
Subject: Re: Looking for a 3D "triangulate" equivalent
Posted by [David Foster](#) on Wed, 24 Mar 1999 08:00:00 GMT
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burkhard prause wrote:

>
> Hi everyone.
>
> I have in the past used Triangulate to create adjacency lists for
> irregular grids (centers of mass) in 2D. Now I have three dimensional
> arrays, for which I need to do the same. There are many (some good, some
> ugly) c/c++ routines out there that would perform delauney triangulation
> on simplicial vertices (finding minimal surface convex hulls), but unless
> some have options that I don't know about, none that I know can give me
> adjacency lists ("neighbors") for each point.
>
> Does anyone know of such a routine, written in IDL (preferably, for ease
> of use), or c for that matter? Where could I look for mathematical IDL
> routines (in the future). I stop by the Johhs Hopkins library and David
> Fannings (Hi David!) on occasion. What else is out there?
>
> Burkhard

Burkhard -

Everyone looking for IDL routines should check out Ray Sterner's
libraries first:

<http://fermi.jhuapl.edu/s1r/idl/idl.html>

I have a pretty long list of IDL resources on the net...I'll email
them to you offline.

Dave

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David S. Foster      Univ. of California, San Diego  
Programmer/Analyst   Brain Image Analysis Laboratory  
foster@bial1.ucsd.edu   Department of Psychiatry  
(619) 622-5892      8950 Via La Jolla Drive, Suite 2240  
                    La Jolla, CA 92037  
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