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Subject: Re: Reducing the number of vertices in an isosurface...  
Posted by [George Millward](#) on Wed, 18 May 2011 19:12:20 GMT  
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On May 18, 1:01 pm, David Fanning <n...@idlcoyote.com> wrote:

> George Millward writes:  
>> A further point - I was sure that some 'reducing isosurfaces' function  
>> was mentioned in IDL8 - but I can't find it anymore.  
>  
> Are you thinking of Mesh\_Decimate? This will take care  
> of both your vertices and your connectivity array,  
> whatever the hell it is. :-)  
>  
> Cheers,  
>  
> David  
> like  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

David,

That's exactly what I mean, and I see it's not new to IDL8 - but new to IDL5 - so I'm a little behind the times (as usual).

One rhetorical question - why Oh Why is there no mention of this function (and related ones like mesh\_smooth) when you look through the idlgrpolygon documentation ?

I'm on the idlgrpolygon page - where is the 'See Also' ? Jeez !!

Thanks, as ever,

George.

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