
Subject: Re: about DXF format

Posted by [Andrew Cool](#) on Tue, 12 Jun 2007 23:45:18 GMT

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

> 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 pratictse more.
> Thanks.

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,

Andrew
