0.6274510)

UF_DISP_MEDIUM_SPRING_NAME
RGB (0.7960784, 0.9019608, 0.7843137)

UF_DISP_PALE_SPRING_NAME
RGB (0.8666667, 0.9215686, 0.8392157)

UF_DISP_DEEP_MINT_NAME
RGB (0.4705882, 0.7529412, 0.5490196)

UF_DISP_STRONG_MINT_NAME
RGB (0.6039216, 0.8117647, 0.6588235)

UF_DISP_MEDIUM_MINT_NAME
RGB (0.7058824, 0.8588235, 0.7450980)

UF_DISP_PALE_MINT_NAME
RGB (0.8156863, 0.9098039, 0.8352941)

UF_DISP_DEEP_AQUA_NAME
RGB (0.3764706, 0.8039216, 0.8235294)

UF_DISP_STRONG_AQUA_NAME
RGB (0.6235294, 0.8352941, 0.8235294)

UF_DISP_MEDIUM_AQUA_NAME
RGB (0.7529412, 0.8901961, 0.8745098)

UF_DISP_PALE_AQUA_NAME
RGB (0.8627451, 0.9372549, 0.9294118)

UF_DISP_DEEP_SKY_NAME
RGB (0.3372549, 0.6941176, 1.0000000)

UF_DISP_STRONG_SKY_NAME
RGB (0.5960784, 0.7882353, 0.9215686)

UF_DISP_MEDIUM_SKY_NAME
RGB (0.7647059, 0.8784314, 0.9450980)

UF_DISP_PALE_SKY_NAME
RGB (0.8823529, 0.9607843, 1.0000000)

UF_DISP_DEEP_ICE_NAME
RGB (0.4000000, 0.6000000, 0.8000000)

UF_DISP_STRONG_ICE_NAME
RGB (0.5960784, 0.6901961, 0.8470588)

UF_DISP_MEDIUM_ICE_NAME
RGB (0.7019608, 0.7647059, 0.8784314)

UF_DISP_PALE_ICE_NAME
RGB (0.8117647, 0.8431373, 0.9098039)

UF_DISP_DEEP_LAVENDER_NAME
RGB (0.4784314, 0.4509804, 0.7098039)

UF_DISP_STRONG_LAVENDER_NAME
RGB (0.5921569, 0.5843137, 0.7725490)

UF_DISP_MEDIUM_LAVENDER_NAME

RGB (0.6784314, 0.6588235, 0.8313725)

UF_DISP_PALE_LAVENDER_NAME
RGB (0.7921569, 0.7803922, 0.8941176)

UF_DISP_DEEP_TAN_NAME
RGB (0.7019608, 0.5058824, 0.3647059)

UF_DISP_STRONG_TAN_NAME
RGB (0.7137255, 0.5725490, 0.4313725)

UF_DISP_MEDIUM_TAN_NAME
RGB (0.7764706, 0.6588235, 0.5529412)

UF_DISP_PALE_TAN_NAME
RGB (0.8274510, 0.7411765, 0.6705882)

UF_DISP_MAX_COLOR_NAME

UF_DISP_context_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_context_t
- UF_DISP_context_p_t

Overview

ENUMERATED: UF_DISP_context_t

DESCRIPTION: This enumerated type contains definitions for each of the context values found in the inquiry structure

Data Members

UF_DISP_DISPLAY
The geometry is being displayed

UF_DISP_FIT
The geometry is being fit

UF_DISP_SELECT_SING
The geometry is being selected by a single pick

UF_DISP_SELECT_BOX
The geometry is rectangle or polygon selected

UF_DISP_ATTEN
The geometry attention point is being calculated

UF_DISP_SCREEN_SIZE_FIT
A fit for screen size geometry is being done

UF_DISP_facet_type_e (view source)

Defined in: uf_disp_types.h

Also known as:

- UF_DISP_facet_type_t
- UF_DISP_facet_type_p_t

Overview

ENUMERATED: UF_DISP_facet_type_t

DESCRIPTION: The enumerated type facet to be displayed

Data Members

UF_DISP_TRIANGLE

The facet topology is a triangle facet

UF_DISP_POLYGON

The facet topology is a polygon facet

UF_DISP_TRISTRIP

The facet topology is a tristrip facet

UF_DISP_grid_context_e (view source)

Defined in: uf_disp_types.h

Also known as:

