Subject: Re: quadtree algorithm
Posted by ben.bighair on Wed, 28 Oct 2009 01:03:46 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

On 28 Okt., 02:03, "ben.bighair" <ben.bigh...@gmail.com> wrote:

> 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?

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_t hread/thread/7ab33a51a9f81f8a#

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

Thank you

CR