MSTK: Mesh Toolkit, v 1.3 - DRAFT

Rao V. Garimella
Mathematical Modeling and Analysis (T-7), Theoretical Division,
Los Alamos National Laboratory, Los Alamos, NM, USA.
E-mail: rao@lanl.gov

July 28, 2004

1 Introduction

MSTK or Mesh Toolkit is a mesh framework that allows users to represent, manipulate and query unstructured 3D arbitrary topology meshes in a general manner without the need to code their own data structures. MSTK is a flexible framework in that it allows (or will eventually allow) a wide variety of underlying representations for the mesh while maintaining a common interface. It will allow users to choose from different mesh representations either at initialization or during the program execution so that the optimal data structures are used for the particular algorithm. The interaction of users and applications with MSTK is through a functional interface that acts as though the mesh always contains vertices, edges, faces and regions and maintains connectivity between all these entities.

MSTK allows for the simultaneous existence of an arbitrary number of meshes. However, any entity in MSTK can belong to only one mesh at a time.

MSTK will eventually support distributed meshes for parallel computing. However, this is still not in place.

To support numerical analysis and other applications, MSTK allows applications to attach application or field data to entities. This data may be integers, reals (doubles), integer vectors, real (double) vectors, integer tensors, real (double tensors) and pointers.

The basis for development of MSTK is laid out in the following paper:

Garimella, R. "Mesh Data Structure Selection for Mesh Generation and FEA Applications," *International Journal of Numerical Methods in Engineering*, v55 n4, pp. 441-478, 2002.

In the following sections, the data types of MSTK will be described followed by a description of the functional interface. The MSTK file format will be described in the last section.

2 MSTK Data Types

List_ptr: Handle to a List object.

Mesh_ptr: Handle to a Mesh object.

MVertex_ptr: Handle to a Mesh Vertex object (Topological Dimension 0).

MEdge_ptr: Handle to a Mesh Edge object (Topological Dimension 1).

MFace_ptr: Handle to a Mesh Face object (Topological Dimension 2).

MRegion_ptr: Handle to Mesh Region object (Topological Dimension 3).

MEntity_ptr: Handle to a generic Mesh Entity object. Any of the above types of entities can be cast as *MEntity_ptr*.

GModel_ptr: Handle to a Geometric Model object.

GEntity_ptr: Handle to a Geometric Entity object.

MAttrib_ptr: Handle to a mesh attribute.

RepType: Enumerated type describing the type of mesh representation. Can be UNKNOWN_REP, F1, F4, R1, R2, R4. See Appendix A for schematics of these representations. *Currently only representation types F1 and F4 are supported.*

MType: Enumerated type for mesh entity type. Can be MDELETED, MVERTEX, MEDGE, MFACE, MREGION, MUNKNOWNTYPE, MALLTYPE.

MFType: Enumerated type for mesh face type. Can be FDELETED, FUNKNOWN, TRI, QUAD, POLYGON.

MRType: Enumerated type for mesh region type. Can be RDELETED, RUNKNOWN, TET, PYRAMID, PRISM, HEX, POLYHED.

AttType: Enumerated type for attribute data. Can be INT, DOUBLE or POINTER

3 MSTK Functional Interface

3.1 List

Lists of entities in MSTK are returned as sets of type *List_ptr*. The following are the set operations available in MSTK:

***List_ptr* List_New(*int* inisize):** Create a new set with an initial size, *inisize*. If *inisize* is 0, the initial size is set to be 10.

***void* List_Delete(*List_ptr* l):** Delete a set.

***List_ptr* List_Compress(*List_ptr* l):** Compress a set. Doing this while an algorithm is iterating through the set can currently cause problems!! Calling **List_Compress** could change the pointer for the set due to reallocation.

***List_ptr* List_Copy(*List_ptr* l):** Return a copy of a set.

***List_ptr* List_Add(*List_ptr* l, *void* *entry):** Add an entry to the set. The entry is appended to the end of the set.

***List_ptr* List_ChknAdd(*List_ptr* l, *void* *entry):** Add an entry to a set only if it is not already in the set.

***int* List_Rem(*List_ptr* l, *void* *entry):** Remove an entry from the set. Returns 1 if successful, 0 otherwise.

***int* List_Remi(*List_ptr* l, *int* i):** Remove the i'th valid entry in the set. Returns 1 if successful, 0 otherwise.

***int* List_Replace(*List_ptr* l, *void* *entry, *void* *nuentry):** Replace 'entry' with 'nuentry' in set. Returns 1 if successful, 0 otherwise.

***int* List_Replacei(*List_ptr* l, *int* i, void *nuentry):** Replace the i'th valid entry in the set with 'nuentry'. Returns 1 if successful, 0 otherwise.

***int* List_Contains(*List_ptr* l, void *entry):** Returns 1 if set contains the entry, 0 otherwise.

***int* List_Locate(*List_ptr* l, void *entry):** Returns the positional index of the entry in the set. Returns -1 if the set does not contain the entry.

***void* *List_Entry(*List_ptr* l, *int* i):** Return the i'th valid entry in the set. Returns a NULL pointer if the i'th valid entry could not be found.

***void* *List_Next_Entry(*List_ptr* l, *int* *i):** Return the next valid entry in the set. This routine works like an iterator. To start iterating through the set, set the iteration index i=0 and call the routine to get the first entry in the set. Subsequent calls to the routine will iterate through the entries in the set. The routine will return a NULL to indicate that the end of the set is reached.

The value of the iteration index i will be modified by the routine on each call to indicate where in the set it is. This value should not be modified externally while iterating through the set. Also, no specific meaning should be derived from the iteration index by other applications since the internal implementation and interpretation of the index may change at any time.

***int* List_Num_Entries(*List_ptr* l):** Return the number of entries in a set

3.2 Mesh Object

A mesh object is a set of vertices (nodes) possibly connected by other entities such as edges, faces, regions. Depending on the representation chosen and type of mesh, some or all of the entities may be explicitly stored. Full representations contain all types of entities up to the highest dimension of the mesh. For example, a full representation of a tetrahedral mesh contains vertices, edges, faces and regions. However, one type of reduced representation of this mesh may contain only vertices and regions. For a surface mesh, a full representation includes vertices, edges and faces while a reduced representation only has vertices and faces. Also, depending on the type of representation, some adjacencies (information about which entities are connected to which other entities) are stored and others are derived.

***Mesh_ptr* MESH_New(*RepType* type):** Initialize a new mesh object with the given representation type which can be F1, F2, F3, F4, F5, F6, R1, R2, R3, R4. Not all of these types are implemented. If the representation type is not known at the present time (e.g. before reading the mesh from a file), the representation type of UNKNOWN_REP can be specified. Note that this only initializes a mesh object, it does not create or generate a mesh which is the work of high level mesh generation routines.

***int* MESH_InitFromFile(*Mesh_ptr* mesh, const char *filename):** Initialize or read a mesh from file into the given mesh object. Returns 1 if successful, 0 otherwise.

***int* MESH_ImportFromFile(*Mesh_ptr* mesh, const char *filename, const char *format):** Import a mesh data from an external file format and construct MSTK mesh. Currently the only format supported is the GMV[1] file format. The routine imports as many attributes as it can from the input file. It also uses special attributes or keywords as data about element and node classification. For GMV files, the routine uses the "material" data to indicate region or face classification depending on the dimensionality of the mesh. If "material" data is not specified, it uses the "itetclr" attribute to assign region or face classification. It also uses the "icr" keyword describing the number of constraints on a node to interpret if the node is classified on a model region, model face, model edge or a model vertex. The "itetclr" and "icr" keywords are usually present in meshes generated by LAGRIT[2].

***int* MESH_BuildClassfn(*Mesh_ptr* mesh):** Build classification information for mesh entities if only partial information is present. In other words, if the only data known

[1] `http://www-xdiv.lanl.gov/XCM/gmv/GMVHome.html`
[2] `http://lagrit.lanl.gov'`

is the IDs of geometric model entities ("material regions") of the highest level mesh entities (faces or regions), then this procedure will build information about the type of geometric model entities that the lower dimension entities are on. Faces will be classified as being on a model face (external or interior) or inside model region. Edges will be classified as being on a model edge, model face or in a model region. Vertices will be classified as being on a model vertex, model edge, model face or in a model region. If no classification data is associated with even the highest level entities, the procedure will assume that all the highest level entities are classified on one model entitiy of that dimension. If partial information is available for lower order entities, this routine will not destroy that information. In the future, the procedure will be more sophisticated, incorporating features such as classifying mesh edges as being on model edges if the dihedral angle between the boundary faces connected to it is very large.

