
Subject: Re: dxf (dwg) read & write ?

Posted by [Rick Towler](#) on Thu, 09 Mar 2006 17:50:15 GMT

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news reader wrote:

> with idl 6.2 ?

DXF, Yes, mostly, sort-of. DWG, no.

Check out the docs on IDLffDXF. I've put together an object that simplifies reading DXF files, handling the more mundane tasks of atom creation and cleanup. The one big limitation is that I don't have any dxf files that have any meaningful color information so while there is some code in place to handle color, it is untested. I end up brute forcing the color by getting a list of the primitives after loading the file and coloring them individually via their SetProperty method.

http://www.acoustics.washington.edu/~towler/programs/rhtgrdx_fmodel__define.pro

-Rick

Subject: Re: dxf (dwg) read & write ?

Posted by [news reader](#) on Fri, 10 Mar 2006 10:18:29 GMT

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Thank you Rick! I will have a try...

vincent

"Rick Towler" <rick.towler@nomail.noaa.gov> schrieb im Newsbeitrag
news:dups92\$as0\$1@news.nems.noaa.gov...

>

>

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>
> -Rick

Subject: Re: dxf (dwg) read & write ?
Posted by [Rick Towler](#) on Fri, 10 Mar 2006 16:59:16 GMT
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I failed to mention (although it is noted in the program header) that you'll need David's linkedlist__define.pro available on his website www.dfanning.com.

-Rick

news reader wrote:

> Thank you Rick! I will have a try...
>
> vincent
>
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Subject: Re: dxf (dwg) read & write ?
Posted by [b_gom](#) on Wed, 15 Mar 2006 01:45:45 GMT

I seem to only be able to find references to reading DXF files. Does anyone out there have a more sophisticated example of -writing- DXF files than the one in the help documents? In particular, it would be nice to know how to write out closed polylines; I always get an error "IDLFFDXF::PUTENTITY: DXF error: DXF Polyline: explicit connectivity ignored" whenever I try to pass a connectivity array to the polyline object type.

Brad

Rick Towler wrote:

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>

> -Rick

Subject: Re: dxf (dwg) read & write ?

Posted by [Karl Schultz](#) on Wed, 15 Mar 2006 16:02:12 GMT

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I'm not a DXF expert, but I can tell you that the IDL code is just issuing a warning here. It is going ahead and writing your vertex list out to the DXF Polyline, without paying any attention to the connectivity list. The connectivity member is there in the IDL_DXF_POLYLINE structure mainly for reading in polylines and polyline meshes. You can really only *write* simple polylines consisting of a list of vertices. In this respect, the implementation is a little unbalanced because it offers more reading functionality than writing functionality.

If you have multiple lines in your IDL Polyline, you'll probably have to

extract each line out into its own vertex list and make individual DXF Polyline Entities for each one.

As far as closing the polyline goes, I would simply try adding a final vertex that is the same as the first vertex in the vertex list. There appears to be no code in the PutEntity path to set the closed flag in the DXF entity. Again, the GetEntity code checks this flag in the DXF entity and if it is on, adds the index of the first vertex onto the end of the connectivity list.

Karl

On

Tue, 14 Mar 2006 17:45:45 -0800, b_gom wrote:

```
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>> -Rick
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Subject: Re: dxf (dwg) read & write ?

Posted by [Rick Towler](#) on Wed, 15 Mar 2006 17:22:17 GMT

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b_gom wrote:

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> ignored" whenever I try to pass a connectivity array to the polyline
> object type.

What? You want to view your data outside of IDL? But IDL *is*
v-i-s-u-a-l-i-z-a-t-i-o-n. Very strange...

This might not be too helpful but if you're not looking to do this in
production you might be able to export to VRML and use this tool to
convert to DXF:

<http://www.xsquawkbox.net/tools/xptools/index.php>

Never used it, know nothing about it, but maybe it will work for you.
It doesn't advertise the fact that it can output to DXF but that feature
is covered in the docs:

[http://www.xsquawkbox.net/tools/xptools/docs/objconverter.ht ml](http://www.xsquawkbox.net/tools/xptools/docs/objconverter.html)

-Rick
