Subject: Rotating a line QUICKLY
Posted by Matthew J. Sheats on Mon, 21 Sep 1998 07:00:00 GMT
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Howdy,

Here is a problem I have encountered in the past few days that I'm hoping a few of you have already come across and solved.

It's a basic geometery problem. I have a straight line made up of many X,Y coordinates which I have found previously with a WHERE command. I can rotate them with a relatively simple trig function to any degree I want about any arbitrary point.

The problem is, this is too slow for my application. The ineficiency comes from rotating ALL the points in the line instead of just the end points. My problem is, does anyone have a good suggestion for re-connecting the line once I rotate JUST it's end points to the desired angle?

I have looked at things like Interpolate etc, but I'm not sure how to go about applying them, or if they will even work.

And on top of that, I've noticed the discusion going on with FFTW, and I was wondering if possibly writing an external C routine to do this for me would help, or if the over head would negate any speed gain I would receive.

Thanks for any help. If you need to see some source code to understand what I'm doing, I can post it.

Thanks,

Matthew Sheats

Matthew Sheats
Los Alamos National Laboratory
sheats@lanl.gov