

IGES Geometry Import Converter

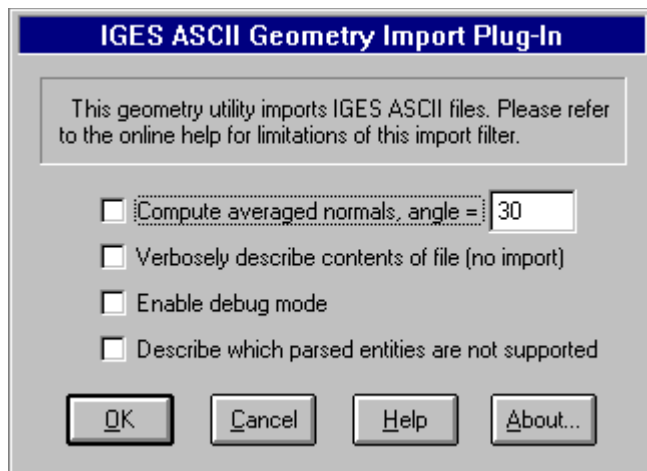
This geometry import converter reads in IGES ASCII files. All entities are parsed and stored temporarily in memory but only entities 106 (polygons) and 128 (NURB patches) are currently sent to the internal geometry database.

Due to the fact that some IGES files are not written with 100% conformance to the IGES standard, this import filter is not guaranteed to read non-conforming IGES files.

All polygonal data will be stored internally using one 'Indexed Polygon' (mesh) primitive. It is recommended that you perform the 'Combine Vertices' and 'Compute Vertex Normals' geometry processing functions on this data if you will not be exporting the data right away.

CONVERTER OPTIONS:

The following information explains the various options on the dialog box:



Compute averaged normals

If this checkbox is enabled then new vertex normals will be computed for a polygon if it does not have any vertex normals already. The smoothing criterion is based on the angle between abutting polygons; common smoothed vertex normals will be computed if the angle between their geometric surfaces normals is less than the angle specified on the dialog box (which defaults to 30 degrees).

Verbosely Describe Contents of File (No Import)

If this checkbox is enabled then the input filter will print out verbose information about the IGES file as it is being parsed. No data will actually be read into memory.

Describe Which Entities Are Not Supported

If this checkbox is enabled then entities which are not recognized by the input filter will be printed out.

Enable Debug Mode

If this checkbox is enabled then the parser will print out information about the tokens it is

currently parsing.

