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Subject: Re: Viewing irregular mesh in object graphics?  
Posted by [Rick Towler](#) on Fri, 16 Aug 2002 17:44:25 GMT

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> I suspect a collection of IDLgrPolygon's may be the way to go.  
> Correct?

Yes. But I don't know if you need a "collection" unless you have many data sets (and associated meshes) that you want to visualize concurrently. As long as you have a reasonable connectivity mesh a single polygon object can be comprised of many disconnected polygons.

-Rick

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