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Subject: MESH\_DECIMATE

Posted by [R.Bauer](#) on Wed, 27 Mar 2002 19:32:41 GMT

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Hi,

did I miss something I like to use a function like mesh\_decimate  
but for vectors and not only for 3D Arrays.

Did someone have already such a routines.

Reimar

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a IDL library at ForschungsZentrum Juelich  
[http://www.fz-juelich.de/icg/icg1/idl\\_icglib/idl\\_lib\\_intro.h tml](http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml)  
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