## Chapter 6. **Options**

Topic: Ignore

Options may be set to modify the behavior of ACIS. An option's value may be a flag (indicating an on/off state), a number (integer or real number), or a string. Options may be set in a Scheme application (such as Scheme AIDE) using the Scheme extension option:set; in the ACIS Test Harness using the command option; or in a C++ application using one of several API functions. Refer to the *3D ACIS Online Help User's Guide* for a description of the fields in the reference template.

## props

Option: Construction Geometry, Modeler Control, Model Topology

Action: Sets insertion of a property in an elliptical cylinder or frustum (cone).

Name String: props

Scheme: boolean #f, #t #f
Test Harness: integer 0, 1 0

C++: logical FALSE, TRUE FALSE

Description: If on, the side face has one loop of three edges and four coedges (or two

edges and three coedges if the cone comes to the apex). If off, the side

face has two loops, each of one edge only.

Example: ; props

; Turn on props

(option:set "props" #t)

;; #f

## spl\_edges\_forward

Option: Construction Geometry, Modeler Control, Model Topology

Action: Controls the direction of the underlying curve and the edge sense when a

spline edge is created from an input edge.

Constructors R10

Name String: spl\_edges\_forward

Scheme: boolean #f, #t #f

Test Harness: integer 0, 1 0

C++: logical FALSE, TRUE FALSE

Description: The direction of a new output edge (e.g., an edge created using API

api\_edge\_to\_spline). will always run in the same direction as the input edge. This option controls the direction of the underlying curve and the sense of the edge. If on (true), the created intcurve (that underlies the edge) will run in the same direction as the input edge; i.e., the sense of the edge will always be FORWARD. If this option is off (false), the created intcurve will run in the same direction as the original curve underlying the input edge; i.e., the sense will be the same as the sense of the input edge.

; Turn on spl\_edges\_forward

(option:set "spl\_edges\_forward" #t)

;; #f