Subject: Re: nearest node of Delauny tesselation
Posted by lecacheux.alain on Fri, 26 Apr 2013 07:01:41 GMT
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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 tesselation using TRIANGULATE, how can I
>
> easily find which nodes form the triangle that contains an arbitrary
>
> point in the space?
>
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>
> (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.

Subject: Re: nearest node of Delauny tesselation
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 ï¿½crit :
>> Under the category of "this must be easy, but I can't seem to figure out
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> 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.
