
Subject: Re: connectivity array

Posted by [David Fanning](#) on Wed, 11 Feb 2004 15:26:08 GMT

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Amar Nayegandhi writes:

> I need to define a connectivity array for a regular grid so that I can
> use the mesh_surfacearea routine. I created the regular grid using
> triangulate/trigrd. Is there any function out there that creates the
> connectivity array from a regular grid?

I don't pretend to know the answer to this, but MESH_OBJ creates vertex and connectivity lists for all kinds of objects. I just opened it up to see how it does it for a rectangular mesh, and the algorithm seems reasonably (for RSI-written code, I mean) straightforward. I'd spend five minutes on it and see if it gets you anywhere.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
