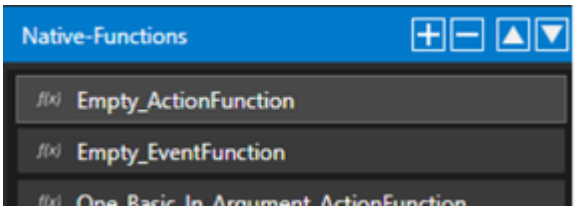
Editor

An editor for the Native-Function definition can be found here:
“cgi_studio_connector/bin/NativeFunctionEditor.exe”

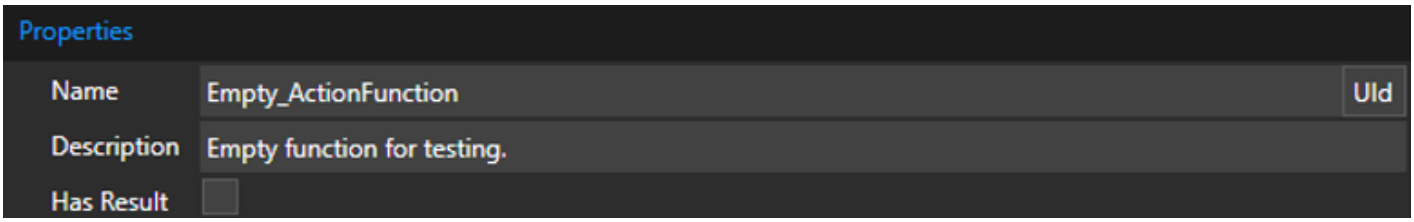
If called with a file as first argument the editor will try to open the specified file.

Native-Functions



On the left side, Native-Functions can be added/removed and reordered using the respective buttons.

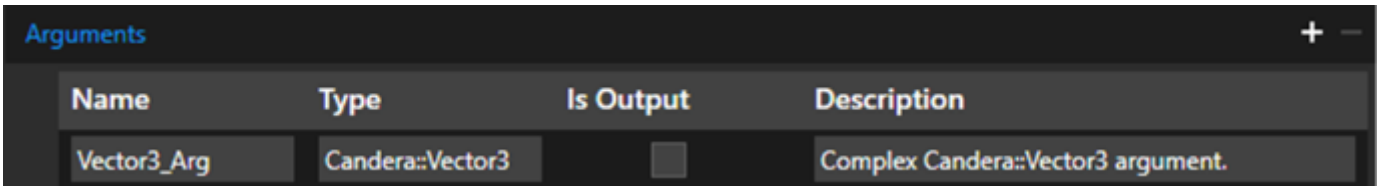
Properties:



Property Name	Description
Name	Name of the function. This name must be a valid C/C++ name and must be implemented in the Action-Context.
UId	The UId is used to identify the native function. It can be seen as the tooltip of the ‘UId’ button. When the button is clicked a new UId will be generated.
Description	Description of the function.
Has Result	If enabled, the function must return a bool value. This indicates that the function is used for Function-Call Events. The return value will indicate if the related event has been raised or not.

Arguments:

A function can have arguments. Arguments can be added/removed with the respective buttons.



Property Name	Description
Name	Name of argument. This name must be a valid C/C++ identifier.
Type	Data type of the argument. In principal all types can be used here. However if the argument is used for a dynamic input/output the type must either be a compatible basic FeatStd type or a supported Complex-Type.
Is Output	Indicates if the argument is used as an output. This can then be used to apply additional conditions when checking for an event.
Description	Description of the argument.

Revision #3
Created 2024-10-07 03:45:03 UTC by Kanai Tomoaki
Updated 2025-04-14 04:08:02 UTC by Kanai Tomoaki