Subject: about DXF format
Posted by airy.jiang on Tue, 12 Jun 2007 10:36:53 GMT
View Forum Message <> Reply to Message

Hi,everybody.
Recently,i'm troubled in with loading DXF files into my program.
When I loading some simple DXF files ,it can be displayed very well.I
used IDLffDXF object,and I just checked whether the file has the
IDL_DXF_POLYGON entity acoording the GetContents and GetEntity
methods.Then load the vertex data and connectivities into new
IDLgrPolygon objects.But once I load some complex DXF files,the
trouble has coming:first,the position of some IDLgrPolygons are not
precision.Second,we know,sometimes,it just need one IDLgrPolygon
object to display a polygon which be composed by a lot of
triangles.But when I loading some DXF files, the GetEntity method
shows a very bad result.It produed many many IDLgrPolygons,so much as
decomposed some polygon entitys.That makes my program became very
slow ,and need to wait a long time for it .How could I promote my
loading speed?Is there any better way to avoid making too many
IDLgrPolygons through GetEntity method?
I don't know whether I made my question clear,please parden me for my
poor english^_*,I'll pracitse more.
Thanks.