Manual for QHullDiskVis (updated on Feb 25) **Step 1**. press icon B to load an input disk file or draw disks in the pane as many as you like (Please do not press icon F). Now QHullDiskVis computes and visualizes convex hull on the fly taking input disks (You need not press icon G any more after loading or drawing disks). ✓ Line Segments Hull Boundary Length: 26.428533 Total Length of Arcs: 7,796599 Generate Clear ✓ Convex Hull On The Fly #Line Segments on Hull Boundary: 6 - Total Length of Line Segments: 18.631934 mputation of convex hull...done Make sure that the checkbox is checked so that intersected disks are visualized in RED comp. time: 0.000 ntersection check...done comp. time: 0.000. Whenever QHullDiskVis does computation for either convex hull or intersection check), Computation of convex hull...done - comp. time: 0.000. this pane shows both the computation type and its duration time. ntersection check...done - comp. time: 0.001. Computation of convex hull...done - comp. time: 0.000. When two disks overlap When one disk touches another in a ntersection check...done or one contains the other, - comp. time: 0.000. point, QHullDiskVis shows the contact QHullDiskVis shows them Computation of convex hull...done point in **BLACK**. - comp. time: 0.000. in RED. ntersection check...done comp. time: 0.000