- UF_DISP_grid_context_t

Overview

ENUMERATED: UF_DISP_grid_context_t

DESCRIPTION: This enumerated type contains definitions for
each of the context values found in the grid
structure

UF_DISP_SKETCH_GRID For the grid to be used when a sketch is displayed
UF_DISP_DRAWING_GRID For the grid to be used when a drawing is displayed
UF_DISP_MODEL_GRID For the grid to be used when neither a sketch nor
a drawing is displayed
UF_DISP_SHED_GRID For a grid to be used during True Shading display
UF_DISP_NULL_GRID When no grid is available (if no part exists)

Data Members

UF_DISP_SKETCH_GRID

the grid for the sketcher

UF_DISP_DRAWING_GRID

the grid for the drawing

UF_DISP_MODEL_GRID

the default grid context

UF_DISP_SHED_GRID
the grid for True Shading

UF_DISP_NULL_GRID
no grid is available (rarely)

UF_DISP_grid_type_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_grid_type_t

Overview
ENUMERATED: UF_DISP_grid_type_t

DESCRIPTION: This enumerated type contains definitions of the grid type

Data Members

UF_DISP_POLAR_GRID
a circular grid using polar coordinates

UF_DISP_RECTANGULAR_GRID
the default retangular grid

UF_DISP_image_format_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_image_format_t

Data Members

UF_DISP_PNG

UF_DISP_JPEG

UF_DISP_TIFF

UF_DISP_COMPRESSED_TIFF

UF_DISP_GIF

UF_DISP_XWD
Supported only on UNIX workstations

UF_DISP_BMP
Supported only on Windows workstations

UF_DISP_material_source_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_material_source_t

Overview
Structure definition for visualization material texture origin

This is used to determine the source of the currently selected material.
It is used in UF_DISP_ask_currently_selected_material.

Data Members

UF_DISP_lw_material_in_Materials_Library

UF_DISP_lw_material_in_Materials_in_Part_Palette

UF_DISP_poly_marker_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_poly_marker_t
- UF_DISP_poly_marker_p_t

