
Subject: Re: Weiler Atherton Clipping Algorithm
Posted by [rogass](#) on Tue, 09 Sep 2008 12:32:35 GMT
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On Sep 9, 1:35 pm, Wox <nom...@hotmail.com> wrote:
> On Tue, 9 Sep 2008 01:46:21 -0700 (PDT), rog...@gmail.com wrote:
>> Hello,
>> I need the Weiler-Atherton-Clipping algorithm within IDL. Can somebody
>> submit any kind of ready-to-use code? I would really appreciate it. A
>> good demonstration of the algorithm is shown here:
>> http://research.cs.vt.edu/algoviz/Clip/clipping_applet.html
>
>> Thank you and best regards
>
>> Chris
>
> Maybe not the same algorithm, but the result should be the
same:http://www.dfanning.com/graphics_tips/polygonclip.html

Thank you, but unfortunately the use algorithm cannot deal very good
with concave and complicated (self intersecting) polygons. Only Weiler-
Atherton and newer algorithms are able to solve this kind of problem.
The Algorithm is not so much complicated, but in terms of speed it is.
But maybe there are other algorithms like the Sutherland approach?

Thanks nad best regards

Chris
