
Subject: Re: Is there a quick way to find the intersection of two lines?

Posted by [Wox](#) on Tue, 05 Feb 2008 10:45:45 GMT

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On Mon, 4 Feb 2008 16:08:16 -0800 (PST), eyuchen@gmail.com wrote:

> Hi there,
>
> I have two sets of x-y data:
> x1=[1,2,3,4,5] y1=[3.2,7.4,8.2,9.3,7.9];
> x2=[1.2,1.4,2.3,2.8,3.3,3.9,4.1,4.5,5.2]
> y2=[3.1,5.2,6.2,7.3,7.5,8.6,9.6,8.7,7.4];
>
> By running:
> plot, x1, y1
> oplot, x2, y2
> we can clearly see that there are four intersections, but it is not
> clear what are the x,y coordinates of these points.
>
> Is there an easy way to do it? Thank you very much.
>
> Eugene

I got carried away and made something with Ben's suggestion. Maybe
there's a better way, but it's a start.

function segmentintersect,L1x,L1y,L2x,L2y,xy=xy

; code:
; 0: not intersecting
; 1: intersect in 1 point
; 2: parallel
; 3: coincident

denom=float(L2y[1]-L2y[0])*(L1x[1]-L1x[0])-(L2x[1]-L2x[0])*(L1y[1]-L1y[0])
numa=(L2x[1]-L2x[0])*(L1y[0]-L2y[0])-(L2y[1]-L2y[0])*(L1x[0] -L2x[0])
numb=(L1x[1]-L1x[0])*(L1y[0]-L2y[0])-(L1y[1]-L1y[0])*(L1x[0] -L2x[0])

if denom eq 0 then code= (numa eq 0 and numb eq 0)+2 \$
else begin

ua = numa / denom
ub = numb / denom

;%%%%%%%%%%%%%%%
