

Manual for QHullDiskVis (updated on Feb 25)

A) B) C) D)



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).

Make sure that **the checkbox is checked** so that intersected disks are visualized in **RED**.

Whenever QHullDiskVis does computation for either convex hull or intersection check), this pane shows both the computation type and its duration time.

When two disks overlap or one contains the other, QHullDiskVis shows them in **RED**.

When one disk touches another in a point, QHullDiskVis shows the contact point in **BLACK**.