

---

Subject: triangle routines

Posted by [Peter Brooker](#) on Fri, 01 Dec 2000 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I need to do something very similar to meshing. Given a polygon in the xy plane, I need to decompose the polygon into right angle triangles, the fewer the better. A constraint is the two sides that form the right angle must be parallel to the x or y axis. The input would be the (x,y) coordinates of the polygon and the output would be the (x,y) coordinate of each of the triangles.

Can any of the IDL meshing routines help me?

thanks-Peter Brooker

---