

Appendix A.

Reference Summary

Topic: Ignore

This appendix provides a summary of the reference items defined in the Advanced Surfacing Component. Just the name and a brief description of each item is given. There is a separate section for each type of item (class, function, Scheme extension, test harness command, etc.).

Classes

Topic: Ignore

AcisLoftingInterface Passes data from one lofting API function to another and controls the execution of lofting.

AcisSkinningInterface Passes data from one skinning API function to another and controls the execution of skinning.

AcisSLInterface Abstract base class that defines the skinning and lofting interfaces.

skin_options Sets options for skinning.

Functions

Topic: Ignore

api_add_guide_curve_si Adds a guide curve to a set of skinning profiles.

api_add_mapping_curve_sli Adds a guide curve to a set of skinning profiles.

api_add_vertex_sli Adds a vertex to each wire in a list of wires.

api_align_wires_sli Aligns the directions of the wires in the skinning or lofting profiles.

api_breakup_wires_sli Creates an equal number of coedges in each wire of the skinning or lofting profiles.



api_build_body_sli Builds the sheet body from the data in the lofting interface.

api_build_edges_sli Builds a list of edges that represent the extents of the surfaces if the wires or coedges were to be lofted or skinned.

api_build_faces_sli Builds a list of skinning or lofting faces.

api_clear_guide_curves_sli Clears the guide curves in the AcisSkinningInterface.

api_clear_mapping_curves_sli Removes all the mapping curves from the AcisSLInterface.

api_collapse_wires_sli Deletes a degenerate coedge in each wire of a list of wires.

api_create_li Creates an AcisLoftingInterface object.

api_create_si Creates an AcisSkinningInterface object.

api_delete_sli Deletes an AcisSLInterface object.

api_estimate_min_rad_curvature_skin . . . Estimates the magnitude of the tangent vector field to build surfaces with a minimum radius of curvature.

api_estimate_tangent_factor_scale_li . . . Estimates the optimal magnitude to scale the takeoff vectors on the loft profile cross section.

api_get_tangent_factors_li Gets the current set of tangent factors on the loft profiles.

api_initialize_skinning Initializes the skinning library.

api_loft_coedges Creates a sheet body that fits a surface through a sequence of coedges, while providing start and end tangent control.

api_loft_faces Unites two bodies using lofting between two faces.

api Lose_surface_conditions_li Removes the surface conditions from the wires in the lofting profiles.

api_make_mapping_curves_sli Gets a list of the mapping curves that currently exist in the AcisSLInterface.

<code>api_make_wires_sli</code>	Creates a set of broken up wires used for skinning or lofting.
<code>api_minimize_twist_wires_sli</code>	Aligns the start vertices of the wires in the skinning/lofting profiles.
<code>api_modify_wire_sli</code>	Modifies the position of a vertex on a coedge of a wire.
<code>api_move_vertex_sli</code>	Modifies the position of a vertex on an intermediate skinning or lofting wire.
<code>api_net_sections</code>	Creates a sheet body that interpolates a series of sections.
<code>api_net_wires</code>	Creates a sheet body that fits a surface through a mesh of wires contained in an array of bodies.
<code>api_reenter_coedges_li</code>	Sets the coedge list and remakes the lofting wires.
<code>api_remove_mapping_curve_sli</code>	Removes a mapping curve from the <code>AcisSLInterface</code> .
<code>api_remove_vertex_sli</code>	Removes a vertex from each wire in a list of wires.
<code>api_set_options_li</code>	Sets the options in the lofting interface object.
<code>api_set_options_si</code>	Sets the options in the skinning interface object.
<code>api_set_tangent_factors_li</code>	Sets the scale factors of the takeoff vectors for the lofting operation.
<code>api_show_guides_si</code>	Gets a list of the virtual guide curves that currently exist in the <code>AcisSkinningInterface</code> .
<code>api_simplify_wires_sli</code>	Reduces G1 vertices in a wire body.
<code>api_skin_faces</code>	Unites two bodies using skinning between two faces.
<code>api_skin_wires</code>	Creates a sheet body that fits a surface (or set of surfaces) through a sequence of wires contained in an array of bodies.
<code>api_start_vertex_sli</code>	Modifies which vertex in a loop of coedges forming a wire is the starting vertex for traversing the loop.

api_terminate_skinning	Terminates the skinning library.
api_valid_start_vertices_sli	Gets a list of valid starting vertices for skinning or lofting.

Options

Topic:	Ignore	
align_corners	Controls the alignment method of corners in a profile; used with option match_corners.	
loft_estimate_tanfacs	Controls the calculation of tangency factors for lofted bodies.	
match_corners	Controls the alignment method of corners in a profile; used with option align_corners.	
merge_wirecoedges	Obsolete: Refer to skin:options Controls whether or not the G1 vertices of wire profiles are removed.	

