

In article <1993Apr14.102007.20664@uk03.bull.co.uk> scrowe@hemel.bull.co.uk (Simon Crowe) writes:

>I am looking for an algorithm to determine if a given point is bound by a
>polygon. Does anyone have any such code or a reference to book containing
>information on the subject ?

See the article "An Efficient Ray-Polygon Intersection," p. 390 in
Graphics Gems (ISBN 0-12-286165-5). The second step, intersecting the
polygon, does what you want. There is sample code in the book.

Steve Lamont, SciViGuy -- (619) 534-7968 -- spl@szechuan.ucsd.edu

San Diego Microscopy and Imaging Resource/UC San Diego/La Jolla, CA 92093-0608

"They are not Bolsheviks,

just bullshitviks." - Yevgeny Yevtechenko, "Again a meeting..."