
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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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