Scheme Extensions

Topic:	Ignore	
face:get-loft-laws	Returns the laws of the surface on which the selected face lies.	
section	Creates a data structure used as input to the sheet:loft-wires extension.	
sheet:loft-wires	Creates a sheet body that lofts sections (faces) or a series of wires.	
sheet:loft-wires-guides	Creates a sheet body that lofts sections (faces) or a series of wires following guide constraints.	
sheet:net-sections	Creates a sheet body that interpolates a series of sections.	
sheet:net-wires	Creates a sheet body that interpolates a series of wires.	
sheet:skin-wires	Creates a sheet body that interpolates a series of wires.	

sheet:skin-wires-branch	Creates a sheet body that interpolates multiple series of two or more wires.
sheet:skin-wires-draft	Creates a sheet body that interpolates a series of two or more wires leaving the outer two wires at an angle specified by the draft angle.
sheet:skin-wires-guides	Creates a sheet body that interpolates a series of wires with a guide curve.
sheet:skin-wires-normal	Creates a sheet body that interpolates a series of wires with take off vectors normal to the plane of the wire body.
sheet:skin-wires-vectors	Creates a sheet body that interpolates a series of wires with take off vectors as constraints.
skin:options	Sets the options in the data structure to be used by skinning APIs.
slinterface:add-vertex	Adds a vertex in the middle of the selected coedge.
slinterface:align-wires	Aligns the temporary skinning or lofting profiles.
slinterface:breakup-wires	Breaks up each of the temporary lofting/skinning profiles such they have an equal amount of coedges.
slinterface:build-body	Builds the lofting/skinning body.
slinterface:build-edges	Builds a list of edges that represent an approximation of the surface extents that would exist if the profiles were to be lofted/skinned.
slinterface:build-faces	Builds a list of faces that represent an approximation of the faces that would exist if the profiles were to be lofted/skinned.
slinterface:clear-guide-curves	Clears the guide curves from the interactive interface.
slinterface:clear-mapping-curves	Removes all the mapping curves from the skinning/lofting interface.
slinterface:collapse-wires	Deletes a degenerate coedge in each wire of a list of wires.

<code>slinterface:debug</code>	Displays the current information for the defined <code>slinterface</code> entity.
<code>slinterface:delete-interface</code>	Deletes the skinning/lofting interface.
<code>slinterface:face-lofting</code>	Creates a lofting interface structure when lofting from faces.
<code>slinterface:get-tanfac-scale</code>	Returns a list of two or four numbers that reflect tangent factor scale and curvature radius information.
<code>slinterface:get-tangent-factors</code>	Gets the current set of tangent factors on the loft profiles.
<code>slinterface:get-valid-vertices</code>	Gets a list of valid starting vertices for skinning or lofting.
<code>slinterface:lofting</code>	Creates a lofting interface structure.
<code>slinterface:lofting-options</code>	Sets the options in a lofting interface structure.
<code>slinterface:lose-surface</code>	Removes the surface conditions from the lofting profiles.
<code>slinterface:mapping-curve</code>	Adds a mapping curve to the skinning/lofting interface.
<code>slinterface:min-rad</code>	Estimates the magnitude of the tangent vector field to build surfaces with a minimum radius of curvature.
<code>slinterface:minimizetwist-wires</code>	Aligns the start vertex of each of the temporary lofting/skinning profiles in order to minimize the twist of the resulting surface.
<code>slinterface:modify-vertex</code>	Modifies the vertex.
<code>slinterface:reenter-coedges</code>	Removes the surface conditions from the lofting profiles.
<code>slinterface:remove-mapping-curve</code>	Removes a mapping curve from the skinning/lofting interface.
<code>slinterface:remove-vertex</code>	Removes the corresponding vertex in every temporary wire in the interface.
<code>slinterface:set-start-vertex</code>	Modifies which vertex in a loop of coedges forming a wire is the starting vertex for traversing the loop.

<code>slinterface:set-tan-facs</code>	Sets the scale factors of the takeoff vectors for the lofting operation.
<code>slinterface:show-guide-curves</code>	Returns a list of edges that represent the guide curves.
<code>slinterface:show-mapping-curves</code>	Returns a list of edges that represent the mapping curves.
<code>slinterface:simplify-wires</code>	Removes the G1 vertices from the intermediate wire profiles.
<code>slinterface:skin-guide</code>	Adds a guide curve to the skinning data structure.
<code>slinterface:skinning</code>	Creates a skinning interface structure.
<code>slinterface:skinning-draft</code>	Creates a skinning interface structure. Applies a take-off vector corresponding to the draft angles.
<code>slinterface:skinning-normal</code>	Creates a skinning interface structure. Applies a take-off vector normal to the plane of the wire profile.
<code>slinterface:skinning-options</code>	Resets the options in a skinning interface structure.
<code>slinterface:skinning-ruled</code>	Creates a skinning interface structure. Sets a flag such that the resulting skin body will consist of ruled surfaces.
<code>slinterface:skinning-vectors</code>	Creates a skinning interface structure. Applies a take-off vectors.
<code>slinterface:wires</code>	Returns the temporary wires from the skinning or lofting interface.
<code>solid:loft-faces</code>	Unites two bodies by lofting between two faces.
<code>solid:loft-faces-guides</code>	Unites two bodies by lofting between two faces with optional guide curves.
<code>solid:skin-faces</code>	Creates a body that interpolates two faces.
<code>wire:get-net-curves-u</code>	Returns the list of u -direction curves underlying a skinned surface.

wire:get-net-curves-v Returns the list of v -direction curves underlying a skinned surface.

wire:get-skin-curves Returns a list of curves underlying a skinned surface.