
Subject: Re: about DXF format

Posted by [airy.jiang](#) on Wed, 27 Jun 2007 04:12:59 GMT

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On 6 22 , 12 26 , Rick Towler <rick.tow...@nomail.noaa.gov> wrote:

> JMZawodny wrote:

>> Thanks for offering the code. Unfortunately it did not work and it was
>> not because of the missing COLORS procedure. My DXF files are composed
>> primarily of 3DBLOCKS. These appear to go unparsed in your routine.
>> What I really need is something that will read the DXf files and
>> output a set of mesh_objects, one for each layer. This what IDLffDXf
>> should do, but does not.

>

> What specifically is the problem with IDLffDXF? It is hard to offer
> advice or suggestions if you don't specify the problem. Is it similar
> to the OP's issue that some specific coordinate transformation
> information is lost? Or is it something else?

>

> -Rick

The IDLffDXF objects have a lot of subobjects, but I just know how to use IDL_DXF_POLYGON, IDL_DXF_POLYLINE, which I learned from the example code. But in fact, there are many other subobjects, like IDL_DXF_BLOCK, IDL_DXF_LAYER, IDL_DXF_INSERT, and so on. It won't be useless, but until now, I still don't know how to use them.
