Subject: Puzzling with vector shapes
Posted by Stjernholm, Michael on Tue, 19 Oct 1999 07:00:00 GMT

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Hi folks

I have a problem which I guess is quite common - but not trivial to solve:

I have polygon shapes which I trust a lot regarding their geometric credibility and I have polygon shapes with less credibility.

The two set of shapes I would like merges in a way where the least trustworthy is puzzled to the position where it fits best with the reliable shapes.

I expect that the "puzzling" may involve translation, rotation, scaling within given span and maybe generalization.
My trustworthy shapes may only cover a part of the circumference of the less trustworthy !
In some cases will there be be real discrepancies which should be respected !

Do any of you have ideas, references or source code to solve this ?

My working environment accepts AI, ArcView, IDL, C solutions !

Thanks Michael

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