
Subject: Re: Finding all angles within a range of directions; an algorithm question
Posted by [Craig Markwardt](#) on Thu, 18 Apr 2002 01:16:00 GMT
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tbowers0@yahoo.com writes:

> Wow Struan! Your explanation was a bit beyond me. So, instead of just
> replying "Uhh.. Huh?" I did some surfing on rotation matrices and
> stuff and found the Matrix and Quaternion FAQ at
> <http://skal.planet-d.net/demo/matrixfaq.htm>. Educated myself a bit,
> but I'm still unclear. If I understand:

Hi Todd--

You definitely want to use the dot-product approach. It's fast, and there's no room for screwing up the signs like there is in rotation matrices. And, as you say, you can make a different cut, other than 90 degrees.

But, if you **did** want to use quaternions, then I have a whole library for you on my web page :-)

Craig

Craig

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