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Subject: Triangulate + Trigrigrid: C-code anyone?

Posted by on Mon, 30 Oct 1995 08:00:00 GMT

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Does anyone out there have C source code for doing the same as the triangulate trigrigrid IDL functions?

These two functions have proved robust and weell suited for tiepoint warping in the past, but now I'm creating an application where I cannot use IDL.

I *HAVE* to use ANSI/POSIX C.

Code or references, anyone?

TIA

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