Subject: Re: polygon intersection routine in IDL
Posted by JD Smith on Wed, 14 Feb 2007 19:05:35 GMT
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On Tue, 13 Feb 2007 19:15:15 -0800, Weihua FANG wrote:

> hi, all,
>
> I need a routine to get the exact intersection, to be returned as a
> polygon, of 2 polygons (could be convex or concave) . I did some search
> and found similar routines from the libs of motley and Dr. D.Faning. but
> seems not the exact one i am looking for.
>
> Is there anybody knows such a routine in IDL?

I have such a routine called POLYCLIP, for clipping arbitrary polygons
to a rectangular grid, and I believe Mark Hadfield reimplemented it in
his library. I also have a auto-compiling C DLM version of the
Sutherland Hodgeman clipper which is much (50x) faster than the
internal IDL version, when you have very many polygons to clip. It's
coming out with another package soon.

JD