Contents

Acknowledgements **1**

Introduction **3**

Section I **5**

Chapter 1: The Basic OpenCAD Application 7
Introduction *7*
Creating the Visual C++ Project *7*
Setting up the Project *11*
Conclusion *12*

Chapter 2: OpenCAD as a DWG Reader 13
Introduction *13*
Setting up the Project *13*
Initializing and Uninitializing DWGdirect *14*
Reading a DWG file *16*
Conclusion *17*

Chapter 3: OpenCAD as a DWG Viewer 19
Introduction *19*
Modifying the View class *19*
Vectorization *20*
Conclusion *23*

Chapter 4: OpenCAD as a 3D Viewer 25
Introduction *25*
Render Modes *25*
3D Navigation *29*
Zoom Window and Zoom Extents *32*
Conclusion *35*

Section II **37**

Chapter 5: Plug-in Architecture 39
Introduction *39*
The OdEdBaseIO class *39*
Loading DRX Modules *41*
Conclusion *42*

Chapter 6: Creating a DRX Plug-in 43
Introduction *43*
Creating a Visual C++ project *43*
Setting up the Project *45*
Creating a DRX Module *46*
Calling the DRX Module *47*
Organizing the Project *47*
Conclusion *49*

Chapter 7: The Command Prompt 51
Introduction *51*
Connecting the Document and Child Frame *51*
Designing the Command Prompt *52*
Creating the Command Prompt *53*
Docking the Command Prompt *54*
Getting the Command Prompt to work *55*
Launching commands from the command prompt *59*
Repeating commands *60*
Handling the unexpected *61*
Wrapping up the Import command *65*
Conclusion *67*

Chapter 8: OpenCAD as a DWG Editor 69
Introduction *69*
Setting up the GetPoint mode *69*
Creating the Line command *71*
Creating a line by picking points *73*
Creating the rubber band visual feedback *75*
Taking care of cancelled commands *76*
Drawing a chain of lines *78*
Handling the unexpected *79*
The get methods *81*
Running the Line command in Bricscad V9 ..... *82*

Conclusion 85