***int* MESH_DelInterior(*Mesh_ptr* mesh):** Delete the interior of a mesh and retain only its boundaries (including interior boundaries). For solid meshes, this results in a surface mesh (i.e., all mesh regions, and mesh faces, edges and vertices classified on model regions are deleted). For surface meshes, this results in curve mesh. For an edge mesh, only the end vertices are retained (unlikely to be used this way). Undefined for a vertex mesh.

***void* MESH_WriteToFile(*Mesh_ptr* mesh, const char *filename):** Save a mesh to a filename. The file is created if it does not exists. It is recommended that the .mstk extension be used for MSTK mesh files. However, there is no such requirement.

***void* MESH_ExportToFile(*Mesh_ptr* mesh, const char *filname, const char *format, int natt, char **attnames):** Export a mesh to an external file format. Currently, the only format supported is the GMV file format (format string: "gmv"). Only integer and double attributes of the mesh are exported to the files.

***GModel_ptr* MESH_GModel(*Mesh_ptr* mesh):** Return a handle to the underlying geometric model. If there is no geometric model associated with the mesh, NULL pointer is returned.

***RepType* MESH_RepType(*Mesh_ptr* mesh):** Representation type currently being used by the mesh.

***int* MESH_Num_Vertices(*Mesh_ptr* mesh):** Number of vertices in the mesh.

***int* MESH_Num_Edges(*Mesh_ptr* mesh):** Number of edges in the mesh. For reduced representations, this routine returns 0 since it is impractically expensive to count the number of edges when they do not explicitly exist. Applications must find a way to avoid using this routine for reduced representations.

***int* MESH_Num_Faces(*Mesh_ptr* mesh):** Number of faces in the mesh. For reduced representations R1 or R2, this routine counts only the faces that are explicitly represented i.e. faces not connected to any mesh region. Therefore, a value of 0 will be returned for the number of faces of a tetrahedral mesh with representation R1 or R2 but the correct number will be reported for a tetrahedral mesh in other representations. Also, the correct number will be reported for the number of faces in a surface mesh in representation R1 or R2. Therefore, this routine must be used carefully.

***int* MESH_Num_Regions(*Mesh_ptr* mesh):** Number of regions in the mesh.

***MVertex_ptr* MESH_Vertex(*Mesh_ptr* mesh, *int* i):** Return the i'th vertex in the mesh. Returns NULL if i $<$ 0 or i $>$ number of mesh vertices.

***MEdge_ptr* MESH_Edge(*Mesh_ptr* mesh, *int* i):** Return the i'th edge in the mesh. Returns NULL if i $<$ 0 or i $>$ number of mesh edges. Returns NULL for reduced representations.

***MFace_ptr* MESH_Face(*Mesh_ptr* mesh, *int* i):** Return the i'th face in the mesh. Returns NULL if i $<$ 0 or i $>$ number of mesh faces. Only faces explicitly represented in the mesh are returned for reduced representation (See explanation for MESH_Num_Faces).

***MRegion_ptr* MESH_Region(*Mesh_ptr* mesh, *int* i):** Return the i'th region in the mesh. Returns NULL if i $<$ 0 or i $>$ number of mesh region.

***MVertex_ptr* MESH_Next_Vertex(*Mesh_ptr* mesh, *int* *idx):** Returns the next vertex while iterating through the vertices of the mesh. See the routine **List_Next_Entry** above for an explanation of how the iteration works.

***MEdge_ptr* MESH_Next_Edge(*Mesh_ptr* mesh, *int* *idx):** Returns the next edge while iterating through the edges of the mesh. See the routine List_Next_Entry above

for an explanation of how the iteration works. The routine always returns NULL for reduced representations.

***MFace_ptr* MESH_Next_Face(*Mesh_ptr* mesh, *int* *idx):** Returns the next face while iterating through the faces of the mesh. See the routine **List_Next_Entry** above for an explanation of how the iteration works. Only faces explicitly represented in the mesh are returned for reduced representation (See explanation for **MESH_Num_Faces**).

***MRegion_ptr* MESH_Next_Region(*Mesh_ptr* mesh, *int* *idx):** Returns the next region while iterating through the regions of the mesh. See the routine **List_Next_Entry** above for an explanation of how the iteration works.

***MVertex_ptr* MESH_VertexFromID(*Mesh_ptr* mesh, *int* id):** Return mesh vertex with given ID if it exists; return NULL otherwise.

***MEdge_ptr* MESH_EdgeFromID(*Mesh_ptr* mesh, *int* id):** Return mesh edge with given ID if it exists; return NULL otherwise. This routine will return NULL for all reduced representations.

***MFace_ptr* MESH_FaceFromID(*Mesh_ptr* mesh, *int* i):** Return mesh face with given ID if it exists; return NULL otherwise. If faces are not explicitly represented in the mesh, it will return NULL.

***MRegion_ptr* MESH_RegionFromID(*Mesh_ptr* mesh, *int* id):** Return mesh region with given ID if it exists; return NULL otherwise.

***int* MESH_Num_Attribs(*Mesh_ptr* mesh):** Number of attributes associated with the mesh.

***MAttrib_ptr* MESH_Attrib(*Mesh_ptr* mesh, *int* i):** Return the i'th attribute in the mesh. Returns NULL if i $<$ 0 or i $>$ number of mesh attributes.

***MAttrib_ptr* MESH_Next_Attrib(*Mesh_ptr* mesh, *int* *index):** Returns the next attribute while iterating through the attributes of the mesh. See the routine List_Next_Entry above for an explanation of how the iteration works.

***MAttrib_ptr* MESH_AttribByName(*Mesh_ptr* mesh, *const char* *name):** Return a mesh attribute with given name if it exisists in the mesh. Returns NULL if mesh has no such attribute.

***void* MESH_Set_GModel(*Mesh_ptr* mesh, GModel_ptr geom):** Assign a geometric model handle to the mesh.

***int* MESH_Change_RepType(*Mesh_ptr* mesh, *int* nurep):** Change the representation type of the mesh. This routine can be used to modify the representation type dynamically to suit different algorithms. However, the cost of making the change and reordering all adjacencies and creating or deleting entities has to be considered while invoking this routine. Also, once a conversion is made from a full representation to a reduced representation, not all information may be retrievable when switching back to a full representation. (particularly classification information, i.e., relationship of mesh entities to the geometric model).

void* MESH_Add_Vertex(*Mesh_ptr* mesh, *MVertex_ptr* v):** Add a vertex to the mesh. It is assumed that the vertex and its coordinates set are properly defined. Normally, one need not call this since ***MV_New will add the vertex to the mesh. Use this only if you know exactly what you are doing.

void* MESH_Add_Edge(*Mesh_ptr* mesh, *MEdge_ptr* e):** Add an edge to the mesh. It is assumed that the edge is and its topology is defined. Normally, one need not call this since ***ME_New will add the edge to the mesh. Use this only if you know exactly what you are doing.

void* MESH_Add_Face(*Mesh_ptr* mesh, *MFace_ptr* f):** Add a face to the mesh. It is assumed that the face and its topology is properly defined. Normally, one need not call this since ***MF_New will add the face to the mesh. Use this only if you know exactly what you are doing.

void* MESH_Add_Region(*Mesh_ptr* mesh, *MRegion_ptr* r):** Add a region to the mesh. It is assumed that the region and its topology is properly defined. Normally, one need not call this since ***MR_New will add the region to the mesh. Use this only if you know exactly what you are doing.

void* MESH_Rem_Vertex(*Mesh_ptr* mesh, *MVertex_ptr* v):** Remove vertex from mesh. Vertex is not deleted and must be deleted afterward separately. Normally, one need not call this since ***MV_Delete will remove the vertex from the mesh. Use this only if you know exactly what you are doing.

void* MESH_Rem_Edge(*Mesh_ptr* mesh, *MEdge_ptr* e):** Remove edge from mesh. Edge is not deleted and must be deleted afterward separately. Normally, one need not call this since ***ME_Delete will remove the edge from the mesh. Use this only if you know exactly what you are doing.

void* MESH_Rem_Face(*Mesh_ptr* mesh, *MFace_ptr* f):** Remove face from mesh. Face is not deleted and must be deleted afterward separately. Normally, one need not call this since ***MF_Delete will remove the face from the mesh. Use this only if you know exactly what you are doing.

void* MESH_Rem_Region(*Mesh_ptr* mesh, *MRegion_ptr* r):** Remove region from mesh. Region is not deleted and must be deleted afterward separately. Normally, one need not call this since ***MR_Delete will remove the region from the mesh. Use this only if you know exactly what you are doing.

