```
1 function [M comp] = compressionCOL1(M in, n)
 2 %This function requires an input M_{in} with 5 columns: z,r, Theta, MC, GC and n
 3 %defining the number of slices that M in will be turned into. This function
 4 %defines n+1 increments of equal distance along the z axis between the max
 5 %and min z value, then makes n Matrices with the points inbetween these
 6 %increments (z-Slices) and stores them in a cell array.
 8 %Sort by z
9 M0 = sortrows (M in, 1);
10
11
12
13 %Define z range
14 PCtop = max(M0(:, 1));
15 PCbot = min(M0(:, 1));
17 % Define Slice increments in z range
18 Slicematrix = linspace(PCbot, PCtop, n+1);
19
20 % Initialize Cell Array
21 M comp = cell(n, 1);
22
23 % Loop over Slices
24 \text{ for } h = 1:n
25
     % Define Borders of each slice
     lowerheight = Slicematrix(h);
26
     upperheight = Slicematrix(h+1);
27
28
     %Find indices of all Points within these borders
29
30
      sliceindices = M0(:, 1) >= lowerheight & M0(:, 1) <= upperheight;</pre>
31
32
     % Collect all Points of this slice
   M1 = M0(sliceindices, :);
33
34
35
      % Store Points in cell array
36
      M comp\{h\} = M1;
37 end
```