

H3 – How to assign colour properties to DXF-layers?

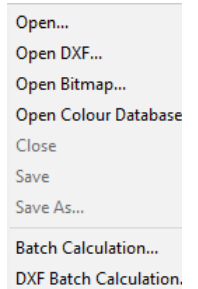
Introduction

This Physibel How To explains how to link colour information to the DXF-layer in order to speed up the geometrical input via:

- Method 1: A layer definition file (.lay)
- Method 2: Adding a prefix (“xxx_y_name”) to the DXF layer name

These 2 methods of linking colour information to the DXF layers allow to:

1. open the file for editing in BiscoDxf or TriscoDxf with pre-filled layer information
File → Open DXF... → ‘Open and edit DXF in BiscoDXF’ → select ‘YES’
2. automatically generate bitmap and open in BISCO
File → Open DXF... → ‘Open and edit DXF in BiscoDXF’ → select ‘NO’
3. run BISCO simulation(s) from (a series of) DXF file(s)
File → DXF Batch Calculation...



Method 1: Layer definition file (.lay)

A layer definition file (.lay) lists the colour information of DXF layer names:

- name: layer name used in the DXF file
- disp: fill mode for bitmap conversion: 0 = lines, 1 = fill contours, 2 = flood fill, 3 = skip
- colr: colour number or bitmap conversion (see Colour database).

The sequence of layers determines the sequence in which the DXF layers are dealt with when creating the bitmap.

A layer definition file extension .lay is generated when saving the bitmap after conversion in BiscoDxf or TriscoDxf. Alternatively, it can be manually composed in a simple text editor.

A distinction is made between a local layer definition file (name of the DXF file with extension .lay in the same folder) and the default layer definition file (stored in the application data folder¹ as BiscoDxf.lay or TriscoDxf.lay, respectively).

When a DXF file is opened by either one of the three methods discussed above, the properties for each layer in the DXF file are gathered in the following order:

1. First, the information in the BiscoDxf.lay/TriscoDxf.lay file in the application data folder containing the default layer definitions is read.
2. Subsequently, if a local layer file for the opened DXF file already exists, the layer properties are read. The information from this project layer file takes precedence over the information read in the BiscoDxf.lay or TriscoDxf.lay, respectively.

Method 2: Prefix (“xxx_y_name”) to the DXF layer name

A name with prefix of the format “xxx_y_name” forces a colour number (xxx = 3 digits, from 000 up to 255) and fill mode (y = 1 digit, i.e. 0 = lines, 1 = fill contours, 2 = flood fill, 3 = skip) to be used for the layer. The sequence of the layers during the bitmap conversion is the sequence in which the layers occur in the DXF file.

¹ C:/Users/username/AppData/Roaming/Physibel/BISCO12.