
Subject: Re: VRML file importer?

Posted by [ronn](#) on Sat, 17 Feb 2001 02:34:54 GMT

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in article 96k1js\$q1s\$1@nntp6.u.washington.edu, Rick Towler at rtowler@u.washington.edu wrote on 2/16/01 3:15 PM:

> This is a little off the wall but has anybody written or know about an IDL
> routine to IMPORT vrml, .3ds, or any other "standard" 3d file format? My
> guess is that something exists somewhere since RSI imported the geometry for
> the teapot that is in one of the demos. Now if they would share it.....
>
> Or conversely, does anyone know of a free 3d modeling package that outputs
> files in .ase (the 3ds max ASCII file format). I have found a C routine to
> import .ase files that I could wrangle into a dlm. The object is to find a
> good free modeling package and a tool to import the vertex, connectivity,
> color and texmap info into IDL.
>

What about the DXF file format? You have to create an object to read the files but there is an example in the examples/object directory.

Also, if you go to <http://www.cyberware.com/support/translators.html> you can download some file translators to change between different formats.

-Ronn

--

Ronn Kling

Ronn Kling Consulting

email: ronn@rlkling.com

"Application Development with IDL" 1½ programming book updated for IDL5.4!

"Calling C from IDL, Using DLM's to extend your IDL code" NEW BOOK!

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Subject: Re: VRML file importer?

Posted by [Rick Towler](#) on Sat, 17 Feb 2001 22:24:02 GMT

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You da man, Ronn! Now my animations will be extra sexy!

Thanks for the reply. I have been working with a free open source 3d modeling, animation and rendering program called Openfx hoping that I could export geometry from it into IDL. One of the export formats is DFX. It is currently only available for Win32 platforms but work is in progress to port it to linux and *BSD. For those interested take a look at <http://www.openfx.org>

Also, either dfx_example.pro has moved or been removed from 5.4 since there is no examples/object directory.

When I get some time I'll look at this routine closely and post the results.

-Rick Towler

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"ronn kling" <ronn@rlkling.com> wrote in message
news:B6B34D02.1D29%ronn@rlkling.com...
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Subject: Re: VRML file importer?

Posted by [ronn](#) on Sun, 18 Feb 2001 01:14:12 GMT

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> is no examples/object directory.

>
Rick,

Your'e right! Look in lib/utilities for xdx.pro and get_xdf_objects.pro for new versions of the example. I only glanced at them but the first one is an interactive program for looking at DXF files. The second creates an IDLgrModel to put in an object graphics window.

-Ronn

--

Ronn Kling

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