Subject: Re: simplify a polyline?
Posted by btt on Mon, 26 Apr 2004 13:30:07 GMT
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Brad Gom wrote:

> I need a general purpose routine for reducing the complexity of a 2-d
> polyline. For example, the output of the contour function contains
> many redundant points, ie. many vertices may be removed as they fall
> on a straight or nearly straight line. Has anyone implemented a
> polyline simplification or decimation routine? I don't want to simply
> smooth the input data.

Hi,

I haven't tried this, but I believe that you can use MESH_DECIMATE using your X, Y vertices coupled with a faked Z value. This is from the online description of MESH_DECIMATE

> The MESH_DECIMATE function reduces the density of geometry
> while preserving as much of the original data as possible.

Ben