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Subject: Re: speher keyword of qhull  
Posted by [Haje Korth](#) on Fri, 10 Nov 2006 18:01:30 GMT  
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sorry about being dense here, but how are qtr and q\_sphere related?

Andy Heaps wrote:

> ITT-Vis help desk have resolved the query:  
>  
> The SPHERE keyword to QHULL will return the Delaunay triangulation of  
> the points which lie on the surface of a sphere. Consider the  
> following example:  
>

```
> .*****  
> ,  
>> pro test  
>>  
>>   seed = 1  
>>   n = 50  
>>  
>>   lon = randomu(seed, n) * 360. - 180.  
>>   lat = randomu(seed, n) * 180. - 90.  
>>   f = sin(lon * !dtor)^2 * cos(lat * !dtor)  
>>  
>>   qhull, lon, lat, qtr, $  
>>       SPHERE = q_sphere, /DELAUNAY  
>>  
>>   qpolys = lonarr(4,(size(qtr, /DIM))[1])  
>>   qpolys[0,*] = 3  
>>   qpolys[1:3,*] = qtr  
>>  
>>   q_poly = obj_new('idlgrpolygon', $  
>>       q_sphere, COLOR = [0,255,0], $  
>>       POLYGONS = qpolys, STYLE = 2)  
>>  
>>   xobjview, q_poly, XSIZE = 400, YSIZE = 400, $  
>>       XOFF = 410, YOFF = 450, $  
>>       TITLE = 'QHULL triangulation'  
>>  
>> end  
>> .*****  
>> ,
```

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