3.3 Mesh Vertex Object

***MVertex_ptr* MV_New(*Mesh_ptr* mesh):** Create a new vertex object. No geometric or topological information is embedded in the vertex when it is created. The vertex only knows which mesh it belongs to. The ID of the vertex is set by this function.

***void* MV_Delete(*MVertex_ptr* mvertex, *int* keep):** Delete the vertex. If **keep** is 0, the vertex is removed from the mesh and all topological and geometric information embedded in the vertex is destroyed. If **keep** is 1, the vertex is marked as type *MDELVERTEX* and removed from the mesh but the vertex is not destroyed.

***void* MV_Restore(*MVertex_ptr* mvertex):** Restore a deleted vertex. The vertex type is restored from *MDELVERTEX* to *MVERTEX* and the vertex is added back to the mesh.

***void* MV_Set_Coords(*MVertex_ptr* mvertex, double *xyz):** Set the coordinates of the vertex.

***void* V_Set_GEntity(*MVertex_ptr* mvertex, GEntity_ptr gent):** Set the geometric model entity on which vertex is classified.

***void* MV_Set_GEntDim(*MVertex_ptr* mvertex, *int* gdim):** Set topological dimension of model entity on which vertex is classified.

***void* MV_Set_GEntID(*MVertex_ptr* mvertex, *int* gid):** Set ID of model entity on which vertex is classified.

***void* MV_Add_AdjVertex(*MVertex_ptr* mvertex, *MVertex_ptr* adjvertex):** Add neighboring vertex, adjvertex, to ajdacent vertex list of vertex, mvertex.

***void* MV_Rem_AdjVertex(*MVertex_ptr* mvertex, *MVertex_ptr* adjvertex):** Delete neighboring vertex of given vertex.

***void* MV_Set_ID(*MVertex_ptr* mvertex, *int* id):** Explicitly set ID of a vertex and overwrite the ID set by the MV_New operator. Does not check for duplication of edge IDs.

***Mesh_ptr* MV_Mesh(*MVertex_ptr* mv):** Returns the mesh that this vertex belongs to.

***int* MV_ID(*MVertex_ptr* mvertex):** Returns the ID of the vertex.

***int* MV_GEntDim(*MVertex_ptr* mvertex):** Returns the dimension of the geometric model entity that the vertex is classified on. Returns -1 if not known.

***int* MV_GEntID(*MVertex_ptr* mvertex):** Returns the ID of the geometric model entity that the vertex is classified on. Returns 0 if this information is not known.

***GEntity_ptr* MV_GEntity(*MVertex_ptr* mvertex):** Returns a pointer or handle to the geometric model entity that the vertex is classified on. Returns NULL if this information is not known.

***void* MV_Coords(*MVertex_ptr* mvertex, double *xyz):** Returns the coordinates of the vertex.

***int* MV_Num_AdjVertices(*MVertex_ptr* mvertex):** Returns the number of edge connected neighboring vertices of vertex. *Not efficient for all representations.*

***int* MV_Num_Edges(*MVertex_ptr* mvertex):** Returns the number of edges connected to the vertex.

***int* MV_Num_Faces(*MVertex_ptr* mvertex):** Returns the number of faces connected to the vertex.

***int* MV_Num_Regions(*MVertex_ptr* mvertex):** Returns the number of regions connected to the vertex

***List_ptr* MV_AdjVertices(*MVertex_ptr* mvertex):** List of adjacent or edge connected neighboring vertices of vertex.

***List_ptr* MV_Edges(*MVertex_ptr* mvertex):** List of edges connected to the vertex.

***List_ptr* MV_Faces(*MVertex_ptr* mvertex):** List of faces connected to the vertex.

***List_ptr* MV_Regions(*MVertex_ptr* mvertex):** List of regions connected to the vertex.

3.4 Mesh Edge Object

***MEdge_ptr* ME_New(*Mesh_ptr* mesh):** Create a new edge object. No topological information is embedded in the edge when it is created. The edge only knows which mesh it belongs to. The ID of the edge is set by this function.

***void* ME_Delete(*MEdge_ptr* medge, *int* keep):** Delete the edge. If **keep** is 0, the edge is removed from the mesh and all topological and geometric information embedded in the edge is destroyed. If **keep** is 1, the edge is marked as type *MDELEDGE* and removed from the mesh but the edge is not destroyed. Also, the vertices of this edge no longer point to this edge.

***void* ME_Restore(*MEdge_ptr* medge):** Restore a temporarily deleted edge. The edge type is restored from *MDELEDGE* to *MEDGE* and the edge is added back to the mesh. The vertices of the edge once again point back to the edge.

***void* ME_Set_GEntity(*MEdge_ptr* medge, GEntity_ptr gent):** Set the geometric model entity on which the edge is classified.

***void* ME_Set_GEntDim(*MEdge_ptr* medge, *int* gdim):** Set the topological dimension of model entity on which edge is classified.

***void* ME_Set_GEntID(*MEdge_ptr* medge, *int* gid):** Set ID of model entity on which edge is classified.

***void* ME_Set_ID(*MEdge_ptr* medge, *int* id):** Explicitly set ID of an edge and overwrite the ID set by the ME_New function. Does not check for duplication of edge IDs.

***void* ME_Set_Vertex(*MEdge_ptr* medge, *int* i, *MVertex_ptr* vertex):** Set the i'th vertex of the edge. i can be 0 or 1.

***void* ME_Replace_Vertex(*MEdge_ptr* medge, *MVertex_ptr* vert, *MVertex_ptr* nuvert):** Replace i'th vertex by new vertex.

***Mesh_ptr* ME_Mesh(*MEdge_ptr* medge):** Returns the mesh that this edge belongs to.

***int* ME_ID(*MEdge_ptr* medge):** Returns the ID of the vertex. Returns -1 if not known.

***int* ME_GEntDim(*MEdge_ptr* medge):** Returns the dimension of the geometric model entity that the vertex is classified on. Returns -1 if not known.

***int* ME_GEntID(*MEdge_ptr* medge):** Returns the ID of the geometric model entity that the vertex is classified on. Returns 0 if this information is not known.

***GEntity_ptr* ME_GEntity(*MEdge_ptr* medge):** Returns a pointer or handle to the geometric model entity that the vertex is classified on. Returns NULL if this information is not known.

***int* ME_Num_Faces(*MEdge_ptr* medge):** Returns the number of faces connected to the edge.

***int* ME_Num_Regions(*MEdge_ptr* medge):** Returns the number of regions connected to the edge.

***MVertex_ptr* ME_Vertex(*MEdge_ptr* medge, *int* i):** Returns the i'th vertex of the edge. i=0 returns the first vertex and i=1 returns the second vertex.

***MVertex_ptr* ME_OppVertex(*MEdge_ptr* medge, *MVertex_ptr* ov):** Return the vertex opposite to given vertex in edge.

***int* ME_UsesEntity(*MEdge_ptr* medge, *MEntity_ptr* mentity, *int* etype):** Check if edge uses given lower dimension entity, *mentity*. The dimension of the entity is specified by the *etype* variable. For an edge, the only lower dimensional entity is a vertex. If the edge uses the vertex, the function returns 1; otherwise it returns 0. If any other type of entity is specified, the function returns 0.

***List_ptr* ME_Faces(*MEdge_ptr* medge):** Returns the set of faces using this edge.

***List_ptr* ME_Regions(*MEdge_ptr* medge):** Returns the set of regions using this edge.

***MEdge_ptr* MVs_CommonEdge(*MVertex_ptr* v1, *MVertex_ptr* v2):** Return the edge connecting vertices v1 and v2, if it exists. If such an edge does not exist, the function returns 0.

