
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

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Reducing the number of vertices in an isosurface...
Posted by [George Millward](#) on Wed, 18 May 2011 19:12:20 GMT
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On May 18, 1:01 pm, David Fanning <n...@idlcoyote.com> wrote:

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David,

That's exactly what I mean, and I see it's not new to IDL8 - but new to IDL5 - so I'm a little behind the times (as usual).

One rhetorical question - why Oh Why is there no mention of this function (and related ones like mesh_smooth) when you look through the idlgrpolygon documentation ?

I'm on the idlgrpolygon page - where is the 'See Also' ? Jeez !!

Thanks, as ever,

George.
