
Subject: nearest node of Delauny tessellation

Posted by [Jeremy Bailin](#) on Thu, 25 Apr 2013 21:35:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
