Subject: Re: about DXF format
Posted by Rick Towler on Tue, 12 Jun 2007 23:24:28 GMT

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> 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 .

I could be wrong, I have never actually looked, but I thought that the
entities are defined in the DXF file. So there isn't a problem with
GetEntity. Your issue is that your DXF files are more complicated than
you would like.

> Is there any better way to avoid making too many
> IDLgrPolygons through GetEntity method?

Ideally you fix this at the source, whatever program you are exporting
your DXF models from. Alternatively you could combine entities into a
single IDLgrPolygon by concatenating the vertex arrays and applying the
proper offsets to the polygon arrays. It's hard to say how much this
would speed things up since it depends on where your bottleneck lies.
If your program is burdened by the overly complex graphics hierarchy
(too many IDLgrPolygon objects) this will help. But if you simply have
too many polygons on your screen this will do little in terms of
improving performance.

What hardware and OS are you running IDL on? How many polygons are you
trying to display?

-Rick