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Subject: Re: nearest node of Delauny tessellation  
Posted by [Jeremy Bailin](#) on Fri, 26 Apr 2013 13:26:32 GMT  
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On 4/26/13 2:01 AM, alx wrote:

> 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.  
>

But I thought that Voronoi polygons can be made up of multiple triangles? Whereas GRIDDATA's documentation says that it's just using the Delauny triangle.

-Jeremy.

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