
Subject: DXF / 3DS data conversion general access
Posted by [nasalmon](#) on Mon, 08 Dec 2003 16:05:18 GMT
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Does anyone know how i can access polygon connectivity and verticies from a general DXF file? I use OpenFX to convert a 3DS file to a DXF file. However, when i read the resulting DXF file using IDL, there is no DXF Entity type 10 (the 3D face), so i am having difficulty getting verticies and connectivity. Typical returned Entity Type Nos. are 9,18 and 20, so how can i get connectivity and verticies from theses?

Many thanks,
Neil

nasalmon@onetel.net.uk (Neil) wrote in message
news:<74039481.0312071512.7a22ee05@posting.google.com>...
> that sounds pretty good, i can get a few more shapes into the model.
> However, i dont see an openFX routine in my current version of IDL. Is
> this some kind of special or new routine, or can i use IDL to make
> this.
> many thanks,
> Neil
>
> "Rick Towler" <rtowler@u.washington.edu> wrote in message
news:<bptc40\$1k9o\$1@nntp6.u.washington.edu>...
>> "Neil" wrote in message...
>>> Does anyone know the best place to find DXF models of various
>>> geometrical shapes of all kinds? I know the 3DCafe has some free
>>> models, but does anyone know where i can find a greater range?
>>
>> FWIW, I have been casually looking for a good repository of free 3d models
>> on and off for a while and I haven't found any really good sites. There is
>> 3dCafe, and 3dKingdom, and a bunch of sites that post a few models here and
>> there. I usually google then sift thru the results.
>>
>> You can expand your search to include .3ds models and then use something
>> like openFX to convert them to .dxf. This will open up the world a wee bit
>> more.
>>
>> -Rick
