
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