Subject: Too bad IDLffDXF does not work
Posted by JMZawodny on Mon, 19 Oct 2009 17:35:01 GMT
View Forum Message <> Reply to Message

On several occasions I have had the need to create DXF files and
wnated to use IDL's IDLffDXF object class. Each time some flaw in that
code has prevented me from using IDL to do the task. I already
resigned myself to writing my own files rather than using the Write
method and planned to use the PutEntity and GetEntity methods to
handle the organization. Hoping that things have gotten better in v7
of IDL, I again tried to use IDLffDXF. It appears that the code is not
capable of adding Entities to Blocks (hence the blocks are empty) and
the PutEntity method also fails to add INSERT Entities. Before I give
up totally and write my own implementation (probably using unrealized
tree widgets) does anyone know of working code for this or functional
extensions of the base class? I'd like real code, not the dll and dlm
black boxes that everyone seems to be pushing these days.

Thanks,
　Joe