

Technical Support Queue

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1. The neverending attempts to finish the GTL implementation. Adding unit tests takes a lot of time, and technical support of GTE takes higher precedence when bugs are reported.
2. Port the remaining relevant code and sample applications from Wild Magic 5 to Geometric Tools Engine 6. Most of the port has to do with the collision detection system and the physics engine code. This will finally allow archiving Wild Magic. If you own any of my books that reference the Wild Magic code, equivalent code will exist in the Geometric Tools code.
3. Add a new code path to fitting a cylinder to a set of points. The PDF for the algorithm shows paths that are currently implemented except for one that uses a numerical minimizer to compute the cylinder direction. The new code path is that case and has been implemented and tested—it needs to be integrated into `IntrApprCylinder3.h`. Revisit the code anyway based on a report that the fit does not look good for a particular dataset.
4. Add a minor improvement to the `TriangulateEC` algorithm as described in my online PDF.