
Subject: Re: nearest node of Delauny tessellation
Posted by [Jeremy Bailin](#) on Fri, 26 Apr 2013 23:46:33 GMT
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On 4/26/13 3:37 PM, ben.bighair wrote:

> On Thursday, April 25, 2013 5:35:40 PM UTC-4, Jeremy Bailin wrote:
>> 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)
>>
>
> Hi,
>
> COuld you use IDLanROI::ContainsPoint()? You would have to convert the triangulations to
ROIs first.
>
> Cheers,
> Ben
>

Yes, that would probably work... although converting each one separately
to an ROI sounds like overkill to just figure out where one point lies.
:) But that's the best suggestion, so I suspect that's what's going to
happen.

-Jeremy.