Overview
ENUMERATED: UF_DISP_poly_marker_t

DESCRIPTION: This enumerated type specifies the type of marker to
be displayed

Data Members

UF_DISP_NO_MARKER = 0

UF_DISP_POINT

UF_DISP_DOT

UF_DISP_ASTERISK

UF_DISP_CIRCLE

UF_DISP_POUNDSIGN

UF_DISP_X

UF_DISP_GRIDPOINT

UF_DISP_SQUARE

UF_DISP_TRIANGLE_MARKER

UF_DISP_DIAMOND

UF_DISP_CENTERLINE

UF_DISP_CONS_FIX

UF_DISP_CONS_HORIZONTAL

UF_DISP_CONS_VERTICAL

UF_DISP_CONS_PARALLEL

UF_DISP_CONS_PERPENDICULAR

UF_DISP_CONS_TANGENT

UF_DISP_CONS_CONCENTRIC

UF_DISP_CONS_COINCIDENT

UF_DISP_CONS_COLLINEAR

UF_DISP_CONS_POINT_ON_CURVE

UF_DISP_CONS_MIDPOINT

UF_DISP_CONS_EQUAL_LENGTH

UF_DISP_CONS_EQUAL_RADIUS

UF_DISP_CONS_CONSTANT_LENGTH

UF_DISP_CONS_CONSTANT_ANGLE

UF_DISP_CONS_MIRROR

UF_DISP_DIM_RADIUS

UF_DISP_DIM_DIAMETER

UF_DISP_DIM_PARALLEL

UF_DISP_DIM_PERPENDICULAR

UF_DISP_CONS_SLOPE

UF_DISP_CONS_STRING

UF_DISP_CONS_UNIFORM_SCALED

UF_DISP_CONS_NON_UNIFORM_SCALED

UF_DISP_CONS_ASSOC_TRIM

UF_DISP_CONS_ASSOC_OFFSET

UF_DISP_2T_RES_SPOT_WELD

UF_DISP_3T_RES_SPOT_WELD

UF_DISP_4T_RES_SPOT_WELD

UF_DISP_2T_DC_SPOT_WELD

UF_DISP_3T_DC_SPOT_WELD

UF_DISP_4T_DC_SPOT_WELD

UF_DISP_2T_KPC_SPOT_WELD

UF_DISP_3T_KPC_SPOT_WELD

UF_DISP_4T_KPC_SPOT_WELD

UF_DISP_2T_PROC_SPOT_WELD

UF_DISP_3T_PROC_SPOT_WELD

UF_DISP_4T_PROC_SPOT_WELD

UF_DISP_ARC_SPOT_WELD

UF_DISP_CLINCH_WELD

UF_DISP_ANCHOR

UF_DISP_LEFT_LEADER_CONNECTION

UF_DISP_RIGHT_LEADER_CONNECTION

UF_DISP_FILLED_CIRCLE

UF_DISP_FILLED_SQUARE

UF_DISP_LARGE_FILLED_SQUARE

UF_DISP_DATUM_POINT

UF_DISP_SNAPPING_DIAMOND

UF_DISP_CIRCLE_IN_CIRCLE

UF_DISP_CIRCLE_IN_SQUARE

UF_DISP_SQUARE_IN_SQUARE

UF_DISP_FILLED_LEFT_TRIANGLE

UF_DISP_FILLED_RIGHT_TRIANGLE

UF_DISP_FILLED_UP_TRIANGLE

UF_DISP_FILLED_DOWN_TRIANGLE

UF_DISP_FILLED_LEFT_TRIANGLE_IN_CIRCLE

UF_DISP_FILLED_RIGHT_TRIANGLE_IN_CIRCLE

UF_DISP_FILLED_UP_TRIANGLE_IN_CIRCLE

UF_DISP_FILLED_DOWN_TRIANGLE_IN_CIRCLE

UF_DISP_FILLED_LEFT_TRIANGLE_IN_SQUARE

UF_DISP_FILLED_RIGHT_TRIANGLE_IN_SQUARE

UF_DISP_FILLED_UP_TRIANGLE_IN_SQUARE

UF_DISP_FILLED_DOWN_TRIANGLEIN_SQUARE

UF_DISP_ROUNDED_CROSS

UF_DISP_FILLED_DIAMOND

UF_DISP_UP_DOWN_TRIANGLES

UF_DISP_LEFT_RIGHT_TRIANGLES

UF_DISP_SMALL_WHEEL

UF_DISP_LARGE_WHEEL

UF_DISP_HOLLOW_CIRCLE

UF_DISP_PREVIEW_PERPENDICULAR

UF_DISP_PREVIEW_HORIZONTAL

UF_DISP_PREVIEW_VERTICAL

UF_DISP_PREVIEW_TANGENT

UF_DISP_PREVIEW_PARALLEL

UF_DISP_PREVIEW_POINT_ON_CURVE

UF_DISP_PREVIEW_COLLINEAR

UF_DISP_RULER

UF_DISP_PROTRACTOR

UF_DISP_SKETCH_NOTEBOOK

UF_DISP_ARC_END_POINT

UF_DISP_2_PT_ARC_MARKER

UF_DISP_BIG_ASTERISK

UF_DISP_LINE_IN_CIRCLE

UF_DISP_PLUS_IN_CIRCLE

UF_DISP_CENTER_OF_ROTATION

UF_DISP_PREVIEW_X

UF_DISP_PREVIEW_Y

UF_DISP_PREVIEW_Z

UF_DISP_2T_GENERAL_SPOT_WELD

UF_DISP_3T_GENERAL_SPOT_WELD

UF_DISP_4T_GENERAL_SPOT_WELD

UF_DISP_2T_VITAL_SPOT_WELD

UF_DISP_3T_VITAL_SPOT_WELD

UF_DISP_4T_VITAL_SPOT_WELD

UF_DISP_2T_IMPORTANT_SPOT_WELD

UF_DISP_3T_IMPORTANT_SPOT_WELD

UF_DISP_4T_IMPORTANT_SPOT_WELD

UF_DISP_2T_SEMIPANEL_SPOT_WELD

UF_DISP_3T_SEMIPANEL_SPOT_WELD

UF_DISP_4T_SEMIPANEL_SPOT_WELD

UF_DISP_SPOT_WELD_NUT

UF_DISP_SPOT_WELD_STUD

UF_DISP_INVALID_MARKER

UF_DISP_random_color_object_e (view source)

Defined in: uf_disp_types.h

Data Members

UF_DISP_RANDOM_FACE_COLOR

UF_DISP_RANDOM_BODY_COLOR

UF_DISP_shade_display_e (view source)

Defined in: uf_disp_types.h

Also known as:

