
Subject: Re: quadtree algorithm
Posted by [ben.bighair](#) on Wed, 28 Oct 2009 01:03:46 GMT
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On Oct 27, 10:58 am, chris <rog...@googlemail.com> wrote:

> Hi there,
> I was wondering that no quadtree algorithm is implemented in IDL. Does
> anybody have a read-to-use routine to put, for example, an 1000x1000-
> image into such tree and to concurrently store its parts (bounding
> box) into a pointer array?
>
> Thanks and best regards
>
> CR

Hi,

I implemented a quadtree as an IDL object that I can share with you.
It is a bit old now*, but you can easily modify it to suit your own
needs. Send me an email and I'll attach it to my reply.

Cheers,
Ben

* It inherits from Martin Schultz's MGSBaseObject - where is Martin
now?

Subject: Re: quadtree algorithm
Posted by [rogass](#) on Wed, 28 Oct 2009 21:30:37 GMT
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On 28 Okt., 02:03, "ben.bighair" <ben.bigh...@gmail.com> wrote:

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> Cheers,
> Ben
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> * It inherits from Martin Schultz's MGSBaseObject - where is Martin
> now?

Dear Ben,
this would be very kind. I sent you a pm. Do you have any ideas about
this one:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/7ab33a51a9f81f8a#

Unfortunately, I don't know who Martin is and where he is (supposed to be).

Thank you

CR
