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Subject: Re: Finding the intersection of 2 short lines  
Posted by [ben.bighair](#) on Mon, 13 Feb 2012 12:48:48 GMT  
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On Feb 13, 5:39 am, Jimmy <jimmyb...@gmail.com> wrote:

> Hi everyone.  
>  
> I'm trying to find a way of detecting the crossing point of two short  
> lines (as part of a larger problem with detecting overlapping  
> polygons). I've used intersect.pro which gives me the general  
> intersect, but then I have to use the mother of all ugly if statements  
> (which I'm having trouble getting working) to detect whether the  
> intersect is actually on my short lines or extended away somewhere  
> else.  
>  
> Is there a more elegant way of doing this? The code needs to find  
> whether the two lines cross, and return the intersection point.  
>

Hi,

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)

Cheers,  
Ben

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