
Subject: Compute_Mesh_Normals returns normal vector [0, 0, 0]

Posted by [spidersapiens](#) on Thu, 22 Jun 2006 16:53:09 GMT

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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?
