
Subject: Re: quadtree algorithm

Posted by [rogass](#) on Wed, 28 Oct 2009 21:30:37 GMT

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On 28 Okt., 02:03, "ben.bighair" <ben.bigh...@gmail.com> wrote:

> On Oct 27, 10:58 am, chris <rog...@googlemail.com> wrote:

>

>> Hi there,

>> I was wondering that no quadtree algorithm is implemented in IDL. Does

>> anybody have a read-to-use routine to put, for example, an 1000x1000-

>> image into such tree and to concurrently store its parts (bounding

>> box) into a pointer array?

>

>> Thanks and best regards

>

>> CR

>

> Hi,

>

> I implemented a quadtree as an IDL object that I can share with you.

> It is a bit old now*, but you can easily modify it to suit your own

> needs. Send me an email and I'll attach it to my reply.

>

> Cheers,

> Ben

>

> * It inherits from Martin Schultz's MGSBaseObject - where is Martin

> now?

Dear Ben,

this would be very kind. I sent you a pm. Do you have any ideas about this one:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/7ab33a51a9f81f8a#

Unfortunately, I don't know who Martin is and where he is (supposed to be).

Thank you

CR
