

luamesh: compute and draw meshes with Lua^AT_EX

Maxime Chupin <mc@melusine.eu.org>

November 23, 2016

The package `luamesh` allows to compute and draw triangulation of Delaunay. The algorithm is written with lua, and depending of the choice of the “engine”, the draw is done by MetaPost (with `luamplib`) or by `tikz`.

The Delaunay triangulation algorithm is the Bowyer and Watson algorithm. Several macros are provided to draw the global mesh, the set of points, a particular step of the algorithm.

1 Installation

2 The Macros

2.1 Draw a Complete Mesh

2.2 Draw the Set of Points

2.3 Draw a Step of the Bowyer and Watson Algorithm

3 Gallery of Examples