Subject: Re: Plotting 'continents' in object graphics...
Posted by Rick Towler on Wed, 06 Oct 2004 00:17:13 GMT

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Randall Skelton wrote:
> While not explicitly listed, the dxf dlm does not seem to exist for OS
> X. It didn't work in 5.6 or 6.0 either. Rick, could you just dump the
> variables to continents.sav?

Hi Randall,

I modified RHTgrDXFModel to export/import data to/from IDL .sav files.
I have been kicking around ideas to store scene graphs so this gave me a
chance to test the simplest of ideas. Below is a link to the updated
RHTgrDXFModel object as well. You should be able to use it, or use the
code from it, to easily create a IDLgrPolygon object from the .sav file.

IDL> m=obj_new('rhtgrdxfmodel')
IDL> m->importfromsav, 'dxf_continents.sav'
IDL> xobjview, m
IDL> obj_destroy, m

I've implemented code to properly handle colors (as I understand them)
but it is untested since all of my .dxf files don't contain interesting
color data.

Also below is a link to a .sav file which contains the continents.dxf
data. The data is stored in a pointer array "dxfdata" (The
continents.dxf file contained only one entity so the pointer array is
one element in size.) Dereferencing the pointers will return a
structure with the following fields:

  IDL> restore, 'dxf_continents.sav'
IDL> help, *dxfdata[0], /structure
** Structure <1b99c98>, 7 tags, len=370960, data len=370951, refs=1:
   IDLTYPE   STRING   'IDLGRPOLYGON'
   DXFTYPE   INT   9
   DXFBLOCK   STRING   ''
   DXFLAYER   STRING   'earth'
   DATA   DOUBLE   Array[3, 7572]
   POLYS   LONG   Array[47296]
   COLOR   BYTE   0

 http://acoustics.washington.edu/~towler/programs/rhtgrdxfmod el__define.pro
 http://acoustics.washington.edu/~towler/programs/dxf_contine nts.sav

Cheers!

-Rick