Subject: Re: QHULL connectivity list - sorting possible?
Posted by Dick Jackson on Tue, 26 Jul 2011 17:53:14 GMT

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Sorry for the text wrapping. Let's try that again, with a bonus: copy
and paste at the command prompt for the full demo:

```
vList = RandomU(seed, 3, 100)          ; Random points
QHull, vList, tri                ; tri becomes (3, nTri)
nTri = N_Elements(tri)/3
pList = [Replicate(3, [1, nTri]), tri] ; Prepend column of '3's
oMesh = Obj_New('IDLgrPolygon', vList, Polygons=pList)
XObjView, oMesh                  ; Show the lump of coal!
```

Cheers,
-Dick

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On Jul 26, 10:38 am, Dick Jackson <d...@d-jackson.com> wrote:
> Hi,
>
> This may be what you need. QHull returns nothing but triangle vertex
> indices, while IDL generally uses a more generic connectivity list.
> Starting with vList, a (3, nVertices) array of XYZ points...
>
>   QHull, vList, tri   ; tri becomes (3,
> nTri)
>   nTri = N_Elements(tri)/3
>   pList = [Replicate(3, [1, nTri]), tri]   ; Attach column of
> '3' values
>   oMesh = Obj_New('IDLgrPolygon', vList, Polygons=pList)
>
> Cheers,
> -Dick
>
> Dick Jackson Software Consulting
> Victoria, BC, Canada --- +1-250-220-6117
> d...@d-jackson.com   ---http://www.d-jackson.com
>
> On Jul 26, 6:59 am, asp <ayl...@gmail.com> wrote:
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>
>
>
>> Hi all,
>
>> I am trying to apply QHULL to a thresholded volume and then use the
>> result to create a mesh object. While I have been able to use MESH_OBJ
>> with the results from QHULL the resultant object is a mess. I am
>> thinking this may be due to the fact that the connectivity list in
>> QHULL is not ordered. This is unlike TRIANGULATE, which does provide
>> an ordered adjacency list. Does anyone have a suggestion for how to
>> order the connectivity list from QHULL, or does anyone have a
>> suggestion for another way I might go about doing this?
>
>> Thanks!