
Subject: Re: Polygon Clipping Algo in IDL
Posted by [JD Smith](#) on Tue, 13 Dec 2005 16:32:58 GMT
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On Tue, 13 Dec 2005 14:38:42 +1300, Mark Hadfield wrote:

> raval.chintan@gmail.com wrote:
>> Dear All,
>>
>> Does any one has written code for the polygon clipping (Cohen
>> Sutherland or Liang Baskey) in IDL? or is there any direct function
>> available in IDL?
>>
>> Regards
>> Chintan
>>
> Attached, based on code from JD Smith. These are part of my Motley library
> and may well require other routines in same. See

Hey Mark... remind me what your version did different from mine? I recall spending weeks trying to vectorize this algorithm, only to give up and write it as a DLM. It's fairly slow in IDL. Lately I've been exploring the clipping library GPC, linking it as a DLM.

JD
