
Subject: Re: Weiler Atherton Clipping Algorithm
Posted by [wlandsman](#) on Tue, 09 Sep 2008 13:40:31 GMT
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> But maybe there are other algorithms like the Sutherland approach?

As noted on David Fanning's webpage mentioned above there are IDL implementations of Sutherland-Hodgman polygon clipping from both JD Smith (<http://turtle.as.arizona.edu/jdsmith/scraps.php>) and Mark Hadfield. JD Smith also provides a C version polyclip.c which is 50 (!) times faster, and callable from IDL via call_external.

Since the Weiler-Atherton algorithm is even more computationally intensive than Sutherland-Hodgman, I suspect one would want a C version linked to IDL (or to convince ITTVIS to implement it natively!)

--Wayne

>
> Thanks nad best regards
>
> Chris
