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Subject: Re: Calculation of intersection on map  
Posted by [bjkuk](#) on Wed, 14 Jul 2010 23:14:27 GMT  
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> In article  
> <780593a9-2c5b-44fe-9905-d3a06c89c...@i18g2000pro.googlegroup s.com >,  
>  
> bjkuk <bjku...@gmail.com> wrote:  
>> Dear All,  
>> I am looking for pre-made routine or proramming 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 parellel, those two lines will be cross. How do I  
>> calcuate 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

Thanks lot Ket Bowman.  
The site you mentioned is very useful for me.

B.J. Kuk

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