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Subject: Re: Polygon hull

Posted by [davidf](#) on Tue, 19 Dec 2000 00:25:26 GMT

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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

> "Note that you can return the convex hull of these points with the  
> TRIANGULATE command too. Simply add a fourth argument to the command...and  
> the points on the parameter [huh? must be perimeter] of this set of points  
> will be returned to you."

Whoops! I'm going to install that damn context  
checker as soon as I get a stable OS. :-)

Let's just say this has already fixed for  
the next printing run. :-)

Cheers,

David

P.S. What I don't understand is why I don't look  
in the book first, instead of spending 45 minutes  
digging around in my notes. There is even an index  
entry and everything! Sheesh.

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David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)

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