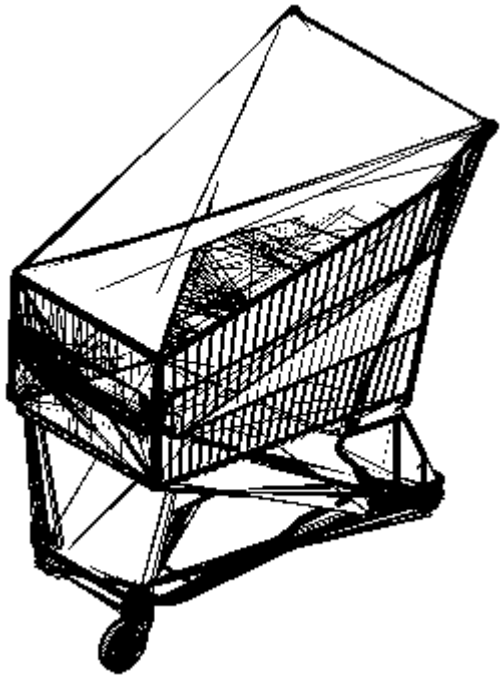
Subject: Re: obj import in a real project
Date: Thursday, December 11, 2014 11:02:15 Central European Standard Time
From: Jeremy Tammik
To: Eric Boehlke

hi eric,

i added a first stab at support for groups:

https://github.com/jeremytammik/DirectObjLoader/releases/tag/2015.0.0.5

the result for the 'unexorted' shopping cart is not good, though:



your turn now.

cheers

jeremy

From: Jeremy Tammik Autodesk <jeremy.tammik@autodesk.com>
Date: Thursday, December 11, 2014 10:30
To: Eric Boehlke <design@truevis.com>
Subject: Re: obj import in a real project

dear eric,

i added an error message on zero faces, so you have a more graceful exit, at least:

https://github.com/jeremytammik/DirectObjLoader/releases/tag/2015.0.0.4

cheers

jeremy

From: Jeremy Tammik Autodesk <jeremy.tammik@autodesk.com>
Date: Thursday, December 11, 2014 10:10
To: Eric Boehlke <design@truevis.com>
Subject: Re: obj import in a real project

hi eric,

i took a look at the error and see the cause of it now.

again, it has to do with the OBJ file format, how it is populated, and our lack of understanding of it.

if you look at the code, the current implementation grabs all the faces from

```
foreach( Face f in result.Model.UngroupedFaces )
```

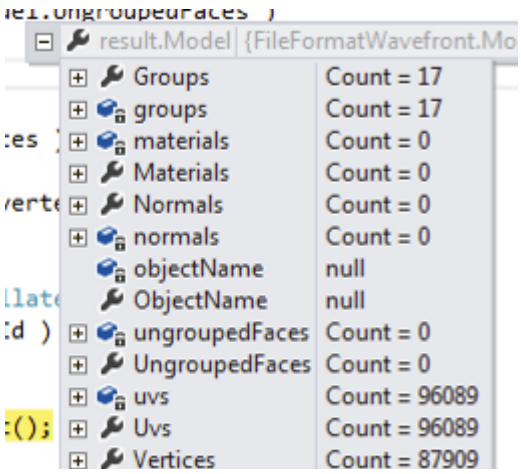
this provides a sensible result in the cart-exported file, which i successfully imported into Revit like this:

the problem with the 'unexported' file is not memory.

it has a higher intelligence, that is all.

in the 'unexported' file, the result.Model.UngroupedFaces collection is empty.

instead, it has 17 OBJ groups:



this is presumably much better, because the groups carry information and structure, whereas ungrouped faces d not.

so your 'export' procedure is probably destroying model structure and valuable information.

the importer is currently ignoring groups, however.

would you like to do some research on the structure and meaning of the contents of an OBJ file?

