
Subject: Re: nearest node of Delauny tessellation

Posted by [lecacheux.alain](#) on Fri, 26 Apr 2013 07:01:41 GMT

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Le jeudi 25 avril 2013 23:35:40 UTC+2, Jeremy Bailin a écrit :

> Under the category of "this must be easy, but I can't seem to figure out

>

> the right function":

>

>

>

> If I have created a Delauny tessellation using TRIANGULATE, how can I

>

> easily find which nodes form the triangle that contains an arbitrary

>

> point in the space?

>

>

>

> (more specifically, I am using /NATURAL_NEIGHB interpolation in GRIDDATA

>

> and it's going horribly wrong for one point, so I'm trying to figure out

>

> what nodes it's actually using in the interpolation for that point)

>

>

>

> Thanks,

>

> -Jeremy.

VORONOI procedure might be your friend.

alain.
