## Subject: Re: Source code for TRIGRID, TRIANGULATE Posted by David G. Grier on Sat, 13 Sep 1997 07:00:00 GMT

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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