

WUFI® 2D DXF-Import

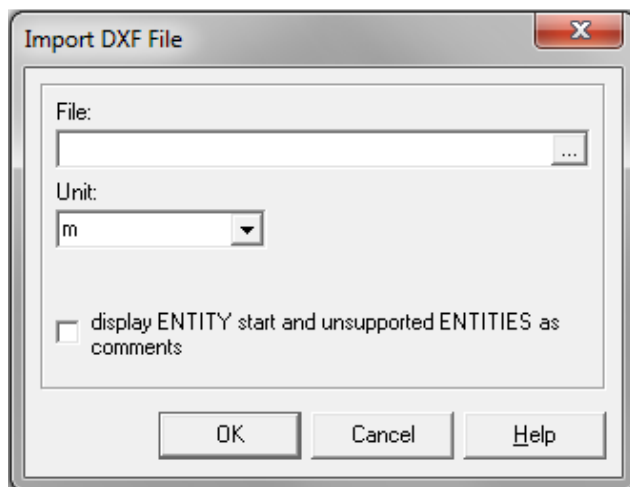
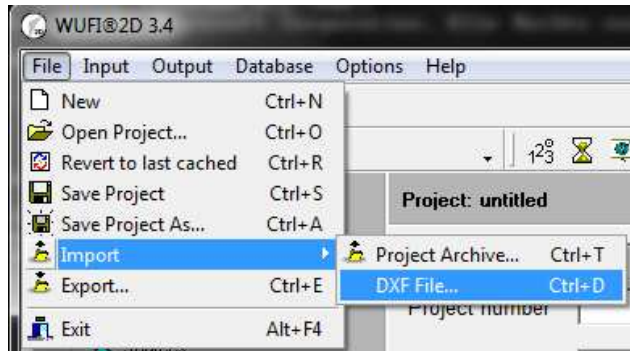
Import a DXF File in WUFI® 2D

Available from WUFI® 2D 3.4 (May 2014)

With the WUFI® DXF-import, it is possible to use drawings from CAD applications as geometry in WUFI® 2D.

Menu:

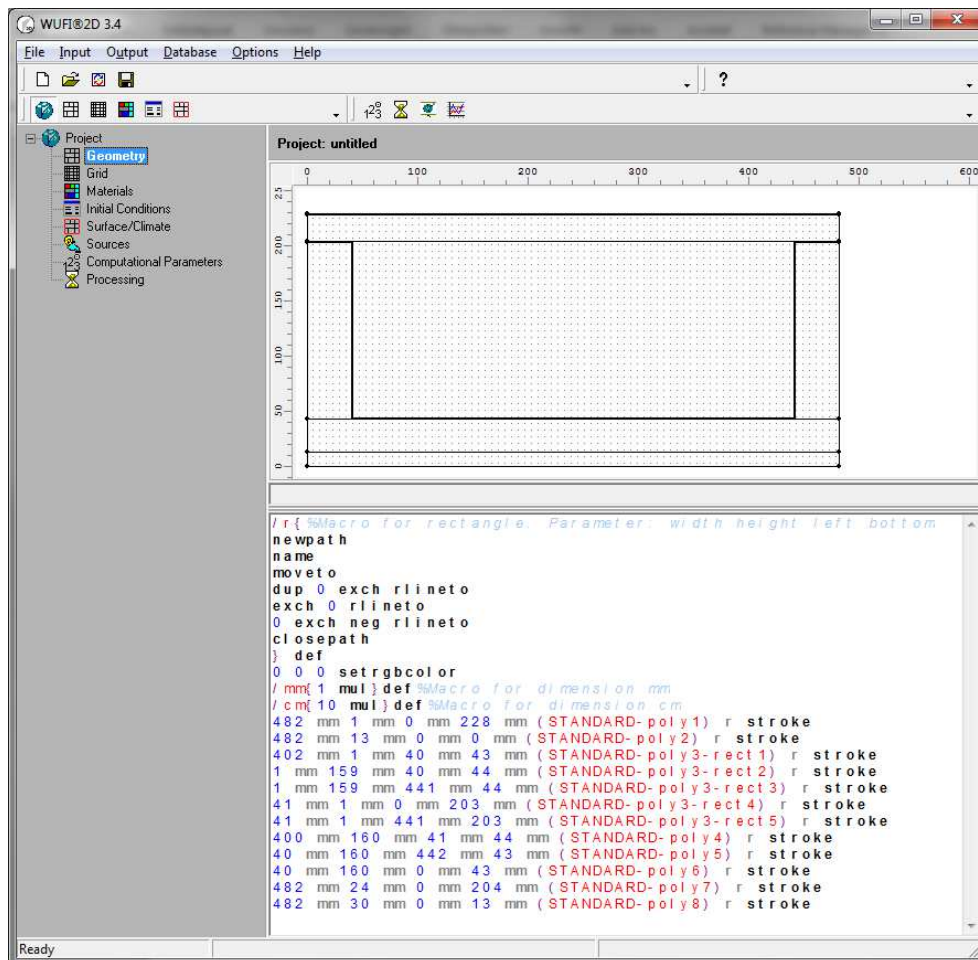
File -> Import -> DXF File...



