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Subject: Re: Compute\_Mesh\_Normals returns normal vector [0, 0, 0]

Posted by [Rick Towler](#) on Thu, 22 Jun 2006 17:26:18 GMT

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spidersapiens@gmail.com wrote:

> According to the online help, the function "Compute\_Mesh\_Normals"  
> should return "a 3 x M array containing a unit normal for each vertex  
> in the input array.". However when I used it in my program, it's  
> returning a couple ZERO vector [0, 0, 0] though the rest are normal  
> unit vectors. What does zero vector mean in this case or should I say  
> this is an IDL bug?

Just a guess, but maybe a few of the verts are identical? I think for  
this to happen nVerts\_per\_poly-1 vertices would have to be the same.  
This might be in your data or it could be a subtle error in your  
connectivity array. Or it could be neither of these :)

-Rick

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