***double* ME_Len(*MEdge_ptr* e):** Return the length of the straight line connecting the two vertices of the edge.

***double* ME_LenSqr(*MEdge_ptr* e):** Return the square of the length of the straight line connecting the two vertices of the edge.

***void* ME_Vec(*MEdge_ptr* e, double *evec):** Return the vector going from the first vertex of the edge to the second vertex of the edge.

3.5 Mesh Face Object

***MFace_ptr* MF_New(*Mesh_ptr* mesh):** Create a new face object. No topological information is embedded in the face when it is created. The face only knows which mesh it belongs to. The ID of the face is set by this function.

***void* MF_Delete(*MFace_ptr* mface):** Delete the face. If **keep** is 0, the face is removed from the mesh and all topological and geometric information embedded in the face is destroyed. If **keep** is 1, the face is marked as type *MDELFACE* and removed from the mesh but the face is not destroyed. Also, the vertices/edges of this face no longer point up to this face.

***void* MF_Restore(*MFace_ptr* mface):** Restore a temporarily deleted face. The face type is restored from *MDELFACE* to *MFACE* and the face is added back to the mesh. The vertices/edges of the face once again point back to the face.

***void* MF_Set_GEntity(*MFace_ptr* mface, GEntity_ptr gent):** Set the geometric model entity on which the face is classified.

***void* MF_Set_GEntDim(*MFace_ptr* mface, *int* gdim):** Set the dimension of the geometric model entity on which the face is classified.

***void* MF_Set_GEntID(*MFace_ptr* mface, *int* gid):** Set the ID of the geometric model entity on which the face is classified.

***void* MF_Set_ID(*MFace_ptr* mface, *int* id):** Explicitly set ID of a face and overwrite the ID set by the **MF_New** operator. Does not check for duplication of face IDs.

***void* MF_Set_Edges(*MFace_ptr* mface, *int* n, *MEdge_ptr* *edges, *int* *dirs):** Set the edges of the face along with their directions. The ordered set of edge pointers and their directions are passed in through arrays along with the number of edges. The edges are assumed to be ordered clockwise around the face. If an edge direction is along the clockwise direction of the face then the entry in the 'dirs' array must be 1; otherwise it must be 0. This function is relevant only for full representations in MSTK.

***void* MF_Set_Vertices(*MFace_ptr* mface, *int* n, *MVertex_ptr* *verts):** Set the vertices of the face. The ordered set of vertices (ccw around the face) is passed in through an array along with the number of vertices. This routine will collect/build all

lower order topological information (edges, edge directions in the face) as needed by the face.

void* MF_Replace_Edge(*MFace_ptr* mface, *MEdge_ptr* edge, *MEdge_ptr* nuedge, *int* dir):** *THIS FUNCTION HAS BEEN SUPERSEDED BY* ***MF_Replace_Edges*.*

void* MF_Replace_Edge_i(*MFace_ptr* mface, *int* i, *MEdge_ptr* nuedge, *int* dir):** *THIS FUNCTION HAS BEEN SUPERSEDED BY* ***MF_Replace_Edges_i*.*

***void* MF_Replace_Edges(*MFace_ptr* mface, *int* nold, *MEdge_ptr* *oldedges, *int* nnu, *MEdge_ptr* *nuedges):** Replace a set of edges in the face with another set of edges. The direction in which the new edges are to be used in the face are automatically deduced. This function is relevant only for full representations in MSTK.

***void* MF_Replace_Edges_i(*MFace_ptr* mface, *int* nold, *int* i, *int* nnu, *MEdge_ptr* *nuedges):** Replace the *nold* edges in the face starting with the i'th edge and going ccw around the face with a new set of edges. The directions in which the new edges are used in the face are automatically deduced. This function is relevant only for full representations in MSTK.

***void* MF_Replace_Vertex(*MFace_ptr* mface, *MVertex_ptr* mvertex, *MVertex_ptr* nuvertex):** Replace a vertex in the face with another vertex. This function is relevant only for reduced representations in MSTK.

***void* MF_Replace_Vertex_i(*MFace_ptr* mface, *int* i, *MVertex_ptr* nuvertex):** Replace the i'th vertex in the face with a new vertex. This function is relevant only for reduced representations in MSTK.

***void* MF_Insert_Vertex(*MFace_ptr* mface, *MVertex_ptr* nuvertex, *MVertex_ptr* b4vertex):** Insert a vertex in the face before **b4vertex** w.r.t. a ccw ordering of the vertex faces.

***void* MF_Replace_Vertex_i(*MFace_ptr* mface, *MVertex_ptr* nuvertex, *int* i):** Insert a new vertex before vertex i in the face w.r.t. a ccw ordering of vertices.

***Mesh_ptr* MF_Mesh(*MFace_ptr* mf):** Returns the mesh that this mesh belongs to.

***int* MF_ID(*MFace_ptr* mface):** Returns the ID of the face. Returns 0 if not known.

***int* MF_GEntDim(*MFace_ptr* mface):** Returns the dimensions of the geometric model entity that the vertex is classified on. Returns -1 if not known.

***int* MF_GEntID(*MFace_ptr* mface):** Returns the ID of the geometric model entity that the vertex is classified on. Returns 0 if this information is not known.

***GEntity_ptr* MF_GEntity(*MFace_ptr* mface):** Returns a pointer or handle to the geometric model entity that the vertex is classified on. Returns NULL if this information is not known.

***int* MF_Num_Vertices(*MFace_ptr* mface):** Returns the number of vertices of the face.

***int* MF_Num_Edges(*MFace_ptr* mface):** Returns the number of edges of the face.

***int* MF_Num_AdjFaces(*MFace_ptr* mface):** Returns the number of adjacent faces of a face. This operator is relevant only in planar or surface meshes, i.e., for boundary faces not connected to any regions.

***List_ptr* MF_Vertices(*MFace_ptr* mface, *int* dir, *MVertex_ptr* mvert):** Return the ordered set of the vertices of the face. The vertices are ordered in ccw direction while looking down the face 'normal', if 'dir' is 1 and in the cw direction, if 'dir' is 0. If 'mvert' is specified, the vertex set is reordered so that it is the first vertex (This argument will be added soon to the function. For now, omit this argument). The behavior of this function can be illustrated using Figure 1. For the face shown in the figure, a vertex set with ccw ordering or 'dir' = 1 is V_0, V_1, V_2, V_3 and a vertex set with cw ordering or 'dir' = 0 is V_0, V_3, V_2, V_1. A vertex set with ccw ordering starting with vertex V_2 is V_2, V_3, V_0, V_1.

***List_ptr* MF_Edges(*MFace_ptr* mface, *int* dir, *MVertex_ptr* mvert):** Return the ordered set of edges of the face. The edges are ordered in the ccw while looking down the face 'normal' if dir is 1 and in the cw if dir is 0. If 'mvert' is specified, the edge set is reordered so that the first edge in the set contains this vertex. More precisely, if 'dir' is 1, and the first edge is 'e' used in the face in direction 'd', then **ME_Vertex(e,!d)** = mvert. With reference to Figure 1, the edges of the face in the ccw direction or 'dir' = 1 are E_0, E_1, E_2, E_3 and in the opposite dir are E_3, E_2, E_1, E_0. If 'mvert' or the starting vertex is specified as V_2, the edge set in ccw direction or 'dir' = 1 is E_2, E_3, E_0, E_1 and in the opposite direction is E_1, E_0, E_3, E_2.

