
Subject: Re: Weiler Atherton Clipping Algorithm
Posted by [rogass](#) on Tue, 09 Sep 2008 16:03:11 GMT
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Yes, a native implementation would be the best. Unfortunately, there is still no solution. I have polygons with hundreds of vertices and now it's time for me to decide how to handle this. I tried Mati Merons Shape_overlap algorithm based on the Sutherland approach, which is fast enough, but Mati's version gives me the wrong results.

The c-Version from JD - I don't really know how to implement this in my program. Is there a ready-to-use part, which can be directly used within IDL?

Isn't there any other algorithm which can handle clipping of difficult and concave polygons? I can't understand this, really! In my opinion, it is a basic task in image processing. I have written a very complex computation and the last step would be the comparison of the polygons. Now, missing implementations of those algorithms hinder me to fulfill my task.... It's very annoying...

Maybe, someone has written another polygon clipping algorithm to handle the problems with concave and complex polygons? Maybe, someone is able to give me a hint or where I could start?

Please, excuse my English, I'm not a native speaker.

Thanks and best regards

Chris
