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Subject: Re: QHULL connectivity list - sorting possible?  
Posted by [Dick Jackson](#) on Tue, 26 Jul 2011 17:38:37 GMT  
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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

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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!
```