Subject: help using mesh_object ?
Posted by Jeffrey M. Augenbaum on Fri, 05 Dec 1997 08:00:00 GMT

I want to generate a cylindrical volume with the center of the base at
(x1,y1,z1) and center of the top at (x2,y2,z2). I know how to use
mesh_object to generate a cylinder but I can't understand , from the
documentation, how to translate/rotate/scale it to my coordinates.
Currently I am using the command MESH_OBJ, 3, V2, P2, Replicate(1., 48,
40), P4=20 to generate the cylinder.

What I actually want to do is generate many such cylinders between (
xi1,yi1,zi1) and (xi2,yi2,zi2),i=1,...N   to simulate N vortex tubes.

Thanks for any help.
Jeff