File: Choose the DXF File here.

„Unit“ allows you to set the unit used in the source file (m, cm, mm)

„display ENTITY start and unsupported ENTITIES as comments“ imports not supported elements as uncommented lines. (This may generate many illegible lines in the geometry editor. The interpreted geometry is at the bottom of the list.)



After importing the geometry should be checked for correctness.

When creating the dxf files some design guidelines must be observed.

- The drawings shall be of rectangular, axis-parallel, **closed polygons** (one closed polygon per element or material), Geometries not fulfilling these conditions will be ignored. Beware that this may happen if your geometry is slightly misaligned to the grid!
- Drawings constructed with lines can be overpainted by polygons
- Depending on the used application the name of the pattern or layer is used for the designation in WUFI® 2D, where it can be changed if wanted.
- Geometries are supposed to be drawn in a single horizontal (X-Y) plane. When this condition is not fulfilled, geometries can be ignored, but also wrongly converted. If you export a cut of a 3-dimensional drawing, make sure your software generates a X-Y drawing.
- Entities like lines, patterns (if not even-odd), text, dimensions will be ignored, but do no harm. You don't need to delete them from the file.
- The program will round all coordinates to the nearest millimeter. The program will also move all geometries so that the lower left corner of the drawing is at the origin (0,0).
- Usually all layers are exported using the DXF export function, even masked and faded ones.
- Set the compatibility of the DXF file to „AutoCAD R12“

CAD-Applications

In the following section some applications are listed, which allow to export constructions in the DXF format. The list is not complete.

AutoCAD:

In „Save as..“ the file type „AutoCAD R12/LT2 DXF“ has to be used.

Dateiname:	<input type="text" value="Test.dxf"/>	<input type="button" value="Speichern"/>
Dateityp:	<input type="text" value="AutoCAD R12/LT2 DXF (*.dxf)"/>	<input type="button" value="Abbrechen"/>

FreeCAD:

(<http://www.freecadweb.org/>)

Choose the format „Autodesk DXF“

Dateiname:	<input type="text" value="Test"/>
Dateityp:	<input type="text" value="Autodesk DXF (*.dxf)"/>

