

CUROBJECT\$

CUROBJECT\$ returns the name of an object in a [Solution](#) depending on the mode given.

Syntax

CUROBJECT\$(Mode%)

Arguments

- Mode% can assume values of 0, 1, 2, 4 or 5.
 - a. Mode% = 0: return the current object name;
 - b. Mode% = 1: return the full object name (so including parent instance numbers etc.);
 - c. Mode% = 2: return the full object name translated in logical text to be used as label;
 - d. Mode% = 4: return the full object name but **without** instance numbers;
 - e. Mode% = 5: return the object name of the one single object present in the [Solution](#) object;

Remarks

1. See the examples below for a full explanation of the different modes

Examples

Assume the relation

OBJNAM\$ = UROBJECT\$(Mode%)

is executed in a [Solution](#) objectHeatBalance.Dredge.Pump.2.Gearbox.LOcooler

- For Mode% = 0, the CUROBJECT\$ function simply returns the current object name, so: OBJNAM\$ = "LOcooler"
- For Mode% = 1, the CUROBJECT\$ function returns the full object name, so all parents including instance numbers: OBJNAM\$ = "Dredge.Pump.2.Gearbox.LOcooler" NOTE: The objects in the object-parents sequence which hold a @NOTINNAME attribute are not included in the result when Mode% = 1, so in this example the HeatBalance object will hold this attribute
- For Mode% = 2, the CUROBJECT\$ function returns the full object name translated in a text for the component in a drawing, so for the above object: "OBJNAM\$" will be:

"LO cooler Gearbox
Dredgepump2"

NOTE: The objects Dredge and pump will form one word with the pump instance number 2 if Dredge

holds an @FUNCTION attribute. The object HeatBalance is not included in the result since the HeatBalance object holds an @NOTINNAME attribute.

- For Mode% = 4, the CUROBJECT\$ function returns the full object name, so with all parents **WITHOUT** instance numbers, so: OBJNAM\$ = "Dredge.Pump.Gearbox.LOcooler" NOTE: Again, the object HeatBalance is not included in the result since the HeatBalance object holds a @NOTINNAME attribute.
- For Mode% = 5, the CUROBJECT\$ function returns the object name of the one single object present in a [Solution](#) object, e.g. if HeatBalance.Dredge.Pump.2.Gearbox only contains an object LOcooler, CUROBJECT\$(5) will return here the result "LOcooler".

Quick links: [Functions overview](#) | [Attribute overview](#) | [Constants overview](#) | [Dimensions overview](#)