- UF_DISP_shade_display_t

Data Members

UF_DISP_DISPLAY_RGB_PLUS_NOISE

UF_DISP_DISPLAY_FS_RGB

UF_DISP_DISPLAY_FS_RGB_PLUS_NOISE

UF_DISP_DISPLAY_MONOCHROME

UF_DISP_DISPLAY_GRAY_SCALE

UF_DISP_DISPLAY_NEAREST_RGB

UF_DISP_DISPLAY_ORDERED_DITHER

UF_DISP_DISPLAY_TC_PLUS_NOISE

UF_DISP_shade_format_e (view source)

Defined in: uf_disp_types.h

Also known as:

- UF_DISP_shade_format_t

Data Members

UF_DISP_FORMAT_RASTER

UF_DISP_FORMAT_QTVR_PANORAMA

UF_DISP_FORMAT_QTVR_OBJECT_LOW

UF_DISP_FORMAT_QTVR_OBJECT_HIGH

UF_DISP_shade_method_e (view source)

Defined in: uf_disp_types.h

Also known as:

- UF_DISP_shade_method_t

Overview

This is used to determine the type of shade to produce. The first three methods (UF_DISP_flat, UF_DISP_gouraud, and UF_DISP_phong) only need a gateway license to work correctly. If UF_DISP_high_quality, UF_DISP_preview, UF_DISP_photo_real or UF_DISP_raytrace are used than a Studio Render license is needed. If this license is not available then the shade method will default back to UF_DISP_phong.

Data Members

UF_DISP_flat

UF_DISP_gouraud

UF_DISP_phong

UF_DISP_high_quality

UF_DISP_preview

UF_DISP_photo_real

UF_DISP_raytrace

UF_DISP_shade_plot_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_shade_plot_t

Data Members

UF_DISP_PLOT_FINE

UF_DISP_PLOT_MEDIUM

UF_DISP_PLOT_ROUGH

UF_DISP_PLOT_COARSE

UF_DISP_text_ref_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_text_ref_t
- UF_DISP_text_ref_p_t

Overview

ENUMERATED: UF_DISP_text_ref_e_t

DESCRIPTION: This enumerated type specifies the type of reference point used in the text box.

Data Members

UF_DISP_TOPLEFT=1

Display the text in the top left of the text box

UF_DISP_TOPCENTER=2
Display the text in the top center of the text box

UF_DISP_TOPRIGHT=3
Display the text in the top right of the text box

UF_DISP_MIDDLELEFT=4
Display the text in the middle left of the text box

UF_DISP_MIDDLECENTER=5
Display the text in middle center of text box

UF_DISP_MIDDLERIGHT=6
Display the text in middle right of text box

UF_DISP_BOTTOMLEFT=7
Display the text in bottom left of text box

UF_DISP_BOTTOMCENTER=8
Display the text in bottom center of text box

UF_DISP_BOTTOMRIGHT=9
Display the text in bottom right of text box

UF_DISP_SYSTEMDEFAULT=0
Display the text using the system default

UF_DISP_texture_space_type_e (view source)

Defined in: uf_disp_types.h

Also known as:

- UF_DISP_texture_space_type_t

Overview

Structure definition for material texture space information

Data Members

UF_DISP_arbitrary_plane_texture_space

UF_DISP_cylindrical_texture_space

UF_DISP_spherical_texture_space

UF_DISP_autoaxis_texture_space

UF_DISP_uv_texture_space

UF_DISP_use_camera_direction_plane_texture_space

UF_DISP_view_type_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_view_type_t

Overview

ENUMERATED: UF_DISP_view_type_t

DESCRIPTION: The enumerated type of the view mode to use

Data Members

UF_DISP_USE_VIEW_TAG=0
Display in view specified by its tag

UF_DISP_USE_ACTIVE_PLUS=1
Use the active view plus drawing views

UF_DISP_USE_CURSOR=2
Use the position of the last cursor

UF_DISP_USE_ACTIVE_MINUS=3
Use only active views no drawing views

UF_DISP_USE_WORK_VIEW=4
Use the work view

UF_DISP_wmf_output_e (view source)

Defined in: uf_disp_types.h

Also known as:
- UF_DISP_wmf_output_t

Overview

First argument to UF_DISP_export_windows_metafile

Data Members

UF_DISP_WMF_TO_CLIPBOARD

UF_DISP_WMF_TO_FILE