Subject: Re: Weiler Atherton Clipping Algorithm
Posted by wlandsman on Tue, 09 Sep 2008 17:10:44 GMT
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On Sep 9, 12:39 pm, David Fanning <n...@dfanning.com> wrote:

> I'm always a little surprised to find scientists annoyed
> when research problems present themselves. (My middle son
> is experiencing similar problems with fire ants.) I would
> have thought this kind of thing is sort of the *point*
> of scientific research. At least it was in my day. :-)

I think I agree more with Chris here. An extreme analogy might be the one's reaction if IDL did not have an built-in FFT. Now developing one's own FFT might be an interesting research problem, but one would expect a commercial image processing package to have one built-in and to be annoyed if it does not. Similarly one would expect an image processing package to have a built-in polygon clipping algorithm, and to be annoyed if it does not.

Having said that, my need for polygon-clipping has always been to render onto square pixels, and the Sutherland-Hodgman algorithm has sufficed.

The documentation included in JD's code polyclip.c describes how to make use of the IDL MAKE_DLL function to create a shareable library, and then use CALL_EXTERNAL to call the C polyclip program from IDL. Since you probably want the your Weiler-Atherton code in C anyway, and the algorithm is (supposedly) not that complicated, this is probably the way to go. --Wayne