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Subject: Re: QHULL connectivity list - sorting possible?  
Posted by [Dick Jackson](#) on Tue, 26 Jul 2011 17:46:28 GMT  
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Let's try that again. Sorry for the text-wrapping, and here's a bonus.  
Copy and paste into the command line 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] ; Attach column of '3's
oMesh = Obj_New('IDLgrPolygon', vList, Polygons=pList)
XObjView, oMesh                       ; See 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:
>
>
>
>
>
```

>  
>  
>> 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!

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