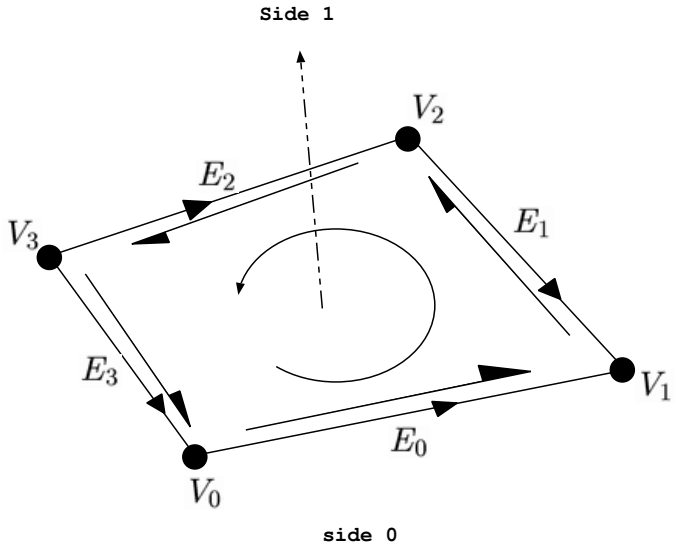


Figure 1: Face definition

***List_ptr* MF_AdjFaces(*MFace_ptr* mface):** List of adacent faces of a face. This operator is relevant only in planar or surface surface meshes, i.e., for boundary faces not connected to any regions.

***int* MF_EdgeDir(*MFace_ptr* mface, *MEdge_ptr* medge):** Returns the direction in which the face uses the given edge. If the faces use the edge in the positive direction, the function returns 1; otherwise it returns 0.

***int* MF_EdgeDir_i(*MFace_ptr* mface, *int* i):** Returns the direction in which the face uses its i'th edge. If the face uses the edge in the positive direction the function returns 1; otherwise it returns 0;

***List_ptr* MF_Regions(*MFace_ptr* mface):** Return the set of regions connected to the face. If the face is not used by any regions, the function returns NULL to indicate that the set is empty. If not the set may contain one or two regions.

***MRegion_ptr* MF_Region(*MFace_ptr* mface, *int* side):** Returns the region on the specified side of the face. The positive side of the face (side = 1) is the side towards which the face normal points. The negative side of the face (side = 0) is the opposite side.

***int* MF_UsesEntity(*MFace_ptr* mface, *MEntity_ptr* mentity, *int* type):** Check if the face uses the given lower dimension entity, 'mentity'. The type of the entity is specified by the 'etype' variable. For a face, a lower dimensional entity can be a vertex or an edge. If the face uses the vertex or the edge, the function returns 1; otherwise it returns 0. If any other type of entity is specified, the function returns 0.

***MFace_ptr* MVs_CommonFace(*int* nv, *MVertex_ptr* *fverts):** Return a face connected to all the given mesh vertices. Returns NULL if no such face exists.

***MFace_ptr* MEs_CommonFace(*int* ne, *MEdge_ptr* *fedges):** Return a face connected to all the given mesh edges. Returns NULL if no such face exists.

***void* MF_Coords(*MFace_ptr* mface, *int* *n, double (*xyz)[3], *int* dir):** Returns the coordinates of the face vertices in an array along with the number of vertices. If 'dir' is 1, the coordinates are returned with a ccw ordering while looking down the face normal; if 'dir' is 0, they are returned with a cw ordering (See Figure 1).

3.6 Mesh Region Object

***MRegion_ptr* MR_New(*Mesh_ptr* mesh):** Create a new region object. No topological information is embedded in the region when it is created. The region only knows which mesh it belongs to. The ID of the region is set by this function.

***void* MR_Delete(*MRegion_ptr* mregion, *int* keep):** Delete the region. Deletes all topological information embedded in the region. If **keep** is 0, the region is removed from the mesh and all topological and geometric information embedded in the region is destroyed. If **keep** is 1, the region is marked as type *MDELREGION* and removed from the mesh but the region is not destroyed. Also, the vertices, edges and faces of this region no longer point up to this region.

***void* MR_Restore(*MRegion_ptr* mregion):** Restore a temporarily deleted region. The region type is restored from *MDELREGION* to *MREGION* and the region is added back to the mesh. The vertices, edges and faces of the region once again point back to the region.

***void* MR_Set_GEntity(*MRegion_ptr* mregion, GEntity_ptr gent):** Set the geometric model entity on which the region is classified.

***void* MR_Set_GEntDim(*MRegion_ptr* mregion, *int* gdim):** Set the dimension of the geometric model entity on which the region is classified.

***void* MR_Set_GEntID(*MRegion_ptr* mregion, *int* gid):** Set the ID of the geometric model entity on which the region is classified.

***void* MR_Set_ID(*MRegion_ptr* mregion, *int* id):** Explicitly set ID of a region and overwrite the ID set by the **MR_New** function. Does not check for duplication of region IDs.

***void* MR_Set_Faces(*MRegion_ptr* mregion, *int* nf, *MFace_ptr* *mfaces, *int* *dirs):** Set the faces of the region along with their directions. The *unordered* set of faces and their directions are passed in through arrays along with the number of faces. If the normal of the face points out of the region, the associated direction to be passed in is 1; otherwise it is 0. This function is only relevant for full representations in MSTK.

***void* MR_Set_Vertices(*MRegion_ptr* mregion, *int* nv, *MVertex_ptr* *mvertices):** Set the vertices of the region. This routine will collect/build all lower order topological

information (edges, edge directions in the face) as needed by the face. For standard elements, the vertices must be ordered as indicated in Appendix B, while **nf** can be 0 and **rfv_template** can be NULL. For non-standard elements, **nf** is the number of faces of the polyhedron and **rfv_template** gives the vertices used in each face. More precisely, **rfv_template** has **nfv** pointers to integer array i. The first entry of each **rfv_template**[i] represents the number of vertices in that face and the remaining entries represent the list of vertices of the face listed so that the face defined by them points outward.

void **MR_Replace_Face(*MRegion_ptr* mregion, *MFace_ptr* mface, *MFace_ptr* nuface, *int* dir):** Replace a face of the region with another face. The direction in which the new face is used in the region must also be supplied. This function is only relevant for full representations in MSTK.

void **MR_Replace_Vertex(*MRegion_ptr* mregion, *MVertex_ptr* mvertex, *MVertex_ptr* nuvertex):** Replace a vertex of a region with another vertex. This function is relevant only for reduced representations in MSTK.

void **MR_Replace_Face_i(*MRegion_ptr* mregion, *int* i, *MFace_ptr* mface, *int* dir):** Replace the i'th face in the region with another face.The direction in which the new face is used in the region must also be supplied. This function is only relevant for full representations in MSTK.

void **MR_Replace_Vertex_i(*MRegion_ptr* mregion, *int* i, *MVertex_ptr* mvertex):** Replace the i'th vertex of the region with another vertex. This function is only relevant for reduced representations in MSTK.

Mesh_ptr **MR_Mesh(*MRegion_ptr* mregion):** Returns the mesh that the region belongs to.

int **MR_ID(*MRegion_ptr* mregion):** Returns the ID of the region. Returns 0 if not known.

int **MR_GEntDim(*MRegion_ptr* mregion):** Returns the dimension of the geometric model entity the region is classified on. Always returns 3 since a mesh region can be classified only on a model region.

int **MR_GEntID(*MRegion_ptr* mregion):** Returns the ID of the geometric model entity that the region is classified on. Returns 0 if not known.

***GEntity_ptr* MR_GEntity(*MRegion_ptr* mregion):** Returns a pointer or handle to the geometric model entity that the vertex is classified on. Returns NULL if this information is not known.

***int* MR_Num_Vertices(*MRegion_ptr* mregion):** Returns the number of vertices of a region.

***int* MR_Num_Edges(*MRegion_ptr* mregion):** Returns the number of edges of a region.

***int* MR_Num_Faces(*MRegion_ptr* mregion):** Returns the number of faces of a region.

***int* MR_Num_AdjRegions(*MRegion_ptr* mregion):** Returns the number of adjacent regions of a region, i.e., regions sharing a face with this region.

***List_ptr* MR_Vertices(*MRegion_ptr* mregion):** Returns the set of vertices of a region. For standard elements the vertices are ordered as indicated in Appendix B. For non-standard elements the set is unordered.

***List_ptr* MR_Edges(*MRegion_ptr* mregion):** Return the unordered set of edges of a region.

***List_ptr* MR_Faces(*MRegion_ptr* mregion):** Returns the set of faces of a region.

***List_ptr* MR_AdjRegions(*MRegion_ptr* mregion):** Returns the set of adjacent regions of a region, i.e., regions sharing a face with this region. The set is not ordered.

***int* MR_FaceDir(*MRegion_ptr* mregion, *MFace_ptr* mface):** Returns the direction in which the region uses the given face. Returns 1 if the face normal points out of the region and returns 0 if the face normal points into the region.