cheers

jeremy

From: Jeremy Tammik Autodesk <jeremy.tammik@autodesk.com>
Date: Thursday, December 11, 2014 09:19
To: Eric Boehlke <design@truevis.com>
Subject: Re: obj import in a real project

hi eric,

1. Is there a form somewhere to input the scale factor? I didn't see it.

no, of course not. user interfaces are for wimps. you have to edit the config file located in the same place as the DLL and addin manifest:

```
<?xml version="1.0" encoding="utf-8"?>
<configuration>
    <appSettings>
        <add key="defaultFolderObj" value="C:\a\vs\DirectObjLoader\test" />
        <add key="inputScaleFactor" value="0.5" />
        <add key="tryToCreateSolids" value="true" />
    </appSettings>
</configuration>
```

2. I've upload the two 'cart' files to the Google folder: The first one fails.

i'll try to take a look at the new sample file and error one of these days.

i should be able to handle that error more gracefully.

however, i am pretty busy now.

cheers

jeremy

From: Eric Boehlke <design@truevis.com>
Date: Thursday, December 11, 2014 02:59
To: Jeremy Tammik Autodesk <jeremy.tammik@autodesk.com>
Subject: Re: obj import in a real project

On Wed, Dec 10, 2014 at 6:14 PM, Jeremy Tammik <jeremy.tammik@autodesk.com> wrote:
> i have no idea what your laser scan image represents :-)

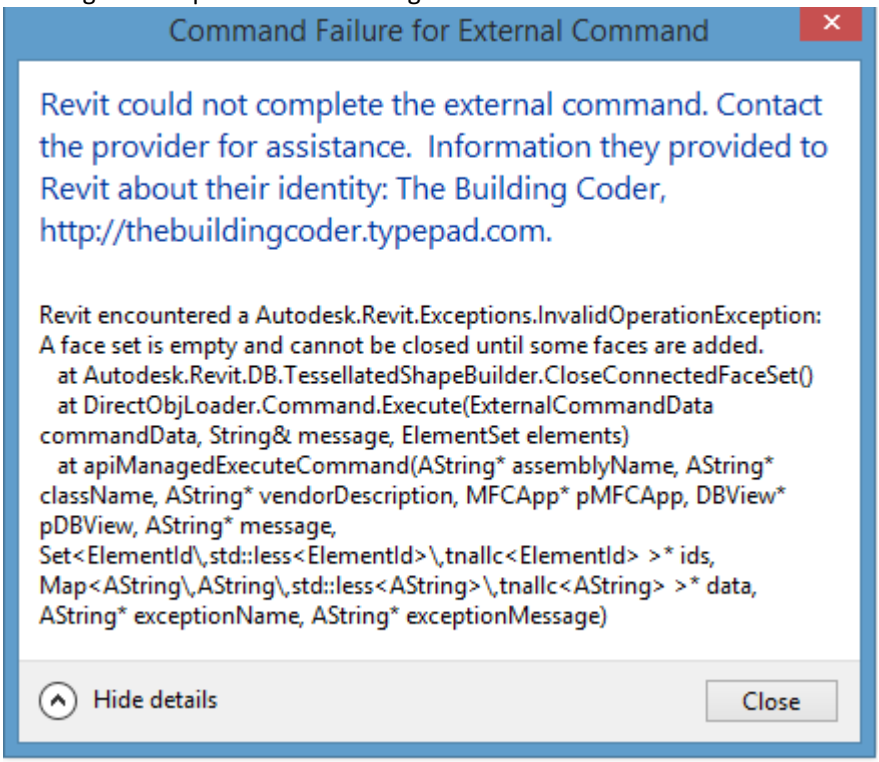
It was a difficult view of the structure under the roof of a bank building.

> the input scaling factor makes a lot of sense though, so i went ahead and implemented it.
>
> check it out on github:
>
> https://github.com/jeremytammik/DirectObjLoader/releases/tag/2015.0.0.3

Is there a form somewhere to input the scale factor? I didn't see it.

Here is another import. I had to process it though Memento for it to import into Revit.

The original OBJ produces this dialog:



I've upload the two 'cart' files to the Google folder: The first one fails.

There may be a memory limit to build a Direct Shape. Perhaps the IFC software checks for it.

--
Eric Boehlke
http://truevis.com