Subject: Re: Finding the intersection of 2 short lines
Posted by David Fanning on Mon, 13 Feb 2012 13:42:11 GMT

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

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

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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.")