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Subject: Re: dxf (dwg) read & write ?

Posted by [Rick Towler](#) on Fri, 10 Mar 2006 16:59:16 GMT

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I failed to mention (although it is noted in the program header) that you'll need David's linkedlist\_\_define.pro available on his website [www.dfanning.com](http://www.dfanning.com).

-Rick

news reader wrote:

> Thank you Rick! I will have a try...

>

> vincent

>

> "Rick Towler" <[rick.towler@nomail.noaa.gov](mailto:rick.towler@nomail.noaa.gov)> schrieb im Newsbeitrag

> news:dups92\$as0\$1@news.nems.noaa.gov...

>>

>> news reader wrote:

>>> with idl 6.2 ?

>> DXF, Yes, mostly, sort-of. DWG, no.

>>

>> Check out the docs on IDLffDXF. I've put together an object that  
>> simplifies reading DXF files, handling the more mundane tasks of atom  
>> creation and cleanup. The one big limitation is that I don't have any dxf  
>> files that have any meaningful color information so while there is some  
>> code in place to handle color, it is untested. I end up brute forcing the  
>> color by getting a list of the primitives after loading the file and  
>> coloring them individually via their SetProperty method.

>>

>>

>> [http://www.acoustics.washington.edu/~towler/programs/rhtgrdx\\_fmodel\\_\\_define.pro](http://www.acoustics.washington.edu/~towler/programs/rhtgrdx_fmodel__define.pro)

>>

>> -Rick

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