

Short documentation, IGESConverter

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The IGES converter read an IGES file and represents its entites in the internal data structure of GoTools. It can also write a model represented in GoTools to an IGES file or convert between an IGES file and the internal file format of GoTools.

GoTools represent only geometric entities. Thus, IGES entities like annotation, structure, property, associativity, view, drawing and figure will be neglected. Neither are constructive solid geometry or finite element modelling entites handled. If such entities exist in a file read by the IGES converter, warning messages will be issued.

The topological entities specified in IGES 5.3 is not handled by the current version of the IGES converter. Thus, the entities vertex, edge, edge list, loop, face and shell is not handled. However, the geometric entities corresponding to these topological entities will be read. Colour information is read.

The content of an IGES file is transferred to the application as a vector of GeomObjects, see the gotools_core documentation. By checking the type of each object and acting thereafter, the model can be stored and handled in the GoTools environment.

To write an IGES file, the file entities are added one by one to the IGES convertor using the function addGeom which takes a GeomObject as parameter. The actual file is written by the command writeIGES.