
Subject: Looking for a 3D "triangulate" equivalent
Posted by [burkhard prause\[1\]](#) on Mon, 15 Mar 1999 08:00:00 GMT
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Hi everyone.

I have in the past used Triangulate to create adjacency lists for irregular grids (centers of mass) in 2D. Now I have three dimensional arrays, for which I need to do the same. There are many (some good, some ugly) c/c++ routines out there that would perform delauney triangulation on simplicial vertices (finding minimal surface convex hulls), but unless some have options that I don't know about, none that I know can give me adjacency lists ("neighbors") for each point.

Does anyone know of such a routine, written in IDL (preferably, for ease of use), or c for that matter? Where could I look for mathematical IDL routines (in the future). I stop by the Johhs Hopkins library and David Fannings (Hi David!) on occasion. What else is out there?

Burkhard

Subject: Re: Looking for a 3D "triangulate" equivalent
Posted by [David Foster](#) on Wed, 24 Mar 1999 08:00:00 GMT
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burkhard prause wrote:

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>
> Burkhard

Burkhard -

Everyone looking for IDL routines should check out Ray Sterner's

libraries first:

<http://fermi.jhuapl.edu/s1r/idl/idl.html>

I have a pretty long list of IDL resources on the net...I'll email them to you offline.

Dave

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