
Subject: Re: Using POLYGON to plot unstructured mesh
Posted by [Dick Jackson](#) on Mon, 21 Oct 2013 19:26:53 GMT
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Laurent Testut wrote, On 2013-10-15 2:23am:

> 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
>

Hi Laurent,

As I understand it, if you're using an "unstructured grid" model, with vertices and a connectivity list, that is exactly what IDLgrPolygon and the Polygon function work with. Whether your grid has only (x,y) position data or (x,y,z), IDL has good tools for working with this. Depending on what you want to do, associating the other properties can be done in different ways. With a little more detail (Is your mesh 2-D or 3-D? What kind of display of your other properties are you looking for?), I can offer some suggestions.

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Cheers,
-Dick

Dick Jackson Software Consulting
Victoria, BC, Canada
www.d-jackson.com
