
Subject: Re: nearest node of Delauny tessellation
Posted by [ben.bighair](#) on Fri, 26 Apr 2013 20:37:10 GMT
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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
