

0.1 Planarity Property (Type 406, Form 39)‡

‡The Planarity Property Entity has not been tested. See Section ??.

ECO710

The Planarity Property (Type 406, Form 39) specifies planarity for curve, surface, or for annotation entities. This property offers different functionality than the Planar Associativity (Type 402, form 16). This property does not specify association, and it is more efficient when large numbers of entities are involved since it can apply to one or more entire levels.

Requirements: Multiple entities may reference an instance of this property if they have the same planarity characteristics. Independent usage also is allowed; this specifies that all entities on the same level(s) as the property have the same planarity characteristics.

Directory Entry

Number and Name	Value
(1) Entity Type Number	406
(3) Structure	< <i>n.a.</i> >
(4) Line Font Pattern	< <i>n.a.</i> >
(5) Level	#, ⇒
(6) View	< <i>n.a.</i> >
(7) Transformation Matrix	< <i>n.a.</i> >
(8) Label Display Assoc.	< <i>n.a.</i> >
(9a) Blank Status	**
(9b) Subord. Ent. Switch	01
(9c) Entity Use Flag	03
(9d) Hierarchy	**
(12) Line Weight Number	< <i>n.a.</i> >
(13) Color Number	< <i>n.a.</i> >
(15) Form Number	39

Parameter Data

<u>Index</u>	<u>Name</u>	<u>Type</u>	<u>Description</u>
1	NP	Integer	Number of property values (1, 4, or 7; may not be defaulted)
2	PLANF	Integer	Planarity flag
3	PLANPX	Real	X coordinate of a point on the plane (required if PLANF = 3, otherwise ignored) 0 = not specified (default) [NP = 1] 1 = XY plane at Z = 0 [NP = 1] 2 = XY plane at Z = PLANPZ [NP = 4] 3 = plane defined by point and normal vector in the following six PD values [NP = 7]
4	PLANPY	Real	Y coordinate of a point on the plane (required if PLANF = 3, otherwise ignored)
5	PLANPZ	Real	Z coordinate of a point on the plane (required if PLANF = 2 or 3, otherwise ignored)
6	PLANVX	Real	X component of vector normal to the plane (required if PLANF = 3, otherwise ignored)
7	PLANVY	Real	Y component of vector normal to the plane (required if PLANF = 3, otherwise ignored)