***int* MR_FaceDir_i(*MRegion_ptr* mregion, *int* i):** Returns the direction in which the region uses the i'th face. Returns 1 if the face normal points out of the region and returns 0 if the face normal points into the region.

***int* MR_UsesEntity(*MRegion_ptr* mregion, *MEntity_ptr* ment, *int* type):** Check if the region uses the given lower dimension entity, 'mentity'. The type of the entity is

***void* MR_Coords(*MRegion_ptr* mregion, *int* *n, double (*xyz)[3]):** Returns the coordinates of the region vertices in an array along with the number of vertices. For standard elements, the ordering is as given in Appendix B. For non-standard elements, the ordering is arbitrary.

3.7 Generic Entity Object

The following functions operate on generic mesh entities of type *MEntity_ptr*. This implies that variables of type *MVertex_ptr*, *MEdge_ptr*, *MFace_ptr*, *MRegion_ptr* can all be passed in place of *MEntity_ptr* variables in the following functions.

***int* MEnt_ID(*MEntity_ptr* mentity):** Returns the ID of a generic entity.

***int* MEnt_Dim(*MEntity_ptr* mentity):** Returns the topological dimension or type of generic entity.

***int* MEnt_OrigDim(*MEntity_ptr* mentity):** Returns the original topological dimension or type of generic entity before it was temporarily deleted.

***Mesh_ptr* MEnt_Mesh(*MEntity_ptr* mentity):** Returns the mesh that the entity belongs to.

***int* MEnt_GEntDim(*MEntity_ptr* mentity):** Returns the dimension of the geometric model entity that the entity is classified on.

***GEntity_ptr* MEnt_GEntity(*MEntity_ptr* mentity):** Returns a pointer or handle to geometric model entity that the entity is classified on.

***void* MEnt_Set_AttVal(*MEntity_ptr* ent, *MAttrib_ptr* attrib, *int* ival, *double* lval, *void* *pval):** Set the value of an attribute for given mesh entity. Depending on whether the attribute is integer, double or pointer, the appropriate entry in the argument list is specified.

***void* MEnt_Rem_AttVal(*MEntity_ptr* ent, *MAttrib_ptr mattrib*:** Clear the value of the given attribute from the entity.

***int* MEnt_Get_AttVal(*MEntity_ptr* ent, *MAttrib_ptr* int *ival, double *rval, double **pval):** Get the value of an attribute from an entity. Depending on the attribute type, either **ival**, **rval** or **pval** is returned.

3.8 Mesh Attributes

***MAttrib_ptr* MAttrib_New(*Mesh_ptr* mesh, *const char* *att_name, *MAttType* att_type, *MType* entdim):** Define a new mesh attribute. Along with the mesh to which this attribute is assigned (**mesh**) and the name of the attribute (**att_name**), the type of the attribute (**att_type**) must be specified as **INT**, **DOUBLE** or **POINTER**. Also, the dimension of the entity for which the attribute value can be set must be specified as **MVERTEX**, **MEDGE**, **MFACE**, **MREGION** or **MALLTYPE**.

***char* *MAttrib_Get_Name(*MAttrib_ptr* attrib, *char* *att_name):** Get the name of the given attribute.

***MAttType* MAttrib_Get_Type(*MAttrib_ptr* attrib):** Get the type of the attribute (Can return **INT**, **DOUBLE**, **PVAL**).

***MType* MAttrib_Get_EntDim(*MAttrib_ptr* attrib):** Get the dimension (or type) of entity attribute can be asssigned to. Can be **MVERTEX**, **MEDGE**, **MFACE**, **MREGION** or **MALLTYPE**.

***void* MAttrib_Delete(*MAttrib_ptr* attrib):** Delete an attribute.

3.9 Entity Marks

Entity marks or markers are a way of tagging entities. Such functionality is useful in algorithms which must keep track of processed entities to avoid duplication of work. An example of such an operation is creating a union of entity sets while extracting upward adjacency information such as the regions connected to an edge.

***int* MSTK_GetMarker():** Returns a unique marker ID which may be used to tag entities.

***void* MEnt_Mark(*MEntity_ptr* ent, *int* mkr):** Mark an entity with the given marker 'mkr'.

***int* MEnt_IsMarked(*MEntity_ptr* ent, *int* mkr):** Check if an entity is marked with the given marker 'mkr'.

***void* MEnt_Unmark(*MEntity_ptr* ent, *int* mkr):** Unmark an entity with respect to the given marker 'mkr'

***void* List_Mark(*List_ptr* list, *int* mkr):** Mark a set of entities with given marker.

***void* List_Unmark(*List_ptr* list, *int* mkr):** Unmark a set of entities with respect to the given marker.

***void* MSTK_FreeMarker(*int* mkr):** Release the marker ID given by **MSTK_GetMarker()** so that it can be reused. Care must be taken to unmark all entities marked with this marker ID before releasing it. If not, subsequent operations with reassigned marker will find a tag on some entities and mistake them for being processed.

3.10 Mesh Modification

***int* ME_Swap2D(*MEdge_ptr* e, *MEdge_ptr* *enew, *MFace_ptr* fnew[2]):** Swap an edge in a triangular mesh. No checks are performed for topological or geometric validity.

***MFace_ptr* MFs_Join(*MFace_ptr* f1, *MFace_ptr* f2, *MEdge_ptr* e):** Join two faces along common edge and create new face by eliminating the common edge as shown in Figure 2. If 'f1' has 'n1' edges and 'f2' has 'n2' edges, then the new face has ('n1'+'n2'-2) edges.

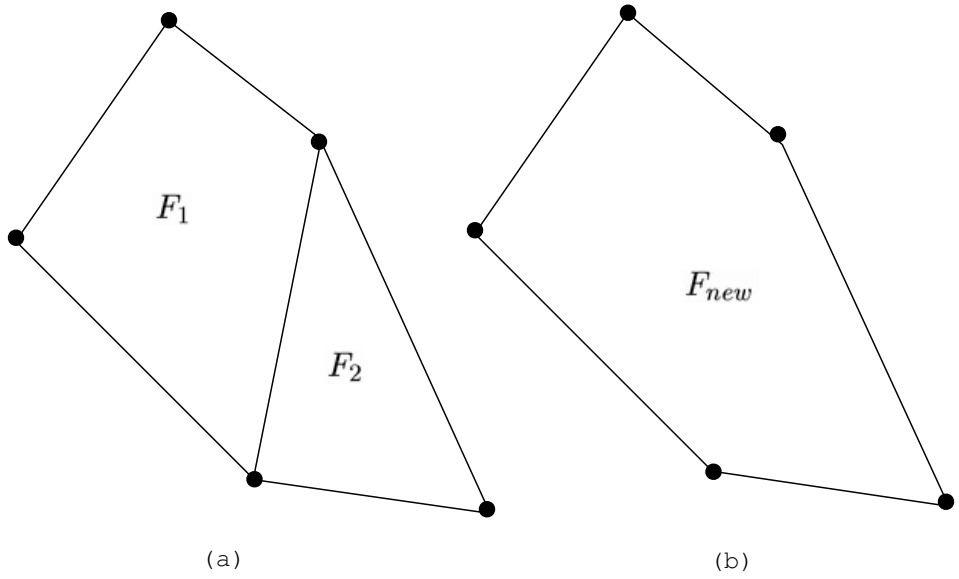


Figure 2: Joining two faces (a) Two faces F_1 and F_2 sharing a common edge (b) New pentagonal face F_{new} created by eliminating the common edge.

3.11 Utilities

***void* MSTK_Report(*char* *module, *char* *message, *ErrType* severity):** Error handler for MSTK. 'module' is the name of the function in which the error occurs. 'message' is the error message and is recommended to be less than 1024 characters in length. 'severity' is an error code and can be MESSG, WARN, ERROR or FATAL. If the error code is FATAL, the program will quit after printing the error. If the same message is repeated successively, then the message is printed only the first time.

***void* List_PrintID(*List_ptr* l):** Debugging utility to print the IDs of the entities in a set.

***void* MV_Print(*MVertex_ptr* v, int lev):** Debugging utility to print information about a mesh vertex, **v**. The argument **lev** controls the level of detail of the information printed. **lev** = 0 prints the minimum information, i.e., vertex pointer, its ID and its coordinates. If **lev** = 1, the function prints classification information for the vertex (if available), i.e., ID and dimension of the model entity that the vertex is on. If **lev** > 1, then upward detailed adjacency information is also printed for the vertex, i.e., information is printed about the edges, faces and regions connected to the vertex.

