
Subject: Re: about DXF format

Posted by [JMZawodny](#) on Thu, 28 Jun 2007 17:58:10 GMT

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On Jun 21, 12:26 pm, 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

After reading the dxf file into my object IDLffDXF->GetContents tells me that I have 3 blocks, 9 inserts, and 6 layers. The layers appear to have the correct names. The blocks appear to be generic/default AutoCAD 'things'. I have no idea what the Inserts are all about. They are all the same except for the .color field. There are no other Entities present and nothing that would represent my model (types 1-17). The dxf file is good in that AutoCAD generates the proper model from the file. So, I really cannot track down what is going wrong beyond what I've just told you.
