Subject: speher keyword of qhull
Posted by sebinjapan on Wed, 08 Nov 2006 14:21:42 GMT
View Forum Message <> Reply to Message

hello,

Does anyone knows was is returned in the sphere variable when using:
qhull, v0, v1, tr, /delaunay, sphere = s

seb

Subject: Re: speher keyword of qhull
Posted by Haje Korth on Fri, 10 Nov 2006 18:01:30 GMT
View Forum Message <> Reply to Message

sorry about being dense here, but how are qtr and q_sphere related?

Andy Heaps wrote:
> ITT-Vis help desk have resolved the query:
>
> The SPHERE keyword to QHULL will return the Delaunay triangulation of
> the points which lie on the surface of a sphere. Consider the
> following example:
>
> ;**
>> pro test
>>
>> seed = 1
>> n = 50
>>
>> lon = randomu(seed, n) * 360. - 180.
>> lat = randomu(seed, n) * 180. - 90.
>> f = sin(lon * !dtor)^2 * cos(lat * !dtor)
>>
>> qhull, lon, lat, qtr, $
>> SPHERE = q_sphere, /DELAUNAY
>>
>> qpolys = lonarr(4,(size(qtr, /DIM))[1])
>> qpolys[0,*] = 3
>> qpolys[1:3,*] = qtr
>>
>> q_poly = obj_new('idlgrpolygon', $
>> q_sphere, COLOR = [0,255,0], $
>> POLYGONS = qpolys, STYLE = 2)
>>
>> xobjview, q_poly, XSIZE = 400, YSIZE = 400, $

```
>>         XOFF = 410, YOFF = 450, $
>>         TITLE = 'QHULL triangulation'
>>
>>  end
>>  ;************************************************
```