CorelDRAW

Go to File -> Export

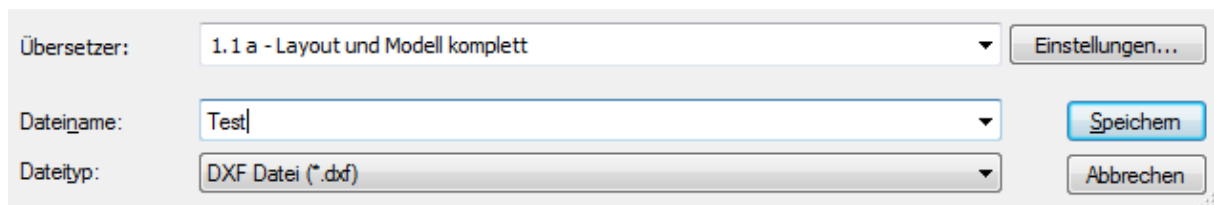
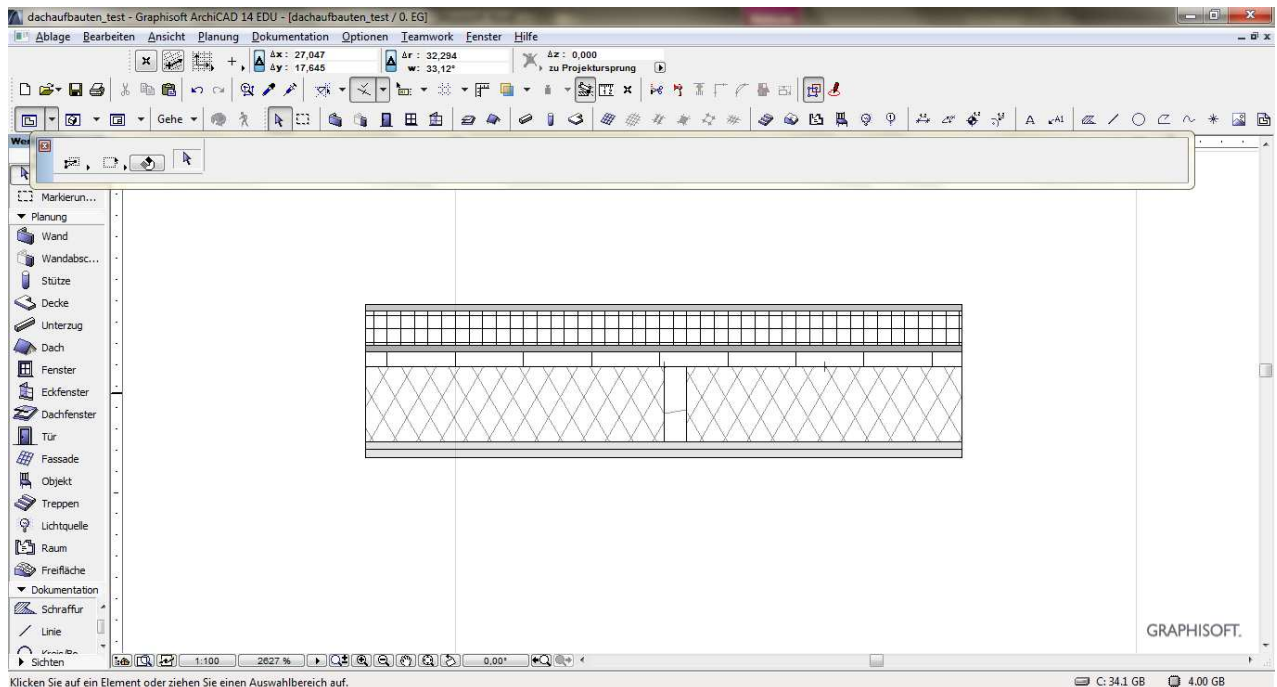
Export as "DXF – AutoCAD (*.dxf)"

Dateiname:	<input type="text" value="Unbenannt-1.dxf"/>
Dateityp:	<input type="text" value="DXF - AutoCAD (*.dxf)"/>


ARCHICAD

Here, it has proved to be advantageous to create the drawing using pattern-rectangles. Predefined hatch names are imported into the WUFI® 2D construction.

Use "DXF File (*.dxf)" for export.



