Subject: Re: Couple of questions
Posted by rylek on Thu, 24 Nov 2005 10:54:56 GMT
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To use SQLCommander with MySQL, you must select the appropriate main package configuration. To build against the mysqlclient library, it is necessary to use MT mode.

As concerns Geom, this is more or less a randomly selected collection of routines I needed over the years to implement analytic and computational geometry, mostly 2D and a little 3D stuff. For instance:

*) a bunch of simple analytic geometry functions over Pointf & Rectf (vector length, rotation around a given point, point on quadratic Bezier curve, polar-carthesian system conversion, vector product, dot product, rectangle diagonal)

*) 3x2 Matrixf object used for 2D affine transforms

*) distance calculations (point from line, point from circular arc, point from circle)

*) rectangular crossing calculations for line, circle, circular arc

*) polygon intersection check

*) line clipping

*) polygon splitting algorithm. This routine converts a potentially complex polygon with holes into a series of simple polygons without holes which can be easily rasterized or drawn.

*) linear matrix solver using Gauss elimination with full pivotage

*) a simple (quadratic time) Delaunay triangulation generator (volunteers are very welcome to implement a linear-logarithmic algorithm)

*) Pointf3, Plane3, Matrix3 and Box3 are used to implement simple 3D analytic geometry routines. A Camera object can be used to calculate projective projection matrix based on intuitive parameters (camera location, viewing direction, up direction, viewing angle). A simple OpenGL example (examples/OpenGL) demonstrates the use of Camera in the context of a very simple 3D terrain viewer application.

Regards

Tomas