

```

...s/sctuto — -zsh  ...ffmedit Lshape  ...g2msh — -zsh

Building scene(s)
Creating scene 1
Loading default options
Scene seconds: 0.04

Rendering scene(s)

Total running seconds: 2.11
Thank you for using Medit.
[(base) dapogny@charless-MBP-2 codes % ffmedit Lshape
-- Medit, Release 3.0a (Nov. 30, 2007)
Copyright (c) LJLL, 1999-2007.
compiled: Mer 20 mai 2020 16:08:51 CEST (with ff++ 4.6).

Loading data file(s)
use loadMesh
## 40 entities discarded
Input seconds: 0.00

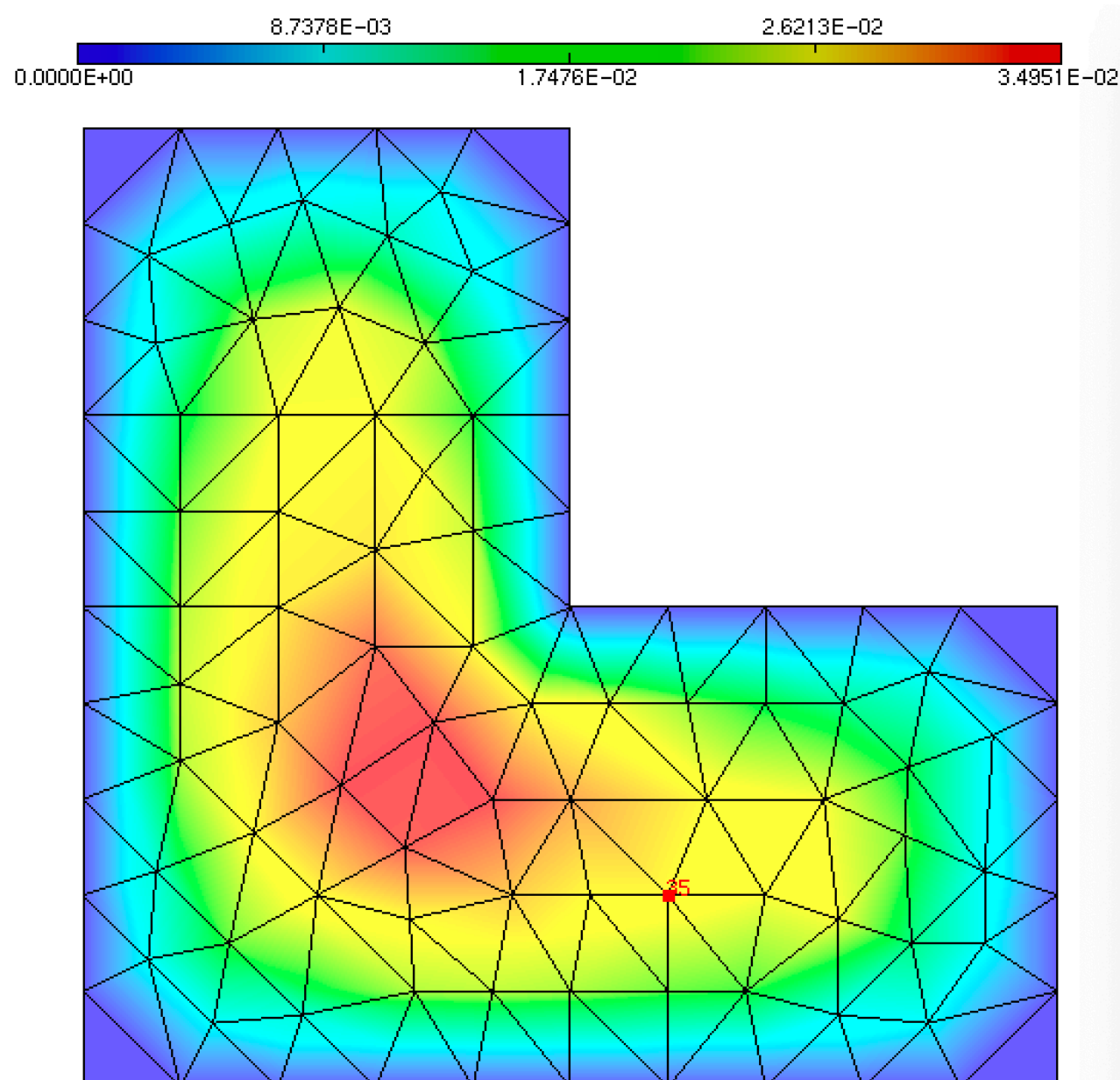
medit1()

Building scene(s)
Creating scene 1
Loading default options
Scene seconds: 0.04

Rendering scene(s)

Picking result :
Triangle 144 : 51, 50, 58 ref : 0 [DEFAULT_MAT]
vertex 51 : 0.330000 0.250000 0.000000 ref 0
Data (scalar): 0.034526
vertex 50 : 0.420000 0.300000 0.000000 ref 0
Data (scalar): 0.034810
vertex 58 : 0.360000 0.380000 0.000000 ref 0
Data (scalar): 0.034855

```



```

...s/sctuto — -zsh  ...ffmedit Lshape  ...g2msh — -zsh

Triangle 144 : 51, 50, 58 ref : 0 [DEFAULT_MAT]
vertex 51 : 0.330000 0.250000 0.000000 ref 0
Data (scalar): 0.034526
vertex 50 : 0.420000 0.300000 0.000000 ref 0
Data (scalar): 0.034810
vertex 58 : 0.360000 0.380000 0.000000 ref 0
Data (scalar): 0.034855

Picking result :
Vertex 37 : 0.640000, 0.300000, 0.000000 ref : 0
Data (scalar): 0.028311

Total running seconds: 0.96
Thank you for using Medit.
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compiled: Mer 20 mai 2020 16:08:51 CEST (with ff++ 4.6).

Loading data file(s)
use loadMesh
## 40 entities discarded
Input seconds: 0.00

medit1()

Building scene(s)
Creating scene 1
Loading default options
Scene seconds: 0.04

Rendering scene(s)

Picking result :
Vertex 35 : 0.600000, 0.200000, 0.000000 ref : 0
Data (scalar): 0.028939

```