
Subject: Re: Calculation of intersection on map
Posted by [Kenneth P. Bowman](#) on Wed, 14 Jul 2010 13:49:01 GMT
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In article
<780593a9-2c5b-44fe-9905-d3a06c89c436@i18g2000pro.googlegroups.com>,
bjkuk <bjkuk12@gmail.com> wrote:

> Dear All,
> I am looking for pre-made routine or programming tips to get
> intersection. I would like to calculate intersection from given two
> positions(A and B)
>
> If we know Latitude and Longitude of Point-A and Point-B, also the
> azimuth angles of Point-A and Point-B from the North. if azimuth
> angles is not parallel, those two lines will be cross. How do I
> calculate this intersection point (cross point) precisely?
>
> Sincerely Yours
> B.J.Kuk

Have a look at "Intersection of two paths given start points
and bearings" on this page

<http://www.movable-type.co.uk/scripts/latlong.html>

BTW, the bearing lines always intersect, even if the azimuth
angles are the same. A proper bearing line follows a great
circle. On a sphere, great circles either are
the same circle, or they intersect at two antipodal points.

Ken Bowman
