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 View Forum Message <> Reply to Message

On May 18, 1:01 pm, David Fanning <n...@idlcoyote.com> wrote:

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> Cheers,

\_

- > David
- > like
- > --
- > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
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- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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.