
Subject: Re: about DXF format

Posted by [airy.jiang](#) on Thu, 14 Jun 2007 02:07:53 GMT

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On 6 13 , 7 45 , Andrew Cool <andrew.c...@dsto.defence.gov.au>
wrote:

> On Jun 12, 7:36 pm, airy.ji...@gmail.com wrote:

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>> 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 praticse more.

>> Thanks.

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> How about trying to load your DXF file in REVOLUTION IDL, to see

> whether the

> expert's program can handle your file?

>

> Download REVOLUTION IDL from : -

>

> <http://www.ittvis.com/codebank/search.asp?FID=473>

>

> Cheers,

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> Andrew- -

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Thanks for your suggestion,Andrew Cool.

I've used that program read that DXF file,the result is expert's

program has made the same mistakes. And it made whole a file into one polygon, that's not the answer I want. The different entities should be detached. One entity correspond one polygon, that is the right result, and that relationship should be wrote in the DXF file. We have no need to do it by ourselves, we just need to read it from the file, that's all.

Hope more people could join here to discuss this subject. Specailly about IDL_DXF_INSERT, IDL_DXF_BLOCK, IDL_DXF_LAYER these structures, is there anybody know their's use?

thanks.