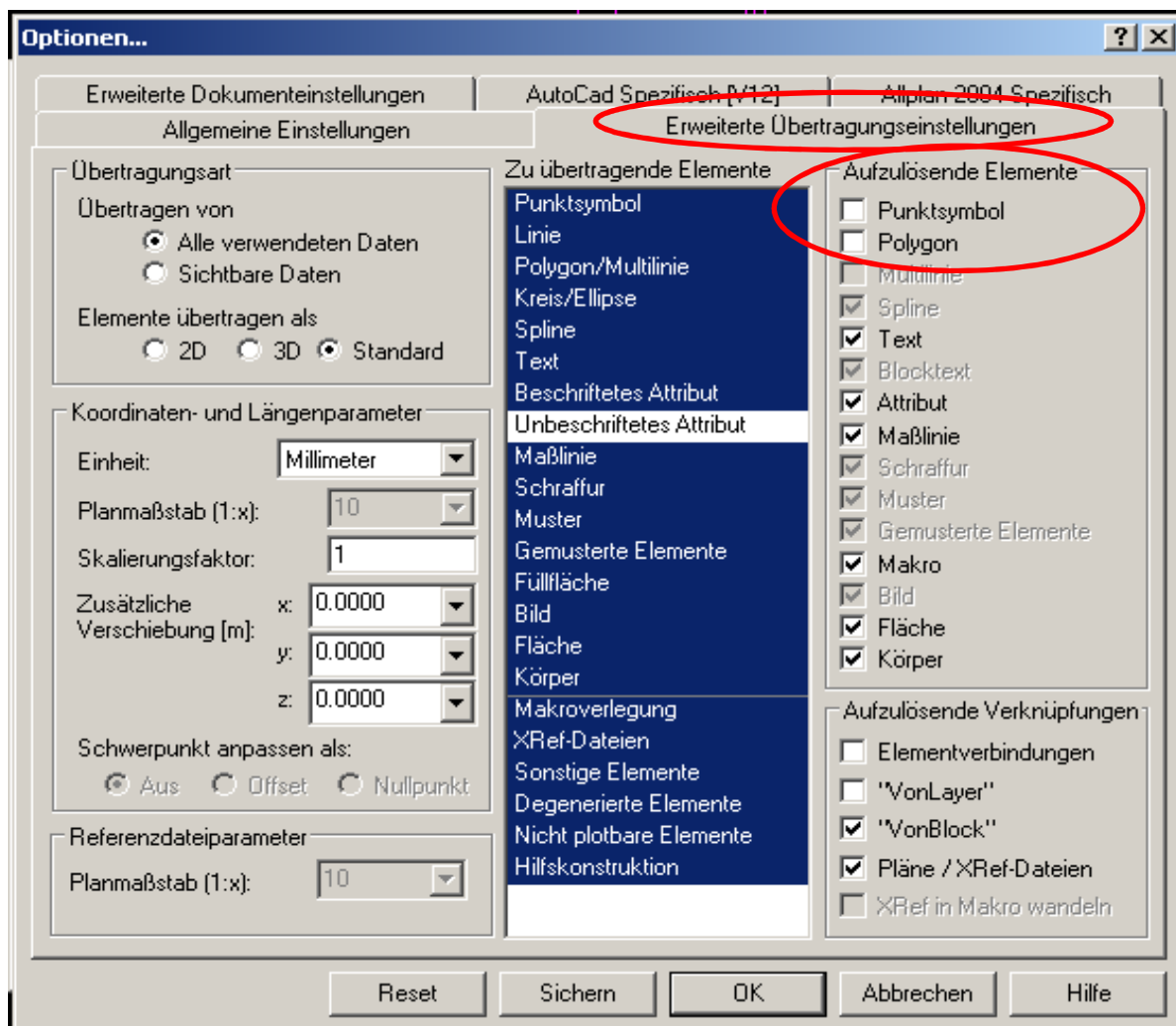
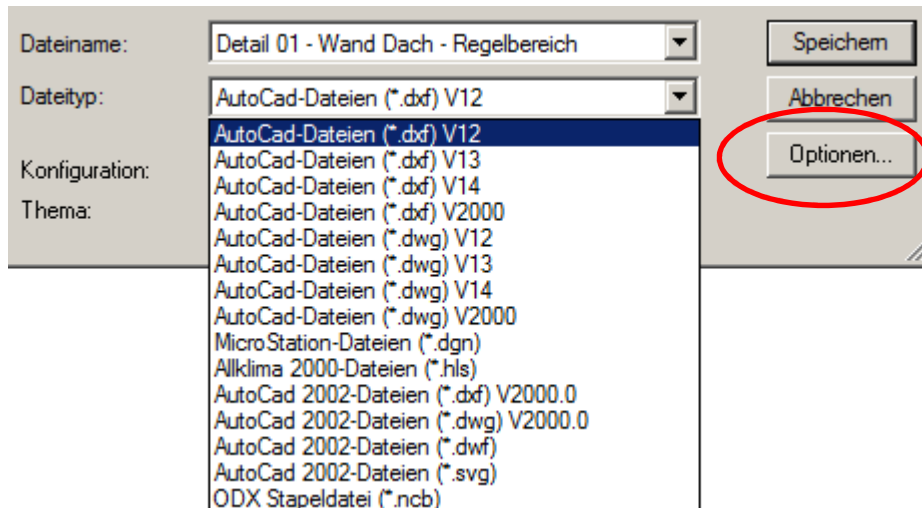
Nemetschek

Here, it has proved to be advantageous to create the individual elements using the polygon function .

The geometry can be created on a separate drawing layer, so no disturbing elements are exported. The original drawing can set as a can be passive background while drawing.

For the export-compatibility AutoCad DXF R12, R14 and 2000 where tested.

Button for Export: 



Export- Options: Do NOT explode polygons!