

## Re: Closest point on GraphicsPath

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2004-10/0176.html>

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**From:** Gerald Hernandez (*Cablewizard\_at\_spam\_remove@Yahoo.com*)

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Yeah, you're pretty much stuck with some sort of processing of each vertex, but it can be minimized greatly. If you do a hit test for the next full element after getting the last minimum distance<sup>2</sup> on occasion you can exclude a whole polyline.

yeah, square roots are bad. never do those till you absolutely have to. ;-)

Gerald

"Frank Hileman" <frankhil@no.spamming.prodigesoftware.com> wrote in message news:%23TSRp6isEHA.2800@tk2msftngp13.phx.gbl...

> *Hi Gerald,*

>

> *Yes, I understand your method now. Thank you for the ideas. I was thinking*

> *of reducing  $O(n)$  to  $O(\text{something else})$  but your ideas may help as well, at*

> *least to remove a bit of floating point multiplication and division*

(square

> *roots are not needed if you square the hit radius first).*

>

> *Frank*

>

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