Subject: Re: Plotting 'continents' in object graphics...
Posted by Rick Towler on Wed, 13 Oct 2004 23:55:44 GMT
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You guys are too polite. No one pointed out that the continents in the
.dxf file are all backwards!

Sorry about that. I should have noticed but I wasn't interested in the
continents, just reading .dxf files. The issue goes back to the source
file distributed with openFX.

Corrected files, created from a different source, are linked below.

The .dxf and idl .sav files. Now with color data but a bunk palette.
>   http://acoustics.washington.edu/~towler/programs/continents. zip
 >   http://acoustics.washington.edu/~towler/programs/dxf_contine nts.sav

Updated (again) RHTgrDXFModel object. Now should handle colors better.
  Use the IGNORE_DXF_PALETTE keyword if you're loading up the continents
data. Either 3ds-max exports a goofy palette that is mostly grey or IDL
can't correctly read dxf palettes.
>   http://acoustics.washington.edu/~towler/programs/rhtgrdxfmod el__define.pro

-Rick