Subject: quadtree algorithm
Posted by rogass on Tue, 27 Oct 2009 14:58:56 GMT

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