Subject: Re: Tessellate Question--fewest convex polys
Posted by Mark Hadfield on Sun, 10 Feb 2002 21:15:22 GMT
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"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote in message news:3C641B7B.F4FA5699@hotmail.com...
> I am veering off the question.
> I had limited success with the Tessellator object. Returned
> connectivity arrays were not convex when plotted.

Really? That is not my experience. The tessellator always produces triangles, which are convex by definition.

My gripes with the tessellator are:

1. It takes a long time for large datasets

2. It is completely intolerant of badly formed data (eg. intersecting segments)

3. It tests the area of the triangles it generates and reports an error ("colinear vertices") if this area is less than 0.5E-6. There are situations where this is inappropriate. The work-around is to multiply the input data by a constant before tessellating.

Mark Hadfield
m.hadfield@niwa.co.nz http://katipo.niwa.co.nz/~hadfield
National Institute for Water and Atmospheric Research