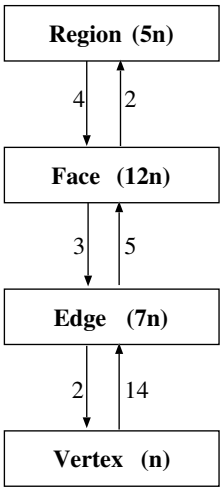
***void* ME_Print(*MEdge_ptr* e, int lev):** Debugging utility to print information about a mesh edge, **e**. The argument **lev** controls the level of detail of the information printed. **lev** = 0 prints the minimum information, i.e., edge pointer, its ID and the IDs of its two vertices. If **lev** = 1, the function prints classification information for the edge (if available), i.e., ID and dimension of the model entity that the edge is on. Also, more detailed vertex information printed in this case. If **lev** > 1, the function prints detailed upward adjacency information for the edge, i.e., information is printed about the faces and regions connected to the edge.

***void* MF_Print(*MFace_ptr* f, int lev):** Debugging utility to print information about a mesh face, **f**. The argument **lev** controls the level of detail of the information printed. **lev** = 0 prints the minimum information, i.e., the face pointer and its ID. If **lev** = 1, the function prints classification information for the edge (if available), i.e., ID and dimension of the model entity that the face is on. Also, a signed list of the edges of the face is printed. If **lev** > 1, the function prints detailed downward and upward adjacency information for the face, i.e., information is printed about the edges and vertices of the face, and about the regions connected to the face.

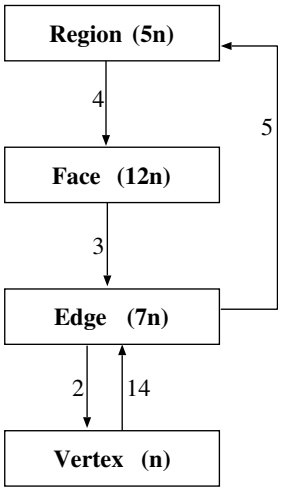
***void* MR_Print(*MRegion_ptr* r, int lev):** Debugging utility to print information about a mesh region, **r**. The argument **lev** controls the level of detail of the information

printed. **lev** = 0 prints the minimum information, i.e., region pointer and its ID. If **lev** = 1, the function prints classification information for the region (if available), i.e., ID of the model entity that the region is on. Also, a signed list of the faces of the region is printed. If **lev** > 1, the function prints detailed downward adjacency information for the region, i.e., information is printed about the faces, edges and vertices forming the region.

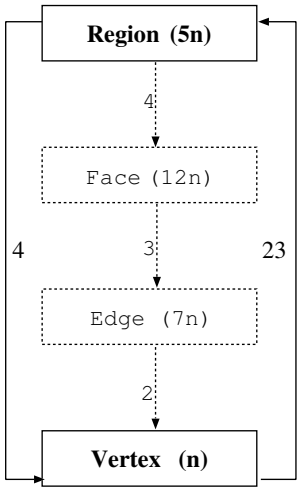
A Mesh Representation Types in MSTK



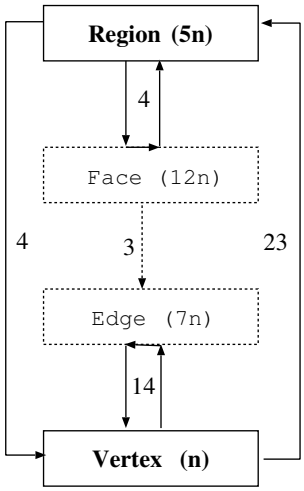
Representation F1



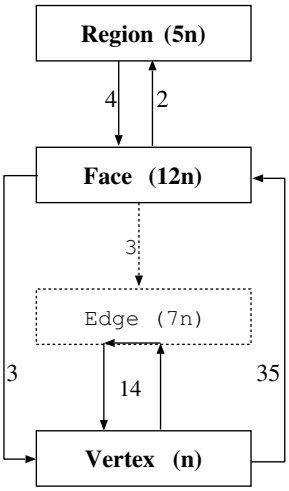
Representation F4



Representation R1

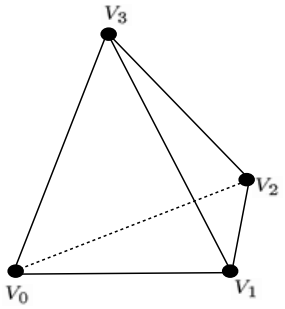


Representation R2

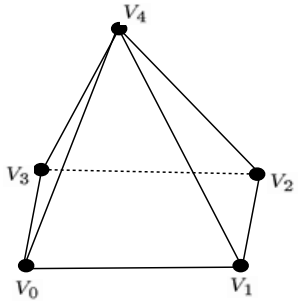


Representation R4

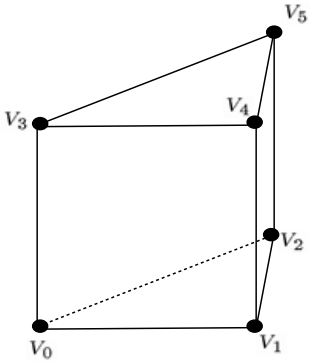
B Conventions for Vertex, Edge Numbering in Standard Region Types



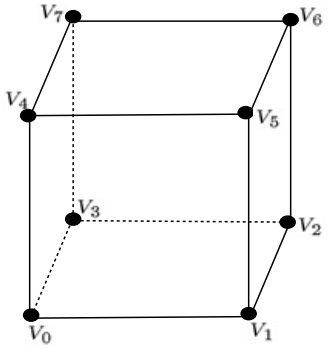
(a)
Tetrahedron



(b)
Pyramid



(c)
Triangular Prism



(d)
Hexahedron

C MSTK File Format

C.1 MSTK ASCII File Format

 # This is a comment
 # The string "MSTK" and File version number (1.0)

MSTK Ver

*# char *reptype - Type of representation*
 # int NV, NE, NF, NR - Number of vertices, edges, face, regions

RepType NV NE NF NR

*# **VERTEX INFO***
 # Each record has
 # double X,Y,Z Coordinates
 # int Mdim - Topological type or dimension of model entity that
 # the vertex is on
 # int Mid - ID of model entity the vertex is on
 # Mdim and Mid can be -1 and 0 resp. if model info. is absent

X_Coord Y_Coord Z_Coord Mdim Mid
X_Coord Y_Coord Z_Coord Mdim Mid
. . .
 # Repeated NV times

*# **EDGE INFO** - present only if NE ≠ 0*
 # Keyword 'edges' followed by edge records # Each edge record has
 # int Vid_1, Vid_2 - IDs of first, second vertex of edge
 # int Mdim, Mid

edges Vid_1 Vid_2 Mdim Mid
Vid_1 Vid_2 Mdim Mid
. . .
 # Repeated NEdges times

*# **FACE INFO** - present only if NF ≠ 0*
*# Keyword 'faces' # char *FLtype: Keyword for lower order entity describing faces*
 # Values: Vertex, Edge (case insensitive), e.g. VeRteX or EDGE

faces FLtype

 # If face described by vertices, then each face record has
 # int NFV - Number of face vertices
 # int Vid_1 - ID of first vertex of face
 # int Vid_2 - ID of second vertex of face
 # . . .
 # int Vid_1 - ID of NFV'th vertex of face
 # int Mdim, Mid

NFV Vid_1 Vid_2 ... Vid_NFV Mdim Mid
NFV Vid_1 Vid_2 ... Vid_NFV Mdim Mid
. . .
 # Repeated NFaces times

 # If face described by edges, then each face record has
 # int NFE - Number of face edges
 # int ±Eid_1 - signed ID of first edge of face
 # int ±Eid_2 - signed ID of second edge of face
 # . . .
 # int ±Eid_NFE - signed ID of NFE'th edge of face
 # int Mdim, Mid
#
 # if sign of edge is +, face uses edge in direction it was defined
 # if sign of edge is -, face uses edge in opposite direction

