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Subject: Using POLYGON to plot unstructred mesh  
Posted by [Laurent Testut](#) on Tue, 15 Oct 2013 09:23:11 GMT  
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Hi all,

I need to plot a mesh from an unstructured ocean model. I had a quick look to the POLYGON and IDLgrPOLYGON object which seem to me an interesting way of loading of viewing the mesh (not sure it is the best solution).

Has I'm not used with object-oriented programming I'm wondering if there is a simple way to assign to the vertices, in addition to the classical X,Y (Z) properties, others properties like depths, tidal amplitude, etc ...

Many thanks,  
Laurent

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