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Subject: Re: Finding the intersection of 2 short lines  
Posted by [jimmybobs](#) on Mon, 13 Feb 2012 15:18:06 GMT  
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On Feb 13, 1:42 pm, David Fanning <n...@idlcoyote.com> wrote:

> ben.bighair writes:  
>> I have often used Paul Bourke's geometry webpages as a good starting  
>> point, like this one for line intersections (2d)...  
>  
>> <http://paulbourke.net/geometry/lineline2d/>  
>  
>> I used that stuff to develop these (you'll need David Fanning's cg\*  
>> routines)  
>  
>> [http://dl.dropbox.com/u/8433654/pbourke\\_lines.zip](http://dl.dropbox.com/u/8433654/pbourke_lines.zip)  
>  
> You might need to put a Forward\_Function command  
> in the test programs (or just compile the program  
> code twice) to get the test programs to run.  
>  
> Cheers,  
>  
> David  
>  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Thanks David - when compiling it in the IDE I did need to do it twice  
as you said. Funnily enough when it was tucked away in the IDL lib  
folder and called from my code in the working directory it seemed to  
work unaltered.

Jimmy

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