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Subject: any Ray-Tracing lib around?

Posted by [pitacco](#) on Thu, 19 Mar 1998 08:00:00 GMT

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Hello IDLers!

Since I started working with IDL, I was impressed by the very good lib's you can collect here and there and my IDL dir got really big. With this first posting on the ng, I wish to thank all the people willing to share their work, for the huge help they gave me allowing to read through some good code.

However, I was not yet able to find much dealing with Ray-Tracing algorithms. Since I do believe that IDL is well suited to deal with such problems, I ask you for any hidden pointer.

Thanks, Andrea

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