Subject: Re: DXF Models

Posted by nasalmon on Tue, 30 Dec 2003 00:08:55 GMT

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Does anyone know how i can get data from the "3D Kingdom", which appears to have the *.MAX format into IDL? I have OpenFX, so i could in principle convert to *.DXF and read into IDL. However, OpenFX only reads in formats such as *.MFX, *.3DS, *.DXF and *STL, but nothing about the *.MAX format.

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