Subject: Re: Reducing the number of vertices in an isosurface... Posted by David Fanning on Wed, 18 May 2011 19:01:55 GMT

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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

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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.")