
Subject: MESH_DECIMATE

Posted by [R.Bauer](#) on Wed, 27 Mar 2002 19:32:41 GMT

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Hi,

did I miss something I like to use a function like mesh_decimate
but for vectors and not only for 3D Arrays.

Did someone have already such a routines.

Reimar

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a IDL library at ForschungsZentrum Juelich

http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml

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