Australian Standard®

Computer graphics— Initial Graphics Exchange Specification (IGES) for digital exchange of product definition data

Part 1: General



This Australian Standard was prepared by Committee IT/3, Computer Related Graphics. It was approved on behalf of the Council of Standards Australia on 2 November 1988 and published on 20 February 1989.

The following interests are represented on Committee IT/3:

ACADS

Australian Vice Chancellors' Committee Department of Defence Royal Australian Institute of Architects Telecom Australia

Review of Australian Standards. To keep abreast of progress in industry, Australian Standards are subject to periodic review and are kept up-to-date by the issue of amendments or new editions as necessary. It is important therefore that Standards users ensure that they are in possession of the latest edition, and any amendments thereto.

any amenaments inereto.

Full details of all Australian Standards and related publications will be found in the Standards Australia Catalogue of Publications; this information is supplemented each month by the magazine 'The Australian Standard', which subscribing members receive, and which gives details of new publications, new editions and amendments, and of withdrawn Standards.

Suggestions for improvements to Australian Standards, addressed to the head office of Standards Australia, are welcomed. Notification of any inaccuracy or ambiguity found in an Australian Standard should be made without delay in order that the matter may be investigated and appropriate action taken.

Australian Standard®

Computer graphics— Initial Graphics Exchange Specification (IGES) for digital exchange of product definition data

Part 1: General

First published as AS 3643.1—1989.

PUBLISHED BY STANDARDS AUSTRALIA (STANDARDS ASSOCIATION OF AUSTRALIA) 1 THE CRESCENT, HOMEBUSH, NSW 2140

PREFACE

This Standard was prepared by Standards Australia's Committee on Computer Related Graphics. It is identical with and has been reproduced from the US Department of Commerce's National Bureau of Standards *Initial Graphics Exchange Specification (IGES) Version 4.0—1989*.

For the purposes of this Australian Standard the text of the NBS Publication should be modified as follows:

Cross-references:

The reference to ANSI Standards should be replaced by references to Australian Standards as follows:

Reference to ANSI Standard

Australian Standard

(Refer to Appendix K)

ANSI

AS

74 Code extension techniques for use with the 7-bit coded character set

1776 Information processing—7-bit coded character set for information interchange

78 Programming language—FORTRAN 14

1486 Programming language—FOR-TRAN

ISO Standards: The reference to ISO Standard 1073.2 (ISO 1073)—Alphanumeric character sets for optical recognition, Part II: Character set OCR-B—Shapes and dimensions of the printed image should be replaced by references to Australian Standard AS 1436, Alpha character set OCR-B full optical recognition.

© Copyright - STANDARDS AUSTRALIA

Users of Standards are reminded that copyright subsists in all Standards Australia publications and software. Except where the Copyright Act allows and except where provided for below no publications or software produced by Standards Australia may be reproduced, stored in a retrieval system in any form or transmitted by any means without prior permission in writing from Standards Australia. Permission may be conditional on an appropriate royalty payment. Requests for permission and information on commercial software royalties should be directed to the Head Office of Standards Australia.

Standards Australia will permit up to 10 percent of the technical content pages of a Standard to be copied for use exclusively in-house by purchasers of the Standard without payment of a royalty or advice to Standards Australia.

Standards Australia will also permit the inclusion of its copyright material in computer software programs for no royalty payment provided such programs are used exclusively in-house by the creators of the programs.

Care should be taken to ensure that material used is from the current edition of the Standard and that it is updated whenever the Standard is amended or revised. The number and date of the Standard should therefore be clearly identified.

The use of material in print form or in computer software programs to be used commercially, with or without payment, or in commercial contracts is subject to the payment of a royalty. This policy may be varied by Standards Australia at any time.

CONTENTS

								Page
1 G	ENERAL							4
2 D	ATA FORM						••••	9
3 G	EOMETRY							71
4 N	ON-GEOMETRY	••••	••••	• • • •	••••		••••	175
APP	ENDICES							
Α	PART FILE EXAMPLES							352
В	ELECTRICAL/ELECTRONIC P	RODU	CT I	REPR	ESEN	TATI	ON	372
C	PLANT FLOWSHEET REPRESE	NTATIO	NC					382
D	PIPING MODEL EXAMPLE				• • • •			398
\mathbf{E}	SPLINE CURVES AND SURFACE	CES						413
F	CONIC ARCS		• • • •					419
G	COLOR SPACE MAPPINGS		• • • •		••••	••••		421
H	ASCII FORM CONVERSION UT	ILITY						422
Ι	OBSOLETE ENTITIES		• • • •	• • • •		••••		436
J	UNTESTED ENTITIES		···•	••••				447
K	LIST OF REFERENCES			****				482
L	GLOSSARY		••••	• • • • •	••••		••••	484
M	INDEX OF TOPICS	••••	• • • •	••••			••••	497
N	NUMERICAL INDEX OF ENTIRE	ΓIES	• • • •	••••				509
LIST	OF FIGURES		••••	••••	••••		••••	512
LIST	OF TABLES		••••					516

STANDARDS AUSTRALIA

Australian Standard

Computer graphics—Initial Graphics Exchange Specification (IGES) for digital exchange of product definition data

Part 1: General

1.1 Purpose

This Specification establishes information structures to be used for the digital representation and communication of product definition data. Use of this Specification permits the compatible exchange of product definition data used by various Computer-Aided Design and Computer-Aided Manufacturing (CAD/CAM) systems.

1.2 Field of Application

This Specification defines a file structure format, a language format, and the representation of geometric, topological, and non-geometric product definition data in these formats. Product definition data represented in these formats will be exchanged through a variety of physical media. The specific features and protocols for the communications media are the subject of other standards. The methodology for representing product definition data in this Specification is extensible and independent of the modeling methods used.

Chapter 1 is general in nature and defines the overall purpose and objectives of this Specification. Chapter 2 defines the communications file structure and format. It explains the function of each of the sections of a file. The geometry data representation in Chapter 3 deals with two- and three-dimensional edge-vertex models, with simple surface representations and Constructive Solid Geometry (CSG) representations. Chapter 4 specifies non-geometric representations, including common drafting practices, data organization methods, and data definition methods.

In Chapters 3 and 4, the product is described in terms of geometric and non-geometric information, with non-geometric information being divided into annotation, definition, and organization. The geometry category consists of elements such as points, curves, surfaces, and solids that model the product. The annotation category consists of those elements which are used to clarify or enhance the geometry, including dimensions, drafting notation, and text. The definition category provides the ability to define specific properties or characteristics of individual or collections of data entities. The organization category identifies groupings of elements from geometric, annotation, or property data which are to be evaluated and manipulated as single items.

1.3 Untested Entities

It is the policy of the organization to ensure that entities are tested before being introduced into the Specification. In cases where this testing is not yet complete, the entity is included in Appendix J. A prospective implementor is warned that, despite the fact that Appendix J entities represent the best judgment of the organization, there is a chance that changes will be required before these entities are introduced into the body of the Specification. If these entities are judged useful and implementation