
Subject: DXF / 3DS data conversion general access
Posted by [nasalmon](#) on Mon, 08 Dec 2003 16:05:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does anyone know how i can access polygon connectivity and verticies from a general DXF file? I use OpenFX to convert a 3DS file to a DXF file. However, when i read the resulting DXF file using IDL, there is no DXF Entity type 10 (the 3D face), so i am having difficulty getting verticies and connectivity. Typical returned Entity Type Nos. are 9,18 and 20, so how can i get connectivity and verticies from theses?

Many thanks,
Neil

nasalmon@onetel.net.uk (Neil) wrote in message
news:<74039481.0312071512.7a22ee05@posting.google.com>...
> that sounds pretty good, i can get a few more shapes into the model.
> However, i dont see an openFX routine in my current version of IDL. Is
> this some kind of special or new routine, or can i use IDL to make
> this.
> many thanks,
> Neil
>
> "Rick Towler" <rtowler@u.washington.edu> wrote in message
news:<bptc40\$1k9o\$1@nntp6.u.washington.edu>...
>> "Neil" wrote in message...
>>> Does anyone know the best place to find DXF models of various
>>> geometrical shapes of all kinds? I know the 3DCafe has some free
>>> models, but does anyone know where i can find a greater range?
>>
>> FWIW, I have been casually looking for a good repository of free 3d models
>> on and off for a while and I haven't found any really good sites. There is
>> 3dCafe, and 3dKingdom, and a bunch of sites that post a few models here and
>> there. I usually google then sift thru the results.
>>
>> You can expand your search to include .3ds models and then use something
>> like openFX to convert them to .dxf. This will open up the world a wee bit
>> more.
>>
>> -Rick

Subject: Re: DXF / 3DS data conversion general access
Posted by [Rick Towler](#) on Mon, 08 Dec 2003 19:25:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am assuming you found openFX. It is not part of IDL but an open source 3d

modeling package. Sorry I didn't make that clear in my original post.

As for the vertex and connectivity data, type 9 will do. I don't know exactly what all of the types are and what they would map to in IDL but we can make a guess. Types 4-8 would be polylines and 9-11 would be polygons. I would also guess that the block and layer types are for grouping primitives. I'm sure a quick search on the web would clear this up, if you care as much.

I just answered this same question a few weeks back. Google the newsgroup for it. The short version (for types 4-8 and 9-11) is:

```
dxfl_data = obj_new('IDLffDXF', filename)
types = dxfl_data -> getcontents()
entities = dxfl_data -> getentity(types[i])
data=*(entities.vertices)[j]
polylines=*(entities.connectivity)[j]
```

I also have an object that does the work for you. Let me know if you are interested.

Also, google for "3dsrdr.c". This is another way to get at the vertex and connectivity data for .3ds files.

-Rick

"Neil" wrote in message...

```
> Does anyone know how i can access polygon connectivity and verticies
> from a general DXF file? I use OpenFX to convert a 3DS file to a DXF
> file. However, when i read the resulting DXF file using IDL, there is
> no DXF Entity type 10 (the 3D face), so i am having difficulty getting
> verticies and connectivity. Typical returned Entity Type Nos. are 9,18
> and 20, so how can i get connectivity and verticies from theses?
```

```
>
> Many thanks,
> Neil
```

```
>
>
```

> (Neil) wrote in message...

```
>> that sounds pretty good, i can get a few more shapes into the model.
>> However, i dont see an openFX routine in my current version of IDL. Is
>> this some kind of special or new routine, or can i use IDL to make
>> this.
>> many thanks,
```

>> Neil
>>
>> "Rick Towler" wrote in message...
>>> "Neil" wrote in message...
>>>> Does anyone know the best place to find DXF models of various
>>>> geometrical shapes of all kinds? I know the 3DCafe has some free
>>>> models, but does anyone know where i can find a greater range?
>>>
>>> FWIW, I have been casually looking for a good repository of free 3d
models
>>> on and off for a while and I haven't found any really good sites.
There is
>>> 3dCafe, and 3dKingdom, and a bunch of sites that post a few models
here and
>>> there. I usually google then sift thru the results.
>>>
>>> You can expand your search to include .3ds models and then use
something
>>> like openFX to convert them to .dxf. This will open up the world a
wee bit
>>> more.
>>>
>>> -Rick
