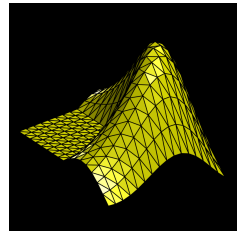# Mesh processing toolbox v1.2

List of developped functions and tests

- add_triangles
- add_vertices
- clone_solve_nmnfld_vertices
- collect_intersecting_triangle_indices
- compute_component_areas
- compute_face_normals
- compute_face_selection_area
- compute_hole_and_boundary_perimeters
- compute_mesh_bounding_boxe
- compute_mesh_curvature
- compute_mesh_total_area
- compute_mesh_volume
- compute_point_to_mesh_min_distance
- compute_vertex_normals
- detect_mesh_holes_and_boundary
- edge_collapse
- erode_mesh_boundary_and_holes
- fill_mesh_holes
- find_edges_from_vertex_list
- find_neighbor_triangle_indices
- find_triangle_indices_from_edges_list
- find_triangle_sets_from_vertex_list
- find_triangles_from_vertex_list
- flip_faces_orientation
- ismesh2Dmanifold
- ismeshwatertight
- line_plane_intersection
- mesh_smooth
- mesh_union
- plot_mesh
- plot_point_set
- point_to_line_distance
- point_to_plane_distance
- quad2trimesh
- query_edges_list
- query_every_vertices_neighbor_indices
- rebuild_triangulation_from_edge_list
- remove_duplicated_triangles
- remove_duplicated_vertices
- remove_flat_triangles
- remove_isolated_triangles
- remove_non_manifold_triangles
- remove_non_manifold_vertices
- remove_self_intersecting_triangles
- remove_small_components
- remove_triangles
- remove_unreferenced_vertices
- remove_vertices
- reorient_all_faces_coherently
- segment_connected_components
- select_face_normals

- select_holes_and_boundary
- select_non_manifold_triangles
- select_non_manifold_vertices
- select_self_intersecting_triangles
- select_vertex_normals
- show_holes_and_boundary
- show_mesh_components
- show_mesh_curvature
- show_triangle_selection
- show_vertex_selection
- submesh_selection

tests

- test_erode_holes_and_boundary
- test_clone_solve_nmnfld_vertices
- test_compute_component_areas
- test_compute_mesh_curvature
- test_compute_hole_and_boundary_perimeters
- test_compute_mesh_volume
- test compute_point_to_mesh_min_distance
- test_compute_total_area
- test_compute_vertex_normals
- test_edge_collapse
- test_fill_mesh_holes
- test_ismesh2Dmanifold
- test_ismeshwatertight
- test_mesh_smooth
- test_mesh_union
- test_quad2trimesh
- test_query_every_vertices_neighbor_indices
- test_remove_isl_triangles
- test_remove_non_manifold_triangles
- test_remove_non_manifold_vertices
- test_remove_self_intersect_tgl
- test_remove_small_components
- test_reorient_all_faces_coherently
- test_show_components
- test_show_holes_and_boundary
- test_segment_connected_components
- test_select_holes_and_boundary
- test submesh_selection