
Subject: Re: Source code for TRIGRID, TRIANGULATE
Posted by [David G. Grier](#) on Sat, 13 Sep 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi There,

Steve Fortune's voronoi code also calculates
Delaunay triangulations and will probably do what you want.
It's in C and the source is freely available from the
netlib archive at

<http://www.netlib.org/voronoi/sweep2>

This code set the record for fast Voronoi implementations
in the late 80's and runs about as fast as the IDL version
of TRIANGULATE. You'll need to rewrite the I/O routines
to interface to your code.

Hope this is useful,

David
