Subject: Re: about DXF format
Posted by JMZawodny on Thu, 21 Jun 2007 13:51:34 GMT
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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:
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>
>> 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 ...