Subject: Re: some geometry questions.
Posted by Karl[1] on Thu, 30 Mar 2006 05:29:29 GMT
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You might do a google search for "signed areas" and/or see:

http://softsurfer.com/Archive/algorithm_0101/algorithm_0101. htm#Triangles

The idea is to take the vector cross product of something like (v4-v1)x(v2-v1) and compare it to (v2-v3)x(v4-v3). If the signs of the z components are different, the lines cross.

A much bigger hammer to use is IDLgrTessellator. If you call the AddPolygon method with those 4 points and then call the Tessellate method, the tessellator will always return 2 triangles, but it will return a 5th point if the lines cross, since the 5th point is needed to define the point of intersection.