Subject: Re: about DXF format
Posted by Vince Hradil on Thu, 21 Jun 2007 14:50:32 GMT
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On Jun 21, 8:51 am, JMZawo...@gmail.com 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.
>
> Thanks again for the effort.
>
> Joe
>
> On Jun 18, 10:55 am, hradilv <hrad...@yahoo.com> wrote:
>
>> On Jun 18, 7:23 am, JMZawo...@gmail.com wrote:
>
>>> On Jun 16, 10:20 pm, airy.ji...@gmail.com wrote:
>
>>>> no more people would like to discuss this topic?what a pity!
>
>>> I have had nothing but trouble trying to export DXF files from AutoCAD
>>> and read them with IDLffDXF. Some (most) objects never appear and
>>> others are improperly positioned or rotated. My limited investigations
>>> led me to conclude that while DXF may be an open standard to exchange
>>> CAD models, it also allows for the inclusion of proprietary formatting
>>> and objects. True, IDL does not support all object types that may
>>> occur in DXF files, but this is not the primary problem. If you read
>>> the DXF file directly (it's ASCII) you'll note a lot of AutoCAD
>>> specific stuff in there that I gather tells AutoCAD more about how to
>>> position and orient objects in the model. It would be much more useful
>>> to me if IDL could read/write either IGES or STEP files as these are
>>> really designed to exchange model geometries. I currently export these
>>> types from AutoCAD and translate them to IDL-compatible DXF files
>>> using 3rd party software from TechnoSoft (AML).
>
>> In my experience, it IS possible to parse a dxf file. You just have
>> to read the docs that describe the format, then parse the file
>> correctly. The trick is that some entities contain other entities and
>> lines and they all have different local and global origins and scale
>> factors. Yeah, it complicated, but I've written a parser to parse a
>> few dxf files, and works (most of the time).
>
>> Here's my very crude code. Just try >plot_dxf, "file.dxf"
>

>> function resolve_inserts, innow, inserts, plines
>> ... snip ...

That's true, I wrote it for one particular purpose - to parse lines and polylines.

I guess you meant 3DFACE or 3DSOLID (everything is a block?? isn't it. [it's been a while since I looked at this]).

Anyway, maybe you can use mine as a start. Here's a link to the DXF format, if you haven't found it yet: http://tinyurl.com/232tsa

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