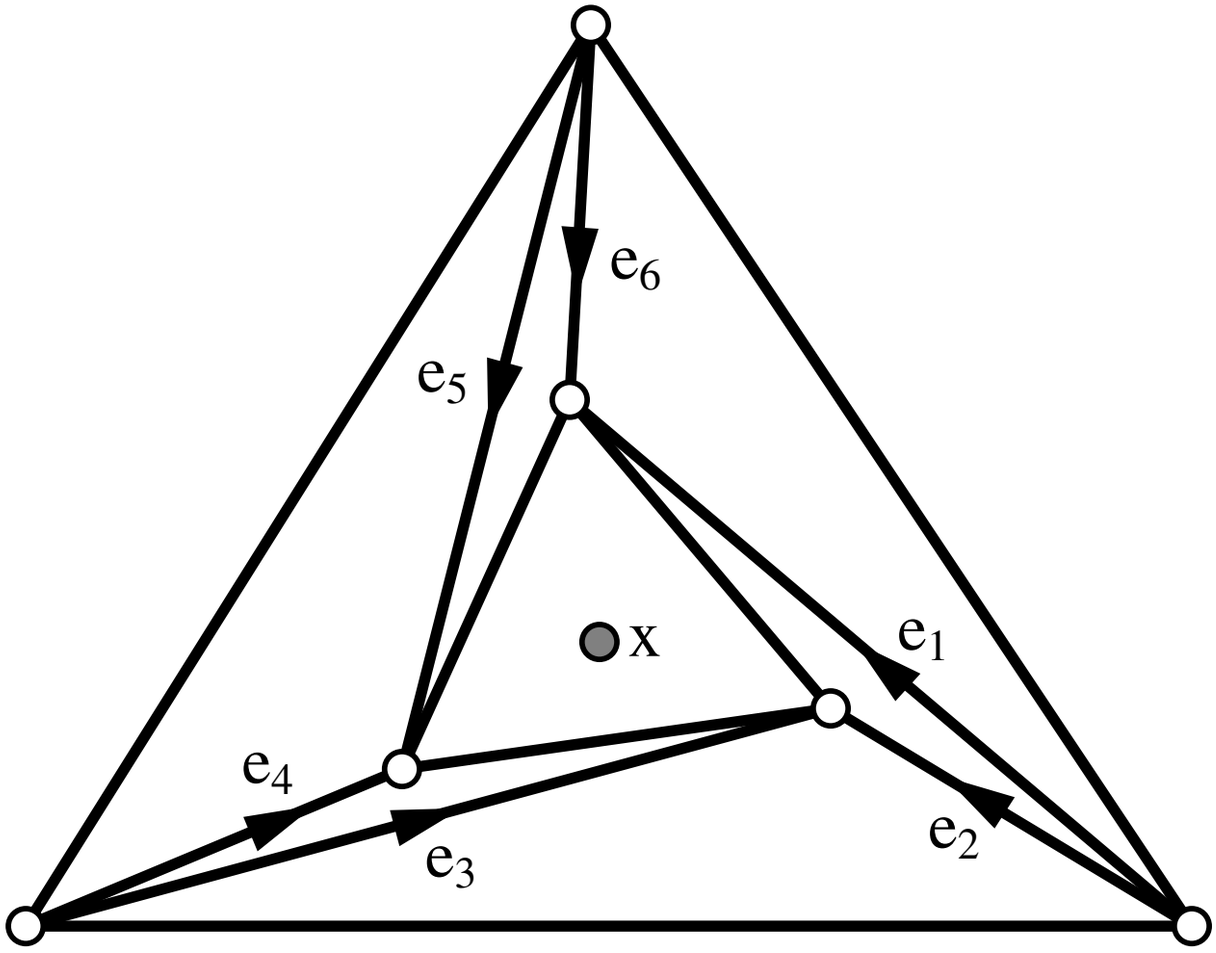

When doing point location on point x in the triangulation above, using the "walking method" as described in Guibas & Stolfi's pseudocode on page 121 of the April 1985 Transactions on Graphics, if we start at edge e1, the algorithm loops forever with the sequence of edges shown. Thus, the algorithm will not always terminate. Note that this is not a Delaunay triangulation.

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