Hi Rick,

Thanks very much for your detailed and very useful reply. I was hoping
for a nice keyword that would sort that out... it looks to be not quite
so simple!

Certainly I can add my request to RSI - I suppose, from the wording of
the documentation, they already think it's something to be fixed.

I'd be very interested to take a look at your meshing routines, and
your camera object, too.

kind regards,
Greg