Import of vector formats into D2000 System pictures

Import of vector formats into pictures of D2000 System

This chapter describes how to create a driver for import of images from other vector formats into the pictures of D2000 System.

Import drivers

The files in DLL format represent the import drivers for D2000 GrEditor. Their name must start with "**Imp_**". They are placed in the installation directory of D2000 System, subdirectory Bin (together with GR.EXE). When starting the GrEditor, it detects the presence of files "**IMP_*.DLL**" in the directory (e.g. D2000\Bin). If there is at least one this file, the item **Imports** will be created in submenu Utils. It enables the services of import drivers. Other drivers can be added when **D2000 GrEditor** is running.

A user interface requires the three functions that are incased in a dynamic library (DLL). **D2000 GrEditor** calls these functions and supports the driver by call-back functions that enables to create the graphic objects in the pictures of D2000 System.

Interface functions

A user interface requires a set of three functions, which are incased in a dynamic library (DLL), for the import of vector formats into pictures. **D2000 GrEditor** calls these functions when occurring a request to import picture into the opened picture. The functions are described in the chapter Interface functions.

Call-back procedures

Call-back procedures ensures the callbacks of GrEditor from the import DLL. They allow you to create the graphic objects on the basis of decoding of import file. See the description in the chapter Call-back procedures.

Graphic objects creating

The chapter Graphic object creating describes the creating of graphic objects.

Graphic objects creating - examples

The chapter Graphic object creating - examples contains the examples on how to create the graphic objects.

Interface

An interface specification describes a definition of constants and types that are necessary for import of pictures from other graphic formats. On-line help contains the examples for ADA and C programming languages.

> ⓘ **Related pages:**
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> Functions for import of vector file formats
> Call-back procedures
> Graphic object creating
> Graphic object creating - examples
> Types and constants for ADA programming language
> Definitions of types and constants for C language