NFE ±Eid_1 ±Eid_2 ... ±Eid_NFE Mdim Mid
NFE ±Eid_1 ±Eid_2 ... ±Eid_NFE Mdim Mid
. . .
 # Repeated NFaces times

*# **REGION INFO** - present only if NR ≠ 0*
*# Keyword 'regions' # char *RLtype - keyword for lower order entity describing region*

 # Values: Vertex, Face (case insensitive), e.g. VERtex or faCE

regions RLtype

 # if region described by vertices, then each region record has
 # int NRV - Number of region vertices
 # int Vid_1 - ID of first vertex of region
 # int Vid_2 - ID of second vertex of region
 # . . .
 # int Vid_NFE - ID of NRV'th vertex of region
 # int Mid, (NOTE: Mdim is not specified, since it has to be 3)

NRV Vid_1 Vid_2 ... Vid_NRV Mid
NRV Vid_1 Vid_2 ... Vid_NRV Mid
. . .
 # Repeat NR times

 # if region described by faces, then each region record has
 # int NRF - Number of region faces
 # int Fid_1 - signed ID of first face of region
 # int Fid_2 - signed ID of second face of region
 # . . .
 # int Fid_NRF - signed ID of NRF'th face of region
 # int Mdim, Mid
#
 # if sign of face is +, face normal points out of region
 # if sign of edge is -, face normal points into region

NRF ±Fid_1 ±Fid_2 ... ±Fid_NRF Mid
NRF ±Fid_1 ±Fid_2 ... ±Fid_NRF Mid
. . .
 # Repeated NR times

*# **NOT IMPLEMENTED***

*# **VERTEX ATTRIBUTES***
 # int NVA - Number of Vertex attributes
#
*# char *VA_name_1 - Name of first vertex attribute*

 # int VA_type_1 - Type of first vertex attribute
 # int VA_dim_1 - Dimension of first vertex attribute
#
*# char *VA_name_2 - Name of second vertex attribute*
 # int VA_type_2 - Type of second vertex attribute
 # int VA_dim_2 - Dimension of first vertex attribute
#
 # . . .
#
*# char *VA_name_NVA - Name of NVA'th vertex attribute*
 # int VA_type_NVA - Type of NVA'th vertex attribute
 # int VA_dim_NVA - Dimension of NVA'th vertex attribute
#
 # VA_type can be 1 (int), 2 (double), 3 (string)
 # VA_dim = 1 for scalars, VA_dim = length of vector for vector
 # VA_dim can only be 1 when VA_type is string

NVA
VA_name_1 VA_type_1 VA_dim_1
VA_name_2 VA_type_2 VA_dim_2
.
VA_dim_NVA VA_type_NVA VA_dim_2

 # For each vertex attribute record, set of attribute values
 # E.G., there are 3 attributes for each vertex:
 # a scalar int, a vector of 3 doubles and a string

VA_*int* VA_double_1 VA_double_2 VA_double_3 VA_string
VA_*int* VA_double_1 VA_double_2 VA_double_3 VA_string
.
.
.
 # Repeated NV times

*# **EDGE ATTRIBUTES***
 # Similar to Vertex attribute description

NEA
EA_name_1 EA_type_1 EA_dim_1
EA_name_2 EA_type_2 EA_dim_2
.
EA_dim_NEA EA_type_NEA EA_dim_2

 # For each edge attribute record, set of attribute values
 # E.G., a scalar int, a scalar double and a string

EA_*int* EA_double EA_string
EA_*int* EA_double EA_string
. . .
 # Repeated NE times

*# **FACE ATTRIBUTES***
 # Similar to Vertex attribute description

NFA
FA_name_1 FA_type_1 FA_dim_1
FA_name_2 FA_type_2 FA_dim_2
.
FA_dim_NFA FA_type_NEA FA_dim_2

 # For each face attribute record, set of attribute values
 # E.G., a vector of 2 doubles and a string

FA_double_1 FA_double_2
FA_double_1 FA_double_2
. . .
 # Repeated NF times

*# **REGION ATTRIBUTES***
 # Similar to Vertex attribute description

NRA
RA_name_1 RA_type_1 RA_dim_1
RA_name_2 RA_type_2 RA_dim_2
.
RA_dim_NRA RA_type_NRA RA_dim_NRA

 # For each Region attribute record, set of attribute values
 # E.G., a vector of 3 ints

RA_int_1 RA_int_2 RA_int_3
RA_int_1 RA_int_2 RA_int_3
. . .
 # Repeated NR times

D Example program

NOTE: This program is included in the distribution.

```
#include <stdio.h>
#include <stdlib.h>
#include "MSTK.h"
#include "test.h"

int main(int argc, char *argv[]) {
 int i, idx, idx2, ok, edir, nv, ne;
 double xyz[3];
 char meshname[256];
 Mesh_ptr mesh;
 MVertex_ptr v;
 MEdge_ptr e;
 MFace_ptr f;
 GEntity_ptr gent;
 List_ptr fedges;


 /* Initialize MSTK - Always do this even if it does
    not seem to matter in this version of MSTK */

 MSTK_Init();

 /* Load the mesh */

 strcpy(meshname,argv[1]);
 strcat(meshname,".mstk");

 mesh = MESH_New(UNKNOWN_REP);
 ok = MESH_InitFromFile(mesh,meshname);
 if (!ok) {
   fprintf(stderr,"Cannot file input file %s\n\n\n",meshname);
   exit(-1);
 }
```

```
/* Print some info about the mesh */

nv = MESH_Num_Vertices(mesh);
for (i = 0; i < nv; i++) {
 v = MESH_Vertex(mesh,i);

 /* Basic info */
 printf("\n");
 printf("Vertex: 0x%-x   ID: %-d   ",v,MV_ID(v));

 /* Classification w.r.t. geometric model */

 if (MV_GEntDim(v) == -1)
   fprintf(stderr,"Unknown Classification\n");
 else {
  printf("GEntID: %-d   GEntDim: %-d\n",MV_GEntID(v),MV_GEntDim(v));
  if ((gent = MV_GEntity(v)))
    printf("Model entity pointer: 0x%-x\n",gent);
 }

 /* Coordinates */
 MV_Coords(v,xyz);
 printf("Coords: %16.8lf %16.8lf %16.8lf\n",xyz[0],xyz[1],xyz[2]);
}

idx = 0;
while (f = MESH_Next_Face(mesh,&idx)) {

 /* Basic info */
 printf("\n");
 printf("Face: 0x%-x   ID: %-d   ",f,MF_ID(f));

 /* Classification w.r.t. geometric model */

 if (MF_GEntDim(f) == -1)
  fprintf(stderr,"Unknown Classification\n");
 else {
  printf("GEntID: %-d   GEntDim: %-d\n",MF_GEntID(f),MF_GEntDim(f));
```

```
   if ((gent = MF_GEntity(f)))
    printf("Model entity pointer: 0x%-x\n",gent);
  }
  printf("\n");

  /* Edges of face */
  fedges = MF_Edges(f,1,0);
  ne = List_Num_Entries(fedges);
  printf("Edges: %-d\n",ne);
  printf("Object       ID     GEntID  GEntDim   Vertex IDs\n");
  idx2 = 0; i = 0;
  while (e = List_Next_Entry(fedges,&idx2)) {
   edir = MF_EdgeDir_i(f,i);
   if (edir)
    printf("0x%-8x    %-8d %-8d     %-1d       %-d  %-d\n",
           e,ME_ID(e),ME_GEntID(e),ME_GEntDim(e),
           MV_ID(ME_Vertex(e,0)),MV_ID(ME_Vertex(e,1)));
   else
    printf("0x%-8x    %-8d %-8d     %-1d       %-d  %-d\n",
           e,-ME_ID(e),ME_GEntID(e),ME_GEntDim(e),
           MV_ID(ME_Vertex(e,0)),MV_ID(ME_Vertex(e,1)));
   i++;
  }
  printf("\n");
  List_Delete(fedges);
 }

 /* Write out a copy of the mesh */

 strcpy(meshname,argv[1]);
 strcat(meshname,"-copy.mstk");
 MESH_WriteToFile(mesh,meshname);

 /* No need to delete a mesh if program ends right afterwards */

 MESH_Delete(mesh);
 return 1;
}
```