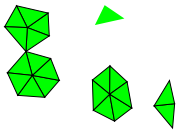


tents

Chapter 2

Quick start

2.1 Introduction

```
3  P1 = [0,0] #one corner of box
4  P2 = [5,10]#other corner
5  box = nmesh.box( P1,P2 )
6
7  bbox = [[0,0],[5,10]]
8
9  mesh = nmesh.mesh(bounding_box=bbox, objects=[box])
10
11 nmesh.visual.plot2d_ps( mesh
```

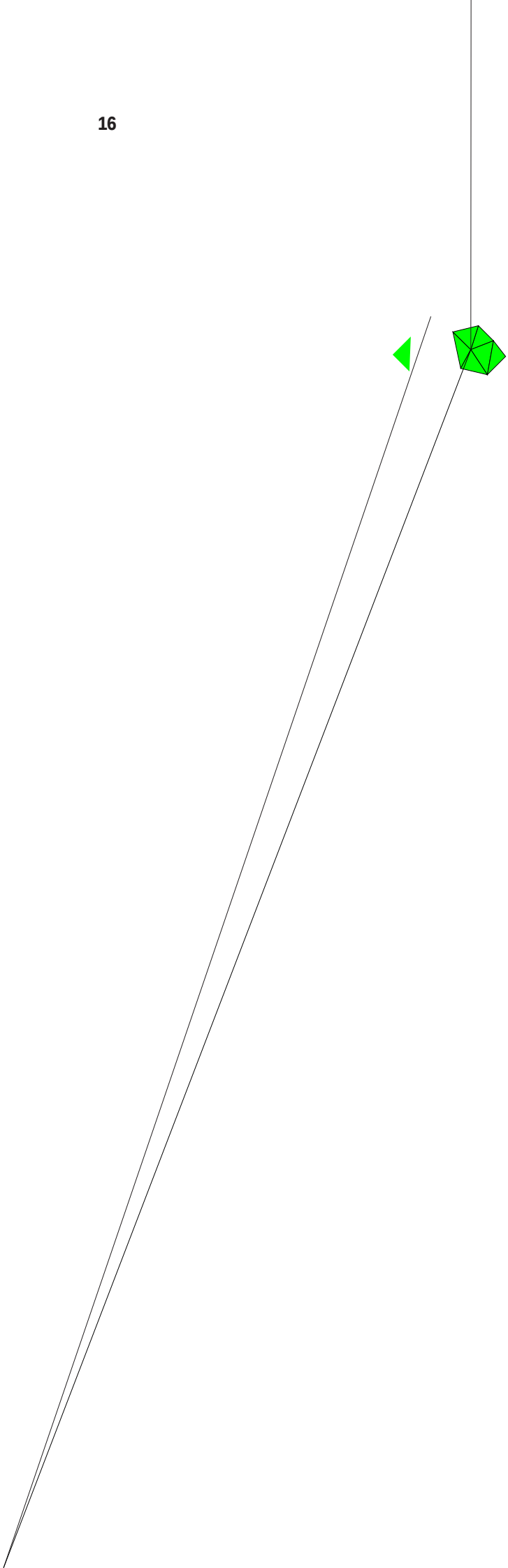
```
x = nmesh.box( [0,0],[1,1], transform=[("scale",[10,2])])

bbox = [[-2,-2],[12,4]]
```

The transformation to rotate around [0,0,1] for 45 degrees would thus read

```
("rotate3d",[0,0,1],45)
```

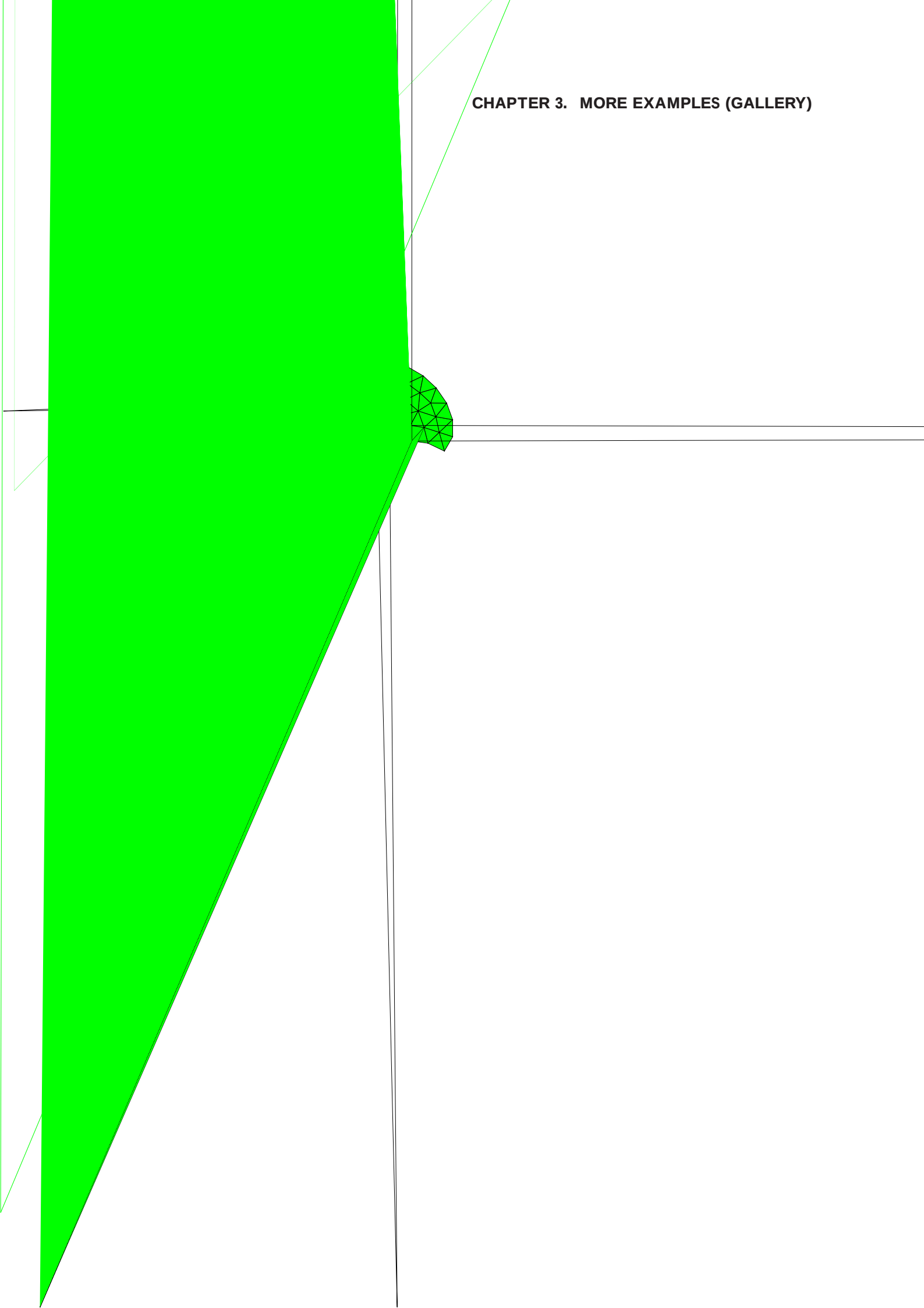
The complete example is

```
```



2.9. MESHING IN

Chapter 3



5.2 Access to the mesh from Python (tolists.py)

NF - Calling d_x

VF -

- time_step_scale **= S** · time_step