

Finding the shortest path is a well-researched area for discrete problems. However, not all problems can be directly described by a graph, and in orienteering the runner can choose the path whichever way he wants, but he has to choose the fastest one just from the map. This is made more complicated by the different speed in different areas between the control points. In order to find the optimal path, a continuous solution has to be found. This work describes how to get a polygonal representation of a map from a map file and how to search the fastest path in it using two different approaches.