Posted by gareth.price on Thu, 27 May 2004 14:08:39 GMT
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I am having problems (in IDL6.0) efficiently extracting contours from
a mesh where clipping the mesh would generate more than one contour
(e.g. if a torus were clipped in the plane containing the axis of
symmetry the contours would be two circles). Using the function
mesh_clip I can extract the vertices in the clipped plane, but the
method I use to get the contours (dialating the vertices to create
objects, separating the objects using label_region and then creating
contours from these separate objects) is computationally expensive.
Is there a simpler way of getting the contours?

Thanks in Advance

Gareth Price