
Subject: Re: about DXF format

Posted by [Vince Hradil](#) on Wed, 27 Jun 2007 13:39:02 GMT

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On Jun 26, 11:12 pm, airy.ji...@gmail.com wrote:

> 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.

Did you see my post earlier:

quote:

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>

I know this isn't "idl specific", but it does explain the dxf format quite well.
