Chapter 6.
Enumerations

Topic: Ignore

In C++, an enumeration (enumerated data type) defines a list of constant integer values, each with a unique identifier name. Enumerations are defined using the enum keyword. Refer to the *3D ACIS Online Help User's Guide* for a description of the fields in the reference template.

AF_ADJUST_MODE

Enumeration: SAT Save and Restore, Faceting

Purpose: Specifies the adjustment mode.

Filename: fct/faceter/attribs/refine.hxx

Values:		
	AF_ADJUST_NONE=0	no adjustments
	AF_ADJUST_NON_GRID=1	smooth vertices around triangles
	AF_ADJUST_ALL=2	smooth all vertices

AF_GRID_MODE

Enumeration: SAT Save and Restore, Faceting

Purpose: Specifies the grid mode.

Filename: fct/faceter/attribs/refine.hxx

Values:		
	AF_GRID_NONE=0	no grids at all
	AF_GRID_INTERIOR=1	grids in interior
	AF_GRID_TO_EDGES=2	allow grid to divide edges

AF_SURF_MODE

Enumeration: SAT Save and Restore, Faceting

Purpose: Specifies the surface mode.

Filename: fct/faceter/attribs/af_enum.hxx

Values:		
	AF_SURF_ALL=0	all surfaces
	AF_SURF_REGULAR=1	regular surfaces
	AF_SURF_IRREGULAR=2	irregular surfaces
	AF_SURF_PLANE=3	planes
	AF_SURF_CONE=4	cones
	AF_SURF_SPHERE=5	spheres
	AF_SURF_TORUS=6	tori
	AF_SURF_SPLINE=7	splines
	AF_SURF_MODE_ARRAY_DIM=8	dimension arrays

AF_TRIANG_MODE

Enumeration: SAT Save and Restore, Faceting

Purpose: Specifies triangulation mode.

Filename: fct/faceter/attribs/refine.hxx

Values:		
	AF_TRIANG_NONE=0	no triangulation
	AF_TRIANG_ALL=1	triangulate everywhere
	AF_TRIANG_FRINGE_1=2	triangulate against the boundary
	AF_TRIANG_FRINGE_2=3	triangulate first grid level
	AF_TRIANG_FRINGE_3=4	triangulate 3 levels of fringe
	AF_TRIANG_FRINGE_4=5	triangulate 4 levels of fringe

MESH_MANAGER_SEARCH_ORDER

Enumeration: Faceting

Purpose: Specifies the search order during mesh output.

Filename: fct/faceter/meshmgr/meshmg.hxx

Values:

MESH_MANAGER_SEARCH_NONE=0
: Do not attempt to share edges between successive polygons.

MESH_MANAGER_SEARCH_ALTERNATE=1
: Alternately reuse the last and second last. In a mesh of all triangles, this produces a ”tristrip.”

MESH_MANAGER_SEARCH_REUSE_LAST=2
: Always try to reuse the last edge. This emits all polygons around the start node before continuing.

MESH_MANAGER_SEARCH_REUSE_SECOND_LAST=3
: Always try to reuse the second to last edge. In a quad mesh, this produces a quad strip. In a triangle mesh it produces all polygons around the second vertex of the first triangle.

MESH_MANAGER_SEARCH_ANY=4
: Search for any possible reusable edge.